

# HERO QUEST



Single Quests by David E. Sulger  
INSTRUCTION  
BOOKLET



## New Rules

### Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

## 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.



### Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



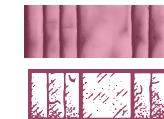
### Coffins

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.



### 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.



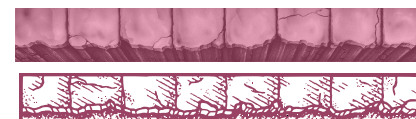
### Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



### Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



### 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.



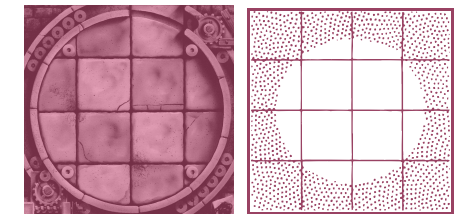
### The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



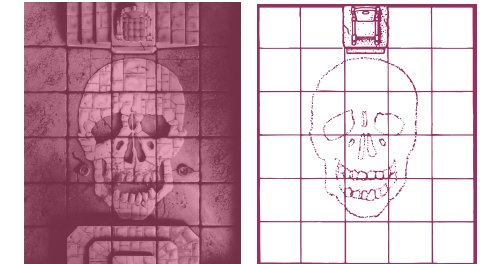
### Revolving Room

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



### Throne Room

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



### Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



### Giant Stone Boulder

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



### Cloud of Chaos

