

HERO QUEST



Local Legends
INSTRUCTION
BOOKLET

HERO QUEST



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A Note from the Authors

"Vampires... Werewolves... The Hammer of Thor... Mount Olympus..."

Throughout history, from the gods of the Ancient Greeks to the paranoia of the Salem Witch Hunt, folklore, legends and myths have been passed down from generation to generation. Stories to explain the mysterious happenings of nature, stories to scare children into obedience, stories to merely entertain. But what truths actually stem from these tales?

Local Legends is a series of single group Quests, related only in general theme – Quests dealing with myths and tales throughout history, from any area of the world. Local Legends is a great way to get in a few games of HeroQuest when an entire game group can't get together to enjoy the main HeroQuest saga, or for those who wish to add some extra fun between their Quest Packs."

- Drathe & Phoenix

New Rules

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

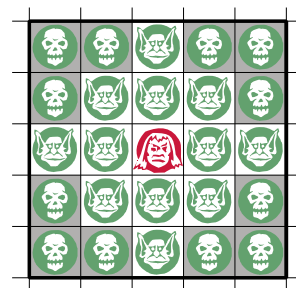
on the Quest, controlled by the fallen Hero's player.

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.

Attacking with the Snake Whip

The whip has the strength of 2 combat dice. A Hero equipped with the whip has the ability to attack diagonally or any adjacent target up to two squares away. The whip may also "grapple" certain objects, allowing a Hero to swing across large pits and chasms. In the example below, the Barbarian can attack any of the Goblins, but would be unable to reach the Skeletons.

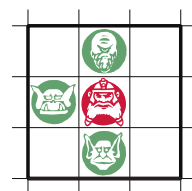


Grapple Point



Attacking with the Flanged Mace

The Flanged Mace allows for a unique attack. A Hero wielding the Flanged Mace will strike up to three adjacent targets in a single swing. The first target will be attacked with the strength of 3 combat dice. The second (target to the left or right) will be attacked with the strength of 2 combat dice and any target behind the Hero will be attacked with the strength of one combat die. Each target may roll Defense dice. In the example below, the Dwarf could begin attacking either the Fimir and finishing with the Goblin or beginning with the Goblin and finishing with the Fimir.



New Trap

The Wandering Monster traps 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.

New Monsters

Giant Bat

If a Giant Bat rolls a black shield during an attack it will "bite" its victim. When a Giant Bat "bites" it attaches itself to its victim's neck, draining blood to the brain causing 1 Mind Point of damage for each black shield rolled.

Snake

If a snake happens to roll 2 black shields during an attack, its victim becomes poisoned from venom. At the beginning of each of a poisoned Hero's turn, they will lose 1 Body Point. A Venom Antidote will cure a poisoned Hero.

New Tiles and Quest Map Symbols

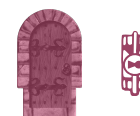
Iron Entrance/Exit Door

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.



Locked Door

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



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.

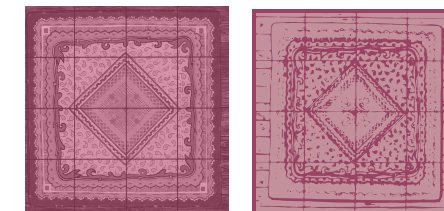


Magic Ice

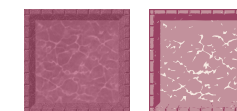
These tiles are used with the Ice Bridge spell scroll.



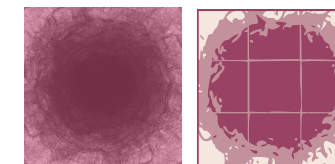
Carpet Room







Water Fountain







Bottomless Shaft



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Snake		8	2	2	1	1
Giant Spider		6	3	2	2	1
Giant Rat		12	1	1	1	1
Giant Bat		8	2	2	1	1

Mercenaries Chart

Mercenary	Map Symbol	Cost Per Quest <small>(GOLD COINS)</small>	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.

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

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

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

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.**