

HeroQuest Potion Cards Volume I



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Vial Of Holy Water



Can be thrown at a target
up to 4 squares away.
Does 4 attack dice damage to
a single Undead, Chaos, or
Demon creature.

Potion Of Lighting Attack



Hero gets two attacks
every turn until
all opponents in
line of sight are defeated.

Potion Of Disguise



Once per adventure,
the Hero can take the
appearance of any monster.
They will not be attacked
by any monster or spell.
The disguise disappears
once the Hero attacks
any monster.

Potion of Invisibility



For one Combat turn,
the Hero cannot be attacked,
or targeted by magic.
You cannot cast spells,
but can attack normally.
Your Opponent gets no dice
for Defense!

Potion of Mana



Any Wizard character
may cast one extra spell
of his choice

Potion of Revealing



For one turn,
any Hero can mentally "see"
the contents of any adjacent room.
If not a Wizard character,
the Hero loses 1 mind point due
to the mental strain for the rest of
the adventure

Potion of Chance



See Table of Random
Potion Effects

Flash Powder



When thrown to the ground, two
chemicals react violently to produce
a blinding flash!
Blinds all opponents for one turn.
They cannot move, cast spells,
or attack. May only be used as a
means to escape--not with a attack.

Greek Fire



Can be thrown at a target
up to 4 squares away.
Does 5 damage dice
for 1d6 turns

Random Potion Effects Table

Roll 2 six-sided dice (2d6). All potion effects last only for the duration of the adventure.

- 2 Extra Mana. A Wizard can cast unlimited spells. A Warrior's attack dice are doubled.
- 3 Increased Health. All your hits points are doubled.
- 4 Your movements are accelerated-You may take two turns instead of one.
- 5 You grow to twice your normal size! Your movement is reduced to 1/2 due to the cramped environment of the dungeon. You do twice the amount of dice damage in combat.
- 6 You shrink to half your size! Your damage dice is reduced by 1/2 (round down), but your defense dice are doubled (round up) due to being more agile.
- 7 Yikes! Your gender changes! All your abilities will remain the same.
- 8 Your skin color changes into rainbow stripes that glow in the dark! You attract a wandering Monster every turn!
- 9 You turn into another creature! Roll on creature chart. All your abilities will remain the same.
- 10 You grow a second head! Double your mind points. You can attack an a monster on either side of you at the same time if you have a second weapon.
- 11 You now have refreshing, minty breath that causes automatically 1 point of damage to any adjacent undead monsters.
12. You have a sixth sense for traps--You avoid all traps you encounter.

Creature Chart

- 1 Goblin
- 2 Orc
- 3 Skeleton
- 4 Chaos Knight
- 5 Gargoyle
- 6 Zombie (Phew! you stink!)