

HERO QUEST



The Son of the Dragon
INSTRUCTION
BOOKLET



Monster Chart






Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaos Archer		8	4	4	4	3
Chaos Doomguard		8	3	12	4	0
Giant Rat		8	1	1	1	1
Vampire Bat		4	1	3	3	1
Werewolf		10	2	1	3	1



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Monster Chart6

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.



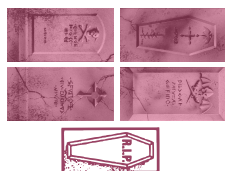
Locked Door

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

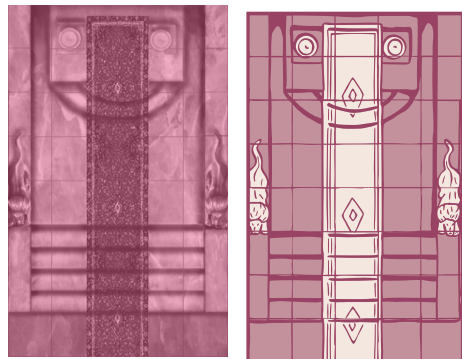


Coffins

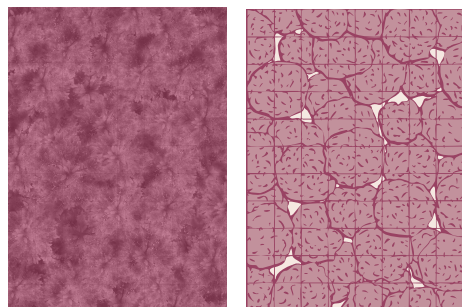
The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



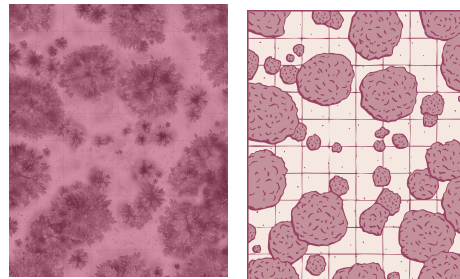
Throne Room



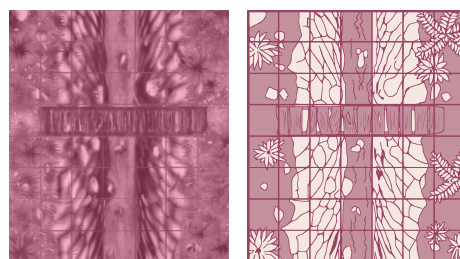
Dense Forest



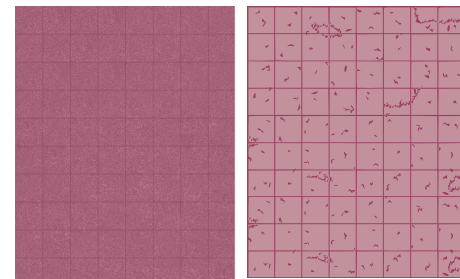
Forest



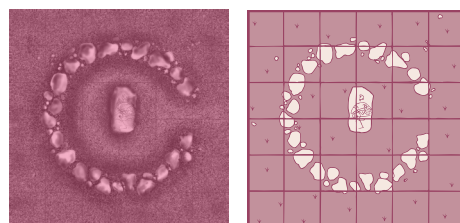
Long Chasm



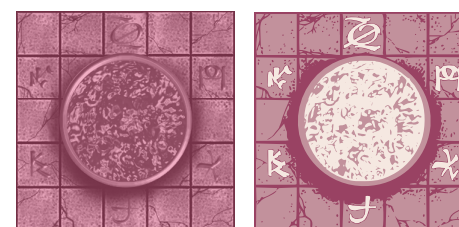
Meadow



Druid's Altar



Fountain



Forest Trail

