

HERO QUEST



Cemetery
INSTRUCTION
BOOKLET

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New Rule

Spell Scrolls
When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Funerary Box




New Trap



Long Pit Trap: If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.



New Monsters

Bloodletter Demon
May move, attack and finish movement. Also are resistant to magic. Roll 1 combat die when targeted by a spell. On a skull, the spell has no effect.






Giant Bat
May fly through spaces occupied by Heroes/monsters.



New Tiles and Quest Map Symbols

Altar


Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Bloodletter Demon		9	6	4	4	3
Giant Bat		8	1	2	1	1
Wraith		0	1	3	3	0
Salman		6	3	3	4	6
Rat Swarm						
Cultis	