

*HeroQuest Variants*

by Carl Forhan and Chris Knight

**Barbarian (CF):**

The Barbarian starts off strong due to his high Body Points and broadsword. However, after several Quests it readily becomes apparent that the other Heroes possess advantages that can outweigh those of the Barbarian, especially once quantities of armor and weapons become available.

Therefore, the Barbarian is awarded one extra die for all attacks with a hand-to-hand weapon (swords, axes, etc.). The starting weapon for the Barbarian is changed to a shortsword, since the bonus die will still allow three attack dice for the novice Hero. This bonus does not apply to any thrown or fired weapon, such as a thrown dagger or crossbow.

**Dwarf / Tool Kit (CF):**

The Dwarf has a considerable advantage in his disarm traps ability (succeeds five out of six times), while the Tool Kit is expensive yet provides only a three out of six chance of success. To even this out, the Dwarf's ability is lowered to succeed only when a white skull is rolled (three out of six), and the Tool Kit is raised to succeed when anything but a white shield is rolled (four out of six).

**Facing (CK):**

Heroes and monsters face in the direction that their figure faces.

Heroes and monsters can only perform actions (such as attack, open or search) on objects or spaces which are directly in front of them or to either side. Any objects or spaces in the back 90-degree arc cannot be seen and therefore cannot be acted upon. Therefore, if the front of the Hero is assumed to be facing the top of this page:

Front Arc	Front Arc	Front Arc
Front Arc	Front Back Front	Front Arc
Rear Arc	Rear Arc	Rear Arc

Movement backwards takes one extra movement point (two total per space moved) and changing facing takes one movement point per 90-degrees turned.

If a Hero or monster attacks an enemy from within their rear 90-degree arc (consisting of three squares), the attacker receives one extra die on the attack, and the defender may not use a shield in the defense roll. All other attacks are resolved normally.

## Immunities (CF):

Some monsters should be allowed to have immunities to certain weapons or attack types. For example, the Shadow Golem from the "Hall of Foes" in *Vindicator #3* is immune to nonmagical weapons. Other suggested immunities are: spells, fire-based attacks, cold-based attacks, steel weapons, and so on. Use your imagination, but don't be too harsh on the players' Heroes! Use immunities for select powerful monsters to keep the players on their toes.

## Movement (CK):

Opening or closing a door takes one movement point.

Moving through an unfriendly Hero or monster takes one extra movement point. If a Hero moves through a monster-occupied square, the monster gets a free attack. If that attack succeeds in getting a black skull (whether or not it causes damage) the Hero cannot pass through the monster's square and is blocked. The reverse is true for monsters wishing to pass through player-occupied squares; a Hero rolling a white shield will block the monster's movement. At the Zargon player's discretion, a particular passage can be identified as being very cramped, thus forcing Heroes or monsters to spend the extra movement point to pass through even friendly counterparts.

## Noise (CK):

If Heroes and monsters are fighting in a room which is adjacent to an occupied room, any non-dead creatures will hear the commotion and open the adjoining door to join the fray. The Zargon player may want to use this rule sparingly, to maintain the suspense for the players.

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