



## How to Add the Game Master's Deck of Boons and Banes to HeroQuest!

### *Disclaimer:*

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# Introduction

Hello there! I am Loony Lunes, the creator of <https://boardgame.quest>, a home for HeroQuest Homebrew! I am a big fan of HeroQuest and love to homebrew. I picked up the Deck of Boons and Banes on a whim, hoping to get some inspiration for HeroQuest homebrew and after reading the first 4 cards I knew I needed to create this conversion tool for all the HeroQuest fans out there!

One complaint you hear about HeroQuest is lack of Character growth and advancement. Many people have created Hero Skills, Leveling Systems, and rolled their own Heroes to try to spice up Questing. I have done a lot of that myself. So, imagine my surprise going through this deck and realizing that this was the answer I had been seeking!

It's so simple! Your hero receives a Boon or Bane, and their gameplay is forever changed! You could literally play the Barbarian (arguably the simplest Hero) 40 times and get 40 different experiences!

One of the best things about this deck is all the cards just show art and the name of the Boon or Bane. The actual effects are in the book for the DM to read and explain to the player. For our HeroQuest purposes, the card effects are contained right in this document!

This guide is for Zargon! You may want to keep the specifics of each Boon and Bane a secret, to surprise your Heroes with. Or you may want to put it all out there and let them choose. It's totally up to you.

In converting these cards for HeroQuest, I did my best to keep the spirit of each one, but they were made for Dungeons and Dragons, and there's only so many parallels between the two games. Regardless, I had a lot of fun coming up with ways to torture and bless the Heroes!

But ultimately, it's your game table, and your deck of cards. If you don't like one of the cards, don't use it. If you have a better idea than I came up with, use that instead. Most importantly, have fun with it!

*Loony Lunes*

## Common Terminology:

- **Combat/Attack/Defend Die:**

These all refer to the same Skull/White Shield/Black Shield HeroQuest die.

The difference being the situation in which they are being used.

‘Combat’ means generically, usually out of actual combat.

‘Attack’ means it is being used in an Attack Roll.

‘Defend’ means it is being used in a Defense Roll.

- **Combat Engagement:**

The time between when you are in Line of Sight of at least 1 Foe to when the last Foe (or Hero) is vanquished.

- **Lost Body Points:**

The amount of Body Points you have lost compared to the starting value.

One of my pet peeves is every HeroQuest card involving Healing must spell out some form of ‘not exceeding your Body Point total’.

So I just say ‘heals lost Body Points’ and you’ll know not to exceed anything!

# Usage Suggestions

I just wanted to say again that this is your game, and these are only suggestions.

Have I played any of these?

No.

Are they fair and balanced?

No.

Is there a better way to incorporate these ideas into my game?

Definitely!

I can only share what I think would be fun. The rest is up to you!

## Character Creation

Right out of the gate, your Heroes randomly select a card. Maybe they get a Boon and breeze through the campaign. Maybe they get a Bane and struggle to survive! There are a million ways to do this, here are some ideas to get you started:

- **Random Draw:**  
Each Hero makes the choice, do they play it straight (no Boons or Banes), or do they take a gamble and draw a card?
- **Boons for Newbies:**  
Got a bunch of First Time Heroes? Put all the Boons into a deck and let them each pick one. The game will go easier on them, despite needing to remember a few extra rules.
- **Banes for Oldies:**  
Got a bunch of cocky pros that know the fastest way to get a Battle Axe? Put all the Banes in a deck and make them pick. Let's see how far they make it into the dungeon with Imps constantly tying their boot laces together
- **'Best' of Both Worlds:**  
Separate the Boons and Banes into their own decks. Each Hero can draw 1 of each and figure out how to cope with both at the same time!

## Rewards and Punishments

Sometimes the bravest Hero needs a reassuring pat on the back. Sometimes the arrogant jerk needs a sharp lesson! Whichever the case, Boons and Banes is the answer!

- **Achievements:**

They're in every videogame these days: Break every jar and get the "Jar Smasher" Achievement. Let's put them into HeroQuest! Come up with a task for the current Quest. Tell the Heroes what it is or keep it secret. When the Quest ends, you determine who did the best at the task and reward them with a Boon. Determine who did the worst and punish them with a Bane!

Here are a couple of ideas:

- Find the most gold.
- Kill the most foes.
- Take the least amount of damage.
- Move the least number of spaces.

- **Side Quests:**

If you like a little more story in your HeroQuesting, you can always create a small side quest for each Hero to earn an appropriate Boon. Or perhaps they've been plagued with a Bane and need to find an NPC hidden in a side room of the dungeon and do a fetch quest for them to get it removed. There are suggestions right in the guidebook that came with the Deck of Boons and Banes. Give it a look and see what you can come up with!

## The Deck of Boons and Banes Cards – HEROQUESTIZED!

Below is my attempt to Homebrew the Deck of Boons and Banes cards into HeroQuest.  
I put each Boon/Bane on its own page for (hopefully) easier reference.

## Air Affinity

The Element of Air is your constant ally!

- Boon:
  - Air Assist:
    - If you trigger a Pit Trap, roll a combat die, only on a Black Shield do you take damage.
    - You always succeed in jumping over Traps.
    - You always have +4 to your Movement roll.
  - Whirlwind:
    - Once per quest you can cast Tempest on an Enemy.
      - Spellcasters that already have Tempest can cast it twice.
  - Swift Wind:
    - Once per quest you can cast Swift Wind on yourself.
      - Spellcasters that already have Swift Wind can cast it twice.

## Antagonistic Aura

There's just something so punchable about your face!

- Bane:
  - Taunting Stance:
    - Monsters always target you before anyone else in the party.
    - Whenever a Wandering Monster is drawn by any Hero including you, a Goblin also appears in an adjacent space to you.  
It will only ever attack you.
  - Antagonistic Aura:
    - Anytime a Hero moves through your space you must roll a combat die. On a Skull, you have offended that Hero and you must pay that Hero 5 Gold or suffer 1 Body Point of Damage as he slams you against the wall.
    - After the encounter, the offended Hero shakes their head, unable to believe how angry they just got simply from being near you.



## Arcane Absorber

Your body thrives on magical energy!

- Boon:

- o Arcane Absorber:

- Whenever you are struck by a Dread Spell,  
You ignore the effects and instead gain +1 Temporary Mind Point (TMP).
      - TMPs are tracked separately.  
For example, a Wizard would look like this: Mind Points = 6 (1).
      - TMPs can be spent in the following ways:
        - o To restore lost Mind Points  
(1 TPM = 1 Mind Point).
        - o To restore lost Body Points  
(1 TMP = 1 Body Point).
        - o Channeled into a Magic Missile  
(1 TMP = 1 Combat Die, cannot be blocked).
        - o TMPs are lost upon reaching zero Body Points  
or completing the Quest.
    - Whenever you are affected by a fellow Hero's Spell,  
You may choose to take half the effect and gain 1 TMP,  
Or you may choose to take no effect and gain 2 TMPs.
      - For example, the Wizard casts Swift Wind on you,  
normally allowing you to roll 2 additional Movement Dice.  
You can instead only roll 1 additional Movement Die and take 1 TMP,  
or you can roll no additional Movement Dice and take 2 TMP.
      - If you cannot really do "half" easily,  
for example Veil of Mist or Pass Through Rock,  
you may not take 1 TPM for a partial effect.  
You may only take 2 TMPs by foregoing all the effect.

## Arcane Allergy

Your body is weakened by anything magical in nature!

- Bane:
  - Artifact Allergy:
    - – 1 Defense Die for every Artifact you have equipped.
  - Spellcaster's Affliction:
    - If you cast a spell or use a magic/element-based skill, roll 1 Combat Die afterward, on a Black Shield you suffer a negative effect:  
Roll 1 more Combat Die:
      - Skull: - 1 Movement Die on your next Movement Roll.
      - White Shield: - 1 Mind Point.
      - Black Shield: - 1 Body Point.
  - Magic Sensitivity:
    - Dread Spells used against you cause – 1 Mind Point in addition to their normal effects.
  - Healer's Bane:
    - You are immune to all Hero-cast Spells.
    - Whenever you drink a potion, roll 1 Combat Die.  
On a Black Shield, the potion has no effect.

## Bloodthirsty:

Your body craves blood!

- Bane:

- o Blood Thirst:

- Whenever you kill an enemy that conceivably contains blood, Roll 1 Combat Die for each of your Mind Points. If a Black Shield is rolled:
      - You must drink its blood and will restore 1 lost Body Point.
      - Satiated but disgusted, you must skip your next turn.
    - Whenever a member of your party is wounded in a way that causes bleeding, Roll 1 Combat Die for each of your Mind Points. If a Black Shield is rolled:
      - You may attack the wounded ally:
        - o With either your equipped weapon or bare hands.
        - o The Ally suffers – 1 Defend Die due to surprise.
        - o If you succeed in your attack, you heal 1 Body Point.
        - o Satiated but disgusted, you must skip your next turn.
      - Or you may attack yourself:
        - o You suffer # Body Point of Damage.
          - This compounds until you drink someone else's blood. So the first time it's just – 1, the second time – 2 and so on.
          - It resets back to – 1 if you have fed on someone else.
        - o Drinking your own blood does not satisfy you, but you skip your next turn to bind up your wound.
        - o Damaging yourself more than 3 times per quest reduces your Defense Dice by – 1 (each time) until the end of the Quest (minimum of 1).

- o Blood Distraction:

- The first time you enter a room with a Torture Rack in the dungeon, your turn immediately ends, and you skip your next turn while you “investigate” it.

- o Bloodetarian

- You are immune to Healing Potions (any potion that gives + Body Points). You can only be healed by drinking blood or a healing spell.

## Brewer's Boon

You have an uncanny ability for making and drinking potions!

Note: some effects require the expansion Rise of the Dread Moon (RDM).

- Boon:
  - Brewmeister:
    - You have permanent use of a Reagent Kit (RDM).
    - Anytime you brew a potion, roll 1 Combat Die (RDM).  
If a White Shield is rolled, the reagent was not used up.
  - Potion-Sense:
    - You always find a Lesser Healing (+ 2 Body Points) potion in an Alchemy Bench.
  - Connoisseur:
    - You always restore at least 4 Body Points from a 1D6 Healing potion, even if you only roll a 1, 2, or 3.
  - Refilling Potion Vial Artifact:
    - You also have a rare Refilling Potion Vial that can never be broken.
      - At the beginning of each Quest, it is filled with the potion of your choice.
      - This potion can be given to anyone, but only you can carry the Vial.
      - If you take a turn without the Vial in your possession, the potion turns to water.
      - If you exit the Quest without the Vial in your possession, it cannot be used for the next Quest.

## Celestial Radiance

You have been blessed by an Angelic being!

- Boon:

- Celestial Wings:

- You can summon glowing celestial wings when danger is near!
      - Whenever monsters are visible:
        - You can move up to 12 spaces without rolling.
        - You can fly over monsters and furniture.
      - You cannot fall into Pit Traps.
      - You always succeed when jumping over Traps.
      - Once per Quest, you can surround yourself with your wings and reflect a Dread Spell directed at you, back at the caster. This only works if you are the sole target.  
Does not work on summoning spells or area effect spells.

- Bane of the Undead:

- You gain + 1 Defend Die against undead foes.
    - If you roll at least 1 skull against an undead foe and it survives, Roll 1 Combat Die to do an unblockable celestial attack against it.
    - Once per Quest you can radiate a burst of celestial light, blinding any undead foe you can see.

- Blinded Undead:

- Have – 1 Attack Die and – 1 Defend Die (minimum of 1 each).
        - Cannot stop a Hero from moving through their space.
        - Blindness wears off at the start of your next turn.

## Champion's Chorus

A trio of spirits have decided to follow your adventures! Usually only you can see or hear them.

- Boon:

- o Spiritual Pointers:

- Anytime a Foe appears alone, the Spirits give you advice on fighting it.  
You gain + 1 Attack Die against that 1 Foe.  
This perk is lost if more than 1 Foe is present.
    - The spirits seem to hate Dread Warriors  
and have taught you a new fighting technique to deal with them:
      - Dread Warriors roll – 1 Defend Dice when you attack them.
    - Once per Quest, the Spirits give you a warning about a trap seconds before it trips!  
You may reduce the damage of the trap to zero, having successfully dodged it.

- o Boo:

- The Spirits can distract a Foe of your choice,  
On your next attack, any unblocked damage you deal is doubled!
    - Once used, the Spirits refuse to distract another foe  
until you roll doubles on a Movement Roll.

## Child of Darkness:

There's nothing scary about the darkness, you are the dark!

- Boon:
  - Shadow Step:
    - At any time, unless you are adjacent to a Foe, you may slip into a shadowy area and reappear up to 4 spaces away. This is a free action, you are still able to roll Movement.
    - All areas on the board are shadowy, but Zargon can declare any space well-lit at any time.
  - Veil of Darkness:
    - Once per Quest you may cast Veil of Darkness:
      - It has a radius of 5 squares around you (including through walls).
      - Any monsters within the Veil:
        - Cannot stop Heroes from moving through their spaces.
        - Have – 1 Defend Die (minimum of 1).
        - Must roll 1 Combat Die for each of their Mind Points.
          - On a White Shield they suffer the Fear spell.
          - Foes with zero Mind Points are unaffected by Fear.
          - Fear wears off at the start of your next turn.
      - Any monsters outside the Veil must roll 1 Combat Die to enter.
        - On a White Shield they are too afraid to enter.
      - The Veil is stationary and does not move with you.
      - The Veil only ends if you die or the Quest ends.
  - Contempt:
    - You are immune to the following Dread Spells:
      - Creeping Grasp (must teleport to a safe space)
      - Dreadlights
      - Fear
      - Tempest
      - Werewolf's Curse

## Creature of Land & Sea

Something is fishy about you!

- Boon:
  - Land Strider:
    - You gain a permanent + 2 to your Movement Roll.
  - Friend of the Fishes:
    - The first Abomination you encounter in a Quest becomes your ally!
      - You control its movement, attack, and defense.
      - It cannot open doors, nor search for anything.
      - It cannot equip anything.
  - Water Strider:
    - You are unaffected by watery terrain (ex. Quest 1 of Rise of the Dread Moon).
    - Your chance of reducing damage from fire spells is doubled.  
For example, you roll 4 Movement Dice if attacked by Ball of Flame.
  - Water's Blessing:
    - Once per Quest you can summon a Water Elemental to aid you.
      - Water Elemental:





## Creeping Stoneflesh

You are slowly turning to Stone!

- Bane:
  - Weakened Body:
    - For every 1 Body Point you have lost, you also lose – 2 movement (no minimum).
  - Hardened Body:
    - You gain + 1 Defense Die but are unable to wear Body Armor, Bracers, or use a Shield.
  - Slow and Clumsy:
    - You are immune to the following spells:
      - Disappear
      - Heal Body
      - Pass Through Rock
      - Rock Skin
      - Swift Wind
      - Veil of Mist
  - Heavy Body:
    - Anytime you roll all Black Shields (Attacking or Defending), You are overcome with fatigue, carrying your own stony weight and miss your next turn.

## Curse of Vulnerability

You feel exceptionally weakened!

- Bane:
  - Weakened Defense:
    - You have – 1 to your starting Defense (1 instead of 2 usually).
    - While defending, every Black Shield you roll, cancels out one of your White Shields.
    - Anytime you suffer only 1 damage, roll a Combat Die. On a Black Shield – 1 Additional Body Point (-2 total).
  - Slowed Constitution:
    - The following potions are half as effective (rounded down) for you:
      - Potion of Defense
      - Potion of Frost Skin
      - Potion of Healing
      - Potion of Icy Strength
      - Potion of Lesser Healing
      - Potion of Rejuvenation
      - Potion of Strength
      - Potion of Superior Restoration
      - Venom Antidote
    - The following Spells are half as effective (rounded down) when cast on you:
      - Heal Body
      - Healing Song
      - Life Force
      - Pixie
      - Water of Healing

## Delusions of Grandeur

Well, well, well, aren't you fancy!

- Bane:
  - Refined Taste:
    - You are compelled to spend 25 gold between Quests on fine food and drink.
      - If you are unable to spend that much, you start the next quest with one less Body Point than your maximum.
  - Where's my palanquin?
    - You refuse to run, so your maximum movement speed is 7.
      - Anything roll higher than 7 is ignored.
      - Speed boosting spells and potions do not work on you.
  - Delusions of Grandeur:
    - Your delusional mind costs you 1 Mind Point off your maximum.
    - You refuse to dirty your hands by performing the following actions:
      - Open Doors or Secret Doors
      - Search for Traps or Secret Doors
      - Disarm Traps
      - Fight Goblins or Skeletons (they are beneath your notice).
        - You still defend against their attacks.
  - Tough Love:
    - You can be persuaded to do any of the above Actions by another Hero:
      - Donating 10 gold to your favorite charity: your spa day fund. (they have to give you 10 gold).
      - Rolling 2 Combat Die,
        - If both are White Shields, they compelled you to take the action.
        - If either is a Black Shield, you take 1 Body Point of Damage and are able to perform any action for the next 3 turns, having your delusion temporarily beaten out of you.
        - Any other result means they were unable to convince you to change your behavior.

## The Doomed Dreamer

Countless restless nights in which you dream of your own death have left you barely able to function!

- Bane:
  - Reluctance:
    - You refuse to be first in the turn order.
  - Overly Cautious:
    - Your reluctance to put yourself in danger means:
      - Your first attack on each enemy is halved (rounded down).  
Meaning if you only roll 1 skull, it counts as zero.
  - Exhausted and Stressed:
    - The first time an enemy attacks you, they gain 1 additional Combat Die.
    - You are more susceptible to Dread Spells and have 2 less Mind Points to use when defending against them (minimum of 1).
      - For example a Wizard would keep all 6 Mind Points, but when attacked by the Command spell, would only roll 4 dice to try to break it.

## Easy on the Eyes

You are so good looking, it's almost magical!

- Boon
  - Charm:
    - Once per Quest you can Charm any unnamed Enemy with at least 1 Mind Point.
      - The Enemy cannot resist the Charm in any way.
      - You control the enemy's Movement, Attack, and Defense immediately following your turn.
      - The effect wears off after 3 turns.
  - Charming:
    - The first time an enemy encounters you, they roll 1 Combat Die:
      - On a Skull, they will only attack you if they cannot reach any other Hero.
      - On a White Shield, they will refuse to attack you.
      - On a Black Shield, there is no effect.
      - The effect only lasts until their next turn.
    - Any Enemy with at least 1 Mind Point is distracted by your good looks. They roll 1 less Defend Die (minimum of 1) if you attack them.
    - Anytime a Hero gains any amount of gold, they are compelled to give you 5 gold coins. You cannot refuse, they insist!
  - Charmed:
    - All items sold between Quests are 25% off for you.

## Fey Favorite

The Fairy Folk have taken notice of your incredible skills and decided you are worthy!

- Boon
  - Elf-Friend:
    - Elven Enemies are less effective against you:
      - They roll 1 less Attack die (minimum of 1)
      - They roll 1 less Defend die (minimum of 1)
    - You have learned the following Elf Spells:  
If you already know them, you may cast them twice.
      - Disappear
      - Double Image
      - Timestop
  - Pixie-Friend:
    - You gain a permanent Pixie follower:
      - The Pixie cannot be harmed.
      - She follows you around, but you do not directly control her.
      - When you search for treasure,  
you always find an additional 10 gold coins,  
regardless of the treasure card you draw.
    - Once per turn, instead of using an Action you can instead activate the Pixie:
      - Roll 1 Combat Die:
        - On a Skull, she giggles and disappears.
        - On a White Shield, she will do 1 favor for you:
          - Open any door.
          - Heal any Hero 1 Body Point.
          - Distract any Enemy, - 1 Defend Die (minimum of 1)
          - Disarm any Trap.
        - On a Black Shield, she will be annoyed with you:
          - You cannot activate her for 3 turns.

## Flow State

When you're focused, there's nothing you can't accomplish!

- Boon

- Flow State:

- Once per Quest you can enter a Flow State.

While in the Flow State:

- You gain +4 to Movement, +1 Attack Die and +1 Defend Die.
      - You can cast Swift Wind on yourself 1 time.
      - You can disarm any trap without needing to roll.
      - You do not trigger any traps (though your party members still can).
      - When drawing a treasure card,  
you can discard any hazard cards without taking any damage  
but you can still be attacked by a wandering monster.

- The Flow State ends when you take at least 1 Body Point of damage.

- Residual Effects:

- After leaving the Flow State you may choose to keep any 2 of the following effects:
      - +4 to Movement
      - +1 Attack Die
      - +1 Defend Die
      - Disarm traps without needing to roll.
      - Do not trigger any traps.
      - Are not affected by Hazards when searching for treasure.

## Foe of the Wilds

Mother Nature is not a fan of you!

- Bane
  - Unfriendly Smell:
    - You cannot have any pet-allies.
    - Anytime another Hero's pet-ally kills an enemy, you roll 1 Combat Die,
      - On a Skull, it immediately attacks you!You can defend normally.
  - Disturbed Nest:
    - Anytime a Trap or Secret Door is discovered by any Hero including you, a small Animal (for example, a rat from the Core set) crawls out of gap in the floor and appears next to you.

If there are no adjacent spaces next to you, nothing spawns.

      - If it spawns, it will immediately attack you.
      - It doesn't use Movement but instead can always move to a space adjacent to you.
      - It has 1 Body Point, 1 Mind Point, 1 Combat Die, and 1 Defend Die.
  - Wanted:
    - Anytime you roll double 1s on your Movement Dice, A Hunter appears at the dungeon entrance and hunts you.

There can only be 1 Hunter on the board at a time.

The Hunter can be one of the following:

      - Giant Wolf (Mage of the Mirror)
      - Raptor (Jungles of Delthrak)
      - Polar Warbear or Yeti (Frozen Horror)
      - Any other Animal Mini you may have on hand.
      - This Hunter should have the following minimum statistics:  
10 Movement, 2 Attack, 2 Defend, 2 Body Points, 1 Mind Point.  
Zargon may want to increase these stats for a better equipped hero.



## The Gallows Haunt

You are cursed by an otherworldly hangman's noose!

- Bane
  - Weakened Body:
    - You lose 1 Body Point from your maximum for every 3 you have (rounded down).  
Example: Barbarian has 6 Body Points instead of 8 ( $8/3 = 2.67$ , so  $8-2=6$ )  
Wizard starts with 3 Body Points instead of 4 ( $4/3 = 1.33$ , so  $4-1=3$ )
    - If you move more than 6 spaces, you need to stop to catch your breath  
You cannot take an action (Attack/Search) that same turn.  
If you take an action before moving, there's no penalty.
  - Weakened Mind:
    - You are more susceptible to the Command Dread spell,  
you may only use half of your Mind Points to counter it.
  - Sympathy for the Undead:
    - You have a strange affinity for the undead,  
your attacks are less effective against them.
      - Roll 2 less Attack Dice when attacking an undead enemy (minimum of 1)
    - If you are in Line of Sight of someone casting the following Dread Spells  
You are automatically afflicted with Command:
      - Summon Specters
      - Summon Undead
  - Nothing to Lose:
    - You are immune to the following Dread Spells:
      - Channel Dread
      - Cloud of Dread
      - Dreadlights
      - Fear

## Gemini's Gift

So, you have a twin brother/sister!

- Boon
  - o Spirit Twin:
    - Once per Quest, you can summon the spirit of your Twin!
      - Use the Alt-Gender version of your Hero if available or any other mini.
      - Your twin has the same starting stats and equipment as indicated on your character card, but only a maximum of 2 Body Points.
      - You control your twin immediately after your turn.
      - You have a psychic connection to your twin and inherently know/experience everything they do.
      - They can be healed like any other Hero.
      - They can open doors, search for traps and secret doors.
      - They cannot Search for or carry Treasure or use Equipment.
      - If you are a spellcaster, they have access to any spell you have not yet cast.
        - o If they cast a spell, roll 1 Combat Die:
          - Skull: The spell is used up for both of you.
          - Any Shield: The spell may still be cast by you, but your twin can no longer cast it.
      - Once their Body Points reach zero, they are unsummoned and no longer in play.
  - o Spirit Image:
    - Once per Quest you can also cast the Elf spell - Double Image.
    - You can only do this if your Twin was killed/unsummoned.

## Gravitationally Unbound

You and gravity are no longer in sync!

- Bane

- Zero Gravity:

- Anytime you roll both 1s on your Movement Dice, you are too light to move.

- Low Gravity:

- Anytime you roll a 1 and any other number on your Movement Dice, gravity decreases for you!

Being light and floaty:

- You gain +2 to your Movement Roll.
      - You roll only 1 Attack Die for Melee attacks.
      - You roll normally for Ranged attacks, but are pushed back 1 space when you perform them.
      - You roll 1 less Defend Die and are pushed back 1 space per Body Point of damage you receive.
      - If you are unable to move backward from the above effects, you are stunned and cannot roll movement (this turn or next if already rolled).

- Normal Gravity:

- Anytime you roll a 1 AND a 6 on your Movement Dice, gravity returns to normal for you.

- High Gravity:

- Anytime you roll a 6 and any other number on your Movement Dice, gravity increases for you!

Being slow and sluggish:

- You have -2 to your Movement Roll
      - You roll 1 less Attack Die.
      - You roll 2 less Defend Dice.

- Crushing Gravity:

- Anytime you roll both 6s on your Movement Dice, you are too heavy to move.

- Stable Gravity:

- You roll neither a 1 nor a 6 on any dice, Gravity stays the same as it was last turn.

## Green Thumb, Black Thumb

You're an arbiter of both health and death!

- Boon
  - Greenthumb:
    - You and any allies within 2 spaces of you gain +1 Attack Die against Undead.
    - You and any allies within 2 spaces of you gain +1 Defend Die against Greenskin enemies, for example Goblins, Orcs, and Abominations.
    - Once per quest you can skip your turn to fully heal yourself or an ally.
  - Blackthumb:
    - You and any allies within 2 spaces of you gain +1 Attack Die against non-humanoid (ex. animal) enemies.
    - You and any allies within 2 spaces of you gain +2 Defend Die against Dread enemies, for example Dread Warriors, Sorcerers, and Gargoyles.
    - Once per quest you can summon a Dread Warrior to fight for you.
      - Unfortunately, the Dread Warrior only has 1 Body Point.

## Hat of the Fool

That hat sure makes you look foolish, too bad you can't remove it!

- Bane
  - Fool's Hat:
    - You have a stinky, noisy, fool's hat stuck to your head.
      - It cannot be cleaned, quieted, or removed.
      - You cannot wear anything else on your head.
      - It causes your allies to treat you as a fool, with disregard and malice.
  - Fool's Aura:
    - If an ally starts their turn in a square touching your square they are embarrassed and discouraged, suffering the following effects:
      - -2 to their Movement roll (minimum of 1)
      - -1 Attack Die.
      - -1 Defend Die.
      - -1 Mind Point (temporarily, only while standing near you).
  - Clumsy Attack:
    - If you roll all Shields on an Attack Roll:
      - Your allies are compelled to laugh at you, shattering your confidence.
      - You have -1 Attack Die on your next attack roll.
  - Foolhardy Defense:
    - If you roll all Skulls on a Defense Roll:
      - Your allies are compelled to jeer at you, making you mad and reckless.
      - You have only 1 Defend Die on your next Defense Roll.
  - Stumble:
    - If you roll two 1s on your Movement Roll
      - Occasionally, your allies are compelled to trip or shove you.
      - You move backward 2 spaces instead of forward.

## Heckler's Malice

A spirit has made your misery its mission, or maybe you're mad!

- Bane:
  - Heckler's Spirit:
    - A malicious spirit has started following you:
      - Only you can see or hear it.
      - It is loud and annoying, making it difficult for you to concentrate or even hear your allies.
  - Distracted:
    - Being constantly distracted, you have no chance of avoiding traps. Meaning you always take damage/cannot roll to avoid it. Though you can successfully jump them.
    - Being unable to hear faint clicks, you are unable to disarm traps.
  - Instilled Uncertainty:
    - If you roll all Shields on an Attack Roll:
      - The malicious spirit roars with laughter, shattering your confidence.
      - You have -1 Attack Die (minimum of 1) on your next attack roll.
      - You will continue to lose 1 Attack Die on each Attack roll until you land a hit, successfully causing damage to a foe.
    - If you roll all Skulls on a Defense Roll:
      - The malicious spirits screams fill you with dread!
      - You must flee from the foe that attacked you.
      - If you cannot flee, you only have 1 Defend Die on your next Defense Roll against that foe.
  - Obscured Vision:
    - If you roll two 1s on your Movement Roll
      - The malicious spirit blocks your vision, causing you to trip and fall.
      - Your turn immediately ends without taking any movement.

## The Houndmaster

The Great Wolfmother has made you a member of the pack!

- Boon
  - Wolfmother's Protection:
    - You are immune to the following Dread Spells:
      - Command
      - Fear
      - Werewolf's Curse
  - Alpha:
    - Giant Wolves refuse to Attack you and you are unable to Attack them.
      - Instead, if you are adjacent to a Giant Wolf, roll 2 Combat Die,
        - If both are White Shields, you now control that Wolf and use it immediately after your turn.
        - Otherwise, nothing happens.
        - After 2 uses (the end of your next turn), Zargon regains control of the Wolf.
  - Good Doggie:
    - Once per Quest you can summon a Wolf Companion (not a Giant Wolf).
      - Stats can be found in the Against the Ogre Hoard expansion or the free downloadable quest: Into the Northlands:  
[https://hasbropulse.a.bigcontent.io/v1/static/HeroQuest-online\\_quest\\_2\\_-\\_Into\\_The\\_Northlands](https://hasbropulse.a.bigcontent.io/v1/static/HeroQuest-online_quest_2_-_Into_The_Northlands)
      - You control the Wolf immediately after your turn.

## Ill-Tempered

You have the emotional maturity of a very small child!

- Bane

- Tantrum:

You suffer from extreme tantrums whenever you don't get your way.

- You enter the tantrum state when any of the following happens:

- You search for treasure but get a Hazard or Wandering Monster instead.
      - You fail to Disarm a trap.
      - Someone else killed a Foe you had previously attacked.
      - You roll no skulls on an Attack Roll.
      - You roll two 1s on a Movement Roll.
      - You roll a 1 when rolling for a Healing Potion effect.

- While in a tantrum state, you suffer the following effects:

- Cannot move.
      - Can only attack with your bare hands (1 Attack Die).

- Additionally, when entering the Tantrum state, roll 1 Movement Die.

This is how much gold falls out of your pocket and is lost.

- You can exit the tantrum state on your next turn

by rolling 1 Combat Die for each of your Mind Points.

If you roll any White Shields you recover from the Tantrum.



## Imp Infestation

Gah! Where did they come from?! They're everywhere!

- Bane

- o Infestation:

- Imps appear and disappear at random.  
If you strike one down, another just takes its place.
    - At the start of your turn, roll a Combat Die to determine how effective the Imps are at distracting you until your next turn.  
On a Skull the Imps just cackle and scamper about.  
On a White Shield, you suffer minor interference.  
On a Black Shield, you suffer major interference.
      - Minor interference:
        - o When rolling movement, you must re-roll the die with the highest value.  
If doubles, see Temporary Reprieve below.  
You must use the 2<sup>nd</sup> number, even if it's higher than the first.
        - o When Attacking or Defending, roll twice and take the worst roll.
        - o No penalty when searching for anything.
        - o No penalty when drinking potions.
      - Major interference:
        - o When rolling movement, you can only move half the rolled total.
        - o When Attacking or Defending, you use 1 less Combat Die.
        - o When searching for traps or secret doors, you do not find anything, even if they are there.
        - o When searching for treasure, the Imps are so loud they summon a Wandering Monster before you finish searching  
Do not draw a Treasure Card, instead just spawn a Wandering Monster.
        - o You are unable to Disarm a trap.
    - Temporary Reprieve:
      - If at any time you roll doubles for Movement, the infestation ceases until the end of your next turn, giving you a slight break.

## Inkdrinker

You have a remarkable memory and are a voracious reader!

- Boon

- Fast Learner:

- Fighting the same type of foes sequentially grants you +1 Combat Die. This stacks up to +3 Combat Die, but resets if you fight a different type of foe. For example, fighting your first Goblin with a dagger, you have 1 Combat Die. Fighting a 2<sup>nd</sup> Goblin immediately after the first you have 2 Combat Die. If you were to attack an Orc after the 2<sup>nd</sup> Goblin, you would revert back to the Dagger's default (just 1 Combat Die).
    - After the first time you successfully defend against a Foe, you gain a permanent +1 Defend Die when fighting that type of foe. For example, if an Orc attacks, rolling at least 1 Skull, and you defend ALL damage with White Shields, you gain the +1 Defend Die for every Orc thereafter, until the end of the Quest.
      - If the Foe misses (rolls all shields), it does not count as a successful defend.
      - This does not stack! You can only gain +1 Defend Die per type of foe.

- Healthy Bookworm:

- Anytime you find a bookcase, you may skip your turn, healing 1 lost Body Point.
      - You may skip up to 3 turns per bookcase.
    - If you search for treasure in a room with a bookcase and the card has a gold value, you may double that value.

## Mystic Guardian

A powerful spirit has taken up your cause and vowed to help you!

- Boon

- o Mystic Guardian:

At the beginning of each Quest,

you must declare the aspect of your Mystic Guardian:

- The Cloak:

- You gain + 1 Defend Die against Melee Attacks.
      - You gain + 2 Defend Die against Ranged Attacks.
      - You have the Combat Mobility Skill:  
This allows you to sneak through spaces occupied by Foes.
      - Once per Quest you may cast Pass Through Stone.

- The Blade:

- Anytime you perform a melee attack against a Foe your Mystic Guardian shadows your attack:
        - o Inflicting 2 Combat Die against that same foe.
        - o As it's a second attack, the Foe is unable to roll Defense.
      - Ranged attacks receive no bonuses.
      - If a Foe is not in melee range:
        - o You can temporarily give a melee weapon to your Mystic Guardian.
        - o They immediately:
          - Teleport to a Foe you can see.
          - Attack the Foe for you.
          - Teleport back to return your weapon.
      - Once The Blade is used, it cannot be used again until you prove your abilities by defeating 1 Foes.
      - Once per Quest you may cast Genie.

## A Nose for Magic

You can detect magic before it is even cast, giving you several advantages around spells!

- Boon
  - Magical Resonance:
    - Your Mind Points are now equal to your Starting Mind Points + Body Points!
  - Magical Enhancement:
    - The following Spells, when cast on you are enhanced as follows:
      - Disappear – Until you roll higher than 10 on your Movement Dice.
      - Heal Body – Restores all Lost Body Points.
      - Inspiring Tale – Lasts 2 Turns.
      - Lifeforce – Restores all Lost Body Points.
      - Pass Through Rock – Lasts 2 Turns.
      - Rock Skin – Lasts until you suffer 2 Body Points of damage.
      - Swift Wind – Lasts 2 Turns.
      - Veil of Mist – Until you roll higher than 10 on your Movement Dice.
      - Water of Healing – Restores all Lost Body Points.
  - Magical Defiance:
    - The following Spells, when cast on you are diminished as follows:
      - Ball of Flame – Roll 4 Movement Dice.
      - Channel Dread – Resists the spell on a 5 or less.
      - Cloud of Dread – Broken on a 5 or 6.
      - Command – Broken on a 5 or 6.
      - Dread Lights – Roll 2 Movement Dice.
      - Fear – Broken on a 5 or 6.
      - Firestorm – Roll 4 Movement Dice.
      - Lightning – Roll 4 Movement Dice, on a 5 or 6, damage is reduced by 1.
      - Mind Blast – Broken on 5 or 6.
      - Werewolf's Curse – Block on 5 or 6.

## Plague of Frailty

You appear to have grown very sick. No healer seems able to heal you!

- Bane:
  - Frailty:
    - – 1 to your Maximum Body Points (Minimum of 4).
    - – 1 to your Maximum Mind Points (Minimum of 2).
  - Healing Resistance:
    - Whenever an attempt is made to heal you:
      - Roll 1 Combat Die:
        - On a Skull:
          - You are only healed half as much.
        - On a White Shield:
          - You are healed the full amount, but then immediately lose 1 Body Point.
        - On a Black Shield:
          - There is no effect.
  - Magical Fragility:
    - The following spells, when cast on you, have the following enhanced effects:
      - Chill – Does 2 Body Points of Damage.
      - Cloud of Dread – Does 1 Body Point of Damage if not immediately broken.
      - Creeping Grasp – You are always restrained, even if you take no damage.
      - Fear – Can only be broken by rolling 2 6s.
      - Firestorm – Causes you to Sleep through your next turn.
      - Ice Storm – Causes you to Sleep through your next turn.
      - Lightning Bolt – Causes you to Sleep through your next turn.
      - Mind Blast – Can only be broken by rolling 2 6s.
      - Sleep – Can only be broken by rolling 2 6s.
      - Tempest – Causes 1 Body Point of Damage.
      - Werewolf's Curse – Cannot be blocked.

## Planetrotter

You exist, at least partially, on two different planes!

- Boon

- Ethereal Teleportation:

- You can instantly teleport to any space on the board, provided:
      - It is either visible or was previously discovered.
      - It is unoccupied.
    - Teleportation takes the place of your Movement Roll for this turn.
    - If you haven't taken an action yet for this turn, you may only Attack once you reach your new location. All other actions require movement, and your body is still partially ethereal.
    - After teleporting, your body needs to realign itself to this realm, you skip your next turn, but you can Defend yourself if you are attacked.

- Ethereal Observer:

- Once per Quest you reflexively enter the Ethereal Plane, becoming a mere observer of this plane.
    - This happens automatically the first time your Body Points are reduced to 1.
      - Any additional damage you took that would have normally reduced you to below 1 is lost and you are saved.
    - While in this form, the following rules apply:
      - You cannot perform any action.
      - You cannot trigger traps or open doors.
      - You cannot be harmed.
      - You can move to any space you can see, though you prefer not to occupy the space of another Hero or Foe.
    - You may exit at any time.
    - If you exit and immediately attack a foe, you gain +2 Combat Die for a surprise attack!

- Ethereal Return:

- Once per Quest you can create a tunnel from your current location, to the starting point of the Quest.
    - You can maintain this tunnel for 2 turns, or until you take any amount of damage, or until you move through the tunnel yourself.
    - You may not take any other actions, including Defense while maintaining the tunnel.

## Sacrificial Lamb

Your fear of losing your party has created an unfortunate bond with them!

- Bane:
  - Damage Share:
    - Anytime a Hero in your party would normally take damage, roll 1 Combat die for each Body Point of damage the Hero would normally take.
      - For every Skull or Black Shield you roll, you take 1 Body Point of damage instead of the Hero.
      - For every White Shield you roll, the Hero takes the damage as they normally would.
  - Sympathetic Fire:
    - Anytime a Hero is attacked by fire, you are also attacked.
      - This does not negate the Target Hero's damage in any way.
      - This will happen even if the Hero is in a different room.
      - This will happen even if the Hero is not injured by the fire.
      - You may attempt to block the fire damage as though you were the target.

## Shadow's Betrayal

Some sort of vengeful spirit has taken possession of your shadow!

### Bane

- Shadow's Drag:
  - o Your shadow is holding you back, -4 from any movement roll greater than 8.
  - o If you roll only 2 on a movement roll, your shadow has successfully tripped you up, You take no movement and your turn ends immediately.
- Shadow's Signal:
  - o Your shadow telegraphs your attack before you make it, forewarning your Foe! You may only use 1 Attack die on your first attack on a Foe.
- Shadow's Strangulation:
  - o Anytime you roll a Black Shield, it signals that your Shadow is about to attack you! Re-Roll every die you just rolled that is showing a Black Shield, You suffer -1 Body Point for every Black Shield you re-roll. For example, you are defending against a Goblin, you roll 3 die and get 1 Skull and 2 Black Shields. Re-roll the 2 Black Shields and get 1 Skull and 1 Black Shield. This most recent Black Shield means you take 1 Body Point of damage.



## Stormcursed

You look like you just walked in from a heavy rainstorm, but all the time!

- Bane
  - Soaking Wet – Spell Vulnerability:
    - Because you are always dripping with water, the following spells are more effective:
      - Chill:
        - Causes -2 Body Points of Damage.
      - Ice Storm - After the initial attack:
        - You are frozen solid.
        - You miss your next 2 turns.
        - You cannot be injured while frozen.
      - Ice Wall - if you are next to an Ice Wall at any point during your turn:
        - You suffer -1 Body Point of Damage
        - You can only take -1 Body Point of Damage in this way per turn.
      - Lightning Bolt - If you are struck by Lightning Bolt:
        - The Bolt splits in 2 additional directions.
          - If a Hero that isn't in the original line of Attack is within range, one of the new branches will Attack them.
          - Otherwise, the branches can split in any direction.
          - They will avoid Foes (Allies of the Caster) unless the Foe is on the same Attack vector as a Hero
        - If you are standing within 1 square (adjacent or diagonal) to a Hero that is struck by the Lightning Bolt:
          - A branch comes off the main branch to Attack you.
          - You lose -2 Body Points.
          - The new branch continues its new Attack vector, striking any other Heroes it can.
            - Zargon can decide the angle of which the new branch comes off the main branch and it's continued vector.
    - Skate - If a Skating Foe moves through your square:
      - You take -1 Body Points of damage.
      - You are knocked down and cannot move on your next turn.
    - Tempest:
      - Causes -1 Body Point of Damage.

## Sunless Shroud

An unnatural darkness obscures your vision and separates you from the world around you. Only you can see the Shroud.

Bane:

- Depression:
  - The Shroud weighs heavily on your soul.
  - You suffer -1 Mind Point.
- Diminished Vision:
  - You are unable to use ranged attacks or spells at a distance greater than 3 squares.
  - You suffer -1 Defend Die against all ranged attacks.
  - Your maximum Movement is 8, no matter how high your actual roll is.
- Alone and Unlucky:
  - When disarming a trap:
    - Roll 2 Combat Dice instead of 1.
    - Use the worst result.
  - When searching for treasure:
    - Draw 2 Cards instead of 1.
    - Discard the “best” one.
      - If both are non-Hazards,  
Discard potions before treasure.
      - If both are Hazards/Wandering Monsters,  
Discard Hazards before Wandering Monsters.

## Unseen Pursuer

The hair on the back of your neck stands on end. A shadowy form lurks always in your peripheral vision.

Bane:

- Constant Fear:
  - Anytime a room is revealed, roll a Combat Die:
    - Skull: You catch a glimpse of the Pursuer and are shaken.  
In this room, roll 1 fewer Attack Die when Attacking (minimum of 1).
    - White Shield: You see nothing; your stats are normal.
    - Black Shield: You feel the Pursuer's breath on your neck and are distracted!  
In this room, roll 1 fewer Die when Attacking or Defending (minimum of 1).
- Mistaken Identity:
  - Whenever your movement causes a Foe to be revealed in a Corridor, you quickly spin to see if the Pursuer is using the Foe as a distraction to creep up on you and discover a Wandering Monster has appeared in the nearest free square to where you have just come from. You may continue moving if you have movement remaining.  
For example, you move South to a 90-degree corner and an Orc is revealed in the newly visible corridor. The Wandering Monster for the level (say a Goblin), would immediately appear 1 space to the North of you (ostensively behind you). You can turn and attack the Goblin or continue moving toward the Orc. If you stepped through a Hero's space just before reaching the corner (meaning there's a Hero 1 space North of you, the Goblin would instead appear 2 spaces North of you and so on.

## The Watcher's Eye

A strong other-worldly presence has merged with your mind! It peers through to your world using your left eye, which has become crimson with a black snake-like slit for a pupil.

- Boon

- Hypnotic Eye:

- As an Action, you may cast Hypnotic Eye on any Foe with exactly 1 Body Point and/or exactly 1 Mind Point (Current Points, not Starting Points). Roll 1 Combat Die:
      - Skull: The Foe is Terrified of you.
        - It cannot Attack you
        - On its next turn it must use its maximum Movement to move away from you.
        - If another Hero is blocking it from fleeing, it may Attack that Hero.
      - White Shield: The Foe falls under your Command.
        - You may control the Foe on your turn, as you would a Follower.
      - Black Shield: The Foe is knocked unconscious.
        - It cannot Attack, Defend, or Move.
    - Before each of the affected Foe's turns, it has a chance to break free of the effects of Hypnotic Eye. The Foe rolls 1 Combat Die:
      - Skull: Hypnotic Eye's effects are not broken.
      - White Shield: Hypnotic Eye's effects are broken.
      - Black Shield: Hypnotic Eye's effects are broken, and the Foe is enraged! It gains +1 Attack Die on its next Attack.
    - Hypnotic Eye is immediately broken if the Foe is Attacked, even if no damage was dealt.
    - Hypnotic Eye can only be cast once per Combat Engagement and can only affect 1 Foe at a time.

- Mind Destruction:

- Once per quest, you can use the Watcher's power to destroy the mind of a Foe. The Foe is immediately reduced to 0 Mind Points and falls unconscious. It cannot Attack, Defend, or Move. This attack cannot be blocked or broken. Cannot be used on any Foe with 0 Mind Points. Cannot be used on any Named Foes.

## Wildspeaker

Animals respect you above all other creatures!

- Boon

- Animal Magnetism:

- All animals refuse to attack you!

For example: Giant Wolf, Polar Warbear, Yeti, Raptor, Spawnlings.

NOTE: Giant Ape, Serpent, and Blightcrawler are immune to Animal Magnetism.

- Zargon must roll 1 Combat die whenever they wish an animal to attack you.

- Skull: The animal is coerced into attacking you.

- Any Shield: The animal resists Zargon's dread desire and flees from you.

- Any animal attacking you rolls -1 Attack die (minimum of 1).

- Any animal fleeing from you rolls -1 Defend die (minimum of 1).

- Animal Companions:

- Once per quest you may summon any number of Animal Companions to accompany you, following these guidelines:

- Summoned Animals can be enemies, for example Giant Wolves.

NOTE: Zargon may restrict animals based on availability.

- Total Body Points of all summoned animals cannot exceed 10.

- Summoned animals must have at least 2 Body Point each.

- They may not be healed except by the following methods:

- Lifeforce Spell

- Pixie Spell

- Healing Song

- Each animal will leave the quest if reduced to 1 Body Point.

## Winter's Embrace

You were made to withstand the cold and thrive in it!

- Boon
  - Sure Footing:
    - You never fall on Slippery Ice, Ice Ledges or Ice Slides; You can ignore any Combat roll to see if you fall.
    - You move 2 spaces for every 1 Movement on any Ice tile (except Ice Slides)
  - Warm Blooded:
    - You do not take cold damage in an Ice Vault or Icy River.
  - Fiery Aura:
    - You are immune to all Cold Spells.
    - Your warmth extends to all 8 squares surrounding you, granting allies in these spaces immunity to Cold Spells also.
  - Frosty Touch:
    - At the start of your turn, you may forego your Movement and Action to imbue the weapon of any Hero (including yourself) with Cold Damage.
    - If the Hero rolls at least 1 Skull on the next attack using this weapon, it will do 1 additional Body Point of Cold damage (like the Chill spell).
    - Cold damage cannot be blocked.
    - This effect must be expended before it can be used again.
      - You cannot imbue the same weapon a 2nd time to do 2 Body Points of Cold damage.
      - You cannot imbue a 2nd weapon until the first has been successfully used in an Attack.