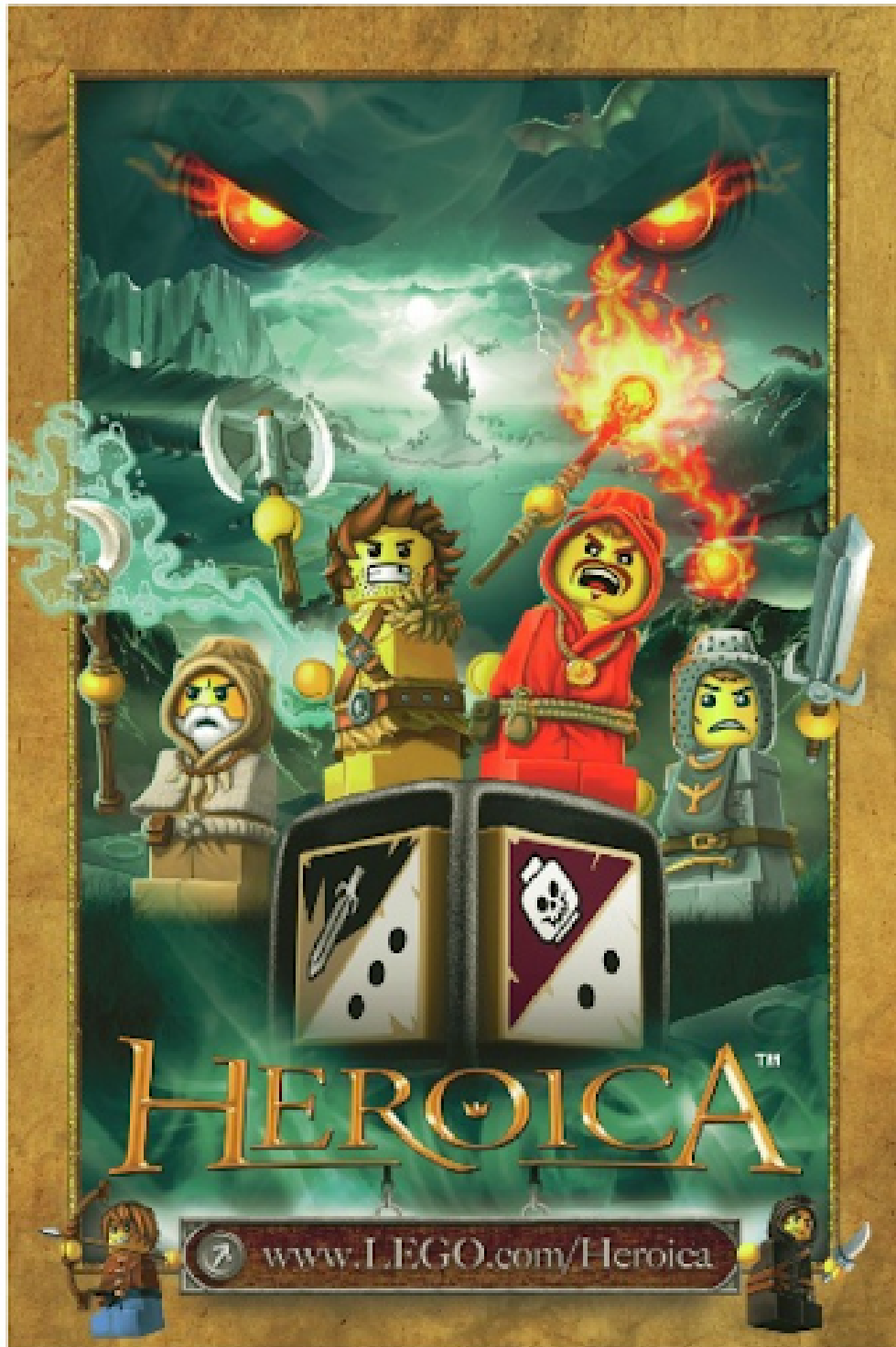


Heroica: The Complete Edition



Heroica: General Rules and Items
9/27/20

Moving Heros:

Shield: Move up to 4 spaces or use your hero's ranged ability or relic.

Sword: Move 3 spaces.

Skull: Move 2 spaces.

Sword and Skull: Move 1 space.

- If you end your move in a space occupied by another hero, move your hero forward to the first available space.
- Pick up any items in spaces you move into or through and put them on your hero pack.
- If you move into a space adjacent to a monster, you **MUST** end your move in that space and fight.
- You may not move diagonally.

Fighting Monsters:

Shield: Defeat the monster or use a melee ability.

Sword: Defeat the monster.

Skull: Lose health equal to the monster's strength and move back 1 space away from the monster.

Sword and Skull: Defeat the monster and lose health equal to the monster's strength and move back 1 space away from the monster.

- If you defeat the monster, take it off the board and put it on your hero pack.
- If you are adjacent to two or more monsters at the same time, choose which one to fight first. If you win, immediately fight the next monster.
- If you start your turn in a space adjacent to a monster, do not move your hero this turn. You **MUST** stay in the space and fight. You may not fight diagonally.

Health:

If you lose all your health, you are temporarily defeated and must spend one or more turns healing. On your turn, roll the die and restore health up to the number you rolled. Roll once on each turn until you have restored full health.

Weapons and Gold:

On your turn you may buy weapons from the store for 3 gold each.

Ax: Defeat all adjacent monsters.

Wand: Defeat a monster up to 3 spaces away, even around corners.

Staff: Restore up to 2 health.

Bow: Defeat a monster up to 5 spaces away in a straight line.

Dagger: Defeat the monster and take 1 gold piece from the store.

Sword: Move 1 space and defeat an adjacent monster.

Sextant: You may move 1 extra space this turn.

Treasure Chests: End your turn to search the chest.

Shield: Take 2 gold from the store.

Sword: Take 1 gold from the store.

Skull: Lose 1 Health.

Sword and Skull: Find 1 gold and lose one health.

Potions: You may use a potion at any time during your turn, but each potion may only be used once.

Potion	Effect
Life	Restore 2 health
Luck	Re-roll the die
Speed	Move up to 4 extra spaces
Strength	Defeat an adjacent monster of strength 2 or less or take 1 strength from a boss
Defense	Prevent any loss of health this turn
Frost	Move to the first non-combat space past a monster when entering combat. This does not allow you to move through other obstacles.

Boss Combat: Starts with health equal to its Monster Bar. Does not apply to the final boss.
Shield, Sword: Remove 1 strength from the monster bar, then roll again and keep fighting.
Skull: Lose health equal to the Giant Monster's current strength and move back 1 space.
Sword and Skull: First remove 1 strength from the Monster Bar, then lose health equal to the Giant Monster's current strength and move back 1 space.

Locked Doors and Keys: You may not move through Locked Doors. If you move into or through a space adjacent to a Locked Door, you may put a key from your hero pack into the top to unlock it. After a Door is unlocked, any player may move through it to the spaces on the other side. Each key may only be used once, and you can carry only ONE key at a time. If you are in a space adjacent to a Locked Door and you roll shield at the start of your turn, you may pass through the Door to the first available space on the other side, instead of moving. The Door remains locked.

Hero abilities:

Hero	Ability
Barbarian	Defeat all adjacent monsters and move 1 space.
Wizard	Defeat a monster up to 4 spaces away, even around corners.
Druid	Restore full health.
Ranger	Move 1 space and defeat a monster up to 5 spaces away in a straight line.
Rouge	Defeat the monster and take 1 gold piece from the store.
Knight	Move up to 2 spaces and defeat an adjacent monster.
Prince	Defeat the monster and move up to 2 spaces.
Sage	Pick up one item up to 4 spaces away without moving your hero.
Pirate	Move 4 spaces, each player you pass has to roll a 3 or higher, otherwise you may steal 1 gold from them.
Princess	Regenerate 1 health and move 1 space.
Priestess	You may use the ability of any other living hero, you lose 1 health for doing so.
Cleric	May trade a potion in their inventory for one in the store. If there are no potions in the store, they may pay 1 gold, discard a potion and take one from the discarded items.

Heroica: Enhanced Store Rules
12/7/18

Item	Cost
Potions	2 gold
Weapons	3 gold
Relics	7 gold

Relic Abilities:

War Horse Summoner: When you roll shield, if not already in play, you may summon a War Horse. Roll again, until the next time, you lose combat. When you roll a 1 or a 2, you may move one space further than shown on the dice. When riding the War Horse, the player occupies 2 spaces. Rocks and boulders do not cause the War Horse to end movement. Instead move to the next available spaces after the rocks.

Sceptor of Youth: When you roll shield, if you are within 4 spaces of another player, you may steal 1 life from them and gain 1 life. This does not let you go above max life total.

Faerie Wand: When you roll shield, you may pick up 1 monster (non bosses) up to 4 spaces away. Roll again to determine how many spaces you get to move the monster from its original location.

Bottle of Mysterious Liquid: Once per level, when you roll shield, you may elect to drink from the Bottle of Mysterious Liquid. When you do, roll again to see what happens:

Shield: Go back to full health

Sword: You may purchase a weapon from the store for 2 gold

Sword & Skull: Gain 1 gold, lose 1 life

Skull: Lose conscientiousness. Skip your next turn.

Weapons and Gold:

On your turn you may buy weapons from the store for 3 gold each.

Ax: Defeat all adjacent monsters.

Wand: Defeat a monster up to 3 spaces away, even around corners.

Staff: Restore up to 2 health.

Bow: Defeat a monster up to 5 spaces away in a straight line.

Dagger: Defeat the monster and take 1 gold piece from the store.

Sword: Move 1 space and defeat an adjacent monster.

Sextant: You may move 1 extra space this turn.

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Heroica: Kameshbog
12/17/20

Monster	Strength
Ennon Viper	1
Lizoid	2
Ennon Golden Scale Viper	3

Ennon Viper: If you lose a round of combat to a viper, do not take damage this turn, rather take the damage at the beginning of your next turn.

Ring of the eternal: When you roll shield, you may move through spaces without fighting any monsters for the remainder of that turn.

Heroica: Drandora Port
7/21/18

Monster	Strength
Golden Warrior	1
Goblin Guardian	2
Sharks	2
Goblin General	3
The Kraken	4

The Kraken: When fighting the Kraken, if you lose a round of combat to the Kraken, then your ship is destroyed and you will have to return to Drandora Port immediately. The Kraken is also impervious to ranged attacks.

Drandorian Dagger: When you roll shield during combat you may take 1 gold from the store and move to the next available space past the monster. The monster lives.

Heroica: Draidia Bay
9/26/20

Monster	Strength
Goblin Warrior	1
Goblin General	3

Crystal of Deflection: Once per game, you may use the Crystal of Deflection to prevent damage dealt to you for a turn.

Goblin General: You must win two rounds of combat against the general as he has the crystal of deflection.

Heroica: Seldaan Village
7/19/18

Monster	Strength
Goblin Warrior	1
Goblin Guardian	2
Dark Druid	3

The Idol: When you roll shield you may lose 2 health and defeat any monster strength 2 or less in the same level.

Heroica: Gates of Elsruck
12/7/20

Monster	Strength
King Crab	1
Hoplite	2
Atlantian	3

King Crab: If you lose combat to a King crab, another player of your choosing must roll their die and move the crab the corresponding number of spaces.

The Gates of Elsruck: To open the gates of elsruck, you must roll a total of 5. However many turns this takes.

The Trident of Atlantis: When you roll shield, instead of moving, you may throw your trident up to three spaces away. During combat, if you roll shield, you may move two spaces past the monster and leave the monster on the board.

Heroica: Ganrash

9/26/20

Monster	Strength
Goblin Warrior	1
Goblin Guardian	2

Blades of Bounty: When you roll Shield in a fight with a monster, you may choose to use the Blades as a melee skill. You defeat the monster and roll again:

Sword: Take one gold from the store.

Shield: Take 2 gold from the store.

Sword and Skull: Nothing happens.

Heroica: Waldurk Forest
9/26/20

Monster	Strength
Spider	1
Werewolf	2
Dark Druid	3

Treasure Chests: End your turn to search the chest.

Shield: Take 2 gold from the store.

Sword: Take 1 gold from the store.

Skull: Lose 1 Health.

Sword and Skull: Find 1 gold and lose one health.

Magic Doors and Magic Spaces: You may not move through Magic Doors. If you end your move on a Magic Space, you may move one Magic Door to any empty dark gray space in that level. If you are adjacent to a Magic Door and roll shield, at the start of your turn, you may pass through the Door to the first available space on the other side instead of moving.

Chalice of Life: If you roll Shield at the start of your turn, you may use the Chalice to restore 1 health, instead of moving.

Heroica: Nuthuz
9/26/20

Monster	Strength
Bat	1
Golem Guardian	2
Golem Lord	3

Treasure Chests: End your turn to search the chest.

Shield: Take 2 gold from the store.

Sword: Take 1 gold from the store.

Skull: Lose 1 Health.

Sword and Skull: Find 1 gold and lose one health.

Rocks: You may not move through rocks. If you move into a space adjacent to rocks, you MUST end your move in that space and explore them.

Shield: Pass through the rocks to the first available space on the other side.

Sword: Remove the rocks and put them back in the box.

Skull, Sword and Skull: Move back 1 space from the rocks.

Torches: If you are carrying a torch, you may move 1 extra space on each turn. You may only carry ONE torch at a time. If you lose health, you drop the torch.

Scepter of Summoning:

If you roll shield at the start of your turn, you may use the Scepter to take one defeated monster from another player's hero pack and place it in any empty space, instead of moving.

Heroica: The Ruins of Cassagrypt
6/9/19

Monster	Strength
Golden Scorpion	1
Mummy	2
Giant Scarab Beetle	4
Anubis	6

Golden Scorpion: When a combat is lost to the Golden Scorpion, role the die to determine what happens...

Shield: The golden Scorpion sheds its skin and dies, remove it from the board and collect one gold from the store.

Sword: The Golden Scorpion is startled, it moves backwards one space.

Sword and Skull: The Golden Scorpion is startled, it moves backwards one space. Also, the Golden Scorpion stings you, at the beginning of your next turn lose 1 health (if this causes death, you lose that turn as well and will begin to regen next turn).

Skull: The Golden Scorpion stings you, at the beginning of your next turn lose 1 health (if this causes death, you lose that turn as well and will begin to regen next turn).

Boulders: When you move into a space next to a boulder, roll to see what happens...

Shield: The boulder is not in the way of your path, move freely to the next available space.

Sword: Replace the boulder with a rock pile and roll again to search the rocks.

Sword and Skull: Replace the boulder with a rock pile and do not roll again.

Skull: Move back one space from the boulder and drop a gold in the space next to the Boulder if you are carrying one.

The Golden shuriken of Cassagrypt: When you roll shield, you may move up to two spaces and then defeat a monster up to three spaces away.

The Genie Lamp of Cassagrypt: Three times per game, when you roll shield roll again to make a wish...

Shield: You wish for an advantage, steal any one item from another player then lose 1 health for the ordeal.

Sword: You wish for wealth, gain 3 gold from the store.

Sword and Skull: You wish for prowess, gain any weapon from the store.

Skull: You wish for knowledge, gain any potion of your choice.

Heroica: Fortaan
9/26/20

Monster	Strength
Goblin Warrior	1
Goblin Guardian	2
Goblin King	3

Treasure Chests: End your turn to search the chest.

Shield: Take 2 gold from the store.

Sword: Take 1 gold from the store.

Skull: Lose 1 Health.

Sword and Skull: Find 1 gold and lose one health.

Locked Doors and Keys: You may not move through Locked Doors. If you move into or through a space adjacent to a Locked Door, you may put a key from your hero pack into the top to unlock it. After a Door is unlocked, any player may move through it to the spaces on the other side. Each key may only be used once, and you can carry only ONE key at a time. If you are in a space adjacent to a Locked Door and you roll shield at the start of your turn, you may pass through the Door to the first available space on the other side, instead of moving. The Door remains locked.

Helmet of Protection:

The Helmet is a piece of armor. Put the Helmet on your hero's head and put the extra health on your hero pack.

Heroica: Ilrion
9/26/20

Monster	Strength
Bat	1
Zombie	2
Vampire Lord	3

Coffins: If you move into a space with a coffin, you MUST end your move standing on it and immediately search it.

Shield: Put the coffin back in the box and take 1 gold from the store.

Sword: Put the coffin back in the box.

Skull: Lose 1 health and move back one space. Then put a vampire bat on the coffin and fight it immediately.

Sword and Skull: Lose 1 health and move back 1 space away from the coffin.

Giant Vampire Bat: Starts with health equal to its Monster Bar.

Shield, Sword: Remove 1 strength from the monster bar, then roll again and keep fighting.

Skull: Lose health equal to the Giant Monster's current strength and move back 1 space.

Sword and Skull: First remove 1 strength from the Monster Bar, then lose health equal to the Giant Monster's current strength and move back 1 space.

Fang of Fury:

If you roll shield in a fight with a monster, you may choose to use the Fang as a melee skill. You defeat the monster and gain 1 health. You cannot use this to gain more than your full health.

Heroica: Saseritan: The King's Vault
7/5/13

Monster	Strength
Fortaan Rat	1

The Vault Door: To open the vault door, you must roll a total of 6.

The King's Treasure: The King's Treasure is more valuable than other treasure, but is also more heavily guarded

When searching the King's Treasure:

Shield: Find 3 gold

Sword: Find 2 gold

Skull: Take 3 damage

Sword & Skull: Take 2 damage and gain 1 gold.

Fortaan Rat: Rats in the Kingdom of Ennon have been known to have the plague. When fighting the rat, if you roll 2 or 1, roll again to decide if you get the plague:

Shield: You are free of plague

Sword: You are free of plague, but are stunned for 1 turn

Skull: You lose 1 health for your next 2 turns

Sword & Skull: You lose 1 health on your next turn

Copter Automaton: When a player rolls shield, they may use the Copter Automaton. Place it on top of the player and roll again. The player then moves the automaton during their turn instead of their hero until the automaton loses combat, or the player rolls shield and wishes to return the automaton. The automaton does not stop for obstacles and may pick up 1 item to be returned to the player.

Heroica: Capricas
12/17/20

Monster	Strength
Arctic Lemming	1
Skeleton	2
Evil Emperor Penguin	4

Arctic Lemming: Arctic Lemmings in the Kingdom of Ennon have been known to have the plague. When fighting the rat, if you roll 2 or 1, roll again to decide if you get the plague:

Shield: You are free of plague

Sword: You are free of plague, but are stunned for 1 turn

Skull: You lose 1 health for your next 2 turns

Sword & Skull: You lose 1 health on your next turn

Frost Doors: To get through the frost doors, you must stop at the space in front of them and then wait a full turn. You must roll a total of 10.

Frost Scepter: When you roll shield, instead of moving you may prevent another player from taking their turn for 1 turn. You must target a different player than the previously affected each time this is used.

Heroica: Pythius
12/7/18

Monster	Strength
Bat	1
Spider	1
Goblin Warrior	1
Werewolf	2
The Most Vile Beast	2
Minotaur	6

The Most Vile Beast: Moves 2 spaces per turn (on gray tiles once a player enters the level). If you are in the line of sight of the creature at the end of your turn, you take damage equal to its strength.

The Holy Hand Grenade: The Holy Hand Grenade may be sold for 2 gold. It prevents one line of sight attack from The Most Vile Beast, and is then discarded.

Door to Minotaur's Lair: Roll to see what happens.....

Shield: Move through the door.

Sword: Destroy door and continue moving if able.

Sword & Skull: Destroy door, stop moving.

Skull: Nothing happens.

The Golden Apple of Pythias: Twice per game, you may use the Golden Apple of Pythias to prevent damage dealt to you for a turn.

Heroica: Barresh Settlements

7/4/18

Monster	Strength
Brown Recluse	1
Golem Guardian	2
Stone Giant	4

Brown Recluse: If you take damage from the Brown Recluse, you lose 1 health at the start of your next turn.

Boulders: When you move into a space next to a boulder, roll to see what happens...

Shield: The boulder is not in the way of your path, move freely to the next available space.

Sword: Replace the boulder with a rock pile and roll again to search the rocks.

Sword and Skull: Replace the boulder with a rock pile and do not roll again.

Skull: Move back one space from the boulder and drop a gold in the space next to the Boulder if you are carrying one.

Rocks: You may not move through rocks. If you move into a space adjacent to rocks, you MUST end your move in that space and explore them.

Shield: Pass through the rocks to the first available space on the other side.

Sword: Remove the rocks and put them back in the box.

Skull, Sword and Skull: Move back 1 space from the rocks.

Blade of Barresh: If you roll shield, you may move 1 space and defeat an adjacent monster. Then move 1 more space.

Heroica: Darkwood Necropolis
12/17/20

Monster	Strength
Skeleton	2
Dark Druid	3

Coffins: If you move into a space with a coffin, you MUST end your move standing on it and immediately search it.

Shield: Put the coffin back in the box and take 1 gold from the store.

Sword: Put the coffin back in the box.

Skull: Lose 1 health and move back one space. Then put a vampire bat on the coffin and fight it immediately.

Sword and Skull: Lose 1 health and move back 1 space away from the coffin.

Dynamite and Cobblestone walls: You may not move through a space occupied by a cobblestone wall. To remove the wall, you must use dynamite. Each player may carry only one dynamite and destroying the wall requires one turn.

Scepter of Death: When you roll shield, you may choose a player to lose one health. You then end your turn.

Heroica: The Citadel of Aspia
12/7/20

Monster	Strength
Ennon Viper	1

Ennon Viper: If you lose a round of combat to a viper, do not take damage this turn, rather take the damage at the beginning of your next turn.

Viper Eggs: May be kept till the end of the game where they are worth 2 points each, or you may eat them at any point to regain 1 health.

Saber of Scales: When fighting a boss if you roll shield, The Saber of Scales does normal damage but is also laced with venom. The Boss takes damage at the start of the next player's turn as well.

Heroica: Runath
7/4/18

Monster	Strength
Goblin Warrior	1
Giant Fire Ant	1
Manticore	3
Parrot of Piracy	4

Giant Fire Ant: When combat is lost to the Giant Fire Ant, take no damage. At the beginning of the next turn, lose 1 life.

Mudslides: When moving through a mudslide, subtract 1 from movement rolls. If next to a mudslide and a 1 is rolled, the player cannot move through the mudslide.

Magic Doors and Magic Spaces: You may not move through Magic Doors. If you end your move on a Magic Space, you may move one Magic Door to any empty dark gray space in that level. If you are adjacent to a Magic Door and roll shield, at the start of your turn, you may pass through the Door to the first available space on the other side instead of moving.

Sorcerer's Spyglass: If a player owns the sorcerer's spyglass, they may add 1 to any movement role that they make.

Heroica: Thyllse
7/4/18

Monster	Strength
Spider	1
Goblin Guardian	2
Dragon Hatchling	4

Scepter of the Dragon Scale: If a player is carrying the scepter of the dragon scale and deals damage to the Dragon Lord, that player deals double the normal damage.

Heroica: Portal of Dimeria
12/7/18

Monster	Strength
Gladiator Mercenary	2
Portal Keeper	3

Rocks: You may not move through rocks. If you move into a space adjacent to rocks, you MUST end your move in that space and explore them.

Shield: Pass through the rocks to the first available space on the other side.

Sword: Remove the rocks and put them back in the box.

Skull, Sword and Skull: Move back 1 space from the rocks.

Cyclones: When moving into a space occupied by a cyclone, roll again to see what happens....

Shield: Move forward 2 extra spaces past the cyclone.

Sword: Move forward 1 extra space past the cyclone.

Skull: Move back 2 spaces from the cyclone.

Sword & Skull: Move 1 space back from the cyclone.

Portal Keeper: When fighting the Portal Keeper, if you lose combat, roll again to see how far you move backwards. The Portal Keeper teleports you this distance.

Spell Bottle of Dimeria: When you roll shield, you may gain a potion from the store for 1 gold. If there are no potions left in the store, you may gain a potion used earlier for 2 gold.

The Portal of Dimeria: In order to move through the Portal, the rift must be destroyed. Roll again to determine the outcome:

Shield: The portal taps into Saseritan, take 2 gold from the store and remove the rift.

Sword: The portal collapses, remove the rift.

Skull: The portal becomes unstable, lose 1 health.

Sword and Skull: The portal collapses, the shockwave stuns you. Skip your next turn, remove the rift.

Heroica: Volcaius
12/17/20

Monster	Strength
Lavalantula	1
Berserker Orc	2
Molten Raptor	4

Mt. Volcanious: When at the summit of Mt. Volcanious, you may once per game sacrifice 1 gold to make an offering. When you do, roll to see what happens....

Shield: You gain 3 gold.

Sword: You gain a potion from the store (if available)

Sword & Skull: Gain 2 gold, lose 2 life.

Skull: Lose 3 life.

Lava Flows: You may move through a lava flow at any time. When this occurs, take 1 damage immediately upon passing through them.

Orc Machete: When you roll a Sword and Skull during combat, you may elect to roll again.

Heroica: Drocomon
7/4/18

Monster	Strength
Raptor Henchman	3
Goblin General	3
Dragon Lord	20
Golden Dragon Hatchling	???

The Dragon Lord: After the first interaction with The Dragon Lord occurs, at the beginning of each player's turn, the dragon spins clockwise $\frac{1}{4}$ turn. Damage dealt to and by the Dragon Lord are as follows:

Head on: The player deals regular damage minus the dragon scale, the dragon deals double damage.

Sides: The player deals regular damage, the dragon deals regular damage.

Tail: The player deals double damage, the dragon deals half damage.

After each combat, regardless of win or loss, the player is knocked back 2 spaces.

After the Dragon Lord is slain:

- If there are relics still on the board that are not in possession of any players, the Golden Dragon Hatchling is awoken. Place the Hatchling in the place of the Dragon lord with Strength equal to 4 times the number of relics left on the board (up to a total of 8 health).
- If there are no relics left in play, the Golden Dragon Hatchling spawns in with 2 strength.

The Golden Dragon Hatchling: The Player who kills the Dragon Lord places the Golden Dragon Hatchling on the board and goes again, then at the beginning of each player's turn, they roll the die to determine how many rotations the Golden Dragon Hatchling does. Damage is dealt to and by the Golden Dragon Hatchling as follows:

Head on: The player deals no damage, the Golden Dragon Hatchling deals double.

Sides: The player deals regular damage, the Golden Dragon Hatchling deals double.

Tail: The player deals regular damage, the Golden Dragon Hatchling deals regular.

After each combat, regardless of win or loss, the player is knocked back 2 spaces.

Scepter of Heroica: Worth 10 points at the end of the game.

Once the Golden Dragon Hatchling is defeated, the player to deal the lethal damage is awarded the Scepter of Heroica. The evil has been defeated throughout the land and their reign has just begun. Ennon is free once more!!!

Heroica: Multiplayer Scoring Guide

7/4/18

Item	Value
Monsters	Equal to their strength
Bosses	Equal to the amount of damage you inflicted
Gold	1 point
Potions (unused at end of game)	1 point
Weapons	3 points
Relics	5 points
Scepter of Heroica	10 points

Bonuses:

Hero of Heroica: 5 points to player with the most defeated monsters

Boss Buster: 5 points to the player with the most damage dealt to all bosses.

Regal Rescuer: 5 point to the player that rescues the king

OOOH Shiny: 5 points to player with the most gold at the end of the game

Museum Curator: 5 points to player with the most relics at the end of the game

Brew Master: 5 points to player with the most potions at the end of the game

Arms Dealer: 5 points to player with the most weapons at the end of the game

Big Game Hunter: 5 points to player with the largest number of different defeated monsters

Dragon Slayer: 5 points to player that deals lethal damage to the Dragon Lord

*If two players tie for a bonus, they both receive the bonus