

HERO QUEST



The Shape-Shifters
INSTRUCTION
BOOKLET

HERO QUEST



Table of Contents

Special Rules.....	4
New Monsters.....	4
New Tiles and Quest Map Symbols	4
Monster Chart	5



Special Rules

- This Quest is for experienced Heroes that have completed at least the basic Quests.
- All four Heroes start the game in "Goblin form". Use a suitable model to represent the Hero, until he changes back to his usual form.
- You will also need Giant Wolves and Ogres for this Quest, plus lots of Orcs and Goblins. If you don't have these models just use something else.
- Whilst in Goblin form they have all their usual stats, abilities, spells and equipment. The shape-shifting spell is simply a magical glamour that has been placed on them that makes them look just like Goblins. They are safe from attack whilst they remain in this magical disguise, and may search for secret doors and traps even in the presence of monsters. They may only search for treasure if there are no monsters in the same room, regardless of which form they are in.
- The only way that a Hero loses his shape-shifting disguise is if he rolls a double during his movement roll. If a double is rolled that Hero, and only that Hero, immediately reverts to his usual form, and may then be attacked by monsters on Zargon's turn as usual.
- However, if a Hero rolls double for movement, he may choose to lose 2 Mind Points, and stay in Goblin form. This represents the strain placed on the Hero's psyche by trying to hold onto the effects after the magic should have "naturally" dissipated.
- The Evil Wizard player must always allow Heroes in Goblin form to pass through squares occupied by his monsters, and if ALL of the Heroes in a room or corridor are in Goblin form, he may not move ANY of the monsters in that room or corridor.
- If a Hero attacks a monster whilst he is in Goblin form, he gains the benefit of complete surprise and the monster rolls no Defense dice against the attack. The Hero remains in Goblin form, but all monsters within the same room or corridor will know that something is up and can attack the Hero as normal. If the Hero manages to reach another room or corridor and he is still in Goblin form, any new monsters encountered will be fooled by the disguise as before.

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.



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.

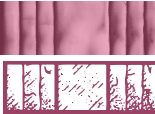


New Tiles and Quest Map Symbols

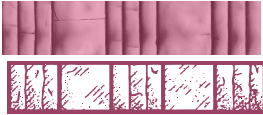
Iron Entrance Door
This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



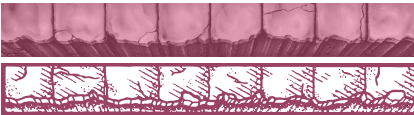
Short Stairway
There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



Long Stairway
There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



Cliff Corridor
The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



Monster Chart

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