

HERO QUEST



Quest for Quinzen
INSTRUCTION
BOOKLET



Deathsong: This skill allows your Zealot to survive below zero Body Points by drawing on your inner reserves of strength and willpower. As soon as you lose your last Body Point you begin to sing a fearful, grim battledirge – your Deathsong. Rather than dying, you remain standing and can continue to fight. You now have one Body Point. When you are hit while singing your Deathsong roll 1 red die. On a roll of 1-4 the blow has its normal effect. On a roll of 5 or 6 you ignore the attack's effects and remain standing with 1 Body Point. You continue to sing your Deathsong until all enemies in the room and in line of sight are killed, or you are healed in a normal manner. You cannot use this skill if you have a healing potion.

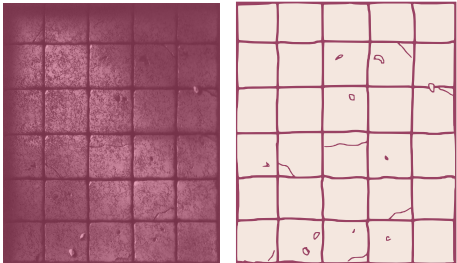
If your zealot finds any gold while on their journey and doesn't spend it straight after their Quest, they will tribute it to a god:

Cost	God of Wrath 1 2	God of Light 3 4	God of Wizardom 5	6
20 gold or less	nothing	nothing	1 room revealed anywhere x1	nothing
50 – 80 g	+1 attack on 1 weapon	nothing	2 room revealed anywhere x1	nothing
80 – 100 g	+1 defend on self	Defense against dark spells x1	1 room revealed anywhere x2	
100 – 120 g	+1 attack on 2 weapons	Defense against dark spells x2	+1 mind	
120 + g	+2 defend on self	Defense against dark spells	+1 mind	
Magic Item	nothing	nothing	Information about it	nothing
Magic Scroll	+2 body	nothing	Information about it	nothing



New Tile and Quest Map Symbol

Floor 1





Race: Human
Weapon: Broadsword

Race: Fimir
Weapon: Dagger and Morning Star. The morning star on his tail can attack behind him only while the dagger attacks in front.

Stats
Movement 2 red dice
Body 8
Mind 4
Attack 2 dice
Defend 2 dice

Skills
Zealots can learn one skill between each Quest. Skills cost 3000 gold coins to learn. The number beside each skill corresponds to the dice roll. If the Warrior Zealot already knows that skill he may roll again.

Unless otherwise noted, the Warrior Zealot may only use one skill per turn and one skill at a time.

Hazard Finder: This skill allows the Zealot to try to detect all traps on a board. It may only be used once per Quest level. Roll 1 red die to determine the outcome of the search:

Die Roll	Outcome
1	You accidentally touch a hidden lever during your search, and a hidden blade swings down on you. Roll 3 attack dice to determine damages.
2-5	Nothing.
6	You are able to detect all traps on the current board.

Blood Fever: This skill allows you to make a single Blood Fever attack. Roll your normal attack dice. If you succeed in killing the monster, you may move 4 additional squares to another monster and make another Blood Fever attack. If you fail to kill the monster, you may try again by trading one of your defense dice for an extra attack; otherwise your attack ends. Roll all your attack dice on this extra attack. You may try again on this enemy or another as long as you have defense dice to trade. If you succeed in killing the monster with this extra attack, you may move 4 squares and attack again. Your attack continues until you fail to kill an opponent. You lose the traded defense dice only until your next turn, even if no attacks are made against you before then.

Reaction Strike: This skill allows the Zealot to make one immediate attack on a single monster as soon as it is placed on the board next to him. If there is more than one eligible target you may choose which to attack. The attack is in addition to your normal attack. Because this skill is an instinctive reaction to being ambushed, the Zealot cannot make a death blow with this attack.

Glance: This skill allows your Zealot to try to switch a blow from himself to another enemy. If there is an enemy, besides the one making the attack, adjacent to the Zealot then he may use this skill. Roll one red die. On a roll of 6 the blow glances off the Zealot armor, and the force drives the weapon into the other enemy! This may not be used with magic or missile attacks.

Ambidextrous: The Zealot may fight with two single-handed axes or hammers at the same time when using this skill. While doing so, he may attack twice per turn, once with each weapon. Fimirs can use 2 weapons plus the morning star.

Earth Shaking: The Ranger summons the thunderous powers of the heavens to shove his enemy. When the Monster is hit it sends him back as far as he (it) can go. The attack sends the enemy flying into a wall, knocking the enemy unconscious. Follow the same profile as the Sleep Spell. This may only be used 5 times a quest.

Duckback: If, after the end of your movement turn, monsters are placed on the board and surprise or ambush you, you may move back up to 5 squares to a different position.

Corner: If an enemy adjacent to the Zealot is within two squares of a corner, and the squares are empty, the Zealot may attempt to back his enemy into it. The Zealot rolls one red die. On a roll of 5 or 6 move the enemy into the corner, and the Zealot next to him (this does not count towards the Zealots or the enemy's movement). The Zealot may make his normal attack now, and the monster rolls one fewer defense dice because it is cornered.

Parry: This skill allows the Zealot to parry an incoming blow. When an enemy makes a successful attack against him, he may roll 1 red die. On a roll of 1-4 the Zealot takes the damage as normal. On a roll of 5-6 the blow is turned and it causes no damage. If the Zealot is using two weapons he turns the blow on a roll of 4-6, and if the Zealot is using a Great Sword he turns the blow on a roll of 3-6.



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New Heroes

Dwarf Mage

Dwarf Mages are short magicians. They fight to gain magic and Mind Points. They are outcasts from other Dwarfs as they do not fight well.

Race
Dwarf

Equipment
Dwarf mages begin with a shortsword and a staff. They can use any weapon except broadswords and battle axes.

He may not wear any armor but has "Mage's Armor" skill.

He starts questing with two pieces of Dwarf Stonebread.

Stats
Move 2 red dice
Attack 2
Defend 2
Body 4
Mind 6

Dwarf Mages train at a Spell Collage and can also visit Rune Smiths after each Quest to improve themselves.

Skills
Dwarf Mages start with 3 spells and the 'Leap of Fate' and Deathsong.

Leap of Fate: Summoning up unknown reserves of speed you run and leap forward over the pit and crushing the enemy on the far side.

This can be done once per quest. The dwarf Mage may leap over any amount of pits if they are next to each other. If there is a monster on the other side it is crushed. You must have at least one movement square left. They must roll a red dice first and if they roll a 6 they fall down the pit taking full damage.

Deathsong: Before the fatal blow falls you start to bellow the lament that is your family's deathsong, drawing upon its history and meaning to sustain you.

This skill allows you to survive below zero Body Points by drawing on your inner reserves of strength and willpower. As soon as you lose your last Body Point you begin to sing a fearful, grim battledirge –

your deathsong. Rather than dying, you remain standing and can continue to fight. You now have one Body Point. When you are hit while singing your deathsong roll 1 red die. On a roll of 1-4 the blow has its normal effect. On a roll of 5 or 6 you ignore the attack's effects and remain standing with 1 Body Point. You continue to sing your deathsong until all enemies in the room and in line of sight are killed, or you are healed in a normal manner. You cannot use this skill if you have a healing potion.

Ice Commander

The Commanders home was raided by Chaos. He killed most of them but one ran away. He now hunts the Chaos Warrior with a strong hate for Chaos.

Race
The Ice Commander is Human.

Equipment
The Commander starts with a broadsword and 1x Ice Spell.
Fire Spells will do x2 damage if cast on him and cannot heal him.
He may use any weaponry except stolen Chaos weapons.
When fighting a Chaos Warrior he will never run and can roll 5 attack dice. He defends with 2 still.
He is unaffected by damaging Ice or Water spells.

Stats
Movement 2 red dice
Body 7
Mind 3
Attack 3 dice
Defend 2 dice

Skills
The Commander rolls one dice only. If he reaches 200 kills and researches all skills he will advance to a High Commander for the price of a skill. High Commanders can cast spells. High Commander's also have the Grudgelord skill of the Dwarf.

Commanders can learn one skill between each Quest. Skills cost 3000 gold coins to learn. The number beside each skill corresponds to the dice roll. If the Commander already knows that skill he may roll again.

Unless otherwise noted, the Commander may only use one skill per turn and one skill at a time.

Enraged: Your blade cuts a red swathe through your enemies as your charge into combat in the grip of a



boiling fury.

Once per turn, just before you make your attack, you declare that you are using this skill. Roll 1 red die to determine the outcome using the following table:

Dice Roll	Outcome
1	You are so enraged that you attack goes wild and you hit nothing. Your attack fails.
2-4	You are very angry, but the anger has little effect on your attack. Roll your attack as normal.
5-6	You are completely enraged. Roll 1 red die. You may make this many attacks, but you roll one less attack die than normal for each attack because you are so out of control.

Hazard Finder: Your keen sight detects a hidden trip wire, saving you from blundering into a deadly trap.

This skill allows you to try to detect all traps on a board. It may only be used once per Quest level. Roll 1 red die to determine the outcome of the search:

Die Roll	Outcome
1	You accidentally touch a hidden lever during your search, and a hidden blade swings down on you. Roll 3 attack dice to determine damages.
2-5	Nothing
6	You are able to detect all traps on the current board.

Grudge Yell: You remember your home and the invaders. Angered by this you let out an all-mighty scream! This can occur once per Quest level. All chaos in the room lose 1 defend die from shock and all chaos warriors lose 2 attack dice as well.

Mind Reader: In a state of cat-like readiness you lock minds with the creature near you. Any Hero or creature you target if you have more, equal or 1-less mind points. Roll a red die for the outcome. Once per Quest only.

Dice Roll	Outcome
1-2	You cannot lock minds well. The opposition gains 1 Mind Point.
3-4	You lock minds and can see

5	every detail of their knowledge. You steal 1 spell of their choice. You lock minds and can see every detail of their knowledge. You steal 1 spell of your choice.
6	You lock minds and can see every detail of their knowledge. You steal 1 spell or skill of your choice.

Summon Help: Noting the surrounding enemy you summon your friends to you. Twice per Quest level you may summon all the allied Hero's to you side as long as the squares aren't occupied.

Negotiating Skill: In between Quests, the Commander may use this skill to negotiate with merchants. He may by any number of a single items from either the Armory or Potion shop for half the normal price.

Position	Commander	High Commander
Weapon	Broadsword	Ice broadsword
Attack	3	+2
Defend	2	+2
Body	7	+3
Mind	3	+3
Movement	2 dice	+ 2 dice

Ice Broadsword – when attacking roll a red dice as well as your attack. If you get six the target is frozen and cannot move, attack or defend unless attacked again with a close combat weapon. It cannot rust or be stolen.

Warrior Zealot

Warrior Zealots are fighting fanatics. They joined the fight to battle against Zargon's forces just to kill. They live on the blood of their prey and will even kill their allies if fresh blood cannot be found. Zealots naturally dislike other Zealots but will never kill one for fear that their gods will strike them down.

Race
Warrior Zealots are either Elf, Human or Fimir.

Equipment
Warrior Zealots begin with;

Race: Elf
Weapons: Shortsword & 'Hazard Finder'