

backwards, or to the side. This ends His turn. Zargon then places a rubble stone tile on that space. This space is no longer passable.

Spear Traps

When a Hero steps onto this square, He must roll 1 combat dice. A skull is a lost body point. A shield means that He dodged the spear and can continue with his move. We have made it that unless the spear trap is disarmed, the spear resets itself and is ready again. If a Hero tries to disarm a spear trap. He moves onto the space and rolls 1 combat dice. A skull means that He tripped the trap. He must now roll 1 combat to see if He has been hit. A skull means a hit and the trap resets itself. The Hero must try again.

If the Hero has a tool kit or they let the Dwarf disarm the trap. Then only a black shield will trigger the trap.

Giant Boulder (Rolling Rock Trap)

When a Hero steps on this space, the boulder starts rolling. Tell the Hero to stop and Place Boulder on the marked square. The Hero that triggers the trap can then use the rest of his turn (if he has any) To run for it. Boulder starts rolling on Zargon's turn, after the Heroes have moved. Zargon rolls 2 red dice and moves the boulder that many spaces towards the star burst on his map. Any Hero that gets flattened by the boulder must roll 5 combat dice. Each skull is a lost body point. Because the hallway is 2 spaces wide means nothing. The Boulder is rolling back and forth down the hallway, smashing everything in the hall, until it stops at the end.

No giant boulder trap can be disarmed or searched for.

Swinging Axe

When a Hero steps on this square. He rolls 2 combat dice. Each skull is a lost body point. Trap then resets. Disarming an axe trap is the same as disarming a spear trap.

Furniture Traps The Heroes are always warned if these chests are bobby trapped. Zargon simply tells them how many points they will lose if they trip the trap and what kind of trap it is. It's usually a needle, but sometimes it can be a gas trap, then all the Heroes inside the room would take the hit.

The Deer Skull Door This door needs a soul to open it. When the Warlock that made the door is killed then the evil spell is broken.

Hero Quest Master's Series

A Few Rules at a Glance

Over the years we have changed a few of the rules to make the game more enjoyable for the Heroes. Remember Zargon; it's all about giving your friends a great game. Too hard or too easy and the game is no longer fun. I've made this list so hopefully you will not have to keep bringing out all the five rulebooks. I hope it helps.

Drinking Potions

I have always made it that the Hero had to use a turn if he wanted to drink an extra potion. It was realistic. But now we're going to change this rule and allow the Heroes to drink in the middle of a turn or if he has a lousy roll.

Double potions A Hero cannot drink two potions at one time to add more power to a single attack. He can take a potion when he is under a spell. Like Courage or Rock Skin. There are 3 potions that have long lasting effects; Vision, Speed and Thunder. We have made it that a Hero can't drink an extra potion while under the effects of these potions, it's a tuff choice that they need to make. The only exception is when needing a healing potion. A Potion can be mixed with a spell. But Heroes and Monsters can never have more than 6 combat dice on a single roll.

Heroic Brew When a Heroic Brew is used; your opponent can defend against your first attack, but not against your second attack. This is called a quick stroke. If a monster drinks a Heroic Brew, a Hero cannot defend against his second attack as well.

Sacred Water can only be used to destroy a regular Skeleton, Zombie, Ghoul, and Mummy. On the stronger monsters Scared Water will make 2 body points of damage on the following monsters; Iron Skeletons, Stone Mummies, Vampires and Kalra-nji. Monsters cannot defend against the water.