

# HERO QUEST



The Lost City  
INSTRUCTION  
BOOKLET







# HERO QUEST



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# Playing the Dark Elves

During this Quest, the evil wizard player will also control a team of four Dark Elves. These Elves should be played the same way as the four Heroes, each Elf being played one at a time, taking turns to move, attack and defend. Elves cannot search for treasure, but may search for traps and secret doors. Dark Elves should be played before any other monsters in the dungeon. The Dark Elves use black shields when defending.

It is important to remember that the Elves and the monsters in the dungeon are not 'on the same side' and will fight each other exactly as the Heroes and monsters would.

During Quests 3, 4 and 5 the Elves start on the board at the same time as the Heroes, their pieces, the rooms they see, the monsters they fight and the doors they open should be placed on the board. During these Quests the Elves start on the four squares marked with an X.

During Quests 1, 2 and 6 the Quest notes will tell you when to place them on the board.

## Kainaana of the Sword Brethren

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	3

## Rithir, the Shadow Walker

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	3

(\*ranged and melee)

## Toruuk of the Wild

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	3

## Morothin of the Ebon Flame

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	3

Morothin knows the Dark Elf Mage Spells.



# Crumbling Floors

Crumbling Floors are a new type of trap that appears in Quest 1, The Sentry Post. In this Quest all the rooms on the left side of the map are labeled 1 to 7;

the room on the right hand side of the map are also labeled 1 to 7. The rooms on the right hand side of the board should be considered to be underneath the left hand side of the board.

At the end of each players turn, they should roll one combat die if they are in a room, if they roll a black shield then the floor beneath them gives way and they drop down to the floor below (the right hand side of the board).

When a player falls they automatically lose 1 Body Point.

Players in room 1 on the left will fall to room 1 on the right. Players do not need to roll when on the right hand side of the board. When a player falls through the floor, place a pit trap on the square they were stood on. There can be only one pit trap per room, so once someone has fallen through in that room, no-one else needs to roll until they come to another room.



# New Monster

## Ghost

Ghosts are immune to normal physical attacks. Magical attacks will affect a Ghost's mind pool instead of its health pool. The Ghost is undead and may be affected by the Spirit Blade, or other magical weapons the magic of these items will harm the Ghosts mind pool instead of its body.



# New Tiles and Quest Map Symbols

## Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



## Coffin

The coffin may be used as a tomb. It may contain an undead creature and/or a treasure. It may also have a trap on it.



## Stairs



## Carpet Room

