

HERO QUEST



The Attack on Oakdale
INSTRUCTION
BOOKLET

Special Notes for the Game Master

Several Quests have spell scrolls as treasure. I have not drawn up special cards for these scrolls. If a Hero finds this treasure, mark it down on his character sheet. The Hero may cast this spell once. Mark the scroll off the Hero's character sheet when he casts it.

The Armory will buy back any item that it normally sells for 1/2 the selling price. Let the Heroes know this before the game begins. You may want to allow the Heroes to take weapons from any monsters they slay.

New Rules

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 or if a Hero moves onto a Wandering Monster trap as described under the "New Trap" section of this book. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

New Trap

The Wandering Monster trap do not have tiles.



Wandering Monster Trap: This trap can be disarmed like a normal trap. If a Hero steps on it without disarming it, a Wandering Monster appears. If the Hero spots the trap tell him that he has discovered a creaky floorboard, a child's squeaky toy, a small pet cowering in the shadows, or some such hidden noise maker. It is easily avoided now

that he has spotted it. If the Hero doesn't find the trap, tell him he has stepped on one of the above, making a loud noise. A Wandering Monster hears the noise and rounds the corner to discover the source. Place the monster at the nearest corner or door like it has just come into sight of the Heroes.

New Quest Map Symbol

Locked Door

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

