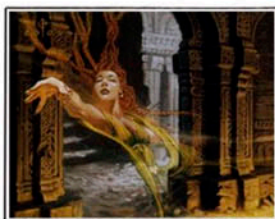


Mesmerising fog



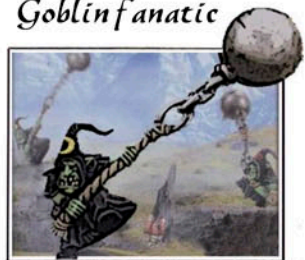
An evil fog spreads through corridors and chambers. Every hero has to undergo an intelligence test. If he fails the Evil One can steer his actions for one turn.

Book Worm



Between your scriptures a book worm has nested and is feeding itself with a random parchment. Fate will decide which of your scripture is lost.

Goblin fanatic



A great turmoil sounds through the corridors, when it is near you recognize the source as being a goblin fanatic, swinging his ball and chain in a frenzied attack. Everybody within the circle of 8 squares around the fanatic gets hit. Attack 4C'D, defense: 6C'D, Body: 1, Move: 286. The Evil One rolls the dice. If the result is odd he moves the fanatic, if the roll is even the hero moves him. If the result is a double, the fanatic gets so mixed up he hits himself lethal with his ball and chain.

Genie out of the Bottle



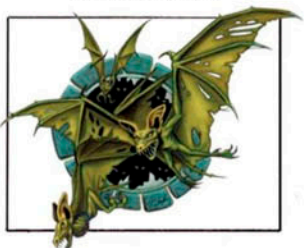
You notice that one of your phials has opened. A genie has come out of it. Before he left the bottle he gave it, on top of its original purpose, a healing quality good for 2 lost Body Points.

Pitfall



You tumble into a thus far undiscovered pitfall. You lose 1 Body Point. Leave a pitfall marker on the spot.

Batswarm



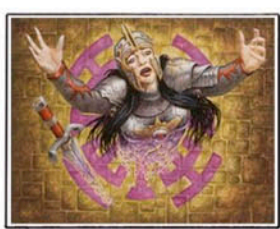
A swarm of bats breaks loose from the ceiling and throws itself on the heroes. Every hero throws 1C'D. If the result is a skull, the hero loses 1B'P.

Morcars Curse



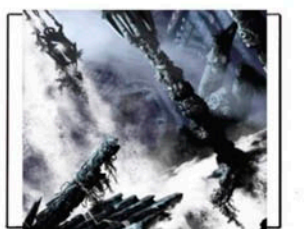
An ominous whispering and buzzing gradually fills the corridors. Every hero has to pass an intelligence test not to lose 1B'P to the attacking bodiless creatures The Evil One sends at them.

Morcars power



Morcars power is such the nerves of the heroes are too high-strung. Every little sound makes fear flare up, the blood stirs in their veins. Every hero must pass an intelligence test not to lose a characteristic (attack, defense, spell, etc) The Evil One may choose to his benefit.

Collapse



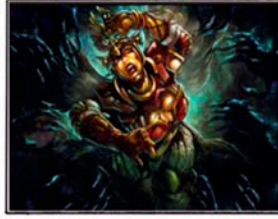
A clumsy movement of your hero results in the collapse of a pillar. The room you are standing in caves in. Are you, by chance, next to the door, then you may jump outside. If you are more than a square away, you have to throw 3C'D. Every skull costs you 1B'P.

Source of Wisdom



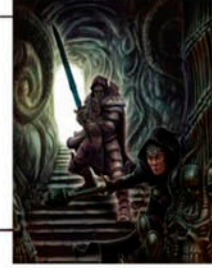
The refreshing trickle you hear in this room attracts your attention to a well. The water has an invigorating effect on your mind. Drinking from the well gives you 1 lost MP back.

Morcar's Power



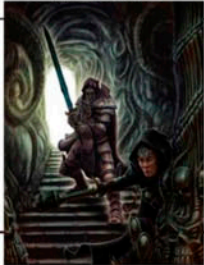
Morcar's power is so heavily felt by the heroes, it seems their nerves are too high-strung. Every little sound makes fear flare up, the blood stirs in their veins. Every hero must pass an intelligence test not to lose a characteristic (attack, defense, spell, etc) The Evil One may choose to his benefit.

Catacomb



Behind a grid in the wall you discover an entrance to a catacomb. Roll on the catacomb-table to see what happens.

Catacomb



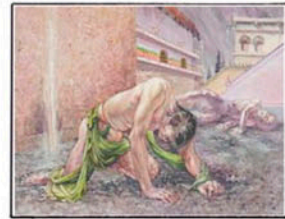
Behind a grid in the wall you discover an entrance to a catacomb. Roll on the catacomb-table to see what happens.

Thirst



The air in the dungeon is so stale, dry and dusty, you consume one of your magic potions out of mere thirst. It still works though. If you have no potions this card has no effect.

Plague



Your greed gets the better of you. While you ransack a corpse of a slain enemy you contract the plague. Every turn you have to roll 1 combat dice.
Skull: you lose 1 Body Point
Hero shield: The illness remains but does not cost you a body point this turn.
Monster shield: Your body beats the disease, you don't have to roll again

Ambush



You and your comrades are suddenly attacked by a number of rascals. Each hero is attacked immediately attacked by a mercenary. After the first attack they come to their senses and offer the group their allegiance till the end of this adventure.

Gone astray



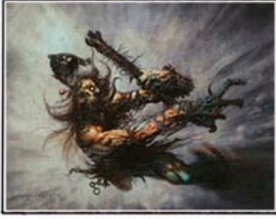
One of the mercenaries has wandered too far away. You only hear a distant cry, broken off abruptly and after that, silence... The mercenary that has the greatest distance from a hero is removed from the board. When more mercenaries have the same distance, fate decides.

Thirst



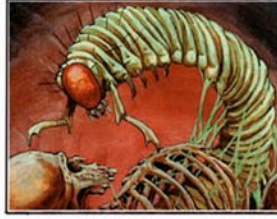
The air in the dungeon is so stale, dry and dusty, you consume one of your magic potions out of mere thirst. It still works though. If you have no potions this card has no effect.

Fallen hero



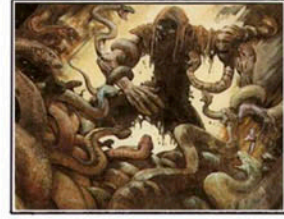
If you examine the remains of a fallen hero, he suddenly rises and attack with the characteristics of a zombie.

Bite wound



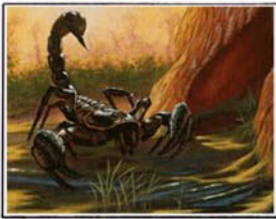
Shocked, you discover a giant centipede climbing up on your trousers. When you try to slap it off, it bites in your hand! You lose 1 B.P.

Snakes



On the floor you descry numerous snakes. Every hero in this room rolls 1C.D. If the roll results in a monster shield you have been poisoned. Only a visit to a healer in the city or a potion of immunity can cure you from it. what sort of poison the snake has given you is determined by rolling on the poison table.

Scorpion



Searching the clothes of a slain enemy is not without risk. out off rags climbs a scorpion which stings instantly. For the remainder of this adventure you roll 1C.D less until you are cured by a healer or a potion of immunity.

Earthquake



A sudden earthquake throws you to the ground and causes a fissure in the floor. You witness to your dismay the tumbling down of a piece of equipment. Roll 1d6
1-2. Shield
3-4. Weapon
5-6. Helmet

Stumble



What seemed to be a harmless trip results in a severe injury when you stand up. your foot is fractured. Until you visit a healer in the city you roll only 1 dice for movement. Also all your agility test are aggravated.

Pillage



Pillaging a defeated enemy produces the following (depending on your body points at that moment).

Less than 3: a healing potion (4 B.P) and a scripture
3: Healing Potion (4 B.P)
More than 3: 50 gold coins

Naglfar



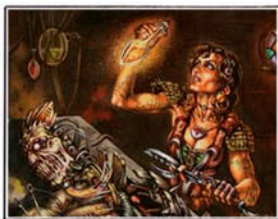
The goblin trader Naglfar seems to be wandering in the dungeon. If you call out his name he will buy and/or sell weapons against current prices.

Stumble



What seemed to be a harmless trip results in a severe injury when you stand up. your foot is fractured. Until you visit a healer in the city you roll only 1 dice for movement. Also all your agility test are aggravated.

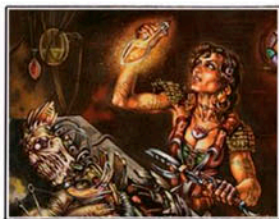
Pillage



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Less than 3: a healing potion (4 B.P) and a scripture
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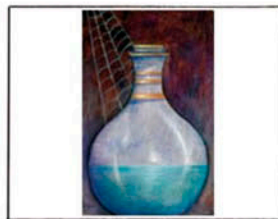
Pillage



Pillaging a defeated enemy produces the following (depending on your body points at that moment):

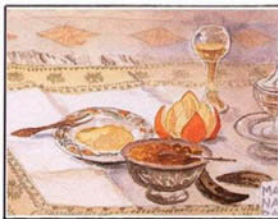
Less than 3: a healing potion (4 B.P) and a scripture
3: Healing Potion (4 B.P)
More than 3: 50 gold coins

Ancient phial



After some alarming tinkling in your kit bag you examine your phials to see if there is any damage to be found. You notice an engraving in the bottom of one of the phials determining the date of the brewing of this potion. It is more than a century old! It has developed an extra quality over the years: next to its original purpose it is now a healing potion (2 B.P). If you don't have a potion you hand this card over to your left-hand neighbour, and so on.

Delicacies



You see a lavishly filled table. If you are hungry, you set aside your distrust and eat. Roll a d6.

1: Poisonous, you lose 1 B.P
2-3: Tastes good!
4-5: Exquisite, you regain 1 lost B.P.
6: Delicious, you regain 2 lost B.P

Old wound



A badly healed wound breaks open again. You lose 1 B.P.

Toadstool



You walk past a pungent reeking toadstool but mere hunger drives you towards eating the foul thing. Only passing an intelligence test can withhold you from gobbling it down. If you fail the fungus has a surprisingly side effect: you regain 2 lost B.P.

Torn purse



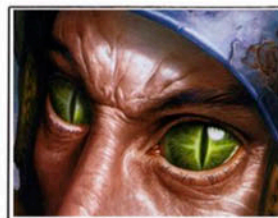
When you finally notice the sharp protrusions on the doorpost you have past and decide to examine your belongings you have lost half your gold coins because of the rip in the side of the purse.

Quiver



Underneath the trash and dust you descry a quiver with 5 useful arrows in it.

Night-blind



The continuous wandering in the poorly lit environment of the dungeon is eroding your sight. If you use a ballistic weapon, you roll 1C/D less for the remainder of this adventure, until you can consult a healer (costs 100 gold) who can cure your eyes.

Oil lamp



You carelessly topple a flambeau on which an oil lamp was standing. The square you stand on and the 8 adjacent squares are flooded with a short blaze. Every model on one of the 9 squares loses 1 B.P.

Patrol or reserves



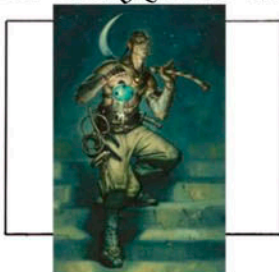
If you get this card, the Evil One gets the choice to place an extra mercenary or some extra monsters, depending on the balance in power between heroes and monsters at that moment. The equilibrium in strength should be maintained or aimed for.

Patrol or reserves



If you get this card, the Evil One gets the choice to place an extra mercenary or some extra monsters, depending on the balance in power between heroes and monsters at that moment. The equilibrium in strength should be maintained or aimed for

Mercenary gone astray



If you pass an intelligence test you succeed in talking this lost mercenary into the quest you are in. He will, for his normal fee, support you in your battle against evil.

Dragons bones



You trip over dragons bones. They contain still such an amount of magic that you are granted a short view of the future. Register 1 Fate Point on your character sheet.

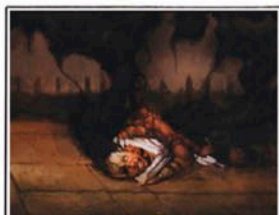
Giant Rats



The heroes are assaulted by 1d6 giant rats. The rats have the following characteristics:

Attack: 1C/D
Defense: 1C/D
Movement: 10
Mind: 1
Body Points: 1

Stale air



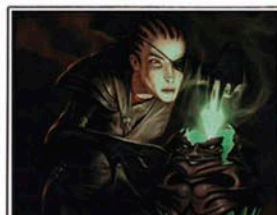
The air in the dungeon is very stale. It becomes difficult to concentrate on your assignment. You lose 1 M.P. until you have been in the open air.

Rust



You should have taken the maintenance of your weapon more seriously. Now you notice with a shock the condition of your weapon is beyond repair. You shall have to obtain a new weapon when you are in the city.

Treason



This card only takes effect if you have a mercenary in your service. The scoundrel has run off with half your gold during the night. If you ever meet this guy again...

Druid



Out of the shadows a druid steps into the light. During his search for healing herbs he has wandered into this dungeon. He offers to cure illness, paralysis or poisoning for a fee of 100 gold. After he has done (or not done) his thing he continues his path, mumbling and apparently not entirely on this world.

Aargh-toadstoolgas



Pass an aggravated agility test. If you fail you have trodden accidentally on a Aargh-toadstool. The thing snaps and releases a gas with range of 2 squares in a circle around the square you stand on. Everybody within this circle has to undergo an aggravated intelligence test. If he fails the Evil Ones controls the movements and actions of this character, due to hallucinations. If you pass the test you harvest the toadstool as an ingredient.

Dog



A dog wanders through the corridors in this dungeon. If you stroke the dog he proves to be quite affectionate and he will try to protect you in this and future dungeons. He moves and fights with the following characteristics:

Attack: 2 C'D
Defense: 1 C'D
Movement: 8
Body Points: 1

Leech



You lose your footing while standing on a slimy leech. Your fall is unfortunate: one of your phials is smashed. Fate decides which one if you have more than one. If you do not have any phials, your greatest problem is that the rough landing has caused some bruises.

Crashing crate



The displacement of air warns you in the nick of time as you duck away, moments before a large crate crushes the flagstones you just stood on. Pass an agility test to see if you walk away without harm. If you fail it will cost you 2 C'D damage, no defense possible. If the corridor is blocked by the crate, assume it smashed through the paving and leaves behind a pitfall.

Swinging blade



Out of the corner of your eye you notice a swinging blade. A passed agility test can prevent the axe from hitting you full force with 2 C'D damage with no defense possible.

Source

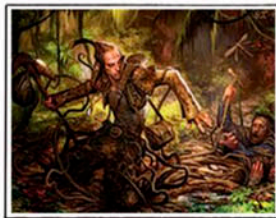


This card only takes effect if you stand in a room. You see a fountain in this room. Every hero may drink from it, but after drinking roll 1d6:

1-3: You regain 1 B'P

4-6: You regain 1 B'P, but the fountain has run dry so no one can drink after you.

Acidic pool



It is only at the last moment that you sense the disturbing way the moss under your feet yields. The pool under the moss turns out to be a fathom deep and filled with acid. Pass an agility test to avoid falling in. If you fail you climb out quick enough to prevent personal damage, but all your iron objects may be affected. Throw 1 C'D per weapon and armour. Rolling a monster shield means that the object has been molten down into a unrecognizable lump of iron.

Floormonster

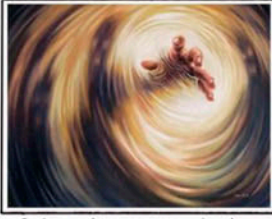


From a hole in the floor tentacles reach upward to everybody within their reach. The tentacles move so fast the monster has 4 attacks per turn.

The direction of the attacks is determined by rolling a scatter dice for the squares surrounding the monster.

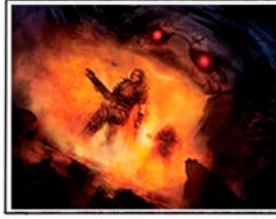
Attack: 2 C'D, Defense: 6 C'D,
Speed: 0, B'P: 2

Groping Hand



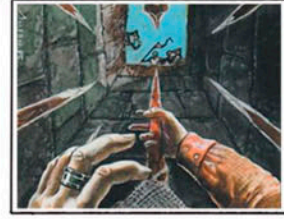
Out of the void a gigantic hand tries to grab the heroes. Roll a scatter dice to determine the direction of the attack. If someone is grabbed only passing an agility test can prevent the hero from losing 1 B.P. After that the hand throws the warrior against the nearest wall. Wearing a helmet can then prevent the loss of 1 M.P. because he suffers a concussion.

Fire fall



Next to your hero a fire fall explodes. It does so when your turn begins. Everybody in the same room is attacked with 3 C.D., normal defense is possible. An air spell can make the fall innocuous.

Pit fall



What seemed to be a solid paving stone starts to stagger under your weight. Only passing an agility test can prevent you from tumbling in a pit and puncturing your foot with a pointed stake. If you fail your movement is reduced by one dice for the remainder of the adventure.

Cage



The rattling of a chain warns you in the nick of time for the cage that comes down right on top of you. Pass an agility test to avoid the cage to fall over you and thus lock you in. You will not be able to escape unless:

1. One of the heroes has the equipment belt
2. The dwarf is one of your party and rolls a skull with IC.D.
3. Someone finds the key. The first monster with 2 M.P. or more has the key on him.

Rat Oedema



If you ransack a hole in the ground to test it for treasure it proves to be a rat hole. You contract rat oedema. Roll IC.D at the start of every turn. If you roll a monster shield you lose 1 B.P., if your roll is a white shield you recover from the disease. If the result is a skull nothing happens this turn. If your body points drop to 0 you mutate into a repugnant skaven.

Armour damaged



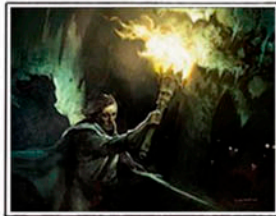
While looking around you, your eyes fall on your armour and you state that it is damaged. It is, of course, your most precious piece of armour. You will have to visit the blacksmith in the city for a repair costing 50 gold. Until you succeed, replace the white dice with blue ones in defense.

Mine gas



During a short break between combats you find the time to light your pipe. You shouldn't have done that! In this room there is an accumulation of mine gas which explodes the moment you hit your flint for a spark. All in this room roll IC.D, every skull costs the thrower 1 B.P.

Darkness



An unexpected gust of wind puffs out the torch you use to lighten your path and 3 lurking ores jump you and your comrades. They attack immediately. The unfortunate chap that drew this card is of course one of the assaulted. The rest of the victims is chosen at random.

Giant spider



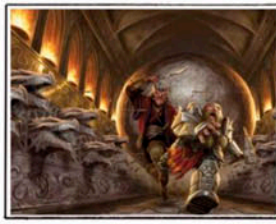
This card is only executed when you have a mercenary. The spider grabs your men-at-arms and disappears before you have the chance to react. If you have more than one mercenary the victim is chosen at random. The wails of the unfortunate clodhopper haunt your dreams for years to come...

Spear trap



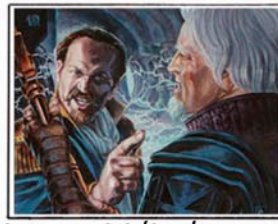
You spring a thus far undiscovered spear trap and from slits in the floor numerous spears shoot upwards. All heroes in this room or passageway roll 1C'D. A roll of a skull will cost the hero 1'B'P.

Bolt trap



You spring a previously hidden trap and bolts shoot from all kinds of cracks in the wall. Every hero in this board section rolls 1C'D. A roll of a skull results in the loss of 1'B'P.

Argument



It is over a triviality that you start an argument with the nearest hero. You both have to pass an intelligence test to avoid throwing punches instead of words. If only one of you fails you start attacking each other. After 1 round of fighting you both come to your senses. If the both of you fail combat takes two rounds or until one of the rivals loses consciousness.

Troll crap



you don't watch your step and you consequently slither on a pile of troll crap (yukk!) If you don't wear a helmet you lose 1M'P for falling on the back of your head. You clean your shoes as fast as possible, but you realize that there might be a troll in the direct vicinity. The next wandering monster is indeed a troll.

Wornout weapon



Your (most expensive) weapon had too much to endure during the last combat. The damage can be repaired in the next city by a blacksmith for 50 gold. Until you can have it mended you roll 1C'D less when attacking with that weapon.

Ghosts



03 ghosts turn up in a corridor the heroes have already passed. They are 10 squares away and move 4 squares per turn. They can move diagonally and can pass through walls. Their aim is to pass through the heroes. If they succeed, the hero loses 1M'P if he fails an intelligence test. Should he pass, then the spirit will disappear. Each hit with an artifact also is enough to chase away the ghost.

Phantom



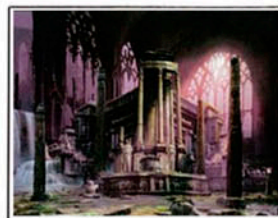
Suddenly 2 phantoms appear. They start 10 squares away from the heroes in a passageway the company has already been through. Their movement is 4. They will avoid going through walls and heroes, they have earthly weapons with a 4C'D attack, they can attack diagonally as well. The phantoms will disappear if attacked with an artifact or if a hero passes through them. The (quite brave) hero has to pass an intelligence test or lose 1M'P.

Banshee



10 squares away from the heroes a banshee pops up. This ethereal creature can pass through walls and has a speed of 4. The banshee aims to pass through the heroes by means of an attack. The heroes roll the amount of C'D as they have M'P at that moment. If the banshee (3M'P) rolls more, the hero loses a M'P to the banshee. If the hero wins the banshee vanishes. It can also be defeated by an attack with an artifact. It then disappears with a blood-curdling shriek.

Shrine of healing



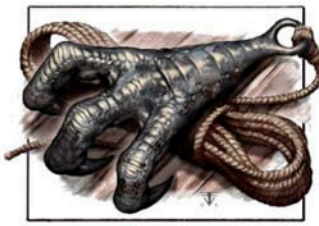
You note that the room you have entered contains a shrine to the goddess of healing. You can offer her a prayer, but beware not to enrage her. You must pass an intelligence test. If you do your hero regains a lost 'B'P. If you fail the goddess is incensed and will answer no more prayers. Further praying is useless, this includes all other heroes.

Wounded mercenary



This card will only be executed if you have one or more mercenaries. During the last skirmish your mercenary is wounded so badly he can't go on. Disillusioned he leaves the company to return to his hometown.

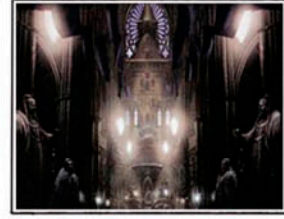
Grappling hook



You find a grappling hook. You can use this tool to cross traps without risk of falling in or to climb out of a trap with a minus 1 on speed as opposed to the -4 or -6 for climbing out of pit traps or pits of darkness. You can pick it up again when you walk away from the trap.

Value: 50 gold.

Resurrection



This room offers space to a chapel dedicated to the god of resurrection. If you bring here a hero's body, slain in this adventure the god will bestow on him 4 B.P.

Rune stone



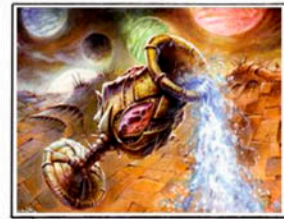
This card will only take effect in a room. In the centre of the room you discover a rune stone. Pass an intelligence test to decode the stone. The runes start to glow and every hero in the room regains his lost B.P. Should you fail, all squares in a radius of 3 squares become unsafe and count as pit falls.

Sundial of Fate



This card only takes effect in a room. In the centre of the room you discover a timing device. Out of sheer curiosity you investigate the apparatus more closely. You influence Fate without knowing so. Every hero in the room rolls IC'D. If the result is a white shield the hero acquires 1 F.P. Why there is such thing as a sundial in the dark surroundings of a dungeon is an enigma in itself.

Revitalising draught



This card only takes effect in a room. A drinking cup in the centre of the room draws your attention. The water in the cup looks refreshing. All heroes may take a gulp. After drinking roll 1D6:
1-2. Poisoned, you lose 1 B.P.
3. Sordid
4-5. Exquisite, you regain 1 lost B.P.
6. Pure invigoration, you regain 2 B.P.
This magical cup produces different water for every hero.

Skaven



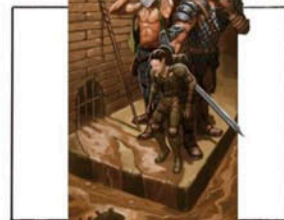
Unsuspecting you lean against a wall just catching your breath. You touch a hidden switch which operates a trap door. Behind the door 3 skaven turn up, first somewhat startled, but quickly regaining their wits and they attack the nearest heroes.

Mummy



Out of the shadow a mummy suddenly emerges. It hesitates not for a moment and attacks the nearest hero immediately.

Stench!



What a stench. If you can set yourself to search for treasure in this sewer the spoils are rich, nobody wants to rummage around in this "water", except you! Whatever you find, you may double its value. Your body odour however has become thus pungent all heroes keep at least 1 square distance between them and you for the remainder of the adventure, until you have bathed extensively, that is.

abbreviations:

CD = combat dice

BP = body point

MP = mind point

FP = fate point

d3 = dice roll for 1, 2 or 3

d6 = dice roll on a normal 6-sided dice

scatter dice = dice with arrows on it as used by Games Workshop (W40K for instance)

Tests:

Strength test: you roll the amount of Combat Dice equal to the actual amount of Body Points at that moment. The roll of one black (or monster) shield is sufficient to pass the test. An aggravated test requires the roll of 2 black shields.

Intelligence test: See above, but equal to the actual amount of Mind Points at that moment. Aggravated means 2 black shields required.

Agility test: Roll quantity of Combat dice equal to the starting level of Body Points. Roll of 1 black shield required.



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