

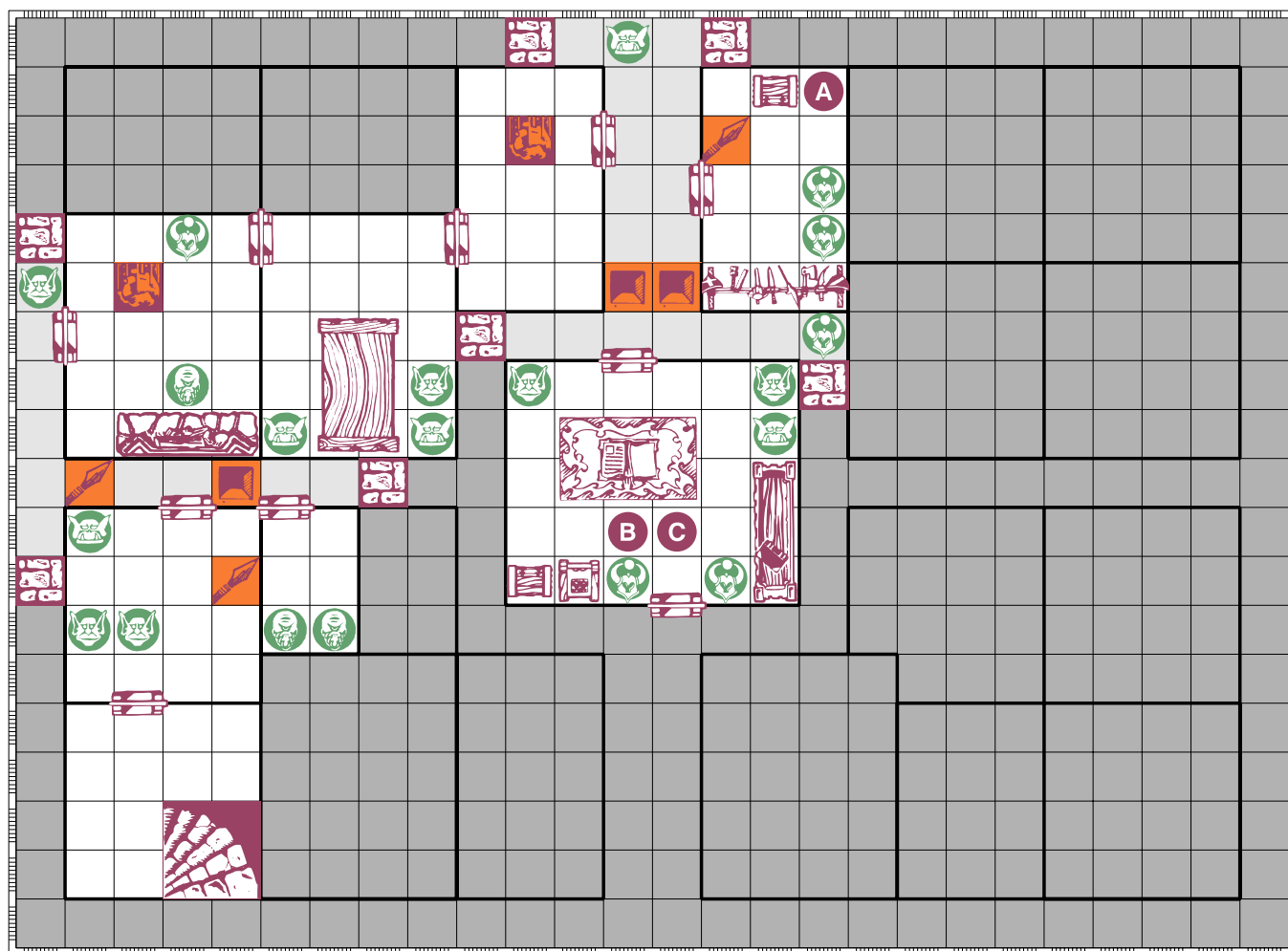
HeroQuest™

The Spawn of Chaos

Q U E S T



B O O K



Quest 1

Incursion

To the west, a band of Chaos Warriors has organized a small tribe of greenskins to raid local settlements and villages. A

stronger hand may be behind this, so be wary. Nether-the-less; wipe them out!

NOTES:

A This chest contains 200 gold coins.

B This is a Chaos Wizard. He has 4 random Chaos Spells.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	2	6	6

The chest in this room contains 150 gold coins.

C When the Chaos Wizard is down to 3 or less Body Points, place the Sigvald the Magnificent piece on the board by the second door. Then read the following passage aloud:

"Suddenly, a heroic looking warrior steps through the door: everyone else in the room is frozen in place, the very air becoming solid in the face of such a powerful being.

"Pathetic worm! That such insignificant fools could strike so deeply against you! Obviously you are not fit to serve me! And that which I give I can so easily take away!"

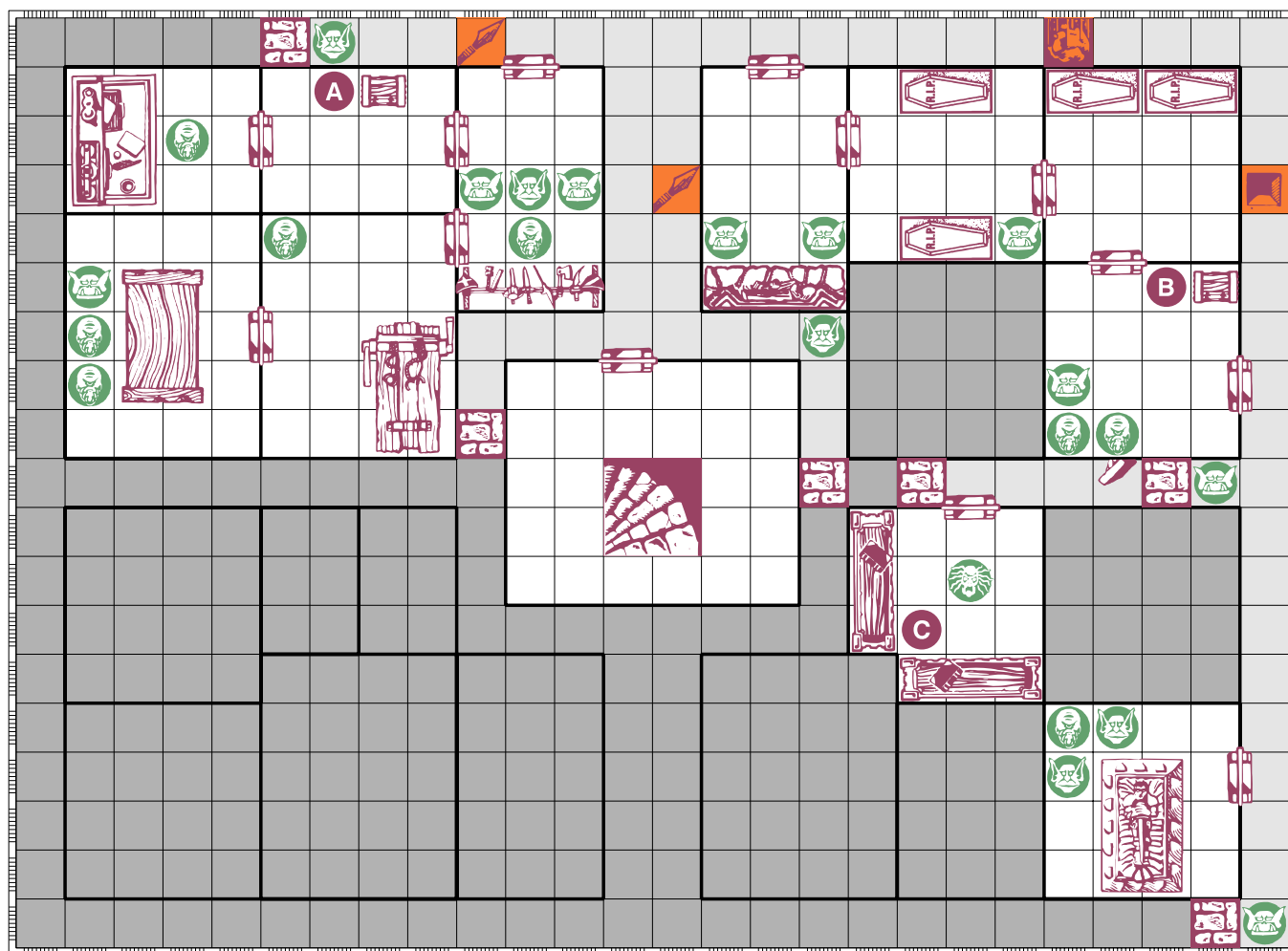
With a flick of his sword he cleaves the head off the Chaos Wizard before

turning to you with a sneer, 'You are not worthy to sully my blade!'

As he walks back through the door it vanishes behind him."



Wandering Monster in this Quest: Fimir



Epilogue

Sigvalds spell fills the room, you are pushed back to the walls – as its magics work at you bodies, each of you screams in agony! Suddenly the magic flow alters, Sigvalds spell is being drawn into the Vulnerable Crimson Pearl! There is a large crack and then silence, even Sigvald looks surprised by what has just happened. The quiet is short lived as a loud sound, like the ripping of paper, fills the room. You turn and see a bright tear growing in the wall. Through it steps Mentor, his eyes shine like suns, his hands glow with brilliant arcane power.

"Hello", says Mentor, "I have been looking for you!"

With this; Sigvald laughs, "And you have found me! I am Sigvald the Magnificent and..."

"I wasn't talking to you" interrupts Mentor. He smiles and the room explodes in a blinding light!

When the spots finally fade from your eyes, you find yourselves in Mentors study, as you regain your senses, Mentor joins you.

"Greetings, my friends! You had me quite worried; you vanished from the Chuntisi academy several months ago! I have been looking for you everywhere but not even Loretoe could locate you. Then, suddenly, you returned to its pages. Whatever veil hid Sigvald has now fallen. It's a pity he fled from me. I would have liked to discover exactly what he is, and more importantly, how he could hide from Loretoe?"

Mentor moves to sit behind his desk, the vast pages of Loretoe turn themselves in front of him, after reading for a few moments, he continues;

"It seems he's fled deep into the Chaos Wastes. I wonder, will he ally with Zargon or oppose him? We shall see.

I rescued all the other prisoners from Sigvald's dungeon as well. I'm afraid that most of them are beyond all hope, yet still some may survive. Your friend,

Herrena, seems promising. I should like to talk to her; I suspect she may be able to tell us much about this Sigvald creature."

Mentor stands and walks to the fire place, its roars to life with a wave of his hand.

"Sooner or later Sigvald shall have to be dealt with. I would prefer sooner, but certain preparations will have to be made. It would be foolish to chase after him blindly. None the less, we shall see him again."

Mentor turns and looks at you all with a piercing glare;

"That I promise!"

Quest 2

The Ruins of Brill

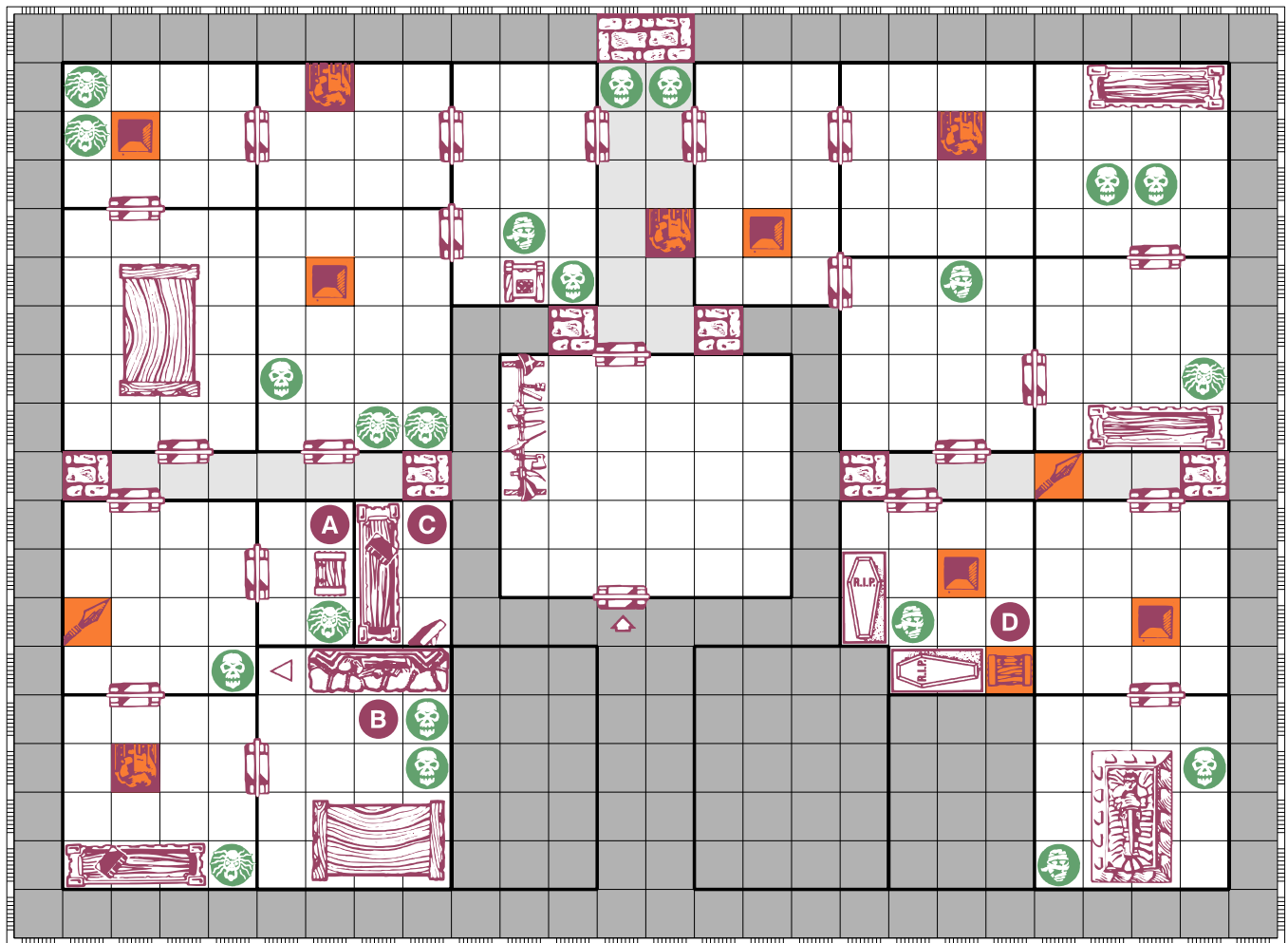
That Creature! I have never seen nor felt such palpable Chaos since I faced Zargon himself! Worse still: I cannot find this creature in Loretoe! This is impossible and yet it seems that somehow... I can gain no knowledge of him! We must discover who or what this creature is as soon as possible, for a threat

such as this we have never faced! This man, from his accent and language he sounds as if he may be connected to the Town of Brill – overrun by Greenskins over 300 years ago, nothing remains except the cellars of the town hall, go and see what you can find.

NOTES:

- A** This chest contains 100 gold coins and a Potion of Healing.
- B** This chest is empty.
- C** Players searching for treasure in this room will discover several books that contain a record of all births, deaths and marriages in the town.





Quest 7

The Escape

"WAKE UP! Sorry force of habit. It's Herrena, listen carefully, he's sending his minions for you. I sense he's going to 'play'

with you. You have the pearl and it's vulnerable now. You can't destroy it but maybe He can!"

NOTES:

- A** This chest contains two Potions of Healing.
- B** Once all 4 players are in the room remove the entrance door and place Sigvald in this room, read the following aloud:

"What's this? The vermin have come for me? HA! I am Sigvald the Magnificent! Perhaps you will provide a moments distraction, maybe two!"

Sigvald has his phase 1 spells.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	3	3	6	4

When Sigvald loses all Body Points read the following aloud:

"Sigvald Laughs as pure black chaos energy surrounds his body! Herrena's voice fills your mind: 'Run you fools! Try and get out!'"

- C** Once all four players are in the room, place Sigvald in the room and read the following aloud:

"HAAH! What sport! Sigvald is entertained!"

Sigvald has the same statistics as before but all his Body Points have been healed since the last encounter. Sigvald may use his phase 1 and 2 spells.

When Sigvald loses all Body Points read the following aloud:

"Sigvald roars with laughter as again, pure black energy surrounds his body! Herrena's voice fills your mind: 'He's just toying with you! RUN!'"

- D** Once all 4 players enter the room, place Sigvald in the room and read the following aloud:

"There's no-where left to run! I am Sigvald the Magnificent; to die at my hand is an honor you do not deserve! Sigvald launches his attack, laughing all the while!"

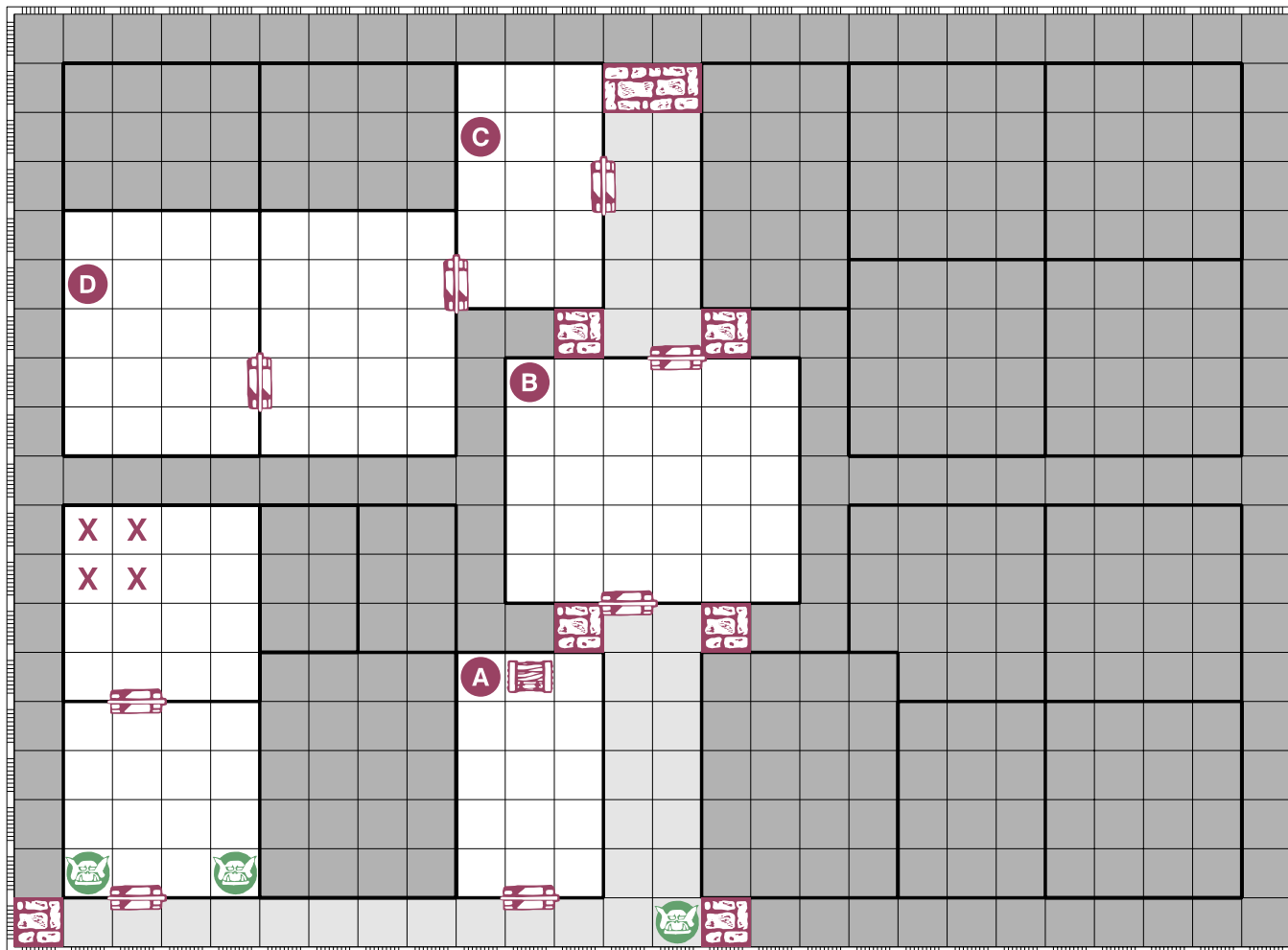
Sigvald has the same statistics as before but again has healed all his lost Body Points.

Sigvald only has his phase 3 spells.

Once Sigvald casts Aura of Chaos go to the Epilogue.

Wandering Monster in this Quest:

Read the following aloud: *"Herrena's voice fills your mind; 'What are you waiting for?'"*



Quest 3

Greythorne Manor

After many hours of study, I have discovered the young family of a man named Hingist in the records of Brill – none of whom can be found inside the pages of Loretome! The records

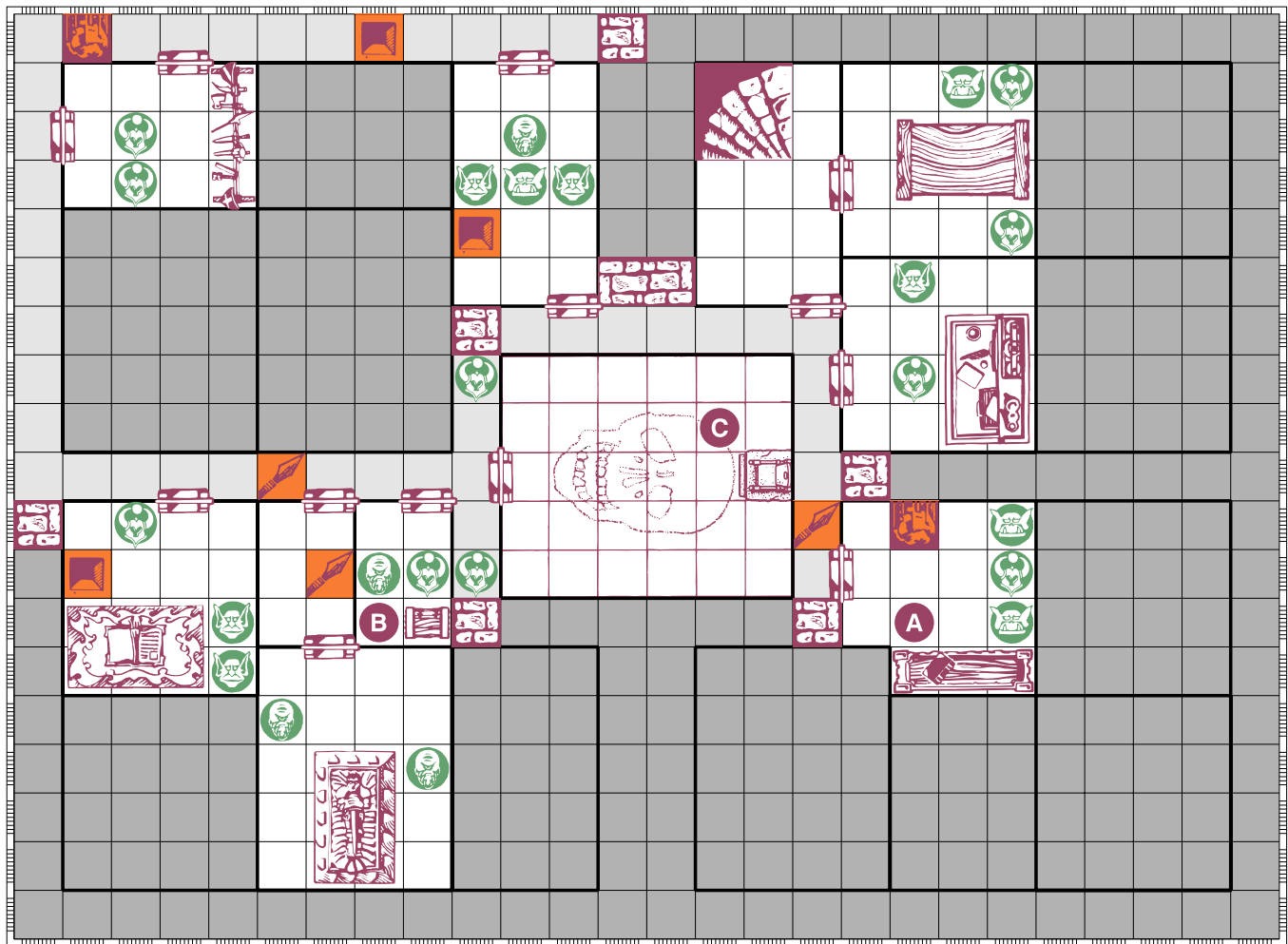
indicate that the family left Brill to work in Greythorne manor some miles to the north. Go there and see if you can find any trace of them.

NOTES:

- A** This chest contains a gem worth 50 gold coins.
- B** If any player searches for trap doors, the fireplace will slide to the left and the trap door will be revealed.
- C** Any player searching will find a collection of letters from the Chuntisi Academy, which they keep.
The letters mention Hingist and his son. They should be taken to Mentor.
- D** This chest contains a spear trap, aside from that it is empty.



Wandering Monster in this Quest: Skeleton



Quest 6

The Prison

WAKE UP! Ha! Still no Mentor to greet you! I will arrange more entertainment; try not to die before its ready – that would be so

dull. Welcome to my prison, explore if you like. It matters not, you matter not.

NOTES:

- A** Your characters start in this room.
- B** This is an elite member of the doom guard, he fights as a normal Chaos Warrior but one black shield will block all damage done to him that turn. When he dies, the characters may loot the Ebon Pearl artifact. Give them the Artifact Card which they may keep.

- C** Read the following aloud:

"In the corner of this small room an ancient Elven woman sits in rags, she stares with blank eyes as she mumbles under her breath. As she catches sight of you her eyes quickly sharpen..."

'Sorry I thought you were someone else, listen carefully, we don't have much time. This is a prison. A prison that he made. It exists only through him and it must be tethered to him somehow. That tether must be physical and it must be in here somewhere. Find it. I'm going to give you a vial of my blood. (Give the players the appropriate Artifact Card.)

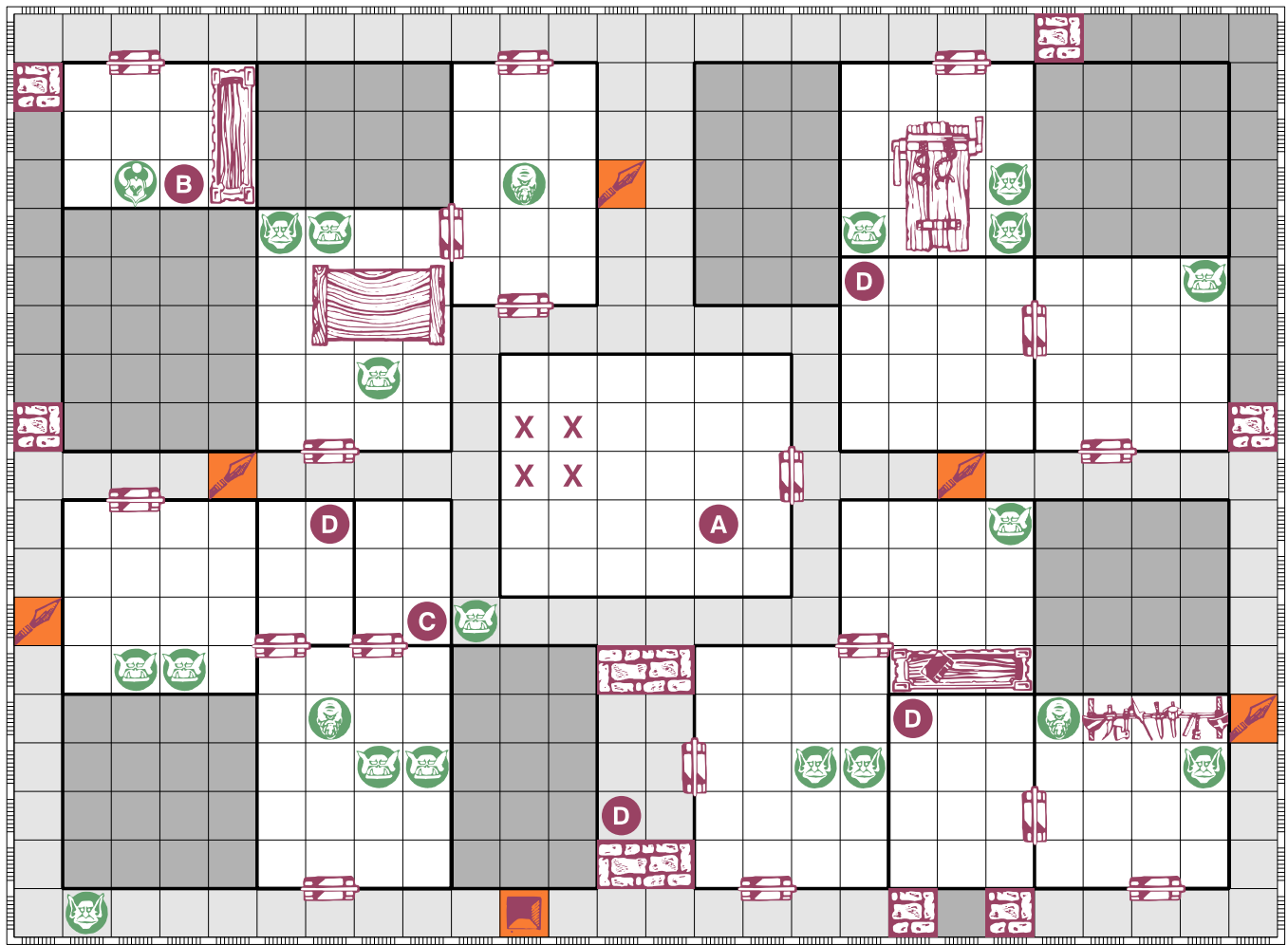
Once the tether is vulnerable go back to your cell and try to find a way to destroy it... My name is Herrena, I've been here for centuries and I'm probably quite mad. I'm certainly not strong enough to help you in any other way..... GO!"

- D** Read the following aloud:

"More of Sigvalds prisoners sit in this room, their clothes in tatters, along with their minds. They will be of no help to you."

Wandering Monster in this Quest:

Read the following aloud: *"One of Sigvalds prisoners runs up to you, screams and runs away."*



Quest 4

The Academy

The Chuntisi Academy! That is a name I have not heard in a very long time! The letters you found indicate that the Lord of Greythorne manor arranged for Hengist's son, Sigvald, to attend the academy. The academy itself was lost several centuries ago, betrayed to Chaos in a mysterious and tragic

attack. But why would a rich and powerful lord arrange for the son of a mere servant to attend such a prestigious and expensive school? Journey to its ruins and see what you can discover!

NOTES:

- A** If any player searches for treasure, read this out loud:

You hear him chuckle menacingly as you fall unconscious..."

"Among the notes you discover the journal of the Headmaster, its last few pages concern a boy named Sigvald, and worrying events surrounding him, the writing on the final pages is scrawled and unreadable, as its writer descended into madness."

- B** This chest contains 20 gold coins.

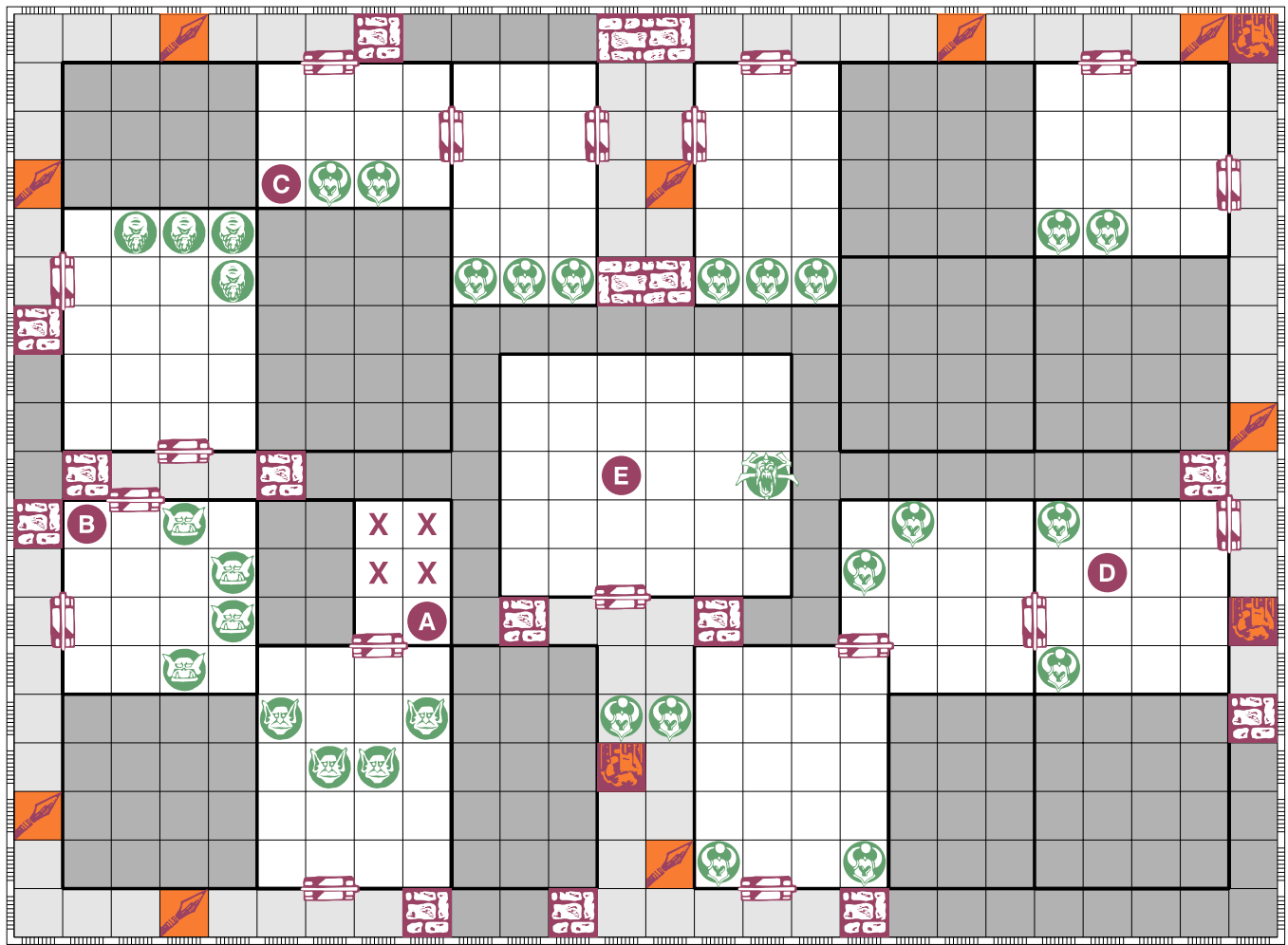
- C** When all 4 players are in the room, place the Sigvald piece on the throne and read the following aloud:

"Suddenly you are frozen to the spot; dimly you become aware of bored laughter from the throne..."

"I understand you are looking for me? Well you have found me! I am Sigvald the Magnificent! And you are mere insects under my boot. You will die soon, but first you shall provide me with entertainment!"



Wandering Monster in this Quest: Chaos Warrior



Quest 5

The Arena

WAKE UP! Were you expecting your beloved Mentor? HA! I am Sigvald the Magnificent! This is my Realm and that pathetic

old conjuror has no power here! You shall entertain me! You are but toys for my amusement! Now go! Perform!

NOTES:

- A** Your characters start in this room.
- B** Once all 4 Orcs are dead read the following aloud:
"Excellent! Excellent! But these were just whelps!"
- C** As the players enter the room read the following aloud:
"Sigvalds voice fills your mind; 'Now the sport begins!'"
- D** As the players enter the room read the following aloud:
"Sigvalds voice fills your mind; 'I never expected you to get this far! Well done!'"
- E** As the players enter the room read the following aloud:
"Sigvalds voice fills your mind; 'You have passed many tests my pet! Now slay these fools and prove your worth me!'"

Gargoyle:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	3	8	2

Once the Gargoyle is dead read the following aloud:

"Sigvalds voice fills your mind; 'Bravo! Bravo! You fared better than I had dared to hope! Perhaps you will provide me with enough entertainment to spare your lives! Sleep now my pets! More games tomorrow!'"

Wandering Monster in this Quest:

Read the following aloud: *"Sigvalds voice fills your mind 'Hurry up! I'm bored!'"*