

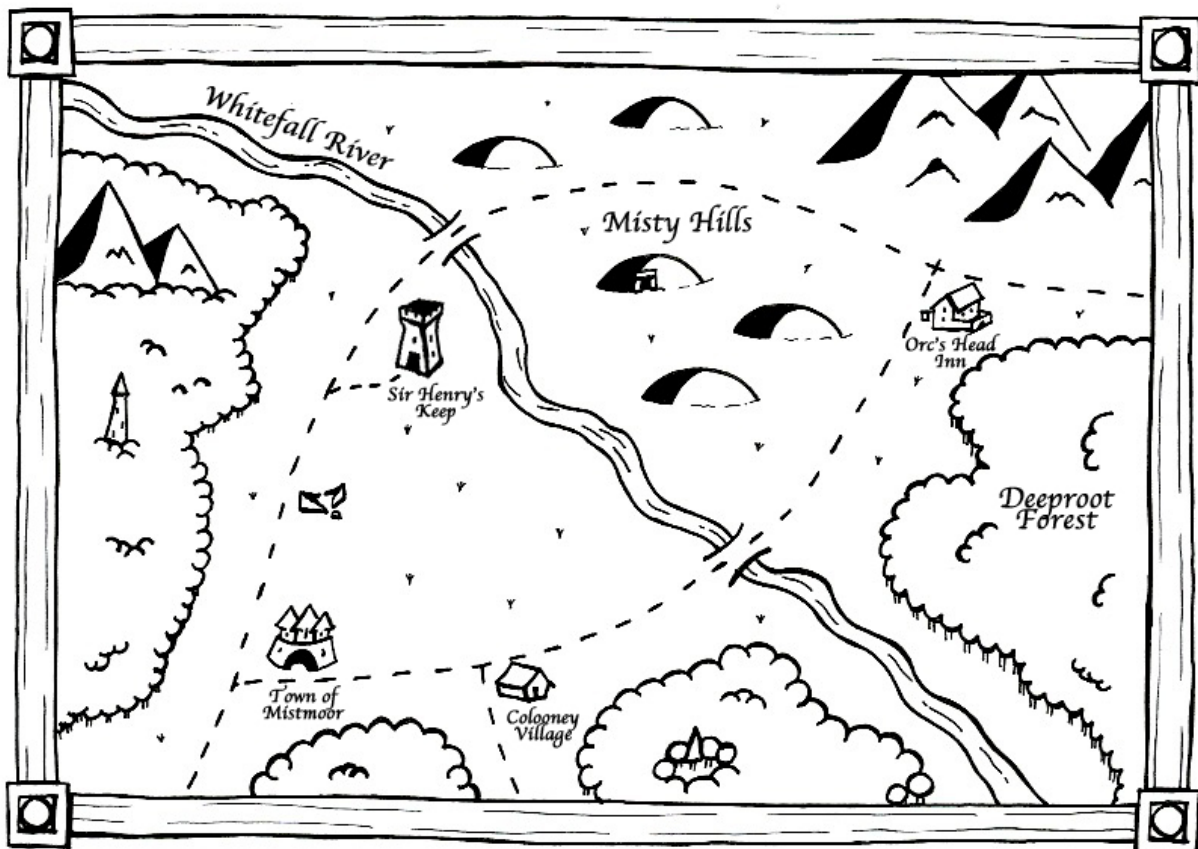
A Simple Quest...

SummerQuest 2020

My kids love a game of HeroQuest so in the crazy haze of 2020 I created this narrative campaign for them to play through; one quest for each week of the summer holidays!

A Simple Quest...

Your heroes are hired to clear out a gang of goblins from the cellar of the Orc's Head Inn. But, they soon get drawn into a series of adventures after helping Sir Henry, an injured knight.



The Campaign

This campaign has been designed with 2-3 players in mind, one acting as the Dungeon Master and 1-2 players controlling the two heroes. The hero player(s) should feel free to pick their hero(es) from those within the boxed game as normal.

A Brief Note: *These quests have been created with the Compact HeroQuest board in mind; as the name suggests this is smaller than the usual board but with larger squares to easier accommodate monster minis, yet the board is small enough to fit on any table. It'd be easy enough to adapt these quests to a regular HeroQuest board.*

Playing the Campaign

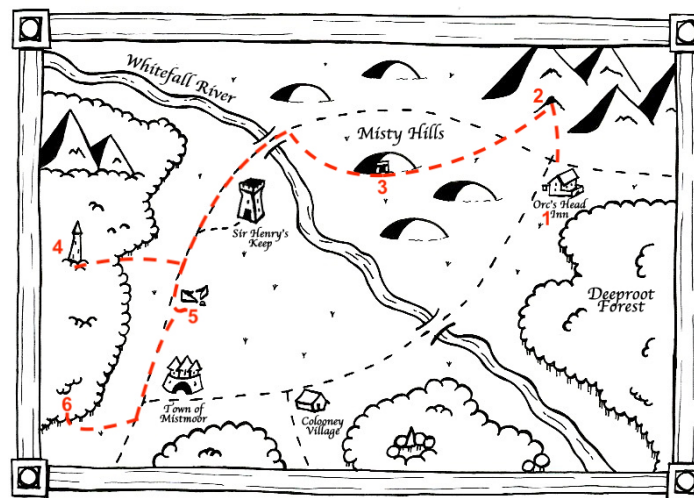
The following pages are for the Dungeon Masters (DMs) eyes only so if you don't want to spoil the surprise of what's going to happen next...continue no further. You have been warned!

**WARNING:
DUNGEON MASTERS
EYES ONLY!**

This campaign is comprised of six quests to be played in order. Because this campaign is intended for children to play through, I focused more on an engaging an unfolding narrative and less on challenging the heroes. If your heroes would like more of a challenge, or maybe if you just don't like them very much, feel free to alter as you see fit.

The Quest Map

On the map below you can see the full campaign journey. To help build excitement and to keep the kids engaged I printed a copy of the unmarked quest map and popped it on the kitchen notice board. Then, after each quest I marked their journey...they loved trying to work out where the next quest would take place.



Quest Components

The components needed for this quest mostly fit those from the original game box but feel free to substitute for any miniatures or terrain items you don't have in your collection.

The Scroll Map

In Quest 3 one of the heroes finds a scroll wrapped around a vial of Holy Water. To aid with the players immersion in the quest print off the included scroll so that one side shows the map locating the temple while the other side shows the hand drawn map of the dungeon. To give the prop a little extra flare I tea stained the paper and the string I used to bind it and I even flicked some fake blood over it to. To complete the prop I used matches to singe the edges to subtly nudge the players in the right direction.

Additional Rules

The following rules didn't fit on the quest sheets so I've included them here.

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Sir Henry

Sir Henry pops up in three of the quests and a character sheet has been included for each of these quests. In Quest 1 Sir Henry is Injured, in Quest 3 he is Recovering and finally in Quest 6 he is back to himself again.

In Quests 3 and Quest 6 you could either have the Hero player(s) control Sir Henry, though don't forget in the final quest Sir Henry falls under the DMs control as soon as he enters the central chamber...unless if he manages to free himself from the effects of the Command Spell.

The Black Star

At the end of Quest 4 one lucky hero carries the Black Star gem. The player can either choose to keep the jewel or sell it. If the player decides to sell it at any time they get offered 200 gold coins! But, when it comes time to hand it over...they...just...can't...do it! In the end the result is the same, the player gets the jewel mounted on a chain and wears it around their neck forever more...

The Beast

A great brute of a troll, The Beast has earned itself a fearsome reputation and has been preying on caravans for many months. Its sheer physical prowess has attracted the awe of many lesser Greenskins who view the creature as some sort of god and now follow it wherever it goes. The Beast rolls the following Dice:

Attack: 3 Defend: 4 Dice Move: 6 Squares Mind: 1 Body: 4

Snotlings

Snotlings are diminutive cousins of orcs and goblins; most are either eaten or sat on by their larger kin but some are eager to try and prove themselves in battle and so roam the dark places in small swarms. To make my snotling base I stuck 3 of these characterful, little chaps to a base. Snotlings roll the following dice:

Attack: 1 Defend: 2 Dice Move: 6 Squares Mind: 1 Body: 2

Character Sheet

Name Sir Henry (Injured)

Character Wandering Knight

Mind

2

Body

2

Attack

0

Defence

2

Equipment

Broken spear
Shattered shield
Busted helmet

Gold

Tasks Completed

Character Sheet

Name _____

Character _____

Mind

Body

Attack

Defence

Equipment

Gold

Tasks Completed

Character Sheet

Name Sir Henry (Recovering)

Character Wandering Knight

Mind

2

Body

3

Attack

2

Defence

4

Equipment

Spear
Short Sword
Shield & Helmet

Gold

Tasks Completed

Character Sheet

Name Sir Henry

Character Wandering Knight

Mind

Body

2

5

Attack

Defence

2

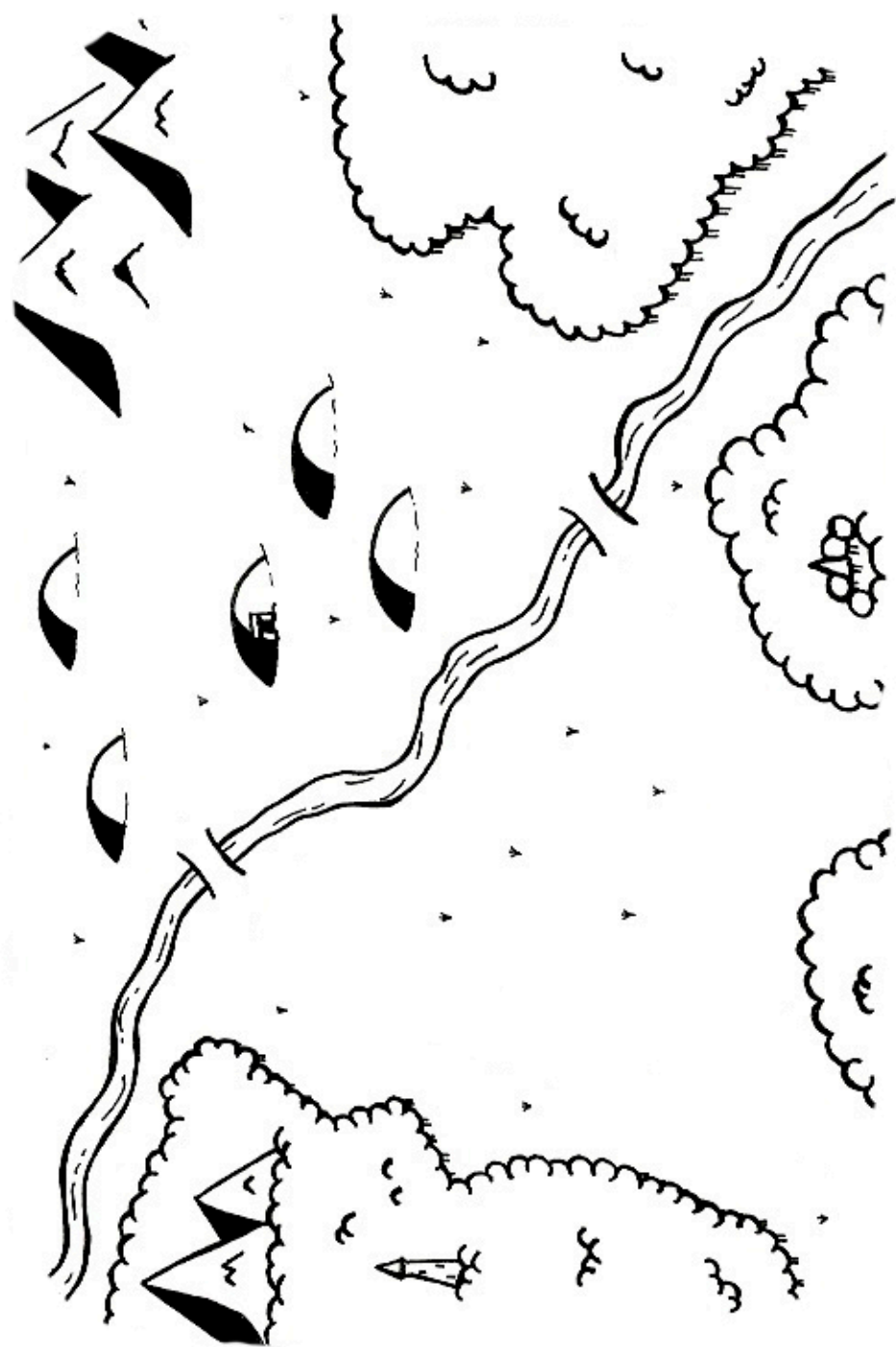
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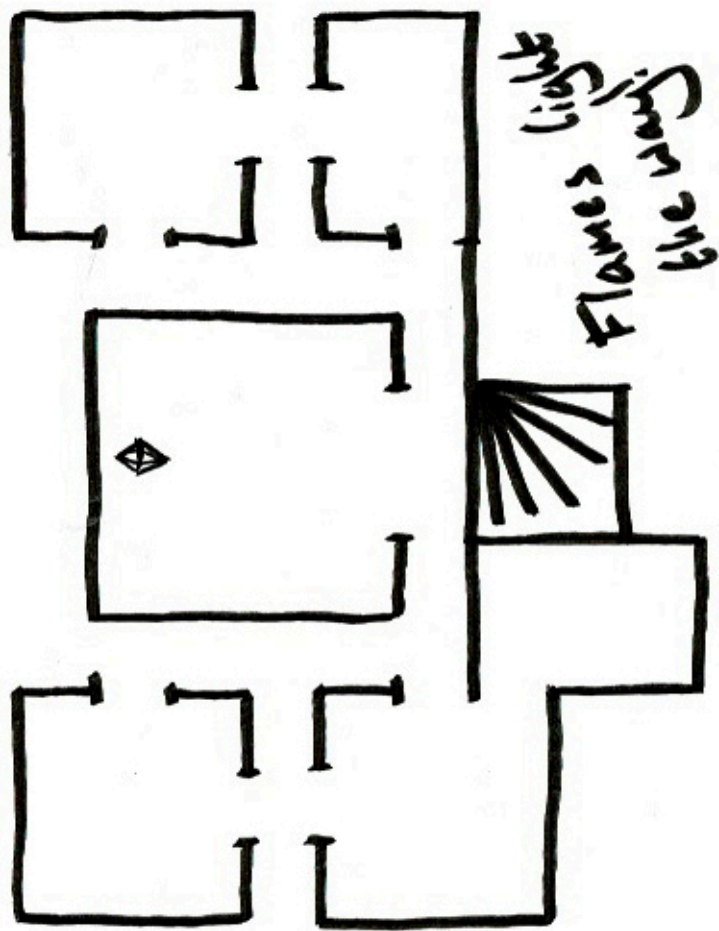
Equipment

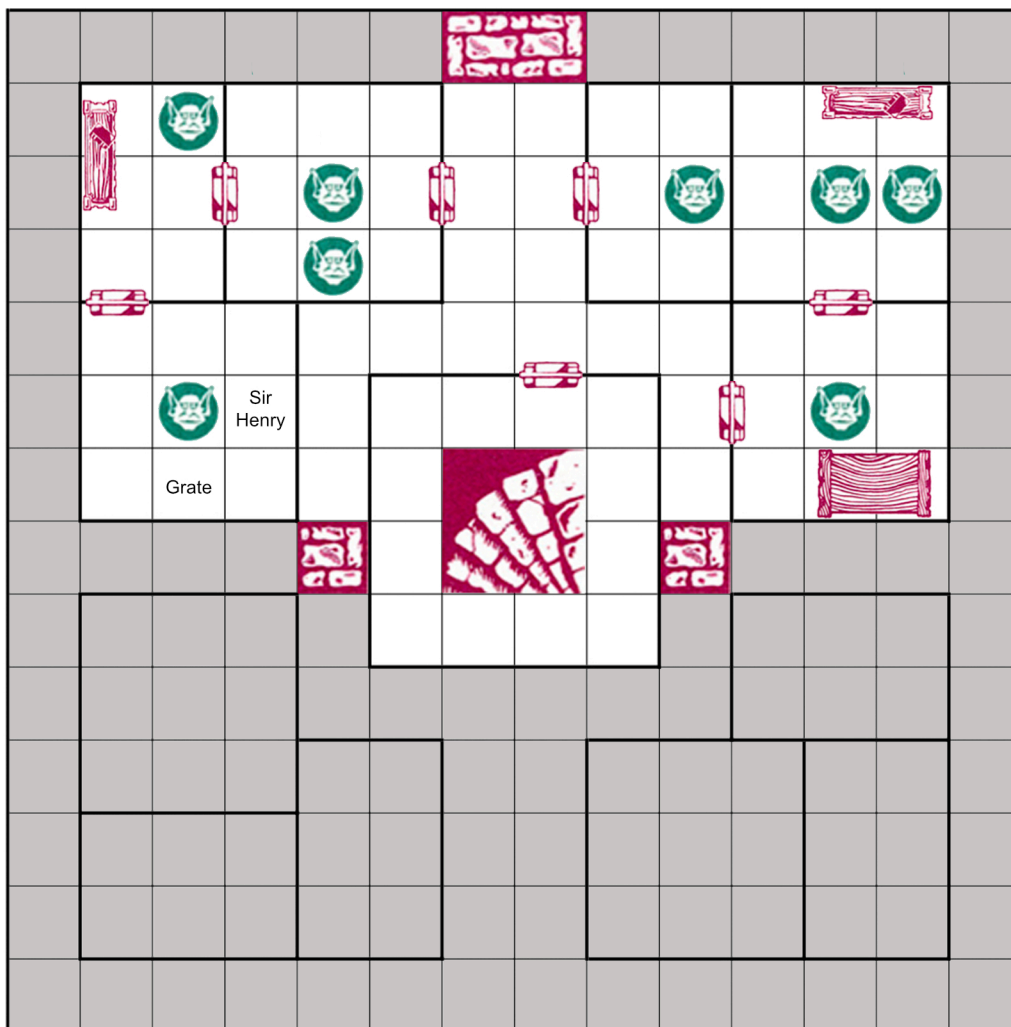
Spear
Short Sword
Shield & Helmet

Gold

Tasks Completed







Quest 1: Goblins in the Cellar!

The cellar of The Orc's Head, a local inn, has been overrun by goblins! Sir Henry, a wandering knight, has already gone in...but not returned. Now, the innkeeper wants you to find the knight and clear out the pests; she'll pay you 10 gold coins for each goblin slain...it will be a simple quest...

NOTES:

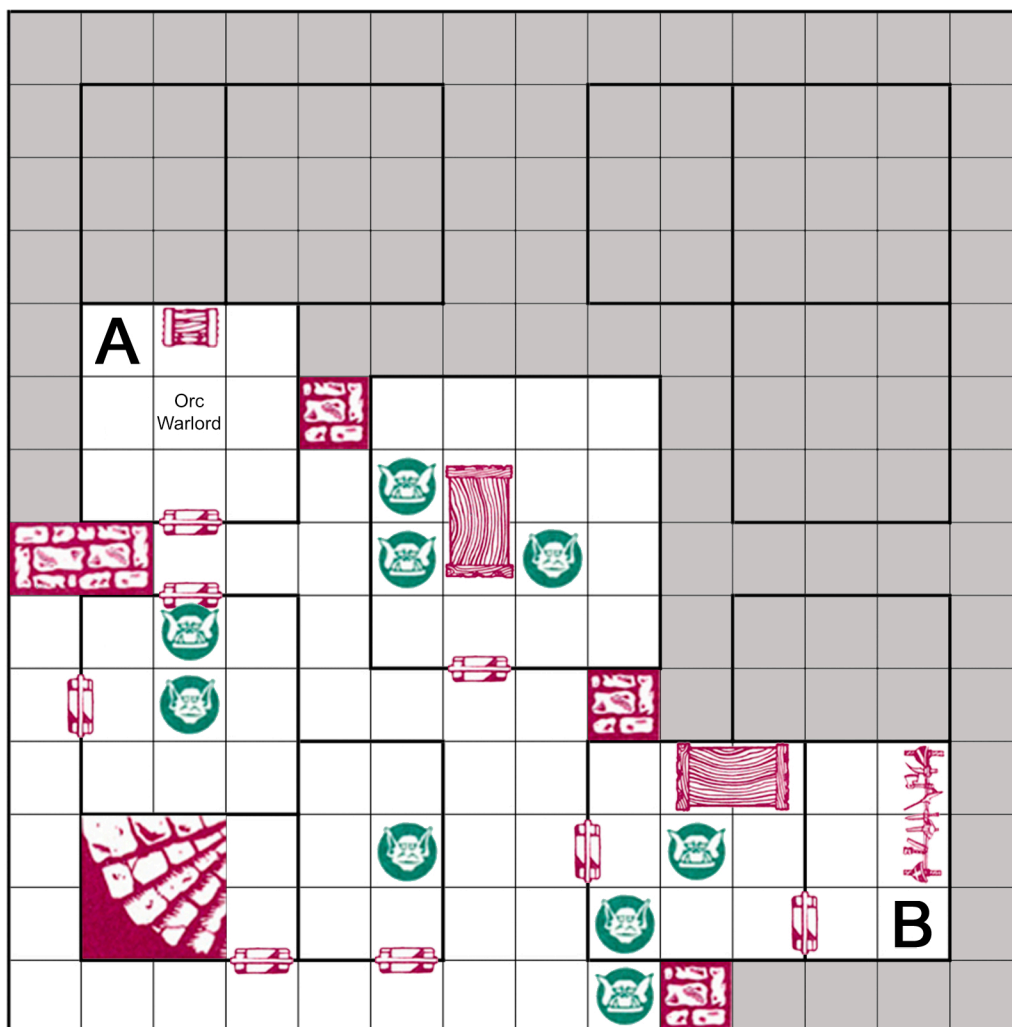
Finding Sir Henry

When Sir Henry is found, the goblin robbing the poor knight hisses at your Hero and escapes down the grate but not before stealing Sir Henry's ancestral blade!

Unable to pursue, your Heroes must now escort Sir Henry to safety; he is moved by the player who opened the door. When that player takes their turn they also roll one die to move Sir Henry. He must be moved back to the stair tile to escape.

Sir Henry may not attack, but if he is attacked he may roll two dice for defence. Sir Henry has two Body points left.





Quest 2: The Lost Blade

The grateful Sir Henry is bloodied after his ordeal and unable to recover his stolen blade. He begs you to go in his stead...if you can recover his lost ancestral blade he will pay you each 50 gold coins!

You track the goblins to some ruins at the foot of the mountains...

NOTES:

A. This treasure chest contains 50 gold coins and a Potion of Healing.

B. Finally! You have found Sir Henry's lost blade hidden amongst a poor collection of rusty weapons; record it on the Hero's Character Sheet.

Blackfang the Orc Warlord

Use the Orc figure with the large sword to represent Blackfang, or some other suitable miniature. The Orc Warlord rolls the following dice:

Attack: 4 Dice

Defend: 5 Dice

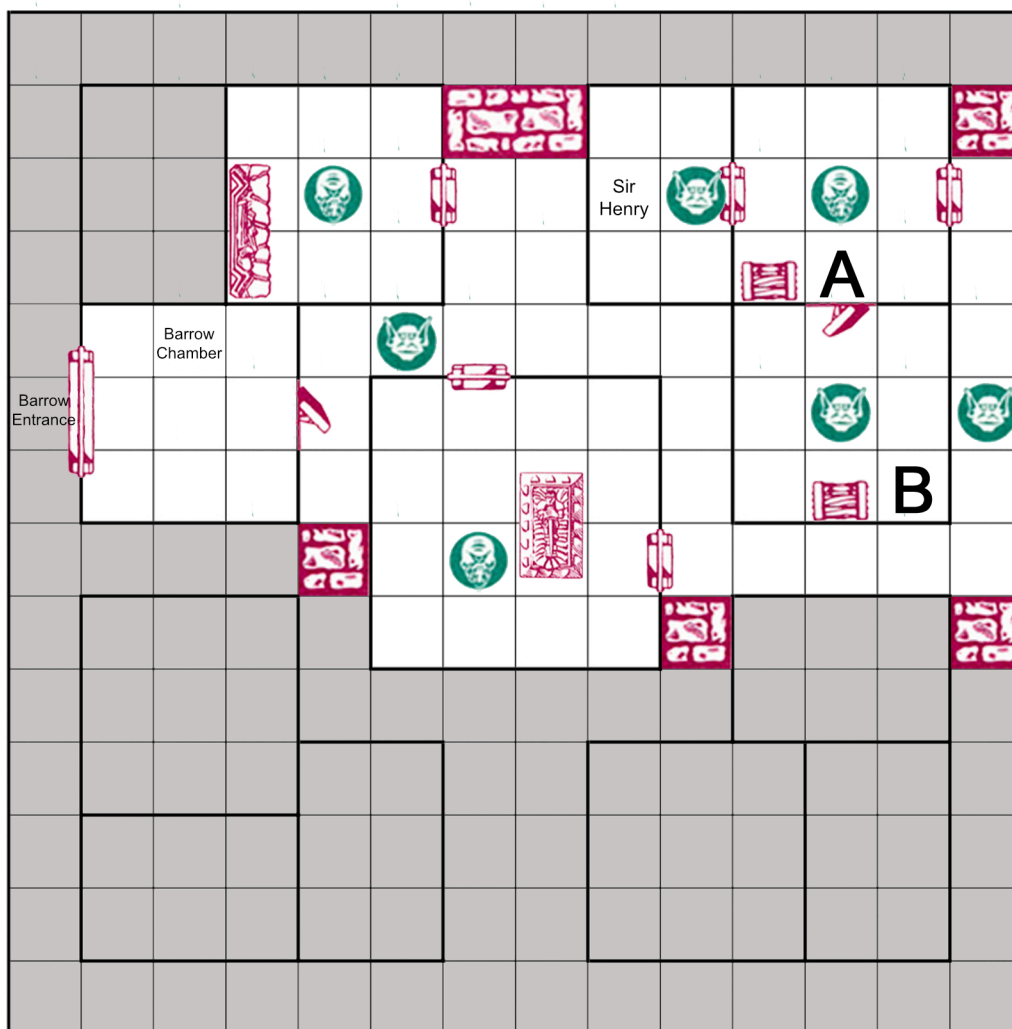
Move: 7 Squares

Mind: 3

Body: 2

Wandering Monster: Orc





Quest 3: A Restless Night!

Finally you return (or not) the ancestral blade to the healing Sir Henry...but he still needs your help to get home. Passing through the Misty Hills you decide to avoid the rain and camp in an empty barrow.

As the last embers of your fire fade you are awoken by a shout from the back of the chamber...

...Sir Henry is gone!

NOTES:

The Heroes start the game anywhere in the barrow chamber...it might be a good idea to search for the secret doorway used by Sir Henry's captors.

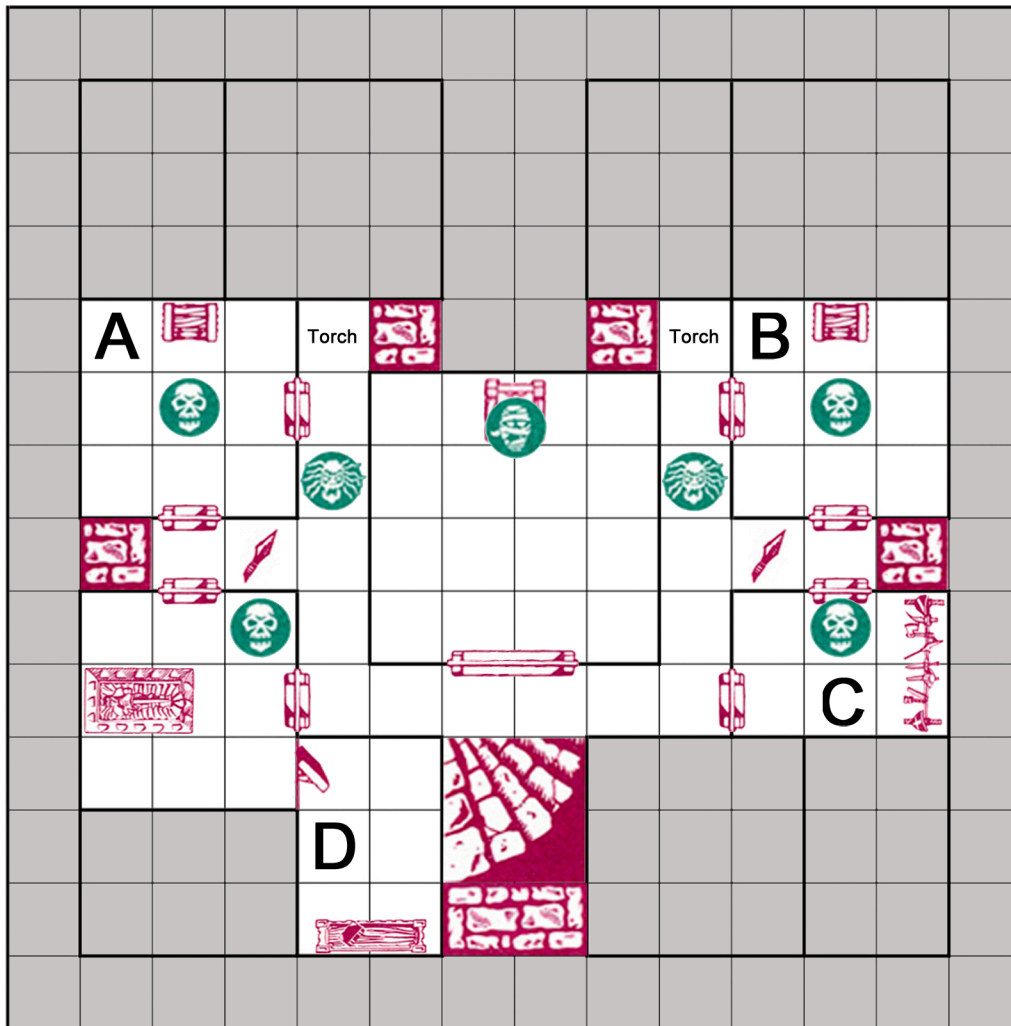
Sir Henry is freed as soon as there are no monsters in the same room; he can then be controlled by the Hero players.

The game ends when the Heroes exit through the barrow entrance.

A. This treasure chest is old and rusty...your Hero manages to force it open with great difficulty; inside you discover a vial of Holy Water rolled up in an old parchment. Upon closer inspection you discover the parchment is a map to a hidden temple!

B. This treasure chest contains 50 gold coins and a helmet.





Quest 4: The Temple of the Black Star

After finally returning the unfortunate Sir Henry home, you set out following the mysterious map. In a quiet wooded valley you discover a ruined temple hidden in the undergrowth. You light your torches and head down into the gloom clutching the ancient map, eager to see what riches lie within...

NOTES:

Flames Light the Way!

The large door to the central chamber is sealed and will only open when both torches have been lit; lighting a torch takes one action, just like casting a spell.

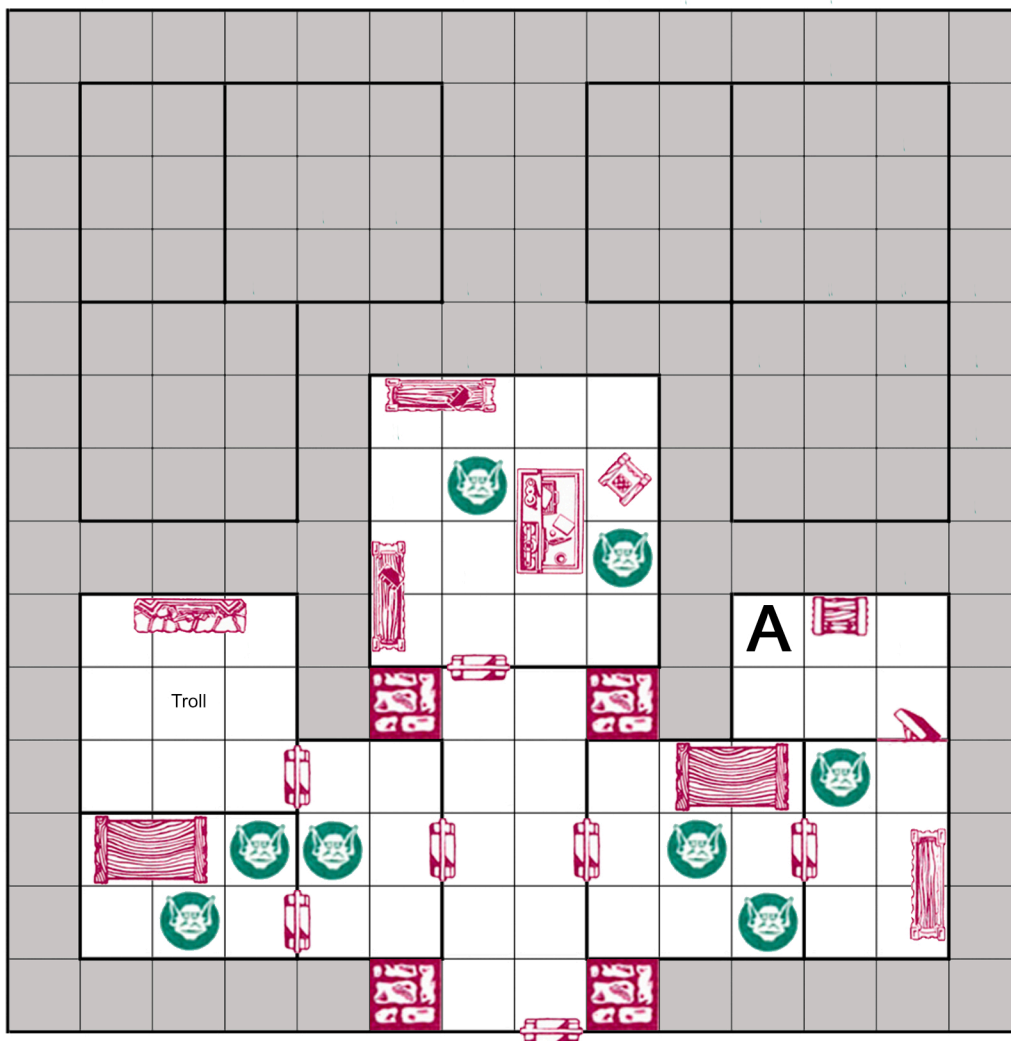
A & B. These treasure chests each contain 2D4 x 10 gold coins.

C. Any player that searches this room will find an expertly crafted spear amongst the rusty contents of the Weapon Rack.

D. The first player that searches this room will find a Heroic Brew and 50 gold coins.

When the mummy in the central chamber dies their body crumbles to dust...hidden within is the Black Star gem! Record The Black Star on the Hero's Character Sheet.





Quest 5: The Beast!

Heading south along the road to the Town of Mistmoor you hear of a fearsome troll, known locally as The Beast. It's been attacking caravans and gobbling up victims. The merchants of Mistmoor offer to pay you 100 gold coins each to slay the creature! After many days of trudging up and down the road you hear a scream coming from the ruins of an old manor house...

NOTES:

The Heroes start the game by moving onto the board from the door at the bottom of the board, this marks the entrance to the ruined manor. Though ruined, the walls of the manor are largely intact and so players can not see inside a room until they open the door to it.

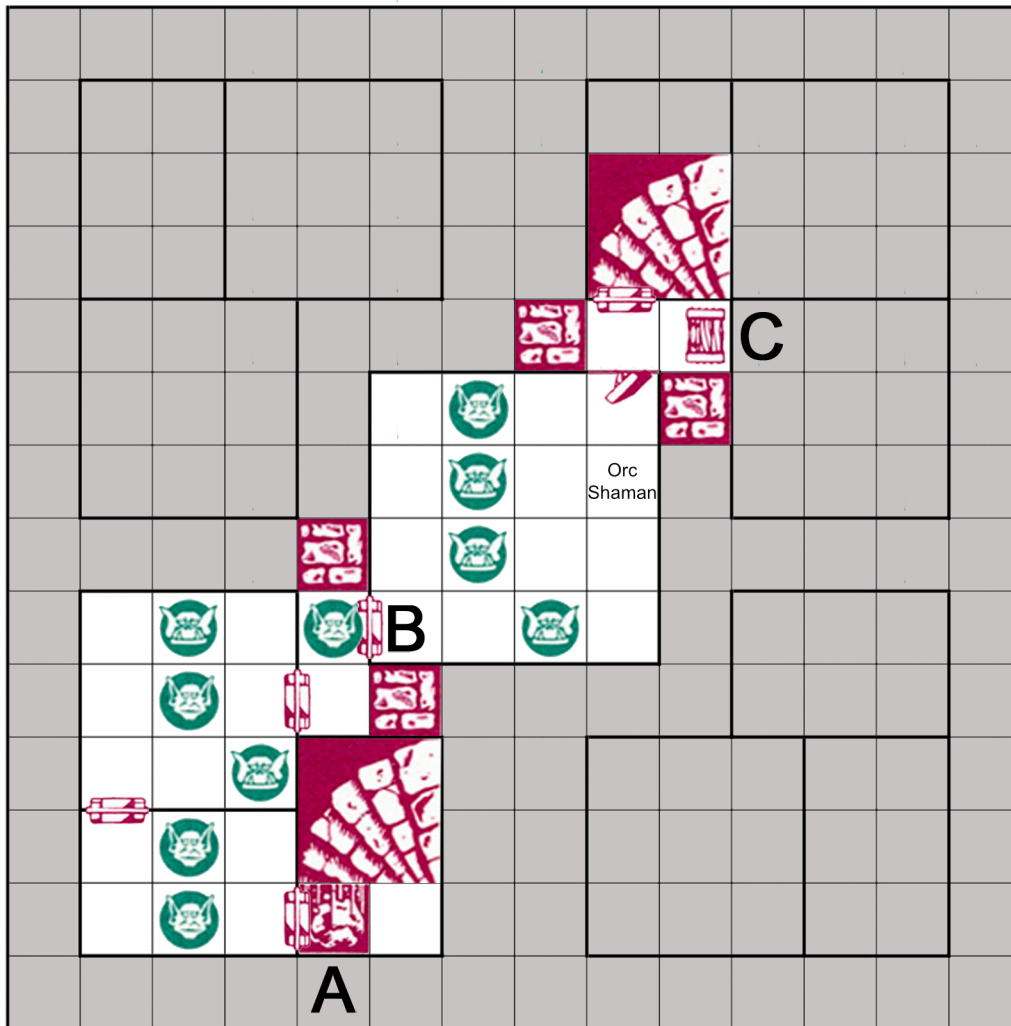
A. If this room is searched for secrets or treasure then you can reveal that a scratching noise can be heard coming from the chest.

Should a Hero open this chest they will discover it contains an enraged Snotling! It leaps out and bites the Hero that opened the chest before running off; the Hero loses one body point.

The Heroes complete the quest by slaying the troll; upon hearing the death scream of their leader any surviving monsters will flee in panic...now go catch up with those merchants in the Town of Mistmoor and collect your reward!

Wandering Monster: Snotlings





Quest 6: Old Friends, New Enemies!

After bumping into Sir Henry at the Town of Mistmoor you find your old friend convinces you to accompany him on a quest. A small Orc warband has been raiding the hamlets south of the town and you've been hired to kill their leader before they grow too powerful...

NOTES:

- A. Once all Heroes have passed through the door the Block Trap falls...they'll have to find a new exit!
- B. When Sir Henry passes through the door, Garrik calls out "Seize the Black Star!" Sir Henry is under his Command!! Sir Henry may attempt to break the Command spell as normal in his next turn.
- C. This treasure chest contains 200 gold coins!

Garrik Bloodmoon, Orc Shaman

Garrik knows 3 Chaos Spells that he may cast (one per turn) instead of attacking. The spells are Command, Tempest and Escape (Garrik automatically Escapes off the board if reduced to 0 Body points...he vanishes leaving only the echoes of his manic cackling reverberating off the walls of the dungeon...

Attack: 4 Dice

Defend: 4 Dice

Move: 7 Squares

Mind: 3

Body: 3

Wandering Monster: Orc



