

HERO QUEST



Adventure 4 – In the King's Service
INSTRUCTION
BOOKLET

HERO QUEST



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Notes for Zargon

Greetings fellow Zargon. Well this is the fourth time I have talked to you and I do not want to repeat myself again. I just would like to share with you all of the things that I have discovered which I feel make me a better Zargon. I cannot stress the importance enough, but as Zargon, it is up to you to make sure that your Heroes have the time of their lives. If any event comes up and there is arguing, give in to the Heroes, because if they don't have a good time then we will have no one that will play with us. So act like you're out to kill them and sometimes do, because that makes it fun to bring them back from the dead, but it is so great to see your friend beat such impossible odds, so make it hard, but always make a way for them to get through it. If the unthinkable does happen, as it did with us in this adventure, yeah, that's right we lost all 4 Heroes, then treat it like a computer game would. Don't make the Heroes start over from the very beginning; just start "that Quest" over. They will do better the second time. So when your monsters have a choice between attacking two or more Heroes. You as Zargon should know which of the Heroes are hurting bad. Attack the Hero who has higher Body Points left. Keep this a secret between us.

If a Hero dies and there is some reason that the other Heroes need to leave the room, you can suggest that a Hero stays behind to guard the body, until the others return.

Buying and selling weapons: Heroes can only buy weapons in the course of their adventure when they are in a town. It only makes sense. If a Hero wants to sell a weapon back, he gets ½ the cost. When a throwing weapon is used, Hero rolls white dice and count skulls. Then the monster gets to defend accordingly with his dice.

As Zargon, I always let the Heroes search for treasure by pulling treasure cards after the room has been cleared of all monsters. One card for one Hero per room. Once they have finished pulling cards, or if they do not wish to pull any cards, then I tell them if there is anything extra. This is a very good time for you Zargon to help the Heroes by saying that there is a secret compartment inside the wall and then give them what you think they need, without them really knowing that you are helping them. I may not mention every secret door that there is. So watch your maps. I'm sorry that the maps get crowded at times.

Read and run through the Quest inside your head, before playing with your friends, this will stop any

delays or mistakes from being made.

Your Wizard and Elf will need the extra spell cards from Adventure 3.

Poison: We used the extra treasure cards from o Adventure 1. Making the venom antidote a very useful item for curing all poisons.

Mind Points: This is an area of concern for us. We hated the way they were used in the expansion sets. When a Hero loses all his Mind Points it only makes sense that he becomes unconscious, vise the "in shock" but this is "your" game. You decide which you like and go with that.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Uruk-hai		8	6	6	6	3
Iron Skeleton		5	5	5	5	0
Hobgoblin		12	2	2	2	1
Mountain Orc		7	3	3	3	3
Big Gargoyle		6	4	5	8	4
Ghoul		5	2	3	2	0
Warlock	X	10	4	4	6	6
Zargon	X	10	6	6	14	8



New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



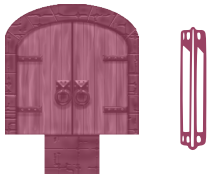
Locked Door

These doors are locked and will often require a key to be opened.



Double Door

When opened, replace the closed big door with the open big door.



Key

This key comes in different colors on the Quest map. They unlock the doors with the same color.

