

HERO QUEST



SummerQuest 2020

INSTRUCTION
BOOKLET







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:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	2	2	1



New Tiles and Quest Map Symbols

Large Door
When opened, replace the closed large door with the open large door.



Grate



Torch




Table of Contents

Playing the Campaign4

Additional Rules 4 - 6

New Tiles and Quest Map Symbols6

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!

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.

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 praying 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:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	4	1

