

# HERO QUEST



The Sword of Zalmir  
INSTRUCTION  
BOOKLET



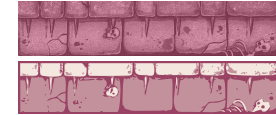
## New Trap



**Fiery Chasm:** The fiery chasm is a new kind of trap, it can be found by searching as normal, but cannot be disarmed. If a character triggers the trap the floor gives way beneath them into a pit of molten lava, but manages to hang on to a ledge by his fingertips. For each of the character's turn they remain hanging in the chasm they lose one Body Point. They may only be rescued by another character adjacent to the chasm who pulls them out, shifting both figures back a space. The fiery chasm maybe leapt over just like a pit trap.



## Wall of Death



## New Monster

### Death Reaper

**Icy Touch:** A Death Reaper is surrounding by cold air, any character hit by a Death Reaper risks being numbed by its icy touch. Roll 1 combat die, if you roll a round black shield you are numbed and may not move at all. At the beginning of your turn you may roll 1 combat die, if you roll a white shield you have thawed out and are free to move once more.

**Ethereal:** The Death Reaper is an ethereal creature and cannot be harmed by mundane weapons and attacks, only magical attacks such as a Ball of Flame or Fires of Wrath will harm them. The Sword of Zalmir itself will harm the Death Reaper and will do two Body Points of damage for each skull that the Death Reaper fails to defend against.

## New Tiles and Quest Map Symbols

### 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.

