







HERO QUEST



Lair of the Green Dragon
INSTRUCTION
BOOKLET



Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skeleton Champion		6	2/2	3	2	0
Orc Champion		8	4	3	2	3
Orcanogre		8	5	6	5	3
Cave Troll		8	5	5	4	2
Spirit Rider		8	4	3	1	3
Dragon		14	8	8	30	6

Monster Chart









Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven		8	2	3	1	4
Skaven Packmaster		8	3	3	2	4
Human Merchant		5	1	1	1	4
Human Guardsman		7	2	2	2	3
Forest Troll		10	6	6	5	3
Goblin Champion		10	2	2	1	2
Ogre Champion		6	5	5	4	1
Carrion Crawler		2	2	7	6	1



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New Traps

The Wandering Monster trap do not have tiles.



Pit of Darkness: The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.



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.

New Monsters

Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Dragon

See special Dragon rules within the Quest Book.

Human Guardsman

Guardsmen armed with spears and halberds may attack diagonally.

Forest Troll

Instead of attacking the Forest Troll may choose to regenerate all 5 of its Body Points.

Goblin Champion

The Goblin Champion wields a poisoned blade. If a Hero takes any damage from it then they will become poisoned. They will lose 1 Body Point per turn until healed.

Carrion Crawler

Carrion Crawlers will only attack those within its movement range.

Skeleton Champion

The Skeleton Champion may attack twice in one turn. It can be destroyed by Holy Water. Is a Sorcerer.

Cave Troll

Instead of attacking the Cave Troll may choose to regenerate all 4 of its Body Points.

Spirit Rider

Spirit Riders can self-resurrect. When it is hit, the DM must roll 1 combat die. On the roll of a skull the Spirit Rider is not destroyed, it can be destroyed by Holy Water.

New Tiles and Quest Map Symbols

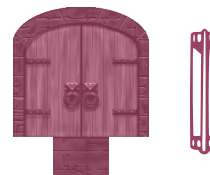
Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.

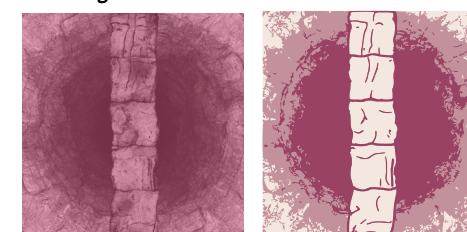


Double Door

When opened, replace the closed big door with the open big door.



Pit Bridge



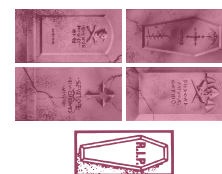
Trap Door

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.



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.



Grate



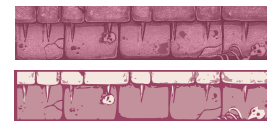
Flipped Table



Winch



Spike Wall



Web

