





HERO QUEST



The Northern Fear
INSTRUCTION
BOOKLET



Mercenaries Chart

Mercenary	Map Symbol	Cost Per Quest (GOLD COINS)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Crossbowman		75	6	2	3	1	2
Halberdier		50	6	3	3	1	2
Scout		50	9	2	3	1	2
Swordsman		75	4	4	5	1	2

The Crossbowman wields a crossbow – See the Armory on the cardboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.

The Halberdier wields a halberd that enables him to attack diagonally.

The Scout has the Dwarf's ability to detect and disarm traps.

Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scout, who can detect and disarm traps).

The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary's cost for each Quest.**



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Introduction

The Northern Fear continues where Wizards of Morcar left off. It is assumed that players will have completed and be familiar with Return of the Witch Lord, Kellar's Keep, Against the Ogre Horde and Wizards of Morcar expansion packs to the original game. The Northern Fear requires no additional items for game play, although it makes use of items contained within the original game system and five expansion packs.



A Quest to Defeat the Northern Sorcerer

The players' primary aim in each Quest is to survive and find their way to the next Quest, thus ultimately finding and defeating the Northern Sorcerer. The Quests should be played as a continuous adventure. The Northern Fear introduces a number of new elements to the HeroQuest game.



Playing the Quests as a Series

The Northern Fear is designed to be played as a series of Quests taking place in an enemy stronghold. Characters may not replenish their Mind or Body Points between Quests. Characters may not buy new equipment or potions between these Quests, but may keep anything they find; nor may they hire any Men-at-Arms. They may replenish their spells between Quests, but they must keep the same spells that they choose at the start of the first Quest.

The 'Charm Potion' card should be removed from the Treasurer pack. The Evil Wizard Player should reshuffle the treasure pack between Quests returning any used cards from the previous Quest to the pack.



Rules Update for Men-at-Arms

In order to improve play a number of minor revisions have been made to the established Rules of Play and addenda contained within the expansion packs.

Movement and Actions

Each player's Men-at-Arms may move and undertake

their actions prior to, or subsequent to, the movement of a player's Character.

Halberdier Diagonal Attack

The Halberd, that a Halberdier carries, is a long polearm that may be used to attack diagonally.

Stone Doorways

Stone doorways, introduced in Against the Ogre Horde, are large slabs of rock which must be pushed out of the way using brute force before they are open.

Whilst the Barbarian, Dwarf and Elf are able to attempt to open stone doorways; some Men-At-Arms possess the strength necessary to open stone doorways too.

In an attempt to open a stone doorway, a Halberdier may roll two combat dice, whilst a Swordsman may roll three combat dice; both attempting to open a stone doorway in the same way as player characters.

Crossbowmen and Scouts do not possess the same physical strength as the Halberdier or Swordsman. However, a group of Crossbowman and Scouts, standing adjacent to each other, may attempt to open a stone doorway. Each Crossbowman or Scout in the group contributes one whole combat dice to the attempt.

As with the players' characters, Men-at-Arms must score two skulls on their roll to open one of these doors.




The Northern Sorcerer

Long ago, a woodsman was in the Loren Forest collecting kindling. An Elven princess was riding through the forest when the two came across one another. They fell in love. The Wood Elves had learnt to dwell in concord with the seasons and the weave of life and death that binds all living things together. Staunch defenders of the forest, and guardians of all things natural and pure. For millennia, the Wood Elves lived in this state of harmony, untouched and secluded from the rest of the Old World. Despite the disapproval of her kin, she bore her love a son.

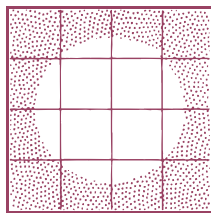
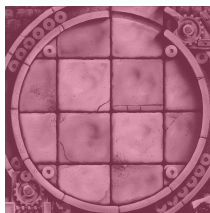
They were banished from the forest and found a life in Quenelles in the Kingdom of Bretonia, living by the River Brienne. For a time life was good. He excelled in his studies and in time learned from his mother about the mysteries of Elven magic.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre Warrior		6	5	5	Variable	1

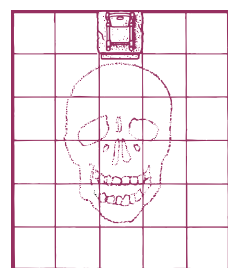
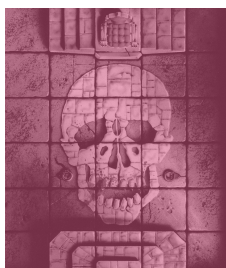
Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



Throne Room

The large throne room is used by evil rulers such as the Witch Lord.



However, as time passed his mother did not age, his father did. And when his father passed from the mortal world his mother's heart was broken.

The Northern Sorcerer aged more slowly than other men and in time grew bitter, that his wisdom and abilities were always scorned, because people were mistrusting of his heritage.

In time this bitterness grew, he turned to chaos and soon fled.

The Northern Sorcerer in HeroQuest

The Northern Fear introduces the Heroes to the Northern Sorcerer who they will have to face.

Commencement of the Quests

At the start of the first Quest, each character should receive 2 healing potions which will heal the character up to his maximum Body Points. Players should note the healing potions on their character sheet and cross them off once used. Any number of potions may be used in any one Quest.

Players may purchase new equipment from the Armors prior to the commencement of the first Quest.

Prior to the first adventure characters that use magic should select their spells in the normal way. They must keep the same spells for the duration of the Quest.

Prior to the first Quest, players may hire Men-at-Arms to accompany their Hero on the quest. However, because of our Hero's distance from the Empire, players may not hire new Men-at-Arms between Quests; a number of possible recruits can be found during the adventures that lie ahead. All Men-at-Arms, regardless of their origin, must have their upkeep paid, by their player.

The Revolving Room

In The Northern Fear the Revolving Room tile, introduced in the Return of the Witch Lord expansion pack, provides the entry and exit point for a number of the Quests.

Once a player's character or Men-at-Arms pass

through a doorway, regardless of if it is an entry or exit doorway, into the Revolving Room, they may not pass through it again.

On the map of the dungeon the Revolving Room may appear with an entry doorway and/or an exit doorway marked.

If the Entry Door to the Quest is marked on the map connected to the Revolving Room then the Evil Wizard Player should allow the first player's character and any of his Men-at-Arms to be placed in the room and set out the Entry Door as marked on the map. The Evil Wizard Player should not reveal the location of any Exit Door into the Revolving Room at the commencement of a Quest. Once all the players' characters and men-at-arms have exited the Revolving Room the Entry Doorway is removed from the board.

If the Exit Door to the Quest is marked on the map connected to the Revolving Room then the Evil Wizard Player should place both the Revolving Room tile (if it is not already on the board) and the Exit Door on the board when it is discovered by the players.

New Rules

Mercenaries

This Quest Pack contains Mercenary figures, with interchangeable weapons that enable you to put together the 4 different types of Mercenaries (the Scout, the Swordsman, the Crossbowman and the Halberdier).

Mercenaries are soldiers who can be hired by a Hero before a Quest begins. They will accompany any Hero on a Quest, if the Hero pays their fee. The fee for each type of Mercenary is given in the Mercenary's card as well as on the Mercenaries Chart on page 10 of this book. The gold must be paid before the Quest begins.

A Mercenary is controlled by the Hero who hired him. The Mercenary moves and attacks immediately after that Hero's turn. A Hero can control as many Mercenaries he can afford to hire. A Mercenary can move, open doors, attack and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Mercenary does not receive any treasure. If a Hero dies on a Quest, any Mercenary hired by that Hero continues on the Quest, controlled by the fallen Hero's player.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack, as well as on the Mercenaries Chart on page 10 of this book.

If a Quest map calls for a type of Mercenary that is not available because they've all been hired by Heroes, Zargon may substitute a different type of Mercenary, or another monster altogether.

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. 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.

New Trap



Falling Block: When a character player moves through a square containing a falling block symbol, a block will fall. It will land into the adjacent square marked with the arrow on the Quest map, blocking the way. Any character or monster in the square into which the block falls must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is eliminated by the falling block.

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.



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.

Chaos Sorcerer Spells

Below are three new Chaos Spells which use Mind points to affect their targets. Mind Points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and, more importantly, how well they can resist it. These new Chaos Spells have spell tokens which monsters will use when allocated them in the Quest notes.

Chaos Sorcerers may only cast one spell a turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of sight. A Chaos Sorcerer who casts a spell may also move but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer casts a spell and is killed, that spell stops working at once.

For example: If the Chaos Sorcerer uses a spell on a character and is killed before that character's turn, the Chaos Sorcerer's spell stops working at once. The character is free to move on his next turn.

If a character has the Talisman of Lore, he receives an extra two Mind points. These Mind points count towards that character's Mind Combat total, as long as that character has the Talisman.

Mind Lock

This spell allows a servant of Chaos to freeze a hero's mind and prevent him from taking any action. The Chaos Sorcerer makes a Mind Attack against his target by rolling a number of combat dice equal to his Mind points. His target defends with as many combat dice as he has Mind points. The defender is frozen for one turn for each skull scored by the attacker. If no skulls are scored against the target, the spell has no effect. A Mind Locked character places one Mind Lock token on his character board for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's hold by rolling one combat die for each Mind point. If he manages to roll three skulls or more, he may remove all remaining Mind Lock tokens on his character board. A frozen character may not move, attack or

perform any other action, but he may defend against other attacks using only one defense die.

Dominate

This spell allows a Chaos Sorcerer to take control of a hero for a turn. The Chaos Sorcerer must attack his target by rolling a number of combat dice equal to his Mind points while the defender does the same to defend himself. The Chaos Sorcerer must score at least two skulls in his Mind Attack. If he is successful, the Chaos Sorcerer places a Dominate counter on the character's board and may move that character immediately. He may move, cast spells and fight with the character as normal and may attack the other players with him. A character is only Dominated for the duration of the Chaos Sorcerer's turn. If the attack is unsuccessful, nothing happens.

Mind Blast

This spell allows a Chaos Sorcerer to inflict Mind point damage on another character without having to be next to him or physically attacking him. A Chaos Sorcerer with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may only use as many Mind Blasts as he has tokens.

To attack with a Mind Blast, both characters roll a number of combat dice equal to their Mind Point score and add up the number of skulls they have. The one with most skulls, be it attacker or defender, then inflicts Mind point damage on his opponent equal to the number of skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a character or a monster loses all his Mind points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind points are recovered between Quests in the same way as Body points.

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

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.



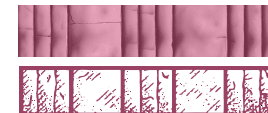
Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



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.



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.



Carpet Room

