

HERO QUEST



Chaos Unleashed
INSTRUCTION
BOOKLET



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The adventure continues! Chaos Unleashed is an unofficial expansion set used with your original Hero Quest Game System. You must have the Game System and all of the official expansions in order to play the adventures in this booklet.



New Rules

1. Death Mist

On each of Zargon's turns, the death mist may move up to 6 squares along the shaded corridors. If the death mist passes over any Hero, that Hero then loses 1 Body Point. The death mist can only be destroyed by the Spirit Blade, or a Tempest Spell (do not tell this to the Heroes).

2. Heroic Ogres

Use one of each of the Ogre figures to represent the Heroes in Ogre form. As Ogres, some of their stats will now be altered and they will no longer be able to use ranged weapons due to their large clumsy fingers. Each Hero must roll one combat die to adjust their Attack and Defend dice. If a white shield is rolled, they will add one combat die to each of their Attack or Defend rolls for their remaining time as an Ogre. If a black shield is rolled, they will subtract one combat die. A skull indicates no change. As Ogres, the Heroes' Body and Mind Points will also change. Each Hero must roll one red die and add the result to their base Body Points. To alter their base Mind Points, each Hero must roll one combat die. If they roll a skull, their Mind Points stay the same. If they roll a white shield, their Mind Points drop one point. If a black shield is rolled, their Mind Points will drop two points. A Hero's base Mind Points cannot be lower than 1.

Casting Spells as an Ogre:

Magic users will now have a handicap. Before the casting of each spell, they must roll one combat die. If a black shield is rolled, the spell is unsuccessful.

Dwarf as an Ogre:

Due to large clumsy hands, trap disarming has been handicapped. Instead of a black shield, if the Dwarf Hero attempts to disarm a trap, he must roll anything but a white shield to be successful.

3. Quicksand Pit

Dividing the room is a quicksand pit. To reach the other side of the quicksand pit, a Hero must stand adjacent to it and try to jump over the quicksand. The Hero rolls one combat die in the attempt. If a black shield is rolled, the Hero successfully lands on the square directly across from the square they left.

Any other result means the Hero lands in the quicksand and begins to sink. To avoid a messy death, tell the Hero to immediately discard any 2 items (weapons, armor, potions, scrolls, etc.). This ends the Hero's turn. On the Hero's next turn, the Hero climbs out of the quicksand onto the square across from the square he left. This ends the Hero's turn.

4. Ice Ledge

When a Hero steps through a door and moves onto their first square in this room, they must roll 1 combat die. The Hero is safe and may continue moving on a roll of a skull or white shield. If a black shield is rolled, the Hero slips, suffering 1 Body Point of damage. The Hero must immediately roll another combat die. If another black shield is rolled, the Hero slips into the crevasse, never to be seen again. Any other roll means the Hero returns to the square in which they entered the room, ending their turn. At the beginning of any turn in which a Hero is in this room, they must first roll to see if they slip into the crevasse.

5. Mind Points

When a Hero reaches zero Mind Points, he is not dead but in *shock*. (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do *not* increase the attack or defend dice when a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.





6. Mercenaries

This Quest Pack contains Mercenary figures, with interchangeable weapons that enable you to put together the 4 different types of Mercenaries (the Scout, the Swordsman, the Crossbowman and the Halberdier).

Mercenaries are soldiers who can be hired by a Hero before a Quest begins. They will accompany any Hero on a Quest, if the Hero pays their fee. The fee for each type of Mercenary is given in the Mercenary's card as well as on the Mercenaries Chart on page 11 of this book. The gold must be paid before the Quest begins.

A Mercenary is controlled by the Hero who hired

Mercenaries Chart

Mercenary	Map Symbol	Cost Per Quest (GOLD COINS)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		75	6	3	3	2	2
Halberdier		75	6	3	3	2	2
Scout		50	9	2	3	2	2
Swordsman		100	5	4	5	2	2

The Crossbowman wields a crossbow – See the Armory on the cardboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.

The Halberdier wields a halberd that enables him to attack diagonally.

The Scout has the Dwarf's ability to detect and disarm traps.

Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scout, who can detect and disarm traps).

The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary's cost for each Quest.**

him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can control as many Mercenaries he can afford to hire. A Mercenary can move, open doors, attack and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as on the Mercenaries Chart on page 11 of this book.

If a Quest map calls for a type of Mercenary that is not available because they've all been hired by Heroes, Zargon may substitute a different type of Mercenary, or another monster altogether.

7. Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

8. Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

9. Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

10. Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks (such as the Polar Warbear), however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

New Traps

The Stalactite trap and the Swinging Blade trap do not have tiles.



Stalactite Trap: This deadly spear of ice clings to the ceiling of ice caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square, causing 1 Body Point of damage. Monsters do not spring Stalactite traps.



Swinging Blade Trap: The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.



Pit of Darkness: The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.



Long Pit Trap: If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.

New Magical Traps

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



Fireburst Trap: When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.



Hurricane Trap: This trap must be set in a corridor. Once a character passes the spot marked "X", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.



Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

Spell Special Effects

One of the new spells has special effects which can be displayed on the board using a special counter. Details of the spell appear on the spell card while the general rules of effect are detailed below.

Magical Barriers

The Wall of Ice spell allows the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defense dice shown on the specific spell card and counting the white shields scored. If the wall takes one Body Point or more of damage, it is destroyed and the piece is removed from the board.

New Monsters

Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Elven Archer

Elven Archers may attack with 4 combat dice against any non-adjacent target in their line of sight. They attack with only 1 combat die if the target is adjacent. If an Elven Archer loses his bow he rolls only 1 combat die to attack.

Ice Gremlin

During Zargon's turn, each Ice Gremlin can either attack a Hero or it can steal one item from one Hero (Zargon's choice). The item stolen cannot be the armor or shield a Hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

Polar Warbear

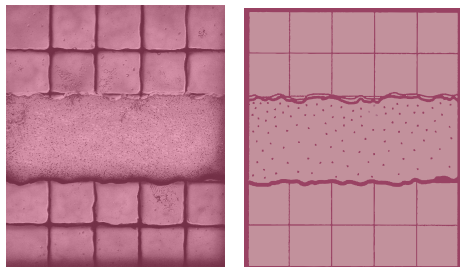
The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Elven Archer		6	4(1)	2	3	2
Elven Warrior		6	4	3	3	2
Ice Gremlin		10	2	3	3	3
Yeti		8	3	3	5	2
Polar Warbear		6	4/4	3	6	2
Giant Wolf		9	6	3	5	1
Ogre		4	6	4	10	2

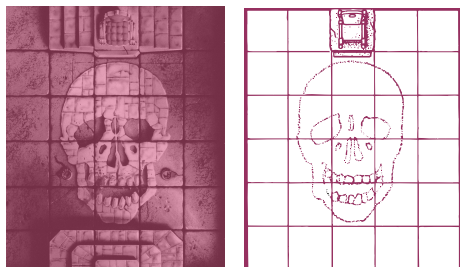
Quicksand Pit

This area contains a bottomless pit filled with quicksand that threatens to suck in careless or unlucky Heroes.



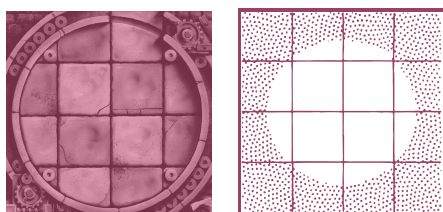
Throne Room

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

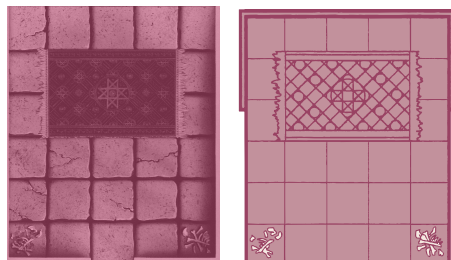


Revolving Room

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



Inner Sanctum and Sanctum Wall



made against each of two different opponents.

Yeti

Whenever the Yeti's attack causes a Hero to lose at least 1 Body Point, the Yeti grabs the Hero in a powerful hug. This hug inflicts 2 Body Points of damage to the Hero at the start of each subsequent Zargon turn. The Hero cannot defend against this attack, nor can he take any actions. The Yeti can make no other attacks while hugging. This continues until either the Hero dies or the Yeti is killed by the Hero's companions.

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.



Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



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.



Death Mist

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



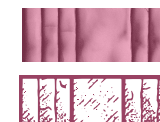
Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



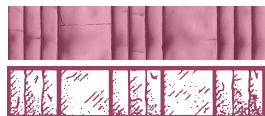
Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



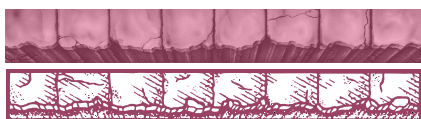
Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



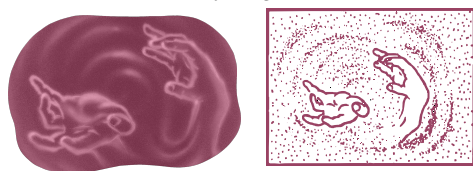
Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



Cloud of Chaos

When surrounded by this mysterious, purple cloud, Heroes cannot "see" anything.



Ice Tunnels

A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or monster landing on one of these entrances immediately moves to the other entrance. After moving from one entrance to another the Hero's or monster's turn is over.

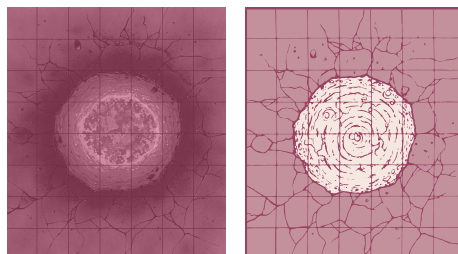


Icy River

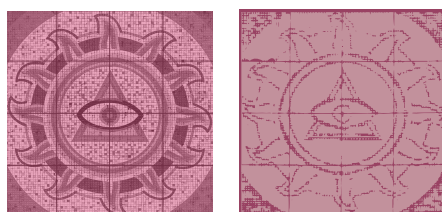
Each square of these underground streams counts as 2 squares for movement purposes. Each time a Hero enters any icy river square, he rolls 1 combat die. He loses 1 Body Point to the cold if he rolls a white shield. Monsters suffer neither movement penalties nor damage from the icy river.



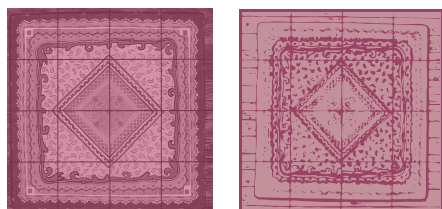
Pit of Chaos



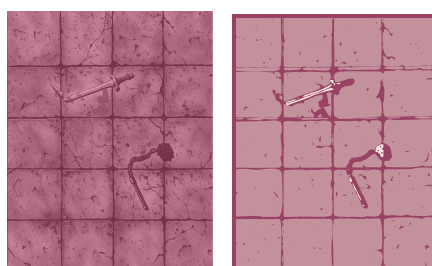
Sun Eye Room



Carpet Room

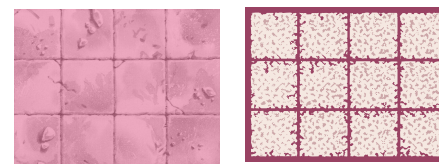


Battle Room



Ice Vault

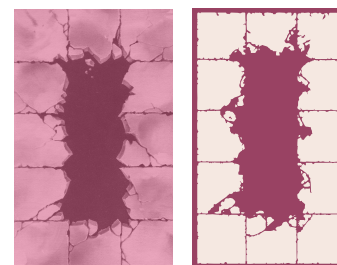
This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in the room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.



Two Sizes:
2x3 squares
3x4 squares

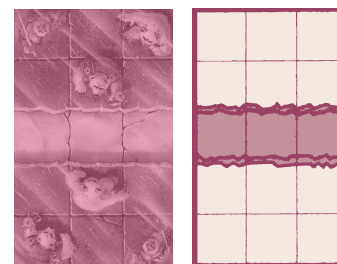
Ice Ledge

This slippery ledge surrounds a deep crevasse in the icy mountain. The Heroes must walk around the crevasse on the ledge, inches from a fall to the death.



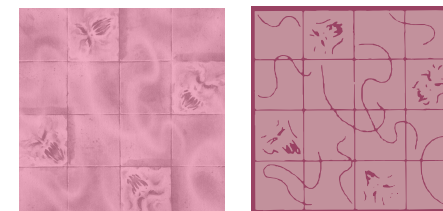
Frozen Crypt Room

Monstrous servants of the Frozen Horror are encased in thick ice within this room. These monsters are freed when a Hero opens the appropriate door.



Living Fog Room

This room is filled with an eerie, swirling fog. Monsters seem to appear on all sides of the Heroes, only to disappear into the fog when attacked.



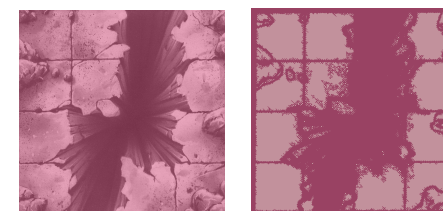
Ice Gremlin Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Their booty is stored in this room.



Bottomless Chasm Room

The crevasse that divides this room can be jumped over as a pit, but any Hero who falls into it is lost "forever."



The Seat of Power Room

The Frozen Horror rules from this room, devising evil plans for the conquest of the Empire.

