





HERO QUEST



The Quest for the Lichemaster
INSTRUCTION
BOOKLET



Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Rat		8	1	1	1	1
Wight		7	3	3	3	0
Ogre		4	6	4	10	2
Troll		6	3	2	8	2

Monster Chart









Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Orc Champion		7	4	3	2	3
Ghoul		5	3	3	1	0
Skaven		8	2	2	1	2
Skaven Warrior		8	3	2	2	2
Skaven Champion		8	4	3	3	2
Flying Skull		12	2	3	2	0
Undead Champion		8	4	4	3	0
Chaos Thug		6	3	2	2	1



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New Rules

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.

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.

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 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 Swinging Axe trap and the Electrical trap do not have tiles.



Swinging Axe Trap: If a Hero sets off this trap, a swinging blade descends from the ceiling and slices a curving arc across the space where the Hero is standing. Roll 3 attack dice – this is the damage the Swinging Blade causes. The Hero can roll defense dice against this blade, but rolls one fewer than normal because he was surprised by the sudden appearance of the blade. Monsters do not spring Swinging Axe Traps.



Electrical Trap: This trap is marked on the Quest map two different ways. The trigger to the trap is found on the square marked with an orange flash sign. This trap affects this square, plus any of the squares next to it marked with the orange grid lines. The trap is not triggered if a Hero steps on a square marked with the grid lines. Any Hero on these squares gets shocked by the electricity, though. Roll two attack dice for each Hero affected by the trap. If the Hero is wearing

any type of metal armor, the effects of the trap are multiplied. Roll 4 attack dice for this Hero.

Quest Levels

These Quests were meant to be played in the following manner: Quests 1 & 2 are connected, Quests 3 & 4 are connected, Quests 5 & 6 are connected, Quests 7 & 8 are connected, and Quests 9, 10, & 11 are connected. Heroes may move back and forth between the connected Quests during a single game, or return to town to rest and buy supplies and then continue with their Quests. If the Heroes return to town after finishing the first level of a dungeon, they must go through that level again to get to the second level of the dungeon. Unless you have two boards, when a Hero moves to the stairs or the doorway connecting the levels, put him in "stasis" until the other Heroes move to the same stairs or doorway. If the other Heroes leave the board to head back to town, then allow the player in stasis to continue moving.

New Monsters

This Quest Pack uses quite a few other monsters than those that came with the basic HeroQuest game. Tiles are included for Giant Rats and Flying Skulls, but the rest are up to you. As GameMaster, you can decide if you want to use these monsters and substitute others. Here are some suggestions for coming up with the monsters using the standard HQ figures, along with substitutions if you only want to use regular monsters with this Quest. Please note that if you are going to substitute one monster for another, you may need to reword some of the Quest and room descriptions.

Orc Champions

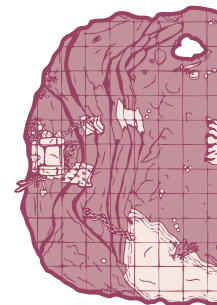
These Orcs are trained fighters and make up the bulk of the officers in the Orcs armies.

Use regular Orc figures, but designate them as special in some way to tell them apart from regular Orcs. Ideas include putting a cape on these monsters or using all Orcs with one type of weapon as Orc Champions. Substitute Orcs for Orc Champions.

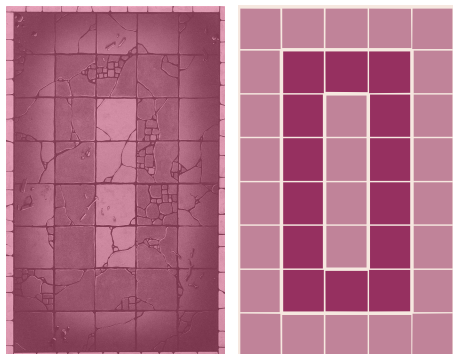
Chaos Thugs

These evil men are in the employment of Chaos, and serve as common troops. They are often found under

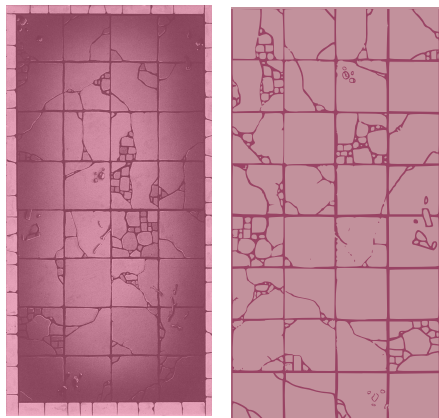
AHQ - Quest Room 5-2



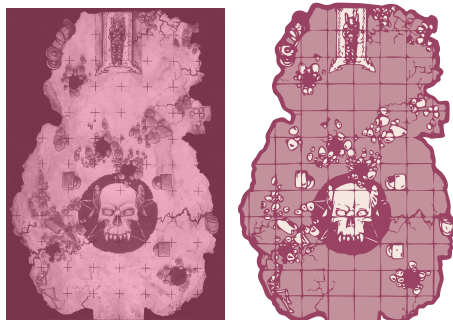
AHQ - Square Room



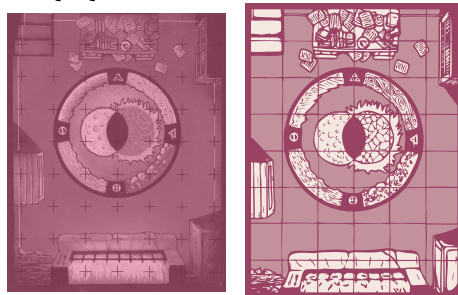
AHQ - Large Room 1



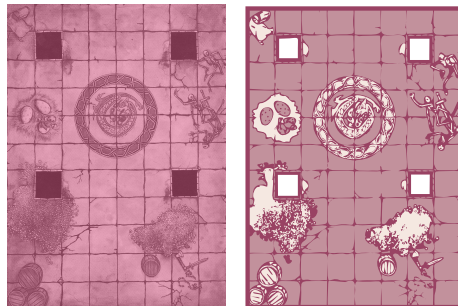
AHQ - Quest Room 1



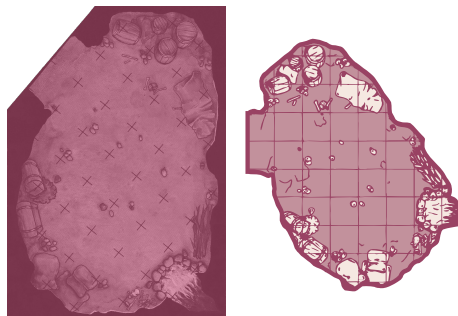
AHQ - Quest Room 2



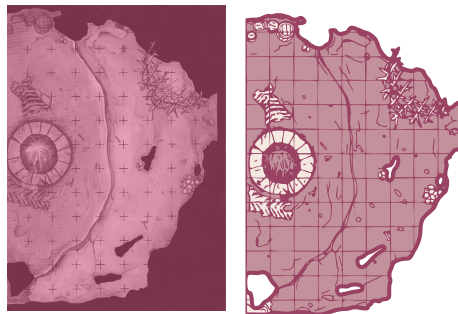
AHQ - Quest Room 3



AHQ - Quest Room 4



AHQ - Quest Room 5-1



the command of Chaos Warriors.

Use any Human figures you have for these monsters. Substitute Orcs for Chaos Thugs.

Giant Rats

These large carnivorous rats think nothing of making a meal of a hapless Hero.

Tiles are included for these monsters. Substitute Goblins for Giant Rats.

Skaven

Skaven are mutant ratmen. Their extensive tunnels run through the Empire. Individual Skaven are not very tough, but *en masse* they are a deadly foe.

Substitute Goblins for all Skaven. You may want to designate the Goblins in some way (see Orc Champions above) to separate the Goblins into categories, since the Quest calls for Skaven, Skaven Warriors, and Skaven Champions.

Skaven Champion

Skaven Champions are experts with sword and shield, and have trained since birth in the ways of Skaven Warriors.

Skaven Warrior

Skaven Warriors are larger, stronger, and better trained in warfare than the normal Skaven.

Ogre

Ogres are large, powerful brutes. They are not very intelligent, but make up for their lack of brains with plenty of brawn.

Substitute a Fimir for this monster.

Vampire

Vampires are one of the most powerful of the Undead. They can make two attacks per turn – once with claws and once with fangs. The attacks can be, but do not have to be, against the same Hero. Vampires are Fearsome Monsters, Invulnerable Monsters, Regenerating Monsters, cause Strength Drain with their fang bite, and can Hypnotize. Many Vampires can also cast spells, making them truly monsters to be feared.

Use a Chaos Sorcerer to represent this monster.

Wight

A Wight is a spirit that fears death, often because it was powerful in life and unwilling to enter the realm of the dead.

Wights are Fearsome Monsters, Invulnerable Monsters, and cause Strength Drain.

Use a Chaos Sorcerer to represent this monster.

Ghoul

These Undead creatures are closely related to Zombies but are less rotted and decayed. Ghouls prefer to attack in large numbers, and are often found roaming the countryside in packs.

You can designate some Zombies to represent Ghouls. You can also substitute Zombies for Ghouls. Be aware that if you are doing either of these two, several rooms call for more Zombies + Ghouls than came with the standard game.

Undead Champion

Undead Champions are the remains of great Chaos Warriors. They were brought back to life to serve chaos yet again. Their countenance is to fearsome that any Hero in the same room with an Undead Champion must roll a red die each turn. On a roll of 5-6, the Hero is overcome with fear and must flee without attacking.


Use Chaos Warriors for these figures. Since Undead Champions do not appear in the same rooms as Chaos Warriors in this Quest, you can make a simple substitution and tell the players that the figure is an Undead Champion.

Troll

These large monsters heal very quickly. They have the ability to regenerate one Body Point every turn.

Substitute the Gargoyle for this monster. You may wish to give him the same special monster characteristics as the Troll.

Trolls may only attack Heroes as below:

	X		X	
		X	X	

The Troll is facing down towards the bottom of the page, and may attack the Heroes in front of him and to either side. He may not attack behind or diagonal.

Dragon

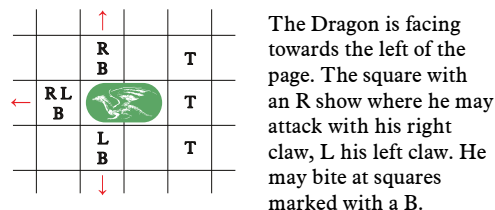
Dragons may attack 3 times against any enemy in front of them, or once against an enemy behind.

Note: The Dragon may attack any foe not in an adjacent square with his fiery breath. This does 2 Body Points of damage to any foe in line of sight of

the dragon. The Dragon may not use his fiery breath and attack in the same turn.

Substitute the Gargoyle for this monster. You may wish to give the Gargoyle the ability to cast the Fireball spell if you make this substitution.

Dragons may only attack as below:



The Dragon is facing towards the left of the page. The square with an R show where he may attack with his right claw, L his left claw. He may bite at squares marked with a B.

Instead of attacking in front, he may attack behind with his tail in any square marked with a T. Instead of attacking, he may breathe fire at any square in this line of sight (see arrows). He cannot see past the arrows to his right or left. He may not attack and breathe fire on the same turn.

Special Monster Characteristics

Some monsters in this Quest have special characteristics. The following either appear on the monster's card, or in the Quest descriptions:

Fearsome Monsters

Anytime a Hero starts his turn in the same room as one of these monsters, he must make a "Fear" roll at the start of his turn. The Hero rolls 1 red die, and on a roll of 5-6 he has become afraid and must move as far as possible from the monster, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend. If a Hero enters a room with a Fearsome Monster during his movement turn, he must make a Fear roll immediately. The Fear only lasts one turn, but the Hero must make a Fear roll every turn he is in the same room as a Fearsome Monster.

Invulnerable Monsters

These monsters are invulnerable to normal weapons. They can only be harmed by spells and artifacts.

Regenerating Monsters

At the start of their turn, these monsters regain one lost Body Point. They cannot go above their normal Body Point maximum, though.

Strength Drain

Some Undead monsters feed off the life force of the living. A monster with this kind of attack draws the strength of its opponent into its body. Besides the Body Points lost to the attack, the Hero loses an attack die permanently. Potions of Healing do not restore the lost attack die, only Potions of Regeneration. Strength Drains are cumulative, therefore it is possible for a Hero to lose all his attack dice. A Hero in this condition may not attack on his turn. He is too weak to draw his weapon. The Undead monster gains a Body Point from every attack die he drains from a Hero. These Body Points are not permanent, but the monster can go above its maximum Body Points by using this attack.

Berserk

A berserk monster flies into an uncontrollable rage. It gains an extra attack each turn, but loses half its defense dice (round down). A monster will always have at least one defense die, though.

Hypnotize

A monster with this ability may try to hypnotize a Hero instead of performing an action. This hypnosis is treated as a Command Chaos Spell.

Cause Disease

A Hero who is hit by a diseased monster will lose the normal Body Points from the dice roll. This Hero must then roll one red die. On a roll of 1 or 2, the Hero is diseased. On the Hero's next turn he will lose a Body Point from the plague, plus another Body Point every second turn thereafter. The only way to cure the disease is to drink a Potion of Cure. A Healing Potion or Spell will restore the Hero's Body Points, but he will still have the disease and still lose Body Points from it. If a Hero dies from the disease, he will instantly turn into a disease ridden Zombie. Replace the Hero's figure with a Zombie. The Zombie will immediately attack the other Heroes.

If you want to be kind to the players, do not allow a Hero to contract a second disease if he already has one. On the other hand, if you want to make the game a little more challenging, try one or all of these:

1. A Hero can contract more than one disease. The Hero will lose a Body Point every second turn for every disease he has. If you feel creative, name the different plagues and describe their effects (You have the Dripping Black Plague and lose a Body Point to rotting flesh, or you have the Red Boils of Death, etc). Depending on which turn a Hero contracts the new disease, it may fall into synch with the other disease or diseases the Hero has. He may

lose two or more Body Points every second turn, or maybe he will lose one Body Point this turn, and one next.

2. A Hero with a disease can be contagious. Roll a red dice every turn that another Hero is in the same room with the diseased one. On a roll of 1 that Hero has contracted the disease also.
3. Any Monster that the diseased Hero successfully attacks catches the disease. While at first this may seem like a good thing for the Heroes because the monster will lose a Body Point every other turn, the monster also now has the disease. Any undiseased Hero the monster now attacks can catch it. If you feel really mean, tell the Heroes that the disease has no effect on the monster. It is a carrier, but the disease causes no ill effects on the monster.

Instead of allowing a Potion of Cure to cure all diseases that a Hero has, only allow it to cure one.

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.



Locked Door

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



Lever



Fireball 1x1



AHQ - Trap Door



AHQ - Pool



AHQ - Magic Circle



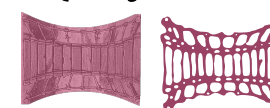
AHQ - Pit



AHQ - Grate



AHQ - Bridge



AHQ - Chasm

