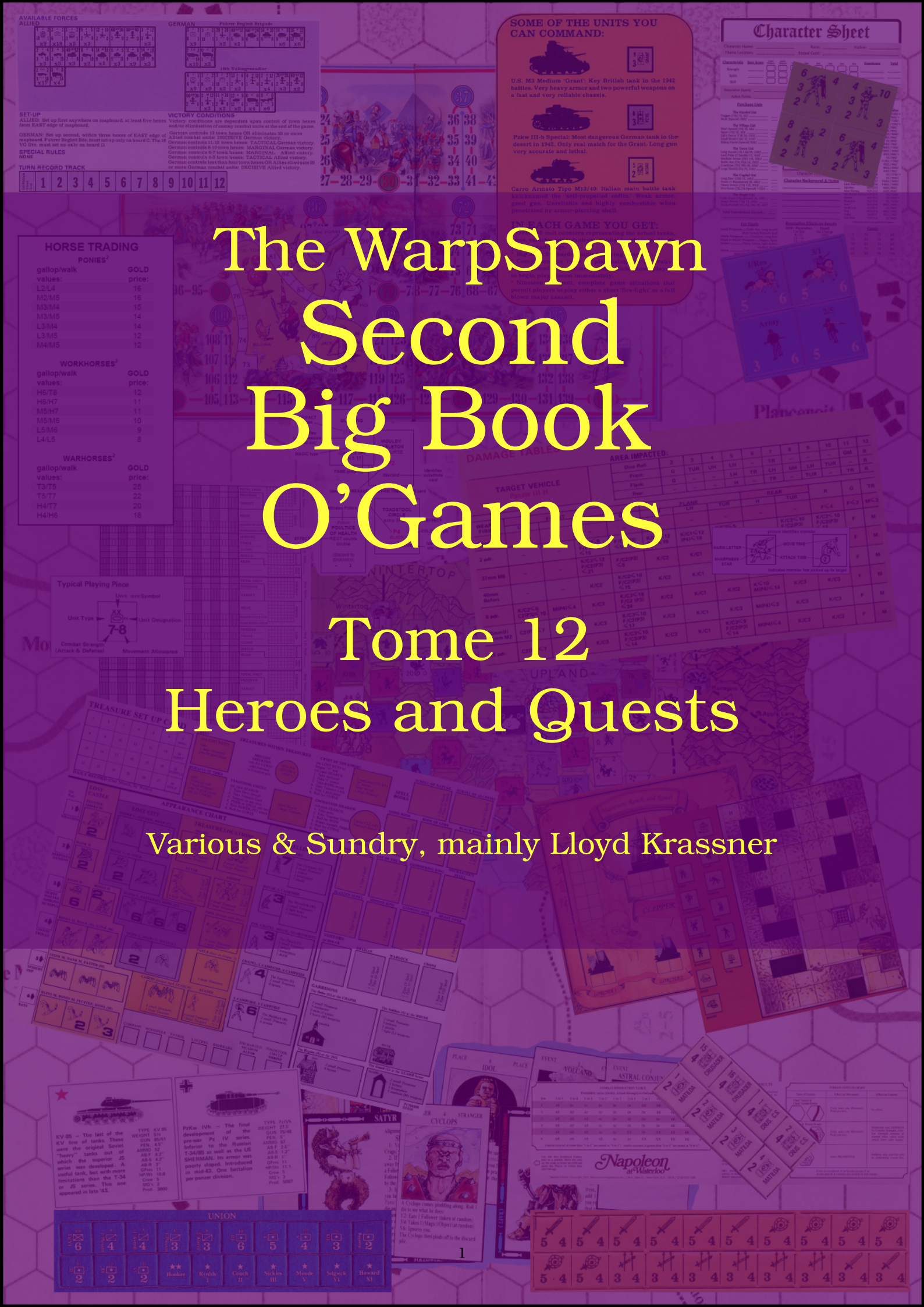


The WarpSpawn Second Big Book O'Games Tome 12 Heroes and Quests

Various & Sundry, mainly Lloyd Krassner



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December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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Florence (Italy), december 2020

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Heroes and Quests

Rules Set

Introduction

Fantasy Game for 2-4+ players. Each player controls a Group of Heroes and tries to be the first to Complete multiple Quests. Each Quest requires the destruction of a Major Foe.

Victory

- Short Game: Be the first to Complete 3 Quests.
- Mid Game: Be the first to complete 5 Quests.
- Long Game: Be the first to complete 7 Quests.

Component List

- Dice: Six, Eight, and Twenty Sided.
- Multicolored Pawns (1 for each Player)
- Trap Deck
- Hero Deck
- Relic Deck
- Action Deck
- Quest Deck
- Terrain Tile Set (100 Tiles)
- Game Board (Map) 10 X 10 Grid
- Gold Tokens
- Experience (XP) Tokens
- Level Tokens
- Quest Markers

Quests

Quest Deck

Quest Cards contain more information than the other types of Cards. In the Manufacture of the cards you may want to only include the Name of the Final Foe and the Terrain Location. This page can then be Used as a Reference. Typical data needed for a Quest includes: Final Foe: Name of the Foe and its Tags Location: Terrain Tile the Quest is located on Fight: The Fight Level of the Final Foe (15 - 30) Lives: The number of lives of the Final Foe (2 or 3) Lesser Minions: Their Name and Tags Minor Minions: Their Name and Tags Greater Minions: Their Name and Tags Rewards: Number of Relics, Gold, and Heroes earned by defeating the Final Foe Quest Length: Number of rolls to be made on the Encounter Table Variations: Modifications to the Encounter Table

Nomenclature

Loc Location

QL Quest Length

Var Variations

Quest Deck Card List

- Foe** Red Dragon (Dragon, Fire) Loc = Lair
- QL = 4 Fight = 25 Lives = 2
 - Lesser = Kobolds (Humanoids, Ambush)
 - Minor = Whelps (Dragons, Fire)
 - Greater = Consort (Dragon)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Gold ==> Dragons Hoard: Gain 2 Gold
 - Var = Nothing ==> Dragon Eggs: Gain 3 Gold
- Foe** Pharaoh (Undead, Mage, Priest) Loc = Pyramid
- QL = 7 Fight = 20 Lives = 2
 - Lesser = Scarabs (Swarm)
 - Minor = Mummy Guards (Undead)
 - Greater = Living Statues (Animated)
 - Rewards = 2 Relics, 2 Gold
 - Var = Captive ==> Trap
- Foe** Demon General (Demon, Fighter) Loc = Barrens
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Demon Horde (Demons)
 - Minor = Hell Hounds (Demon, Beast)
 - Greater = Bone Devils (Demon, Giant)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Gold and Trap ==> Lesser Minion: Black Flies (Swarm)
- Foe** Fire Giant King (Giant, Fire, Fighter) Loc = Volcano
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Fire Sprites (Fey, Fire)
 - Minor = Magma Monster (Fire, Animated)
 - Greater = Fire Giants (Giant, Fire)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing ==> Lava Trap (Fire)
- Foe** Necromancer (Mage) Loc = Necropolis
- QL = 6 Fight = 15 Lives = 2
 - Lesser = Walking Dead (Undead)
 - Minor = Coffin Corpse (Undead, Ambush)
 - Greater = Giant Skeleton (Giant, Undead)
 - Rewards = 1 Relic, 1 Gold
 - Var = Nothing == > Tomb: Gain 1 Relic
- Foe** Zombie Master (Mage, Priest) Loc = Swamp
- QL = 6 Fight = 15 Lives = 2
 - Lesser = Plague Rats (Swarm, Poison)
 - Minor = Cockatrice (Beast, Gaze)
 - Greater = Zombie Horde (Undead)
 - Rewards = 1 Relic, 1 Gold, 1 Hero
 - Var = Traps == > Trap: Swamp Gas (Poison)
 - Var = Gold == > Trap: Voodoo (Curse)
 - Var = Nothing == > Lesser Minion: Snake (Beast, Poison)

Foe Demi-Lich (Undead, Mage) Loc = Mounds

- QL = 6 Fight = 25 Lives = 2
- Lesser = Dancing Swords (Animated)
- Minor = Green Slime (Slime, Ambush)
- Greater = Vulture Headed Guardians (Demons)
- Rewards = 2 Relics, 2 Gold
- Var = Nothing == > Trap
- Var = Captive == > Trap
- Foe = Skeleton Lord (Undead, Fighter) Loc = Ruins
- QL = 6 Fight = 20 Lives = 2
- Lesser = Skeletal Legion (Undead)
- Minor = Specter (Spirit)
- Greater = Skeletal Dragon (Undead, Dragon)
- Rewards = 1 Relic, 3 Gold
- Var = Captive == > Lesser Minion: Skeletal Archers (Undead)

Foe Master Artificer (Mage) Loc = Workshops

- QL = 6 Fight = 20 Lives = 2
- Lesser = Clockwork Gnomes (Animated)
- Minor = Clay Golems (Animated, Earth)
- Greater = Dragon Engines (Animated, Dragon)
- Rewards = 3 Relics
- Var = Nothing == > Lesser Minion: Tin Men (Animated)

Foe Biomancer (Mage) Loc = Labs

- QL = 6 Fight = 15 Lives = 2
- Lesser = Beast Men (Men, Beasts)
- Minor = Chimera (Beasts, Monsters)
- Greater = Gibbering Mouter (Monster, Slime)
- Rewards = 1 Relic, 2 Heroes
- Var = Nothing == > Vats: Gain 1 Random Potion

Foe Evil High Priest (Priest) Loc = Hidden Temple

- QL = 6 Fight = 25 Lives = 2
- Lesser = Cultist Fanatics (Men)
- Minor = Wyvern (Dragon, Poison)
- Greater = Horned Demon (Demon)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Interrupt Ceremony: Gain 2 XP

Foe Balrog (Fire, Giant, Demon) Loc = Abandoned Mines

- QL = 6 Fight = 30 Lives = 2
- Lesser = Degenerate Orc Tribe (Humanoids)
- Minor = Piercers (Monster)
- Greater = Cave Troll (Giant)
- Rewards = 1 Relic, 2 Gold
- Var = Captive == > Trap: Collapsing Staircase (Fall)

Foe Kobold Overlord (Humanoid, Fighter) Loc = Keep

- QL = 7 Fight = 15 Lives = 2
- Lesser = Kobold Skirmishers (Humanoid)
- Minor = Kobold Commandos (Humanoid, Ambush)
- Greater = Xorn Rock Eater (Monster)
- Rewards = 2 Gold, 1 Hero
- Var = Relic == > Trap

Foe Goblin King (Humanoid, Fighter) Loc = Caves

- QL = 7 Fight = 15 Lives = 2
- Lesser = Slave Miners (Humanoid)
- Minor = Goblin Mob (Humanoid)

- Greater = Two Headed Ettin (Giant)

- Rewards = 1 Relic, 2 Gold, 1 Hero

- Var = Relic == > Lesser Minion: Squig Herder (Monsters, Swarm)

Foe Father Dagon (Monster, Water) Loc = Submerged Temple

- QL = 6 Fight = 20 Lives = 2
- Lesser = Mutated Cultists (Men)
- Minor = Deep Ones (Humanoid, Water)
- Greater = Starspawn (Monster, Water)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Gold == > Free Captives: Gain 2 XP

Foe Vampire Lord (Undead, Fighter) Loc = Cursed Castle

- QL = 7 Fight = 20 Lives = 2
- Lesser = Bat Swarm (Swarm)
- Minor = Gargoyles (Earth, Animated)
- Greater = Vampire Brood (Undead)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Bless Boneyard: Gain 2 XP

Foe Master of the Hunt (Spirit, Fighter) Loc = Forest

- QL = 6 Fight = 20 Lives = 2
- Lesser = Hunting Hounds (Spirits, Beasts)
- Minor = Man Eating Bear (Beast)
- Greater = Haunted Trees (Spirits, Plants)
- Rewards = 1 Relic, 3 XP
- Var = Trap == > Trap: Fear: Separated

Foe Efreeti Sultan (Fire, Spirit, Mage) Loc = Palace

- QL = 5 Fight = 25 Lives = 2
- Lesser = Sand Dao (Earth, Spirit)
- Minor = Wind Djinn (Air, Spirit)
- Greater = Sea Marid (Water, Spirit)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Get a Wish: Gain 3 Gold

Foe Fairy Queen (Fey, Mage) Loc = Sylvan Forest

- QL = 6 Fight = 15 Lives = 2
- Lesser = Pixies (Fey, Swarm)
- Minor = Sprites (Fey, Ambush)
- Greater = Treant (Plant)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Fairy Tricks: Delay
- Var = Nothing == > Trap: Fairy Trickery: Separated
- Var = Gold == > Leprechaun: Gain 2 Gold

Foe Cerebus (Beast, Monster) Loc = Labyrinth

- QL = 6 Fight = 25 Lives = 2
- Lesser = Angry Bull (Beast)
- Minor = Minotaur (Humanoid, Beast)
- Greater = Gorgon (Monster, Gaze)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Relic == > Trap: Lost in Maze: Delay

Foe Horrible Hydra (Monster) Loc = Greek Wilderness

- QL = 6 Fight = 20 Lives = 3
- Lesser = Satyrs (Fey)
- Minor = Harpies (Monster)
- Greater = Cyclops (Giant)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Traps == > Trap: Captured: Separated

Foe Ice Queen (Mage, Cold) Loc = Frozen Fortress

- QL = 6 Fight = 20 Lives = 2
- Lesser = Ice Toads (Beasts)

- Minor = Ice Elemental (Animated, Cold)
- Greater = White Dragon (Dragon, Cold)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Chilled to the Bone (Cold)
- Foe** Orc Warlord (Humanoid, Fighter) Loc = War Camp
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Orc Warband (Humanoids)
 - Minor = Warg Riders (Humanoids, Beasts)
 - Greater = Ogre (Giant)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Set Prisoners Free: Gain 2 XP
- Foe** Pale Sphinx (Monster) Loc = Desert Ruins
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Crocodiles (Beasts)
 - Minor = Scorpion Men (Humanoids, Poison)
 - Greater = Sand Giant (Earth, Giant)
 - Rewards = 2 Relics, 2 Gold
 - Var = Nothing == > Trap: Quicksand (Earth)
- Foe** Moss Monster (Monster, Plant) Loc = Fungal Forest
 - QL = 6 Fight = 15 Lives = 3
 - Lesser = Mushroom Men (Humanoids, Slime)
 - Minor = Giant Crab (Beast)
 - Greater = Fungosaur (Monster, Slime)
 - Rewards = 3 Potions
 - Var = Trap == > Trap: Spore Cloud (Separate)
 - Var = Trap == > Trap: Toadstools (Poison)
- Foe** Lizard King (Humanoid, Fighter) Loc = Marsh
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Bullywugs (Humanoid, Ambush)
 - Minor = Raptor Riders (Humanoid, Beasts)
 - Greater = Dragon Turtle (Dragon, Beast)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Gold == > Lesser Minion: Leaping Lizards (Beasts)
 - Var = Relic == > Trap: Mud Pits (Water)
- Foe** Blue Dragon (Dragon, Energy) Loc = Mountain
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Rams (Beasts)
 - Minor = Storm Crows (Swarm)
 - Greater = Stone Giant (Earth, Giant)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Dangerous Climb (Fall)
- Foe** Giant Gorilla (Beast, Giant) Loc = Jungle
 - QL = 6 Fight = 25 Lives = 2
 - Lesser = Pygmies (Men, Poison, Ambush)
 - Minor = Ape Men (Humanoids)
 - Greater = Giant Snake (Beast, Poison)
 - Rewards = 1 Relic, 1 Gold, 2 Heroes
 - Var = Nothing == > Minor Minion: Piranhas (Swarm)
- Foe** Hellion (Monster, Fire) Loc = Fire Pits
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Fire Newts (Humanoids, Fire)
 - Minor = Fire Drakes (Dragons, Fire)
 - Greater = Salamander (Monster, Fire)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Trap: Cinder and Ash (Poison)
- Foe** Insane Beholder (Monster, Mage) Loc = Underworld
 - QL = 6 Fight = 25 Lives = 2
 - Lesser = Lurker Above (Monster, Ambush)
 - Minor = Roper (Monster)
 - Greater = Grey Ooze (Slime)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Trap: Rust Monster (Removal)
- Foe** Mad Mage (Mage) Loc = Tower
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Water Weird (Animated, Water)
 - Minor = Flesh Golem (Undead)
 - Greater = Manticore (Monster)
 - Rewards = 2 Relics, 1 Gold, 1 Hero
 - Var = Nothing == > Read Scrolls: XP +2
- Foe** Unholy Revenant (Spirit, Fighter) Loc = Cemetery
 - QL = 5 Fight = 15 Lives = 3
 - Lesser = Ghouls (Humanoid, Ambush)
 - Minor = Barrow Wight (Undead)
 - Greater = Spriggan (Giant, Plant)
 - Rewards = 1 Relic
 - Var = Nothing == > Trap: Cursed Ground (Curse)
- Foe** Rampaging Behemoth (Monster) Loc = Badlands
 - QL = 6 Fight = 30 Lives = 2
 - Lesser = Mountain Lions (Beasts)
 - Minor = Bugbears (Humanoids, Ambush)
 - Greater = Formorian Giants (Giants)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Minor Minion: Scorpions (Swarm, Poison)
- Foe** River Dragon (Dragon, Water) Loc = River
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Black Knight (Fighter)
 - Minor = Bathing Nymphs (Fey)
 - Greater = Bridge Troll (Giant)
 - Rewards = 2 Relics, 2 Gold
 - Var = Trap == > Trap: Washed Away (Separated)
 - Var = Relic == > Trap: Far Shore (Delay)
 - Var = Gold == > Trap: Rapids (Water)
- Foe** Ghost Ship (Spirits) Loc = Pirate Coast
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Buccaneers (Men)
 - Minor = Drowned (Undead)
 - Greater = Siren (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: Whirlpool (Water)
 - Var = Relic == > trap: Riptide (Separated)
 - Var = Gold == > Buried Treasure: Gain 2 Gold
- Foe** Dungeon Keeper (Demon, Fighter) Loc = Dungeon
 - QL = 8 Fight = 15 Lives = 2
 - Lesser = Imp Workers (Demons)
 - Minor = Assorted Minions (Random Type)
 - Greater = Assorted Minions (Random Type)
 - Rewards = 1 Relic, 3 Gold
 - Var = Nothing == > Trap
- Foe** Prince of Chaos (Demon, Giant) Loc = Chaos Lands
 - QL = 6 Fight = 25 Lives = 2
 - Lesser = Chaos Warriors (Men)
 - Minor = Warpspawn (Demons)
 - Greater = Abomination (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Trap: Chaos Magic (Curse)

Foe Cosmic Horror (Spirit, Monster) Loc = Crater

- QL = 6 Fight = 30 Lives = 2
- Lesser = Night Gaunts (Demons)
- Minor = Alien Space Fungi (Plant)
- Greater = Flying Polyp (Monster, Giant)
- Rewards = 2 Relics, 2 Heroes
- Var = Trap == > Trap: Insane Dreams (Illusions)
- Var = Gold == > Trap: Loss of Sanity (Curse)

Foe Bronze Colossus (Giant, Animated) Loc = Greek Coast

- QL = 6 Fight = 30 Lives = 2
- Lesser = Cretans (Men)
- Minor = Drunken Centaurs (Men, Beasts)
- Greater = Medusa (Monster, Gaze)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Statues and Giant Footprints: Nothing

Foe Soaring Roc (Beast, Giant) Loc = Peaks

- QL = 6 Fight = 25 Lives = 2
- Lesser = Cave Bear (Beast)
- Minor = Griffons (Monster, Beast)
- Greater = Yeti (Giant, Ambush)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Great Height (Fall)

Foe Fearsome Grendel (Giant) Loc = Taiga

- QL = 6 Fight = 20 Lives = 2
- Lesser = Barbarians (Men)
- Minor = Dire Wolves (Beasts)
- Greater = Frozen Shade (Spirit, Cold)
- Rewards = 1 Relic, 2 Gold
- Var = Nothing == > Tribute from Barbarian King: Gain 1 Gold

Foe Witch Queen (Mage) Loc = Fen

- QL = 6 Fight = 20 Lives = 2
- Lesser = Insect Swarm (Swarm)
- Minor = Witches Coven (Men, Mages)
- Greater = Night Hag (Monster)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Witchcraft (Curse)

Foe Celestial Dragon (Dragon, Spirit) Loc = Dojo

- QL = 6 Fight = 30 Lives = 2
- Lesser = Warrior Monks (Men)
- Minor = Foo Dogs (Beasts)
- Greater = Jade Warriors (Earth, Animated)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Lesser Minion: Hungry Ghost (Spirit)

Foe Ghost of the Shogun (Spirit, Fighter) Loc = Pagoda

- QL = 6 Fight = 20 Lives = 2
- Lesser = Hopping Zombies (Undead)
- Minor = Samurai (Men, Fighters)
- Greater = Oni (Demons)
- Rewards = 2 Relic, 2 Gold
- Var = Nothing == > Minor Minion: Ninjas (Men, Rogues)

Foe Massive Kaiju (Monster) Loc = Sea Cliffs

- QL = 6 Fight = 30 Lives = 2
- Lesser = Kappa Turtle Men (Humanoids)
- Minor = Kitsune Fox Spirit (Spirit)
- Greater = Ogre Magi (Giant, Mage)

- Rewards = 1 Relic, 2 Gold, 1 Hero

- Var = Trap == > Minor Minion: Tengu Crow Men (Humanoids)

Foe Terrible Tarrasque (Dragon, Monster) Loc = Wastelands

- QL = 6 Fight = 30 Lives = 2
- Lesser = Gnoll Hunters (Humanoids)
- Minor = Owlbear (Beast)
- Greater = Landshark (Monster)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Gnoll Pitfalls (Fall)

Foe Black Dragon (Dragon, Acid) Loc = Moor

- QL = 6 Fight = 20 Lives = 2
- Lesser = Giant Frog (Beast)
- Minor = Axe Beak (Monster)
- Greater = Giant Snail (Beast)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Lesser Minion: Rot Grubs (Swarm)

Foe Tentacle Lake Monster (Monster, Water) Loc = Lake

- QL = 6 Fight = 20 Lives = 2
- Lesser = Giant Gar (Beast, Water)
- Minor = Kelpie (Fey, Beast, Water)
- Greater = Morkoth (Humanoid, Water)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Strangling Kelp (Water)

Foe Enchantress (Mage) Loc = Valley

- QL = 6 Fight = 15 Lives = 2
- Lesser = Dryads (Fey, Plant)
- Minor = Doppelganger (Humanoid)
- Greater = Unicorn (Fey, Beast)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Enchantments (Curse)

Foe Green Dragon (Dragon, Poison) Loc = Bog

- QL = 6 Fight = 20 Lives = 2
- Lesser = Stirges (Swarm)
- Minor = Slithering Tracker (Monster, Ambush)
- Greater = Shambling Mound (Monster, Plant)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Will-o-Wisp (Delay)
- Var = Nothing == > Greater Minion: Bog Wraith (Spirit)

Foe Ferocious Remorhaz (Monster) Loc = Ravine

- QL = 6 Fight = 20 Lives = 2
- Lesser = Bombadier Beetles (Swarm)
- Minor = Giant Lynx (Beast)
- Greater = Giant Lizard (Beast)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Land Slide (Earth)

Foe Craw Wyrms (Dragon) Loc = Woods

- QL = 6 Fight = 25 Lives = 2
- Lesser = Giant Skunk (Beast)
- Minor = Giant Porcupine (Beast)
- Greater = Giant Corrupted Boar (Beast, Demon)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Falling Trees (Plant)
- Var = Gold == > Lesser Minion: Giant Bees (Swarm, Poison)
- Var = Relic == > Minor Minion: Giant Stag (Beast, Fey)

- Foe** Thunderbird (Beast, Energy) Loc = Ziggurat
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Blink Dogs (Swarm)
 - Minor = Displacer Beast (Beast)
 - Greater = Giant Python (Beast)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
- Foe** Giant Octopus (Beast) Loc = Flooded Caves
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Troglodytes (Humanoids)
 - Minor = Electric Eels (Swarm, Energy)
 - Greater = Giant Crayfish (Beast)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
- Foe** Purple Worm (Monster) Loc = Caverns
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Giant Centipede (Monster)
 - Minor = Phase Spiders (Swarm, Poison)
 - Greater = Gelatinous Cube (Slime)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: Falling Stalagmites (Earth)
- Foe** Hobgoblin Khan (Humanoid, Fighter) Loc = Steppes
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Pegasus Herd (Beast)
 - Minor = Mastodon Herd (Beast)
 - Greater = Hobgoblin Heavy Cavalry (Humanoids)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Traps == > Trap: Grass Fires (Fire)
- Foe** Storm Giant (Giant, Energy) Loc = Crag
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Giant Wasps (Swarm, Poison)
 - Minor = Perytons (Beasts)
 - Greater = Rock Monster (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: Falling Rocks (Earth)
 - Var = Relic == > Lesser Minion: Wolverine (Beast)
- Foe** Cloud Giant (Giant, Mage) Loc = Cloud Castle
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Hawkmen (Humanoids)
 - Minor = Giant Eagles (Beasts)
 - Greater = Iron Golem (Animated)
 - Rewards = 2 Relics, 2 Gold, 1 Hero
- Foe** Tyrannosaurus Rex (Beast) Loc = Jungle Basin
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Microraptors (Swarm)
 - Minor = Triceratops (Beast)
 - Greater = Dinosaur Stampede (Beasts)
 - Rewards = 3 Heroes
 - Var = Traps == > Lesser Minion: Carnivorous Plants (Plant)
 - Var = Relic == > Minor Minion: Stegosaurus (Beast)
 - Var = Gold == > Greater Minion: Carnosaur (Beast)
- Foe** Lamia (Beast, Monster) Loc = Desert
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Nomads (Men)
 - Minor = Whirling Dervishes (Men, Blades)
 - Greater = Rakshasa (Humanoid, Mage)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Relic == > Trap: Sand Storm (Separated)
 - Var = Trap == > Trap: Thirst (Fire)

- Var = Gold == > Minor Minion: Bandits (Men, Ambush)
- Foe** Master of Illusion (Mage) Loc = Oracle
- QL = 6 Fight = 15 Lives = 2
 - Lesser = Phantasmal Forces (Monster, Illusion)
 - Minor = Nightmare (Demon, Beast)
 - Greater = Invisible Stalker (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Minor Minion: Mimic (Monster)
- Foe** Kraken (Monster, Water) Loc = Bleak Shore
- QL = 6 Fight = 30 Lives = 2
 - Lesser = Crabmen (Humanoids, Water)
 - Minor = Giant Manta Ray (Beast, Water)
 - Greater = Sea Hag (Mage, Water)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: High Tide (Water)
- Foe** Phoenix (Beast, Fire) Loc = Rain Forest
- QL = 6 Fight = 15 Lives = 3
 - Lesser = Jaguar (Beast, Ambush)
 - Minor = Naga (Humanoids, Poison)
 - Greater = Basilisk (Monster, Gaze)
 - Rewards = 2 Relics, 2 Gold
- Foe** Hill Giant Chieftain (Giant) Loc = Hills
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Mole Men (Humanoids)
 - Minor = Banshee (Spirit)
 - Greater = Hill Giants (Giants)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Relics == > Lesser Minion: Giant Stag Beetle (Beast)
- Foe** Frost Giant King (Giant, Cold) Loc = Tundra
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Winter Wolves (Beast)
 - Minor = Mammoth Herd (Beasts)
 - Greater = Frost Giants (Giant, Cold)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Traps == > Trap: Freezing Temperatures (Cold)
 - Var = Gold == > Trap: Blizzard (Separated)
 - Var = Relics == > Lesser Minion: Snow Goblins (Humanoids)
- Foe** Jabberwocky (Dragon) Loc = Tulgey Wood
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Slithy Toves (Plant)
 - Minor = Jub Jub Bird (Beast)
 - Greater = Bandersnatch (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Gold == > Lesser Minion: Snark (Beast)
 - Var = Relic == > Lesser Minion: Mome (Spirit)
 - Var = Trap == > Trap: Oppressive Heat (Fire)

Traps

Traps

Traps can be particularly deadly. You cannot Fight them. If they are not Auto-Defeated (AD) they will kill 1D3 Heroes.

Trap Tags

Every Trap has a Tag, such as Cold, or Fall, or Poison. These are Targets of AD abilities.

Delay, Wits, And Illusion Type Traps

Instead of killing, Delay, Wits, and Illusion traps add 2 to the Quest Length.

Trap Deck Card List

Trap:	Notes:
Pit Trap	Fall
Spiked Pit	Fall
Bottomless Pit	Fall
Crevasse	Fall
Poison Gas	Poison
Poison Darts	Poison
Toxic Fumes	Poison
Rolling Boulder	Earth
Collapsing Ceiling	Earth
Crushing Wall	Earth
Rock Slide	Earth
Spear Trap	Blade
Scythe Trap	Blade
Endless Stairs	Illusion
Captivating Wonders	Illusion
Flooding Chamber	Water
Submerged Tunnel	Water
Exploding Runes	Energy
Disintegration	Energy
Lightning Trap	Energy
Bomb Trap	Energy
Doomed Archway	Curse
Polymorph Glyph	Curse

Separate Type Traps

Heroes are not actually Killed by separate Traps. Instead, they Rejoin the Party after the Quest is completed. Note that they Keep their Relics with them.

Removal Type Traps

Instead of Killing Heroes, Removal Traps cause 1D3 random Relics to be Permanently Destroyed/Lost.

Trap:	Notes:
Sigil of Shrinking	Curse
Fire Trap	Fire
Lava Pit	Fire
Flaming Oil	Fire
Freezing Trap	Cold
Ice Blast	Cold
Corrosive Mist	Acid
Acid Splash	Acid
Teleport Platform	Separate
Cage Trap	Separate
Slide Trap	Separate
Lowering Door	Separate
Puzzle	Wits
Riddle	Wits
Trick	Wits
Chasm	Delay
Locked Door	Delay
Iron Gate	Delay
Blocked Corridor	Delay
Theft	Removal
Drain Magic	Removal
Rust Magic	Removal

Hero Deck List And Rules

Heroes

Heroes are of level 1, 2, or 3. For each Level they get 1 Special Ability. These are included in the Heroes Description in the Card List.

Hero Types

Every Hero has at least 1 Basic Type or Tag. These Include: Fighter, Mage, Priest, Rogue. Only certain

Hero Types can use particular Relics and Action Cards.

Notation

- Ftr** Fighter
- HS** Hand Size
- PS** Party Size
- **** Once per Quest

Hero Deck Card List

Level:	Title:	Type:	Abilities:
1	Warrior	Ftr	Fight +1
1	Knight	Ftr	Save
1	Ranger	Ftr	Party gets Move +1

Level:	Title:	Type:	Abilities:
1	Thief	Rogue	AD Trap**
1	Bard	Rogue	PS +1
1	Druid	Priest	Also a Mage
2	Wizard	Mage	HS +1. PS +1
2	Battle Mage	Mage	Also Fighter. Fight +1
1	Dwarf	Ftr	Fight +3 vs Humanoids
1	Elf	Mage	Also a Fighter
1	Halfling	Rogue	Save
1	Gnome	Rogue	Also a Mage
1	Cleric	Priest	Also Fighter
2	Paladin	Ftr	Also Priest. Fight +1
2	Barbarian	Ftr	Fight +2
1	Healer	Priest	Heal**
2	Mystic	Mage	Also Priest. HS +1
1	Half Orc	Ftr	Also Rogue
2	Assassin	Ftr	Also Rogue. Fight +1
1	Friar	Priest	PS +1
1	Amazon	Ftr	HS +1
1	Berserker	Ftr	AD Minor Minion**
3	Arch Mage	Mage	AD Minion**
3	High Priest	Priest	Fight +3 vs Undead. HS +1. Heal**
3	Battle Master	Ftr	HS +1. Fight +2
3	Trickster	Rogue	HS +1. Also Mage. Save
2	Swashbuckler	Rogue	Save. Fight +1
1	Zealot	Priest	Fight +1
1	Gypsy	Rogue	HS +1
1	Explorer	Rogue	Party gets Move +1
3	Pit Fighter	Ftr	Fight +3
2	Rune Master	Mage	HS +1. Fight +1
2	Elementalist	Mage	Fight +2
2	Adventurer	Rogue	Save. AD Trap**
1	Beast Tamer	Ftr	AD Beast**
1	Mariner	Rogue	AD Water**
1	Tinkerer	Mage	AD Animated**

Relics

Most Relics have a Hero Type Requirement. For instance a Relic might only be useable by a Mage or a Rogue.

Potions

Potions are Single Use. There are 3 Copies of each listed Potion in the Relic Deck.

Nomenclature

Req Requirement

Ftr Fighter

FR Fighter or Rogue

RM Rogue or Mage

PF Fighter or Priest

PM Priest or Mage

Any Any Hero Type

HS Hand Size

PS Party Size

AD Auto-Defeat

****** Once per Quest

Relic Deck Card List

Req:	Relic:	Notes:
Rogue	Cloak of Invisibility	Save. Fight +2
Ftr	Vorpall Blade	AD** Monster or Giant. Fight +1
Rogue	Flying Carpet	AD Falls. Move +1
Mage	Staff of Power	Fight +3
Mage	Staff of Wizardry	HS +1. Fight +1
Rogue	Dagger of Venom	AD** Rogue or Mage or Priest or Fighter
Mage	Wand of Paralyzing	AD** Greater Minion
Any	Potion of Healing	Potion. Heal or AD Acid or Poison
PM	Bracers of Defense	Save. Fight +1
Any	Ring of Protection	Save
Ftr	Demon Sword	Fight +3
FR	Blade of Warning	Fight +4 vs Ambush Minion. Fight +1
PM	Staff of Fire	AD** Cold Trap or Enemy. Fight +1
PM	Staff of Freezing	AD** Fire Trap or Enemy. Fight +1
Priest	Holy Symbol	AD** Undead or Spirit or Demon
Any	Holy Water	Potion. AD Undead or Demon or Slime
PF	Mace of Disruption	Fight +5 vs Undead or Demon
FT	Elder Bow	Fight +2
Ftr	Titan Shield	AD Energy. Save. Fight +3 vs Final Foes
PF	Mithril Mail	Save. Fight +1. AD Blade
RM	Gem of True Seeing	AD** Trap
RM	Deck of Many Things	Draw 2 Action Cards**
Mage	Wand of Illusions	AD** Men or Humanoids
Priest	Staff of Healing	Heal** or AD** Poison or Acid
Any	Ring of Fire Resistance	AD** Fire Trap or Enemy
Any	Ring of Cold Resistance	AD** Cold Trap or Enemy
Priest	Holy Hand Grenade	AD Any Enemy. Single Use
Ftr	Flaming Sword	AD** Cold Trap or Enemy. Fight +2
Ftr	Cold Brand Blade	AD** Fire Trap or Enemy. Fight +2
Any	Coral Helm	AD** Water Trap or Enemy
Ftr	Trident	AD** Water Trap or Enemy. Fight +2
PM	Rod of Blasting	AD** Earth Trap or Enemy. Fight +1
Mage	Ring of Levitation	AD** Falls. Fight +1
Any	Spirit Jar	AD Spirit or Curse. Single Use
PM	Dragon Orb	AD** Dragon
Ftr	Rune Sword	Fight +4 vs Greater Minions and Final Foes
Mage	Crystal Ball	Look** at top 5 cards of any Deck
Mage	Philosophers Stone	AD** Slime or Acid. Gain 1 Gold in End Phase
Mage	Magic Hour Glass	Reroll** 1 Target Die Roll
Any	Acid Flask	Potion. Fight +3
Ftr	Bright Shield	AD Gaze and Blade. Fight +1. Save
Ftr	Holy Sword	Fight +4 vs Undead and Demons. Fight +2
PF	Holy Armor	Save. Fight +3 vs Undead and Demons and Fey
Ftr	Magic Shovel	AD** Delay or Earth Trap or Enemy.
Rogue	Enchanted Lute	AD** Beast or Swarm or Fey or Curse
Ftr	Rod of Rulership	PS +1
Ftr	Goblin Bane Sword	Fight +4 vs Humanoids and Fey. Fight +1
Ftr	Dragon Lance	AD** Dragons. Fight +1
Rogue	Sling of Seeking	AD** Giants. Fight +1
Mage	Tome of Wisdom	HS +1. AD** Wits or Curse or Spirit

Req:	Relic:	Notes:
Ftr	Eldritch Blade	AD** Spirit or Fey or Plants. Fight +2
Mage	Lightning Rod	AD** Energy or Animated. Fight +2
Ftr	Sword of Slaying	AD** Monster or Beast. Fight +1
Mage	Spell Book	Draw 2 Mage Spells from the Action Deck**

Terrain Tiles

There are 100 Terrain Tiles. The Terrain Table lists them all as well as what Terrain Actions are Available

at them. It can also be used to select a Random Terrain. In parenthesis are the Quests that can appear at that Terrain)

Terrain Table

ID00	Terrain:	Notes:
1	Marsh	Explore (Lizard King)
2	Fungal Forest	Explore (Moss Monster)
3	Desert Ruins	Explore (Pale Sphinx)
4	War Camp	Train, Guide, Rest (Orc Warlord)
5	Frozen Fortress	Explore (Ice Queen)
6	Greek Wilderness	Explore (Horrible Hydra)
7	Labyrinth	Explore (Cerebus)
8	Sylvan Forest	Explore (Fairy Queen)
9	Palace	Quest, Gift, Intrigue, Rest, Train, Study (Efreeti Sultan)
10	Forest	Explore (Master of the Hunt)
11	Cursed Castle	Explore (Vampire Lord)
12	Submerged Temple	Coastal, Explore (Father Dagon)
13	Caves	Explore (Goblin King)
14	Keep	Gift, Guide, Rest, Train (Kobold Overlord)
15	Labs	Alchemist, Study (Biomancer)
16	Hidden Temple	Explore, Pray (Evil High Priest)
17	Abandoned Mines	Gift, Explore (Balrog)
18	Mounds	Explore (Demi-Lich)
19	Ruins	Explore (Skeleton Lord)
20	Workshops	Buy Relic, Study (Master Artificer)
21	Barrens	Explore (Demon General)
22	Necropolis	Explore (Nefarious Necromancer)
23	Swamp	Explore (Zombie Master)
24	Volcano	Explore (Fire Giant King)
25	Pyramid	Explore (Pharaoh)
26	Ziggurat	Fortune, Explore (Thunderbird)
27	Badlands	Explore (Behemoth)
28	Savannah	Explore
29	Jungle	Explore (Giant Gorilla)
30	Oracle	Fortune (Master of Illusion)
31	Lagoon	Coastal, Explore
32	City	Recruit, Buy Relic, Alchemist, Rest, Ship
33	Town	Recruit, Rest
34	Village	Guide, Rest
35	Woods	Explore (Craw Wyrn)
36	Mountains	Explore (Blue Dragon)
37	Wastelands	Explore (Terrible Tarrasque)
38	Shire	Guide, Rest
39	Dwarven Mines	Gift, Recruit, Rest
40	Elven Woods	Guide, Rest, Recruit

1D00	Terrain:	Notes:
41	Desert	Explore (Lamia)
42	Crags	Explore (Storm Giant)
43	Bog	Explore (Green Dragon)
44	Hamlet	Guide, Rest
45	Pagan Temple	Pray
46	Port	Coastal, Ship, Recruit, Rest
47	Hills	Explore (Hill Giant Chief)
48	Caverns	Explore (Purple Worm)
49	Tower	Study, Recruit, Guide (Mad Mage)
50	Underworld	Explore (Insane Beholder)

1D00	Terrain:	Notes:
51	Outpost	Guide, Rest, Recruit
52	Fire Pits	Explore (Hellion)
53	Lair	Explore (Red Dragon)
54	Citadel	Train, Recruit, Gift, Rest, Guide (Elder Mind Flayer)
55	Cemetery	Explore (Unholy Revenant)
56	River	Ship, Explore (River Dragon)
57	Pirate Coast	Coastal, Ship, Explore (Ghost Ship)
58	Underdark	Explore (Drow Queen)
59	Dungeon	Explore (Dungeon Keeper)
60	Chaos Lands	Explore (Prince of Chaos)
61	Crater	Explore (Cosmic Horror)
62	Greek Coast	Coastal, Ship, Explore (Bronze Colossus)
63	Peaks	Explore (Soaring Roc)
64	Taiga	Explore (Grendel)
65	Fen	Explore (Witch Queen)
66	Dojo	Train, Rest (Celestial Dragon)
67	Pagoda	Pray, Fortune (Ghost of the Shogun)
68	Sea Cliffs	Coastal, Ship, Explore (Kaiju)
69	Monastery	Pray, Study, Rest
70	Church	Pray, Rest, Recruit
71	Monolith	Fortune, Pray, Rest
72	Library	Study, Rest
73	Lake	Explore (Lake Monster)
74	Tundra	Explore (Frost Giant King)
75	Flooded Caves	Coastal, Explore (Giant Octopus)
76	Steppes	Explore (Hobgoblin Khan)
77	Rain Forest	Explore (Phoenix)
78	Valley	Explore (Enchantress)
79	Cloud Castle	Explore (Cloud Giant)
80	Canyon	Explore
81	Ravine	Explore (Remorhaz)
82	Cliffs	Explore
83	Shrine	Pray, Fortune, Rest
84	Jungle Basin	Explore (T. Rex)
85	Borderlands	Explore
86	Heath	Explore
87	Castle	Quest, Train, Recruit, Intrigue, Rest
88	Farmland	Guide, Rest
89	Terraces	Explore

1D00	Terrain:	Notes:
90	Bleak Shore	Coastal, Explore (Kraken)
91	Salt Flats	Coastal, Explore
92	Geyser	Explore
93	Oasis	Explore
94	Tulgey Woods	Explore (Jabberwocky)
95	Everglades	Explore
96	Snowfields	Explore
98	Scrubland	Explore
99	Bluffs	Explore
00	Moor	Explore (Black Dragon)

Action Cards

Each player keeps a Hand of Action Cards. Each Action Card has a Hero Type Requirement. Only certain Heroes are able to use certain Actions.

Some Action Cards have the Additional Tag of Spell usually in the Card Title. All Action cards are single use. They are discarded as soon as they are used. Note that Most Cards are used during Quests, however some can be used At other times such as those that

give your Party Move +1.

Nomenclature

Req Requirement

Ftr Fighter

Any Any type of Hero

AD Auto-Defeat

Returning = 50% to get this Card Back Immediately.

Action Deck Card List

Req:	Title:	Notes:
Mage	Fireball Spell	AD Cold Enemy or Fight +4
Mage	Blizzard Spell	AD Fire Enemy or Fight +3
Mage	Lightning Bolt Spell	AD Greater Minion or Fight +4
Mage	Magic Missile Spell	Fight +2. Returning
Mage	Invisibility Spell	AD Minor Minion or Fight +4
Mage	Haste Spell	Move +1. Fight +4
Mage	Fly Spell	Move +1. AD Fall
Mage	Scry Spell	Look at next 5 cards in any Deck
Mage	Alter Reality Spell	Reroll Target Die Roll
Priest	Resurrection Spell	Heal or AD Undead
Rogue	Backstab	AD Fighter or Rogue or Mage or Priest
Ftr	Dragon Slayer	AD Dragon
Ftr	Giant Slayer	AD Giant
Ftr	Goblin Slayer	AD Humanoid
Rogue	Detect Traps	AD Trap
Rogue	Disable Trap	AD Trap
Ftr	Witch Hunter	AD Mage or Priest
Ftr	Vampire Hunter	AD Undead
Ftr	Beast Slayer	AD Beast
Ftr	Monster Slayer	AD Monster
Ftr	Archer	Fight +3. Returning
Rogue	Stealth	Save or Fight +4
Priest	Turn Undead	AD Undead
Priest	Exorcism Spell	AD Spirits
Priest	Banish Spell	AD Demons
Priest	Summon Champion	Gain 1 Hero
Rogue	Pick Pockets	Gain 1 Gold in End Phase
Mage	Mirage	Target Opponent misses Next Turn

Req:	Title:	Notes:
Mage	Artificer	AD Animated or Gain 1 Relic in End Phase
Mage	Alchemy	AD Poison or Gain 1 Potion in End Phase
Mage	Sleep Spell	AD Humanoids or Men or Beasts
Mage	Charm Spell	AD Men or Beasts or Monster
Priest	Command Spell	AD Men or Demons or Beasts
Mage	Death Spell	AD Greater or Minor Minion
Mage	Petrification Spell	AD Greater Minion or Final Foe
Mage	Illusion Spells	Fight +4 and Draw 1 Action Card
Priest	Cure Spell	AD Poison. Heal
Priest	Restore Spell	AD Curse. Heal
Mage	True Sight Spell	AD Trap or Ambush
Rogue	Bluff	Save or Draw 2 Action Cards
Rogue	Trap Master	AD Trap. Fight +3
Rogue	Pick Locks	Quest Length -1 or AD Delay
Rogue	Find Secret Passage	Quest Length -1 or AD Separate
Mage	Lore	Quest Length -1 or AD Wits
Ftr	Mighty Deed	AD Greater Minion or Delay
Ftr	Prowess	Fight +4
Ftr	Feat of Strength	AD Earth or Giant or Delay
Rogue	Acrobatics	Fight +2. Returning
Ftr	Heavy Armor	Save or Fight +3
Ftr	Shield Bash	Fight +3 and Draw 1 Action Card
Priest	Prayer Spell	Heal or Draw 2 Action Cards
Priest	Miracle Spell	Heal or AD Enemy
Mage	Wish Spell	Search Action Deck for Any 1 Card
Ftr	Tactics	Fight +2 and Draw 2 Action Cards
Rogue	Steal	Take 1 Random Relic from Opponent in End Phase
Any	Riding Horses	Move +1 or AD Beasts
Any	Wilderness Guide	Move +1 or AD Fey
Any	Caravan Trader	You may buy a Relic for 3 Gold in End Phase
Any	Short Rest	Discard 3 Action Cards and Draw Replacements
Any	Allies	Fight +3 for the rest of this Quest
Rogue	Poison Master	AD Poison or Beast
Mage	Cloud Kill Spell	AD Humanoids or Men or Beast or Plants
Mage	Summon Monster Spell	Fight +5 or AD Monster
Ftr	Hack and Slash	All Fighters get Fight +2
Priest	Convert	Take 1 Random Hero from Opponent in End Phase
Priest	Insect Swarm Spell	Fight +5 or AD Swarm
Mage	Polymorph Spell	AD Greater Minion
Priest	Raise Dead Spell	Heal or Fight +4
Rogue	Cut Purse	Take 1 Gold from Opponent in End Phase
Priest	Purification Spell	AD Acid or Poison or Slime
Mage	Ward Spells	AD Removal or Ambush
Mage	Earth to Mud Spell	AD Animated or Earth
Mage	Gust of Wind Spell	AD Swarm or Fight +2
Mage	Water Breathing Spell	AD Water
Mage	Fire Shield Spell	AD Cold or Fight +2
Mage	Wall of Ice Spell	AD Fire or Fight +2
Mage	Force Field Spell	AD Energy or Blade or Fight +3
Priest	Wither Spell	AD Plant or Fey or Fight +2

Game Setup

Distribute the 100 Terrain Tiles randomly to the Map. The Blank Map Board has 100 Spaces (It is 10 X 10). One Terrain Tile per Space.

All Tiles touching the edge of the Map are considered to be Coastal. Note: There are a few Tiles that are required to be Coastal. When drawn, Place them on a Coastal space, or even switch with another Tile if necessary. Shuffle each of the 5 Decks. Keep them separate.

Each player picks a Pawn of a different color. A Pawn represents a player's Party of Heroes and is used to indicate the Parties position on the Map. Players roll high on the 1D20 to determine Turn Order. Draw 1 Quest Card equal to the number of players. Set active Quest cards next to the Map and place a Quest Marker on the Quest's designated Terrain Tile.

Player Pawns must start in the City, Town, Castle, Village, Outpost or Hamlet. Each player Draws 6 Hero Cards. This is their Starting Party. Each player Draws a Hand of 5 Action Cards. This is their Starting Hand.

Party Size Limit

A party may contain up to 6 Heroes. Dismiss extra Heroes. Keep your Hero cards face up on the table in front of you. Party Size may be increased by certain card abilities.

In no case can Party size ever be greater than 8.

Relic Limits

Each Hero can have up to 2 Relics. Only one of those Relics may be a Staff or a Weapon. Discard excess Relics. Potions do not count against this limit. A party may have any number of Potions.

Relic Cards are kept stacked under the owning Heroes Card. If killed, a Heroes Relics may be redistributed to other Heroes, unless the Hero was separated in which case the Relics are lost too.

Encounter Table

1D8	Encounter:	Notes:
1	Nothing	Nothing Happens
2	Lesser Minion	As Described on Quest Card
3	Minor Minion	As Described on Quest Card
4	Greater Minion	As Described on Quest Card
5	Trap	Draw 1 Trap Card and Resolve it
6	Captive	Gain 1 Hero (Draw 1 from top of Deck)
7	Relic	Gain 1 Relic (Draw 1 from top of Deck)
8	Gold	Gain 1 Gold Token

Hand Size Limit

Max Hand size is 5 Cards. Discard excess cards at the end of your turn. Hand size Limit may be increased by certain card abilities. In no case can Hand Size ever be greater than 10.

Quest Limits

The Map should always have a minimum number of Quests equal to the Number of Players. There may be a Max = the Number of Players +2. If there are excess Quests, discard extra Quests at random.

Deck Cycling

If a Deck ever runs out, shuffle the Discard and draw from it.

Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Move Phase
 2. Quest Phase
 3. Terrain Phase
 4. End Phase

Move Phase

Move your Pawn 1 Space on the Map. Moves must be orthogonal not diagonal. If you hired a Guide last turn you may move 1 extra Space.

Some Heroes, Relics, and Actions allow you to move extra Spaces. If you bought passage on a Ship last turn you may move to any Coastal Space. More than one Pawn can occupy a Space at the same time.

Some Action Cards are used in this Phase. If so fill your Action Hand back to its Normal Hand Size.

Quest Phase

If your Party enters a Space occupied by a Quest, they must undertake that Quest. Each Quest has a number of encounters equal to the Quest Length (As stated on the Quest Card). For each Encounter roll 1D8 on the Encounter Table:

Minion Encounters

Lesser Minions always have a Fight Value of 5. Minor Minions always have a Fight Value of 10. Greater Minions always have a Fight Value of 15.

Some Card abilities allow you to Auto-Defeat (AD) certain types of Minions. If you do not have this ability you must fight the Minion: Roll 1D20. Add the Total Levels of all of your Heroes. Add all your applicable Fight Bonuses. Next Subtract the Fight Value of the Minion. If the total is 15 or more, you take no Casualties. If it is 14 or less, then 1D3 Random Heroes are killed.

Trap Encounters

If you are unable to Auto-Defeat (AD) a Trap, then 1D3 Random Heroes are killed.

Final Foe

After completing all Encounters in a Quest, you must face the Final Foe. The Foe is a Large Enemy with a Fight Value of 15, 20, 25, or 30. The Foe must also has 2 or 3 Lives and must be defeated that many times.

Otherwise resolve the Foe battle just as you would with any Minion. After Defeating the Final Foe receive the Quest Rewards which will Include a Combination of Gold, Heroes, and Relics.

Encounter Resolution

After each Encounter fill your Action Hand back to its Normal Hand Size.

Retreat Rule

At any time during a Quest the player may have his Party retreat. Go immediately to End Phase.

Random Minion Encounter Table

1D20	Type (Tag):
1	Men
2	Humanoid
3	Monster
4	Beast
5	Dragon
6	Giant
7	Animated
8	Fighter or Rogue
9	Demon
10	Undead

End Phase

Some Action cards are used in this Phase. Replenish Quest Cards. Discard excess Action Cards or fill your Action Hand back to its Normal Hand Size.

Terrain Phase

If you enter a Space that does not have a Quest, you may take a Terrain Action. There are 15 types of Actions available. These are explained below. However, any given Terrain will only have a few of these Actions available. The Actions available in a Terrain are listed on the Terrain Tile List.

Terrain Actions

- Nothing - Always available at all Terrains
- Recruit - Gain 1 Hero (Costs 3 Gold)
- Gift - Gain 1 Gold Token
- Guide - Party gets Move +1 Next Turn (Costs 1 Gold)
- Buy Relic - Gain 1 Relic (Costs 4 Gold) You may Ignore Potions
- Intrigue - Gain 2 XP Tokens
- Ship - Move to any Coastal Space next turn (Costs 2 Gold)
- Rest - Discard Action Hand and Draw new Hand
- Fortune - Look at next 5 Cards in Any Deck (Costs 1 Gold)
- Mission - Play top Quest Card to the Map
- Pray - Search Action Deck for a Card and put it in your Hand
- Alchemist - Search Relic Deck for Potion (Costs 1 Gold)
- Train - Hero Gains 1 Level Token (Costs 2 Gold)
- Study - Gain 1 XP Token and Draw 2 Action Cards
- Explore - Roll once on the Encounter Table. See Notes below

Explore Action

Minions encountered will be of a Random Type. Roll on the Random Minion Encounter Table:

1D20	Type (Tag):
11	Spirit
12	Plant
13	Slime
14	Fey
15	Swarm
16	Cold
17	Fire
18	Earth
19	Water
20	Mage or Priest

Earning Experience (xp) Tokens

Encountering Traps and Enemies will earn you XP Tokens:

XP	Encounter:
1	Trap
1	Lesser Minion
2	Minor Minion

XP	Encounter:
3	Greater Minion
5	Final Foe

Using Xp Tokens

Experience Tokens can be used 3 ways:

XP	Use:
2	Reroll Target Die Roll (That you made)
1	Get Fight +1 (One Encounter)
7	Hero gains 1 Level Token

Level Tokens

These can be earned by spending XP Tokens or paying Gold with the Train Terrain Action. Place the token on a Target Hero. The Hero gains 1 Level and Fight +1.

Gold Tokens

Your Party may carry any number of Gold Tokens. Gold is used to pay for Various Terrain Actions.

Special Abilities

These are found on Hero, Relic, and Action Cards. A partial list is given below:

Random Party Starting Location

1D6	Location:
1	City
2	Town
3	Village

1D6	Location:
4	Hamlet
5	Port
6	Castle

Terminology

Opponent - Opposing Player Enemy - Minions and Final Foes Encounters - Usually refers to any result

Heal

Bring a Target Hero that was just killed back to life.

Save

If a Hero with this ability is killed he actually survives if he is able to roll a 5 or 6 on a 1D6.

Auto-defeat (ad)

Defeat a Trap or Minion or 1 Life of a Final Foe. These are usually specific to certain Tags such as Cold or Dragon.

Hero Death

Roll 1D6 or 1D8 to determine random Hero Deaths. Reroll as necessary. When a Hero is killed discard his card. Redistribute his Relics. If no one can use them or there are too many discard these too.

If the party is completely wiped out, skip your next turn and start over with 6 new Heroes. Move your Pawn to a random starting location:

an the Encounter Table



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

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Warpspawn Rules

Rabbidgerbal

David Ashton

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Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn