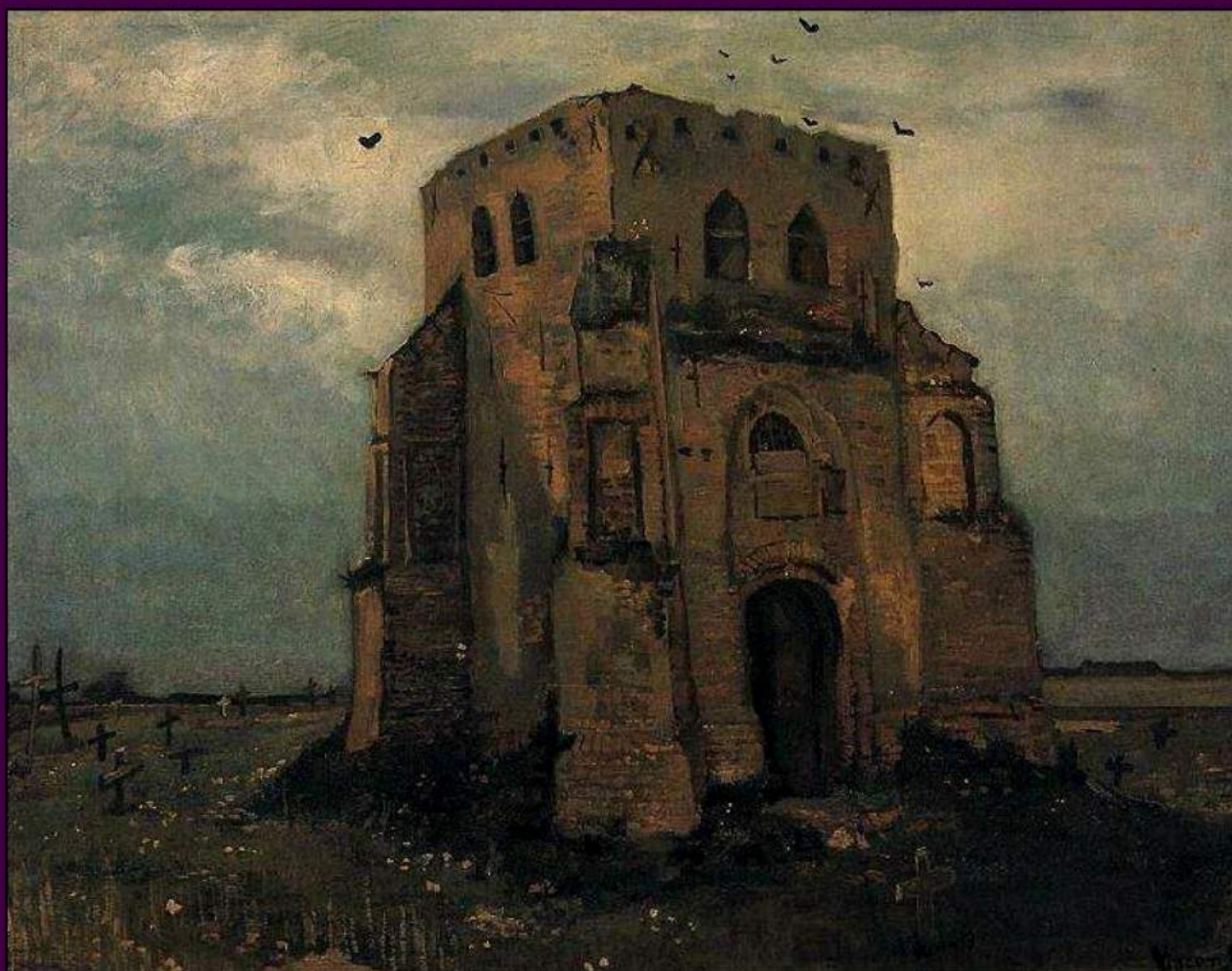


HEROQUEST

The Dark Tower

by Gianmatteo Tonci



The Dark Tower

A campaign of epic quests for



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Cover illustration:

Old Cemetery Tower at Nuenen, Vincent van Gogh in 1885

Quest Maps, new tiles, cards and tokens:

Gianmatteo Tonci

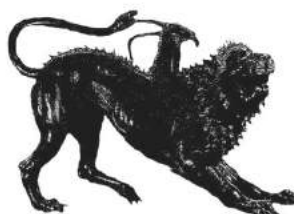
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#Chq5 - 1st Edition - November 2009

The Dark Tower

With a tired, worried look the wise Mentor welcomes you into his study. It almost seems that your old master has not slept for days. You notice that his huge desk is covered with even more books and scrolls, than usual. Distractedly he beckons you to sit on the upholstered chairs that have been arranged round the study. While he indulges in a deep peaceful sigh upon his high seat near the fireplace, in which burns a fire crackling merrily, in contrast to the gloomy atmosphere in the room.

I called you here because an old horror has awakened, from the long sleep of death. Having risen from his velvet lined coffin to reclaim it's former territories. Perhaps you've heard of the Hills of the Waning Moon, a small region in the foothills of the Empire that was once ruled by the noble counts of the house of Von Orloff. For years their dynasty was believed extinct and their ancient manor seemed uninhabited and in ruins, but it turned out that this was not the case after it had been well scouted.

Henrik Von Orloff, the last Count of the dynasty, was an evil tyrant dissolute and libertine, very different from his ancestors. The farmers were terrified, because of the moonless nights that his thugs roamed the cemeteries to dig up the bodies used by the nobleman for his blasphemous studies. Even worse was the kidnapping of some live inhabitants. Who's horrible fate was to perish between barbaric tortures in the secret laboratory of Von Orloff. These people were merely used as guinea pigs for twisted experiments in which the noble tried to discover the secret of eternal life by combining magic and science.

For some time now there have been reports that testify without a shadow doubt that the evil Count has returned from the dead, thus revealing his Vampiric condition. He has again returned to "work in his Dark Tower", where he and his undead minions resume his blasphemous experiments. The inhabitants of the area again live in the fear of the Vampire, who terrorizes the nights entering homes to feed on blood or to kidnap the unfortunate who he will add to his undead legions.

Your task is to penetrate the ancestral home of Henrik Von Orloff to put an end to the reign of terror of the Count. In your search you push to the heart of the Dark Tower, through the secret laboratory of the Vampire and lounges haunted by his undead. It is said that even Henrik's own wife the Countess of Von Orloff, is now a frightening creature in the service of the forces of darkness. Marked by the blood lust of this ruthless Count, the fate of the entire territory of the Hills of the Waning Moon is now placed in your hands as it's last hope of salvation.

Special rules of the game

You are reading a campaign for Hero Quest, formed by five companies linked together. It is to be played in chronological order as it's presented. Which will catapult the Heroes; in the domain of an evil vampire, Count Henrik Von Orloff. The Count is from a small region the foothills of the Empire called the Hills of the Waning Moon, the foothills has risen again from his coffin. Drawing his legions of the dead to regain his rule over the ancient territories with an iron fist and blood thirsty ferocity.

Though, it is not required in this pack to have played any of the quests from the main Hero Quest game. It is recommended to have at least played a couple quests, even if they were not completed so all players have some experience playing the game and understand the basic rules. So unwitty Heroes, do not suffer a cruel and violent demise at the hands of the terrible opponents and insidious traps that await them.

There are some new additions presented in this quest pack. Some are already presented in the North American version of Her Quest and are not included in the Italian version, others are brand new. In the next pages of this book you will find, descriptions of some monsters, a Hero particularly suitable for the campaign and is strongly recommended for players to use, Vampiric Spell Cards, more new items and unpublished pieces to be placed on the game board. There are also brand new previously unpublished maps and tokens. All paper miniatures of the monsters and cards are in color, ready to be printed and used just like the main game.

Further updates and statistics for the monsters; who now have the variable Body Points (borrowed the North American version), instead of a single Body Point as described in the Italian version. Heroes will now be facing opponents who are much more robust and harder to put down! Also there are several new traps awaiting the Heroes in their advance into The Dark Tower of Count Von Orloff.

It's important to remember that all these quests are connected. But the Heroes recover all Spells, Mind and Body Points between each quest. Magic Potions that are found during each quest may be stored but they can only be used during the quest in which they were discovered. They cannot be preserved by the Heroes for future quests. While the potions that are found among the Treasure Deck should be used during the whole course of this expansion. They must be discarded once the quest pack has been played in its entirety.

One last tip; for the one who plays the evil player Zargon. If someone were to die during the Heroes campaign, allow them to replace their dead with another Hero. But this new Hero should not be allowed to keep any of the objects and equipment (ordinary or magic) which they have collected during previous adventures. The new Hero must start from scratch, while seeking fame and fortune by venturing among the haunted ruins of the Dark Tower.

All that remains is to wish good luck to the brave Heroes who will attempt to stop the threat from the undead horde led by the Vampire Count Von Orloff. Who has risen from the shadows of death to establish a reign of terror on the Living; may the Heroes swords strike firmly, may their magic defeat the restless dead who have returned from the grave and may their courage resist the wickedness that lurks inside... The Dark Tower.

The Vampire Hunter

Among all adventurers who travel the countless lands of the Old World, none do a job more thankless and dangerous than the Vampire Hunter. While mere mortals shun the dark and gloomy crypts where shadows hide these undead that feed on the blood of the living, he chases them relentlessly to exterminate them and permanently eradicate the threat they pose to all men and civilized lands.

Attack:	2 combat dice	Body:	7
Defense:	2 combat dice	Mind:	3
Movement:	2 red dice		

To represent the Vampire Hunter, use the paper miniature, a hero not being used from the main game of Hero Quest or a miniature can be bought at local hobby shops and Online.

Special Rules:

1. The Vampire Hunter begins every quest with a vial of Holy Water that can be used instead of making an attack, to eliminate any undead. It should be discarded after use and must be used during the course of the current quest, and cannot be saved for later quests.
2. The Vampire Hunter has developed a special resistance to the hypnotic ability of his arch-enemies and is therefore immune to the Vampiric Spell "Hypnotic Gaze".
3. The Vampire Hunter cannot wear armor.

The Ranks of Count Von Orloff

The evil Vampire Henrik Von Count Orloff, the old lord of the Hills of the Waning Moon that are located at the extreme subsidiary of the Empire, has decided that it is time to reclaim his ancient possessions and gathered around him a legion of undead minions, ready to oppose any Heroes who would dare to challenge their dark master.

Skeleton

These are animated remains of warriors of undead, long disappeared from the backbone of an army. Skeletons are slow but relentless, acting under the power of Chaos magic.

Attack:	2 combat dice	Body:	1
Defense:	2 combat dice	Mind:	0
Movement:	6		

To represent the Skeletons; use the miniatures that are in the main game of Hero Quest.

Zombies

They too are corpses animated by magic but, unlike the Skeletons, Zombies still have traces of skin and muscles. Even though it is in an advanced stage of decomposition. They move slowly and difficultly, carrying the stench of the grave.

Attack:	2 combat dice	Body:	1
Defense:	3 combat dice	Mind:	0
Movement:	4		

To represent the Zombies; use the miniatures that are in the main game of Hero Quest.

Ghoul

Ghouls are undead minion, once human; turned into horrible creatures by being given a bit of blood from a Vampire without being drained of their mortal blood. Who now feed on the flesh of rotting corpses, animal and human alike. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively. They are horribly disfigured by their change, completely hairless and stink terribly of death. Their tongues become long and tough for licking marrow from cracked bones. The teeth and nails of these creatures become sharp and elongated. Any cuts caused by their filthy claws or sharp teeth cause of infectious wounds discharging with pus.

Attack: 2 combat dice **Body:** 2

Defense: 3 combat dice **Mind:** 0

Movement: 5

Special Rules:

Every time the Ghoul attacks a Hero and causes the lose of Body Points the hero will take the damage as normal but now the hero has an infectious wound. Therefore at the beginning of the next round the Hero must then roll the number of combat dice equal to the number of skulls the Ghoul has caused them in the previous attack. For every skull the hero rolls, they will lose one additional Body Point for each new skull they roll (this roll for the infectious wound cannot be defended in anyway).

To represent the Ghoul; use the paper miniatures, Ice Gremlin miniatures that are in The Frozen Horror expiation pack of Hero Quest or Ghoul miniatures can be bought at your local hobby shops and Online.

Shadow

Shadows are shadowy, undead creatures without a bodily form. They appear as ghosts of darkness as their name would suggest, with two hot coals for eyes. Materializing out of nowhere to attack the heroes with their icy claws. They are intangible and are very difficult to hurt, unless you use magic.

Attack: 3 combat dice **Body:** 3

Defense: 3 combat dice **Mind:** 0

Movement: 9

Special Rules:

Shadows are ghostly intangible creatures, so they are vulnerable only to spells and magical weapons. All attacks made against them with weapons not enchanted with magic do not harm these undead. They also have a resistances to some of the affects of Holy Water; so when the Shadows are attacked with it, they get to try and defend the attack. Rolling one combat die and they are destroyed only if the roll results in the roll of a skull. Otherwise the Shadow only suffers one Body Point of damage. On the Shadow's first attack they strike by surprise, materializing out of nowhere. When the Hero defends this first attack they can only roll one combat die in defense. In the following rounds the Hero rolls their usual number of defense dice.

To represent the Shadow; use the paper miniatures, Death Mist tile that is in the Return of the Witch Lord expiation pack for Hero Quest or Shadow miniatures can be bought at your local hobby shops and Online.

Banshee

The Banshee is an undead spirit that has the appearance of a spectral woman, cloaked in long funeral robes. Her face is that of a woman that is torched with pain and the terrible cry of despair she wails can kill any hero who hears it, making them literally die of fright.

Attack:	4 combat dice	Body:	4
Defense:	4 combat dice	Mind:	5
Movement:	8		

Special Rules:

Before the start of a fight, the Banshee emits her moaning cry of despair, which affects all the heroes in the room or in the corridor where the Banshee is found. The Banshee rolls the number of dice equal to her combat Mind Points, for each skull obtained all the Heroes who are in the same room or corridor of the monster must lose 1 Mind Point. When the Mind Points of a Hero drop to zero, they die of fright. The Banshees are so powerful that they are not destroyed with Holly Water, but they take one Body Point of damage from it.

To represent the Banshee; use the paper miniatures, Gargoyle miniature that are in the main game of Hero Quest or Banshee miniatures can be bought at your local hobby shops and Online.

Vampires

Vampires are undead creatures that have come back from the grave to suck the blood of the living, they drink it to prolong their existence. They are nocturnal creatures with pale complexion, evil eyes and two predominate front canine teeth or fangs. Vampires are vulnerable to direct sunlight and sacred objects. To kill them permanently, you must behead them or pierce their heart with an ash stick (aka a wooden stake). They are formidable fighters and are beings of great power. Vampires are also able to shape-shift into a wolf, bat or mist; but they also wield the power to use their hypnotic gaze on their victims. Thus hypnotizing them and making them harmless before they suck their blood, charm them or attack them.

Attack:	4 combat dice	Body:	5
Defense:	6 combat dice	Mind:	6
Movement:	8		

Special Rules:

Vampires know Vampiric Spells and can use them against the Heroes. These spell cards are attached to this quest book. During their normal attack a Vampire can also choose to bite Heroes (announcing to the Heroes that they are doing so) sucking their blood to regenerate themselves, thus absorbing new life. At which time, the Vampire rolls his normal attack dice. For every Body Point of damage the Hero has not defended against the Vampire heals his body points by the number of skulls not defended, not exceeding his maximum number of Body Points (which is five). Vampires are so powerful that they are not destroyed by "Holy Water", but suffer 1 Body Point of damage from it.

To represent the Vampire; use the paper miniature, Chaos Warrior miniature that are in the main game of Hero Quest or Vampire miniatures can be bought at your local hobby shops and Online.

Traps and Pitfalls

The halls of the Dark Tower are protected not only by the undead minions of Von Orloff, but also by numerous clever deadly traps. Whenever the Heroes come across a trap in the course of this expiation, Zargon will have to refer to this section to determine their effect. As always, remember that only Heroes can trigger traps and get affected by them. Monsters crossing a space that contains a trap will not trigger it or suffer any negative consequences. Even if the trap has already been placed on the board, unless otherwise noted in the description of the individual pitfalls. To represent those traps that remain on the board after being activated, you will find a few of these trap markers printed with this expiation. The rest of the markers will be found in the main game of Hero Quest and the other expansions produced by Milton Bradley.



Falling Rock Traps:

These traps are placed onto the board when found. They may later be disarmed and removed by the Dwarf or any other Character with the tool kit equipment card.



Bottomless pit (or Pit of Darkness)

These traps are placed onto the board when found. This trap may not be disarmed. Once found the Bottomless Pit Trap (or Pit of Darkness) tiles stay on the board, so the only way to get around them is to jump them. To jump this trap hero must have at least 1 square after trap is jumped to land on. The hero then rolls 1 combat die, if a character crossing the Bottomless Pit Trap (or Pit of Darkness) rolls a skull they will plunge 30ft onto the hard floor below. Once the hero falls, they will suffer damage depending on how much Armour they are wearing. Characters not wearing any Armor must roll 1 combat die to see if they loose a body points; those wearing chain-mail or Borin's Armor must roll 2 combat dice; and those wearing plate mail must roll 3 combat dice. A character may climb out of the dark pit on his next turn by rolling a 5 or 6 if there is a free space on any one side of the Bottomless Pit Trap (or Pit of Darkness) if a 5 or 6 is not rolled the hero has to stay in the pit until this happens. But they do not take any other damage for being stuck in the pit. While in the pit a hero may not attack or defend themselves.



Pit trap

These traps are placed onto the board when found. They may later be disarmed and removed by the Dwarf or any other Character with the tool kit equipment card. Until this trap is disarmed it may be jumped by any Character. For a Character to jump the Pit trap they must have at least 1 square after they jump it. The hero then rolls 1 combat dice, if any thing but a black shield is rolled the hero falls into the pit. Taking 1 body point. To climb out a hero must roll a 5 or 6 on a red dice at the beginning of their next turn. Until this happens the hero has to stay in the pit. But they do not take any other damage for being stuck in the pit. While in the pit a hero may not attack or defend themselves.



Vampire Bat Swarm Trap:

When this trap is triggered, a section of the ceiling opens and unleashes a swarm of bloodsucking vampire bats against anyone in the space indicated on the map and in the eight adjacent squares. Provided there are other Heroes in the same room or corridor in which the trap has been triggered, each victim must roll three combat dice. For each skull obtained, 1 Body Point of damage must be taken due to the bites and the loss of blood caused by the bats. Once the trap has been triggered this space becomes harmless and can be crossed safely.

Axe Trap:

When a hero moves onto this square, a sharp giant blade swings out from a hidden alcove in the ceiling or wall, hitting the hero in the box indicated on the map. The victim must roll three combat dice and lose one body point for each skull rolled. The hero does not get to defend this attack. Once the Body Points are dealt, the trap becomes harmless and the box can be crossed safely.

Spear trap

Any hero who triggers a Spear Trap must roll 1 combat dice and lose one body point if a skull is rolled. The Spear Trap will only affect the first hero to enter the square indicated on the map. Thus weather this trap is disarmed and removed by the Dwarf or any other Character with the tool kit equipment card, or set off this trap is always disarmed when found; so there are no spear trap tiles.

Magic Potions

In the course of their searching and exploration, the Heroes will find Magic Potions, elixirs that when drunk have miraculous effects and powerful magic. The magic potions that are unearthed during each quest maybe stored but they can only be used during the quest which they were discovered. They cannot be preserved by the Heroes for future quests. While the potions that are found among the Treasure Deck should be used during the whole course of this expansion and must be discarded once the quest pack has been played in it's entirety

Whenever the text of a quest says that a Hero has found a potion, that player must draw the top card from the Potions Deck . Some Magic Potions have the same effect as potions that can be found in the deck of Treasure Cards, while others are different.

Drinking a potion requires no action and it can be drunk at any time. You cannot drink more than one potion in the same turn and reap the benefits of more than one potion at a time. For example, if a Hero has already drank a Reinforcing Potion but, before attacking they choose to drink a potion of Recovery, at which time the Hero harness the powers of the latter, but the effects of a Reinforcing Potion will vanish and the Hero can no longer enjoy the effects of it. All Potion Cards are discarded after use.

You will find the cards to be printed for this expansion with details on the Bunch of Potions (aka Potion Deck) file attached to this quest pack. If the Evil Wizard and the players agree, they can use the Potion Deck in all their adventures. If the Potion Deck is not available (or if you do not want to use it), whenever the quest text says that a Hero has found a Potion, they must roll a 6 sided dice to see what kind of enchanted elixirs were found:

- 1) **Potion of Rapidity (aka Potion of Speed):** You can drink this potion at any time and in the next round, you can roll double your normal movement.
- 2) **Potion of Recovery:** You can drink this potion at any time, the next time you roll two additional combat dice in defense when fending off an attack.
- 3) **Potion of Strength:** You can drink this potion at any time, the next time you Attack it allows you to roll two extra Combat Dice.
- 4) **Potion Regeneration:** You can drink this potion at any time, to regain up to 4 lost Body Points (not exceeding your maximum number of Body Points).

5) **Heroic Infusion:** You can drink this potion at any time, the next time you attack, you can make two attacks instead of one.

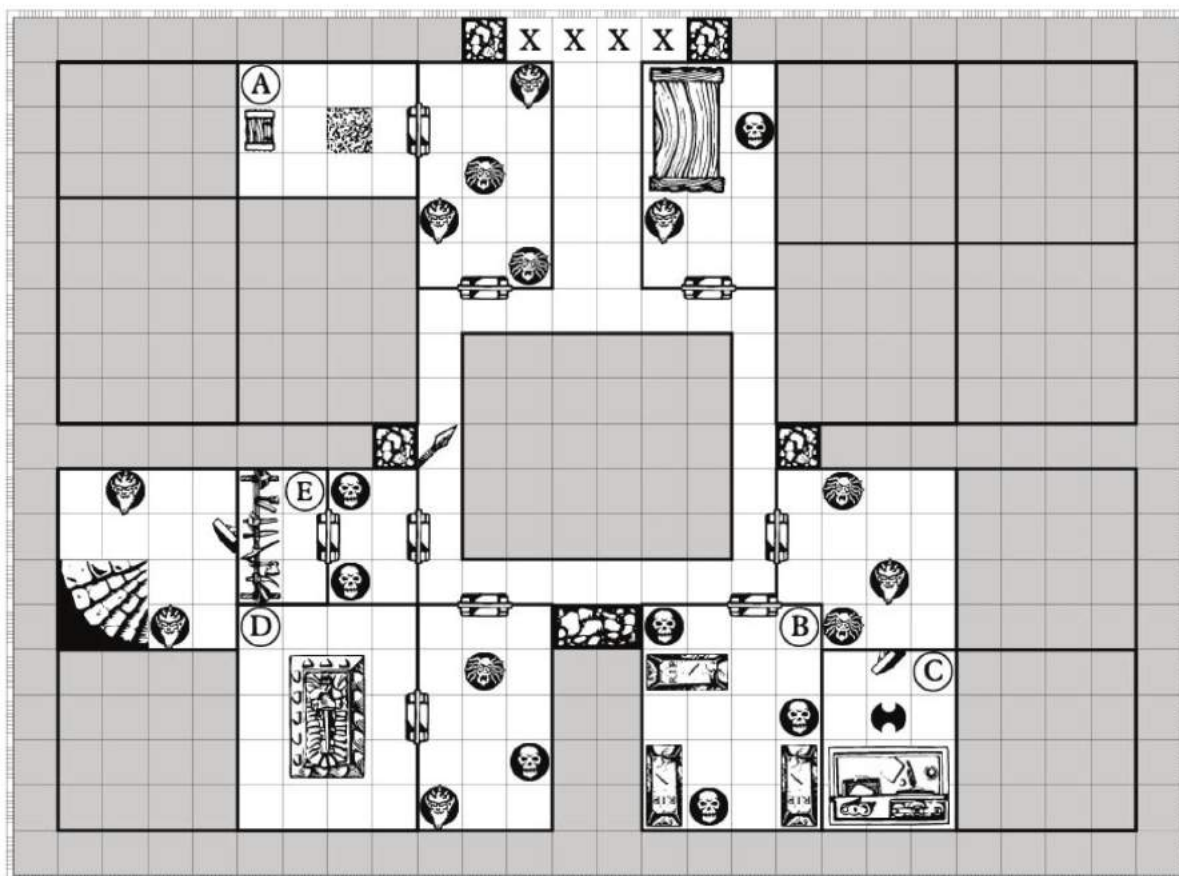
6) **Holy Water:** You can use this liquid to attack one of the undead, instead of making a normal attack; eliminating it from the game immediately.

Reinforcements for the Evil Wizard

This rule is of fundamental importance for Zargon, the Evil Wizard. In each quest, he has at his disposal reinforcements that can be set into place. These new monsters in the rooms or corridors, can further delay the Heroes during the quests according to the needs of the Evil Wizard.

Zargon can place all the reinforcements at the same time, or he can choose to deploy them a bit at a time. But the monsters not placed on the board during the course of a quest cannot be set aside and used in subsequent quests. The reinforcements can be placed in any area of the board, both in the rooms and in the corridors, even where other monsters are already present. But they have to be placed on the board as soon as the Heroes enter the room or corridor, and cannot be added during the fighting.

If there are no available miniatures of the appropriate type of reinforcements to place, Zargon must wait until there are miniatures necessary to represent them. For example, if the reinforcement is a Skeleton but the four Skeleton miniatures are already on the board, Zargon cannot deploy them until he has one of the appropriate type to place (in this case another Skeleton).



Throngs of the Dead

Your task is to penetrate the Dark Tower of the evil Count. Crossing through the lower rooms, which are said to be haunted by the undead minions of Von Orloff, in order to reach the stone stairway leading to the upper levels of the black hearted, Vampire's ancestral home.

The Heroes begin this quest in the boxes indicated by the X's on the map and end the quest by reaching the stone stairs to go up to the next level of the Dark Tower.



A: The first hero to open this treasure chest will find 10 gold coins and a Magic Potion.

B: Within each sarcophagus lay a number of gold coins. The amount is equaled to the sum rolled on two regular dice. The sarcophagus on the back left wall from the door also holds a Magic Potion.

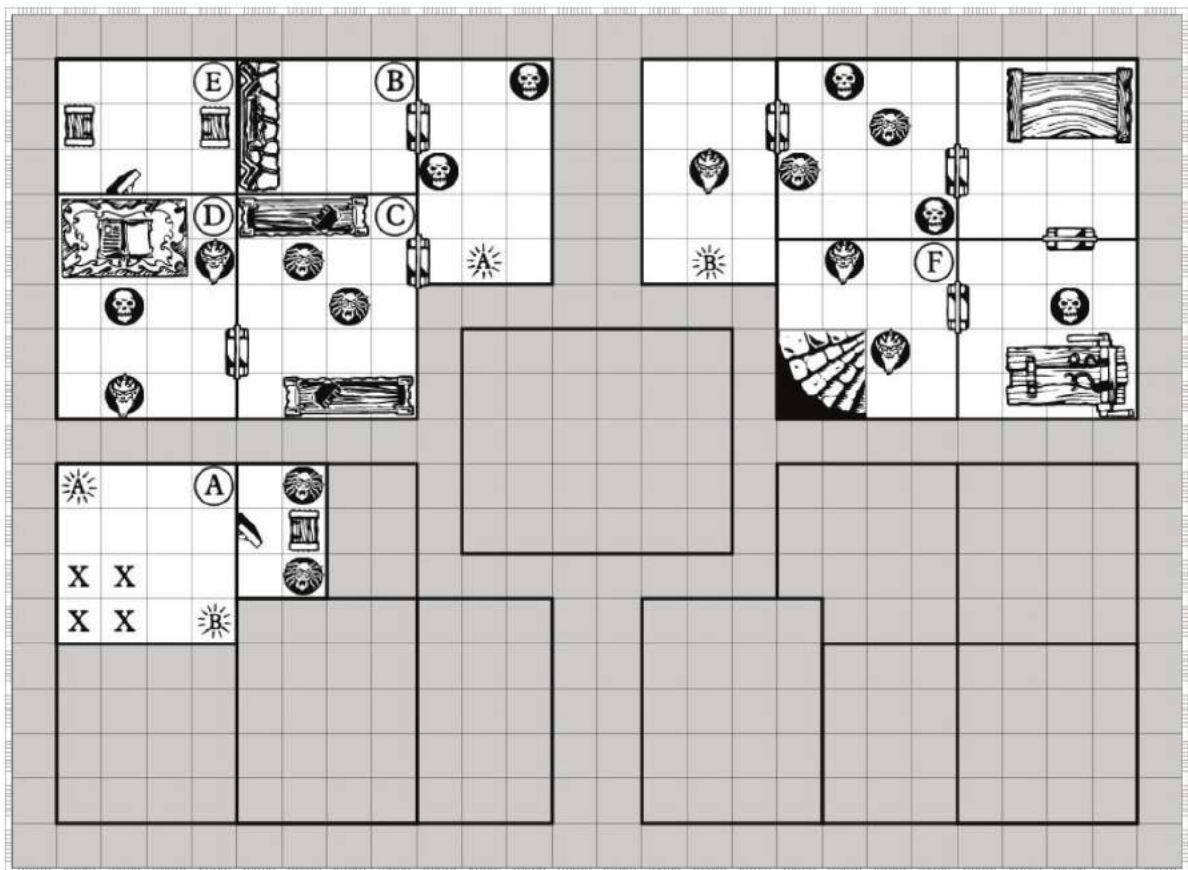
C: The first hero to search for treasure in this room will find a Magic Potion hidden in one of the desk drawers.

D: The first hero to search for a secret passage in this room will find a lever hidden in this false tomb. It will open a secret passage in room E, which can only be opened by operating this lever.

E: The only weapon on this rack that will still function is a Spear (found in the Armory or the Equipment Deck depending on what version you have of Heroquest), that is held on the center of this weapons rack. Once a Hero pulls down this weapon they can access the secret passage hidden behind the weapons rack. That is if someone has pulled the lever inside the tomb in room D.

Wandering Monster: Skeleton

Reinforcements: 1 Skeleton



The Laboratory of Experiments

This is what is left of the evil Count's laboratory, where he had conducted countless blasphemous experiments. Torturing innocent, battered victims and putting them through magical rituals. Here you will find a key, kept in the study of the Vampire Count.

Using it will allow you to unlock the door to enter the next level of the Tower.

The Heroes begin the quest in room A on the spaces marked by the X's (Use a second stairway for this start) and they must reach the second stairway to go up to the next level of the Dark Tower.



A: The magic teleporters here work the same way as each other. Heroes using the teleporters are moved to the matching rooms of those teleporters (A or B).

B: The first Hero to open this treasure chest will find 45 gold coins.

C: The first Hero to search for treasure in this room will find a Magic Potion hidden among the volumes of books in the first book case, as the Hero enters the room.

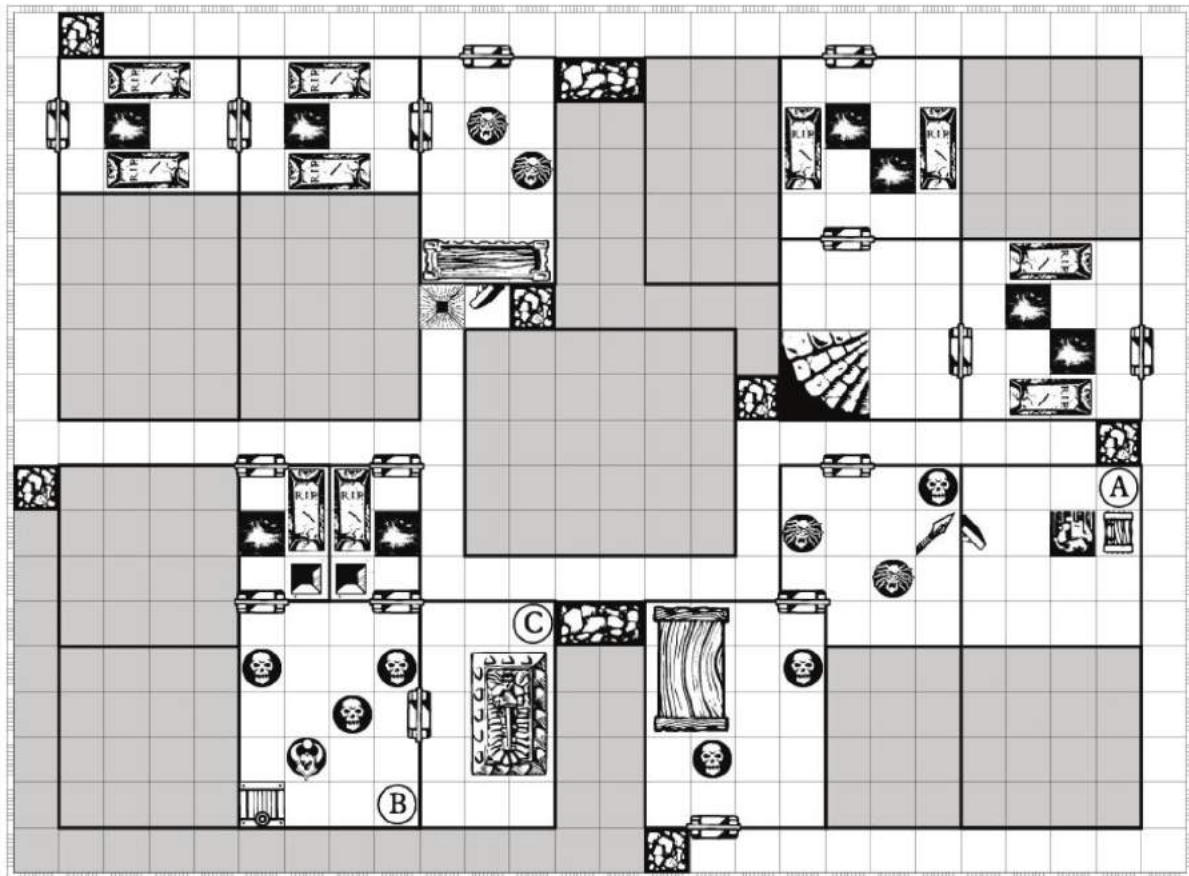
D: The first Hero to search for treasure in this room will find a Key and a Magic Potion among some junk cluttered in the counter to the right of the desk. This key opens the door in room F.

E: The first Hero to open this treasure chest will find 250 gold coins and an artifact known as the Amulet of the Mind.

F: This door is locked and can only be unlocked using the Key from room D.

Note: When telling the Heroes the door is locked don't tell them where to find the Key.

Wandering Monster: Skeleton
Reinforcements: 2 Skeletons



The Maze of Shadows

This is the gloomiest level of the Tower, where ghosts and the undead roam between stone cold sarcophagi. Here you will have to find the Holy Cross, an ancient artifact that is able to resist the powers of the Vampire. But beware my friends for the Count is aware of your presents.

Heroes begin this quest in the room with the stone stairs and must find the trap door to reach the next level of the Tower.



A: The first Hero to open this treasure chest will find a Magic Potion.

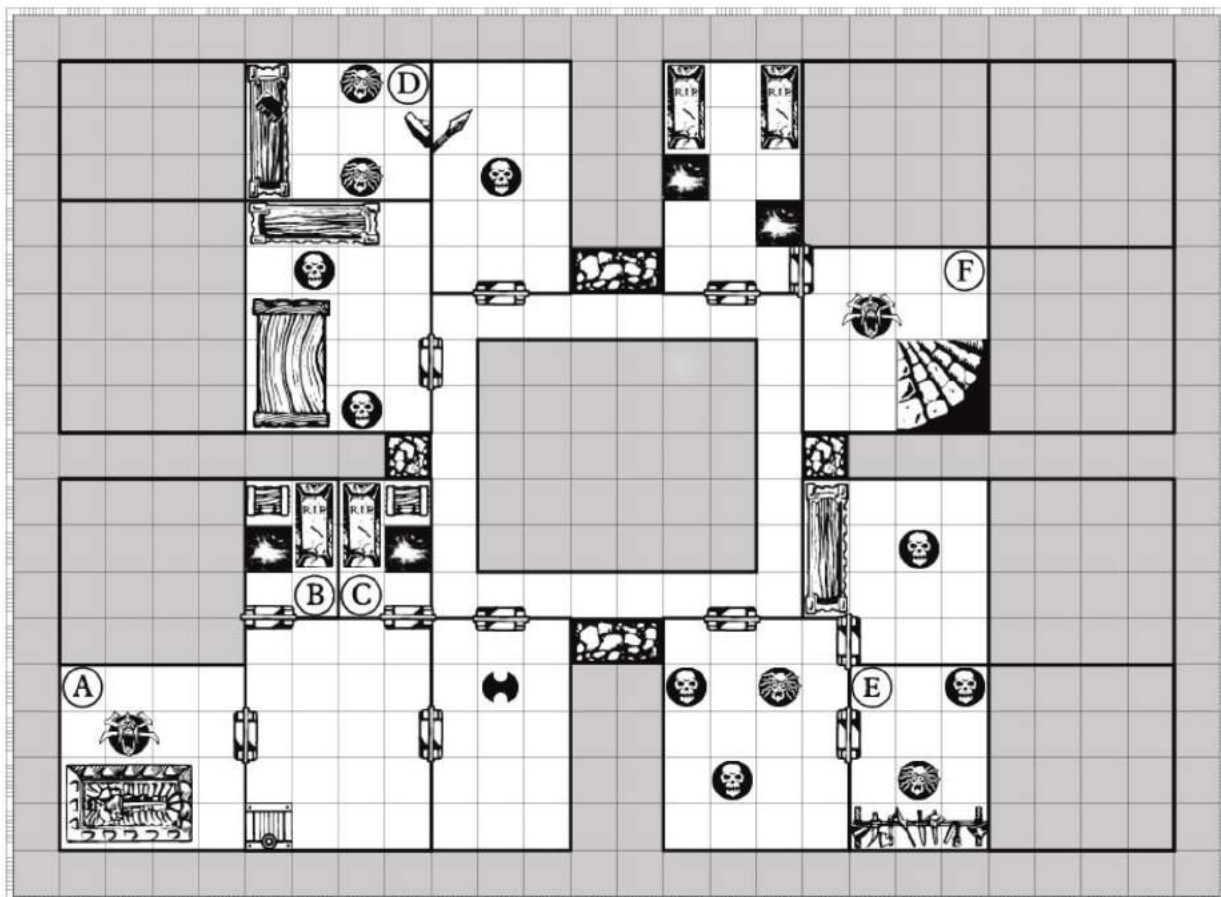
B: This is the trap door to reach the next level. Here the Heroes will encounter the Vampire Count for the first time. But as soon as he is at the risk of being killed he will use his Vampiric spells to change into his Mist Form to escape through the cracks of the trap door.

Note: It is essential that Von Orloff is not killed, because he is the main enemy in quest 5 which is the end of this Champagne and is where the Heroes face him for the last time!

C: The first Hero to search for treasure in this room will unwittingly, unleash a Shadow from the tomb. Not expecting the dark figure to materialize, the Shadow ceases the advantage attacking swiftly before the hero can react. After killing the Shadow, the heroes will find a jeweled tiara worth 400 gold coins and an ancient artifact, the Holy Cross inside the tomb.

Reinforcements: 1 Shadow ton

Reinforcements: 1 shadow



The Halls of Damnation

You are getting closer to the shelter of your enemy and you are being watched more closely, but to get there you will have to first go through the Halls of Damnation. This level is guarded by the essence of a misty terrifying form known as the Banshee. Hidden in the Halls of Damnation is a spear of great power, that will be used in the final battle.

Heroes begin the game in the room where you will find the trap door and reach the stairs to go up to the last level of the Tower.

A: As soon as the tomb is touched while a Hero is searching this room for treasure, a Banshee materializes and attacks the hero. Once killed, the hero will find a precious necklace worth 200 gold coins in the tomb. Here the hero will also find a lever that unlocks the door in room F.

B: The first Hero to open this treasure chest will find a Magic Potion

C: The first Hero to open this treasure chest will find 75 gold coins

D: The first Hero to search for treasure in this room will find a Magic Potion hidden among the volumes of books on the book case.

E: Hanging on the weapons rack you find a Heart-Seeking Spear.

F: This Banshee was the wife of Count Von Orloff, when she was alive.

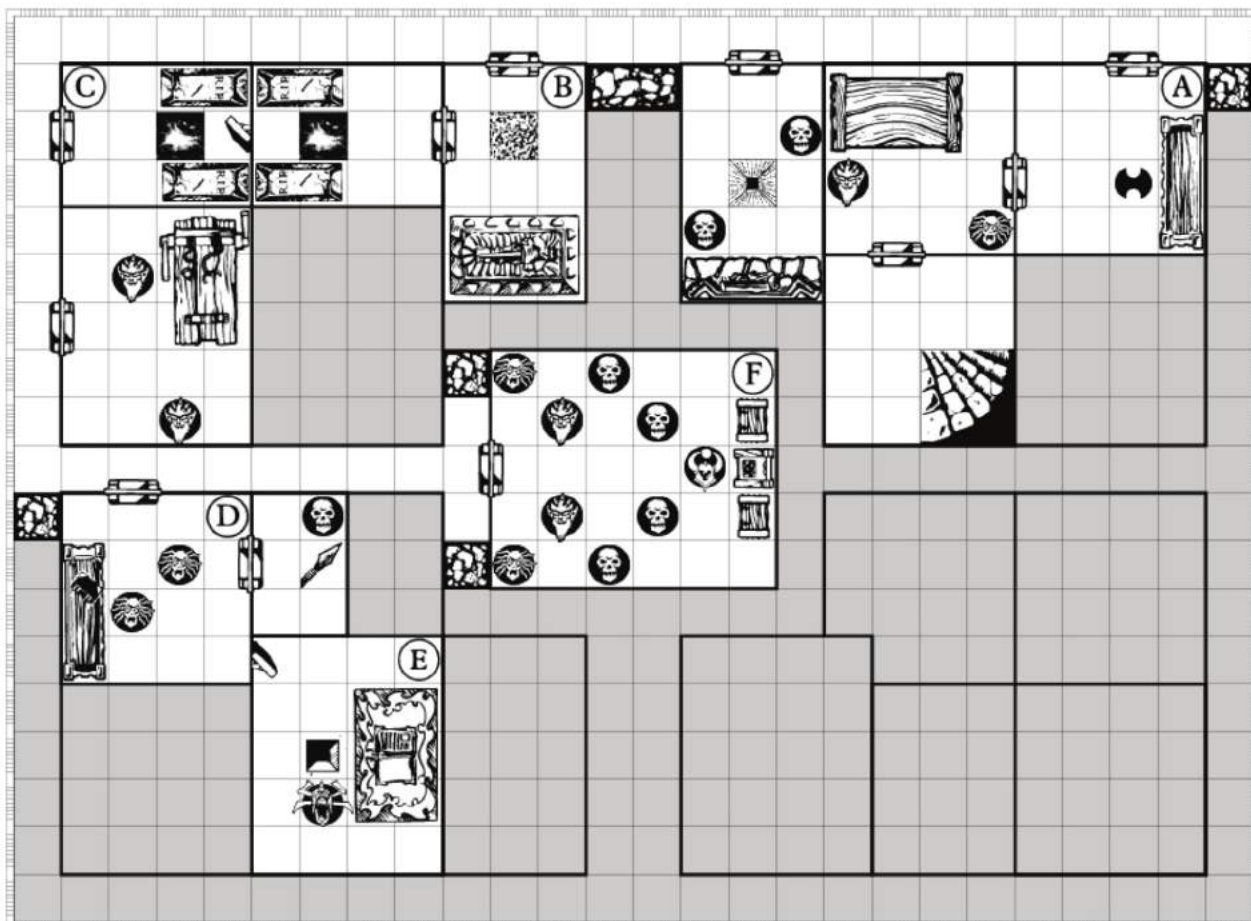
Once killed, the heroes can collect the jewelry she wears, which has a total value of 240 gold coins.

Her stats are as follows:

Attack:	4 combat dice
Defense:	4 combat dice
Body:	4
Mind:	6
Movement:	8

Wandering Monster: Zombie

Reinforcements: 1 Skeleton and 1 Zombie



The Black Throne

Come my heroes, the final confrontation with the cruel Vampire awaits. This is, in the highest level of the Dark Tower. You must seek out the Count, he will be found sitting on The Black Throne from which he commands all his undead minions. Only by defeating the Count in the final duel can you complete the mission that has been entrusted to you!

Heroes begin this quest in the room with the stone stair case.

A: The first Hero to search for treasure in this room will find a bag with 100 gold coins in it tucked away in the cupboard.

B: When a Hero searches for treasure in this tomb they find nothing. But instead of walking away empty handed the Hero decides to search the sarcophagus. This is the sarcophagus where the Vampire Count rests during the day. Currently the sarcophagus is empty, but as soon as it is opened a Vampiric Bat Swarm Trap is activated.

C: The first Hero to search for treasure in this room will find a Magic Potion in the sarcophagus on the left side of the room when entering the room.

D: The first Hero to search for treasure in this room will find an ancient tome sitting on the book case worth 80 gold coins.

E: This is the private study of the Count. The first spell caster that searches for treasure in this room will find nothing. But instead of walking away empty handed the Magic User decides to search the Count's desk. As the Hero's hands touch the desk they feel a force that increases their magical ability. The Magic User can now use all the spells of the same group that they have already used.

Note: This effect only happens once.

F: Each treasure chest contains 400 gold coins. The one on the left of the door also contains an artifact known as the Blood Ruby. Once the Vampire Count is killed the campaign is completed, Congratulations!

Wandering Monster: Zombie

Reinforcements: 1 Ghoul



Hints for printing

First it is important to remember that for printing new cards and tiles you'll find attached to this quest pack. A normal color printer can be used but, before printing you should make sure that the printer you are using is set to normal to high quality prints. In a pinch standard white paper can be used to make your prints. But it is advised to use a heavier weight white paper to a thin white card stock, in order to obtain a better result without the risk of damaging the printer by using sheets of heavier card stock. There will be some difference in the shades of color in what you see on the monitor and what comes out of the color printer. Images may have a tendency to come out darker. You will have to experiment with an image editing program like Photoshop, Corel, etc. to get the best results by adjusting the Brightness/Contrast.

If you have the full version of Photoshop (not Photoshop LE version), open the jpg and switch it from RGB mode to CMYK mode. I find that the colors come out better (at least on my printer anyway).

Important Note

All images that you will find attached to this quest pack have been sized to the standard size cards from the game, so it is recommended not to alter them. In order to obtain printed material that is sized to the original Hero Quest game. Once the tiles are printed paste them to a piece of thin cardboard, poster board, or foam board. I like to cut the prints out slightly bigger than needed then paste them. So once the items are dried (at this point you could laminate these) you can do a final trim and make sure everything is trimmed down evenly. If you don't have a color printer, many local print shops can take these files and print them out in color for you - for a price. You may even want to print out the map files. You can call around for the best prices. Some print shops can take the tiles, whether or not they printed them or you printed them, and reprint them onto poster board. Once again, you may want to call around for prices. Another idea is to print the cards and tiles onto a full-sized label sheet (the entire page is a label). Stick the card or tile to cardboard, poster board, or foam board.

Printing New Boards

To print new boards you can follow the same steps as printing new cards and tiles. But it is recommended that you do laminate new boards due to the amount of wear they will receive.

Printing Paper Miniatures

The Paper Miniatures you will find attached to this quest pack should be printed out on a thicker weight paper to represent the New Miniatures. Simply cut out the New Miniatures and paste them to a piece of thin cardboard, poster board, or foam board. Then once the items are dried, score them where they need to be folded. Now fold them on the score lines and tape or glue one of the bottom tabs to the other (you could also glue the base to a plastic base to give the piece weight to help it stand up better). This allows you to play this quest pack without having to buy new miniatures, unless you would like to or just use other Miniatures you may have to represent them. You can do this anytime that you want to enhance your Hero Quest game with New Miniatures.

Final notes

The lamination of printed material is always recommended to virtually make them last forever and not get ruined during game play. This operation is essential for new cards and is recommended for all other elements, except for counters (which can not be assembled if they are laminated). Alternatively, some prefer to print the new material on adhesive sheets that are then glued to thin cardboard, poster board, or foam board. This technique is particularly good especially for the new cards, but it requires a higher level of care during the game so they don't start separating after a while of being used. Once again even during this process it would be best to laminate the new elements.

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www.chimerae.it



Vampire Hunter



You are the Vampire Hunter, mortal enemy of the evil creatures of the night.

Attack. throw 2 combat dice
 Defense. throw 2 combat dice
 Move. throw 2 Standard dice


Mind: 3 Points
 Body: 7 Points

Fold
And Glue




Vampire
Hunter

Holy Water



You find a vial of Holy Water. It can be used by you or anyother hero instead of attacking, to destroy one Skeleton, Zombie or Mummy within the line of sight of that hero.




Equipment


 *Skeleton*




Movement: 6 squares
 Attack: 2 dice
 Defend: 2dice
 Body: 1
 Mind: 0



 *Zombie*



Movement: 4 squares
 Attack: 2 dice
 Defend: 2 dice
 Body: 1
 Mind: 0





 *Ghoul*




Movement: 5 squares
 Attack: 2 dice
 Defend: 3 dice
 Body: 2
 Mind: 0



 *Shadow*




Movement: 8 squares
 Attack: 3 dice
 Defend: 3 dice
 Body: 3
 Mind: 0

Incorporeal Form 

 *Banshee*



Movement: 8 squares
 Attack: 4 dice
 Defend: 4 dice
 Body: 4
 Mind: 5

Cry of Despair 

 *Vampire*



Movement: 8 squares
 Attack: 4 dice
 Defend: 6 dice
 Body: 5
 Mind: 6

Vampiric Spells
 Blood Sucking Bite 



Wolf Form



Allows the vampire to transform into a wolf at the end of his next turn. In Wolf form, he moves 12 spaces and gets 2 additional attack dice, but can't cast spells until returning to his normal form. Casting this spell requires the lose of 2 Mind Points.

Mist Form



Allows the vampire to transform into mist, disappearing to another space of his choice (although this new space is not revealed to the heroes) at the end of his next turn. While in Mist form, the Vampire is invulnerable to physical harm. Casting this spell requires the lose of 3 Mind Points.

Bat Form



Allows the vampire to transform into a bat until the end of his next turn. In the form of a Bat, he moves up to 16 spaces and gets 2 additional defence dice. But can't cast spells until transforming into normal form. Casting this spell requires the lose of 1 Mind Points

Hypnotic Gaze



Allows the vampire to hypnotize a victim within his line of sight. For the number of turns equal to the Vampires Mind Points. The victim may not perform any action, not even defending himself. The victim may try to weaken this hypnotic gave by rollong as many combat dice as he has Mind Points. For every white shield rolled it reduces the duration of the hypnotic gaze by one.



Vampiric Spells



Vampiric Spells



Vampiric Spells



Vampiric Spells

Amulet of the Mind



While worn, this enchanted amulet increases the value of a Hero's Mind Points by 2.

Heart-Seeking Spear

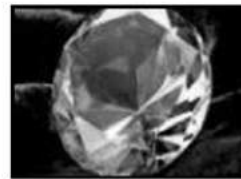


This heart shape tipped Spear allows you to use 4 combat dice when attacking and allows the user to attack diagonally. It can not be thrown and must be whielded with two hands.

May not be used be the Wizard

WEAPON

Blood Ruby



This enchanted gem allows it's owner to choose to use the Vampiric Spell cards instead of one of the other groups of magic. Though it does not allow them to use the "Hypnotic Gaze" spell.

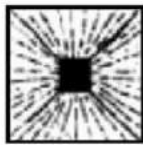
This gem can only be used by Heroes that are able to cast spells

Holy Cross



The Hero wielding this blessed relic is immune to the Hypnotic Gaze of the Vampires and gets 2 additional combat dice in defence against the undead. The Wielder of the Holy Cross cannot use a shield or other Weapons as it must be wiled with two hands.





Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue
Ghoul	Ghoul	Ghoul	Ghoul	Ghoul	Ghoul	Ghoul	Vampire

Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue	Fold And Glue
Shadow	Shadow	Shadow	Shadow	Shadow	Shadow	Banshee	Banshee