
BRICKQUEST

FANTASY BOARDGAMING IN AN ABS UNIVERSE

BrickQuest is a game of small-scale fantasy combat. It requires at least two players to play and can be played easily by four to six players. The game is played using standard six-sided dice and a three dimensional dungeon constructed out of building blocks.

PLAYING THE GAME

OBJECTIVE

The game can be played in a variety of ways:

- **Questing:** The BrickMaster places a room on the game table. This is the starting room. One door from this room is designated the Exit from the dungeon. The game is won by the characters when they accomplish a goal specified by the BrickMaster, and then return to the exit. As characters move through the dungeon, additional rooms are added to the table.
- **Backstab:** The BrickMaster places a room on the game table. This is the starting room. One door from this room is designated the Exit from the dungeon. The game's winner is whichever character exits the dungeon with the most gold... whether or not any other player makes it out. As characters move through the dungeon, additional rooms are added to the table.
- **Defense:** The BrickMaster sets up the entire dungeon layout on the table. The players' objective is to hold out against successive waves of attackers. The objective, set by the BrickMaster, may be to keep attackers out of a particular room, keep an NPC (non-player character) alive, or hold on to a particular item.
- **Team Play:** The BrickMaster sets up the entire dungeon layout on the table. Players form two or more teams, each starting in a different room of the layout. Each team's goal is to plunder the dungeon and amass the treasure for their own team. The game is over when all rooms of the layout have been cleared and only characters from one team are still alive.

By combining the above general frameworks for a Quest, a wide variety of games are possible. For instance, Team Play could be combined with Defense or Questing. In any case, the BrickMaster must plan the Quest and build the dungeon in advance.

BEGINNING THE GAME

After the BrickMaster has created a dungeon and scenario to play, each player should:

1. Choose a character from the section on Characters, Abilities, and Skills.
2. Build or choose a minifig to represent this character.
3. Build or write out a character sheet (see section on Character Sheets).
4. Roll two six-sided dice to determine initiative. Add the results up and add any bonus from the character sheet. Record this number; it determines the order of players and monsters for the rest of the game. Higher numbers go first. Monsters in the dungeon do not roll initiative but go on a number determined by their type.

If players roll a tie, they should re-roll the dice. Whoever gets the higher roll of this second roll

goes first on the original number rolled. (Re-roll as many times as necessary.) Players who had to resolve ties should record their initiative as the appropriate number and A, B, etc. For instance, 7A goes before 7B. Monsters automatically go last on their number.

Once all players have rolled, the player who rolled highest places his character on any square in the starting room. Then the next highest player goes, etc.

5. Once initiative is settled and characters are placed in the starting room, play the first round, with characters going in order of initiative each round from highest to lowest.
6. Keep running rounds until the Quest's objective has been met or all the player characters are dead. (In games where players are competing against other players, instead of working cooperatively, you may want to roll initiative every round to give everyone a more equal footing, or if that's too much rolling, every 3 or 5 rounds.)

THE ROUND

Each player can take two actions with his character in the round. An action may be:

- ❑ Moving
- ❑ Attacking
- ❑ Interacting with an Object
- ❑ Casting a Spell
- ❑ Using a Skill or Ability

A character may do any combination of two actions in any order, including two attacks or two movements. The exception is spellcasting; casting a spell takes one action but a spellcaster may not cast another spell, make an attack, or turn undead (priest-only ability) in the same round as casting a spell. Characters with both a melee attack and a ranged attack may not mix types of attacks in the same round.

MOVING

A character may move left, right, forward or back. Each of these movements is 1 step towards the character's maximum. Diagonal movement is allowed but counts as 2 steps. At the end of his movement, the character may be positioned with his base facing any of the cardinal directions.

A character may move into any adjacent square on the same level or one brick higher or lower. Any square two bricks higher or lower is considered an obstacle

and may not be entered from that direction.

A character may move through the square of another character without penalty, given the other's permission. Characters may not pass through a square with any creature, character that does not give permission, or any object that would reasonable prevent movement (barrels, chests, bookcases, sarcophagi, etc.) A character may pass through a square with the dead body of a character or creature, but may not end the round on it.

Using Stairs

Measure the stairs as closely as possible with the BrickRuler. Generally, three stairs count as one square.

**insert picture of brickruler

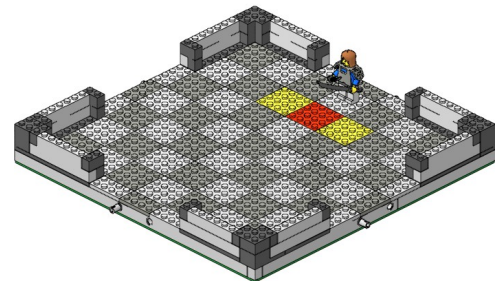
ATTACKING

Characters may attack monsters or other characters as an action. As part of the attack action, the character may make a "free" 90° turn before making the attack. Any other movement, including turning completely around, must be done first as a move action.

Characters' classes determine what type of attacks they can make. Some classes have both melee and ranged attacks; they may switch between attack types from round to round but may not make both types of attacks in the same round.

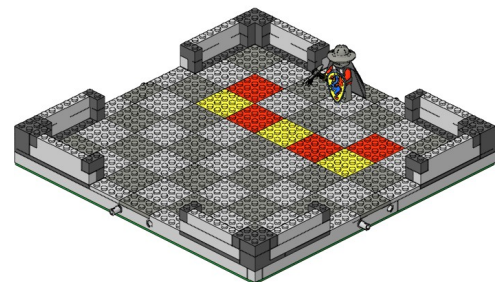
Melee Attack: Target is...

- ❑ In a square adjacent to the attacking character.
- ❑ Directly in front of the character or on either of the front diagonals.
- ❑ Standing no more than two bricks higher or lower than the attacking character.



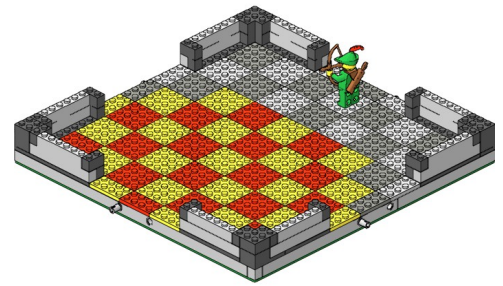
Reach Attack: Target is...

- ❑ One square away from the attacking character with no obstacle, creature, or character between.
- ❑ Within the attack arc shown at right.
- ❑ Standing no more than two bricks higher or lower than the attacking character.



Ranged Attack: Target is...

- ❑ Distant at least the character's minimum range using the BrickRuler, from center of square to center of square.
- ❑ No more than the character's maximum range distant using the BrickRuler, from center of square to center of square.
- ❑ Within the attacking character's "firing arc"; that is, a direct line from the center of the character's square to the center of the target's square passes between the two front corners of the character's base.
- ❑ Along a clear line of sight from the attacking character--the BrickRuler shows a straight line from center of attacker's base to center of target's base, without passing through any obstacles, creatures, or characters which would reasonably prevent an attack.



Creatures are bound by the same rules in making their attacks. Once any attack is declared valid, the attacker immediately rolls his Attack Dice (one six-sided die for each attack die his character type grants) and adds any Attack Bonus. The defender then rolls his Defense Dice and adds any Defense Bonus. If the total for the attack is higher than the total for the defense, the difference is taken as damage by the defender. The target then records damage on his character sheet, or the BrickMaster records the damage for a creature. If the damage reduces the target's Hit Points to 0, the target is then considered dead. The corpse is left in the square(s) it occupied previously and any treasure on the target is available for looting.

INTERACTING WITH OBJECTS AND ITEMS

Opening or Closing Objects

Opening or closing any door in the dungeon is an action. Locking or unlocking the door, if the character has and chooses to use the appropriate key, is included in the action. The character must be in a square directly in front of the door to open or close it. Double doors can both be opened with one action.

The dungeon may contain chests, barrels, sarcophagi, or other closable objects. Opening a barrel, unlocked chest, etc., and taking its contents is one action. Closing the barrel or chest is a separate action. A character must be in a square adjacent to the item in order to open or close it. Chests can only be opened from the square facing the front of the chest.

Large closable objects such as sarcophagi or large barrels may conceal creatures or characters. Climbing into an already-open item is one action (if the BrickMaster rules it can be closed from inside) and closing it is a second; opening the object is another action, as is climbing out.

Activating Objects

Activating an appropriate item in an adjacent square, such as a lever or button, also counts as one action.

Giving Items

As an action, a character may pass items in his possession to one creature or character in an adjacent square.

Looting

A character may examine the possessions of any corpse or unconscious player in the dungeon. To do so, the character must be in any square adjacent to the body and spend an action searching for goodies. Anything the character finds on the corpse can be added to the swag bin on the character sheet immediately.

Picking Up Items

As an action, a character may pick up all objects in one adjacent floor square of the dungeon or on one shelf in an adjacent square.

Taking Items

As an action, a character may take items from the swag bin of an adjacent character—if the adjacent character allows it. The player taking items then has access to everything in the other player's swag bin.

Using Items

A character may use one item (such as a potion) in his possession as an action.

USING A SKILL OR ABILITY

Characters can use different skills, generally as an action; this includes things like forcing doors, picking locks, and turning undead. See the section on Characters, Skills, and Abilities.

CASTING A SPELL

Wizards and Priests may cast certain spells. Casting a spell is one action but in the round a spell is cast, the spellcaster may **NOT**

- Cast another spell
- Attack
- Turn undead

The spell takes effect as soon as the caster declares it and has deducted the required Spell Points.

There are no saving throws in BrickQuest. A spell which deals damage is not opposed by a Defense roll unless it specifies such. For spells which have an ongoing effect, the effect happens once as soon as the spell is cast. In following rounds, the target of the spell may roll one die at the beginning of the caster's turn. If the result is a 6, the spell's effect is broken. Otherwise, the spell effect happens again.

CHARACTER CLASSES, ABILITIES, AND SKILLS

CHARACTER CLASSES

In BrickQuest, two things determine what a character can do: race and archetype. There are three races for characters:

- Humans are the fastest and most well-rounded race.
- Elves are nimble—able to act quickly and hard to hit—and in touch with natural powers that allow their spellcasters to regenerate magical energy.
- Dwarves are hardy, very good defensively, and attuned to stonework. Their spellcasters have access to a special set of spells.

Archetype refers to the character's role in the group. There are four archetypes:

- Fighters tend to deal and receive most of the damage in combat.
- Rogues deal damage more surreptitiously or indirectly.
- Wizards use arcane energies to cast spells, many of which are damage-dealing.
- Priests cast spells of a more defensive and healing nature, through divine grace.

The intersection of archetype and race forms the twelve character classes shown here:

Archetype:	Race:		
	Human	Elf	DwarF
Fighter	Human Warrior	Elven Ranger	Dwarven Berserker
Move	5	4	3
AD	4	2 Melee 3 Ranged (min 2/max 8)	3
DD	3	3	4
Init	+1	+2	0
SP	-	-	-
HP	12	10	14
Special Abilities	Charge*	+2 to all attack and defense	Charge* Rage*
Skills	Jump +1 Force Door/Object +2	Jump +1	Force Door/Object +2 Search doors/traps +1 Jump +1 Operate mechanism +1
Rogue	Human Thief	Elven Assassin	Dwarven Sapper
Move	5	5	3
AD	2	2	2 Melee 3 Ranged (min 2/max 6)
DD	2	2	3
Init	+2	+3	+1
SP	-	-	-
HP	10	10	12
Special Abilities	Backstab*	Prowess* +1 to all defense rolls	Sapper abilities (6 points)
Skills	Pick pockets +1 Pick locks +1 Search doors/traps +2 Disarm traps +2 Jump +2 Tumble +2 Operate mechanism +1	Jump +2 Pick pockets +1 Pick locks +1 Tumble +2 Operate mechanism +1	Jump +2 Search doors/traps +3 Disarm traps +3 Operate mechanism +2 Throw +3
Wizard	Human Mage	Elven Adept	Dwarven WarMage
Move	5	4	3
AD	2	2	2
DD	2	2	3
Init	0	1	-1
SP	14	14	14
HP	10	10	12
Special Abilities	Wizard Spells Meditation: Spend 1 full round concentrating; if not attacked, gain 1d6 spell points	Wizard Spells Recuperate Spell Points 1/round not casting +1 to all defense rolls	Wizard Spells Dwarven War Spells
Skills			Search doors/traps +1 Operate mechanism +1
Priest	Human Cleric	Elven Shaman	Dwarven Paladin
Move	5	4	3
AD	2	2	2 Ranged attack 2 dice +2 (min 2/max 6)
DD	3	3	4
Init	0	1	-1
SP	14	14	14
HP	12	10	14
Special Abilities	Turn Undead* Cleric Spells	Cleric Spells Recuperate Spell Points 1/round not casting +1 to all defense rolls	Cleric Spells Dwarven War Spells
Skills			Search doors/traps +1 Operate mechanism +1

SPECIAL ABILITIES

Backstab

When a character with Backstab attacks his target from the square directly behind the target, he gets an additional 2 attack dice.

Casting a Spell

Wizards and Priests may cast certain spells. A list of spells follows later in this section. Casting a spell is one action but in the round a spell is cast, the spellcaster may **NOT**

- Cast another spell
- Attack
- Turn undead

The spell takes effect as soon as the caster declares it and has deducted the required Spell Points.

There are no saving throws in BrickQuest. A spell which deals damage is not opposed by a Defense roll unless it specifies such.

For spells which have an ongoing effect, the effect happens once as soon as the spell is cast. In following rounds, each target of the spell may roll one die at the beginning of the caster's turn. If the result is a 6, the spell's effect is broken for that target. Otherwise, the spell effect happens again.

Charge

If a character with Charge moves in a straight line as his/her first action in the round and attacks an opponent also along that straight line as his/her second action, s/he gets one additional Attack Die on the attack. The move must be completely in one straight line (diagonals count too) and must be at least 2 squares.

Prowess

A character with Prowess has two additional dice to be distributed between Attack and Defense Dice. At the beginning of his/her turn, the player decides whether both go to Attack, both go to Defense, or one goes to each. These are not reallocated until the character's next turn.

Rage

A character with Rage can give up some defense for the sake of more actions. At the beginning of his turn, the player may opt to give up one defense die until his/her next turn in order to gain a third action this turn. At least one of the Raging character's actions in the turn must be an attack.

Sapper Abilities

A Sapper is able to use explosives to do a number of things. A Sapper starts out with 6 points of explosives and can only increase that or replace spent points by finding explosives or blackpowder. Each of these abilities takes an action and results happen at the end of the Sapper's turn in 0 to 3 rounds, depending on the fuse length specified when the action is taken. Only one sapper ability can be used per round.

- **Clear rubble (2 points):** Clear two squares of rocks or other rubble. By placing charges carefully, the sapper can select any two squares adjacent to one another, including one which may not be accessible to him/her before the charges go off. Any character or creature in a square adjacent to either square being cleared takes 1 die's worth of damage.
- **Open door (1 point):** Blow open a locked or otherwise blocked door. This will not work on iron gates or certain reinforced doors. Any creature adjacent to the door on either side when the charge goes off takes 1 die's worth of damage.
- **Block passage (2 points):** Bring down parts of the wall and/or ceiling to block an area 1 square by 2 squares. Getting through the passage afterwards would take many turns of digging or a Clear Rubble action. Any character caught under the falling rubble takes 3 dice worth of damage and is blown to the nearest free square. Any character in a square adjacent to the squares being blocked when the charges go off takes 1 die's worth of damage.
- **Bomb (1 point):** This device can be concealed in a barrel, chest, or similar container, simply left out in the open, held onto and dropped by the Sapper in a later turn, or held onto and thrown in a later turn (requiring a Throw roll). When the charge goes off, it deals 1 die worth of damage to the square it occupies and 1 point of damage to adjacent squares.
- **Big Bomb (2 points):** Like a Bomb, but deals 2 dice worth of damage to the square it occupies and 1 die worth to adjacent squares.
- **Really Big Bomb (4 points):** Like a Bomb, but deals 3 dice worth of damage to the square it occupies, 2 dice worth to adjacent squares, and 1 die worth to all other squares within a radius of 2.

Turning Undead

As an action, a character with this ability can channel the power of his deity in an attempt to purge evil from his presence. This turning ability operates only on undead creatures. To turn, the player rolls one die; all undead creatures within a radius of 2 from the character take as damage half the die result, rounded up (1-2 = 1 point, 3-4 = 2 points, 5-6 = 3 points).

SKILL CHECKS

Some things that happen in a game involve a certain amount of skill along with some chance or success or failure. Whenever a player wants to try a special action (anything beyond moving or combat), the BrickMaster sets a difficulty rating and the player tries to beat it by rolling two dice, adding in any applicable skill or circumstance bonus granted by the BrickMaster.

Simple:	Automatic success—no roll
Easy:	6 or better
Normal:	8 or better
Hard:	10 or better
Extremely Hard:	12 or better
Nearly Impossible:	More than 12 (only characters with skill points or other bonuses can do)

A roll of snake eyes (two 1's) is always a failure.

Example: Harry the Thief wants to jump over a two-square pit. The BrickMaster rules this is a normal action, so would require a roll of 8 or better; as a Thief, Harry also gets a +2 bonus. Since he's got a running start going down a ramp and has the additional motivation of being chased by a Giant Louse, the BrickMaster rules he can add an additional 1 to the roll. Harry's player rolls a 3 and swears loudly because this adds up to 7 (3 rolled + 3 skill + 1 circumstance). Harry falls into the pit.

Skills that any character can use:

- Block door
- Climb
- Force door/object
- Jump
- Operate Mechanism
- Throw

Skills that only characters trained in them can use:

- Disarm trap
- Pick locks
- Pick Pockets
- Search for secrets
- Tumble

PRIESTLY SPELLS

Minor Healing

Spell Points: 2

Area of Effect: 1 creature or player in square adjacent to caster

Duration of Effect: Instantaneous

Description: The target creature or player is healed of 1 die roll's worth of damage.

Major Healing

Spell Points: 4

Area of Effect: 1 creature or player in square adjacent to caster

Duration of Effect: Instantaneous

Description: The target creature or player is healed of 2 die rolls' worth of damage.

Cure Disease

Spell Points: 3

Area of Effect: 1 creature or player in square adjacent to caster

Duration of Effect: Instantaneous

Description: The target is immediately cured of any disease, including lycanthropy, mummy rot, and hiccups.

Cure Poison

Spell Points: 3

Area of Effect: 1 creature or player in square adjacent to caster

Duration of Effect: Instantaneous

Description: The target is immediately purged of all poison in system, but retains all damage caused by the poison.

Curse

Spell Points: 6

Area of Effect: 1 creature or player within sight of caster

Duration of Effect: Instantaneous

Description: The cursed target begins to suffer all kinds of misfortunes--stubbed toes, hangnails, random boils, and bloody noses, for instance--resulting in one point of damage per round.

Cure Curse

Spell Points: 5

Area of Effect: 1 creature or player in square adjacent to caster

Duration of Effect: Instantaneous

Description: The target is immediately cured of any curse.

Infuse

Spell Points: Variable

Area of Effect: 1 creature or player in square adjacent to caster

Duration of Effect: Instantaneous

Description: The target receives one less than the number of spell points the caster expends on the spell. Either a priest or a wizard can receive spell points from a priest using this spell.

Divine Wrath

Spell Points: 8

Area of Effect: 1 target square and adjacent squares. Target square must be in line of sight to the caster.

Duration of Effect: Instantaneous

Description: A bolt of divine cleansing fire descends from above, immolating a square of the dungeon and cause 2 die rolls of damage to the occupant. Divine wrath boils over, causing one die roll of damage to the occupant of each adjacent square.

WIZARDLY SPELLS

Minor Fireball

Spell Points: 3

Area of Effect: 2 square radius; centered on target square in direct line of sight of caster

Duration of Effect: Instantaneous

Description: A small fireball bursts from the character's hand and explodes on a designated square. All creatures and players within the area of effect (measured with the BrickRuler) take 1 die roll's worth of fire damage.

Major Fireball

Spell Points: 6

Area of Effect: 4 square radius; centered on target square in direct line of sight of caster

Duration of Effect: Instantaneous

Description: A massive fireball bursts from the character's hand and explodes on a designated square. All creatures and players within the area of effect (measured with the BrickRuler) take 2 die roll's worth of fire damage.

LevinBolt

Spell Points: 2

Area of Effect: A single target within view of the caster

Duration of Effect: Instantaneous

Description: A burst of magical energy flies from the caster to the target, causing 1 die's worth of damage.

Lightning Bolt

Spell Points: 4

Area of Effect: Every square lying along the BrickRuler for 6 squares from the caster.

Duration of Effect: Instantaneous

Description: An arc of lightning sears across the dungeon from a character's hand, shocking every creature and character on the way. Affected creatures take 1 die's worth of electrical damage.

Cone of Ice

Spell Points: 6

Area of Effect: Cone, 4 squares long, emanating from caster.

Duration of Effect: Instantaneous

Description: An icy blast of cold emanates from the character's hands, freezing all in its path. All creatures within the cone of effect (measured with the BrickRuler, with the sides of the cone running from the center of the caster's base to the front corners) take 2 die roll's worth of damage.

Magic Lock

Spell Points: 2

Area of Effect: 1 door, chest, or other lockable object in square adjacent to caster.

Duration of Effect: 5 rounds

Description: The target object is magically locked. No key will open the door, nor will brute force open the door.

Magic UnLock

Spell Points: 3

Area of Effect: 1 door, chest, or other lockable object in square adjacent to caster.

Duration of Effect: Instant

Description: One lock, magical or physical, is removed from the target.

Reveal Secrets

Spell Points: 4

Area of Effect: A square 5 squares on a side, centered on the caster.

Duration of Effect: 2 rounds

Description: A magical flame appears to mark any squares or walls which are trapped or have secret doors. The caster will not know how to open any secret doors or disarm traps.

Magic Ward

Spell Points: 3

Area of Effect: Designated square adjacent to caster.

Duration of Effect: Until discharged

Description: A designated square of the dungeon is magically warded. Any creature or character (including the caster) stepping into the square will be engulfed in blue flame, dealing 1 die roll's worth of damage. Adjacent squares are not affected.

Blinding Light

Spell Points: 2

Area of Effect: Self

Duration of Effect: Instantaneous (effects last 3 rounds)

Description: The wizard momentarily erupts in a blinding burst of light. All creatures and players whose firing arcs face the wizard are blinded for 3 rounds. (For each attack or square of movement a creature makes while blinded, roll one six-sided die to see which square it affects: 1-2 it goes on the left diagonal, 3-4 it goes on the right diagonal, 5-6 it goes to the correct square).

Hiccups

Spell Points: 3

Area of Effect: 1 creature or player in direct line of sight to caster.

Duration of Effect: 4 rounds

Description: The affected creature or player suffers from a dreadful case of hiccups. While hiccuping, the creature or player takes only one action per round, instead of the usual two. This prevents use of any special ability, including spellcasting.

Silence

Spell Points: 2

Area of Effect: 1 creature or player in direct line of sight of caster.

Duration of Effect: 6 rounds

Description: A sphere of silence envelops the targeted creature or player. This sphere travels with the target, preventing it from speaking, casting spells, or otherwise making noise. The creature's movement is also silenced.

Invisibility

Spell Points: 4

Area of Effect: 1 creature or player in square adjacent to caster.

Duration of Effect: 6 rounds

Description: The targeted creature becomes completely invisible, but remains detectable by touch or hearing.

Ethereality

Spell Points: 6

Area of Effect: 1 creature or player in square adjacent to caster.

Duration of Effect: 6 rounds

Description: The targeted creature becomes completely ethereal. While ethereal, the creature can move through walls, floors, and ceilings. Ethereal movement involves floating at a rate of 4 squares per action. Ethereal beings may not attack or be attacked. An ethereal creature or player may cast spells. Spells involving physical damage (including fire, electricity, and cold) do not affect an ethereal creature.

Teleport

Spell Points: 4

Area of Effect: Caster only

Duration of Effect: Instant

Description: The caster is magically transported to a chosen square which he has previously occupied, up to 12 squares away

DWARVEN WAR SPELLS

Summon Stone Elemental

Spell Points: 4 to summon, 2/round thereafter

Area of Effect: Elemental appears at designated location within sight of caster

Duration of Effect: As long as caster chooses to spend the Spell Points. If the caster chooses not to spend the spell points at the beginning of his turn, the Elemental disappears immediately. The caster may not take any actions other than moving while the spell lasts.

Description: A large Stone Elemental (move 3; Attack Dice 4; Defense Dice 4; Hit Points 20; as a large creature suffers -2 on Defense rolls) appears and follows the commands of the caster. The Stone Elemental goes on its own initiative of 3.

War Drums

Spell Points: 1/round

Area of Effect: Circle of radius 5 squares around caster

Duration of Effect: As long as caster chooses to spend the Spell Points. If the caster chooses not to spend the spell points, the effects cease immediately. The caster may not take any actions other than moving while the spell lasts.

Description: The spell creates an otherworldly rhythm which inspires the caster's allies, giving them +1 to all Attack and Defense rolls.

War Horn

Spell Points: 3

Area of Effect: Circle of radius 8 squares around caster

Duration of Effect: 4 rounds

Description: The sound of a tremendous war horn being blown strikes fear into the heart of the caster's enemies, giving them -2 to all attacks for the effect's duration.

Dwarven Fireball

Spell Points: 8

Area of Effect: 5 square radius; centered on target square in direct line of sight of caster

Duration of Effect: Instantaneous

Description: A massive fireball bursts from the character's hand and explodes on a designated square. All creatures and players within the area of effect (measured with the BrickRuler) take 3 die roll's worth of fire damage.

Wall of Stone

Spell Points: 3

Area of Effect: two adjacent squares within sight of caster

Duration of Effect: 4 rounds

Description: A solid stone wall, one square by two squares, appears where designated by the caster and remains there until the spell expires.

Larger Wall of Stone

Spell Points: 5

Area of Effect: 1x3 squares within sight of caster

Duration of Effect: 5 rounds

Description: A solid stone wall, one square by three squares, appears where designated by the caster and remains there until the spell expires.

Strengthen Potion

Spell Points: 3

Area of Effect: one potion in the hand of the caster

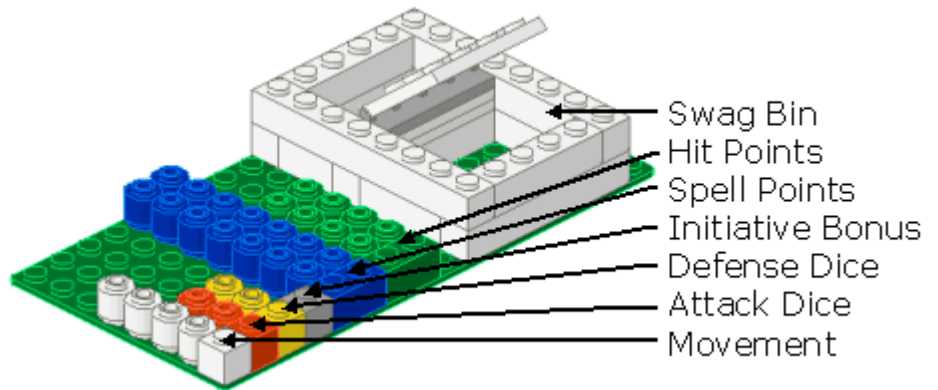
Duration of Effect: permanent

Description: This spell, used by dwarves in times of peace to strengthen their brews, doubles the effect of the potion on which it is cast. (For instance, a potion of Minor Healing would then do 2 dice of healing, or a potion of Major Healing would then do 4 dice of healing.) A potion may not have this spell cast on it more than once.

CHARACTER SHEETS

Ideally, the character sheet should be made out of bricks, just like the rest of the game. Shown at left is a typical wizard's character sheet:

The bricks at the bottom of the character sheet represent what belongs above. For different characters, some of the columns will be empty. Change the colors as necessary to your collection of pieces.



- ❑ **Swag Bin:** If you find it in the dungeon and can fit it in here, you can carry it. It needs to fit completely with the lid closed-- nothing sticking out the top. No living creatures, please. The slot above the swag bin (the part which doesn't have a lid) is for holding 1x1 rounds removed from the character sheet during the game.
- ❑ **Hit Points (green):** Take off a 1x1 round every time you take a point of damage. Replace to show the results of a healing spell or potion.
- ❑ **Spell Points (blue):** Take off a 1x1 round for each spell point you expend. Replace or add on to show the results of a mana potion or an infuse spell.
- ❑ **Initiative Bonus (light grey):** Each 1x1 round represents a 1 added to the Initiative die roll.
- ❑ **Defense Dice (yellow):** Each 1x1 round represents 1 die rolled for Defense rolls. Any 1x1 round plates stacked on the brick at the bottom represent a bonus.
- ❑ **Attack Dice (red):** Each 1x1 round represents 1 die rolled for Attack rolls. For characters with different Attack Dice at different ranges, you might use multiple colors. Any 1x1 round plates stacked on the brick at the bottom represent a bonus.
- ❑ **Movement (white):** Each 1x1 round represents 1 square the character can move as part of a standard action.

Alternatively, you can use something like this for a boring paper-based character sheet.

Player Name: _____	
Character Name: _____	
Character Class: _____	
Movement: ____	Initiative bonus: ____
Hit Points: ____	Spell Points: ____
Attack Dice: ____	Bonus: ____
Defense Dice: ____	Bonus: ____

OPTIONAL RULES

CRITICAL MISS AND CRITICAL HIT

If an attacker with more than one Attack Die rolls all 1s, he is considered to have made a critical miss. Remove the character's weapon from his hand and set it on his base. As a later action, the character (or another character or creature in an adjacent square) may pick up the weapon.

A disarmed character may perform an open-handed attack with one Attack Die. Arming with another weapon out of a character's inventory is also one action.

If an attacker with two or more Attack Dice rolls more than one 6, the character is guaranteed at least one point of damage for each 6 rolled, regardless of the target's Defense Roll. **Example:** A wizard with 2 Attack Dice makes an attack on a Dwarf with 4 Defense Dice. The wizard's Attack roll is 2 sixes (12), but the dwarf's Defense roll totals 17. Because this is a critical hit for the wizard, he still deals 2 points of damage to the Dwarf.

BREAKAWAY

If a character tries to move from a square within the three squares threatened by a melee (not reach or ranged) attacking character or creature, the character invites an additional attack from that character or creature.

If a character or creature declares such an attack, the player moving his/her character should make a Breakaway Roll: Roll a single die. If the outcome is 6, the character does not invite such an attack and the attacking character/creature cannot try again on this target this round. Otherwise, the attacker should roll an Attack as normal and the moving character should roll Defense.

The additional attack does not count as an action for that character or creature, but only one such attack can be performed by an individual in a round. If the defender makes a successful Breakaway Roll, it does not count as the one extra attack per round.

HOLDING

If a player does not want to make a move at his number in the initiative, he may declare he is holding. At the end of the round, all players and creatures who held must take their actions in initiative order or forfeit their turn. Holding does not change the initiative for subsequent rounds. A player cannot take one action and hold the second; he must move at his place in the initiative or hold both actions.

NEW SPELLS

In addition to the default spells described in the rules, characters may find other spells in scrolls or spellbooks in the dungeon. Once a spellcaster has a scroll or spellbook, he may cast any spells it contains appropriate to his class. If he loses possession of the scroll or book, he loses the ability to cast the spells it contains.

HEIGHT DIFFERENCES

For every three full bricks higher an attacker is than the defender, add one to the Attack result (up to +3). For every three full bricks lower an attacker is than the defender, subtract one from the Attack result (up to -3).

SPECIAL SQUARES

Water and Lava

These squares are considered obstacles and may not be entered or crossed by a character. Some monsters may be able to cross them, however.

Fire Spouts

Some dungeon squares have gouts of flame which periodically erupt through the floor or from a wall. Characters may not end their movement in a square with a fire spout. Characters may cross a square with a fire spout, but for each such square they must roll one die. On a roll of 1-3 (1-2 for thieves), the character takes a point of damage.

GRIDLESS PLAY

BrickQuest doesn't have to take place in a dungeon and it doesn't have to happen on a board with squares of alternating color. To play "outside the grid," simply:

- Use the BrickRuler to measure distances for movement
- Put the characters on 4x4 squares to make things like 90° turns and arc of fire for spells and ranged attacks obvious.

BRICKMASTER INFORMATION

SWAG (AND OTHER USEFUL ITEMS TYPICALLY FOUND IN A DUNGEON)

TREASURE

Coins



Worth 10, 20, 30, or 40 gold, as marked

Crystal Ball



Worth 100 gold

Key



Unlocks a door or chest... somewhere.

Goblets



(From left to right)
Pewter worth 30 gold
Silver worth 40 gold
Crystal worth 50 gold
Lapis worth 60 gold
Ivory worth 70 gold
Onyx worth 80 gold
Gold worth 100 gold

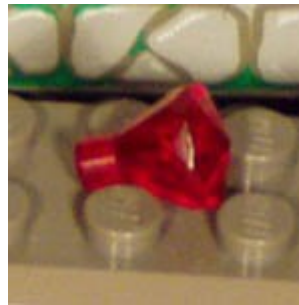
Gems



Citrine (worth 120 gold)



Emerald (worth 130 gold)



Ruby (worth 140 gold)



Sapphire (worth 150 gold)

POTIONS

Healing Potion:

Heals 1 die roll's worth of damage. Cannot increase a character's Hit Points to more than those with which he started the game.

Speed Potion:

Adds 2 more squares to the imbiber's Move actions for 6 rounds.

Mana Potion: Adds 1 die roll's worth of spell points to a Cleric or Wizard. **Can** increase a character's Spell Points to more than those with which he started the game.

Ethereality Potion:

Grants the drinker ethereality, per the Wizardly spell, for 6 rounds.

Cure Disease Potion: Cures any disease, including lycanthropy, mummy rot, and hiccups.

Cure Curse Potion: Removes a curse spell.

Invisibility Potion: Makes the character invisible for 6 rounds.

Scrolls: A scroll holds a single spell which can be cast by a wizard or priest without spending magic points. Scrolls can only be used by the appropriate casting class—a priestly scroll cannot be cast by a wizard and vice-versa.

Books: Books are like scrolls but they hold three spells. Each spell can be cast once without costing magic points.

MONSTERS

BRICKQUEST
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TO AD'ABS UNIVERSE



Bat

Movement: 6
Attack Dice: 1
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 9
Special Abilities: *Vermin* (can move through occupied squares; gets a +2 on Defense rolls)
Hit Points: 4

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TO AD'ABS UNIVERSE



Black Dragon

Movement: 5
Attack Dice: 2
Defense Dice: 5
Minimum/Maximum Range: 0/0
Initiative: 11
Special Abilities: *Large Creature* (Suffers a -2 to Defense rolls); *breath attack* (can be used as an action once every other round) does 3 dice of damage to a cone of length 3.
Hit Points: 20

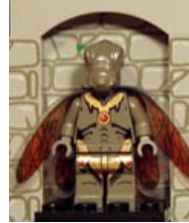
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Cerberus

Movement: 4
Attack Dice: 6
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 8
Special Abilities: *Large Creature* (suffers a -2 to Defense rolls); gets three actions each turn instead of the usual 2.
Hit Points: 15

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Gargoyle

Movement: 5
Attack Dice: 3
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 7
Special Abilities:
Hit Points: 12

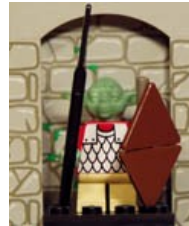
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Ghost

Movement: 5
Attack Dice: 2
Defense Dice: 3
Minimum/Maximum Range: 0/0
Initiative: 8
Special Abilities: *Undead* (subject to turning); *Incorporeal* (can move through occupied squares; only count 5s and 6s in Attack roll against, unless attacker has an enchanted weapon)
Hit Points: 10

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Goblin

Movement: 3
Attack Dice: 2
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 5
Special Abilities:
Hit Points: 6

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Golem

Movement: 3
Attack Dice: 4
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 5
Special Abilities:
Hit Points: 14

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FADCASU BOARDGAMING
TO AD'ABS UNIVERSE



Green Dragon

Movement: 6
Attack Dice: 2
Defense Dice: 6
Minimum/Maximum Range: 0/0
Initiative: 12
Special Abilities: *Large Creature* (Suffers a -2 to Defense rolls); *breath attack* (can be used as an action once every other round) does 3 dice of damage to a cone of length 4.
Hit Points: 25

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FAD CASU BOARDGAMING
TO AN ABS UNIVERSE



Gremlin

Movement: 4
Attack Dice: 2
Defense Dice: 1
Minimum/Maximum Range: 0/0
Initiative: 6
Special Abilities:
Hit Points: 6

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Lich

Movement: 4
Attack Dice: 4
Defense Dice: 3
Minimum/Maximum Range: 2/8
Initiative: 11
Special Abilities: *Undead* (subject to turning); *Wizard Spells* (20 Spell Points)
Hit Points: 18

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Mummy

Movement: 3
Attack Dice: 3
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 7
Special Abilities: *Undead* (subject to turning); *Mummy Rot* (when a Mummy inflicts damage on a character, that character suffers an additional point of damage at the beginning of each round until Cured by a potion or a cleric. The effects of Mummy Rot are not cumulative; a character who has contracted it 5 times still only takes one point of damage per round.)
Hit Points: 12

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Orc

Movement: 4
Attack Dice: 3
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 7
Special Abilities:
Hit Points: 9

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Polar Bear

Movement: 3
Attack Dice: 4
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 5
Special Abilities: *Large Creature* (Suffers a -2 to Defense roll)
Hit Points: 12

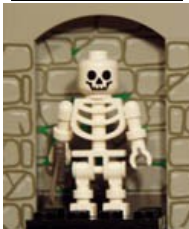
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Scorpion

Movement: 3
Attack Dice: 2
Defense Dice: 1
Minimum/Maximum Range: 0/0
Initiative: 8
Special Abilities: *Poison* (a character damaged by this creature takes an extra point of damage the following turn); *Vermin* (can move through occupied squares; gets a +2 on Defense rolls)
Hit Points: 3

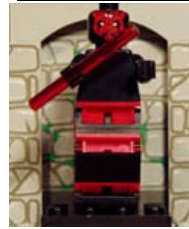
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Skeleton

Movement: 3
Attack Dice: 2 (sword), 3 (ax), 4 (halberd)
Defense Dice: 1
Minimum/Maximum Range: 0/0
Initiative: 5
Special Abilities: *Undead* (subject to turning)

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Snakeman

Movement: 4
Attack Dice: 4
Defense Dice: 3
Minimum/Maximum Range: 0/0
Initiative: 10
Special Abilities: Some snakemen have *Wizard Spells* (10 Spell Points)

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Spectre

Movement: 5
Attack Dice: 4
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 11
Special Abilities: *Undead* (subject to turning); *Incorporeal* (can move through occupied squares; only count 5s and 6s in Attack roll against, unless attacker has an enchanted weapon)
Hit Points: 12

BRICKQUEST

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Stone Elemental

Movement: 3
Attack Dice: 4
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 3
Special Abilities: *Large Creature* (suffers -2 on Defense rolls)
Hit Points: 20

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Vampire

Movement: 5
Attack Dice: 4
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 11
Special Abilities: *Undead* (subject to turning); *Regenerates* (at the beginning of each turn it starts with less than maximum hit points, it regains one hit point); can cast the Wizard Spell *Ethereality* to retreat if damaged too much (and will likely retreat to coffin). Does not regenerate while ethereal. Begins with 12 spell points for *Ethereality* spell only. If a Vampire reduces a character to 0 Hit Points, that character becomes a Vampire immediately, with all abilities and points of a Vampire.
Hit Points: 14

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Wraith

Movement: 4
Attack Dice: 3
Defense Dice: 5
Minimum/Maximum Range: 0/0
Initiative: 9
Special Abilities: *Undead* (subject to turning); *Incorporeal* (can move through occupied squares; only count 5s and 6s in Attack roll against, unless attacker has an enchanted weapon)
Hit Points: 12

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Spider

Movement: 4
Attack Dice: 2
Defense Dice: 1
Minimum/Maximum Range: 0/0
Initiative: 7
Special Abilities: *Poison* (a character damaged by this creature takes an extra point of damage the following turn); *Vermin* (can move through occupied squares; gets a +2 on Defense rolls)
Hit Points: 4

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Troll

Movement: 3
Attack Dice: 5
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 5
Special Abilities: *Regenerates* (at the beginning of each turn it starts with less than maximum hit points, it regains one hit point)
Hit Points: 11

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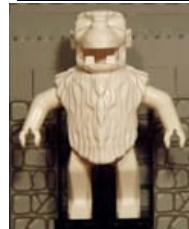


Wolfman

Movement: 4
Attack Dice: 4
Defense Dice: 3
Minimum/Maximum Range: 0/0
Initiative: 9
Special Abilities: *Lycanthropy:* (If a character is damaged by a Wolfman's attack, roll a die. If the roll is 6, the character has contracted this dread disease. Unless Cured of the disease, 10 turns after being contracting Lycanthropy, a character will turn into a Wolfman and attack other characters. A character can be Cured for five rounds after turning into a Wolfman; after 5 rounds of being a Wolfman [15 after the actual damage] the effect is permanent.)
Hit Points: 10

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Yeti

Movement: 3
Attack Dice: 5
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 4
Special Abilities:
Hit Points: 12

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Cult Acolyte

Movement: 4
Attack Dice: 2
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 5
Special Abilities: None
Hit Points: 7

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Cultist Blowgunner

Movement: 4
Attack Dice: 3
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 10
Special Abilities: Can only make one blowgun attack per turn (but still gets two actions per turn); may use **Poison** (a character damaged by this creature takes an extra point of damage the following turn)
Hit Points: 7

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Centaur Crossbowman

Movement: 6
Attack Dice: 3
Defense Dice: 2
Minimum/Maximum Range: 2/7
Initiative: 10
Special Abilities: None
Hit Points: 12

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Centaur Halberdier

Movement: 6
Attack Dice: 3
Defense Dice: 3
Minimum/Maximum Range: 0/0
Initiative: 10
Special Abilities: None
Hit Points: 12

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Centaur Swordsman

Movement: 6
Attack Dice: 4
Defense Dice: 3
Minimum/Maximum Range: 0/0
Initiative: 10
Special Abilities: None
Hit Points: 12

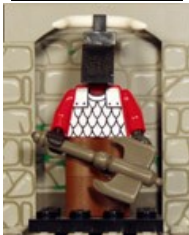
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Elephanthulhu

Movement: 2
Attack Dice: 5
Defense Dice: 4
Minimum/Maximum Range: Anything within reach of a tentacle
Initiative: 9
Special Abilities: This creature gets one movement action and three attacks per turn. **Living statue** (This creature pretends to be a statue until a target is close enough to attack.) **Special Treasure** (the eyes of this creature are incredibly valuable rubies, 5x normal value)
Hit Points: 24

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Minotaur

Movement: 4
Attack Dice: 4
Defense Dice: 4
Minimum/Maximum Range: 0/0
Initiative: 9
Special Abilities:
Hit Points: 15

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Ninja (Black)

Movement: 5
Attack Dice: 3*
Defense Dice: 2*
Minimum/Maximum Range: 0/0
Initiative: 12
Special Abilities: **Ninja Focus** (At the beginning of each turn, this creature may choose two additional dice for either Attack or Defense for the turn.)
Hit Points: 14



Ninja (Grey)



Movement: 5
Attack Dice: 2*
Defense Dice: 2*
Minimum/Maximum Range: 0/0
Initiative: 10
Special Abilities: *Ninja Focus* (At the beginning of each turn, this creature may choose two additional dice for either Attack or Defense for the turn.)
Hit Points: 10



Ninja (Red)



Movement: 6
Attack Dice: 3*
Defense Dice: 3*
Minimum/Maximum Range: 0/0 or 2/6
Initiative: 14
Special Abilities: *Ninja Focus* (At the beginning of each turn, this creature may choose two additional dice for either Attack or Defense for the turn.) Melee and Ranged Attack (This character may make either melee or ranged attacks in a round, but not both.)
Hit Points: 18



Cultist Priest



Movement: 5
Attack Dice: 4
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 10
Special Abilities: *Cleric Spells* (8 Spell Points)
Hit Points: 10



Shaman



Movement: 4
Attack Dice: 2
Defense Dice: 2
Minimum/Maximum Range: 0/0
Initiative: 9
Special Abilities: *Cleric Spells* (14 Spell Points)
Hit Points: 15



Tygurah



Movement: 4
Attack Dice: 4
Defense Dice: 3
Minimum/Maximum Range: 0/0
Initiative: 8
Special Abilities: *Living statue* (This creature pretends to be a statue until a target is close enough to attack.)
Hit Points: 15



Ninja Warlord



Movement: 7
Attack Dice: 4*
Defense Dice: 4*
Minimum/Maximum Range: 0/0
Initiative: 16
Special Abilities: *Ninja Focus* (At the beginning of each turn, this creature may choose two additional dice for either Attack or Defense for the turn.)
Hit Points: 22