

HERO QUEST



Baltar's Staff
INSTRUCTION
BOOKLET

HERO QUEST



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Note from Author

The Quest pack is different from anything I have ever written or played before. I designed it after a player in a game that I was the Game Master for made a minor complaint: "That was fun, but all the Quests seem to be the same". The challenge was made that I could not design a different type of Quest, yet still hold true to the spirit of the game. This is what I came up with. I hope you have fun with it. Before I get any emails, I do not think that the Quests for HeroQuest are all the same. I was just responding to a challenge to write one.

I have tried to give thorough descriptions of the actions resulting from the Heroes' decisions in the game; if I have left out anything, please contact me. I would like to know of any errors or omissions and will try to update the pack. I welcome any comments, criticisms, and suggestions.

New Rules

Wandering Monsters

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

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.

Special Notes for the Game Master

This pack includes 12 different board maps, and was designed to be an "interconnected" Quest. This means that the Heroes may move freely from one board to the other and back again, even if they have not finished the board. Instead of considering a "Quest" to be one game board, in this packet a "Quest" is one sitting or session. All gaming sessions start and end at the inn, except for the first session,

which starts in Baltar's home. The Game Master will have to keep up with several items for each board: which traps have been sprung, which monsters have been killed, which doors have been opened, which rooms have been searched, and which treasures have been found. This will add some work to the Game Master, but I hope you don't feel that it is too much.

This is a list of the differences between this Quest Pack and regular Quest Packs. I have listed them here so that you can be sure and let the players know.

1. Movement between boards
2. Ability to talk to people in game
3. Can rest only at inn in town
4. Must visit the armory and potion shop in town to buy items from them.

1. Movement between boards. It is probably a safe assumption that no one is going to set up 12 different HeroQuest boards to play this game, so the Heroes should move from one board to another as a group. If the Heroes are all together as a group and have not split up, when the first Hero moves to the door or stairs to another board, remove him from the current board. Wait for the other players to get to the door or stairs. When all players have been removed from the current board, set up the new board. Place the players on the new board in the same order they left the old board. Unless you have more than one board and want to set them up, don't allow the Heroes to split up across boards. Playing one group of Heroes on one board with the other group on a second board can be difficult if not impossible. If the Heroes split up and one group tries to leave a board before the other group, tell them that the door is locked and will not open or the stairs are blocked. Keep the door locked or the stairs blocked until the group reunites and tries to leave the board together. You may have to hint to the Heroes that they will not be able to leave until the whole group is together before they get the point. The doors and stairs that move players between boards are described in each board's notes. On most boards, if the Heroes leave and later return the monsters will not re-appear. On some, though, the monsters will reset (any killed monsters will re-appear). These boards are noted in the notes.

2. The players can talk to the people they meet in this Quest. They may have some information that the players need. If the players make a general talk request (such as "talk to the Innkeeper") the response is listed under the general query. Many of the people have information about specific things or people. Read these responses when the Heroes ask specifically about that person or thing. Anything in a room description that should be read to the players is

written in *italic*. Nothing else in the descriptions should be read to the Heroes.

There are no "Quest" descriptions to read to the players each turn. Instead, the players get information about the Quests by talking to the people they meet. Make sure the players are made aware of this fact. They should be aware that if they need to return to town to get more items or to rest and be healed, and can do so at any time. They can leave the current board that they are on and make their way back to town. They should also be aware that everything might not be just the same when they return.

3. Safe places to rest: The only safe place to rest is in the Heroes room (room I on board #2) at the Inn found in town. This is where the Heroes can regain lost Body and Mind Points and also re-learn spells. Make sure that the players are aware of this. As soon as the Heroes declare they are resting anywhere else wandering monsters should attack them.

In the basic game the Heroes start each session fully healed. They start fully healed in this game also; only each game is started from the Heroes room at the Inn room I on board #2. Players end the gaming session by going to the Inn. Players may go to the Inn anytime to be healed, not just at the end of the game, although the players will have to pay the Inn's price each time they go there.

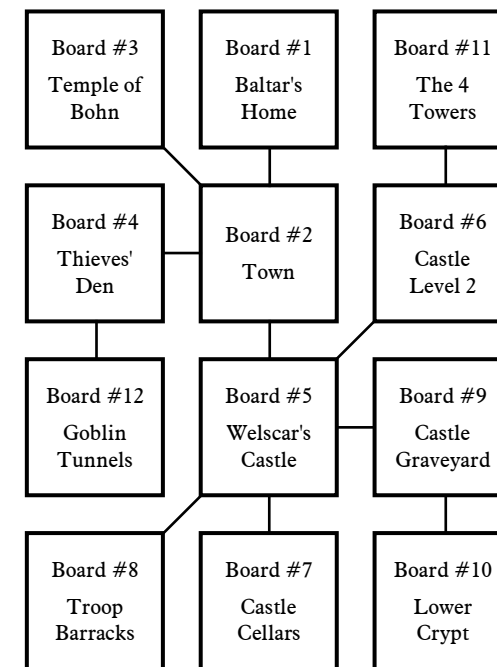
4. Instead of letting the players buy items from the armory or potion store at the beginning of a Quest, they must visit the appropriate shop in town to buy these items. They may do so at any time during the game.

I have given descriptions for many of the rooms found in this game, whether anything happens there are not. I tend to be verbose in my descriptions when playing, giving details on every room, even empty ones. I feel that this adds atmosphere to the game, and can help set the mood for the players. I have included some of these descriptions in this game. If you do not want to use these descriptions – don't.

Also, I have tried not to make this Quest Pack too difficult. Some boards have purposefully been made easy, others harder. If your players are more experienced you may wish to make the pack harder, and if they are novices you may wish to make it easier. The Wizards Baltar and Welskar are very strong characters. You may wish to lower their values and spells, depending on your players.

If the Heroes search a room on a board for treasure, leave the board, then return, they cannot search the room again. Each room can be searched once by each Hero.

The Quest is rather complex. It started off simple and then just seemed to grow with a life of its own. Here is a map to help show the Game Master how the boards interconnect, and a list of the plots in the game.



Plots in the Game

1. Main Plot – Baltar and Welskar both want the Silver Staff and the Ruby Sphere. Players must decide if they want to help Baltar regain the Silver Staff or Welskar get the Ruby Sphere.
2. Sub Plot 1 – The Stablehand's brother is a grave robber. He is missing and the Stablehand is concerned. The Stablehand asks the Heroes to help him find any information about his brother.
3. Sub Plot 2 – The Butcher recently lost a great sum of gold playing cards with Welskar. He wants proof that Welskar cheats.

- Sub Plot 3 – The Mayor needs help finding out how thieves are sneaking past the Sheriff. He would also like the Heroes to destroy them.
- Sub Plot 4 – The Baker's son recently joined the cult at the Temple of Bohn. The Baker asks the Heroes to rescue his son from the cult.
- Sub Plot 5 – The Head Thief wants the Heroes to get the thieves out of jail. The Heroes can help them escape.

New Tiles and Quest Map Symbols

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.



Open Door

These doors are already open.



Giant Stone Boulder

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



Lever



Stairs



Balor's Helm



Ruby Sphere



Silver Shield



Silver Staff



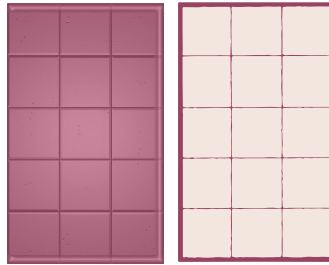
The Sword of Caronn



Wand of Flame



Invisible Shield Room



Alchemist's Shop

Potion of Minor Restoration

Cost: 500 Gold Coins
Restores 1 lost Body Point and 1 lost Mind Point.

Potion of Major Restoration

Cost: 800 Gold Coins
Restores a Hero's Body or Mind Points to original levels.

Potion of Speed

Cost: 100 Gold Coins
Adds 5 movement squares to the Hero's next movement dice roll.

Potion of Strength

Cost: 250 Gold Coins
Doubles the number of attack dice a Hero can roll on his next attack.

Potion of Invisibility

Cost: 300 Gold Coins
Turns the Hero invisible for the next 5 turns.