

HERO QUEST



The Destruction of the Tomes

INSTRUCTION
BOOKLET



Monster Chart









Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre		4	6	4	10	2
Polar Warbear		6	4/4	3	6	2
Giant Wolf		9	6	3	5	1
Death Knight / Death Mist		7/4	4/1	4/0	3/1	3/0
Black Orc		6	6/6	3	4	2
Orc Necromancer		9	3	2	2	4
Black Orc Necromancer		7	3	3	4	4
Skaven		8	3	2	2	2



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The Destruction of the Tomes Quest Pack Campaign

The adventure continues! The Destruction of the Tomes Quest Pack Campaign is an expansion set used with the original HeroQuest Game System by Milton-Bradley.

Playing The Destruction of the Tomes Quest Pack Campaign

These new Quests are generally played the same way as the Quests in the Main System. As in the Main System, Heroes are returned to full strength between Quests. (All Body Points, Mind Points, and Spells restored, unless otherwise noted in the Quest text).

There are a few game play differences in The Destruction of the Tomes Quest Pack Campaign.

1. The Quests

Several Quests are larger than usual, spanning more than one HeroQuest game board. During these Quests Heroes do not regain Body Points, Mind Points, or Spells until the entire Quest has been completed.

Multiple game boards or areas may be linked by doorways, a passage, or a spiral staircase. These will be indicated as such on the Quest map.

The first four Quests are solo Quests. Although each Hero has their own associated solo Quest, each one is self-contained on the Quest board, and as many as all four may be played out at one time.

Note: Heroes may not pass from one solo Quest area into another, (*i.e.* *via* a Pass Through Rock spell).

2. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. For those Quests where the Heroes enter through a doorway or passage this is indicated on the Quest maps by an arrow.

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 1 red die for movement, attacks with 1 combat die, and rolls two combat dice for defense regardless of what weapons or armor is

carried. The Hero's attack and defend dice can be increased by some spells and spell scrolls. A Hero with zero Mind Points, however, may not cast spells or use spell scrolls.

4. Equipment and Potions Purchasing

As the Heroes are traveling in remote regions during many of these Quests, equipment and potions may only be purchased between specified Quests, and at *no other time*.

5. Trap Doors, Special Passages and Tunnels

Passages, tunnels and trap doors are used to link two rooms. Unless otherwise stated the Hero only needs to move onto the necessary tile and he will be re-located to the corresponding room. A Hero may travel through such a route only once per turn – therefore he must wait until his next turn to travel back to the previous room.

6. Teleporters

Several Quests contain hidden teleportation tiles which cannot be found through searching. Only if a Hero or monster stands on the teleport square will it become active. There are also 1-way teleporters – a teleporter labeled A can *only send* to the location labeled A_{EXIT}. A_{EXIT} itself does *not* function as a real teleporter.

7. Spells

The spells available to the Elf and Wizard Heroes in this Quest are those from the Main System: Earth, Air, Water, and Fire spells. In addition to these spells, the Elf may choose instead to select 3 Elf Spells. The Wizard and Elf both, on the other hand, may choose to select from the Protection, Detection, and/or Darkness spell groups. Note: The Elf may only pick 3 spells from any *one* group. The Wizard may select a total of 3 spell groups.

8. New Spells

Later during the Quests, new spells may become available to the Elf and Wizard Heroes. These new spells belong to existing Spell groups, however, only three spells from each group may be taken, as usual.

9. Treasure

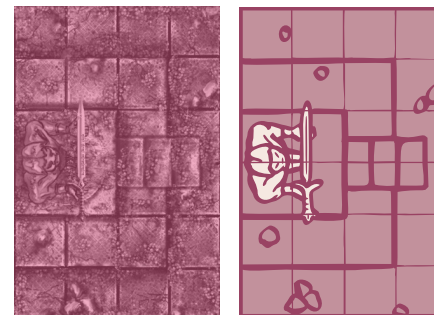
The random treasure deck may be compiled with any and/or all other Quest Pack treasure cards, at the Game Controller's discretion. Note: Very special items such as the Cloak of Passage, may be best left for other Campaigns, although the inclusion of any of the HeroQuest treasures will not unbalance game play.

10. New Treasure

New treasure cards are available with this expansion

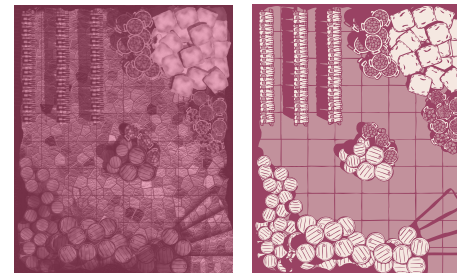
Sword Room

Created hundreds of years ago to honor a brave and mighty King. It is said this room watches over those who seek the King's mighty blade, the Longsword of Galamar.



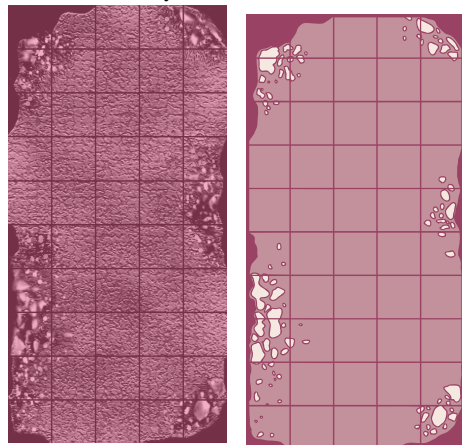
Agin's Inn Cellar

At one time this Inn likely housed some of the greatest adventurers and boasted the finest ale in the land. Its city now in ruins, the Inn has long been abandoned, and lies upon cursed, magical grounds.



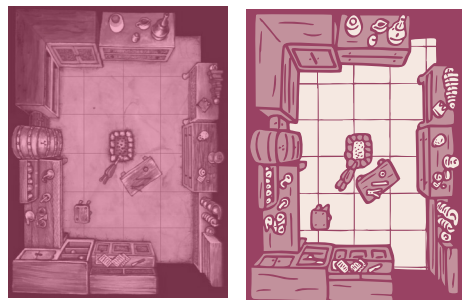
Long Cave Passage

This long extended cavern has been crudely tunneled out from the Earth. Loose stones and rock above indicate the Heroes must be wary, as this cavern is likely to crumble and crush those who do not tread carefully.



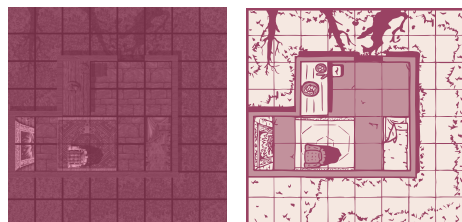
The Alchemist's Laboratory

Although falling into disrepair and no longer used, this room was once the laboratory of a skilled alchemist. Its location is sure to be a useful find!



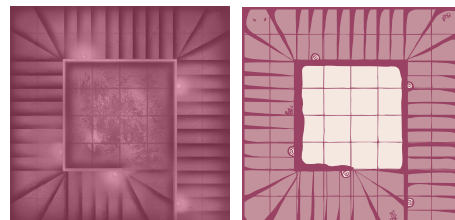
Small House

This house was once the residence of one of the Monastery's Clerics. No-longer inhabited the Heroes may move through the house freely.



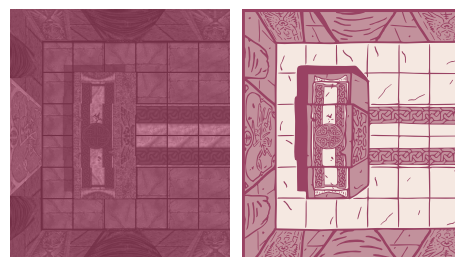
Stairs to Upper Room

These stairs were crafted long ago, but it is unclear from their age whether they were carved by men, Dwarves, or the most recent inhabitants of the lair, the Skaven!



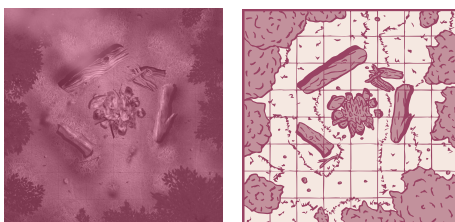
Unholy Altar

Once a holy place for the monks and clerics of the Monastery, this place has been sealed off with powerful magic...



Campfire

The Heroes nightly encampment when outside cities and towns is often little more than a roaring fire and some logs for sitting. Be wary, some Monsters are drawn to the fire light.



pack. These should be included in the treasure deck at the beginning of play.

11. New Artifacts

Although most of the Artifacts included herein will be familiar to those who have played other HeroQuest Quest Packs, there are several new Artifacts which are relatively more powerful than most. Included are the Tomes of Chaos Magic Artifacts. These can be found by the Heroes during the Quests, however they are not permanent Artifacts, see the Quest notes, and their corresponding Chaos Artifact Cards for details.

There are also several specialized Henchman Artifacts which can be found. These Artifacts may only be used by a Man-at-Arms. These items may be carried by a Hero, however, the Hero cannot implement the Artifact, or gain its benefits in any way!

The Longsword of Galamar is a powerful Legendary Artifact which the Players may obtain. **Although, it is the game controller's discretion whether to allow this weapon into the hands of a Hero in the event that the Adventurer character dies.*

12. The Men-at-Arms

During these Quests the Heroes will not have an opportunity to hire Men-at-Arms. If the Heroes still have a number of Men-at-Arms from previous Quests they should be set aside, as only the Heroes themselves have been summoned on these Quests. The Men-at-Arms units in this Quest Pack will be available only in certain Quests, as troops of the Empire. As such they are *not* paid for their services.

The Men-at-Arms –

- can move and attack in the same way the Heroes do.
- can open doors and jump pit traps.
- may not search for secret doors or treasure.
- *only* the Scout may search for, and disarm traps.
- may not acquire new weapons, treasure or equipment.
- they may carry and use a single potion bottle at a time, given to them by a Hero. These may be healing potions, or other potions the Heroes have with them. In this way a Men-at-Arms unit who has reached zero Body Points may still use a Potion of Healing in the same way a Hero does.

Heroes may also administer healing potions or healing Spells to the Men-at-Arms, but this must be done before the unit has reached zero Body Points and is considered dead. As well, both the Hero and Man-at-Arms cannot be adjacent to a monster if

exchanging a potion.

At the beginning of the second full-length Quest the Heroes only have a set number of Men-at-Arms units in reserve. The chart below lists the starting number of Men-at-Arms, 17-units in total. Once a specific type of Man-at-Arms dies it is recorded in the "Slain this Quest" box. When the Quest is completed the number of slain Men-at-Arms is subtracted from the number of starting units and carried on to the chart in the next Quest (see the example below).

4	4	6	3
Slain this Quest			
Quest Survived			

For example: Quest 2 starts with 4 Crossbowmen, 4 Halberdiers, 6 Scouts, and 3 Swordsmen.

The Players decide to take one of each type of Man-at-Arms into the Quest with them, but during the course of their adventure the Swordsman and the Scout die and their deaths are recorded in the "Slain this Quest" boxes under the unit -type:

4	4	6	3
Slain this Quest		1	1
Quest Survived			

The Deaths of the Swordsman and Scout are recorded in the supplied chart.

Of course, the Crossbowman and Halberdier survive, however. This data is recorded in the "Quests Survived" boxes in the same chart:

4	4	6	3
Slain this Quest		1	1
Quest Survived	1	1	

The units that survived the Quest are recorded in the supplied chart.

At the beginning of the next Quest the number of troops in reserve (starting number *minus* number of deaths) are carried through:

4	4	5	2
Slain this Quest			
Quest Survived			

In this case, we started with 4 Crossbowmen, 4 Halberdiers, 6 Scouts, and 3 Swordsmen, 1 Scout and 1 Swordsman died, therefore there are 5 Scouts and 2 Swordsmen left in reserve.

Once any of the Men-at-Arms types has reached zero, no more of that type may be brought into play.

13. Men-at-Arms Advancement

At the end of each Quest, any Men-at-Arms units who have survived the Quest are recorded on the Quest chart. If, for example, a Crossbowman survives 5 Quests in a row without dying (we assume it is the same individual in each Quest) his rank is increased



to that of "Master".

Master Men-at-Arms have the following bonuses:

- +1 additional Body Point
- +1 additional Mind Point
- +1 additional Movement space
- may search for secret doors
- may search for treasure!

Note: Master Men-at-Arms can only use Henchman Artifacts. They may not use normal Artifacts, nor do they keep any other Artifacts, Equipment, or items; these are turned over to a Hero when they have an opportunity. Any gold that is found by a Master Man-at-Arms will also be turned over to the first Hero nearby, however, 10 gold coins, or 10% of the value (whichever is more) automatically goes to the Empire and is lost from play!

A Master Man-at-Arms may be kept in play, or may be put in reserve and replaced with a regular reserve Man-at-Arms unit at the beginning of any Quest. There are bonuses at the end of the campaign for the number of Master Man-at-Arms obtained.

14. Quest Sight Modifiers

Some Quests have identified Sight Modification tables (as shown below). In these Quests the environment of the dungeon, cave, or building hinder sight. This influences the range at which Heroes may attack, cast spells, and even search for traps, and secret doors. A Hero searching a room for treasure still searches the entire room, regardless of sight range.

Attack and Spell-casting range for each Player-unit is summarized in the first Column. It should also be noted that the Wizard's magical ability allows him to cast spells farther than he can attack. The Dwarf also has an innate ability to see in darkness without penalty due to his race's mining history.

Searching for traps or secret door range is summarized in the second column.

For Master Men-at-Arms the same unit's sight range is used from the table.

The new Companion units have the same stats as the Scout.

Note: All Monsters and creatures have full sight range.

Quest Sight Modifier*			
	Attack	Spell	Search
	3	3	3
	4	4	4
	3	6	3
	3	-	-
	3	-	-
	3	-	3
	3	-	-

*The Dwarf always has full sight range

15. New Hero/Player-Character Units

During the course of some of the Quests the Heroes will encounter other characters that will join them temporarily. The new player units are listed below as well as their specific details.

Adventurer – An adventurer and treasure hunter, lured by folklore and tales of a powerful sword from ages past. At the beginning of each Quest the Adventurer may draw 6 Combat Cards at random, *except* Luck, Careful Aim, or Capture & Disarm.

Archer – An Elf archer who uses a Longbow to fight. The Archer can cast only the following Elf Spells: Luck, Bolt, and Fleet Foot.

Half-Orc – Versed in the combat tactics of both the Orcs and Black Orcs, he was once leader of a neutral Orc tribe; although he has been hunted by the Black Orcs for his opposition to their rule over two years ago. The Half-Orc has the ability to summon friendly Orcs from his tribe, as well as an Orc Shaman.

Necromancer – Skilled in the realm of magics used to animate the dead, as well as the workings of Chaos magic, the Necromancer now battles the forces of Chaos after his family was slaughtered by Chaos Warriors. The Necromancer can cast the following Necromancer Spells: Call Skeleton, Raise the Dead, Death Bolt, and Reanimation.

Note : All new Player units have the same sight modifier as the Scout.

16. Destroying Tomes of Chaos Magic

After Interlude 1, if the Heroes find a Tome, it must be destroyed with any Fire Spell or Scroll before the end of the Quest. If not, the Wizard will suffer a -1 penalty to movement and Mind Points, per Tome, in each successive Quest, until the Tomes are destroyed.

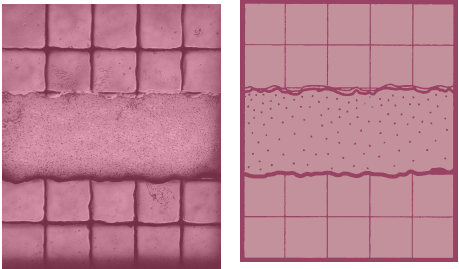
17. Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck or if a Hero moves onto a Wandering Monster trap as described under the "New Traps" section of this book. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.



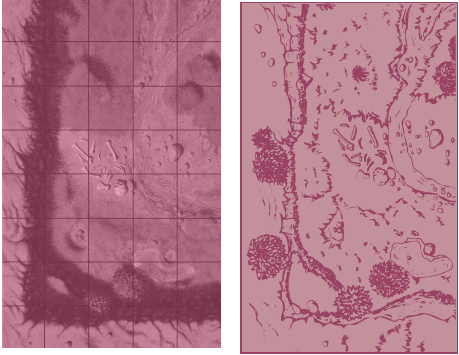
Two Levels (Quicksand)

This room is divided into two levels, one upper level at either end of the room, divided by a passageway spanning the room at the lower level. The floors on either side of the passage are too high to reach easily. In order to climb up a Hero or Man-at-Arms must spend two full turns standing adjacent to the edge, taking no other actions, in order to climb in/out. Heroes on the upper level may attempt to jump across as if they were jumping a double pit trap. Failing to jump successfully will inflict one combat die of damage, and end the unit's turn.

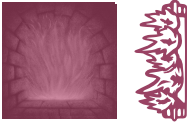


Grassy Rock Face

There are no special rules or effects for this tile.



Wall of Flame



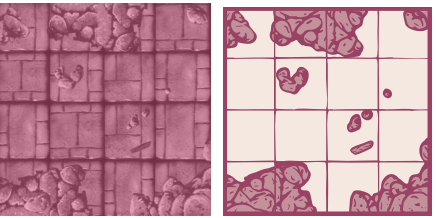
Master Tome of Chaos Magic

This tile represents the Master Tome of Chaos Magic. As the Master Tome *cannot* be lost permanently, if the Wizard is slain, or loses this item, place this tile somewhere on the gameboard for the Heroes to find.



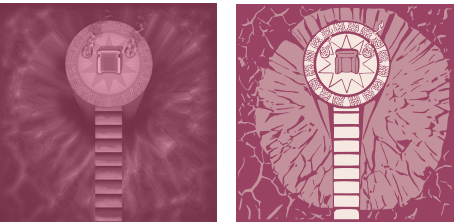
Rocky Room

This room has no special features. Refer to the Quest notes for specific information.



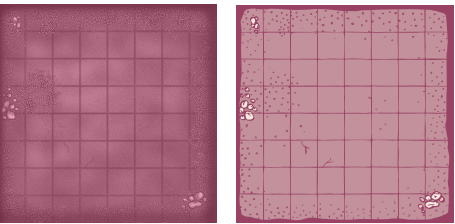
Maleficient's Throne

This room extends out into the void, and any Hero who missing their footing will never be seen again as they float uncontrollably into the ether. The only solid footing is the narrow stair leading up the Maleficient's throne.



Corner Section Room

This large chamber has no special rules or features.



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.



Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



Giant Stone Boulder

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



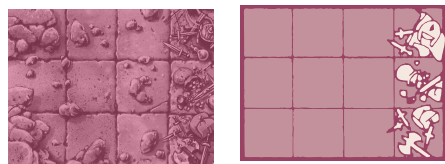
Forge

This forge was constructed by Dwarven blacksmiths and is still hot, as it is fuelled by the depths of the Earth.



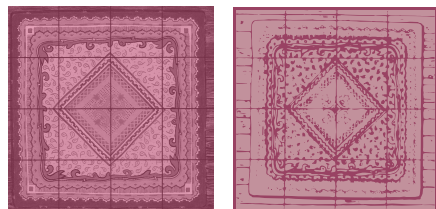
The Treasure Room

This treasure rooms once housed great treasures and items, and may still contain wondrous things.



Carpet Room

There are no special rules or effects for this tile.



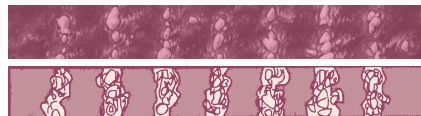
Magic Ice

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



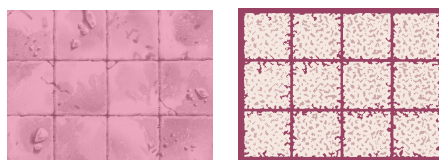
Water Way / The Icy River Tile

This waterway may be crossed normally and does not impose any movement restrictions or damage to units passing through.



Ice Vault

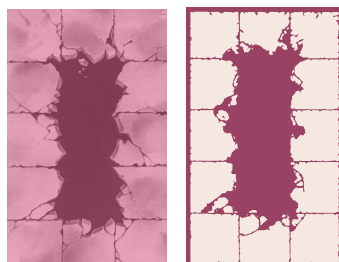
This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in the room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.



Two Sizes:
2x3 squares
3x4 squares

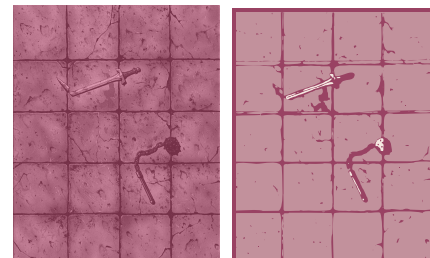
Ice Ledge

This slippery ledge surrounds a deep crevasse. The Heroes must walk around the crevasse on the edge, inches from a fall to the death.



Battle Lair

This room has seen many battles, where stunning victories and bitter defeats have been met.



18. Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

19. 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.

20. Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks (such as the Polar Warbear), however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

New Traps

The Wandering Monster trap and the Swinging Blade trap do not have tiles.



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



Swinging Blade Trap: The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the three spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only

be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.



Long Pit Trap: If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.



Cave-in: Do not place any tiles on the gameboard for this trap. If a Hero triggers the cave-in trap he must roll two combat dice, losing one Body Point for each skull rolled. The cave-in does not block passage across the square, do not place any trap tiles on the board after the trap is triggered.

New Magical Traps

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.



Fireburst Trap: When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.



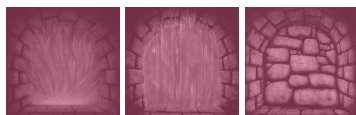
Hurricane Trap: This trap must be set in a corridor. Once a character passes the spot marked "X", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.

Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the special counters. Details of each spell appear on each spell card while the general rules of effect are detailed below.

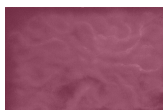
Magical Barriers

Wall of Ice, Wall of Flame and Wall of Stone spells allow the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defense dice shown on the specific spell card and counting the white shields scored. If the wall takes one Body point or more of damage, it is destroyed and the piece is removed from the board.



Cloak of Shadows

Use this tile with the Cloak of Shadows spell.



New Monsters

Black Orc

Black Orcs attack twice, once with each weapon they wield. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Black Orc Necromancer

Black Orc Necromancers may only attack once per turn, or they may cast one of their Chaos Spells. All Black Orc Necromancers know the spell Summon Undead, however they may have additional spells as well.

Orc Necromancer

Orc Necromancers have the following Chaos Spells: Summon Undead, Reanimation, and Ball of Flame.

Death Knight

The Death Knights can defend any Skulls rolled against them by rolling a single black shield on any of their Defend dice. They do not count as Undead, and are therefore treated as normal Monsters. Once defeated, their armor crumbles, revealing the Death Mist's spirit which lies within. The Death Mist has 1 Body Point, and no Defend dice. It can only be harmed by rolling a skull when attacking with the Spirit Blade, or a Tempest spell may be used to destroy the Death Mist instantly as well. The Death Mist may pass through Monsters or Heroes. It instantly deals 1 Body Point of damage to anyone it passes through. It may not end its turn on an occupied tile.

Unrelenting Skeleton

Unrelenting Skeletons may not be powerful, but they are notoriously difficult to slay. Once defeated, place a skull tile on the square the Unrelenting Skeleton occupied. After two full turns have passed, the Unrelenting Skeleton will automatically reanimate itself and resumes play as normal immediately at the beginning of the game controller's third turn. They may be permanently destroyed with a Heal Body Spell, Heal Body Spell Scroll, a Vial of Sacred Water, or the Spirit Blade.

Clockwork Armor

These ancient suits of Clockwork Armor were once powerful. Now with age they are more susceptible to damage. For each Body Point lost they also suffer a -2 penalty to movement (1 minimum), and a -1 penalty to their total Attack dice (1 minimum). These creations are mechanical, and do not count as Undead, but are also immune to mind-affecting spells such as Sleep, or similar spells.

Skaven

The Skaven are only slightly more resilient than Orcs as far as the Heroes are concerned. Normal Skaven, commonly, do not possess any unique skills or abilities.

Skaven Warriors

They are more powerful than their lesser brethren,

and as such are strong combatants. They have also been known to favor attacking with poisonous blades on occasion.

Skaven Defiler

These creatures are rarely encountered. They are expert magic users and favor spells which diminish their enemy's strength and skill. As such, they know the following Spells: Chill, Dispell, Tempest, Fear, and Slow. They can also defend any skulls rolled against them by rolling a single black shield on any of their Defend dice.

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.

Polar Warbear

The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

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.



Locked Door

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



Open Door

These doors are already open.



Portcullis

Heroes and Monsters can "see" through a portcullis even before it is opened. Unless otherwise stated, portcullises may be forced open by Heroes or Henchmen. To do this the unit must roll less than his current number of Body Points on two red dice. Each unit may try once per turn to open a portcullis.



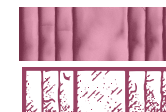
Stone Doorway

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.



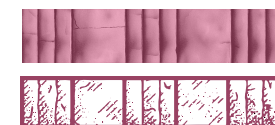
Short Stairway

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.



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.

