

# HERO QUEST



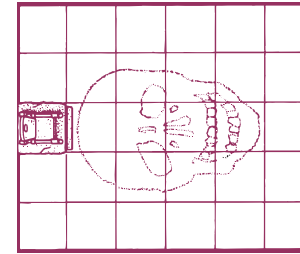
Adventure 6  
Return of the Witch Lord 2  
The Resurrection

INSTRUCTION  
BOOKLET



### Throne Room

The large throne room is used by evil rulers such as the Witch Lord.







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.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



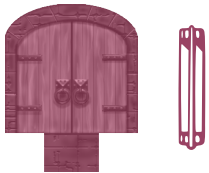
Locked Door

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



Large Door

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



Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Key

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



Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



At the beginning of the Quest, the Death Mist tile is placed on the gameboard as shown next to the square marked "A." This mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridors.

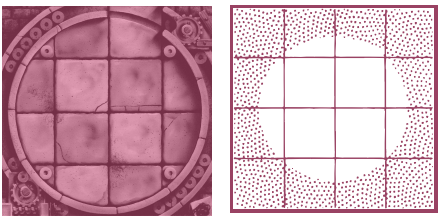
When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon's) turn. It will not affect monsters.

The mist cannot move onto the same square twice in 1 turn. It also cannot *end its turn* on the same square with a Hero. (If this happens, the Death Mist tile must stop short on the square in front of the Hero.)

The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don't tell this to the Heroes!)

Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



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## Table of Contents

Words for Zargon.....	4
Monster Chart .....	5
New Tiles and Quest Map Symbols .....	6 - 7



## Words for Zargon

Zargon, sorry about the maps being so crowded. You should go over each Quest by yourself before playing with your friends, so that no mistakes are made and your friends can have an enjoyable game.

Orc's Bane: Allow Hero to attack two different Orcs, if he kills one on the first attack.

Heroic Brew: Allow Hero to attack a second monster if he kills one on the first attack.

Treasure Cards: There are so many treasure cards now that once a card is picked, it's better to make a discard pile. So Heroes get to keep good cards and bad cards are discarded after Hero completes the action.

Monsters with Potions: There will be times offered when if a Hero can take out a monster before they get a chance to drink the potion, that Hero could claim the monster's potion. These events are specified inside the Quests.

Attacking: When Heroes open the door and the monsters are placed on the board. It's a puzzle. Your Heroes need to figure out the best attack formation that they can. Strong Heroes up front, taking multiple attacks, protect the Wizard or wounded companions, and so on. Enjoy!





Artifact Cards: When Heroes discover an artifact, shuffle Artifact Cards and allow Hero to pick. Hero keeps card until Quests end, then he records what he has not used during the game and Artifacts Cards are collected so that for the next Quest Heroes will have a fresh pile to pick from again.

Arm Bands of Healing: Each Hero can wear two, if they are lucky enough to pick them.

Mist: We changed the rules regarding the Mist. Only Tempest, Remove Air, Dispel and Turn to Stone spells can kill the Mist.

Stone Mummies: This adventure introduces a new monster. Stone Mummies can be destroyed by the following spells. Landslide, Sandstone and Pass Through Stone.

## Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Stone Mummy		3	4	6	3	0
Doom Guard		8	4	6	3	3
Spirit Rider		8	4	4	3	3
Bellthor		6	4	6	3	3
Witch Lord	X	10	5	6	4	5
Skulmar	X	8	5	6	3	4
Queen Kessandria	X	6	4	6	3	4
Rat		12	1	0	1	1