

HERO QUEST



Faith and Conviction
INSTRUCTION
BOOKLET

New Rules

Prayers

Before play begins the player should take the three new decks of Prayer cards, Retribution, Salvation and Invigoration. Each deck should be shuffled and then placed face-down within reach.

Once per turn the Warrior Priest may pray to the Gods. The player should take the top card from one of the prayer decks and place it face-down in front of them. They should then roll one combat die. If a white shield is rolled the player may turn over and read the card. The effects of this card last until the beginning of the Warrior Priest's next turn, when it is discarded. If a white shield is not rolled the card should be immediately discarded without being read. The Warrior Priest may never draw from the same Prayer Deck on two consecutive turns.

Blessed Heroes

Some of the Prayer cards refer to 'Blessed Heroes'. When one of these cards is read all Heroes may roll one combat die. Any Hero that rolls a white shield is blessed by the Warrior Priest's prayer and the effects of the Prayer card also apply to them. The effects of these cards always apply to the Warrior Priest and the player does not need to roll again.

Men-at-Arms

The Warrior Priest commands such respect that he will have no problem finding a band of followers to aid him in his great feats of heroism. Men that believe in the Warrior Priests faith can be found in towns and cities all around the country and are willing to follow a Warrior Priest and fight for him to the death.

For this Quest Pack only the Warrior Priest may be accompanied by two such men on each of his adventures. At the beginning of each Quest the player should draw two random Men-at-Arms cards. These will be his companions on this Quest. They have two Body Points and may roll as 'Blessed Heroes' whenever a Prayer card is read that affects 'Blessed Heroes'.

New Traps

The Swinging Blade trap does not have tiles.



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 two 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.



Falling Block: When a character player moves through a square containing a falling block symbol, a block will fall. It will land into the adjacent square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.

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.



River

Each square of these underground streams counts as 2 squares for movement purposes. Monsters suffer no movement penalty from the river.

