These potions may be purchased only between Quests.

Alchemist's Shop

Potion of Battle Rage
Cost: 400 Gold Coins
Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

Potion of Rejuvenation
Cost: 500 Gold Coins
Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Potion of Icy Strength
Cost: 200 Gold Coins
This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the combat dice. No other Hero can use this potion.

Potion of Frost Skin
Cost: 300 Gold Coins
Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra combat dice when defending against attacks. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

Three of the above potions can be used only by the Barbarian. Different potions may also be purchased from the Alchemist's Shop in other Quest Packs.

The adventure continues! The Barbarian Quest Pack is an expansion set used with your original Hero Quest Game System. You must have the Game System in order to play the adventures in this booklet.

Contents: Plastic Figures: 1 Female Barbarian, 6 Mercenaries, 3 Ice Gremlins, 2 Polar Warbears, 2 Yeti, 1 Frozen Horror; 30 Game Cards, Cardboard Tile Sheet.

Cardboard tile sheet includes:
- 1 Iron Door
- 1 Wooden Door
- 11 Slippery Ice Tiles (4 sizes)
- 1 Bottomless Chasm Tile
- 6 Ice Tunnel Tiles
- 1 Ice Cave Entrance Tile
- 6 Blocked Square Tiles
- 2 Ice Vault Tiles (2 sizes)
- 2 Icy River Tiles (2 sizes)
- 1 Ice Slide Tile
- 6 Magic Ice Tiles
- 1 Living Fog Room Tile
- 1 Ice Ledge Tile
- 1 Cage Room Tile
- 1 Scepter Room Tile
- 1 Frozen Crypt Tile
- 1 Crystal Key Tile
- 1 Seat of Power Tile
- 1 Ice Gremlin Treasure Room Tile
- 8 Skull Tiles

All cardboard components should be carefully removed from the cardboard sheet. The plastic figures and weapons should be removed from their runners. Discard waste cardboard and plastic. New game components are described at right and on the following pages.

Note: The cardboard tiles listed above are two-sided. The front and back of many tiles are different.

New Components:
Monster Assembly
The Frozen Horror, Polar Warbear and Yeti require assembly before they can be used. Assemble these monsters as shown below. There are also 6 Mercenaries that sometimes serve as monsters. See page 9 for more about Mercenaries and how to assemble them.

New Monsters
To learn more about the new monster figures, see the monster cards that come with this Quest Pack, as well as the Monster Chart on the back cover of this book.
Note: The new cardboard components are shown below. Next to most components is a matching Quest map symbol. These symbols appear on each map to show you where to place components on the gameboard. For example, the iron entrance door shown below is represented on the Quest map by the symbol shown to the right of the door. These symbols are also the exact size needed for the blank, "create your own" Quest map provided in the Game System Quest Book. All you have to do is photocopy the symbols and cut them out.

Door Assembly
Take 2 plastic door stands from the Game System. The 2 new doors in this Quest Pack should be fitted into the door bases as shown at right. These doors are described below.

Iron Entrance Door
This iron door is placed on the edge of the gameboard in many of the Quests. Heroes line up outside the iron door to begin these Quests.

Wooden Exit Door
In many Quests, this special wooden door is used to exit the gameboard at the end of a Quest.

Slippery Ice
Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves onto a slippery ice square, the Hero rolls 1 combat die. If a white shield is rolled, the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if he has moves left). The Hero must roll for each slippery ice square moved onto. A fallen Hero cannot take any actions or defend against attacks until his next turn. Monsters are not affected by slippery ice. A slippery ice square cannot be found by searching, nor can it be disarmed. Once it is placed on the gameboard, it can be jumped over as a pit.

Magic Ice
These tiles are used with the Ice Bridge spell scroll and the Ice Wall Chaos spell.

Ice Ledge
This slippery ledge surrounds a deep crevasse in the icy mountain. The Heroes must walk around the crevasse on the ledge, inches from a fall to the death.

Ice Vault
This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in this room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.

Ice Tunnels
A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or monster landing on one of these entrances immediately moves to the other entrance. After moving from one tunnel entrance to the other, the Hero's or monster's turn is over.

Ice Slide
Do not place the ice slide tile on the gameboard until a Hero steps on the first square of the slide. Any Hero who does step onto this slippery chute of ice is whisked away in the direction indicated by the arrow. The Hero immediately moves to the last square of the slide. (More than one Hero may occupy the exit square.) This ends the Hero's turn. The slide is hidden and it cannot be searched for as a trap, nor can it be disarmed. When a Hero slips down an ice slide, he rolls 1 combat die. He loses 1 Body Point if he rolls a white shield. Monsters cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.
Lving Fog Room
This room is filled with an eerie, swirling fog. Monsters seem to appear on all sides of the heroes, only to disappear into the fog when attacked.

Cage Room
This room serves as a prison for servants who have displeased the Frozen Horror.

Crystal Key Tile
Use this magical key to open the door to the Seat of Power Room, where the Frozen Horror awaits.

Seal Room
The Frozen Horror has hidden the Seal of Glacial Majesty, an artifact of great power, in this room.

The Seat of Power Room
The Frozen Horror rules from this room, devising evil plans for the conquest of the Empire.

icy River
Each square of the underground stream counts as 2 squares for movement purposes. Each time a hero enters an icy river square, he rolls 1-2 on his combat die. He loses 1 point of the cold if he rolls a 1. Point to the cold if he rolls a 1-2 on combat.

Bottomless Chasm Room
The crevasses that divide this room can be jumped over by a pitt, but any hero who falls into it is lost forever.

Monstrous servants of the Frozen Horror are encased in thick ice within this room. These monsters are freed when a hero opens the appropriate door.

Ice Grem Lin Treasure Room
Ice Grem Lin steal anything they can get their cold hands on. Their body is all stored in this room.
The Seeker's Guide to Monster Hunting

7. New Traits

- **Wandering Monster:** A type of monster that travels from one location to another, often seeking new challenges or resources.
- **Hiding Monster:** A type of monster that prefers to remain hidden and surprise its prey.
- **Mating Monster:** A type of monster that engages in mating rituals as part of its natural behavior.
- **Aberration Monster:** A type of monster that has undergone some form of mutation or transformation.

8. Unique Challenges

- **Darkness:** Hunting monsters in the dark can be a challenge due to limited visibility.
- **Frostbite:** Hunters must be wary of frostbite in cold climates.
- **Desert Conditions:** Hunting in deserts requires specialized equipment and strategies.
- **Tropical Conditions:** Hunting in tropical regions presents challenges related to humidity and pests.

9. Additional Notes

- **Slow Monster:** Hunters may need to follow these monsters more closely to keep up.
- **Quick Monster:** These monsters can move quickly, making them difficult to track.
- **Silent Monster:** Hunters may need to rely on other senses to detect these monsters.

10. Conclusion

By following these tips and strategies, hunters can increase their chances of successfully hunting the most dangerous monsters. Remember to always prioritize your safety and the safety of your team.
A Message From Mentor

An ancient evil, long thought banished, has arisen to spread the Frozen Horror throughout the Northernlands. As we speak, the Frozen Horror is reaching the mountains and spreading its dark, evil tendrils. You have been summoned to aid your people in destroying the Specter of Wooden Horror, which has reached the mountains and spread its dark influence. You must now journey to the Northernlands to confront the Frozen Horror and destroy it forever.

You have been summoned to aid your people in the Northernlands. The Frozen Horror has reached the mountains and spread its dark tendrils. You must now journey to the Northernlands to confront the Frozen Horror and destroy it forever.

Your people seek a champion to oppose the evil of the Frozen Horror. Find the Specter of Wooden Horror and destroy it. You have been tasked with this mission by the people of the Northernlands. The Frozen Horror must be stopped before it can cause any further harm.

In the midst of the battle, you will find yourself facing the enemy. Use your skills and knowledge to defeat the Frozen Horror and save your people.

Happy hunting, young hero! Your courage and bravery will be remembered by those who live in the Northernlands. May the winds of change be with you in your quest.
Wanderers: Monsters in this Quest: 2 Skeletons

If the Barbarian searches for treasure in this room, he finds:

1. 3 gold coins
2. 2 skeleton bones
3. A gold sword
4. A wooden club
5. A wooden shield
6. A wooden shield

Notes:

- The Barbarian must search for treasure in this room to find the gold coins. If he fails to find them, he will not be able to complete the quest.

---

The Barbarian must find the treasure in this room to complete the quest. Good luck, Barbarian!
### Quest 3: Goblins

<table>
<thead>
<tr>
<th>MOVE</th>
<th>ATTACK</th>
<th>DEFEND</th>
<th>BODY</th>
<th>NDIS</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>5</td>
<td>7</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

**Follow:**

The Chaos Warrior Kag is in this room. His stats are as follows:

- HP: 120
- Gold: 120
- Magic: 120
- Defense: 120

If the Barbarian searches for treasure in this room, they find a chest.

- This treasure chest is empty.

If the Barbarian searches for treasure in this room, they find a chest.

- This treasure chest contains:
  - 100 gold
  - 100 experience points

The stairs immediately moves to the ice lattice.

- The Barbarian of any monster landing on one of these squares immediately moves to the other ice lattice.

If the Barbarian searches for treasure in this room, they find a chest.

- This ice lattice leads to an underground outpost on the slopes of the Capellan Range. The outpost is a base of operations for millions of the Frozen Horror. It threatens several nearby villages. You must enter the outpost and slay one of the Frozen Horror. The only way to enter is through the ice cave entrance.

**Notes:**

- Trail by Ice
- Quest 3 – Solo Quest
NOTES:

The Rescue

Quest 3 — Solo Quest

Curses are found in the chest.

If the Barbarian searches for treasure in this room, 70 gold coins are found in the chest.

If the Barbarian searches for treasure in this room, 70 gold coins are found in the chest. Place this item in the game system for this room.

Place this item on the game board.

If the Barbarian searches for treasure in this room, the item can be found.

If the Barbarian searches for treasure in this room, the item can be found. Drop this item on the game board.

The item can be found in the chest. Place this item in the game system for this room. Place this item in the game system for this room.

The item can be found in the chest. Place this item in the game system for this room.
"You have done well, Barbarian. The tribal elders have appointed you, their champion, to oppose the Frozen Horror and its minions. Now you and your companions—Dwarf, Elf, and the Wizard—are ready to assault the inner chambers of the Frozen Horror's subterranean fortress. Find the wooden exit door to enter the deeper recesses of the mountain.

### Questions 4—Group Quest

**The Glacial Gate**

- **A** The first hero to search for treasure in this room finds the Snowshoes of Speed lying atop the tomb. (See the new artifact card.)
- **B** The heroes enter a locked cage in the center of this room. There is an Ice Golem inside. It pleads with the heroes to free it, saying that the Frozen Horror has left it there to die and it wants revenge. If a hero announces that it's freeing the ice golem, the door is unlocked.
- **C** The door to the west is a trap. A secret pulls a secret panel, and a trap is triggered. If a hero pulls the secret panel, they are trapped in a pit for 1d6 rounds.
Wandering Monsters in this Quest: 2 Chaos Warriors

The first Hero to search for treasure in this room finds a set of weapons.

If a Hero searches for treasure before the trap is disabled, the trap
will disable the weapon. The trap is disarmed by a spell cast of
"Disarm Device". If the weapon is disarmed, the Hero may use it.

The chest contains the following:
- 8 gold coins
- 2 scrolls

The chest is locked and requires a key to open. The key is
located in the room.

The chest also contains:
- A potion of healing
- A sword
- A shield

The chest is guarded by 2 Chaos Warriors.

The first Hero to search for treasure in this room finds 120
gold coins and a potion of healing in the chest. The chest
also contains:
- A sword
- A shield

The chest is locked and requires a key to open. The key is
located in the room.

The chest also contains:
- A potion of healing
- A sword
- A shield

The chest is guarded by 2 Chaos Warriors.

The heart of the mountain

The frozen path

Quest 6 - Group Quest

NOTES:
Wandering Monsters in this Quest 2 Yell

Gold coins in the chest.

The first Hero to search for treasure in this ice vault finds 500

NOTES:

After the first Hero finds the chest:

- 3: The chest contains a map of this quest.
- 4: The chest contains a map of the next quest.
- 5: The chest contains a map of the final room.

Know Mighty Heroes, that Kefilos was a

Quest 7: Group Quest

of the Halls

Save 1 - Group Quest

- 0: The chest contains a map of the current level.
- 4: The chest contains a map of the previous level.
- 5: The chest contains a map of the next level.

Das Tyres: Kefilos did not

eat the frost of ice: Tyres: Kefilos did not

enter the city of Tyres: Tyres: Kefilos did not

dance the frost of ice: Tyres: Kefilos did not

Breath of Great Power and Jezreel, Cauterize 50.
Square Immediately moves to the other ice lump square.

The scepter of Glacial Majesty rests in the upper right corner.

The scepter of Glacial Majesty rests in the corner.

See room 6 for information on moving about the travel.

See room 4 for information on moving about the travel.

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See room 4 for information on moving about the travel.

The scepter is frozen into the spell. The Heroes can extract the scepter.

The scepter is frozen into the spell. The Heroes can extract the scepter.

You have come far. Heroes, but there is still far to go. The scepter is in the resting place of the scepter.

Special Misfortune: You must find the scepter. If you fail, you cannot be killed. Once you have defeated the scepter, the Fire Temple is destroyed.

After you enter through the door, search for the Fire Temple. You must find the scepter.

If you reach the final battle against the Frozen scepter, find the wooden cell door and go through it.

If you must find the scepter from the Frozen scepter, find the wooden cell door and go through it.

You have come far. Heroes, but there is still far to go. The scepter is in the resting place of the scepter.

The Fire Temple is in the resting place of the scepter.

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The Fire Temple is in the resting place of the scepter.
Zargon. Quests 9 and 10 are actually one double-sized Quest. Notes A through F refer to the Quest 9 map; notes G through M refer to the Quest 10 map. The Heroes will be moving back and forth between these two Quests. Mind and Body Points are not restored when the Heroes cross between Quests 9 and 10. Reset the gameboard (as described in Note A at right) when the Heroes cross between Quests.

**QUEST 9 NOTES:**

**A** This is the spiral stairway that leads to room “G” in Quest 10. When a Hero moves onto the stairway to enter Quest 10, remove that Hero’s figure from the gameboard. Tell the players that they cannot enter Quest 10 until all the Heroes have moved onto the stairway. Once all Heroes have moved onto the stairway, remove the Quest 9 setup from the board. When the Heroes return to Quest 9, set out only room “A” until they explore other rooms. Monsters they killed previously do not reappear.

**B** See room “D” of Quest 7 for more information about the living fog room.

**C** This ice tunnel is connected to the ice tunnel in the other room “C.” Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

**D** In the ice vault room, this chest has an exploding latch trap on it. If a Hero searches for treasure before the trap is disarmed, that Hero loses 1 Body Point. The chest contains 400 gold coins and 2 Potions of Healing. Each potion restores up to 4 lost Body Points.

**E** The first Hero to search for treasure in this room finds a spell scroll and a Potion of Healing on the alchemist’s table. The potion restores up to 4 lost Body Points. For the spell scroll, the Hero draws a spell scroll card at random and lists it on his Character Sheet.

**F** The door to the seat of power room will not open until a Hero with the crystal key moves adjacent to it and opens it. See the Monster Chart on the back cover for the Frozen Horror’s powers.

---

**QUESTS 9 & 10—DOUBLE QUEST**

**The Heart of Ice**

“Now that the Scepter of Glacial Majesty has been destroyed, the Frozen Horror is vulnerable. The time to destroy it is now! Start from the iron entrance door. First, you must find the spiral stairway that leads to the Frozen Catacombs. There you will find the Crystal Key. This key will open the final door, the door to the Seat of Power, where the Frozen Horror awaits. Be sure to take Mercenaries along on your Quest!”

---
Wandering Monsters in these Gungeons:

- Polar Walbears

Note: When the Prison Host is been defeated, this Quest is over. Go to the Conclusion on the next page.

Quest 10 Notes:

This character sheet:

- Each Room in the Maze has a spell, can and/or random and his is the first Hero to search for this Room finds a spell.

The Ice Tunnel moves to the other Ice Tunnel Square:

- Any hero or monster that is in one of these squares immediately moves to the other Ice Tunnel Square.

This square is also the way back to Quest 9. The heroes must return here once they find the crystal key.
Conclusion

Congratulations, mighty Barbarian! You and your companions have destroyed the Empire of the Frozen Horror, saving the people from your descendants may have to fight another champion to defend them against the agents of Chaos. May they find a hero as worthy as you.

Zargon’s plans in other regions remain unchecked. The Empire is sorely pressed on many fronts. Soon your services will be needed again. I fear that many dangerous tasks still lie ahead of you. But for tonight, you and your companions are honored guests at a great feast. Tales of valor will be told, and there will be much rejoicing. Come receive the thanks of your kinmen.

Mercenaries Chart

<table>
<thead>
<tr>
<th>Mercenary</th>
<th>Map Symbol</th>
<th>Attack Dice</th>
<th>Movement Squares</th>
<th>Cost Per Quest</th>
<th>Mind Points</th>
<th>Body Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossbowman</td>
<td><img src="image" alt="Crossbowman" /></td>
<td>6</td>
<td>3</td>
<td>75</td>
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<td>2</td>
</tr>
<tr>
<td>Halberdier</td>
<td><img src="image" alt="Halberdier" /></td>
<td>5</td>
<td>3</td>
<td>75</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Scout</td>
<td><img src="image" alt="Scout" /></td>
<td>5</td>
<td>3</td>
<td>50</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Swordsman</td>
<td><img src="image" alt="Swordsman" /></td>
<td>4</td>
<td>3</td>
<td>100</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

The Crossbowman wields a crossbow, which fires arrows in a 120-degree arc. The Halberdier’s weapon is a halberd, which can only attack targets in the front. The Scout uses a crossbow to attack diagonally. The Swordsman wields a sword, which has a range of 4. The cost for each Quest is 100 gold coins.
## Monster Chart

<table>
<thead>
<tr>
<th>Monster</th>
<th>Map Symbol</th>
<th>Movement Squares</th>
<th>Attack Dice</th>
<th>Defend Dice</th>
<th>Body Points</th>
<th>Mind Points</th>
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<td>5</td>
<td>4</td>
<td>6</td>
<td>4</td>
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<tr>
<td>Ice Gremlin</td>
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<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
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<tr>
<td>Polar Warbear</td>
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<td>4/4</td>
<td>3</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Yeti</td>
<td><img src="#" alt="Symbol" /></td>
<td>8</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

The Frozen Horror can cast the following Chaos spells: Chill, Ice Storm, Ice Wall, Mind Freeze, Skate and Soothe. Zargon can choose an additional 6 Chaos spells for the Frozen Horror from any of the Chaos spells in the Game System, with the exception of the Escape spell.

During Zargon's turn, each Ice Gremlin can either attack a Hero or Mercenary, or it can steal one item from one Hero (Zargon's choice). The item stolen cannot be armor or shield a Hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Whenever the Yeti's attack causes a Hero to lose at least 1 Body Point, the Yeti grabs the Hero in a powerful hug. This hug inflicts 2 Body Points of damage to the Hero at the start of each subsequent Zargon turn. The Hero cannot defend against this attack, nor can he take any actions. The Yeti can make no other attacks while hugging. This continues until either the Hero dies or the Yeti is killed by the Hero's companions.

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