

ALLIED HEROQUEST

Rulebook





This book is a tribute to HeroQuest©. Inspired by the huge community of fans, this compilation came to life. The author is in no way affiliated to MB®, Games-Workshop® or Fantasy Flight Games®. The rules presented in this book are meant for all fans of the age-old game from MB®.

HeroQuest© by MB® and “Advanced HeroQuest© by Games-Workshop® are both out of print for many years now. You might be interested in the games HeroScape© and/or Warhammer© from the same companies. Descent© is currently still available at the Fantasy Flight Games® website.

Please visit the websites of both Hasbro® and Wizards of the Coast® for similar games that are still in print.

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Please visit “www.lesedwards.com” and “www.garychalkillustration.com”.

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Allied HeroQuest

Descent in the Dark

Rules for the Dark

Version 1.8.1

Foreword

The idea behind the creation of “Allied HeroQuest” (AHQ) was to rediscover the no-nonsense gameplay and wonderful miniatures from the vintage boardgame classic "HeroQuest" by Milton Bradley. A plan emerged to mix this evergreen with the challenging game-board components from "Advanced HeroQuest" by Games-Workshop, another inspiring dungeoncrawler from the previous century.

Both original HeroQuest games mentioned above had a minor flaw; playing the Game Master could be a dull task. There was not much room for cunning tactics, and it proved hard to kill all heroes and their henchmen. So it happened, infused with ideas from various computer games and woken by the magnificent boardgame "Descent" (by Fantasy Flight Games), the "Allied HeroQuest" rulebook was born! Created by a fan, for fans.

One of the main goals was to make absolutely sure that no new items should be bought nor printed. Fans who like to play this ‘tribute’ game "Allied HeroQuest" only need one copy of the original boardgame "HeroQuest" by Milton Bradley and one copy of the boardgame "Advanced HeroQuest" by Games Workshop. Further expansion Questbooks will allow you to reuse the components from the original expansion sets if you happen to own these.

To keep the gameplay experience as close to the original HeroQuest as possible, all the good things from both classic HeroQuest games were combined. Modern game techniques like ‘spawn points’ add some extra flavor to really make “Allied HeroQuest” a ruleset worthy of existing in 2010 and beyond.

You’ll (re)discover easy combat and exploration game mechanics, wonderful miniatures, a variable gameboard and vicious fighting action. And all this without printing new tiles, cards, etc... “Allied HeroQuest” offers revised versions of all original Quests, 8 heroes and welcomes a strong tactical Game Master playing experience. All this goodness can be played in a reasonable amount of time. Quests should never take more than 2 hours. The heroes must really hurry to achieve their quest objectives! One Quest contains all addictive gameplay like combat, exploring, upgrading, discovering treasure and buying new goodies. Either the Game Master wins, or the heroes do.

I hope you’ll have lots of fun with my tribute to the HeroQuest legend. Experience the game as a Game Master to discover that you now have to think and plan your method of annihilating the heroes. The ‘threat tokens’ are the core of the game. They are vital tools for the Game Master to win and are used for tactical deployment of monsters. Heroes can also leave and enter the dungeon after they discover exits called ‘Glyphs’. But in the end, the easy to learn gameplay from Milton Bradley's "HeroQuest" remains.

Warm Regards,
Toco.

Postscriptum: The added light/torch rules are to stimulate the heroes to stay together. It remains possible to do some dungeoneering with the lone heroes. But these single heroes ‘in the dark’ are more vulnerable to ambushes. The torch rule is a tool to guide the gameplay in the right direction; stick together and MOVE! It is possible to discover more treasure and weapons if some heroes stay behind, or start stalling for searches. But then the Game Master has more time to prepare ambushes. Balance is the keyword...

Requirements to Play

Following components are the minimum requirements to play the first two Questbooks from “Allied HeroQuest”.

Necessary components from **HeroQuest by Milton Bradley©** (European Version):

- 35 Miniatures: 8 Orcs, 6 Goblins, 3 Fimirs, 4 Chaos Warriors, 1 Chaos Sorcerer, 1 Gargoyle, 4 Skeletons, 2 Zombies, 2 Mummies, 1 Wizard, 1 Barbarian, 1 Dwarf, 1 Elf.
- Furniture: 2 Tables, 1 Throne, 1 Alchemist’s Bench, 3 Treasure Chests, 1 Tomb, 1 Altar, 2 Bookcases, 1 Rack, 1 Cupboard.
- 21 Doors: 5 closed and 16 open.
- 64 Playing Cards: 12 Spells, 5 Artifacts, 25 Treasures, 14 Equipment cards, 8 Monsters.
- 1 sixsided Dice.
- 1 special Skulldice.
- 21 Tiles: 8 Single Blocked Squares, 2 Double Blocked Squares, 6 Pittraps, 4 Secret Doors, 1 Stairway.

Necessary components from **Advanced HeroQuest by Games-Workshop©**:

- 30 Miniatures: 4 Heroes (Dwarf, Elf, Knight and Mage), 20 Skaven, 6 Henchmen.
- 51 Boardsections: 15 Corridors, 3 Dead Ends, 5 Cross Junctions, 6 T Junctions, 10 Corners, 2 Stairs, 3 Large Rooms, 6 Small Rooms, 1 Rotating Room.
- 3 Plastic Doors.
- 5 Tiles: 1 Throne, 1 Grate, 2 Chests, 1 Chasm.
- 24 Dungeon Counters.
- 1 twelvesided Dice.

2 to 5 Players (One will be Game Master.)

How to Win

The Gamemaster wins by killing all Heroes.

The Heroes must meet the victory conditions mentioned in the Questbook. Eight heroes are available but only four can enter the dungeon at once.

Allied HeroQuest is created for standalone games (Quests), but it is possible to link them and see how many Quests can be won before all Heroes die one of the horrible deaths that can be expected from Morcar’s dungeons...



Before You Start

Allied HeroQuest is designed for 2 to 5 players. (It does work perfectly with only 2 players.)

The white dice with skulls and shields (referred to as “Skulldice”) will be used for combat.

Do not use the Milton Bradley HeroQuest (HQ-MB) herosheets anymore. Use the Games Workshop Advanced HeroQuest (AHQ-GW) wound tokens instead.

Collect and shuffle all AHQ-GW Ambush, Fate, Trap, Character, Wandering Monster and Escape tokens. Put them in an opaque mug or bag so the Game Master is able to draw them at random.

Put the HQ-MB board away, we will use the AHQ-GW tiles to create dungeons.

Game Master Role

When more than one player wishes to play Game Master, each contestant rolls a twelve-sided dice (D12).

The highest result wins the Game Master role. In case of a draw, the player with the longest beard becomes the evil Game Master.

Hero Players

Eight standard heroes are available; the Dwarf Explorer, the Wizard, the Barbarian and the Elf from HQ-MB. The Hammerer (Dwarf), the Knight, the Wood Elf and the Battle Mage from AHQ-GW. Only four heroes are used at the beginning of a Quest. The others remain at the (virtual) village.

New Rules

All gameplay is based on the rules from the European HQ-MB. The rules in this AHQ Rulebook create exceptions or are completely new. Do remember that the combat rules from HQ-MB remain unchanged.

Gameflow

Choose a Quest from one of the Questbooks. The GM reads the information in this Questbook. Each Questbook contains various Quests for the Heroes. Some information is shared, but most is secret to the Heroes. A Quest generally consists of a map, a route (amount of Passages before the main Quest is reached), dungeon characters and denizens, and notes.

Create the starting location for the Heroes and connect all boardsections that are visible to the Heroes. (All doors are closed at the start of the Quest and do block sight.) The game is played in rounds during which all Heroes take turns first, then followed by the GM’s turn.

A Hero's Turn

Each Hero moves and acts once during his turn OR when he is Exhausted because he took two turns in the previous round, the he **must** rest during this round.

Exhausting

One Hero acts and moves (or moves and then acts), and after that immediately takes another turn this round. That Hero then becomes Exhausted after this second turn. Put the miniature on its side to indicate fatigue. An Exhausted Hero can still roll Skulldice to defend himself.

Resting

When at the start of a player's turn, his miniature is Exhausted, then it **must** rest. Put the miniature on its base again. That Hero may do nothing else this round.

The Heroes are Moving

All Heroes now use a fixed movement distance. The red sixsided dice are not used anymore. This is to encourage tactical gameplay and certainly speeds up the game.

Miniatures cannot move through unfocussed Deathzones of enemy miniatures. They must stop there. The Deathzone then becomes focussed. (*See page 11.*)

Hero Actions

The original rules provide three actions: attacking, casting a spell and searching. This is slightly expanded in AHQ. In addition to moving, a Hero may perform one of following actions (before or after movement).

- **Search for Hidden Traps** (There must be no Monsters in sight!): Look at all GM's Threat Tokens. Remove all Trap Tokens. Also, place all traps indicated on the Quest map that the Hero can see. After these actions, the GM draws 1 Threat Token on a D12 roll higher than the Hero's Mind points.
- **Search for Hidden Doors** (There must be no Monsters in sight!): The GM gains 1 Threat Token on a D12 roll higher than the Hero's Mind points. Secret Doors are revealed according to Questmap.
- **Search for Treasure** (Only in rooms. There must be no Monsters in sight!): If no treasures are indicated in the Questbook, draw a Treasure card. The GM now draws 1 Threat Token on a D12 roll higher than the Hero's Mind points. (Opening treasure chests does not require a search.★)
- **Attack** one miniature in the Deathzone.
- Make one **ranged Attack** (when armed with an appropriate weapon).
- **Cast one Spell.**

★ Opening a treasure chest is a free action but stops movement. The Hero must be on a square next to the chest. (Not diagonal.) The Hero player must say she/he is opening the chest.

The GM's Turn

During his turn, the GM can play Threat Tokens AND/OR move and act with all Monsters.

Threat Counters

The Ambush, Fate, Trap, Character, Wandering Monster and Escape counters from AHQ-GW are referred to as "Threat Tokens" in Allied HeroQuest. (A total of 24.) Threat Tokens are the key tactical element for the GM. Discarded and resolved Threat Tokens go to a discard pile. When the hidden draw pile is empty, recycle the discard pile into a new hidden draw pile.

Gaining Threat Tokens

The GM draws one random Threat Token at the start of the GM's turn,
 and when a Hero dies,
 and when the Threat Token discard pile gets recycled,
 and optionally when a Hero searches for Hidden Traps, Treasure or Secret Doors.

Losing Threat Counters

Once per GM turn, the GM may discard one Threat Token and randomly draw another.

The GM collects all Threat Counters and puts them back in a mug or bag after each Passage or Quest.

Using Threat Tokens

Never play the same type of Threat Token after eachother. (*e.g. If you just played a Trap Threat Token, you must first play another type of Threat Token before playing a second Trap Threat Token.*)

Each Token has its own powers.

- **Ambush:** Play only one Ambush per GM turn. The ambushers must be placed in the dark (see Torch rules), and never in rooms. All ambushers start adjacent to eachother. Choose one set of ambushers from the assigned Denizens List (later in this book).
- **Wandering Monster:** Play only once per unblocked Spawnpoint during each GM turn. The Monsters must be placed adjacent to a Spawn Point first and then adjacent to eachother for the following Monsters. Spawnpoints are indicated on the map in the Questbook by little white arrows. Choose one set of Wandering Monsters from the Denizens List.
- **Trap:** The GM may play this Threat Token in areas mentioned in the Quest notes. Play them at a certain moment depending on the kind of trap that is sprung. The most common traps are: Speartrap (when a Hero just entered a square), Pittrap* (when a Hero just entered a square), Bouldertrap* (when a Hero just entered a square), Whirlwindtrap (when entering a square) or Explosion (each time a Hero enters or starts movement in a room)
 (* *Never adjacent to another trap of the same type.*)
- **Fate:** The GM may play multiple Fate Tokens each turn. Convert any one just rolled Skulldice into a success/failure. Play immediately after the dice roll.
- **Escape:** The GM may play multiple Escape Tokens each turn. Play it on a just killed Monster or Character. Move it to an unblocked Spawn Point. Body points and Mind points are restored! Used spells and lost items remain unavailable.

Character Threat Tokens in Passages and Quests

You can always use a *Character Threat Token* on any Monster that is already on the board. This will allow that Monster to perform extra actions normally not allowed for Monsters. It can open regular doors this turn, revealing new corridor sections and rooms. Multiple *Character Threat Tokens* can be played in one GM turn.

Using Character Threat Tokens in Passages

What? Where?

The Denizens lists contain an entry called “Passage Character”. The GM can summon a Character from this entry by discarding a *Character Threat Token* and placing the appropriate miniature in the designated room. (But only when the Character is not killed already.) The room will always be indicated by letter “E” on the Passage Map.

How many?

You can summon each Character only once this way. You cannot summon a Character that is already on the board. You can summon multiple Characters per turn (if more than one are listed) by spending a *Token* for each Character.

When?

During a Hero’s turn: Summon a Passage Character when a Hero opens a door to a character-room (indicated with icon “E”).

During the GM’s turn: Summon a Passage Character during the GM’s turn, at a character-room, but not adjacent to any Hero or Henchman.

Using Character Threat Tokens in Quests

What? Where?

The Quest Notes contain an entry called “Character” or “Characters”. The GM can summon a Character from this entry by discarding a *Character Threat Token* and placing the appropriate miniature in the designated area. (But only when the Character is not killed already.) This area can be a room or corridor section and will always be indicated by the text “You can summon a Character here by spending a *Character Threat Token*.”. (Variants are possible: e.g. “You can summon Grak the Orc Champion here by spending a *Character Threat Token*.”.)

How many?

You can summon each Character only once this way. You cannot summon a Character that is already on the board. You can summon multiple Characters per turn (if more than one are listed) by spending a *Token* for each Character.

When?

During a Hero’s turn: Summon a Quest Character when a Hero reveals a character-area (indicated in the Quest Notes).

During the GM’s turn: Summon a Quest Character during the GM’s turn, at a character-area, but not adjacent to any Hero or Henchman.

Threat Token Summary

Token	Limit per GM turn	When	Effect
Fate	n/a	After any Skulldice roll	Convert one Skulldice to failure/success.
Character	n/a	GM turn	Place Character in designated zone OR One monster acts like Hero (Doors + Discover).
Trap	1 per board section	Hero's turn	Moving Hero in trapped boardsection.
Escape	1 per Spawnpoint	Monster killed	Place just killed Character or Monster at an unblocked Spawn Point.
Ambush	1 per GM turn	GM turn	Place Ambushers adjacent to eachother in the dark, and not in rooms. They can now move and attack.
Wandering Monsters	1 per Spawnpoint	GM turn	Place Monsters adjacent to each other at an unblocked Spawnpoint. They can now move and attack.

Major Threats

If the GM collects four of the same Threat Tokens, then she/he may show and discard all four tokens to cast a "Major Threat". This can only happen in the GM's turn.

Major Threat	Threat Tokens	Effect
Fatality!	4x Fate	All GM's Skulldice rolls are successful until the next start of the Heroes' turn. (The GM chooses the result of all his dice.)
Boss	4x Character	Spawn a Gargoyle at ANY Spawnpoint. It can now move and attack.
Major Trap	4x Trap	An ingenious and well coordinated gastrap; all Heroes and Henchmen on the game board lose 1 Body point immediately.
The Great Escape	4x Escape	Remove one or more Monsters (not Characters) from one room. These Monsters must then be added to the next <i>Wandering Monster</i> or <i>Ambush</i> party when such a <i>Threat Token</i> is used.
Assassination	4x Ambush	Kill one Hero currently on the game board. Receive no Threat Token for this kill.
Raiders!	4x Wandering Monster	A monster horde raids the village. One Hero who hasn't entered any Passage nor Quest dungeon yet, gets killed while defending the village. Remove one Hero at the village from play.

Monster Actions

In addition to moving, a Monster may perform one action (before or after movement).

- **Attack** one miniature in his Deathzone.
- Make one **ranged Attack** (when armed with an appropriate weapon).
- **Cast one Spell**.

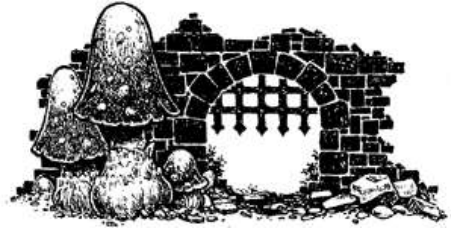
Doors

- Opening a regular door is a free action. You may continue moving after opening a regular door. (Doors do not close.) If you do not have enough doors during a Quest, make a note and reuse doors already played.

- Monsters cannot open doors.

- Characters can open regular doors and Secret doors.

- For Heroes and Henchmen to open Stone doors, end movement in a square before the door, roll two Skulldice, now their turn ends. A result of two skulls now opens the Stone door.



Movement

Movement is vertical or horizontal. Miniatures may pass through friendly miniatures. (Also see “Deathzone” rules later in this book.) When ordered to roll extra movement dice, double movement to 14 squares instead. If you may only roll 1 dice for movement, then use movement of 4 squares instead.

Deathzone

You cannot move past an enemy’s Deathzone. You must stop your ground movement there.

For an unopposed* miniature, all squares that it could attack in hand-to-hand combat (adjacent and/or diagonal) are called its “Deathzone”. When at least one enemy is in the Deathzone, then this zone gets focused. In other words, the Deathzone focuses when an enemy enters it. All other empty Deathzone squares dissolve and can be ignored. And do no longer block enemy movement.

Enemy Deathzones are a real threat to the Heroes. Not only do they hinder movement, but they can quickly turn into ‘spiderwebs’ from which the Heroes will have trouble breaking free.

(* *Unopposed means without an adjacent enemy.*)

Torch or Lamp

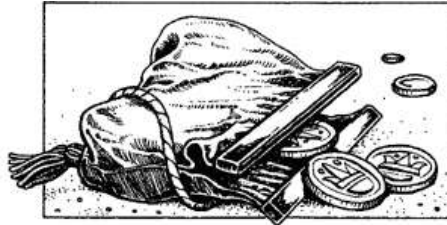
Let there be light! One Hero carries a Torch. The Torch illuminates the current corridor template. Plus each attached corridor template (and the junctions in between; corner, T-junction or crossway). In a room, the Torch only illuminates that same room.

All Glyphs are illuminated. So is the attached corridor template or the room in which the Glyph is located. If a Glyph is directly attached to either a corner, T-junction or crossway, then the entire area including the directly attached corridor section(s) is illuminated. So you can't be ambushed in a room with winding stairs, or the corridor sections nearby the stairs. (*More about Glyphs later.*)

At the beginning of the Quest, tell the GM which Hero carries the Torch. That Hero becomes the Quest leader. Leadership only passes when he dies. The Torch passes to the nearest Hero in the dungeon when the carrier dies. (Count squares.)

Searching

A Hero who searches for something, loses time. That's why the GM might receive a Threat Counter. Heroes can search in either light or dark. A Hero searches the entire room he/she is in OR all corridor sections in sight (in either light or dark) if he/she is in a corridor. No actual movement of the miniature is performed while searching a location.



Attacking

Roll the Skulldice against a target in range. (In your focussed Deathzone or ranged.) The target rolls an amount of Skulldice equal to his Defense value. Resolve combat according to the rules in HQ-MB. When a miniature is killed, remove it from the board. Its slayer may optionally be moved into the vacated square if it is adjacent.

Dungeon Specials

- *Glyph*: Glyphs are represented by the HQ-MB Winding Stairs tile and AHQ-GW Entrance Stairs. Any Hero can enter a Glyph to return to the village. A Hero may start from a Glyph when returning from the village.

As soon as Glyphs are discovered, they can be used to exit/enter the dungeon. (E.g. exit by landing at Glyph - spend the next one Player's turn in the village - then enter the dungeon again the turn after that one.)

- *Spawnpoint*: Represented by Trapdoor tiles and HQ-MB Wooden/Metal outside doors or AHQ-GW plastic doors. **If a Hero or Henchman occupies the square directly in front of a Spawnpoint then the Spawnpoint is blocked and cannot be used by the GM.** (You can optionally combine Spawnpoints with the purple arrow-tokens from Space Hulk© 3th ed.)

Chaos Spell Cards

Allied Heroquest is based on the European version of HeroQuest but this rule allows you to use the American Chaos Spell cards. If the GM spends one 'Fate' and one 'Character' Threat Token then randomly draw one of the unused Chaos Spell cards and give it to an evil spellcaster. The spell can now be used once by that spellcaster.

At the Village


All Heroes start the game at the village. Here they can buy equipment. They become fully healed when they are at the village. Also relieve fatigue while there, restore Mind points to full quota.



Only four Heroes embark on the Quest proposed to them. When a Hero dies, the bad news comes to the village rapidly. Only then can a new Hero enter the dungeon. Enter at the entrance or at any Glyph in the next Hero turn. Remember, only four Heroes may be in the dungeon at the same time.

A Hero can recruit Henchmen at the village. These Henchmen enter the dungeon together with the Hero.

Heroes may leave the dungeon by entering a Glyph. Remove the miniature from the board. They must spend one complete Hero turn at the village. They must re-enter the dungeon the turn after that at any Glyph or entrance.

Spells are not replaced at the village. A spell used in a Passage or Quest is not recovered when the Hero returns to the village. During and between Passages, spells **are not** replenished. At the start of the main Quest, all Hero spells **are** replenished.

	
Armour - Shield	100
Armour - Helmet	120
Weapon - Spear	150
Weapon - Hand Axe	150
Weapon - Short Sword*	150
Equipment - Toolkit	250
Weapon - Broadsword	250
Weapon - Crossbow	350
Weapon - Battle Axe	400
Armour - Chain Mail	450
Armour - Plate Armour	850

	
Henchman - Scout	50
Henchman - Halberdier	50
Henchman - Greatsword	75
Henchman - Crossbowman	75
	
Weapon - Staff**	100
Armour - Magic Bracelets**	200
Armour - Magic Cloak**	350



* The Short Sword can attack diagonally.
 ** Only the Wizard and Battle Mage can use this Equipment.

The Eight Heroes

Name	Publisher	Move	Attack	Defense	Body	Mind	Special
Barbarian	HQ-MB	7	3	2	8	2	n/a
Dwarf Explorer	HQ-MB	7	2	2	7	3	Explorer
Elf	HQ-MB	7	2	2	6	4	1 Spell set
Wizard	HQ-MB	7	1	2	4	6	3 Spell sets
Knight	AHQ-GW	7	2	3	6	4	n/a
Hammerer	AHQ-GW	7	2	2	7	3	Critical Hit
Battle Mage*	AHQ-GW	7	2	2	5	5	2 Spell sets
Wood Elf	AHQ-GW	7	2	2	5	5	Ranged Attacks

* Equipment restrictions for the Wizard are also in effect for the Battle Mage. (e.g. Staff)

Explorer

Action: look at 1 random GM Threat Token. If Trap, discard.

May remove adjacent Pittrap or Fallen Rocks (Roll D12, 1-2 fails. Fall in pit).

Chest traps are automatically disabled if the Explorer opens the chest.

Spell Sets

Spell sets are chosen before the game starts. A set consists of 3 Spell cards. (For the Wizard and Battle Mage to be at the game board at the same time, you'll need the HeroQuest expansion "The Wizards of Morcar". Otherwise, you'll play with less Spell sets.)

Critical Hit

Each skull rolled while attacking, counts double. (Only with basic attack. Not when using equipment cards for attacking.)

Three more Heroes at the Village

These extra Heroes are optional.

Name	Publisher	Move	Attack	Defense	Body	Mind	Special
Female Barbarian	HQ-MB-USA	7	3	2	8	2	Only for Frozen Horror Quests
Kili Thekkrrsson	Warhammer-GW	7	3	1	8	3	Trollslayer
Female Elf	HQ-MB-USA	7	2	2	6	4	1 Spell set

Trollslayer

Trap Threat Tokens cannot be played against a Trollslayer. Trollslayers cannot wear Plate Armour and will never use Crossbows.

Intelligence

The Mind points of a Hero represent his skill in logical thinking, willpower and mental strength. Sometimes these feats wear out. A player should be careful that he doesn't waste his Mind points. Once mental fatigue kicks in, a Hero becomes vulnerable and could die at any time. When (optionally) using these experimental 'Intelligence' rules for Mind points you will need some way to keep a record of the current Mind points of each Hero. (Pencil and paper will do just fine.) You will also need 1 sixsided dice.



Intelligence - Mind Tests

Whenever an Intelligence Test is required for a Hero, you should roll 1D6. A result lower than the current Mind points of the Hero is considered a success. When the roll is equal to or higher than the current Mind points, then the Intelligence Test has failed.

Intelligence - Smart

Use this optional rule whenever no special treasure is found and you follow the normal rules for drawing a treasure card. Before drawing the card, perform a Mind test. A success means you can now draw two cards, discard one, and keep the other. If the Mind test is failed then no treasure card is drawn!

Intelligence - Guile

A Hero might wish to try some cunning tricks against his foes. Beware, because any failure will deliver a serious blow to morale... (You cannot use Guile when you have only one Mind point left.)

- Any Hero may do a Mind test to reroll any ONE dice. Lose one Mind point and do NOT reroll the dice when the Mind test fails.
- Any Hero may do a Mind test to force an opponent in close combat with him to reroll ONE attack Skulldice. Lose one Mind point and do NOT reroll the dice when the Mind test fails.

Intelligence - Dodge

Any Hero can attempt to avoid the Deathzone of adversaries. A Hero may make a Mind test every time she/he wishes to avoid a Deathzone square. When successful, this Hero ignores the Deathzone of that square once during his current turn. If the Mind test fails then lose one Mind point and put the Hero at that Deathzone square.

Adventure

Each Quest from the Questbooks has a “Route” section. This states the prerequisites of the Quest. The Heroes must first complete the Passages or introduction Quest to begin with the main Quest.

The “Denizens” section in the Quest notes refers to a table found later in this rulebook. Use this list of evil denizens to populate the passages and Quest dungeons. In Quests you only use the first two sections from the Denizens list; “Wandering Monsters” and “Ambush”. (The other three sections “Passage Character”, “Passage Traps” and “Passage Chests” are for Passages only.)

Route

When one or more “Passages” are required before you can start the main Quest, then you will need the Passages chapter found later in this rulebook. There are many different Passages. They are chosen at random. The Passages before the main Quest are used to let the GM kill some of the Heroes, and to boost the remaining Heroes with gold and items. This way the Heroes will not start the main Quest unprepared.

Passage

When playing a Passage, reveal the dungeon to the Heroes as normal. Use one randomly chosen Denizens list to populate the Passage with Monsters, Traps and Treasure. The Heroes must reach the exit Glyph to proceed to the next Passage or main Quest. Four Heroes **must** exit the Passage if any Heroes still remain in the village. Hero that have exited the Passage can use the comforts of the village before entering the next Passage. During and between Passages, spells **are not** replenished. (See “At the Village”.)

Passage Denizens

To choose Denizens for a Passage, the GM rolls a D12. (Or if you do not have the appropriate miniatures in your collection, use one D6.) Use the Denizens list number that corresponds with the dice result.

If you already used this list in a previous Passage, then the GM may choose "Ratmen Burrows".

Errata

Summon Orks (EU Spell Card)

Place two Orks, from anywhere (on or off the board), in sight of the Ork Shaman.

Toolkit (Equipment Card)

As an action, look at one Threat Token in the GM's hand . If it is a Trap, discard the token.

As an action; you may remove adjacent Pittrap or Fallen Rocks (Roll a Skulldice; skull fails. Fall in pit).

Chest traps are automatically disabled when opening a chest while owning a Toolkit.

Wandering Monster (Treasure Card)

Choose **one** Monster from the Wandering Monsters section in the dedicated Denizens list.

Short Sword (Equipment Card)

The Short Sword can be used to attack diagonally.

Allied HeroQuest

Descent in the Dark

Denizens of the Dark

I - Green and Mean (Gemeen Groen)

Wandering Monsters:

- 4 Orks OR
- 6 Goblins OR
- 2 Orks with 3 Goblins.

Ambush:

- 3 Orks OR
- 2 Orks with 2 Goblins.

Passage Character (Room E):

- Ork Lieutenant* Grimrot.

Passage Traps:

- Corridor Section A: Pittraps.
- Corridor Section B: Speartraps.
- Room C: Pittraps.
- Corridor Section D: Falling Rocks.

Passage Chests:

- Chest F: 100 Gold Coins.
- Chest G: 160 Gold Coins.

II - Living Dead (Levende Doden)

Wandering Monsters:

- 5 Skeletons OR
- 3 Zombies OR
- 2 Zombies and 2 Skeletons.

Ambush:

- 2 Mummies OR 4 Zombies.

Passage Character (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Pittraps.
- Corridor Section B: Falling Rocks.
- Room C: Speartraps.
- Corridor Section D: Falling Rocks.

Passage Chests:

- Chest F: Jewels worth 120 Gold Coins.
- Chest G: Crown worth 140 Gold Coins.

III - Chaos Waste (Chaos Invasie)

Wandering Monsters:

- 3 Chaos Warriors OR
- 4 Fimirs.

Ambush:

- 3 Fimirs.

Passage Character (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Falling Rocks.
- Corridor Section B: Pittraps.
- Room C: Explosion Trap.
- Corridor Section D: Pittraps.

Passage Chests:

- Chest F: 75 Gold Coins.
- Chest G: 185 Gold Coins.

IV - Obliterators (Alliantie van het Kwaad)

Wandering Monsters:

- 4 Orks OR
- 2 Chaos Warriors.

Ambush:

- 5 Goblins OR
- 3 Orks.

Passage Character (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Pittraps.
- Corridor Section B: Falling Rocks.
- Room C: Pittraps.
- Corridor Section D: Falling Rocks.

Passage Chests:

- Chest F: 90 Gold Coins.
- Chest G: 120 Gold Coins.

V - Monstrous Alliance (Morcar's Troepen)

Wandering Monsters:

- 4 Orks OR
- 1 Chaos Warrior and 2 Orks OR
- 2 Fimirs and 1 Ork.

Ambush:

- 5 Goblins OR
- 3 Orks OR
- 2 Fimirs.

Passage Characters (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Pittraps.
- Corridor Section B: Speartraps.
- Room C: Pittraps.
- Corridor Section D: Falling Rocks.

Passage Chests:

- Chest F: 120 Gold Coins.
- Chest G: 170 Gold Coins.

VI - Evil Presence (Het Kwaad)

Wandering Monsters:

- 1 Chaos Warrior with 4 Skeletons OR
- 1 Chaos Warrior with 3 Zombies.

Ambush:

- 2 Mummies OR
- 4 Zombies OR
- 2 Chaos Warriors.

Passage Character (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Pittraps.
- Corridor Section B: Falling Rocks.
- Room C: Explosion.
- Corridor Section D: Speartraps.

Passage Chests:

- Chest F: 100 Gold Coins.
- Chest G: 210 Gold Coins.

VII - Chaos Horde

Wandering Monsters:

- 3 Chaos Warriors OR
- 1 Ogre Warrior.

Ambush:

- 2 Chaos Warriors OR
- 1 Ogre Champion.

Passage Character (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Falling Rocks.
- Corridor Section B: Speartraps.
- Room C: Explosion.
- Corridor Section D: Pittraps.

Passage Chests:

- Chest F: 100 Gold Coins.
- Chest G: 180 Gold Coins.

VIII - Morcar's Legion (Morcar's Legioen)

Wandering Monsters:

- 2 Orks with 3 Goblins OR
- 2 Zombies and 3 Skeletons OR
- 2 Chaos Warriors OR
- 3 Fimirs OR 1 Ogre.

Ambush:

- 2 Mummies OR 3 Orks OR
- 2 Chaos Warriors OR 3 Zombies.

Passage Character (Room E):

- Gargoyle.

Passage Traps:

- Corridor Section A: Pittraps.
- Corridor Section B: Falling Rocks.
- Room C: Explosion.
- Corridor Section D: Speartraps.

Passage Chests:

- Chest F: 200 Gold Coins.
- Chest G: 240 Gold Coins.

IX - Death in the Mist (Schaduwten in de Mist)

Wandering Monsters:

3 Fimirs.

Ambush:

4 Fimirs.

Passage Character (Room E):

Fimir Lieutenant* Finmorg.

Passage Traps:

Corridor Section A: Pittraps.

Corridor Section B: Speartraps.

Room C: Falling Rocks.

Corridor Section D: Pittraps.

Passage Chests:

Chest F: 100 Gold Coins.

Chest G: Giant ruby worth 150 Gold Coins.

X - Ogre Horde (Gruwel Garde)

Wandering Monsters:

2 Ogre Warriors.

Ambush:

1 Ogre Champion and 1 Warrior.

Passage Character (Room E):

Ogre Chief Goro.

Passage Traps:

Corridor Section A: Falling Rocks.

Corridor Section B: Pittraps.

Room C: Falling Rocks.

Corridor Section D: Pittraps.

Passage Chests:

Chest F: 150 Gold Coins.

Chest G: 170 Gold Coins.

XI - Plunderers (Pluderaars van Morcar)

Wandering Monsters:

1 Ogre Warrior OR

4 Orks.

Ambush:

3 Orks OR

5 Goblins.

Passage Characters (Room E):

Ogre Champion Ogbog OR

Ork Lieutenant* Skabdreg.

Passage Traps:

Corridor Section A: Speartraps.

Corridor Section B: Pittraps.

Room C: Falling Rocks.

Corridor Section D: Speartraps.

Passage Chests:

Chest F: 110 Gold Coins.

Chest G: 200 Gold Coins.

XII - Ogre Lair (Gruwel Troepen)

Wandering Monsters:

1 Ogre Warrior with 3 Goblins.

Ambush:

6 Goblins.

Passage Characters (Room E):

Ogre Champion Grotgul OR

Goblin Lieutenant* Snotgob.

Passage Traps:

Corridor Section A: Pittraps.

Corridor Section B: Speartraps.

Room C: Pittraps.

Corridor Section D: Falling Rocks.

Passage Chests:

Chest F: 90 Gold Coins.

Chest G: 100 Gold Coins.

* Lieutenants have +1 bonuses to "Attack Dice", "Defense Dice", "Body" and "Mind".

Extra Denizens

<p>XIII - Ratmen Burrows (Rattenplaag)</p> <p>Wandering Monsters:</p> <p style="padding-left: 40px;">4 Skaven Clanrats.</p> <p>Ambush:</p> <p style="padding-left: 40px;">1 Skaven Assassin (Lieutenant*) OR</p> <p style="padding-left: 40px;">4 Skaven Clanrats.</p> <p>Passage Characters (Room E):</p> <p style="padding-left: 40px;">Skaven Assassin Siesz (Lieutenant*) OR</p> <p style="padding-left: 40px;">Skaven Censor Bearer (can attack diagonally) OR</p> <p style="padding-left: 40px;">Skaven Lieutenant* Rirkz.</p> <p>Passage Traps:</p> <p style="padding-left: 40px;">Corridor Section A: Pittraps.</p> <p style="padding-left: 40px;">Corridor Section B: Falling Rocks.</p> <p style="padding-left: 40px;">Room C: Pittraps.</p> <p style="padding-left: 40px;">Corridor Section D: Falling Rocks.</p> <p>Passage Chests:</p> <p style="padding-left: 40px;">Chest F: Gems worth 100 Gold Coins.</p> <p style="padding-left: 40px;">Chest G: Lesser Warpstone worth 360 Gold Coins.</p>	<p>XIV - Frozen Terror (Sneeuwhorde)</p> <p>Wandering Monsters:</p> <p style="padding-left: 40px;">4 Gremlins OR</p> <p style="padding-left: 40px;">2 Gremlin and 1 Yeti OR</p> <p style="padding-left: 40px;">2 Wendigo (Polar Bear).</p> <p>Ambush:</p> <p style="padding-left: 40px;">3 Gremlins OR</p> <p style="padding-left: 40px;">1 Yeti.</p> <p>Passage Character (Room E):</p> <p style="padding-left: 40px;">Chaos Lieutenant* Krag.</p> <p>Passage Traps:</p> <p style="padding-left: 40px;">Corridor Section A: Falling Rocks.</p> <p style="padding-left: 40px;">Corridor Section B: Stalactites Trap.</p> <p style="padding-left: 40px;">Room C: Pittraps.</p> <p style="padding-left: 40px;">Corridor Section D: Wandering Monsters Trap.</p> <p>Passage Chests:</p> <p style="padding-left: 40px;">Chest F: 200 Gold Coins.</p> <p style="padding-left: 40px;">Chest G: 220 Gold Coins.</p>
<p>XV - Waywatchers (De Duistere Ogen)</p> <p>Wandering Monsters:</p> <p style="padding-left: 40px;">1 Ogre Warrior OR</p> <p style="padding-left: 40px;">1 Giant Wolf OR</p> <p style="padding-left: 40px;">2 Elf Swordfighters.</p> <p>Ambush:</p> <p style="padding-left: 40px;">2 Elf Archers OR</p> <p style="padding-left: 40px;">1 Elf Swordfighter and 1 Giant Wolf.</p> <p>Passage Character (Room E):</p> <p style="padding-left: 40px;">Elf Swordfighter Lieutenant* Drath.</p> <p>Passage Traps:</p> <p style="padding-left: 40px;">Corridor Section A: Large Pits (two squares).</p> <p style="padding-left: 40px;">Corridor Section B: Speartraps.</p> <p style="padding-left: 40px;">Room C: Speartraps.</p> <p style="padding-left: 40px;">Corridor Section D: Pittraps.</p> <p>Passage Chests:</p> <p style="padding-left: 40px;">Chest F: 140 Gold Coins.</p> <p style="padding-left: 40px;">Chest G: 300 Gold Coins.</p>	<p>XVI - World Eaters (Spieschfaust's Troepen)</p> <p>Wandering Monsters :</p> <p style="padding-left: 40px;">3 Armoured Orks (Defense +1) OR</p> <p style="padding-left: 40px;">4 Armoured Goblins (Defense +1) OR</p> <p style="padding-left: 40px;">3 Beastmen.</p> <p>Ambush:</p> <p style="padding-left: 40px;">2 Chaos Thugs OR</p> <p style="padding-left: 40px;">1 Armoured Orks with 3 Armoured Goblins.</p> <p>Passage Character (Room E):</p> <p style="padding-left: 40px;">Chaos Lieutenant* Axthand.</p> <p>Passage Traps:</p> <p style="padding-left: 40px;">Corridor Section A: Speartraps.</p> <p style="padding-left: 40px;">Corridor Section B: Speartraps.</p> <p style="padding-left: 40px;">Room C: None.</p> <p style="padding-left: 40px;">Corridor Section D: None.</p> <p>Passage Chests:</p> <p style="padding-left: 40px;">Chest F: 200 Gold Coins.</p> <p style="padding-left: 40px;">Chest G: 60 Gold Coins.</p>

Custom Denizens

<p><i>XVII - Lizardmen (Morcar's Serpents)</i></p> <p>Wandering Monsters: 3 Saurus Warriors OR 6 Skinks.</p> <p>Ambush: 3 Chameleon Skinks OR 3 Skinks.</p> <p>Passage Character (Room E): Oldblood Ch'tac.</p> <p>Passage Traps: Corridor Section A: Poisoned Speartraps. Corridor Section B: Falling Rocks. Room C: Poisoned Speartraps. Corridor Section D: Poisoned Speartraps.</p> <p>Passage Chests: Chest F: Golden Necklace worth 180 Gold Coins. Chest G: Golden Statue 250 Gold Coins.</p>	<p><i>XVIII - Reiksguard (Stadswacht)</i></p> <p>Wandering Monsters: 1 Scout + 1 Greatsword OR 1 Scout + 2 Halberdiers OR 1 Scout + 2 Crossbowmen.</p> <p>Ambush: 2 Scouts OR 2 Crossbowmen OR 1 Scout and 1 Crossbowman.</p> <p>Passage Characters (Room E): Scout Lieutenant Felix.</p> <p>Passage Traps: Corridor Section A: Pittraps. Corridor Section B: Pittraps. Room C: None. Corridor Section D: Pittraps.</p> <p>Passage Chests: Chest F: 135 Gold Coins. Chest G: 135 Gold Coins.</p>
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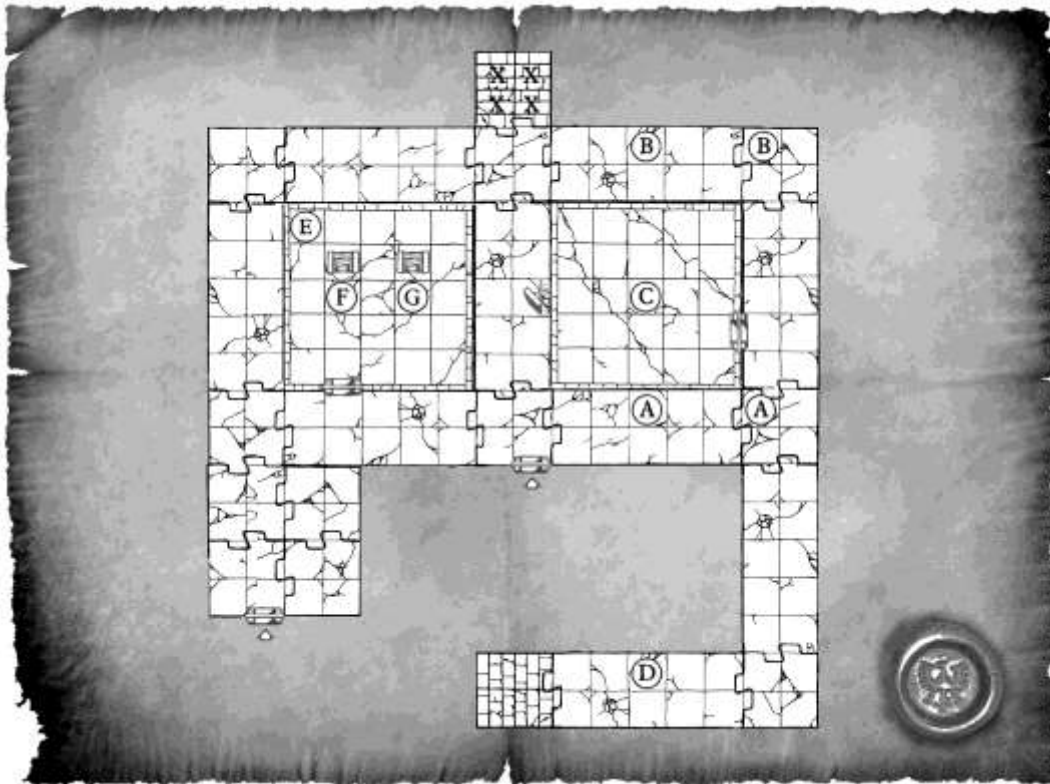


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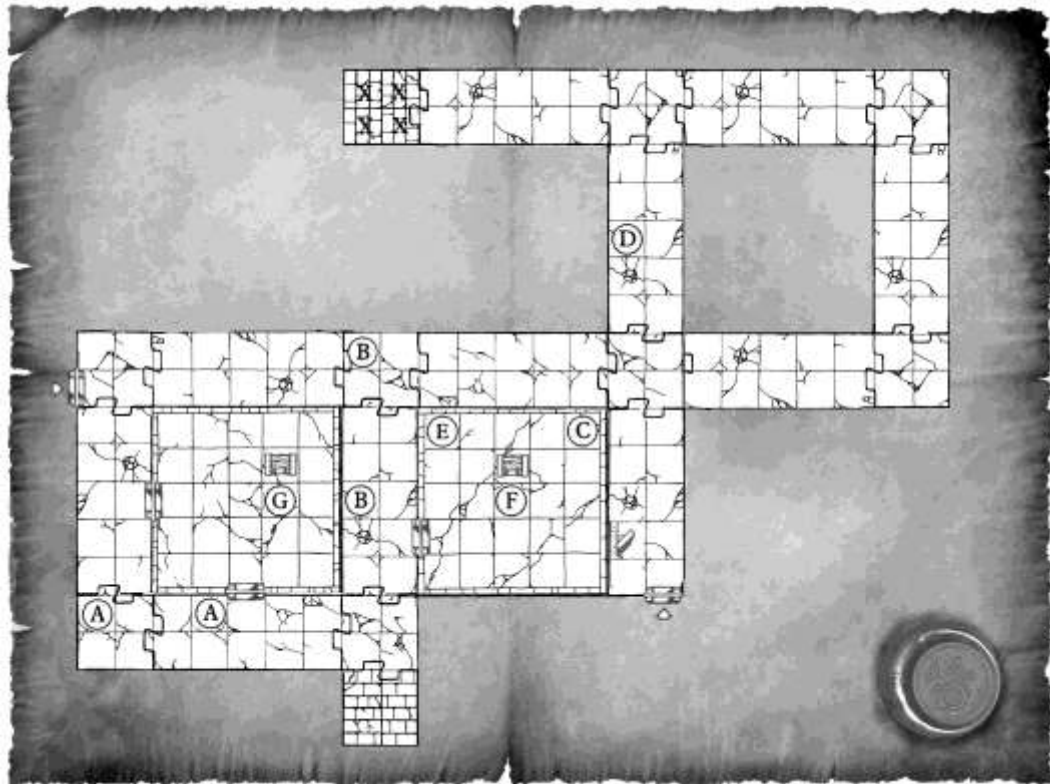
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Dark Passages

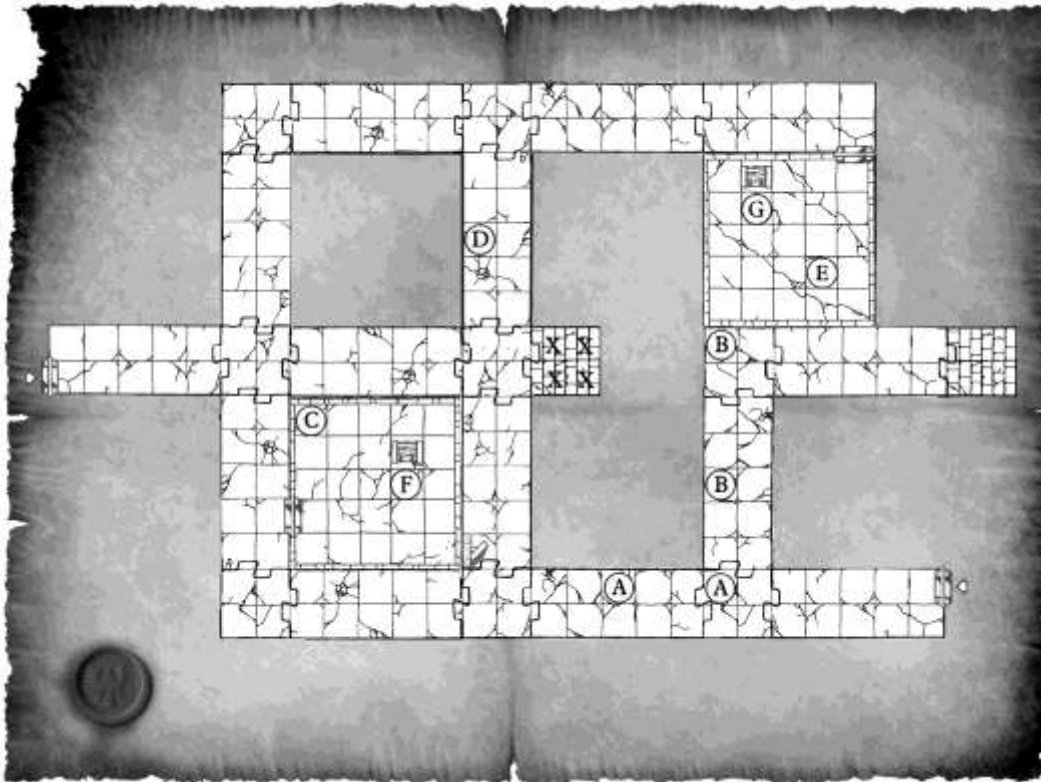
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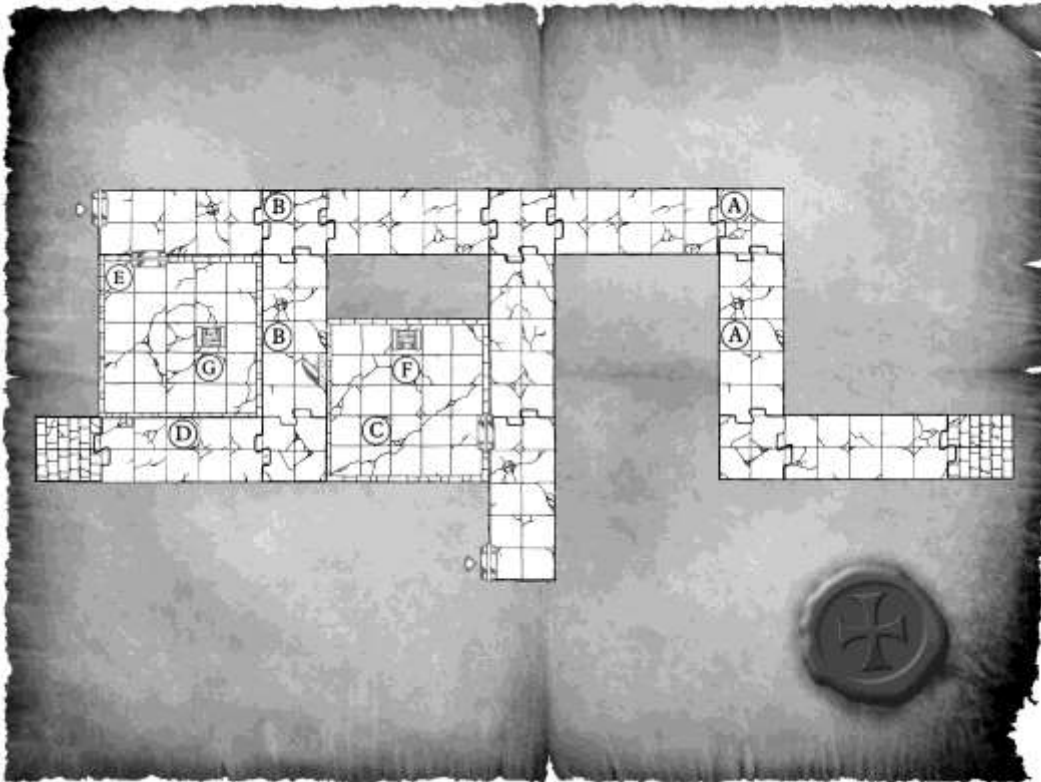
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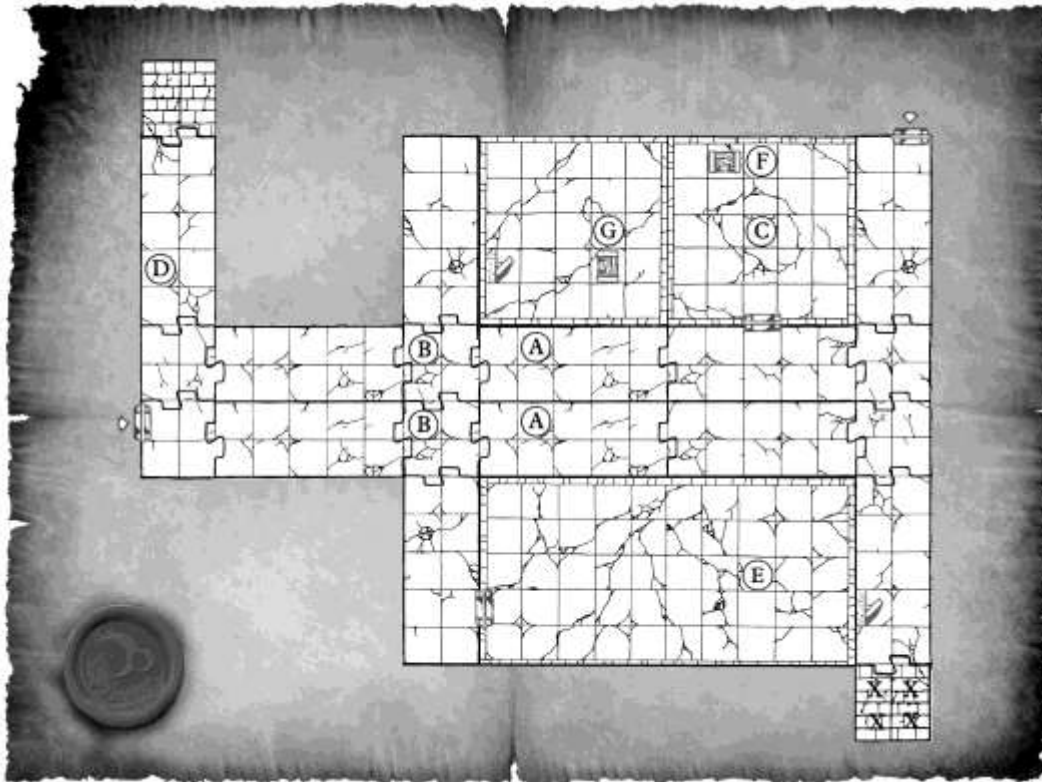
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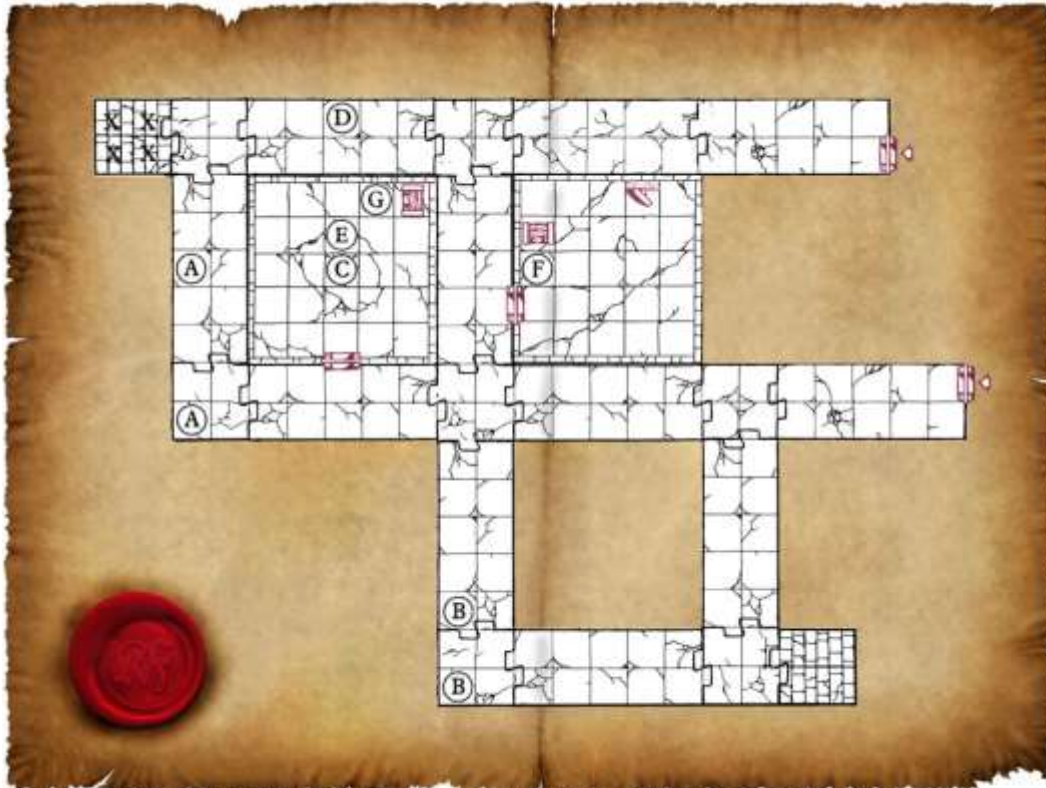
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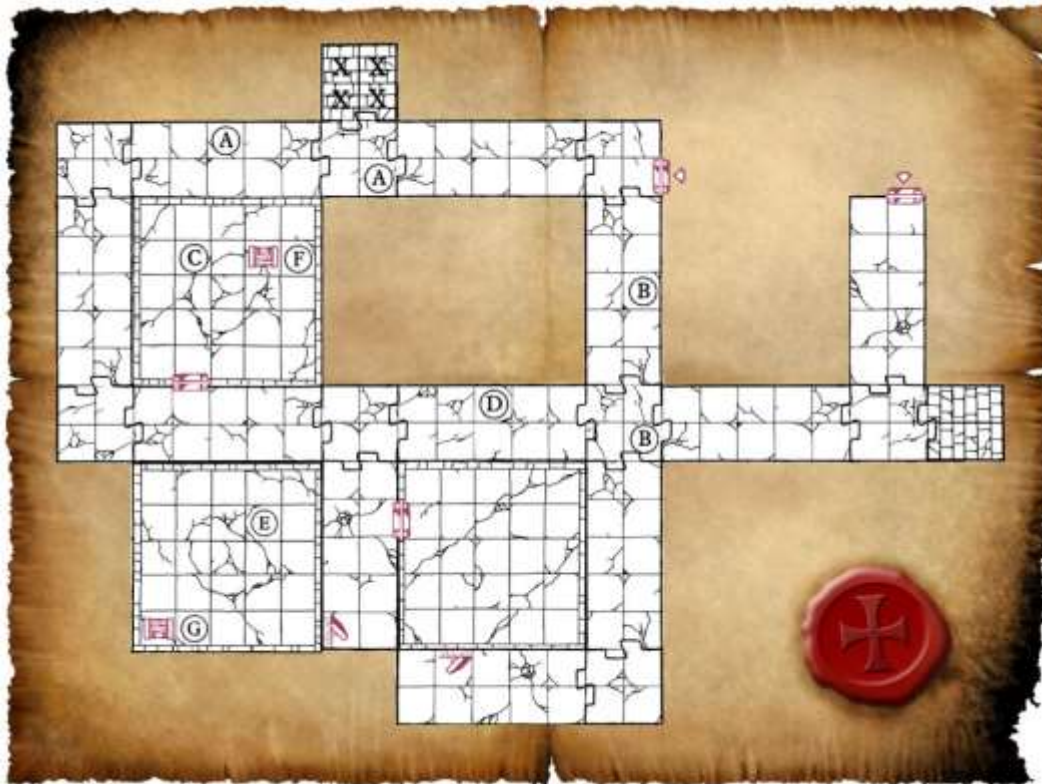
Passage V



Passage VI



Passage VII



ErrataPassage IV: The entrance is at the stairs East.

ErrataPassage VII: The entrance is not at the stairs North on the map. The entrance is in the East.