

HERO QUEST



WAAAGH!
INSTRUCTION
BOOKLET

HERO QUEST

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Introduction

After over two decades of play, HeroQuest still remains popular with players due to the simplicity of the system and the fast play. Even though it hasn't been published in many years, new players are constantly turned onto the game, and are able to pick it up almost immediately. The original boxed set's 14 original Quests have served well in all that time to introduce these players, and start them out on their Quest as Heroes of the realm. However, what happens when a group of players return to the game and wish to start again with a new set of Heroes? Or what about the case of a mixed group, where some experienced players have played through the published Quests, but new players are just learning the game? This set of 14 Quests was created with these kinds of scenarios in mind. They have been created assuming the players will be using starting characters, using this Quest pack in place of the initial 14 Quests from the Quest Book in the original boxed set. This will offer new challenges to veteran players, with new monsters, new plots, and new Quests designs, but should also be good teaching tools for new players, as Quests begin very simple, and then build complexity and difficulty throughout the campaign.

Artifacts given out during the course of this Quest set repeats items from the published HeroQuest modules. As a result, it isn't really useable by a group of Heroes who have already been through the boxed set. As stated, this is intended to be used instead of the boxed set, and so it gives the Heroes the opportunities to find artifacts used there.

This Quest does use elements that are not included in the basic boxed set. Several tiles from other boxed sets are used, as well as some custom tiles that are not included in any published set. (These custom tiles are included for printing with this Quest Book.) Monsters from expansion sets are also used, in addition to adding special rules for a couple original monsters, and adding almost a dozen new foes for your Heroes to challenge themselves with. However, understanding that not everyone has the miniatures to represent these monsters, and that they may not want to use proxies for these creatures, this book also provides a "substitution" column that gives creatures from the basic game that can be used in place of the custom monsters to provide the most similar challenge level.

Some new rules have been introduced in this pack to add a little depth to the game without making it overly complex. Only one rule is considered non-optional, but it is the simplest addition to the rule

set. These rules will all be included in upcoming Quest packs as well for continuity. The reason it was decided to add these rules is, since players will be starting with brand new characters for this Quest pack, it provides an opportunity to freshen up the game a bit, especially for those players who may have been playing for a long time. Among the optional rules is a system for Hero advancement, including learning new skills and spells the Heroes can use in their adventures.



New Rules

Large Monsters

When a monster takes up more than one square (the 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 Wyvern), 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.

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.

To add greater variety to wandering monsters, on each Quest, 3 different selections will be given, with different frequencies for each monster. Each time a wandering monster is needed, roll a single skull die. Each Quest will define a selection for a Skull, White Shield, and Black Shield.



Mind Points for Spells (optional)

One difficulty with HeroQuest is the Wizard not advancing like other character types due to equipment limitations. This optional rule should help with some of that balance as well as adding some new flexibility for spell advancement on other Heroes. Spellcasting ability is determined by Mind Points of the Hero. Taking Mind Points -3 you can determine how many spell categories (groups of free spells) the character may choose at the beginning of the Quest. (See the following chart.)

Mind Points	Spell Classes	Starting Hero
4	1 (3 spells)	Elf
5	2 (6 spells)	
6	3 (9 spells)	Wizard
7	4 (12 spells)	
8	5 (15 spells)	
9	6 (18 spells)	
10	7 (21 spells)	























Using this chart, the Elf selects 3 spells and the Wizard selects 9 just like the standard spell rules. However, should one of these characters manage to increase their Mind Points (for example by carrying the Talisman of Lore) they would be entitled to an additional set of spells Please also note that if the Dwarf character were to increase his Mind Points, he would choose spells from the "Dwarven Rune's" spell deck included with this Quest Pack. The Barbarian would require an increase by two Mind Points, which is not possible during the course of this series of Quests.

Under this system, it is recommended that certain types of spells require certain numbers of Mind Points to use, in addition to restrictions by character type. (This limits the starting Elf and Wizard to elemental spells only, opening up more options later as they advance.)

Spell Type	Minimum MP	Hero Restriction
Air	4	Elf or Wizard Only
Earth	4	Elf or Wizard Only
Fire	4	Elf or Wizard Only
Water	4	Elf or Wizard Only
Dwarven Runes	4	Dwarf Only
Tribal Magic	4	Barbarian Only
Elf Spells	5	Elf Only
Master Runes	5	Dwarf Only
Darkness	7	Elf or Wizard Only
Detection	7	Elf or Wizard Only
Protection	7	Elf or Wizard Only

Character Skill Advancement (optional)

Under the standard HeroQuest system, the only advancement available to Heroes is upgraded equipment. The characters themselves never improve or play any different than when they start out the game. Under the character skill advancement system, each Hero is awarded a skill each time they complete a campaign arc (such as the 14 adventures of the original box, expansions such as Return of the Witch King, or the campaign contained in this book. Each character has a mix of skills suitable to them that will give them more options in play. The Instruction Booklet includes 6 categories of skill advancements. Each Hero has two of the six categories available to them, and each category has a total of 4 possible advancements. (Note that some categories only have 3 unique advancements, but in those cases, one of the advancements will be specified to be available for selection twice.) Skills stay with the character forever, and allow players to customize their characters for more unique playstyles.

Monster	Icon	Move	Attack	Defense	Body	Mind	Special	Substitution
Gargoyle		6	4	5	3	4	Flight	NA
Giant Spider		8	1	1	1	0	Poison	Goblin
Goblin Archer		10	2(1)	1	1	1	Ranged	Goblin
Goblin Fanatic		2d6	D6	1	1	1	Fanatic	Chaos Warrior
Goblin Spearman		10	2	1	1	1	Diagonal	Goblin
Mummy		4	3	4	2	0	Disease	NA
Night Goblin		10	2	1	1	1		Goblin
Night Goblin Archer		10	2(1)	1	1	1	Ranged	Goblin
Ogre		4	5	4	4	2	Diagonal	NA
Orc Archer		8	3(1)	2	1	2	Ranged	Orc
Orc Big Un		7	4	3	2	2		Fimir
Skeleton Archer		6	2(1)	2	1	0	Ranged	Skeleton
Squig Hound		10	4	1	1	1		Orc
Troll		6	3	5	3	2	Diagonal, Regeneration	Chaos Warrior
Wight		6	3	3	2	0	Deathblow	Mummy
Wolf		12	4	2	3	1	Ranged	NA
Crossbowman		6	3(1)	2	1	2	Diagonal	NA
Halberdier		6	3	2	1	2		NA
Scout		8	2	2	1	2		NA
Swordsman		5	4	2	1	2		NA
Chaos Champion		6	5	5	4	3		NA
Wyvern		8	5/3	4	6	2	Diagonal, Flight, Poison (2nd attack only)	Gargoyle

New Monsters

The table contains new monsters or modified profiles for monsters published in the original game or the expansions. Although substitutions are provided, these monsters will provide a more varied set of challenges for your Heroes.

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.

Special Monster Abilities

Deathblow

After a Hero roles defense against a monster's attack, all unsaved wounds will inflict 2 wounds instead of 1.

Diagonal

This creature can attack diagonally due to their long reach.

Disease

If this creature inflicts a wound on a Hero, they are at -1 attack and -2 movement until they are healed back to full wounds. Multiple infections of disease are not cumulative.

Fanatic

Movement is variable and rerolled on each monster turn. If the fanatic rolls doubles for movement, it strangles itself on its ball and chain and is killed. When the fanatic attacks, roll a d6 to see how many skull dice are used. The attack strikes all adjacent and diagonal models (including other monsters) instead of a single target. All targets defend as normal.

Flight

Flying creatures may move over furniture and enemy models during their movement, but must end their turn in open squares.

Poison

If this creature inflicts a wound on a Hero it also poisons the Hero. Any Hero poisoned must roll a combat die at the beginning of their turn. On a black skull, the Hero takes one Body Point of damage, which can't be defended. Poison is cured by any potion or spell that specifically was created to counter poison damage.

Ranged

The creature can attack any enemy in line of sight. However, if they attack adjacent (or diagonal), use the attack value in parenthesis.

Regeneration

When injured, but still above 0 Body Point, a regenerating creature roles 1 combat die for each missing Body Point at the beginning of their turn. For each shield (white or black) the creature regains 1 Body Point.

New Traps

The Wandering Monster 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 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.



Swinging Blade Trap: The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

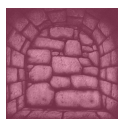
Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

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.

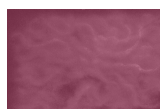
Magical Barriers

The Wall of Stone 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 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.



Cloak of Shadows

Use this tile with the Cloak of Shadows spell.



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.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



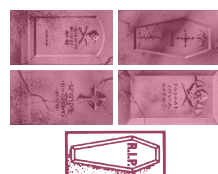
Stone Doorway

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.



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.



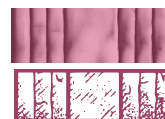
Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



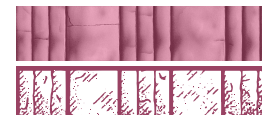
Short Stairway

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



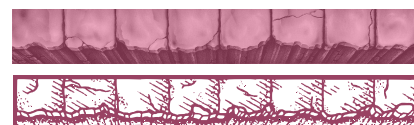
Long Stairway

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

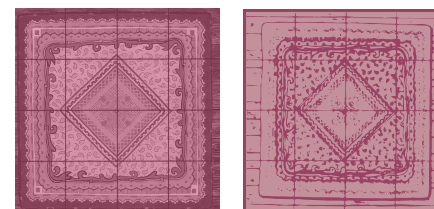


Cliff Corridor

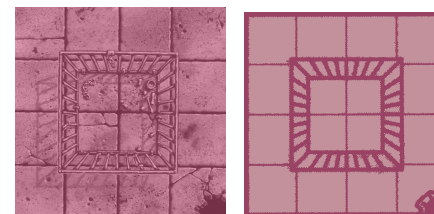
The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



Carpet Room

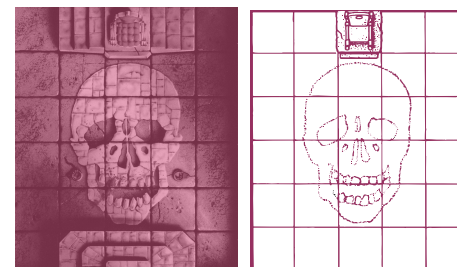


Cage Room

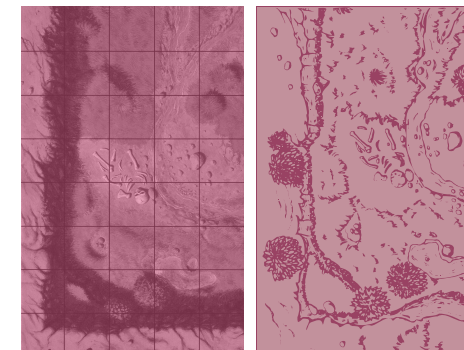


Throne Room

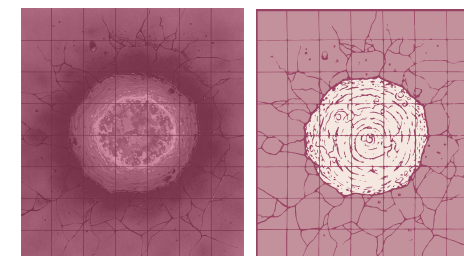
The large throne room is used by evil rulers such as the Witch Lord.



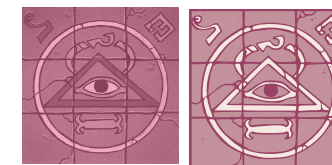
Surface



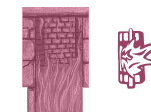
Pit of Chaos



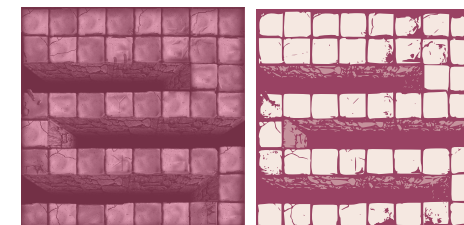
Magic Circle



Fire Door



Winding Path



Narrow Bridge



Spike Wall



Character Skills

Agility: (Usable by Elf)

- 1 Careful Aim – If the Hero does not move during their turn, they may add +1 attack die to a ranged attack. However, on the enemy's following turn, this Hero uses one less defense die.
- 2 Parry – If the Hero takes no actions other than moving for the turn, they may concentrate on blocking attacks. On Zargon's next turn, the Hero will have +2 defense dice against all melee attacks.
- 3 Riposte – When defending against melee attacks, any additional white shields above those needed to deflect wounds result in an immediate attack using the lesser of the extra shields, or the Hero's attack dice. This skill can only be used once per turn, and only usable with swords.
- 4 Slip – If the Hero takes no actions other than moving for the turn, they may attempt to slip by a monster. Roll a skull die. On any shield, they get by the monster and continue moving. On a skull, the monster gets a free attack, and the Hero failed to get by and one square of movement is used up. The Hero can try to slip as many times as they choose to until they run out of movement.

Dungeoneering: (Usable by Dwarf)

- 1 Alertness – If this Hero draws a wandering monster from the treasure deck, they may make an immediate attack against the monster, before it gets to attack.
- 2 Improved Trap Disarm – If using a trap kit, roll 2 dice to disarm traps instead of 1. Choose the better die.
- 3 Trapfinding – If this Hero draws a random trap from the treasure deck, they may roll one combat die. On a white shield, they avoid the trap completely, and may ignore its effects.
- 4 Treasure Hunter – The character may search for treasure one additional time in each room.

Knowledge: (Usable by Wizard)

- 1 Alchemy – Create 2 potions between Quests. They only last for Quest, and may be handed out. (Strength +1 die to next attack, Healing – 1d6 body, resist poison – next time poisoned is ignored.) This skill may be selected twice, with the second selection being called "Master Alchemy".
- 2 Scribing – Create a scroll of one spell you can cast. This scroll can be used to cast the spell an extra time during the next Quest. These scrolls can't be saved between Quests. This skill may be selected twice, with the second selection being called "Master Scribing".

Sorcery: (Usable by Elf or Wizard)

- 1 Arcane Knowledge – Gain +1 MP. This results in 3 additional spells using the spell advancement rules. This skill may be selected twice, with the second selection being called "Arcane Mastery".
- 2 Channeling – If the Hero does not move or take actions for a turn, on their next turn any damage spell cast does one additional damage (or die of damage), and any healing spell heals an extra Body Point.
- 3 Countermagic – If the Hero does not move or take actions for a turn, they may try to counter effects by enemy spellcasters. Roll a single combat die. On a white shield, the enemy spell is cancelled by sacrificing one of your spells.

Strength: (Usable by Barbarian)

- 1 Berserker Fury – If the Hero is damaged by an attack, on their following turn they get +1 attack die when attacking the creature that inflicted the damage.
- 2 Bull Rush – Instead of attacking, the Hero may rush at a creature to push it backwards. The Hero must move to towards the target and roll 1 skull die. On a skull, the creature is pushed back 1 square and the Hero takes the square that was previously occupied. The Hero may complete their move if they have more movement left. Only one Bull Rush can be used in a turn. (Note: The target must be able to move back for this to be successful. If they can't move, the Hero and creature don't move, but the target takes 1 undefended BP of damage for impacting an object or creature behind them.)
- 3 Mighty Blow – If the Hero does not move during their turn, they may add +1 attack die to a melee attack. However, the defender gets +2 defense dice when defending against this attack.
- 4 Mighty Cleave – Each extra undefended damage inflicted above an opponent's remaining Body Points can be rerolled as new damage dice against another adjacent opponent. The new opponent can defend as normal.

Toughness: (Usable by Barbarian or Dwarf)

- 1 Heroic Sacrifice – The Hero can step in front of an attack that was intended for an adjacent Hero, defending against it as if it was targeting them instead, but with -2 defense dice. This can only be used once per turn.
- 2 Resist Toxin – The Hero has built up some immunity to poison. Any time the Hero is damaged by poison, they may roll 1 combat die. On a white shield, they reduce the damage by 1 BP. (Note that for long term poisons, this doesn't remove the poison, it only mitigates the damage caused by it.)
- 3 Toughness – Gain +1 BP. This skill may be selected twice, with the second selection being called "Extra Toughness".