

HERO QUEST



Summons of the Wizards' Council
INSTRUCTION
BOOKLET

HERO QUEST

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The Quest Pack for the Wizard

The adventure continues! The Quest Pack for the Wizard is an expansion set used with your original Hero Quest Game System. You must have the Game System in order to play the adventures in this booklet. Also required is some content from the following expansions: Return of the Witch Lord, Against the Ogre Horde, Kellar's Keep, The Quest Pack for the Elf and The Barbarian Quest Pack.

A Message from j_dean80

The Summons of the Wizards' Council was designed as a replacement and expanding of the Wizards of Morcar. It was done to match the styling of The Barbarian Quest Pack and The Quest Pack for the Elf.

Some additions are added at the end of the Quest Book to line this pack up in the required timeline. Quest 11 – Lair of the Orc Shaman is to be a final Quest in Kellar's Keep, coming after Mentor's Conclusion page. The 6a & 6b double Quest – Fanrax's Guests is to replace the original Quest 6 in The Quest Pack for the Elf. The story page is to be a new Conclusion page for Against the Ogre Horde.

This Pack is designed to be difficult and only Champions should try their luck. The first three Quests are Solo Quests designed to build up a new Wizard, but are still difficult.

Good luck, my friends. When you need my guidance, listen deep within yourselves.

j_dean80

Here is the Timeline Designed for this Pack

1. The Gathering Storm (original game)
2. Kellar's Keep (with added Quest 11)
3. Return of the Witch Lord
4. The Dark Company
5. Against the Ogre Horde (with added Conclusion)
6. The Mage of the Mirror (with added Quests 6a & 6b)
7. *Summons of the Wizards' Council
8. The Frozen Horror

Playing the Quest Pack for the Wizard

These ten new Quests are generally played the same way as the Quests in the Game System. As in the Game System, Heroes are returned to full strength between Quests. (All Body and Mind Points are restored.)

There are a few gameplay differences in the Quest Pack for the Wizard.

1. The Quests

The first three Quests are solo adventures, designed for play by a Wizard alone. These can be used as an introduction to Hero Quest for a new player or as fun Quests to play when only two players are available. Also, if a new Wizard is to join a party of experienced characters, these three Quests will enable the Wizard to catch up with the other Heroes by gaining gold, equipment, and magical items.

The next five Quests are all group Quests. The last two Quests are also group Quests, but they are played as a single, double-sized Quest, as the Heroes must cross between the two Quests to achieve ultimate victory.

2. Female Wizard

A female Wizard can be used to replace the male Wizard, if the player prefers to play a female character. Her statistics are the same as the Wizard in the Game System. Any reference to "Wizard" in Quest Packs also applies to the female Wizard. *A group of Heroes can contain only one Wizard at a time.*

3. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. The message from Mentor at the beginning of each Quest tells where the Heroes start and end the Quest. When there is an iron entry or wooden exit door, it is indicated on the Quest map by an arrow (pointing into the map for the entry door, and out of the map for the exit door). When there is an entry door, it is always placed on the gameboard in its specified location before each Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it.

Note: As with regular doors, an exit door is not placed on the gameboard by Zargon until a Hero looks down the appropriate corridor.

4. 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 one red die to move, attacks with only one combat die, and defends with only two 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.

The extra Mind Points gained from certain artifacts (such as the Talisman of Lore) *can* be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of three Mind Points) goes into shock after he accumulates three Mind Points of damage.

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.

5. New Spell Systems

The Wizards of Zargon: This Quest Pack contains five new spell groups for the Sorcerers of Zargon. Each Sorcerer has his own unique spell set containing six spells. These spells work the same as Chaos Spells, but may only be used by the corresponding Sorcerer. Each Sorcerer begins the Quest with all six spells. He may cast one spell per turn, instead of attacking. Each spell may only be cast once per Quest.

New Spells for the Wizard: The three new spell sets introduced in this Quest Pack are new spell groups for the *Wizard's use only*. The Wizard may choose from these spell groups only after the Quest notes specify. The Wizard chooses his first spell group, then the Elf chooses his spell group, and then the Wizard chooses his final two. Any spell groups not chosen are removed from play.

Note: During this Quest Pack, the Wizard may earn the ability to choose four spell groups (when specified in the Quest notes). The Wizard would then choose his first spell group, followed by the Elf choosing his, and then the Wizard choosing his final three. Any spell groups not chosen are removed from play.

6. Rule Clarifications

- *Passing Items:* A Hero can pass a potion, artifact, weapon, or any other item to another Hero only if the two Heroes are in adjacent squares and neither Hero is adjacent to a monster.

- *Spiral Stairway:* During a Quest, if a Hero stands on a spiral stairway and attacks monsters, the monsters can attack back on Zargon's turn. When a spiral stairway is used as the exit at the end of a Quest, any Hero who moves onto that spiral stairway is immediately removed from the gameboard.
- *Multiple Attacks:* A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by three Zombies gets three separate defend rolls. A Hero attacked by a monster with multiple attacks, however, gets only one defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

7. 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, when the Quest notes say, "Wandering Monsters in this Quest: 2 Fimir," place two Fimir adjacent to the Hero who initiated the wandering monster encounter. If fewer than two adjacent squares are available, place the remaining monsters as close to the Hero as possible.

Note: If you run out of the monsters called for, substitute other monsters of similar strength.

8. Trap Rule Variation

Some of the Falling Block Traps work differently in this Quest Pack. This is indicated by a white down arrow located next to the trap symbol on the Quest map. When a white arrow is present, a Hero stepping on the Falling Block Trap square causes the Falling Block to land on the square with the arrow. These traps are searched and disarmed in the same way as normal Falling Block Traps.

9. Large Monsters

When a monster takes up more than one square (the Troll, for instance), that monster can attack anyone on any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

10. Selling Excess Items

As the Heroes gain better equipment, they can sell some of their old items to the Armory. Only items that are listed for sale in the Armory (on the cardboard platform in the Game System) can be sold back to the Armory. The Hero receives gold coins equal to half of the Armory's price when selling items to the Armory. Thus a Hero who sells a longsword (which costs 350 gold coins) back to the Armory receives 175 gold coins. Items sold at the

Armory for odd sums (the dagger at 25 gold coins, for example) can be sold back for half price, rounded down (12 gold coins for the dagger).

11. Treasure

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

12. New Treasure Cards

The eight new treasure cards should be mixed into the Game System's deck of treasure cards before play begins. Draw from this deck when a Hero searches for treasure.

13. New Special Ability

Beginning with this Quest Pack, the Wizard will have a special ability to counter a spell that was cast within his line of sight.

If the Wizard chooses to attempt a counter, he must immediately roll one combat die. A successful counter will nullify the effects of the spell. The cast spell is then discarded along with one of the Wizard's unused spells of his choosing. If the Wizard is unsuccessful, follow the text on the cast spell.

If the caster has more Mind Points than the Wizard, the Wizard must roll a White Shield to successfully counter. If the caster has the same or fewer Mind Points than the Wizard, the Wizard must roll a Skull to be successful.

14. Spell Scrolls

A spell scroll can be used by ANY Hero (not just the Wizard and Elf) who finds one. Note that spell scrolls can be used only once.

When a Hero finds an unnamed spell scroll, Zargon should turn all of the spell scroll cards facedown, mix them up, and let the Hero draw one at random. The Hero should then record the spell scroll on his Character Sheet and return the scroll card to the scroll deck. After a spell scroll has been used, it must be crossed off the Hero's Character Sheet.

15. Mercenaries

This Quest Pack contains twelve Mercenary figures, with twenty-four interchangeable weapons that enable you to put together the four different types of Mercenaries (the Scout, the Swordsman, the Crossbowman, and the Halberdier).

In one Quest, Mercenaries serve as evil monsters (Dark Warriors) who oppose the Hero. Whenever a Dark Warrior is shown on the Quest map, it should be considered a monster controlled by Zargon.

Whenever Zargon places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending on the weapons available.

The Crossbowman: The Crossbowman has the special ability to make ranged attacks. This allows him to shoot at monsters who are waiting behind hidden traps or are too far away to attack in close combat.

The Swordsman: The Swordsman is a great offensive fighter able to take on more powerful creatures such as the Gargoyle, Mummies, or Chaos Warriors. However, he is slow and cannot join in any fast sorties, although his high defense capability makes him useful against any massed attacks.

The Scout: The Scout's low attack dice reduce his chances of doing huge amounts of damage to monsters, but he moves fast and has the ability to search for and disarm traps.

The Halberdier: The Halberdier has equal attack and defense capabilities. This and his relatively high movement capability make him a versatile companion to take on an adventure. Also, he has the special ability to attack diagonally.

Mercenaries are also 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 on the Mercenary's card, as well as on the Mercenaries Chart. The gold must be paid before the Quest begins. Mercenaries may be hired for any group Quest in this Quest Pack, but not for the solo Quests. (The Wizard Hero may not hire Mercenaries until after Quest 4.)

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can hire up to four Mercenaries per Quest. 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.

To hire a Mercenary the Hero pays the initial price. If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary 25 gold coins each Quest (as long as the Mercenary still lives).

When defending, Mercenaries count the White Shields. They may jump over pits and traps the same

as a Hero. Mercenaries may not use any equipment, artifacts, or treasure cards. Any money paid to a Mercenary cannot be retrieved, even after his death.

The Crossbowman, Swordsman, Scout, and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as the Mercenaries Chart in the Instruction Booklet.

16. Turning Heroes into Werewolves

If a Hero is affected by a Werewolf's Curse spell or injured by the attack of a Werewolf, the Hero becomes a Werewolf, cursed to switch between Hero form and Wolf form. At the start of every turn, the Hero must roll 2 red dice to see if he transforms into a Wolf. A roll of 2 through 9 means the Hero remains in Hero form and under the control of the player; the Hero may move and act normally. A roll of 10 through 12 means the Hero transforms into a Wolf and Zargon controls him as a monster for 1 turn (on Zargon's next turn).

When a Hero transforms into a Wolf, replace his figure with a Wolf tile. All of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the Hero's former possessions. The Weapon Pack tile stays on this space until the Hero returns to pick up his possessions. (Monsters cannot take the Weapon Pack.)

This Wolf is a true monster, with no Hero abilities and all the abilities of monster (moves on Zargon's turn, attacks as a Giant Wolf, unaffected by traps or pits, cannot open doors, etc.).

At the end of Zargon's turn, the Wolf transforms back into the Hero and returns to the player's control. The Hero figure replaces the Wolf tile.

The Hero must roll for this transformation each turn until he is cured by drinking a Wolfsbane Potion (or the Potion of Restoration from the Alchemist's Shop).

Zargon, study the Quest Book carefully! Although it is your guide to running these adventures, it may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your HERO QUEST world!

New Traps

The Wandering Monster trap does 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.



Long Pit Trap: If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero

rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.

New Magical Traps

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



Fireburst Trap: When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.



Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.



Hurricane Trap: This trap must be set in a corridor. Once a character passes the spot marked "X", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.

Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the special counters. Details of each spell appear on each spell card while the general rules of effect are detailed below.

Magical Barriers

Wall of Ice, Wall of Flame and Wall of Stone spells allow the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two

squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defense dice shown on the specific spell card and counting the white shields scored. If the wall takes one Body point or more of damage, it is destroyed and the piece is removed from the board.



Lightning Bolts and Earthquakes

When a player casts either of these spells, he or she takes the relevant card piece and places one end in a square in front of the sorcerer and then lays the piece in a straight line from there. That spell then affects anyone along that line, unless a wall blocks the way, in which case a Lightning Bolt attack will stop there, attacking only those in front of the wall.



The Earthquake tile covers 6 squares, each of which counts as a pit trap except that they are all joined up. Players may move in the normal way along the bottom of the quake but can only leave it by climbing out onto a clear square adjacent to it. Figures in the quake area may fight and cast spells as normal but may only do so with figures inside the quake area.

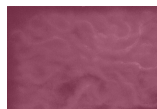


If an Earthquake meets a wall, that wall is breached and a breached wall token is placed there. Any figure may move through a breached wall. If a room which has not been explored is breached, the contents should be laid out at once. If the Earthquake meets a Magical Wall, both spells are cancelled and the pieces are removed from the board.



Cloak of Shadows

Use this tile with the Cloak of Shadows spell.



New Monsters

Elven Archer

Elven Archers may attack with 4 combat dice against any non-adjacent target in their line of sight. They attack with only 1 combat die if the target is adjacent. If an Elven Archer loses his bow he rolls only 1 combat die to attack.

Dark Warrior

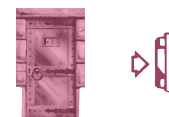
These monsters work like other monsters. But whenever the Zargon player places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending on the weapons available.

The Dark Warriors are an elite group of fighters who can defend in a special way. Roll the required number of dice shown as normal and as long as you roll at least one round black shield, the Dark Warrior defends successfully and remains unharmed.

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.



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.



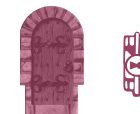
Iron Entrance/Exit Door

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.



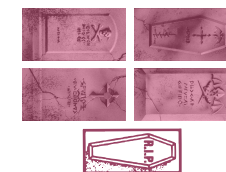
Locked Door

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



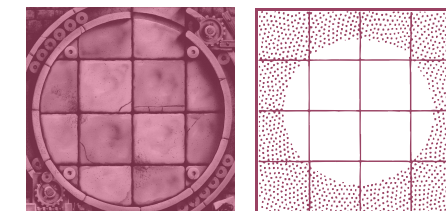
Coffins

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.

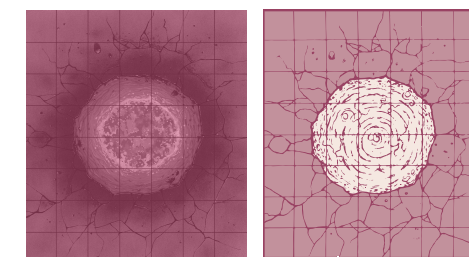


Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



Pit of Chaos



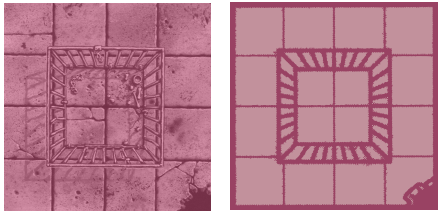
Magic Ice

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

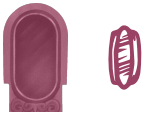




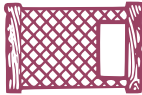
Cage Room
This room serves as a prison for servants who have displeased the Frozen Horror.



Mirror
This stand-up mirror is a secret portal that leads to a hidden room with great treasures. Fit this into the plastic door stand from the Game System when it is called for in a Quest.



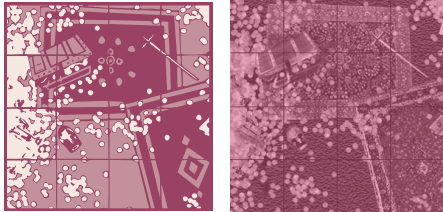
Bed



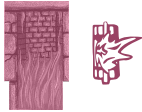
Circle of Power



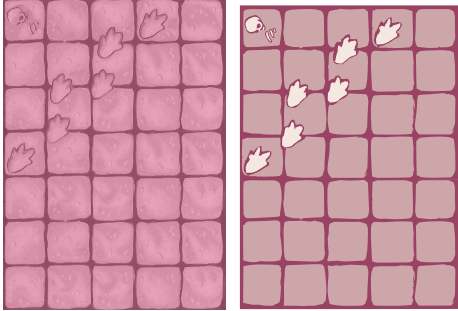
Treasure Room



Fire Door



Blizzard Room



Fiery Chasm



Tomb of Gwynt



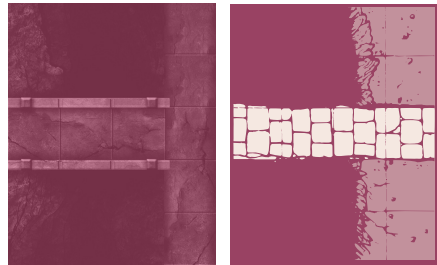
Sewer Door



Broken Wall



Stone Bridge



Mercenaries Chart

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

Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scout, who can detect and disarm traps).

The Halberdier wields a halberd that enables him to attack diagonally.

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.**

The Scout has the Dwarf's ability to detect and disarm traps.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Wolf		9	6	3	5	1
Elven Archer		6	4(1)	2	3	2
Elven Warrior		6	4	3	3	2
Death Reaper		8	3	3	1	0
Spirit		10	3	0	0	0
Orc with Shortbow		8	4(2)	2	1	2
Skeleton with Shortbow		6	2(2)	2	1	0
Elite Chaos Warrior		7	5	5	3	3
Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven White Seer		6	3	3	4	1
Skaven Grey Seer		6	3	3	2	4
Skaven		12	1(2)	2	1	1
Rat Ogre		8	3	3	2	1
Troll		6	3	4	4	1
Dark Warrior (Crossbowman)		6	3	3	2	2
Dark Warrior (Halberdier)		6	3	3	2	2
Dark Warrior (Scout)		9	2	3	2	2
Dark Warrior (Swordsman)		5	4	5	2	2