

HERO QUEST



Rise of the Zombie Wizard
INSTRUCTION
BOOKLET

Notes for Zargon (game master)

This Quest set is intended for moderately seasoned Heroes who have completed about 6 Quests each. The first two Quests are mainly ambiance development for the final showdown. If you are willing to read through the extensive rules for the final Quest, you will find the concluding battle very satisfying. (If your Heroes survive.)

The first Quest, "A New Threat," is quick and a bit dull but is worth the time for the rising action of the plot. The Heroes get a sense of their new enemy and meet and team up with Goblins warring against the undead.

The second Quest, "An Unlikely Ally," is a relatively more exciting rescue mission to free the evil wizard, Sardoz, who will accompany the Heroes on the final Quest. This Quest is slightly more challenging and has a twist of adding a new objective during the Quest when Sardoz claims he needs his father's books. Plus, his heritage revisits Quest 7 from the original game system.

Quest three, "Melee in the Crypt." This final challenging Quest is an intense, harrowing, multi-faceted combat scene in the large crypt room as the Heroes fight to destroy the wicked Zombie Wizard. Magical apparitions that look identical to the Zombie Wizard make it difficult for the Heroes to know which one the Zombie Wizard really is, offering an interesting strategy for Zargon. While the Heroes fend off these invulnerable marauders, the Zombie Wizard is constantly spawning undead monsters to frustrate them – all this while the Heroes protect Sardoz as he tries to undo the magic of the tomb (the source of the Zombie Wizard's power). And the final twist is that the exhausted Sardoz succumbs to the temptation of his chaos magic and attacks the Heroes who have been defending him all along as the wounded Zombie Wizard attempts to make his escape, using the chaotic battle as his cover.

New Rule

Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

New Quest Map Symbol

Locked Door

These doors are locked and will require a key to be opened.

