Complete game in this issue:

**Trick or Treat**

Based on Propaganda Publishing’s

**Attack of the Humans**

Legacy, an adventure for Werewolf: The Apocalypse

Interview with Anime Madness’ Matt Johnston

Featured Reviews: Survival or Extinction and In Nomine
Hall of Foes
a look at some icy villains for your HeroQuest adventures.

by Carl Forhan

The following opponents can be used when designing your own HeroQuest adventures, or could be converted to your favorite fantasy RPG without too much work.

Frigir
Movement: 8
Attack Dice: 4
Defend Dice: 3
Body Points: 2
Mind Points: 3

(Use a Fimir figure, possibly with a piece of tape or different color scheme if painted, to represent the Frigir.)

These are the wintery, northern cousins to the Fimir. They thrive in cold climates, and are silent but deadly in action. Their abilities make them good hunters and bodyguards. They are often found wandering dungeons and strongholds, particularly when a valuable treasure horde, prisoner, or leader is nearby.

Any successful attack by a Frigir (i.e. an attack that causes damage) to a Hero sends out an icy chill that causes the Hero to be paralyzed for two turns. A paralyzed Hero may not move or perform any action, and defends with only two dice. Subsequent hits on a currently paralyzed Hero by a Frigir do not cause further paralysis; only active Heroes may be paralyzed.

Ghurbok, Goblin King of the North
Movement: 10
Attack Dice: 4
Defend Dice: 5
Body Points: 3
Mind Points: 2

(Use the Goblin figure holding an axe or an Ice Gremlin to represent Ghurbok.)

Ghurbok is Zargon's appointed ruler over the Dragontooth Mountains in the northern part of the realm. He has been secretive in the past, but as his power has grown he has gradually increased his reach to the surrounding areas. More and more reports are heard each week of raiding parties unleashed on unsuspecting villages and caravans.

Ghurbok has not survived for so long by being foolish. Instead, he has bided his time, gathering forces, while quietly eliminating those who might oppose him. In combat, Ghurbok tends to attack from a distance, but will fight hand-to-hand if cornered. His primary weapon is his Frost Cleaver, which can be thrown at any Hero in the same room or passageway even if line of sight is blocked. The Frost Cleaver can magically weave between opponents and obstacles, and returns to its owner's hand after each attack. If attacking an adjacent Hero, only roll 3 Attack Dice for Ghurbok. If Ghurbok is defeated, the Frost Cleaver shatters into a thousand shards of ice.

Once per Quest, Ghurbok may also breathe out an Icy Cloud. This cloud affects all Heroes in the same room, and causes all Heroes to immediately lose one Body Point. It also causes all Hero movement to be reduced to one red die for the remainder of the Quest. It may not be used in corridors.

Given his carefully-plotted rise to power, Ghurbok is never encountered alone. He always has two Frigirs at his side as personal bodyguards, and may also have several Goblins on hand as well.

Zargon notes: To make Ghurbok a more lively foe, have Ghurbok periodically speak to the Heroes in a deep, raspy voice. He also refers to himself in third person, so you can make statements like, "Ghurbok iss not pleaseed to sssee the Heroess." If you want to use Ghurbok in multiple Quests, then be sure to let him use his Icy Cloud ability in conjunction with a secret door to escape his opponents.

Quest Outlines
Here is a brief outline of a series of Quests that could feature Ghurbok:
1. Protect the Town - A goblin and orc raiding party is attacking a nearby town. They are led by either a Chaos Warrior with 5 Body Points, or an Ogre with 5 Body Points. The Heroes must rid the town of the monsters, and first hear of Ghurbok's name during the Quest.
2. Hunter or the Hunted? - The Heroes follow a trail back to a mountain stronghold to finish off the rest of the raiding parties. But Ghurbok is there with a Gargoyle minion from Zargon to spring a trap for the Heroes. The Heroes must destroy several rooms of equipment and monsters, and also uncover a map that points to Ghurbok's true hidden fortress. (Ghurbok should escape this adventure, and may even succeed in repelling the Heroes instead of fleeing. Just make sure the Heroes have a chance to complete their mission.)
3. Spider's Web - Ghurbok doesn't realize that his fortress has been compromised. The Heroes must make a daring thrust into the mountain dwelling and eliminate a number of foes, including the Undead residents of the adjoining graveyard and a band of Frigirs! Only the GM knows for certain if Ghurbok will escape this time to antagonize the Heroes in future Quests....

[Carl Forhan is the author of Fractal Dimensions' Breeders line of gamesets. He is also the keeper of the internet HeroQuest FAQ. Carl can be reached at forhan@dryland.mandarin.org]

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