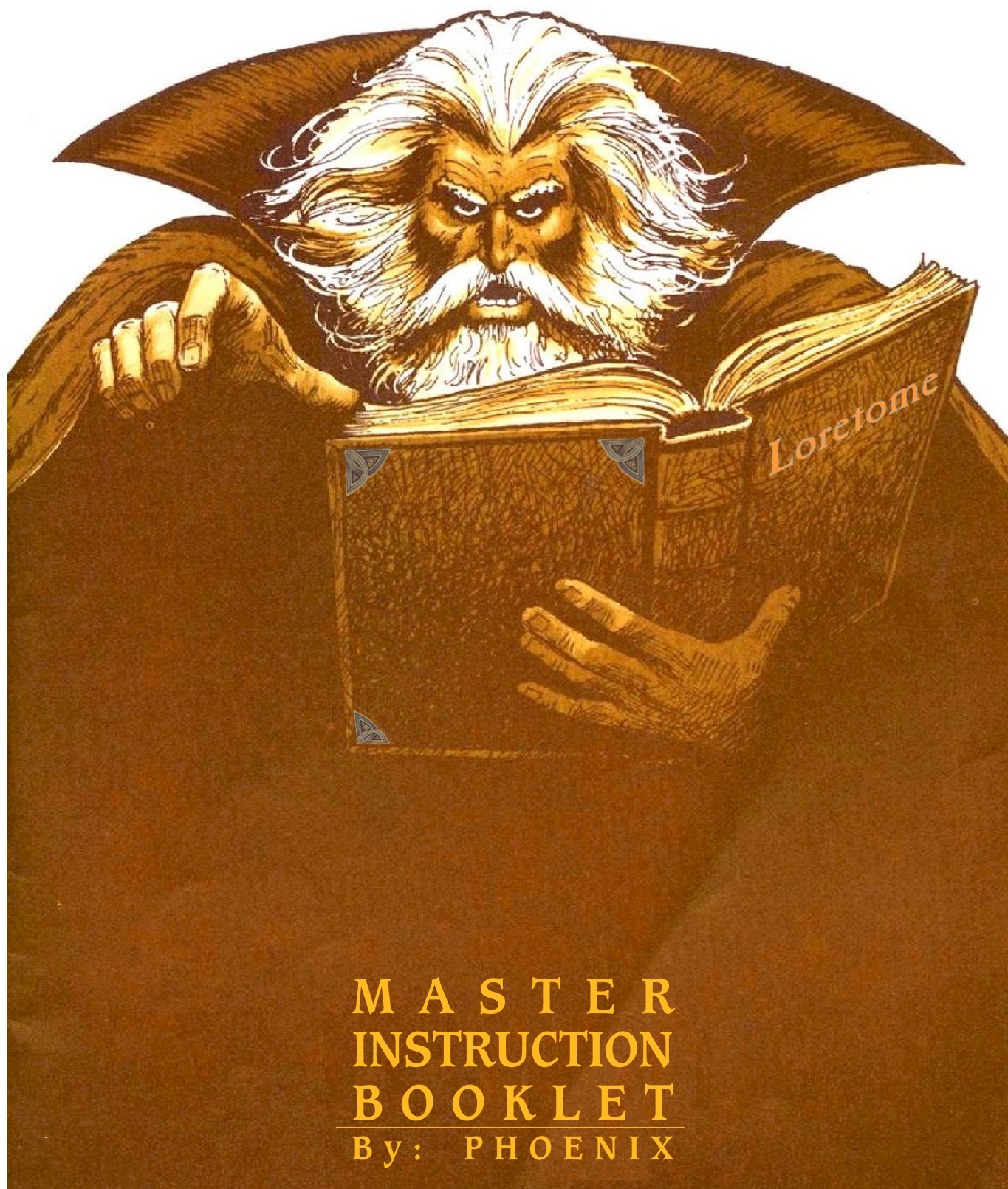


# HERO QUEST



MASTER  
INSTRUCTION  
BOOKLET  
By: PHOENIX

# ***INTRODUCTION***

A note from PHOENIX

*This **Master Instruction Booklet** is a compilation of the  
**Original Game System Instruction Booklet** and  
addenda rules from the following:*

**Kellar's Keep**  
**The Return of the Witch Lord**  
**Against the Ogre Horde**  
**Wizards of Morcar (Zargon)**  
**The Barbarian Quest Pack: *The Frozen Horror***  
**The Elf Quest Pack: *The Mage in the Mirror***  
**Advanced Quest: *The Dark Company***

# HERO QUEST

## Table Of Contents

A Brief Introduction.....	2
What Makes HeroQuest Unique.....	2
Contents.....	2
Getting Started.....	3
How Zargon Uses This Book.....	3
Zargon- Setting Up The Game.....	4
A Glimpse Into The World of HeroQuest.....	7
To Begin The Quest.....	9
On A Hero's Turn.....	9
Hero Movement.....	9
The 6 Hero Actions.....	11
Action 1: Attack.....	11
Action 2: Cast A Spell.....	13
Action 3: Search For Treasure.....	14
Action 4: Search For Secret Doors.....	16
Action 5: Search For Traps.....	16
Common Kinds of Traps.....	17
Action 6: Disarm A Trap.....	22
Zargon, The Evil Sorcerer's Turn.....	23
Monster Movement.....	23
The 2 Monster Actions.....	23
Action 1: Attack.....	23
Action 2: Cast A Chaos Spell.....	24
Dead Heroes.....	25
Mind Points.....	25
What Happens If You Run Out of Monsters?.....	26
Ending The Quest.....	26
What Happens Between Quests?.....	26
Mercenaries.....	27
Lost Artifacts.....	27
Solo Quests.....	28
Unfinished Quests.....	28
Advice To Heroes.....	28
Advice To Zargon.....	28
Appendix A: Assembly Instructions.....	A-1
Appendix B: Room Tiles.....	B-1
Appendix C: Corridor Tiles.....	C-1
Appendix D: Furniture Tiles.....	D-1
Appendix E: Trap & Hazard Tiles.....	E-1
Appendix F: Item & Figure Tiles.....	F-1

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eed well my words, for I am Mentor, Guardian of Loretome. I will tell you of times past, of darker days when the Empire was saved against all hope. For I fear the darkness is about to return...

The sinister forces of Zargon, the Evil Sorcerer, had swept all before them. At the sight of the Black Banner and the massed hordes of Chaos, even the bravest warriors of the Emperor had fled, the land was laid to waste and all men despaired.

There then came a mighty warrior Prince from the Border lands - Rogar the Barbarian. He bore a glittering diamond on his brow—the Star of the West. Hope returned and men flocked to his standard, leaving their hiding places in the hills and forests. Other great Heroes joined him: Durgin, the fearless Dwarven warrior from the World's Edge Mountains, Ladril the Elven fighter mage from distant Athelorn, and Telor the Wizard whose sorcery was to save Rogar on many occasions.

For many years Rogar trained his army, being careful to avoid open battle with Zargon's general until all was ready. He ever harried the Chaos supply lines and wiped out countless Orcs and Goblins.

Then came the day for which Rogar had waited. His army had grown and was well practiced. Camping in the high passes, Ladril saw the Black Hosts from afar and bade Durgin blow the call to arms on his mighty horn. Rogar's army poured down upon the enemy from two sides and battle was joined. Many foul creatures and good men perished that day. Yet, as the light of day faded, it was Darkness that fled the field. But the victory was not absolute. Zargon and his general escaped beyond the Sea of Claws, and even now they plot their revenge. Soon their plots will be ready and the Empire will have need of a new Rogar. But where are the Heroes to equal him?

You have much to learn if you are to become as great as Rogar and his companions. I will help all that I can. The book I protect — Loretome - was written when time began. All that ever was and all that ever will be is recorded in its countless pages. Through Loretome I may guide you, but I may not intervene, lest a greater evil befall the World, and the evil forces of Chaos triumph forever.



## A Brief Introduction

HeroQuest is a fantasy adventure game set deep within a hidden stone labyrinth. This maze of underground rooms and corridors is controlled by the Evil Sorcerer Zargon and his forces of Chaos.

Four valiant Heroes have been summoned by Mentor, the good and ancient sage, to do battle with Chaos. Theirs is the ultimate heroic challenge—descend into the treacherous world of the unknown and restore honor to the Empire. Destroy the evil forces of Chaos!

Bonded by their loyalty to the Empire, the brave Heroes unite. Stepping cautiously, they journey deeper and deeper into a dark, hidden world...

## What Makes HeroQuest Unique

- ◆ One Player assumes the role of Zargon, the Evil Sorcerer and controller of the game; the other players assume the roles of the Heroes — the Barbarian, the Dwarf, the Elf and the Wizard.
- ◆ A game for 2 to 5 players, HeroQuest is played in 14 sequential game playing sessions called Quests. Each Quest is described in detail in the Quest Book.
- ◆ One Quest may take an hour or two to play, with each subsequent Quest increasing in difficulty.
- ◆ During a Quest, a Hero may acquire valuable treasures. These riches may be used to between Quests to purchase powerful weapons and protective armor from the Armory.
- ◆ The Heroes work together to defeat Zargon and his forces of Chaos. Individual winning is not the goal. United

the Heroes stand. Divided they fall.

- ◆ The adventure never ends... Additional Quests, featuring all new challenges for the Heroes, are available in Quest Packs™ (sold separately).

## Contents:

**113 Plastic Monsters:** 16 Orcs, 12 Goblins, 6 Fimir, 4 Chaos Warriors, 1 Chaos Warlock, 1 Gargoyle, 12 Skeletons, 6 Zombies, 6 Mummies, 1 Ogre Lord, 1 Ogre Chieftain, 1 Ogre Champion, 8 Ogre Warriors, 4 Evil Sorcerers, 18 Mercenaries, 36 Mercenary Weapons, 3 Ice Gremlins, 2 Polar Warbears, 2 Yeti, 1 Frozen Horror, 1 Elven Archmage, 2 Elven Warriors, 2 Elven Archers and 3 Giant Wolves.

**6 Plastic Heroes:** 2 Barbarians, 1 Dwarf, 2 Elves and 1 Wizard

**15 Pieces of Furniture:** 2 tables, 1 throne, 1 alchemist's bench, 3 treasure chests, 1 tomb, 1 sorcerer's table, 2 bookcases, 1 rack, 1 fireplace, 1 weapons rack, 1 cupboard

**Miscellaneous Items:** Candlesticks, bottles, scales, skulls and rats.

**214 Playing Cards:** 42 Treasure, 27 Artifact, 20 Spell Scrolls, 24 Monster, 23 Mercenary, 3 Air Spell, 3 Fire Spell, 3 Earth Spell, 3 Water Spell, 3 Darkness Spell, 3 Detection Spell, 3 Protection Spell, 8 Elf Spell, 25 Chaos Spell and 24 Chaos Wizard Spell

**1 Gameboard**

**1 Instruction Booklet**

**8 Quest Books**

**4 Character Cards:** 1 Barbarian, 1 Dwarf, 1 Elf and 1 Wizard

**1 Information Screen**

**1 Pad of Character Sheets**

**6 White Combat Dice**

**2 Red Dice**

### Cardboard Tiles:

4 Two-sided Iron Door	4 Trap Door Tiles
4 Two-sided Wooden Door	14 Pit Trap Tiles
4 Short Stairway Tiles	60 Blocked Square Tiles
5 Dbl. Blocked Square Tiles	2 Spiral Stairway Tiles
2 Long Stairway Tiles	1 Weapons Forge Tile
1 Cliff Corridor Tile	1 Cloud of Chaos Tile
1 Giant Stone Boulder Tile	1 4-part Stone Map Tile
1 Throne Room Tile	4 Coffin Tiles
19 Secret Door Tiles	1 Revolving Room Tile
1 Death Mist Tile	1 Cave Entrance Tile
1 Carpet Room Tile	1 Sun Eye Room Tile
1 Battle Room Tile	1 Pit Room Tile
15 Chaos Spell tokens	4 Stone Doorways
4 Pit of Darkness Tiles	19 Fallen Rubble Tiles
1 Ogre Throne	1 Magic Ref. Chart
3 Magical Barriers Tiles	1 Earthquake Tile
1 Lightning Bolt Tile	4 Breached Wall Tiles
1 Cloak of Shadows Tile	4 Fireburst Tiles
6 Magical Ice Tiles	1 Living Fog Room
10 Slippery Ice Tiles (4 sizes)	1 Ice Ledge Tile
1 Bottomless Chasm Tile	1 Cage Room Tile
1 Crystal Key Tile	2 Ice Vault Tiles (2 sizes)
1 Seat of Power Tile	2 Icy River Tiles (2 sizes)
1 Treasure Room Tile	1 Ice Slide Tile
34 Skull Tiles	3 Long Pit Trap Tiles
4 Portcullis Tiles	4 Wolf Tokens
2 Mirror Tiles	4 Weapons Pack Tiles
1 Sky Orb Tile	1 Moonsilver Flask Tile
4 Sky Orb Tokens	1 Brass Key Tile
1 Prospector Tile	1 Princess Millandriell Tile
1 Inner Sanctum Room	1 Inner Sanctum Wall
1 Quicksand Room	21 Doors (5 closed/16 open)

For more information about tiles and their uses, see Appendices B through F in the back of this book.

## Assembly

Before you play Hero Quest, several playing pieces must be assembled. Detailed assembly instructions can be found in Appendix A in the back of this book.

## Getting Started

### Choose Your Role

One player must assume the role of Zargon, the Evil Sorcerer. The other players must assume the roles of the Heroes: the Barbarian, the Dwarf, the Elf and the Wizard.

If less than 5 people are playing, one person must still assume the role of Zargon. The remaining players are allowed to control more than one Hero. Using less than 4 Heroes will make the Quests more difficult.

**Important:** The role of Zargon is a vital one. He serves as the Game Master; he sits behind the Information Screen; he controls the Quest for the other players; he alone knows where the monsters, secret doors, treasures and traps are located in the labyrinth; he alone has access to the Quest Books.

**Suggestion:** If you are the purchaser of this game and have gathered your friends together to play, you should play the role of Zargon.

## How Zargon Uses This Book

As Zargon, you must first read this entire Master Instruction Booklet to yourself in order to understand how to run the Quests.

Once you are ready to begin play, read aloud to all of the players 'A Glimpse Into The World of Hero Quest' on pages 7 & 8.

Remember, the **Quest Book** is for your eyes only. However, there **are** sections of each Quest that must be read aloud to the other players. These paragraphs are noted throughout the Quest Book.

To further simplify this Instruction Booklet, the following symbols will tell you which sections pertain to you as Zargon. Look for these symbols throughout the book for quick reference.



Zargon  
Symbol



Hero  
Symbol



## Zargon— Setting Up The Game

Zargon, to set up the game properly, you must do the following eleven steps:

### 1. Open the Quest Book

Turn to Quest 1—"The Trial". This Quest must be played first. Read it silently to yourself.

Each Quest features 3 different sections: The Parchment Text, the Quest Map and the Quest Notes.

#### Parchment Text

The Parchment Text outlines the Heroes' challenge as well as the reward they will receive if they are successful. **This section is always read aloud to the Hero players at the beginning of the game.**


#### Quest Map


The Quest Map shows how the game-board is to be laid out as the game progresses. The map is marked with symbols that show the starting positions of the monsters (hideous creatures under your control). These symbols are identical to those on each of the monster cards and are identified on the Information Screen. The maps also show you where to place pieces of furniture, stairs, doors and blocked square tiles. In addition, there are symbols for traps, secret doors and treasure chests. These symbols are shown in the Identifications Guide on the card-board platform.


**Important:** Do not place anything on the gameboard at this time. You will reveal the gameboard layout only when the Hero figures have moved to a position on the gameboard that requires you to reveal something.

The Quest map symbols are color-coded to help you guide the Heroes through these

Quests. Here's what the various map symbol colors mean:

 **Gold:** This color is used to highlight traps that the Heroes can detect by searching.

 **Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.

 **Dark green:** This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

#### Quest Notes

Read the Quest Notes thoroughly before the start of the Quest. They explain what happens in certain rooms and detail the unique situations the Hero players will have to contend with. Read the notes silently to yourself. **Important: You will later disclose the Quest Notes information to the Heroes as the Quest unfolds and the Heroes move into certain rooms and corridors.**

2. Open the gameboard and lay it flat on a table. The words HERO QUEST must face you.

### 3. Character Cards

Spread the 4 Character Cards faceup on the playing table. The number of dice and starting points are charted on each card.



Character Card



They reflect the fighting power of the Hero's weapon. During the Quest, the Hero's attack strength will continually be changed by events (spells, combat, etc.).

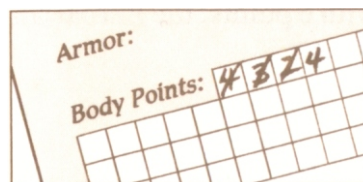
They reflect the ability of the Hero to dodge or absorb enemy hits. During the Quest, the Hero's defend strength will continually be changed by events (spells, combat, etc.).

They reflect the Hero's physical strength. The Barbarian is the strongest with 8 points; the Wizard the weakest with 4 points.

They reflect the Hero's wisdom, intelligence and resistance to magical influence. The Wizard has the greatest mental strength with 6 points; the Barbarian the least with 2 points.

- 4. Tear off 4 Character Sheets from the pad (see below). Give each Hero player a sheet, a pencil, his Hero's Character Card and the matching red plastic Hero figure.**

**5.** Direct the Hero players to fill in their Character Sheets with the starting Body and Mind Points of their characters. If they wish, they may name their character. During the Quest, a Hero's Body and Mind Points will be affected by events. Points can be gained or lost. Body Points must be charted on the Hero's Character Sheet. Any treasure found in the Quest must also be recorded here. Players must save their sheets and bring them to each game session.



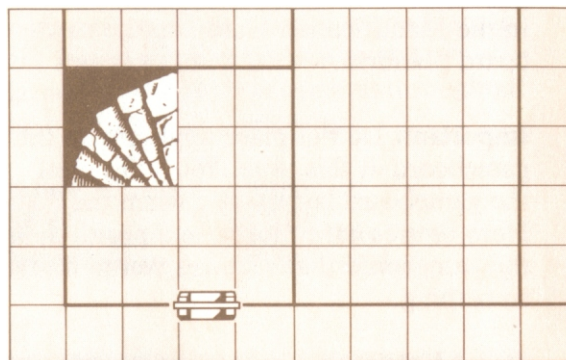
## Charting Body Points

6. Place the Information Screen so that it is between you and the gameboard.
7. Place the Quest Book on the table between you and the Information Screen.

- 8.** Separate all of the assembled doors, furniture, the monsters and all of the cardboard tiles into 4 groups or piles.

**Note:** For a quick identification of the monsters, refer to the Monster Chart.

- 9. Study the Quest Map. Place on the gameboard only the things that go into the starting room (usually the room with the stairway). Note: Do NOT put out any traps or secret doors. Do NOT reveal treasure at this time.**



**Starting room of Quest 1 with the stairway tile and closed door.**

## 10. Sort the Cards

The cards are to be sorted into 17 piles: Treasure Cards, Artifact Cards, Monster Cards, Mercenary Cards, Chaos Spell Cards, Necromancer Spell Cards, Orc Shaman Spell Cards, High Mage Spell Cards, Storm Master Spell Cards, Air Spell Cards, Fire Spell Cards, Water Spell Cards, Earth Spell Cards, Elf Spell Cards, Spells of Protection, Spells of Detection, and Spells of Darkness.

### Treasure Cards

Shuffle these cards before each draw. Keep them face-down in a pile within easy reach of all the players. Zargon should reshuffle the treasure pack between each Quest, returning any used Treasure Cards from the previous Quest to the pack.

### Artifact Cards

These cards are special, as you will discover in the Quest Notes. Some of these artifacts will be kept from Quest to Quest, others will need to be marked off of the Hero's character sheet after use. Some are also used as Quest goals and may need to be given up. Keep these cards behind the Information Screen. Some of these cards are spell scrolls and should be separated from the other Artifact Cards, so that they may be shuffled and drawn from at random where indicated in the Quest Notes.

### Monsters Cards

Spread out the 24 Monster Cards and put them faceup near the gameboard so that the Hero players can easily refer to them. All the information on these cards can also be found in the Monster Chart on the Information Screen.

### Chaos Spell Cards

There are 25 Chaos Spells. These spells belong to Zargon and are very powerful, as you will discover in the Quest Notes. Keep these cards behind the Information Screen.

### Evil Wizard Spells

These spells are used by the forces of Chaos. They are divided into four groups: High Mage, Necromancer, Orc Shaman, and Storm Master spell groups. Each group contains 6 individual spells. These spells can only be used by the most powerful of Zargon's forces. Keep these cards behind the Information Screen.

### Hero Spell Cards

There are seven groups of Hero spells—Air, Darkness, Detection, Earth, Fire, Protection and Water. Each spell group contains 3 individual spells. The spell groups are divided between the Wizard and the Elf.

There is an eighth spell group—Elf Spells. Only the Elf can cast these Spells.

### Dividing the Spells

Direct the Hero players to divide the Hero spells. The Wizard must first choose one of the seven spell groups. Next, the Elf must choose one spell group from the six that remain or he may choose three of the eight Elf Spells. Finally, the Wizard will select two more of the remaining spell groups.

**Note:** A spell and its effects are explained in detail on its corresponding spell card.

**Suggestions:** If this is the players' first Quest, the Wizard should take the Fire spells, the Elf should take the Earth spells and the remaining spells should go to the Wizard.

**11.** Finally, put 3 White Combat Dice and the 2 Red Dice near the gameboard where the Hero players can easily reach them. Keep 3 white combat dice for yourself.

# A GLIMPSE INTO THE WORLD OF HEROQUEST



elcome, my friends, to the world of HeroQuest—a place unlike any other... To gain access, you must first become a part of it. One of you will play the role of Zargon, the Evil Sorcerer; the rest of you will play the roles of the brave Heroes. As Heroes, you will work together to save the Empire from Zargon's evil forces. Will your valiant efforts be enough? Time will tell all.


Heroes, you will begin your journey with Quest 1—The Trial from the Quest Book. Your goal is to seek out and destroy Verag, a foul Gargoyle who hides in the catacombs. Your very survival depends on your ability to work well together, for no true Hero stands alone.

Listen carefully now to these words from Zargon...

"Heroes, your goal has been made clear. I, however, have my own goal—to destroy you! You will begin this first Quest in the room with the stairway. I will show you its location by placing the stairway tile on the gameboard. On each of your turns, you will discuss with your comrades where to move and what to do. Beware! Your decisions will affect all players.

You will move square by square along corridors and into rooms. The distance of your movement will be determined by a roll of two red dice. Fate, you see, is really nothing more than chance. Where you move is within your control. What you find along the way, however, is within mine, for I control the gameboard. Let caution be your guide. Danger, you will soon discover, lurks in every shadow.





As you look down corridors and into rooms, I will reveal to you many things, including closed doors, pieces of furniture, hideous monsters, blocked squares, and dangerous traps that you have sprung. I will place these items on the gameboard for you to see. Their locations are known to me long before you, for they are shown to me on my Quest Map—a document never to be seen by your eyes! To discover that which I already know, you must move cautiously. Peril lies in each step you take.

As you venture deeper and deeper into the underworld, you will be confronted by many foul monsters. These creatures will greatly test your strength and courage. Some of you will battle them using only your sword and armor. Your success or failure will be determined by a roll of the combat dice, for these special dice reflect your attack and defend strength. Others of you will have the mighty power of magic spells to assist you. You must cast your spells wisely!

While you may use your turn to engage in combat or to cast a spell, you may instead choose to perform another action. These include searching for treasure, secret doors, or traps. You may even try to disarm a discovered, yet unsprung, trap. You must choose your action carefully, for you may only perform one action on your turn.

Once each of you has completed a turn, only then will I take my turn. Prepare yourselves! My forces strike in great number. I control every monster present on the gameboard and may move all of them on one turn! Heed this warning. I am also armed with the power of magic. Dare you test your magical strength against mine?

Your journey awaits. Prepare to meet the unknown! Will you survive the battles against my monster forces, or will your body and mind be forever weakened? Will you suffer the damage of hidden traps, or will you be able to locate and disarm them? Will you be trapped by walls of stone, or will you discover secret doorways? Will you find fortune through hidden treasures, or will greed and carelessness be your downfall? We shall see where fate takes you.

Come. Let the Quest begin...”



## To Begin The Quest

Zargon, read the Parchment Text section of Quest 1 from the Quest Book aloud to the Heroes. It is important that the Heroes understand the history before the Quest and the goal(s) set before them.

**Important:** Only read aloud the Parchment Text section. The information contained in the Quest Map and the Quest Notes must, for now, be kept secret from the Heroes.

### Order of Play

Play begins with the Hero seated to Zargon's left and continues clockwise. After all Heroes have completed their turns, it is Zargon's turn. On his turn, Zargon may move all monsters currently on the gameboard. This sequence continues until the Quest is achieved or until the Heroes leave the underworld.

**Hint:** A good starting setup would be for the Barbarian to sit to Zargon's left, followed by the Dwarf, the Elf and then, seated to Zargon's right, the Wizard.

### On Any Player's Turn

Whether playing the role of Zargon or that of a Hero, a player does one of the following on his turn:

- ◆ Moves his figure(s) and performs an action,
- OR
- ◆ Performs an action and moves his figure(s)



## On A Hero's Turn

As a Hero, you may move and then perform an action, OR you may perform an action and then move. You may not, however, move part way, perform an action and then finish your movement. You may perform any one of the following actions.

- ◆ ATTACK
- ◆ CAST A SPELL (Wizard and Elf Only)
- ◆ SEARCH FOR TREASURE
- ◆ SEARCH FOR SECRET DOORS
- ◆ SEARCH FOR TRAPS
- ◆ DISARM A TRAP

These actions are also listed on the back of each Character Card for easy reference and are explained in detail on pages 11-22.

## Hero Movement

The message from Mentor at the beginning of each Quest tells where the Heroes start and end the Quest. As a Hero, you normally begin and end a quest in the room marked with the spiral stairway. The stairway leads you down, down, down . . . deep into the evil stronghold of Chaos. Otherwise you will use an Iron entry or Wooden exit door in a Quest. When there is an Iron entry or Wooden exit door, it is indicated on the Quest Map by an arrow (pointing into the map for the entry door and out of the map for the exit door.) When there is an entry door, it is always placed on the gameboard in its specified location before each Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it. To safely complete a Quest, you must return to the stairway or exit out of the Wooden exit door, for it is only there that you are truly free from harm.

To determine how many square spaces to move, you must roll 2 Red Dice. Then, move carefully along the corridors and into rooms square by square. On the gameboard, the corridors are shown by the areas with light gray flooring. Corridors may be one or two squares wide. The rooms are enclosed by white lines (the walls). **You do NOT have to move the entire distance indicated by the dice roll.** When moving however, you cannot pass over monsters, move through walls or move diagonally. You MAY pass over other Heroes. You may only enter rooms through doors. You may not share a square with another Hero or with a monster. **Exceptions: When on the stairs or in pit traps, sharing a square is permitted.**

### Passing Items

A Hero can pass a potion, artifact, weapon or any other item to another Hero only if the 2 Heroes are in adjacent squares and neither Hero is adjacent to a monster.

### Looking And Opening Doors

As a Hero, while moving, you may “look” down a corridor or through an open door. Looking gives you the opportunity to see what is directly within your line of sight, such as closed doors, blocked square spaces and monsters. Looking is NOT one of the 6 actions. On your turn, you may move adjacent to a closed door and ask Zargon to open it. Zargon will open the door by removing the closed door piece and replacing it with an open door piece. Opening a door is also NOT one of the 6 actions. Both “looking” and “opening doors” are simply considered to be additional things you may do on your turn.

**Note:** All doors start out closed. Once a door is opened, it can never be closed.

**Important:** Getting caught in a trap, drinking potions, passing items, and picking things up also do not count as actions. They can be done at anytime during your turn.



### Iron Entrance Door

This iron door is placed on the edge of the game board in many of the Quests. Heroes line up outside the door to begin these Quests.



### Wooden Exit Door

In many Quests, this special wooden door is used to exit the gameboard at the end of a Quest.

**Note:** As with regular doors, an exit door is not placed on the gameboard by Zargon until a Hero looks down the appropriate corridor. An exit door is usually opened in the same way as a regular door, unless specified otherwise in the Quest notes.



### Portcullis

Some of these massive iron gates open when the Heroes spring a certain trap, while others are unlocked by a brass key or forced up by brute strength. Heroes and Monsters cannot “see” through a portcullis until it is opened. If the Heroes do not have the brass key when trying to open a portcullis, a Hero must roll less than his Body Points on 2 Red Dice to force the portcullis open. Each Hero may try once per turn until the portcullis opens.



### Stone Doorways

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.





## Double-Duty Doors

This iron door indicates both the entrance and exit of the Quest. It is treated initially like an Iron Entrance Door and once opened remains as such and will also be the exit for the Quest.



## How Zargon Reacts To Hero Movement

As Zargon, you must carefully watch a Hero's movement. Continually refer to the Quest Map in the Quest Book. When a Hero "looks" down a corridor, place on the gameboard any closed doors, blocked square tiles and monsters that are directly within the Hero's line of sight. (See page 14 "SEE" for clear line of sight.) When a Hero opens a door, place on the gameboard the monsters, treasure chests, and any other items that belong in that room. **Note: Do not put out any traps or secret doors. Do not reveal treasure at this time.**

### Blocked Square Tiles

As Zargon, you must place a blocked square tile on the gameboard as soon as it becomes visible to the Hero. These tiles show where extra walls have been built. **Neither Heroes nor monsters can move through blocked squares.**

### Magical Barriers

Wall of Ice, Wall of Flame and Wall of Stone spells allow 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 Defend Dice shown on the specific spell card and counting the white shields scored. If the wall takes 1 Body Point or more of damage, it is destroyed and the piece is removed from the board.

**Note:** Special Tiles like the Icy River may decrease the Hero's movement rate. (For

more information see Appendices B—F.)

### Room Tiles

These tiles take up an entire room or may combine more than one room. Some of these tiles are for decorating the board adding to the atmosphere and other rooms may have natural traps or are natural traps. These rooms have certain purposes in the Quest maps. (For more information see Appendix B.)



## The 6 Hero Actions:

As a Hero, you may do any one of the following 6 actions on your turn. (It is possible, however, that you may not be able to do any.)



### Action 1—Attack

As a Hero, you may attack any monster that you are adjacent to. You are adjacent if you are directly to the side, front, or rear of another square. You may, however, only attack once per turn. Your attack strength depends on your attack weapons. The stronger the weapon, the greater the number of Attack Dice used. Some weapons allow you to attack diagonally or from a distance. Most weapons, however, do not.



The Elf is considered adjacent to the monster in any of these four positions.

**Important:** You may only attack with one weapon at a time.

At the start of the first Quest, each Hero is armed with a specific weapon. Refer to the Hero's Character Card for his Starting Weapon and Attack Dice number.

**The Barbarian** begins with the greatest starting weapon, the broadsword.

**The Dwarf's** starting weapon is a shortsword. He also possesses an inner strength—a special knack for disarming traps.

**The Elf** also starts with a shortsword. He is a good fighter and has some knowledge of the magical arts. The Elf begins each Quest with 3 magic spells (one spell group).

**The Wizard** starts with a small dagger. He has great knowledge of magic and is a master spellcaster. He begins each Quest with 9 magic spells (three spell groups). However, he is handicapped by his inability to wear normal armor or use large weapons.

There is also a female Barbarian and Elf that have the exact same stats as their male counterparts. Any reference to “Barbarian” or “Elf” will apply equally to either the male or female character. **Note:** Only one type of any Hero can be in play at any one time.

## How A Hero Attacks

◆ As a Hero, you must roll the White Combat Dice to attack. The number of dice to roll depends on the weapon you are using for the attack. (Check your Character Sheet for your attack strength.) Failure to roll any skulls results in a failed attack.

◆ Each Skull rolled is considered a hit, resulting in 1 Body Point of damage scored against the monster. **If hit, the monster immediately defends by rolling its Defend Dice.** If the monster's Body Points reach zero, the monster is considered dead and is removed from the gameboard.



Skull rolled.



## How A Monster Defends

◆ A defending monster rolls the number of Defend Dice shown in the Monster Chart on the Information Screen. Each black shield rolled by the defending monster blocks 1 hit from the attacking Hero.



Black Shield rolled.

◆ Many monsters are killed with only 1 hit. Some monsters, however, require more than 1 hit. (Refer to the Monster Chart on the Information Screen for a monster's Body Points.) For those monsters requiring more than 1 hit, monster damage is tracked by the use of skull tiles. Zargon, for each hit your monster sustains, you must record the hit by placing a skull tile under the monster figure on the gameboard.



Skull Tile

**Note:** If the monster survives the attack, it cannot attack the Hero back until Zargon's next turn. (See How A Monster Attacks and How a Hero Defends on pages 23-24.)



## A Trip To The Armory

As a Hero, you may collect valuable treasures, such as gold coins, during a Quest. Between Quests, you may use Gold coins to purchase powerful weapons and protective armor from the Armory. (See cardboard platform.)

These weapons allow you to increase your attack and defend strength and may also give you unique combat advantages.

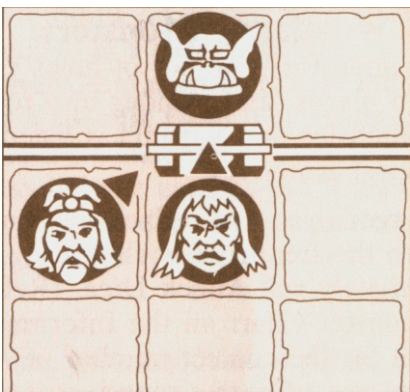
For instance, daggers and crossbows are special weapons due to their ability to hit a monster from a distance.

Some long weapons, like the staff and the longsword, allow you to attack diagonally. The attack is made and defended normally



The Wizard, with a staff, is in a “safe” position. The staff allows him to attack the monster diagonally. The monster, however, cannot attack the Wizard diagonally.

Using diagonal weapons allows more than one Hero to attack a monster  
Blocking a doorway.



Both the Wizard and the Barbarian may attack the monster blocking the doorway. The Wizard, with a staff, may attack diagonally. The Barbarian, with a broadsword, may attack adjacently.

**Note:** For complete information on all of the weapons and armor, please refer to the Armory.

## A Trip To The Alchemist's Shop

Also with these valuable treasures, Between Quests, you may use Gold Coins to purchase powerful potions from the Alchemist's Shop.

These potions allow you to possibly increase your attack and defend strength as well as restore Body and Mind Points. Also some potions give the Heroes unique advantages. These potions are invaluable to the Heroes.

For instance, the Potion of Battle Rage allows the Barbarian to attack twice, and the Potion of Restoration restores both a Body and Mind Point.

**Note:** For complete information on all of the potions, please refer to the Alchemist's Shop.

## A Look at Mercenaries

Adventures may each hire up to four followers at any time between Quests. These followers may be from any of the four types of Mercenaries. To hire a Mercenary, an adventurer must pay the initial Price to Hire which appears on the Mercenary Card. That Mercenary will then stay with and fight for that Hero until he, the Mercenary, is killed and as long as he is paid 10 gold coins at the end of each Quest. If he is not paid for his services, he will leave and must be paid his full Price to Hire in order to return. (For more information see Hiring Mercenaries on page 27.)



## Action 2—Cast A Spell (Elf and Wizard Only)

As the Elf or the Wizard, you may cast a spell instead of attacking. You may cast a spell at anything you can “see.”

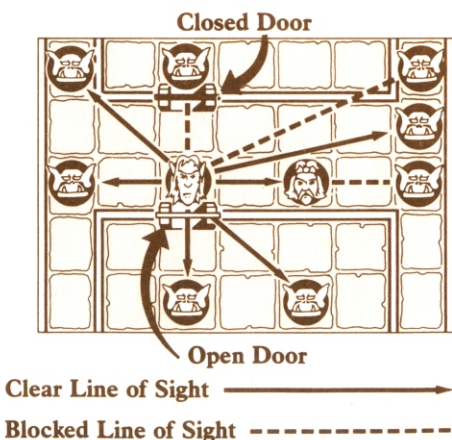
**Important:** You may only cast a spell on your turn.



## “SEE”

For the Elf or Wizard to cast a spell, the target must be visible. Heroes and monsters are only visible if an unobstructed straight line can be traced from the spell caster to the target.

**A Good Rule of Thumb:** Draw an invisible straight line between the center of the square the spell caster is on and the center of the square the target is on. If the line does not cross a wall, closed door, Hero or monster, the target is declared visible, even if the line just touches a corner or wall edge. The following diagram shows an example of what is visible.



As the Elf or the Wizard, you may cast a spell on yourself, another Hero, or on a monster. Once a spell is cast, the spell card is discarded for the remainder of the Quest. Each spell may be cast only once per Quest. Use them wisely!

**Note:** A spell and its effects are explained in detail on its corresponding spell card.

## **H** Action 3–Search For Treasure

Treasure is found only in rooms, not in corridors. A room may be searched by all 4 Heroes, but each individual Hero may only search the room once and may do so only on his own turn.

**Note:** Some treasures are protected by a trap. See Search For Traps on pages 16-17.



## How A Hero Searches For Treasure

- ◆ As a Hero, you may search a room for treasure only if the room is uninhabited by monsters.
- ◆ As a Hero, you must first verbally declare your search. Do so by saying, “I am searching for treasure.” Searching for treasure means you are looking around, opening things, searching for interesting objects and Gold Coins, regardless of what square you are on in the room. Do not move your Hero figure when you search.
- ◆ If there is no special treasure called out to Zargon in the Quest Book, you, as a Hero, must draw a random card from the Treasure Card deck and read it aloud. The card could offer you a variety of things, including riches and magical potions. Record any Gold Coins or potions on your Character Sheet.

These “valuable” Treasure Cards (Gold Coins and potions) are NOT returned to the treasure deck until the next Quest.

**Note:** To eliminate conflicts among the Heroes, large Gold Coin treasures found in treasure chests should be divided among all surviving Heroes. Later, between Quests, you may use the treasure to purchase additional weapons and armor from the Armory. (See A Trip To The Armory on page 12.)

**Be careful!** Almost half of the Treasure Cards contain Wandering Monsters and Hazards! These “bad” Treasure Cards ARE returned to the treasure deck and may be re-drawn in the next treasure search.

**IMPORTANT!** The Treasure Cards must be shuffled before a Hero draws one from the deck.

## **How Zargon Reacts To A Hero's Search For Treasure**

As Zargon, if there is a special treasure (as described in the Quest Notes), you must read aloud the treasure description once the treasure has been found. The special treasure is discovered only once by the first Hero who searches the room for treasure, even if other Heroes later search that same room.

If there is no special treasure in the searched room, direct the searching Hero to draw a Treasure Card as described. However, if the Hero draws a Wandering Monster or Hazard card, do the following:

## **Wandering Monsters**

These monsters pop out of holes and hidden places and wander into rooms. (The monster that appears is listed in the Quest Notes.)

As Zargon, you must place the monster next to the treasure-searcher and immediately roll Attack Dice. (Refer to the Monster Chart on the Information Screen for the correct number of Attack Dice to use.) On this round, you can only attack the treasure-searcher. After the attack, the Wandering Monster remains on the gameboard and can be moved like other monsters.

**Note:** If the surrounding squares are occupied and it is not possible to place a monster next to the searcher, put the monster in the room as close to the searcher as possible. Then, on your next turn, the monster can move and attack like other monsters.

**Note:** Several Quests have multiple wandering monsters. 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.

## **How Heroes Respond To Wandering Monsters**

As a Hero, you roll combat dice to defend against a Wandering Monster's attack. You may then continue with your turn. (See How A Hero Defends on page 24.)

## **Hazards!**

As a Hero, when you draw a Hazard Card from the Treasure Card deck, read the card aloud and follow its directions.

## **Magical Trap!**

When a Hero finds a Magical Trap from the Treasure Card Deck he sets off a Fireburst trap. Place the Fireburst Tile in the center of the room and refer to Appendix E or the Magic Reference Chart to check the effects of the trap.

## **Poison!**

If a Hero finds a Poison Card from the Treasure Card Deck he rolls 1 Combat Die. If the Hero rolls a Skull he loses 1 Mind Point or 1 Body Point.

## **Artifacts**

Some of the special treasures are called "artifacts." Each is described in detail on its corresponding Artifact Card. These items include weapons, armor and items that provide additional powers. Finding an artifact may also be the objective of a particular Quest. Important! Certain artifacts may only be used by a specific Hero. For example, the Wizard's Cloak and the Wizard's Staff may only be used by the Wizard. If another Hero finds one of these items, he should give it to the Wizard.

## Spell Scrolls

These scrolls are used just like the spell cards in the Game System. However, a spell scroll can be used by ANY Hero (not just the Wizard and Elf) who finds one. Note that spell scrolls can be only used once.

When a spell scroll is found, the Hero should record it on his Character Sheet. If a Hero finds an unnamed spell scroll, Zargon should turn all of the spell scroll cards face down, mix them up, and let the Hero draw one at random. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

**Note:** Heroes who have artifacts are allowed to give them to other Heroes.

## Potions

As a Hero, you may drink a potion at any time. The way a potion works and how long its effects last are listed on the potion Treasure Card, in The Alchemist's Shop, and sometimes in the Quest Book. You may drink more than one potion at a time. Healing potions are very valuable. If your Body Points are reduced to zero, you may drink a healing potion before you die and save yourself by restoring 1 or more of your Body Points. You may give one of your potions to a fellow Hero, but you may do so only on your turn.



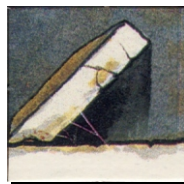
## Action 4—Search for Secret Doors

Secret doors are hidden portals that cannot be seen when you, as a Hero, “look” into a room or down a corridor. These doors are concealed in a variety of ways, including sliding panels and pivoting bricks. You will not discover a secret door unless you search for one.

## How a Hero Searches For Secret Doors

◆ As a Hero, you can only search for secret doors if there are no monsters visible to you.

◆ You must first verbally declare your search. Do so by saying, “I am searching for secret doors.” Zargon will then disclose any secret doors located in the room or corridor that you are in by placing a secret door tile on the game board square where the secret door is located. Do not move your Hero figure when you search.



Secret Door Tile

◆ The door is not considered OPEN until you move adjacent to it and declare that you are opening it. Once the door is opened, Zargon will place on the game board the items that are beyond the secret doorway. Once opened, the door cannot be closed.

**Note:** Most secret doors may be found by a search on either side of the wall in which they are placed, however, always consult the Quest Notes, just to be certain.



## Action 5—Search For Traps

There are many kinds of traps—pit traps, falling block traps, spear traps, swinging axe traps, stalactites and chest/furniture traps. They can be found in both rooms and corridors. Only Zargon knows where these traps are hidden. If, as a Hero, you move onto a square that contains a trap, you will automatically spring the trap, possibly suffering damage.

A treasure chest or piece of furniture may also contain a trap. If you search for treasure without first searching for traps, you will spring the trap. Remember, it often pays to take the time to search.

## How A Hero Searches For Traps

- ◆ As a Hero, you can only search for traps if there are no monsters visible to you.
- ◆ You must verbally declare your search. Do so by saying, "I am searching for traps." Zargon will then tell you which squares, if any, have traps. He will NOT, however, put any trap tiles out on the board. At this time, they are still concealed and unsprung.

- ◆ Once a trap is discovered, you may be able to JUMP the trap, or on your next turn, DISARM it. (See Action-6 Disarm A Trap on page 22.)

**Warning:** There are some traps in a room that have been placed directly on the other side of the door. Beware! The first Hero to enter the room through that door will encounter the trap and suffer damage!

**Note:** As a Hero, you cannot search for these traps by looking through the door. You must be in the room to search for any traps in it.

**Note:** Monsters do not spring traps.

## Common Kinds of Traps

The location of pit traps, falling block traps, spear traps and chest/furniture traps are marked in gold or light green on the Quest Maps in the Quest Book. All traps marked in light green are traps and other hazards that the Heroes can neither see nor detect by searching.

Do not place any trap tiles out onto the board. At this time they are concealed and unsprung.

## Kinds of Pits

### Pit Traps

A pit trap is a covered hole in the floor. If the trap is found during a search, Zargon will say that the floor looks weak and will point to the square where the trap is located. Zargon will NOT put a pit trap tile on the gameboard at this time. It has not yet been sprung. Once a pit trap is discovered, a Hero may be able to JUMP the trap, or on his next turn, DISARM it. (See Jumping A Trap on page 21 and Disarm a Trap on page 22) If a Hero does not search for traps and moves onto a pit trap square, he automatically springs the trap.

### Springing A Pit Trap

- ◆ As a Hero, if you move onto a pit trap square, Zargon will stop you by saying, "You have just stumbled into a pit!"



- ◆ Zargon will then put a pit trap tile on that square (under your Hero figure) and will tell you that you suffered 1 Body Point of damage in the fall. This ends your turn. You must then record your Body Point damage on your Character Sheet.







### Long Pit Traps

Long pit traps are like normal pit traps except they take two spaces on the board instead of one.

#### Springing A Long Pit Trap

As a Hero, if you move onto a long pit trap square, Zargon will stop you by saying, "You have just stumbled into a pit!"

◆ Zargon will then put a long pit trap tile on that square (under your Hero figure) and will tell you that you suffered 2 Body Points of damage in the fall. This ends your turn. You must then record your Body Point damage on your Character Sheet.

◆ For a Hero to climb out of the pit he must roll 1 red die. If he rolls a 5 or 6 he climbs out successfully and may continue his move. If any other number is rolled, the Hero falls back into the pit losing his turn.

**Note:** A Hero does not suffer damage again when trying to climb out of the long pit trap.



### Pits of Darkness

The Pit of Darkness Trap works the same way as a normal pit trap with the following exceptions: a character falling into a Pit of Darkness plunges 30 feet onto hard floor. Once he falls, a Hero will suffer damage depending on how much armor he is wearing.

#### Springing a Pit of Darkness

As a Hero, if you move onto a pit trap square, Zargon will stop you by saying, "You have just stumbled into a very deep pit!"

◆ Zargon will then put a Pit of Darkness Trap Tile on that square (under your Hero figure). Heroes not wearing any armor must roll 1 Combat Die to see if any damage is done; those wearing chainmail or Borin's Armor must roll 2 Combat Dice and

those wearing platemail armor must roll 3 Combat Dice. A Hero takes 1 Body Point of damage for each skull rolled. You must then record your Body Point damage on your Character Sheet.

#### What Happens To A Hero In A Pit?

◆ As a Hero, once in a pit, you may search the pit for treasure or secret doors as if it were a separate room unto itself.

◆ When in a pit, you may also attack and defend, but you must roll 1 less Combat Die when doing so. (This applies to monsters as well.)

**Note:** As a Hero, your minimum attack or defend strength is always 1 Combat Die, even if the pit penalty would reduce your dice to zero.

◆ Normally, you can move out of a pit on your next turn.

**Note:** Once a pit trap is sprung and a pit tile is placed on the board, the trap cannot be disarmed or removed. As a Hero, you may, however, attempt to JUMP over it. (See Jumping A Trap on page 21.)



### Falling Block Traps

Heroes beware! Falling Block traps are very dangerous. Stepping on one may trigger the ceiling to collapse. If such a trap is found during a search, Zargon will say that the ceiling looks dangerous and will point to the square where the trap is located. Zargon will NOT put a falling block trap tile on the gameboard at this time. It has not yet been sprung. Once an unsprung falling block trap is discovered, a Hero may attempt to JUMP the trap or may later try to DISARM it on his next turn. If a Hero does not search for traps and moves onto a falling block trap square, he springs the trap.

### Springing A Falling Block Trap

◆ As a Hero, if you move onto a falling block trap square, Zargon will stop you by saying, “You’ve just sprung a falling block trap! The ceiling is caving in! Look out!”

◆ Zargon will then put a falling block trap tile on the square, under your Hero figure.

**Note:** Once a falling block trap has been sprung and put out on the board, it cannot be disarmed or jumped.

◆ Zargon will then give you 3 Combat Dice to roll. For each skull rolled, you suffer 1 Body Point of damage. You may NOT roll Defend Dice.

◆ You must now make a decision. You can either move ahead or move back to an empty space. Remember, the trap space is now a permanent block in the game. Your decision is a critical one. You could become trapped forever, or you could be cut off from the rest of the Heroes.

◆ Move to the space you have decided upon. This ends your turn.



### Spear Traps

A spear trap is carefully hidden. If found during a search, Zargon will say that the square looks suspicious and will point to the square where the trap is located. Once a spear trap is discovered, a Hero may attempt to JUMP the trap or DISARM it. As a Hero, when you step onto a spear trap square, you automatically spring the trap. This causes a spear to thrust out of the wall, floor or ceiling.

### Springing a Spear Trap

◆ As a Hero, when moving onto a spear trap square, you must roll 1 Combat Die. If you roll a skull, you suffer 1 Body Point of damage. This ends your turn. If you roll either a black or white shield, you have dodged out of the way of the spear.

You may then continue with your move. The spear trap is now gone forever and the square can be moved onto safely.



### Stalactite Trap

This deadly spear of ice clings to the ceiling of ice caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square.

### Springing a Stalactite Trap

◆ As a Hero, if you move onto a stalactite trap square, Zargon will stop you by saying, “You have just been struck by a falling stalactite.”

◆ Zargon will tell you that you suffered 1 Body Point of damage. This ends your turn. You must then record your Body Point damage on your Character Sheet. The stalactite trap is now gone forever and the square can be moved onto safely.



### Swinging Blade Trap

The trap is tripped when a character lands on a space marked with a solid blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a solid or outlined blade symbol.

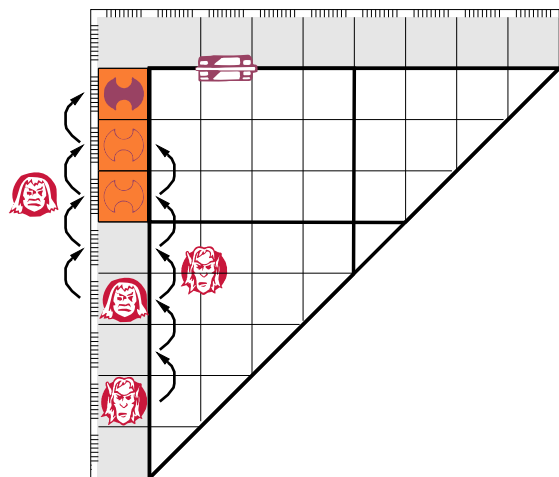
### Springing A Swinging Blade Trap

◆ Zargon will then give you 2 Combat Dice to roll. For each skull rolled, you suffer 1 Body Point of damage. You may NOT roll Defend Dice. You must then record your Body Point damage on your Character Sheet. The swinging blade trap is now gone forever and the square can be moved onto safely.

**Note:** A Swinging Blade Trap can only be detected by a search in the room or corridor containing the solid blade symbol.

Example: In the diagram on the following page, the Elf moves five spaces and lands on an outlined blade space. He does not set off

the trap, but on his turn, the Barbarian moves four spaces and lands on the solid blade space. The blade swings down attacking both the Elf and the Barbarian with 2 Combat Dice.



**Note:** There are no spear, stalactite or swinging blade trap tiles.



### Wandering Monster Trap

These monsters sneak up or pop out of an unsuspecting place waiting to ambush the Heroes. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.

### Springing A Wandering Monster Trap

◆ Zargon must tell the Hero to stop on the 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.

**Note:** There are no wandering monster trap tiles and wandering monster traps are always marked light green on the Quest Map.

## Magical Traps

Whenever a Hero enters a room described in the Quest notes as containing a magical trap, Zargon must refer to the Magic Reference Chart to see the effect of that particular trap.

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified on the Magical Reference Chart. 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 Hero enters a room containing a Fireburst trap, 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 Combat Dice. It may only be disarmed with a Tempest spell.



### Hurricane Trap

This trap must be set in a corridor. Once a character passes the spot marked "X", a hurricane will rush down the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.



### Teleport Trap

Any Hero who steps on a square marked with symbol "A", will instantly be transported to the square marked with symbol "B", elsewhere on the map. Stepping on a symbol "B" square has no effect. Once a character has been teleported, he is disoriented and his turn ends immediately.



**Magic Reference Chart**

## Chest/Furniture Traps

A chest/furniture trap can be a variety of things, including poisonous gas, poison needle, explosive latch, or a shooting dart.

If the room or corridor that the chest/furniture is located in is being searched for traps, Zargon will say that the chest/furniture looks dangerous and will point to the chest/furniture in question. Once a chest/furniture trap is discovered, a Hero may attempt to DISARM it on his next turn.

## Springing A Chest/Furniture Trap

◆ As a Hero, if you search a room for treasure, before searching the room for traps, any chest/furniture traps in the room will be sprung, ending your turn. You then suffer the consequences described to Zargon in the Quest Notes.

◆ If you successfully disarm the trap, the trap is removed and you may continue with your move. (See Disarm A Trap on page 22.) You may search the disarmed chest/furniture for treasure on your next turn.

## Jumping A Trap

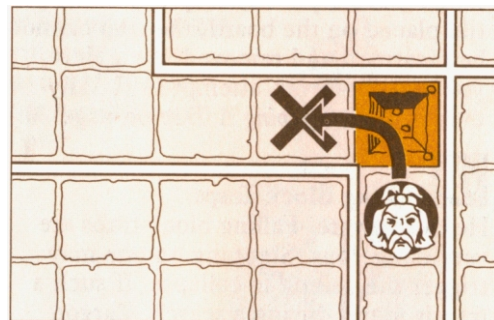
As a Hero, if your path is blocked by a trap, you may attempt to pass by jumping over it. To jump over a trap, you must do the following:

- ◆ You must have at least two squares of movement remaining, as if you moved onto the trap square and then onto one unoccupied ADJACENT square beyond.
- ◆ You must roll anything but a Skull on 1 Combat Die to jump the trap. If a Skull is rolled, you spring the trap, suffering the body damage caused by that particular type of trap. If there is a corresponding trap tile, it will then be put on the game board by Zargon. You are then put on the trap square. This ends your turn.
- ◆ If you avoid rolling a Skull, you can jump over the trap, expending two moves. If you have any moves remaining from your dice roll, you may then continue your move.

Note: Once a falling block trap has been sprung, it CANNOT be jumped. The path is permanently blocked by a wall of fallen stone. However, once a pit trap has been sprung, the hole in the ground, though dangerous, CAN be jumped.

### More About Jumping Pit Traps:

There may be as many as 3 possible squares to jump to on the other sides of a single pit. However, a pit in the corner of a corridor has only 1 space open to jump across to.



To successfully jump across this pit trap, a Hero must jump across to square X.



In the previous illustration, if the 'X' square is occupied by a monster, and you are a Hero without any special armory weapons, you must voluntarily fall into the pit (suffering damage) and do combat with the monster (at a disadvantage) from in the pit!

### Jumping Long Pit Traps

If a Hero wants to jump over this pit the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 Combat Die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage.

### A Last Note on Traps

As Zargon, you don't necessarily have to follow the exact rules on a trap when creating Quests. For example, traps don't necessarily have to be damaging. A pit trap could lead to another room or a chest could release a horde of monsters upon a Hero. Remember that Zargon is the ultimate authority in the HeroQuest world!

## Action 6—Disarm A Trap

As a Hero, to disarm an unsprung trap, you must first know its location, and you must possess a tool kit (or be the Dwarf). A tool kit may be purchased between Quests at the Armory. (See cardboard platform.)

### How A Hero\* Disarms A Trap

**With A Tool Kit** (\*Does not apply to the Dwarf)

◆ As a Hero, before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.

You must move onto the trap square and roll 1 combat die. If you roll a skull, you

have sprung the trap, suffering body damage. If you roll either a black or white shield, the trap is disarmed. A disarmed trap is considered "gone" and is not put out on the gameboard.

### How The Dwarf Disarms A Trap

As the Dwarf, you never need a tool kit to disarm a trap! Your odds of succeeding are great due to your innate skills. To disarm a trap, you must do the following:

- ◆ Before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
- ◆ Roll 1 Combat Die. If you roll a Black Shield, you have sprung the trap, suffering body damage. If you roll anything except a Black Shield, the trap is disarmed.

**Note:** A disarmed trap is considered to be a regular gameboard square.





## Zargon, The Evil Sorcerer's Turn

Zargon, only after ALL 4 Heroes have completed a turn is it your turn. You may then move every monster currently on the game board. Like Heroes, monsters may move and perform an action, OR may perform an action and then move. A monster cannot move part way, perform an action, and then finish its movement.

Each monster may perform one of the following two actions:

- ◆ ATTACK
- ◆ CAST A CHAOS SPELL

**Note:** Only certain monsters may cast a spell. Refer to the Quest Notes in the Quest Book for more information.

### Monsters May Not:

- ◆ Search for treasure
- ◆ Search for secret doors
- ◆ Move or attack diagonally
- ◆ Pass over Heroes
- ◆ Move through walls
- ◆ Open or close doors
- ◆ Share a square on the game board

**Note:** Monsters do not spring hidden traps. Therefore, they have no need to search for them, or to disarm them.

### Monster Movement

Unlike Heroes, monsters do not move by dice roll. Each monster's maximum movement per turn is listed in the Monster Chart on the Information Screen, and also on the Monster Cards. Monsters do not have to move the entire distance indicated on the Monster Chart.



## The 2 Monster Actions: Action 1–Attack

A monster may attack any Hero that it is adjacent to. However, a monster may only attack once per turn. A monster's attack strength is based on its natural abilities and does not depend on a weapon.

### How a Monster Attacks

- ◆ An attacking monster rolls the number of Attack Dice shown in the Monster Chart on the Information Screen. Failure to roll any skulls results in a failed attack.
- ◆ Each skull rolled is considered a hit, resulting in 1 Body Point of damage scored against the Hero. If hit, the Hero immediately defends by rolling its Defend Dice. If the Hero's Body Points reach zero, the Hero is considered dead. (See Dead Heroes on page 25.) **Important!** If the Hero has 1 Body Point remaining, and takes more than 1 hit of damage, his Body Points are still only reduced to zero.



**Skull rolled.**

### 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 Polar Warbear), 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.

### Large Monsters

When a monster takes up more than one square (the Giant Wolf 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.

## Giant Monsters

Certain monsters are so large that they take up the entire corridor (the Ogre for instance). No one may pass through the same space as these monsters until they move or are dead.



## How a Hero Defends

A defending Hero usually rolls 2 Defend Dice (less if in a pit or under certain spells, and more after purchasing armor). Each white shield rolled by the defending Hero blocks 1 hit from the attacking monster.



White Shield rolled.



## Action 2—Cast A Chaos Spell

As Zargon, you may cast a Chaos Spell instead of attacking. You must give your Chaos Spells to specific monsters as called for in the Quest notes. A monster can only cast a spell on a Hero that it can “see.” Important: You may only cast a spell on your turn. A spell may only be cast once per Quest. Once a spell is cast, the spell card is discarded for the remainder of the Quest.

A spell and its effects are explained in detail on its corresponding spell card.

## Chaos Sorcerer Spells

There are 3 types of Chaos Sorcerer Spells which use Mind Points to affect their targets. Mind Points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and more importantly, how well they can resist it. These Chaos Spells have spell tokens which monsters will use when allocated them in the Quest notes.

Chaos Sorcerers may only cast one spell per turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of

sight. A Chaos Sorcerer who casts a spell may also move, but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer casts a spell and is killed, that spell stops working at once.

For example: If the Chaos Sorcerer uses a spell on a Hero and is killed before that Hero's turn, the Chaos Sorcerer's spell stops working at once. The Hero is then free to move on his next turn.

Some special Sorcerers have their own special set of six spells which only he may use. For example, only the Necromancer may use the Necromancer spells and only the Orc Shaman may use the Orc Shaman spells.

## Werewolves

If a Hero is affected by a Werewolf's Curse spell or injured by the attack of a Werewolf, the Hero becomes a Werewolf, cursed to switch between Hero form and Wolf form. At the start of every turn, the Hero must roll 2 d6 to see if he transforms into a Wolf. A roll of 2 through 9 means the Hero remains in Hero form and under the control of the player; the Hero may move and act normally. A roll of 10 through 12 means the Hero transforms into Wolf form and Zargon controls him as a monster for 1 turn (on Zargon's next turn).

When a Hero transforms into a Wolf, replace his figure with a Wolf tile. All of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the Hero's former possessions. The Weapon Pack tile stays on this space until the Hero returns to pick up his possessions.

This Wolf is a true monster, with no Hero abilities and all the abilities of monsters (moves on Zargon's turn, attacks as a Giant Wolf, unaffected by traps or pits, cannot open doors, etc.).

At the end of Zargon's turn, the Wolf transforms back into the Hero and returns to the player's control. The Hero figure replaces the Wolf tile.

The Hero must roll for this transformation each turn until he is cured by drinking a Wolfsbane Potion (or the Potion of Restoration from the Alchemist's Shop).



## Dead Heroes

As a Hero, you die when your Body Points are reduced to zero, and you do not have a Healing Spell or Healing Potion to save yourself.

### What Happens To A Dead Hero?

As a Hero, if you die, you are out of the game for the rest of that Quest. You may, however, rename your Hero and play him as a new character in the next Quest. Armor, weapons, and treasures that belonged to you prior to death can be picked up by any other Hero in the room with you.

**Warning!** If there are no other Heroes in the room or corridor with you when you die, any monster in the room or corridor with you will claim your possessions. It may not, however, use them. They are removed from the game.

### How A Hero Escapes Death

As a Hero, if your Body Points have been reduced to zero, there are two situations where you can save yourself:

- 1) If you have a Healing Potion in your possession, you can immediately drink it. The potion will instantly raise your Body Points above zero, restoring you to life.
- 2) If you are a spellcaster with a Healing Spell and you have not already performed an action on your turn, you can be healed by casting the spell on yourself.

**Important!** After your Body Points have reached zero, you can never be saved by a fellow Hero's spell or potion. It will be too late. You will have died by the time it is your fellow Hero's turn—the only time when he can cast a spell or give you a potion.



## 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.

The extra Mind Points gained from certain artifacts (such as the Talisman of Lore) “can” be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of 3 Mind Points) goes into shock after he accumulates 3 Mind Points of damage.

**Important:** It is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of “Body Points” boxes on their Character Sheets to record Mind Point damage.







## What Happens If You Run Out Of Monsters?

Some Quests may require more monsters than are available in the game. This could happen if the Heroes fail to kill monsters. Killed monsters may be used again later in the Quest if the Quest Book calls for their placement. However, if all the monsters of a particular type are already on the game board and you, as Zargon, need to place another one, substitute other monsters of similar strength. If there are no monsters of similar strength you may use any monster that is of the same color as the one that should have been used.

**Note:** If a Quest map calls for a type of Mercenary that is not available because they've all been hired by Heroes, Zargon should substitute a different type of Mercenary first, but if none are left Zargon may use another monster altogether.

## Ending The Quest

As a Hero, you successfully complete a Quest only when you have achieved the Quest goal AND have returned to the safety of the stairway. A Quest may be ended early by the players voluntarily returning to the stairway before completing the Quest, or by all 4 Heroes dying in their attempt to complete the Quest.

There is usually a final treasure or a reward associated with successfully completing a Quest. Your valiant efforts are rewarded by splitting the reward amongst yourselves.

After successfully completing the Quest, circle the corresponding Quest number on your Character Sheet. Keep this sheet as a record of the Quests you have completed.

## What Happens Between Quest?

As a Hero, your starting Body and Mind Points are automatically restored once you have successfully completed the Quest and have returned safely to the stairway. All spells are then returned to the Wizard and the Elf.

Finally, you may now visit the Armory and purchase new weapons and armor with the Gold Coins you have accumulated. Be patient. It may take a few Quests before you have enough money to purchase anything.

Wizard: Since there are so few things that you can buy from the Armory, it would be wise for you to save your money. Other powerful magic items will be offered for sale in future adventures (in the Quest Packs). You may wish to spend your money on those items.

**Important!** You keep any treasures found and take them with you on your next Quest. Remember, Heroes, to subtract from your Character Sheet any Gold Coins spent. Save this sheet between Quests and use it again!

### Selling Excess Items

As the Heroes gain better equipment, they can sell some of their old items to the Armory. Only items that are listed for sale in the Armory can be sold back to the Armory. The Hero receives Gold Coins equal to half of the Armory's price when selling items to the Armory. Thus, a Hero who sells a long sword (which costs 350 Gold Coins) back to the Armory receives 175 Gold Coins. Items sold at the Armory for odd sums (the dagger at 25 Gold Coins, for example) can be sold back for half price, rounded down (12 Gold Coins for the dagger).



## Mercenaries

Once a Hero has become a Champion and his deeds are exalted in taverns and around camp fires all over the land, he will want a band of followers to aid him in even greater feats of heroism.

Such men are found in towns and cities all around the country. Men willing to follow a great Champion and fight for him as long as he will pay for their upkeep.

There are four types of Mercenaries. Each has his own strengths and weaknesses and each has his own price.

### Hiring Mercenaries

Prior to any new Quest, a Hero may recruit up to 4 Mercenaries. The price that the Hero has to pay for recruiting the Mercenary is listed on the corresponding Mercenary Card. Once the hero has paid the fee, the Mercenary will fight for the hero until he himself (the Mercenary, that is) has been defeated. At the end of each Quest, the Hero has to pay an additional 10 gold in order to keep the Mercenary in his service. If the Hero does not pay this additional fee, the Mercenary will leave his service and will then have to be recruited again for the full starting price.

For each recruited Mercenary the Hero then takes a Mercenary figure with the appropriate weapon. For each of the types represented of the recruited mercenaries, he takes a corresponding Mercenary Card, on which all relevant information for this type is stated.

A player whose Hero has been killed, may choose to fight on with his Mercenaries. If he decides not to, he has to remove the Mercenaries from the board immediately.



## Mercenaries in the Game

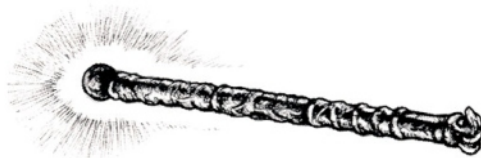
Once a player has hired any Mercenaries, he may take them with him on his next Quest. Each player begins the Quest in turn by placing all his figures on the stairway tile or in any adjacent squares and then takes his turn before the next player sets up.

- ◆ Each Mercenary may move and attack in the same way as the Heroes, using the movement and combat values printed on the Mercenary Card.
- ◆ When defending, Mercenaries count the White Shields.
- ◆ Mercenaries may open closed doors and jump over pit traps.
- ◆ Any money given to a Mercenary cannot be retrieved, even after he dies.
- ◆ Mercenaries may not search for treasure, use any Equipment, Artifacts or Treasure Card items. Only scouts may search for and attempt to disarm traps.



## Lost Artifacts

It is sometimes required that the Heroes have a specific artifact in their possession before they continue on to the next Quest. Zargon, if a Hero dies while in possession of an artifact, and your monsters steal the artifact, you must include the artifact as a special treasure early in the next Quest.



## Solo Quests

These Quests are designed for play by a certain character alone. These Quests can be used as an introduction to Hero Quest for a new player or as fun Quests to play when only two players are available. Also, if a new character is to join a party.

## Playing the Quests as a Series

This allows the Heroes to play a pack of Quests consecutively. When playing any Quests as a series the following Rules apply:

- ◆ At the start of the first Quest, it is not uncommon for the Heroes to start with extra potions or equipment.
- ◆ The Heroes must keep the same spells they choose right at the start of the first Quest.
- ◆ The Heroes may not buy new equipment, potions, or hire Mercenaries between these Quests.
- ◆ Everything else done in between Quests is done normally.

**Note:** This is an optional rule for the Heroes unless otherwise stated and can be applied at the start of any new set of Quests.



## Unfinished Quests

Zargon, if a Quest ends with disastrous results (such as death for all 4 Heroes), or goes unfinished, you should modify the Quest before it is replayed. You can do this by creating a new adventure using the blank map and symbols at the end of the Quest Book.



## Advice to Heroes

Before the Heroes begin these Quests, they should carefully choose the equipment and the magical items they will take with them. Remember, the crossbow and staff are the two invaluable weapons in any Quest. The crossbow allows a character to kill a monster without entering a room and running the risk of falling foul of any traps. The staff allows a character to join in an attack against a foe who might otherwise be blocked by other attacking characters. Players should stick together as one party and advance carefully, searching for traps and trying not to move through any rooms which they have not checked.



## Advice to Zargon

Zargon should try to lure the heroes into his traps by making them chase monsters or charge to the attack. He should make the best use of the traps and spells now available to him.

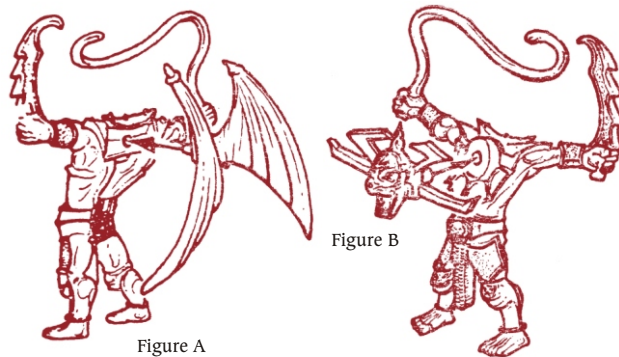
*Zargon, study this book carefully! While it is your guide to running these adventures, it may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your HERO QUEST world!*

# APPENDIX: A

## *Assembly Instructions*

1. Carefully twist all the monster figures from their sprues and put them to one side, then twist off the individual weapon pieces. You may wish to use a hobby knife to remove any excess plastic.

2. The Gargoyle, Ogres, Mercenaries, Frozen Horror, Polar Warbear, Yeti and Archmage figures require assembly.



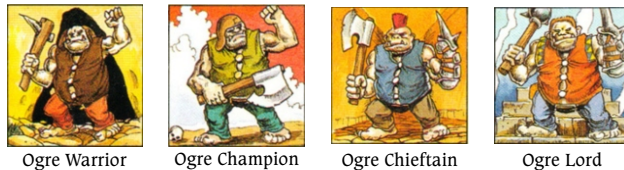
### **Gargoyle**

Clip the wings into the hole, as shown in Figure A. Fit the head onto the neck, as shown in Figure B.



### **Ogres**

There are four different types of Ogre miniatures, each one is illustrated below. Be sure to match the correct arms and heads to each body.

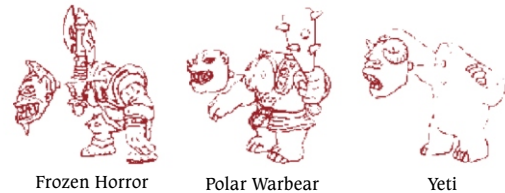


All Ogres assemble as follows:

Take the front half of the Ogre and place the left and right arms into the shoulder sockets. Next, push the back of the Ogre into place, squeezing firmly. Finally, push the Ogre's head into its socket. Repeat the sequence for each Ogre.

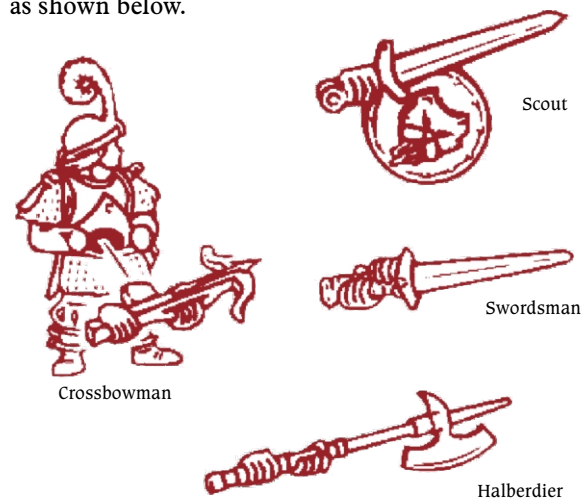
### **The Frozen Horror, Polar Warbear and Yeti**

These figures simply need the heads fitted into the sockets as shown below.



### **Mercenaries**

Attach one of the weapons to each Mercenary figure as shown below.



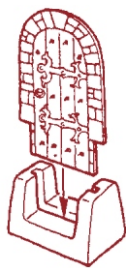
### **The Archmage**

This figure needs its head fitted into the neck, as shown below.

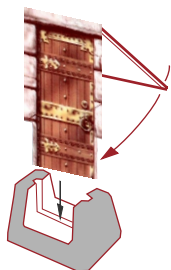




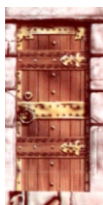
3. Twist the door bases from the gray sprue. Carefully punch the doors from the die-cut sheets and fit them into the bases as shown.



Closed Door



Iron Door



Wooden Door

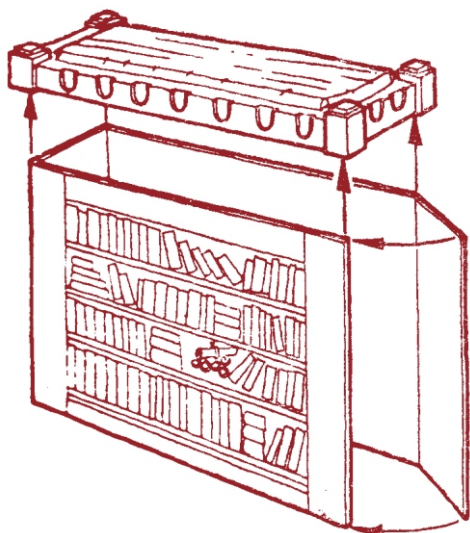


Stone Door



Portcullis

4. Carefully twist the following pieces from the brown plastic runner: rack, alchemist's bench, 2 bookcases and the cupboard. Detach the matching cardboard pieces from the sheet. Assemble the pieces by folding the labeled cardboard parts and pushing them into the underside of the plastic tops as shown.



5. Twist the fireplace from the brown plastic runner. Detach the matching cardboard piece from the sheet. Assemble the fireplace by folding the labeled cardboard part and fitting it into the base as shown.

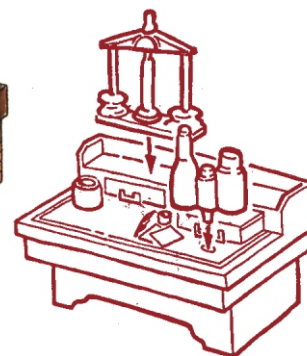


6. Twist the tomb from the gray plastic runner. Detach the matching cardboard piece from the sheet. Assemble the tomb by folding the labeled cardboard part and pushing it into the underside of the plastic top.

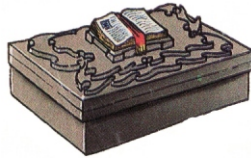


7. Twist the bottles from the gray plastic runner and fit them into the right-hand-side hole of the alchemist's bench.

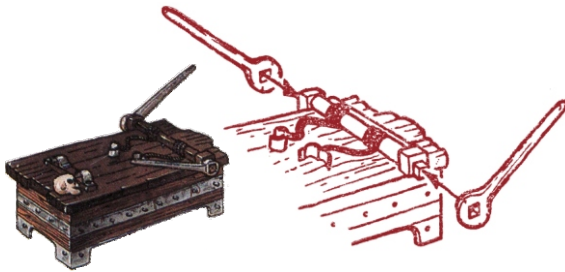
8. Twist the scales from the brown plastic runner and place them on the alchemist's bench shelf.



9. Twist the sorcerer's table and the two candles from the gray plastic runner. Fit the candles into the holes in the table. Detach the matching cardboard piece from the sheet. Assemble the table by folding the cardboard part and pushing it into the plastic top.



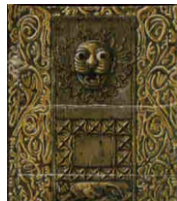
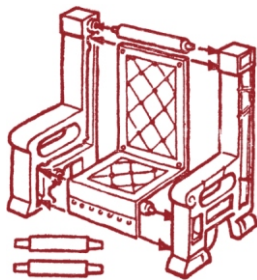
10. Twist the levers from the brown plastic runner and fit them onto the rack, as shown.



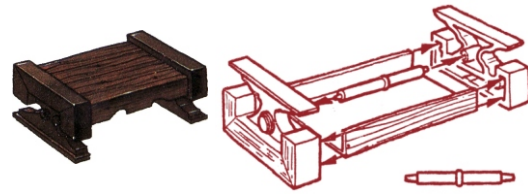
11. Remove the skulls from the white plastic runner and the rats from the brown plastic runner. Fit them into the various holes in the pieces of furniture as you wish.

12. To assemble the throne, 2 tables and 3 treasure chests, twist the plastic pieces shown below (including the pins) from the brown plastic runner. Carefully punch the matching cardboard pieces from the sheet. Fold and assemble as shown.

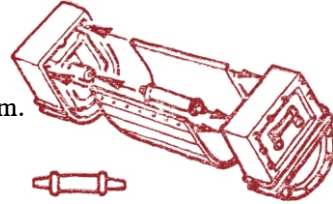
a) The throne: Insert two pins into the two throne halves, trapping the folded cardboard piece between them. The Ogre Throne assembles in the same way.



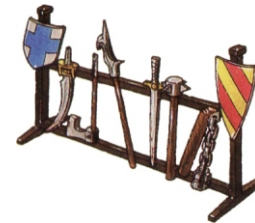
b) The tables: Insert one pin into the two table halves, trapping the folded cardboard pieces between them.



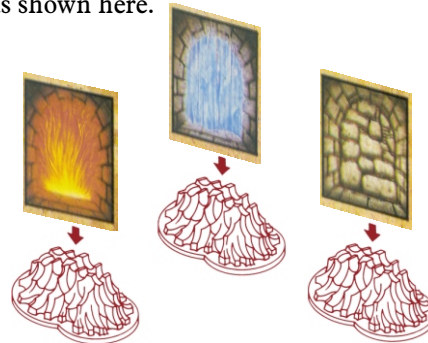
c) The treasure chests: Using your finger for support, carefully fold the cardboard piece so that it curves around your finger. Then, insert one pin into the two chest halves, trapping the cardboard piece between them.



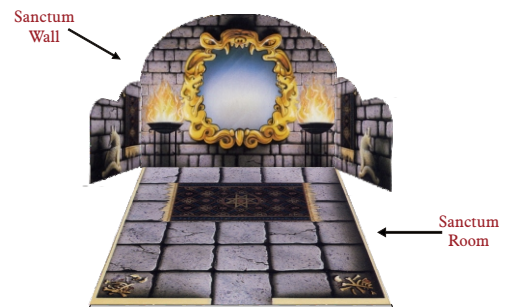
13. Carefully punch the remaining cardboard components from the sheet and twist the weapons rack from the brown plastic runner.



14. Carefully push out the Magic Barrier card pieces from the card sheet. Take the 3 Magical Barrier pieces and slot each of them into a plastic base as shown here.



15. This is the Inner Sanctum and Sanctum Wall. The sanctum walls should be erected at the back of the sanctum, as shown below.





# APPENDIX: B

## Room Tiles

### The Stairway

As a Hero, you normally begin and end in the room marked with the stairway (unless otherwise specified in the the Quest Book). The stairway leads you down, down, down . . . deep into the evil stronghold of Chaos. To safely complete a Quest, you must return to the stairway, for it is only there that you are truly free from harm.



### Secret Door

A secret door must be searched for, before it can be found. This door is not considered open, until a Hero moves adjacent to it and declares as such.



### Cloud of Chaos

When surrounded by this mysterious, purple cloud, Heroes cannot “see” anything.



### Trap Doors

These trap doors are used to link 2 visually unconnected rooms via an unseen “tunnel”. When landing on 1 trap door, a Hero moves instantly to the other trap door.



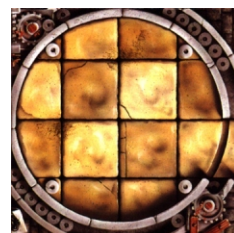
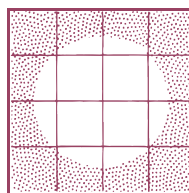
### Coffins

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.



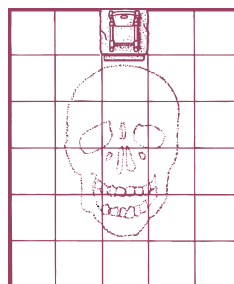
### Revolving Room

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



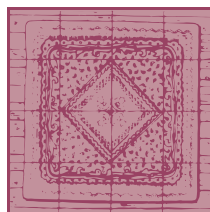
### Throne Room

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



### Carpet Room

A luxuriously carpeted room fit for a Chaos Sorcerer.



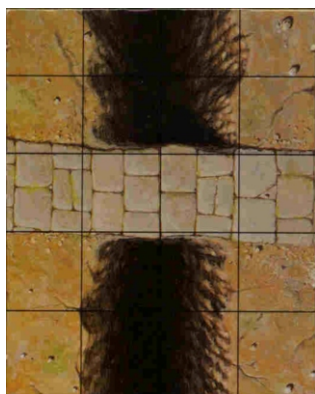
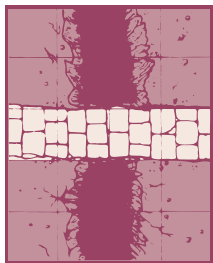
### Sun-Eye Room

A source of Chaos power, ideal for an Apprentice of Chaos.



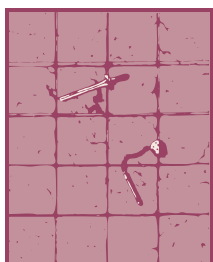
### The Pit Room

Watch your step, or you could fall to oblivion.



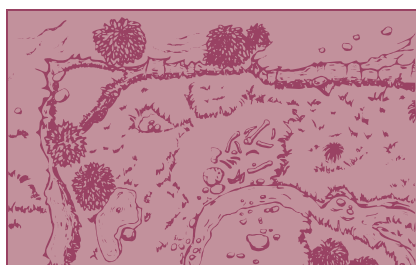
### The Battle Room

Beware your step, for many of the Ogres' foes have fallen here.



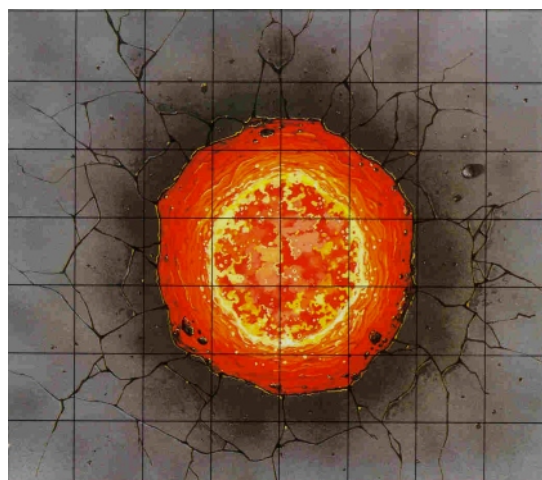
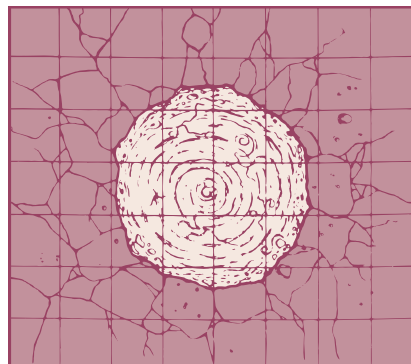
### Surface Tile

For entering and exiting the Ogres' Fortress.



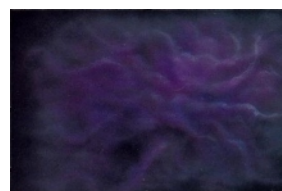
### Pit of Chaos

Watch your step, or you, too, will succumb to the throes of Chaos.



### Cloak of Shadows

This tile is to be used with one of the new Wizard and Elf Spells. There is no Quest Map icon for this tile as it is used randomly during game play.



### Lightning Bolt 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 spell caster and then lays the piece in a straight line from there.





### Breached Wall Tile

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.



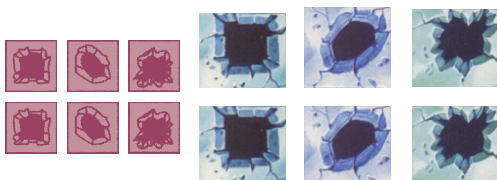
### Magic Ice

These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.



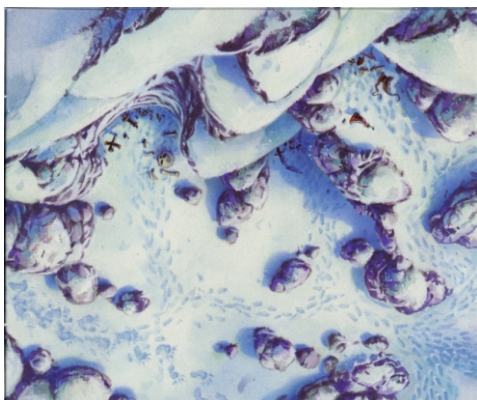
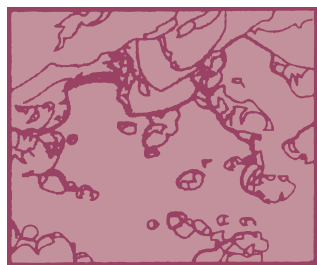
### Ice Tunnels

A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or monster landing on one of these entrances immediately moves to the other entrance. After moving from one tunnel entrance to the other, the Hero's or monster's turn is over.



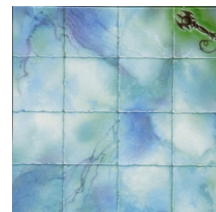
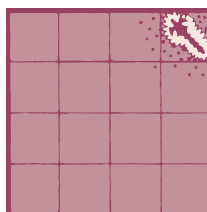
### Ice Cave Entrance

This special tile is used as an entrance or exit.



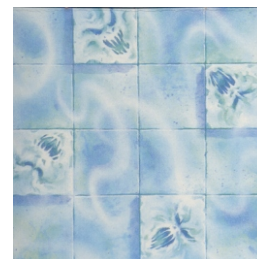
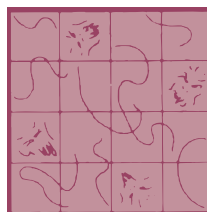
### Scepter Room

The Frozen Horror has hidden the Scepter of Glacial Majesty in this room.



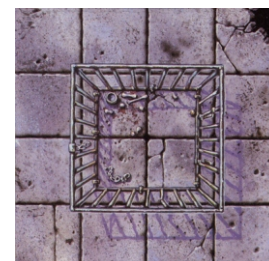
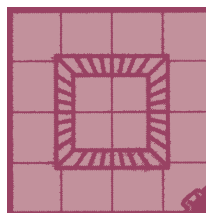
### Living Fog Room

This room is filled with an eerie, swirling fog. Monsters seem to appear on all sides of the Heroes, only to disappear into the fog when attacked.



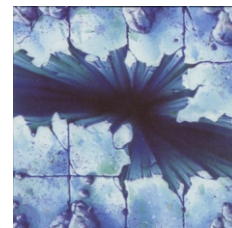
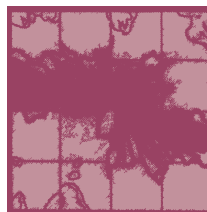
### Cage Room

This room serves as a prison for servants who have displeased the Frozen Horror.



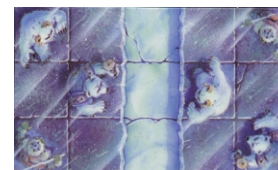
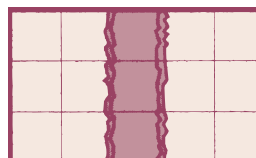
### Bottomless Chasm Room

The crevasse that divides this room can be jumped over as a pit, but any Hero who falls into it is lost "forever".



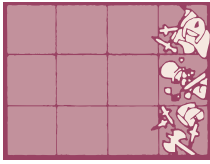
### Frozen Crypt Room

Monstrous servants of the Frozen Horror are encased in thick ice within this room.



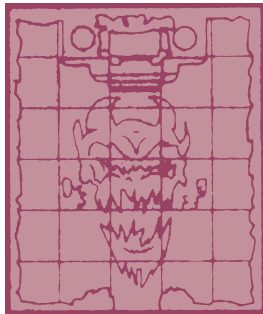
### Ice Gremlin Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Their booty is all stored in this room.



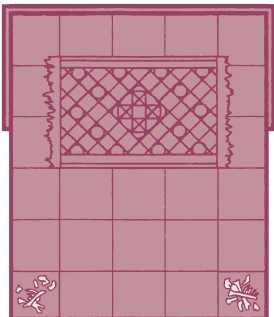
### The Seat of Power Room

The Frozen Horror rules from this room, devising evil plans for conquest of the Empire.



### Inner Sanctum and Sanctum Wall

This room is the Archmage Sinestra's center of power, the room from which she commands her minions to carry out her evil plans. The walls should be erected at the back of the sanctum, as shown below.



# APPENDIX: C

## *Corridor Tiles*

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### Blocked Square

These tiles show where extra walls have been built. Neither Heroes nor monsters can move through blocked squares.



### Cliff Corridor

The cliff corridor is used as Grin's Crag, a dangerous walkway near the entrance into Kellar's Keep. Each square on this tile counts as one space.



### 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.



# APPENDIX: D

## *Furniture Tiles*



### **Closed Door**

These are regular closed doors.



### **Open Door**

This is an open door. When a door (of any type) is opened, use this door to replace the closed door. Important: Do not use these for Secret Doors, as they have their own tile. See Appendix: B for further information.

Note: Once a door has been opened, it cannot be closed.



### **Iron Entrance Door**

▼ This iron door is placed on the edge of the gameboard in many of the Quests. Heroes line up outside the door to begin these Quests. In some Quests, this door also serves as an exit door.



### **Wooden Exit Door**

▼ In many Quests, this special wooden door is used to exit the gameboard at the end of the Quest.



### **Stone Doorways**

Stone Doorways are large slabs of rock that must be pushed out of the way using brute force before you can pass. To open one of these doors, a Hero must roll a number of Combat Dice and score 2 Skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll 2 dice the Barbarian rolls 3 dice. The Wizard cannot open a Stone Doorway.



### **Portcullis**

Some of these massive iron gates open when the Heroes 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.

### **The Weapons Forge**

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



### **Mirrors**

These stand-up mirrors are secret portals that lead to great treasure and hidden rooms. Fit these into the plastic door stands from the Game System when they are called for in a Quest.





# APPENDIX: E

## Trap & Hazard Tiles



### Spear Trap

There is no tile for the spear trap. If a Hero stumbles onto a square containing a Spear Trap, he will suffer 1 Body Point of damage and his turn will end.



### Pit Trap

If a Hero stumbles onto a square containing a Pit Trap, he will fall, losing 1 Body Point and ending his turn. Zargon will then place a Pit Trap Tile underneath the Hero figure.



### Falling Block Trap

If a Hero stumbles onto a square containing a Falling Block Trap, the ceiling will begin to cave in. The Hero must roll 3 Combat Dice (unless otherwise noted) and score 1 Body Point of damage for each Skull rolled. Zargon will then place a Rubble Tile on the gameboard and the Hero must decide which adjacent square to move to. The new Rubble Tile acts just as a blocked square tile and cannot be passed through by either Heroes or monsters.



### Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



### Death Mist

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



### Pits of Darkness

The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a Hero crossing a Pit of Darkness space rolls a Skull, he plunges 30 feet onto hard floor. Once he falls, a Hero will suffer damage depending on how much armor he is wearing. Heroes not wearing any armor must roll 1 Combat

Dice to see if they lose any Body Points; those wearing Chainmail or Borin's Armor must roll 2 Combat Dice; and those wearing plate mail must roll 3 Combat Dice. A Hero 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 (once discovered), but Heroes may jump over them like ordinary pit traps.



### Swinging Blade Trap

There is no tile for this trap. This trap is tripped when a character lands on a space marked with a solid blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with an outlined or solid blade symbol. These characters will be attacked with 2 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 solid blade symbol.



### Fireburst Trap

These traps cannot be found by searching. When a Hero enters a room containing a Fireburst trap, place a Fireburst token in the center of the room. It will explode at the beginning of Zargon's turn, attacking any figures in the room with 3 Combat Dice. It may only be disarmed with a Tempest spell.



### Hurricane Trap

This trap must be set in a corridor. Once a character passes the spot marked "X", a hurricane will rush down the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.



### Teleport Trap

Any Hero who steps on a square marked with symbol "A", will instantly be transported to the square marked with symbol "B", elsewhere on the map. Pay special attention to the Quest Notes for additional rules. The Hero's turn ends immediately.



### 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 monsters immediately attack and the Hero defends. Each wandering monster trap can be activated only once. 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.

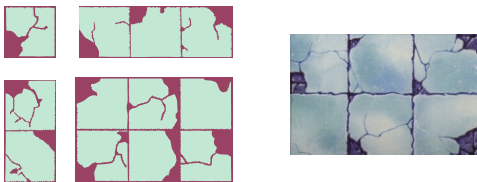


### Stalactite Trap

This deadly spear of ice clings to the ceiling of ice caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square, causing 1 Body Point of damage.

### Slippery Ice

Whenever a Hero moves onto a slippery ice square, the Hero rolls 1 Combat Die. If a White Shield is rolled, the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if he has moves left). The Hero must roll for each slippery ice square moved onto. A fallen Hero cannot take any actions or defend against attacks until his next turn. Monsters are not affected by slippery ice. A slippery ice square cannot be found by searching, nor can it be disarmed. Once it is placed on the gameboard, it can be jumped over as a pit.



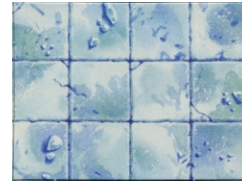
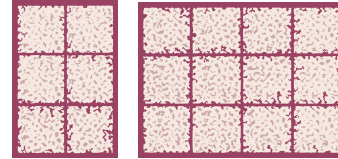
### Ice Ledge

This slippery ledge surrounds a deep crevasse in the icy mountain. The Heroes must walk around the crevasse on the ledge, inches from a fall to the death.



### Ice Vault

This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in this room, the Hero rolls 1 Combat Die. He loses 1 Body Point if he rolls a Skull. Monsters are not affected by the heat-draining property of this room.



### Ice Slide

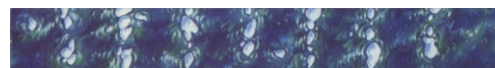
Any Hero who does step onto this slippery chute of ice is whisked away in the direction indicated by the arrow. The Hero immediately moves to the last square of the slide. (More than one Hero may occupy the exit square.) This ends the Hero's turn.

The slide is hidden and it cannot be searched for as a trap, nor can it be disarmed. When a Hero slips down an ice slide, he rolls 1 Combat Die. He loses 1 Body Point if he rolls a White Shield. Monsters cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.



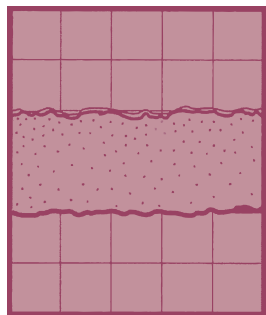
### Icy River

Each square of these underground streams counts as 2 squares for movement purposes. Each time a Hero enters an icy river square, he rolls 1 Combat Die. He loses 1 Body Point to the cold if he rolls a White Shield. Monsters suffer neither movement penalties nor damage from the icy river.



### Quicksand

This area contains a bottomless pit filled with quicksand that threatens to suck in careless or unlucky Heroes. To reach the other side of the quicksand pit, a Hero must stand adjacent to it and try to jump over the quicksand. The Hero rolls 1 Combat Die in the attempt. If a Black Shield is rolled, the Hero successfully lands on the square directly across from the square he left. Any other result means the Hero lands in the quicksand and starts to sink. To avoid a messy death, tell the Hero to immediately discard any 2 items (weapons, armor, potions, scrolls, etc.). This ends the Hero's turn. On the Hero's next turn, the Hero climbs out of the quicksand onto the square across from the square he left. This ends the Hero's turn.



### Long Pit Trap

If a Hero wants to jump over this pit the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 Combat Die. A Black Shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a Black Shield means the Hero falls into the pit suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on 1d6 on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less Combat Die when attacking or defending (but never less than 1 die).

**Note:** These traps can be jumped the short way, the same as regular pit traps.



# APPENDIX: F

## *Item & Figure Tiles*

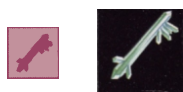
### **Four-part Stone Map**

These pieces fit together to form a stone map. Finding the map pieces is a major objective in the Kellar's Keep Quest Pack.



### **Crystal Key Tile**

Use this magical key to open the door to the Seat of Power Room, where the Frozen Horror awaits.



### **Sky Orb and Sky Orb Tokens**

This artifact is a mystical crystal orb that protects the Hero who is carrying it from Mind Point damage. It can absorb up to 4 Mind Points of damage before it becomes useless. When a Hero finds the Sky Orb, he takes it and the 4 Sky Orb tokens. Whenever the Hero suffers Mind Point damage, he gives up one Sky Orb token for each Mind Point of damage. (Give up the token with 4 points of light first, then 3 points, etc.) When a Hero has no more tokens, the Sky Orb is useless.



### **Moonsilver Flask**

The glittering silver liquid in this flask is the only means of opening a mirror entry into the Realm of Reflection, where Princess Millandriell is held captive. Only the Prospector can identify true Moonsilver.



### **Weapon Packs**

These tiles represent weapons and other items dropped by the Heroes when they are transformed into Wolves.



### **Wolf Tokens**

These represent Heroes in Wolf form.



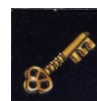
### **Prospector**

This tile represents the old Prospector who appears in several Quests. The Prospector's tile is given to the Hero who finds him.



### **Brass Key**

This key is used to open a portcullis in several Quests. The brass key tile is given to the Hero who finds the key.



### **Princess Millandriell**

This tile represents the kidnapped daughter of Queen Terrellia. Princess Millandriell's tile is given to the Hero who first finds her.







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