

# HERO QUEST



Fire & Ice  
INSTRUCTION  
BOOKLET



# HERO QUEST

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## Introduction

This Quest introduces two new Heroes for the adventurers, the Bright Wizard Luther Flamestrike and the Frost Wizard Vladimir Stormbringer. These shall be played alongside with the 4 original Heroes. The Bright Wizard can't use the scrolls in this Quest and the Frost Wizard can't cast the five fire based Tzeentch spells using the Tzeentch Staff. There's main three routes into the central room, if they take the very short rout then they get to use the Tzeentch Staff for most of the Quest and they'll have to take a different route out. The double secret doors are just because they can be opened from either side, depending on the route they take and the X in room A is for Escape.

## Tzeentch Staff

If the staff isn't being carried by a magician then roll a combat dice at the start of Zargon's turn. On a skull the Hero loses 1 Mind Point and on a black shield they lose 1 Body Point. If the staff is equipped by a magician then tell them they can draw on the staff's power once per turn using their attacking action. The Hero rolls a combat dice, skull = lose 1 Mind Point, white shield = draw a random Tzeentch Spell, black shield = lose 1 Body Point and draw a random Tzeentch Spell. Losing a Body Point or Mind Point from the staff doesn't end the users turn. The spell in the staff is known to Zargon. If they already have an uncast spell from staff then it's returned to deck immediately after the new spell is drawn.

## New Treasure Cards

Replace the Wandering Monster cards in your Treasure Deck with the new Monster Treasure cards added in this Quest.

## New Rules

### 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.

### Turning Heroes into Werewolves

If a Hero is affected by a Werewolf's Curse spell or injured by the attack of a Werewolf, the Hero becomes a Werewolf, cursed to switch between Hero form and Wolf form. At the start of every turn, the Hero must roll 2 red dice to see if he transforms into a Wolf. A roll of 2 through 9 means the Hero remains in Hero form and under the control of the player; the Hero may move and act normally. A roll of 10 through 12 means the Hero transforms into a Wolf and Zargon controls him as a monster for 1 turn (on Zargon's next turn).

When a Hero transforms into a Wolf, replace his figure with a Wolf tile. All of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the Hero's former possessions. The Weapon Pack tile stays on this space until the Hero returns to pick up his possessions. (Monsters cannot take the Weapon Pack.)

This Wolf is a true monster, with no Hero abilities and all the abilities of monster (moves on Zargon's turn, attacks as a Giant Wolf, unaffected by traps or pits, cannot open doors, etc.).

At the end of Zargon's turn, the Wolf transforms back into the Hero and returns to the player's control. The Hero figure replaces the Wolf tile.

### Large Monsters

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

### 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 Trap

The Stalactite trap does 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.

## 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.



**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.

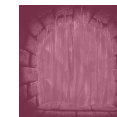
## Spell Special Effects

One of the new spells has special effect 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 Barrier

The Wall of Ice spell allow 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 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.



## Chaos Sorcerer Spells

Below are three new Chaos Spells which use Mind points to affect their targets. Mind Points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and, more importantly, how well they can resist it. These new Chaos Spells have spell tokens which monsters will use when allocated them in the Quest notes.

Chaos Sorcerers may only cast one spell a turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of sight. A Chaos Sorcerer who casts a spell may also move but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer casts a spell and is killed, that spell stops working at once.

*For example: If the Chaos Sorcerer uses a spell on a character and is killed before that character's turn, the Chaos Sorcerer's spell stops working at once. The character is free to move on his next turn.*

If a character has the Talisman of Lore, he receives an extra two Mind points. These Mind points count towards that character's Mind Combat total, as long as that character has the Talisman.

### Mind Lock

This spell allows a servant of Chaos to freeze a hero's mind and prevent him from taking any action. The Chaos Sorcerer makes a Mind Attack against his target by rolling a number of combat dice equal to his Mind points. His target defends with as many combat dice as he has Mind points. The defender is frozen for one turn for each skull scored by the attacker. If no skulls are scored against the target, the spell has no effect. A Mind Locked character places one Mind Lock token on his character board for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's hold by rolling one combat die for each Mind point. If he manages to roll three skulls or more, he may remove all remaining Mind Lock tokens on his character

board. A frozen character may not move, attack or perform any other action, but he may defend against other attacks using only one defense die.

### **Dominate**

This spell allows a Chaos Sorcerer to take control of a hero for a turn. The Chaos Sorcerer must attack his target by rolling a number of combat dice equal to his Mind points while the defender does the same to defend himself. The Chaos Sorcerer must score at least two skulls in his Mind Attack. If he is successful, the Chaos Sorcerer places a Dominate counter on the character's board and may move that character immediately. He may move, cast spells and fight with the character as normal and may attack the other players with him. A character is only Dominated for the duration of the Chaos Sorcerer's turn. If the attack is unsuccessful, nothing happens.

### **Mind Blast**

This spell allows a Chaos Sorcerer to inflict Mind point damage on another character without having to be next to him or physically attacking him. A Chaos Sorcerer with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may only use as many Mind Blasts as he has tokens.

To attack with a Mind Blast, both characters roll a number of combat dice equal to their Mind Point score and add up the number of skulls they have. The one with most skulls, be it attacker or defender, then inflicts Mind point damage on his opponent equal to the number of skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a character or a monster loses all his Mind points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind points are recovered between Quests in the same way as Body points.

## **New Monsters**

### **Pink Horror**

Pink Horrors get one random Tzeentch Spell each that can't be traded for a replacement. They share their spells with each other Pink Horrors and one of their spells is discarded whenever a Pink Horror dies. A Pink Horror splits into two Blue Horrors when it dies, they must be placed on the same or adjacent squares. If there are no available adjacent squares then only one Blue Horror is created.

### **Tzeentch Cultist**

If three or more Tzeentch Cultists are in the same room or corridor then between them they are able to cast one random Chaos Spell per turn. If four or more Tzeentch Cultists are in the same room or corridor then between them they are able to cast up to two random Chaos Spells per turn. If five or more Tzeentch Cultists are in the same room or corridor then between them they are able to cast up to three random Chaos Spells per turn. If six or more Tzeentch Cultists are in the same room or corridor then they can cast up to three random Chaos Spells per turn and can discard any spells that they initially draw for random replacements. Any Tzeentch Cultists involved in casting use up their attacking action.

### **Dark Company Warrior**

These monsters work like other monsters. But whenever Zargon places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending in the weapon 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 black shield, the Dark Warrior defends successfully and remains unharmed.

## **Monster Attributes**

### **Vulnerability**

Characters that lose any Body Point to something that they are vulnerable to are automatically killed.

### **Undead**

When an Undead monster is reduced to 0 Body Point, place them lying down on their square. Downed monsters don't block line of sight or movement but you can't end a turn on their square unless you're attacking them. Zargon rolls a dice for each downed monster at the start of their turn. On a skull it gets back up but can't take a turn that round, on a white shield it stays down and on a black shield it gets back and can take a turn that round. Downed monsters always get back up with 1 Body Point. A Hero can finish off a downed monster by moving onto their square and using their attacking action.

### **Magic Resistance**

When you're the target of an enemy spell roll a combat dice, skull = cast as normal, white shield = the spell has no effect on you, black shield = the spell is negated and discarded.

### **Chaos Armour**

Chaos Armor is classed as magical and allows skulls rolled in defense to be rerolled once.

### **Flight**

Can move through enemies that aren't directly adjacent to a doorway.

### **Chaos**

Chaos troops are expert warriors and so roll an extra dice when they attack if they don't move during the same turn. Anything with Chaos or one of the four Chaos gods in the title is part of the Chaos faction as well as Daemons.

### **Psychology**

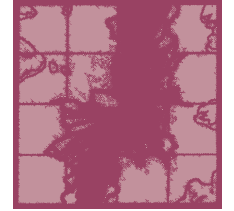
A monster that is immune to Psychology is immune to all spells that would make it sleep, mind controlled, take Mind Point damage etc.

### **Random Movement**

Roll the number of dice described on the appropriate monster card and remove one die with the highest value.

### **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."



### **Ice Tunnel**

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



## **New Tiles and Quest Map Symbols**

### **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.



### **Magic Ice**

These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.



### **Weapon Pack**

This tile represents weapons and other items dropped by the Hero when he is transformed into a Wolf.



















### **Wolf Token**










These represent Heroes in Wolf form.







# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Polar Warbear		6	4/4	3	6	2
Yeti		8	3	3	5	2
Giant Wolf		9	6	3	5	1
Blue Horror		12	2	2	1	1
Pink Horror		10	3	3	2	2
Tzeentch Marauder		6	2	4	2	2
Tzeentch Warrior		6	3	5	3	3
Tzeentch Wizard		6	2	4	5	5

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaos Fire Warrior		6	3	4	4	3
Chaos Ice Warrior		4	3	5	4	3
Chaos Thug		8	2(2)	2	1	2
Chaos Barbarian		8	3	3	4	2
Chaos Berserker		8	3	3	3	2
Tzeentch Cultis		8	1	2	1	3
Chaos Skeleton		6	2	3	2	0
Stone Chaos Warrior		4	3	5	5	3
Tzeentch Sorcerer Lord		8	4	5	9	8

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Flamer		12	3(2)	2	2	1
Tzeentch Spawn		3d6	1d6	1d6	1d6	1
Chaos Witch		8	1	2	4	6
Chaos Priest		6	1	2	2	5
Tzeentch Warlock		6	1	1	5	5
Chaos Acolyte		8	1	2	1	4
Chaos Centaur		12	2(2)	3	5	5
Tzeentch Mage Lord		12	4	6	6	8
Dark Warrior - Crossbowman		6	2	3	1	2

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Dark Warrior - Scout		9	2	3	1	2
Dark Warrior - Swordsman		4	4	5	1	2
Dark Warrior - Halberdier		6	3	3	1	2
Hydra		6	3	8	6	1
Spectral Chaos Warrior						
Unknown Monster	