

HeroQuest™

Chaos Unleashed

Q U E S T



B O O K

A Message from Mentor

As dawn breaks, the clouds grow dark on the horizon. The rising light filters eerily through the dense morning mist. "Zargon," speaks an ageless sage, "is growing stronger..." Mentor turns from his window. His frown seems to seep through the thick cover of his beard. Mentor speaks again, "Chaos breeds in the hearts of men. Corrupting their very being. Hordes of weak-willed beasts follow Zargon blindly, fuelling his armies with near unstoppable power. My brave Heroes, you have learn much and fought hard against the evils of this world. Yet, I feel our task has barely begun. The Empire has need of your services once more. Darkness heeds Zargon's call... Chaos has been unleashed!"

Mentor

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

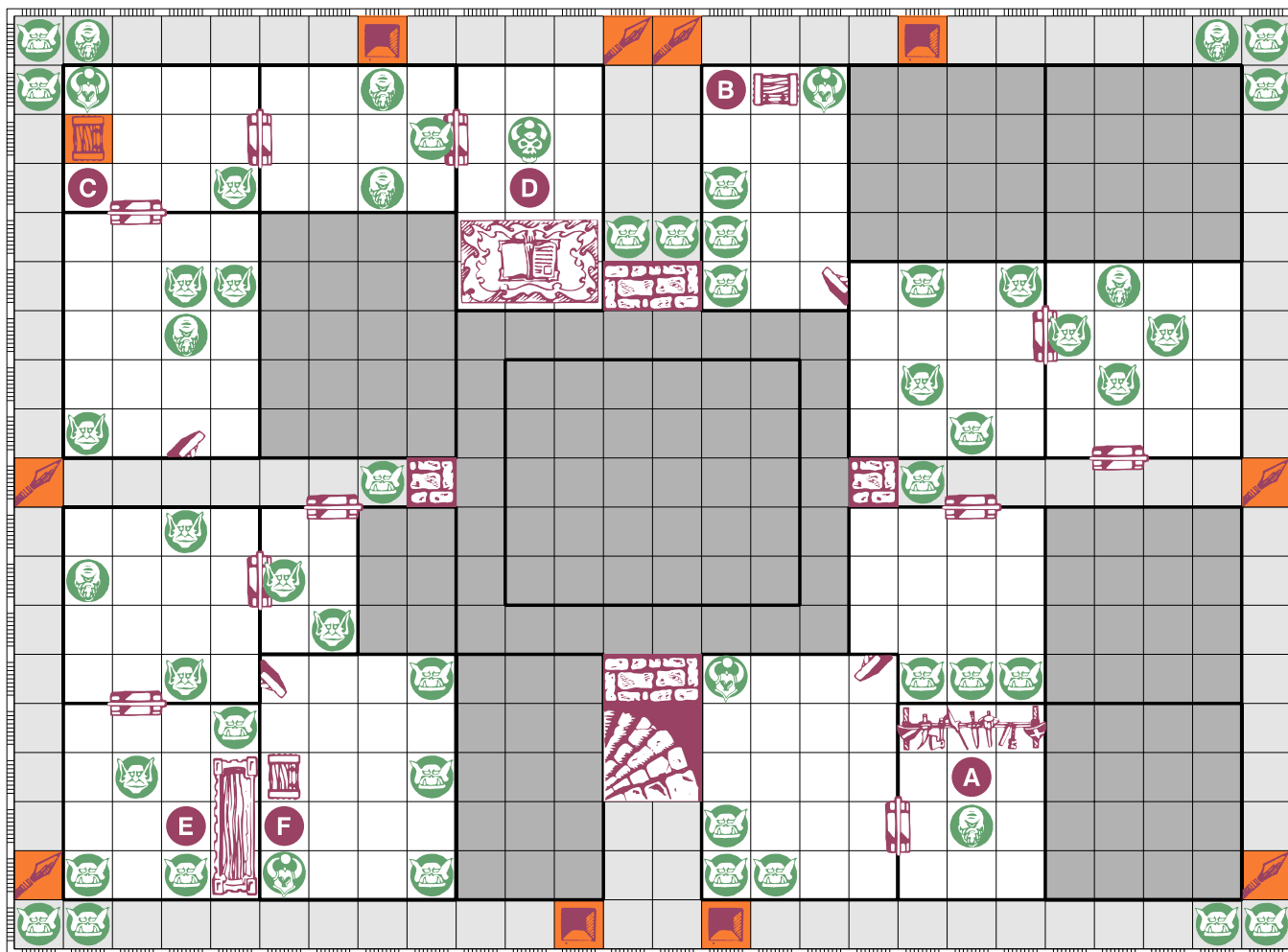


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 14

The Execution of Sir Ragnar

"I want him dead!" Those were the Emperor's exact words when it was discovered that Sir Ragnar was aiding the fiends of Chaos. The Emperor was most furious. One does not enter the Emperor's inner circle and break his trust without severe punishment. Ragnar, stripped of his title, was captured and executed. Or so we thought... Masked by the corruption of

Chaos an innocent's life was taken in his stead and Ragnar made his escape. His veins are deeply poisoned by Chaos. Zargon will surely appoint him General in the war to come, unless you get to him first. The Emperor has issued a 600 gold reward for Ragnar's head."

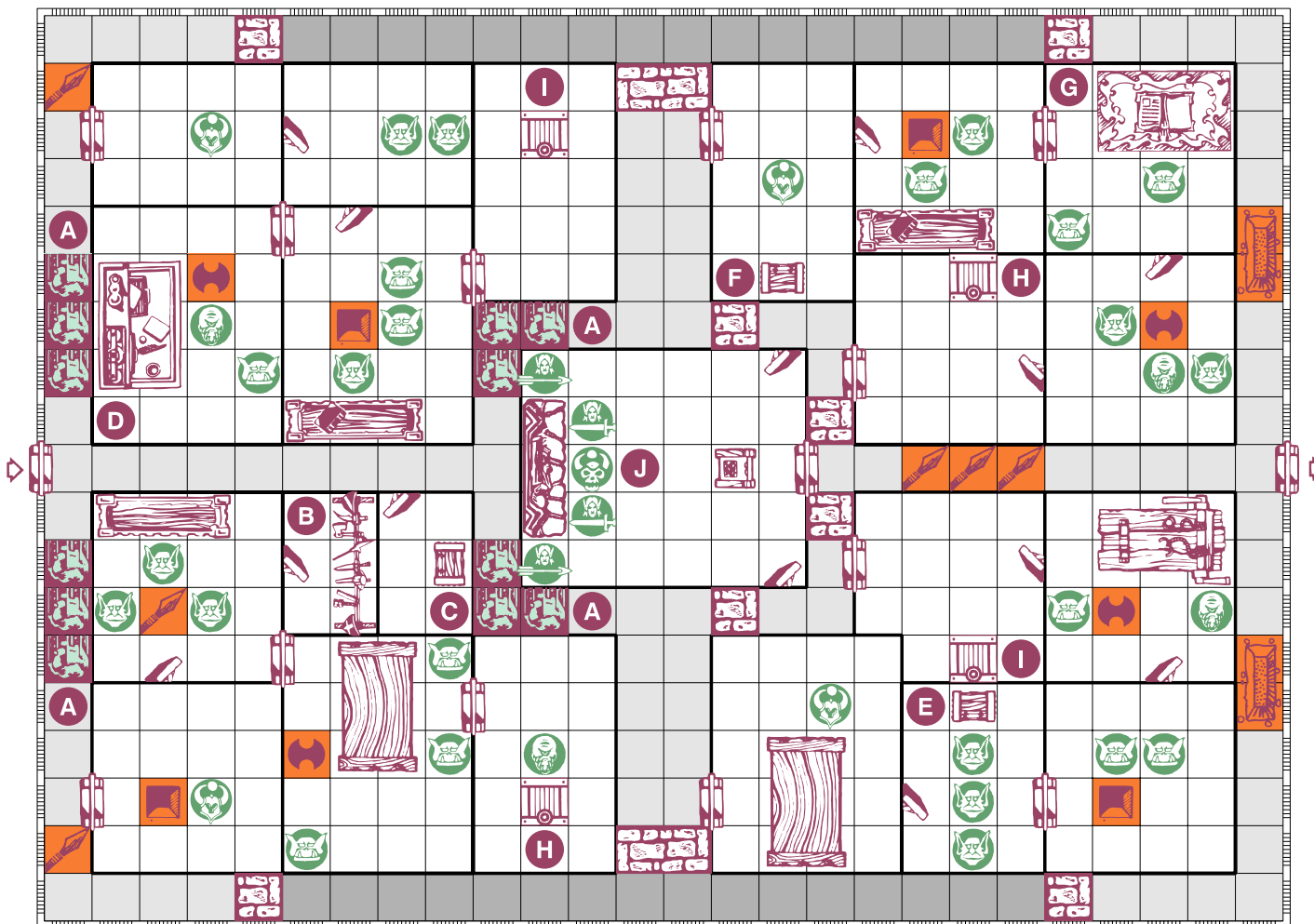
NOTES:

- A** These falling block traps cannot be searched for or disarmed. Once a Hero has passed by the third in a set, they fall, blocking the path behind them. Any Hero standing on one of these spaces runs quickly back to the entrance door for safety and is unharmed. The path is permanently blocked, and the Hero is now separated from their companions.
- B** There are two Magical Throwing Daggers on the weapons rack. See matching Artifact Card for details.
- C** Hidden inside the chest are a Fire Ring and one pouch containing Dust of Disappearance. See matching Artifact Cards for details.
- D** There are three bottles sitting on the desk. One is a Potion of Healing, which will restore up to 4 lost Body Points when consumed. The second is a Potion of Battle (see Alchemist's Shop for details). The third bottle is empty.
- E** The chest contains a variety of semi-precious stones valued at 350 gold coins.
- F** This chest holds 93 gold coins and a Potion of Magic Resistance. See matching Treasure Cards and choose one at random for details.
- G** There are two Spell Scrolls on the altar. Heal Body and Treasure Without Doom.
- H** An underground tunnel connects these two trap doors. The tunnel is safe for travel.
- I** These two trap doors are connected by another underground tunnel, which is also safe for travel.
- J** This is Sir Ragnar. He defends with one black shield protecting against all skulls rolled in one attack. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	4	5	7	4



Wandering Monster in this Quest: 2 Goblins



Quest 1

Flame Throwers

"Brigid's tome has been stolen! The mysterious book holds many ancient secrets surrounding the element of fire. In the hands of Chaos, this tome poses a huge threat to the Empire and its allies. You, champions of the Empire, have been

charged with its retrieval. Of course, your valiant efforts will not be without reward. 700 gold coins to be divided among you for the tome's safe return."

NOTES:

All Orcs in this Quest are only equipped with crossbows that fire ignited bolts. The Orcs have a ranged attack with the strength of 3 combat dice, but only attack with 1 combat die against adjacent targets.

All Fimir in this Quest know the Chaos Spell, Ball of Flame.

All Chaos Warriors in this Quest know the Chaos Spell, Firestorm.

- A** The first Hero to search this room for treasure will discover a shield on the weapon rack. The shield is identical to the one in the Armory.
- B** The chest contains 33 gold coins and a Potion of Healing that will heal up to 2 lost Body Points.
- C** This chest is trapped. If a Hero searches this room for treasure before the trap is disarmed, the chest will explode causing 1 Body Point of damage to each Hero in the room. The chest is empty.
- D** This is a Chaos Sorcerer. He has the unique ability to attack the Mind of his

enemies. Heroes may defend against the attacks by rolling one combat die for each of their current Mind Points. Each white shield rolled, negates the damage caused by one skull. The Sorcerer has the following stats:

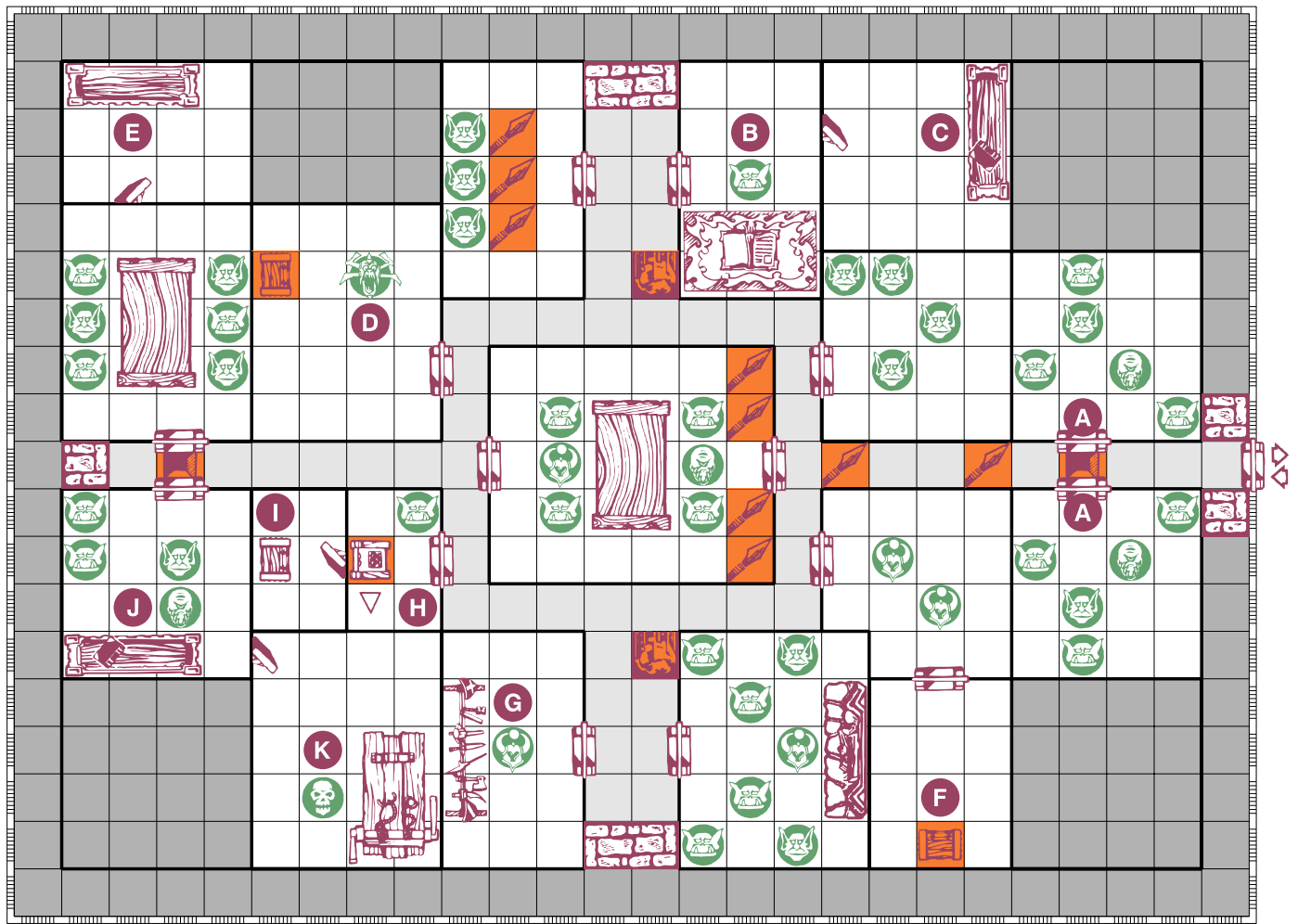
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	7	5

Sitting on the altar is Brigid's tome. A magical spell has been cast to protect it. Flames seem to envelop its pages. They are harmless to the tome, yet the immense heat suggests it is not harmless to the touch. In order to retrieve Brigid's tome, a Hero must successfully roll less than their current Mind Points on one red die.

- E** Stashed in the cupboards is a Potion of Healing. The potion will restore up to 4 lost Body Points.
- F** This chest contains precious stones worth 54 gold coins.



Wandering Monster in this Quest: Orc



NOTES continued:

stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	6	5	4

Quest 2

Stronghold of Orcs

"The minions of Chaos have recently recaptured an old Orc stronghold, long held by the Empire. A cleric who escaped during the assault said the assailants were ruthless and

merciless. The Emperor asks that you retake the small fortress in exchange for 500 gold to be divided between you."

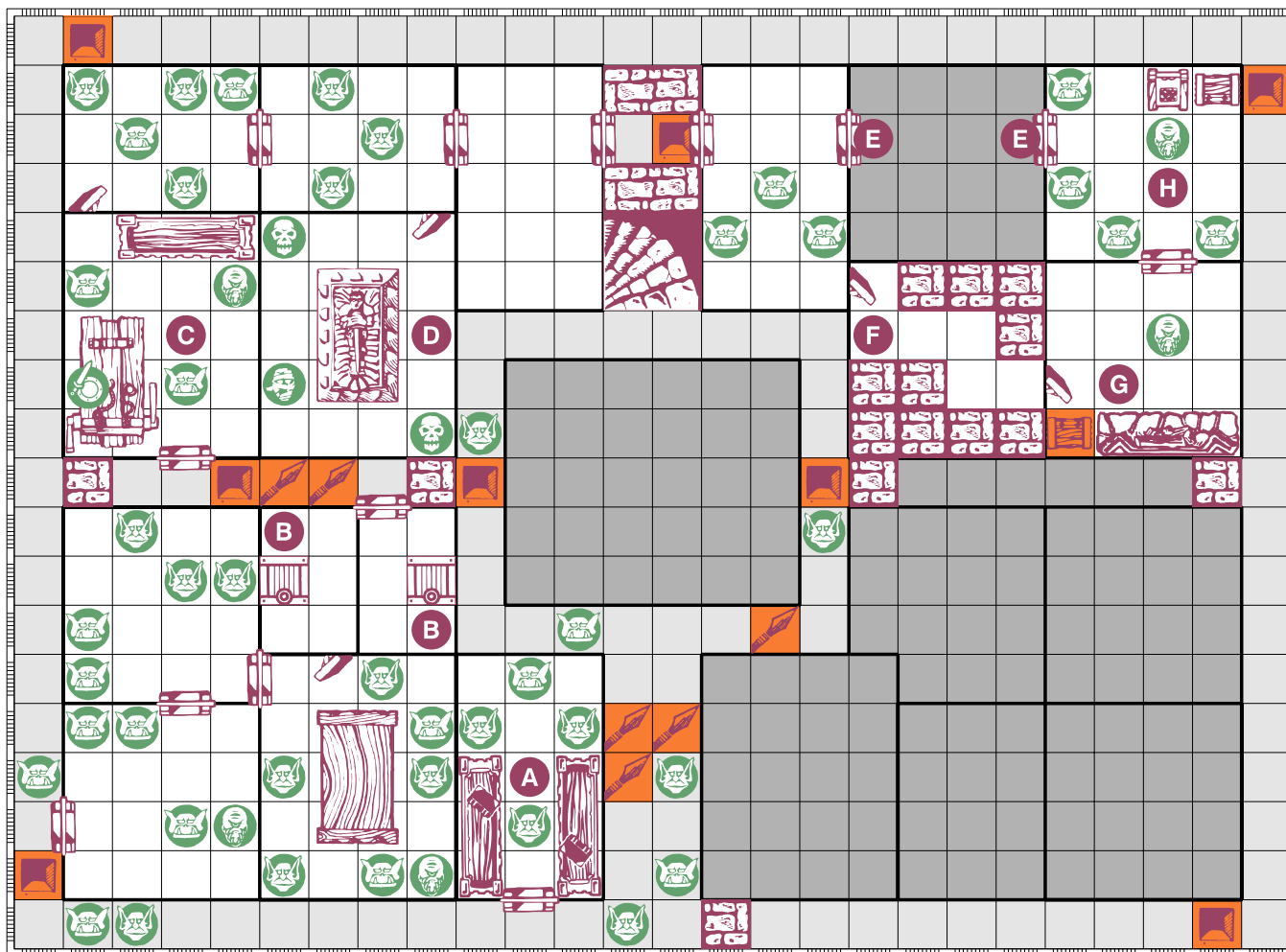
NOTES:

- A These two doors are secretly connected. When a Hero opens one door, both doors open simultaneously.
- B This Orc is a Shaman. He rolls one extra combat die in defense and has two extra Body Points. Once a Hero opens the door, he will immediately cast Summon Orcs and move into a safer position. The Orc Shaman also knows the following Chaos Spells: Ball of Flame, Fear, Lightning Bolt, Rust, Sleep and Tempest.
- C Sitting atop the bookcase is a Potion of Healing, which restores up to 4 Body Points.
- D This is an extremely powerful Gargoyle. The Gargoyle rolls two extra combat die in attack, one extra combat die in defense and has 5 Body Points. The Gargoyle has been chained to the floor and is only able to move as far as any of the 8 surrounding squares. The chest in this room is trapped with a poison gas. If Hero who searches for treasure before the trap is disarmed, all Heroes in the room lose 2 Body Points. The chest contains 356 gold coins.
- E Inside the cupboard is a Potion of Healing that restores up to 4 Body Points.
- F Any Hero who searches this room for treasure before the trap on the chest is

- disarmed will lose 2 Body Points from a poison needle. The chest holds 172 gold coins.
- G A Hero who searches this room for treasure will discover a battle axe on the weapon rack. It is identical to the one sold in the Armory.
- H When a Hero opens the door, the Orc in this room will be literally caught with his pants down. For one turn, the Orc will defend with one less combat die. If a Hero searches the room for secret doors, they will find a hidden lever on the throne. The throne will slide down one square as indicated by the arrow and the secret door behind will open automatically. Below the throne is a pit trap, which may only be discovered when a Hero searches for traps after the throne has moved.
- I This chest contains 85 gold coins.
- J Hidden inside a false book is a Potion of Healing that restores up to 4 Body Points.
- K The Skeleton in this room is the remains of a once tortured warrior. The Skeleton rolls an extra combat die for Attack and Defense.



Wandering Monster in this Quest: Orc



Quest 13

Frozen Flames and Burning Ice

"A village burned, whilst encased in ice and the frozen plains are ablaze. Hoar and Embris, two Chaos apprentices, have been testing their newfound skills. They are impatient, even in the ways of Chaos. They have stolen two magical stones to help

them jump-start their magic. The frozen ruby and burning sapphire were heisted from my very own study. Please my friends, face them and return the stones to me. They deserve not such precious gems."

NOTES:

- A** When a Hero opens this door, the ice encasing the monsters cracks and they leap out and attack on Zargon's turn. The tile squares with monsters on them are considered empty squares once the monsters have moved off those squares.
- B** The contents of this chest can only be found if a Hero searches for treasure from the same side of the chasm that the chest is on. The chest contains the Spell Scroll Warmth. See matching Artifact Card for details.
- C** This chest is trapped with a chilling liquid, which freezes on contact. If a Hero searches for treasure before the trap is disarmed, they will lose 1 Body Point. The chest contains the frozen ruby.
- D** The ice ledge that surrounds the crevasse is very slippery.
- E** Placed neatly inside a compartment at the back of the desk are three Spell Scrolls. If a Hero searches for treasure, combine all Spell Scrolls from all expansion sets and have the Hero choose three at random.
- F** This chest is trapped with an explosive gas. If a Hero searches for treasure

before the trap is disarmed, all Heroes in the room will suffer 2 Body Points of damage. Inside the chest is the burning sapphire.

- G** These are the Sorcerer's who stole the stones. Use any Wizard figures you wish to represent them. Upon the first encounter, roll one red die to see which Sorcerer the Heroes encounter first. If the roll is odd, they will face Hoar. If the roll is even, they will face Embris.

Hoar:

Hoar is a master of ice and wields the following Chaos Spells: Chill, Ice Storm, Ice Wall, Mind Freeze, Skate and Soothe. Hoar's stats are as follows:

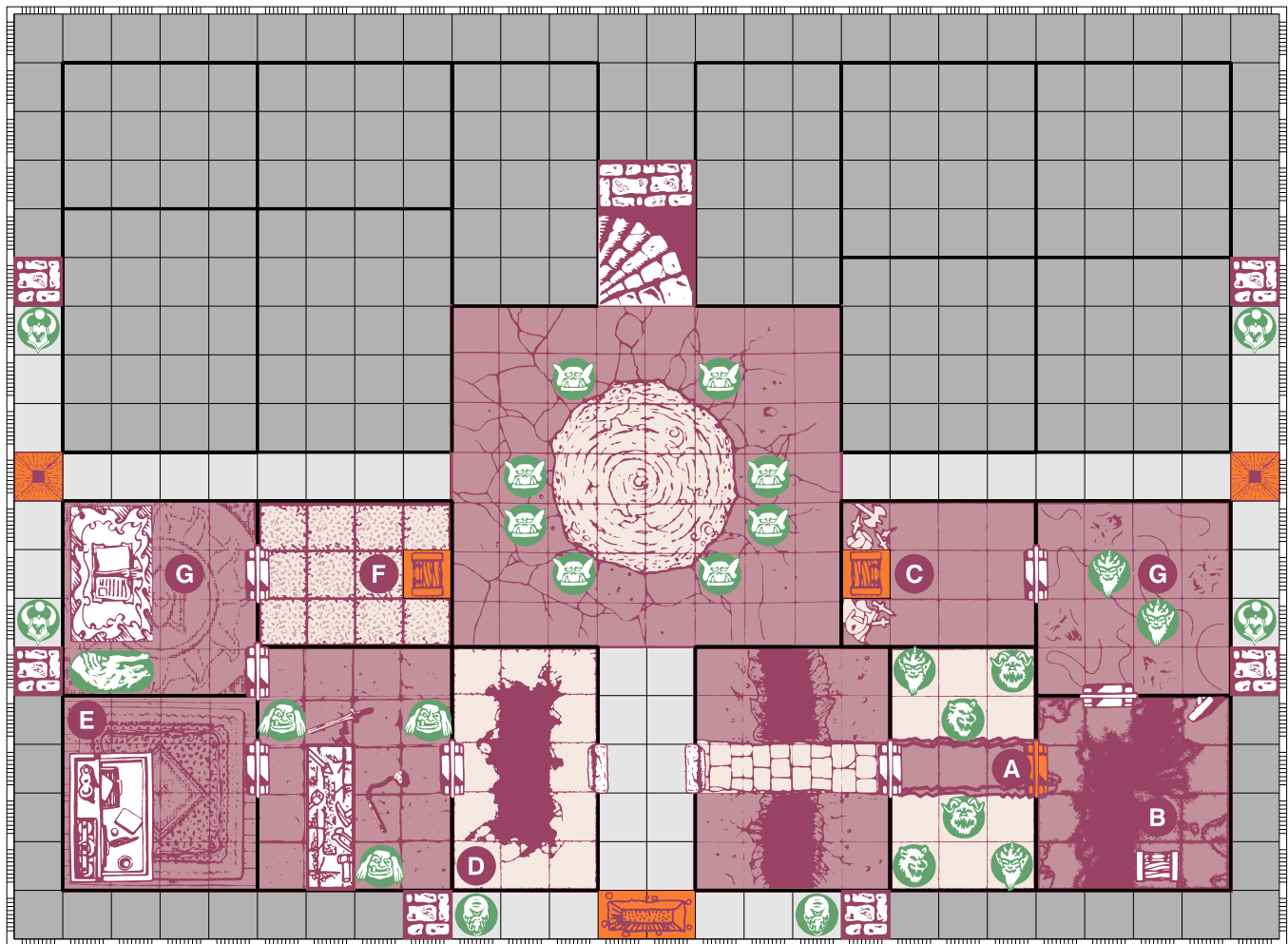
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	6	5

Embris:

Embris is a master of fire and wields the following Chaos Spells: Ball of Flame, Firestorm, Mind Blast, Restore Chaos, and Summon Wolves. Embris'



Wandering Monster in this Quest: Chaos Warrior



Quest 3

Rust Masters

"A troublesome band of Green Skins have been plaguing the countryside. It seems a small group of Fimir have been trying their hand at magic. Farmers are unable to sow their crops as their tools have been made useless, risking famine. Countrymen are being stranded as wagon wheels collapse, leaving them open to attack. Local law enforcement has been

having a difficult time fending off the fiends as their weapons and armor turn to rust during each encounter. As the Fimir terrorize, they've also gathered Orc and Goblin followers, becoming an increasing danger to the appendages of the Empire. Prince Magnus has ordered the Fimir's heads, and a reward of 500 gold to those who present them."

NOTES:

All Fimir in this Quest can cast the Chaos Spell Rust.

- A** If a Hero searches for treasure in this room, they will find a Potion of Healing wedged between two books. The potion will restore up to 4 lost Body Points.
- B** These trap doors are connected by an underground tunnel. The tunnel is narrow and dangerous. Each Hero who passes through the tunnel must roll one combat die for each of their starting Body Points. If a black shield is rolled, they lose 1 Body Point in damage.
- C** There is a recently deceased Scout lying on the torture rack. If a Hero searches for treasure in this room, they will discover two Potions of Healing stashed inside the cupboards. Each potion will restore up to 4 lost Body Points.
- D** D. Any Hero who first searches for treasure in this room will discover a longsword inside the tomb within the corpse's grasp. If they wish to pry the

longsword from the remains, they must roll one combat die. If a white shield is rolled, the Hero stumbles backward as the sword suddenly comes free and loses one Body Point as they fall to the ground. The Hero will always claim the longsword as their prize.

- E** These doors just won't budge. Perhaps the room has caved.
- F** Use the falling block rubble to represent the loose rock around this recently carved tunnel.
- G** This chest contains an acid trap. If a Hero searches for treasure before the trap is disarmed, that Hero's hands will be burned resulting in 1 Body Point of damage and preventing them from wielding any weapon with a combat strength of 3 or higher until the end of the Quest.
- H** The Fimir in this room is the culprit who has been teaching the other Fimir how to use magic. He knows the following Chaos Spells: Ball of Flame, Rust, Lightning Bolt, Sleep and Tempest. The treasure chest in this room contains



Wandering Monster in this Quest: Fimir

NOTES continued:

various precious stones worth a total of 142 gold coins. The Fimir's stats:

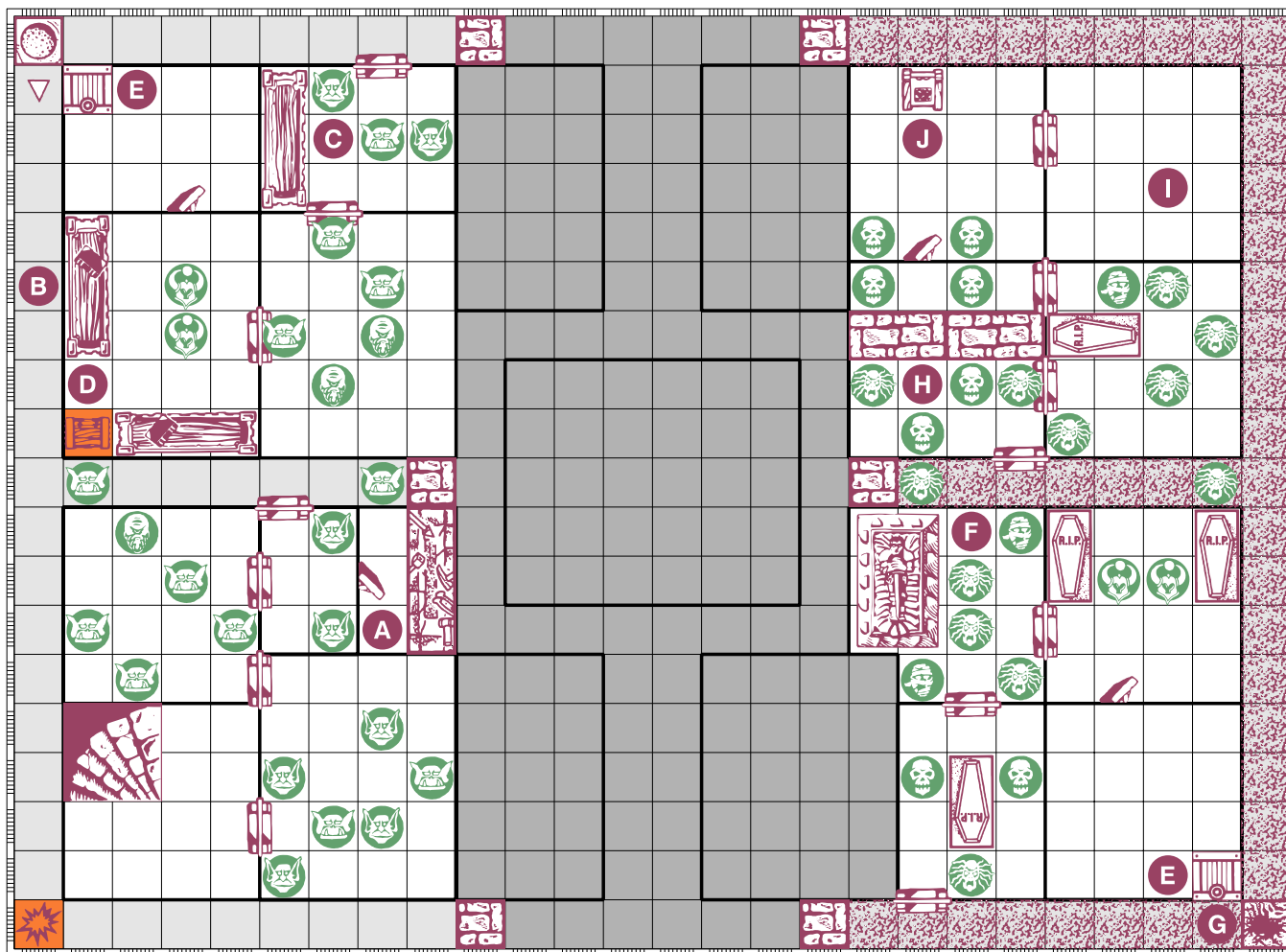
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	4	3

NOTES continued:

H When a Hero opens this door, the ice encasing the monsters cracks and they leap out and attack on Zargon's turn. The tile squares with monsters on them are considered empty squares once the monsters have moved off those squares. This cannot be searched for or disarmed.

I This is Gletscher. Use the Storm Master figure to represent him. Gletscher knows the following Chaos Spells; Chill, Ice Storm, Ice Wall, Mind Freeze and Soothe. Gletscher defends with white shields and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	5	4



Quest 12

The Towers of Ice and Death

"Two Spawns of Chaos, one cold-hearted, the other dead from within. Two great towers pierce the heavens with ice and death. Your orders; climb each tower and destroy their lords. Gletscher, lord of the north tower is an Ice Mage, sharp and

cold as the spells he casts. Sedlec, lord of the south tower is a fearsome Necromancer, a cruel as death itself. Your reward; 500 gold coins for evicting both these foul fiends."

NOTES:

All Skeletons in this Quest are armed with bows. They may make ranged attacks with the strength of 2 combat dice.

- A** Stashed inside one of these coffins are three Spell Scrolls; Ice Storm, Treasure Without Doom and Warmth.
- B** When a Hero steps on this square, they immediately trigger the giant boulder trap. The boulder will move with two red die in the direction of the arrow immediately, and on each of Zargon's turns. When the boulder reaches the end of the corridor marked by the star burst, it will crash into the wall and become a permanent blocked square. Each Hero hit by the boulder must roll 5 combat dice. For each skull rolled, they lose 1 Body Point. The giant boulder trap cannot be searched for or disarmed.
- C** The quicksand tile is placed on the gameboard overlapping two rooms creating one large and one narrow room.
- D** This is Sedlec. Use the Necromancer figure to represent him. Sedlec knows the following Chaos Spells; Fear, Summon Undead. Sedlec also knows the

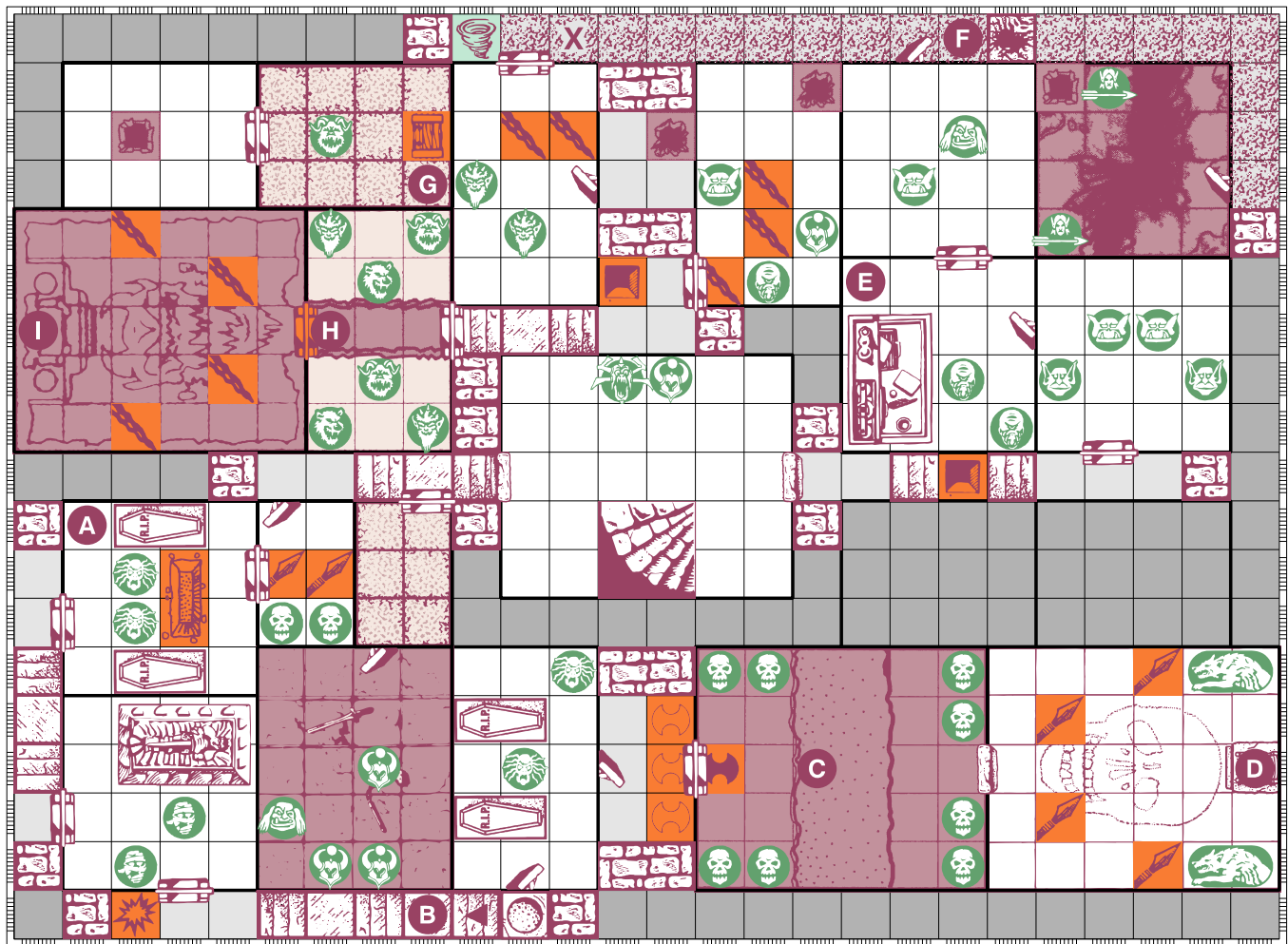
following Necromancer Spells; Death Bolt, Raise the Dead and Skulls of Doom. Sedlec's used white shields to defend and his stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	3	5	5

- E** Sitting atop the alchemist's bench are three glass bottles. One bottle contains a Potion of Healing, which will restore up to 4 lost Body Points. The second bottle contains a Heroic Brew. The third bottle is empty.
- F** The death mist tile is placed on the board once a Hero can "see" it.
- G** This chest is rigged with two spring-loaded arrows. If a Hero searches for treasure before the trap is disarmed, the arrows will eject. The Hero who searches for treasure must then roll 2 combat dice. For each skull rolled, the Hero loses 1 Body Point. The chest contains 322 gold coins, two leather pouches containing Dust of Disappearance (see matching Artifact Card) and a vial of Holy Water. Holy Water may be used instead of attacking to destroy one regular Undead Monster (Skeleton, Zombie or Mummy).



Wandering Monster in this Quest: Ice Gremlin (Top) / Mummy (Bottom)



Quest 4

Touched by Death

"The Reaper has claimed the wrong soul. While Prince Magnus stood by his mentor's deathbed, the Reaper grabbed him instead. Through Loretome, I have discovered an old cathedral that holds a hidden passage to the 'other side'. The cathedral

was abandoned centuries ago and has since become the dwelling of many foul creatures. My Heroes, have you the courage to face Death itself and rescue our beloved Prince?"

NOTES (for LEFT side of Quest):

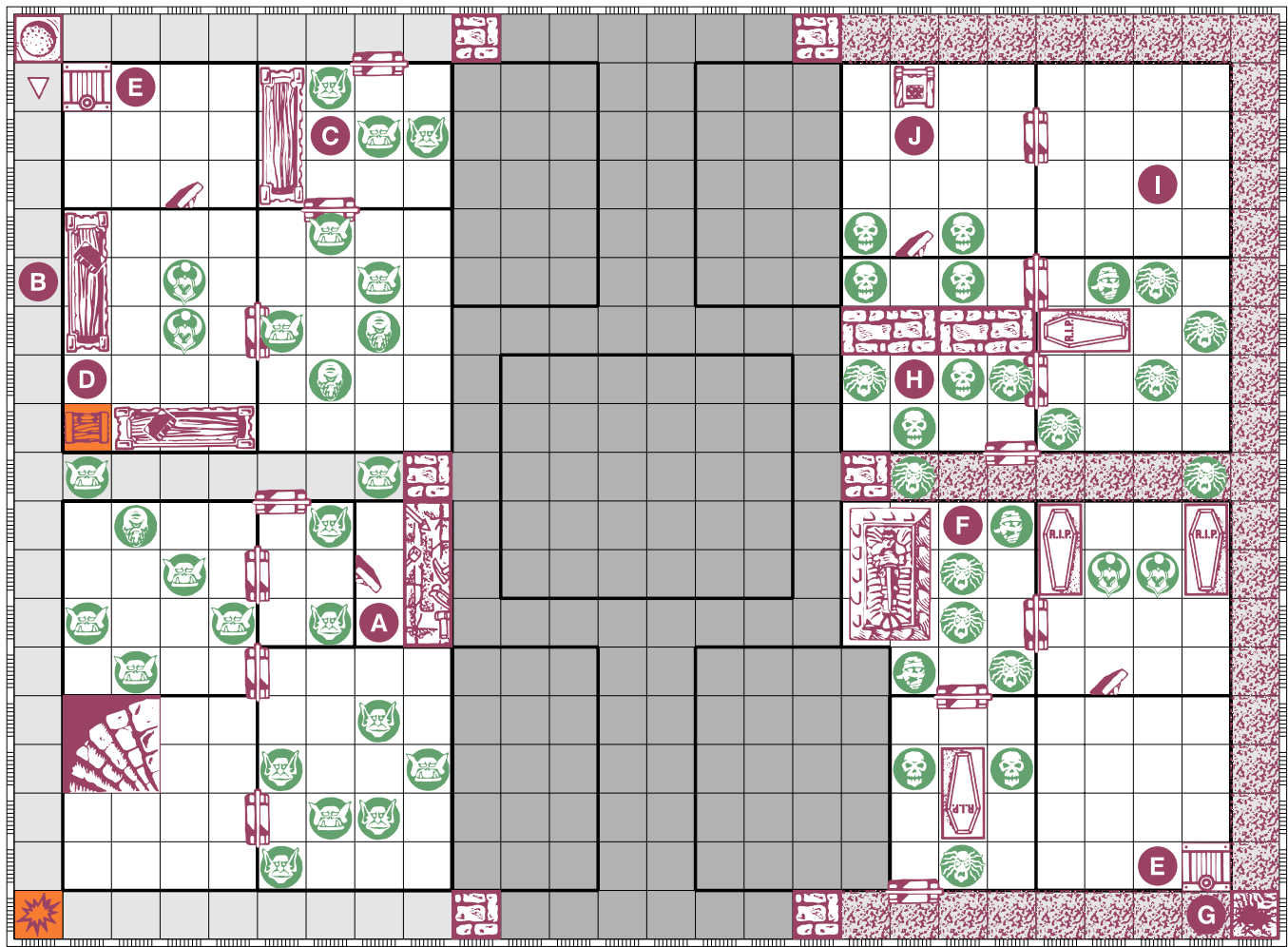
- A** This hidden forge burns with a holy light. Each Hero may temper one metal weapon, giving it the ability to enflame evil. When a Hero attacks with a tempered weapon against any regular monster and a black shield is rolled, that monster becomes engulfed in flames instantly, and rapidly burns to death. The tempered effects will only last for the duration of this Quest.
- B** When a Hero steps on this square, they immediately trigger the giant boulder trap. The boulder will move with two red die in the direction of the arrow immediately, and on each of Zargon's turns. When the boulder reaches the end of the corridor marked by the star burst, it will crash into the wall and become a permanent blocked square. Each Hero hit by the boulder must roll 5 combat dice. For each skull rolled, they lose 1 Body Point. The giant boulder trap cannot be searched for or disarmed.
- C** Hidden in the cupboards are two Potions of Healing and one bottle of Holy Water. The Potions will restore up to 4 lost Body Points, and the Holy Water, when thrown at any regular Undead, will automatically destroy the creature.
- D** This Chest is rigged with a poison gas trap. If a Hero searches for treasure before the trap is disarmed, all Heroes in the room, or who enter the room on

a later turn will lose 2 Body Points. The chest contains jewels worth 144 gold coins.

- E** This set of trap doors mark the passage to the "other side". Any Hero who steps on either side must roll one red die. If they roll more than their Mind Points, they will lose half of them (rounded up) due to the mental strain of passing between worlds.



Wandering Monster on the left side of this Quest: Orc



Quest 11

Wizard

NOTES:

- A** The only weapon of value on the rack is a battle axe. It is identical to the one in the Armory.
- B** This chest contains the Potion Air Walk and a mirror shard. See the matching Treasure Card for details on the potion.
- C** Propping up a couple books is a bottle containing Potion of Healing. The Potion will restore up to 4 lost Body Points.

turns dark and cold before melting into the ground.

The Heroes may now exit the Quest or continue looting treasure.

Conclusion:

Once all the shards have been found and the Heroes reunited, read the following:

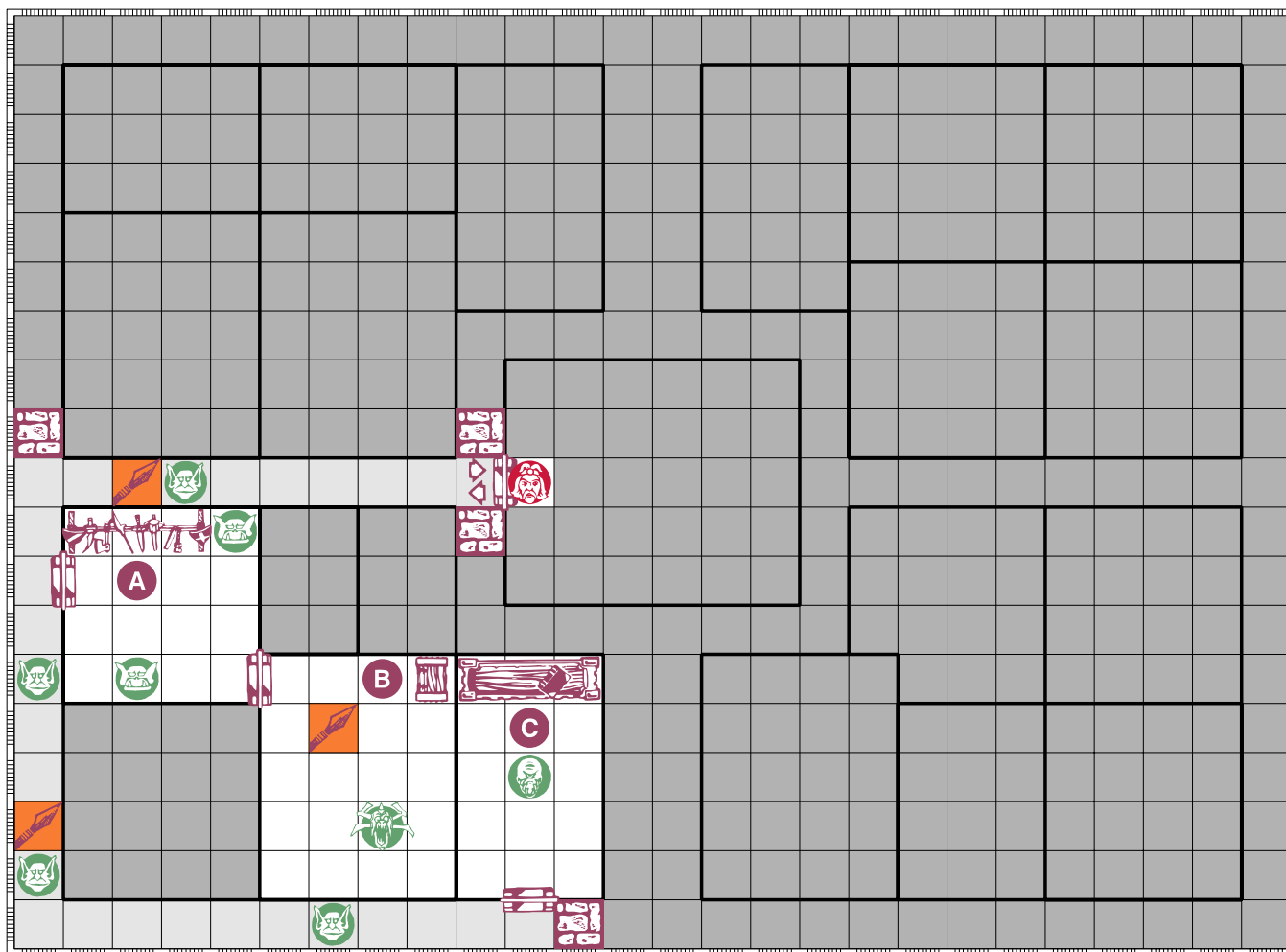
You stand in marvel as the eight shards are ripped from your pouches and swirl together. They are drawn together like powerful magnets and their wounds seem to heal as they fuse together. The mirror becomes whole and Mentor appears behind the glass.

"Thank you my Heroes. You have been both valiant and loyal. Now I can return to my study and continue my work to defuse Zargon and put an end to his chaotic reign."

Mentor's reflection disappears like sand in the blowing wind. The mirror



Wandering Monster in this Quest: Goblin



NOTES (for RIGHT side of Quest):

F If a Hero searches for treasure, ask them if they wish to pry open the tomb. If the tomb is opened, a dark mist pours over the edges and quickly fills the room. Once the mist disperses, all Heroes in the room discover their weapons and armor constructed of wood (staves, crossbows, shields etc.) excluding artifacts have become rotten and useless.

G The death mist tile is placed on the board once a Hero can "see" it.

H The blocked squares divide this room. Treat each area as a separate room. Do not reveal anything on the other side of the blocked squares until a Hero ventures through the doors on the other side.

I This is Prince Magnus; use the Chaos Warlock figure to represent him. He has been severely weakened by Death's touch. Have the first Hero to open the door to this room move, attack and defend for the Prince. If any Hero wishes, they may give a weapon or piece of armor to the Prince for use in battle. Prince Magnus' current stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 Red Dice	1	2	3/5	2/4

J This is the Grim Reaper, Death itself. Use either a Skeleton or the Chaos Warlock figure to represent him. Death has a special ability, which it may use once per turn in addition to its regular attack, or casting of a Chaos Spell. Death may "touch" one adjacent Hero causing 1 Mind Point of damage. Any Hero who loses their last Mind Point by Death's "touch" will become dead forever. Death defends with white shields and knows the Chaos Spells, Fear and Summon Undead. Death's stats are as follows:

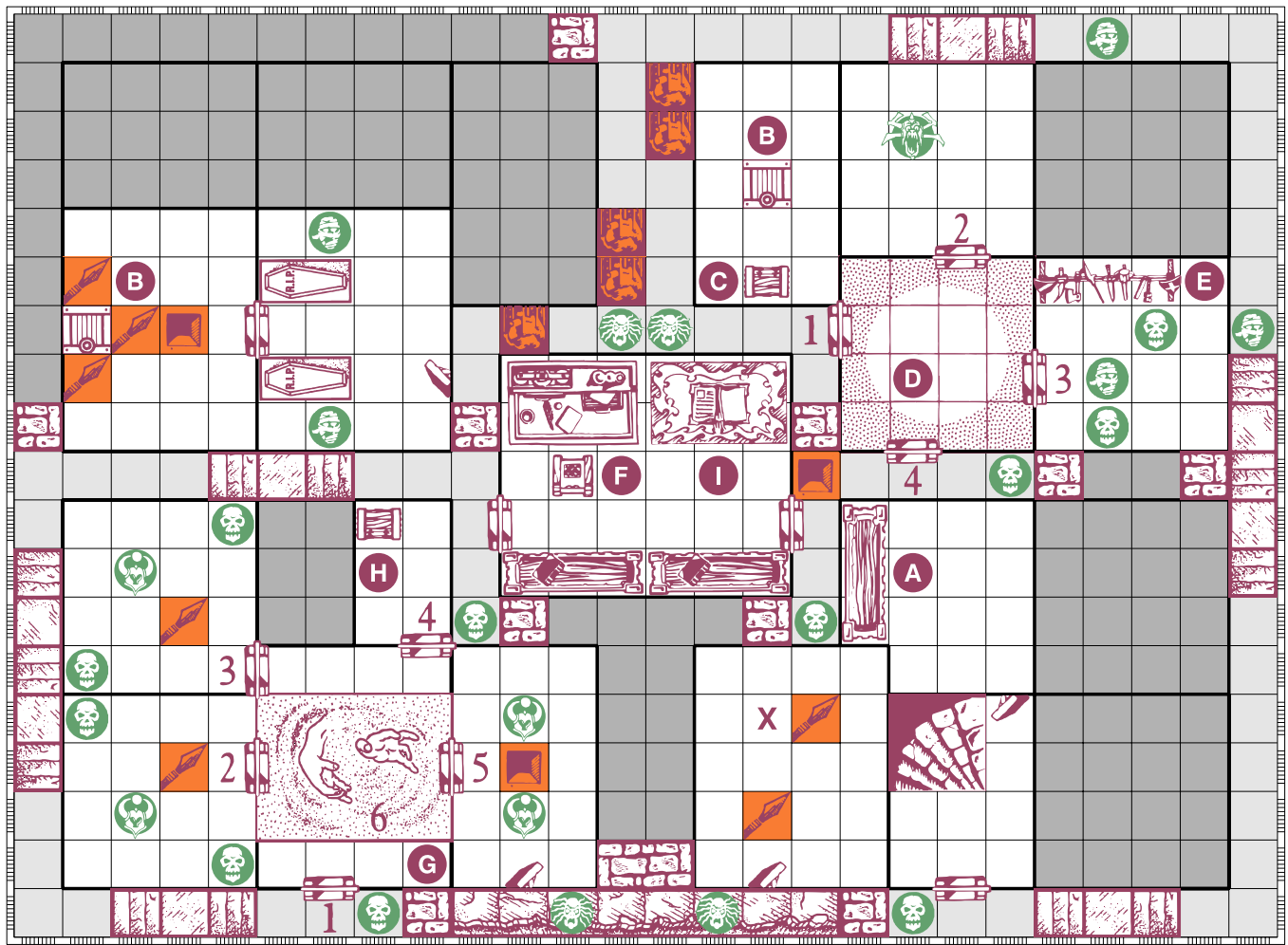
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	5	4	0

Once Death loses its last Body Point, it isn't destroyed, but instead vanishes in a burst of pure light, leaving behind a flask containing the artifact known

as Elixir of Life.

Once Prince Magnus has been safely escorted to the spiral staircase, he rewards each Hero with 250 gold coins. Any Hero who gave him a weapon or piece of armor will not only have their equipment returned to them, but receive an additional 50 gold coins for each item given.





Quest 11

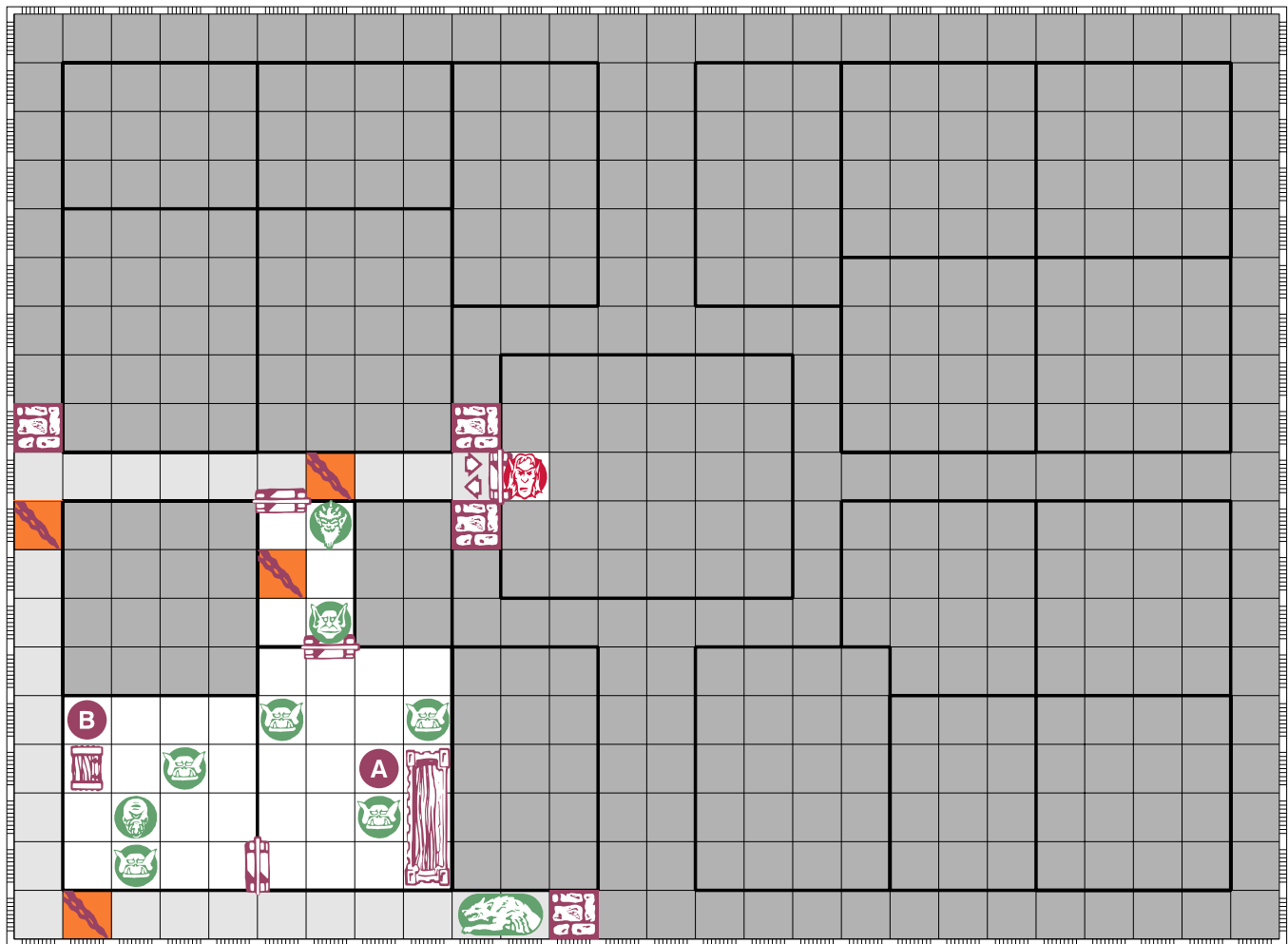
Elf

NOTES:

- A** Hidden inside the cupboards are three Spell Scrolls. Choose the scrolls at random from the Elf and Barbarian Pack Artifacts.
- B** There is a mirror shard inside the chest.



Wandering Monster in this Quest: Orc



Quest 5

Tower of the Traitor

"My friends, I come before you with ill news. A traitor has been among us. The Emperor's spies have revealed that his very own jester has been feeding the hordes of Chaos valuable information. The Emperor is furious and has ordered his immediate arrest. The Jester is now cowering in the east tower,

where he's been secretly learning the ways of chaotic magic. You must enter the tower and silence him forever. The Emperor will reward each of you 150 gold coins for bringing the Jester to justice."

NOTES:

- A** Hidden inside the cupboards are two Magical Throwing Daggers. See the matching Artifact Card for details.
- B** These two trap doors are connected by an underground tunnel. The tunnel is safe and Heroes may pass through it unharmed.
- C** The chest contains 38 gold coins and a small leather pouch. The pouch contains Dust of Disappearance. See the matching Artifact Card for details.
- D** When a Hero attempts to leave this room, they must roll one red die to see which door they will use to exit. A roll of 1 or 2 exits through door #1, a roll of 3 exits through door #2, a roll of 4 or 5 exits through door #3 and a roll of 6 exits through door #4.
- E** Hidden among old and rusty weapons is a pristine crossbow. If a Hero searches for treasure, they may claim it as their own. The crossbow is identical to the one in the Armory.
- F** Inside the drawer of the alchemist's bench are three Spell Scrolls. If a Hero searches this room for treasure, they may take 1 Heal Body scroll plus two other scrolls at random.
- G** This room is filled with the blinding cloud of chaos. Any Hero who enters this room cannot see the other doors in the room, so do not place them on the gameboard at this time. (Monsters may not enter this room.) If a Hero enters this room, they must stop and roll one red die. If a number from 1 through 5 is rolled, the Hero will exit through the door with the corresponding number on the Quest Map. If a 6 is rolled, that Hero remains in the room and the cloud of chaos will attack. The Hero must then roll 1 combat die. If a skull is rolled, every Hero in the room will lose 1 Body Point.
- H** Hidden at the center of 45 gold coins, this chest also holds a Fire Ring. See the matching Artifact Card for details.
- I** This is the traitorous Jester. He has been secretly learning the ways of Chaos and knows the following Chaos Spells: Ball of Flame, Escape, Sleep, Summon Undead and Tempest. The Escape spell will teleport him to the square marked X in the room to the left of the spiral staircase. If the Jester uses the



Wandering Monster in this Quest: Skeleton

NOTES continued:

Escape spell, do not place him onto that square until the Heroes open the door. The Jester uses white shields when defending and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	3	4	3	4

Quest 11

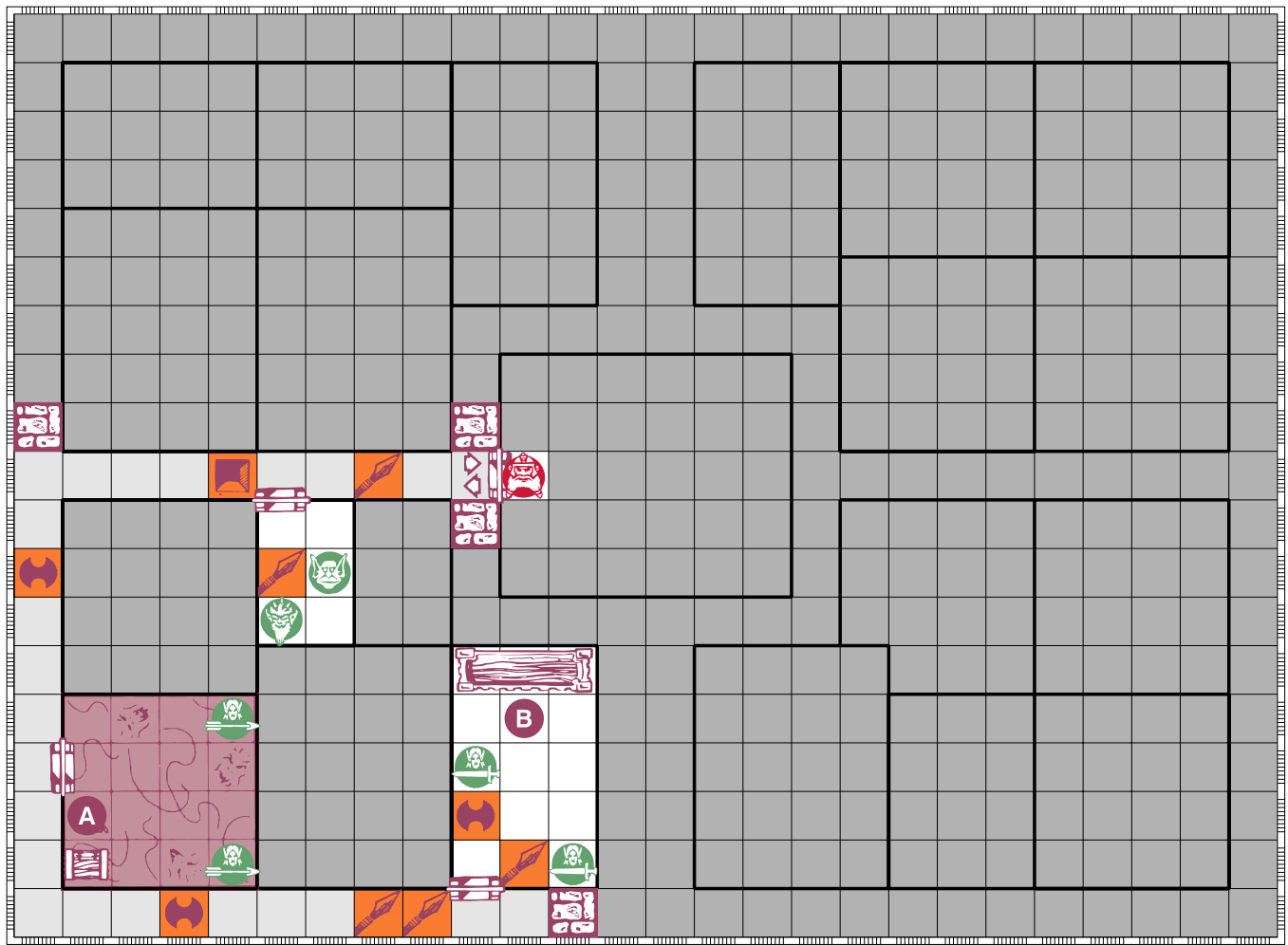
Dwarf

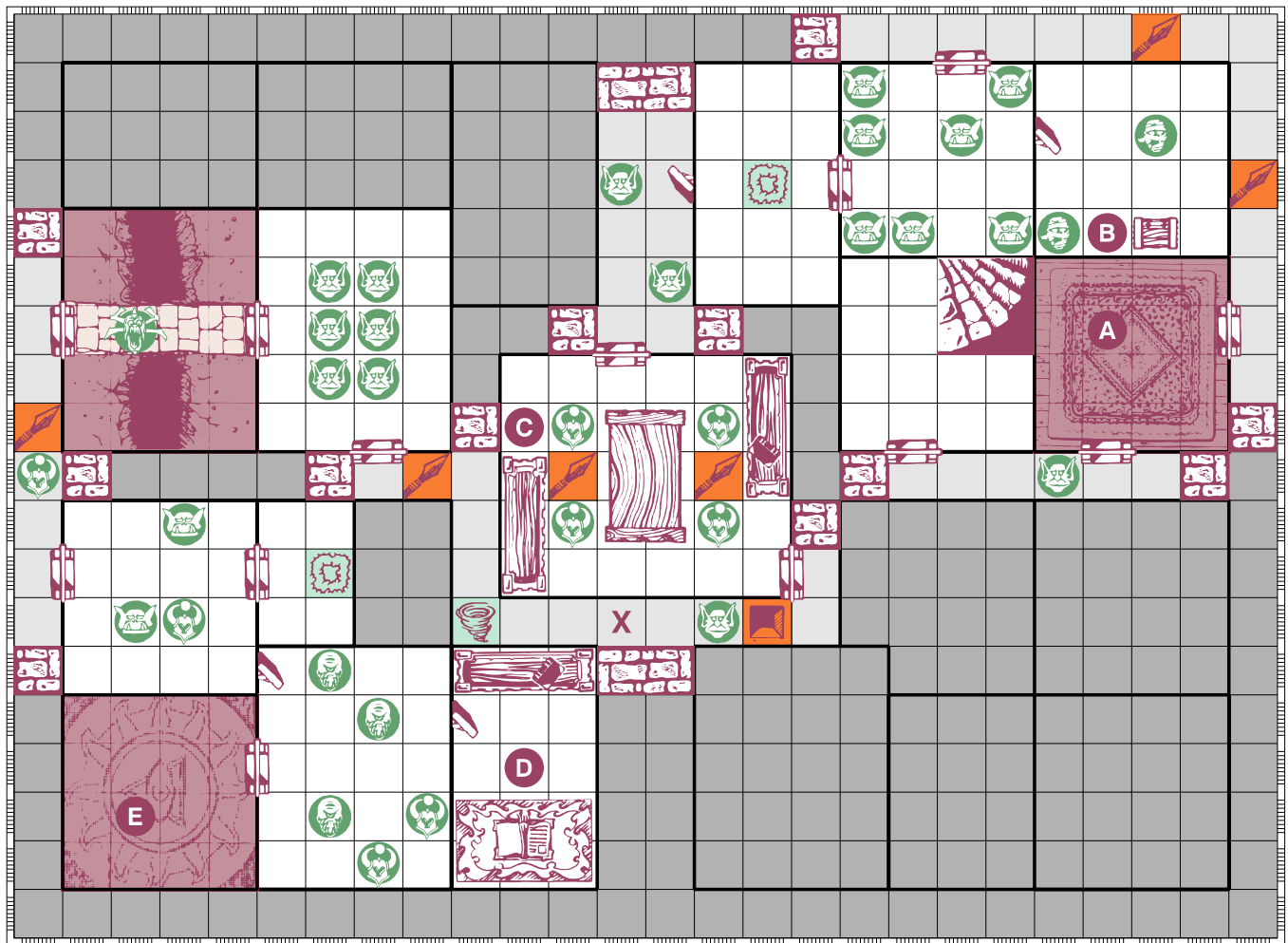
NOTES:

- A

Few things are as they appear in the living fog room. Monsters and fog likenesses of monsters are all over this room. Whenever the Dwarf attacks a monster, he must first roll one combat die to see if he attacks a fog likeness instead of a real monster. On a roll of a black shield or skull, the Dwarf is confused and attacks a fog likeness. (The Dwarf wastes his attack.) Only on the roll of a white shield does the Dwarf see a real monster. The Dwarf may then roll his normal attack and the monster defends as usual. The monsters always see the Dwarf correctly.
- Hidden inside the chest are a mirror shard and a Potion of Healing. The potion will restore up to 4 lost Body Points.
- B

Hidden inside the cupboards are a Potion of Healing and a Potion of Defense. See the matching Treasure Cards for details.





Quest 11

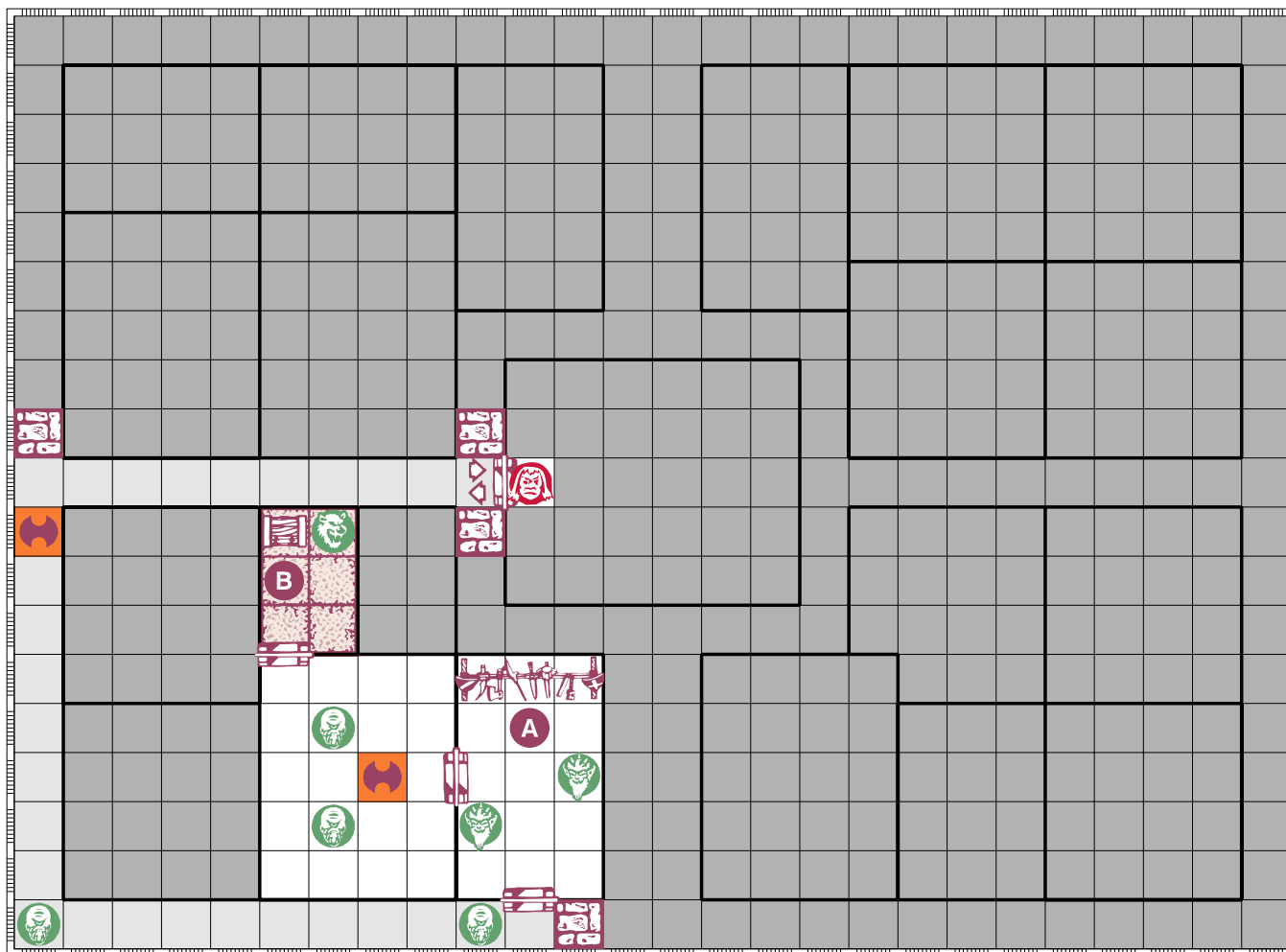
Barbarian

NOTES:

- A** Hidden in the straps of an old rusty shield is the Spell Scroll known as Warmth. See the matching Artifact Card for details.
- B** Hidden inside the chest are some jewelry with 74 gold coins and a mirror shard.



Wandering Monster in this Quest: Fimir



Quest 6

In the Company of Ogres

"The Emperor has been turned into an Ogre! Vicar, one of Zargon's most notorious sorcerer's is assumed responsible. Champions of the Empire, I believe the only way to reverse this

terrible spell is to destroy Vicar. Prince Magnus has offered 1200 gold coins to the group of brave Heroes who break Vicar's spell."

NOTES:

- A** This is Vicar. Use the Chaos Warlock, or one of the Wizard figures to represent him. At this point, most of his stats are meaningless. Once the Heroes have finished their turns, Vicar will cast a powerful spell, turning all the Heroes into Ogres before escaping to the square marked E (and remain hidden until a Hero opens the door). If the Heroes have any Mercenaries with them, their Mercenaries will scream in horror and desert them. You may roll Vicar's Defend die to create the illusion that the Heroes' attacks are having an effect.
- B** If an Ogre searches for treasure, they will discover three Potions of Healing inside the chest. Each Potion will restore up to 4 lost Body Points.
- C** Hidden inside the cupboard are two Potions of Magic Resistance, one of each. See matching Treasure Cards for details.
- D** If a Hero searches this room for treasure, they will discover a half spilled flask on the floor. As they reach down and pick it up they discover it is a Potion of Healing. There is only enough liquid left in the flask to restore up to 2 lost Body Points.
- E** This is the location Vicar will escape to from A.

Vicar:

Vicar knows the Chaos Spells Ball of Flame, Command, Escape (used at location A), Lightning Bolt, Sleep, Summon Orcs and Tempest. Vicar also knows the High Mage Spells Dispell, Strands of Binding, the Necromancer Spell Death Bolt and the Storm Master Spell Wall of Ice. Vicar defends with white shields and has the following stats:

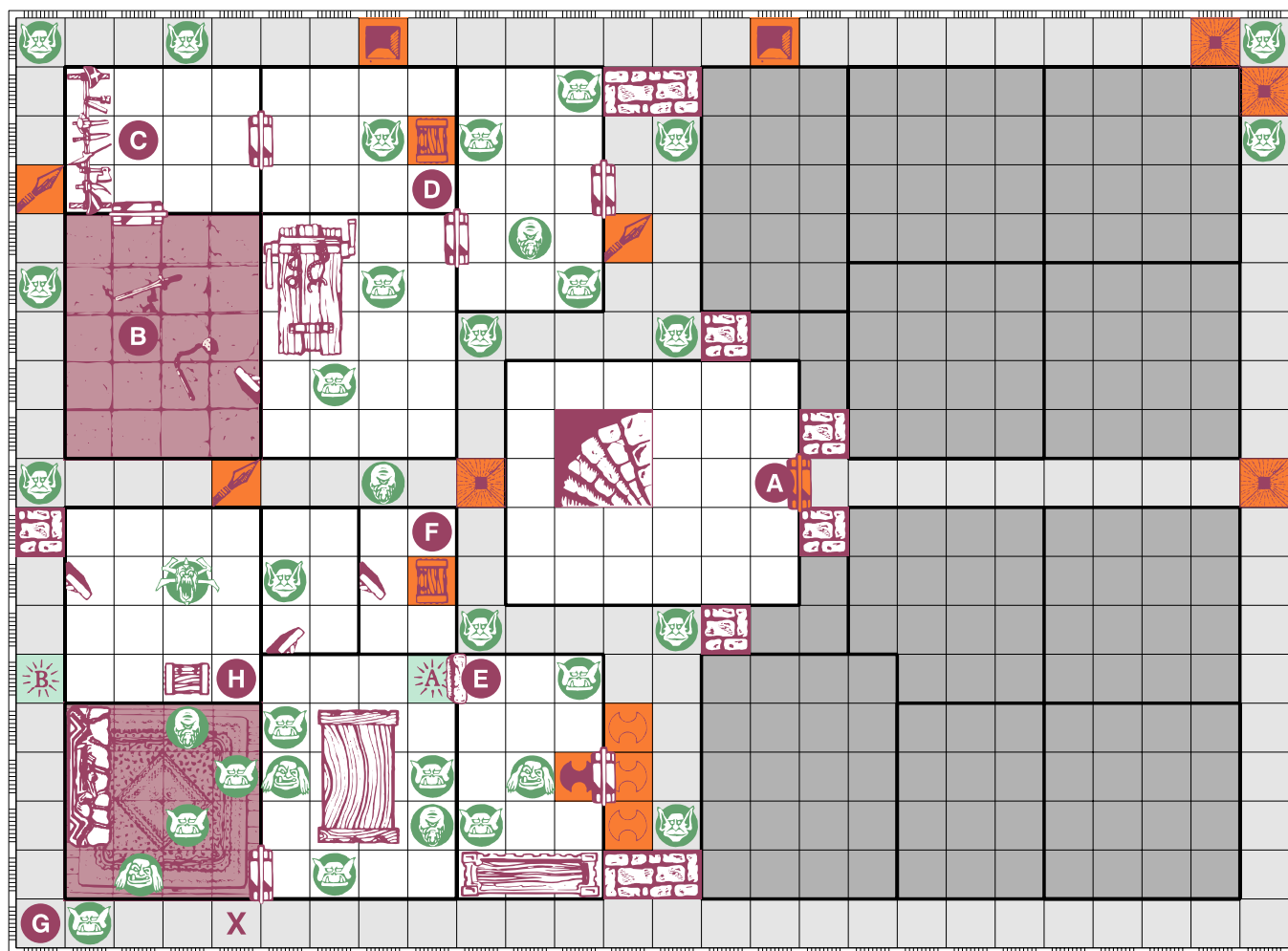
MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	5	5

Once Vicar has been destroyed, the Hero's will return to their regular forms. All of their stats and abilities will return to normal. Any current Body Points that are less than their Base Body Points will remain lost until healed, or restored when they return to the spiral staircase.

(See "Heroic Ogres" in the Instruction Booklet for additional notes.)



Wandering Monster in this Quest: Fimir



NOTES continued:

- F** A mirror shard sits sparkling in the light on the throne.
- G** Beneath the robes under the protection of the corpse's ribs is a Potion of Warmth. See matching Treasure Card for details.
- H** This chest is trapped with a spring-loaded arrow. If a Hero searches for treasure before the trap is disarmed, they will lose 1 Body Point. There are 45 gold coins and a mirror shard inside the chest.

Quest 7

The Emperor's New Clothes

"The Emperor's new ceremonial robes were stolen during delivery. The thieves have escaped to a small outpost at the foot of the Black Mountains. The Emperor has issued a reward

of 600 gold coins for any group who brings them to the safety of the palace."

NOTES:

All Goblins in this Quest are equipped with bows and may make a ranged attack of 2 combat dice.

All Ogres use the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	5	3	1

- A** This door is rigged with explosives. If a Hero opens the door before the trap is disarmed, they will suffer 2 Body Points of damage.
- B** When a Hero opens the door to this room, have them roll one red die. Zargon, populate the room however you wish using the chart below:

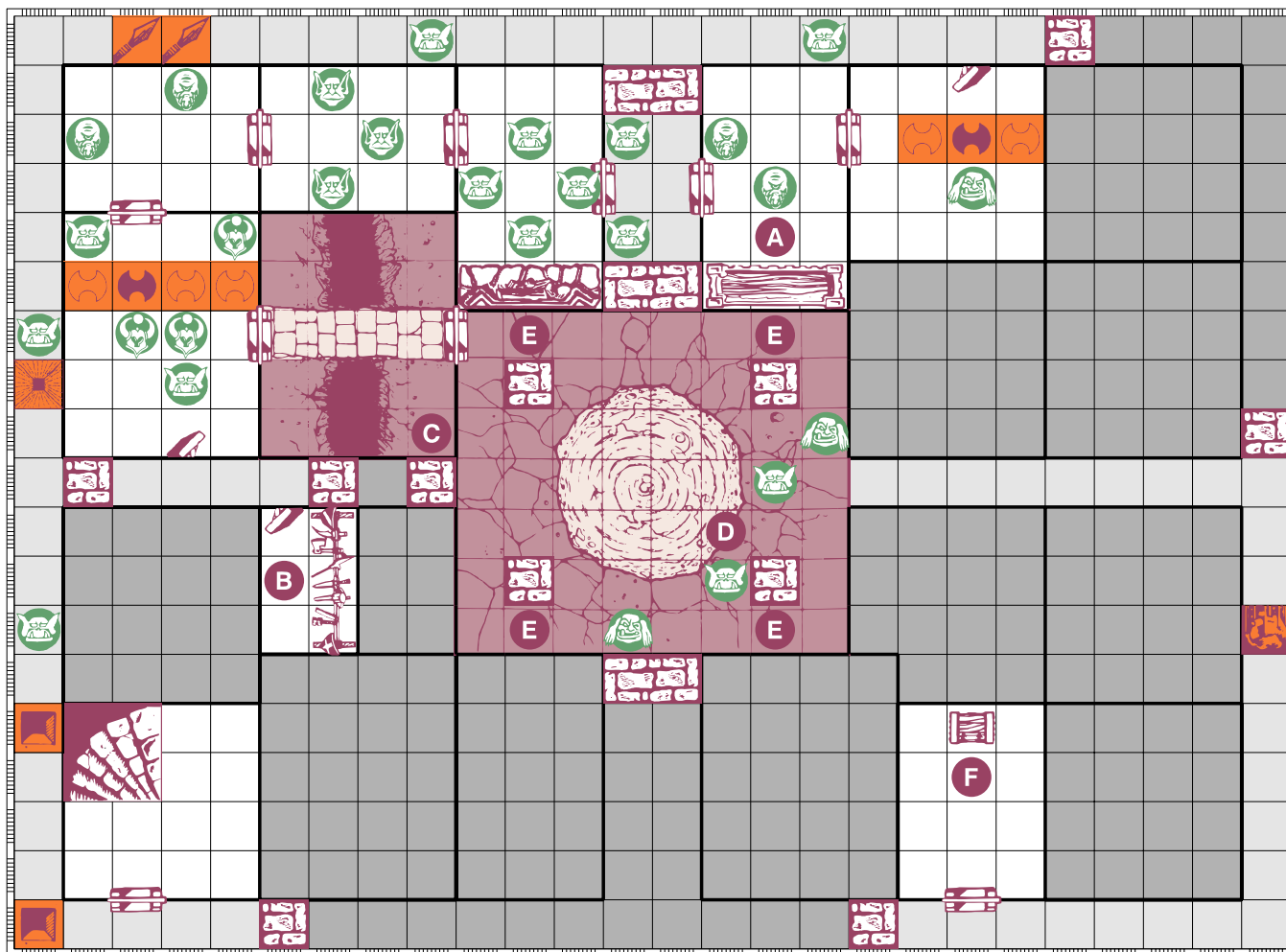
1 – 6 Goblins and 2 or 3 Fimir
3 – 2 Skeletons, 1 Zombie, and 1 Mummy
4 – 2 Orcs, and 1 Ogre

5 – 4 Chaos Warriors
6 – 2 Ogres
- C** The only item of value on the weapons rack is a set of plate mail. It is identical to the one in the Armory.

- D** The chest in this room is trapped with a poison dart, however, the trap is defective in design. If a Hero searches for treasure before the trap is disarmed the next closest Hero in the room will suffer 2 Body Points of damage. If there are no other Heroes, the searching Hero will escape harm. The chest contains 27 gold coins.
- E** This stone door is so heavy that it will not stay open. One Hero (who has the strength to open the stone door) may remain on any one of the two squares on either side of the stone door and hold it open so that other Heroes may safely pass.
- F** This empty chest is armed with an exploding lock. If a Hero searches for treasure before the trap is disarmed, they will lose 2 Body Points.
- G** This Orc is a statue that exhasts immense flames up to the square marked with the X. If a Hero attempts to step onto any of the squares in front of the statue, they will be pushed back to the square marked with the X and suffer 2 Body Points of damage. The statue can only be destroyed by attacking it from behind. The statue has a resistance (Defend die roll) of 5 combat dice and 3 Body Points.
- H** The Emperor's ceremonial robes are inside the chest.



Wandering Monster in this Quest: 2 Orcs



Quest 11

Reflections of Madness

"My brave Heroes; I am speaking with you beyond the void. Zargon has managed to seal me inside a magical mirror and has shattered it into pieces. His minions have hidden the eight shards inside the Temple of Reflection, but not all remain in

this world. The temple is a bridge between our world and the Realm of Reflection. Four shards are hidden on each side. You must obtain them all so that I may break free."

NOTES:

Zargon, let the Heroes figure things out on their own as much as possible.

Heroes may not enter the Realm of Reflection by "Passing Through Rock". If they attempt to do so, they will end up in "solid rock".

- A** On the inner sanctum wall hangs a mirror through which a Hero may enter the Realm of Reflection. The mirror seems to ripple like water. When a Hero enters the mirror, it crystallizes and becomes solid like ice, preventing any other Hero from following. Place a mirror on the square in the corridor directly behind the mirror on the inner sanctum wall with the blank side facing out. This is where the Hero may exit the Realm of Reflection and enter back into the real world through the inner sanctum.

The Realm of Reflection is different for each Hero. See the corresponding maps for each Hero. When a Hero exits the Realm of Reflection, clear the Realm of Reflection area. If the same Hero enters the Realm of Reflection more than once, their area will reset, but all discovered treasure will be gone.

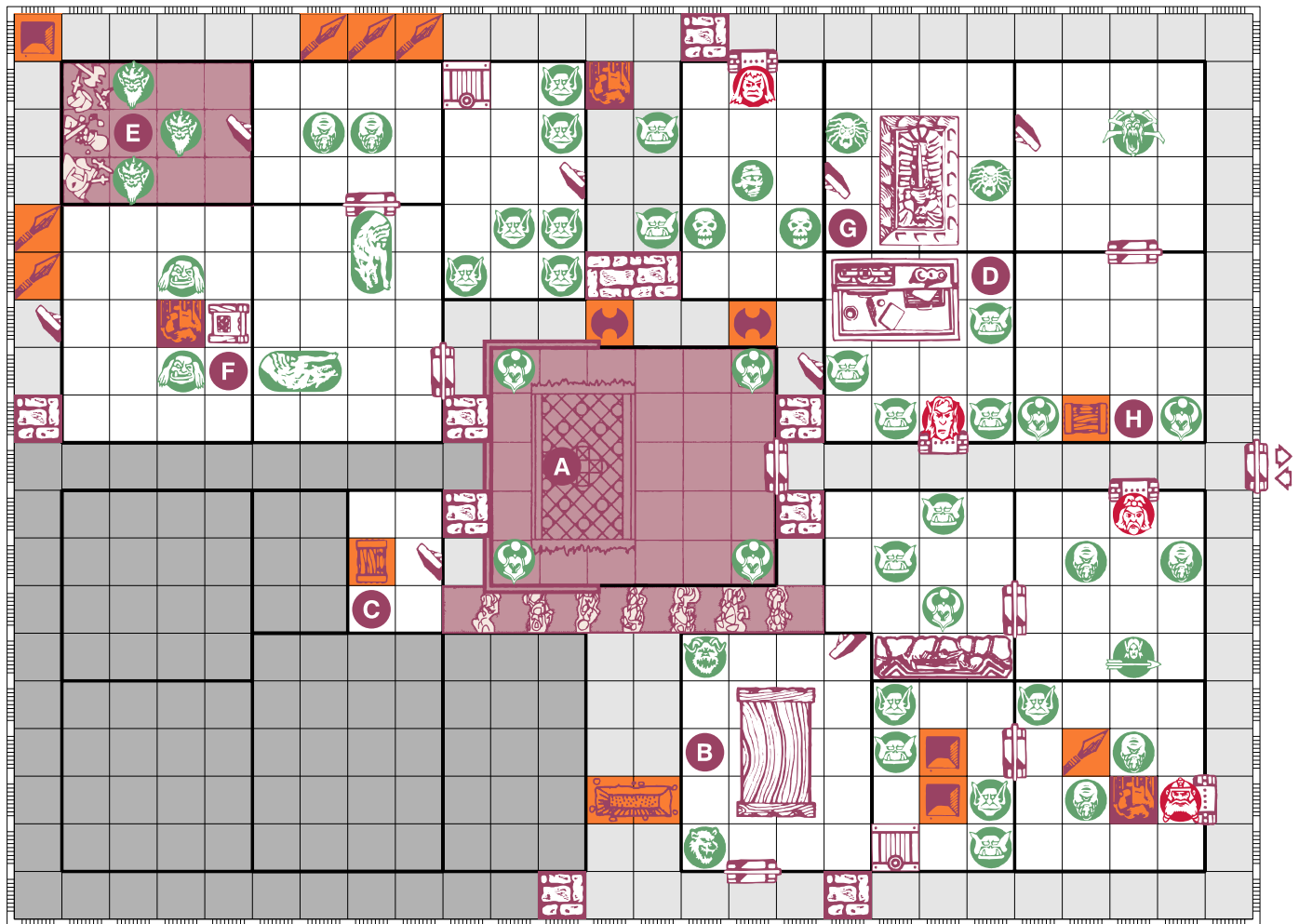
On the main map, when a Hero enters the Realm of Reflection, the portcullis

with their Icon will open. It will remain open while that Hero is present in the Realm of Reflection. When that Hero returns, the portcullis will close. Basically, the three Heroes left in the real world will need to venture behind the Portcullis while the other Hero ventures solo through the Realm of Reflection.

- B** Sitting on the table are two Potions of Healing. Each will restore up to 1 red die of lost Body Points.
- C** This chest is trapped with an ice curse. If a Hero searches for treasure before the trap is disarmed, their hands will freeze to their most recently use weapon, and they will be unable to unequip it and switch weapons until the Quest is over. Hidden inside the chest is a mirror shard.
- D** Stashed in the various bottles atop the desk are a Potion of Healing, Potion of Strength and a Heroic Brew. See the matching Treasure Cards for details on all three.
- E** Hidden among the Ice Goblin's treasure are a silver scepter worth 150 gold coins and a mirror shard.



Wandering Monster in this Quest: Orc



Quest 8

Forged from Fire

"The minions of Chaos have discovered a molten pit with magical properties. With it, Zargon is forging an army of Orcs with armor like rock, and swords cut steel. The fiery pool is in the middle of a huge cavern supported by four large pillars. You

must bring them down and seal the pool, but to do so, you must first find their forging hammer. Only with the hammer can you break the pillars. Beware my friends, for the Orcs of place are well armed. Be brave, and return safely."

NOTES:

All Orcs in this Quest defend using white shields. They also attack with one extra combat die.

All Ogres use the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	5	3	1

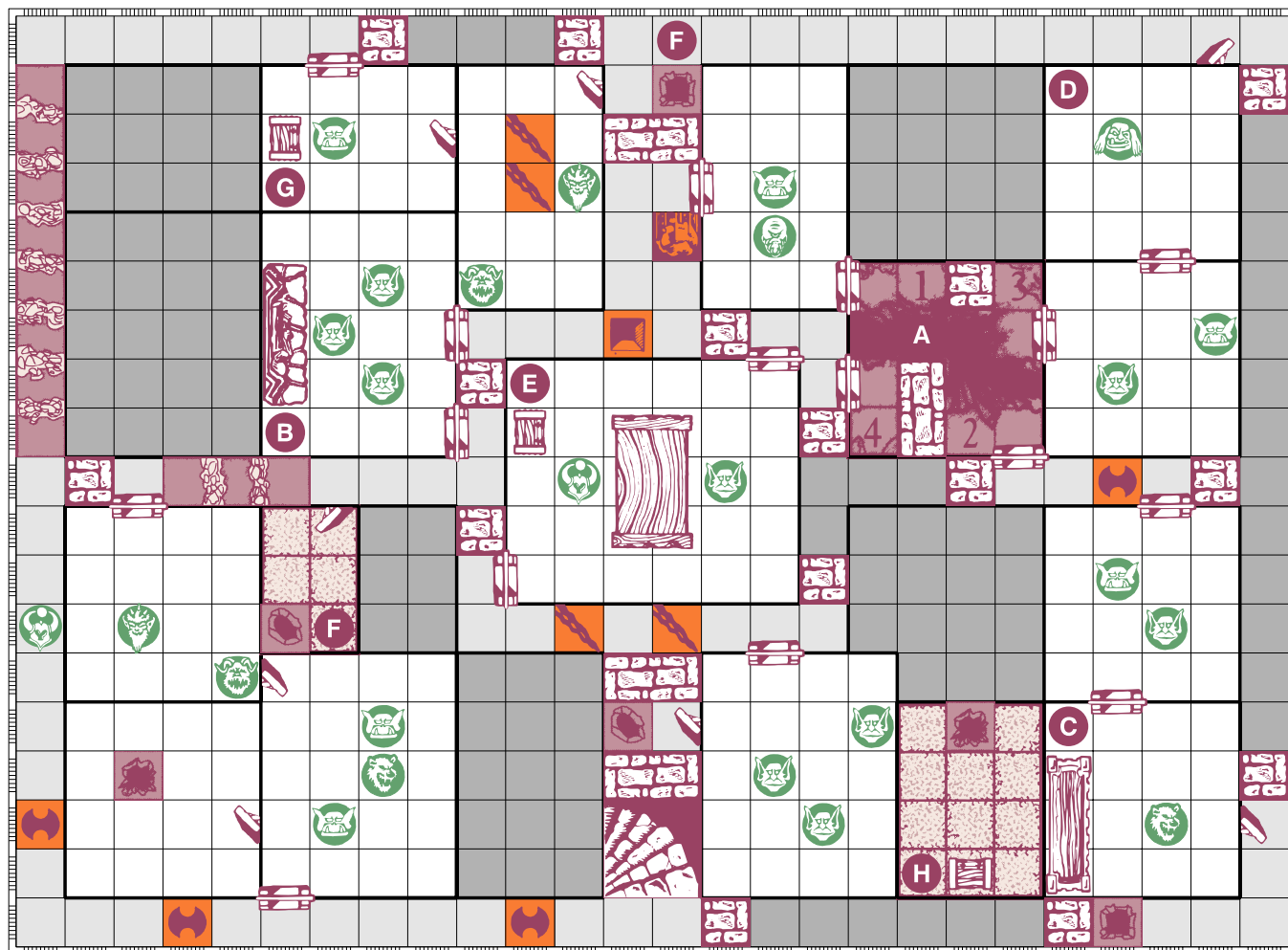
- A** Inside the cupboards are two Potions of Healing. Each will restore up to 4 lost Body Points.
- B** The forging hammer is on the weapons rack. It has the strength of 5 combat dice against adjacent targets. It may not be used by the Wizard.
- C** Once the Heroes begin attacking the pillars, Orcs and Goblins will begin to climb out of the chasm and attack. On each of your (Zargon's) turns, roll one red die. You may place up to that many Orcs and Goblins in this room (split between the two with the extra being a Goblin). These monsters may move

and attack immediately.

- D** These two Orcs are also equipped with crossbows. They may make ranged attacks with 3 combat dice.
- E** These blocked squares are the pillars that need to be destroyed. They each have 10 Body Points and roll 5 combat dice in resistance (Defense). Only the forging hammer can harm them. The forging hammer becomes weaker against each pillar as it becomes worn from use. It has the strength of 4 combat dice against the second pillar, 3 against the third and 2 against the fourth. With the final strike against the last pillar, the forging hammer shatters into several useless pieces. Once the last pillar has fallen, inform the Heroes that the cavern is beginning to collapse and they must escape. Any Hero ending their turn on the pit of chaos tile, falling blocks will collapse on their heads. They follow the same rules as falling block traps and become permanently blocked squares.
- F** This chest contains the Artifact Elixir of Life and 164 gold coins.



Wandering Monster in this Quest: Orc



NOTES continued:

Use the Chaos Warlock figure to represent Elgar, an incredibly powerful Sorcerer and knows the Chaos Spells Ball of Flame, Dispell, Lightning Bolt, Mind Blast, Mirror Magic, Restore Chaos, Sleep, Summon Orcs and Tempest. Elgar rolls white shields when defending and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	5	7

Quest 9

Stranded in Ice

"While searching an icy cavern for clues, the frozen floor gives way. You fall for what seems like an age before slamming into the frozen floor below. The force has robbed you of all consciousness. When you come to, you discover that you are

stranded, alone. Across a distant chasm you see a friend, but they are beyond arms reach. All you can do now is search the chilling cave, hopefully discovering an exit."

NOTES:

In this Quest the Heroes will begin in the room marked A and exit by the spiral staircase.

The Ogre has the same stats as in the Elf Quest Pack.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	6	4	10	2

- A

This is the starting room. Have each Hero roll one red die. The Hero with the highest roll begins on the square marked 1, the second highest on 2 and so forth. If the Heroes began the Quest with Mercenaries, they are assumed lost to the abyss below. The Heroes may attempt to jump across the chasm at their own peril.
- B

Sitting atop the fireplace mantle is a Potion of Healing. The potion will restore up to 4 lost Body Points.
- C

Hidden behind the cupboards is a Potion of Healing. The potion will restore

up to 4 lost Body Points.

- D

Stuffed between two bricks in the wall is the Spell Scroll Treasure Without Doom. See the matching Artifact Card for details.
- E

This chest contains the Spell Scrolls Ice Storm and Warmth. See the matching Artifact Cards for details.
- F

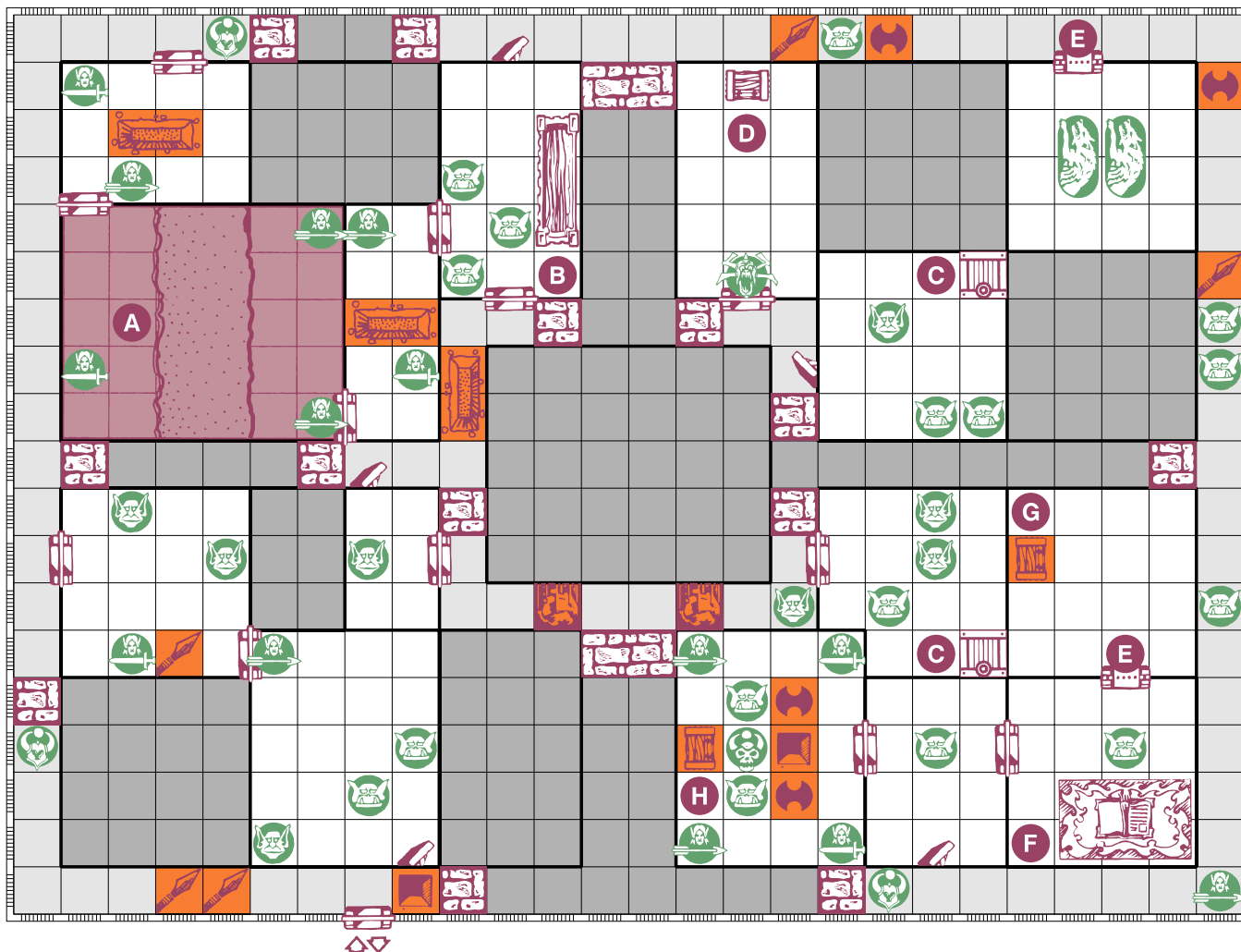
These ice tunnels are randomly selected. Zargon, as each of these ice tunnel squares are "seen", randomly choose one of the first two types of ice tunnels and place it on the board.
- G

This chest contains 32 gold coins.
- H

This chest contains 201 gold coins.



Wandering Monster in this Quest: 2 Goblins



Quest 10

Unholy Alliance

"It's unheard of, Elves and Orcs, joining forces. For centuries, even Dark Elves wouldn't dare align themselves with those of Orcs. But in time... things can change. Under the will of Chaos, insane things can happen. And they have! A group of villainous Elves have teamed with a treacherous band of Orcs under the command of Elgar; an Elven High Priest turned Chaos Sorcerer.

If that isn't the worst of it, they have in their possession the dark star of the east. A treasured symbol with which, Zargon hopes gain the support of all manner of insidious beasts. My friends, you must claim the dark star of the east. Bring it to me, that I may keep it hidden and safe from Chaos."

NOTES:

- A** The quicksand tile is placed on the gameboard overlapping two rooms creating one large and one narrow room. (See the description on page 4 in the Instruction Booklet.)
- B** Stashed inside the cupboards are 2 Potions of Healing. One will restore 4 lost Body Points and the other, being half-filled, will only restore 2 Body Points.
- C** These two trap doors are connected by an underground tunnel. The tunnel is dangerous and any Hero passing through must roll 2 combat dice. For each skull rolled, they lose 1 Body Point.
- D** There are 398 gold coins inside the chest.
- E** These portcullises require a brass key in order to be opened.
- F** Sitting atop the altar is what appears to be a dark tome. Ask the Hero who searches for treasure if they wish to read it. If the answer yes, tell them dark runes spin about inside their mind. Their legs become numb and their sight

black. They fall unconscious to the floor and two Dark Spirits appear on adjacent squares in the room. The Hero will remain unconscious and miss their next 3 turns. Place 2 Skeletons in the room to represent the Dark Spirits. Their stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	2	3	0

- G** This chest is trapped with a poison needle. If a Hero searches for treasure before it is disarmed, they will lose 1 Body Point. The dark star of the east sits sparkling inside the chest.
- H** This chest is trapped with an acrid vapor. If a hero searches for treasure before the trap is disarmed, all Heroes in the room will suffer 1 Body Point of damage. A brass key sits inside the chest on top of a pile of 73 gold coins. Give the brass key tile to the Hero who searched for treasure.



Wandering Monster in this Quest: Orc