

HERO QUEST



Heroes' Fortress
INSTRUCTION
BOOKLET



HERO QUEST



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Special Notes for the Game Master

You may or may not want to allow the Heroes to move back and forth between levels. The Quest was written to be played in the normal way, yet it does not exactly make sense to allow the Heroes to purchase items and be healed between Quests if the nearest town is many days journey away.

If you decide to allow the Heroes to move back and forth between levels, you will probably only want the Heroes to move between levels as a group. If a Hero moves onto the stairs, you can put him in "stasis" until the other Heroes move onto the steps also. Heroes in stasis do not move until all the other Heroes are also on the steps.

If a Hero is in "stasis" on a set of stairs, and another Hero tries to enter a different set of stairs, tell him: *"The way up (or down) is blocked somehow."*

Return to normal turn order when all the Heroes go to the new board.

You can also allow the Heroes to leave the game from the first level to go back to town to rest, buy items, etc. Unless noted specifically, replace all monsters on the board when the Heroes return to the level, even if killed.

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 or if a Hero moves onto a Wandering Monster trap as described under the "New Trap" section of this book. 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.

New Trap

The Wandering Monster trap do not have tiles.

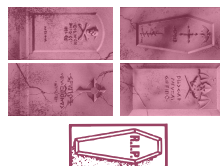


Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.

New Tiles and Quest Map Symbols

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.



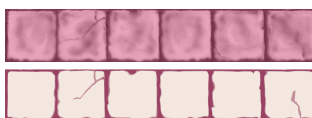
Lever



Stairs



1x6 Corridor



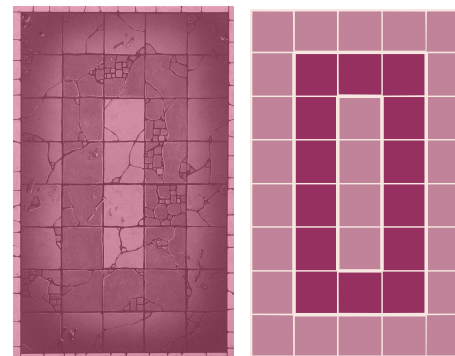
Fireball



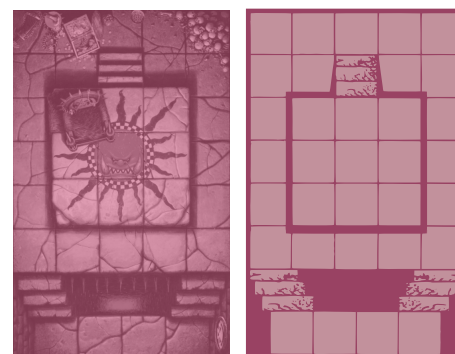
AHQ - Pool



AHQ - Square Room



High Throne Room



Altar Room

