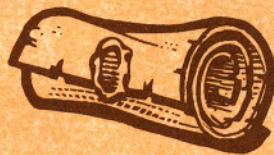


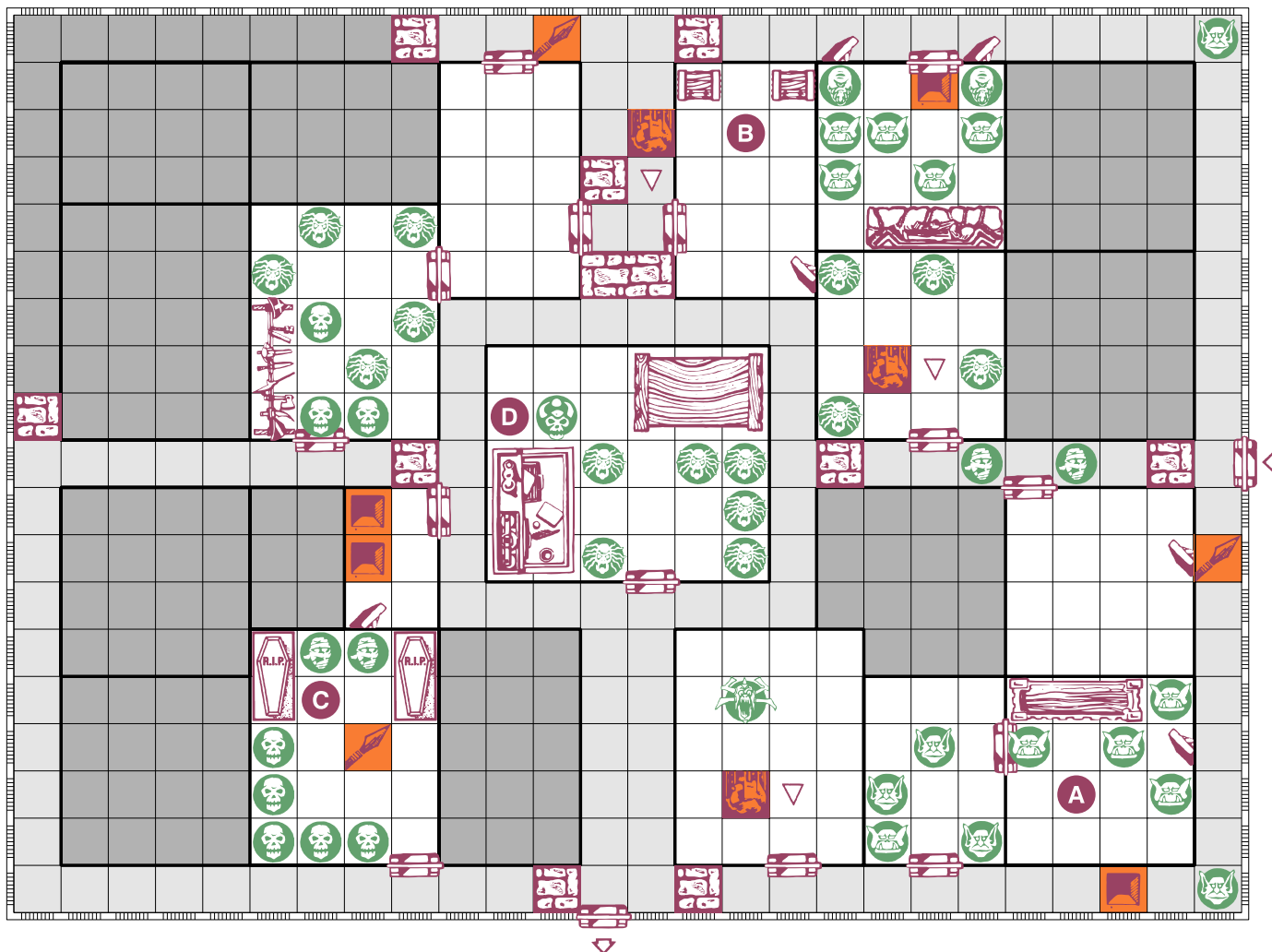
HeroQuest™

The Plague of Zombies

Q U E S T



B O O K



Single Quest

The Plague of Zombies

The peaceful farmlands of the Empire have been disturbed by a growing tide of attacks by undead creatures. The source of this evil is in a series of caves in the highlands. Now you must

enter the caverns to find and destroy the source of this evil undead plague.

NOTES:

The increase in recent undead activity is due to a Chaos Sorcerer known as the Deathmaster. He has learned many powerful spells allowing him to raise and control the dead, and plans to use these to damage the food sources of the accursed Emperor's armies.

The Deathmaster's power is spread throughout the caverns and therefore if any living creature (i.e. not a Zombie, Skeleton or Mummy) is killed in the caves, Zargon may replace it with an active Zombie or Skeleton provided he has enough miniature. This rule includes adventurers. Any undead which are killed remain inactive.

- A** These four Orcs are all armed with bows as well as normal weapons and thus may use ranged attacks with their normal attack dice.
- B** If any player checks these chests for traps they will find none. However if the left hand chest is opened the adventurer who does so will be magically transported to room A. The right hand chest contains two Daggers and 25 gold coins.
- C** These two Mummies have just risen up from their coffins and have one extra Body Point each.

- D** This Chaos Sorcerer is the Deathmaster. He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	4	5

He also knows the following Chaos Spells: Cloud of Chaos, Command, Lightning Bolt, Summon Undead, and Sleep.



Wandering Monster in this Quest: Zombie