

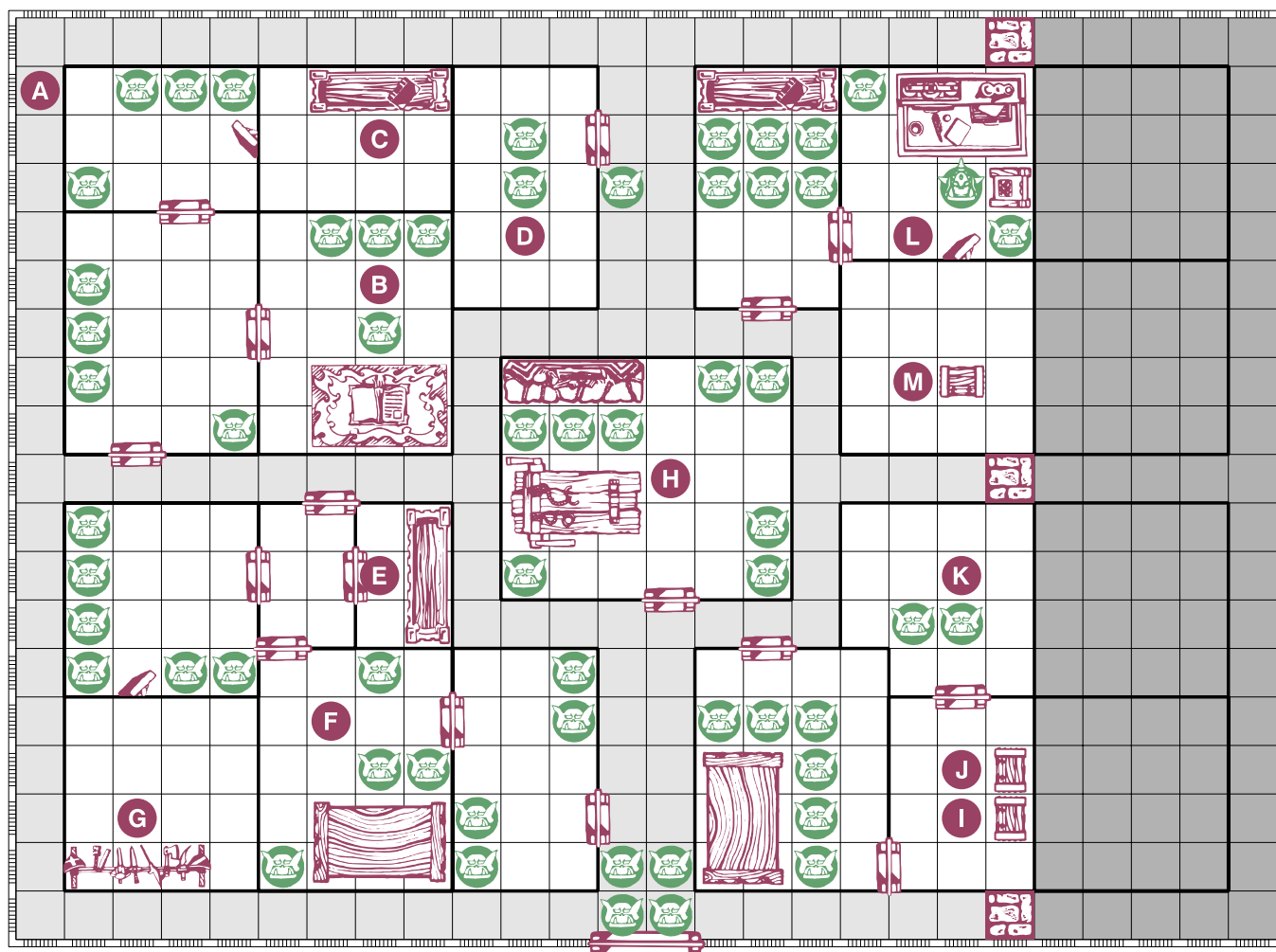
# HeroQuest™

Adventure 4 – In the King's Service

Q U E S T



B O O K





# Quest 1

Draught has come to the land. The King's guards are busy dealing with thieves stealing crops and now Zargon's monsters have come. By night they raid the farmlands. Taking food, livestock and people. The King calls for able-bodied men to come before him. He and the noble men pick 40 men to seek out the monsters and destroy them. 200 gold coins are offered as a reward for the head of Kron the Slayer. You and your friends went before the King and noble men, but their prejudice against Elves, Dwarves, Barbarians and Wizards was greater than their wisdom. You were not chosen. But you go anyway.

When night comes, you and your friends make a place to sleep. You can see the camp of the 40 men. "Those fools!" Says the Barbarian. "They make fires as if they were having a party." "Get some sleep. I will take the first watch. The moon is full now, maybe the Orcs will not be out." Says the Wizard. You take turns watching through the night. Just before daybreak, the Elf wakes you up. "There is blood in the air, you can smell it" he whispers. You get your weapons ready. "We better look at their camp." Says the Barbarian.

You go down and even you are made sick at what you find. You search and discover that the men were killed in their sleep, striped and quickly butchered. Every useful item was taken. "It is impossible, see these four men were keeping watch. It is as if

they all fell asleep. We never heard a sound!" Says the Barbarian. "The Orcs came in from there." Points the Elf. "They surrounded the camp and then just walked in. I found these." He holds out broken pieces of a giant seedpod. "Sleeping fog." Says the Wizard. "These men did not have a chance and neither will we against this." He says. "Unless we find some dew sun weeds. And they have passed their season." He finishes. "Nothing we can do except go tell the King." Says the Barbarian.

You return to your camp and gather your things. "Is this yours?" Asks the Barbarian. "No, what is it?" You say. He opens the pouch and finds dried dew sun blossoms and a note. The note reads; "Warriors, I saw you in court and knew you were the ones. Be careful. Eat two blossoms a day and you will be safe. I will write again if you return. A friend." Your friend gives you the note. "It is written by a noble woman." You say. "I do not like this, something is going on that we need to know about." Says the Dwarf. "And we will, but for now we have a way to avenge these men and get those Orcs. So let us get on their trail." Says the Barbarian. You eat the blossoms, the Elf finds the trail. It takes almost a complete day to travel to the Orc's fort. You decide to wait the night out and make your attack at daybreak. You watch the Orcs leave and return when the first rays of dawn appear. You climb over the wall.



## NOTES:

Zargon, this map is a fort. The rooms are buildings and the hallways are alleys.

- A** Starting place of the Heroes.
- B** All the Orcs in this room know magic. If any survive the Heroes' first attack, they cast Cloud of Chaos and attack.
- C** In the bookcase the Heroes discover a jar. Inside the jar are 9 balls of wax. The Wizard breaks one open and discovers a healing mushroom. The Wizard knows that each mushroom will restore 1 Body Point. Because the mushrooms are sealed in wax, they can be saved.
- D** These Orcs were drying Human flesh. After the Heroes kill and search the room they discover a throwing dagger on each of the Orcs.
- E** The cupboard is full of dried Human flesh.
- F** These Orcs are butchering Humans.
- G** There are no weapons in this rack that are useful to the Heroes.
- H** There is a woman tied to the rack. She is scared but unharmed. Heroes free her and tell her to go out the main gate.
- I** This chest is safe. Inside are 60 gold coins.
- J** This chest is safe. Inside are 2 Potions of Rejuvenation, 2 Venom Antidotes and 2 Elixirs of Life.
- K** This room is full of Human prisoners. You set them free and they go out the main gate.
- L** Zargon, Kron has a potion that will restore 4 Body Points and an Elixir of Life that he uses. When Kron is killed the Heroes cut off his head to take back to the King. When Heroes search the room, they discover a note telling

Kron that the 40 men were coming. "The King has a traitor, I wonder what he will do when we tell him?" Says the Dwarf. "Maybe we should not, yet." Says the Wizard. You all agree to wait, until you know more of what is going on.

- M** Chest is safe. Inside are 40 gold coins and 2 giant seedpods. The Wizard knows that these pods contain "the sleeping fog". He takes them.

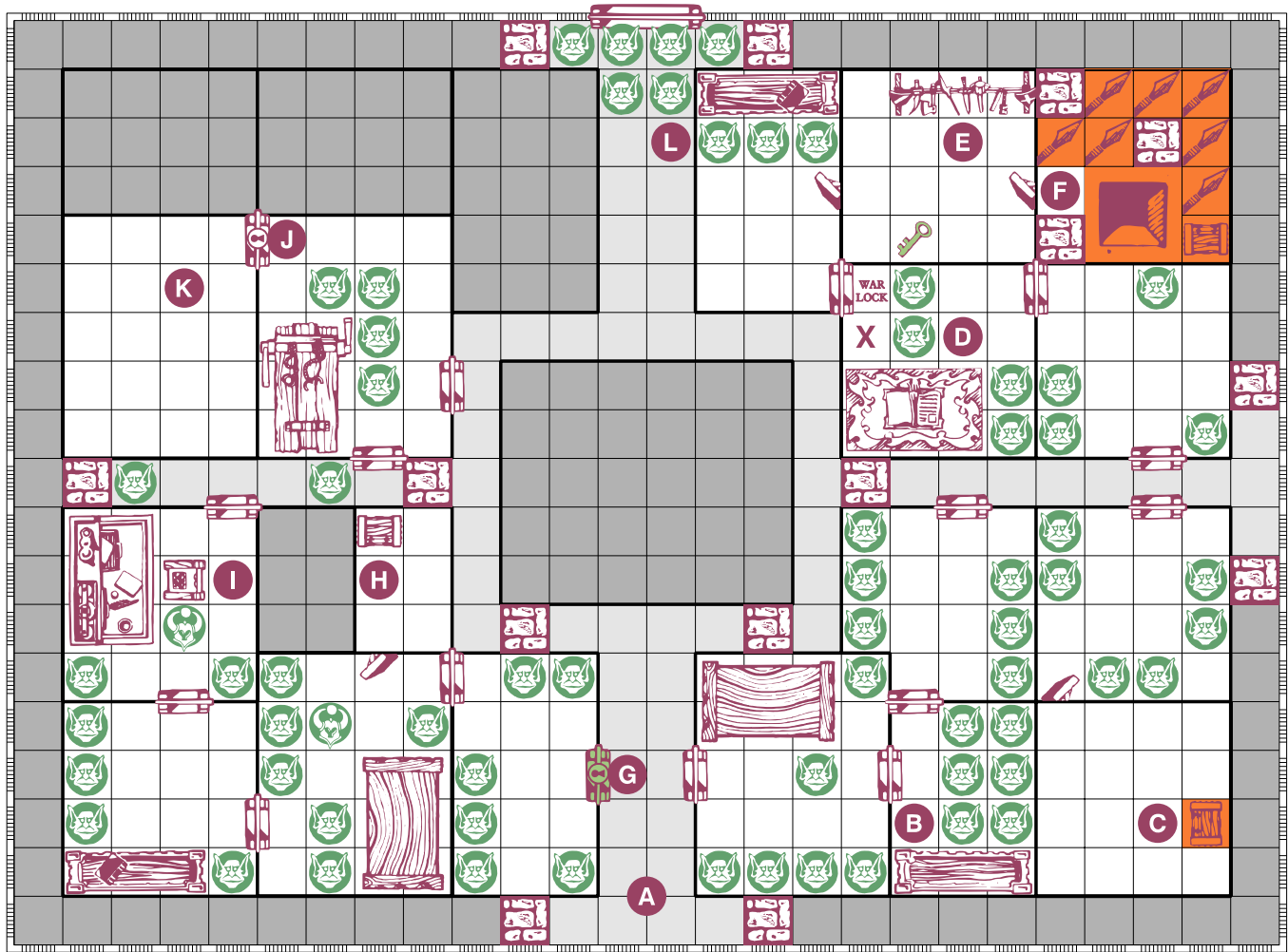
## NOTES continued:

Staff of Power or they will die."

The Wizard brings the staff into the room and breaks it in half. Making 2 short spears. Wizard can at least save the Queen. He gets 2 Attack dice and 2 tries to kill Judas. Judas has 1 Body Point, and 1 Defense dice. 1 attack, if he lives. Good luck!

Zargon kills the King and begins to battle you. When Zargon is defeated, he disappears in a cloud of black smoke. Heroes can save the King (and Queen if necessary) by giving them an Elixir of Life. If Heroes don't have any. They find some in the Queens pockets. Why they looked there is open for discussion.

"Thank you brave warriors." They say. "You have fulfilled the prophecy and saved us all." As you leave the castle it begins to rain. "God be praised!" You all say, as you journey home.



## Quest 14

You quickly buy supplies and ride hard. Following the trail left by the captors. You ride your horses to their limits. You must stop and rest. "I hate Orcs!" says the Barbarian. "There are a few things in this world that can out run them for a short distance, but over long distances, nothing can match them." He says venting his anger. "I have heard tales that they can run for three days and nights without resting." You say. "Mankind is by

far not the strongest race on earth." Says the Wizard. "But we are loved by God. That is how we survive. We will save them, my friend." You tend to your horses and get some sleep. The next few days are the same. Finally on the third day you find their castle. The two knights who became missing in the Warlock's castle guard the main gates. You race up to them and start fighting...

### NOTES:

Zargon, all the monsters in this castle are armored. They all have 4 Defense dice. Heroes do not have time to search the rooms.

- A** Starting place of the Heroes.
- B** The main gates are not locked. Place two open door ways together to act as a giant main gate. The large pit trap on the other side is open, Wizard must cast Staff Log spell to get across.
- C** When the Heroes search this room they discover in the cupboard a sealed jar. Inside are healing herbs. There are enough herbs to restore 9 Body Points.
- D** These Fimir each have a Potion of Defense and a Heroic Brew that they drink.
- E** These Hobgoblins have crossbows.
- F** All of the monster are sleeping. Here's the deal. Heroes can creep in and

attack quietly. Monster has no defense. "BUT" The first time that a Hero misses an attack, all the monsters awake and get first attack.

Zargon, have the Heroes attack the Goblins and then the Orcs first, because Fimir have 2 Body Points. If Heroes ask "Why can't we just sneak pass." Tell them that the other door is locked and one of the monsters has the key. When Heroes kill all the monsters, they find the key on the last.

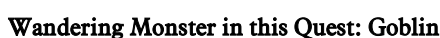
- G** Zargon, this Warlock will cast Rust on any Heroes' weapon that comes into the room. Wizard says. "I will kill him." Remove Escape spell from Chaos Cards and shuffle the deck. Allow Wizard to pull the spells that Warlock will cast. If Heroes wish to join the battle you must leave all your metal weapons outside. Crossbow has metal parts, so it can't be used. When a Hero fights with his fists he has 1 Attack dice.
- H** When the Heroes open the two doors, they find Zargon and Judas. (Use a Chaos Warrior figure for Judas.) The King is tied to the rack and the Queen is tied to the chair. Zargon and Judas have sacrificial knives in their hands over the King and Queen. "HALT!" Yells Zargon. "Surrender and give me the

Wandering Monster in this Quest: None





When the smoke clears, you and your three friends are the only ones standing. "Wow! Death trap is right! I did not know that there were this many Goblins in the whole world." Grumbles the Dwarf. "We do not have enough rope to possibly take them all prisoner." Says the Elf. "I know it is not honorable but we have no choice." Says The Barbarian. "But we will have to kill the ones that we cannot tie up." You know that you have to and when the job is done and the knights wake up, you tell them to make camp here. You are going to find the Goblin's hideout and see if there are any more. They agree and you start out. The Elf easily finds the trail and quickly takes you to their fort. You find a break in the wall and make your way inside.



## NOTES:

Zargon, Goblins are armored. They have 3 Defense dice.

- A** Starting place of Heroes.
- B** Two of the Goblins in this room have bottles of Heroic Brew that they drink before attacking. When Heroes are done searching the room they find in the cupboard, 20 gold coins, 2 Potions of Power, and a sealed jar. Inside the jar are healing herbs. Herbs must be eaten right away. There are enough herbs to restore 9 Body Points. Points can be shared among the Heroes.
- C** Chest is booby trapped. 1 hit point if sprung. Inside the chest are 4 Potions of Restoration.
- D** Warlock's 1st spell is Rust on any Hero that has a metal weapon. 2nd spell is Firestorm then he resorts to physical combat.
- E** Zargon, give the Hero who lost his weapon to the rust spell a nicer weapon, your choice. The other 2 Heroes find a throwing axe and the Wizard finds 2 throwing stars. Heroes also find the iron key.
- F** Dwarf must disarm a path to the chest. If he trips a spear trap, trap will spring and then reset itself, Dwarf must try again. Chest is booby trapped. 2 hit points if sprung. Inside are 400 gold coins.
- G** This metal door is locked. Iron key will open it.
- H** Zargon, this chest is safe. Put enough Elixirs of Life in this chest so that every Hero has 1 bottle. Heroes also find 4 Potions of Strength and 4 bottles of Heroic brew.
- I** When the Heroes search this room, they discover a note telling the Goblins that they would be traveling on the road. Heroes also discover that captured gold was being sent to a place deeper in the forest.
- J** There is a woman tied to the rack. The Heroes set her free. "There are more people behind that door." She says. 5 hit points will break in the door.

- K** This room has 10 prisoners inside. They follow behind the Heroes.
- L** These Goblins are guarding the main gate that leads out.

# Quest 13

You're rich! You make your way back to the ship. All is ready. You set sail and return to the town on the west coast. You buy supplies. News travels fast of your adventure and the Staff of Power. You buy horses and quickly return to the King's kingdom. But misfortune has befallen the kingdom. The King and Queen and all the noblemen are being held captive in their

own castle. The people are powerless to do anything, except the bidding of the captors. You and your friends disguise yourselves and make the next delivery of food to the castle. You are met by 4 Chaos Warriors at the main gate. You will have to move fast and quietly or you will not save the people.

## NOTES:

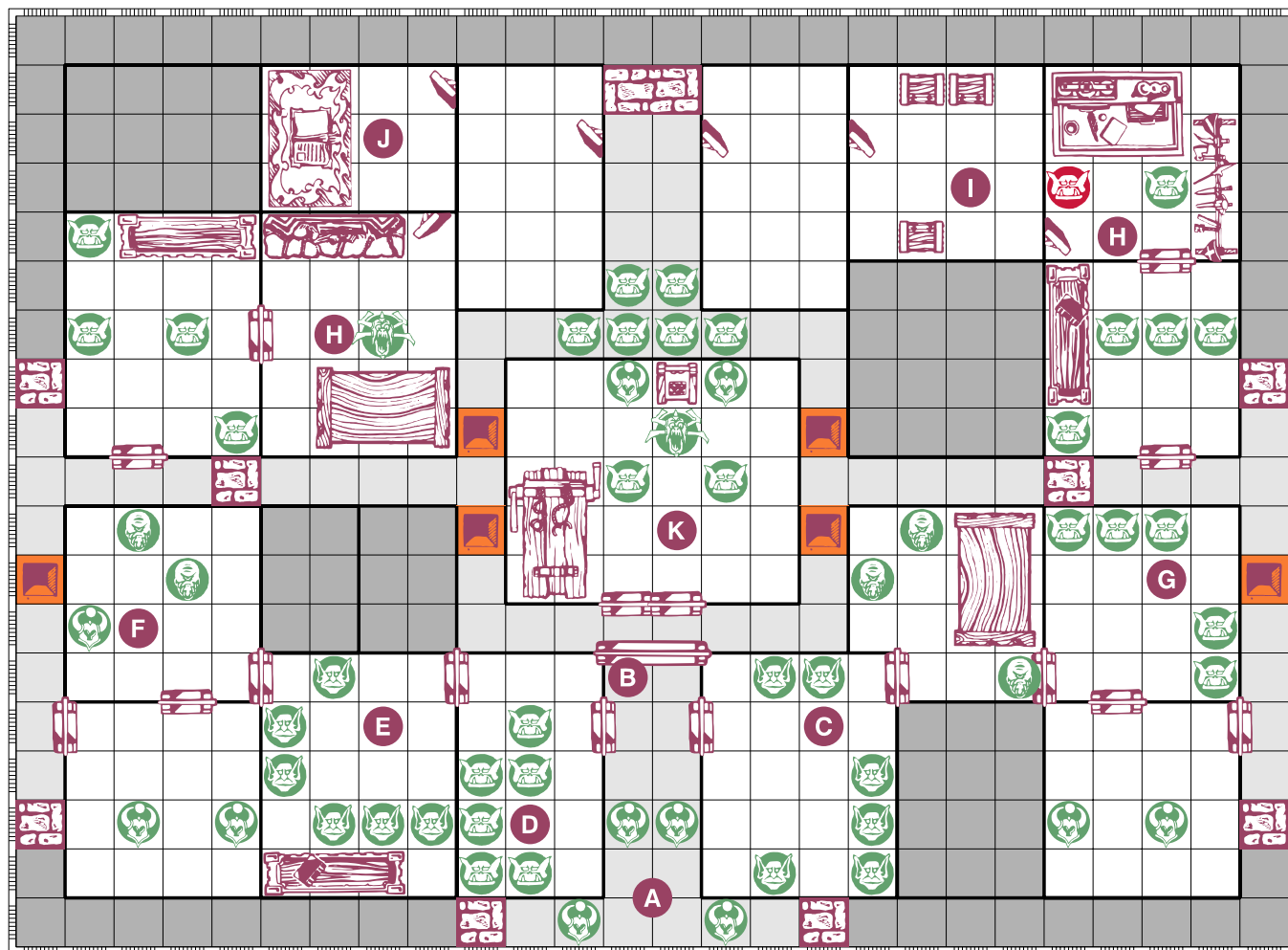
Zargon, the Heroes will not have time to search the rooms for treasures. Tell them that they can split into two groups. They must move fast.

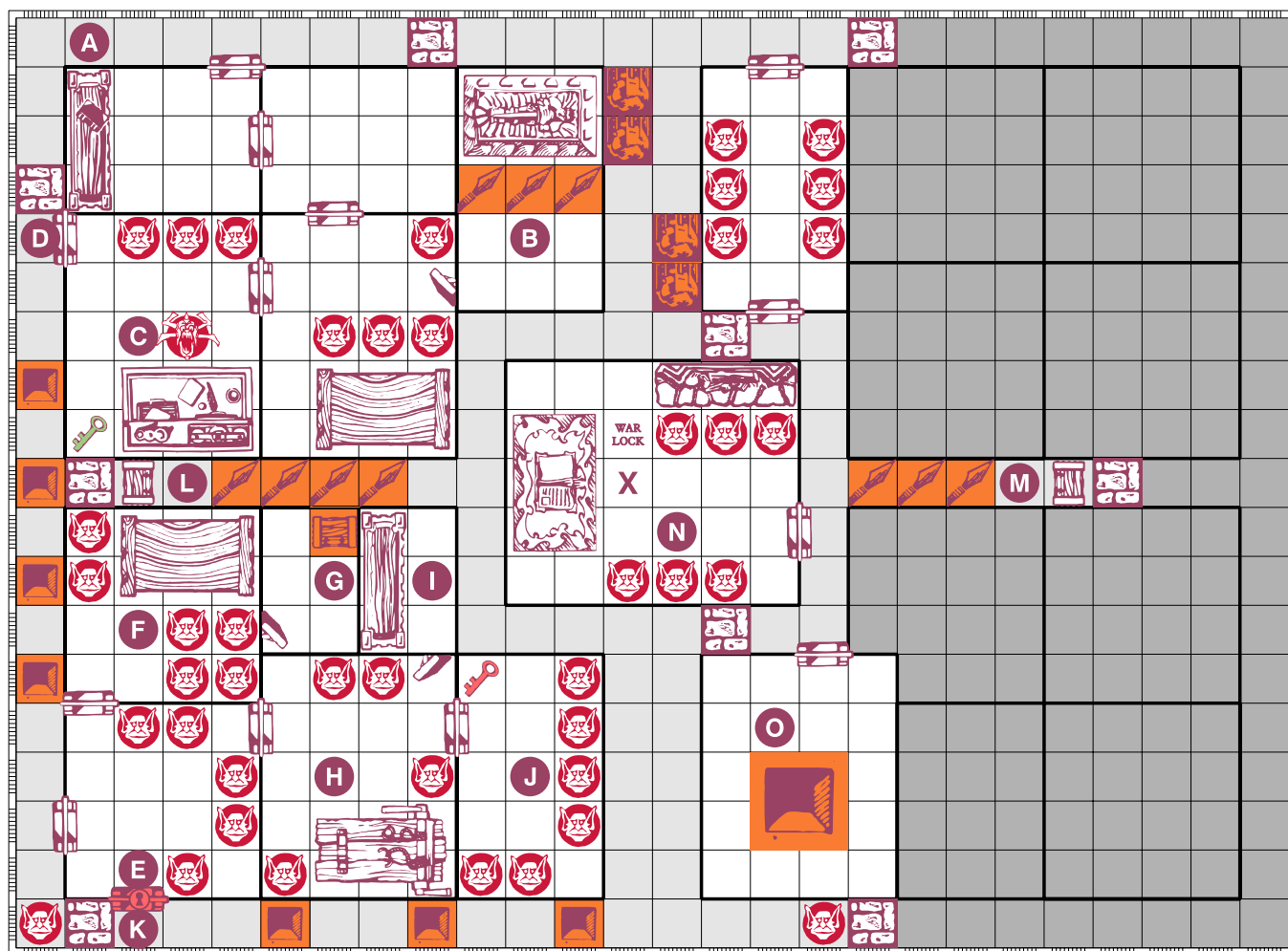
- A** Starting place of the Heroes.
- B** Main gate is locked. It's made of iron and can't be broken down, or affected by any spell.
- C** After the Heroes make their first attack. The surviving Goblins steal from the Heroes. Hero rolls one red dice to see how many items the goblins steals. Hero may pick which items he loses. Goblins then run away.
- D** These Orcs have Potions of Strength that they drink.
- E** These Goblins also rob the Heroes and then run away.
- F** This Chaos Warrior has an Elixir of Life.
- G** These Orcs have Potions of Defense that they drink.

- H** Heroes see the secret doors.
- I** Chests are safe. They are empty. Heroes find secret doors.
- J** Heroes find 2 Potions of Rejuvenation and secret door.
- K** The Heroes discover a nobleman tied to the rack. He is very near to death. The Heroes must give him a healing potion before he can talk. When healed he tells you that the nobleman with the big nose, Judas, is the traitor. He took the king and Queen to a castle in the east. There Zargon is going to poison their minds into his service. You must hurry.

**Wandering Monster in this Quest: None**









#### NOTES continued:

- H** Chest is booby trapped. 1 hit point if sprung. Inside are 4 Potions of Restoration.
- I** This door is locked. 5 hit points will break it down.
- J** Inside this room is a beautiful girl. She is scared to see you. "I am the slave to the Chaos Warrior." She says. "Well, you are free now. Come with us." You say. "This chest is full of jewels." She says. You open the chest and find 10000 gold pieces worth of jewels.

## Quest 3

You bring the people out of the Goblins hideout and show them the way back to the main road. "Are you not coming with us?" They ask. "No. These goblins were sending the gold down to the south. We want to have a look." You tell them. "You will find ten knights camping on the road. You will be safe." The Dwarf tells the people. "Thank you for saving our lives, may God

protect you." The people say and leave.

The trail south is easy to follow. The next day you find a small castle. All looks quiet. There are no guards. You see a door and head for it.

#### NOTES:

Zargon, Heroes cannot visit Armory or Alchemists Shop until they get to a town.

- A** Starting place of the Heroes.
- B** In the Tomb is a body of a Warlock. Wizard finds Wand of Magic from the Artifacts Cards.
- C** When the Heroes search this room, they discover that the gold has been set into Zargon's realm. They also discover an iron key in the desk.
- D** The Hobgoblin at the end of the hallway has a crossbow. He shoots at the Heroes as they try to make their way down the passage. Put the pit tiles, with the stone piles on back, face down on the board to mark the pit trap spots. Can the Heroes get this Hobgoblin quickly?
- E** This iron door is locked. Heroes need brass key to open it.
- F** When Heroes are done searching this room, they discover 2 throwing daggers

on the table and a secret door. Door is locked. Iron key will open it.

- G** Chest is booby trapped. 2 hit points if sprung. Inside the chest are 400 gold coins.
- H** 2 of the Hobgoblins in this room have Heroic Brews. If they survive Heroes' first attack they drink them. When Heroes search this room they discover the remains of a man on the rack. Heroes also discover a secret door.
- I** Inside the cupboard is dried Human flesh and a sealed jar. Inside the jar are healing herbs. There are enough herbs to restore 9 Body Points. Points can be shared, herbs must be eaten right away.
- J** All of the Hobgoblins have Potions of Defense that they drink when Heroes open the door. When Heroes search this room, they discover the brass key on one of the Hobgoblins.
- K** When the Heroes step through this door, the Hobgoblin at the end of the hallway starts shooting at them with his crossbow. Mark the pit trap spots and see if Heroes can take out this Hobgoblin easily.



**Wandering Monster in this Quest: Hobgoblin**

#### NOTES continued:

- L** This chest is safe. Inside is a piece of moldy bread and an empty bottle.
- M** This chest is safe. Inside are handcuffs and chains.
- N** Zargon, this is a very rough room. Remove the Escape card from Chaos spell deck and shuffle cards. Let Heroes pick. We had Warlock cast 3 spells before resorting to physical combat. But you can decide how many cards.
- O** In the pit are 3 children. They are weak but alive. Heroes can reach down and pull the children out.

## Quest 12

You bring the people back to the shoreline. You are amazed at how fast the sailors are able to make the repairs on the two ships. You set sail. But that night the winds bring a terrible storm. "Our only hope." Says the Captain. "Is to find the mouth of the Andrana River and sail up her to safety." You help the sailors the best that you can. God smiles down on you. You find the mouth and sail up river. But suddenly the Orc ship spins wildly, just missing you. "Her rudder cable has snapped." The ship crashes on the shore. "We have to save them." You tell the captain. "And we will, but not now. We have to continue up river, save ourselves and our ship first. They are good men, they know that we will be back for them."

The storm stops as fast as it started and you make your way down river. You find the ship, but no crew. You go ashore. "Fimir tracks!" Says the Elf. "They went that way." "My men!" Says the Captain. "Ready yourselves, we're going after them!" "Captain, wait, please. Let us go alone." Says the Barbarian. "If the Fimir see a large group coming after them, they will kill your men. We can get your men back." The captain knows that you are right and sets his men to salvaging the wrecked ship. You follow the Fimir's trail. It brings you to a ruined castle in the forest. You search and find a broken window. You make your way inside.

#### NOTES:

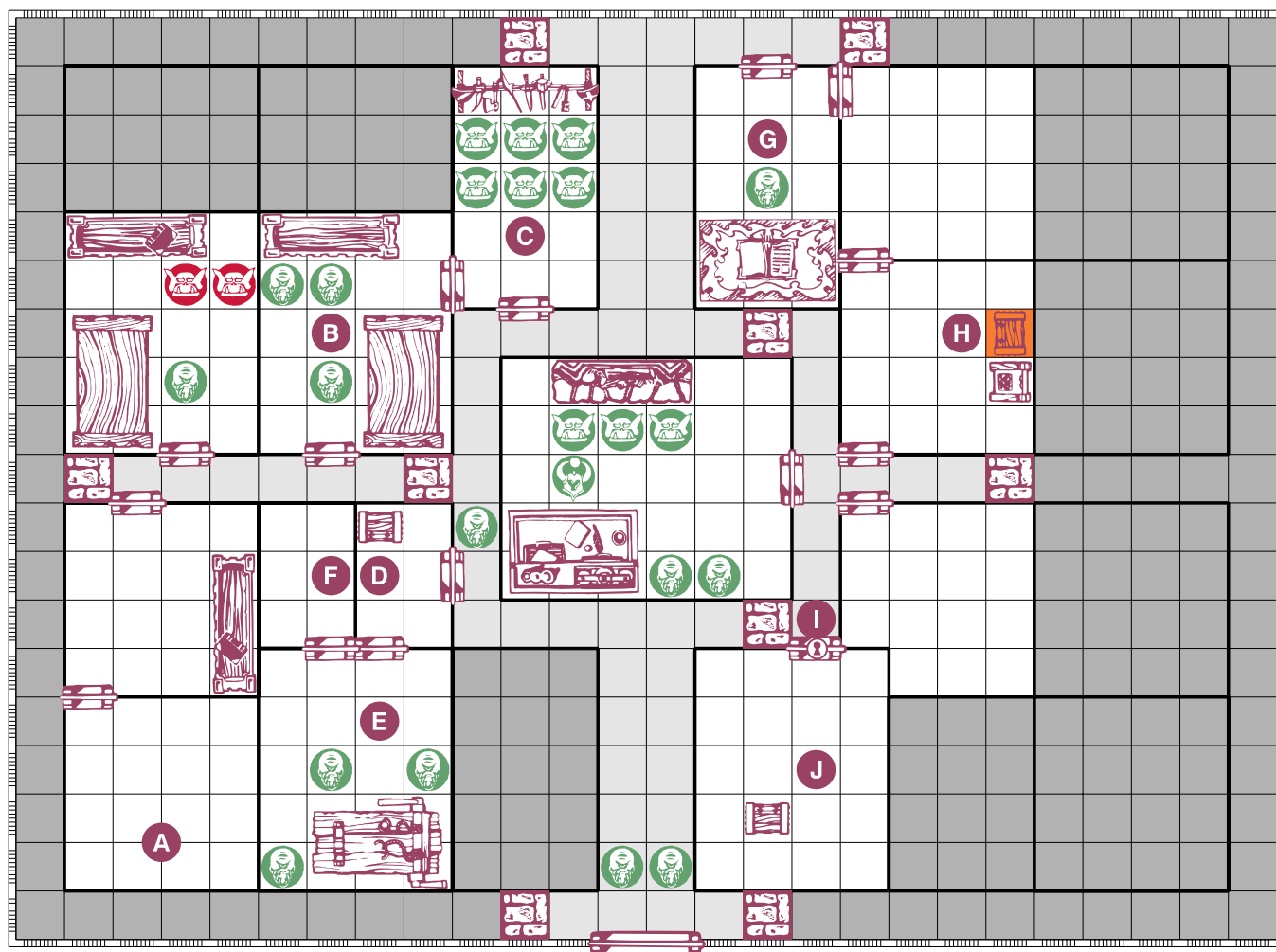
Zargon, the wandering monster for this Quest is the Uruk-hai Orc. Tell the Heroes "Choose your treasure card and DIE!" They don't have to draw a card.

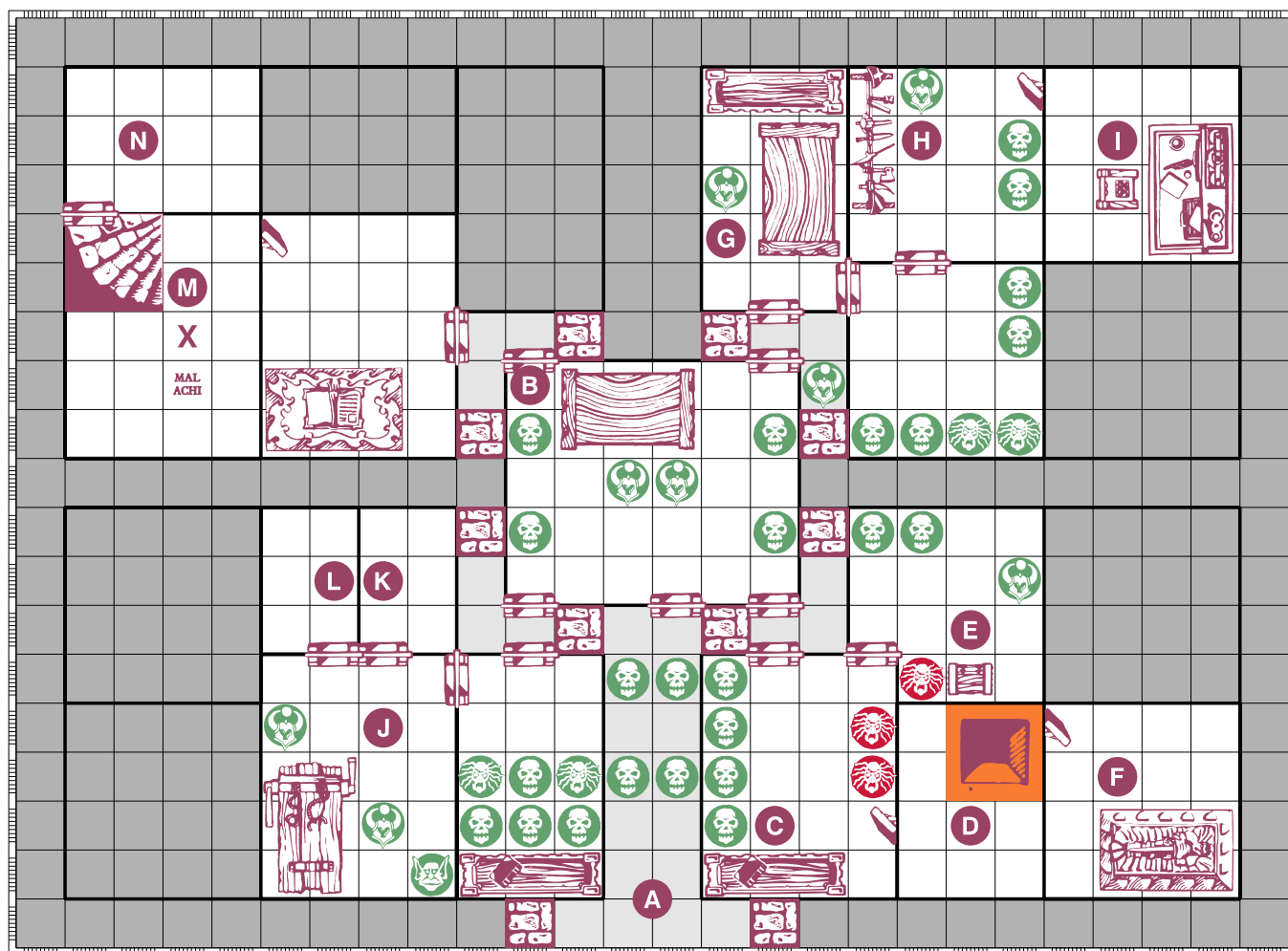
- A** Starting place of the Heroes.
- B** When Heroes search this room, they discover in the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point.
- C** All of these Orcs have Potions of Defense, Potions of Strength and Elixirs of Life. When Heroes search the weapons rack they discover 3 never miss daggers, these daggers will inflict 3 Body Points of damage. Also they find 2 Throwing axes and 2 throwing stars.
- D** Chest is safe. Inside are butchering tools.
- E** There is a man tied to the rack. He is alive and unhurt. "My mates are behind that door." He says as you free him. Door is locked. It will take 5 hit points to break it down.
- F** This room is full of captured sailors. You tell them to follow you.
- G** This Fimir knows magic and casts Command over the Hero who opened the door. That Hero then turns and attacks his friends. Blocking the doorway. You defend yourself, until your friend can free himself from the spell. When Fimir is dead. Heroes discover the Talisman of Lore on the table.



Wandering Monster in this Quest: Uruk-hai









## NOTES continued:

take 100 pieces. If they want more they lose 1 Attack dice and 1 Defense dice for every 100 coins extra that they carry. Also inside this room they discover Borin's Armor from the Artifacts Cards.

Zargon, at Quests end Heroes can feed and clothe the people. Heroes give the gold to them.

# Quest 4

You bring the children out of the castle and spend the rest of the day feeding and caring for them. You also need rest. Surprisingly, the two boys and little girl take a liking to the Barbarian and more surprising is that he seems to enjoy their attention, although he threatens to break your arms when you tease him about it. It takes you three days to get back to the road. But you find that the knights have left. The horrible stench that fills the air tells you what they did with the Goblin prisoners.

You travel along the road and two days later finds you entering the kingdom of the King's brother. News of your arrival spreads quickly and you are taken to see the King. You tell him your story and ask him what it is that you were sent to do. The King tells you that he is having trouble with a Warlock that is robbing the graves and raising the dead into his service. He says that he sent the ten knights, who wanted to kill the Warlock out days ago. You tell the King that you will go and see what has happened. As you leave the castle with the children, the Queen comes up to you. "Warriors, please wait." She says. "Here is a gift. One of the knights delivered a

message to me. I am not sure whom it is from, but there is no mistake in its urgency. There is a traitor among us. Please be careful. My servant can take you to a very kind woman who will care for the children. Here is some gold to help her. Good bye, may God protect you all." You look at the Queen's present. Four bottles of Elixirs of Life. You thank her and leave.

The servant leads you quickly to the house of a beautiful woman with red hair. She invites you all in and quickly makes a meal for you. You are amazed at her generosity and good spirit. You give her the gold and there is no doubt in your mind that the children will be well cared for. For she is full of God's love. You go into town and buy supplies. You return and spend the night in the woman's home. The next morning you start out for the Warlock's castle, but only after the Barbarian promises the children that he will return. It does your heart good to see your big friend this way. It is a side of him that you have never seen before. It takes most of the day, but you find the castle easily. You see a door, guarded by four Skeletons. You charge in for the kill!

## NOTES:

Zargon, this castle is dark. If the Heroes do not have a torch to light their way they lose 1 Attack dice and 1 Defense dice.

**A** Starting place of the Heroes.

**B** Zargon, the Warlock has defeated the 10 knights and turned them into Chaos



Wandering Monster in this Quest: Zombie

## NOTES continued:

Warriors. When the Heroes have killed all the monsters in this room, the Dwarf points to this northwest door and says. "See that door with the deer's skull and magic writing, it is a death trap! My great uncle told us about them." "That writing is evil." Says the Wizard. "A life must be taken in order to open it. I dare not cast a spell on it." "Then let us leave it alone for now and try these other doors." Says the Barbarian.

- C** Zargon, the Heroes can see the secret door but it is locked. They must figure out for themselves that they need to slide the bookcase over one space to open it. If Elf wants to he can cast landside spell to open it.
- D** At the bottom of the pit the Heroes can see a lever. This pit is very deep. If Heroes jump in they will not be able to get out. The pit is too deep for Wizard to cast log spell and make a ladder. Lever will open secret door at bottom.
- E** This chest is safe. Inside are chains, handcuffs and a rope ladder.
- F** When Heroes search this room, they see writing on the side of the tomb. "Can you read it?" The Barbarian asks the Wizard. "Here rests the great warrior King Malachi. Great guardian of our Kingdom." The Wizard reads. When the Heroes open the tomb, they discover that the body has been taken.
- G** When the Heroes search this room they discover a lot of good food and a sealed jar. Inside the jar are healing herbs. There are enough to restore 9 Body Points. Herbs can be shared. Herbs must be eaten right away after the seal has been broken.
- H** There are no good weapons on the rack. Heroes find a secret door.
- I** There are many barrels of wine in this room. Heroes can search it, if they wish to.
- J** The Goblin in this room is chained to the wall. The Heroes hear pleads for help from behind the two doors. The Barbarian says. "We can use this Goblin to open that evil door." He takes the Goblin to the door and pushes him in front of it. Lightning shoots out and kills the Goblin. The evil door opens. Zargon, when the Heroes go through the evil door, it shuts close behind

them. They are now trapped.

- K** This room is full of Human prisoners. They are very weak but alive. "They brought us here and every few days they take away two of us and turn the people into Zombies."
- L** This room is also full of Human prisoners. They are very weak, but alive. A man begs of you. "Please the Warlock just took my daughter, please save her. Before..." The man passes out.
- M** Malachi's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	6	7	0

Use a Chaos Warrior figure. Malachi can make 2 attacks on each of his turns. The stairs lead up to a door.
- N** When the Heroes open the door, they find the Warlock lying asleep in a bed in a trance. There is a little girl chained to the wall. You free her. The Barbarian says. "I know what to do." And he grabs the Warlock and carries him back to the evil door. He pushes the Warlock in front of the door. Lightning strikes, the Warlock dies and the door explodes violently. The Barbarian suffers 3 Body Points of damage. Did this kill him too?

# Quest 11

You make your way back to the shore. Only to discover the ship that brought you here is being attacked by a ship manned with Orcs. There is nothing that you can do, except watch and pray. Your prayers are answered. The Humans win the battle. The captain sees you and sends a long boat to pick you up. As you make your way back on board, you notice how excited the crew is. "The Orc's ship is full of arrows and bows." Says the captain. "This is a very good find. But both ships are badly damaged. We need to make repairs. But not here. We will sail north. Quickest way to the main land. Make our repairs there and

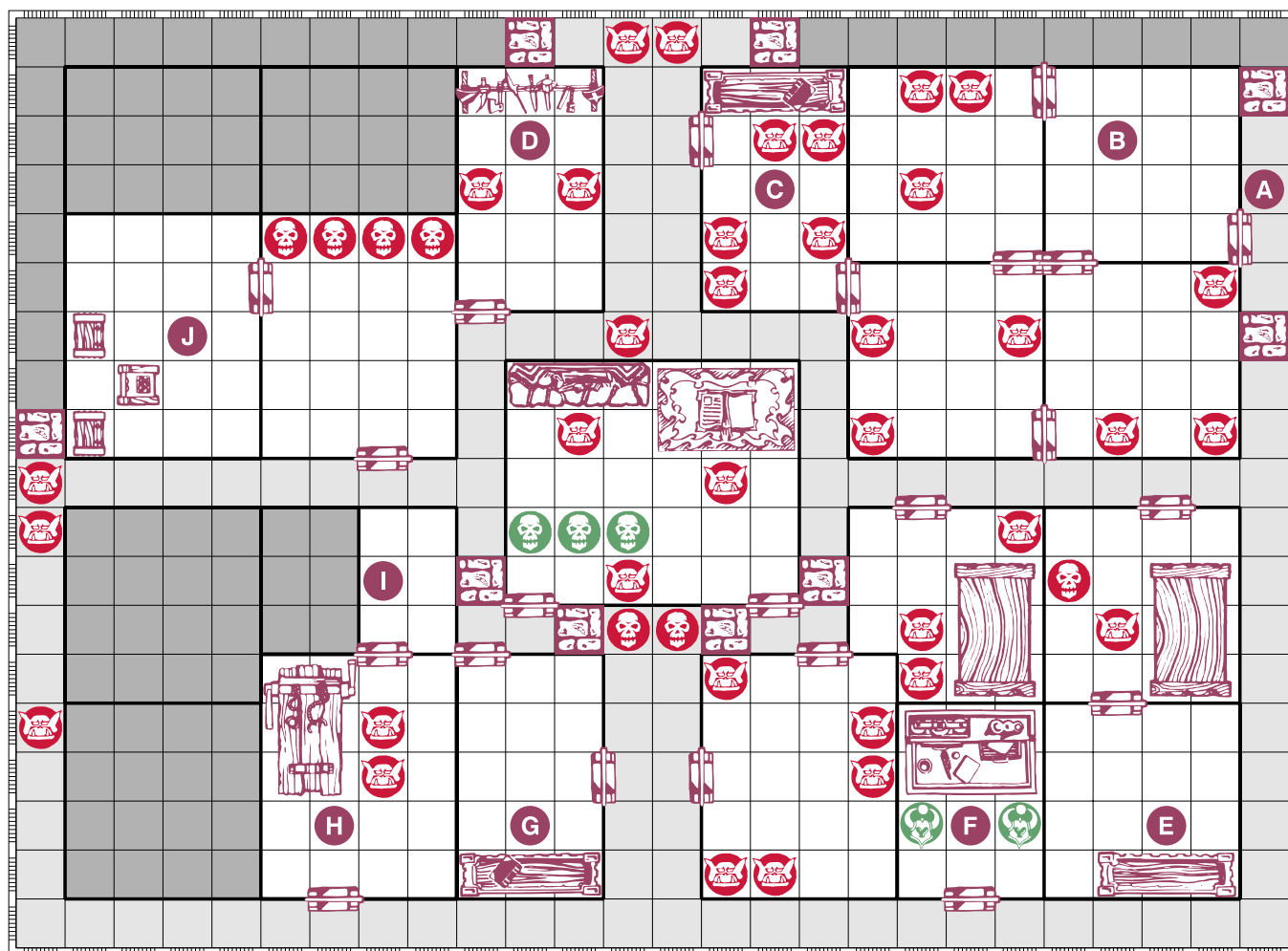
then head for home." He gives the orders and both ships reach the main land the next day. "Curse that Zargon. We are in a lot further into his territory than I wanted to admit. We're sitting ducks here." Says the captain. He point to a castle on top of a mountain. "If they see us and come down to attack us. We're doomed." "Then we need to go to them." Says the Barbarian.

It does not take you long to make your way up to the mountain castle. All is quiet. You go to the door on the east side and make your way in.

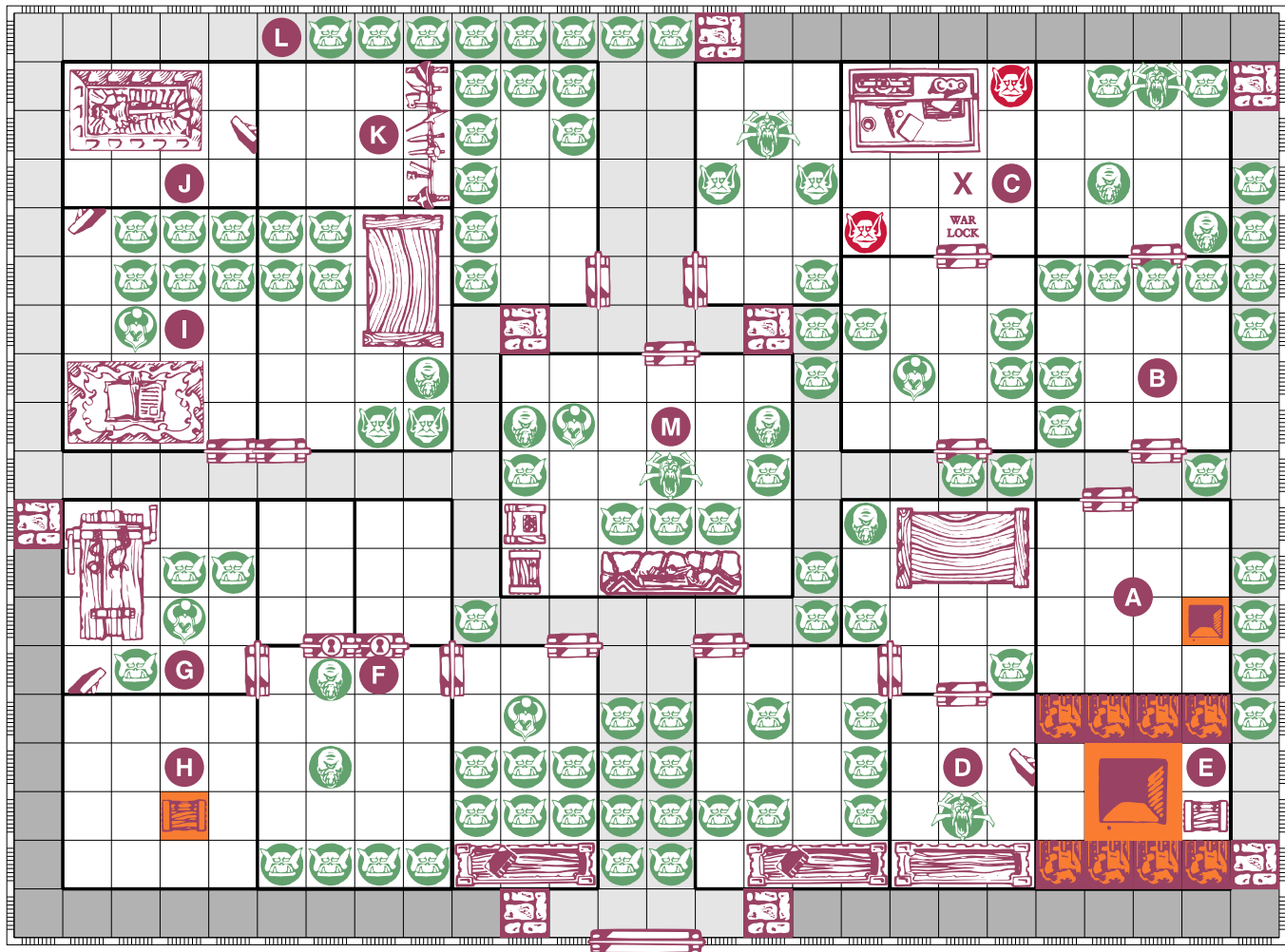
## NOTES:

- A** Starting place of the Heroes.
- B** This room is a storeroom. There are tools for forging and ironwork here. Nothing of any use to the Heroes.
- C** The 2 Mountain Orcs in front of the bookcase have Potions of Strength that they drink.
- D** In the weapons rack Heroes discover Spirit Blade from the Artifacts Cards. Also they find 4 throwing axes, 2 throwing stars and a poisoned throwing dagger.
- E** When the Heroes search this room they discover wine and deer meat. They can regain 1 Body Point if they eat a little.
- F** In the desk the Heroes discover that the Mountain Orcs are making Iron Skeletons for Zargon.
- G** In the bookcase the Heroes discover a small chest. Inside are 3 large rubies, each is worth 500 gold coins.
- H** On the rack is a pretty woman. She is naked, starved and frightened. You free her and cover her. She cries as she thanks you. "There are more of us behind that door." She says.
- I** This room is full of men and women. They are naked, starved and frightened. You tell them that it is all right now. They quietly follow behind you. They are far too weak to fight.
- J** These chests are safe. Inside each are 1000 gold coins. Each Hero is allowed to









## Quest 10

"Well, it looks like we got to go through the whole castle, to find this Staff." Grumbles the Barbarian. "Be of good cheer, my

friend." Says the Wizard. "It only means there will be fewer monsters chasing us when we try to leave."

### NOTES:

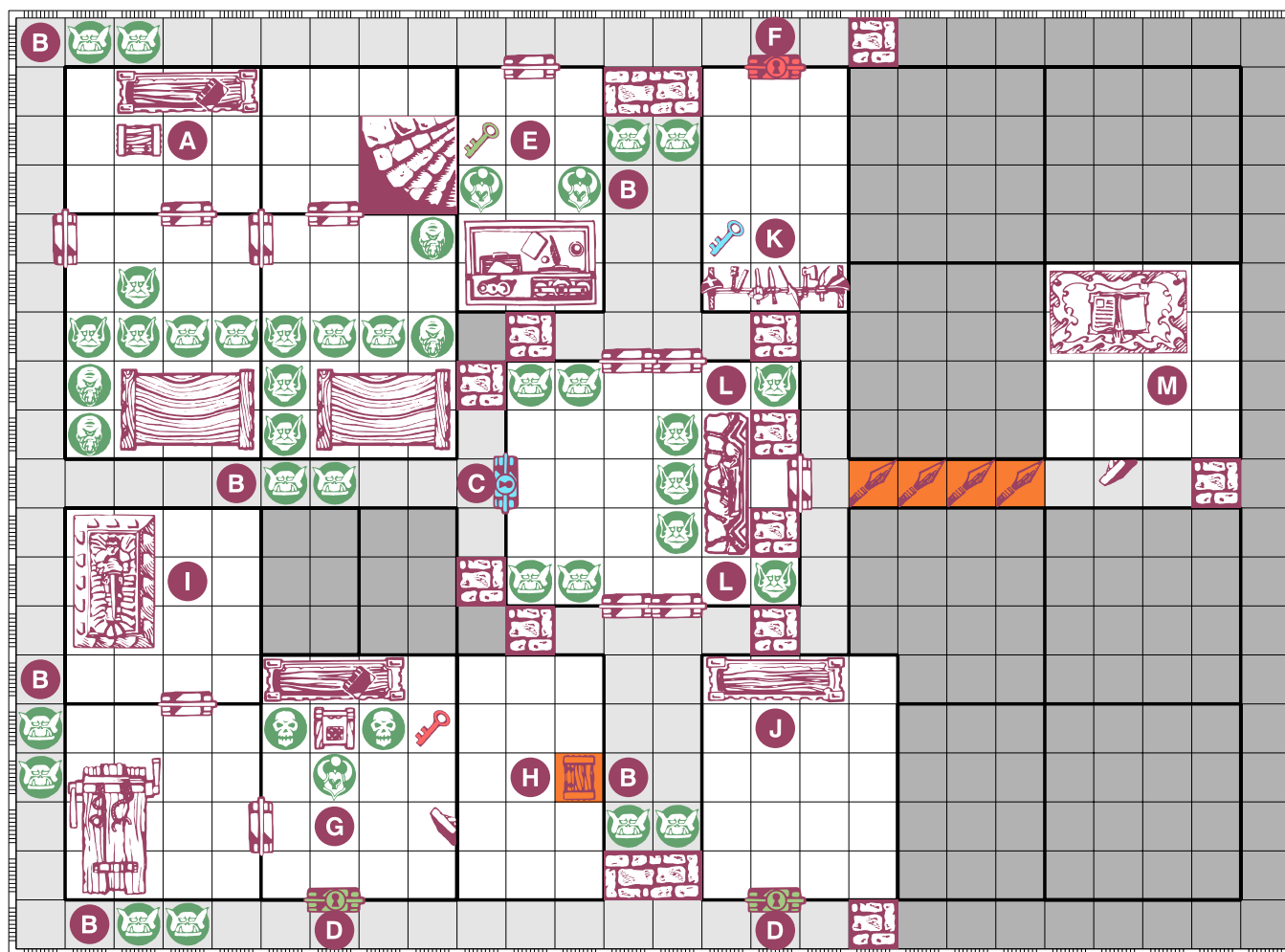
- A** Chest is safe. Inside are 2 Bottles of Restoration.
- B** These Orcs have crossbows. They come around the corner to attack the Heroes.
- C** This metal door is locked. The Heroes need the iron key to open it.
- D** These metal doors are locked. The Heroes need the brass key to open them.
- E** When Heroes search this room they discover the iron key.
- F** This metal door is locked. The Heroes need the silver key to open it.
- G** When Heroes search this room they discover the brass key and a secret door.
- H** Chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins.
- I** Inside the tomb is a dead Warlock. He is surprisingly well preserved. Maybe they will try to resurrect him some day. Heroes can chop him into pieces.
- J** In the cupboard the Heroes find some Healing Herbs. There is enough to restore 9 Body Points.
- K** Heroes discover on the weapons rack, 3 throwing axes, 5 throwing stars, 1

poisoned throwing dagger and the silver key.

- L** Zargon, imagine that these double doors are giant archways that are already open. See how the 4 Orcs outside in the hallways, have a clear shot with their crossbows into the room. Also the 2 Goblins that are behind the fireplace have a Potion of Strength and an Elixir of Life that they drink. When Heroes search this room they discover the mark of the Wizard's society over the fireplace. The Dwarf says that there are no secret keyhole or door. Heroes must tear down the fireplace. It will take 10 hit points to do it.
- M** When the Heroes enter this room they discover the staff of power hanging on the east wall. "WAIT!" Says the Wizard. You all expect a trap. "No, no, there's nothing. It is just a piece of wood" "What?" You ask. "There is no power in it, I would feel it. Look a book." "Can you read it?" Asks the Barbarian. "Yes, it says children of God, do not deceive yourselves. The power of God cannot be found in anything wood, metal or stone. The power of God comes from the faith that is in your heart. Look not on the staff. Look upon the good shepherd himself. He will save you. Go tell all the world." The Wizard laughs. "I'm such a fool, my friends. We had the power all along." "Let us take the staff back to the King and tell him." You say. You take the staff and leave the castle.



Wandering Monster in this Quest: Fimir



## Quest 5

You feed and care for the people that you saved from the Warlocks castle. You give them a chance to regain their strength. Thanks to the Elf's hunting abilities there is plenty to eat and the barrels of wine are a godsend. Everyone is grateful to God. But the Dwarf is Troubled. "There were only eight knights inside that castle, so where are the other two?" There are no clues.

When the people are strong enough to travel you head back to the King's kingdom. But when you get there, you find the kingdom being attacked. All is chaos. You are separated from your friends in the fighting, which is fierce. When it starts to calm down, the Elf, Wizard and Dwarf find each other. You go to look for your Barbarian friend. You know where to go. When you arrive at the house of the red haired woman you find the

Barbarian wrapping the bodies in bed sheets. You help. The tears run freely down your face. When you are done. You go outside and find that the Orcs have captured the castle. The town people tell you that now they must fight their own castle.

"Come with me." Says the Dwarf to his friends. He leads you to a thick patch of bushes on the east side of the castle. "I noticed this the first time we were here, it is very clever, see. The waste water runs down the hill out of this opening." You look at the opening. The bars that are over it are thick. The Barbarian grabs the bars. You start to say, "we need tools." When the Barbarian rips the first bar out of the opening. Breathing hard, he rips the other three out. You just barely fit inside the opening. On your belly you crawl in and come up inside an empty horse stall.

### NOTES:

Zargon, Orcs are armored they have 5 Defense dice. Don't bring the Orcs that are in the hallways into play until the Heroes see them. This is a very rough Quest. Tell your Barbarian player that they have a choice. Because of the death of the children the Barbarian is burning for revenge. He can have two extra combat dice in exchange for two Defense dice. If they choose not to, then Barbarian is controlling his anger.

**A** Starting place of the Heroes. The open pit is where they just came up from.

**B** The Orcs are torturing the people. When Heroes kill all the Orcs, the people go and hide in the horse stall.

**C** Zargon, remove Escape from the Chaos Cards and shuffle deck. Have your players pick the 3 spells that the Warlock will cast for each of his attacks. He then resorts to physical combat.

**D** When Heroes search this room they discover a sealed jar. Inside are healing herbs. There are enough herbs to restore 9 Body Points. Herbs can be shared but not saved. Heroes also find a secret door.



Wandering Monster in this Quest: Orc



### NOTES continued:

- E** Chest is safe. Inside are 400 gold coins and an Elixir of Life.
- F** These 2 doors are locked 5 hit points will break them in. Inside these rooms are people they are scared, but alive. You tell them to wait here until it is over.
- G** This Chaos Warrior has an Elixir of Life that he drinks. On the rack is the King. He is dead. It has been too long to bring him back. Heroes find secret door.
- H** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Potions of Renewal, 2 Potions of Rejuvenation, 1 Potion of Battle Rage, 1 Potion of Speed and 1 Shield Potion.
- I** When the Heroes search this room, Wizard discovers a scroll. When he open it and reads it all the Heroes regain their Body Points. The scroll then disintegrates. Heroes find a secret door.
- J** The Tomb contains the body of the last King. Nothing important to the Heroes. Heroes also find a secret door.
- K** On the weapon's rack, Heroes find 3 throwing stars, 2 throwing axes and a longsword.
- L** Zargon, these Orcs are fighting town's folks over the wall. Place them facing north. Can the Heroes take them out?
- M** The monsters have the Queen and her ladies in this room. They are still alive. The chest is safe. Inside are 40 gold coins that the Queen gives to you.

## Quest 9

The Heroes have found the stairs leading up. Their torch goes out. "At least we can see better up here." Says the Dwarf. "The

staff may not be on this floor." Says the Wizard. "God will guide us, my friends, we just need to be careful." Says the Barbarian.

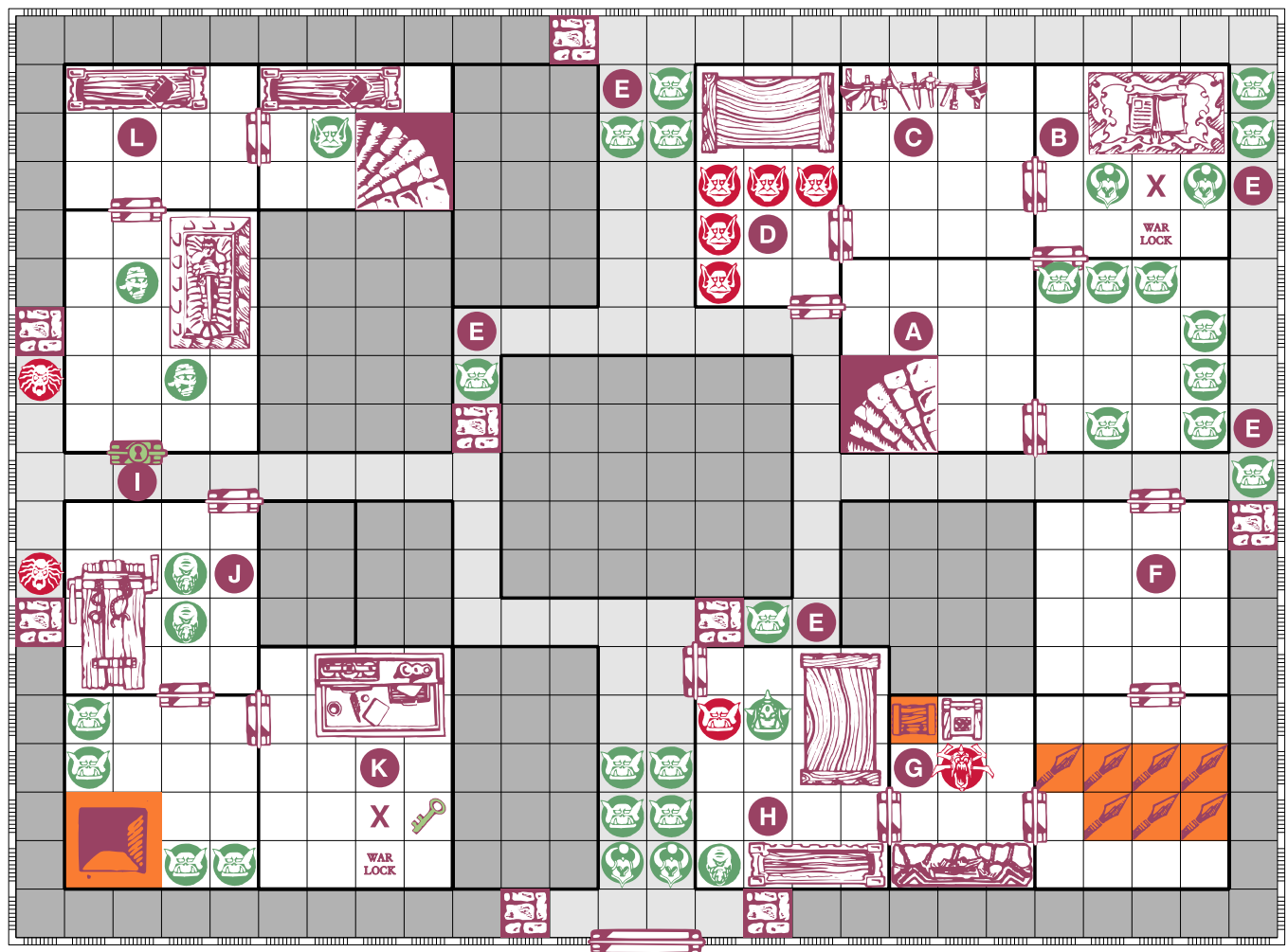
### NOTES:

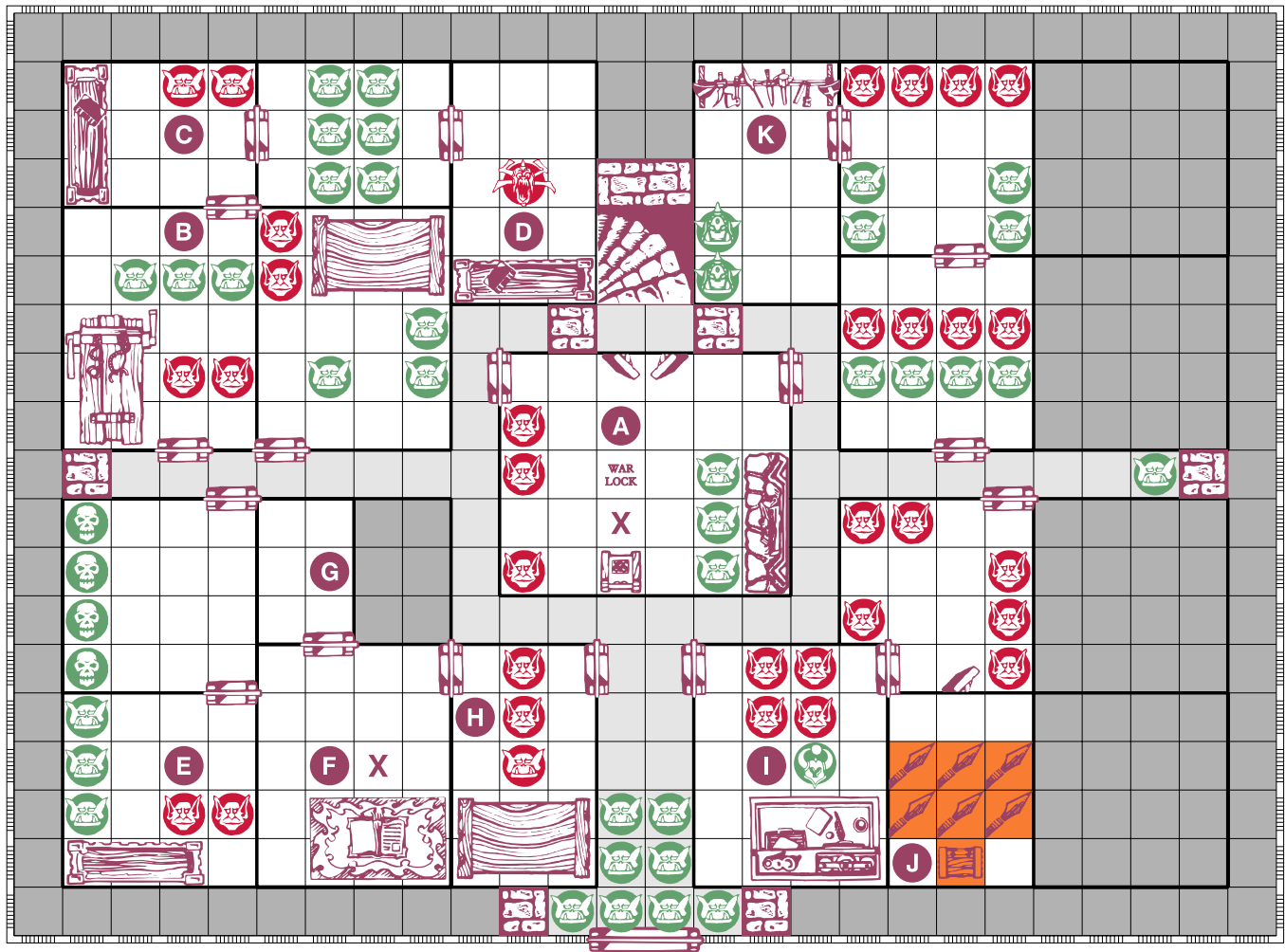
Zargon, the Heroes can reclaim their Body Points and spells between these floors.

- A** Heroes start here.
- B** Heroes get first attack. Warlock's 1st spell is Rust. 2nd spell is Escape.
- C** This is where the Warlock teleports to. He is now prepared. He casts Lightning Bolt as soon as the Heroes open the door. Warlock's 3rd spell if he survives is Summon Undead. When Heroes search this room, the Hero that lost his weapon gets a new one. Heroes also find 5 throwing stars.
- D** 2 of these Hobgoblins have Heroic Brews that they drink.
- E** All of these Orcs have crossbows. They fire at the Heroes and then run away and try to come back around at them again.
- F** This room is a trap! When Heroes come into this room the door closes and locks behind them. The whole ceiling starts to move downward, Elf's landslide spell has little effect on walls or floor, for they are extra thick. Heroes must break in the south door before ceiling crushes them. It will take 5 hit points to break in the door.
- G** Chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins.
- H** When Heroes search this room they discover in the cupboard a sealed jar. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point, mushrooms must be eaten right away.
- I** This metal door is locked. The Heroes need the iron key to open it.
- J** On the rack are the remains of a woman. The Fimir were eating her.
- K** Heroes get first attack. If Warlock survives he Summons Orcs. Then he casts Escape. When the Heroes search this room, they discover 2 bottles. Each bottle will restore 4 Body Points. They also discover the iron key and 2 poisoned throwing daggers.
- L** This is where the Warlock teleported too. Heroes get first attack. Warlock casts Firestorm, then resorts to physical combat.









## Quest 8

"We need a ship." Says the Barbarian. "It is a good thing that the Queen told us of the town that is two days travel from here, along the coast. Even though it is to the west, we should be able to find a ship there." He finished. You travel to the town and hire a ship and crew for 600 gold coins. You buy supplies and set off. You travel east to an island. The captain agrees to wait for you as you go ashore. You travel all day in the thick

woods. You finally spot a huge castle. As you make your way towards the castle, the ground beneath you gives way and you fall into a room. You are not hurt, but you cannot climb out. You spot a door, half rotten. "Well maybe we are alone here." Says the Wizard. You break the door down easily. You head on in.

### NOTES:

Zargon, the Heroes are looking for stairs up. Heroes need a torch. If they do not have one they lose 1 Attack dice and 1 Defense dice.

- A** Starting place of the Heroes.
- B** This metal door is locked. Heroes need iron key to open it.
- C** When Heroes search the cupboard they discover bottles of blood, dried human flesh and the iron key.
- D** 2 of these Hobgoblins have Potions of Strength. They use 2 extra combat dice the first two times they attack. After the Heroes search the room, they discover a secret door.
- E** Heroes discover in this room the mark of the Wizard's society on the center of the east wall. Dwarf cannot find a secret door or keyhole. If Heroes look through the wall they see the table with artifacts. Elf could pass through stone, or cause a landslide or if Heroes choose to they can break down the
- F** The Fimir in this room knows magic. He casts Ball of Flame as often as he can. He can cast the spell twice on each of his turns.
- G** When the Heroes search this room, all they find is a pile of bones from many different races. Heroes may pull treasure cards if they wish.
- H** When Heroes search this room, they discover in the desk, a sealed jar. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point, points can be shared, mushrooms must be eaten right away.
- I** Heroes see that the 6 spaces are falling rock traps. Can the Dwarf disarm them all? If not, then they notice the secret door.
- J** 3 of these Hobgoblins have Elixirs of Life that they drink.



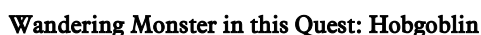
Wandering Monster in this Quest: Fimir



Two days later you start your travel. When you arrive you find the fields being tended by Goblins and Human slaves. The monsters run into the castle as the people begin their attack. The Queen comes to you. "Please follow me." She says as she brings you into the woods, where you find her cousin. "We escaped, using a secret tunnel. You could use it to get inside." He says. You like the idea and are lead to the tunnel's opening. You make your way through the tunnel and come to a flight of stairs. You go up the stairs that lead you into the castle.

- A** This Warlock has a wand and can cast 2 spells for each of his turns. His 1st set is Lightning Bolt and Fear. His 2nd set is Ball of Flame and Tempest. His 3rd set is Sleep and Rust. Then he resorts to physical combat. Once Warlock is killed all his magic wears off.
- B** This Orc has a Heroic Brew and an Elixir of Life that he drinks. On the rack is a dead woman. There is nothing that you can do for her.
- C** In a secret compartment in the bookcase. The Heroes find a large diamond worth 500 gold coins.
- D** In a secret compartment in the bookcase. The Heroes find a large emerald worth 500 gold coins.

- E** In the cupboard is dried Human flesh.
- F** Warlock's 1st spell is Summon Orcs, his 2nd spell is Command. Then he resorts to physical combat.
- G** This room is full of prisoners. "They were skinning us and turning us into Skeletons." They say. You tell them to wait here.
- H** On the table is a man. He is half butchered.
- I** This Chaos Warrior has an Elixir of Life that he drinks. When the Heroes search this room they discover scrolls. In one scroll they find out that Mountain Orcs wanted Skeletons to take back to their lands. In another scroll the Heroes discover a map of the 3 kingdoms, united! "But under who?" Asks the Elf. "I do not know, but the King's kingdom must be next." Says the Barbarian.





**NOTES continued:**

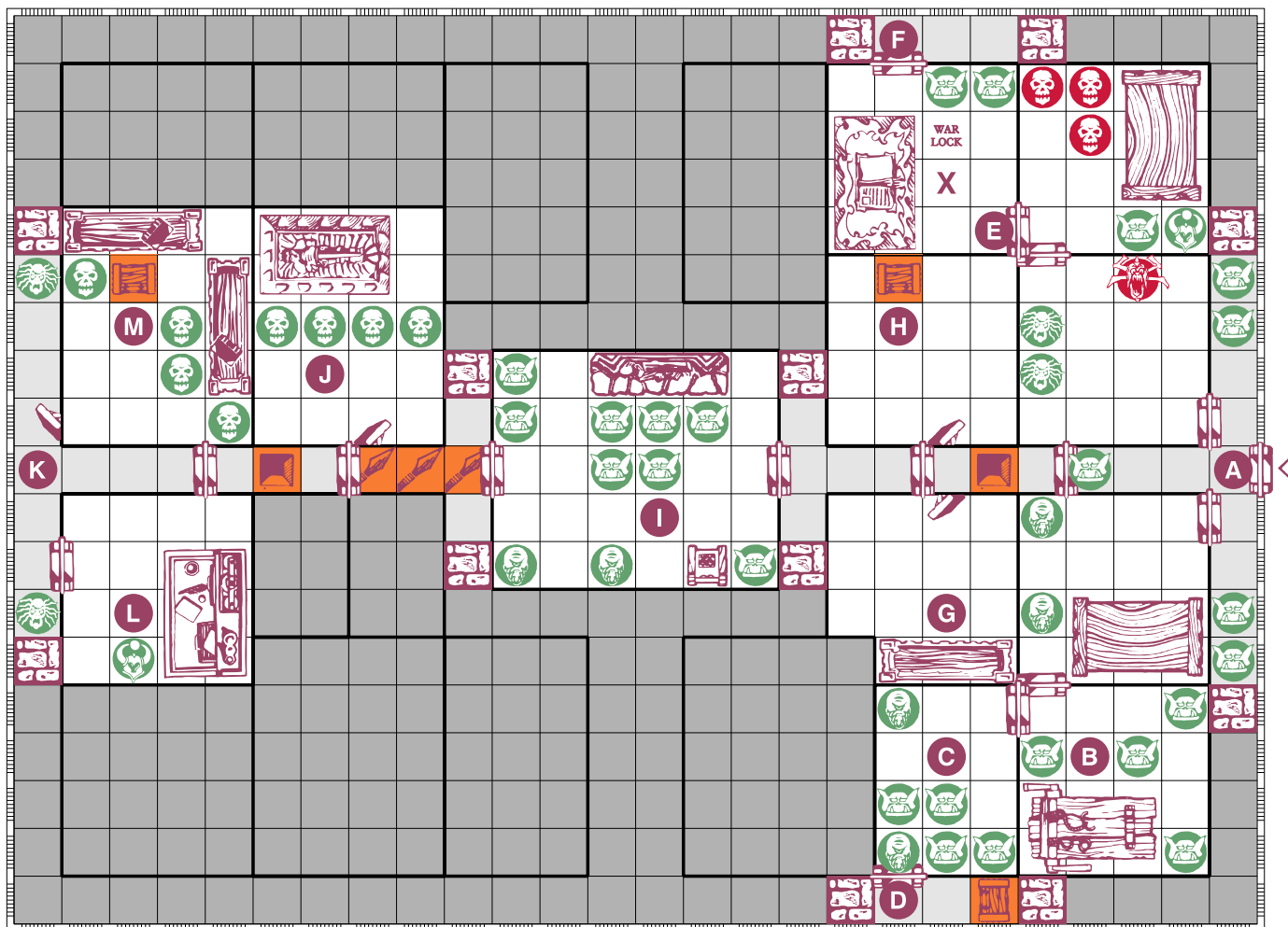
- J** This chest is booby trapped. 2 hit points if sprung. Inside are 2 Potions of Rejuvenation and 100 gold coins.
- K** On the weapon's rack Heroes find 4 throwing stars, 2 throwing axes and 2 poisoned throwing daggers.

## NOTES continued:

- C** 2 of these monsters have Heroic Brews that they drink.
- D** When the Heroes pass through this door, the Wizard says. "Look, it is the mark of the Wizard's society, here on this wall." He asks the Dwarf to have a look. "There is no secret door on this western wall. There used to be a torch rack here, see and there is writing under the dirt." You read the writing; it says "God the Son."
- The chest is booby trapped. 2 hit points if sprung. Inside are 40 gold coins.
- Zargon, you can put a healing potion or two in the chest, if you think the Heroes really need it.
- E** As soon as the Heroes open the door, the Warlock casts Summon Undead, put the monsters in the same room with the Heroes, monsters get first attack. When all the monsters are dead Warlock's 2nd spell is Firestorm he then resorts to physical combat.
- F** When the Heroes pass through this door the Wizard says. "Look, the mark of the Wizard's society." He asks the Dwarf to have a look. "There is no secret door on this western wall. There used to be a torch rack here, see and there is writing on the wall under the dirt." You read the writing. It says. "God the Holy Spirit."
- G** Inside the cupboard the Wizard discovers Spell Ring from the Artifacts Cards. Dwarf finds a Potion of Thunder, Barbarian and Elf find 2 Potions of Defense each.
- H** Chest is booby trapped, poison gas, 2 hit points on everyone who is in the room if sprung. Inside are 1000 gold coins.
- I** When Heroes search this room they discover writing on the ceiling. It reads. "With mighty God behind you. You can look ahead and know that you have already won. Blessed be the name of God. Three spirits that are one."
- J** Hero who searches the tomb is attacked by a Mummy. When Mummy is killed, Heroes discover a golden necklace on the Mummy worth 50 gold coins.

- K** On this spot in the west wall, the Heroes discover a torch in a rack, next to the rack there is writing. It reads "God the father."
- L** This Chaos Warrior has a Potion of Strength, a Heroic Brew and an Elixir of Life. In the desk the Heroes discover notes to Zargon, telling that they are trying to find the Wizard's staff of power.
- M** Chest is booby trapped, 1 hit point if sprung. Inside are 50 gold coins.

Now the Heroes must solve the riddle of the castle, which is: The doors form an arrow that points to the east. If a Hero stands in the doorway, while he can see the three torches of God and turns around. He faces east, across the sea.



## Quest 7

When you come out of the castle the King thanks you and runs inside. When he returns he is sad. "I had a special diamond and emerald hidden away that could have helped you, but the monsters must have found them." He says.

Zargon, ask your players. Do the Heroes keep the diamond and emerald? It will buy them a lot of supplies? If so... Skip the next paragraph.

If the Heroes do give the diamond and emerald back to the King. The King says. "Follow me please." He takes you to a special spot in the forest. He places the diamond and emerald in a stone and a secret door opens. You all go inside. It is a Wizard's laboratory. "Here, my friends, drink this. It will give you great strength." You all drink. Add 2 Body Points to all of the Hero's statistics. Barbarian now has 10, Dwarf 9, Elf 8 and Wizard 6 Body Points.

You show the King and Queen the map that you found. "Our traitor has high ambitions." Snaps the King. "He must be working with Zargon." Says the Queen.

"Warriors you must return quickly to my brother-in-law's

kingdom and help him. I will write a letter for you. Will you please help us put a stop to this?" Asks the Queen. You agree and quickly return to the King's castle. You deliver the message. The King gives you 500 gold coins, you go into town and buy supplies. The King gives you a room to sleep in and the next morning he summons you to his courtroom, which is in total disarray. "SILENCE!" Yells the King. "I am convinced that these are the ones. Warriors, please let me explain. A hundred years ago a profit from God came to us and said that we are to wait for a man who has four strong arms to come to us and save us in our time of greatest danger. We now understand his meaning. You four, so close is your friendship to each other, that you act as one man. Please help us. Will you travel south to the castle by the sea? There you must solve a riddle that no one has been able to discover. It will tell you the hiding place to a mighty Wizard's staff of power. This staff will protect us. Will you please bring it to us?"

You agree. You travel south to the castle by the sea and find monsters inhabiting it. You wait until nightfall and make your way inside.

### NOTES:

Zargon, Heroes need a torch or they lose 1 Attack dice and 1 Defense dice.

**A** Heroes enter through this eastern door.

**B** There are 2 throwing daggers on the weapon's rack.



Wandering Monster in this Quest: Fimir