

HERO QUEST



The High Elves
INSTRUCTION
BOOKLET



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New Rule

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

The Acid Trap does not have tiles.



A Hero who triggers an Acid Trap rolls 1 combat die. On a skull, that Hero randomly discards 1 *primarily* metal piece of armor or weapon. If the Hero cannot (perhaps they only have a staff and cloak), the acid instead seeps into their clothing down to the skin, inflicting 1 Body Point of damage.

New Monsters

High Elf Spearman

May attack diagonally. Defend with white shields instead of black shields.

High Elf Archer

Defend with white shields instead of black shields.

Doomguard Chaos Warrior

Defends all skulls with 1 black shield.

Dark Elf Dreadspear

May attack diagonally.

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.



Magic Ice

These tiles are used with the Ice Bridge spell scroll.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



Locked Door

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



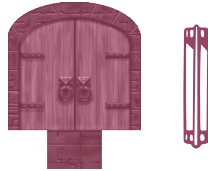
Open Door

These doors represent open windows.



Double Door

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



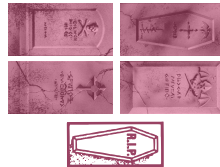
Trap Door

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.



Coffins

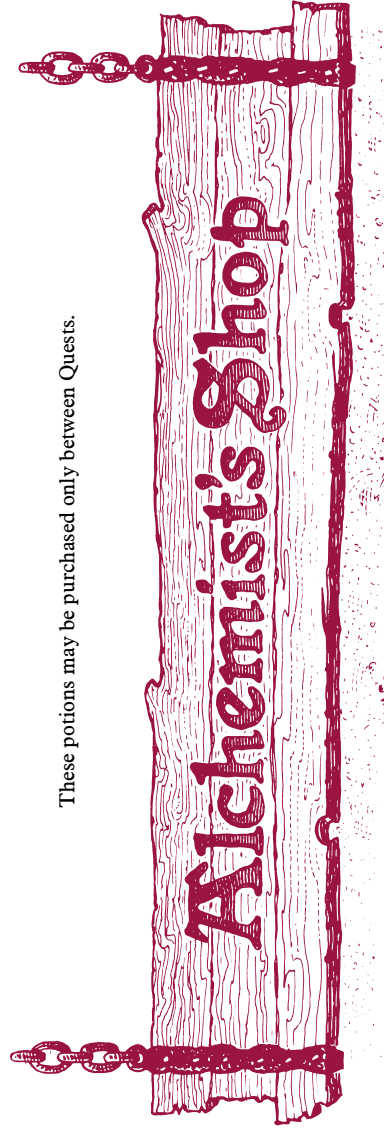
The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.





These potions may be purchased only between Quests.

Potion of Recall

Cost: 400 Gold Coins

An Elf who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recall!



Potion of Vision

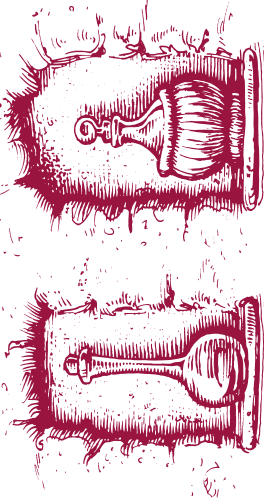
Cost: 500 Gold Coins

Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

Potion of Speed

Cost: 500 Gold Coins

When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.



Potion of Restoration

Cost: 800 Gold Coins

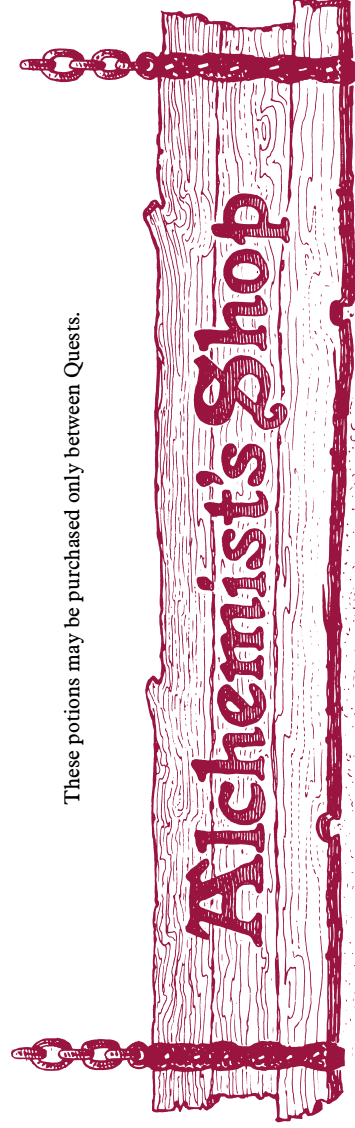
This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

Three of the above potions can be used only by the Elf.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
High Elf Archer		6	3(2)	3	2	3
High Elf Spearman		5	3	4	2	3
Dark Elf Dreadspear		5	4	4	3	3
Salarin		6	4	5	4	5
Doomguard Warrior		7	4	5	3	3
Chaos Archer						
Chaos Sorcerer		7	4	5	3	3
Wizard Lastern		2 red dice	2	3	2	6

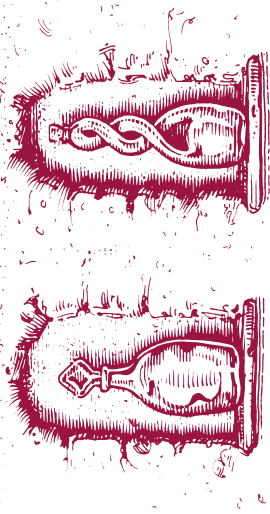
These potions may be purchased only between Quests.



Potion of Restoration

Cost: 500 Gold Coins

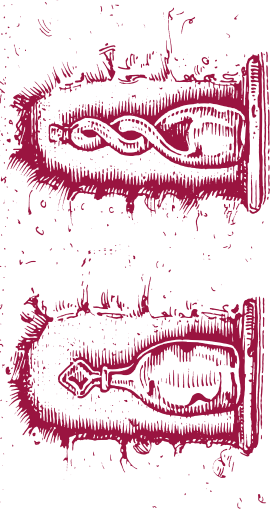
Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!



Venom Antidote

Cost: 300 Gold Coins

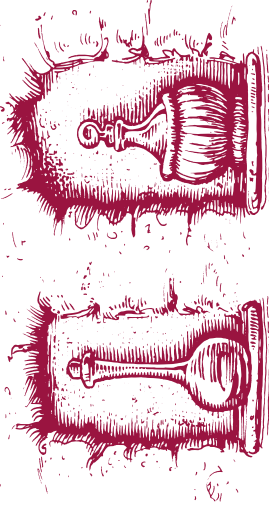
This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



Potion of Dexterity

Cost: 100 Gold Coins

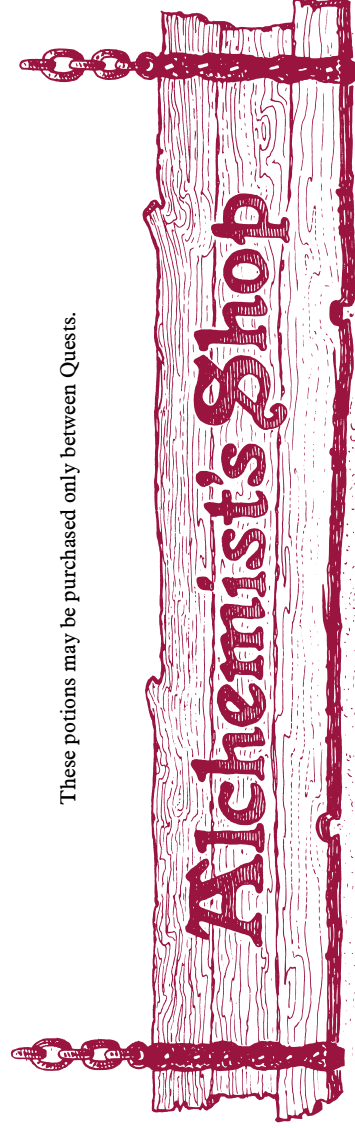
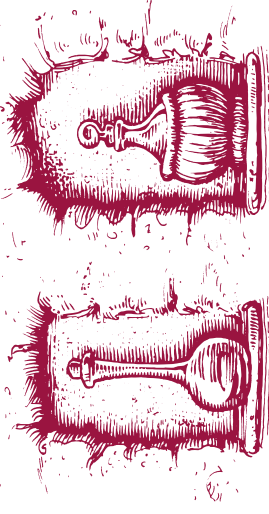
This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.



Potion of Battle

Cost: 200 Gold Coins

If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.



These potions may be purchased only between Quests.

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 Icy Strength

Cost: 200 Gold Coins

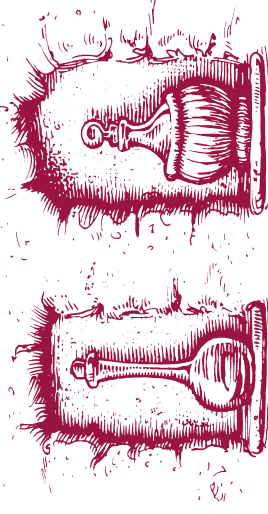
This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the combat dice. No other Hero can use this potion.



Potion of Rejuvenation

Cost: 500 Gold Coins

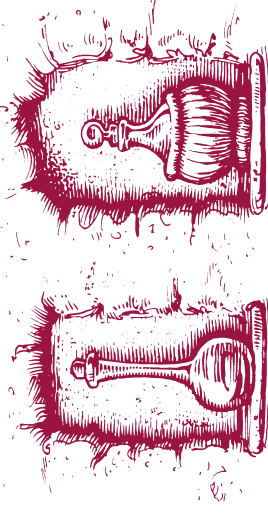
Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.



Potion of 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.