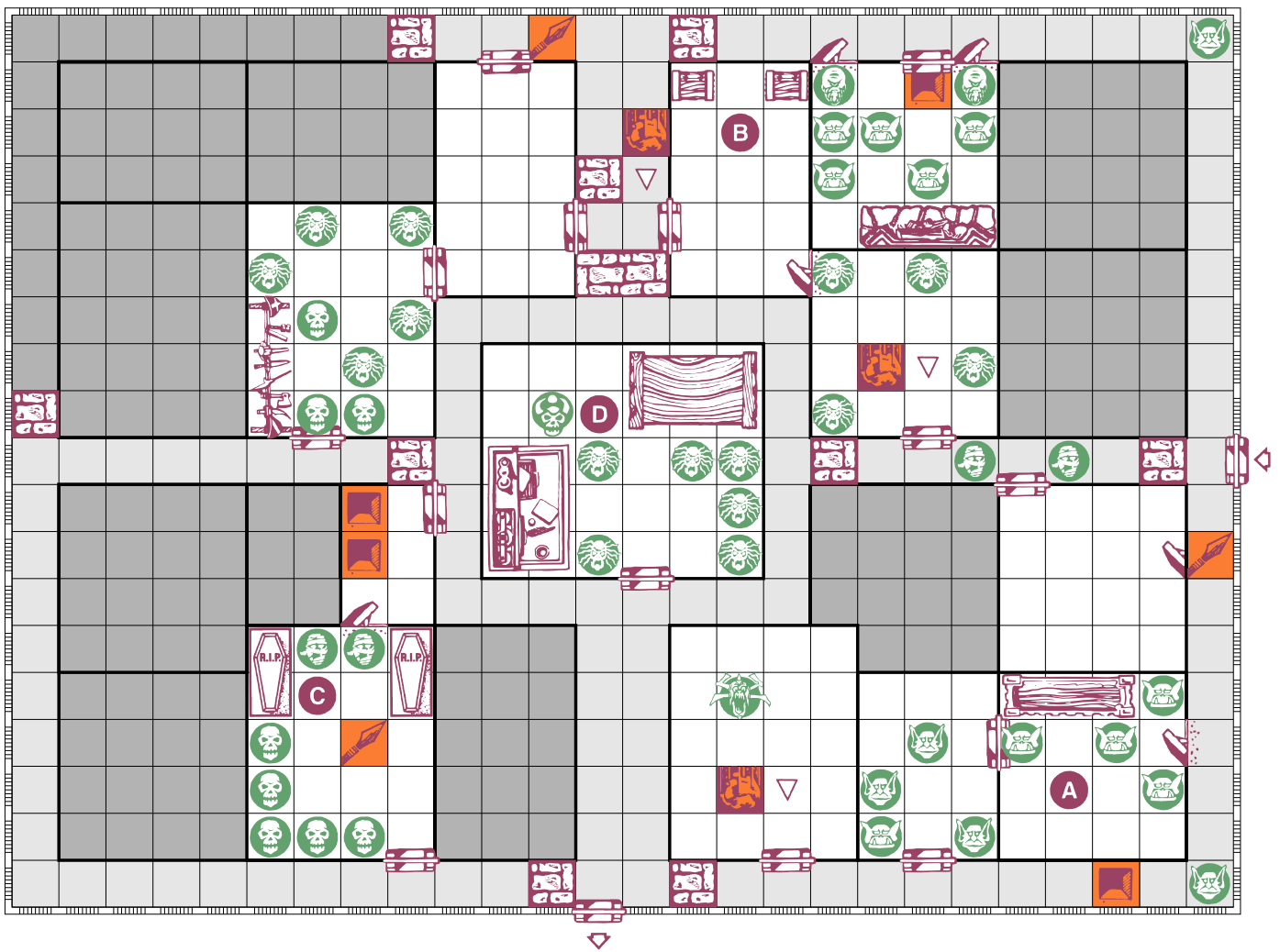


# HERO QUEST

## THE PLAGUE OF ZOMBIES



***“The Plague of Zombies”***  
was pictured on the  
back cover of  
*The Adventure Design Kit*  
and has been carefully  
& faithfully recreated.



## Group Quest

# The Plague of Zombies

“The peaceful farmlands of the Empire have been disturbed by a growing tide of attacks by undead creatures. The source of this evil is in a series of

caves in the highlands. Now you must enter the caverns to find and destroy the source of this evil undead plague.”

### NOTES:


*The increase in Undead activity is due to a Chaos Sorcerer known as the Deathmaster. He has learned many powerful spells allowing him to raise and control the dead, and plans to use these to damage the food sources of the accursed Emperor’s armies. The Deathmaster’s power is spread throughout the caverns and therefore if any living creature (i.e not a Zombie, Skeleton or Mummy) is killed in the caves, Zargon may replace it with an active Zombie or Skeleton figure. This includes the Heroes and any Mercenaries. Any Undead which are killed remain dead.*

- B** No traps will be found in this room. If the left-hand Chest is opened, the Hero will be teleported into room C. The Chests contain a vial of Holy Water and 50 Gold Crowns.
- C** The Hero that opened the chest in room ‘B’ will be transported here.
- D** This is the Deathmaster. He has the following stats:

Movement	Attack	Defend	Body	Mind
6	4	4	3	3

He also knows the following Chaos Spells: **Call Skeleton, Command, Summon Mummy, Summon Undead.**

- A** These four Orcs have Crossbows, giving them a ranged Attack Dice of 3.

Wandering Monster in this Quest:  **Zombie**



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*Maps & Icons generated with HeroScribe  
Extracted from the back cover of The Adventure Design Kit  
Altered slightly by *Slev* & Phoenix*

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