

# HERO QUEST



Gulach the Gruesome  
INSTRUCTION  
BOOKLET



## 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 Tiles and Quest Map Symbols

### Locked Door

These doors are locked and will require more than a key to be opened.

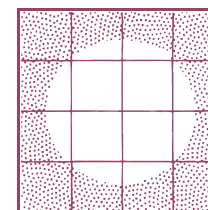
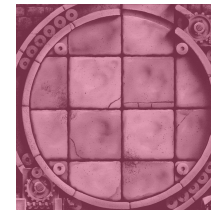


### Trap Door



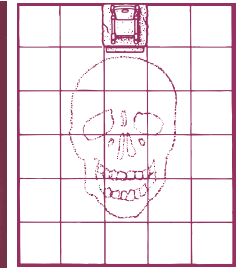
### Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



### Throne Room

The large throne room is used by evil rulers such as the Witch Lord.



### Corpse



### Coffin Room

