

# HERO QUEST



The Rescue of the Princess  
INSTRUCTION  
BOOKLET

## A Note from the Author

This Quest was created with my primary player in mind - my husband. We'd just finished the Main System of Quests and he was looking for a challenge. More monsters, tougher monsters, and maybe some monsters that used new figures - those were my instructions. I didn't have a whole lot of miniature substitutes at the time, so I focused on tougher monsters and in greater numbers. As a result, Dave's Heroes were practically slaughtered. The only Hero left to rescue the Princess was the Elf, keeping monsters at bay with his crossbow as he and the Princess raced to safety. I felt bad for killing off his Heroes but Dave continues to tell me this has been his favorite HQ Quest. :D

Your players may or may not appreciate the challenge offered in this Quest. Please, feel free to reduce the number of monsters in the rooms, or to take away some of the special abilities I have assigned to them. I admit, I had to tweak the Quest quite a few times while I was running Dave through it. Otherwise, the Elf and the Princess may have died as well. So, I've also decided to place this Quest after the Kellar's Keep Quest Pack instead of after the Main System. The Heroes should have lots more equipment and potions by this point and maybe they'll be able to survive (fingers crossed).

~AerynB

## Special Rules

1. **Doors:** In order to spruce up the Quest, the iron and wooden doors from the Kellar's Keep or Return of the Witch Lord expansion packs may be used as the Princess's cell door and the Chaos Sorcerer's door respectively.
2. **Characters:** Use the Chaos Warlock figure for the villain Cee'Ess. The Princess is also a playable character and you may need to be creative with how to represent her on the board. You could use the Princess Millandriell tile or Female Elf miniature from the Elf Quest Pack, a game token from another board game, or at the very least a coin.
3. **Special:** Lastly, Zargon, you should keep track of where Skeletons and Zombies are defeated during the course of the Quest. They may rise up later on. Use the blank board provided with the Quest.

4. **New Monster Abilities:** All Goblins in this Quest are equipped with shields. They roll 1 extra combat die to defend but suffer a movement penalty of -2 squares.
5. All Orcs are equipped with crossbows and may make ranged attacks of 3 combat dice.
6. All Fimir are equipped with battle axes and roll 1 extra combat die to attack.
7. All Skeletons may attack diagonally.
8. All Zombies have 2 Body Points instead of 1.
9. All Mummies are the Warlock's assistants and know the Ball of Flame Chaos Spell which they may cast on their turn instead of attacking.
10. All Chaos Warriors have been enhanced with Chaos Magic. Should a Chaos Warrior roll 2 black shields during a single attack, the affected Hero is instantly transported to the torture chamber marked with an "X" on the Quest Map. The Hero cannot defend against the transportation effect of the attack but also does not take damage from any skulls rolled during this special dice result.

## New Quest Map Symbol

**Princess**

