

HERO QUEST



Cave Tiles
INSTRUCTION
BOOKLET

Here are some rules you can use with these tiles. I have grouped them by major headings, then sub rules under them.

1. The cave is dark, therefore the Heroes need a light source. The Armory sells torches and lanterns. A torch lasts for 10 turns and costs 25 gold coins. A lantern lasts for 50 turns and costs 100 gold coins.

It takes a free hand to hold a torch or lantern, therefore the Hero holding it cannot be holding a shield or using a two-handed weapon.

Torches may be swung as weapons by any Hero. The Hero swinging the torch may roll two attack dice. Each hit, though, reduces the life of the torch by one turn. If the Hero's torch has nine turns used up, and he hits with it, it is on its tenth turn and goes out.

Lanterns may be thrown at an enemy or group of enemies. When thrown, the oil in the lantern spreads into an area two squares by two squares in size. The oil will not go through walls, but will flow through open doors and under furniture. Any figure, Hero or monster, caught in the oil will suffer four attack dice of damage. Once thrown, the oil burns for one turn, giving light to any Hero in the room or passage, then goes out. After being thrown, the lantern is used up.

If a lantern is thrown onto wooden furniture, including chests, it is consumed in the flames. Damage occurring to treasure or artifacts located in the furniture is up to the Game Master, and would depend on the material it is made out of.

If the Heroes are without light, put each on a blank piece of paper. Mark the Heroes' location on the Quest Map. The Hero may move one square during his turn. Because of the confusion caused by the darkness, the Heroes' movement direction is random. Roll one red die, on a roll of one: move him north, two: move him east, three: move him south, and four: move him west. If the die roll is five or six then the Hero has fallen into a pit and suffers a Body Point of damage. If the Hero moves into a wall, tell him that he has bumped into a wall. His movement turn is over.

Light sources will only illuminate the tile the holder is on, plus one in front of the Hero and one behind. At intersections, place the tiles for

the cross-passages on the board when the Hero is standing in the center of the intersection. When the Hero with the light moves to a new tile, you will have to remove one from behind the Hero and place one in front. This may leave a Hero in the dark. See the rule above for this. Treat rooms like a regular tile for this rule.

Light sources illuminate entire rooms.

If there are monsters in the cave that are used to the dark, the Heroes' light will alert the monsters to the presence of the Heroes. They are never surprised by them, and may be waiting in the darkness to ambush the Heroes.

I. Regular monsters (those found on the surface) will need light sources of their own to see. This could alert the Heroes to the monsters' presence and allow them to set an ambush.

2. Falling block traps will block the passage. To continue on, the Heroes will have to dig. This may trigger more falling blocks onto the digger's head!

3. For wider passages, two or more tiles may be laid side by side.

4. The pit tile can be used in different ways. It can be the way between levels (the Heroes will have to have a rope or some other method to get up or down), or as a hazard. If a Hero falls or is knocked over the edge in combat, it could cause the loss of Body Points or life, and set up a rescue.

5. Since you can create very long hallways with these tiles, limit the length of passage that can be searched for traps (or treasure if you are allowing the Heroes to search for treasure in passageways). A good rule of thumb is that a search covers all lighted tiles (the current tile plus one ahead and one behind). If the Heroes are in a room, the search only covers that room.

6. Sometimes you might want to place a room on the board when the Heroes' light shines on it, and other times you might want to wait until they actually get into it. Maybe the passage leads right into the room and the Heroes line-of-sight extends into the room. Other times there could be a short climb or duck-under into the room, and the Heroes cannot see into the room until they are actually in it.

7. Many of the squares in the cave tiles are partial squares, filled with either the black cave wall or rubble. As a rule of thumb, any square that has 3/4's

clear of black cave wall is a usable square. Rubble in a square does not prevent that square from being moved in. Occasionally an entrance will be very narrow, perhaps only a 1/2 square wide, these squares cost double for all to move through except Dwarves & Goblins. In all cases the Game Master has the final decision which square is a usable square, otherwise resolve any issues with a friendly die roll.

8. Dwarves get a 50% movement bonus because they are in their home environment.