

HERO QUEST



The Arden Daredevils
INSTRUCTION
BOOKLET

HERO QUEST



Table of Contents

Mike's House Rules.....	4 - 5
New Magical Trap.....	5
New Tiles and Quest Map Symbols	5 - 6
Monster Chart	7

Mike's House Rules

Giving Items

A Hero may freely pass any of his items to another Hero on his turn, if that Hero is in line of sight, and if the item has not been used on the same turn. Items can only pass from the active Hero to an inactive one, unless they are adjacent to one-another, in which case they can pass items back and forth.

Searching

If a Hero searches a trapped room for treasure or secret doors before searching for traps, he is moved to the nearest trap, which activates. Heroes may search while monsters are in sight, but after the search is resolved, Zargon may have 1 monster move and attack.

If there is treasure or an interactive object in a chest or other piece of furniture, the Hero must move adjacent to the furniture to interact with it.

Treasure Deck Hazards

If a Hero draws a Hazard card after he/she already searched for traps, the Hazard does not occur: instead the Hero finds nothing.

Double Movement

The Hero can use his action to take another movement.

Diagonal Attacks

All weapons can attack diagonally. If a Hero attacks diagonally between obstacles (i.e. between a Hero and a wall) he does so at -1 die.

The "One Equip" Limit

During a Quest Heroes are allowed to equip a weapon or piece of armor once per turn, and only on their turn. They should keep track of what items are equipped for Zargon's benefit. They cannot swap weapons if they have already attacked on their turn.

Example: On Barbarian's turn, Barbarian switches from his broadsword to his battle axe in order to attack a stronger foe. This automatically unequips his shield and leaves him at a defense disadvantage on Zargon's turn – he cannot re-equip his shield until next turn.

Returning Patrols

If a Hero takes an unproductive turn – a productive turn would be revealing a new area, performing an action, using an item, or moving tactically – he rolls 1 combat die. If he rolls a black shield, Zargon places a wandering monster at the dungeon entrance.

Climbing Into Pits

Instead of jumping a pit, a Hero may deliberately climb into a pit. He must declare that he is doing so while next to a pit, then he rolls 1 combat die: if he rolls anything but a black shield, he safely reaches the bottom and his movement ends; otherwise he slips and falls in, taking 1 Body Point of damage, and his turn ends.

Jumping Over Pits

A Hero or monster attempting to leap over a pit rolls 1 white die, and makes it to the other side if he rolls anything but a white shield. Otherwise he falls in and loses 1 Body Point.

Alternate Combat Dice

Courtesy of the Ye Olde Inn forums, this is an alternative to the default dice mechanics you can use to make the game more challenging. Both Heroes *and* monsters hit on a skull and block on a white shield. If the attacker rolls a black shield, it counts as 2 hits; and if the defender rolls a black shield, it *blocks* 2 hits.

Fallen Heroes (a)

When a Hero loses all his Body or Mind Points he falls unconscious. His piece is replaced with a custom "fallen Hero" marker that does not block movement or line of sight for other pieces, and also holds all of the unconscious Hero's possessions. Any Hero may pick up and carry (or drop) a fallen Hero once per turn as a free action, as long as he is adjacent to or standing on the fallen Hero and only carries one fallen Hero at a time. While carrying his comrade, the Hero cannot attack.

If the fallen Hero is carried through the exit, that Hero survives the dungeon. Otherwise he is left for dead, and all his un-looted possessions are lost forever.

Fallen Heroes (b): Looting

A less savory Hero may find it easier to loot his fallen companion and flee for his own life. The first Hero who searches the fallen Hero's room/corridor for treasure claims all of that Hero's possessions. If there are multiple fallen Heroes, the looter must choose which victim to loot first.

Fallen Heroes (c): Stabilizing

A surviving Hero can use a healing item or spell to revive a fallen comrade. If he has neither at his disposal, he may attempt to stabilize and revive a fallen Hero at the cost of his action. The Hero attempting to do this stands adjacent to the fallen Hero and rolls red dice equal to half of the fallen Hero's maximum Body Points (or Mind Points, depending which stat was reduced to 0): if at least

one 6 is rolled, the Hero revives with half his Body and Mind Points, rounded down. Each Hero may only be stabilized once per Quest: after that he remains unconscious.

New Magical Trap

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

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.



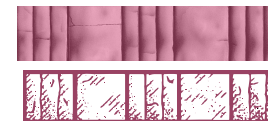
Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



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.



Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.

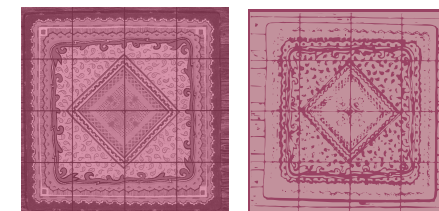


The Weapons Forge

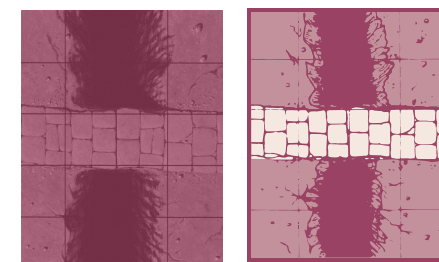
The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



Carpet Room

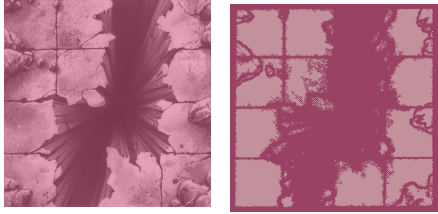


Stone Bridge Room

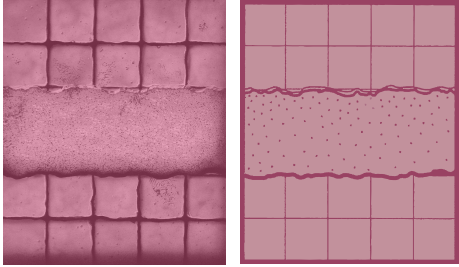




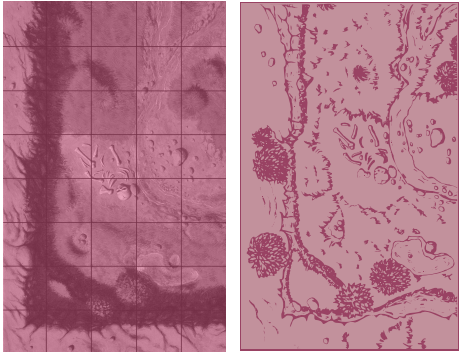
Bottomless Chasm Room
The crevasse that divides this room can be jumped over as a pit, but any Hero who falls into it is lost "forever."



River



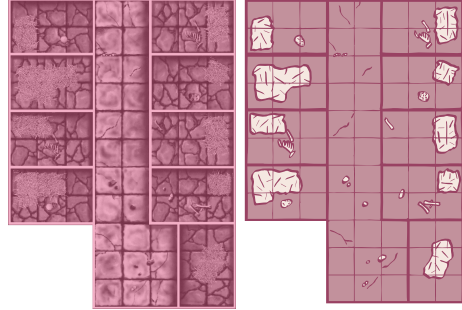
Surface



Crystal Cluster



Corner Prison



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Halberdier		6	3	3	2	3
Scout		9	2	3	2	3
Swordsman		5	4	5	2	3
Skaven Clanrat		8	3	2	1	4
White Seer		8	3	3	2	6
Churl		8	3	3	2	4
Rat Ogre		7	4	3	3	2
Miner		8	2	3	1	3