

ADVANCED HEROQUEST

TERROR IN THE DARK



AMES
SHOP

Rules and Adventure Supplement for Advanced Heroquest



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LES PIONS



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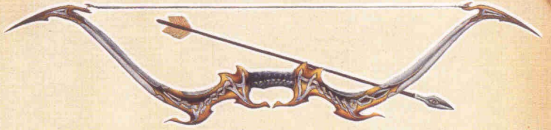
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LES ITEMS

THE POWER BOW OF LOREN

The bowyer laid down his work, caressing the slim, hard wood of the bow as gently as any mother might caress a child. His eyes narrowed slightly as he ran his fingers along the taut bowstring, redolent with tension and power. It would take a worthy Hero to nock an arrow to this weapon, he thought, crafted by my hands and the skills of the Eiben wizards. In years to come, who knows what may be its fate, which black and evil hearts it may destroy...

The Power Bow of Loren adds 1 to Bow Skill and Bravery for its user. When an ordinary arrow is fired from it, the archer rolls 6 damage dice for a hit. Arrows fired from the bow will be recovered on a roll of 7 or better (as with other thrown weapons). If the Elf Hero takes the Power Bow from the dungeon while he is alive, he can add 1 to his Start Speed score.



THE WAND OF CONFLAGRATION

"Hard to believe that something which looks so slim and frail has such power coursing within it," the young apprentice whispered in awe as he gazed at his master's proud achievement. "So much magic, so much power..."

The Wizard looked wearily at his assistant. "What is most important is the discipline of creating such a thing," he muttered, "and not the power which the Wand houses within itself. It is the concentration, the hours of sustained effort taking the mind almost to breaking point, the triumph of the will. And yet, I know what you mean." The Wizard slowly twirled the slender wooden length in his hands. "And not even I know how its powers will be used. Not in the final battle."

The Wand of Conflagration casts each of the following spells once per adventure (not once per expedition) without the need for any spell components: *Flames of Death*, *Inferno of Doom* and *Fireball* (Fireball is a Dark Magic spell, see page 55 of the Advanced Heroquest Rulebook).

The Wand also allows the Wizard to subtract 1 from all damage dice which are rolled against him when he is affected by any of these spells. If the Wizard Hero takes this Wand out of the dungeon while alive, he gains a bonus of +1 to his Start Intelligence score.



THE WORLD'S EDGE HAMMER

It had taken the old smith three long years to find the right metal, to beat and temper it, to join the metal to the iron-hard wood of its handle, to etch the runes the Duvarven lore master would focus his enchantment upon, and at last he could sit back and contemplate the beauty of his work. Although the mirth of the weapon was heavy and redolent of power, the hammer would fly as swiftly as a bird, and return to the hand that had thrown it firm and true. The smith cradled the hammer in his hands for one last time. Now it was time for a Hero to wield it.

The World's Edge Hammer grants bonuses of +1 to Weapon Skill and Bravery. When it is used as a thrown weapon, the user can add +1 to his Bow Skill, or +2 if the weapon is thrown by a Dwarf. The weapon user rolls 6 damage dice for a successful hit. The weapon can be thrown to strike, and return to the hand of the thrower, in a single combat turn, ready for use as a ranged weapon or in hand-to-hand combat the following turn. If used by a Dwarf, it inflicts a critical hit on a roll of 11 or 12. The Hammer is a one-handed weapon, so it is possible to use a shield when using it. Lastly, if a Dwarf Hero manages to take the Hammer out of the dungeon while alive, he gains a bonus of +1 to his Start Strength score.

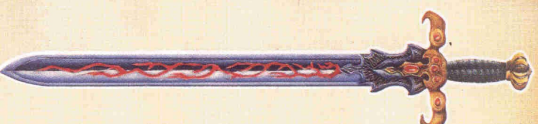


THE SWORD OF THE FLAMING HEART

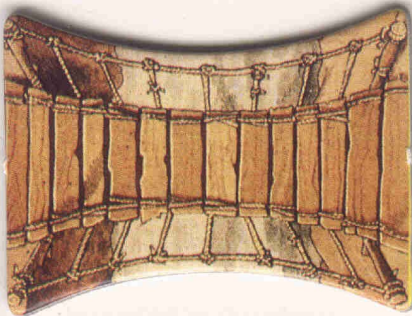
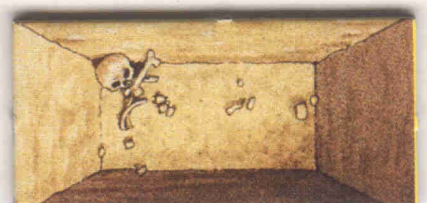
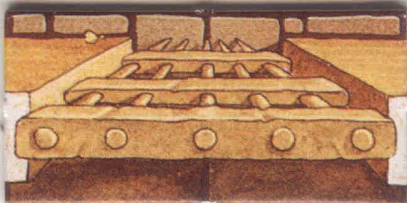
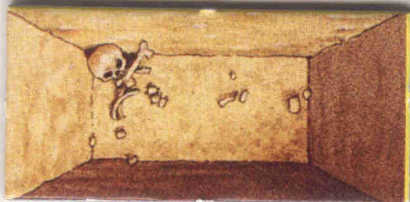
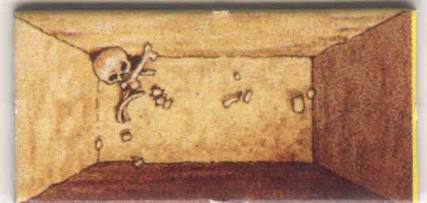
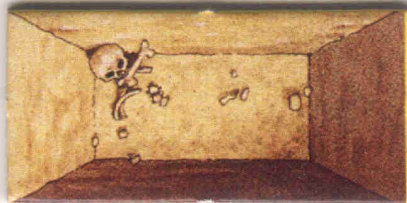
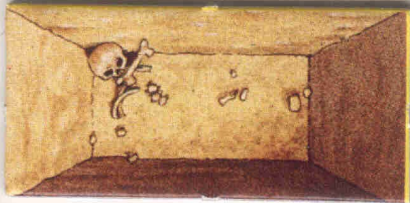
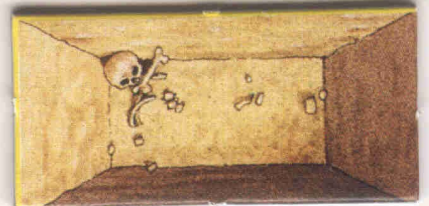
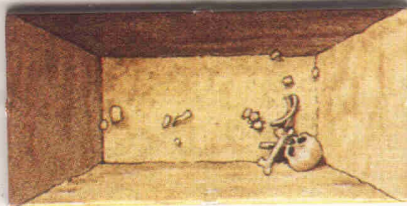
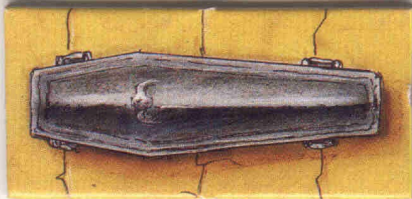
"It is a beautiful blade", the wizard whispered softly, "worthy of such enchantments as it will take. It grieves my heart that much of its power will be lost in its first meeting with the dire Lichemaster, but when they meet again what remains will surely be sufficient..."

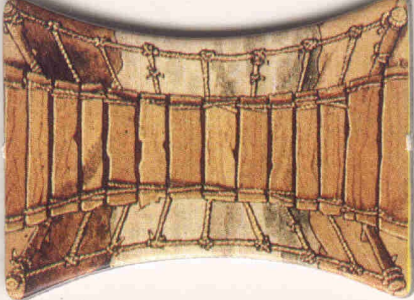
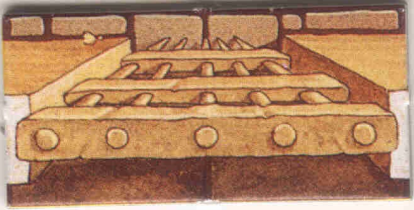
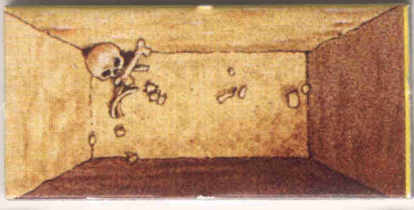
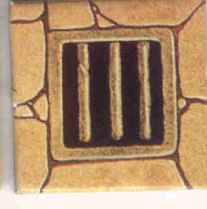
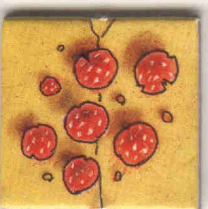
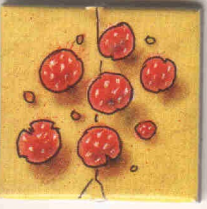
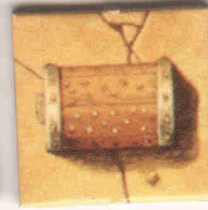
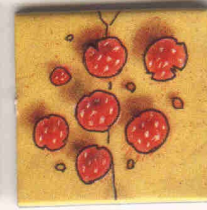
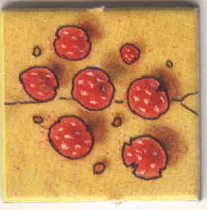
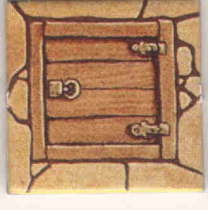
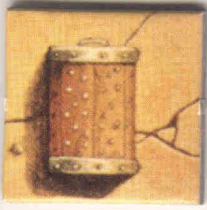
The blacksmith nodded. There was not an imperfection anywhere in the weapon. While he knew nothing of magic, he knew what made a true and keen edge, and he took pride in his skill and creation. He looked over the blue steel of the blade and the strange vein of red magical metal which almost seemed to undulate, like a snake, along the edges. The fire of the forge which created it now lay within the sword itself, and it was ready for its purpose...

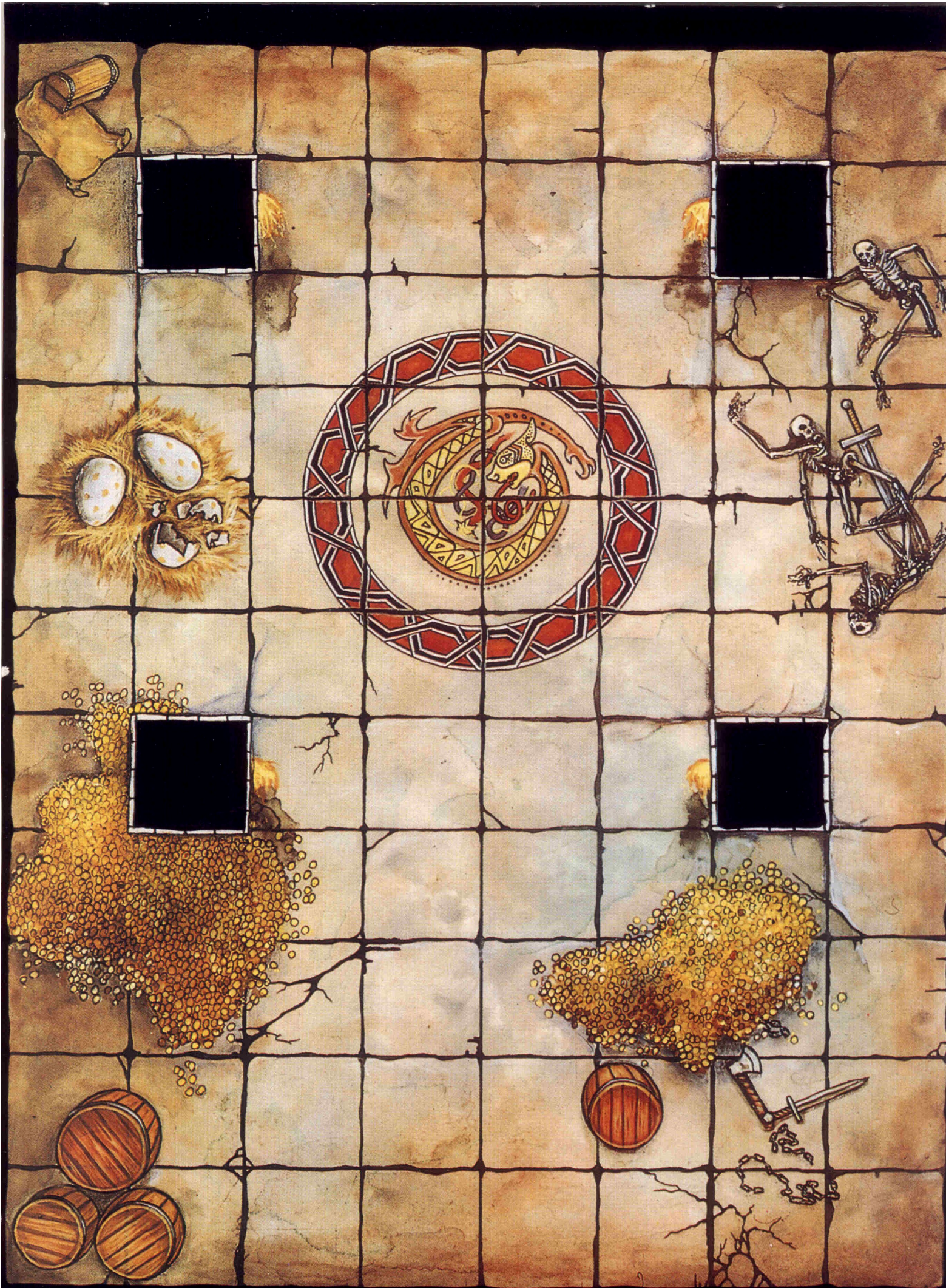
This Sword of the Flaming Heart adds 1 extra damage dice, and +1 to all Wound rolls, when it is aflame. Any Mummy struck by it is slain immediately. Trolls cannot regenerate Wounds caused by the sword. If it is used by a Warrior Hero or Captain Henchman, it also increases Strength by 1 point and Bravery by 1 point (these last three bonuses do not apply if an Elf or Dwarf Hero uses the sword). If the Sword is taken from the dungeon by a Living Warrior Hero, that Hero gains an increase of 1 to his Start Wounds characteristic.



LES TUILES

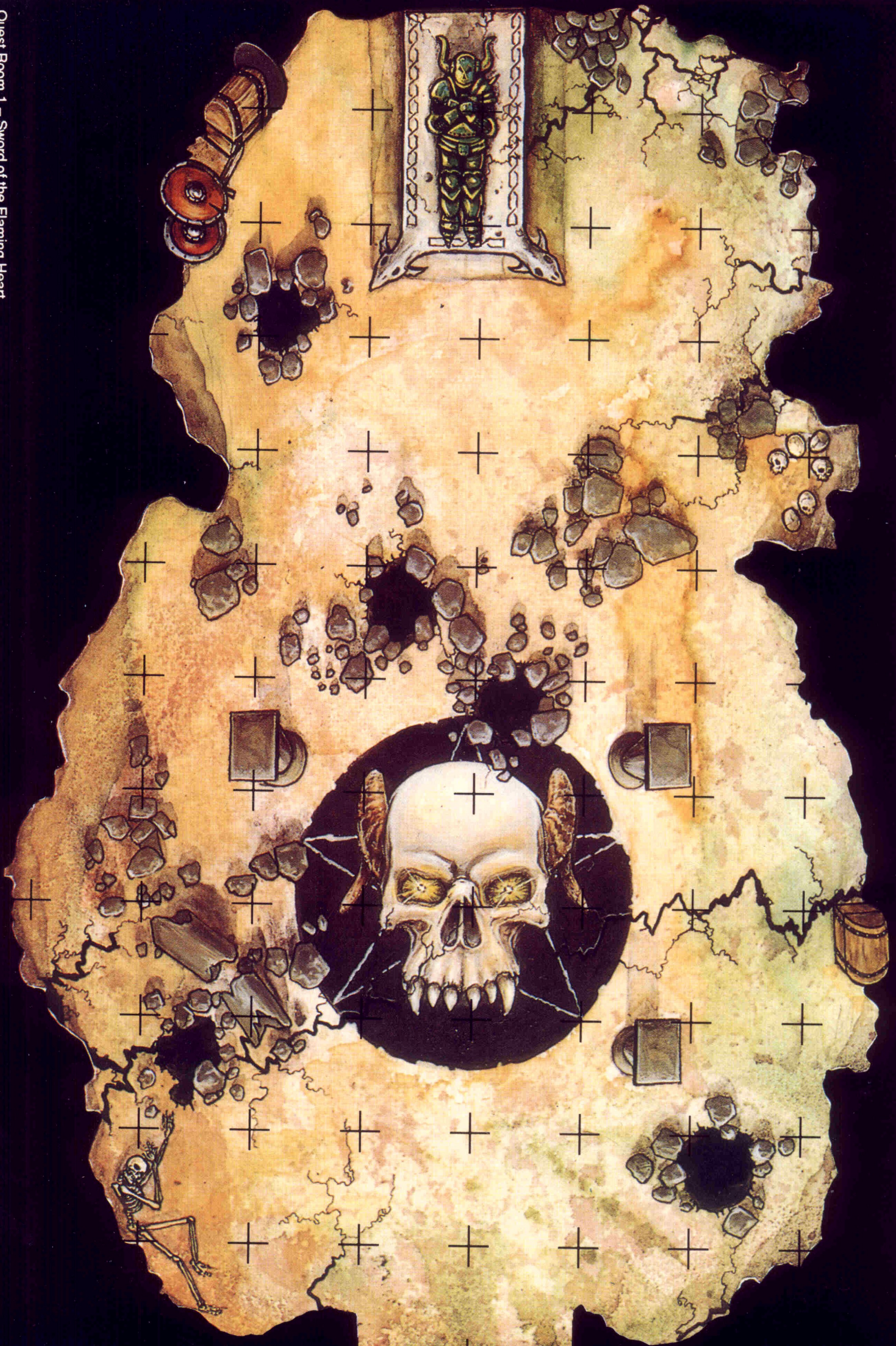


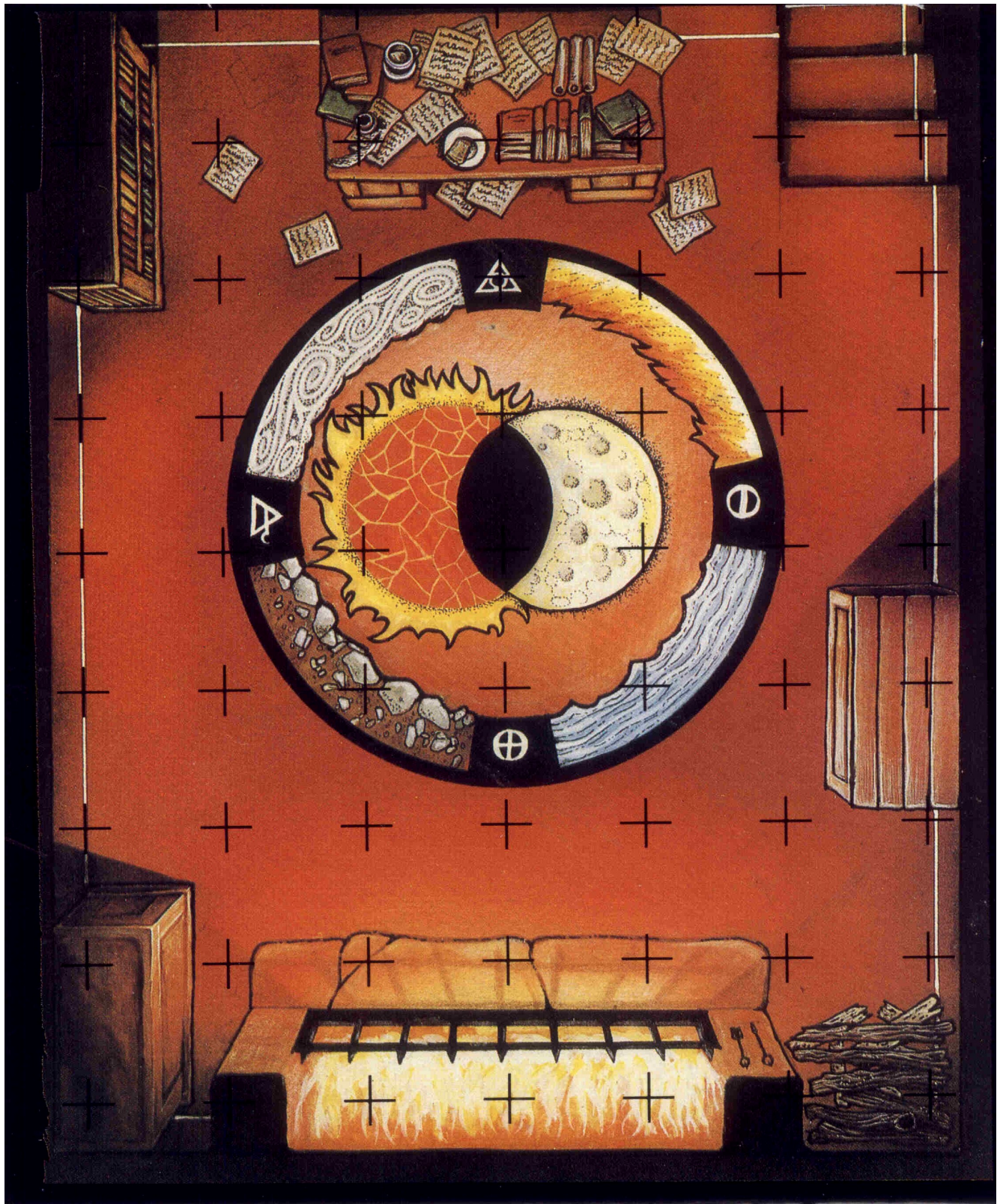




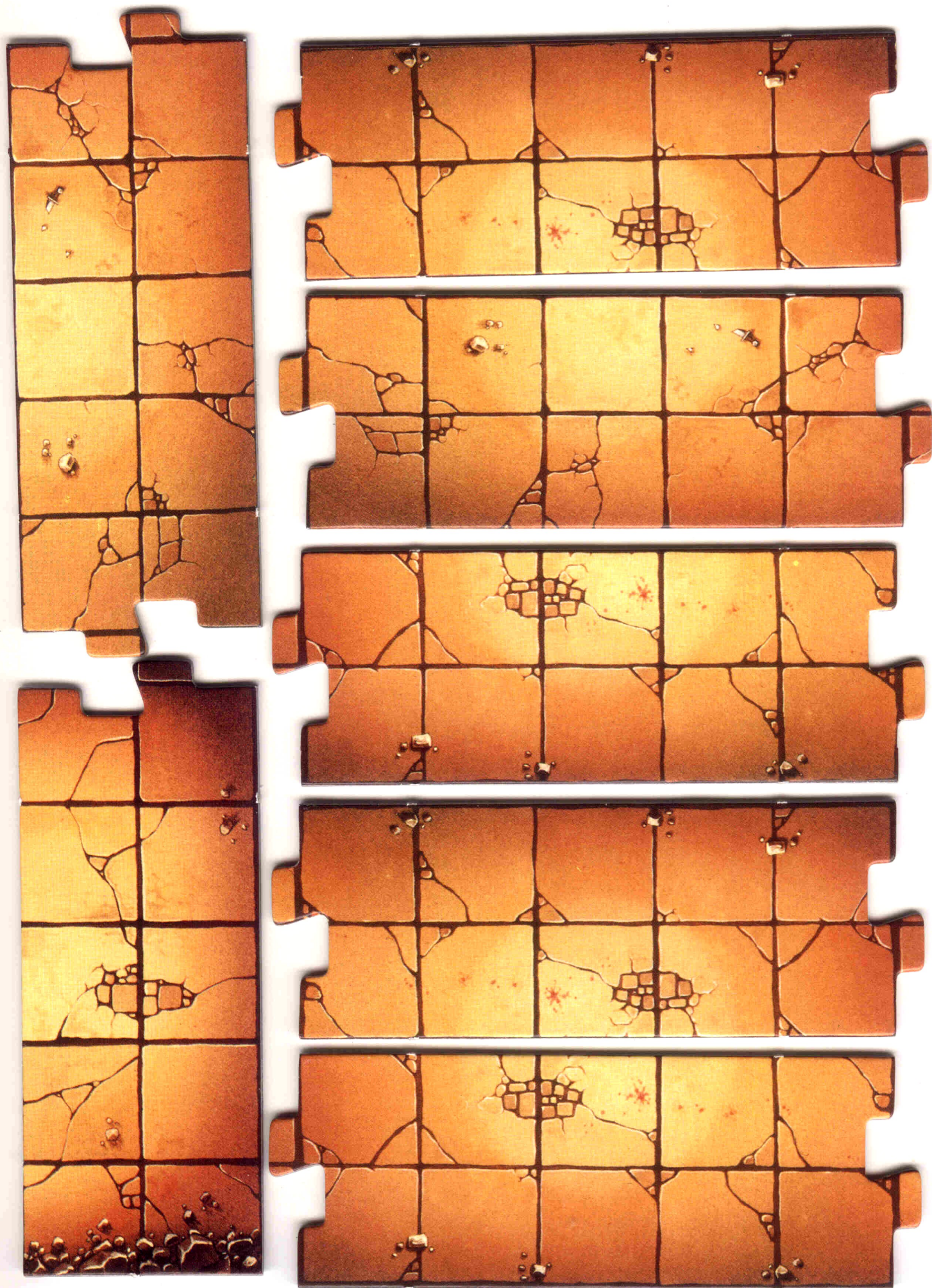


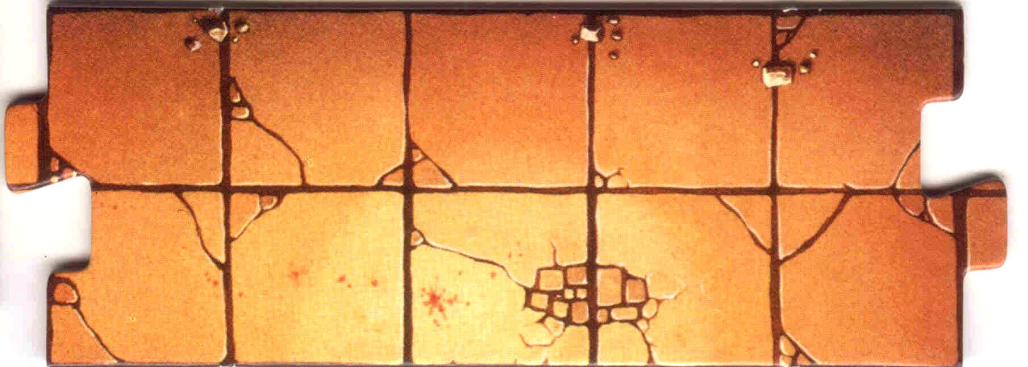
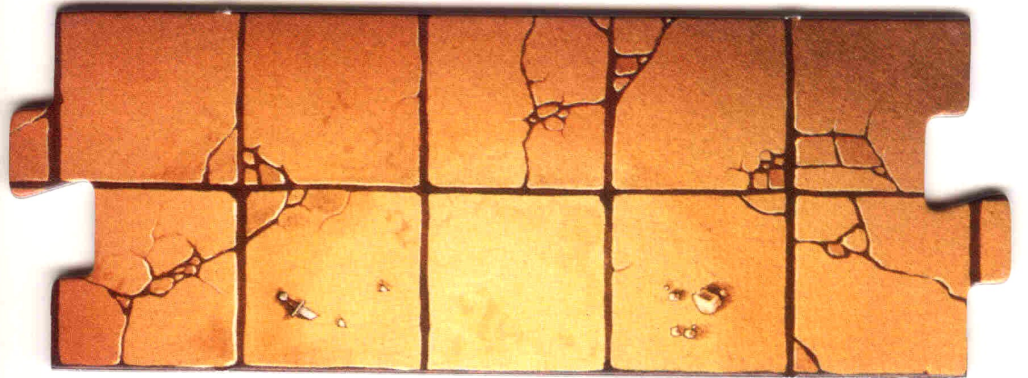
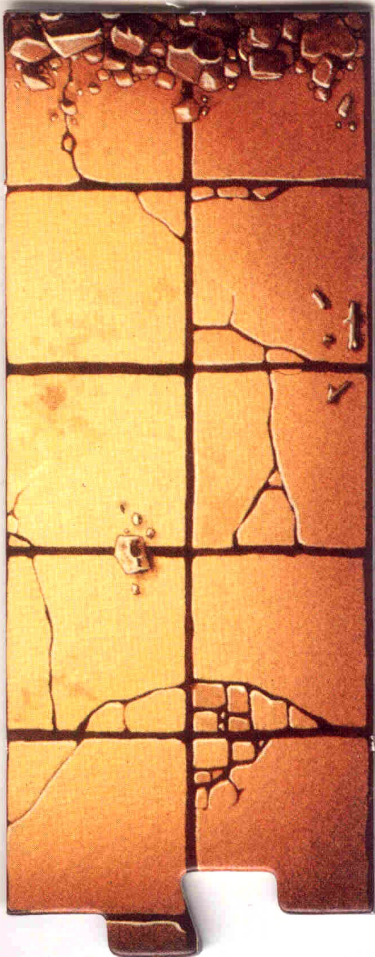
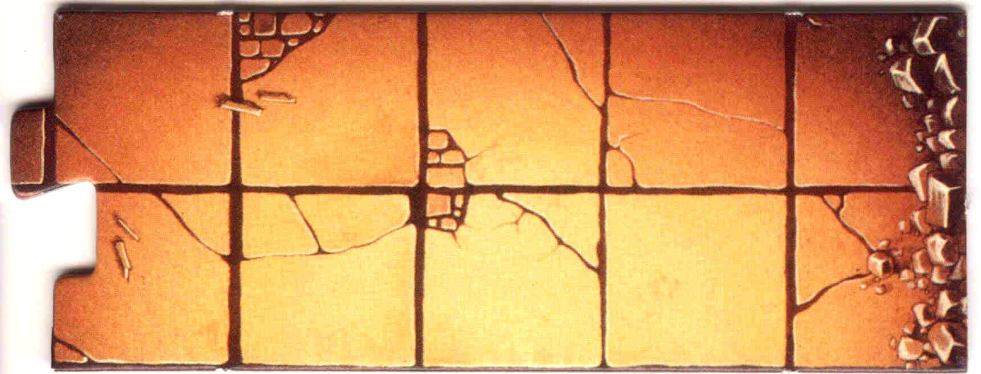
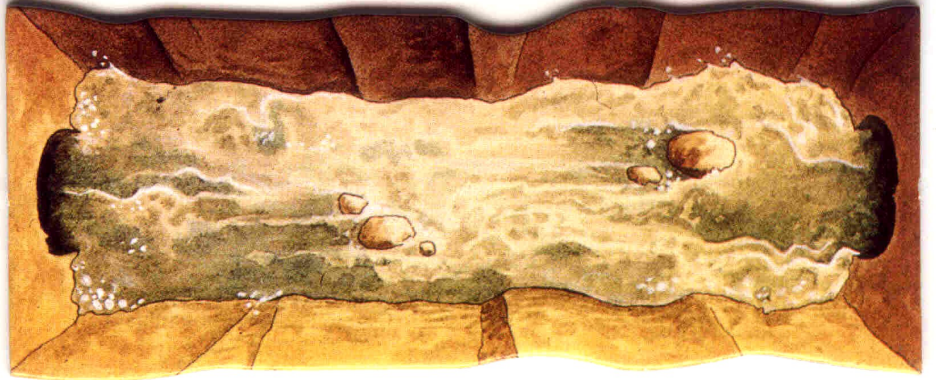
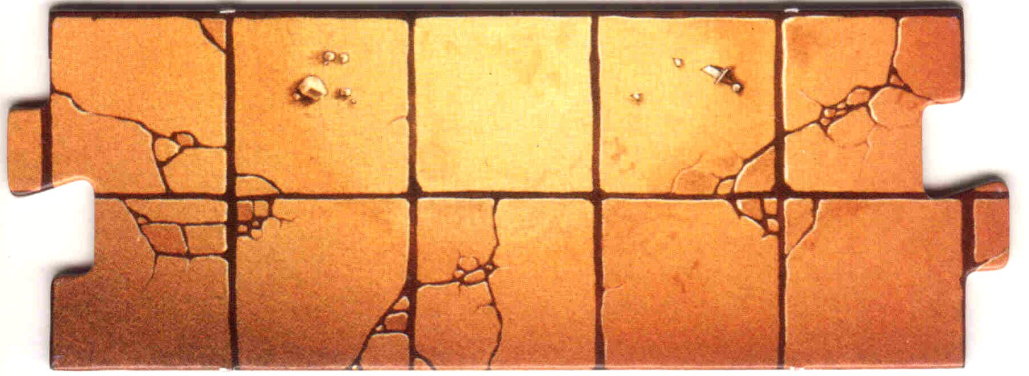


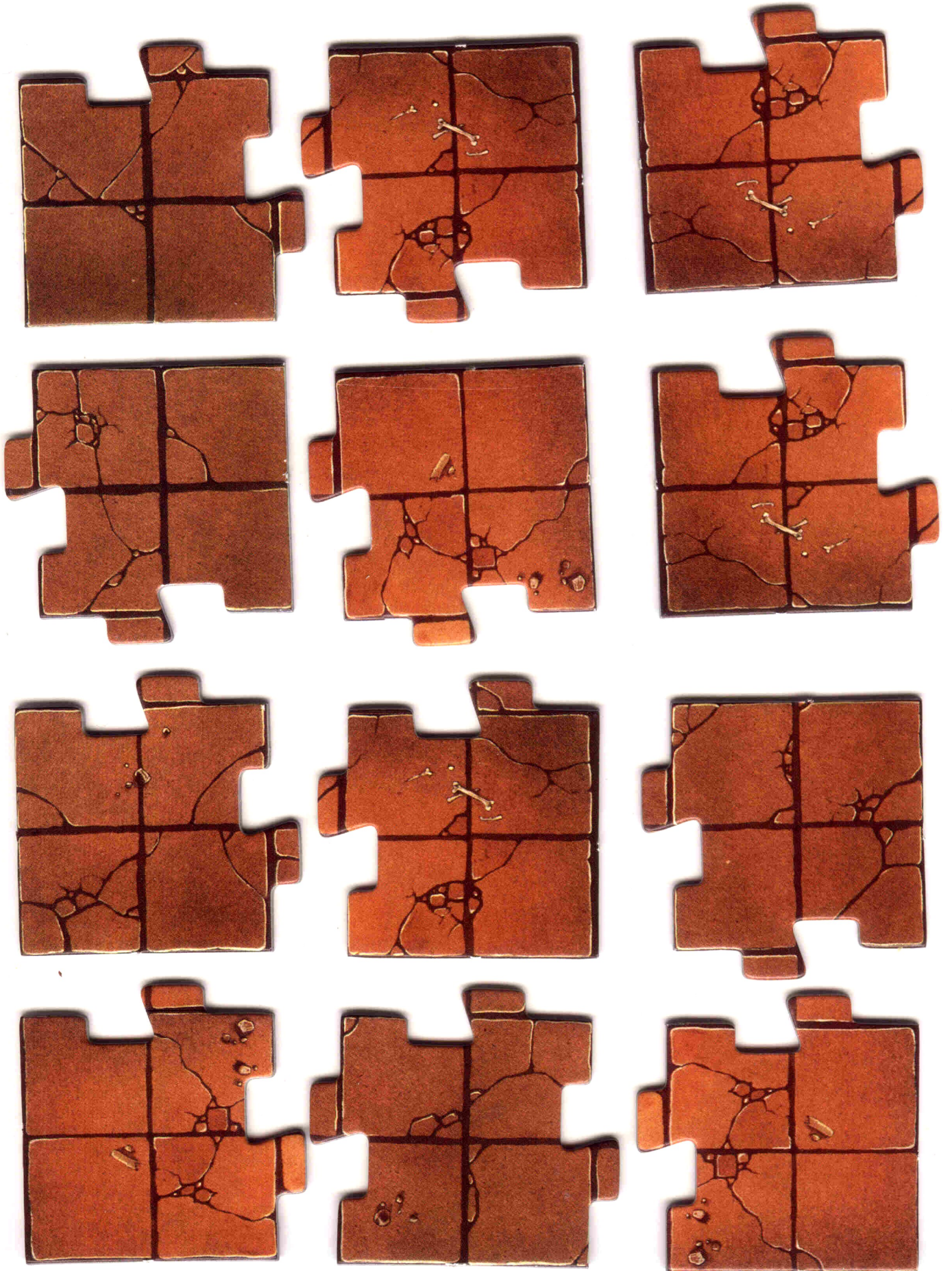


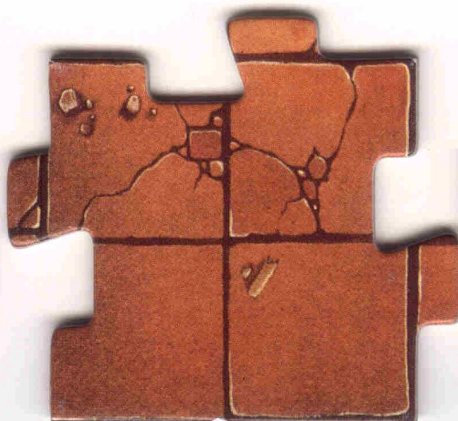
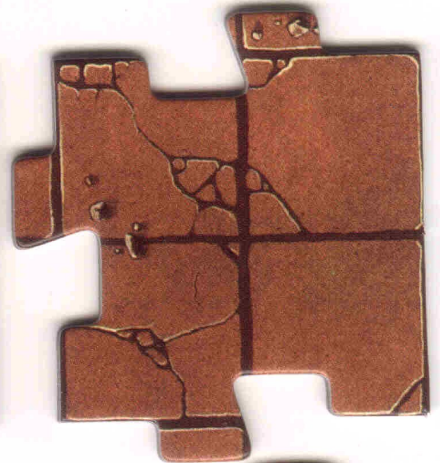
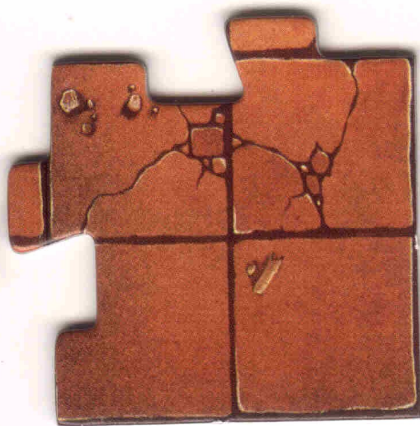
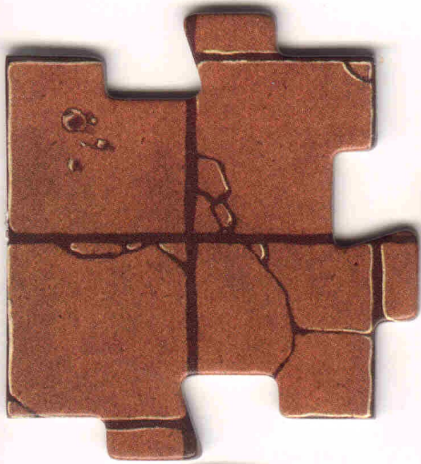
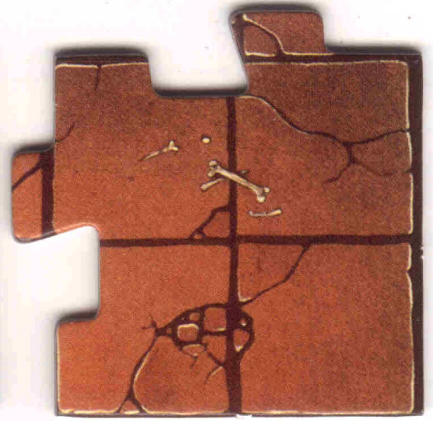
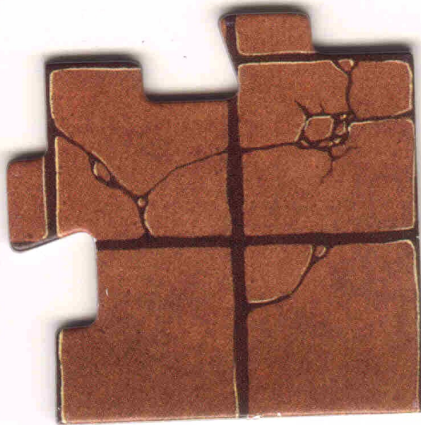
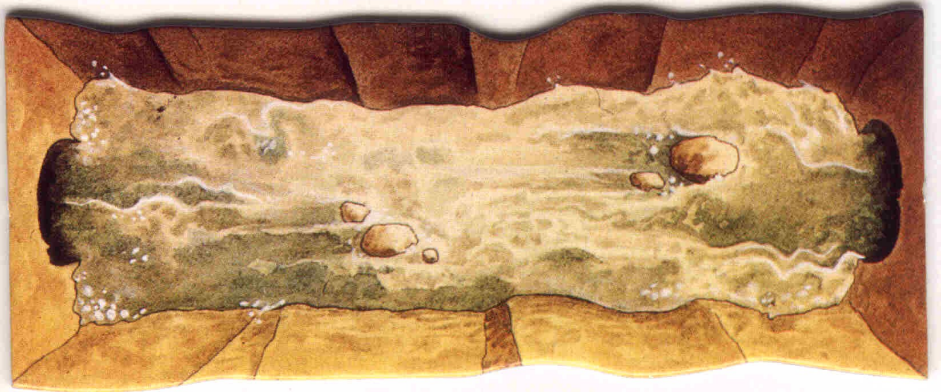
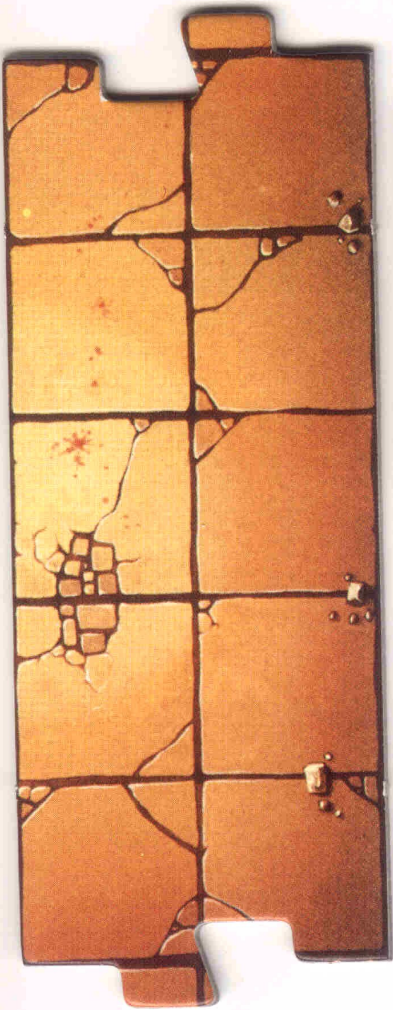




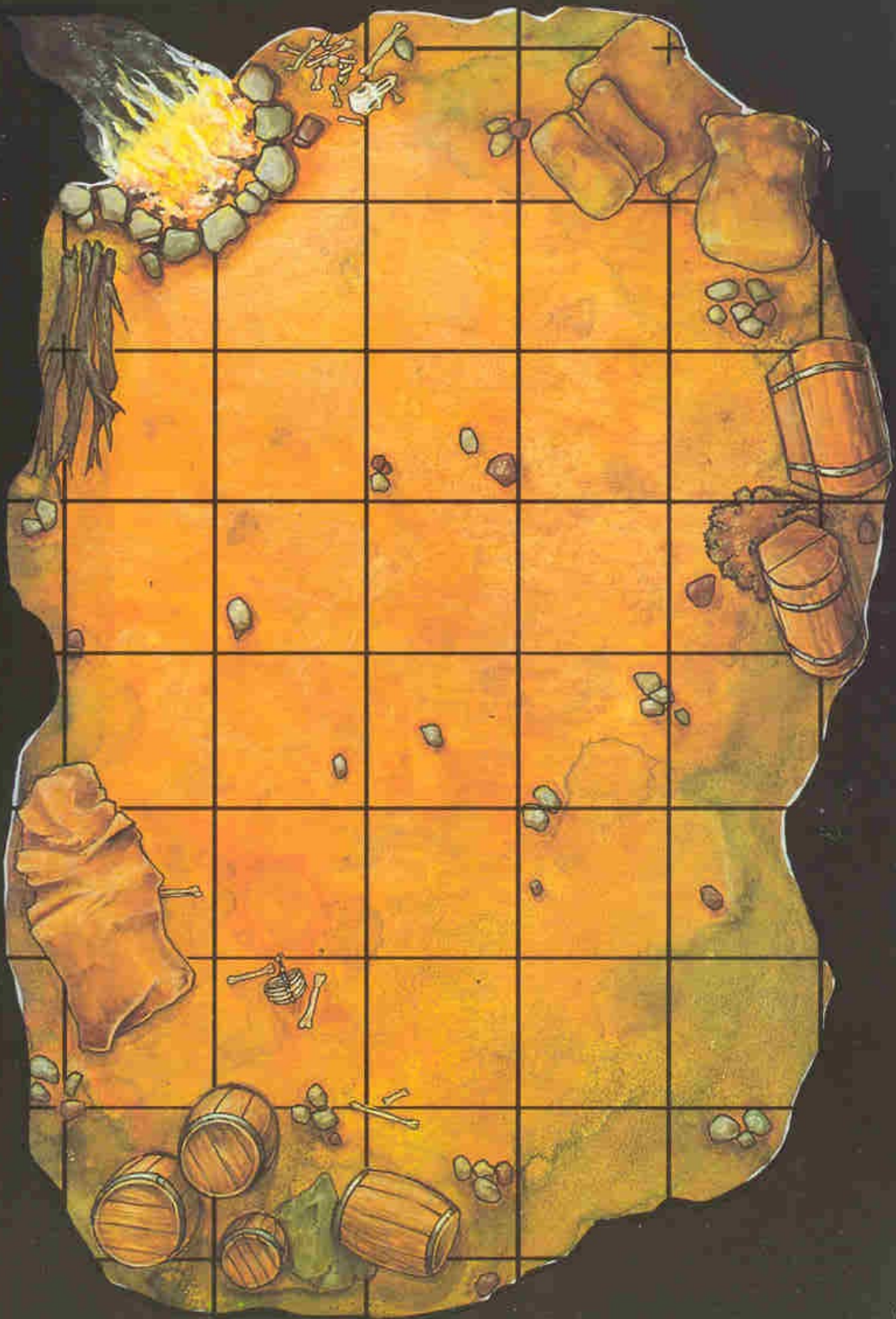


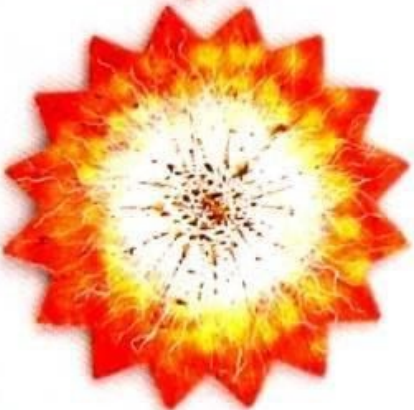
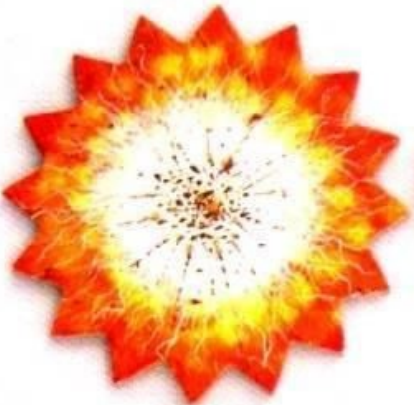






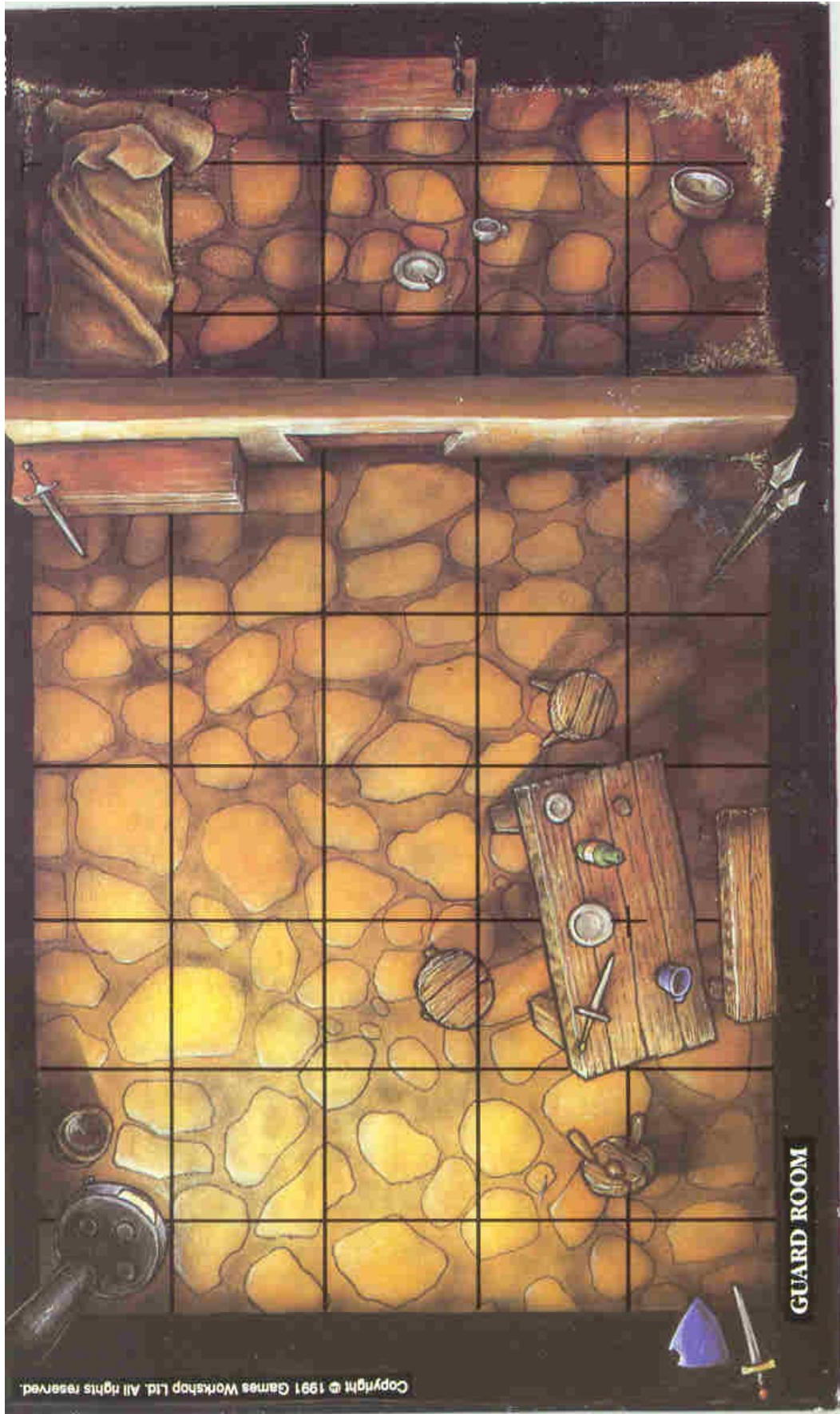
SKAVEN LAIR





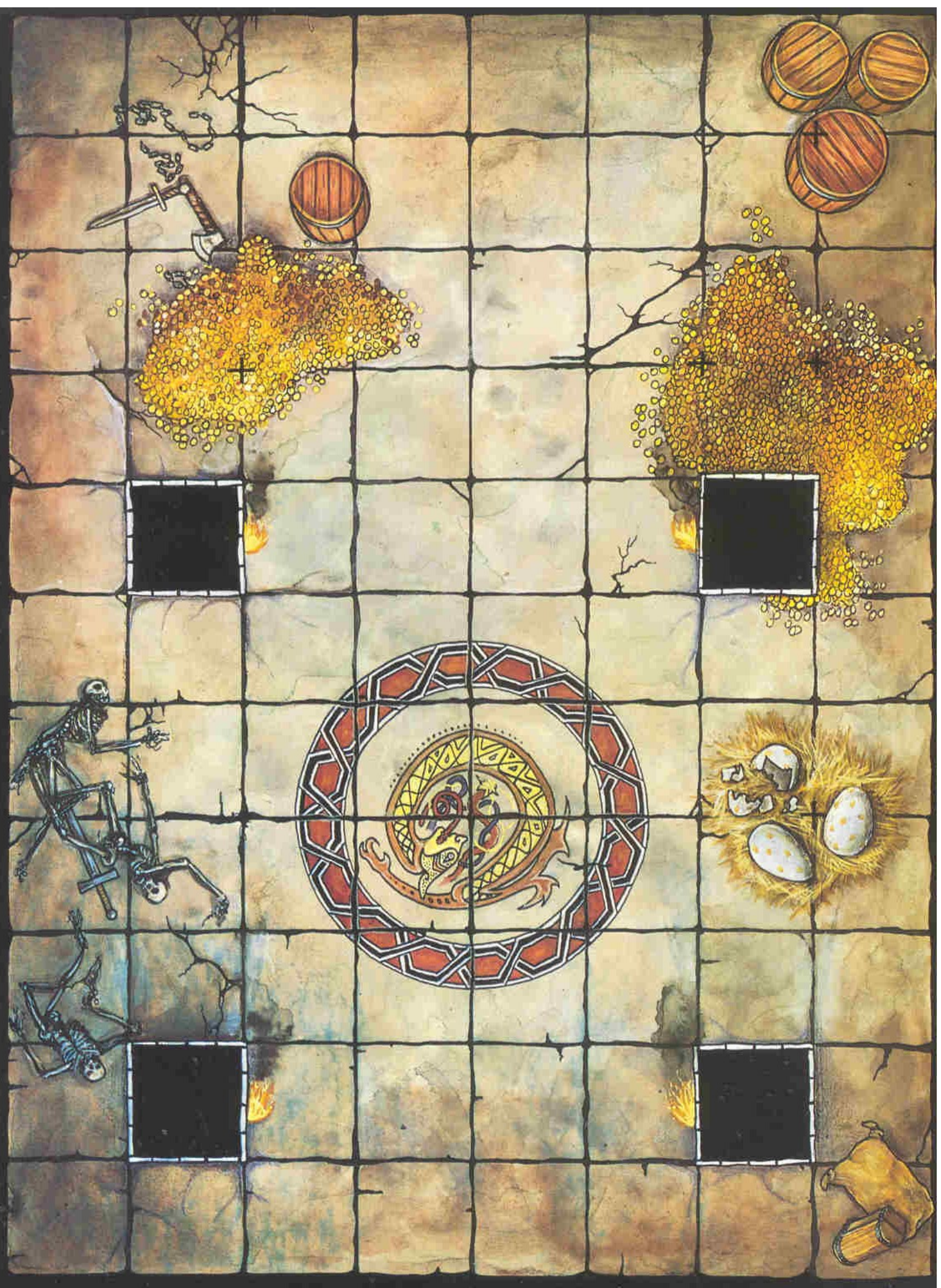
DUNGEON - ROLL A 5 OR 6 TO CLIMB THE SPIKED IRON FENCE





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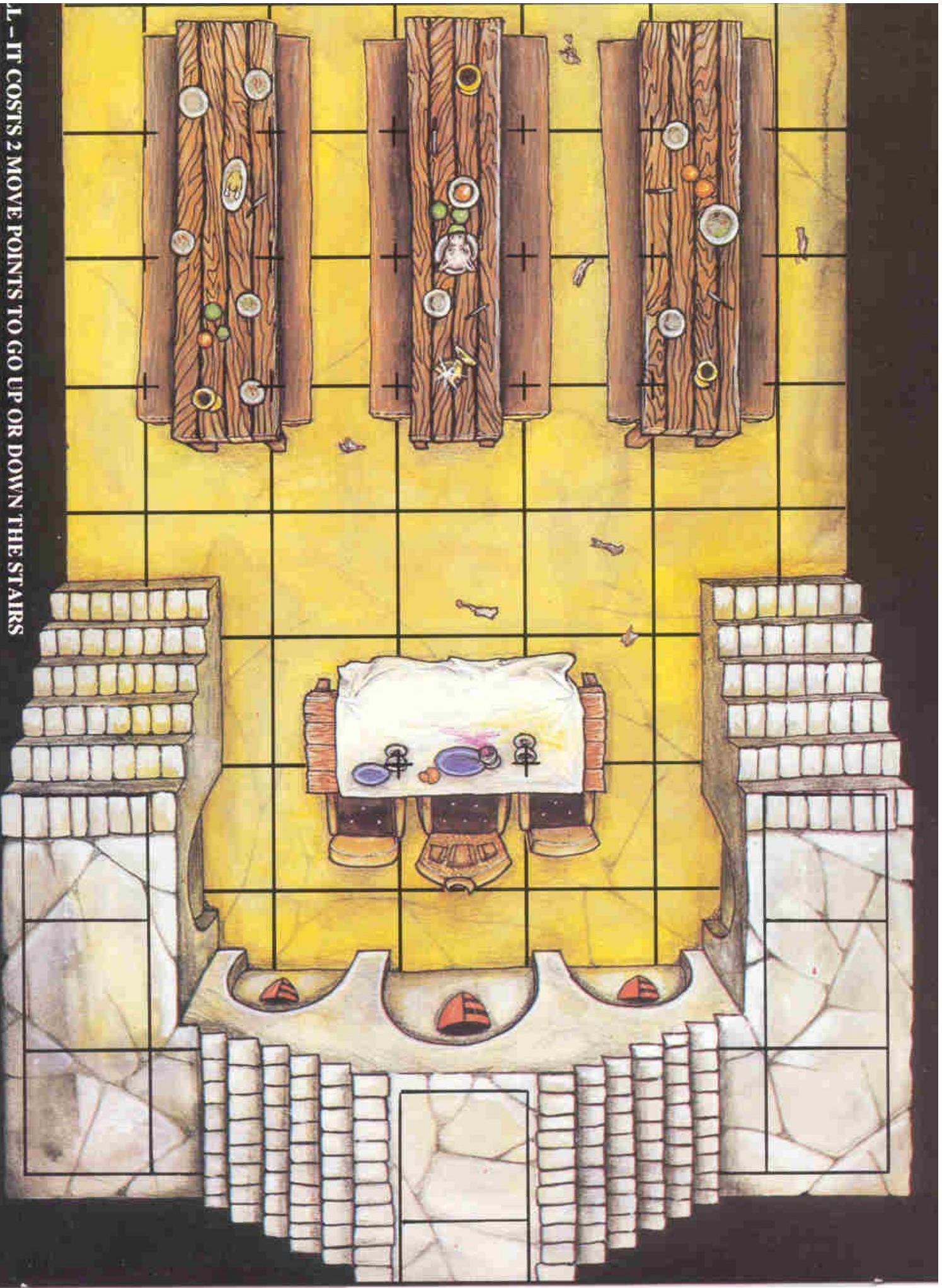
GUARD ROOM

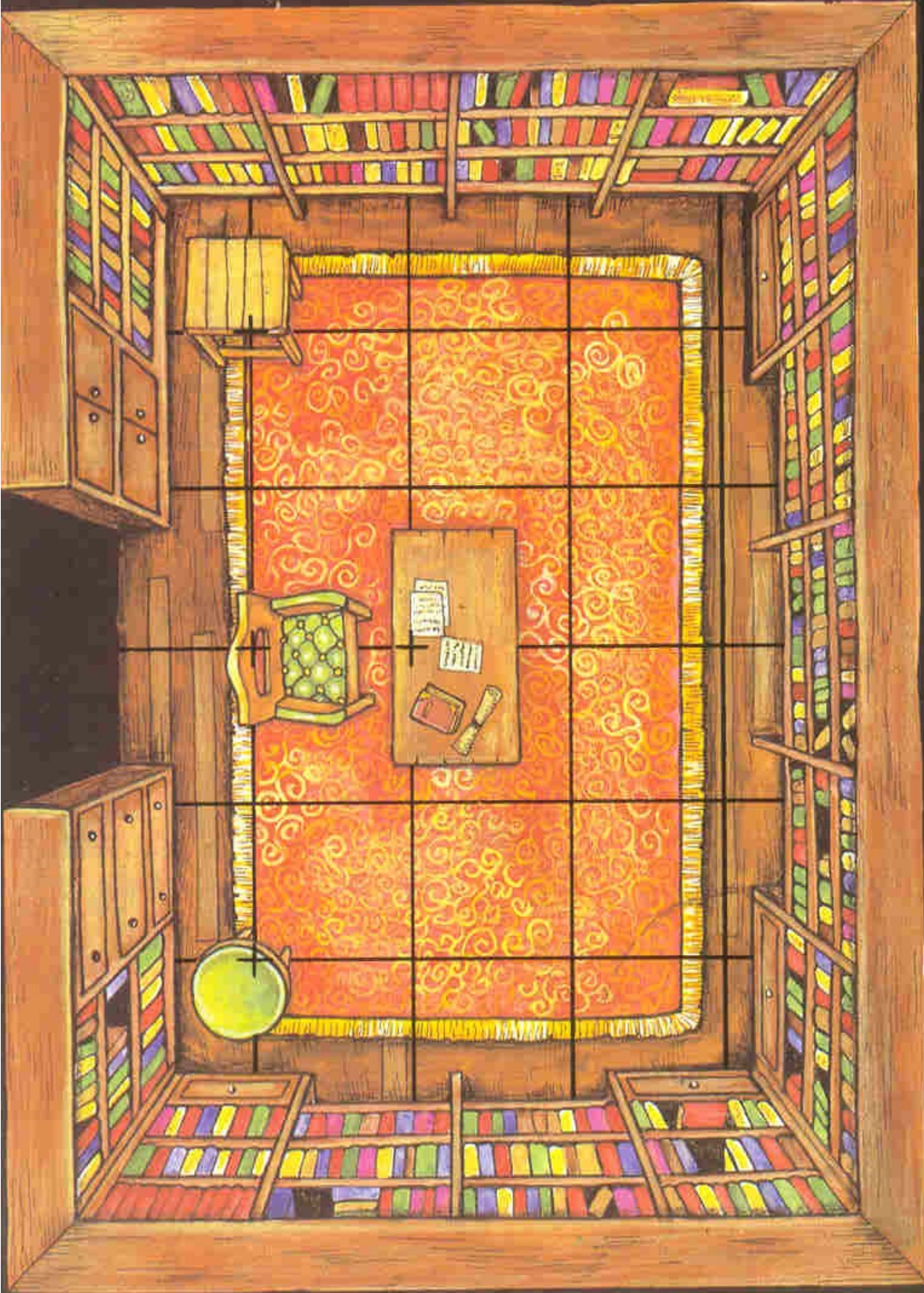


BARRACKS

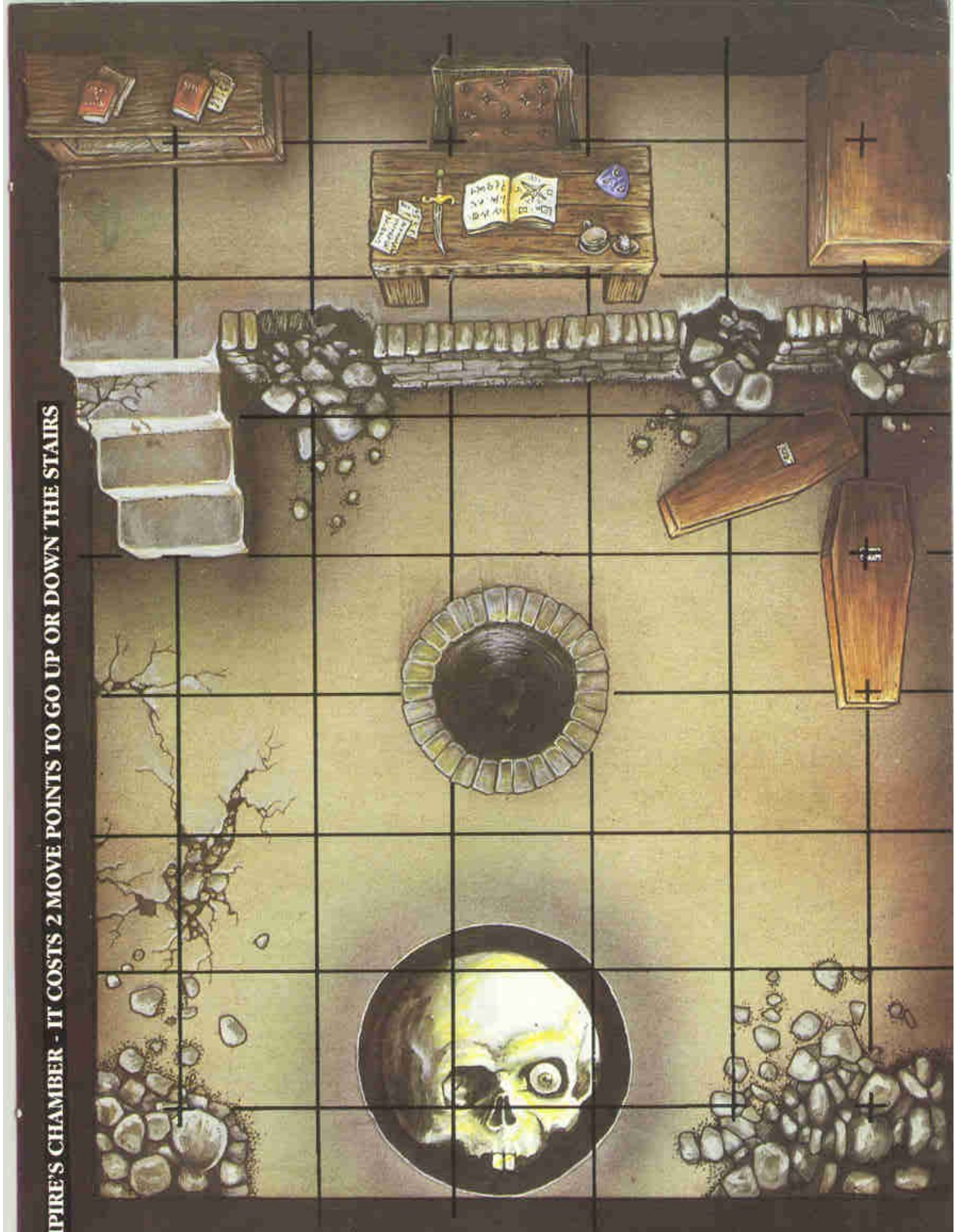


L - IT COSTS 2 MOVE POINTS TO GO UP OR DOWN THE STAIRS



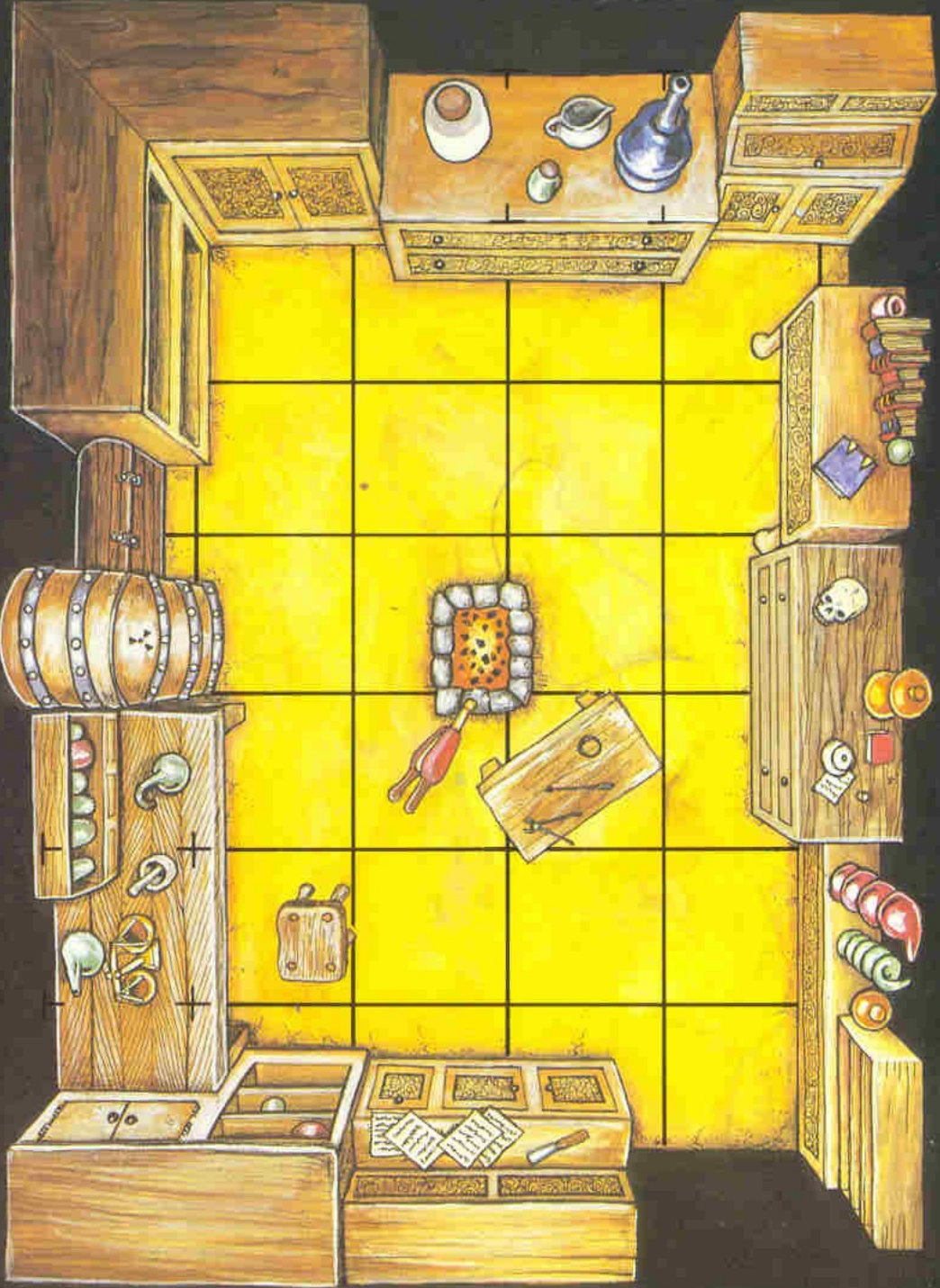


VAMPIRE'S CHAMBER - IT COSTS 2 MOVE POINTS TO GO UP OR DOWN THE STAIRS



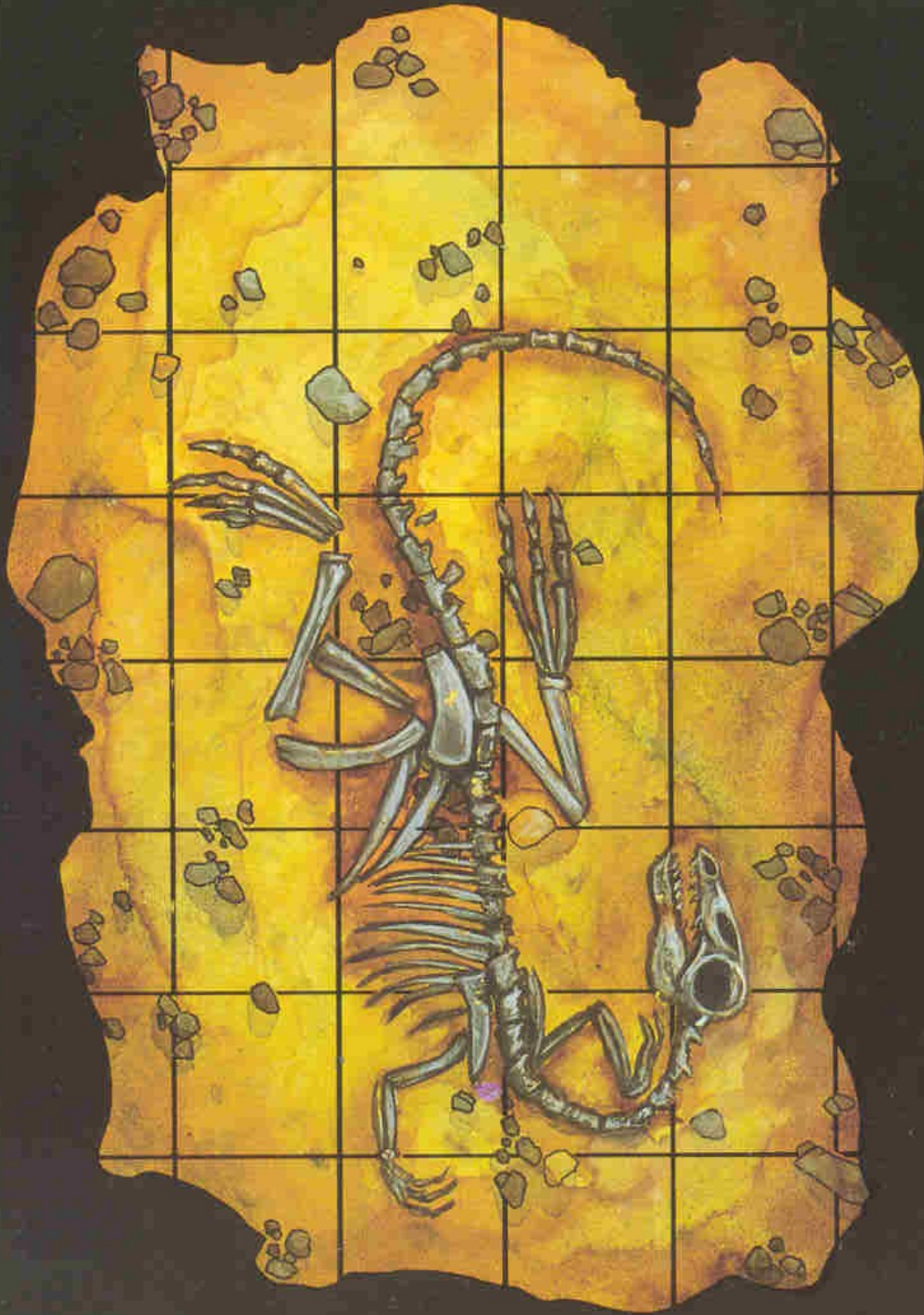
TREASURE ROOM

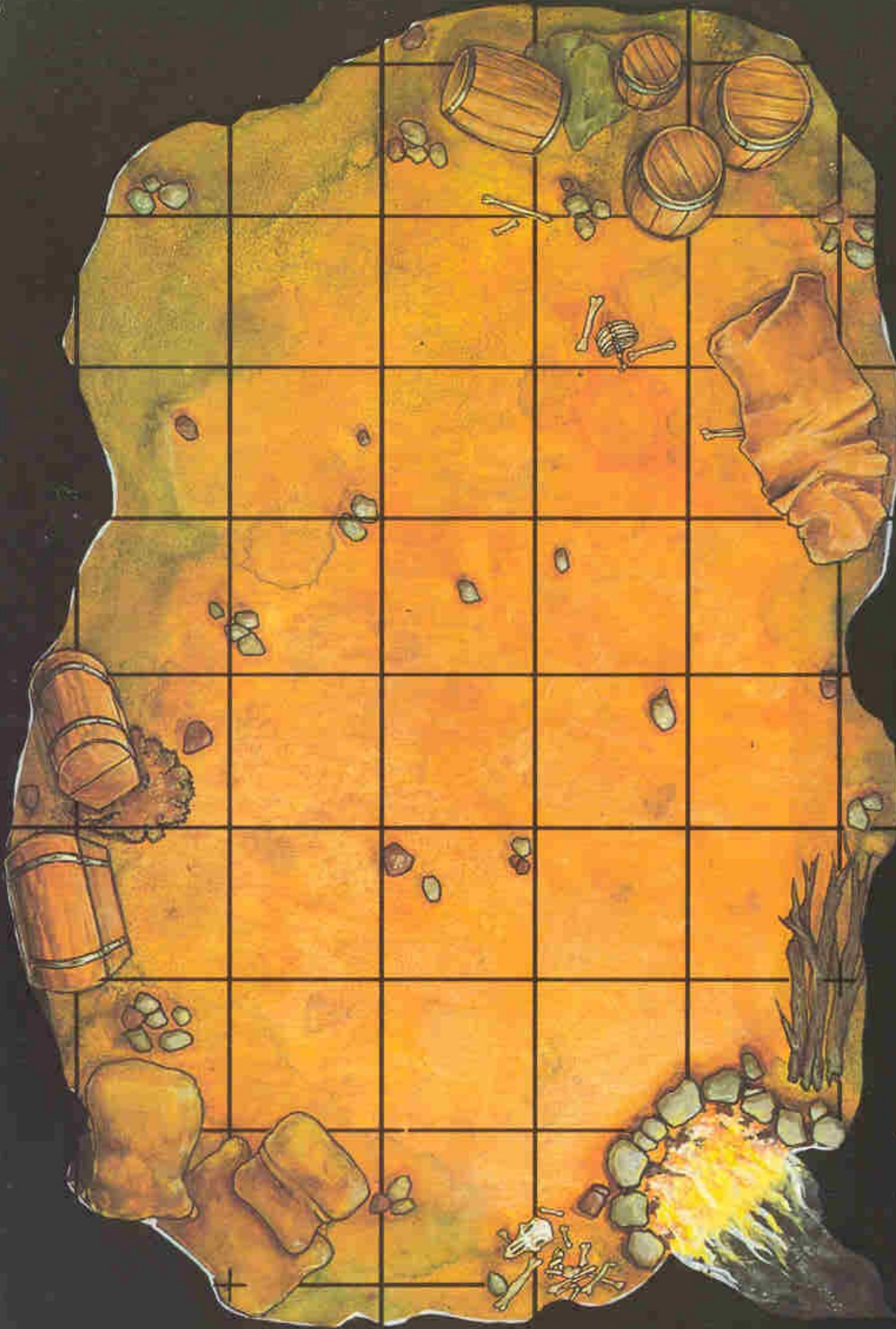




ALCHEMIST'S LABORATORY

DRAGON CHAMBER



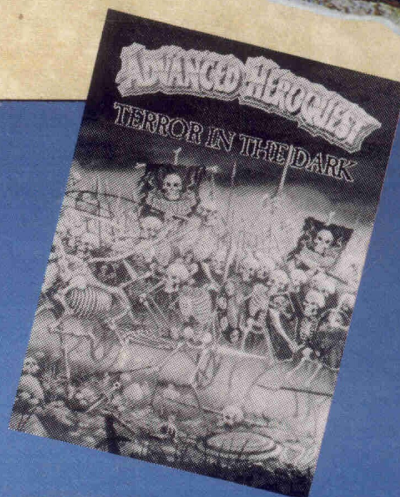


ADVANCED HEROQUEST

RULES AND ADVENTURE SUPPLEMENT FOR ADVANCED HEROQUEST

TERROR IN THE DARK CONTAINS:

New full-colour dungeon rooms, corridors and junction sections, new hazard counters, traps and player handouts, plus a 96 page rulebook packed with new rules for treasure, magic, henchmen, a quest generation system, new monsters and a complete five-part adventure - *The Quest for the Lichemaster*.



Welcome to **Terror in the Dark**, the first adventure supplement for *Advanced Heroquest*. Inside this box you'll find a host of new treasures, spells and magic items as well as rules for four new types of henchmen for your heroes. For the Games Master player, there are a whole set of new and terrifying monsters, with which to ambush the heroes and drive them from your lair. In addition, the new Quest Generation System allows you to create scores of exciting adventures for both Game Masters and players alike, while the special Lichemaster Quest provides the hardest challenge any player of *Advanced Heroquest* will have yet had to face. The Quest for the Lichemaster involves the players in a series of linked adventures to recover four ancient weapons and comes complete with six sheets of new card floorplans, player handouts and a host of new hazard counters.

TERROR IN THE DARK IS NOT A COMPLETE GAME. YOU'LL NEED A COPY OF ADVANCED HEROQUEST TO USE THE MATERIALS IN THIS BOX

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