

HERO QUEST



Lord Narran's Battles
INSTRUCTION
BOOKLET

HERO QUEST



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Author's Note

This is a rather loose translation of the Quests that came with the game DragonStrike. The game comes with four boards – castle, cavern, town, and valley. I have used the HeroQuest board for two of these; castle and town. I have included versions of the map layouts for the cavern and valley boards. You can print them out to use if you do not have these boards.



Special Rules

Many of the Quests have a description that tells exactly what the players need to do to succeed in the Quest. You may wish to read these to the players.

The Altar Room board overlay has a raised, central location where an altar in the shape of a lizard is located. Figures may only get to this location by climbing the stairs up either side.

Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

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.

Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

Notes on Fire

When a Hero or a monster (except the Fire Elemental) moves onto a square with a fire tile on it, either a campfire or regular fire, he or it suffers 1 Body Point damage for each turn in the fire.

New Boards

The rules below deal with specific rules for the Valley and Cavern boards. Read these rules to the Heroes before playing.

Rules for Valley Board

1. The forest restricts movement, and moving through a forest square takes two movement points for either Heroes or monsters. If a Hero or a monster can move just one square, they cannot enter a forest square. The forest also hinders sight. A Hero or monster in a forest square can see any adjacent square, whether forest or not, but cannot see beyond.
2. Running through the middle of the board is a stream. When a Hero or Monster enters the stream, it must stop. It can only move one square per turn until it leaves the water. Leaving the stream counts as that figures movement for that turn.
3. Boulders are scattered across the valley. A Hero or Monster cannot move onto a square occupied by a boulder. Unless otherwise noted in the Quest notes, boulders do not hinder line of sight.
4. A Hero may not search for treasures on this board. Heroes may search for traps, and they may search dead monsters for treasure. If a Hero searches a monster for treasure, draw a treasure card. If a trap card is drawn, you can either draw a new card, tell the player that the monsters purse was trapped, or tell the Hero that he found nothing. Monsters are searched individually, one per turn, and can only be searched once. Turn the monster figure over to show that it is dead. If you need to reuse a figure or the monster is searched, take it from the board.
5. Cliff squares are those between dashed lines. No figure may stop on one of these squares. For a Hero or monster to cross a cliff space, going either up or down, first he must have at least two movement points left (1 to climb the cliff and one for the square at top or bottom). When a Hero or monster is trying to climb a cliff, he must roll a single die. On a roll of 5 or 6 the figure climbs the cliff. On any other roll, he slides back down. The figures movement turn is over, but he may still attack. Figures moving down the cliff have no problem and do



not need to roll a die. Some dashed lines go from one square to several. A figure may move to any of these.

Note: Monsters with wings may ignore any terrain found on this board. They may fly over water, cliffs, forest, and boulders. A flying monster may not land on a boulder, though.

Rules for the Cavern Board

1. Cliff squares on this board have the same rules as those on the Valley board.
2. Heroes may search for treasures in the rooms on this board. The figure on page 10 shows the different rooms found on the cavern board.



New Monsters

I have used figures from the game DragonStrike in this Quest Pack. If you do not have this game, here are some monster conversions you might want to use:

1. Use Orcs for Hobgoblins. Give the monsters crossbows.
2. Use Skeletons for the Death Knights. You might want to do something special to two Skeletons to set them apart as Death Knights. Some ideas include painting the figures, gluing something onto them, or tying a small cape onto them. You will need 2 Death Knights and 4 Skeletons in this Quest.
3. Bugbears – You can use Fimir instead of this monster.
4. Troll and Lesser Demon – You can use the Gargoyle figure instead of these monsters.
5. Giant – You can use a Chaos Warrior figure for this monster.
6. Fire Elemental, Manscorpion, and Dragon. There are no easy conversions for these figures. I have included tiles that you might want to use for them.

Death Knight

Death Knights are the undead remains of mighty warriors, brought back from the dead for evil purposes. They are so fearful that their touch paralyzes their enemies. Any Hero hit by this monster cannot move, attack, or defend for one turn.

Fire Elemental

These magical creatures are only affected by magical weapons (artifacts) and spells. Fire spells do not harm fire elementals in any way.

Hobgoblin

This ugly monster is a large relative of the Goblins. It is cowardly and prefers shooting at its enemies from a distance, but will attack ferociously with its sword at any enemy in an adjacent square.

Bugbear

These large monsters are very strong, but not very intelligent. Their great strength allows them to wield a great axe with one hand while holding a shield in the other. Their choice of weapon allows Bugbears to attack diagonally.

Giant

These ten foot tall monsters are not very intelligent and cannot grasp the use of any other weapon besides rocks. They wield these effectively, though, throwing them at enemies in their line of sight and swinging them like clubs.

Werewolf

Werewolves are humans who have been changed into wolf form by Chaos magic. They are strong and fearless, but retain none of their human intelligence.

Lesser Demon

These Demons are not as powerful as their larger relatives. They attack by biting their enemies. They also know the spell Ball of Flame, and can cast it three times.


Evil Wizard Teraptus

The Evil Wizard Teraptus stepped in dark Chaos Magic. He is both vile and cunning.

Troll

These large monsters heal very quickly. They have the ability to regenerate one Body Point every turn.

Trolls may only attack Heroes as below:


	X		X	
		X	X	

The Troll is facing down towards the bottom of the page, and may attack the Heroes in front of him and to either side. He may not attack behind or diagonal.

Manscorpion

This fearsome monster is the result of an evil Wizard's experiments. It is fast, smart and dangerous. Manscorpions can attack three times in a turn, once with each hand and once with its massive stinger.

Manscorpions may only attack as below:

	R		R	
	S		S	
	R	R	R	R

The Manscorpion is facing down towards the bottom of the page. The square with an R show where he may attack with the sword in his right hand, L the one in his left. He may attack any Hero in front of him with his stinger, shown by the square with an S. He may not attack behind.


Dragon

Dragons may attack 3 times against any enemy in front of them, or once against an enemy behind.

Front 4 with bite.
Front 2 with right claw.
Front 2 with left claw.
Behind 2 with tail.

Note: the Dragon may attack any foe not in an adjacent square with his fiery breath. This does 2 Body Points of damage to any foe in a straight line of the Dragon. The Dragon may not use his fiery breath and attack in the same turn.

Dragons may only attack as below:

		↑		
		R		T
		B		
←	R		T	
	L			
	B		T	
		↓		

The Dragon is facing towards the left of the page. The square with an R show where he may attack with his right claw, L his left claw. He may bite at squares marked with a B. Instead of attacking in front, he may attack behind with his tail in any square marked with a T. Instead of attacking, he may breathe fire at any square in this line of sight (see arrows). He cannot see past the arrows to his right or left. He may not attack and breathe fire on the same turn.

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 might require a key to be opened.



Fire Marker



Water



Tunnel



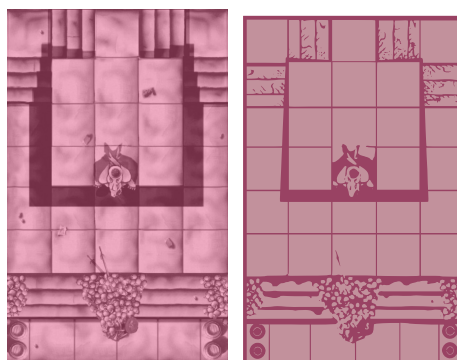
Carriage



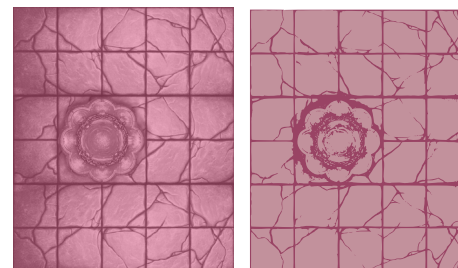
Boulder











Altar Room






Fountain Overlay



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Bugbear		6	4	3	3	1
Hobgoblin		9	2 (3)	1	2	1
Deathknight		7	3	2	2	0
Lesser Demon		5	3	3	2	3
Werewolf		8	2	1	2	0
Fire Elemental		7	3	2	2	0
Evil Wizard Teraptus		8	2	5	3	7
Giant		5	2	2	6	1

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Manscorpion		8	2 Right hand sword 2 Left hand sword 3 Stinger	4	6	4
Troll		6	3	2	8	2
Dragon		12	4 With bite 2 With right claw 2 With left claw 2 With tail	6	12	8

Cavern Board Rooms

