

# HERO QUEST



The Rise of Ramiah  
INSTRUCTION  
BOOKLET



# HERO QUEST

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## Storyline

Not far from the evil undead empire of the cursed Nagash sits a wasteland. Nagash and all minions there have fallen ages ago, but a new evil is spawning. Zargon has instilled power to the remains of his Wizard Elites. Citizens of a nearby outpost have come up missing. They are rumored to have been captured in the dark of night, for whatever purposes not yet known. Heroes, take up your weapons and once again thwart Zargon's plans!

## Special Items in this Quest Pack

### 4 Orbs of Magic

These orbs represent the powers of magic in the HeroQuest world. Red for the element of fire, green for earth, white for air, and blue for water. The orbs hold no special powers for Heroes, and are only used for collection. Zargon prizes these orbs, because they can be used to bring about the rise of a powerful demon, Ramiah.

### Light Crusader

This is a magical broadsword, called a Runesword. Anyone may use this weapon, including the Wizard. Light Crusader is very lightweight and does 2 damage dice. Against demons, Light Crusader rolls 5 damage dice when attacking.

### Fire Amulet

This magical amulet is gold with a red ruby in its center. It protects the wearer against all fires, magical or otherwise. Fire damage spells and scrolls cast by the wearer also deal 1 extra damage than normal.

### Wizard's Circlet

This is an ornately carved metal circlet worn on the head. It can only be used by the Wizard. The Wizard gains 1 Mind Point and 2 Body Points when worn.

### Scrolls

These act in the same manner as the spells or potions of the same name, unless specified in the Quest Notes.

## New Rules

### 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.

### 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.

### Large Monsters

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

### 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 (such as the Polar Warbear), 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 Trap

The Wandering Monster trap does not have tiles.



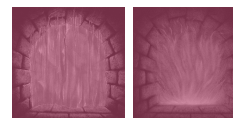
**Wandering Monster Trap:** When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters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

## 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 and Wall of Flame 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.



## New Monsters

### 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.

### Elven Archer

Elven Archers may attack with 4 combat dice against any non-adjacent target in their line of sight. They attack with only 1 combat die if the target is adjacent. If an Elven Archer loses his bow he rolls only 1 combat die to attack.

### 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.

### Polar Warbear

The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

### Yeti

Whenever the Yeti's attack causes a Hero to lose at least 1 Body Point, the Yeti grabs the Hero in a powerful hug. This hug inflicts 2 Body Points of damage to the Hero at the start of each subsequent Zargon turn. The Hero cannot defend against this attack, nor can he take any actions. The Yeti can make no other attacks while hugging. This continues until either the Hero dies or the Yeti is killed by the Hero's companions.

## 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.



### Locked Door

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



### Magic Ice

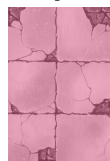
These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.



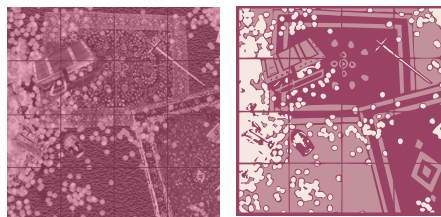
### Slippery Ice

Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves onto 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 each slippery ice square moved onto. 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 by searching, nor can it be disarmed. Once it is placed on the gameboard, it can be jumped over as a pit.

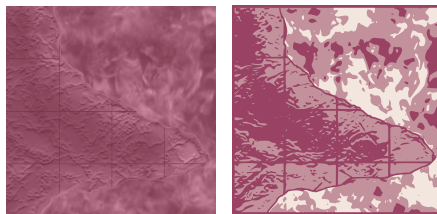
Four sizes:  
1 square  
1x2 square  
1x3 squares  
2x3 squares



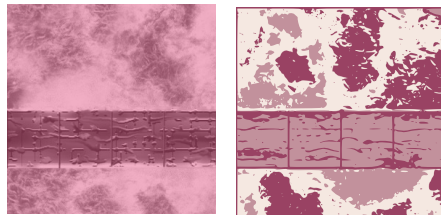
### Treasure Room



### Dead End



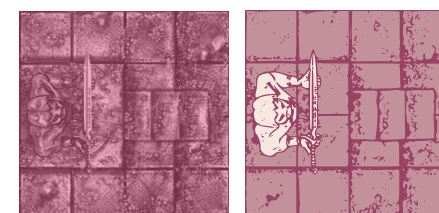
### Fire Bridge



### NEWS Room



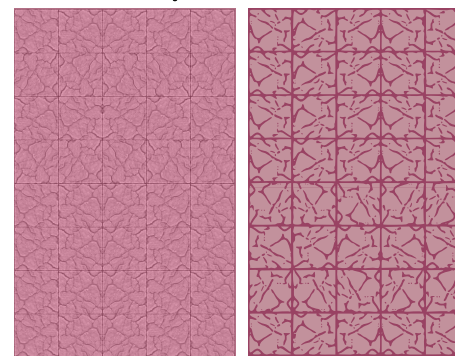
### Sword Room



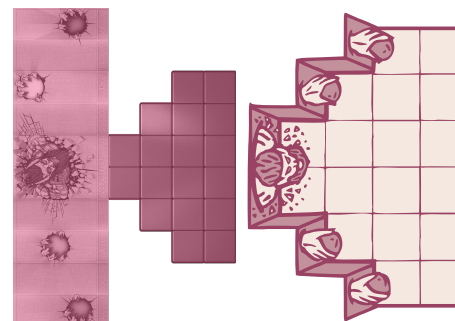
### Statues



### 5x8 Room Overlay











### Ramiah Statue Room Tile






### Orbs



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Scout		9	2	3	2	2
Halberdier		6	3	3	2	2
Swordsman		5	4	5	2	2
Crossbowman		6	3	3	2	2
Elven Archer		6	4(1)	2	3	2
Elven Warrior		6	4	3	3	2
Giant Wolf		9	6	3	5	1
Ice Gremlin		10	2	3	3	3

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Frozen Horror		8	5	4	6	4
Yeti		8	3	3	5	2
Polar Warbear		6	4/4	3	6	2