
HEROQUEST HOMEBREW RULES V1.0

DEATH

A “dead” adventurer can be revived:

- Another adventurer force-feeds them a Revive potion
 - The adventurer doing the forcing uses their entire turn if in combat
 - The “dead” adventure is revived with full body points and can act as normal on their turn.
 - The Revive potion is fully consumed.
 - Any Death-Strikes are reset to zero.
- Another adventurer force-feeds them a Health potion
 - The adventurer doing the forcing uses their entire turn if in combat
 - The “dead” adventure is revived with 1 body point and can act as normal on their turn.
 - The health potion is fully consumed.
 - Any Death-Strikes are reset to zero.

Death Saves

On a dead adventurers turn they will roll 1D6:

- **On a 1**, the character has a ‘death-strike’ and their turn ends. If the character has 3 death-strikes then their character is completely dead. All their equipment and gold will be dropped and they’ll have to wait until the next quest to join in again.
- **On a 2 to 5**, the character stays the same and their turn is over.
- **On a 6**, the character acts as though they were given a health potion. The “dead” adventure is revived with 1 body point and they can take a turn as normal. The strikes are reset to zero.

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KNOCKBACK

On their turn, the monster can use 2 of their movement points to perform a ‘knockback’. The monster will roll a combat die, on a skull the monster will ‘knockback’ an adjacent character. The character will be pushed back 3 squares, either straight back or to the left or right if they can’t go straight back. If the character can’t move back 3 spaces, they stay where they are and will lose 1 body point. There is no defending against a Knockback.

The monster can then move with the remainder of their movement points and they can perform the Knockback as long as they have the movement points.

For example. A Goblin in surrounded by a Dwarf and a Wizard in a corridor. On the Goblins turn, they can spend 2 of their 8 movement to attempt a Knockback – The goblin rolls a white shield so the Knockback is unsuccessful but they’ve still used 2 of their movement points (leaving 6). The goblin tries a Knockback again (using up 2 more movement points) and this time rolls a skull, knocking back the adventurer 3 spaces.

MISC

- A hero can only search up to 6 spaces away when searching for traps
- The Water spell '**Sleep**', cannot be used on a boss / main villain
- Heroes cannot move and search in the same turn [not sure if this is in the original rules].

OTHER STUFF

If you know of any other homebrew rules then let me know and I'll add them. 😊