

HERO QUEST



The Warlock of Firetop Mountain
INSTRUCTION
BOOKLET



Monster Chart



| Monster | Map Symbol | Movement Squares | Attack Dice | Defend Dice | Body Points | Mind Points |
|----------------|---|---------------------|----------------|----------------|----------------|----------------|
| Ogre Warrior |  | 6 | 5 | 5 | 3 | 1 |
| Ogre Chieftain |  | 4 | 6 | 6 | 4 | 2 |



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New Rule

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 Trap

The Wandering Monster 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.

New Monsters

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

Crystal Key



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.



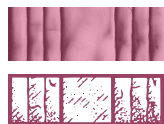
Portcullis

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.



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.

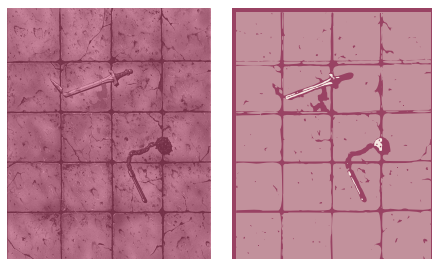


Trap Door

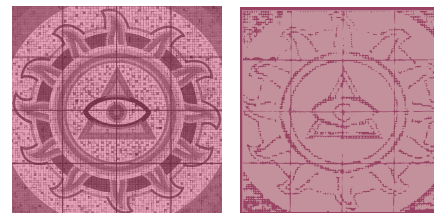
These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Battle Room



Sun Eye Room



Surface

