

1ST TRAINING QUEST 'SAVE THE CHILDREN'

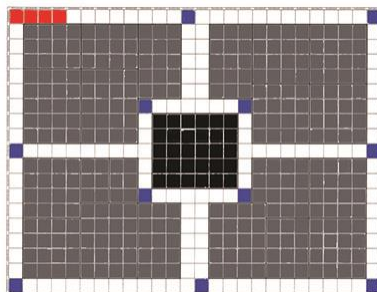
Specifics of the quest:

- 1) This is the first of 4 simple quests new players can go for if they want to get to know the rules in a progressively more complex way. This quest for example has no rooms or doors or Threat Levels and the only part of the map that is used are the corridors.
 - 2) The objective of the mission is to save 5 children that got lost in the city sewers during a rat infestation. Your mission is to find them and optionally to get rid of the rats and other monsters that have infested the sewers.
 - 3) The sewers are partially covered in sewage water that makes it hard to move. The heroes in this quest will roll 1 Movement Die instead of 2, or will have a fixed movement of 4 spaces when there are no monsters around.
 - 4) The heroes are rookies who just finished their basic training and lack most of the skills of a starting adventurer. This is done so that the players can learn how to control them easier.
- The Barbarian has 2 Attack Dice (Shortsword), 2 Defense Dice, 6 Body Points, 2 Mind Points, and 1 Movement Die. As the most durable member, he has to move ahead of the others, and protect them from monsters.
 - The Dwarf has 2 Attack Dice (Shortsword), 2 Defense Dice, 5 Body Points, 3 Mind Points, and 1 Movement Die. For now he is balanced between the Barbarian and the Elf.
 - The Elf has 2 Attack Dice (Shortsword), 2 Defense Dice, 4 Body Points, 4 Mind Points, and 1 Movement Die. As the smartest member for now, he is responsible to negotiate with any people or monsters they find in the sewers.
 - The Wizard has 1 Attack Dice with Improved Strike (Lowlander Dagger), 2 Defense Dice, 4 Body Points, 2 Mind Points, and 1 Movement Die. For now he is the weakest member and should be protected.

Difficulty level of this quest: 1

Default contents of every new area for this Quest

- All corridors are covered in a few inches of water.
- There is a grate in every junction of the board (blue squares on image). Place any marker there as a reminder of a grate you didn't search yet.
- All the water slowly drips in the center of the board (black squares on the map). That area is treated as a deep gap in the earth. If a creature falls in there it is removed from the board. Any hero or monster that is attacked (not only hit) at the corridors surrounding the gap must make a Fortitude Save. He rolls an 8-sided die. If the result is higher than his maximum Body Points then he falls in.
- The heroes start by going down a manhole in the upper left corner (red squares on image). They all hold a torch with one hand that lights the way.
- The sewers are dark. The heroes need at least 1 torch to see properly or they get Weakened Strikes on their attacks.



Fate deck for this Quest

- Draw 1 card every time you reveal a new corridor. This includes even the first round of the game, where the heroes have already revealed 2 corridors.
- Although the gap at the center of the board does not block line of sight, the sewers are covered in darkness and don't allow the heroes to see what's on the other side of the gap when they are on the outer corridors (around the board) or the inner corridors (the cross-shaped corridors). They can, however, see what's around the gap when they get to the central corridors (the square around the gap at the center). When the heroes get to that area, they draw 4 cards, one for every corridor around the gap.

Good Deeds: save all 5 of the children, don't waste any of the torches, do good in the Grate.

Evil Deeds: the Spade deck runs out, all 5 children die, do evil in the Grate.

Quest Pile (remove the following cards from the Fate deck)

Numeric Heart cards (grates)

One of the children you are looking for is hiding inside a grate. Whenever you pass by one, you draw one numeric Heart card that represents what you find inside the grate.

2: Just filthy sewage water. Remove 1 Spade card.

3: The Scaven have imprisoned an old man in here. If you save him and bring him to the Manhole it will count as a Good Deed, but he will yell from joy when he comes out and you will have to draw another Fate Card. If it's a Jack, put it back in the deck and shuffle it again. Use any miniature to represent him. He has only 1 Body Point and moves with 1 Movement die. He can't attack or defend.

4: An unarmed Skeleton pops up and immediately attacks (with only 1AD) the hero who opened the grate. He can't get out of the grate but he still blocks the corridor.

5: A Zombie with a Shortsword (2AD) pops up and immediately attacks the hero who opened the grate. He can't get out of the grate but he still blocks the corridor.

6: The heroes find a shallow tomb. A corpse is seen in the mud, decorated with golden burial ornaments. If the heroes decide to leave it be, it counts as a Good Deed. If they decide to take the ornaments it counts as an Evil Deed but they get 1 8-sided die, times 15 in gold.

7: The Scaven have imprisoned an unarmed Goblin in here. If you save it, it will agree to fight for you during this quest, but it rolls only 1AD. This Goblin though is also named Kibruk, and is a notorious killer. Lots of innocents have lost their lives because of it. If you leave Kibruk in there as punishment for its crimes, it will count as a Good Deed.

8: Dumping ground. The chamber is full of mostly trash piles, but if the heroes are lucky they might find something useful that an ungrateful denizen threw away. Roll 1 8-sided die.

1-3: Nothing but trash. Remove 1 Spade card.

4: Unknown magic potion

5: Unknown magic scroll

6: Random small weapon

7: Random small piece of armor

8: An ornament worth the difficulty level of the quest, times 10.

9: The grate was a rat nest trap and you just activated it (see below for more details).

10: You found the child. It will be scared like the other 4 children (see below) so the heroes can attempt to calm it.

Notice: There are 11 grates on the board and only 9 numeric Heart cards. The last 2 grates will contain 2 small statues of a goddess. If the heroes sell them they will get 1 8-sided die, times 10 in gold, for each. If they gift both of them to a temple, it will count as a Good Deed.

Numeric Spade cards (timer)

These are not cards you draw for some event. They are a timer for when the quest ends. Whenever something bad happens, you remove a card from this pile. If the pile runs out the quest ends with a failure. Here is when you remove a card:

- When a numeric Heart card says so.
- When a child or the old man dies.
- When the Fate deck runs out and you recycle the cards in it.

Discard Pile (these cards are needed only once and are removed from the game after they are drawn from the Fate deck)

The 4 Jacks: The children: Place any miniature next to a square with a grate. It will be one of the children you are looking for. Each child has only 1 Body Point and moves with 1 Movement die. It can't attack or defend.

- The child will initially be scared and will be ready to cry when it sees you. Each hero is allowed to calm down one child, once in the quest. The procedure is the same as with the Scaven above (using an 8-sided die).

- If a hero succeeds the child calms down. Then the heroes decide if they escort it back to the manhole or they take it with them (highly advised to take it to the manhole).

- If you fail, the child will cry and its voice will attract enemies. Draw a Fate card. If it's a Jack, put it back in the deck and shuffle it again.



The 4 Aces: Scaven: Place a monster miniature next to a square with a grate. These humanoid rats command the rats with telepathy. They have the same statistics as a Goblin and attack with a Spear (2AD). Each hero is allowed to scare one of these monsters, once in the quest. Roll an 8-sided die. You manage to scare a Scaven if you roll a number as high as your Mind Points (The Barbarian and the Wizard need a 1 or a 2. The Dwarf succeeds even on a 3 and the Elf even on a 4).

- If you succeed the Scaven will panic, will rush towards the center of the board, and will fall in the gap.
- If you fail, the Scaven will fight you. It will throw its spear at you on the first round and will be attempting to bite you in every next round (1AD). If it succeeds, the hero has Weakened Block.
- The heroes are allowed to use the spear as a secondary weapon after the fight is over.
- Defeating all 4 of the Scaven will deactivate all Rat Nest traps. If you draw such a card, the rats do not do anything.



A Scaven miniature from Advanced HeroQuest

Recycle Pile (these cards recycle in the Fate deck, so keep them to the side and add them in again when the deck runs out)

The 4 Kings: Giant Rats: Place a monster miniature next to a square with a grate. These giant rats are ferocious. They have the same statistics as an Orc and attack by trying to bite a hero (3AD). If they succeed, the hero has Weakened Block.

- The heroes are allowed to scare such a monster by throwing one of their torches at it. If they do the torch gets wasted, the Giant Rat will panic, will rush towards the center of the board, and will fall in the gap.



Not from a game in particular, I just found them online

The 4 Queens: Rat Nest: The corridor is infested by Rats that attack each hero with 2 Weak Strikes each round (they hit only on White Shields). Their damage is poisonous (can't be healed).

- The heroes are allowed to split in teams if not all of them want to pass through a rat nest.
- The rats are initially inside holes on the walls and haven't noticed the heroes. The heroes that decided to pass through the nest are allowed to attempt sneaking past them if they roll an 8-sided die and get an 8 (only 1 attempt is allowed).
- The heroes are allowed to scare the rats by throwing one of their torches at them. If they do the torch gets wasted, and the rats scatter, ending the threat.
- The rats will not follow the heroes if they walk away from their nest. The area of a nest is a straight line, so if the heroes turn somewhere, they are safe.
- The heroes are not allowed to take a fixed 4 square move while inside a rat next. They have to roll the dice. Even if they manage to get out of the radius of the trap with one roll, they still get attacked by the rats.
- If the 4 Scaven have been killed or scared away, the Rats will not attack the heroes.



Numeric Clover cards and numeric Diamond cards do not matter in this quest. Remove them from the deck.

How to replay the quest with Difficulty level 2, once the heroes have become stronger

- 1) Give the Scaven a Shortsword (2AD) and a Wooden Shield (2AD). The Scaven will switch to those after they throw the Spear.
- 2) Give Giant Rats another Body Point.
- 3) Replace the Skeleton monster with a Mummy.
- 4) Draw 2 Fate cards when a child cries.