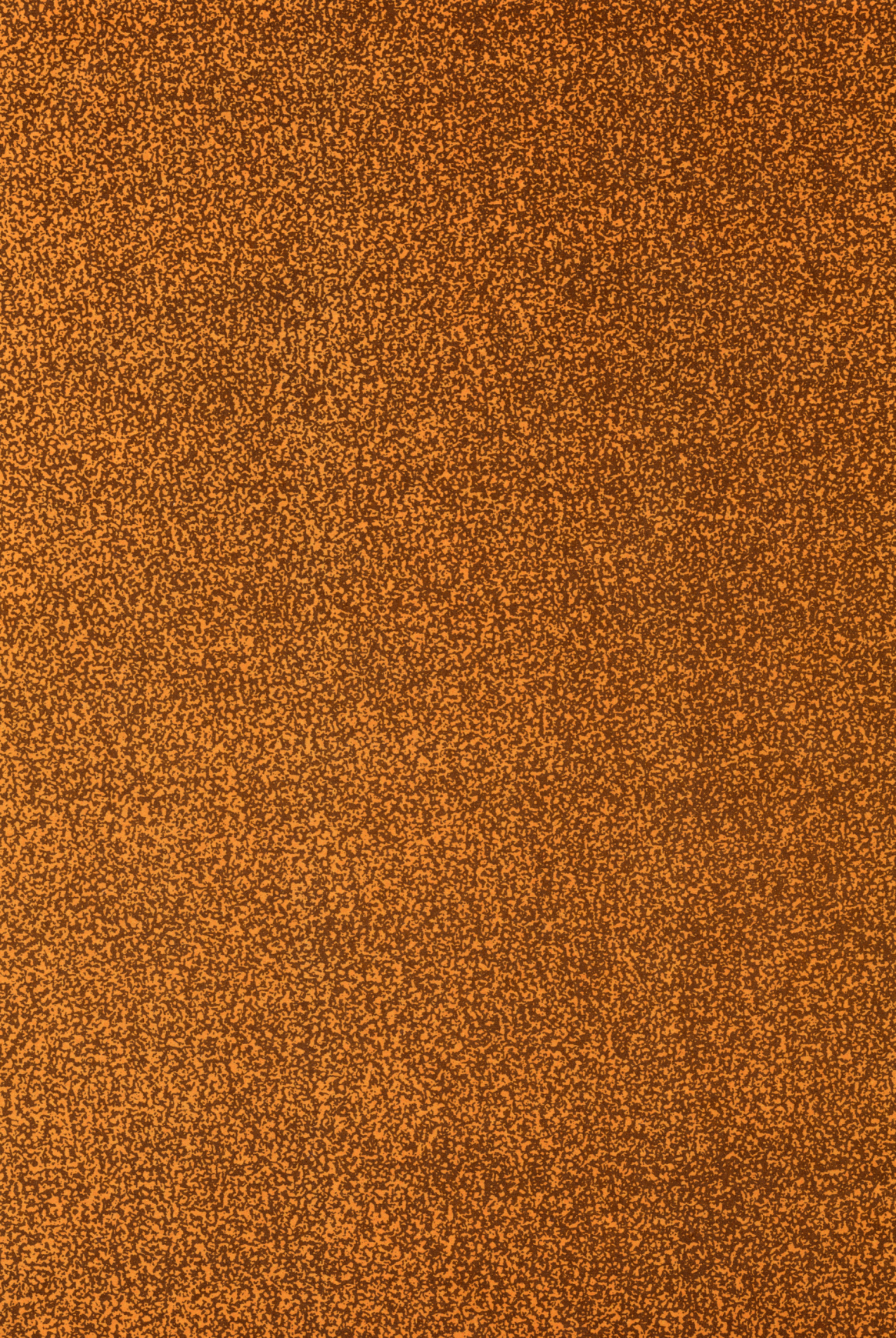


HERO QUEST



The Dead Sleep Lightly
INSTRUCTION
BOOKLET





Mine Cart



Bed



Track - Straight 1x2



Track - Straight 1x4



Track - Dead End



Track - Cross



HERO QUEST



Table of Contents

New Rules.....4

New Trap.....4

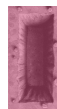
New Tiles and Quest Map Symbols..... 4 - 6

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 Trap



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.

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.

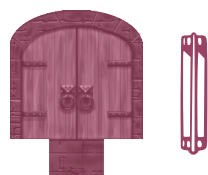


Coffins

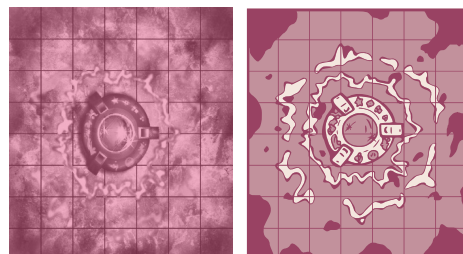
The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



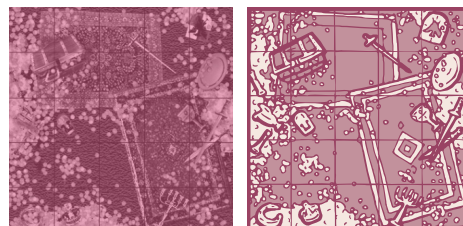
Large Door



Chaos Sphere



Treasure Hoard



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.

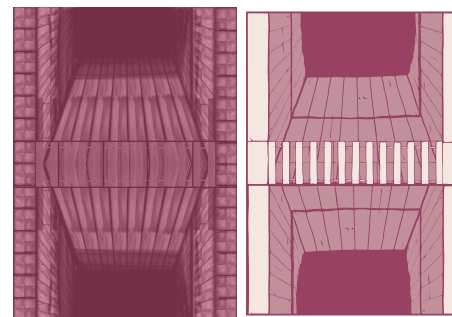


Wooden Exit Door

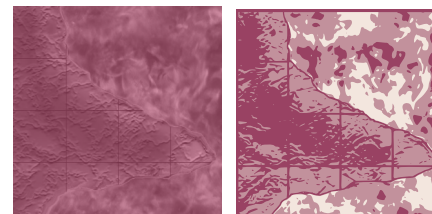
This special wooden door is used to exit the gameboard in the end of a Quest.



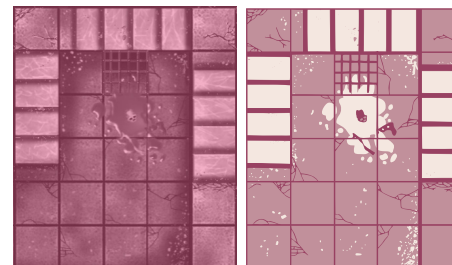
Void



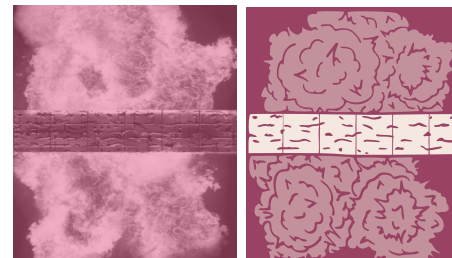
Dead End



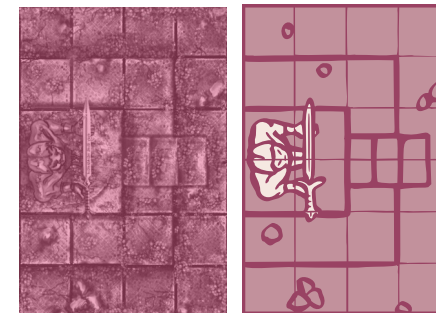
Small Stairs Room



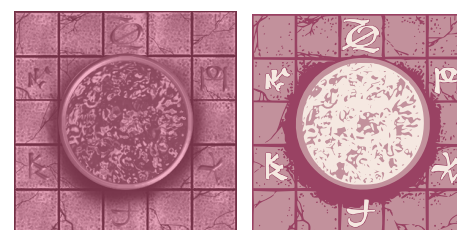
Fire Bridge



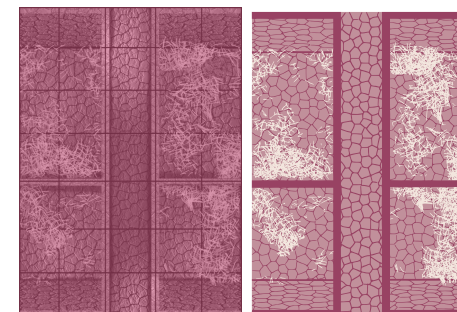
Sword Room



Fountain



Prison



Grand Throne Room

