

HERO QUEST



The Crossroads of the World
INSTRUCTION
BOOKLET

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Playing The Crossroads of the World

1. Starting the Journey

You have found yourselves in the northern reaches of the Darklands, a fearsome region that is home to the evil Chaos Dwarves. This Quest Pack consists of two branches that are generally stand-alone, though the ability to cross between branches is prevalent throughout the pack. Generally speaking, a Quest is played on the regular HeroQuest board while an Encounter takes place on the overland tiles. The story can be played entirely on the HeroQuest board, skipping the Encounters, but much of the adventure and special items will be missed this way.

2. Dead Heroes

Should any Heroes die during the course of the Encounter Series, they may *not* be replaced. The player should control a mercenary until able to create a new Hero at a prison cell.

3. Enslaved Heroes

If a Hero is reduced to 0 Body Points by a Chaos Dwarf in this pack, he is not dead, but is instead considered to be "taken" by the Chaos Dwarves as a slave. The figure is immediately removed from the board. On future Encounters/Quests that Hero's player may control a mercenary or generic Hero. There will be opportunities for that player to recover his original Hero in future Quests. If a Hero is successfully rescued from slavery, the temporary Hero/Mercenary will leave at the conclusion of that Quest. The player may not transfer any gold or weapons from the temporary Hero. However, that temporary Hero (and all gold/equipment) may be retained for future use.

4. Overland Tiles

The Crossroads of the World has a number of Encounters that take place in various overland locations. A number of rules are adjusted to account for this type of environment. Overland locations may be search for traps, treasure and secret doors as normal, except that a search is limited to a 5 x 5 space area around the Hero searching. A few exceptions may be made for special tiles that may be entirely search with a single action. These cases will be noted in the Quest notes. Additionally, spells that ordinarily effect an area may still be cast, but are limited to a 5 x 5 space zone of the casters choosing.

5. Mercenaries

This Quest Pack contains Mercenary figures, with interchangeable weapons that enable you to put together the 4 different types of Mercenaries (the

Scout, the Swordsman, the Crossbowman and the Halberdier).

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 in the Mercenary's card as well as on the Mercenaries Chart on page 10 of this book. The gold must be paid before the Quest begins.

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can control as many Mercenaries he can afford to hire. 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.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as on the Mercenaries Chart on page 10 of this book.

6. Large Monsters

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

7. Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

8. 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 (such as the Black Orc), 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 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 Monsters

A map symbol with a shield indicates the monster is carrying a shield and rolls 1 extra Defend die.

Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Chaos Dwarf

Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.

Infernal Guard

Infernal Guard cannot be hurt by ranged weapons and are immune to fire magic.

Demonsmith

May cast 6 of the Chaos Dwarf Spells, immune to fire magic, adjacent target defends with dice equal to their current Mind Points.

Goblin Runt

Goblin Runts may move through 1 Hero during regular movement.

Giant Rat

Up to 3 Giant Rats may occupy a single space.

Giant Bat

Giant Bats may fly (pass) through spaces occupied by Heroes/monsters.

New Magical Traps



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.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre		4	6	4	10	2
Giant Wolf		9	6	3	5	1
Black Orc		6	3/3	4	4	3
Cull Centaur		8	5	6	8	6
Chaos Dwarf		5	3	3	3	3
Demonsmith		3	3	5	4	6
Giant Bat		8	1	2	1	1
Giant Rat		11	1	1	1	1
Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Goblin Runt		12	1	1	1	1
Hobgoblin		10	2	3	2	1
Infernal Guard		5	3	4	3	3
Orc Alrcher		7	3(2)	2	3	2
Orc Warrior		8	3	2	3	2
Orc Warrior		8	3/3	2	3	2
Morthen		7	4	5	3	3
Undead Dragon		5	6	6	15	10

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.



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.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



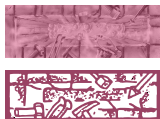
Locked Door

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



The Weapons Forge

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



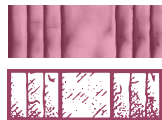
Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



Mine Card



Altar



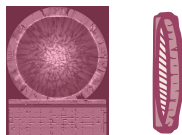
Idol



Lever



Stone Circle



Large Door

When opened, replace the closed big door with the open big door.



Magic Ice

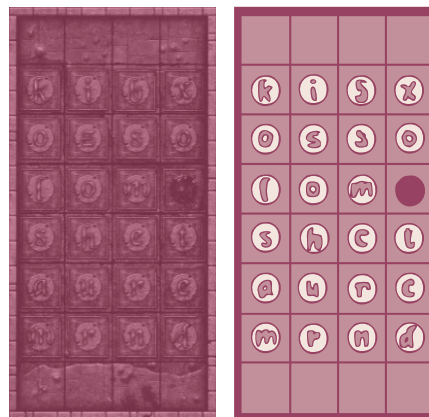
These tiles are used with the Ice Bridge spell scroll.



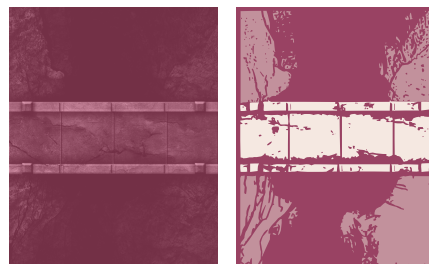
Dragon Bones



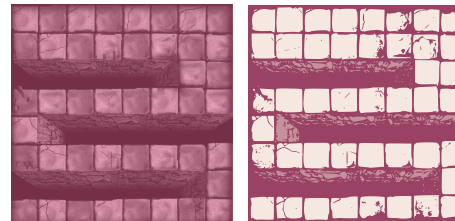
Rune-Covered Floor Room







Bottomless Pit Bridge



Winding Path



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.

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

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

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

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.**

