

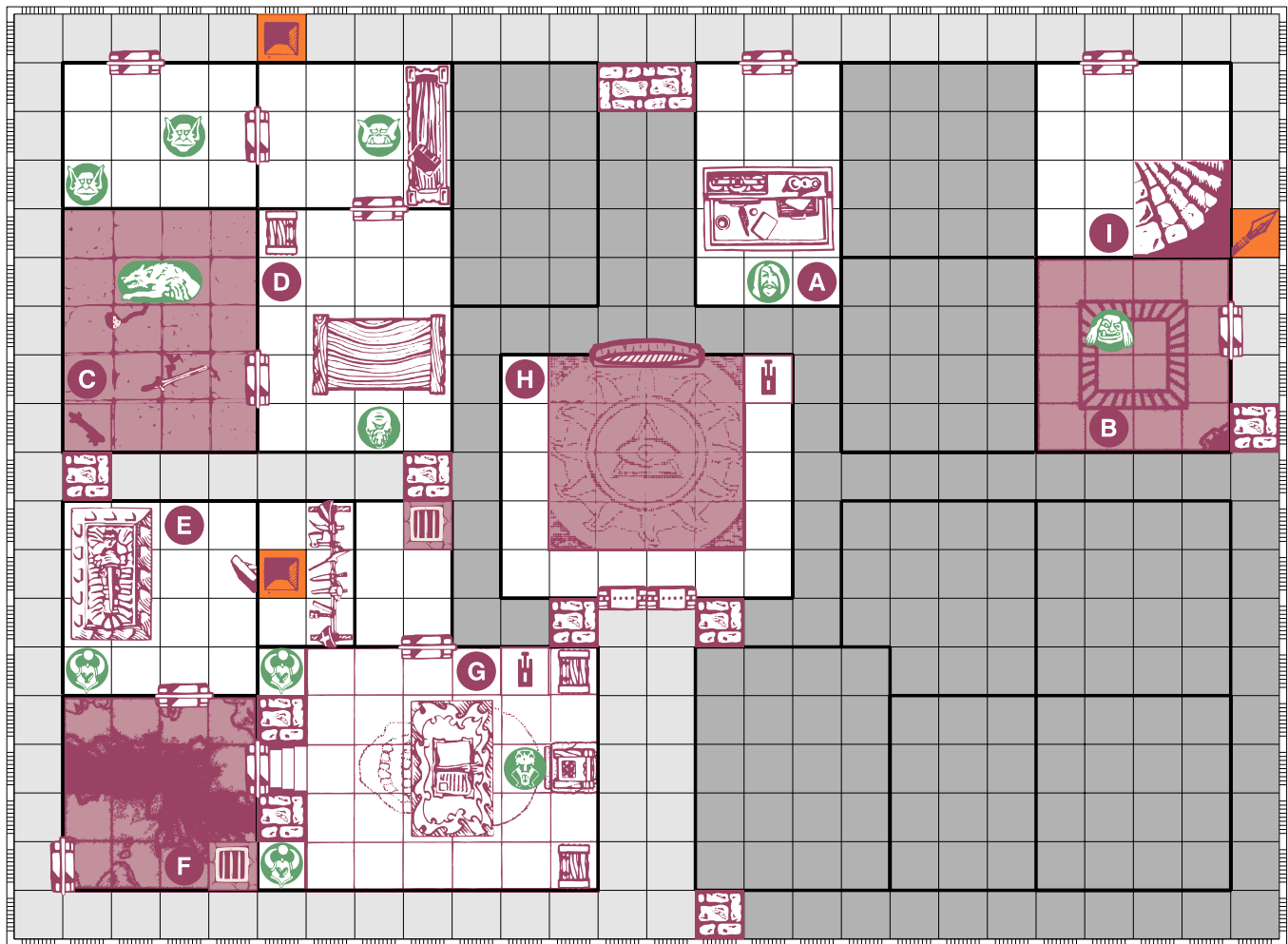
HERO QUEST™

The Chaos Portal

Q U E S T



B O O K



Single Quest

The Chaos Portal

We heard rumors that Drakenmir the Vampire lord wants to open a Chaos Portal in his Castle. We cannot send an army because of a current unstable truce with the Vampires, but opening a Chaos Portal is very dangerous and will certainly violate the truce rules.

We will send you and another Hero of your choice to investigate the castle, if the rumors are true, you must close this portal as soon as possible or it will generate a way too large army of Chaos Warriors that will definitely endanger the empire

Mentor

NOTES:

- A** The merchant greets the Heroes and will sell the following items:
 - a. 2 x Health potion (only one time use recovers max. 3 Body Points - 50 gold coins each).
 - b. All basic items from the Armory.
 - c. If a Hero acts hostile or cast a spell on the merchant, he will immediately go up in smoke and will not return in this Quest.
- B** Glukog the Ogre is held captive by disagreements with the vampire Drakenmir. If you have the key to his cage you can free him. (Zargon: if the Heroes do not give the Ogre his weapon, he will thank the Heroes for freeing him and give them 100 gold coins but not accompany them.) If you've also brought his weapon, he's so thankful that he's going to help the Heroes defeat Drakenmir. (Zargon: do not give 100 gold coins with this option.) The Hero who liberated Glukog may take his card (Ogre Warrior) with the following properties (use the Ogre as a mercenary for this Quest).
- C** The Giant Wolf has also been captured by Drakenmir to protect the key to the Ogres cell. When the wolf is defeated, the Heroes can take the key and the Ogre Club with them. (Because of its size this weapon is not usable for Heroes.) Do not provide extra information the Heroes have to discover the coherence of the key, weapon and Ogre.
- D** This chest contains 100 gold coins and a little note: *"Protect the key with your life filthy dogs or you will become wolf food.. signed: Drakenmir"*.
- E** This is Drakenmir's tomb and after searching for treasure it contains two magical scrolls (shuffle the Scroll Cards and let the Heroes choose one). In the room with the weapon rack the Heroes find two crossbows (if there is 1 Hero remaining there is 1 crossbow in the rack instead of 2).
- F** The sewer tiles are connected when a Hero steps on one tile he is automatically moved to the other tile (don't tell the Heroes this). The abyss can be jumped over, the Hero must roll a dice if he throws a skull, he falls into the hole and is immediately dead.



Wandering Monster in this Quest: Goblin

NOTES continued:

G This is the throne room of Drakenmir the Vampire when the Heroes enter the room from the abyss room, the Chaos Warriors cannot be seen. Drakenmir has all Necromancer Spells and will try to flee when 1 or more Body Points are lost to the central portal room. Drakenmir can fly over the abyss or crawl through the sewer without damage. If the lever is pulled, the chaos gates open and only then can the Heroes enter the central room.

The chests contain 200 gold coins.

H This is the portal room from which 2 Chaos Warriors appear every 10 turns (Zargon: make this room visible after the first 10 turns and put two Chaos Warriors in this room. As soon as the gates are opened they can be used by you). This process can only be stopped by pulling the lever in this room. The lever can only be pulled if Drakenmir is defeated. If the lever is pulled all Chaos Warriors collapse and die.

I The Heroes start the adventure from this stairway.

Drakenmir the Vampire lord:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
12	4	5	4	7

When Drakenmir is defeated, he is not dead but turns into a Giant Bat and flies away (he will seek revenge in another adventure).

Glukog the Ogre:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	5	4	1

Giant Wolf:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	6	3	5	1

If you only have the basic set: Use as alternative for Drakenmir the Gargoyle/ Merchant a friendly Zombie/ Giant wolf a Mummy/ Ogre another Hero/ for the chaos portal you can use the mage of the mirror portal tile.