

# HERO QUEST



Quest for the Holy Grail – Part 1  
INSTRUCTION  
BOOKLET



This Quest is part one of two adventures for search of the holy grail, the Heroes cannot buy equipment or potions after this Quest.

## New Rules

### Mind Points

When a Hero reaches zero Mind Points, he is not dead but in *shock*. (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do *not* increase the attack or defend dice when a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

### New Hero

The new Hero Type: Cleric must be used in this Quest, one Hero needs to play as Brother Puck.

## New Trap

The Swinging Blade trap does not have tiles.



**Swinging Blade Trap:** When a Hero moves on to this square a huge axe swings out from a hidden alcove in the ceiling. The Hero then rolls 2 Combat Dice and loses 1 Body Point for each Skull rolled. The Hero does not get to roll Defend Dice. A Swinging Axe trap can be searched for and disarmed. Until it is disarmed, a Swinging Axe Trap affects every Hero who steps onto the square. Monsters do not spring Swinging Axe traps. (All axe squares are hit.)

## New Tiles and Quest Map Symbols

### Magic Ice

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



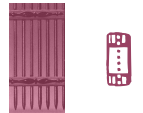
### Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass.



### 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.



### The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.

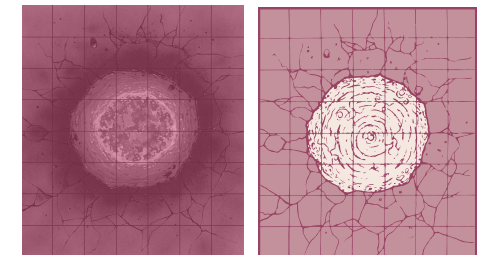


### Trap Door

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.



### Pit of Chaos



### Inner Sanctum

