

HERO QUEST



Adventure 3 – The Lost Books

INSTRUCTION
BOOKLET

Words for Zargon

With all the playing that we have done over the years. We find that it is a lot more fun when a Hero dies every now and then. It reminds us that they are in a very dangerous Quest. So we stretch the rules when it comes to a Hero dying. He can still be saved by one of his friends pouring a life restoring potion down their throat. We make it a question of how long has the person been dead. Now Zargon, if a Hero should die and no one has an Elixir of Life on them, then you can make it possible for them to find some in a secret compartment in the wall or in a chest. You are Zargon and you know that you are going to lose. It's all a matter of making the Heroes work and have fun beating you. There is a problem with bad players, I've played the game with many people and I'm lucky to have children who take the game realistically. Always remember that you are Zargon! You control the board, so you are only limited by your imagination as to how you can adjust the game to match your players. But also is a problem with Heroes running off by themselves. I encountered this problem with a person who understood nothing about teamwork and the friendship between the Heroes. It took me little time to finish him off and the game was over. We tend to look at the game as true to life as one can get. If I was in a dungeon filled with monsters, you're darn right I'm going to stick close to my friends. Now because we stretch the rules on a Hero dying, we give back to Zargon this. We make it cost a Hero's turn to drink any potion. He "must" back away from the fighting, drink, and then resume his fighting. Sounds more real anyway.

This adventure introduces a new item. The poisoned throwing dagger. When a Hero throws one. He rolls 3 white dice. 0 skulls is a miss. 1, 2, or 3 skulls is a hit. Each skull costs the monster a Body Point. If the monster has more Body Point left, then the poison takes effect and the monster will lose 2 Body Points on each of its next turns. If more skulls are rolled than the monster has Body Points for then this is an instant kill. The poison has no effect on the undead. We thought, for this adventure, that we would limit the number of arrows the Elf has. Forcing him to use them wisely. More challenging.

This adventure also introduces two new monsters. The "Mountain Orc" and the "Iron Skeleton". The Mountain Orc's icon is the Orc's icon in red. Their statistics can be found on the matching Monster Cards. You will be told which Skeletons are Iron Skeletons in the Quests.

Zargon, the Heroes have a keen eye. I always tell

them when they are about to step on a trap. Unless otherwise stated in the Quests. So if they are in a room, and they do not want to search it because they have all the good treasure cards. Then tell them that they see a secret door.

I have designed the Quests with hiding places in the hallways for monsters. You can use these monsters to come up behind the Heroes and attack in the rear. I really wish that the game came with twice as many treasure cards as it does. My Heroes love to search for treasure and I find that they endanger themselves with all the wandering monsters cards that they pick. So if they do not want to pull any more cards, don't force them. Be generous and if there is something in the room that they need, tell them about it. There are times that I have a Warlock attack the Heroes as soon as they open the door. I know that this is unfair to the Heroes. But hey, I'm Zargon, I can do what I want. So they just have to live with it. HaHa.

New Tiles and Quest Map Symbols

Iron Entrance Door

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



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Locked Door

These doors are locked and will require a key to be opened.



Key

This key comes in different colors on the Quest map. They unlock the doors with the same color.

