

HERO QUEST



DungeonsDark
INSTRUCTION
BOOKLET





Table 6 - Greater Spell Scroll (roll 1 red die)

- 1 Heal Body Scroll
- 2 Ball of Flame Scroll
- 3 Tempest Scroll
- 4 Genie Scroll
- 5 Water of Healing Scroll
- 6 Re-roll

*There may only be one of these items in play at a time. Re-roll if the object is already owned by any Hero.



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.



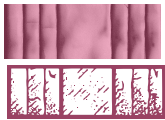
Open Door

These doors are already open.



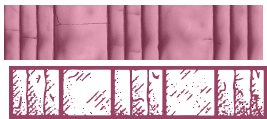
Short Stairway

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.



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New Rules

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.

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.



New Magical Trap

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.



Rare Weapons

These weapons may be found in various Quests and cannot be purchased (or sold) in the Armory.

Great Sword

This heavy fine crafted two-handed sword gives you the attack strength of 4 combat dice. Because of its length, the great sword enables you to attack diagonally. *May only be used by the Barbarian.*

Dwarven Axe

This rune etched two-handed battle axe is perfectly balanced and gives you the attack strength of 4 combat dice. The Dwarf may divide these dice into separate attacks as desired. *May not be used by the Elf or Wizard.*

Elven Long Bow

This bow has been gifted from the silver boughs of the elven homeland and gives you ranged attack strength of 3 combat dice. The Elf using it gains an additional 1 combat die attack if no movement is used and may exchange up to 2 defend dice for the same number of additional attack dice in the second attack. *May not be used by the Dwarf or Wizard*



New Monsters

Doppelganger

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4*	6	5

A Doppelganger Mimics a Hero's appearance and actions and usually enters the board via a trap or ambush event (such as falling in a pit trap or being the last one to pass through a doorway). The Doppelganger replaces the Hero and the players are not notified of any change. The replaced Hero is commonly locked-up to be discovered later, or otherwise delayed.

The Doppelganger will emulate the player in all ways possible, slaying monsters and even pretending to take damage from his traps and minions. He is waiting for the opportune moment to strike the Heroes. If the replaced Hero attempts to use magic or use special items, then they have "forgotten all known spells" or "seem to have misplaced all items". Zargon may take control of the Doppelganger Hero on Zargon's turn (if he chooses) and can attack the Heroes.

Confusion ability: The Doppelganger can transform into any Hero they are adjacent to and confuse the other Heroes. Once a Hero and Doppelganger are engaged in combat, the other Heroes cannot distinguish the two and all attacks are inflicted at random on the Hero or Doppelganger (red die, 1-3 Hero, 4-6 Doppelganger). The Doppelganger defends with white shields and when slain reverts to a gray featureless form.

Dragon

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2x5 & 3	9	20	6

A Dragon is a large creature which takes up 2x3 squares on the board. Dragon's normally attacks with claws, two attacks with 5 combat dice each for front or front diagonal targets, and with its tail, 3 combat



dice to all rear targets within two spaces. It may fill the room with fire breath every three turns (same as Firestorm Chaos Spell) or breathe fire (Ball of Flame and Fear combined) on any turn. The Dragon cannot be harmed by fire.

When a Dragon moves it pushes players out of its way (a pivot costs 2 movement points). Players interactively decide which adjacent square they are pushed into.

Dragons are extremely intelligent and a Dragon near death will attempt to flee (fly away) and may destroy ceilings or walls on its way out. This takes one turn and the effect on the dungeon is specific to each Quest.

Gelatinous Cube

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1	*-	12	1	0

The Gelatinous Cube fills an entire dungeon square and is initially invisible unless the area is searched for traps. A Hero who occupies the same space as a Gelatinous Cube is immediately trapped within (ending the current turn) and suffers 1 Body Point of damage per turn. The cube is very difficult to destroy with common weapon attacks but is especially vulnerable to fire, which hits automatically. When the cube has trapped a Hero (or monster) the cube cannot move and Heroes cannot pass through.

Mimic

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	4	4	2	2

A Mimic is a monster which disguises itself as a piece of furniture (usually a treasure chest). The Mimic is discovered when a room is searched for traps (becomes animated but does not attack until Zargon's turn). The Mimic receives a surprise attack ending the Hero's turn if the room (or chest) is searched for treasure or secret doors.

Rust Monster

MOVEMENT	ATTACK	DEFEND	BODY	MIND
3	*-	9	4	1

A Rust Monster is a harmless creature which feeds on ferrous metals. It will devour one piece of a Hero's metal equipment per turn (armor, weapons, shields). Magical items and artifacts are not immune but are not preferred and will be eaten last.

Treasure Tables

Table 1 - Holy Archives (roll 2 red dice)

- 2/3 Artifact (Table 2)
- 4 Water of Healing Scroll
- 5 Veil of Mist Scroll
- 6/7 nothing
- 8 Swift Wind Scroll
- 9 Stone Skin Scroll
- 10 Courage Scroll
- 11 Fire of Wrath Scroll
- 12 Elixir of Life

Table 2 - Artifact (roll 2 red dice)

- 2 Choose any missing base Quest artifact
- 3 Vigor Stone
- 4-6 Randomly draw an unused artifact
- 7 Dagger of Return
- 8 Enchanted Toolkit
- 9-11 Randomly draw an unused artifact
- 12 Choose any missing artifact

Table 3 - Treasure Hoard (roll 2 red dice)

- 2/3 Artifact (Table 2)
- 4 A Rare Weapon (Table 4)
- 5 A Lesser Spell Scroll (Table 5)
- 6/7 100 gold coins
- 8 gems worth 200 gold coins
- 9 A Lesser Spell Scroll (Table 5)
- 10 A Greater Spell Scroll (Table 6)
- 11 A Rare Weapon (Table 4)
- 12 Elixir of Life

Table 4 - A Rare Weapon (roll 1 red die)

- 1/2 Re-roll
- 3 Dagger of Return
- 4 Elven Long Bow*
- 5 Dwarven Axe*
- 6 Great Sword*

Table 5 - Lesser Spell Scroll (roll 1 red die)

- 1 Swift Wind Scroll
- 2 Veil of Mist Scroll
- 3 Pass Through Rock Scroll
- 4 Courage Scroll
- 5 Fire of Wrath Scroll
- 6 Stone Skin Scroll