

Review: *Barbarian Quest Pack*  
by Carl Forhan

----- Ratings -----	
Components:	10.0
Content:	9.0
Overall:	9.5
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The *Barbarian Quest Pack* marks the second rare supplement manufactured for Milton Bradley's *HeroQuest* system. It contains fifteen completely new figurines and has a delightful variety. Just as in the *Quest Pack for the Elf*, a Female Hero figure is included; this time it's a Female Barbarian. The Frozen Horror, a two-square hulking monstrosity, is the arch-nemesis for this *Quest Pack*. Ice Gremlins, Polar Warbears and Yetis are also included in the set. These monsters possess some truly innovative abilities. The Ice Gremlins steal items from the Heroes and run away. The Polar Warbears are able to make \*two\* attacks per turn. And the Yeti can "hug" a Hero after a successful hit -- resulting in automatic damage on each subsequent turn!

There's another type of figure included in this set: the Mercenary. This was a wonderful surprise upon acquiring the *Barbarian Quest Pack*. Six Mercenary figures are provided, but -- hold on to your hats -- they have \*interchangeable\* weapons. There are four different weapons and about two to three of each type are included. The Mercenary's abilities change depending on the weapon held. Not only that, but rules are also included to allow players to hire Mercenaries on Quests! This is an enjoyable inclusion in the *HeroQuest* system and can be used to help balance out a party that may be a bit too weak for a particular Quest. Obviously, the players will need to exercise caution as the intention is not to have three or four Mercs running around fighting all the Monsters in place of the Heroes.

Once again new Chaos spells,

Artifact cards, etc. are introduced. Since this *Quest Pack* has a "chilling" theme to it, lots of spells are geared around icy weather. Some intriguing new spells/items permit the creation of temporary Ice Walls and Ice Bridges, which allow creative solutions to the new threats presented by the Zargon player. Many of the floor tiles are also refreshing. There are Ice Tunnels to connect remote rooms, an Ice Slide Trap (remember *Chutes and Ladders*?) and a Living Fog room, to name a few.

The content of the *Barbarian Quest Pack* has a superficial similarity to the *Quest Pack for the Elf*. The ten all-new Quests include three "solo" Quests and a "double" Quest. In this case, however, the double Quest literally spans two game boards (you can finally use that second HQ set that's been sitting around). And the solo Quests are actually for two players, one for the Barbarian and one for Zargon. The Quests are in some ways more varied than the *Quest Pack for the Elf*, thanks to the plentiful, creative floor tiles included. Some traps are undetectable, which also lends an air of caution to the Heroes' journey. Mind Points are also utilized in this set, through some new spells and items.

Overall, the *Barbarian Quest Pack* receives the highest honors for both quality and quantity. The new Mercenaries are fantastic and the Monsters and floor tiles provide a rich blend of an icy atmosphere. No *HeroQuest* fan should be without this supplement!

*HeroQuest Hall of Foes*  
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(continued from Issue #2.....)

Golem, Iron

Movement Squares:	4	Body Points:	8
Attack Dice:	5	Mind Points:	1
Defend Dice:	4*		

- \* - Any weapon used against an Iron Golem remains lodged in the Golem until it is destroyed.

Golems are created by cunning wizards who have spent many years researching the arcane art of animating a statue or similar object with a limited awareness. They primarily serve as guardians for their masters and their belongings, and can only follow the simplest of commands.

Iron Golems are one such creation. Being made of solid iron, they are slow but deadly, possessing a healthy metallic endurance as well as stone-crushing fists. Most Iron Golems are fashioned in the image of an Ogre, although some have been encountered that appeared to be suits of living armor (Zargon: use the Ogre or Chaos Warrior figures to represent an Iron Golem). They are reported to have one other terrifying defense mechanism: any metal weapon which succeeds in inflicting damage on the Golem is stuck and cannot be removed until the Golem is destroyed. Only the Wizard's Staff appears to be immune to this unusual ability. (Zargon: you could rule that any non-magical weapon is destroyed upon inflicting damage, and that only magical ones may be recovered after eliminating the Golem.)

Iron Golems are very stupid and their combat tactics should demonstrate it. They almost always attack the closest Hero and rarely leave the area they were guarding, even if the Heroes flee.

Golem, Shadow

Movement Squares:	8	Body Points:	5
Attack Dice:	4	Mind Points:	3
Defend Dice:	4*		

- \* - Shadow Golems are immune to all normal weapons.

Shadow Golems are the creation of the long-forgotten Chaos Warlock Skaros, fashioned like Gargoyles with one distinct difference: they are immune to all natural weapons. Only enchanted weapons or spells may cause them harm (note to Zargon: do not reveal this until the first attack is made against a Shadow Golem with a non-magical weapon). As their name implies, Shadow Golems have been created to stand watch over valuables through out the centuries, whether they be treasure hoards or key passages to fortresses. Skaros often sold his minions to the highest bidder, tailoring each one to a specific set of orders which it must follow diligently. It is rare enough to encounter one Shadow Golem, and to find a pair together can only imply great danger for the Heroes.

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Shadow Golems are only semi-corporeal, and thus are able to pass through any obstacle (Heroes, walls, etc.) freely in their movement. In fact, there are many tales of Shadow Golems vanishing during combat only to reappear seconds or minutes later with a vicious attack next to an unsuspecting Hero. Do not underestimate their cunning!

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### Tythallamon, Rogue Wizard

Movement Squares:	8	Body Points:	6
Attack Dice:	2*	Mind Points:	6
Defend Dice:	3*		

\* - depending on possessions.

Tythallamon has been secluded for many years studying the more exotic forms of Magic and unlocking the secrets of creating his own Artifacts. He is irritable, but not necessarily dangerous upon first encounter. However, due to his private nature he has a complete lack of tolerance for anyone who disturbs or raids his personal possessions. He will take a vow of revenge against the first Hero who attacks Tythallamon's guards or takes one of Tythallamon's possessions. This vow can only be satisfied if 1) the Hero gives up one-half of the Hero's possessions (Zargon's choice), 2) the Hero is defeated in battle, or 3) the Heroes do something extraordinary to aid him in a future Quest.

Tythallamon is intended to be a long running adversary of one Hero or group of Heroes. He is not meant to be a one-time enemy who is defeated in the course of one Quest. Tythallamon will use any spell necessary, including Escape or a Summons spell, to cover his retreat, so that he may foil the Heroes again in future Quests. He will be a thorn in their side until the situation is somehow resolved. Note to Zargon: keep Tythallamon somewhat mysterious in his abilities and equipment. Let him be a highly intelligent adversary for the Heroes.

#### Suggested spell list:

Cloud of Chaos  
Dispell (from the *Quest Pack for the Elf*, substitute if necessary)  
Escape  
Firestorm  
Skate (from the *Barbarian Quest Pack*, substitute if necessary)  
Tempest

#### Suggested possessions:

Wizard's Clock  
Wizard's Staff  
Potion of Healing



Courtesy of:  
**Carl Forhan**

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