

# HERO QUEST







Hasgar's Amulet  
INSTRUCTION  
BOOKLET







# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Scout		9	2	3	2	2
Swordsman		5	4	5	2	2
Halberdier		6	3	3	2	2
Crossbowman		6	3	3	2	2



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## New Rule

### Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

## New Tiles and Quest Map Symbols

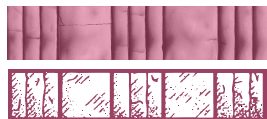
### Locked Door

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



### Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.

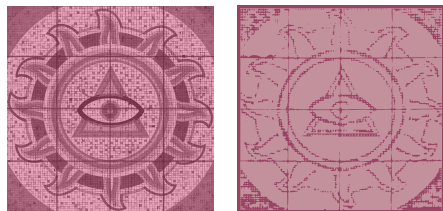


### Key Tile

This key is used to open locked doors. The key tile is given to the Hero who finds the key.

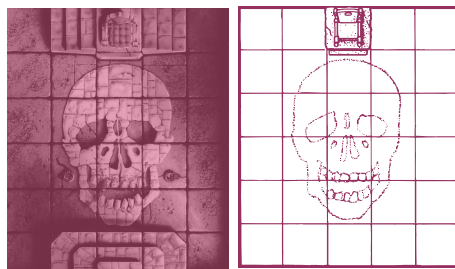


### Sun Eye Room



### Throne Room

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



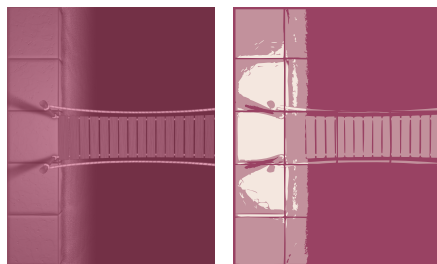
### Short Cliff Corridor



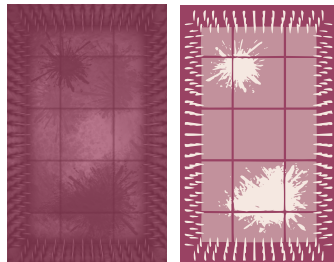
### Stairs 1x1



### Abyss



### Arena



### Valley

