

HERO QUEST

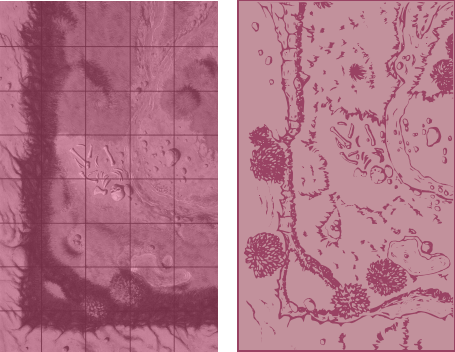


Solace and Redemption
INSTRUCTION
BOOKLET

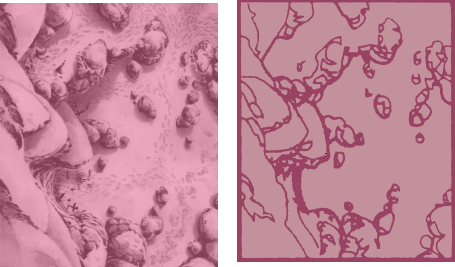




Surface



Ice Cave Entrance



HERO QUEST



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Introduction

Solace and Redemption introduces a new Hero to the Hero Quest game, the Trollslayer. This Quest book contains new rules for the Trollslayer, rules for axe runes that enable the Handaxe and battleaxe to be upgraded and two special Quest treasures specific to the Trollslayer. There are five new Quests that will test the player's ability to adapt to the new Hero's unique set of strengths and weaknesses.

Playing Solace and Redemption

The adventures of Solace and Redemption are generally played in the same way as the adventures in the original game. However, you will notice a few game play differences.

The Quests are solo adventures designed for play by a Trollslayer alone. These are intended to be an introduction to Hero Quest for the new Hero or as fun Quests to play when only two players are available. As in the Game System, the Hero is returned to full strength between Quests, all Body and Mind Points are restored. The final two Quests in this Quest book are one continuous adventure. The Hero may still recover all of his lost Body and Mind Points but may not buy new equipment between these two Quests.

The Hero does not always start on the stairway tile. Instead, the Quest notes clearly indicate in which room or passage the Hero should start and The Evil Wizard player must place any pieces shown for that room or passage in the Quest book on the board before the Quest begins.

The Trollslayer

This Hero has his own set of rules for going berserk in combat. The Trollslayer is limited in which equipment he may buy and there are new items of equipment specifically designed for this Hero, the Axe Runes.

Going Berserk

The Trollslayer is able to unleash his rage, going berserk in combat. When doing this the Trollslayer's attacks become progressively more deadly but, at the same time his defense becomes weaker.

Every time the Trollslayer attacks, immediately before rolling the combat dice, the player must take one Rage Token. They then modify their attack strength, rolling one additional combat die for each Rage Token they currently hold.

When defending the Trollslayer must also modify their defense strength, rolling one less combat die for each Rage Token they currently hold.

The Trollslayer may never hold more rage tokens than their defense score i.e. when their defense reaches zero they do not take any additional Rage Tokens. However they may continue to attack. If, for any reason, the player finds they are holding more Rage Tokens than is possible then they must immediately remove any excess Rage Tokens before continuing.

Calming Down Again

At the beginning of each of the Trollslayer's turns, if there are no monsters visible, the player removes one of the Rage Tokens they currently hold.

Equipment

Trollslayers will only ever use axes and hammers in combat. They never ever wear armor, nor do they use shields. For this reason this player may only ever buy the Handaxe or the Battleaxe from the armory.

Runes

The Trollslayer may upgrade his weapons by inscribing axe runes on them. The Runes either increase the number of attack or defense dice the player may roll in combat. Between Quests the player may purchase Runes and then make a note of which weapon the Rune is inscribed upon. Each weapon may be inscribed with both runes once only and the effect of these runes may only be used when attacking, or defending with that weapon. As a general rule the player should only be allowed to swap weapons once per turn, before attacking.

Example:

The Trollslayer currently owns a Handaxe that is inscribed with the Runes of Defiance. The runes allow the player to roll one extra combat die when defending. The Trollslayer also owns a Battleaxe which has not yet had any runes inscribed upon it. The player has attacked three times with the Handaxe and currently holds 3 Rage Tokens. At the beginning of the players next turn they decide to attack with their Battleaxe. As the Battleaxe has not been inscribed with the Runes of Defiance the player may not take advantage of the extra defense die provided by the runes. As a result of this the player is now holding one too many Rage Tokens and must

remove one before continuing their turn.

Traps

The Trollslayer does not share the Dwarfs natural ability for disarming traps. In fact this Hero may not even buy the toolkit from the armory. However, the Trollslayer may still search for traps. When the player searches for traps the Evil Wizard player should clearly indicate which squares contain traps in the room or passage that the Trollslayer is currently standing in. But none of these traps should be disarmed.

This Quest book makes use of traps from the different versions of the Hero Quest game system and expansion Quest Packs. The rules for these traps are clarified here so you can be certain of how each trap should be used when playing these Quests.



Falling Block Traps: When the player moves through a square containing a falling block symbol, a block will fall. It will land on the nearby square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body Point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.



Wandering Monster Trap: When the player moves onto a square with the wandering monster symbol, tell the player that the Hero must stop on that square. The monster or monsters listed as the 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 the Evil Wizard player). 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. There are no tiles for wandering monster traps.

New Tiles and Quest Map Symbols

Locked Door

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



Stone Doorway

Stone Doorways are large slabs of rock.

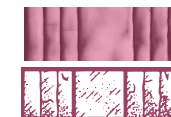


Trap Door



Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



Large Door

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



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.

