

# HERO QUEST™

Carlos's New Character Starter Quest Pack

Q U E S T



B O O K

# Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



**Gold:** This color is used to highlight traps that the Heroes can detect by searching.



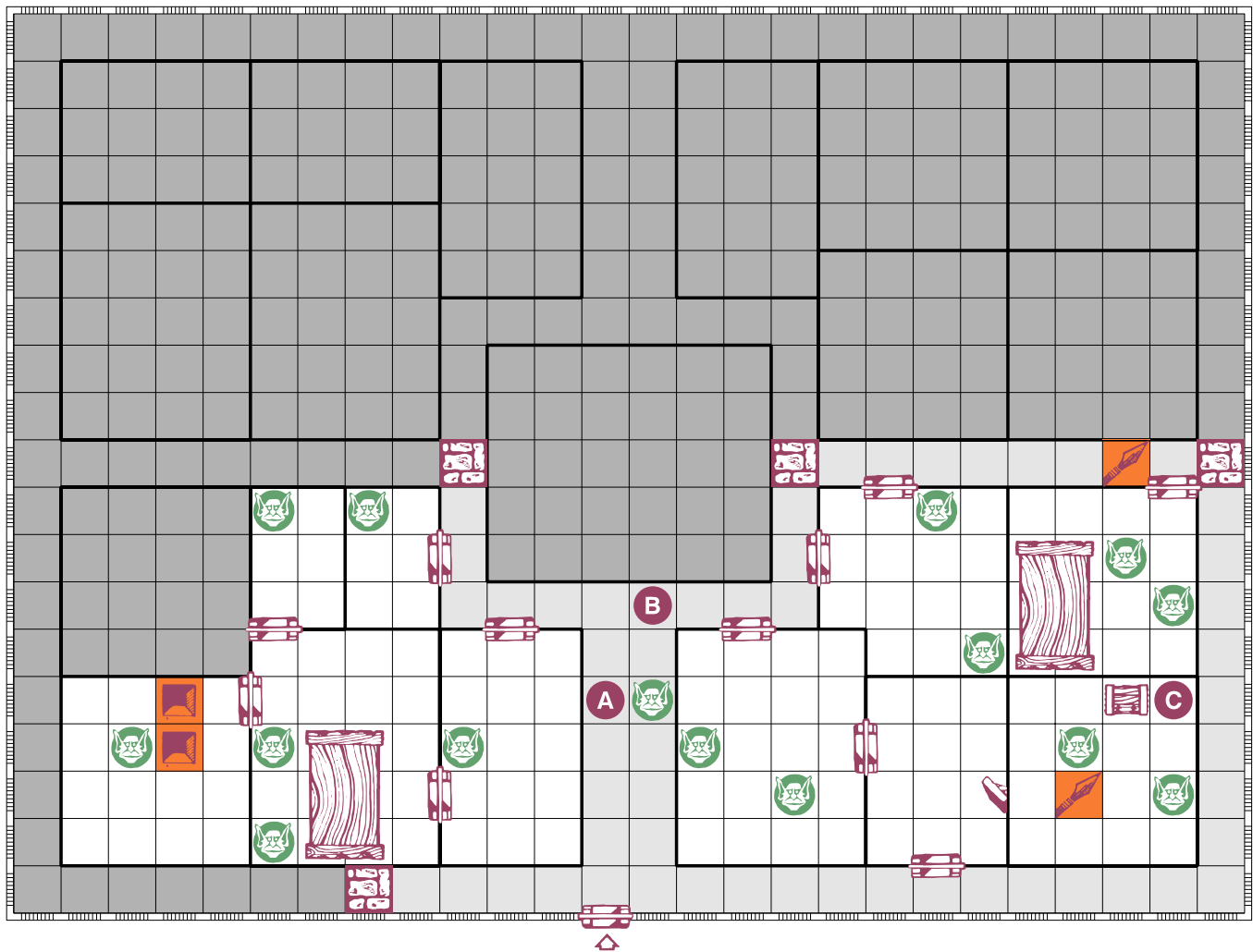
**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



**Dark Green:** This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.





## Quest 1

# The Goblin Caves

Before you are able to offer your services as professional adventurers you decide to hone your skills and enter a cave near to the local village. Often pestered by a band of 15 thieving Goblins, the town's people grow tired of their

aggravation and you offer to help. They can offer no reward but it's likely doing such good deeds will go noticed – and lead to paid work.

### NOTES:

- A** If this Goblin is attacked and lives, he will run to B and raise the alarm opening all four doors into the corridor.
- C** "This chest contains several purses and pouches. A total of 100 gold coins in all."

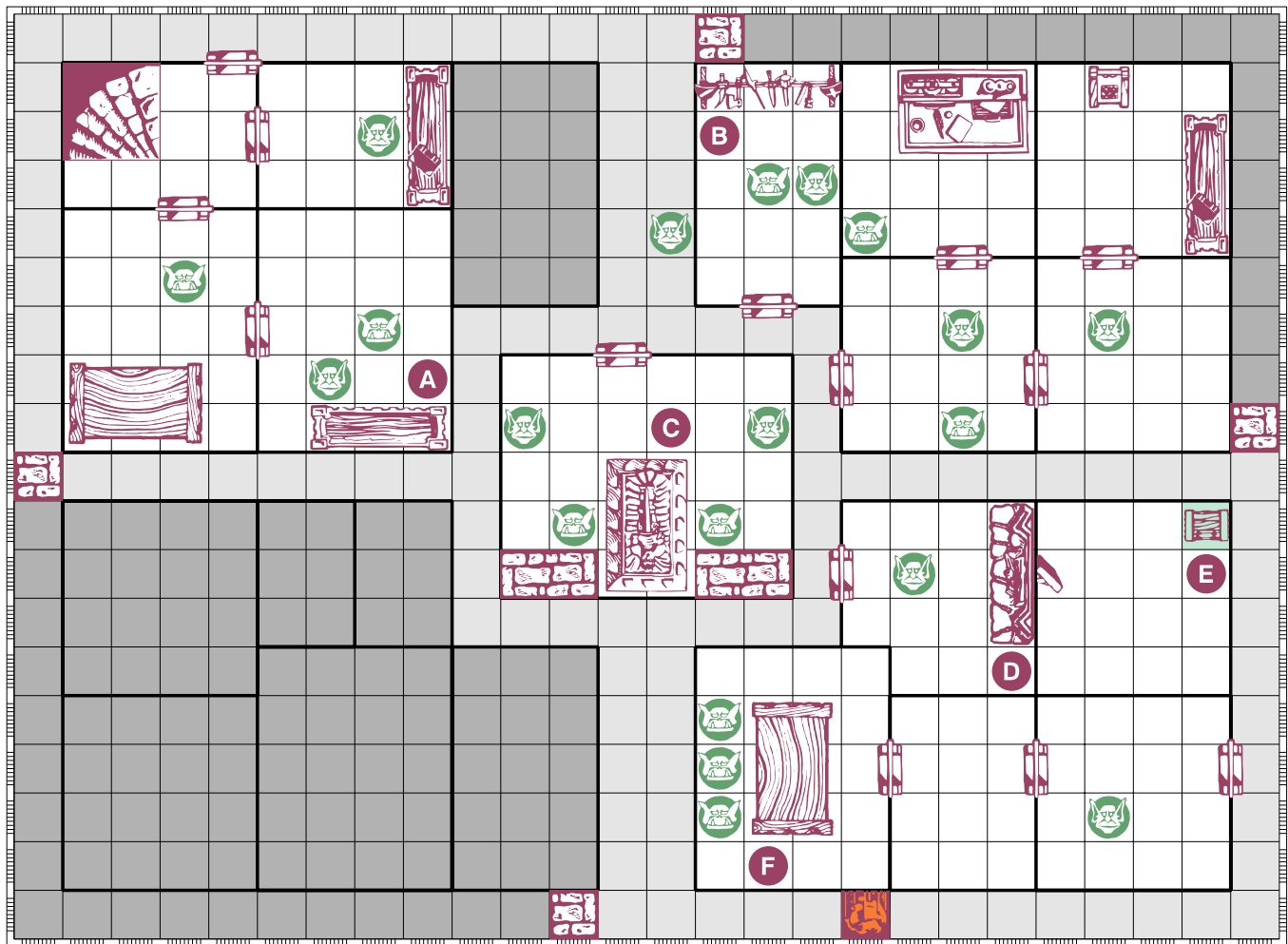
This is the villager's stolen money. The adventurers can keep it, but if they are good enough to give it back, they are rewarded 200 by the mayor and receive much thanks from all the villagers!

### Special Note:

These caves are basic and small and the adventurers should not be allowed to treasure hunt forever! The treasure pile may only be used ONCE. In addition, it is extremely unlikely that these Goblins would have vast amounts of treasure other than the main chest so you should take out the cards titled Jewels! and Gem!

### Wandering Monster in this Quest:

Since the point of this Quest is to eliminate a band of 15 Goblins, the wandering monster should be counted as a cave rat that attacks with 1 attack die, then simply scuttles off!



## Quest 2

# Temple Cleanse

Your last Quest did well in attracting attention and now a group of followers who worship Terrus – God of Stone are being terrorized in their own temple and have asked you for help. The band of monsters responsible are led by an Orc Warlord named Gristletooth and 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 a spell scroll of Rock Skin".

Minimum Mind Points of 4 required to use. Works the same as the spell.

**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, 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 the adventurer searches for traps and secret doors, he will uncover a secret compartment next to the head of the deceased in which is a bag of 50 gold coins and a small ruby worth 35 gold coins.

**D** "Upon entering the room you immediately notice an engraving in the wall next to the fireplace".

**E** "From inside the room you can see clearly a switch that opens a door to 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 attack die. With the spell Rock Skin cast, the character is immune to damage, otherwise the player is attacked with 6 attack dice! Searching for traps and secret doors does not reveal this. Inside the chest are 200 gold pieces.

**F** The middle Orc here is the warlord Gristletooth who has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	3	3	2



Wandering Monster in this Quest: Orc

**Wandering Monster in this Quest: None**

**NOTES continued:**

**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.