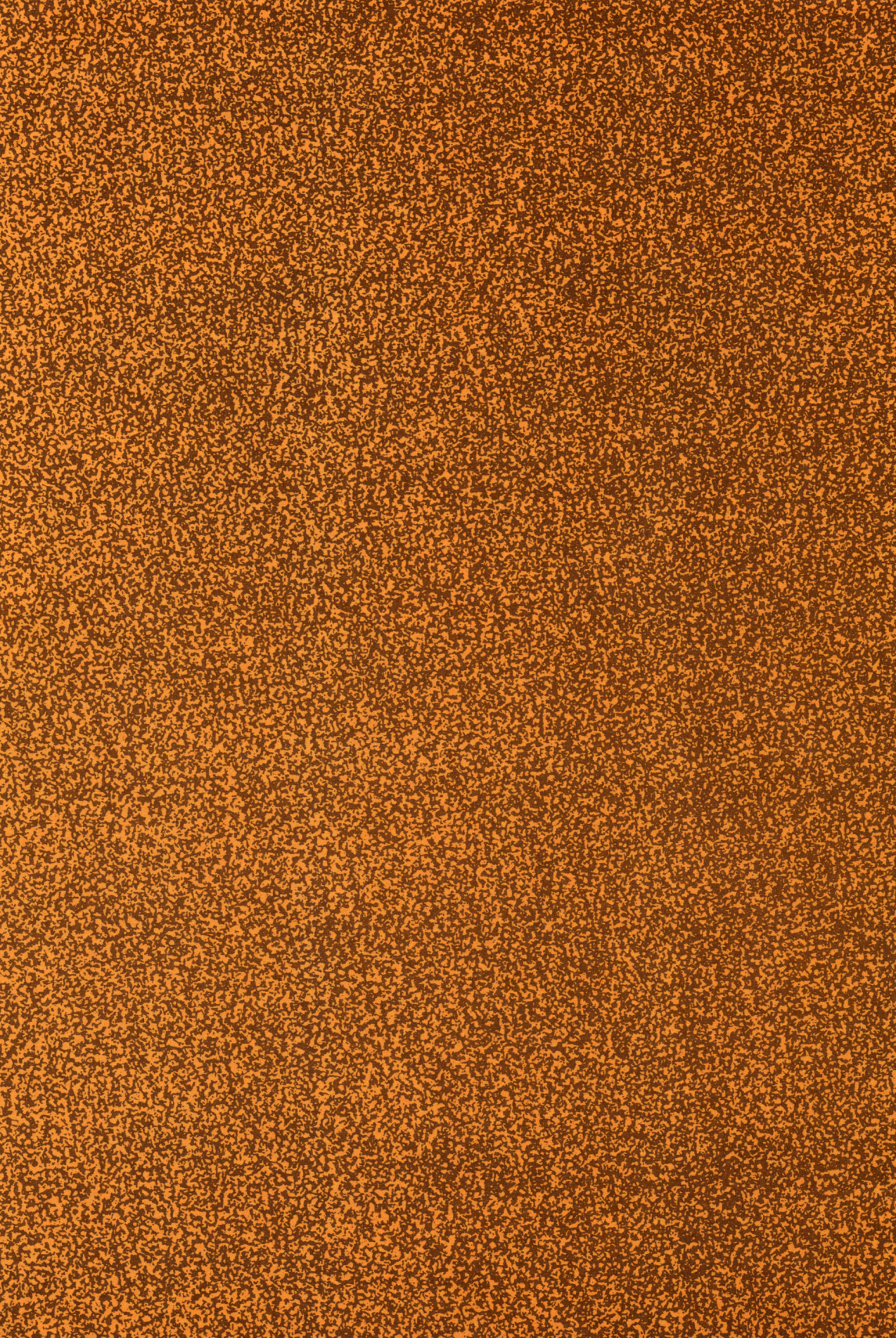


HERO QUEST



The Labyrinths of Muroidea
INSTRUCTION
BOOKLET



HERO QUEST



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New Hero

A New Hero is introduced in this Quest, Barnabas, the Skaven Maze Runner. This Hero will complement the 4 existing Heroes throughout this Quest.



New Rules

1. New Starting Weapon

The Barbarian should start this adventure with a Longbow, see the matching Artifact Card.

2. Darkness

Any Hero on a Cave Tile can see only the square directly in front of him, meaning he must make concerted movements through the squares while in Caves, and face in only one direction. A way to counter this darkness is the Torch and Lantern, which can be bought from the Armory. Basically, the Torch will light a small area without necessarily sacrificing any defense, but the Heroes will go through them like a Thief through throwing daggers. The Lantern, on the other hand, will light for the Heroes an entire cavernous room - with respect to line of sight, of course - but at the cost of not only a shield or two-handed weapon, but a defense die, as well.

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 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.

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 Sheets to record Mind Point damage.

4. 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. 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.

5. Large Monsters

When a monster takes up more than one square (the Minotaur 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.



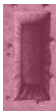
New Traps

The Swinging Blade trap, the Spider Web trap, and the Shooting Web trap do not have tiles.



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.

| Monster | Map Symbol | Movement Squares | Attack Dice | Defend Dice | Body Points | Mind Points |
|---------------|------------|------------------|-------------|-------------|-------------|-------------|
| Minotaur | | 5 | 6 | 6 | 6 | 3 |
| Skaven Thrall | | 10 | 3 | 3 | 2 | 0 |
| Shale | | 10 | 3 | 4 | 4 | 6 |
| Skaven Zombie | | 8 | 2 | 2 | 1 | 0 |

Monster Chart

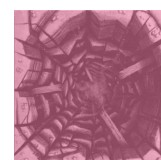
| Monster | Map Symbol | Movement Squares | Attack Dice | Defend Dice | Body Points | Mind Points |
|---------------|---|------------------|-------------|-------------|-------------|-------------|
| Skaven |  | 10 | 3 | 3 | 3 | 2 |
| Beastman |  | 6 | 4 | 3 | 4 | 2 |
| Plague Rat |  | 12 | 2 | 2 | 1 | 1 |
| Widow |  | 8 | 2 | 1 | 1 | 1 |
| Giant Recluse |  | 6 | 3/1 | 3 | 2 | 1 |
| Dwarf Tinker |  | 5 | 3 | 5 | 5 | 4 |
| Doomguard |  | 8 | 5 | 5 | 4 | 4 |
| Flying Fox |  | - | 1/1 | 2 | 1 | 1 |



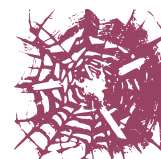
Shooting Web Trap: The Hero to trip the trap becomes webbed. Place a "Webbed" marker under the affected Hero. This trap can be detected and disarmed as normal.



Spider Web Trap: The Hero to trip the trap is attacked by a Widow without chance of defense. The trap can be searched for but not disarmed. If a Hero wishes to move into a square occupied by a disclosed Spider Web trap, he must roll a die. On a 4-6, the web is empty. On a 1-3, that number of Widows attacks. These attacks can be defended as usual. A Spider Web Trap can co-exist with a monster in a single space.



Bottomless Shaft: The Hero to trip the trap falls to the bottom of a deep and cavernous pit, suffering at least one Body Point of damage and one more for every piece of metal armor he is wearing. The Hero must spend five turns to exit the trap. He can only be targeted by flying creatures, ranged attacks, or magic during this time. Once sprung, a Hero can walk around the lip of the pit in one of two ways: one, at the cost of one movement action per square; or two, by rolling one movement die and traversing that many squares; however, on a roll of 4 or higher, the Hero falls down that many rungs into the pit, losing a Body Point on a roll of 5 and losing a Body Point plus armor damage on a 6. This trap cannot be jumped.



Magical Barrier

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 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.



Chaos Sorcerer Spells

Below are three new Chaos Spells which use Mind points to affect their targets. Mind Points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and, more importantly, how well they can resist it. These new Chaos Spells have spell tokens which monsters will use when allocated them in the Quest notes.

Chaos Sorcerers may only cast one spell a turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of sight. A Chaos Sorcerer who casts a spell may also move but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer casts a spell and is killed, that spell stops working at once.

For example: If the Chaos Sorcerer uses a spell on a character and is killed before that character's turn, the Chaos Sorcerer's spell stops working at once. The character is free to move on his next turn.

If a character has the Talisman of Lore, he receives an extra two Mind points. These Mind points count towards that character's Mind Combat total, as long as that character has the Talisman.

Mind Lock

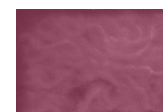
This spell allows a servant of Chaos to freeze a hero's mind and prevent him from taking any action. The Chaos Sorcerer makes a Mind Attack against his target by rolling a number of combat dice equal to his Mind points. His target defends with as many combat dice as he has Mind points. The defender is frozen for one turn for each skull scored by the

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.

Cloak of Shadows

Use this tile with the Cloak of Shadows spell.





attacker. If no skulls are scored against the target, the spell has no effect. A Mind Locked character places one Mind Lock token on his character board for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's hold by rolling one combat die for each Mind point. If he manages to roll three skulls or more, he may remove all remaining Mind Lock tokens on his character board. A frozen character may not move, attack or perform any other action, but he may defend against other attacks using only one defense die.

Dominate

This spell allows a Chaos Sorcerer to take control of a hero for a turn. The Chaos Sorcerer must attack his target by rolling a number of combat dice equal to his Mind points while the defender does the same to defend himself. The Chaos Sorcerer must score at least two skulls in his Mind Attack. If he is successful, the Chaos Sorcerer places a Dominate counter on the character's board and may move that character immediately. He may move, cast spells and fight with the character as normal and may attack the other players with him. A character is only Dominated for the duration of the Chaos Sorcerer's turn. If the attack is unsuccessful, nothing happens.

Mind Blast

This spell allows a Chaos Sorcerer to inflict Mind point damage on another character without having to be next to him or physically attacking him. A Chaos Sorcerer with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may only use as many Mind Blasts as he has tokens.

To attack with a Mind Blast, both characters roll a number of combat dice equal to their Mind Point score and add up the number of skulls they have. The one with most skulls, be it attacker or defender, then inflicts Mind point damage on his opponent equal to the number of skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a character or a monster loses all his Mind points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind points are recovered between Quests in the same way as Body points.

New Monsters

Skaven

The Skaven are not only bringers of plague (explained under "Monster Abilities"), but powerful in numbers, gaining a Defense die from every other adjacent Skaven (the "Legionnaire" perk). Orange dice also help balance some incredibly punishing attack rolls with some fruitless ones. They are made even more imposing by the presence of Plague Rats.

Plague Rat

Plague Rats by themselves are easily exterminated, but get a few of them in a room together and watch out. They, like their more fully evolved Skaven brethren, both bring disease and band together by way of the "Swarming" perk. Two of them, for instance, can inhabit a single square, and as many as eight of them (!!!) could potentially attack the same Hero at once, combining their dice into a single, outrageously deadly attack. These rats can also join forces with Skaven, adding an attack die and Body Point each at the expense of their own actions. The "Slippery" perk allows them to move through spaces inhabited by both Heroes and furniture; they can even come to rest on the furniture itself!

Flying Fox

The Flying Fox is not only poisonous, but so swift in its attacks that a targeted Hero can choose to defend only one of its two. Because it is "Airborne," it does not move in the traditional sense, and can instead fly to and inhabit any empty space in the same room or corridor. The "Small" perk means that it need only roll a single black shield in Defense to avoid any and all damage.

Widow

The Widow is probably the most harmless of Muroidea's monsters – the Goblin-equivalent of the bunch. Still, it is poisonous, and moves not only through Heroes and furniture, but because it is "Small" and "Slippery," it can inhabit both walls and Heroes themselves.

Giant Recluse

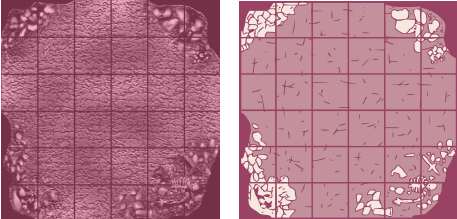
Like the Flying Fox, only one of the poisonous Giant Recluse's two attacks can be blocked. Unlike the Flying Fox, however, its second attack is a special Web-Attack, entrapping those Heroes who are unable to successfully defend it. This second attack is ranged. Place a "Webbed" marker under the affected Hero.

Beastman

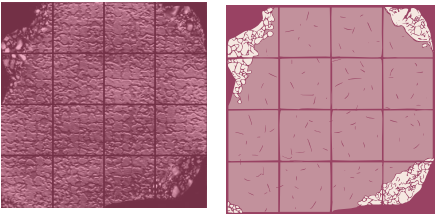
The Beastmen are the first monsters I attribute to Zargon's presence in Muroidea, brought in by the



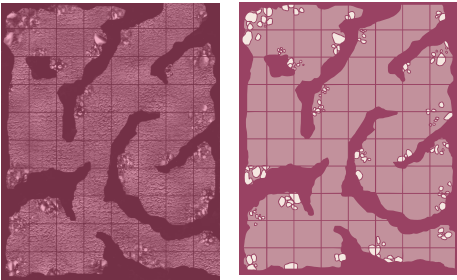
Cave - Room 3



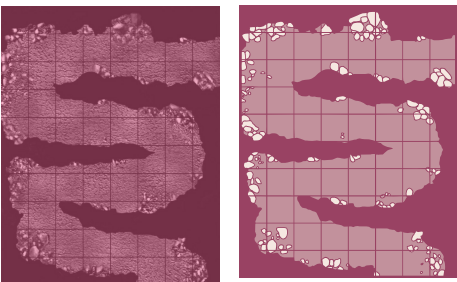
Cave - Room 5



Cave - 4 Rooms



Cave - S-Room



Evil Wizard to help guard the newly built labyrinths. Like the Skaven, they are sturdy defenders in numbers.

Minotaur

The Minotaur will frequently be seen at the hearts of these labyrinthine dungeons, flocked by other denizens of Chaos and wielding a big club. While the expansion's other monsters will have to claim Body Points through sneaky means, this sonuvabitch will not. Not only are his six attack dice formidable, but any landed blows will trigger the "Knockback" effect.

Doomguard

These are simply leveled Chaos Warriors. Other denizens of Chaos in the same room or corridor as these legendary members of the Doomguard will be able to re-roll one die per attack.

Dwarf Tinker

Employed by Zargon and Daedalus (the expansion's main boss) to assist in the construction of the labyrinths, the Tinkers will wield a host of Chaos Spells, and most frequently those targeting the mind: Command, Cloud of Chaos, and Fear. Other denizens of Chaos in the same room or corridor as the clever Tinkers will be able to re-roll one die per defense.



Monster Abilities

Legionnaire

This monster gains an additional Defend die from every other adjacent monster of the same type.

Plagued

After an infected monster's successful attack, the targeted Hero rolls a die; he is infected on a roll greater than or equal to his current number of Body Points. A Hero infected by the plague suffers a two-point deduction to his movement, attack and Defend dice, and to his Body and Mind Points. A Hero can be plagued only once per Quest. Skaven are immune to this effect, which can be cured by Essence of Fungus and Healing Spells. Healing Spells used in such a fashion do not also restore Body Points.

Swarming

This monster can inhabit the same square as another monster with the "Swarming" perk. Up to as many as eight monsters can inhabit the same square, combining their dice into a single, outrageously deadly attack.

Slippery

This allows these monsters to move through spaces inhabited by both Heroes and furniture; they can even come to rest on the furniture itself!

Poisonous

After a poisonous monster's successful attack, the targeted Hero rolls a die; he is poisoned on a roll less than or equal to the number of damage just inflicted by that poisonous creature. If poisoned, he shall lose one Body Point at start of next turn. He must then roll again to see if the poison has left his system. A Hero can be poisoned by more than one monster but will always roll a single die for his subsequent poison checks. Elves are immune to this effect, which can be cured by Anti-Venom and Healing Spells. Healing Spells used in such a fashion do not also restore Body Points.

Airborne

This monster does not move in the traditional sense. It can instead fly to and inhabit any empty space in the same room or corridor.

Small

The "Small" perk means that this monster need only roll a single black shield in Defense to avoid any and all damage.

Web-Attack

A webbed Hero cannot move or attack and defends with only two dice. A webbed Hero must spend a turn to remove a webbed token; an adjacent Hero can also spend his action in freeing a webbed ally. Ogres are immune to single webbing. Heroes can be webbed multiple times.

Knockback

When a target completely blocks two or more skulls, it is knocked backwards one space for each skull after one. If a piece of furniture or a wall impedes this progress, the Hero should lose a Body Point. Otherwise, the target should roll a d6 for each skull landed:

| | |
|-------|--|
| 1-5 | No extra damage. |
| 6-10 | Concussed; lose a Mind Point. |
| 11-14 | Concussed + broken arm; lose use of shields and two-handed weapons. |
| 15 | Concussed, broken arm + broken leg; subtract one die from all rolls. |

Grab

The monster can grab an enemy on a roll of a black shield with a normal attack dice; if successful, the target is reduced the to its original Defense dice. The monster can maintain its grasp at the cost of two of

its own Defense dice. As such, the grabbed enemy loses its turn. What's more, this ability does not cost an action, meaning the monster could potentially attack a Hero on the same turn he has grabbed him.

Inspiration

Any character in the same room or corridor as a character with the Inspiration perk can re-roll a die once per attack.

Strategic

This perk allows the Hero or monster to move, attack, and then finish his movement points if he has any left.

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.



Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



Locked Door

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



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.



Open Door

These doors are already open.



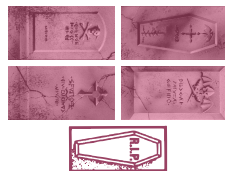
Trap Door

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.



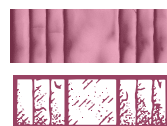
Coffins

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.



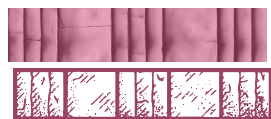
Short Stairway

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

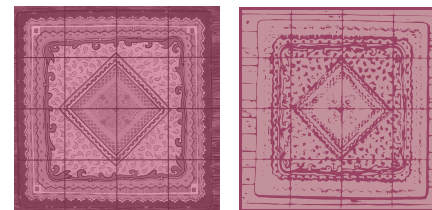
There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



Rat Hole



Carpet Room

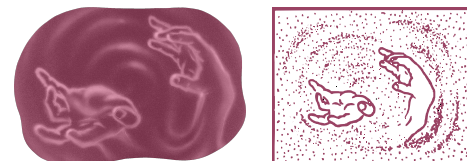


Key Token

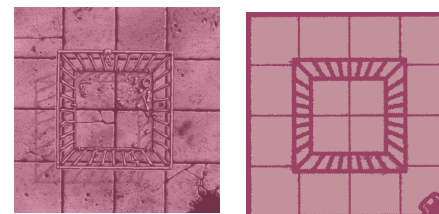
This key is used to open locked doors. The key tile is given to the Hero who finds the key.



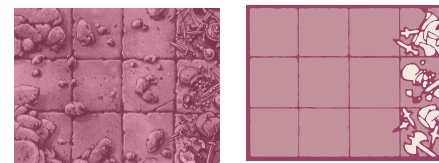
Cloud of Chaos



Cage Room



Treasure Room



Standing Coffins



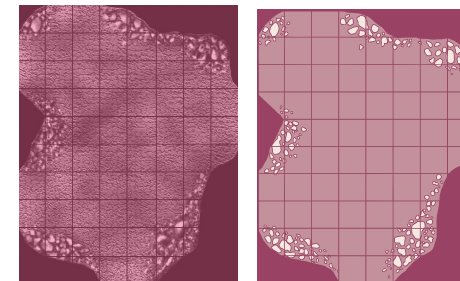
Carpet Room 3x4



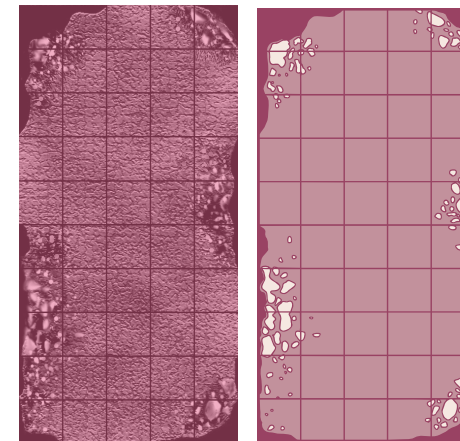
Skull Pile



Cave - Room 1



Cave - Room 2



Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.

