

# HERO QUEST







Eschaton  
INSTRUCTION  
BOOKLET







# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Churl		8	2	2	2	3
Thane		6	3	3	2	3
Thunderhammer		5	4	3	2	4
Einerjar		6	5	5	3	4



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## House Rules to Aid Players

These are optional rules I sometimes use when running a game. These rules are not required to play this Quest, but they can be helpful.

### Giving Items

A Hero may freely pass any of his items to another Hero on his turn, if that Hero is in line of sight. Items can only pass from the active Hero to an inactive one, not vice-versa.

### Unarmed Combat

Adopted from the Shipwrecked! Quest Book. Unarmed Heroes roll 1 combat die when attacking and consult the following chart:

Barbarian = Hits with a skull  
Dwarf / Elf = Hits with a white shield  
Wizard = Hits with a black shield

### Useful Genie

In addition to opening doors, the Genie spell can also activate switches and puzzle objects.

### The "One Equip" Limit

During a Quest Heroes are allowed to equip a weapon or piece of armor once per turn, and only on their turn. They should keep track of what items are equipped for Zargon's benefit.

*Example: On Barbarian's turn, Barbarian switches from his Broadsword to his battle axe in order to attack a stronger foe. This automatically unequips his shield and leaves him at a defense disadvantage on Zargon's turn -- he cannot re-equip his shield until next turn.*

### Returning Patrols

If a Hero takes an unproductive turn – a productive turn would be revealing a new area, performing an action, using an item, or moving tactically – he rolls 1 combat die. If he rolls a black shield, Zargon places a wandering monster at the dungeon entrance.

### Climbing Into Pits

Instead of jumping a pit, a Hero may attempt to deliberately climb into a pit. He must declare that he is doing so while next to a pit, then he rolls 1 combat die: if he rolls anything but a skull, he safely reaches the bottom; otherwise he slips and falls in, taking 1 Body Point of damage. In either case, his turn ends.

### Fallen Heroes (a)

When a Hero loses all his Body or Mind Points he falls unconscious: his piece is replaced with a custom "fallen Hero" marker that does not block movement

or line of sight for other pieces, and also holds all of the unconscious Hero's possessions. Any Hero may pick up and carry (or drop) a fallen Hero once per turn as a free action, as long as he is adjacent to or standing on the fallen Hero and only carries one fallen Hero at a time. While carrying his comrade, the Hero cannot attack or defend.

If the fallen Hero is carried through the exit, that Hero survives the dungeon. Otherwise he is left for dead, and all his un-looted possessions are lost forever.

### Fallen Heroes (b): Looting

A less savory Hero may find it easier to loot his fallen companion and flee for his own life. The first Hero who searches the fallen Hero's room/corridor for treasure claims all of that Hero's possessions. If there are multiple fallen Heroes, the looter must choose which victim to loot first.

### Fallen Heroes (c): Stabilizing

A surviving Hero can use a healing item or spell to revive a fallen comrade. If he has neither at his disposal, he may attempt to stabilize and revive a fallen Hero at the cost of his action. The Hero attempting to do this stands adjacent to the fallen Hero and rolls red dice equal to half of the fallen Hero's maximum Body Points (or Mind Points, depending which stat was reduced to 0): if at least one 6 is rolled, the Hero revives with half his Body and Mind Points, rounded down. Each Hero may only be stabilized once per Quest: after that he remains unconscious.

## New Monsters

This Quest uses a new enemy type, the Black Dwarves. They replace the Goblin, Orc, Fimir, and Chaos Warriors on certain Quest Maps.

### Churl

The grunts of the Black Dwarves. Their main duties include guard shifts, menial labor, and assisting thanes with whatever dirty deeds need getting done.

### Thane

Can throw hand axes (2 combat dice)  
As with any Dwarf clan, the thane is a knight of sorts, with status and command of his own soldiers; but these thanes are vicious brigands who would rather extort precious ore from other Dwarves than mine it them-selves, or incite war between nations to ensure the sale of their clan's weapons and artifacts. They oversee all of their master's rackets... and skim

a little off the top for their own pockets.

### Thunderhammer

Ranged attack (Hand Cannon). Costs an action to reload.

These madmen design and forge the enchanted weapons which are the bread and butter of the Black Dwarves; they then sell them to local warlords and laugh at the ensuing chaos. They are expert marksmen with the Black Dwarf Special, the volatile "Hand Cannon."

### Einerjar

Can attack diagonally.

In a typical Dwarf clan, this rank means legendary heroism; here it means being a more ruthless cutthroat than one's sadistic peers. These monstrous villains are the ruling elite of Ash Mountain, bowing to no one but their clan eldorman... and only for as long as his heart still beats.

## New Armory Item

### Hand Cannon

*4 attack dice, ranged, 450 gold coins*

This enchanted weapon works like a crossbow, but is fired with a command word chosen by the user, ensuring the weapon cannot be used against him. However, it costs an action to reload, and up close it is only worth half its attack dice.