

# HeroQuest™

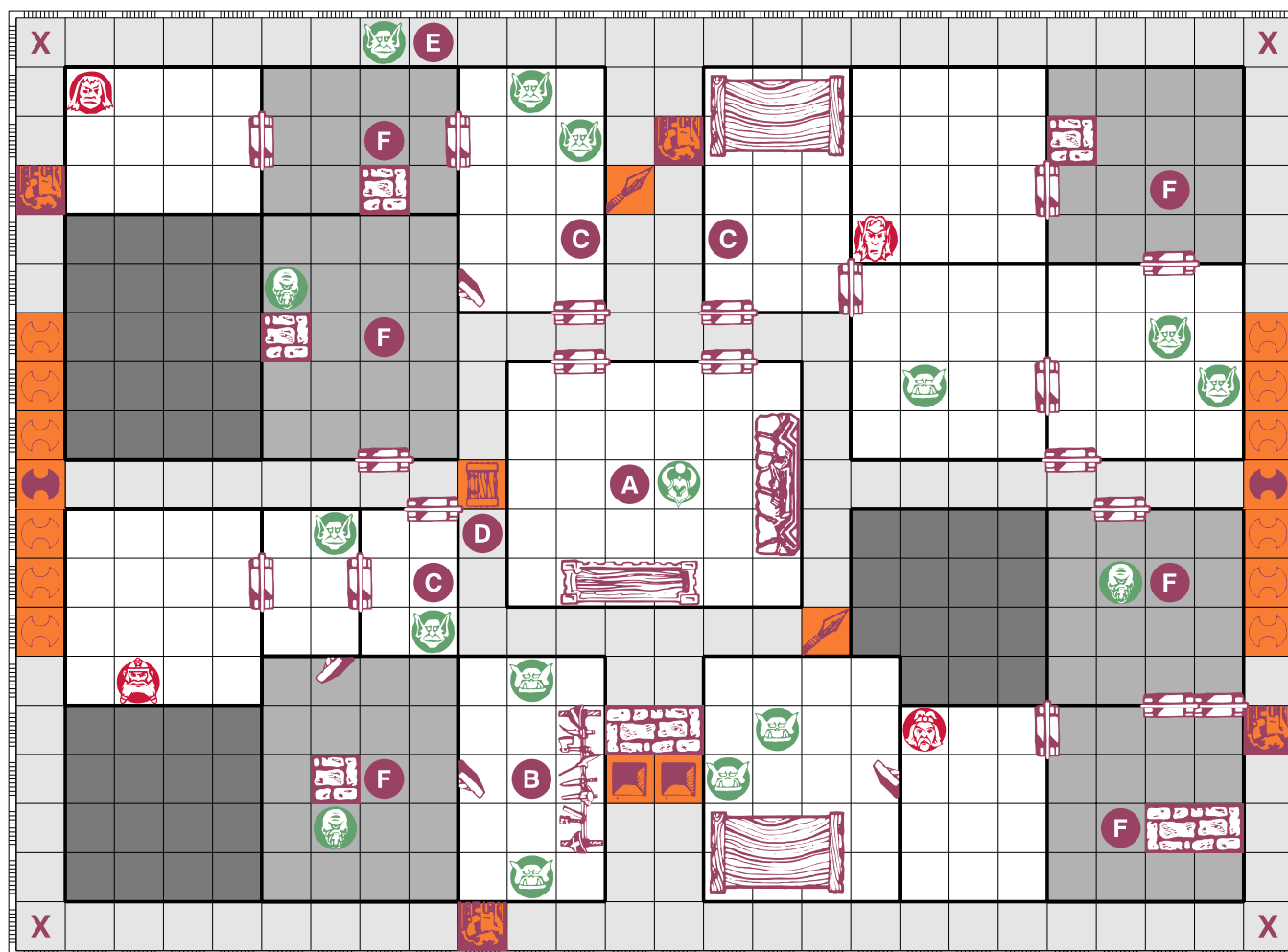
Tremors

Q U E S T



B O O K





## Quest 1

# Tremors

There have been some mysterious disappearances in the past week in the town of Perfection. Something here just doesn't

seem right. You're going to have to start an investigation, and stop whatever it is causing all these people to vanish.

### NOTES:

Reward: 145 gold coins for each adventurer left alive.

- A** There is a massive stash of C4 and pet mice here. They may be useful for later. A character may only carry one block of C4 and one mouse at a time. There is also a sonar in this room. Once a player enters this room, the Dungeon Master places all remaining Graboid tokens on the field.
- B** In this room is a weapon stash. If a player searches for treasure you find a pair of shoes in here as well as a Hand Axe. When trying on the shoes, you realize that you make less noise when walking.
- C** As you approach the door, you hear a rumbling sound, as if something very large is moving outside.
- D** If a player searches for treasure without searching for traps. Activate a trap. And alarm sounds and suddenly the ground beneath you disappears. You are eaten by a Graboid, but you fight and manage to escape before it digests you. Move your piece to one of the four corners of the map, as chosen by the dungeon master. You **MUST** lose two Body Points. If a player searches for treasure and the trap has been disarmed or already activated. You find a bag of 75 gold coins.

- E** As you turn the corner, you see a Goblin. Suddenly, sand bursts out from around it. A Graboid comes up from the ground and devours the Goblin. If a player has a block of C4 and a mouse you arm the mouse with the C4 and it runs off. A player can use the remainder of their movement to escape the Graboid. After this the Graboid eats the mouse, and blows up. Any player within six spaces of the Graboid (including buildings) misses their next go and loses one Body Point

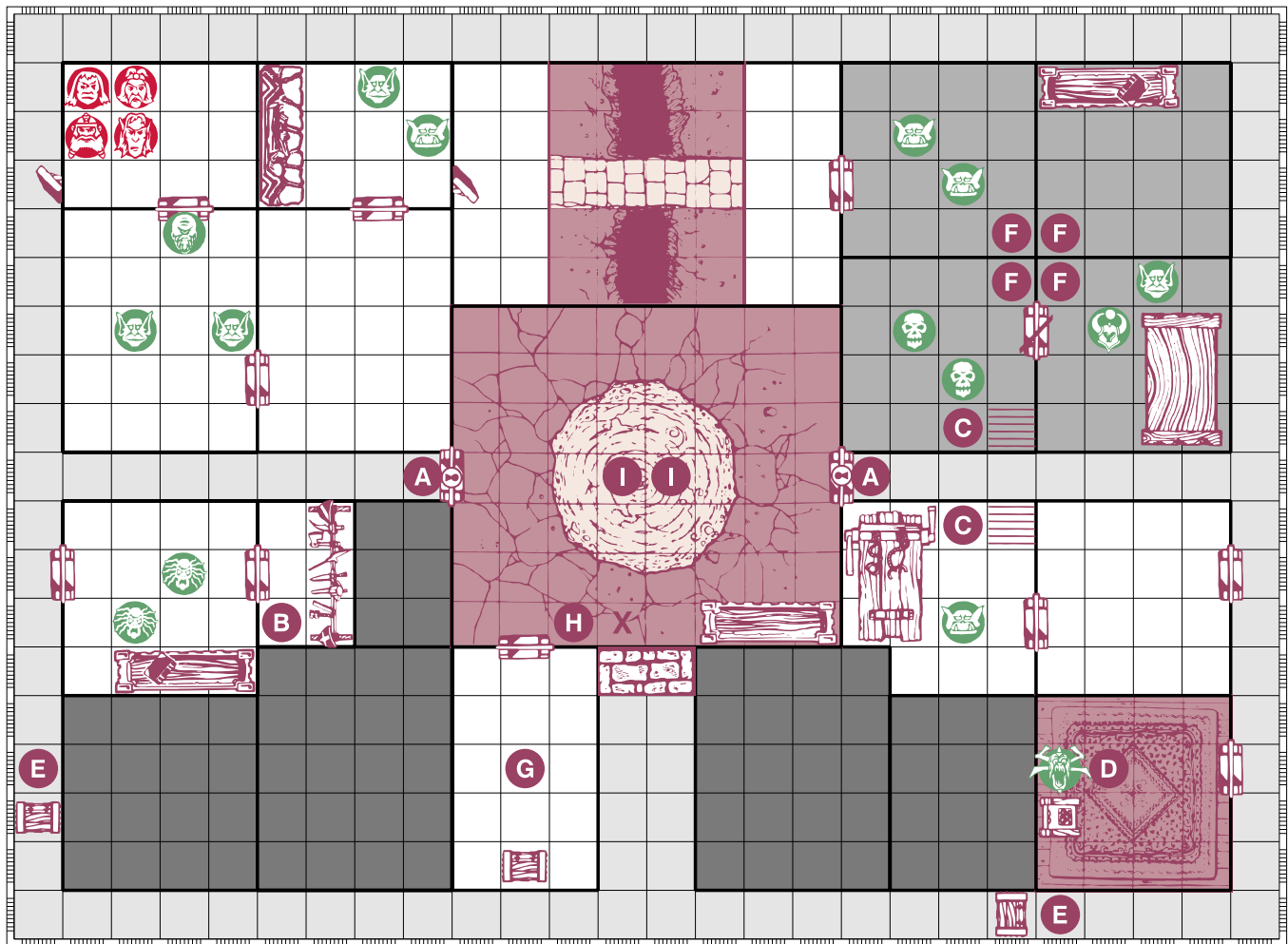
- F** The floor here feels weak. If a player ends their turn on a shaded space a Graboid bursts out of the ground and attacks you. You escape to the nearest rock, but lose one Body Point.

Graboid stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	1	-



Wandering Monster in this Quest: Goblin



## Quest 2

# Aftershocks

After the incident with the Graboids, Perfection valley has been rather peaceful. But now, it's happening again. But this time

the Richter scale isn't moving an inch...

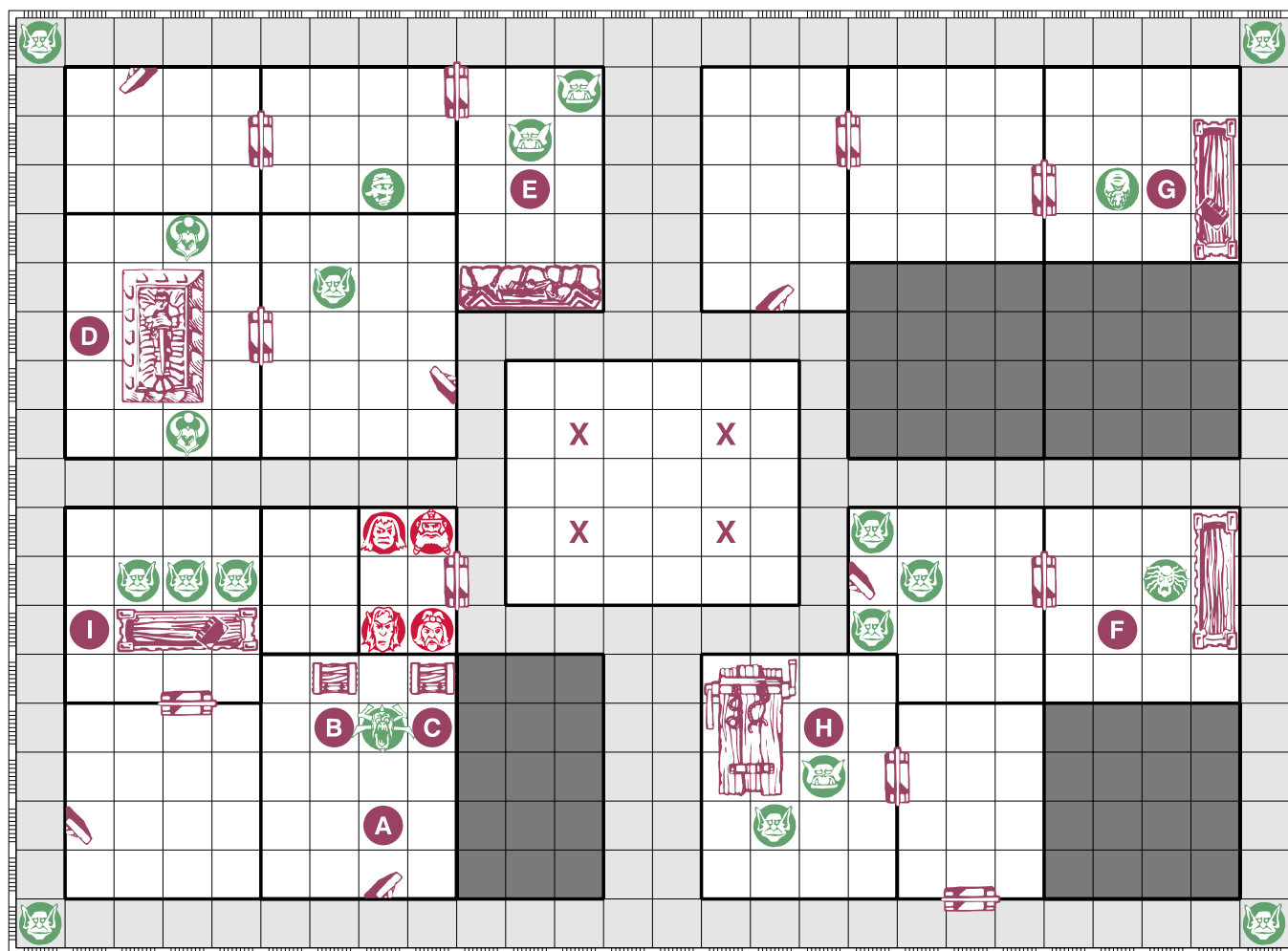
### NOTES:

Reward: 215 gold coins for each adventurer left alive.

- A** This reinforced door is locked. It appears you are going to need to find a key. A player may only open this if they have the triangular key.
- B** If a player searches for treasure. You find a triangular key and 25 gold coins.
- C** These stairs can be traversed. A player can land on the stairs and then onto the other marked stairs next on the same turn as an ordinary movement.
- D** The Gargoyle is placed in the room but does not move or attack. The Gargoyle seems to be stone still and staring into space. There is a battle axe sitting on the throne and 100 gold coins. If a player searches for treasure you pick up the battle axe and 100 gold coins. Suddenly, the Gargoyle comes alive and attacks. The Gargoyle can now move.
- E** If a player searches for treasure. You find a Potion of Resilience and a Heroic Brew. (The potions are both in each chest.)
- F** The shaded rooms are all combined into one room. Ignore the center walls and place all creatures and furniture in all four rooms on the field. You enter a massive room where some monsters seem to be having a meeting. They are all looking the other way and don't seem to know that you are there. Do not move any of these figures until one of them attacks or can directly see a player.
- G** The chest in this room is filled with C4. It can be moved into the center room and activated. When activated, all players have two turns to escape as far away from the blast as possible. Any player caught in the blast will lose Body Points as seen below. Center of blast is all squares marked with an I.  
5 squares – 3 Body Points  
9 squares – 2 Body Points  
13 squares – 1 Body Point
- H** Place the Chaos Room on the field and the first Shrieker on the space marked with an X. every 6 turns, double the amount of Shriekers on the field and place the new ones around already existing ones. Inform players at the start of the game that the walk through walls spell has been used.



Wandering Monster in this Quest: Orc



## Quest 3

# Blasting Away

Those Graboids don't know when to quit! A third evolution has added itself to the chain, and now you're stuck in a toilet being attacked by Arse-Blasters! It's not really worth the 200 gold coin reward for eradicating them, especially seeing that they

have outsmarted you and can no longer be attacked with your weapons. Fortunately, you're in a junkyard. Maybe there are some objects you could use to make a weapon...

### NOTES:

The Arse-Blasters start on the spot marked X.

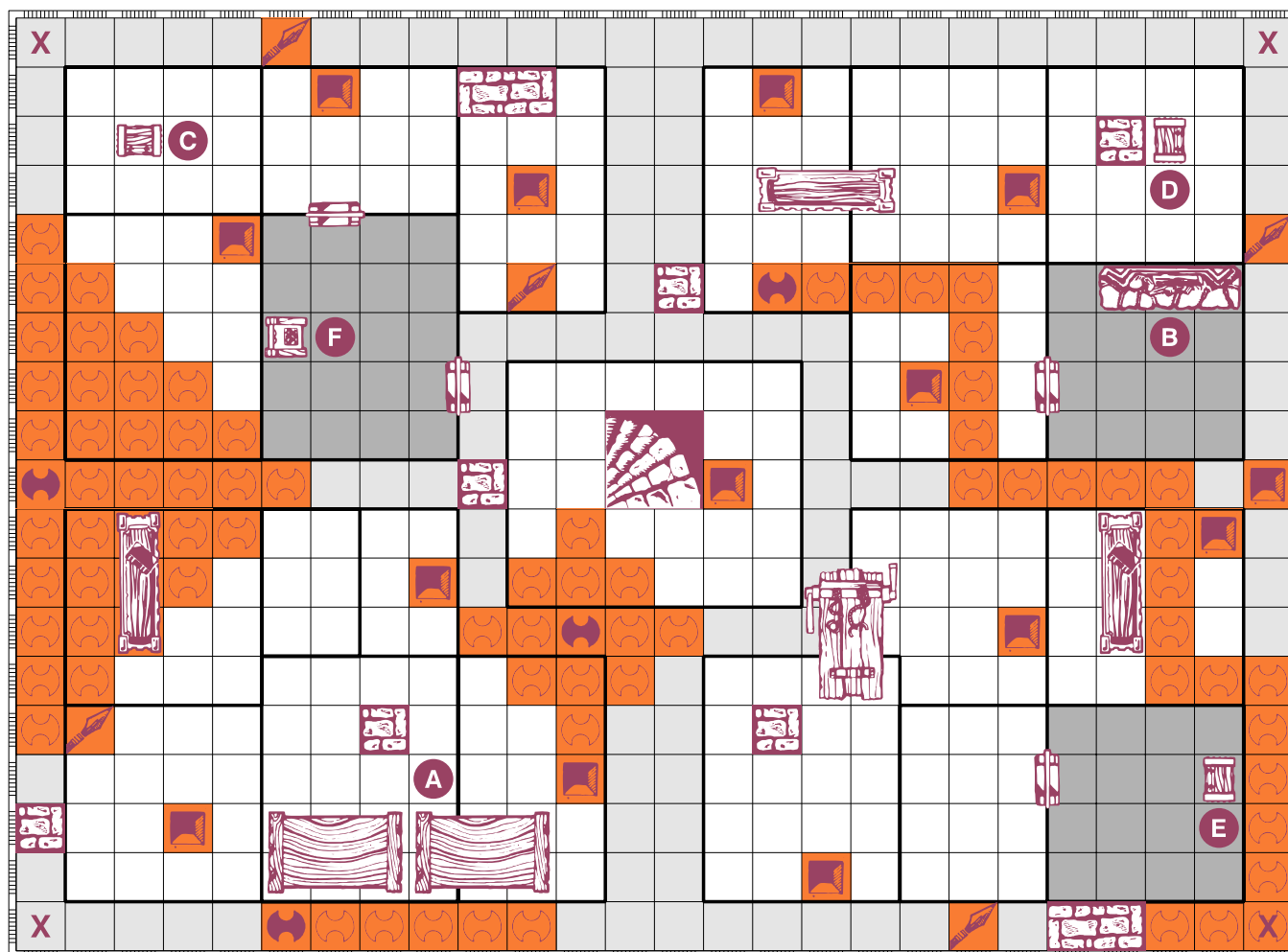
- A** Two chests sit at the end of the room, the one on the left with a cross duct taped across the wall above it. The Gargoyle is unmoving. You see some cloth coming out of both the chests. That would be useful. A player may only search in one chest per turn. The Gargoyle cannot be attacked, attack, or move.
- B** If a player searches the chest above B, open the chest and grab a cloth. Suddenly, the Gargoyle springs to life and attacks you. The Dungeon Master may now move the Gargoyle.
- C** If a player searches the chest above the B you open the chest and grab a cloth. The Gargoyle remains unmoving.
- D** Two Chaos Warriors stand either side of the tomb in this room. The tomb seems to be lined with sharpened metal pipes. They might be useful, but you will have to fight for them.
- E** You enter the portable home and the fireplace is lit. It looks like a good place

to light your weapon. If the combined players in this room possess the metal poles, alcohol, cloth, compressed air cylinder, and gas pipe, they can assemble a flaming arrow launcher. This will take one player one turn to build, two players to use, and one to reload. The combined heat in the room attracts all the Arse-Blasters towards the room. The weapon does 2 unblockable Body Points

- F** When you enter the caravan, the Zombie inside stumbles drunkenly towards you, and collapses unconsciously on the ground. In its hands you manage to pry free a bottle of alcohol. This would make good fuel. If a player doesn't kill the unconscious Zombie, in three turns it will become conscious and seek out the adventurer that stole its alcohol.
- G** The bookshelf in this room for some reason has a flexible gas pipe on it. Might be useful.
- H** Underneath the rack you see a cylinder of compressed air. A good firing mechanism that you should collect.
- I** The bookshelf in this room has absolutely nothing. What a waste of your time.

Wandering Monster in this Quest: Arse-Blaster





## Quest 4 *Evolution*

This is it. The last Graboids are in this area. Your job is to find them and kill them. 100 gold coins to every adventurer for

every Graboid killed. 25 for every Shrieker and Arse-Blaster.

### NOTES:

Place all pit traps on the field. There are now no walls. The entire map is a battlefield. The only rooms are the shaded ones. Point these rooms out to the players at the start of the game. They are the green rooms. Everything that isn't in a room is place on the map. The tables marked A are placed on their side on the shaded squares. After 10 rounds, turn all Graboids into 3 Shriekers. 15 rounds after that, turn all Shriekers into Arse-Blasters. Tell the adventurers that when they search, they will be searching five spaces around them or the room if they are in a room. Graboids cannot go under any rooms.

the punt gun only rolls on die for movement, attack, and defense. The punt gun takes a turn to load. It has a range of 14. When fired, it causes target to take two unavoidable Body Points. Might be useful for taking out Graboids.

**F** This room is full of Shriekers! The Dungeon Master places 4 Shriekers in this room where ever they desire.

- A** See above.
- B** The fire is lit. Adventurers can use this how they want within reason judged by the Dungeon Master.
- C** If a player searches for treasure. This chest contains 3 Tomahawks. (throwable, 4 attack dice each)
- D** If a player searches for treasure, this chest contains a Staff of Greater Magic. Only useable by Wizard. Allows for two spells to be cast in a turn and +1 attack die.
- E** This room contains a punt gun and 5 bullets for it. An adventurer carrying

Wandering Monster in this Quest: Shrieker