

# HERO QUEST



Single Quests by Cory Tucholski  
INSTRUCTION  
BOOKLET



## New Traps

The Wandering Monster trap does not have tiles.



**Wandering Monster Trap:** When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



**Long Pit Trap:** If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.

## 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 or if a Hero moves onto a Wandering Monster trap as described under the "New Traps" section of this book. 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

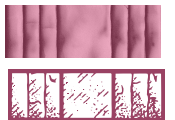
### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



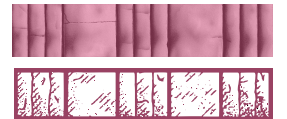
### Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



### 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.



### Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



### 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.



### Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.

