

HERO QUEST



The Champion's Trial
INSTRUCTION
BOOKLET

New Rule

Wandering Monsters

One Quest in this Quest Pack has multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. 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.

Spell Special Effects

Two 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

The Wall of Stone spell allows 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.



Cloak of Shadows

Use this tile with the Cloak of Shadows spell.



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.



The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.

