

HeroQuest™

Cemetery

Q U E S T



B O O K



Encounter

A Question of Zombies

One afternoon you stop off at a tavern in a small hamlet. As you spend the afternoon at the bar, you hear locals talking of trouble with the Undead. According to the locals, it's all the constabulary can do to keep them in check. The villagers tell you that it all started after a recent outbreak of plague

necessitated the opening of a new cemetery. Since then, every night the recently deceased have come back to life – attacking any living being they encounter! With nothing special to do tomorrow, you decide to stay out late tonight and see if you can get to the bottom of the mystery!

NOTES:

The Hero's begin on the 4 X's. The pit traps are open graves. They may be searched for (5x5 search area) but not disarmed.

Zargon: After all the Zombies are defeated, you may add up to 10 additional Zombies on a future turn within 3 spaces of the map edge.

The Heroes may search the graves for clues or treasure, but only for one and only 1 time. Roll 1 red die and refer to the following charts to see what happens:

Clues	Treasure
1: A reburied body	1: 5 gold coins
2: A black lotus flower	2: Nothing found
3: A mummified hand	3: Small gem (25 gold coins)
4: An sliver of obsidian	4: Zombie (attacks immediately)
5: A scrap of linen	5: Zombie (attacks immediately)
6: Nothing / The statue!*	6: Small box with 50 gold coins

A roll of 6 will find nothing until *all* other 5 clues have been found. Then, on a 6, the statue will slide over and a Wizard will appear. He has been practicing

the forbidden art of necromancy!

He has the following stats:

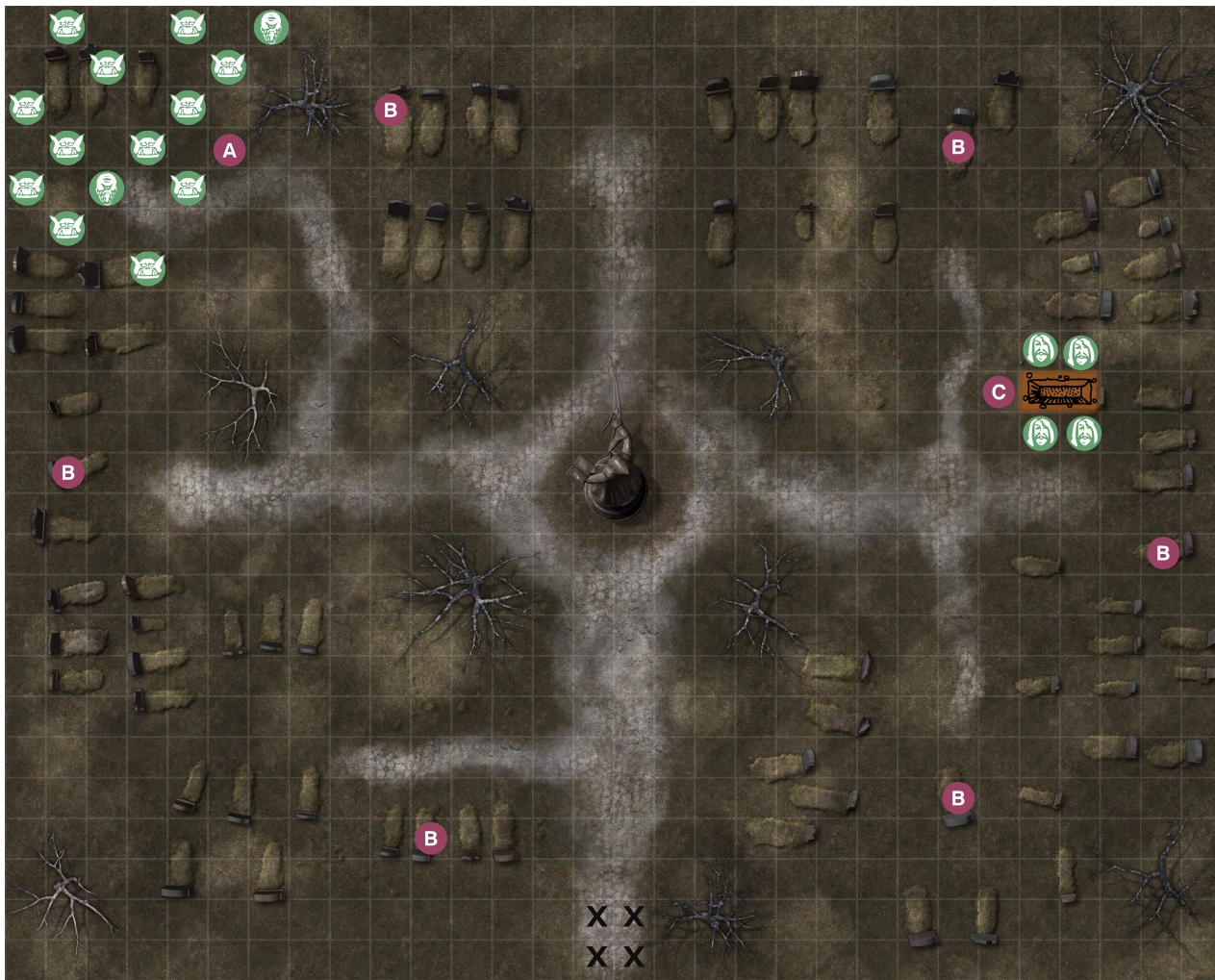
MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	3	3	3	6

He also knows 5 random Chaos Spells. After he is defeated, the townsfolk tell you he recently lost his family to the plague and was searching desperately for a way to bring them back. The villagers are grateful for your help and give you 150 gold coins for your assistance!

A If the Heroes search this statue tell them: *"It's a statue of a deity watching over the dead. Statues like this are found in almost every cemetery you've ever seen."*

B If a Hero searches this grave for treasure, tell him that they find a small funerary box buried shallowly in the grave. If taken, tell the Hero that there is an old broach inside worth 110 gold coins.

Wandering Monster in this Quest: None



Encounter

Among the Stones

As you are passing through a sleepy hamlet on the way to your next adventure, you stop to look over the postings attached to a board in the town square. One posting catches your eye: *"Wanted: Militiamen to patrol local cemeteries. A band of Orcs have been desecrating graves to look for any valuables. A*

reward of 200 gold coins will be paid to any group dispatching this band." Orcs are not known for respecting the graves of their enemies. This could be easy gold, if the raiders show up for you. You decide to head to the local graveyard on the off chance the Orcs decide to try to plunder it!

NOTES:

- A** This is the Orc band. They may move and attack on Zargon's turn. They may attack the villagers at point C. The villagers have 2 Body Points and defend with 2 combat dice. At once or on a future turn, you may place an additional 5 Orcs on the board anywhere in the northwestern quadrant.
- B** The Heroes may search (desecrate) any grave for treasure, however, nothing will be found except at the graves marked B. To determine what is found, roll 1 red die and consult the following chart:
 1. Nothing found
 2. Small gem worth 25 gold coins
 3. Small box containing a Magical Throwing Dagger
 4. Decorative bottle with a Potion of Restoration
 5. A leather satchel with 2 Spell Scrolls (random)
 6. A chest with 100 gold coins
- C** This group of villagers is holding a funeral for a recently deceased man. They have been watching the Heroes. If the Heroes have searched (desecrated) any of the graves marked B, they have been spotted doing so by the funeral party.

The attendees will refuse to talk to the Heroes if approached and will tell the village mayor what they have seen. As a result, the Heroes will only be rewarded 50 gold coins for completion of this encounter.

If a Hero approaches and is able to talk to the villagers here, a man will tell the Heroes that this is the funeral of his brother. He was killed a few days earlier by a smuggler he was working for. The man will offer the Heroes a reward of 250 gold coins if they can find the smuggler and give his brother justice. This smuggler can usually be found frequenting Waterfront Taverns in the area.

(Waterfront Tavern Encounter: Calamari Surprise!)

Wandering Monster in this Quest: None



Encounter

Lights in the Dark

Late one night as you approach a small village nestled in the countryside, you pass by a cemetery on the outskirts of town. A light appearing at random among the stones grabs your attention. As you watch for a while you notice it appearing, disappearing and reappearing in another spot. You are familiar

with this village's history. A few years ago it was well known throughout the empire because of a gold mine that drew workers from all over to help mine the riches. The mine collapsed, burying dozens of workers. This cemetery was made to inter the victims of that tragedy!

NOTES:

Zargon: Place the Wraith on the board in the indicated position at the start of the encounter. On each of your turns, roll 2 red dice. Place the Wraith on the space with the matching the number rolled on the dice. If there is a Hero directly adjacent to one of the X's, you may place the Wraith on the X instead.

If the Wraith appears directly adjacent to a Hero, roll 1 combat die. On a skull, the Wraith howls an unholy scream, inflicting 1 Mind Point of damage. Any Hero who is reduced to 0 Mind Points becomes terrified and flees at their maximum movement until they have left the board. That Hero is out for the rest of the encounter.

The Wraith may only be harmed by the Spirit Blade (or similarly enchanted weapon) and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
0	1	3	3	0

When the Wraith is defeated it shimmers, and the horrifying visage changes. It's replaced by that of a young man. He seems to whisper his thanks to you before disappearing altogether.

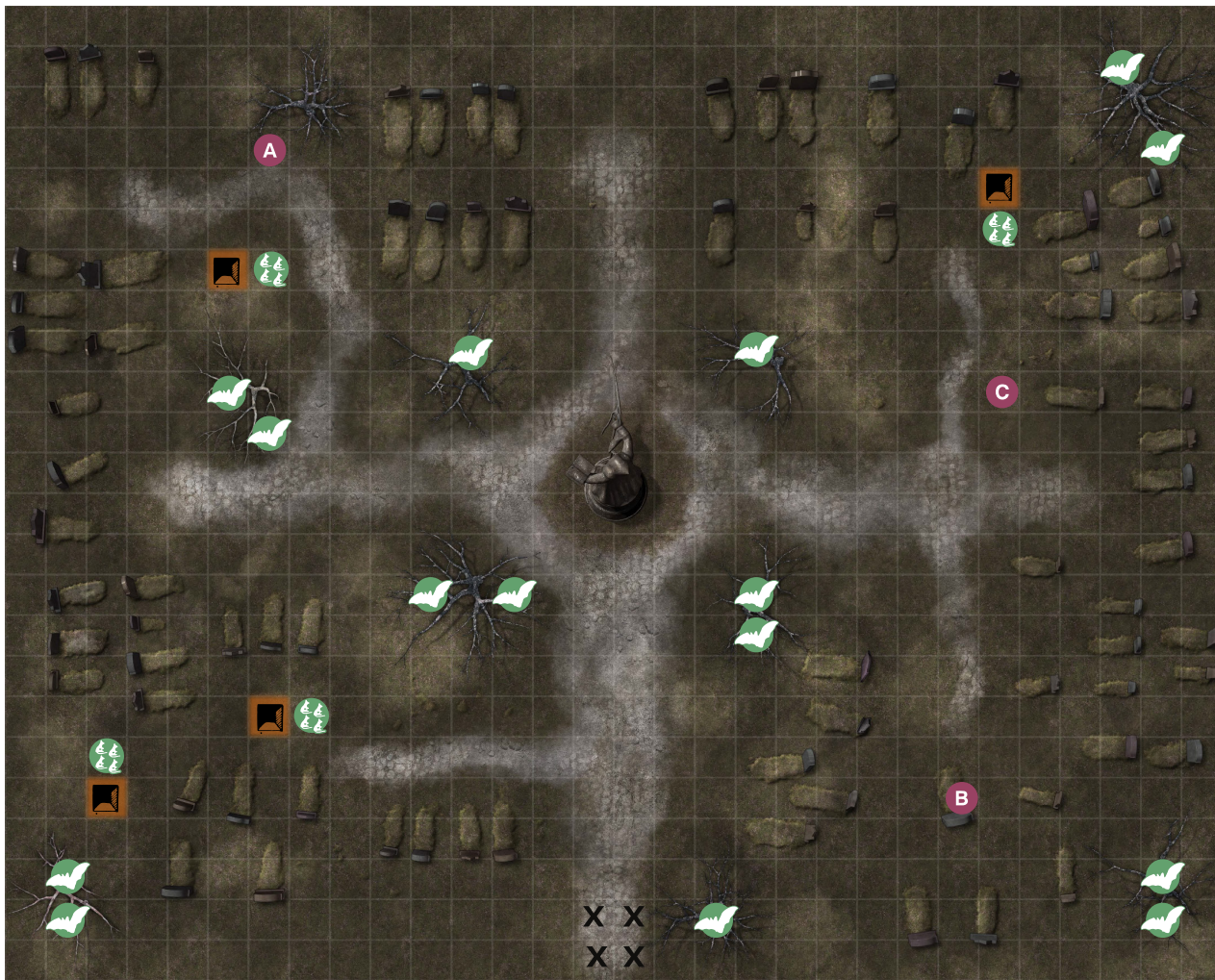
The Heroes may search any grave for treasure. To determine what is found, roll 1 red die and consult the following chart:

- 1: Nothing found
- 2: A leather pouch with 25 gold coins
- 3: Wraith appears! (Attacks immediately)
- 4: Potion of Superior Restoration (1x only) / Nothing found
- 5: A Spellbook – *Book of Prayers* (1x only) / Nothing found
- 6: Wraith appears! (Attacks immediately)

A This Ghost won't appear until a Hero is standing directly adjacent to its position. When it appears it will tell the nearest Hero: *'Help me! Tell my father I'm here! I just want to rest at my home... He lives in an old house on the outskirts of...'* With that, the Ghost fades and disappears. On the grave you find a beautiful dagger inscribed with "Alistoor". Doubtless, you could sell it for 100 gold coins.

(Haunted Mansion Encounter: _____)

Wandering Monster in this Quest: None



Encounter

The Gnarled Tree

A strange man at the local tavern was telling you tales this evening. One particular tale caught your attention. Many years ago a man came to this village. He was running, running from something awful, something that stalked him to the ends of the earth. When he came into town he had a map, he only showed a

few people in the village. The map showed the way to a hidden treasure deep in the Grey Mountains! Whatever was after him wanted this map. One day, he disappeared never to be seen again. Legend has it that he hid the map somewhere in the town cemetery.

NOTES:

The pit traps are open graves. They may be searched for (5x5 search area) but not disarmed.

Zargon: Do not place any monsters on the board at the start of the encounter. Whenever a Hero is within 2 spaces of a tree or pit trap (open grave) you should place the appropriate monster on the board. This monster then attacks immediately. After half of the monsters have been encountered and defeated you may place an additional 6 Giant Bats and 4 Rat Swarms on the board – in the trees or adjacent to a pit trap.

The Heroes may search any grave for treasure. To determine what is found, roll 1 red die and consult the following chart:

1. Nothing found
2. Nothing found
3. Zombie (attacks immediately)
4. A magical Ring of Speed (1x only) / Nothing found
5. A leather satchel with 2 Potions of Healing (1 red die)
6. A small pouch with 25 gold coins

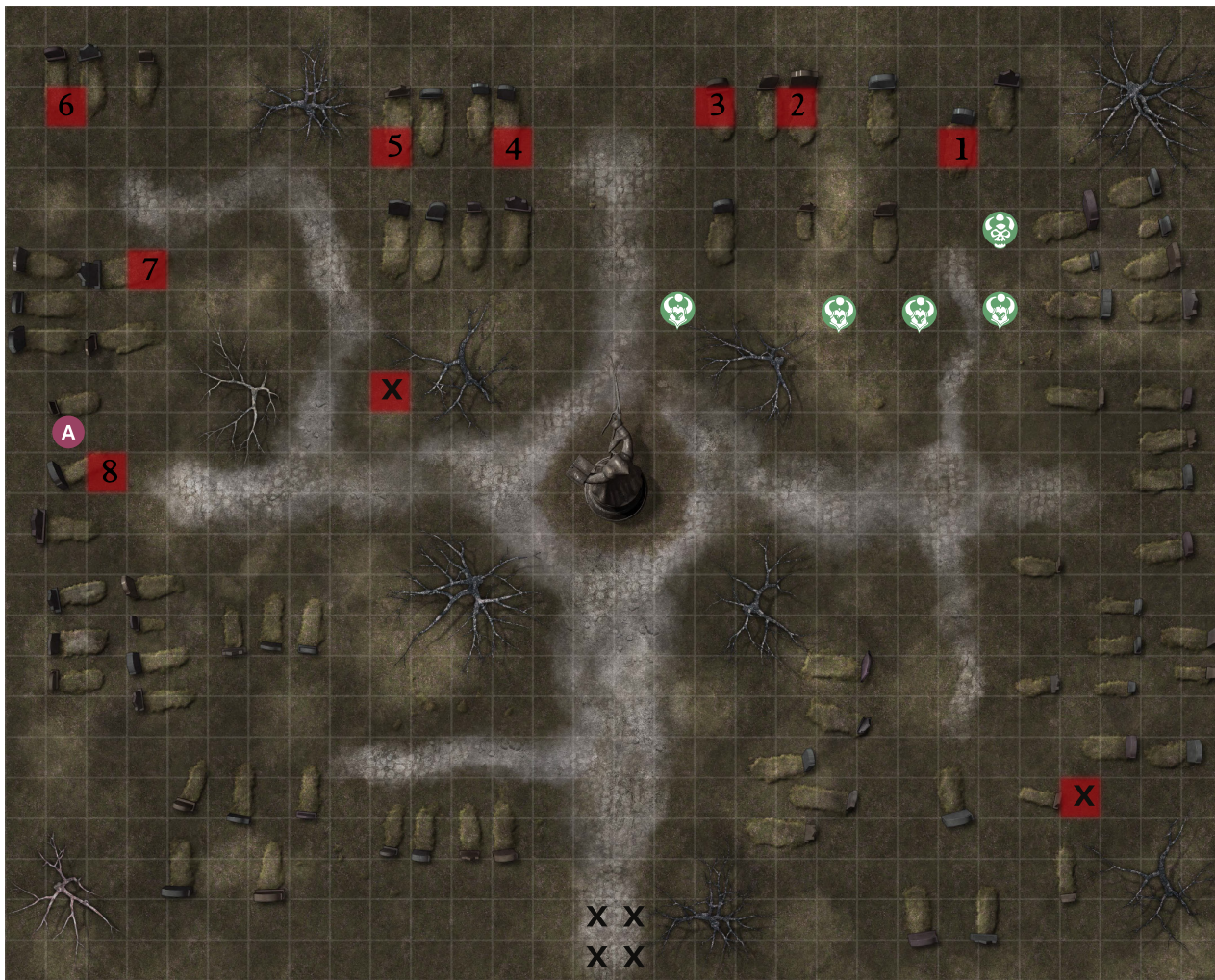
A If a Hero begins searching next to the tree tell them: *"You notice marks in the tree bark. Upon closer inspection it appears that something was carved into the bark ages ago. Using some paper and charcoal you are able to take an impression: 'The lone stone at the dead-end'."*

B If a Hero searches this grave tell them: *"This stone is different from the others, the carving is angled and does not appear to be the work of a true stoneworker."*

Ask if the Hero wishes to move the headstone. If so, tell them that underneath the stone is a small box, inside is a map. This map shows the way to an abandoned underground keep! It is far away, in the Hills of the Dead, through a pass in the Grey Mountains.

Give the Hero the Quest Card: *Hightamarish 1.*

Wandering Monster in this Quest: None



Encounter

The Pauper's Grave

As you are passing by a cemetery in a poor hamlet, you notice movement from within. Stopping under the eaves of a gnarled tree you watch the scene before you. In the distance you see five figures moving about. One of them is taller and appears to be searching certain graves as he moves about. The others are dressed in heavy armor; the helmet though, betrays them as

Chaos Warriors! Your Wizard companion tells you he feels a great magic emanating from the tall figure at the back. Who is this sorcerer, to be guarded by such warriors? Why is he here, in a pauper's cemetery, searching the graves? These questions and more drive you forward to seek answers!

NOTES:

Zargon: Place all monsters on the board in the indicated position at the start of the encounter. You must inspect each numbered grave in numerical order. Inspection of a grave counts as Salman's action for the turn. Your goal is to find a magical artifact, the Amulet of Avarice, in the 8th grave. If needed, instead of moving Salman, you may choose to have him teleport to one of the X's.

If you successfully find the Amulet of Avarice, you may immediately tell the Heroes: *"The Chaos Sorcerer holds up his prize, letting out a vile laugh and disappears in a puff of smoke."* If this occurs, the Heroes have lost the encounter and may choose to fight any remaining monsters or leave.

Salman has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	4	6

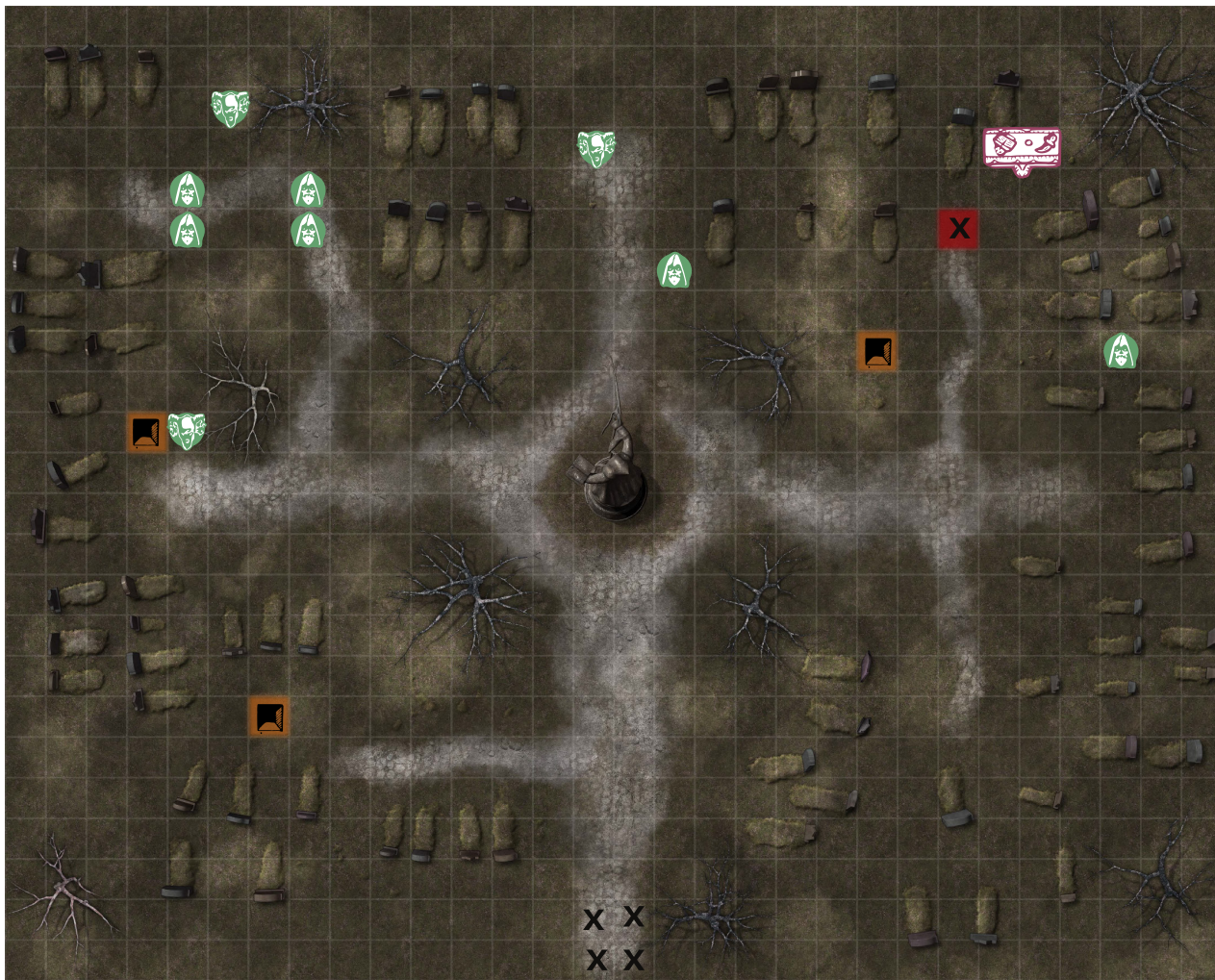
Zargon may select any 6 Chaos Spells for Salman to cast on his turn.

If the Heroes successfully kill Salman, they may choose to continue searching the graves to see if they can find what he was looking for. To do this, roll 1 red die. The first Hero to roll a 6 when searching a grave finds the Amulet of Avarice. Nothing is found on any other result, or after finding the artifact. Note: A Hero does *not* have to find it at Grave #8.

If the Heroes successfully kill Salman and recover the artifact, read the following passage from Mentor to them:

"Well done my Heroes! As suspected, that was no ordinary Chaos Sorcerer. It was Salman the Great. Salman was one of Zargon's assistants. Zargon would not have sent Salman to rummage graveyards without very good reason! There must be a deeper value to this Amulet. In any event, the Emperor has decided to reward you with 500 gold coins for the destruction of Salman!"

Wandering Monster in this Quest: None



Encounter

Terror among the Stones

You've arrived at an inn in an isolated village on the way to your next adventure. You spend the evening and into the night talking with the locals. They tell you of the arrival of a cult to the area and the sinister happenings since they arrived. This cult has been abducting young women and performing heinous rituals to summon Demons. The locals have been unable to

stop this cult and are puzzled as to why the cult has chosen this seemingly unimportant village as a gathering point for their cult. Suddenly, a crippled, elderly man bursts into the inn screaming: *"They've taken my daughter! Help me!"* You grab your weapons and follow the man!

NOTES:

The pit traps are open graves. They may be searched for (5x5 search area) but not disarmed.

Zargon: Place all of your monsters on the board at the start of this encounter. The kidnapped woman can be seen on the square marked with an X. Tell the Heroes that she is bound and unable to move until she is freed.

You may attempt to kill the woman with one of your monsters by attacking her from an adjacent space. You may not use a spell to kill the woman. Doing so would cause the cultist's attempts to summon another Demon to fail. If you successfully kill the woman, remove her figure from the board and place a Bloodletter Demon in her place.

The Heroes goal is to free the woman and move off the board with her. She has 2 Body Points and may not defend. She may be freed by a Hero standing adjacent to her and spending his action to cut her ropes. Afterwards she may move up to 6 spaces per turn.

Ending: If the Heroes successfully escape with the woman, they will be rewarded by the village mayor with 100 gold coins. However, if they successfully kill all the enemies they will receive an additional reward of 100 gold coins.

If all the enemies are killed, regardless of the woman being saved, the Heroes will find a journal on the body of one of the cultists. The journal will indicate that the leader of this group of cultists was trained and educated in the powers of chaos at a dark citadel in the Black Mountains. The reasons behind him being sent to this small village remain a mystery, a mystery that could perhaps be unraveled by finding this dark citadel! Give the Heroes the Quest Card: *Hightamarish 3*.

Wandering Monster in this Quest: None