


# THE EYES OF CHAOS

By Carl Sargent

**The Eyes of Chaos is a Quest for MB Games' Heroquest. Included with this quest are some new monsters and a Henchman who will assist the Heroes in overcoming the perils of the Tombs of the Phalanx.**

## THE TOMBS OF THE PHALANX

Those who fell battling the forces of Chaos in the mountains bordering the Empire and the western land of Bretonnia are celebrated with a memorial service at their tombs, known as the Tombs of the Phalanx, each year. This time, a force of Ogres ambushed and killed the mourners. Only one man survived, Pierre Chancier, and he begs the Heroes to rid the Tombs of the Ogres who slew his friends.

However, all may not be as it seems. Old rumours tell of a force of Chaos magic below the Tombs, latent for many years. Has it been reawoken? Surely something more intelligent than mere Ogres directed their cunning and lethal ambush. Within the Tombs, perhaps some of the dead have stirred with the dire magic deep below them. Who can say? The mystery is for the Heroes to solve. However, they must not rob any Tombs within the dungeons, for this would surely bring a powerful curse down upon them.

## NOTES

### THE OGRES

The Ogres are given a standard number of body points. If you have MB Games' *Against The Ogre Horde* you may wish to use the variable body points tracks given there instead.

### PIERRE CHANCIER

You will find details for Pierre in the Monsters and Characters section. He will accompany the Heroes if they want him to. In any event, he will lead them to the entrance to the Tombs of the Phalanx.

### THE EYES OF CHAOS

These powerful emanations of evil magic may affect the Wizard or Elf Heroes during the Quest. Whenever the Heroes enter a room, roll a normal dice. If you roll 1, 2 or 3, the Wizard Hero must give up one of his spell cards. If you roll a 4, the Elf Hero must give up one of his spell cards. If you roll a 5 or 6, there is no special effect. If an affected Wizard or Elf has no spell cards left, he is unaffected. The player of the Hero may choose which spell he will give up. Some Eyes of Chaos have special effects which are described for particular rooms. Eyes of Chaos appear as small green glowing skulls floating in mid-air, with brilliant red eyes. They disappear in a puff of smoke when they have 'stolen a spell' from a Hero.

### ENTERING THE TOMBS

Pierre Chancier accompanies the heroes on their journey to the Vault Mountains and guides them to the entrance to the tombs. The heroes should enter in single file through the doorway marked on the left-hand edge of the map. Pierre tells them that there are stairs down to the lower catacombs but he doesn't know their location. Now its up to you...

# THE OUTER TOMBS

## THE CURSE

If a Hero opens a tomb, trying to steal from it, he is struck by a curse and loses 1 body point permanently until the Quest is completed. If he loses all his body points through curses, he immediately turns into a Zombie and is played by the Evil Wizard player!

## WANDERING MONSTERS

All Wandering Monsters in the upper level are Goblins.

## A. OGRE GROUP

Instead of stealing a spell, the Eye of Chaos here makes the Ogres more powerful. All Ogres in this room attack with 1 extra Combat Dice.

## B. OGRE AND GOBLINS

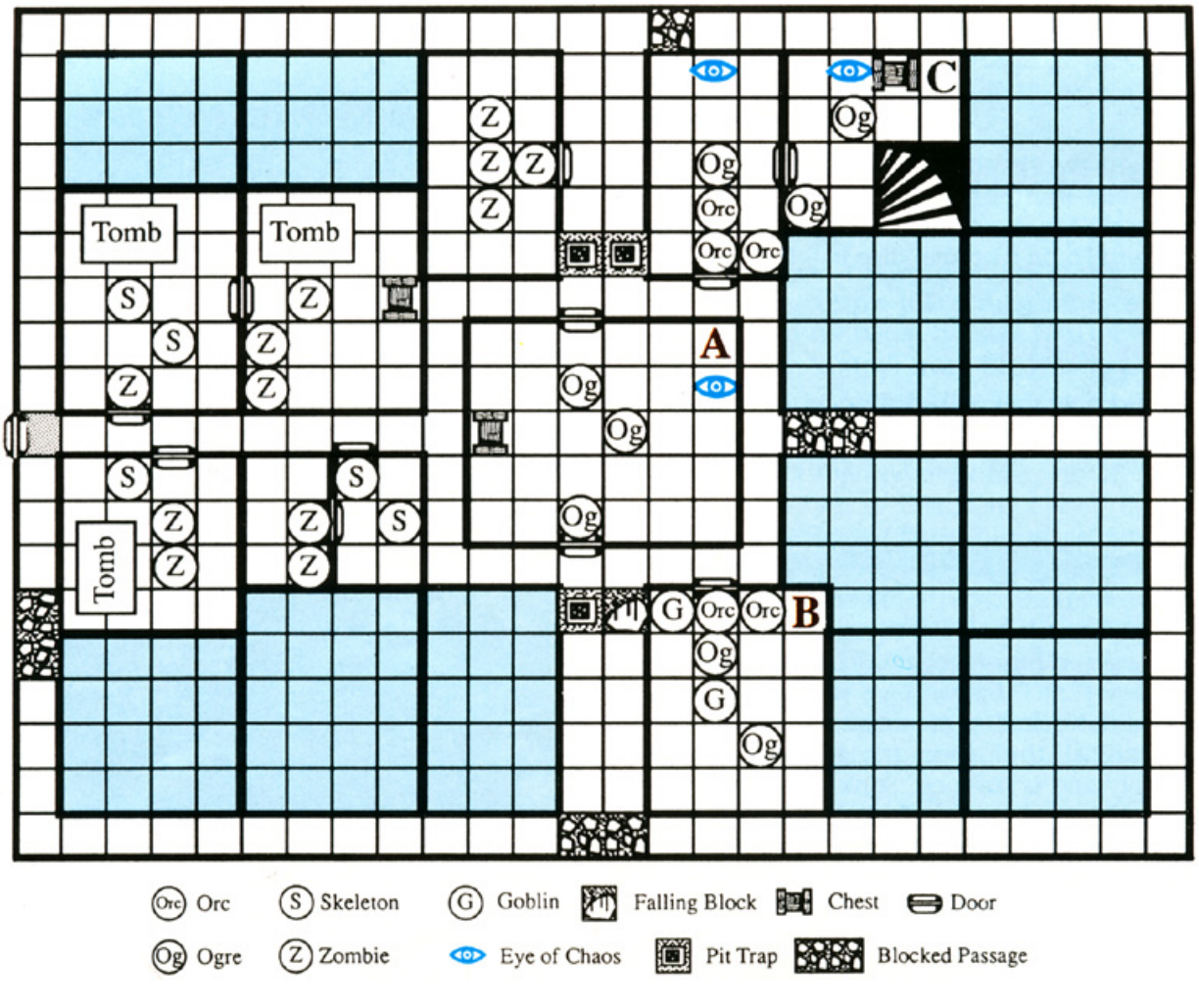
The Goblins here are armed with crossbows. Unfortunately, they're shoddy goblin crossbows and are so badly made that they cannot be used by Heroes. They do allow the Goblins to roll 3 attack dice, however.

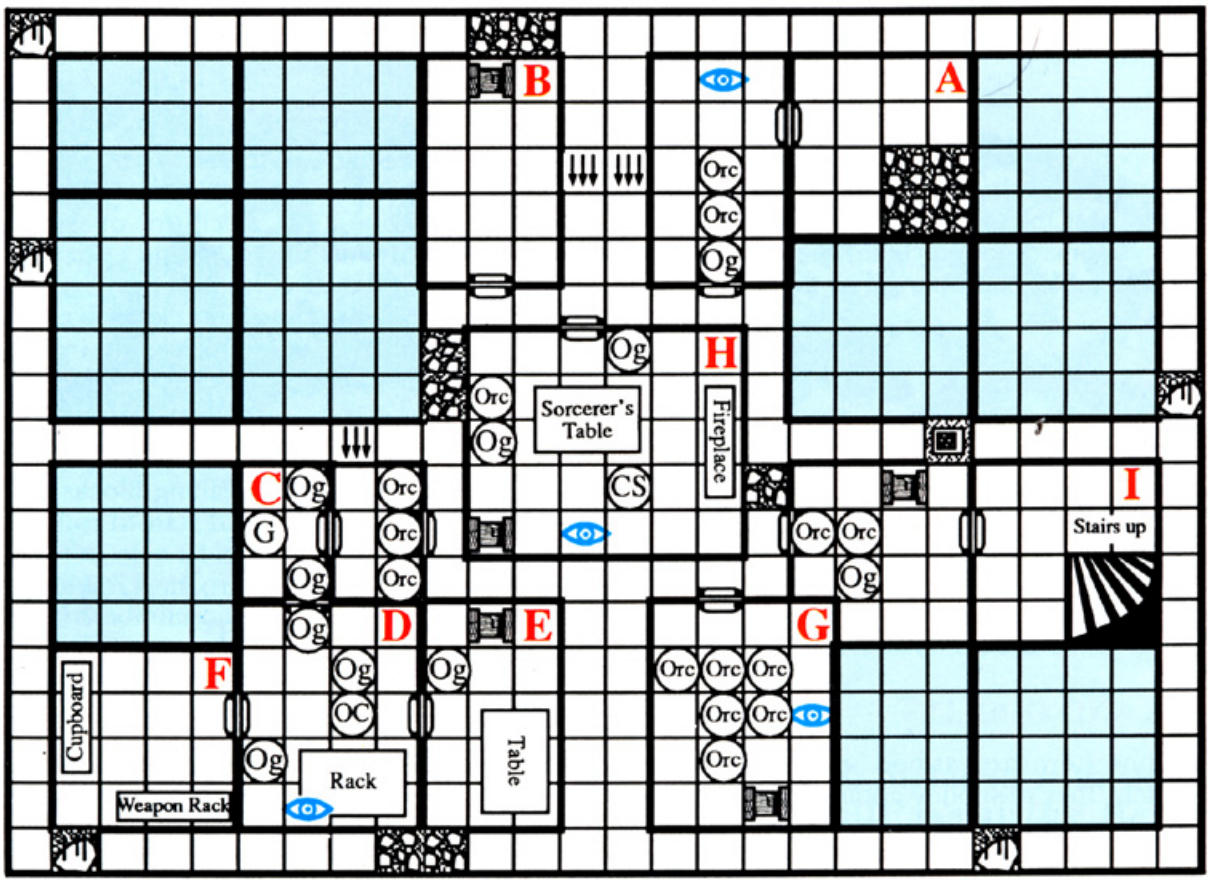
## C. ENTRY TO THE DEEP CATACOMBS

The Heroes are allowed to draw two Treasure cards when they open the Treasure Chest here. However, when they open it, a cloud of smoky gas instantaneously fills the room and each Hero must roll one combat dice. If he fails to roll a shield, he loses a body point. The cloud clears just as swiftly, and the Heroes see a Troll standing in the room, ready to attack them!

The steps down to the next dungeon level are dangerous and trapped in their own right. As the Heroes descend the steps, Falling Blocks drop from the ceiling behind them and start to roll down the steps after them! The Heroes have to run before the heavy fall of rocks. Each Hero must roll his standard 2 Move dice twice to get two numbers (between 2 and 12). Any roll of two dice totalling 6 or below is a failure and the Hero is hit by Falling Blocks as per the normal trap. If both rolls are failed, he is hit twice!

After the Heroes reach the bottom of the steps, they are trapped in the lower level, since the rock fall completely blocks the steps back up. They have to find the only other way out of the dungeon!






# THE DEEP CATACOMBS

## WANDERING MONSTERS

All Wandering Monsters in the lower level are Orcs, unless you roll 6 on a normal dice in which case they are Ogres.

## A. ENTRY ROOM

The Heroes begin their exploration of the catacombs in this room. The rock filled area represents the trapped staircase that has just collapsed behind them.

## B. FALSE CHEST TRAP

This trap has been left for the unwary! As soon as the lid is opened, the door to this room shuts automatically and is jammed. Stinking, reeking acid fumes cloud into the room from a huge smashed glass vial within the chest. To break down the door, the Heroes must smash it and roll a total of three or more skulls on attack dice. Each time they are unsuccessful or fail to do anything, any Hero inside the room loses 1 body point automatically.

## C. OGRE GUARDS

The Goblin here carries a crossbow and so rolls 3 attack dice, but the crossbow is so badly made that no Hero would be able to use it.

## D. THE OGRE CHIEFTAIN AND HORDE

The Ogre Chieftain in this room has a glowing red sword which flashes light in the same way as the Eye of Chaos. Until he is killed, the Ogre Chieftain may re-roll any one combat dice (attack or defence) of the Evil Wizard player's choice from his full set of rolls. The Eye of Chaos may also 'steal' a spell from a Wizard or Elf Hero in the normal way.

The Rack here has some clothes and sacking scattered about it from the Ogres' torture of a poor human victim. If the Heroes search this pile, they may draw a treasure card.

## E. TREASURE ROOM

The huge, ugly Ogre who fights in this room is the Ogre Chieftain's trusted Lieutenant. The Treasure Chest here allows the Heroes to draw two treasure cards, and also allows the Wizard or Elf Hero to take one spell card of his own choice because a magical

scroll is among the treasures (from his own set of spells; if he hasn't cast any spells yet, he doesn't get this). Lastly, this Chest contains a huge Brass Key, which is the only way to open the door to Room H

## F. STORE ROOM

This room contains all kinds of mildewed stores hoarded by the Ogres – spare clubs, rocks, rancid meat, mouldy cheeses, sacks of rubbish and the like. If the Cupboard is opened, it triggers a Spear trap from inside it. The Spear trap is spring-loaded and the Hero opening the Cupboard must roll two combat dice and lose 1 body point for each skull rolled. Inside the Cupboard is a bag with 80 gold crowns. The Weapon Rack contains a Spear which may be taken and used by the Heroes.

## G. ORC NEST

The three Orcs behind the front three all have crossbows from which they fire red-tipped crossbow bolts. The tips glow in the same way as the Eye of Chaos does. The Eye of Chaos here doesn't steal any spells, but it adds 1 to the attack dice total for Orcs using crossbows within this room.

## H. LAIR OF THE CHAOS SORCEROR

This is the evil genius who is behind the Ogres! The elements of the room are:



ADRIAN SMITH



**Ogres.** These are normal Ogres.

**Orc.** The Orc has a crossbow as well as a normal hand weapon.

**The Chaos Sorceror.** Each time a spell is cast against him, roll two combat dice. If the Chaos Sorceror rolls a shield on either dice, the spell does not affect him. The Chaos Sorceror has a set of the three Fire Spells to begin the combat here. He also has a bottle of a magical green liquid which he can drink, instead of attacking, at any time. Drinking this allows him to recover 3 body points.

**The Eye of Chaos.** The Eye of Chaos here blinks and glows brightly during the whole combat. It adds 1 to the defence dice total for all evil creatures here for the first three rounds of combat, then disappears in a puff of smoke and the fire in the Fireplace flares brightly.

**The Treasure Chest.** This allows the Heroes to draw 3 treasure cards, and ignore any Wandering Monster results.

**The Fireplace.** The magical fire glows brightly hot, and hanging above it is a magical Fire Ruby on a chain. It can be taken by any Hero, but the Hero loses 2 body points from heat damage. The Fire Ruby is worth 200 gold crowns.

As soon as the Chaos Sorceror is killed, the entire room shakes slightly and begins to vibrate. Half a dozen small Eyes of Chaos appear in the room and look about them. They begin slowly to move towards the Heroes. Allow the Heroes time to search the Chest, and then they must run (make this clear to them). Rocks begin to fall from the ceiling. The place is falling apart! Little sparks and buzzes of Chaotic magic begin to fly everywhere. The Heroes may now enter up to two rooms they haven't entered before this place collapses completely and kills them all!

## I. EXIT

This bare room contains the only set of steps out, which lead to safe haven back in the mountains after a secret trap door at the top of the stairs is lifted open.

# MONSTERS AND CHARACTERS

**The Eyes of Chaos contains four special types of monsters that are specific to the quest. These are the Troll, the Ogre, the Ogre Chieftain and the Chaos Sorcerer. Reference cards for these monsters are given below. Cut these out (or photocopy them if you prefer) and stick them onto thin card before you start play.**

**Pierre Chancier will assist the Heroes on their expedition, and he will serve the Barbarian or the Dwarf Hero. He does not ask for any share of treasure found; he simply wants to revenge his slain friends. You can cut-out or photocopy his reference card in the same way as for the monsters, or else use one of the Character Sheets from the Heroquest game.**

## OGRE



Move 6 squares.
Attack 5 dice.
Defend 5 dice.
Body 2
Mind 1

## OGRE CHIEFTAIN



Move 4 squares.
Attack 6 dice.
Defend 6 dice.
Body 3
Mind 2

## TROLL



Move 6 squares.
Attack 3 dice.
Defend 4 dice.
Body 4
Mind 1

## PIERRE CHANCIER



Attack - Throw 2 combat dice.
Defend - Throw 2 combat dice.
Move - Throw 2 standard dice.
Body 5
Mind 3

## CHAOS SORCERER



Move 8 squares.
Attack 4 dice.
Defend 4 dice.
Body 3
Mind 4

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