

HERO QUEST



Into the Sewers
INSTRUCTION
BOOKLET

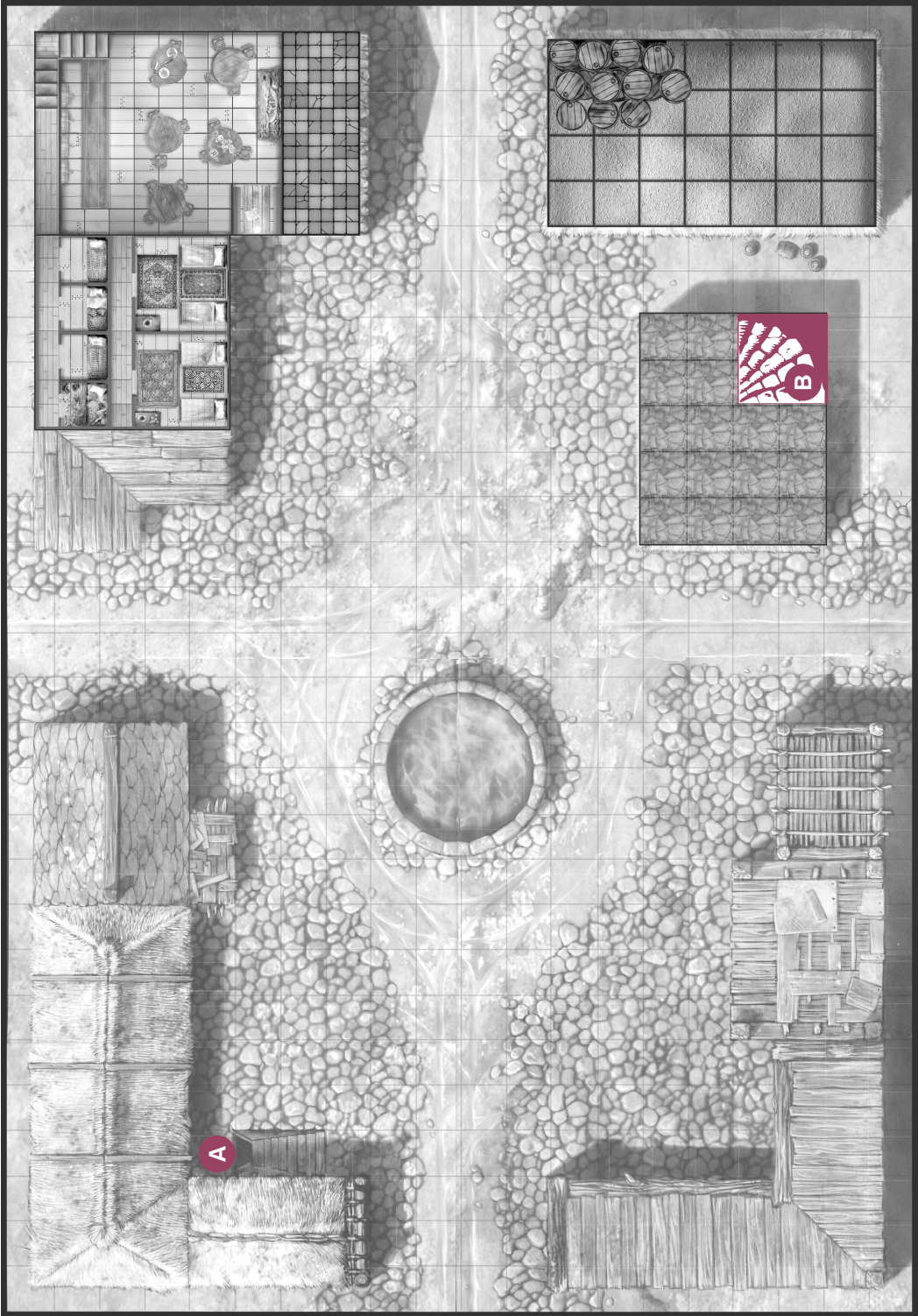


HERO QUEST








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Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven Warrior		12	2	2	1	1
Skaven Warlock		6	3	3	4	1
Rat Ogre		8	4	3	2	1
Giant Rat		10	1	2	1	1
Mr. Groat		1 Red Die	0	1	4	1

New Tiles and Quest Map Symbols

Locked Door

These doors are locked and cannot be opened.



Trap Door



Crate



Plank



The Town

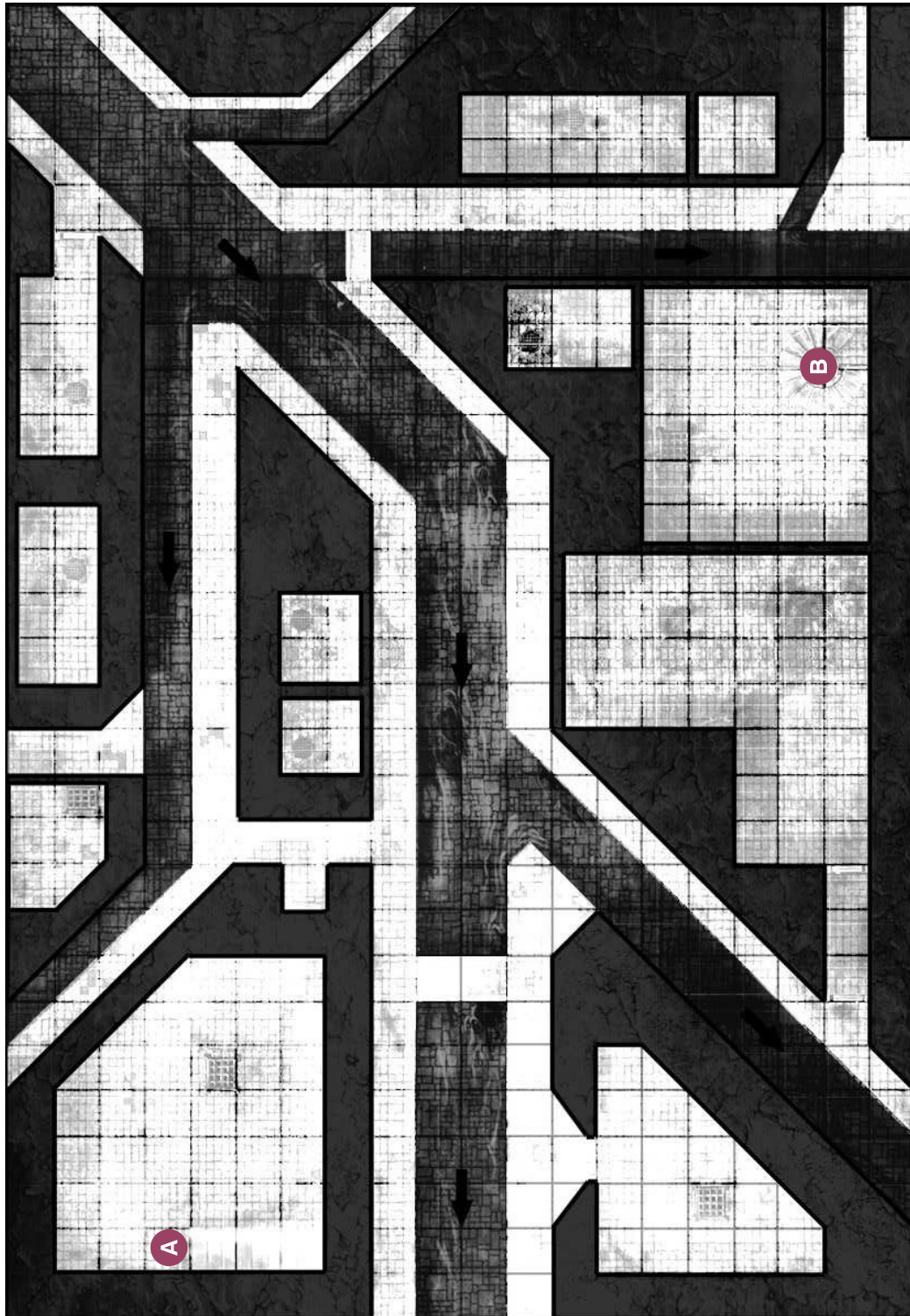
A: These stairs can't be accessed, as the door at the end is closed and cannot be opened.

B: These stairs lead to the stairs marked "B" in the Sewers. May be placed elsewhere when creating new Quests with this map. See Quest 1 for further instructions.

The Tavern is located in the top right building as shown here. Tiles are included in this Quest. The scale of the Tavern is bigger than the Town map. Place these tiles anywhere when entering the Tavern. Do not place them on the map before any Hero opens the front door.

When entering the Inn, first place the entrance tile. Place the Inn when the door from the entrance hall to the Inn is opened. The same goes for the tile with the guestrooms. The top guestrooms are single bedrooms, accessible from the stairs behind the counter. The bottom guestrooms are double bedrooms, accessible from the main floor. Players can jump out of windows, but must roll one attack die, and take 1 damage if a skull is rolled.

Tiles for the two barns in the south-east corner are included in this Quest. Feel free to use any other tiles for the other buildings when making new Quests.



The Sewers

A: These stairs lead to the stairs marked "A" in the town.

B: These stairs lead to the stairs marked "B" in the town.

Notes:

The water in this map can be jumped over in the same way as jumping a Pit Trap. If a Hero falls in the flowing water, they must throw one 6-sided die, and they are washed along the thrown amount of squares in the direction of the arrows during the GM's turn. They will lose their next turn, as they struggle to get out of the water.

If a Hero is washed off the edge of the map they are not dead but cannot take any further part in this adventure. Once the rest of the Heroes leave the dungeon the Hero who got 'flushed away' will rejoin them in the town.

As well as the basic HeroQuest furniture you will need at least 2 crates and a counter 4 squares long and 1 wide to represent the planks of wood. These are also included.

The diagonal pathways can be travelled by following the squares with at least one half of floor tiles. This means zig-zagging along the path: the Heroes can stand on tiles that are half floor, half water and tiles that are half floor, half rock, but cannot *end* on squares that are half rock (half water is the exception in this map).

Tiles for hidden rooms are included in this Quest, for use with the Sewers map without extra rooms. A modified Sewers map with all extra rooms is also included. (Note: not all 8 pieces of the map have secret rooms, there are 5 pieces with extra rooms).

The Sewer map pieces can be glued to the back of the Town map pieces. Use thin cardboard.

Mr. Groat

Mr. Groat, the Emperor's Tax Collector, cannot attack. He can defend himself with 1 die, and blocks 1 point of damage if a white shield is rolled. Movement: one 6-sided die.