

HERO QUEST



House Rules

Supplementary Rules to Enhance the Base System,
Balance Exploration, Team Work and Combat.



Movement

When in non-confrontational gameplay and on their turn, players may choose to move:

- 2 x D6 Spaces
- 7 spaces



Restrictions

Regular movement mechanics apply when:

- Any monsters are visible
- Hero is in combat
- Hero is adjacent to a monster
- Sneak is being used (See “Sneak”)



Initiative



Hero Initiative

On the hero's turn, players may act in any order as long as:

- Each hero takes their turn.
- No hero takes more than one turn.



Monster Initiative

Monsters must act in order of threat level from weakest to strongest.



Rapid Movement

When in combat, a player may choose to forego their action and instead roll an extra D6 for additional movement.

Monsters can forego their action and gain an extra half their movement.

Restrictions

- The hero (or monster) cannot be adjacent to a monster (or hero) at the start of their turn.
- The hero cannot be sneaking.

- The hero (or monster) path requires they do not pass through monsters (or heroes) that leave less than 2 adjacent spaces to pass through safely.



Fluid Exploration

Players may perform: Move → Search → Move.



Restrictions

- If monsters are present or revealed during the hero's turn
 - A monster is already on the board in sight of the hero
 - A monster is revealed as the player moves
 - A wandering monster appears
- If a door was opened during the hero's turn
- The player is adjacent to a closed door at the start of their turn
- New room or corridor is revealed
- When sneaking



Sneaking



Risky Sneak

As a player is moving and a monster is revealed (or at the start of their turn if declared), a player can choose to sneak if they have enough remaining movement.

Player rolls 1 D10;

- If roll > Mind → discovered; turn ends
- If roll ≤ Mind → proceed to detection.
- Zargon rolls 1 combat die
- Black shield → Monsters are alerted but player



location is not discovered.

- Skull / White Shield → Monsters are NOT alerted.

Upon success, the player may continue to move up to half their remaining movement spaces. Players must still remain hidden or else be discovered by any monster with line of sight.

Safe Sneak

- Player declares an action of sneak before any movement.
- Player must roll one movement dice representing half their movement
- Monsters remain unaware, and the player will not be detected as long as they can remain hidden.

Peak

During Sneak, players can “Peak” around a corner so as not to waste half moves but may not exceed that corner. If they exceed the corner, it is considered a move.

Restrictions

Players cannot pass one space directly adjacent to a monster or pass through two or more monsters that are within one space adjacent to each other.

Equipment Passing

- Out of combat requires no action.
- During combat requires the use of an action.
- Players must be one space orthogonally adjacent. Diagonal passing is not allowed.



Load Out

Heroes must commit to combat load-out at the start of a quest.

Excluding armour, spells, and other artefacts, heroes may carry:

- 1 ranged weapon
- 1 two-handed weapon
- 1 single-handed weapon
- 1 shield

In other words, players may NOT carry all of their weapons inventory during a quest!

Switching Gear

Switching hand-held gear must occur before attacking and can only be changed after defending.

Restrictions

- If adjacent to monsters, switching is not allowed.
- If unable to safely, switching is not allowed.

Heroes must choose either:

- A two-handed weapon (no shield), OR
- A one-handed weapon and shield (if they have one)

No hero may attack with a two-handed weapon and benefit from shield defence in the same round other than a character such as berserker or barbarian (7 or greater body points).

Study

Magical Heroes may attempt to reclaim spells during a quest by studying. Study is

an action that consumes a full turn forgoing movement and can't be performed in a room with monsters or corridor.

- Use a D<2 x mind points>

Wizard	D12
Elf	D8

- Roll = mind points + spells already used
- Success on roll > dice max - (mind points / 2)

Wizard	10 ~ 12
Elf	7 ~ 8

Upon success, the hero may reclaim one used spell.

A wandering monster appears on a roll of one, and study ends immediately.

Any other roll, and the player must continue to attempt to study or choose to stop.

Searching for Treasure

When a player searches for treasure:

- Zargon shuffles the treasure deck.
- Treasure cards equal to the player's mind points are dealt face down on the board.
- The player can choose one of the cards.
- A treasure card (gold) or potion is written on their sheet.
- A trap is resolved.
- A wandering monster is resolved.
- All cards are placed back in the deck, and

the deck is reshuffled.

Leaving a Room Un-searched

If all players leave a room un-searched, Zargon must place a treasure card face down in the room. If the players revisit that room during the quest, the card is turned over.

If it is a treasure card, the first player to enter that room claims it and it is removed from the deck. If it is a trap, the first player to enter the room takes any damage. If it is a wandering monster, the first player to enter the room must deal with it. No other searches can be performed in that room.

Dungeon Escape

When all quest objectives are complete, players may decide to: Immediately end the quest (a quick exit) or; Attempt to flee to the exit for further rewards.

Quick exit

- The quest ends instantly.
- No further rewards are granted.
- Heroes leave safely.

Fleeing

- Upon successfully reaching the exit, each surviving player will receive **50 gold**.
- On each of Zargon's turns, one combat dice is rolled.
 - If a black shield is rolled, Zargon must place a monster at the end of but in line of sight of the players on route back to the exit.
 - For each enemy spawned during this



phase, Zargon acquires a skull token (representing each defeated or active enemy).

- Skull tokens represent the dungeon alert level.
- As skull tokens increase, enemy difficulty level escalates

Skull Count	Monster Tier
1 - 2	Goblins, Skeletons, etc..
3 - 4	Orcs, Archers, etc...
5 - 6	Chaos Warriors
7 plus	Ogre / Elite threats

Zargon may scale this narratively based on dungeon theme and party condition.

Heroes who defeat enemies gain ****+25 gold**** per enemy defeated.

At any time, heroes may choose to abandon this phase but will forfeit all gold acquired during this phase, including the 50 gold bonus.

When skull tokens exceed 5, Zargon may choose at their discretion to use dread magic.

Fate of the Fallen

When a hero reaches 0 body points, roll a D20:

- 1 = true death: Hero dies permanently and equipment is dropped. Monsters or players may claim equipment. A monster may flee the dungeon with the equipment, and it will be lost forever.
- 2-19 = Unconscious: Hero collapses and is considered out of play and cannot be targeted, healed, or affected. Monsters may attempt to drag the board to exit at

half speed. If the body reaches the exit, the hero is lost forever. They can restart the next quest as a new hero with starting kit.

- 20 = Saving throw: Player gains 1 body point and a free D6 movement



Recovery & Rescue

- Heroes may drag unconscious allies (half movement while dragging).
- Only ****Heal Body**** may revive an unconscious hero.
- Revived heroes may not act further that turn.



Abandonment

If an unconscious hero is left behind:

- They are presumed dead.
- All equipment is lost.
- They must restart future quests with default gear.



Combat Mechanics



Doorway Reinforcement / Noise Response

Applies when heroes fight while blocking a doorway and not fully entering the room.

On Zargon's Turn

1. Roll 3 Combat Dice
2. Count the number of black shields
3. Roll 1d8
4. If $dX \leq \text{black shields}$ → Reinforcement arrives

Alert Level



- 1 shield → Goblin Archer

- 2 shields → Skeleton Archer
- 3 shields → Ogre

Monster spawns at the far end of the corridor and behaves normally.

This rule stops if:

- Heroes enter the room
- Combat ends
- Party retreats

👁️ Patrols

The Patrol System introduces escalating tension when the dungeon becomes too quiet.

If there are no monsters on the board, at the end of all players' turns Zargon will collect on patrol tokens.

At Zargon's turn they will roll 1 D6. If the result is less than or equal to the patrol tokens a patrol will appear. Tokens continue to accumulate until a patrol appears.

When a patrol triggers, Zargon may:

- Spend Patrol Tokens as a ****budget**** to create enemies.
- Split the tokens across one or more monsters.
- Choose monsters contextually based on the situation.
- Underspend or even choose not to place monsters if narratively appropriate.



Each monster costs tokens equal to its Attack Dice.

Examples:

- Skeleton (2 AD) = 2

Tokens → Two skeletons may

be placed with 4 tokens

- Wandering Monster (4 AD) = 4 Tokens → One strong patrol
- 1 Token may force very weak or thematic enemies



Zargon is encouraged to adapt patrol strength to party condition and narrative logic.

Patrols must:

- Spawn out of line of sight
- Appear as close as far away from heroes as possible
- Use explored squares where possible
- Otherwise appear behind the next unopened door or around a corner

Patrol Tokens are immediately cleared when:

- A patrol is spawned
- Monsters are placed via normal quest instructions
- Major scripted events introduce enemies



This prevents stacking unfair pressure on top of normal gameplay.

Rest & Recovery

Heroes may attempt to Rest only if ALL of the following conditions are met:

- No monsters are present or visible
- All heroes are inside the same room
- The party unanimously agrees to rest

When attempting to rest:



- All heroes must forfeit their movement and action for the turn.
- Each hero rolls 1d6.
- If ALL dice show 5 or 6, one chosen hero regains 1 Body Point.

Knock Back

If a hero or monster is attacked and rolls 0 shields when defending, they suffer normal damage and are knocked back 1 space directly away from the attacker.

- If that space is occupied, they may be moved to any other adjacent empty space instead.
- If there are no adjacent spaces the figure may be pushed through allied figures into the closest available space.
- A figure may only be pushed through allied figures (heroes through heroes, monsters through monsters).
- A figure may not be pushed through opposing figures (heroes cannot pass through monsters and vice versa).
- If no legal square exists, the knock-back does not occur.



Parry

A parry may only occur when ALL of the following are true:

- The defender suffers zero damage from the attack.
- Every defence die rolled is a shield.
- The defence is against a melee attack.

If any of these conditions are not met, no parry occurs.



When a parry is triggered:

- The defender immediately rolls 1 attack die against the

original attacker.

- The roll must be a white shield but inflicts an immediate 1bp attack.
- This is a free counter-strike.
- No movement occurs.
- The counter cannot itself be parried.
- The counter cannot trigger additional effects.



Ranged weapons

A ranged weapon's Attack Dice determine its maximum range and accuracy requirement.

- Maximum Range = Attack Dice × 6 squares.
- Accuracy is checked in 6-square distance bands.

This system currently applies to the Crossbow (3 Attack Dice) but should be considered applicable to any ranged weapon going forward.

When a hero fires a crossbow:

1. Damage Roll: Roll 3 Combat Dice as normal to determine potential damage (Skulls).
2. Accuracy Roll: Roll 3 Combat Dice again to determine if the shot hits.

For every 6 squares of distance, a minimum number of Skulls must be rolled:

Distance	Skulls	Result
1 ~ 6	1	Reliable Shot
7 ~ 12	2	Risky Shot
13 ~ 18	3	Desperate Shot
18 plus	N/a	Automatic Miss

If the required number of Skulls is NOT rolled, the attack misses and deals 0 damage.