

# HERO QUEST™

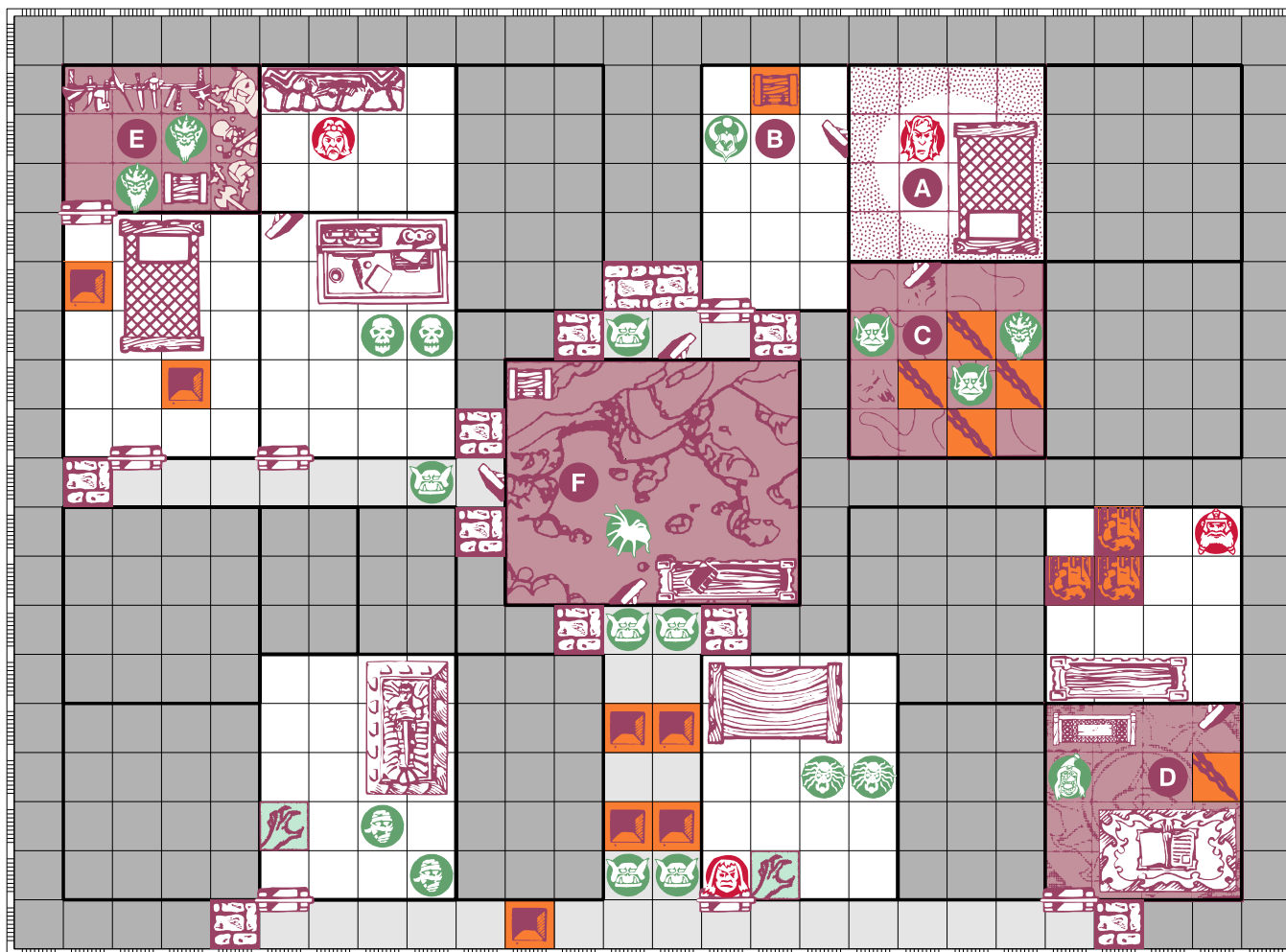
The Spider King's Ice Lair

Q U E S T



B O O K





## Single Quest

# The Spider King's Ice Lair

"High in the peaks of the World's Edge Mountains the Heroes find themselves captured by the Spider King's minions. The

Heroes must find the Spider King and defeat him to gain their freedom. Be careful for the way is dangerous!"

### NOTES:

The Heroes each begin on their icon and exit through the cave entrance.

- A** The Spider King's bedroom rotates 90 degrees each turn a Hero is in it. The room's open wall begins the Quest facing to the north. At the beginning of each turn that the Hero starts in the room, he must roll 1 red die. Each time a Hero enters the room he must roll 1 red die. On an even roll it rotates clockwise. On an uneven roll it rotates counter-clockwise.
- B** The treasure chest has a dart trap in it. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. The chest contains 40 gold coins.
- C** Few things are as they appear in the living fog room. Monsters and fog likenesses of monsters are all over this room. Whenever a Hero attacks a monster, the Hero first rolls a combat die to see if he attacks a fog likeness instead of a real monster. On a roll of a black shield or skull, the Hero is confused and attacks a fog likeness. (The Hero wastes his attack.) Only on a roll of a white shield does the Hero see a real monster. The Hero may then roll his normal attack and the monster defends as usual. The monsters always see the Heroes correctly.
- D** The Orc Shaman knows 2 Chaos Spells that he may cast (one per turn)

instead of attacking. The spells are: Chill and Soothe. (Refer to the Chaos Spell Cards for details.)

- E** The Ice Gremlins are guarding their treasure hoard. The chest holds a ruby worth 20 gold coins.)
- F** Once the Spider King has been defeated the Heroes may exit through the cavern entrance. There they find 120 gold coins, in a chest, to be split amongst them.

The Spider King has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	3	4	2



Wandering Monster in this Quest: Ice Gremlin