

HERO QUEST



Escape from Ulag
INSTRUCTION
BOOKLET

The Heroes Used in this Quest:

Sneeks: the Dwarf replacement. Can disarm traps like the Dwarf (needs to roll anything but a black shield to successfully disarm a trap without taking damage).

B/M: 7/3

Movement: 2

Attack: 2 (shortsword)

Defense: 2

Sarymor: the Elf replacement. Might get a few spells perhaps?

B/M: 6/4

Movement: 2

Attack: 3(1) (crossbow)

Defense: 2

Garmin: the Barbarian replacement.

B/M: 8/2

Movement: 2

Attack: 3 (longsword, + diagonal attacks)

Defense: 2

New Tiles and Quest Map Symbols

Stone Doorway

The stone door is a one way door. When a Hero passes through it, it closes behind him. Another Hero may follow, but no Hero can pass through this door in the direction opposite to the arrow.



Iron Entrance Door

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



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Open Door

These doors are already open.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



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.



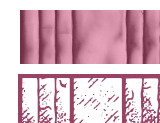
Coffin

The coffin may be used as a tomb. It may contain an undead creature and/or a treasure. It may also have a trap on it.

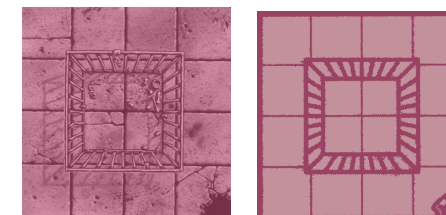


Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



Cage Room



Web Trap

