

HeroQuest™

The Dead Sleep Lightly

Q U E S T



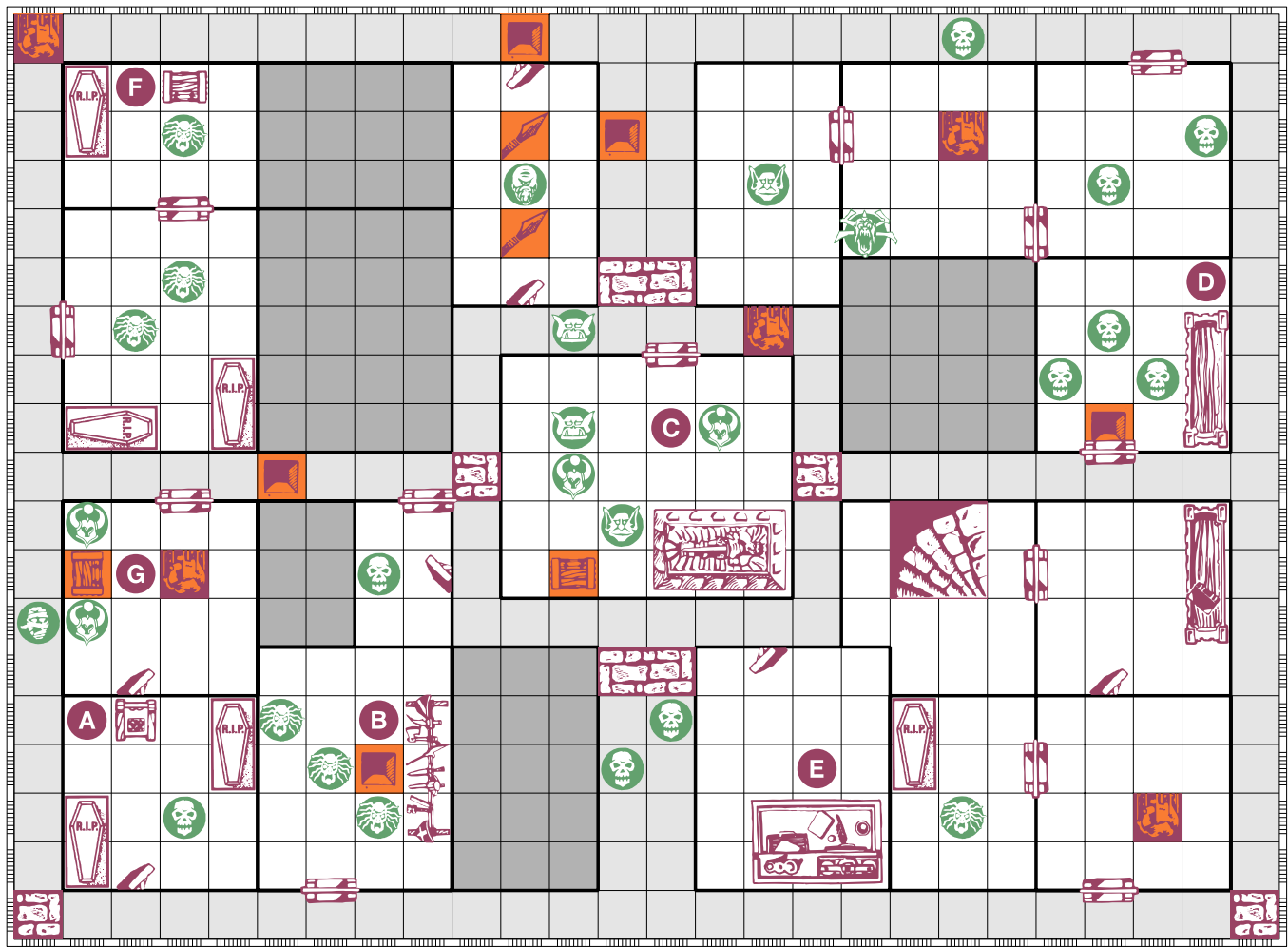
B O O K

Words from Mentor

*T*he wind blows cold and bitter across the land these days after the demise of the dreaded Witch Lord.

A new Evil awakens in the land and the task now set before you is only the beginning. Unlike the awakening of the Witch Lord taking even myself by surprise, we have an opportunity in this instance to strike the enemy first. For the enemy abroad is not yet fully awakened or though it seems?

Mentor



Quest 1

The Dead Sleep Lightly

Heroes. You must journey to the ruined temple of Kured Durr. Once a site of great lore and glory in the days of the old Kings, Kured Durr was laid to waist in a battle between the minions of Chaos, and King Serpinos armies of light. In the end, the armies of Chaos were defeated, but many Heroes lives were lost. Their bodies were laid to rest in the temple and sealed as

a monument to their great cause. Recently, the minions of Chaos have disturbed their tomb, as if searching for something, and I wish to know why.

Go now, and tread carefully Heroes, for the dead sleep lightly.

NOTES:

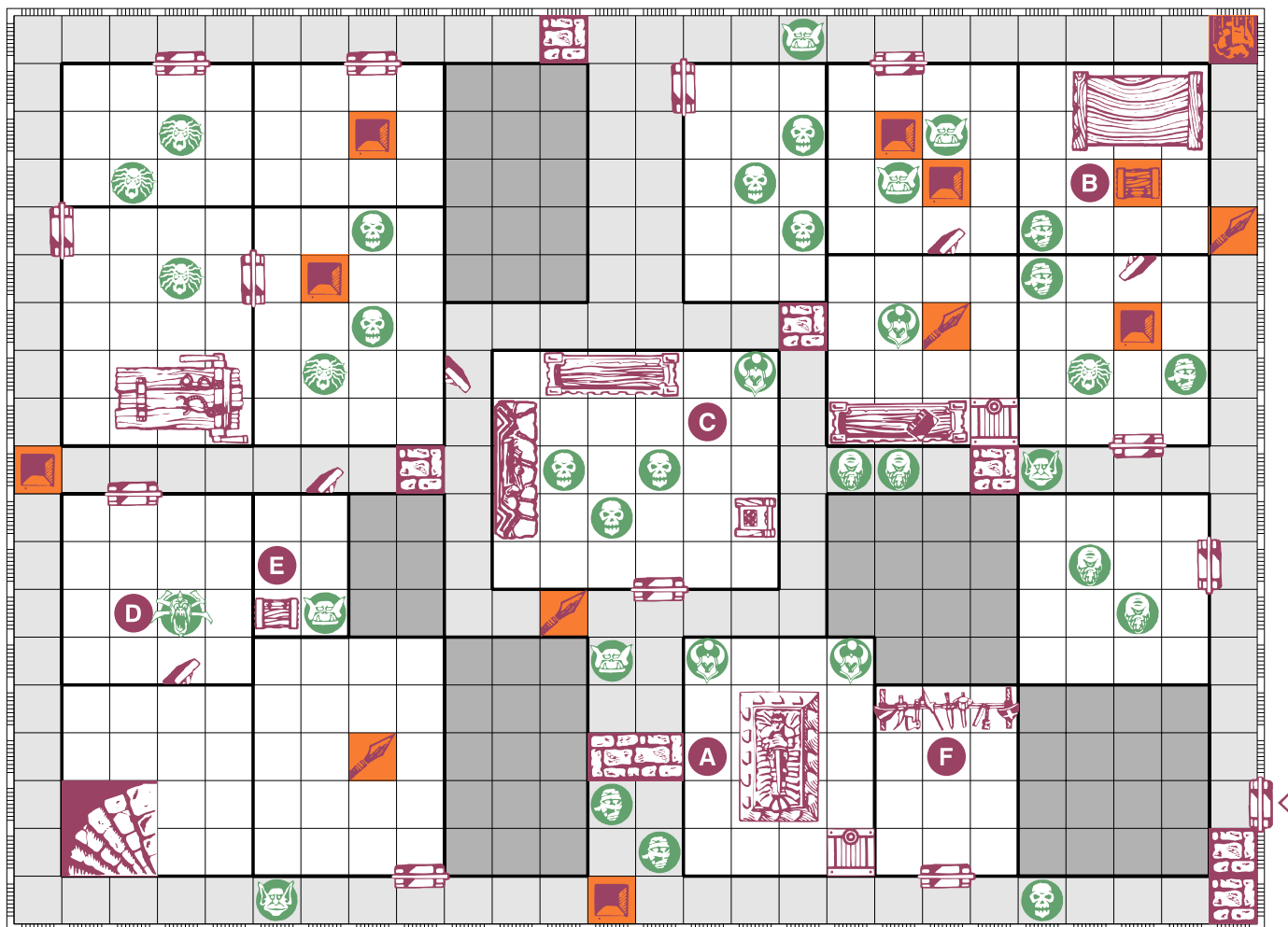
- A** The first Hero to search for treasure in this room will find a small key within the remains of the Skeleton after it is killed. There is a key hole, found on the arm of the throne, which causes the throne to slide away revealing a secret door. If the players search for secret doors, they will set off a spear trap hidden in the wall, causing 1 Body Point of damage. The door can only be opened with the key.
- B** The first Hero who searches for treasure in this room will find an excellent looking longsword, in good condition, on the weapons rack. Its use is described in the Armory.
- C** The Chaos Warrior next to the tomb is Celgemar the fierce. He uses 1 extra combat die for defense and attack than normal. The chest in this room must be opened by using the magic ring upon Celgemars finger when the Chaos Warrior is defeated. The Heroes can find it when they search for treasure. However, if they open the chest without using the ring, a trap will be sprung releasing poison gas from the chest, causing 2 Body Points of damage to all players standing one square away from the chest. Upon finding the ring, Zargon should tell the players that the ring glows lightly when brought near the chest, to give them some clue as to what to do with it. The ring is useless afterwards. Celgemar is a cunning warrior, but does not know any Chaos spells. Inside the chest, an assortment of scrolls and documents are found, written in an evil script. This is the information that Mentor seeks. The chest contains 500 gold coins as well to be divided among the Heroes.
- D** The first Hero who searched for treasure in this room will find 50 gold coins and a Potion of Healing tucked inside the cupboard.
- E** The first Hero to search for treasure in this room will find a Potion of Healing on the alchemist bench.
- F** The first Hero to search for treasure in this room will find a chest containing 100 gold coins, and a Potion of Healing.
- G** The two Chaos Warriors in this room appear to be made of stone and do nothing. However, if any Hero searches for treasure before searching for



Wandering Monster in this Quest: Skeleton

NOTES continued:

traps, the warriors animate and attack the closes player. If the trap is disarmed before-hand, the warriors will remain statues. While they are statues they are unharmed by weapons. The chest is empty.



Quest 2

Secrets Revealed!

I, Mentor, have analyzed the documents you have recovered from Kured Dur. This does not look well my friends, for the forces of Chaos seem to be searching for an ancient artifact called the Sphere of Chaos. Loretome, unfortunately is at a loss for words on the subject of the Sphere, so I must search elsewhere for answers. Meanwhile, there is trouble afoot.

Forces of Chaos have laid siege to Farlorne Keep, a strategic area of importance in the war against Chaos. You must journey to Farlorne, and find your way to the spiral stairway, that leads to the second level of the keep. I will consult with you again when you reach the second level. Destroy as many of the evil minions of Chaos as you can. Tread carefully.

NOTES:

- A** The Chaos Warriors in this room appear to be made of stone. When the tomb is opened, (searching for treasure) by a Hero, the statues will come to life. They are still made of stone, therefore, they use 5 combat dice to attack and defend, and have 5 Body Points. The tomb contains 150 gold coins, and a large shield. (See Armory)
- B** This chest has an exploding lock. If the Hero's search for treasure before the trap is disarmed, all Heroes standing next to the chest will lose 3 Body Points. The chest contains 2 Potions of Healing that will restore 5 Body Points of damage, not exceeding the Hero's starting number.
- C** The first Hero to search for treasure will find a Potion of Healing tucked inside the cupboard. When consumed, the Potion will restore 4 lost Body Points. The Chaos Warrior in this corner is only a statue and cannot move, attack or defend. (Do not reveal this to the Heroes, let them figure this out.)
- D** This is an evil Balrog. Use the Gargoyle figure to represent the Balrog, or one

of your choosing if possible. Its stats are as follows:

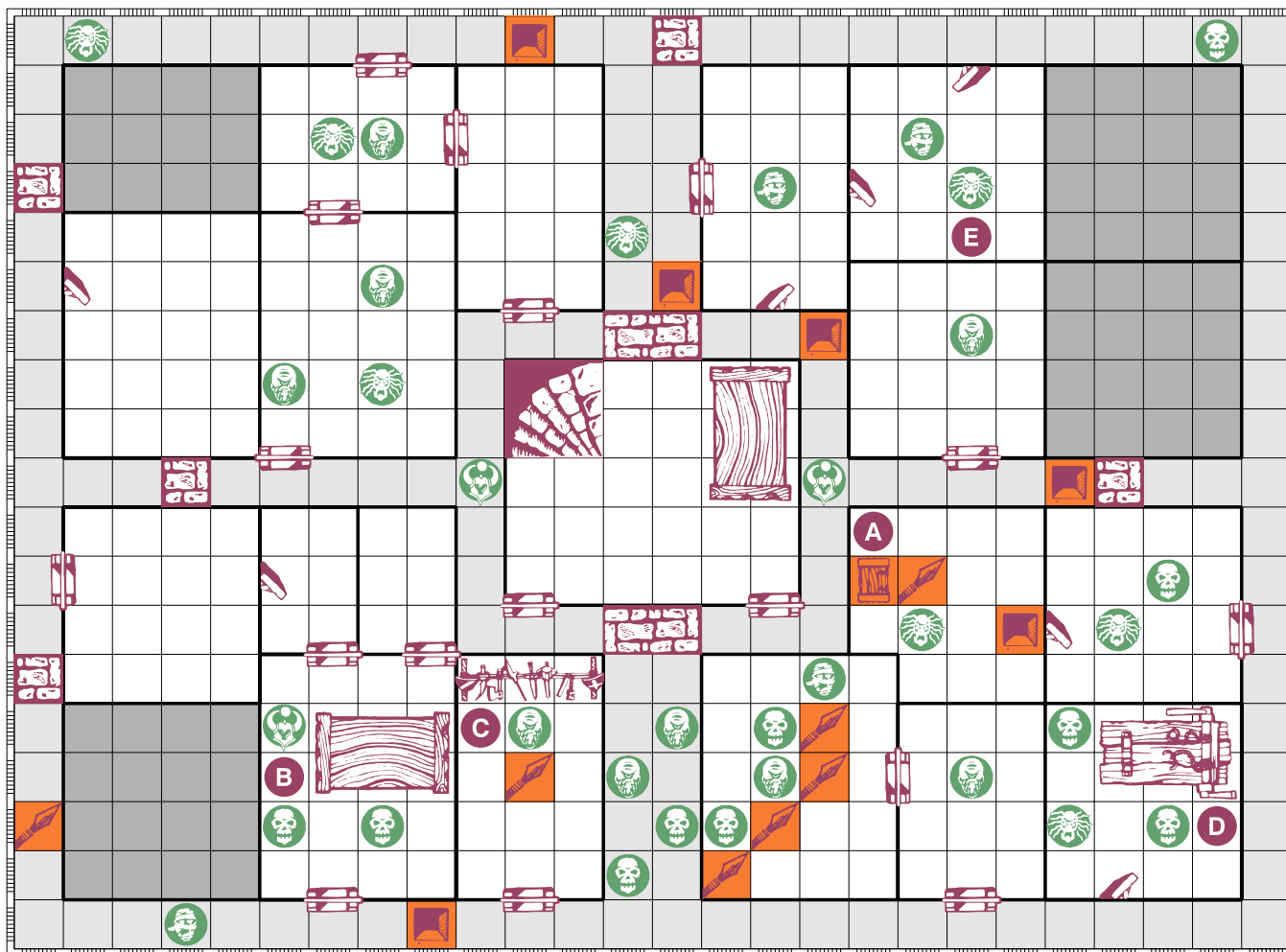
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	7	5

The Balrog knows the following Chaos spells: Summon Orcs, Rust, and Cloud of Chaos. When destroyed, the secret door in this room magically opens.

- E** This chest contains 200 gold coins and a Potion of Healing that will restore up to 4 lost Body Points when consumed.
- F** The weapons rack contains a long bow. (See Armory)



Wandering Monster in this Quest: Skeleton



Quest 3

Farlorne Keep Level 2

You hear the words of Mentor, deep within yourselves: Heroes. The second level of the Keep holds many dangers, and you all must step lightly. Kironos, a mighty Chaos Warrior from the Worlds Edge Mountains, is behind the siege against Farlorne Keep. You must seek him out, and put an end to his assault.

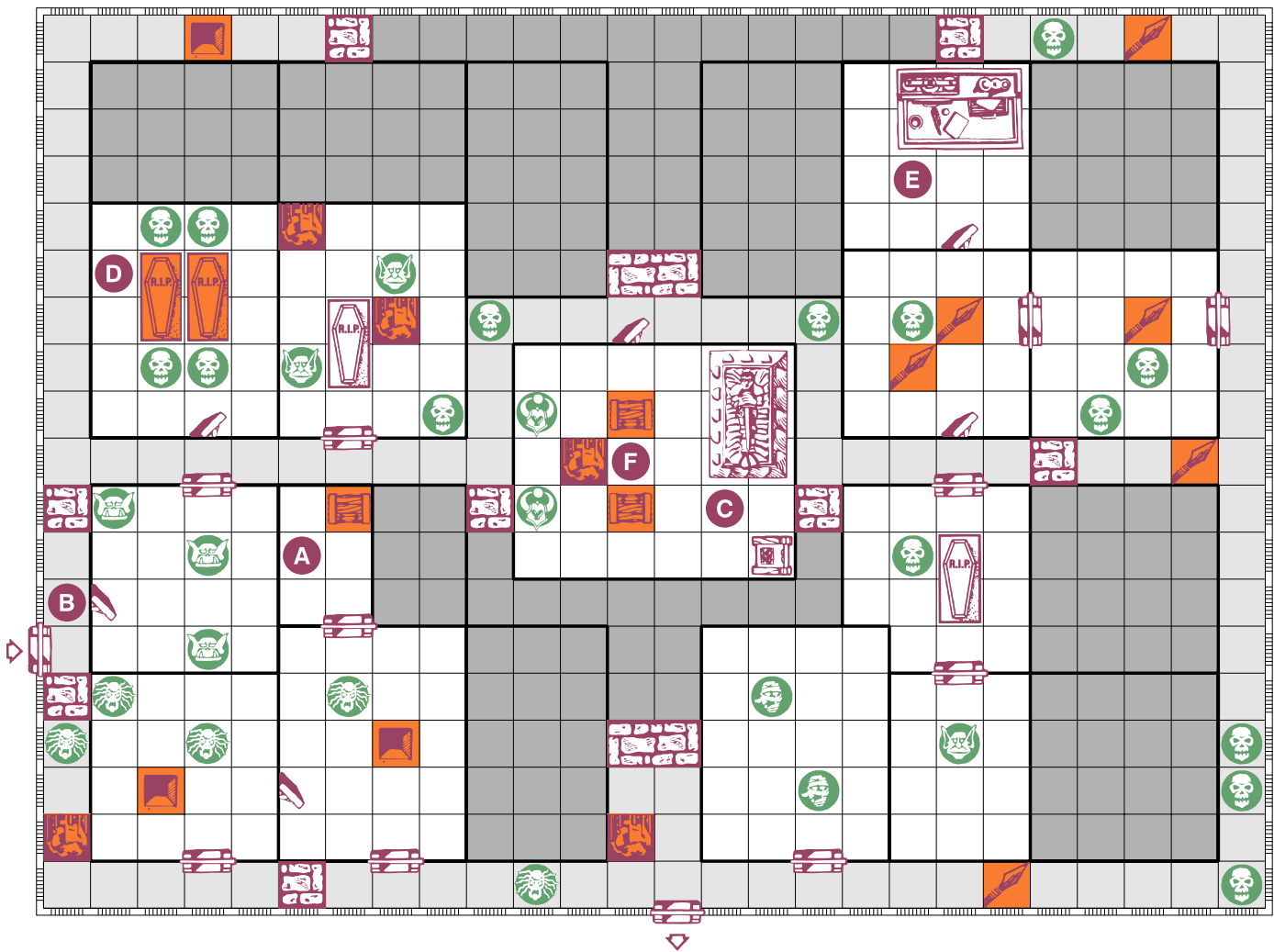
The elders of Farlorne will pay each Hero 300 gold coins each when the evil threat of Kironos is eliminated. I unfortunately, have had little luck on finding any information about the Chaos Sphere. I will continue my search as you destroy the evil forces at Farlorne. I will speak with you all again on this matter soon!

NOTES:

- A** This chest is trapped with a magical ball of flame spell. Any Hero who searches for treasure before the trap is disarmed must roll 3 combat dice. Any skulls that are rolled must be subtracted from the Hero's Body Points. There are no defend dice rolled. Inside the chest the Hero will find 200 gold coins, a Potion of Healing (restores 4 Body Points when consumed), and a magical artifact called The Armor of Rogar. (See Artifact Card for details.)
- B** This Chaos Warrior is Kironos. His stats are as follows:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 6 | 5 | 5 | 7 | 3 |
- Kironos also knows the following Chaos spells: Rust, Command, Fear, Lightning bolt, Firestorm, which he can cast once on his/Zargon's turn.
- C** The weapons rack contains a battle axe, and a helmet. (See Armory)
- D** The first Hero that searches for treasure in this room will find a gold ring on the torture rack. It is worth 100 gold coins.
- E** When a Hero searches for treasure in this special room, roll one combat die. If a skull is rolled, the Hero suffers 1 Body Point of damage as a poison dart shoots from the wall. If a white shield is rolled, the Hero finds a Potion of Healing on the dead remains of the Zombie. If a black shield is rolled, the Hero finds nothing. The same Hero cannot search this room again, however, any of the other Heroes may search this room once.



Wandering Monster in this Quest: Zombie



Quest 4

The Catabombs

Heroes! This is a serious matter. I have learned that Kessandria, the Witch Queen, and Skulmar, leader of the forgotten legion, have returned. They have joined forces, and it is by their hands that the Minions of Chaos are seeking the forgotten Chaos Sphere. I have little still, to tell you of the Sphere itself. All that I know, is the sphere is one of the 3 great artifacts of power that were created at the beginning of the

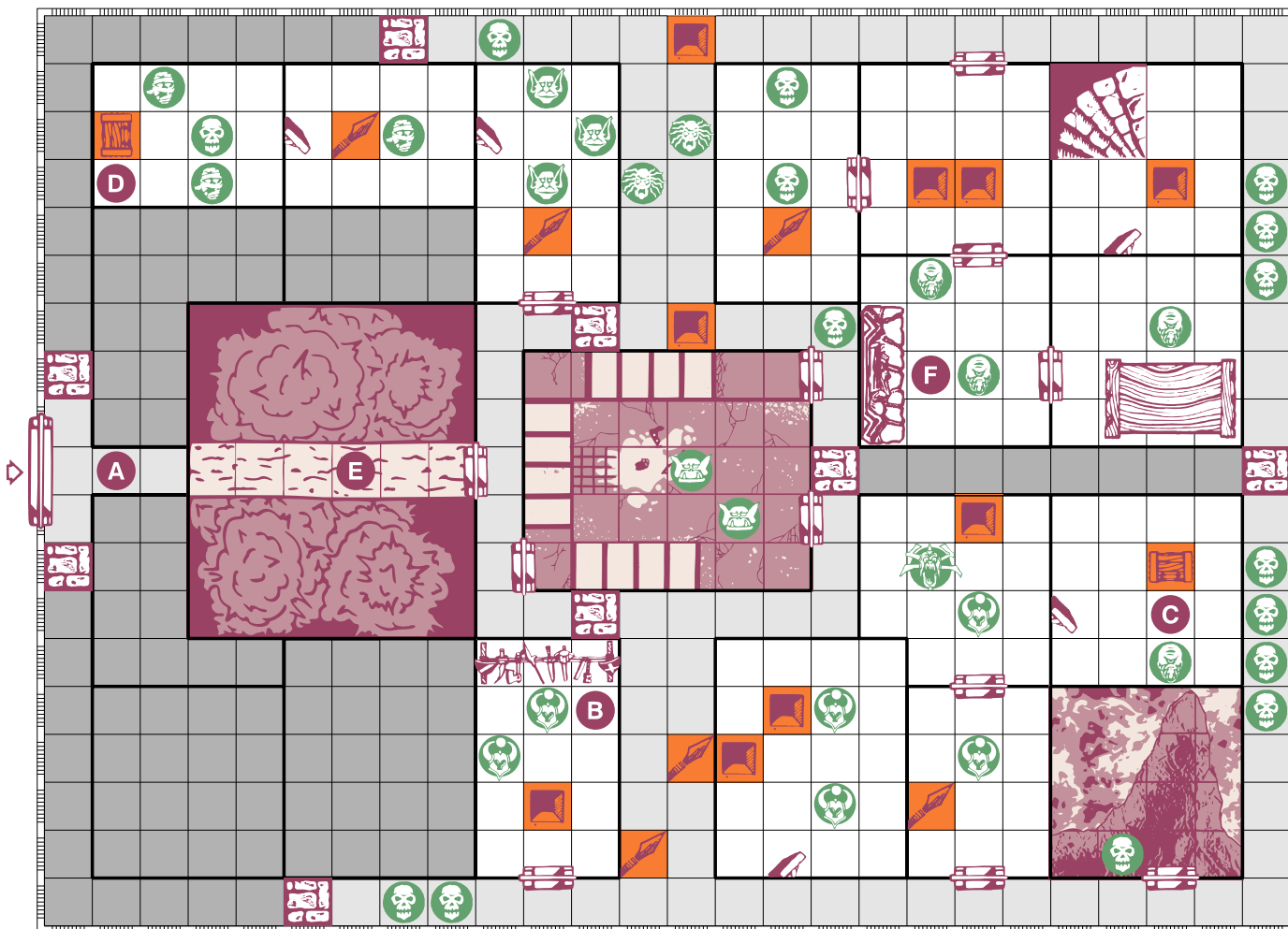
Times of Chaos. This Sphere, is a formidable adversary itself, and must be destroyed before the forces of Chaos obtain it. You all must journey to the gate of Kaiser. I do not yet know the exact location of the Sphere, but I do know it lies beyond this gate. The main path to Kaiser is heavily guarded, so you must journey through the catacombs to reach it. Tread carefully Heroes.

NOTES:

- A** This chest is trapped with a sleeping gas spell. Any Hero who searches for treasure before the trap is disarmed, will fall into a deep sleep, and miss his next turn. This spell also affects all other Heroes in the room. (Does not affect monsters). Inside the chest, the Hero will find two Potions of Healing (restoring 4 Body Points) and 50 gold coins.
- B** This is no ordinary secret door. In order for this door to be discovered, Zargon must roll 1 red die when a Hero is searching for secret doors. If an even number is rolled, no door is found. If an odd number is rolled, the door is discovered. Don't reveal this to the players.
- C** This tomb contains the remains of a long dead and forgotten Elf warrior. Any Hero who searches for treasure in this room, will find The Elf's Cloak. (See Armory)
- D** These tombs are trapped with a poison gas. Any Hero who searches for treasure before the traps are disarmed, will fall unconscious for "x" amount of turns. x=number rolled on one red die. No defend die are rolled. While unconscious, a Hero cannot defend or attack. Scattered within the tombs, you will find, 70 gold coins.
- E** The first Hero who searches for treasure will find 2 Potions of Speed on the alchemist's bench. (See corresponding Treasure Card for details)
- F** These two chests are trapped with poison darts. If the traps are not disarmed before the chests are opened, the Hero will suffer 1 Body Point of damage. Each chest contains 75 gold coins.



Wandering Monster in this Quest: Zombie



Quest 5

The Gate of Kaisar

Take care Heroes, danger is all around. You must enter the giant gate of Kaisar if you hope to reach the Chaos Sphere before the minions of Skulmar, and Kessandria. Once inside the gate, you must then cross the fiery bridge of Kaisar. Tread

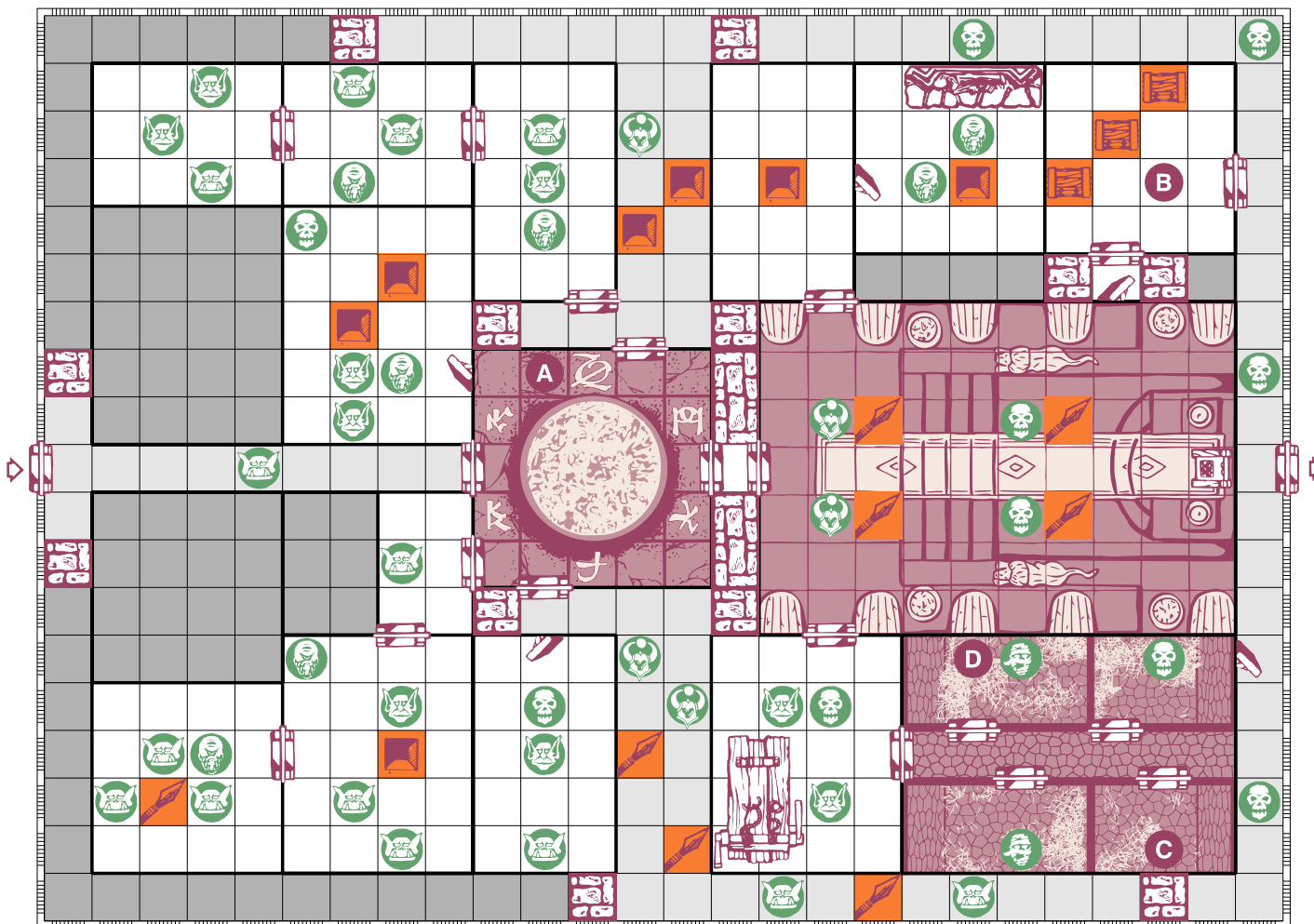
carefully, for the bridge is dangerous. From there you must find the spiral stairway that leads further down into Kaisar, and the depths of Chaos. Head well my words friends, for your journey only now begins. And it shall not be an easy one!

NOTES:

- A** This is the giant gate of Kaisar. Use the giant wooden door, and place it on the gameboard here where shown. This is where the Heroes will start their Quest.
- B** This weapons rack, contains a broadsword that is still in good condition. When a Hero searches for treasure, he will find it here.
- C** This chest is trapped with an exploding lock. If a Hero searches for treasure before the trap is disarmed, he must roll 3 combat dice. Treat each skull rolled as a hit. The chest contains a silver armband, that allows its wearer 1 extra combat die in defense against the Undead (Mummies, Skeletons, Zombies etc.)
- D** This chest has a poison needle trap. If the chest is opened before the trap is disarmed, the Hero will suffer 1 Body Point of damage. The chest contains 50 gold coins.
- E** This is the fire bridge of Kaisar. All Heroes on this bridge must roll 3 combat dice, before they move on their next turn, and upon entering the bridge. Each skull rolled, should be subtracted from their Body Point total, as the Hero suffers heat damage from the flames.
- F** The first Hero to search for treasure in this room, will find upon the mantle of the fireplace, a Potion of Healing, that will restore the number of lost Body Points rolled on one red die when consumed.



Wandering Monster in this Quest: Chaos Warrior



Quest 6

The Halls of Kaisar

What lies beyond, are the fabled halls of Kaisar. Once a site of majesty and honor in the days of the great kings, the halls are now long dead and forgotten. They are not uninhabited however, for the minions of Chaos have taken refuge here, away from the sunlight and life of the lands beyond. You must

journey through the halls, and make it safely through the wooden exit door to continue with your Quest. The exit door leads further into the land of Kaisar, and further into the hands of Skulmar, and Kessandria. Journey safely my Heroes!

NOTES:

- A** This fountain holds magical healing proper ties. Any Hero who drinks water from the fountain rolls 2 red dice and adds the total to his Body Points. The Hero cannot, however, gain more points than his starting number. A Hero may drink from the fountain as many times as he wishes. The door that leads to the throne room is magically sealed. It can only be opened, when the tiles on the floor are stepped on in the following order:



If the tiles are stepped on, intentionally, or inadvertently, in the incorrect order, a dart will shoot from the wall, inflicting that Hero with 1 combat die of damage. (Roll one white die.) If anything but a skull is rolled, the Hero has dodged the dart.

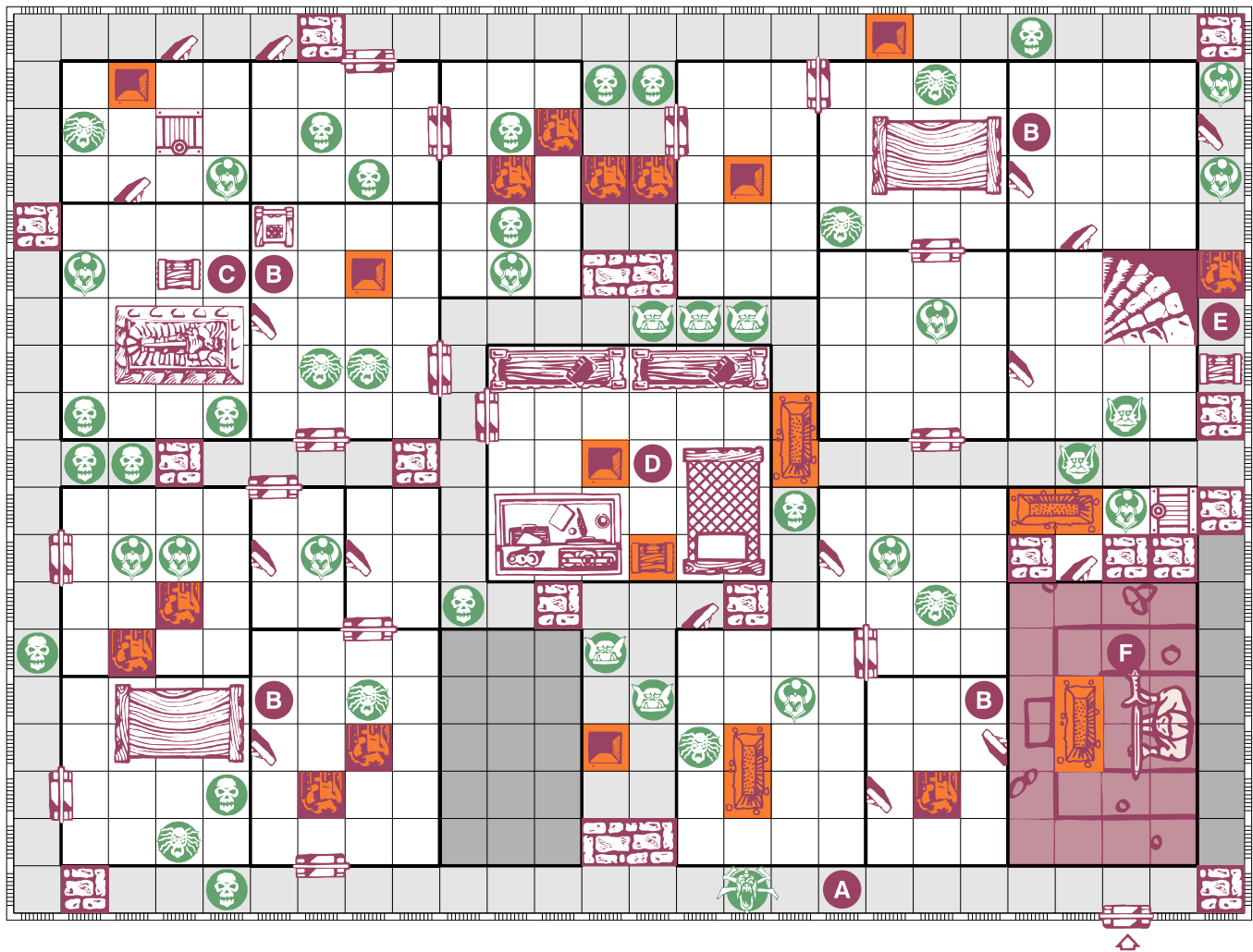
- B** These chests are trapped with shooting spikes. If a Hero opens a chest before the trap is disarmed, he must roll 3 combat dice. For each skull rolled, the Hero suffers a hit. Each chest contains 100 gold coins.

- C** This small cell contains the skeletal remains of a long dead Elf warrior. Among the items that can be found here when a Hero searches for treasure are: Potion of Healing (one red die), and a longbow, with regular arrows.

- D** This Mummy was once a mighty Chaos Warrior. He rolls 1 extra combat die in defense and attack. If the Mummy is destroyed and a Hero searches his cell for treasure, the Hero will find among the Mummy's remains: 50 gold coins, and a Potion of Healing (one red die).



Wandering Monster in this Quest: 2 Orcs



Quest 7

Ancient Home of the Old Kings

Heroes, heed my words well. I have discovered that there is a way to destroy the Chaos Sphere for good! The answer, it seems, was right under our nose to begin with. I hope that Skulmar and his forces of evil haven't already thought of this as well. Regardless; you must journey through the Ancient home of the Old Kings. Deeper into the land of Kaisar. There, you must discover the burial place of King Valimar. It was

rumored, that of the Old Kings, Valimar was the richest in all the land. Also, legend has it, that he also possessed a sword of great power, The Sword of Skulls. This magical artifact was created at the time of Chaos to be used in destroying the 3 artifacts of power. You must find this blade at all costs! Be careful. As the minions of Chaos no doubt has thought of this as well!

NOTES:

- A** Obviously, the forces of Chaos have had time to prepare for your arrival. To your surprise, there is a foul Gargoyle waiting to greet you in the entry hall. This Gargoyle may attack twice on every one of its turns until it is killed.
- B** These secret doors will appear periodically throughout the Quest. They are false doors. Do not tell the players this, until they try to open one or walkthrough one. When secret doors are searched for, the tile should be placed on the game board as usual. These doors are also trapped. When a Hero tries to open the door, tell him the door does not budge, and a large spike shoots from the wall. The Hero must then roll 2 combat dice. Each skull rolled is considered a hit.

When the trap is tripped, the tile is then removed from the board. These traps can be searched for, but not disarmed, as they are too sophisticated to be disarmed with skill. However, they can only be searched for, after the secret door is discovered.
- C** This is Valimar's tomb. Hidden inside the tomb, the first Hero who searches for treasure will find a gold necklace. This is the necklace of the stars. It grants its wearer one Mind Point to be added to his total when worn. The chest contains 2 Potions of Healing and 50 gold coins.
- D** This was Valimar's bed chamber. The chest in this room is trapped with a poison dart. Any Hero who opens the chest before the trap is disarmed loses 2 Body Points of damage. Because the dart is poisonous, the Hero will continue to lose an additional Body Point of damage for a total of turns rolled on one red die. There is no defense for the roll. When the whole room is searched for treasure, a poison antidote will be found on the alchemist's bench. Tell the Hero that he finds a flask filled with green liquid, but do not reveal its properties until it is consumed. Inside the chest the Hero will find 200 gold coins.
- E** This chest contains a vial of holy water that may be used to destroy any one undead monster, or used to coat one weapon of the Heroes choice, which will



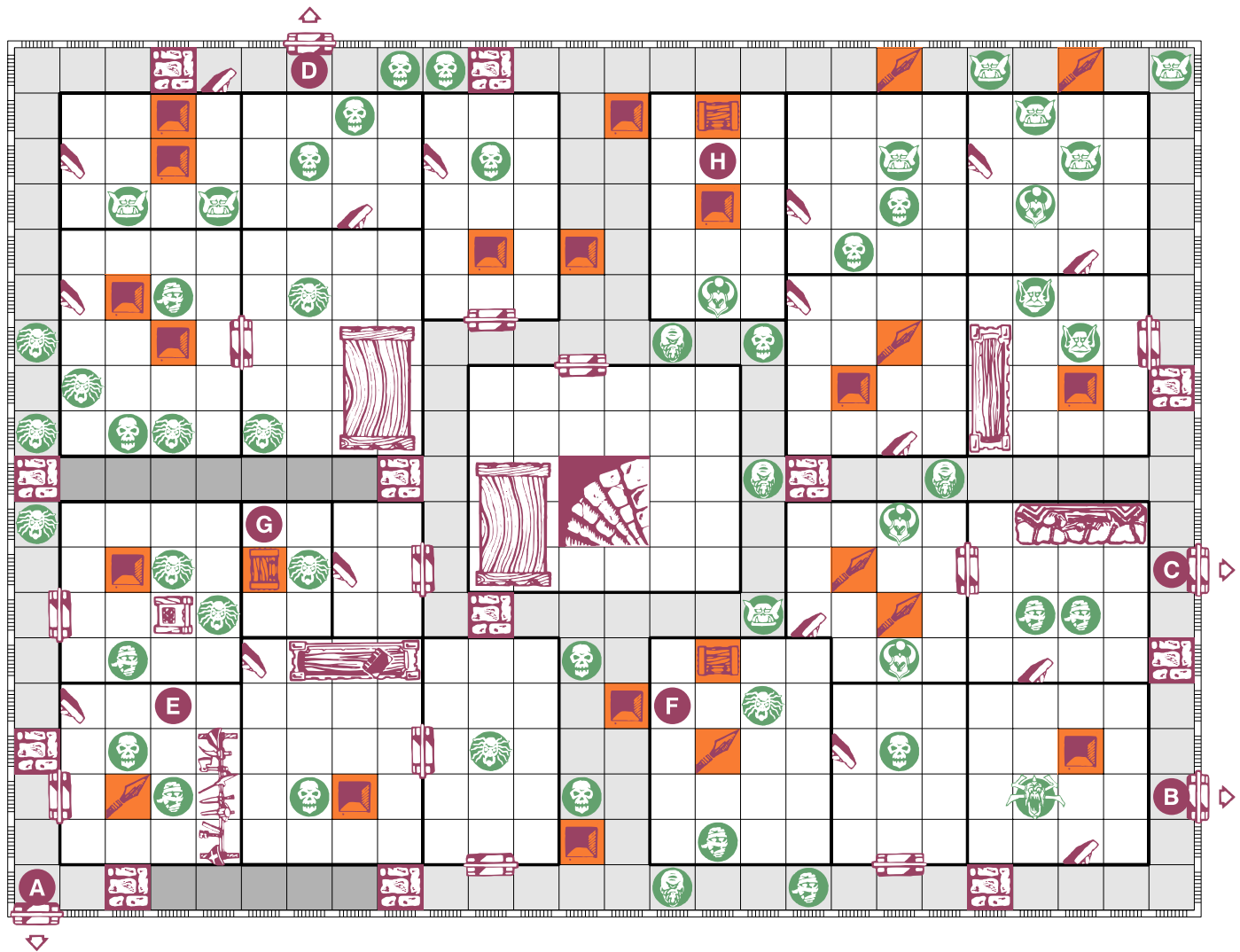
Wandering Monster in this Quest: 2 Skeletons

NOTES continued:

allow that weapon to throw 1 extra combat die twice when the Hero attacks any undead monster.

F

This is the Sword of Skulls. (See Artifact Card.) The long pit trap does nothing when stepped on at first. It will be tripped when the Hero claims the sword. It may be searched for and disarmed as normal.



Quest 8

The Magical Maze of Heroes

This maze was created long ago by a powerful wizard who sat at the right hand of Valimar. It was used to train the elite warriors of Valimar's personal guard. You must make your way through the maze, and continue with your Quest. There are

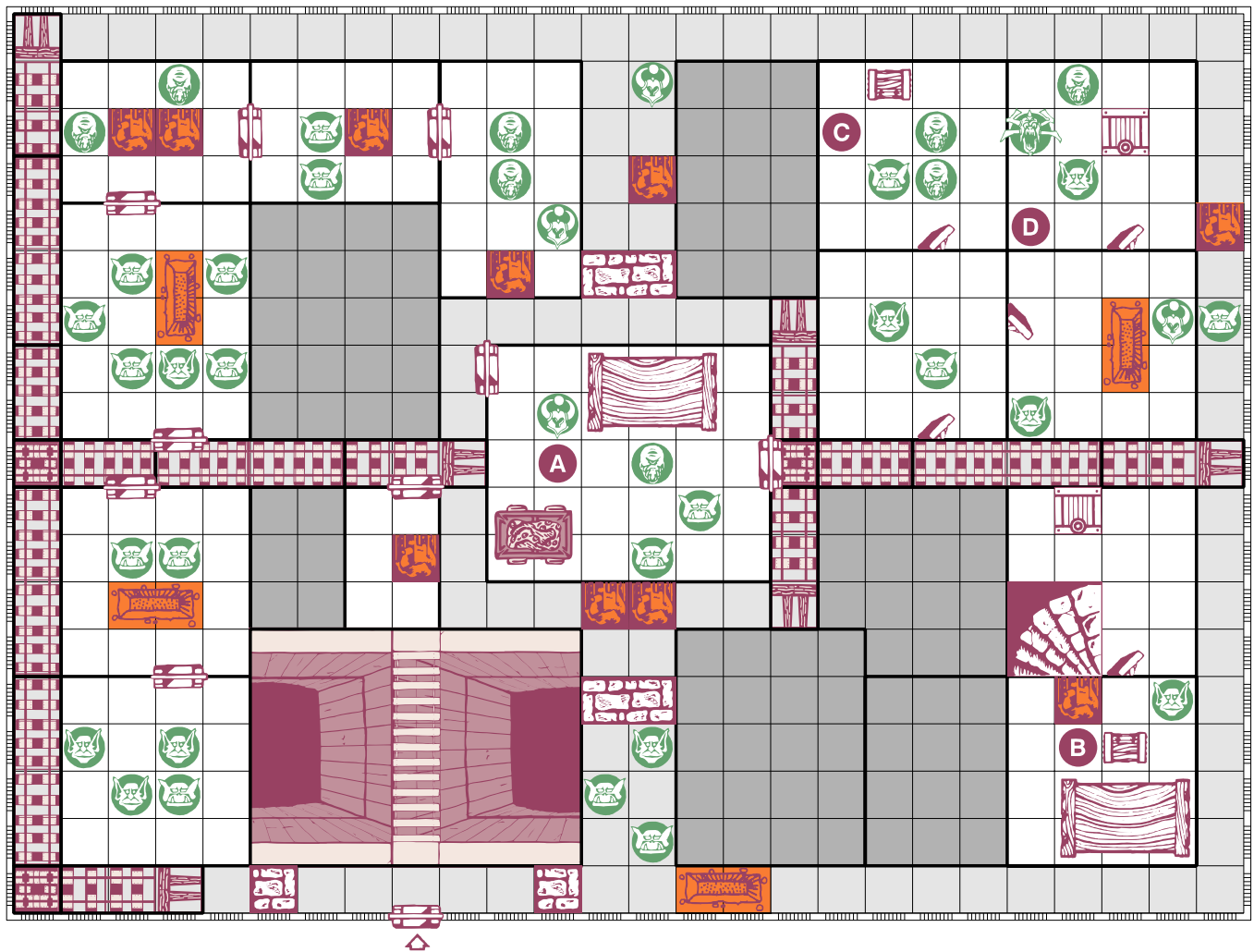
many magical traps and confusing exits, to fool you all, but do not be discouraged. Make your way through the maze quickly Heroes, for I fear that it will not be too long before Skulmar's forces discover the Chaos Sphere, and learn how to use it!

NOTES:

- A** Only the Elf may exit through this door.
- B** Only the Wizard may exit through this door.
- C** Only the Barbarian may exit through this door.
- D** Only the Dwarf may exit through this door.
- E** This weapons rack contains 3 Magical Throwing Daggers. (See Artifact Card.)
- F** This chest is trapped with an exploding lock. If the Hero search for treasure before the trap is disarmed, he must roll 3 combat dice. Any skulls rolled will be considered a hit. The chest contains a Potion of Healing (4 Body Points) and 30 gold coins.
- G** This chest is trapped with an exploding lock. If the Hero search for treasure before the trap is disarmed, he must roll 3 combat dice. Any skulls rolled will be considered a hit. The chest contains a Potion of Healing that will restore lost Body Points equal to the roll of one red die, and 100 gold coins.
- H** This chest is trapped with an exploding lock. If the Hero search for treasure before the trap is disarmed, he must roll 3 combat dice. Any skulls rolled will be considered a hit. The chest contains 100 gold coins.



Wandering Monster in this Quest: 2 Fimir



Quest 9

The Mind of Forgotten Diamonds

Heroes! You are now deep into the land of Kaisar. You must travel through the mine of the Forgotten Diamonds, and make your way to the spiral stairway. This mine holds an ancient evil that was awakened there eons ago. An Evil Balrog named Rhall, lurks in the depths of the mine. If you find and destroy him along the way, Prince Magnus has told me that he will pay

each Hero 400 gold coins each. However, do not stray from the task at hand. Skulmar and Kessandria have reached the buried Citadel of Chaos, wherein lies the forgotten Chaos Sphere. I will delay them as long as I can until you emerge from the mine, but act quickly, for there is no time to be wasted!

NOTES:

- A** This tipped over mine cart, still contains some valuable treasure. The first Hero who searches for treasure in this room will find 400 gold coins worth of diamonds and various other gems.
- B** This chest is empty.
- C** This chest contains a Potion of Strength, (see Treasure Card) and 50 gold coins worth of valuable gems.
- D** This Gargoyle is Rhall, a powerful Balrog. His stats are as follows:

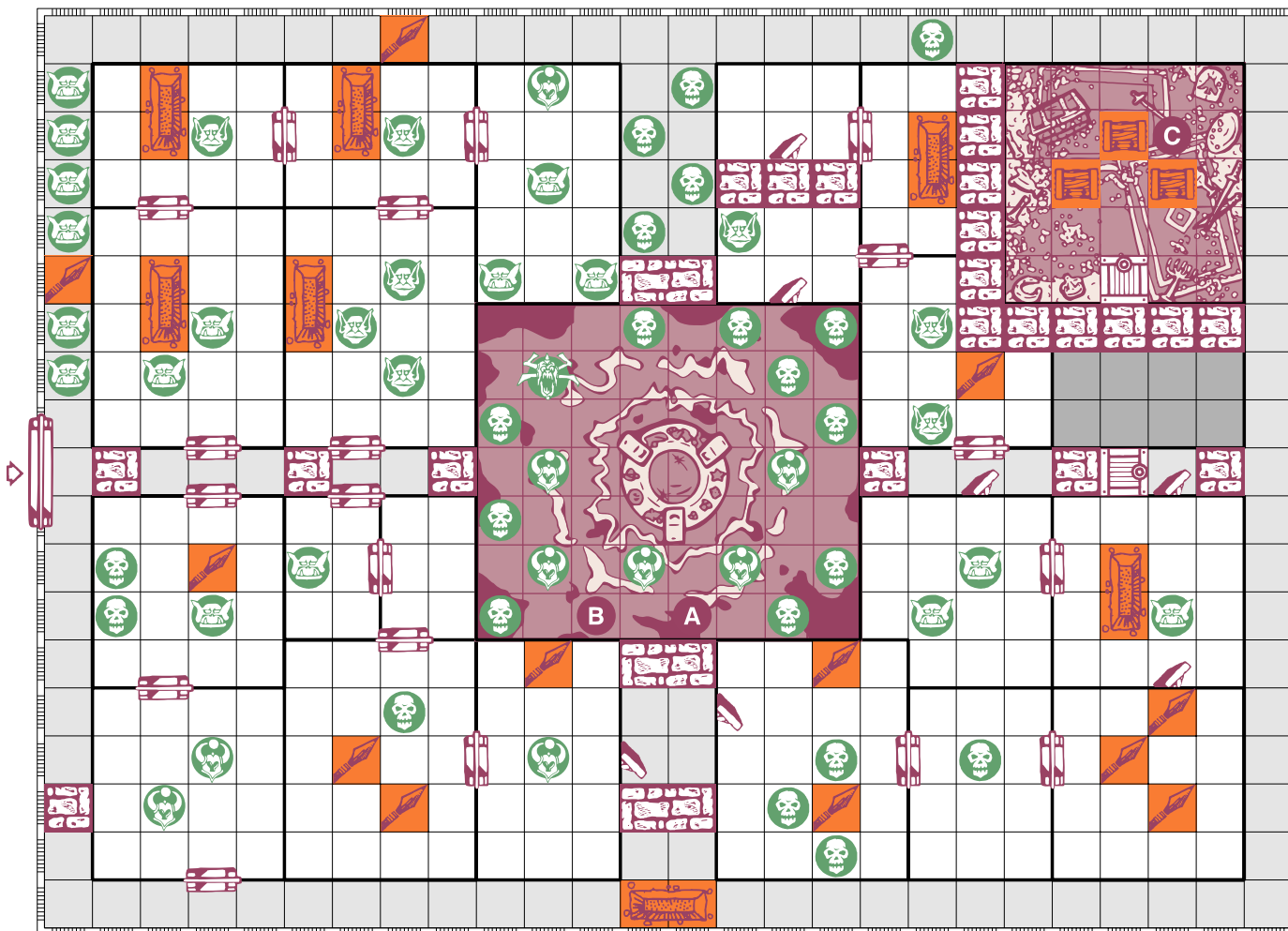
subtract one turn that was lost on the red die roll.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	6	7	8	6

Rhall can also use a special attack for one of his turns called stunning breath. When used, the Hero rolls one red die. He then is frozen for that many turns and cannot attack, defend, or move. To defend this attack, the Hero can roll combat dice equal to his Mind Points. For every white shield rolled, he may



Wandering Monster in this Quest: 2 Chaos Warriors



Quest 10

The Citadel of Chaos

Welcome to the Citadel of Chaos Heroes! I am Morcar Von Zargon. Mentor is... shall we say indisposed at the moment, so I will be filling in the details for you all this round! Congratulations upon reaching the citadel, I never thought that you all would get this far. At this moment Kessandria and

Skulmar are beginning to tap into the awesome power of the Chaos Sphere. Find them! Stop them if you can! But know this: The Sphere was created long before time began. It will not be easy for you to destroy. I will enjoy watching you fail!!!!

NOTES:

- A** Place a Skeleton figure here to represent Skulmar.
- B** Place a Witch Queen figure here to represent Kessandria.

Read the following to the players when the Sphere chamber is opened: You hear the words of mentor deep within yourselves. Heroes! Skulmar and Kessandria have amassed a great army to await your arrival. The Sphere pulsates with evil energy, making all evil minions of Chaos in this room stronger. Destroy the Sphere Heroes! Skulmar speaks: You all have plagued me for the last time. Now you will feel the final sting of my wrath!

Skulmar

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	6	10	5

Kessandria

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	4	5	8	5

Kessandria also knows the following Chaos spells: Command and Fear.

The Chaos Sphere can only be harmed by the Sword of Skulls. The Sphere has 17 damage points (damage points=Body Points). When the Sphere is attacked, it can on any of Zargons turns cast any Chaos Spell that is available in the deck. These spells when cast, cannot be cast again. While the sphere is active/alive, all monsters in the room gain an extra combat die when attacking and defending, including Skulmar and Kessandria!

- C** This is the Treasure Vault. Each chest contains 500 gold coins, and is trapped with an exploding lock. (3 combat dice of damage).



Wandering Monster in this Quest: Gargoyle

Conclusion

Well done Heroes! This Quest has not been an easy one. The threat of the Sphere, Skulmar, and Kessandria, has been eliminated forever! Prince Magnus has instructed me to escort you all to a banquet in your honor for your heroic deeds. He has also told me to allow you all to stay for a while as guests in his glorious keep, where you will be healed fully of all wounds you have suffered on this perilous Quest. In addition to this, he has bestowed upon you all the title of Champions of the Realm, and you are all to be rewarded 500 gold coins each for your efforts. However, the threat of Zargon still looms upon the land, and it will not be long before I have need of you once more. Rest now Heroes. You have earned it.