In 1989, Milton Bradley released the greatest fantasy board game of all-time, HeroQuest. During the next few years fans of the game would photocopy their blank maps and icon pages, cut and paste, or pencil in to design their own elaborate Quests in order to continue their heroic adventures. Then something miraculous happened… the dawn of the Internet. It was in 1998 that a small Website was born. Dedicated to HeroQuest fans the world over, many gathered at Agin’s Inn, sharing their greatest adventures with everyone.

We’ve come a long way since then… No longer are we dependant on the likes of bitmap programs like MSPaint®. Software has improved greatly in the last decade and graphical programs such as Photoshop® and CorelDRAW!® are more common place. Through these, we may now reproduce these great adventures in likeness of the ones we grew up with. The ones that so deeply grabbed our interest and drew us into this great world that is HeroQuest.

It is our pleasure to present to all HeroQuest fans, the great Quests of Old. Throughout the year, we will be releasing the Agin's Inn Classic Series. Great Quests re-created in a modern, universal format that is not only pleasing to the eye, but will once again draw us back into the glory days of our youth and keep our great fantasy game alive for generations to come.

~The Innkeepers of Ye Olde Inn
The Attack of the Orcs

Quest 1

Just as the Mayor finishes explaining the situation to you, a man-at-arms rushes into his office. “The first wave of attackers is here! Bands of Orc Raiders, along with their Goblin minions, have breached our defences. They are in the village, pillaging and burning. The Orcs are lead by the dread Warlord Golgarth!” He turns and rushes out to return to his post. The Mayor looks at you and shouts, “Quickly, you must help our defenders rid the village of the attackers. Search each shop and home, destroying all the forces of Chaos that you find!”

NOTES:

1. This is the Mayor’s office. The Heroes start the quest here. Place them on any of the squares around the Mayor’s desk.
2. If a Hero attempts to search the room for anything, read: The Mayor looks up and shouts frantically, “You don’t have time for that! You must find the Chaos attackers and destroy them!” Your search fails.
3. To finish the quest, the Heroes must return to the Mayor’s office after killing all the monsters marked on the board. Each time the Heroes re-enter this room, Read one of the paragraphs below:

A. If the Heroes return here but all the monsters have not been killed, read: The Mayor sees you enter and says, “You have done an excellent job so far, but an aide was just here telling me that there are still Raiders in the village. You must find them and destroy them.”

B. These two Orcs have crossbows and may make ranged attacks of 3 Combat Dice. They attack normally against any Hero adjacent to them. Zargon, you may want to move one or both of the Orcs into other passages if the Heroes get near to give them more shots before the Orcs engage in hand-to-hand combat.

C. When the Heroes get to this door, read: A sign above the door reads ‘Oakdale Inn’.

D. When the Heroes get to the spot marked with the arrow, read: Above the door to the south is a sign that reads ‘Blacksmith’.

E. The weapons rack contains 5 Daggers, a Broadsword, a Helmet, and a suit of Chain Mail. The Heroes may take any of these, but if they do, mark this down in your notes. (They will have to pay for these items later, but don’t tell them this.)

F. This is Golgarth. You can use the Orc with the notched sword for him. When a Hero enters this room, read: “Bah, puny Human [or Dwarf or Elf]. Golgarth will kill you and destroy this village.”

G. Golgarth is carrying a Longsword and Shield, which he will use in combat (the Longsword will allow him a diagonal attack). The Heroes may take this when he has been destroyed. Golgarth has the following stats:

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<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
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<tr>
<td>8</td>
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<td>4</td>
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Wandering Monster in this Quest: Orc
You are resting when you receive an urgent call from the Mayor. You meet him in his office where he briefs you on the current situation. “The Orcs managed to kill many of our defenders, leaving holes in our defences. A group of Undead has found one of these holes and made it into the village. Our men are holding off the main group, but again, you must search the village destroying any of the foul Undead creatures that have made their way into our homes and shops.”

**Wandering Monster in this Quest:** Zombie

### Quest 2

**The Attack of the Undead**

You are resting when you receive an urgent call from the Mayor. You meet him in his office where he briefs you on the current situation. “The Orcs managed to kill many of our defenders, leaving holes in our defences. A group of Undead has found one of these holes and made it into the village. Our men are holding off the main group, but again, you must search the village destroying any of the foul Undead creatures that have made their way into our homes and shops.”

### NOTES:

1. This is the Mayor's office. The Heroes start the quest here. Place them on any of the squares around the Mayor's desk.
   - If a Hero attempts to search the room for anything, read: The Mayor looks up and shouts frantically, “You don’t have time for that! You must find the Chaos attackers and destroy them!” Your search fails.
   - To finish the quest, the Heroes must return to the Mayor's office after killing all the monsters marked on the board. Each time the Heroes re-enter this room, Read one of the paragraphs below:

2. If the Heroes return here but all the monsters have not been killed, read: The Mayor sees you enter and says, “You have done an excellent job so far, but an aide was just here telling me that there are still Raiders in the village. You must find them and destroy them.”

3. If the Heroes return here and have killed all the monsters, read: The Mayor sees you enter and says, “Wonderful! You have destroyed all the Orc Raiders and saved our village. I have news that a second wave is coming, so get some rest and make whatever preparations you need for the next battle.”

This is the end of the 2nd quest.

**When a Hero first enters this room, read:** You are met with a horrific sight upon opening the door. A huge Mummy, surrounded by lesser Undead begins advancing towards you. The Mummy is wearing some sort of green, glowing amulet.

### The Mummy in this room is the leader of the Undead attackers. He is extra powerful and has the following stats:

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<th>Movement</th>
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<th>Mind</th>
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<td>4</td>
<td>5</td>
<td>3</td>
<td>6</td>
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</table>

The Mummy is wearing a glowing amulet. As long as the Mummy is alive, each Undead monster in the room with it, including the Mummy itself, regains 1 Body Point of damage per turn. The Body Point is awarded to the Undead creature at the start of its turn. Each Undead monster cannot regain more than their starting Body Point. Once a Monster reaches 0 Body Points, it no longer regains Body Points and is finally destroyed.

- **When the Heroes get outside this door, read:** A sign above the door reads ‘Oakdale Inn’.
- **When the Heroes get to the spot marked with the arrow, read:** Above the door to the south is a sign that reads ‘Blacksmith’.
- **The weapons rack contains 5 Daggers, a Broadsword, a Helmet, and a suit of Chain Mail. The Heroes may take any of these, but if they do mark this down in your notes. (They will have to pay for these items later, but don't tell them this.) Note: Remove any items taken from the weapons rack in quest #1. Do not tell the players about these items - they are gone.
- **When A Hero steps on this spot, read:** A sign above the door reads ‘Jail’.

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**Wandering Monster in this Quest:** Zombie
The Attack of the Chaos Overlords

Note: Place the Heroes on the board on location ‘A’ before reading the following introduction:

Once again you respond to a frantic call from the Mayor. “This is the worst news yet. Our defences are crumbling under an all-out Chaos assault. Several Warlock Overlords are in the city seeking to destroy all that are loyal to the Emperor. If you cannot stop this attack, we are all doomed!”

Wandering Monster in this Quest: Fimir

NOTES:

1. If the Heroes return here but all the monsters have not been killed, read: The Mayor sees you enter and says, “You have done an excellent job so far, but an aide was just here telling me that there are still Chaos forces in the village. You must find them and destroy them.”

2. If the Heroes return here and have killed all the monsters, read: The Mayor sees you enter and says, “Wonderful! You have destroyed all the Overlords and saved our village again. Here is a reward for your faithful service.” The Mayor gives you 1000 Gold Coins to be shared between you.

If any of the Heroes have taken any of the items on the weapons rack in the Blacksmith’s shop, read: “Rolf the Blacksmith was hiding in his shop and says that he saw you take some items and has asked me to deduct their price from your reward. The cost of the items is [add up what was taken], leaving you with [subtract the cost of the items from the reward] gold coins.

Whether the Heroes took anything from the Blacksmith or not, read: The Mayor concludes, “The Emperor’s troops have arrived and we can finally defend our village. I must ask one more favour from you, though. Until the Chaos Fortress in the Darkfang Mountains is found and destroyed, our village will never truly be safe. I beg you to please find the fortress and destroy it. Perhaps you can find the leader of the forces and put a stop to this evil scheming forever!”
NOTES (continued):

B The Chaos Overlord Mage in this room knows the Chaos Spells: 
**Rust, Fear, Ball of Flame** and has the following stats:

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<th>Movement</th>
<th>Attack</th>
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<th>Body</th>
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<td>3</td>
<td>3</td>
<td>3</td>
<td>5</td>
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C When the Heroes get outside this door, read: A sign above the door reads 'Oakdale Inn'.

D When the Heroes get to the spot marked with the arrow, read:
Above the door to the south is a sign that reads 'Blacksmith'.

E The weapons rack contains 5 Daggers, a Broadsword, a Helmet, and a suit of Chain Mail. The Heroes may take any of these, but if they do mark this down in your notes. (They will have to pay for these items later, but don't tell them this.) Note: Remove any items taken from the weapons rack in quest #1 and/or quest #2. Do not tell the players about these items - they are gone.

F When A Hero steps on this spot, read: A sign above the door reads 'Jail'.

G The Chaos Overlord Mage in this room knows the Chaos Spells: 
**Summon Orcs, Command, Cloud Of Chaos, Firestorm** and has the following stats:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
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<td>4</td>
<td>4</td>
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**Wandering Monster in this Quest:** Fimir
The Chaos Fortress (part I)

You follow the Roanrush River to the Darkfang Mountains. On the mountain you spy the Fortress; a dark, foreboding place. You wait until night, and then creep up to the entrance.

NOTES:

A Place the Firimir on the board, but before allowing the Heroes to move read: In the darkest part of the night you creep up on the Firimir guarding the entrance to the fortress. Both are half asleep and do not see you coming until it is far too late to raise the alarm.

B The door to the right is locked. When a Hero steps on the space marked by the arrow, read: The doorway into the hallway in front of you is locked. The door looks weak, though. If you do not have a key that fits the lock perhaps it could be broken down.

If a Hero attempts to break down the door, have them roll one Combat Die. On a Black Shield roll, they have inflicted 1 point of damage to the door. It will take 3 points of damage before the door is broken. If the Hero fails to roll a Black Shield, roll a second Combat Die. On a roll of a White Shield, a group of Wandering Monsters hear the noise and come to investigate. Place them as near to the group of Heroes as possible on either side of the door, or around the corner.

The key from room ‘E’ will unlock the door. When the door is unlocked (or broken down), take the key tile from the player.

C The chest here is trapped. If it is opened without being disarmed first, a poisonous gas trap inflicts 1 Body Point of damage to every Hero in the room. The chest contains 300 Gold Coins and the Spell Scroll: Water Of Healing.

D The first Hero to search the room for treasure will find a Potion Of Healing hidden in the cupboard. It will restore up to 4 lost Body Points.

E When a Hero first enters this room, read: You have obviously entered the room of a Necromancer. Dark, evil runes cover the floor and the walls. The stench of death permeates the entire chamber. As you look around, a dark shape steps out from the shadows - the Necromancer! Two Skeletal guards surround him; protecting him from harm.

The Necromancer knows the Chaos Spell: Summon Undead, which it may cast twice, but not during the same turn. The Necromancer also has two vials containing Grave Dust. It may use them anytime during battle, restoring all Undead in the room to full Body Points. The vials are worthless to the Heroes should the Necromancer be destroyed before using both of them. The Necromancer has the following stats:

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<tr>
<th>Movement</th>
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<th>Body</th>
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The first Hero to search the room for treasure finds a key on the sorcerer's table. Give the searching Hero the key tile (from the Elf Quest Pack). This key will unlock the door at location ‘B’. If the door has been previously broken open, do not give the tile to the player, but tell him he has found a key, presumably for the now broken door.

F These stairs are the exit from the quest.
You have reached the top level of the Fortress. If the leader of the dark forces is to be found, it will be here. In the distance you hear screams, as if from someone in pain.

NOTES:

A. Start the quest in this room.

B. This chest is trapped. A spring will shoot a sharp needle into the hand of anyone attempting to open the chest without first disarming it, inflicting 2 Body Points of damage. The chest contains 500 gold coins and 2 daggers.

C. The first Hero to search this room for treasure will find the Spell Scroll: Ball of Flame on the desk.

D. When the first Hero enters this room, read: You open the door to find a poor wretch chained to a rack. You recognize him as one of Oakdale’s defenders. The man sees you and yells, “The Demon walks! The Demon walks!” His head rolls to one side and with a final gasp of air he expires.

E. If either of these Orcs are alive before the Heroes enter room ‘F’, they will enter the room and attempt to surround the Heroes.

F. When the first Hero enters this room, read: A huge Demon fills one corner of this room. He looks at you and sneers, “So, you dare attempt to stop me and my conquest? You will pay with your lives!”

The Gargoyle figure represents the Demon. The Demon may attack twice per turn, once with his Longsword for 3 Combat Dice and once with a whip for 1 Combat Die. He may make both attacks on the same or on different Heroes. Both weapons may attack diagonally. He also knows the Chaos Spell: Ball of Flame, which he may cast twice instead of attacking (but not in the same turn). The Demon has the following stats:

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The chest in this room contains 4 diamonds, each worth 250 Gold Coins.

Wandering Monster in this Quest: 2 Orcs

When all the monsters in the room are destroyed, read: After destroying all the foul Chaos creatures, you set fire to the fortress to make sure that it will never again be used to attack the Empire. You return to Oakdale where the citizens proclaim a day of celebration. When the day of jubilation is over, you join in the effort to rebuild the village and restore it to its glory before the attacks. A few days of hard labor and you are not sure which is worse - fighting the hordes of Chaos or helping a peasant rebuild his hut under the watchful eye of his shrewish wife… At last the rebuilding efforts are complete and you quickly head onto your next adventure before the Mayor can find some other ‘work’ for you to do...
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