

HERO QUEST



Adventure 8 – Barbarian Quest 2
The Horror inside the Ancient Halls of Sunca

INSTRUCTION
BOOKLET

HERO QUEST



Table of Contents

Words for Zargon.....	4
New Rules.....	4
New Trap.....	4
New Monsters.....	4 - 5
Monster Chart	6
New Tiles and Quest Map Symbols	7 - 9

Words for Zargon

We begin this adventure right after the expansion "The Frozen Horror" So I allowed my Heroes to keep all that they had collected from the game.

My Heroes really liked having the mercenaries, they kept two, a Swordsman and a Crossbowman. So to keep my Heroes happy, I had to allow the mercenaries to be able to search for treasure and I also gave them two Heart Strengthen Potions to increase their Body Points. This adventure was made with 6 Heroes. You can play with more or less. More will be easier and very crowded and less will be a bit harder. The maps are not carved in stone. Zargon you can adjust the game accordingly. Keeping your Heroes happy.

Tell your Heroes to buy 4 torches.

I like the Yeti's hug attack. When a Yeti has a Hero, the Yeti can't attack, but he still has 3 Defense dice. Also when the Yeti has a Hero, remove that Hero from the board. Yeti and Hero share the same square. This allows his friends to get in close enough in crowded spots.

I was having trouble with one of my Heroes stretching his red dice roll. Watch your Heroes that they don't start cheating in this way.

Potions of Dexterity give a Hero 5 extra spaces when he has a bad roll. They only cost 10 gold coins.

Give the Wizard and Elf their new spells in Quest 5.

Remember the Heroes can see a suspicious spot and gets a chance to disarm the trap. If he then trips the trap, then he must take the consequences.

New Rules

Mind Points

When a Hero reaches zero Mind Points, he is not dead but in *shock*. (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do *not* increase the attack or defend dice when a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the

players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

Large Monsters

When a monster takes up more than one square (the Frozen Horror in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks (such as the 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.

New Trap

The Swinging Axe trap do not have tiles.



Swinging Axe Trap: When a Hero moves onto this square, a huge axe swings out from a hidden alcove in the ceiling. The Hero then rolls 2 combat dice and loses 1 Body Point for each skull rolled. The Hero does not get to roll defend dice. A Swinging Axe trap can be searched for and disarmed. Until it is disarmed, a Swinging Axe trap affects every Hero who steps onto the square. Monsters do not spring Swinging Axe Traps.

New Monsters

Ice Gremlin

During Zargon's turn, each Ice Gremlin can either attack a Hero or it can steal one item from one Hero (Zargon's choice). The item stolen cannot be the armor or shield a Hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no

Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.





Polar Warbear

The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Yeti

Whenever the Yeti's attack causes a Hero to lose at least 1 Body Point, the Yeti grabs the Hero in a powerful hug. This hug inflicts 2 Body Points of damage to the Hero at the start of each subsequent Zargon turn. The Hero cannot defend against this attack, nor can he take any actions. The Yeti can make no other attacks while hugging. This continues until either the Hero dies or the Yeti is killed by the Hero's companions.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ice Gremlin		10	2	3	3	3
Polar Warbear		6	4/4	3	6	2
Yeti		8	3	3	5	2
Frozen Horror		8	5	4	6	4

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.



Large Door

When opened, replace the closed big door with the open big door.



Trap Door

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



Key

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



Magic Ice

These tiles are used with the Ice Bridge spell scroll.



Slippery Ice

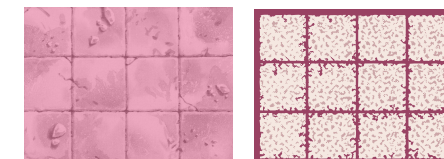
Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves onto a slippery ice square, the Hero rolls 1 combat die. If a white shield is rolled, the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if 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.

Three sizes:
1 square
1x2 square
2x3 squares



Ice Vault

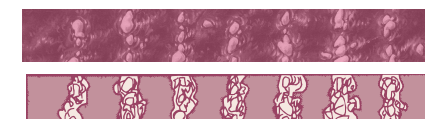
This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in the room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.



Two Sizes:
2x3 squares
3x4 squares

Icy River

Each square of these underground streams counts as 2 squares for movement purposes. Each time a Hero enters any 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.



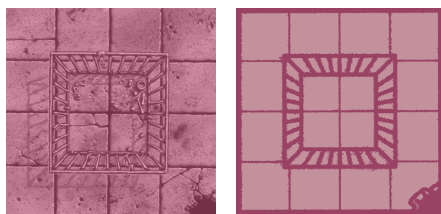
Ice Gremlin Treasure Room

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



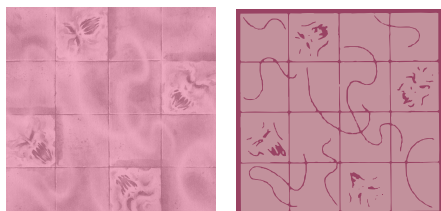
Cage Room

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

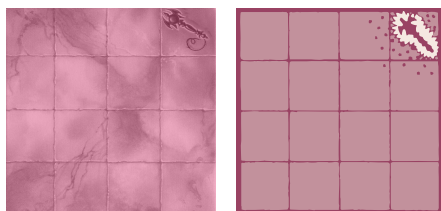


Living Fog Room

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.

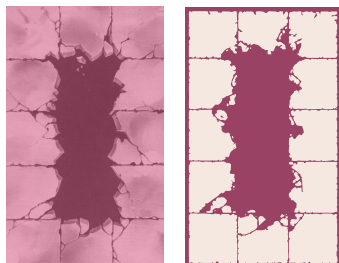


Scepter Room



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. When a Hero steps through a door and moves onto his first square in this room, he must roll 1 combat die. The Hero is safe and can continue moving if a skull or white shield is rolled. If a black shield is rolled, however, the Hero begins slipping into the crevasse, suffering 1 Body Point of damage. The Hero must immediately roll another combat die. If another black shield is rolled, the Hero plummets into the crevasse, never to be seen again. Any other roll means the Hero returns to the square in which he entered the room, ending his turn. At the beginning of any turn in which a Hero is in this room, he must first roll to see if he slips in the crevasse.



The Seat of Power Room

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

