



THE GOBLIN DILEMMA

(or, do not meddle with a wizard's tower, for it is subtle and quick to kill you)

PREVIEW

(needs playtesting)

A group Quest Pack by Zenithfleet

'The eccentric Aeromancer, Tharamon the Indolent, has informed me of an embarrassing problem. He recently returned from a wizard's conclave to discover his estate infested by Goblins of the malodorous Goo'i tribe.

As Tharamon is allergic to Goblin sweat (or so he claims), he has been unable to evict the mischievous intruders, and can only watch as they tunnel into his greenhouses and hurl delicate instruments from the tower windows. He worries that the cunning creatures are attempting to break into his treasury and make off with his considerable wealth.

Tharamon assures me he will suitably reward anyone who can clear the Goblin infestation from his home. Although famous Heroes such as yourselves may feel pest control to be somewhat beneath your dignity, I feel I have no choice but to send you to his aid, since he might otherwise cease to prescribe me his excellent Alimentary Purgative.

'Be warned. A wizard's estate is a peculiar place at the best of times, and Tharamon takes delight in devising traps and puzzles to thwart thieves. A Hero so unwise as to steal from Tharamon or meddle with his devices may find leaving the tower to be far more difficult than entering it...'

Table of Contents

Introduction.....	3
Playing 'The Goblin Dilemma'.....	4
Pushing immobilised models.....	4
Monsters with new weapons.....	4
Wind Guardians.....	5
Miscellaneous notes for these Quests.....	6
Quest 1: 'Goblins in the Gardens'	7
Notes for 'Goblins in the Gardens'.....	7
Quest 1 Map and Notes.....	8
Quest 2: 'The Aeromancer's Tower'	11
Notes for 'The Aeromancer's Tower'.....	11
Quest 2 Map and Notes.....	13
Completing the Quest Pack.....	18
Design Notes.....	19
New Quest Treasures.....	20

Introduction

This Quest Pack features two new adventures that require only the contents and rules included in the HeroQuest box, along with new Quest Treasures available in my EU Quest Treasure card pack. If you do not wish to download the card pack, descriptions of the Quest Treasures are included at the end of this document—simply note them on the players' character sheets when found.

Goblin miniatures with bows and spears, and three Pit of Darkness tiles from *Against the Ogre Horde*, can be used to improve the look and feel of the Quest, but these are not necessary for play. If you have access to extra Goblin, Skeleton and Mummy miniatures, you may also wish to use these, but remember that this will make the Quest more challenging.

This Quest Pack is designed for the European (UK/Australian) edition of the game. It is best attempted after the Heroes complete the basic HeroQuest questbook at least.

As 'The Goblin Dilemma' includes many special rules and detailed Quest Notes, it is recommended for an experienced Evil Wizard (Morcar) player.

Playing ‘*The Goblin Dilemma*’

This Quest Pack features two linked adventures in a wizard’s garden and tower. It includes special rules and extensive Quest Notes. Puzzles and magical conundrums await the Heroes, who should be allowed to work things out for themselves as much as possible.

New rules for *Heroes and monsters*

This Quest Pack includes rules for pushing immobilised models and introduces the Wind Guardians, magical creations of Tharamon the Indolent.

Pushing immobilised models

If a model is not allowed to move on its turn for any reason other than obstacles blocking its way (e.g. it is under the Sleep or Tempest spells), it may be pushed by a Hero standing in an adjacent square. Pushing does not count as an action like attacking or casting a spell—it is part of a Hero’s movement and may begin or end at any time during their move.

A Hero may push a model one square in any direction (except toward themselves) as long as

that square is empty. They must then must move onto the square formerly occupied by the pushed model. Pushing a model one square counts as moving the Hero two squares. The Hero may push a model as many times as their remaining movement allows.

Models may not be pushed diagonally. They may be pushed through doors or into pits, but cannot be pushed through a door that leads to another floor. Note that Heroes may only push models, not pull. Monsters may not push models.

Monsters with new weapons

Some monsters are represented on the map with new icons to indicate that they carry unusual weapons. You may wish to use special miniatures for these monsters, but this is not necessary for play. The new icons and their meanings are as follows:



Goblin Spearman—may attack diagonally.



Goblin Archer—may make a ranged attack with 2 combat dice or an adjacent attack with 1 combat dice.

Wind Guardians

Wind Guardians are air elementals magically trapped inside suits of armour. They are represented in this Quest by the Chaos Warrior and Gargoyle miniatures and use the same profiles, with the following exceptions.

Due to the protective shell of Air magic they exude, Wind Guardians ignore all damage (including from falling). They are immune to spells, including any that would normally allow a model to pass through them.

Wind Guardians may be either dormant or awake. While dormant, they cannot move, attack or be harmed, but can be pushed.

Certain actions can awaken the Wind Guardians. Once they have awoken, the Evil Wizard Player may move and attack with them as normal each turn.

Awoken Wind Guardians continue to ignore all damage, but they can be repelled by strong blows. Wind Guardians are forced back one square for each skull they fail to defend against, directly away from the Hero that struck the blow. This may cause them to move diagonally, fall into holes

or pass through doors. If they are repelled into a wall or obstacle, they stop.

If a Wind Guardian is repelled into a square occupied by another model, that model must immediately be moved out of the way by the controlling player or lose 1 Body Point if this is impossible. If a Wind Guardian is repelled into another Wind Guardian, the second Guardian is also repelled as if hit by one skull of damage.

A note about Magical Throwing Daggers

The only item that can damage a Wind Guardian is a Magical Throwing Dagger (if the Guardian fails to dodge). Because his Guardians are extremely difficult to create, Tharamon forbids the Heroes to carry such weapons onto his estate. The players must discard any Magical Throwing Daggers they possess before playing this Quest Pack. They may retrieve them after completing the second Quest.

M*iscellaneous notes for these Quests*

The following guidelines should be followed for these Quests.

Placing Goblins

If a Goblin must be placed but no miniature is available, do not substitute a monster of the same colour as normal. The Goblin is assumed to have fled and cannot be claimed for the bounty.

The players should keep a tally of Goblins killed in order to claim the reward upon completion of this Quest Pack. This includes Goblins that appear as wandering monsters.

Mind Points in this Quest

Mind Points are used on several occasions in this Quest Pack to test if a Hero can spot unusual or especially well-concealed traps and secret doors. If the Hero does not have enough Mind Points, do not say so—simply tell the player that they have found nothing.

Monsters claiming dead Heroes' equipment

The Evil Wizard Player cannot use a Wind Guardian or a monster with 0 Mind Points to claim a dead Hero's equipment and gold in this

Quest—the monster is either uninterested in looting or too stupid to understand the concept.

Opening troublesome doors

Some doors in this Quest are locked or otherwise impossible to open normally. Remember that the Genie spell can open any door, even a locked one. Also, the Pass Through Rock spell, if used wisely, may allow a model to open a door from the other side. Do not remind the players of these things—let them figure it out for themselves.

Restrictions on purchasing items

It is recommended that the players not be permitted to buy equipment or other items between these Quests (as they will remain on Tharamon's estate throughout).

Quest 1: *‘Goblins in the Gardens’*

The first Quest features several special rules to represent the gardens surrounding Tharamon’s tower.

Glass walls

All walls in this Quest (except the centre room) are made of enchanted glass. Heroes and monsters may trace line of sight through a wall if the squares on both sides are white on the map. Place the contents of the rooms on the board as soon as any square within becomes visible to a Hero.

Models may not trace line of sight across more than one wall or through a wall intersection. For example, a model standing in the room marked ‘D’ could see the Mummy and the Orcs in the adjacent rooms (but no others).

No attacks or spells can pass through the enchanted glass, including a model using the Pass Through Rock spell. Dense foliage is shaded grey on the map—this cannot be seen or moved through.

Smashed glass walls

Doors in this Quest (except the entrance and exit doors) represent holes that the Goblins

have somehow smashed in the enchanted glass walls. They should be placed onto the board already open. It may be necessary to place extra open doors to represent new smashed walls during this Quest.

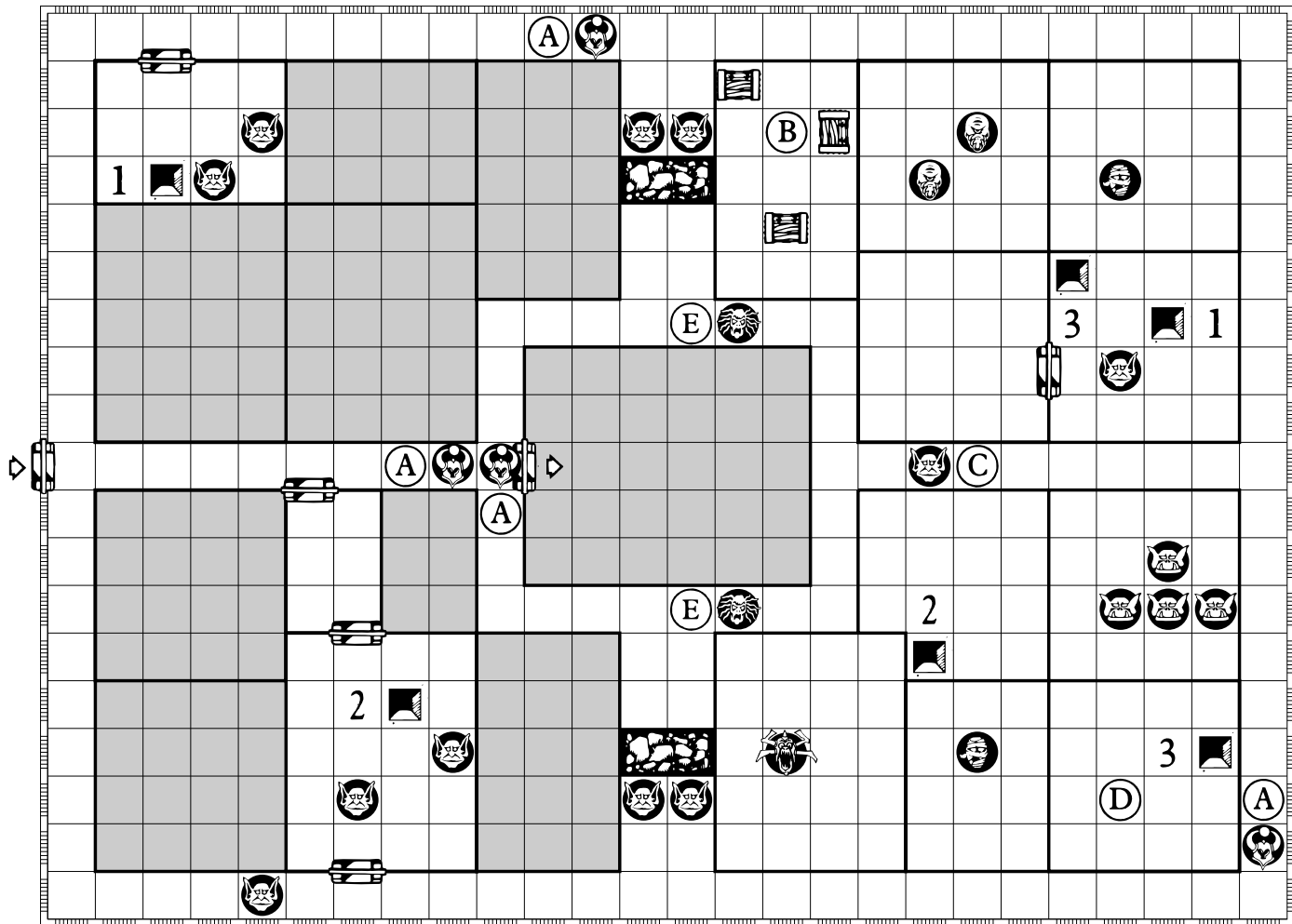
Because the Genie spell conjures a powerful entity able to manipulate the same Air Magic that Tharamon uses to protect his estate, its ‘open door’ ability can be used to smash a hole in any one glass wall as long as the squares on both sides are shaded white on the map.

Tunnel holes

Pit traps in this Quest represent holes dug in the soft earth by the industrious Goblins. Place them on the board when they become visible. They can be entered without harm and do not affect movement. Players and monsters who enter a tunnel hole will emerge at the hole with the matching number. They may then continue their turn.

Treasure card traps

Traps triggered by treasure searches in this Quest represent attacks by particularly bad-tempered plants. Although this involves no special rules, you may wish to improvise suitable descriptions.



Goblins in the Gardens

Tharamon's tower stands at the centre of his estate, surrounded by gardens and greenhouses packed with exotic plants and peculiar specimens. The Goblins have done much mischief here already. The tower itself appears angered by their intrusions: dark stormclouds swirl about the spire, and lightning crackles through the downpour. It is likely that the Goblins' vandalism has roused Tharamon's magical servants, the Wind Guardians. 'You cannot harm these powerful beings, only repel them with strong blows. so think twice before engaging them in combat! Keep a tally of the Goblins you dispose of so that the wizard may reward you when you return.



NOTES

The players enter the garden through the gate marked with the arrow on the left side of the board. Use a closed door to represent the gate.

To complete the Quest, the players must enter Tharamon's tower at the centre of the board through the door marked with the arrow.

A These Chaos Warriors are Wind Guardians awakened by the Goblins' vandalism. Remember that active Wind Guardians are immune to spells and damage, but can be repelled. Note that the Wind Guardian in front of the tower door should not be placed on the board until the Heroes can see it—at the beginning of the Quest, its line of sight is blocked by the other Guardian in front of it.

B These treasure chests are actually shapeshifting monsters. If any player attempts to open one, it will bite! The player immediately loses 1 Body Point. All three chests may then move and attack on the Evil Wizard player's turn. Treat them as Orcs with a Move of 4. Their camouflage is so perfect that searching for traps will only reveal the truth if the searcher has 4 or more Mind Points. Each destroyed chest will leave behind 50 gold coins (which the chest... secreted... to lure its prey).

C This Goblin is a Fanatic—a frothing lunatic whirling a huge ball and chain carved with glowing runes. He can smash his way through the greenhouse walls. If there are

Wandering Monster: Lightning strike (the player is attacked with four combat dice).

no more doors available, the Fanatic becomes exhausted—treat him as a normal Goblin with a Move of 1.

On his first turn, the Fanatic **must** move toward the nearest Hero and hit them if he can. After that, the Evil Wizard player may choose where to move him. However, his unstoppable momentum means he cannot choose to move less than his maximum movement value or move onto a square he has already stepped onto that turn.

The Fanatic may move through Heroes as well as monsters. All models in his path are struck with five combat dice. A model can only be struck by the Fanatic once per turn. If the Fanatic collides with a Wind Guardian for any reason, both vanish in a spectacular explosion—remove both models from the board.

The Fanatic defends with 6 combat dice and has 2 Body points to represent his crazed disregard for injuries.

D This greenhouse room contains a small crop of peculiar purple mushrooms, which the first player to search for treasure may gather. Eating these will restore two lost Body points per dose. There is enough for two doses.

E These Zombies represent white marble statues that cannot move, attack or be harmed. They can be pushed or passed through with magic.

Quest 2: 'The Aeromancer's Tower'

The second Quest features several special rules to represent a tower with several storeys, referred to here as 'floors'.

Multiple floors

All of the floors in the tower are represented on a single gameboard as follows:

Basement: lower left of the map

Floor 1 (ground level): upper left of the map

Floor 2: upper right of the map

Floor 3 (and balcony): lower right of the map

Floor 4: central room

The Heroes may be able to glean clues about the layout of upper floors by observing clues found on lower floors.

Moving between floors

Heroes and monsters can move between floors by passing through special doors representing flights of stairs. Each pair of doors has its own symbol on the map (stairs, white arrows or black arrows).

These symbols are purely for the Evil Wizard Player's convenience and do not need to be placed on the gameboard, although you may wish to use

pairs of coloured tokens or counters to remind the players which doors link to which.

Each pair of doors is treated as a single door for movement and combat purposes (i.e. a model in front of one door may fight a model in front of the other door). However, models cannot trace line of sight between floors unless they stand on the square directly in front of a stair door, in which case they can see only the square adjacent to the matching door.



In the example above, the paired doors are marked with stair icons. A Hero or monster can enter the door shown on the left and emerge from the door shown on the right, or vice versa. However, as the Hero can only see the square adjacent to the destination door before they arrive, the Goblins should not be placed on the board until the Hero arrives on that floor.

Floor holes

Pit traps in the second Quest represent holes that open onto floors below. Some of these are already open and should be placed onto the board when laying out a room. This is indicated in the Quest Notes.

A model falling into a floor hole will land on the square indicated in the Quest Notes. Unless otherwise noted, they take damage as if they had fallen into a pit trap. If the landing square contains another model, it must roll for damage in the same way. The falling model's turn then ends immediately.

Floor holes may be jumped over like normal pit traps, but may not be disarmed. A model can choose to enter a hole and attempt to climb down. To do this successfully, the model must roll the appropriate shield on one white die. If it succeeds, place it on the appropriate square. The model may then carry out the remainder of its turn as if it had successfully jumped a pit trap. However, if the model fails, it falls and takes damage as described above, and its turn ends.

Using the 'Pass Through Rock' spell

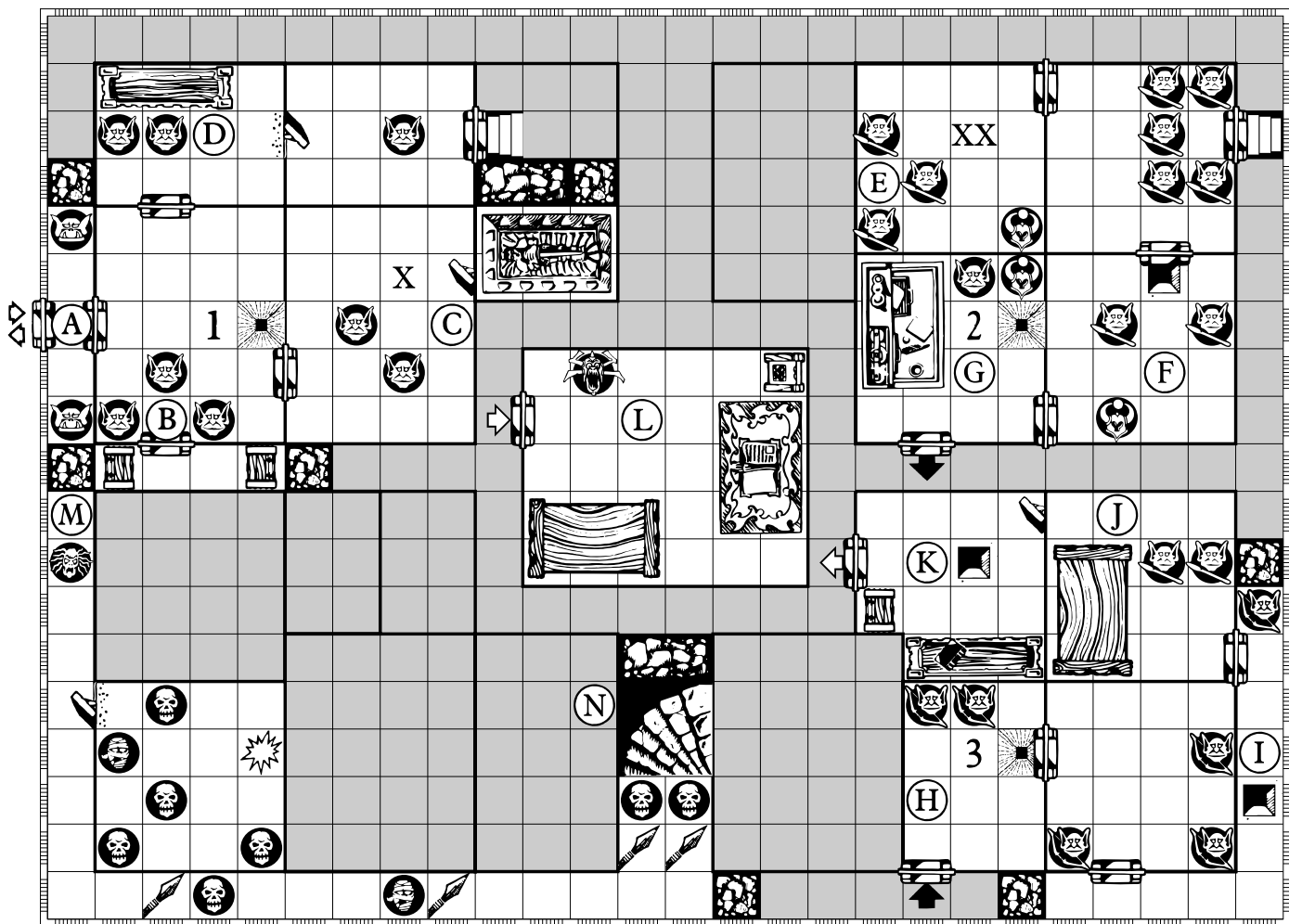
Tharamon has enchanted the outer walls of his tower to keep out thieves. A Hero cannot use the 'Pass Through Rock' spell to move into any space shaded grey on the map (fortunately for them—otherwise they might walk out into thin air!) Inform the Heroes of this before they begin the Quest.

Treasure

It is important to keep a separate record of the amount of gold or jewels the Heroes gain during this Quest (as distinct from previous Quests). They may choose to discard or give away gold at any time.

Quest Notes

The Quest Notes for 'The Aeromancer's Tower' are extensive and detailed. The Evil Wizard Player should read through the Quest Notes carefully before play and decide how much information to reveal to the Heroes as they progress. Refer to the Design Notes at the end of this document for an overview of this Quest's gameplay and tips for the Evil Wizard Player.



The Aeromancer's Tower

Tharamon's tower is riddled with holes and shafts. He uses these to levitate between floors rather than exert himself on the stairs. Watch where you step, or you may fall to an untimely death. As before, keep a tally of the Goblins you kill. I urge you to treat Tharamon's home with respect. Do not imagine he will overlook any theft of his gold, even if it is merely loose change found between the floorboards. If you leave any monsters alive in the tower apart from Tharamon's own Wind Guardian creations, his wrath at your incompetence will surely be severe. Indolent he may be; indulgent he is not.



NOTES

The Heroes enter Tharamon's tower through the door marked with the two arrows. Do not place the spiral stairway tile on the board until it becomes visible to a Hero.

Unless otherwise noted, the Chaos Warriors and Gargoyle in this Quest represent dormant Wind Guardians.

1,2,3 These floor holes, represented by Pit of Darkness icons, lie directly above one another, forming a vertical shaft within the tower. Place each shaft tile on the board when laying out the contents of that room. (Use Pit Trap tiles if you have no Pit of Darkness tiles in your collection.) The shafts cannot be disarmed. They may be jumped over as normal. A model falling into any shaft tile will plummet into the basement and land on the square marked with a starburst

in the lower left corner of the board. As falling several floors is exceptionally dangerous, the model must roll a number of white dice corresponding to the number of the shaft pit they fell into, and subtract 1 Body Point for each skull rolled. (Example: A Hero falls into the shaft pit marked '2'. He lands on the starburst square and must roll 2 white dice to see how many Body Points he loses.)

A The Heroes enter the Tower through this door. Use a closed door to represent the entrance. The two Orcs are magical statues. They cannot move, attack, or be harmed or pushed. Should any Hero step onto the square marked 'A' while carrying any gold discovered in this Quest (including any gold or jewels found by searching for treasure, but

Wandering Monster: Goblin (bet you didn't expect that).

excluding the reward for killing Goblins), a lightning barrier will leap between the statues, causing three skulls of damage.

B This room contains a shaft tile—place it on the board when laying out the room’s contents. The southern door is locked. Should the Heroes find a way to open this door, the two treasure chests within each contain 500 gold coins. (The door can be opened by using either Tharamon’s Key or the Genie spell.)

C Tell the Heroes that they see a hole in the ceiling above the square marked ‘X’. The secret door leading to the tomb is well hidden and can only be found if the searcher has 3 or more Mind points. Once open, a model can enter the tomb as if it were a door. They will emerge on the spiral stairway tile (and vice versa). If a Hero moves from the spiral stairway to arrive at the tomb, the secret door will open automatically.

D These two Goblins are up to something unspeakable involving a flagon of ale and a sea urchin. The Hero who opens the door immediately loses 1 Mind Point. Since they are extremely drunk, each Goblin rolls only one white die when attacking. The cupboard contains Rabbit Boots. The player who finds them should take the appropriate Quest Treasure card, although they will need to tip the Goblin puke out first.

E There is a dead thief in this room. Place a Zombie model face-down on the square marked ‘E’ to represent him. The body can be moved over without penalty. The stink is so overpowering that the nauseated Heroes must roll black shields in order to strike foes in this room.

If a Hero searches the thief’s gnawed body, they will notice that he appears to have died from a fall, but the hole in the ceiling is in the wrong place (above the square marked ‘XX’). They will also find several items that the hungry Goblins missed or thought worthless:

- two Spell Scrolls (Pass Through Rock and Veil of Mist)
- a Magical Throwing Dagger (which is capable of damaging Wind Guardians).

The thief has been dead too long to be safely revived. If a Hero unwisely uses a Resurrection Draught on the body, it will rise as a Zombie under the Evil Wizard Player’s control. When killed, it will moan ‘Four on the first three floors...’ before disintegrating.

F The pit trap in this room represents a hole in the floor. Place it on the board when laying out the contents of the room. Any model who falls into it will land on the square marked ‘X’ in the top left corner of the board.

Tharamon has not yet trapped an air elemental inside the suit of armour in this room. It is now being worn by three Goblins standing on each others’ shoulders. It fights as a Chaos Warrior with three Body Points. If reduced to one Body Point it can either move or attack—not both. If it fails to roll any skulls when attacking, it must end its turn immediately and miss its next turn while the Goblins argue over who gets to control the arms. While immobilised it can be pushed. If pushed into a hole, it is destroyed.

G Place the shaft tile on the board when laying out this room’s contents. The Goblin is twitching and hiccupping

while smoke rises from his ears. If a Hero with 4 or more Mind points enters the room, they will realise that the Goblin has been drinking the volatile chemicals and is likely to explode if killed. (Creative Heroes may find a safe way to dispose of this Goblin.) If killed, the detonating Goblin will strike all models adjacent and diagonally adjacent with five white dice.

Searching for Treasure in this room will reveal:

- a Potion of Healing, which will restore up to 4 lost Body Points when used
- an Elixir of Life (Quest Treasure)
- a Spell Scroll of Genie.

H Place the shaft tile on the board when laying out this room's contents. Since the shaft prevents Heroes from standing adjacent to the door, they must find another way to open it.

I This is the balcony. The pit trap is hidden and represents a weak point in the floor. It cannot be disarmed. If a Hero falls through this hole, they land on a pile of manure in the tower grounds. They must miss their next turn while they dig themselves out and clean themselves off. On the following turn, they may reenter play from the door marked with the two arrows. They are permitted to make one action before moving onto the board (e.g. casting a spell). A Hero who has fallen into the manure must ignore any Wandering Monster cards they draw for the remainder of this Quest, as they now smell exactly like a Goblin. Monsters who accidentally fall through the balcony hole will be unable to

extricate themselves from the manure and will perish in a particularly unpleasant fashion.

J The Goblins in this room are the Goo'i brothers, Uzza and Guzza. Each carries a Potion of Morphogenetic Exuberance that will transform the drinker into a Fimir if used in the Evil Wizard's turn. The secret door can only be found by a search in the room marked 'J'. (The only way through the wall from this side is to use a Pass Through Rock spell.)

K The pit trap in this room represents a hole in the floor. Place it on the board when laying out the contents of the room. A model falling into this hole will land on the square marked 'XX' in the top right corner of the board. The treasure chest in this room is a magical illusion disguising another hole in the floor. It cannot be detected by searching for traps unless the searcher has 4 or more Mind Points. Any Hero opening the chest will fall onto the square marked 'E'.

L This is Tharamon's private study. Searching for treasure will reveal a Bottled Air Elemental. The bottle is so buoyant that the Hero who carries it suffers no damage from falling into floor holes. If the Hero opens the bottle or carries it outside the tower, the Elemental will escape, rendering the bottle useless. Searching for secret doors in the study will reveal an inscription on the Wind Guardian Gargoyle's forehead that reads 'When I reign, great wealth shall my maker alone gain.' If the Gargoyle is pushed onto the square in front of the throne, Tharamon's Key will appear on the altar. It can be used to unlock the door marked 'B' on Floor 1.

If Tharamon's Key is taken, all dormant Wind Guardians in this Quest will awaken. They may move and attack as normal on the Evil Wizard player's turn. They have the same profiles as the models they resemble. Remember that awakened Wind Guardians are repelled but unharmed by successful hits. Replacing Tharamon's Key on the altar will cause all Wind Guardians to become dormant wherever they happen to be standing at the time.

M This Zombie is a white marble statue that cannot move, attack or be harmed, but can be pushed. It wears a wooden board around its neck that reads 'Note to self: don't touch'. If a Hero searches for traps and secret doors, they will hear a faint scuffling and groaning beneath the statue's base. If a Hero chooses to push the statue onto the square marked 'M', skeletal hands will burst from the earth—the square it was on now counts as a permanent Spear Trap that cannot be disarmed. Roll one white die at the start of each Evil Wizard player turn. If a skull is rolled, the Evil Wizard player may place a Skeleton adjacent to the statue. If a black shield is rolled, place a Mummy. The monster may act as normal that turn.

The undead entry point can be sealed up if a suitable object (such as a dormant Wind Guardian) is placed on the square adjacent to the Zombie statue.

N Do not place the spiral stairway tile on the board at the beginning of this Quest. It should only be revealed when its corridor becomes visible to a Hero. Models may move from the stairway tile to the tomb and vice versa. If the tomb's secret door has not been opened when a Hero arrives

there for the first time, it will open automatically and the Hero should be placed on the tile.

To end this Quest, all Heroes must be outside in the tower grounds (or dead). They may achieve this by leaving via the front door or the balcony hole. Remember that the Bottled Air Elemental escapes and becomes useless upon leaving—erase it from the Hero's character sheet.

See the next page for details of the Heroes' reward (should they have earned it...)

Completing the Quest Pack

Once the Heroes have completed both Quests, Tharamon will investigate their handiwork. He will pay each Hero 10 gold coins for every Goblin killed.

A Hero who carries any gold found in 'The Aeromancer's Tower' does not receive the Goblin bounty. In addition, Tharamon will send his Wind Guardians in relentless pursuit of the thief. The harassed Hero can no longer automatically replenish Body and Mind Points between Quests. To end this torment, the Hero must pay back Tharamon the value of the stolen gold.

If any monsters apart from Wind Guardians remain on the board when the Heroes end the last Quest, the infuriated Tharamon will demand compensation for the Heroes' incompetence. The Heroes must pay him a total of either 500 gold coins (minus the bounty they have earned for killing Goblins) or 1 Quest Treasure. They must decide among themselves how to divide up this payment, and may include any equipment or items with a gold value to reach the total if necessary.

Gold stolen from Tharamon may not be used to pay this compensation.

As Tharamon will sell off everything the Heroes give him to pay for the dozen barrels of toxic gas and/or Holy Water he now needs to import, the Quest Treasure will no doubt change hands several times, and is likely to turn up in some unexpected location in future. Remember this when planning future Quests.

The Heroes may keep any equipment, scrolls, Quest Treasures and potions they find during this adventure. Tharamon has no interest in reclaiming these. They reek of Goblin.

Design notes

For the Evil Wizard player's eyes only!

This Quest Pack, particularly 'The Aeromancer's Tower', is designed to encourage both competition and cooperation among the Heroes, playing on their curiosity and greed.

Unscrupulous Heroes who wish to steal Tharamon's gold may find it difficult (but not impossible) to leave the tower. Honest Heroes may realise that treasure can be legitimately gained by killing Goblins that appear as wandering monsters, as these count toward the bounty.

The Spell Scrolls, Rabbit Boots and Elixir of Life are intended to help players with the puzzles and riskier traps. For instance, the Elixir, along with the restrictions on Wind Guardians and monsters with 0 Mind Points claiming dead Heroes' equipment, is intended to allow an unlucky Hero to be brought back to life should they fall to their death in the basement. If the Heroes have already used the Draught for something else (such as reviving the thief), tough luck!

Once the Heroes have dispatched the Goblins, it is possible for them to leave the tower and legitimately end the Quest. However, the dead thief should provide clues that more rooms remain to be found high in the tower. Upon reaching Tharamon's study, will the conspicuous lack of a reward annoy the Heroes enough to dismiss Mentor's warning and use the key to steal from the treasury?

If the undead in the basement are disturbed, wise Heroes will find a way to seal them up again before leaving—Tharamon will be most unimpressed to find his house overrun with shambling corpses. Remember that Wind Guardians can be pushed while dormant, but only into empty squares. However, while awake, successful combat hits will force Wind Guardians back and shove aside or destroy models in their way. Of course, there remains the problem of how to immobilise the Guardian once it is in place. Remember that replacing Tharamon's Key on the altar will immediately cause all Wind Guardians to become dormant. Teamwork may be required...

New Quest Treasures

These Quest Treasures have been adapted from the North American edition of HeroQuest. Illustrated cards for printing are available in my EU Quest Treasure Pack at www.yeoldeinn.com.

Rabbit Boots

The wearer of these boots may leap over one pit trap per turn by rolling anything but a black shield on one combat die. The boots cannot be used when the wearer accidentally triggers a pit trap.

Magical Throwing Dagger

This weapon inflicts one Body point of damage. It may be thrown at any monster or player visible to the owner. The target may try to dodge by rolling a shield on one combat die. The dagger is lost once thrown. It cannot be used on an adjacent target.

Elixir of Life

This potent elixir will fully restore the drinker's Body and Mind points. It can also resurrect a dead Hero if the player carrying it is standing adjacent to the square where the Hero died. Discard after use.

Spell Scroll: Veil of Mist

This scroll may be used by any player. The target may then move unseen through spaces that are occupied by other players or monsters the next time he moves. Discard after use.

Spell Scroll: Pass Through Rock

This scroll may be used by any player. The target may then move through walls when he next moves. The player may move through as many walls as his movement will allow. Discard after use.

Spell Scroll: Genie

This scroll may be used by any player. It conjures up a Genie who will do one of the following: open any door on the board (the room's contents should be put out) OR attack anyone on the board. He will attack only once with five combat dice. Discard after use.

A HeroQuest Group Quest Pack
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