

# HERO QUEST



The Spider King's Ice Lair  
INSTRUCTION  
BOOKLET



# HERO QUEST



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## New Traps

The Wandering Monster trap and the Stalactite trap do not have tiles.



**Wandering Monster Trap:** When a Hero moves onto a square with the trap symbol shown below, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



**Stalactite Trap:** This deadly spear of ice clings to the ceiling of ice caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square, causing 1 Body Point of damage. Monsters do not spring Stalactite traps.

## New Monster

### Ice Gremlin

During Zargon's turn, each Ice Gremlin can either attack a Hero or it can steal one item from one Hero (Zargon's choice). The item stolen cannot be the armor or shield a Hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

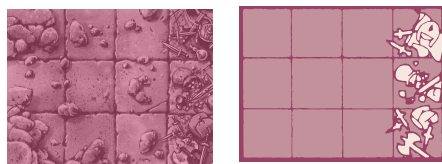
## New Tiles and Quest Map Symbols

### Sun Eye Room



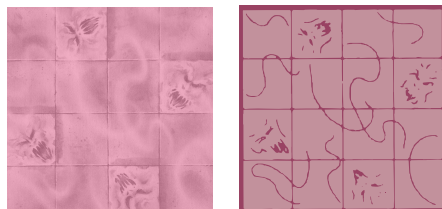
### Ice Gremlin Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Their booty is stored in this room.



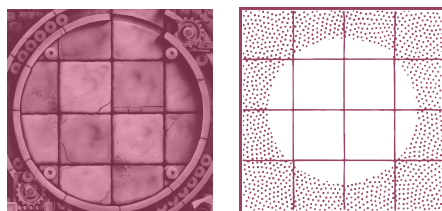
### Living Fog Room

This room is filled with an eerie, swirling fog. Monsters seem to appear on all sides of the Heroes, only to disappear into the fog when attacked.



### Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.

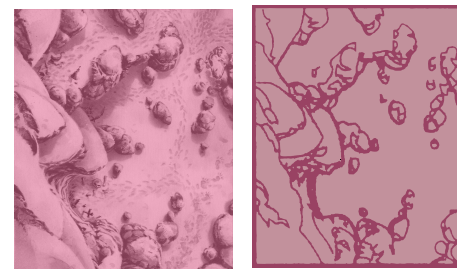


### Ogre Throne



### Ice Cave Entrance



This special tile is used as an entrance or exit.



### Bed



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ice Gremlin		10	2	3	3	3
Orc Shaman		7	5	5	4	7