

# HeroQuest™

Chaos Wars II

Q U E S T



B O O K



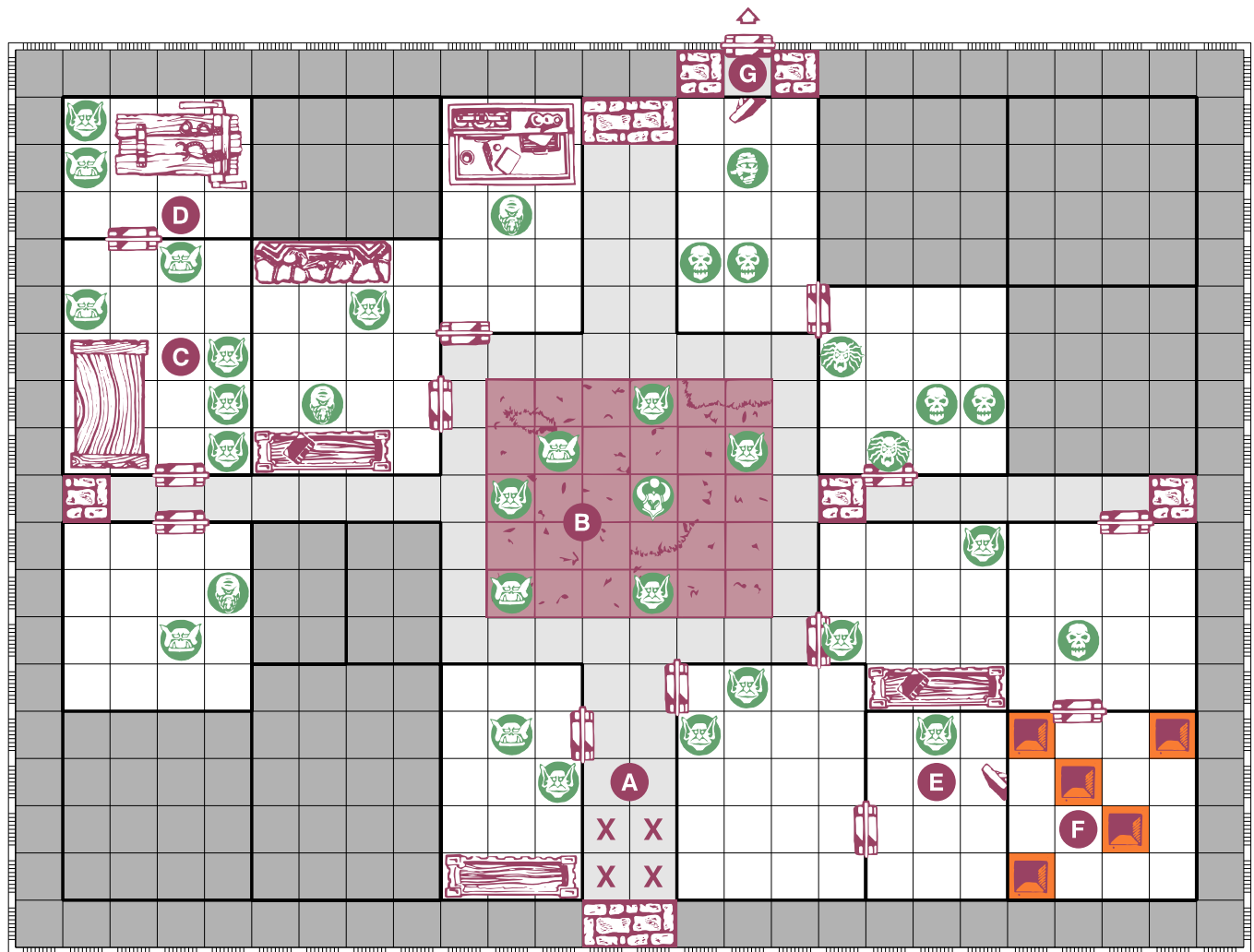
## Introduction

The Emperor calls you into his throne room. "You did well on your last assignment. Unfortunately, our eastern borders are coming under increased attack and we need your skills again. One of our operators in the border town of Garrish was obtaining information about the location of a Chaos supply depot in that area. This spy has failed to contact us at the appointed time. When we last heard from him, he was about to enter Garrish. I want you to find out what happened to our spy, and secure the location of the supply depot."

"One of our Wizards will cast a glamour over you, making you look like a company of Orcs. Be forewarned – the glamour will not hold up under close scrutiny. If an enemy soldier looks at you too long, or if you engage in battle, the spell will be broken and your true identities will be revealed. You must get into Garrish, rescue the spy if he still lives, find the location of the supply depot, and leave before the glamour wears off completely."

"Good Luck."





NOTES continued:

make sure you allow the players to get torches and/or lanterns before entering the cave.

There are no wandering monsters in this Quest. Remove the Wandering Monster cards from the treasure deck before playing.

Balrog				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	3/4*	6	12	4

The Balrog regains 1 lost Body Point every second turn.

\*The Balrog may attack with its whip and sword every turn. Both weapons may be used to attack the same Hero if he is in range, or each may attack a different one. Both weapons may attack diagonally. The whip may attack any Hero that is 2 squares away from the Balrog.

Instead of attacking with its weapons, the Balrog may also cast Ball of Flame. The Balrog may cast this spell any number of times, but only once per turn.

Finally, the Balrog can use its wings to fly over the Heroes. It can fly over them at any time during its movement to either get away from them or move to attack them from behind.

This Quest only has one monster – the Balrog. You can use the Gargoyle miniature for this monster. This monster is tough – it may take the Heroes several tries before they defeat it. If the Heroes leave the Quest to heal themselves, the Balrog regains 1/2 of any Body Points that it might have lost at the time the Heroes leave the Quest. You can either allow the Balrog to begin regaining its lost Body Points once the Heroes re-enter the Quest, or only allow it to begin regaining Body Points once the Heroes make contact with it again.

Use the floor plan of the level wisely. Allow the Balrog to run off and hide when wounded, only to ambush the players later once it has regained its Body

Points.

**A** This is the start and end of the Quest. To finish the Quest the Heroes must destroy the Balrog and exit here.

Once this Quest is completed, the Quest Pack is finished. Read the conclusion to the players:

"You exit the star-iron mine, and return to Scarredish. The mayor greets you at the city gates, and listens intently while you describe your battles with the horrible creature from the star-iron mine. When you tell of the monster's defeat, the mayor begins shouting and singing. He takes you to the local inn, and sends a boy to fetch the doctor to heal your wounds. He tells you that the miners are digging again, and soon the wagon trains full of ore will begin traveling to fuel the Empire's need for iron."

"You are wounded, sore, and tired, and decide to rest for a while. You've earned it! A pretty girl brings you a mug of ale, and you lay back to await the local physician."

Quest 1

The Spy of Garrish

You make your way into Garrish just as the city is closed for the night. Behind you, you hear the guards locking the gates. You are sealed in! The glamour must be working, though, because the guards barely gave you a second glance as you

entered the town. Now, somewhere in Garrish, you must find the spy or the information he was looking for. To the north you see the town guard stationed in the village square.

NOTES:

The monsters will not recognize the Heroes at first, and so will not attack. Place the monsters on the board, but do not have them attack the Heroes. When the Heroes get to room D, though, they will be spotted and the glamour broken. The glamour can be broken earlier if the Heroes attack a monster, or if they draw a wandering monster card while searching for treasure. Once the glamour is broken, the monsters will attack like normal.

**A** This is where the Quest begins. Place the Heroes on the squares marked X.

**B** Use the meadow tile here; place it over the center room. Figures are able to freely move from this area into the rest of the Quest level.

The first time a Hero moves past the square, read: "The town guard eyes you suspiciously as you pass."

**C** When a Hero enters this room for the first time, read: "You hear muffled yells coming from the north."

**D** Place a human figure on the rack. If you have no other figure, use the Chaos

Warlock. This is the spy that the Heroes are looking for.

When a Hero enters this room for the first time, read: "A human male is laid out on a rack. A Goblin turns to you and grins. 'We capture human', it says. 'Start torturing soon. Good fun!' An Orc looks at you, shakes his head, and looks again. 'Not Orcs!' it shouts. 'They not Orcs!' With that the creature attacks!"

Once the monsters are killed, the Heroes can release the spy. His stats are below:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	0	3	5	6

The spy is wounded and will not attack. If he dies anytime during the Quest, the Heroes can search his body and find a scroll (give that Hero the scroll tile) and a key (give that Hero the key tile). Tell the Hero: "You find a scroll. On it is a map, showing the location of the Chaos Supply Depot."

If the Heroes release him, read to the Heroes: "The spy climbs off the rack."



Wandering Monster in this Quest: 1 Orc and 1 Goblin



## NOTES continued:

*"Thank heavens you found me. I have vital information for the Emperor. Quickly, follow me!"*

The spy will lead the players to the exit, above location G. He will not fight anytime – if any monsters are encountered he will turn and run away.

**E** If the spy is leading the Heroes, he will go to the secret door. If the Heroes have not found it yet, read: *"The spy goes to the wall in this room, and presses a hidden spot between two bricks. A door, previously hidden from your sight, opens up."*

**F** These pits cannot be found except by the spy. If the spy is leading the Heroes, read: *"The spy looks into the room and says 'This is a secret way out of the city. Be careful, there are many traps here.'"* Place the pit traps on the board as the spy passes them.

If the spy is not leading the Heroes, they cannot spot the traps (even if they search) except by falling into the pits.

**G** The door here is the exit from the Quest. It is locked, and cannot be opened except with the key that the spy is carrying. If the spy is here, read: *"The spy removes a key from his cloak and unlocks the door. 'Hurry', he says, 'we must leave the city and return to the Emperor immediately.'"*

## Quest 8

# The Creature in the Mines

The mayor of Scarredish meets you at the edge of the city. "Thank you. Thank you my friends for removing those horrible monsters from our mines." You can tell by the frown that crosses his face that an unhappy thought has just crossed his mind. "The horrible beast that is roaming the star-iron mine is still there, I'm afraid. There is not much help I can give you – most of our men are needed in the iron mines to get ore to make weapons for the Emperor's Army." He pauses for a moment, thinking, then says, "There is one thing I can do, though."

He leads you though down streets and through back allies to a small blacksmith's shop. "This is Hunther", the mayor states, introducing you to the smith. "Don't let his small shop fool you – he is the best weapons-smith in the Empire." Turning to the

blacksmith, the mayor asks "Hunther, is there anything you can do to help the Emperor's Heroes drive the creature from the star-iron mines?"

Hunther looks at your weapons, and says, "I can put a keen edge on all your edged weapons; swords, daggers, spears, and the like. That way they will do more damage when you attack." Hunther takes your weapons, and begins work. He returns in an hour with your weapons, and soon you are at the entrance to the star-iron mine.

This mine is smaller than the regular iron mine – it is obviously worked by fewer men. You hear a faint sound coming from far inside – a distant howling that makes your hair stand on end.

## NOTES:

Hunther puts a special edge on any "sharp edged" weapon (swords, spears, daggers, etc) giving it an extra Attack die. The edge only lasts during this Quest.

To complete this Quest the Heroes need to kill the Balrog in the mine and exit the Quest from location A.

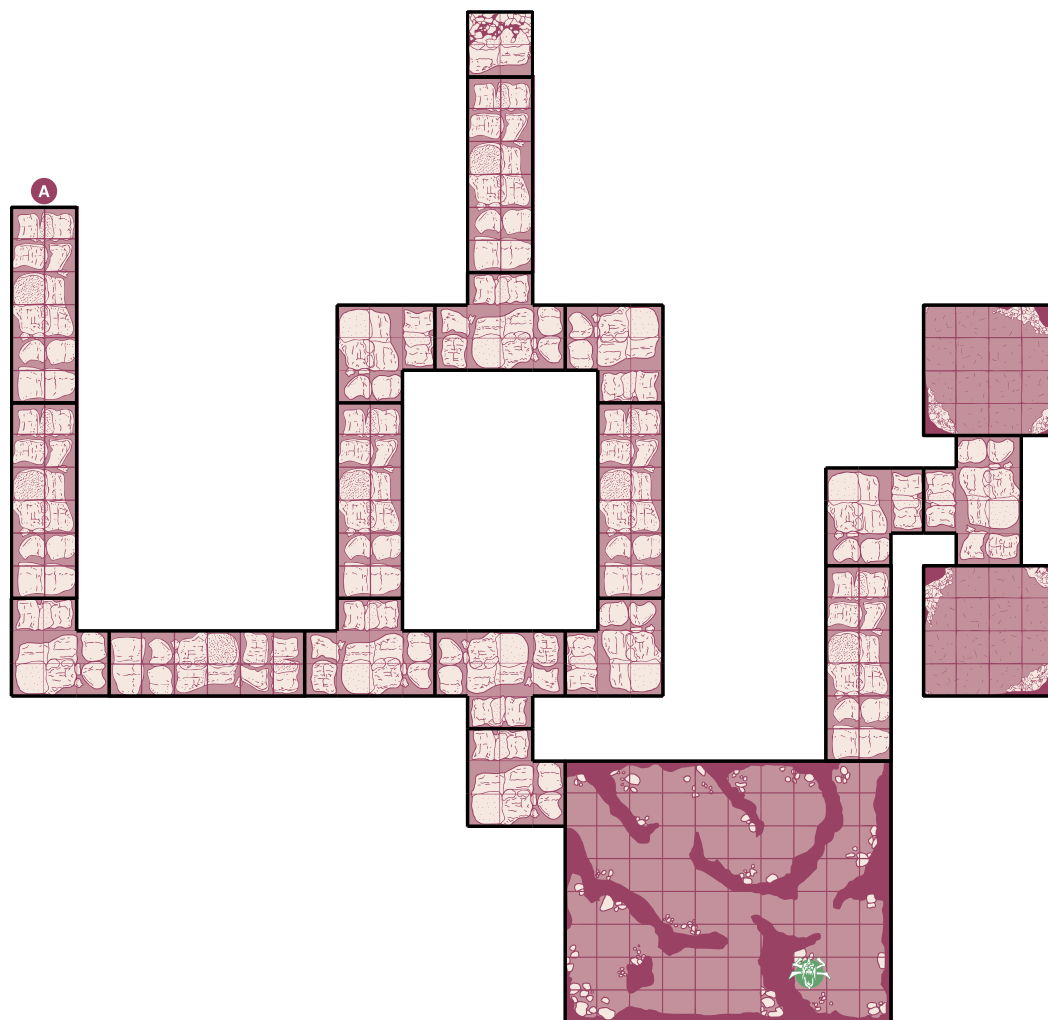
The Quest requires 7 straight cave passage tiles, 6 corner cave tiles, 4 T-cave

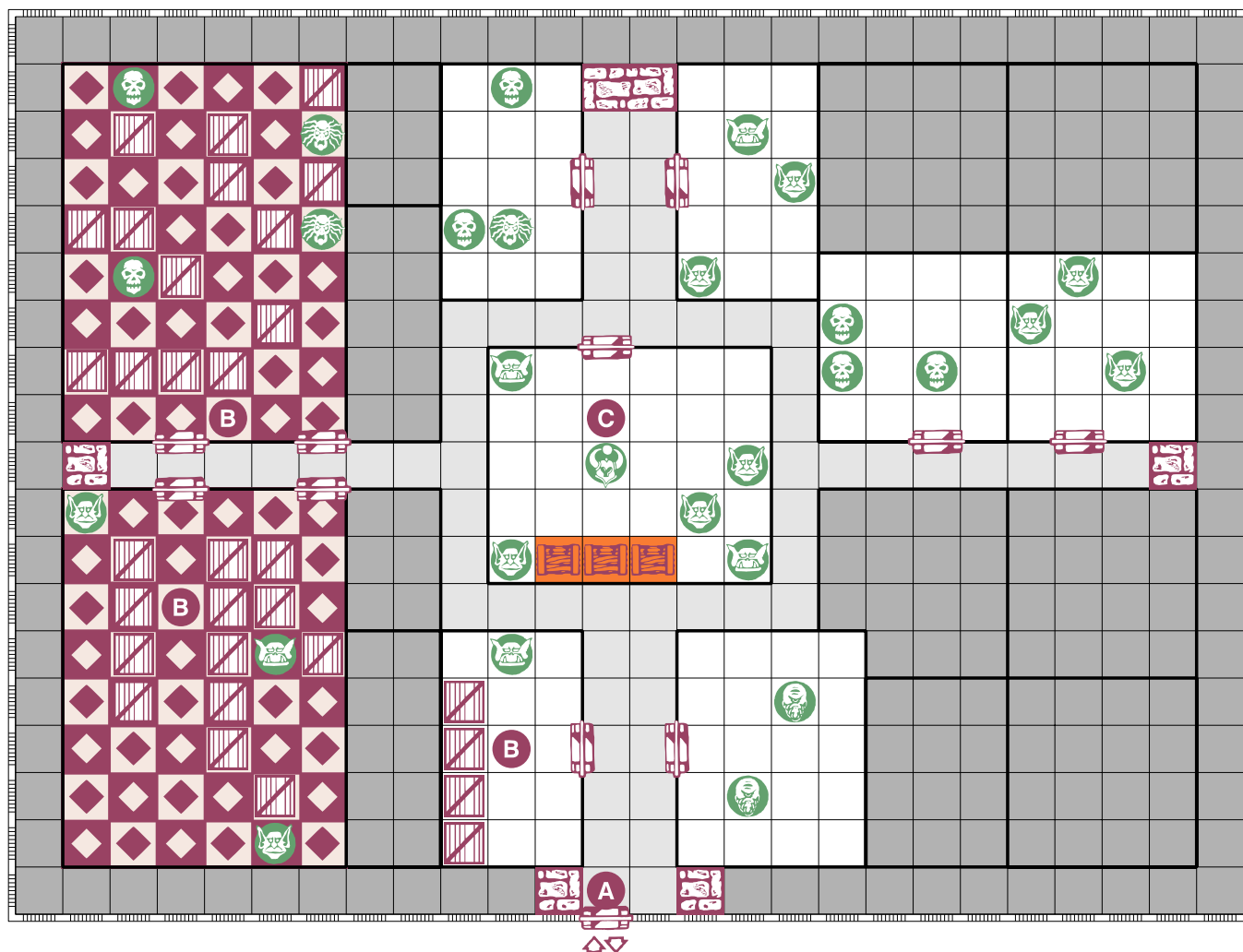
tiles, 1 blocked passage tile, 2 cave room #5 tile, and one 4-rooms tile.

If you prefer, there is an alternate version of Quest #8 that does not use the cave tiles. Instead it uses the regular HeroQuest board. If you use this map, all doors on the board are open doors – do not place any closed doors on the board.

If you wish, you may use the darkness rules found with the cave tiles. If used,

**Wandering Monster in this Quest: None**







NOTES continued:

Note that all switches begin the game pointed towards the straight end of the Y tracks. Also note that the Y tracks always allow the cart to travel back over them in either direction – the switch only matters when the cart is traveling in the direction that allows the cart to switch onto either track of the Y.

- A

This is the start and end of the Quest. If you are playing with the mine cart, it starts at this location.

Quest 2

Attack on the Supply Depot

"Thanks to you, we have determined the location of the Supply Depot," the Emperor says as you stand before him. Chaos is using the camp as a base to supply their army in the eastern part of our Empire. If we could destroy it, the ability to re-supply their troops would be gone."

The Emperor looks you over for a minute. "I believe that once

again you can be of service to me. Take this map; it will lead you to the supply depot. Attack and destroy it; leave nothing for our enemy to use. If you find anything useful, you may keep it. I believe that the Chaos troop's payroll is here, too. Taking their pay would go a long way in demoralizing the troops." The Emperor grins at you slyly "And I'm sure you would put any gold you found to good use!"

NOTES:

Place crates in the squares marked with the crate icon. To destroy these, a Hero must attack it. Each crate gets one defense die to simulate the hardness of the wood. For each crate, roll a red die to determine how many Body Points each crate has:

Die Roll	Body Points
1-3	1
4-5	2
6	3

Each time a Hero attacks a crate, roll a red die. On a roll of 6 a wandering monster appears.

When a crate is destroyed, roll a die. On a roll of 5-6, the Hero has found something useful. Roll two red dice to determine what is found:

Dice Roll	Found	Dice Roll	Found
2	2 Potions of Healing	8	2 Daggers
3	1 Potion of Healing	9	1 Potion of Defense
4	1 Heroic Brew	10	1 Shortsword
5	1 Potion of Strength	11	1 Broadsword
6	2 Daggers	12	1 Longsword
7	1 Dagger		

Note that some monsters are hiding behind crates. Do not place them on the board until: a) a Hero moves around the crates and has a clear line-of-sight to the monster, or b) a crate is destroyed and the Hero has a clear line-of-sight to the monster.

- A

This is where the Quest begins and ends. To finish the Quest, the Heroes must leave through this door.



Wandering Monster in this Quest: 2 Goblins

## NOTES continued:

**B** These rooms have crates in them. The two large rooms use the 6x8 room overlay.

**C** When a Hero first enters this room, read: *"You see a Chaos Officer here. 'Quickly', he yells. 'Protect he payroll!'"*

The chest on the left has an arrow trap that does 2 Body Points of damage if opened before it is disarmed. It contains 200 gold coins.

The chest in the center has a gas trap on it. It will do 2 Body Points of damage to any Hero in the room if it is opened before being disarmed. It contains 4 gems, each worth 75 gold coins.

The chest on the right has a poison spike trap in it. It will poison the Hero that opens it before being disarmed. If playing with "poison rules", the poison will do 1 Body Point of damage every second turn unless the Hero drinks a Potion of Anti-Venom. Potions and Spells of Healing will restore lost Body Points, but not remove the poison. If not playing with these poison rules, the poison only does 1 Body Point of damage immediately when the trap is sprung. This chest contains 400 gold coins.

## Quest 7

# The Captured Mine

You expected Scarredish to be a bustling city; after all it is the center of the Empire's iron trade. Instead it seems like a ghost town; the streets are deserted, the citizens huddling in their homes behind closed doors. You meet with the mayor, and he tells you of the cities troubles.

"The army of Chaos came down out of the mountains. We were prepared for them, though, and were able to drive them off. The next day when we went to the mines, we found them over-run by monsters. We tried many times, but were unable to clean them out. The Chaos monsters have been using the mines as a raiding base – striking at us when we least expect it. And our star-iron mine..." the mayor pauses to shudder.

"What is star-iron?" You ask.

"Star-iron comes from a special ore that fell from the heavens. Wizards use this mystical metal to create magical staves and wands. A star-iron stone landed near here, and we have been mining it. The monster that has taken over the star-iron mine is horrible. I do not know if the star-iron has caused it to change in some terrible way, or if it has always been so hideous. It is huge, strong, with terrible claws that can rend a man with a single swipe. Alone it drove off over 100 of my men – killing and wounding many of them. Before we can begin shipping iron back to the Emperor, we need you to drive these creatures from our both mines."

You decide that the Empire needs the regular iron more than the star-iron. They mayor appoints a miner to take you to the iron mine entrance.

## NOTES:

To complete this Quest the Heroes need to kill all the monsters in the mine and exit the Quest from location A.

The Quest requires 13 straight mine track tiles, 5 corner mine tiles, 2 Y-track #2 tiles, 1 Y-track #4 tiles, 1 cave room #1 tile, 1 cave room #2 tile, and four cave room #3 tiles.

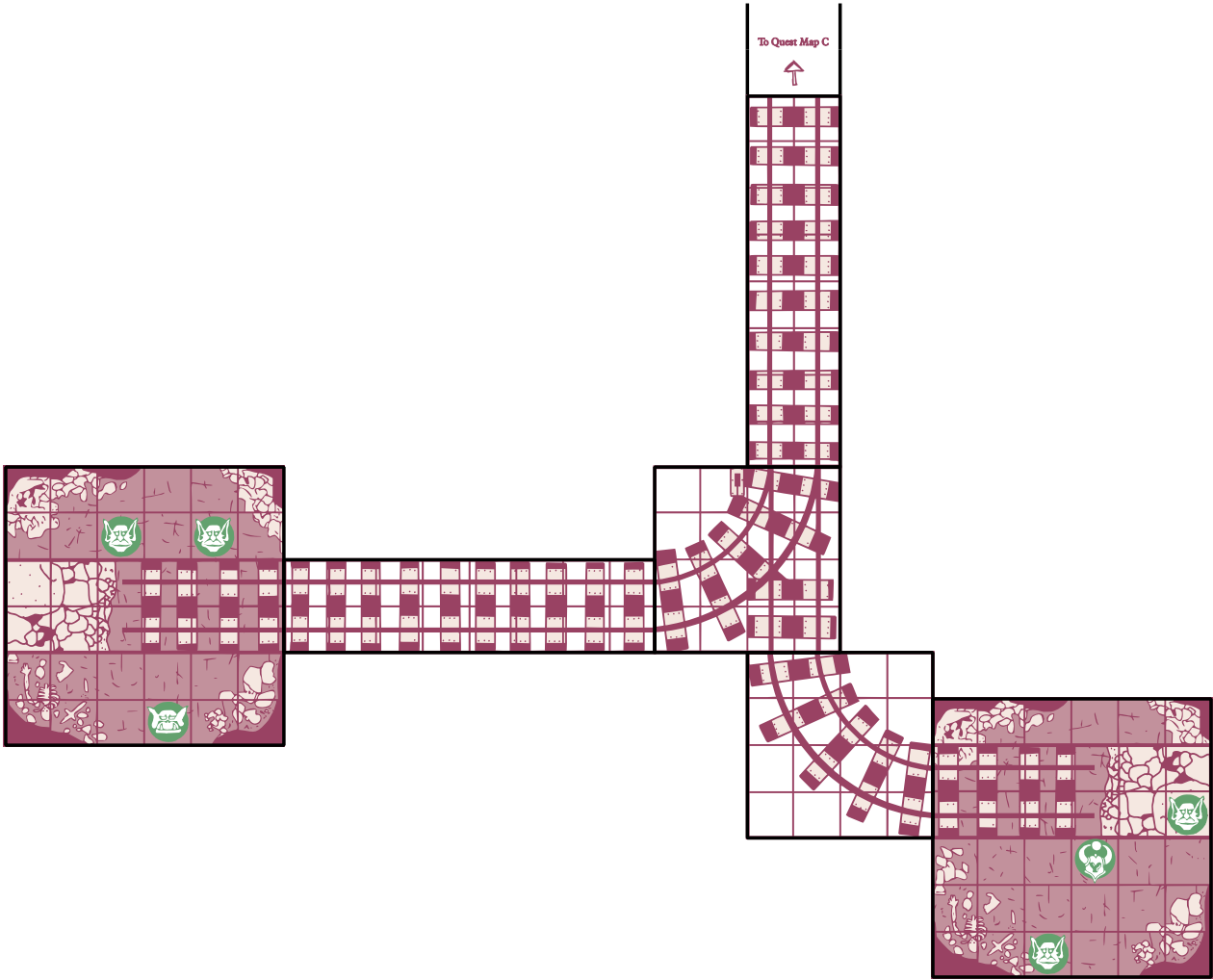
If you prefer, there is an alternate version of Quest #7 that does not use the

mine and cave tiles. Instead it uses the regular HeroQuest board. If you use this map, all doors on the board are open doors – do not place any closed doors on the board.

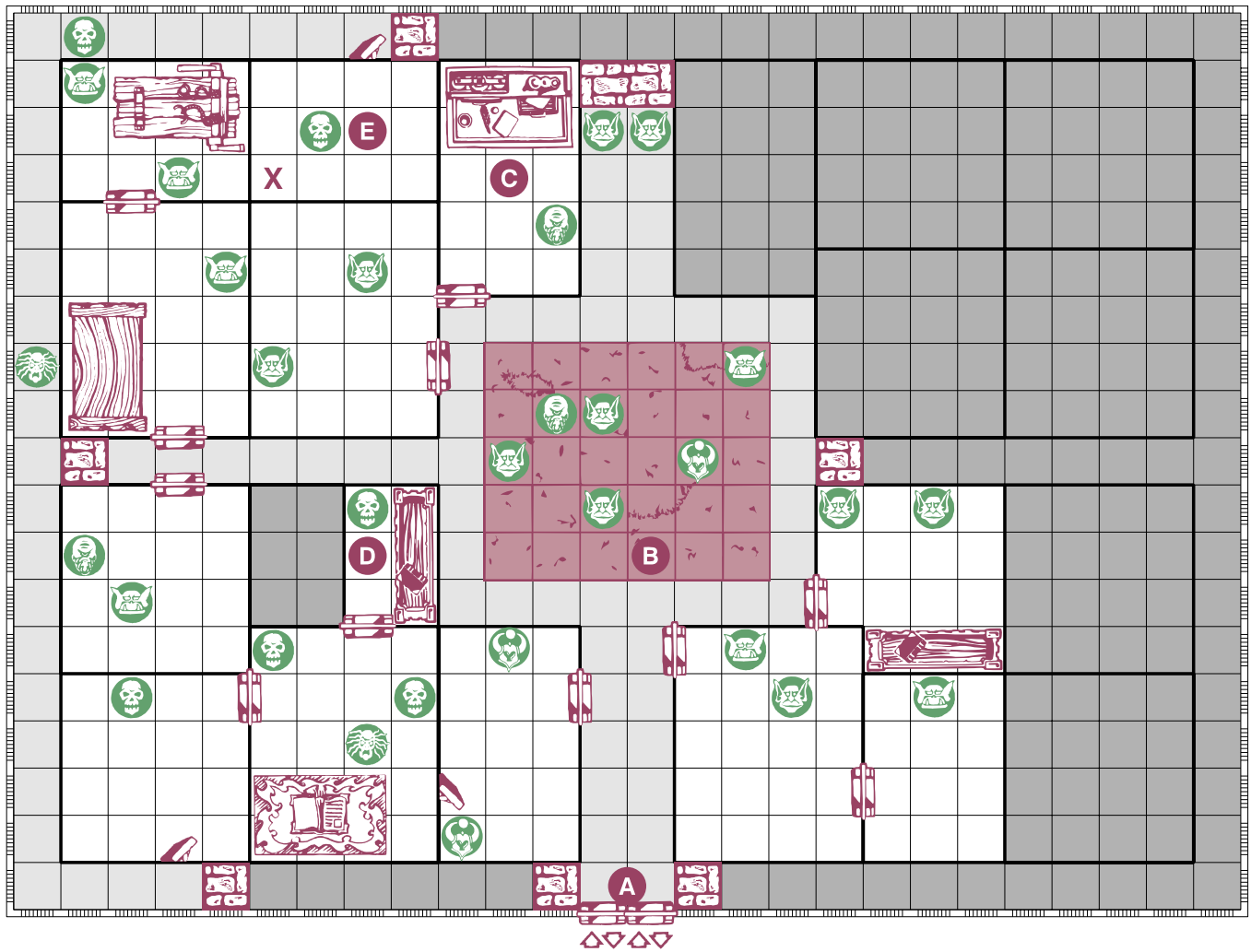
If you wish, you may use the mine cart in this Quest. Also you may use the darkness rules found with the cave tiles. If used, make sure you allow the players to get torches and/or lanterns before entering the cave.



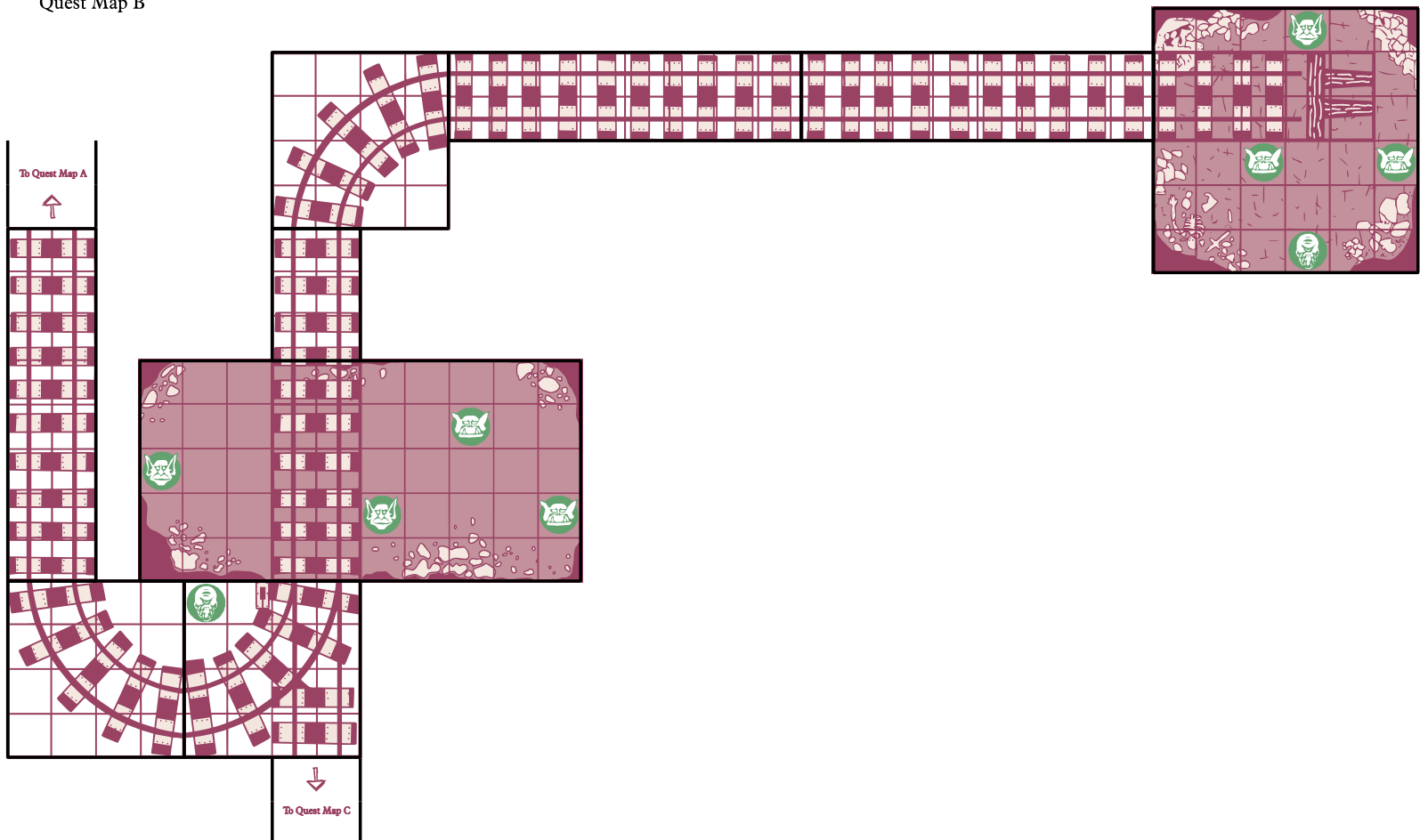
Wandering Monster in this Quest: Fimir

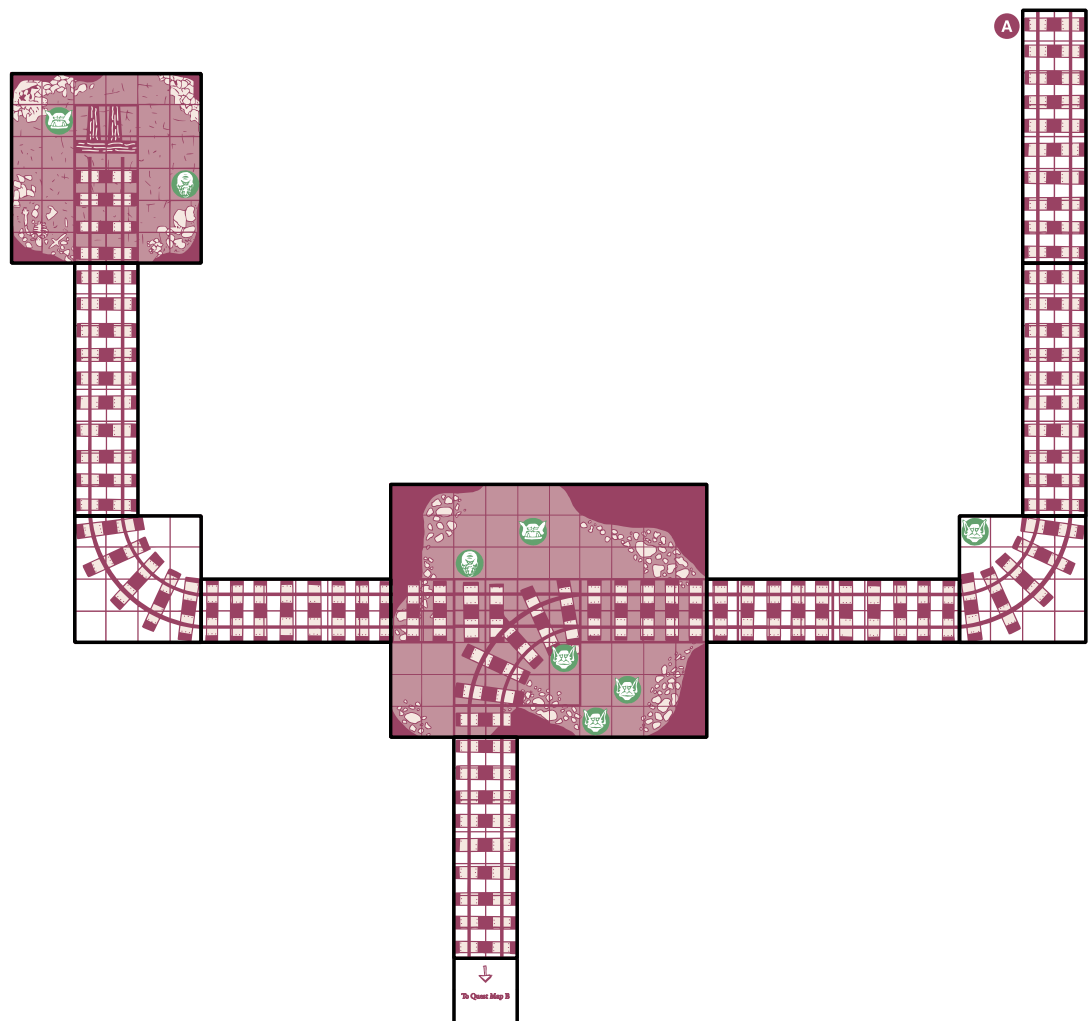






Quest Map B





### Quest 3

## Return to Garrish

The Meeting Hall of the Empire is a massive room. The large table that sits in the center is covered with maps and charts showing troop movements and battles. You are seated around the table, along with the Generals and War Masters of the Empire. At the head of the table sits the Emperor, listening to the day's reports.

"My Lord, the number of Undead grows daily," says one General. "The ranks of Chaos are swelling with them."

Another states "While each man we lose lessens our chance of a final victory, the Chaos dead just seem to be coming back to life in some dread Undead state to attack us again" says another, shuddering.

A third shouts "Not only are the Chaos dead coming back to attack us again, but our own dead are being raised to fight us."

The Emperor looks at you. "It is for this very reason that I have included you in these talks today. As you can see, the increasing number of Undead that Chaos is using in their army

is of great concern to us. There must be a Necromancer working for Chaos..."

A War Master interrupts "My Lord, this Necromancer may be leading the Chaos forces, or perhaps his joining of Chaos was what persuaded them to attack."

"Agreed", the Emperor says. "If we can stop him, we may destroy the Chaos leadership. At worst, we will disrupt their plans greatly."

Again the Emperor turns to you. "The only city that we have found Undead in has been Garrish. I am sending you back there, only this time you will not be sneaking around. You will attack the city, and maybe find this foul Necromancer. If so, destroy him if you can!"

You make your way to Garrish. You find the Chaos forces guarding the gates inattentive; it is the last mistake they make. After dispatching them and opening the gates, you begin your attack on the town.

#### NOTES:

**A** Both these doors are where the Quest begins and ends.

**B** As in Quest #1, use the meadow tile here; place it over the center room.



Wandering Monster in this Quest: 1 Skeleton and 1 Zombie

NOTES continued:

- Figures are able to freely move from this area into the rest of the Quest level.
- C** The alchemist's bench is trapped with a dart that does 1 Body Point damage to the first Hero that searches the room for treasure without first disarming the trap.
- The first Hero to search this room will find two spell scrolls in the alchemist's bench: Rock Skin and Ball of Flame. Mark these on the Heroes character sheet. Once they are used they disappear.
- D** When the first Hero searches for treasure in this room, read: *"This bookshelf must be where the Necromancer keeps his foul spells. The books and scrolls it contains are unreadable, and the very act of holding them makes you feel uneasy. You do find one useful item, though. Tucked behind a book you find a Potion of Healing."*
- E** This room contains the Necromancer. You can use the Chaos Warlock figure for him. Place him on the square marked with an X on the map.

When the first Hero enters this room, read: *"Before you stands a Wizard, waving his arms and chanting an incantation over a pile of bones. With a sickening green sparkle, the bones pull themselves together and stand up – the bones are now a Skeleton! The Wizard turns and sees you, and shouts for the Skeleton to attack!"*

Necromancer				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	5	5	8

The Necromancer knows these spells: Summon Undead (4 times), Sleep, Firestorm, Lightning Bolt, and Ball of Flame.

Do not let the Heroes kill the Necromancer. When he gets to 0 Body Points, read: *"The Necromancer waves his hand. Suddenly a strange looking Dragon comes crashing through the roof, sending you sprawling on the floor. The Dragon is made up entirely of bones – it is a Dracolich, an Undead Dragon!"*

*The Necromancer quickly climbs onto the back of the Dracolich, and sending you a glance of pure hatred, orders the Dracolich to fly away. Before you can extract yourself from the roof debris, the Necromancer is gone."*

Quest 6

Sorcerer's Cave

NOTES:

- This Quest requires these tiles: seven cave passage tiles (note that two of these tiles have been cut smaller), seven cave corner tiles, one tee passage tile, cave room #2, and cave room #3. You may wish to set the tiles for this Quest up alongside the meadow tiles from quest #4.
- If you do not wish to use the cave tiles, an alternate version of this Quest Map that uses the regular HeroQuest board is provided. If you use this map, all doors on the board are open – do not place any closed doors on the board.
- The Heroes can enter and/or leave this map from either entrance #1 (location A) or entrance #2 (location B).
- The Quest was designed to allow the Heroes to move freely between this Quest Map and Quest Map #4. You can play it as desired.
- The special rules for darkness that come with the cave tiles can be used in this Quest if desired. If used, make sure you allow the players to get torches and/or lanterns before entering the cave.
- A** This is entrance #1. It corresponds to Cave B on Quest Map #4.
- B** This is entrance #2. It corresponds to Cave C on Quest Map #4.
- C** This marks the location of a secret door. Do not place the passage beyond on

- the board until the secret door is found.
- D** The monsters in this room will attempt to use the loop in the passages above to ambush the players. They will use the loop to attempt to circle around the Heroes and attack them from behind.
- E** The X in this room marks the location of a Chaos Warlock. He is the one that cast the mirage spell to hide the location of the caves from the Heroes when they entered Kharne's Rift. His stats are:

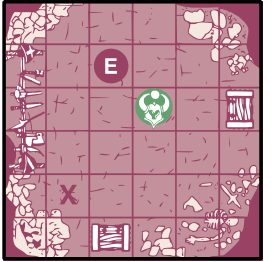
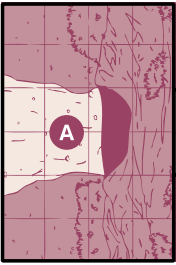
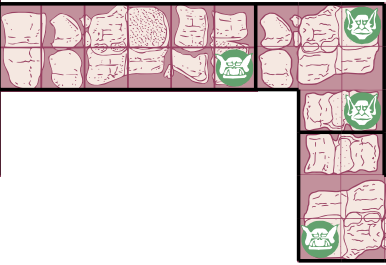
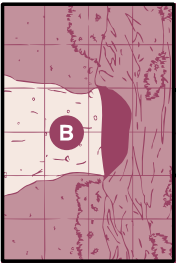
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	5	4	7

The Chaos Warlock knows these spells: Command, Ball of Flame, Rust, and Summon Orcs.

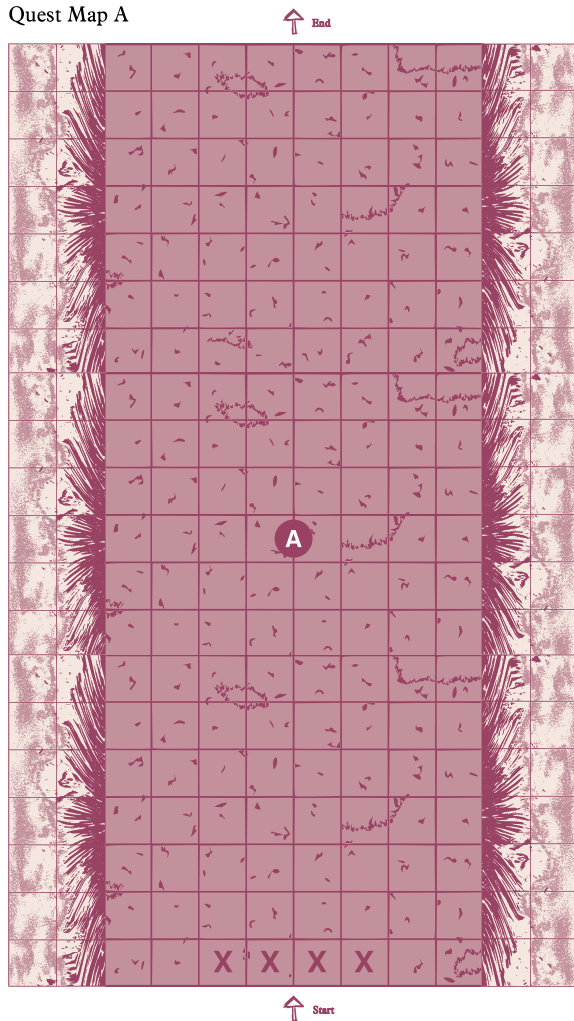
Read to the Hero that opens the chest in the lower side of the room: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover spells scrolls that must have been placed here by the Chaos Warlock. You find a scroll of Courage, Sleep, and Swift Wind."* Mark these scrolls on the Heroes character sheet. Once they are used, they disappear.

Read to the Hero that opens the chest on the right side of the room: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover 150 gold coins."*

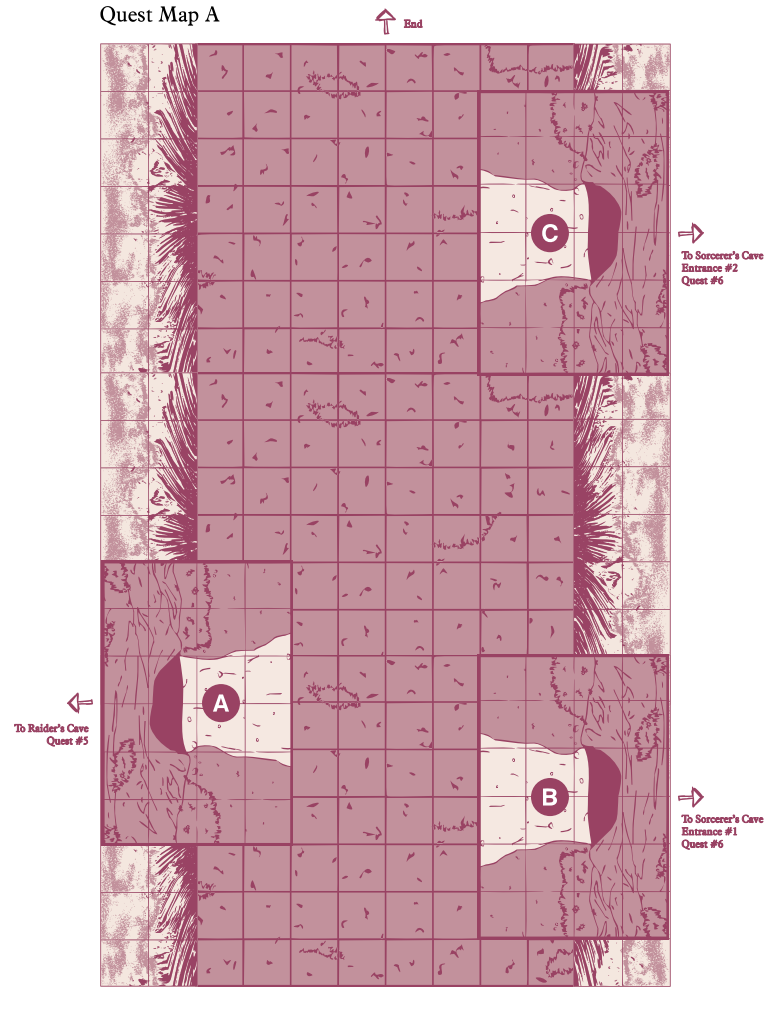




Quest Map A



Quest Map A



## Quest 5

# Chaos Raider's Cave

### NOTES:

This Quest requires these tiles: four cave passage tiles, two cave corner tiles, one blocked passage tile, and the 4-rooms cave tile. You may wish to set the tiles for this Quest up alongside the meadow tiles from Quest #4.

If you do not wish to use the cave tiles, an alternate version of this Quest Map that uses the regular HeroQuest board is provided. If you use this map, all doors on the board are open doors – do not place any closed doors on the board.

The Quest was designed to allow the Heroes to move freely between this Quest map and Quest Map #4. You can play it as desired.

The special rules for darkness that come with the cave tiles can be used in this Quest if desired. If used, make sure you allow the players to get torches and/or lanterns before entering the cave.

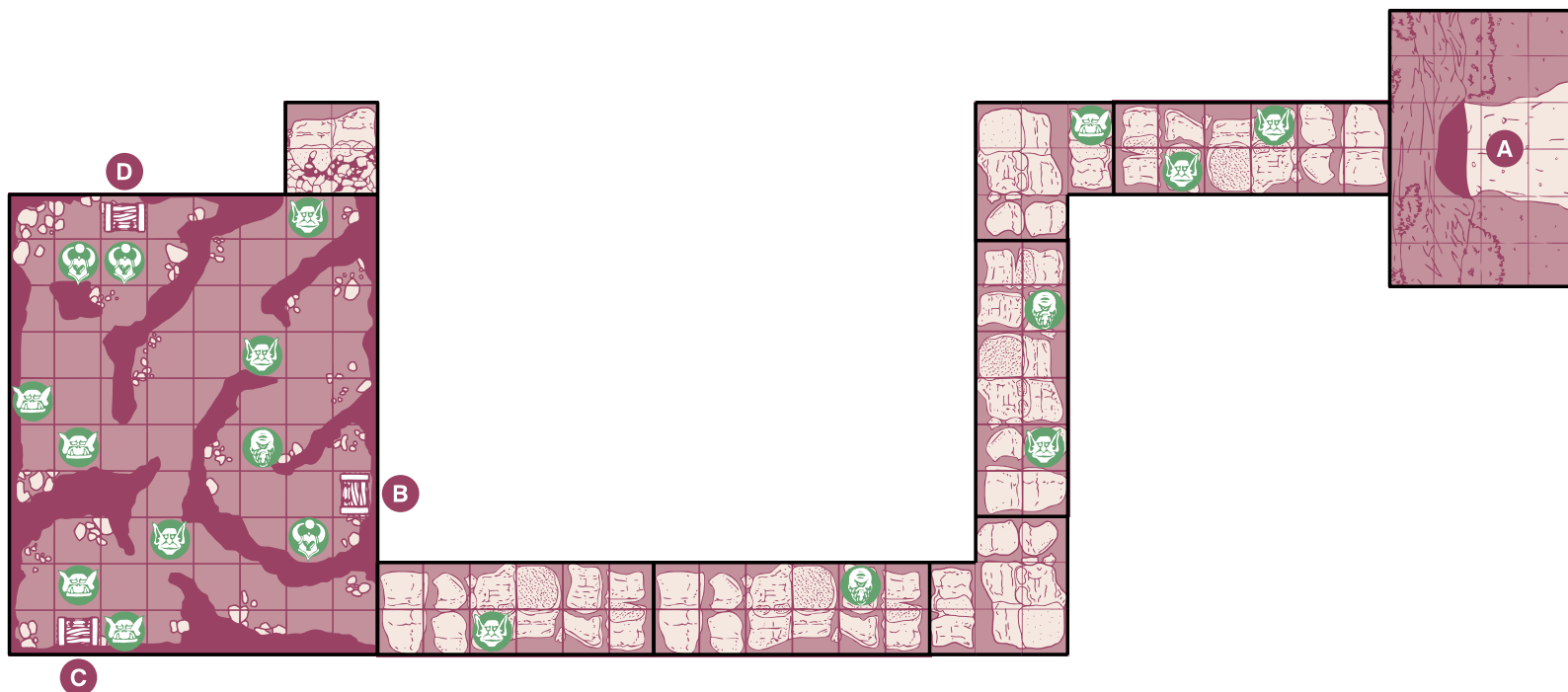
*discover a dagger and a Potion of Healing".*

- D** Read to the Hero that opens the chest: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover 100 gold coins and a small shield".*

- A** This is the entrance. It corresponds to Cave A on Quest Map #4.
- B** Read to the Hero that opens the chest: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover jewels worth 75 gold coins."*
- C** Read to the Hero that opens the chest: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you*



Wandering Monster in this Quest: Orc



## Quest 4 *Kharne's Rift*

You enter a blacksmith's shop in the city. You are puzzled by the actions of the blacksmith; you would expect him to be busy making new weapons and armor for the war. Instead he is sitting by his unlit forge, smoking a pipe. When questioned about his lack of activity, his only reply is to shrug his shoulders and say, "Don't have any iron to work with".

Later, while in the castle, you are pulled aside by one of the Emperor's War Masters. "Maybe you have already noticed, but the Empire is facing a lack of iron. Most of our ore comes from mines in the Ironstone Mountains, in the northern section of the empire. The wagon trains that haul the ore from the mines have stopped arriving. We have sent scouts to see what the matter is – none of them have returned. The iron mines are

worked by miners from the city of Scarredish – you must go there immediately and see why they are not sending the ore. Without iron we cannot make the weapons and armor we need for the war!"

"Take Kharne's Rift; it is a pass into the Ironstone Mountains and your quickest route to Scarredish."

After many days journey you arrive in Kharne's Rift. The pass is a peaceful mountain meadow, surrounded by cliffs and the peaks of the Ironstone Mountains. You have yet to see any of the wagon trains that are supposed to be bringing ore from the mines.

### NOTES:

There is no treasure in this Quest. If a Hero attempts to search for it, tell him: You are outdoors. There is no treasure here.

When fighting outdoors, spells are only affective from 8 squares away. Spells that affect a whole room only affect the square that the caster is in, plus every adjacent square (including diagonals).

Bows may be fired the following distances:

Shortbow – 8 squares  
Longbow – 10 squares  
Crossbow – 12 squares

This Quest can be rather hard, especially if playing that Quests #4, #5, and #6 are all connected (see Quest Map B below). You may want to allow the Heroes to cast each of their spell cards twice.

**Wandering Monster in this Quest: None**



## NOTES continued:

### Quest Map A:

A

Start the Heroes from the locations marked with an X. When the first Hero gets to the row of squares with the A marked on it, read: *"You hear a strange noise coming from all around you. The walls of the pass begin to shimmer, as if seen through a haze. Suddenly three cave entrances appear around you. Chaos Raiders pour out from the caves – it's an ambush!"*

After reading this, refer to Quest Map B.

### Quest Map B:

Place the cave entrance tiles as shown. The locations of the cave entrances are marked with A, B, and C. These cave entrances can be entered – see the appropriate Quest as marked on the Quest Map. The cave Quests (Quest 5 and 6) are actually part of this Quest – the Heroes can move freely between Quests #4, #5, and #6. It is up to you to decide whether the Heroes are healed between these Quests.

Each cave entrance has a certain number of monsters that are rushing out to attack the Heroes. Each turn move 1 monster out from each entrance. You can either randomly pick a monster from the list, or roll a die to determine which monster to move. If you do not have enough miniatures for a certain type of monster, wait until one is killed, then place that figure at the cave entrance.

Entrance A: 6 Goblins, 1 Orc, 2 Fimir

Entrance B: 6 Goblins, 3 Orcs, 2 Fimir, 2 Chaos Warriors

Entrance C: 4 Goblins, 4 Orcs, 1 Fimir, 1 Chaos Warrior

The Heroes do not have to enter the caves – they can make for the end of the pass. If they do so, the pass is not cleared of the Chaos Raiders. You may wish to have them come back later to finish the job.

If the Heroes enter one of the caves before clearing all the monsters from the pass, the monsters will be waiting for them when they exit the cave.