

HERO QUEST



The Magic Trial
INSTRUCTION
BOOKLET

Author Notes

This Quest is designed for players to learn the art of magic spells. It is supposed to be played by the Wizard or any equivalent Hero. The Quest was designed as a kind of riddles where the right spell should be used at the required occasion. I would thus recommend the master to read the Quest carefully before playing it. A solution is suggested in italic letters in the notes.

It should be played by a beginner Wizard without any equipment nor treasure from any previous Quest. Should he be killed during the adventure, the Wizard will automatically be teleported to the very first room. He will lose any treasure or equipment he may have found and start the Quest from the beginning.

The player doesn't choose any spell at the beginning since he will find them during the Quest.

Spell Special Effects

Some 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 Barrier

The Wall of Stone spell 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.



Cloak of Shadows

Use this tile with the Cloak of Shadows spell.

