

HERO QUEST



Grim Shadows
INSTRUCTION
BOOKLET

HERO QUEST



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Some aspects for the Quest have been purposely omitted. I thought these parts might be better left to your own imagination.



References & inspiration

<http://falsemachine.blogspot.com/2014/04/the-rapture.html>
You can make up your own stats for the grim or use this link.

<http://dndwithpornstars.blogspot.com>

<http://reynaldogawngsoap.blogspot.com>

<http://elfmaidsandoctopi.blogspot.com/2014/08/d100-secret-rooms.html>



<http://www.lastgaspgrimoire.com>

http://www.random-generator.com/index.php?title=Main_Page



- 1d10 So now you have found trap, lock, or barred door now what?
1. Simple mechanism easily opens.
 2. Difficult to find opening mechanism requires second search or loud smashing to open.
 3. Door is locked.
 4. Door is alarmed and signals other area if opened secretly.
 5. Door is alarmed or very noisy may alert others or occupants.
 6. Door is trapped.
 7. Door is jammed, possibly spiked from inside, need to be forced noisily.
 8. Door requires a puzzle to open.
 9. Door opened by mechanism somewhere else.
 10. Re-roll 1d3 times, if get 10 again then cursed or magically trapped.

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.




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



The Grim



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Troll						
Troll	