

HERO QUEST



Heir to the Black Banner
INSTRUCTION
BOOKLET

HERO QUEST



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Instructions for Heir to the Black Banner

Above Capacity

This Quest Pack introduces a new concept of allowing a Hero's Body and/or Mind Points to increase above their normal capacity. These are temporary affects. Once a Hero sustains enough Body and/or Mind damage, they will return to normal. A Hero with points above normal capacity cannot be healed. Any spell, potion or other item of recovery will have zero effect on that Hero. Points above capacity remain between Quests and continue on to the next Quest. If a Hero ends this Quest Pack with their points still above capacity, it is up to you Zargon, to decide if these rules continue or if the above capacity effects expire.

Step Stone Chasm

In the step stone chasm room, a Hero must roll 1 combat die, for every diagonal space that they jump to; if a black shield is rolled the Hero slips. The Hero does not fall into the chasm, but clings to the edge of the square. The Hero then rolls 1d6 for each Body Point remaining at this time. If a 6 is rolled, the Hero climbs back up; otherwise the Hero dangles until his next turn and loses 1 Body Point. If a Hero's Body Points reach zero, the Hero loses their grip and falls to their death. A Hero may still use potions to heal while dangling. Each diagonal step taken in the step stone chasm room is one full turn. If a Hero lands on a space that has a dangling Hero, then the dangling Hero must dangle for another turn.

Note: If the Heroes are low on Body Points or have a history of struggling through Quests Zargon may want to alter this rule.

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.

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.



Locked Door

These doors are locked and will require a key to be opened.



The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



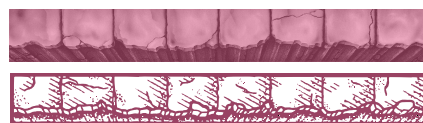
Trap Door

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.



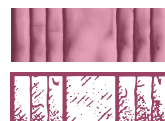
Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



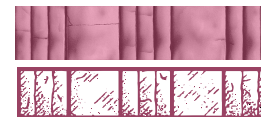
Short Stairway

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.



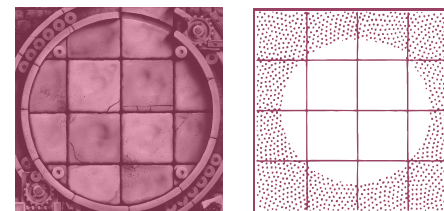
Coffins

The 24 coffins may be used as tombs. They may contain an undead creature.



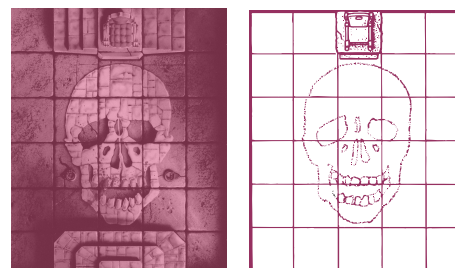
Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



Throne Room

The large throne room is used by evil rulers such as the Witch Lord.



Magic Ice

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



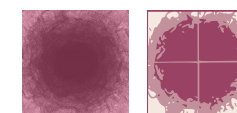
Bottomless Corridor 1x3



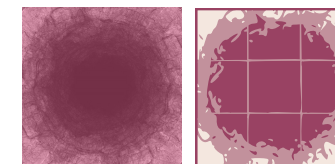
Bottomless Corridor 1x5



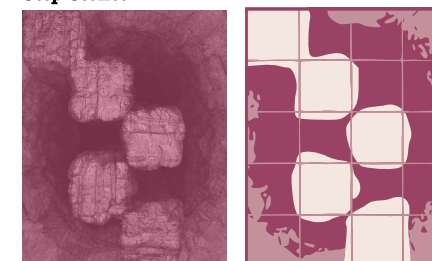
Bottomless Chasm 2x2



Bottomless Chasm 3x3



Step Stones



Centre Walkway

