



MIKE'S HQ RULES TROVE

House Rules
Town Center Minigame
Custom Armory
Custom Classes
Custom Spell Cards

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MIKE'S HOUSE RULES

Giving Items

A hero may freely pass any of his items to another hero on his turn, if that hero is in line of sight, and if the item has not been used on the same turn. Items can only pass from the active hero to an inactive one, unless they are adjacent to one-another, in which case they can pass items back and forth.

Searching

If a hero searches a trapped room for treasure or secret doors before searching for traps, he is moved to the nearest trap, which activates. Heroes may search while monsters are in sight, but after the search is resolved, Zargon may have 1 monster move and attack.

If there is treasure or an interactive object in a chest or other piece of furniture, the hero must move adjacent to the furniture to interact with it.

Treasure Deck Hazards

If a hero draws a Hazard card after he/she already searched for traps, the Hazard does not occur: instead the hero finds nothing.

Double Movement

The hero can use his action to take another movement.

Diagonal Attacks

All weapons can attack diagonally. If a hero attacks diagonally between obstacles (i.e. between a hero and a wall) he does so at -1 die.

The "One Equip" Limit

During a Quest heroes are allowed to equip a weapon or piece of armor once per turn, and only on their turn. They should keep track of what items are equipped for Zargon's benefit. They cannot swap weapons if they have already attacked on their turn.

Example: On Barbarian's turn, Barbarian switches from his broadsword to his battle axe in order to attack a stronger foe. This automatically unequips his shield and leaves him at a defense disadvantage on Zargon's turn -- he cannot re-equip his shield until next turn.

Returning Patrols

If a hero takes an unproductive turn -- a productive turn would be revealing a new area, performing an action, using an item, or moving tactically -- he rolls 1 combat die. If he rolls a black shield, Zargon places a wandering monster at the dungeon entrance.

Climbing Into Pits

Instead of jumping a pit, a hero may deliberately climb into a pit. He must declare that he is doing so while next to a pit, then he rolls 1 combat die: if he rolls anything but a black shield, he safely reaches the bottom and his movement ends; otherwise he slips and falls in, taking 1 body point of damage, and his turn ends.

Jumping Over Pits

A hero or monster attempting to leap over a pit rolls 1 white die, and makes it to the other side if he rolls anything but a white shield. Otherwise he falls in and loses 1 BP.

Alternate Combat Dice

Courtesy of the Ye Olde Inn forums, this is an alternative to the default dice mechanics you can use to make the game more challenging. Both heroes *and* monsters hit on a skull and block on a white shield. If the attacker rolls a black shield, it counts as 2 hits; and if the defender rolls a black shield, it *blocks* 2 hits.

Fallen Heroes (a)

When a hero loses all his body or mind points he falls unconscious. His piece is replaced with a custom "fallen hero" marker that does not block movement or line of sight for other pieces, and also holds all of the unconscious hero's possessions. Any hero may pick up and carry (or drop) a fallen hero once per turn as a free action, as long as he is adjacent to or standing on the fallen hero and only carries one fallen hero at a time. While carrying his comrade, the hero cannot attack.

If the fallen hero is carried through the exit, that hero survives the dungeon. Otherwise he is left for dead, and all his un-looted possessions are lost forever.

Fallen Heroes (b): Looting

A less savory hero may find it easier to loot his fallen companion and flee for his own life. The first hero who searches the fallen hero's room/corridor for treasure claims all of that hero's possessions. If there are multiple fallen heroes, the looter must choose which victim to loot first.

Fallen Heroes (c): Stabilizing

A surviving hero can use a healing item or spell to revive a fallen comrade. If he has neither at his disposal, he may attempt to stabilize and revive a fallen hero at the cost of his action. The hero attempting to do this stands adjacent to the fallen hero and rolls red dice equal to half of the fallen hero's maximum body points (or mind points, depending which stat was reduced to 0): if at least one 6 is rolled, the hero revives with half his body and mind points, rounded down. Each hero may only be stabilized once per Quest: after that he remains unconscious.

HEROQUEST TOWN CENTER

created by Mike MacDee (at yahoo dot com)

Between Quests, heroes usually visit the nearest Town Center to purchase goods and services. At the start of Town Center exploration, all heroes restore 1 lost Body and Mind point apiece, and all spellcasters receive their full compliment of spells.

Each hero can visit 2 locations per day spent in town; at the end of the day, all heroes roll a red die, and if nobody rolls a 6, the urgency of the next quest forces them to finally leave the Town Center. Heroes visit locations in normal turn order.

At the start of each day, the heroes may freely exchange items and gold with each other. They may also collectively agree to leave the town center at any time to begin the next quest.

MARKET DISTRICT

This is where the heroes may find the Armory, Magic Shop, and Utilities Shop. Each can be visited once in a single day. The first hero to visit a shop rolls 1 red die to determine that shop's quirk for the day:

=1= The shopkeeper is a price gouger. All prices are increased by 20% (rounded down).

=2= "Sorry, that item was made to order!" Roll a combat die for each item you attempt to purchase: if the result is a white shield, the item cannot be purchased by anyone that day, unless they pay an additional 50 gold as compensation.

=3= "Where's that blasted delivery?!" Roll a combat die for each item you attempt to purchase: on a white shield, the item cannot be purchased today, but will be in stock the next day... hopefully...

=4= "250 gold?! That's outrageous!" Today's clientele is mostly hagglers, so maybe you can talk down the prices! When you purchase an item, roll a red die for each of your mind points: for every 5 or 6 rolled, reduce the cost by 10 gold (to minimum 10); but *increase* by 10 for every 1 rolled.

=5= "Three for the price o' two! What say ye?" The store is in excess. Choose a single item: you may purchase 3 of that item for the price of two (Zargon's discretion).

=6= The store is in excess. All prices are reduced by 20% (rounded up).

TEMPLE DISTRICT

The local deities are worshiped here, and their priests heal the sick and wounded. The first time a hero visits the temple district, he/she rolls 1 combat die and consults the chart below. Each hero's result affects only he/she, and does not change until the next town center visit.

SKULL = Your god is not represented here, but you may donate 50 gold to pray; then roll red dice equal to your current mind points, restoring 1 body and mind point for every 5 or 6.

WHITE SHIELD = Only your god's rivals are worshiped here. The priests withhold services from you.

BLACK SHIELD = You pray at your god's temple and receive full body and mind points.

THE TAVERN

It wouldn't be a town without a good tavern! Or in most cases, a shoddy tavern infested with lowlifes. Here the heroes will find drink, beds, and games of chance; they may choose only one per visit.

-BEDS-

The hero pays for a room and sleeps until morning, recuperating from the day's events.

Common Room = **free**. The hero rolls combat dice equal to his/her maximum body points, recovering 1 body and mind point for each black shield.

Typical Room = **10 gold**. The hero rolls combat dice equal to his/her maximum body points, recovering 1 body and mind point for each white shield.

Expensive Room = **25 gold**. The hero rolls combat dice equal to his/her maximum body points,

recovering 1 body and mind point for each skull.

-DRINK-

The hero drinks his/her worries away! He/she pays for a drink, rolls a number of red dice based on what drink was purchased, and consults the "Drunkenness" chart.

Grog = pay 1 gold, then roll 1 red die.

Ale = pay 8 gold, then roll 2 red dice.

Mead = pay 16 gold, then roll 3 red dice and discard one.

Drunkenness Chart:

=1-2= Roll red dice equal to your current body points: if you fail to roll a 6, you pass out. Lose 2 red dice's worth of your gold, and only visit 1 location on your next day.

=3-5= You get hammered. Roll red dice equal to your current body points: if you roll any 6's, restore 1 body and mind point.

=6-8= You get a nice buzz. Restore 1 body and mind point.

=9-11= It's the finest drink you've ever tasted! Restore 2 body and mind points.

=12= Someone buys you a drink. Take your gold back and re-roll.

-DICE GAME-

The locals are gambling on a toss o' the dice at one of the tables. The hero must pay a 3-gold ante to play: if he does, he rolls 1 red die and 1 combat die together. Each day the hero can play as long as he likes (or until his gold runs out).

SKULL = Bust. The red die equals zero.

WHITE SHIELD = You win gold equal to the red die's result.

BLACK SHIELD = Jackpot! You win gold equal to *triple* the red die's result.

TRAINERS

The heroes may seek experts in town and train to gain extra skills.

-DUELIST-

The hero can pay 250 gold to train as a dual-wielder. He can now use each of his chosen weapons in a separate attack action, allowing him up to 2 attacks per turn. He must specify which combination of weapons he can dual wield, such as "broadsword and shortsword" or "twin longswords".

-BATTLEMAGE-

The hero can pay 250 gold to train as a battlemage (spellcasters only). That hero gains an extra spell action on his turn, effectively allowing him to cast and attack, or cast two spells instead of one.

-ENGINEER-

The hero can pay 250 gold to train as an engineer. He can now disarm traps like the Dwarf, succeeding if he rolls anything but a black shield. He must have a toolkit, however, unlike the Dwarf.

-ACROBAT-

The hero can pay 250 gold to train as an acrobat. He now rolls 1 extra red die when moving, and discards the lowest result.

HEROQUEST ARMORY

! = spellcasters only

** = cannot be used by spellcasters*

@ = nonlethal: target monster blocks on white shield

= two-handed: wielder cannot use shield or dual-wield

NAME	EFFECTS	PRICE
ARMORY / WEAPONS		
Short Sword *	This short blade gives you the attack strength of 2 combat dice.	100g
Dagger	This sharp knife gives you the attack strength of 1 combat die. A dagger can also be thrown at any monster you can "see," but is lost once thrown -- the hero must then search the room/corridor for the dagger to retrieve it. The thrown weapon breaks if at least half of its attack roll resulted in black shields.	25g
Staff @	This long, sturdy wooden staff gives you the attack strength of 2 combat dice, and allows you to attack up to 2 spaces away.	100g
Mace @	A sturdy, ornate club that gives the attack strength of 2 combat dice.	50g
Spear #	This iron-headed spear gives you the attack strength of 2 combat dice, and allows you to attack up to 2 spaces away. It can also be thrown, using the same throwing rules as the dagger.	200g
Broadsword *	This wide blade gives you the attack strength of 3 combat dice.	250g
Longsword * #	This long blade gives you the attack strength of 3 combat dice, and allows you to attack up to 2 spaces away.	350g
Hand Axe	This small axe gives you the attack strength of 2 combat dice. It can also be thrown, using the same throwing rules as the dagger.	100g
Battle Axe * #	This heavy, double-edged axe gives you the attack strength of 4 combat dice.	450g
Crossbow #	This long-range weapon gives you the attack strength of 3 combat dice at a distance, and 1 when used as a cudgel. You can fire at any monster you can "see," but cannot fire at a monster that is adjacent to you.	300g
Longbow * #	A composite bow with attack strength of 3 combat dice with the same rules as the Crossbow. You may fire twice per turn, but your second shot is only worth 2 dice.	450g
Twin Blades of Ator *	These single-edged blades give you the attack strength of 3 combat dice. If you take no damage when defending, you may immediately counter-attack with 2 combat dice.	450g
ARMORY / ARMOR		
Helmet *	Worn on the head for 1 extra combat die in defense.	125g
Shield *	Held in one hand for 1 extra combat die in defense.	150g
Chain Mail *	Light armor worn on the body for 1 extra combat die in defense. Cannot be combined with Plate Mail.	400g
Plate Mail *	Heavy armor worn on the body for 2 extra combat dice in defense. Cannot be combined with Chain Mail.	850g
UTILITY SHOP		
Tool Kit	This tool kit gives you a 50% chance to disarm any searched-for-and-found (but unsprung) trap. See rule book for correct procedure.	250g
Rope	This length of rope allows you to climb down into an open pit trap without taking damage, ending your movement. It does not protect you from triggering a pit trap.	100g
Iron Claw	This grappling hook, when used with the Rope, allows the hero to jump a trapped space on skull or black shield.	125g

Trap Prod	A Tool Kit addition that allows the user to disarm a trap from an adjacent space: if the disarm fails, the trap still activates, but the hero is (hopefully) unharmed.	200g
Hand Mirror	This small looking-glass allows the user to "look" down corridors from around the corner.	400g
MAGIC SHOP		
Potion of Healing <i>1st Tier Potion (6)</i>	A small bottle of bluish liquid. You can drink this potion at any time, restoring 4 body points. You cannot, however, exceed your maximum BP. One use.	150g
Heroic Brew <i>1st Tier Potion (5)</i>	A leather drinking pouch containing a shimmering fluid. If you drink it before you attack, you can make two attacks instead of one. One use.	150g
Potion of Defense <i>1st Tier Potion (4,3)</i>	A vial of clear liquid. You can drink it at any time, giving you 2 extra combat dice when defending. One use.	150g
Potion of Strength <i>1st Tier Potion (2)</i>	A small purple flask. You can drink this strange-smelling liquid any time, enabling you to roll 2 extra combat dice when attacking. One use.	150g
Potion of Speed <i>1st Tier Potion (1)</i>	A nondescript clay gourd. If you drink it before moving, you double your movement. One use.	150g
Potion of Airwalk <i>2nd Tier Potion (5,6)</i>	A strange-smelling luminescent paste. If you rub it on your boots at the start of your turn, it enables you to walk on a cushion of air for the entire turn. During that turn you can freely walk over pit traps as long as there is a space to stand on the other side. One use.	200g
Potion of Magic Resistance <i>2nd Tier Potion (3,4)</i>	A palm-sized brown bottle of strong-smelling fluid. Drink it to re-roll your defense against magic. One use.	200g
Potion of Aptitude <i>2nd Tier Potion (1,2)</i>	A vial of silvery liquid. If you drink it at the start of your turn, you can cast 1 extra spell during your turn, even an expended one. One use.	200g
Potion of Charm <i>3rd Tier Potion (5,6)</i>	A gilded bottle filled with a golden brew. You can drink this between quests to reduce your costs by 20%, or during combat to skip a monster's turn. One use.	250g
Potion of Alchemy <i>3rd Tier Potion (3,4)</i>	A worn pot containing a dull-colored paste. If you spread this paste over one item of equipment, that item turns to gold! It can no longer be used, but can be sold between quests for 125% of its price listing. One use.	250g
Holy Water <i>3rd Tier Potion (1,2)</i>	A small vial of blessed water from a local temple. You may use it instead of attacking normally: if the target is undead, it instantly crumbles to dust. One use.	150g
Mystic Bracers !	These mystic bracers give you 1 extra combat die in defense. Cannot be worn with chain or plate mail.	200g
Cloak of Protection !	This enchanted cloak of shimmering fabric gives you 1 extra combat die in defense. Cannot be worn with chain or plate mail.	350g
Armband of Healing	This enchanted armband can restore 2 BP to the wearer once per quest. If the wearer dies before it is used, it will instantly revive him with 2 BP.	350g
Elixir of Life	This potent elixir will fully restore a hero's body and mind points. It can also revive a slain hero if the user stands adjacent to his body. Discard after use.	400g
Magical Throwing Dagger	This weapon has the attack strength of 1 combat die, but cannot be used on an adjacent target. If the dagger damages its target, it immediately reappears in the user's hand; otherwise he loses it until the end of his next turn.	200g
Rabbit Boots	The hero may leap over 1 pit trap per turn while wearing these boots. The boots cannot be used if the wearer accidentally triggers a pit trap.	200g
Ring of Return	When used, this ring will return the wearer and any heroes he can "see" to the starting point of the quest. One use.	250g

Spell Ring !	This ring enables the wearer to cast a spell twice. At the start of the quest, the wearer chooses which spell to store in the ring.	450g
Orc's Bane	This enchanted short sword gives you 1 free attack against an orc. Against all other creatures, it functions as a normal short sword.	350g
Talisman of Lore	This medallion increases your mind points by 2 as long as you are wearing it.	450g
Wand of Recall !	This wand allows the user to cast two spells on his turn instead of one.	450g
Ancient Elven Staff	This magical staff enables the user to reflect the effects of a spell back at the spellcaster. If the wielder is an Elf, all enemies in the room suffer the spell's effects instead of the heroes. 5 uses, then it must be recharged for 1/2 list price. It can also be wielded like a normal staff.	500g
Elven Boots of Speed	While wearing these boots, you roll 3 red dice for movement. If the user is an elf, he/she may change 1 of the dice into a six every time. The boots wear out if all three dice result in the same number.	350g
Elven Cloak of Passage	This cloak enables the wearer to walk through walls, using the same rules as the Pass Through Stone spell. If you end your movement in solid rock, you are trapped forever! 3 uses, then must be recharged for 1/2 list price. If the user is an elf, it is used once per quest, and never needs recharge.	350g
Bone Wand !	Once per quest, this macabre wand enables the user to control all skeletons in one room for a single turn. He can move them and make them attack any target during that turn.	600g
Banishment Device	You can throw this sigil at any monster you can "see." That monster teleports to an explored space of your choice. One use only.	200g
Sky Orb	The hero who possesses this crystal orb may use it to absorb attacks against his mind points. When he would lose a mind point, the orb instead receives a crack. After 4 cracks, it disintegrates and is discarded.	250g
Tobias's Mouse	When you wind up this magic mouse toy, roll 2 red dice and move it that many spaces. The mouse is used to trigger traps from a distance: the trap is expended without damaging the heroes. Vanishes when it triggers a trap or runs out of moves. One use only.	150g

Optional: When drawing potions from the treasure deck, Zargon can allow the hero to keep the potion he drew, or roll 1 red die + 1 combat die to determine the potion's nature. Consult the numbers next to each potion for the result.

skull = 1st Tier Potion :: white shield = 2nd Tier Potion :: black shield = 3rd Tier Potion