

HERO QUEST



Dwarf Quest Pack – Dragon's Lair
INSTRUCTION
BOOKLET

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Playing the Dwarf Quest Pack

These ten new Quests are generally played the same way as the Quests in the Game System. As in the Game System, Heroes are returned to full strength between Quests. (All Body and Mind Points are restored.)

There are a few gameplay differences in the Dwarfs Quest Pack

The Quests

The first three Quests are solo adventures, designed for a play by a Dwarf alone. The next four and the last Quests are all group Quests. Quest eight and nine are also group Quests, but they are played as a single, double-sized Quest, as the Heroes must cross between the two Quests to achieve ultimate victory.

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.

Large Monsters

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

Treasure

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

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, rounded down, when selling items to the Armory.

Mercenaries

This Quest Pack contains Mercenary figures, with interchangeable weapons that enable you to put together the 4 different types of Mercenaries (the Scout, the Swordsman, the Crossbowman and the Halberdier).

Mercenaries are soldiers who can be hired by a Hero before a Quest begins. They will accompany any Hero on a Quest, if the Hero pays their fee. The fee for each type of Mercenary is given in the Mercenary's card as well as on the Mercenaries Chart on page 6 of this book. The gold must be paid before the Quest begins.

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can control as many Mercenaries he can afford to hire. A Mercenary can move, open doors, attack and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as on the Mercenaries Chart on page 6 of this book.

If a Quest map calls for a type of Mercenary that is not available because they've all been hired by Heroes, Zargon may substitute a different type of Mercenary, or another monster altogether.







New Monsters





Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre		4	6	4	10	2
Chaos Archer		8	2	1	2	3
Chaos Dwarf		4	3	4	3	3
Dragon		6	6	6	8	5

Mercenaries Chart

Mercenary	Map Symbol	Cost Per Quest (GOLD COINS)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		75	6	3	3	2	2
Halberdier		75	6	3	3	2	2
Scout		50	9	2	3	2	2
Swordsman		100	5	4	5	2	2

The Crossbowman wields a crossbow – See the Armory on the cardboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.

The Halberdier wields a halberd that enables him to attack diagonally.

The Scout has the Dwarf's ability to detect and disarm traps.

Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scout, who can detect and disarm traps).

The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary's cost for each Quest.**

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 might require a key to be opened.



The Weapons Forge

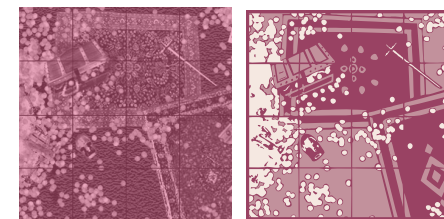
The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



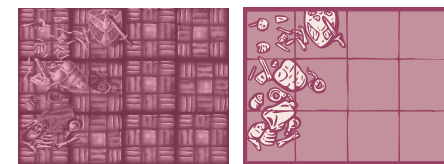
Bed



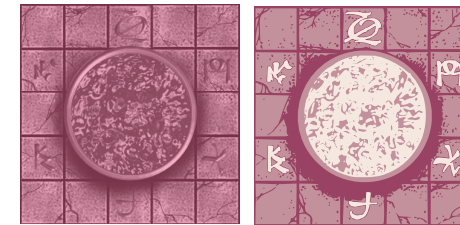
Treasure Room



Small Cell



Fountain



Pool of Blood

