

HERO QUEST



The Chaos Wars
INSTRUCTION
BOOKLET

HERO QUEST



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Special Notes for the Game Master

1. This Quest Pack was meant to be played with one Quest following after the other without allowing the Heroes to buy and sell items in-between. The Heroes do start each Quest with full Body and Mind Points, though.

2. Quest 1, The Caves below the Castle, was designed to use special cave rules. See "Cave Tiles Instruction Booklet" for full explanation.

3. **Potion Shop:** Besides the normal potions, the shop also sells this potion:

Potion of Anti-Venom. Cost 300 gold coins. Removes poison from the Hero's System, but does not restore lost Body or Mind Points.

4. 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 Monsters

This Quest Pack uses Giant Spiders and Giant Rats. If do not have either of these, use Goblins to replace the Rats and Orcs to replace the Spiders. Tell the players that the Orcs and Goblins have been in the caves a long time. They do not look like normal Orcs and Goblins – their skin is much paler and their eyes are larger. They have normal stats. The Goblin caught in room C is now about to be eaten by his troglodyte cousins. He is tied with ropes instead of Spider web thread.

Giant Hunting Spider

Giant Spiders hunt and stalk their prey, using sight and smell to find food. Once these Spiders have caught the scent of an animal, they will tenaciously follow it, not giving up until it is caught. These Spiders can leap several times their own body length during their attack. They use this ability to pin their prey underneath them, giving them a chance to envenom it.

These Spiders have the special traits of Venom, Leaping, and Following Prey.

Venom: Besides causing normal damage, a Giant Spider's bite is venomous. When bitten by a Giant

Spider, the Hero must roll 1 red die. On a roll of 6, he has been envenomed. Until an anti-venom potion is taken, the Hero will lose one Body Point per turn from the poison until dead. A Potion of Healing or spell will restore Body Points, but the Hero will still be envenomed. Once a Hero is envenomed, additional Spider bites will do regular damage but he will not receive additional doses of venom. An unconscious Hero can be restored by either a healing spell, or by forcing a healing potion down his throat.

Leaping: Once per turn, during its movement phase, the Spider may leap onto a Hero. The Spider makes this leap onto any Hero no more than two squares away. The Spider may leap over other Heroes, monsters, or furniture. When making this leap, it attempts to jump on top of the Hero. The Hero must roll one red die. On a roll of 1-4, he has avoided the Spider. Place the Spider on a square adjacent to the Hero (if none are free, leave the Spider in its current location). If the Spider pins the Hero, he may not attack with any weapon besides a dagger, and may attack no other monster besides the Spider. If the Hero has a dagger but is not currently wielding it, he must spend a turn dropping his other weapon and drawing the dagger. The Hero remains pinned as long as the Spider lives. As long as the pinned Hero lives, the Spider will only attack him, even if other Heroes attack the Spider.

Following Prey: Once a Spider with this trait either sees a Hero, or crosses the path where a Hero has traveled, it will follow him as long as it lives – it will not give up the pursuit until it dies. If the Hero dies, it will still follow his scent until coming to the death place. In this place it will either begin following another Hero's scent (if another Hero was in the same location) or begin hunting again. If a Spider with this trait crosses a trail where more than one Hero has been, assign each of the Heroes a number on a red die (use the left over numbers as "roll again"). Roll the die to determine which of the Heroes the Spider begins following.

Giant Rats

Giant Rats are larger than normal rats, but still relatively weak.

Non-Player Character (NPC)

Quest 2 and Quest 3 have an NPC, Sir Wolfar. You will need an extra human figure for Sir Wolfar. If you do not have one, or do not wish to use Sir Wolfar, you will need to take out all references to him in these two Quests.

Alternately, if you have another player who wishes to join the group, he can do so and play Sir Wolfar.

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.



Locked Door

These doors are locked and might require a key to be opened.



Lever



Stairs



Giant Rat



Giant Spider



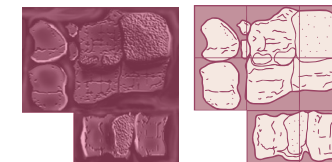
Cave - Tee



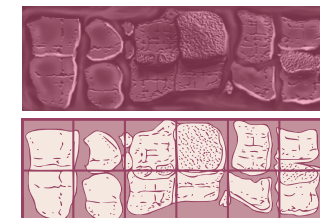
Cave - Cross



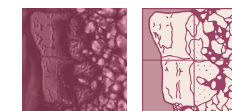
Cave - Corner



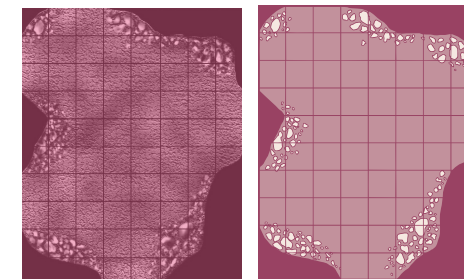
Cave - Passage



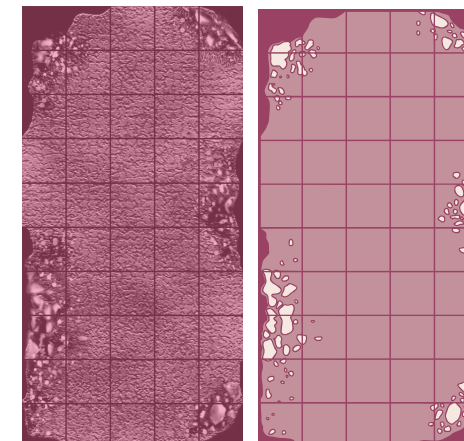
Cave - Blocked



Cave - Room 1

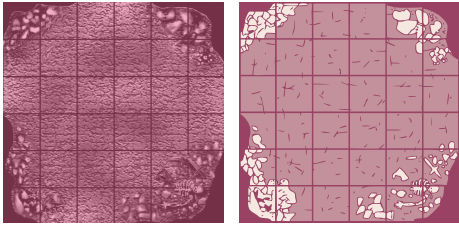


Cave - Room 2

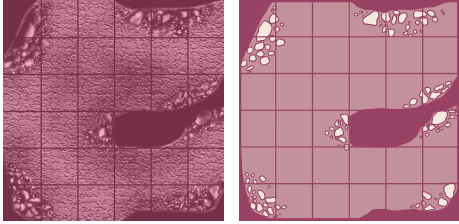




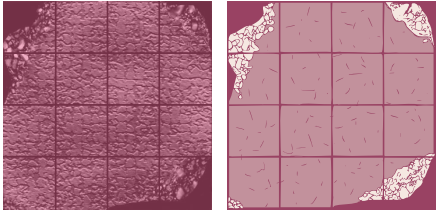
Cave - Room 3



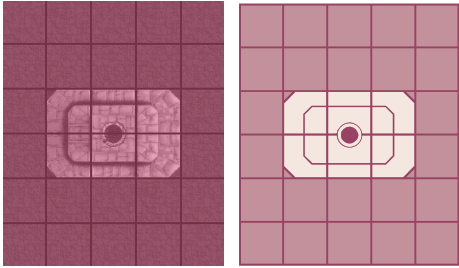
Cave - Room 4





Cave - Room 5



Well



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Rat		8	1	1	1	1
Giant Hunting Spider		8	4	2	4	0