

HERO QUEST




Escape the Dungeon
INSTRUCTION
BOOKLET



Story

The players were captures during an Orc raid on their villages. They were taken prisoners and brought to the lower level of the dungeon. A few days after, they can hear someone or something unlocking the door of their jail and fleeing away...



Notes

This campaign was designed to teach new players the basic rules:

- moving
- searching for traps, secret doors or treasures
- fighting

Players don't have any weapon nor equipment. Until they find some, they are not allowed to attack...

The sorcerers are also not allowed to cast any spell until they found their weapons.