

HERO QUEST



The Rescue of Lord Nallus
INSTRUCTION
BOOKLET

HERO QUEST



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New Rules

Wandering Monsters

One Quest in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.



Alternate Rule

When the Heroes are on Quest 2, they are supposed to be on a rescue mission, not on a treasure hunt. If you want to disallow them from searching for treasure, hide the treasure cards behind the screen and do one of the following:

- a) If a Hero searches for treasure, draw a treasure card. If it is a wandering monster, allow it to attack. If it is a treasure card, tell the Hero he finds nothing.
- b) If a Hero searches for treasure, draw a treasure card. Then, no matter what it is, tell him he gets a wandering monster.



New Monsters

There are several new monsters in this Quest. The figures are from the game DarkWorld.

Orc Shaman

Orc Shamans are the healers in the Orc tribes. They are slightly smaller than normal Orcs, but no less ferocious. They are feared by other Orcs because of their knowledge of spirits. They may cast Heal Body twice and Fear once.

I used the Orcs from DarkWorld for Orc Shamans,

as these Orcs are slightly smaller than the ones in Heroquest.

The Haunter

This creature floats above the ground draining the life from any creature it touches to sustain its own undead existence. Any Body Point it takes from a Hero is added to the Haunter's Body Points, either healing it or making it stronger.

Manticore

This uncommon monster is the cross between a man, a lion, and a scorpion. It may attack one Hero twice with its claws, and the same Hero or another with its stinger. The stinger may attack diagonally.

Ogre

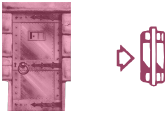
Ogres are large, powerful brutes. They are not very intelligent, but make up for their lack of brains with plenty of brawn.



New Tiles and Quest Map Symbols

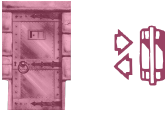
Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



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.



Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Manticore		6	2/2/3	3	5	2
Orc Shaman		7	2	2	1	3
Ogre		4	6	4	10	2
The Haunter		12	3	2	3	0