

HERO QUEST



Tristain's Return
INSTRUCTION
BOOKLET



Monster Chart








Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		9	3(2)	1	2	1
Death Knight		7	3	2	2	0
Manscorpion		8	2 Right hand sword 2 Left hand sword 3 Stinger	4	6	4
Troll		6	3	2	8	2
Dragon		12	4 With bite 2 With right claw 2 With left claw 2 With tail	6	15	8
Bugbear		6	4	3	3	1
Giant		5	2	2	6	1



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New Rule

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.

Game Difficulty

These Quests are very hard, especially the second one. The Dragon is an extremely difficult character. If the Heroes in your game lack experience and/or artifacts to help them, you may wish to make the monsters less difficult.

New Monsters

The direction the large monsters initially face is up to the Game Master.

Bugbear

These large monsters are very strong, but not very intelligent. Their great strength allows them to wield a great axe with one hand while holding a shield in the other. Their choice of weapon allows bugbears to attack diagonally.

Death Knight

Death knights are the undead remains of mighty warriors, brought back from the dead for evil purposes. They are so fearful that their touch paralyzes their enemies. Any Hero hit by this monster cannot move, attack, or defend for one turn.

Giant

These ten foot tall monsters are not very intelligent and cannot grasp the use of any other weapon besides rocks. They wield these effectively, though, throwing them at enemies in their line of sight and swinging them like clubs.

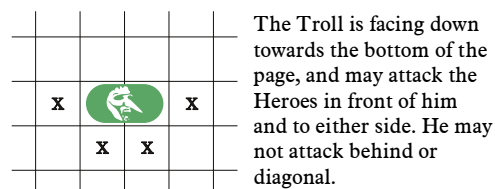
Hobgoblin

This ugly monster is a larger relative of the Goblins. It is cowardly and prefers shooting at its enemies from a distance, but will attack ferociously with its sword at an enemy in an adjacent square.

Troll

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

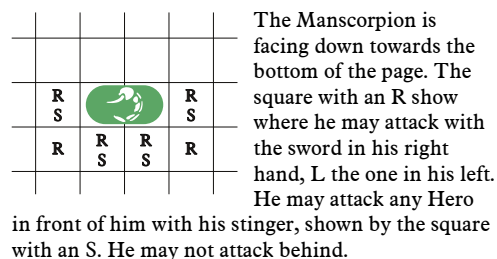
Trolls may only attack Heroes as below:



Manscorpion

This fearsome monster is the result of an evil wizard's experiments. It is fast, smart, and dangerous. Manscorpions can attack three times in a turn, once with each hand and once with its massive stinger.

Manscorpions may only attack as below:



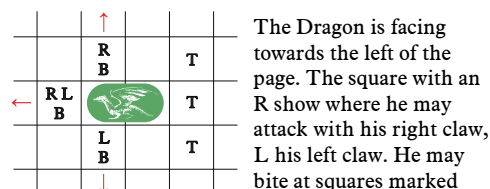
Dragon

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

Front 4 with bite.
Front 2 with right claw.
Front 2 with left claw.
Behind 2 with tail.

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.

Dragons may only attack as below:



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.

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.



Open Door

These doors are already open.

