

HERO QUEST



Morbid Keep
INSTRUCTION
BOOKLET

New Tiles and Quest Map Symbols

Locked Door

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



Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Throne Room

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

