

# HeroQuest Supplemental Rules

## By Jacob Busby

This documents outlines a number of rules, which you may consider adding to your HQ games to add additional variety. These rules are optional. I hope you will enjoy them, but if they don't work for you, change them as you see fit.

### 1. Combat Cards

Combat cards allow fighters to perform special stunts. The Dwarf and Barbarian begin each quest with one combat card, which can be used as seen fit. Upon becoming a Champion (see below), the Dwarf and Barbarian gain an additional Combat Card, whilst the Elf begins the game with one combat card.

The *Ring of Brilliance*, a quest item alluded to in the *Dark Company* Quest, allows its bearer to draw an extra combat card at the start of each quest.

The Evil Wizard player should draw a number of combat cards equal to the total number of cards drawn by the Heroes. Hence, the tougher the heroes are, the tougher the opposition will be. Only one Combat Card may be used per player each turn. Combat cards should be used when appropriate.

### 2. Adventurer Ranks

Adventurer Ranks are a way of determining the strength of a party of heroes. By using ranks, Dungeons can be designed with parties of different strengths in mind. The theory behind ranks is that the more quests the Heroes have completed, the more gold they will have attained. Furthermore, the more quests a Hero has completed, the more likely it is that they have some Quest Treasures.

Ranks allow Heroes to gain extra abilities. However the price of fame is notoriety, the Evil Wizard player will gain extra Monsters for his Monster Pool. The ranks and effects are as follows:

#### *Fledgling (0-2 Quests completed)*

There are no special effects

#### *Champion (3-5 Quests completed)*

- The Hero receives a one-time reward of 200 gold from the Emperor for service rendered.
- The Hero may now hire one Henchman. No Champion may hire more than one henchman.
- The Elf, Dwarf and Barbarian may draw one additional Combat Card at the start of any quest.
- The Evil Wizard player may add one Goblin (or Skeleton) to his Monster pool for every Champion that ventures on a Quest.

#### *Veteran (6-9 Quests completed)*

- The Hero may now hire two Henchmen. No Veteran may hire more than two henchmen.
- The Evil Wizard player may add one Orc (or Zombie) to his Monster pool for every Veteran that ventures on any Quest.

#### *Knight (10-19 Quests completed)*

- The Hero may prefix his or her name with Sir or Lady.
- The Hero may now hire three Henchmen. No Veteran may hire more than three henchmen.
- The Hero may now purchase potions in addition to ordinary equipment.
- The Evil Wizard player may add one Fimir (or Mummy) to his Monster pool for every Knight that ventures on a Quest.

#### *Legend (20+ Quests completed)*

- The Hero gains Legendary abilities as outlined below.
- The Evil Wizard player may add one Chaos Warrior to his Monster pool for every Legend that ventures on a Quest.
- The Evil Wizard may draw one extra combat card for each Legend he is facing.

### 3. **Legendary Abilities**

**Berserker Rage (Dwarf):** By expending a Mind point you may go into a Berserk Rage. This allows you to swap any number of defence dice into attack dice until the end of the turn.

**Extra Spell School (Wizard):** You may choose one extra spell school at the start of the game. Whenever you attempt to cast a spell you must roll one dice and roll equal to or less than your current Mind points. Failure to do so means the spell is botched and fails to go off (you keep the card though). Regardless of failure or success, attempting to cast a spell from your extra school costs one Mind point.

**Marksmanship (Elf):** When firing a bow rolling four dice in attack instead of two dice.

**Split Shot (Elf):** You may split your missile rolls between two targets. Decide how many dice to split between each target (up to the total of your missile dice), then roll one dice. If the result is equal to or less than your mind points, your split shot comes off, otherwise you lose your concentration and all your shots miss. You may use this ability multiple times in a single turn, but if you fail the Mind test all shots you fire this turn will miss.

**Tactics (Barbarian):** Once per turn, if he succeeds rolling equal to or less than his Mind points, he may choose to grant one model within his Line-of-Sight one additional attack or defence dice. This skill must be used before the dice are rolled.

**Tunnel Fighting (Dwarf):** You have learnt to use your small size to your advantage. Roll one extra attack and defence dice whenever fighting Ogres, Trolls and other “large creatures”

### 4. **Monster Pools**

The monster pool grants the Evil Wizard player with some latitude to make certain areas in the dungeon more dangerous. The Evil Wizard player may add the wandering monster assigned to the dungeon to his monster pool. The monster pool can grow in two possible ways:

- If the Adventurer Ranks are in use (see below), the Evil Wizard player begins the game with the extra monsters described in the Monster pool.
- Whenever a Wandering Monster result is determined, the Evil Wizard player may add the Wandering Monster to his Monster Pool instead.

The Monster Pool can be used whenever the Heroes uncover new ground in the dungeon (e.g. open a door, go round a corner in a corridor) The Evil Wizard player may place one or more monsters from the Monster Pool on the board within Line of Sight of the Hero who has uncovered new ground.

Alternatively, the Evil Wizard player may play monsters from the Monster Pool on his turn, at any location the Heroes have currently visited, but these monsters may neither move nor attack on the turn they are played.

*Example: If one Legend and two Knights and a Champion ventured on a Quest, the Evil Wizard player could add one Goblin, two Fimir and one Chaos Warrior plus the Wandering Monster(s) to his initial Monster Pool.*

### 5. **Shock/Unconsciousness**

Some of the rules additions make the dungeon a more dangerous place for Heroes to venture. These rules should be applied when a Hero reaches zero in one of his characteristics.

A Hero goes into Shock when he reaches zero Mind points. Whilst in the shock, the following effects apply:

- Any further Mind damage suffered by the Hero is dealt as the Body damage instead.
- The Hero may not use any Equipment items to boost his attack or defence dice.
- The Hero only rolls one dice for movement.
- The Hero only rolls one dice when attacking.
- The Hero only rolls two dice when defending.

## 5. Shock/~~Unconsciousness~~ (Continued)

A Hero becomes unconscious at zero Body points. Whilst unconscious, the following effects apply:

- The Hero misses all of his turns, and may not cast spells, move, or engage in combat.
- Any Henchmen belonging to the Hero become disenchanting and leave his service; remove them from the board.
- The Hero rolls no dice in defence.
- The Hero may be *looted* instead of attacked. When looting the body, the Hero loses all gold and treasure permanently to the looter. Furthermore, one piece of equipment or potion may be looted per loot attempt. If the looter is a monster, any items and/or gold are permanently lost, otherwise they are taken by the looting player. Quest Treasures may only be looted by Heroes and Dungeon Bosses.
- The Hero can be carried by another Hero. The carrying Hero halves his movement (round up) whilst carrying his colleague.
- The Hero will recover from unconsciousness if healed up to one or more Body points.
- The Elixir of Life treasure will restore a Hero from unconsciousness to full Body points.
- If the Hero ever reaches a negative Body point level equal to or less than his Body points, the Hero dies, at which point only an Elixir of Life can be used to save him.
- If all of the other Heroes leave the dungeon without carrying the unconscious Hero with them, he is presumed to have died.

Henchmen never go into shock or unconsciousness. They either go insane or die. In either event, they should be removed from the board.

## 6. Dungeon Bosses

Some random events (See Section 8: Random Events) refer to Dungeon Bosses. Before any quest starts, the Evil Wizard player may choose one (or more) appropriate creatures to act as Dungeon Bosses. Use your common sense when assigning Dungeon Bosses, and remember that not every quest needs to have one.

Rules for Dungeon Bosses are as follows:

- Dungeon Bosses are affected by any events that affect Dungeon Bosses or any events that affect creatures of that Race.
- If a Dungeon Boss only has one Body point he should be given a second one
- If a Dungeon Boss has no Mind points, assume that he has one Mind point instead.
- Dungeon Bosses can use any combat card that would normally only be playable by a specific creature, though if that card calls for an attack, it must be made with that creature's attack characteristic. (Ex. If a dungeon Boss plays Harass, he only rolls two dice when making the Harass attack.)
- Dungeon Bosses are fearsome combatants. Heroes are unaffected, but henchmen always roll one less attack dice when attacking them.
- Whenever the Heroes encounter a Dungeon Boss, the Evil Wizard player must inform them that they have encountered a Dungeon Boss and point out the appropriate figure. (Good villains can't resist making melodramatic speeches when they encounter Heroes.)
- Dungeon Bosses always carry a bounty on their heads. Multiply by thirty the highest combat characteristic (Attack, Defence, Mind or Body) that the Dungeon Boss has. Add twenty per spell or special attack or defence that the Dungeon Boss has. This represents the number of gold pieces that should be awarded to the Hero that kills the Dungeon Boss. This amount is recorded in addition to any bounty stated in the Quest Text.
- Dungeon Bosses may open doors and search for traps, secret doors and treasure.
- If a Dungeon Boss loots a Hero he may use any items found against the remaining Heroes. For instance, if the Dungeon Boss loots a Potion of Heroic Brew, he may drink it and double his attacks for the next round. Likewise if the Dungeon Boss loots a Helmet, it may add one to its defence dice. Any unused equipment may be recovered when the Dungeon Boss is slain.

## 7. Effective Missile Ranges

In order to encourage more hand-to-hand combat, the following rules are suggested for ranged combat:

- No missile may be used to fire into an adjacent square.
- Thrown missile weapons, such as the hand-axe or dagger, have an effective range of four squares. For each square beyond the range, the combatant rolls one less attack dice.
- Aimed missile weapons, such as the bow and crossbow, have an effective range of eight squares. For every two squares beyond this range, the combatant rolls one less attack dice.
- Magical thrown weapons add one to their thrown range, and degrade one per two squares.
- Magical missile weapons add two to their effective range, and degrade once per three squares.

### Examples

- i) A crossbow firing at a distance of two to eight squares rolls three dice. However if the same crossbow were to fire at a distance of twelve squares only one dice would be rolled
- ii) A sling<sup>1</sup> has firing at a distance of two to eight squares rolls one dice. The sling may not be used at nine or more squares distance.
- iii) A Dwarf wielding Sognistaine<sup>2</sup> may throw it up to five squares for a two dice attack, or up to seven squares for a one dice attack.

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<sup>1</sup> One dice missile weapons used by Skaven. Source: *The Halls of Durrag Dol*

<sup>2</sup> A magical hammer that can grants invulnerability to elemental attacks and can be used as a two dice thrown weapon that returns to the bearer's hand if it misses. Source: *The Halls of Durrag Dol*

## 8. Random Events

Random Events allow for unexpected occurrences to happen in the dungeon. Random Events may impede players (Wandering Monster), impede the Evil Wizard player (Instability) or affect both sides (Rage) Because Heroes never know when the next random event might turn up a Wandering Monster or Goblin Scout, they should hopefully discourage the “all-gather-round-the-door-before-rushing-in” syndrome, that can plague Heroquest.

Just before the Heroes start their turn, the Evil Wizard player should roll a combat dice to determine the type of event. A white shield event usually indicates an event, which is usually beneficial to the Heroes. A Skull generally favours Morcar. On the roll of a black shield, no event occurs.

Once the type of event has been determined, d66 should be rolled to determine what the actual event represents. D66 rolls can be simulated by rolling two six sided dice. The first number indicates the “tens”, the second number rolled indicates the “digits”. A list of events is given below:

### **Fortune's Protection -White Shield**

#### **11 NO EVENT**

No noteworthy occurrences happen during this turn.

#### **12 BRIC-A-BRAC**

There is too much cover around to use missiles effectively. No figure may fire any missile weapons this turn.

#### **13 PANIC**

Things get frenetic. Neither Morcar nor any Hero may play a combat card this turn.

#### **14 RAGE**

The combat gets decidedly aggressive. All figures engaged in combat this turn may roll one additional attack dice.

#### **15 CAUTION**

The combat gets very cagey. All figures engaged in combat this turn may roll one additional defence dice.

#### **16 LOW CEILING**

The ceiling in this room or corridor is particularly low. No Hero may wield a Long sword or Battle-axe for this turn. All monsters or henchman that roll 4 or more attack dice, roll one less dice in attack this turn.

#### **21 CHARGE.**

The barbarian launches into a mighty charge. He may add one to his movement roll and roll two additional combat dice this turn. Regardless of whether any damage is dealt this turn or not, any opponent facing the barbarian must move back a number of spaces equal to the number of skulls the barbarian rolled during his attack.

#### **22 HATED ENEMY**

The enemy are members of the Skull-Splitter tribe, ancient dwarvish enemies. If the Dwarf defeats one or more Orcs or Goblins this turn, he may take an extra turn. Only one extra turn, per turn, may be taken in this manner. This effect lasts until their Orcs or Goblins within Line of Sight are defeated.

#### **23 HERBALISM**

Growing amongst the mosses on the walls of the dungeon is a small sprig of Alfhaele. The Elf may use its herbal essence to heal himself of two body points, or one other party member of one body point of damage.

## **Fortune's Protection -White Shield (Continued)**

### **24 MAGE'S NMEMONIC**

The wizard is inspired by an old rhyme to recall some of his magic powers. If he rolls equal to or less than his Mind score or one dice or less he may recover one spell he previously cast in this quest.

### **25 CAMARADERIE**

Inspired by the leaders of the heroes around them, your henchmen fight as a well-rounded unit. Any henchmen roll one more dice in attack and defence until the end of this turn.

### **26 TRAGIC SACRIFICE**

One henchman takes the damage for his master. The next wound suffered by any hero should be applied to one of their henchmen instead. This effect lasts until the end of the turn.

### **31-34 MONEY POUCHES**

The monsters you are fighting have recently been paid. Each figure has a number of gold pieces equal to ten times its Mind value. This gold can only be claimed by the Hero who defeats the monster in question. This effect lasts until the end of the turn.

### **35-36 SPOILS OF WAR**

The monsters in these parts have recently been on a raid. Any hero who searches for treasure should draw twice the number of treasure cards that they would normally draw. This effect lasts until the end of the turn.

### **41-42 TRIBAL ARGUMENT**

A vicious argument breaks out between the monsters. The hero who controls the least number of henchmen may take control of up to two Orcs or Goblins until the end of turn. These figures may not perform suicidal actions but may be made to attack their former comrades, explore unexplored areas, open new doors, etc. This effect lasts until the end of the turn.

### **43-44 INSTABILITY**

All undead with no Mind points move at half speed until the end of this turn.

### **45-46 HEROISM**

Paragons of bravery and courage send shivers down the spine of all servants of Chaos. All Chaos Warriors, Gargoyles and Dungeon Bosses roll one less defence dice until the end of the turn.

### **51-52 STEALTH**

Using stealth the heroes surprise their opponents. Any new monsters encountered this turn roll one less dice in attack and may not cast any spells this turn.

### **53 RUSTED MECHANISM**

Even the finest trap will fail if its internal mechanism are not kept in order. The first trap sprung by any hero this turn fails to go off. If the trap is a pit trap, do not place an open pit on the board.

### **54-56 EASY GOING**

Smooth Dwarven paving slabs make this portion of the dungeon particularly easy to traverse. The heroes may add two to any movement rolls they make for this turn.

## Fortune's Protection -White Shield (Continued)

### 61 RUNE DOOR

The Heroes discover an ancient rune door carved into the wall. If they can read the runes on the door, they might be able to cut a long journey short. One hero (chosen randomly) should decide the location of the rune door. A Hero may open the Rune Door can be opened by rolling equal to or less than their Mind points on two dice. The Dwarf, who is familiar with runes, need only roll one dice. The Rune Door may only be opened by a hero or Dungeon Boss who has Line-of-Sight to it. Attempting to open it counts as that Hero's action for that turn. Henchmen may not open Rune Doors.

If the door is opened, a secret door should be placed on the board in the location of the Rune Door. If the Rune Door is not opened by the end of the turn, the runes fade away and the opportunity to open it has passed.

*This is a unique event and may only happen once per dungeon level.*

### 62 TORTURE VICTIM

The Heroes encounter a torture victim. This event may only occur in a room that contains a rack and at least one monster. If the Heroes manage to slay all the monsters in the room with the rack, the hero who slew the last monster may claim a henchmen of their choice, in addition to any other rewards. This henchman has the Loyal trait.

If the Heroes fail to defeat all the monsters in the room, the torture victim dies at the end of the turn.

*This is a unique event and may only happen once per dungeon level.*

### 63 MOVEMENT IN THE SHADOWS

Movement in the shadows gives away the positions of all traps and secret doors. Each Hero may automatically search for traps and secret doors this turn, without spending any actions to do so.

*This is a unique event and may only happen once per dungeon level.*

### 64 SHRINE

The Heroes stumble onto a forgotten shrine. If they can sanctify it by clearing the room of monsters, they may receive a Blessing which they can use once at any time in the current dungeon. Roll one dice to determine the type of shrine and blessing.

1 Earth	The Hero is the recipient of a Rock Skin spell.
2 Air	The Hero is the recipient of a Swift Wind spell.
3 Fire	The Hero is the recipient of a Courage spell.
4 Water	The Hero is the recipient of a Veil of Mist spell.
5 Healing	The Hero may heal four body points of damage.
6 Treasure	The Hero is the recipient of a Treasure Without Doom spell.

The Treasure Without Doom spell allows a Hero to search for treasure and redraw any negative treasure cards that they draw. If the monsters are not defeated by the end of the turn, the shrine is forever desecrated. This event may only occur in a room with one or more monsters in it.

*This is a unique event and may only happen once per dungeon level.*

### 65 INTERVENTION FROM MENTOR

Mentor is able to send the Heroes some supernatural aid. Each Hero may heal one Body and one mind point. This event may not occur if the Intervention from Morcar event has occurred.

*This is a unique event and may only happen once per dungeon level.*

### 66 TRIUMPH OF VIRTUE

The forces of Law win a victory in the Celestial courts. Each Hero and henchman may roll one extra attack dice and two extra defence dice until the end of the turn. Each Hero may heal one Body point of damage. This event may not occur if the Triumph of Chaos event has occurred.

*This is a unique event and may only happen once per dungeon level.*

## **Chaos Omen -Skull**

### **11 NO EVENT**

No noteworthy occurrences happen during this turn.

### **12 BRIC-A-BRAC**

There is too much cover around to use missiles effectively. No figure may fire any missile weapons this turn.

### **13 PANIC**

Things get frenetic. Neither Morcar nor any Hero may play a combat card this turn.

### **14 RAGE**

The combat gets decidedly aggressive. All figures engaged in combat this turn may roll one additional attack dice.

### **15 CAUTION**

The combat gets very cagey. All figures engaged in combat this turn may roll one additional defence dice.

### **16 LOW CEILING**

The ceiling in this room or corridor is particularly low. No Hero may wield a longsword or battle-axe for this turn. All monsters or henchman that roll 4 or more attack dice, roll one less dice in attack this turn.

### **21 OVEREXTENDED**

An overenthusiastic swing leaves the barbarian at a disadvantage. The Barbarian rolls one extra dice in attack this turn, but rolls two less dice in defence. This effect lasts until the end of the turn.

### **22 BLOOD FEUD**

The Orcs and Goblins in this section of the dungeon are members of the Bleeding Palm tribe, who have suffered many defeats at the hands of the Dwarves and hate them with a vengeance. All Orcs and Goblins get one additional attack dice when attacking the dwarf. This effect lasts until there are no more Orcs and Goblins within line of sight.

### **23 BANSHEE'S WAIL**

The ethereal scream of a banshee, an elf-maiden doomed to live forever in the twilight world, echoes the dungeon. The elf is particularly susceptible to this attack and must roll less than equal to his mind points on one dice. Failure to do so means that he misses his next turn and defends with one less dice than normal.

Any Elven monsters and henchman must make the same roll or suffer the same consequences.

### **24 CHAOS FLUX**

Fluctuations in the chaos vortex encroach upon the wizards mind. Unable to fully focus, he may not cast any spells this turn.

### **25 MUTINY**

Disturbed by the loss of their comrade, all your henchmen immediately demand a wage rise. All henchmen must be paid an additional 10 gold pieces each or they immediately leave the service of the Heroes. This event will only occur if one or more henchmen die this turn.



## **Chaos Omen -Skull (Continued)**

### **26 LURE OF CHAOS**

Sibilant voices whisper into the ears of one henchman. The chosen henchman must roll one dice. If he or she rolls equal to or less than his Mind points, the effect is resisted; otherwise the henchman turns to chaos, and should now be controlled by Morcar.

### **31-34 WANDERING MONSTERS**

Wandering monsters hear the Heroes and come to investigate. Place the wandering monster(s) for this dungeon at the edge of Line of Sight for one hero.

### **35 GOBLIN SCOUT**

A goblin scout spots the Heroes. Place a Goblin at the edge of Line of Sight for one hero. If this Goblin is not slain during the Heroes turn, you may place an additional Wandering Monster on the board, as per the Wandering Monster event (31-34) above.

This event may only be played if the wandering monster(s) for this dungeon involves Goblins, Orcs or Fimir.

### **36 SKELETAL ALARM**

The Heroes have set off of a skeletal alarm. Place a Skeleton at the edge of Line of Sight for one hero. If this Skeleton is not slain during the Heroes turn, you may place an additional Wandering Monster on the board, as per the Wandering Monster event (31-34) above.

This event may only be played if the wandering monster(s) for this dungeon involve Skeletons, Zombies or Mummies.

### **41 GOBLIN SNIPER**

One of the goblins the Heroes face is an excellent archer. Choose a goblin. This Goblin may make two dice missile attacks instead of their normal hand-to-hand attacks.

If the Heroes do not encounter any Goblins this turn, treat this event as a "No Event" result.

### **42 ORC CAPTAIN**

The Orcs in this dungeon respect authority and are led by one (or more) captain. Pick an Orc or a Dungeon Boss. Whilst this figure is alive all Orcs may roll an additional dice in attack. If the figure you choose was an Orc, he also qualifies for this bonus.

If the Heroes do not encounter any Orcs or Dungeon Bosses this turn, treat this event as a "No Event" result.

### **43 FIMIR FOG**

A thin haze surrounds all Fimir in the Dungeon. No Fimir may be attacked this turn.

### **44 POWER SURGE**

There is a surge of power from the Negative Energy Plane. All Skeletons and Zombies may move at double speed this turn

### **45 TOMB ROT**

Disease has little effect on the undead but is greatly feared by the living. Choose a Mummy. This figure is afflicted with Tomb Rot and all damage dealt by it should be doubled. If the Heroes do not encounter any Mummies this turn, treat this event as a "No Event" result.

## **Chaos Omen -Skull (Continued)**

### **46 RUNE BLADE**

The powers of chaos have bequeathed a powerful gift to one of their servants. Choose a Chaos Warrior, Gargoyle or Dungeon Boss. This figure is armed with a Rune Blade and may reroll one attack and one defence dice per turn. The Rune Blade fades to a shadow when the wielder has been defeated.

If the Heroes do not encounter any Chaos Warriors, Gargoyles or Dungeon Bosses this turn, treat this event as a "No Event" result.

### **51-53 DOOR OPENS**

A door opens and the monsters in the room rush out. During Morcar's turn he may open one unopened door and may move any of the monsters within the room, out of it.

### **54-56 MUCK AND MIRE**

This section of dungeon is caked with muck. All heroes must subtract two from their next movement roll.

### **61 BOWSTRING SNAPS**

In the heat of the moment, sometimes even the greatest weapons can let a Hero down. Whenever a Hero uses a missile weapon this turn, he must roll an addition dice. On a 6 the bowstring snaps and the shot automatically misses. Furthermore the missile weapon is useless until repaired. Repairs cost 20 gold pieces and can only be performed between adventures in town.

Magical weapons are not affected by this event.

*This is a unique event and may only happen once per dungeon level.*

### **62 TRAP**

One Heroes or Henchman triggers a particular well-hidden trap. Choose a Hero and then roll one dice to determine the type of trap. On a 1-3, the Hero has triggered a net trap and misses his next turn getting loose. On a 4 or a 5, the Hero has triggered a Spear Trap, as per the normal rules. On a 6, the Hero has triggered a Poison Dart trap and should lose one Body Point and miss his or her next turn.

*This is a unique event and may only happen once per dungeon level.*

### **63 FUNGAL GROWTH**

A Fungal Growth suddenly explodes, spilling its spores all over the party. Roll one dice. On a 1-3, the spores are hallucogen's and each Hero and Henchman should roll one combat dice. On a skull, they must lose one Mind point. On a 4-6, the spores are toxic and each Hero and Henchman should roll one combat dice. On a skull, they must lose one Body point

*This is a unique event and may only happen once per dungeon level.*

### **64 WOODWORM**

Some of the furniture in the dungeon is in a great state of disrepair and simply collapses. The Evil Wizard player may choose to remove one item of furniture from the board and replace it with a single rubble square.

*This is a unique event and may only happen once per dungeon level.*

### **65 INTERVENTION FROM MORCAR**

This event may only occur in a room with the Chaos Altar and may not take place if the "Intervention from Mentor" event has taken place. Morcar may choose to sacrifice one creature on the Chaos Altar in order to gain a number of spells equal to that creature's Mind points. These spells may only be used by the Dungeon Boss.

*This is a unique event and may only happen once per dungeon level.*

## **Chaos Omen -Skull** (Continued)

### **66 TRIUMPH OF CHAOS**

The forces of Chaos win a victory in the Celestial courts. Shards of darkness appear out of the shadows and try to rip the heroes to shreds. Each Hero and Henchman must roll one dice. If they fail to roll equal to or less than their Mind points, they lose one Body point. Additionally, for this turn only, all Monsters roll two extra attack dice and one extra defence dice.

This event may only take place on the roll of 3-6 on an ordinary dice and may not take place if the "Triumph of Virtue" event has taken place.

*This is a unique event and may only happen once per dungeon level.*

## 9. The In Town Rule

New equipment and henchmen may only be purchased “in town” In linked quests (such as Return of the Witch Lord, Kellar’s Keep or Against the Ogre Horde) new equipment and henchmen may not be purchased. This heightens the danger of the *Bowstrings Snaps* event.

If a Hero dies in between, a campaign, Mentor is able to teleport a new Hero as a replacement. Before starting on a campaign, the Heroes may wish to leave some money in safekeeping with Mentor, so that the new Hero is able to purchase some equipment before joining them.

## 10. US to UK conversion

The UK and the US versions of Heroquest were somewhat different in nature. In the UK version, the Evil Wizard player (whose name was Morcar) took on the more traditional role of Dungeon Master, whereas the US version was a little more antagonistic. Consequently, monsters and traps in the US version tended to be more aggressive than the UK version of the game. My personal opinion is that this works to the detriment of the game, rather than as an improvement. The following recommendations should be considered when converting US quests to UK quests.

- Several US quests have traps that deal more than one point of damage (E.g. Long Pit traps). Wherever a trap or hazard would deal more than one point of damage, reduce it to one point of damage.
- Some traps and hazards (E.g. Icy floor) tell the Hero affected by them not to roll any defence dice. Change this effect to rolling one less defence dice than normal.
- There are a few rooms with instant-death traps. For instance, the Icy Chasm room, where whenever a Hero moves or fights in the room, they have a chance of falling in the chasm. This seems very unfair and could lead to a Hero dying because of one bad dice roll. Change the effect of such rooms so that they put the Hero in danger without actually killing them. For instance, the Hero could be left clinging to the edge of the chasm, effectively out of the game until rescued by a comrade.

The monsters in the US version of Heroquest had greatly increased characteristics compared to the UK version. Some of the monsters were definitely over the top. The standard US Ogre had ten body points, in the UK, even the Ogre Lord only had five! I suggest using the following characteristics when playing the US quests.

### Monsters

#### Dire Wolf

Attack	4 Dice	Defence	2 Dice
Body	2	Mind	1
Move	9		

*No special attacks*

#### Dark Elf Archer

Attack	4/1 Dice	Defence	2 Dice
Body	1	Mind	2
Move	6		

*The archer may make ranged attacks at 4 dice. If forced into hand-to-hand combat, it may only rolled 1 dice in attack.*

#### Dark Elf Warrior

Attack	4 Dice	Defence	3 Dice
Body	1	Mind	2
Move	6		

*No special attacks*

## **Monsters (Continued)**

### **Frozen Horror**

Attack	3 Dice	Defence	3 Dice
Body	1	Mind	2
Move	8		

*The Frozen Horror is the Dungeon Boss for the Barbarian Quest set. It has twelve spells, six of the Evil Wizard players choose, and six Ice spells. If you do not have the Ice spells, you should substitute the Storm Master spells from the Wizards of Morcar set.*

### **Gremlin**

Attack	1 Dice	Defence	1 Dice
Body	1	Mind	1
Move	10		

*The Gremlin may make a steal attack, in place of its normal attack. Whenever a steal attack is made, one item (not the armour or weapon the Hero is currently using) is stolen from the Hero. If the Gremlin is slain, the item may be recovered by the Hero that slays the Gremlin. If the Gremlin escapes from Line of Sight of all the Heroes it should be removed from the board and the opportunity to recover the item is lost.*

### **Polar Bear**

Attack	4/4 Dice	Defence	3 Dice
Body	2	Mind	1
Move	6		

*The Bear may make two attacks each turn. These attacks may be directed against different Heroes/henchmen.*

### **Yeti**

Attack	3 Dice	Defence	3 Dice
Body	1	Mind	2
Move	8		

*If the Yeti causes any damage to a Hero, that Hero is hugged and cannot move, attack or cast spells until the Hug is broken. A Hero can break the Hug by rolling one or more skulls using his initial attack dice (one for a Wizard, two for an Elf or a Dwarf and three for a Barbarian)*

## 11. New Equipment

These items have been taken from a variety of sets, which were not made available in the UK. The following items of equipment are also available in town:

### **BOW**

Cost: 250 Gold Coins

The owner of the bow may make two dice ranged attacks.

**MAY NOT BE USED BY A WIZARD**

*Source: Self-created*

### **BRACERS**

Cost: 200 Gold Coins

The Bracers allow their bearer to roll one extra dice in defence.

**CAN ONLY BE USED BY A WIZARD**

*Source: UK Basic Set (2<sup>nd</sup> Edition)*

### **CLOAK OF PROTECTION**

Cost: 350 Gold Coins

The Cloak of protection allows its bearer to roll one extra dice in defence.

**CAN ONLY BE USED BY A WIZARD**

*Source: UK Basic Set (2<sup>nd</sup> Edition)*

### **DAGGER**

Cost: 25 Gold Coins

The dagger may be used to roll one dice when attacking.

The dagger may be thrown as a one dice missile attack, but if so, it is lost for good.

*Source: US Basic set*

### **LONGSWORD**

Cost: 350 Gold Coins

The bearer of a Long sword may roll three dice when making attacks. These attacks may be diagonal.

*Source: US Basic set*

### **POTION OF DEXTERITY**

Cost: 100 Gold Coins

This potion allows the drinker to jump one pit trap successfully without recourse to a die roll, or to add five to their movement total for one turn.

*Source: Kellars Keep, US Edition*

### **POTION OF MINOR RESTORATION**

Cost: 500 Gold Coins

When drunk, this potion restores one Body point, one Mind point and cures one affliction.

*Source: Kellars Keep, US Edition - Modified*

### **POTION OF VENOM ANTIDOTE**

Cost: 300 Gold Coins

This potion will heal up to two Body points of poison damage.

*Source: Kellars Keep, US Edition*

### **POTION OF BATTLE SKILL**

Cost: 200 Gold Coins

This potion allows one reroll of the combat dice, when engaged in combat. (All dice are rerolled)

*Source: Kellars Keep, US Edition - Modified*

### **POTION OF BATTLE RAGE**

Cost: 400 Gold Coins

This potion allows the drinker to make two attacks each round. The effect lasts until there are no monsters within Line of Sight. It may only be used by the Barbarian.

*Source: The Frozen Horror*

## 11. New Equipment (Continued)

### **POTION OF REJUVENTATION**

Cost: 500 Gold Coins

This potion heals one dice of Body points.

Source: *The Frozen Horror*

### **POTION OF ICY STRENGTH**

Cost: 200 Gold Coins

This potion ensures that all damage dealt this turn is doubled. Damage is before defence dice are rolled. This potion may only be used by the Barbarian.

Source: *The Frozen Horror*

### **POTION OF FROST SKIN**

Cost: 300 Gold Coins

This potion allows the Barbarian to roll two extra dice in defence. This potion may only be used by the Barbarian.

Source: *The Frozen Horror*

### **POTION OF RECALL**

Cost: 400 Gold Coins

This potion allows the drinker to recover one cast spell. This potion may only be used by the Elf or the Wizard.

Source: *The Mage in the Mirror - Modified*

### **POTION OF SPEED**

Cost: 500 Gold Coins

When this potion is drunk, the Elf no longer rolls dice for movement. Assume that the result is always a twelve instead. Furthermore the Elf may make two attacks per turn instead of one. This effect lasts until the Elf takes one or more points in damage. This potion may only be used by the Elf.

Source: *The Mage in the Mirror*

### **POTION OF VISION**

Cost: 500 Gold Coins

The Elf automatically searches for secret doors and traps without needing to spend an action to do so. This effect lasts until the Elf takes one or more points of damage. This potion may only be used by the Elf.

Source: *The Mage in the Mirror*

### **POTION OF MAJOR RESTORATION**

Cost: 800 Gold Coins

This potion restores all Body and Mind points and heals all ailments.

Source: *The Mage in the Mirror*

## 12. Henchmen

Henchmen can be hired in between quests using the rules found in the Wizards of Morcar set. The following traits are supplied below for Heroes looking for henchmen with special abilities. To locate a Henchman with a special characteristic, the player must first state the type of henchman they are looking for, then roll one dice, using the following modifiers:

<b>Base score:</b>	<b>Mind points</b>
Each rank above Champion	+1
Barbarian	+2
<i>Tactics</i> skill	+2
Each trait beyond the first	-1
Each henchman beyond the first	-1

If the dice roll is equal to or less than this result, a specialist henchman has been located.

Once a dice roll has been failed, that Hero may no longer search for specialist henchmen and must be satisfied with ordinary henchmen.

The following traits are available:

<b><i>Aggressive Fighter</i></b>	The henchmen may roll one extra dice when attacking. Cost: 30 Gold Coins.
<b><i>Agile</i></b>	The henchman can automatically jump any uncovered pits without recourse to a roll. Cost: 10 Gold Coins.
<b><i>Expert Defender</i></b>	The henchman may roll one extra when defending. Cost: 30 Gold Coins.
<b><i>Hardy</i></b>	Whenever the henchman dies or goes insane, roll a combat dice. On a roll of a Hero shield, they may shrug off the wound, which would otherwise have overcome them. Cost: 20 Gold Coins.
<b><i>Loyal</i></b>	The henchman ignores the <i>Mutiny</i> and <i>Lure of Chaos</i> events. Cost: 20 Gold Coins.
<b><i>Smart</i></b>	The henchman has an additional Mind point. The Potion of Charm cannot be used when hiring this henchman. Cost: 5 Gold Coins.
<b><i>Swift</i></b>	The henchman may add one to his initial move rating. Cost: 20 Gold Coins.
<b><i>Tough</i></b>	The henchman has one additional body point. Cost: 40 Gold Coins.

Use markers to indicate the type of trait available.



## 13. New Heroes

This section is devoted to New Hero types. These Heroes have been drawn from magazine articles devoted to Heroquest, but have been slightly altered. A party is still limited to a maximum of four Heroes unless the Quest notes state otherwise.

### **TROLLSLAYER (White Dwarf #134, slightly modified)**

Attack :            3 Dice                    Defence:            1 Dice  
Body:                8                                Mind:                3  
Move:                2 Standard Dice

#### **Restrictions**

You may not wear Plate Mail or use a Crossbow.

#### **Combat Cards and Events**

You draw Combat cards as a Dwarf. You count as a Dwarf with regards to Events.

#### **Abilities**

***Disarm Traps***    You may disarm traps as though you were a Dwarf Warrior

***Trollslayer***        You may roll double the normal attack dice whenever you fight Trolls.

#### **Legendary Abilities**

You have the same Legendary Abilities as a Dwarf.

### **ROGUE (Vindicator #5a, Heavily Modified)**

Attack :            2 Dice                    Defence:            2 Dice  
Body:                5                                Mind:                4  
Move:                2 Standard Dice

#### **Restrictions**

You may not use the Shield, Battle-Axe or Staff. You begin the game one dagger.

#### **Combat Cards and Events**

You draw Combat Cards as though he were an elf.

#### **Abilities**

***Disarm Traps***    When armed with a toolkit, you may disarm traps as though he were a Dwarf. Without a toolkit, you disarm traps as though you were equipped with a toolkit.

***Accuracy***         When you throw a dagger, you may declare the dice roll to be a skull. You may use this ability up to four times per quest. For each Hero rank you have you may use this ability one additional time.

***Hide in Shadows*** If you end a turn next to a wall and has not taken any actions during your turn, you may choose to hide in the shadows. Whilst hidden you may roll two extra defence dice. This ability is ineffective against undead or Dungeon Bosses.

***Hear Noise***        Whenever a Wandering Monster result is determined, roll one dice. If you roll less than your current Mind points, you hear the Monster coming and it may not make an attack during the Heroes turn, though it may still move and use any other special abilities.

#### **Legendary Abilities**

***Fleet Footed***    You may add one to each movement dice you roll.

***Backstab***         After hiding in the shadows, you may make a backstab attack, this allows you to double the normal number of attack dice. Each use of this ability requires a certain amount of concentration and costs you one Mind point.

## 13. New Heroes (Continued)

### CLERIC (Inspired by articles on [www.aginsinn.com](http://www.aginsinn.com))

Attack :            1 Dice            Defence:            2 Dice  
Body:                5                    Mind:                5  
Move:                2 Standard Dice

#### Restrictions

You may not use weapons other than the Staff and Sognisatine. Holy water used by you eliminates two undead monsters instead of one.

#### Combat Cards and Events

You draw Combat Cards as though you are an Elf. You are affected by Events as though he were a Wizard. The Events *Shrine*, *Triumph of Virtue* and *Triumph of Chaos* have double the normal effect on you.

#### Abilities

**Exorcism**            You may roll one additional combat dice when fighting Undead. For every two Hero ranks you gain, you may roll an additional combat dice when fighting undead.

**Spells**                You may choose three spells, plus one per Hero rank you attain. The spells may be chosen from the list overleaf.

<i>Courage</i>	<i>Dispell</i>	<i>Divination</i>	<i>Escape</i>	<i>Heal Body</i>
<i>Psychic Recovery</i> <sup>3</sup>	<i>Rock Skin</i>	<i>Swift Wind</i>	<i>Wall of Stone</i>	<i>Waters of Healing</i>

#### Legendary Ability

**Miracles**            You may force one reroll of any set of dice (Attack, Defence, Movement, Pit Jumping, Event, etc.) You may use this ability upon yourself or other players, including the Evil Wizard player. This ability demands a great deal of Faith and costs two Mind points. This ability may only be used once per turn.

## 14. Conclusion

I hope you enjoyed my suggestions and recommendations. Please feel free to adapt them to your own game. You can contact me at: [Jacob.busby@hants.gov.uk](mailto:Jacob.busby@hants.gov.uk) if you want to discuss them in any further detail.

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<sup>3</sup> A spell which restores all lost Mind points to it's recipient. Source: *The Mage in the Mirror*