

# HEROQUEST

## STARTER PACK



A GROUP QUEST BY: CARLOS

Hi and thanks for downloading Carlos' map pack for new characters to get them on the road to adventuring! This file should be found on Dewayne's HeroQuest website only, thanks to him for hosting it.

I made these maps a while back in 2004 for my friends as we spent a few weeks revisiting the greatest board game there ever was - HeroQuest! It provided hours and hours of fun for us as teenagers when it came out and I'm glad to know there are still people out there playing it. I hope you have fun doing this quest pack as that's what we play for ;)

Anyone wanting to contact me (I'd love to hear feedback) can do so [here](#).

### *Note to Zargon:*

My quests are GM friendly in that I have included text for you to read aloud to players in certain situations. This text is in speech marks and italics... do not read past them! My extended equipment list is well worth a look, it's not complicated and yet adds a bit to the game, which in the end gets kinda boring, in my opinion, with the stuff only available in the game!!

Being creative is the most important part of being a GM. If the Quest is getting too easy, throw in some monsters to liven it up, if it's too difficult, take some out... the mastery is to create a balance that's enjoyable. If you do use my extended list, take note that effectively, the players starting equipment is also there, but called something else. E.g. the Dwarf's Axe is a Woodcutter's Axe (check the damage die, it's the same see?) and can be sold... unfortunately this means that the Wizard begins with nothing! But fear not, I have some new rules that balance the game out a bit. If there's one thing I noticed it's the slight imbalance of the characters in a standard game, so I've evened things up a bit with the equipment. If a character would generally use an item of equipment, then you'll see there's no difference... e.g. the Dwarf can still equip Plate Armour... however, one thing that used to bug me is that the Elf could also. Not any more! The Plate Armour has a minimum Body Point requirement. This means only certain things are available to certain characters. It's very easy, it improves the balance and I think it makes things fairer.

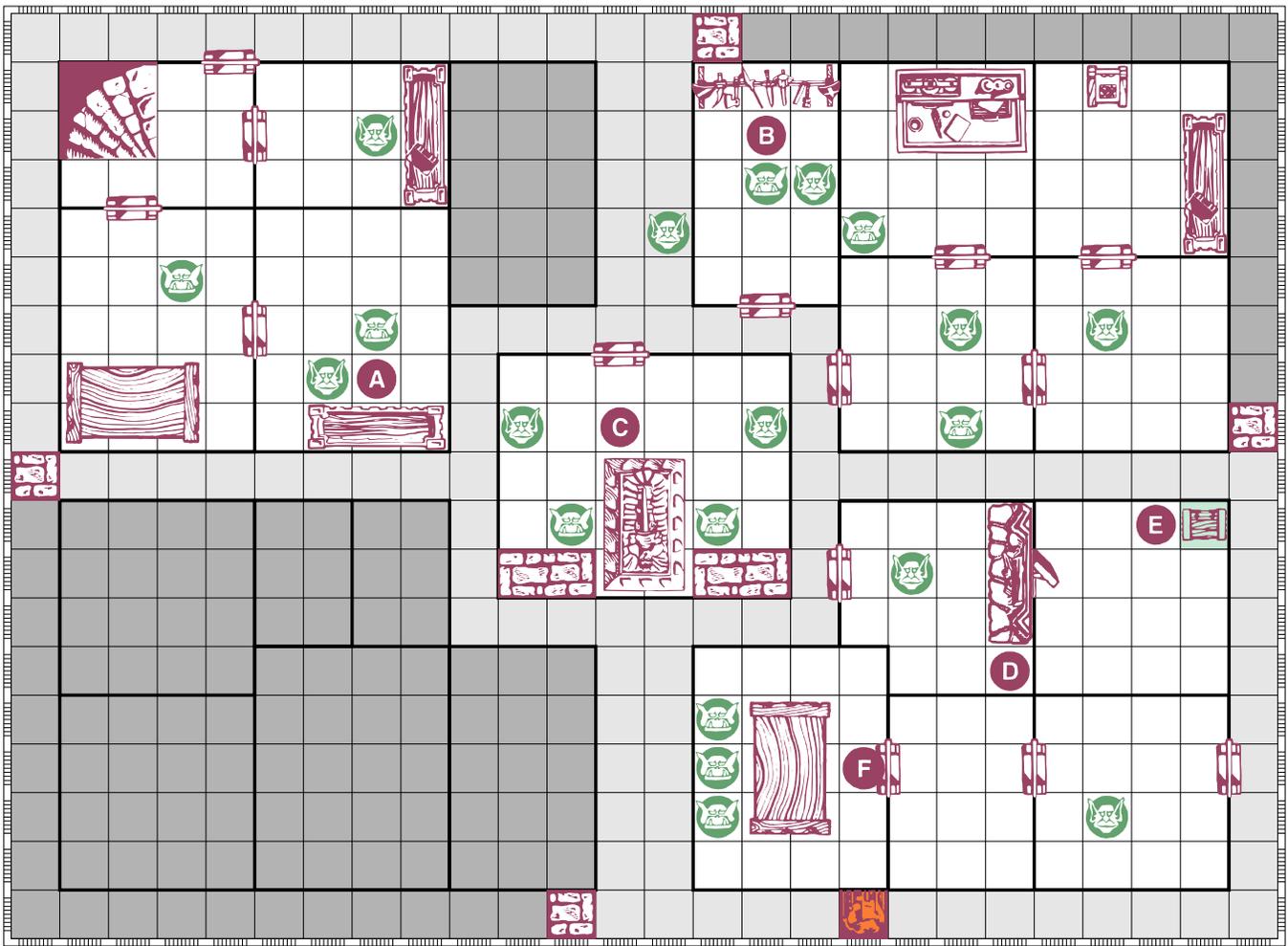




<b>Tool Kit</b> Disarm traps. Roll 1 Combat Die. Skull means the trap goes off and you suffer trap damage. Black or White Shield is a success.	<i>150 GC</i>	<b>Mithril Chain</b> +4 defend dice, minimum Body of 6 required.	<i>1500 GC</i>
<b>Potion of Healing</b> Restores up to 4 Body Points.	<i>100 GC</i>	<b>Wooden Staff*</b> 2 attack dice, attack diagonally, 2 handed.	<i>100 GC</i>
<b>Holy Water</b> Instantly kills any Undead creature.	<i>100 GC</i>	<b>Spear</b> 2 attack dice, attack diagonally, may be thrown no. of squares equal to BP's (straight line only), may be recovered.	<i>150 GC</i>
<b>Boots of Lightfoot</b> Wearer gets +2 to their movement roll total.	<i>500 GC</i>	<b>Short Sword</b> -<2 attack dice>-	<i>75 GC</i>
<b>Lucky Charm</b> This charm can be used once to force a re-roll of any 1 die. It must then be discarded.	<i>50 GC</i>	<b>Bastard Sword</b> -<2 attack dice; diagonal>-	<i>150 GC</i>
<b>Wand of Recall</b> This wand allows you to cast the same spell twice instead of only once at no extra cost but it must be used the same turn.	<i>1500 GC</i>	<b>Broad Sword</b> -<3 attack dice; 2-handed>-	<i>250 GC</i>
<b>Talisman of Lore</b> +2 Mind points while the talisman is in your possession.	<i>1500 GC</i>	<b>Tree Axe</b> -<2 attack dice>-	<i>75 GC</i>
<b>Ring of Vitality</b> +2 Body points while the ring is on a finger.	<i>1500 GC</i>	<b>Hand Axe</b> 2 AD; may be thrown # of squares equal to BP's, recoverable.	<i>150 GC</i>
<b>Ring of Regeneration</b> An extremely powerful magical item. While the character remains absolutely still, the ring will restore 1BP every 2 turns.	<i>2500 GC</i>	<b>Short Bow</b> -<Fires arrows 8 squares, 2-handed>-	<i>250 GC</i>
<b>Helmet</b> +1 extra defend die, max mind of 3 allowed.	<i>120 GC</i>	<b>Long Bow</b> Fires arrows 12 squares, +1 attack die, 2 handed.	<i>500 GC</i>
<b>Shield</b> +1 extra defend die, 1 handed, minimum Body of 6 required.	<i>100 GC</i>	<b>Bow of Speed</b> Allows 2 attacks per turn; 2-handed.	<i>2000 GC</i>
<b>Large Shield</b> +2 extra defence die, 1 handed, minimum Body of 7 required.	<i>170 GC</i>	<b>Standard Arrow</b> 2 attack dice, does not affect creatures not made of flesh.	<i>3 GC</i>
<b>Magical Bracers</b> +1 extra defend die, minimum Mind of 7 required.	<i>100 GC</i>	<b>Fire Arrow</b> 3 attack dice or 4 against mummies, does not affect creatures not made of flesh or flammable material.	<i>10 GC</i>
<b>Cloak of Protection</b> +1 extra defend die, minimum Mind of 8 required.	<i>350 GC</i>	<b>Crossbow</b> Fires bolts 16 squares, no attack adjacent target, 2 handed.	<i>350 GC</i>
<b>Chain Mail</b> +3 defend dice, minimum Body of 6 required.	<i>450 GC</i>	<b>Standard Bolts</b> 3 attack dice, does not affect creatures not made of flesh.	<i>5 GC</i>
<b>Plate Mail</b> +4 defend dice, minimum Body of 7 required, roll only 1 D6+1 move.	<i>850 GC</i>	<b>War Hammer</b> 2 attack dice or 4 against skeletons and gargoyles.	<i>250 GC</i>
		<b>Battle Axe</b> -<4 attack dice; 2-handed>-	<i>400 GC</i>
		<b>Halberd</b> -<4 attack dice; 2-handed; diagonal>-	<i>450 GC</i>
		<b>Orcs Bane</b> 2 attack dice, attack twice if attacking orcs, attack diagonally.	<i>300 GC</i>
		<b>Spirit Blade</b> 3 attack dice or 4 if attacking undead, attack diagonally	<i>600 GC</i>

(\* is a weapon the wizard is allowed to use)  
*Note: As a rule any item above 1000 GC is only available once, not multiple times like the rest. Also, any character wishing to sell items can do so at one-half the listed price (rounded down).*





## Quest 2

# Temple Cleanse

“Your last quest did you well in attracting attention. Now a group of followers who worship Terrus God of Stone are being terrorised in their temple and have asked you for help. The band of monsters responsible is

lead by an Orc Warlord named Gristle Tooth. To cleanse their sacred temple once again, they require his head for sacrificial purposes. Kill the band, bring the head and most importantly... keep any treasure you find.”

### NOTES:

- A** This bookcase contains the Spell Scroll, **Rock Skin**.
- B** Although most weapons on this rack are useful, they are engraved with the name of their owner and if the followers are to be safe when you leave you decide they must have weapons. However, there is one short sword and one bastard sword you could take.  
  
*Bastard Sword costs 150 Gold Coins, 2 Attack Dice, can attack diagonally.*
- C** “The tomb is in poor state and seems to have been looted by the raiding Orcs and Goblins.”  
  
If a Hero searches for traps and secret doors, they will uncover a secret compartment next to the head of the deceased that holds a bag of 50 Gold Coins and a small ruby valued at 35 Gold Coins.
- D** “Upon entering the room you immediately notice an engraving in the wall next to the Fireplace.” When the Hero reads it, it says, “Enter here believers of Terrus”.

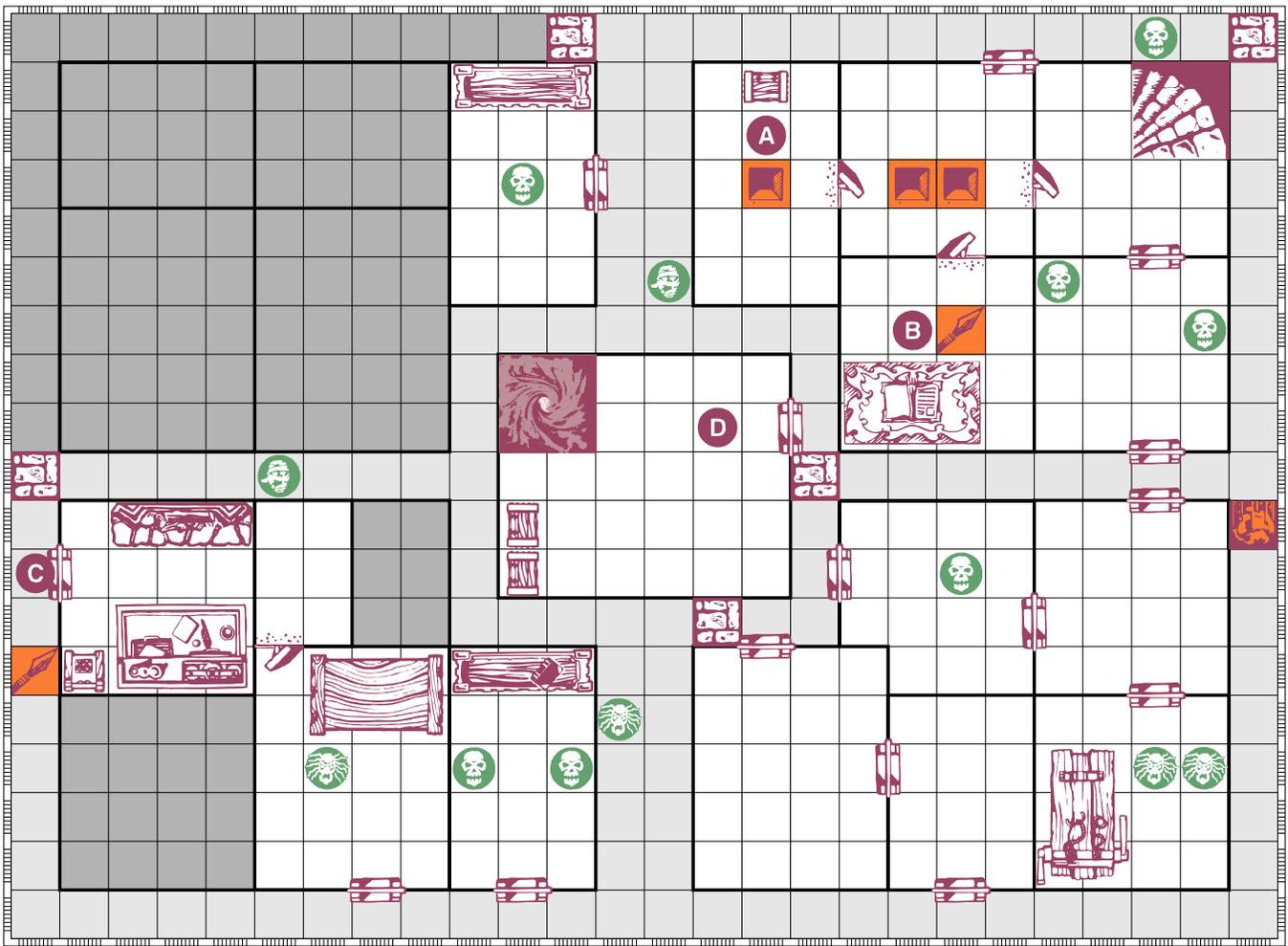
The inscription is a clue for the players. They should cast **Pass Through Rock** and move into the next room beyond the Fireplace to find the Chest.

- E** “From inside the room you can see clearly a switch that opens a door behind the fireplace. Next to the Chest is another inscription which reads: *Skin of stone, brothers may try, in skin of foes, pillagers will die.*”

Again, this is a clue to cast an Earth Spell **Rock Skin**. Once the Chest is opened, stones will fly at the character from all directions 6 in all and each attacks with 1 Combat Die. With the Spell **Rock Skin** cast, a character is immune to damage; otherwise they are attacked with 6 Combat Dice! Searching for traps and secret doors does not reveal this. Inside the chest sits 200 Gold Coins.

- F** The middle Orc here is the Warlord Gristle Tooth. His stats are as follows:

Movement	Attack	Defend	Body	Mind
8	4	3	3	2



### Quest 3

# The Dead Rising

“The followers of Terrus were extremely grateful for the Warlord’s head, but all was not as it seemed. They attempted to use the head to summon an Undead Champion to aid them in a long-waging war with a rival sect, but succeeded only in creating a portal that is at this very moment spewing forth Undead every minute in the temple’s lower level.

The temple is magically protected and as such, the land’s High Priest is helpless this is where you come in... The Emperor has forfeited the sect’s right to practice and has hired you to quickly cleanse the building before havoc is wreaked on the outside world... The Emperor will reward each of you 250 gold coins for your troubles. Remember, time is of the essence!”

#### NOTES:

*To begin the quest, one adventurer is given a magical rune by the High Priest. They must cast it into the portal, thus enabling the High Priest to lock his powers onto the portal source and close it. If the carrier happens to die, the others must remember to pick it up and continue.*

The portal will produce (1) Undead creature every turn!! Keep track of turns and how many are produced for when the adventurers enter the final room. Roll 1 Combat Die for each; Skull = Skeleton, White Shield = Zombie and Black Shield = Mummy. Remember to keep producing Undead even while the Heroes are in the final room, until the portal is closed.


- A** As you open the Chest, your eyes are bathed in a brilliant white light. The source of this luminance is a prize of great value indeed. A pair of winged boots rests on a small pedestal inside the Chest. They are known as the Boots of Lightfoot.

*Boots of Lightfoot costs 500g - Wearer gets +2 to their movement roll.*

- B** The Sorcerer’s Table is a clutter of scripts and talismans, but something catches your eye above all else. Three scrolls wrapped with gold ribbon. Upon closer inspection you see that they are **Ball of Flame** Spell Scrolls.

- C** “The Door is locked and must be broken down!” The Door defends with 4 Combat Dice and has 4 Body Points.

“Inside the room is dark and dingy; lit only by a single candle on a desk. From the dark you are greeted with thanks by a man who introduces himself as Altus the Alchemist. He was captured and kept here by the followers of Terrus and forced to manufacture for them various potions to aid in their battle against their rival sect. The Alchemist is able to get himself to freedom, but hands you 3 potions of Healing from his table as thanks.”  
Each Potion will restore up to 4 lost Body Points.

- D** “As you enter the room you see a swirling pattern of mist and space as the Vortex moves and twists in the corner of the room.”

Count the number of turns and place monsters in the room as you wish. Bear in mind that the player with the Rune must stand next to the Vortex to close it! Each Chest contains 200 Gold Coins.

Wandering Monster in this Quest:



Skeleton





Hero Quest and the HeroQuest logo are trademarks of the Milton Bradley Corporation, a subsidiary of Hasbro, ©2009, in association with Games Workshop ©1988-1993. All rights reserved. Use of its theme and images in this document is not intended as a challenge or threat to their copyright. This document is made available exclusively for private, in-home use and is not permitted to be altered or sold, in whole or part, for profit.

*Maps & Icons generated with HeroScribe  
Special Thanks to:*

*New tile & icon courtesy of [Drathe](#), © 2010  
Quest written by [Carlos](#), © 2004  
Re-created with permission*

*This file is permitted to be hosted  
at the following website(s):*

---



**Agin's Inn**