

HERO QUEST



The Dark Alliance
INSTRUCTION
BOOKLET

HERO QUEST

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The adventure continues! The Dark Alliance is an expansion set used with your original Hero Quest Game System. You must have the Game System and some additional components in order to play the adventures in this Quest.

Playing The Dark Alliance

The Quests in The Dark Alliance are generally played the same way as the Quests in the Game System. It is especially important that these Quests be played in order. As in the Game System, Heroes are returned to full strength (all Body and Mind Points are restored) between Quests.

There are a few game play differences in The Dark Alliance:

1. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. The message from Mentor at the beginning of each Quest tells where the Heroes start and end the Quest. When there is an iron entry or wooden exit door, it is indicated on the Quest map by an arrow (pointing into the map for the entry door, and out of the map for the exit door). When there is an entry door, it is always placed on the gameboard in its specified location before each Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it.

2. Mind Points

- When a Hero reaches zero Mind Points, he is not dead but in shock (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do not increase the attack or defend dice when a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

- The extra Mind Point gained from certain artifacts (such as the Talisman of Lore) can be lost in battle.

- In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheet to record Mind Point damage.

3. Rule Clarification

- Passing Items: A Hero can pass a potion, artifact, weapon, or any other item to another Hero only if the 2 Heroes are in adjacent squares and neither

Hero is adjacent to a monster. This does not count as an action.

- Spiral Stairway: During a Quest, if a Hero stands on a spiral stairway and attacks monsters, the monsters can attack back on Zargon's turn. When a spiral stairway is used as the exit at the end of the Quest, any Hero who moves onto the spiral stairway is immediately removed from the gameboard.

- 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.

4. New Traps

The Wandering Monster trap, the Stalactite trap, and the Swinging Axe 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. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



Stalactite Trap: This deadly spear clings to the ceiling of caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square, causing 1 Body Point of damage. Monsters do not spring Stalactite traps.

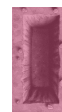


Swinging Axe Trap: When a Hero moves onto the dark trap square, a huge axe swings out from a hidden alcove in the ceiling. If the dark square is flanked by outline axe trap tiles, then the axe swings along that entire line, affecting all Heroes or monsters on those squares. Any Hero or monster in the path of the axe rolls 2 combat dice and loses 1 Body Point for each skull rolled. The Hero

does not get to roll defend dice. A Swinging Axe trap can be searched for and disarmed. Until it is disarmed it will affect every Hero who steps onto the squares. Monsters do not spring Swinging Axe 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 Hero crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a Hero will suffer damage depending on how much armor he is wearing. Heroes not wearing armor must roll 1 combat die; those wearing Chainmail or Borin's Armor must roll 2 combat dice; and those wearing plate mail must roll 3 combat dice. A Hero 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. Pits of Darkness may not be disarmed (once discovered), but Heroes may jump over them like ordinary pit traps.



Long Pit Trap: If a Hero wants to jump over this pit the long way, he must have at least 3 squares of movement left. The Hero rolls 1 combat die. A black shield means a successful jump. Any other result means they fall in, suffering 2 points of damage. The Hero must roll a 5 or 6 on a subsequent turn to climb out. While in the pit, the Hero rolls 1 less die when attacking and defending.

5. Large Monsters

When a monster takes up more than one square (Cave Troll, for instance), that monster can attack anyone on any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

6. Discoverable Quests

If a Quest is discoverable (Quest 1.5, for instance), you must accomplish something in the preceding Quest in order to have the option to play the discoverable Quest. How to discover the Quest is outlined in the Quest notes.

7. Spiral Stairway

Spiral stairways are not always used as entrances or exits in these Quests. If not specifically noted as an entrance or exit in the Quest notes, treat the spiral stairway tile as the other stairway tiles.

8. Spellbooks

The new spells in this Quest Pack can only be obtained when the spellbook is found. The Wizard is

the only Hero that can learn spells by reading spellbooks. Once the spellbook is read, he obtains the spells associated with that spellbook. These will be in addition to any spells that the Wizard already has.

9. Treasure

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

10. Monster Abilities

- Auto Damage: Any skulls rolled by the monster during their attack cannot be defended against by any Heroes.

- Firebreathing: In addition to the monster's attack, the monster can breathe fire on a target Hero up to two squares away. The Hero receives X Body Points in damage. X is noted either on the monster card or in the Quest notes. The Hero then rolls X red dice. For each 5 or 6 rolled, the damage received is reduced by 1.

- Hit and Run: This creature can divide its movement allowance into two separate movement phases, one before and one after its attack.

- Multiple Attacks: The monster can attack the same Hero multiple times or attack several Heroes. The monster still only gets one action phase. If attacking the same Hero more than once, that hero can only defend against one of the attacks.

- Random Movement: Like the Heroes, these monsters roll 2 red dice for movement. However if they roll a double 1 then they have a weapon-related incident and kill themselves. Immediately remove that monster from the board.

- Scream: Instead of attacking, the monster can "scream". Any monster or Hero in the same room must roll a combat die. If that person rolls a skull, they lose 1 Mind Point and miss their next turn.

- Sweeping Attack: A single attack from this monster can hit up to (x) adjacent and/or diagonal opponents. (x) is described in monster notes (i.e. Sweeping Attack (3).)

11. 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 Traps" 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.

New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard in some of the Quests. Heroes line up outside the iron door to begin these Quests.



Wooden Exit Door

In some Quests, this special wooden door is used to exit the gameboard at 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.



Stone Doorway

To open a Stone Doorway, a Hero must roll 2 skulls. The Barbarian rolls 3 combat dice, The Dwarf and Elf rolls 2 combat dice, and the Wizard cannot open Stone Doorways.



Portcullis

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



Open Door

These doors are already open.



Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



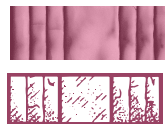
Trap Door

The trap door is used to link 2 visually unconnected rooms via an unseen "tunnel." When stepping on the trap door, a Hero ends that Quest instantly.



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.



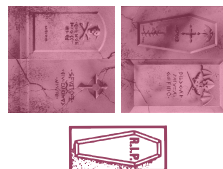
Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



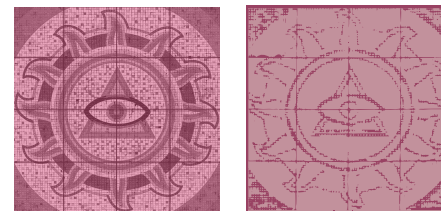
Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



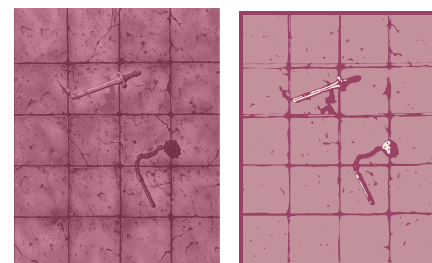
Sun Mosaic Room

This tile decorates the floor of a room.



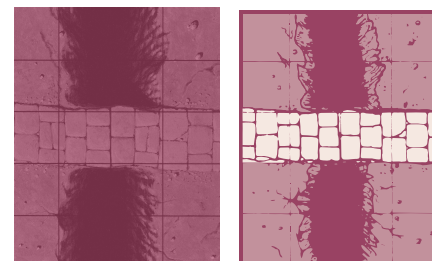
Battle Lair

This area is for warriors to train and compete.



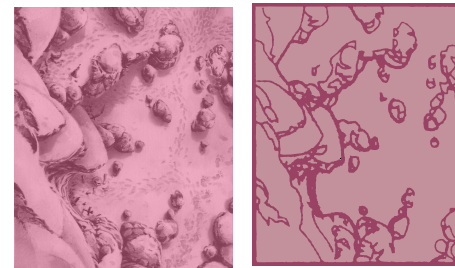
Bottomless Pit Bridge

This tile has a bridge spanning a large crevasse.



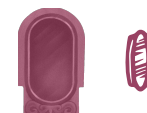
Ice Cave Entrance

This special tile is used as an entrance or exit.



Portal

This is a portal. Fit this into the plastic door stand from the Game System when it is called for in a Quest.



Crate

This crate can be broken open by a Hero as his action by rolling a skull on a combat die. Any contents will be found immediately without needing to search for treasure. The crate may also be hiding chests and must be broken before a search for treasure will successfully reveal the contents of the chest.



Book Stack

This new piece of furniture is a large stack of books. "You're right, No HUMAN would stack books that way."



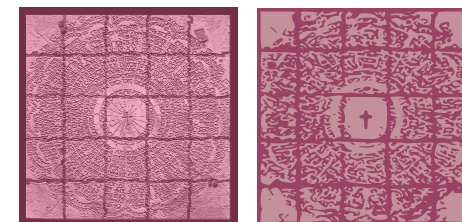
Book Podium

This new piece of furniture is used to hold spellbooks and other notes.



Runes of Power

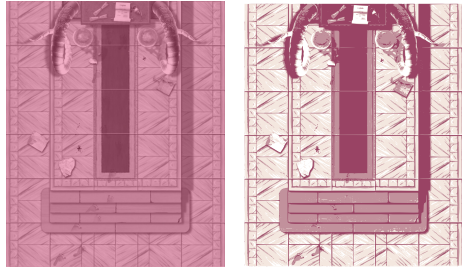
This tile has an inscription chiseled into the floor.





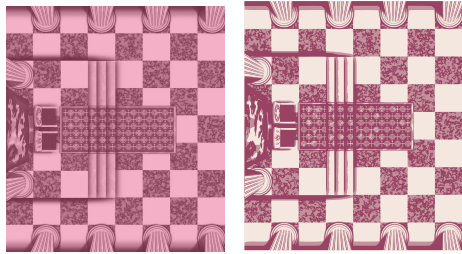
Horned Throne Room

This large throne room is used by evil rulers such as the Goblin Archmage.



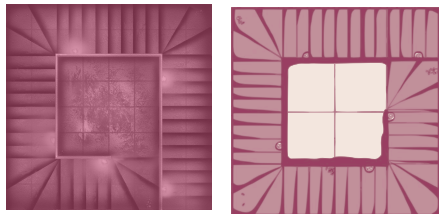
Throne Room

This area is a large throne room for a royal family.










Large Staircase

This 4x4 tile creates the effect of climbing up or down stairs.



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Demon Level 1		4	4	2	1	0
Demon Level 2 Special Abilities: Firebreathing (1)		6	5	4	2	0
Demon Level 3 Special Abilities: Firebreathing (2)		8	6	6	3	0
Black Orc		8	3/3	2	1	2
Black Orc Necromancer		7	3	3	4	4
Night Goblin		9	2	1	2	2
Night Goblin Shaman		9	1	2	2	4
Night Goblin Fanatic		2 Red Dice	5	1	1	1
Orc Skeleton		5	4	2	2	0
Cave Troll		2	6	8	3	1