

HERO QUEST



Adventure 7 – Elf Quest 2
The Rescue of Princess Millandriell

INSTRUCTION
BOOKLET

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.



Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



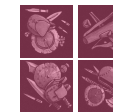
Locked Door

These doors are locked and will often require a key to be opened.



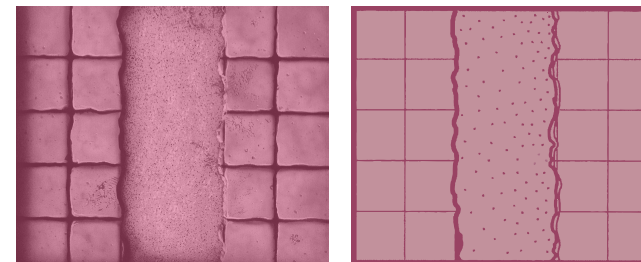
Weapon Packs

These tiles represent weapons and other items dropped by the Heroes when they are transformed into Wolves.



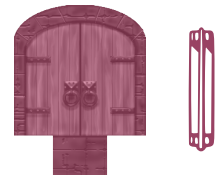
Quicksand

This area contains a bottomless pit filled with quicksand that threatens to suck in careless or unlucky Heroes.



Large Door

When opened, replace the closed big door with the open big door.



Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Key

This key comes in different colors on the Quest map. They unlock the doors with the same color.



Wolf Tokens

These represent Heroes in Wolf form.



Mirror

This stand-up mirror is a secret portal that leads to a hidden room with great treasures. Fit this into the plastic door stand from the Game System when it is called for in a Quest.



Monster Chart





Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre		4	6	4	10	2
Elven Archer		6	4(1)	2	3	2
Elven Warrior		6	4	3	3	2
Giant Wolf		9	6	3	5	1



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Words for Zargon

You will need all the cards from all of the other adventures to play this game well.

We have provided starting status sheets for this adventure because the Heroes will rediscover everything from the Elf Quest pack.

In this adventure the Elf does not get his spell cards until the third Quest, then he gets all 8 spells.

Heroic Brew: New rule, when a Hero drinks a Heroic Brew monster can defend against the first attack but not the second, this is called a quick stroke. Of course this also works for a monster that drinks a Heroic Brew.

The Wizard's invisible spell is just too powerful. So to correct this we made it that certain monsters can sense the Wizards presence. These monsters are Bellthors, Ogres and Wolves. An unarmed Ogre has 2 Attack dice.

When a Hero is infected with the Werewolf's curse. That Hero must roll the red dice at the beginning of his turn to see if he turns. Even if he's staying in the same spot to make another attack.

Portcullis: It's an iron bar gate. I don't know why the makers would say that you couldn't see through it. In this adventure Heroes and monsters can see, shoot arrows and cast spells through them.

Starting in Quest 11 Fimir make battle using fighting magic. They are casting spells that attack the Heroes mind. It works the same as a normal attack, but when Heroes take a hit they lose Mind Points instead of Body Points.

We don't like the in shock rule for when a Hero's Mind Point reaches zero. We say that a Hero becomes unconscious instead. If necessary your friends can carry you. Until the next Quest or you Zargon can put out more Potions of Restoration

Sky Orbs: Keep track of Heroes Mind Points on the bottom row of their body chart. Heroes do not regain any Mind Points lost from the orbs; once the 4 points are used up the orbs are useless.

New Rules

Turning Heroes into Werewolves

If a Hero is affected by a Werewolf's Curse spell or injured by the attack of a Werewolf, the Hero becomes a Werewolf, cursed to switch between Hero form and Wolf form. At the start of every turn, the Hero must roll 2 red dice to see if he transforms into a Wolf. A roll of 2 through 9 means the Hero remains in Hero form and under the control of the player; the Hero may move and act normally. A roll of 10 through 12 means the Hero transforms into a Wolf and Zargon controls him as a monster for 1 turn (on Zargon's next turn).

When a Hero transforms into a Wolf, replace his figure with a Wolf tile. All of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the Hero's former possessions. The Weapon Pack tile stays on this space until the Hero returns to pick up his possessions. (Monsters cannot take the Weapon Pack.)

This Wolf is a true monster, with no Hero abilities and all the abilities of monster (moves on Zargon's turn, attacks as a Giant Wolf, unaffected by traps or pits, cannot open doors, etc.).

At the end of Zargon's turn, the Wolf transforms back into the Hero and returns to the player's control. The Hero figure replaces the Wolf tile.

The Hero must roll for this transformation each turn until he is cured by drinking a Wolfsbane Potion (or the Potion of Restoration from the Alchemist's Shop).

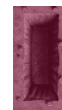
Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

New Trap



Long Pit Trap: If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.

New Monsters

Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Elven Archer

Elven Archers may attack with 4 combat dice against any non-adjacent target in their line of sight. They attack with only 1 combat die if the target is adjacent. If an Elven Archer loses his bow he rolls only 1 combat die to attack.