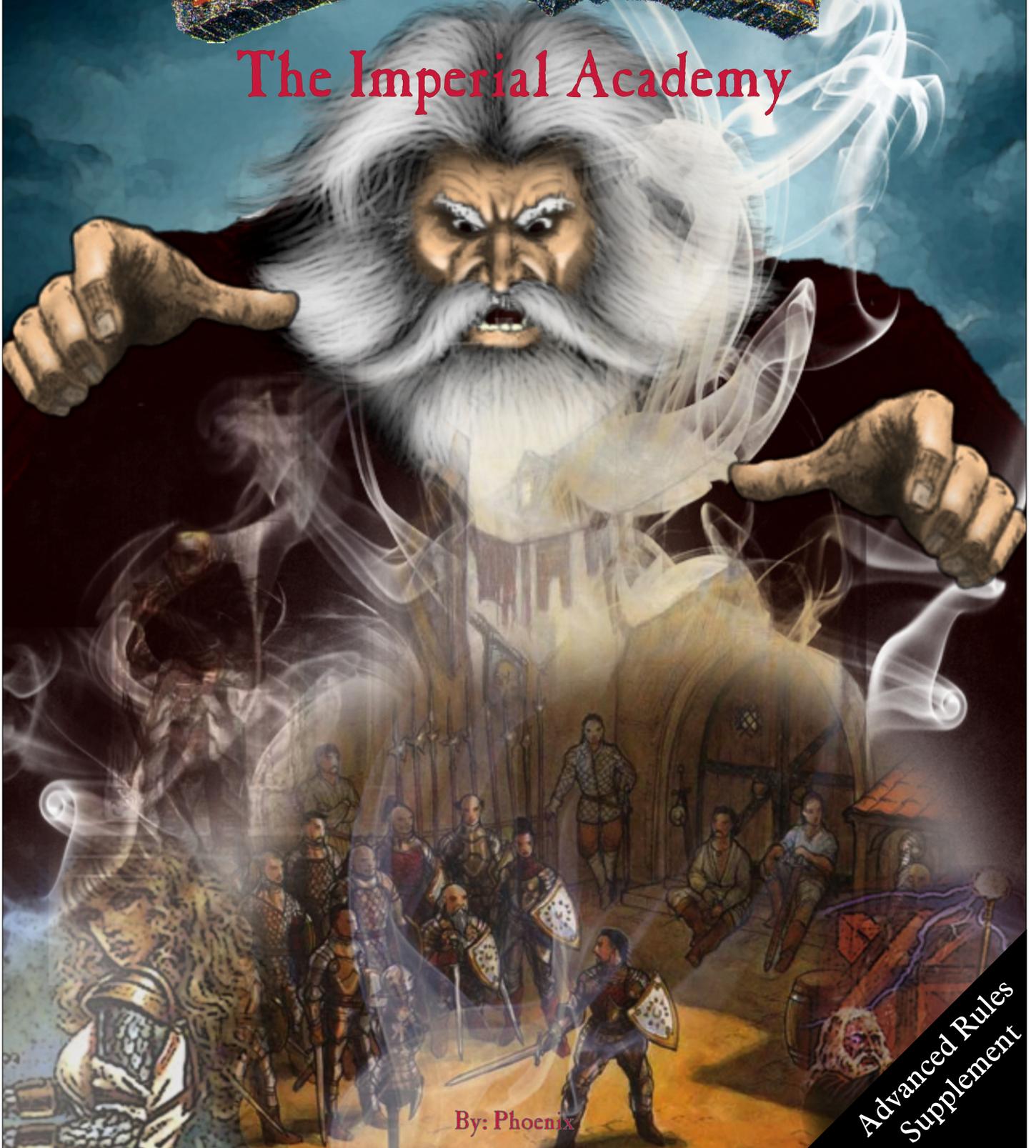


HEROQUEST

The Imperial Academy



By: Phoenix

Advanced Rules
Supplement



HERO QUEST

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A Brief Introduction

The Imperial Academy is a compiled rule supplement that involves rule clarification, addenda rules and an advancement system for both Heroes and Mercenaries. It also involves the usage of Combat Cards and includes rules on how to incorporate them.

There is new terminology involved in this rule supplement that may require some clarification as follows:

Adventurer Rank: The specific name of an attained rank (e.g., Hero, Champion, etc.). Also known as a Rank Title.

Quest Rank: The number of Quests completed.

Training Rank: The number of additionally purchased Quest Ranks.

NOTE: Quest Ranks and Training Ranks shall be kept track of separately, however, they will be totaled to calculate Adventurer Ranks. This will be further discussed later in the book.

Rule Clarifications

The Phases

A Hero's turn is a combination of two phases; they are the Action Phase and the Movement Phase. Their order is irrelevant, however, once a phase is begun, there is no going back. For example, a Hero may not Move, Attack and then continue to Move.

Weapons/Armor

A Hero may have 1 Melee Weapon and 1 Ranged Weapon 'Equipped'. To switch between the melee and ranged weapons requires one phase of the Hero's turn. To switch from the equipped weapon or armor to a different weapon or armor, requires both phases (or one complete turn).

For example; if the Elf attacks with an equipped weapon and then chooses to switch to a different (unequipped) weapon, he may split his turns (one phase of each turn) to succeed.

If your Hero is not wearing any Defense enhancing armor, he may wear any armor he has in his possession and it will only usurp one phase of his turn.

Trading Items

Heroes that wish to pass an item to another Hero or Mercenary must either:

- ◆ Be adjacent to the Hero if a monster is in the same room.
- ◆ Be in the same room (somewhere) with no monsters in the room.

Line of sight

Line of sight is used when attempting to strike a target at range with a weapon or spell. Any table, rack, chair, treasure chest or similar furniture does not obscure line of sight. The bookcase, cupboard, fireplace, other Heroes, monsters, etc., will always obscure line of sight.

Free Actions

A Hero may drink a potion, open a door or "look" at any time. These events are "non-actions", as they do not take away from either their Movement Phase or Action Phase.

Shooting Over-head

Heroes are not allowed to shoot over the head of any figure, be it Hero or monster. The only exception to this rule is when a Hero or monster is in a pit trap. A Hero may fire over the head of a figure in a pit trap, however, it is possible that the Hero will miss-fire and will strike the 'shot-over' figure. If the Hero rolls all Black Shields on his attack roll, he will re-roll his attack dice to determine damage to the 'shot-over' figure. The unfortunate target is allowed to roll Combat Dice in defense, at one-half their normal value (rounded down), due to the surprise 'attack' of being accidentally shot in the back. In the event that there is more than one figure in the 'shot-over' pit trap, a die roll will determine which figure is struck.

Spell Scroll Deck

As each new Quest Pack introduces new Spell Scrolls, just keep adding them together. This will make for a true randomization when the Quest Notes say to shuffle the Spell Scrolls and draw one or more at random.



Enchantment Spell

In later Quest Packs, this spell scroll will become available. The following naming conventions are recommended to keep track of what each enchanted weapon and/or armor is capable of.

<i>Roll</i>	<i>Weapon</i>	<i>Armor</i>
1	Cursed *	Cursed *
2	* +1	Blessed *
3	Jade *	* of Speed
4	* of Destruction	* of Defense
5	Keen *	Ethereal *
6	Vorpal *	* +2

Note: The asterisk () is a place holder for the item name, i.e. Cursed Shield or Dagger +1.*

Cursed: When a weapon or armor is cursed, the Hero must continue to use that weapon/armor until the end of the Quest. The curse will prevent the Hero from switching to a different weapon or armor and will reduced its effect by -1 Combat Die.

+1/Blessed: Increases the effect of the weapon/armor by + 1 Combat Die.

Jade: Increases the effect of the weapon by +2 Combat Dice when attacking Goblins, Orcs or Fimir.

Of Speed: Increase the effect of the armor by +1 Combat Dice when defending against Swords, Axes or Daggers.

Of Destruction: Increases the effect of the weapon by +1 Combat Dice when attacking the Undead.

Of Defense: Increases the effect of the armor by +1 Combat Dice when defending against Maces, Clubs or fists.

Keen: Increases the effect of the weapon by +2 Combat Dice when attacking Chaos Warriors or Gargoyles.

Ethereal: Increases the effectiveness of the armor by +1 Combat Dice when defending against a magical spell.

Vorpal: Increases the effect of the weapon by +2 Combat Dice when attacking Chaos Sorcerers.

+2: Increases the effect of the armor by +2 Combat Dice when defending.

Attacking Archmages

Not all of Zargon's minions are mindless blood-thirsty dolts. Some of them are quite capable of intelligent thought. Those wielding magic (such as most Chaos Sorcerers) have a higher than average number of Mind Points. For those conniving Warlocks who wish to use opposing elements specifically against an Archmage, they simply must have an equal or higher number of Mind Points than the Archmage.

Alternate Searching Rules

Standard rules dictate that a Hero simply announce that he is searching in a room and all contents are subject to be found (in the case of a treasure search all furniture, etc is considered "Looked in"). However, some of the new tiles in later Quest Packs have differently accessible areas and should be considered different rooms for the sake of searching. Once the Heroes enter the 'new' area, treat it as a new room and permit the same Hero to search again, if they so choose. Line of sight rules still apply and monsters in view will forfeit the option to search. Keep in mind that any furniture or monsters in the 'new' area may still be visible and should be placed on the board when appropriate.

New Treasure Deck

At the beginning of each Quest, Zargon should roll 2d6 and *remove* the cards with the matching numbers on them. If you should roll the same number on each die, simply *remove* that number only from the deck. At random (or pre-determined) intervals, roll an additional 1d6+6 and *add* cards from the bonus deck.

Combat Cards



Heroes

Combat cards allow fighters to perform special stunts. The Dwarf and Barbarian begin each quest with one combat card, which can be used as seen fit. Upon becoming a Champion (see below), the Dwarf and Barbarian gain an additional Combat Card, whilst the Elf begins the game with one combat card. Each Hero draws new cards at the beginning of each Quest.

<i>Barbarian & Dwarf</i>	
<i>Adventurer Rank</i>	<i># of cards</i>
Hero	1
Champion	2
Veteran	3
Knight	4
Legend	5



Zargon

Zargon should draw a number of combat cards equal to the total number of cards drawn by the Heroes. Hence, the tougher the Heroes are, the tougher the opposition will be.

Note: Only one Combat Card may be used per player each turn. Combat cards should be used when appropriate.

<i>Elf</i>	
<i>Adventurer Rank</i>	<i># of cards</i>
Hero	—
Champion	1
Veteran	2
Knight	3
Legend	4



Advancement Rules

Adventurer Ranks are a way of calculating the strength of a party of Heroes. By using ranks, Quests can be designed with parties of different strength in mind. Ranks allow Heroes to gain extra abilities. However, the price of fame is notoriety, Zargon will gain extra monsters for his Monster Pool. The ranks and effects are as follows:

Hero

(0-5 Quests completed)

This is where each Hero starts and there are no special effects.

- ◆ May Purchase from Basic Armory
- ◆ The Barbarian & Dwarf may draw 1 Combat Card.

Champion

(6-12 Quests completed)

◆ The Champion receives a one-time reward of 200 gold from the Emperor for services rendered.

◆ May purchase from the Basic Armory & the Alchemist Shop (when applicable).

◆ The Champion may now hire one Mercenary. No Champion may hire more than one Mercenary.

◆ The Elf, Dwarf and Barbarian may draw one additional Combat Card at the beginning of each Quest.

◆ The Champion may now enroll into The Imperial Academy.

◆ The Wizard may now enroll into Sorcere.

Veteran

(13-20 Quests completed)

- ◆ The Veteran may now hire two Mercenaries. No Veteran may hire more than two Mercenaries.
- ◆ You may now purchase from the new Phoenix Armory.
- ◆ The Barbarian, Dwarf and Elf may draw an additional Combat Card at the start of each Quest.

Knight

(21-30 Quests completed)

- ◆ The Knight may prefix his or her name with Sir or Lady.
- ◆ The Knight may now hire three Mercenaries. No Knight may hire more than three Mercenaries.
- ◆ The Barbarian, Dwarf and Elf may draw an additional Combat Card at the start of each Quest.
- ◆ The Elf may enroll into Sorcere.

Legend

(31+ Quests completed)

- ◆ The Legend may now hire four Mercenaries. No Legend may hire more than four Mercenaries.
- ◆ The Legend gains Legendary Abilities as outlined below.
- ◆ The Wizard may now enroll into Advanced Wizardry.

Legendary Abilities

Strength Increase (*Barbarian*): Due to your enormous size and increased experience you do not suffer Movement Dice penalties while wearing Plate Armor. However, if you choose to not wear Plate Armor you may attack with one extra Combat Die.

Tactics (*Barbarian*): Once per turn, if you succeed rolling equal to or less than your Mind Points, you may choose to grant one Hero or

Mercenary within your line of sight one additional attack or defense dice. This skill must be used before the dice are rolled.

Berserker Rage (*Dwarf*): By expending a Mind Point you may go into a Berserk Rage. This allows you to swap any number of Defense Dice into Attack Dice until the end of the turn.

Tunnel Fighting (*Dwarf*): You have learned to use your small size to your advantage. Roll one extra Attack and Defense die whenever fighting Ogres, Trolls or any other “large” creatures.

Keen Hearing (*Elf*): You may use your heightened Elven senses to your advantage. You may listen cautiously at a door and discern precisely how many monsters are in the next room. Zargon will reveal how many and what type of monsters that occupy the next room. You must roll less than your current Mind Points on 1d6 to determine the success of this skill.

Split Shot (*Elf*): You may split your missile rolls between two adjacent targets. Decide how many Combat Dice to split between each target (up to the total of your missile Attack Dice), roll 1 Combat Die. If the result is anything but a White Shield, your split shot succeeds, otherwise you lose your concentration and all your shots miss.

Extra Spell (*Wizard*): You may choose to cast 2 spells during your turn. Whenever you attempt to cast a second spell on your turn, you must roll 1d6 and roll equal to or less than your current Mind Points. Failure to do so means the spell is botched and fails to go off (you keep the card though). Regardless of failure or success, attempting to cast a second spell costs you one Mind Point.

Spell Scripting (*Wizard*): At the beginning of each Quest, you have the option to create 1 spell scroll for any spell that you currently know. You may use the spell scroll yourself, or give it to any of your Hero companions. The spell scroll must be used in the next Quest, or it will crumble and turn to dust. *You cannot sell the scroll for profit.*

Z *Zargon and the Monster Pool*

The monster pool grants Zargon some latitude to make certain areas in the dungeon more dangerous. Zargon may add extra monsters as described in the Monster Pool to the right. For each character, Zargon should add one type of monster listed. Care should be taken to match similar monster types to ensure continuity of the Quest and/or Quest Pack.

The Monster Pool can be used whenever the Heroes uncover new ground in the dungeon (e.g. open a door, go around a corner in a corridor). Zargon may place one or more monsters from the Monster Pool on the board within line of sight of the Hero who has uncovered new ground.

Alternatively, Zargon may play monsters from the Monster Pool on his turn, at any location the

Heroes have previously visited, but these monsters may neither move nor attack on the turn they are played.

Example: If one Legend, two Knights and a Champion venture on a Quest, Zargon should add one Goblin, two Fimir and one Doomguard to his Monster Pool.

<i><u>Monster Pool</u></i>	
<i>Adventurer Rank</i>	<i>Monster Type</i>
Champion/ Mercenary	Goblin/Skaven/Skeleton or other 'weak' creature
Veteran/ Master Mercenary	Orc/Zombie/Ice Gremlin E.Archer/E.Warrior
Knight	Fimir/Mummy/C.Warrior D.Warrior/Black Orc
Legend	Doomguard/Ogre/G.Wolf Polar Warbear/Yeti





Mercenaries

Each mercenary has its own initial fee that is paid before the Quest begins. To continue using that mercenary a fee of 10 Gold Coins must be paid at the beginning of each Quest.

Once a Hero has recruited a mercenary, he may use them right away in the next Quest. The player who goes first puts all his figures onto the stairs tile or a neighboring tile and plays his first round immediately, before the next player puts his figures on the board, who then plays his first round and so on.

- ◆ On a Hero's turn, he moves his Hero first, then moves all of his mercenaries.
- ◆ Each mercenary may move and attack just like a Hero would. He does so with the Movement and Attack statistics listed on the corresponding Mercenary Card.
- ◆ In order to defend, mercenaries have to roll White Shields.
- ◆ They may open doors and jump over pits.
- ◆ Mercenaries may not search for treasure* and may not use Equipment, Artifacts, or Treasure Card items. Only Scouts may search for traps and may try to disarm them. (*See Mercenary Advancement for further information.)
- ◆ Any Gold Coins that were paid for a mercenary may never be demanded back, not even if the mercenary is defeated and removed from play.
- ◆ Mercenaries may carry a maximum of one potion at a time, given to him by the hiring Hero and may use it as a Hero would, or give it to a Hero, on his turn.

There are four different types of mercenaries: Crossbowman, Halberdier, Scout and Swordsman. Each one has their own merits and flaws and their own recruiting price.



Mercenary Advancement

At the end of each Quest, Mercenary units who have survived attain one Quest Rank to be recorded on the back of the recruiting Hero's Character Sheet. If, for example a Scout survives 5 Quests in a row without dying (we assume it is the same individual in each Quest) his rank is increased to that of "Master". The Hero has two choices to make. He can either recruit a new regular Mercenary at the price listed on the Mercenary Card, or he may choose to hire the new Master Mercenary. The Master Mercenary requires an initial double fee for recruitment, and 50 Gold Coins at the beginning of each subsequent Quest.

If the Hero chooses not to recruit the Master Mercenary, or cannot afford to recruit him, then the Master Mercenary can be called upon at a later time, again requiring the initial double fee for recruitment. Only one Master Mercenary of each type can be "stashed" in this manner.

Master Mercenaries have the following bonuses:

- + 1 additional Body Point.
- + 1 additional Mind Point.
- + 1 additional Movement Point.
- May search for Secret Doors.
- May search for Treasure*

Master Mercenaries may not use or keep any Artifacts, Equipment, or items; these are turned over to a Hero when they have an opportunity. The Mercenary may, however, still carry one Potion for use on himself as before.

*Any gold or jewels that is found by a Master Mercenary will also be turned over to the first Hero nearby, however, 10 Gold Coins, or 10% of the value (whichever is more) automatically goes to the Mercenary as a finder's fee and is lost from play.



The Imperial Academy

Once any Hero attains the rank of Champion, the Emperor will grant the Heroes access to The Imperial Academy. Any of the four Heroes (regardless of Title) will be given instruction to attain a Training Rank. If a Hero wishes to assume a new Title, he must pay 150% of the new Title fee. **NOTE:** Only one Hero can train at The Academy in-between Quests.

All Training attained at the Academy is calculated separately from actual Quests completed. A Knight may only become a Legend on virtue alone and must complete the required number of Quests to do so. All other ranks may be trained for, to obtain rank prerequisites.

To gain 1 Training Rank, consult the following table:

<i>Current Rank</i>	<i>Cost to Advance</i>
Hero	250 Gold Coins
Champion	400 Gold Coins
Veteran	500 Gold Coins
Knight	600 Gold Coins

Example: The Barbarian is a Champion with 12 Quests under his belt. He wishes to train at The Academy to gain the title of Veteran. To do so, he must pay 750 Gold Coins (1½ times the fee of a Veteran, the next Title).



Melee Magethrie The Warrior's College

Upon becoming Champions, the Heroes are eligible for Melee Magethrie, the Warriors College. Here you may enhance your technical battle skills. To advance, you must successfully roll a Skull on 1 Combat Die and then pay the listed fee. Only one skill may be attempted by each Hero between each Quest. **Note:** Each skill may only be learned once by each applicable Hero. Learned skills cannot be combined.

<i>Skill</i>	<i>Cost</i>
Archery	600 GC
Basic Arcana	100 GC
Battle Tactics	500 GC
Bojutsu	300 GC
Dual Wield I	1000 GC
Dual Wield II	1000 GC
Dual Wield III	1500 GC
Endurance	1000 GC
Fencing	1000 GC
Leadership	500 GC
Marksman	450 GC
Melee Combat	900 GC

Archery - (Bow/Crossbow +1 AD). This will allow your Hero to use one additional Combat Die when attacking with a Bow/Crossbow along with any additional bonuses. *May not be used by the Barbarian or Wizard.*

Basic Arcana - (Spell Scrolls). This instructs non-magic users on how to read the complex runes used in the writing of spells. Once the Barbarian and Dwarf have completed this course, they will be allowed to use Spell Scrolls. *The Elf and Wizard have no need for this course, as they are already skilled in the reading and casting of spells.*

Battle Tactics - (+1 Combat Card per Quest). This will allow your Hero to draw one additional Combat Card per Quest along with any additional bonuses. *May not be used by the Wizard.*

Bojutsu - (Staff +1 AD). This will allow your Hero to use one additional Combat Die when wielding a Staff or Spear. This bonus applies to melee combat only. *May not be used by the Barbarian.*

Dual Wield I - (2/1 AD, -1 DD). The Hero is allowed to use a Short Sword and Dagger combo, granting 2 Attack Dice for the main hand (Short Sword) and 1 Attack Die for the off hand (Dagger) with a -1 penalty to Defend Dice. *May only be used by the Barbarian and Elf.*

Dual Wield II - (3/2 AD). *Dual Wield I required.* The Hero is allowed to use a Broadsword/Short Sword combo, granting 3 Attack Dice for the main hand (Broadsword) and 2 Attack Dice for the off hand (Short Sword). There is no Defend Dice penalty with this ability. *May only be used by the Barbarian.*

Dual Wield III - (3/3 AD, +1 DD). *Dual Wield II required.* The Hero is allowed to use a Longsword/Broadsword combo, granting 3 Attack Dice for the main hand (Longsword) and 3 Attack Dice with the off hand (Broadsword). This mastery of wielding two weapons, grants a +1 Defend Dice bonus. The Longsword is still capable of attacking diagonally. *May only be used by a Legendary Barbarian.*

Endurance - (+1 BP). Intense physical training will grant you a permanent +1 increase to your starting Body Points.

Fencing - (1-handed sword +2 AD). This skill gives the Hero the ability to attack with 2 extra Combat Dice when wielding a one-handed weapon. The Hero **cannot** have a shield or any other weapon equipped to gain this bonus. *May not be used by the Dwarf or Wizard.*

Leadership - (+1 Combat Card to Mercenaries). This skill teaches you how to inspire any Mercenaries under your command. Each Mercenary under your command is granted one Combat Card per Quest. Please note that this will also affect the number of Combat Cards that Zargon is entitled to.

Marksman - (Ranged weapon +1 AD). This will allow your Hero to use one additional Combat Die when attacking with a thrown weapon. This includes Hand Axes, Daggers and Magical Daggers. The Magical Dagger will still automatically inflict 1 Body Point of damage. However, this skill will allow the Hero to roll 1 Combat Die to determine additional damage. The Monster may defend this rolled attack. *May not be used by the Elf or Wizard.*

Melee Combat - (1-handed weapon/Shield +1 to AD/DD). This skill allows a Hero to coordinate his one-handed weapon and shield movements to increase his Attack and Defend Combat Die rolls. This skill only works with a one-handed weapon and shield. *May not be used by the Dwarf or Wizard.*



Sorcere The School of Magic

The Elf

Upon becoming a Veteran, you are now eligible for enrollment into Sorcere, the School of Magic. An initial fee of 300 Gold Coins is required upon enrollment. You may choose 1 of the following Elf Spells to begin your new path of education. Upon completion of the next Quest, you may then begin learning the Elf Spells (one at a time) for a fee of 150 Gold Coins each. To learn a new spell, you must roll 1 Combat Die. You must roll anything but a White Shield to succeed. *Note: You are still limited to 3 Spells per Quest. As you gain this additional knowledge, you may now*

only select from your Elf Spells, leaving the Elemental Spells behind.

Veteran Spells	
Deep Sleep	Hypnotic Blaze
Disappear	Slow
Double Image	Time Stop
Flashback	Twist Wood

Once learning all of the Veteran level spells and upon gaining Knighthood allows for some additional spells. There is a fee of 400 Gold Coins and you must roll anything except a White Shield on 1 Combat Die.

Knight Spells	
Bolt	Luck
Fleet Foot	

Extra Spells

Once you are a Legend, you may now increase the number of spells that you can carry with you on a Quest. For a fee of 300 Gold Coins, you may take 1 extra spell with you on a Quest (maximum of 3 spells). You may now take up to 6 Elf Spells per Quest.

Note: You must master each level of spells (per Rank Title) before you may advance to the next level.

The Wizard

As a Champion, you may enroll into Sorcere, the School of Magic for a fee of 200 Gold Coins. Once enrolled, you may learn new spells (at a cost of 100 Gold Coins each). You must roll anything but a Black Shield (on 1 Combat Die). You may attempt to learn as many spells between Quests as you would like; however, if you fail, you may not attempt any more until the next Quest. Note: There are no refunds for failure.

Champion Spells	
<i>Air</i>	<i>Earth</i>
Net	Earth Shield
Soothing Breeze	Stones
<i>Fire</i>	<i>Water</i>
Fire Lance	Heavy Water
Resist Fire	Thunderstorm

As a Veteran, you may continue your education and learn more spells. Each spell costs 250 Gold Coins and you must roll anything but a Black Shield on 1 Combat Die.

Veteran Spells	
<i>Air</i>	<i>Earth</i>
Disarm	Molten Ground
Silence	Scry
<i>Fire</i>	<i>Water</i>
Blood Burn	Circle of Power
Explosion	Water of Life

Upon becoming a Knight, new spells are available. Now, you may learn the Wizard Spells. Each spell group costs 400 Gold Coins

(for 3 spells) and rolling anything but a White Shield (on 1 Combat Die) will open your eyes to new magic!

Knight Spells		
<i>Divination</i>	<i>Protection</i>	<i>Darkness</i>
Arrows of the Night	Clairvoyance	Dispell
Chains of Darkness	Future Sight	Invisibility
Cloak of Shadows	Treasure Horde	Wall of Stone

As a Legend, you may increase the number of spells you take with you on a Quest. For an additional fee (250 Gold) you may take 1 additional spell per Quest (maximum of 3 spells). You may only gain one additional spell at a time. You are still limited to 3 spells in any given spell group.

Note: You must master each level of spells (per Rank Title) before you may advance to the next level.

<i>Sorcere - Elf</i>	<i>Cost</i>
Enrollment	300 GC
Veteran Spells	150 GC
Knight Spells	400 GC
Extra Spells	300 GC

<i>Sorcere - Wizard</i>	<i>Cost</i>
Enrollment	200 GC
Champion Spells	100 GC
Veteran Spells	250 GC
Knight Spells	400 GC per group
Extra Spells	250 GC
Advanced Wizardry	2500 GC



Advanced Wizardry

Wizard, once you have mastered Sorcere, a new door is opened to you. You may choose a specialization. Choose wisely, for once you begin the journey as a specialized mage, there will be no turning back. Taking this step will limit you to your Elemental Spell group of choice and 1 Wizard Spell group. The fee to become an Archmage is 2500 Gold coins.

Now that you have become an Archmage, you will still be referred to as a wizard, where applicable. You will retain all of your previous abilities, including your Legendary Abilities, but you will no longer be able to cast any Elemental Spells other than those that belong to your new specialty. You will have 9 Elemental Spells that you will take on your journeys and will have the choice of one Wizard Spell group. Weapons, armor, artifacts, etc., that preclude the wizard still apply to the Archmage. Keep in mind that in future Quest Packs, there may be powerful new items that may apply specifically to Archmages, yet exclude normal Wizards.

Becoming an Archmage

Once the Wizard has chosen a specialization, he will embark on a solo Quest to become an Archmage. This will be his last journey as a Wizard and will emerge a powerful Archmage.

Recall Spell

The Archmage will have the ability to recall a previously cast spell. Be warned, attempting to do so will cost 1 Mind Point. By rolling a Skull on 1 Combat Die, you will succeed in recalling a spell. Take caution, for if you fail once, you will not be able to recall a spell for the remainder of the Quest. Attempting to recall will consume one-half of the combat phase.

Elemental Sensitivity

The Archmage is so sensitive of his element that he gains a bonus when being affected by his choice element. Conversely he also incurs a

penalty when being affected by his opposing element. This bonus or penalty is a factor of 1d6 or 1 Combat Die. Plus or minus, accordingly.

Environmental Attenuation

The Archmage is so attuned with his element and his surroundings, he is sometimes able to prevent disaster. The chart on the following page outlines how the archmage should handle the most common types of Hazards.

Evade

When evading a trap, the Archmage must roll anything but a White Shield on 1 Combat Die. Successfully evading a Falling Block Trap or Pit Trap, etc., will place the Hero on the space right before the trap square. Zargon will still place the appropriate trap tile on the board, but the Hero will not be affected by it. This is an automatic ability that is used upon the untimely discovery of a trap.

Detect

When detecting a trap, the Archmage must announce that he is 'Detecting Traps'. He must roll anything but a Skull on 1 Combat Die to detect a trap up to four squares away from the square he is standing on. When a trap is detected, it and its type is discovered, but not disarmed. This is a special ability and may be used 3 times per Quest.

+/- Combat Dice

A bonus or penalty will be made to the number of Combat Dice rolled.

No Effect/Reverse Effect

Where a normal character would experience a negative effect, the Archmage remains unaffected. Sometimes the Archmage will experience the opposite effect that is intended.

Skulls/White Shields/Black Shields (BS)

Some hazards require a certain result to safely pass. When these are called out, they override the normal rules for determining effects. *Long Pit Traps: the listed result is for the attempt at jumping the trap.*



<i>Archmage Bonus</i>	<i>Aeromancer</i>	<i>Geomancer</i>	<i>Pyromancer</i>	<i>Aquamancer</i>
Mind Point Bonus:	+1	+1	+2	+2
Movement Bonus:	+1 per d6	+1d6	----	----
Elemental Strength:	Air Spells	Earth Spells	Fire Spells	Water Spells
Elemental Weakness:	Fire Spells	Air Spells	Water Spells	Earth Spells
Special Skill:	Breath of Life	Riptide	Flame Resistant	Healing Waters

<i>Hazard Type</i>	<i>Aeromancer</i>	<i>Geomancer</i>	<i>Pyromancer</i>	<i>Aquamancer</i>
Cloud of Chaos	No Effect	----	----	----
Death Mist	**Reduced**	----	----	**Reduced**
Dwarven Forge	----	----	No Effect	+1 CD
Falling Block Trap	-1 CD	Evade	----	----
Fiery Chasm	Evade	Detect	Detect	----
Fireburst Trap	+1 CD	----	-2 CD	-2 CD
Gas-based Trap	-1 CD	----	----	----
Hurricane Trap	Evade	+1 CD	----	Evade
Ice Vault	----	----	No Effect	No Effect
Icy River	----	----	+1 CD	No Effect
Long Pit Trap	Evade (Skull)	Detect	----	----
Pit of Darkness	Evade	Detect	----	----
Pit Trap	Evade	Detect	----	----
Poison (darts, etc.)	----	----	-1 CD	-1 CD
Quicksand	(White Shield)	(Skull)	----	(Skull)
Slippery Ice	----	----	No Effect	Reverse Effect
Spear Trap	----	Evade	----	----
Spiked Floor Trap	----	Detect	----	----
Stalactite Trap	----	Detect	----	Evade
Stone Doorway	----	1 CD (BS)	----	----
Swinging Axe/Blade	----	Evade	----	----
Teleport Trap	----	----	Evade	Evade
Trap Door	----	Safe Passage	----	----



Additional Archmage Skills

Breath of Life

Once per Quest, you may rescue a fallen Hero with a breath of life. This will prevent the fallen Hero from dying by granting them 1 Body Point.

Riptide

Once per Quest, you may focus your mind and use your training and experience to open a Pit of Darkness beneath an enemy in your line of sight. The monster will take normal damage as a Hero would. Zargon will place a Pit of

Darkness tile on the square and it will stay there for the remainder of the Quest.

Flame Resistant

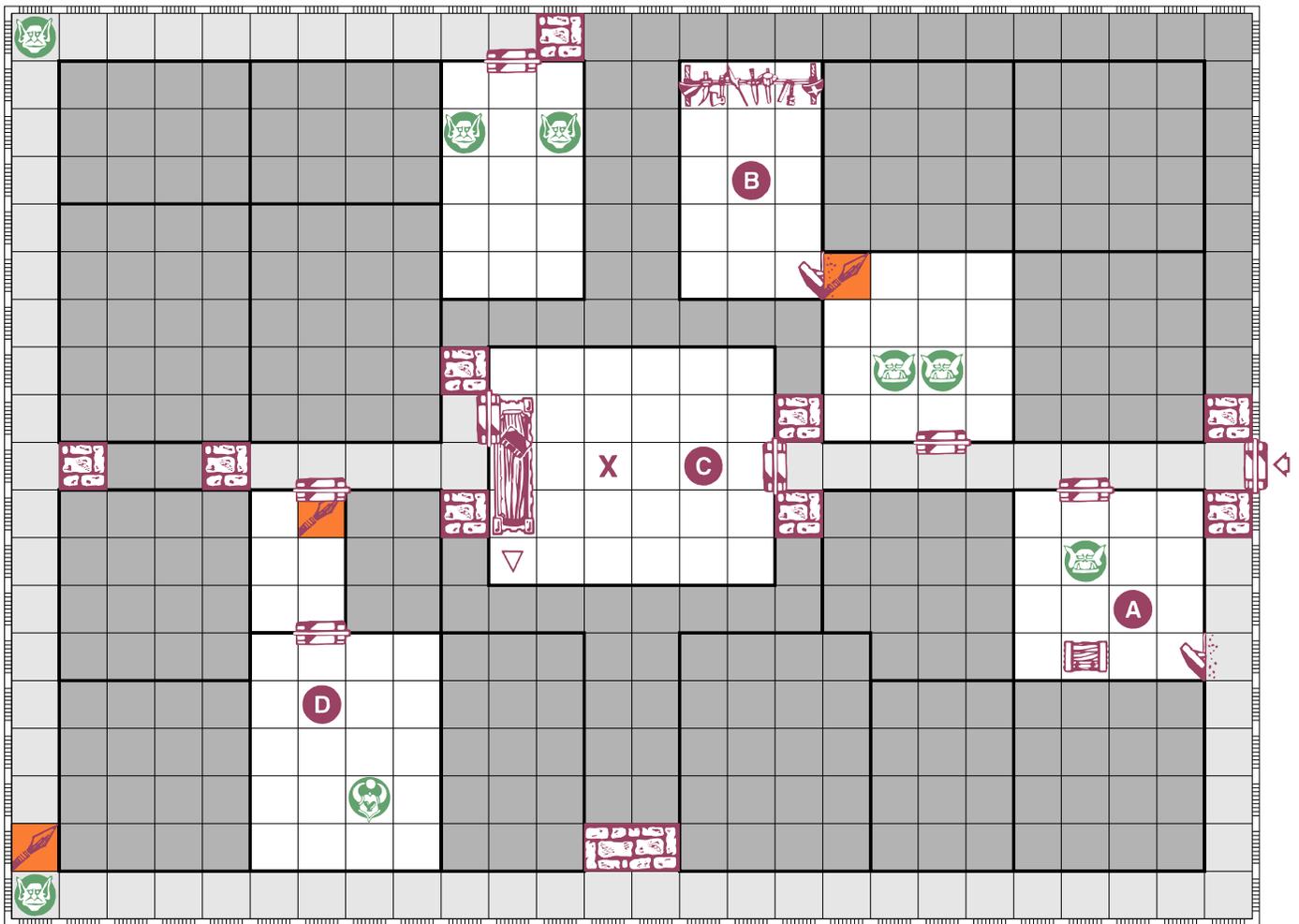
Your mind and body are so attuned to fire and its intricacies, that you gain 1 Combat Die when defending against fire based traps (i.e. exploding chests, etc.).

Healing Waters

At the beginning of each Quest, you may create a potion that will heal 1d3 Body Points. You must roll anything but a White Shield on 1 Combat Die to create this potion.

(Roll 1d6: 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3)

Aeromancer



Storm of Knowledge

NOTES:

- A** When searching for treasure, the Wizard finds 150 Gold Coins in the Chest.
- B** A Blowgun can be found on the Weapon's Rack, if the Wizard searches for treasure.
- C** When the Wizard steps on the square marked 'X', the Bookcase slides to the side revealing the door beyond. If the Wizard steps off of the square, the bookcase swings back closed. The door must be opened to hold open the Bookcase. The Wizard must cast the **Genie** Spell on the door while standing on the 'X'. (Don't reveal this to the Wizard, make him figure it out.)

- D** This is an Elemental Warrior with the following stats:

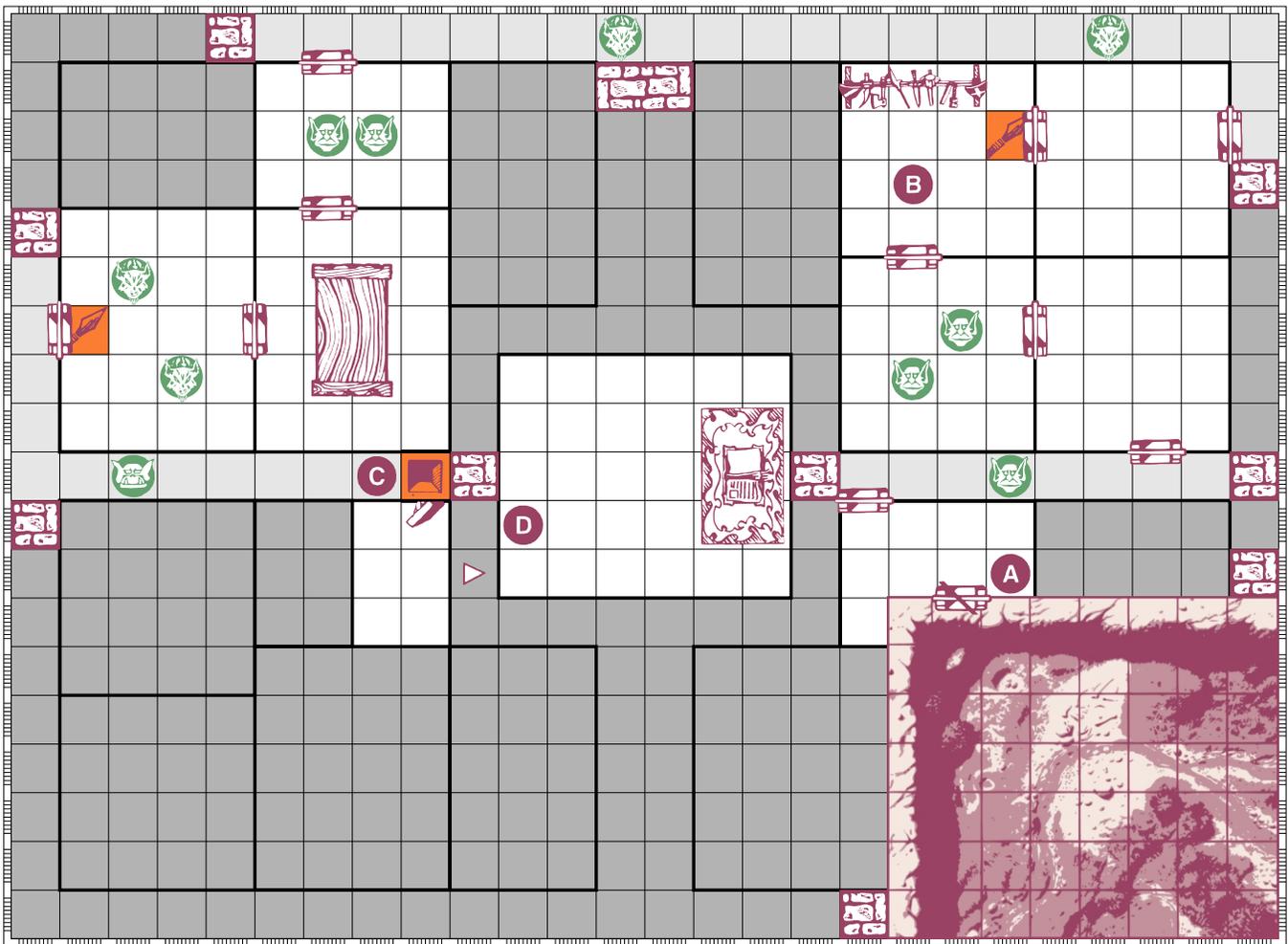
<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
5	3	3	2	9

He can also cast the following: **Ball of Flame, Fear, Firestorm, Skulls of Doom** and **Wall of Flame**.

Tip for the Wizard:

"You will need your spells to assist you in your goal. Perhaps a helping hand will be required."

Geomancer



Terrarium of Lore

NOTES:

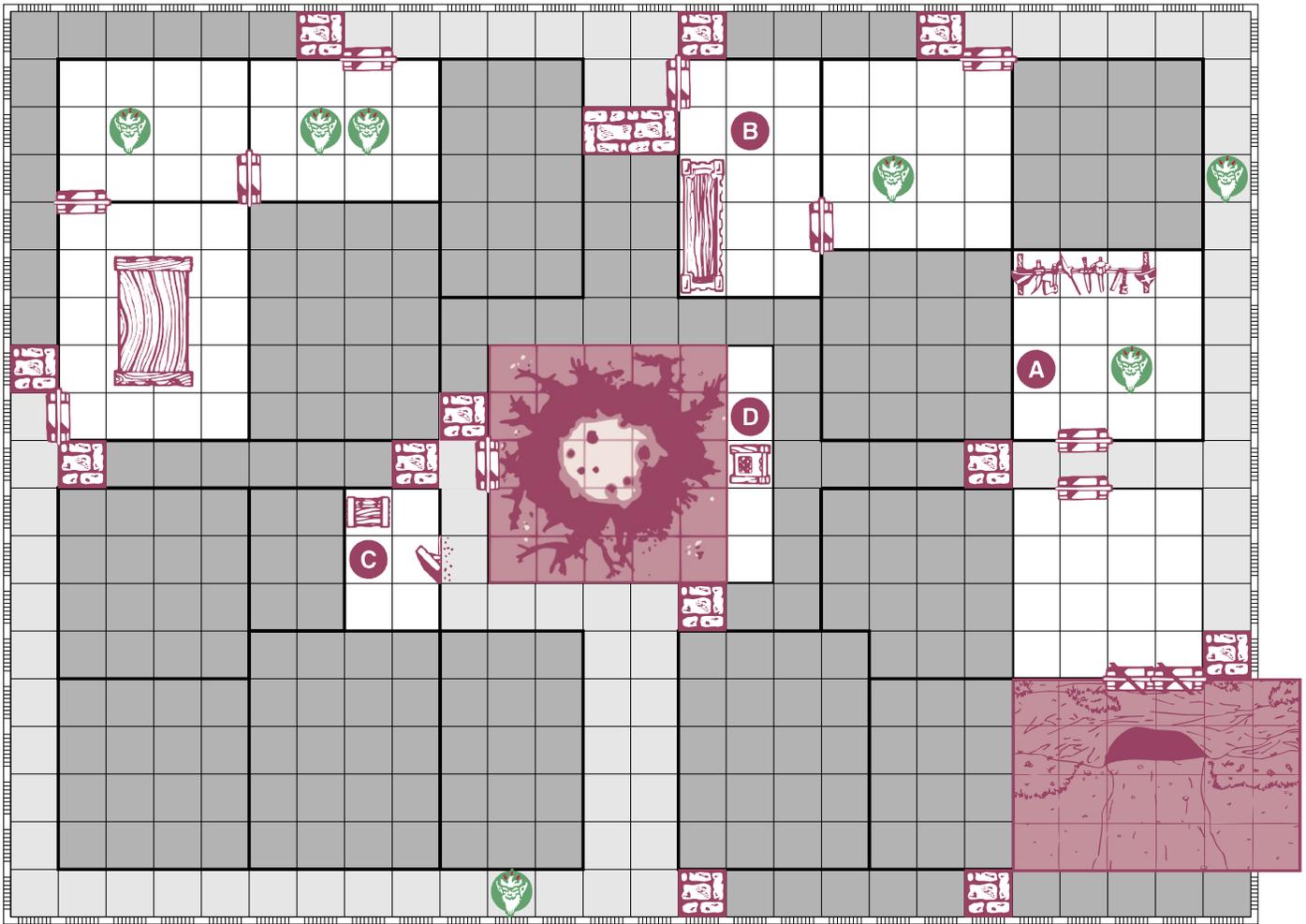
- A** The Wizard begins the Quest on the Surface tile, the open door is the main entrance. Zargon will place the contents of the 'room' once the Wizard approaches the open doorway.
- B** If the Wizard searches for treasure, he will find 2 Daggers and 2 Magical Throwing Daggers on the Weapons Rack.
- C** The secret door can only be accessed while inside the pit. Room 'D' can only be accessed via the **Pass Through Rock** spell at (or near) the arrow location.
- D** Once the Wizard has entered this room (by casting **Pass Through Rock**) he will notice an ancient tome laying on the alter. It calls to him. Upon touching the tome, he is infused with knowledge and power and is immediately teleported to the door at location 'A'.

Tip for the Wizard:

"You will need your spells to assist you in your goal. It may require more than one search."

Wandering Monster in this Quest:  Skaven

Pyromancer



Burning from Within

NOTES:

All of the Ice Gremlins in this Quest are not Ice Gremlins, but Fire Sprites (Zargon may use the Ice Gremlin figures or Goblin figures, if he wishes).. They are immune to fire spells and have the following stats.

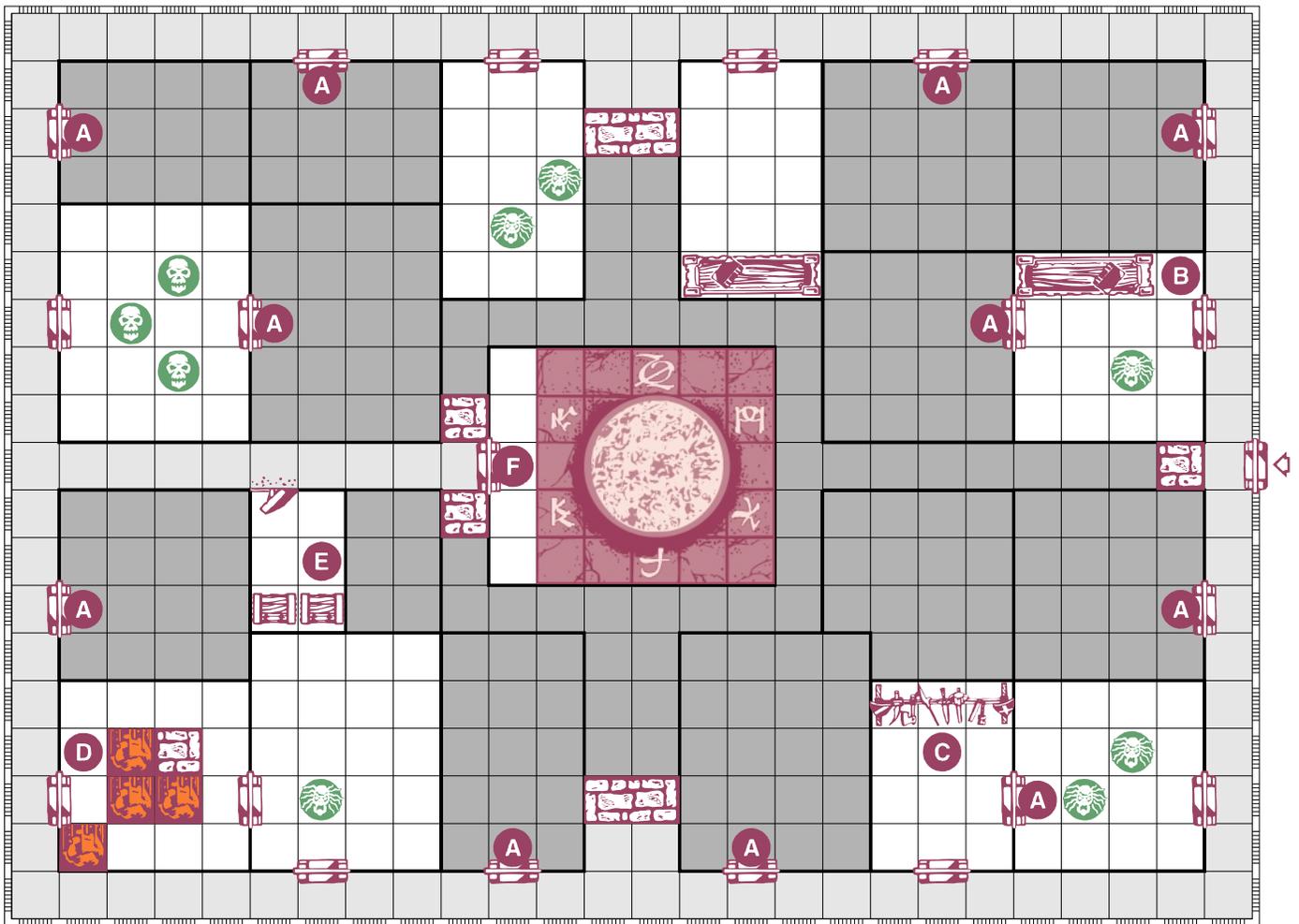
Movement	Attack	Defend	Body	Mind
8	2	2	1	3

- A** If the Wizard searches for treasure, he will find 3 Magical Throwing Daggers and 2 regular Daggers on the Weapons rack.
- B** If the Wizard searches for treasure, he will find 2 Potions of Healing (1d6) and a Genie Spell Scroll.

- C** Upon searching for treasure, there are 500 Gold Coins in the Treasure Chest.
- D** In order to complete this Quest, the Wizard must cast a Fire Spell on the throne. It will burst into flames and the Wizard must then sit down on it to gain the mantle of Pyromancer.

Tip for the Wizard:
“You will need your spells to assist you in your goal. Perhaps resting in that which you seek will suffice.”

Aquamancer



River Sojourn

NOTES:

- A** These doors will not open, it seems as if the room beyond is caved in. Caution should be taken.
- B** It appears that this was once an elegant library that may have held many secrets and magical books, but time and water damaged has taken care of that.
- C** It appears that this Weapons Rack stored many glorious weaponry. After sifting through the remains, you find 2 Magical Throwing Daggers.
- D** Zargon should make sure and place a blocked square or rubble tile in this room and inform the Wizard that it is very dangerous.
- E** If the Wizard searches for treasure in this room, he finds 500 Gold Coins and 2 Potions of Healing (1d6).
- F** The Wizard quickly notices the powerful runes engraved into the floor around the fountain. Even a novice could see that this room is protected by powerful magic. Not even time could conquer the beauty in this room. The Wizard needs to cast **Water of Healing** or **Water of Life** on the Fountain. Doing so causes the waters to rise up and engulf the Wizard, cleansing him of ignorance and revitalizing him with the powers of Aquamancy.

Tip for the Wizard:

“You will need your spells to assist you in your goal. Once the chalice is located, refresh yourself and succeed.”

Wandering Monster in this Quest:  Zombie



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