

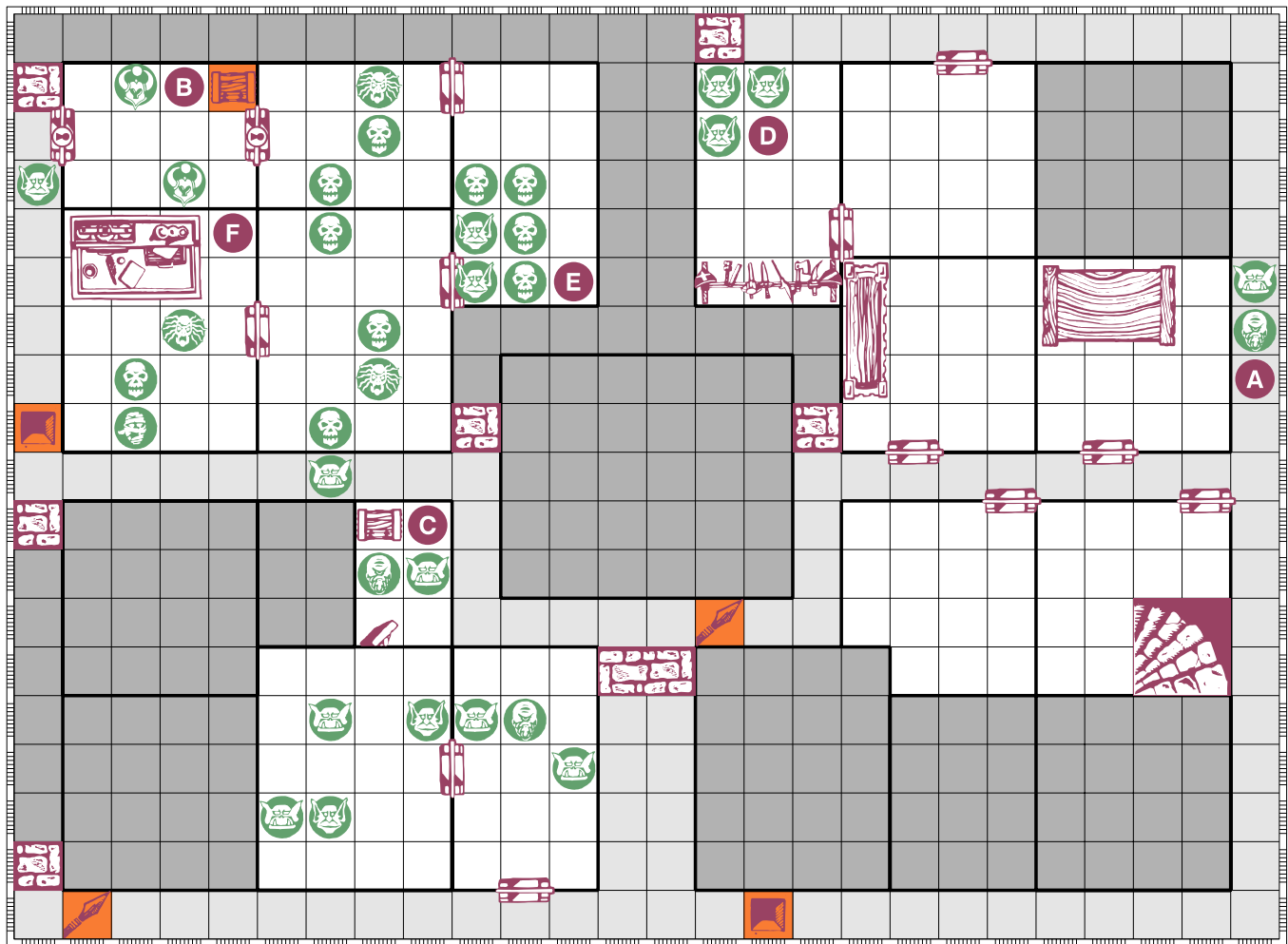
HeroQuest™

Rise of the Zombie Wizard

Q U E S T



B O O K



Quest 1

A New Threat

The once daunting Orc army that has mercilessly pillaged the flatlands and marshes of Eastern Chimera has of late been absent. Scouts report that their numbers are diminished, and our wizards claim they feel a disturbance of the natural

balance of magical energy in these parts. It has been decided that a new menace is proliferating and is the cause of the Orcs' disappearance. Go to the eastern caves and confirm our suspicions of this emerging threat by scouting the Orcs' lair.

NOTES:

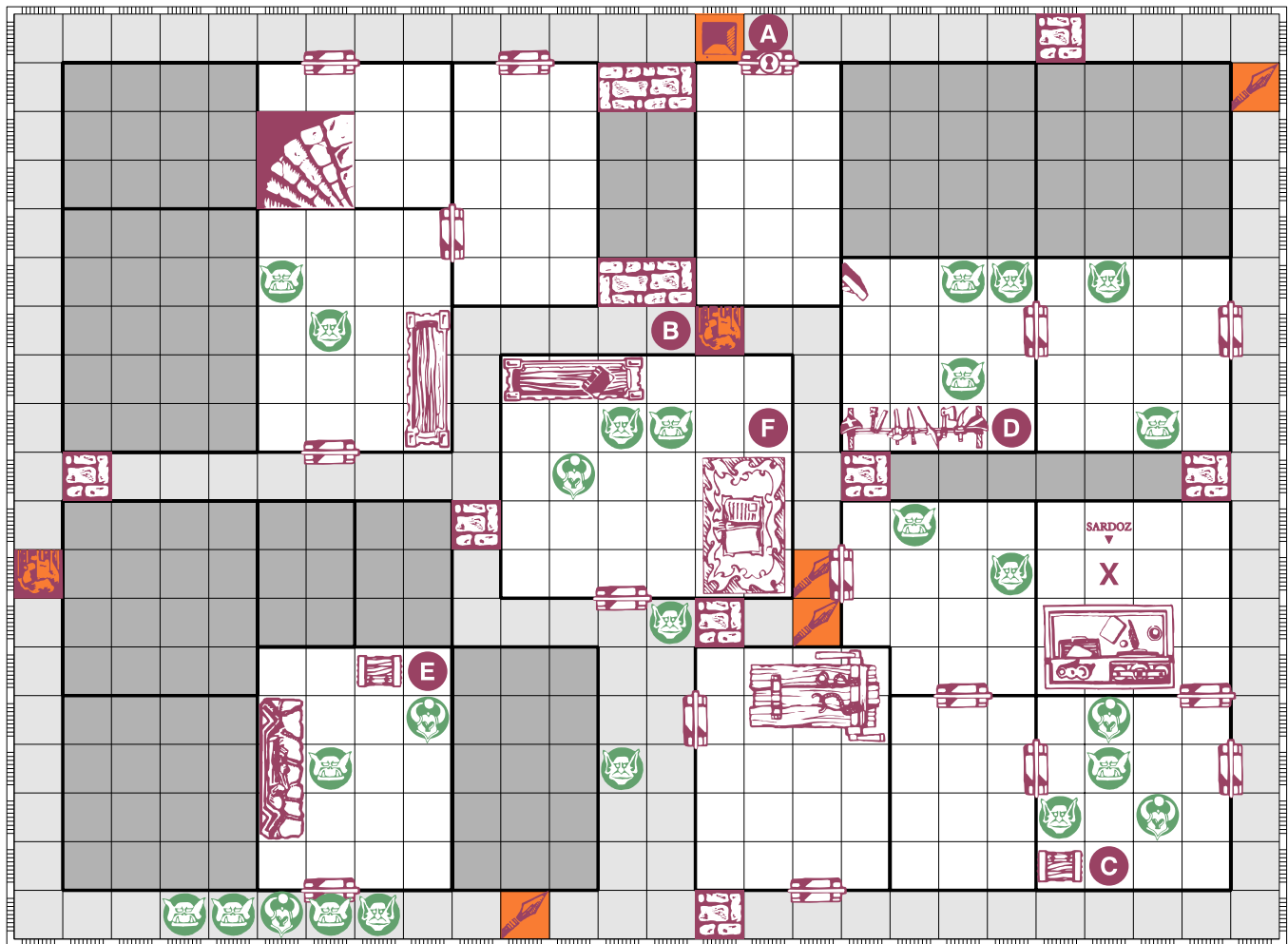
- A** The monsters in this corridor are wounded from fighting undead. The Fimir has 1 Body Point left and the Orc throws only 2 combat die to attack.
- B** The doors to this room are locked, and can only be opened by the Hero who has the "Square Key". The first Hero to search for treasure in this room before searching for traps will set off a poison dart trap. The Hero rolls 2 combat die and loses 1 Body Point for each skull rolled, and 2 Body Points for each dark shield rolled. In this chest are 500 gold coins and the Elixir of Life, whose use is explained on the matching Artifact Card.
- C** The first Hero to search for treasure in this room will find 200 gold coins in the chest and the "Square Key".
- D** Tell the Heroes that the Goblins in this room are already dead. Place them on the board on their side. These Goblins cannot move or attack.
- E** When the Heroes enter this room tell them that the Skeletons are attacking the Goblins, and that the Goblins are pleading for the Heroes to help them. On Zargon's turn, move the Goblins first and make them attack the Skeletons. Then use two Skeletons to attack the Goblins and the other two to

attack the Heroes. If the Heroes rescue the Goblins, the Goblins will tell the Heroes that the proof of an invading Zombie Wizard lies in the next room. The remaining Goblins will now be controlled on the Hero's turn who killed the last Skeleton, after he moves and/or attacks. If the Heroes attack the Goblins, treat them as normal Goblins who will attack the Heroes after the skeletons are defeated.

- F** The first Hero to search this room will find Goblin papers proving that an invading Zombie Wizard and his minions have driven the Orcs from this territory, and a Potion of Healing that will restore up to the Body Points on the roll of one red die, but not beyond the Hero's starting number of Body Points.



Wandering Monster in this Quest: Mummy



Quest 2

An Unlikely Ally

Already we have seen skirmishes between Orcs and the undead near our boarder lands and the Emperor seeks to end this conflict by destroying the Zombie Wizard before the war engulfs his kingdom as well. The Emperor's staff of sorcerers believes that their magic, and yours, will be insufficient to defeat this most powerful Zombie Wizard. Sardoz, the son of the Emperor's former personal wizard, Wardoz, acquired his father's scriptures describing chaos magic and has succeeded

where his father had failed in understanding the dark arts. Despite his dubious background we must enlist his help to defeat this new threat. However, Sardoz is currently being held hostage by a rouge band of Chaos Warriors whom he angered. You must free him, explain to him the Emperor's situation, and ensure his safe passage out of the clutches of the Chaos Warriors.

NOTES:

- A** This door is locked and can only be opened by the Hero who has the "Sapphire Key".
- B** This falling rock trap cannot be searched for or disarmed. This trap is not sprung by a Hero moving onto the square. It is sprung when the Heroes find Sardoz.
- C** The first Hero to search for treasure in this room will find 218 gold coins and the "Sapphire Key".
- D** The first Hero to search this room for treasure will find a broadsword and a dagger as described by the Armory.
- E** The first Hero to search this room for treasure will find 236 gold coins and a Potion of Defense as described by the Treasure Card.
- F** The first Hero to search for treasure in this room will find Wardoz's spell books that Sardoz requested, and a Potion of Healing that will restore up to the number of Body Points equal to the roll of one red die. You may not, however, exceed you starting number of Body Points.

Finding Sardoz:

Use the Chaos Warlock figure to represent Sardoz. Sardoz should be moved by the Hero who opened the door to his cell. The Hero takes his regular turn first, then rolls one red die to move the wizard. Sardoz must be moved back to the stairs alive for the Quest to be completed successfully. Sardoz may not attack, but may roll 2 dice to defend. He has 2 Body Points left.



Wandering Monster in this Quest: Orc

NOTES continued:

Once the Heroes open the door to the room containing Sardoz, the falling rock trap, B, is sprung.

Have the Heroes explain why they need Sardoz's help. Sardoz will respond by saying that he is very willing to help the Heroes as restitution for his rescue, but that he needs his father's spell books which are in the central chamber to fight this powerful magic. The Heroes must retrieve the spell books to complete the Quest. If either Sardoz dies, or the books are not retrieved the Heroes have failed, however, you may still move on to the final Quest if you choose to. (It will be much more difficult without Sardoz.)

Use the Chaos Warlock figure to represent Sardoz. Sardoz should be moved by the Hero who opened the door to his cell in the previous Quest. The Hero takes his regular turn first, then controls Sardoz's turn. When Sardoz is adjacent to the tomb he may attempt to disenchant it. He does this by rolling two red die, and if a 6 appears on either dice the tomb is disenchanted. This counts as Sardoz's action for that turn. Sardoz may attack and defend himself with the following stats:

NOTES continued:

A

This is a special book case. Once the door to the room is opened, on the beginning of each of Zargon's turns it will slide one space to the right, until it finally stops at the wall, blocking the door that leads to the next room. Any Hero or monster in the way of the book case is moved one space to the right as the book case moves. Any Hero or monster that is trapped between the book case and wall is crushed and killed. The book case cannot be braced or otherwise moved. Once it is against the wall this passage will be blocked forever. (So, hopefully at least some of the Heroes can make it through the door.)

B

These Fimir are all Zombie Fimir. Their stats are the same as normal Fimir with the exception that their movement is reduced to 2.

C

Tell the Heroes that these doors lead to the crypt, which is the area shaded in green. When either of these doors are opened, open all of the doors and place all furniture and monsters in the crypt. If you wish, you may use special doors (such as the wood or iron doors) to represent the crypt doors.

D

The first Hero to search this room for treasure will find 212 gold coins, a Potion of Defense (outlined in by the Treasure Card) and the "Auburn Key".

E

This secret door can be searched for and found as normal but can only be opened by the Hero with the "Square Key", found on a previous Quest.

F

This secret door can be searched for and found as normal but can only be opened by the Hero with the "Sapphire Key", found on a previous Quest.

G

This chest can only be opened by the "Auburn Key". This chest should contain enormous wealth if the Heroes actually find it. The contents should be suitable to the Heroes, something to tie previous campaigns together, an item important for their next campaign, or an immensely powerful artifact. If nothing seems appropriate then use the following: 1400 gold coins, a tool kit,

the Talisman of Lore (see Artifact Card), 2 Magical Throwing Daggers, and 2 Potions of Healing which will restore up to 4 lost Body Points.

H

These are the Zombie Wizards magical conjured bodyguards. They are his first line of defense, appear identical to the Zombie Wizard himself, and have the same stats as the Zombie Wizard although they never suffer damage. Read "Fighting the Zombie Wizard" for more detail.

I

This block tile is to be removed from the game board only if the tomb is disenchanting. Otherwise it is a normal block tile.

Fighting the Zombie Wizard:

The green shaded region on the map is the crypt. Treat the entire crypt as one large room. When the battle is over, if the Heroes search for treasure in the crypt they should draw 2 Treasure Cards because the crypt is so large.

Use the standard Zombie figures for the 2 Zombies marked H and for the Zombie Wizard. When the Heroes open the door to the crypt tell them that each one of these Zombies appears to be the Zombie Wizard, and look identical. The Zombies marked H attack and defend with the same stats as the Zombie Wizard, however, they suffer no damage from anything, but *do not tell this to the Heroes*. When the Heroes attack either the invincible Zombies, marked H, or the Zombie Wizard tell them that you are recording the damage on paper behind your screen instead of using skull tiles. This will prevent the Heroes from discovering which Zombie is the Zombie Wizard. Be sure to keep track of the real Zombie Wizard. The Zombie Wizard suffers damage as normal and has the following stats, plus powerful conjuring magic:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1	2	4	9

Conjuring Magic: At the start of Zargon's turn roll 1 red dice for the Zombie Wizard to determine what he conjures this round. Place the newly

NOTES continued:

conjured monster on any unoccupied square marked with an X. The new monster can attack and move the turn they appear. See the following table for conjured monsters:

(1) - 1 Skeleton

(2, 3, 4) - 2 Skeletons

(5) - 1 Zombie Fimir, see B

(6) - 1 Mummy

If the tomb is disenchanting or the battle is going poorly for the Zombie Wizard, he should attempt to escape through the secret doors, which he can open at will, into the room marked D.

If the Zombie Wizard is destroyed without disenchanting the crypt, the Zombies marked H vanish instantly, and the Zombie Wizard can no longer conjure monsters.

Disenchanting the Tomb:

Sardoz disenchanting the tomb by rolling a 6 on either of the 2 red die, which counts as his action for the turn. See "Dealing with Sardoz".

If Sardoz successfully disenchanting the tomb the following will occur:

The Zombies marked H will vanish instantly.

The Zombie Wizard may no longer conjure monsters at the start of Zargon's turn.

The block tile marked I should be removed from the game board at this time.

Sardoz becomes evil and turns on the Heroes. Tell the Heroes that as Sardoz was struggling against the magic of the Zombie Wizard that he was consumed by his chaos magic. At this point Sardoz joins the Zombie Wizard and fights on Zargon's turn. (Sardoz now defends with dark shields.) Sardoz

may now cast the following Chaos Spells once each: Ball of Flame, Tempest, Summon Orcs.

NOTE: The Wizard Hero may also attempt to disenchant the tomb, however, he rolls only one dice. If he rolls a 6 he may then, immediately, roll again. If he rolls an even number on the second roll he successfully disenchanting the tomb. If he fails on either roll he must start the process over again on his next turn if he makes another attempt.

QUEST NOTE: The Quest is over when the Zombie Wizard is dead and the Heroes escape to the stairway tile.

Conclusion

With the Zombie Wizard vanquished, his befuddled dominions have begun to disperse, and stability has returned to our border lands. Sardo's fate, like his father's, is a regrettable one, but there can be no victory when one finds chaos magic. Once again you have proven your bravery in combat, and from this kingdom's gratitude I award you each a bounty of 200 gold coins and your names shall be called from the peaks of our mountains for three days hence honoring your achievements. But all of this can be settled later, for now we have an urgent problem at hand...