

HERO QUEST



The Banner of Prince Grimlok
INSTRUCTION
BOOKLET

HERO QUEST



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New Rule

Unarmed Combat

When attacking the heroes roll one combat die, Barbarian needs to roll a skull, the Dwarf and Elf needs to roll a white shield, and the Wizards need to roll a black shield. If they roll what they need it counts as one skull attack, which their opponent can defend in the normal way.

Heroes without weapons must reduce their defense dice by one.

New Traps

The Wandering Monster trap and the Swinging Blade trap 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.



Swinging Blade Trap: The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the three spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

New Monsters

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.

Hellhorn

The Hellhorn may cast Firestorm instead of attacking normally.

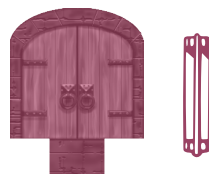
Troll

Instead of attacking, the Troll may choose to regenerate a Body Point.

New Tiles and Quest Map Symbols

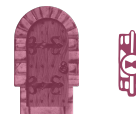
Large Door

This door covers two squares instead of one.



Locked Door

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

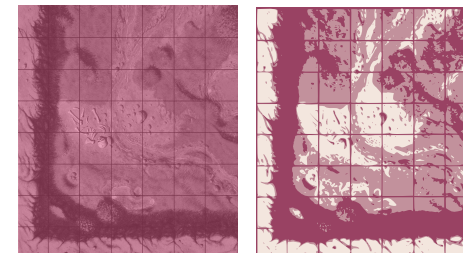


Stone Doorway

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.



Surface



Crank



Mirror



Bar Counter

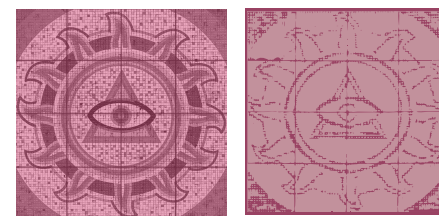
A Furniture piece for the Bar Counter is not provided in this Quest.



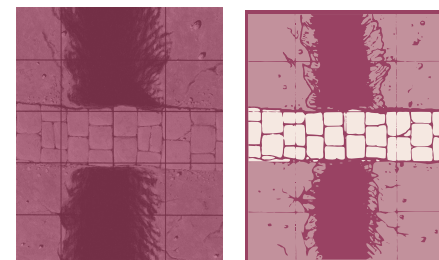
Ogre Throne










Sun Eye Room



Stone Bridge Room



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Gnoll		8	3	4	4	3
Thrag		8	6	8	6	3
Wendol		6	5	5	5	3
Carrion Crawler		2	2	0	10	1
Spider		8	1	2	1	1
Hellhorn		8	6	5	6	5
Rat		6	1	0	1	1
Troll		10	6	6	5	3