

## *HeroQuest v2.09e by Juan Carlos Lopez*

Juan created his version of HeroQuest using Gerwin's as a Template, in doing so added Spells and generally improved the game for more complex gameplay. The following is a short description of how to access and use certain windows within Juan's version of HeroQuest, which can be found on Gerwin's website.

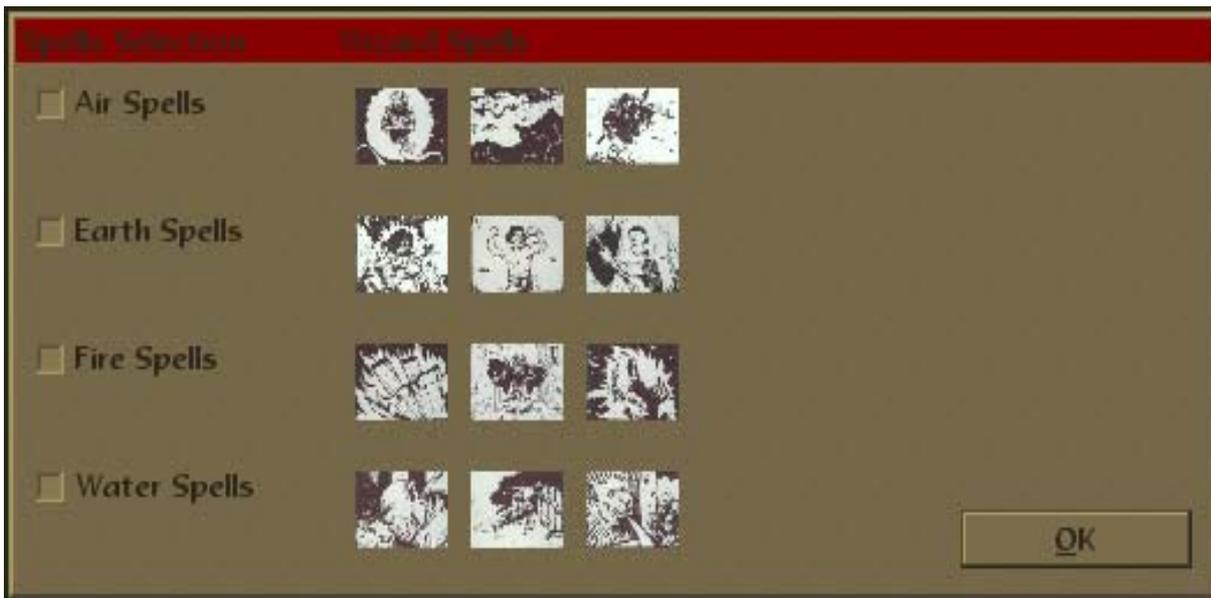
### *Inventory Statistics Window*



- 1 Single-Click on the Magic Icon to use the Spells by the Wizard & the Elf.
- 2 Single-Click on the Potions Icon to use Potions.
- 3 Single-Click on the Sword Icon for special attacks: Range & Diagonal.
- 4 Single-Click on Search Icon to search for Traps and Secret Doors.
- 5 Single-Click on Hero's Inventory to access that Hero's Equipment.
- 6 Right-Click on Armor/Weapons for their description or Double-Click on Equipment to paste into Hero's Inventory
- 7 and gain its attributes.



## Spells Selection Window

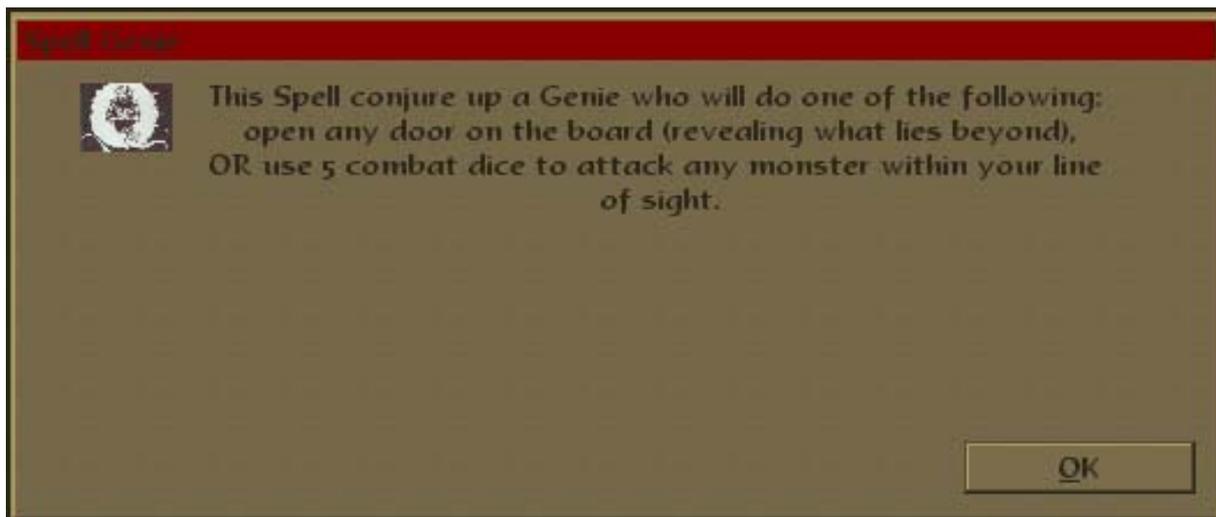


Before you begin to play HeroQuest select up to three (3) sets of Spells for the Wizard by ticking in the little boxes on the left with your sword cursor, and then click the OK button. This will allow you to tick the remaining set of Spells for the Elf, and then click the OK button again to continue.

If you change your mind just de-select your choices using the sword cursor before you click the OK button.

By right-clicking on the picture of the Spell, you will get another window with that Spell's description and then click the OK button to return to the Spells Selection window above.

Please Note: You do not have to use/choose all the Spells to play.



## The Armory Window



When a Hero clicks onto the Merchant (*If available in the HeroQuest Adventure*) that Hero can buy Equipment from The Armory window above.

Double-Click on the item to purchase it if the Hero has enough gold to do so. The Equipment will go in that Hero's Inventory, when done click the OK button to return to the Game.

Right-click on the Equipment before or after purchase to read its description and cost, when done click the OK button to return to the Armory window.



## Quest Edit Aid For HeroQuest v2.09e

This Table should be used to make easy creation of quest. Contains a description of the scripts and the list of elements used by scripts.

No.	Name	Variable	Description
00	No Script	N/A	Does Nothing
01	Run Text & Sound	Scriptxt1-scriptxt2-sound	Writes a console text and run a sound
02	Give X amount Y	Scriptxt1-scriptxt2-sound X: 0 - movement 1 - off 2 - def 3 - life 4 - mind 5 - exp 6 - recover 4 off 7 - recover 4 off (mage) 8 - recover 4 life 9 - recover 4 mind Y: amount	Give to the hero amount Y for X characteristic
03	Set X amount Y	Scriptxt1-scriptxt2-sound X: 0 - movement 1 - off 2 - def 3 - life 4 - mind 5 - exp 6 - recover 4 off 7 - recover 4 off (mage) 8 - recover 4 life 9 - recover 4 mind Y: amount	Set to the hero amount Y for X characteristic
04	Take X amount Y	Scriptxt1-scriptxt2-sound X: 0 - movement 1 - off 2 - def 3 - life 4 - mind 5 - exp 6 - recover 4 off 7 - recover 4 off (mage) 8 - recover 4 life 9 - recover 4 mind Y: amount	Take to the hero amount Y for X characteristic
05	#Strip X to Default	N/A	N/A
06	#Item X amount Y	N/A	N/A
07	Arrow Trap	Scriptxt1-scriptxt2	Arrow Trap (-1 to life)
08	Pit Trap	Scriptxt1-scriptxt2	Pit Trap (-1 to life / -1 off / -1 def)
09	Rock Trap	Scriptxt1-scriptxt2	Roc Trap (-1 to life Rock falls)

10	Instant Death Type X	Scriptxt1-scriptxt2	Instant Death (life = 0)
11	Game End Type X	Scriptxt1-scriptxt2	Game End
12	Game Won reveal room XY	Scriptxt1-scriptxt2 X: room position X Y: room position Y	Game won and reveal a room
13	Game won reveal all	Scriptxt1-scriptxt2	Game won and reveal all
14	Reveal room XY	Scriptxt1-scriptxt2 X: room position X Y: room position Y	Reveal room XY
15	Reveal all	Scriptxt1-scriptxt2	Reveal all rooms
16	Check visible (Change floor and reveal)	N/A	N/A
17	Change to side XY	Scriptxt1-scriptxt2 X: hero/monster position Y: hero/monster position Var1: n° of side (See table below)	Change a hero/monsters in position XY to other side
18	Change to prefab	N/A	N/A
19	Treasure	Scriptxt1-scriptxt2-sound X: 0 - movement 1 - off 2 - def 3 - life 4 - mind 5 - exp 6 - recover 4 off 7 - recover 4 off (mage) 8 - recover 4 life 9 - recover 4 mind Y: amount	Gives a Treasure to the hero (Modifies statistics if needed)
20	Hatch-teleport to XY	Scriptxt1-scriptxt2-sound X: new position X Y: new position Y	Teleports a hero/monster to position XY or to another Hatch if XY not defined
21	Run equipment shop	Scriptxt1-scriptxt2	Show dialog shop
22	Endpoint objective	Scriptxt1-scriptxt2	Endpoint, this hero is victorious, quest continues
23	Retreat/Flee point	Scriptxt1-scriptxt2	Retreat Hero?
24	Reveal/Make Door XY	X: door position Y: door position	Reveal door
25	Treasure Card	Scriptxt1-scriptxt2-sound	Gives a treasure card to hero
26	Give Weapon	Scriptxt1-scriptxt2-sound Var1: n° of equipment (See table below)	Gives a weapon/weapon artifact to hero
27	Give Item	Scriptxt1-scriptxt2-sound Var1: n° of item (See table below)	Gives a Item that stores with potions to hero
28	Give Spell	Scriptxt1-scriptxt2-sound Var1: n° of spell (See table below)	Gives a spell to the hero

<b>29</b>	Give XY Variable Z	Scriptxt1-scriptxt2-sound Var1: 0 - movement 1 - off 2 - def 3 - life 4 - mind 5 - exp Var2: amount X: hero/monster position X Y: hero/monster position Y	Gives to the hero/monster in XY Variable Z
<b>30</b>	Set XY Variable Z	Scriptxt1-scriptxt2-sound Var1: 0 - movement 1 - off 2 - def 3 - life 4 - mind 5 - exp Var2: amount X: hero/monster position X Y: hero/monster position Y	Set to the hero/monster in XY Variable Z
<b>31</b>	Leave objects	Scriptxt1-scriptxt2-sound	Leave all objects to all heroes
<b>32</b>	Give objects	Scriptxt1-scriptxt2-sound	Return all objects to all heroes (Be careful to not give another objects to the hero because will lose all objects forever)
<b>33</b>	Move objects	Scriptxt1-scriptxt2-sound X: object position X Y: object position Y Var1: new position X Var2: new position Y	Move an object to XY
<b>34</b>	Activate script XY	Scriptxt1-scriptxt2-sound X: script position Y: script position Var1: script to activate	Activates and script in position XY this need in the script in XY to configure all the Variables needed for the new script
<b>35</b>	Invulnerable	Scriptxt1-scriptxt2-sound Var1: vulnerable to 0 - tools 1 - armor 2 - weapon 3 - shield 4 - helmet Var2: n° of equipment (See table below)	This makes a hero/monster invulnerable (It is possible make the hero/monster only vulnerable to certain weapons/spells)

N° of Side	N° of Spell	N° of equipment	N° of Item	N° of Chaos Spell
01: Hero	00: Genie	28: Staff	45: Potion of Heroes	00: Ball of Flame
02: Allied		29: Chain Mail		
03: Greenskin	CRD05.BMP	30: Shield	46: Potion of Defense	CHS02.BMP
04: Undead	01: Tempest	31: Broad Sword	47: Potion of Strength	01: Cloud of Chaos
05: Chaos		32: Helmet	48: Potion of Healing	CHS03.BMP
06: Frozen	CRD06.BMP	33: Short Sword	49: Potion of Speed	02: Command
10: Static	02: Swift Wind	34: Dagger	50: Blessed Water	CHS04.BMP
11: Look Script		35: Long Sword		03: Escape
12: Walk Script	CRD07.BMP	36: Battle Axe		CHS05.BMP
13: Trap	03: Heal body	37: Hand Axe		04: Fear
14: Permanent Trap	CRD08.BMP	38: Spear		CHS06.BMP
	04: Rock Skin	39: Cross-Bow		05: Fire-Storm
	CRD09.BMP	40: Plate Mail		CHS07.BMP
	05: Pass Through Rock	41: Tools		06: Lightning Bolt
	CRD10.BMP	42: Bracers		CHS08.BMP
	06: Fire of Wrath	43: Cloak of Protection		07: Rust
	CRD11.BMP	51: Spirit Blade		CHS09.BMP
	07: Courage	52: Orc's Bane		08: Sleep
	CRD12.BMP	53: Borin's Armor		CHS10.BMP
	08: Ball of Flames	54: Talisman of Lore		09: Summon Orcs
	CRD13.BMP	55: Wand of Magic		CHS11.BMP
	09: Sleep			10: Summon Undead
	CRD14.BMP			CHS12.BMP
	10: Veil of Mist			11: Tempest
	CRD15.BMP			CHS13.BMP
	11: Water of Healing			
	CRD16.BMP			

## *Spell Descriptions*

The Spells that are used in Juan's HeroQuest game are described below they are the boardgame versions, but are similar within HeroQuest v2.09e

### *Air*

**Genie** – This spell conjures up a Genie who will do one of the following: Open any door on the board, revealing what lies inside; or Use five combat dice to attack any monster within your line-of-sight.

**Swift Wind** – This spell may be cast on any one hero. Its powerful burst of energy enables that hero to roll twice as many movement dice as normal the next time a hero moves.

**Tempest** – This spell creates a small whirlwind that envelops one monster of your choice; that monster will then miss its next turn.

### *Earth*

**Pass Through Rock** – This spell may be cast on any hero; that hero may then move through walls when that hero next moves. The hero may move through as many walls as movement will allow.

**Rock Skin** – This spell may be cast on any hero; that hero may throw 1 extra combat die when defending. The spell is broken when that hero suffers any body damage.

**Heal Body** – This spell may be cast on any hero; it will restore up to 4 lost body points.

### *Fire*

**Courage** – This spell may be cast on any hero. Who will then be able to throw 2 extra combat dice each time a hero attacks. The spell is broken when there are no more monsters visible by that hero.

**Ball of Flame** – This spell may be cast on a hero or monster; it will inflict 2 body points of damage. The victim may roll 2 dice, for each shield rolled this will reduce the damage by 1.

**Fire of Wrath** – This spell may be cast on any hero or monster anywhere on the board; it will seek out your enemy and inflict 1 body point of damage, unless that hero or monster can roll a shield on 1 combat die.

### *Water*

**Sleep** – This spell will put 1 monster to sleep. He may try to defend himself by rolling 1 die per mind point. If he rolls a shield he is unaffected. Once asleep he may not defend if attacked. He will awake if he rolls a 6 at the start of his turn, or if attacked.

**Veil of Mist** – This spell may be cast on any hero. This hero may then move unseen through spaces that are occupied by other heroes or monsters the next time that hero moves.

**Water of Healing** – This spell may be cast on any hero. It will restore up to 4 lost body points.

## *Chaos*

**Ball of Flame** – This spell can be cast on any hero or monster; and will inflict 2 body points of damage. The victim immediately rolls a 2D6 to reduce damage by 1 point for each 5 or 6 rolled.

**Escape** – This spell allows the Chaos Sorcerer to disappear and instantly teleport to any place on the board or if things get too tough from the current quest level to reemerge in the next.

**Fear** – This spell causes any one hero to become so fearful that the hero's attacks are reduced to 1 combat die. The hero can break the spell on a future turn by rolling a 1D6 for each current mind point that hero has, if a 6 is rolled the spell is broken.

**Lightning Bolt** – This spell may be cast in any direction; the bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 body points of damage on any hero or monster that is in its path.

**Rust** – This spell causes any metal weapon or piece of armour to become brittle and useless, that it can never be used again. Artifacts excluded.

**Sleep** – This spell puts any one hero or monster into a deep sleep; the victim is unable to move, attack or defend. The hero can break the spell on a future turn by rolling a 1D6 for each current mind point that hero has, if a 6 is rolled the spell is broken.

**Summon Orcs** – This spell conjures up a group of Orcs that surround and protect the Chaos Sorcerer. Roll a 1D6, 1-3 four Orcs, 4-5 five Orcs, 6 six Orcs.

**Tempest** – This spell creates a small whirlwind that envelops one hero or monster in line-of-sight of the caster; the victim misses their next turn.

**Command** – This spell puts any hero under the control of the Chaos Sorcerer. The spell can be broken immediately or on a future turn by rolling a 1D6 for each mind point the hero has. If a 6 is rolled the spell is broken.

**Firestorm** – This spell creates a room full of burning fire that inflicts 3 body points of damage on all heroes and monsters with the Chaos Sorcerer. Every victim in the room rolls a 2D6 and for each 5 or 6 rolled the damage is reduced by 1 body point.

**Summon Undead** – This spell conjures up a group of Undead to protect and surround the Chaos Sorcerer. Roll a 1D6, 1 four Skeletons, 2-3 three Skeletons & two Zombies, 4-5 three Zombies & two Ghouls, 6 three Ghouls & two mummies.

**Cloud of Chaos** – This spell creates a poisonous gas cloud that fills the room all heroes and monsters except Undead suffer 2 body points of damage unless they can roll a 1 on a 1D6, per mind point.

## *Monster Descriptions*

The following Monsters inhabit the world of HeroQuest, DragonStrike and Advanced HeroQuest naturally there are more e.g. Skaven (*Rat like*), but this will do for a start to give you some idea of what and who they are.

### **Bugbears**

These 8-foot-tall brutish creatures maybe big, but they are sluggish and slow in battle. They are also not every bright in the brains department. Even so, they are a little harder to deal with in conflict so don't underestimate defensive stamina.

### **Chaos Warriors**

These are men who have become monsters – slaves to evil. They are always heavily armoured and often bear weapons enchanted with Chaos magic. These dread warriors strike fear into all but the bravest (*or most foolish*) of opponents.

### **Death Knights**

These long-dead knights walk the land, still hungry for battle. They were once mighty warriors, now cursed to serve the Evil Wizard. They fear nothing like their skeleton allies and are the strongest of the Undead so far.

### **Dragons**

The most feared monsters of the land. These ancient creatures are intelligent and wise. As well as the ability to fly, they can double their spells powers and effects when they cast a spell. Approach with caution.

### **Elite Guard Knights**

Not much is known about these fearless creatures. Who were created by Nemezzeena<sup>®</sup> to battle the forces of good in her ongoing quest for domination? But what is known is they are one tough warrior that commands respect if faced in battle.

### **Fimirs**

These one-eyed, lizard-like creatures are stronger even than Orcs; they are sometimes found leading small bands of Orcs, Goblins and Hobgoblins in raiding parties to disrupt supply lines in times of war. They are dangerous enough even when encountered singly.

### **Fire Elementals**

These living towers of flame are always vicious. They can crackle like a fire and roar like an inferno. Fire Elementals make excellent guardians for Quest Treasures and Artifacts, if hidden in containers, like chests, waiting for their victims.

### **Gargoyles**

These foul creatures are also produced by Chaos magic. In essence they are stone statues of great monsters, brought to life through arcane rituals. Their stone 'skin' makes them very hard to wound in combat.

### **Ghouls**

Ghouls like their Zombie cousins, of no relation, have been magically enhanced to strengthen their ability to attack their enemies. They make excellent sentries as a first line of defence against invading and or intrusive foes.

## **Giants**

These 10-foot-tall big heavy brutes pack quite a punch, but they favor another kind of attack by throwing boulders or stone blocks at their opponents. Mountains and rocky hill country are their favorite haunting grounds.

## **Goblins**

These green-skinned creatures are small and cruel; but despite their small size and lack of brute strength they are dangerous foes. Orcs have enslaved many Goblin tribes, and the two are often found together.

## **Gargoyles**

If Gargoyles are bad enough then their stronger brothers the Gorgoyles are even worse. With heighten strength and mental abilities they make excellent warriors and have been known to command garrisons and out posts.

## **Hobgoblins**

These creatures are cousins to the Goblins. They are a bit tougher than their smaller brothers who reside in forests mostly, as the Hobgoblins are found in hilly regions as well as mountain terrain.

## **Manscorpions**

Manscorpions are completely evil, second only to the Evil Wizard himself, and that's saying something. They hate everyone and everything; their stinger contains a poison that's incurable, (*well that's the rumor*) so battle them at your peril.

## **Minotaurs**

These half men-half bull beasts stalk and terrorize the dark, if travelers dare to risk moving during the night. They roam deep dark dungeons, caves and long forgotten ruins; and make excellent guards where treasure is to be found.

## **Mummies**

Embalmed and preserved by secret and magical arts; mummies are controlled by a more powerful version of the magic that animates the Skeletons, Zombies and Ghouls. They are very hard to overcome in single-handed combat.

## **Orcs**

Orcs are related to the Goblins and Hobgoblins, but are larger in size and much more powerful. They form the rank and file of the Evil Wizard's armies and delight in cruelty and slaughter. They are savage and vicious warriors and should never be underestimated.

## **Ogre Chieftains**

Ogres are undisciplined, foul and uncontrollable by nature so to keep them in line a Chieftain is appointed to oversee the Clan and hire them out as mercenaries if necessary, with a reward of plenty of food and a brawling good time.

## **Ogre Champions**

Every Ogre Clan has an Ogre Champion to protect their Chieftain and or Lord in battles. Anyone brave enough to do battle with a Champion must be sure of their fighting prowess, otherwise they might not just end up dead, but as dinner as well.

**Ogre Lord**

All the Ogre Clans are lead by the Ogre Lord, the meanest, nastiest and the hungriest Ogre of them all. When the Ogres go on a feeding frenzy, he's right there on top of the food chain. The Ogre Lord is unpredictable and horribly dangerous when confronted in battle.

**Ogre Warriors**

Ogre Warriors see the world as one long series of meals. Enemies mean food; Ogres are ruthless foes who show no mercy once their appetite has been whetted. Ogres are not evil as such, just permanently hungry and frighteningly violent.

**Skeletons**

The animated remains of long dead warriors; Skeletons form the bulk of the armies of the Undead. They are slow but relentless, controlled by Chaos magic. They know no fear and attack with zealed frenzy.

**Trolls**

Trolls are wart-covered creatures that like to hide under bridges, in caves, in deep forests and mountains. They can heal very quickly when damaged in an attack and they can re-grow a severed limb, so are tough to combat in battle, be prepared.

**Zombies**

Like Skeletons, Zombies are magically animated corpses; Unlike Skeletons, some still bear traces of decaying flesh and muscle. Their movements are slow and awkward and they carry the stench of the grave wherever they go.



# The World Map of HeroQuest



Welcome my friends to the world of HeroQuest, where your adventures begin. I Mentor the Guardian of Loretome, greet you with open arms. Within this world you must battle the minions of Evil under the leadership of my enemy and yours, Morcar, the Lord of Chaos.

It is hoped that with your help and mine Morcar will be defeated and his foul servants of death and destruction be sent back to Hades where they belong, and never trouble our kingdom ever again.

Mentor, of the White Robe.