

# HERO QUEST



The King under the Forest  
INSTRUCTION  
BOOKLET











**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.



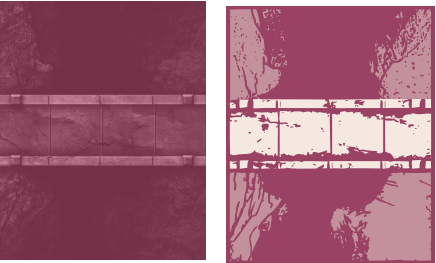
**Coffins**  
These stone tomb coffins contain the bodies of 12 of Vallandar's most loyal warriors.



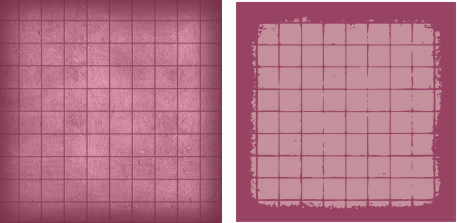
**Portal of Light**  
This magic portal protects the lower levels of Vallandar's tomb from unwanted visitors. Bretwald's map contains the magic spell to unlock the portal.



**Stone Bridge**



**Warrior's Crypt**  
These two tiles fit together to create the cavernous tomb.



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## About the King under the Forest

This Quest Pack is an adaptation of the Quest 'The King under the Forest' by Dave Morris and Oliver Johnson that appears in the book Dragon Warriors.

## Playing the King under the Forest

Welcome back, adventurers! In this Quest Pack the Heroes will travel through the tomb of Vallandar, a mythical king from long ago. They search for all the treasure of the kingdom that legend says was buried with the king, but may find more than they bargained for.

## New Rules

The Heroes are accompanied on this Quest by Bretwald, a local priest. He is armed only with a staff and carries a lantern. One Hero should be chosen at the beginning of the game to control Bretwald and they will move him as part of their character's turn.

Bretwald

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	3

### Bretwald's Lantern (optional Illumination Rule)

Unless otherwise stated the tomb is not illuminated. Bretwald carries a lantern to light the way for the Heroes. The following rules apply to Bretwald's Lantern.

- **His lantern will illuminate any corridor or room that he is standing in as well as any square he can see. The light from his lantern will not be obstructed by Heroes or monsters.**
- A Hero may search any square on the board as per the usual rules, however if the square they search is not illuminated their search will be unsuccessful, and any hidden traps or treasure should not be revealed to them by Zargon.

- A Hero may not disarm a trap that is not illuminated, any attempt to do so will set off the trap and the Hero will suffer the body damage caused by that particular trap.
- A Hero may attempt to jump a trap they have been made aware of, but if it is not illuminated they must role a black shield on 1 combat die to jump the trap. If the Hero rolls a skull or a white shield the trap is sprung and the Hero suffers the body damage caused by that particular trap.
- When fighting in the dark the number of combat dice thrown by a Hero should be halved and rounded up. **The number of combat dice thrown by monsters will be unaffected.**
- When a Hero is exploring a corridor or room in the dark objects should only be placed on the board when the Hero moves into an adjacent square.
- Once an object or monster has been discovered, either in the dark or with Bretwald's Lantern it should remain on the board.

### Wandering Monsters

One Quest in this Quest Pack has 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.

### 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 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 two 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.



**Pit of Darkness:** The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a

Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

## 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.



### Double Door

Double doors are always open. A new double doorway is provided on the tilesheet.



### 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.

