

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.



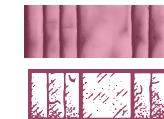
Coffins

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.



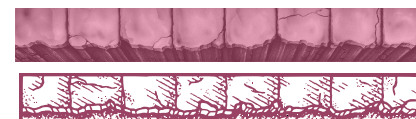
Long Stairway

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.



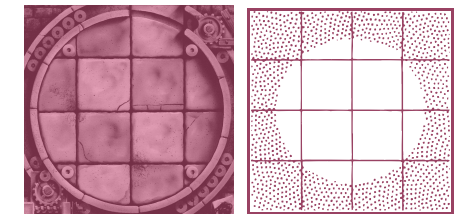
The Weapons Forge

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



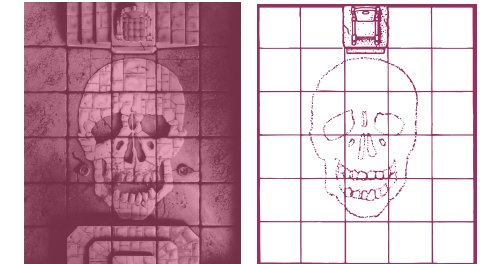
Revolving Room

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

