

HERO QUEST™

Heir to Chaos

Q U E S T



B O O K

A Message from Mentor

These are troubled times Heroes. Though you have been successful in your Quest to kill the Witch Lord and rescue the Emperor, all is not right in the kingdom. Loretome has told me of a new evil. A cunning and ruthless man named Gilgamesh has united the leftover forces of evil, in an attempt to secure a new evil empire.

Gilgamesh first journeyed to the mountainous regions of Kragmire and met with Nurock, chief of the surviving Orcs. Gilgamesh convinced the young war chief to become one of his generals, and helped him set up a base in the forgotten fortress of Bloodspire Keep.

Next Gilgamesh traveled across the great wastes, and into the Dreadlands, where the dead do not sleep. There, he disturbed the tomb of Scythe, one of the greatest Wraith Lords that ever existed. With a promise of an endless supply of fresh victims, Gilgamesh was able to convince the dark king to become his second general. It is now rumored that the Wraith Lord now resides in Grymdale Crypt.

Finally, Gilgamesh descended into the foul depths of Drudgery Catacombs, where he called upon Bonesnap and Wolfsheath. Both Terrible Ogres, Bonesnap has the strength of ten men, while Wolfsheath knows powerful Shamanistic magic. They became the final generals in Gilgamesh's army of destruction, and now gather troops in the catacombs.

You must kill each of these evil generals, and Gilgamesh himself, who lives in the once mighty Castle of Wynterbled. If they are allowed to live, they could assemble an army so powerful, that all of the Empire would be laid to waste. Journey to each of these places, Heroes; and kill them on their own lands. This will be the hardest of your adventures, but I have faith in you, like I always have. Good Luck!

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.

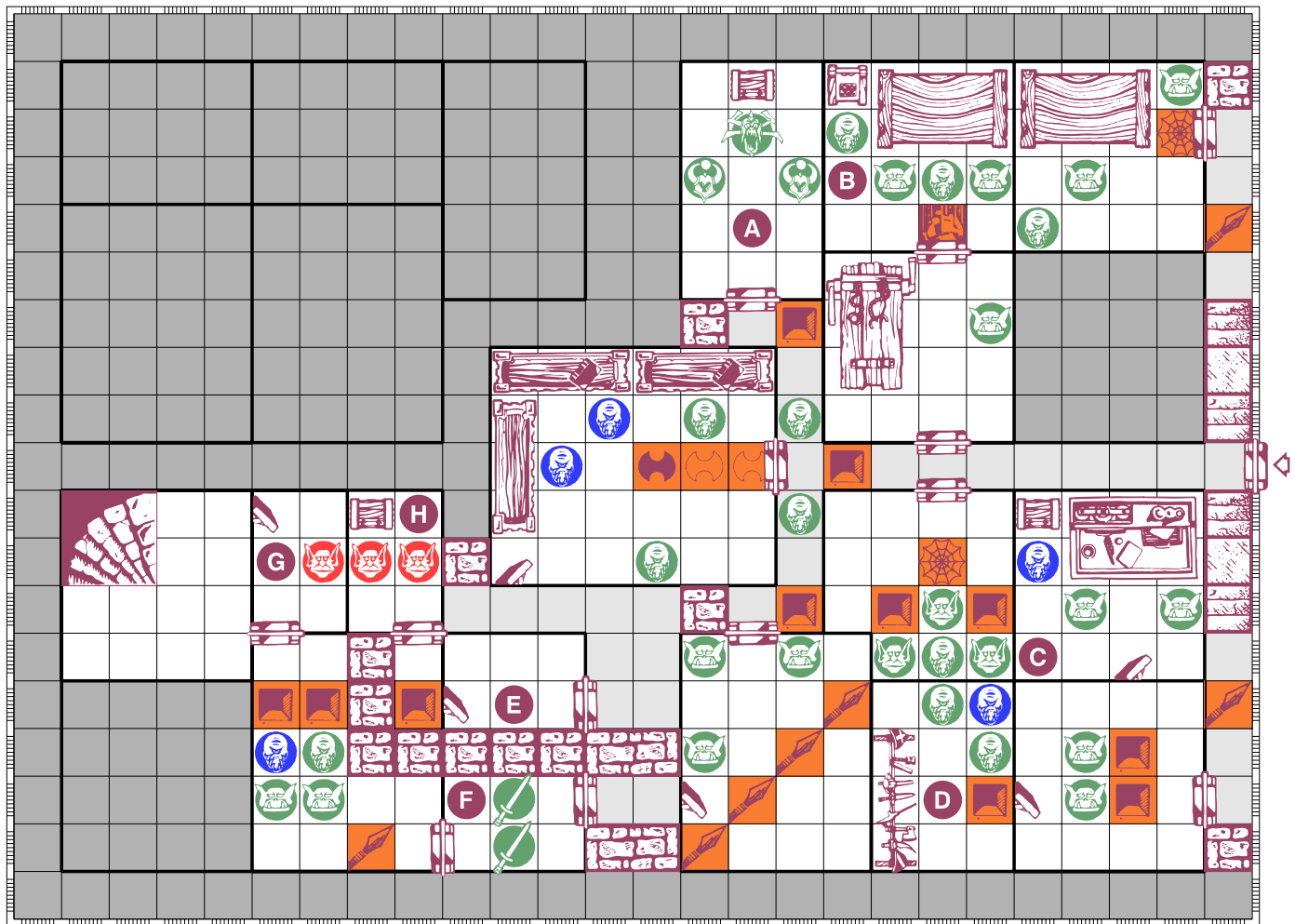


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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 1

The Key of Bloodspire Keep

The first task you must complete is the assassination of Chief Nurock, the Orc General. You have to find the Bloodspire Key in

order to move onto the second floor, however. Beware; it is no doubt guarded by a variety of traps and monsters.

NOTES:

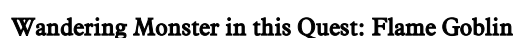
The Heroes start at the iron entrance door and end at the stairway.

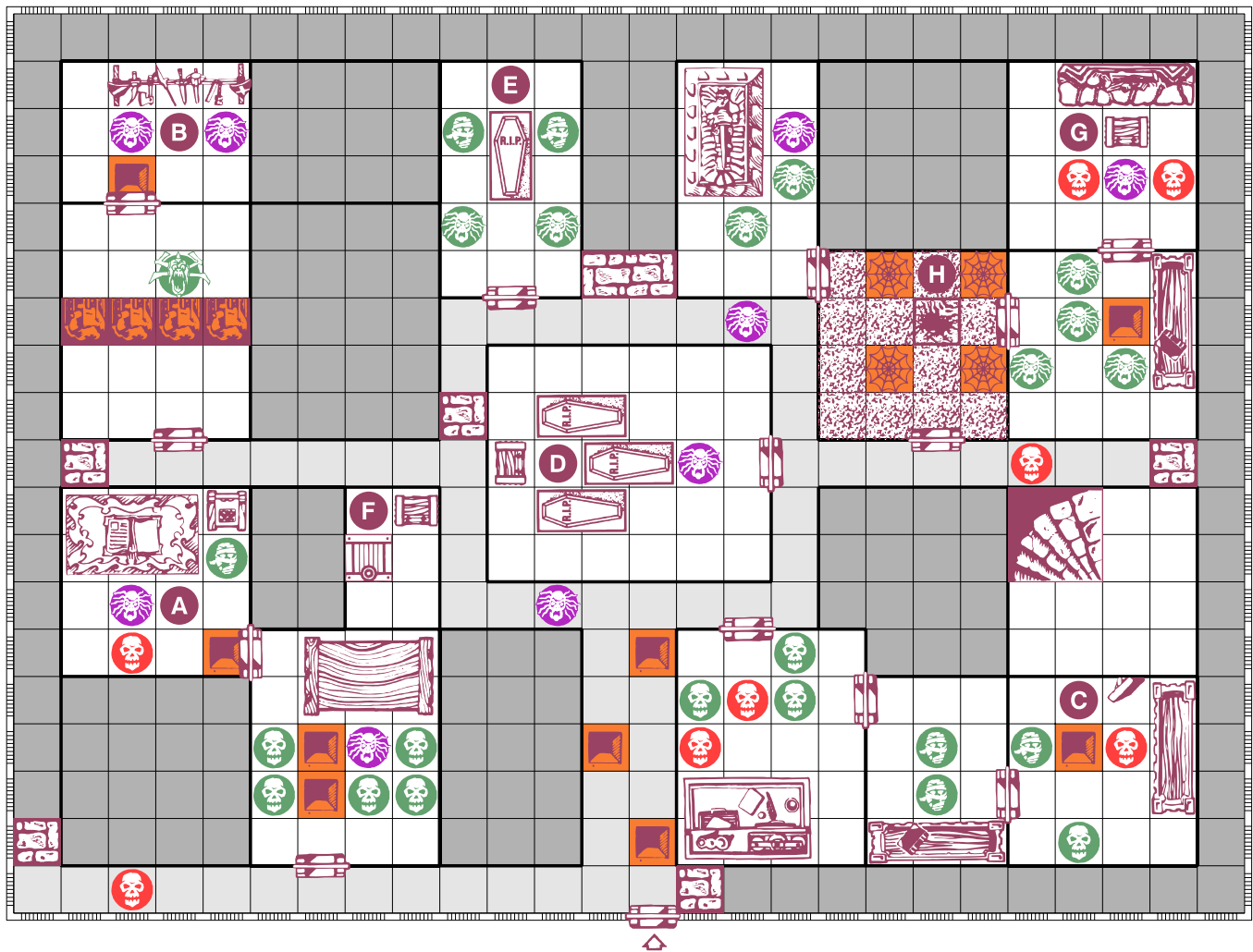
H The chest contains Bloodspire Key. Make sure the searcher records it as an item on his Quest Sheet.

- A** The chest contains the artifact: Rabbit Boots.
- B** If the monsters in the room are killed and the Hero searches for secret doors, the throne slides away revealing a passageway into the room marked A.
- C** The chest contains the artifact: Dwarven Utility Belt.
- D** Upon searching for treasure without looking for traps first, a Hero will find the hilts of the weapons covered in poison and will lose 3 Body Points. The weapons are otherwise useless.
- E** A man named Truidar sits here in sorrow. A group of Mercenaries stole his family crest. If the Heroes recover the crest, Truidar will open the secret door behind him. The door will otherwise be undetectable.
- F** These Mercenaries have the crest. If the Heroes defeat them and search for treasure, they will recover it.
- G** This secret door cannot be discovered unless the searcher holds the Bloodspire Key.



Wandering Monster in this Quest: Fimir





Quest 3

The Key of Grymdale Crypt

Good job Heroes, but there is no time for rest. You must now pay a visit to Grymdale Crypt where you are to find the Crypt

Key, and use it. This allows further access into the Wraith Lord's chambers.

NOTES:

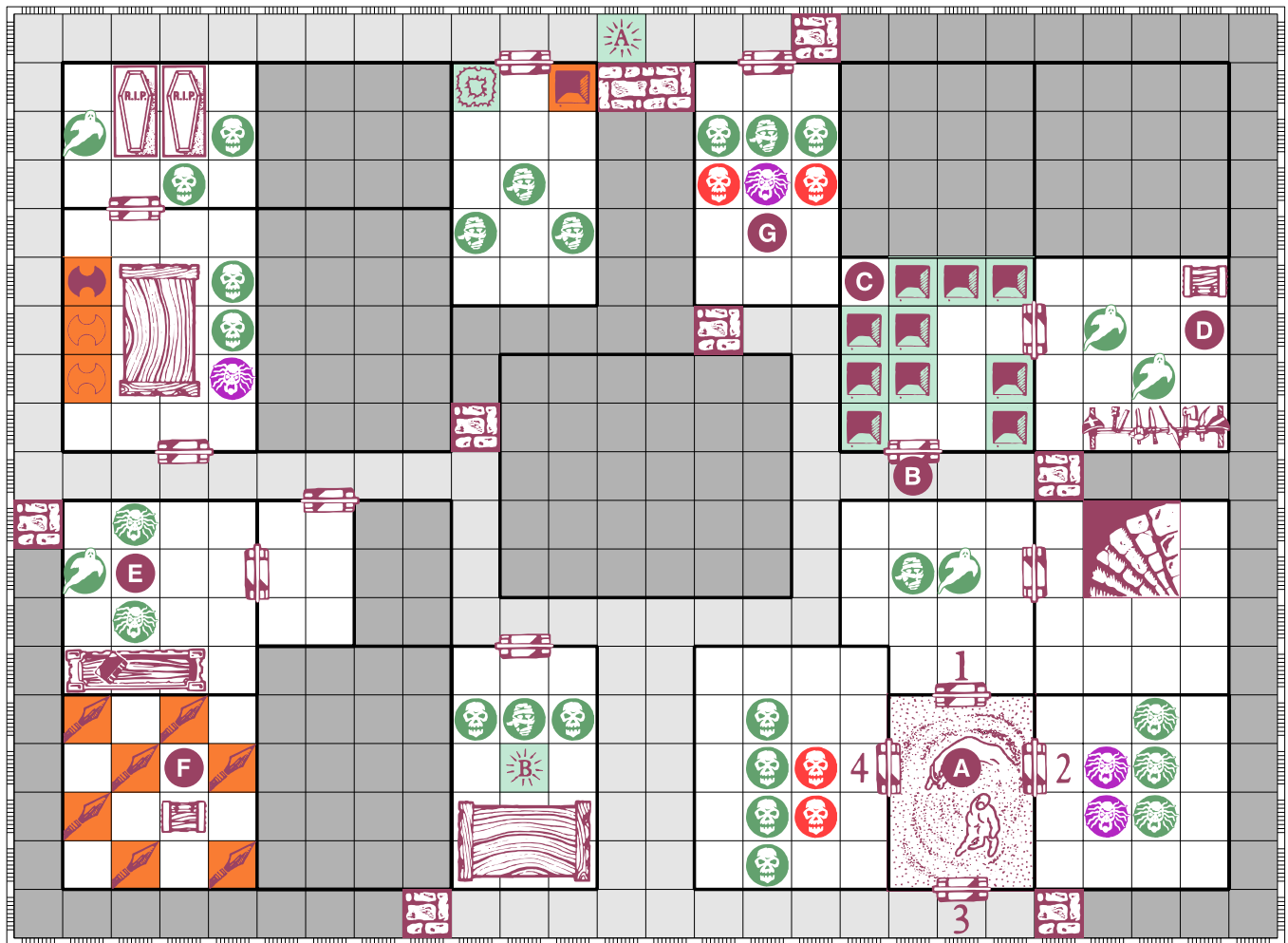
The Heroes start at the iron entrance door and end at the stairway.

- A** The first Hero to search for treasure will find the artifact: Magical Throwing Dagger.
- B** The weapons are too decayed to use.
- C** This secret door can be found but can't be opened unless the searcher has the Grymdale Key.
- D** When a Hero enters this room, the coffins start to produce one Skeleton each, per turn; until its destruction. The coffins each have 2 Body Points and 5 defend die. The chest contains the artifact: Ghost Shoes.
- E** If the coffin is attacked, it breaks and a trap door connecting to room F, is found.
- F** The chest contains Grymdale Key. Make sure the searcher records it as an item on his Quest Sheet.
- G** The chest contains the artifact: Elixir of Life.

- H** This Death Mist may be moved during Zargon's turn. It may pass over traps, but can only stay in this room. Whenever it moves over a Hero, that Hero loses one Body Point. The mist can only be killed by the Spirit Blade or a Tempest spell.



Wandering Monster in this Quest: Red Bone



Quest 4

The Wraith Lord

You are now in the pits of the crypt that holds Scythe, the Wraith Lord. With his death, we will be all the closer to

reaching our goal. But be warned, there is danger here that many have never seen.

NOTES:

The Heroes start at the stairway and end when Scythe dies.

- A** This room is filled with mist that clouds the Heroes eyes. In order to leave, the Hero must roll 1 red die. A roll of 1-2 brings the Hero out of door 1; a roll of 3, out door 2; a roll of 4-5, out door 3; a roll of 6, out door 4.
- B** There are runes on this door that only the Wizard or seer can understand. They say: "East, North, North, East"
- C** These pits cannot be found or disarmed. Any Hero who falls in one loses 2 Body Points instead of one.
- D** The chest contains 350 gold coins and the weapons rack has the artifact: Ethereal Staff.
- E** Searching for secret doors makes the bookcase move, allowing secret passage to room F.
- F** The chest contains 2 Potions of Healing.
- G** The Wraith Lord starts on the square marked G. His stats are listed below. The Quest is over once Scythe is defeated.

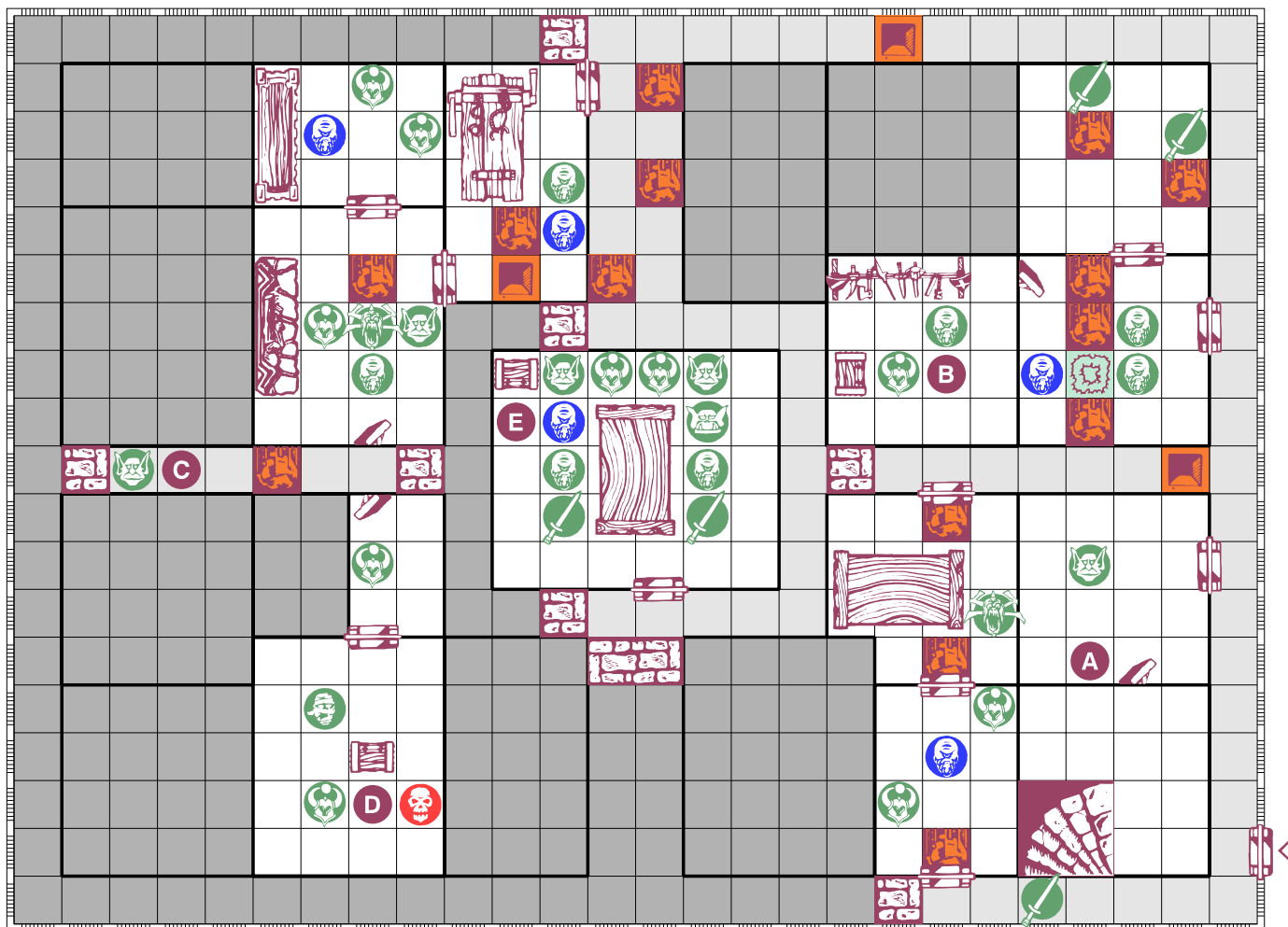
The Wraith Lord's Stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8 (Teleport)	2	6	5	8

Teleports to anywhere within its movement radius. He carries the spell deck marked "Wraith Lord".



Wandering Monster in this Quest: Mummy



Quest 5

The Key of Drudgery Catacombs

On to Drudgery Catacombs and the lair of the Ogre Generals. Bonesnap and Wolfsheath know you are coming Heroes, so beware. They have since heard of the desecration at Bloodspire

Keep and Grymdale Crypt, and have gathered many troops in preparation for your inevitable siege on their domain. Be as cautious as you possibly can.

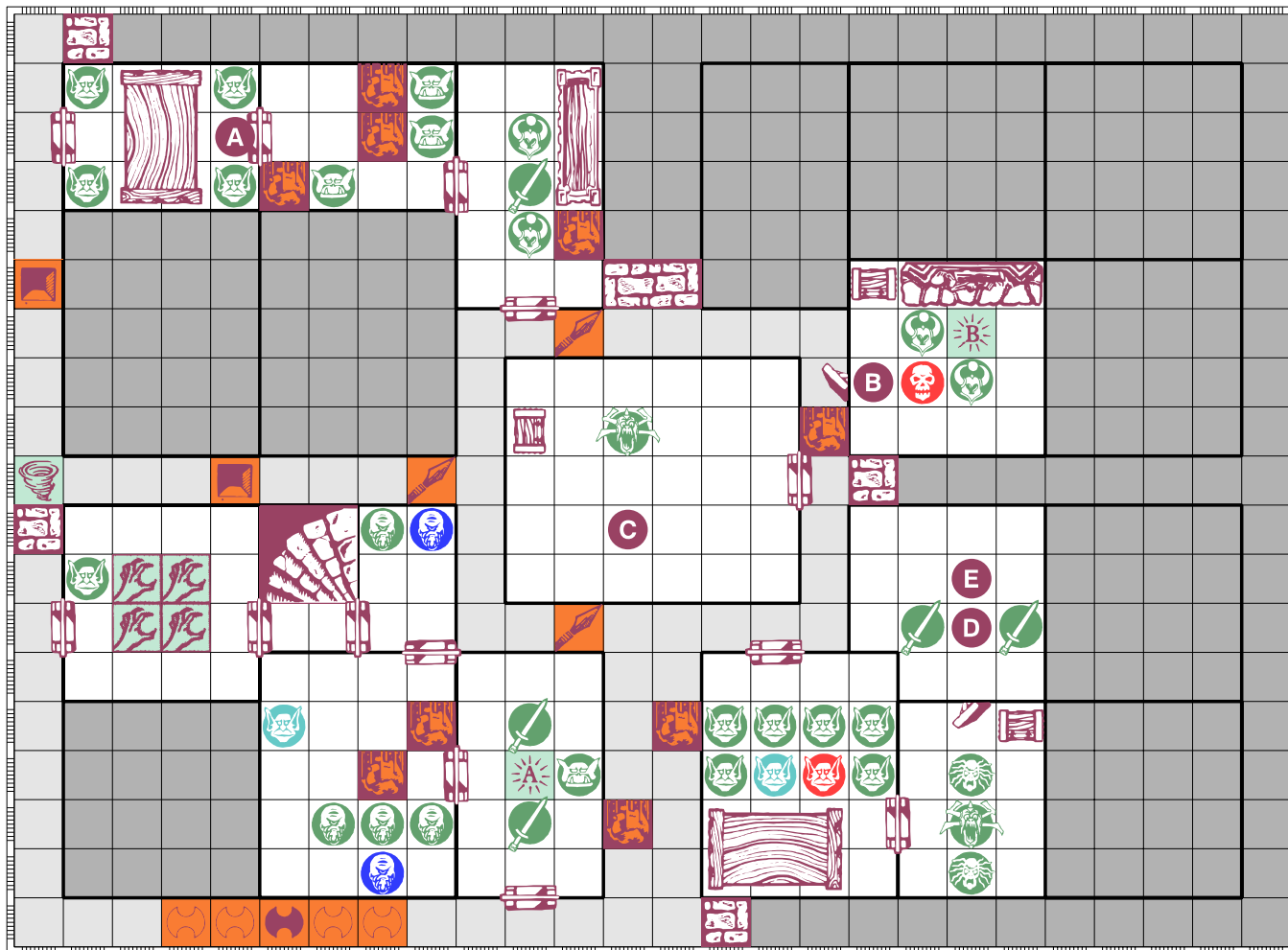
NOTES:

The Heroes start at the iron entrance door and end at the stairway.

- A** This door can only be found if the searcher possesses the Drudgery Catacombs Key.
- B** The chest contains a Potion of Healing and the weapon rack holds a halberd.
- C** This Goblin taunts the Heroes who are in his line of sight. He will not move and tries to lure the Heroes to him, in hopes that they will trigger the falling block trap, and be trapped forever.
- D** The chest contains the Key to Drudgery Catacombs.
- E** These monsters lie in ambush for the unsuspecting Heroes. They are clad in their finest battle armor, and each Have an extra defend dice. The Goblins also carry short bows, allowing them to use 2 attack dice to any Hero in their line of sight. The chest contains the artifact: Crown of Leaves.



Wandering Monster in this Quest: Chaos Warrior



Quest 6

The Ogre Generals

I know little of what awaits you in the rest of these dank catacombs. I only know that great danger is afoot, and things may not be as they seem. Indeed Heroes, my prayers are with

you on your Quest to slay the two Ogre Generals. Bonesnap and Wolfsheath will not make this easy.

NOTES:

The Heroes start at the stairway and end when both Ogre generals are dead.

- A** The Heroes are not allowed to walk across this table, it is too large. Only missile weapons can go over it... it just so happens that all four of the Goblins have bows! They hit with two attack dice, to any Hero in their line of sight.
- B** The chest contains 500 gold coins and the artifact: Elixir of Life.
- C** As soon as the first Hero enters this room, the door slams shut behind him. The door will not open again until either the Gargoyle, or the trapped Hero is dead. The chest contains the artifact: Blight Mace.
- D** Bonesnap stands on this square. His stats are listed below. The Quest will not end until both Ogre generals are dead.
- E** Wolfsheath stands on this square. His stats are listed below. The Quest will not end until both Ogre generals are dead.

Bonesnap

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6	6	5	2

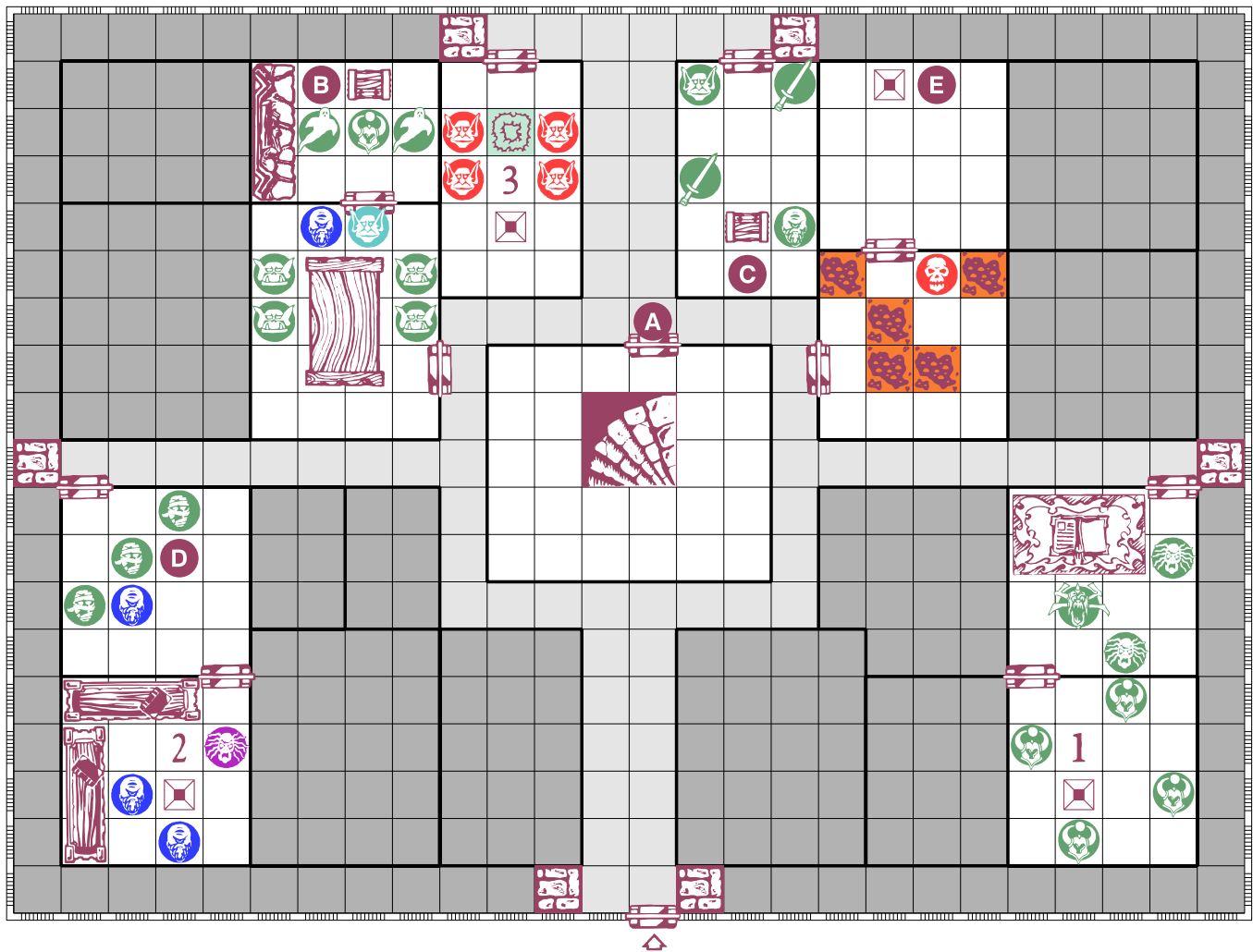
Wolfsheath

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	2	6	4	6

Has "Ogre Shaman" spell deck.



Wandering Monster in this Quest: Fimir Shaman



Quest 7

The Switches of Wynterbled

Listen carefully Heroes, for your journey into Castle Wynterbled is far different than any of your other expeditions. There is no key to the staircase, but three switches that must be pressed

instead. Travel around the castle and find these switches, only then can you transcend into the very chambers of Gilgamesh himself!

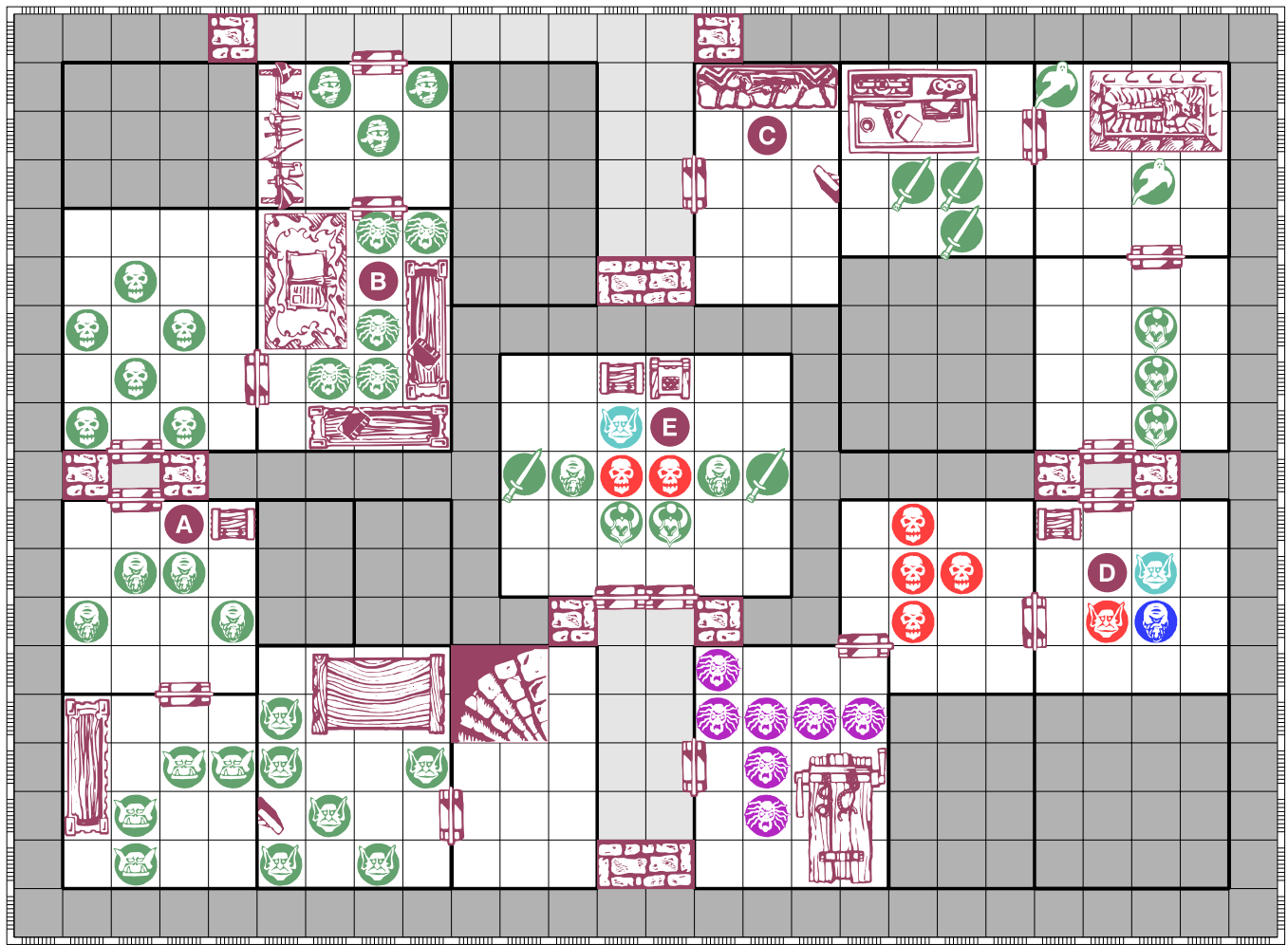
NOTES:

The Heroes start at the iron entrance door and end at the stairway.

- A** This door will not budge until the switches marked 1, 2, and 3 Are pressed. When this happens, the door immediately opens and the contents of the room are revealed.
- B** This chest contains a Potion of Defense and a Potion of Dexterity.
- C** This chest contains 600 gold coins.
- D** These Mummies are creations of the Fimir Shaman in the room. They cannot be harmed until the Fimir Shaman is killed. They disappear when the Shaman is destroyed.
- E** As soon as the first Hero enters the room the door immediately closes behind him. Tell the Hero that *"the ceiling is starting to close in on you, and if you don't find the HIDDEN switch in 3 turns, you will die."* If the Hero fails, remove him for the rest of the Quest. If he succeeds in locating the switch, than the door opens, the ceiling goes back to normal, and the artifact: Night Mail drops from a crevice in the ceiling. The Hero may pick it up when he searches for treasure.



Wandering Monster in this Quest: Chaos Warrior



Quest 8

The Heir to Chaos

This is it Heroes! You are in the final leg of your perilous adventure. Gilgamesh lies in waiting for you, in the center of

his castle. When he is dead, the kingdom will have the veil of peace lifted once more.

NOTES:

The Heroes start at the stairway and end when Gilgamesh is dead.

- A** This chest contains the 3 of the artifact: Magical Throwing Dagger.
- B** When a Hero searches for treasure allow him to pick any two Spell Scrolls from the scroll deck.
- C** There is a magical mist in this room that instantly heals any Hero who enters it. The mist remains here forever, but don't tell the Heroes that!
- D** This chest contains the artifact: Stormbringer.
- E** Gilgamesh stands on the square marked E. His stats are listed below. He carries the spell deck "Chaos Heir Spells". The treasure chest contains 1500 gold coins. The Quest ends when the Heroes kill Gilgamesh and if they so choose, open the treasure chest.

Gilgamesh

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	7	6	8

Has the "Chaos Heir" spell deck.

When the Quest is over, read the following text:

Well done Heroes. The Empire rejoices because of your Heroic deeds. Gilgamesh lives no more, and his generals are destroyed. As reward for your good deeds, the Emperor will give you each a potion that permanently increases your total Body Points by one. That ought to help your future expeditions! We are all truly grateful, and your legacy will live on, long after you're gone.



Wandering Monster in this Quest: Ghost