

HERO QUEST



Carag Eight Peaks
INSTRUCTION
BOOKLET



HERO QUEST



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Based on The Dark Beneath the World, an Advanced HeroQuest Quest written by Andy Warwick and William King.

Special Notes for the Game Master

This Quest pack includes spell scrolls as treasure. I have not drawn up special cards for these scrolls. If a Hero finds this treasure, mark it down on his character sheet. The Hero may cast this spell once. Mark the scroll off the Hero's character sheet when he casts it.

The Armory will buy back any item that it normally sells for 1/2 the selling price. Let the Heroes know this before the game begins. You may want to allow the Heroes to take weapons from any monsters they slay. Note that the Armory will not buy back weapons from the Undead, though.

Each Quest starts on the stairs, and ends at a special door.

This Quest Pack does not contain the normal "Quest description" that is read to the players at the beginning of each Quest. They are in an ancient Dwarf city that has been taken over by Chaos. Each level is an unknown to them – hence the absence of descriptions.

When using some of the board overlay tiles, you will notice that they are larger than the rooms they overlay and partially overlap other rooms. There is often unused space on the edges of the rooms they overlap. You can leave this space alone, using the edge of the overlay tile as the wall, or use blocked passage tiles to fill it in.

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.

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 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 Tiles and Quest Map Symbols

Wooden Exit Door

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



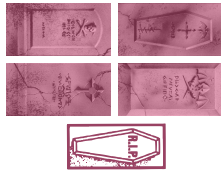
Open Door

These doors are already open.

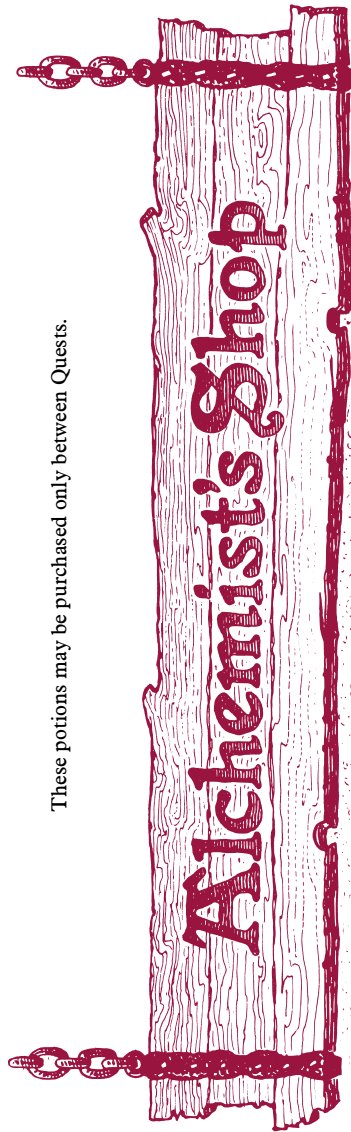
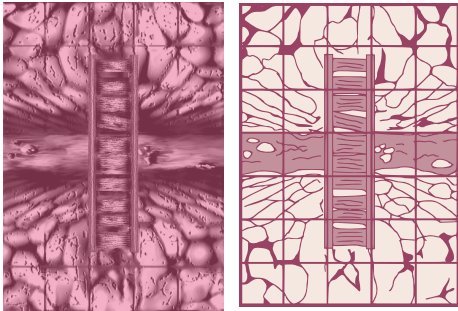


Coffins

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.



Outdoor Chasm Bridge



These potions may be purchased only between Quests.

Potion of Regeneration

Cost: 300 Gold Coins

Restores all attack dice drained from the Hero by Undead.

Potion of Cure

Cost: 400 Gold Coins

If a Hero drinks a Potion of Cure, he is cured of any disease or diseases that infect him.

Potion of Anti-Venom

Cost: 300 Gold Coins

Removes poison from the Hero's body, but does not restore lost Body or Mind Points.

Potion of Spell Casting

Cost: 600 Gold Coins

A Spell Caster may drink this potion to relearn a spell that he has just cast. He may pick up the spell card of the last spell he cast and put it back in his hand.

Blade Venom

Cost: 200 Gold Coins

This potion is used to coat a bladed weapon or arrow. The first monster hit by this weapon (at least one skull rolled) loses an extra Body Point in damage due to the venom.

These potions may be purchased only between Quests.

Alchemist's Shop

Potion of Minor Restoration

Cost: 500 Gold Coins

Restores 1 lost Body Point and 1 lost Mind Point.



Potion of Speed

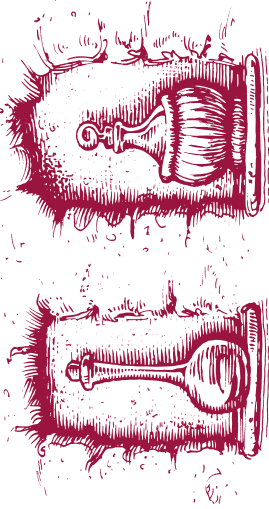
Cost: 100 Gold Coins

Adds 5 movement squares to the Hero's next movement dice roll.

Potion of Major Restoration

Cost: 800 Gold Coins

Restores a Hero's Body or Mind Points to original levels.



Potion of Strength

Cost: 250 Gold Coins

Doubles the number of attack dice a Hero can roll on his next attack.

Potion of Fire Resistance

Cost: 400 Gold Coins

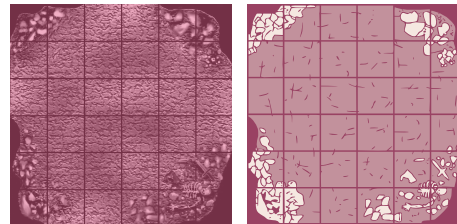
After a Hero drinks this potion, he is immune to the effects of the next chaos fire spell cast on him, or suffers no damage the next time the Hero is burned by fire.

Potion of Invisibility

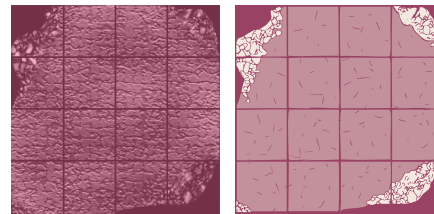
Cost: 300 Gold Coins

Turns the Hero invisible for the next 5 turns. If the Hero makes an attack or casts a spell, he becomes visible immediately.

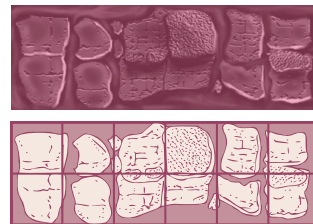
Cave Tile Room 3



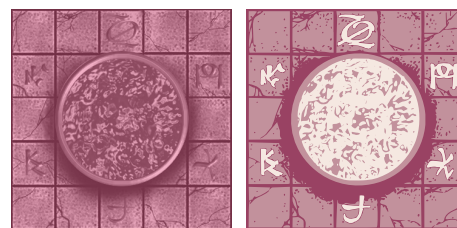
Cave Tile Room 5



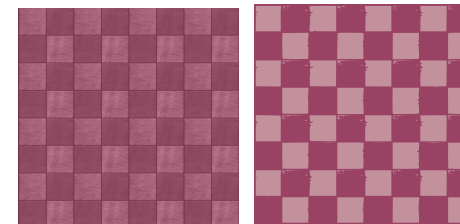
Cave Passage




Fountain



Check Pattern Room



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Orc Archer		8	3	2	1	2