


HERO QUEST



Scourge of the Underworld
INSTRUCTION
BOOKLET



Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Rat Ogre		8	7	8	7	1

Monster Chart



Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre Chieftain		4	6	6	4	2
Skaven		8	2	3	1	4
Skaven Packmaster		8	3	3	2	4
River Troll		6	5	4	3	2
Spider		8	1	2	1	1
Cave Troll		8	5	5	4	2
Rat		6	1	0	1	1
Gnoll		8	3	4	4	3



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New Traps

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.



Pit of Darkness: The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

New Monsters

River Troll

Instead of attacking, the River Troll may choose to regenerate all 3 of its Body Points.

Cave Troll

Instead of attacking the Cave Troll may choose to regenerate all 4 of its Body Points

Rat Ogre

The Rat Ogre will attack any Hero or monster it encounters. It is able to break through any wooden door.

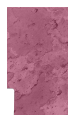
Giant Spider

If on its attack the DM rolls only skulls which are not all defended, the Hero has become poisoned and they will lose 1 Body Point per turn thereafter until healed.

New Tiles and Quest Map Symbols

Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



Locked Door

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



Double Door

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



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.



Grate



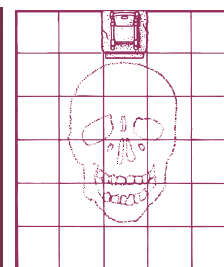
Obsidian Forge

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



Throne Room

The large throne room is used by evil rulers such as the Witch Lord.



Ogre Throne



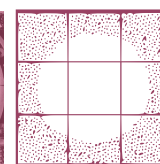
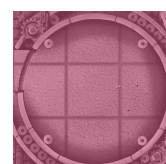
Crystal



Spike Wall



Revolving Room 3x3



Crank



Pit Bridge

