

HeroQuest™

The Chaos Twins

Q U E S T



B O O K

Introduction

Welcome Heroes. The Emperor is very proud of your efforts in weakening the evil presence in the land. Alas, a new threat has quickly surfaced in our own mountains.

Many years ago, Amanon and Keller were two well-known wizard brothers in the kingdom. They used the power of magic for good and honor. Then one dark evening, they were visited by Zargon, and were asked to join him in a plan to overthrow the Emperor. When the wizards refused, Zargon cast an ultimate spell that turned the twin brothers into his loyal subjects, into two very powerful Chaos Warriors.

Since then, many knights and champions have ventured to defeat the brothers, but none ever returned. I beg you now to search the dungeons of the mountains, and slay the evil twins before all the land is laid to waste.

Mentor

Quest 10

Amanon's Fortress

The four of you venture out to the desert, past the Dark Wasteland, into a huge stone castle. The castle is riddled with the bones of forgotten Heroes. There are warning signs written in blood on every door you see. This is the castle of Amanon, a

very angered and vengeful Chaos Warrior. He has had time to prepare for you, so there will surely be danger at every corner. Good luck, you'll need it.

NOTES:

All of the enemies in this Quest are very well trained and may attack diagonally.

- A** Heroes begin lined up outside this door.
- B** These 2 doors cannot be opened without the Chaos Key.
- C** This door cannot be opened without the Undead Key.
- D** Each Gargoyle in this Quest has 5 Body Points and knows the spell Cloud of Chaos.
- E** The first Hero to search for treasure will find the Undead Key and 3 pairs of Dexterity Boots (Artifact Card).
- F** The Chaos Key is in this chest.
- G** Every Orc in this room knows the spell Rust.

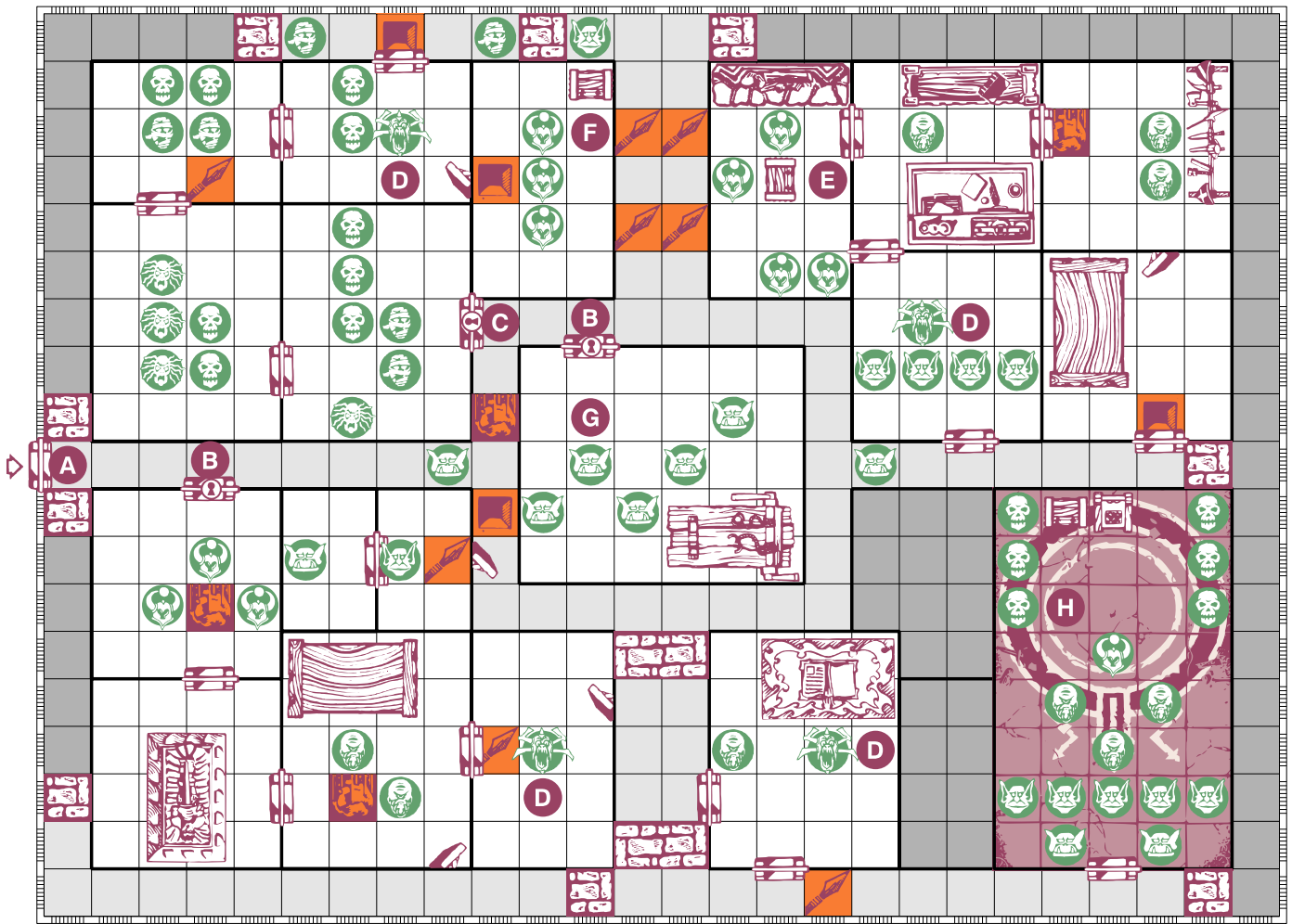
- H** Use the Chaos Room tile here. The Chaos Warrior is Amanon, he has the following stats:

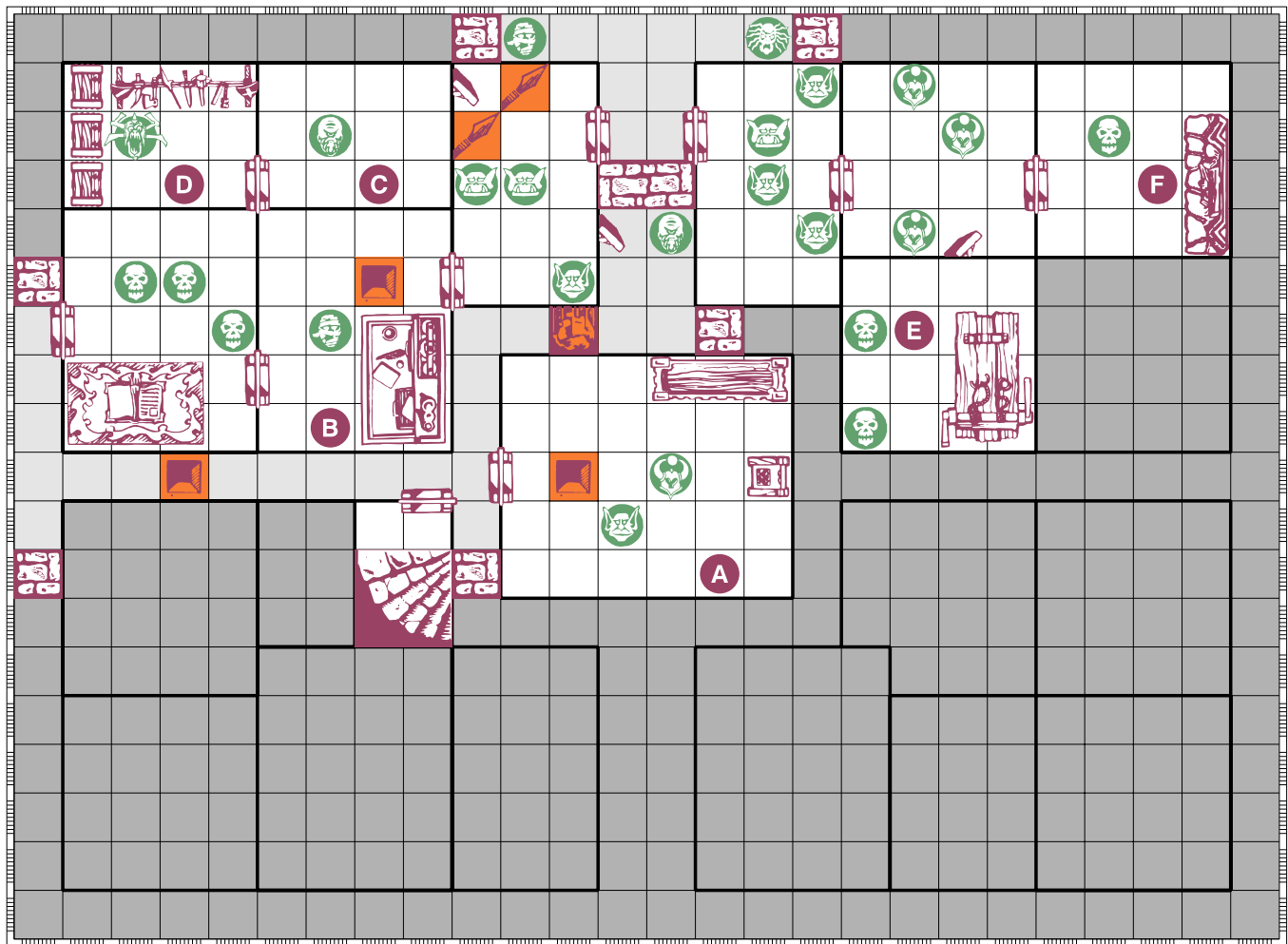
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	6	6	16	12

He also knows 11 Chaos Spells (all except Escape). After the Heroes defeat him, the Quest is over. They each receive 195 gold coins from the Emperor. Peace is restored to the land... for now.



Wandering Monster in this Quest: 2 Mummies





Quest 9

The Search Continues

Word has it that Amanon has recently visited this underground stronghold. He is very upset that his brother was killed, so

tread carefully. Find the last wizard brother, or proof of where he is hiding.

NOTES:

The Heroes DO NOT start this Quest at the spiral staircase.

- A** Line the Heroes up outside this door at the beginning, this is where they start.
- B** The monsters in this room are well trained, and may attack diagonally.
- C** Put two skull tiles on the squares marked C. These are Undead Generators identical to the ones found in quest 8. On Zargon's turn, he may pull a monster from each tile.
- D** The Fimir has 8 Body Points and may choose to target any Hero he can "see" each turn instead of attacking. The targeted Hero loses 1 Body Point, cannot defend. Whoever kills the Fimir will receive 5 Magical Throwing Daggers.
- E** The Fimir has 9 Body points and knows the spell Ball of Flame, which he may cast once every turn. Whoever kills the Fimir will receive 4 Ball of Flame Spell Scrolls.

- F** The Fimir knows the following spells: Command, Summon Orcs, Cloud of Chaos, and Tempest. He also has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	5	5	10	3

- G** The first Hero to search for treasure will find papers that state Amanon's lair is a castle in the Dark Wasteland. Heroes exit via this staircase.



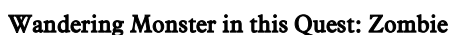
Wandering Monster in this Quest: Skeleton

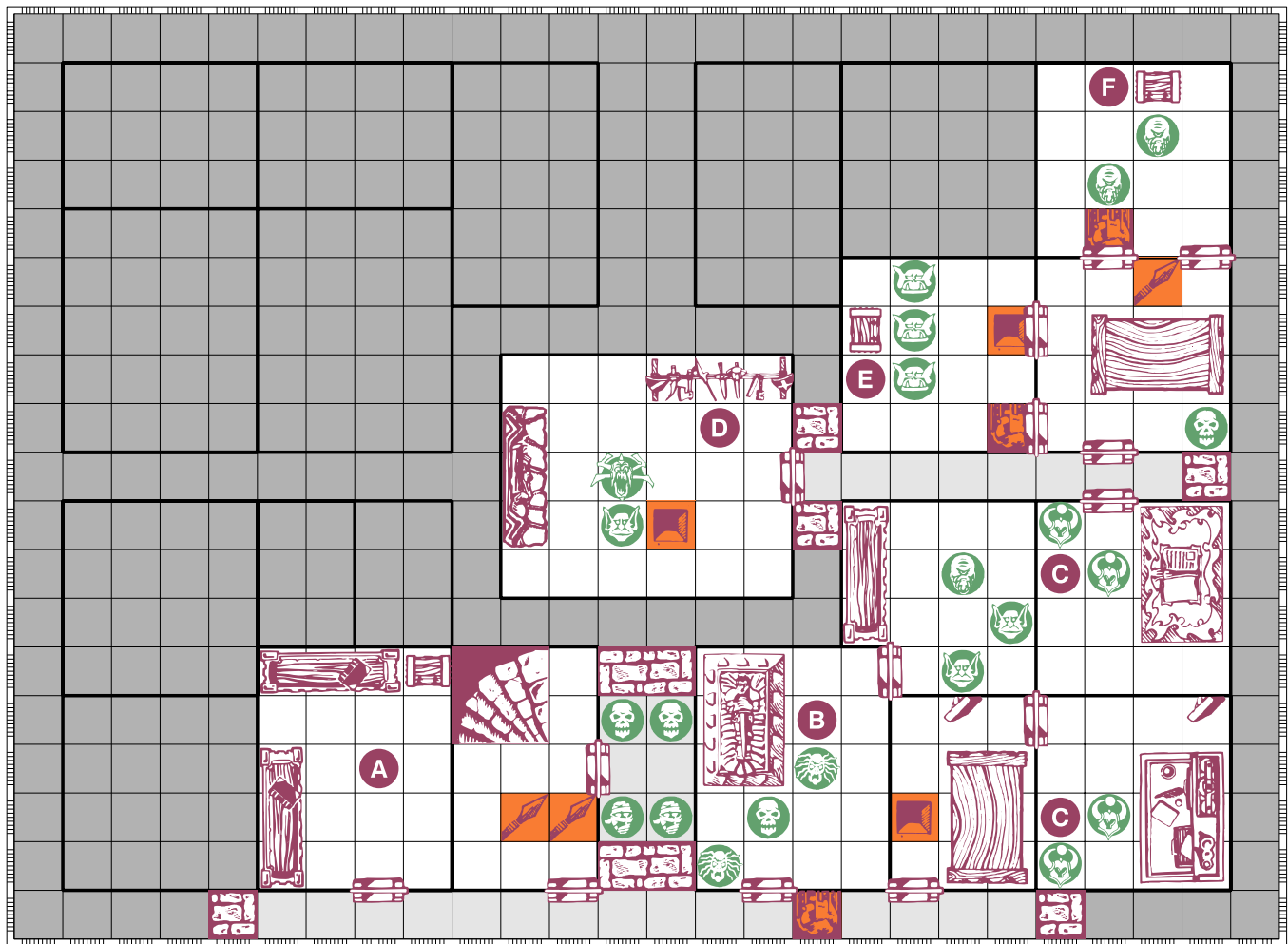


The Treasure Vault

you can keep all of the valuables that you find, but be careful...
the vault is surely to be well guarded. Escape to the spiral
staircase after you find the treasure.

- A** The first Hero that searches the room for treasure will find a map to the vault under the throne. Point to the room marked D.
- B** The first Hero that searches for treasure will find a potion on the bench. Whoever drinks it will gain 6 lost Body Points.
- C** The Fimir knows the spell, Summon Orcs.
- D** The Gargoyle has 8 Body Points and knows the spell, Firestorm. The first Hero to search the room for treasure finds the following: 1200 gold coins, 2 longswords, 2 crossbows, a pair of Dexterity Boots (Artifact Card), and Borin's Armor (Artifact Card).
- E** On top of the rack is a pouch with 11 gold coins inside.
- F** On the mantle is a clear gray potion. It can revive 4 of a Hero's life points, may be used twice.





Quest 8

The Hostages

It was unexpected that the brothers did not fight as a team, however there are more pressing matters at hand. Zargon's forces have captured four of the Emperor's Goblin spies. The

Goblins are hidden deep within the Undead Mountain Dungeon. Split up and you will find the captives faster. You will be paid 200 gold coins for each spy escorted to the spiral staircase.

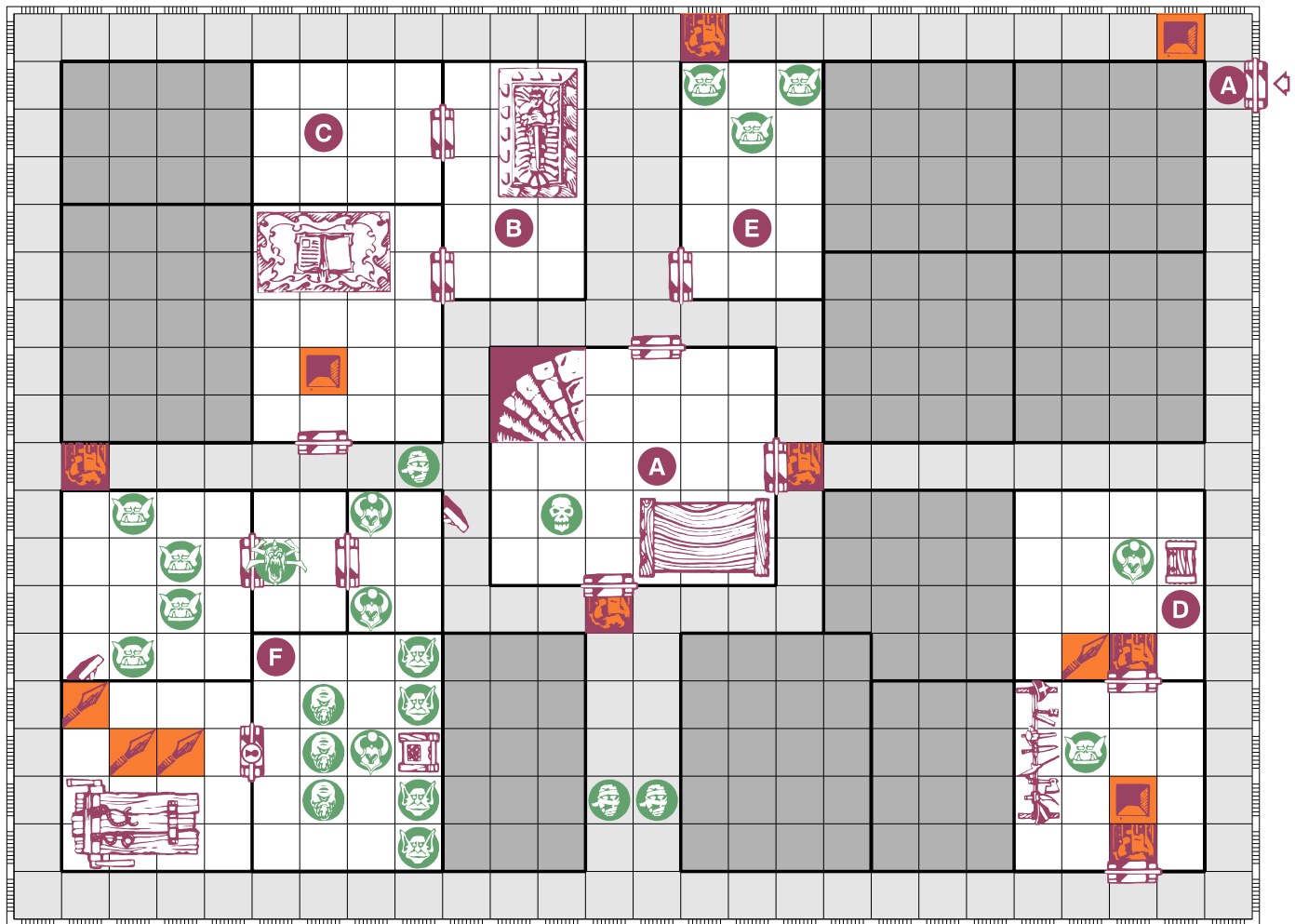
NOTES:

- A** The Wizard and Elf start at the staircase, while the other 2 Heroes start outside the door on the edge of the board.
- B** The first Hero to search for treasure will find a gold key.
- C** Place a skull tile on the square marked B, the Heroes may not step on this tile. This is an Undead Generator. On each of Zargon's turns, he can move one undead monster out of the tile. If Zargon runs out of undead monsters, the generator pauses until more are available. The type of undead monster is Zargon's choice.
- D** The first Hero to search for treasure will find a Pass Through Rock Spell Scroll (Artifact Card).
- E** The Orcs in this room each knows the Chaos Spell Rust.
- F** Heroes may not open the door to this room without the gold key. The 4 Goblins here are the hostages, they may not move. They roll 2 dice for defense and have 2 Body Points (the Heroes defend for the Goblins; however, they still must roll a BLACK shield to block hits). After the Heroes open the door to this room, Zargon will try to kill the spies on his turns via his monsters. After the monsters in this room are killed, the remaining Goblins are

unchained and may move around freely 8 spaces per turn (controlled by Heroes).



Wandering Monster in this Quest: 2 Skeletons



Quest 2

The Chaos Orb

The Emperor's messengers have confirmed the location of a magic jewel, known as the Chaos Orb. It is extremely powerful, and is a fine prize. You must journey into this dungeon and

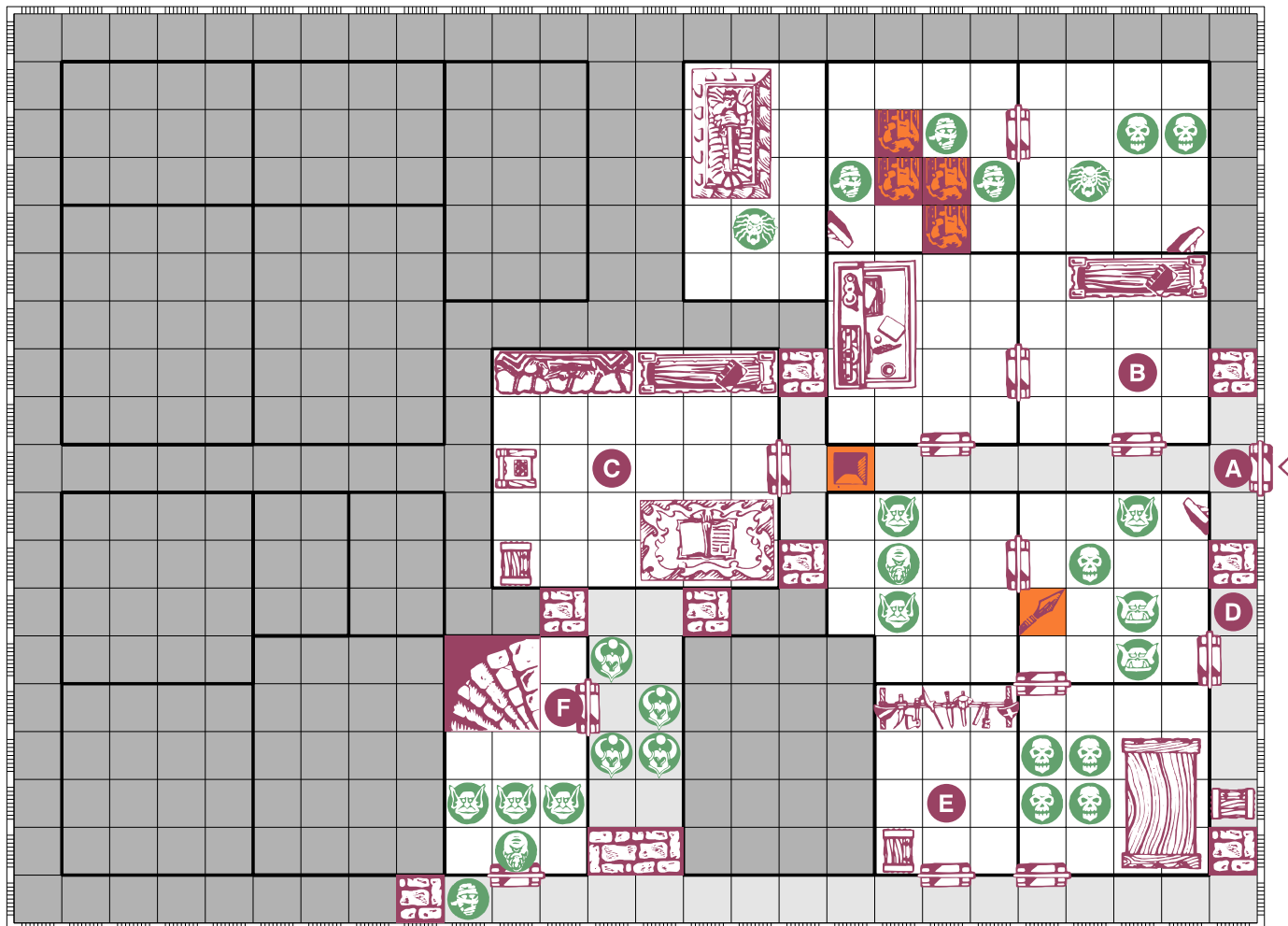
find the jewel. Return it to the spiral stairway, and you can keep it.

NOTES:

- A** There are 165 gold coins in the chest.
- B** The first Hero to search for treasure will find the Wand of Magic (Artifact Card) inside the tomb.
- C** The Chaos Warriors in these 2 rooms carry a plague. Any Heroes hurt by these Warriors lose 1 Body Point at the end of each of their future turns, until the end of the Quest. Plague cannot be cured.
- D** There is a tool kit, like the one in the Armory, on the rack.
- E** There are 250 gold coins and a potion that will heal 2 Body Points in the chest.
- F** In this treasure chest is the Chaos Orb (see Artifact Card). It should be given to the Wizard.



Wandering Monster in this Quest: Skeleton



Quest 7

Return to Century Point

This is it brave Heroes, this is the showdown between good and evil. Armed with the Wisdom Tunics, you should no problem

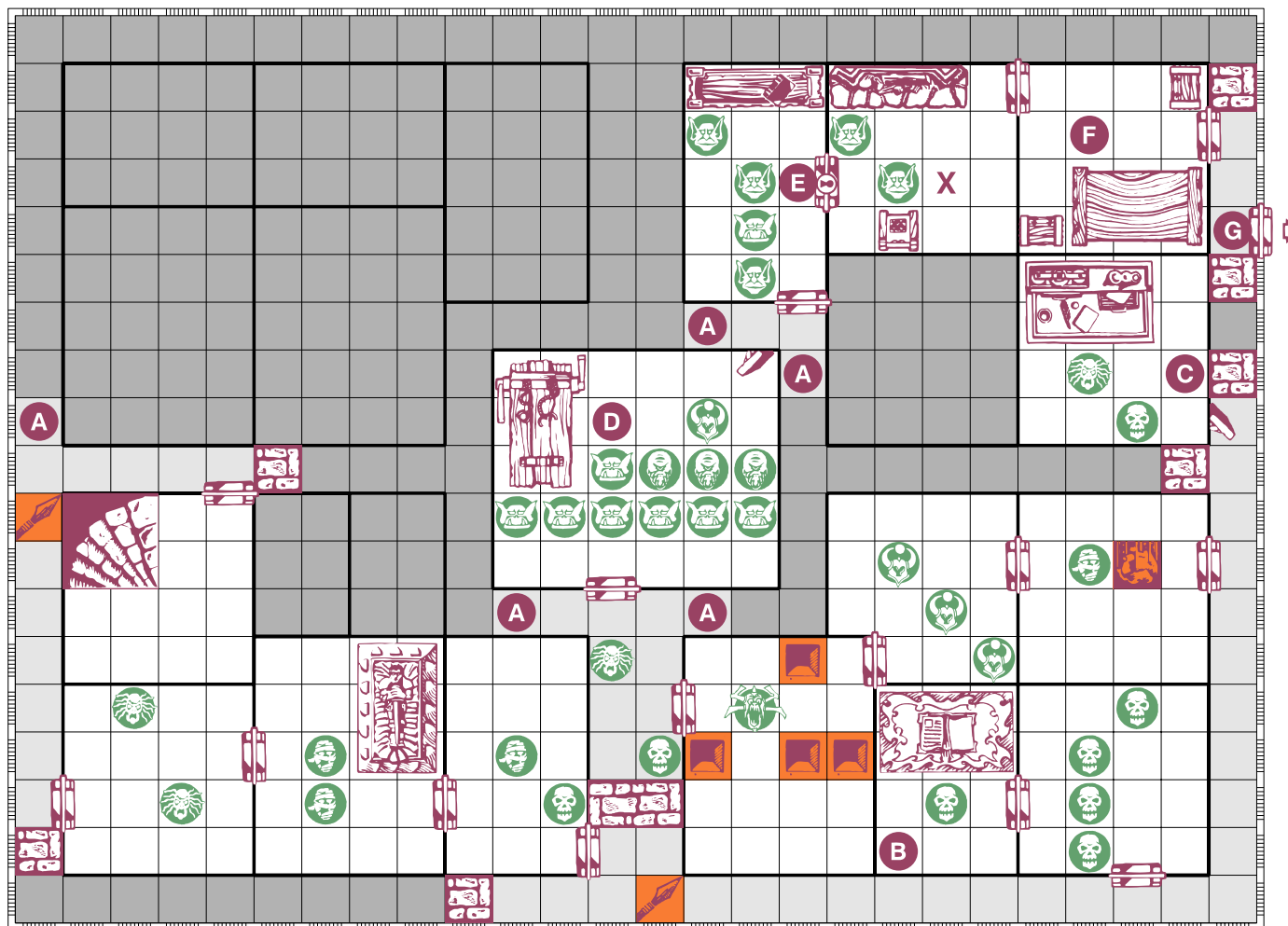
stopping the Chaos Twin Brothers this time. The emperor will pay 435 gold coins for each of them that you kill. Good luck.

NOTES:

- A** On these squares put a rubble tile. These are cave-ins, so you should treat them as normal walls.
- B** The first Hero to search for treasure will find 5 Spell Scrolls (Artifact Cards): 2 Courage Spell Scrolls and 3 Ball of Flame Spell Scrolls.
- C** There is a silver key in a bench drawer.
- D** The Chaos Warrior in this room is Keller, the weaker of the 2 brothers. He knows the following chaos spells: Command, Summon Undead, Cloud of Chaos, Rust, Tempest, Ball of Flame, Lightning Bolt, and Escape (this will take Keller to square marked X in the room with the fireplace, don't put him on the board until Heroes open the door to this room). On each of his turns, he may cast a spell on any Hero on the game board. He has the stats of a Gargoyle, except with 12 Body Points, and 10 Mind Points. The Hero who kills Keller may take 5 Mage's Rings that he was wearing.
- E** This door is made of stone and is locked. It can only be opened with the silver key from the room marked C.
- F** The first Hero to search for treasure will find 217 gold coins and 3 Magical Throwing Daggers among the chests.
- G** The Heroes must exit through this door.



Wandering Monster in this Quest: Goblin



Quest 3

Forgotten Castle

Welcome Heroes, in this quest you are to explore Tremalus, a once-mighty castle, now abandoned. This castle is a well-known checkpoint on the road to Century Point, the stronghold

where the Chaos Twins keep their forces. You will start at the Grand Entrance. Find the spiral staircase to complete your Quest.

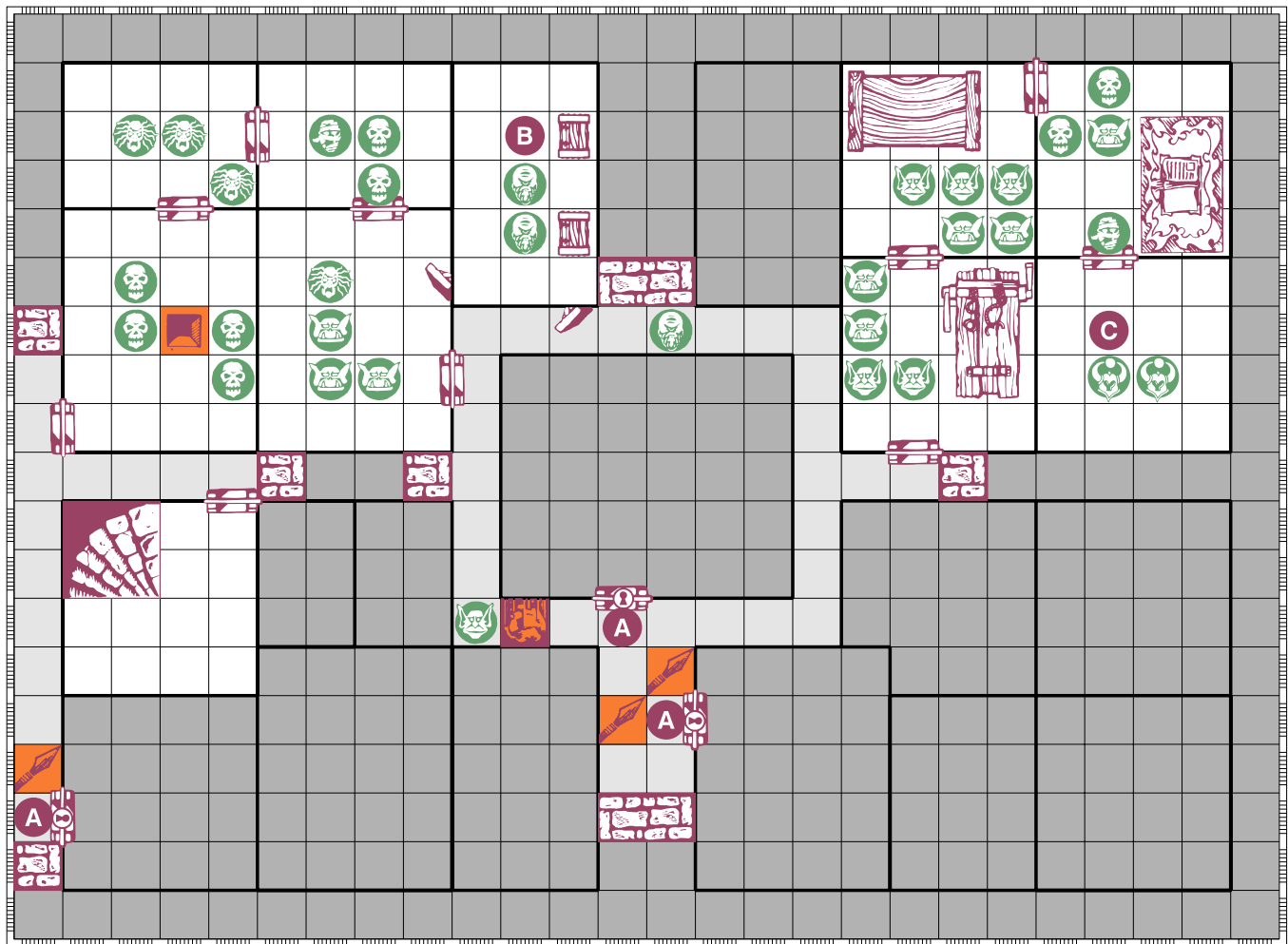
NOTES:

The Heroes DO NOT start this Quest at the spiral staircase.

- A** Line the Heroes up outside this door at the beginning, this is where they start.
- B** When a Hero searches for secret doors, the shelf slides over to reveal the passageway.
- C** The chest is empty.
- D** Count this as a separate room. The first Hero to search for treasure will find 250 gold coins in the chest.
- E** There are 250 gold coins in the chest, and a Titan Sword (Artifact Card) on the rack.
- F** This is the spiral staircase exit, the Heroes can only finish here.



Wandering Monster in this Quest: Orc



Quest 6

Search for the Wisdom Tunic

Now that you have escaped from your entrapment, you must again concentrate on defeating the Chaos Twins. Before you battle them again, you will need the Wisdom Tunic, it is the

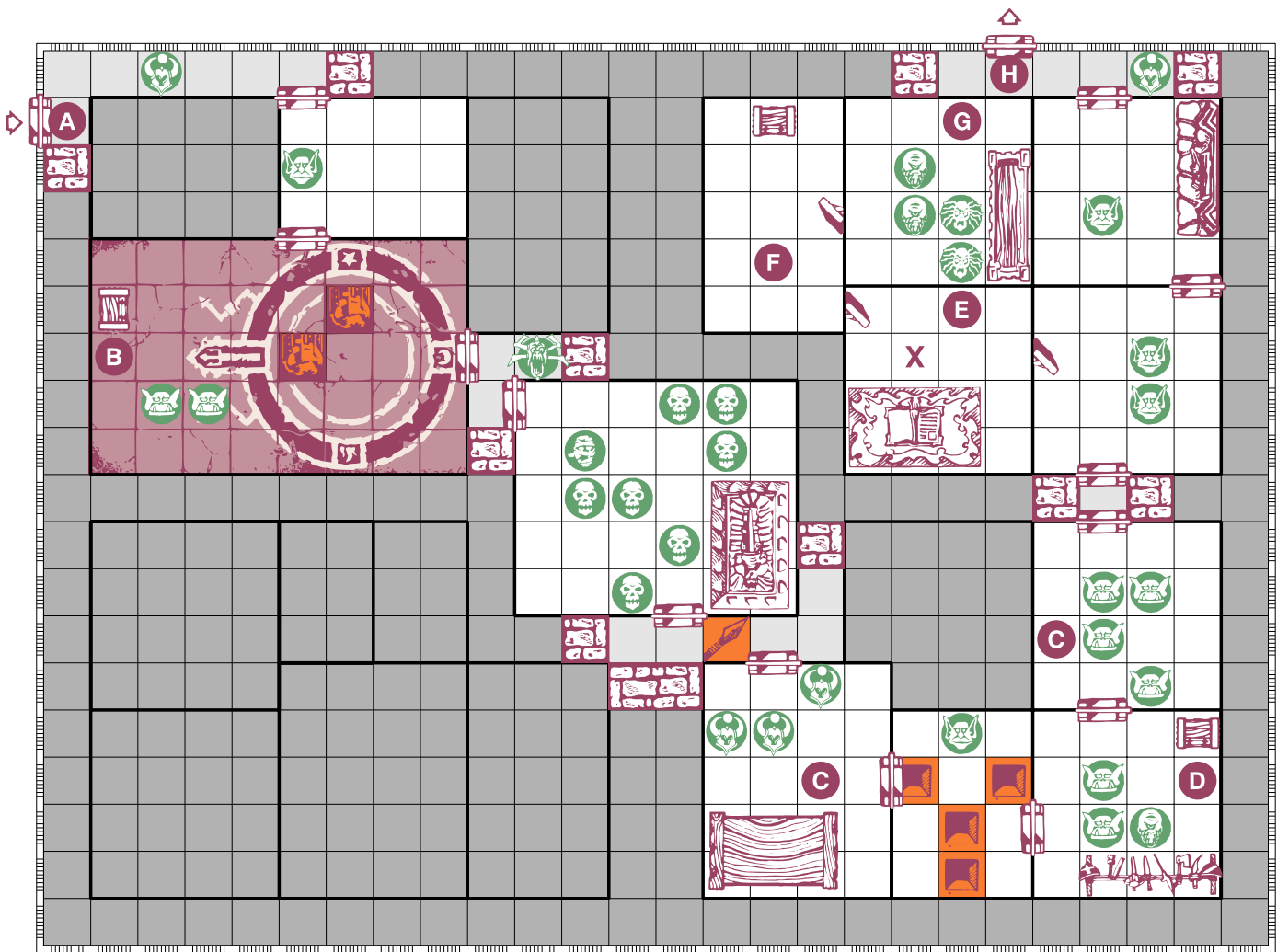
only protection against the Spell of Souls. Find the tunic, find the exit, and then prepare for a rematch with evil.

NOTES:

- A** The Heroes start lined up outside this door.
- B** Use the Chaos Room tile here. The chest is empty.
- C** The monsters in these 2 rooms are very skilled, and can attack diagonally.
- D** The Fimir knows the spell Command. There is nothing here of use to the Heroes.
- E** There is an evil Chaos Warlock on the square marked X. He has the stats of a Chaos Warrior and knows the following spells: Cloud of Chaos, Summon Orcs, Summon Undead, and Command. The first Hero to search for treasure will find 4 Spell Scrolls (Artifact Cards): 2 Veil of Mist Spell Scrolls and 2 Pass Through Rock Spell Scrolls.
- F** The first Hero to search for treasure will find 550 gold coins in the chest.
- G** There are 4 Wisdom Tunics (Artifact Card), in the cupboard.
- H** This is the door the Heroes must use to exit; however it remains locked until the Heroes find the Wisdom Tunic.



Wandering Monster in this Quest: Chaos Warrior



Quest 4

Century Point

The time for justice is upon us. This is the fortress of Amanon and Keller, the evil Chaos Warriors who have been plaguing the

land. You must fight your way through their army, and then end this terror.

NOTES:

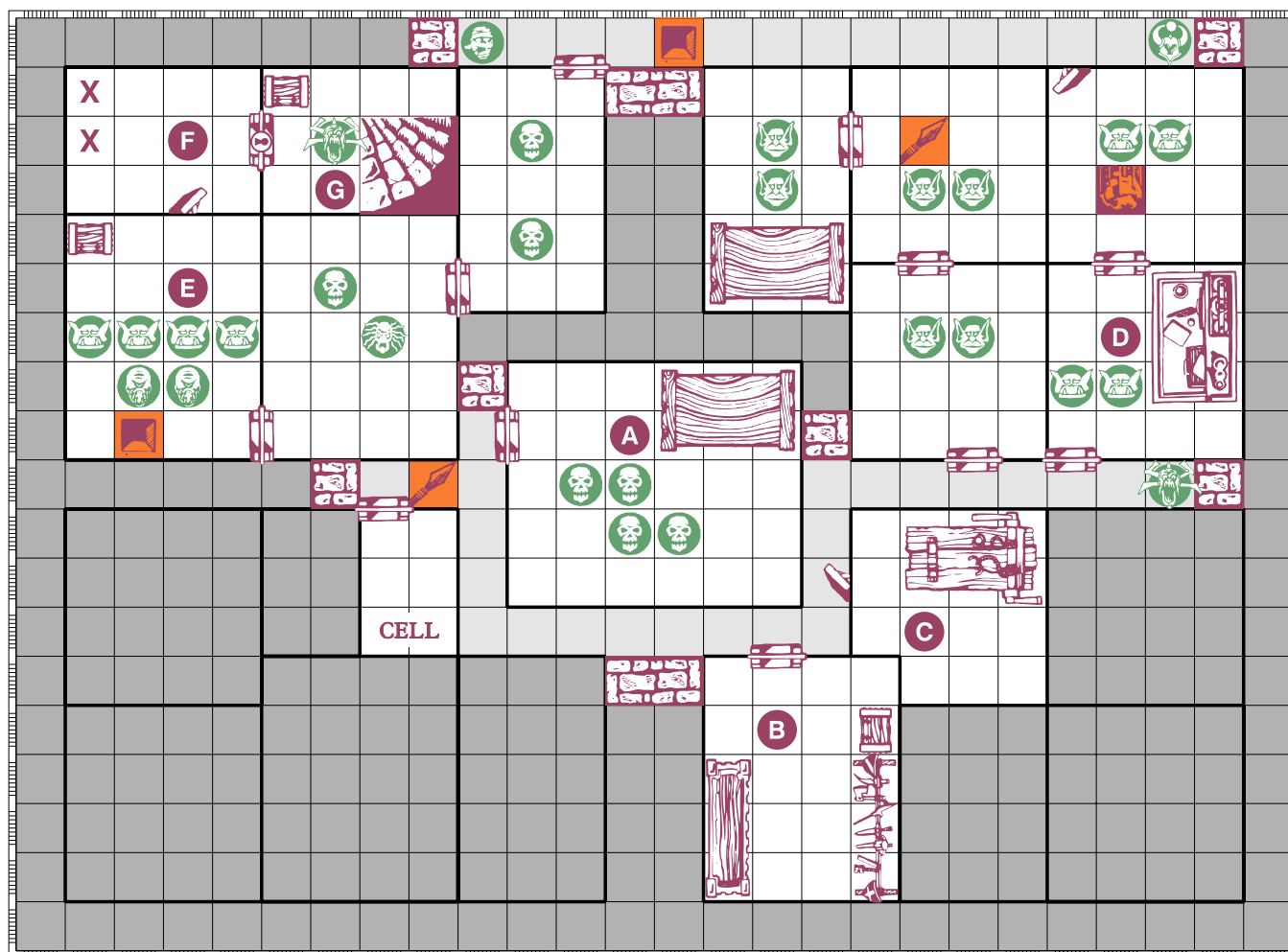
- A** These doors are locked and cannot open.
- B** There are 965 gold coins among the chests.
- C** When a Hero opens the door to this room, put the two Chaos Warriors on the board and read the following aloud to the Heroes:

"These Chaos Warriors are Amanon and Keller. Upon seeing you, they raise their hands in unison, and cast The Spell of Souls on all four of you. You find yourself drained of energy, and on the cold hard floor of the dungeon. This adventure is over."

The Heroes have all been affected, even Heroes that the Chaos Warriors cannot see. There is no successful way to complete this Quest, read the parchment on the next page to continue. Heroes may not purchase any items after this Quest.



Wandering Monster in this Quest: Goblin



Quest 5

The Great Escape

You have been captured. You wake up to find that the Dwarf and Wizard are missing, along with all of your weapons, armor, money, and potions. Now you must break free of your cell, find

your missing equipment, find your missing comrades, and then escape this horrible dungeon via the staircase.

NOTES:

The Elf and Barbarian start in the room marked "CELL". They don't have any of their items on their character sheets, however they do have all their starting Body Points. They roll 1 die to attack, and 2 dice for defense. Heroes cannot search for treasure in the cell.

move around like normal. However the 2 just released still don't have their equipment, and therefore roll 1 die to attack, and 2 dice for defense. The wooden door here is locked, and cannot be opened without the key from room A. After a Hero unlocks the next room, they key shatters and must be crossed off the corresponding character sheet.

- A** The first Hero to search for treasure will find a small key under the table.
- B** If the Elf or Barbarian search for treasure here, they will each find their own equipment. They may then start using their weapons, artifacts, armor, spells, and potions again. All their gold coins are missing, have them crossed off the character sheets.
- C** There are 440 gold coins, in a pile, on top of the rack.
- D** The first Hero to search for treasure will find 2 potions on the bench; each can restore 6 lost Body Points when consumed.
- E** The chest is empty.
- F** The 2 missing Heroes are chained up on the squares marked X. When the Elf or Barbarian walks into this room, the chains are broken, and all Heroes can
- G** After the first Hero searches for treasure, the Dwarf and Wizard may use all their items again like normal. Their gold is not here though, and must be crossed off the character sheets. If nobody searches for treasure in this room, the Dwarf and Wizard lose everything they own.



Wandering Monster in this Quest: Fimir