

HERO QUEST



Chaos in the Keep

INSTRUCTION
BOOKLET



HERO QUEST



Table of Contents

New Rule	4
New Monsters.....	4
New Tiles and Quest Map Symbols	4
Monster Chart	5



New Rule

Large Monsters

When a monster takes up more than one square (the Minotaur 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.



New Monsters

Dark Warrior

These monsters work like other monsters. But whenever the Zargon player places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending on the weapons available.

The Dark Warriors are an elite group of fighters who can defend in a special way. Roll the required number of dice shown as normal and as long as you roll at least one round black shield, the Dark Warrior defends successfully and remains unharmed.



New Tiles and Quest Map Symbols

Locked Door

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



The Weapons Forge

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



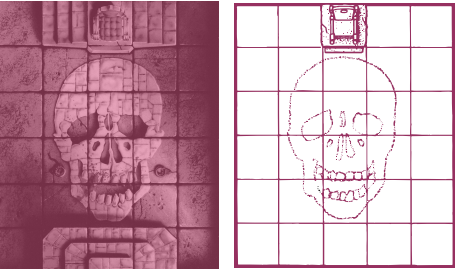
Coffin

The coffin may be used as a tomb. It may contain an undead creature and/or a treasure. It may also have a trap on it.



Throne Room

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



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Dark Warrior Scout		9	2	3	1	2
Dark Warrior Halberdier		6	3	3	1	2
Dark Warrior Swordsman		4	4	5	1	2