

HEROQUEST

GAME SYSTEM



FIRST LIGHT

RULEBOOK

G0978



2-5

14+



Parents:
SCAN
to learn how to play!



AVALON HILL

Lend me your ears, brave adventurers, for I am Mentor, guardian of Loretome and your faithful guide on the treacherous and rewarding path ahead. To understand the importance of the task at hand, you must first understand the history of the realm: A past filled with darkness and hope in equal measure.

There was once an age where hope was in short supply, and darkness reigned supreme. The forces of the evil sorcerer Zargon blighted the world with Dread magic, withering all land and life within their grasp. Even the bravest warriors turned heel and fled at the sight of the Dread banner, leaving common folk defenseless and without a prayer.

But just when it seemed that all was lost, a ray of hope peeked through the darkness: Rogar the barbarian, a mighty warrior prince from the Borderlands. Tales of his valor spread across the realm like wildfire. The picture of strength and bravery, he could be identified by the Star of the West – a glittering diamond he bore on his brow. An unmistakable emblem of hope, the Star served as a sign that one's homestead may stand to see the light of another day.

Three formidable heroes joined Rogar's efforts: Durgin, a fearless dwarven warrior from the World's End Mountains; Ladril, an elven fighter mage from the distant Elethorn; and Telor, a wizard whose fast-thinking and incomparable power delivered the heroes from even the most precarious of situations. For years, Rogar and his allies trained their army, carefully avoiding open battle with Zargon's feared general until the time was right. During their preparations, they managed to distress the evil sorcerer's supply lines and take down countless orc and goblin forces who attacked innocents at his behest.

When the day finally came, Rogar's army camped on the high passes, waiting for Ladril's signal. The elf perched still as death in the peaks until the Dread Hosts appeared, then sent word to Durgin to blow his mighty horn – an unmistakable call to arms. Rogar's forces poured onto the battlefield, flanking the enemy on both sides, spurring a skirmish that lasted until the light of the following day. Overwhelmed, the Dread forces fled, and those good warriors who remained bellowed a victory cry that was heard far and wide.

But that wasn't the end of Zargon. He and his general managed to escape beyond the Sea of Talons to plot their resurgence. I fear that the time of his rebirth is upon us, and the realm will need the right heroes to take up arms and defend it once again.

Might you be those heroes? If you are to become as unassailable as Rogar and his companions, I will warn you that you have much to learn. I will do what I can to aid you with Loretome, a powerful artifact that holds knowledge from the beginning to the end of time. But guide you as I may, I cannot intervene. Go forth and secure the fate of the realm before the time of hopelessness can return and the evil forces of Zargon triumph – forever.

HeroQuest is a fantasy adventure game that sends heroes to the corners of the world, from winding stone labyrinths, to the lofty heights of elven kingdoms, to the frigid reaches of the realm and beyond. The rooms and corridors of each environment are controlled by Zargon and the evil sorcerer's forces of Dread.

Four valiant heroes have been summoned by Mentor, the good and ancient sage, for the ultimate heroic challenge – descend into a treacherous world of the unknown and restore honor to the realm. Destroy the forces of Dread! Stepping cautiously, they journey deeper and deeper into a hidden world...



INTRODUCTION

Welcome to HeroQuest!

Players will either play as Zargon, the evil sorcerer and controller of the game, or as heroes. This rulebook will help you understand your role in the game and navigate any situations that should arise during gameplay.

Love roleplaying? Though HeroQuest doesn't require it, feel free to take on the persona of your character in any way you see fit.

OBJECT OF THE GAME

Zargon:

Zargon is an evil sorcerer whose end goal is to destroy the realm and the heroes. **However**, your goal as Zargon is to serve as game master. Guide the heroes through their quests, providing a seamless play experience and revealing necessary information as indicated by the rulebook and quest book. The best way to do this is by reading the sections of the rules designated for Zargon as carefully as possible prior to and during play.

When you see sections of this rulebook in blue, that's information for Zargon!



Heroes:

As a hero, your object in HeroQuest is to answer Mentor's call to adventure by completing quests. Quests take approximately 1-2 hours to complete and end when the heroes have achieved the quest goal. It is only there that you are truly free from harm.

When you see sections of this rulebook in red, that's information for heroes!



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Rulebook Symbols

You'll find these through the rulebook. Here's what they mean:



Info for Zargon



Tips



Info for Heroes



Important info

WHAT'S IN THE BOX?

CONTENTS

- **Double-sided gameboard**
- **Game Master's screen**
- **4 hero miniatures:** 1 barbarian, 1 dwarf, 1 elf, 1 wizard
- **1 dragon miniature**
- **Pad of character sheets**
- **31 monster pieces:** 8 orcs, 6 goblins, 3 abominations, 4 Dread warriors, 1 Dread sorcerer, 1 gargoyle, 4 skeletons, 2 zombies, 2 mummies
- **15 furniture pieces:** 2 tables, 1 throne, 1 alchemist's bench, 3 treasure chests, 1 tomb, 1 sorcerer's table, 2 bookcases, 1 rack, 1 fireplace, 1 weapons rack, 1 cupboard
- **41 cardboard tiles:** 1 double-sided stairway tile, 2 double-sided dungeon grate/double blocked-square tiles, 12 double-sided skull/blocked-square tiles,

- 6 double-sided pit trap/blocked-square tiles, 8 doubled-sided falling block trap/blocked-square tiles, 3 double-sided pit trap/secret door tiles, 4 double-sided falling block trap/secret door tiles, 1 double-sided Mark of Zargon/Eye of Mentor tile, 4 rat tiles
- **21 dungeon doors:** 5 closed, 16 open
- **102 game cards:** 4 hero character cards, 4 reference cards, 24 treasure cards, 23 equipment cards, 14 artifact cards, 12 elemental spell cards, 12 Dread spell cards, 9 monster cards
- **Quest book featuring 10 quests**
- **6 combat dice**
- **2 movement dice**
- **52 plastic movers**



THE FIRST TIME YOU PLAY

Punch out the partsheet pieces. Attach each **door** and **monster** piece to a plastic mover.

NEW TO HEROQUEST?

Here's what makes HeroQuest unique!

- One player takes the role of Zargon, the evil sorcerer and controller of the game; the other players assume the roles of the heroes — the barbarian, the dwarf, the elf, and the wizard.
- There are 10 sequential gameplay sessions called quests. Each quest is described in detail in the quest book.
- One quest may take an hour or two to play, with each subsequent quest increasing in difficulty.
- During a quest, a hero may acquire valuable treasures. These riches may be used between quests to purchase weapons and armor from the armory.
- The heroes must work together to defeat Zargon and his forces of Dread. You win or lose as a team.
- Additional quests are available in quest packs (sold separately and subject to availability).

BEEN HERE BEFORE?

Welcome back! **There are no rules changes from the 2021 HeroQuest Game System.** However, First Light includes:

- 10 new quests
- Dragon miniature and game card.
- The dwarf's starting weapon is a handaxe instead of a shortsword.
- 4 unique hero miniatures
- Double-sided gameboard with differentiated layout

PREPARE FOR YOUR QUEST

Choose Roles

Play as Zargon, the evil sorcerer, or as a hero.

- If you have fewer than five players, players may play more than one hero. Quests are more challenging if you're playing with fewer than four heroes.

Playing as Zargon?

- Sit behind the Game Master's screen. You alone will have access to the quest book. It will tell you when to read information out loud to all players and when to keep it to yourself.
- You alone will know where the monsters, secret doors, treasures, and traps are located, according to the quest book maps.



Set up the Game

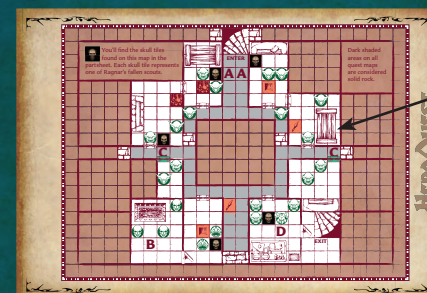


- 1 Zargon, you'll want to read the first few pages of the quest book by yourself before you sit down to play. The quest book is separate from this rulebook — you'll find it in the box! It will take you through the unique rules of the quests, hidden lore, important information about the quest maps, and a message from Mentor to the heroes.
- 2 Read the first quest, **The Border Fort of In-Gulden**, silently to yourself. You'll find it on page 11 of the quest book — flip to that page now and keep your quest book beside you to reference as you read through **Anatomy of a Quest!** Once you feel like you have a good grasp on the quest, you can sit your heroes down and jump into the rest of set up.

Anatomy of a Quest

Quest Map

Throughout the quest, you'll place items on the gameboard as heroes discover them. **Don't place anything on the gameboard right now.**



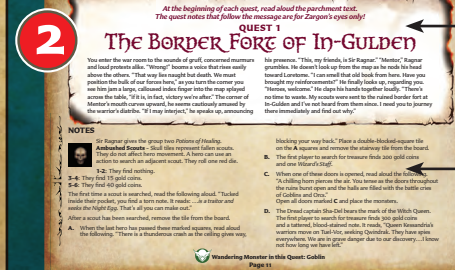
The quest map uses unique symbols that will show you how to lay out items as you play, including monsters; furniture; stairs; doors; and blocked-square tiles; as well as traps, secret doors, and treasure chests. These symbols are also in the map legend, as well as the component reference page on page 20 of this booklet.

Parchment Text

After you finish setting up all game components, you'll read the parchment text out loud to the heroes. This outlines their challenge as well as the reward they'll receive if they successfully complete that challenge.

Quest Notes

Read these carefully to yourself before you start the quest. They explain what will happen in certain rooms and detail the unique situations with which the heroes will have to contend. You will share this information with the heroes as they move into certain rooms or corridors.



Set up the Game (continued)

3 Lay the gameboard on the table facing you so the HeroQuest logo is on the right side of the board.

4 Each player chooses a hero. Give each player their chosen hero miniature, matching character card, reference card, and a character sheet. See **Meet the Heroes** on page 6 to learn about the heroes and set up those character sheets in a bit. For now, let's continue setting up.

5 Place the Game Master's screen between you and the gameboard and the quest book in front of you.

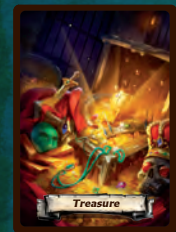
6 Separate the game pieces into piles: doors, furniture, monsters, and all other game pieces.

7 Place pieces on the board according to the starting point of the quest – it won't always be the same, but heroes often begin on the stairway tile. In Quest 1 of First Light, **The Border Fort of In-Gulden**, the heroes begin on the stairway marked ENTER. See the visual below to see what pieces you place on the board to begin **The Border Fort of In-Gulden**! Always look to the quest map and notes to know where heroes begin.



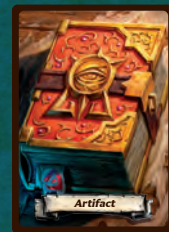
Do not place any traps or secret doors. Do not reveal treasure at this time. Do not reveal anything behind closed doors. If you're ever confused about what heroes can see at the start of a quest, look to **Line of Sight** on page 10.

8 Sort the cards into nine piles: treasure, artifacts, monsters, Dread spells, equipment, and elemental spells (earth, air, fire, water).



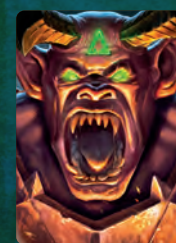
Treasure Cards

Shuffle these before each quest. Keep them facedown in a pile within reach of all players.



Artifact Cards

These are special, as you will discover in the quest notes. Keep these behind the Game Master's screen.



Monster Cards

Place these faceup in a line where all players can see them. Refer to these and the monster chart on the Game Master's screen for information about monsters.

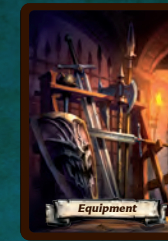


Dread Spell Cards

These 12 spells belong to Zargon and are very powerful. Keep these behind the Game Master's screen. The quest notes will tell you when to use them.



Some Dread spell cards will only be used in other quest packs (sold separately and subject to availability).



Equipment Cards

Place these cards in a facedown deck within reach of all players. Heroes can visit the armory between quests to exchange gold coins for weapons, armor, and any other goods found in the equipment deck. They might also discover equipment during quests, as indicated by the quest notes. See **A Trip to the Armory** on page 19 for more information about the armory.

Hero Spell Cards: Earth, Air, Fire, Water



Each spell group contains three individual spells. Divide these between the wizard and elf like this:

- The wizard chooses one of the four spell groups.
- The elf chooses one spell group from the three that remain.
- The two remaining spell groups go to the wizard.
- The spells and their effects are explained in detail on their corresponding spell cards.



If this is the players' first quest, the wizard should take the fire spells, the elf should take the earth spells, and the remaining spells should go to the wizard.



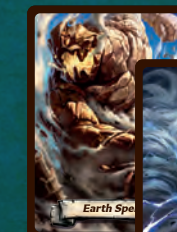
4



8



4



9 Place the combat dice and movement dice near the gameboard.



Combat dice: Use to roll your Attack and Defend dice.



Movement dice: Use to move from square to square up to the number you roll.

10 Read aloud the parchment text of your current quest to the players. If it's your first time playing HeroQuest, read **A Note from Zargon to the Heroes** on page 8 of this rulebook first.



Do not read aloud any notes from the quest map or notes section just yet.

Open this page to see what your play area should look like after you set up the game!



Meet the Heroes

The barbarian begins with the most powerful starting weapon: the broadsword.

Barbarian

Attack Dice	Defend Dice	Starting Points Body	Mind
3	2	8	2

Movement.....2 Red Dice
Starting Weapon.....Broadsword
Starting Armor.....None



The dwarf's starting weapon is a handaxe. They also possess intuition — a special knack for disarming traps.

Dwarf

Attack Dice	Defend Dice	Starting Points Body	Mind
2	2	7	2

Movement.....2 Red Dice
Starting Weapon.....Handaxe
Starting Armor.....None



The elf starts with a shortsword. They are a good fighter and have some knowledge of the magical arts. The elf begins each quest with three magic spells (one element).

Elf

Attack Dice	Defend Dice	Starting Points Body	Mind
2	2	6	4

Movement.....2 Red Dice
Starting Weapon.....Shortsword
Starting Armor.....None



The wizard starts with a small dagger. They have great knowledge of magic and are a master spellcaster. They begin each quest with nine magic spells (three elements). However, they are hindered by their inability to wear most armor or use large weapons.

Wizard

Attack Dice	Defend Dice	Starting Points Body	Mind
1	2	4	6

Movement.....2 Red Dice
Starting Weapon.....Dagger
Starting Armor.....None



Character Card

Elf

Attack Dice	Defend Dice	Starting Points Body	Mind
2	2	6	4

Movement.....2 Red Dice
Starting Weapon.....Shortsword
Starting Armor.....None

Attack Dice

Defend Dice

Body Points

Mind Points

Attack Dice

The fighting power of this hero's weapon. During the quest, a hero's attack strength may be continually changed by events (such as spells, environmental effects, and items). If this hero decides to wield a new weapon, their number of Attack dice changes to the number listed on that weapon's card.

Fortune's Longsword

Fortune favors the brave. Weapon—While wielding this weapon, roll 3 Attack dice. This blade enables you to attack diagonally. Once per quest, you may use its power to reroll 1 Attack die. May not be used by the wizard.

Shortsword

Weapon—While wielding this blade, roll 2 Attack dice. May not be used by the wizard. 150 gold coins

While the elf wields the Fortune's Longsword, they roll 3 Attack dice.

Defend Dice

A hero's ability to dodge or absorb hits from enemies. During the quest, the hero's defend strength is continually changed by events (such as spells, environmental effects, and items).

Body Points

A hero's physical strength. When this reaches zero, the hero has perished but may be revived. See **Dead Heroes** on page 17.

Mind Points

A hero's wisdom, intelligence, and resistance to magical influence.

Movement Dice

On your turn, roll two red dice to move up to that number of squares.

Starting Weapon

This is your starting weapon - it's already reflected on your hero card via your Attack dice! No need to look for a separate card.

Filling Out a Character Sheet

Name your character.

Character Sheet

Name
Character

Attack Dice Defend Dice Starting Points Body Mind

Weapons:

Armor:

Body Points:

Quests Completed (circle):

Gold Coins:

Potions & Other Items:

Track your Body Points here.

Armor:

Body Points:

Quests Completed (circle):

Number of Attack and Defend dice you'll use during battles.

Record any weapons, armor, completed quests, and treasure you find here.

Starting Body and Mind Points (These will change throughout the game. Each hero must track their points on this sheet as they play.)

A Note from Zargon to the Heroes



Read this out loud to all players at the start of your first quest:

"Welcome, my daring and foolish adversaries, to the world of HeroQuest. I am Zargon, the evil sorcerer bent on the destruction of the realm; you are the heroes insistent on preserving it. If you wish to defeat me, you must work together to outwit and overcome my forces of Dread. Do you have what it takes? Only time will tell."

We will begin with Quest 1, The Border Fort of In-Gulden. To succeed, you must achieve your objective: Go to the ruined border at the fort and find out what happened to Sir Ragnar's scouts.

Now heed my words: Though I will serve as your guide throughout your journey, my one true goal is to see to your untimely demise! Begin in the room with the stairway, which I will place on the board. On each of your turns, you will choose where to move and what to do — but remember, your decisions may have consequences.

Roll two movement dice to determine your maximum movement and explore corridors and rooms by traveling from square to square. However, think twice before striking out brazenly — for danger is likely to lurk around any given corner. When you have line of sight into a room or corridor, fair is fair: I will reveal to you any closed doors, pieces of furniture, monsters, or blocked squares. If you spring a trap, I will reveal that too... but only after you have paid the price.

The deeper you venture, the more perilous your path will become. You are destined to be confronted by many foul creatures designed to test your fortitude and wit. Your success or failure will be determined by your dice roll, which will reflect your ability to attack or defend. Some of you are gifted with magic spells that can be of great assistance to you and your comrades — use these wisely!

Rather than attacking or casting a spell, you may use your turn to perform a different action, such as searching for treasure, secret doors, or traps. Alternatively, as the dwarf or an adventurer with the appropriate tools, you may attempt to disarm a discovered trap. Choose wisely, for you may only perform one action per turn.

Once you and your comrades have each completed your turns, prepare your meager defenses... for it is MY time to strike. I control all monsters present on the gameboard and may move each one on my turn. I am also armed with magic of my own — and when I unleash its power, not even Mentor's precious Loretoome can foresee your dark fate.

Your journey awaits. Come — it is time to begin."

START PLAYING

Who goes first?

The player to Zargon's left takes the first turn, and play continues clockwise with each player taking a turn and finally Zargon taking their turn as described below.



This sequence continues until the quest objective is achieved and the heroes exit the quest.

A good starting setup is for the barbarian to sit to Zargon's left, followed by the dwarf, the elf, and then, seated to Zargon's right, the wizard.

On Your turn

(whether you are a hero or Zargon)

Do one of the following:

Move your miniature, then perform an action

OR

Perform an action, then move your miniature.

Heroes, you may perform one of these actions:

- **Attack** a monster
- **Cast** a spell
- **Search** for treasure in this room
- **Search** for secret doors in this room or corridor
- **Search** for traps in this room or corridor
- **Disarm** a trap on the square you move onto

These actions are also listed on each reference card and are explained in detail in **The Six Hero Actions** on page 10.

Movement

Heroes, here's how to move:

1. Roll two movement dice.
2. Move along the corridors and into rooms square by square up to the number you rolled.

- You may enter rooms only through doors.
- You cannot move through squares occupied by monsters, move through walls, or move diagonally.
- You may move through squares occupied by other heroes.
- You cannot share a square with another hero or with a monster except when you are on the stairs or in a pit trap.

3. As you move through the dungeon, Zargon populates the board with furniture, doors, monsters, and other components according to the quest map. At any time during your movement, you may open an adjacent door, which does not count as an action.

If you open an adjacent door,

Zargon does so by removing the closed-door piece on the board and replacing it with an open-door piece. Note that all doors start closed. Once they're open, they remain open.

At any time on your turn,

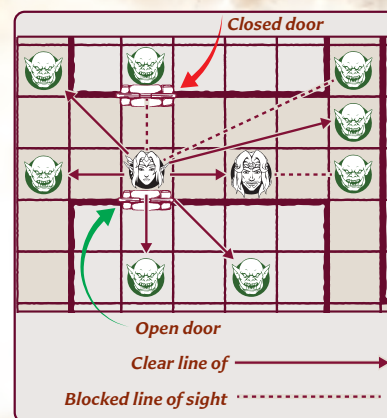
you may get caught in a trap, drink potions, or pick things up. These do not count as actions.



Line of Sight

For a hero to cast a spell or make a ranged attack, the target must be visible. Heroes and monsters are only visible if an unobstructed straight line can be traced from the spellcaster to the target.

Draw an invisible straight line in any direction, including diagonally, between the center of the square the spellcaster 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 or wall edge. The following diagram shows an example of what is visible.



What about furniture?



In the original HeroQuest, furniture was used for atmosphere – it didn't obstruct movement or line of sight. Zargon, if you and your table want a more strategic game experience, you can treat furniture as though it blocks line of sight and cannot be moved through.

Zargon, always use the quest notes to react to heroes as they move.

- **While a hero moves**, add the appropriate game pieces to the board as follows:



- **When a hero looks down a corridor**, place any doors, blocked-square tiles or monsters according to the map.
- Blocked-square tiles show where extra walls have been built. **Neither heroes nor monsters can move through blocked-square tiles.**
- **When a hero opens a door**, place any monsters, treasure chests, and any other items that belong in that room.

- Do not reveal secret doors until a hero uses their action to search for secret doors, unless the quest notes state otherwise.
- Do not reveal traps until a hero uses their action to search for traps, unless the quest notes state otherwise.
- Do not reveal treasure until a hero uses their action to search for treasure, unless the quest notes state otherwise.



THE SIX HERO ACTIONS

A hero may perform any one of the following six actions on their turn. (It is possible, however, that they may not be able to do any.)

- **Attack** a monster
- **Cast** a spell
- **Search** for treasure in this room
- **Search** for secret doors in this room or corridor
- **Search** for traps in this room or corridor
- **Disarm** a trap



Attacking Monsters

- As a hero, you may attack any monster that you are adjacent to (next to, in front of, or behind, **not** diagonal). Note that some weapons allow you to attack diagonally or from a distance.
- You may attack only once per turn and may use only one weapon at a time.
- Your attack strength depends on your attack weapon (see your character card). The stronger the weapon, the greater the number of Attack dice you may use.



To attack a monster:

1. Announce which monster you're attacking.
2. Roll the number of Attack dice determined by your weapon strength. Your character card reflects the strength of your starting weapon. Failure to roll any skulls results in a failed attack.
3. **Each skull you roll** counts as one hit. Add them up to determine the total number of Body Points of damage you inflict on that monster.



Any other symbols do not count towards the attack. Ignore those dice.

4. If you rolled any skulls, **Zargon** may immediately roll the number of Defend dice determined by that monster's defense.
5. **For each black Zargon shield the monster rolls**, one skull you rolled is blocked and canceled.



The elf is adjacent to the monster in any of these four squares.

6. **Zargon**, record any hits the monster does not block by placing a skull tile under the monster's miniature on the gameboard.
 7. **If the monster's Body Points reach zero**, the monster is dead. **Zargon**, remove it from the gameboard.
- If the monster has Body Points at the end of the attack**, it stays on the board. Note, it does not attack back until Zargon's next turn.

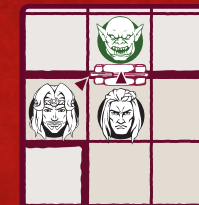


Attacking diagonally from a safe position

As you go through quests and find or purchase new weapons, your new weapon may allow you to attack diagonally! This creates opportunities for strategic combat. See an example below of the wizard using the staff they purchased from the armory.



The wizard, with a staff, is in a "safe" position. The staff they purchased from the armory allows them to attack the monster diagonally. This monster, however, cannot attack the wizard diagonally.



Here, both the wizard and the barbarian may attack this monster on their turn. The wizard, with the staff they purchased from the armory, may attack diagonally. The barbarian, with a broadsword, may attack adjacently.



Using diagonal weapons allows more than one hero to attack a monster that might be blocking a doorway.

Casting Spells

- The elf and the wizard may cast spells instead of attacking.
- If you are a hero who can cast spells, you may do so only on your turn, except in the case of casting a healing spell when you would die. You may cast one spell on yourself, another hero, or a monster.



As more heroes emerge to take on Zargon's evil forces, players may have the opportunity to play heroes other than the barbarian, dwarf, elf, and wizard. Read the text on the game cards for those heroes to know when to use certain spells and abilities!

- You may use a given spell only once during a given quest.
- See each spell card for details.



Searching for Traps

There are four kinds of traps in this game system — pit traps, falling block traps, spear traps, and chest/furniture traps. They can be found in both rooms and corridors. If, as a hero, you move onto a square that contains a pit, falling block, or spear trap, you 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 may spring that trap! Remember, it often pays to take the time to search.
- 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! After taking damage, their turn immediately ends. **Note: As a hero, you cannot search for these traps by looking through the door. You must be in the room to search for any traps in it.**
- Monsters never spring hidden traps.

To search for traps:

1. There must be no monsters in your line of sight.
2. Announce that you are searching by saying, "I am searching for traps."
3. Leave your miniature where it is.

4. Zargon, refer to the quest map and announce which squares, if any, have traps. Do NOT place any trap tiles on the board just yet.



5. As a hero, you may jump the trap or, on your next turn, disarm it.



Jumping Traps

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.

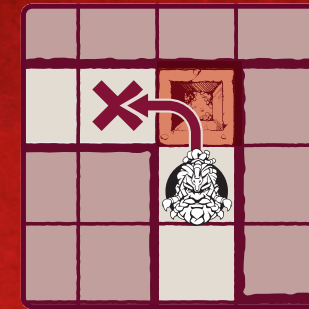
To jump a trap:

1. You must have at least two squares of movement remaining.
2. You must roll anything but a skull on 1 combat die.
3. If you roll anything but a skull, you expend two moves to jump over the trap. If you have any movement or actions remaining, you may use them.
4. If you roll a skull, you spring the trap and suffer any damage caused by that particular type of trap. If there is a corresponding trap tile, it is then placed on the gameboard by Zargon. You are then placed on the trap square. This ends your turn.



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 can be jumped.



Jumping a Pit Trap

If the X square is occupied by a monster, and you are a hero without any special armory weapons, you must voluntarily fall into the pit (suffering damage) and do combat with the monster from in the pit!



Monsters with enough movement squares (and a vacant square beyond) always successfully jump over a pit. If they voluntarily enter a pit, they suffer no damage.



Disarming Traps

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 the equipment cards.) If a hero searches for and finds a trap, they have already used their action and must wait until their next turn to try and disarm it.

To disarm an unsprung trap as a hero (except the dwarf) with a toolkit:

1. Before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
2. Move onto the square and roll 1 combat die.
3. If you roll a skull, you have sprung the trap, and suffer damage.
4. If you roll either a black or white shield, the trap is disarmed. A disarmed trap is considered gone and is not placed on the gameboard.



To disarm an unsprung trap as a dwarf:

1. You don't need a tool kit to disarm a trap! Before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
2. Roll 1 combat die.
3. If you roll a black shield, you have sprung the trap, suffering damage.
4. If you roll anything except a black shield, the trap is disarmed.



A disarmed pit trap is considered to be a regular gameboard square. Once a pit trap is sprung and a pit tile placed on the board, the trap cannot be disarmed and removed. As a hero, you may, however, attempt to jump over it. (See **Jumping Traps** on the previous page.)



Zargon, here's what to do when a hero searches for or accidentally finds a trap:

- **Refer to the quest map.** Traps are marked in gold.

Pit Traps



- **If a hero has found a pit trap,** announce that the floor looks weak, and point to the square where the trap is located. Do NOT place a trap tile on the gameboard just yet as the trap has not been sprung.
- **If a hero triggers a pit trap,** stop that hero by saying, "You have just stumbled into a pit!" Then place a pit trap tile on that square under the hero miniature. Announce that that hero suffers 1 Body Point of damage and must mark it on their character sheet. Their turn immediately ends.

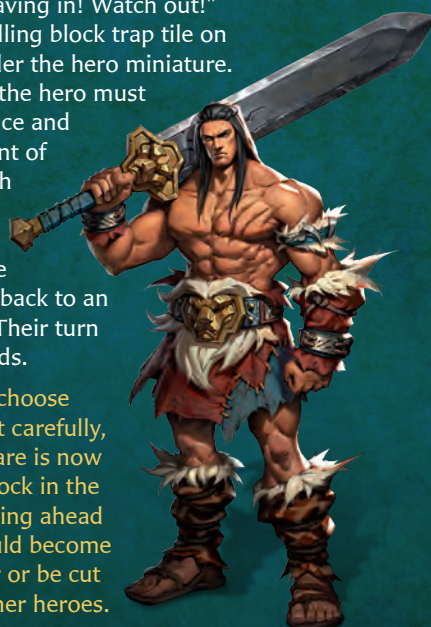
Falling Block Traps



- **If a hero has found a falling block trap,** announce that the ceiling looks dangerous, and point to the square where the trap is located. Do NOT place a trap tile on the gameboard unless the trap has been sprung. Once it's sprung, use the falling block trap tile to represent it on the board.
- **If a hero triggers a falling block trap,** stop that hero by saying, "You have just sprung a falling block trap! The ceiling is caving in! Watch out!" Then place a falling block trap tile on that square under the hero miniature. Announce that the hero must roll 3 combat dice and take 1 Body Point of damage for each skull they roll. The hero then decides to move ahead or move back to an empty square. Their turn immediately ends.



Heroes should choose their movement carefully, as the trap square is now a permanent block in the game, and moving ahead means they could become trapped forever or be cut off from the other heroes.



Spear Traps



- **If a hero has found a spear trap,** announce that the square looks suspicious and point to where the trap is located. Do NOT place a tile on the board.
- **If a hero triggers a spear trap,** stop that hero by saying "You have just stepped on a spear trap!" Announce that the hero must roll 1 combat die. If they roll a skull, they take 1 Body Point of damage. Their turn immediately ends.



There are no spear trap tiles.

Chest/Furniture Trap

- **If a hero searches for traps in a room with a chest/furniture trap,** announce that the chest/furniture looks dangerous and point to the object in question. If a trap is found, heroes may attempt to disarm the trap and search for treasure using their subsequent actions.
- Remember that searching for a trap, disarming a trap, and searching for treasure each cost one action.



- **A hero triggers a chest/furniture trap** if they search a room for treasure before searching the room for traps. A chest/furniture trap can be a variety of things, including poisonous gas, poison needle, explosive latch, or a shooting dart. Their turn immediately ends and they suffer the consequences as outlined in the quest notes.



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 fewer combat die when doing so. (This applies to monsters as well.)



As a hero, your minimum attack or defend strength is always 1 combat die, even if the pit penalty would reduce your dice to 0.

- You can usually move out of a pit on your next turn.

Searching for Treasure

While on any square in a room, you may search that room for interesting objects like artifacts, potions, or gold coins. You'll find treasure only in rooms, not corridors.

- Each hero may search a given room only once, but all four heroes may search the same room.
- You may not search a room for treasure if there's a monster inside. You must defeat the monsters first or wait for them to leave.

To search a room for treasure:

1. You must be on any square inside the room.

2. Announce you are doing so out loud by saying "I'm searching for treasure."
3. You search the entire room you are in without moving your miniature.



4. **If there is special treasure to be found, Zargon will tell you so.**
5. **If there is no special treasure to be found,** shuffle the treasure deck, draw a card, and read it aloud.
 - If the card offers you gold or a potion, record that on your character sheet. Keep the treasure card in front of you.
 - If the card reveals a hazard, do what the card says. Then return it to the bottom of the deck.
 - If the card reveals a wandering monster, Zargon will reveal that monster and it will attack. Return it to the bottom of the deck and prepare to roll your Defend dice! (See **Defend Dice** on page 7.)



If you wish, you may share gold coin treasures with other heroes. Later, between quests, you may use that treasure to purchase additional weapons and armor from the armory. (See **A Trip to the Armory** on page 19.)

Zargon, here's what to do when a hero searches for treasure:

- **If there is a special treasure,** as described in the quest notes, read its description out loud. A special treasure can only be found once by the first hero who searches a given room.
- **If there is no special treasure** in the searched room, tell the hero to draw a treasure card.

If the hero draws a wandering monster or hazard card, do the following:

1. Place the monster shown in the quest notes adjacent to the hero who searched for treasure.

- If the squares surrounding the hero are occupied, place the monster as close to that hero as possible. The monster does not attack this turn. On your next turn, that monster can move and attack.
2. Immediately roll the appropriate number of Attack dice for that monster. (See the Game Master's screen.)
 3. Keep the monster on the gameboard. On future turns, move it as you would other monsters. (See **Zargon's Turn** on page 16.)



A hero can pass a potion, artifact, weapon, or any other item or piece of equipment to another hero if adjacent to that hero, and if neither hero is adjacent to a monster. Players may also freely trade items between quests. This doesn't count as an action.



Potions

- A potion's card will describe its effects.
- You may drink potions at any time, and you may drink more than one potion at a time.
- You may give one of your potions to an adjacent hero on your turn.
- Once you use a potion, it's gone – you already drank it!



Secret door tile

Searching 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, from sliding panels to pivoting bricks. **To find a secret door, you must use your action to search for one.**



To search for a secret door:

1. There must be no monsters in your line of sight.
2. Announce that you are searching by saying, "I am searching for secret doors."
3. You search the entire room or corridor you are in without moving your miniature.

4. Zargon, refer to the quest map then announce any secret doors they've discovered in the room or corridor that hero is in by placing a secret door tile on the gameboard.



5. The door remains closed until you move adjacent to it and announce that you are opening it.



ZARGON'S TURN

Monster Movement and Actions

Zargon, like a hero, on your turn for each monster on the board, you may:

Move a monster miniature, then perform an action

OR

Perform an action, then move a monster miniature.

Each monster may perform one of the following two actions:

- Attack a hero
- Cast a Dread spell (note only certain monsters may cast a spell. Refer to the quest notes for more information.)

Monsters may never:

- Search for treasure
- Search for secret doors

- Move or attack diagonally
- Pass over heroes
- Move through walls
- Open or close doors
- Share a square on the gameboard
- Search for, disarm, or spring traps

Moving Monsters

Unlike heroes, monsters do not move by dice roll. Each monster's maximum movement per turn is listed in the monster chart on the Game Master's screen.

Zargon, you do not have to move the entire distance indicated on the monster chart. Monsters cannot move through squares occupied by heroes.



Attacking Heroes

You may attack a hero that is adjacent to you. A monster may attack only once per turn. A monster's attack strength is based on its natural abilities as listed on the Game Master's screen. Monsters never use weapons.

Zargon, to use a monster to attack a hero:

1. Announce which hero you're attacking.
2. The attacking monster rolls the number of Attack dice shown in the monster chart on the Game Master's screen. Failure to roll any skulls results in a failed attack.
3. **Each skull you roll** counts as one hit. Add them up to determine the total number of Body Points of damage you inflict on that hero.



Any other symbols do not count towards the attack. Ignore those dice.

4. **If you rolled any skulls**, that hero may immediately defend by rolling their Defend dice.



5. **For each white shield the hero rolls**, one skull you rolled is blocked and cancelled.

6. The hero marks any damage to their Body Points on their character sheet.

If the hero's Body Points reach 0, the hero is considered dead. (See **Dead Heroes**)



If the hero has 1 Body Point remaining, and takes more than 1 hit of damage, their Body Points are still only reduced to zero.

Casting Dread Spells

As Zargon, you may cast a Dread spell instead of attacking. Keep in mind:

- You must give your Dread spells to specific monsters as called for in the quest notes.
- A monster can only cast a spell on a hero that it can see on your turn.
- **A spell may only be cast once per quest.** Its effects are detailed on its corresponding spell card.



Several of the Dread spells are not used in the first 10 quests. They'll come up in other quest packs and can also be used by you when designing your own quests!

DEAD HEROES

As a hero, you die when your Body Points are reduced to 0, and you do not have a healing spell or healing potion to save yourself.

What Happens to a Dead Hero?

- As a hero, if you die, you are out of the game for the rest of that quest.

- You may rename your hero and play them as a new character in the next quest.
- Armor, weapons, and treasures that belonged to you prior to death can be picked up by any other hero in the room with you, no action required.



Warning! If there are no other heroes in the room or corridor with you when you die, a nearby monster skulks in, snatches your possessions, and absconds! The possessions are removed from the game and cannot be recovered.

How a Hero Escapes Death

As a hero, if your Body Points have been reduced to 0, there are two ways to save yourself:

- **If you possess any life-restoring potion, such as a healing potion.** You immediately drink it and raise your Body Points above 0.



After your Body Points have reached 0, you can't be saved by a fellow hero's spell or potion.



RUNNING OUT OF MONSTERS

Some quests may require more monsters than are available in the game. If all the monsters of a particular type are already on the gameboard and you, as Zargon, need to place another one, you may use any monster that is the same color as the one the one you need. When you're using cardboard monster pieces from this box, refer to your Game Master's screen and use the highlighted colors of the monster symbols.

GREEN MONSTERS



Orc

Goblin



Abomination

WHITE MONSTERS



Zombie

Skeleton



Mummy

GRAY MONSTERS



Dread Warrior



Gargoyle



ENDING THE QUEST

A quest ends when:

- Heroes achieve the quest goal and reach the exit (or in some cases, return to the entrance).
- Heroes voluntarily return to the entrance before completing the quest.
- All four heroes die.

Successfully Completing a Quest

After you, as a hero, have successfully achieved the quest goal and exited the quest:

1. Split any final treasure or reward among all the heroes.
2. Circle the corresponding quest number on your character sheet.
3. Keep your character sheet as you will record all your quests on it.

WHAT HAPPENS BETWEEN QUESTS?

Heroes, here's what to do after a quest ends, before you begin a new one:

1. If you successfully completed the last quest, restore your full Body and Mind Points, as well as any spells you cast.
2. Visit the armory and purchase new weapons and armor with the gold coins you have collected! Remember to subtract any gold spent from your character sheet.

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.



You keep any treasures found and take them with you on your next quest.



Unfinished Quests

Zargon, if a quest ends with disastrous results (such as death for all four heroes), or goes unfinished, you should modify the quest before it is replayed. For example, you might reduce the number of monsters in the quest or add different types of monsters. You could also add equipment to help the heroes, such as Potions of Healing. You can do this by creating a new adventure using the blank map and symbols at the end of the quest book.



Lost Artifacts

It is sometimes required that the heroes have a specific artifact in their possession before they continue on to the next quest. Zargon, if a hero dies while in possession of an artifact, and your monsters steal the artifact, you must include the artifact as a special treasure early in the next quest.

A Trip to the Armory

While visiting the armory between quests, you may:

- Use gold coins to purchase powerful weapons and protective armor (see the equipment deck).
- Purchase any number of items from the deck.
 - The items are always in stock even if a hero decides to hold onto the card for reference.
- Sell items in your inventory for gold coins. See **Selling Excess Items**.

Weapons you purchase may allow you to increase your Attack and Defend dice. They may also give you unique combat advantages!

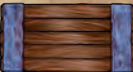
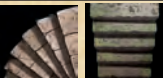
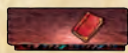
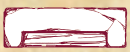
For example, daggers and crossbows are special weapons due to their ability to hit a monster from a distance, while long weapons, like the staff and the longsword, allow you to attack diagonally.

Selling Excess Items

Heroes, as you gain better equipment, you may want to sell your old items to the armory. Only items listed for sale in the armory can be sold back to it. You receive gold coins equal to half the item's listed price in the armory. For example, if you sold the longsword worth 350 gold coins, you would receive 175 gold coins. Items listed at a cost that cannot be evenly halved are sold for half the cost rounded down. For example, if you sold the dagger worth 25 gold coins, you would receive 12 gold coins.



COMPONENT REFERENCE

Name	Type	Map Symbol / Art	Name	Type	Map Symbol / Art
Blocked-square	Tile	 	Weapons Rack	Furniture	 
Double blocked-square	Tile	 	Sorcerer's table	Furniture	 
Dungeon grate	Tile	 	Table	Furniture	 
Eye of Mentor	Tile	 	Throne	Furniture	 
Falling Block	Tile	 	Tomb	Furniture	 
Mark of Zargon	Tile	 	Treasure chest	Furniture	 
Pit trap	Tile	 	Dungeon door	Door	 
Secret door	Tile	 	Abomination	Monster	
Skull	Tile	 	Dread sorcerer	Monster	
Stairway	Tile	 	Dread warrior	Monster	
Alchemist's bench	Furniture	 	Gargoyle	Monster	
Bookcase	Furniture	 	Goblin	Monster	
Cupboard	Furniture	 	Mummy	Monster	
Fireplace	Furniture	 	Skeleton	Monster	
Rack	Furniture	 	Zombie	Monster	

THE QUEST IS CALLING



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