

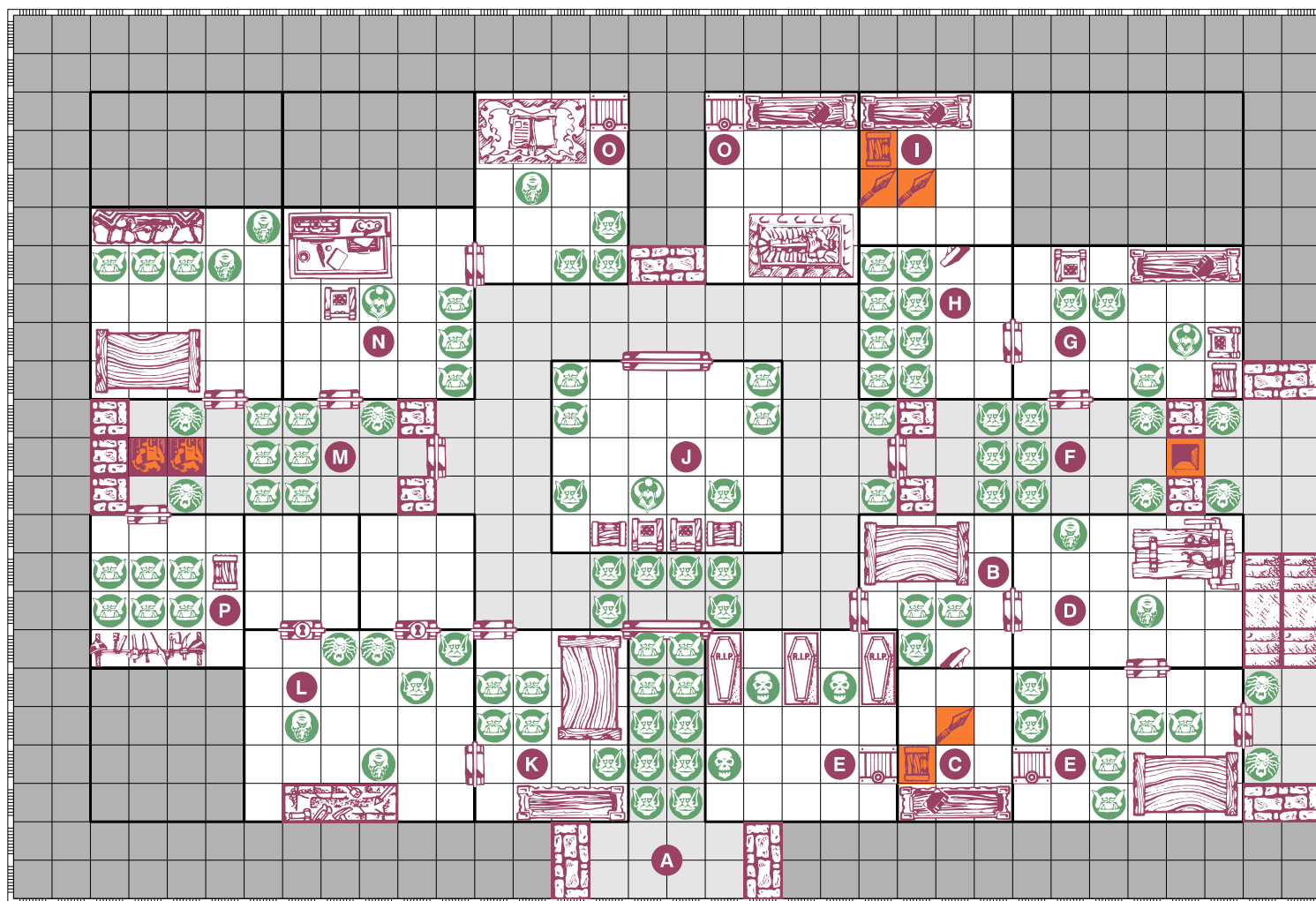
HeroQuest™

Masters' Series Adventure 1 – The Deadly Hand of Zargon

Q U E S T



B O O K



Quest 1

On your seventh birthday, an ancient man who simply called himself, Mentor, visited your family and explained to your parents that you had a destiny to protect the world of man against the evils of Zargon's realms. Excitedly you accepted his offer to train you. You left your family and came to the hidden temple of Farous. There many masters taught you to fight, observe and to think quickly. You met other children from all the different races. You became friends and learned to live, fight and work together.

After twelve years, Mentor came to you with dire news. The call for war has gone out to all the races. Trading ships that travel from the west across the Layshun Ocean from the continent of Aysiceran, have stopped coming. The fastest ship in the fleet was dispatched to find out why and never returned. All available ships on the west coast are preparing for battle. The

call has gone out for all able body men to enlist. Mentor wants you and your friends to go.

You travel quickly and join the fleet. You travel across the Layshun Ocean. On the day that the lookout sights land, you are attacked. You fight hard, but your ship is rammed. Your ship sinks quickly. You help the other people from drowning. Clinging to the floating debris, you swim the long way to shore.

You have lost nearly all your possessions and supplies. But fate is still kind to you as you notice that the currents have brought you way north of the fighting. You rest for a while in the sand, and then you and your friends make your way to the castle on the northern end of the seaport. The castle is heavily guarded, the monsters alert. You have to fight your way to the main gates.

NOTES:

- A** Starting place of the Heroes.
- B** When the Heroes search this room, they discover two knives on the table that will make good throwing daggers. Heroes also discover secret door.
- C** This chest is booby trapped. 1 hit point if sprung. Inside is the Wand of Magic, from the Artifacts Cards, 4 Potions of Dexterity, 2 Waters of Vitality, 2 Potions of Power, 4 Potions of Battle and 50 gold coins. When the Heroes search the bookcase, they find an artifact.
- D** There is a dead man on the rack. There is nothing the Heroes can do for him.
- E** When the Heroes search this room, they discover two knives on the table that will make good throwing daggers. Heroes also discover the trap door. This trap door leads into a large passage way. The way is safe. Heroes come back up on other space marked E.



NOTES continued:

This other room is a crypt. When Heroes search this room, they discover an artifact inside a secret compartment in one of the coffins.

- F** Heroes can search this hallway, if they want to.
- G** These Goblins both have Potions of Strength that they will drink. If Heroes can take them out in the first attack, they can claim the potions. This Orc has a Heroic Brew, same deal. When the Heroes search this room, they find an artifact inside the bookcase. The chest is safe. Inside are 40 gold coins.
- H** When the Heroes search this room, they discover the secret door.
- I** The chest in this room is booby trapped. 1 hit point if sprung. Inside are 4 Potions of Dexterity, 4 Potions of Defense, 3 Potions of Strength, 2 Potions of Battle and a finely crafted helmet. Heroes find 2 artifacts inside the bookcase.
- J** The 2 chests inside this room are safe. They are empty.
- K** When the Heroes search this room, they discover a knife on the table that will make a good throwing dagger. When the Heroes search the cupboard they discover good food inside. If they eat some they will regain 1 Body Point. Also the Heroes find a secret compartment inside the cupboard and discover an Elixir of Life.
- L** When the Heroes search this room, they discover 2 finished longswords on the forge. Both of the doors inside this room are locked. 5 hit points will break them in. Inside these rooms are prisoners. They are badly beaten and weak, but they are all alive. You give them food from the cupboard and tell them to wait here until you return.
- M** The Heroes can search this hallway, if they want to.
- N** When the Heroes search this room, they discover an artifact inside the desk.
- O** The Fimir in this room knows magic and casts Shroud of Night as soon as the Heroes open the door. Wizard needs to cast Magic Torch spell. When the Heroes search this room, they discover an artifact on the altar. The trap door

inside this room leads to a large passage. Passage is safe. Heroes come up in other space marked O. When the Heroes search this room, they discover an artifact inside the bookcase. They find the tomb empty, but when the Dwarf searches it closely they discover a secret compartment. Inside is a finely crafted chain mail shirt.

- P** When the Heroes search this room, they discover on the weapon's rack, a large staff, and 3 throwing axes. The chest is safe. At first it appears to be filled with worthless junk, but the Heroes discover a false bottom and inside they discover 2 Shield Potions and 4 Potions of Strength.

NOTES continued:

- Q** This chest is booby trapped. 2 hit points if sprung. Inside is jewelry worth a 1000 gold coins.
- P** This Warlock is making Stone Mummies. There is a body on the altar. The Warlock is in the middle of a very powerful spell. Here's the deal. The Heroes have to kill the Warlock in one attack. The best way to do this is to cast courage on the strongest Hero and then he drinks a Heroic Brew. If he fails the first time, Elf can cast Flashback or Time Stop. Warlock cannot defend against the attack. If the Heroes fail to kill the Warlock in one attack he then turns into a Big Gargoyle and gets to make the first attack. When the Warlock is killed then the Stone mummy comes off the altar and gets first attack.

When the Heroes search the room, they find the gold key on the book stand. The Wizard starts reading the book. "It's an ancient book of evil spells. Should I destroy it or bring it to Mentor?" He asks. "If the blasted thing isn't cursed. I guess we should." Says the Barbarian. "I don't think that it is. Maybe Mentor can learn something from it that will be of good use to us." Says the Wizard. He takes the book.

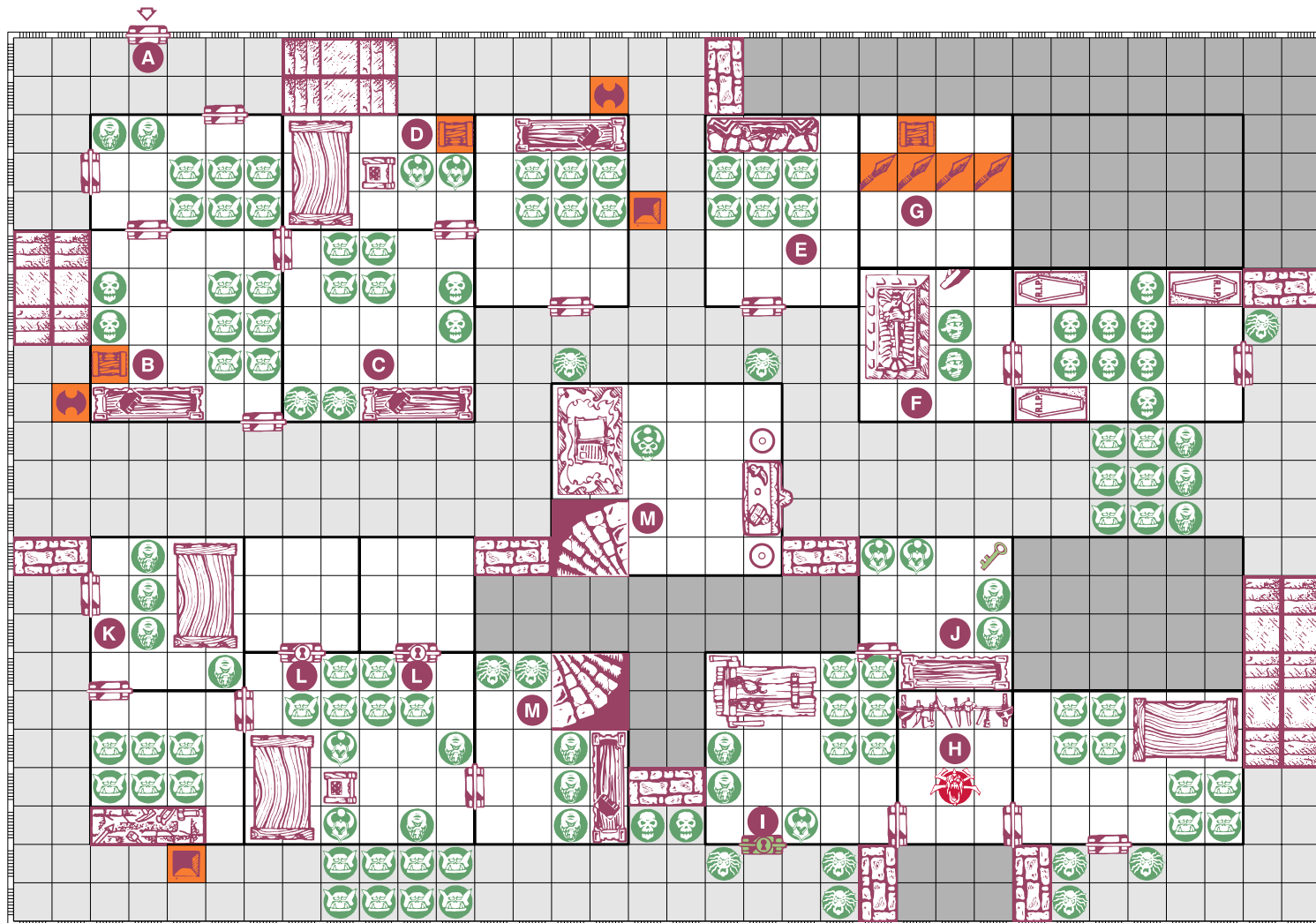
- Q** When the Heroes open the door to this room, they see Diann and some Fimir torturing a man upon the rack. Diann turns to you and says, "Mighty warriors, you have proven your worth. Join me and I will make you kings over vast kingdoms. You will live forever and have riches and pleasures beyond your wildest dreams." "Not interested!" You say. Diann's eyes flare. "I will restore my sisters, we will have back all that is rightfully ours. We will have our revenge. We will meet again!" She and the Fimir disappear in a cloud of black smoke.

You free the man on the rack. He is able to walk. The chest in this room is booby trapped. 2 hit points if sprung. Inside are jewels and gold worth 30000 gold coins. You make your way back down the stairs to Dananel and the Princess. They are happy to see you. You use the gold key to open the main gates and begin your journey home.

Dananel and the Princess tell you all about their time with the Vampires. The Princess says. "I am so grateful to all of you for the sacrifices that you made to save us. I am going to call my kingdom Mosaira. That is an ancient word for

"We shall overcome" and I'm choosing that word to honor all of you, my dear friends and protectors."

Your spirit is light; you are joyous at your triumph. But your friend the Dwarf seems thoughtful. "Is there something wrong." You ask him. "This is far from over. Evil is very patent and always seems to find a way." He says. "Do not let your heart be troubled, my friend." Says Dananel. "For our God never gets tired, never sleeps and is always ready." You all look at the Dwarf to see if this comforts him. He looks back at all of you and smiles and says. "And... he gives us a very fine axe."



Quest 14

You and your friend walk up the stairs. You are exhausted. But anger and resolve give you strength. There is a massive wooden

door at the top of the stairs. You open the doors and make your way through.

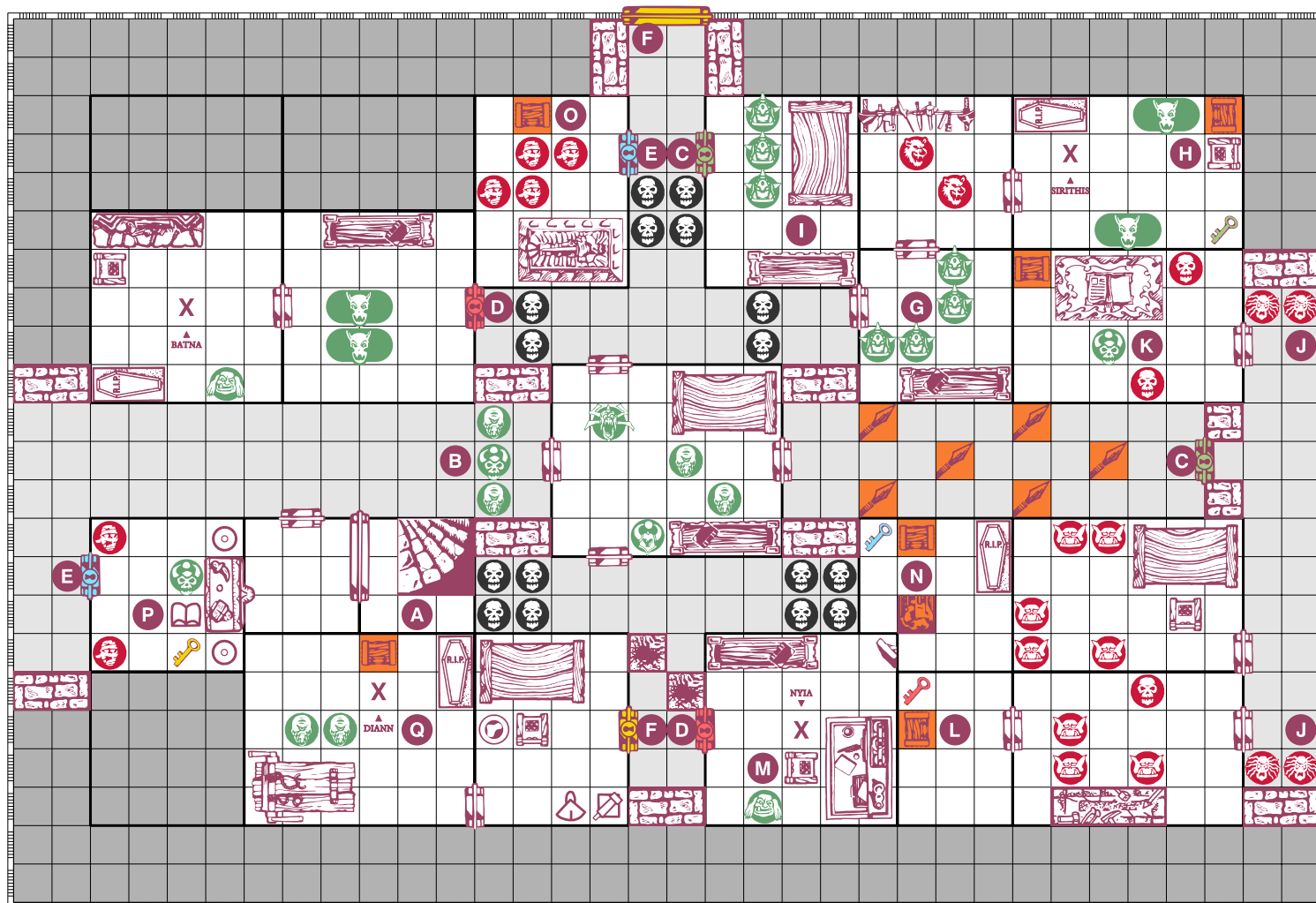
NOTES:

- A** Starting place of the Heroes.
- B** This Warlock and Fimir will cast Flaming Spear as long as they are able to at the Heroes. Heroes can search this hallway if they want to.
- C** This metal door is locked. Heroes need the iron key to open it.
- D** This metal door is locked. Heroes need the brass key to open it.
- E** This metal door is locked. Heroes need the silver key to open it.
- F** This metal door is locked. Heroes need gold key to open it.
- G** When the Heroes search this room, they discover 2 artifacts inside the bookcase.
- H** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews and an artifact. When Heroes search this room, they discover the iron key.
- I** When the Heroes search this room, they discover a sealed jar inside the cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared.
- J** These Ghouls have crossbows that they use to shoot at the Heroes.
- K** This Warlocks 1st spell is Mind Freeze. His 2nd spell is Chill and his 3rd spell is Hurricane. Then he resorts to physical combat.

Zargon, tell your Heroes that this chest is safe to open. The chest itself is a booby trap. When the Heroes open it the Firestorm spell is cast. All Heroes inside this room suffer from its effects.
- L** This chest is booby trapped. 2 hit points if sprung. Inside is a Potion of Speed, a Potion of Power and 4 Heroic Brews. When the Heroes search this room, they discover the brass key hanging on the wall.
- M** When the Heroes search this room, they discover notes on the desk. "This is unbelievable!" Says the Wizard. "What is it?" You ask. "They can use the Potions, Heroic Brews, Potions of Speed, any of them. And they use them to make stronger monsters. There's no telling how far they could go with this. We got to go back and tell Mentor about this." Says the Wizard. "Maybe what we've seen is already the full extent of what they can do" Says the Elf. "I hope so. This could be very bad for mankind." Says the Wizard. "Have faith, my friend. We have God on our side." Says the Barbarian. "Aye, and he's given us plenty of strong axes to help." Says the Dwarf. Heroes also find the secret door.
- N** This chest is booby trapped. 2 hit points if sprung. Inside is the silver key and jewels worth a 1000 gold coins.



Wandering Monster in this Quest: Doom Guard



Quest 2

You return to the prison cells and lead the people out of the castle. You discover that the rest of your army has done well. Zargon's monsters are retreating south. You bring the people to a safe place where they can get medical attention. You and your friends find a place to eat and rest.

While you are all resting a man comes up to you and greets you. "Greetings, young warriors. Are you well?" He asks. "Yes, God has been very good to us this day." You say. "You are the Lord's servants?" He asks. "Yes, we are." "Then the Lord has guided me to you. I am his messenger, he told me to find you and ask if you will follow me on a special Quest. The army will travel south along the coast to free the cities that have been captured. This is good. But God wants us to travel west. We need to work our way to the head of the problem. If you are willing?" He says. You take an instant liking of this man. You believe him and trust him. You agree to do as he asks. He joins you and your friends.

"My name is Dananel. I'm sorry that I will not be able to help you directly in your fighting. I am not strong enough to be a warrior. But, I can guide you and give you advice on God's will. What we are going to do will not be easy and all of us may not return. But, we need to travel west to a castle that has been captured. There is a boy there destined to become King of this land someday. We need to rescue him as quickly as possible." Dananel explains. He invites you to his home where you discuss and make plans for travel. You get some sleep and in the morning you find that Dananel has everything ready for the journey. You travel west for two days. When you finally see the castle you are itching for action. "There is a secret door in the back of the castle that I can take you to when it is dark enough. Night will come quickly." Says Dananel. It does and you make your way into the back of the castle. You enter a long hallway. No one is around.

NOTES:

Zargon, all the Ocrs for this Quest are lightly armored. They have 4 Defense dice.

A Heroes enter castle here.

B This chest is booby trapped. 1 hit point if sprung. Inside are 4 Heroic Brews, 2 Potions of Strength and an Elixir of Life. Heroes also find 2 artifacts inside the bookcase.

C When the Heroes search this room, they discover 2 artifacts inside the bookcase.



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

- D** This chest is booby trapped. 2 hit points if sprung. Inside is a finely crafted helmet and a crystal ball. It has a sparking gas inside. No one knows what it is for.
- Zargon, when the Heroes break the crystal, the Wizard and the Elf will regain all of their spells that they have used in this Quest. But none of the spells used from a spell scroll.
- E** When the Heroes search this room, they discover a small metal chest on the fireplace. This chest is booby trapped. 1 hit point if sprung. Inside are 40 gold coins.
- F** The Hero that opens the tomb to search it, finds the remains of an ancient King. He is holding finely crafted axe. Heroes also find the secret door.
- G** This chest is booby trapped. 2 hit points if sprung. Inside is an Elixir of Life and 2 heart strengthening potions. These potions when drank will add 2 points to a Hero's Body Points on his status sheet.
- H** When the Heroes search this room, they discover a good spear on the weapon's rack.
- I** This metal door is locked. Heroes need the iron key to open it. When the Heroes search this room, they discover a man tied to the rack. He's alive. You untie him. "Thank you, they got our Prince down in the dungeon. Please save him!" The man stays inside this room until you return.
- J** When the Heroes search this room, they discover a sealed jar inside the cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared. Heroes also find the iron key.
- K** All of these Fimir have Elixirs of Life and Potions of Strength that they drink. If Heroes can take the Fimir out twice before he makes his first attack, then Heroes can claim the Potion of Strength.
- L** These doors are locked. 5 hit points will break them in. Inside these rooms

are Human prisoners. They are badly beaten, but alive. You tell them to wait here until you return.

- M** When the Heroes search this room, they discover 2 artifacts inside the bookcase. These stairs lead down into the dungeons and the Heroes come out on the other stairs marked M.

When the Heroes enter this room, they see the Warlock with the Prince tied to the altar. He is turning him into a Chaos Warrior. If this Warlock can survive the Heroes first attack, then he will cast Cloud of Chaos and then he will attack the Heroes physically.

When the Warlock is killed, the Heroes free the Prince and the Prince attacks the Heroes. It's too late. He has become a Chaos Warrior. The Heroes have no choice but to kill him. When the Prince is dead, the Heroes carry his body out of the dungeon and return for all the prisoners to help them out of the castle. The people help carry the body and prepare him for burial.

NOTES continued:

are all right. But they are chained to the wall. Heroes need the gold key to free them.

The chest in this room is safe. Inside are bottles of fine wine. When the Heroes search this room, they find good food on the table. If they eat some they will regain 1 Body Point.

Dananel and the Princess tell you about a horrible creature that sleeps inside this coffin. She is half Human and half reptile, with 6 arms. "She's out there, somewhere!" They tell you. You tell them that you will be back with the key.

P

The chest inside this room is booby trapped. 1 hit point if sprung. Inside is the gold key and bottles of moon silver. When the Heroes search this room, they discover letters and notes on the desk. "The Vampires work for Neferu. Zargon came and cost them dearly. They are trying to regain all that they lost. This letter here says that all of Zargon's monsters are quickly returning to him. The war is over. Our people are not pursuing the monsters they are helping the people to rebuild. This letter is about us. If we've beaten Zargon, then bring Dananel and the Princess to Neferu, she will turn them into monsters." Says the Wizard. "So much for keeping their word. Then we kill them all. So be it." Says the Barbarian.

Q

These stairs lead to the next level up. You tell Dananel and the Princess to wait here until you return.



us try this way." Says your friend. You go to the door. It is unlocked.

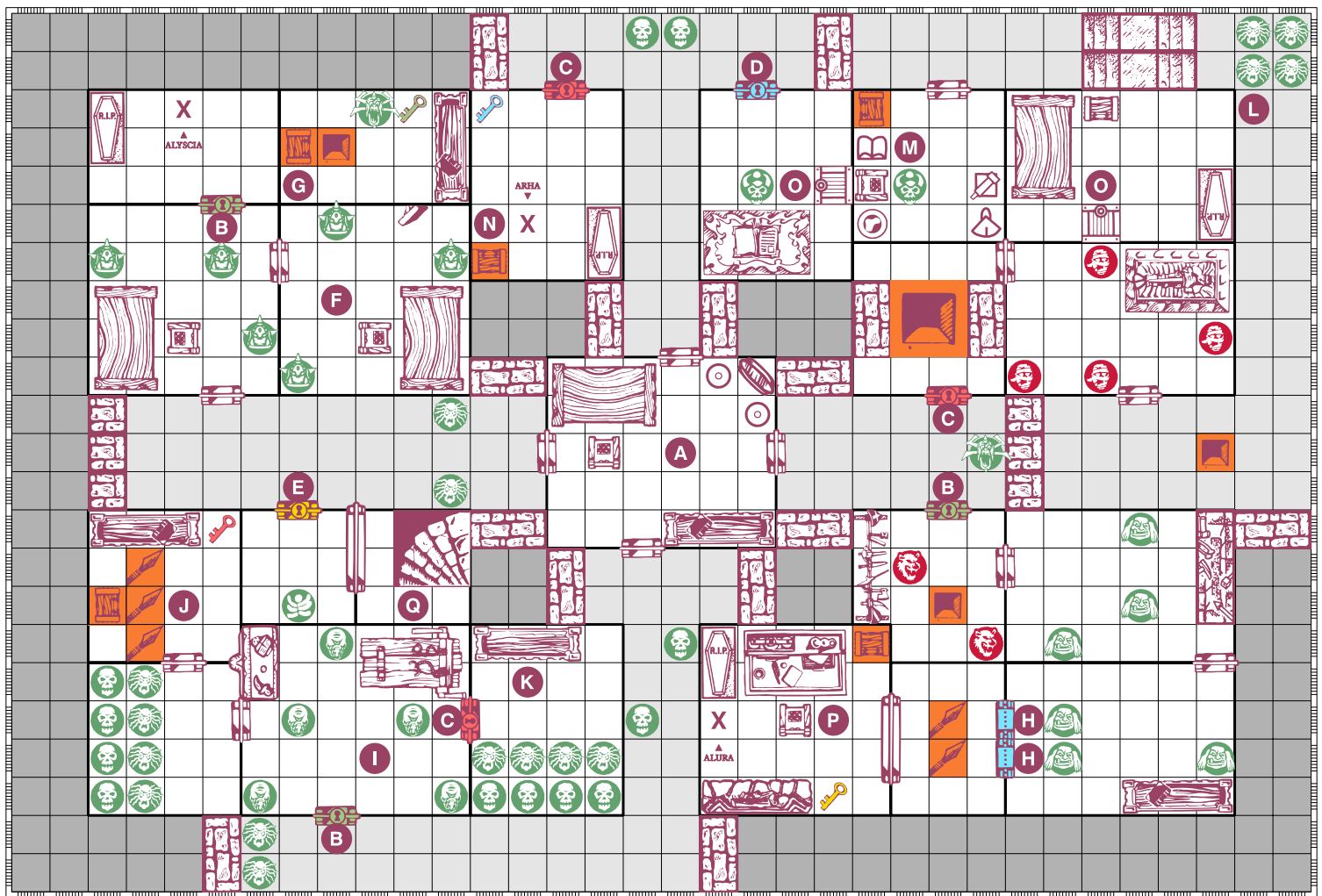
- A** Heroes start in this room.
- B** This metal door is locked. Heroes need the iron key to open it.
- C** This metal door is locked. Heroes need the brass key to open it.
- D** This metal door is locked. Heroes need the silver key to open it.
- E** This metal door is locked. Heroes need the gold key to open it.
- F** When the Heroes search this room, they discover the secret door.
- G** This chest is booby trapped. 2 hit point if sprung. Inside is a crystal ball. It is filled with a sparkling gas. When broken this gas will restore all of the Wizard's and Elf's spells, but none from the spell scrolls. When the Heroes search this room, they discover the iron key and an artifact inside the bookcase.
- H** These portcullises are locked. Heroes need the silver key to open them.
- I** All of these Fimir use fighting magic.
- J** This chest is booby trapped. 2 hit points if sprung. Inside are 8 Heroic Brews. When the Heroes search this room, they discover the brass key and an artifact.

- K** When the Heroes search this room, they discover a sealed jar inside the cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared.
- L** These Zombies have crossbows that they use against the Heroes.
- M** Let the Heroes pick the spells that this warlock will cast. He can cast 1 spell on each of his turns. If he lives long enough, he will cast 3 spells and then resort to physical combat. The chest in this room is booby trapped. 1 hit point if sprung. Inside is a jeweled necklace worth 500 gold coins. When the Heroes search this room, they discover an artifact on the book stand.
- N** This chest is booby trapped. 2 hit points if sprung. Inside is the silver key and a jeweled ring worth 200 gold coins.
- O** When the Heroes open this door the Warlock Immediately casts a spell. Shuffle Chaos Spell Cards and let Heroes pick which spell he will cast. This Warlock will cast 1 more spell on his next turn and then resort to physical combat. When the Heroes search this room, they discover an artifact on the altar. The trap door in this room, leads to the other trap door marked O.

When the Heroes enter this room, they find Dananel and the Princess. They



Wandering Monster in this Quest: Chaos Warrior



Quest 3

You and your friends find a place to rest. You are sick with grief at the fact that you failed to save the Prince. A small boy carrying a basket of apples come up to you and thanks you for saving him and his family. He gives each of you one of his apples and then hugs you. You talk with the boy. You are amazed at his character and bravery. Dananel comes over and tells the boy that his mother is looking for him. The boy hugs each of you again and says goodbye. Dananel turns to you and says, "You have done very well. He will become a great King one day and lead the people into prosperity." You are shocked. "We thought the Prince was going to be King." You say. Dananel sadly smiles. "The loss of the Prince is sad, but it is God's will. This family's line is destined to end. But not yet. The royal

family has cousins to the south west. Their castle has been captured for some time now. Inside this castle is a treasure room of vast wealth. If Zargon's monster haven't found it yet, they could use the wealth to rebuild. We need to save them." "Then let us be on our way." Says the Barbarian. If the Heroes never broke the crystal ball, Dananel tells them what it does. He proves to be an excellent guide. A few days later you come to the cousin's kingdom and see that all the people have been enslaved to work the fields. When night comes, they are taken inside the castle. The monsters post a few guards. Under the cover of darkness you are able to make your way to the main gates. You run in for the attack.

NOTES:

Zargon, all the Orcs for this Quest are lightly armored. They have 4 Defense dice.

- A** Starting place of the Heroes.
- B** These main gates are locked. Wizard needs to cast Wood Blast or Rot to open them.
- C** This chest is safe. At first it appears that there is only 1 torch inside. But if the Dwarf looks in, he notices a secret compartment. Inside are 2 Elixirs of Life. There is a small metal chest on the fireplace. This chest is booby
- D** This metal door is locked. Heroes need the iron key to open it.
- E** These Orcs have crossbows that they use to shoot at the Heroes. When they are killed, Heroes can claim 2 of the crossbows.
- F** When the Heroes search this room, they discover 2 good throwing stars on the table.
- G** This Warlock immediately casts Lightning Bolt as soon as the Heroes open



Wandering Monster in this Quest: Skeleton

NOTES continued:

the door. All Heroes caught in its path lose 2 Body Points. If this Warlock can survive the Heroes' first attack, then he casts Summon Wolves. Then he resorts to physical combat. The chest inside this room is safe. It appears empty, but when the Dwarf looks in, he sees a secret compartment. Inside is an Elixir of Life, 4 Potions of Dexterity, 2 Potions of Power and a Potion of Speed.

- H** When the Heroes search this room, they discover the secret door.
- I** This chest is booby trapped. Poisonous gas. 2 hit points on all the Heroes inside this room if sprung. Inside are 3 Sky Orbs, a Spell Ring and the Talisman of Lore from the Artifacts Cards.
- J** When the Heroes search this room, they discover 2 artifacts inside the bookcase.
- K** When the Heroes open the tomb, the Ghost Warrior appears. He hovers over the Heroes, but does not attack. He says to the Heroes. "I know that you fight for the forces of good. I will help you. Inside the next room you will find three tombs. Move the center one to the right and you will find a secret door that will lead you to a room that will help you." The Ghost Warrior then disappears.
- L** This chest is booby trapped. 1 hit point if sprung. Inside is a Wizard's Cloak, Eleven Bracers and Orc's Bane from the Artifacts Cards. Also inside the chest are 4 Heroic Brews, 2 Waters of Vitality, 2 Potions of Rejuvenation and an Elixir of Life.
- M** When the Heroes search this room, they discover the brass key on one of the Orcs.
- N** This metal door is locked. Heroes need the brass key to open it.
- O** All of these Fimir have 2 Potions of Defense that they will drink. If Heroes can kill a Fimir in one attack, then Heroes can claim the Fimir's second Potion. When the Heroes search this room, they find the Princess' cousin tied to the rack. He is half eaten. There is nothing the Heroes can do for him.

- P** This chest is safe. Inside are torture implements.
- Q** When the Heroes search this room, they discover good food inside the cupboard. If they eat some they will regain 1 Body Point. Heroes find the iron key on the table and also discover the secret door.
- R** Both of these chests are safe. Inside each are 40000 gold coins. Each Hero can claim 100 coins, but if they become greedy. Then they lose 1 Attack dice for every 100 coins they collect.
- S** All of these Chaos Warriors have Elixirs of Life that they drink.
- T** This room is full of Human prisoners. They are tired and weak, but alive and now safe.

NOTES continued:

Strength, 2 Heroic Brews, 2 Anti-poison Quills and 100 gold coins.

J When the Heroes search this room, they discover a large ruby worth 200 gold coins and an artifact inside the bookcase.

K When the Heroes search this room, they discover the brass key and an artifact inside the bookcase.

L This metal door is locked. Heroes need the brass key to open it. The chest in this room is booby trapped. 1 hit point if sprung. Inside are 40 gold coins.

M When the Heroes search this room, they discover a sealed jar inside the cupboard. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushroom must be eaten right away. Points can be shared.

N This giant pit trap is very deep. If a Hero falls in he will lose 3 Body Points and is trapped, unless his friends can find a rope.

O This Chest is safe. Inside is a coil of rope.

P When the Heroes search this room, they discover letters and notes on the desk. The Wizard quickly skims through them. "You're not going to like this at all." He begins. "The Sorceress that lives here is named Neferu. Not only can she make Stone Mummies, but all kinds of monsters, Vampires too. Zargon came to this continent and set them all running. They're trying to figure out a way to defeat him. Zargon sent us to do his dirty work for him." He says. "Maybe we can reason with her." He adds. "Another deal with a devil. I think not. Let us find her and kill her." Says the Barbarian. "The enemy of my enemy may be my friend." Says the Wizard. "We shall see." Grumbles the Barbarian. The Heroes find the secret door.

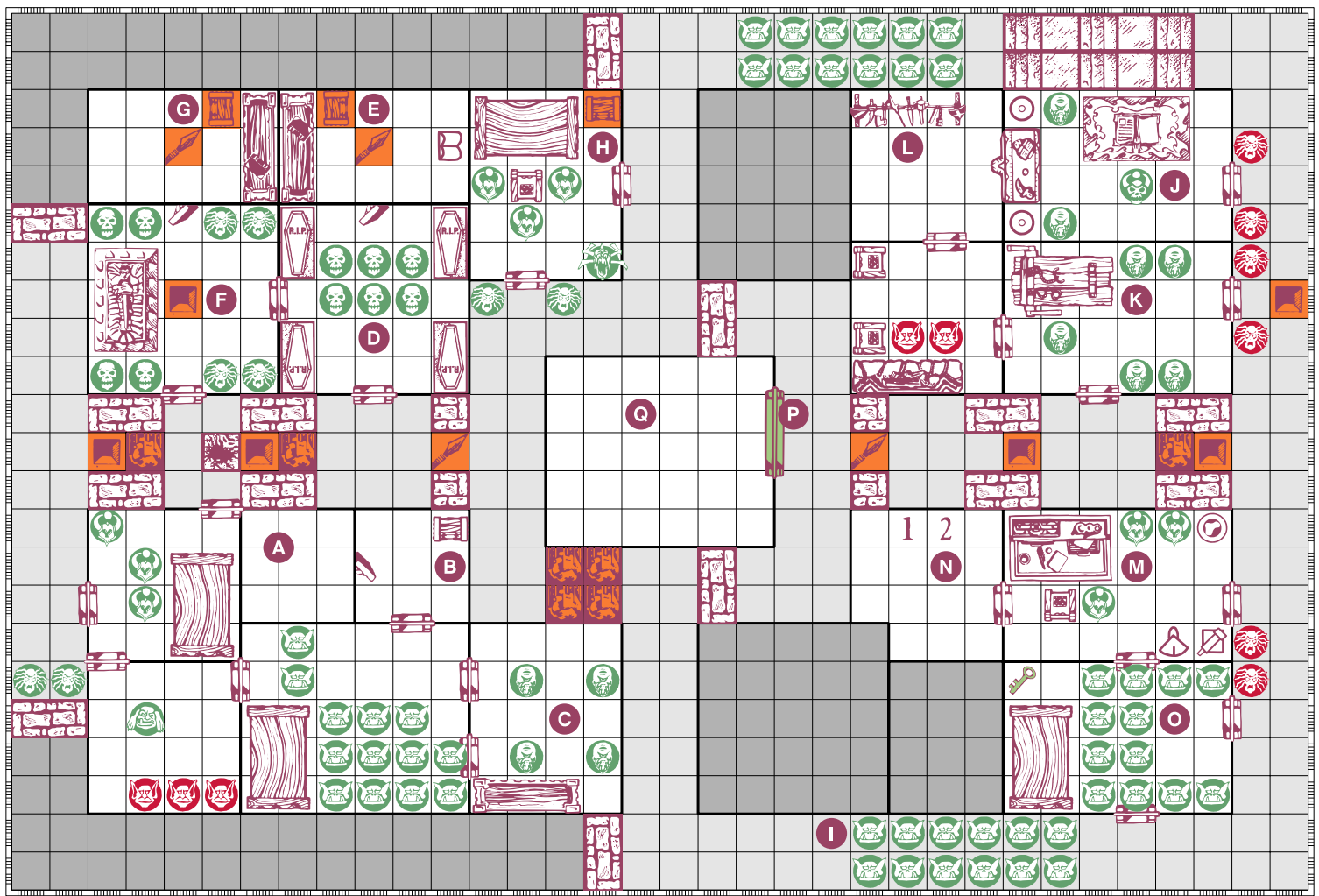
Q When the Heroes search this room, they discover the iron key and an artifact inside the bookcase. The chest in this room is safe. It is empty. "We're not going anywhere without some moon silver." Says the Elf. "There's only one door left and now we got the key." Says the Dwarf. "Let us go quickly then." Says the Barbarian.

R When the Heroes open the door to this room, they say to Neferu. "We're not here to kill you!" But Neferu says. "Then I will kill you!" "So much for diplomacy." Say the Wizard. You move quickly to make your attack.

Neferu's 1st spell is to Summon the Undead. Her 2nd spell is Flaming Spear. Her 3rd spell is Hurricane. Then she resorts to physical combat. When defeated she disappears in a cloud of black smoke.

The chest in this room is booby trapped. Firestorm spell will be cast if sprung. Inside is a bottle on moon silver and a jeweled necklace worth 200 gold coins.

The Heroes go back to the mirror and smear the moon silver on the mirror's surface. "God, you've been good to us all along. Please stay with us and help us through this." You pray as you and your friends step through the mirror.



Quest 12

The black smoke clears and your torch goes out. You quickly light another. You find yourselves standing in a room with a

tomb and 4 Stone Mummies. Mummies get to make the first attack. You move quickly to defend yourselves.

NOTES:

Zargon, your Heroes need a torch for this Quest or they lose 2 Attack and 1 Defense dice.

A The Heroes start here. When they have killed the Mummies they pull themselves together. "I can't believe it! It was like I was powerless against Zargon. I wanted to kill him, but I found myself listening to him." Says the Barbarian. "Me too, I'm so sorry, but I was so full of fear, he talked so quickly and the next moment we're fighting Mummies." Says the Wizard. "Where did he send us? We have to find a mirror. What did he mean when he said my task here is done?" Asks the Elf. "He knew he was beaten. He's running away. Our armies defeated his so now he's on the run. I feel ashamed that he controlled me like that. We made a deal with the devil, lads. And that's not going to turn out well for us." Says the Dwarf. "You are right, my friend. But for now we need to focus on the moment or we're dead men. We got to fight our way to the mirror he said. There is the door. Are we ready?" Asks the Barbarian. "We got friends to save and Vampires to kill. Let us move quickly." You say.

B These Fimir use fighting magic. They all have a Potion of Defense and an Elixir of Life that they drink. When the Heroes search this room, they discover a body on the rack and altar. "They're making Stone Mummies." Says the Elf. "Who? Not the Fimir. I didn't think they were that powerful with their evil magic." You say. "Must be a Warlock. Anyway, we will find out soon

enough." Says the Barbarian. The Heroes find an artifact on the altar.

C These Zombies have crossbows that they use against the Heroes.

D When the Heroes open this door, this Warlock immediately casts Lightning Bolt at the Heroes standing in the door way. Heroes have no chance to defend. This Warlock can cast 2 spells per turn. So he also casts Summon Orcs. Orcs appear in the hallway behind the Heroes. Warlock's 2nd set of spells is Rust. He casts it twice on the 2 Heroes closest to him. Warlock then uses physical combat.

The chest inside this room is booby trapped. 2 hit point if sprung. Inside are 2 Heroic Brews, 2 artifacts and 100 gold coins.

E This metal door is locked. Heroes need the iron key to open it.

F When the Heroes search this room, they discover replacement weapons if any were lost to the rust spells.

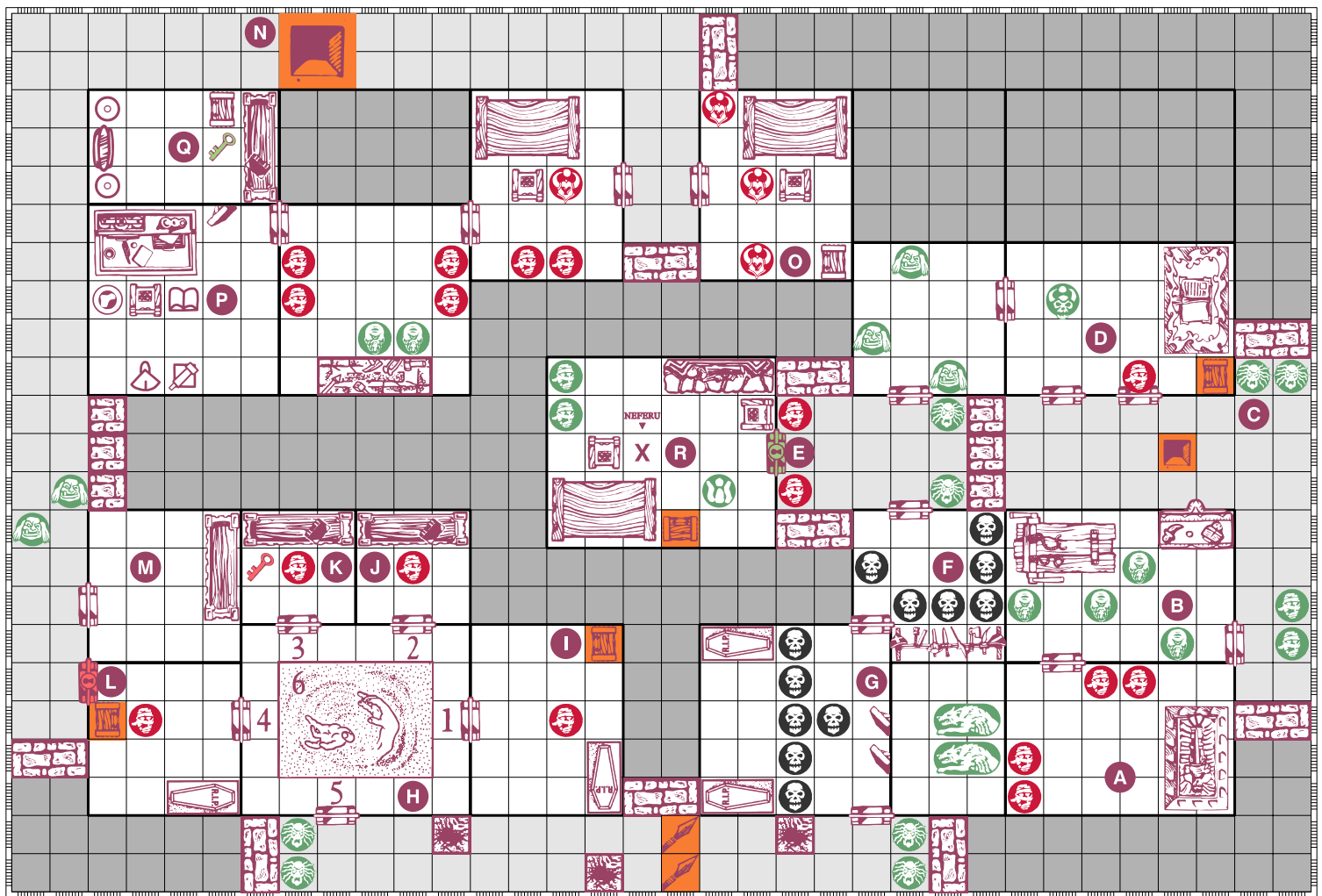
G When the Heroes search this room, they discover the secret doors.

H The Heroes must pass through the cloud of chaos.

I This chest is booby trapped. 1 hit point if sprung. Inside are 2 Potions of



Wandering Monster in this Quest: Werewolf



Quest 4

You bring the people out of the castle and tell Dananel the sad news about the Princess' cousin. "He has a sister." Says Dananel. You question the people, but they don't know what has happened to their Princess. "We need to travel west to the next kingdom, maybe we can find some answers there." Says Dananel.

After resting for a day, you begin your journey westward. You meet up with bands of Goblins and Orcs from time to time, but you make quick work of them. You stay close to the forest's

edge as much as possible. Keeping off the main road. After four days you come to a castle. "It's the same as before." Says the Elf. "They are using the people to do all the work." He says. "Zargon doesn't want to kill us. He wants to enslave us and rule us." Says Dannanel. "This castle has a moat. There's a large drain tunnel in the back. We could easily get in through there." Says the Dwarf. You like the plan and wait for night. You swim the moat to the opening and crawl in. You come up inside a small room inside the castle.

NOTES:

Zargon, Orcs are lightly armored. They have 4 Defense dice.

a Potion of Speed and a Talisman of Lore from the Artifacts Cards. When the Heroes search this room, they discover an artifact inside the bookcase.

- A** Starting place of the Heroes. Heroes see the secret door.
- B** This chest is safe. Inside is kitchenware and a magical never miss throwing dagger.
- C** All of these Fimir know how to cast the Werewolf Curse spell. If any survive the Heroes first attack, they will cast the spells. When the Heroes search this room, they discover an artifact inside the cupboard.
- D** When the Heroes search this room, they discover the secret door.
- E** This chest is booby trapped. 1 hit point if sprung. Inside are 3 Heroic Brews,
- F** When the Heroes search this room, they discover the secret door.
- G** This chest is booby trapped. 1 hit point if sprung. Inside are 2 finely crafted helmets.
- H** This chest is booby trapped. 1 hit point if sprung. Inside are 2 Potions of Strength and a piece of a map. "What's this?" asks the Dwarf. "It's a piece of a map. But, I can't tell what it is for." Says the Wizard. "Let us keep it. We may find another piece." Says the Barbarian.
- I** Zargon, if any Hero ran pass the falling block traps and was cut off from his friends. Have these Orcs capture him and bring him to the center room.



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

J Zargon, remove the Escape spell for the Chaos Spell Cards and shuffle the deck and allow the Heroes to pick which spell the Warlock will cast. There is a girl tied to the altar. She is alive and now safe. "Thank you brave warriors. They were going to turn me into a zombie." She says. "Where are they holding the people?" You ask. "Inside the throne room, in the center of the castle." She answers. "Stay with us." You say. She follows you, but can't do any fighting.

K There is a body on the rack. He is half eaten. There is nothing the Heroes can do for him.

L When the Heroes search the weapon's rack, they find 2 good shields.

M All of these Chaos Warriors have Elixirs of Life that they drink. When the Heroes search this room, they discover an artifact in the desk. The Heroes also find a note to Zargon. "I can't make it out too clearly." Says the Wizard. "It says that they captured one and that they will bring whatever it is to Zargon right away." He says. "One what?" Asks the Barbarian. "I don't know. I've never seen this word before." Says the Wizard. "Damn. It must be important to Zargon and we don't know what it is." Grumbles the Dwarf. "Maybe Dananel will know something about it." Says the Elf. "That's a good idea." You say.

N When the Heroes enter this room, they see 2 women chained to the walls. Woman #1 says. "Please help us!" Woman #2 says. "Don't unchain her. She's a Werewolf." Woman #1 says. "Please save me! She's a Vampire!" What will the Heroes do?

Zargon, woman #1 is a Werewolf. If the Heroes free her she turns and attacks the Heroes. Anyone taking a hit from her will be infected with the Werewolf curse. Woman #2 is Alura, the Vampire, if the Heroes free her, she will fight with them for a couple of rounds and then runs away saying. "We will meet again my brave mortals."

"What was she?" Asks the Barbarian. "The other one called her a Vampire. I never heard of that before." Says the Wizard. "I pray we never meet up with her again. She was the fastest monster I ever met." Says the Elf. "I have a feeling she means to keep her word." Says the Dwarf. "Something is going on

here and we don't have any answers." You say. "We don't even know what the question is." Says the Wizard.

O When the Heroes search this room, they discover the iron key on the table.

P This massive door is locked. Heroes need the iron key to open it.

Q This room is full of prisoners. The Heroes ask for the Princess. "Someone saved her two days ago. She was working in the fields and someone killed quite a few monsters and took her away." They tell you. "We got to talk with Dananel." You say.

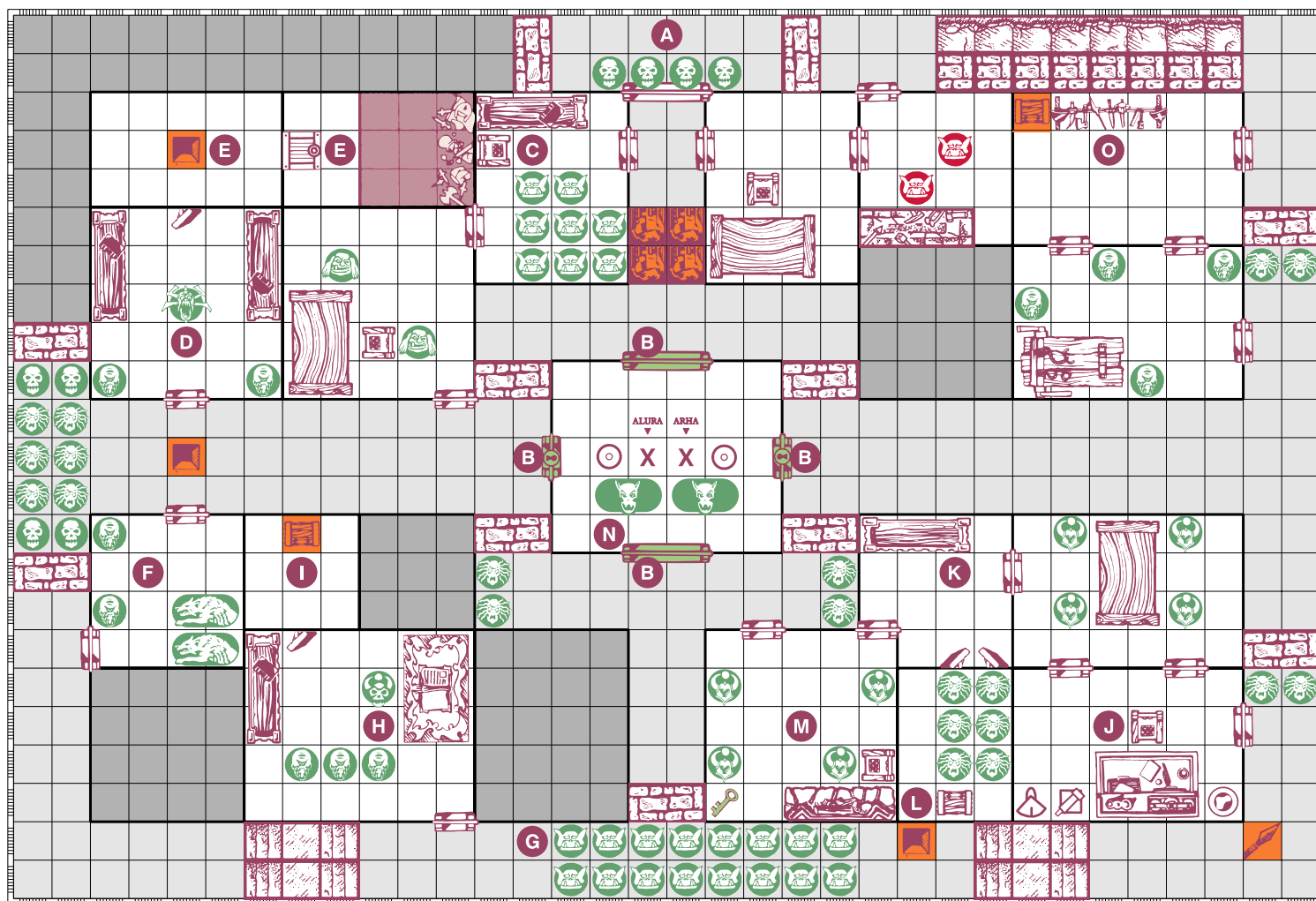
NOTES continued:

the magical spear can kill the Horror.

- E** These Skeletons have crossbows and broadswords. They all have 3 Attack dice.
- F** This chest is booby trapped. 1 hit point if sprung. Inside are 2 Heroic Brews and 100 gold coins. When the Heroes search this room, they discover 2 artifacts inside the desk. There are notes to and from Zargon. "He called his armies back." Says the Wizard excitedly. "Our armies must have whipped his butt." Says the Barbarian. "This is good. But something's not right." Says the Elf. You look at your friend. "It was too easy." He says. "We got a job to do." Says your friend. You swallow hard. Your fear has been growing.
- G** This monster is a changeling. It is presently in the form of a Fimir. When the Heroes kill it and search the room, they discover the Eleven Bow of Vindication inside the mirror. The Heroes must use a bottle of moon silver to get the bow.
- H** When the Heroes search this room, they discover a sealed jar inside the cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared.
- I** Zargon, use the 16 squares slippery ice tile for this room.
- J** This chest is booby trapped. Firestorm spell is triggered if sprung. Inside are 4 Potions of Restoration, 4 Potions of Rejuvenation, a Potion of Recall, a Water of Vitality, 2 Potions of Icy Strength, a Potion of Thunder and 100 gold coins. When the Heroes search this room, they discover 2 artifacts inside the bookcase. When the Wizard reads the book, he can't believe what he is reading. "This book tells of an ancient artifact called the ark of power. I've never heard of such an artifact." He says. "What does it do?" Asks the Barbarian. "It says here that it contains the power of God. The people who built it used it to get closer to God. The ark protected the people, until they stopped listening to God. The ark vanished and the people were destroyed." He reads. "Does it say where this ark is?" Asks the Elf. "It's believed to be somewhere in the valley beyond gold mountain. Back on our continent. But if that's true. I'm sure I've would have heard about it in my lessons." Says the

Wizard. "Child stories." Says the Dwarf. "Well whatever it may mean is of no use to us here. Let us move on. I can feel Zargon close to us." Says the Barbarian. "Yes, I do too." You say.

- K** Zargon, use the throne room tile for this room. When the Heroes enter this room Zargon starts talking to them. "It's about time you fools showed up. Now listen to me. My task here is done. I am leaving. But you need to confront the Vampires. I'm going to help you." He goes to the chest and takes out 4 bottles of Holy Water. He gives them to you. "I see that you have the Bow of Vindication. Put it on the altar now." He commands. You don't know why, but you do as he says. Zargon casts a spell on the bow and 4 arrows. "It will now only take one arrow to kill a Vampire. That is, if you don't miss. I am going to send you to a castle. Once there you must fight your way to the mirror. Find some moon silver and that mirror will take you to the Vampire's castle. Then take your revenge. Now BE GONE!" You and your friends disappear in a cloud of black smoke.



Quest 11

You make your way out of the castle. You and your friends are exhausted from all your efforts. But the knowledge that you are now one step closer to Zargon gives you strength. "I'm so hungry I'm ready to eat my pouch." Says the Dwarf. "I don't know where we're going to find much food this far north. They don't seem to have a very long growing season up here." Says the Elf. "My grandfather told me that there are certain trees that we could eat the bark off of but I forget what kind of tree it was." Says the Dwarf. "We could always have gold coin soup." Says the Wizard. You do not find his joke very funny. "Maybe we will get lucky and spot a deer." Says the Barbarian "Oh Lord, do you have any food for us to eat here?" You pray. And in answer to your prayer, the people that you freed have brought the others back. They have brought some food for you as a way of thanking you for rescuing them. They start a fire and cook a fine meal for you and your friends as you rest and talk with the people. They tell you the way to Zargon's castle. "The next

castle eastward. The royal family used an escape tunnel to get away. It is at the base of a raven in the back of the castle. There is a crest carved into the stone. Under this sign you will find the secret door that leads into the tunnels."

The time to rest and the fine meal has restored your strength. You travel quickly. You do not have to travel too far and you see the castle on top of a large hill. You make your way into the raven and your friend the Elf spots the crest carved into the rock. The Dwarf finds the latch to open the door to the secret tunnel and you make your way inside. You light a torch. A narrow flight of stairs leading up comes into view. You walk up a long set of winding stairs and finally come out a trap door inside a secret room. By the light of the torch you find the secret door and make your way inside the castle. You have to fight away a growing feeling of fear. You mention this to your friends. They are feeling it too. "Zargon's here." You whisper.

NOTES:

Zargon, your Heroes need a torch for this Quest or they lose 2 Attack and 1 Defense dice.

A Heroes start in this room.

B When the Heroes search this room, they discover an artifact inside the

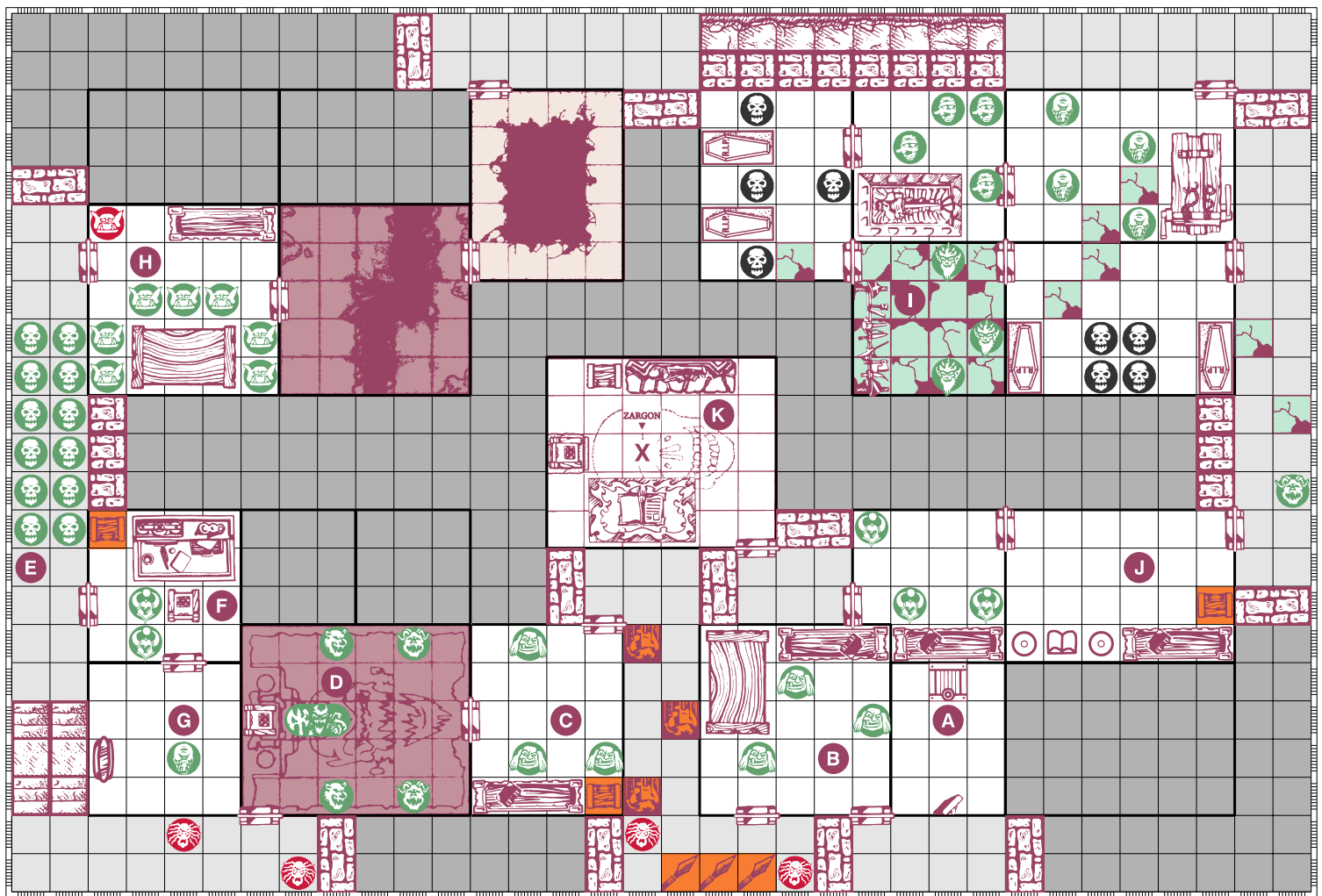
bookcase.

C This chest is booby trapped. 1 hit point if sprung. Inside are fur cloaks. When the Heroes search this room, they discover an artifact inside the bookcase.

D Zargon, use the seat of power room tile for this room. The Heroes must change the scepter into a spear to make an attack on the Frozen Horror. Only



Wandering Monster in this Quest: Uruk-hai



Quest 5

You bring the people out of the castle and find Dananel. You show him the note and tell him all that has happened. He becomes visibly pale. "This is the worst thing that could have happened. If the Vampires have her, they'll either kill her or worst turn her into one of them." He says. "What's a Vampire?" You ask. "A monster of the night. They live on Human blood. They don't follow Zargon. They hate Zargon. They want to rule the world for themselves." "What can we do?" Asks the Barbarian. "Pray! Pray that they need the Princess for some reason, please let me see the map." You give it to Dananel. "I recognize some parts of it. We need to travel north. With God's help we may find out the importance of this map." He says. "What about the Princess?" You ask. "We can only hope that

this is all somehow connected."

You rest, and early morning finds you heading north. You travel for days. Dananel tells you all that he knows about the Vampires. Then one day you find a castle. It's pretty run down." Says the Elf. "I don't think there are any Humans here." He says. "Let us rest until night fall and then we will make our way inside.

When the night comes you make your way to the main gates. There are four Skeletons guarding the gates. "So there is someone home then." You say. You move in quickly to make your attack.

NOTES:

Zargon, the Heroes need a torch for this Quest or they lose 2 Attack and 1 Defense dice.

- A** Starting place of the Heroes.
- B** This metal door is locked. Heroes need the iron key to open it.
- C** When the Heroes search this room, they discover an artifact inside the bookcase.
- D** All the Fimir in this room have a Heroic Brew, a Potion of Defense and an

Elixir of Life that they drink. When the Heroes search this room, they discover an artifact inside the bookcase. Heroes also find the secret door.

- E** The Hero that falls into this pit trap discovers a tunnel that leads to a trap door marked E. When the Heroes search this room they discover 2 Talismans of Lore and 3 Sky Orbs from the Artifacts Cards. Heroes also find 4 Heroic Brews, 2 Potions of Strength, 4 Waters of Vitality, 5 Potions of Dexterity, 2 Potions of Battle Rage, 2 Potions of Icy Strength, a Potion of Speed and an Elixir of Life.
- F** These Giant Wolves are infected with the Werewolf's Curse. Any Hero that takes a hit from these monsters will be infected with the curse.



Wandering Monster in this Quest: Skeleton

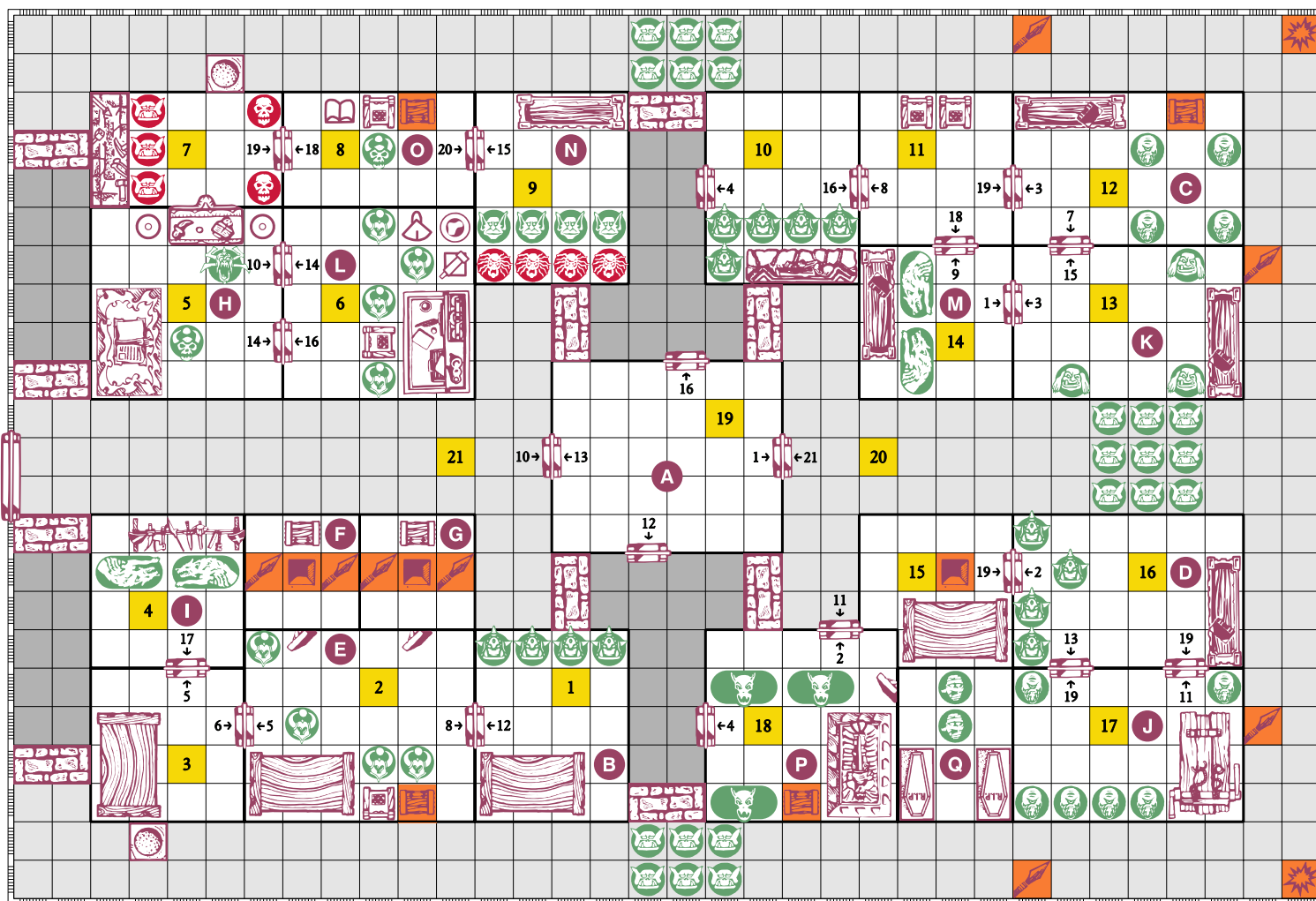
NOTES continued:

- G** The Orcs in this Hallway have crossbows and long swords that a Hero could claim when they are all killed.
- H** Zargon, remove Escape spell from Chaos spell deck and shuffle cards. Let the Heroes pick which spell this Warlock will cast. Warlock will cast spells as long as he is able to. When Heroes search this room, they discover 2 artifacts inside the bookcase. Heroes also find the secret door.
- I** This chest is booby trapped. 2 hit points if sprung. Inside is Spirit Blade and Ring of Return from the Artifacts Cards. There are 2 Heart Strengthening Potions. A Hero can only drink these potions once in their life, if they drink the Potion a 2nd time it will have no effect. If the Dwarf looks inside the chest he sees a secret compartment. Inside is a large emerald worth 200 gold coins.
- J** When the Heroes search this room, they discover the 2nd piece to the map inside the desk. "Can you tell what the map is for?" You ask. "I think it's showing a special castle. Maybe there is something there that could help us." Says the Wizard. "It's still incomplete. Maybe all we need is one more piece." Says the Elf.
- K** When the Heroes search this room, they discover good food inside the cupboard. If they eat some they will regain 1 Body Point. Heroes also find the secret door.
- L** This chest is safe. Inside are 300 gold coins.
- M** When the Heroes search this room, they discover the iron key on the fireplace.
- N** When the Heroes open the door, they are amazed at what they see. "God help us! What are they?" Alura and Arha laugh. "I'll show you how good they are." Alura says to Arha. The 2 Vampires step back and do not attack the Heroes. They watch them fight the Othalus. When the Othalus are killed Arha says to Alura. "They are brave. Let us leave them a present." The Vampires disappear in a cloud of black smoke. The Heroes find an artifact where they were standing.
- O** This chest is booby trapped. 1 hit point if sprung. Inside are 50 gold coins and a never miss throwing dagger. When the Heroes search this room, they discover a fine axe on the weapon's rack.

NOTES continued:

- H** This chest is booby trapped. 2 hit points if sprung. Inside are 2 artifacts and a Ring of Warmth from the Artifacts Cards.
- I** This Warlock can cast 2 spells on each of his turns. 1st set is Reanimation & Soothe. His 2nd set is Summon Undead & Shroud of Night. When the Heroes search this room, they discover 2 Artifacts on the altar.
- J** Zargon, use the foggy ice vault tile for this room and follow new rules for this tile.
- K** Zargon, use 16 squares slippery ice tile for this room.
- L** Zargon, use 24 squares slippery ice tile for this room. When the Heroes search this room, they discover an artifact on the table.
- M** The first Hero to step on these spaces triggers the rolling rock trap.
- N** The chest in this room is booby trapped. 2 hit points if sprung. Inside is an artifact and 200 gold coins. When Heroes search this room, they discover a note to Zargon inside the desk. "It talks about a scepter that they found. There must be something special about it. They say they have it safely hidden away until Zargon tells them what to do with it." Says the Wizard. "Let us see if we can find it. It may prove useful to us." Says the Barbarian. Heroes also find the secret door.
- O** When the Heroes search this room, they discover a good shield and 2 throwing stars on the weapon's rack.
- P** Let your Heroes pick the spells that this Warlock will cast. He casts 1 spell on each of his turns for as long as he is able to. The trap door inside this room leads to the other trap door marked P. The passage is dangerous. Heroes that use this door must roll 1 combat dice and a skull means a lost Body Point. When the Heroes search this room they discover the scepter. "This scepter is magical. I can sense it." Says the Wizard. "Let me see that lad." Asks the Dwarf. You give him the scepter and he turns it into a spear. "This weapon was forged to kill a certain monster." He says. He turns it back into a scepter and gives it to you. "Maybe it will kill Zargon." Says the Barbarian. "Possible."

I pray that we find him soon. I hate the thought of the Princess and Dananel being captive to those Vampires." Says the Elf. "Let us hurry then." You say.



Quest 10

You and your friends come out of the castle and can easily see that the east road has been used recently and extensively. "How far?" The Barbarian asks the Wizard. "Not far. We should be there around sunset." "Good. Do you think it is safe to take the main road?" He asks the Elf. "It's a straight road. The woods are close by. If they stay with us all the way we shouldn't have any trouble."

You make good time. Only once do you meet up with a band of Orcs coming from the east. The battle is fierce, but short. The road brings you to a village with a large castle in the middle of it. All is quiet. "The people are either all dead or they fled." Says the Dwarf. "I see a lot of troches burning inside the castle." Says the Elf. You make your way to the main gates. No one is outside. The gates are unlocked. You make your way in.

NOTES:

Zargon, Orcs in this Quest are heavily armored. They have 5 Defense dice. All Fimir attack with fighting magic.

will attack that Hero until he returns the coins.

- A** Starting place of the Heroes.
- B** When the Heroes reach this spot they discover the secret door.
- C** These stairs lead deep down into the next set of stairs marked "C" The Ghost Warrior stays in his spot, unless the Heroes attack him. "My master commanded me to protect the next room from all that are not worthy until he returns. What would you do with his gifts?" He asks you. "We would use them to get rid of the Monsters that have invaded your land, then your master could return." Says the Wizard. "Each of you must leave a hundred gold coins offering on the tomb and then you may enter." Says the Warrior.

Zargon, if the Heroes choose to leave an offering, then the secret door appears. If they do not want to leave an offering, then they can leave. If they try to take back their offering after being in the room, then the Ghost Warrior

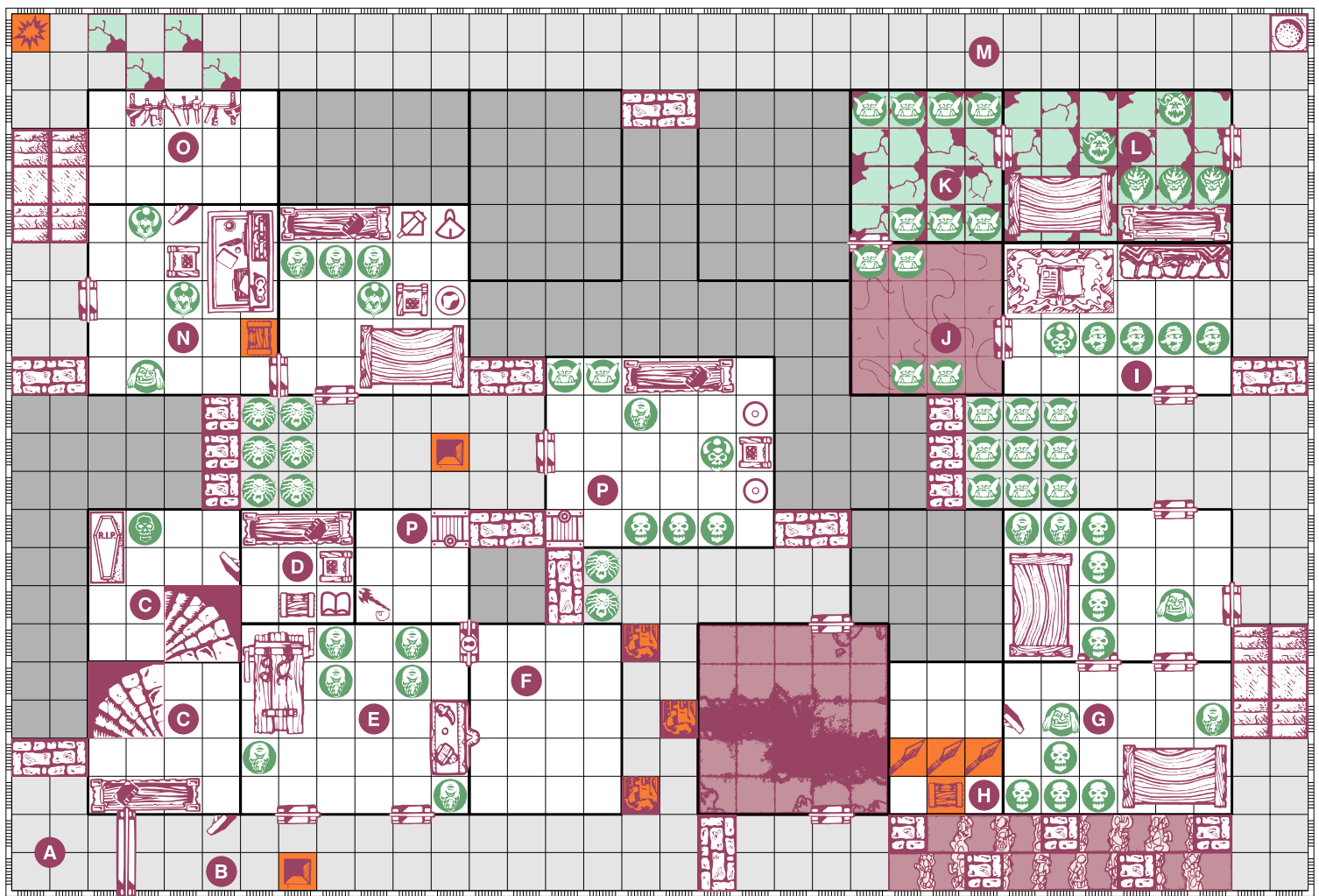
- D** This chest is safe. Inside is a gift for each of the Heroes that left an offering.

Elf - Eleven Boots
 Wizard - Arm Band of Healing
 Barbarian - Amulet of the North
 Dwarf - Fire Ring and Rabbit Boots
 Mercenaries - Arm Bands of Ice

- E** When the Heroes search this room, they discover the half-eaten remains of two people on the rack and altar. The wooden door in this room is locked. 5 hit points will break it in.
- F** This room is full of prisoners. "Are you able to travel?" Asks the Barbarian. "Yes. We know where to go to be safe." They tell you. You set them free and they go out the main gates.
- G** When the Heroes search this room, they discover the secret door.



Wandering Monster in this Quest: Fimir



Quest 6

You come out of the castle exhausted from your efforts. Dananel has a meal ready for you. You tell Dananel all that happened. "They are called Othalus. They are a creation of some very powerful evil magic. These Vampires want something from you. Be very careful. It's said they can influence a mind. This new part of the map shows a village near by that I am not familiar with." Says Dananel. "Let us travel there and see what Zargon has done to the people." Says the Barbarian. You all agree to go in the morning.

You make your way through the thick forest. You notice the lack of any roads. Just small trails and no monsters. You come upon the town suddenly. You let your friend the Elf do his job. He comes back a few hours later. "This is very odd. It's a perfectly peaceful village. It's like Zargon doesn't even know that it's here." He says. "Well then, let us go forth and talk to the people and see if they know anything." Says the Barbarian. You enter the town and are warmly greeted. The people seem happy. They know nothing of the war going on outside their village. They have all that they need here, they explain. They

offer you a room for the night. You bathe and buy supplies.

Zargon, the Heroes can buy supplies from the Armory and Alchemists Shops.

You and your friends fall asleep quickly and awake on a dark cold stone floor. You jump to your feet. Your friends are with you. "What's going on?" You ask. As if in answer to your question torches flare up on the walls. You hear women laughing.

"Such a fine catch, my sisters, well done." "Do you think they will do it?" "To save their beautiful Princess. I dare say we choose well." "Let us see if they can pass our little test. We need to be certain." "Yes, we only get one try at this." Diann appears before you. "Warriors, find your way out and then we will talk." She disappears. You are in a large room with 4 doors. "This can't be good." Says the Dwarf. "At least we got all of our supplies." Says the Wizard. "Well then, my friends, let us not keep our hostesses waiting." Says the Barbarian. You put on your armor and head for a door.

NOTES:

Zargon, each room has a number. The number in front of the doorway that the Heroes use to enter is the number of the room they will appear in. Heroes can only search a room once.

- A** Starting place of the Heroes.
- B** When the Heroes search this room, they discover a Heroic Brew and an artifact on the table.



Wandering Monster in this Quest: Uruk-hai

NOTES continued:

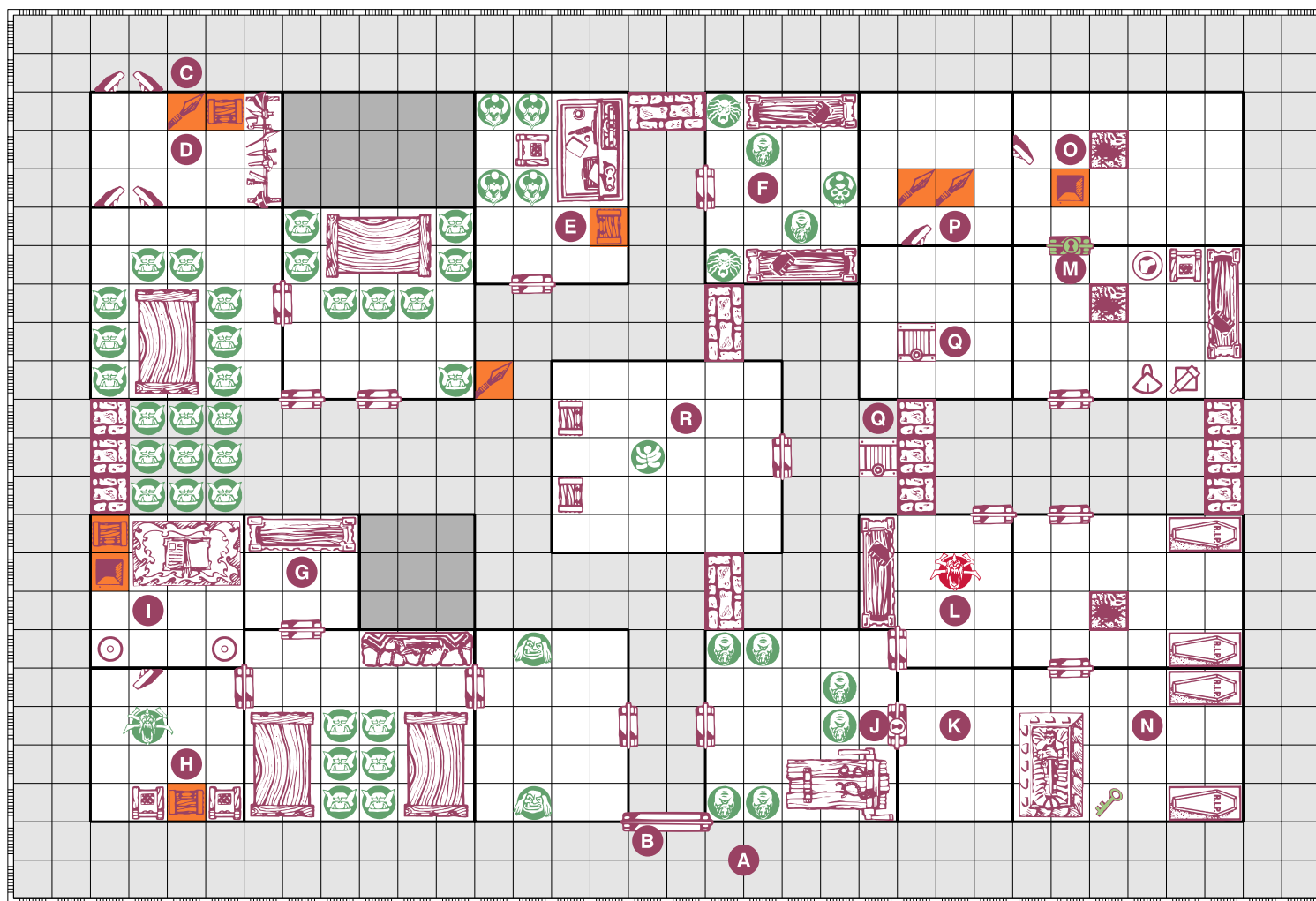
- C** These Fimir use fighting magic to attack the Heroes. They each have a Heroic brew and an Elixir of Life that they drink. If the Heroes can take a Fimir out twice before they make their attack, Heroes can claim the Heroic Brew. The chest inside this room is booby trapped. 2 hit points if sprung. Inside are 2 Potions of Dexterity and 40 gold coins.
- D** When the Heroes search this room, they discover an artifact inside the bookcase.
- E** This chest is booby trapped. 2 hit point if sprung. Inside are two Healing Potions and 40 gold coins. Heroes discover a sealed jar on the table. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared. The Heroes also discover the 2 secret doors.
- F** This chest is safe. Inside are 400 gold coins.
- G** This chest is safe. Inside is Borin's Armor from the artifacts cards.
- H** Shuffle Chaos Spell Cards and allow Heroes to pick which spell this Warlock will cast, if he can survive Heroes first attack. If Escape is chosen, then Warlock disappears. When the Heroes search this room, they discover a Goblin tied to the altar. "If you set me free, I will fight for you." He says. What will the Heroes do? If they untie him, then the Goblin joins you.
- I** These Wolves are infected with the Werewolf's Curse. Any Hero that takes a hit will be infected with the curse. When the Heroes search this room, they discover 3 throwing axes, 2 throwing stars, an axe and a spear on the weapon's rack.
- J** These Fimir use fighting magic to attack the Heroes. They all have a Potion of Strength and an Elixir of Life that they drink.
- K** When the Heroes search this room, they discover an artifact inside the bookcase.
- L** These Chaos Warriors have Elixirs of Life that they drink. When the Heroes search this room, they discover an artifact inside the desk.
- M** These Wolves are infected with the Werewolf's Curse. If a Hero takes a hit then they are infected with the curse. When the Heroes search this room, they discover 2 Potions of Strength and an artifact inside the bookcase.
- N** When the Heroes search this room, they discover a sealed jar inside the cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Points can be shared.
- O** Shuffle Chaos Cards and allow Heroes to pick the spell that the Warlock will cast, if he can survive Heroes attack. If Escape is chosen, then Warlock disappears. This chest is booby trapped. 2 hit points if sprung. Inside is Borin's Armor from the Artifacts Cards.
- P** This chest is booby trapped. 2 hit points if sprung. Inside is a crystal ball filled with sparkling gas. If Heroes break this crystal, Wizard and Elf will regain all their spells. When the Heroes search this room, they discover the secret door.
- Q** When the Heroes search this room, they discover 2 large rubies on the coffins. Each ruby is worth 500 gold coins.

NOTES continued:

This castle must be the center city for this area's trade routes." Says the Wizard. "So Zargon is not here?" Says the Dwarf. "I don't think so. My guess is that he's further east, towards the coast. This map shows more population and an easy way in to make an attack from the north in the southern coastal kingdoms." Says the Wizard. "God help us! This may take a while for us to do yet. We better get moving then." Says the Barbarian.



These massive doors lead outside.



Quest 9

You and your friends come through the mirror. The cold air stings your flesh. You find yourselves inside a room with an open window. You look outside to see a snow covered landscape. "Did those Vampires want to freeze us to death?"

Grumbles the Dwarf. "Maybe it is warmer inside the castle." You say. You open the trap door and climb down the narrow stairway.

NOTES:

- A** Starting place of the Heroes. This trap door leads to other trap door marked A.
- B** The first Hero to step on one of these spots triggers the rolling rock trap.
- C** These Zombies have crossbows that they use to shoot at the Heroes.
- D** When the Heroes search this room, they discover a small metal chest on the fireplace. This chest is booby trapped. 1 hit point if sprung. Inside is a large emerald worth 200 gold coins. Heroes also find the 2 secret doors.
- E** This chest is booby trapped. 1 hit point if sprung. Inside is a Ring of Warmth from the Artifacts Cards and some fur cloaks. When the Heroes search this room, they discover an Artifact inside the bookcase.
- F** This chest is booby trapped. 2 hit points if sprung. Inside are 6 Heroic Brews, 2 Potions of Icy Strength, 2 Potions of Power and 2 Waters of Vitality.
- G** When the Heroes search this room, they discover an artifact inside the bookcase.
- H** These Fimir have Potions of Strength and Elixirs of Life that they will drink.

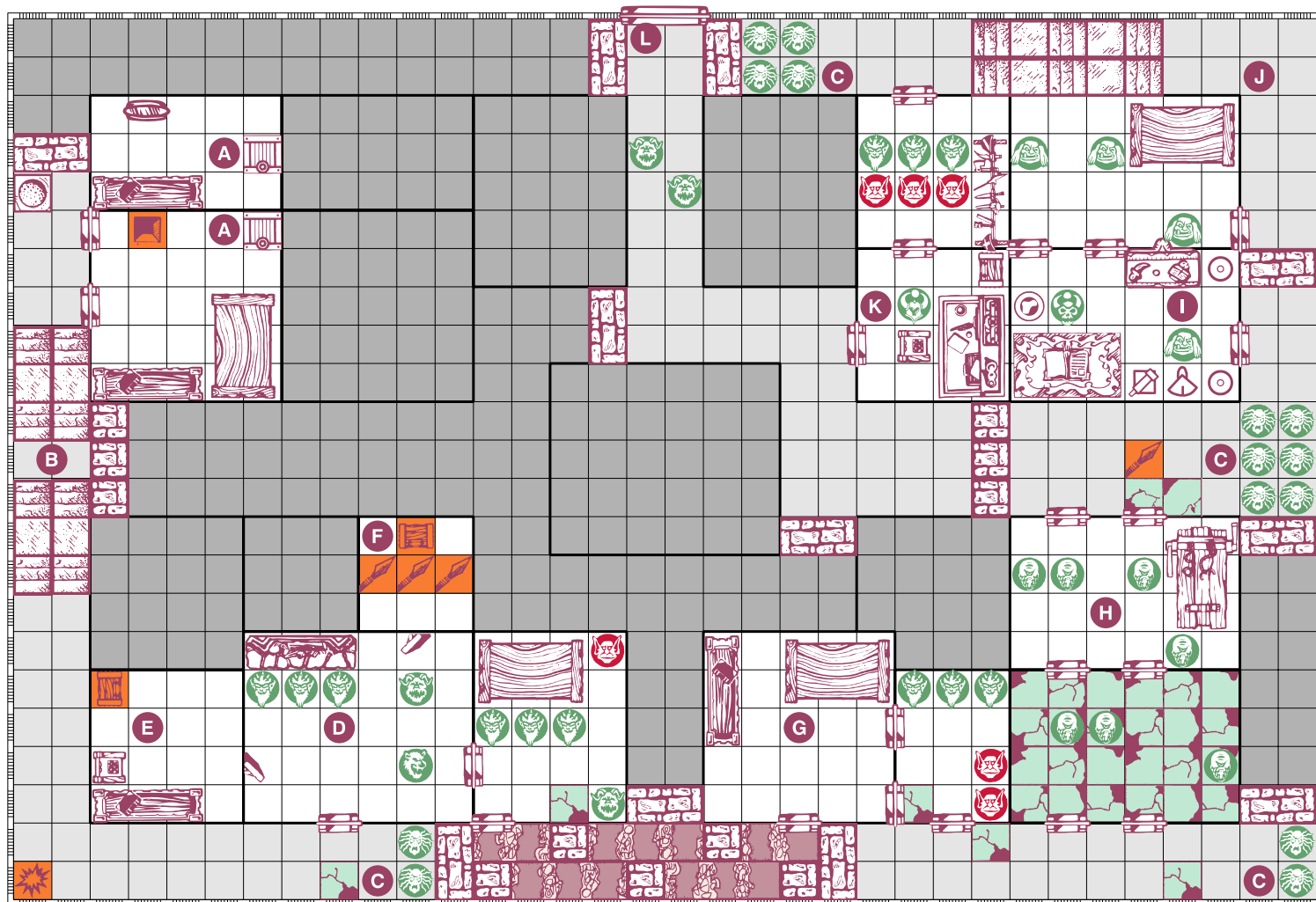
If Heroes can kill a Fimir twice before it is its turn, Heroes can claim the Potions of Strength.

- I** I made it so that this Warlock does not need direct line of sight to attack the Heroes. Let your Heroes pick the spell that he will cast on the Heroes. When the Heroes search this room, they discover 2 artifacts on the altar.
- J** Zargon, the Heroes do not see these Zombies until they reach the top of the stairs.
- K** This Chaos Warrior has 3 Potions of Defense, a Heroic Brew and an Elixir of Life that he drinks. If Heroes can take him out twice before it is his turn, then Heroes can claim the Heroic Brew.

The chest inside this room is safe. Inside is a pair of Snowshoes of Speed from the Artifacts Cards. There is also an artifact inside the chest. When the Heroes search the room, they discover notes to and from Zargon. "Zargon gave an order to send out the messengers and this note talks about them all being sent out. They are moving quickly, speed is important." Says the Wizard. "Do they say what the message is that their carrying?" Asks the Barbarian. "No. There is a map here that shows a royal highway leading straight south from here. The roads that lead east and west are lesser roads.



Wandering Monster in this Quest: Ice Gremlin



Quest 7

You come out of the Vampire's maze and they are there to meet you. They have the Princess and Dananel captive. You prepare for battle. Your friend the Barbarian makes a small sign for you to hold. "Give us our friends back and we will let you live." He tells the Vampires. "You can have them, after you run a little errand for us." Says Diann. "It will be to your advantage, we have the same enemy." Says Lura. "What do you want from us?" Asks the Wizard. "We need you to get rid of Zargon for us. He came to our lands with his monster hoard and drove us out of our home. Get rid of him and you will win your war, save your friends and we can go home." Says Diann. You and your friends hate the idea of helping people who are evil. But, yet you reason that they are right. This is what you came here to do. These Vampires can show you where Zargon is. You agree to go.

The Vampires give you the third piece of the map. "This part shows where you need to go to retrieve the final piece. Once complete the map will show you where there is a mirror that

you can walkthrough to quickly take you to our homelands. There you will find Zargon." They tell you. The Wizard takes the piece and the Vampires disappear with their captives. The Wizard reads the map. "We have to travel north, this map says that what we're after is guarded by something. I've never seen this word before." He says. "Then we will go and see for ourselves what it is." Says the Barbarian. "God has protected us this far. I'm sure he will provide for us." You head north.

A few days later you find the castle. "I've never seen anything like it before." Says the Elf. The walls must be over a hundred feet high and completely solid. No windows or grates. No moat or drain. There are two massive iron doors, but no guards. The village surrounding the castle is deserted.

"Let us go to the base and see if we can find a secret door. It's our only hope." He says. You go up to the wall and begin searching.

NOTES:

Zargon, The Heroes need a torch for this Quest or they lose 2 Attack and 1 Defense dice. Orcs in this Quest are heavily armored. They have 5 Defense dice. The outer hallway on the board is outside the castle. Your Heroes need to walk around and discover the secret doors.

- A** Starting place of the Heroes.
- B** These massive iron doors are locked.
- C** When the Heroes search this area, they discover the secret doors. Inside is



Wandering Monster in this Quest: Fimir

NOTES continued:

dark. The Heroes light a torch.

- D** This chest is booby trapped. 1 hit point if sprung. Inside are 3 Potions of Dexterity, 4 Potions of Strength and 4 Heroic Brews. Heroes also discover the secret doors.
- E** This chest is booby trapped. 1 hit point if sprung. Inside are 500 gold coins. When the Heroes search this room, they discover an artifact and a note to Zargon inside the desk. "This is odd." Begins the Wizard. "This note is asking for information on how the war is going. They are very low on supplies and want to know when they can return." He says. "Return? Then they don't want to stay here?" Asks the Barbarian. "Maybe they wanted to be part of the invading force." Says the Elf. "I wonder what has happened to all the people. The village doesn't look like it's been through a war." Says the Dwarf. "Something is not right." You say.
- F** If Warlock survives Heroes attack, then shuffle Chaos Spells and let Heroes pick. This Warlock can cast 2 spells on each of his turns. If Escape is chosen, then Warlock disappears. When the Heroes search this room, they discover an artifact inside the bookcase.
- G** When the Heroes search this room, they discover a little bit of good food inside the cupboard. If they eat some they will regain 1 Body Point.
- H** This chest is booby trapped. 1 hit point if sprung. Inside are 2 Heroic Brews and a 100 gold coins. Heroes also discover the secret door.
- I** The chest inside this room is booby trapped. 1 hit point if sprung. Inside the Heroes find the Wand of Magic, the Spell Ring and the Bone Wand from the Artifacts Cards. Heroes also find 2 artifacts.
- J** When the Heroes search this room, they discover a dead man on the rack. There is nothing that they can do for him. The one door is locked. 5 hit points will break it in.
- K** There is a man inside this room. He is in bad shape. If Heroes give him a Healing Potion and some food, they will save him. The man tells you this story. "They came so quickly and so many. They killed everyone that couldn't run away into the forest. They did not follow us. They kept me alive for information. I know where my people will run to. But I did not tell them." "How big was their army?" You ask. "It was huge." He says. "And they did not stay long. They left behind a small company and the rest headed south." Says the Elf. "They moved quickly. It's like Zargon is after something." Says the Barbarian. "This castle has a legend." Says the man. "There is a trap door, but anyone who ever went in never came out, except one man. He says that there is a vast treasure underneath this castle guarded by a monster." "Can you take us to it?" You ask. "Yes, I will." He says. He joins you but is too weak to do any fighting.
- L** When the Heroes search this room, they discover an artifact inside the bookcase.
- M** This metal door is locked. Heroes need the iron key to open it.
- N** When the Heroes search this room, they discover the iron key.
- O** When the Heroes search this room, they discover the secret door.
- P** When the Heroes search this room, they discover the secret door.
- Q** This trap door leads to the other trap door marked Q. The man pleads with you. "It's not worth it." He says. "We have to." You tell him.
- R** When the Heroes search this room, they discover a vast treasure. Each Hero can claim a thousand gold coins. They also find the 4th piece of the map.

NOTES continued:

60 gold coins and the brass key.

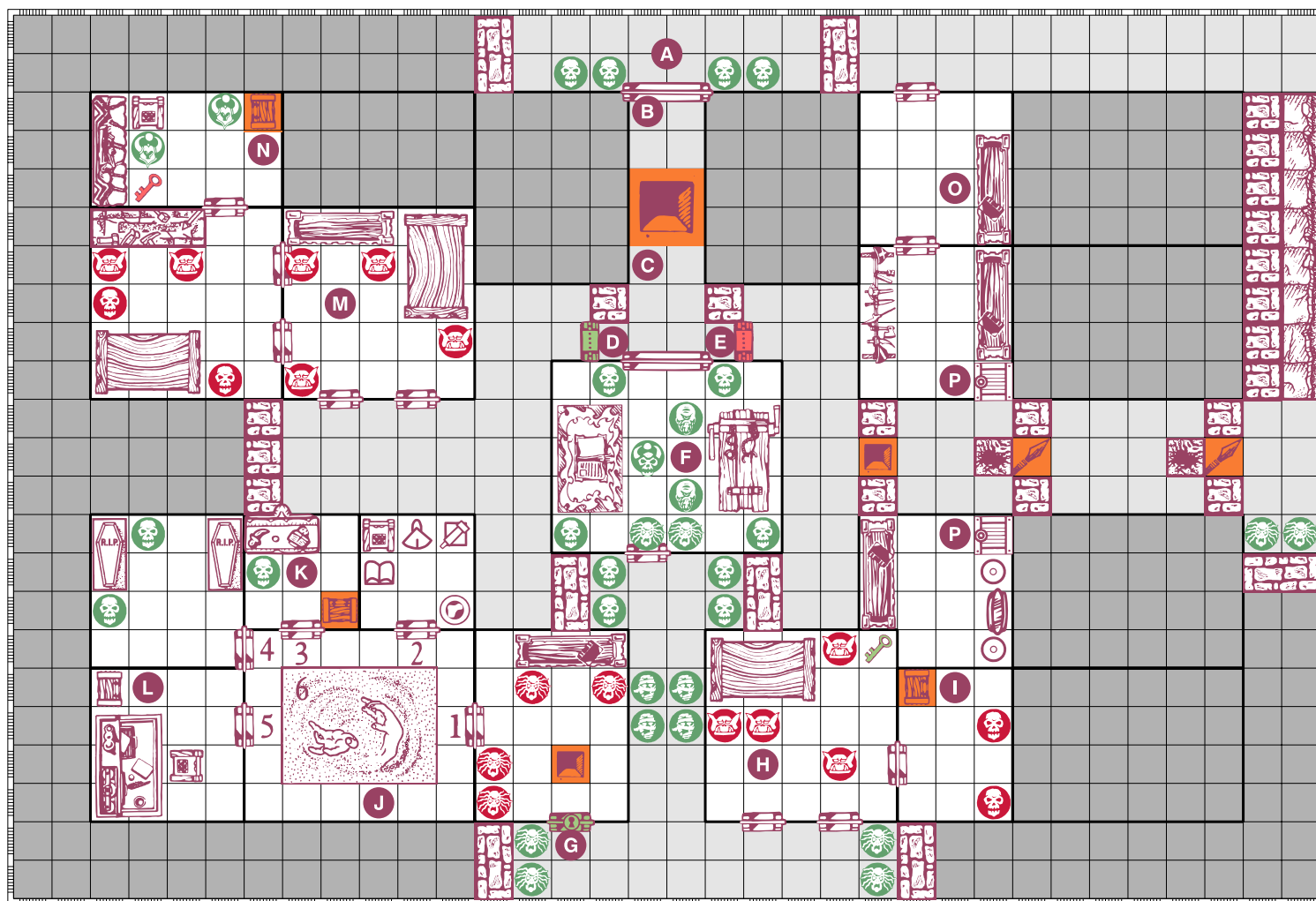
O

When the Heroes search this room, they discover an artifact inside the bookcase.

P

This trap door leads to the other trap door marked P. When the Heroes enter this room they find the mirror that will take them to Zargon. "We need moon silver." Says the Wizard. "I was sure that they would have had some here."

Says the Elf. When Heroes search this room, they discover 2 artifacts inside the bookcase. The Dwarf needs to look closely inside the bookcase to notice the secret panel. Inside are 2 bottles of moon silver. The Heroes smear a bottle on the mirror's surface and pass through.



Quest 8

The man is surprised to see you again. You tell him about the treasure that his people can use to rebuild their lives. "The map says that the castle we need to go to is east of here. But we are going to need some moon silver in order to make the mirror work." Says the Wizard. "There may be some inside the castle." Says the Elf. "I hope so. We're taking a big chance." Says your friend. "Have faith, God will provide."

You waste no time and find the castle. It is built on top of a large hill. "There are 4 Skeletons guarding the gates. We need to come up the back and come at them from the sides." Suggest the Elf. "Sounds good. Let us wait for the night and then we will make our attack." Say the Barbarian. You welcome the chance to rest for a little while, but night comes quickly. You make your way to the main gates and move quickly to make your attack.

NOTES:

- A** Starting place of the Heroes.
- B** These massive wooden doors are locked. The Wizard needs to cast a spell on them for the Heroes to get through.
- C** Heroes need to roll a black shield to make it across or they lose 2 Body Points. Wizard could use Staff Log spell.
- D** This portcullis is locked. Heroes need the iron key to open it.
- E** This portcullis is locked. Heroes need the brass key to open it.
- F** Shuffle Chaos Spells and let your Heroes choose the spells that this Warlock will cast. He will cast one spell on each of his turns for as long as he is able. When the Heroes search this room, they see a Ghoul lying on the altar. He jumps off and attacks the Heroes. Heroes find 2 artifacts on the altar.
- G** This metal door is locked. Heroes need the iron key to open it.
- H** When Heroes search this room, they discover the iron key on the table.
- I** This chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins.
- J** To get through this room, follow rules for the cloud of chaos tile. Each room can only be searched once by 1 Hero.
- K** This chest is booby trapped. 2 hit points if sprung. Inside is another Bone Wand from the Artifacts Cards.
- L** This chest is safe. Inside are old books. Useless to the Heroes. Heroes find an artifact on the desk.
- M** When the Heroes search this room, they discover good food inside the cupboard. If they eat some they will regain 1 Body Point.
- N** These Chaos Warriors have a Heroic Brew and an Elixir of Life that they drink. The chest is booby trapped 1 hit point if sprung. Inside are 2 artifacts,



Wandering Monster in this Quest: Ghoul