

# HERO QUEST



Collection of Single Quests

INSTRUCTION  
BOOKLET



## New Trap

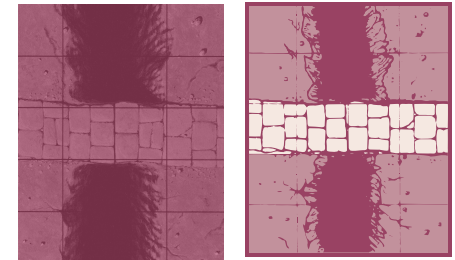
The Swinging Blade trap does not have tiles.



*Swinging Blade Trap:* The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

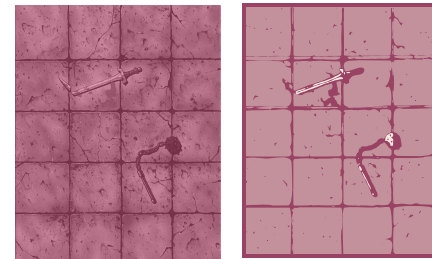
Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

### Stone Bridge Room



## New Tiles and Quest Map Symbols

### Battle Room



### Sun Eye Room

