

HERO QUEST



Quest for the Shattered Amulet
INSTRUCTION
BOOKLET

HERO QUEST



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Monster Abilities

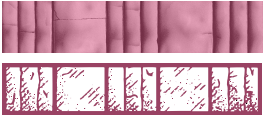
Warp Scroll
Hero affected rolls 2 red dice; if roll equal to or less than his current Mind Points then no harm; if roll higher than his current Mind Points then lose 1 Body Point and 1 Mind Point; Hero must roll each turn until healed by Healing Spell or Healing Potion

Censer
Bearer rolls 2 red dice to see distance censer is thrown; censer affects 9 square block of where censer lands; all Heroes and monsters in affected block roll 2 red dice; if roll equal to or less than his current Mind Points then no harm; if roll higher than his current Mind Points then lose 1 Body Point.

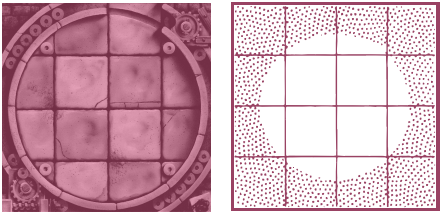


New Tiles and Quest Map Symbols

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.



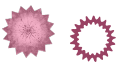
Revolving Room
The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



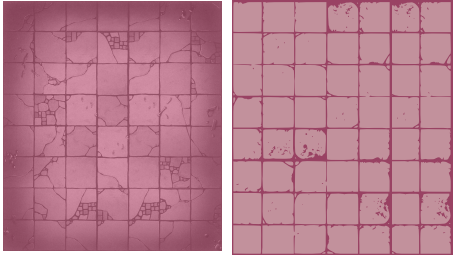
Block of Amber



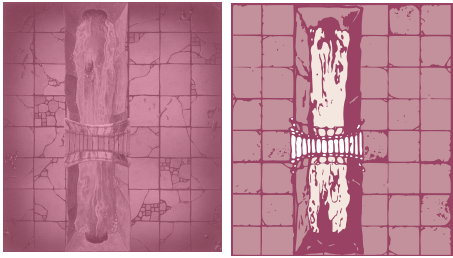
Fireball



Room Overlay 7x8



Chasm Bridge



Magic Circle





Shattered Amulet



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven		12	1(2)	2	1	1
Skaven Champion		12	2	3	2	1
Skaven Sentry		12	2(1)	1	1	1
Skaven Warlord		12	4	2	2	2
Skaven Gray Seer		6	3	3	2	4
Skaven White Seer		6	3	3	4	1
Skaven Plague Monk		12	1	1	1	2
Skaven Censer Bearer		12	1	1	2	1

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven Assassin		12	2	2	1	1
Praznagar		8	5	4	5	4