

# HERO QUEST



Out of the Wastes  
INSTRUCTION  
BOOKLET



# HERO QUEST



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## Playing Out of the Wastes

### 1. Starting the Journey

You have been stranded in the Northern Chaos Wastes and have been trying to find your way south and out ever since. First the number of Encounters must be selected. Encounters represent the out-of-the-ordinary occurrences that happen on the journey. The number and choice of Encounters may be selected at random. For example, you could roll 1 red die to determine the number of Encounters, (let's say 3 is rolled). Then you could roll 3 red dice to select the 3 Encounters based on the order in this Quest Book (re-roll any duplicates). You may not shop between Encounters, unless noted in the Quest notes, as you are stranded in very barren and hostile territory with no established settlements.

### 2. Dead Heroes

Should any Heroes die during the course of the Encounter Series, they may *not* be replaced.

### 3. Malnourishment

Your food supplies have run out and your group is feeling the effects of malnutrition. Because of this, each Hero's attack strength is reduced by 1 combat die (to a minimum of 1) and maximum Body Points are reduced by 1. This can be alleviated during an Encounter by finding a crate or barrel, which will contain food and water. A Hero may use his action to partake of this meal and return his base stats to normal for the remainder of the Encounter.

### 4. Chaos Gifts

When in the presence of a source of great Chaos the Heroes run the risk of suffering mutations and corruption. When a Hero enters a room with a source of Chaos, Zargon will randomly select 1 Chaos Gift Card for each monster in the same room as the source. At the start of each Hero's turn, that figures controller rolls 1 red die. On a 6, that Hero suffers a mutation due to the effects of the nearby source of Chaos. That Hero's controller draws 1 Chaos Gift Card. That Hero gains the attribute listed on the card. Also, the Hero loses 1 Mind Point due to corruption. A Hero may accumulate more than 1 Chaos Gift. The effects of Chaos Gifts do not end with the Quest, but are persistent until removed. At the end of every Quest/Encounter an afflicted Hero may roll 1 red die for each of their remaining Mind Points. If a 5 or 6 is rolled, that Hero may choose 1 Chaos Gift to remove. A *Cure Chaos* Spell Scroll may also be used to remove a Chaos Gift. Any Hero afflicted by a Chaos Gift may not hire or retain mercenaries, or participate in any Encounter that takes place in a town or establishment inside a town. That player may control a generic mercenary or Hero

for such Quests or Encounters.

### 5. Corrupted by Chaos

If a Hero loses his last Mind Point to a Chaos source, he is considered corrupted by Chaos. A corrupted Hero immediately comes under Zargon's control. If he is later reduced to 0 Body Points by the remaining Heroes, he may be carried back to the entrance of the Quest by a Hero and resume play the next Quest. If not, then Zargon should play this Hero as a recurring "villain" in each subsequent Quest, until the Heroes are able to successfully recover him. The spell scroll *Cure Chaos*, if successfully cast, will restore a corrupted Hero to "normal" with full Mind Points restored (and any "gifts" removed). If a Hero is corrupted for more than 1 Quest, the player may control a generic Hero on future Quests until his regular Hero is recovered. A corrupted Hero will lose all gold (but not artifacts or equipment) if not recovered in the Quest that he became corrupted (He probably gave all that gold to the furtherance of Chaos!).

### 6. New Cards

Out of the Wastes contains a mix of new cards to be added into your games. Mix all (but Gem of Winter) of the new Treasure Cards into your treasure deck prior to playing the first Quest. Gem of Winter should only be mixed in during certain Quests. Do NOT tell the Heroes you added it, have them find this out for themselves. If you use a card based Armory system, mix the new Equipment Cards into it. There are several versions of some artifacts, this is to assist Zargon in tailoring the pack to meet the needs of his players. Choose one of these cards when called for based on what you feel would be the best fit for the players. There are also new Chaos Spell cards, place these with the other Chaos Spells. There is a new spell group – Ice Spells – that will be utilized after the Heroes find the Spellbook. A spellcaster may only carry one spellbook at a time.

## 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).

Mercenaries are 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 8 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 8 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.

### 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.

### Large Monsters

When a monster takes up more than one square (the Chaos Beast 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.

### 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 (such as the Forsaken), 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.

## New Monsters

### Northern Chaos Warrior

Defends all skulls with 1 black shield.

### Giant Rat

Up to 3 Giant Rats may occupy a single space.

### Giant Bat

Giant Bats may fly (pass) through spaces occupied by Heroes/monsters.

### Ghost

Ghosts may fly (pass) through spaces occupied by Heroes/monsters.

### Forsaken

Defends all skulls with 1 black shield.










### Bloodletter Demon

May move, attack and finish movement. Also are resistant to magic. Roll 1 combat die when targeted by a spell. On a skull, the spell has no effect.

### Flamer





May jump over Heroes, monsters and pits. May throw magical flames at any target they can "see". Any Hero damaged by a Flamer takes a Chaos Gift. May also be destroyed by the Tempest spell.

# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaos Marauder		9	3	3	3	2
Northern Chaos Warrior		7	5	6	4	4
Giant Bat		8	1	2	1	1
Giant Rat		11	1	1	1	1
Ghost		8	2	2	2	2
Forsaken		7	4/4	5	4	1
Flamer		5	5	4	5	2
Bloodletter Demon		9	6	4	4	3
Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaos Beast		5	4/4/4	4	10	2



# Mercenaries Chart

Mercenary	Map Symbol	Cost		Movement Squares	Attack		Defend		Body Points	Mind Points
		Per Quest	(GOLD COINS)		Dice		Dice			
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.**

## 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.



### Double Door

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



### Giant Stone Boulder

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



### 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.



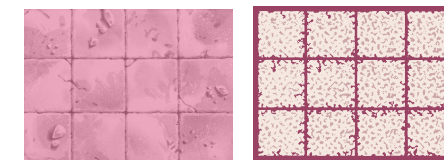
### Coffins

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.



### Ice Vault

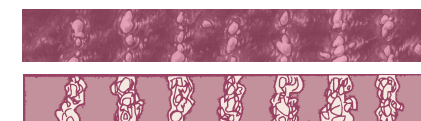
This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in the room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.



Two Sizes:  
2x3 squares  
3x4 squares

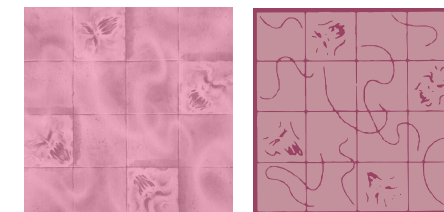
### Icy River

Each square of these underground streams counts as 2 squares for movement purposes. Each time a Hero enters any icy river square, he rolls 1 combat die. He loses 1 Body Point to the cold if he rolls a white shield. Monsters suffer neither movement penalties nor damage from the icy river.



### Living Fog Room

This room is filled with an eerie, swirling fog. Monsters seem to appear on all sides of the Heroes, only to disappear into the fog when attacked.







**Magic Ice**

These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.



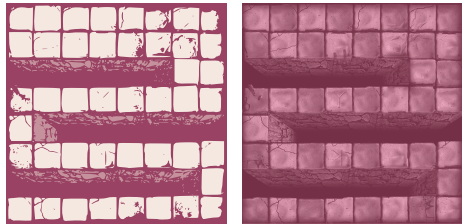
**Barrel**



**Crate**



**Winding Path**



**Bridge**

