

# HERO QUEST



The Scroll of Immortality  
INSTRUCTION  
BOOKLET



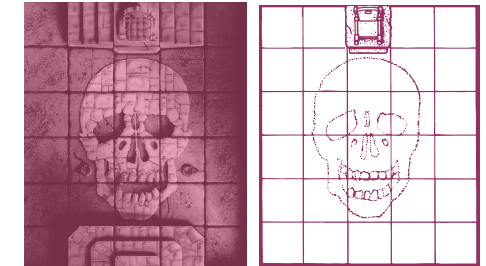
## New Rule

### Wandering Monsters

The Quest has multiple wandering monsters and these monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. 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.

### Throne Room

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



## New Trap



*Pit of Darkness:* The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a character will suffer damage depending on how much armor he is wearing. Characters not wearing any armor must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armor must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.

Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

## New Tiles and Quest Map Symbols

### Coffins

The 3 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.

