

HERO QUEST



Warnoc
INSTRUCTION
BOOKLET





Magical Throwing Dagger

Cost: 100 Gold Coins

This item is exactly as described on the matching Artifact Card.

Crush

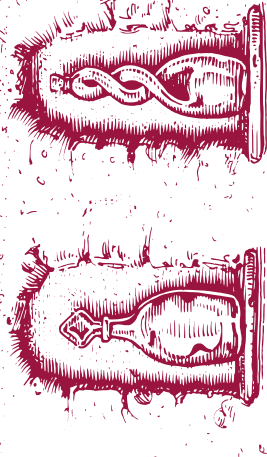
Cost: 200 Gold Coins

A mysterious glowing orb, this device will destroy all of the monsters in the same room as the user. It cannot be used in hallways, and it doesn't affect giant enemies.

Smash

Cost: 200 Gold Coins

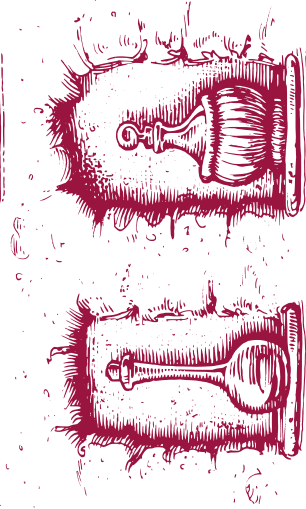
This smaller orb is similar to the Crush. It will destroy all enemies in the line of sight of the user. It cannot be used in rooms, and it doesn't affect giant enemies.



Heal Body Spell Scroll

Cost: 100 Gold Coins

This item functions exactly as the Heal Body spell on the matching Spell Card in the Game System, except that it can be cast by any Hero (not just the Wizard or Elf) who has one.



Potion of Healing

Cost: 100 Gold Coins

When consumed, this potion will restore lost Body Points. Roll one red die to determine the number of Body Points recovered. This potion cannot give a Hero more than his starting number.

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Author's Note

This is probably the most difficult Quest Pack ever.

I'm not saying it's the most difficult Quest Pack I've ever designed. I'm saying it is the most difficult Quest Pack anyone has ever designed. I must have been in a really sadistic mood when I designed this Quest Pack.

This isn't the best Quest Pack to run if someone is new to HeroQuest, or if a Hero recently got killed and is starting off from scratch again. You will need a full complement of weapons, armor, and spells to survive this. I'd also recommend stocking up on the Crush and Smash orbs in the Shop.

If anyone makes it through this Quest Pack, they ought to get 1000 real gold coins.

Anyway, this is the second in a trilogy of Quest Packs that came from a dream I had one night. I'll leave the question of why I was dreaming about Hero Quest an open one. I thought that the idea of giant monsters in service to Zargon leading the forces from which they were drawn would be awesome. I hope you agree.

In my dream, the package included the giant miniature, an extra supply of Hero Quest standard monsters, and three quests leading to the destruction of the giant.

I got some positive feedback when I first released the Quest Pack on the Internet through Dewayne Agin's awesome Hero Quest fan site in 1998, so I thought I'd re-release the entire trilogy using better desktop publishing software and cartography tools.

Enjoy the result, and happy gaming!

"Warnoc" is a mini-Quest Pack for Milton Bradley's Hero Quest Game System consisting of three Quests. It is the second of a trilogy featuring an "MVP" monster. This pack focuses on Chaos Warriors. The next will focus first on Orcs, while the first focused on undead monsters.

New Monster

Warnoc

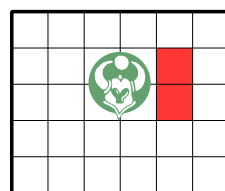
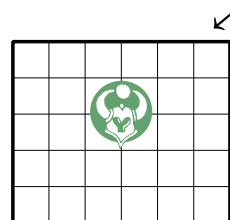
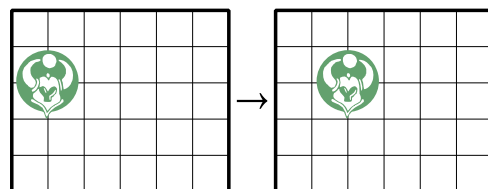
The main villain of this Quest Pack is a Chaos

Warrior that occupies a 4 x 4 section of the game board. This giant Chaos Warrior is named Warnoc. On the Quest Map, Warnoc is shown as a 2x2 Chaos Warrior. The room is also marked with a Quest Note. That Quest Note will contain further in-game directions for running him, but see "New Rules" below for Warnoc's movement.

New Rules

Moving Warnoc

Though he occupies four squares, Warnoc moves only one square at a time. When Warnoc attacks, he attacks in one direction and anyone standing on the two squares of his chosen attack will roll separate defend dice. See diagram for a visual aid.



Warnoc can only attack in one direction at a time. In the diagram, he is attacking to his right. Any Heroes standing on the squares highlighted in red would suffer the damage indicated by Warnoc's attack dice. Each would then roll defend dice. Play would then proceed as normal.

Throwing potions

Some potions require a player to throw them at a monster. To do so, the Hero should roll one red die. If the total on the die is equal to or greater than the target's defend die, then the potion will hit the monster. This counts as the Hero's action for that turn.

Beginning and Ending Quests

Unlike the Quests that come with the Game System, Quests begin at the Iron Entrance Door and end at

the Wooden Exit Door. At the beginning of each Quest, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes will line up outside.

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

One Quest in this Quest Pack has multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. 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.

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.



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.



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.



Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.

