

HERO QUEST



The Eyes of Chaos
INSTRUCTION
BOOKLET

The Eye of Chaos is a Quest for MB Games' HeroQuest. Including with this Quest are some new monsters and a Henchman who will assist the Heroes in overcoming the perils of the Tombs of the Phalanx.

The Tombs of the Phalanx

Those who fell battling the forces of Chaos in the mountains bordering the Empire and the western land of Bretonnia are celebrated with a memorial service at their tombs, known as the Tombs of the Phalanx, each year. This time, a force of Ogres ambushed and killed the mourners. Only one man survived, Pierre Chancier, and he begs the Heroes to rid the Tombs of the Ogres who slew his friends.

However, all may not be as it seems. Old rumors tell of a force of Chaos magic below the Tombs, latent for many years. Has it been reawoken? Surely something more intelligent than mere Ogres directed their cunning and lethal ambush. Within the Tombs, perhaps some of the dead have stirred with the dire magic deep below them. Who can say? The mystery is for the Heroes to solve. However, they must not rob any Tombs within the dungeons, for this would surely bring a powerful curse down upon them.

Notes

The Ogres

The Ogres are given a standard number of Body Points. If you have MB Games' *Against the Ogre Horde*, you may wish to use the variable Body Points tracks instead. All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

Pierre Chancier

You will find details of Pierre on his Reference card. He will accompany the Heroes if they want him to. In any event, he will lead them to the entrance to the Tombs of the Phalanx.

The Eyes of Chaos

These powerful emanations of evil magic may affect the Wizard or Elf Heroes during the Quest. Whenever the Heroes enter a room, roll a normal dice. If you roll 1, 2 or 3, the Wizard Hero must give up one of his spell cards. If you roll a 4, the Elf Hero must give up one of his spell cards. If you roll a 5 or

6, there is no special effect. If an affected Wizard or Elf has no spell cards left, he is unaffected. The player of the Hero may choose which spell he will give up. Some Eyes of Chaos have special effects which are described for particular rooms. Eyes of Chaos appear as small green glowing skulls floating in mid-air, with brilliant red eyes. They disappear in a puff of smoke when they have 'stolen a spell' from a Hero.

Entering the Tombs

Pierre Chancier accompanies the Heroes on their journey to the Vault Mountains and guides them to the entrance to the tombs. The Heroes should enter in single file through the doorway marked on the left-hand edge of the map. Pierre tells them that there are stairs down to the lower catacombs but he doesn't know their location. Now it's up to you...

Monsters and Characters

The Eyes of Chaos contains four special types of monsters that are specific to the Quest. These are the Troll, the Ogre, the Ogre Chieftain and the Chaos Sorcerer. Reference cards for these monsters are included in this Quest. Print and cut these out and stick them onto thin card before you start play.

Pierre Chancier will assist the Heroes on their expedition, and he will serve the Barbarian or the Dwarf Hero. He does not ask for any share of treasure found; he simply wants to revenge his slain friends. His Reference card is included in this Quest.

New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Locked Door

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



Eye of Chaos

