

# Basic Rules

## Armory:

<u>Weapon:</u>	<u>Attack:</u>	<u>Cost:</u>	<u>Proficiency:</u>	<u>Special:</u>
Dagger	1c	50 gp	All	Throw
Staff	1c	100 gp	All	2-handed, Diagonal
Club	2c	100 gp	All - Wizard	-
Handaxe	2c	150 gp	All - Druid & Wizard	Throw
Shortsword	2c	150 gp	All - Druid & Wizard	Diagonal
Longsword	3c	300 gp	Warriors + Assassin + Priest	-
Broadsword	3c	350 gp	Warriors	Diagonal
Battleaxe	4c	600 gp	Warriors - Ranger	2-handed
Greatsword	4c	650 gp	Barbarian	2-handed, Diagonal
Shortbow	2c	150 gp	All - Wizard	2-handed, Ranged (12)
Longbow	3c	350 gp	Ranger	2-handed, Ranged (16)
Crossbow	3c	350 gp	All	2-handed, Ranged (8)

# Heroes

Rules marked with red are still being seriously balanced.

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## Races:

### Humans:

Humans are the most common race in Hero Quest. They do not make as good Warriors or Rogues as some of the other races, but they have an uncanny knack for surviving.

**Special:** Humans gain a free skill of their choice.

### Dwarves:

Dwarves are smaller and more robust than humans. They make excellent Warriors and have a great hatred for all Greenskins.

**Special:** Dwarves gain the skill Hatred: Greenskins and receive +1 to Strength.

### Elves:

Elves are lighter and more agile than humans. They make excellent Rogues and have a natural affinity for magic.

**Special:** Elves gain the skill Spell Lore (Nature), can cast a number of spells equal to one third of their Intelligence Points (unless being a Druid), and receive +1 to Agility.

## Classes:

<u>Class:</u>	<u>Strength:</u>	<u>Intelligence:</u>	<u>Agility:</u>	<u>Attack:</u>	<u>Defence:</u>	<u>Movement:</u>	<u>Class Skill:</u>
Barbarian	9	3	3	3c / 1c	2c	2d6	Rage
Ranger	6	3	6	2c / 2c	3c	2d6	Archery
Crusader	6	6	3	2c / 1c	2c	2d6	Valor
Thief	3	3	9	1c / 3c	4c	2d6	Device Mastery

Assassin	6	3	6	2c / 2c	3c	2d6	Poison
Bard	3	6	6	1c / 2c	3c	2d6	Bard Song
Wizard	3	9	3	1c / 1c	2c	2d6	Wizardry
Priest	6	6	3	2c / 1c	2c	2d6	Destroy Undead
Druid	3	6	6	1c / 2c	3c	2d6	Shape Change

Strength divided by 3 = base melee attack (minimum 1)

Intelligence divided by 3 = number of spell known

Intelligence = number of spells per day

Agility divided by 3 = base missile attack (minimum 1)

Agility divided by 3 + 1 = base defence (minimum 2)

## Class Skills:

Class skills can be used once per encounter and lasts the whole encounter. When using a class skill you have to roll one combat die and consult the table under the relevant skill.

### Archery

*Having hunted in the great forests for years, you have gained mastery of the bow.*

This skill allows you to use your bow to greater effect.

**Black shield:** You wreck the fletching on the arrows; subtract one attack die.

**White shield:** Your arrows are well-balanced; add one attack die.

**Skull:** Your arrows are keen; add two attack dice and when killing an enemy, any leftover wounds are carried over to any enemies standing behind the first, wounding them without a chance to defend.

### Bard Song

*Your travels have taught you many an epic ballad.*

This skill allows you to inspire you companions to greater deeds.

**Black shield:** Your tale is depressing; all allies subtract one defence die.

**White shield:** An inspiring poem lifts your souls; all allies add one defence die.

**Skull:** An epic ballad strengthens your resolve; all allies gain the Resist Magic, Endure Blow skills and one defence die.

### Destroy Undead

*Calling upon the power of your god, you destroy the unholy abominations.*

This skill allows you to repel most undead creatures, starting with the weakest.

**Black shield:** Your faith wavers; the undead resist your attempt to repel them.

**White shield:** Your god is present, 1d6 Strength Points of undead are destroyed.

**Skull:** As divine power whelms through you, you manage to destroy 2d6 Strength Points of undead.

### **Device Mastery**

*Having studied intricate mechanics, you know how to disarm traps and pick locks.*

This skill allows you to disarm and lay traps.

**Black shield:** Being a little too careless, you set of the trap / you lay the trap to no effect.

**White shield:** You almost set of the trap and dare not touch it again.

**Skull:** You disarm the trap. Remove it from play.

### **Poison**

*Coating your blade in lethal poison is naught but the simplest of tricks.*

This skill allows you to coat one of your weapons in poison.

**Black shield:** The poison you applied dulls your weapon; subtract one attack die.

**White shield:** The poison doesn't have full effect; if an enemy is wounded by the weapon then add one wound.

**Skull:** The poison is sure to be lethal; double the amount of wounds caused by the weapon.

### **Rage**

*Drawing on all of your inner rage, you set it all lose in a storm of fury.*

This skill allows you to go berserk.

**Black shield:** Your attempt to rage failed; subtract one defence dice.

**White shield:** You feel the hatred within; you add two attack dice and subtract one defence die.

**Skull:** You live to kill; you add three attack dice and subtract one defence die and gain the Relentless skill.

### **Shape Change**

*Calling out to nature you choose an animal aspect and feel yourself change.*

This skill allows you to become more like an animal.

**Black shield:** Your attempt to change fails; you must subtract 1d6 from your movement and one die of either attack or defence

**White shield:** You feel nature within; you add 1d6 to movement and one die to either attack or defence

**Skull:** You unleash your inner beast; you add 1d6 to movement and one die to attack and defence

### **Valor**

*Having battled the fiercest of creatures, your valor has never faltered.*

This skill allows you to point out the strongest opponent.

**Black Shield:** Your judgment has failed and you choose the wrong opponent; subtract one attack die.

**White shield:** You point out the worthiest foe; you gain two attack dice and one defence die against

the strongest opponent.

**Skull:** You find that none of the foes are truly the real enemy; you gain one attack and defence die.

### **Wizardry**

*Having been using magic for decades, you have learnt to empower your spells.*

This skill allows you to empower those spells, which relies on dice rolls.

**Black shield:** Your spell fails you; the spell's power is cast at one less die.

**White shield:** Studying spellcraft has not been in vain; you add one die to the spell's effect.

**Skull:** Drawing on all of your knowledge you unleash true power; you add two dice to the spell's effect.

## **General Skills:**

General skills can be used as many times as the Hero wishes. Unless otherwise noted a skill can only be taken once.

### **Agility Of Shadows**

*Dodging blows and firing countless missiles have honed your reflexes and agility.*

This skill allows you to add 1 point of Agility to your character's total. This skill can be taken multiple times, but it requires two other skills per rank you wish to take in it.

### **Hatred (Foe)**

*Many foes have you encountered, but some are your preferred adversaries.*

This skill allows you to gain an extra attack die against your chosen enemy. You can choose green skins, undead or chaos, but only one can ever be chosen. Dwarves are an exception to this and can take this skill twice.

### **Heightened Senses**

*Noticing every subtle change in the dungeon's environment causes you not to miss a thing.*

This skill allows you to search for traps or secret doors faster than normal, meaning that you can search and then move, or move, search and then move again.

### **Intelligence Of Reasoning**

*Your countless travels and clashes with obstructions have sharpened your intellect.*

This skill allows you to add 1 point of Intelligence to your character's total. This skill can be taken multiple times, but it requires two other skills per rank you wish to take in it.

### **Strength Of Heroism**

*Swinging a blade in fight after fight has had a positive effect on your physics.*

This skill allows you to add 1 point of Strength to your character's total. This skill can be taken multiple times, but it requires two other skills per rank you wish to take in it.

## Warrior Skills:

Warrior skills are available to the Barbarian, Ranger and Crusader classes and can be used as many times as the Hero wishes. Unless otherwise noted a skill can only be taken once.

### **Cleave**

*Not stopping to consider your options; you just cleave further through the enemy ranks.*

This skill allows you to move one square and make another melee attack if you succeed in killing your opponent in melee. You can use cleave only once per round.

### **Death Blow**

*Striking an enemy down is easy if you know where to strike.*

This skill allows you to strike an enemy down in one hit. Roll 2 combat dice. If both dice are white shields, then your enemy has been killed. If the enemy is invulnerable you still need to have an artifact to succeed. This replaces your normal attack and can be done both in melee and in missile combat. Use opposite roll to see if success?

### **Disarm**

*An enemy is much easier to beat when unarmed.*

This skill allows you to disarm an enemy, forcing him to fight unarmed if he has no extra weapons. You must declare you are using this skill by abandoning your melee attack roll. Both you and your opponent roll 1d6, and then you choose either Strength or Agility. If you have the highest, you succeed in disarming your opponent.

### **Endure Blow**

*Even a mighty blow cannot stand against your resolve to succeed.*

This skill allows you to reroll one defence die when hit in combat.

### **Lightning Strike**

*An enemy lurches out of the darkness towards you, but finds only your blade.*

This skill allows you to make one immediate melee attack on a single monster as soon as it is placed on the board next to you. If there is more than one monster within range you may choose which one you want to attack.

### **Make Way**

*Using brute force or a group of complex maneuver, you get the enemy to retreat.*

This skill allows you to attempt to press an enemy backwards. You must declare that you are using this attack by abandoning your melee attack roll. Both you and your opponent roll 1d6, and then you choose either Strength or Agility. If you have the highest, you succeed in pushing the enemy back two squares. You can choose to follow if you have enough movement left or you can stand your ground.

### **Mighty Blow**

*Putting tremendous force behind your blow, you're almost certain to wound your enemy.*

This skill allows you to abandon your attack, and in your next melee attack, gain half your number of attack dice extra skulls on your attack.

### **Parry**

*Waiting to the last moment, you deflect your opponents attack with a practiced maneuver and a deft flick of the wrist.*

This skill allows you to parry all attacks from a single opponent. You must declare you are using this skill by abandoning your melee attack roll. Both you and your opponent roll 1d6, and then you choose either Strength or Agility. If you have the highest, you succeed in parrying the attack and it causes no damage. If not, then you are hit with no defence roll.

### **Point Blank Shot**

*At close hold, missiles can gain tremendous force.*

This skill allows you to add one skull when attacking an adjacent enemy with your missile weapon, but at the same time you must subtract one defence die.

### **Rapid Fire**

*Drawing missiles and firing them with lightning speed sends a hail of doom upon your enemies.*

This skill allows you to roll 1d6. You may make that number of missile attacks on your turn, subtracting one attack die from the first missile, two from the second etc. all the way down to one die per missile.

### **Relentless**

*Even though your body screams for release, you manage to stay conscious.*

This skill allows you to stay upright and active even when your Strength reaches zero. When your Strength Points are reduced to zero or below due to an attack, spell or trap in combat, your number of Strength Points is immediately set to one. You are reduced to zero Strength Points after the encounter.

### **Shield Wall**

*Setting your shield stoutly as a wall, it will deflect most incoming missiles.*

This skill allows you to give up your movement and attack and negate any ranged attacks, including magic missiles such as Ball of Fire or Acid Burst. It requires a shield.

### **True Strike**

*Taking careful aim, you bring your weapon to bear with fine precision.*

This skill allows you to re-roll one attack die when attacking in combat.

### **Wall Of Steel**

*Creating a solid wall of whirling steel, you hinder your opponent's chance of striking you.*

This skill allows you to abandon your attack, and gain half your number of attack dice extra white shields on your next defence roll.

### **Weapon Mastery**

*Having trained extensively with your chosen weapon has caused you to master it.*

This skill allows you to add either one defence or attack die when using your chosen weapon. The die and weapon must be chosen when taking the skill. This skill can be taken twice but you have to choose two different weapons.

## **Rogue Skills:**

Rogue skills are available to the Thief, Assassin and Bard classes and can be used as many times as the Hero wishes. Unless otherwise noted a skill can only be taken once.

### **Arterial Strike**

*Your training enables you to cause wounds that won't stop bleeding.*

This skill allows you, when successfully wounding in melee, to subtract one successful wound and instead cause the enemy to loose one wound per round, starting with the next round. This has no effect on undead or regenerating creatures and the effect can be removed by receiving healing or disappears after three rounds.

### **Backstab**

*Skulking in the shadows, you wait until the right moment to deliver a deadly stab.*

This skill allows you, when you are attacking from behind, to slip through your enemies defences. The enemy is not allowed to use his shield and can only roll half his defence dice.

### **Disarm**

*An enemy is much easier to beat when unarmed.*

This skill allows you to disarm an enemy, forcing him to fight unarmed if he has no extra weapons. You must declare you are using this skill by abandoning your melee attack roll. Both you and your opponent rolls 1d6, and then you choose either Strength or Agility. If you have the highest, you succeed in disarming your opponent.

### **Fleet Of Foot**

*Given the desperation of your situation you summon hidden reserves of speed.*

This skill allows you to increase your speed when enemies are in sight. You can add two dice to your movement roll and subtract three dice from your attack roll.

### **Lightning Strike**

*An enemy lurches out of the darkness towards you, but finds only your blade.*

This skill allows you to make one immediate melee attack on a single monster as soon as it is placed on the board next to you. If there is more than one monster within range you may choose which one you want to attack.

### **Make Way**

*Using brute force or a group of complex maneuver, you get the enemy to retreat.*

This skill allows you to attempt to press an enemy backwards. You must declare that you are using this attack by abandoning your melee attack roll. Both you and your opponent rolls 1d6, and then you choose either Strength or Agility. If you have the highest, you succeed in pushing the enemy back two squares. You can choose to follow if you have enough movement left or you can stand your ground.

### **Parry**

*Waiting to the last moment, you deflect your opponents attack with a practiced maneuver and a deft flick of the wrist.*

This skill allows you to parry all incoming attacks. You must declare you are using this skill by abandoning your melee attack roll. Both you and your opponent rolls 1d6, and then you choose either Strength or Agility. If you have the highest, you succeed in parrying the attack and it causes no damage. If not, then you are hit with no defence roll.

### **Retreat**

*When falling in ambush you immediately find the quickest route to safety.*

This skill allows you to, when monsters are placed on the board, move up to 1d6 squares away from the enemies to a different position.

### **Spring Attack**

*Quick footwork causes you to dance in and attack your enemy and thereafter retreat.*

This skill allows you to combine attack and movement. You can attack and then move, or even move, attack and then move again.

### **Stealth**

*Shadows cloak the things best left unreveiled.*

This skill enables you to become invisible when no enemies are present. Your movement is reduced

### **True Strike**

*Taking careful aim, you bring your weapon to bear with fine precision.*

This skill allows you to re-roll one attack die when attacking in combat.

**Tumble**

*Using leaps and summersaults you leap past your opponents.*

This skill allows you to move through opponents during your move.

**Weapon Mastery**

*Having trained extensively with your chosen weapon has caused you to master it.*

This skill allows you to add either one defence or attack die when using your chosen weapon. The die and weapon must be chosen when taking the skill. This skill can be taken twice but you have to choose two different weapons.

**Magic-user Skills:**

Magic-user skills are available to the Wizard, Priest and Druid classes and can be used as many times as the Hero wishes. Unless otherwise noted a skill can only be taken once.

**Quicken Spell**

*Intense study has enabled you to hasten your spellcasting.*

This skill allows you to combine spellcasting and movement. You can cast a spell and then move, or even move, cast a spell and then move again.

**Resist Magic**

*As you feel the magic gripping you, you steel yourself and gather your will.*

This skill allows you to better resist spells cast at you. When trying to resist a spell, you may roll 1.5 times the number allowed for resisting.

**Spell Lore (School)**

*Studying the arcane arts yields yet another ancient spell.*

This skill allows you to select a new spell from your spell school. It can be taken multiple times. Elves start with this skill.

# Spells

## Spell Schools

Air

Chaos

Death

Earth

Fire

Life

Nature

Water

## Spell Schools:

School:    Practitioners:

Air            Wizards

Chaos        Warlocks and Shamans

Death        Vampires and Necromancers

Earth        Wizards

Fire         Wizards

Life         Priests

Nature      Druids

Water        Wizards

## Air:

### Conjure Air Elemental

**Effect:** This spell conjures up an air elemental to assist the caster. When cast the caster rolls one die per 3 Intelligence Points and has to come up with at least one black shield, else the elemental will attack at random. The elemental disappears after the encounter or when slain.

**Resist:** N/A

### Genie

**Effect:** This spell conjures up a Genie who will perform actions such as opening doors or searching

for traps, within the casters line of sight. If the action is an attack it attacks with 5 combat dice. The spell ends after three turns.

**Resist:** N/A

### **Haste**

**Effect:** This spell may be cast on any one Hero, including yourself. It greatly enhances the Hero's speed, enabling him to perform as many actions per turn as if two turns had passed. The spell ends after three turns.

**Resist:** N/A

### **Invisibility**

**Effect:** This spell may be cast on any one Hero, including yourself. When cast The Hero disappears from sight. The Hero cannot be attacked or targeted by spells, but are otherwise not immune to damage. The spell ends after three turns or when the invisible hero attacks or casts a spell, whichever come first.

**Resist:** N/A

### **Levitate**

**Effect:** This spell may only be cast on yourself. When cast you hover a foot above the floor. This enables you to avoid such dangers as pits and quicksand for the next three turns.

**Resist:** N/A

### **Lightning Bolt**

**Effect:** This spell creates a lightning bolt which travels in a straight line until it strikes a wall or closed door. It will inflict 2 Strength Points of damage on all Heroes and monsters that stands in its path.

**Resist:** 2 dice + 1 die per 3 Agility Points.

### **Swift Wind**

**Effect:** This spell may be cast on any one Hero, including yourself. Its powerful burst of energy enables that Hero to double his Agility Points for the next three turns.

**Resist:** N/A

### **Tempest**

**Effect:** This spell creates a tempest that envelops any enemy within three squares of the caster. Those monsters will then miss their next two turns.

**Resist:** 2 dice + 1 die per 3 Strength Points, also in future turns.

## **Chaos:**

### **Chaos Bolts**

**Effect:** This spell conjures up 3 magical bolts, which may be fired at any Heroes within the spellcaster line of sight. One missile does 2 points of Agility damage, one does 2 points of Intelligence damage while the last does 2 points of Strength damage. A maximum of two may be fired at the same Hero.

**Resist:** 2 dice + 1 die per 3 Agility Points per missile.

### **Chaotic Thoughts**

**Effect:** This spell allows the spellcaster to connect his mind to the Realm of Chaos, which doubles his Intelligence Points for the next three turns.

**Resist:** N/A

### **Cloud of Chaos**

**Effect:** This spell paralyzes all Heroes and monsters within three squares of the spellcaster. A paralyzed Hero is unable to move, attack, or defend himself. The spell ends after three turns.

**Resist:** 3 dice + 1 die per 3 Strength Points.

### **Command**

**Effect:** This spell puts any one Hero under the caster's control. Until the spell is broken, the caster, on his turn, can move the Hero as a monster and attack other Heroes. The spell ends after three turns.

**Resist:** 3 dice + 1 die per 3 Intelligence Points.

### **Escape**

**Effect:** This spell allows the spellcaster to disappear and instantly teleport to a secret destination.

**Resist:** N/A

### **Etherealness**

**Effect:** This spell allows the spellcaster to become translucent and temporarily enter the ethereal plane, thereby becoming Invulnerable and able to pass through solid objects, with the exception of walls. The spell ends after three turns.

**Resist:** N/A

### **Legion of Chaos**

**Effect:** This spell conjures up one Legionnaire per Hero within the spellcaster's sight to surround and protect him. A maximum of 4 Legionnaires can be summoned. The Legionnaires can act on the next turn and disappear after the encounter. If cast by a non-warlock, then only half of the amount is summoned.

**Resist:** N/A

### **Silence**

**Effect:** This spell enables the spellcaster to paralyze the vocal cords of one Hero. The targeted Hero is no longer able to speak, utter sounds or cast spells. The spell ends after three turns.

**Resist:** 2 dice + 1 die per 3 Intelligence Points.

### **Storm of Chaos**

**Effect:** This spell creates a roomful of chaotic energies that inflicts 3 Strength Points of damage on all Heroes and monsters in the same room as the spellcaster. The spellcaster is unaffected.

**Resist:** 3 dice + 1 die per 3 Agility Points.

### **Summon Orcs**

**Effect:** This spell summons a group of Orcs to surround and protect the caster. It summons one Orc per Hero up to a maximum of 6 Orcs. The Orcs can act instantly.

**Resist:** N/A

## Death:

### Create Undead

**Effect:** This spell rises up a group of undead to surround and protect the caster. Roll 1d6. If rolling 1 to 3 then one Skeleton are raised per Hero, if rolling 4-5 then one zombie are raised per Hero and if rolling a 6 then one Mummy is raised per Hero. The undead can act on their next turn.

**Resist:** N/A

### Darkness

**Effect:** This spell causes the area to be enveloped in a magical shroud of darkness. The darkness stops any creature from using a missile weapon and reduces all movement by 1d6. It lasts for three turns. Undead are not affected in regards to movement.

**Resist:** N/A

### Death Coil

**Effect:** This spell may be cast on any one Hero, draining him for life, or any one undead, healing it. It will inflict 2 Strength Points of damage. If targeting an undead then the spell will heal instead of damage.

**Resist:** 2 dice + 1 per 3 Agility Points and N/A for the healing.

### Fatigue

**Effect:** This spell affects any Heroes or monsters within three squares of the caster, making them succumb to fatigue. Their movement, attack and defence are halved. Undead are unaffected. The spell ends after three turns.

**Resist:** 2 dice + 1 per 3 Strength Points, also in future turns.

### Sacrifice

**Effect:** This spell drains the life out of any friendly model within reach. The caster gains half of the target's Strength Points. If these points bring the caster above his maximum Strength he will keep them for three turns, unless the caster gets wounded.

**Resist:** N/A

### Terror

**Effect:** This spell creates shadows and illusions, making the caster seem more terrible than before. The spellcaster becomes Fearsome. The spell ends after three turns.

**Resist:** N/A

## Earth:

### Conjure Earth Elemental

**Effect:** This spell conjures up an earth elemental to assist the caster. When cast the caster rolls one die per 3 Intelligence Points and has to come up with at least one black shield, else the elemental will attack at random. The elemental disappears after the encounter or when slain.

**Resist:** N/A

### Earthquake

**Effect:** This spell creates powerful tremors that sow confusion. All monster and Heroes in the area

lose their next turn and suffer one Strength Point of damage. The caster is unaffected.

**Resist:** 2 dice + 1 die per 3 Agility Points and N/A for the damage.

### **Fists of Stone**

**Effect:** This spell may be cast on any one Hero, including yourself. It changes the Hero's hands into solid stone, which enables that Hero to double his Strength Points for the next three turns, but halves the attack dice of any weapon used.

**Resist:** N/A

### **Magic Stones**

**Effect:** This spell may be cast on any one monster, pelting it with magical rocks. It will inflict 3 Strength Points of damage.

**Resist:** 3 dice + 1 die per 3 Agility Points.

### **Pass Through Rock**

**Effect:** This spell can be cast on any one Hero, including yourself. That Hero may then move through walls for the next three turns. Caution! If a Hero ends his movement for the turn in a wall, he is shunned from the rock to the nearest free space and suffers one Strength Point of damage per square moved.

**Resist:** N/A

### **Quicksand**

**Effect:** This spell creates three patches of quicksand within three squares of the caster to hinder your enemies. When moving through one of the squares the enemy rolls to resist. If it is resisted then the enemy is allowed to move through the quicksand but if it is not, then the enemy becomes trapped, and cannot move, attack, or defend.

**Resist:** 2 dice + 1 die per 3 Strength Points, also in future turns.

### **Rock Skin**

**Effect:** This spell may only be cast on yourself. You may throw 2 extra combat dice when defending. The spell ends after three turns.

**Resist:** N/A

## **Fire:**

### **Ball of Flame**

**Effect:** This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 3 Strength Points of damage.

**Resist:** 3 dice + 1 die per 3 Agility Points.

### **Conjure Fire Elemental**

**Effect:** This spell conjures up a fire elemental to assist the caster. When cast the caster rolls one die per 3 Intelligence Points and has to come up with at least one black shield, else the elemental will attack at random. The elemental disappears after the encounter or when slain.

**Resist:** N/A

### **Fire of Wrath**

**Effect:** This spell affects any monsters and Heroes within three squares of the caster, blasting them

with flames. It will inflict 2 Strength Points of damage.

**Resist:** 2 dice + 1 die per 3 Agility Points.

### **Fire Shield**

**Effect:** This spell may only be cast on yourself. It envelops you in a shield of flames. Whenever you are attacked in melee, roll three combat dice, if rolling any skulls the enemy suffers damage. The spell ends after three turns.

**Resist:** N/A

### **Heat Weapon**

**Effect:** This spell may be cast on any one monster, causing its weapon to heat up, forcing it to drop it on the ground. The monster must then fight unarmed, but the weapon cools down in three turns.

**Resist:** 2 dice + 1 die per 3 Strength Points.

### **Wall of Fire**

**Effect:** This spell creates a wall of fire that blocks all passage. The wall spans 1 to 4 squares and any monster or Hero passing through it suffers 2 points of Strength Damage.

**Resist:** 2 dice + 1 die per 3 Agility Points.

## **Life:**

### **Courage**

**Effect:** This spell may be cast on any one Hero, including yourself. Each turn the Hero has to engage an enemy or move towards the nearest enemy if no one is within reach. When the Hero attacks, he may roll two extra combat dice. The spell ends after three turns.

**Resist:** N/A

### **Dispel Magic**

**Effect:** This spell rips apart the fabric of magic, thereby dispelling it. It can be cast on a single Hero or monster. The caster then has to roll 1d6 and add his Intelligence Points. The original spell's caster does the same. If the dispeller's roll is highest, then the spell is dispelled.

**Resist:** N/A

### **Heal Body**

**Effect:** This spell may be cast on any one Hero, including yourself. Its magical power will immediately restore up to 4 lost Strength Points on one Hero, 2 lost Strength Points on two Heroes, or one lost Strength Point on three to four Heroes, but does not give a Hero more than his starting number.

**Resist:** N/A

### **Holy Blade**

**Effect:** This spell may be cast on any one weapon, thereby invoking it with holy power. The weapon shines as a beacon, giving it away and thereby attracting all Undead and Chaos minions. The weapon confers three extra combat dice when attacking undead or chaos, but the spell ends after three turns.

**Resist:** N/A

### **Restoration**

**Effect:** This spell may be cast on any one Hero, including yourself. The spell will restore up to 2 lost Intelligence or Agility Points on one Hero, or 1 lost Point on two Heroes, but it does not give a Hero more than his starting number.

**Resist:** N/A

### **Resurrection**

**Effect:** This spell enables the caster to bring one of his comrades back to life. When cast on a dead friendly Hero the spell brings him back to life with one Strength Point and half his Intelligence Points left. It must be cast within three turns after the Hero's death. If it is cast on an undead creature then the enemy suffers 4 Strength Points of damage.

**Resist:** N/A for the resurrection and 4 dice + 1 die per 3 Strength Points.

## **Nature:**

### **Briar Skin**

**Effect:** This spell may be cast on any one Hero, including yourself. The spell causes briars to grow from your skin. You may throw 1 extra combat die when defending and 1 extra combat die when attacking. The spell ends after three turns.

**Resist:** N/A

### **Call Animal**

**Effect:** This spell calls a Giant Wolf to the caster's side. The Giant Wolf can act immediately and disappears after the encounter.

**Resist:** N/A

### **Entangle**

**Effect:** This spell grows a large mass of vines and roots that envelops any enemy within three squares of the caster. Those monsters are then unable to move or use ranged attacks.

**Resist:** 2 dice + 1 die per 3 Strength Points, also in future turns.

### **Regeneration**

**Effect:** This spell can be cast on any one Hero. It makes the target Regenerate for three turns.

**Resist:** N/A

### **Rust**

**Effect:** This spell causes any one metal weapon or shield to become so thin, brittle and useless that it can never be used again. Artifacts or magical influenced weapons are unaffected.

**Resist:** 2 die + 1 die per 3 Intelligence Points.

### **Sleep**

**Effect:** This spell puts a monster into a deep sleep so that it cannot move, attack, or defend itself. The monster wakes up when attacked or after three turns.

**Resist:** 3 dice + 1 die per 3 Intelligence Points.

## **Water:**

**Acid Burst**

**Effect:** This spell may be cast on any one monster, drenching it in acid. It will inflict 3 Strength Points of damage.

**Resist:** 3 dice + 1 die per 3 Agility Points.

**Conjure Water Elemental**

**Effect:** This spell conjures up a water elemental to assist the caster. When cast the caster rolls one die per 3 Intelligence Points and has to come up with at least one black shield, else the elemental will attack at random. The elemental disappears after the encounter or when slain.

**Resist:** N/A

**Frost Shield**

**Effect:** This spell may only be cast on yourself. It envelops you in a shield of frost and whenever you are attacked in melee the enemy has to roll to resist with 2 dice or lose their next turn. The spell ends after three turns.

**Resist:** N/A

**Mirror Image**

**Effect:** This spell may only be cast on yourself. When cast several images form around you, confusing your enemies. The next three attacks which damage you are absorbed by the images. The spell ends after absorbing three attacks or after three rounds, whichever comes first.

**Resist:** N/A

**Scry**

**Effect:** This spell enables the caster to see into the future and view the contents of a room or otherwise closed area. The spell lasts for three turns.

**Resist:** N/A

**Veil of Mist**

**Effect:** This spell may be cast on any one Hero, including yourself. On the Hero's three next turns, he may move unseen through spaces that are occupied by monsters and receives one extra defence die.

**Resist:** N/A

# Monsters

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## Green Skins

### Goblin

Strength: 1	Attack: 3c	Special: Skill (Rogue)
Intelligence: 3	Defence: 2c	Equipment: Short Sword
Agility: 2	Movement: 2d6	

### Goblin Archer

Strength: 1	Attack: 2c / 3c	Special: Skill (Rogue)
Intelligence: 3	Defence: 2c	Equipment: Dagger and Shortbow
Agility: 2	Movement: 2d6	

### Orc

Strength: 3	Attack: 4c	Special: -
Intelligence: 2	Defence: 3c	Equipment: Longsword and Hide
Agility: 2	Movement: 2d6	

### Orc Shaman

Strength: 2	Attack: 3c	Special: Spells (Chaos)
Intelligence: 3	Defence: 3c	Equipment: Club and Hide
Agility: 2	Movement: 2d6	

### Troll

Strength: 6	Attack: 2c	Special: Regenerate and Two Attacks
Intelligence: 1	Defence: 2c	Equipment: -
Agility: 2	Movement: 2d6	

### Fimir

Strength: 5	Attack: 4c	Special: Skill (Warrior)
Intelligence: 3	Defence: 4c	Equipment: Broadsword and Scalemail
Agility: 2	Movement: 2d6	

## Undead:

**Skeleton**

Strength: 3      Attack: 4c      Special: Undead  
Intelligence: 0      Defence: 4c      Equipment: Broadsword and Chainmail  
Agility: 2      Movement: 2d6

**Skeleton Archer**

Strength: 3      Attack: 3c / 4c      Special: Undead  
Intelligence: 0      Defence: 4c      Equipment: Shortsword, Longbow and Chainmail  
Agility: 2      Movement: 2d6

**Zombie**

Strength: 6      Attack: 4c      Special: Relentless (Warrior Skill), Undead  
Intelligence: 0      Defence: 2c      Equipment: Handaxe  
Agility: 1      Movement: 1d6

**Necromancer**

Strength: 4      Attack: 2c      Special: Spells (Death), Undead  
Intelligence: 4      Defence: 2c      Equipment: Staff  
Agility: 3      Movement: 2d6

**Mummy**

Strength: 8      Attack: 4c      Special: Diseased, Fearsome, Undead and Vulnerable (Fire)  
Intelligence: 0      Defence: 3c      Equipment: Ancient Enchantments  
Agility: 2      Movement: 1d6

**Vampire**

Strength: 6      Attack: 5c      Special: Drain (Strength), Invulnerable, Skill (Any),  
Intelligence: 6      Defence: 3c      Spells (Death) and Undead  
Agility: 6      Movement: 2d6      Equipment: Longsword

**Chaos:****Legionnaire**

Strength: 6      Attack: 6c      Special: 2 Skill (Warrior)  
Intelligence: 3      Defence: 6c      Equipment: Battleaxe and Fullplate  
Agility: 3      Movement: 1d6

**Warlock**

Strength: 6      Attack: 3c      Special: Spells (Chaos) and Skill (Magic-user)  
Intelligence: 6      Defence: 5c      Equipment: Dagger and Breastplate  
Agility: 3      Movement: 2d6

## Gargoyle

Strength: 9      Attack: 7c      Special: Fearsome, Invulnerable, Skill (Warrior)  
Intelligence: 3      Defence: 5c      Equipment: Greatsword and Stone Skin  
Agility: 3      Movement: 2d6

## Abilities:

**Drain (Ability):** A monster can drain abilities from a Hero, strengthening it by gaining the drained ability. The monster can either drain Strength Points, Intelligence Points or Agility Points and the point is then given to the drainer. Drained abilities can be regained.

**Fearsome:** A fearsome monster causes fear in the heroes. Each round when the enemy is in sight, roll one die. If rolling a black shield the Hero may not move closer to or attack the fearsome monster for the rest of that round.

**Invulnerable:** An invulnerable monster is immune to the attacks of any non-magical effect. Only artifacts and spells may harm these monsters.

**Regenerate:** A regenerating monster regains one lost Strength Point per turn. A monster that loses all of its Strength Points is dead. It does not regain a Strength Point on its next turn.

**Skill (Class):** The monster gains a skill from the appropriate list.

**Spells (School):** A monster has knowledge of magic and may cast spells. It knows one spell per 3 Intelligence Points and can cast a number of spells equal to its Intelligence.

**Two attacks:** The monster possesses two attacks. These two attacks can be made against one opponent rolling it as one attack or one attack can be made against two different opponents.

**Undead:** An undead monster is immune to mind-affecting effects (all that resists through Intelligence) and is vulnerable against the Destroy Undead skill.

**Vulnerable (Type):** A monster is vulnerable to damage from a certain source, thereby taking double damage from it.

**Diseased:** A diseased monster can inflict grievous wounds. A Hero who is hit by a diseased monster will lose one Agility or Strength Point (roll randomly) per turn for the next three turns, unless a successful resist can be rolled. A Hero can only be affected by one disease at a time.