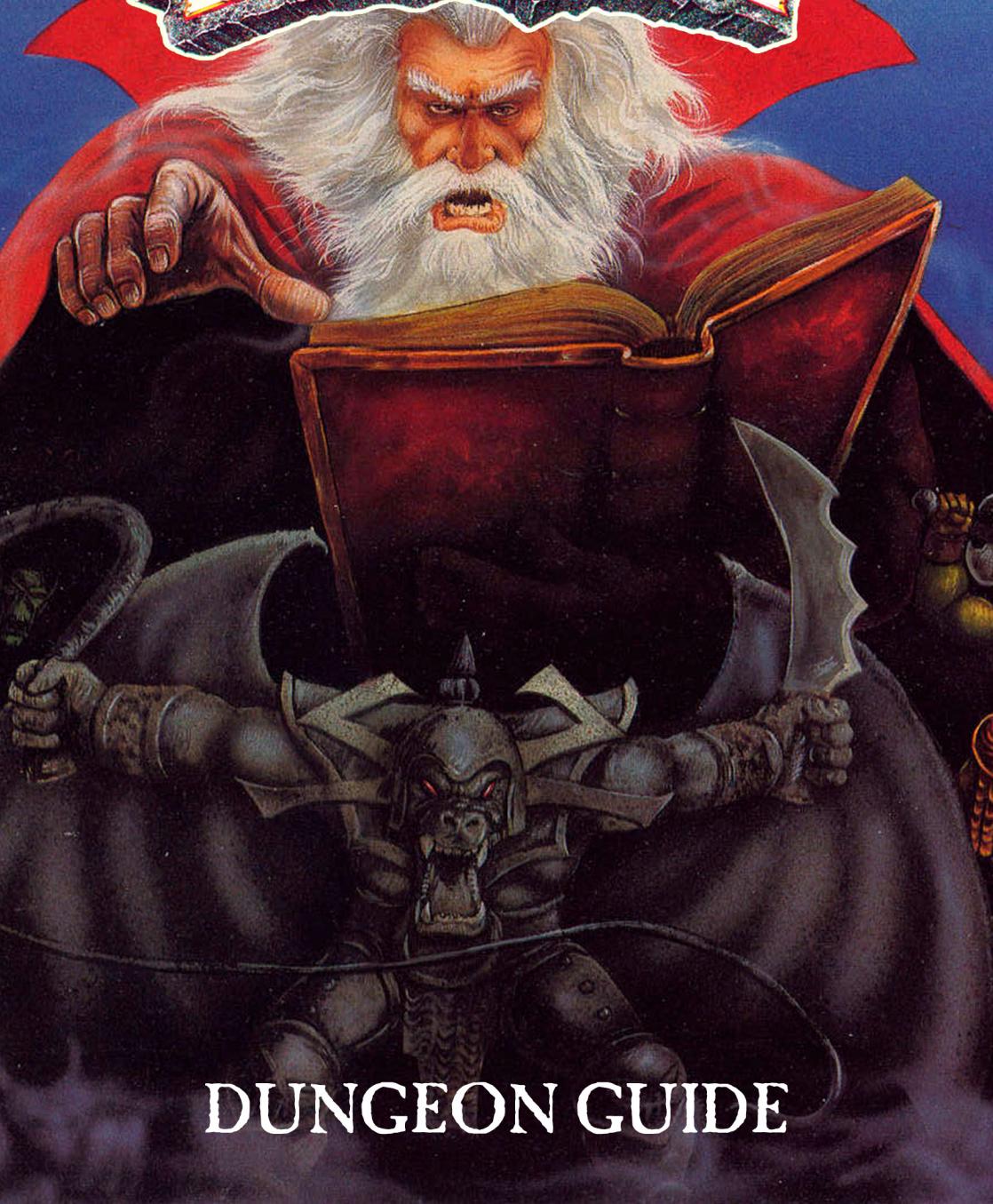


HeroQuest



DUNGEON GUIDE

HERO QUEST

Revised Edition



Dungeon Guide
Version 2.3

Traps

Traps are noted on the map and/or notes for the Quest being played.

Standard traps list a "Trigger", the event that will cause them to activate. At this point, you should read the "Call" to the player who set off the trap.

Non-standard traps are explained in the Quest Notes.

If a Trap causes a figure to take any damage, their turn immediately ends!



Ambush Trap

This trap represents Monsters lying in wait or being summoned by magic.

Trigger: The first Hero or Henchman to enter the marked space.

Call: You have been Ambushed!

Effects: The Evil Sorcerer Player places the Monster(s) listed in the Quest Notes on the game Board in such a way that they can attack the triggering figure (if possible). Said monster(s) may immediately be Activated, interrupting the order of play. During this special Activation, only ✕ can occur, and they must target the triggering figure if possible. Note that damage caused by these Monsters does not automatically end the figure's turn.



Falling Block Trap

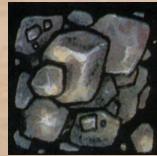
This trap represents either a large block of stone or a cave-in, filling and crushing the space beneath it.

Trigger: The first Hero or Henchman to enter the marked space.

Call: The ceiling is falling in on you!

Effects: Triggering figure is hit as .

Next, the figure is moved to a horizontally or vertically adjacent space (owner's choice). Finally, a cave-in marker is placed in the now-vacated space.



Should a Hero be killed by this trap, they are replaced by their Equipment Marker only after they have been moved out of the way.



Fireburst Trap

This trap represents a magical explosion.

Trigger: The first Hero or Henchman to enter the marked room.

Call: You have unleashed a Spell!

Effects: The Evil Sorcerer Player places the a Fireburst marker in the room.



At the end of the Evil Sorcerer Player's turn, all Firebursts on the game board explode, hitting every figure (friend or foe) in the same room as  and are then removed.

This is a magical trap and cannot be *Disarmed* or found via a *Search for Traps* action.



Hurricane Trap

This trap represents a magical air vortex or mystical force that pushes the Heroes back.

Trigger: The first Hero or Henchman to enter the marked space.

Call: You have stumbled into a magic storm!

Effects: The figure that triggered the Trap is moved ten spaces in the direction of the arrow, as if part of a movement action, save that they cannot Jump or Open Doors. If they reach other figure(s), said figure(s) are pushed along with them, as are any additional figures they might meet. Once they have moved ten spaces or the figure (or group) are pressed against a wall or door, or they have been blown into a Chasm, Pit Trap or Well of Darkness Trap, the effect ends.

This is a magical trap and cannot be *Disarmed* or found via a *Search for Traps* action.



Pit Trap

These traps represent hidden pits, the stone of the dungeon floor crumbling way beneath the Heroes.

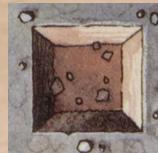


Trigger: The first Hero or Henchman to enter the marked space.

Call: You have stumbled into a pit!

Effects: Triggering figure is hit as .

A Pit Trap marker is placed in the relevant space under the figure. In the case of large pits, this will cover two spaces.



Pits stay on the game board as an on-going hazard. Monsters *are* affected by revealed pit traps.



When a Large Pit is found by searching, both spaces receive a Found Trap marker.

Figures standing on a pit must roll one fewer die (owner's choice) for all & Rolls.



Spear Trap

This trap represents a spear or large bolt of some kind shooting from the wall or roof into the Hero.

Trigger: The first Hero or Henchman to enter the marked space.

Call: You have been shot with a bolt!

Effects: Triggering figure is hit as .



Stalactite Trap

This trap represents a spear of ice falling from the roof into the Hero.

Trigger: The first Hero or Henchman to enter the marked space.

Call: You have triggered an avalanche!

Effects: Triggering figure .



Swinging Blade Trap

This trap represents a large axe or other implement of pain, swinging from a rope or pole.

Trigger: The first Hero or Henchman to enter the space marked with the black symbol.

Call: An axe swings down at you!

Effects: All figures in any and all of the marked spaces are hit as .

If found by Searching, only the trigger space receives a Found Trap marker.



Teleport Trap

This trap represents a magical vortex that will move the victim to another space.

Trigger: The first Hero or Henchman to enter the "A" space.

Call: A magical vortex carries you elsewhere!

Effects: Place the figure in the "B" space, their  ends.

This is a magical trap and cannot be *Disarmed* or found via a *Search for Traps* action.



Well of Darkness Trap

These traps represent incredibly deep pits, the stone of the dungeon floor crumbling away underfoot.

Trigger: The first Hero or Henchman to enter the marked space.

Call: You have fallen into a deep, dark well!

Effects: Triggering figure suffers $\Delta \diamond \blacktriangle$ equal to the ♦ for any and all Cards with the Armour Keyword carried and/or used by a Hero, or the basic ♦ for other figures.

A Well of Darkness marker is placed in the relevant space under the figure.

Wells of Darkness stay on the game board as an on-going hazard. Monsters *are* affected by revealed Wells of Darkness.

Furniture

Furniture can block Movement and/or Line of sight, but does not normally have any additional in-game effect.

The “footprint” is how many spaces the piece covers on the game board.



Alchemist's Bench

Movement: Blocked

Line of Sight: No effect

Footprint: 2x3



Book Case

Movement: Blocked

Line of Sight: Blocked

Footprint: 1x3



Cupboard

Movement: Blocked

Line of Sight: Blocked

Footprint: 1x3



Equipment Rack

Movement: Blocked

Line of Sight: No effect

Footprint: 1x3



Fireplace

Movement: Blocked

Line of Sight: Blocked

Footprint: 1x3

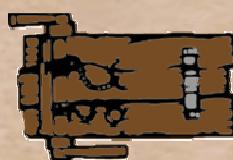


Ogre Throne

Movement: Blocked

Line of Sight: No effect

Footprint: 1x1



Rack

Movement: Blocked

Line of Sight: No effect

Footprint: 2x3

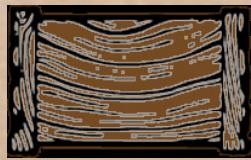


Sorcerer's Desk

Movement: Blocked

Line of Sight: No effect

Footprint: 2x3



Table

Movement: Blocked
Line of Sight: No effect
Footprint: 2x3



Throne

Movement: Blocked
Line of Sight: No effect
Footprint: 1x1



Tomb

Movement: Blocked
Line of Sight: No effect
Footprint: 2x3



Treasure Chest

Movement: Blocked
Line of Sight: No effect
Footprint: 1x1

Overlays & Markers



Battle Room

This overlay has no in-game effect, it is purely decorative.

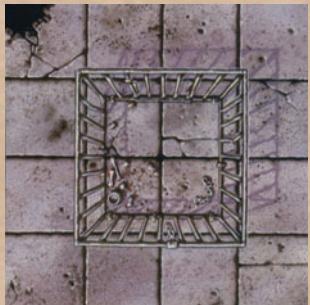
Blocked Space

These spaces block Movement and Line of Sight. Their outer edges act as walls for all purposes.



Bottomless Chasm

Any figure landing in any of the five chasm spaces will fall forever, effectively being killed with no chance of ever being revived.



Cage Room

Figures in the central four spaces may not leave unless a figure outside of them, but in the same room, performs an Investigation Action to free them. Figures in the centre cannot attack those on the outside and vice-versa.



Carpet Room

This overlay has no normal in-game effect, it is purely decorative.



Circle of Power

No Cards with the Magic Keyword may pass from outside the circle to the inside. Figures inside the Circle are IMMUNE to all effects with as a cost or the Magic Keyword that originate outside the Circle.

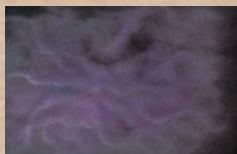
Cliff Corridor

Figures on this overlay count as having the Giant ability. Figures that already have this ability suffer no further effect.



Cloud of Chaos

When placing this tile in a room, uniquely number all possible exits with a number from 1 to 5. For pre-written Quests this will already be done. When a figure enters the room containing the cloud, roll $\text{d}6$. On a 1-5, they immediately leave the room via the numbered door, and may not re-enter the cloud room again that Activation. On a 6, the figure remains trapped in the cloud and is attacked as $\text{L}\oplus\text{X}$, and their L ends. Repeat the roll of the die on each subsequent L , as long as the character remains in the cloud.



Cloak of Darkness

The Cloak of Darkness is placed by a Spell. The Cloak blocks all Line of Sight. No attacks may be made against or made by figures inside the cloak. Inside the cloak, traps may not be Searched for nor Disarmed (but may still be set off).



Death Mist

The Death Mist moves as a Monster with ⚔ 6. It may always pass through enemy figures, but cannot enter the same space more than once nor pass through doors. Each enemy figure it passes through are hit as ✕♥✖.

The Death Mist is IMMUNE to everything save the Spirit Blade Artefact and the Hurricane, Tempest or Unbind Spells. If struck by any of these, it is removed from the board.



Dwarven Forge

Any figure, other than a Dwarf, who ends their turn in a room with this overlay is hit as ✕♦✖. No figure may enter the three spaces taken up by this overlay.



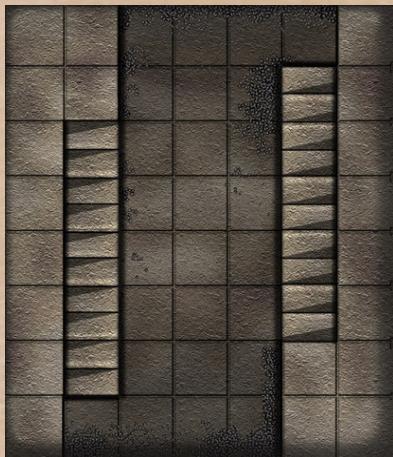
Earthquake

Any figure that enters this overlay after or when it has been placed are hit as ✕♥✖. If this runs through a Wall, Rubble or Blocked Space, they are ignored as if there were doors there.



impenetrable ice. Figures within may not be activated, nor affected by anything while the ice is in place.

This room acts as a trap; the ice shattering on a specific trigger, allowing all the figures to act and be affected normally.



to the stairs or the stairs to the floor are hit as . Figures jumping from the gallery to the ground are hit as .

Frozen Crypt

The passage through the centre is clear. The other spaces are filled with



Giant Mineshaft
The mineshaft in the centre is miles deep, and counts as a Chasm. Any figure landing in any of the Chasm spaces will fall forever, effectively being killed with no

chance of ever being revived.



Giant Stone Boulder

A space should be marked on the map for this special Trap, which cannot be found by Searching for Traps nor via Spells or Potions. When the last of the Heroes (not their Men-at-Arms) has passed this space, the boulder enters play on an indicated space. On each Sorcerer turn, it moves ♣ towards a marked space where it will turn into a Rubble Marker. It may pass through figures, they are hit as ↗█████↖.

Graves

This overlay has no normal in-game effect, it is purely decorative.





Ice Caves

This space serves as an alternative entrance and/or exit for the Quest.



Ice Gremlin Lair

Any items stolen by Ice Gremlins during the Quest will be found here by a Search For Treasure Action, in

addition to any Treasure listed for the room itself (or the draw of a Treasure Card if no Treasure is listed). This room MAY be the target of a Search For Treasure Action by the same Hero more than once in a Quest. However, after the *first* time they do this, they will only ever find the stolen items to recover.



spaces will fall forever, effectively being killed with no chance of ever being revived.

When a figure enters this room and when they begin their turn within it, they are hit as . If they suffer any damage, that figure must roll , and on the roll of a , they slide into the Chasm!

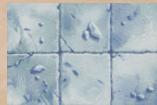
Ice Ledge

The crevasse is a bottomless Chasm. Any figure landing in any of the Chasm

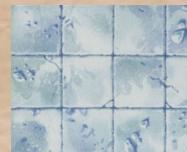


Ice Vaults

When a Hero or Man-



at-Arms enters the room and at the start of each turn that they begin in the room, they are



hit as .

Ice Slide

This is a special trap which cannot be found by searching nor Spells or Potion. As soon as a Hero or Man-at-Arms steps onto the space marked with an arrow, place the slide and move that figure to the end. Any other figures entering any space of the Ice Slide are automatically moved to the end.



After a figure is moved to the end of the Ice slide (or as close as they can if other figures are in the way), they are hit as and their Move Action ends.



Ice Tunnels

Ice Tunnels connect two distant spaces.



There are three different pairs. If a figure spends one Movement point when next to the Ice Tunnel, they are immediately moved adjacent to the matching Ice tunnel at the other end. Each Tunnel may only be used once per Activation by each Figure.



Icy Rivers

It costs two points of Movement to leave a space occupied by an Icy River. Each time a Hero or Man-at-Arms enters an Icy River space, they are hit as .





Inner Sanctum

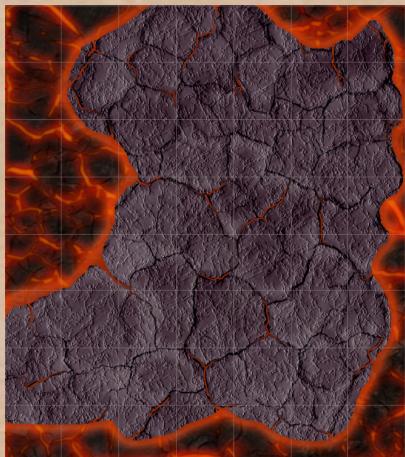
This overlay has no normal in-game effect, it is purely decorative.



Lava Chasm

A figure entering the Lava Chasm is hit as .

A figure who wishes to leave the Lava Chasm un-aided must discard a Coil of Rope. Otherwise, a figure adjacent to the Lava Chasm may spend an Investigation Action to move the victim out of the Lava Chasm.



Lava Island

A figure entering a Lava space is hit as $\cancel{A} \diamond \heartsuit$. A figure occupying a Lava space at the end of their turn is hit as $\cancel{A} \heartsuit \diamond$.



Living Fog

Each time a Hero or Man-at-Arms makes an Attack Action from inside and/or targets a figure inside this room, they must also roll \diamond . On a 1 or 2, the attack misses, regardless of the attack roll.



Magical Ice

A space containing Magical Ice is treated as though it is a normal space, even if another marker or overlay is underneath the Magical Ice. This will allow the passing of hazardous spaces as if they were absent.

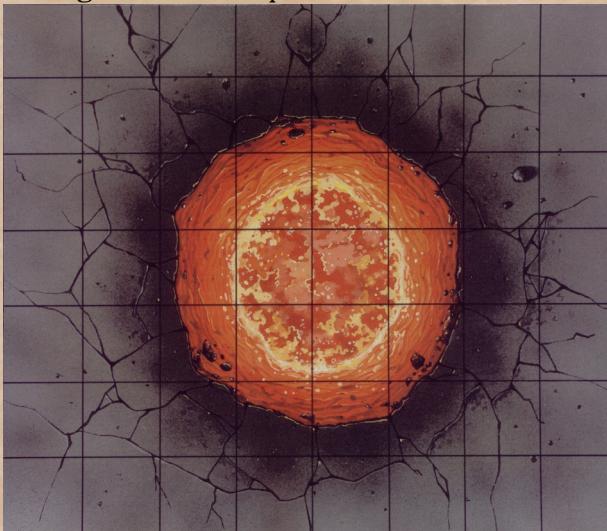


Mine Shaft

Mine Shafts connect two distant spaces. If a figure spends one Movement point when next to the Mine Shaft, they are immediately moved adjacent to the matching Mine Shaft at the other end. Each Mine Shaft may only be used once per Activation by each Figure. When a figure uses a Mine Shaft they are hit as

Pit of Chaos

A figure entering the burning pit who is not a Monster, immediately becomes a Monster forever. Their soul is now forfeit, they are now nothing more than a pawn of Chaos.





Pit & Bridge

The pit is a bottomless Chasm. Any figure landing in any of the Chasm spaces will fall forever,

effectively being killed with no chance of ever being revived.

Pit Trap

These tile exists for Traps which have been revealed. Any figure landing on this space counts as having set off the Pit Trap, but no further marker need be placed.





Quicksand

A figure stood in a Quicksand space must discard two cards with the Item Keyword and spend one Move Action in order to move one space.

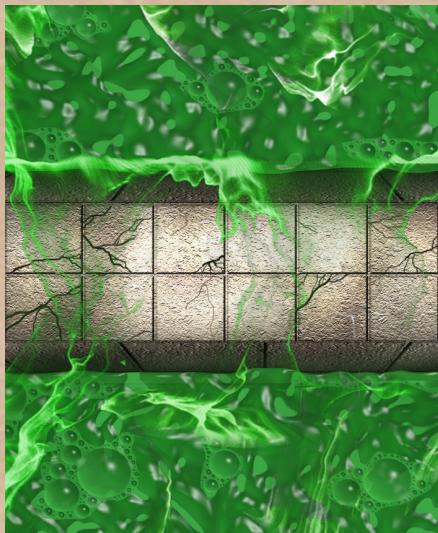
Separately, a figure in the

room but not in the Quicksand, carrying a Coil of Rope may use an Investigation Action to allow one figure in the Quicksand to move one space.



Revolving Room

The exits to this room are numbered (1-6). When a figure attempts to leave this room, roll . The roll indicates the door through which the figure exits the room. The figure may not re-enter the room on the same turn.

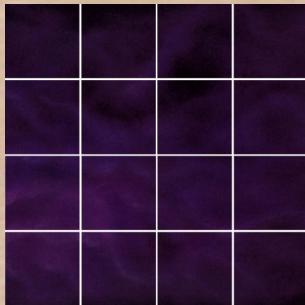


hit as .

River of Corruption

Any figure without the Monster Keyword who enters a River space is hit as .

A figure standing in a River space at the end of their turn is



Room of Darkness

Any figure which does not have the Undead ability rolls two fewer Combat Dice in both Attack and Defence. No figure in this room may be the target of a .

Rubble

This tile exists for Traps which have been revealed. These spaces block Movement and Line of Sight. Their outer edges act as walls for all purposes.



Seat of Power

This overlay has no normal in-game effect, it is purely decorative.



Sceptre Room

The Sceptre of Glacial Majesty is frozen into the wall of this room. It cannot be moved, but may be attacked as if it were a Monster. The Sceptre has $\spades 0$. If it takes any damage, it is destroyed. It will then explode and each figure in the room is hit as

.

Secret Doors

Secret Doors act like normal doors save that they are not placed on the game board except by a Search for Secret Door action, specific Spells and Potions, or a special rule in the Quest Book. There are open and closed versions of the Secret Door, which act just like the open and closed versions of normal doors.



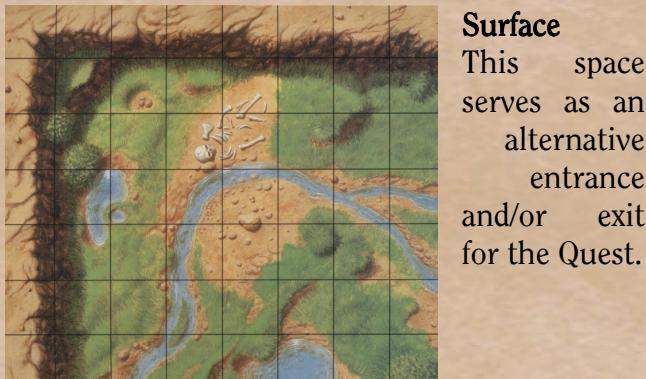
Slippery Ice (various sizes)

A figure entering a Slippery Ice space is hit as . If the figure loses any from Slippery Ice, their turn ends and they roll no until the start of their next turn.



Sun Eye

This overlay has no normal in-game effect, it is purely decorative.



Surface

This space serves as an alternative entrance and/or exit for the Quest.

Stepped Passages

These overlays have no normal in-game effect, it is purely decorative.



Throne Room

This overlay has no normal in-game effect, it is purely decorative.



Wall of Fire

The Wall of Fire is placed by a Spell, and occupies an area of one space by two spaces. It *may* pass through a wall. It acts as an additional wall, much like a Blocked Space marker.

The Wall of Fire may be attacked and destroyed, at which point it is removed. It has the following values:

🛡: 🔥🔥🔥🔥🔥, ❤️: 2, **IMMUNE:** Fire & 🔥, **WEAKNESS:** ❄️.



Wall of Ice

The Wall of Ice is placed by a Spell, and occupies an area of one space by two spaces. It *may* pass through a wall. It acts as an additional wall, much like a Blocked Space marker.

The Wall of Ice may be attacked and destroyed, at which point it is removed. It has the following values:

🛡: 🔧



Wall of Shadows

The Wall of Shadows is placed by a Spell, and occupies an area of one space by two spaces. It *may* pass through a wall.

No Line of Sight may be drawn through this Wall, even by effects that allow Line of Sight to be drawn through obstacles.

Figures may treat the wall as a friendly figure for the purposes of movement.



Wall of Stone

The Wall of Stone is placed by a Spell, and occupies an area of one space by two spaces. It *may* pass through a wall. It acts as an additional wall, much like a Blocked Space marker.

The Wall of Stone may be attacked and destroyed, at which point it is removed. It has the following values:

🛡: ████ ████, ❤: 2, **IMMUNE**: Earth.



Well of Darkness

This tile exists for Traps which have been revealed. Any figure landing on this space counts as having set off the Well of Darkness trap, but no further marker need be placed.



Werewolf's Curse

If a Hero has a Werewolf's Curse marker, at the start of each of their Activations, roll **DD**. On a ten or more, the Hero Transforms and must miss their turn!

If the Hero transforms, the Evil Sorcerer Player may use the Hero as a Monster until the start of the owning player's next turn. The Hero counts as a Giant Wolf for this purpose.

The werewolf's curse, if not cured, it will carry on into future Quests, so be sure to find a cure or there will be hell to pay!

Doors

While common Doors are simple, various special types also exist, which may have different effects and/or be difficult to open.



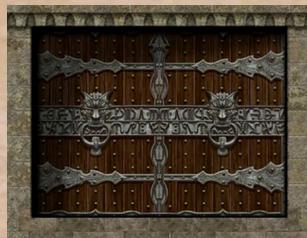
Door

This acts like a Wall, until an adjacent figure spends a *Free Action* to open it. This may also be opened by Spells that cause a Door to be opened.



Double Door

This works just like a normal Door, save that it covers two spaces. Opening either space of the Door opens the whole Door.





Flaming Door

This works just like a normal Door, save that any figure passing through it is hit as .



Entrance Door

Some Quests are started via a door on the edge of the game board, rather than a stairway.



Exit Door

Some Quests are ended via a door on the edge of the game board, rather than a stairway.



Entry & Exit Door

Some Quests are started and ended via a door on the edge of the game board, rather than a stairway. This door is an entrance on one side, and an exit on the other.



Magic Portal

A figure may move through the open side of a Portal as shown by an arrow pointing towards it. They then move out of a corresponding portal (as defined by the Quest Notes), in the direction of an arrow pointing out of it. A figure may only pass through one Portal per .



Line of Sight may not be drawn through Portals and  may not be made through them either.

Note that the arrows for a Portal may be **red** or **green**. A **green** arrow indicates that said Portal is *Active* and may be used in the indicated direction. A **red** arrow indicates that the Portal is *Inactive* and may not be used.

Inactive portals may, should the Quest Notes allow it, be made Active. To do so, an adjacent figure must roll two or more  on their *Wisdom* Dice. This does not require an Action, but should they fail, their turn ends. Once activated, the portal will then remain Active in the indicated direction for the rest of the Quest.





Portcullis

The Portcullis does not block Line of Sight, save for Any action that use the ↗ or ↘ symbols.



Normal Portcullises require a successful Test of Strength to open, in which case it is a Free Action. If the test is failed, the figure's Activation ends. This may also be opened by Spells that cause a Door to be opened.

Some Portcullises are listed as "Locked". They will require a specific Key to open as a Free Action, and may ONLY be opened in this way.



Puzzle Door

This door is locked with a fiendish mechanism that only the most intelligent can fathom. To open this door requires a successful *Test of Will*. If failed, the Figure's Activation ends. This may also be opened by Spells that cause a Door to be opened.



Stone Door

This acts like a Wall, until an adjacent figure rolls two or more  on their *Brute Force* Dice. This does not require an Action, but should they fail, their turn ends. This may also be opened by Spells that cause a Door to be opened.



Magic Mirror

Magic mirrors may act like Magic Portals. They may also act like Treasure Chests in some cases. The instructions in the Quest Notes will tell you how they work in each case.



Quest Design Notes

Introduction

Designing a good and adventurous HeroQuest dungeon is an enjoyable and challenging task. Try to make the dungeon as interesting and exciting as possible for both the Evil Wizard and Hero players.

Designing the Dungeon

Before you start designing your adventure, lay the game board out in front of you. As you design the dungeon, place doors, furniture, traps, Monsters and other features on the board.

As a starting point for your Quest, choose a room or corridor from which the Heroes will begin their Quest. You must then decide what the Heroes must do to complete the Quest and, therefore, where they must go.

The Tale

As the Sorcerer, you now need to create a quest for the Heroes to accomplish. You must decide what the Heroes need to do and where they must go to complete the Quest. You may also wish to write a brief story to create a background for the Quest. There are several basic Quest types which you can use. You will find examples of these in *The Gathering Storm* Quest Book. They are:

- The Quest to defeat a certain Monster, as used in *Lair of the Orc Warlord*;
- The Quest to rescue someone or something, as used in *The Rescue of Sir Ragnar*;
- The Quest to find a specific item or place, as used in Prince Magnus' Gold;
- The Quest to find a way through or out of a dungeon, as used in *Legacy of the Orc Warlord*.

You should take a look at other adventures from the Quest Books to find ideas for objectives. Try to keep the objectives simple as this will make the adventure easier for you to plot and more enjoyable for the players.

Blocking-Off Areas

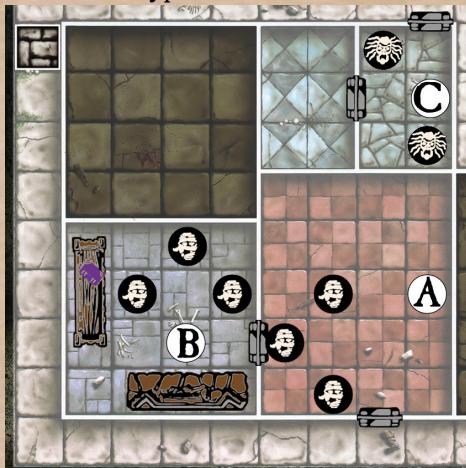
You do not need to use the entire board each time you design a dungeon. Corridors and rooms that cannot be entered during play should be shaded-in on the Quest Map.

Rooms and Alternative Routes

There are two basic types of room you must consider:

- a) Rooms which the player characters *must enter* to complete the Quest.
- b) Rooms which *may* be entered during play.

The main elements of the dungeon should be placed in the rooms through which the players must move. The example below demonstrates these two types:



The Heroes are on a Quest to find the ancient Tome of Truth which will help them in the battle against Morcar. The Tome is located in the bookcase in room B and therefore the

players must enter that room to complete the Quest. They must pass through room A for it contains the only Door into room B. However, although they may pass through room C, they do not have to in order to reach the library and complete the Quest. This does not mean that you should neglect these other rooms; on the contrary they can be used to add interesting parallel adventures to a Quest.

Placing Furniture

Furniture plays an important role when designing a dungeon, because it allows you to create a more interesting and exciting setting for a Quest. Try to use furniture to enhance the look of your dungeon by bringing it into the game. A treasure, for example, could be hidden in a cupboard, or a Secret Door behind a Bookcase. Pieces of furniture can also be used as the focus of a Quest. The players could, for instance, be looking for someone's tomb or searching for the Alchemist's Bench which holds a vital potion needed for a powerful spell.

As you design your dungeon, place doors, furniture, traps and other features onto the board. This will ensure you do not use more pieces than are actually available to you. There are, however, still points that you should watch out for. For example, although you may have a total of twenty-one doors for the game, if only sixteen of these are Open Doors, that will be your maximum total of doors in a dungeon. Try not to use every piece of furniture in every adventure, as, if you use each piece of furniture sparingly it will appear more interesting to the Hero players when you do use it.

Placing Monsters

Whereas the number of doors, pieces of furniture and other items are limited to the amount physically available to the game set, the number of Monsters available is not.

For example: In the previous example, the Monsters in room B could be represented by the models used in room A. It is almost certain that the Heroes would have killed those in room A before entering room B. However, it is possible that the Monsters in room C could be found before the death of the Monsters in room A. Therefore, it should be represented by another model.

You will still have to make sure that a certain room or corridor contains no more Monsters than are available, but the important point is that once the Heroes have moved through that area (having killed the Monsters there), those pieces may be used again in another room. Do not worry, however, if you make mistakes and run out of Monsters during the game. You will become better as you design more adventures.

Making Monsters Interesting

Try to keep monsters of similar groups together (e.g., Zombies and Mummies, Goblins and Orcs, etc.). This will create a varied ‘mood’ throughout the dungeon. Single Monsters can be used to lead unwary adventurers into traps.

Remember that it is always possible to change the values of a particular Monster to make it different from the rest. An Orcish Chief, for instance, could roll three Combat Dice in Defence, or a Gargoyle could be given extra Body Points, and so on. You should give these Monsters names and note their characteristics in the Quest notes.

Treasure

Try to avoid giving the Heroes rewards that are too big. They can always pick up Treasure Cards in rooms that have no other treasure, so save the big rewards for special rooms. Again, look at existing Quests as a guide. Typically, 100 to 200 Gold Crowns is a good reward for each successful Hero.

It can be good to place special treasures in each Quest, so that the Heroes may find them if they search in the right places. This could be anything from treasure in the form of golden jewellery or precious gems (which make a change from finding money), to magical treasures such as Potions.

Traps

Traps keep the Heroes alert: the occasional and unexpected loss of Body Points may eventually be the deciding factor between life and death for a Hero. You should use Traps with care. They can be placed near important areas, in corridors that are short cuts or behind doors. Try not to put too many traps in one corridor or room as one searching Hero will find them all. Remember that you will be limited by the number of Trap Tokens you have for things such as Pit Traps. Keep track of their usage by placing them on the board as you use them.

The Finished Dungeon

You should now have your dungeon fully set out before you, with all the furniture, traps and Blocked Square counters in place. Once you have done this, check that all the corridors are accessible from the other used areas of the dungeon and that everything fits. You can now put together a Quest Map.

Filling the Notes

Once you have filled in a Quest Map, you should turn your attention to the Quest Scroll and Quest Notes. The Notes should include any special information about the dungeon. This includes specific treasures, special Monsters such as Ulag in *Lair of the Orc Warlord*, and any other information about special features in the dungeon. Specify the rooms you are referring to in your notes by identifying them with letter symbols, i.e. A, B, C, etc.

Once you have completed this, clear the game board and dare the Heroes to attempt your Quest!

Optional Hazards

These Hazards may be used when creating your own Quests. While they have not been used in the Quest Books provided they are included here to allow you to give the Heroes some surprises. These can be nasty, so use them sparingly!



Mystery Chests

If the chest is Searched for Treasure, roll one \diamond . On any result other than a \oplus the Hero draws a Treasure Card as normal. Otherwise roll a further \diamond on the following chart:

\ominus	The Chest is empty, no treasure is found.
\divideontimes	The Chest explodes. Every figure in the same room is hit for $\heartsuit \clubsuit$.
\oplus	The Chest explodes. Every figure in the same room is hit for $\heartsuit \heartsuit \clubsuit$.



Mystic Cloud

This cloud of evil will drain one ♥ from every figure in the room during the Evil Sorcerer's turn. If a Hero falls to zero ♥ they do not die, but are consumed by the Cloud along with any and all cards. If the cloud is destroyed, all figures in the cloud are freed at full Mind and ♥.

The Cloud may only be destroyed by use of the Cards *Ball of Flame*, *Tempest*, or *Banish*.



Heavy Portcullis

This Portcullis closed over a wide passage or narrow room. It takes an entire Hero's turn to open the Portcullis. The Sorcerer may close the Portcullis during their turn.



Trapdoor

Searching this Room for Treasure opens this Trapdoor releasing a Monster trapped beneath which will attack the Searching Hero. The Monster that appears is according to the roll of :

- 1 Goblin
- 2 Skaven
- 3 Orc
- 4 Fimir
- 5 Mummy
- 6 Wandering Monster



Wall of Death

This is used in a larger room. If a Hero enters the room, the door will close and lock closed behind them, and cannot be opened save by the use of the Genie Spell. On the Sorcerer's Turn, a Secret Door will open allowing two Wandering Monsters to enter the room. On this turn and every Sorcerer turn thereafter, the wall will move one space towards the opposite wall. If it meets the other wall, all figures in the room will be destroyed.



Zombie Lair

If the Heroes search for Treasure, they will open the Lair releasing a number of Zombies who may immediately attack.

Roll one to determine how many Zombies appear:

1-2: 1 Zombie

2-3: 2 Zombies

4-6: 4 Zombies

Summoned Zombies are placed on this tile, or as near to it as possible.

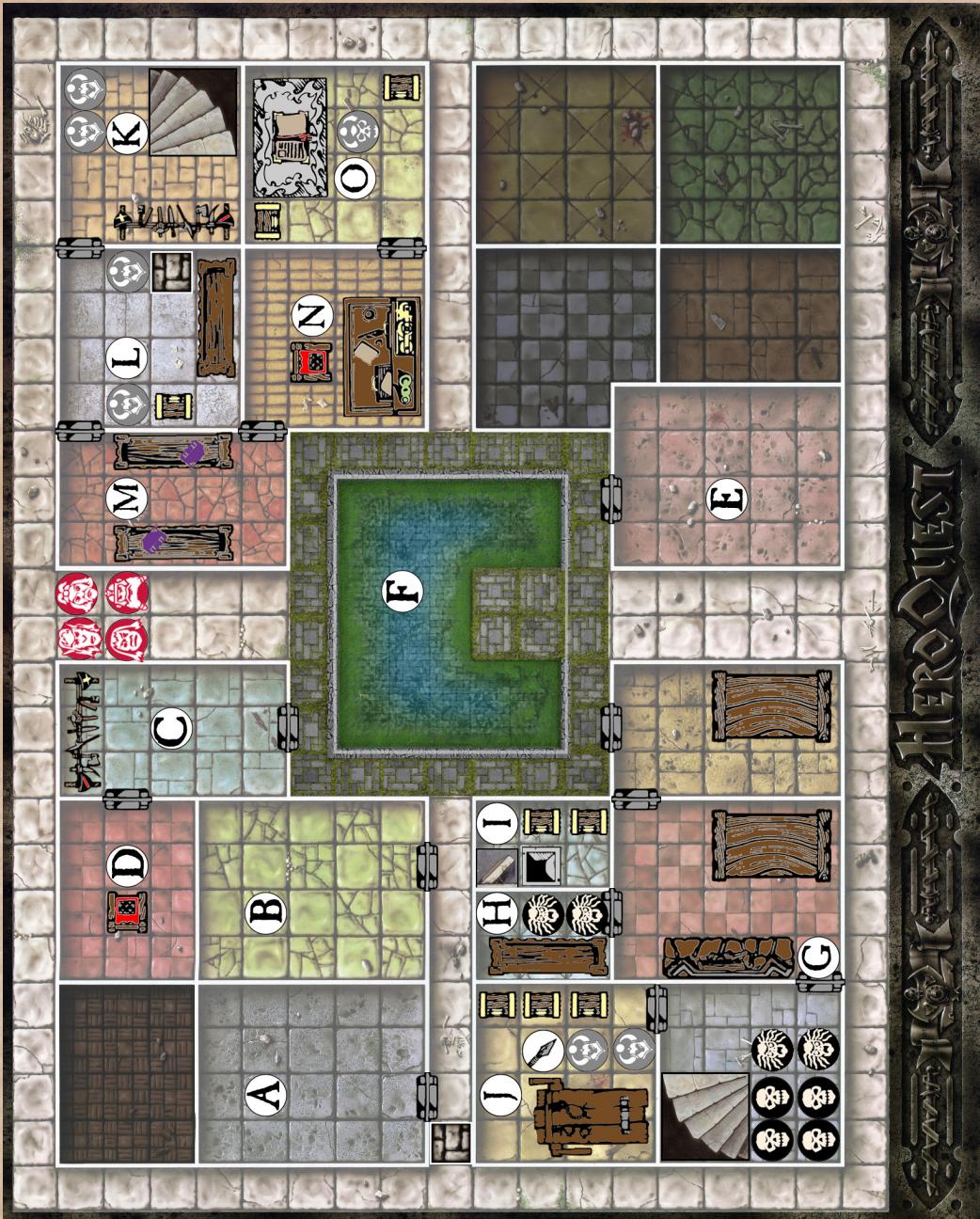
Bonus Quests

The following three Quests have been recreated from semi-official Quests published for the original edition of HeroQuest. Unfortunately, they do not fit into any narrative, and thus were not included in the Quest Books.

The *Inns of Chaos* uses a custom overlay and represents a scenario for beginning characters. It is best dropped into the first Quest Book between Quests three and four.

Running the Gauntlet is a solo Quest for the Wizard while *A Growl of Thunder* is a solo Quest for the Barbarian. These are highly detailed, interactive quests.

HEROQUEST



The Inn of Chaos

After a long hard march from the dungeon's depths, you have reached the furthest outpost of civilisation: The Weary Traveller Inn. It is here that pilgrims, farmers, miners, and merchants will stop on their way hither and yon. However, as you close on the inn, something seems very wrong. Your hair stands on the backs of your necks, and a foul stench is in the air. Something strange is afoot here, and you must root out the cause.

Unlike other Quests, this adventure does not take place in a dungeon. The inn is a two story building in a clear yard. The grey areas on the map are outdoors, ignore all walls in those areas. When the Heroes move upstairs, set up the upper floor in the top right area of the board.

The Heroes begin on the ground floor squares marked with their icons.
A&B The Stables are empty, save for the remains of horses who have since been butchered for food.

C The Tool Shed has an equipment rack which holds a Pitchfork. This works the same way as a Spear.

- D The Outhouse is in poor repair. The first figure to move adjacent to the "Throne" will set off a pit trap (actually just a hole in the floor). Damage from this trap adds ~~2~~ 3.
- E This is a walled kitchen-garden.
- F The Fish Pond is quite deep. Any figure entering a water space is hit as ~~A♥K~~ while they drown. Any figure ending their Activation on a Water space must pass a Test of Strength or die.
- G This door is trapped! It will be detected only as a Magical Trap. Once this door is open, the doors to rooms G and H also open (if not already open).

- H This Store Room contains wines and spirits worth 60^(@), which can be found on a Search for Treasure.
- I This room contains wines worth 24^(@), and a single *Rejuvenation Salve* Potion, which can be found on a Search for Treasure.
- J These two Chaos Warriors are converting a bed into a rack. One of the chests holds treasure: Draw Treasure Cards until a card without the Hazard Keyword is drawn. Shuffle any drawn Hazards back into the deck without effect. The other two chests contain various sundry goods of no real value.
- K The Equipment Rack holds two Spears.
- L This room contains a large amount of baggage, with 24^(@) scattered amongst it.
- M Amidst the shelves the Heroes will find a *Potion of Resilience*, and a Spell Scroll of *Burst of Speed*. However, they will also then find themselves attacked by Magic Skulls (see below) at this time, and in each of the Evil Sorcerer Player's turns hereafter, so long as they are inside this room.
- N If this room is searched, a parchment will be found with the following text. Note the ink on the last four items is still wet!
- Undead Army List of Recruits*
- No. 1. *Skeleton from a graveyard.*
- No. 2. *Another skeleton from a graveyard.*
- No. 3. *Yet another skeleton from a graveyard.*
- No. 4. *Another skeleton.*
- No. 5. *The innkeeper*
- No. 6. *The innkeeper's wife.*
- No. 7. *The innkeeper's daughter.*
- No. 8. *The innkeeper's servant.*
- No. 9. *A wizard.*
- No. 10. *A dwarf.*
- No. 11. *An elf.*
- No. 12. *A barbarian.*

- O Here stands Skaflok the Chaos Sorcerer, the source of all the trouble here. Inside this room, Skaflok receives $\mathbb{X}:\mathcal{A} + \heartsuit\spadesuit$ & $\clubsuit\spadesuit$, unless the Sorcerer's Table is destroyed (see below). Skaflok knows the following *Chaos Spells*: *Conflagration*, *Deathbolt*, *Skate*, *Torpor*, *Vortex*. The Treasure Chests contain 192 \ominus between them. The Sorcerer's Table is an artefact of evil and needs be destroyed. It has : $\mathfrak{L}:0$ $\mathbb{X}:n/a$ $\heartsuit:\mathbb{B}\spadesuit$ $\heartsuit:1$ $\diamondsuit:0$
- IMMUNE:** $\mathbb{Q}, \downarrow, *$

MAGIC SKULLS
Magic Skulls attack once and then fly off with no further effect. They attack as $\mathbb{X}:\mathcal{A}$.

Advanced Game: When you successfully roll for Danger and there are no skull markers on the Event Deck, add a skull marker to the top of the Event Deck instead of drawing a Card. When you successfully roll for Danger and is a skull marker on the Event Deck, discard the skull marker and Draw a Card. Once the Sorcerer's Table is destroyed, you should roll \diamondsuit for Danger for the rest of the Quest. While Skaflok is alive, you may re-roll danger dice that roll a \mathbb{Q} . Skaflok gains the **FAME** ability. Note the Heroes do not gain the benefit of this should he flee by leaving the game board.

Wandering Monster: two Magic Skulls



Running the Gauntlet

Following a storm on the Sea of Claws, you have been washed up on the shores of the Isle of the Caribi, a race born from the union of man and water spirit. Their lords beg you for help, their articles of lordship: the Rod and Sceptre of Galamattias, have been stolen, and now lie in a labyrinth beneath the isle. With them, they will be able to return you home, for they hold potent magics.

A The room has three doors, each bearing an inscription. The door in the west wall reads: VXU. The one in the south reads: VJSII. The one in the east reads: UPI.

B If Searched for Treasure, a pot of foul stew on the table was being stirred with the Rod of Galamattias. The Rod grants **Lore 1** to the bearer. Upon finding the Rod, the Wizard may recover up to one lost .

C Fog swirls around this dank chamber. The Treasure Chest contains 100^(@).

D These Fimir are involved in a game of dice and may not be Activated until after the Evil Sorcerer Player's next turn. If Searched for Treasure, the player may take the 25^(@) the Fimir where gambling with.

E An inscription is chiselled into the stone floor as follows:

PORT = PUJX
STARBOARD = MEVIS

F The Gargoyle here may not use , , or , unless it has been the target of a or .

Wandering Monster: Skeleton

G This door is incredibly narrow, and large or bulky creatures cannot pass through it. This includes Chaos Warriors & Gargoyles.

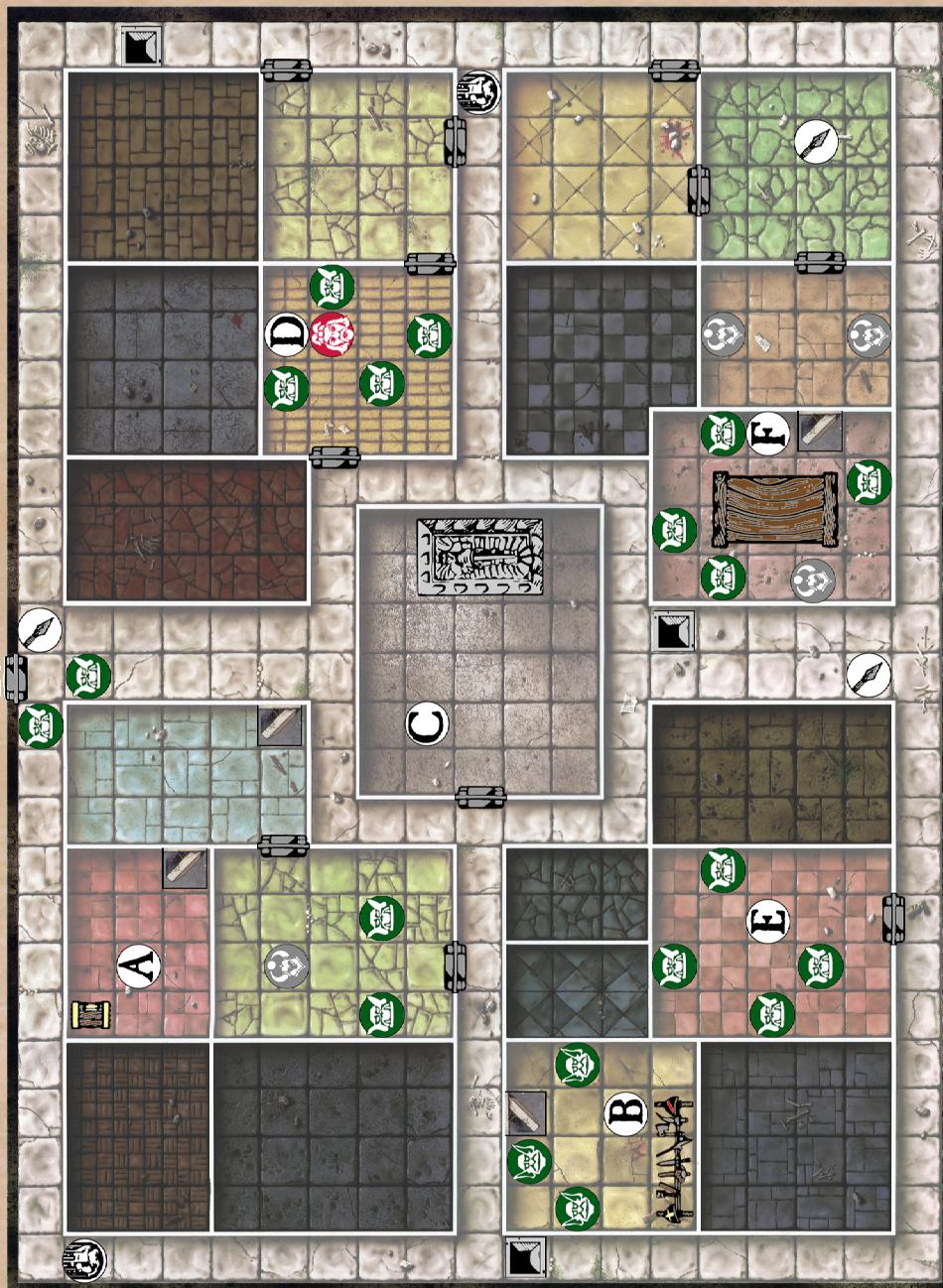
H The Orc is on the middle of torturing someone. If the Orc is defeated, the Wizard may free the prisoner, Munzuk of Hung, a Barbarian. Use the starting Barbarian to represent Munzuk, who will act as a Man-at-Arms. However, each time Munzuk suffers any or damage the player must pay 50^(@), or Munzuk wanders off and is removed from play.

I Amidst the clutter of the bench is the Orb of Galamattias. Upon finding it, the Wizard may recover up to two lost , and recover all cards with the Memory Keyword that they have discarded this Quest.

Advanced Game: Until the Orb is found roll for Danger, and only gain an Event card if you roll . After this, roll for Danger normally. Once the Rod is found, you may re-roll one Danger die each turn.

The Orb of Galamattias also grants **Praxis: Memory**.

HEROQUEST



A Growl of Thunder

You have travelled far to visit your clan-cousins on Norsica. On your arrival, you have found their stave-hall in flames, and the wounded dragged to safety. You discover that a band of Orcs from Stalac Tor have made off with three artefacts of the Jarl. It is asked that you recover these, and avenge your allies.

- A The Treasure Chest contains a stout belt with a buckle in the shape of a lightning bolt. This is the Belt of Thunder, and will grant the bearer .
- B The Equipment Rack holds the Gauntlets of Thunder.
- C Monsters will not enter this room. Immediately any figure enters this room, place a Mummy next to them. This represents Crashlyg, an Orc Wight who haunts this chamber, who will attack all figures it can including Monsters.
- GRASHLYG:
 7     :    : 4 
- UNDEAD, WARD 2**
- D The Wizard is a captive and is being tormented by the Orcs. If the Orcs are defeated, Balash the Wizard will join the Barbarian as a Man-at-Arms. He has the abilities of a normal starting Wizard, and currently knows the Water and Earth Spells.
- E The Orcs here are sound asleep. Treat them as is they are already the target of the Chaos Spell *Torpor*.
- F On the table is the Hammer of Thunder. Any figure with the Gauntlets of Thunder may collect this without need of an Action. No other figure may move, carry, or use the Hammer. The Hammer counts as a Hand Axe with  + . Once per Quest, the Hammer may automatically hit every Monster in the same Room as the bearer, as .
- The Chaos Sorcerer is Balor. He has an extra  and knows the Chaos Spell *Freeze*.
- Advanced Game:** Until the Hammer is found roll  for Danger, and only gain an Event card if you roll .
- After this, roll for Danger normally. Once the Belt is found, you may re-roll one Danger die each turn. Balor gains the **WARD 3** Ability.

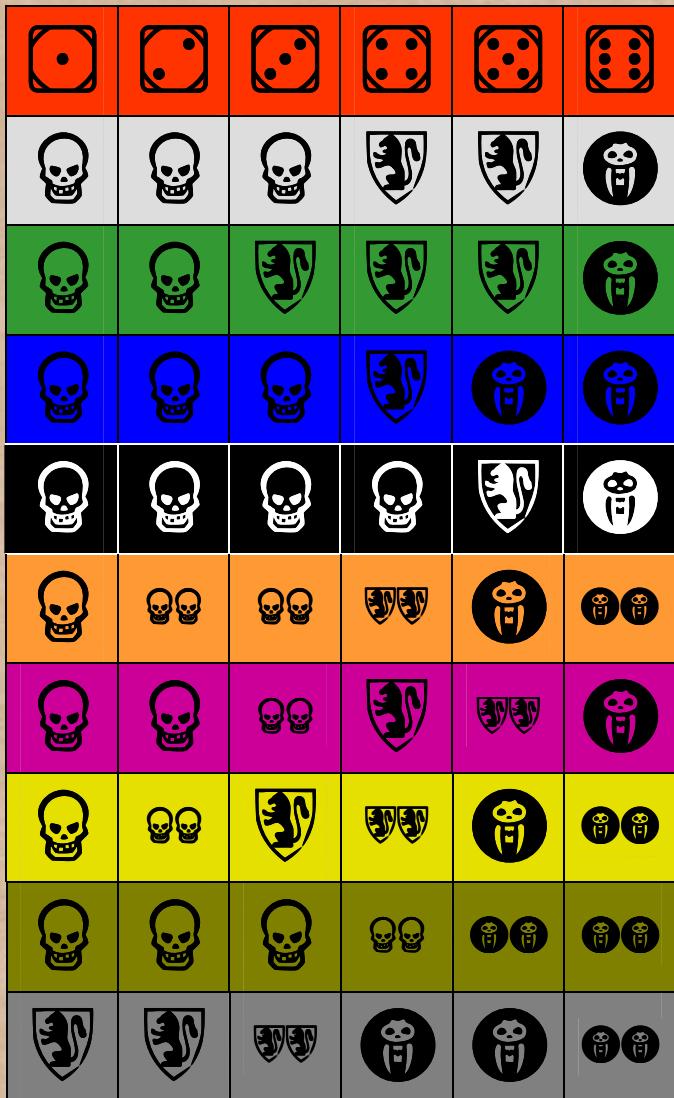
Wandering Monster: Orc

Dice Notes

During the earlier stages of this project, the various coloured combat dice produced by the German HeroQuest community came to light. These partially inspired my Advanced game module.

Unfortunately, as fantastic as these are, they are not reliably available, and may be difficult for some people to obtain.

Therefore the opposite page contains a dice chart, showing the proper symbol distributions for each colour of dice. This will allow you to either make your own, or else use standard six-sided dice of appropriate colours to generate results on this table.



Design Notes

This is a project that grew as it proceeded. I had originally intended to simply clean-up the rules text for clarity. However, I then discovered that there were multiple versions of the game, each with subtly different rules and cards. And thus the plan became to create a single rule set as a synthesis of the best parts of the rules.

The problem I'd had was how poorly defined the rules had been. Multiple versions of the same item with different rules, different items with the same rules, and some effects whose results were unclear when they were combined. Thus the rules and items were re-written to create a single, clear system, where multiple effects could work together, and everything was clear.

We then play-tested the hell out of this system. A few things were altered for balance. A few things were changed where the original game called for them. Some things were changed to make the narrative work.

To this I added a few items: I home-brewed the two "missing" US Quest packs. I created a few quests to round out the story, and a "final" quest pack to round out the story. I added two Monsters, the Outfitter's Emporium, and Sergeant Henchmen.

The resulting game is now akin to the original, but cleaned up into a well oiled machine.

However, the original game is known to have a few flaws. While these where broadly addressed, fixing them required more radical changes, which is why I added the "Advanced Game" option. This then allows the playing of the cleaned-up classic game, or the re-balanced game with the new bells & whistles.

The first problem was that the Heroes could clear an area and spend as long as they wish doing very little, making a very boring game for the Evil Sorcerer Player, and made certain tactical situations pointless. The Event Cards are not unique to my rules, several people also having similar ideas, inspired by modern boardgames, but they are effective, and also tie into the other adjustments.

The second problem was that the only way for the Heroes to improve was via the rather limited range of equipment, and as a result, Hero death was nothing but a speed-bump. The Advanced Game expands this range of equipment in the first instance, but the Skills system is the actual fix here, with the Dungeon Cards as a balancing mechanism.

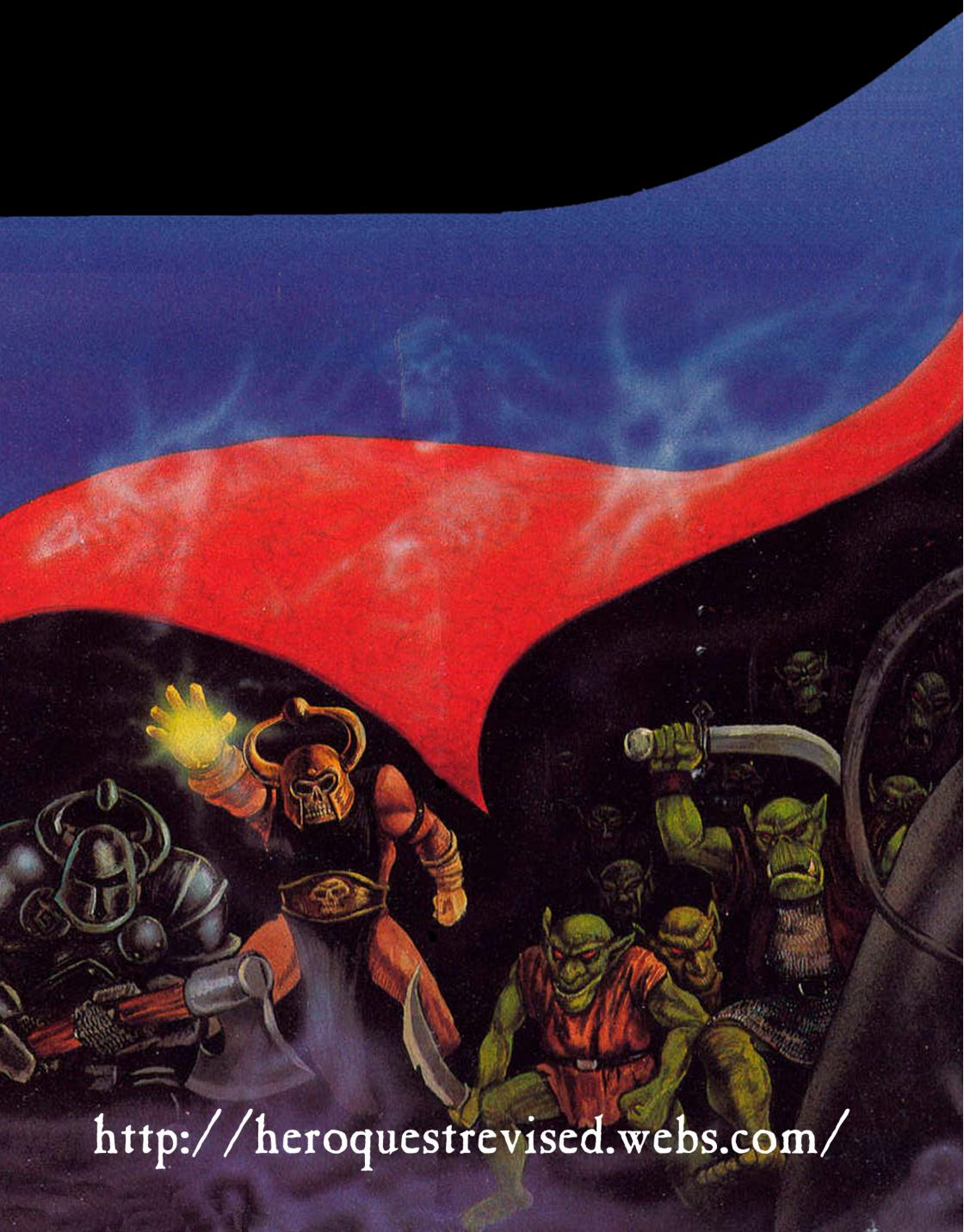
The third flaw was the similarity of some of the Heroes. With the advanced Hero Cards, differing Skill suites and Equipment choices, the Heroes all now work quite differently.

The biggest flaw was with the magic system, and the resulting weakness of the Wizard. Some Spells were near useless, some massively powerful, and without magic, the Wizard was massively underpowered. Allowing infinite use of the selected Spells was massively overpowered, as some, such as Water of Healing, would break the game, so Spell casting needed to be more limited, while at the same time, the Wizard needed Spells to be constantly available.

My online discussions with other HeroQuest fans lead to one community member, Anderas, taking my rough ideas, and working them into a fully-fledged system that does just what we need. Thus was then tied back into the Skills and Equipment, and a wider range of Spells that have been created for the advanced game, making the Wizard a fully useful Hero.

Thus, while the advanced game's many options requires a slightly older mindset than the original game, it is for more balanced and interesting.

Have fun adventuring!



<http://heroquestrevised.webs.com/>