

# HERO QUEST



Tremors  
INSTRUCTION  
BOOKLET



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# Unique Rules

These rules are unique to this entire Quest Book. Read these rules to the adventurers BEFORE beginning these Quests.

- 1. Fallen rock squares are NOT blocked squares in this Quest Book. They can in fact be stepped on by adventurers and will protect you from a Graboid attack from underneath you. Graboids CANNOT go through them but they can go around them.
- 2. Graboids CAN go under rooms IF those rooms are shaded. This is applicable only to the Dungeon Master when they are moving a Graboid piece.
- 3. Graboids, Arse-Blasters, and Shriekers CAN eat creatures and do if the creature is in range and a player can see the creature. If a Graboid eats a creature then it may move again that turn. It also adds 1 to its attack. If an Arse-Blaster eats a creature, it goes into a coma for three turns.
- 4. Arse-Blasters CAN go through walls as if they are moving over them. However, they MUST land on a space 10 spaces away AND it takes them two turns to move there. (They spend one turn in mid-air.)
- 5. When an Arse-Blaster is killed, anyone within 2 spaces of it loses one Body Point.
- 6. Shriekers multiply every 4 turns. On the turn that they multiply, place one Shrieker next to every Shrieker already on the board.
- 7. Graboids, Shriekers, And Arse-Blasters, are all resistant to magic.
- 8. If a Graboid eats a player, that player must lose a Body Point at the start of their turn if they are in the Graboid. At the end of their turn they may roll the dice. If they roll a skull, they place their adventurer somewhere they have been, as chosen by the Dungeon Master.

Graboid	Shrieker	Arse-Blaster
Body: 4	Body: 2	Body: 3
Move 8	Move 10	Move 10
Attack 3	Attack 3	Attack 3
Defense 3	Defense 1	Defense 3

# New Trap

 *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 three 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.

# New Tiles and Quest Map Symbols

**Locked Door**  
These doors are locked and will require a key to be opened.



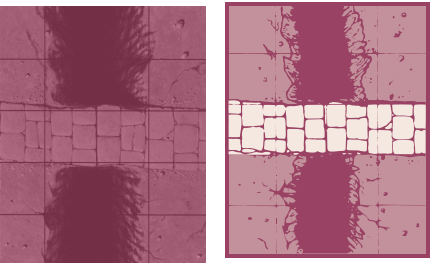
**Open Door**  
These doors are already open.



**Item**

**Pit of Chaos**

# Stone Bridge Room



# Carpet Room

