

HERO QUEST



Vengeance for Vengeance
INSTRUCTION
BOOKLET



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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 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.

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.

New Traps

The Wandering Monster trap, the Spiked Floor trap and the Swinging Blade trap do not have tiles.



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown at left, 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 monster(s) 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. There are no tiles for wandering monster traps.



Swinging Blade Trap: When a Hero moves onto the black swinging blade trap square a huge axe swings out from a hidden alcove in the ceiling attacking any Hero or monster that is on the black or white swinging blade trap squares. Each Hero or monster then rolls 2 combat dice and loses 1 Body Point for each skull rolled. The Hero or monster does not get to roll defend dice. A swinging

blade trap can be searched for (only when the black swinging blade trap symbol is in the same room or corridor as the Hero) and disarmed by a Hero with a tool kit or the Dwarf. Until it is disarmed, a swinging blade trap is set off every time a Hero steps onto the black swinging blade trap square. Monsters do not spring swinging blade traps.



Spiked Floor Trap: Much like the swinging blade trap, the black spiked floor trap icon is the trigger. Only the trigger can be found if searched for and only by disarming the trigger can the spiked floor trap be disarmed. The spiked floor trap will also reset once sprung, until it is successfully disarmed. When a spiked floor trap is sprung, the Hero on the trigger and any Hero or monster on one of the squares marked with a white or black spiked floor trap icon will automatically lose 2 Body Points.

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.




Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

New Monster

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.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre		4	6	4	10	2

New Tiles and Quest Map Symbols

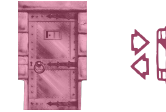
Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



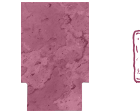
Iron Entrance/Exit Door

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.



Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



Trap Door

The 2 trap doors are used to link 2 visually unconnected rooms via an unseen "tunnel" that may be dangerous to passing Heroes. When landing on 1 trap door, a Hero moves instantly to the other trap door.



Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Giant Stone Boulder

The giant stone boulder trap cannot be searched for. A Hero springs the trap by stepping on the square with the giant stone boulder icon. On each of Zargon's turns, he will roll 2d6 and move the giant boulder down the corridor until it reaches the burst icon, at which point it will become a permanent wall. Each Hero hit by the giant boulder must roll 5 combat dice. For each skull rolled, they will lose 1 Body Point. The boulder cannot be defended against. Make sure and check the Quest notes, as they may have alternate rules.



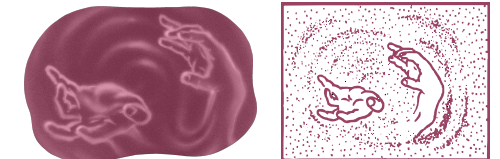
Death Mist

This mist is a deadly breath of chaos which will harm all who are not evil. The death mist can move up to 6 squares on Zargon's turn, but can only move on the indicated "fog" spaces. The death mist is placed on the board only when a Hero can "see" it. When the death mist passes over a Hero, that Hero loses 1 Body Point. The death mist cannot end its turn on the same square as a Hero and cannot move onto any single square more than once per turn. The death mist can only be destroyed by a successful attack with the Spirit Blade or a Tempest spell.



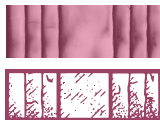
Cloud of Chaos

Much like the revolving room, when a Hero exits a room with the cloud of chaos, they must roll 1d6 to determine which door they will exit through. New doors are not placed on the board until a Hero manages to pass through it. If the Hero rolls a 6, however, they will remain in the room with the blinding cloud of chaos and the cloud will attack all Heroes in the room with 3 combat dice. The Heroes cannot defend this attack. Monsters dare not enter this room.



Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



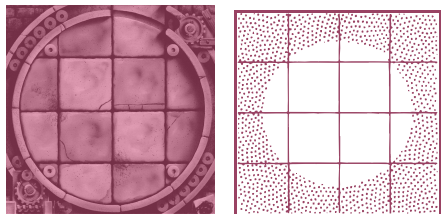
Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.

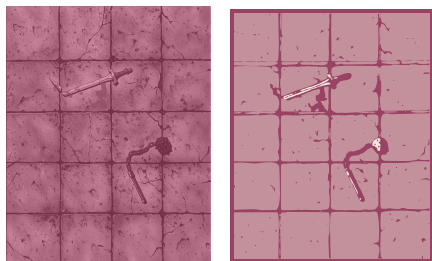


Revolving Room

The revolving room is a room which rotates. When a Hero tries to exit this room, they must roll 1d6. The door they exit through will be the number in which they rolled. That number will be indicated on the Quest Map.



Battle Room



Broken Wall

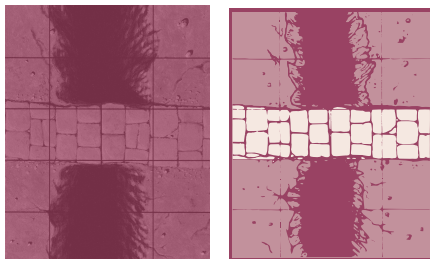
When the Heroes enter a room/corridor with a broken wall tile, Zargon should lay out the contents of the room, once a Hero is within a reasonable "line of sight".



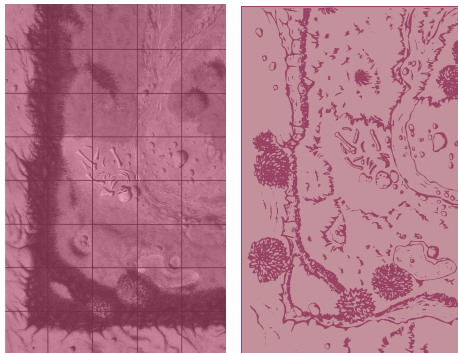
Sun Eye Room



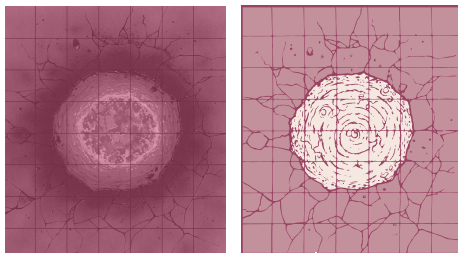
Stone Bridge Room



Surface

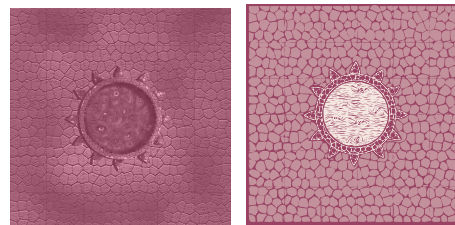


Pit of Chaos



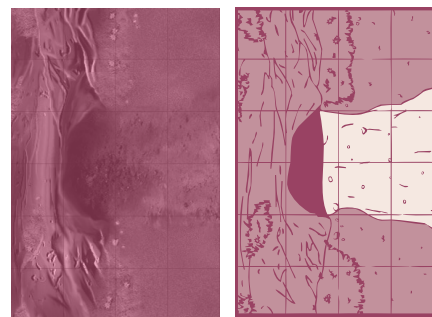
Well of Madness

Please refer to Quest 10, Room E for further instructions about this room.



Cave Entrance

When starting a Quest, Heroes begin on the four "path" squares. They will enter the board on the other side of the two entrance squares. Zargon, make sure that the Heroes count each square when moving.



Trap Vine

This dangerous room contains a vicious trap vine. Zargon, carefully read the Quest Notes to determine how this trap is handled.

