HeroQuest

ADVENTURE DESIGN BOOKLET



HEROQUEST

ADVENTURE DESIGN KIT

Introduction

Designing a good and adventurous HeroQuest dungeon is an enjoyable and challenging task. Try to make the dungeon as interesting and exciting as possible for both the evil wizard and the character players.

The following notes will help you with this by setting out some basic guide-lines and hints for successful adventure design.

The Label Sheets

The four label sheets included in the kit contain enough monster, furniture and trap tokens to design and lay out five dungeons. Use the tokens sparingly. If you try to put everything into each dungeon they will soon become repetitive.

Designing the Dungeon

Before you start designing your adventure, lay the gameboard out in front of you. As you design the dungeons place doors, furniture, traps, monsters and other features onto the board. Do not put any stickers on your Quest map until you have set the whole dungeon out on the game board to your satisfaction.

As a starting point for your Quest choose a room in the dungeon from which the character players will begin their adventure. You must then decide what the players must do to complete the Quest and, therefore, where they must go.

The Tale

As the evil wizard player you now need to create a Quest for the characters to accomplish. You must decide what the characters need to do and where they must go to complete the Quest. You may also wish to write a brief story to create a background for the Quest. There are several basic Quest types which you can use. You will find examples of these in the HeroQuest Quest Book. They are:

The Quest to defeat a certain monster, as used in *Lair of the Orc Warlord;*

The Quest to rescue someone or something, as used in *The Rescue of Sir Ragnar;*

The Quest to find a specific item or place, as used in *Prince Magnus' Gold;*

The Quest to find a way through or out of a dungeon, as used in *Legacy of the Orc Warlord.*

You should take a look at other adventures from the Quest Book to get ideas for objectives. Try to keep objectives simple as this will make the adventure easier for you to plot and more enjoyable for the players.

Blocking off areas

You do not need to use the entire board each time you design a dungeon. Corridors and rooms that cannot be entered during play should be shaded in on the map grid.

You must be careful not to create any areas where characters may be trapped, or any inhabited areas that the characters cannot get to. For example, if you placed a falling rock trap in a dead-end corridor, there is a chance that a player who sets off the trap may end up trapped in that corridor. Also, when you are blocking off areas, take care to leave open routes to all the inhabited areas of your dungeon, even if they are only accessible through secret doors, as in the Return of the Witch Lord. Place the rubble counters on the board as you use them so that you do not try to use more than you have available.

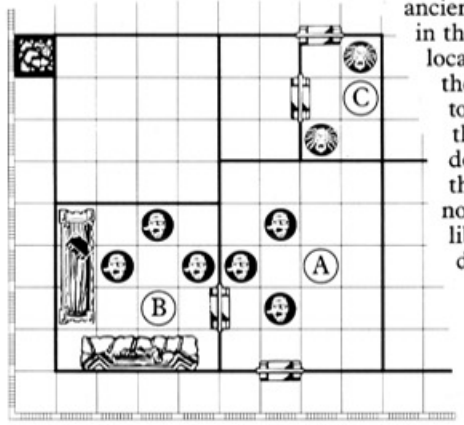
Rooms and alternative routes

There are two basic types of room you must consider:

a) Rooms which the player characters *must enter* to complete the Quest.

b) Rooms which *may* be entered during play.

The main elements of the dungeon should be placed in rooms through which the players must move. The example below demonstrates these two types:



The adventurers are on a Quest to find the ancient Tome of Truth, which will help them in the battle against Morcar. The Tome is located in the bookcase in room B and therefore the players must enter that room to complete the Quest. They must pass through room A for it contains the only door into room B. However, although they *may* pass through room C, they do not have to do so in order to get to the library and complete the Quest. This does not mean that you should neglect these other rooms; on the contrary they can be used to add interesting parallel adventures to a Quest.

Placing Furniture

Furniture plays an important role when designing a dungeon, because it allows you to create a more interesting and exciting setting for a Quest. Try to use furniture to enhance the look of your dungeon by bringing it into the game. A treasure, for example, could be hidden in a cupboard, or a secret door behind a bookcase. Pieces of furniture can also be used as the focus of a Quest. The players could, for instance, be looking for someone's tomb or searching for the Alchemist's bench which holds a vital potion needed for a powerful spell.

As you design your dungeon, place doors, furniture, traps, and other features onto the board. This will ensure you do not use more pieces than are actually available to you. There are, however, still points that you should watch out for. For example, although you have a total of 21 doors in the game, you still only have 16 open doors and this should be your maximum total of doors in a dungeon. Try not to use every piece of furniture in every adventure, as, if you use each piece of furniture sparingly it will appear more interesting to the character players when you do use it. Also, bear in mind that you have four full sets of HeroQuest furniture on the sticker sheets provided, which, if used creatively, will be more than enough for five Quests.

Placing Monsters

Whereas the number of doors, pieces of furniture and other items are limited to the amount provided in the game, the number of monsters that can be used in the dungeon is not limited by the monster pieces available.

For example: In the previous example, the monsters in room B could be represented by the models used for the monsters in room A. It is almost certain that the character players would have killed those in room A before entering room B. However, it is possible that the monster in room C could be found before the death of the monsters in A. Therefore, it should be represented by another model.

You will still have to make sure that a certain room or corridor contains no more monsters than are available, but the important point is that once the character players have moved through that area (having killed the monsters there), those pieces may be used again in another room. Do not worry, however, if you make mistakes and run out of monsters during the game. You will get better as you design more adventures.



Making monsters interesting

Try to keep monsters of similar groups together (e.g., Zombies and Mummies, Goblins and Orcs etc.). This will create a varied 'mood' throughout the dungeon. Single monsters can be used to lead unwary adventurers into traps.

Remember that it is always possible to change the values of a particular monster to make it different from the rest. An Orcish chief, for instance, could roll three dice in defence or a Gargoyle could be given two body points, and so on. You should give these monsters names and note their characteristics on the Quest sheet.

Treasure

Try to avoid giving players rewards that are too big. They can always pick up treasure cards in a room that has no other treasure, so save the big rewards for the special rooms. Again, look at existing adventures as a guide. Typically, 100 to 200 gold coins is a good reward for each successful character.

It can be good to place special treasures in each dungeon, so that the players may find them if they search in the right places. This could be anything from treasure in the form of golden jewellery or precious gems (which makes a change from finding money), to magical treasures such as potions, which have only one use and so can be noted down on the players' character sheets. Remember to note what each potion does to any character who drinks it.

Traps



Traps keep character players alert: the occasional and unexpected loss of body points may eventually be the deciding factor between life and death for a character. You should use traps with care. They can be placed near important areas, in corridors that are short cuts or behind doors. Try not to put too many traps in one corridor or room, as one searching adventurer will find them all. Remember there are only a certain number of pit trap tokens, which limits the number of pit traps you can use. Keep track of how many you have used by placing them on the board as you design the dungeon.

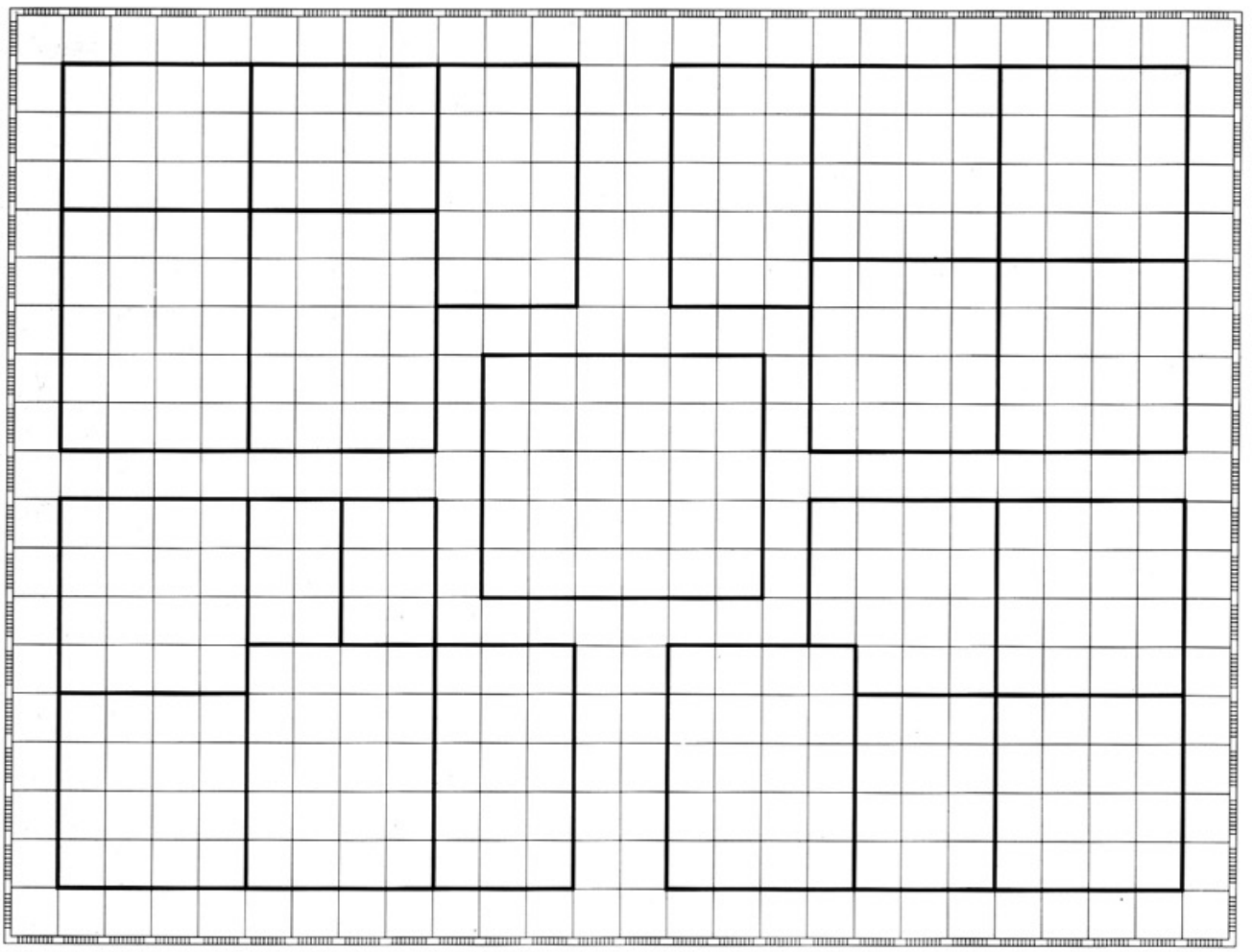
The Finished Dungeon

You should now have your dungeon fully set out on a gameboard in front of you, with all the furniture, traps and rubble counters in place. Once you have done this, check that all the corridors and rooms are accessible from the other used areas of the dungeon and that everything fits. Only now should you put your stickers on the Quest map to finalise your adventure.

Filling in the Notes

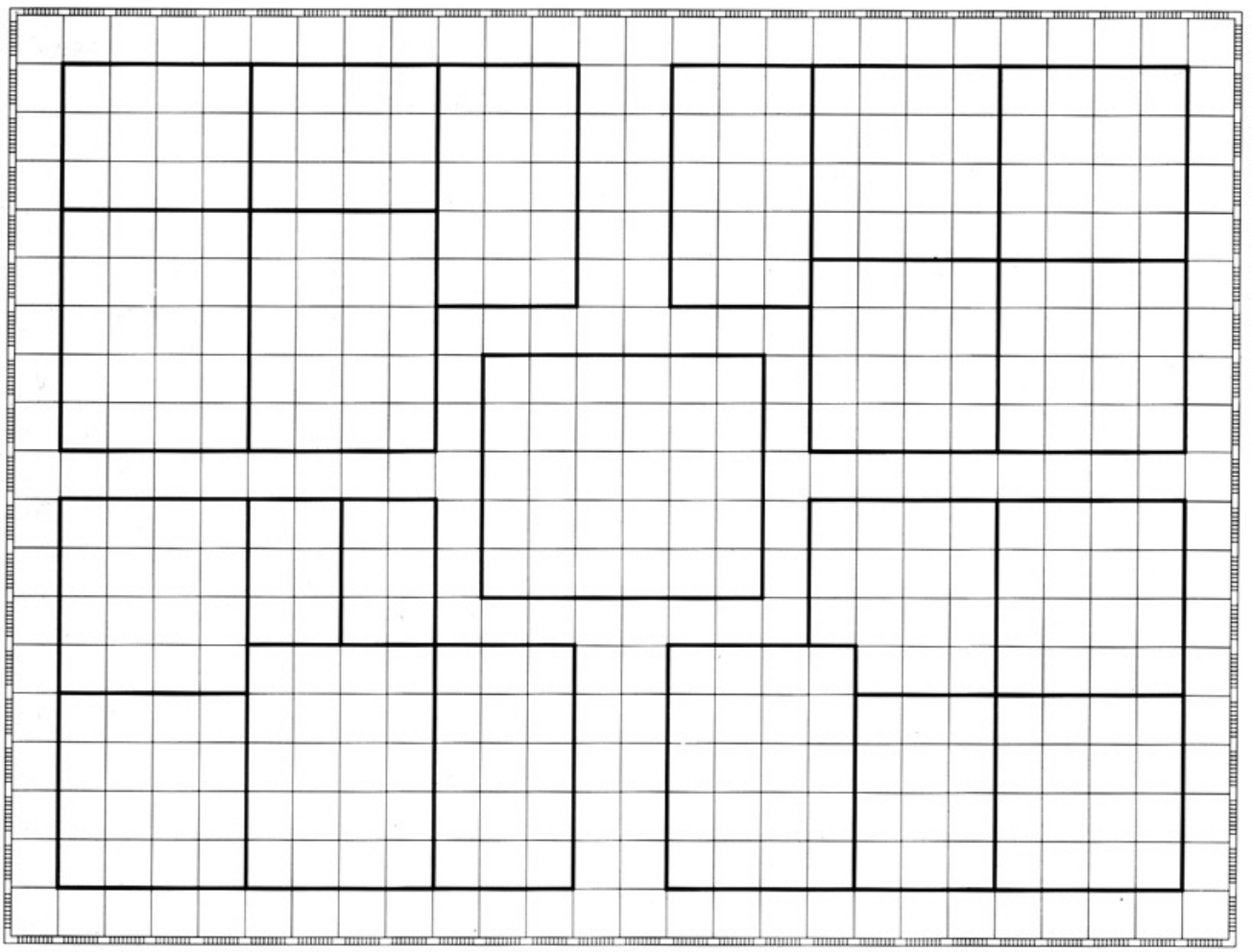
Once you have set out your dungeon on the Adventure Design Booklet, you should turn your attention to the Quest tale and notes. A space has been provided for you to write a short tale detailing the Quest. The space underneath is provided for you to write any special information about the dungeon. This includes specific treasures, special monsters such as Ulag in *Lair of the Orc Warlord*, and any other information about special features in the dungeon. Specify the rooms to which you are referring in your notes by identifying them on the board with one of the letter symbols, i.e. A, B, or C.

Once you have completed these, clear the gameboard and dare the character players to attempt your Quests!



NOTES

Wandering monster:



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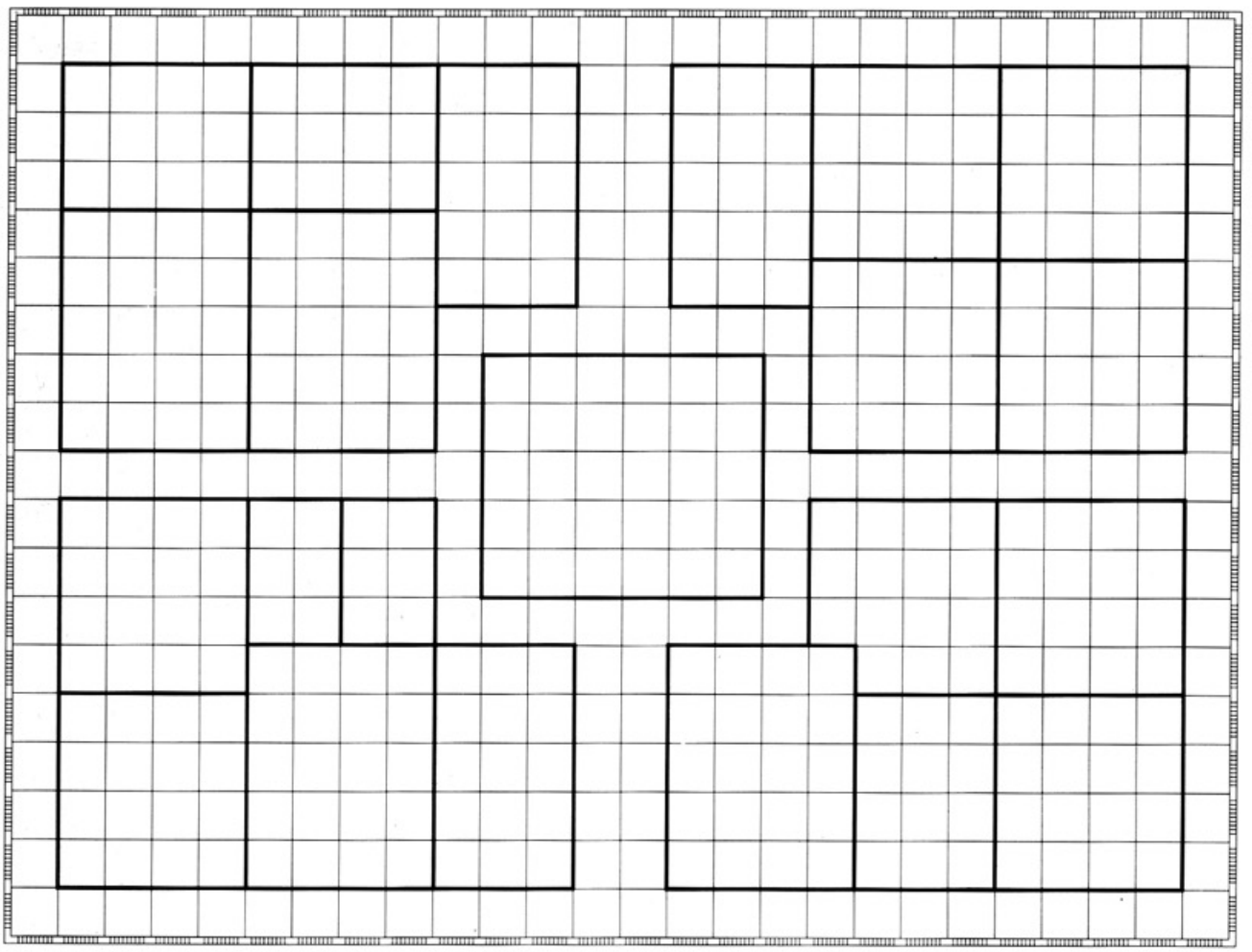

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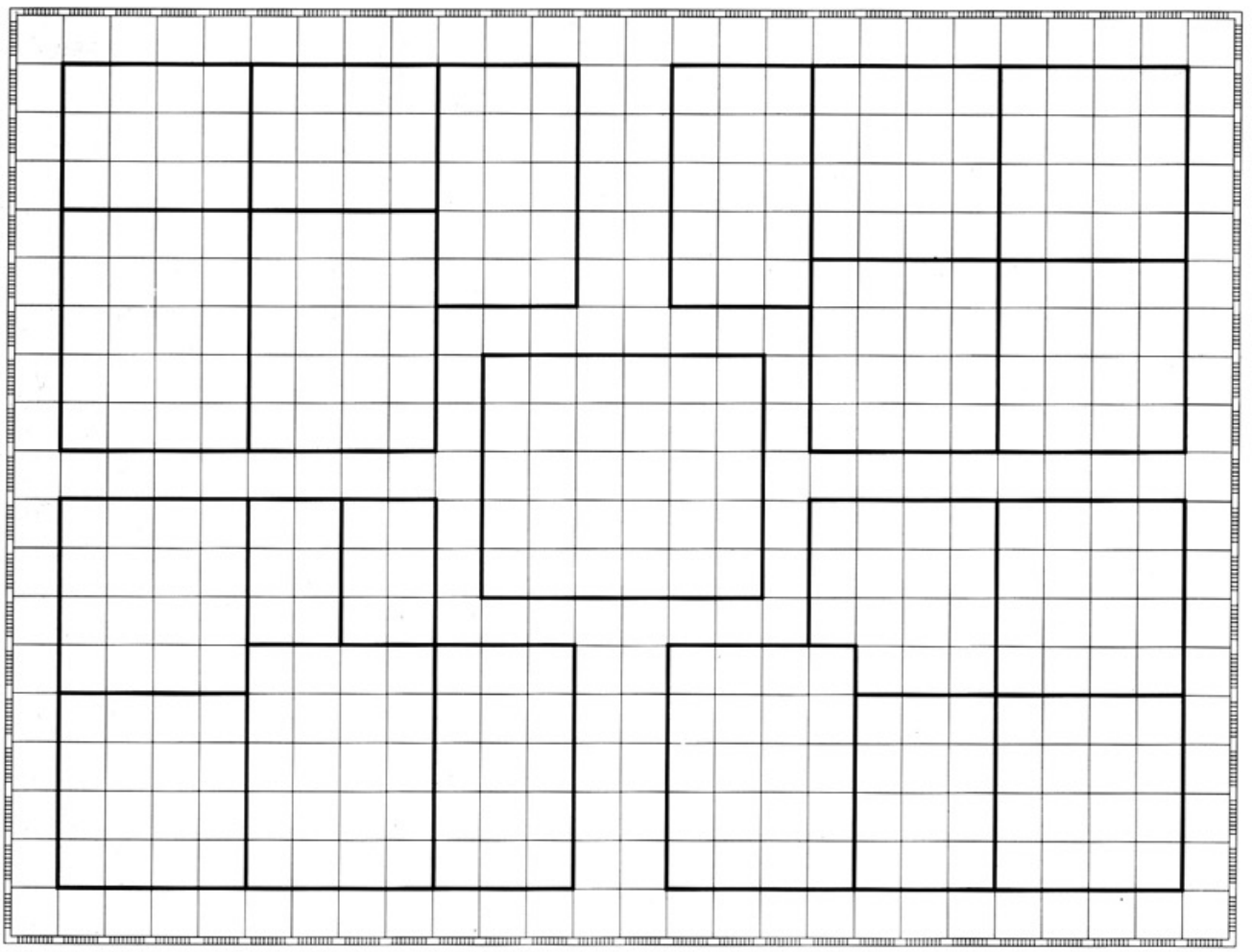

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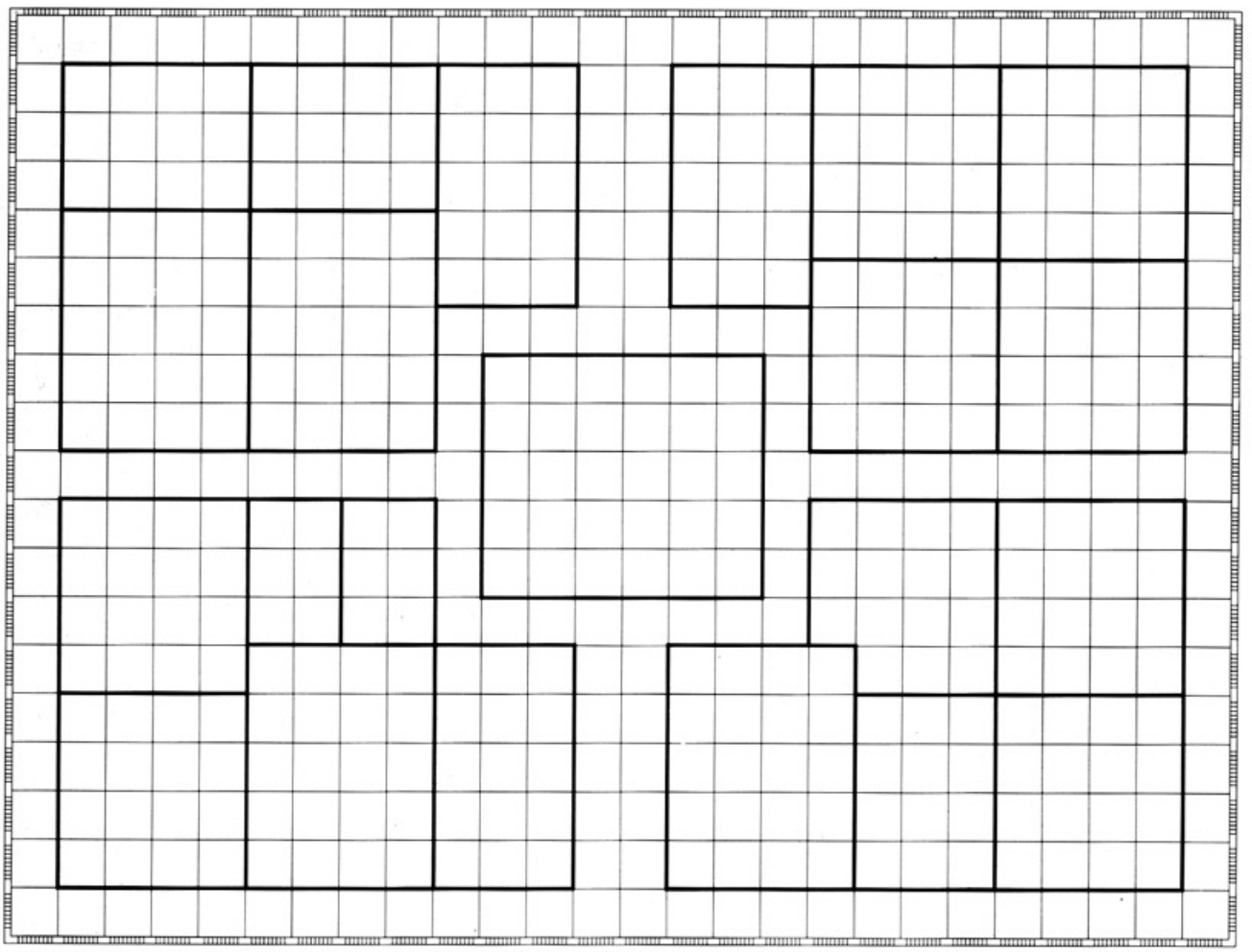


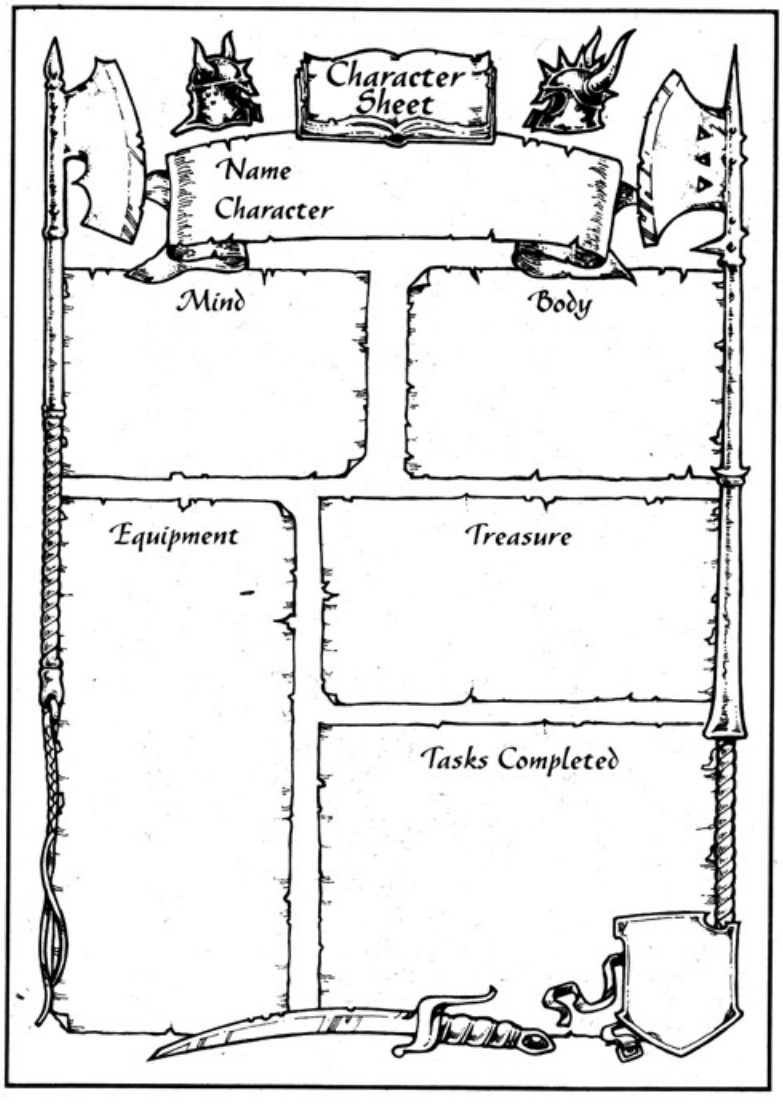
NOTES

Wandering monster:

The New Character Sheet

The new character sheet has several new features:

★ A treasure space which allows you to keep track of how much gold you have.
★ An equipment space which allows you to make note of any equipment your character owns. This also allows you to buy pieces of equipment for which there are no spare cards by simply paying the existing cost and noting them down.
★ The Shield of Honour space in the bottom corner is for character players who become Champions of the Realm as detailed in the HeroQuest rulebook. A player who becomes a Champion may take a Shield of Honour sticker and put it on his blank shield.



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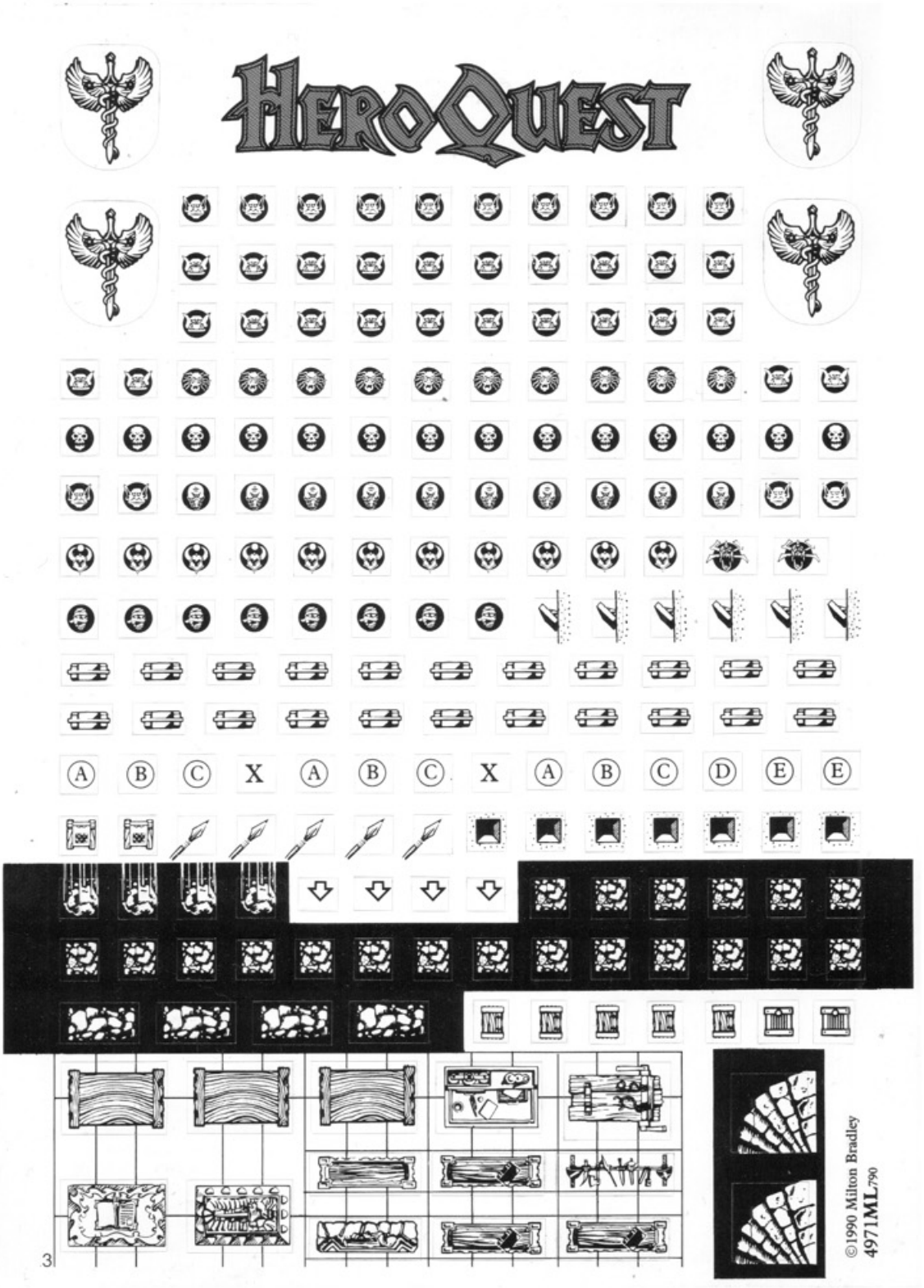
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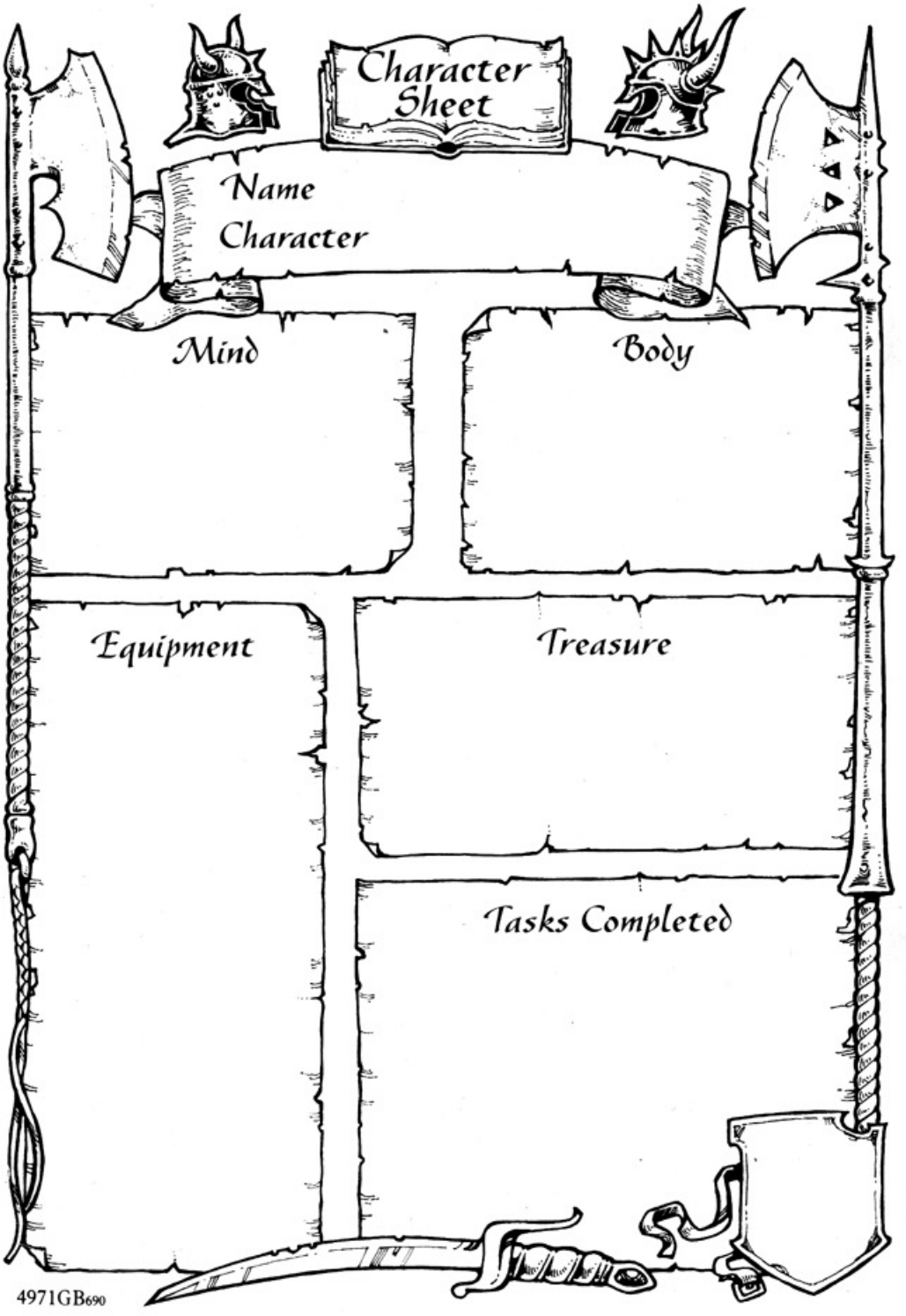
Character Sheet
Name
Character
Mind
Body
Equipment
Treasure
Tasks Completed
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