

HERO QUEST



Heir to Chaos
INSTRUCTION
BOOKLET

HERO QUEST

Table of Contents

Requirements	4
New Rules.....	4
New Traps	4 - 5
New Magical Traps.....	5
Spell Special Effects.....	5
New Monsters.....	6
Hero Abilities.....	6 - 7
Hero Restrictions	7
Hero Starting Stats.....	7 - 8
New Tiles and Quest Map Symbols	8
Monster Chart	9

Requirements

Heir to Chaos was created for a party of adventurers who have completed the Main Quest, Kellar's Keep, and The Witch Lord. These series of Quests are rather difficult and may need to be kicked down a notch for Heroes new to the Hero Quest game.

New Rules

Heir to Chaos comes with a whole slew of new rules to enhance your Hero Quest experience. Included within this expansion are six new Heroes with specific rules, new rules to the existing four Heroes, several new monsters, a couple new traps, new artifacts and spells, and new weapons and potions that can be bought at the General Store in between Quests.

New Heroes

Besides the existing Wizard, Elf, Dwarf, and Barbarian that come with Milton Bradley's original Hero Quest, Heir to Chaos comes with a crafty Rogue, a Stoic Cleric, a Battle-hardy Bounty Hunter, a mystical Seer, a whimsical Bard, and a nature-loving Ranger. Each of these new character classes can be played instead of one of the originals, yet only four characters can participate in each Quest. One could even interchange the different characters in between Quests, but never during one. For more on the new character's abilities see the section "Hero Abilities."

New Weapons and Item Rules

Several new weapons have been added to the game. One weapon that needs further clarification however, is the bow. Unlike the crossbow, the bow can fire over furniture and other Heroes in order to hit any enemy in your line of sight. The only drawback is that you are not allowed to hit adjacent enemies, as the bow does need room to fire. The bow uses arrows. One should keep a tally of how many arrows you fire, so that you don't go over the amount you actually possess. The same holds true with crossbows, except they use bolts. Also note the changes in prices in the Armory booklet. This is because leather armor took the place of chain mail, and chain mail received an upgrade in defense. See the Armory booklet for more information on the Store-bought Weapons & Armor.

Also, one very important rule is the ability to change weapons. Every Hero must waste an action in order to cycle through the two weapons that he is allowed to have. So if your Barbarian wishes to sheath his

longsword and take out his bow, he will have to use an action to do so. The only Hero that can disregard this rule is the Bounty Hunter, but we'll get into that later!

There are also a lot of new potions available for purchase in the game. Each of them has an explanation as to their uses in the "Alchemist's Shop" booklet.

Heroes can only carry a set amount of Weapons, Armor, and Items. When playing Heir to Chaos, be sure to use the included character sheets, in order to determine how much your Hero can carry. For example, a Hero can only carry 10 normal items, but can carry 10 additional artifacts. The character sheets have numbered slots for your convenience.

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.

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 Traps

The Wandering Monster trap, the Acid trap, the Web trap, and the Swinging Blade trap do not have tiles.



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the

Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



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 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.



Web Trap: Sticky webs cover the space and force the Hero to stop his movement and end his turn immediately. In order to move again the Hero must destroy the Web by attacking it. The Web has 4 defend die and uses white shields to block. This trap can otherwise be disarmed and discovered in the usual manner.



Acid Trap: Acid leaks down from the ceiling and upon to the Hero's backpack. At this point, roll 1 red die. On a roll of a 1 or 2, the Hero must remove half of his current gold coins from the game (round up). On a roll of a 3, the Hero must remove all of his current gold coins from the game. On a roll of a 4, The Hero must remove one normal item that he carries, whether that be a weapon, piece of Armor, Potion, or what; is up to the Hero. On a roll of a 5, the Hero must remove one artifact that he is carrying from the game, if the Hero has no artifacts then remove nothing. Finally, on a roll of a 6, the Hero dodges the acid and nothing happens. All items removed are permanently gone from the game. This trap can be disarmed and discovered in the usual manner.

New Magical Traps



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.



Hurricane Trap: This trap must be set in a corridor. Once a character passes the spot a Hurricane will rush down from the end of the corridor. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.



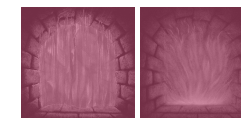
Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has the opposite effect. Once a character has been teleported, he is disorientated and his turn ends at once.

Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the special counters. Details of each spell appear on each spell card while the general rules of effect are detailed below.

Magical Barriers

Wall of Ice and Wall of Fire spells 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 specific 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.





New Monsters

Quite a few monsters make their appearance in Heir to Chaos. These monsters come with a host of new powers but their details can be found on the corresponding Monster Cards. The new monsters are:

Ghost

A lost soul in search of living flesh.

Dread Corpse

A poisonous Zombie who packs a nasty surprise upon its death.

Red Bone

A blood red Skeleton that is far tougher than its brethren.

Fimir Shaman

A Fimir trained in the arts of magic and mysticism.

Flame Goblin

A Goblin that comes from the flames of the underworld.

Ice Goblin

A Goblin that comes from the northern frostlands.

Mercenary

A hired thug on the lookout for profit and pleasure.

Now, one does not have to spend an arm and a leg getting these new creatures. Indeed, all of these (except the Mercenary and Ghost) can be easily made! For the Dread Corpse, I painted a couple Zombies with a purplish tint instead of my normal fleshy color. For the Red Bone, I took three normal Skeletons and gave them a red undercoat before I painted on the white. I took two Fimir and gave them a more grayish color than the normal pale green I gave the others. For the Flame Goblin I simply took two Goblins and painted their skin red and their outfits yellow. For the Ice Goblins, I painted their skin blue and their outfits white. Now, for the Ghosts I bought the "spirit" pack from the Reaper Miniature line (www.reapermini.com). And for the Mercenaries, I simply took the characters used from my old Key to the Kingdom game, but you could use any humanoid miniatures, even Chaos Warriors.

Hero Abilities

All of the Heroes, old and new get an upgrade with this expansion. I did borrow some of the ideas used in various Hero Quest supplements on the web (specifically for the old Heroes), but most of the aspects are my own.

Wizard

Element Grimoire: Ability to use all four of the elemental spell decks. This includes the Fire, Air, Water, and Earth decks.

Magic Sight: Enables the Wizard to automatically detect any secret doors within two spaces of him when his movement is over.

Barbarian

Berserk: Once per Quest and during combat, the Barbarian may declare that he is 'going berserk,' which grants him two extra combat dice. This effect remains until the Barbarian can no longer see any more enemies in his line of sight.

Elf

Elven Grimoire: The Elf may use five out of the eight Elf spells every Quest.

Legendary Aim: The Elf may add an extra attack dice to his attack when using a bow or a crossbow.

Dwarf

Trap Detection: The Dwarf can automatically detect any traps within three spaces of himself upon the end of his turn.

Rogue

Quick Feet: The Rogue adds +2 to every one of his movement rolls, enabling him to move anywhere from 4 to 14 spaces in one turn.

Hide in Shadows: The Rogue can use this after moving, if he hasn't used an action yet. This allows the Rogue to gain an extra defend dice until his next turn.

Backstab: This can only be used when the Rogue is directly behind the target monster. The monster must roll one less defend dice against the 'Backstab.' Can only be used with daggers.

Trap Sense: Disarm traps like a Dwarf if you possess a tool kit. Disarm traps like you have a toolkit, if you have no toolkit.

Cleric

Exorcism: Add one to your attack dice whenever fighting the undead.



Light Grimoire: Ability to use the "Light" Spell Stack

Bounty Hunter

Auto Equip: Ability to change weapons without using an action.

Battle Readiness: Can have three weapons instead of the usual two.

King's Ransom: For every monster the Bounty Hunter kills, he gets a certain amount of gold. See the Bounty Sheet for the gold layout.

Seer

Innate Vision: The Seer may detect both traps and secret doors on the same turn using only one action.

Third Eye: Ability to see what's in ANY room at the expense of one Mind Point. If there is nothing in the room you picked, than the Mind Point is still wasted. If any Hero reaches 0 Mind Points, they become undead and under the control of Zargon. Must declare this as your action if you wish to use it. Can be used as many times as you have Mind Points!

Ritual Grimoire: Ability to use the "Ritual" spell stack.

Ranger

Forage: Eliminates the need to purchase arrows. The Ranger can never run out of arrows or bolts, he has an endless supply.

Call of the Wild: At the beginning of each Quest roll a red die for an animal helper. (See the Ranger Helper Sheet for details)

Dual Wield: The Ranger may equip two short swords at a time and make two attacks per turn instead of one. The attacks can be made on separate enemies if they are both adjacent to the Ranger. Doing this prevents the Ranger from using a shield.

Bard

It should be noted that the Bard takes immense skill to play. He has more potential than any other Hero, but if not played skillfully, warrants big trouble!

Also note that the Bard does not lose his spells upon usage, and he always has a song playing. When switching songs however, you must subtract a Mind Point from the Bard. The Bard recovers all his Mind Points back at the end of the Quest, but lest you forget what happens at 0 Mind Points!

Song Styles: The Bard may choose three out of the

six songs per Quest from the "Song" deck.
Fleet Footing: Nimble footing and without the wait of a weapon, allows the bard to have one extra natural defend dice.



Hero Restrictions

Wizard

Shields, Helmets, Plate Mail, Leather Armor, Chain Mail, Halberds, Axes, Short swords, Long swords, Broad swords, Maces

Barbarian

No restrictions

Elf

Plate Mail

Dwarf

No restrictions

Rogue

Shields, Long swords, Broad swords, Axes, Halberds, Maces, Plate Mail, Chain Mail

Cleric

Bows, Cross bows, Short swords, Long swords, Broad swords, Axes, Daggers, Halberds

Bounty Hunter

Shields

Seer

Shields, Helmets, Plate Mail, Leather Armor, Chain Mail, Halberds, Axes, Short swords, Long swords, Broad swords, Maces

Ranger

Axes, Halberds, Plate Mail

Bard

Shields, Chain Mail, Plate Mail, Staves, Bows, Cross bows, Axes, Halberds, Maces, Short swords, Long swords, Broad swords



Hero Starting Stats

Barbarian

Weapon - Broad sword	Armor - None
Attack Dice - 3	Defend Dice - 2
Body Points - 8	Mind Points - 2



Wizard

Weapon - Dagger
Attack Dice - 1
Body Points - 4

Armor - None
Defend Dice - 2
Mind Points - 6

Elf

Weapon - Shortsword
Attack Dice - 2
Body Points - 6

Armor - None
Defend Dice - 2
Mind Points - 4

Dwarf

Weapon - Shortsword
Attack Dice - 2
Body Points - 7

Armor - None
Defend Dice - 2
Mind Points - 3

Rogue

Weapon - Dagger
Attack Dice - 1
Body Points - 5

Armor - None
Defend Dice - 2
Mind Points - 3

Cleric

Weapon - Mace
Attack Dice - 2
Body Points - 5

Armor - None
Defend Dice - 2
Mind Points - 5

Bounty Hunter

Weapon - Shortsword
Attack Dice - 2
Body Points - 6

Armor - None
Defend Dice - 2
Mind Points - 3

Seer

Weapon - Dagger
Attack Dice - 1
Body Points - 4

Armor - None
Defend Dice - 2
Mind Points - 7

Ranger

Weapon - Shortsword
Attack Dice - 2
Body Points - 6

Armor - None
Defend Dice - 2
Mind Points - 4

Bard

Weapon - Dagger
Attack Dice - 1
Body Points - 4

Armor - None
Defend Dice - 3
Mind Points - 7

New Tiles and Quest Map Symbols

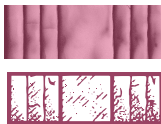
Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



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.



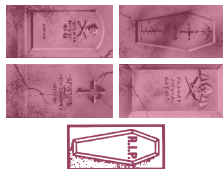
Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



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.



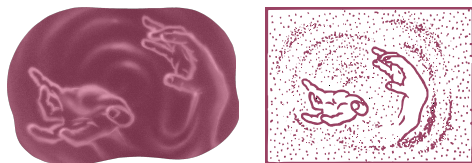
Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Cloud of Chaos

When surrounded by this mysterious, purple cloud, Heroes cannot "see" anything.



Magic Ice

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



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Mercenary		7	3	3	2	4
Ice Goblin		12	3	2	2	2
Flame Goblin		8	3	2	2	2
Fimir Shaman		7	1	3	2	5
Red Bone		6	3	3	1	0
Dread Corpse		5	3	3	1	0
Ghost		5	3	3	3	0