

HERO QUEST



Journey to the Bottom of the Crypt
INSTRUCTION
BOOKLET

HERO QUEST



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Notes

1. This Quest is for any ONE of the Heroes, and ONLY one. This Quest was ideally written for the Elf, but any Hero can be used. If the Wizard is used, you may want to be sure that his stats are high, because this can be a pretty tough quest for him. There are a few quest notes below that will specify different directions for each Hero, so READ THE NOTES CAREFULLY before placing ANYTHING in the room.
2. In this series of Quests, switches will play a big role. Switches are represented by the skull tiles used to keep track of monsters' lost Body Points. Switches must be searched for, and cannot be searched for unless all the monsters in the room are gone. Each switch, when stepped on, will do something. If there is a switch in a room, its function will be explained to you in the notes.
3. There are also secret passages in these Quests. They are portrayed on Zargon's map by the yellow-outlined pit trap icons. They should be represented on the board by pit trap tiles. If you run out of pit trap tiles, take the ones from the beginning of the quest, because there should be no reason that the hero retraces his steps to the beginning rooms.
4. Take all of the "Hazard" Treasure Cards out of the deck. This gives the Hero a greater chance of running into a Wandering Monster.

New Tiles and Quest Map Symbols

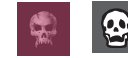
Open Door

These doors are already open.



Switch

See note 2 on previous page.



Secret Passage

See note 3 on previous page.



The Sword of Transformation Tile

