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HERO QUEST

John Jones '94

Inn of Chaos



Scenario by Greg Fewer

This Quest can be played as a single adventure or as part of campaign. To begin the Quest, read the following to the Heroes:

After five days of marching, your band of Heroes happily sight the Inn of the Weary Traveller, an isolated building on the foothills of a mountainous region at least one week's march from the nearest human settlement. It is the only place where travellers may rest in comfort on their way through this region and the inn is renowned for its good food and service. Smoke rises welcomingly from its central chimney. You are all tired from your travels and look forward to a good hot meal, some drinks and a comfortable night's sleep in a bed.

Your happiness soon turns to a sense of unease as you move closer to the inn. No sound can be heard in its vicinity, whether made by birds, animals or people - there is not even any wind! Close to the inn are some wooden outbuildings and a walled pond with a stone jetty. The inn itself rises to two storeys and is built with strong stone walls and a tiled roof with only one stout wooden door at the ground floor level. This is a building meant not only to withstand the harsh winter weather but also to throw back a modest assault by some of the lesser monsters spawned by Chaos. The door however is wide open...

Just three days earlier, a Chaos Sorcerer pretending to be a travelling merchant and accompanied by six henchmen (actually Chaos Warriors) gained entrance to the inn and

murdered the innkeeper and his wife. The Chaos Sorcerer turned the bodies of the innkeeper, his wife, their daughter and a servant into zombies. He then animated four human skeletons from bones which he had previously dug up in a distant graveyard. These eight monsters form the beginnings of an undead army which the Chaos Sorcerer wishes to build in order for him to rule the surrounding territory for himself. The Chaos Sorcerer and his minions are now lying in wait for the Heroes whom they have spotted walking towards the inn.

Setting Up the Map

Unlike other Quests, this adventure does not take place in a dungeon. The Inn is a two story building in a clear yard. The grey areas on the map are outdoors; ignore all walls in those areas. When the Heroes move upstairs, set up the upper floor in the top right area of the board. The Heroes begin on the ground floor squares marked with an "x".

Outside

A and B. Stables

There are no living animals inside but the bodies of two horses have been skinned and cut up for food.

C. Tool Shed

The tool rack (use a weapon rack piece for this on the board) contains a pitchfork which can be used by the Heroes as if it were a spear.



D. Out House

This is a very smelly room with a woodworm-infested toilet in the middle of it. If a Hero sits on the seat, it collapses into the pit below; treat it as a pit trap.

E. Walled Garden

This contains a few rows of cultivated vegetables and fruit-bearing plants which were used by the innkeeper and his wife to cook meals for visiting travellers.

F. Pond

Use rubble counters to indicate the area of the jetty. The pond is full of fish which were bred by the innkeeper as food.

The Inn: Ground Floor

G. Magic trap

A roaring fire burns in the large fireplace in one side of the room. When a hero steps on the square just in front of the door beside the fireplace, the entrance door to the inn magically slams shut while the doors to the rooms containing the zombies and the skeletons open. These monsters will attack the Heroes during the Evil Wizard Player's turn. Only the Wizard or the Elf Hero will discover the existence of the trap if either searches for traps in the room.

H. Store Room

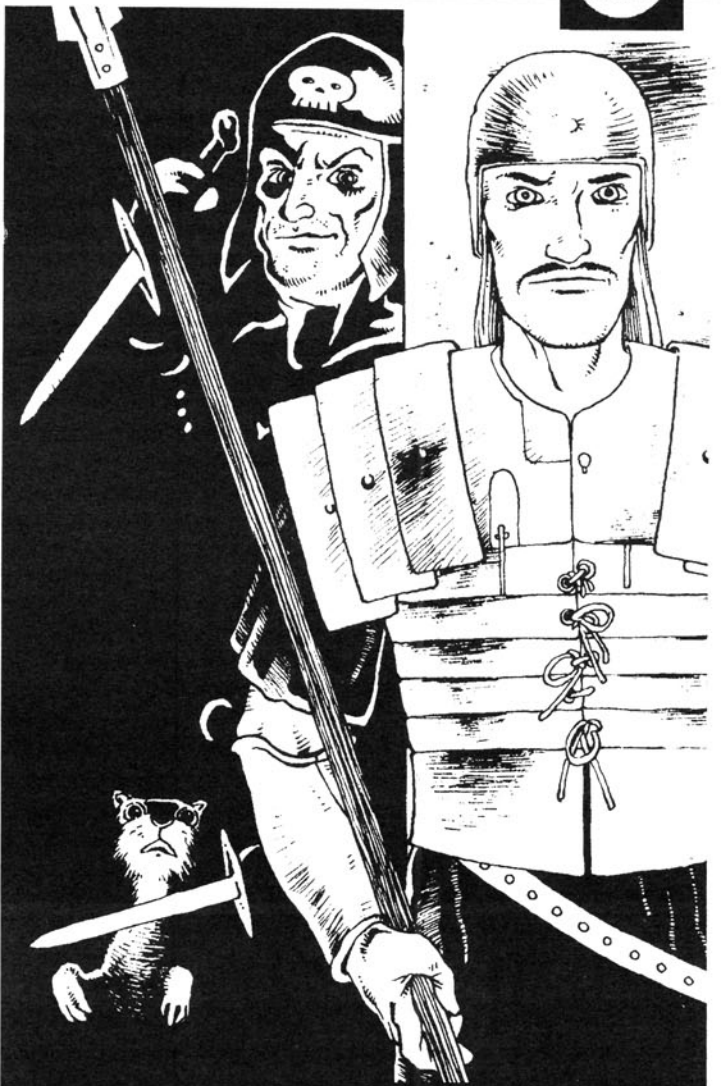
The cupboard contains forty bottles of wine worth 1 Gold Coin each and four casks of strong beer each with a value of 5 Gold Coins.

I. Concealed Room

The first chest contains twenty-one bottles filled with liquid. If the Heroes examine each bottle more closely, twenty of them will be found to contain wine while the other holds a magical green potion. Instead of attacking, a Hero who drinks from this bottle during combat will regain up to three body points. This bottle will only be found if the Heroes examine all the bottles in the chest. The bottles of wine are worth 1 Gold Coin each while the potion (if not used by the Heroes) is worth 50 Gold Coins.

J. Rack

The two Chaos Warriors here are trying to turn an old bed into a torture rack. One of its levers still has to be put on before the rack will work (place one of the levers of the rack on the floor of the room to show this). Also in the room are three chests, one of which contains treasure, while the other two hold different types of food such as salted meat and apples.



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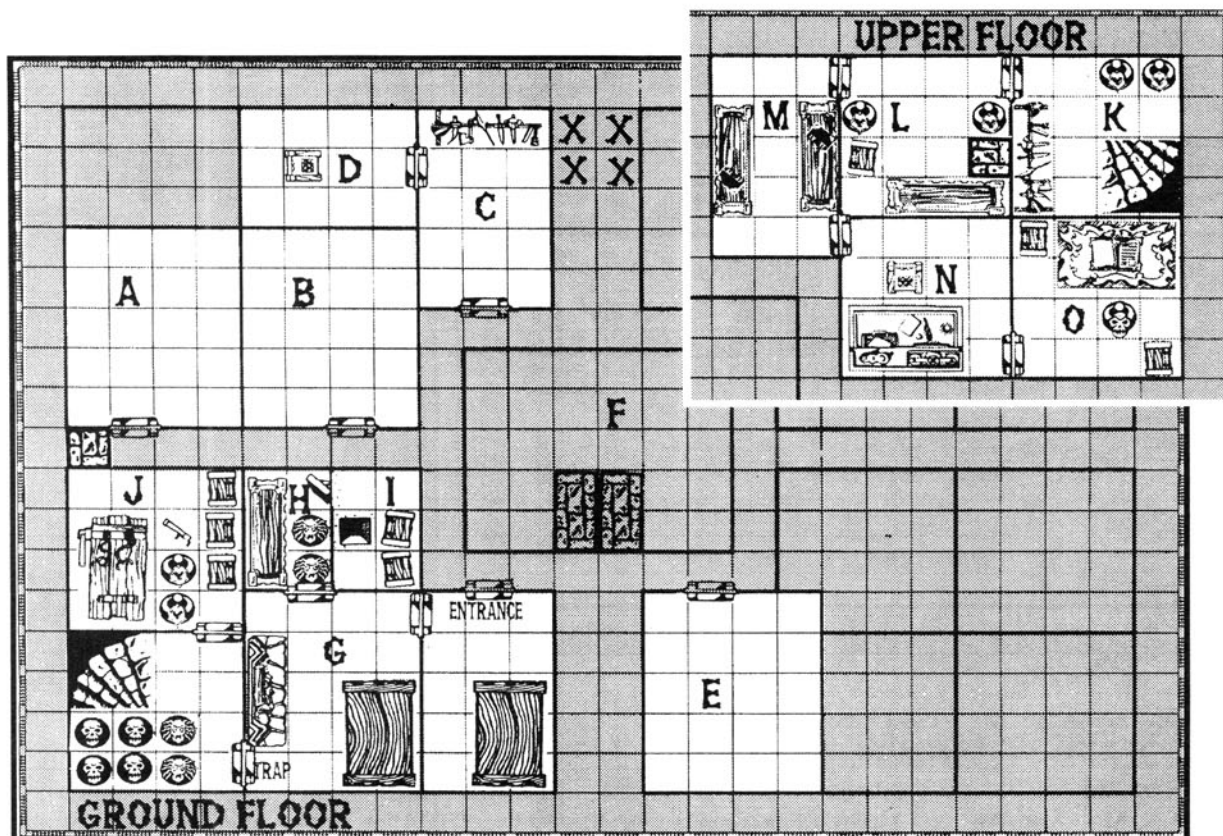
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The Inn: Upper Floor

K. Weapon Rack

This holds two spears which may be used by the Heroes.

L. Guard Room

The cupboard contains old and worn backpacks and sacking used by the Chaos Sorcerer and the Chaos Warriors while travelling. A pouch containing 10 gold coins lies amongst them.

M. Chaos Sorcerer's Library

Place two skulls on the top of each bookcase. Any Hero who searches for treasure in this room will be attacked (on the Evil Wizard Player's turn) by a number of magical skulls which keep appearing and disappearing. These skulls attack with two dice (the Heroes may defend normally) but are either too numerous, or disappear too quickly, to kill. Heroes can only evade them by leaving the room. However, the skulls will not follow the Heroes out of the room.

Heroes will find the following treasure just before the skulls attack. The treasure includes a bottle of clear liquid which is marked as a Potion of Resilience. A Hero may drink it at any time. The Hero may then roll two extra combat dice in defence when he next defends. However, it can only be used once in defence. There is

also an old dusty scroll of parchment which has the spell Swift Wind written upon it. This spell may be used only once by either the Wizard or Elf Hero. It may be used as a second Swift Wind spell if the Wizard or Elf Hero already has it.

N. Chaos Sorcerer's Study

If the table is searched, a sheet of parchment will be found with the following words written on it:

Undead Army List of Recruits

- | | |
|---------|--|
| No. 1. | Skeleton from a graveyard. |
| No. 2. | Another skeleton from a graveyard. |
| No. 3. | Yet another skeleton from a graveyard. |
| No. 4. | Another skeleton. |
| No. 5. | The innkeeper. |
| No. 6. | The innkeeper's wife. |
| No. 7. | The innkeeper's daughter. |
| No. 8. | The innkeeper's servant. |
| No. 9. | A wizard. |
| No. 10. | A dwarf. |
| No. 11. | An elf. |
| No. 12. | A barbarian. |

The ink used for the last four lines is not yet dry.

O. Chaos Sorcerer's Lair

The Chaos Sorcerer has a set of the three Fire Spells and a set of the three Earth Spells. The Chaos Sorcerer will



concentrate on using the Fire Spells first during combat. If, however, he has been wounded so that he only has 1 Body point left, he will cast Pass through Rock before walking through the wall towards the stairs leading down to the ground floor. The entrance door on the ground floor will open automatically for the Chaos Sorcerer and will remain open for the duration of the game. Once outside, the Chaos Sorcerer will attempt to flee from the vicinity of the inn. He will be considered to have escaped if he is able to walk further than the edge of the board. The Chaos Sorcerer carries the Talisman of Raise Dead which allows him to turn corpses into zombies. This is the Quest Treasure for this adventure. As it is an evil magic item, it should either be destroyed or handed over to the Heroes' Mentor.

Chaos Sorcerer:

Move	Defend	Attack	Body	Mind
8	3*	3*	3	4

*By fighting in the room with the Sorcerer's Table, he attacks and defends with four combat dice (whether in normal combat or whenever spells are cast), while each Hero rolls one die less. This effect is caused by the evil magic power radiating from the Sorcerer's Table.

The Sorcerer's Table. This is carved with pictures of evil gods and monsters and was transported here by the Chaos Warriors from the mountains where the stone had been mined. Its magical power will disappear if the table is broken thereby re-opening the entrance door on the ground floor. A throw of three skulls on the attack dice are needed to break the table. When this happens, a bright green flash will light up the room temporarily blinding the Heroes for 1-6 turns (roll a normal die for each Hero to see how long they are individually blinded).

Treasure Chests. One of these contains robes and vestments belonging to the Chaos Sorcerer. The other contains 200 Gold Coins.

Wandering Monsters

Any wandering monsters met by the Heroes will be a Magical Skull which will remain in the room that it appears in, unless it is killed.

Magical Skull:

Move	Defend	Attack	Body	Mind
6	2	2	1	0

Acknowledgements: I would like to thank Patrick McInerney and Ralph Martin for play-testing this scenario.



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