

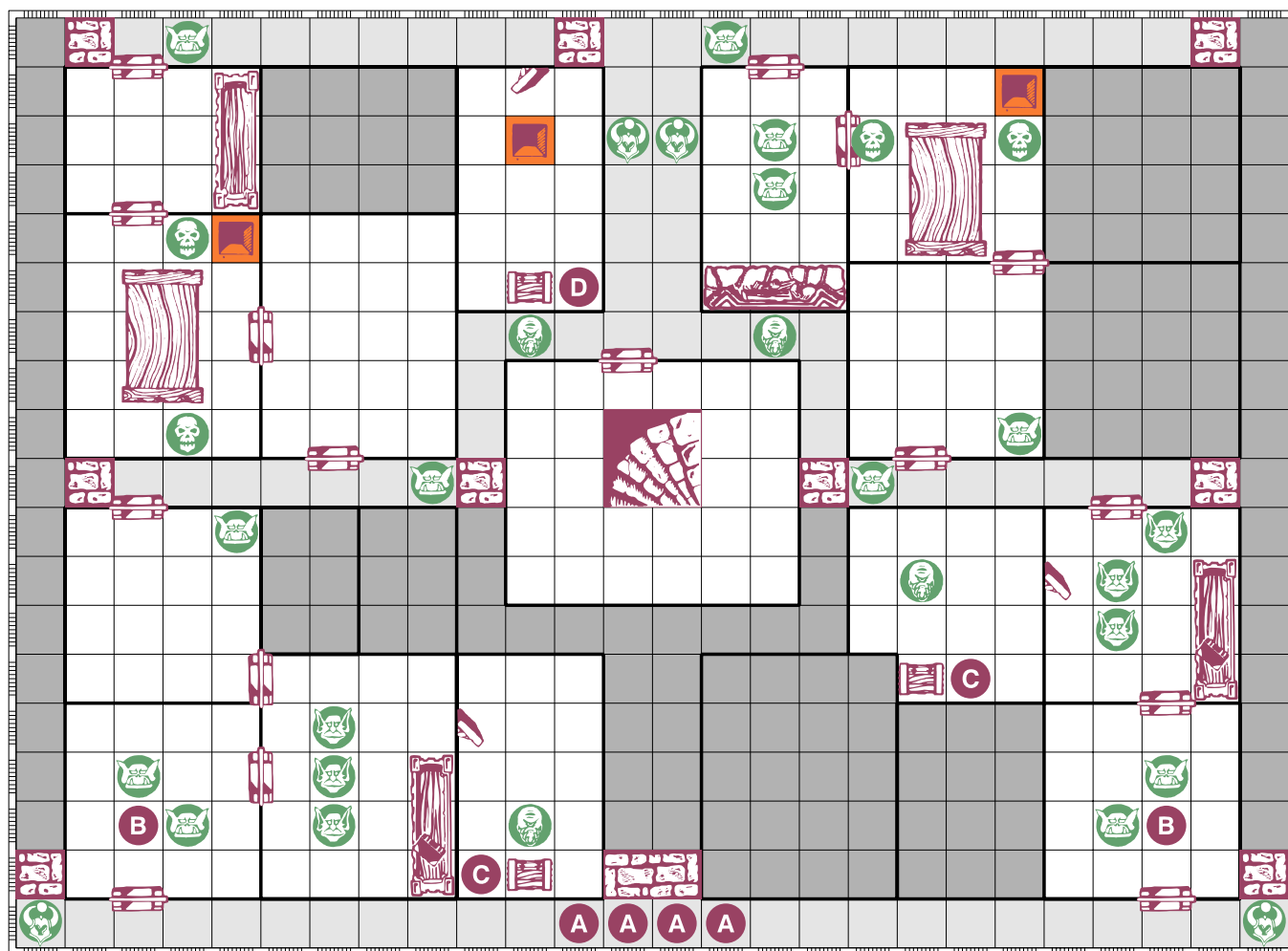
# HeroQuest™

Lost in the Orc's Cave

Q U E S T



B O O K





## Single Quest

# Lost in the Orc's Cave

"Whilst you are on a reconnaissance tour through a cave, that is suspected to serve as a refuge for mountain Orcs, suddenly the ground beneath your feet gives way and you fall deeply. When you have restored yourself from the fall, you see that the trap door is closing above you. With the last ray of light, you notice that you are in the middle of a long corridor. The

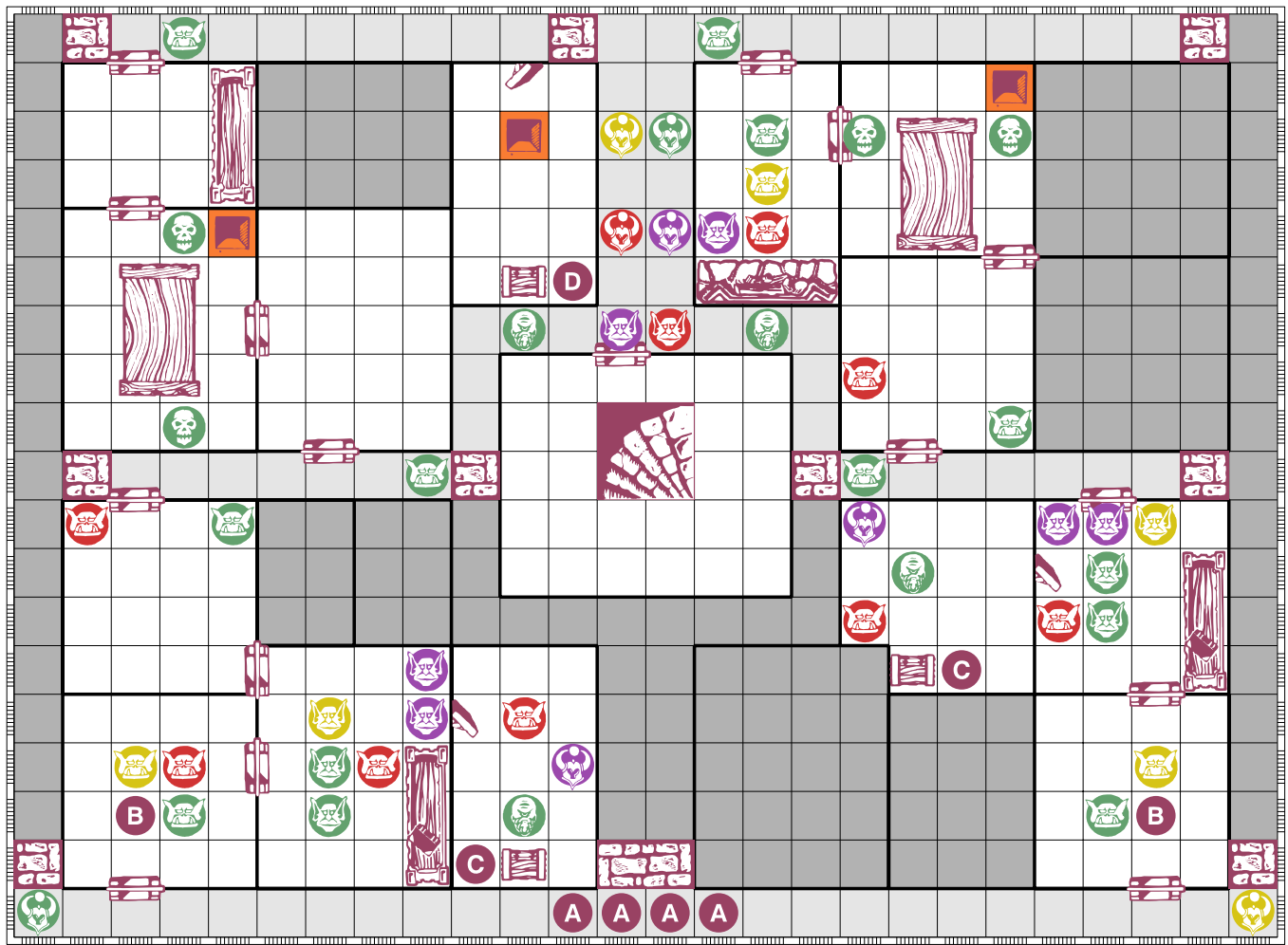
corridor extends itself in two directions and has an ominous twilight. You will have to choose a direction, and make your way to find the exit from this obscure place. Do this before you are killed by despair or by the dwellers of this extensive darkness."

### NOTES:

- A** The Heroes begin here.
- B** These and all other Orcs are fit for this darkness. When they are attacked, they can defend with black or white shields.
- C** These chests both contain a lamp. When a Hero carrying a lamp attacks an Orc, the Orc must defend as usual.
- D** This chest contains a map of the cave. When this map is found, all doors (except secret doors) must be placed on the map. The contents of the rooms, however, are not yet visible.



Wandering Monster in this Quest: Orc



## Single Quest

# Lost in the Orc's Cave

Whilst you are on a reconnaissance tour through a cave that is suspected to serve as a refugee for mountain Orcs, suddenly the ground beneath your feet gives way and you fall deeply. When you have restored yourself from the fall, you see that the trap is closing itself on top of you. With the last ray of light

you notice that you are in the middle of a long corridor that extends itself to two directions in an ominous twilight. You will have to choose a direction and make your way to find an exit from this obscure place, before you are killed by despair or the dwellers of this extensive darkness...

### NOTES:

- A** The Heroes start here.
- B** These and all other Orcs are fit to the darkness. When they are attacked, they throw two dice as usual, but they can defend on all shields.
- C** These chests both contain a lamp. When a Hero carrying a lamp attacks an Orc, the Orc defends on black shields only. The lamp takes the same place like a shield. That means it can only be used together with other items that can be used with a shield.
- D** This chest contains a map of the cave. When this map is found, all doors except secret doors are placed on the map. The contents of the rooms become visible only if the Heroes enter the room.



Wandering Monster in this Quest: Orc