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H

eed well my words, for I am Mentor, Guardian of Loretome. I will tell you of times past, of darker days when the Empire was saved against all hope. For I fear the darkness is about to return...

The sinister forces of Zargon, the Evil Sorcerer, had swept all before them. At the sight of the Black Banner and the massed hordes of Chaos, even the bravest warriors of the Emperor had fled, the land was laid to waste and all men despaired.

There then came a mighty warrior Prince from the Borderlands – Rogar the Barbarian. He bore a glittering diamond on his brow – the Start of the West. Hope returned and men flocked to his standard, leaving their hiding places in the hills and forests. Other great Heroes joined him: Durgin, the fearless Dwarven warrior from the World's Edge Mountains, Ladril the Elven fighter mage from distant Athelorn and Telor the Wizard whose sorcery was to save Rogar on many occasions.

For many years Rogar trained his army, being careful to avoid open battle with Zargon's general until all was ready. He ever harried the Chaos supply lines and wiped out countless Orcs and Goblins.

Then came the day for which Rogar had waited. His army had grown strong and was well practiced. Camping in the high passes, Ladril saw the Black Hosts from afar and bade Durgin blow the call to arms on his mighty horn. Rogar's army poured down upon the enemy from two sides and battle was joined. Many foul creatures and good men perished that day. Yet, as the light of day faded, it was Darkness that fled the field. But the victory was not absolute. Zargon and his general escaped beyond the Sea of Claws and even now they plot their revenge. Soon their plots will be ready and the Empire will have need of a new Rogar. But where are the Heroes to equal him?

You have much to learn if you are to become as great as Rogar and his companions. I will help all that I can. The book I protect – Loretome – was written when time began. All that ever was and all that ever will be is recorded in its countless pages. Though Loretome and I may guide you, but I may not intervene, lest a greater evil befall the World and the evil forces of Chaos triumph forever.



Attack Dice

They reflect the fighting power of the Hero's weapon. During the Quest, the Hero's attack strength will continually be changed by events (spell, combat, etc.)

Defend Dice

They reflect the ability of the Hero to dodge or absorb enemy hits. During the Quest, the Hero's defend strength will continually be changed by events (spells, combat, etc.)

Body Points

They reflect the Hero's physical strength. The Barbarian is the strongest, starting with 8 points; the Wizard the weakest, starting with 4 points.

Mind Points

They reflect the Hero's wisdom, intelligence and resistance to magical influence. The Wizard has the greatest mental strength, starting with 6 points, the Barbarian the least, starting with 2 points.

On A Hero's Turn

As a Hero you may move and then perform an action, OR you may perform an action and then move. You may not, however, move part way, perform an action, and then finish your movement. You may perform any one of the following six actions:

- ◆ ATTACK
- ◆ CAST A SPELL (Wizard and Elf only)
- ◆ SEARCH FOR TREASURE
- ◆ SEARCH FOR SECRET DOORS
- ◆ SEARCH FOR TRAPS
- ◆ DISARM A TRAP

These Actions are also listed on the back of each Character Card for easy reference, and are explained in detail on pages 5-16.

Hero Movement

As a Hero, you normally begin and end a Quest in the room marked with the stairway (unless otherwise specified in the Quest book). The stairway leads you down, down... deep into the evil stronghold of Chaos. To safely complete a Quest,



you must return to the stairway, for it is only there that you are truly free from harm.

To determine how many square spaces to move, you must roll 2 red dice (2d6). Then, move carefully along the corridors and into rooms square by square. On the gameboard, the corridors are shown by the areas with light gray flooring. Corridors may be one or two squares wide. The rooms are enclosed by white lines (the walls). **You do NOT have to move the entire distance indicated by the dice roll.** When moving, however, you cannot pass over monsters, move through walls or move diagonally. You **MAY** pass over other Heroes. You may only enter rooms through doors. You may not share a square with another Hero or with a monster. **Exceptions: When on the stairs or in it trap, sharing a square is permitted.**

Passing Items

A Hero can pass a potion, artifact, weapon, or any other item to another Hero only if the 2 Heroes are in adjacent squares and neither Hero is adjacent to a monster. When 2 Heroes are in a room and no monsters are on the board, they may pass items without being adjacent to each other or using part of their Movement roll.

Looking and Opening Doors

As a Hero, while moving, you may “look” down a corridor or through an open door. Looking gives you the opportunity to see what is directly within your line of sight, such as closed doors, blocked square spaces and monsters. Looking is NOT one of the 6 actions. On your turn, you may move adjacent to a closed door and ask Zargon to open it. Zargon will open the door by removing the closed-door piece and replacing it with an open-door piece. Opening a door is also NOT one of the 6 actions. Both “looking” and “opening doors” are simply considered to be additional things you may do on your turn.

Note: All doors start out closed. Once a door is opened, it can never be closed.

Important: Getting caught in a trap, drinking potions and picking things up also do no count as actions. They can be done at any time during your turn.

The 6 Hero Actions:

As a Hero, you may do any one of the following 6 actions on your turn. (It is possible, however, that you may not be able to do any.)



Action 1 – Attack

As a Hero, you may attack any monster that you are adjacent to. You are adjacent if you are directly to the side, front, or rear of another square. You may, however, only attack once per turn. Your attack strength depends on your attack weapon. The stronger the weapon, the greater the number of Attack Dice used. Some weapons allow you to attack diagonally or from a distance. Most weapons, however, do not.



The Elf is considered adjacent to the monster in any of these four positions

Important: You may only attack with one weapon at a time.

At the start of the first Quest, each Hero is armed with a specific weapon. Refer to the Hero's Character Card for his Starting Weapons and Attack Dice number.

The **Barbarian** begins with the greatest starting weapon, the broadsword.

The **Dwarf's** starting weapon is a shortsword. He also possesses an inner strength – a special knack for disarming traps.

The **Elf** also begins with a shortsword. He is a good fighter and has some knowledge of the magical arts. The Elf begins each Quest with 3 magic spells (one spell group).

The **Wizard** starts with a small dagger. He has great knowledge of magic and is a master spell caster. He begins each Quest with 9 magic spells (three spell groups). However, he is handicapped by his inability to wear normal armor or use large weapons.

Note: In later Quest Packs a female Barbarian and Elf will become available and they have the same stats as their male counterparts. There cannot be two of any one type of Hero.



How A Hero Attacks

- ◆ As a Hero, you must roll the white combat dice to attack. The number of dice to roll depends on the weapons you are using for the attack. (Check your Character Sheet for your attack strength.) Failure to roll any skulls results in a failed attack.
- ◆ Each skull rolled is considered a hit, resulting in 1 Body Point of damage scored against the monster. If hit, the monster immediately defends by rolling its Defend Dice. If the monster's Body Points reach zero, the monster is considered dead and is removed from the gameboard.



A Trip To The Armory

As a Hero, you may collect valuable treasures, such as gold coins, during a Quest. Between Quests, you may use gold coins to purchase powerful weapons and protective armor from the Armory. (See cardboard platform for select pictures, or turn to page 26 of this book.)

These weapons allow you to increase your attack and defend strength, and may also give you unique combat advantages. For instance, daggers and crossbows are special weapons due to their ability to hit a monster from a distance.

Some long weapons, like the staff and the longsword, allow you to attack diagonally. The attack is made and defended normally.



The Wizard, with a staff, is in a "safe" position. The staff allows him to attack the monster diagonally. The monster, however, cannot attack the Wizard diagonally.

Using diagonal weapons allows more than one Hero to attack a monster blocking a doorway.



Both the Wizard and the Barbarian may attack the monster blocking the doorway. The Wizard, with a staff, may attack diagonally. The Barbarian, with a broadsword may attack adjacently.

Note: For complete information on all of the weapons and armor, please refer to the Armory on the cardboard platform or turn to page 26 of this book.



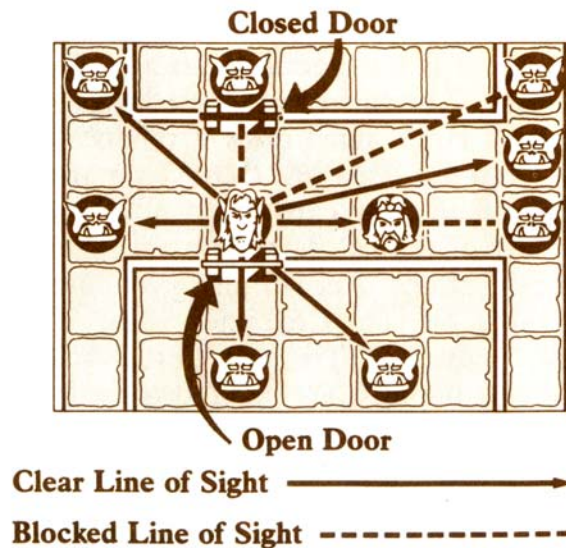
Action 2 – Cast a Spell (Elf and Wizard Only)

As the Elf or the Wizard, you may cast a spell instead of attacking. You may cast a spell at anything you can “see”. **Important: You may only cast a spell on your turn.**

“SEE”

For the Elf or Wizard to cast a spell, the target must be visible. Heroes and monsters are only visible if an unobstructed straight line can be traced from the spell cast to the target.

A Good Rule of Thumb: Draw an invisible straight line between the center of the square the spell caster is on and the center of the square the target is on. If the line does not cross a wall, closed door, Hero or monster, the target is declared visible, even if the line just touches a corner of wall edge. The following diagram shows an example of what is visible.



As the Elf or the Wizard, you may cast a spell on yourself, another Hero, or on a monster. Once a spell is cast, the spell card is discarded for the remainder of the Quest. Each spell may be cast only once per Quest. Use them wisely!

Note: A spell and its effects are explained in detail on its corresponding spell card.

Action 3 – Search For Treasure



Treasure is found only in rooms, not in corridors. A room may be searched by all 4 Heroes, but each individual Hero may only search the room once, and may do so only on his own turn.

Note: Some treasures are protected by a trap. (See *Search For Traps* on page 11.)

How A Hero Searches For Treasure

- ◆ As a Hero, you may search a room for treasure only if the room is uninhabited by monsters.
- ◆ As a Hero, you must first verbally declare your search. Do so by saying, “I’m searching for treasure.” Searching for treasure means you are looking around, opening things, searching for interesting objects and gold coins, regardless of what square you are on in the room. **Do not move your Hero figure when you search.**
- ◆ If there is no special treasure called out to Zargon in the Quest Book, you, as a Hero must draw a random card from the Treasure Card deck and read it aloud. The card could offer you a variety of things, including riches and magical potions. Record any gold coins or potions on your Character Sheet. These “valuable” Treasure Cards (gold coins and potions are NOT returned to the Treasure Card deck until the next Quest.

Note: If you wish, you may share the gold coin treasures with the other Heroes. Later, between Quests, you may use the treasure to purchase additional weapons and armor from the armory. (See *A Trip To The Armory* on page 7.)

Be careful! Almost half of the Treasure Cards contain Wandering Monsters and Hazards! These “bad” Treasure Cards ARE returned to the treasure deck and may be re-drawn in the next treasure search. IMPORTANT! The Treasure Cards must be shuffled before a Hero draws one from the deck.

How Heroes Respond To Wandering Monsters

- ◆ As a Hero, you roll combat dice to defend against a Wandering Monster’s attack. You may then continue with your turn. (See *How A Hero Defends* on page 16.)

Hazards!

As a Hero, when you draw a Hazard Card from the Treasure Card deck, read the card aloud and follow its directions.



Poison!

If a Hero finds a Poison Card from the Treasure Card Deck, he rolls 1d6. If the Hero rolls a Skull, he loses 1 Mind Point or one Body Point.

More About Treasures

Treasure can be a variety of things, including gold coins, magic spells, artifacts, and potions.

Artifacts

Ten of the special treasures are called "Artifacts". Each is described in detail on its corresponding Artifact Card. These items include weapons, armor, and items that provide additional powers. Finding an artifact may also be the objective of a particular Quest. Important! Certain artifacts may only be used by a specific Hero. For example, the Wizard's Cloak and the Wizard's Staff may only be used by the Wizard. If another Hero finds one of the items, he should give it to the Wizard.

Spell Scrolls

These scrolls are used just like the spell cards in the Game System. However, a spell scroll can be used by ANY Hero (not just the Wizard and Elf) who finds one. Note that spell scrolls can only be used once.

When a spell scroll is found, the Hero should record it on his Character Sheet. If a Hero finds an unnamed spell scroll, Zargon will turn all of the spell scroll cards face down, mix them up, and let the Hero draw one at random. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Note: Heroes who have Artifacts are allowed to give them to other Heroes.

Potions

As a Hero, you may drink a potion at any time. The way a potion works and how long its effects last are listed on the potion Treasure Card, and sometimes in Zargon's Quest Book. You may drink more than one potion at a time. Healing potions are very valuable. If your Body Points are reduced to zero, you may drink a healing potion before you die and save yourself by restoring 1 or more of your Body Points. You may give one of your potions to a fellow Hero, but you may do so only on your turn.

Weapons & Armor

As a Hero, you may use any weapon or armor that you can (and are allowed to use) at anytime. However, switching between one weapon and the next, takes up one phase of your turn. Putting on (or taking off) armor, also takes up one phase



of your turn. Changing a suit of armor (like chain mail to plate mail) requires the entire turn.

Action 4 – Search For Secret Doors

Secret doors are hidden portals that cannot be seen when you, as a Hero, “look” into a room or down a corridor. These doors are concealed in a variety of ways, including sliding panels and pivoting bricks. You will not discover a secret door unless you search for one. (Some instances may arise in which a secret door is so well concealed that even searching for it isn’t enough.)

How a Hero Searches For Secret Doors

- ◆ As a Hero, you can only search for secret doors if there are no monsters visible to you.
- ◆ You must first verbally declare your search. Do so by saying, “I am searching for secret doors.” Zargon will then disclose any secret doors located in the room or corridor that you are in by placing a secret door tile on the gameboard square where the secret door is located. **Do not move your Hero figure when you search.**
- ◆ A secret door is not considered OPEN until you move adjacent to it and declare that you are opening it. Once the door is opened, Zargon will place on the gameboard the items that are beyond the secret doorway. Once opened, the door cannot be closed.

Action 5 – Search For Traps

There are four kinds of traps – Pit Traps, Falling Block Traps, Spear Traps and Chest/Furniture Traps. They can be found in both rooms and corridors. Only Zargon knows where these traps are hidden. If, as a Hero, you move onto a square that contains a Pit, Falling Block, or Spear Trap, you will automatically spring the trap, possibly suffering body damage.

A treasure chest or piece of furniture may also contain a trap. If you search for treasure without first searching for traps, you will spring the trap. Remember that it often pays to take the time to search.

How A Hero Searches For Traps



- ◆ As a Hero, you can only search for traps if there are no monsters visible to you.
- ◆ You must first verbally declare your search. Do so by saying, “I am searching for traps.” Zargon will then tell you which squares, if any, have traps. He will NOT, however, put any trap tiles out on the board. At this time they are still concealed and unsprung.
- ◆ Once a trap is discovered, you may be able to JUMP the trap, or on your next turn, DISARM it. (See *Action 6 – Disarm A Trap* on page 15.)

Warning: There are some traps in a room that have been placed directly on the other side of a door. Beware! The first Hero to enter the room through that door will encounter the trap and suffer damage!

Note: As a Hero, you cannot search for these traps by looking through the door. You must be *in* the room or corridor to search for any traps in it.

Note: Monsters do NOT spring hidden traps.

The 4 Kinds of Traps

Pit Traps

A pit trap is a covered hole in the floor. If the trap is found during a search, Zargon will say that the floor looks weak and will point to the square where the trap is located. Zargon will NOT put a pit trap tile on the gameboard at this time. It has not yet been sprung. Once a pit trap is discovered, a Hero may be able to JUMP the trap, or on his next turn, DISARM it. (See *Jumping A Trap* on page 14, and *Disarm A Trap* on page 15.) If a hero does not search for traps and moves onto a pit trap square, he automatically springs the trap.

Springing a Pit Trap

- ◆ As a Hero, if you move onto a pit trap square, Zargon will stop you by saying, “You have just stumbled into a pit!”
- ◆ Zargon will then put a pit trap tile on that square (under your Hero figure) and will tell you that you suffered 1 Body Point of damage in the fall. This ends your turn. You must then record you Body Point damage on your Character Sheet.



What Happens To A Hero In A Pit?

- ◆ As A Hero, once in a pit, you may search the pit for treasure or secret doors as if it were a separate room unto itself.
- ◆ When in a pit, you may also attack and defend, but you must roll one less combat die when doing so. (*This applies to monsters as well.*)

Note: As a Hero, your minimum attack or defend strength is always 1 combat die, even if the pit penalty would reduce your dice to zero.

- ◆ Normally, you can move out of a pit on your next turn.

Note: Once a pit trap is sprung and a pit trap tile is placed on the board, the trap cannot be disarmed or removed. As a Hero, you may, however, attempt to JUMP over it. (See *Jumping A Trap* on page 14.)

Falling Block Trap

Heroes beware! Falling block traps are very dangerous. Stepping on one may trigger the ceiling to collapse. If such a trap is found during a search, Zargon will say that the ceiling looks dangerous and will point the square where the trap is located. Zargon will NOT put a falling block trap tile on the gameboard at this time. It has not yet been sprung. Once an *unsprung* falling block trap is discovered, a Hero may attempt to JUMP the trap, or may later try to DISARM it on his next turn. If a Hero does not search for traps and moves onto a falling block trap square, he springs the trap.

Springing a Falling Block Trap

- ◆ As a Hero, if you move onto a falling block trap square, Zargon will stop you by saying, "You've just sprung a falling block trap! The ceiling is caving in! Look out!"
- ◆ Zargon will then put a falling block trap tile on the square, under your Hero figure.

Note: Once a falling block trap has been *sprung* and put out on the board, it cannot be disarmed or jumped.

- ◆ Zargon will then give you 3 combat dice to roll. For each Skull rolled, you suffer 1 Body Point of damage. *You may NOT roll Defend Dice.*
- ◆ You must now make a decision. You can either move ahead or move back to an empty space. Remember that the trap space is now a *permanent* block in the game. Your decision is a critical one. You



could become trapped forever, or you could be cut off from the rest of the Heroes.

- ◆ Move to the space you have decided upon. This ends your turn.

Spear Traps

A spear trap is carefully hidden. If found during a search, Zargon will say, “That square looks suspicious.” and will point to the square where the trap is located. Once a spear trap is discovered, a Hero may attempt to JUMP the trap or DISARM it. As a Hero, when you step onto a spear trap square, you automatically spring the trap. This causes a spear to thrust out of the wall, floor, or ceiling.

Springing A Spear Trap

- ◆ As a Hero, when moving onto a spear trap square, you must roll one combat die. If you roll a Skull, you suffer 1 Body Point of damage. This ends your turn. If you roll either a black or white shield, you have dodged out of the way of the spear. You may then continue with your move. The spear trap is now gone forever and the square can be moved onto safely.

Note: There are no spear trap tiles.

Chest/Furniture Traps

A chest/furniture trap can be a variety of things, including poisonous gas, poison needle, explosive latch, or shooting dart.

If the room or corridor that the chest/furniture is located in is being searched for traps, Zargon will say that the chest/furniture looks dangerous and will point to the chest/furniture in question. Once a chest/furniture trap is discovered, a Hero may attempt to DISARM it on his next turn.

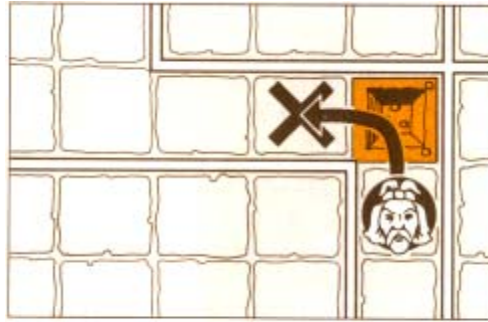
Springing A Chest/Furniture Trap

- ◆ As a Hero, if you search a room for treasure, before searching the room for traps, any chest/furniture traps in the room will be sprung, ending your turn. You then suffer the consequences described to Zargon in the Quest Notes.
- ◆ If you successfully disarm the trap, the trap is removed and you may continue with your move (See *Disarm A Trap* on page 15.)

Jumping A Trap

As a Hero, if your path is blocked by a trap, you may attempt to pass by jumping over it. To jump over a trap, you must do the following:

- ◆ You must have at least two squares of movement remaining, as if you moved onto the trap square then onto one unoccupied ADJACENT square beyond
- ◆ You must roll anything but a Skull on 1 combat die to jump the trap. If a Skull is rolled, you spring the trap, suffering the body damage caused by that particular type of trap. If there is a corresponding trap tile, it will then be put on the gameboard by Zargon. You are then put on the trap square. This ends your turn.
- ◆ If you avoid rolling a Skull, you can jump over the trap, expending two moves. If you have any moves remaining from your dice roll, you may then continue your move.



To successfully jump this corner pit trap, a Hero must jump across to square X.

Note: Once a falling block trap has been sprung, it CANNOT be jumped. The path is permanently blocked by a wall of fallen stone. However, once a pit trap has been sprung, the hole in the ground though dangerous, CAN be jumped.

Note: Monsters, with enough Movement Squares (and a vacant space beyond), will always successfully jump over a pit. If they voluntarily enter a pit, they will suffer no damage.

Note: Later Quest Packs may introduce new and different types of traps. Zargon will give an explanation for these as needed.



Action 6 – Disarm A Trap

As a Hero, to disarm an unsprung trap, you must first know its location, and you must possess a tool kit (or be the Dwarf). A tool kit may be purchased between Quests at the Armory. (See cardboard platform or The Armory on page 26.)

How A Hero* Disarms A Trap With A Tool Kit

(*Does not apply to the Dwarf)

- ◆ As a Hero, *before* you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
- ◆ You must move onto the trap square and roll 1 combat die. If you roll a Skull, you have sprung the trap, suffering body damage. (If you roll *either* a black or white shield, the trap is disarmed. A disarmed trap is considered “gone” and is not put out on the gameboard

How The Dwarf Disarms A Trap

As the Dwarf, you *never* need a tool kit to disarm a trap! Your odds of succeeding are great due to your innate skills (83% success rate). To disarm a trap, you must do the following:

- ◆ Before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
- ◆ Roll 1 combat die. If you roll a black shield, you have sprung the trap, suffering body damage. If you roll anything *except* a black shield, the trap is disarmed.

Note: A *disarmed* pit trap is considered to be a regular gameboard square.

How A Hero Defends

A defending Hero usually rolls 2 Defend Dice (less if in a pit or under certain spells and more after purchasing armor). Each White Shield rolled by the defending Hero blocks 1 hit from the attacking monster.



Dead Heroes

As a Hero, you die when your Body Points are reduced to zero, and you do not have a Healing Spell or Healing Potion to save yourself. (See below.)



What Happens To A Dead Hero?

If a Champion is slain in combat, the other Heroes may retrieve his items and his body. A Hero carrying a fallen comrade is reduced to 1d6 on his Movement roll. If the carrying Hero also has on plate mail armor, he can then only move 1d3. Once the Quest is completed the fallen Hero has a chance to come back to life. The fallen Hero must roll 1 Combat Die and compare the results:

Skull: You are Dead, passed on! This Hero is no more! He has ceased to be! He's expired and gone to meet his maker! He's a stiff! Bereft of life, he rests in peace! His metabolic processes are now History! He's kicked the bucket, he's shuffled off his mortal coil, run down the curtain and joined the bleeding choir invisible! THIS IS AN EX-HERO!

White Shield: Even with mortal wounds you were able to cheat death and return to the company of you fellow Heroes. You will need check for Battle Scars (see next section).

Black Shield: You are quite lucky! You have managed to use a curative spell or spell scroll of your own, found an unnoticed healing potion or maybe just had to live to make sure and get your split of the gold. There will be no need for Battle Scars.

If you do not roll a Skull, then you may have dropped something on the way out of the dungeon. Roll 1 Combat Die for each piece of equipment and your pile of gold. If a Black Shield is rolled, you have lost that item (or your gold), but you still have your health. Note: Does not apply to Artifacts.

Battle Scars

Any Hero who escapes the dungeon with only one Body Point is nearly dead and he/she must check Table 1 (Column 1 times Column 2) for medicines and a healer. If the Hero is unable (other Heroes may help him or the Hero may choose to sell off items in the Armory) or unwilling, the Hero must check for Battle Scars. Roll 1 Combat Die and see the result: (Note: Due to their hearty nature, Dwarves may re-roll once, if they wish.)

Skull: Healing without medicine is hard and you are not fully recovered at the beginning of the next Quest. You start the next Quest with one Body Point less than normal. This Body Point may be healed normally during the Quest.

White Shield: In order to save your life, a limb must be amputated. You have lost either a hand or a leg (Hero's choice). With a peg leg you may only move one half your normal speed (round down). If you have a hook, you cannot wield or use two-handed weapons (Battle-Axe, Crossbow, Bow, Staff, and two-handed



Sword). But you may use a Shield. You can lose only one hand and leg before you are forced into retirement.

Black Shield: You have lost an eye. All attacks with ranged weapons lose one Combat Die. Blind characters are unable to adventure. Wizards and Elves who have lost sight in one eye now have better sight in the magical realm. They may roll a Combat Die after each spell they cast. If a Black Shield is rolled, then that spell may be used again during that Quest.

As a Hero, if you fall to zero Body Points, you are out of the game for the rest of that Quest. If you choose not to save your Hero, you may rename your character and play him as a new Hero in the next Quest. Your new character starts as a Hero and receives all of the benefits of a Hero.

Warning! If there are no other Heroes in the room or corridor with you when you die, any monster in the room or corridor with you will claim your possessions. It may not, however, use them. They are removed from the game.

Rank	Column 1	Column 2
Hero	1d6	3
Champion	1d6	6
Veteran	1d6	12
Knight	1d6	25
Legend	1d6	50

Table: 1

How A Hero Escapes Death

As a Hero, if your Body Points have been reduced to zero, there are two situations where you can save yourself:

- 1) If you have a Healing Potion in your possession, you can immediately drink it. The potion will instantly raise your Body Points above zero, restoring you to life.
- 2) If you are a spell caster with a Healing Spell, and you have not already performed an action on your turn, you can be healed by casting the spell on yourself.

Important: After your Body Points have reached zero, you can never be saved by a fellow Hero's spell or potion. It will be too late. You will have died by the time it is your fellow Hero's turn – the only time when he can cast a spell or give you a potion.



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 only 1d6 to move; attacks with only 1 combat die and defends with only 2 combat dice. (Armor, weapons and most artifacts do “not” increase the attack or defend dice when a Hero is in Shock.) The Hero’s attack and defend dice can be temporarily increased by some spells and spell scrolls.

The extra Mind Points gained from certain Artifacts (such as the Talisman of Lore) “can” be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of 3 Mind Points) goes into shock after he accumulates 3 Mind Points of damage.

Important! It is important to keep track of Heroes’ current Mind Points. If necessary, use the bottom row of “Body Points” boxes on your Character Sheet to record Mind Point damage.

Ending The Quest

As a Hero, you successfully complete a Quest only when you have achieved the Quest goal AND have returned safely to the stairway. A Quest may be ended early by the players voluntarily returning to the stairway before completing the Quest, or by all 4 Heroes dying in their attempt to complete the Quest.

Note: In some Quests the stairway may not be used as the access point. Zargon will tell you before the Quest begins how you enter and exit the dungeon.

What Happens Between Quests?

As a Hero, your starting Body and Mind Points are automatically restored once you have successfully completed the Quest and have returned safely to the stairway. All spells are then returned to the Wizard and the Elf.

Finally, you may now visit the Armory (page 28) and purchase new weapons and armor with the gold coins you have accumulated. Be patient. It may take a few Quests before you have enough money to purchase anything.

Wizard: Since there are so few things that you can buy from the Armory, it would be *wise* for you to save your money. Other powerful magic items will be offered for sale in future adventures (in the Quest Packs). You may wish to spend your money on those items.

Important: You keep any treasures found and take them with you on your next Quest. Remember, Heroes, to subtract from your Character Sheet any gold coin spent. Save your Character Sheet between Quests and use it again!



Selling Excess Items

As your Heroes gain better equipment, you may sell some of your old items to the Armory. Only items that are listed for sale in the Armory can be sold back to the Armory. The Hero receives gold coins equal to half of the Armory's price, when selling items to the Armory. Items sold at the Armory for odd sums (the dagger at 25 gold coins, for example) can be sold back for half price, round down (12 gold coins for the dagger).

Feast or Famine

In between Quests, besides visiting the Armory, you may also feast with your gold treasure or save every copper coin you have. If your Hero want to live a normal life, you must spend an amount of gold equal to Column 2 of Table 1 (see page 18). This will make sure that your life is comfortable and easy.

If your Hero cannot afford this amount or is unwilling to pay it, he will be starving. He will start the next Quest with two less Body Points than normal. These Body Point may be healed normally during the Quest.

If your Hero want to feast with golden treasure, he will have a good time and will spend 1d6 times 50 Gold Coins (or all the Gold he has). The Barbarian's ability to drink and feast is legendary and the Dwarf is his equal (but Dwarves are not so quick to spend their hard-earned treasure).

Feasting Barbarians and Dwarves may hear stories and rumors about their next Quest. If their feasting throw was 4 or 5 (200 or 250 Gold Coins) they will hear about the locations of 1d6 traps or secret doors (Zargon will place them on the board as they are already found at the start of the Quest). If the feasting throw was 6 (300 Gold Coins) they hear about 1d6+2 traps/secret doors

The Wizard and/or Elf may study in the laboratory and library of Mentor. They spend 1d6 times 50 Gold Coins. If they roll 5 or 6 (250 or 300 Gold Coins) they then receive one extra spell card. This extra spell cannot be saved and it is wasted if not used during the next Quest. Roll 1d6:

1-2	Darkness, Divination, Protection or Elf
3-4	Earth or Fire
5-6	Water or Air

Hero Advancement



Combat Cards

Combat cards allow fighters to perform special stunts. The Dwarf and Barbarian begin each quest with one combat card, which can be used as seen fit. Upon becoming a Champion (see below), the Dwarf and Barbarian gain an additional Combat Card, whilst the Elf can draw his first Combat Card.

Zargon also draws a number of Chaos Combat Cards equal to the total number of cards drawn by the Heroes. Hence, the tougher the Heroes are, the tougher the opposition will be. Only one Combat Card may be used per player each turn. Combat Cards should be used when appropriate.

Adventurer Ranks

Adventurer Ranks are a way of determining the strength of a party of heroes. By using ranks, Quests can be designed with parties of different strength in mind. Ranks allow Heroes to gain extra abilities. However, the price of fame is notoriety, Zargon will gain extra monsters for his Monster Pool. The ranks and effects are as follows:

Hero

(0-3 Quests completed)

- ◆ This is where each Hero starts and there are no special effects.

Champion

(4-7 Quests completed)

- ◆ The Champion receives a one-time reward of 200 gold from the Emperor for service rendered.
- ◆ Some items in the Armory are now available to Champions.
- ◆ The Champion may now hire one Henchman. No Champion may hire more than one Henchman.
- ◆ The Elf, Dwarf and Barbarian may draw one additional Combat Card at the start of any Quest.
- ◆ The Elf and Wizard may add two spells to each of the four Elemental Magic Schools (when starting a Quest, you still only select 3 spells from each School).

Veteran

(8-11 Quests completed)



- ◆ The Veteran may now hire two Henchmen. No Veteran may hire more than two Henchmen.
- ◆ Additional items are now available to Veterans in the Armory.
- ◆ The Veteran may now purchase Potions in addition to ordinary Equipment.
- ◆ The Elf and Wizard may add two more spells to each of the four Elemental Magic Schools (when starting a Quest, you still only select 3 spells from each School).
- ◆ The Barbarian, Dwarf and Elf may draw an additional Combat Card at the beginning of each Quest. (3,3,1)

Knight

(12-21 Quests completed)

- ◆ The Knight may prefix his or her name with Sir or Lady.
- ◆ All items in the Armory are now available for purchase.
- ◆ The Knight may now hire three Henchmen. No Knight may hire more than three Henchmen.
- ◆ The Elf and Wizard become eligible for enrollment into the School of Magic. (See *School of Magic* on page 19.)
- ◆ The Barbarian, Dwarf and Elf may draw an additional Combat Card at the beginning of each Quest. (4,4,3)

Legend

(22+ Quests completed)

- ◆ The Legend may now hire four Henchmen. No Legend may hire more than four Henchmen.
- ◆ The Elf has three new spells available to his Elf Spell group.
- ◆ The Legend gains Legendary Abilities as outlined below

Legendary Abilities

Berserker Rage (*Dwarf*): By expending a Mind Point you may go into a Berserk Rage. This allows you to swap any number of Defense Dice into Attack Dice until the end of the turn.

Extra Spell (*Wizard*): You may choose to cast 2 spells during your turn. Whenever you attempt to cast a second spell on your turn, you must roll 1d6 and roll equal less than your current Mind Points. Failure to do so means the spell is botched and fails to go off (you keep the card though). Regardless of failure or success, attempting to cast a second spell costs you one Mind Point.



Marksmanship (Elf): When firing a bow you roll 5 dice to attack instead of 4 dice.

Spell Scripting (Wizard): At the beginning of each Quest, you have the option to create 1 spell scroll for any spell that you currently know. You may use the spell scroll yourself, or give it to any of you Hero companions. The spell scroll must be used in the next Quest, or it will crumble and turn to dust. You cannot sell the scroll for profit, as it will eventually turn to dust.

Split Shot (Elf): You may split your missile rolls between two adjacent targets. Decide how many Combat Dice to split between each target (up to the total of your missile Attack Dice), then roll 1d6. If the result is equal to or less than your Mind Points, your split shot succeeds, otherwise you lose your concentration and all your shots miss. If you fail the Mind test all shots you fire this turn will miss.

Strength Increase (Barbarian): Due to your enormous size and increased experience you do not suffer Movement Dice penalties while wearing Plate Armor. However, if you choose to not wear Plate Armor you may attack with one extra Combat Die.

Tactics (Barbarian): Once per turn, if you succeed rolling equal to or less than your Mind Points, you may choose to grant one Hero/Henchman within your line of sight one additional attack or defense dice. This skill must be used before the dice are rolled.

Tunnel Fighting (Dwarf): You have learned to use you small size to your advantage. Roll one extra Attack and Defense die whenever fighting Ogres, Troll and other “large” creatures.



School of Magic

When the Elf and/or Wizard achieve Knighthood, they are eligible to enroll into the School of Magic.

The Elf may choose to gain an additional school of magic, the Elf Spells. The Elf is the only Hero who is allowed to divine the secrets of Elin Magic. The Elf Hero must pay a fee of 1000 gold coins to learn this school. The Elf must then roll a 1d6. He must roll less than or equal to his base Mind Point to successfully learn the new magic school. If he fails, he receives 90% of his gold back, and is not allowed to try again until the end of the next Quest.

The Wizard may choose to gain additional schools of magic, also. The Wizard is the only Hero with enough ability to master these other spells. The Wizard Hero must pay a fee of 800 gold coins to learn an additional school of magic. The Wizard must then roll 1 Combat die. If he gets anything but a White Shield, the school of magic is learned and will be available to him forever. If he rolls a White Shield, he fails to learn any new spells. If the Wizard fails his roll, he receives 90% of his gold back, and is not allowed to try again for any school until the end of the next Quest.



Mercenaries

Recruiting Mercenaries

Prior to any new Quest, only a Champion or higher may recruit mercenaries. A Legend may not recruit more than four mercenaries per quest. Each of these mercenaries may be of the below mentioned types. The price that the Hero has to pay for recruiting the mercenary is listed on the corresponding Mercenary Card. Once the hero has paid the fee, the mercenary will fight for the hero until he himself (the mercenary, that is) has been defeated. At the end of each Quest, the Hero has to pay an additional 10 gold in order to keep the mercenary in his service. If the Hero does not pay this additional fee, the mercenary will leave his service and will then have to be recruited again for the full starting price.

For each recruited mercenary the Hero then takes a mercenary figure with the appropriate weapon. For each of the four types represented in the recruited mercenaries, he takes a corresponding mercenary card, on which all relevant information for this type is stated.

A player whose Hero has been killed, may choose to fight on with his mercenaries. If he decides not to, he has to remove the mercenaries from the board immediately.

Mercenaries In The Game

Once a Hero has recruited mercenaries, he may use them right away in the next Quest. The player who goes first puts all his figures onto the stairs tile or a neighboring tile and plays his first round immediately, before the next player puts his figures on the board, who then plays his first round and so on.


- ◆ Each Hero, who's turn it is, move his Hero first, then moves all of his mercenaries.
- ◆ Each mercenary may move and attack just like a Hero would. He does so with the move and attacking statistics listed on the corresponding mercenary card.
- ◆ In order to defend, mercenaries have to roll white shields.
- ◆ They may open closed doors and may jump over pits.
- ◆ Mercenaries may not search for treasure* and may not use Equipment, Artifacts, or Treasure Card items. Only scouts may search for traps and may try to disarm them. (**See Advancement for further information.*)
- ◆ Any gold pieces that were paid for a mercenary may never be demanded back, not even if the mercenary is defeated and removed from play.

- ◆ Mercenaries may carry a maximum of one potion at a time, given to him by the hiring Hero, and may use it as a Hero would, or give it to a Hero, on his turn.


There are four different types of mercenaries. Each of these has its own merits and flaws and its own recruiting price.

The Crossbowman

The Crossbowman has a small attacking value, but a long effective range. He may fire at monsters hiding behind hidden traps or at those being too far away for melee.



The Crossbowman



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	2

Cost: 75 gold coins
 Special Ability: Wields a crossbow
 Can carry 1 Potion at a time, which he may use himself.
 Quests Completed:

The Swordsman

The Swordsman has a large attacking value and is able to deal with dangerous creatures like gargoyles, mummies or chaos warriors. He is very slow, though and is unsuited for fast actions. On the other hand his large defense value makes him very effective against massed attacks.



The Swordsman



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
5	4	5	2	2

Cost: 100 gold coins
 Can carry 1 Potion at a time, which he may use himself.
 Quests Completed:

The Scout

Given his small attacking value, the scout stands almost no chance against any kind of monster. But he is very fast and is able to detect and disarm traps.



The Scout



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	2	3	2	2

Cost: 50 gold coins
 Special Ability: Dwarf-like ability to remove traps
 Can carry 1 Potion at a time, which he may use himself.
 Quests Completed:

The Halberdier

His attacking and defense values are almost equal. In addition, he moves relatively fast, so that he may be considered a valuable all-round fighter.



The Halberdier



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	2

Cost: 75 gold coins
 Special Ability: Can make diagonal attacks
 Can carry 1 Potion at a time, which he may use himself.
 Quests Completed:



Mercenary Advancement

At the end of each Quest, Mercenary units who have survived the Quest are recorded on the Mercenary Card. 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”. The Hero has two choices to make. He can either recruit a regular Mercenary at the price listed on the Mercenary Card, or he may choose to hire the new Master Mercenary. The Master Mercenary requires an initial double fee for recruitment, and 50 gold at the beginning of each subsequent Quest.

If the Hero chooses not to recruit the Master Mercenary, or cannot afford to recruit him, then the Master Mercenary can be called upon at a later time, again requiring the initial double fee for recruitment. Only one Master Mercenary of each type can be “stashed” in this manner. See Master Mercenary Cards below for more information.

Master Mercenaries have the following bonuses:

- ◆ +1 additional Body Point.
- ◆ +1 additional Mind Point.
- ◆ +1 additional Movement Point.
- ◆ May search for Secret Doors.
- ◆ May search for Treasure*

Master Mercenaries may not use or keep any Artifacts, Equipment, or items; these are turned over to a Hero when they have an opportunity. The Mercenary may, however, still carry one Potion for use on himself as before.

*Any gold that is found by a Master Mercenary 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 Mercenary as a finder’s fee and is lost from play.

The Master Crossbowman

The Master Crossbowman may fire at monsters hiding behind hidden traps or at those being too far away for melee. Initial recruitment fee: 150 gold.



Master Crossbowman



Movement	Attack	Defend	Body	Mind
Squares	Dice	Dice	Points	Points
7	3	3	3	3

Special Ability: Wields a Crossbow. May search for Secret Doors, and Treasure*
*10 gold coins, or 10% (whichever is more) goes to the Empire.
 Can carry 1 Potion at a time, which he may use himself.

The Master Swordsman

With a large attacking value he is able to deal with dangerous creatures. His large defense value makes him very effective against massed attacks. Initial recruitment fee: 200 gold.



Men-at-Arms

Master Swordsman



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	4	5	3	3

Special Ability: May search for Secret Doors, and Treasure*
*10 gold coins, or 10% (which ever is more) goes to the Empire.
Can carry 1 Potion at a time, which he may use himself.

The Master Scout

The Master Scout is very fast and is able to detect and disarm traps. He makes a good advance line for any adventuring band of Heroes. Initial recruitment fee: 100 gold.



Men-at-Arms

Master Scout



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2	3	3	3

Special Ability: May search for Traps, Secret Doors, and Treasure*
Has Dwarf-like ability to disarm.*10 gold coins, or 10% (which ever is more) goes to the Empire.
Can carry 1 Potion at a time, which he may use himself.

The Master Halberdier

His attacking and defense values are equal. In addition, he moves relatively fast, so that he may be considered a valuable all-round fighter. Initial recruitment fee: 150 gold.



Men-at-Arms

Master Halberdier



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	3	3	3	3

Special Ability: Can make diagonal attacks. May also search for Secret Doors, and Treasure*
*10 gold coins, or 10% (which ever is more) goes to the Empire.
Can carry 1 Potion at a time, which he may use himself.





Item Name	Price	Description
Bracers	300	This armband gives you 1 extra combat die in defense. May only be used by the Wizard.
Blow Gun	500	This long-range weapon gives you the attack strength of 2 combat dice. You may fire at any monster not adjacent to you and less than 12 squares away. You have an unlimited supply of normal darts. You may also use Poison Darts and Spirit Darts for different effects.
Bow	500	This long-range weapon gives you the attack strength of 4 combat dice. You may fire at any monster that you can "see". However, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows. May not be used by the Wizard.
Death Blade	2000	This magical bastard sword gives you the attack strength of 5 combat dice. Once per Quest, you may cast Lightning Bolt. The bolt will travel in a straight line (horizontal, vertical or diagonal direction) until it strikes a wall or closed door. It will inflict 2 points of Body damage (for every 6 that isn't rolled on 2d6) to all Heroes and monsters that stand in its path. May be used diagonally. (May not be used by the Elf or Wizard.)
Dwarf Axe	1100	This lightweight-throwing axe gives you the attack strength of 4 combat dice in hand-to-hand combat. You may also throw this axe 15 spaces away to strike a distant opponent with 2 combat dice (Axe will return automatically at the end of the next turn.) May only be used by the Dwarf.
Long Sword +1	800	This magical longsword gives you the attack strength of 4 combat dice. Because of its length, the longsword enables you to attack diagonally. May not be used by the Wizard.
Poison Darts (10)	650	When one of these successfully hits an opponent, he takes one Body Point of damage and his defend dice is automatically reduced to one. (Does not work on Undead monsters or Stone creatures.) Requires a Blow Gun.
Potion of Battle	200	If you have a really "weak" roll of the Attack Dice, you may drink this blood-red potion. It allows you 1 re-roll of your Attack Dice
Potion of Dexterity	100	This sparkling liquid adds 5 Movement squares to your next die roll or guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.
Potion of Movement	200	If you have a really "weak" roll of the Movement Dice, you may drink this pure white potion. It allows you 1 re-roll of your Movement Dice.
Potion of Restoration	500	Drink this brown, frothy liquid to restore 1 lost Body Point and 1 lost Mind Point. It's refreshing after a tough battle.
Potion of Speed	300	This dark blue potion will add 1 Attack Die or double your next Movement Dice roll.
Ring of Fire	2500	This unusual ring creates a roomful of fire that inflicts 3 Body Points of damage on all Heroes and monsters in the same room with the wielder of the ring. The wearer is unaffected. All victims immediately roll 3d6. For each 5 or 6 rolled, the damage is reduced by 1 point. Cannot be used in corridors. May only be used once per Quest. Also protects wearer from 1 Body Point of damage caused by any fire spells or traps.

HERO QUEST

Speed Boots	450	When wearing these boots you may double your Movement Dice roll, if you can successfully roll a Skull on 1 combat die.
Spirit Darts	100/ dart	When one of these magical darts successfully hits an opponent, he automatically loses one Body Point for each Skull successfully rolled. (Only works on regular Mummies, Zombies and Skeletons.) Requires a Blow Gun.
Two-handed Sword	1200	This massive 2-handed sword gives you the attack strength of 4 combat dice and also gives you 1 combat die in defense. Can be used diagonally. Cannot be used in narrow passages or pit traps. Can only be used by the Barbarian
Venom Antidote	300	This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.

Note: Any Hero can purchase items in Black.

Items in Green can only be purchased by Champions (or greater).

Items in Blue can only be purchased by Veterans (or greater).

Items in Red can only be purchased by Knights (or greater).