

HERO QUEST



Karak Vlag
INSTRUCTION
BOOKLET

HERO QUEST



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Playing Karak Vlag

1. Starting the Journey

If the Heroes choose to take up the challenge of journeying to Karak Vlag, the number of Encounters must be selected. Encounters represent the out-of-the-ordinary occurrences that happen on the journey. The Encounters to be played can be chosen in any way; Zargon may choose, the Heroes may choose – based on the description provided by Zargon or the number and choice of Encounters may be selected at random. For example, you could roll 1 red die to determine the number of Encounters, (let's say 3 is rolled). Then you could roll 3 red dice to select the 3 Encounters based on the order in this Quest Book (re-roll any duplicates). Following the selection of the Encounters, the Heroes make a stop at the nearest city. Heroes may shop between Encounters as there are many Imperial villages along the way north.

2. Dead Heroes

Should any Heroes die during the course of the Encounter series, they may be replaced as normal.

3. Dwarf Companions

At times you may encounter Dwarves who wish to join the Heroes on their adventure. If this happens, they will always act in the best interest of the Dwarf Character. Because of this they should always be controlled by the Dwarf player.

4. Equipment

There are additional Equipment Cards included in this pack. The Heroes may be allowed to shop in between encounters – but not the numbered Quests. The Zargon player may handle equipment in the way of their choosing, however, please consider the following if you have Equipment Cards. If you have a healthy selection of Game System Equipment Cards (let's say 3 or so of each), shuffle them thoroughly. Depending on the size of the nearest settlement, draw 5, 10 or 15 cards from this Equipment Deck. This selection of cards represents what the local blacksmith has available for sale. For larger towns, or in lieu of this, use the Armory as normal. At Zargon's discretion, the new Equipment Cards may be added into the mix (these towns are near the mountains, where Dwarves may trade).


5. New Tiles

Two of the new Quests use special tiles. These tiles represent an underground cavern system. These tiles are included with the 2006 Dungeons and Dragons Basic game set. In lieu of these tiles a standard HQ board may be used, where the action is limited to one quadrant, without hallways. Any special door may be

used to represent the "portal". Use the same type and number of monsters as called for in the Quest, the space is roughly equivalent.



New Monsters

 A map symbol with a shield indicates the monster is carrying a shield and rolls 1 extra Defend die.

Doomguard Warrior

Defends all skulls with 1 black shield.

Giant Rat

Up to 3 Giant Rats may occupy a single space.

Giant Bat

Giant Bats may fly (pass) through spaces occupied by Heroes/monsters.








Chaos Champion

Defends all skulls with 1 black shield.

Ghost

Ghosts may fly (pass) through spaces occupied by Heroes/monsters.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Rat		11	1	1	1	1
Giant Bat		8	1	2	1	1
Doomguard Warrior		7	4	5	3	3
Orc Soldier		6	3	3	2	2
Chaos Champion		5	5	5	4	4
Ghost		8	2	2	2	2
Dwarf Warrior		6	3	3	2	3

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.



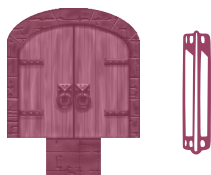
Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



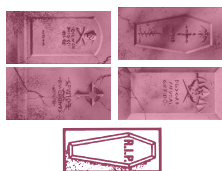
Large Door

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



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.



Magic Ice

These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.



The Weapons Forge

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



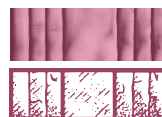
Trap Door

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.



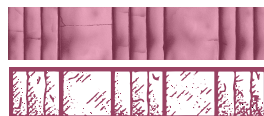
Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



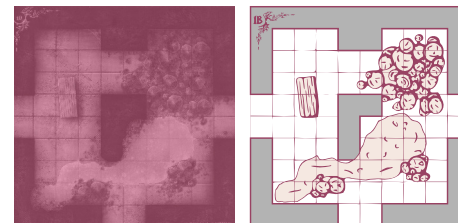
Crate



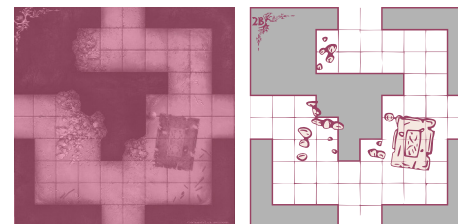
Barrel



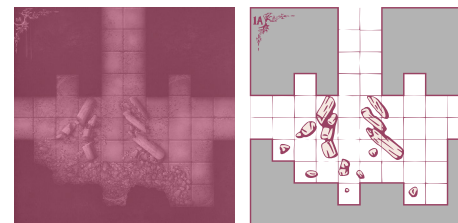
D&D Room 1B



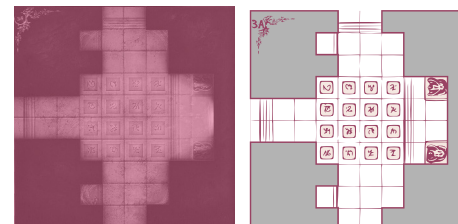
D&D Room 2B



D&D Room 1A



D&D Room 3A



D&D Room 4A

