

# 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.



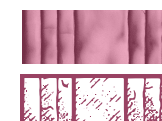
### Coffin

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.

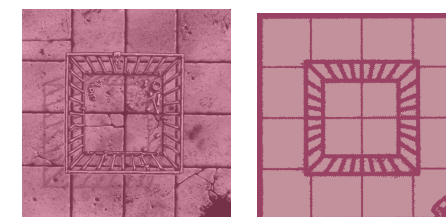


### Short Stairway

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

