



Revised System Rules

by David J. Allison

Version 2.0

Table of Contents

Introduction.....	2
Gameplay Rules.....	2
Turns.....	2
Movement.....	2
Sight.....	2
Combat.....	3
Searching.....	3
Magic.....	4
Items.....	4
Resting.....	4
Other Actions.....	4
Conditions for Ending a Quest.....	4
Environment.....	5
Doors.....	5
Spiral Staircases and Exit Doors.....	5
Traps.....	5
Furniture.....	6
Character Creation.....	6
Attributes.....	6
Races.....	7
Character Classes.....	7
Barbarian.....	7
Warrior.....	8
Rogue.....	9
Wizard.....	10
Rogue Mage.....	11
Race Skills.....	11
Weapon Skills.....	12
Experience.....	13
Items and Equipment.....	13
Weapons.....	13
Armour.....	14
Usable Items.....	14
Artifacts.....	16
Spells.....	18
Earth Spells.....	18
Fire Spells.....	18
Air Spells.....	19
Water Spells.....	19
Elf Spells.....	19
Chaos Spells.....	20
Other Spells.....	22
Spell Cross-Training.....	23
Monsters and Enemies.....	23
Mercenaries.....	32
Acknowledgement.....	34
Note on Changes in 1.5 Edition.....	34
Note on Changes in 2.0 Edition.....	34

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 the 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 character'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.

Turns: The order in which characters act is important for developing strategy, and there are several approaches that can be taken. One is to have all player characters roll two red dice, and have each player take his turn from highest roll to lowest. If one or more players roll the same number, then only those players will re-roll until each has a unique number. The players may roll again after their turns and the enemies' turns have been completed, or they can choose to keep the turn order for as many turns as they wish, up through an entire quest. Generally the game master takes his turn with all playable enemies after the players have completed their turns, but he may also choose to roll for each enemy's turn along with the players.

Another option is to allow the players to agree on their turn order without the use of dice, either before each round or at the beginning of a quest. This is especially preferable if there are only one or two players controlling multiple characters. In this case, the game master will always take his turn after the players finish theirs.

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, both of which must be unobstructed. 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: 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. If a character wishes to increase his chances of defending against a powerful enemy, he may also add a die to his defense roll by sacrificing an action on his turn.

A "combat encounter" is an event beginning with an enemy becoming aware of a player character, and ending when there are no visible enemies left, or when all player characters have been killed. Multiple combat encounters may happen at once if the players become separated. Combat will continue until either all player characters or all enemy characters are dead, or until one side successfully runs away by moving beyond the line of sight of all opposing characters.

The other characters may attempt to chase a character that has run away, but if by the end of their next turn the character in question is still beyond line of sight, he is considered to have "escaped." If the escapee is controlled by the game master, it is then removed from the board. If the escapee is a player, and no other player characters are visible, the game master may roll a red die to determine which direction the enemies will move, or if the enemies return to their start positions. For example, if the enemies must move right or left, the game master may say "Even" for left and "Odd" for right, roll the die, and follow the result.

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. 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, and the game master may grant additional gold and experience to help the player catch up to surviving players. If there are no players nearby but there are enemies, then an enemy can steal the dead character's items.

A comatose character (having zero mind points) is not considered dead, but may not roll defend dice if attacked. Unless some mind points are restored by another character through magic or items, he will either die upon receiving too many attacks or will recover one mind point at the end of a combat encounter.

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 in the rules below. 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 visible 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 unless otherwise indicated.

Resting: When no enemies are present, each player character may attempt to rest in a hostile area by rolling one white die. In a standard dungeon, if all characters within line of sight of each other roll anything other than a black shield, they rest uninterrupted and recover their health, mind 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. (NOTE: No experience is granted for killing wandering monsters during a rest period).

Other Actions: In place of combat, searching, spells or item use, a character may perform an arbitrary action that will succeed or fail based on a dice roll. The game master must determine how difficult an act 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. These conditions 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 the entire party dies, new characters must be created and all items 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. They may restart the current quest from the beginning, although the game master can choose to modify aspects of the quest to maintain an advantage over the players. He may also provide opportunities for the players to regain rare items that were lost in death.

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; however, if a character moves to a door and then opens it on the same turn, he may not move further even if there are spaces left on his roll. 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: Most areas have both 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 and suffer damage.

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 successful two-square jump requires a black shield on a single die). If either a normal or length-wise jump fails, the character 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 forward, and if an odd number is rolled he must step back.

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 one body point of automatic damage.

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: These 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 remaining player 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. Moving onto, off of or over furniture also requires two moves per space.

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, as well as advance them with a wide array of enhancements.

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 all 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 player characters 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 armour 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. Each spell cast uses one magic point, which can be replenished by using items or resting.

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

Each type of character will have upgradeable skills available as well. Each character starts with one skill point that may be used to obtain a basic skill available to his race or class. Skills may either be active, passive, or actions. Using an active skill does not require an action, but must be declared on a turn before it is used; these generally last until the end of a combat encounter. Passive skills are permanent bonuses to character abilities and are assumed to always be “active.” Action skills are those that require an action to perform, just like attacking or searching; an example of these would be disarming traps.

Once attributes and skills 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: 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.

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 receive a bonus point to defense and 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 start with a one-point bonus to 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. They may also start with a broadsword rather than the standard short sword.

Starting statistics:

Attack	1
Defend	1
Body	6
Mind	2
Magic	0
Movement	2

An additional two points may be allotted to Attack, Defend, Body or Movement, as well as any race bonuses.

Skills:

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 1, minimum 4 Attack)

Frenzy – The character sacrifices a body point to gain an additional Attack die. This lasts until death or the end of a combat encounter, at which time the body point is restored and all other attributes return to normal. (Skill Cost 1, minimum 7 Body Points)

Berserker – The character may roll one extra combat die, and he is guaranteed as many hits as his base Attack number. May only be used once during a combat encounter, when the character's body points are two or less. (Skill Cost 1, minimum 7 Body Points)

Battle Roar – The character may let out a terrifying bellow. Each visible enemy rolls a white die for each of its mind points, and unless it rolls a black shield its defense is lowered by one point for its next turn. May be used once per combat encounter. Undead are immune to this ability. (Skill Cost 2)

Frightening Battle Roar – When using Battle Roar, one body point of damage is dealt to each affected enemy that is adjacent to the character. Undead are immune to this ability. (Skill Cost 2, requires Battle Roar)

Savagery – Upon successfully killing an enemy, the character may perform such frightening violence that enemies within one square of the player must roll white dice equivalent to their mind points. Unless they roll a black shield, they flee from the barbarian as fast as possible for their next turn and roll half their defense dice, rounding down. May only be used once per encounter. Undead are immune to this ability. (Skill Cost 2, Minimum 3 Mind Points)

Manhandler – The character may make two attacks on a turn, one with his total dice and one with his base Attack dice. May only be used once per combat encounter. (Skill Cost 3)

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. They begin equipped with a short sword.

Starting statistics:

Attack	1
Defend	1
Body	6
Mind	2
Magic	0
Movement	2

An additional two points may be allotted to Attack, Defend, Body, Mind or Movement, as well as any race bonuses.

Skills:

Bodyguard – The character may sacrifice an action to use his Defend dice for another character's defend roll. All current status enhancements for the warrior apply. He must be standing adjacent to or diagonally from the target character. Damage taken affects the warrior and not the defended character. (Skill Cost 1, minimum 3 Defend)

Berserker – See “Barbarian Skills.” (Skill Cost 1, minimum 7 Body Points)

Focus – The character may temporarily sacrifice a mind point to apply an additional point to either Attack or Defend. This lasts until death or the end of a combat encounter, at which time the mind point is restored and all other attributes are returned to normal. (Skill Cost 1, minimum 3 Mind Points)

Inspire Courage – The character may use his commanding presence once per combat encounter to grant an additional defend die to all visible companions for one turn. (Skill Cost 2, Minimum 3 Mind Points)

Inspire Valour – This is used in place of Inspire Courage, and adds an additional attack die as well as a defend die. (Skill Cost 2, requires Inspire Courage)

Manhandler – See “Barbarian Skills.” (Skill Cost 3)

Stare Down – The character may roll one red die for each of his mind points, and the targeted enemy may do the same. If the player character's roll is greater, the enemy may not roll defend dice when attacked on that turn. May only be used once per combat encounter. (Skill Cost 3, Minimum 4 Mind Points)

Rogue – These characters are very agile and are known for their stealth. They are also very cunning with traps and similar devices. Because of their focus on agility and deftness they tend to be of slighter build than barbarians and warriors. They begin equipped with a short sword.

Starting statistics:

Attack	1
Defend	1
Body	5
Mind	3
Magic	0
Movement	2

An additional two points may be allotted to Attack, Defend, Body, Mind or Movement, as well as any race bonuses.

Skills:

Backstab – The character may perform a backstab attack when directly behind an enemy, adding one die to attack. May not be used in combination with dual-wielding attacks. (Skill Cost 1)

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)

Stealth – If no enemies are visible the character may declare he is using stealth, and during this time may roll only one red die for movement. If he encounters any enemies, on each turn he may roll a red die for each of his mind points. If the rogue's roll is greater than the total mind points of all enemies in line of sight, he remains in stealth. This is broken if he takes any action other than movement or opening doors, if he comes within one square of an enemy, or if he fails to roll greater than total enemy mind points on a turn. If he uses Backstab as he approaches an enemy using stealth, that enemy rolls half of his defend dice (rounding up). (Skill Cost 1, requires 4 mind points)

Improved Stealth – A character may search for traps, treasures and secret doors, as well as disarm traps, while enemies are visible when using stealth. Enemies attacked with Backstab while the character is in stealth roll no defend dice. (Skill Cost 2, requires Stealth)

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 3, minimum 3 Movement)

Set Trap – While no enemy is visible, the character may move to an unoccupied square and set a trap on it. He may have up to two active (unsprung) traps on the board at any given point. If an enemy steps on the affected square it will spring the trap, which will behave like a normal spear trap. Player characters may pass through them with no harm. (Note: to prevent the game master from taking advantage of knowing the exact location of player traps, the player may at any point write down a trap's location using grid notation [for instance, letters for rows and numbers for columns] on one of two scraps of paper granted to him at the beginning of the quest. When a trap is sprung he receives a new scrap of paper for future use. He may not write down a trap's location while enemies are visible, but he may write it down several turns after passing over it in order to mislead the game master.) (Skill Cost 3, Minimum 5 Mind Points)

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, but they must start with a dagger instead of a short sword. They may choose from a pool of three out of four elemental spell groups.

Starting statistics:

Attack	1
Defend	1
Body	3
Mind	4
Magic	3
Movement	2

An additional two points may be allotted to Defend, Body, Mind, Magic, or Movement, as well as any race bonuses.

Skills:

Telekinesis – The character may move a visible object or furniture and use it to attack an enemy. The number of dice rolled is the total spaces the object occupies on the board for tall furniture (half for low furniture, rounding up) plus the wizard's base attack dice. The wizard must expend

one mind point for every die rolled above his base attack, which may only be replenished with an item or by resting. (Skill Cost 2, minimum 5 Mind Points)

Dominion – The character may take control of an enemy and move or attack with it after his own turn. He must expend mind points equivalent to the total mind points of the creature, which may only be replenished with an item or by resting. This lasts until either the wizard or the enemy dies, or the wizard decides to release the enemy. (Skill Cost 4, minimum 7 Mind Points)

Mimic – When an enemy casts a spell, regardless of who the target is or whether it is successful, the character may attempt to learn the spell by observing it. He may roll a red die for each of his mind points, and the enemy will do the same. If the player's roll is greater, that spell will be added to his spell pool (although it may only be used when the character reaches the required spell level). The enemy must be within line of sight when the spell is cast. (Skill cost 4, minimum 7 Mind Points)

Rogue Mage – These are magic-using rogues, not as accomplished as wizards or as strong as normal rogues, but with benefits of both classes. They may choose one out of four elemental spell groups.

Starting statistics:

Attack	1
Defend	1
Body	4
Mind	3
Magic	1
Movement	2

An additional two points may be allotted to Attack, Defend, Body, Mind, Magic, or Movement, as well as any race bonuses.

Skills:

Rogue Mages may choose from any Rogue or Wizard skills, in addition to the following:

Combat Sorcery – The character may spend one magic point per combat encounter to add an Attack or Defend die. This lasts until death or the end of a combat encounter, at which time the magic point is restored and all other attributes are returned to normal. (Skill Cost 1, Minimum 4 Magic Points)

Race Skills: These are skills available to different races regardless of character class.

Human Skills:

Human Destiny – At the beginning of any quest or dungeon a human may roll a single white die. Whatever the result is, he may save it to apply to a roll at a single point in the adventure. (Skill Cost 1)

Strength of Will – A human may automatically resist a mental attack or spell once per encounter. (Skill Cost 2, minimum 5 Mind Points)

Human Resistance – A human may add 2 to any roll of a red die, or one additional white die, to any check against a trap or environment effect. (Skill Cost 2, minimum 7 Body Points)

Dwarf Skills:

Disarm Traps – See “Rogue Skills.” (Skill Cost 1, minimum 3 Mind Points)

Dwarven Hardiness – Once per combat encounter a dwarf may automatically regain one body point. (Skill Cost 2, minimum 4 Defense)

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; walls take five successful hits to dig through. (Skill Cost 3, minimum 4 Attack)

Elf Skills:

Elven Finesse – An elf may use an extra defend die once per combat encounter, and no longer suffers a penalty on a dual-wielding attack on any turn. (Skill Cost 1, minimum 3 defense)

Long Jump – An elf may roll anything but a black shield to successfully jump a space, and anything but a white shield to jump a Long Pit Trap. (Skill cost 2)

Elven Awareness – When immediately outside any room or corridor, an elf may roll a white die for each of his mind points. If he rolls at least one white shield, the game master will reveal the positions of any enemies in that vicinity. If he rolls at least three white shields, the game master reveals what types of enemies they are. (Skill cost 2, minimum 5 Mind Points)

Weapon Skills – These skills apply to any class or race, unless otherwise specified. They apply to familiarity with weaponry.

Sweep Attack – If the character is wielding a two-handed melee weapon, such as a longsword or staff, he may make a sweeping attack against multiple opponents provided that another player character 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. May only be used once per combat encounter. (Skill Cost 2)

Ranged Accuracy – If a visible enemy is behind another enemy or character, the player may subtract one combat die from an attack roll and still make the shot with a bow or crossbow. (Skill cost 2, minimum 4 Mind Points)

Riposte – A character may immediately roll one attack die upon a successful defense roll, against which the attacking enemy cannot defend. May only be used once per combat encounter. (Skill Cost 2, minimum 4 Attack)

Shield Bash – A character may attack with his shield instead of his main-hand weapon, using his base attack roll. If a successful hit is made, the enemy must roll combat dice equivalent to its mind points. If it does not roll a black shield, it is disoriented and may not attack for one turn. (Skill Cost 2, minimum 4 Defense)

Dual-Wielding – The character may wield two one-handed melee weapons 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. The second attack must be made with the lesser weapon, and the player must divide his roll by two, rounding up. (Skill Cost 3, minimum 5 defense)

Experience: Heroes start at Level 1 and accumulate experience based on an enemy's statistics when it is killed, on successful player actions, or on the completion of quests as determined by the game master. When an enemy is killed, all conscious players receive experience points equivalent to the enemy's base Attack or Defend, whichever is lower. An additional point will go to the player who landed the killing blow. Rogues may also gain a bonus point for executing a successful backstab (one per enemy), warriors receive a point for successfully defending another character (one per ally), and magic-users gain a point from successfully casting offensive spells (one per enemy).

Non-combat experience can be granted in a number of ways. A successful non-combat action can yield one experience point to the player, such as disarming a trap. Quest checkpoints, including optional ones such as finding an ancient artifact, can yield up to five experience points for the entire group. All surviving players may receive ten experience points for quest completion. The game master may also grant experience based on overall merit or performance to individual characters, but should take care not to consistently favour one player, or else it will unbalance the party.

It is up to the game master to determine how many experience points are required to reach the next level. 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. The game master may also start the experience requirement high but only gradually raise it between levels (80 to 100 to 120). With each gained level, a character may allocate one additional point to an attribute of his or her choice, and he gains a skill point to purchase new skills.

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 one Body point, as well as one point to a different statistic, for each additional level. He may also equip the enemies with weapons and armour available for each type. A list of suggested attribute tables and equipment for common enemies is given in the section **Monsters and Enemies**.

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), but 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. Two-handed. (100 gold)

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

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

Longsword – 2 additional attack dice, and may be used diagonally the same as the staff. Two-handed. Minimum five body points. (350 gold)

Battle Axe – 3 additional attack dice. If all skulls are rolled, the opponent suffers a concussion and loses one mind point. Two-handed. 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. Two-handed. It may not be used with a shield. (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 five body points to wear. (125 gold)

Chain Mail – 1 additional defend die. May be combined with helmet and shield. Minimum five 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 six 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 five 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

Air Walk – This potion allows any character to walk on a cushion of air for one turn. He does not spring traps on this turn. The character may walk over pit traps as long as he can reach an unoccupied space on the other side. (Treasure Deck Only)

Elven Cloak of Passage – This cloak enables the wearer to pass through walls without harm. Caution! If the character ends his turn in an area of solid rock, he is trapped forever. This cloak only works three times, and is useless afterwards. (Treasure Deck Only)

Heroic Brew – If you drink its contents before you attack, you can make two attacks instead of one. Dual-wielding penalty does not apply, but cannot be combined with dual-wielding. (Treasure Deck Only)

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. Dual-wielding penalty does not apply, but cannot be combined with dual-wielding. (200 gold)

Potion of Defense – You can drink this potion at any time, giving you two extra combat dice the next time you defend. (Treasure Deck Only)

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 Magic Resistance – The potion in this small, blue bottle negates the effects of any non-friendly spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell (this does not count as an action). This works only for the character drinking the potion. (Treasure Deck Only)

Potion of Recall – This potion allows a magic-user to memorise a spell in place of a different one during 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 with his primary weapon, with no dual-wielding penalty. These effects end as soon as the player receives 1 body point of damage. (200 gold)

Potion of Strength – You can drink this liquid at any time, enabling you to roll two extra combat dice the next time you attack or add a red die to any strength check. (Treasure Deck Only)

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)

Potion of Warmth – This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from ice-based spells, or from cold environmental effects, restores two lost body points. Drinking at any other time restores only one lost body point. (Treasure Deck Only)

Tool Kit – This tool kit allows a character without the Disarm Trap skill to disarm an unsprung trap. The player may move to the space where the trap is located and roll anything but a skull to disarm it; otherwise the trap is sprung. The tool kit may be used indefinitely. (250 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. It also cures any lasting venomous effects. (50 gold)

Wolfsbane Potion – This may be used by any character under the Werewolf's Curse. This potion cures the character of the curse. (Treasure Deck Only)

Note on Selling Items: Characters can sell items back at half of their original value. Artifacts, treasure-deck only items, and 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 enemy'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, and cures lasting poison effects. 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, but then it becomes useless.

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 five 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 all 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 a defense roll. There are only four arrows with this bow, and it is useless once all four have been fired. May not work on named enemies.

Elven Bracers – These metallic wrist bands have magical powers, and may only be worn by an elf. 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 it has been used against the second spell.

Magical Throwing Dagger – This dagger is used the same as a normal dagger, but it automatically returns to the owner once thrown.

Orc's Bane – When using this magical short sword, you roll one additional attack die. You may attack twice if attacking an Orc, with no dual-wielding penalty, although it cannot be combined with an off-hand weapon attack. 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 a spell with no magic point cost for the first casting. The wearer of this ring must declare which of his spells he is storing in it before a combat encounter, and may only be used once before the encounter ends.

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, although he must be at the appropriate level to cast it. 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. May only be worn by magic-users.

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. Magic point usage still applies.

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, although they must be within their chosen elemental spell group unless they are race-based (in the case of the Elf Spells) or learned from another magic-user. 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 spell may be cast on any one character, including yourself. Its magical power will immediately restore lost body points, but does not give a character more than his starting number. The number of body points restored varies by level: at level 3 it is 4, at level 5 it is 6, and at level 7 it is 8.

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 cast on any one enemy, blasting it with flames. The enemy must roll a five or six on a red die for each point of damage caused. At level 1 this is 1 point, at level 3 it is 2 points, and at level 6 it is 4 points.

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.

Ball of Flame (Level 4) – This spell may be cast on any one enemy, enveloping it in a ball of fire. The enemy will immediately roll red dice for each point of damage, and for each six rolled the damage is reduced by one point. At level 4 this is 3 points, at level 6 it is 4 points, and at level 10 it is 6 points.

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 combat dice equivalent to the caster's magic points 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 lost body points, but will not give a character more than his starting number. At level 1 it restores 2 points, at level 4 it restores 4, and at level 8 it restores 6.

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 1 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 character 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 (generally a one-point penalty). This is not effective against artifacts or unique items.

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 an enemy.

Hypnotic Blaze (Level 6) – When this spell is cast, an illusion of a huge, animated flame appears. Every character in line of sight (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.

Weak 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 character 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 spell-caster 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 zero 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 or open spaces, 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 paralyzes all characters located in the same room or corridor. A paralyzed 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 game-master for the 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 spell-caster. 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. No level restrictions apply.

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.

Spell Cross-Training – As explained under the “Elf Spells” section, magic-users may learn spells from other party members or from friendly NPCs. This may only be accomplished between quests or adventures, and only one spell may be learned at a time. Both the player learning the spell and the player teaching the spell will roll combat dice equivalent to their starting Mind Points. If the player learning the spell rolls more skulls than the teacher, he will permanently learn the spell. Level restrictions will still apply for using the spells.

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 suggested combat statistics by level. At every level an enemy should receive an additional Body Point, as well as one other point allocated to a separate attribute.

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.

As player characters progress, the game master may wish to make his enemies even more challenging. Beneath each enemy description is a list of weapons, armour and skills they may use. These can be added to enemies at any level, although it is recommended they be used only after players have obtained some skills and equipment of their own.

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.

Weapons: Goblins may be equipped with either a dagger (+0) or a hand-axe (+1)

Armour: Goblins may wear leather armour (+1) and a leather helm (+1).

Skills:

Swarm – Goblins get +1 to attack when there are more than one in the same room.

Bite – A goblin may roll base attack dice to bite a character. If he takes damage, this will cause the character to roll one less defend die until he is healed.

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

Weapons – Skeletons may be equipped with a scythe (+2, diagonal attacks) or a bow (+1).

Armour – Skeletons may wear chain mail (+1) and a helmet (+1).

Skills:

Minor Dread – Each player that can see the enemy must roll one red die on every turn. If the roll is less than the total number of undead in a room, he suffers a one-die penalty to attack. Each player only rolls once per turn regardless of the number of undead.

Sweep Attack – See “Weapons Skills” (may only be used if Scythe is equipped)

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

Weapons – Zombies may carry a hatchet (+1) or a bow (+1).

Armour – Zombies may wear chain mail (+1) or a helmet (+1).

Skills:

Minor Dread – See “Skeleton Skills.”

Pestilence – If a player takes damage, he must roll one combat die. If a skull is rolled, he suffers one point of damage per turn until healed.

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

Weapons – Orcs may carry a short sword (+1), or a ball and chain (+2)

Armour – Orcs may wear chain mail (+1) or plate mail (+2), as well as a helmet (+1). Movement restrictions apply for plate mail.

Skills:

Rush – If an orc crosses more than two squares to reach a player before attacking on the same turn, his momentum grants him an additional attack die.

Vile Courage – An orc may sacrifice a mind point to grant all enemies in his line of sight a one-point bonus to defense.

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

Weapons – Fimir may wield a hand-axe (+1) or battle axe (+3)

Armour – Fimir may wear chain mail (+1) or plate mail (+2). Movement restrictions apply for plate mail.

Skills:

Kidnap – Instead of a normal attack, a fimir may attempt to kidnap a player character. He must already be standing adjacent to the target character on his turn; he cannot move and then attempt to kidnap on the same turn. The fimir rolls his base attack dice against the player's base defend dice; if the fimir wins he may carry the player character off as he runs away. While carrying the character the fimir may only roll base defend dice and cannot attack, and the kidnapped character may not make any action but also cannot be attacked by other enemies. The character may attempt to escape by rolling a six on one red die, at which point he may attack, run away, or both. If the fimir remains out of sight of the rest of the player characters for two turns in a row, and the kidnapped character fails to escape, the fimir disappears and the target character is presumed dead. All equipment on the character is also stolen.

Tail Attack – On a successful defense roll the fimir may roll one combat die for an additional attack. The player character may not roll defend dice.

Fimir Statistics:

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,6	3	3	2	3	0
2	2,6	4	3	3	3	0
3	2,6	4	4	4	3	0
4	2,6	4	4	5	4	0
5	2,6	5	4	6	4	0
6	2,6	5	4	7	4	1
7	2,7	5	4	8	4	1
8	2,7	6	4	9	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. They may also retain one Chaos spell if they have Magic points to cast it, even without Mind points.

Weapons: A mummy may have a ceremonial stave (+1).

Armour: A mummy may have ceremonial armour (+2).

Skills:

Curse – Once per combat encounter, the mummy may curse a single player. This causes the player character to die immediately after his next three turns, regardless of damage taken, unless the mummy is killed. He may only be revived if he has a healing potion on-hand.

Dread – Like Minor Dread, except that the penalty is two attack dice.

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

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.

Weapons – Chaos warriors may carry hand-axes (+1) or battle axes (+3).

Armour – Chaos warriors may wear chain mail (+1) or plate mail (+2), a helmet (+1), and a shield if only wielding a hand-axe (+1). They suffer no movement penalty for plate mail due to their powerful bodies.

Skills:

Disarm – Once per combat encounter a chaos warrior may disarm a player character's equipped weapon on a successful defense roll. The disarmed weapon may only be picked up once the combat encounter ends.

Pincer Attack – If two Chaos Warriors are on either side of a player character and both attack, the first Chaos Warrior may make an additional attack.

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	5	4	0
4	2,7	4	5	6	4	1
5	2,7	5	5	7	4	1
6	2,8	5	5	8	4	1
7	2,8	5	6	9	4	1
8	2,8	6	6	10	4	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.

Weapons – Gargoyles may carry a broadsword (+2) and/or a whip (+1).

Armour – Gargoyles may wear chain mail (+1) or plate mail (+2) and a helmet (+1). They suffer no movement penalty for wearing plate mail.

Skills:

Dual-wielding – See “Weapons Skills.”

Stone Gaze – For any characters within line of sight, Gargoyles may roll red dice for his base mind points against a player's base defense dice. If the Gargoyle's roll is greater, the player character is turned to stone and cannot move, attack or defend, but also cannot suffer damage. Only magical healing spells may be used to reverse the effect, as the character cannot drink potions; if no magic-using players are available, the character must be left for dead. All items and equipment are also turned to stone and unusable. May only be used once per encounter.

Gargoyle Statistics:

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

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.

Weapons – Elven archers may be equipped with a bow (+1) or a short sword (+1).

Armour – Elven archers may wear chain mail (+1) and a helmet (+1).

Skills:

Ambush – Similar to Stealth, elven archers may remain invisible until they move or attack, or until a player character moves within two squares of their position.

Ranged Accuracy – See “Weapons Skills.”

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

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

Weapons – Elven warriors may be equipped with a broadsword (+2) and a short sword (+1).

Armour – Elven warriors may be equipped with chain mail (+1) and a helmet (+1). They may replace their secondary weapon with a shield (+1).

Skills:

Dual-Wielding – See “Weapons Skills.”

Shield Bash – See “Weapons Skills.”

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

Ice Gremlin – These creatures live in frozen caves guarding their stolen treasures.

Weapons – An ice gremlin may be armed with an icicle (+1).

Armour – An ice gremlin may be equipped with leather armour (+1) and a helmet (+1).

Skills:

Set Trap – Instead of attacking on a turn, an ice gremlin may set a stalactite trap. The game master will not indicate this until a player character steps under it, or until all visible enemies are gone and the player searches for traps.

Theft – On an ice gremlin’s turn he may choose to steal an item that a player character 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. He must be adjacent to the character to steal.

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

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

Weapons – Giant wolves carry no weapons.

Armour – Giant wolves carry no armour.

Skills:

Maul – If a wolf successfully damages a player character, he will be badly wounded and roll half of his total defense dice until healed.

Rush – See “Orc Skills.”

Level	Movement	Attack	Defend	Body	Mind	Magic
4	2, 9	6	3	5	1	0
5	2, 9	6	4	6	1	0
6	2, 9	6	4	7	2	0
7	2, 9	7	4	8	2	0
8	2, 10	7	4	9	2	0
9	2, 10	7	5	10	2	0
10	2, 10	7	5	11	3	0
11	2, 10	8	5	12	3	0

Yeti – Otherwise known as abominable snow men, these are large bear-like creatures that live on mountains.

Weapons – Yeti may not carry weapons.

Armour – Yeti may not carry armour.

Skills:

Bear Hug – If a yeti inflicts at least one body point of damage against a player, he may grip 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 or the player character dies.

Maul – See “Giant Wolf Skills.”

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

Polar Warbear – These polar bears have been trained to do battle and have joined the ranks of Chaos.

Weapons – Polar Warbears may carry spiked maces (+2).

Armour – Polar Warbears may wear chain mail (+1) or plate mail (+2) and a helmet (+1). They do not suffer a movement penalty for plate mail.

Skills:

Claw Swipe – Polar Warbears may make a second attack on any turn with base attack dice using their massive claws.

Stomp – Polar Warbears may roll base attack dice against one player character, and if a successful hit is scored, all adjacent characters—player and enemy alike—are knocked back one space unless they can immediately roll a white shield on one white die. If a character is wearing plate armour he may roll an additional die.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2,6	4	3	6	2	0
2	2,6	4	4	7	2	0
3	2,6	5	4	8	2	0
4	2,6	5	4	9	3	0
5	2,6	5	5	10	3	0
6	2,7	5	5	11	3	0
7	2,7	6	5	12	3	0
8	2,7	6	6	13	3	0

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

Weapons – Ogres may carry a club (+1) or a spiked club (+2)

Armour – Ogres may wear chain mail (+1) or plate mail (+2) and a helmet (+1). They do not suffer a movement penalty for plate armour.

Skills:

Stomp – See “Polar Warbear Skills.”

Toss – An ogre may pick up an adjacent character and toss him up to five spaces in any direction. He must roll base attack dice and score a successful hit, with the player character taking normal damage. If the player is thrown into a trap that has not been disarmed, that trap will be sprung and the player may take additional damage. If he is thrown into another character (player or enemy), both that character and the thrown character lose their next turns.

Ogre Statistics:

Level	Movement	Attack	Defend	Body	Mind	Magic
6	2,4	6	4	10	2	0
7	2,4	6	5	11	2	0
8	2,5	6	5	12	2	0
9	2,5	6	5	13	3	0
10	2,5	6	6	14	3	0
11	2,5	7	6	15	3	0
12	2,6	7	6	16	3	0
13	2,6	7	7	17	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 them. 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; all statistics assume weapons and armour are already equipped. 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	4	3	3	2	0
3	2,6	4	3	4	3	0
4	2,7	4	3	5	3	0
5	2,7	4	4	6	3	0
6	2,7	5	4	7	3	0
7	2,8	5	4	8	3	0
8	2,8	5	5	9	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	4	3	3	2	0
3	2.6	4	3	4	3	0
4	2.6	4	4	5	3	0
5	2.7	4	4	6	3	0
6	2.7	5	4	7	3	0
7	2.7	5	4	8	4	0
8	2.7	5	5	9	4	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 or rogue. (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	3	0
3	2.9	3	3	4	3	0
4	2.9	3	4	5	3	0
5	2.10	3	4	6	3	0
6	2.10	3	4	7	4	0
7	2.10	4	4	8	4	0
8	2.10	4	5	9	4	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	6	3	2	0
3	2.5	5	6	4	2	0
4	2.5	5	6	5	3	0
5	2.5	5	7	6	3	0
6	2.6	5	7	7	3	0
7	2.6	6	7	8	3	0
8	2.6	6	7	9	4	0

Acknowledgement

Thanks go to Drathe for hosting this document at Ye Olde Inn (<http://www.yeoldeinn.com>). A more gracious host cannot not be known to a fellow HeroQuester.

Special thanks go to my dad, as well as my friends Kevin, Aaron and Alex, for helping me play-test these rules, and to my grandparents for giving me my first set on Christmas so many years ago.

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.

Note on Changes in 2.0 Edition

Further play-testing revealed some flaws in the way character classes were balanced, as well as distribution of experience and level of customisation. The skill list has been greatly expanded and divided into class, race, and weapons sub-categories, and point allotment for attributes has similarly been grouped by class for easier reference. Some values and requirements have also been tweaked, and players have more opportunities to gain experience cooperatively, while still maintaining some incentives for competitive play. A rest mechanic has also been added, allowing players to regain lost health and other points (with a degree of risk, of course), and certain aspects of magic have been expanded, such as cross-training between quests.

Enemies have been granted skills as well, and the option to equip certain weapons and armour, as players start to greatly outmatch enemies at higher levels otherwise. Their statistics have also been modified so that body points increase per level, along with additional attributes, to compensate for the enemy defense roll handicap. In essence, enemies still take about the same damage, but take more hits to kill.

HeroQuest Character Sheet

Name:

Race:

Class:

Level:

Skill Points:

	Attack	Defend	Body	Mind	Magic	Movement
Base						
Mod						

Weapons:

Armor:

Accessories:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Skills / Spells:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Items:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Gold:

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.

Weapons: Goblins may be equipped with either a dagger (+0) or a hand-axe (+1)

Armour: Goblins may wear leather armour (+1) and a leather helm (+1).

Skills:

Swarm – Goblins get +1 to attack when there are more than one in the same room.

Bite – A goblin may roll base attack dice to bite a character. If he takes damage, this will cause the character to roll one less defend die until he is healed.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.10	2	1	1	1	0
2	2.10	2	1	2	2	0
3	2.10	3	1	3	2	0
4	2.10	3	2	4	2	0
5	3.10	3	2	5	2	0
6	3.10	4	2	6	2	0
7	3.10	4	2	7	3	0
8	3.11	4	3	8	3	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.

Weapons – Skeletons may be equipped with a scythe (+2, diagonal attacks) or a bow (+1).

Armour – Skeletons may wear chain mail (+1) and a helmet (+1).

Skills:

Minor Dread – Each player that can see the enemy must roll one red die on every turn. If the roll is less than the total number of undead in a room, he suffers a one-die penalty to attack. Each player only rolls once per turn regardless of the number of undead.

Sweep Attack – See “Weapons Skills” (may only be used if Scythe is equipped)

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.6	2	2	1	0	0
2	2.6	3	2	2	0	0
3	2.6	3	3	3	0	0
4	2.6	4	3	4	0	0
5	2.7	4	3	5	0	0
6	2.7	4	4	6	0	0
7	2.7	5	4	7	0	0
8	2.7	5	5	8	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.

Weapons – Zombies may carry a hatchet (+1) or a bow (+1).

Armour – Zombies may wear chain mail (+1) or a helmet (+1).

Skills:

Minor Dread – See “Skeleton Skills.”

Pestilence – If a player takes damage, he must roll one combat die. If a skull is rolled, he suffers one point of damage per turn until healed.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.5	2	3	1	0	0
2	2.5	3	3	2	0	0
3	2.5	3	4	3	0	0
4	2.6	3	4	4	0	0
5	2.6	4	4	5	0	0
6	2.6	4	5	6	0	0
7	2.6	5	5	7	0	0
8	2.7	5	5	8	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 force to be reckoned with.

Weapons – Orcs may carry a short sword (+1), or a ball and chain (+2)

Armour – Orcs may wear chain mail (+1) or plate mail (+2), as well as a helmet (+1). Movement restrictions apply for plate mail.

Skills:

Rush – If an orc crosses more than two squares to reach a player before attacking on the same turn, his momentum grants him an additional attack die.

Vile Courage – An orc may sacrifice a mind point to grant all enemies in his line of sight a one-point bonus to defense.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.8	3	2	1	2	0
2	2.8	3	3	2	2	0
3	2.8	3	3	3	3	0
4	2.8	4	3	4	3	0
5	3.8	4	3	5	3	0
6	3.8	5	3	6	3	0
7	3.8	5	4	7	3	0
8	3.8	5	4	8	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.

Weapons – Fimir may wield a hand-axe (+1) or battle axe (+3)

Armour – Fimir may wear chain mail (+1) or plate mail (+2). Movement restrictions apply for plate mail.

Skills:

Kidnap – Instead of a normal attack, a fimir may attempt to kidnap a player character. He must already be standing adjacent to the target character on his turn; he cannot move and then attempt to kidnap on the same turn. The fimir rolls his base attack dice against the player’s base defend dice; if the fimir wins he may carry the player character off as he runs away. While carrying the character the fimir may only roll base defend dice and cannot attack, and the kidnapped character may not make any action but also cannot be attacked by other enemies. The character may attempt to escape by rolling a six on one red die, at which point he may attack, run away, or both. If the fimir remains out of sight of the rest of the player characters for two turns in a row, and the kidnapped character fails to escape, the fimir disappears and the target character is presumed dead. All equipment on the character is also stolen.

Tail Attack – On a successful defense roll the fimir may roll one combat die for an additional attack. The player character may not roll defend dice.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.6	3	3	2	3	0
2	2.6	4	3	3	3	0
3	2.6	4	4	4	3	0
4	2.6	4	4	5	4	0
5	2.6	5	4	6	4	0
6	2.6	5	4	7	4	1
7	2.7	5	4	8	4	1
8	2.7	6	4	9	4	1

Mercenaries

Swordsmen – 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	6	3	2	0
3	2.5	5	6	4	2	0
4	2.5	5	6	5	3	0
5	2.5	5	7	6	3	0
6	2.6	5	7	7	3	0
7	2.6	6	7	8	3	0
8	2.6	6	7	9	4	0

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. They may also retain one Chaos spell if they have Magic points to cast it, even without Mind points.

Weapons: A mummy may have a ceremonial staff (+1).

Armour: A mummy may have ceremonial armour (+2).

Skills:

Curse – Once per combat encounter, the mummy may curse a single player. This causes the player character to die immediately after his next three turns, regardless of damage taken, unless the mummy is killed. He may only be revived if he has a healing potion on-hand.

Dread – Like Minor Dread, except that the penalty is two attack dice.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.4	3	4	2	0	0
2	2.4	4	4	3	0	0
3	2.5	4	4	4	0	0
4	2.5	4	4	5	0	1
5	2.5	4	5	6	0	1
6	2.5	5	5	7	0	1
7	2.5	5	5	8	0	2
8	2.5	5	6	9	0	2

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.

Weapons – Chaos warriors may carry hand-axes (+1) or battle axes (+3).

Armour – Chaos warriors may wear chain mail (+1) or plate mail (+2), a helmet (+1), and a shield if only wielding a hand-axe (+1). They suffer no movement penalty for plate mail due to their powerful bodies.

Skills:

Disarm – Once per combat encounter a chaos warrior may disarm a player character's equipped weapon on a successful defense roll. The disarmed weapon may only be picked up once the combat encounter ends.

Pincer Attack – If two Chaos Warriors are on either side of a player character and both attack, the first Chaos Warrior may make an additional attack.

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	5	4	0
4	2.7	4	5	6	4	1
5	2.7	5	5	7	4	1
6	2.8	5	5	8	4	1
7	2.8	5	6	9	4	1
8	2.8	6	6	10	4	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.

Weapons – Gargoyles may carry a broadsword (+2) and/or a whip (+1).

Armour – Gargoyles may wear chain mail (+1) or plate mail (+2) and a helmet (+1). They suffer no movement penalty for wearing plate mail.

Skills:

Dual-wielding – See “Weapons Skills.”

Stone Gaze – For any characters within line of sight, Gargoyles may roll red dice for his base mind points against a player's base defense dice. If the Gargoyle's roll is greater, the player character is turned to stone and cannot move, attack or defend, but also cannot suffer damage. Only magical healing spells may be used to reverse the effect, as the character cannot drink potions; if no magic-using players are available, the character must be left for dead. All items and equipment are also turned to stone and unusable. May only be used once per encounter.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.6	4	5	3	4	0
2	2.6	5	5	4	4	0
3	2.6	5	5	5	4	1
4	2.6	5	5	6	5	1
5	2.6	5	6	7	5	1
6	2.7	5	6	8	5	1
7	2.7	6	6	9	5	1
8	2.7	6	6	10	5	2

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.

Weapons – Elven archers may be equipped with a bow (+1) or a short sword (+1).

Armour – Elven archers may wear chain mail (+1) and a helmet (+1).

Skills:

Ambush – Similar to Stealth, elven archers may remain invisible until they move or attack, or until a player character moves within two squares of their position.

Ranged Accuracy – See “Weapons Skills.”

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.6	4.1	2	3	2	1
2	2.6	4.1	3	4	2	1
3	2.6	5.2	3	5	2	1
4	2.6	5.2	3	6	3	1
5	2.6	5.2	3	7	3	2
6	2.7	5.2	3	8	3	2
7	2.7	6.3	3	9	3	2
8	2.7	6.3	4	10	3	2

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

Weapons – Elven warriors may be equipped with a broadsword (+2) and a short sword (+1).

Armour – Elven warriors may be equipped with chain mail (+1) and a helmet (+1). They may replace their secondary weapon with a shield (+1).

Skills:

Dual-Wielding – See “Weapons Skills.”

Shield Bash – See “Weapons Skills.”

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.6	4	3	3	2	1
2	2.6	4	4	4	2	1
3	2.6	5	4	5	2	1
4	2.6	5	4	6	3	1
5	2.6	5	5	7	3	1
6	2.7	5	5	8	3	1
7	2.7	6	5	9	3	1
8	2.7	6	5	10	4	1

Ice Gremlin – These creatures live in frozen caves guarding their stolen treasures.

Weapons – An ice gremlin may be armed with an icicle (+1).

Armour – An ice gremlin may be equipped with leather armour (+1) and a helmet (+1).

Skills:

Set Trap – Instead of attacking on a turn, an ice gremlin may set a stalactite trap. The game master will not indicate this until a player character steps under it, or until all visible enemies are gone and the player searches for traps.

Theft – On an ice gremlin's turn he may choose to steal an item that a player character 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. He must be adjacent to the character to steal.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.10	2	3	3	3	0
2	2.10	3	3	4	3	0
3	2.10	3	3	5	4	0
4	2.10	3	3	6	4	1
5	2.11	3	3	7	4	1
6	2.11	3	4	8	4	1
7	2.11	4	4	9	4	1
8	2.11	4	4	10	5	1

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

Weapons – Giant wolves carry no weapons.

Armour – Giant wolves carry no armour.

Skills:

Maul – If a wolf successfully damages a player character, he will be badly wounded and roll half of his total defense dice until healed.

Rush – See “Orc Skills.”

Level	Movement	Attack	Defend	Body	Mind	Magic
4	2.9	6	3	5	1	0
5	2.9	6	4	6	1	0
6	2.9	6	4	7	2	0
7	2.9	7	4	8	2	0
8	2.10	7	4	9	2	0
9	2.10	7	5	10	2	0
10	2.10	7	5	11	3	0
11	2.10	8	5	12	3	0

Yeti – Otherwise known as abominable snow men, these are large bear-like creatures that live on mountains.

Weapons – Yeti may not carry weapons.

Armour – Yeti may not carry armour.

Skills:

Bear Hug – If a yeti inflicts at least one body point of damage against a player, he may grip 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 or the player character dies.

Maul – See “Giant Wolf Skills.”

Level	Movement	Attack	Defend	Body	Mind	Magic
4	2.8	3	3	5	2	0
5	2.8	4	3	6	2	0
6	2.8	4	4	7	2	0
7	2.8	4	4	8	3	0
8	2.9	4	4	9	3	0
9	2.9	5	4	10	3	0
10	2.9	5	5	11	3	0
11	2.8	5	5	12	4	0

Polar Warbear – These polar bears have been trained to do battle and have joined the ranks of Chaos.

Weapons – Polar Warbears may carry spiked maces (+2).

Armour – Polar Warbears may wear chain mail (+1) or plate mail (+2) and a helmet (+1). They do not suffer a movement penalty for plate mail.

Skills:

Claw Swipe – Polar Warbears may make a second attack on any turn with base attack dice using their massive claws.

Stomp – Polar Warbears may roll base attack dice against one player character, and if a successful hit is scored, all adjacent characters—player and enemy alike—are knocked back one space unless they can immediately roll a white shield on one white die. If a character is wearing plate armour he may roll an additional die.

Level	Movement	Attack	Defend	Body	Mind	Magic
1	2.6	4	3	6	2	0
2	2.6	4	4	7	2	0
3	2.6	5	4	8	2	0
4	2.6	5	4	9	3	0
5	2.6	5	5	10	3	0
6	2.7	5	5	11	3	0
7	2.7	6	5	12	3	0
8	2.7	6	6	13	3	0

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

Weapons – Ogres may carry a club (+1) or a spiked club (+2)

Armour – Ogres may wear chain mail (+1) or plate mail (+2) and a helmet (+1). They do not suffer a movement penalty for plate armour.

Skills:

Stomp – See “Polar Warbear Skills.”

Toss – An ogre may pick up an adjacent character and toss him up to five spaces in any direction. He must roll base attack dice and score a successful hit, with the player character taking normal damage. If the player is thrown into a trap that has not been disarmed, that trap will be sprung and the player may take additional damage. If he is thrown into another character (player or enemy), both that character and the thrown character lose their next turns.

Level	Movement	Attack	Defend	Body	Mind	Magic
6	2.4	6	4	10	2	0
7	2.4	6	5	11	2	0
8	2.5	6	5	12	2	0
9	2.5	6	5	13	3	0
10	2.5	6	6	14	3	0
11	2.5	7	6	15	3	0
12	2.6	7	6	16	3	0
13	2.6	7	7	17	3	0

Mercenaries

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	4	3	3	2	0
3	2.6	4	3	4	3	0
4	2.7	4	3	5	3	0
5	2.7	4	4	6	3	0
6	2.7	5	4	7	3	0
7	2.8	5	4	8	3	0
8	2.8	5	5	9	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	4	3	3	2	0
3	2.6	4	3	4	3	0
4	2.6	4	4	5	3	0
5	2.7	4	4	6	3	0
6	2.7	5	4	7	3	0
7	2.7	5	4	8	4	0
8	2.7	5	5	9	4	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 or rogue. (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	3	0
3	2.9	3	3	4	3	0
4	2.9	3	4	5	3	0
5	2.10	3	4	6	3	0
6	2.10	3	4	7	4	0
7	2.10	4	4	8	4	0
8	2.10	4	5	9	4	0

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. Two-handed. (100 gold)

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

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

Longsword – 2 additional attack dice, and may be used diagonally the same as the staff. Two-handed. Minimum five body points. (350 gold)

Battle Axe – 3 additional attack dice. If all skulls are rolled, the opponent suffers a concussion and loses one mind point. Two-handed. 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. Two-handed. It may not be used with a shield. (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 five body points to wear. (125 gold)

Chain Mail – 1 additional defend die. May be combined with helmet and shield. Minimum five 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 six 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 five 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

Air Walk – This potion allows any character to walk on a cushion of air for one turn. He does not spring traps on this turn. The character may walk over pit traps as long as he can reach an unoccupied space on the other side. (Treasure Deck Only)

Elven Cloak of Passage – This cloak enables the wearer to pass through walls without harm. Caution! If the character ends his turn in an area of solid rock, he is trapped forever. This cloak only works three times, and is useless afterwards. (Treasure Deck Only)

Heroic Brew – If you drink its contents before you attack, you can make two attacks instead of one. Dual-wielding penalty does not apply, but cannot be combined with dual-wielding. (Treasure Deck Only)

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. Dual-wielding penalty does not apply, but cannot be combined with dual-wielding. (200 gold)

Potion of Defense – You can drink this potion at any time, giving you two extra combat dice the next time you defend. (Treasure Deck Only)

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 Magic Resistance – The potion in this small, blue bottle negates the effects of any non-friendly spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell (this does not count as an action). This works only for the character drinking the potion. (Treasure Deck Only)

Potion of Recall – This potion allows a magic-user to memorise a spell in place of a different one during 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 with his primary weapon, with no dual-wielding penalty. These effects end as soon as the player receives 1 body point of damage. (200 gold)

Potion of Strength – You can drink this liquid at any time, enabling you to roll two extra combat dice the next time you attack or add a red die to any strength check. (Treasure Deck Only)

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)

Potion of Warmth – This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from ice-based spells, or from cold environmental effects, restores two lost body points. Drinking at any other time restores only one lost body point. (Treasure Deck Only)

Tool Kit – This tool kit allows a character without the Disarm Trap skill to disarm an un sprung trap. The player may move to the space where the trap is located and roll anything but a skull to disarm it; otherwise the trap is sprung. The tool kit may be used indefinitely. (250 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. It also cures any lasting venomous effects. (50 gold)

Wolfsbane Potion – This may be used by any character under the Werewolf's Curse. This potion cures the character of the curse. (Treasure Deck Only)

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

Artifacts

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 enemy'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, and cures lasting poison effects. 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, but then it becomes useless.

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 five 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 all 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 a defense roll. There are only four arrows with this bow, and it is useless once all four have been fired. May not work on named enemies.

Elven Bracers – These metallic wrist bands have magical powers, and may only be worn by an elf. 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 it has been used against the second spell.

Magical Throwing Dagger – This dagger is used the same as a normal dagger, but it automatically returns to the owner once thrown.

Orc's Bane – When using this magical short sword, you roll one additional attack die. You may attack twice if attacking an Orc, with no dual-wielding penalty, although it cannot be combined with an off-hand weapon attack. 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 a spell with no magic point cost for the first casting. The wearer of this ring must declare which of his spells he is storing in it before a combat encounter, and may only be used once before the encounter ends.

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, although he must be at the appropriate level to cast it. 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. May only be worn by magic-users.

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. Magic point usage still applies.

Wizard's Cloak – This magical cloak made of shimmering 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

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 spell may be cast on any one character, including yourself. Its magical power will immediately restore lost body points, but does not give a character more than his starting number. The number of body points restored varies by level: at level 3 it is 4, at level 5 it is 6, and at level 7 it is 8.

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 cast on any one enemy, blasting it with flames. The enemy must roll a five or six on a red die for each point of damage caused. At level 1 this is 1 point, at level 3 it is 2 points, and at level 6 it is 4 points.

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.

Ball of Flame (Level 4) – This spell may be cast on any one enemy, enveloping it in a ball of fire. The enemy will immediately roll red dice for each point of damage, and for each six rolled the damage is reduced by one point. At level 4 this is 3 points, at level 6 it is 4 points, and at level 10 it is 6 points.

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 envelops 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 combat dice equivalent to the caster's magic points 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 lost body points, but will not give a character more than his starting number. At level 1 it restores 2 points, at level 4 it restores 4, and at level 8 it restores 6.

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

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 character 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 (generally a one-point penalty). This is not effective against artifacts or unique items.

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 an enemy.

Hypnotic Blaze (Level 6) – When this spell is cast, an illusion of a huge, animated flame appears. Every character in line of sight (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 his 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

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

Weak 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 roll 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 paralyses 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 character 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 spell-caster 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 zero 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 or open spaces, 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 paralyzes all characters located in the same room or corridor. A paralyzed 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 game-master for the 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 spell-caster. 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

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.