

HERO QUEST



A Maze of Doors
INSTRUCTION
BOOKLET

New Rule

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 1 red die 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.

In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass.



Trap Door

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

