

HERO QUEST



Skraggmar
INSTRUCTION
BOOKLET





Potion of Body

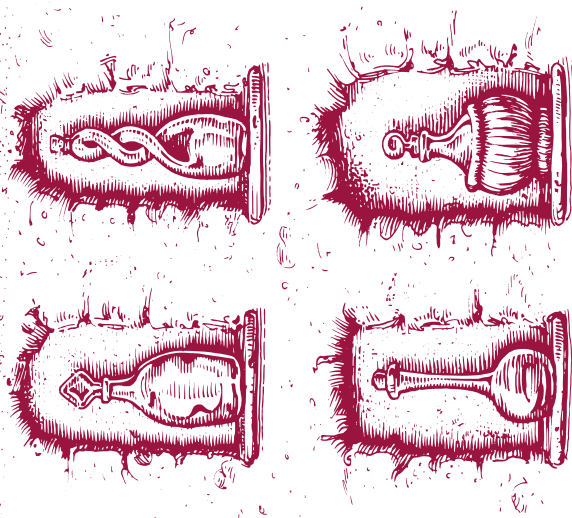
Cost: 100 Gold Coins

Restores 1 lost Body Point when consumed. Cannot give the Hero more than his starting number.

Holy Water

Cost: 200 Gold Coins

Blessed by the monks of the mountain, this liquid will destroy one regular Skeleton or Zombie. See "New Rules" for how to throw potions.



Potion of Mind

Cost: 600 Gold Coins

This foul-tasting liquid will give the Hero who consumes it fresh insight, restoring all Mind Points lost during combat.

T-Shirt

Cost: 10 Gold Coins

An ordinary shirt without any magical properties. It is jet black with white block lettering and reads, "I Killed Skragmar, and All I Got was This Lousy T-Shirt." (Hey, this is a gift shop, right?)

HERO QUEST

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"Skraggmar" is a mini-Quest Pack for Milton Bradley's Hero Quest Game System consisting of three Quests. It is the first of a trilogy featuring an "MVP" monster. This pack focuses on the Undead monsters, the other two will focus first on Chaos and then Orcs.

New Monster

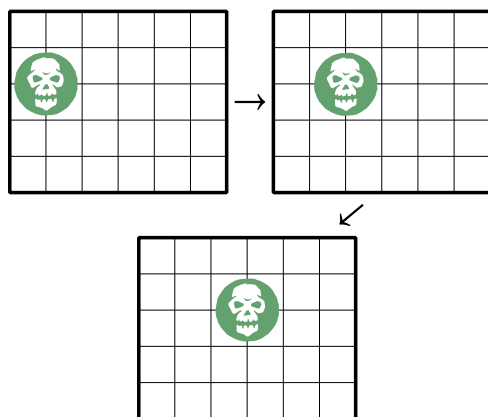
Skraggmar

The main villain of this Quest Pack is a Skeleton that occupies a 4 x 4 section of the game board. This giant skeleton is named Skraggmar. On the Quest Map, Skraggmar is shown as a 2x2 Skeleton marked with a Quest Note. That Quest Note will contain further in-game directions for running him, but see "New Rules" for Skraggmar's movement.

New Rules

Moving Skraggmar

Though he occupies four squares, Skraggmar moves only one square at a time. When Skraggmar attacks, he attacks in one direction and anyone standing on the two squares of his chosen attack will roll separate defend dice. See diagram for a visual aid.



Skraggmar can only attack in one direction at a time. In the diagram, he is attacking to his right. Any Heroes standing on the squares highlighted in red would suffer the damage indicated by Skraggmar's attack dice. Each would then roll defend dice. Play would then proceed as normal.

Throwing potions

Some potions require a player to throw them at a monster. To do so, the Hero should roll one red die. If the total on the die is equal to or greater than the target's defend die, then the potion will hit the monster. This counts as the Hero's action for that turn.

Beginning and Ending Quests

Unlike the Quests that come with the Game System, Quests begin at the Iron Entrance Door and end at the Wooden Exit Door. At the beginning of each Quest, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes will line up outside.

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.



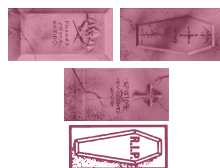
Locked Door

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



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.



Sensor Tiles

In this game, sensor tiles work like teleporters. As soon as a Hero steps on one, he will instantly be teleported to another. The Quest Notes instruct Zargon further. Sensor tiles appear as lettered squares.

