

# HeroQuest™

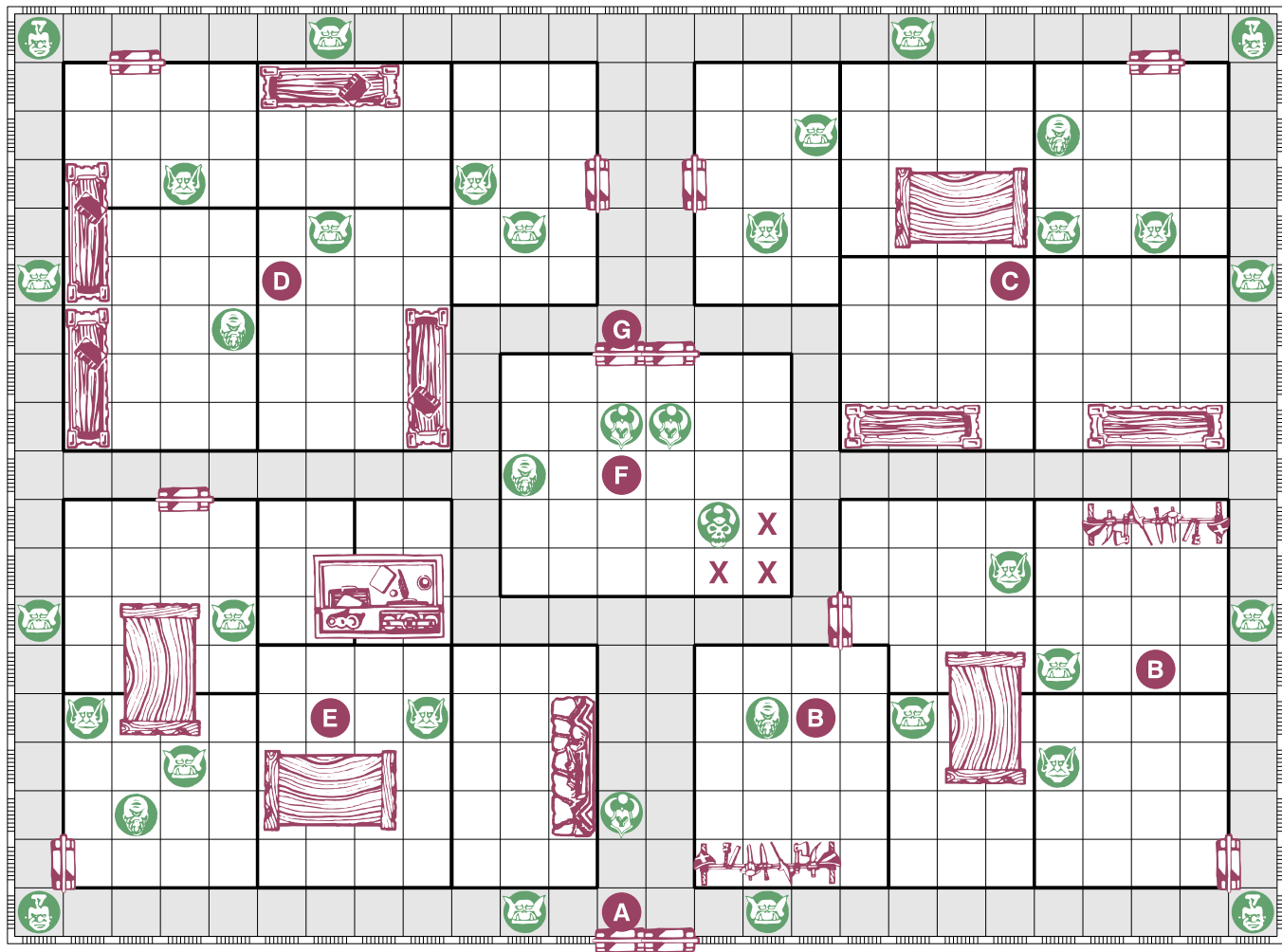
Village of Chaos

Q U E S T



B O O K





## Single Quest

# Village of Chaos

"The Emperor has received disturbing news about an outlying village. There are claims a Chaos Sorcerer and a winged monster are turning villagers in to Chaos Warriors. You have been sent to stop the Chaos Sorcerer and save the villagers.

You have also been charged with collecting any information you can about how and where Zargon will try to convert more villagers. 50 gold coins to each player for any information collected."

### NOTES:

The four main sections are each considered one big room. The Chaos Archers are on corner lookout towers, but can be replaced with standard or Chaos monsters if there is no Chaos Archers or outdoor area.

- A** Once inside the town entrance, the Chaos Warrior will attack any players while either Orc runs to warn the Chaos Sorcerer. If an Orc reaches the G mark, see note G.
- B** In the training room, place any two monsters on the marked locations as training dummies. They cannot be destroyed. A random weapon or armor can be found in each weapon rack.
- C** The table is covered with information regarding the plans for village conversions. Kill the Fimir to obtain the information.
- D** Each bookcase in the library contains 45 gold coins or a random Spell Scroll (if scrolls are used).
- E** All the monsters in the village tavern are drunk and attack with one extra die

due to drunken bravery. They lose one defense due to poor coordination. There are 2 Potions of Healing under the bar.

- F** This is the Chaos Fury. The Chaos Sorcerer is using its' raw Chaotic energy to assist in converting the villagers.
- G** If the Orc reached this mark, the Orc disappears but will be next to the Fimir when the room is populated. A Chaos Warrior will spawn on the mark every 3 rounds until 3 Chaos Warriors have appeared. If a Hero opens the door, the Chaos Sorcerer will immediately begin converting the three villagers in the spaces marked X to Chaos Warriors. The villagers are dominated and do not move. If the Sorcerer or Fury are not killed within 3 rounds, place a Chaos Warrior on each X and can attack straight away. If an Orc from note A reached this room, place him next to the Fimir.



Wandering Monster in this Quest: Chaos Warrior