

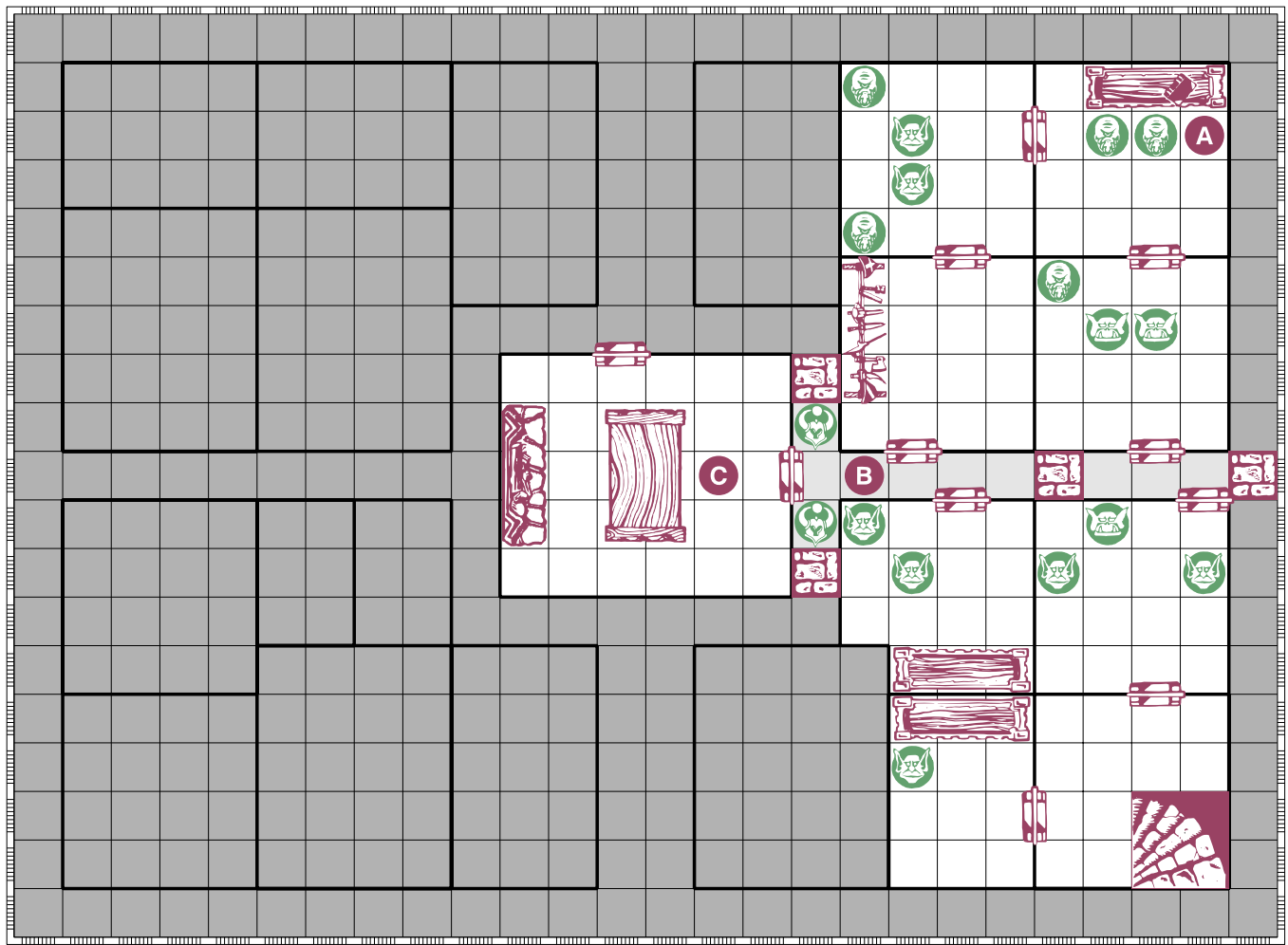
HeroQuest™

The Shadows of Chaos

Q U E S T



B O O K



Epilogue

Sigvald's final scream echoes through the room as the dust and debris of the epic battle finally settles. You had never seen Mentor unleash his full powers before and it is not a sight you will ever forget!

The arch-wizard slowly approaches as you and your companions rise to your feet, a small smile just visible beneath his long beard.

"Thank you my friends! Honestly, I doubt I would have been able to succeed against that wretched creature without your aid! At least he is destroyed and he can plague us no more! Gather your wits my friends, I think we should leave this cursed place!"

Heartily you agree with him, as you prepare he notices the ancient scroll you retrieved from Zaycar.

A strange, almost pained look appears on his face as he studies it...

"This... this isn't.... possible!"

The color seems to drain from him as his eyes open wide, almost in... fear?

"This cannot be!"

Never have you seen such a worried look on a man usually so composed and confident.

"This... is a page of Loretome!"

To Be Continued...

NOTES continued:

Once Mentor has cast Master of the Arcane, the players may choose two random Loot Cards and proceed to the epilogue.

Players may not search at any time during this Quest.

Quest 1

The Elven Trading Post

Quickly my Heroes, not far from here a large band of greenskins has attacked an Elven trading post. I doubt you will

be in time to save any of the Elves there but hopefully you can avenge them!

NOTES:

A In the cupboard you find 200 gold coins.

B Read the following aloud:

"From the other side of the door you can hear furious shouting!"

C Place the Sigvald piece by the fireplace, as the first player enters the room, read the following aloud:

"You are frozen to the spot as you enter the room. You see the silhouette of a strange warrior by the fireplace. He turns to look at you and shouts 'YOU! You have wasted enough of my time! No more!' he turns and leaves via the side door, which vanishes behind him!"



Wandering Monster in this Quest: Two Fimir

The Shadows of Chaos

As you enter Mentors study, you find the great wizard stood by the window, staring out over the vast city below. He turns as you approach, a resigned look on his face.

"So, Sigvald has crossed our paths again, it was not unexpected. I had hoped for longer though, there is still much we must learn about him. No matter. We play the cards we are given."

Mentor turns again, this time to look past you. It is only then that you notice that he was not alone in his study. Sat at the back of the room, reading an ancient book by the fire is an Elven lady in an elegant dark green dress. Her silver hair hints at her age but aside from that, you would never have recognized your old friend Herrena, whom you met when you first escaped Sigvald's clutches.

"True, but we must know what he plans; simply facing him could be suicide otherwise. He's lost much of his strength following his defeat but he is still extremely powerful."

She looks up from her book and greets you all with a smile. "Hello my friends, it has been some time since last we met."

Mentor moves and sits behind his vast desk, the large pages of Loretome flick and turn in front of him, seemingly at random. "Herrena has been of invaluable assistance, she knows Sigvald better than anyone else."

"Which isn't saying much, we still know very little about him." She continues, "We've been watching him since he fled his battle with Mentor, whilst he has not opposed Zargon; he has not formed an alliance with him either. They seem to be ignoring each other mainly. Still, he has been busy. Keeping to the shadows as best he can – but busy none the less."

"The site where you encountered him is not unusual" Mentor continues, "He has visited several sites in the past months, all of them the ruins of very ancient structures. He's looking for something - something very, very old. What, we do

not know."

"Sigvald has been around for a few centuries, for all of that time he was invisible to Loretome, hidden from it somehow." Herrena adds, her eyebrows are knitted in thought. "Following his defeat by you, he suddenly appeared in its pages. Perhaps he's trying to vanish again? If we could understand how he was able to do that the first time, perhaps we might be able to deduce where he will strike next?"

Quest 8

The Final Battle!

WAKE UP! Its Herrena again, Mentors magic has returned you to full health, and he's locked in combat with Sigvald as we speak! But I think you are in Sigvald's personal sanctum and he's more powerful here than anywhere else, even Mentor may not be able to best him in this place! It's up to you to turn the

tide of the battle! There are three powerful Chaos Stones here and they are feeding energy to Sigvald, destroy them and you could have a chance! Sigvald's Minions are also rushing to his aid, make sure they don't attack Mentor, protect him at all costs!

NOTES:

NOTE: The entire board represents one huge open room; place all items on the board at the start of the game. Your Heroes start on the 4 spaces marked with X.

A Place Mentor here. He moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND	MANA
0	0	5	10	6	0

B Place Sigvald here. He moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND	MANA
0	0	5	10	5	0

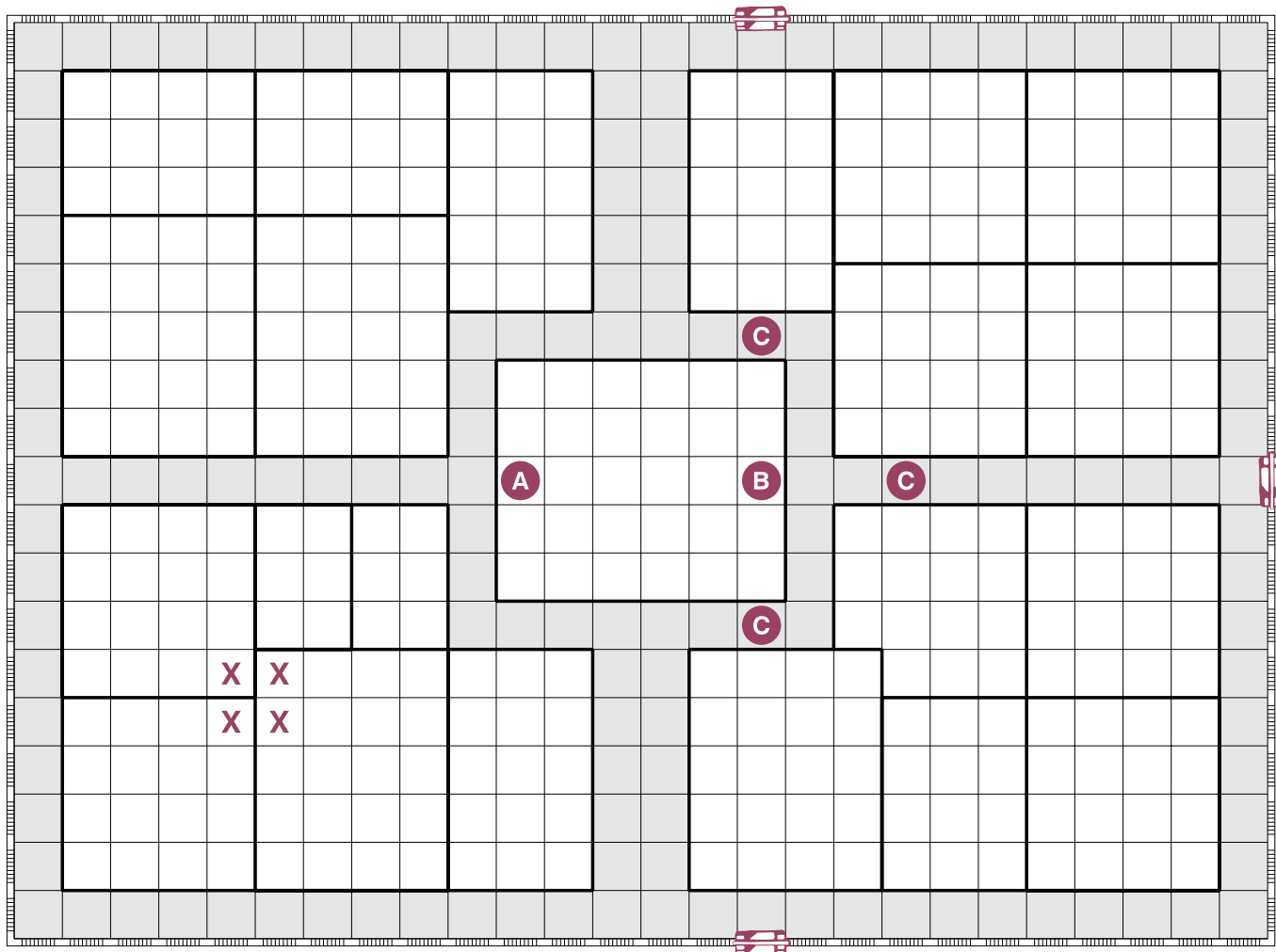
At this point both Mentor and Sigvald have access to their phase 4 spells.

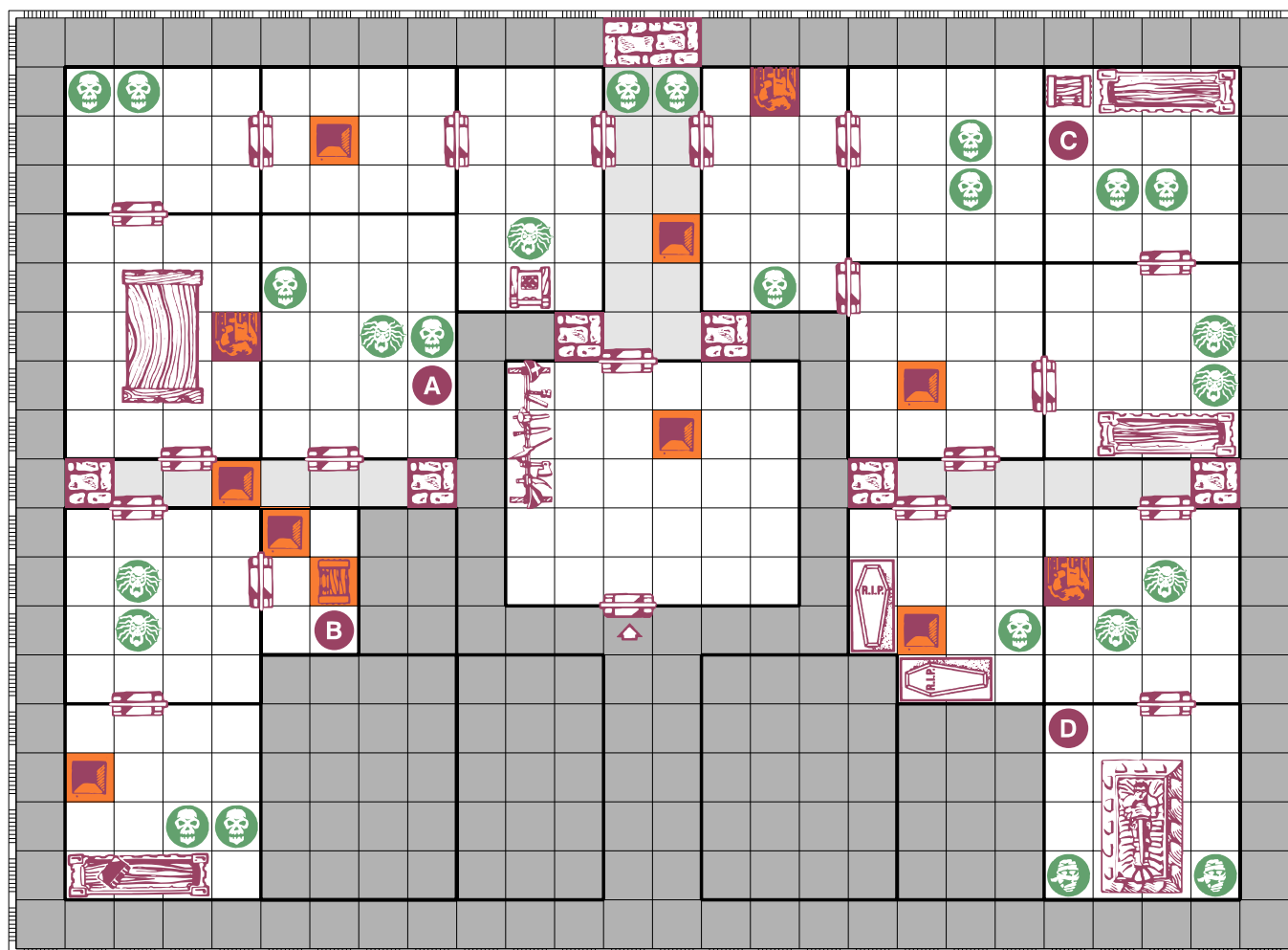
C These are the Chaos Stones; refer to the new Monster Card for their attributes. (A single blocked square tile can be used to represent each Chaos Stone.) They are linked to the doors nearest them. At the start of the Evil Wizards turn he should roll one combat die to see what appears through the doors. When a Stone is destroyed remove its marker and its related door from the board. When all three Stones are destroyed Mentor and Sigvald have access to their phase 5 spells. During phase 5, Sigvald can also gain and spend Mana.

Mentor has several spells that the players may use; Mentor will take his turn directly after the Evil Wizards turn and may cast one spell per turn providing he has not been attacked by any monsters since his last turn. Mentors spells can either generate or spend Mana. Destroying a Chaos Stone will grant Mentor 3 Mana per Stone. So long as any Chaos Stones exist Mentor cannot exceed 9 Mana Points.

If Sigvald casts Avatar of Chaos, the players have failed the Quest and must begin again.

Wandering Monster in this Quest: None





NOTES continued:

Once Sigvald has cast Chaos Aura – read the following aloud:

"In the dim light of the vast room, you can here only Sigvald's mocking laughter, suddenly, a bright light pierces the darkness, a shining doorway has appeared out of thin air and it frames a familiar sight:

Mentor himself has entered the battle!"

Proceed to the next Quest.

Quest 2

Return to Greythorne Manor

For Sigvald, this is where it all began. Greythorne Manor, his childhood home. Something happened here maybe, something

he found? Something that found him? We shall see. Search this place thoroughly, leave no stone unturned!

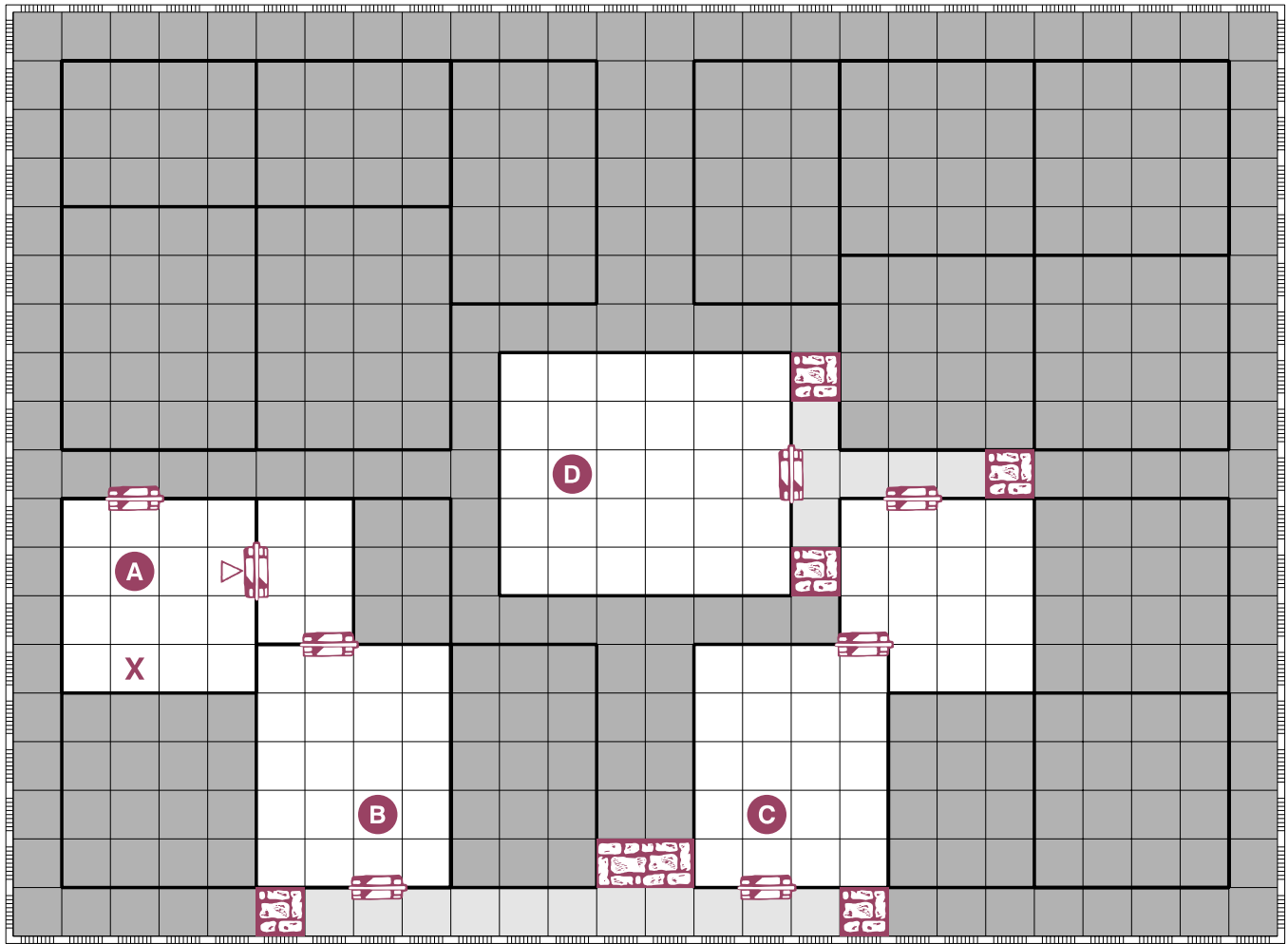
NOTES:

- A** The Zombie in this room carries 150 gold coins and a healing potion.
- B** The chest contains a spear trap and 20 gold coins.
- C** The chest is empty.
- D** If any player searches for secret doors or traps, read the following aloud:

"You notice that the lid of the tomb has been disturbed recently, with the aid of your companions you are able to lift the massively heavy stone slab, beneath it you find a long staircase, leading down into the darkness..."



Wandering Monster in this Quest: Two Zombies



Quest 3

Beneath Greythorne

"Excellent work! These caves beneath Greythorne will hold much: Answers and dangers! Your very presence will be enough

to wake the dead that wait here. Be careful, I sense a great evil waiting for you in the darkness..."

NOTES:

- A** This Mummy is stronger than normal; it moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	6	0

When the Warriors are both dead, the players may choose one random Loot Card, then read the following aloud:

"The altar in the room is empty, whatever once rested here is now long gone."

- B** When a player enters the room, read the following aloud:

"The two Chaos Warriors speak together: 'Our Master said you would come, we have been expecting you.'"

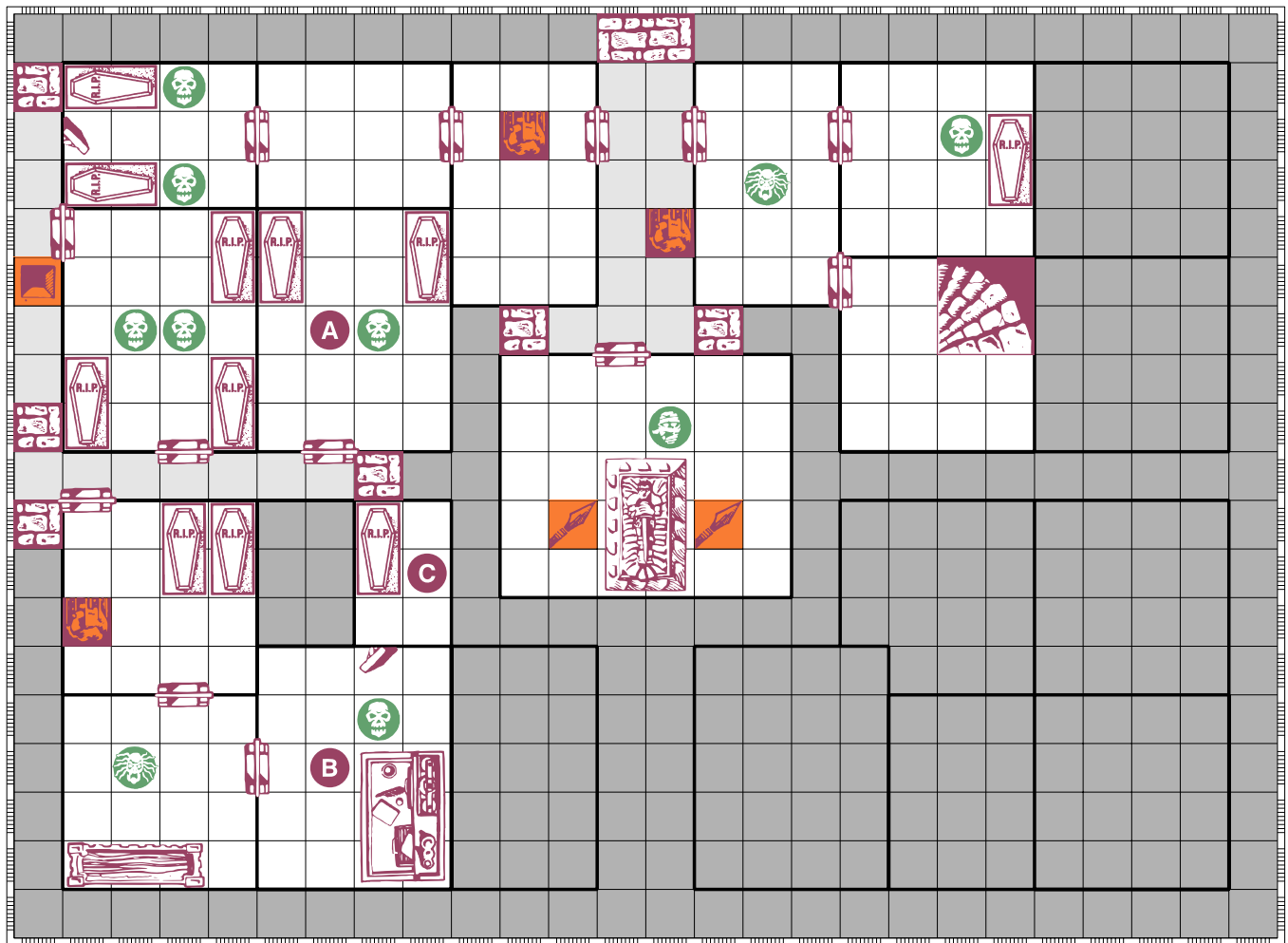
The Chaos Warriors move and fight as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	5	5	5

Additionally, at the start of the Evil Wizards turn, if one of the Chaos Warriors is dead, the other Warrior may resurrect him with full health. The first time this happens, let the players know that the Warriors must both die on the same turn.



Wandering Monster in this Quest: Two Skeletons



Quest 6

The Cult of Sigvald

Greetings my friends, it is I, Herrena. Mentor is focused on the materials you found for us. They contain much. Many... troubling... revelations. There is much to verify and comprehend. The village of Brill was home to a secret cult of chaos worshippers, a cult that survives to this day, a cult intent on creating a perfect child of chaos, a child to be the

mortal vessel for a chaos demon, or possibly a chaos... god. They serve Sigvald, they are his loyal followers and they have been searching for something for him, recently they have followed a new lead to an ancient ruin far to the north. Travel there and put a stop to them!

NOTES:

- A** This Chaos Warrior is a member of the Sigvald's Guard, see the appropriate Monster Card.
- B** Place a Chaos Wizard on this spot. When the players enter the room read the following aloud:
- "As you enter the room a wizard adorned with Chaotic symbols turns to face you, he sneers as he rolls up an ancient scroll 'You are too late! I, Zaycar, have found what my Lord seeks! And now, I shall destroy you as well!'"*

Zaycar:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	5	6	6

Icebolt: Once per turn Zaycar may fire an Icebolt at one player, doing one point of damage and causing them to miss their next turn.

When Zaycar reaches zero Body Points, read the following aloud:

"Zaycar lets forth a blood curdling scream; 'MASTER!' and vanishes with a flash. You pick up the ancient scroll he dropped in the fight, but you sense he has not gone far... find him!" (Give the players the Artifact Card)

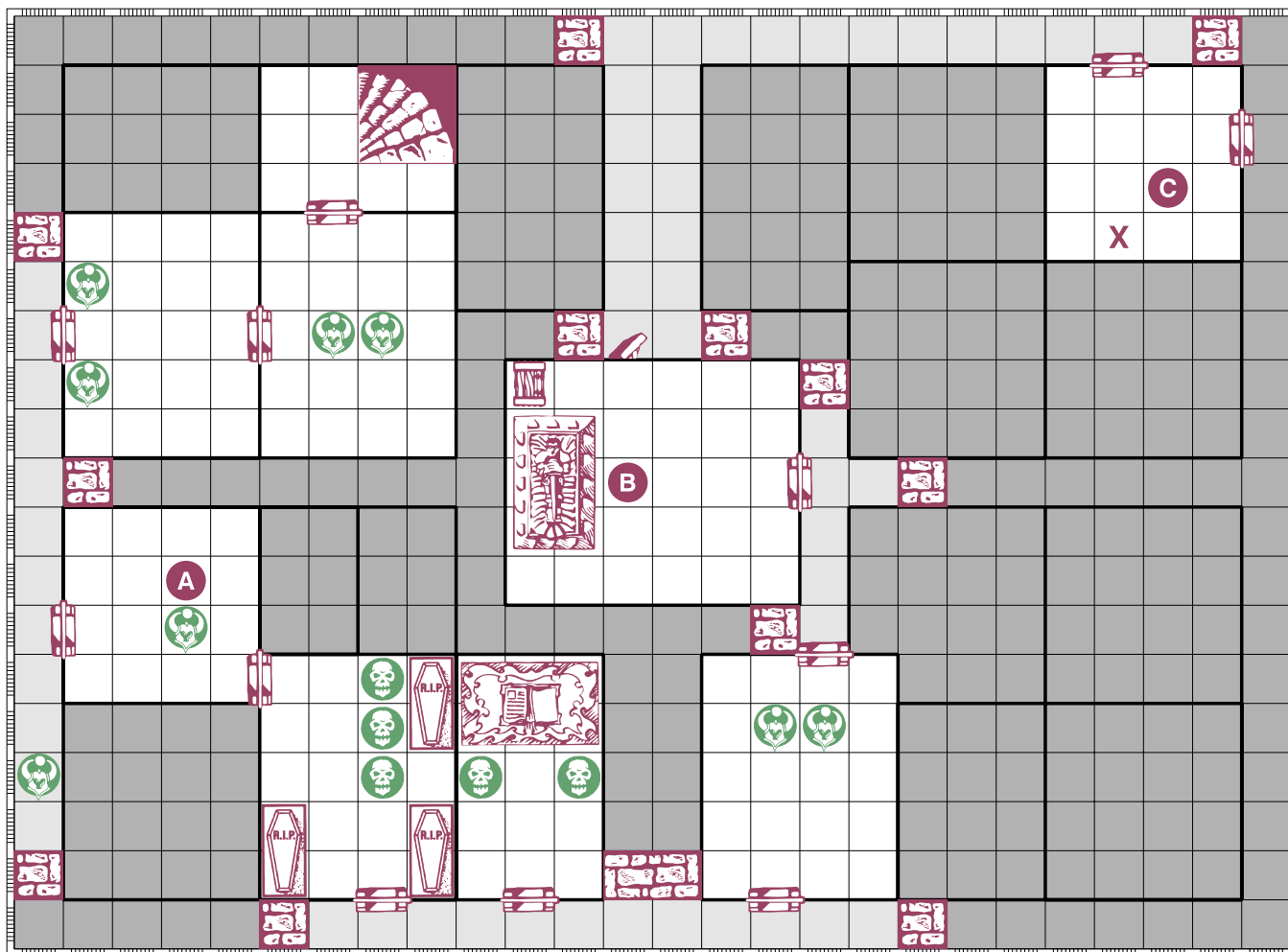
The chest in this room contains one random Loot Card.

- C** Place the Chaos Wizard here and the Sigvald piece on the X, and then read the following aloud:

"As Sigvald throws Zaycar's lifeless body to the floor he looks at you with hatred in his eyes 'You have something that belongs to me!'"



Wandering Monster in this Quest: Sigvald's Guard



Quest 4

Return to Brill

The caverns of Greythorne has yielded no answers, whatever was there once, no clue is left for us now; and yet... how was Sigvald, a mere child at the time, able to enter that dark place? His father maybe? A simple peasant? No... this goes back

further, before Greythorne they lived in the village of Brill, there is nothing left in the town itself, perhaps its graveyard to the south. Look there...

NOTES:

- A** The Skeleton holds a pouch with 100 gold coins.
- B** This Skeleton is no ordinary undead, it is a Lich! It moves and fights as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	4	0

In addition, at the start of Evil Wizard players turn, all players in the same room as the Lich will suffer one Body Point of damage from its corrupting aura.

When, the Lich is dead, a search of the room will reveal papers written in a strange language hidden in the desk.

- C** The grave contains a gem worth 400 gold coins and a Potion of Healing.



Wandering Monster in this Quest: Mummy

