

HERO QUEST



Legacy of the White Mage
INSTRUCTION
BOOKLET

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Table of Contents

House Rules to Aid Players.....	4 - 5
How to Play "Hydra"	5
New Magical Trap.....	5
New Tiles and Quest Map Symbols	5 - 6
Mercenaries Chart.....	7

House Rules to Aid Players

These are optional rules I sometimes use when running a game. These rules are not required to play Legacy of the White Mage, but they can be helpful.

Giving Items

A Hero may freely pass any of his items to another Hero on his turn, if that Hero is in line of sight. Items can only pass from the active Hero to an inactive one, not vice-versa.

Unarmed Combat

Adopted from the Shipwrecked! Quest Book. Unarmed Heroes roll 1 combat die when attacking and consult the following chart:

Barbarian = Hits with a skull
Dwarf / Elf = Hits with a white shield
Wizard = Hits with a black shield

Useful Genie

In addition to opening doors, the Genie spell can also activate switches and puzzle objects.

The "One Equip" Limit

During a Quest Heroes are allowed to equip a weapon or piece of armor once per turn, and only on their turn. They should keep track of what items are equipped for Zargon's benefit.

Example: On Barbarian's turn, Barbarian switches from his broadsword to his battle axe in order to attack a stronger foe. This automatically unequips his shield and leaves him at a defense disadvantage on Zargon's turn – he cannot re-equip his shield until next turn.

Returning Patrols

If a Hero takes an unproductive turn – a productive turn would be revealing a new area, performing an action, using an item, or moving tactically – he rolls 1 combat die. If he rolls a black shield, Zargon places a wandering monster at the dungeon entrance.

Climbing Into Pits

Instead of jumping a pit, a Hero may attempt to deliberately climb into a pit. He must declare that he is doing so while next to a pit, then he rolls 1 combat die: if he rolls anything but a skull, he safely reaches the bottom; otherwise he slips and falls in, taking 1 Body Point of damage. In either case, his turn ends.

Fallen Heroes (a)

When a Hero loses all his Body or Mind Points he falls unconscious: his piece is replaced with a custom "fallen Hero" marker that does not block movement

or line of sight for other pieces, and also holds all of the unconscious Hero's possessions. Any Hero may pick up and carry (or drop) a fallen Hero once per turn as a free action, as long as he is adjacent to or standing on the fallen Hero and only carries one fallen Hero at a time. While carrying his comrade, the Hero cannot attack or defend.

If the fallen Hero is carried through the exit, that Hero survives the dungeon. Otherwise he is left for dead, and all his un-looted possessions are lost forever.

Fallen Heroes (b): Looting

A less savory Hero may find it easier to loot his fallen companion and flee for his own life. The first Hero who searches the fallen Hero's room/corridor for treasure claims all of that Hero's possessions. If there are multiple fallen Heroes, the looter must choose which victim to loot first.

Fallen Heroes (c): Stabilizing

A surviving Hero can use a healing item or spell to revive a fallen comrade. If he has neither at his disposal, he may attempt to stabilize and revive a fallen Hero at the cost of his action. The Hero attempting to do this stands adjacent to the fallen Hero and rolls red dice equal to half of the fallen Hero's maximum Body Points (or Mind Points, depending which stat was reduced to 0): if at least one 6 is rolled, the Hero revives with half his Body and Mind Points, rounded down. Each Hero may only be stabilized once per Quest: after that he remains unconscious.

Mercenaries

This Quest Pack contains Mercenary figures, with interchangeable weapons that enable you to put together the 4 different types of Mercenaries (the Scout, the Swordsman, the Crossbowman and the Halberdier).

In some Quests, Mercenaries serve as evil monsters who oppose the Heroes. Whenever a Mercenary is shown on a Quest map, it should be considered a monster controlled by Zargon.

Mercenaries are also soldiers who can be hired by a Hero before a Quest begins. They will accompany any Hero on a Quest, if the Hero pays their fee. The fee for each type of Mercenary is given in the Mercenary's card as well as on the Mercenaries Chart on page 7 of this book. The gold must be paid before the Quest begins.

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately

after that Hero's turn. A Hero can control as many Mercenaries he can afford to hire. A Mercenary can move, open doors, attack and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as on the Mercenaries Chart on page 7 of this book.

If a Quest map calls for a type of Mercenary that is not available because they've all been hired by Heroes, Zargon may substitute a different type of Mercenary, or another monster altogether.

How to Play "Hydra"

"Hydra" is a popular Alkanis tavern game played with three combat dice. The dice-tosser – some-times called the "slayer" – bets 1 to 10 gold coins on a fate of his choice and tosses 3 combat dice: the resulting combination, or "sigil," determines his payout (if any). The fates are:

"Going to War"

The slayer bets on white or black shields.
White Payout: 1 to 1 gold for a single shield; 2 to 1 gold for two shields; 3 to 1 gold for three shields.
Black Payout: 1 to 1 gold for a single shield; 3 to 1 gold for two shields; 10 to 1 gold for three shields.

"Seeking the Trinity"

The dice will result in any triple (3 skulls, 3 white shields, or 3 black shields).
Payout: 1 gold becomes 6.

"Questing"

The dice will result in the sigil called by the slayer. Slayer is allowed to place a bet on multiple sigils, as long as only one sigil contains skulls.

If slayer bets on Knight or Dragon, he cannot bet on other sigils with double-shields – he cannot place bets on Knight and Regicide, for example.

Payout: Varies (see chart)

Listed below from highest to lowest value are all sigils the slayer may bet upon when "questing," and the full payout when a 1-gold bet is placed on that

sigil.

☞☞☞ "Hydra" = 1/216 = 216 gold JACKPOT
☞☞☞ "Horde" = 1/36 = 36 gold
☞☞☞ "Taxman" = 1/27 = 27 gold
☞☞☞ "Plague" = 1/24 = 24 gold
☞☞☞ "Bandit" = 1/18 = 18 gold
☞☞☞ "Graveyard" = 1/8 = 8 gold
☞☞☞ "Black Sun" = 1/8 = 8 gold
☞☞☞ "Regicide" = 1/6 = 6 gold
☞☞☞ "War" = 1/6 = 6 gold
☞☞☞ "Ferryman" = 1/4 = 4 gold
☞☞☞ "Dragon" = 5/72 = 4 gold
☞☞☞ "Knight" = 2/9 = 2 gold

Establishments which run games of "Hydra" are sometimes untrustworthy, so gamblers should play with caution.

New Magical Trap

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.



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.

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.



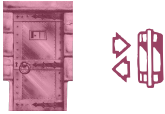
Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



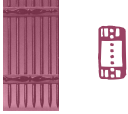
Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



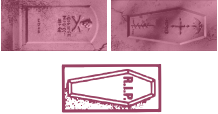
Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



Coffins

The 2 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Mercenaries Chart

Mercenary	Map Symbol	Cost Per Quest (GOLD COINS)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		75	6	3	3	2	2
Halberdier		75	6	3	3	2	2
Scout		50	9	2	3	2	2
Swordsman		100	5	4	5	2	2

The Crossbowman wields a crossbow – See the Armory on the cardboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.

Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scout, who can detect and disarm traps).

The Halberdier wields a halberd that enables him to attack diagonally.

The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary's cost for each Quest.**

The Scout has the Dwarf's ability to detect and disarm traps.