

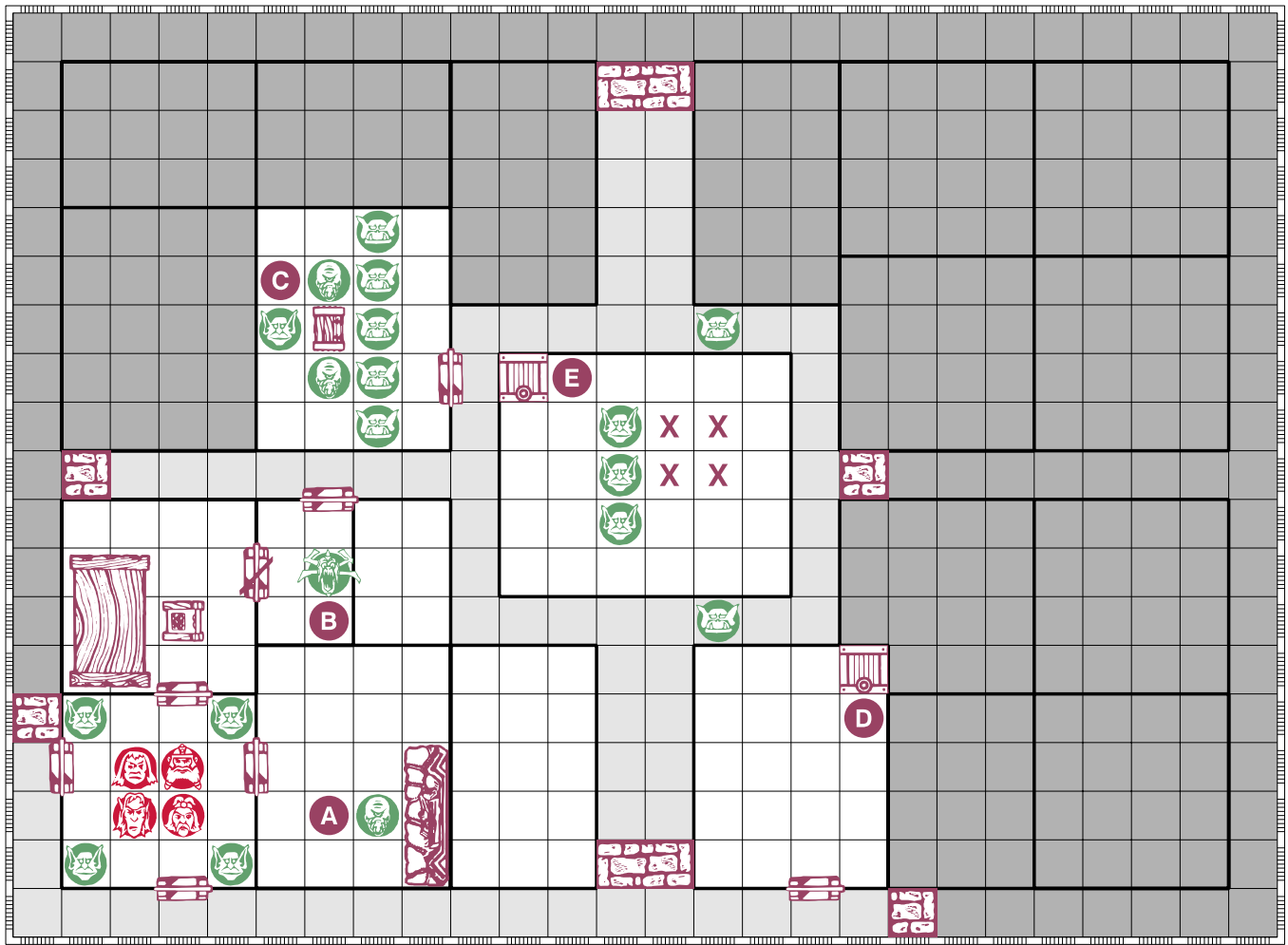
HeroQuest™

A Gelatinous Adventure

Q U E S T



B O O K



Single Quest

A Gelatinous Adventure

"Dear Heroes. The time has come that I inform you about a very...sticky situation. It's quite small from easy my friends, literally. In a cave near the village you are currently resting at, some kind of chaotic jelly-like substance has grown off of the cave's walls, and has become so big it has fallen from the wall. This is indeed a problem, for now residents cannot gather

resources in the cave, due to the 'thing' eating it all. It is a very dangerous creature, and devours everything in sight. The cave was broken in by Goblins last night by Zargon. He wants to capture the 'thing' and create an entire army of it! Destroy it now Heroes, before it's too late. I'll teleport you into the cave when you are ready."

NOTES:

- A** If the room is searched, the Hero will find 75 gold coins on top of the fireplace.
- B** The door is open; this Gargoyle will only attack if it is attacked.
- C** In this chest lays four Potions of Healing and 150 gold coins. If Heroes leave this room, the monsters protecting the chest will not leave the room.
- D** This trap door leads to other trap door on E.
- E** *"When you open the door, you witness a huge jello-like cube consume a nearby Goblin. You can see the Goblin inside of the cube, for it is transparent."* It is a Gelatinous Cube, made out of inorganic material which allows it move through and suck up nearby creatures with through its transparent body. Here is some basic information on the cube:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
3	4	4	8	0

If a Hero is adjacent to the cube, it may slam it, sending it to the nearest wall. The Hero misses its next turn, due to the pain and force of the cube's slam.

The cube may also engulf an adjacent Hero if it successfully deals damage to it. Due to the cube's high body acid, every turn of the Hero that is inside the cube, the Hero must roll a single combat die. If it is not a white shield the Hero takes 1 Body Point from the acid. The cube may move normally when a Hero is engulfed. If another Hero attacks the blob while a Hero is engulfed, the engulfed Hero must roll a red die. If they roll a 5 or 6, they take 1 Body Point from the Hero's attack. The engulfed Hero may try to escape by rolling two red dice on their turn. If they roll two of the same number, they have successfully escaped from the cube and falls to the square of its choosing adjacent to the cube. It cannot be engulfed for another 3 turns. Only two Heroes may be engulfed at a time, for the cube is not fully matured. The cube may also engulf the Goblins in the room, and if a Hero (or Goblin) dies within the cube, the cube is healed by 2 Body Points. (Do the same process for the Goblins, but black shields instead.)



Wandering Monster in this Quest: Fimir

NOTES continued:

When the Heroes have defeated the cube, tell them they hear a grumbling sound within the cube, and they all jump for cover. The cube then explodes, sending gelatinous chunks everywhere. In a huge pile of cube chunks, the Elf notices a pouch the cube must have eaten filled with 1000 gold coins to be shared with all the Heroes.