

HERO QUEST

Eve of Chaos

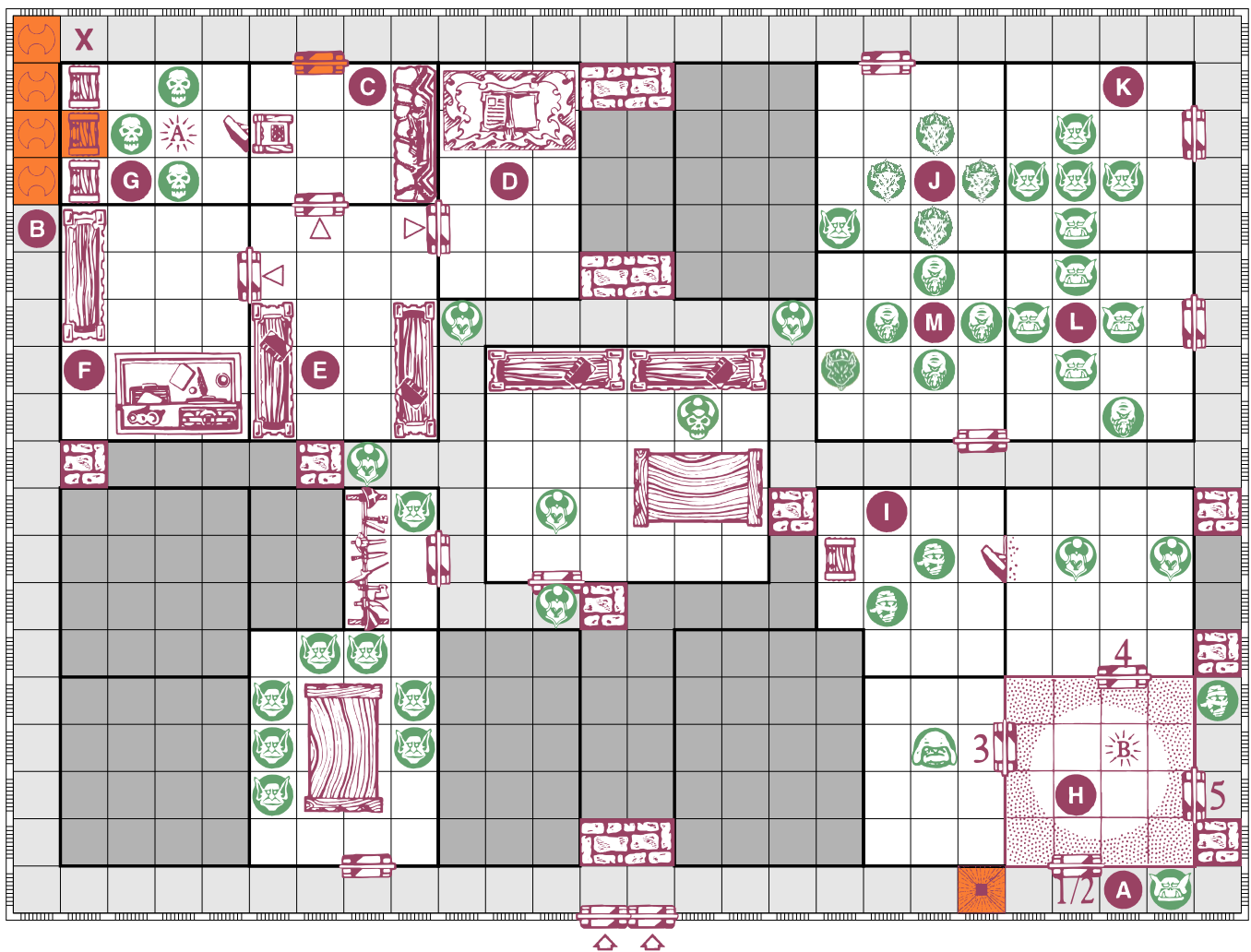


A Group Quest by Phoenix

A Message from Mentor

Loretome has been faithful in aiding you on your Quests, but I have grave news my Heroes. Zargon has cast a most powerful spell on my Medallion. This Medallion grants me access to Loretome's knowledge and has been whisked away to lands unknown. I know not its location, nor the number of pieces it is in. You must recover the medallion or I fear that we will not win the battle against Chaos. Without Loretome's guidance, I can not divine the whereabouts of my Medallion, however, I still have a few tricks up my sleeve.

Mentor



Quest 1

The Eye of the Storm

“Zargon's Wizard, Zanwrath, was training Chaos Sorcerers before you destroyed him. His followers were only encouraged to train harder after his

Death. I believe that you may learn more information there. Start here at Zanwrath's Castle and do what you must.”

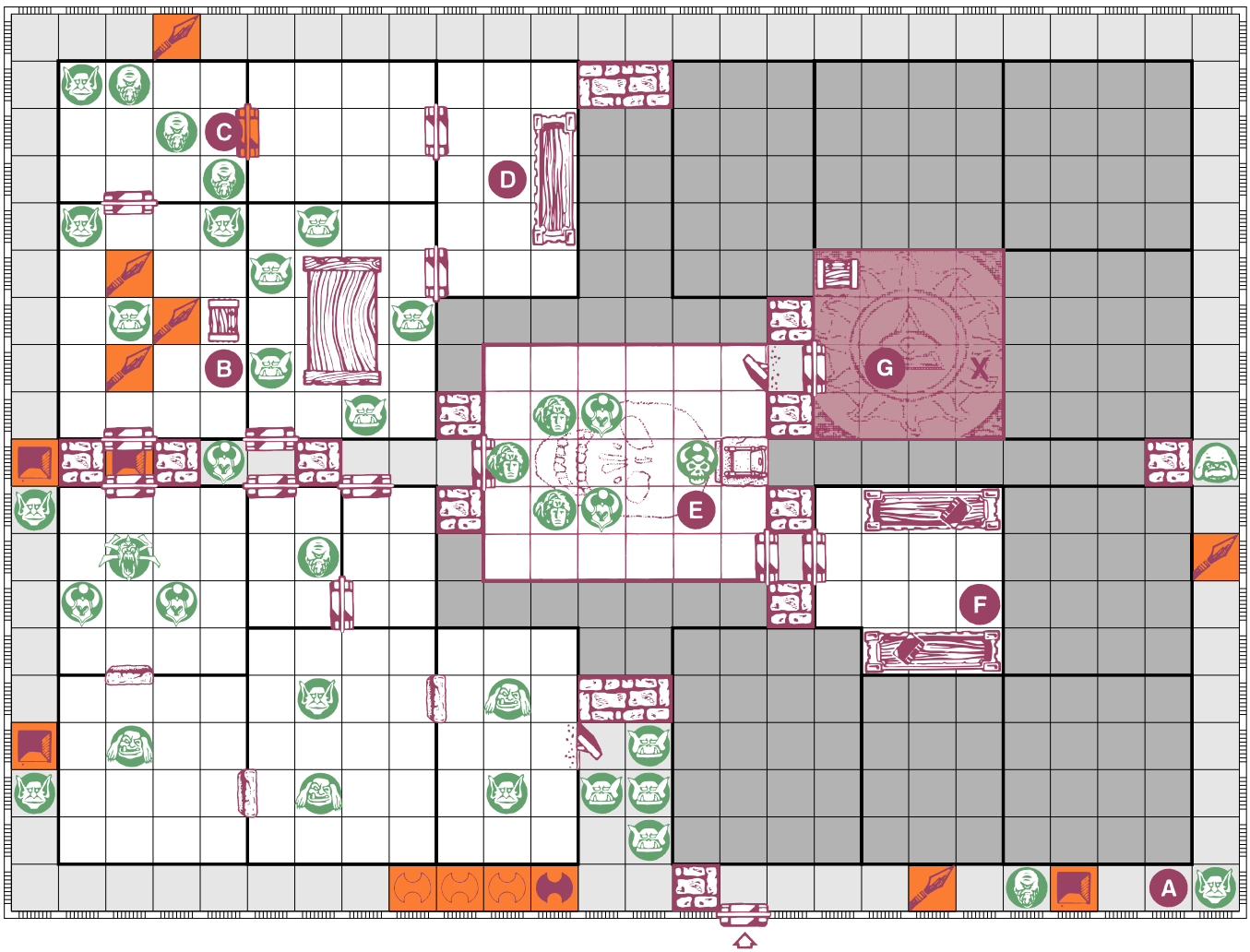
NOTES:

- A** This Orc is equipped with a Crossbow and attacks with 3 Combat Dice. This door does not appear until after the Teleport Trap has been set off in Room 'G'.
- B** This Swing Blade Trap does not activate until a Hero steps on the square marked 'X'.
- C** When this door opens a brief alarm sounds and all doors marked with an arrow are opened. Zargon must place all monsters and furniture on the board for these rooms at this time.
- D** This is a sorcerer's study. If searched for, there is a Pass Through Rock and Heal Body Spell Scroll on the table.
- E** This is a mage's library. If searched for, there are two (random) Spell Scrolls on the bookshelves.
- F** This is an alchemist's lab. If searched for, there are 2 Potions of Healing (1d6) and 1 Potion of Dexterity on the bench.
- G** When any Hero steps on the Teleport Trap, he is immediately sent to Room 'H'. If searched for, the outer chests each contain 200 Gold Coins. The middle chest is trapped with poison gas and all Heroes in the room will take 2 Body Points of damage, if not disarmed. The chest contains a pair of Speed Boots and an Elixir of Life (see Phoenix Armory and Artifact Card for details).
- H** Whenever a Hero enters this room a strange mist attacks the Hero with 1 Combat Die that cannot be defended. When a Hero attempts to leave this room, he must roll 1d6. On a roll of 1-5, he will exit through the marked door, however, on a roll of 6, the Hero is once again attacked by the mist and ends his turn.
- I** If a Hero searches for treasure, he will find a quiver of Spirit Darts (10) and a Blow Gun. (See Phoenix Armory for details.)
- J** This is a classroom of Skaven Shaman, being taught by a Goblin Shaman. Each Skaven knows the Chaos Spell Fear. The Goblin Shaman knows Fear and Command.
- K** This is a classroom of Goblin Shaman, being taught by an Orc Shaman. Each Goblin knows Tempest. The Orc knows Summon Orcs, Fear and Tempest.
- L** This is a classroom of Orc Shaman, being taught by a Fimir Mage. Each Orc knows Rust. The Fimir knows 3 Chaos Spells.
- M** This is a classroom of Fimir Mages, being taught by a Chaos Sorcerer. Each Fimir knows 2 Chaos Spells. The Chaos Sorcerer knows 6 Chaos Spells.
- N** This is the armory. If the Heroes search for treasure, they will find 1 Longsword, a Helmet and a Shield. (These are exactly as they are described in the Armory.)
- O** This is the Storm Master's inner sanctum. He knows all 6 of the Storm Master Spells. Upon searching the room for treasure, the Heroes discover the name of a powerful wizard, Brona. The information here suggests that Brona is in a place called Stone Gate Keep. The Heroes also find a Treasure Without Doom Spell Scroll, a Heal Body Spell Scroll and a Ball of Flame Spell Scroll.

Wandering Monster in this Quest:



Mummy



Quest 2

Stone Gate Keep

"Stone Gate Keep sits on the southern reaches of the World's Edge Mountains. It looks as if Brona and his minions have been hard at work building this fortress. There have been reports that this is a rebellious faction of Zargon's forces. Allies will not likely be found here, but

perhaps the enemy of an enemy, is not necessarily an enemy. Brona may hold the key to finding Mentor's amulet, you must question him at all costs and discern all that he will reveal."


NOTES:

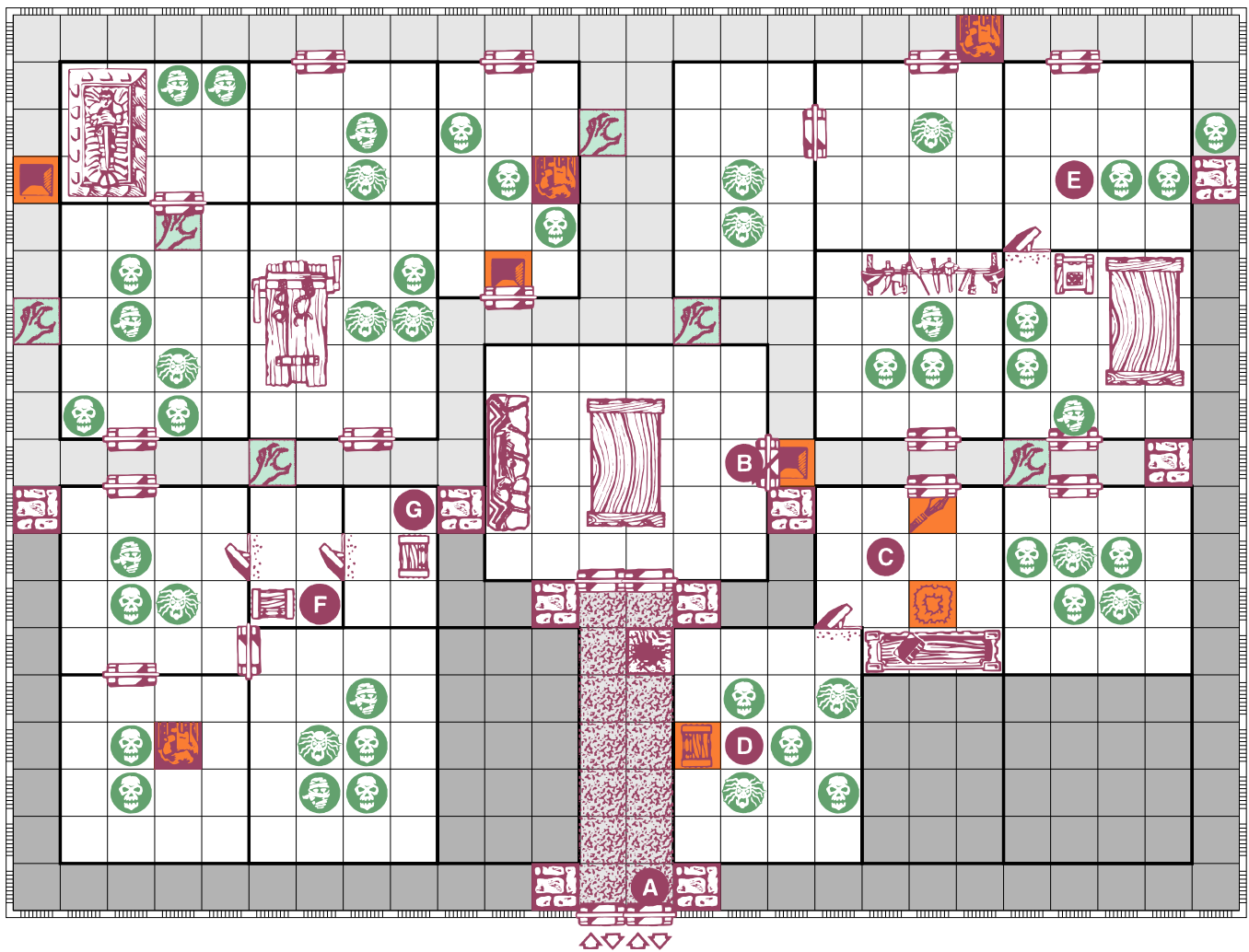
- A** All Goblins in this Quest have shoddy crossbows and may make ranged attacks with 2 Combat Dice.
- B** This chest contains 200 Gold Coins and a Potion of Healing (4). If Brona casts **Transport**, this is the room that the Heroes will end up.
- C** This door has an exploding lock on it. If a Hero tries to open this door without first searching for traps, he will be inflicted with 2 Body Points of damage. Any Hero or monster standing in proximity to the door will be stuck and take 1 Body Point of damage.
- D** This cupboard contains a small sack of gems worth 50 Gold Coins. It also has 2 Potions of Dexterity.
- E** This is Brona's throne room. These Chaos Warriors are part of the Doomguard. The Dark Warriors here are all Halberdiers with a +1 to all stats. Brona has the following stats:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
9	5	7	4	5

He knows the following Chaos Spells: **Command**, **Summon Ores**, **Summon Goblins**, **Firestorm**, **Escape** and **Transport** (see new Chaos Spell Card). When the going gets tough, Brona will Escape to Room 'G'.

- F** This is Brona's Library. If searched, 2 scrolls of Enchantment can be found (see new Artifact Card). Also, the Heroes will find a pouch of Dust of Disappearance and a Command Spell Scroll.
- G** This is Brona's inner sanctum and is where he will Escape to. Upon his defeat, Brona will reveal to the Heroes that he created 2 similar spell scrolls a long time ago and his apprentice, Castillion, stole them. The two locations were far apart from one another. And Brona draws his last breath.

Wandering Monster in this Quest:  Fimir



Quest 3

Chaos Wasteland

“The first location that Brona gave is on the edge of the Chaos Wasteland. It is so named, because, many years ago, in a fit of rage, Zargon destroyed the remainder of his losing

army. The evil warriors had no time to react and died instantly. I fear that Zargon has decided to re-animate those fallen comrades to his service once again.”

NOTES:

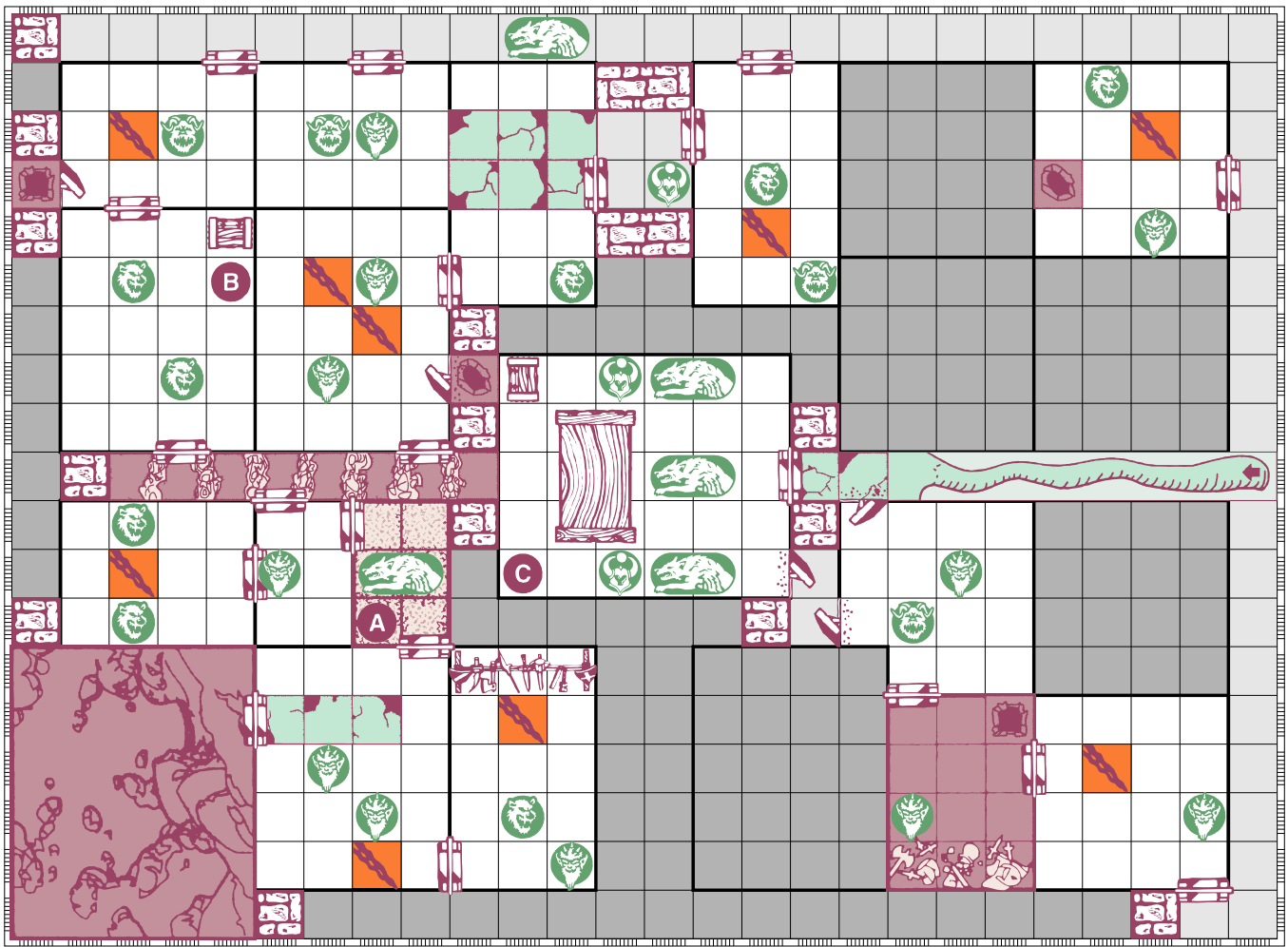
- A** This is a dense fog, and a Death Mist is fluttering about. At the beginning of the Quest, the Death Mist tile is placed on the gameboard as shown. This mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridors.

When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon's) turn. It will not affect monsters.

The mist cannot move onto the same square twice in 1 turn. It also cannot *end its turn* on the same square with a Hero. (If this happens, the Death Mist tile must stop short on the square in front of the Hero.)

The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell, the Spirit Blade or the Soul Seeker. (Don't tell this to the Heroes!)

- B** This door is rotted off its hinges with age. It stands as a testament to the keep's abandonment.
- C** A random spell scroll is found in the bookcase.
- D** This chest is trapped with poison gas. If a Hero searches for treasure before searching for traps, a poisonous gas will flood the room inflicting 2 Body Points of damage to all Heroes. Inside the chest is the Mace of Disruption (see new Artifact Card).
- E** This secret door may only be opened from this room.
- F** This chest contains 1 Potion of Dexterity and 1 Potion of Strength.
- G** This chest contains 300 Gold Coins.



Quest 4

The Northern Reaches

"Seeing as how the previous location was a bust, Mentor suggests visiting the second location that Brona divulged. If this does not

aid us on our Quest, then we will have difficulties recovering the Medallion. Perhaps better luck will be had this time..."

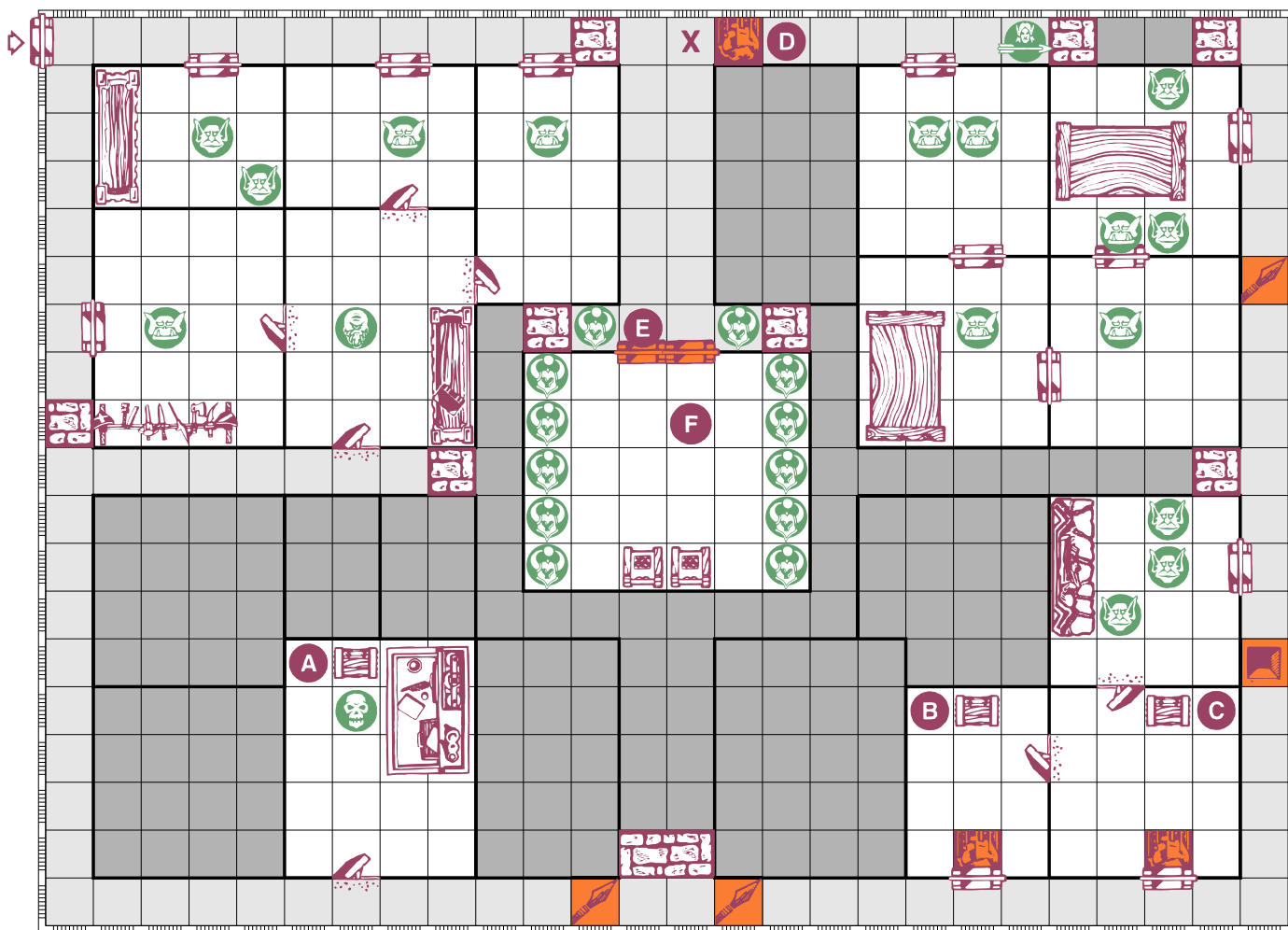
NOTES:

- A** All Wolves in this Quest are Frost Wolves. (See atching Monster Card for details.)
- B** This chest contains a Potion of Warmth and 75 Gold Coins.
- C** This is where Castillion is. His stats are as follows:

Movement	Attack	Defend	Body	Mind
7	3	4	4	6

He also knows the following Chaos Spells: **Deep Freeze, Chill, Ice Storm, Sleep** and **Escape**. Upon his defeat, Castillion reveals that he modified Brona's spell and not only did it relocate Mentor's Medallion, it also broke it into pieces. Upon revealing this, Castillion casts a spell and disappears. Upon searching for treasure, the Heroes find $\frac{1}{4}$ of Mentor's Medallion in the chest.

Any Hero carrying this $\frac{1}{4}$ piece of the Medallion will have one extra Mind and Body Point, while in the Hero's possession.



Quest 5

Bad Feeling

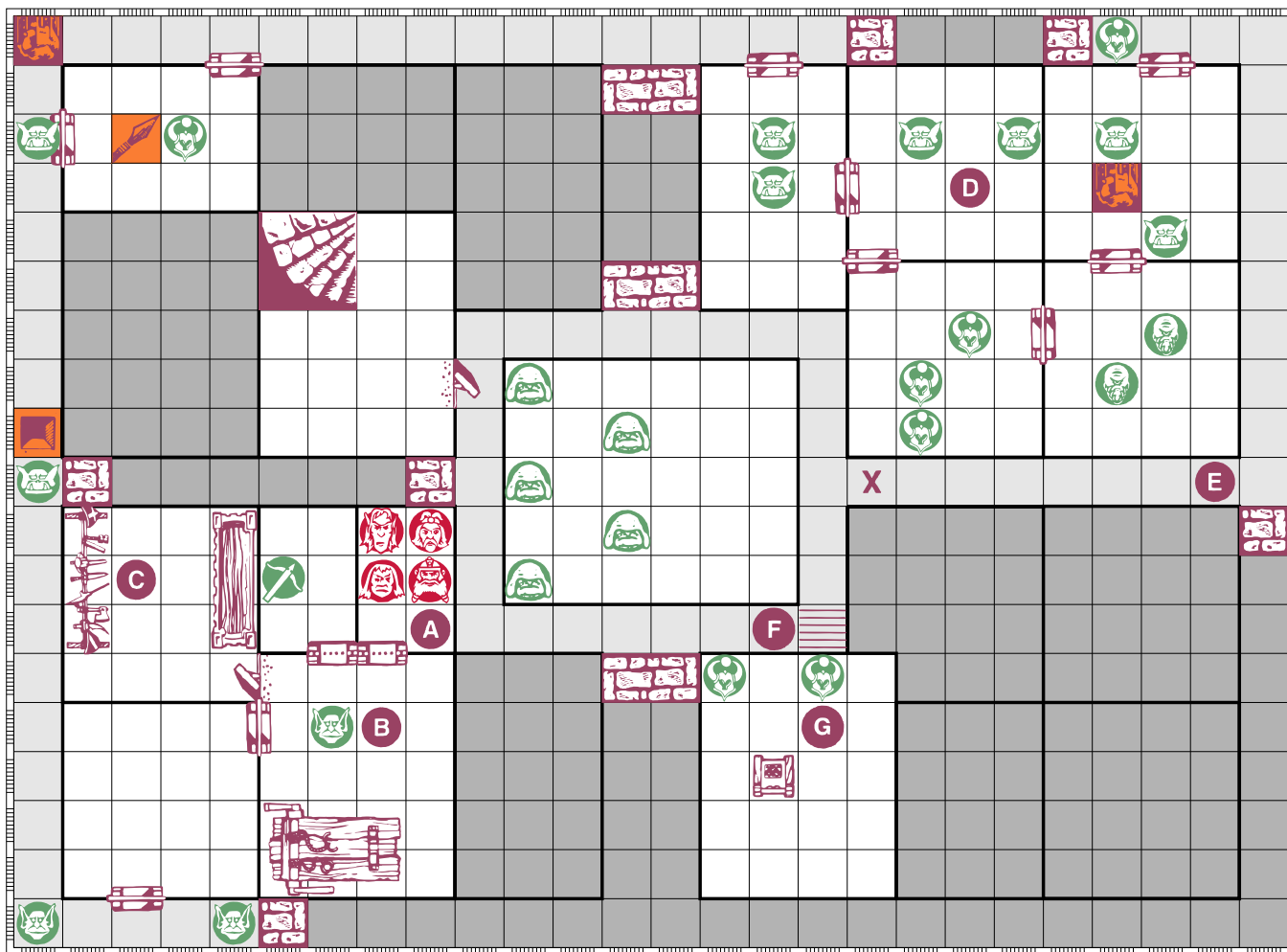
"You have tracked down Castillion and located his hideout. It would appear that it is relatively unguarded. But something doesn't feel right.

You feel as if you are being watched. Take caution and heed your instincts. There is something amiss..."

NOTES:

- A** This chest contains 3 Potions of Healing (4)
- B** This chest contains 50 Gold Coins.
- C** This chest contains 100 Gold Coins
- D** This falling block trap will not go off until all Heroes have passed the square marked 'X'.
- E** These doors will not open until the 2 Chaos Warriors are defeated.
- F** Once the doors are opened, a great gust of wind blows the Heroes into the room. They are immediately surrounded by a large force of monsters, there is no escape. Castillion glares at you gloatingly and says, "Well met, heroes. HA! It would appear that I have you surrounded. You have just secured my status in Zargon's army and I thank you for that! Take them away!!"

Zargon, you may substitute other monster of equal or less strength in 'Room F'.



Quest 6

The Arena

"You have been captured by Castillion and imprisoned with no hope of escape. Castillion has an arena that he wishes you to fight in and

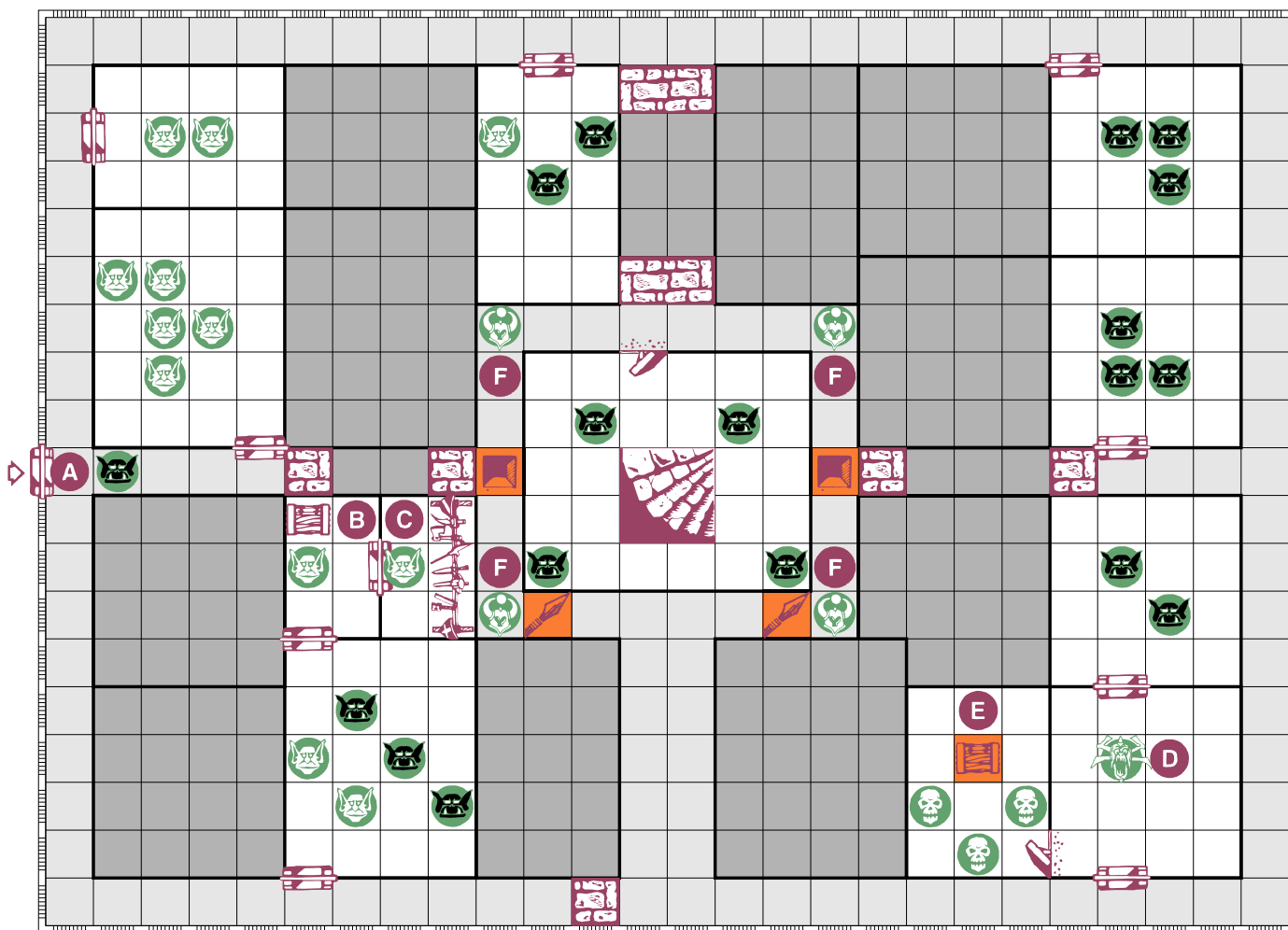
die in. If you could only get to your weapons, you would stand a chance to battle your way free."

NOTES:

- A** The Heroes have been badly mistreated and begin the Quest with 1 less Body Point than their maximum. A Dark Warrior is held prisoner in a cell next to the Heroes. He tells the Heroes that he can break them out of their cell and get their equipment, as long as they promise to take him with them.
- B** The Heroes have no weapons or armor and may only attack with 1 Combat Die and defend with 2 Combat Dice.
- C** The Heroes find all of their equipment and supplies here as does the Dark Warrior. All of the Heroes' Gold is missing. There is an extra Potion of Healing (4) mixed in with the rest of the equipment.
- D** If the Heroes search for treasure in this room, one of the Orcs was carrying 15 Gold Coins and a Potion of Healing (3).
- E** As soon as the Heroes round the corner, they see the Ogres standing there, awaiting their arrival. The Ogres will not attack until they are ordered to do so. See Note 'F'.

- F** Once all of the Heroes have past the square marked 'X', Zargon will put a single blocked-wall tile down. Castillion will then stand and say to the Heroes, "I see my sniveling servant has freed you. No matter, I think I will enjoy watching this fight. Kill them All!!" Play will continue. On Zargon's turn, the Ogres will try to pair off with the Heroes.
- G** The Heroes do not notice the stairs until all of the Ogres are dead. At which point the Chaos Warriors will rush the Heroes and Castillion will attack. Castillion's stats are: M: 7, A: 3, D: 4, BP: 4, MP: 6; and can cast the following spells: Head Rush, Rust, Ball of Flame, Tempest and Firestorm.

If the Heroes escape with the Dark Warrior alive, he will return their Gold to them and pledge his life to them for saving his. He will remain a free Mercenary for the Heroes, until he dies. This Mercenary will have 3 Quests under his belt at the completion of this Quest.



Quest 7

Iron Mountain (Base Camp)

“Your new Mercenary friend has mentioned that there has been some increased activity near Iron Mountain. This is probably a good place to

search next, as it is our only lead. Take caution and watch your step. I will await your return.”

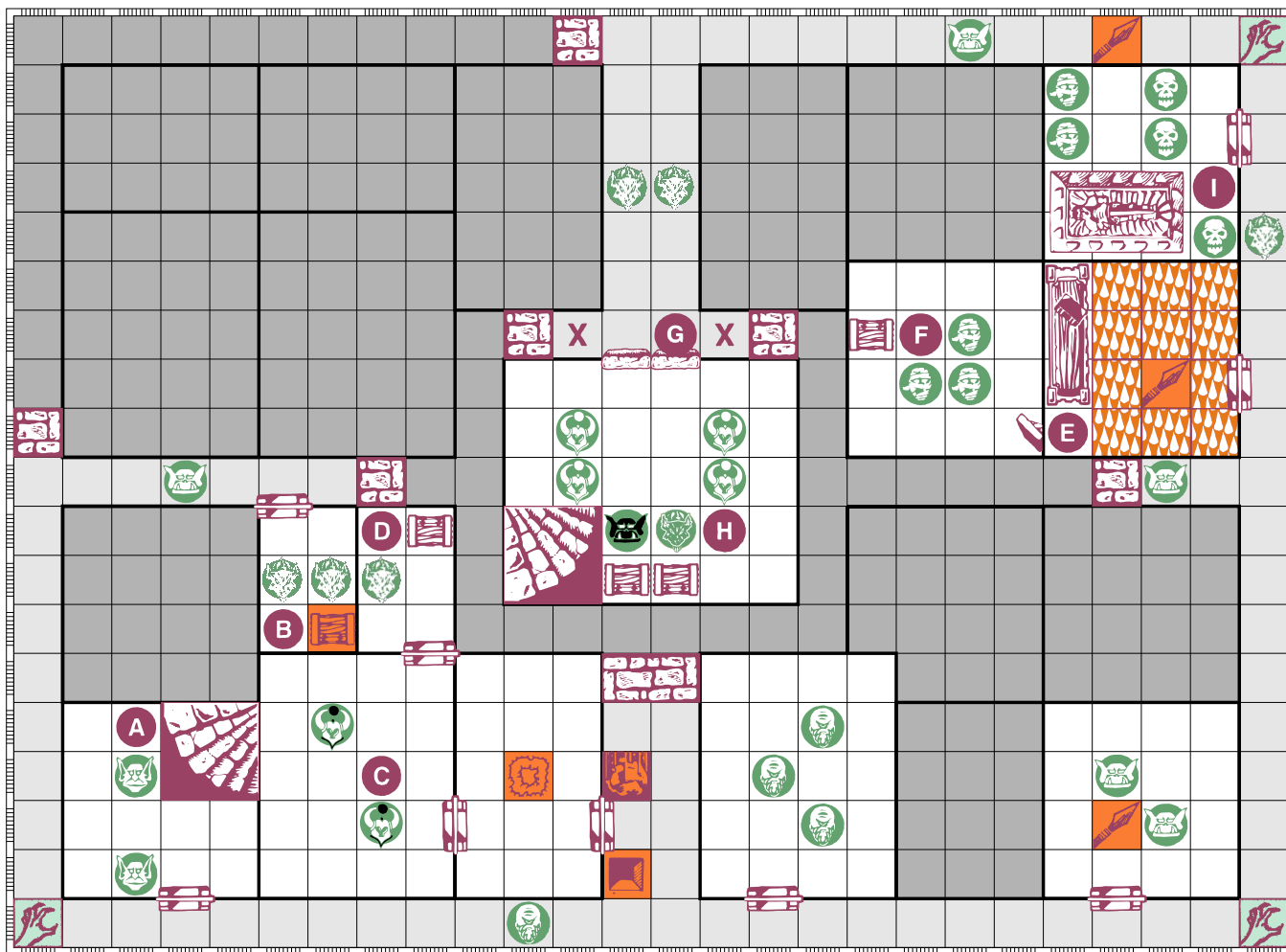
NOTES:

- A** This Black Orc is carrying 2 long swords identical to those in the Armory. He can attack diagonally.
- B** In this chest is 100 Gold Coins, a Potion of Healing and a Potion of Dexterity.
- C** On this weapons rack, the Heroes will find 3 Daggers and 1 Magical Dagger (see matching Artifact Card).
- D** This Gargoyle is a stone statue. It will not move or attack, period (but don't tell the Heroes this).
- E** The outside of this chest reads: “Stone to Flesh”. If the Heroes search for treasure they will find a Potion of

Strength and $\frac{1}{4}$ of Mentor's Medallion inside the chest. They will also set off a trap, that cannot be searched for (See Note 'F'). This Medallion piece will grant the Hero possessing it +1 Mind Points. If either the Wizard or the Elf carries both pieces, they will be able to cast 2 spells per round (but will not have any other bonuses).

- F** These are Stone Warriors. They will not move, attack or take damage (see Note 'E'). Once they have been activated, they will have the following stats:

Movement	Attack	Defend	Body	Mind
6	5	4	4	1



Quest 8

Iron Mountain (Citadel)

“The Stairway takes you up, higher into the Citadel of Iron Mountain. You believe that there


is more to this keep than there should be. Proceed with caution.”

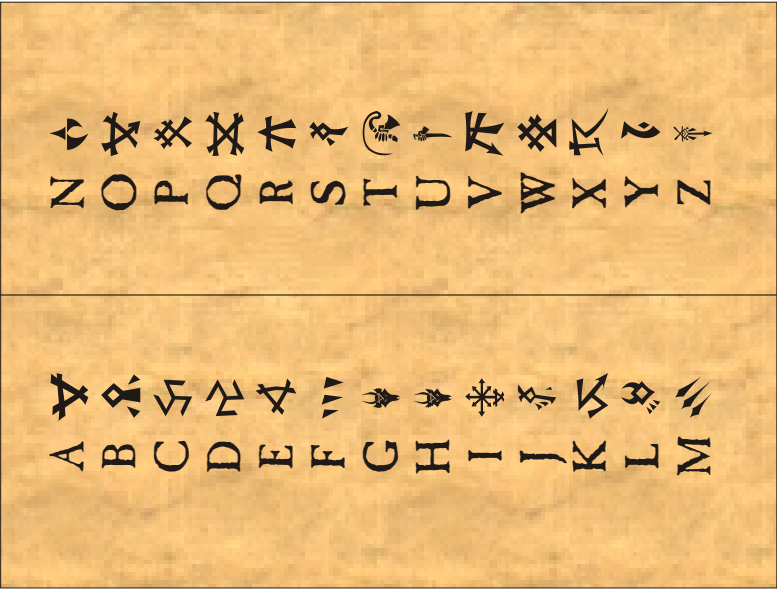
NOTES:

- A** This is where the Heroes begin.
- B** If the Heroes search for treasure before searching for traps, they will set off a trap that will spray them with acid. It will instantly disintegrate any non-magical metal weapons and armor that the Hero has equipped. Inside the chest are 250 Gold Coins and a Potion of Healing (1d6).
- C** Each of these Doomguard Warriors is carrying a Longsword and may attack diagonally. After the Heroes defeat these Warriors, they will find the 2 Longswords if they search for treasure.
- D** Inside this chest is set of Chainmail armor and a Potion of Healing that will restore up to 4 Body Points of damage.
- E** The Spiked Floor Trap is so well hidden, that a search for traps will only reveal the Spear Trap. If the Heroes search for treasure or secret doors, they will reveal a lever in the cupboard. If the Heroes choose to pull the lever, it sets off the Spiked Floor Trap and will reveal the secret door.
- F** This chest contains 300 Gold Coins, the Aegis Shield (see new Artifact Card) and ½ of the code parchment.
- G** Carved onto these stone doors is a runic Skaven language. Zargon, hand the Heroes the new stone piece included in this Quest Pack. If the Heroes make an incorrect attempt to open the door, 2 monsters appear on the squares marked ‘X’ in this order: Skaven, Goblins, Orcs, Fimir, Chaos Warriors, Doomguard.
- H** As soon as the Heroes open the door the White Seer may immediately, steal one of the Heroes’ spells. This is an ancient White Seer and his stats are as follows:

Movement	Attack	Defend	Body	Mind
6	3	3	4	6

Once the White Seer falls, the other monsters run for the stairs and leave the board. The Heroes also notice in the fallen skaven’s hands a mystical ruby.
- I** Inside the tomb, the Heroes find ½ of the code parchment.

Wandering Monster in this Quest:  2 Orcs



Head Rush



When cast, the target rolls Combat Dice equal to his Mind Points. For every Skull that is rolled, the Hero will pass out for that number of rounds. A Healing Potion or healing spell given by a fellow Hero, will undo this spell's effects.

Transport



This spell can be cast on any 2x2 area in the Sorcerer's line of sight. Any figures in this area will be teleported to a new location on the map.

Enchantment



This spell will add an enchantment On any non-magical melee weapon or armor.

Weapon/Armor

- 1) -1 AD/-1 DD
- 2) +1 AD/+1 DD
- 3) +2 vs. Green/+1 vs. Edged
- 4) +2 vs. Undead/+1 vs. Blunt
- 5) +2 vs. C. Warriors & Gargoyles/+1 vs. Magic
- 6) +2 vs. C. Sorcerers/+2 DD

Aegis Shield

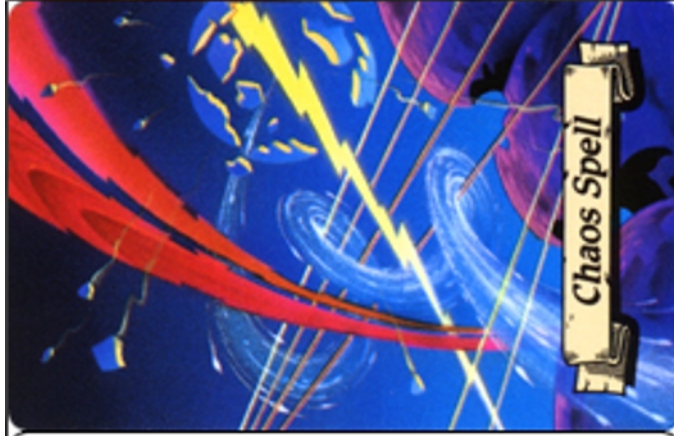


This shield grants it's wielder 2 extra Defend Dice. Also, once per Quest it will allow the wielder to absorb 1 Elemental Chaos Spell cast at him. Cannot be used by the Wizard.

Chaos Spell



Chaos Spell



Equipment



Mace of Disruption



This mace allows the wielder to attack with 2 Combat Dice. When battling a regular Undead creature, the wielder may throw 3 Combat Dice. If 3 Skulls are rolled, the Undead creature will not get the option to defend and will simply explode into dust. Cannot attack diagonally. Cannot be used by the Wizard.

Equipment

Frost Wolf



Movement Squares 8 Attack Dice 7 Defend Dice 3 Body Points 4 Mind Points 2

8	7	3	4	2
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Special: Once per Quest can use Chill Breath to inflict 1 adjacent opponent with 1 Body Point of damage that cannot be defended against.



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