

Review: *Quest Pack for the Elf*
by Carl Forhan

----- Ratings -----
Components: 9.0
Content: 8.0
Overall: 9.0

The *Quest Pack for the Elf* is one of two elusive supplements produced for Milton Bradley's *HeroQuest* system. It contains thirteen completely new figurines, unlike *Kellar's Keep* or *Return of the Witch Lord*, which both contained only existing enemies. The figures exhibit the same quality as the components in the original set. A nice touch in this area is the introduction of the first enemy with movable arms -- the fearsome Ogre. Not a lot of difference in game play, but it sure helps the toy value of the game. Other enemies introduced in this set are Giant Wolves, Elven Warriors and Elven Archers. The last two figures are the boss enemy for this pack, an Elven Archmage and a Female Elf that may be used in lieu of the Elf provided in the basic set; one could also use the Elven Archmage as a Female Wizard.

Many new cards are also provided, including a new Hero spell group usable only by the Elf! The spells allow some interesting new effects, like Timestop (effectively grants a Hero two full back-to-back turns) and Flashback (allows a Hero to replay his entire turn). New monster, artifact, treasure and Chaos spells are also in the pack. All the cards are the same quality as the original set -- a welcome change from the inferior cards in the *KK* and *RotWL* Quest Packs. This standard of excellence carries over into the remaining components, namely the Quest Book and new board game tiles.

So, what kind of content exists to back up these wonderful components? Ten all-new Quests, including three "solo" Quests and

a "double" Quest. The solo Quests are actually intended for use with one player as the Elf against another player as Zargon. The double Quest is an unusually long and seemingly endless adventure, in which Heroes aren't allowed the luxury of returning to their homes to recuperate between Quests. Through it all, the theme is primarily centered around the rescue of an Elven princess and the retrieval of a few artifacts. These Quests are quite a bit tougher than those presented in the basic set; the designers are definitely expecting a strong breed of Heroes! One rationale for the solo Quests, however, is to allow a novice player the opportunity to build up a newly created Hero over the course of a few short adventures. Missing from these Quests in my opinion are some of the creative uses of the game board exemplified by the Quests in the basic set. I've always been fond of the "random rooms" of *Castle of Mystery*, for example. But not to worry! These Quests are packed with enough encounters and treasure to keep your players coming back for more. And many of the new monsters will wipe that smug grin off the face of the Dwarf player who has six Defend dice (Can you say Ogres have ten Body Points? I knew you could!).

Some new rules are also introduced in the *Quest Pack for the Elf*. Mind Points, almost completely overlooked in the core rules, are used fairly extensively in this set. Multiple new Chaos spells affect or utilize a Hero's Mind Points, as does one of the new Artifacts. Some of the most intriguing rules additions, however, revolve around Werewolves. In some Quests, the Giant Wolves are actually Werewolves. When attacked by a Werewolf or the related new Chaos spell, a Hero may turn into a Werewolf, dropping all his possessions on the game board and

coming under the control of the Zargon player! Heroes can, of course, change back and forth from turn to turn, until cured. This could make for a very interesting Quest indeed!

Overall, the *Quest Pack for the Elf* is a worthy addition to

the *HeroQuest* game, and a great improvement over the previous *Kellar's Keep* and *Return of the Witch Lord* Quest Packs. Like all *HeroQuest* items, this one is out-of-print, so snatch up a copy if you find one!

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HeroQuest Hall of Foes

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Buzzsaw, Orc Chieftan

| | | | |
|-------------------|-----|--------------|---|
| Movement Squares: | 8 | Body Points: | 3 |
| Attack Dice: | 3/3 | Mind Points: | 1 |
| Defend Dice: | 3 | | |

Buzzsaw won't go down in history as the wisest Orc to ever be Chieftan to the Thunderfoot Clan, but he's certainly the most agile. In fact, his uncanny speed allows him to attack twice per turn. If both attacks are centered on one foe, Zargon rolls six Attack Dice. If the attacks are split against two adjacent foes, Zargon rolls three Attack Dice against each.

Buzzsaw is, in fact, a coward, and as such he always seeks out the Hero with the least Defend Dice and directs at least one attack towards that Hero if possible. He is also very likely to have several bodyguards around, typically three to four Orcs but possibly a Fimir or Chaos Warrior or two (Zargon's choice). If the battle does not seem to be going his way, Buzzsaw makes a bee-line for the nearest escape route. If one is not available, Buzzsaw will surrender to the Heroes if he is ever reduced to one Body Point. (Note: decide what alternatives are available to the Heroes once Buzzsaw surrenders, such as showing mercy, taking him prisoner, etc.)

Vermin, Goblin Warlock

| | | | |
|-------------------|----|--------------|---|
| Movement Squares: | 10 | Body Points: | 3 |
| Attack Dice: | 2 | Mind Points: | 3 |
| Defend Dice: | 2 | | |

Very few Goblins learn to read and write, let alone master the intricacies of Magic. Vermin is one of those select few with a keen intellect and the drive to pursue such a goal. After many years of study in the Kellar mountains, he has reached his goal.

He has an intense hatred of Orcs, and would even aid the Heroes temporarily if he sees them fighting any Orcs. Thus, Zargon may wish to set up a special encounter in a Quest along these lines. For example, perhaps the Heroes stumble across a room full of a few Goblins and many Orcs -- only to discover that they're fighting each other! What will the Heroes do? Are the Goblins genuinely in need? Or is it a trap to catch the Heroes off guard?

Vermin knows the following spells:
Lightning Bolt / Rust / Sleep



Courtesy of:
Carl Forhan

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