

# HERO QUEST



The Unknown Virus  
INSTRUCTION  
BOOKLET



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## New Trap



**Pit of Darkness:** The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

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

### Ogres

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.

## New Tiles and Quest Map Symbols

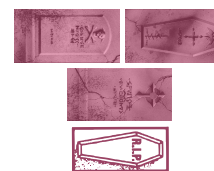
### Wooden Exit Door

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



### Coffins

The 3 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



### Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.

At the beginning of the Quest, the Death Mist tile is placed on the gameboard as shown next to the square marked "A." This mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridors.

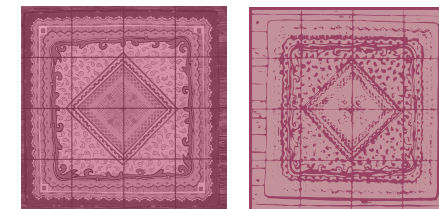
When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon's) turn. It will not affect monsters.



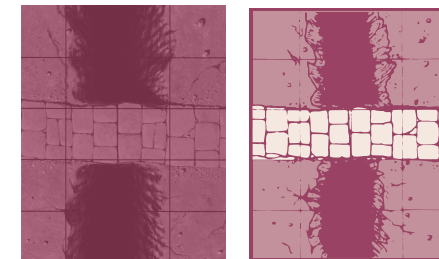
The mist cannot move onto the same square twice in 1 turn. It also cannot end its turn on the same square with a Hero. (If this happens, the Death Mist tile must stop short on the square in front of the Hero.)

The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don't tell this to the Heroes!)

### Carpet Room



### Stone Bridge Room



### Virus Nest



## New Magical Trap

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



**Fireburst Trap:** When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.

## 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

The Wall of Ice 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