

HeroQuest™

The Chaos Wars

Q U E S T



B O O K

Introduction

A persistent knocking at the door awakens you. You get up from your bed and open the door to your chambers in the royal palace. You find a page, who informs you that the Emperor wishes to see you immediately. You quickly make your way to the throne room, where the guards usher you in.

The Emperor stares at you for a moment; he seems to be making up his mind. A look passes over his face as if he has come to a decision. "The forces of Chaos have massed for war!" he exclaims. "Armies are attacking our forces throughout the empire." The Emperor looks around, then motions you closer. "Frankly, our position is grim. Chaos has never attacked us en masse like this before. Their armies are well trained and disciplined. Our commanders everywhere are begging for reinforcements, but we have none to send."

You start to volunteer, but the Emperor motions you quiet. "I appreciate the offer, but you could not make much of a difference that way. Our generals and war-masters have decided that we need to launch a counter-offensive. The hope is that Chaos will need to pull troops away from other battles to meet this threat, and that this will give our commanders a chance to regroup. For the plan to succeed, we must hit Chaos hard. Our strategists have decided that we need to recapture Ceir Renim."

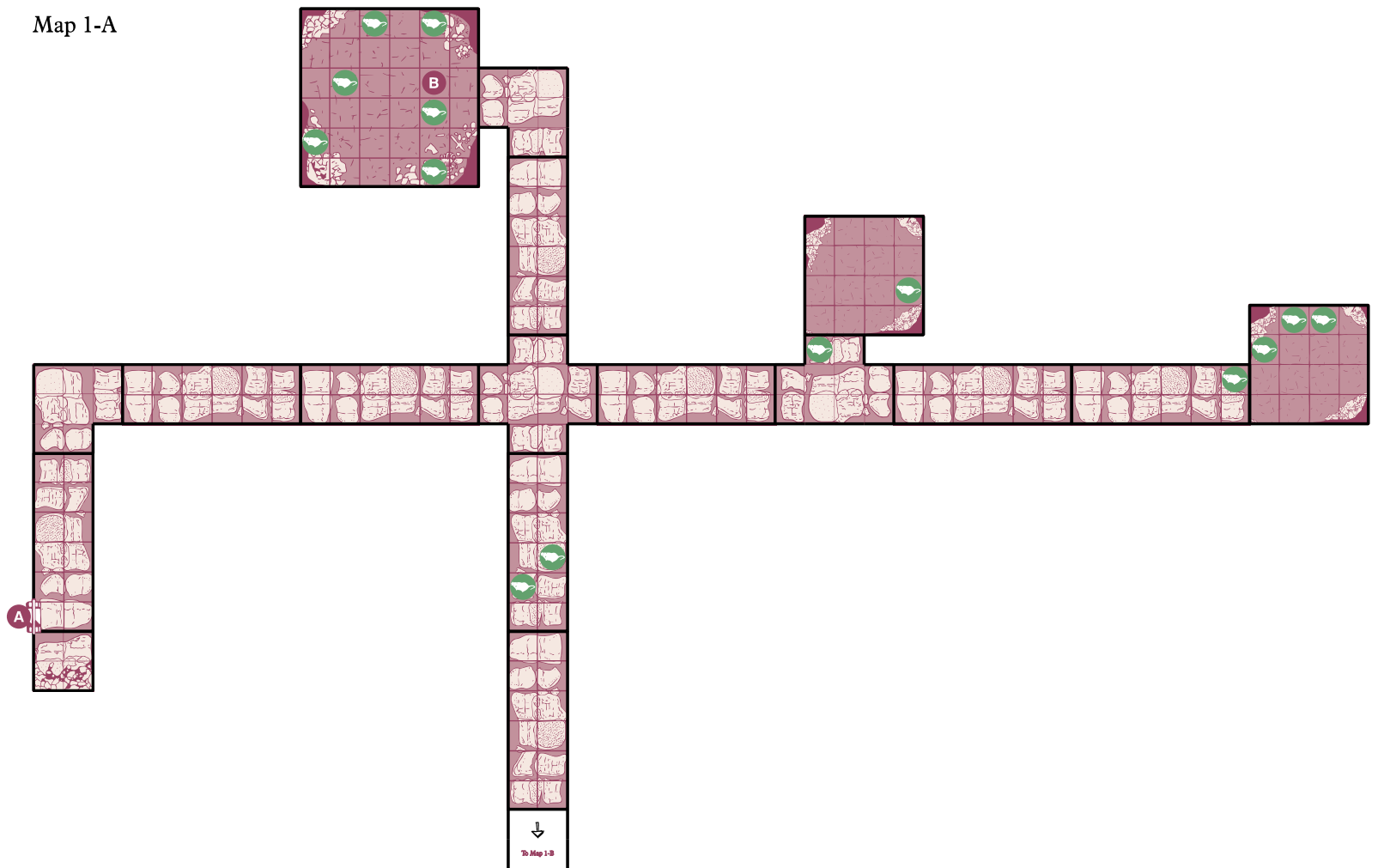
You are startled at this information. A few moments ago you were not even aware that war had broken out, and now you have found out that Ceir Renim, the castle guarding the pass out of the Darkfang Mountains, has fallen.

"Ceir Renim was overrun several days ago by a large force comprised mainly of Orcs and Goblins. Unfortunately, we do not have the men to launch a major offensive against the castle, nor the time for a siege. There is perhaps another way, though. Several soldiers escaped from the castle through a hidden cave system that runs underneath the dungeon. When the castle was built many centuries ago, the cave system was incorporated as an escape hole. The men were able to block the passage from the dungeon into the caves as they left, and it is believed that it has not yet been found by our enemies."

"The task I have for you is dangerous. Your small band must travel into the cave, unblock the entrance into the dungeons, and make your way to main level of the castle. From there you must attack and take control of the gatehouse. Our forces will launch an attack on the castle at the same time to try to divert the enemy's attention away from you. Once inside the gatehouse, open the gate to allow our soldiers into the castle. With our troops inside Ceir Renim, we will be able to retake it and free it from the hands of Chaos!"

"The soldiers who escaped from Ceir Renim will lead you to the cave entrance. Go now, and may good luck be yours."

Map 1-A



NOTES continued:

G The X on the map is a Chaos Warlock. Place him on the board, but do not place any of the other monsters. Read to the first Hero who enters this room: *"You enter a dark room. Evil magics fill the air with a charge that makes your hair stand on end. A Sorcerer stands in one corner, waving his hands and chanting. Suddenly foul Undead creatures spring from the ground (place the Mummies and Skeletons on the board at this time). 'Fools', shouts the Necromancer, for his command of the undead reveals him as such. 'You shall meet your doom today. Know in your hearts that the powerful magic that will kill you is being wielded by one but yet an apprentice. I study under the most powerful Necromancer that the world has ever seen, and he shall bring your Empire down upon your Emperor's head!'"*

Stats for the Apprentice Necromancer

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	2	2	3	5

The Apprentice knows these spells: Rust (twice) and Summon Undead (twice). He is also carrying a Potion of Healing, which he will use on himself. If his Body Points get to zero, he will automatically take the potion.

H Both the chests here are trapped.

The first has a gas trap on it. If it is opened without being disarmed a foul gas spews from the chest, doing two Body Points of damage to anyone in the room. This chest contains 800 gold coins. If Sir Wolfar is still alive, he declines any of the gold, telling the Heroes that they deserve it for the work they have done.

The second chest has a poison needle trap on it. If it is opened without being disarmed the Hero who opens it is struck by the needle. He will lose a Body Point every second turn to the poison. A potion or spell of healing will restore any lost Body Points he has, but will not cure the poison. Only an Anti-Venom potion will cure the poison. This chest contains 3 scrolls – Rock Skin, Courage, and Sleep.

I You may not have enough doors to keep these doors here. If not, you can

place the closed doors here when needed, then move them somewhere else when the Heroes leave.

These doors are the entrance to the main part of the castle. If the party has not yet unlocked the gates (see location E) read: *"These doors are the entrance to the main part of the castle."*

If the party tries to open the doors before they have unlocked the gates (see location E) read: *"The doors are locked and cannot be opened."*

If the party has unlocked the gates (see location E) but has not yet killed all the monsters on this level, read: *"Several of Baron Durag's soldiers are guarding this door. One of them says 'Chaos forces are still being sighted in the outer keep'. The Baron says to meet him here once they have all been destroyed."*

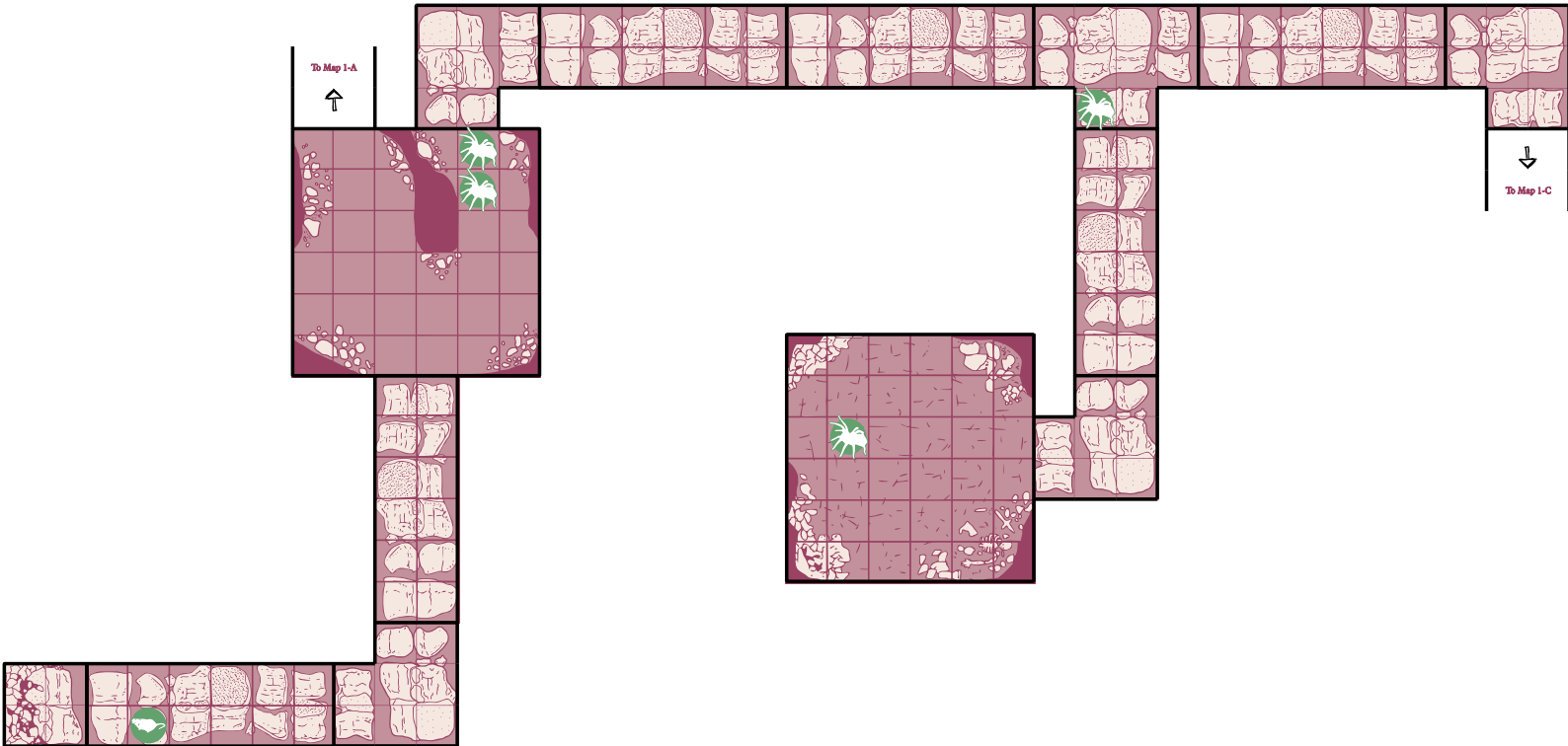
If the party has unlocked the gates (see location E) and attempts to enter the doors into the inner castle, read: *"One of the soldiers blocks your way into the inner castle. 'Sorry sirs, your orders were to clear the outer keep of monsters.'"*

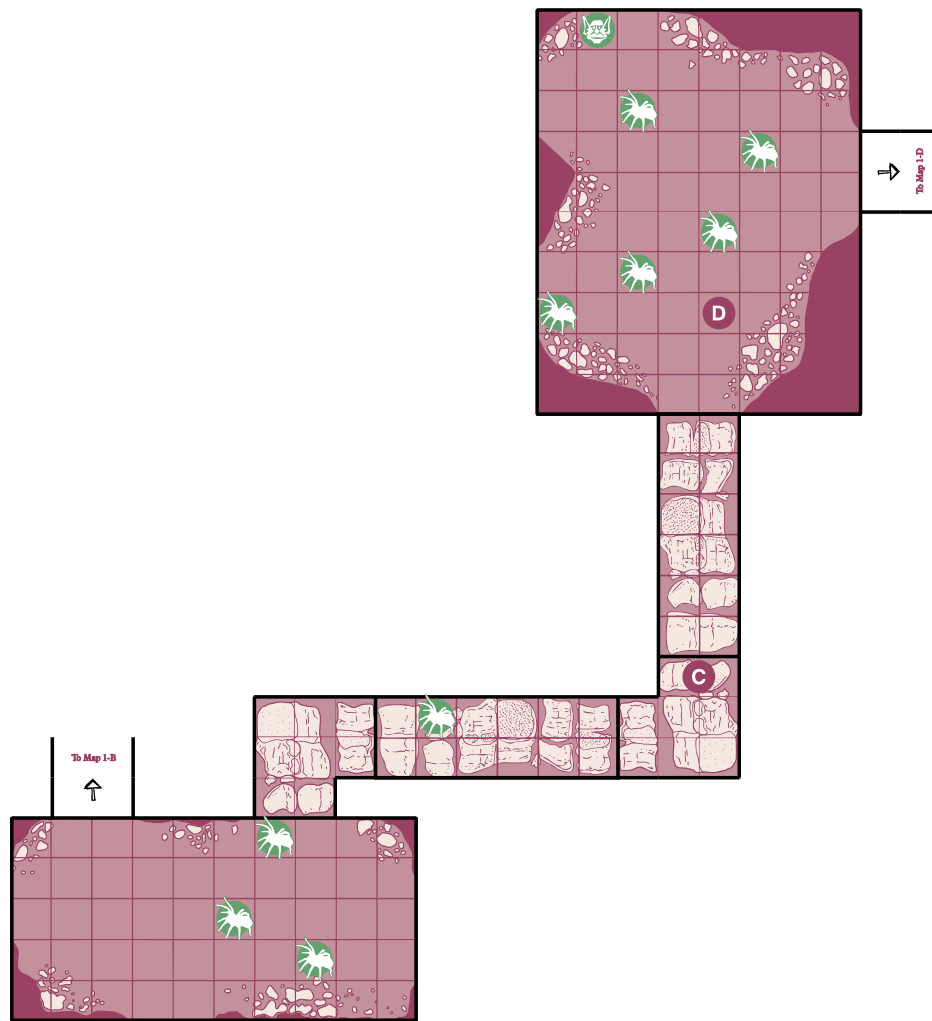
Once all monsters on the level have been destroyed and the Heroes return here, read: *"Baron Durag emerges from the main castle. 'Well done, well done,' he says. 'Our attack was a success – we have recaptured Ceir Renim!' A cheer goes up from the Baron's soldiers, and you join in the celebration that follows."*

Several days later you find yourselves in the presence of the Emperor again. After telling him of your adventure, he congratulates you on your victory. 'You have done well,' he says, 'but the war is far from over. Prepare yourselves, for I fear I must call upon you again in this war against Chaos. I am also concerned about the presence of the Apprentice Necromancer in the castle. This must mean that a major Necromancer has arisen again. Keep a watch out for him, for I suspect you will meet him sometime in the future.'"

The End.

Map 1-B





Quest 3

Attack on the Gatehouse

Once again the shimmering image of the Emperor appears before you. "You have made it into Ceir Renim without alerting the forces of Chaos to your presence. I will launch the attack on

the castle to draw the enemy's attention away from you. You must find the gatehouse and open the gate or our attack will fail."

NOTES:

- A** This is the start of the Quest. Move each Hero onto the steps on his turn.
- B** The weapons rack contains a broadsword.
- C** When the first Hero gets to this door, and if Sir Wolfar is still alive, read: "As you reach the door, Sir Wolfar motions for you to pause a moment. 'We are in the outer keep of the castle. The gatehouse is through this door, then to the left. We need to hurry and get there before we are spotted.'"
- D** Place the well tile here. Ignore any walls – Heroes and monsters can move freely to and from the well. Do not place these monsters here until after the lever in the gatehouse is pulled, opening the gate (see location E). When the Heroes leave location E after pulling the lever, then place the monsters here.
- E** This is the gatehouse. If Sir Wolfar is still alive, after the monsters have all been killed read: "Sir Wolfar points to the lever. 'This lever controls the castle gates', he says. 'Pull it to unlock and open them.'"

If a Heroes pull the lever, the gates will open. After one of them pulls the lever, read: "You hear the grinding of mighty gears. The gates are unlocked and opening! A mighty cheer is heard; it must be the Emperor's forces. You hear the soldiers rushing into the castle, then suddenly one appears at the

doorway of the gatehouse. 'I am Baron Durag, commander of the Emperor's forces,' he states. 'You've done a great job on opening the gates, but the fight is not over yet. I will lead my force into the main part of the castle. You must search the outer keep for any remaining Chaos soldiers and eliminate them. Meet me at the southern entrance to the main castle whey you are finished.' With that Baron Durag leaves to begin his attack."

- F** This is the entrance to the castle. If the gates have not been opened yet, use closed doors here. Read: "These are the main gates into the castle. Outside you hear the sounds of battle – the Emperor's forces are attacking!".

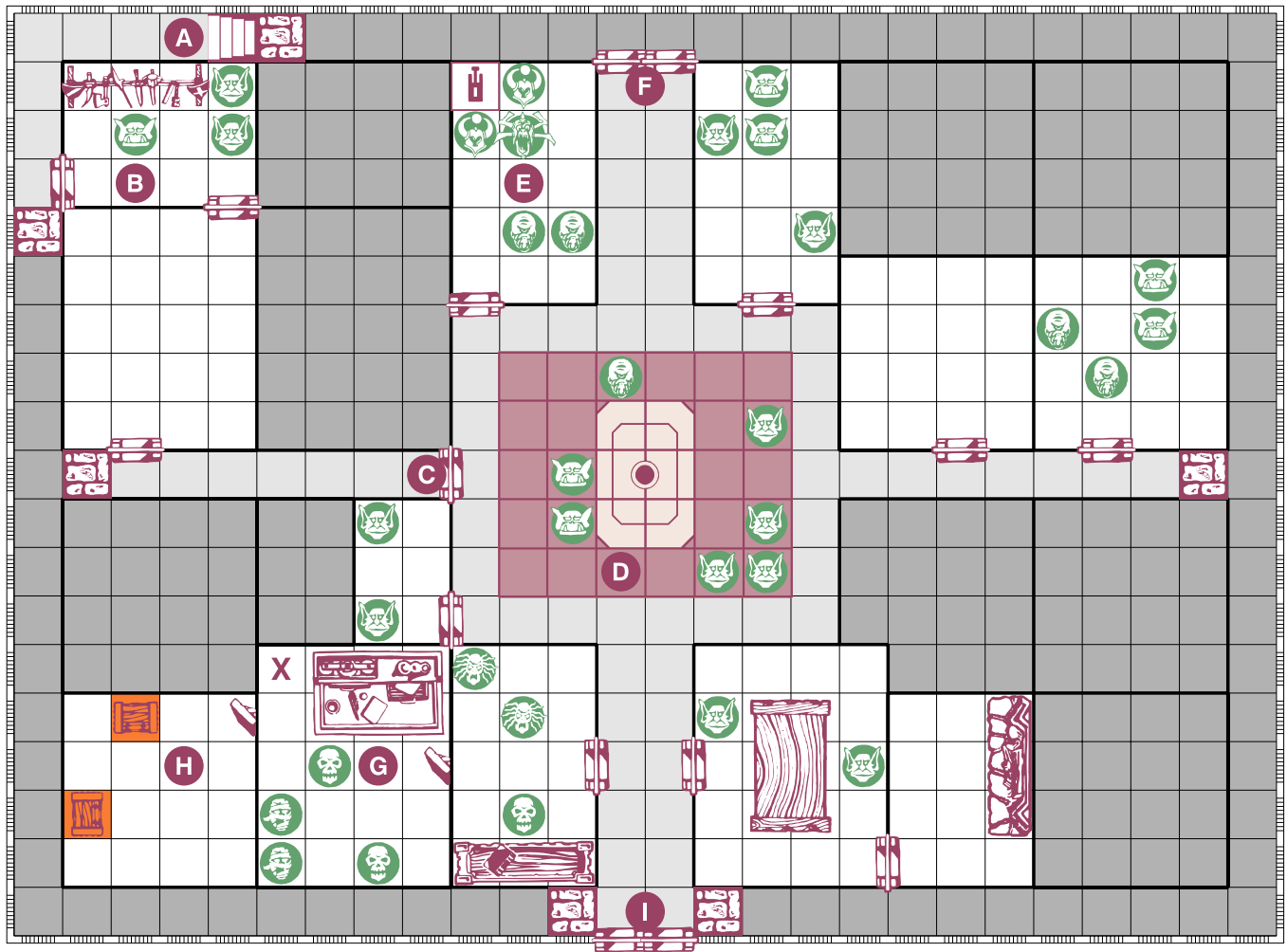
If the Heroes attempt to open the gates before the lever has been thrown in location E, read: "Try as you might, you cannot open the gates."

If the gates have been opened, use opened doors here. Read: "These are the main gates into the castle. Two soldiers are guarding the entrance. They see you and congratulate you on the fine job you did opening the gates."

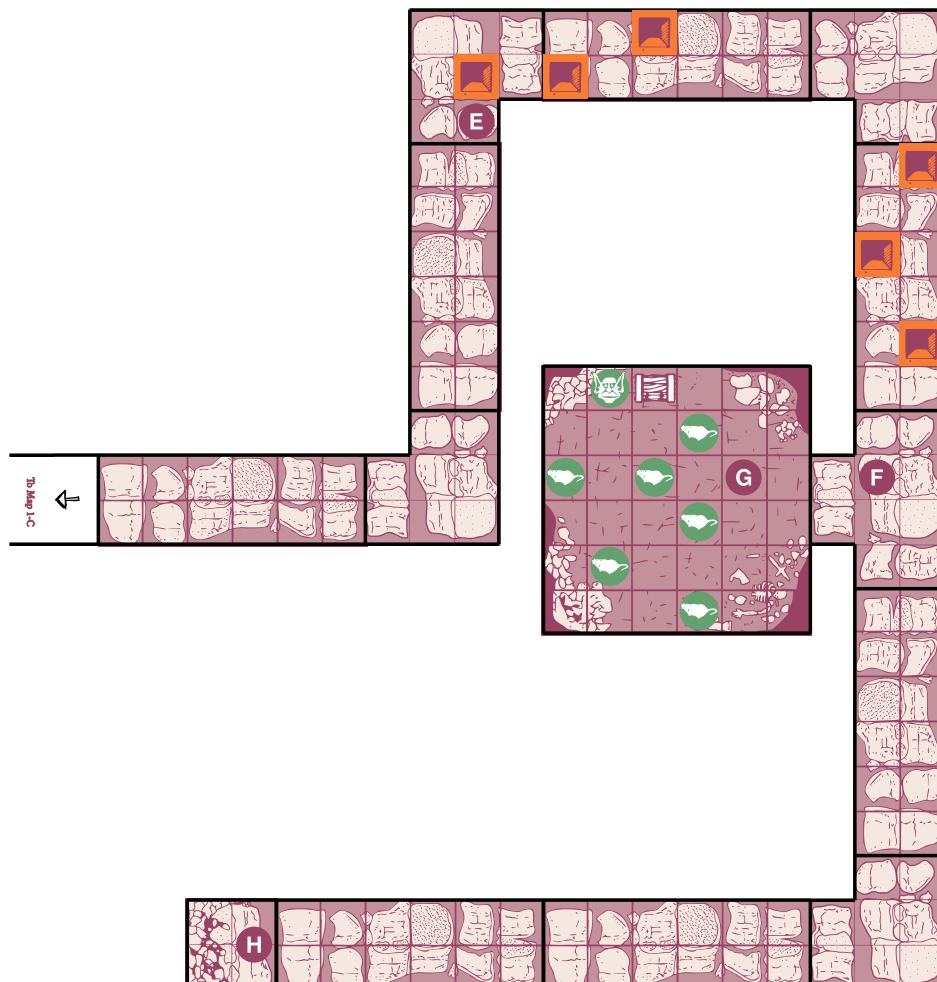
If the Heroes attempt to exit the castle after the gates have been opened, read: "The soldiers block your exit. 'Sorry sirs', one of them says. 'Our orders are to let no one through.'"



Wandering Monster in this Quest: Orc



Map 1-D



Quest 1

Below the Ceir Renim Dungeons

The soldiers take you to an ancient stone doorway, cut into the hillside and so covered with vines and bushes as to make it almost invisible. You remember the parting words of the Emperor as you left the palace: "Make sure you stock up on potions before you leave, especially ones of healing. The caves will be dark, so you will need sources of light such as torches

or lanterns. Each of you may need several. Find your way through the caves to the passage that leads up into the dungeons above. Our soldiers blocked this passage when they left the castle. Remove the debris and climb up into the dungeon. I will try to contact you during your mission through magical means. Good Luck."

NOTES:

1. The Quest Map for this Quest would not fit on one page. For printing purposes, it has been divided into 4 separate maps.

2. Unless otherwise noted, place cave rooms on the board when they are lighted by the Heroes' torch or lantern.

- A** This is the entrance to the Caverns. Place an open door here, and put the Heroes outside the door. They may enter the caves on their turn.
- B** The first Hero to search this room for treasure will find a scroll of Water of Healing among the bones lying on the floor. Mark this on the player's sheet.
- C** When the first player reaches one of these squares, read: *"You hear screams coming from the north"*.
- D** The Goblin found here is bound tightly in Spider web thread. Do not place him on the board yet. After the Heroes have killed the Spiders in this room,

read: *"In the corner you see something struggling, tightly wrapped in Spider thread. The thrashing stops for a moment, and you hear a muffled voice begging to be set free."*

If they free him, place the Goblin on the board. Read: *"After cutting the Spider thread, the strangest looking Goblin that you have ever seen emerges. He has pale skin and large, bulbous eyes. He looks around at your group, and readies himself to either run from you or defend himself against your attack if needed. After a moment, he says 'You would be wanting to leave these nasty caves, yes? I know the way, yes I do. Follow me. You helped me, so I will lead you.'"* He then leaves the room, heading to position F on the map.

If the Heroes attack the Goblin he fights with the statistics of a regular Goblin.

If the Heroes do not free the Goblin, or they kill him, or they do not follow him, they cannot find the secret door at location F, even if they search.



Wandering Monster in this Quest: Giant Rat

NOTES continued:

items.

- K** This is the exit from the Quest.

NOTES continued:

- D** The door to these rooms are all locked. When the door is opened, read: *"You see a corpse lying on the floor (lay a Zombie figure on its side). It appears to be one of the castle's soldiers, lying dead on the floor. As you watch, bright lights begin playing around the corpse. It arises from the floor as a Zombie, ready to attack."* (Stand the Zombie up).

The X in these rooms represents the position of the Zombie. Note that one room has two Zombies in it, you will have to change the note above slightly to make the corpse and Zombie plural.

- E** When a Hero stands outside this door, and it has not been opened yet, read: *"You hear voices shouting and screaming on the other side of the door. It is too thick to make out what is being shouted, or whether the voices are Human or not."*

The door here is locked. The room on the other side of this door contains 5 Goblins. When the door is opened, read: *"As you open the door, you are rushed by a group of frenzied Goblins who were locked in the room."*

The Goblins have been crazed by torture, and are berserk. They may attack twice each turn, but roll no Defense dice. Because of their berserk state they are immune to pain. This gives them two Body Points.

- F** The door to this room is locked. When the door is opened, read: *"As you open the door, you are rushed by a group of frenzied Orcs who were locked in the room."*

The Orcs have been crazed by torture, and are berserk. They may attack twice each turn, but roll only one Defense die. Because of their berserk state they are immune to pain. This gives them two Body Points.

- G** Keep track of the attempts the Heroes make at breaking down doors. After the third attempt, the monsters in this room will exit it and try to find out the source of the noise. Half of the group (1 Orc and 2 Goblins) will open the north door and head north to search. At the end of the hallway they will turn right. The other half of the group (1 Orc and 2 Goblins) will exit the room from the south door. They will proceed to the hallway marked E. At the end of

the hallway they will turn left.

- H** When the Heroes come into line of sight with these three monsters, hold the last Goblin out of the fight. Make sure (even if it means fudging rolls) that he comes out alive. You also need to make sure that he does not get surrounded; he needs a clear route to location I. If he does get surrounded, tell the players that the small Goblin slips through them. After the Fimir and the other Goblin have been killed, read: *"The Goblin sees that he is the only survivor of his group, and gives a frightened squeak and begins running."*

The Goblin will flee to location I. Always keep him a few squares ahead of the Heroes until he gets to that location.

If Sir Wolfar is still alive, read: *"Sir Wolfar tells the group 'After him. We must stop him before he warns the castle of our presence.'"*

- I** Place the Goblin in front of the door. When the Heroes are in his line of sight, read: *"You see the Goblin, screaming and banging on a door, attempting to open it."*

The Goblin will quit trying to open the door and attack the Heroes normally.

After the Goblin is killed, and if Sir Wolfar is still alive, read: *"Sir Wolfar looks at the body of the dead Goblin and asks 'Do you think anyone heard him?'"*

- J** Sir Wolfar's weapons and armor are here. After killing the Chaos Warriors, if he is still with the party, read: *"Sir Wolfar sees the weapons and armor on the weapons rack and shouts 'My weapons and armor!' He picks them up and readies himself for battle, arrayed in the traditional battle garb of his family."*

Sir Wolfar will return any weapon or armor given to him by the other Heroes, and put on the armor and wield the weapon on the weapons rack.

The weapons rack contains: chain mail, shield, helmet, and a longsword.

If Sir Wolfar has died, then the first Hero to search the room finds these

NOTES continued:

- E** If the Heroes are following the Goblin, he will stop on this tile in front of the first pit. Read: *"The Goblin points at a hole in the floor. 'Careful', he states. 'Many holes in floor here.'"* Place the pit tile on the board. The Goblin will point out all the pits as he gets in front of them.

If the Heroes are not following the Goblin, treat the pits as normal pit traps.

- F** Do not place room G on the board at this time – only place it on the board when a Hero enters it. If the Heroes are following the Goblin, he stops here and waits for all the Heroes to catch up. Read: *"The Goblin stops here, and motions for you to gather behind him."*

Once all the Heroes have caught up with him, read: *"The Goblin looks around the passage. 'Secret way here, shortcut. Cut many hours off your travels, it will.' He searches for a moment, then suddenly you hear a rock moving. The Goblin disappears into a hole in the wall, saying 'Hurry, hurry, this is the way.'"*

If the Goblin did not show the Heroes the secret passage, either because they killed him, did not cut him loose, or did not follow him, they cannot find this secret door, even if they search. They cannot get into Room G.

- G** When the first Hero enters this room, read: *"You see the Goblin standing before a group of rats. He yells 'Here is food. Eat.'"*

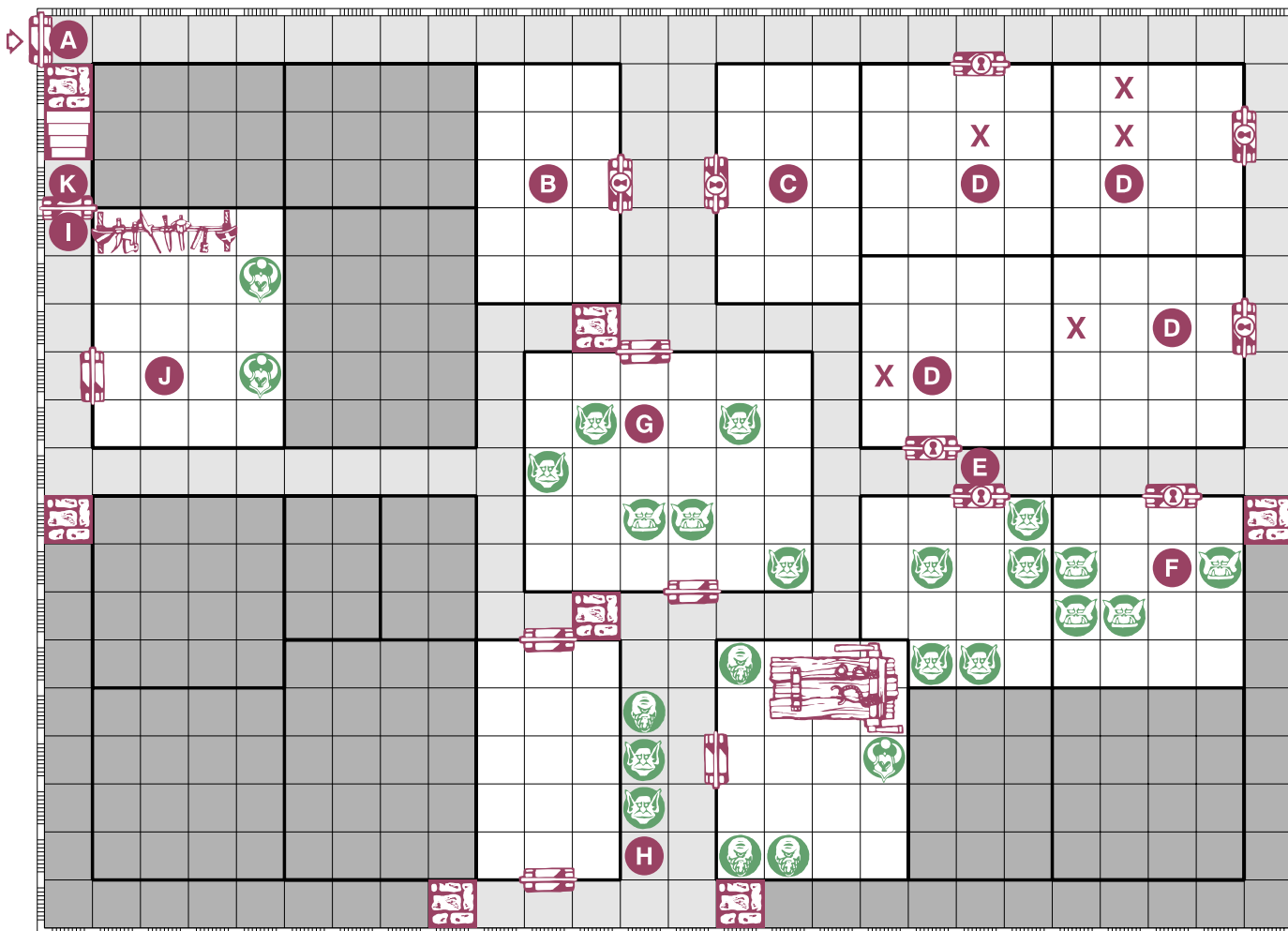
The Chest contains 200 gold coins and two Potions of Healing.

- H** When the first Hero gets here, read: *"This must be where the soldiers blocked the passage down from the dungeons above. You must dig out the debris to reach the dungeons."*

Digging the debris will take 8 turns. One Hero can dig at a time, and can dig for two turns before he is tired and another must dig. Each turn roll 1 die; on a roll of 5, falling rocks hit the digging player for the loss of 1 Body Point. On a 6, a wandering monster appears in the corridor. The Heroes cannot continue to the next Quest until the passage is fully dug open.

When the 8 digging turns are over, read: *"You have opened the passage and can leave the caves and enter Ceir Renim's dungeons."*

This is the exit from the Quest.



Quest 2

The Fight in the Dungeon

A shimmering likeness of the Emperor suddenly appears before you. "You have accomplished the first part of your task. Now you must make your way through the dungeons to the main

level of Ceir Renim. Be careful not to alert the enemy forces of your presence."

NOTES:

Some of the doors on this level are locked (check the room description to see if the door into it is locked or not). Locked doors may be broken down or the lock picked.

Breaking down doors – The Barbarian, the Dwarf, or the Elf may attempt to break down doors. The Wizard is not strong enough to do this. When a Hero attempts to do this, roll one red die. On a roll of 1-3, the door is broken. On a roll of 4-6 the door resists the attempt. A Hero may attempt to break down a door once during his turn. When they try, whether successful or not, tell them a resounding crash rings through the dungeon. When the party tries to break down a door for the first time, start a "door tally". Add any "break down a door" attempt to this tally. If the door tally gets to three, read paragraph G.

Picking the lock on doors – The Barbarian, Elf, and Wizard must have a lockpick to do this, the Dwarf can do it without one. When this is attempted, roll a red die. On a roll of 1-2, the lock is picked. Any other roll and the try were unsuccessful.

A This is the entrance to the Quest.

B This door is locked. The room is empty.

C This door is locked. Sir Wolfar, Lord of Ceir Renim, is locked in this room. When the door is opened, read: *"Inside the cell you see a man, dirty, wounded, and bloodied. He looks up at you when you enter. Seeing that you are not a foul Chaos spawn, his face breaks out in what is probably his first smile in many days. 'I am Sir Wolfar, Lord of Ceir Renim', he states. You quickly tell him of your mission. 'I will help you retake the castle', he says. 'We must find my weapons and armor'."*

Sir Wolfar stats

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	0*	2	7	4

*Until he gets a weapon.

Sir Wolfar is an NPC. The Game Master controls him. He will stay with the adventurers; if they split up he will stay with the Barbarian. The Heroes can give him any weapon or armor that they wish from their own inventory, if he finds something that is better he will return the item to the appropriate Hero. He will not lead the group; he should always follow at least one Hero. He will search for traps or treasure.



Wandering Monster in this Quest: Orc