

HERO QUEST



The Gathering of the Hordes
INSTRUCTION
BOOKLET

HERO QUEST

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The Gathering of the Hordes Quest Pack Campaign

The adventure continues! The Gathering of the Hordes Quest Pack Campaign is an expansion set used with the original HeroQuest Game System by Milton-Bradley.

Playing The Gathering of the Hordes Quest Pack Campaign

These new Quests are generally played the same way as the Quests in the Main System. As in the Game System, Heroes are returned to full strength between Quests. (All Body Points and Mind Points are restored).

There are a few game play differences in The Gathering of the Hordes Quest Pack Campaign.

1. The Quests

Several Quests are larger than usual, spanning more than one HeroQuest game board. During these Quests Heroes do not regain Body Points or Mind Points until the entire Quest has been completed. Multiple game boards, or areas may be linked by doorways, a passage, or a spiral staircase. These will be indicated as such on the Quest map.

The first Quest is a solo Quest for the Wizard, however a number of Men-at-Arms accompany the Wizard. The Men-at-Arms may be played by the other players during this first Quest, however they are considered expendable compared to the Wizard.

2. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. For those Quests where the Heroes enter or exit through a doorway or passage this is indicated on the Quest maps.

3. 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 1 red die for movement, attacks with 1 combat die, and rolls two combat dice for defense regardless of what weapons or armor is carried. The Hero's attack and defend dice can be increased by some spells and spell scrolls. A Hero with zero Mind Points, however, may not cast spells or use spell scrolls.

4. Equipment and Potions Purchasing

As the Heroes are traveling in remote regions during many of these Quests, equipment and potions may only be purchased between specified Quests, and at *no other time*.

5. Trap Doors, Special Passages and Tunnels

Passages, tunnels, and trap doors are used to link two rooms. Unless otherwise stated the Hero only needs to move onto the necessary tile and he will be re-located to the corresponding room. A Hero may travel through such a route only once per turn – therefore he must wait until his next turn to travel back to the previous room.

6. Teleporters

Several Quests contain hidden teleportation tiles which cannot be found through searching. Only if a Hero or Monster stands on the teleport square will it become active. There are also 1-way teleporters – a teleporter labeled A can *only send* to the location labeled A_{EXIT}. A_{EXIT} itself does *not* function as a real teleporter. A Hero who initially triggers a hidden teleporter will be stunned and will immediately end their turn. Note: That Hero may then use the *same* teleporter again at any time during the current Quest without penalty.

7. Spells

The spells available to the Elf and Wizard Heroes in this Quest are those from the Main System: Earth, Air, Water, and Fire spells. In addition to these spells, the Elf may choose instead to select 3 Elf Spells. The Wizard, on the other hand, may choose to select from the Protection, Detection, and/or Darkness spell groups.

Note: The Elf may only pick 3 spells from any *one* group. The Wizard may select a total of 3 spell groups.

The new Empire-Hero character, the Seer, has his own spells and spell cards. These spells are *not* available to either the Elf or Wizard in this Quest.

8. Treasure

The random treasure deck may be compiled at the Game Controller's discretion. Note: Very special items such as the Cloak of Passage, may be best left for other Campaigns, although the inclusion of any of the HeroQuest treasures will not unbalance game play.

9. New Artifacts

Although most of the Artifacts included herein will be familiar to those who have played other HeroQuest Quest Packs, there are several new

Artifacts which are relatively more powerful than most. These are the Tomes of Chaos Magic Artifacts. These can be found by the Heroes during the Quests, however they are not permanent Artifacts, and are turned over to the Empire once all the Quests have been completed.

10. The Men-at-Arms

During these Quests the Heroes will not have an opportunity to hire Men-at-Arms. If the Heroes still have a number of Men-at-Arms from previous Quests they should be set aside, as only the Heroes themselves have been summoned on these Quests. The Men-at-Arms units in this Quest Pack will be available only in certain Quests, as troops of the Empire. As such they are *not* paid for their services.

The Men-at-Arms –

- can move and attack in the same way the Heroes do.
- can open doors and jump pit traps
- may not search for secret doors or treasure
- *only* the Scout may search for, and disarm traps
- may not acquire new weapons, treasure or equipment
- they may carry and use a single potion bottle at a time, given to them by a Hero. These may be healing potions, or other potions the Heroes have with them. In this way a Men-at-Arms unit who has reached zero Body Points may still use a Potion of Healing in the same way a Hero does.

Heroes may also administer healing potions or healing spells to the Men-at-Arms, but this must be done before the unit has reached zero Body Points and is considered dead.

If the Quest specifies that the Heroes are accompanied by Men-at-Arms during a Quest it will only be for the duration of that Quest and no longer.

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.

12. 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.

13. 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

The Wandering Monster trap, the Swinging Blade trap, and the Cave-in trap do not have tiles.



Cave-in: Do not place any tiles on the gameboard for this trap. If a Hero triggers the cave-in trap he must roll two combat dice, losing one Body Point for each skull rolled. The cave-in does not block passage across the square, do not place any trap tiles on the board after the trap is triggered.



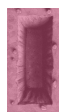
Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters 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.



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 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.



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 Magical Traps

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



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.



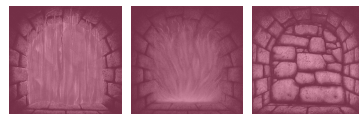
Hurricane Trap: This trap must be set in a corridor. Once a character passes the spot marked "X", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.

Spell Special Effects

Several 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

Wall of Ice, Wall of Flame and Wall of Stone spells allow 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.



Lightning Bolts and Earthquakes

When a player casts either of these spells, he or she takes the relevant card piece and places one end in a square in front of the sorcerer and then lays the piece in a straight line from there. That spell then affects anyone along that line, unless a wall blocks the way, in which case a Lightning Bolt attack will stop there, attacking only those in front of the wall.



The Earthquake tile covers 6 squares, each of which counts as a pit trap except that they are all joined up. Players may move in the normal way along the bottom of the quake but can only leave it by climbing out onto a clear square adjacent to it. Figures in the quake area may fight and cast spells as normal but may only do so with figures inside the quake area.



If an Earthquake meets a wall, that wall is breached and a breached wall token is placed there. Any figure may move through a breached wall. If a room which has not been explored is breached, the contents should be laid out at once. If the Earthquake meets a Magical Wall, both spells are cancelled and the pieces are removed from the board.



Cloak of Shadows

Use this tile with the Cloak of Shadows spell.



New Monsters

Black Orc

Black Orcs attack twice, once with each weapon they wield. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Black Orc Necromancer

Black Orc Necromancers may only attack once per turn, or they may cast one of their Chaos Spells. All Black Orc Necromancers know the spell Summon Undead, however they may have additional spells as well.

Orc Necromancer

Orc Necromancers have the following Chaos Spells: Summon Undead, Reanimation, and Ball of Flame.

Death Knight

The Death Knights can defend any skulls rolled against them by rolling a single black shield on any of their defend dice. They do not count as undead, and are therefore treated as normal Monsters. Once defeated, their armor crumbles, revealing the Death Mist's spirit which lies within. The Death Mist has 1 Body Point, and no defend dice. It can only be harmed by rolling a skull when attacking with the Spirit Blade, or a Tempest spell may be used to destroy the Death Mist instantly as well. The Death Mist may pass through Monsters or Heroes. It instantly deals 1 Body Point of damage to anyone it passes through. It may not end its turn on an occupied tile.

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.

Ice Gremlin

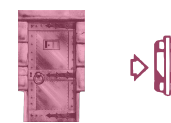
During Zargon's turn, each Ice Gremlin can either attack a Hero or it can steal one item from one Hero (Zargon's choice). The item stolen cannot be the armor or shield a Hero is using, nor the weapon he is

wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

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.



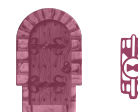
Portcullis

Heroes and Monsters cannot "see" through a portcullis until it is opened. Unless otherwise stated, portcullises may be forced open by Heroes or Henchmen. To do this the unit must roll less than his current number of Body Points on two red dice. Each unit may try once per turn to open the portcullis.



Locked Door

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



Open Door

These doors are already open.



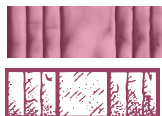
Trap Door

Two trap doors are used to link 2 visually unconnected rooms via an unseen tunnel. When landing on 1 trap door, a Hero or Monster immediately moves to the other trap door.



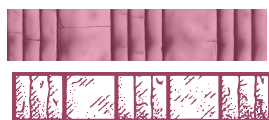
Short Stairway

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



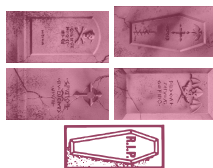
Long Stairway

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



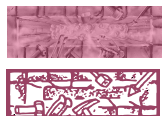
Coffins

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.



Forge

This forge was where the two Orc's Bane Artifacts were fashioned centuries ago.



Death Mist

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



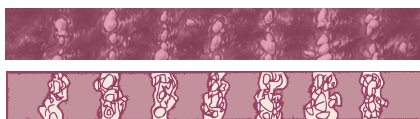
Magic Ice

These tiles are used with the Ice Wall Chaos spell.



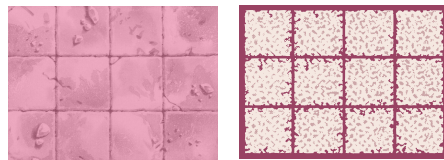
Icy Spring / The Icy River Tile

This tile may be used as a waterway, or as an icy underground spring, refer to the Quest notes for specific details. For the Icy Spring: Each Hero, or non-Undead Monster that spends a full turn in the spring will regain up to 2 lost Body Points. This may only be done once per character.



Ice Vault

This frigid room drains heat from Heroes. For each turn where a Hero enters or remains in the room he must roll one combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat draining property of this room.



Two Sizes:
2x3 squares
3x4 squares

Slippery Ice

Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves into a slippery ice square the Hero rolls 1 combat die. If a white shield is rolled the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if he has moves left). The Hero must roll for every slippery ice square moved into. A fallen Hero cannot take any actions, or defend against attacks until his *next* turn. Monsters are not affected by slippery ice. A slippery ice square cannot be found through searching, nor can it be disarmed. Once it is placed on the gameboard it can be jumped as a pit.

Four sizes:
1 square
1x2 square
1x3 squares
2x3 squares



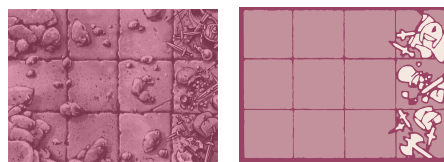
Ice Tunnels

A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or Monster landing on one of these entrances immediately moves to the other entrance. After moving from one entrance to another the Hero's or Monster's turn is over.



Ice Gremlin Treasure Room

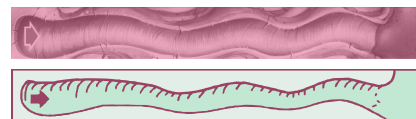
Ice Gremlins steal anything they can get their cold hands on. Their booty is stored in this room.



Ice Slide

Do not place the ice slide tile on the gameboard until a Hero steps on the first square of the tile. Any Hero who does step onto the slippery chute of ice is whisked away in the direction of the arrow. The Hero immediately moves to the last square of the tile. (More than one Hero may occupy the exit square.) This ends the Hero's turn.

The slide is hidden and it cannot be searched for as a trap, nor can it be disarmed. When a Hero slips down an ice slide, he rolls 1 combat die. He loses 1 Body Point if he rolls a white shield. Monster cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.



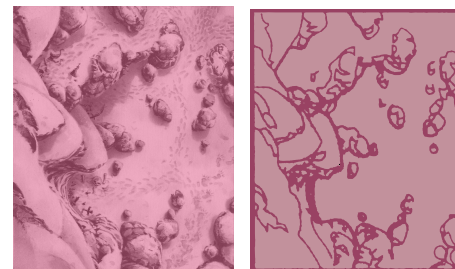
Bottomless Chasm Room

The crevasse that divides this room can be jumped over as a pit, but any Hero who falls into it is lost "forever."



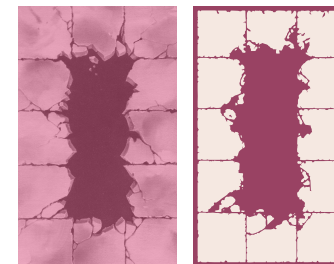
Ice Cave Entrance

This special tile is used as an entrance or exit.



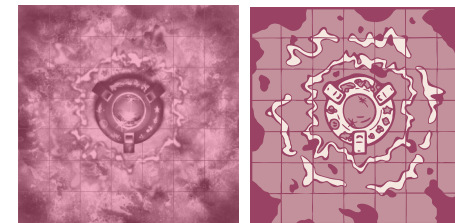
Ice Ledge

This slippery ledge surrounds a deep crevasse. The Heroes must walk around the crevasse on the ledge, inches from a fall to the death.



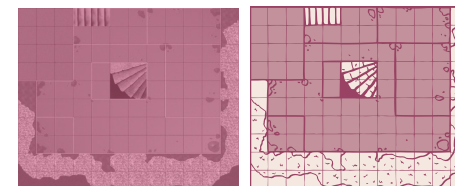
The Source (The Power Sphere)

This is the area known as the Source (also known as the Great Evil). It imbues great magical power to those on the side of Chaos who demand its power. It cannot be damaged or attacked.



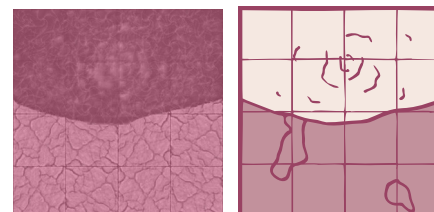
Outpost Ruins

This was once a mountain outpost, maintained by the Empire in bygone years. It has now fallen into ruin, and recently become inhabited once again.



Pool of Water

These pools of water run deep into the earth. Dipping below the surface a Hero may swim through the watery underground tunnel which connects it to an adjoining pool elsewhere.

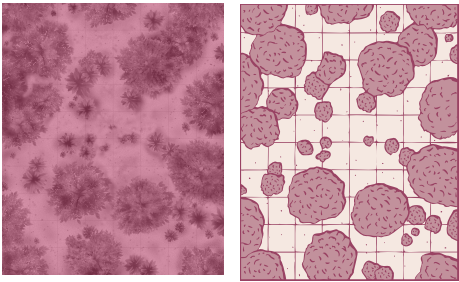




Patchy Forest

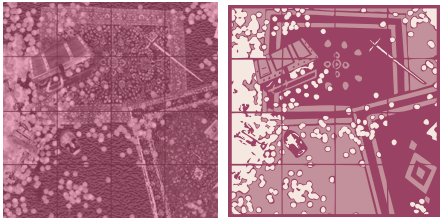
This tile is used in these Quests as a stand-alone tile, replacing the main gameboard. The Heroes and Monsters are confined to the area shown on the patchy forest tile.

There are no penalties for movement through the shrubbery or grasses.



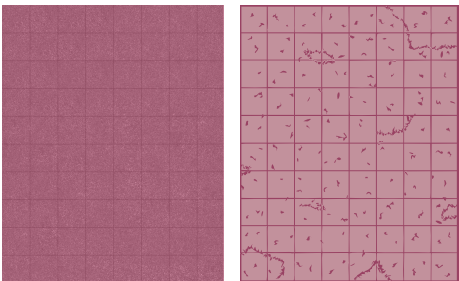
The Treasure Room

These treasure rooms are where the Black Orcs hoard their ill-gotten booty. If any of the Heroes locate these rooms during any of the Quests refer to the corresponding rewards table located throughout the Quest booklet. Note: In some cases the rewards may not be available as soon as the Quest is completed, in which case the Heroes will have to wait until the rewards are granted.



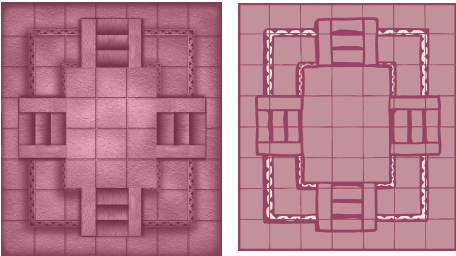
Meadow

This is an open area of grassland.



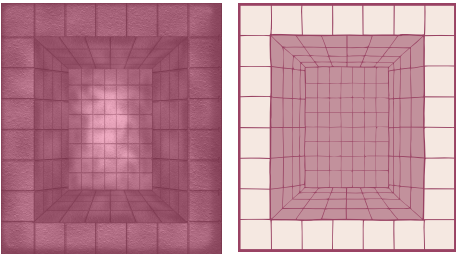
Centre of the Ancient Dwarven Acropolis (Centre Section Room)

This tile covers the center of the gameboard. Heroes and Monsters who are on higher levels gain an additional range of sight over those on lower levels who would otherwise block the unit's line of sight. For example, if a Monster is standing on the highest level with two Heroes in a direct line from him on the middle and lowest levels, the Monster can "see" both Hero units due to his height advantage.



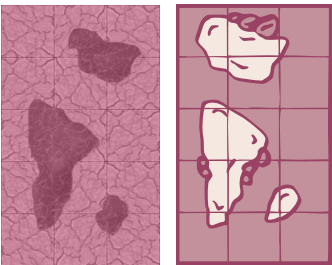
Fighting Pit / HQ Center 3

This pit is used by Urack, the Black Orc Warlord, to train his prized fighters, as well as punish those who oppose him. Be careful, it is difficult to climb out once you have entered. Many creatures are often slain while trying to claw their way out! Units who stand at the upper edge of the pit can "see" *any* unit below them in the pit, due to their height advantage.










Wet Room (Placement Optional)

Immediately beyond the hidden entrance, behind the waterfall, lies an expansive Orc Lair. The initial passages and rooms within are wet and damp.



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
Ice Gremlin		10	2	3	3	3
Black Orc		6	6/6	3	4	2
Death Knight / Death Mist		7/4	4/1	4/0	3/1	3/0
Orc Necromancer		9	3	2	2	4
Black Orc Necromancer		7	3	3	4	4