



Rules and Addenda

as compiled by the Brothers Bowser

WHAT IT IS:

Hero Quest is a board game by Milton Bradley was released around 1990, and is sadly no longer available. It is a role-playing game that was simplified to a few simple actions (move, attack, and search) and was played out on a wonderfully illustrated game board divided into a grid. It allowed up to 4 people to play as heroes and 1 person (called Zargon) to control all the monsters, and also incorporated random elements by using cards and dice. The most attractive of its features were its ease of play and some of the best 3-D plastic figures and furniture available at the time, that could be placed anywhere on the board. Hero Quest also spawned 4 quest packs - with additional figures - adding 40 quests to the original 12 (plus 2 more quest packs not available in the U. S.) Unfortunately, Milton Bradley discontinued the line before it could really catch on. Games Workshop, a game company from Great Britain followed with a game called Advanced Hero Quest, bringing more quests, furniture and figures (Games Workshop, in fact, employed the artists who sculpted of the original figures), but that died as well. Games Workshop also made a more advanced game called Warhammer Quest which, although similar to Hero Quest, does not have the sheer simplicity of play that Hero Quest had. The original Hero Quest's simplicity is directly attributable to its special dice, which is also no longer available.

WHAT THIS PAGE IS ABOUT:

What we (my brother and I) have been trying to do is return RPGs to the simplicity of play that Hero Quest had, but add to it elements it lacked. Using the standards set forth by the original Hero Quest, we've increased the character possibilities to 6 races and 12 classes each with individual advantages and disadvantages, as well as over 35 different monsters to encounter (with complete stats and abilities). In most cases we've tried to stay within the original rules, however minor changes were made for personal reasons (Gandalf used a sword, why couldn't our mage?). We have also tried to make it possible to play without a Zargon player to allow all gamers a chance to play the heroes. (Although, admittedly, it is less complicated and more fun with someone to play the bad guy.)

PLEASE NOTE:

As it is right now, Milton Bradley does NOT authorize this version of Hero Quest. It is not posted as my own idea or for profit of ANY kind. I am looking into the possibility to bring this version to the public but for now this is a private project and items contained are for friends and family only. ALSO: Please do not steal any of the ideas contained here, we've spent far too many hours of planning to get this version to work smoothly. If all goes well, someday this may be made available to the public.

WHAT'S NEW:

New features include six races, twelve classes, strength and dexterity checks, and a whole new spellcasting system with new spells for the mage (and a new class; The Cleric) as well as new spells for the enemies. There are more items to buy in the shops as well as new artifacts to find in the game. We have also made over 35 new beasts and monsters to fight against, from the simple rat or hobyah, all the way to a lich or a dragon!

Acknowledgments

The rules and ideas contained here are designed to expand upon the **Hero Quest** game designed by Milton Bradley, all ideas are used without permission and are for *personal use only*. Major influences on this version of **Hero Quest** are **Dragon Raid**, **Dragon Strike**, and **Warhammer Quest**. Other influences: **Advanced Hero Quest**, **Battle Masters**, **Dark World**, **DragonFire**, **Dungeon**, **Dungeon-Quest**, **Key to the Kingdom**, **Talisman**, and of course **Advanced Dungeons & Dragons**.

A special thank-you should also be said to **Dr. Pepper Cola**.

Introduction

This instruction booklet assumes that the player is familiar with the idea of role-playing games. It is not necessary for the player to have played this kind of game before, but there may be a few terms used that may confuse the uninitiated. This also assumes that you have played the original Milton Bradley version of Hero Quest and have access to the game and the original rules. If you don't have a copy of the game, get on eBay and find it. It's possible to play without it, but the Combat Dice are so integral to the game that to play without them is very frustrating.

The rules written here are in addition to the rules laid out in the Original Hero Quest game. Major differences are the fact that there are more than four different types of Heroes, and there are ability feats that may be performed. If there are any questions on how something is done, first consult the original Hero Quest rulebook for guidelines, then find the appropriate section in these rules for modification.

Example: *When jumping a pit trap, the rules of movement are still the same, you must have enough movement points to make it over the pit, but instead of rolling a Combat Die, you would have to make a successful Feat of Dexterity roll to make it across.*

You will notice that in addition to changing some of the rules, we incorporated some new types of dice. The original Combat Dice (CD) from Hero Quest are still an integral part of the game, but we also use the regular set of gaming dice that can be found at game and hobby stores. This set of dice includes: 4 sided (d4), 6 sided (d6), 8 sided (d8), 10 sided (d10), 12 sided (d12) and 20 sided (d20) dice. Also, you may see reference to a 100 sided die (d100) which, although one does exist, it's practically a ball, so you can substitute two 10 sided dice (2d10) and count one die as tens and one die as ones and get the same count. We also mention a 'Starlot' which is a special clear colored 10 sided die - and can be substituted with any 10 sided die (d10).

Other special dice are the Treasure Die, a Trap Die, and a Critical Trap Die. These were found at a local game and hobby store, they may still be there, but it's been awhile since I looked. If you do not have these dice, you can always return to the original method of determining traps and treasure.

Models for new creatures can be found at most game and hobby stores. Games Workshop makes some wonderful models.

VARIATIONS IN THE RULES

The Gameboard

The Hero Quest gameboard is divided into a square grid map; however, the game is just as playable on a hex map. The difference are that on a square map you may not move diagonally, where on a hex map, diagonals are allowed; sometimes you can't help but move diagonally. Also, where spell effects may affect a 'space, and all adjacent spaces,' it would affect a total of 9 spaces (the center and all 8 surrounding spaces,) where on a hex map; it would only affect 7 spaces (the center and the surrounding 6 spaces.)

Movement

Occasionally you may encounter hindering terrain (deep water, piles of rubble, etc.,) areas that you can still move through but will slow you down. In these cases, every step in a hindering terrain space counts as two steps, you slow down to half speed until you return to open areas again.

Kills and Knockouts

It is possible to knock out an opponent without killing him. In this case, a Hero must announce that he is attempting to disable and not kill his opponent, then the battle continues as normal. If the Hero succeeds in knocking his opponent's Body Points to zero, he succeeds in knocking him out. However, if the final blow would bring his opponent's Body Points below zero, the Hero has accidentally killed him anyway.

If a Hero's Body Points reach zero, he is considered to be knocked out. Lay the figure on its side. The figure may be carried by one of its companions at half the carrier's speed or attended to on the spot. If a Hero's Body Points go below zero, however, he has been killed, and may only be resurrected by a cleric or at a temple.

A knocked-out figure is not removed from the board, but it is considered to remain knocked out unless it is revived by a companion through the administering of any form of healing (potion, spell, etc.).

THE HEROES' TURN

Before the quest begins, the Heroes should decide on a leader. This leader does not necessarily need to be the first one to move during every Hero's Phase, he is merely the one who makes the final decisions and resolves any conflict between the Heroes. The party does not need to follow the same order at every phase either, as you never know when during the Hero's Phase a particular Hero's ability is needed. Even so, a Hero may move and perform an action, or perform an action and then move, only once during a Hero's Phase (unless an Artifact or ability allows them to do otherwise). A Hero may not move part way, perform an action, and then finish his movement, yet he does not have to move the entire distance indicated by the dice roll.

Heroes may perform any of the following as an action:

Attack	Search for Traps	Search for Thrown Weapons	Turn Undead *
Cast a Spell	Disarm a Trap	Run	Regain Mana *
Search for Treasure	Perform a Feat of Strength	Pickpocket or Pick a Lock *	Lay on Hands *
Search for Secret Passages	Perform a Feat of Dexterity	Hide *	Shapeshift *

Rules

There are also some actions that a Hero may do at any time that do not count as actions, such as:

Open and Close Doors	Talking with the Locals	Trading Items
Listening	Looking	Sensing Evil *

** As race or class allows*

Occasionally a player may come up with an action that is not on this list. That's fine - imagination is encouraged when playing this game. However, you should then determine if that new action can be classified as an Action or a Non-Action. In either case, Zargon always is the final judge on such matters. If there is no Zargon, all players should take a vote. No whining is allowed.

HERO ACTIONS

Hero Actions: Attack

As a Hero you may attack any Monster that you are adjacent to. You may attack only once per turn. (The number of attacks may increase through special weapons, items, magic, etc.) The attack strength is equal to the strength of the weapon in the primary hand (or the hand alone, which is worth 1 Combat Die), plus the strength of any weapon in the secondary hand if applicable. Some weapons allow attacks diagonally or even from a distance. (An empty secondary hand does not warrant the use of additional Combat Dice.)

If a Hero has two weapons, the weapons may be split up between two monsters or used all on one monster. If the weapon is a sword, axe or halberd, and succeeds in killing the monster, that blow may carry on through to another adjacent monster that the weapon can reach. If the blow kills that one as well, carry on to the third, etc.

When attacking with a distance weapon or casting distance spells, the Hero must be able to see his target. There is no limit to how far a Hero can see (unless otherwise stated by Zargon,) but there must not be any walls, trees, or other items concealing the target.

If a Hero or monster attacks with a distance weapon and completely misses the intended target (i.e. no skulls on combat dice), then the Hero must check to see if the missile hit any Hero or monster along the arrow's path, working backward from the target to its origin.

Hero Actions: Cast a Spell

Casting a spell is a natural choice for some Heroes, others may only cast a spell through scrolls.

Elves cast Elf Spells. Once the spell has been cast, it is discarded for the rest of the adventure.

Faeries cast Element Spells. Once the spell has been cast, it is discarded for the rest of the adventure.

Mages cast Mage Spells. When a Mage casts a spell, he uses Mana. Initially a Mage has as many Mana Points as Mind Points. When a Mage casts a spell, he must lose as many Mana Points as the level of the spell indicates. These points may be replenished through the following:

- 1) Resting: The Mage may rest as an action and regain 1 Mana Point per turn.
- 2) A Cleric: Clerics may replenish Mana through the use of their WordRunes.
- 3) Magic Items: The Mage may find an item during his journey that may also replenish Mana.

Clerics pray using WordRunes. WordRunes are not Magic spells, but are the Divine Intervention of God. There are different levels of WordRunes that vary in difficulty.

Scrolls are parchments imbued with power to perform an action. A Mage or Cleric may, if he wishes, add the Mage/WordRune scroll into his repertoire by memorizing it. (This destroys the actual scroll, but the Spell/WordRune is permanently memorized.) If the scroll is already known, or is of another type, a learned Hero may cast a spell using the scroll. It does not cost any Mana, but the scroll is destroyed.

Hero Actions: Search for Treasure

In a game where there isn't a Zargon, the Heroes must roll a Treasure Die to determine the type of treasure found. If there is a Zargon, he may have a specific treasure in mind for a room or on a Monster, or tell you to roll the Treasure Die, or both - it's Zargon's choice. A Hero may only search for treasure if there are no more Monsters in the room or corridor.

Results of a Treasure Die roll are:

AXE - Event Card or Wandering Monster
MAGIC DAGGER - Artifact or Magic Item
SCROLL - Scroll, Spell or WordRune
GOLD - Coin x 10g or Treasure card
GEM - Starlot x 10g
SHIELD - Equipment card

Rules

Hero Actions: Search for Secret Passages & Search for Traps

In games with Zargon, a Hero should declare that he wants to search for secret passages or traps. He may only search for one per turn. He then should roll an ability die as labeled on his character sheet. A roll of 7 or greater means that Zargon should reveal all the passages or traps in the room or corridor where the Hero searched, if any were there, unless Zargon deems otherwise. A roll less than 7 means that the Hero failed to locate any traps. This doesn't mean that there aren't any to find.

In a game where there isn't a Zargon, this action gets a little more complicated. A Hero sets off a trap when the result of his movement die is the lowest possible number (2 on two die, 3 on three die, etc. - except when riding a mule). The Hero then has an immediate chance to see if he noticed the trap first by rolling on his Find Traps chart. If he was unsuccessful, he has set off the trap. If he noticed the trap then he may use his next action to try and disarm the trap. Or, he can avoid the next square that he were heading to, as that was the trapped square. (This has to be done on the honor system.)

Results of a Traps Die roll are:

SPEAR TRAP - Suffer result of a 1CD, no defense.
SCYTHE TRAP - Suffer result of a 2CD, no defense.
FALLING BLOCKS - Suffer result of a 3CD, no defense, square is blocked.
PIT TRAP - Fall in trap, loose 1 BP.
POISON GAS - All Heroes in room or corridor suffer 1BP.
BROKEN TRAP - Trap is broken, no damage. Hero still ends turn.

Results of a Critical Traps Die roll are:

EXPLOSION - Heroes on trap square and all 8 adjacent squares are knocked backward and suffer 4 BP. A successful Dexterity Roll decreases damage by half.
DEEP PIT - Hero suffers 2 BP, no way out without a rope, a levitation spell or a successful Dexterity Roll.
FIRE TRAP - Hero on square suffers result of 4CD, no defense.
ACID - Completely destroys one random weapon or armour.
LIGHTNING - Lightning shoots out in all 4 compass directions, hits all Heroes with metal armour with 3CD+1.
DEATH - Hero is knocked to 0 Body Points.

Hero Actions: Disarm a Trap

When a Hero finds a trap, he may attempt to disarm it. To do so, he must move his figure to an adjacent space next to the trap, then roll an ability die as labeled on his Character Sheet. A roll of 7 or greater means that he has successfully disarmed the trap. A roll less than 7 means that he has set off the trap and must suffer the consequences of the trap.

Hero Actions: Perform a Feat of Strength & Perform a Feat of Dexterity

At certain times, a Hero may choose to perform an ability feat. This can happen at any time during the course of his turn, but counts as the action of that turn. This ability can be anything that the Hero chooses, but must fit into the categories of Strength or Dexterity. When determining if the action was successful, the Hero should consult his Character Sheet and roll the appropriate die. On a roll of 7 or greater, he is successful. If the Character Sheet states the ability as greater than a D20 (+), then that Hero is automatically successful at that ability.

Some common Feats of Strength: Push, pull or throw a heavy object a distance of one square, lift a heavy object such as a gate or a companion (note: if a heavy object is to be carried, the Hero's movement is reduced by one die), kick a locked door open, bend bars, break something solid such as a lock.

Some Common Feats of Dexterity: Climb a cliff or wall, aim and throw a light object such as a rock or grappling hook, swing on a rope or vine, sneak past a sleeping monster, pass through a monster's space (jump over, climb under), pick a lock (Thief only), pickpocket (Thief only).

There is also such a thing as an intelligence check. It would be tested by rolling under your Mind Points with a D6. But, because of the nature of this check, it really wouldn't be an action, but more of a skill check.

If there is a question about whether something fits a category or is valid, ask Zargon. If there is not a Zargon, take a vote.

Hero Actions: Search for Thrown Weapons

Any weapon that was thrown may be retrieved. This must be done when there are no monsters present in the room or corridor. Weapons must be found near where the target was, but are automatically found when searched for.

Hero Actions: Pickpocket or Pick a Lock

Thieves can perform two feats that no one else can: pickpocketing and picking a lock. These are both Feats of Dexterity and require the Thief to be next to the creature or lock.

Hero Actions: Hide

Elves, Halflings, and Assassins may hide as an action. Once hidden, they may not be attacked by monsters unless the monster can see the invisible. The hidden Hero may not attack, cast a spell, or perform an ability feat if he wishes to remain hidden.

Hero Actions: Shapeshift

Faeries have the ability to shapeshift. They may change their form into any race, class, or even into a monster that is nearby. However, if they remain in that form for more than 5 turns, they become that shape permanently.

Hero Actions: Turn Undead

Paladins and Clerics have the special ability to Turn Undead. Instead of taking their regular action, they may control any three Skeletons, or any two Zombies, or any one Mummy. Controlling them means that on that Hero's turn, he may make that undead creature move and attack another Monster, or may simply have it jump off a cliff.

Hero Actions: Regain Mana

Mages use Mana to cast spells. In order for a Mage to gain that Mana back, they must rest and not perform any other actions. For every turn that a Mage spends resting, he may regain 1 Mana Point. See Hero Actions: Cast a Spell.

Hero Actions: Lay on Hands

Paladins are the gifted soldiers of the Lord. Through their justice and piety they have been given the ability to Lay on Hands, or heal, any Hero one Body Point per turn in place of taking their regular action. They must be adjacent to the Hero that they wish to heal. Any non-evil character may request healing from a Paladin who must not refuse their aid.

Hero Actions: Running

As needed, Heroes may also run. This action can be used to chase down a Kobold that has stolen a needed artifact, or hightail it away from a particularly nasty Wraith. When running, the Hero may add an extra D6 to their movement, but may not perform any action during that turn.

HERO NON-ACTIONS

Hero Non-Actions: Open and Close Doors

Along the way, unlocked doors may be opened and closed at will at any time, even halfway through movement, without the cost of an action. In fact, you may even want to wedge a knife into the door after closing it to avoid whatever nasty beastie you may have seen on the other side. However if a Monster happens to be adjacent to the door when it is opened, it may not allow the Hero to close the door again. (It might even be holding the door closed forcing the Heroes to find another way in.)

Rules

Hero Non-Actions: Talking with the Locals

At any time a Hero may talk with the locals to get them to divulge any useful information. A Hero may even talk to the monsters, but they may not be polite enough to talk back. Without a Zargon, however, this act is moot.

Hero Non-Actions: Listening

A Hero at any time may say that they want to listen. If there is no Zargon around, all the Hero will hear is the other Heroes laughing at him. If Zargon is running the game, however, the Hero may hear many things: monsters scuffling around the corner, a bizarre chant being uttered on the other side of a door, the scurrying sound of rats getting louder, or just water dripping from a crack in the ceiling.

Hero Non-Actions: Looking

At any time, a Hero may ask Zargon to describe a room, corridor, or anything else that they can see in greater detail. This may not reveal any new information, or it may reveal something specific about an item or creature that was previously overlooked. Zargon might even describe an unusual smell at this time. This does not reveal traps or secret doors, however. If there is no Zargon, then there probably isn't much more to see.

Hero Non-Actions: Sensing Evil

Paladins and Clerics have the ability to Sense Evil. This means that they can tell if a local or other being/beast is of evil, good, or just neutral alignment. They also can devise what manner of creatures, if any, may be lurking on the other side of a door. This could be anything from a faint feeling of evil (Hobyahs) to an overpowering sense of impending doom (Liches). Keep in mind that bats and other similar beasts are not evil, they kill for survival. Zargon will have to tell them these things, however, as the players have no way of knowing without him.

Hero Non-Actions: Trading Items

A Hero may trade an item with a companion at any time during either Hero's turn, however the two must be adjacent to each other. If the Heroes are not adjacent, an item may be thrown to a companion. This also must happen during either Hero's turn, but the Hero throwing the item must make a successful dexterity throw to do so. An unsuccessful throw could result in a weapon skidding across the floor into a far corner, or a potion smashing on a wall.

Hero Non-Actions: Other

There are many other things that a Hero may do. The list is as endless as your imagination. But I can't think of anything else.

SPECIAL NOTES

Tool Kit

A Tool Kit is a special item designed for disarming traps. Most Heroes can't disarm a trap without one. When a Hero buys a Tool Kit, he may circle the Tool Kit and D8 on his Character Sheet. Dwarves do not need a Tool Kit to disarm a trap. They can use 1D8 without it. However, if a Dwarf does buy a Tool Kit, he may circle the Tool Kit and increase his ability to disarm traps to the next larger die. Being a Thief increases one's ability to disarm traps from zero to 1D10. A Thief also starts with a Tool Kit, which further increases his ability to disarm traps to the next die (1D12). If his tool kit is lost, however, a Thief must decrease his ability to 1D10. A Dwarf Thief with a Tool Kit disarms traps with 1D20.

Horses, Warhorses, and Mules

Equine animals do not do much on their own, however they do help the Heroes in many ways. Horses and Warhorses increase movement in open spaces by 1D6, and in combat a Warhorse increases attack and defense by 1CD each. All three animals also help protect their riders by taking 3 Body Points of damage. This may be distributed between horse and rider, or the horse may take all the damage. But, if a horse suffers 3 Body Points of damage without healing, it is dead and the rider is on foot again. A Centaur may not ride a horse. Mules have an unusual ability to avoid traps. Any traps encountered by a Hero riding a mule will not be set off, though the trap remains intact for the next victim.

Multi-Class Heroes

Usually Heroes will be a single class and race. An option has been added for a Hero to mix classes, though this is frowned upon. The only classes that are allowed to mix are Rangers, Thieves, Mages, and Clerics (and even then, Clerics and Mages are incompatible with each other). No provision has been made for Multi-Race Heroes.

Alignment

Characters come in one of three types of alignment: good, neutral, and evil. Customarily, this distinction is used to determine how a Hero behaves toward other Heroes. Generally, Heroes are good or neutral. Rarely are there evil Heroes unless they are infiltrating the party. A Paladin will not allow any evil characters join his party, and may refuse aid to any evil characters. An evil Hero is usually controlled by Zargon, but may be used by another player. He may not be trusted by the others, however, and a lone Hero doesn't last long in this game.

Creatures that Fly

Some creatures have the ability to fly, while bats are always considered to be flying. Others, like gargoyles, may land in order to attempt a particularly good hit. While a creature is flying, it may only attack with distance or missile weapons and/or spells. Similarly, Heroes may only attack a flying creature with distance weapons and/or spells. One exception to this is that bats fly low enough to be struck by conventional weapons.

Generating Monsters

Useful for times when there isn't a Zargon and monsters are called for, or if Zargon himself wants to randomly generate a group of monsters for his amusement. To do this, roll 1D12 and look up the results on the 'Basic Monster Chart' below. Or, roll 1D100 (or 2 10-sided dice, one for ones and one for tens), then look up the number on the 'Advanced Monster Chart' located elsewhere.

Paladins and Bards

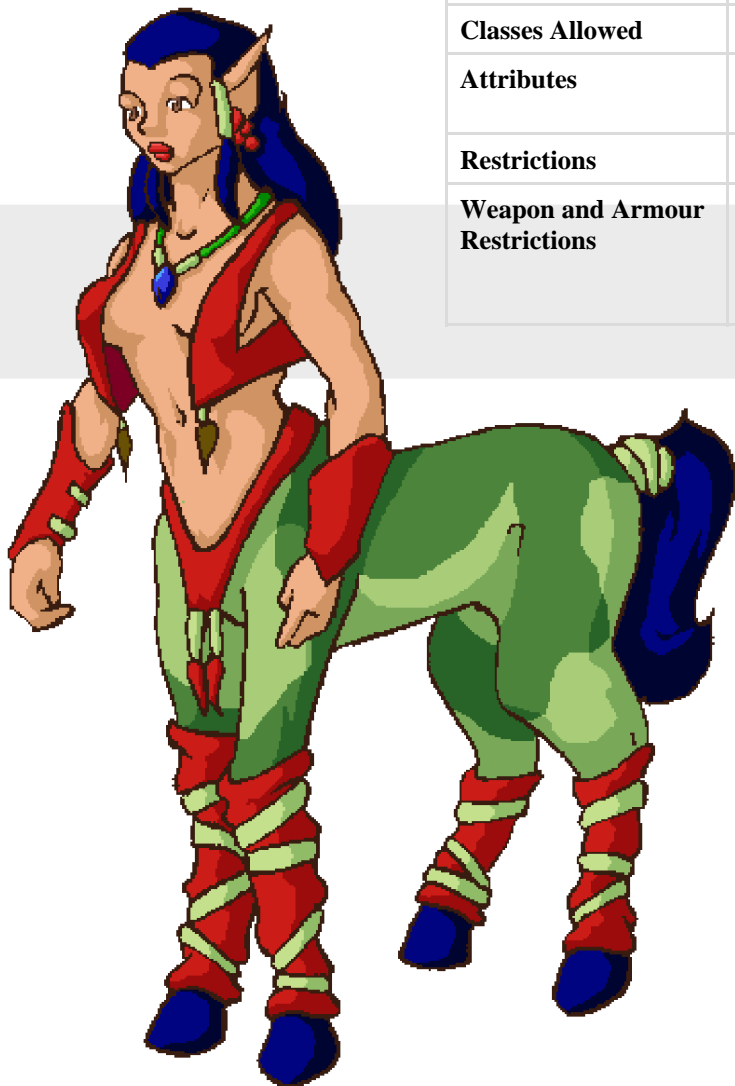
Paladins have the ability to use WordRunes much like a Cleric, however they may not memorize the scrolls. Once a Paladin uses a WordRune scroll, the scroll is lost.

Bards, having undergone many years of training, have learned to understand WordRunes as well as spell scrolls, but they may not memorize the scrolls either. Once they have invoked the scroll, it is lost.

Basic Monster Chart			
D12	Monsters	D12	Monsters
1	1 Goblin	7	1 Gargoyle
2	2 Goblins	8	4 Goblins & 1 Orc
3	1 Orc	9	1 Chaos Warrior
4	4 Goblins	10	3 Skeletons
5	2 Zombies	11	1 Fimir
6	3 Orcs	12	1 Mummy

Centaurs

Attack	1	Body Points	5
Defend	2	Mind Points	4
Feats of Strength	Roll D10	Feats of Dexterity	Roll D10
Find Traps/Secret Doors	Roll D8	Disarm Traps	Needs Tool Kit
Classes Allowed	Animal Master, Barbarian, Cleric, Fighter, Mage, Ranger.		
Attributes	Move with 3 dice outdoors, may use hooves for a second attack of 3CD.		
Restrictions	None		
Weapon and Armour Restrictions	Centaurs learn to fight with a halberd and spear. However, they are just as formidable with a bow. Because of their size they can easily carry a claymore and can use it well. Their second weapon is limited to 2CD or less.		



Dwarves

Attack	1	Body Points	6
Defend	2	Mind Points	3
Feats of Strength	Roll D10	Feats of Dexterity	Roll D8
Find Traps/Secret Doors	Roll D10	Disarm Traps	Roll D8
Classes Allowed	Assassin, Barbarian, Cleric, Fighter, Ranger, Thief.		
Attributes	May attack twice with battleaxes or any Runed weapons, can see in almost complete darkness.		
Restrictions	Are blinded in bright sunshine (-1CD attack, -1CD defend.)		
Weapon and Armour Restrictions	A dwarf's weapon of choice is an axe/battle axe and cross-bow, but he is not above using a sword when necessary. His second weapon is limited to 2CD or less.		



Races

Elves

Attack	1	Body Points	5
Defend	2	Mind Points	4
Feats of Strength	Roll D10	Feats of Dexterity	Roll D12
Find Traps/Secret Doors	Roll D10	Disarm Traps	Needs Tool Kit
Classes Allowed	Animal Master, Assassin, Cleric, Fighter, Mage, Ranger, Thief.		
Attributes	Know all Elf Spells, add 1CD to bows, may see in almost complete darkness.		
Restrictions	May not be resurrected.		
Weapon and Armour Restrictions	Elves' slight build and heightened agility as well as their fellowship with nature give them an extra advantage with a bow. They prefer the sleek blade of a sword for their attacks. Their second weapon is limited to 2CD or less.		

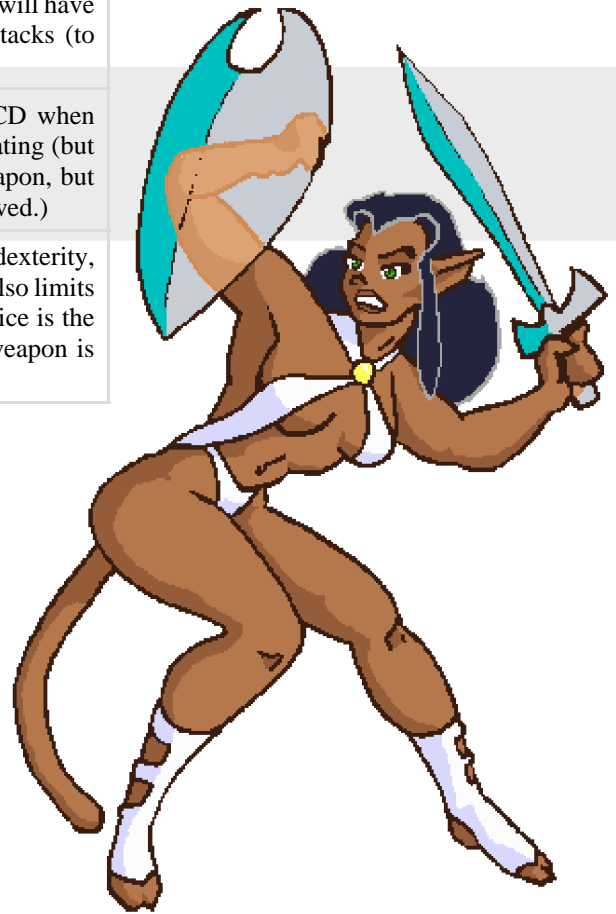


Note: There are four known types of Elves: The *High Elves* are the masters of the Elves and have the closest resemblance to Humans. The *Wood Elves* stand one half meter tall and are the caretakers of the woods' flora and fauna. Wood Elves are very unreliable and mischievous, but will obey the words of the High Elves. The *True Elves* are thought to be extinct. Their direct descendants are the Faeries. *Dark Elves* are High Elves that have turned to the side of evil. Dark Elves care not for the protection of the land, but instead follow their own selfish motives.

Feline

Attack	1	Body Points	3
Defend	3	Mind Points	4
Feats of Strength	Roll D8	Feats of Dexterity	Roll D20
Find Traps/Secret Doors	Roll D12	Disarm Traps	Needs Tool Kit
Classes Allowed	Animal Master, Assassin, Cleric, Fighter, Gypsy, Mage, Ranger, Swashbuckler, Thief.		
Attributes	Will never be surprised by a wandering monster. If a wandering monster appears during their turn, they will have an immediate extra action before the monster attacks (to flee, fight, etc.)		
Restrictions	May not wear platemail, attacks with one less CD when using melee weapons than the weapon's normal rating (but never less than 1CD), may use a two handed weapon, but never a secondary weapon. (Shields are still allowed.)		
Weapon and Armour Restrictions	The Feline, with its petite frame and enhanced dexterity, has a natural increased defense roll, but their size also limits it to chainmail armour or less. Its weapon of choice is the narrow blade of a sword or sabre. Its second weapon is limited to base strength of 2CD or less.		

Note: The Feline race, although having been granted its freedom by King William, is still regarded as slave labor by some Humans in the less enlightened areas of Westerland. (Other races have always regarded Felines as equals.) Therefore, Felines are often refused service in some shops and inns. This is, of course, cause for some animosity toward the Humans from an otherwise spirited and carefree race.

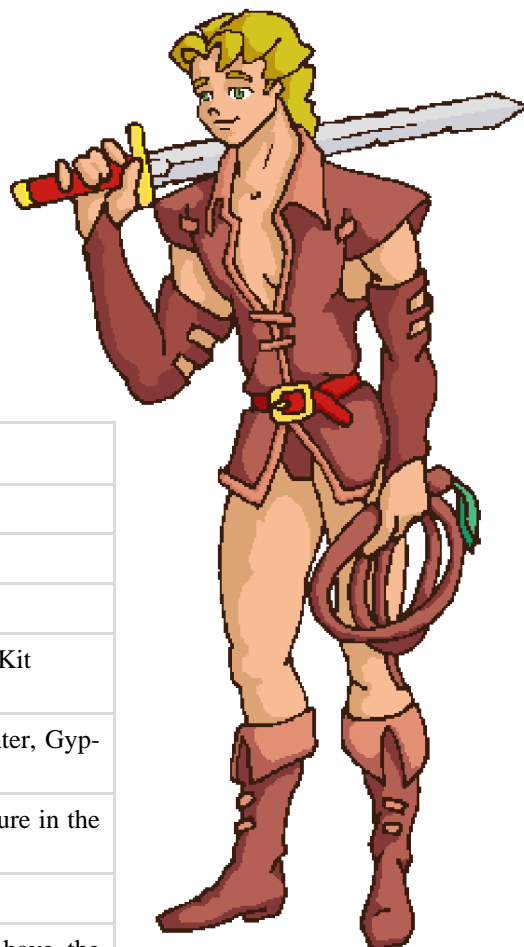




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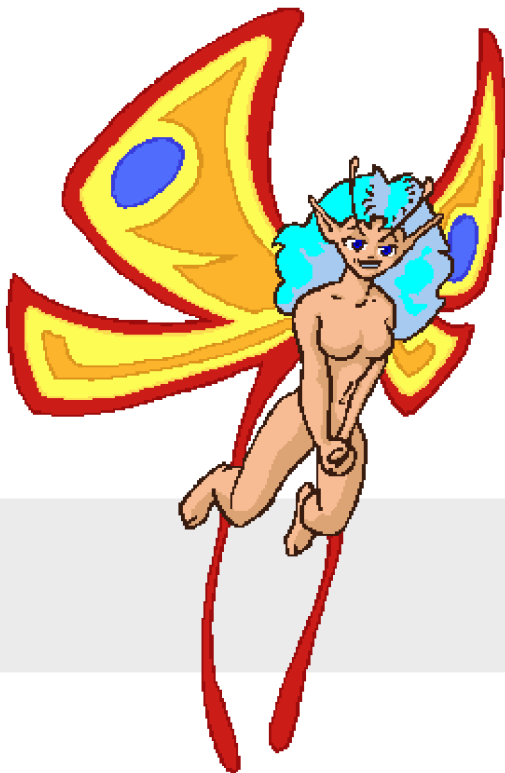
Halflings			
Attack	1	Body Points	4
Defend	2	Mind Points	4
Feats of Strength	Roll D8	Feats of Dexterity	Roll D10
Find Traps/Secret Doors	Roll D8	Disarm Traps	Needs Tool Kit
Classes Allowed	Animal Master, Bard, Cleric, Fighter, Mage, Thief.		
Attributes	May move through monsters, may hide as an action.		
Restrictions	May not wear platemail, limited to using a weapon with a base strength of 2CD or less.		
Weapon and Armour Restrictions	Halflings, because of their size, are limited to using a weapon strength of 2CD or less. However, their second weapon may be just as strong. Halflings may not wear platemail.		

Races



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Humans			
Attack	1	Body Points	4
Defend	2	Mind Points	4
Feats of Strength	Roll D10	Feats of Dexterity	Roll D10
Find Traps/Secret Doors	Roll D8	Disarm Traps	Needs Tool Kit
Classes Allowed	Assassin, Barbarian, Bard, Cavalier, Cleric, Fighter, Gypsy, Mage, Paladin, Ranger, Swashbuckler, Thief.		
Attributes	Humans are the luckiest and most versatile creature in the realm. (They alone are allowed to use Luck.)		
Restrictions	None		
Weapon and Armour Restrictions	Humans are the most versatile, and therefore have the fewest restrictions. Their second weapon is restricted to 2CD or less.		



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Faeries

Note: Although Faeries are no longer a race choice for the current version of Hero Quest, it is still provided here as a reference in case the character ever shows up as an NPC.

Attack	1	Body Points	3
Defend	2	Mind Points	5
Feats of Strength	Roll D8	Feats of Dexterity	Roll D12
Find Traps/Secret Doors	Roll D10	Disarm Traps	Needs Tool Kit
Classes Allowed	Animal Master in their true form.		
Attributes / Restrictions	Faeries can fly, know all Element Spells and may be Animal Masters in their true form. They may not wear armour or attack with metal weapons. They may also change their form to any other race and/or class, but if they remain in that form for more than 5 turns they are stuck forever!		
Weapon and Armour Restrictions	Faeries in their true form may not wear armour or attack with metal weapons. When they change their form, they are restricted to the race/class they become.		

Races

Faeries are known by a variety of names, depending on where they can be found. It is their magical lifestyle that transforms the faeries into so many forms. Some of the better known forms of faerie are:

Asrai - (Nixies) Small, delicate water fairies that live at the bottom of deep lakes. Asrai are beautiful with long green hair and webbed feet. Centuries old and extremely shy, Asrai will only come to the surface to gaze at the moon once every one hundred years, and if they are ever captured, they transform into a pool of water.

Brownies - (Menahune) These earth faeries enjoy a reputation of being cheerful and helpful little creatures. They are devoid of mischief and prefer to live in harmony with mortals. Brownies are small and hairy with flat faces and pinhole nostrils, and hardly ever change their appearance. They enjoy playing with children but vanish at the appearance of a disbelieving adult - but this does not discourage them from helping mortals in small ways. The presence of a few brownies is sure protection against the more mischievous of their faerie kin.

Banshee - An air spirit of the faerie folk, its natural form is that of a whiff of smoke with a vaguely humanlike form but is most often unseen. If a person is talented with the faerie arts (dance, song or art) the banshee would guard him/her in life, however, when such a person nears death, the banshee will cry bitterly for its impending loss, thus is heard the banshee's sorrowful wail.

Dryad - A creature of the earth whose natural form actually resembles that of a small tree and will revert to that shape whenever a passerby wanders near. On rare occasions, they have been known to appear to a traveler for whatever reason, in which case they will show themselves in humanlike form, but still retain part of their natural form (leaves for clothing, a nest in their hair, bark like skin, etc.) They have a close relationship with the sylvani but are still shy of the elves. The name dryad is often used for three different types of earth faeries; Oreades are the faeries of mountains and grottoes, Napaee are the faeries of glens and groves, and Dryads are the faeries of forests and trees.

Leprechaun - Tiny inquisitive humanlike faeries with an inherent love of gold, shoes and drink. These 'tiny cobblers' may be found working on a single shoe. It is said that when you capture a leprechaun, you have the right to demand it to reveal its stash of gold. However, beware of their wrath, they will quickly try to trick you into losing it, often at great physical loss.

Nymph - The Nymph is perhaps the most dangerous form of faerie because of its appearance and nature. Nymphs can change their appearance to whatever race beholds them, appearing as a flawless specimen of beauty. A nymph longs for the touch of humans and will declare an undying love and eternal devotion toward their victim, and because of their beauty, only the most hardened or wary will keep from being entranced by the captivating faerie. But, after a night of intense pleasure, the faerie will move on, declaring their devotion to yet another victim. Once smitten by a nymph's charms, the victim will pine for the arms of the nymph, rejecting anything else - including food and sleep. Eventually they will die of hunger or go mad. Nymphs live for about 10,000 years, but retain their youthful beauty till the end.

Pixie - Pixies are malicious tricksters, their favorite trick is to lead mortals astray. In some cases, they may confuse a mortal so thoroughly that he or she never recovers and wanders aimlessly over the countryside singing songs or talking in mysterious languages. Pixies have the ability to increase their stature at will, but generally resemble small humans about a hand tall. They love to play their flute made of a willow twig and often accompany other faeries during their moonlight dance. Pixies are the protectors of squirrels, rabbits, foxes and other untamed creatures of the woodland.

Selkie - This faerie's true form bears a striking resemblance to a seal, and often swims with seal schools indistinguishable from their animal friends. The selkie, however, has the ability to shed its seal-skin at will and roam the land in mortal human form (although never going far from their beloved rocky shores.) If someone is fortunate enough to find the shed pelt of a selkie, they control the will of the faerie creature, even to the point of marrying and having children with them. Once the selkie is able to reclaim its skin (often through the help of its own children) it will flee back to its sea life again without looking back.

Siren - A faerie bound to the sea, but whose natural form has a semi-birdlike appearance. Dwelling among small islands in dangerous waters, the unmatched sweetness of their singing can be heard a league away, luring unwary sailors to their deaths on the rocky shores. Sirens should not be confused with harpies, although they are described as roughly similar in appearance, a harpy is a wild beast.

Sprite - Small glowing people with insect like wings. Sometimes called sidhe (Pronounced "shee") these winged spirits of the forests are known for the tricks they play on mortals or in some cases the magical aid they can give. On midsummer nights it is said they can be seen dancing in the forest clearings. Not to be confused with a Will-o'-the-Wisp, which is merely swamp gas.

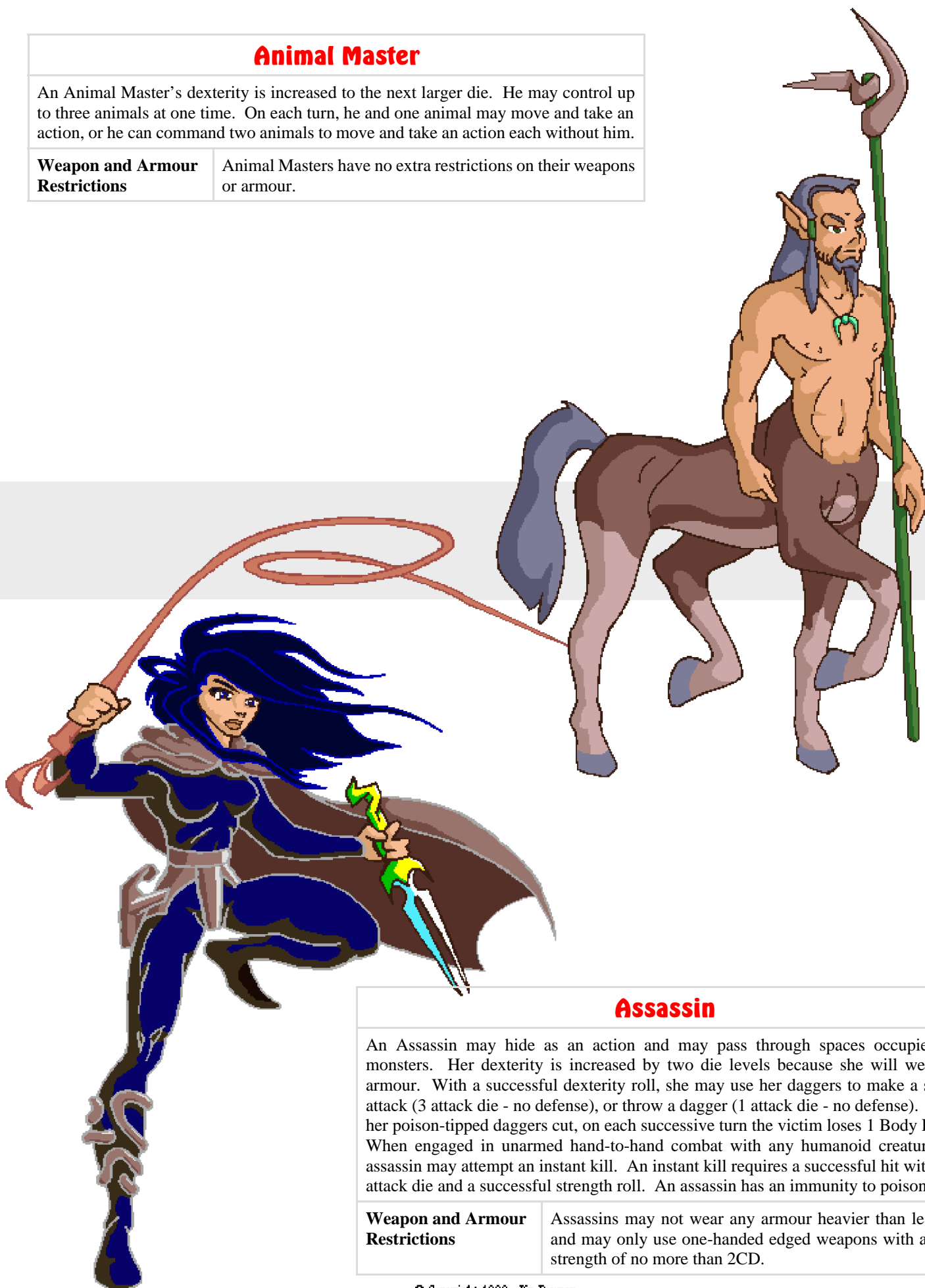
Sylph - An immaterial but visible being whose natural form resembles that of a salamander but can appear in human-like form as well. These faerie creatures don't care much for mortals but are not malevolent, they only wish to be left alone. They inhabit areas surrounded by fire.

Animal Master

An Animal Master's dexterity is increased to the next larger die. He may control up to three animals at one time. On each turn, he and one animal may move and take an action, or he can command two animals to move and take an action each without him.

Weapon and Armour Restrictions

Animal Masters have no extra restrictions on their weapons or armour.



Assassin

An Assassin may hide as an action and may pass through spaces occupied by monsters. Her dexterity is increased by two die levels because she will wear no armour. With a successful dexterity roll, she may use her daggers to make a sneak attack (3 attack die - no defense), or throw a dagger (1 attack die - no defense). Once her poison-tipped daggers cut, on each successive turn the victim loses 1 Body Point. When engaged in unarmed hand-to-hand combat with any humanoid creature, an assassin may attempt an instant kill. An instant kill requires a successful hit with one attack die and a successful strength roll. An assassin has an immunity to poisons.

Weapon and Armour Restrictions

Assassins may not wear any armour heavier than leather, and may only use one-handed edged weapons with a base strength of no more than 2CD.

Barbarian

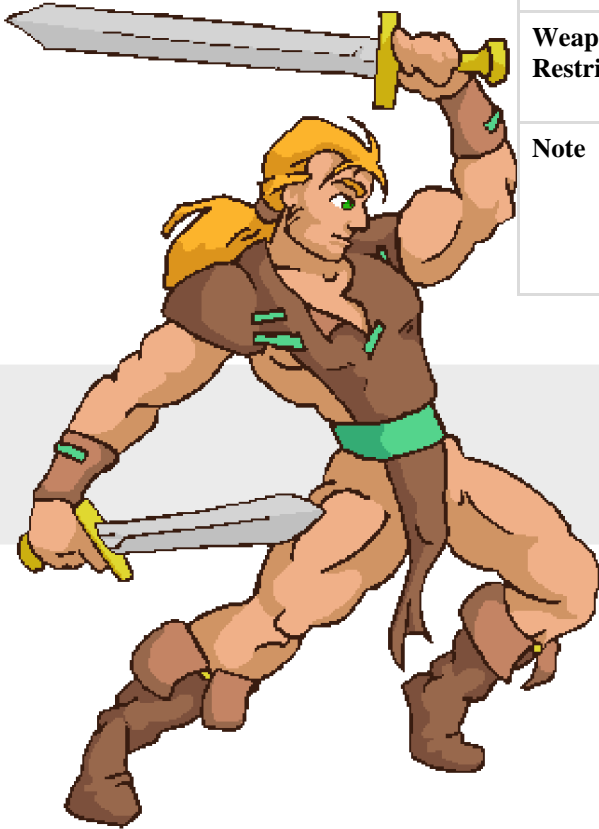
The mighty Barbarian adds four extra Body Points but loses two mind points. His ability to perform feats of strength is increased by two die levels, but his dexterity is decreased to the next smaller die. He may use any combination of hand-to-hand weapons, but no distance weapons. Full armour will not slow him down. Successfully performing a Feat of Strength will allow him to go Berserk, using two extra Combat Dice. An unsuccessful roll means he's gone temporarily insane and must roll an attack against himself and each adjacent Hero. The Barbarian may not use magical items or cast magic spells.

Weapon and Armour Restrictions

Barbarians may use any combination of weapons without restrictions (but no distance weapons), and may wear full platemail without a reduction in their speed.

Note

Some human female Barbarians are also known as *Amazons*. An Amazon has the same abilities and restrictions as other Barbarians, with the added ability to use a bow and one increased Mind Point. Amazons may not go berserk, nor may they use magical items or cast magic spells.



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Bard

The Bard is so welcome as a traveling troubadour that he and his whole party never need pay for food and lodging. His vagabond lifestyle and knowledge of song increases his Mind and Body by one point. His repertoire includes WarPaeon (all in his party attack with +1CD for 2 turns) and HealHymn (all listening heroes heal 1 B.P.). Without his lyre, however, he is unable to play them. Because a Bard has undergone intense training to learn his art, he is able to understand cryptic runes and is able to read and use Mage Spells and WordRunes.

Weapon and Armour Restrictions

Bards/Minstrels may not wear platemail, as it interferes with their playing. As a rule, they do not carry any weapon with a base strength stronger than 3CD. Their second weapon is restricted to a base strength of 2CD or less.

Bard Songs

HealHymn

All listening heroes heal 1 Body Point.

WarPaeon

All figures in the party attack with +1CD for 2 turns.



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Cavalier

The haughty Cavalier is capable of using a longsword or broadsword in each hand, and wields them with masterful skill. Plus, with his heightened agility, each sword increases his defense by one. He is also an expert horseman, attacking with one extra Combat Die for each sword while on horseback.

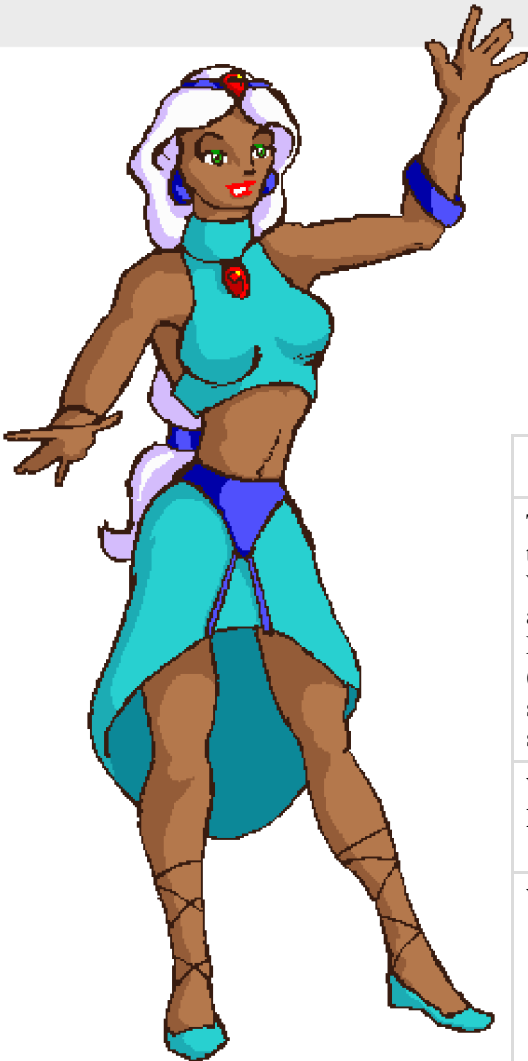
Weapon and Armour Restrictions

Cavaliers, being masters of the sword, are capable of using a long sword or broadsword in each hand. They have no armour restrictions.



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Classes



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Cleric

The devout Cleric has increased her Mind Points by two through prayer and meditation. Her constant communion with God permits the Cleric to Sense Evil and use WordRunes. Clerics can Turn Undead (control 3 skeletons, 2 zombies, or 1 mummy) as an action. Clerics can read and use WordRunes with varying degrees of difficulty. Level-1 WordRunes have an 83% chance of success (5/6), Level-2 have a 67% chance (4/6), Level-3; 50% chance (3/6), Level-4; 33% chance (2/6), Level-5; 17% chance of success (1/6). Her beliefs prevent her from using any sharp edged weapons or studying the arcane magic of a Mage.

Weapon and Armour Restrictions

Clerics/Priests may wear full platemail, and will only use blunt edged weapons. Their second weapon is restricted to a base strength of 2CD or less.

WordRunes

A Cleric begins a game with only a maximum of 15 WordRunes in her repertoire. These are determined randomly by rolling two D6, one for the level and one for the number. If a 6 is rolled for the level the Cleric may choose ANY Word Rune. But choose carefully, because if a known Word Rune is rolled again, that roll is lost and may not be re-rolled.



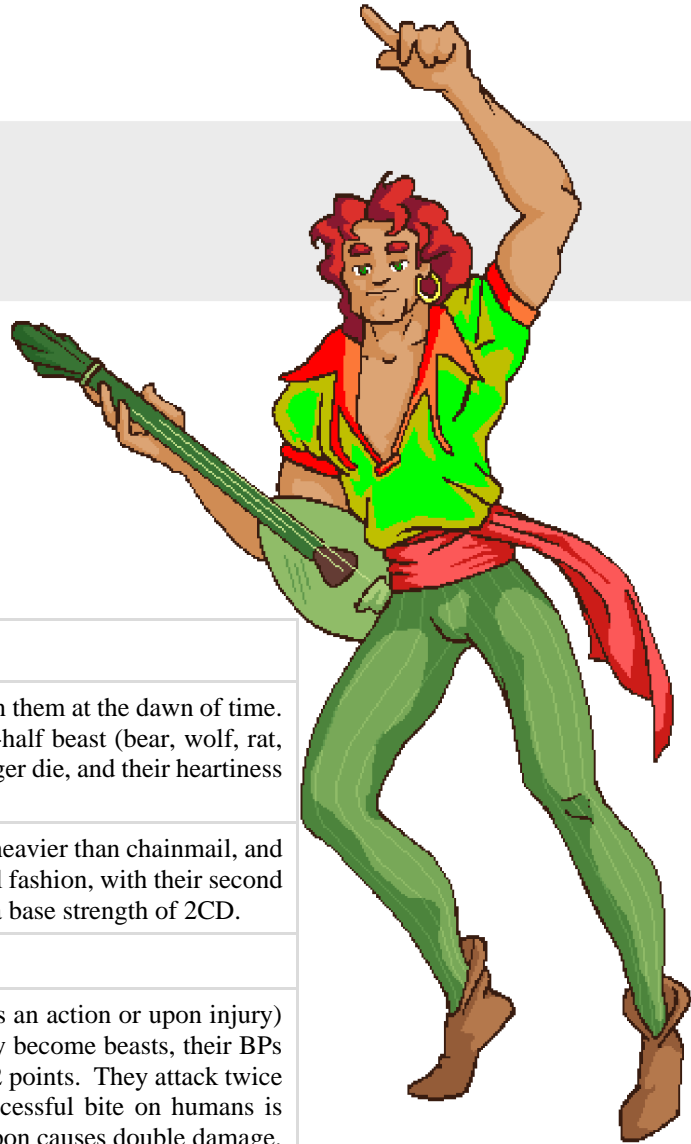
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Fighter

The fighter is the most basic character available. He is considered to be a character of no class (insert joke here). He has no special attributes or restrictions. A human fighter, however starts out with one luck token.

Weapon and Armour Restrictions

Fighters have no extra restrictions on their weapons or armour.



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Gypsy

The garish Gypsies have been pariahs due to a curse laid on them at the dawn of time. As an action (or upon injury) they may become half man-half beast (bear, wolf, rat, etc.) As humans their Dexterity is increased to the next larger die, and their heartiness increases their Body Points by 1.

Weapon and Armour Restrictions

Gypsies prefer to wear nothing heavier than chainmail, and may use any weapon in a normal fashion, with their second weapon being no stronger than a base strength of 2CD.

Werewolf

When the Gypsy morphs into its Werewolf form (either as an action or upon injury) they drop all armour and weapons on the spot. When they become beasts, their BPs increase an additional 2 points and their MPs decrease by 2 points. They attack twice with claws (2CD), and once with jaws (3CD). Any successful bite on humans is believed to pass on the curse. A wound from a silver weapon causes double damage. When danger passes, they revert to human form with the same number of wounds. Eventually, it is said, they can no longer become human and must join the ranks of the beastmen.

Weapon and Armour Restrictions

Werewolves may not wear any armour nor use any weapons, their protection is their agility and tough skin, and their weapons are their claws and fangs.

Mage

The mysterious Mage has devoted her life to the study of magic, increasing her Mind Points by two, but a lack of physical training decreased her dexterity and her strength by one die each. In addition she can wear no conventional armour and can only wield one edged weapon at a time. Mages use Mana to cast spells and can have no more than their current Mind Points. Mages may regain 1 Mana Point per turn by resting (as an action). If a Mage uses more Mana than she currently has, the balance is taken from her Mind Points. Human Mages will find that luck is on their side. They begin with one luck token.

Weapon and Armour Restrictions

Mages/Wizards, in addition to wearing no conventional armour (including shields), may only wield one edged weapon at a time. The weapon may not have a base strength any stronger than 3CD. Mages may not use a second weapon nor any two-handed weapons (other than their staff) as they must always have one hand free for spellcasting.

Mage Spells

A Mage does not start a game knowing the entire book of Mage Spells, they begin by rolling 2D6 and picking their choice of spells equal to the number of the die roll. Alternately, if you do not want to bother with Mana, Mages know all Element Spells at the beginning of the game however once an Element Spell is cast it is discarded for the rest of the adventure.



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Classes



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Paladin

The Holy Paladin has two extra Body Points, two extra Mind Points and can Sense Evil. He may Turn Undead (control 3 skeletons, 2 zombies, or 1 mummy per turn) and Lay on Hands (heal any Hero one Body Point.) as an action. Paladins may use WordRunes, however they may not memorize them like a Cleric. He is immune to plagues or sicknesses. This noble warrior will not allow assassins or evil characters to join his party. Only humans may become Paladins.

Weapon and Armour Restrictions

Paladins/Templars may wear platemail and may use any normal combination of weapons, with the second weapon having a base strength no stronger than 2CD.

Ranger

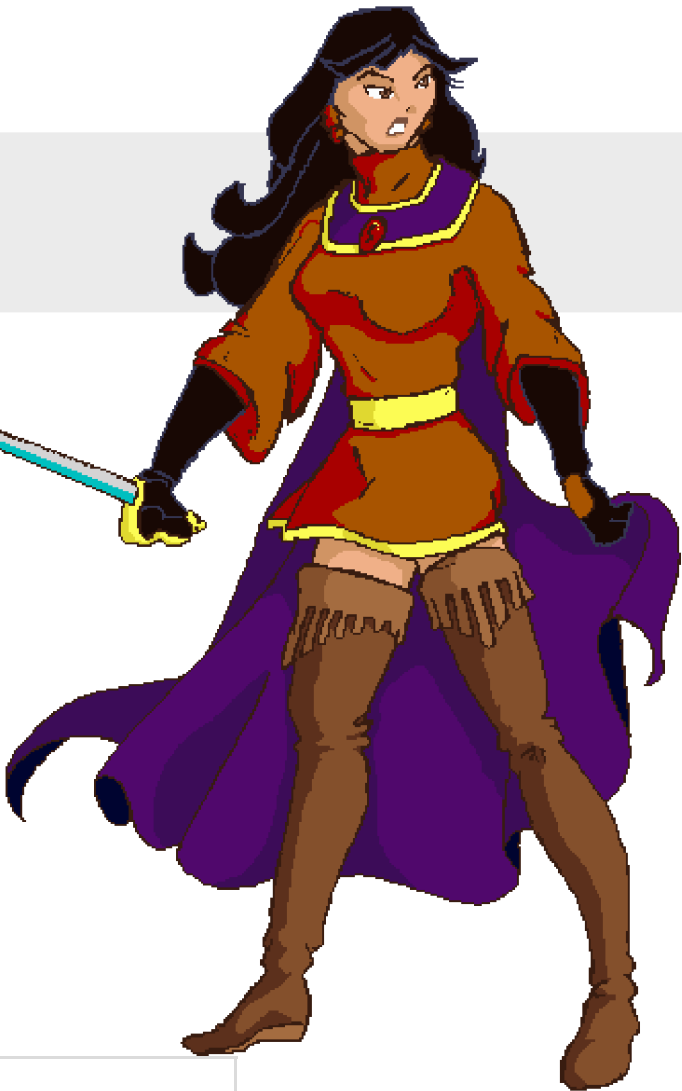
The hearty Ranger has 1 extra Body and Mind Point, and her dexterity is increased by one die, allowing her to use a two handed weapon in one hand and allowing her one extra attack when using a bow. She is immune to confusion spells and never gets lost, her keen eyes increase her ability to find traps and secret doors by one die. A Ranger gains one extra turn if he kills a creature with an edged weapon. A human Ranger begins with a luck token.

Weapon and Armour Restrictions

Rangers/Scouts have extra training with a bow, and may also use a two handed weapon in one hand. However, their second weapon is still limited to a base strength of 2CD or less.



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Swashbuckler

The devil-may-care Swashbuckler is unique to the Human Race. This adventurer relies on her luck and it serves her well. She begins with two luck tokens. Any completely missed attack or futile defense warrants a re-roll. Her other outstanding ability is that of drinking any monster or hero under the table.

Weapon and Armour Restrictions

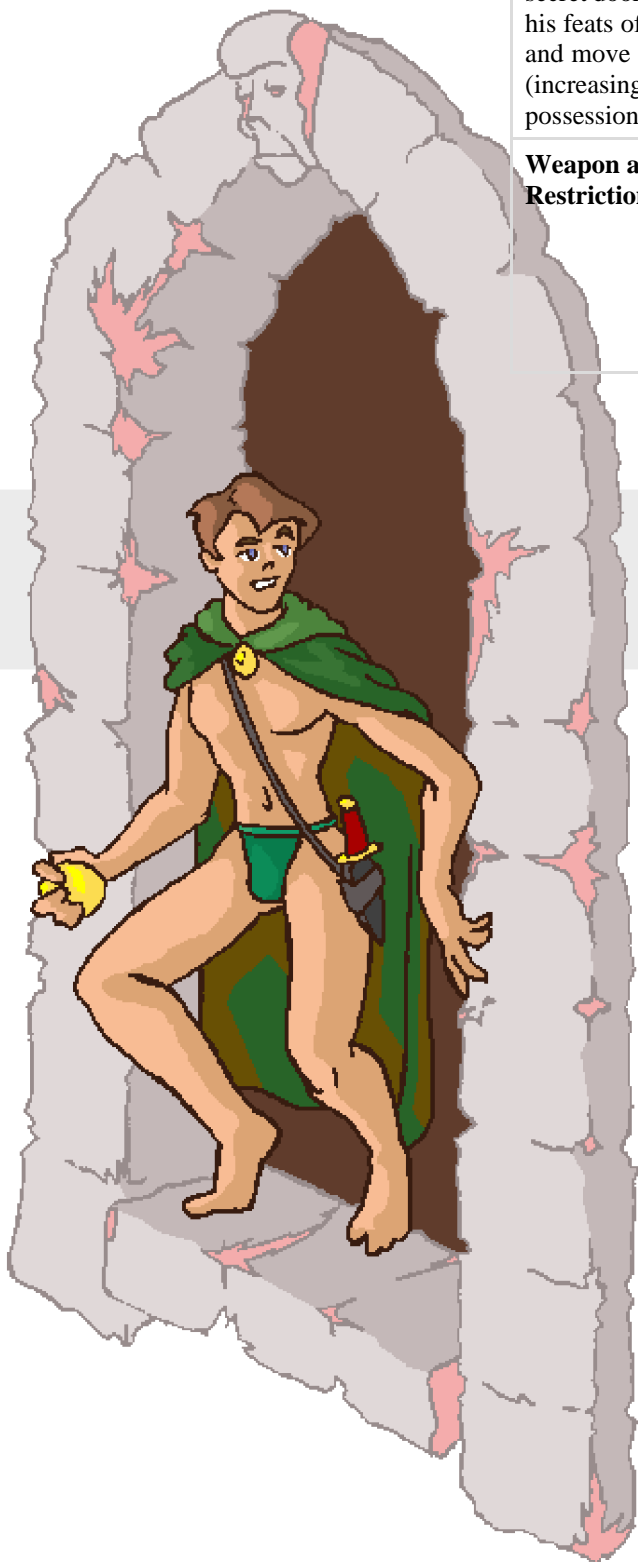
Swashbucklers have no armour restrictions and may use any weapon they desire (but prefer the blade). Their second weapon may not have a base strength stronger than 2CD.

Rogue / Thief

The nimble Rogue believes in creative borrowing. He wears no armour allowing him to move through monsters, hide, and perform much higher feats of dexterity (increased by two die.) His lithe body has one added Body Point. His ability to find secret doors and finding and disarming traps are each increased by two dice. However his feats of strength are decreased by one die. He also has the ability to pick pockets and move stealthily with a successful dexterity roll. A Thief begins with a Tool Kit (increasing their ability to disarm traps by one more die as long as they have it in their possession.) A human Rogue begins with one luck token.

Weapon and Armour Restrictions

Rogues/Thieves prefer to wear nothing heavier than leather armour (nor will they use a shield), to facilitate silent movement. Weapons with a base strength of 2CD are preferred as anything larger will hinder their stealth, and they will never carry a two-handed weapon (except bows). A second weapon may not have a base strength stronger than 2CD.



Element Spells



Earth Spells

Rock Skin

This spell may be cast on any one Hero, including yourself. That Hero, may throw one extra combat die when defending. The spell is broken when the Hero suffers 1 point of Body damage.



Pass Through Rock

This spell can be cast on any one Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest Map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever!



Heal Body

This spell may be cast on any one Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number.



Fire Spells

Ball of Flame

This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls 2D6. For each 5 or 6 rolled, the damage is reduced by 1 point.



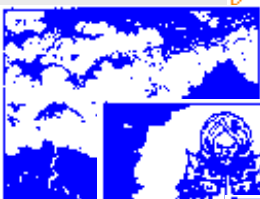
Fire of Wrath

This spell may be cast on any one monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using 1D6.



Courage

This spell may be cast on any one Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster.



Air Spells

Tempest

This spell creates a small whirlwind that envelops one monster of your choice. That monster will then miss its next turn.



Genie

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 5 combat dice to attack any monster within your line of sight.



Swift Wind

This spell may be cast on any one Hero, including yourself. Its powerful burst of energy enables that Hero to roll twice as many movement dice as normal the next time he moves.



Water Spells

Sleep

This spell puts a monster 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 a monster rolling 1D6 for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.*



Water of Healing

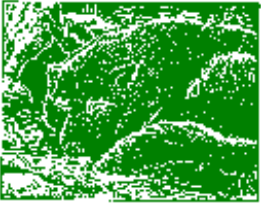
This spell may be cast on any one Hero, including yourself. Contact with this revitalizing water will restore up to 4 lost Body Points, but will not give a Hero more than his starting number.



Veil of Mist

This spell may be cast on any one Hero, including yourself. On the Hero's next move, he may move unseen through spaces that are occupied by monsters.

Elf Spells



Deep Sleep

This spell may be cast on any monster within your line of sight, as long as the monster has from 1 to 3 Mind Points. The monster falls asleep immediately. It stays asleep until Zargon's next turn. The monster cannot defend against a Hero's attack while it is asleep.



Disappear

This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his movement dice. If a 9, 10, 11, or 12 is rolled, the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm, Cast spells, spring traps, or be affected by attacks or spells, unless he chooses to cancel the spell.



Double Image

This spell may be cast on the spellcaster or on any one Hero the spellcaster chooses. It causes a life-like image of the Hero, to appear. If an attack against the Hero, is successful, he rolls 1D6. On a 1, 2, or 3, the image was attacked and the Hero suffers no damage. The spell is broken the moment the Hero can no longer see a monster.



Flashback

By casting this spell, the spellcaster or any one Hero the spellcaster chooses can replay his entire turn. All results of the Hero's first turn are canceled.

**You can cast this after any Hero's turn.*

Casting this spell does not count as your action for the turn.



Hypnotic Blaze

When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1D6. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the figure is paralyzed for 3 turns - unable to move, attack, or defend.



Slow

This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. These effects last until the monster is killed or is out of your line of sight.



Timestop

This spell may be cast on the spellcaster or any one Hero the spellcaster chooses. It temporarily stops time for everyone else on the gameboard, enabling the Hero to take another turn immediately after his current turn.



Twist Wood

This spell causes any wooden weapon, such as a staff, bow, or crossbow, to become warped into uselessness.

Cleric WordRunes

When a cleric uses WordRunes, they rely on the will of God, not their own abilities. To determine if God grants them their request, roll a combat die. For a level 1 WordRune, the request is granted with any result but a black shield. For level 2; any result but a white shield. Level 3; you need to roll a skull. Level 4; you need a white shield. And, level 5, only a black shield will do.

• Level 1 WordRunes

- **Bless:** Level 1: (1 Chronicles 17:25-27) One Weapon attacks with one extra combat die for the next battle.
- **Curse:** Level 1: (Genesis 4:11) One Weapon attacks with one less combat die for the next battle.
- **Cure/Cause Wounds:** Level 1: (Luke 6:18-19, Prov. 12:21) Heal one adjacent Hero or harm one adjacent monster 1D4 wounds.
- **Protection from Evil:** Level 1: (2 Corinthians 4:8-9) One Hero defends with one extra die next battle.
- **Detect Magic:** Level 1: (Ezekiel 13:20) Reveals nature of magic items (if any).
- **Slow Poison:** Level 1: (Psalms 140:1,3) Slows the effect of poison to -1BP every other turn.

• Level 2 WordRunes

- **Remove Fear:** Level 2: (1 John 4:18a) Dispels Fear Spell.
- **Cause Fear:** Level 2: (Luke 12:5) Monsters Attack with 1 die. They may break the spell by rolling a 1 on die equal to their Mind Points.
- **Aid:** Level 2: (Joshua 1:9) One Hero gains 2 Body Points for the duration of the battle.
- **Hold Person:** Level 2: (Isaiah 8:15) Paralyzes any humanoid for one turn. Victim cannot attack, defend, or move.
- **Unlock Door:** Level 2: (Matthew 7:7) Opens any locked door, portcullis, or chest (may set off traps!)
- **Ball of Flame:** Level 2: (Hebrews 12:28-29) A ball of flame attacks one monster with three attack die. Monster may defend.

• Level 3 WordRunes

- **Silence:** Level 3: (Habakkuk 2:20) Creates a 2x2 square of silence for 2 rounds, making spellcasting impossible.
- **Smite:** Level 3: (Proverbs 20:30) Harms one adjacent enemy with 6 combat dice. Monster may defend.
- **Dispel Magic:** Level 3: (Ezekiel 36:24) Removes any spell or magical properties from a Hero, his equipment, or a trap.
- **Heal:** Level 3: (Isaiah 53:5) All Body Points are restored.
- **Restore Intelligence:** Level 3: (James 1:5) All Mind Points are restored.
- **Prayer:** Level 3: (2 Thessalonians 3:2-3) All Heroes in view attack with one extra die and all monsters in view defend with one less die until the end of the battle.

• Level 4 WordRunes

- **Neutralize Poison:** Level 4: (Mark 16:18) All toxins are purged from an adjacent hero.
- **Set Glyph of Warding:** Level 4: (Psalms 118:20) Cleric may set an invisible trap of fire electricity, or cold that attacks with 3 combat dice, no defense.
- **Protection from Fire:** Level 4: (Malachi 3:2) One Hero can absorb 10 points of fire damage. Spell last 10 rounds.
- **Remove Curse:** Level 4: (Galatians 5:1) Dispels Curse from any object, frees all but Gypsies from a WereBeast's bite.
- **Bestow Curse:** Level 4: (Malachi 2:2) Curse a weapon (2 less attack die), curse armour (2 less defense die) or curse a monster (2 less Mind Points.) All must be in sight of the Cleric.
- **Eagle's Strength:** Level 4: (Isaiah 40:31) Adjacent Hero gains 2 attack and defend dice, strength and dexterity are greatly increased, and he may move with 1 extra die.

• Level 5 WordRunes

- **Ministering Angels:** Level 5: (Hebrews 1:13-14) Your entire party is instantly healed, fed, and rested. Spells are memorized.
- **Divine Teleportation:** Level 5: (Psalms 91:11-12) All Heroes are instantly transported to a nearby room or plateau of safety.
- **Angel of Death:** Level 5: (Exodus 23:22-23, 2 Kings 19:35) The shadow of the Angel of Death falls swiftly on one Dark Creature or Chaos Warlock.
- **Oracle of God:** Level 5: (Deuteronomy 18:18) A Cleric will gain the answer to a specific question through prophecy. The question must be Quest-related.
- **Resurrect Hero:** Level 5: (John 5:24) One Hero may be revived, including victims of Wights or Vampires, if done within 10 rounds of death. If revived, their Body Points are restored to 1. Elves cannot be revived.
- **Dragon Slayer:** Level 5: (Job 41, Isaiah 27:1) The POWER OF GOD will UTTERLY CONSUME an UNCLEAR WYRM.

Mage Spells

• Level 1 Spells

- **Sting:** Level 1: (Attack Spell) Pick any monster in the same room or corridor as the Mage and roll 1d6. On a score of 4, 5 or 6 the monster loses 1 Body point with no chance to defend.
- **Cure Small Wounds:** Level 1: (Healing Spell) Pick any figure adjacent to the Mage (including the mage) and heal 1 of their Body Points. Each individual figure may only have this spell cast on them once per turn.
- **Open:** Level 1: (Special Spell) The Mage may open any one non-magical lock that they are adjacent to. Any traps on the lock are set off as normal.
- **Light:** Level 1: (Special Spell) The Mage conjures up a simple sphere of light. The light floats above the Mage and will illuminate the entire room or corridor that the Mage is in. Every turn hereafter, before the Mage performs any actions, roll a Combat Die. If the result is a Black Shield, the light is extinguished.

• Level 2 Spells

- **Strength:** Level 2: (Attack Spell) Pick any figure the mage can see (including the Mage.) This round, they can add 1 extra Combat Die to their attack. This spell may not be used in conjunction with any other spells, but may be combined with potions.
- **Nausea:** Level 2: (Defensive Spell) Pick any monster the Mage can see. That monster becomes sick on this square and loses its turn. Any figure (Hero or monster) who steps on this square must roll 1d6. If the score is 1-3 that figure also slips and must lose the rest of its turn.

• Level 3 Spells

- **Ogre Strength:** Level 3: (Attack Spell) Pick any figure the Mage can see (including the Mage.) This round they can add 2 extra Combat Die to their attack. This spell may not be used in conjunction with any other spells, but may be combined with potions.
- **Speed:** Level 3: (Special Spell) This spell may be cast on any one figure including the Mage. Its powerful burst of energy enables that figure to roll twice as many dice as normal the next time they move.

• Level 4 Spells

- **Acid Blast:** Level 4: (Attack Spell) This spell allows the Mage to create a ball of corrosive acid that travels directly away from the mage in one of the compass directions. The first figure in the path of the acid suffers the result of 4 Attack Die with no chance to defend. If this is sufficient to kill the figure, the acid continues until it hits another, wounding it the same way. This process continues until a target survives, or the acid hits a solid obstacle, such as a wall.
- **Lightning Bolt:** Level 4: (Attack Spell) This spell may be cast in a horizontal, vertical or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 Body points of Damage on all Figures that stand in its path.
- **Heal Wounds:** Level 4: (Healing Spell) Pick any figure the Mage can see (including the Mage) and heal 1d6 of their Body Points.
- **Dispel Magic:** Level 4: (Special Spell) This spell may be cast at any time by the Mage to try to cancel any spell immediately after it is cast. Both the Mage and the spellcaster must roll 1d6 and add the result to their Mind Points. If the mage's total is higher, the spellcaster's spell has been cancelled.
- **Increase Agility:** Level 4: (Special Spell) Pick any figure the Mage can see (including the Mage.) For one round, that figure may increase to the next larger die when attempting a Feat of Dexterity.
- **Increase Strength:** Level 4: (Special Spell) Pick any figure the Mage can see (including the Mage.) For one round, that figure may increase to the next larger die when attempting a Feat of Strength.
- **Charm:** Level 4: (Special Spell) May be cast on any figure with 1-3 Mind Points. If the result of the roll is 1, 2 or 3, the Mage may control the actions of that figure on their next turn. If the result is a 4 or 5, the spell has no effect. If the result is a 6, the figure is outraged with the Mage for the attempt and will attack the mage with twice as much speed and strength as normal.



Mage Spells Continued

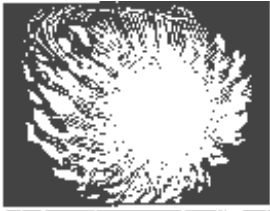
• Level 5 Spells

- **Fireball:** Level 5: (Attack Spell) This spell may be cast on any 2x2 square area with in the Mage's line of sight. each figure in that area suffers 2 Body Points of damage. Each figure immediately rolls 2d6. For each 5 or 6 rolled the damage is reduced by one point.
- **Pit of Despair:** Level 5: (Attack Spell) Pick any 2x2 area the Mage can see and place a Pit of despair marker on it. Roll 1d6 for each figure standing on the four squares covered by the pit. On a 1, 2 or 3 it falls into the pit and is killed, otherwise it scrambles out of the way (place it in any empty square adjacent to where it was.) If there are no empty squares available, the figure falls into the pit anyway. Once the pit is in place, no figure may enter the squares it covers.
- **Iron Skin:** Level 5: (Defensive Spell) This spell may be cast on the Mage or any figure they chooses. That figure may use 2 extra Combat Die when defending. The spell is broken when the figure suffers 1 Body point of damage.
- **Invisibility:** Level 5: (Special Spell) This spell allows the Mage to pick any one figure the Mage can see (including the Mage) and make them invisible. While invisible, that figure may carry out any action except attacking an opponent: Moving, searching, healing, etc. are therefore valid actions, while firing a bow, pushing a monster into a pit, casting offensive spells, etc. are not.
- **Sleep:** Level 5: (Special Spell) This spell puts a figure 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 the figure rolling 1d6 for each of it's Mind points. If a 6 is rolled, the spell is broken.

• Level 6 Spells

- **Shield:** Level 6: (Defensive Spell) Pick any figure the Mage can see (including the Mage.) The next time that figure defends, they may add a number of defense dice equal to the number of Mind Points of the Mage.
- **Resurrection:** Level 6: (Healing Spell) You may pick any dead character in the game and bring them back to life (except elves.) Place the character next to the Mage. Their Body and Mind Points are restored to full, but any treasures, objects and clothing are left in the place where they died (they may be retrieved by any figure.)
- **Enchant Weapon:** Level 6: (Special Spell) Choose any one weapon and roll 1d6. if the result is 2-6, that weapon is enchanted and adds one extra Combat Die to it's attack. If the result is a 1, that weapon is destroyed and must be discarded. A weapon may only be enchanted once, if this spell is cast on an enchanted (or cursed) weapon, that weapon loses it's magical abilities (unless a 1 is rolled, then it is destroyed.)
- **Enchant Armour:** Level 6: (Special Spell) Choose any piece of armour and roll 1d6. if the result is 2-6, the armour is enchanted and adds one extra Combat Die to it's defense. If the result is a 1, the armour is destroyed and must be discarded. Armour may only be enchanted once, if this spell is cast on enchanted (or cursed) armour, the armour loses it's magical abilities (unless a 1 is rolled, then it is destroyed.)

Chaos Spells



Ball of Flame

This spell can be cast on any one Hero. It will inflict 2 Body Points of damage. The Hero immediately rolls 2D6. For each 5 or 6 rolled, the damage is reduced by 1 point.



Chill

This spell causes 1 Body Point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.



Cloud of Chaos

This spell paralyzes all Heroes located in the same room or corridor. A paralyzed Hero is unable to move, attack, or defend himself. The spell can be broken at once or on a future turn by each victim rolling 1D6 for each of his Mind Points. By rolling a 6, the Hero frees himself.



Command

This spell puts any one Hero under Zargon's control. The spell can be broken immediately or on a future turn by the Hero rolling 1D6 for each of his Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, Zargon, on his turn, can move the Hero as a monster and attack other Heroes.



Dispel

This special spell may be cast by a Chaos spellcaster during a Hero's turn. It is used to try to cancel a spell cast by a Hero. The Dispel is cast immediately after the Hero casts a spell. First the Chaos spellcaster rolls 1D6 and adds the result to his Mind Points. Then the Hero does the same. If the Chaos spellcaster's total is higher, the Hero's spell has been canceled.



Escape

This spell allows the spellcaster to disappear and instantly teleport to a secret destination known only to Zargon. This "safe place" is marked on the Quest Map.



Fear

This spell causes any one Hero to become so fearful that his attacks are reduced to one combat die. The spell can be broken by the Hero on a future turn by rolling one 1D6 for each of his Mind Points. If a 6 is rolled, the spell is broken.



Firestorm

This spell creates a roomful of fire that inflicts 3 Body Points of damage on all Heroes and monsters in the same room with the spellcaster. The spellcaster is unaffected. All victims immediately roll 2D6. For each 5 or 6 rolled, the damage is reduced by 1 point. Not used in corridors.



Ice Storm

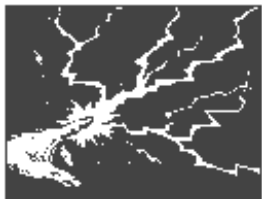
This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. *Cannot be used in corridors.*

Chaos Spells Continued



Ice Wall

This spell creates up to 4 squares of solid ice. (Use the single-square Magic Ice tiles.) These squares block movement, but not line of sight. The squares need not be adjacent, but they must all be within the line of sight of the spellcaster. Each ice square lasts until the spellcaster 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 ice square.



Lightning Bolt

This spell may be cast in a horizontal vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 points of Body damage on all Heroes or monsters that stand in its path.



Mind Blast

This spell paralyzes one Hero within the spellcaster's line of sight. This Hero cannot move or attack. The Hero defends with 1 combat die. To break free of the spell, the Hero, on his turn, rolls 1D6 for every Mind Point he currently has. If a 6 is rolled on any die, the spell is broken and the Hero can move and attack normally again on future turns.



Mind Freeze

This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the *Mind Points* section of the Barbarian Quest Book.)



Mirror Magic

This spell may be cast by a Chaos spellcaster *during a Hero's turn*. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.



Reanimation

This spell enables the spellcaster to reanimate all defeated skeletons, zombies, or mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.



Restore Chaos

This spell may be cast only on monsters. It restores up to 6 lost Body Points to either the spellcaster or any monster within the spellcaster's line of sight.



Rust

This spell causes any one metal sword or helmet to become so thin, brittle and useless that it can never be used again. *Not effective against Artifacts.*



Skate

This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster may skate for up to 12 squares and may pass through Heroes and monsters during movement. The spell lasts only one turn.

Chaos Spells Continued



Sleep

This spell puts any one Hero into a deep sleep. A sleeping Hero is unable to move, attack, or defend himself. The spell can be broken immediately or on a future turn by the Hero, rolling 1D6 for each of his Mind Points. If a 6 is rolled, the spell is broken.



Soothe

The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.



Summon Orcs

This spell conjures up a group of Orcs to surround and protect the spellcaster. Roll one red die: Roll a 1, 2 or 3 = 4 Orcs; Roll a 4 or 5 = 5 Orcs; Roll a 6 = 6 Orcs.



Summon Undead

This spell conjures up a group of undead to surround and protect the spellcaster. Roll 1D6: 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

This spell conjures up a number of Giant Wolves to attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster.) To see how many Giant Wolves appear, roll 1D6 and check the result: 1 or 2 = 1 Giant Wolf; 3 or 4 = 2 Giant Wolves; 5 or 6 = 3 Giant Wolves.



Tempest

This spell creates a small whirlwind that envelops one Hero of your choice. That Hero will then miss his next turn.



Werewolf Curse

This spell may be cast on any Hero. The Hero rolls 1D6. A roll of 6 means the spell has no effect. Any other result means the Hero is now afflicted with the Werewolf Curse. See the "Turning Heroes into Werewolves" section of the Elf Quest Book for more information.

Dragon Flame Breath

Dragons have the unusual ability to breathe fire. This is not a form of magic, this is the actual ability to blow a red hot fountain of flame from their nose and mouth. The target of the flame can be 2 or 3 spaces away. Diagonal attacks are allowed. The flame burns every space between the Dragon and the target and every space that touches the target with an attack of 10 CD. This may be defended as normal. Once a Dragon breathes fire, it must wait until it's third following turn to use Flame Breath again.

Chaos Sorcerer Spells

- **Dominate:** This spell allows a Chaos Sorcerer to take control of a Hero for a turn. The Chaos Sorcerer must attack his target by rolling a number of combat dice equal to his Mind Points while the defender does the same to defend himself. The Chaos Sorcerer must score at least two skulls in his Mind Attack. If he is successful, The Chaos Sorcerer places a Dominate counter on the character's board and may move that character immediately. He may move, cast spells and fight with the character as normal and may attack the other players with him. A character is only Dominated for the duration of the Chaos Sorcerer's turn. If the attack is unsuccessful, nothing happens.
- **Mind Blast:** This allows a Chaos Sorcerer to inflict Mind Point damage on another character without having to be next to him or physically attacking him. A Chaos Sorcerer with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may use only as many Mind Blasts as he has tokens. To attack with Mind Blast, both characters roll a number of combat dice equal to their Mind Point score and add up the number of skulls they have. The one with the most skulls, be it attacker or defender, then inflicts Mind Point damage on his opponent equal to the number of skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a character or monster loses all his Mind Points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind points are recovered between Quests in the same way as Body Points.
- **Mind Lock:** This spell allows a servant of Chaos to freeze a Hero's mind and prevent him from taking any action. The Chaos Sorcerer makes a Mind Attack against his target by rolling a number of combat dice equal to his Mind Points. His target defends with as many combat dice as he has Mind Points. The defender is frozen for one turn by each skull scored by the attacker. If no skulls are scored against the target, the spell has no effect. A Mind Locked character places one Mind Lock token on his character sheet for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's hold by rolling one combat die for each Mind Point. If he manages to roll three skulls or more, he may remove all remaining Mind Lock tokens on his character sheet. A frozen character may not move, attack or perform any other action, but he may defend against other attacks using only one defense die.

Dark Elf Spells

- **Deep Sleep:** This spell may be cast on any monster within your line of sight, as long as the monster has from 1 to 3 Mind Points. The monster falls asleep immediately. It stays asleep until Zargon's next turn. The monster cannot defend against a Hero's attack while it is asleep.
- **Disappear:** This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his movement dice. If a 9, 10, 11, or 12 is rolled, the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm, Cast spells, spring traps, or be affected by attacks or spells, unless he chooses to cancel the spell.
- **Double Image:** This spell may be cast on the spellcaster or on any one Hero the spellcaster chooses. It causes a life-like image of the Hero, to appear. If an attack against the Hero, is successful, he rolls 1D6. On a 1, 2, or 3, the image was attacked and the Hero suffers no damage. The spell is broken the moment the Hero can no longer see a monster.
- **Hypnotic Blaze:** When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1D6. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the figure is paralyzed for 3 turns - unable to move, attack, or defend.
- **Slow:** This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. These effects last until the monster is killed or is out of your line of sight.
- **Twist Wood:** This spell causes any wooden weapon, such as a staff, bow, or crossbow, to become warped into uselessness.

Druid Spells

- **Blinding Fog:** Use this spell to call magic fog into a room lest anybody in this room either move, make a wide range attack or use magic until the beginning of the wizard's next turn. Attack and defense are only possible between neighboring characters. Discard after use.
- **Earthquake:** By this spell, the evil wizard causes 6 squares in a straight line to tumble in. Use the earthquake tile to determine the characters concerned. Any character in this line loses a Body Point as from falling into a pit trap. Discard after use.
- **Hurricane:** This spell may be hurled against a character in direct line of sight. The character will be blown in this direction until stopped by either wall, another character or triggering a trap. Discard after use.
- **Icewall:** The wizard calls into existence an impenetrable icy wall (Defense: 6 dice; Strength: 1), blocking two adjacent squares. Keep this card until the wall is demolished, then discard it.
- **Lightning Stroke:** This spell reaches out for 6 squares in direct line, beginning adjacent to the evil wizard. Use the lightning tile to determine the characters concerned. Any character in this line is attacked by 3 dice and may defend normally. each attack is resolved separately. Discard after use.
- **Wind of Theft:** This spell is aimed against a particular character on the board. This character must forfeit a randomly chosen piece of equipment, which is put back into the equipment-deck. Discard after use.

Highpriest Spells

- **Anti-Spell:** The evil wizard may use this spell against any other magic user and force them to discard any unused spell card. This spell is lost for the entire quest. Discard after use.
- **Conflagration:** This spell calls up an impassable wall of flames (Defense: 6 dice, Strength: 1), blocking two squares. Keep this card until the firewall is quenched, then discard it.
- **Corrosion:** By this spell the evil wizard may choose any piece of the Heroes' equipment to rust and be useless. The character has to discard the item. Discard after use.
- **Escape:** This spell enables the evil wizard to escape to any unoccupied square on the board. Discard after use.
- **Madness:** Whoever is struck by this spell will be mentally deranged temporary. The Gamesmaster may move this character in his next turn, but may not attack or use spells. Discard after use.
- **Magic Bondage:** The evil wizard throws, from the tips of his fingers, magic threads engulfing any character. This character may neither move nor attack (but may defend normally) until the threads are destroyed. The Magic Bondage uses 4 dice to defend and has 1 Body Point. Discard after use.

Necromancer Spells

- **Arrow of Death:** This spell hurled against a character in line of sight causes the loss of 1 Body Point. Discard after use.
- **Call Mummy:** This spell calls a mummy to a square adjacent to the evil wizard. The mummy may move and attack immediately. Discard after use.
- **Call Skeletons:** This spell calls into existence 2 Skeletons anywhere in the evil wizard's line of sight. They may move and attack immediately. Discard after use.
- **Chaos-Skull:** The evil wizard flings a skull against any opponent in line of sight. The magic skull bursts into flames and attacks with 2 dice (defend normally). Discard after use.
- **Panic:** Whoever is struck by this spell may move and defend but neither attack nor defend in their next turn. Discard after use.
- **Resurrection:** Use this spell when a Hero has just slain a monster. The monster is then replaced by a skeleton that may move and attack immediately. Discard after use.

Orc-Shaman Spells

- **Call Goblins:** The evil wizard may take 4 Goblins and place them anywhere in line of sight immediately. The Goblins may now move and attack, provided they have not done so in the same turn. Discard after use.
- **Call Orcs:** The evil wizard may take 2 Orcs and place them anywhere in line of sight immediately. The Orcs may now move and attack, provided they have not done so in the same turn. Discard after use.
- **Ghost of Vengeance:** This spell sends an invisible ghost to any character on the board. The ghost attacks immediately using 4 dice, the character may defend normally. Afterwards the ghost dissolves and cannot be attacked. Discard after use.
- **Orc Berserk:** The evil wizard may choose an Orc in line of sight and equip him with huge strength and aggression. The Orc may move and attack twice, but only in that turn. Discard after use.
- **Sharpen Weapons:** The evil wizard can sharpen the weapons of all Orcs in the same room. These Orcs may attack with an extra die, but only during this turn. May only be used in a room. Discard after use.
- **Shield of Protection:** This spell enables the evil Wizard and every Orc in the same room to defend with an extra die, but only until the wizard's next turn. May only be used in a room. Discard after use.

Spells

Skaven Magik

- **Choke:** One Hero in sight of the spellcaster suddenly clutches at his throat as his lungs fill with poisonous gas. The target may only stagger one space as he gasps for air. Unless the caster kills within the next 3 turns, the hero dies of asphyxiation.
- **Fireball:** A ball of black fire with yellow and blue flames leaps from the caster's hand to any target in sight, scorching up to a 3x3 square. All Heroes and monsters must suffer 5 Combat Dice of damage with no chance to defend.
- **Flaming Skull of Terror:** As he finishes this incantation, the caster seems to grow horns, fangs and huge talons. With a bestial roar, the Shaman becomes the likeness of the Great Horned Rat, gaining 3 to his attack, defense, and Body Points.
- **Plague Censer Bearer:** This smoking ball of noxious fumes affects a 3x3 square. All figures in the area or who pass through the area must roll under their mind points to remember to hold their breath, otherwise they die horribly. Smoke lasts until all the monsters are gone.
- **Poisoned Wind Globadiers:** This crystal sphere of poisonous gas affects a 3x3 square. All figures in the area or who pass through the area must roll under their mind points to remember to hold their breath, otherwise they die horribly. Smoke lasts until all the monsters are gone.
- **Summon Rats:** With a piercing cry, the Skaven Shaman summons 1D6+6 rats. each rat carries an infectious disease that, once a Hero is wounded, continues to spread and cause 1 Body Point of damage each turn until healed or until death.
- **Warpfire:** The Skaven Shaman that hurtles this magical flame must have the help of an adjacent skaven, and they must not move during their turn. The warpfire affects up to a 3x3 square with the same 5 Combat Dice roll. If it is a miss, however, the two Skaven die in an explosion that wounds all adjacent squares with 5CD.
- **WarpScroll:** It takes two consecutive turns to read this scroll. On the second turn, the Skaven must roll under his Mind Points to cast it. If cast, however, all Heroes on the board must roll under their Mind Points or their flesh withers quickly and death finds them.

Weaponsmith

Equipment	Cost	Attack	Special Rules
Dagger	25g	1CD	Can be thrown or used hand-to-hand, may be concealed inside Hero's boot.
Broadsword	250g	3CD	Basic attack weapon.
Short sword	150g	2CD	Good weapon for second hand.
Long sword	350g	3CD	Length allows for diagonal attacks.
Claymore	600g	4CD	Requires two hands, may make diagonal attacks.
Hand Axe	50g	2CD	Balanced for throwing.
Battle Axe	450g	4CD	Requires two hands.
Mace or Flail	250g	3CD	Blunt edged weapons.
Warhammer	400g	3CD	Blunt weapon, may be thrown, requires two hands.
Quarterstaff	100g	1CD	Requires two hands, may attack diagonally, is a blunt edge weapon.
Spear	200g	2CD	May be thrown, requires two hands, may attack diagonally.
Halberd	250g	2CD	Requires two hands, may attack 2 spaces away.
Whip	275g	2CD	May attack up to 2 spaces away, with a successful dexterity roll it may also hook onto an object up to two spaces away.
Short Bow	200g	2CD	Comes with one set of arrows, requires two hands.
Longbow	350g	3CD	Comes with one set of arrows, requires two hands.
Crossbow	350g	3CD	Comes with one set of bolts, requires two hands.
Arrows/Bolts	50g	-	Extra quiver, enough to last one dungeon.
Fire Arrows	100g	-	Roll 1D6 to see how many, if arrow hits there is a 50% chance of setting the target on fire (causing 1CD on each subsequent turn), requires flint.
Throwing Stars	100g	1CD	Full bag, with a successful dexterity roll there is no defense, may only be used by rogues and assassins.
Sling	20g	1CD	Rocks can be found anywhere, is considered a blunt weapon.

Note: The Weaponsmith will also buy back items at one half their normal cost.

Shops

Armoury

Equipment	Cost	Defense	Special Rules
Cloak	50g	-	Conceals identity, protection from cold, may be worn over armour.
Leather Armour	75g	-	Lightest and least restricting of armour, may be worn by Mages, Thieves, and Assassins.
Helmet	125g	+1CD	Essential protection for the head.
Chainmail	500g	+1CD	Moderate protection from death.
Platemail	850g	+2CD	Heaviest armour, -1D6 Movement, -1D Dexterity.
Shield	150g	+1CD	May be worn on the arm and used when necessary.
Great Shield	400g	+1CD	May protect a neighboring Hero.

Note: The Armoury will also buy back items at one half their normal cost.

General Store

Equipment	Cost	Special Rules
Boots	20g	Protection for those tender warriors feet.
Flint	15g	Used to start fires, needs steel to spark.
Belt	25g	Puts items in handy places.
Rope	25g	Sturdy hemp, good for various uses.
Grappling Hook	30g	Used with rope, helps in climbing those hard-to-scale walls.
Net	20g	For catching fish, or trapping monsters - makes a handy hammock!
Backpack	50g	Needed for carrying extra equipment.
Provisions	50g	Heals 2 body points, at the end of each adventure, unused provisions must be discarded or they will spoil.
Torches	5g	Bundle contains (1D4) torches, keeps wild animals at bay, burns webs, lasts for one dungeon level.
Lamp	50g	Light for dark dungeons, lasts the entire adventure.
Oil	10g	Fuel for lamp, may also be used for squeaky doors.
Casks of Ale	50g	-1D Dexterity, barbarians, swashbucklers and all dwarves get an extra attack at -1CD until adversaries flee or are killed.
Fine Robes	50g	Silken cloth from the east, comfy after a hard day's battle.
Tool Kit	250g	Increases chance of disarming traps by one die.

Note: The General Store will also buy back items at one half their normal cost.

Stables

Equipment	Cost	Special Rules
Mule	200g	Costs 1g to stable when entering a village. May be stubborn, if a 1 is rolled on any movement dice then the mule refuses to move.
Horse	500g	Costs 2g to stable when entering a village. Adds 1D6 to movement in open spaces.
Warhorse	1000g	Costs 3g to stable when entering a village. Adds 1D6 to movement in open spaces. Increases any attack and defense die by 1CD when mounted.
Cart	300g	Can be pulled by a mule or horse, may carry any or all members of an injured party without movement restrictions.

Note: The Stables will also buy back items at one half their normal cost.

Apothecary		
Equipment	Cost	Special Rules
Healing Potion	200g	Heals up to 4 body points.
Magic Healing Potion	500g	Heals 1D6 of body points, magic is tricky.
Venom Antidote	300g	Cures poisons and cures up to 2 body points caused by poisons.
Heroic Brew	250g	Allows two attacks instead of one.
Potion of Strength	300g	+2CD to next attack, also increases strength roll by 1D.
Potion of Defense	200g	+2CD to next defense.
Potion of Restoration	500g	Restores 1 body point and 1 mind point.
<i>Note: The Apothecary will also buy back items at one half their normal cost.</i>		

Temple		
<i>The Temple is open to anyone, no matter what Race or Class. However the Clerics do ask that patrons respect everyone and everything within its' most holy walls.</i>		
Service	Cost	Special Rules
Healing	Donation	Heals Hero of all lost Body Points.
Cure Poison	Donation	Removes all toxins from a Hero's body.
Cure Disease	Donation	Removes all forms of disease from a Hero's Body (takes 1D4 days).
Meditation	Donation	Restores all lost Mind Points (takes 1D6 days).
Remove Curse	Donation	Removes a curse from any item.
Blessing	Donation	Allows a Hero to re-roll any one unfavorable roll of the dice.
Holy Water	Donation	This vial, when thrown at an undead creature, will cause 6CD of damage which may not be defended.
Resurrect Hero	Donation	If a Hero has died during the course of an adventure, their body must be brought to a temple within ten rounds to have the clerics attempt to resurrect them. This is not an instant effect, nor is it always successful. Time and prayer are required.
<p>There is no price for the services of God but donations are accepted. It should be noted that the quantity of the donation has a direct influence on the quality of the service.</p> <p>Clerics may attempt to learn one new WordRune per day. This process involves studying the Word of God, reflecting on what it means to them, and rolling 2D6 for the level and number of the WordRune that they are to receive. If the WordRune is already known to them, then they must wait and meditate the next day.</p>		

Mages Guild

The Mages' Guild has a library and research centre for all to use, however their primary clientele are those who practice Magik and usually like to be left alone. With this in mind, they price their services to keep the commoners at bay.

Service	Cost	Special Rules
Study	25g	Allows Heroes to browse the books, you never know what's there!
Identify	10g - 100g	Identifies nature of magic items (if any).
Buy Spells	100g x Level	Draw scroll randomly, one choice per visit.
Magik Potion	1D4 x 100g	Pay first, buy later - Roll 1D6 on 'Magik Potions Chart.'
Restore MP	10g	"Go see a Cleric."
Engrave Rune	1D6 x 100g	Only on swords or axes - Roll 1D6 on 'Rune Chart.'
Buy Mage Staff	500g	Attacks with 1CD diagonally. 50% availability. Only one Staff per Mage. Contains 1D6 Mana Points.
Font of Power	1D6 x 100g	Recharges Mage's Staff with 1D6 Mana Points.

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Result	Rune	Effect
1	Magic Rune	The rune glows dully, and keeps the blade sharp. From now on this weapon is treated as being magical.
2	Rune of Smashing	The weapon may now attack with one extra CD.
3	Rune of Restoration	The bearer of this weapon automatically gets one BP back per turn, however if the Hero is knocked unconscious the weapon ceases to work until they are healed and back on their feet again.
4	Rune of Sure Striking	Whenever wielded by a Dwarf, he may re-roll the weaker of the two rolls. This rune has no effect for other races.
5	Rune of Destruction	Allows the wielder to double their attacks once per adventure.
6	Death Rune	Once during each adventure, you may attack with an extra 2CD.

Shops

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Result	Rune	Effect
1	Potion of Strength	Allows Hero to attack with one extra CD for one turn.
2	Potion of Toughness	Allows Hero to defend with one extra CD for one turn.
3	Potion of Battle	Allows Hero one extra attack for one turn.
4	Potion of Swiftess	Allows Hero to roll an extra 1D6 for movement, and may not be blocked by enemies.
5	Potion of Instability	This potion shifts the dimensional position of your Hero, making them temporarily ethereal and insubstantial. They cannot be blocked, cast magic, make an attack or be attacked for one turn.
6	Potion of Flight	This potion allow the Hero to fly for one turn. While airborne, the Hero moves at +1D6, can fly over all obstacles, and cannot be blocked. If he is in contact with a Monster at the end of his flight, he may attack it.