

HERO QUEST



Trials, Dark Deeds and Terrors
INSTRUCTION
BOOKLET

Introduction

This Quest Pack contains three new adventures for HeroQuest:

- "Return to the Catacombs"
- "A Deal in the Dark"
- "Don't Look Back"

These three Quests require only the contents and rules included in the HeroQuest box. They are a little more complex than those in the basic Questbook, and are therefore best played near the end of that book or later.

As they take place in different locations and are mostly unrelated in narrative terms, the Quests do not need to be played in a row—each can be played at any appropriate point in a longer series. However, "Don't Look Back" is best played last.

Also included is a new Artifact Card, the Cursed Spell Ring.

Design Notes

All three of these Quests were originally written in my childhood and early teens. I've revised each Quest to (hopefully) improve its quality.

"Return to the Catacombs"

This is a straightforward Quest, set in the same dungeon as 'The Trial' and with much the same goal—kill the boss monster and take the gold! I've resisted the urge to tinker with it too much, apart from adding a special character.

"A Deal in the Dark"

This is the most unconventional of the three Quests presented here, involving a simple ethical dilemma for the players—should they cooperate with the monsters or attack them?

The layout and goals of this Quest have changed considerably from its original incarnation (known as 'The Liche Mage'), which was another rather unimaginative 'find the baddie and kill him' mission. I've kept one important concept from the original—Orcs who are having a spot of trouble with unruly Undead neighbors—and elsewhere taken inspiration from what I hope is an obvious source.

"Don't Look Back"

Originally titled 'The Breeding Vats' and requiring

tiles from the expansion packs, this jailbreak Quest has been given a thorough overhaul so that it can be played with the contents of the HeroQuest boxed game alone. Bravado is likely to get the Heroes killed in this Quest—they must be prepared to run for their lives!

The Quest contains a minor bonus (or perhaps extra challenge) for players who have completed "Return to the Catacombs" and "A Deal in the Dark".

The true Spell Ring can be obtained in this Quest.

New Tiles and Quest Map Symbols

Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.

