

HERO QUEST



Mound of the Beastmen
INSTRUCTION
BOOKLET



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Introduction

In this new expansion Mound of the Beastmen, our intrepid Heroes are launched in pursuit of the Black Stone, a powerful artifact stolen by the forces of Zargon. Hidden in the depths of the Mound, the Black Stone holds a wealth of powerful mysteries... Will our Heroes be able to find it before Zargon does?

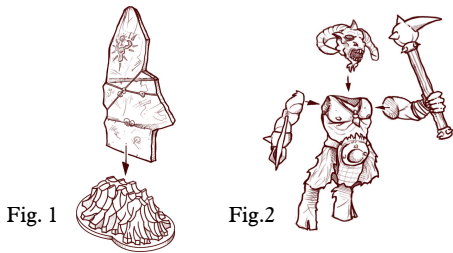
This Quest Book introduces a new element to the game: the Compendium. It also contains the rules for new monsters, traps and dungeon features. Finally, there are 6 new Quests for an adventure as exciting as it is dangerous...



Assembly Instructions

Take the Herdstone piece and place it in a plastic holder (from Wizards of Morcar) as shown in Fig. 1.

Separate the plastic figures (not included) from their supports. Carefully assemble and attach the heads and arms to their torso, as shown in Fig.2.



The Beastmen

Living deep in the Forest of Shadows, the Beastmen carry out their evil ravages on the lands around them.

With the head of a goat on a man's torso, the Beastmen are repulsive creatures, endowed with great physical strength that makes them formidable opponents in combat. Despite their bestial appearance, the Beastmen are not primitives. They live in structured herds organized around a feared and respected leader. Some herds have powerful Shamans among their ranks. Shamans wield dark magics whose destructive tendencies are reminiscent of the forces of Chaos.

If the Beastmen were ever allied with Zargon they could pose a grave threat to the Empire.

New Creatures for Zargon

The Mound of the Beastmen introduces new creatures which the Heroes will have to face.

Shamans
Beastmen Shamans have their own set of spells and may use them in the same manner as the Elf and Wizard. The Shamans should randomly draw 3 Shaman Spells from the set of 6. Certain very powerful Shamans may have access to all 6 spells. They may cast one of their spells each turn instead of attacking. Each spell may only be used once. If all spells are used up A they may continue to attack and defend normally.

Special Creatures
During their advance into the depths of the Mound, the Heroes will come face-to-face with lieutenants of Zargon that are particularly powerful versions of the basic monsters. These leaders have their own stats which are detailed in the Quest Notes. Like the Beastlord, these lieutenants have multiple Body Points and can use the special orange dice (detailed later in this book) making battles with these creatures more dangerous.



Compendium

The Mound of the Beastmen introduces a new feature: the Compendium. Its goal is to deepen the Heroes' immersion into the adventure with the help of small narratives to be read at certain key moments during the Quests. These narratives are grouped in the new Compendium booklet. When a Hero comes to a numbered speech bubble on the map, the corresponding narrative should be referenced from the Compendium booklet (Fig 3).

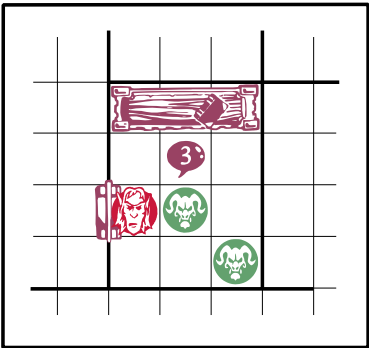






Fig. 3

The Hero does not necessarily need to move onto or

Monster Chart

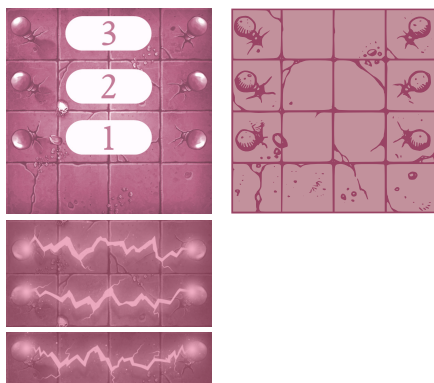
Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaoshound		8	2	2	1	2
Beastman		5	3	3	1	3
Shaman		6	2	4	1	5
Beastlord		6	2	2	3	4

Hall of Storms

This room has 3 sets of lightning orbs that block the Heroes path with three levels of squares between them marked 1, 2, and 3. Every time a Hero moves onto a square marked 1, 2, or 3, he must roll 1 Combat die.

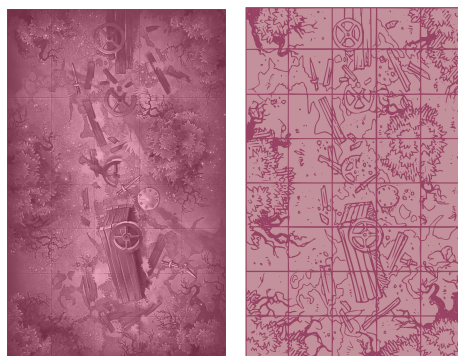
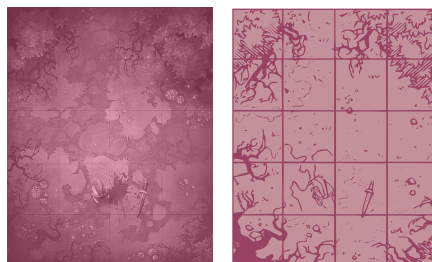
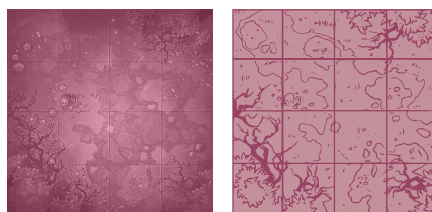
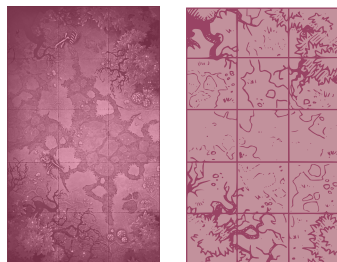
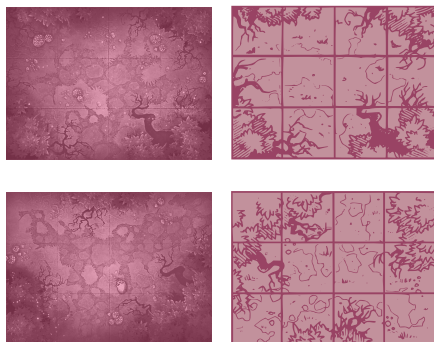
- On a skull or white shield, the orbs do nothing. The Hero advances to the next level square and rolls 1 Combat die again.
- On a black shield, the Hero is struck by lightning. He loses 1 Body Point and is thrown back to the next lower marked square, ending his turn.

If the Hero begins his turn on a square marked 1, 2, or 3, he does not have to roll for movement, but starts with the roll for advancing to the next level.



Outdoor Tiles

These tiles represent the Forest of Shadows. They have no special rules or interactions and are meant to be decorative and immersive only.



end their move on the square with the "bubble" symbol to trigger the narrative, rather there may be additional conditions that must be met. These are contained in the heading of each Compendium entry.

Example: If a paragraph has the heading: "Read after you have laid out all contents of the room", it can be read once a Hero has entered the room in question and the contents are laid out. Zargon may then read the corresponding paragraph to the Heroes.

Another example: If the headline reads: "Read when the first Hero steps through this exit door (end of the Quest)", the paragraph should be read after a Hero has passed through the door that marks the end of the Quest.

An advice for Zargon: the "bubble" symbol is an indication that an event is occurring. You should pay attention and even have gained an understanding of the conditions prior to starting the Quest. Note that there might be more than one entry for one speech bubble.

The use of the Compendium feature is not mandatory and choosing to not include it is not detrimental to the Heroes' progress throughout the Quest Pack. However, it could affect Zargon's and the players' understanding of the overall storyline.

New rules

Quests

In the Mound of the Beastmen, the Quests must be played in order from 1 to 6. In general, Heroes start on the Stairway tile, unless otherwise directed in the Quest Notes. Quests can be completed in two ways: by the first Hero exiting through the wooden exit door or defeating a particular enemy.

Equipment

As the Heroes are deep in the mound, they will not be able to buy equipment between Quests. However, some greedy creatures in the dark corners of the mound will be able to offer equipment to Heroes for a "modest" financial consideration. These instances will be described in the Quest Notes.

Special Combat Dice

The Mound of the Beastmen introduces new Orange Combat Dice. They offer skull, white shield, and black shield distribution different from the standard white Combat Dice, such as double skulls or shields on one side. Some powerful monsters use these dice

and some artifacts will also allow Heroes to add them to their standard Combat Dice. The use of these dice will be mentioned in the Quest Notes or on the new Artifact Cards.

Men-At-Arms

During the adventure, Heroes will occasionally cross paths with their former comrades in the squalid jails of the mound. Mound of the Beastmen changes some of the rules regarding Men-At-Arms.

- It is not possible to hire them in the mound. Men-At-Arms are only accessible when they are set up along with the other contents of a room. The first Hero to enter the room will take control of all Man-At-Arms. He will take the corresponding Man-At-Arms figure and card and keep them until either of them is killed or the player decides to "give" the Man-At-Arms to any other Hero player whose figure is in the same room as the Man-At-Arms figure at that point.
- If monsters are present in the room when the Hero discovers a Man-At-Arms, that player cannot move the Man-At-Arms until all monsters in the room have been killed or have left the room. However, the Man-At-Arms can attack monsters and defend normally. He may move only when all players have had one complete turn after the Man-At-Arms has been set up.
- The Heroes may keep any surviving Man-At-Arms between Quests.
- There are a few special Man-At-Arms that the Heroes will not be able to control. These will be specified in the Quest Notes.

Special rooms

In the fourth Quest, "The Halls of Evil", players will encounter some special rooms that involve specific rules. The Halls of the Blind are the four rooms marked with an X, the Halls of the Forgotten are the four rooms that each contain one Chaos Warrior.

The Halls of the Blind – These four rooms are all immersed in total darkness. This reduces Heroes' and Men-At-Arms' movement to one Standard die after they have entered one of them.

- When a Hero enters one of these rooms, do not reveal the contents, including closed doors.
- Searching is not allowed.
- A Hero or Man-At-Arms can only see adjacent squares. Lay out the contents accordingly, including monsters, but not a closed door.
- To find a closed door, the Hero must step onto the square containing the lever. This activates

the mechanism making the door visible from anywhere in the room: set up the door.

- The last lever unlocks the room where is located the Guardian of the Halls of the Blind (marked D).

The Halls of the Forgotten – These four rooms are filled with an evil fog, forcing the Heroes to move with one Standard die after entering. Additionally, after ending a turn in one of these rooms, the Hero must roll one Combat die.

On a skull, a ghost is awakened. The ghost attacks immediately. Each ghost rolls one Combat die in attack. The Hero defends with as many Combat dice as he currently has Mind points.

The Chaos Warriors in these rooms are actually guardian statues. They cannot be attacked or destroyed - unless they are brought to life. If the Heroes awaken two ghosts in the same room, the statue guardian comes to life and can immediately attack adjacent Heroes with four Combat dice. These Guardian Statues defend with three Combat dice and may move four squares each turn. They have one Body point each.

Large Monsters

When a monster takes up more than one square (the Chaosound in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

New Traps

The Chaosound Trap does not have tiles.



Tomb: Old moldy tombs in which undead creatures lie dormant in the Mound and can hold unpleasant surprises for adventurous Heroes. Each time a Hero enters a room that contains a tomb, he must roll 1 Combat die.



- On a skull, the Hero awakens the dormant undead with his sheer presence. To find out what type of undead monster he faces, the Hero must randomly draw a monster card from the Skeleton, Mummy and Zombie cards.
- On any shield, the Hero is quiet enough to not wake the undead.

If there is more than one tomb in the room, the Hero who enters the room must roll 1 Combat die for each tomb. A tomb can be triggered once.



Rune Trap: The powerful Shamans of the Beastmen are skilled in the magic of runes and have spread Runic traps around the Mound, making the corridors deadly for the unaware. This trap is triggered when a Hero steps onto the square containing the trap. To determine the effect, the Hero must roll 1 Red die.



- On a 1 or 2, a burst of rune magic violently throws the Hero back. The Hero figure is moved back in a straight line until he hits a wall or trap.
- On a 3 or 4, the Hero manages to disarm the trap. The trap must be removed from the board.
- On a 5 or 6, the trap explodes and all figures (including monsters) within 2 squares around the trap location lose 1 Body Point.

This trap can be found by searching for traps. If found, it can be disarmed by the Dwarf or with the toolkit. When triggered or disarmed, the trap must be removed from the board.



Chaosound Trap: Sometimes, Chaosounds escape the watchful eye of their masters and become lost in the Mound. Left to themselves, they can cause irreparable damage. To overcome this problem, the Beastmen have scattered traps throughout the Mound to recapture any that have escaped.

A Hero will lose 1 Body Point if he steps onto a Chaosound Trap. Once discovered or triggered, the trap must be removed from the gameboard. No special action must be taken to disarm a Chaosound Trap.

New Tiles and Quest Map Symbols

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 might require a key to be opened.



Evil Wisp

This mist is a deadly breath of Chaos which will harm all who are not evil.



Herdstone

The Herdstones are large monoliths decorated with runes and the skulls of fallen enemies. These stones are worshipped by the Beastmen and they place all manner of offerings to the gods at the base of these stones, like powerful artifacts. Lucky Heroes may be able to find those precious artifacts among the offerings, but the Beastmen do not take kindly to those who would steal their treasures...



Lever

Some important areas in the Mound are closed and can only be opened by finding and using a lever. To activate a lever, a Hero only has to walk onto the square containing the lever marker.



Runic Room

The Beastmen Shamans often perform evil magic in the depths of the Mound and leave their unfinished experiments in some rooms. When the first Hero enters a Runic Room, his presence causes two creatures to arise in the center of the room. Zargon should randomly draw 2 cards from the Monster Card deck.

The Runic Room can be triggered once.



Pit Room

Dug by the skillful Beastmen hunters, this large pit must be jumped across. To cross the pit, a Hero must roll 1 Combat die:

- On a skull, the Hero falls into the pit and a Beastman immediately appears on a square adjacent to the pit and attacks. The Hero defends with one less Combat die as a result of being in the pit.
- On any shield, the Hero has successfully jumped over the pit.

