

HERO QUEST



The Slave City
INSTRUCTION
BOOKLET



Monster Chart






Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Halberdier		6	3	3	2	3
Crossbowman		6	3	3	2	3
Scout		9	2	3	2	3
Swordsman		5	4	5	2	3
Disciples of Grinlam		8	3	3	2	6



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New Rules

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.

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

Locked Door

These doors are locked and will require a key to be opened.

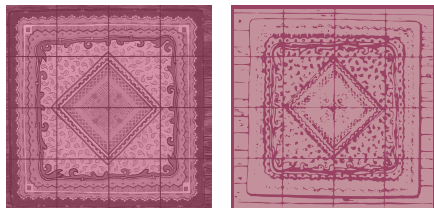


Trap Door

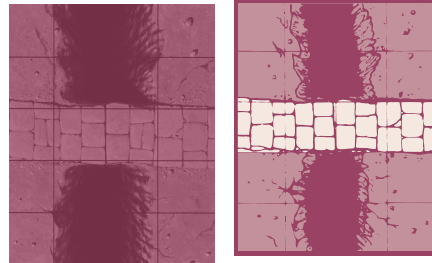
These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



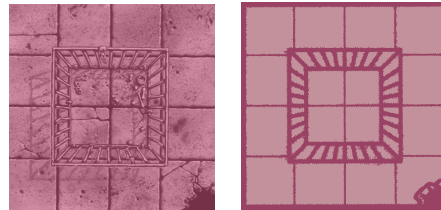
Carpet Room



Stone Bridge Room



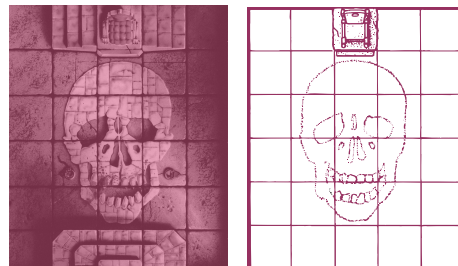
Cage Room



Ice Gremlin Treasure Room



Throne Room



Corner Prison

