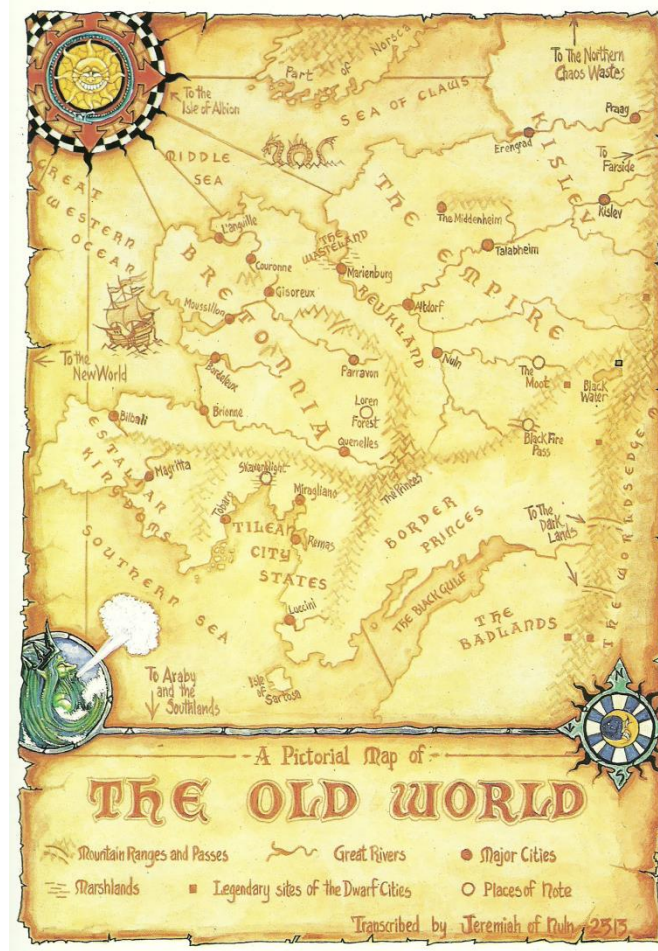




# HERALDS OF CHAOS

A 12 Quest Adventure  
for a Group of Heroes








BY COUNT MOHAWK

# Instructions for *Heralds of Chaos*

The adventure continues! *Heralds of Chaos* is an unofficial expansion set used with your original Hero Quest Game System. You must have the Game System and all the official expansions in order to play the adventures in this booklet.











Monster Chart

| Monster      | Map Symbol  | Movement Squares | Attack Dice | Defend Dice | Body Points | Mind Points |
|--------------|---|------------------|-------------|-------------|-------------|-------------|
| Orc Boss     |  | 8                | 4           | 3           | 3           | 3           |
| Chaos Priest |  | 5                | 1           | 2           | 2           | 3           |
| Paladin      |  | 6                | 4           | 4           | 4           | 5           |
| Chaos Fury   |  | 9                | 5*          | 3           | 3           | 5           |
| Death Knight |  | 5                | 5           | 4           | 3           | 0           |

\*Chaos Furies may also choose to attack the Heroes' Mind, rolling three Combat Dice to attack an adjacent Hero in this way. Heroes defend against these Mind attacks normally.

## 1. Monsters with Equipment

Some monsters are better-armed than others, and are correspondingly more difficult to face in battle. These will be denoted with a variety of mini-icons superimposed on top of the monster's own icon on the Quest Map. Unless indicated in the Quest Notes, these items cannot be taken and used by the Heroes. Where possible, the Evil Wizard player should use special figures to differentiate between monsters with equipment and monsters without. Equipment provides monsters with the following bonuses:

|  |   |
|--|---|
|  | <b>Helmet:</b> +1 Defend die                      |
|  | <b>Shield:</b> +1 Defend die                      |
|  | <b>Tower Shield:</b> +2 Defend dice               |
|  | <b>Chain Mail:</b> +1 Body Point                  |
|  | <b>Plate Mail:</b> +2 Body Points                 |
|  | <b>Hammer:</b> +1 Attack die                      |
|  | <b>Broadsword:</b> +1 Attack die                  |
|  | <b>Axe:</b> +2 Attack dice                        |
|  | <b>Shortbow:</b> Ranged attack with 2 Combat Dice |
|  | <b>Crossbow:</b> Ranged attack with 3 Combat Dice |

## 2. Open Doors



In some Quests, certain doors are placed onto the game board open instead of closed. Lay out the rooms into which they lead when a Hero has a clear line of sight through them. These doors are otherwise normal doors.

## 3. Crates



Crates are a new piece of furniture in this Quest Pack. They occupy one square on the board and cannot be walked through, although they do not block Line of Sight. Like Treasure Chests, Crates often have gold and other valuables hidden inside!

## 4. Swinging Axe Traps



This trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof, attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with five Combat Dice, which they may not defend against. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

## 5. Fireburst Traps



This magical trap cannot be found by searching, as it has no physical component to detect. When any Hero enters a room containing such a trap, a magical vortex forms in mid-air. The Evil Wizard Player will place a Fireburst token in the room. Unlike other traps, the square with the Fireburst token can be moved onto safely. The vortex explodes at the start of Morcar's turn, attacking every figure in the room with 3 Combat Dice, against which they defend normally. After the trap explodes, it is gone forever; remove the token from the board.

## 6. Shock

If a Hero is reduced to 0 Mind Points, he goes into a state of mental shock. While in shock, the Hero rolls only one red die for movement and may only attack and defend with one Combat Die. In addition, the Hero ignores all bonuses from any Artifacts, Items or Equipment he is carrying, as well as from any Spells cast on him, except for those effects which restore one or more Mind Points. If a Hero in Shock would suffer further Mind damage, he instead loses an equivalent number of Body Points.

## A Message from Mentor

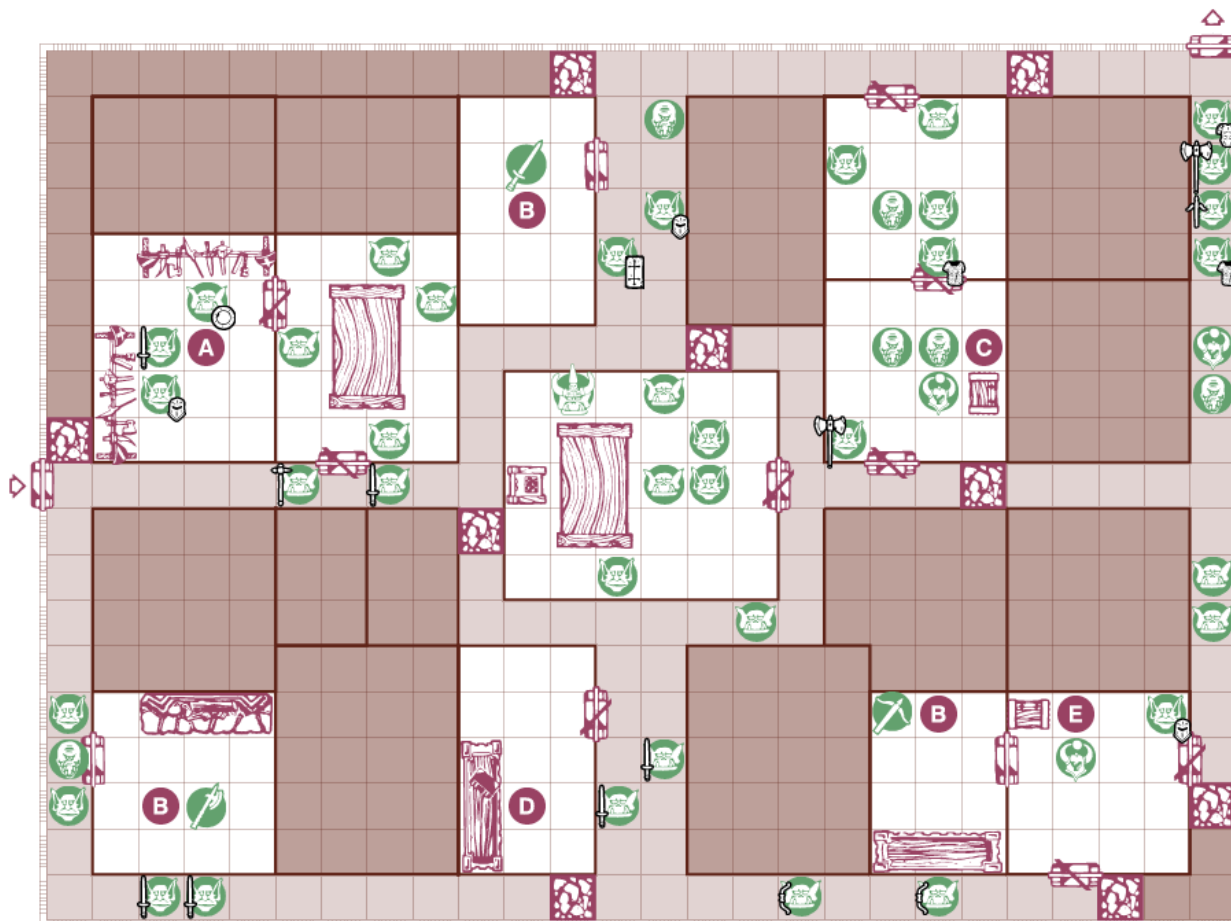
“My friends, you have done much for the Empire already. Yet there is always more work for the Heroes of the land. The forces of evil once again grow strong, and it falls to you to seek them out and drive them out of the Empire once more.

The Orcs of the Black Mountains are on the move again, stealing from the Empire’s border towns and striking fear into the citizens with their ruthlessness. Despite their brashness, however, I suspect Morcar is using them as a distraction while he plans far darker schemes. Morcar’s lieutenants are often skilled in the darkest arts of wizardry. I believe the storm clouds above the borderlands suggest the influence of at least one such agent.

Furthermore, the holy burial grounds of Kurst have been taken over. Loretome has not yet revealed to me the identity of the person responsible for the desecration of the acropolis, as the unknown assailant seems to be operating independently of Morcar. The forces of Chaos fractious at best, yet the rising of a new foe concerns me greatly.

I am sending you to the border provinces of the Empire to wait for the Orcs to strike again. If you can rout these marauders, the Empire’s scouts will be free to search for any other signs of these heralds of Chaos. Good luck, my friends. I hope we may meet again in happier circumstances.”

*Mentor*



## QUEST 1

# Raiders from the Black Mountains

While you were making merry in the local tavern, the legendary band of Orcs from the Black Mountains has struck again! It seems these Orcs have taken an interest in blacksmithing, as they have stolen the entire contents of the town's armory! If you run fast enough, you may be able to stop them before they can escape the town. Give chase and retrieve as much of the stolen armory as you can.

**NOTES**—The open doors in this quest have been broken down by the raiding monsters, and cannot be shut by any means. All monsters carrying an item spend their turns running at full speed in the direction of the exit. They will not attack the Heroes unless their escape route is blocked by one. The Heroes may take these items if they can kill their carriers, but they must return them to the town at the conclusion of the Quest.

**A** This is the blacksmith's house. The entire contents of the weapon racks in this room have been stolen by the Orcs. If a Hero searches for treasure in this room, they will find nothing, and may not draw a Treasure card.

**B** The Men-at-Arms in these rooms will join the Heroes for the duration of the Quest at no cost. The Hero who opens the door to the room gets to command that figure.

**C** The treasure chest contains 60 gold coins.

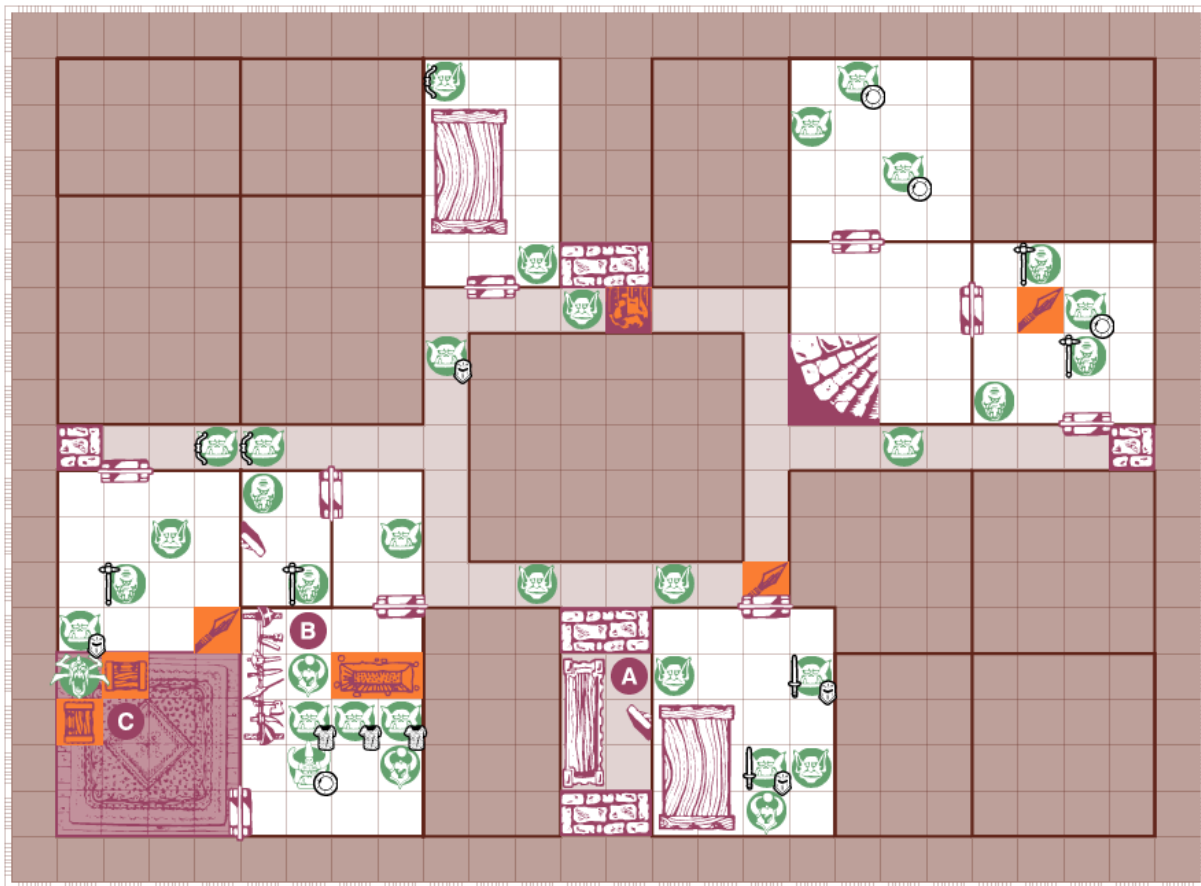
**D** The bookcase conceals two random Spell Scrolls.

**E** The treasure chest contains a number of financial papers worth 100 gold coins.

At the end of the Quest, the blacksmiths of the town will pay the Heroes 20 gold coins for each piece of equipment they retrieved from the Orcs.

Wandering Monster:  Orc





## QUEST 2

# Caverns of Iron

Heroes, you did well to interrupt the Orcs' attack before the entire village was destroyed. Unfortunately, most of the raiding party escaped with a large part of the armory! A small Imperial scout force has tracked the marauders to a small cave gouged into the side of a nearby mountain. You must defeat the Orcs and retrieve their plunder, for the worst kind of Orc is a well-armed one.

### NOTES—

**A** The cupboard contains a Potion of Strength, a Potion of Defense and a Potion of Healing capable of restoring up to four lost Body Points.

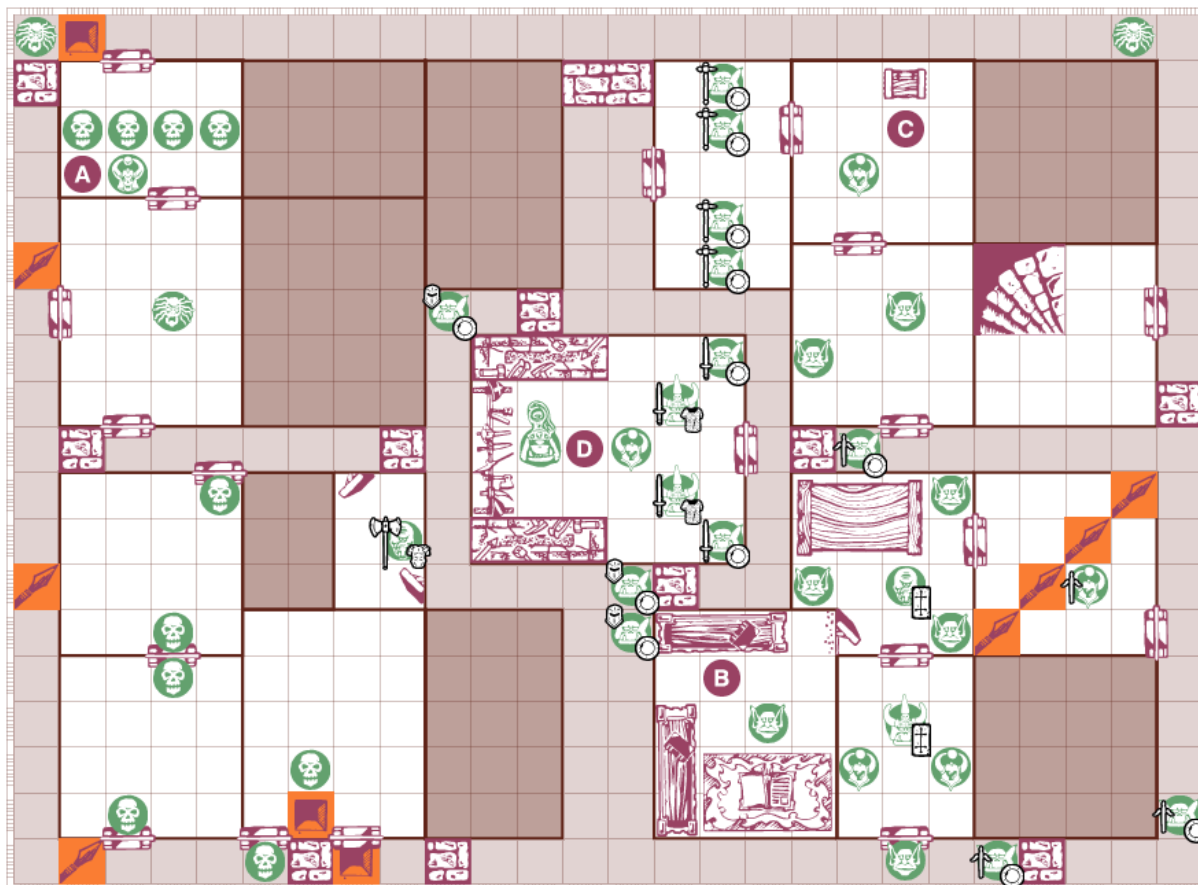
**B** The Orc Boss in this room is armed with an Orcish greatsword and may attack diagonally with it.

The weapons rack in this room holds many of the weapons and armor stolen from the blacksmiths, as well as a few much cruder Orcish broadswords and shields. Two Heroes may work together to carry the entire rack. The town's blacksmiths will pay each of those Heroes 100 gold coins in exchange for bringing them the rack at the conclusion of the Quest.

**C** The Gargoyle in this room is a statue of Baal'roth, one of the lesser deities worshiped by some followers of Chaos. It will neither move nor attack the Heroes in any way. If the Heroes are observant enough, they may notice that the statue's left hand is both empty and broken.

The treasure chests in this room are trapped. If a Hero opens either chest before both traps are disarmed, the Gargoyle statue will engulf the room in flames, dealing two Body Points of damage to every Hero in the room. The chests contain 200 gold coins and a scroll written in complicated sigils.

Wandering Monster:  Fimir



## QUEST 3

# The Crag of Black Fire

You did well to defeat the Orcish raiders. Unfortunately, reports have been coming in detailing another, larger band of Orcs causing trouble in other parts of the borderlands. Using the scroll you found in their cave, I have determined that the Orcs are using the Black Fire Mountains, onetime home of Balur, the Fire Mage, as a base. You must move to eliminate this new threat so that the fruits of Balur's craft are not taken up by anyone else.

### NOTES—

**A** This is Bane, a Chaos Sorcerer. His stats are as follows:

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 7        | 3      | 4      | 3    | 4    |

Bane knows the Chaos spells *Fireball*, *Deathbolt*, *Lightning Bolt* and *Escape*. He will immediately use the *Escape* spell if the four Skeletons in the room are slain or he suffers Body damage (even if it would normally kill him). When he does, remove him from the board – he will appear again to plague the Heroes later.

**B** These bookcases contain Balur, the late Fire Mage's notes and studies. Scattered on the table are three Spell Scrolls: *Fire of Wrath*, *Fireball* and *Courage*.

**C** Inside the treasure chest are two Potions of Healing that will each restore up to four lost Body Points.

**D** This is Farod, the leader of the clan of Orcs responsible for the recent raids. His stats are as follows:

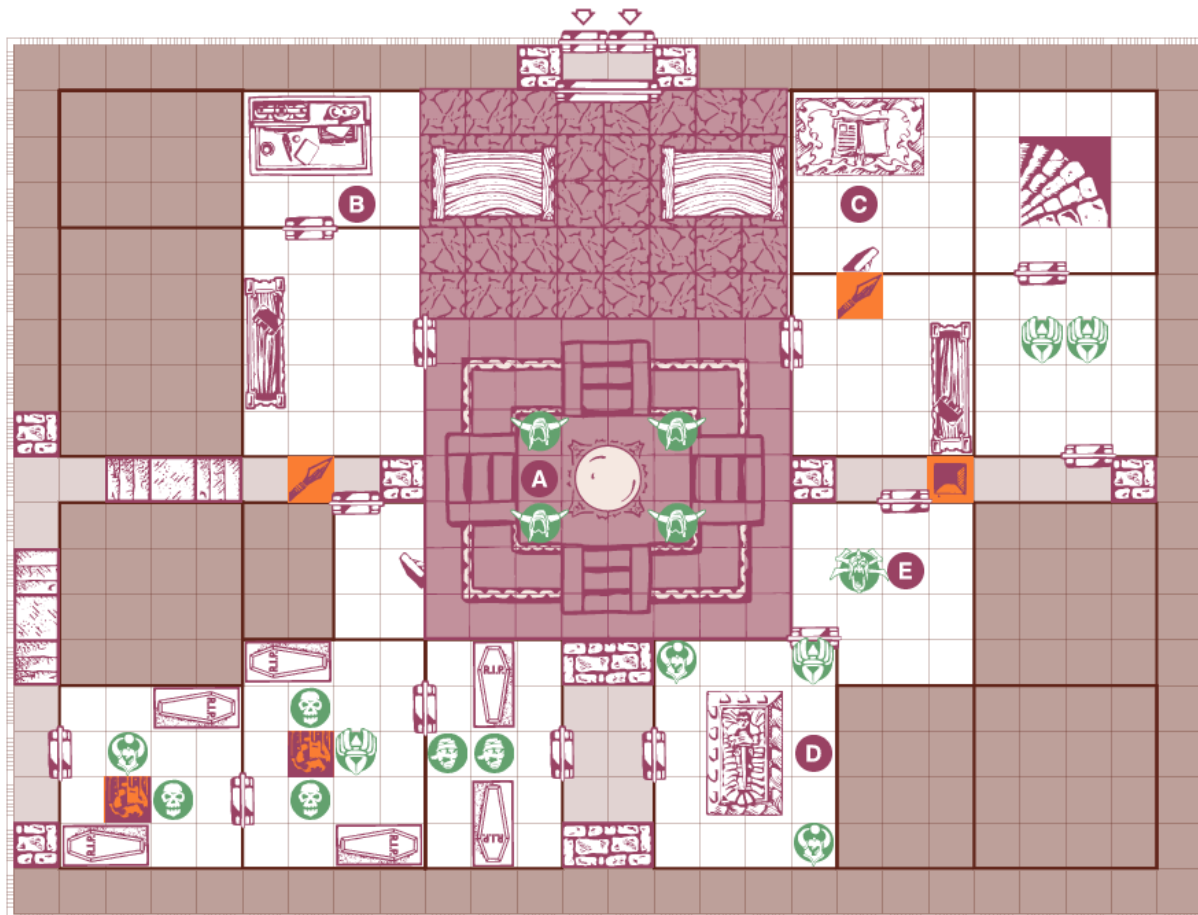
| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 9        | 6      | 5      | 5    | 4    |

Farod holds **Baal'roth's Flamberge**, a jagged greatsword that enables him to attack diagonally. He is also armed with an Orcish War Hammer, with which he can attack at range using three Combat Dice. The Heroes may take the flamberge when Farod is slain; give them the matching Dark Relic card.

Farod knows the Chaos Spells *Summon Orcs*, *Soothe* and *Firestorm*.

The forges in this room are not lit and do not cause any damage. The Weapons Rack holds the remainder of the blacksmiths' stolen weaponry. If the Heroes return everything on the rack to the smiths after the Quest is over, they will be gifted with a suit of *Chain Mail*.

Wandering Monster:   Orc with Crossbow and Shield



## QUEST 4

# The Chapel in Shadow

Reports have been coming in detailing an increase in Chaos activity surrounding the valleys in the west. The valley is home to a secluded order of monks as famous for their piety as they are for their silence. You must determine the source of the activity, even if it means disturbing the sanctity of their chapel.

### NOTES—

**A** These four Priests are the caretaker monks of the chapel. They are busy performing their evening ritual, and will not attack the Heroes, nor may the Heroes attack them. However, they still cannot Search for Treasure, Traps or Secret Doors here while the Priests are alive.

Once the Heroes have read from the book on the altar in room C, the Priests are revealed to be Chaos Priests and will attack the Heroes as normal.

**B** One vial of *Holy Water* sits on the Alchemist's Bench.


**C** When a Hero Searches for Treasure in this room, they discover that the book on the altar here is not a normal book of prayers, but rather a tome filled with profane Chaos rituals! The page the book is turned to details the beginning of a ritual to open a portal to the Chaos Realm.

**D** If a Hero Searches the room for Treasure, ask him if he wants to open the tomb of a cruel warrior. If he says yes, a thick cloud of dust fills the room, causing every Hero in it to lose one Body Point. The **Underworld Trident** lies inside the tomb. Give the searching Hero the matching Artifact card.

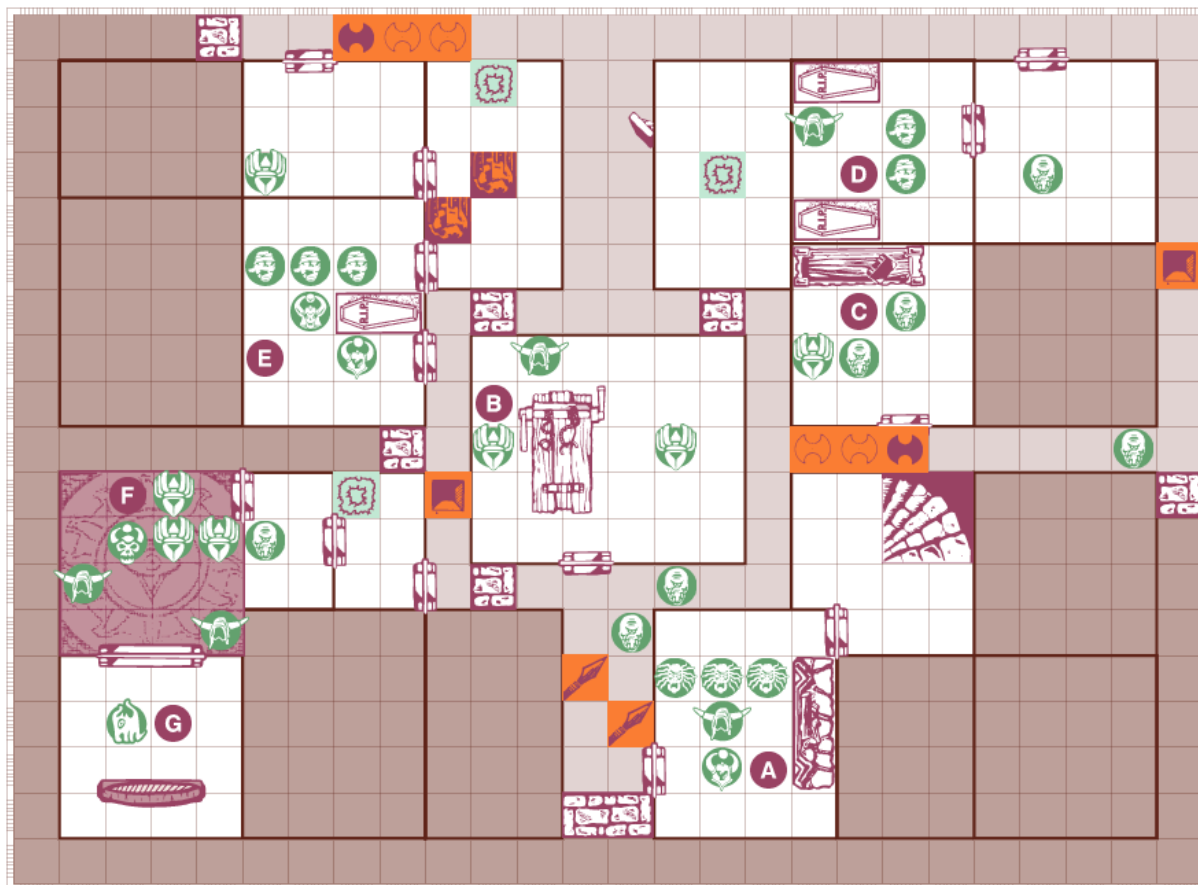
**E** This Gargoyle is made of basalt, and has the following stats:

| <i>Movement</i>                   | <i>Attack</i> | <i>Defend</i> | <i>Body</i> | <i>Mind</i> |
|-----------------------------------|---------------|---------------|-------------|-------------|
| 6                                 | 5             | 7             | 5           | 6           |
| <i>Abilities: Diagonal Attack</i> |               |               |             |             |

Wandering Monster: Before the Heroes pass through room A: None

After the Heroes pass through room A:  Mummy





## QUEST 5

# Corridors of Unrest

It seems one of Morcar's agents has corrupted the monks of the chapel, as they have forsaken their prior allegiance to their gods. It now falls to you to destroy all those who have turned to Chaos. Tread cautiously, for the remaining priests have surely been alerted to your presence by now.

### NOTES—

**A** The Chaos Priest here gives the other monsters in this room **Crush 1** (Heroes defend against their attacks with one fewer Combat Dice).

**B** The Chaos Priest here gives the other monsters in this room **Regenerate 1** (at the beginning of each of your turns, those monsters each recover one lost Body Point).

**C** The cupboard in this room contains five enchanted Daggers. Whenever a Hero Throws one of these Daggers, he rolls four Combat Dice to attack instead of one.

**D** The Chaos Priest here gives the other monsters in this room **Hellbent** (physical attacks deal no damage to these monsters unless they would outright kill them; spells and magical effects work normally). The coffins in this room each contain a Potion of Healing capable of restoring up to two lost Body Points.

**E** Bane has grown stronger since your last encounter:

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 8        | 4      | 6      | 5    | 7    |

Bane knows the Chaos Spells *Deathbolt*, *Firestorm*, *Tempest* and *Escape*. He will immediately use the *Escape* spell if the other monsters in the room are slain or he suffers Body damage (even if it would normally kill him). When he does, remove him from the board – he will appear again to plague the Heroes later.

**F** The leader of the fallen cult, Nero, stands here:

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 6        | 3      | 6      | 4    | 7    |

Nero knows the Chaos Spells *Summon Undead*, *Spirit of Vengeance*, *Break Mind*, *Command* and *Rust*.

The Chaos Priests in this room each add one Combat Die to the Attack value of every other monster in the room.

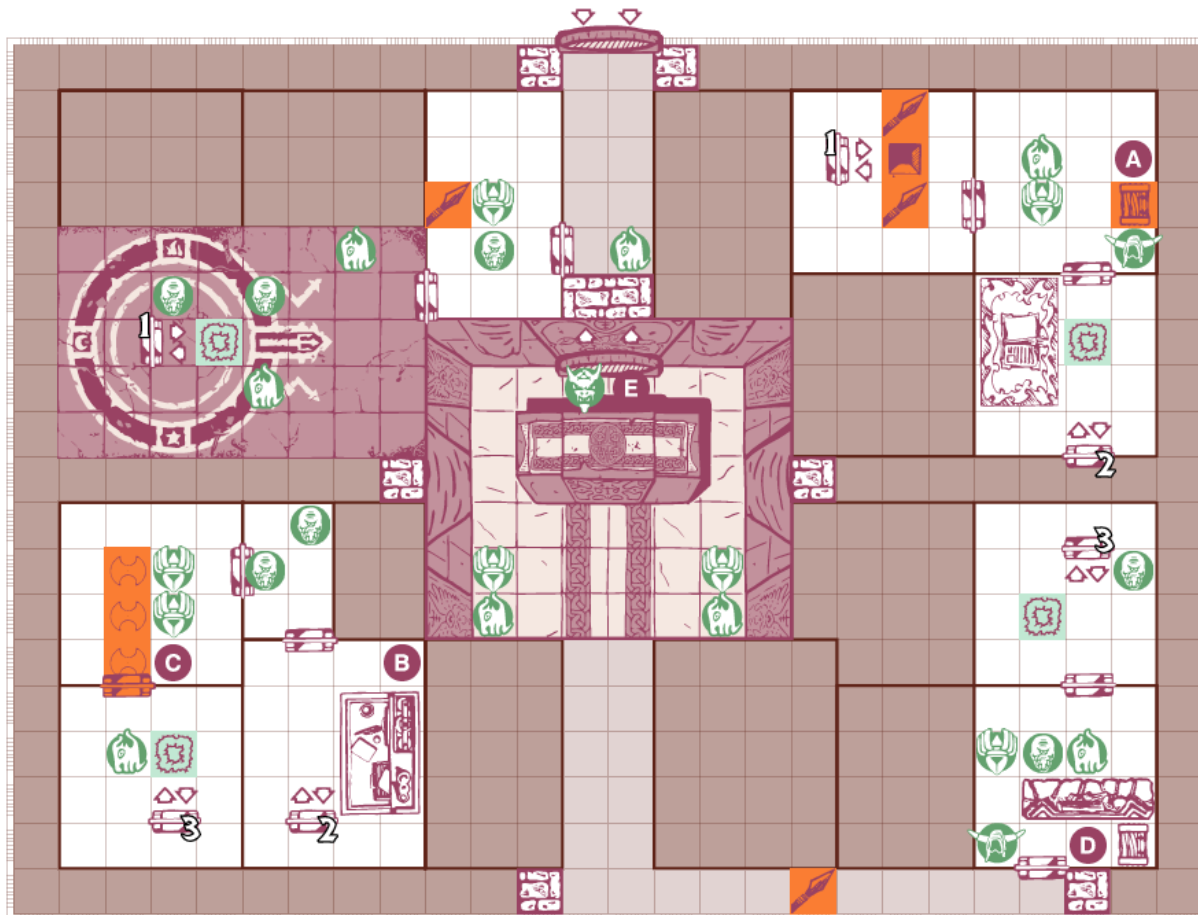
When Nero is slain, the dungeon is struck by an earthquake, which opens the door into the room G. This door cannot otherwise be opened.

**G** This portal leads into the Chaos Realm. Entering this portal concludes the Quest. The Chaos Fury here will exit the room through the portal immediately after a Hero enters through the doorway.

Wandering Monster:



Paladin



## QUEST 6

# Gateway to the Chaos Realm

You may have slain Nero, but in death he has achieved his true goal, and a portal to the Chaos Realm has opened. Unless the portal is closed, the chapel and the surrounding valley will be overrun by daemons from the other side. You must venture into the Chaos Realm yourself and destroy the being keeping the portal open.

**NOTES**—The Heroes begin the Quest by entering through the large portal at the top of the board. The numbered doorways are linked portals; the Heroes may pass through them in either direction.

**A** The Chaos Priest here gives the other monsters in the room **Double Attacks** (each of them may attack twice per turn).

The Treasure Chest contains jet and obsidian minerals worth 200 gold coins, but is trapped. If a Hero Searches for Treasure without first Disarming the trap, a chaotic force will cast *Break Mind* on him as though it had 6 Mind Points.

**B** The Alchemist's Bench contains two random Spell Scrolls and two Potions of Healing each capable of restoring up to two lost Body Points and two lost Mind Points.

**C** The door to this room is trapped. If a Hero attempts to open the door without Disarming the trap first, the swinging axe trap will activate.

**D** As long as this Chaos Priest is alive, Artifacts, Magic Items and Spells have no effect in this room. The Treasure Chest contains a Potion of Healing capable of restoring all of a Hero's lost Body and Mind Points.

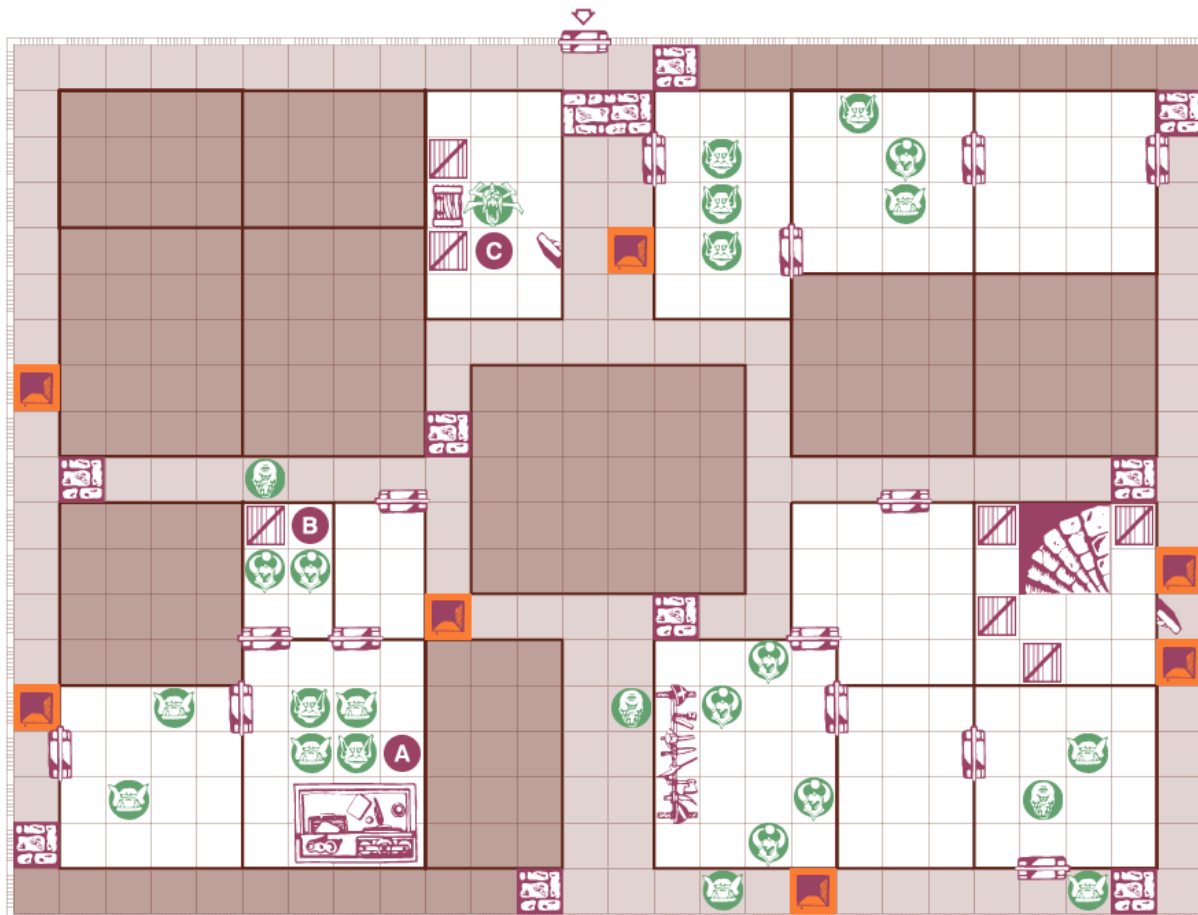
**E** This is Baal'roth, the Lesser Chaos Deity. Lay out the entire room as soon as one of the Heroes can see him. Baal'roth has the following stats:

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 10       | 7      | 5      | 6    | 8    |

Baal'roth knows the Chaos Spells *Break Mind*, *Cloud of Chaos*, *Command*, *Restore Chaos* and *Rust*. He can also use his entire turn to summon a Chaos Fury to an adjacent square.

Baal'roth is immune to his own flamberge, if the Heroes have it. When Baal'roth is defeated, he disappears in an explosion of darkness. The Heroes will then find five crystals on his altar; four of them are each worth 310 gold coins, while the fifth is the **Obsidian Spyglass**. Give the Hero who finds it the matching artifact card.

The portal on the wall behind Baal'roth leads out of the Chaos Realm, and marks the end of the Quest.



## QUEST 7

# Through The Sluiceway

With the portal to the Chaos Realm properly closed, we can now turn our attention to other matters. It seems Morcar has been busy while our attentions were elsewhere, as one of his most trusted sorcerers has turned the minds of an entire city against the Empire. The gates of the city have been barred, but Loretome has revealed that the sewers are thinly guarded. Make your way through the catacombs and quickly ascend to the city proper.

### NOTES—

**A** The Alchemist's Bench contains two Potions of Speed, a flask of *Holy Water* and a Potion of Healing capable of restoring up to four lost Body Points.

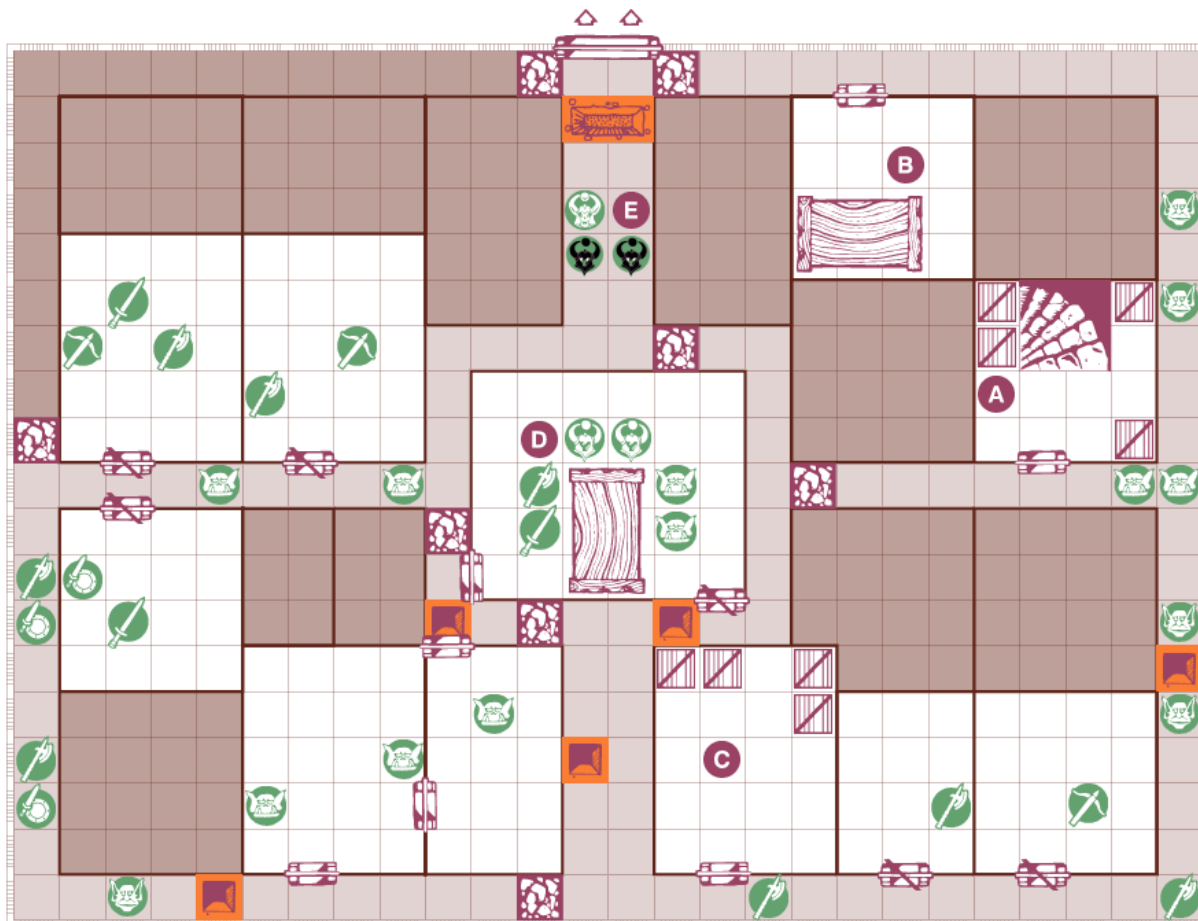
**B** This crate conceals a Broadsword.

**C** This Gargoyle has the following stats:

| <i>Movement</i>   | <i>Attack</i> | <i>Defend</i> | <i>Body</i> | <i>Mind</i> |
|---|---------------|---------------|-------------|-------------|
| 8   | 4/4*          | 6             | 4           | 5           |
| <i>Abilities: Attacks twice per turn: second attack deals Mind Damage</i> |               |               |             |             |
| <i>Immune to Fire and Wind Spells</i>                                     |               |               |             |             |

The Treasure Chest in this room contains 400 Gold Coins, a *Ball of Flame* Spell Scroll and a Potion of Healing capable of restoring up to four lost Body Points.

Wandering Monster:  Chaos Warrior



## QUEST 8

# The Silent Streets

The streets of the ensorcelled city are eerily quiet. Morcar's agent must know that you are approaching his tower, for he has sent several patrols of soldiers out to blockade the roads. Fight your way through his guards and breach the tower proper.

**NOTES**—The Men-at-Arms in this Quest are under the control of the sorcerer and are treated as Monsters with equivalent stats.


**A** The crates in the starting room contain a *Wooden Shield* and a *Helmet*.

**B** Two *Potions of Strength*, a *Potion of Healing* capable of restoring up to two lost Body Points, and a *Pass Through Rock* Spell Scroll are lying on this table.

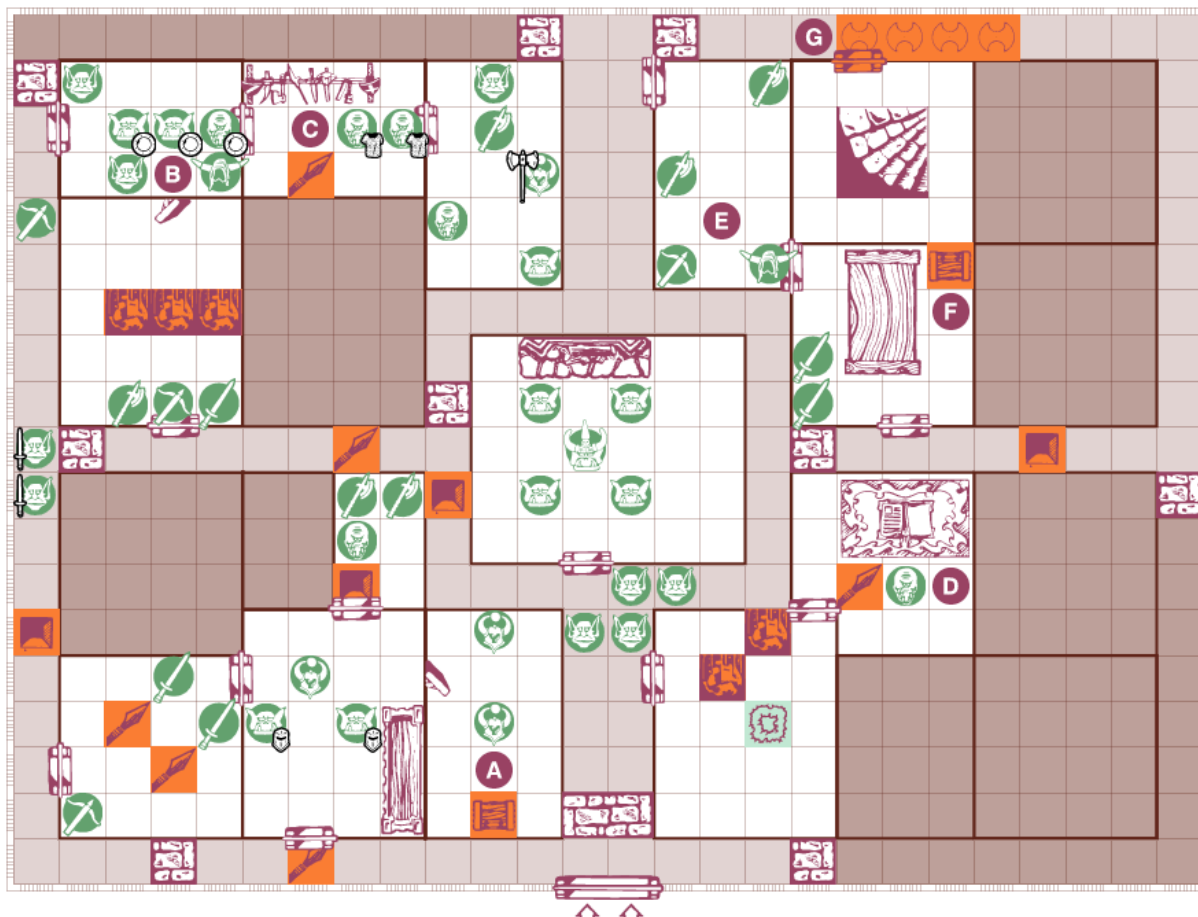
**C** These crates conceal an **Elixir of Life**.

**D** These monsters have been strengthened by the sorcerer in preparation for the Heroes' arrival. They each attack with **one extra Combat Die**.

**E** Bane and two of his undead minions stand here, about to break into the fortress at the center of the town. On your next turn, Bane casts a powerful spell to break the gates open and exits the board through them. (If the Heroes attack him before he does, use his stat line from Quest 5.) However, the Heroes must fight off the two Death Knights as normal.

Wandering Monster:  Halberdier





## QUEST 9

# The Tower

You have now reached the tower of Morcar's sorcerous lieutenant. Of more pressing concern, however, is the arrival of the necromancer Bane. I do not know what his goals are, but surely they can only be evil. Do not let either of them escape this citadel alive. Move quickly, for the sorcerer's stronghold is long and filled with his strongest guards.

**NOTES**—This is a double-length Quest. Heroes do not restore Mind or Body Points when moving between boards.

**A** The Treasure Chest contains 300 gold coins but is trapped. If a Hero Searches for Treasure without first Disarming the trap, every Hero in the room will lose two Body Points from a cloud of poison gas.

**B** The Chaos Priest in this room gives the other monsters **one extra Body Point each**. This extra Body Point is lost immediately if the Priest is killed.

**C** The first Hero to search for Treasure in this room will find a *Battle Axe* on the Weapons Rack.

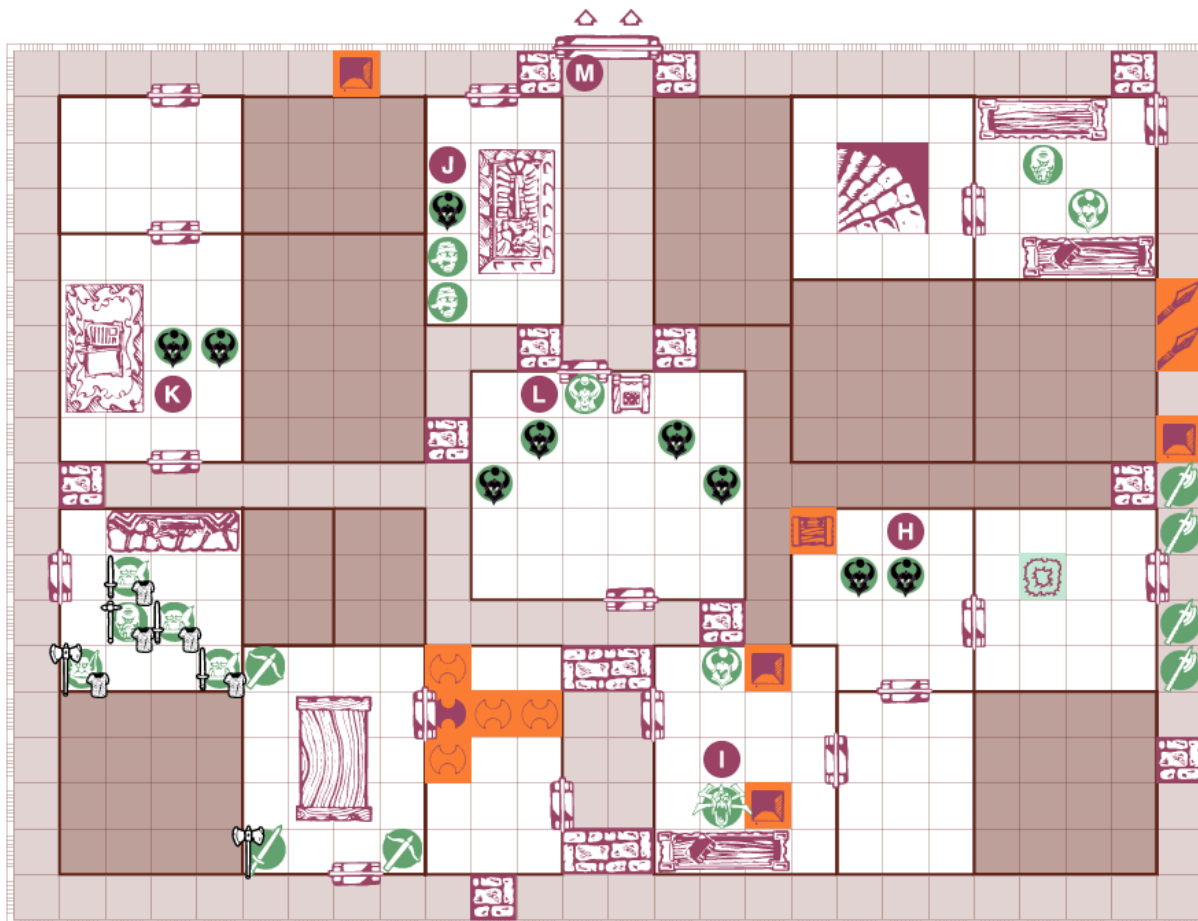
**D** The Fimir here knows the Chaos Spell *Fireball*. The book on this table appears to have had a large section ripped out of it. If the Heroes Search for Treasure here, however, they will find a random Spell Scroll amid some of the scattered pages.

**E** The Chaos Priest in this room gives the other monsters a glowing dark aura. If a Hero suffers Body damage from one of their attacks, that Hero must skip his next turn.

**F** The Treasure Chest contains 300 gold coins and a Potion of Healing capable of restoring up to 4 lost Body Points, but is trapped. If a Hero Searches for Treasure without first disarming the trap, the chest will explode, destroying its contents and dealing two Body Points of damage to each Hero in the room.

**G** This door is trapped. If a Hero attempts to open the door without first disarming the trap, the swinging axe trap will activate.

Wandering Monster:  Chaos Warrior (First floor only)



**H** The Treasure Chest contains 250 gold coins but is trapped. If a Hero Searches for Treasure before the trap is disarmed, the chest will release a noxious mist from a secret compartment, causing that Hero to lose one Body Point. In addition, one piece of that Hero's equipment will be destroyed by Rust.

**I** The Chaos Warrior here has linked his soul with this Gargoyle. As long as both monsters are alive, they **each attack and defend with two extra Combat Dice**, and the Gargoyle has the **Hellbent** ability.

**J** If a Hero Searches for Treasure in this room, ask him if he wishes to pry open the tomb of a cruel warrior. If he says yes, a Mummy will climb out of the tomb and immediately attack that Hero. However, after the Heroes defeat it, they will find two Potions of Healing capable of restoring up to six lost Body Points left behind in the tomb.

**K** Three random Spell Scrolls rest on this table.

**L** The door to the northern hallway is locked, and the Heroes cannot open it by themselves.

Bane stands here above the corpse of the sorcerer who had previously taken control of the city. His stats are now as follows:

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 10       | 4      | 7      | 8    | 8    |

Bane knows the Chaos Spells *Break Mind*, *Deathbolt*, *Firestorm*, *Lightning Bolt*, *Rust*, *Summon Undead* and *Tempest*. He may cast *Deathbolt* any number of times.

The Death Knights here are Bane's elite guards. They **defend with two extra Combat Dice**.


When Bane is reduced to 0 Body Points, read the following text aloud:

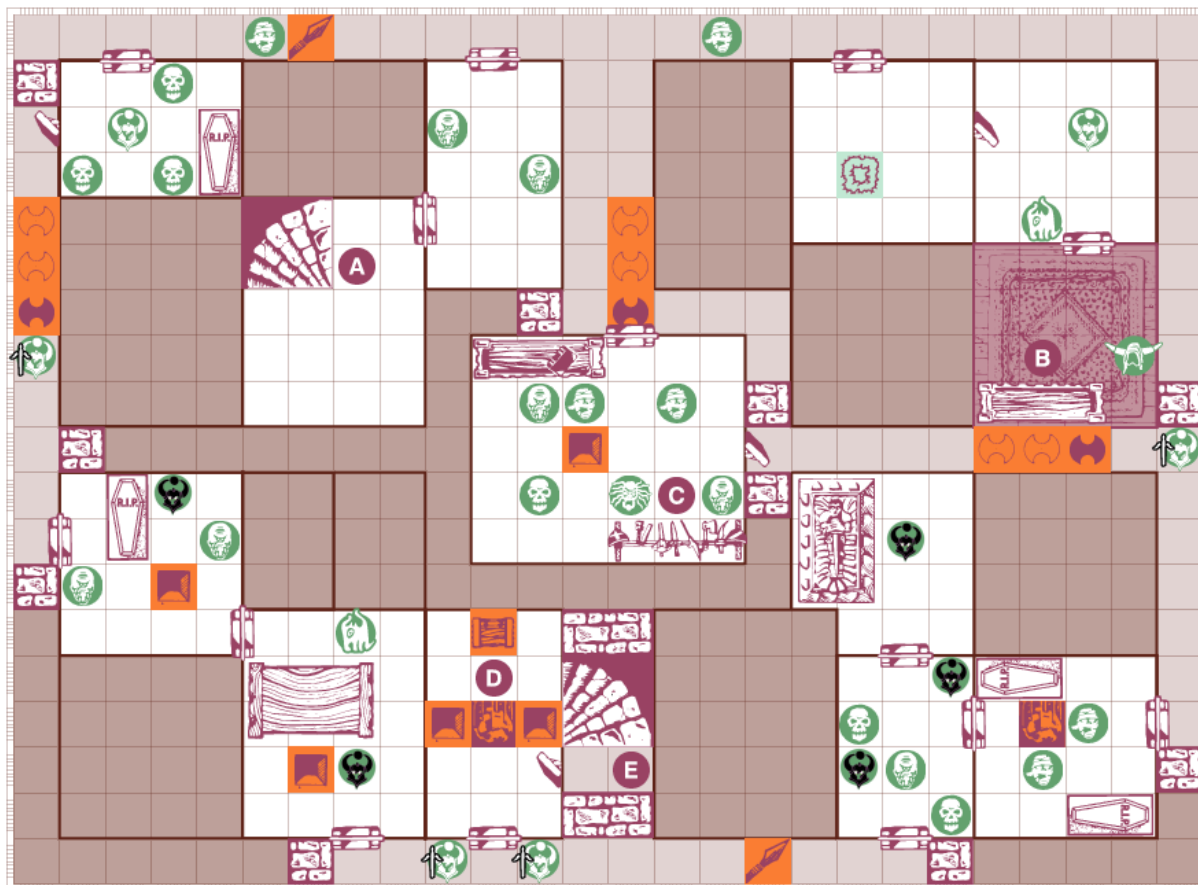
*"You have mortally wounded Bane, but it seems he has one last card to play. In his dying moments, he reaches into his cloak and removes a perfectly black sphere. Reciting an incantation in a language you do not understand, his eyes, and eventually his whole body, take on a deep violet glow. When the incantation is complete, the sphere shatters, unleashing a wave of dark force that blows the northern door open. As the violet glow fades from his body, except for his eyes, Bane stands back up and laughs triumphantly..."*

Put Bane's figure back onto the board and replace the closed door leading to hallway M with an open door. As he has just become a lich, Bane now counts as Undead. (His other stats, as well as his remaining hand of Spells, remain unchanged.) Bane can no longer be slain by attacking him directly. However, if a Hero inflicts Body damage to the lich, he will be stunned for one turn (two turns if the weapon used to attack him was the Spirit Blade). While Bane is stunned, Heroes may walk through him and Search rooms as though he wasn't there.

**M** These doors are actually open windows. The Heroes must jump through them to end this Quest, as Bane will follow them anywhere in the castle if they flee him on foot.

Wandering Monster:  Death Knight (Second floor only)

Wandering Monster:  Chaos Fury



## QUEST 11

# Halls of Shambling

The upper level of the Acropolis of Kurst was once available to the citizens of the Empire, but Bane's undead warriors have driven them out. You must search for the secret passage way into the lower levels, as Bane's secret is surely hidden as far from the surface as possible. But be wary of the guards. I fear that those still alive will fight you even beyond their own deaths.

**NOTES**—Whenever a non-**Undead** monster dies, unless the killing blow was dealt by a Fire Spell or the Spirit Blade, return it to the board on your next turn as an **Undead** monster. Monsters reanimated this way start with one fewer Body Point than their normal maximum and have 0 Mind Points.

**A** The Heroes begin the Quest on this spiral stairway.

**B** This Chaos Priest knows the Chaos Spell *Firestorm*. The cupboard contains the **Runesword** Artifact. Give the Hero that finds it the matching Artifact Card.

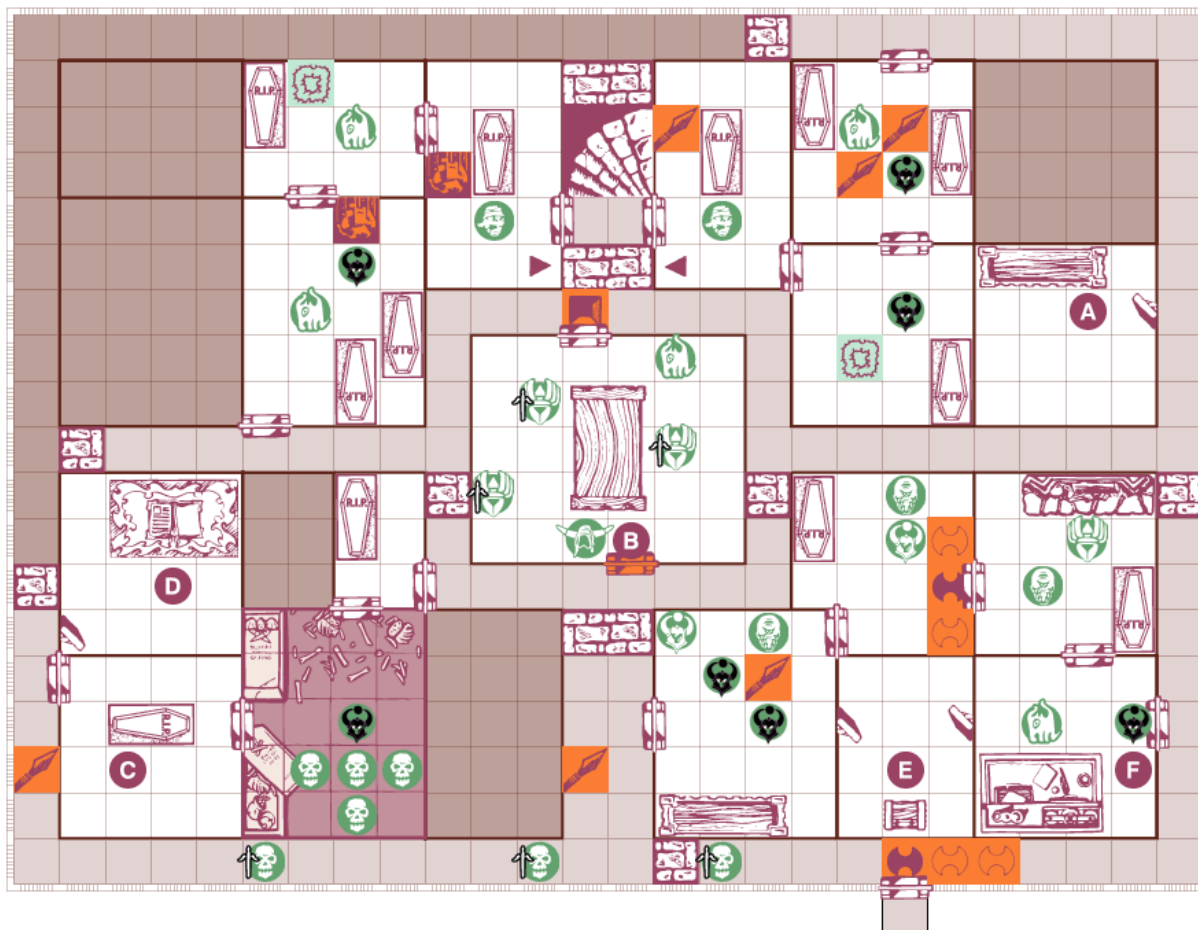
**C** A *Longsword* hangs on the weapons rack in this room. The bookshelf on the other side of the room conceals a Potion of Healing capable of restoring up to four lost Body Points and four lost Mind Points.

**D** This Treasure Chest is itself a trap! If a Hero Searches this room for Treasure without first disarming the trap, the chest will explode violently, causing each Hero in the room to lose two Body Points. This damage counts as a Fire Spell.

**E** The spiral stairway here leads into the bottom of the crypts, ending the Quest.

Wandering Monster:  Chaos Warrior





## QUEST 12

# Low Chambers of the Lich

These are the bottom chambers of the Acropolis of Kurst. You have nearly reached the source of Bane's necromantic powers. All that remains is to break through his legion of elite guards and destroy the artifact housing his dark soul. Move quickly, lest Bane overtake you and escape to ravage the Empire further.

**NOTES**—This is a double-length Quest. Heroes do not restore Mind and Body Points when moving between boards.

**A** This cupboard conceals a vial of *Holy Water*.

**B** This Chaos Priest knows the Chaos Spell *Rust*.

When the Heroes open the southern door out of this room, read aloud the following text:

*"Suddenly, the wall on the north side of the hallway breaks apart in a terrible explosion! As the smoke clears, you see the figure of 'Bane fade into view, his face contorted into a mask of rage made more frightening by the unholy glow of his eyes. 'You must reach the source of 'Bane's power and destroy it before he kills you all!'"*

Remove the double-blocked square tile marked by the two black arrows from the board (near the stairway) and put Bane's figure on one of the squares it occupied. Bane counts as Undead and has the following stats:

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 7        | 5      | 7      | 0*   | 8    |

Bane knows the Chaos Spells *Break Mind*, *Deathbolt*, *Firestorm*, *Lightning Bolt*, *Summon Undead* and *Tempest*. He may cast *Deathbolt* any number of times.

\*Bane cannot be slain by attacking him directly. However, if a Hero inflicts Body damage to the lich, he will be stunned for one turn (or two turns if the Spirit Blade was used against him). Holy Water will also stun Bane for two turns. While Bane is stunned, Heroes may walk through him and Search rooms as though he wasn't there.

**C** If a Hero Searches this room for treasure, ask him if he wants to pry open the tomb of a cruel warrior. If he says yes, he will find 200 gold coins inside the tomb, but he and all other Heroes in the room will fall victim to a *Cloud of Chaos* spell as the room fills with cursed mists.

**D** This altar was once used to honor the dead buried in Kurst. If a Hero Searches the room for Treasure, he may read aloud the chant written in the book on the altar. This incantation will inflict one Body Point of damage to all Undead figures on the board (including Bane) and restore up to two lost Body Points to each Hero on the board. The incantation may only be read once.

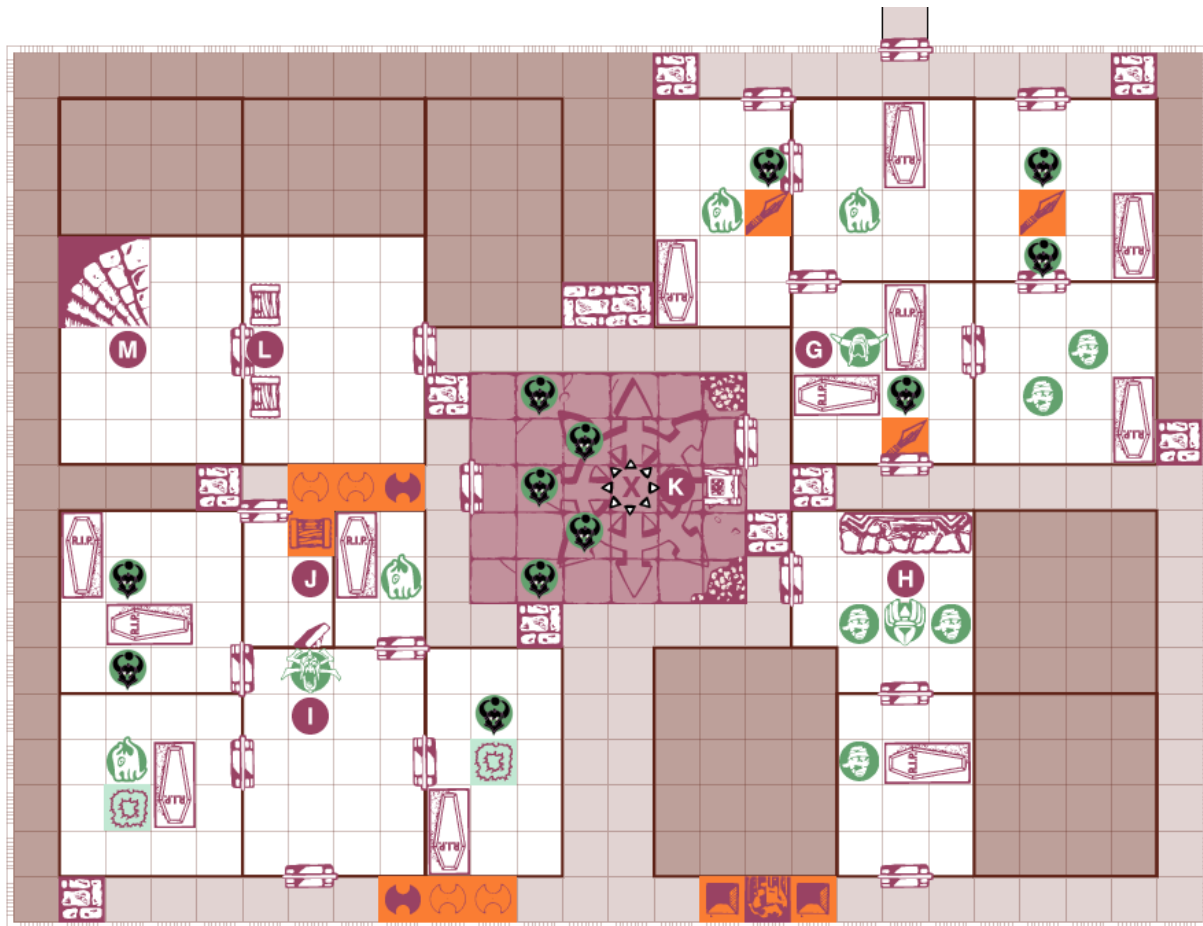
**E** This treasure chest contains four Potions of Speed.

**F** Two vials of *Holy Water* rest on the Alchemist's Bench.

Wandering Monster:



Death Knight



If you only own one Hero Quest board, put Bane's figure on the board at the northern entrance door on your second turn.

**G** Until the Chaos Priest in this room is slain, the Heroes cannot open the southern door into the hallway, and the Death Knight in this room has the **Hellbent** ability (physical attacks deal no damage to it unless they would outright kill it; spells and magical effects work normally).

**H** Two Potions of Healing capable of restoring up to six lost Body Points rest on the mantle of the fireplace in this room.

**I** This Gargoyle appears to be a stone statue, and will not attack the Heroes until it comes to life, nor can it be harmed in this state. While it is dormant, the Heroes may Search its room as though it wasn't there. The Gargoyle will come to life if the Heroes Search the room for Secret Doors. It will not move on its own and cannot be moved by any effect (except for its own destruction). This Gargoyle has a long, fiery whip, allowing it to attack all Heroes in its room at the same time, even those not adjacent to it.

**J** This Treasure Chest is trapped with a rune of summoning. Unless the trap is disarmed, when a Hero Searches for Treasure, it will summon two Death Knights as though they were Wandering Monsters, ending the Searching Hero's turn. The chest itself contains two *Rock Skin* Spell Scrolls and a vial of *Holy Water*.

**K** This room glows with an eerie violet light, the same color as Bane's eyes. The source of this glow is Bane's phylactery, a small crystal relic affixed to a plinth on the square marked X. The relic has 10 Body Points and defends with 5 Combat Dice. It has no attacks of its own; however, all Undead figures in the same room (including Bane) each **attack and defend with one extra Combat Die**. Furthermore, the door leading into the opposite hallway will not open as long as the phylactery remains on the board.

When the Heroes reduce the relic's Body Points to 0, the violet glow fades away and Bane falls to the floor, finally properly dead. (Remove his figure from the board.)

The first Hero to Search the room for Treasure after Bane is dead will find the **Silencer** Artifact hidden beneath the throne. Give the Searching Hero the matching Artifact card.

**L** Each of these treasure chests contains 800 gold coins.

**M** These stairs lead to a concealed entrance on the surface level of the Acropolis of Kurst, and mark the end of the Quest.

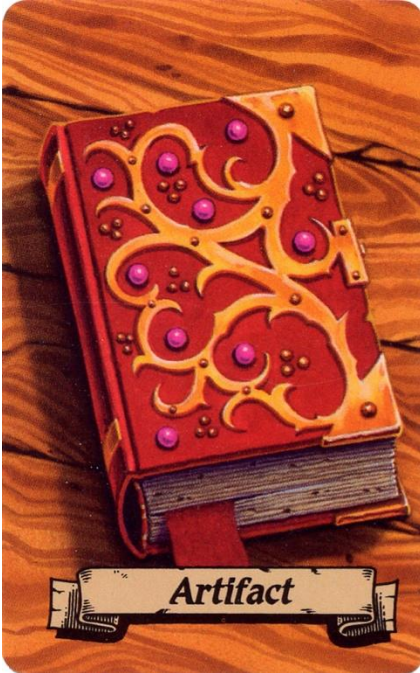
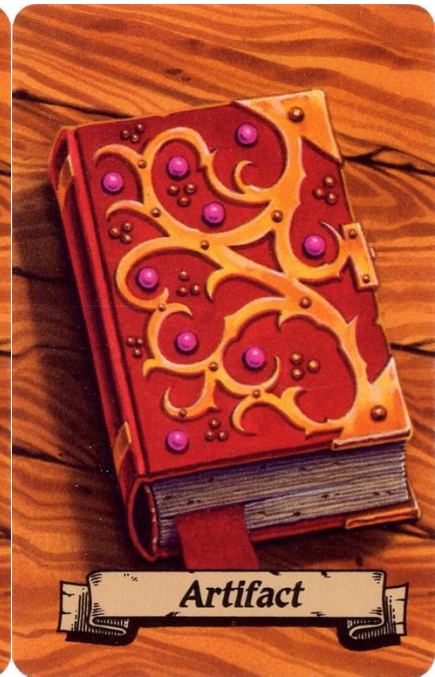
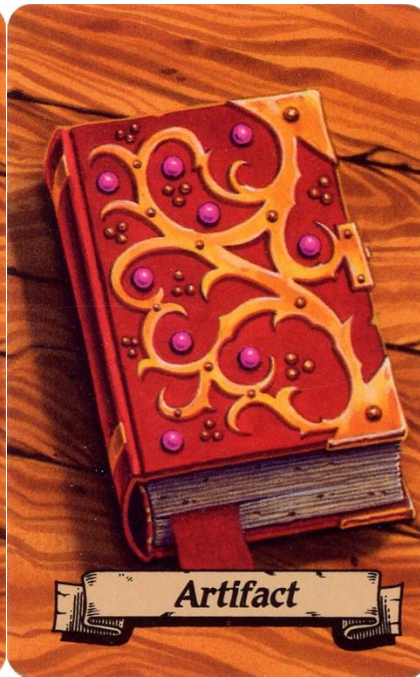
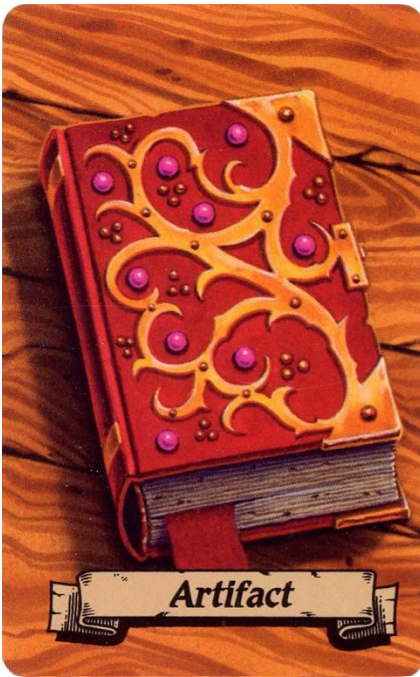
Wandering Monster:  Death Knight

“Once again the Empire is in your debt, noble Heroes! The Empire’s borderlands are safe from Morcar’s dark ambitions.

While trouble always seems to come at the least opportune times, I believe you will be able to take a well-deserved rest for at least a short while. Prince Magnus has personally ordered a feast to be held to honor your bravery, as well as to pay proper respects to the bravery of the good warriors who came before you and are now once again at rest in the burial grounds of Kurst.

As for myself, I must always remain at Loretome’s side, but tonight I shall join you in the dining halls of the Emperor. Now let us go and reap the rewards of your heroic deeds.”

*Mentor*





### ***Obsidian Spyglass***



This lens appears opaque, but when worn it allows its user to more easily see the ebbs and flows of magic around them. Whenever a monster casts a spell within your line of sight, roll one combat die. If you roll a white shield, you may add a copy of that spell to your hand of spells.  
*May only be used by Heroes with 4 or more starting Mind Points.*

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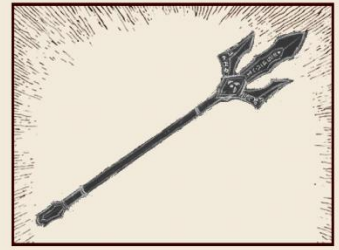
### ***Runesword***



The blade of this broadsword is marked by runes of protection from its hilt to its tip. You may roll three Combat Dice when attacking with this sword. While holding it, you roll one extra Combat Die when defending.  
*May not be used by the Wizard.*

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### ***Underworld Trident***



This wicked-looking weapon holds a potent curse which slowly drains the stamina of anyone impaled on its triple points. You may attack with this trident by rolling three combat dice. This weapon may also be thrown at any monster within line of sight, and retrieved when the room is clear of monsters. If you deal Body Damage to a monster by throwing the trident, that monster loses one additional Body Point at the beginning of each of its turns.  
*Due to the length of this trident, you may attack diagonally. You may not use a shield with this two-handed weapon. May not be used by the Wizard.*

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### ***Baal'roth's Flamberge***



This jagged greatsword resonates with the power of Chaos Realm, but its strength comes at a price. You may roll six Combat Dice when attacking with this sword, but you lose one Mind Point for each black shield rolled.  
*Due to the length of this sword, you may attack diagonally. You may not use a shield with this two-handed weapon. May not be used by the Wizard.*

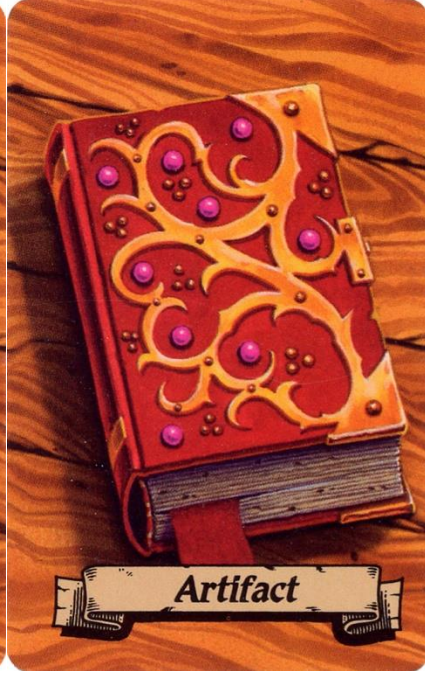
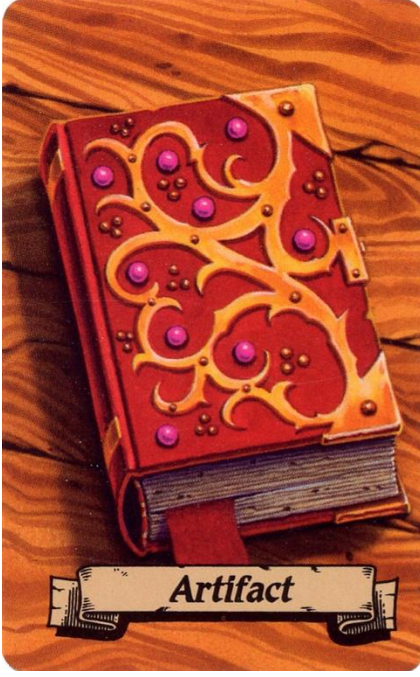
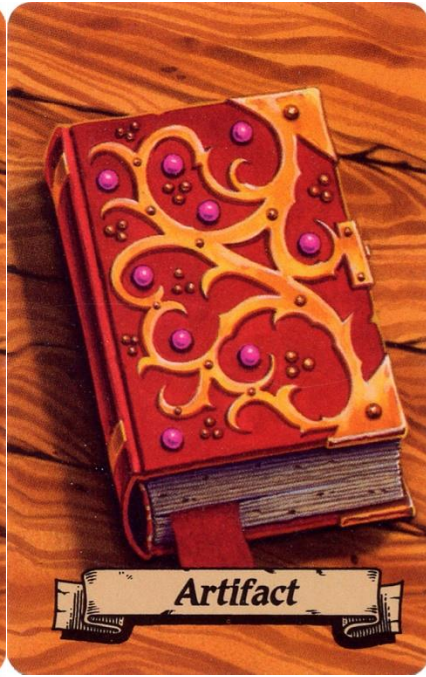
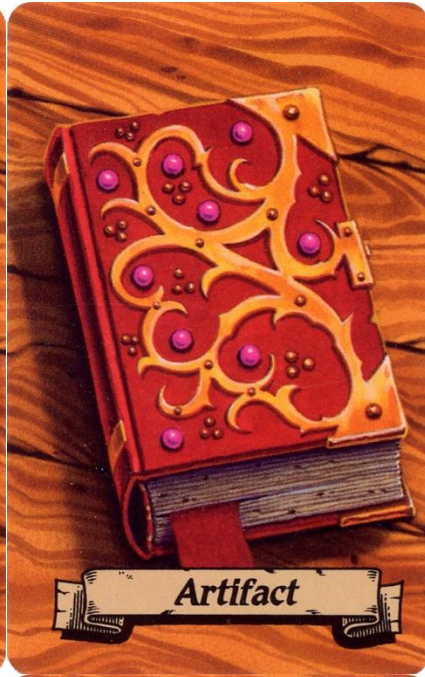
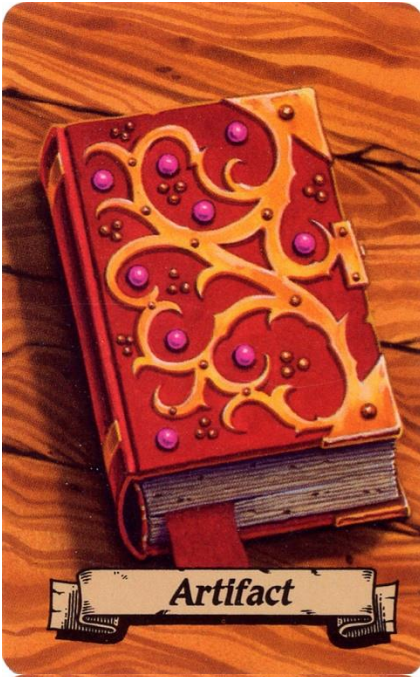
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### ***Silencer***



The short length of this blade nevertheless guides its way through the chinks in any foe's armor. You roll one Combat Die when attacking with this weapon. Monsters cannot defend against attacks made with Silencer.

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### ***Enchanted Dagger***



This enchanted dagger has a special power.  
You may throw it at any monster you can see, rolling four Combat Dice to attack. The monster defends against this attack normally. The dagger is lost once thrown.  
It can also be used to attack adjacent monsters exactly like a normal dagger, rolling one Combat Die to attack.

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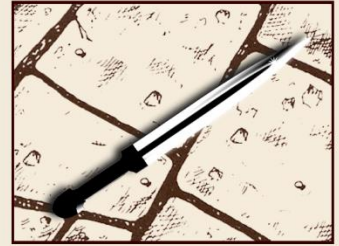
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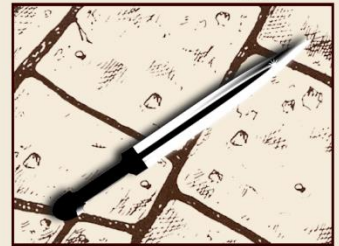
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Don't have some of the Chaos Spell cards?  
Here's a handy list of the ones from the expansions.

(Now go check out [www.YeOldeInn.com](http://www.YeOldeInn.com) for more Hero Quest stuff!)

| Spell  | Effect   |
|--|--|
| <b>Break Mind</b><br><i>(Against the Ogre Horde)</i>     | This spell allows the caster to directly attack the mind of any Hero within Line of Sight. Both the caster and the target roll Combat Dice equal to their current Mind Points, counting only skulls rolled. The figure who rolls highest inflicts Mind Point damage to the other equal to the difference in rolls. |
| <b>Deathbolt</b><br><i>(Wizards of Morcar)</i>           | This spell sends a wave of dark light at any Hero within Line of Sight. That Hero automatically loses one Body Point as the life drains from them.   |
| <b>Restore Chaos</b><br><i>(Mage of the Mirror)</i>      | This spell may be cast on any monster within Line of Sight, including the caster. It restores up to six lost Body Points.  |
| <b>Soothe</b><br><i>(The Frozen Horror)</i>              | The healing coolness of this spell restores up to three lost Body Points to the caster or any one monster within line of sight.  |
| <b>Spirit of Vengeance</b><br><i>(Wizards of Morcar)</i> | This spell summons an evil spirit to attack the sorcerer's enemies. The spirit attacks any Hero on the board with four Combat Dice, and then vanishes.   |



## Artifacts

|  |   |
|--|---|
| <p>Baal'roth's<br/>Flamberge<br/>(Dark Relic!)</p> | <p><i>This jagged greatsword resonates with the power of the Chaos 'Realm. Even this copy of the Lesser Chaos 'Deity's weapon is powerful, but its strength comes at a price.</i></p> <p>Melee 6 Sword – Diagonal</p> <p>Whenever you attack with this sword, you lose one Mind Point for each black shield rolled. (Heroes with 0 Mind Points enter a state of mental shock; see the rules for Shock at the beginning of the Quest Booklet.)</p> <p><i>You may not use a shield when attacking with this two-handed weapon. May not be used by the Wizard.</i></p> |
| <p>Obsidian<br/>Spyglass</p>                       | <p><i>This lens appears opaque, but when worn allows its user to more easily see the ebbs and flows of magic around them.</i></p> <p>Whenever a monster casts a spell within your Line of Sight, roll one combat die. If you roll a white shield, you may add a copy of that spell to your hand of spells.</p> <p><i>May only be used by Heroes with 4 or more starting Mind Points.</i></p>  |
| <p>Underworld<br/>Trident</p>                      | <p><i>This wicked-looking weapon holds a potent curse which slowly drains the stamina of anyone impaled on its triple points.</i></p> <p>Melee 3 Spear – Diagonal / Throw 3</p> <p>If you hit a monster by throwing this spear, that monster loses one additional Body Point at the beginning of each of its turns. (Does not affect named monsters.)</p> <p><i>May not be used by the Wizard.</i></p>  |
| <p>Runesword</p>                                   | <p><i>The blade of this weapon is marked by runes of protection from its hilt to its tip.</i></p> <p>Melee 3 Sword</p> <p><b>Defense +1</b></p> <p><i>May not be used by the Wizard.</i></p>  |
| <p>Silencer</p>                                    | <p><i>The short length of this blade nevertheless guides its way through the chinks in any foe's armor.</i></p> <p>Melee 1 Blade</p> <p>Monsters cannot defend against this weapon.</p>   |
| <p>Holy Water</p>                                  | <p><i>'Water blessed by a representative of the divine, the bane of all 'Undead abominations. 'Vials of Holy 'Water are near-priceless rarities to those who venture beneath the earth.</i></p> <p>Use this as a weapon when making an Attack Action. It will automatically cause 2 Body Points of damage to any Undead figure, which they may not defend against.</p> <p><i>One use only.</i></p>  |