

## THE HEROES

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Home Brew  
Hero Quest

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## DISCLAIMER

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A player is allowed to choose a total mixture of up to 6 spells and/or abilities for their respective character(s) with two additional cantrips. The spells and / or abilities can be used only twice per quest, as where the cantrips are of unlimited use.

The intention is twofold: first, to prevent duplicate character creation even as the same base character is selected for play. Secondly, to introduce a more modern, mainstream TTRPG experience granting a larger satisfaction of play.

Additionally, each character is given a special ability and a patron specific to their archetype. These are to be used once per quest as well and can become recharged under certain circumstances (DM advisement).

Base rule is as follows: Specials and Patrons can only be cast once per turn – so choose carefully! Each one can be cast only once per quest. Use of special or patron does not count as an action during the player's turn – it can be used before or after "Attack Action," cannot be defended against, and is an automatic hit.

Choose carefully and play well!

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### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_  
*-Thunderous Blades-*

This mighty adventurer calls forth a power found deep within. Using an impressive display of acrobatics, she leaps high into the air, landing on her initial space with a thunderous reckoning. Inflict 3 PDD to all adjacent, chosen targets (max 8).

**Patron** | b\_\_  
*-Lord Aragorn-*

A great king of old, recognizing the dire need of the situation, acts with precise haste while sending a volley of three arrows from a single shot of his bow. Select up to three targets and inflict 2 PDD for each arrow. You can hit the same target more than once.

\*Skill Set(5) – Cantrips(2) – Spells(1)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

-Jungle Fever-

Taking a whole turn to execute, this amazon completes a brief dance to endue her body with ancestral strength. Fully restore this character to max body and mind points. For 3 turns, add 2 additional attack dice during combat.

**Patron** | b\_\_

-Wonder Woman-

The room of this character immediately grows quiet and pitch dark. A crack of a whip can be heard close by, followed by a great flash of light. The sound of chariots and horses rushing into battle fills the area. All adjacent targets (including heroes), if able, are pushed back one square by choice of DM. Player then selects one target and inflicts 5 PDD. Patron then disappears and battle returns to normal conditions.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Shadow Hand-*

With a sneering grin and a snap of his fingers, this character conjures a shadow hand to appear on the ground before him. Select one target within three spaces: steal 3 BP, selected target misses 2 turns and can no longer cast spells during its time on the board.

**Patron** | b\_\_

*-The Shadow-*

In the deep lore of shadow magic lies the memory of its greatest practitioner: The Shadow. He is summoned now to serve in an epic moment of combat: Select one target within line of sight up to six spaces away. It is hit by a large grappling device and immediately suffers 3PDD. As the grapple retracts, it causes 1PDD for each space traversed along the way. Characters currently on encountered spaces are instantly teleported by the DM.

\*Skill Set(5) – Cantrips(2) – Spells(1)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

-Voice of Kron-

Emitting a quick prayer in the midst of battle allows the Barbarian to speak directly to the source of the universe. This tribal gift is followed by a barbaric yawp reminiscent of a great battle dirge. A new strength now courses through the Barbarian. For 3 turns, this character is immune to all damage – including spell damage – and adds 2 attack dice during combat.

**Patron** | b\_\_

-He Man-

Directly from Castle Grey Skull arrives the most powerful man in the universe: He-Man! Select up to 4 targets in the same room / corridor; inflict 4PDD to each.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Teller of Tall Tales-*

A crafty story with all the highlights of a true fairy tale makes for a delightful bedtime act – especially when the goal is to put one asleep! Select up to 3 targets (heroes included) and immediately put each to sleep for 3 turns. This trance is broken when 3 turns have transpired or the target is dealt any damage, whichever comes first.

**Patron** | b\_\_

*-Phantom of the Opera-*

All sound seems to fade from existence, no one can hear one another. After several mute moments, a rising music can be heard. Until suddenly, the great renowned signature theme of the Phantom is heard by all. All adjacent targets (max 8) and those within line of sight become overwhelmed with great fear- missing 3 turns.

\*Skill Set(2) – Cantrips(2) – Spells(4)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_  
 -Mage Armor-

Being no stranger to battle nor danger allows one to reflect on his experience and cultivate tactful engagement. Roll 3D6; the sum total is how much future damage this character will be immune to – including spell damage. Also, for 5 turns, add 3 defense dice during combat.

**Patron** | b\_\_  
 -Gambit-

Select up to 6 targets and watch Gambit's cutthroat display of precision acrobatics as he pierces enemy flesh with his explosive cards – inflicting 2PDD to each. The same target can be selected more than once.

\*Skill Set(1) – Cantrips(2) – Spells(5)\*





### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

Special | a\_\_

*-Berserk-*

When this character's BP fall to 3 or less, this special can be activated. For 3 turns, the Berserker is immune to 20 future damage – including spell damage. Also, add 3 attack dice during combat.

Patron | b\_\_

*-Gutz-*

The God-Hand have been using the warrior Gutz for their own mysterious purposes for many a year. But in this moment, perhaps they lend him to the Berserker for a purpose none can see but them. In any case, Gutz finds himself slaying the enemy for you. All targets having four or fewer BP remaining, within the same room as the Berserker, are instantly slain. Cannot be used in a corridor.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Heroic Charge-*

Raising their front legs high into the air, the Centaur lets out a loud war-cry; a heroic charge ensues. Galloping towards the enemy with ferocity and perseverance, all are trampled in the wake. All targets up to 7 spaces, directly within line of sight, are dealt 2PDD. Then the Centaur returns to their starting space.

**Patron** | b\_\_

*-Chiron-*

This ancient Greek mythological being was well known by the ancient world. He stood both as the trainer of heroes and a mighty combatant. Your ancestral right beckons him forth as you call out his name. His swift arrival is paired with the speed of his poison arrows. Select four targets in same room or within line of sight: deal 2PDD with 1PDD for each round after until target expires. Poison can be cured.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_  
*-Hallowed Ground-*

In this moment, the Cleric chooses to kneel in prayer. The four spaces directly adjacent to him become marked in a shimmering white glow. Any targets within the four spaces (heroes included) suffer 2PDD. Any undead units (DM discretion) are dealt a punishing blow: 8PDD.

**Patron** | b\_\_  
*-Nicholas Flamel-*

As the Cleric pays homage to this personage, a white beam of light shines forth. As it dissipates, a robed figure stands firm. Nicholas hands the Cleric a large potion which restores full BP, up to any selected 3 Heroes. Heroes must be in same room/corridor as Cleric to benefit; potion disintegrates after turn.

\*Skill Set(3) – Cantrips(2) – Spells(3)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Resolute Heart-*

Should the Druid's BP fall to 3 or fewer, this special can be activated. For 4 turns, add 2 attack/defense dice during combat. Also, temporarily raise max BP to a full 14. Once BP falls at or below starting max, it cannot be increased higher.

**Patron** | b\_\_

*-Radagast-*

Straight from Middle Earth, this powerful nature wizard lends his help to the Druid's call. Replenish all of the Druid's spell slot uses and restore 2BP to all heroes in the same room/corridor.

\*Skill Set(3) – Cantrips(2) – Spells(3)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_
2. \_\_\_\_\_ a\_\_ b\_\_
3. \_\_\_\_\_ a\_\_ b\_\_
4. \_\_\_\_\_ a\_\_ b\_\_
5. \_\_\_\_\_ a\_\_ b\_\_
6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_  
*-Soul of Mithril-*

The Dwarf reveals the mithril coating of his armor, a clan gift from the Dwarven King of High Mountain. It is magically infused with his own life force and can be activated at any time. For 4 turns, add 1 attack die and 2 defense dice during combat. Also, the Dwarf is immune to 20BP of future damage – including spell damage.

**Patron** | b\_\_  
*-Thor: God of Thunder & Lightning-*

Thor twirls the famous Mjolnir and releases it with tremendous force. Select up to 5 targets in same room or within line of sight; inflict 3PDD to each. Same target can be selected more than once.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

### Special | a\_\_

-Forceful Reckoning-

The Elf kind are graceful hunters and legitimate marksmen. With great speed and precision, the Elf can deal a critical blow to any one target (heroes included). Deal 5PDD to selected target.

### Patron | b\_\_

-Lady Galadriel-

Queen of the Elves, she is never far from her kin. Her voice is like a soft choir, an enchanting lullaby. Select up to 3 heroes; heal 3BP/3MP – not to exceed maximums – for each target.

\*Skill Set(2) – Cantrips(2) – Spells(4)\*





### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

Special | a\_\_

-Spider Mines-

The Explorer may be a smaller individual, but what they lack in stature they make up in wit and endurance. Their profession allows them to lay an explosive spider mine – one per each space – within a 6-space trail. Any target encountering such a space (heroes included) will suffer 2PDD.

Patron | b\_\_

-Sir Ernest Shackleton-

One of the greatest explorers from the Heroic Age of Arctic Exploration. His ship, the *Endurance*, appears before the Explorer in ghost form. This amazing specter fires 6 canons off the Starboard side. Select up to 6 targets; inflict 2PDD to each. Same target can be selected more than once.

\*Skill Set(5) – Cantrips(2) – Spells(1)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Lady of the Lake-*

This mysterious figure from Arthurian Legend has heeded the Knight's calling. She raises forth from her haven and presents Excalibur to be used once, and then returned. Select one target within line of sight; it suffers 6PDD and cannot be revived.

**Patron** | b\_\_

*-King Arthur of Camelot-*

King Arthur is instantly teleported to the side of the Knight; Select the 4 adjacent spaces to the Knight; King Arthur deals PDD in this order: 5, 4, 3, 2 at Knight's discretion.

\*Skill Set(5) – Cantrips(2) – Spells(1)\*





### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Democratic Charm-*

Temporarily charms 1 target (heroes included) within line of sight. Selected target automatically does combat with 1 adjacent space of its location – at Noble’s discretion. 6 attack dice are used during this engagement.

**Patron** | b\_\_

*-The Empress-*

The Empress Moonchild has been made aware of the Noble’s journey. Her Auryn restores his BP & for 3 turns, the Noble uses 6 defense dice during combat and his BP cannot fall below 3.

\*Skill Set(5) – Cantrips(2) – Spells(1)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_  
-Crusader's Blessing-

The target for this special is the Paladin only. For 2 turns, both his attack and defense dice become 6 during combat. His BP cannot fall below 2. Upon using this special, restore his BP to its current max.

**Patron** | b\_\_  
-Tannhäuser Gate-

This marvelous star gate has witnessed things people cannot imagine; memories now lost in time, like tears in rain. Roy Batty, elite replicant, emerges from this epic port and now stands before the Paladin. Select up to 2 targets in same room or within line of sight as Paladin. Roy deals 3PDD to each by use of his c-beam cannon.

\*Skill Set(4) – Cantrips(2) – Spells(2)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Ruined Mind-*

The target for this special is one adjacent target only. If adjacent target has 3MP or lower, the Runecaster is now in full control of it. It takes its turn immediately after the Runecaster. Spell is released once target has expired.

**Patron** | b\_\_

*-Stonehenge-*

There is great power and wisdom held by this ancient site. By means of great magic, the Runecaster is able to temporarily tap into this formidable force. Select one target with MP 4 or greater within same room or line of sight; deal 8PDD to both its BP/MP.

\*Skill Set(3) – Cantrips(2) – Spells(3)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

-Kashmere-

The Runeknight's hand axe burns with a blueish glow. Smashing it into the ground in front of him, a massive shockwave knocks back all adjacent targets if able – heroes included (max of 8). Regardless, each target suffers 1PDD and misses their next turn.

**Patron** | b\_\_

-The Balrog of Morgoth-

Able to summon forth a creature of shadow and flame, the Balrog arises to devour. All enemies in the same room as the Runeknight suffer 7PDD; enemies cannot be revived.

\*Skill Set(3) – Cantrips(2) – Spells(3)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_  
*-Beowulf's Bane-*

This Shieldmaiden prevents the use of all spells in whatever room or corridor she resides in for 2 turns.  
 Also, add 2 attack dice and 1 defense die during combat.

**Patron** | b\_\_  
*-Valhalla-*

The paradise of the heroic fallen has kept a watchful eye on the Shieldmaiden since her birth. She bears a birthmark granting her the ability to ask her ancestral kin for dire help through solitude prayer. As she prays earnestly, a small band of spectral warriors descend to her side. Select up to 3 adjacent spaces; each target suffers 3PDD. Targets can be selected more than once.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

-Sanctuary-

The target for this special can only be the Skirmisher. For 3 turns, add 2 dice to both attack/defense during combat. Also, temporarily raise his movement to 12 squares.

**Patron** | b\_\_

-Sherwood Forest-

Having been a lifelong member of the Merry Men, this Skirmisher is able to camouflage himself perfectly into his environment. For 6 turns, raise his attack dice to 6 during combat and he cannot be selected as a physical attack target during this time – but is still susceptible to spells.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Gears of War-*

The Space King is renowned for kicking butt and taking names. His daily delight is in the defeat of his enemies and cares little for mercy. In a straight line of fire within sight, select up to 3 targets – heroes included; PDD are dealt in this order: 5, 4, 3.

**Patron** | b\_\_

*-The Juggernaut-*

This promised allegiance is a gift of Cyttorak for past deeds and the Juggernaut now stands before all. All characters are immediately transported (DM discretion) out of current room or corridor shared with the Space King – except one of his choosing. The Juggernaut smashes into this target with his massive form and deals a devastating 10PDD.

\*Skill Set(6) – Cantrips(2) – Spells(0)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Tainted Enterprise-*

A long time ago, the Warlock garnered the ability to shapeshift into a terrifying form. For 5 turns, the Warlock now has 6 attack dice / 6 defense dice.

**Patron** | b\_\_

*-Salem's Lot-*

The Warlock is able to conjure dark power from her faraway horcrux – Salem's Lot. Select up to 2 targets within same room, corridor, or line of sight; steal 4 BP from each and they both miss their next 2 turns. Each adjacent hero (max of 4) heal 4 BP as well.

\*Skill Set(0) – Cantrips(2) – Spells(6)\*





### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

-Cosmic Cyclone-

This Wizard has power only few of his craft can rival. Select up to 2 targets within same room, corridor, or line of sight; banish them to the starting point of current quest.

**Patron** | b\_\_

-Merlin-

Longtime Wizard Supreme, Merlin once served King Arthur and his knights. His patronage is powerful but does not come cheap. The Wizard must sacrifice 4 BP in order to fully restore his entire spell slot list. He can immediately cast one spell of his choosing upon completing this action.

\*Skill Set(0) – Cantrips(2) – Spells(6)\*



### Spells & Skills & Abilities

1. \_\_\_\_\_ a\_\_ b\_\_

2. \_\_\_\_\_ a\_\_ b\_\_

3. \_\_\_\_\_ a\_\_ b\_\_

4. \_\_\_\_\_ a\_\_ b\_\_

5. \_\_\_\_\_ a\_\_ b\_\_

6. \_\_\_\_\_ a\_\_ b\_\_

Cantrip #1: \_\_\_\_\_ Unlimited

Cantrip #2: \_\_\_\_\_ Unlimited

**Special** | a\_\_

*-Lockmere's Acid Drain-*

The arrows of this great marksman now turn to acidic poison. Select up to 3 targets within line of sight for long range attack. Inflict 2PDD immediately / a recurring 2PDD for each until target expires.

**Patron** | b\_\_

*-Robin of Locksley-*

The great Robin of Locksley is a hero in disguise. Famous for his exploits against the rich, the legend is now at the Wood Elf's side. Select one target within line of sight; Robin deals 6PDD damage and target cannot be revived.

\*Skill Set(5) – Cantrips(2) – Spells(1)\*

## THE GRIMIORE

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Home Brew  
Hero Quest

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Last Update:  
01/17/2025

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## DISCLAIMER

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A player is allowed to choose a total mixture of up to 6 spells and/or abilities for their respective character(s) with two additional cantrips. The spells and / or abilities can be used only twice per quest, as where the cantrips are of unlimited use.

The intention is twofold: first, to prevent duplicate character creation even as the same base character is selected for play. Secondly, to introduce a more modern, mainstream TTRPG experience granting a larger satisfaction of play.

Additionally, each character is given a special ability and a patron specific to their archetype. These are to be used once per quest as well and can become recharged under certain circumstances (DM advisement).

Base rule is as follows: Specials and Patrons can only be cast once per turn – so choose carefully! Each one can be cast only once per quest. Use of special or patron does not count as an action during the player's turn – it can be used before or after "Attack Action," cannot be defended against, and is an automatic hit.

Choose carefully and play well!

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## SPELLS (50)

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A player is allowed to select a number of spells allotted by their choice of character – not to exceed six in total.

Base rule is as follows: Can only be cast once per turn – so choose carefully! Each spell can be cast only twice per quest. However, items, equipment, specials, patrons, and the like can replenish the spell allotment during the same quest if applicable. Use of spells, including cantrips, count as an action during the player's turn.

Upon selecting to use a spell, the player must roll a 1D6 before initiating chosen spell.

On a roll of "1," it is considered a critical failure and does not execute.

However, on a roll of "6," it is considered a critical success and deals double damage, if applicable.

Targets defend against spells that inflict damage by rolling 2D6. Each roll of 5 or 6 reduces damage by one point.

Players may not change their choices once character creation is complete. The character maintains chosen assortment until they are either discarded or expired.

## AIR

1. **Emerald Aura**: Roll 1D6+2; All Heroes in same room/corridor as caster gain BP based on roll.
2. **Impulse**: Roll 1D6; Caster selects one adjacent target; if able, move target away that many spaces and inflict 2PDD.
3. **Charismatic Prism**: Caster becomes contained in a diamond prism rendering him/her immobile and immune to all damage for 2 turns.
4. **Hurricane**: Player must cast this spell at one target who is in a straight line in front of him. That figure is then forced back in a straight line of squares until he hits a wall, another figure, falls down a pit trap or triggers another trap.
5. **Thieving Wind**: This spell must be targeted at one figure within LoS. The figure loses one equipment card chosen at random which is returned to the equipment card pile.

## FIRE

1. **Scorching Hands**: Roll 1D6+2; Caster selects one adjacent target; Inflict PDD based on roll.
2. **Blue Flames**: Target is the caster; For 3 turns, maximize defense dice to six.
3. **Inferno Pyre**: Target is the caster; All enemies adjacent to the target (max 8) suffer 1D6 +2 PDD.
4. **Wall of Flame**: The Caster creates a magical wall of flame which covers two squares. The wall has one Body point and rolls six defense dice.
5. **Firestorm**: This spell creates a roomful of fire that inflicts 3PDD on all Heroes and monsters in the same room with the spellcaster. The spellcaster is unaffected. All victims will immediately try to defend themselves with 3 defense die. Each shield (Heroes) or black shield (enemy) rolled reduces damage by one point.

## WATER

1. **Fountain of Youth**: Roll 1D6+1; Select up to 2 Heroes in LoS; Restore BP based on roll / selection.
2. **Atlantean Spear**: Roll 1D6+1; Caster throws a water trident through all targets in LoS of one direction & deals PDD accordingly.
3. **Valiant Falls**: Caster conjures a rushing, rapid waterfall to descend upon 3 targets who are adjacent to each other & within caster's LoS. 3PDD dealt to each target.
4. **Blinding Sleet**: The Caster may fill a room with blinding sleet. No one in that room may move, make ranged attacks or cast spells until the beginning of Zargon's next turn. Figures may only attack or defend if they are adjacent to another figure.
5. **Wall of Ice**: The Caster creates a magical wall of ice which covers two squares. The wall has one Body point and six defense dice.

## EARTH

1. **Silvery Barbs**: Target is the caster; For 3 turns, caster takes zero damage whatsoever – reflect all damage to whoever dealt it and there are no defense rolls.
2. **Keen Senses**: Caster targets up to 2 Heroes within LoS; they are immune to all traps for 3 turns.
3. **Meteoric Rain**: Cast only in a room; Roll 1D6+3; All enemy targets suffer PDD based on roll.
4. **Earthquake**: The Caster may split the ground asunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer one Body point of damage as if they had fallen into a pit trap.
5. **Sharpen Blades**: This spell allows all Heroes in the same room as the Caster to roll an extra die in attack for that round only. May only be cast in a room.

## LIGHT

1. **Illumination**: Reveals “fog-of-war” for room behind door *OR* up to 4 spaces in a single corridor.
2. **Blessing**: For 2 turns, target Hero within LoS cannot take spell damage & ATK damage is reduced by 2.
3. **Holy**: Caster restores 1D6 BP; select up to 2 undead adjacent targets if able – they are immediately expired.
4. **Dispel**: This special spell may be cast by a Hero during a Chaos spellcaster’s turn. It is used to try to cancel a spell cast by a Chaos spellcaster. The Dispel is cast immediately after the enemy casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the same. If the Hero’s total is higher, the Chaos spellcaster’s spell has been canceled.
5. **Strands of Binding**: The Caster may fire magical threads from his fingers, which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body point and roll four defense dice. The target may defend against other attacks.

## DARK

1. **Mischievous Warrant**: Caster selects up to 3 targets within LoS that have 2MP or less; For 2 turns, all enemies view them as an enemy too.
2. **Allure of Darkness**: Caster immediately teleports to any one space previously traversed; restore 2BP. (DM may assist to make sure choice is honest)
3. **Lament Configuration**: Cast only in a room; Caster conjures and completes the legendary puzzle box; All enemies with 2MP or less become wrapped / bound in chains of pain, sucked into a void, and immediately expired.
4. **Mirror Magic**: This spell may be cast by a Hero who is specifically targeted during a Chaos spellcaster’s turn. This enables the Hero to reflect any enemy spell back to him. Mirror Magic is cast immediately after the Chaos spellcaster casts a spell at the Hero. The enemy then suffers the effect of the spell that was intended for the Hero.
5. **Spirit of Vengeance**: This spell allows the Caster to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice, which may be defended in the normal way and then vanishes. The spirit itself cannot be harmed.

## CHAOS

1. **Eldritch Blast:** Cast only in a room; Roll 1D6+2 three times; Caster selects up to 3 targets, same target can be selected more than once, inflict PDD in order of rolls / selection. Must roll a 1D6 to hit for each target.
2. **Black Hole:** Caster selects one target within LoS that has 3MP or less; it is instantly expired into a cosmic void.
3. **Cosmic Force:** Caster sprays colorful rays of energy from his/her fingertips at a single target adjacent to him/her; inflict 1D6 +1 PDD.
4. **Cloud of Chaos:** This spell paralyzes all enemies located in the same room or corridor. A paralyzed enemy is unable to move, attack, or defend himself. The spell can be broken at once or on a future turn by each victim rolling one red die for each of his Mind Points. By rolling a 6, the enemy frees himself.
5. **Lightning Bolt:** This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 BP on all Heroes or monsters that stand in its path.

## DIVINE

1. **Mystic Mirage:** Caster selects 1 target Hero within LoS; the chosen Hero emanates a series of replicants which mimic his/her movements – they do not attack or use spells, skills, or abilities. When an enemy attempts to inflict damage, they must roll an additional 1D6 aside from base rule: on a roll of 1, 3, or 5 the chosen Hero is left unharmed. This spell lasts for 3 turns.
2. **Holographic Insight:** Caster is given a “mental vision” of the whereabouts of the final boss to current quest. Details are given at Zargon’s (DM) discretion.
3. **Ethereal Blade:** Caster conjures an ethereal blade to replace current weapon for 3 turns; ATK dice becomes 6 and all specter type enemies suffer an automatic 1D6 PDD before ATK dice roll. Selected specter cannot defend against the automatic damage.
4. **Sleep:** This spell puts any one target into a deep sleep. A sleeping target is unable to move, attack, or defend himself. The spell can be broken immediately or on a future turn by the target rolling one red die for each of their Mind Points. If a 6 is rolled, the spell is broken.
5. **Madness:** Cast this spell on one figure to affect it with a frightening madness. The Caster may then move that figure on the figure’s next turn, although the affected figure may not attack or cast spells. (one turn only)



## SUMMONER

1. **Familiar:** Roll 1D6; Based on roll summon the following (it takes its turn immediately after yours every round until it expires):
  - 1= Black Cat [5move, 2BP, 2MP, 2ATK, 2DFS]
  - 2-3= Hawk [7move, 3BP, 3MP, 3ATK, 1DFS]
  - 4-5= Hellhound [9move, 4BP, 3MP, 4ATK, 2DFS]
  - 6= Abomination [6move, 2BP, 3MP, 3ATK, 3DFS]
2. **Legion:** Roll 1D6; Based on roll summon the following (it takes its turn immediately after yours every round until it expires):
  - 1= Skeleton x 2 [6move, 1BP, 0MP, 2ATK, 3DFS]
  - 2= Skeleton Archer x 2 [6move, 1BP, 0MP, 2ATK, 2DFS] \*Rolls 1ATK die against adjacent targets.\*
  - 3-4= Orc x 2 [8move, 1BP, 2MP, 3ATK, 2DFS]
  - 5= Werewolf [9move, 5BP, 1MP, 6ATK, 3DFS]
  - 6= Polar Warbear [6move, 6BP, 2MP, 4ATK, 3DFS] \*Two Attacks\*
3. **Regen:** Summon a small, floating totem that follows 1 Hero of Caster's choice within LoS for 2 turns; if target should expire or go catatonic, it is revived to half BP / MP. Totem then vanishes.
4. **Summon Wolves:** This spell conjures up a number of Giant Wolves to attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster.) To see how many Giant Wolves appear, roll 1D6 and check the results:
  - 1 or 2 = 1 Giant Wolf
  - 3 or 4 = 2 Giant Wolves
  - 5 or 6 = 3 Giant Wolves.They remain until they expire. (use monster card for details)
5. **Millenium Shield:** This spell allows the caster to conjure an invisible magical shield over all party members within the same room. Those affected are protected from all spells and their effects for 2 turns.

## NECROMANCY

1. **Animate (Raise the Dead)**: Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately.
2. **Necroid Totem**: Caster places a magic totem on any adjacent space; It has 20BP, zero defense, and deals 1PDD per turn to any enemies occupying its adjacent spaces (max 8). Enemies cannot defend against this automatic damage.
3. **Decay**: Cast only in a room; Targets within the 8 adjacent spaces of the caster suffer 2PDD / 1PDD every turn after for 4 turns.
4. **Skulls of Doom**: This spell allows the caster to hurl a magical skull at any opponent in his LoS. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally.
5. **Death Bolt**: The caster may hurl his spell at one target in LoS. That figure then automatically loses 1 BP / MP.

## SKILLS / ABILITIES (50)

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A player is allowed to select a number of skills / abilities allotted by their choice of character – not to exceed six in total.

Base rule is as follows: Can only be used once per turn – so choose carefully! Each skill / ability can be cast only twice per quest. However, items, equipment, specials, patrons, and the like can replenish this allotment during the same quest if applicable. Use of skill / ability, including cantrips, count as an action during the player's turn.

Upon selecting to use a spell, the player must roll a 1D6 before initiating chosen skill / ability.

On a roll of "1," it is considered a critical failure and does not execute.

However, on a roll of "6," it is considered a critical success and deals double damage, if applicable.

Targets defend against skills / abilities that inflict damage by rolling 2D6. Each roll of 5 or 6 reduces damage by one point.

Players may not change their choices once character creation is complete. The character maintains chosen assortment until they are either discarded or expired.

## **ANCESTRAL**

1. **Herbalism**: User creates a healing potion. When used, user restores 2BP / 1MP on selected target within LoS.
2. **Mystic Inheritance**: User immediately regains 2MP and then gains +2 defense during combat for 2 turns.
3. **Power Inheritance**: User immediately regains 2BP and then gains +2 attack during combat for 2 turns.
4. **Clan Ritual**: User immediately adds +1 to both attack / defense during combat for 5 turns. Upon completion of fifth turn, they regain 2BP / 2MP.
5. **Bag of Holding**: User summons a magically protected box on any one adjacent space next to them. For the duration of the quest, it acts as a safe haven for loot: up to 5 items – regardless of size, and 500 coins can be stored here. Player must retrieve items from this storage device before leaving quest or they become forfeit. (DM's advise)

## **COMMON ATTACK**

1. **Shoulder Bash**: Select one adjacent target; deal 1PDD and knock it back 1 space if able.
2. **Roshido Punch**: A concentrated, rapid punch movement on all immediate adjacent spaces (max 4); 1PDD to each.
3. **Supplex**: Select one adjacent target with 2MP or less; conduct full body slam, inflicting 3PDD.
4. **Barrel Kick**: Select one adjacent target; inflict 2PDD.
5. **Rage**: For 3 turns, maximize ATK dice.

## **COMMON DEFENSE**

1. **Intimidate**: Lower ATK dice of one adjacent target by one for 2 turns.
2. **Righteous Fury**: For 3 turns, maximize DFS dice.
3. **Evasive Maneuver**: Parry the next three physical attacks that come your way (no damage).
4. **Secret Sign**: Use only in a room; Restore 1 BP / MP to character & raise DFS die +1 for 3 turns.
5. **Disarm Trap**: -same as Dwarf ability-

## **CURE**

1. **Atreyu's Minor Touch**: Roll 1D6; User restores BP on selected target within LoS based on roll.
2. **Apothecary**: User cures poison on selected target within LoS.
3. **Milkweed**: User cures silence on selected target within LoS.
4. **Nostalgia**: Use only in a room; All Heroes restore to current max BP / MP.
5. **Requiem**: Roll 1D6; User restores MP on selected target within Los based on roll.

## EXPERT

1. **Demolition**: User must be within one space of an open door; Place a charge and it explodes at start of next turn – permanently sealing off the entry way. No damage dealt to characters on spaces on either side of doorway.
2. **\*Mining**: This skill is for the Explorer only; Use in any corridor or room without enemies; spend this turn mining for rare gems; discovery of possible loot is at Zargon's (DM's) discretion.
3. **Mediation**: User targets one adjacent enemy with 2MP or less; Roll 1D6; on a roll of 1 OR 6, it joins the Heroes' team until it expires. Remains under the control of the user.
4. **Hand of Providence**: User has advantage for 3 turns on any 1 target type; add +1ATK/DFS dice during combat with chosen type.
5. **Robust Sanctum**: User and one adjacent Hero of their choice both restore 2BP/2MP and immediately are cured from any status ailments.

## LORE

1. **Pandora's Box**: Use in a room only; All enemies suffer 1PDD / lose 1MP.
2. **Silver Tongue**: User selects one adjacent target with 2MP or less; it misses 2 turns.
3. **Empirical Cloak**: User is only target; can walk through walls for 3 turns (except those blocked by Zargon – the DM).
4. **United Exchange**: If user is adjacent to a Hero when they expire, activate this skill. User immediately sacrifices half of their current BP / MP and target Hero is revived with starting BP / MP of same amount. If current BP or MP are "1" at time of use, then "1" is what chosen Hero will be revived with.
5. **\*Wild Card**: This skill is for a non-spell user only; Target is user only; Character is temporarily allowed to choose 1 spell from the Master List for immediate or future use. The chosen spell is given to the Hero in the form of a scroll (item).

## MYSTIC

1. **Calamari Dance**: User performs a hypnotic dance; adjacent targets (max 4) -1 to both their attack / defense during combat for 4 turns.
2. **Calamari Flute**: User performs a hypnotic tune; select one target within LoS that has 5MP or less; it loses one turn.
3. **5-Out-Spread**: Users fingers on dominant hand morph into pure energy; Upon raising their hand high into the air, Roll a 1D6; Select targets in room or corridor of user based on roll – inflict 1PDD to each target (max 5); same target can be selected more than once.
4. **The Shining**: User can identify any item in their inventory.
5. **Flow Mist**: User can now pass through traps, walls and furniture during their next 2 movement phases. (except those blocked by Zargon – the DM).

## **SHADOW**

1. **Sleight-of-Hand:** User can attempt to steal something from selected adjacent target (DM's discretion).
2. **Cloak-and-Dagger:** User selects one target within LoS; after rolling to hit, roll a 1D6 three times. For each number rolled that lands on a 1, 3, or 5, inflict 2PDD.
3. **Menacing Stare:** User selects one target within LoS; it becomes intimidated and fearful; for 3 turns it cannot attack or defend during combat.
4. **Harsha's Maniacal Laughter:** Use only in a room; user rolls a 1D6; Select targets up to the number rolled, they immediately lose 2MP and then for 3 turns suffer a -1 to both their attack / defense die during combat.
5. **Void of the Nephilim:** Use only in a room; user then rolls a 1D6; on a roll of 1 or 5 all enemies with 2MP or less are pulled through the floor by cosmic, ethereal hands and instantly expire. On any other roll, user regains 3 BP and then is instantly teleported to a previously traversed space chosen by the DM.

## **SOLDIER**

1. **\*Rapid Blast:** Can only be used by Heroes with crossbows or guns; select one adjacent target; Roll 1D6; inflict 1D6 PDD three consecutive times based on roll.
2. **Rally:** Use in a room only; all Heroes gain 1ATK dice for 2 turns (cannot exceed 6).
3. **\*Tech Folly:** This skill is for the Space King only; Summons one immediate care package near the Space King (Zargon's – DM's – discretion). It contains two health potions, one antidote, and cannot be initially collected by any other hero or enemy.
4. **Recharge:** User is target only; Restore 1BP / 1MP for 4 turns.
5. **Delegate:** User selects one adjacent Hero; End your turn so that the target can have another turn. This may or may not temporarily alter the set player initiative for turn play – DM will advise as needed.

## **SONG**

1. **Rasha's Tale of Hearts:** Use only in a room; all heroes around user now have +4 to their defend dice during combat for 4 turns.
2. **Fabian's Hypnotic Hymn:** Use only in a room; all enemies around user with 3MP or greater now miss 2 turns.
3. **Song of Severus:** Use only in a room; user raises their attack die to 6 and lowers their defense die to 1 for 3 turns.
4. **Poets' Anecdote:** Use only in a room; three heroes of user's choosing within same room regain 2MP and then take zero damage for 2 turns.
5. **Ballad of Heroes:** Use only in a room; all heroes within same room as user fully restore their respective BP / MP. Then they gain +2 to both attack / defense die during combat for 2 turns.

## Home Brew – House Rules

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The intention is to keep the spirit of simplicity with our (Goetsch Family) version of this game while contributing more flex on variety. The core of this game is to represent characters already in maturation – meaning they are already at their “prime” and thus no leveling system is required. Some may argue this leaves little to nothing in regard to a fulfilling sense of accomplishment; we disagree.

Hero Quest is both a board game *AND* a role-playing game. Therefore, we find the sense of accomplishment comes to fruition with quests ventured, epic moments, and memories made. We believe it is vitally important to maintain a hybrid feel when tweaking core rules in as much as keeping the original flavor as possible.

Our goal is to add unique extras, hopefully rectify a couple of consistency errors, and allow players more customization and depth to their heroes while retaining the ease of play the original game provided. The desire is to keep this game alive for future generations and make it fun for the whole family. It should serve, at the very least, as a well-balanced introductory to TTRPGs.

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### **Character Creation**

Though this is not necessarily a change, it is encouraged for players to generate a background story for their character. The first session of players should afford time for introductions prior to play. This can offer the DM future ammunition for story-driven quests, as well as a richer RPG experience.

### **Spellcasting**

Spellcasting is our first change to the base rules.

A player is allowed to select a number of spells allotted by their choice of character – not to exceed six in total.

Base rule is as follows: Can only be cast once per turn – so choose carefully! Each spell can be cast only twice per quest. However, items, equipment, specials, patrons, and the like can replenish the spell allotment during the same quest if applicable. Use of spells, including cantrips, count as an action during the player’s turn.

Upon selecting to use a spell, the player must roll a 1D6 before initiating chosen spell.

On a roll of “1,” it is considered a critical failure and does not execute.

However, on a roll of “6,” it is considered a critical success and deals double damage, if applicable.

Targets defend against spells that inflict damage by rolling 2D6. Each roll of 5 or 6 reduces damage by one point.

Players may not change their choices once character creation is complete. The character maintains chosen assortment until they are either discarded or expired.

As it pertains to core game spells, some of the original effects have just been re-worded in a clear and concise manner.

### **Component(s)**

The casting of base spells within *Hero Quest* does not require the user to do, say, or use something in order for the spell to work. However, flavor text for some spells and prayers mention words, gestures or objects which is purely cosmetic for the role-playing experience. {INSERT SPELL RULE}

### **Cantrips**

In the realm of our home-brew Hero Quest, for all spellcaster type characters, a cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. Consider a cantrip's spell level being equal to 0.

For all non-spellcaster type characters, a cantrip is a skill / ability that can be used at will, without using a skill / ability slot or having to be prepared in advance. Repeated practice has fixed the skill / ability into the muscle memory of the user with enough experience to produce the effect over and over. Consider these cantrip levels being equal to 0.

### **Skills / Abilities**

A player is allowed to select a number of skills / abilities allotted by their choice of character – not to exceed six in total.

Base rule is as follows: Can only be used once per turn – so choose carefully! Each skill / ability can be cast only twice per quest. However, items, equipment, specials, patrons, and the like can replenish this allotment during the same quest if applicable. Use of skill / ability, including cantrips, count as an action during the player's turn.

Upon selecting to use a spell, the player must roll a 1D6 before initiating chosen skill / ability.

On a roll of "1," it is considered a critical failure and does not execute.

However, on a roll of "6," it is considered a critical success and deals double damage, if applicable.

Targets defend against skills / abilities that inflict damage by rolling 2D6. Each roll of 5 or 6 reduces damage by one point.

Players may not change their choices once character creation is complete. The character maintains chosen assortment until they are either discarded or expired.



## Targeting

The new wording on spell cards introduces the term “target”. This is a term we prefer at our table as well.

In order to target something, it must be in LoS of the spellcaster *AND* meet any restrictions listed for the spell itself.

A spellcaster is always in sight of himself and can therefore be targeted. A *figure*, on the other hand, refers to any figure (friend or enemy) present on the board, but again, must be in sight to be targeted.

## Dual Wielding

The introduction of Dual Wielding (DW) weapons is dangerous as heroes can get overpowered if the mechanic is not balanced. Below are rules for Dual Wielding that are meant to add variety without allowing overpowered heroes. It is more of a cool thing that heroes can choose to do, even if it may not be the most effective. DM's are encouraged to advise as they deem necessary.

*\*Dual Wielding for a character is chosen at time of character creation only\**

*(If selected, note on character sheet with “DW”)*

## Campfire Sessions

This is the time that transpires while traversing on the World Map and going to-and-fro quests. It is used for the following reasons:

- a) Background stories of characters & NPC's
- b) Memories & general story telling / chatting
- c) D.M. opportunity to create new future plots or further drive existing ones
- d) Breaks between sessions

## The Town Experience

(automatic recovery of all Heroes – like a “long rest”)

1. Apothecary – alchemist - potions
2. Blacksmith – blacksmith - weapons
3. Armorer – armorer - armor
4. Library – librarian - lore
5. Tavern – barkeep – gossip / side quests
6. Market – merchants – food / random supplies / NPC contacts
7. Harbor – sailors – rare goods / travel
8. Caravan – gypsy – rare goods / enchanting
9. Graveyard – caretaker - resurrection
10. Church – elder – prayer / blessing

### **The Team Banner**

The team of players designs their own banner to use during each quest. It should be big enough to fit on a 28mm base (like a cardboard cut-out) and will stay by the stairwell of each quest. It cannot be harmed by the enemy or magic whatsoever. It will provide the Heroes with the following:

X1 "Potion of Healing"

X1 "Potion of Strength"

X1 "Potion of Defense"

To be used during the player's respective turns as a "free action" until banner runs out.

## Cantrips

(Spellcaster Type)

\*Players choose only 2\*

### Dancing Lights

Choose 1 Layout:

- A) The 8 adjacent spaces immediately around you.
- B) The 8 spaces directly in front / behind you.

Choose 1 Reason:

- a) To peer through fog-of-war & reveal what is hidden.
- b) To search for traps: for each found, one of your 8 lights will attach itself to the space containing the trap, but will not spring it. It will remain there until you pass by. If no traps are found, the lights bounce around a bit before fading into oblivion.

### Fireball

Select one target within LoS; Roll a 1D10. The fireball inflicts PDD based on roll.

### Friends

Must be used before movement is initiated. Caster sacrifices the ability to move in order to utilize this cantrip. Each adjacent Hero (max 4) and caster temporarily raise their Defend dice to 6 until end of round.

### Fog

Choose 1 Layout:

- A) The 8 adjacent spaces immediately around you.
- B) The 4 spaces directly in front / behind you.

For any character (Hero or Enemy) to pass through a fogged space it will cost 2 movement per space. If they do not have 2 or more remaining in their movement, they cannot land on desired space or traverse through it. If they end their turn on a fogged space, they suffer 1MP that cannot be defended against. DM will use markers to specify fogged spaces since the duration is permanent until end of current quest.

### Grease

Choose 1 Layout:

- A) The 8 adjacent spaces immediately around you.
- B) The 4 spaces directly in front / behind you.

For any character (Hero or Enemy) to pass through a greased space it will cost 4 movement per space. If they do not have 4 or more remaining in their movement, they cannot land on desired space or traverse through it. If they end their turn on a greased space, they suffer 1BP that cannot be defended against. DM will use markers to specify greased spaces since the duration is permanent until end of current quest.

## Guidance

Must be used before movement is initiated. Caster rolls a 1D12; a green path illuminates spaces in the direction of the current quest's boss (if more than one boss, DM chooses) and DM will show which spaces are affected for the duration of the turn.

## Lockmere's Burden

Select one target adjacent to you; then select one of their equipped weapons or armor. Roll a 1D6; On a roll of 1,3, or 5...the selected item becomes infected with acidic rust, resulting in it offering the bearer only half of its capable stats rounded down. Does not affect any magic associated with the item.

## Ray of Frost

Select one target within LoS; Roll a 1D10. The chilling beam detracts the number rolled from target's next movement.

## Sacred Heart

Select one target within LoS; they recover 2BP, 2MP, and can add +2 to their next movement roll.

## Shang-grah-lah

Choose 1 Layout:

- A) One space to your right / one space to your left.
- B) One space directly in front / behind you.

Selected spaces turn into active, thick, thorny bush that has the following stats:

Move: 0 / Attack: 2 / Defend: 2 / BP: 2 / MP: 10

They do not harm the Heroes or their allies and remain until expired.

## Toll of the Dead

Select one target within LoS; Roll a 1D8. Target receives PDD based on roll.

## Vicious Mockery

Select one target within LoS; hurl your best insults at them! This results in target receiving 1MP of damage that cannot be defended against. On your next turn, you get a +2 to your Attack dice during combat with the chosen target.

## Cantrips

(non Spellcaster Type)

\*Players choose only 2\*

### Accuracy

Hero gains +1 on their next Attack dice roll during combat with a bow, crossbow, or magical ranged weapon of any type that they currently have equipped.

### Ancient Calling

Hero is able to persuade Zargon to reveal one of the following after rolling a 1D6:

1 / 2 = If applicable, a Lost Tome Artifact.

3 / 4 = If applicable, a hidden portal.

5 / 6 = If applicable, a secret passage.

### Banner of Courage

Hero can use only in a room; this character's leadership causes all enemies in same room to suffer a -1 to both their ATK / DFN dice during combat for the duration of the current round.

### Booming Blade

Hero gains +1 on their ATK dice roll during combat with a broadsword, longsword, great sword, or magical blade of any type that they currently have equipped.

### Cape Crusader

Hero is able to add +1 to their DFN dice rolls during combat for the duration of the current round.

### Devastating Tactics

Hero and Heroes adjacent to him / her (max 4) raise their ATK / DFN dice +1 during combat for the duration of the current round.

### Galaxy Tandem

Hero can sacrifice 3BP and 2MP to have the opportunity to use their special ability one more time during the current quest – can be used as soon as their next turn.

### Heroics

Hero chooses a target within LoS and inspires them to be brave during combat: target becomes blessed. See [Conditions Page](#).

## Song

Hero begins to make some noise – anywhere from a soft, low hum to a full-fledged singing performance! Roll a 1D4. Based on the roll, the Hero can cast one of the following on a target of their choosing within the same room or corridor:

1 = Blinded || 2 = Charmed || 3 = Deafened || 4 = Restrained

## Spirited Away

Hero is able to select a target within LoS and cause it to become frightened. See [Conditions Page](#).

## Thor's Helm

Hero selects one adjacent target and gives it a powerful head butt, causing it to be stunned. See [Conditions Page](#).

## Vision

Hero is overcome with a sudden vision from the Weave of the Multiverse! Roll a 1D6 and apply accordingly:

- 1 = If applicable, DM will automatically reveal a trap on the board – even in a fog-of-war zone.
- 2 = DM will unveil the contents of a chosen room, permanently lifting its fog-of-war.
- 3 = DM reveals just the space(s) containing the boss(es) of current quest. If revealed, Zargon cannot utilize them until the Heroes have opened the appropriate door(s).
- 4 = If applicable, DM will reveal a hidden monster. If revealed, Zargon cannot utilize them until the Heroes have opened the appropriate door(s).
- 5 = If applicable, DM will reveal location of a single treasure chest.
- 6 = If applicable, DM will reveal location of a single NPC.

## Conditions

(These tend to be written out more like a spell, so DM will have to adjust accordingly during gameplay)

### Bane

Target suffers a -1D4 to Attack dice / -1D4 to Defend dice for 2 Turns.

### Banished

Target with 4MP or less is removed from current position on board and placed somewhere else by the DM.

### Blessed

For 2 turns, target Hero within LoS cannot take spell damage & attack damage is reduced by 2.

### Blinded

Lasts 3 turns; target may no longer move, make ranged attacks, or cast spells. May only attack or defend if they are adjacent to another figure.

### Charmed

Select a target within LoS that has MP of 3 or less; Roll a 1D6; on a roll of 2,4, or 6, target joins the party until it expires. Remains under the control of the user and takes its turn immediately after them.

### Cursed

Select a target within LoS with 4MP / 4BP or less. Roll a 1D6; on a roll of 1,3,5 target is reduced to 1MP / 1BP. For 4 turns, whatever would heal target causes that much damage instead & vice-versa.

### Deafened

Target within LoS suffers a -1 to Attack dice / -3 to Movement for 3 turns.

### Enlarged

Target within LoS alters both their Attack / Defend dice to 4 for 4 turns. Attack damage they receive during these 4 turns is reduced by 1.

### Exhausted

Target within LoS alters both their Attack / Defend dice to 2 for 4 turns. Spell damage received during these turns is increased by 1.

### Faerie Fire

Target within LoS is able to mark up to 3 targets for 3 turns to have advantage over; add +1 to both Attack and Defend dice during combat with chosen targets.

### Frightened

Target within LoS becomes fearful; for 1 turn it cannot attack or defend during combat.

### Hastened

Target within LoS gets another turn; takes place immediately after it becomes hastened.

### Hexed

Target within LoS becomes the mandated target of all their enemies' spells for 6 turns. There can be more than one character hexed at a time.

### Hunter's Mark

Target within LoS becomes marked for certain death. For 2 turns, character is able to add +4 to Attack dice during combat against target.

### Incapacitated

Target within LoS becomes consumed in mud and clay from the waist down. For 2 turns, their defense dice becomes 1 and they lose all movement.

### Invisible

Target within LoS cannot be selected as an attack target for 3 turns, but is still susceptible to spells. Also, their movement becomes 3 red dice during these turns.

### Paralyzed

Select target within LoS; for 3 turns, it can only move across the board with a -3 penalty.

### Petrified

Select a target within LoS and it becomes turned to stone; for 4 turns, it cannot attack, defend, move or receive damage of any kind. Nor can it acquire further status affects or use any free actions. This character is rendered temporarily as utterly useless.

### Poisoned

Target is poisoned (follow the rules as to how / what poisoned target).

### Raging

For 3 turns, maximize attack dice to 6.

### Restrained

Select a target within LoS; it can no longer attack, defend, or move, but can use any other of their free actions. At the beginning of each turn, roll a 1D6: on a roll of 3 or 5, they are no longer restrained. Play carries on like normal.



### Stunned

Target within LoS takes double damage during combat; they are no longer stunned after receiving damage of any kind. They lose all movement while stunned as well.

### Unconscious

Target within LoS is put sleep (follow the rules as to how / what target to sleep).

## **D10: Treasure**

To alleviate the need of multiple stacks of cards on or near the gaming table, we have devised a d10 method when searching for treasure. The DM and players will adhere to the following d10 results table:

- (1) Hazard
- (2) DM discretion (see Treasure listing)
- (3) Wandering Monster
- (4) DM discretion (see Treasure listing)
- (5) Wandering Monster
- (6) DM discretion (see Treasure listing)
- (7) Wandering Monster
- (8) DM discretion (see Treasure listing)
- (9) Poison
- (10) DM discretion (see Treasure listing)

## D20: Multiverse

To add more spice to gameplay, we have introduced a d20 table to be utilized by the DM at their discretion. These are random interrupts the multiverse of Hero Quest will add to the Heroes' journey – much like a 'miracle' or 'act of God' or 'happenstance' would be in real-life. They have the potential to severely alter circumstances. The DM and players will adhere to the following d20 results table:

- (1) Regardless of party members' positions on board, they are instantly teleported to the location of current quest's boss. If more than one boss, DM chooses. If quest is a multi-stage quest, heroes are sent to the exiting stairwell to prepare for the next stage. Fog-of-war rules apply naturally and current forces of Zargon may continue to act on their respective turns. Play continues as normal.
- (2) The forces of the multiverse smile great fortune upon the party. Each player receives 200g.
- (3) To the player who rolled the d20: you are now poisoned! Take 1PDD immediately / 1PDD for each turn until status condition is healed. Damage from poison is suffered at the beginning of each turn.
- (4) A shimmering stardust now befalls the heroes, restoring them to max BP / MP.
- (5) To the player who rolled the d20: A rogue necromancer has been tracking the whereabouts of the party since the beginning of current quest. He leaps into action within 3 spaces of the player who rolled the d20. He is accompanied by 3 skeletons. DM will utilize the Necromancer / Skeleton cards respectively. This group will attack current quests' monsters as well as the heroes for they are an independent group.
- (6) The multiverse bestows a random artifact upon each hero (DM's discretion).
- (7) All Heroes temporarily lose their special abilities until current quest is completed. (DM advise)
- (8) The multiverse bestows a random item upon each hero (DM's discretion).
- (9) A pack of four Giant Wolf are summoned to the board (DM uses Monster Chart). They begin near the entry stairwell and become the last selectees on Zargon's turn.
- (10) All non-spellcasters in the party now have their skills / abilities slots restored.
- (11) All Heroes temporarily lose their patron abilities until current quest is completed. (DM advise)
- (12) All spellcasters in the party now have their entire spell slots restored. Does not include special or patron.
- (13) All of the Heroes must now offer, to the multiverse, one magical item of their choice from their respective inventories or 300g. If unable to do so, they are currently reduced to one 1 BP / 1 MP.
- (14) The multiverse offers a red dragon to join the Heroes' party; it is controlled by their party leader until it expires or current quest is complete.
- (15) To the player who rolled the d20: lightning strike! Suffer 1D6 PDD.
- (16) Tea-time! Each hero restores 2BP and cures all status ailments.
- (17) A black dragon is summoned to the board (DM uses Monster Chart). It begins near the entry stairwell and becomes the last selectee on Zargon's turn.
- (18) All Heroes who have used their patron now have that slot restored.
- (19) To the player who rolled the d20: meteoric rain! Suffer 1D6 PDD.
- (20) The multiverse bestows a random equipment piece upon each hero (DM's discretion).

### D100: Random Monster Generator

This table serves as a listing for random monster generation for DM usage and can be a nice touch to the *Wandering Monster* scenario, adding more spontaneous fun to a quest! DM will use the monster chart respectively. Each monster generated displays the Black Banner of Zargon!

|                     |                      |                      |                      |
|---------------------|----------------------|----------------------|----------------------|
| (1) Doomguard C.W.  | (2) Swarm: DM Pick   | (3) Green Dragon     | (4) Giant Wolf       |
| (5) Gargoyle #1     | (6) Skaven           | (7) Gargoyle #2      | (8) Elven Archer     |
| (9) Bear            | (10) Skaven Champion | (11) Ice Gremlin     | (12) Necromancer     |
| (13) Goblin         | (14) Earth Elemental | (15) Ogre Archer     | (16) Elven Warrior   |
| (17) Chaos Warrior  | (18) Goblin Shaman   | (19) Ogre Brute      | (20) Skeleton Archer |
| (21) Giant Bat      | (22) Chaos Archer    | (23) Orc             | (24) Skullblight     |
| (25) Swarm: DM Pick | (26) Mummy           | (27) Ogre Champion   | (28) Orc Shaman      |
| (29) Giant Rat      | (30) Haunt           | (31) Skeleton        | (32) Spawnling       |
| (33) Black Orc      | (34) Vampire (Human) | (35) Zombie          | (36) Yeti            |
| (37) Giant Spider   | (38) Skaven Warlock  | (39) Wight           | (40) Frozen Horror   |
| (41) Wild Cat       | (42) Fimir           | (43) Ogre Chieftain  | (44) Polar Warbear   |
| (45) Wild Hound     | (46) Abomination     | (47) Red Dragon      | (48) Goblin          |
| (49) Hobgoblin      | (50) Swarm: DM Pick  | (51) Ogre Commander  | (52) Zombie          |
| (53) Wolf           | (54) Blightcrawler   | (55) Skaven Assassin | (56) Skeleton        |
| (57) Swarm: DM Pick | (58) Blue Dragon     | (59) Ogre Lord       | (60) Orc Warlord     |
| (61) Bugbear        | (62) Fire Elemental  | (63) Ogre Pikeman    | (64) Mummy           |
| (65) Air Elemental  | (66) Blightweaver    | (67) Ogre Warrior    | (68) Assassin        |
| (69) Vampire (Bat)  | (70) Dread Cultist   | (71) Lich in Throne  | (72) Abomination     |
| (73) Tomb Lord      | (74) Vampire (Wolf)  | (75) Orc Warlock     | (76) Gargoyle #1     |
| (77) Magus Guard    | (78) Troll           | (79) Wind Elemental  | (80) Wight           |
| (81) Black Dragon   | (82) Swarm: DM Pick  | (83) Vampire (Mist)  | (84) Lich            |
| (85) Swarm: DM Pick | (86) Dread Warrior   | (87) Phantasm        | (88) Gargoyle #2     |
| (89) Ghost          | (90) Ogre            | (91) Raptor          | (92) White Dragon    |
| (93) Specter        | (94) Dread Wraith    | (95) Serpent         | (96) Ogre            |
| (97) Lich           | (98) Giant Ape       | (99) Shade           | (100) Lich in Throne |

## LOST TOME

The Lost Tome stands as a master list of all the spells from the base set and Hero Quest expansions currently in possession of the Dungeon Master (DM).

Please refer to the actual card collection for each individual spell details.

The DM will allow the use of these spells by the heroes once they have become discovered, awarded, or purchased.

|                   |                    |  |
|-------------------|--------------------|--|
| Water of Healing  | Lifeforce          |  |
| Veil of Mist      | Pixie              |  |
| Sleep             | Shapeshift         |  |
| Ball of Flame     | Inspiring Tale     |  |
| Fire of Wrath     | Lullaby            |  |
| Courage           | Healing Song       |  |
| Genie             | Danger Sense       |  |
| Tempest           | Treasure Hunter    |  |
| Swift Wind        | Trapsmith          |  |
| Pass Through Rock | Frenzy             |  |
| Rock Skin         | Retaliation        |  |
| Heal Body         | Enrage             |  |
| Slow              | Stalwart           |  |
| Deep Sleep        | Knight's Challenge |  |
| Double Image      | Shield Block       |  |
| Disappear         | Demonform          |  |
| Flashback         | Dark Wings         |  |
| Hypnotic Blaze    | Fear               |  |
| Timestop          |                    |  |
| Twist Wood        |                    |  |

## Gold Chart

| <i><b>Bosses</b></i>          |                     |
|-------------------------------|---------------------|
| Doralf 700g                   |                     |
| Dread Witch 500g              |                     |
| Erongil 800g                  |                     |
| Festral 900g                  |                     |
| Karlen 600g                   |                     |
| Kedrick Gilbane 2000g         |                     |
| King Archaloneus 1500g        |                     |
| Kora: Lich Queen 3000g        |                     |
| Nexrael 200g                  |                     |
| Petrokk 400g                  |                     |
| Soran: Lich King 5000g        |                     |
| Xenloth 300g                  |                     |
| <i><b>Enemies</b></i>         |                     |
| Assassin 25g                  |                     |
| Elven Archer 25g              |                     |
| Elven Warrior 50g             |                     |
| Magus Guard 75g               |                     |
| <i><b>Zargon's Forces</b></i> |                     |
| Abomination 50g               | Ogre Commander 400g |
| Blightcrawler 75g             | Ogre Lord 500g      |
| Blightweaver 25g              | Ogre Pikeman 325g   |
| Chaos Warrior 100g            | Ogre Warrior 175g   |
| Dread Cultist 25g             | Ogre 100g           |
| Dread Warrior 100g            | Orc Archer 50g      |
| Dread Wraith 75g              | Orc Shaman 75g      |
| Fimir 50g                     | Orc Warlock 125g    |
| Frozen Horror 200g            | Orc Warlord 225g    |
| Gargoyle (1 – Grey) 200g      | Orc 50g             |
| Gargoyle (2 – Red) 300g       | Phantasm 50g        |
| Giant Ape 75g                 | Polar Warbear 125g  |
| Giant Wolf 75g                | Raptor 75g          |
| Goblin Archer (1) 50g         | Serpent 75g         |
| Goblin Archer (2) 50g         | Shade 50g           |
| Goblin 25g                    | Skeleton Archer 50g |
| Haunt 100g                    | Skeleton 25g        |
| Ice Gremlin 125g              | Skullblight 125g    |
| Lich 175g                     | Spawnling 10g       |
| Mummy 75g                     | Specter 50g         |
| Necromancer 300g              | Swarm Bat 75g       |
| Ogre Archer 75g               | Swarm Rat 75g       |
| Ogre Brute 150g               | Tomb Lord 150g      |
| Ogre Champion 200g            | Troll 75g           |
| Ogre Chieftain 350g           | Yeti 125g           |

|                              |                       |
|------------------------------|-----------------------|
| Zombie 50g                   |                       |
|                              |                       |
| Goblin Shaman 75g            | Wild Hound 25g        |
| Orc Shaman 100g              | Wolf 50g              |
| Black Orc 150g               | Elementals (all) 200g |
| Hobgoblin 75g                | Dragons (all) 400g    |
| Bugbear 25g                  |                       |
| Wight 25g                    |                       |
| Ghost 25g                    |                       |
| Vampire (human) 75g          |                       |
| Vampire (bat) 25g            |                       |
| Vampire (wolf) 50g           |                       |
| Vampire (mist) 25g           |                       |
| Lich in Throne 225g          |                       |
| Chaos Archer 125g            |                       |
| Doomguard Chaos Warrior 175g |                       |
| Swarms (all) 75g             |                       |
| Skaven 25g                   |                       |
| Skaven Champion 75g          |                       |
| Skaven Assassin 75g          |                       |
| Skaven Warlock 100g          |                       |
| Bear 50g                     |                       |
| Giant Bat 50g                |                       |
| Giant Rat 50g                |                       |
| Giant Spider 75g             |                       |
| Wild Cat 25g                 |                       |

### Monster Chart

| Orc-kin       |      |        |        |      |      |  |
|---------------|------|--------|--------|------|------|--|
|               | Move | Attack | Defend | Body | Mind | Special  |
| Goblin        | 10   | 2      | 1      | 1    | 1    |  |
| Goblin Archer | 10   | *2     | 1      | 1    | 1    | *2 against non-adjacent  |
| Goblin Shaman | 10   | 2      | 1      | 2    | 2    | Spellcaster: 2   |
| Orc           | 8    | 3      | 2      | 1    | 2    |  |
| Orc Archer    | 8    | *3     | 2      | 1    | 2    | *3 against non-adjacent  |
| Orc Shaman    | 8    | 2      | 2      | 2    | 3    | Spellcaster: 3   |
| Orc Warlord   | 7    | 4      | 3      | 3    | 4    | Green Tide: +1 attack die if the defender is adjacent to another orc.<br>Commander: +1 attack die to all other orcs. |
| Black Orc     | 6    | 3/3    | 3      | 2    | 2    | Two Attacks  |
| Fimir         | 6    | 3      | 3      | 2    | 3    |  |
| Hobgoblin     | 8    | 2      | 3      | 2    | 1    |  |
| Bugbear       | 6    | 4      | 3      | 3    | 2    |  |
| Troll         | 6    | 3/3    | 3      | 7    | 2    | Regenerate: 1, Two Attacks   |
| Ogre          | 4    | 6      | 4      | 5    | 2    |  |





| <b>Chaos</b>            |      |        |        |      |      |  |
|-------------------------|------|--------|--------|------|------|--|
|                         | Move | Attack | Defend | Body | Mind | Special                                  |
| Chaos Archer            | 8    | 3 (1)  | 2      | 2    | 2    | Ranged Attack                            |
| Chaos Warrior           | 7    | 4      | 4      | 3    | 3    |  |
| Doomguard Chaos Warrior | 8    | 4      | 6      | 3    | 3    |  |
| Gargoyle (1)            | 6    | 4      | 5      | 3    | 4    |  |
| Gargoyle (2)            | 6    | *4     | 5      | 3    | 4    | *May perform Extra ATK instead of moving |

| <b>Swarms</b>     |      |        |        |      |      |                           |
|-------------------|------|--------|--------|------|------|---------------------------|
|                   | Move | Attack | Defend | Body | Mind | Special                   |
| Giant Bat         | 12   | 1      | 3      | 1    | 1    | Flying                    |
| Giant Rat         | 10   | 1      | 2      | 1    | 1    | Up to: 2                  |
| Giant Spider      | 6    | 1      | 2      | 1    | 1    | Webs: 1, Poison           |
| Gigantic Scorpion | 8    | 4/4    | 6      | 8    | 2    | Two Attacks, Sting Attack |
| Gigantic Spider   | 8    | 4      | 4      | 8    | 2    | Webs: 4, Poison           |
| Snotling          | 12   | 1      | 1      | 1    | 1    | Up to: 4                  |

| <b>Skaven</b>   |      |        |        |      |      |                |
|-----------------|------|--------|--------|------|------|----------------|
|                 | Move | Attack | Defend | Body | Mind | Special        |
| Skaven          | 9    | 2      | 3      | 1    | 2    |                |
| Skaven Champion | 9    | 3      | 4      | 2    | 3    |                |
| Skaven Assassin | 10   | 2/1    | 2      | 2    | 2    | Two Attacks    |
| Skaven Warlock  | 9    | 1      | 3      | 2    | 4    | Spellcaster: 4 |

| <b>Arctic</b> |      |        |        |      |      |                 |
|---------------|------|--------|--------|------|------|-----------------|
|               | Move | Attack | Defend | Body | Mind | Special         |
| Ice Gremlin   | 10   | 2      | 3      | 3    | 3    | Steal Items     |
| Yeti          | 8    | 3      | 3      | 5    | 2    | Hug Attack      |
| Polar Warbear | 6    | 4/4    | 3      | 6    | 2    | Two Attacks     |
| Frozen Horror | 8    | 5      | 4      | 6    | 4    | Spellcaster: 12 |

| <b>Henchman</b> |      |        |        |      |      |                                    |
|-----------------|------|--------|--------|------|------|------------------------------------|
|                 | Move | Attack | Defend | Body | Mind | Special                            |
| Swordsman       | 5    | 4      | 5      | 2    | 2    | Cost: 100 GC                       |
| Crossbowman     | 6    | 3      | 3      | 2    | 2    | Cost: 75 GC, Wields Crossbow       |
| Halberdier      | 6    | 3      | 3      | 2    | 2    | Cost: 75 GC, Can Attack Diagonally |
| Scout           | 9    | 2      | 3      | 2    | 2    | Cost: 50 GC, Can Disarm Traps      |

| <b>Mercenary</b> |      |        |        |      |      |   |
|------------------|------|--------|--------|------|------|---|
|                  | Move | Attack | Defend | Body | Mind | Special   |
| Arbalist         | 6    | 3      | 3      | 2    | 2    | Cost: 75GC, Wields Crossbow, when attacking adjacent monsters, they use a broadsword. |
| Glaive           | 6    | 3      | 3      | 2    | 2    | Cost: 75GC, May attack diagonally.  |
| Ogre             | 8    | 4      | 4      | 4    | 1    | Cost: 150GC.  |
| Scout            | 9    | 2      | 3      | 2    | 2    | Cost: 50GC, Can detect and disarm traps like the Dwarf.                               |
| Striker          | 5    | 4      | 5      | 2    | 2    | Cost: 100GC.  |

| <b>Elven</b>  |      |        |        |      |      |               |
|---------------|------|--------|--------|------|------|---------------|
|               | Move | Attack | Defend | Body | Mind | Special       |
| Giant Wolf    | 9    | 6      | 3      | 5    | 1    |               |
| Elven Archer  | 6    | 4 (1)  | 2      | 3    | 2    | Ranged Attack |
| Elven Warrior | 6    | 4      | 3      | 3    | 2    |               |

| <b>Animals</b> |      |        |        |      |      |                       |
|----------------|------|--------|--------|------|------|-----------------------|
|                | Move | Attack | Defend | Body | Mind | Special               |
| Bear           | 7    | 3      | 3      | 6    | 1    | Hug Attack            |
| Giant Bat      | 12   | 1      | 3      | 1    | 1    | Flying                |
| Giant Rat      | 10   | 1      | 2      | 1    | 1    | Up to: 2              |
| Giant Spider   | 6    | 1      | 2      | 1    | 1    | Webs: 1, Poison       |
| Raptor         | 8    | *2     | 2      | 3    | 3    | May attack diagonally |

|            |    |     |   |   |   |                       |
|------------|----|-----|---|---|---|-----------------------|
| Saberfang  | 10 | *2  | 3 | 5 | 1 | May attack diagonally |
| Wild Cat   | 10 | 2/2 | 3 | 4 | 1 | Two Attacks           |
| Wild Hound | 10 | 4   | 2 | 3 | 1 |                       |
| Wolf       | 10 | 3   | 2 | 5 | 1 | May attack diagonally |

| Elementals      |      |        |        |      |      |  |
|-----------------|------|--------|--------|------|------|--|
|                 | Move | Attack | Defend | Body | Mind | Special  |
| Air Elemental   | 12   | 2      | 6      | 8    | 0    | Immune to Air, Double Damage from Earth, Only Magic Harms  |
| Earth Elemental | 6    | 6      | 4      | 8    | 0    | Immune to Earth, Double Damage from Air, Only Magic Harms  |
| Fire Elemental  | 10   | 5      | 4      | 8    | 0    | Immune to Fire, Double Damage from Water, Only Magic Harms |
| Water Elemental | 8    | 4      | 3      | 8    | 0    | Immune to Water, Double Damage from Fire, Only Magic Harms |

| Dragon (base) |      |         |        |      |      |  |
|---------------|------|---------|--------|------|------|--|
|               | Move | Attack  | Defend | Body | Mind | Special  |
| Black Dragon  | 12   | 4/3/3/2 | 6      | 15   | 5    | 3 Acid Breaths, Immune to Acid, Flying           |
| Blue Dragon   | 12   | 4/3/3/2 | 6      | 15   | 5    | 3 Lightning Breaths, Immune to Lightning, Flying |
| Green Dragon  | 12   | 4/3/3/2 | 6      | 15   | 5    | 3 Gas Breaths, Immune to Poison, Flying          |
| Red Dragon    | 12   | 4/3/3/2 | 6      | 15   | 5    | 3 Fire Breaths, Immune to Fire, Flying           |
| White Dragon  | 12   | 4/3/3/2 | 6      | 15   | 5    | 3 Ice Breaths, Immune to Ice, Flying             |

|                |      |        |        |      |      |  |
|----------------|------|--------|--------|------|------|--|
| Leftovers      |      |        |        |      |      |  |
|                | Move | Attack | Defend | Body | Mind | Special  |
| Abomination    | 6    | 3      | 3      | 2    | 3    |  |
| Assassin       | 10   | 5      | 3      | 2    | 3    | Each assassin may attack diagonally  |
| Blightcrawler  | 7    | 4      | 4      | 3    | 4    |  |
| Blightweaver   | 7    | 2      | 2      | 1    | 2    | Once per quest: Channel Dread/Creeping Grasp   |
| Dread Cultist  | 7    | 2      | 2      | 1    | 2    | Once per quest: Dreadlights/Channel Dread  |
| Dread Warrior  | 7    | 4      | 4      | 3    | 3    |  |
| Dread Wraith   | 9    | 6      | 4      | 5    | 5    | Ethereal; Once per quest: Dreadlights, Channel Dread, Fear, Summon Specters.   |
| Giant Ape      | 8    | 4      | 3      | 7    | 5    |  |
| Gargoyle (2)   | 6    | 4      | 5      | 3    | 4    | Dual Wield: may perform an extra attack instead of moving  |
| Haunt          | 4    | 2      | 4      | 1    | 0    | Spectral: May move through walls, figures, and furniture. Physical weapons only deal damage on black shields.<br><br>Haunting touch: Its attack cannot be defended against and deals damage to MP instead of BP. |
| Magus Guard    | 8    | 4      | 4      | 3    | 3    | Once per quest: Ball of Flame/Tempest  |
| Ogre Archer    |      |        |        |      |      |  |
| Ogre Brute     | 5    | 6      | 5      | 4    | 2    | Powerful Blow: after dealing damage to a figure, you may move it 1 space.  |
| Ogre Champion  | 6    | 5      | 4      | 6    | 1    |  |
| Ogre Chieftain | 8    | 3      | 3      | 2    | 3    | Green Tide: +1 attack die if the defender is adjacent to another orc.<br><br>Leader: +1 defense die to all other orcs.   |

|                 | Move | Attack | Defend | Body | Mind | Special  |
|-----------------|------|--------|--------|------|------|--|
| Ogre Commander  | 4    | 6      | 5      | 6    | 2    |  |
| Ogre Lord       | 4    | 6      | 6      | 10   | 5    |  |
| Ogre Pikeman    |      |        |        |      |      |  |
| Ogre Warrior    | 6    | 5      | 4      | 5    | 1    |  |
| Orc Warlock     | 7    | 2      | 2      | 2    | 4    | Green Tide: +1 attack die if the defender is adjacent to another orc.<br>Spellcaster: 2 random Chaos Spells.   |
| Phantasm        | 8    | 5      | 2      | 2    | 0    | Spectral; Enfeebling Touch: Targets damaged by the Phantasm has 1 less attack strength on their next turn.   |
| Raptor          | 8    | 3      | 2      | 2    | 3    |  |
| Serpent         | 8    | 4      | 3      | 6    | 3    |  |
| Shade           | 9    | 3      | 3      | 2    | 0    | Spectral; When attacking Shades with physical damage, only black shields deal damage.  |
| Skeleton Archer | 6    | *2     | 2      | 1    | 0    | *2 against non-adjacent  |
| Skullblight     | 6    | 3      | 2      | 2    | 0    |  |
| Spawnling       | 3    | 0      | 0      | 1    | 0    | *see card*   |
| Specter         | 8    | 3      | 3      | 1    | 0    | Undead, Ethereal; At will: Channel Dread   |
| Tomb Lord       | 4    | 4      | 4      | 3    | 0    | Mummy's Curse: All adjacent heroes and mercenaries have 1 less attack strength.<br>Spellcaster: 2 random Necromancer spells. (If Soul Drain is drawn, discard and draw again.) |

| <b>Bosses</b>    |      |        |        |      |      |  |
|------------------|------|--------|--------|------|------|--|
|                  | Move | Attack | Defend | Body | Mind | Special  |
| Doralf           | 6    | 6      | 5      | 7    | 3    |  |
| Dreadwitch       | 7    | 2      | 3      | 2    | 4    | Once per quest: Ball of Flame, Word of Pain, Curse.  |
| Erongil          | 4    | 2      | 6      | 3    | 4    | At will: Corpsemaster.   |
| Festral          | 6    | 4      | 5      | 3    | 8    | X3 per quest: Mind Burst, Mind Lock, Dominate.   |
| Karlen           | 8    | 4      | 4      | 3    | 4    | Once per quest: Ball of Flame, Cloud of Dread, Command.  |
| Kedrick Gilbane  | 7    | 5      | 5      | 4    | 4    | Once per quest: Command, Fear, Firestorm.  |
| King Archaloneus | 6    | 4      | 4      | 4    | 3    | Undead; Once per quest: Command, Rust, Sleep.  |
| Kora: Lich Queen | 4    | 4      | 4      | 14   | 4    | Spellcaster: +3 Random Necromancer Spells.<br>Ability: Charismatic Prism.<br>Extra: Can sacrifice 1MP to regain 2BP. |
| Nexrael          | 8    | 3      | 4      | 1    | 5    | X4 per quest: Mind Burst.  |
| Petrokk          | 8    | 4      | 4      | 3    | 4    | Once per quest: Fear, Tempest.   |
| Soran: Lich King | 5    | 5      | 5      | 15   | 5    | Spellcaster: +3 Random "DM" Spells.<br>Ability: Pandora's Box.<br>Extra: Can sacrifice 1MP to regain 2BP             |
| Xenloth          | 6    | 2      | 4      | 1    | 4    | X5 per ques: Mind Burst, Mind Lock.  |



|                     |  |
|---------------------|--|
| <b>Enemy Skills</b> |  |
| Skill               | Ability  |
| Spellcaster: X      | This monster has knowledge of magic and may cast spells. Choose X spells from the spells accessible and give them to this monster.   |
| Two Attacks         | This monster possesses two attacks. These two attacks can be made against one opponent or one attack can be made against two different opponents.  |
| Regenerate: X       | This monster has a regeneration ability that allows it to heal its wounds. This monster restores X Body Point(s) per turn until killed.  |
| Flying              | This monster can fly. With this ability, this monster may move through squares occupied by Heroes.   |
| Paralyze            | This monster's touch can paralyze whatever it touches. If the monster deals at least 1 Body Point of damage, the Hero is paralyzed. Immediately and on each following turn, that Hero rolls 1D6 for each remaining Body Point. If a 6 is rolled, the paralysis is removed and the Hero may move and take actions on his next turn. While paralyzed, the Hero may not move or attack and uses 2 dice to defend. |
| Ranged Attack       | This monster possesses a weapon that allows it to fire upon an enemy from a distance. The first attack dice value is the ranged attack which may be used against any target in the monster's line of sight. The second attack dice value is the close combat attack which is only used against adjacent enemies.   |
| Up To: X            | Some monsters are small enough that more than one may stand in a square. Up to X of that monster may stand in a square. When attacking or defending, monsters in that square have a total attack and defend dice of all monsters in that square. Monsters in this form retain their original Body and Mind Points and when enough damage is dealt to kill one, then one is removed, and so on.                 |
| Poison              | This monster's attack has poison in it. A Hero who suffers 1 Body Point of damage is treated as poisoned. A poisoned Hero will lose 1 Body Point on each following turn until he drinks a Potion of Healing (the potion only cures the poison, not any lost Body Points).  |
| Hypnosis            | This monster's mere looks can transfix a Hero turning him against his allies. A monster with this ability may try to hypnotize a Hero instead of performing an action. This hypnosis is treated as a Command Chaos Spell.  |
| Bite                | Some monsters have a bite that drains the life from its opponents. This monster may bite an adjacent Hero instead of attacking. If it chooses to bite, it attacks with half its attack dice. Any damage dealt to the Hero is added to the monster's Body Points total.   |

|                      |   |
|----------------------|---|
| Shapeshifter         | This monster can change its form. This monster has other forms listed. When changing forms it retains its current Body and Mind Points but Attack and Defend dice change to equal the monster's new form.   |
| Hug Attack           | By gripping the Hero, the monster squeezes the life out of him. If the monster's attack deals at least 1 Body Point of damage, the Hero is grabbed in a powerful hug. On each following monster turn, the Hero loses 2 Body Points. Neither the Hero or the monster may make any actions. This continues until the Hero dies or the monster is killed.          |
| Steal Items          | Some monsters may steal an item from the Heroes. Instead of attacking the monster may steal an item instead. The item stolen cannot be an armor or weapon the Hero is using. If the monster is slain, the item is recovered. If no Hero can see the monster that stole the item, remove it from the board. The item is removed from the Hero's character sheet. |
| Sting Attack         | This monster is able to grab its opponent and quickly hit him with a poison sting. If this monster inflicts 1 Body Point of damage from an attack, it grabs the Hero and deals 1 die of damage. If this deals any damage, the Hero is treated as poisoned.  |
| Webs: X              | This monster may make webs to block the Heroes movement. The monster may produce X web(s) that may be placed in any adjacent square or the square it stands on. The web blocks movement (except for the monster that made it and others of its type) but not line of sight. The web has defend dice equal to the monster's defend dice.                         |
| Immune to X          | This monster has a certain immunity to some forces of nature. Any damage dealt to the monster from an X source is reduced to zero.  |
| Double Damage from X | This monster has a certain weakness to some forces of nature. Any damage or damage dice dealt to this monster from an X source is doubled. Any dice used to prevent damage remain the same.   |
| Only Magic Harms     | This monster has a great immunity to non-magical attacks. Magical weapons or spells can only harm this monster.   |
| Nothing Harms        | This monster has assumed a form that protects it. This monster can't be harmed by anything magical or otherwise.  |

|                                      |  |
|--------------------------------------|--|
| <b>Dragon<br/>Breath<br/>Weapons</b> |  |
| Acid (Black Dragon)                  | This breath weapon is used on an adjacent character. The acid will eat up to 2 defense dice in armor (i.e. helmet and shield, chain mail, etc.). If the acid destroys some or no armor it deals 2 Body Points of damage whether none or one defense die is lost. Artifacts are unaffected and absorb the acid.   |
| Fire (Red Dragon)                    | This breath weapon sends out a line of fire up to five spaces in any direction. The flame deals 3 Body Points of damage. Each character hit then rolls 2D6, for each 5 or 6 rolled the damage is reduced by one point.   |
| Ice (White Dragon)                   | This breath weapon sends out a line of ice up to five spaces in any direction. The ice deals 2 Body Points of damage. Each character hit then rolls 2D6, for each 5 or 6 rolled the damage is reduced by one point. Any character hit by the ice and suffers at least one Body Point of damage is frozen. A frozen character can't perform any action including move, attack, or defend. A frozen character remains frozen until they roll a 6 on a D6 for each Body Point they have left. |
| Lightning (Blue Dragon)              | This breath weapon sends out a bolt of lightning in any direction. The bolt travels in a straight line until it hits a wall or closed door (but will pass over furniture). It inflicts 2 Body Points of damage on all characters that stand in its path.   |
| Poison Gas (Green Dragon)            | This breath weapon fills the room or corridor with a cloud of toxic gas. Everyone in the same room or corridor (except the dragon) suffer 3 Body Points of damage. Anyone that suffers damage rolls 2D6, for each 5 or 6 rolled the damage is reduced by one point.  |

## ZARGON

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Home Brew  
Hero Quest

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Last Update:  
01/17/2025

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# Chaos Spells

Game System Chaos / Dread spells

[Loretome: Mentor's Library](#)



## Support spells:

- *These spells target the warlock and/or his allies.*
- **Summon Undead:** This spell conjures up a group of undead to surround and protect the spellcaster. Roll one red die: Roll a 1 or 2 = 4 Skeletons Roll a 3 or 4 = 3 Skeletons, 2 Zombies Roll a 5 or 6 = 2 Zombies, 2 Mummies
- **Summon Orcs:** This spell conjures up a group of Orcs to surround and protect the spellcaster. Roll one red die: Roll a 1, 2 or 3 = 4 Orcs Roll a 4 or 5 = 5 Orcs Roll a 6 = 6 Orcs
- **Escape:** This spell allows the spellcaster to disappear and instantly teleport to a secret destination known only to Morcar / Zargon. This "safe place" is marked on the Quest Map.

## Debuff spells:

- *These spells target the Heroes but deal no damage.*
- **Tempest:** This spell creates a small whirlwind that envelops one Hero of your choice. That Hero will then miss his next turn.
- **Command:** This spell puts any one Hero under Morcar/Zargon's control. The spell can be broken immediately or on a future turn by the Hero rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, Morcar / Zargon, on his turn, can move the hero as a monster and attack other Heroes.
- **Fear:** This spell causes any one Hero to become so fearful that his attacks are reduced to one combat die. The spell can be broken by the Hero on a future turn by rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken.
- **Sleep:** This spell puts any one Hero into a deep sleep. A sleeping Hero is unable to move, attack, or defend himself. The spell can be broken immediately or on a future turn by the Hero rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken.

### Attack spells:

- *These spells target the Heroes and deal damage.*
- **Firestorm:** This spell creates a roomful of fire that inflicts 3 Body Points of damage on all Heroes and monsters in the same room with the spellcaster. The spellcaster is unaffected. All victims will immediately try to defend themselves. Not used in corridors.
- **Ball of Flame:** This spell can be cast on any one Hero. It will inflict 2 Body Points of damage. The Hero immediately rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

### Chaos spells: Kellar's Keep and Return of the Witch Lord

These spells were already available in the game system, but only Chaos Warlocks in the expansion sets used them.

- **Rust:** This spell causes any one metal sword or helmet to become so thin, brittle and useless that it can never be used again. Not effective against Artifacts.
- **Cloud of Chaos:** This spell paralyzes all Heroes located in the same room or corridor. A paralyzed Hero is unable to move, attack, or defend himself. The spell can be broken at once or on a future turn by each victim rolling one red die for each of his Mind Points. By rolling a 6, the Hero frees himself.
- **Lightning Bolt:** This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 points of Body damage on all Heroes or monsters that stand in its path.

### New Chaos spells: Against the Ogre Horde

- **Dominate:** The Chaos Sorcerer and defender both roll dice equal to their Mind points. If the Sorcerer scores two skulls or more, he may use the defender's combat piece for the duration of his turn.
- **Mind Blast:** The Chaos Sorcerer and defender both roll dice equal to their Mind points. The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.
- **Mind Lock:** The Chaos Sorcerer and defender both roll dice equal to their Mind points. The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer.

### New Chaos spells: Wizards of Morcar

- **High Mage spells:**
  - **Dispel:** The Sorcerer may pick one spell-using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.
  - **Escape:** The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard. Discard after use.

- **Madness:** Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells. Discard after use.
  - **Rust:** This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless. That equipment card should be discarded. Discard after use.
  - **Strands of Binding:** The Sorcerer may fire magical threads from his fingers, which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body point and roll four defense dice. The target may defend against other attacks. Discard after use.
  - **Wall of Flame:** The Sorcerer creates a magical wall of flame which covers two squares. The wall has one Body point and rolls six defense dice. Keep this card to hand until the wall is destroyed and then discard it.
- **Necromancer spells:**
    - Call Skeleton: This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once. Discard after use.
    - Death Bolt: The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses one Body point. Discard after use.
    - Fear: The target of this spell is filled with unreasonable terror and may not attack or cast spells on his next turn, although he may move and defend. Discard after use.
    - Raise the Dead: Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately. Discard after use.
    - Skulls of Doom: This spell allows a Sorcerer to hurl a magical skull at any opponent in his line of sight. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally. Discard after use.
    - Summon Mummy: This spell summons a mummy, which will appear in any square adjacent to the Sorcerer. It may move and attack at once. Discard after use.
- **Orc Shaman spells:**
    - Orc Berserker: The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigor. That Orc may then move twice and attack twice during that turn only. Discard after use.
    - Sharpen Blades: This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. Discard after use.
    - Shield of Protection: This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defense until the beginning of the Sorcerer's next turn. May only be cast in a room. Discard after use.
    - Spirit of Vengeance: This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice, which may be defended in the normal way and then vanishes. The spirit itself cannot be harmed. Discard after use.

- **Summon Goblins:** The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.
- **Summon Orcs:** The Sorcerer may immediately take two Orc figures from anywhere within his line of sight. The Orcs may move and attack immediately unless they have already done so during this turn. Discard after use.
- **Storm Master spells:**
  - **Blinding Sleet:** The Sorcerer may fill a room with blinding sleet. No one in that room may move, make ranged attacks or cast spells until the beginning of the Evil Wizard's next turn. Figures may only attack or defend if they are adjacent to another figure. Discard after use.
  - **Earthquake:** The Sorcerer may split the ground asunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer one Body point of damage as if they had fallen into a pit trap. Discard after use.
  - **Hurricane:** Sorcerer must cast this spell at one target who is in a straight line in front of him. That figure is then forced back in a straight line of squares until he hits a wall, another figure, falls down a pit trap or triggers another trap. Discard after use.
  - **Lightning Bolt:** The Sorcerer may fire a lightning bolt in a straight line of six squares. Use the lightning bolt card piece to determine who is hit. Anyone hit is attacked with three combat dice which they may defend against in the normal way. Resolve each attack separately. Discard after use.
  - **Thieving Wind:** This spell must be targeted at one figure. The figure loses one equipment card chosen at random which is returned to the equipment card pile. Discard after use.
  - **Wall of Ice:** The Sorcerer creates a magical wall of ice which covers two squares. The wall has one Body point and six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

#### New Chaos spells: Mage of the Mirror

- **Dispel:** This special spell may be cast by a Chaos spellcaster during a Hero's turn. It is used to try to cancel a spell cast by a Hero. The Dispel is cast immediately after the Hero casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the same. If the Chaos spellcaster's total is higher, the Hero's spell has been canceled.
- **Mind Blast:** This spell paralyzes one Hero within the spellcaster's line of sight. This Hero cannot move or attack. The Hero defends with 1 combat die. To break free of the spell, the Hero, on his turn, rolls 1 red die for every Mind Point he currently has. If a 6 is rolled on any die, the spell is broken and the Hero can move attack normally again on future turns.
- **Mirror Magic:** This spell may be cast by a Chaos spellcaster during a Hero's turn. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.



- **Reanimation:** This spell enables the spellcaster to reanimate all defeated skeletons, zombies, or mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.
- **Restore Chaos:** This spell may be cast only on one monster. It restores up to 6 lost Body Points to either the spellcaster or any monster within the spellcaster's line of sight.
- **Summon Wolves:** This spell conjures up a number of Giant Wolves to attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster.) To see how many Giant Wolves appear, roll red die and check the results: 1 or 2 = 1 Giant Wolf 3 or 4 = 2 Giant Wolves 5 or 6 = 3 Giant Wolves
- **Werewolf's Curse:** This spell may be cast on any Hero. The Hero rolls a red die. A roll of 6 means the spell has no effect. Any other result means the Hero is now afflicted with the Werewolf's Curse. See the "Turning Heroes into Werewolves" section of the Elf Quest Book for more information.

### New Chaos spells: The Frozen Horror

- **Chill:** This spell causes 1 Body Point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.
- **Ice Storm:** This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. Cannot be used in corridors.
- **Ice Wall:** This spell creates up to 4 squares of solid ice. (Use the single-square Magic Ice tiles) These squares block movement, but not line of sight. The squares need not be adjacent, but they all must be within the line of sight of the spellcaster. Each ice square lasts until the spellcaster dies, cancels the spell, or can no longer see the square, or until a cumulative total of 5 skulls are rolled in attacks on the ice square.
- **Mind Freeze:** This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the Mind Points section of the Barbarian Quest Book.)
- **Skate:** This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster may skate for up to 12 squares and may pass through Heroes and monsters during movement. The spell lasts only one turn.
- **Soothe:** The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

### List of Chaos Warlocks

| Name                 | Mov | Atk | Def | BP | MP | Spells                        | US version upgrades  |
|----------------------|-----|-----|-----|----|----|-------------------------------|--|
| <b>Hero Quest</b>    |     |     |     |    |    |                               |  |
| Sir Ragnar           | 1D6 | -   | 2   | 2  | -  | -                             | -  |
| Grak                 | 8   | 4   | 4   | 1  | 3  | -                             | BP+2, 3 Chaos spells (Fear, Sleep, Tempest)  |
| Balur                | 8   | 2   | 5   | 8  | 7  | 3 Fire spells, 1 Escape spell | BP+2, 6 Chaos spells instead of 4 (Ball of Flame, Firestorm, Tempest, Summon Orcs, Escape) |
| The Witch Lord (1)   | 1   | 2   | 6   | 6  | 4  | Invincible                    | 4 Chaos spells (Flameball, Fear, Command, Summon Undead)                                   |
| The Witch Lord (2)   | 10  | 5   | 6   | 1  | 4  | Invincible (almost)           | BP+3, 4 Chaos spells (Ball of Flame, 2x Fear, Command, Summon Undead, Tempest)             |
| <b>ヒーロークエスト</b>      |     |     |     |    |    |                               |  |
| Princess Miku        | 1D6 | -   | 1   | 3  | -  | -                             | -  |
| The Captain          | 8   | 4   | 4   | 2  | 0  | -                             | -  |
| Borough (1)          | 6   | 4   | 4   | 3  | 6  | -                             | -  |
| Borough (2)          | 4   | 3   | 2   | 2  | 4  | -                             | -  |
| Grimdead             | 8   | 4   | 4   | ?  | ?  | -                             | -  |
| <b>Kellar's Keep</b> |     |     |     |    |    |                               |  |
| Grigor               | 6   | 3   | 6   | 1  | 3  | -                             | BP+2, Mov+1, Atk+1, Def-2, 5 Chaos spells (Sommon Orcs, Fear,                              |

| Name                            | Mov | Atk | Def | BP | MP | Spells  | US version upgrades   |
|---------------------------------|-----|-----|-----|----|----|---|---|
| <b>Hero Quest</b>               |     |     |     |    |    |   |   |
|                                 |     |     |     |    |    |   | Rust, Ball of Flame, Lightning bolt)  |
| Petrokk                         | 6   | 3   | 4   | 1  | 3  | Additional attack on MP                                       | BP+2, Mov+1, Atk+1, renamed "Borokk"  |
| <b>Return of the Witch Lord</b> |     |     |     |    |    |   |   |
| Skulmar                         | 8   | 5   | 6   | 1  | 5  | -   | BP+2, MP-1  |
| Kessandria                      | 6   | 4   | 6   | 1  | 6  | Immune to spells (except Fire), 1 Swift Wind spell            | BP+2, MP-2, 5 more Chaos spells (Cloud of Chaos, Lightning Bolt, Fear, Sleep, Tempest)                    |
| The Witch Lord (3)              | 10  | 5   | 6   | 1  | 5  | Invincible (almost), summon 1 monster per turn                | BP+3, 6 Chaos spells instead of summon (Summon Undead, Firestorm, Tempest, Lightning Bolt, Fear, Command) |
| <b>Against the Ogre Hord</b>    |     |     |     |    |    |   |   |
| Nexrael                         | 8   | 3   | 4   | 1  | 5  | 4 Chaos tokens (4x Mindblast)                                 | -   |
| Festral                         | 6   | 4   | 5   | 3  | 8  | 9 Chaos tokens (3x Mindblast, 3x Mind Lock, 3x Domination)    | -   |
| Xenloth                         | 6   | 2   | 4   | 1  | 4  | 10 Chaos tokens (5x Mindblast, 5x Mind Lock)                  | -   |
| <b>The Dark Company</b>         |     |     |     |    |    |   |   |
| Delzarron                       | 6   | 3   | 4   | 3  | 3  | Summon 1 undead creature per turn (Zombie, Skeleton or Mummy) | -   |

| Name                      | Mov | Atk | Def | BP       | MP | Spells  | US version upgrades |
|---------------------------|-----|-----|-----|----------|----|---|---------------------|
| <b>Hero Quest</b>         |     |     |     |          |    |   |                     |
| <b>Wizards of Morcar</b>  |     |     |     |          |    |   |                     |
| Zanrath the High Mage     | 5   | 5   | 5   | Variable | 8  | 6 High Mage spells  | -                   |
| Fanrax the Necromancer    | 6   | 4   | 6   | Variable | 7  | 6 Necromancer spells  | -                   |
| Borroush the Storm Master | 7   | 6   | 5   | Variable | 6  | 6 Storm Master spells   | -                   |
| Grawshak the Orc Shaman   | 7   | 5   | 5   | Variable | 7  | 6 Orc Shaman spells   | -                   |
| <b>Mage of the Mirror</b> |     |     |     |          |    |   |                     |
| The High Alchemist        | 8   | 3   | 3   | 4        | 4  | 4 Chaos/Mirror spells (Mind Blast, Restore Chaos, Summon Wolves, Werewolf Curse)  | -                   |
| Tormuk                    | 8   | 4   | 4   | 6        | 6  | 6 Chaos/Mirror spells (Command, Mirror Magic, Mind Blast, Reanimation, Summon Wolves, Werewolf Curse)                         | -                   |
| Sinestra                  | 8   | 4   | 4   | 4        | 9  | 8 Chaos/Mirror spells (Dispel, Firestorm, Mindblast, Mirror Magic, Reanimation, Restore Chaos, Summon Wolves, Werewolf Curse) | -                   |
| <b>The Frozen Horror</b>  |     |     |     |          |    |   |                     |
| Vilor                     | 8   | 4   | 3   | 4        | 5  | 5 Chaos/Frozen spells (Chill, Ice Storm,  | -                   |

| Name          | Mov | Atk | Def | BP | MP | Spells                          | US version upgrades |
|---------------|-----|-----|-----|----|----|---------------------------------|---------------------|
| Hero Quest    |     |     |     |    |    |                                 |                     |
|               |     |     |     |    |    | Lightning Bolt, Sleep, Tempest) |                     |
| Frozen Horror | 8   | 5   | 4   | 6  | 4  | 12 Chaos/Frozen spells          | -                   |

### Zargon: the Patron!

Zargon's Chaos Warlocks are the only capable ones able to call forth Zargon as their patron during combat. (Once per quest, per Chaos Warlock) This executes in the same manner as it does for the Heroes. However, the DM will roll a 1D4 and execute accordingly:

1 = Zargon restores all BP and MP to the caster and their companions that share the same room or corridor.

2 = Zargon restores all spell and skill / ability slots for the caster and their companions that share the same room or corridor – if applicable.

3 = Zargon manifests a Blue Dragon near the caster (DM places enemy on board). It takes its turn last on the enemy initiative.

4 = Zargon populates 5 Dread Warriors near the caster to assist them in combat (DM places enemies on board). They take their turns in secession, but last on the enemy initiative.

## Significant NPCs

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This list serves as a compilation for DM's creativity and created NPCs. It will be considered a 'living document' as it may forever be changing.

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**Mayor Griswald:** this wealthy gentleman is the mayor of Ravenden. For many a year, he has been seeking out the band of heroes who are capable of destroying the Lich King, Soran, and is infamous Queen, Kora, from the lair of Mirrorfold, found deep within the Mystic Catacombs. Many adventurers have not returned and the Mayor questions the morality of his position with each failed attempt. His responsibilities weigh heavy on his soul. He is a good and trustworthy man – something rare in the realm of politics.

## Hero Quest Lore

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Between the older US/UK versions of HQ and their respective reprint counterparts, there seems to be mass confusion on the entirety of a story timeline. Therefore, we suggest the DM and players use both, as well as, their imaginative capabilities as they deem necessary. Thus, generating ideas, a great RPG experience, and hopefully warm memories. The following links are provided for these very purposes.

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1. [Ye Olde Inn](#)
2. [Loretome](#)
3. [Mentor's Library](#)
4. [HQ Lore](#)

Extras:

- a. [Battle Simulator](#)
- b. [HquestBuilder.com](#)
- c. [Card Editor](#)
- d. [Homebrew](#)
- e. [Hasbro Instructions](#)

## Artifacts, Equipment, and Items

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This is perhaps the most complicated aspect of HQ to homebrew. We find this to be the issue because on one hand, the manufactured cards are somewhat convenient and offer originality.

On the other hand, the multiple stacks of cards do tend to take up valuable table space, and there are never enough copies of any one individual card.

Plus, we currently see no way of anyone character possessing enough equipment to max out both their attack and defense dice. It seems overly impossible for one to increase their max BP or MP as well.

So...not to make this section undesirably long or painstakingly complete, we have opted to leave this avenue of gameplay solely up to the DM and the players.

In the future, we may or may not develop an actual table with details for all of these important pieces. But in the meantime, the actual cards are suggested, and no one should complain about home brew inventions. Have fun and best of luck!

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## Artifacts



Game System: Artifacts

[Loretome: Mentor's Library](#)

Artifacts are special, magical items such as weapons and armor that Heroes collect throughout their quests. Artifacts may be needed to defeat a special foe.

### HeroQuest

#### **Borin's Armor**

This magical suit of plate mail allows the wearer to roll four combat dice in defense. Unlike normal plate mail, this mysterious, ultralight metal armor does not slow down its wearer. In the USA, it may not be used by Wizard.

#### **Orc's Bane**

When using this magical shortsword, you roll 2 combat dice to attack. You may attack twice if attacking an Orc. In the USA, it may not be used by Wizard.

#### **Spirit Blade**

This magical broadsword has an eerie handle of carved bone. When using it, roll 3 combat dice to attack or four combat dice if attacking an undead monster (Skeleton, Zombie, or Mummy). In the USA, it may not be used by Wizard.

#### **Talisman of Lore**

This magical medallion increases your Mind Points by 2 (by 1 in the USA) for as long as it is worn.

### UK only

#### **Wand of Recall**

The Wand of Recall allows you to cast two spells instead of one during your turn.

## US only

### **Elixir of Life**

This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind Points. This potion can only be used once.

### **Ring of Return**

When invoked, this magical ring will return all Heroes that the ring wearer can 'see' to the starting point of the Quest. It can only be used once.

### **Spell Ring**

This ring enables the Wizard or Elf to cast one spell two times (not simultaneously). At the beginning of a Quest, the wearer of this ring must declare which of his spells he is storing in the ring.

### **Wand of Magic**

This artifact replaces the equipment card "Wand of Recall" in the USA. This magical wand allows the Elf or Wizard to cast two separate and different spells on his turn instead of one single spell.

### **Wizard's Cloak**

This artifact replaces the Quest treasure card "Cloak of Protection" in the USA.

This magical cloak made of shimmery fabric is covered with mystical runes. It can be worn only by the Wizard, giving him one extra Defend Dice.

### **Wizard's Staff**

This artifact replaces the equipment card "Staff" in the USA; the US staff grants just 1 attack dice and no diagonal attack.

This long ancient staff glows with a soft blue light. It can be used only by the Wizard, giving him the attack strength of 2 combat dice and the ability to strike diagonally.

## JP only

### **Silver Sword**

This board blade of silver can be wielded only by the Barbarian. When using it roll 4 combat dice to attack, or roll 5 if attacking a creature from the Realm of Chaos. A shield may not be equipped when using this weapon.

### **Frost Bow**

This bow is enchanted with the bow of ice and can be wielded only by the Elf. When using it roll 3 combat dice to attack. If the monster rolls no black shields in defense, it is bound by frost and cannot move, attack, or defend itself for one turn.

### **Flame Axe**

This axe has been enchanted with the power of fire and can be wielded only by the Dwarf. When using it roll 3 combat dice to attack, but if at least one skull is rolled, add an extra skull to the total due to the enchanted flames. A shield may not be equipped when using this weapon.

### **Rod of Memory**

This enchanted rod enables the Wizard to recall any spent spell. He must roll one red die for each of his mind points. If a 5 or 6 is rolled, he may cast that spent spell again during the same Quest. The use of this rod counts as an Action.

### **Talisman of Life**

This mysterious talisman has the power to resurrect all Heroes at once should they all die during a quest. However, all their gold will be taken by the monsters. Can be held only by the Wizard. Can be used only once per quest.

### **Dragon Eye**

This peculiar gem has the mysterious power to improve only one aspect the Hero desires: Body, Mind, Attack, or Defense. Its power is effective only once for each Hero. It may be sold by the hero who found it for 500 gold coins after it has been used by each hero.

### **Ancient Scroll**

In times when the power of Chaos return and again cause great suffering among the people, this scroll shall be opened. To the Heroes newly arrived in this land. Grimdead's revival is nigh. There is but one way to slay a Chaos God. Fire, then, Water, then Silver.

### **Kellar's Keep and Return of the Witch Lord**

#### **Spell Scroll**

##### **Ball of Flame**

This spell may be cast on a monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. May be used by any Hero. Scroll crumbles to dust after it is used.

#### **Spell Scroll**

##### **Fire of Wrath**

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.

### **Spell Scroll**

#### Heal Body

This spell may be cast on a Hero, including yourself. Its magical power will restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

### **Magical Throwing Dagger**

Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

### **Kellar's Keep only**

#### **Fire Ring**

Protects the wearer from any 2 Chaos fire spells. Ring disappears after wearer has been protected from the second fire spell.

### **Spell Scroll**

#### Courage

This spell may be cast on any Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

### **Spell Scroll**

#### Tempest

This spell may be cast on a monster, surrounding it with a small whirlwind. That monster will then miss its next turn. May be used by any Hero. Scroll crumbles to dust after it is used.

### **Spell Scroll**

#### Sleep

This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. May not be used against Mummies, Zombies, or Skeletons. May be used by any Hero. Scroll crumbles to dust after it is used.

### **Spell Scroll**

#### Genie

This spell conjures up a Genie who will do one of the following: open any door on the gameboard (revealing what lies beyond), OR use five combat dice to attack a monster within your line of sight. May be used by any Hero. Scroll crumbles to dust after it is used.

### **Spell Scroll**

#### **Rock Skin**

This spell may be cast on a Hero, including yourself. That Hero may roll one extra combat die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero. Scroll crumbles to dust when it is used.

### **Return of the Witch Lord only**

### **Spell Scroll**

#### **Pass Through Rock**

This spell may be cast on a Hero, including yourself. That Hero may then move through walls when that hero next moves. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas he is trapped forever! May be used by any Hero. Scroll crumbles to dust when it is used.

### **Rabbit Boots**

To jump over 1 discovered trap per turn, roll anything but a shield on 1 combat die.

### **Arm Band of Healing**

Restores 2 lost Body Points once per Quest. If the wearer's Body Points are reduced to zero, use immediately to restore 2 Body Points.

### **Dust of Disappearance**

If used on any Hero, this dust allows that Hero to move past any monsters encountered on his next turn. May only be used once.

### **Anti-poison Quill**

Restores any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

### **Mage of the Mirror**

#### **Ancient Staff**

This magical staff enables the Elf to reflect any monster's spell back at the spellcaster. The spellcaster and all other monsters in the same room suffer the full effects of the spell, while the Elf and his companions are immune to the effects. The staff works only 5 times, and then it becomes useless.

### **Elven Boots**

These boots grant the Elf an extra red die for movement. The Elf can roll 3 dice for movement either before or after taking an action. The boots wear out if the Elf rolls identical numbers on any 3 dice.

### **Elven Bracers**

These metallic wristbands have magical powers. When placed on the Elf's wrists, these glowing artifacts greatly enhance the Elf's physical and mental abilities. The bracers add 2 extra Body Points and 1 extra Mind point to the Elf's total. They can only be worn by the Elf.

### **Spell Scroll**

#### **Treasure Without Doom**

This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest. Scroll crumbles to dust after it is used.

### **Bone Wand**

This artifact enables any Hero to control all skeletons in one room for one turn. He can move them and make them attack during his turn. The hero can make the skeletons attack each other or any other monsters in the room. The Bone Wand works once per Quest.

### **Elven Bow of Vindication**

Only an Elf may use this. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow; the bow is useless once all the arrows have been fired. This card can be used only in the Elf Quest Pack.

### **Sky Orb**

The Hero who processes this orb may use it to absorb a total of 4 Mind Points of damage. Each time the Hero would normally suffer the loss of 1 Mind Point, he instead hands Zargon one of the blue Sky Orb tokens and suffers no Mind Point damage. When all 4 tokens have been handed to Zargon, the Sky Orb is useless.

### **The Frozen Horror**

#### **Amulet of the North**

This ancient magical item was made for Barbarian kings centuries ago. It may be worn only by a Barbarian. While worn, it adds 2 Body Points and 1 Mind Point to the Barbarian's totals.

### **Ring of Warmth**

This artifact grants the wearer immunity from the Chill spell, as well as to the effects of ice vaults and icy rivers.

### **Spell Scroll**

Chill

This spell causes 1 Body Point of damage to any monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack. Scroll crumbles to dust once used.

### **Spell Scroll**

#### **Ice Storm**

This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. Cannot be used in corridors. Scroll crumbles to dust once used.

### **Armband of Ice**

This powerful item grants its wearer immunity to Mind Freeze and Chill spells, plus immunity to damage from ice vaults and icy rivers for as long as it is worn. It also reduces the damage from an Ice Storm spell by 1 point, for the armband wearer only.

### **Snowshoes of Speed**

These magical snowshoes add 2 squares to a Hero's movement, and they also negate the effects of slippery ice for as long as they are worn. These can be used only on Quests in cold, icy regions.

### **Spell Scroll**

#### **Ice Bridge**

This spell creates a permanent bridge of Magic Ice tiles that enable Heroes to cross over any pit, trap, chasm, crevasse or icy square. Scroll crumbles to dust once used.

### **Spell Scroll**

#### **Psychic Recovery**

This spell restores all lost Mind Points to the spellcaster or any one Hero the caster chooses. Scroll crumbles to dust once used.

### **Spell Scroll**

#### **Skate**

This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through monsters and Heroes during movement. The spell lasts only one turn. Scroll crumbles to dust once used.

### **Spell Scroll**

#### **Warmth**

This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restores up to 3 lost Body Points. Scroll crumbles to dust once used.

## Equipment

Game System: Equipment

[Loretome: Mentor's Library](#)

There are 14 Equipment cards in the original and international versions, but only 12 equipment parts (no cards) in the US version.

Unlike the other heroes, the Wizard has limited equipment.

### Weapons

| Weapon                 | Price | Atk.              | Wiz? | Description  |
|------------------------|-------|-------------------|------|--|
| Dagger<br>(US only)    | 25    | 1                 | Yes  | This sharp knife gives you the attack strength of 1 combat die. A dagger can also be thrown at any monster you can "see," but is lost once it is thrown.   |
| Staff                  | 100   | 2<br>(1 in<br>US) | Yes  | This long, sturdy, wooden staff gives you the attack strength of 1 combat die. Because of its length, the staff enables you to attack diagonally. You may not use a shield when using this weapon. |
| Short<br>sword         | 150   | 2                 | -    | This short blade gives you the attack strength of 2 combat dice.   |
| Hand axe<br>(non-US)   | 150   | 2                 | -    | The hand axe allows to roll 2 combat dice in attack. It can also be thrown at any monster you can "see," but is lost once it is thrown.  |
| Spear<br>(non-US)      | 150   | 2                 | -    | The spear allows to roll 2 combat dice in attack. Because of its length, it enables you to attack diagonally. It can also be thrown at any monster you can "see," but is lost once it is thrown.   |
| Broadsword             | 250   | 3                 | -    | This wide blade gives you the attack of 3 combat dice.   |
| Longsword<br>(US only) | 350   | 3                 | -    | This long blade gives you the attack of 3 combat dice. Because of its length, the longsword enables you to attack diagonally.  |
| Crossbow               | 350   | 3                 | -    | This long-range weapon gives you the attack strength of 3 combat dice. You may fire at any monster that you can  |



| Weapon     | Price | Atk. | Wiz? | Description   |
|------------|-------|------|------|---|
|            |       |      |      | "see." However, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows.                 |
| Battle axe | 400   | 4    | -    | This heavy, double-edged axe gives you the attack strength of 4 combat dice. You may not use a shield when using this weapon. |

#### Armor

| Armor                           | Price              | Def. | Wiz? | Description   |
|---------------------------------|--------------------|------|------|---|
| Shield                          | 100<br>(150 in US) | +1   | -    | This hand-held armor gives you 1 extra combat die in defense. May not be used with the Battle Axe or the Staff.   |
| Helmet                          | 120<br>(125 in US) | +1   | -    | This protective headpiece gives you 1 extra combat die in defense.  |
| Bracers<br>(non-US)             | 200                | +1   | Only | The bracers allow to roll 1 extra die in defence.   |
| Cloak of protection<br>(non-US) | 350                | +1   | Only | The cloak allows to roll 1 extra die in defence.  |
| Chain mail                      | 450<br>(500 in US) | 3    | -    | This light metal armor gives you 1 extra combat die in defense. May be combined with the Helmet and/or Shield.  |
| Plate armor                     | 850                | 4    | -    | This heavy metal armor gives you 2 extra combat dice in defense. However, because it is so heavy, you may only roll 1 red die for movement while wearing it. May be combined with the Helmet and/or Shield. |

## Items

Game System: Items

[Loretome: Mentor's Library](#)

The Dwarf needs not the Tool kit, because he can disarm traps without failing.

| Item     | Price | Description  |
|----------|-------|--|
| Tool kit | 250   | This tool kit gives you a 50% chance to disarm any searched-for-and-found (but unsprung) trap. |

# Potions

Game System: Potions

[Loretome: Mentor's Library](#)



## **Potion of Healing**

You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may be used once.



## **Potion of Strength**

You can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack. This may only be used once.



## **Potion of Defense**

You can drink this potion at any time, giving you two extra combat dice the next time you defend. This may only be used once.



## **Heroic Brew**

If you drink its contents before you attack, you can make two attacks instead of one. This may only be used once.

### UK Only

#### **Potion of Speed**

You may drink the potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

### Wizards of Morcar

#### **Potion of Alchemy**

If you spread this paste over one item of equipment, it turns to gold and is worth 100 gold coins. That equipment card is then lost. Discard after use, along with the equipment card.

#### **Potion of Charm**

Drink all of this potion between Quests when you want to hire Men-at-Arms. You will then be able to hire up to three Men-at-Arms for 25 gold coins less than normal for each. Discard after use.

#### **Potion of Magical Aptitude**

If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two in that turn rather than one. Discard after use.

#### **Potion of Magic Resistance**

You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

#### **Potion of Magic Resistance (fire)**

If you drink the potion, you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst Trap. Discard after a fire attack has been resisted.

### US Only

Kellar's Keep and Return of the Witch Lord

#### **Potion of Restoration**

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**

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**

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**

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.

### **Mage of the Mirror**

#### **Air Walk**

This potion enables any Hero to walk on a cushion of air for one turn. He does not spring traps during this turn. The Hero can walk over pit traps as long as he can reach an unoccupied space on the other side. This may be used only once. Do not return this card to the deck.

### **Potion of Recall**

Any 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**

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**

When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling 2d6. 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**

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.

### **Wolfsbane Potion**

This may be used by any hero suffering under the Werewolf's Curse. This potion cures the Hero of this curse. This may be used only once. Do not return this card to the deck.

### **The Frozen Horror**

#### **Potion of Battle Rage**

Only the Barbarian can drink this purplered 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**

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**

Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1d6 to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

### **Frost Skin**

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.

### **Potion of Magic Resistance**

The potion in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This works only for the Hero drinking the potion. This potion may be used only once.

### **Potion of Warmth**

This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from Ice Storm or Chill spells, or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores 1 lost Body Point. This potion may be used only once.

## GLOSSARY

Adjacent: this is a term used to describe the first spaces immediately surrounding a character in the cardinal directions. When applicable, it can also mean the four spaces which are considered intermediate directions. Rarely, with some spells, skills, or abilities, it is the eight surrounding spaces of a character.

Body Points (BP): the number of health points a character possesses. If it ever reaches zero, they are considered expired and must be revived within one round or face certain death.

Boss: A particularly powerful antagonist who is usually faced at the climax of a quest or campaign.

Campaign: A series of linked quests that create a complete story arc.

Critical Failure (CRIT): When rolling a 1D6 to use a spell or skill / ability, the result of “1” equates to a natural failure and chosen slot becomes inexecutable.

Critical Hit (CRIT): If a player or monster rolls their attack or defense dice and acquires all skulls, this is considered a critical hit **(+2)**. Can still be defended against but stands for more bragging rights.

Critical Success (CRIT): When rolling a 1D6 to use a spell or skill / ability, the result of “6” equates to an epic success and if applicable, double damage is dealt.

Dungeon Master (DM): this is a term used to describe the player who is Zargon. This individual is not only the arch enemy of the heroes, but the “god-like” figure within the realm of Hero Quest – this player has ultimate authority over the multiverse and its outcomes.

Line of Sight (LoS): this is a term used to describe a character’s path of vision. They can naturally see up to four unobstructed spaces (not to include another hero) within any of the cardinal or intermediate directions.

Mind Points (MP): the number of mind points a character possesses. If it ever reaches zero, they are considered catatonic, mad, and slip into the coma of death. Their mind must be restored (revived) within one round or they face certain death.

Points of Direct Damage (PDD): this is a term used to describe direct damage inflicted by spells, skills, or abilities.

Presenter: The source of the side quest, usually (but not always) a QMC who hires the heroes or asks them for help.

Quest Master (QMC): The participant acting as the evil sorcerer in charge of presenting the various scenarios (or quests) for the heroes to embark upon.

Return Location: The room in which the heroes are supposed to go back to, often with the target in tow. This is often the room the presenter is in.

Side Quest: A (usually) short story-within-a-story that can give the heroes various rewards for succeeding in one or more goals.

Step: A task that represents one leg of a side quest. Some side quests only consist of one quest, while others consist of two or even three steps.

Target: A person, object or monster that is the objective of a side quest.

Target Location: This is a room or even a specific space the heroes must reach and sometimes drop off an item at or grab an item from.

Threat Points (TP): A method of giving a rough estimate of how challenging an encounter or side quest is.

Turn(s): this is a term used to describe when a spell, skill, or ability initiates. For example, if a spell declares verbiage like, "for three turns," it means current turn plus three.