

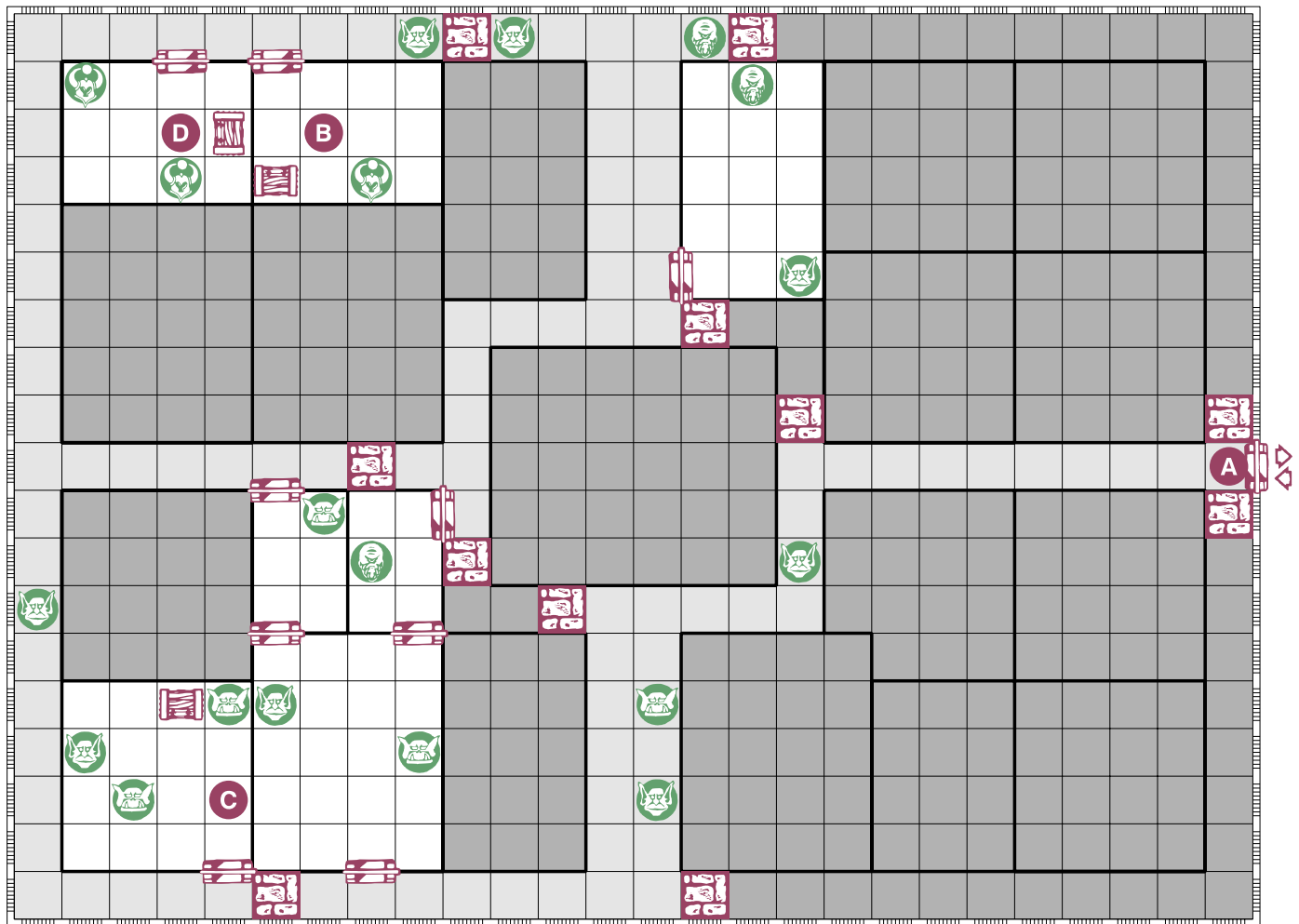
HeroQuest™

Chaos Wars II – Alternate Quests

Q U E S T



B O O K



Quest 5

Chaos Raider's Cave

NOTES:

This Quest requires these tiles: four cave passage tiles, two cave corner tiles, one blocked passage tile, and the 4-rooms cave tile. You may wish to set the tiles for this Quest up alongside the meadow tiles from Quest #4.

If you do not wish to use the cave tiles, an alternate version of this Quest Map that uses the regular HeroQuest board is provided. If you use this map, all doors on the board are open doors – do not place any closed doors on the board.

The Quest was designed to allow the Heroes to move freely between this Quest map and Quest Map #4. You can play it as desired.

The special rules for darkness that come with the cave tiles can be used in this Quest if desired. If used, make sure you allow the players to get torches and/or lanterns before entering the cave.

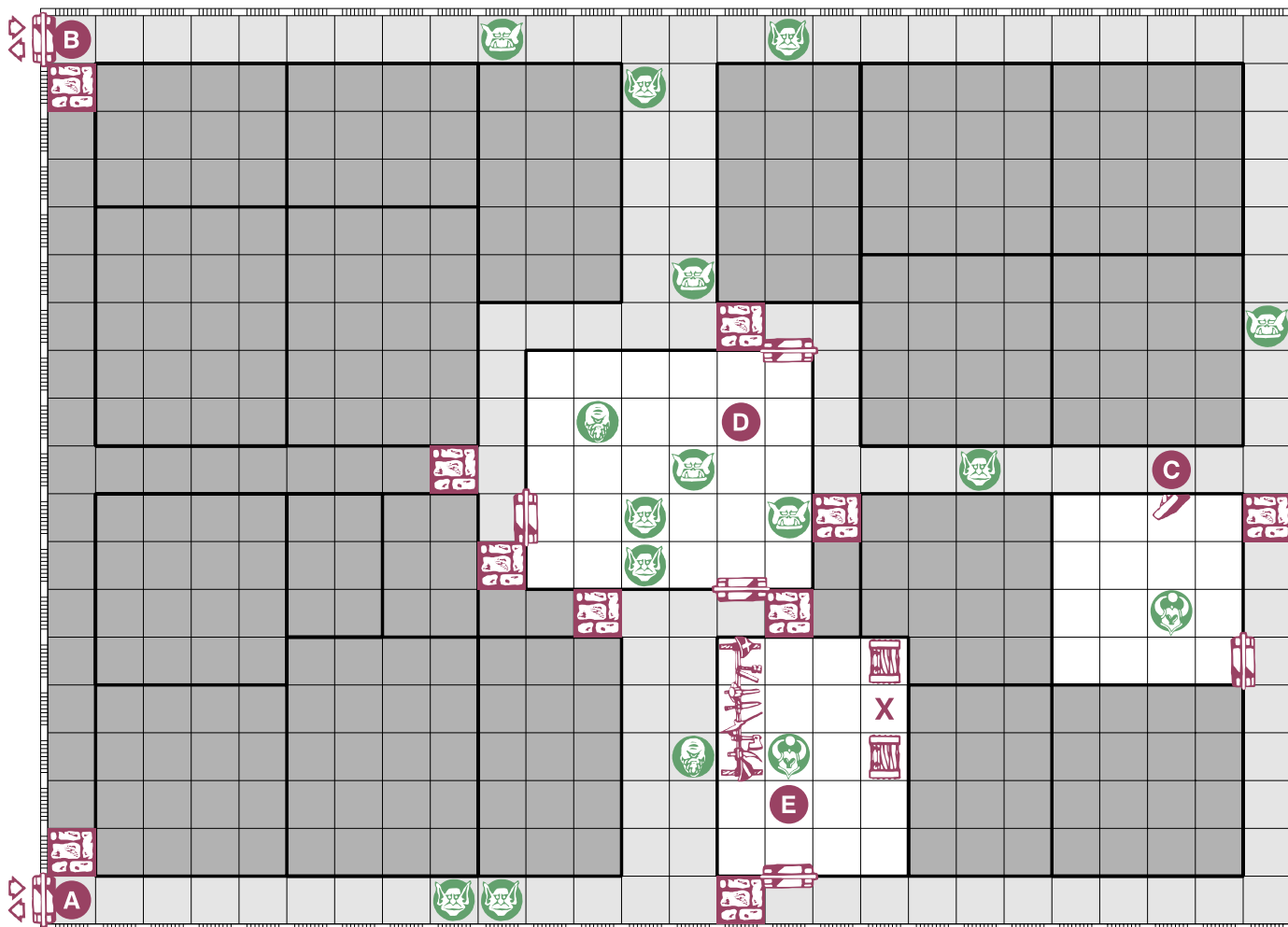
discover a dagger and a Potion of Healing".

- D** Read to the Hero that opens the chest: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover 100 gold coins and a small shield".*

- A** This is the entrance. It corresponds to Cave A on Quest Map #4.
- B** Read to the Hero that opens the chest: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover jewels worth 75 gold coins."*
- C** Read to the Hero that opens the chest: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you*



Wandering Monster in this Quest: Orc



Quest 6 Sorcerer's Cave

NOTES:

This Quest requires these tiles: seven cave passage tiles (note that two of these tiles have been cut smaller), seven cave corner tiles, one tee passage tile, cave room #2, and cave room #3. You may wish to set the tiles for this Quest up alongside the meadow tiles from quest #4.

If you do not wish to use the cave tiles, an alternate version of this Quest Map that uses the regular HeroQuest board is provided. If you use this map, all doors on the board are open – do not place any closed doors on the board.

The Heroes can enter and/or leave this map from either entrance #1 (location A) or entrance #2 (location B).

The Quest was designed to allow the Heroes to move freely between this Quest Map and Quest Map #4. You can play it as desired.

The special rules for darkness that come with the cave tiles can be used in this Quest if desired. If used, make sure you allow the players to get torches and/or lanterns before entering the cave.

- A** This is entrance #1. It corresponds to Cave B on Quest Map #4.
- B** This is entrance #2. It corresponds to Cave C on Quest Map #4.
- C** This marks the location of a secret door. Do not place the passage beyond on

the board until the secret door is found.

- D** The monsters in this room will attempt to use the loop in the passages above to ambush the players. They will use the loop to attempt to circle around the Heroes and attack them from behind.
- E** The X in this room marks the location of a Chaos Warlock. He is the one that cast the mirage spell to hide the location of the caves from the Heroes when they entered Kharne's Rift. His stats are:

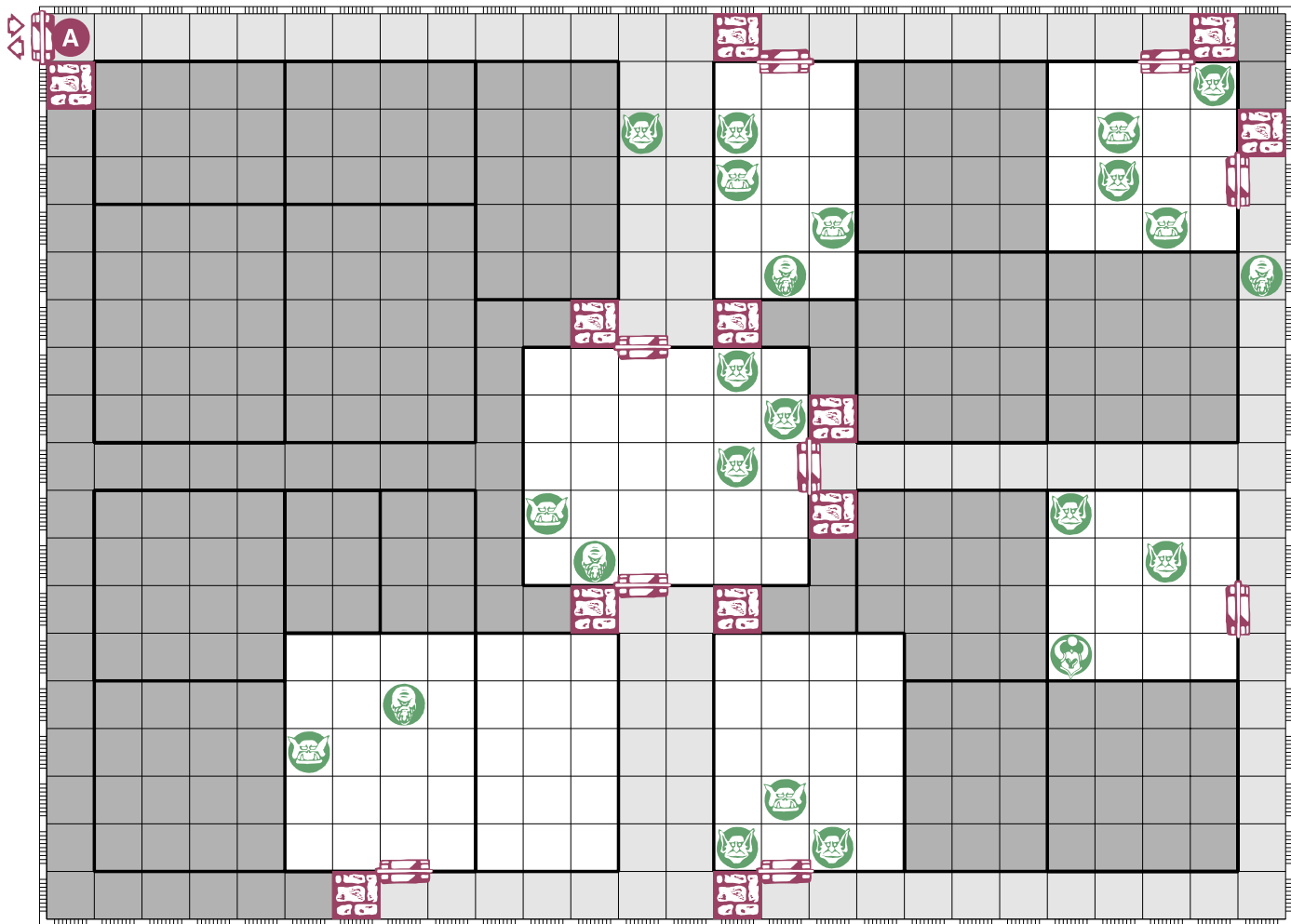
The Chaos Warlock knows these spells: Command, Ball of Flame, Rust, and Summon Orcs.

Read to the Hero that opens the chest in the lower side of the room: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover spells scrolls that must have been placed here by the Chaos Warlock. You find a scroll of Courage, Sleep, and Swift Wind."* Mark these scrolls on the Heroes character sheet. Once they are used, they disappear.

Read to the Hero that opens the chest on the right side of the room: *"The chest in this area contains goods stolen from the drivers of the ambushed iron ore wagon trains. Inside you discover 150 gold coins."*



Wandering Monster in this Quest: Goblin



Quest 7

The Captured Mine

You expected Scarredish to be a bustling city; after all it is the center of the Empire's iron trade. Instead it seems like a ghost town; the streets are deserted, the citizens huddling in their homes behind closed doors. You meet with the mayor, and he tells you of the cities troubles.

"The army of Chaos came down out of the mountains. We were prepared for them, though, and were able to drive them off. The next day when we went to the mines, we found them over-run by monsters. We tried many times, but were unable to clean them out. The Chaos monsters have been using the mines as a raiding base – striking at us when we least expect it. And our star-iron mine..." the mayor pauses to shudder.

"What is star-iron?" You ask.

"Star-iron comes from a special ore that fell from the heavens. Wizards use this mystical metal to create magical staves and wands. A star-iron stone landed near here, and we have been mining it. The monster that has taken over the star-iron mine is horrible. I do not know if the star-iron has caused it to change in some terrible way, or if it has always been so hideous. It is huge, strong, with terrible claws that can rend a man with a single swipe. Alone it drove off over 100 of my men – killing and wounding many of them. Before we can begin shipping iron back to the Emperor, we need you to drive these creatures from our both mines."

You decide that the Empire needs the regular iron more than the star-iron. The mayor appoints a miner to take you to the iron mine entrance.

NOTES:

To complete this Quest the Heroes need to kill all the monsters in the mine and exit the Quest from location A.

The Quest requires 13 straight mine track tiles, 5 corner mine tiles, 2 Y-track #2 tiles, 1 Y-track #4 tiles, 1 cave room #1 tile, 1 cave room #2 tile, and four cave room #3 tiles.

If you prefer, there is an alternate version of Quest #7 that does not use the

mine and cave tiles. Instead it uses the regular HeroQuest board. If you use this map, all doors on the board are open doors – do not place any closed doors on the board.

If you wish, you may use the mine cart in this Quest. Also you may use the darkness rules found with the cave tiles. If used, make sure you allow the players to get torches and/or lanterns before entering the cave.



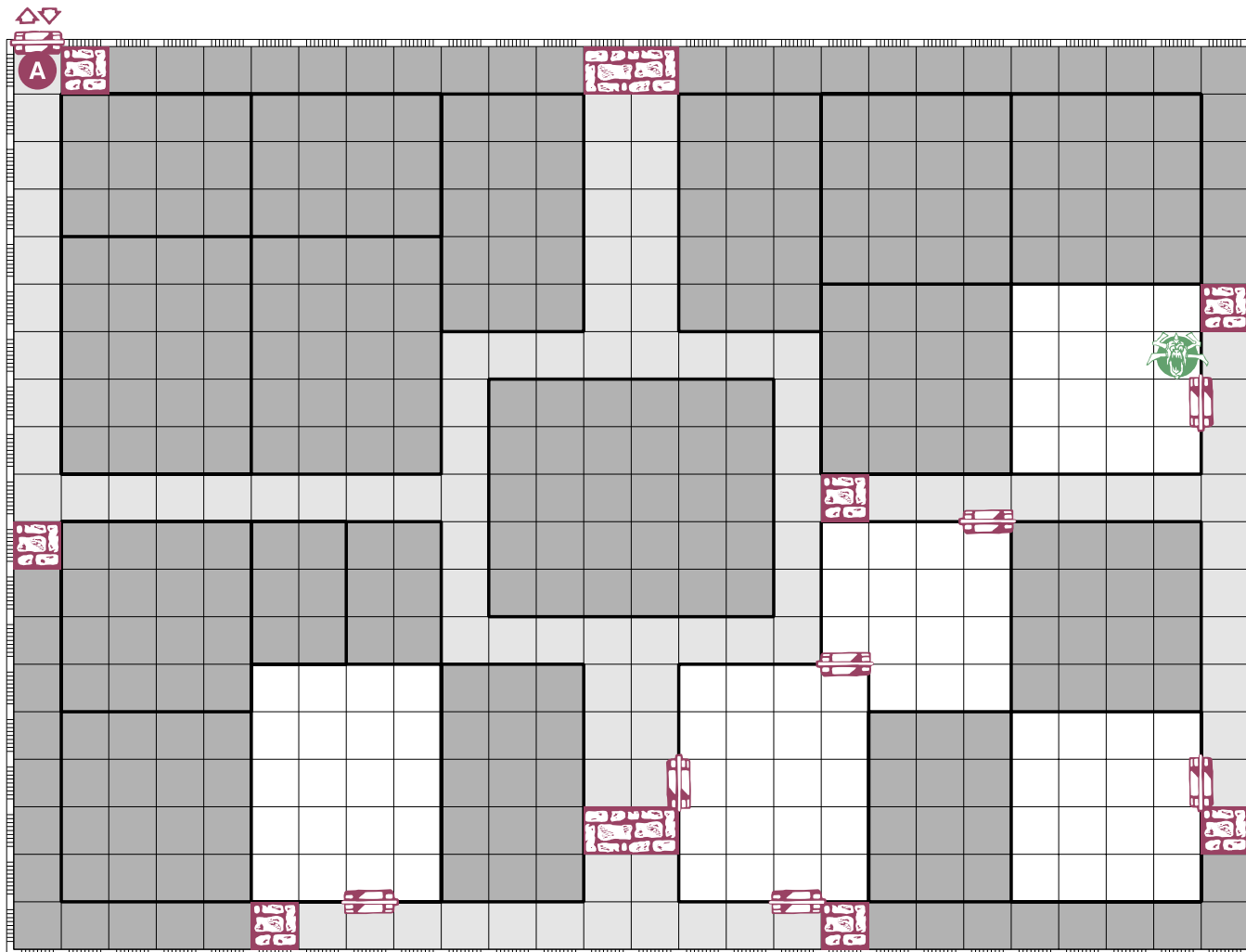
Wandering Monster in this Quest: Fimir

NOTES continued:

Note that all switches begin the game pointed towards the straight end of the Y tracks. Also note that the Y tracks always allow the cart to travel back over them in either direction – the switch only matters when the cart is traveling in the direction that allows the cart to switch onto either track of the Y.



This is the start and end of the Quest. If you are playing with the mine cart, it starts at this location.



Quest 8

The Creature in the Mines

The mayor of Scarredish meets you at the edge of the city. "Thank you. Thank you my friends for removing those horrible monsters from our mines." You can tell by the frown that crosses his face that an unhappy thought has just crossed his mind. "The horrible beast that is roaming the star-iron mine is still there, I'm afraid. There is not much help I can give you – most of our men are needed in the iron mines to get ore to make weapons for the Emperor's Army." He pauses for a moment, thinking, then says, "There is one thing I can do, though."

He leads you though down streets and through back allies to a small blacksmith's shop. "This is Hunther", the mayor states, introducing you to the smith. "Don't let his small shop fool you – he is the best weapons-smith in the Empire." Turning to the

blacksmith, the mayor asks "Hunther, is there anything you can do to help the Emperor's Heroes drive the creature from the star-iron mines?"

Hunther looks at your weapons, and says, "I can put a keen edge on all your edged weapons; swords, daggers, spears, and the like. That way they will do more damage when you attack." Hunther takes your weapons, and begins work. He returns in an hour with your weapons, and soon you are at the entrance to the star-iron mine.

This mine is smaller than the regular iron mine – it is obviously worked by fewer men. You hear a faint sound coming from far inside – a distant howling that makes your hair stand on end.

NOTES:

Hunther puts a special edge on any "sharp edged" weapon (swords, spears, daggers, etc) giving it an extra Attack die. The edge only lasts during this Quest.

To complete this Quest the Heroes need to kill the Balrog in the mine and exit the Quest from location A.

The Quest requires 7 straight cave passage tiles, 6 corner cave tiles, 4 T-cave

tiles, 1 blocked passage tile, 2 cave room #5 tile, and one 4-rooms tile.

If you prefer, there is an alternate version of Quest #8 that does not use the cave tiles. Instead it uses the regular HeroQuest board. If you use this map, all doors on the board are open doors – do not place any closed doors on the board.

If you wish, you may use the darkness rules found with the cave tiles. If used,

Wandering Monster in this Quest: None

NOTES continued:

make sure you allow the players to get torches and/or lanterns before entering the cave.

There are no wandering monsters in this Quest. Remove the Wandering Monster cards from the treasure deck before playing.

Balrog				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	3/4*	6	12	4

The Balrog regains 1 lost Body Point every second turn.

*The Balrog may attack with its whip and sword every turn. Both weapons may be used to attack the same Hero if he is in range, or each may attack a different one. Both weapons may attack diagonally. The whip may attack any Hero that is 2 squares away from the Balrog.

Instead of attacking with its weapons, the Balrog may also cast Ball of Flame. The Balrog may cast this spell any number of times, but only once per turn.

Finally, the Balrog can use its wings to fly over the Heroes. It can fly over them at any time during its movement to either get away from them or move to attack them from behind.

This Quest only has one monster – the Balrog. You can use the Gargoyle miniature for this monster. This monster is tough – it may take the Heroes several tries before they defeat it. If the Heroes leave the Quest to heal themselves, the Balrog regains 1/2 of any Body Points that it might have lost at the time the Heroes leave the Quest. You can either allow the Balrog to begin regaining its lost Body Points once the Heroes re-enter the Quest, or only allow it to begin regaining Body Points once the Heroes make contact with it again.

Use the floor plan of the level wisely. Allow the Balrog to run off and hide when wounded, only to ambush the players later once it has regained its Body

Points.

A This is the start and end of the Quest. To finish the Quest the Heroes must destroy the Balrog and exit here.

Once this Quest is completed, the Quest Pack is finished. Read the conclusion to the players:

"You exit the star-iron mine, and return to Scarredish. The mayor greets you at the city gates, and listens intently while you describe your battles with the horrible creature from the star-iron mine. When you tell of the monster's defeat, the mayor begins shouting and singing. He takes you to the local inn, and sends a boy to fetch the doctor to heal your wounds. He tells you that the miners are digging again, and soon the wagon trains full of ore will begin traveling to fuel the Empire's need for iron."

"You are wounded, sore, and tired, and decide to rest for a while. You've earned it! A pretty girl brings you a mug of ale, and you lay back to await the local physician."