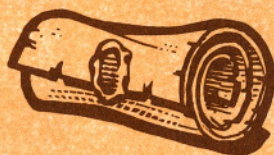


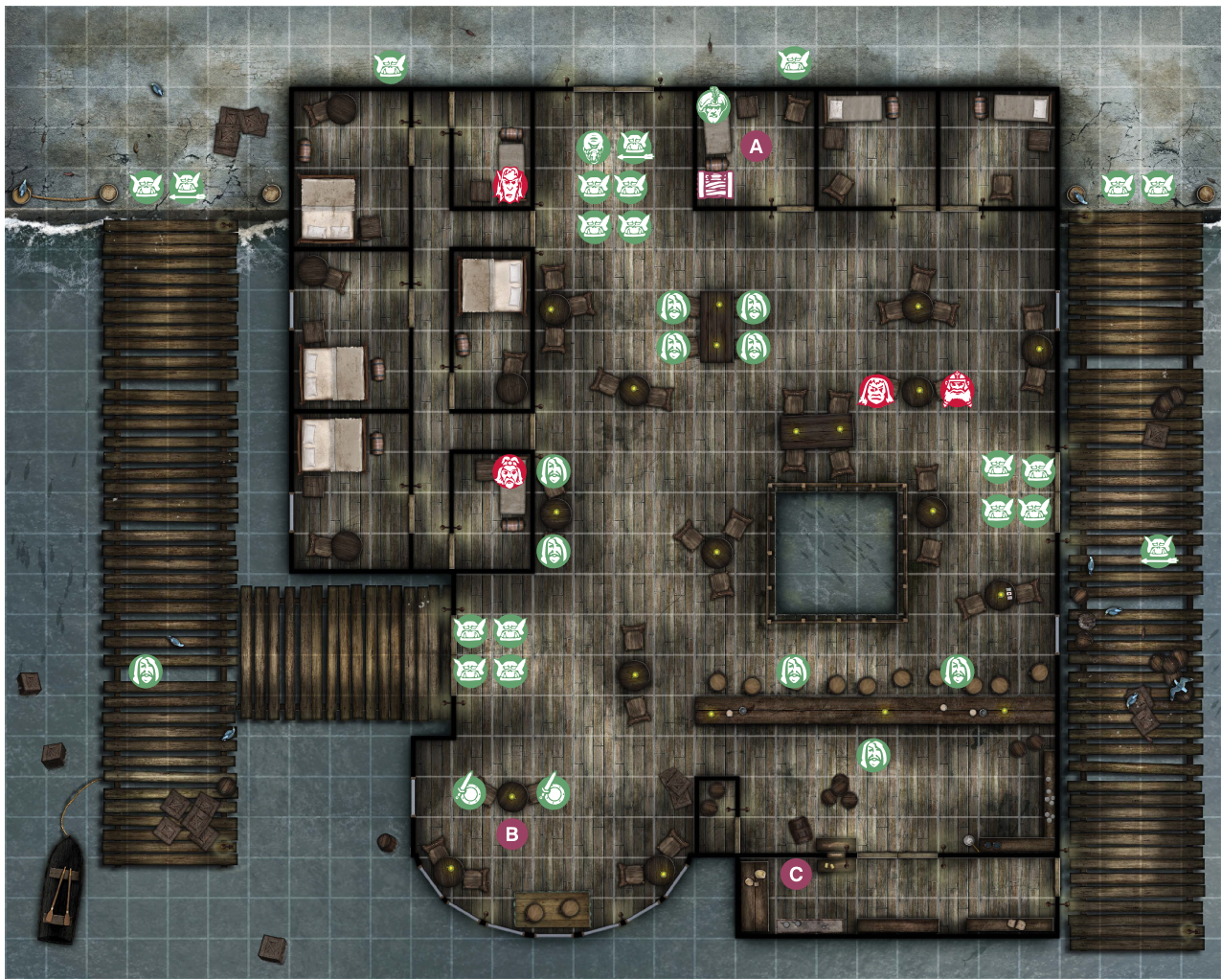
HeroQuest™

Waterfront Tavern

Q U E S T



B O O K



Encounter

Tavern Raid!

While traveling to your next adventure, you stop off one night at a tavern along the shore of a small seaside hamlet. You're looking forward to a night of good food and a real bed instead of camping on the hard ground. Alas...it was not to be a peaceful night. As you are wrapping up for the night, a band of

Orcs breaks through the doors. It is clear they are searching for someone or something. As the villagers scatter, you feel obligated to grab your weapons and defend them from certain death!

NOTES:

Each of the Villagers should be controlled by the Heroes. The Villagers should attempt to scatter and escape from the Orcs. The Orcs will attempt to kill any villager they can.

Villagers have 1 Body Point and may move 5 spaces per turn. If attacked, a villager may roll 2 combat dice in defense.

A This is the man this band of Orcs is searching for. He is a merchant from a distant town. If the Orcs are defeated, he will admit to having stolen an important relic from them and that this is why they have pursued him. He will give the Heroes a reward of 200 gold coins for saving his life. If he dies, the first Hero to search for treasure in this room will find 100 gold coins in the chest.

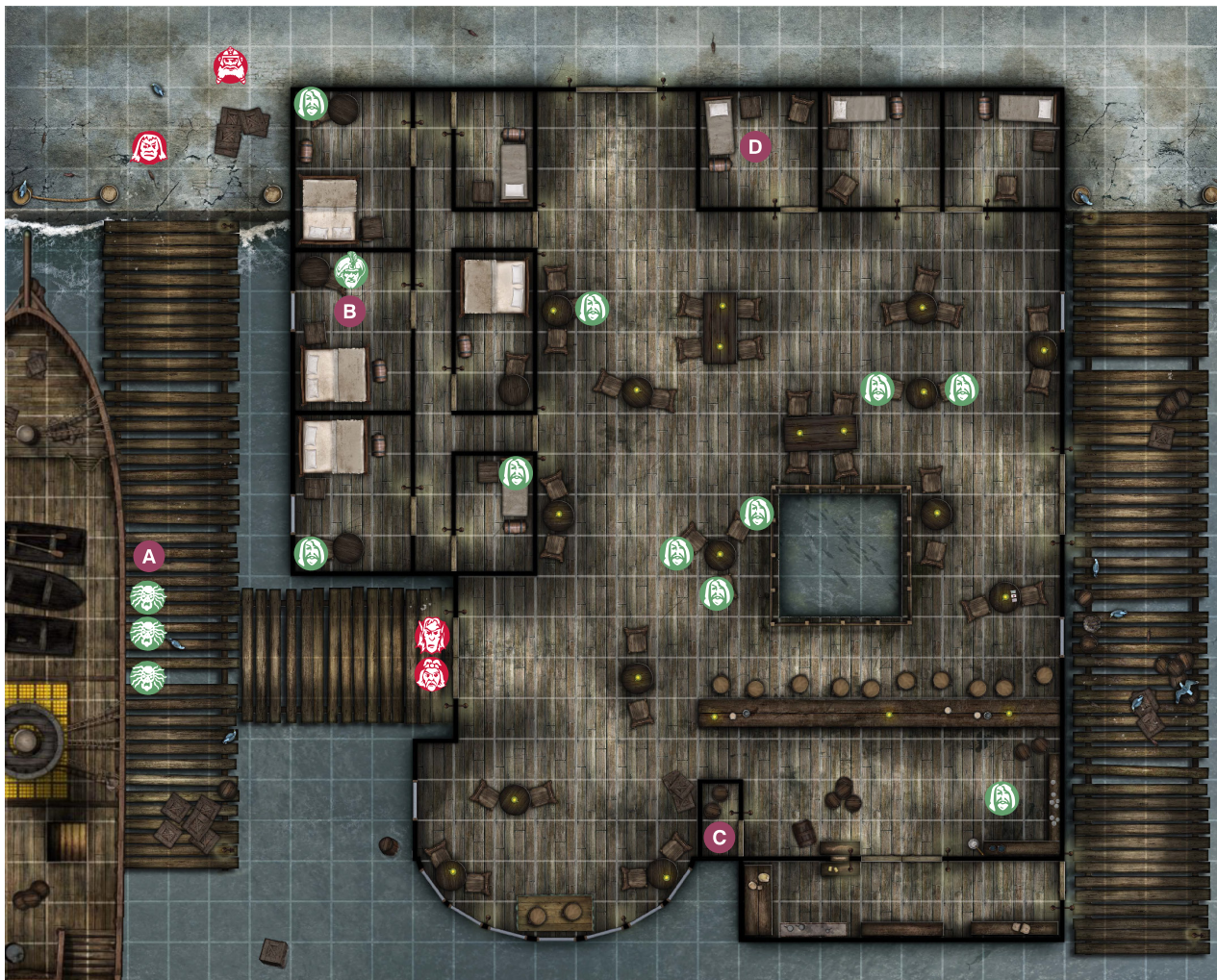
B These Scouts are traveling mercenaries. They will not run like the other villagers. They should be controlled by the Heroes and will actively attempt to help them defeat the Orcs.

C The first Hero to search for treasure in this room will find a Potion of Healing that will restore 4 lost Body Points when consumed.

Ending: If the Heroes successfully kill all of the Orcs, the town mayor will pay the Heroes 10 gold coins for each Villager that they saved. If 6 or more Villagers are saved, the mayor will give them a bonus 100 gold coins.

If the Orcs kill the man in room A, they should immediately leave and move off the edge of the map.





Encounter

A Knife in the Dark

The day was long and the road hard. Though you are not in unfriendly country, you've had the feeling of being followed all day long. You've taken rooms at a tavern along the water of a sleepy village. After a restful evening filled with good food,

drink and cheer, you decide to turn in for the night. Suddenly, with a clink and a howl you are awoken to find a heavily armed warrior hovering over your bed! Be quick! The heavy axes of an ambush party are upon you!

NOTES:

Zargon: You take the first turn in this encounter. Place all 4 Heroes and the Chaos Warriors in the rooms marked A. Each of your Chaos Warriors may make an attack – but not move – on this first turn.

- A** The Heroes start this encounter unarmed. An unarmed Hero attacks with 1 combat die, counting a hit on a black shield (except for the Barbarian, who counts a white shield as a hit). An unarmed Hero defends as normal – with 2 combat dice. The Heroes may claim their weapons and armor by searching for treasure in their starting room.
- B** The Villagers are being held captive by the Chaos Warriors in the main area. When a Hero enters this area, the Villagers come under the control of the Heroes. A Villager may not attack, but has 1 Body Point, defends with 2 combat dice and may move up to 6 spaces.
- C** The first Hero to search for treasure in this room finds an artifact – a Weirwood Staff left behind by a previous guest. The Hero should take the matching Artifact Card.

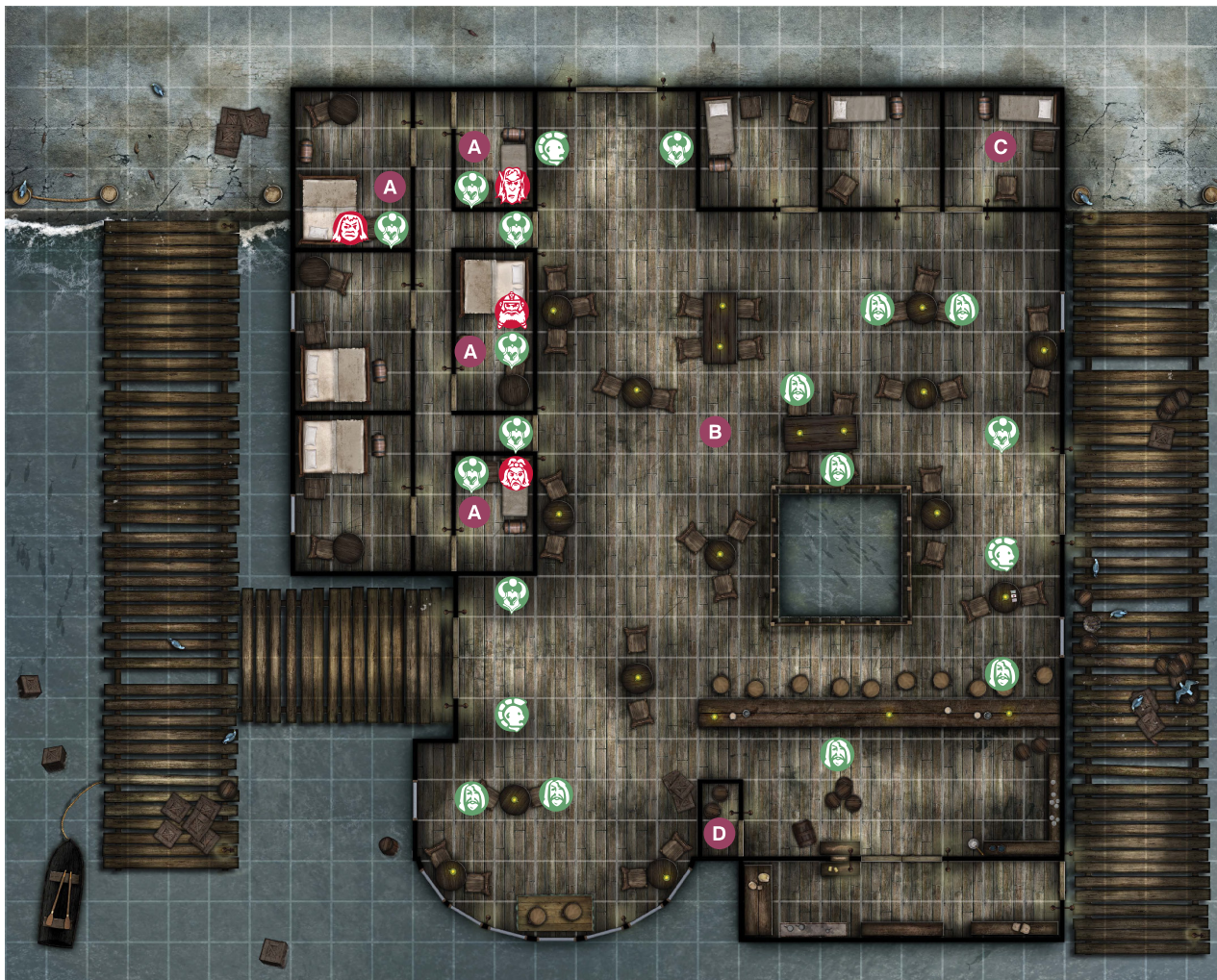
- D** The first Hero to search for treasure in this room finds 2 Potions of Healing. Each will restore 4 lost Body Points when consumed.

Ending: This encounter ends after the Chaos Warriors are defeated or the Heroes choose to leave by exiting off the edge of the map. If the Chaos Warriors are all defeated, the village mayor will reward the Heroes with 200 gold coins. A bonus of 25 gold coins will be paid for each surviving Villager.

Upon successful completion of this encounter, the Heroes find a journal on one of the slain Chaos Warriors. This journal tells you that this band of Chaos Warriors was sent to kill you by a powerful Chaos Lord whose fortress is deep in the Grey Mountains. Give the Heroes the Quest Card: *Hightamarish 2*



Wandering Monster in this Quest: Chaos Warrior



Encounter

Zombie Walk

You have decided you have travelled far enough for one day and stop off at a tavern along the coast. It is here that you spend the afternoon chatting with the locals and drinking deep. Suddenly a murmur spreads among the patrons and through the windows overlooking the sea you see a half rotten ship

with black sails approaching. The locals watch with wonder as this ship slowly pulls into port next to the tavern. You watch with horror as the deckhands – covered with rotting flesh tie the ship up. Soon the gangplank comes down and disgorges a horde of ravenous Zombies!!

NOTES:

Zargon: Tell the Heroes that your monsters may open doors for the duration of this encounter.

- A** Place the 3 Zombies in their location at the start of the encounter. At the start of each of Zargon's turns place 3 monsters in any combination of Skeleton, Zombie or Mummy on the board next to the ship. You may not have more than 3 Mummies, 6 Zombies and 6 Skeletons on the board at any one time.

The Heroes cannot get onto the ship. If they try, tell them that a powerful forcefield knocks them back inflicting 1 Body Point of damage.

Zargon: You should move your monsters in a methodical pattern, searching rooms looking for the man in Room B. You may attack any Villager or Hero you can. Villagers have 1 Body Point and defend with 2 combat dice. They may move 6 spaces per turn and should be controlled by the Heroes.

- B** This man has stolen a magic amulet from a dangerous Necromancer. The monsters are searching for him and will attack him solely (or whomever

carries the amulet). He has the same stats as a Villager. If he is killed a monster may pick up the amulet and should move back to the ship. If that monster is killed, the amulet may be picked up by another monster or a Hero.

- C** The first Hero to search for treasure finds 2 Potions of Healing (4 Body Points) on the barrels in this closet.
- D** The first Hero to search for treasure finds 75 gold coins in the chest.

Ending: Let the Heroes be creative. Your goal is to return the amulet to the ship. Perhaps the Heroes throw it back to you, or perhaps they run away with the amulet, leaving the Villagers to be slaughtered.



Wandering Monster in this Quest: Skeleton



Encounter

Where There's A Will...

Late one night, you stop at a seedy tavern along the waterfront of a destitute village. As you enter the tavern and ask the barkeeper for a room, he tells you that the entire block of rooms is taken for the night. After appealing to his greed, he offers you the three rooms at the north end, but he needs to

clean them before you retire for the night. You can't help but notice his sketchy behavior, that he never takes his eyes off your group and is very defensive of anyone coming near his back room.

NOTES:

Zargon: You control the Barkeeper on each of your turns. The Barkeeper may not attack or be attacked. On each of your turns you must move the Barkeeper his full movement of 8 spaces towards one of the 3 rooms at the north end of the tavern. Whenever the Barkeeper enters one of these rooms he spends 2 of your turns inside cleaning and preparing the room. At the start of your next turn you must begin moving the Barkeeper back to the bar. As soon as you have moved the Barkeeper behind the bar, he spends 1 full turn tending the bar before moving back to clean the next room.

The Heroes must find the key to open the doors marked A. They may not be behind the bar area at any time when the Barkeeper can see them. If the Barkeeper sees a Hero behind the bar, he immediately gets the local guards and has the Heroes thrown out, ending this encounter.

Allow the Heroes to think outside the box to find the key, especially if they are unable to find the key before the third room is cleaned. Perhaps instead of sneaking into the room behind the bar, they walk around the outside and come in the back door or maybe one of the Heroes even has a lock pick.

- A** These doors are locked.
- B** The first Hero to search for treasure in this room finds a small key hidden carefully in a drawer.
- C** After a Hero encounters a Chaos Warrior read the following: *"Now you understand why the barkeeper was so wary of your visit. He has been providing refuge to the enemy in exchange for gold!"*

Ending: This encounter ends after the Chaos Warriors are defeated. The local mayor is grateful for your discovery and rewards your group with 100 gold coins. The Barkeeper, is arrested for treason and aiding the enemy!



Wandering Monster in this Quest: Chaos Warrior



Encounter

Calamari Surprise!

Oftentimes it seems that you have seen it all. After so many adventures in the remote and dark places of the world, there should be nothing left in the calm, civilized corners to surprise you. You are pondering this very thought in a warm tavern one

morning, when a deep rumbling in the building shakes you from your reverie. As the Villagers run, you see four huge tentacles climb up out of the fisherman's hole! As you look inside you see a horrible sight, a Kraken!

NOTES:

The Heroes may move the Villagers in this encounter. Each Villager may move 5 spaces, defend with 2 combat dice and have 1 Body Point.

- A** This is the Kraken. It is a large and very powerful monster from the depths of the sea. It has four powerful tentacles that it may use to attack with. If all 4 tentacles are destroyed it may regenerate 1 until the Kraken body is killed. The Kraken body has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
0	0	4	6	2

Each tentacle has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2	4	2	3	0

Ending: This encounter is over when the Heroes have killed the Kraken body or have withdrawn off the edge of the map.

- B** The chest in this room contains 2 Potions of Healing. Each will restore 4 lost Body Points when consumed.

- C** This man is a notorious smuggler. If the Heroes talk to him he will offer them the following items for purchase:

Potion of Healing (x2): 200 gold coins
 Bone Wand (x2): 500 gold coins
 Fire Ring (x1): 425 gold coins
 Elixir of Life (x1): 1200 gold coins

The Heroes may also attempt to kill the smuggler. He can try to escape by moving off the board. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	2	2	4

His guards (the Scouts) will defend him if attacked. Killing this smuggler completes the brother's request (*Cemetery Encounter: Among the Stones*) and the Heroes may collect the reward.

Wandering Monster in this Quest: None



Encounter

No Way Out

A group of well-armed bandits have stolen a chest from the Emperor. The chest contains a large amount of gold bullion that was being transported to the Imperial Treasury. As you were coming into town the local garrison stopped you. These bandits came into town and have taken over a tavern,

capturing a number of patrons and holding them hostage. The garrison can't capture the bandits themselves. You agree to help the local garrison recapture the tavern and the stolen chest. You will be rewarded 300 gold coins for recovering the chest and 50 gold coins for each prisoner rescued.

NOTES:

Zargon: Tell the Heroes that your soldiers may open doors for the duration of this encounter.

Zargon: Keep a count of the number of turns you have taken. At the end of your 20th turn, announce that ship has pulled into dock at the bottom right corner of the map (at the X's).

You should immediately begin moving any of your troops on the board back out of the inn and onto this ship. If any of your soldiers are able to escape with the stolen treasure chest, the Heroes have lost the encounter.

Traps: Pit traps placed on the docks do not cause a figure falling in to lose any Body Points. However, they must lose 1 turn swimming back to shore. They resume play on the beach next to the dock they fell through.

Traps may be searched for (5x5 search area) and disarmed as normal.

stashed under the bed. Each will restore 4 lost Body Points.

- B** The first Hero to search for treasure in this room finds 4 Magical Throwing Daggers hidden underneath the floorboards.
- C** This is the stolen chest. It may be carried by any figure. A figure carrying the chest can move as normal, but take no other action on their turn.
- D** These are the prisoners. They are controlled by Zargon until a Hero is the only figure standing adjacent to the prisoner. They are chained and may only move 4 spaces per turn. They cannot be attacked – by either side.

- A** The first Hero to search for treasure in this room finds 2 Potions of Healing



Wandering Monster in this Quest: Scout