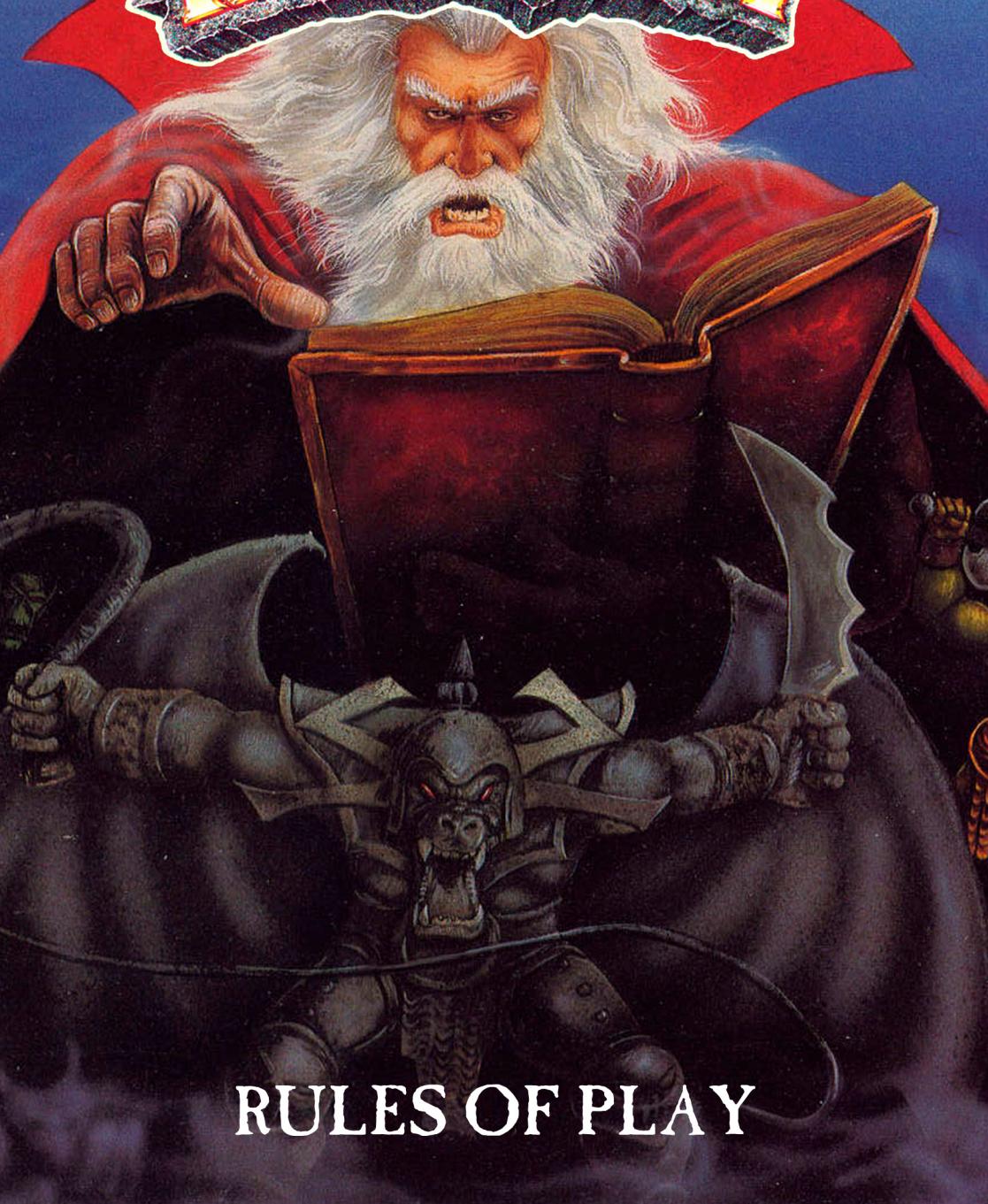


# HERO QUEST

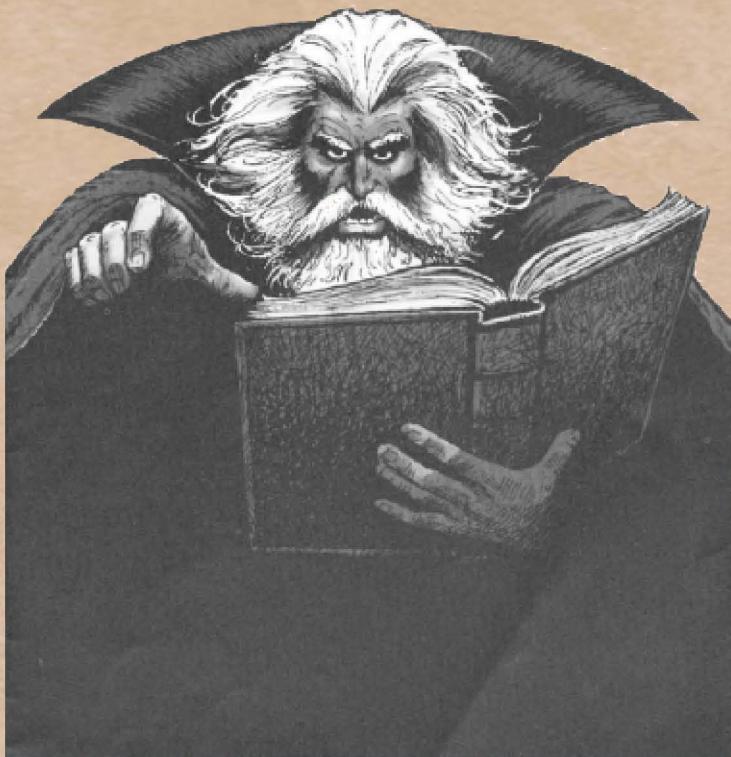


RULES OF PLAY



# HERO QUEST

Revised Edition



*Game Rules*

**H**eed well my words, for I am Mentor, Guardian of Loretome. I will tell you of times past, of darker days when the Empire was saved against all hope. For I fear the darkness is about to return...

The sinister forces of Morcar, the Evil Sorcerer, had swept all before them. At the sight of the Black Banner and the massed hordes of Chaos, even the bravest warriors of the Emperor had fled, the land was laid to waste and all men despaired. There then came a mighty warrior Prince from the Borderlands - Rogar the Barbarian. He bore a glittering diamond on his brow-

the Star of the West. Hope returned and men flocked to his standard, leaving their hiding places in the hills and forests. Other great Heroes joined him: Durgin, the fearless Dwarven warrior from the World's Edge Mountains, Ladril the Elven fighter mage from distant Athelorn, and Telor the Wizard whose sorcery was to save Rogar on many occasions.

For many years Rogar trained his army, being careful to avoid open battle with Morcar's generals until all was ready. He ever harried the Chaos supply lines and wiped out countless Orcs and Goblins.

Then came the day for which Rogar had waited. His army had grown strong and was well practiced. Camping in the high passes, Ladril saw the Black Hosts from afar and bade Durgin blow the call to arms on his mighty horn. Rogar's army poured down upon the enemy from two sides and battle was joined.

Many foul creatures and good men perished that day. Yet, as the light of day faded, it was Darkness that fled the field. But the victory was not absolute. Morcar and his generals escaped beyond the Sea of Claws, and even now they plot their revenge. Soon their

*plots will be ready and the Empire will have need of a new Rogar. But where are the Heroes to equal him?*

*You have much to learn if you are to become as great as Rogar and his companions. I will help all that I can. The book I protect-Loretome-was written when time began. All that ever was and all that ever will be is recorded in its countless pages. Though Loretome and I may guide you, I may not intervene, lest a greater evil befall the World, and the evil forces of Chaos triumph forever.*

## *A Brief Introduction*

Hero Quest is a fantasy adventure game set within a stone labyrinth hidden deep beneath the world. This maze of underground rooms and corridors is controlled by the Evil Sorcerer, Morcar, and his forces of Chaos. Four valiant Heroes have been summoned by Mentor, the good and ancient sage, to do battle with Chaos. Theirs is the ultimate heroic challenge-descend into the treacherous world of the unknown and restore honour to The Empire and destroy the evil forces of Chaos! Bonded by their loyalty to The Empire, the brave Heroes unite. Stepping cautiously, they journey deeper and deeper into a dark, hidden world...

## *Choosing Roles*

One player must assume the role of Morcar, the Evil Wizard. The other players must assume the roles of the Heroes: the Barbarian, the Dwarf, the Elf, and the Wizard.

If fewer than five people are playing, one person must still assume the role of The Evil Sorcerer player. The remaining players are allowed to control more than one Hero. Using fewer than four Heroes will make the Quests much more difficult, although the rewards will be split between fewer characters.

The role of the Evil Sorcerer player is a vital one. This player runs the game; sitting behind the Screen and controlling the Quest for the other players. The Evil Sorcerer player alone knows where the monsters, secret doors, treasures, and traps are located in the labyrinth; and alone has access to the Quest Book. It is suggested that the owner of this game should play the role of the Evil Sorcerer player.

# *Setting Up the Game*

## **The Evil Sorcerer player**

The Evil Sorcerer player sets-up the game board for the Quest you are about to play. If you are new to this sort of game, or just to HeroQuest, the two short introductory Quests, “*The Maze*” and “*The Labyrinth*” are included in back of this book to get you started

The Evil Sorcerer player reads out the text from the parchment section of the Quest to the assembled Heroes. The Evil Sorcerer player also silently reads the Notes section to understand any special rules and events that may occur in the Quest.

Next the Evil Sorcerer player sets-up the board itself according to the Map for that Quest. The map shows the disposition of the entire game board, but at the start only a small portion will be known to the Heroes. The Screen is placed between you and the board such that you can keep your Quest information secret from the Heroes.

The Map uses a standard set of symbols to denote the contents of the dungeon, the symbols being listed in the Dungeon Guide booklet, with the most common ones being

summarised in the Dungeon Guide. At this stage you set up only the Spiral Stairway and those elements of the board in the same room, that is, the area bounded by white borders.

As the game progresses, more areas of the game board will be revealed as the Heroes explore. Note that Secret Doors, Traps and Treasures are NOT placed on the board unless the Heroes take certain activities as we will shortly see.

### **The Game Cards**

Several decks of cards are available and must be sorted out. The Scroll Deck and Treasure decks should be shuffled and placed within reach of the Heroes.

The Armoury, Artefact, Equipment, Magic Item, Men-at-Arms, Potion, and Spell Scroll Cards are for reference and are not shuffled, but are generally available to the Heroes at such a time as they have an opportunity to acquire the items they represent.

The Monster and Character cards along with the Chaos Spell Cards are similarly for reference, but are available only to the Evil Sorcerer player and are best kept behind the Screen.

The remaining Spell Cards are grouped according to their card back, and placed

available for reference by the Heroes. It is important to note that the card *backs* denote what Spell Group the spells belong to.

### **Game Elements**

The dice, Body Point (red) and Mind Point (blue) markers are placed in a central pool for everyone to access. The other overlays and markers are available for the Evil Sorcerer player to use as called for by the Quest.

While the Quest Books are kept so that only the evil Sorcerer Player can see them, the other books are available to everyone for reference.

### **The Heroes: The First Game**

Each Hero takes one of the four Hero Boards, deciding between themselves who will play which Hero.

The Hero Board shows the starting disposition of the Hero it represents. The Hero player should draw from the game's stock a number of Body Point and Mind Point markers equal to their Hero's listed number. The Hero also draws from the stock, the cards listed in their Starting Equipment. Finally they take a Character Sheet and fill in the details of their character.

In later games the Heroes will set-up slightly differently.

## Spells

Finally, the Heroes pick Spells. Each Hero will pick a number of Spell Groups equal to their Spellcraft value.

The Hero with the highest ♦ value picks a Spell Group first, followed by the player with the next highest ♦ and so on, cycling back around after every Hero due Spells has had a chance to pick a Spell Group. This process is repeated until all Heroes have picked their full complement of Spell Groups.

Most Spell Groups consist of three cards, these are *Lesser Spell Groups*. The player simply takes the entire Spell Group.

Some Spell Groups consist of more than three cards, these are *Greater Spell Groups*. The player selects three cards of choice and discards the rest.

Some Spell Groups have limits as to which Heroes may select them. For the basic game, only the Wizard may take Wizardry Spell Group and only the Elf may take Elf Spell Group.

# *Dice and Tests*

## **Standard Dice**

Normal six-sided dice, numbered from one to six, the top-most number is read.

These are often denoted in the rules and cards as .

## **Test of Strength**

To make this test, roll an number of  equal to the figure's current 

## **Test of Will**

To make this test, roll an number of  equal to the figure's current <img alt="A small blue diamond icon." data-bbox="515 507 545 527/>. If any sixes are rolled, the test succeeds, otherwise it fails.

## Combat Dice

These are special six-sided dice, which show a number of symbols. They are colour coded based on what combinations of symbols the die holds.

These are denoted in the rules and cards as



Again, read the top face. There are three symbols: ☠ skulls; ⚡ Hero Shields; ⚡ Monster Shields.

Note that only ☠ and ⚡ are used in the basic game. The other dice (blue, black, orange, purple, yellow, green, black) are used in certain advanced expansions.

*Should no ⚡ be available, you can simply use a ☠ and count ☠ as ⚡, and vice-versa.*

*Details of the distribution of symbols on the dice are given in the Dungeon Guide.*

# *Figure Characteristics*

Each figure has a number of values and characteristics which dictate how rules and actions affect them and others.

## **Speed** ♪

Most figures have a simple number listed for their Speed which is used in Move Actions.

Some figures, most notably Heroes, have a variable speed value listed as a number of dice. The dice are rolled separately for each and every Move Action.

## **Body** ❤ **and Mind** ♦

Body and Mind Points represent the figure's physical and mental health respectively. If either of these reaches zero, the figure usually dies and is normally removed from the game board. Heroes may be tougher than this though!

## **Spellcraft**

Only Heroes have Spellcraft. They start each Quest with a number of Spell Groups equal to their Spellcraft value.

## **Brute Force, Wisdom, & Dexterity**

Only Heroes usually have these values which are used to resolve certain effects as detailed in the rules elsewhere.

## Defence ♡ and Resilience

Most figures have a *Defence* value which is rolled in Combat.

Heroes instead have a *Resilience* value which is added to any and all Defence values granted by equipment.

## Attacks and Aggression

The listed values dictate how the figure acts during an Attack Action.

Heroes instead may use the Attack values of any equipment they carry.

Heroes may opt (or be forced) not to use a Weapon when they attack. In this case they may make an unarmed Attack using their *Aggression* values alone.

## Equipment Limits

These only apply to Heroes. The Hero Board will list a number of Keywords. You cannot use Cards with these Keywords, as detailed in the Keywords section.

## Other Abilities

Various abilities may be granted to certain figures by a number of sources.

Some of these may be standard abilities as listed on pages 40-44. Others may be specific abilities not replicated elsewhere.

# *Line of Sight*

Line of sight is an important concept and will pose some limits as to how figures may act.

To determine Line of Sight, draw an imaginary line from the centre of the space a figure occupies to anywhere in the space a target occupies.

If this line does passes through spaces occupied by other figures, a blocked square token, a fallen rubble token, a piece of furniture, a closed door, or a wall (white line on the game board) there is no Line of Sight as it is blocked by some obstruction.

A figure *always* has Line of Sight to themselves.

Note that for the purposes of *Exploration* alone, furniture, other figures, and closed Portcullises (a type of special door, see the Dungeon Guide for more information) do not block Line of Sight.

Further, if a figure can see into a room, they count as having Line of Sight to the whole room for *Exploration* only.

# *Costs and Effects*

Many cards give Abilities that may be used at a cost. Such Abilities list a Cost, followed by a colon (:), then their Effects. Where multiple costs are listed, they must be expended in the order they are presented in.

Many costs will be Actions that the figure must expend from those available on their turn.

Some may list  or , in which case the figure must lose the appropriate points in order to use that ability. Note that losing these to pay a cost is NOT the same as *taking damage* for situations that mention taking damage.

Some cards may require they be Discarded (), in which case they are lost permanently. Others require that they be **Drained** (), in which case they will be turned face down and are unavailable to use again until the Heroes have left the Dungeon.

Some costs may involve taking a test of some kind. If this test is failed, not only can the effect not take place, but any previously paid costs are wasted.

## *The Game Turn*

Each player acts in turn, starting with the player to the left of the Evil Sorcerer player. Effects which last one turn last until all five players have acted.

Each player, during their turn, may act with any or all of the figures they control. They choose one of their figures at a time to “Activate”. Each Activation must be completed and resolved discretely, you may not take part of one figure’s Activation, resolve a second figure’s Activation, then return to the first figure’s Activation.

During a figure’s Activation they may perform a number of “Actions”. Each Action must be completed and resolved discretely, you may not take part of an Action, resolve a second Action, then return to the first Action.

Further, any figure may at any time, use “Free Effects” to carry out other effects in the game. Free Effects *may* even interrupt Actions which have yet to finish resolving.

By default, all figures may, in each Activation, perform up to one Movement Action and any one Action other than a Movement Action.

## Move Action (🏃)

During a Move action, a figure moves around the game board. A figure may move a number of spaces up to their Speed 🏃, but does not have to use all of their movement.

Figures with a number of dice symbols for their Speed roll these dice each and every time they take a Move Action.

When moving, a figure moves horizontally or vertically from one space to an adjacent space for each point of movement they spend. A figure may not enter a space containing an enemy figure nor piece of furniture. Figures may not cross the solid white lines that show the presence of a wall, save where an Open Door or special overlay is present. Some overlays (especially *Blocked Squares*) also prevent movement.

### Exploration

When a Hero, Man-at-Arms or Monster with the Sentry special rule moves so that they have Line of Sight to an area of the board which has not yet been laid out, they pause their turn while the Evil Sorcerer player lays out the area of the board that is now within Line of Sight.

## **Doors**

Closed doors may be opened by any Hero or Man-at-Arms (not Monsters or Characters), whose figure is adjacent to the door, as a Free Effect. Until a door is opened it counts as a wall.

Open doors do not count as walls, save for the purposes of determining the edges of rooms and corridors.

## **Special Doors**

While standard doors operate in a very simple way, a number of variant doors operate in a more complex manner. These doors are explored in the Dungeon Guide booklet.

## **Traps**

Careless or foolhardy Heroes and Men-at-Arms may move into spaces that contain traps. In this case the Evil Sorcerer player will resolve the trap's effects (see the Dungeon Guide booklet for more information). Should the figure lose any ♥ or ♦ from setting off a trap, their turn immediately ends.

Note that Monsters do not normally set off traps, and ignore those traps which are still either not found or only have a "found trap" marker on the game board.

## **Jumping**

Jumping is a special type of movement that allows a figure to bypass squares which are known to, or suspected to, contain dangers such as traps or pits.

As part of a Move Action, a figure may choose to attempt a Jump, that is, to move over a number of spaces of the board without actually landing in them. A figure may make as many jumps as they wish so long as they have movement left to expend, using the following procedure:

- The figure's destination is declared, and a route via which they would move if they were moving normally. This may not pass through ANY figures, friend or foe.
- A number of ♦ are rolled equal to the number of spaces the figure will pass through without landing.
- For each ♠ or ♦ rolled, move the figure one space but they do not set off any revealed or hidden traps in those spaces nor are they affected by any hazards to normal movement such as bottomless pits, quicksand and the like.
- The figure is moved one additional space. The figure is now considered to have expended a number of points of movement equal to the number of ♦ rolled, plus one.

# *Search for Traps*

## *Action*

This Action is important as it prevents the forces of Good from being befallen by traps and allows opportunities to disarm the traps. You will slowly move around the dungeon, looking for tripwires, loose flagstone, hidden triggers and such like, ending back on your starting space, as you've gone around in a circle.

This action may normally only be performed by Heroes and Scout Men-at-Arms when there are no Monsters in the Room or Corridor their figure is standing in.

A figure performing this action does so in the Room or Corridor their figure is standing in. In the case of the Corridor, this affects only the area of the corridor within Line of Sight, ignoring friendly figures.

When the Hero Searches for Traps, the Evil Sorcerer player consults the Quest Notes, and places Found Trap tokens on any spaces and/or pieces of furniture for which the Quest Notes list Traps. Note that certain special Traps may not be found by Searching for Traps. You are never perfectly safe.

## *Disarm Traps Action*

This action may normally only be performed by Heroes and Scout Men-at-Arms when there are no Monsters in the Room or Corridor their figure is standing in.

Note that figures without a listed Dexterity score cannot attempt to Disarm Traps. Those with a Dexterity score (even one of zero) may always attempt to do so however, even if failure is assured.

The figure performing this action must be stood adjacent to a Found Trap token. The figure is moved onto the Found Trap token and the player rolls  and adds their Dexterity score to the result.

If this roll totals a *seven or more*, the Found Trap token is removed without further effect.

If the roll is a *six or less* however, the trap goes off as if the figure had triggered it normally. If a Door Trap, the Door Opens. If a Furniture Trap, its effects occur immediately. If any other kind of trap, the figure is moved one space onto that trap as an involuntary Free Effect. See the Dungeon Guide booklet for more information.

## *Attack Action (⚔)*

An Attack Action allows a figure to attempt to damage another figure.

There are two kinds of Attack which may be made: Melee ⚔ and Ranged ✕. Each allows you to target different figures. A figure will have access to one or more attack types.

Heroes attack as per the Weapon Card they elect to use (subject to the limits on Page 37). Alternatively they may roll their Aggression dice as an unarmed Attack.

Melee Attacks target figures directly adjacent to the Attacking figure horizontally or vertically and within Line of Sight.

Ranged Attacks target figures who are not directly adjacent (horizontally, vertically, or diagonally) to the Attacking figure and within Line of Sight.

To make an Attack, the figure rolls the listed dice for that Attack, and count up the number of ☠ rolled. This total is how much damage the Attack will inflict.

The target then Defends. They roll the dice listed for their ♦ Defence and count the number of ♦ rolled if controlled by a Hero player or the number of ♣ rolled if controlled by the Evil Sorcerer player (sometimes referred to as “friendly shields”). This total is deducted from the damage the Attack will inflict. The damage cannot be reduced to less than zero.

The remaining damage is now applied to the target.

## **Types of Damage**

By default, Attacks, along with Traps and many Spells, cause Damage which simply removes ❤️. While this simple damage is the default for the game, several other types of damage may occur.

### Spirit Damage ✶

This is simply damage that removes ♦ rather than ❤️ but is the same in all other ways.

### Poison ☣, Cold ❄ & Heat 🔥 Damage

These types of Damage removes ♦ or ❤️ as per the normal effect. However, some figures may have bonuses and/or penalties to this specific damage.

### Piercing Damage ✕

This damage prevents the target from defending; they count as having rolled no shields for defence. Other effects that prevent damage still work as normal.

## **Recording Damage**

Monsters and Men-at-Arms who lose Body Points should be marked with an equal number of Skull tokens as a reminder. Heroes similarly discard their ♦/♥ markers as they lose the respective points.

## **Mystic Combat**

Through the use of Spells and Abilities, certain figures may initiate Mystic Combat. Mystic Combat is a Ranged Attack Action that always causes Spirit Damage.

The attacker rolls a number of ♢ equal to their current ♦. The target defends with ♢ equal to their own current ♦, instead of their normal Defence Dice.

## **Effects of Damage**

Figures other than Heroes who are reduced to zero ♥ or zero ♦ are immediately removed from the game board. No figure may be reduced to less than zero ♥ or ♦.

*Note that the Undead ability prevents figures from being removed due to ♦ damage.*

### **Heroes and Body Damage**

A Hero reduced to zero ❤ outside of their own turn may use any Free Effects to prevent their death. Only Free Effects may be used in this matter. Effects from Actions will be too late to save the Hero.

A Hero reduced to zero ❤ during their own turn may use any Free Effects and/or remaining Actions to prevent their death. Effects from other model's Actions will be too late to save the Hero.

A Hero reduced to Zero Body without a Free Effect or own-turn action to save them has their figure replaced with an Equipment token. Under certain circumstances, other figures may be able to bring the Hero back to life.

Regardless other Heroes may enter the space with the Equipment Token and claim all of the fallen Hero's belongings as a Free Effect.

### **Heroes and Mind Damage**

A Hero reduced to zero ♦ is "In Shock". Their Speed is reduced to ♢. They may not use Abilities from any Cards, only those on their Hero Board.

## *Cast Action (⌚)*

Certain Abilities, mostly for Spells, require a Cast Action (⌚). Certain rare Spells may also be cast without an Action during another figure's activation. Further, some abilities represent other Spells or complex abilities and are used with Cast Actions as if they were normal Spells.

The cost of using the card is listed as a series of symbols and instructions as to what must be spent or done, followed by a colon (:).

The Spell's card will describe what it may target (typically yourself, another figure, or a specific area of the game board) and its effects on said target when cast. Some Spells may limit which kind of figure a Spell may be cast on: friend, foe, Monster, Hero, etc.

Some Spells show the ✕ or ✖ as part of their effect. These function in the same was as the relevant ✘, but do not count as ✘ for any relevant bonuses or penalties.

## *Search for Secret Doors Action*

You will slowly move around the room, looking behind drapes, checking for hollow sounding walls, looking for hinged books and candlesticks and such like, before finding yourself back where you started.

This action may normally only be performed by Heroes when there are no Monsters in the Room or Corridor their figure is standing in.

A Hero performing this action does so in the Room or Corridor their figure is standing in. In the case of the Corridor, this affects only the area of the corridor within Line of Sight, ignoring friendly figures.

When the Hero Searches for Secret Doors, the Evil Sorcerer player consults the Quest Notes, and places any Closed Secret Door tokens on the spaces for which the Quest Notes list Secret Doors.

Secret Doors may be opened and operate just like normal Doors save that they are replaced with Open Secret Door tokens.

# *Search for Treasure*

## *Action*

You will slowly move around, opening containers, turning over furnishings, checking for anything that might be of value to someone, your search eventually bringing you back to the spot at which you started.

This action may normally only be performed by Heroes when there are no Monsters in the Room or Corridor their figure is standing in.

A Hero performing this action does so in the Room or Corridor their figure is standing in. In the case of the Corridor, this affects only the area of the corridor within Line of Sight, ignoring friendly figures.

When the Hero Searches for Treasure, the Evil Sorcerer player consults the Quest Notes to see what, if any, Treasures are listed for that room or Corridor.

If a Treasure is listed, the Evil Sorcerer player announces it and the Searching Hero claims it. Thereafter if any player Searches for Treasure in this location, it is treated as if no Treasure is listed in the Quest Notes.

If no Treasure is listed, (or if the listed treasure was already found by another Hero), the Evil Sorcerer player announces it.

If the unsuccessful Search occurred in a Room which that Hero has not searched already this Quest, then the Searching Hero draws a Treasure Card from the deck and resolves it.

Heroes should beware as a significant portion of these Treasure Cards are “Hazards” which are dangerous and will be shuffled back into the deck, while good cards are simply discarded. The more the Heroes search, the more dangerous things will become!

Note that some treasures may be guarded by Traps, so caution is advised in Searching for Treasure.

## *Investigation Action (█)*

The Investigation Action has no inherent result. Rather it is a catch-all for any-and-all miscellaneous activity that might happen when the Heroes adventure and battle the Forces of Chaos.

Certain effects may require this action in order for figures to activate them.

## *Bonus Actions*

Several Special Abilities grant figures extra Actions. These normally simply count as normal Actions, just allowing a figure to do more during its activation.

Those abilities granted by single use items such as Potions or Spells last as long as the effect states they do.

Where an ability is triggered by use of an item, that item must continue to be used or the ability is lost.

*For Example: The Barbarian is wielding the Orc's Bane. The Barbarian's first action is to use the Orc's Bane to attack an Orc, and thus gains **Rage (1)** for the rest of the turn. The Barbarian cannot now, however, switch weapons without losing the **Rage (1)** ability granted by the Orc's Bane.*

If a figure using such abilities loses them *after* expending more actions than they would normally have as a result, their turn ends immediately.

# *Equipment & Other Cards*

All heroes will have access to equipment, Spells and Abilities represented by a number of cards.

## **Item Bonuses**

Some items may grant the Hero bonuses to their abilities.

In the case of Mind and Body points, gaining a bonus to their starting value does not increase the number of Mind or Body points they currently have during a Quest, but neither does losing the item forfeit these extra points unless their totals are above the new starting values.

## **Keywords**

All cards have a list of Keywords. These determine what type of card they are for the purposes of game play, but not what deck they belong to.

For example, the Fire Spell Card "*Fire of Wrath*" has the following Keywords: *Spell, Magic, Memory, Fire, Elemental*. An ability or rule that applies to one or more of a Card's Keywords applies to that card.

## **Card Limits**

Certain Cards may have one or more  symbols on them. Cards with such symbol should be left face-up in front of the Hero player after use and remain there until the start of that Hero's next turn. A Hero may only have Cards with a total of two  symbols in front of them at any time.

Some cards may have an icon in the bottom left corner. Only one card with each icon may be used by any given figure in any given turn.

Many other cards list a limit as to what other cards they can be used with.

Removing a Card with the "Armour" Keyword takes both a  and a  in the same turn, and so does donning a Card with the "Armour" Keyword.

Heroes have limits on what items they are allowed to use, typically as a result of the item's Keywords. The "Equipment Limits" on their Hero Board list which Keywords they can never use. If a Card has the relevant Keyword, they may not use that Card. They may still carry it (and gain any associated penalties), but not gain any bonuses or use any of its abilities.

## **Draining Cards ⚡**

When you Drain a card you exhaust its power temporarily. Flip the card face down. It may not normally be used again this Quest. Perhaps this is because it will need to be recovered, or because its power has been expended and it will need time to recharge, or whatever.

## **Passing Items**

Heroes may give any and all of their Item and Trinket Cards to other Heroes in spaces adjacent to them as a Free Effect. The only exceptions are items that have provided them with Bonus Actions or Abilities already that turn, which they may not yet pass, or Armour that is currently being worn.

## **Relic (Keyword)**

Relics are a special type of Artefact. They are indestructible and may not be removed from the Heroes they are carried by, by any effect, save those that remove *all* of a Hero's belongings. They will always be found at some point in the Quest they are lost in, so be sure to find them again!

## **Repeated Effect Limits**

Sometimes (especially with Spells in the advanced game), you may have an opportunity to use a card's effects more than once, or to make use of multiple Cards with the same

name. The number of times such Cards can be used at once is limited, depending on the type of effect they create.

If the card provides some form of attack, a gain or loss of ♦ or ♥, a bonus Action, or another effect which is resolved immediately, then it may be used freely, subject to normal limits (Cost, ♪, etc).

Ongoing effects, being Cards which grant a bonus to rolls or tests, re-rolls for a time, missing an Activation, etc; are limited in how they may combine with other Cards. In these cases, while that Card's effects are ongoing, the target is **IMMUNE** to Cards with the same *name*. In particular, if a Card can be used more than once, the target will be **IMMUNE** to multiple uses of that same Card. Cards with different names but similar (or even identical) effects, however, do combine. In addition, Cards may be used multiple times in succession on different targets.

**Example:** Telor the Wizard has the Earth Spell Card "Rock Skin" as one of his hand of Spells, and also owns a "Rock Skin" Scroll Card. Should Telor casts one of these two Cards on himself, the other cannot also be cast on Telor, until such time as the effects of the first instance of that Card have ended, since both Cards have the same Name. Telor could, however, still use the second Rock Skin, but target another Hero.

# *Other Rules*

## **Running out of Monsters**

It may be the case that the Quest calls for a Monster, but all miniatures representing said Monster are already on the game board.

In these cases, use a Monster whose abilities are as close as possible to the Monster that was called for by the Quest.

## **Healing**

Healing effects may not raise  or  above their current starting level (note that certain powerful cards may change this starting level, but will not change the current level). Excess points of healing are wasted.

## **Characters**

Characters are Monsters who stand out from the horde. They are more powerful than normal Monsters and/or have special abilities.

Characters act much like Monsters, save that Characters never arrive in the game randomly. If you are determining a random Monster, it will not be a Character.

# *Special Abilities*

Abilities modify the way figures operate in the game.

## **Artifice (X)**

Figures with Artifice (X) may take X additional Search for Traps Actions in their turn.

## **Crush**

If this Monster successfully inflicts one or more ❤ during a normal Attack Action, it has grabbed the target in a crushing hold. The Monster may no longer take any Actions. The target may take no Actions save Attack Actions against the Crushing Monster, either unarmed or with a Dagger. During this Monster's turns, the crushed target loses one ❤. This continues until the target dies or the Monster loses one or more ❤.

## **Command**

Non-Hero figures in Line of Sight of this figure at the start of their turn who do not also have this ability and are controlled by the same player as this figure gain **Haste (1)** that turn.

## **Cursed**

The most baleful of items, these Cards must be equipped and used if possible, taking preference over other cards and options. If it is not, it may not be carried. Cards that require a ♣ must be played at the start of each Activation.

## **Defencing**

These figures defend slightly differently from normal. If they roll at least one friendly shield in Defence, they Defend against *all* damage from that Attack.

### **Fame (X)                          Advanced Game Only!**

This figure is of great note or import. If the Heroes defeat them, they gain an extra ★ each.

### **Fortune (X)**

Figures with Fortune (X) may take X additional Search for Treasure Actions in their turn.

### **Giant**

Certain monsters are so large that they take up the entire corridor (the Ogre for instance). No figure, friend or foe, may pass through the same space as these monsters until they move out of the way or are dead.

### **Haste (X)**

Figures with Haste (X) may take X additional Move Actions in their turn.

### **Heavy (X)**

When a Hero moves they reduce the value of each die rolled by X, the minimum rolled on each die is one. The Heavy value of all items carried/used by a Hero is cumulative. If it becomes equal to the maximum roll of the movement die, the Hero is OVERBURDENED.

Negative values of Heavy do *not* grant bonus movement.

### **Immune**

This figure cannot be affected by certain abilities. The rules will list what Keywords, Actions, damage types or other effects the figure is Immune to. Any appropriate effects are ignored by the figure.

### **Long ⚡**

Long attacks may be made against figures who are *diagonally* adjacent.

### **Lore (X)**

Figures with Lore (X) may take X additional Cast Actions in their turn.

### **Overburdened**

A Hero who is Overburdened may not carry any further Heavy items. Further their  becomes . The Hero may only choose to take . They may not Jump, may not take Free Actions, and gain no additional Bonus Actions from abilities such as **Haste**, **Rage**, et al.

### **Perception (X)**

Figures with Perception (X) may take X additional Search for Secret Doors Actions in their turn

### **Praxis: [Keyword]**

*Advanced Game Only!*

Figures with this Ability treat their  as one point higher for the purposes of  tests for cards with the Keyword listed with this Ability. Multiple bonuses of this kind stack.

### **Rage (X)**

Figures with Rage (X) may take X additional Attack Actions in their turn.

### **Sentry**

The Monster may open Doors and reveal new areas of the game board as if they were a Hero.

### **Selfish**

This ability applies to specific cards. These cards are assigned to other cards or sets of cards, most often a Spell Group. You may never assign more than one Selfish Card to any set of Cards. This ability also counts as a Keyword.

### **Sequestered**

This ability applies to specific cards. Heroes may acquire multiple copies of cards with this ability with identical names, but within each set of these cards with identical names, they may only ever use one within a given Quest. This is regardless of whether the item is spent on use during that Quest. This ability also counts as a Keyword.

### **Steal**

This Monster may take one *Trinket*, *Defences*, or *Weapon* Card from a Hero they are adjacent to. They may not take any *Weapon*, *Defences*, or *Armour* the Hero is currently using, nor any *Relics*. The Monster must then move away from the Heroes as fast as possible. If the Monster leaves the Heroes' Line of Sight, the item is lost.

### **Undead**

Figures with this ability are IMMUNE to  $\textcolor{blue}{\ast}$ . This ability also counts as a Keyword.

### **Weakness**

This figure is badly affected by certain abilities. The rules will list what Keywords, Actions, damage types or other effects the figure has a weakness to. Any damage caused by appropriate effects is doubled.

If an effect includes more than one of the target's weaknesses, the effects do not combine. It is enough that the target is weakened at all.

### **Ward (X)**

*Advanced Game Only!*

Cards with the Spell Keyword targeting this figure, or a space that contains them, count as having a  $\textcolor{brown}{\diamond}$  that is X points higher than listed on the Card.

Such Spells with no  $\textcolor{brown}{\diamond}$  in the first instance have a  $\textcolor{brown}{\diamond}X$  added to their cost.

If an area of effect contains multiple figures with this ability, count only the highest single value.

# *Overlays & Markers*

Markers and overlays are placed on the game board to change it in some way.

Markers are usually placed as a result of traps, spells and other such. They represent an ongoing effect, whether it lasts only part of a game turn, until the end of the game, or somewhere in between.

Overlays change sections of the board and are based on the design of the Quest. The correct markers will be illustrated in the map for the Quest you are playing. While many of these are decorative, some have effects on the game.

Furniture is likewise placed on the board and blocks movement and, in some cases, Line of Sight. Furniture is usually decorative, although certain Quests may assign special rules or effects to it.

All of these items are looked at in detail in the Dungeon Guide booklet.

# *Quests*

The Quest is the heart of the game of HeroQuest, each Quest presenting the players with new challenges. The Quests published with this volume are not the limit to the game, as you may design your own Quests leading to infinite possibilities.

## **Starting the Quest**

Most Quests begin with either a Spiral Stairway or Iron Entrance Door through which the Heroes enter the board. Where this is not obvious, the correct procedure should be mentioned in the Quest Notes.

Some Quests begin with the players already on the board for some reason, and this may cause their disposition at the start of the game to be different. Again the Quest Notes will explain what should happen.

## **Ending the Quest**

Most Quests end with either a Spiral Stairway or Wooden Exit Door through which the Heroes leave the board. This may or may not be the same place as that via which the Quest began. Where this is not obvious, the correct procedure should be mentioned in the Quest Notes.

Some Quests end differently and again the Quest Notes will explain what should happen.

Further, it is possible that careless Heroes who do not work together or who are unwary of the dangers posed by the forces of Chaos, may be defeated and all their figures killed and eliminated from the board. This also ends the Quest, but is far more tragic.

### **Unfinished Quests**

Should the Heroes leave the game board and/or be killed without completing the Quest, they have failed. Such a failure is a stain on their honour and must be put right. The Evil Sorcerer player should adjust the difficulty of the Quest, removing or replacing Monsters, especially those killed. The Heroes may then make a fresh attempt at completing the Quest.

### **Solo Quests**

In these Quests, a lone Hero plays against the Evil Sorcerer player with no aid from other heroes. Any Men-at-arms they have are not used, but neither must their upkeep be paid.

## **Series Quests**

Representing an extended action deep in enemy held territory or otherwise far from civilisation, a set of Quests played as a Series pose an additional limitation: The Heroes may not buy or sell anything between Quests, nor hire new Men-at-Arms. They will thus not be able to convert valuables into Gold Crowns and if they must pay Men-at-Arms using valuables, the Gold Crown values must be met or overpaid for each Man-at-Arms separately as a result.

Note that Mentor will be able to send replacement starting Heroes to join the others should anyone fall in battle, ready for the start of the next Quest. Otherwise, the Heroes are on their own.

## **Lost Artefacts**

Some Quests call for the Heroes to use a specific Artefact, sometimes one found in an earlier Quest. Should this item be lost, the Evil Sorcerer player should add it to the treasure found in another Quest, allowing the heroes a chance to succeed.

# *Between Quests*

After every Quest, the Heroes (and any Men-at-Arms) still living recover all lost Mind and Body Points. Any other losses are permanent, you don't have lost weapons or armour replaced.

Further, all cards with the Memory Keyword must now be discarded.

After each Quest, the Heroes will likely have acquired some Gold Crowns or other valuables. Gold Crowns may be spent to purchase various items as we shall see. In addition, while in town, other valuables can be converted to their equivalent in Gold Crowns.

## The Armoury

Extra Armoury cards may be purchased for the listed cost. Unwanted Armoury cards may be sold back at *half* their printed cost.

Be aware that not every Hero can use every Armoury card. Also note that the supply of Armoury cards is not meant to be a limitation on those items available.

### **The Outfitter's Emporium**

Extra Equipment cards may be purchased for the listed cost. Unwanted Equipment cards may be sold back at *half* their printed cost.

Note that the supply of Equipment cards is not meant to be a limitation on those items available.

### **The Alchemist's Shop**

In addition to those found in dungeons, Potion cards may be purchased for the listed cost. Unwanted Potion cards may *not* be sold back.

Be aware that not every Hero can use every Potion card. Also note that the supply of Potion cards is not meant to be a limitation on those items available.

### **The Mercenaries' Guild Hall**

In addition to personal items, Heroes can each have in their employ, up to four Men-at-Arms. Each Man-at-Arms comes with their own ability card and figure, allowing Hero players to control up to five figures.

New Men-at-Arms must be paid their Hire Cost when first employed. After each Quest in which they survive, they must then either be paid their Upkeep Cost, or be discarded.

### Champions and Other Laurels

After a Hero completes their tenth successful Quest, they earn the title of “Champion”. A newly laurelled will be the talk of The Empire for some time.

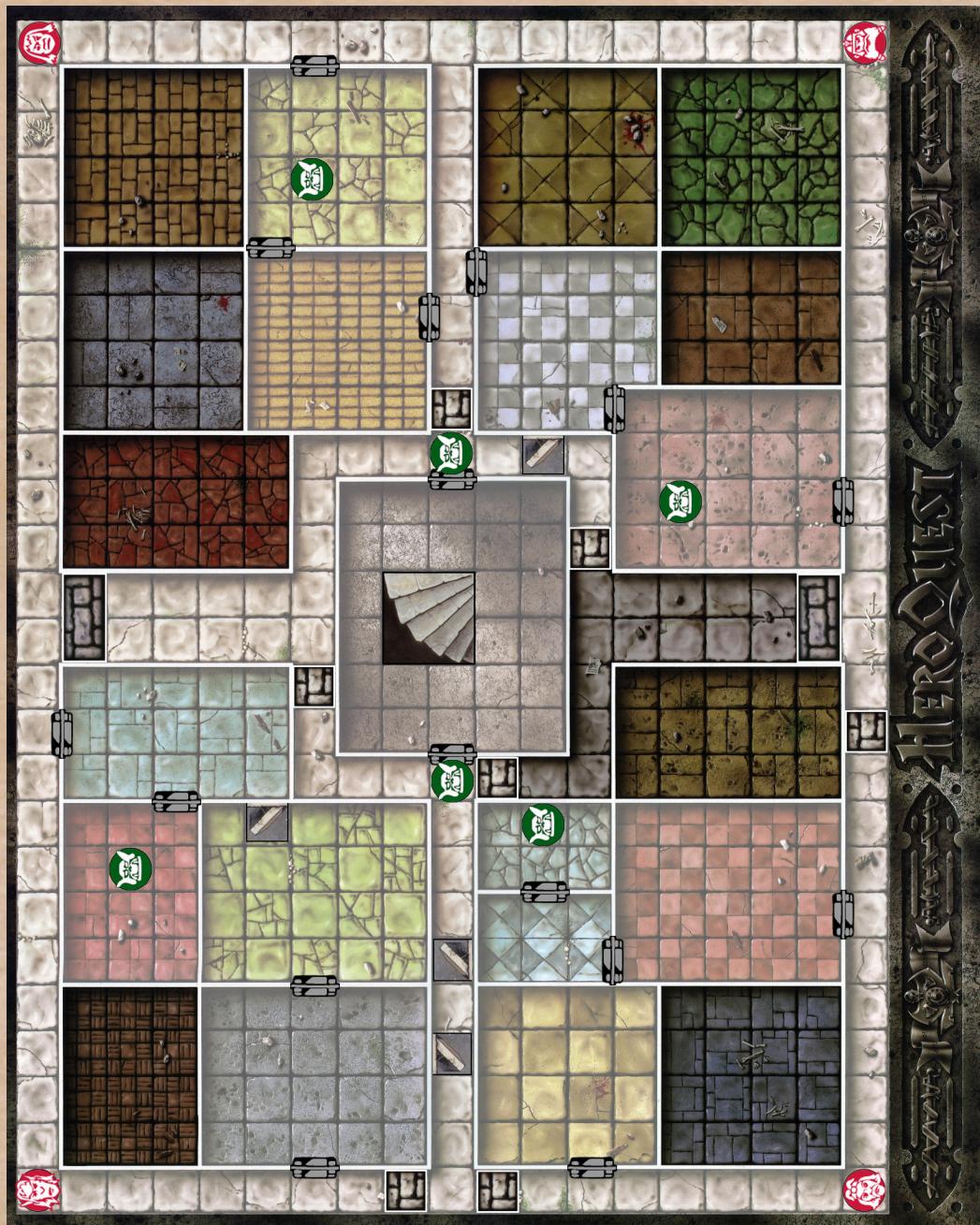
In addition, other heroic deeds may earn the Hero other titles, the highest honour available being the coveted title of “Hero of The Empire”. For the most part, these laurels have little in-game effect, they simply serve as a measure of your Hero’s progress. However, Champion is a status which does have an in-game effect. Namely, Champions may hire a Man-at-Arms Sergeant.

### Advanced Heroes

As Heroes advance and gain more items, they will start each game with more abilities. It is an easy matter to keep each Hero Board with all the cards that Hero owns.

Alternatively, a Character Sheet is also available, so that these can be written down, allowing multiple groups of Heroes to play with the same set. These can also be useful for keeping track when you don’t have enough cards.

# HEROQUEST



## The Maze

*"This will be your first test before you set forth. Be sure to use all the skills that you have been taught. You must attempt to find the way out of the Maze. Several monsters have been lured into the Maze. They will try to stop you so take care. Whoever finds their way out first will be rewarded with a purse of 100 gold crowns. This may be used to buy equipment for the adventures to come."*

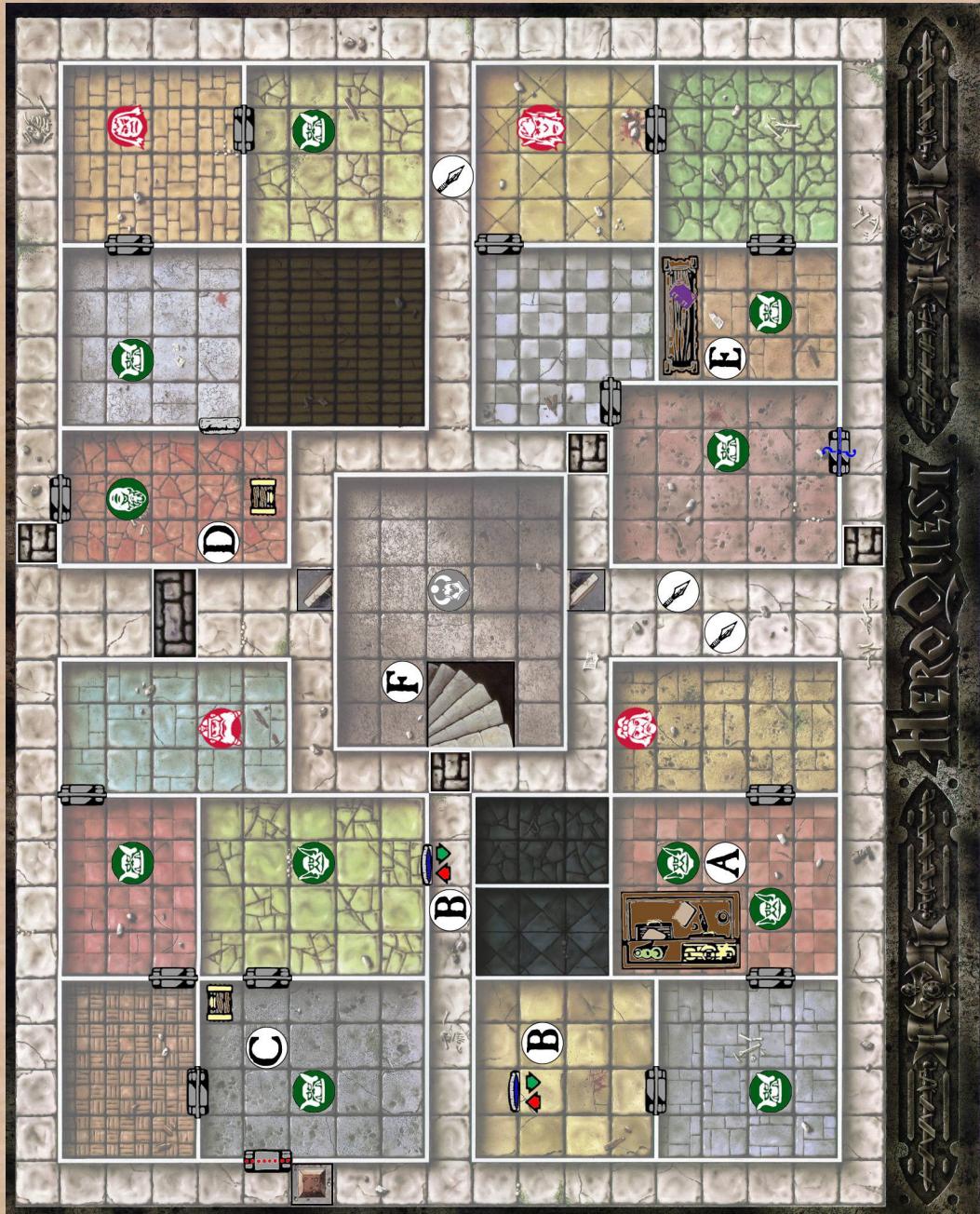
### NOTES

The players start the game on the spaces indicated

### Wandering Monster: Orc

*Note that this does not constitute a quest for the purposes of becoming a champion. This Quest has been included to help teach new players the basics of the game.*

# AleroQuest



# The Labyrinth

*“You are almost ready to embark upon your first true Quest, but first you must face one final test, the fiendish Labyrinth. Find your way out of these halls and you will begin on your path to becoming Heroes.”*

## NOTES

The players start the game on the spaces indicated

- A The Alchemists Bench hides an *Heroic Brew Potion*
- B These two Portals are linked, but must be Activated before use.
- C This Treasure Chest contains a *Potion of Resilience*.
- D This Treasure Chest contains a *Potion of Strength*.
- E This Bookcase conceals a *Ball of Flame Scroll*.
- F This Chaos Warrior has the **Rage 1** Ability.

**Wandering Monster:** Orc

*Note that this does not constitute a quest for the purposes of becoming a champion. This Quest has been included to help teach new players the basics of the game.*

# Welcome Back, Brave Heroes!

Welcome to the Advanced Game Rules!

You won't find that much has changed. Rather the advanced rules present more options and more interactive a set of game materials.

Almost all the components from the basic game are used, along with the full set of dice. In addition, a number of new components are added, along with a few extra rules.

# New Components

## New Hero Boards

Four new Hero Cards are provided. These replace the original four, and have two different sides, depending on whether the Hero is a Champion or not. Becoming a Champion will now change your abilities! These also include a new category: Skills. Heroes will start with some of the new Skill Cards.

## Enchanter's Emporium Cards

Enchantment Cards may be purchased for the listed cost. Unwanted Enchantment Cards sold back at *half* their printed cost.

Be aware that not every Hero can use every Enchantment Card. Also note that the supply of Enchantment Cards is not meant to be a limitation on those items available.

## New Potions

Several potion cards have been updated, giving more options. Since these options are unsuited to the basic rules, these Cards are only used in the advanced game. You should replace the base-game versions of the following seven potions with the new ones: *Essence of Warmth, Potion of Healing, Potion of Regeneration, Rejuvenation Salve, Restoration Draught, Revitalisation Potion, Venom Antidote*.

## New Armoury Cards

These new Cards work in the same way as the old ones, and are added to those available.

## New Spells

Replacement cards are provided for most original Spells. Note that the eight Elf Spells are unchanged, as are four other specific Spells (*Treasure Horde (Detection)*, *Water of Healing (Water)*, *Mimic (Wizardry)*, & *Trance (Wizardry)*). As a result, no replacement cards are supplied for them, simply use the cards from the basic game.

Twenty-three new Spell Groups are provided, giving more options. The Cantrip Spells are for the Wizard only, and the Dwarven Runes are for the Dwarf only. These include:

- Dwarven Runes
- Spell of Energy
- Spell of Light
- Spell of Ice
- Spell of Metal
- Spell of Reason
- Spell of Entropy
- Spell of Illusion
- Spell of Motion
- Spell of Poison
- Spell of Defiance
- Spell of Time
- Spell of Vitality
- Spell of Divination
- Spell of Flora
- Spell of Underworld
- Spell of Confusion
- Spell of Unity
- Spell of Sorrow
- Spell of Fury
- Spell of Stasis
- Spell of Thaumaturgy
- Wizard's Cantrips

### **Fate (★) Tokens**

These work in a similar way to ♥ and ♦, although Heroes may start with none of these, and running out is not harmful in of itself. Their use will be explained shortly. The colour black is suggested for these.

### **Skill Cards**

As the Heroes progress, they will gain skill cards, granting them new abilities, although many of these come at a cost. Some skills the Heroes start with, some are bought during play.

### **Dungeon Cards**

These cards allow the Evil Sorcerer player to modify the Quest at the very start, making it more difficult for the Heroes.

### **Event Cards**

These cards allow the Evil Sorcerer player a range of tactical options during game play.

### **New Quest Packs**

New Quest Packs have been included.

The first, Playthings of the damned. includes a selection of extra “Dark Relic” cards which act in the same way as Artefacts. This is set after the events of the main series of HQR Quest books. These Quests make full use of the Advanced rules.

The second, Rise of the dark God, is based on the Japanese version of the game and uses various of the Advanced Rules for Balance purposes.

# New Rules

## Run Action

Run is an additional Action, allowing Heroes to reach the action more quickly. To Run, a Hero must have used no Bonus Actions and must already have made a Move Action.

If a Hero runs they move their  as if making a Move Action. However, if any Monsters come into Line of Sight or they set off any Traps (regardless of if they are injured or not) their turn ends. Further, they may not open any Door that requires a test. Finally, a Running Hero may not Jump.

## Searching Furniture

Using this rule, Furniture is Searched separately from each room. Each Hero may still Search each Room, not counting the furniture inside Treasure once per Quest.

The Heroes as a whole may search each piece of Furniture for Treasure once per Quest. In order to search a piece of Furniture, a Hero must stand orthogonally adjacent to it. Should the Quest Notes say a Treasure is hidden in a piece of Furniture, that Treasure may only be found by searching that piece of Furniture. If there is nothing, no Treasure Card is drawn.

## Mastery Tests (⌚)

A Mastery test is needed for many Spells in the advanced game. To take this test, roll ⚡ and add the number listed with the test. If the total is equal or less than your current ♦, you pass the test and the Spell's effects occur normally. If not, you either fail, and the spell will have no effect, or you may spend a number of ♦ equal to the amount by which the test was failed, and the spell's effects will occur normally.

## Advanced Heroes

The Hero Cards should be played on the basic version of the Hero. Using Fate (see below), you will be able to change the card to the Champion side later via the Skill Cards. You no longer become a Champion after completing a fixed number of Quests. The Heroes will now have access to some Skill cards (see below).

## Skill Cards

Heroes will have access to a number of Skill Cards, and more can be bought with Fate (see below). Skill cards give the Hero who owns it a number of additional rules, options, and abilities. When purchasing Skill Cards be sure that you are allowed to buy them, as some are limited to certain Heroes. Some others may also be nearly, or even completely useless to you!

### Dungeon Cards

Skill cards possessed by the Heroes will have a number of \* in the top right corner. Add all of these together to determine the number the Evil Sorcerer may spend on acquiring Dungeon Cards.

At the start of each Quest, the Evil Sorcerer may select a number of Dungeon Cards from those available up to the determined number of \* and put them into play.

Dungeon Cards will grant bonus abilities to the Evil Sorcerer player and/or their Monsters throughout that Quest.

### Event Cards & Danger

During the Evil Sorcerer player's turn, if there are no monsters on the board, or if they choose to forgo their normal turn, they may roll for Danger. This is normally rolling a listed die, unless mentioned otherwise in the Quest Notes. For each ☰ the Danger rolls, the Evil Sorcerer player draws one Event Card.

These Event Cards may be played as directed on the card. These are dangerous to the Heroes, so the race is on to complete the Quest before the forces of evil can overwhelm them!

## Fate ★

For each Quest the Heroes successfully complete, they gain one Fate (★). These are kept until spent. There are several ways to spend Fate points:

- After a Quest, you may spend the listed cost in ★ to learn a new Skill. This cost is listed on the Skill Card. You may not purchase cards with a cost of zero. Some cards may list additional costs. Gained Skills are permanent, unless you are killed. *This is the most effective way to spend Fate Points.*
- During the Quest, you may spend one ★ to recover up to four (in total) lost ♥ and/or ♦.
- During the Quest, you may spend one ★ to take an additional Activation, out of turn.
- During the Quest, you may spend one ★ to improve the dice you roll for one ↗, ↘, or ↙. Change all those Dice to whatever faces you wish.

You may note that the last three are less effective than the gaining of Skill. These rules exist primarily for late in a campaign when the Heroes have few skills to buy, and/or occasions where the spending of a Fate Point will prevent a Hero from dying.

# *Optional Rules*

These rules are optional. They add some complication to the game which some players may not like, or may find frustrating. For this reason, they have been presented separately.

## **Co-Operative Turn Order**

*Recommended for the advanced game!*

It is often the case that the Heroes may get in the way of each other's attacks, or that a Spell is only useful if cast before the turn of another Hero, or whatever.

As the Heroes are working together, this is somewhat annoying to many players. This Optional Rules gets around this problem. However, it makes the Heroes all the more potent, so to compensate, the Evil Sorcerer player should start the game with a single Event Card.

When this rule is in play, the four Heroes may take their turns in any order they wish, and then the Evil Sorcerer player takes a turn.

The Heroes will pick the order they play in each turn, and may even take one player's turn before deciding which player will go next.

Note that while we have written game effects to accommodate this rule, you should pay close attention to effects that last until the start and/or end of a Hero's turn, as using this rule can reduce or increase their effectiveness.

## Ranged Weapon Upkeep

*Recommended for the advanced game!*

Some players may feel that Ranged weapons are overpowered. This Optional Rule will allow such weapons to be paired down in strength by representing a limited amount of ammunition.

At the start of each Quest, a Hero who has any Cards which have the Weapon Keyword and which can make a  $\times:\downarrow$  (not  $\times,\bullet:\downarrow$ ), have the opportunity to pay Upkeep.

For each die symbol on the  $\times:\downarrow$  effect, they must either pay 5 $\oplus$ , or else Drain that Card.

## Apprentice Spell System

Some people find that younger children may have a problem with even the basic magic system, simply as they have way too many cards to deal with. This alternative magic system is designed to fix this problem.

The basic Spell cards are replaced with a deck of fifty-four “Magic Spells”. Rather than selecting Spell Groups, Heroes who have a Spellcraft of one or more may draw a hand of Magic Spell Cards at the start of the Quest, and one Magic Spell Card to fill their hand at the end of each Activation. A Hero’s hand size is equal to half (round up) their current ♦. This deck is reshuffled if it runs out.

In addition, a new shop, the Magician’s Emporium, provides items for the Heroes that interact with this Spell system. Further, a variant *Spell Ring* Artefact is included, as the original is unsuitable to this new system.

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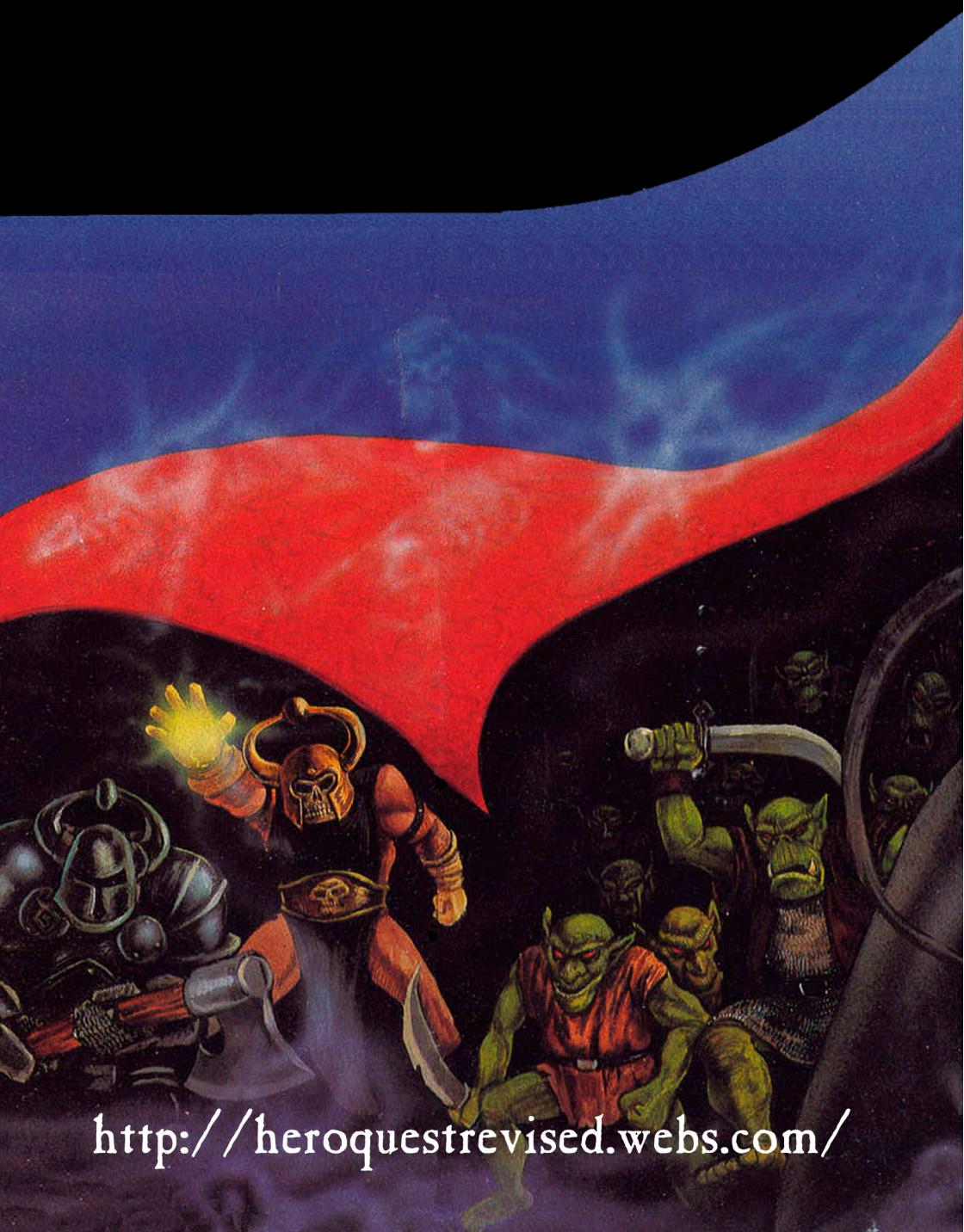
All the folks who let me use their art.











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