

CHQP

HERO QUEST

Notion

Deck



CHIMERA

A Bunch of Potions (a.k.a Potion Deck)

Additional cards for your Hero Quest game made

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In the course of their searching and exploration, the Heroes will find Magic Potions, and elixirs that when drunk have miraculous effects and powers. Magic potions that are unearthed during a quest can be preserved to use throughout the course of the campaign, but they can not be preserved by heroes for future missions to the subsequent campaigns.

Potions that are found among the Treasure Deck should instead be consumed in the course of the enterprise in which found, or must be discarded.

Whenever the text says that a Hero has discovered a Magic Potion, the player must draw the top card from the Deck of Potions. Some Magic Potions have the same effect as potions that can be found in the Treasure deck, while others are different.

Drinking a potion requires no action and can be done at any time. You can not drink more than one potion in the same turn and you can not enjoy the effects of more than one potion at a time.

For example, if you drink a Potion Reinforcing but, before launching an attack then choose to drink a Potion of Recovery, you can only harness the powers of the latter, and the effects of the Potion Reinforcing will vanish and you will not gain the affects of it. All Potion Cards are discarded after use.

You will find the cards to be printed for this expatiation with details on the Bunch of Potions file attached to this volume. If the Evil Sorcerer player and the Hero players agree, then the Bunch of Potions (a.k.a Potion Deck) can be used in all their adventures.

Vial of Poison



You find a vial of poison, it can be applied to your own weapon or any other hero's weapon. On the next attack with the poisoned weapon that hero rolls their normal combat dice and the "Zargon" player does the same with their defense dice. Once the combat is over any skulls left over from your attack inflict 2 Body Points of damage instead of 1 as normal.

Incapacitating Fluid



You find a vial of incapacitating fluid. It can be used by you or any other hero as a weapon. By throwing it from a distance, at an enemy within the line of sight of that hero, it will make their victim skip his next turn.

Bottle of Lightning



You discover a vial containing a Bottle of Lightning. It can be used by you or any other hero as a weapon.

By throwing it from a distance, at an enemy within the line of sight of that hero. It will make their victim suffer 1 Body Point of damage and make them lose their next turn.

Invulnerability Gas



You find a vial filled with a bubbly, gurgling liquid. It can be drunk by you or any other hero at any time, making that hero invulnerable. The effects last until the beginning of their next turn. While the Gas is active in someone's system, it allows them to ignore any effect that makes them lose Body Points.

Drop of Adrenaline



You find a vial with a Drop of Adrenaline in it, which can be drunk by you or any other hero.

Once drunk it allows that hero to double the amount of combat dice used when Attacking and Defending until the beginning of their next turn. Once this potion has worn off that hero must lose 1 Body Point from fate.

This potion has no effect on magic users.

Memory Infusion



You discover a bottle of Memory Infusion. It can be drunk by any magic user, letting them cast one of the spells that they have previously cast in this quest.

Heroic Infusion



You discover a small leather pouch containing a potion of Heroic Infusion, which can be drunk by you or any other hero. Drinking this potion before attacking allows that hero to make two attacks instead of one on their next turn.

Refreshing Infusion



You find a bottle filled with a liquid, that turns out to be a refreshing Infusion of energy. It can be drunk by you or any other hero at any time to regain the maximum number of Body Points on that hero's character card.

This potion has no effect on magic users.

Bottle of Lightning



You discover a vial containing a Bottle of Lightning. It can be used by you or any other hero as a weapon.

By throwing it from a distance, at an enemy within the line of sight

of that hero. It will make their victim suffer 1 Body Point of damage and make them lose their next turn.

This potion has no effect on magic users.

Potion of Fire Resistance



You discover a small vial filled with a Potion of Fire Resistance. It can be drunk by you or any other hero at any time, making that hero immune to fire. The effects last until the beginning of their next turn.

(This includes any fire created by magic).

Potion of Recovery



You find a vial containing a Potion of Recovery. It can be drunk by you or any other hero at any time. Drinking this potion allows that hero to roll two additional Combat Dice in defense when fending off an attack on their next turn.

Potion of Magic



You find a small vial filled with an amber liquid that turns out to be a Magic Potion, that allows two spells to be cast instead of one for the current turn. It can be drunk by you or any other hero at any time.

This potion has no effect on magic users.

Potion of Health



You find a bottle filled with a liquid that turns out to be a Healing Potion. It can be drunk by you or any other hero at any time, to regain the maximum number of Body Points on that hero's character card.

Attack Potion



You discover a bottle containing an indigo liquid. It can be drunk by you or any other hero at any time, doubling the number of Combat Dice that hero uses when Attacking on their next turn.

Potion of Defense



You discover a clear vial containing a Potion of Defense. It can be drunk by you or any other hero at any time, doubling the number of Combat Dice that hero uses when Defending themselves the next time they are attacked.

Potion of Intelligence



You find a glass bulb containing a Potion of Intelligence. It can be drunk by you or any other hero at any time, to regain the maximum number of Mind Points on that hero's character card.

Potion of Magic



You find a small vial filled with an amber liquid that turns out to be a Magic Potion, that allows two spells to be cast instead of one for the current turn. It can be drunk by you or any other hero at any time.

This potion has no effect on magic users.

Potion of Rapidity



You find a strange bottle containing a Potion of Rapidity. It can be drunk by you or any other hero at any time. Drinking this potion allows that hero to double their movement on their next turn.

Corrosive Acid



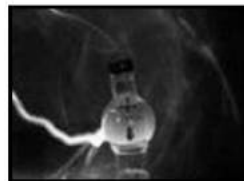
You find a vial of Corrosive Acid. It can be used by you or any other hero as a weapon. By opening it and throwing the vial at an enemy from a distance, making their victim suffer 3 Body Points of damage. Though the intended victim has a chance to dodge the oncoming vial by rolling it's Defense dice to reduce the attack by one for every shield they roll.

Holy Water



You find a vial of Holy Water. It can be used by you or any other hero instead of attacking, to destroy one skeleton, zombie or mummy within the line of sight of that hero.

Dragons Breath



You find a Potion of Dragons Breath, it can be drunk by you or any other hero. To allow that hero to spew a jet of flames from their mouth to Attack an enemy within their line of sight, rolling four Attack dice instead of attacking them normally (which includes using spells).

Healing Potion



You find a bottle filled with a liquid that turns out to be a Healing Potion. It can be drunk by you or any other hero at any time, to regain up to 2 lost Body Points.

Cure-All Elixir



You find a bottle filled with a liquid, that turns out to be a Cure-All Elixir. It can be drunk by you or any other hero at any time, to regain up to 2 lost Body Points and 2 lost Mind Points.

Imprisoned Genie



You discover a strange bottle that holds an Imprisoned a Genie. You or any other hero can uncork and release the Genie at any time. The Genie will thank you by opening any door closed on the board or attack any monster on the board with 5 Combat Dice. After which the Genie disappears in a cloud of smoke.

Elixir of Invisibility



You discover a vial of an Elixir of Invisibility. It can be drunk by you or any other hero at any time, making that hero Invisible. While Invisible that hero can pass through squares occupied by Monsters and Heroes without being seen and not detected. The effects last until the beginning of their next turn, but they cannot attack or cast spells while Invisible or they will be detected.

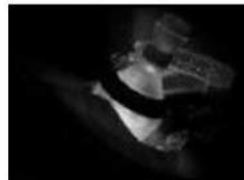
Extract of Will



You find a dark glass bottle stoppered with a cork, which contains Extract of Will. It can be drunk by you or any other hero at any time, to allow that hero to Extract some of their Mind Points to heal their body.

For every 2 Mind Points they choose to use, their Body Points increase by 1.

Potion of Teleportation



You unearth a vial of a Teleportation Potion. It can be drunk by you or any other hero at any time, instead of rolling the Movement Dice, allowing that hero to move to any empty space on the board that has already been revealed.

Potion of Resistance



You find a clear vial containing a Potion of Resistance. It can be drunk by you or any other hero at any time. Drinking this potion allows the hero to roll one extra Combat Dice in defense. The effects last for the next three times that Hero is attacked.

Potion of Regeneration



You find a bottle filled with a liquid, that turns out to be a Potion of Regeneration. It can be drunk by you or any other hero at any time, to regain up to 4 lost Body Points.

Potion of Strength



You discover a bottle containing a strange smelling purple liquid, that turns out to be a Potion of Strength. It can be drunk by you or any other hero at any time.

Drinking this potion allows that hero to roll two extra Combat Dice the next time they Attack.

Potion of Invigoration



You discover a bottle containing a dark red liquid, that turns out to be a Potion of Invigoration. It can be drunk by you or any other hero at any time. Drinking this potion allows that hero to roll one extra Combat Dice when attacking. The effects last for the next three times that Hero Attacks

Restorer Potion



You find a bottle filled with a liquid, that turns out to be a Restorer Potion. It can be drunk by you or any other hero at any time. To regain the number of lost Body Points equal to the amount rolled on one regular dice (not exceeding the maximum number of Body Points on that hero's character card).

Revealing Potion



You discover a vial full of a strange liquid, that turns out to be a Revealing Potion. It can be drunk by you or any other hero at any time. Drinking this potion allows that hero to see what is behind a closed door on the board. The "Zargon" player has to place all the furniture and Monsters for that room on the board behind that door, just as if a hero had opened a it.

Empty Potions Bottles



You discover bottles that once definitely contained potions, but now they are empty.

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Hints for printing

First it is important to remember that for printing new cards and tiles you'll find attached to this quest pack. A normal color printer can be used but, before printing you should make sure that the printer your using is set to normal to high quality prints. In a pinch standard white paper can be used to make your prints. But it is advised to use a heavier weight white paper stock insted of a thin white card stock, in order to obtain a better result without the risk of damaging the printer by using sheets of heavier card stock. There will be some difference in the shades of color in what you see on the monitor and what comes out of the color printer. Images may have a tenancy to come out darker. You will have to experiment with a image editing program like Photoshop, Corel, etc. To get the best results by adjusting the Brightness/Contrast.

If you have the full version of Photoshop (not Photoshop LE version), open the jpg and switch it from RGB mode to CMYK mode. I find that the colors come out better (at least on my printer anyway).

Important Note

All images that you will find attached to this quest pack have been sized to the standard size cards from the game, so it is recommended not to alter them. In order to obtain printed material that is sized to the original Hero Quest game. Once the tiles are printed paste them to a piece of thin cardboard, posterboard, or foam board. I like to cut the prints out slightly bigger than needed then paste them. So once the items are dried (at this point you could laminate these) you can do a final trim and make sure everything is trimmed down evenly. If you don't have a color printer, many local print shops can take these files and print them out in color for you - for a price.

You may even want to print out the map files. You can call around for the best prices. Some print shops can take the tiles, whether or not they printed them or your printed them, and reprint them onto posterboard. Once again, you may want to call around for prices. Another idea is to print the cards and tiles onto a full-sized label sheet (the entire page is a label). Stick the card or tile to cardboard, posterboard, or foam board.

Printing New Boards

To print new boards you can follow the same steps as printing new cards and tiles. But it is recommend that you do laminate new boards due to the amount of wear they will receive.

Printing Paper Miniatures

The Paper Miniatures you will find attached to this quest pack should be printed out on a thicker weight paper to represent the New Miniatures. Simply cut out the New Miniatures and paste them to a piece of thin cardboard, posterboard, or foam board. Then once the items are dried, score them were they need to be folded. Now fold them on the score lines and tape or glue one of the bottom tabs to the other (you could also glue the base to a plastic base to give the piece weight to help it sant up better). This allows you to play this quest pack without having to buy new miniatures, unless you would like to or just use other Miniatures you may have to represent them. You can do this anytime that you want to enhance your Hero Quest game with New Miniatures.

Final notes

The lamination of printed material is always recommended to virtually make them last forever and not get ruined during game play. This operation is essential for new cards and is recommended for all other elements, except for counters (which can not be assembled if they are laminated). Alternatively, some prefer to print the new material on adhesive sheets that are then glued to thin cardboard, posterboard, or foam board.

This technique is particularly good especially for the new cards, but it requires a higher level of care during the game so they don't start separating after a while of being used. Once again even during the process it would be best to laminate the new elements.

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