

HERO QUEST



The Goblin Dilemma
INSTRUCTION
BOOKLET

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Introduction

This Quest Pack features two new adventures that require only the contents and rules included in the HeroQuest box, along with new Artifact Cards added in this Quest Pack.

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 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 (Zargon) 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 immobilized models and introduces the Wind Guardians, magical creations of Tharamon the Indolent.

Pushing immobilized 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 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 armor. 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.

Miscellaneous 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 color 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).

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 realize 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 immobilize 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 Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



Pit of Darkness



Stairs

