

HERO QUEST

Solo Quest Expansion



You have chosen the path to adventure on your own. This path is not an easy one to take but with your skill and a bit of luck, you could overcome the evil that plagues the land. What lies within the dark catacombs of unexplored dungeons and forgotten keeps in the heart of the Chaos Army's empire?

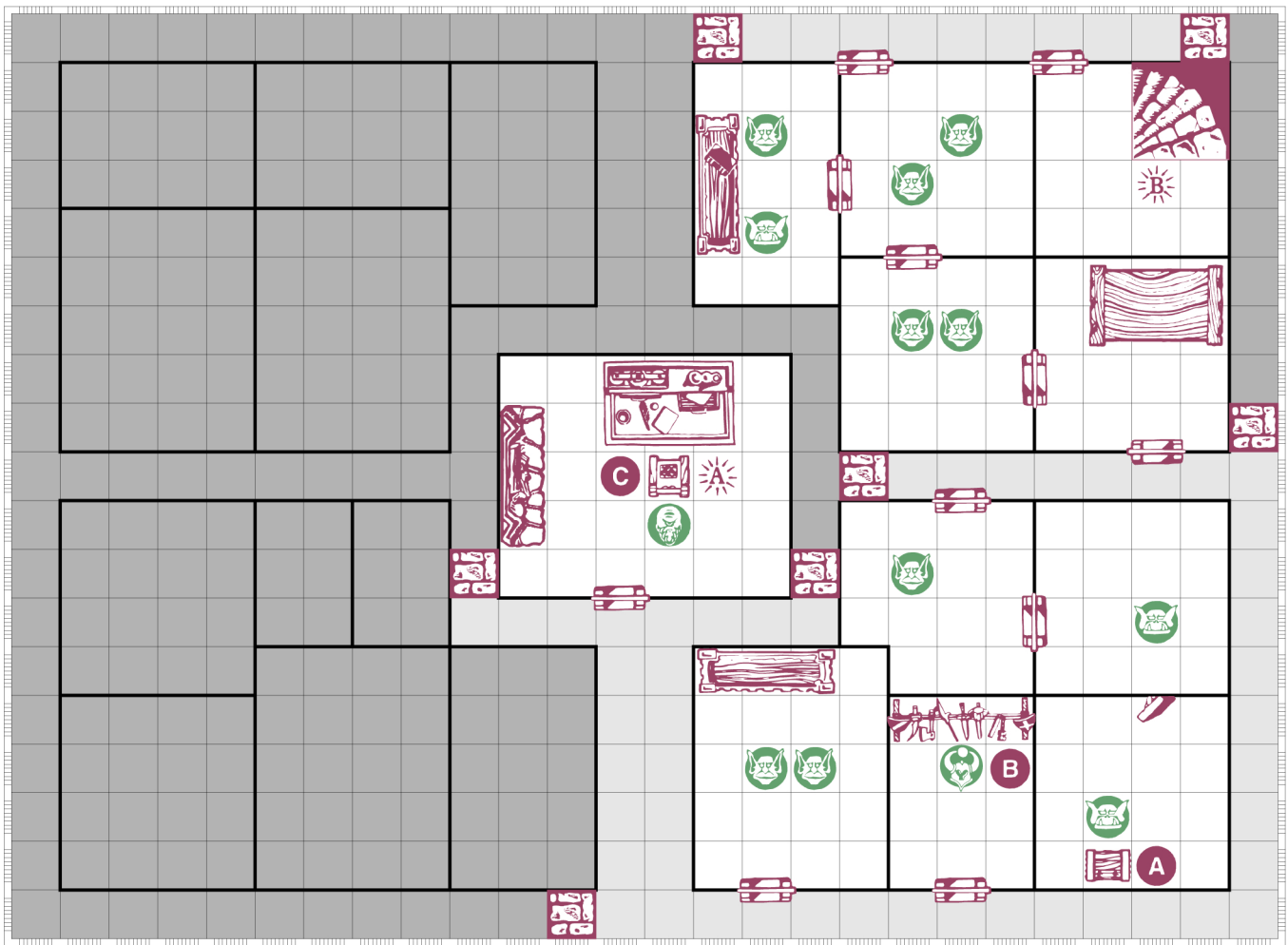
Do you have what it takes to strike it out on your own, find adventure or riches and become a true Hero? With those questions in mind- your Quest begins...

This expansion pack is designed to accommodate a single player who will assume the role of a Hero and another player who will assume the role of Zargon. The player chooses to be the Barbarian, Dwarf, Elf or Wizard before game play begins and will use that Hero throughout all three Quest.

Rule Changes:

All standard rules found in the original HeroQuest starter box will apply for the exception of two rules. Due to the difficulty of this expansion pack, the Elf Hero will be allowed to pick any one of the four sets of elemental spell cards from the HeroQuest starter box at the beginning of each Quest. The Wizard Hero is allowed to use all four sets of elemental spell cards.

Two additional room tiles and four artifact cards are included on the last two pages of this book to be used only with this expansion pack.



Solo Quest 1

The Mage Stone

"The Emperor's high mage Prothius had his sacred Mage Stone stolen. The Mage Stone is vital to keeping the dark forces of the Chaos Army at bay and must be recovered. The Emperor's scouts have tracked the bandits to a previously undiscovered fort to the North.

It is believed the leader of the bandits is a fimir called Froq whom practices magic. You must infiltrate the fort and recover the Mage Stone at once before Froq uses it for evil. Be vigilant on your quest brave Hero!"

NOTES:

A. This treasure chest contains 100 gold coins and one Healing Potion.

B. The Chaos Warrior in this room is made of stone and will not move or attack. For the exception of one weapon, all other weapons on the weapon rack are broken, rusted or of no use (see below).

If the Hero is the Barbarian, he will find Rohn's Shield on the weapon rack. Give the Hero the Rohn's Shield artifact card.

If the Hero is the Dwarf, he will find Morum's Axe on the weapon rack. Give the Hero the Morum's Axe artifact card.

If the Hero is the Elf, he will find an Arm Band of Healing on the weapon rack. Give the Hero the Arm Band of Healing artifact card.

If the Hero is the Wizard, he will find Morcon's Bracers on the weapon rack. Give the Hero the Morcon's Bracers artifact card.

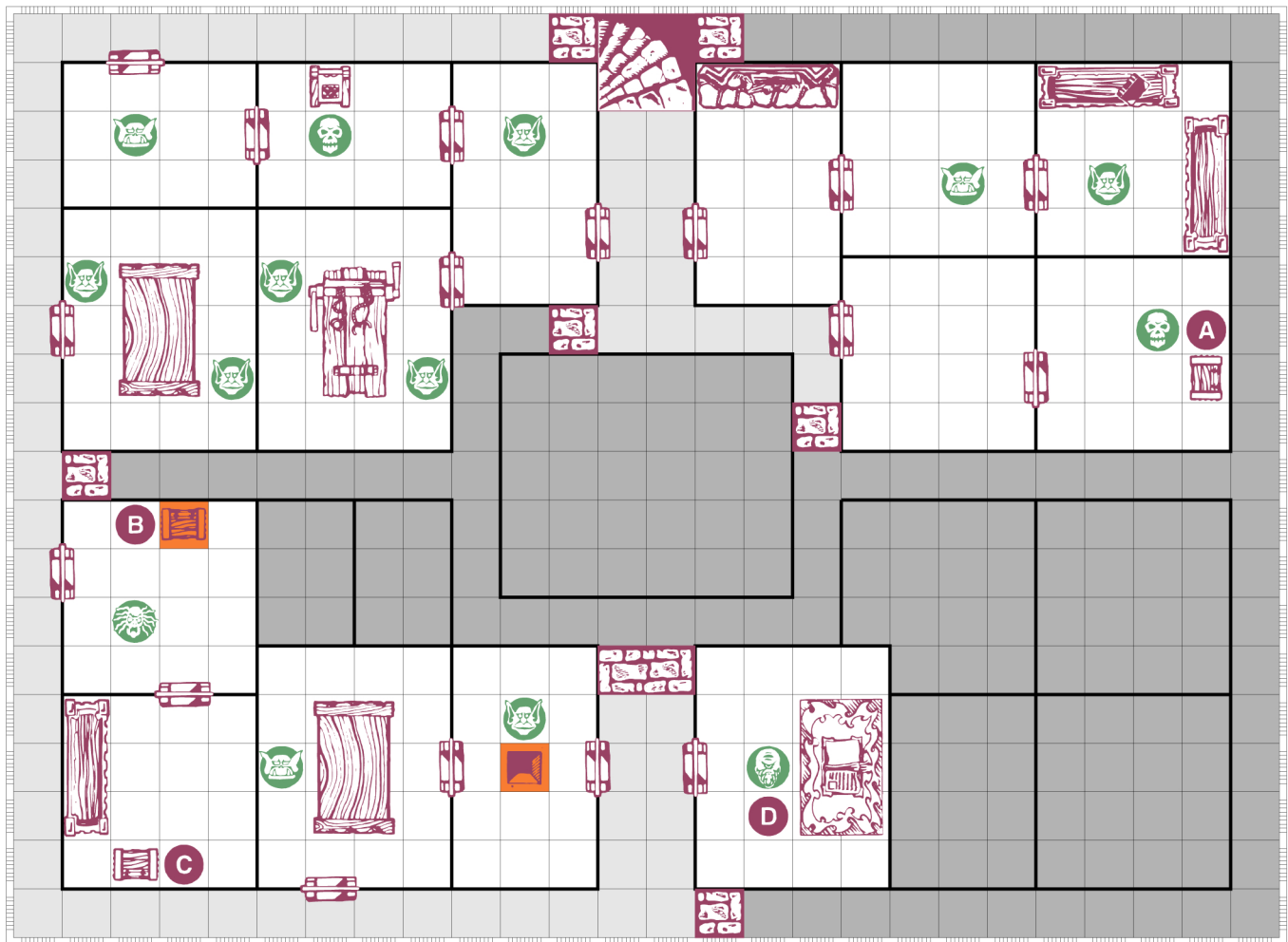
C. Froq's study is in this room. He is busy using the Mage Stone to prepare a new evil spell. If disturbed, Froq will immediately cast the Summon Orcs Chaos spell.

Froq's stats are that of a normal fimir and he will fight the Hero until he receives damage. Once he does, he will cast the Escape Chaos spell, fleeing the fort.

If the Hero searches for treasure, he will find the Mage Stone on Froq's alchemist bench. Upon returning to the stairs with the Mage Stone, the Emperor will reward the Hero 200 gold coins.



Wondering Monster in this Quest: Goblin



Solo Quest 2

Frog the Relentless

"Frog has fled to the safety of a dungeon deep in the North. He has surrounded himself with meaner minions than before. He must be sought out and destroyed. Therefore, the Emperor has asked you yet again to venture North to his lair to dispatch him.

Since you are going alone, the Emperor has decided to give you 150 gold coins immediately to help you prepare for your adventure. Tread lightly and step wisely Hero for this task is no easy one to undertake."

NOTES:

- A. This treasure chest contains one Potion of Strength.
- B. When opened this treasure chest will shoot a volley of arrows at the Hero causing him to lose 2 Body Points.
- C. This treasure chest contains 20 gold coins and a Ring of Return. Give the Hero the Ring of Return artifact card.
- D. Frog is in this room reading from an ancient spell book. As the Hero opens the door or enters the room, Frog will attack on his next turn if able and will fight the Hero to the death.

His stats are the same of a normal fimir.

Frog can cast the following Chaos spell: Lightning Bolt



Wondering Monster in this Quest: Goblin



Arm Band of Healing



Restores 2 Body Points once per Quest. If the wearer's Body Points are reduced to zero, use immediately to restore 2 Body Points.

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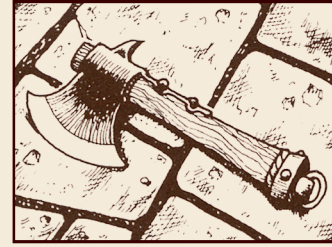
Morcon's Bracers



These magical bracers can be worn only by the Wizard, giving him two extra combat die when defending.

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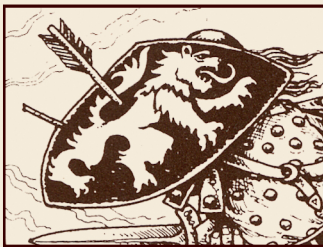
Morum's Axe



This magical axe can only be used by the Dwarf. When using it, roll three combat dice when attacking or four combat dice when attacking a Chaos Warrior.

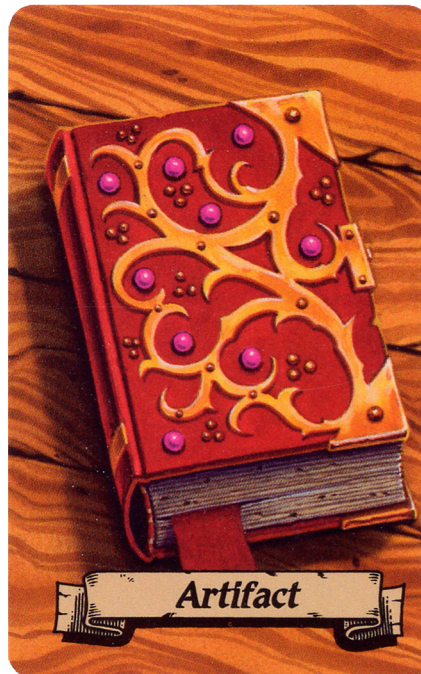
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Rohn's Shield

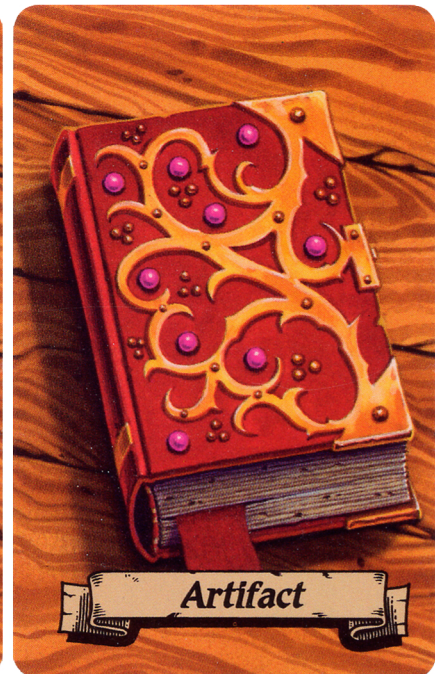


This magical shield allows the user to throw one extra combat dice when defending. Once per Quest the user may deflect one Chaos spell back at the caster. May only be used by the Barbarian.

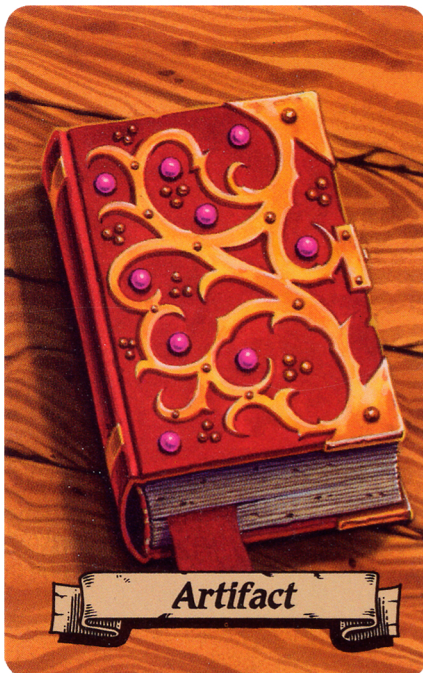
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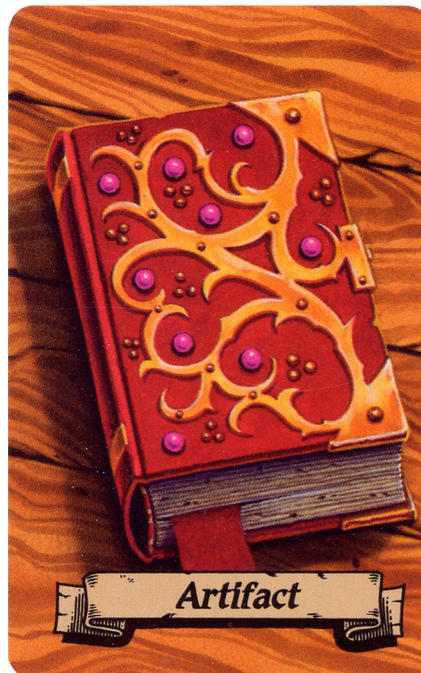
Artifact



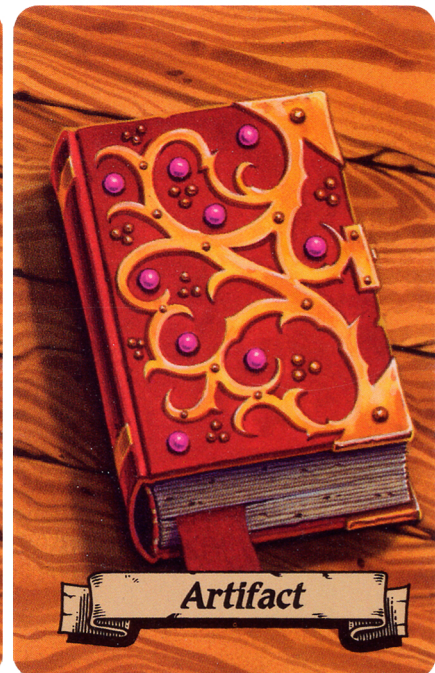
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Artifact



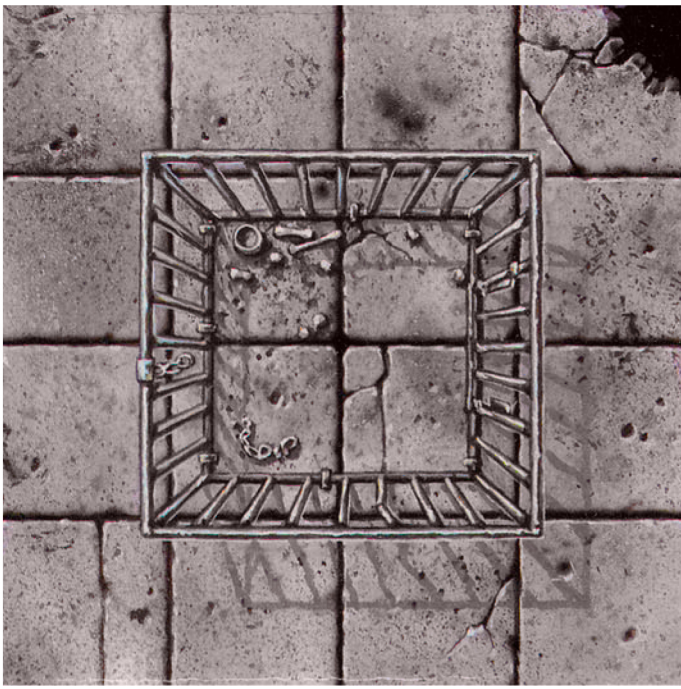
Artifact



Artifact



Chasm



Cell