

Quest for the Burning Candles

"My Heroes, the prince Mitchie Masha has decreed that his reading desk has grown dark over the years. This must be a plot by Chaos and Morcar. Journey into the maze and find the candlesticks and light them before they are all gone."

Introduction by Lestodante:

This mini quest pack takes inspiration from a post on the Heroquest forum 'Ye Olde Inn, where the user Mitchiemasha was complaining about the difficulty to find a set of Heroquest with both Candlestick unbroken. This tiny items seems to be hard to find so he suggested to write a quest on this subject: "Someone needs to write this Quest..." Purely as a homage to the rarity of sets that still have the Sorcerer's Candlesticks in true original form, lit and burning. Like many, not only are mine not lit, there's no stick! The plot is funny and about prince Mitchie Masha who instructs the Heroes to find the Candlesticks to light his library fallen in the dark.

Quest 1 - "Quest for the 'Burning Candles'" written by tb55555.

Quest 2 - "Candle with Care" written by Lestodante.

Quest 3 - "Candle in the 'Wind'" written by Maurice76 (requires 20 'Blocked Square tiles and 10 'Pit Trap tiles).

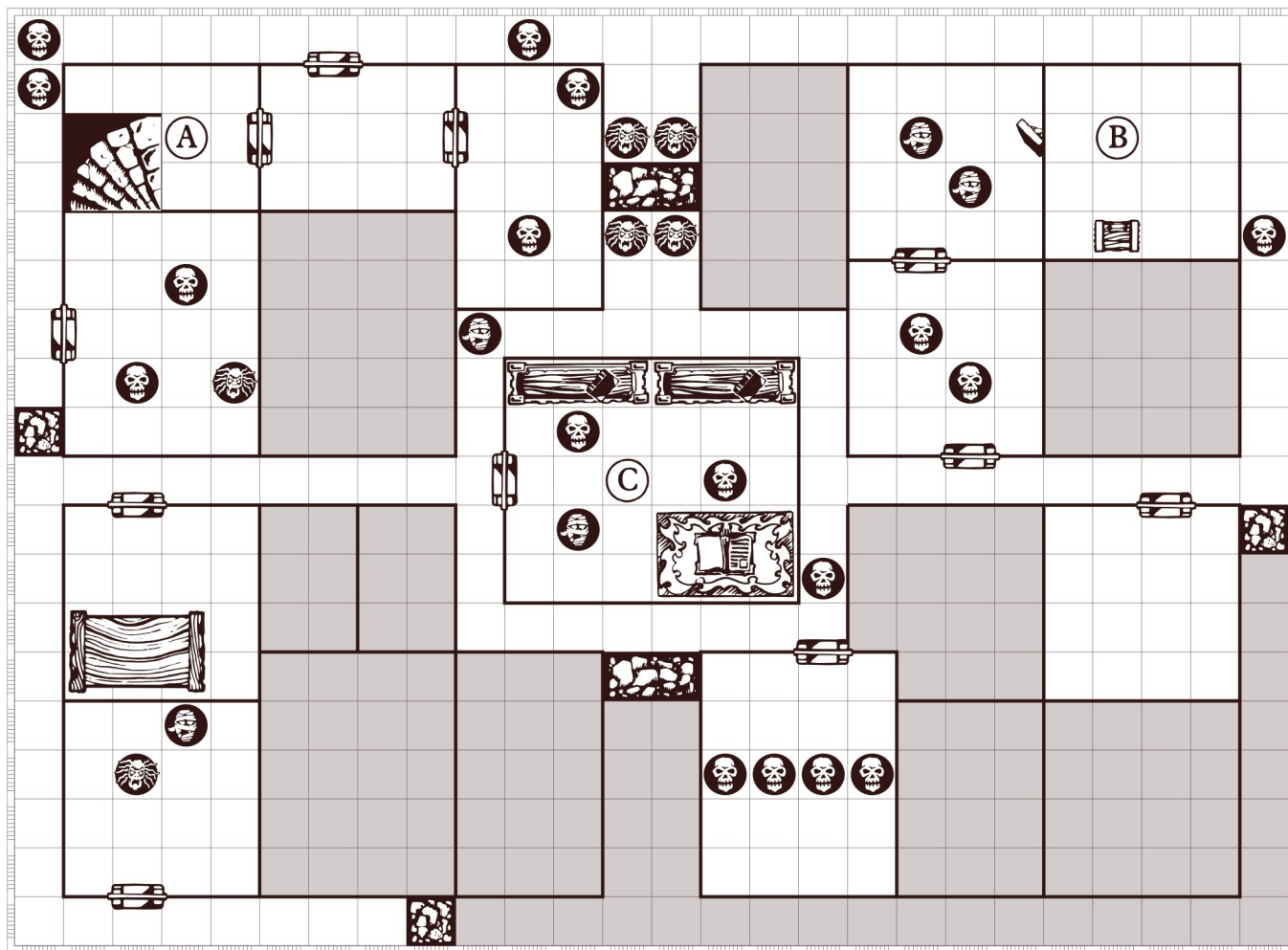
Maps created with Heroscribe - www.heroscribe.org

NOTES

- A The Hero finds a candlestick in the Cabinet.
- B The Heroes carrying the candlesticks may light the candles in the fire.
- C Both the candles on the Sorcerer's Table are broken.
- D The Hero finds a candlestick in the dusty chest.

Wandering monster: Goblin





Candle with Care

*"You've found the 2 candlesticks and now have to bring them to the Prince.
Be very careful and handle them with care, this items are very rare because they are so fragile and can
brek at any time. Before the Prince awakes, you must set the candlesticks in their place."*

NOTES

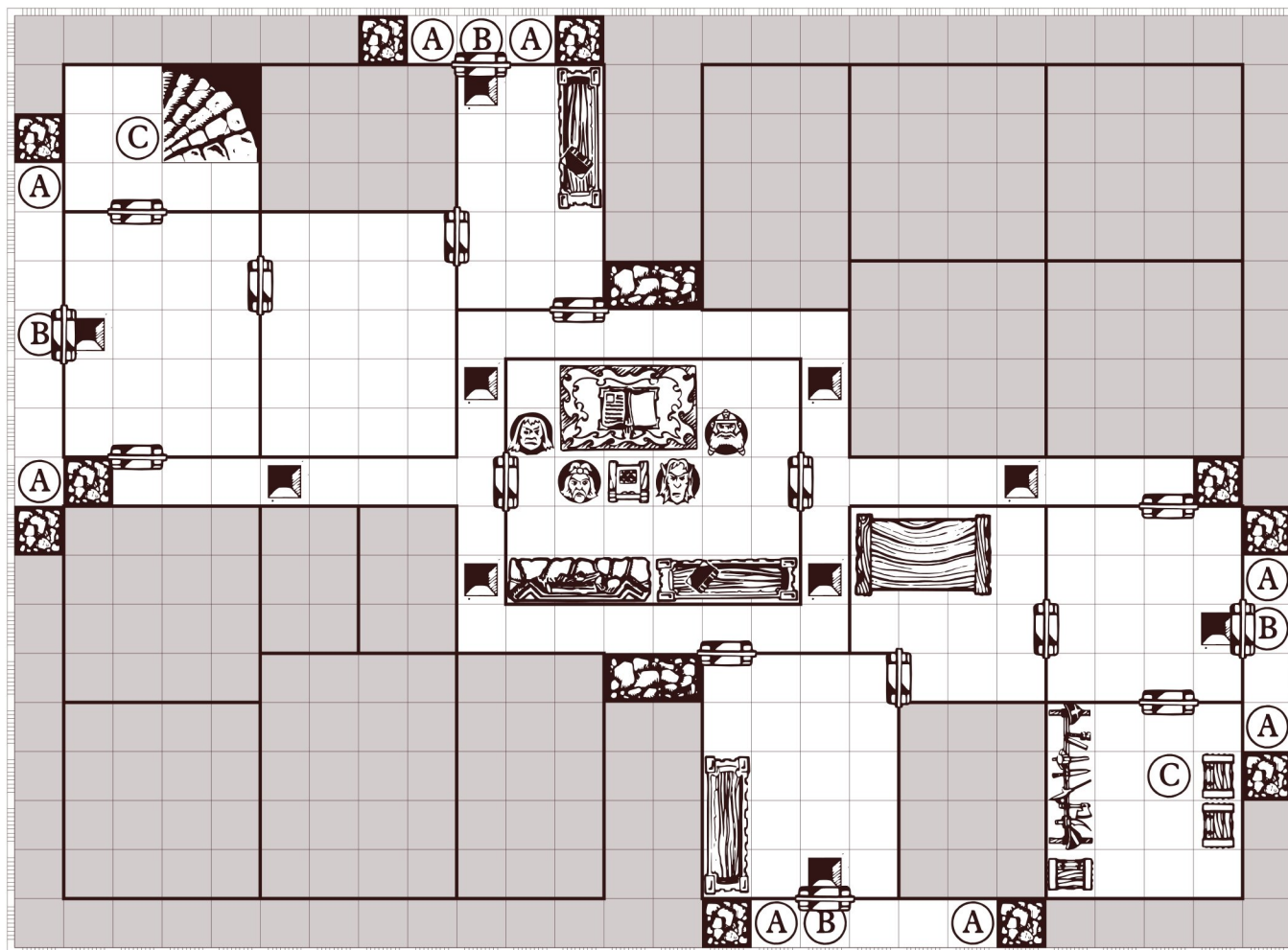
- A This is the starting point. The stairs connect the castle to the Prince's personal library. Since the light is gone, forces of Darkness infested the library. A hero can carry only one candlestick and must protect it, so he will attack and defend with 1 die less than usual.
- B This chest stores pieces of old candlesticks. They are all broken but made with silver so they can be melted and sold; they're worth 150 gold coins in total.
- C This is the Prince's desk, the Heroes must set the two candlesticks in the holes to complete the mission. Then read the following text aloud:

As soon as the candlesticks are placed in the holes their magic flames light the whole library. The forces of darkness still wandering in the corridors fade in the light and disappear.

Well done my friends, you bring back the light to the Prince's library and he can now continue his reading without fearing the darkness anymore. The Prince rewards you with 200 gold coins each.

Wandering monster: Skeleton





Candle in the Wind

"As you are guarding the candles, you suddenly see the candleflames flicker. A draft! Intruders must have entered the castle, putting the candles in danger! Hurry Heroes, and block all doors before any spawn of Chaos can reach the candles, but make sure the stairwell and the treasury remain reachable!"

NOTES

- A At the start of the Quest, put down everything on the board, with all doors open. Also reveal all Pit Traps. Furthermore, select up to 4 out of all available Goblins, Orcs, Fimir and Chaos Warriors and place them on any one of the available marks "A" on the map. Inform the players that the Pit Traps are not actually Pit Traps, but spots where the players can create a cave-in. Tell them that in order to create a cave-in, a Hero must stand next to such a Pit Trap and perform a test as if they're removing a trap. When successful, remove the Pit Trap tile and replace it with a Blocked Tile token. Furthermore, inform the players they cannot Search for Treasures and neither does this map feature any traps or hidden doors; they should be well aware of the layout of the castle. At any of your turns, you may select one monster out of the available Goblins, Orcs, Fimir and Chaos Warriors and place it on any of the 8 tiles marked with a "A". It may move and attack immediately.
- B As soon as any of the doors marked "B" are closed off, you may no longer spawn monsters on the tiles marked "A" in the hallway outside that door. Any remaining monsters in those respective halls are removed from play once the door is blocked.
- C The Quest is won when all doors marked "B" have been blocked. The Quest is lost whenever the Stairwell or Treasury (rooms with "C") have been blocked off from the central room, or when a monster has been able to reach Sorcerer's Table.

Wandering monster: none

