

HERO QUEST



Shipwrecked!
INSTRUCTION
BOOKLET

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Special Rules for Shipwrecked!

1. Castaways

The Heroes find themselves stranded on a desolate tropical island, shipwrecked after a terrible storm. They awake on a beach- sore, woozy, wet...and utterly lost. Once they take stock of their situation, they realize most of their equipment went down with the ship, including any Mercenaries. This should present a challenge to veteran adventurers, as well as provide a devious method to unburden groups that tend to travel with every artifact ever created.

The Heroes manage to retain up to 4 items, assuming that they were on their Character Sheets at the start of the Quest:

- 1 wearable artifact not including armor (e.g. Footwear, armbands, cloaks, rings)
- 1 dagger or Magical Throwing Dagger
- 1 group of 3 Hero Spell cards
- Coins/gems worth up to 100 gold coins

These items may be divided among the Heroes, but the spell group, as a single item, must be given to either the Elf or the Wizard. If the players choose the Elf spells, they must be given to the Elf. The remaining spell groups are lost for this Quest. A beginning party would only get to share a dagger and the 3 spells. Any additional items the Heroes may have been carrying are lost and crossed off their Character Sheets.

2. Unarmed Combat

Heroes without weapons may still inflict damage on an enemy by rolling a single combat die. The Barbarian scores potential damage normally with a skull. The Dwarf or Elf needs a white shield to score a potential hit. The Wizard scores a potential hit with a black shield.

3. Mind Points

When a Hero reaches zero Mind Points, he is not dead but in shock. (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do not increase the attack or defend dice when a Hero is in shock, however, they can be temporarily increased by certain spells and spell scrolls.)

4. Wilderness

Most of the map is considered dense tropical jungle, with thick vegetation forming walls, and corridors

representing game trails. Most of the doors are placed on the gameboard already opened, but do not reveal the contents of the area beyond an open door until a Hero stands in the square directly in front of it. Unless otherwise noted in the Quest notes, do not use the Treasure Card deck in these "rooms". Instead, roll 2 red dice and consult the following table:

Die Roll	Result
2	Jungle Fever! The Hero rolls one less combat die for attack and defense, but always 1 minimum. Movement drops to 1 red die (1 red die divided by two and rounded up if already moving with only 1 red die). The Hero loses 1 Mind Point and cannot cast spells or use spell scrolls. If a Hero already suffering from Jungle Fever rolls 2 on this table again, he only loses the Mind Point. The effects of Jungle Fever may be removed by any magical healing that cures at least 4 Body Points at one time (e.g. Water of Healing, Healing Potion, but not the healing berries below). Curing Jungle Fever also restores Mind Points to their starting value regardless of how they were lost.
3	You find a large turtle and make a meal of it. You can use its shell as a shield (See the Armory on the cardboard platform in the Game System for this item), but it becomes useless if you get 3 or more skulls on a defense roll.
4	The berries looked enticing, but were poisonous! Roll 2 combat dice and lose 1 Mind Point if either comes up a skull.
5	You manage to break off a sturdy tree limb. It may be used as a staff (see the Armory on the cardboard platform in the Game System for this weapon), but it becomes useless if you get a black shield on an attack roll.
6	Wandering Monster
7	A polished volcanic rock lies on the ground. It is worth 15 gold coins, but you may opt to throw it at any time at a monster you can see (and lose it) for 1 combat die.
8	Wandering Monster
9	A poisonous snake bites you! Roll 2 combat dice and lose 1 Body Point for each skull rolled.
10	Ah, delicious berries. You pick a number equal to 1 red die. Each cures 1 Body Point OR 1 Mind Point, but you may use them during this Quest only. These berries may not be used to cure Jungle Fever.
11	Wandering Monster
12	One of the oysters you saved from the beach for a snack contains a pearl worth 100 gold coins!

A Hero suffering from Jungle Fever that drops to

zero Mind Points is unconscious and must be carried by another Hero. The burdened Hero moves with 1 red die (or 1 red die divided by 2 and rounded up if already moving at 1 red die). Curing a Hero's Mind Points above zero removes the shock or unconscious condition, but does not cure Jungle Fever's other effects.

New Monster

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.

New Tiles and Quest Map Symbols

Open Door

These doors are already open.

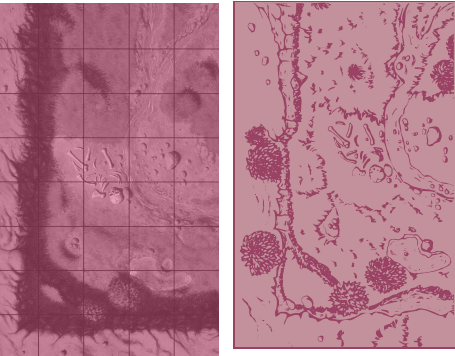


Coffins

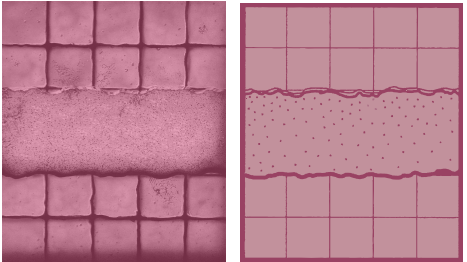
The 2 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.




Surface



Muddy River



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Haggletooth		4	6	4	10	2