



HEROQUEST

QUEST BOOK

These superb miniatures were painted by **Games Workshop's** Mike McVey, using *Citadel Colour* paints and the following simple techniques.

- 1) Paint the model with a thin undercoat of white and allow it to dry.
- 2) Paint in the areas of basic colour on the model, such as the skin and the clothes. An Orc for example, would be painted with green skin, brown clothing and silver armour.
- 3) Mix black paint with each of the basic colours to produce slightly darker shades and then carefully paint these into the folds and recesses of the model's armour and clothing in order to simulate shadows.
- 4) Mix a few drops of white paint with each of the basic colours to produce lighter shades, and then use these to colour the raised areas of the model to give the effect of highlights.
- 5) Lastly, add the small details to the model using a fine brush.

With practice, you too should be able to produce high quality painted miniatures like these. Good luck!

If you wish you could paint miniatures like the ones shown in this game, the **Games Workshop** booklet **How to Paint Citadel Miniatures** gives you all the information you need, with step-by-step guidelines to preparation and painting.

For your free painting booklet, send a large stamped self addressed envelope to:

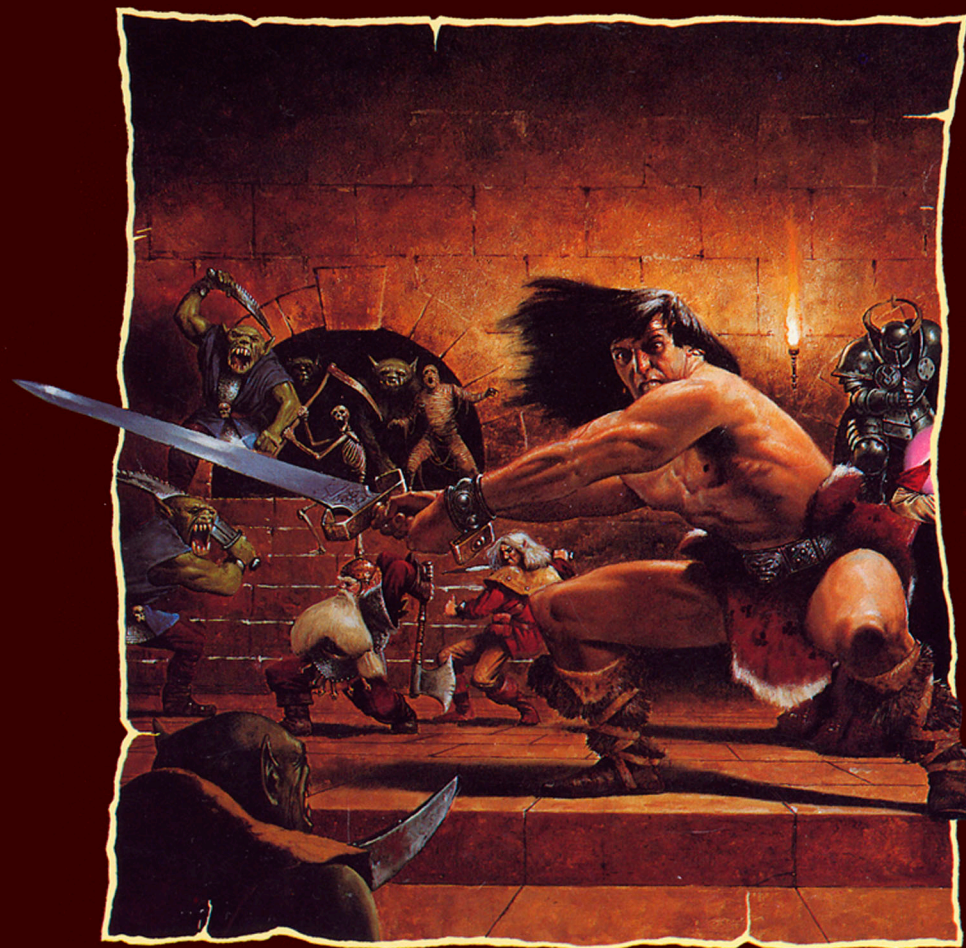
How to Paint Citadel Miniatures,
Games Workshop Ltd, Chewton
Street, Hilltop, Eastwood,
Nottingham NG16 3HY.

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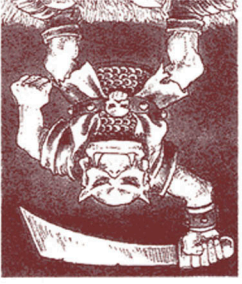
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Goblins
 These green-skinned creatures are small and cruel. Despite their small size and lack of brute strength they are dangerous foes. Orcs have enslaved many Goblin tribes, and the two are often found together.



Orcs
 Orcs are related to Goblins, but are larger and much more powerful. They form the rank and file of Morcar's armies and delight in cruelty and slaughter. Savage and vicious warriors, Orcs should never be underestimated.



Skeletons
 The animated remains of long dead warriors, Skeletons form the bulk of the Armies of the Undead. They are slow but relentless, controlled by chaos magic.



Zombies
 Like Skeletons, Zombies are magically animated corpses. Unlike Skeletons, some still bear traces of decaying flesh and muscle. Their movements are slow and awkward and they carry the stench of the grave wherever they go.



Fimir
 These one-eyed, lizardlike creatures are stronger even than Orcs. They are sometimes found leading small bands of Orcs and Goblins but are dangerous enough even when encountered singly.



Mummies
 Embalmed and preserved by secret and magical arts, Mummies are controlled by a more powerful version of the magic that animates Zombies and Skeletons. They are very hard to overcome in single-handed combat.



Chaos Warriors
 These are men who have become monsters — slaves to darkness. They are always heavily armoured and often bear weapons enchanted with chaos magics. These dread Warriors strike fear into all but the bravest (or most foolish) of opponents.



Gargoyles
 These foul creatures are also produced by chaos magic. In essence they are stone statues of great monsters, brought to life through arcane rituals. Their stone 'skin' makes them very hard to wound in combat.



"You have done well. And yet it seems your task is hardly begun. Dark clouds gather at the Empire's borders..."

"The Emperor rode with his army towards Black Fire Pass, that perilous mountain route linking the Empire and the Borderlands. No such army has ever been raised in living memory. Greater even than Rogar's host, it was. They drew up their battle lines on the grassy plains at the foot of the mountain road and waited. 'Ere nightfall, the sky darkened and a great wind arose. Spine-chilling shrieks and howls echoed from the mountain tops, terrifying the horses and filling man and elf alike with fear.

"Then came the first assault. Pouring down the mountainside as though it were a gentle slope rather than an almost vertical cliff, the hordes of Morcar fell upon the Empire's defenders. Like a black wave they came; but the lines held and it seemed we should win the day.

"But I had not reckoned with Morcar's magic. He stood high on a ridge overlooking the battlefield and unleashed his terrible magic. Lightning flashed from his fingertips and great gouts of flame exploded among the defenders. Our lines were breached in a dozen places at once and the enemy howled in delight.

"Then came the Doomguard - Morcar's elite force of Chaos Knights. Our army broke and ran. Only the Emperor's personal guard held their ground and many sacrificed themselves to ensure his safe retreat.

"The remnants of the army are now holed up in Karak Varn - the ancient dwarven stronghold. They do not have provisions for a long siege, however, so we must act swiftly if we are to save the Emperor and his army.

"Yet there is another evil to be confronted. The Witch Lord lives. He too had magic I had not foreseen and was protected from the Spirit Blade. He was sorely wounded, however, and fled to his ancient retreat in the Black Mountains. But soon he will have recovered enough to lead the Legion of the Damned once more.

"The Empire has great need of you. I myself cannot act against these dangers, for I must move against Morcar and strive to weaken his power. Until we meet again, take care, my friends. Farewell....."

The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly Mentor walks over to the fire.

"Well, my friends, your training is complete. You are not yet Heroes, you have yet to prove yourselves. But first, let me tell you of Morcar....."

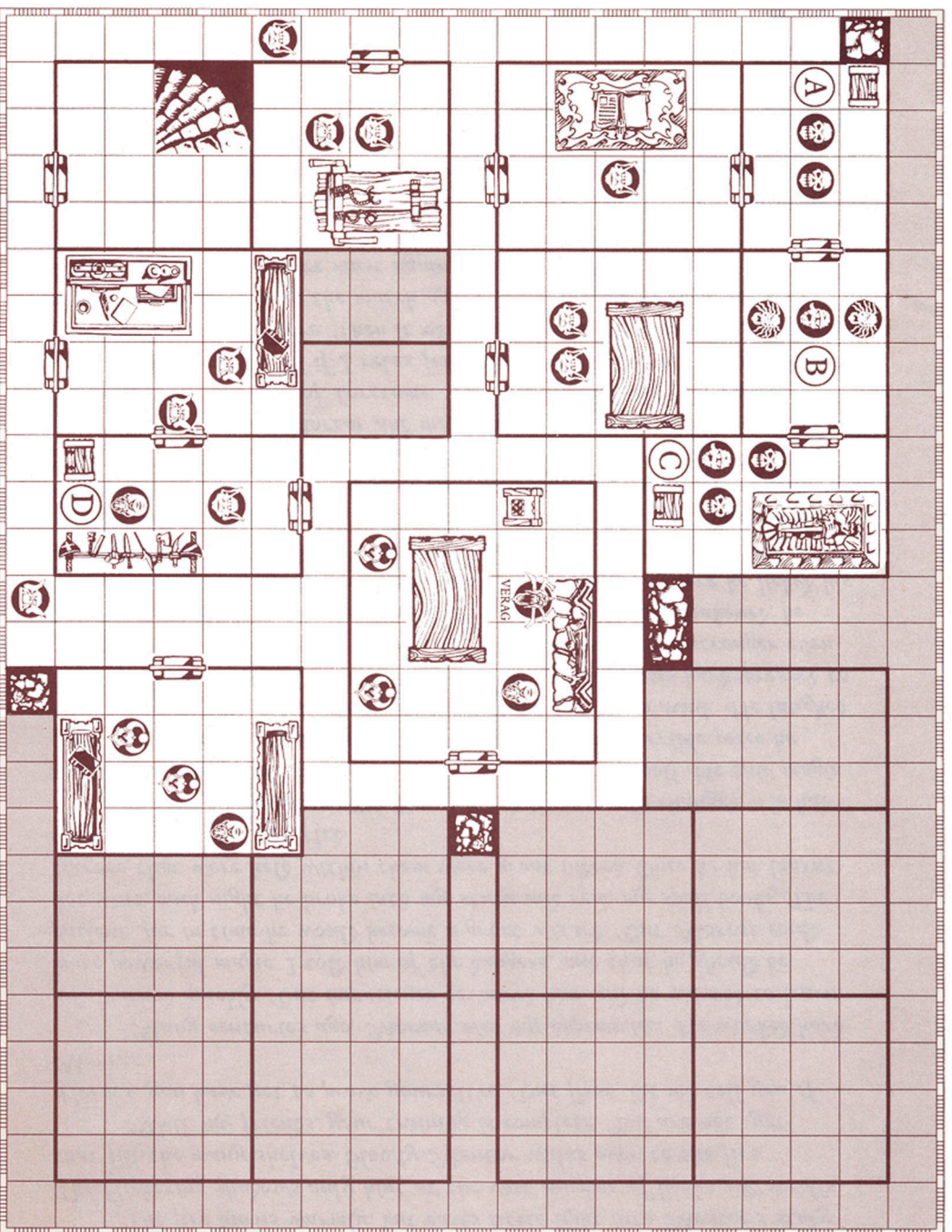
"Many centuries ago, Morcar was my apprentice. He worked hard and learned quickly. But impatience devoured him, and he wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great wizard. But Morcar could not wait: each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he had learnt these secrets, Morcar fled.

"When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic only as a short-cut to power and paid no heed to the terrible price he would have to pay. I tried to reason with him, but to no avail. He laughed in my face and then unleashed a terrible spell which I was hard-pressed to counter. For many days we battled, but Morcar had allies stronger even than I, and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire. But he knows not what he has done. They will serve him while it suits their own dark purposes, but in time they will destroy him.

"I must watch Morcar and measure the strength of his magic. This I may do with the help of Loretome. The powers Morcar has called upon will destroy us all if I relax from this vigil. Morcar's legions have threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again; already they have assailed the Borderlands. The Empire must again look for Heroes and to this end have I trained you.

"Each of you must complete three tasks. If you do this, you will be acclaimed as Champions of the Realm and dubbed Imperial Knights. Then will you truly be on the road to becoming a Hero. I shall speak with you again on your return - if you return....."





Return to Barak Tor

'Now that you have found the Spirit Blade, you must return to Barak Tor and defeat the Witch Lord. The Emperor has ridden forth to meet the Eastern Orcs at Black Fire Pass. If you fail, the Witch Lord will lead his army of Undead and attack the Emperor's forces from the rear. Then nothing will remain to prevent the Forces of Chaos overrunning the land...'

NOTES

WL Use the Chaos Sorcerer model for the Witch Lord.

A The Tomb is now empty.

THE WITCH LORD

The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any spell. The Witch Lord has grown stronger and now rolls the following dice:

Move 10 Squares

Attack 5 Dice

Defend 6 Dice

Mind 4

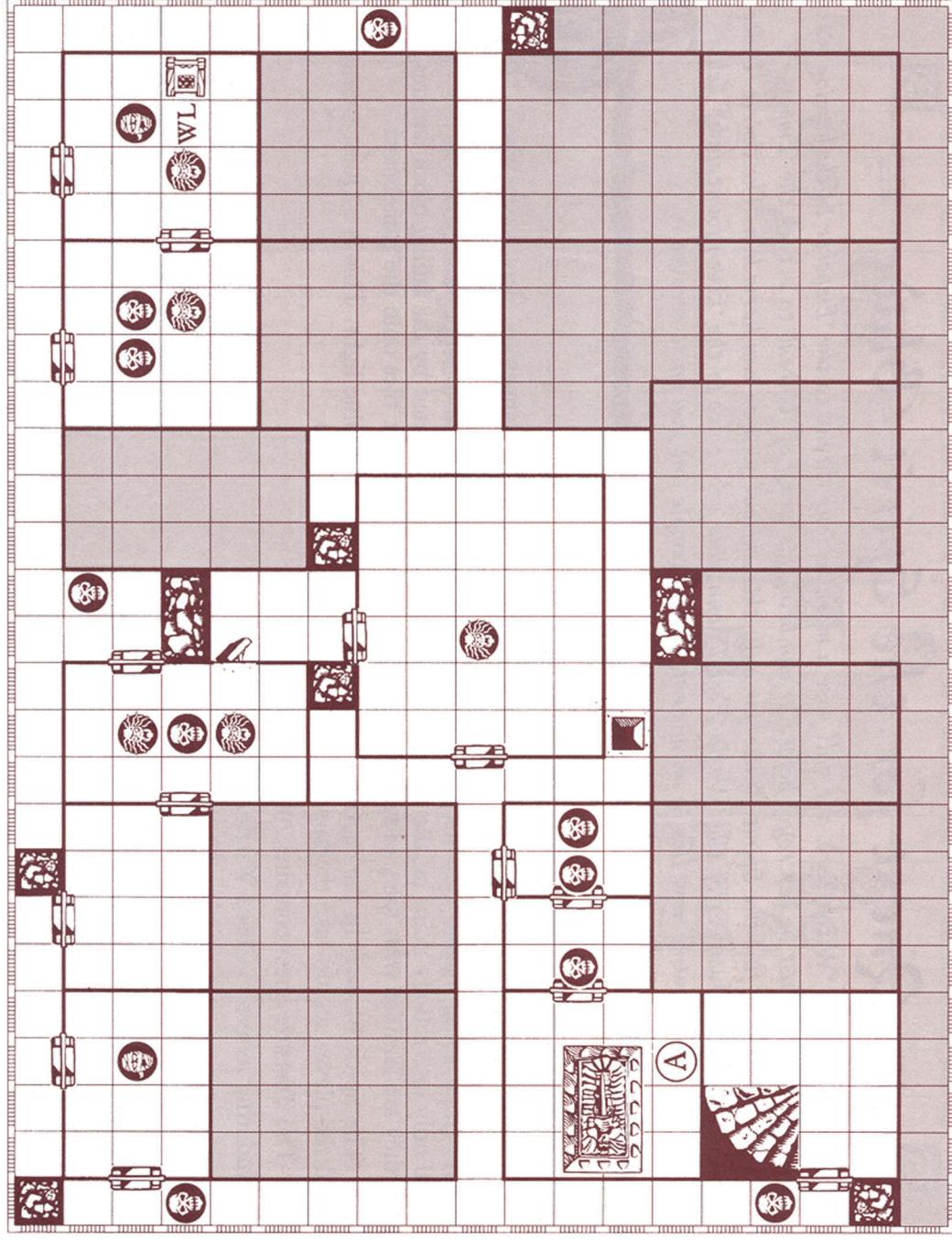
Body 1

Wandering monster: Mummy

Mind 6

Body 1





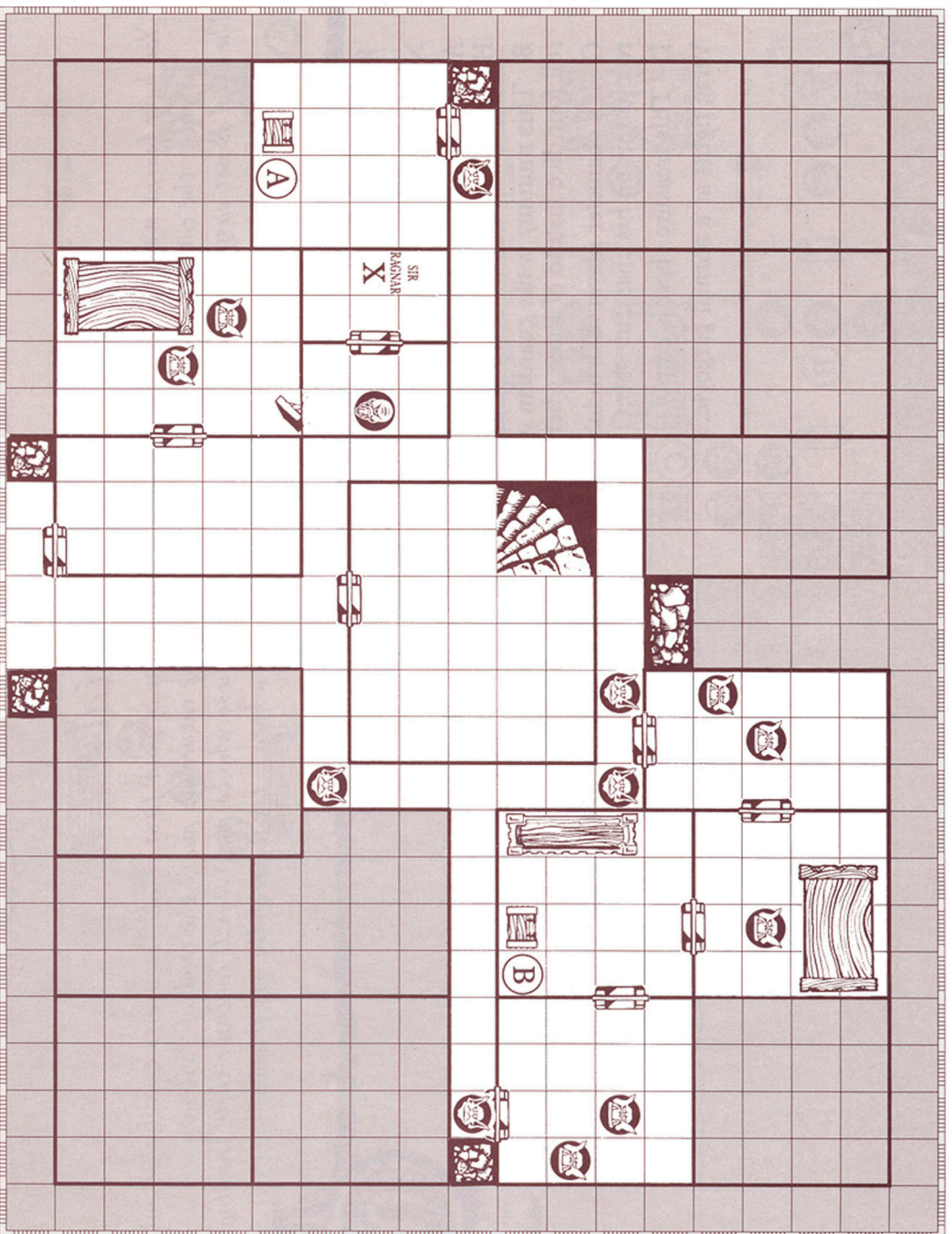
The Trial

"You have learnt well, my friends. Now has come the time of your first trial. You are to travel east and enter the catacombs of Verag, a foul gargyle. The catacombs guard the tomb of Fellmarg. The trial is not easy and some of you will not return. Those who do survive will continue their training. This is your first step on the road to becoming a hero ... tread carefully, my friends."



NOTES

- A If the character player asks to look inside the treasure chest, he will find 100 gold coins. He should record this on his character sheet.
- B This mummy is the guardian of Fellmarg's tomb and was once a mighty warrior. He may roll four dice instead of three when attacking.
- C If a character player asks to look inside the treasure chest, he will find 150 gold coins. He should record this on his character sheet.
- D This treasure chest is empty. Verag fights as a normal gargyle.



Quest for the Spirit Blade

"You have awoken the Witch Lord. He will pose a most serious threat to the Emperor in the coming war. The Witch Lord must be destroyed before he can bring his army of Undead to attack the Emperor's forces. You must first find the Spirit Blade, for only this ancient weapon can harm him. The Spirit Blade was forged by the Dwarves of the World Edge Mountains and cooled in the Elven fountain of Lebin. The sword now lies in an ancient, ruined temple and you must recover it."

NOTES

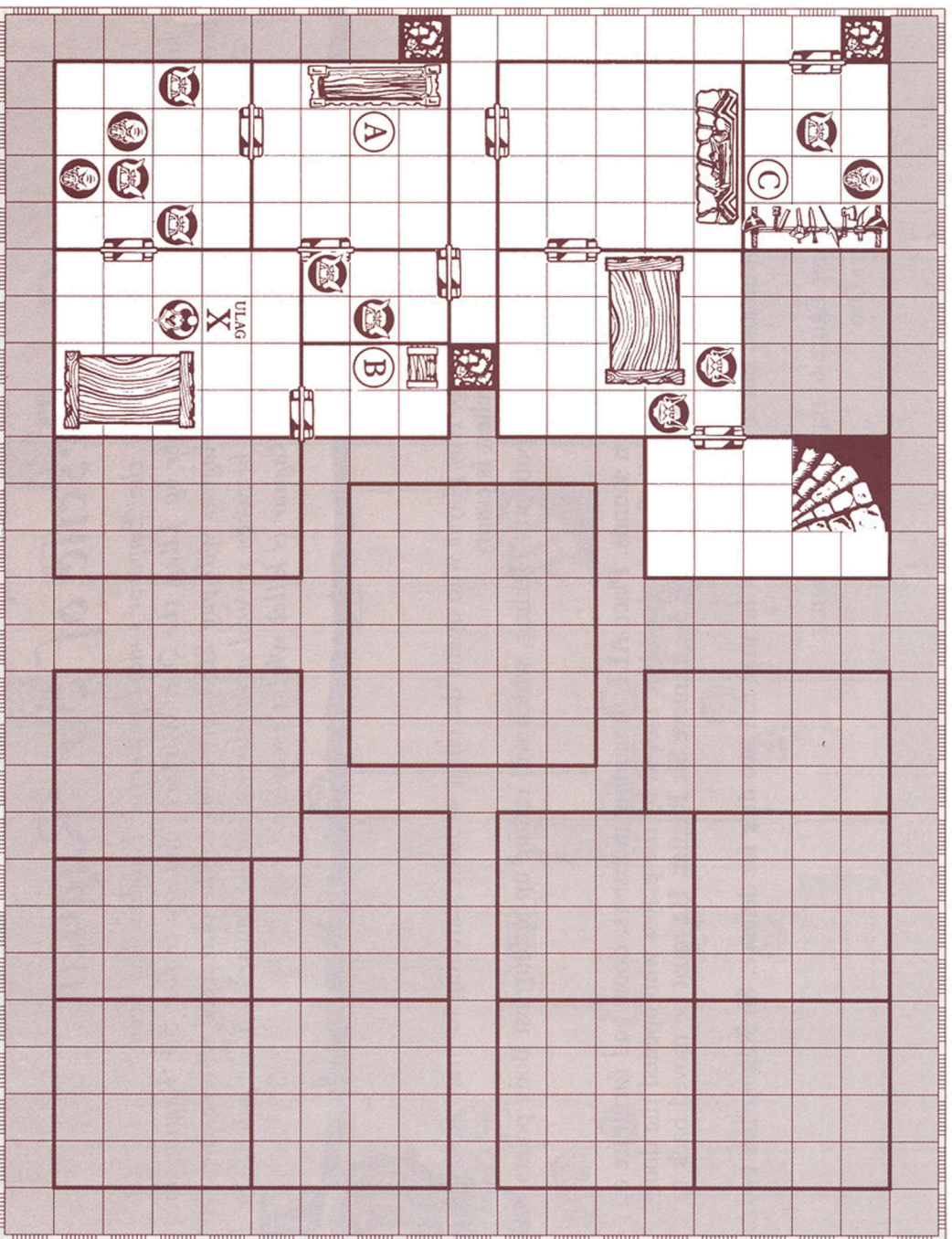
The spaces marked with a falling blocks show where the ceiling is dangerous. Any player who moves onto one of these squares must roll a die. If he rolls a 5 or 6, he will lose one Body Point from falling masonry. If the player is wearing a helmet, and has a helmet card, then he will only lose a Body point on the roll of a 6. Monsters are not affected by the falling block squares, as they are familiar with the passages. Do not place the falling block tiles onto the gameboard.

A The Spirit Blade is in the centre of the room, bathed in a cool blue light. This is a Quest treasure and the player should take the appropriate card, which he may keep.

B The Treasure chest contains 200 gold coins.

Wandering monster: Chaos Warrior





Barak Tor - Barrow of the Witch Lord

“War with the eastern Orcs is brewing and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, he must find the ancient Star of the West as worn by the Kings of Legend and by Rogar when he battled with Morcar in ages past. Anyone who finds the gem will be given 200 gold coins. The gem lies in Barak Tor, the resting place of the Witch Lord. He was also known as the King of the Dead, a powerful servant of Morcar, and was destroyed by the Spirit Blade long ago. The Spirit Blade is the only weapon that can harm him.”

NOTES

- X Use the Chaos Sorcerer model for the Witch Lord. Place it on the spot marked ‘X’ when the Witch Lord is released.
- A These are false doors and cannot be opened at all.
- B The Star of the West is in the Zombie’s hand.
- C This rock fall trap will collapse after the last player to pass under it, thus blocking the way back.
- D The tomb of the Witch Lord. The Witch Lord will be released from his imprisonment when the players enter the room. Place the Witch Lord where shown. Read the bold text below to the players. **You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him.**

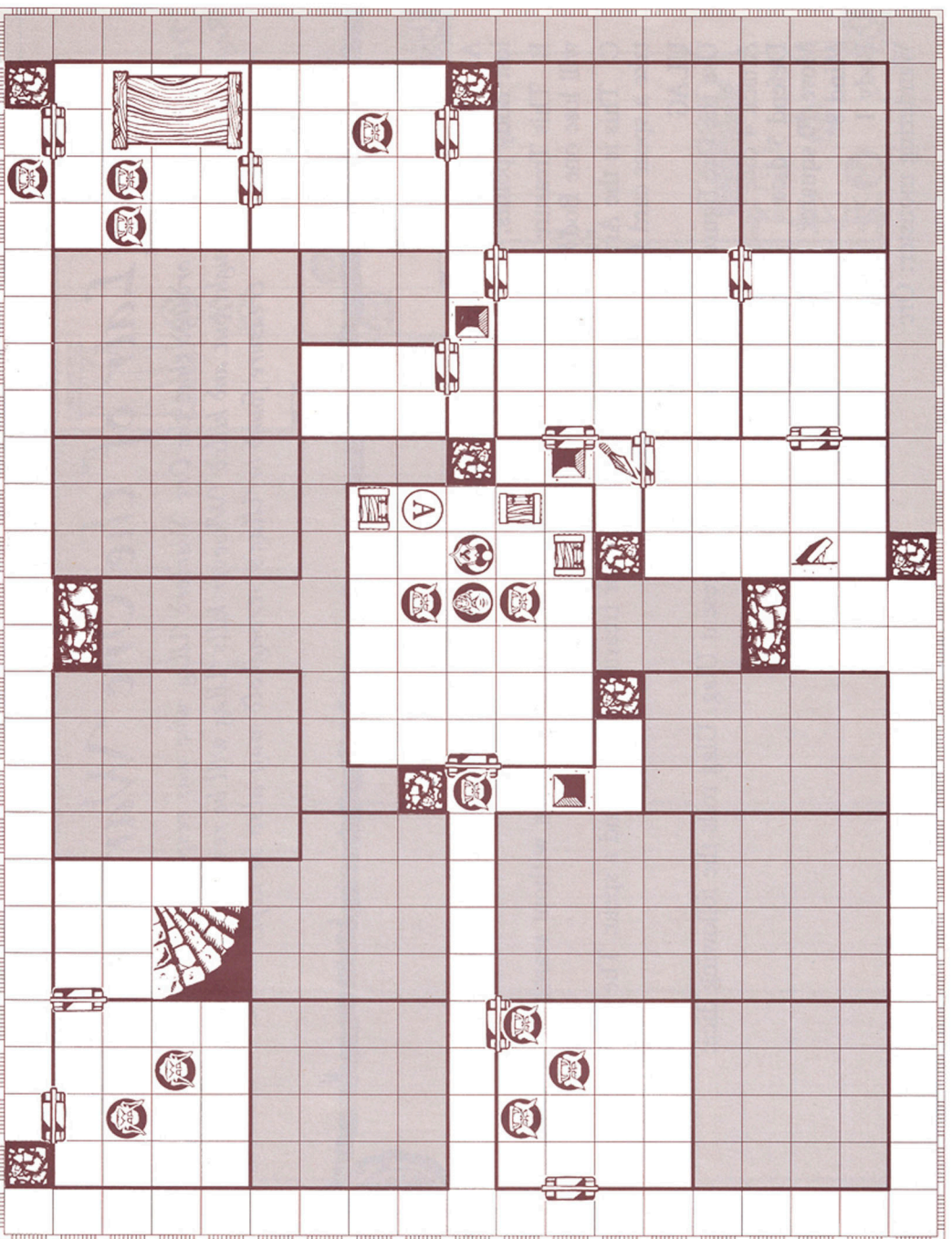
THE WITCH LORD

The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any spell. The Witch Lord rolls the following dice:

Move 1 Square Defend 6 Dice Body 1
 Attack 2 Dice Mind 4

Wandering monster: Skeleton





Bastion of Chaos

“The Lands to the east have been plagued by marauding Orcs and Goblins. The Emperor has ordered that a band of worthy Heroes should be sent forth to destroy them. The Orcs are well protected in a strong underground fortress known as the Bastion of Chaos. They are led by a small group of Chaos Warriors.

You must fight your way in and kill all the monsters you find. You will be paid a bounty of:

10 gold coins for each Goblin killed

20 gold coins for each Orc killed

30 gold coins for each Fimir or Chaos Warrior killed.”

NOTES

A This is the Armoury. There are many weapons here but they are all unusable. However, if a player searches for Treasure, he will find a shield.

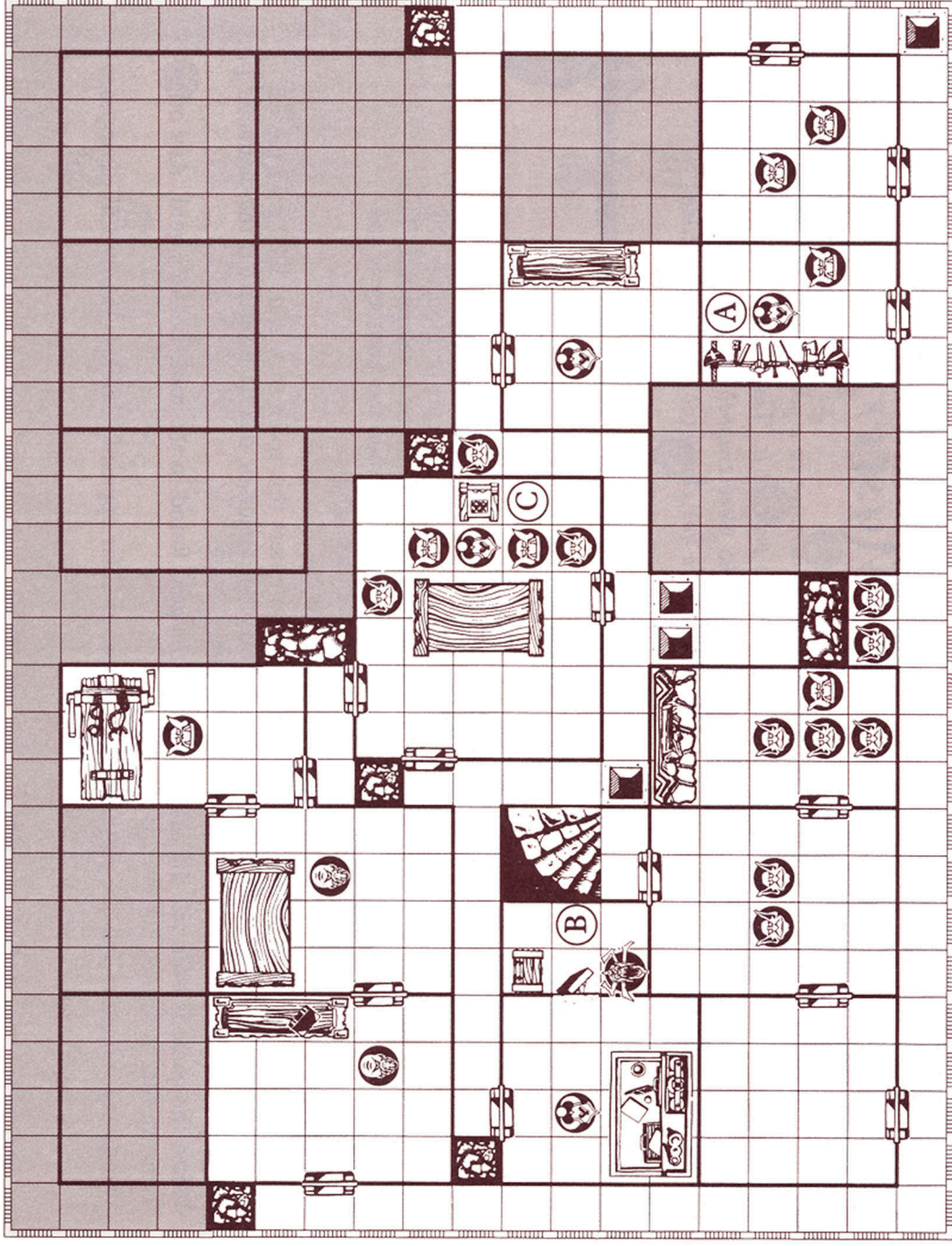
That player takes a shield card from the Equipment cards.

B The Treasure chest is a trap. If any player opens the chest the Gargoyle will spring to life and immediately attack. If a player searches for traps he will discover what would happen if he opened the chest. The Gargoyle cannot be harmed until it has either moved or attacked another player.

C The Chaos Warrior has a magic sword. Whoever kills the Chaos Warrior may take the sword as a prize. The sword is Orcs Bane. This is a Quest treasure and the player should take the appropriate card, which he may keep.

Wandering monster: Fimir





Prince Magnus' Gold

"Three Treasure chests have been stolen whilst being taken to the Emperor. A reward of 200 gold coins has been offered to anyone who can return the chest and ALL the gold. The thieves are known to be a band of Orcs hiding in the Black Mountains. They are led by Gulthor, a Chaos Warrior."

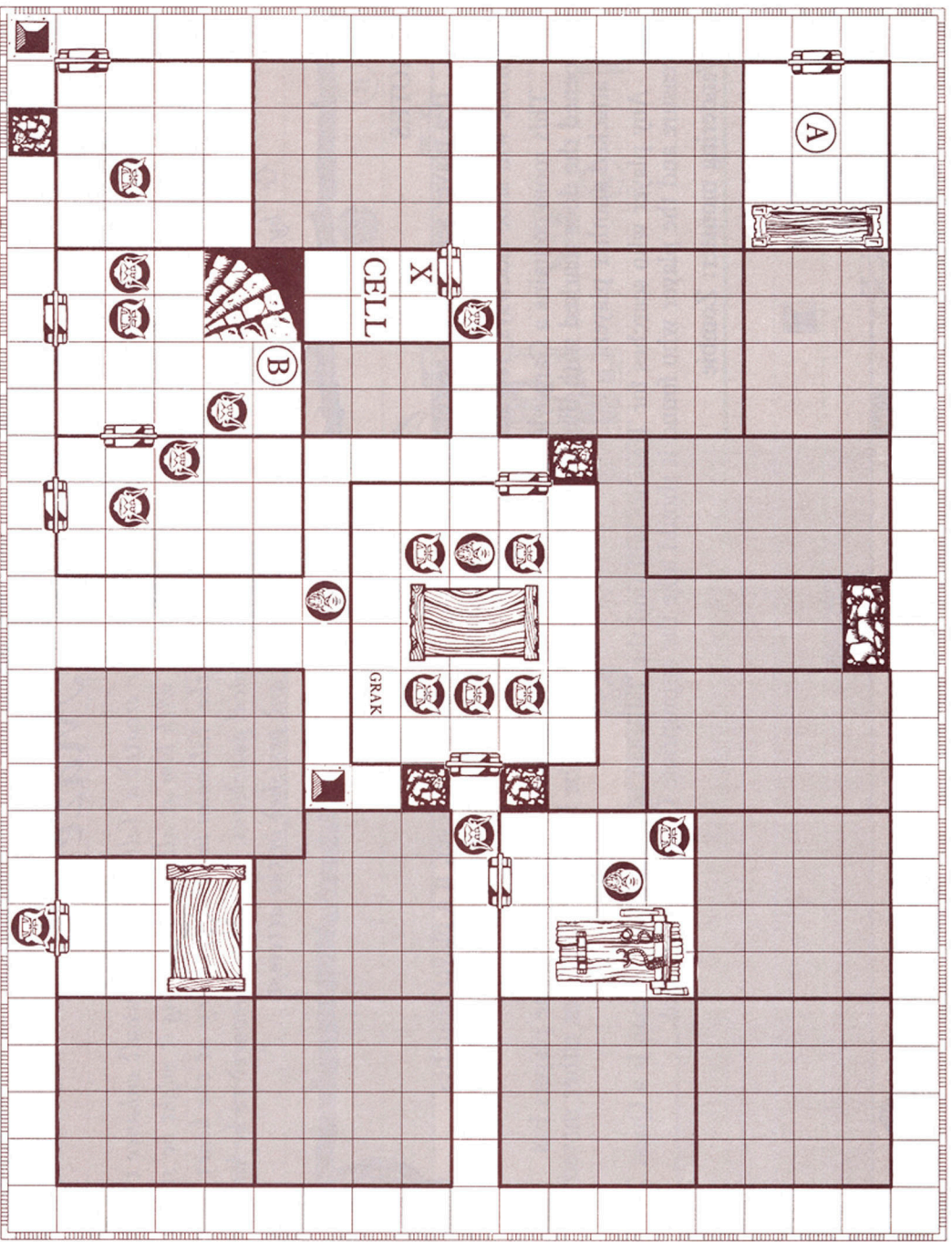


NOTES

A These are the three chests, each containing 250 gold coins' worth of treasure. Each character may carry one Treasure chest at a time. When carrying a Treasure chest, you may only roll one die for movement.

IF any character decides to keep Prince Magnus' gold instead of returning it, he will be outlawed. This character may never become a Champion.

Wandering monster: Fimir



Race Against Time

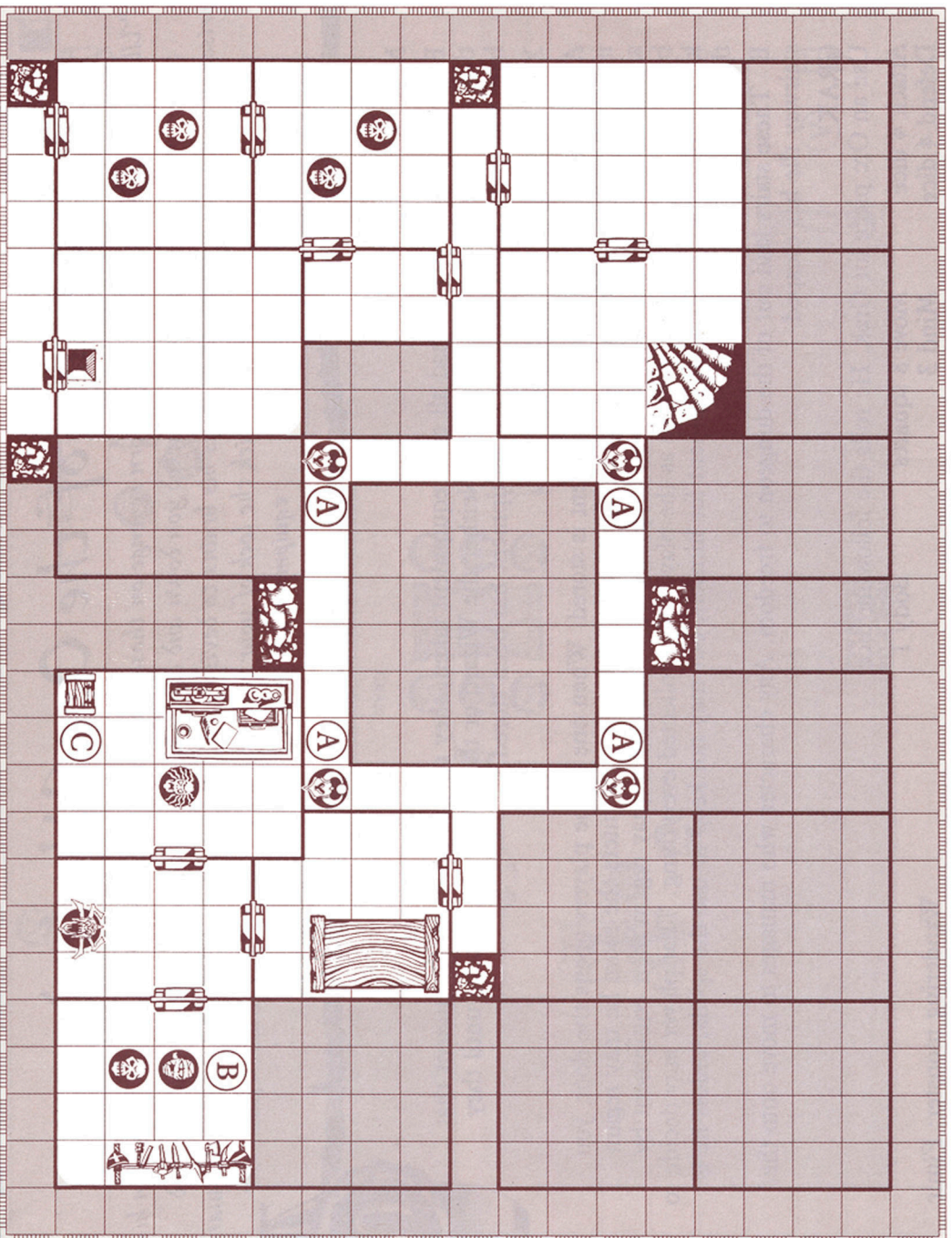
"A guide has led you into a dungeon that is rumored to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puts out his torch and in the darkness you hear him laugh. 'Farewell my Heroes, he sneers as he makes his escape. You realize to your horror that it is a trap! You must escape or perish in this dark, forgotten hole.'"

The character players must attempt to find their way to the stairway tile.

NOTES

- A This is the room where the players start.
 - B These Treasure chests each contain 100 gold coins.
- Wandering monster: Fimir





The Fire Mage

The Orcs of the Black Mountains have been using Fire magic in their raids. Balur, the Fire Mage, is thought to be responsible for helping them. No Fire magic can harm him, and the Emperor's Wizards are unable to counter his spells. You have therefore been chosen to enter his lair, deep beneath Black Fire Crag. The Emperor will reward you with 150 gold coins each for Balur's destruction.

NOTES

Use the Chaos Sorcerer model for Balur.

A Treasure chest contains 150 gold coins and the Wand of Recall. This is a Quest Treasure, the player who finds it takes the appropriate card, which he may keep.

BALUR

Balur has the following values:

Move 8 squares

Attack 2 dice

Defend 5 dice

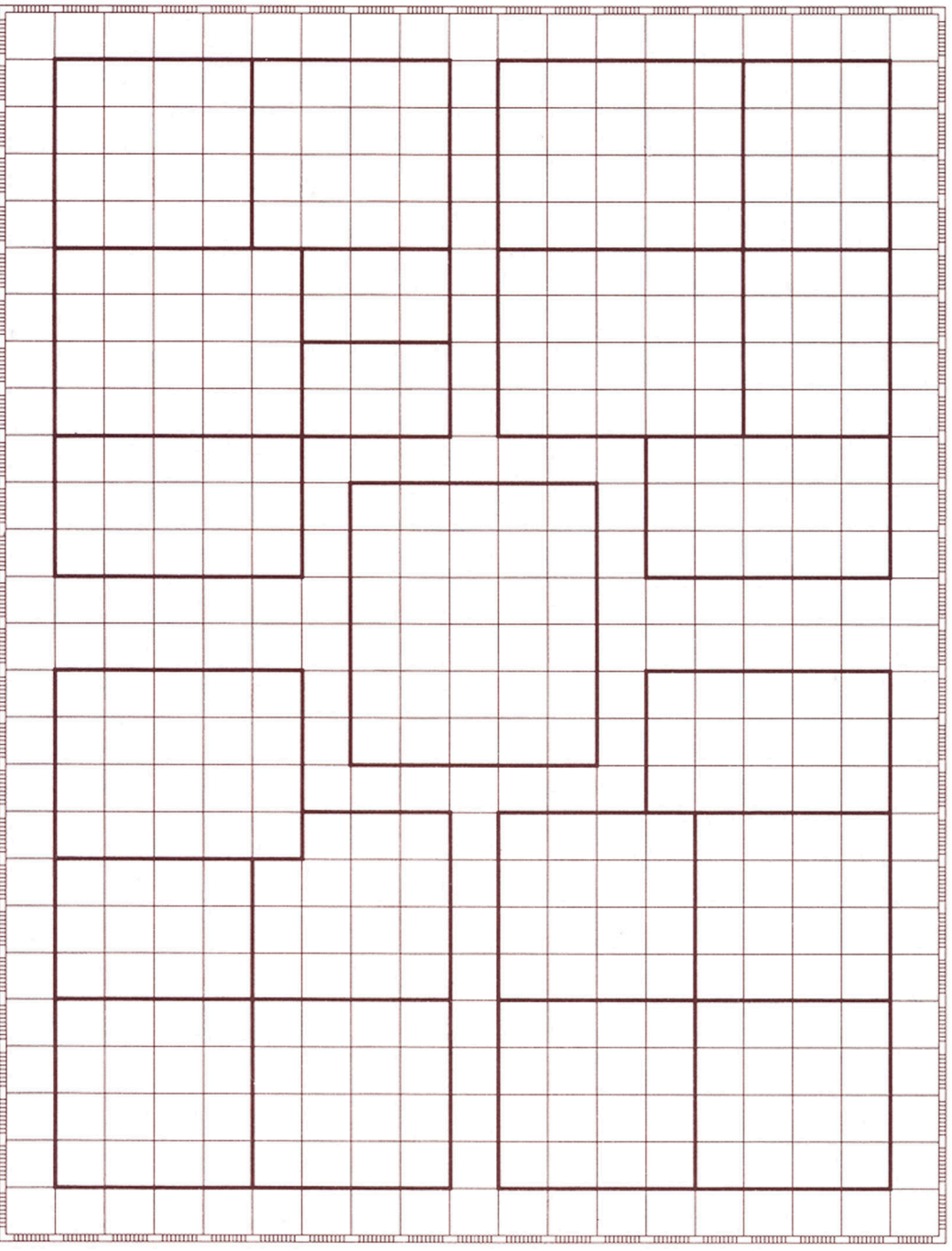
Mind 7

Body 1

Balur has the three Fire spells, which he may use during the game. The players may not choose Fire spells for this game. They must choose their spells from the remaining sets.

Balur also has the special ability of being able to run through any wall **once** during the game. When he does this, he is placed on the X in the middle room. If the furniture in this room has not been put out yet, wait until the room is seen before placing Balur on the marked square.

Wandering monster: Fimir



Designing Your Own Games

When designing your own games, make sure that you do not put more furniture pieces onto your map than there are in the game. The easiest way to check this is to put out the pieces for your dungeon as you plan it. Then mark onto the map where all the monsters go, write a short paragraph to explain the adventure and you are ready to play.

Photocopy the blank map above when designing your own games.



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