



# Revised System Rules

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# Table of Contents

Introduction.....	2
Gameplay Rules.....	2
Movement.....	2
Sight.....	2
Combat.....	2
Searching.....	3
Magic.....	3
Items.....	3
Resting.....	3
Other Actions.....	3
Conditions for Ending a Quest.....	4
Environment.....	4
Doors.....	4
Spiral Staircases and Exit Doors.....	4
Traps.....	4
Furniture.....	5
Character Creation.....	5
Attributes.....	5
Races.....	7
Character Classes.....	7
Experience.....	7
Skills.....	8
Items and Equipment.....	9
Weapons.....	9
Armour.....	10
Usable Items.....	10
Artifacts.....	11
Spells.....	13
Earth Spells.....	13
Fire Spells.....	13
Air Spells.....	14
Water Spells.....	14
Elf Spells.....	14
Chaos Spells.....	15
Other Spells.....	17
Monsters and Enemies.....	17
Mercenaries.....	23
Acknowledgement.....	25
Note on Changes in 1.5 Edition.....	25

## Introduction

This guide is intended to revise and expand gameplay rules for the HeroQuest game system. The reason behind this is that, while the original system is still enjoyable to play, it lacks the flexibility and sense of advancement that traditional pen-and-paper games offer, which this system itself roughly emulates. Among the changes made here are enhanced combat and magic rules, the ability for characters to increase experience levels through a modified attribute system, the opportunity to gain race-based and class-based skills, and new ways for the game master to reward and challenge players.

These modifications are designed to be as unobtrusive and compatible as possible with existing gameplay elements. In other words, the game experience can be nearly identical to the original depending on how the game master and the players wish to play. There is no need for additional dice, tiles, or miniatures. It is not even necessary to use all of these additional rules if the players prefer to use the original implementation for some aspects. The ultimate aim of this guide is to provide the means to have more fun!

## Gameplay Rules

This section will cover the basic rules of the game world, which apply to all characters, both player-controlled and controlled by the game master. All actions and movement take place on a given player's turn, and generally all player characters take their turns before enemies controlled by the game master do. Unless otherwise noted, the rules apply to all types of characters regardless of affiliation.

**Movement:** Characters may move a specific number of squares on the game board each turn, and only on four sides. For instance, moving diagonally to the upper left requires moving two squares. Characters may move past each other over the same squares only if they are allies, unless they have a skill, item or spell that allows them to run past enemies. No two characters can occupy the same space regardless of alliance.

Both player characters and non-player characters must roll two red six-sided dice to determine how many spaces they may move. A character may choose to move only a portion of the roll, or not move at all. While player characters may move up to 12 spaces by default, most opponents have a maximum number of spaces under 12 which they are allowed to move. All characters have a base movement attribute that determines the number of squares they can move regardless of dice roll. This is normally 2 to start, but may be increased with higher levels.

**Sight:** Line of sight is an important element in gameplay. While the ability to see may be heightened or lessened depending on in-game situations, an object, character, or feature can generally be seen if a straight line can be drawn from the center of a character's tile to the center of the object's tile without obstruction.

A character may only attack another character or act upon an object if it is within line of sight, with exceptions for certain spells and abilities. This applies to actions such as searching for traps, treasure and secret doors, regardless of whether the character is in the same room as the target.

**Combat:** General combat is enacted by an exchange of attack and defense dice rolls between two characters. Characters may attack once per turn, unless otherwise allowed to attack more than once using a skill, spell or item. All attack and defense rolls are made with six-sided white dice; the number of dice rolled depends upon a character's base attack attribute, the rating of the weapon of choice, and other temporary modifiers. Each skull rolled on attack counts as a hit. If the defender is a player character, or allied with a player character, a white shield must be rolled to deflect a hit. Otherwise, a black shield must be rolled.

Combat will continue until one of the combatant characters is dead, or until one successfully runs away by moving beyond the line of sight of all opposing characters.

**Note on Death:** When a character's body point count reaches zero, he may immediately revive only if he has a potion on-hand and drinks it, or if he is a spell-caster and can heal himself with an unused action. Once a character is dead, the player must create a new character, although old equipment, items and money can be collected by nearby players and given to him. If there are no players nearby but there are enemies, then the enemy can steal the dead character's items.

**Searching:** Many things may be hidden from view until searched for, so it behooves all player characters to thoroughly search an area for dangers or rewards. There are three types of secrets a player may search for: traps, treasure, and hidden doors. Searching counts as an action, so a character may not search and attack or search and use an item on the same turn.

**Traps** are the most important things to search for in a dangerous area. When a player searches for a trap, the game master will indicate the spot where the trap is located, but will not indicate what type of trap it is until it is disarmed or sprung.

**Treasures** are hidden throughout the dungeons and other areas where players may travel. Some places contain specific artifacts, while others will contain random items which are selected by drawing a card from the treasure deck. However, players must be careful when searching for treasure, as they may spring traps or unleash Wandering Monsters.

**Secret doors** lead to hidden areas that may contain greater treasures, alternate paths around dangers, or even the ultimate goal of a particular quest, so searching for them is almost always a benefit.

**Magic:** Some character classes have the ability to cast magic, which may be used in lieu of a physical attack. Each spell, drawn from the spell deck, must be used as described on the spell card. Some enemy characters may also use Chaos spells in the same fashion.

A character may only cast as many spells as he has magic points, which refresh while resting or consuming items that restore magic. He must choose a number of spell cards less than or equal to his total starting mind points while there are no enemies on the board. Once he has entered into combat, he may only use these spells.

**Items:** Some of the items characters obtain will be single-use items, while others may be equipped to grant status bonuses or other properties. In the case of single-use items, a character may use one per turn, and may not perform any other action on that turn. Once used, the item must be discarded.

**Resting:** When no enemies are present, player characters may attempt to rest in a hostile area by rolling one white die. In a standard dungeon, rolling anything other than a black shield means the players rest uninterrupted and recover their health and magic points. Otherwise, the game master may attack the players with a number of his choice of the wandering monster chosen for the quest. The game master may also raise the difficulty of resting successfully if an area is more dangerous.

**Other Actions:** In place of combat, searching, spells and item use, a character may perform an arbitrary action that may succeed or fail based on a dice roll. The game master must determine how difficult a feat is relative to the character's abilities, and then adjust the minimum roll the character must make.

For instance, a wizard may come across a scroll written using a cipher and attempt to decode it. The wizard has five base mind points. If the scroll is moderately difficult to decode, the game master may make him roll five red dice and reach a combined total of 15 (an average of 3 per die).

### Conditions for Ending a Quest

Most quests should have a specific condition or set of conditions for completion by player characters, such as rescuing another character or killing a major enemy. This condition must be fulfilled to continue to the next quest, although characters may retreat through the entrance to the area if that entrance remains available. Upon returning to the area, all enemies and items previously encountered will no longer appear, rooms that were previously searched for treasure will no longer contain any, and the game master may reduce total experience earned for completion.

If a character dies and is not able to recover (especially if the entire party dies), new characters must be created and all items not gathered by the rest of the party would be lost. Depending on the level of the characters upon death, the game master may grant additional levels, gold and items to the new characters in order to facilitate fair play.

## Environment

There are a number of objects and hazards that characters may encounter during a quest. Here are the elements that they will deal with most often.

**Doors:** Characters will enter and exit rooms through doors, which will generally be closed until a player character opens them. Opening a door does not count as an action, so a character may still move and attack on the same turn. With little exception, enemy characters and non-player characters will not open doors on their own. Secret doors must be searched for before being opened. Characters may attack through a doorway, but not on a 45-degree or greater diagonal.

**Spiral Staircases and Exit Doors:** Each area has an entrance and exit, which is usually marked by a spiral staircase or a special door. Player characters will begin and end quests by passing through these.

**Traps:** Different traps affect characters differently, but nearly all of them are sprung by passing over the affected area on the game board. Most traps may be disarmed with an appropriate skill or kit, but they carry the risk of springing the trap in the attempt.

**Spear Traps** – These traps involve a spear flying from a hidden area in a wall, floor or ceiling. Unless given a special damage attribute, they deal one point of damage if a skull is rolled on a single white die. After being sprung, it is assumed that the spear has been broken off and can safely be bypassed.

**Pit Traps** – When a character stumbles onto a pit trap, the floor collapses beneath him and he is stuck in the pit for the duration of his turn. He also suffers one point of automatic damage. On his next turn he can climb out if there is a free adjacent space, or he can continue to attack and defend with a -1 die penalty for all rolls. Once sprung, other characters must roll a single white die to jump the trap and get anything but a skull. Otherwise, they also fall into the pit.

**Long Pit Traps** – These are like normal pit traps, but they do an additional point of damage when sprung and they are harder to jump length-wise. A character may jump it length-wise by rolling a black shield, and once in the pit must roll a 5 or 6 on a single red die to climb out.

**Falling Rock Traps** – These traps are extremely hazardous; they deal the most damage out of conventional traps, and they permanently block passages in which they occur. When a character springs a falling rock trap, he must roll three white dice and take one point of damage for each skull rolled. Following this, a red die must be rolled; if an even number is rolled the character must step to one side, and if an odd number is rolled he must step to the other.

**Stalactite Traps** – This deadly spear of ice clings to the ceiling of ice caverns. Unless searched for and disarmed, the stalactite falls upon the first hero to move under it, dealing 1 body point of damage. Monsters do not spring these traps.

**Swinging Axe Traps** – When a character moves onto a swinging axe trap, a huge axe swings out from a hidden alcove in the ceiling. He then rolls two combat dice and loses one body point for each skull rolled. Until it is disarmed, it affects every character who steps into it even after being sprung.

**Note on Jumping Traps:** A character may attempt to jump any kind of trap, assuming he has enough movement squares left on his turn to cover the trap and the space beyond, by rolling a single white die. If a skull is rolled the trap is sprung, but otherwise the character can move past it safely. Until the trap is disarmed or sprung, all characters must attempt to jump the trap if they want to move over it.

**Wandering Monsters:** This can occur from springing a wandering monster trap or when drawing cards from the treasure deck. Every quest will have a wandering monster associated with it, and if a wandering monster is encountered, it will appear next to the character who activated the trap and immediately attack. This will not count as the game master's turn; all other characters will take their turns as normal following this attack, and the game master will resume control afterwards.

**Furniture:** Many rooms will contain furniture that characters must maneuver around when moving or doing combat. Characters may move on top of low flat furniture, such as tables, but they must subtract one die on an attack or defend roll.

Some furniture may contain treasure. These are usually chests, but treasure may also be in weapon racks, cabinets, and other places. However, they can also contain special traps that should be searched for prior to a treasure search.

## Character Creation

Players are given the opportunity to create their own characters with unique features and abilities, although they must follow some guidelines to ensure that play is balanced.

**Attributes:** What defines a character in terms of gameplay is his attributes. Attributes determine everything from combat dice rolls to the ability to use special skills. The base attributes of characters are the following:

**Attack** – The Attack attribute defines how many white dice a character can roll to attack an enemy if no weapons are equipped. All heroes start with a weapon, and the weapon damage is added to the base Attack attribute to determine the total number of dice to use in combat.

**Defend** – The Defend attribute determines how many white dice a character can roll to defend against an enemy if no armor is equipped.

**Body** – The Body attribute defines the number of hits a character may take before dying.

**Mind** – The Mind attribute defines the amount of mind points that can be expended before a hero becomes comatose. It also determines how many spells a character can have memorised.

**Magic** – The Magic attribute defines the number of spells that can be cast before replenishing them. One point of magic is replenished every turn while there are no enemies on the board.

**Movement** – The Movement attribute defines the number of steps a character may take regardless of red dice roll. The total steps cannot exceed twelve.

The base allotment of points during character creation is as follows:

Attack	1
Defend	1
Body	4
Mind	2
Magic	0
Movement	2

Characters may allot 5 additional points to start, with restrictions based on race and class. Generally, they will begin an adventure with a single low-level weapon (short sword or comparable) and no armour or other possessions.

For example, a dwarf warrior may start off with the following statistics:

Attack	1 (+1 Short Sword)
Defend	2
Body	7
Mind	3
Magic	0
Movement	2

**Note:** If a character joins mid-campaign, such as when another character dies, the game master may grant level bonuses to keep the player on par with the others. If items are gathered from a dead character, they may be given to the new one.

Each type of character will have upgradeable skills available as well. Each one starts with a basic skill based on class or race, and after gaining one or more levels may be eligible to take on additional skills.

Once these details are established, a player may choose a name and, if desired, a back story for his character. The need for back story will depend on how much of a narrative the game master wishes to apply to a campaign; role-playing a character is not only enjoyable, but can create interesting dynamics regarding how players work together. Characters may be either male or female; one gender does not have any statistical advantage over the other.

**Races:** There are three races to choose from for a character: human, elf, and dwarf. While they are very comparable to each other, they each have different aptitudes that make them more adept with particular classes. Characters may be either male or female.

**Human** – Humans are generally well-rounded characters. They tend to be strong and lend themselves toward warrior and fighter classes, although they are also known to be capable with magic. They have no race-based restrictions on initial point allotment.

**Elf** – Elves are spry fighters and have a natural affinity for magic, in particular earth magic. This gives them a magic bonus of one point. They tend to be slighter in build, however, and have a maximum initial body point allotment of six.

**Dwarf** – These characters are very solid folk, and they also tend to be very capable with their hands. Dwarves must start with a minimum of seven body points. They make good fighters but cannot use magic, so they may not take on magic-using classes or even allot magic points.

**Character Classes:** The following are the classes each character may choose. A character may only choose a single class, unless a specific dual-class option is available.

**Barbarian** – The barbarian class epitomises simple brute strength. As such, barbarians have little concern for lore or magic, and are more inclined to charge into battle without a second thought. They cannot use magic, and may start with a maximum of three mind points and a minimum of six body points and one attack point. They may also start with a broadsword rather than the standard short sword.

**Warrior** – Like the barbarian, this class is focused on fighting and cannot use magic. However, warriors hold to a cause or ethic, and as such they do not have any restriction on allotting mind points, although they must also allot a minimum of six body points.

**Rogue** – These characters are very agile and are known for fancy swordplay. They tend to be very fast, and can dual-wield melee weapons if they are able to obtain more than one. They can also be quite stealthy. Rogues must allot a minimum of five body points and three mind points, and they may not use magic.

**Wizard** – Wizards have dedicated their lives and energies to the study of magic, and are quite powerful in this regard, but they tend to be physically weak. Wizards receive a three-point bonus to magic and may allot one additional point, but they must start with a maximum of one point for attack and defend, and with a dagger instead of a short sword. They also must start with a minimum of five mind points. They may choose from a pool of three out of four elemental spell groups.

**Rogue Mage** – These are magic-using rogues, not as accomplished as wizards but more than capable in hand-to-hand combat. They must start with a minimum of five body points, three mind points, and one magic point. They may also choose one out of four elemental spell groups.

**Experience:** Heroes start at Level 1, and accumulate experience based on the number of body points an opponent has when it is killed, or based on the completion of quests as determined by the game master. If multiple characters participate in the killing of an enemy, the experience points are divided between them, with a minimum of 1 point per character. It is up to the game master to determine how many experience points are required to reach the next level. With each gained level, a character may allocate one additional point to an attribute of his or her choice.

For instance, a game master may use a linear scale of leveling starting with 40 to reach level 2, 80 to reach level 3, and 120 to level 4. This allows for a regular period of leveling as players encounter more numerous or more powerful enemies. Using an exponential scale (40 to 160 to 640) would make leveling much more challenging in the long run, and may require the game master to grant more bonus experience or to engage players in combat more often to allow for meaningful progression. The game master may also start the experience requirement high but only gradually raise it between levels (80 to 100 to 120).

As characters progress, the game master may find that regular enemies are too weak to pose any challenge. He may in this case raise the level of the creatures along the same general guidelines by adding a point to a statistic for each additional level. The body points rule for experience gained still applies, but it is up to the game master which statistic to increase first.

**Skills:** Skills are special abilities that can be obtained as players progress. For every level gained, a character will receive Skill Points equivalent to the level number, and these may be used to "purchase" skills. At level 1, each character starts with one skill point, which they may use to obtain skills with a Skill Cost of 1. At level 2 the character will earn two skill points, and either obtain a skill with a cost of 2 or wait until level 3, when he will have a total of 5 points.

**Berserker** – The character may roll one extra combat die, and he is guaranteed as many hits as his base Attack number. Lasts three consecutive turns, and may only be used when the character's body points are two or less. (Skill Cost 1, Barbarian and Warrior only)

**Disarm Traps** – The character may disarm a trap by moving to its location and rolling anything but a black shield on a single die. (Skill Cost 1, Dwarf only)

**Defend** – The character may sacrifice a turn defending himself in place of defending another character. (Skill Cost 3, Warrior only)

**Dual-Wielding** – The character may wield two one-handed swords at a time, but may not use a shield while dual-wielding. This allows him to make two attacks per turn against any one or two enemies in his immediate range. (Skill Cost 3, Rogue only)

**Telekinesis** – The character may move a visible object or furniture and use it to attack a creature. The number of dice rolled is the total spaces the object occupies on the board plus the wizard's base attack dice. The wizard must expend one mind point for every space the object occupies, which may only be replenished with an item or at the end of a quest. (Skill Cost 3, Wizard only)

**Manhandler** – The character may make two attacks on a turn, one with his total dice and one with his base Attack dice. (Skill Cost 4, Barbarian and Warrior only)

**Mighty Toss** – The character may throw a melee weapon at any creature in line of sight with full attack dice, but must move next to the space where it lands before using it again. (Skill Cost 4, Barbarian and Warrior only)

**Dash Attack** – The character may move and attack on the same turn, and if he scores a successful hit and has enough movement spaces, he can run past the enemy even if it blocks his path. This will not work if there is more than one enemy in a row, or if there is a wall or other obstruction. (Skill Cost 5, Rogue only)

**Dominion** – The character may take control of a monster and move or attack with it after his own turn. He must expend mind points equivalent to the total mind points of the creature. (Skill Cost 5, Wizard only)

**Excavate** – The dwarf may dig through a fallen rock trap, or a wall if there is a room on the other side with no obstructions. He may roll dice equivalent to his base attack number, and walls take five successful hits to dig through. (Skill Cost 6, Dwarf only)

**Double-Shot** – The character may fire two shots from a ranged weapon on a single turn against any enemies within line of sight. (Skill Cost 6, Rogue only)

## Items and Equipment

Player characters may find or purchase equipment in order to improve their combat statistics or restore lost points. In some cases they can equip multiple items at once (a one-handed weapon along with head and body armor and a shield, for instance), and only modifiers granted by currently equipped items apply on a given turn. A character may change weapons on a turn without sacrificing an action or movement (such as putting away a sword and shield to wield a bow), but an action must be used to change wearable equipment.

### Weapons

**Dagger** – 0 additional attack dice. It may be thrown at an opponent by line of sight, and it may be recovered by moving to the space where it landed and rolling anything but a black shield on a white die. It may also be used as a melee weapon. (25 gold)

**Staff** – 0 additional attack dice, and it may be used to attack diagonally. The character may make a sweeping attack against multiple opponents provided that another hero does not fall in the path of the sweep. To make the first hit in the path, the character will roll the total number of attack dice. If a successful hit is made, the next hit is made by subtracting one die from the last roll, and the pattern repeats until no more dice can be rolled or a hit is deflected. (100 gold)

**Short Sword** – 1 additional attack die. Minimum six body points. (150 gold)

**Broadsword** – 2 additional attack dice. Minimum six body points. (250 gold)

**Longsword** – 2 additional attack dice, and may be used diagonally and in sweeping attacks the same as the staff. Minimum six body points. (350 gold)

**Battle Axe** – 3 additional attack dice. If at least three skulls are rolled, the opponent suffers a concussion and loses one mind point. Minimum seven body points. (450 gold)

**Bow** – 1 additional attack die. As a ranged weapon it may be fired at any opponent in line of sight. (200 gold)

**Crossbow** – 1 additional attack die. As a ranged weapon it may be fired at any opponent in line of sight, and it can be used with a shield. (350 gold)

## Armour

**Helmet** – 1 additional defend die. May be combined with body armour and shield. Minimum six body points to wear. (125 gold)

**Chain Mail** – 1 additional defend die. May be combined with helmet and shield. Minimum six body points to wear. (500 gold)

**Plate Mail** – 2 additional defend dice. May be combined with helmet and shield, but the character must subtract 2 from every movement roll. Minimum seven body points to wear. (850 gold)

**Shield** – 1 additional defend die, 2 if the attack is from a ranged weapon. May be combined with helmet and body armour. Minimum six starting body points to use, and cannot be used with a two-handed weapon (longsword, staff, or battle axe) or a bow. (150 gold)

## Usable Items

**Potion of Battle** – If you have a weak attack roll, you may drink this blood-red potion. It allows you to re-roll your attack dice, and keep the greater of the two rolls. (200 gold)

**Potion of Battle Rage** – This potion allows a player two attacks per turn while there are enemies in sight. The effects wear off after the last enemy dies or escapes. (200 gold)

**Potion of Dexterity** – This sparkling liquid adds five movement squares to your next dice roll or guarantees one successful pit jump. Only one may be used per turn. (100 gold)

**Potion of Frost Skin** – This potion enables a character to roll two extra combat dice when defending against attacks. The effect wears off as soon as there are no monsters in line of sight. (200 gold)

**Potion of Healing** – This item restores body points equivalent to a roll of a single red die. The total cannot exceed the character's maximum body points. (75 gold)

**Potion of Icy Strength** – This bubbling, orange mixture grants a player superhuman strength for one turn. After drinking this potion, the player doubles the roll on his combat dice and the target number for any strength-based action is halved. (200 gold)

**Potion of Magic** – This item restores magic points equivalent to a roll of a single red die. The total cannot exceed the character's maximum magic points. (75 gold)

**Potion of Recall** – This potion allows a magic-user to recall a spell previously cast in a combat encounter. (200 gold)

**Potion of Restoration** – This refreshing concoction restores any character's body and mind points completely, as well as removing any curses or poisons.. (400 gold)

**Potion of Speed** – When a player drinks this syrupy brew, he can move up to 12 squares per turn without the need to roll dice and gets an additional attack per turn. These effects end as soon as the player receives 1 body point of damage. (200 gold)

**Potion of Vision** – Drinking the contents of this clear bottle enables a character to see all secret doors and regular traps within his line of sight. The effect lasts until the player suffers at least one body point of damage. (75 gold)

**Venom Antidote** – This bubbling brew tastes foul, but heals up to two body points of damage dealt by poison needles, darts, or other venomous hazards. (50 gold)

**Note on Selling Items:** Characters can sell items back at half of their original value. Artifacts or items not listed do not have a fixed price, but may be negotiated with the game master.

## Artifacts

Artifacts are unique items that are not available to purchase; they can only be obtained through completing quests, searching particular areas, or other gameplay events. Here is a list of the artifacts available in the system, as well as descriptions of their use.

**Amulet of the North** – This ancient magical item was made for barbarian kings centuries ago. It may only be worn by a barbarian. While worn, it adds 2 body points and 1 mind point to the barbarian's totals.

**Ancient Staff** – This magical staff enables a character to reflect any monster's spell back at the spell-caster. The spell-caster and all other enemies in the same room suffer the full effects of the spell, while the character and his companions are immune to the effects. The staff only works five times, then becomes useless.

**Anti-Poison Quill** – Restores any of the owner's body points lost by poisoning if used immediately. May only be used once.

**Armband of Healing** – Restores two lost body points per quest. If the wearer's body points are reduced to zero, it may be used to immediately restore him to life with two body points.

**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 one point for the wearer.

**Bone Wand** – This artifact enables any player to control all skeletons in a room for one turn. He can move them and make them attack other enemies or each other during this turn. It may be used only once per quest.

**Borin's Armor** – This magical suit of plate mail grants the wearer two additional defense dice. Unlike normal plate mail, this mysterious, ultralight metal armor does not slow down its wearer. Minimum six body points to wear.

**Dust of Disappearance** – If tossed on any character, this dust allows him to move unnoticed past any enemies encountered on his turn. May only be used once.

**Elixir of Life** – This small bottle of pearly liquid will bring a dead ally back to life, restoring all of his body and mind points. This potion can only be used once.

**Elven Boots** – These boots grant rogues an extra red die for movement. The boots wear out if identical numbers are rolled on any three dice.

**Elven Bow of Vindication** – An arrow fired from this bow hits and instantly kills any one enemy within the character's line of sight, unless the enemy rolls a black shield on one combat die. There are only four arrows with this bow, and it is useless once all four have been fired.

**Elven Bracers** – These metallic wrist bands have magical powers. When placed on a character's wrists, these glowing artifacts greatly enhance the wearer's physical and mental abilities. The bracers add two extra body points and one extra mind point to the player's total.

**Fire Ring** – This ring protects the wearer from any two fire-based spells. It disappears after the wearer has been used against the second spell.

**Magical Throwing Dagger** – This dagger is used the same as a normal dagger, but it deals at least one point of damage automatically, and an enemy cannot defend against it.

**Orc's Bane** – When using this magical short sword, you roll one additional attack die. You may attack *twice* if attacking an Orc. Minimum six body points to wield.

**Rabbit Boots** – These boots allow a character to jump any trap or occupied space by rolling anything but a black shield on a combat die.

**Ring of Return** – When invoked, this magical ring will return all allies that the player can see to the entrance of an area, or the location where the players arrived. It may only be used once.

**Ring of Warmth** – This artifact grants its wearer immunity to the Chill spell, as well as the effects of ice vaults and icy rivers.

**Sky Orb** – The character who possesses this orb may use it to absorb a total of four mind points of damage. Each time the character would normally suffer the loss of a mind point, he instead hands the game master one of four sky orb tokens. Once all four tokens are used, the Sky Orb is useless.

**Snowshoes of Speed** – These magical snowshoes add two squares to a character's movement, and they also negate the effects of slippery ice for as long as they are worn. These can only be used in cold, icy regions.

**Spell Ring** – This ring enables a magic-user to cast one spell two times (not simultaneously) with no magic point cost for the second casting. The wearer of this ring must declare which of his spells he is storing in it before a combat encounter.

**Spell Scroll** – These items can be used by any character once, and dissolve upon use. They have the same effect as the matching spells that magic-users are able to cast. If a magic-user comes across a scroll for a spell he does not know, he can use that scroll to permanently add it to his spell pool, regardless of level. Some scrolls contain spells that can only be learned in this way.

**Spirit Blade** – This magical broadsword has an eerie handle of carved bone. When using it, roll three additional attack dice against undead creatures (Skeleton, Zombie or Mummy), and two additional attack dice against other enemies. Minimum six body points.

**Talisman of Lore** – This magical medallion increases the wearer's mind points by one for as long as it is worn.

**Wand of Magic** – This magical wand allows a magic-user to cast two separate and different spells on his turn instead of one single spell. This must be equipped in place of a weapon, but provides no additional attack dice.

**Wizard's Cloak** – This magical cloak made of shimmery fabric is covered with mystical runes. It can only be worn by a player with at least four starting magic points, granting an extra combat die in defense. It may be worn with any other armor.

**Wizard's Staff** – This long, ancient staff glows with a soft blue light. It grants the player one additional attack die, as well as the ability to attack diagonally. Minimum four starting magic points.

## Spells

Magic-using characters have the potential to become very powerful and valuable allies, but they only begin with rudimentary spells. As their levels increase they may learn spells associated with that level independent of earned skill points and bonus point allotments. The spells are listed as follows:

### Earth Spells

**Rock Skin (Level 1)** – This spell may be cast on any one character, including yourself. The character may throw one extra combat die when defending. The spell is broken when the character suffers one body point of damage.

**Heal Body (Level 3)** – This This spell may be cast on any one character, including yourself. Its magical power will immediately restore up to four lost body points, but does not give a character more than his starting number.

**Pass Through Rock (Level 5)** – This spell may be cast on any one character, including yourself. That character may then move through walls on his next move. He may move through as many walls as his dice roll allows. However, if he ends up in an area of solid rock or stone, he is trapped forever.

### Fire Spells

**Fire of Wrath (Level 1)** – This spell may be case on any one enemy, blasting it with flames. It will inflict one body point of damage, unless the enemy can immediately roll a five or six using one red die.

**Courage (Level 2)** – This spell may be cast on any one character, including yourself. The next time that character attacks, he may roll two extra combat dice. The spell is broken the moment the character can no longer "see" an enemy.

**Ball of Flame (Level 4)** – This spell may be cast on any one enemy, enveloping it in a ball of fire. It will inflict four body points of damage. The enemy will immediately two red dice. For each five or six rolled, the damage is reduced by one point.

## Air Spells

**Swift Wind (Level 1)** – This spell may be cast on any one character, including yourself. Its powerful burst of energy enables that character to roll twice as many red dice as normal the next time he moves.

**Tempest (Level 2)** – This spell creates a small whirlwind that envelopes one enemy of your choice. That enemy will then miss its next turn.

**Genie (Level 5)** – This spell conjures up a Genie who will do one of the following: open any door on the board (revealing what lies beyond), OR use five combat dice to attack any enemy within your line of sight.

## Water Spells

**Water of Healing (Level 1)** – This spell may be cast on any one character, including yourself. Contact with this revitalising water will restore up to four lost body points, but will not give a character more than his starting number.

**Veil of Mist (Level 3)** – This spell may be cast on any one character, including yourself. On the character's next move, he may move unseen through spaces that are occupied by enemies.

**Sleep (Level 4)** – This spell puts an enemy 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 an enemy rolling one red die for each of its mind points. If a six is rolled, the spell is broken. This spell may not be used against the undead.

**Elf Spells** – This is a special grouping of spells developed through the craft of the elves. Elves have a special affinity for these, and may learn them in addition to the elemental spells as they progress. Human wizards may learn them, but they must add 2 to the level requirement for each, and they must be taught by an elf character that already knows the spell. This can be either a fellow player or a friendly non-player character.

**Disappear (Level 4)** – This spell may be cast on the spell-caster or on any one ally he chooses. The character moves unseen as long as he rolls an 8 or lower on his red movement dice. If a 9, 10, 11 or 12 is rolled, the spell ends. The hero can only move and open doors. He cannot attack, search, disarm, cast spells, spring traps, or be affected by attacks or spells, unless he chooses to cancel the spell.

**Twist Wood (Level 4)** – This spell causes any wooden weapon, such as a staff, bow or crossbow, to become warped into uselessness. The enemy must rely on base attack dice to attack.

**Deep Sleep (Level 5)** – This may be cast on any monster within your line of sight, as long as the monster has between 1 and 5 mind points. The monster falls asleep immediately, and cannot attack or defend. To break the spell the monster must roll a six on one red die.

**Timestop (Level 5)** – This spell may be cast on the spell-caster or any one ally the player chooses. It temporarily stops time for everyone else in the game, enabling the player to take another turn immediately after his current turn.

**Double Image (Level 6)** – This spell may be cast on the spell-caster or any one ally the player chooses. It causes a life-like image of the character to appear. If an attack against the character is successful, he rolls one red die. On a 1, 2 or 3, the image was attacked and the character suffers no damage. The spell is broken the moment the caster can no longer see a monster.

**Hypnotic Blaze (Level 6)** – When this spell is cast, an illusion of a huge, animated flame appears. Every character (both ally and enemy) except for the spell-caster must roll one red die. Anyone that rolls equal to or less than his mind points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the character is paralyzed for three turns—unable to move, attack, or defend.

**Flashback (Level 7)** – By casting this spell, the spell-caster or any one ally the spell-caster chooses can replay his entire turn. All results of the character's first turn are cancelled. You may cast this after any player character's turn, and it does not count as an action for the turn.

**Slow (Level 7)** – This spell reduces any one enemy's movement to one square per turn. The enemy also rolls one less combat die when it attacks or defends. The enemy's movement and combat dice cannot be less than 1. These effects last until the enemy is killed or moves out of the caster's line of sight.

**Chaos Spells** – These spells may be used by enemy wizards and creatures; unless otherwise specified, the same level restrictions apply for each.

**Tempest (Level 1)** – This spell creates a small whirlwind that envelopes one character of your choice. That character will then miss his next turn.

**Ball of Flame (Level 1)** – This spell may be cast on any one character, enveloping him in a ball of fire. It will inflict two body points of damage. The character will immediately two red dice. For each five or six rolled, the damage is reduced by one point.

**Chill (Level 2)** – This spell causes 1 body point of damage to any one character adjacent to the caster (although not diagonally adjacent). The victim cannot defend against the attack.

**Fear (Level 2)** – This spell causes any one character to become so fearful that his attacks are reduced to one combat die. The spell can be broken by the character on a future turn by rolling one red die for each of his mind points. If a six is rolled, the spell is broken.

**Mind Blast (Level 2)** – This spell paralyzes one player within the caster's line of sight. The player cannot move or attack, and defends with base attack dice. To break free of the spell, the player must roll one red die on his turn for every mind point he currently has. If he rolls a 6 the spell is broken.

**Skate (Level 2)** – This spell enables the spell-caster to move quickly through icy caverns and corridors. The spell-caster may skate for up to 12 squares and may pass through player characters and enemies during movement. The spell only lasts one turn.

**Dispell (Level 3)** – This special spell may be cast by an enemy spell-caster during a player-character's turn. It is used immediately after a player casts a spell to try to cancel it. The enemy will first roll one red die and add the result to his mind points. The player will then do the same. If the enemy's roll is higher, the player's spell is cancelled.

**Lightning Bolt (Level 3)** – This spell may be cast in any direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict two body points of damage on all characters or enemies in its path.

**Sleep (Level 3)** – This spell puts any one character 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 character rolling one red die for each of his mind points. If a six is rolled, the spell is broken.

**Soothe (Level 3)** – The healing coolness of this spell restores up to 3 lost body points to the spell-caster or any enemy character.

**Escape (Level 4)** – This spell allows the spellcaster to disappear and instantly teleport to a secret destination.

**Command (Level 4)** – This spell puts any one character under the caster's control. The spell can be broken immediately or on a future turn by the character rolling one red die for each of his mind points. If a six is rolled, the spell is broken. However, until the spell is broken the caster can move the character to attack other characters after the caster's turn.

**Mind Freeze (Level 4)** – This spell ravages the mind of any player. The player rolls one combat die for every mind point he currently has. Each white shield rolled is a mind point he gets to keep. If he is reduced to 0 mind points he becomes comatose.

**Mirror Magic (Level 4)** – This spell may be cast by an enemy spell-caster during a player's turn. This enables the spell-caster to reflect any character's spell back to him. It is cast immediately after the player casts his spell on the enemy spell-caster, and the player then suffers the effect of his own spell.

**Rust (Level 5)** – This spell causes any one metal weapon or piece of armour to become so thin, brittle and useless that it can never be used again. This is not effective against artifacts or unique items.

**Firestorm (Level 5)** – This spell creates a roomful of fire that inflicts three body points of damage on all characters and enemies in the same room with the spell-caster. The spell-caster is unaffected. All victims immediately roll two red dice. For each five or six rolled, the damage is reduced by one point. When used in corridors, the spell has a maximum radius of five squares.

**Ice Storm (Level 5)** – This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each character (both ally and enemy) in that area is attacked separately by the spell-caster with three combat dice. There is no chance to defend.

**Restore Chaos (Level 5)** – This spell may be cast on any enemy. It restores up to 6 lost body points to either the spell-caster or any enemy within the caster's line of sight.

**Cloud of Chaos (Level 6)** – This spell paralyses all characters located in the same room or corridor. A paralysed character 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 six, the character frees himself.

**Reanimation (Level 6)** – This spell enables the spell-caster to reanimate all defeated undead in the same room. These monsters rise up from the floor with all body points restored and attack the players again.

**Ice Wall (Level 6)** – This spell creates up to four squares of solid ice. These squares block movement and physical attack, but not line of sight or spells. The squares need not be adjacent, but they must all be within the line of sight of the spell-caster. Each ice square lasts until the spell-caster 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 square.

**Summon Orcs (Level 7)** – This spell conjures up a group of orcs to surround and protect the spell-caster. Roll one red die: Roll a 1, 2 or 3 = 4 orcs. Roll a 4 or 5 = 5 orcs. Roll a 6 = 6 orcs.

**Werewolf's Curse (Level 7)** – This spell may be cast on any player character. The player rolls one red die. A roll of 6 means the spell has no effect, but otherwise the character is now afflicted with the Werewolf's Curse. Every turn from now on he must roll one red die (separate from his movement roll). If he rolls a 6 he turns into a werewolf of equivalent level to the hero's current level, and is controlled by the enemy for player's turn. This can only be cured using Wolfsbane or a Potion of Restoration.

**Summon Undead (Level 8)** – 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 Wolves (Level 9)** – This spell conjures up a number of giant wolves to attack the players, who appear adjacent to the spell-caster. Roll one red die to determine how many wolves appear: Roll a 1 or 2 = 1 giant wolf. Roll a 3 or 4 = 2 giant wolves. Roll a 5 or 6 = 3 giant wolves.

**Other Spells** – These spells do not fall into any other category, and are normally only learned from spell scrolls that players obtain on their quests.

**Ice Bridge** – This spell creates a permanent bridge of magic ice tiles that enables characters to cross over any pit, trap, chasm, or crevasse.

**Psychic Recovery** – This spell restores all lost mind points to the spell-caster or any one player the caster chooses.

**Treasure Without Doom** – This spell scroll enables a character 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. It can also be used to open a treasure chest and automatically disarm any traps placed on it.

**Warmth** – This spell bestows a healing warmth on the spell-caster or any one player the caster chooses. The warmth restores up to three lost body points.

## Monsters and Enemies

The most numerous and most dangerous hazards characters will face are monsters. The following are the primary enemies they will encounter, and their combat statistics by level. Contrary to player characters, enemies have both a minimum and maximum movement attribute, either of which may be increased through level progression. On a normal dice roll, monsters may move up to their maximum if they roll their maximum or higher, up to their minimum if they roll lower than the minimum, and up to the actual dice roll if it falls in-between.

Goblin – These are the lowest and most common enemies characters will encounter. They are small and comparatively weak, but in large numbers may still pose a threat.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 10	2	1	1	1	0
2	2, 10	2	2	1	1	0
3	2, 10	3	2	1	1	0
4	2, 10	3	2	2	1	0
5	3, 10	3	2	2	1	0
6	3, 10	3	3	2	1	0
7	3, 10	4	3	2	1	0
8	3, 11	4	3	3	1	0

Skeleton – Raised from the bones of the dead, these beings have no sentience to speak of, but instead move by the will of the wizard who raised them. They can be dangerous, but they are easily destroyed.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 6	2	2	1	0	0
2	2, 6	3	2	1	0	0
3	2, 6	3	2	2	0	0
4	2, 6	3	3	2	0	0
5	2, 7	3	3	2	0	0
6	2, 7	4	3	2	0	0
7	2, 7	4	4	2	0	0
8	2, 7	4	4	3	0	0

Zombie – Like skeletons, zombies are raised from the dead; the only difference is that a zombie still has some meat and tissue covering his bones, making him slightly more difficult to kill.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 5	2	3	1	0	0
2	2, 5	3	3	1	0	0
3	2, 5	3	3	2	0	0
4	2, 6	3	3	2	0	0
5	2, 6	3	4	2	0	0
6	2, 6	4	4	2	0	0
7	2, 6	4	4	3	0	0
8	2, 7	4	4	3	0	0

Orc – Orcs are the primary foot soldiers of Chaos. They typically appear in groups, and are stronger than their goblin cousins. A dungeon full of orcs is a force to be reckoned with.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 8	3	2	1	2	0
2	2, 8	3	3	1	2	0
3	2, 8	3	3	1	3	0
4	2, 8	4	3	1	3	0
5	2, 8	4	3	2	3	0
6	3, 8	4	3	2	3	0
7	3, 8	4	4	2	3	0
8	3, 8	4	4	2	4	0

Fimir – These are odd cyclopean creatures, stronger than orcs and said to be part Daemon. They avoid sunlight and have been known to use magic.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 6	3	3	2	3	0
2	2, 6	4	3	2	3	0
3	2, 6	4	4	2	3	0
4	2, 6	4	4	3	3	0
5	2, 6	4	4	3	4	0
6	2, 6	4	4	3	4	1
7	2, 7	4	4	3	4	1
8	2, 7	5	4	3	4	1

Mummy – Like other undead, mummies do not have minds of their own. However, being carefully preserved through ancient rites, they retain much of their physical potency and are notoriously difficult foes.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 4	3	4	2	0	0
2	2, 4	4	4	2	0	0
3	2, 5	4	4	2	0	0
4	2, 5	4	4	3	0	0
5	2, 5	4	4	4	0	0
6	2, 5	4	5	4	0	0
7	2, 5	5	5	4	0	0
8	2, 5	5	5	4	0	1

**Chaos Warrior** – These frightening individuals are the elite of the Chaos Horde. They are strong, well-trained in combat, and highly difficult to kill. Advanced chaos warriors may also use magic, making them extremely formidable.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,7	4	4	3	3	0
2	2,7	4	5	4	3	0
3	2,7	4	5	4	4	0
4	2,7	4	5	4	4	1
5	2,7	5	5	4	4	1
6	2,8	5	5	4	4	1
7	2,8	5	6	4	4	1
8	2,8	5	6	4	5	1

**Gargoyle** – These are stone statues animated by evil magic, and they make fearsome enemies. Even lower-level gargoyles may use magic, and they are more than capable of holding their own against a band of adventurers.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,6	4	5	3	4	0
2	2,6	5	5	3	4	0
3	2,6	5	5	3	4	1
4	2,6	5	5	4	4	1
5	2,6	5	6	4	4	1
6	2,6	5	6	4	5	1
7	2,7	5	6	4	5	1
8	2,7	6	6	4	5	1

**Elven Archer** – Not all of the elves players will meet are friendly. These elves are skilled archers and deadly from a distance, although they are weak at hand-to-hand combat

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,6	4,1	2	3	2	1
2	2,6	4,1	3	3	2	1
3	2,6	5,2	3	3	2	1
4	2,6	5,2	3	3	2	2
5	2,6	5,2	3	4	2	2
6	2,6	5,2	3	4	3	2
7	2,7	5,2	3	4	3	2
8	2,7	5,2	4	4	3	2

**Elven Warrior** – These elves are formidable melee fighters, swift with the blade and skilled at evasion.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 6	4	3	3	2	1
2	2, 6	4	4	3	2	1
3	2, 6	5	4	3	2	1
4	2, 6	5	4	3	2	2
5	2, 6	5	4	4	2	2
6	2, 6	5	4	4	3	2
7	2, 7	5	4	4	3	2
8	2, 7	5	5	4	3	2

**Ice Gremlin** – These creatures live in frozen caves guarding their stolen treasures. On an ice gremlin's turn he may choose to attack a player or steal an item that he does not currently have in hand. If he is killed the player regains the lost item, but if he moves beyond the line of sight of all players he escapes with the item.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 10	2	3	3	3	0
2	2, 10	3	3	3	3	0
3	2, 10	3	3	3	4	0
4	2, 10	3	3	3	4	1
5	2, 11	3	3	3	4	1
6	2, 11	3	4	3	4	1
7	2, 11	3	4	4	4	1
8	2, 11	4	4	4	4	1

**Giant Wolf** – Bred as guardians of evil places, these wild wolves are frighteningly fierce.

Level	Movement	Attack	Defend	Body	Mind	Magic
4	2, 9	6	3	5	1	0
5	2, 9	6	4	5	1	0
6	2, 9	6	4	5	2	0
7	2, 9	7	4	5	2	0
8	2, 10	7	4	5	2	0
9	2, 10	7	4	6	2	0
10	2, 10	7	5	6	2	0
11	2, 10	7	5	6	3	0

**Yeti** – Otherwise known as abominable snow men, these are large bear-like creatures that live on mountains. If a yeti inflicts at least one body point of damage against a player, he grips the player in a bear-hug that does one body point of damage per turn. The player cannot defend, and the yeti cannot make any other attacks, but its defend dice is reduced by one. The bear hug ends when the yeti decides to stop or when it dies.

Level	Movement	Attack	Defend	Body	Mind	Magic
4	2, 8	3	3	5	2	0
5	2, 8	4	3	5	2	0
6	2, 8	4	4	5	2	0
7	2, 9	4	4	5	2	0
8	2, 9	4	4	5	3	0
9	2, 9	4	4	6	3	0
10	2, 9	5	4	6	3	0
11	2, 8	5	5	6	3	0

**Polar Warbear** – These polar bears have been trained to do battle and joined the ranks of Chaos. They get two attacks per turn, one with their spiked maces and one with their massive claws.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2, 6	4, 4	3	6	2	0
2	2, 6	4, 4	4	6	2	0
3	2, 6	4, 4	4	6	3	0
4	2, 6	4, 4	4	7	3	0
5	2, 6	5, 5	4	7	3	0
6	2, 7	5, 5	5	7	3	0
7	2, 7	5, 5	5	7	4	0
8	2, 7	5, 5	5	8	4	0

**Ogre** – These giant monsters are slow-witted but powerful. Take care when facing these enemies.

Level	Movement	Attack	Defend	Body	Mind	Magic
6	2, 4	6	4	10	2	0
7	2, 5	6	5	10	2	0
8	2, 5	6	5	10	2	0
9	2, 5	6	5	11	2	0
10	2, 5	6	5	11	3	0
11	2, 5	7	5	11	3	0
12	2, 5	7	6	11	3	0
13	2, 6	7	6	11	3	0

## Mercenaries

There will be times when you may want assistance getting through certain challenges. If you have the money, you can take mercenaries with you on your adventures. Mercenaries charge a per-quest rate, paid in advance of each quest, and may be controlled by the player who hired him. A player may hire as many mercenaries as he wishes. Mercenaries may also be used as enemies by the game master.

A mercenary can move, attack, defend, and open doors like a player character, but he may not take any other actions unless otherwise specified. If he dies during the quest the player who hired him will not be refunded. If the player dies and the mercenary is still alive, he will be controlled by the player until the end of the quest. Mercenaries do not receive treasure, experience, or any special items, and items cannot be given to him to equip or carry. The mercenary's level at time of hire would be the same as the hiring player's level.

**Crossbowman** – These mercenaries use the crossbow to attack at range, and a broadsword in melee combat. (75 gold per quest)

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,6	3	3	2	2	0
2	2,6	3	3	3	2	0
3	2,6	4	3	3	2	0
4	2,6	4	4	3	2	0
5	2,6	4	4	3	3	0
6	2,7	4	4	3	3	0
7	2,7	4	4	4	3	0
8	2,7	5	4	4	3	0

**Halberdier** – These men attack with a halberd, allowing them to make diagonal and sweeping attacks the same as with a staff or longsword. (75 gold per quest)

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,6	3	3	2	2	0
2	2,6	3	3	3	2	0
3	2,6	4	3	3	2	0
4	2,6	4	4	3	2	0
5	2,6	4	4	3	3	0
6	2,7	4	4	3	3	0
7	2,7	4	4	4	3	0
8	2,7	5	4	4	3	0

Scout – While not as powerful at attack as other mercenaries, these characters can move faster and are able to detect and disarm traps with the same skill as a dwarf. (50 gold per quest)

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,9	2	3	2	2	0
2	2,9	2	3	3	2	0
3	2,9	3	3	3	2	0
4	2,9	3	4	3	2	0
5	2,9	3	4	3	3	0
6	2,10	3	4	3	3	0
7	2,10	3	4	4	3	0
8	2,10	4	4	4	3	0

Swordsman – The toughest of the bunch, these mercenaries have high attack and defense and serve as valuable guards. (100 gold per quest)

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,5	4	5	2	2	0
2	2,5	4	5	3	2	0
3	2,5	5	5	3	2	0
4	2,5	5	6	3	2	0
5	2,5	5	6	3	3	0
6	2,6	5	6	3	3	0
7	2,6	5	6	4	3	0
8	2,6	6	6	4	3	0

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## Note on Changes in 1.5 Edition

This edition, created not long after the first, contains many updates, revisions and new content. The most prominent addition is of the enemies, spells, items and mercenaries from the four North American quest pack releases, and of the Artifacts section which includes updates of all artifacts from those packs and the main system.

There is also a new restriction on Magic, as I felt that with increasing levels magic-users would become overly powerful. This is similar to the "Memorise Spell" rule of other role-playing systems, in which a magic-user only has a limited number of spells at his disposal during combat, and they must be chosen before an encounter.

Some may notice omissions from the quest pack content, notably the Frozen Horror enemy entry and some of the hazards and items in later quest packs. I felt that while other elements may be a benefit to players in all quests, most of these items were specific to the adventure in which they were introduced, and their definitions were taken care of in the context of that separate content. Certainly these omitted elements may be used in the creation of new quests by a game master, but it is just as likely that he would wish to devise his own special adversaries and environments using these rules as a starting point. In future editions, however, I may take adding these elements under advisement if demand is significant.

# HeroQuest Character Sheet

Name:

Level:

Skill Points:

Race / Class:

Gold:

Attack	Defend	Body	Mind	Magic	Movement

Weapons:

Armor:

Skills:

Body Points:


Mind Points:


Items

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