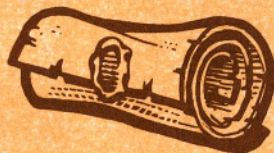


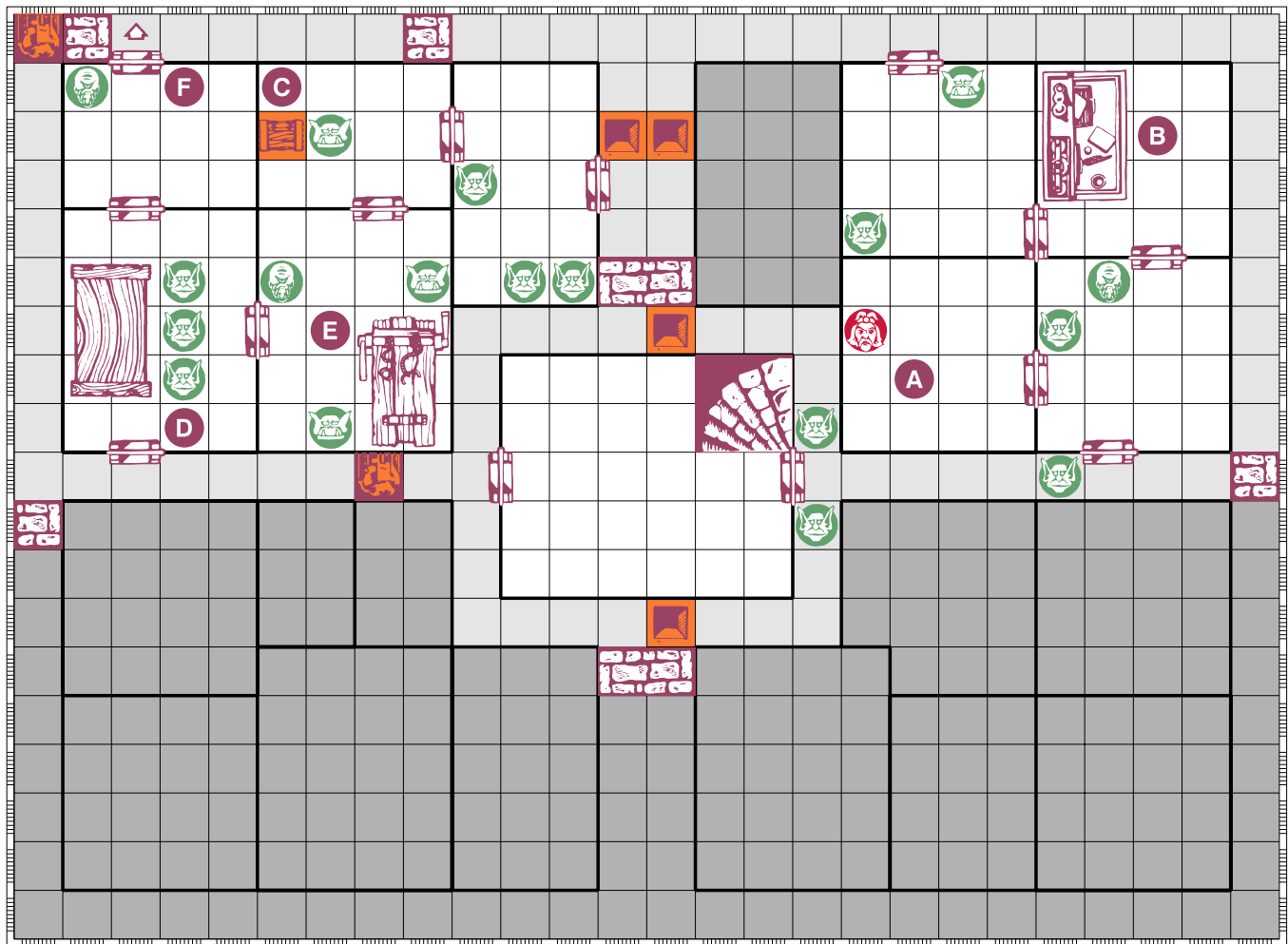
HeroQuest™

Adventure 1 - The Mountain Keep

Q U E S T



B O O K



Quest 1

The Wizard needs to be rescued by his friends. They make their way into the castle. Cornered in a room by a Gargoyle, all looked lost. But the Dwarf finds a secret passage down into the lower halls. The door is too small for the Gargoyle to fit in. So

he waits at the top of the stairs. You as a team decide, do you continue the search for your friend in the dungeon below and look for another way out? Or return to the top of the stairs and do battle with the Gargoyle.

NOTES:

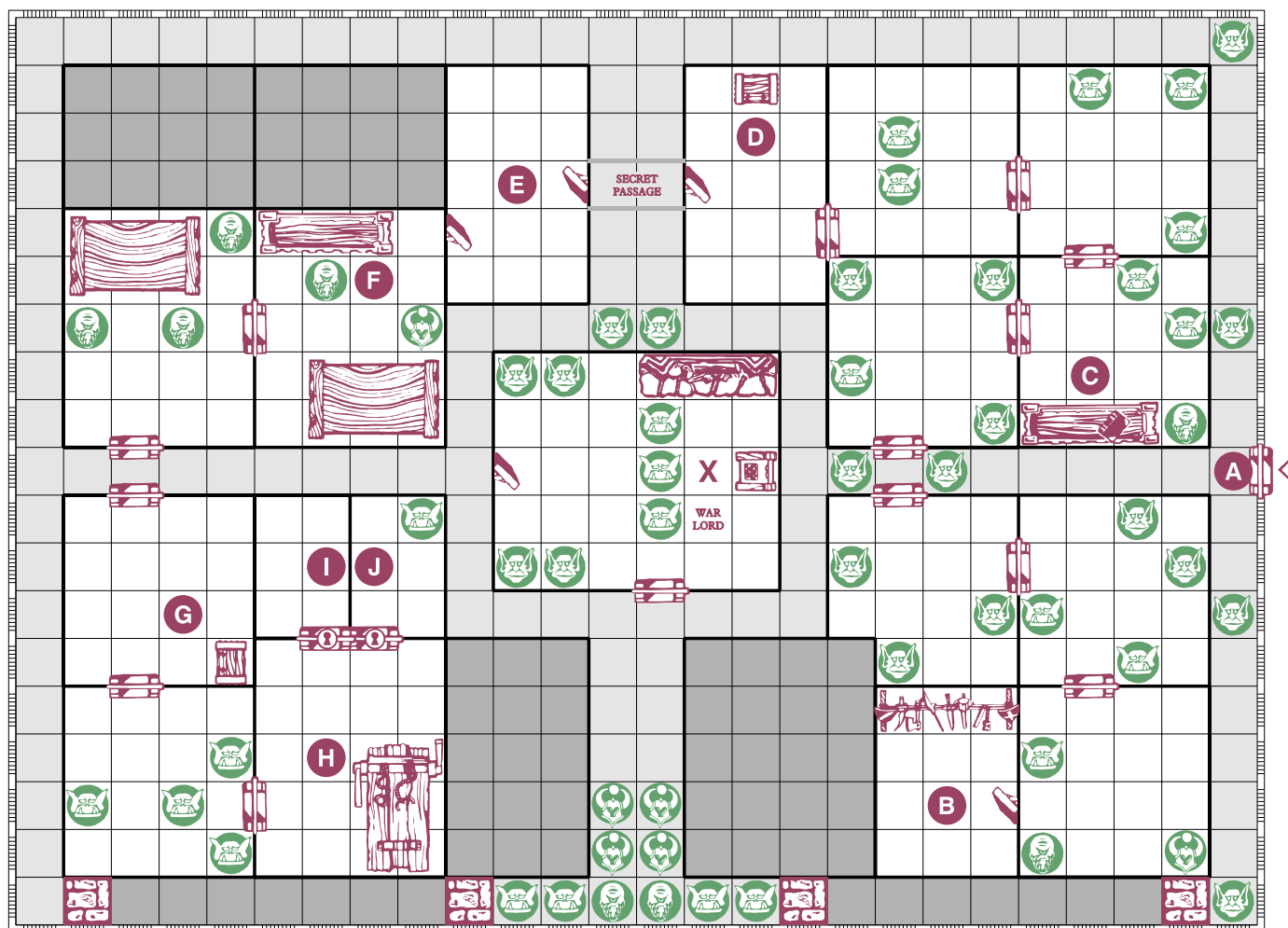
Zargon, if the Heroes want to fight the Gargoyle, then only one Hero can fight at a time through the narrow door. If they win the fight, then a search of the castle reveals nothing and they have to search the dungeon anyway.

In these quests the Elf always uses the Earth Spells.

- A** Wizard is in a cage trap, if the trap is not disarmed properly first, the Wizard will suffer 2 points of damage.
- B** If the Heroes search this room, they discover a glass vial of crystallized gas. Only the Wizard knows that it is a healing gas. If inhaled, it will restore 2 body points of damage.
- C** The Heroes can tell that the chest is booby trapped. 1 Body Point of damage if the trap is sprung. Inside the chest is a sealed jar. The Heroes are unable to see inside the jar. If the Heroes open the jar, they break the seal. Inside the jar are herbs. Only the Wizard knows that these herbs are healing herbs. If the entire contents are eaten 6 Body Points will be restored, but cannot exceed a Hero's maximum Body Points. The herbs can be shared among the Heroes, so only 6 points can be shared. The herbs must be eaten right away or it becomes useless. The Heroes hear screaming through the door.
- D** If a Hero enters the room after surviving the rock trap he hears screaming through the door.
- E** There is a badly beaten up man on the rack. If you are to save him he must be carried. The Hero that does the carrying can't fight. If a Hero saves the man and then discovers the herbs, he can give the herbs to the man. The man is now able to walk but is too weak to do any fighting.
- F** This door leads you out of the castle.



Wandering Monster in this Quest: Goblin



Quest 2

The man you saved is a King from a neighboring castle. "My castle has been captured by Zargon's monsters. Please great warriors, recapture my castle." You all agree to help. The King explains "It will be suicide to attack the main gate to the south. It is heavily guarded. First you must enter the castle from the east side. Make your way to the south-east rooms. There you will discover a secret stash of magical weapons that may help

you to victory. Also there is a secret passage in the north rooms. You must use it to go undetected." If the guards at the front gate see you, they will sound an alarm that will bring every monster in the castle down upon you. So you must kill as many of the monsters that you can before making your attack on the main gates.

NOTES:

- A** This is the escape door that the Heroes use to enter the castle.
- B** In this secret room the Dwarf finds the short sword "Orc's Bane" from the Artifacts Cards. The Elf finds a magical crossbow that reloads itself, with 6 never miss arrows. These arrows are attracted to a body's mass. They will inflict 3 Body Points of damage. Each arrow can only be used once. The Wizard finds a Wizard's staff, from the Artifacts Cards. He also finds 5 never miss throwing daggers. These daggers like the arrows are attracted to a body's mass. They will inflict 1 Body Point of damage and can only be used once. The Barbarian finds a finely crafted helmet, giving him 1 extra Defense dice.
- C** In the bookcase, the Heroes discovers a bottle containing 5 pills. Each pill will restore 1 Body Point.
- D** Zargon you decide what is in the chest. If the Heroes need help, then give them some juice. If they are doing really good, give them 20 pieces of gold. When the Heroes search this room they discover the secret passage.
- E** A search of this room reveals another secret door.
- F** In a search of this room, the Wizard discovers a rotten smelling potion. Only the Wizard knows that this gross syrup will bring a dead Hero back to life and give him 4 Body Points. This potion can be saved.
- G** Zargon you decide. A bottle of juice that will restore 4 Body Points or 20 pieces of gold or the chest can be empty.
- H** The Heroes find a dead girl on the rack. There is no hope of bringing her back. The Barbarian is very angry as he can tell that she is from his home land. As he unchains her, he notices a necklace around her neck. He takes it off her and puts it on himself, vowing to avenge her. He has unknowingly discovered "The Talisman of Lore" from the Artifacts Cards. As the Heroes continue to search, they discover the keys to the two doors.
- I** The Heroes discover a prison full of dead people.



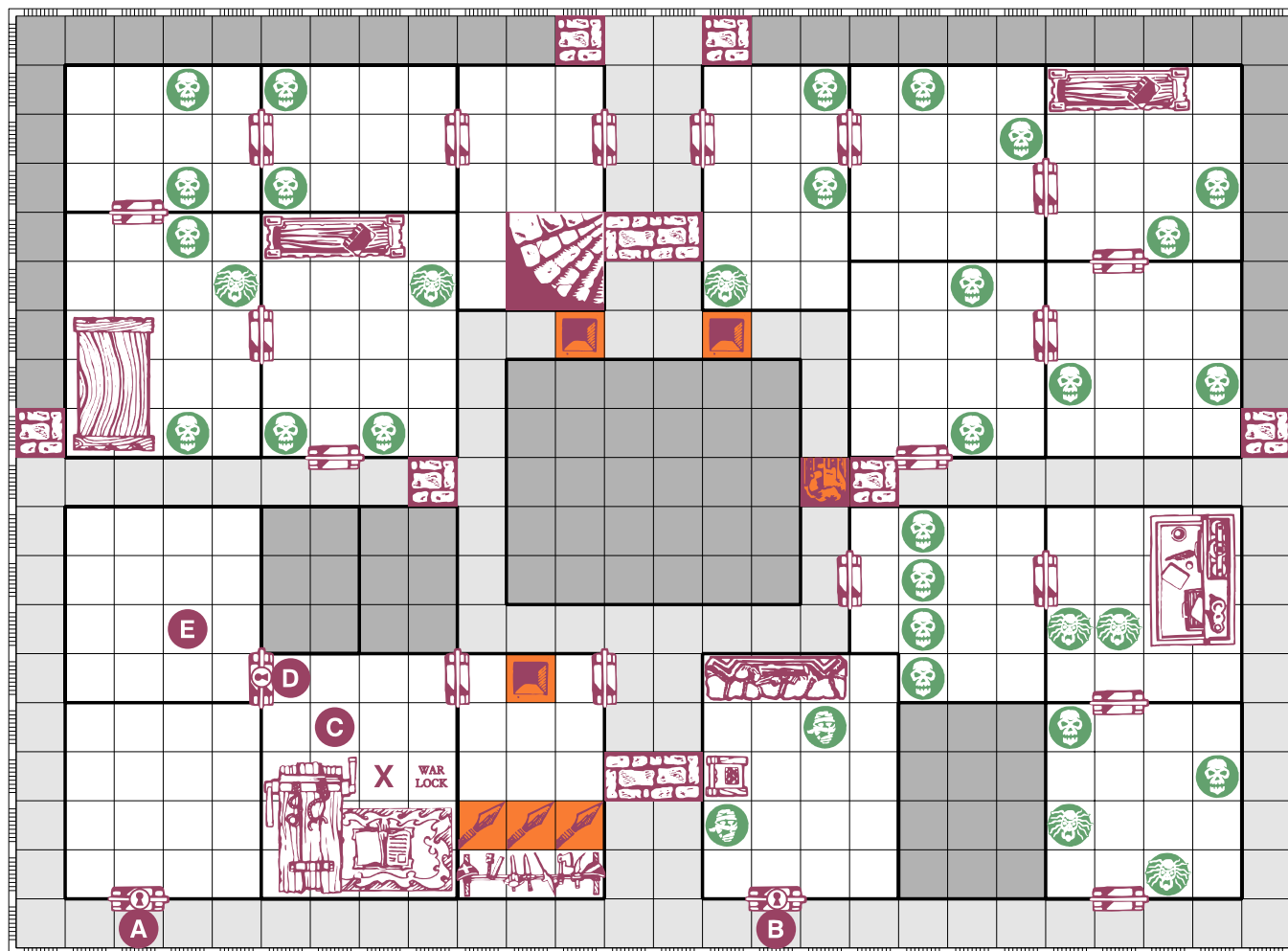
Wandering Monster in this Quest: Goblin

NOTES continued:

J

In this room there is an Orc chained to the wall. When he sees you, he starts to talk. "They are starving me to death, because I helped the Humans. The girl was nice to me. She talked to me. I would sneak them in some food, but when my Master found out what I was doing, he made me watch as they killed them all. HELP ME! Help me get revenge. I can show you a secret door that will take you into the throne room. No one will see us. Just give me a weapon" If the Heroes allow the Orc to join them, the Dwarf gives the Orc his old sword. The Orc has his regular strength. But because of his anger he uses both black and white shields in defense. He has 1 Body Point.

X Use the Warlock figure for the Warlord. He is as strong as a Chaos Warrior, but has 6 Mind Points. He has no spells.



Quest 3

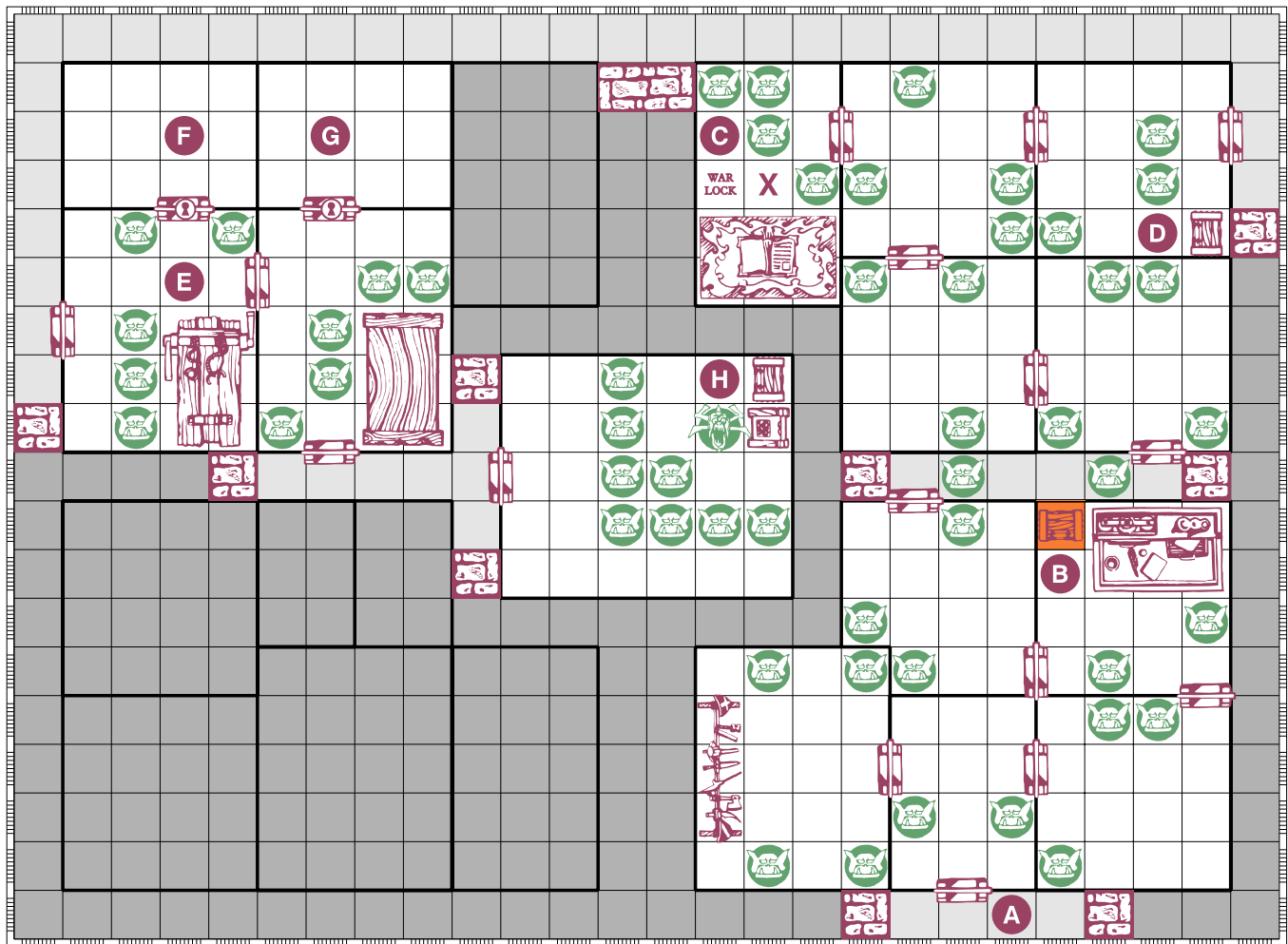
You have recaptured the King's castle. But the King is very worried. While sad that all his advisors and servants are dead, his family is not among the slain. This can only mean that Zargon's minions have taken them to the castle of the dead. A fate worse than death, they plan to turn the royal family into Zombie servants of Zargon's Warlock. "Please brave warriors, rescue my wife, my daughter and my two sons." Time is of the

essence. You race on horseback to the castle and fight your way to the top. At the top you discover two doors. With no time to waste, you decide to separate into two groups. May good fortune be with you. You will have no time to search the rooms. Every second could mean the difference between freedom and a life as a mindless living dead slaves to Zargon.

NOTES:

- A** This door is locked. You can break it down, but you must give it 5 hit points of damage to do so.
- B** This door is also locked. 5 hit points will break it in.
- C** The Heroes see a young boy chained to the rack. He is still alive. A Warlock stands at the square marked "X". The Warlock turns and casts a mind control spell on the first Hero that enters the room. That Hero blocks the doorway and starts fighting his friends. You as his friend, don't fight back. Just defend yourself until your friend regains control of his mind. When he is free of the spell, you can attack the Warlock. The Warlock is as strong as a Chaos Warrior with 6 Mind Points. When Warlock is killed, you free the boy.
- D** This door is locked. 5 points will break it in.
- E** In this room you find the royal family, alive and now safe.

Wandering Monster in this Quest: None



Quest 4

You return the royal family to their castle. The grateful King is sorry that he has lost everything to Zargon's forces. "Please great warriors will you deliver this message to my cousin over the gray mountains? I am asking King Adam to send me six knights and I am also asking him to reward you for all that you have done for me. I am asking him to be generous and that I will pay him back once I get my kingdom back in order. Take my horses, they are all that I have left." You all agree. On the way to the gray mountains you stop for the night in a small town. "These are the warriors that saved the castle!" the people shout. They ask you to come to the town's tavern. "Please help us. A Gargoyle has command over an army of armored Orcs and they have been attacking us at night. They will soon destroy us." This is going to be a rough battle. Some of you might not make it back. But, you tell the town's people that you will help.

A man comes up to you and gives the Barbarian a long sword.

"It is too heavy for me anyway." He says. The Barbarian gives his broad sword to the Dwarf and the Dwarf gives "Orc's Bane" to the Elf. A woman brings in a helmet and shield. "They were my husband's. They killed him two weeks ago." The Dwarf takes the helmet and the Elf takes the shield. Another man comes in. "I just finished it this morning. It must be a sign that you would show up." And he gives the Barbarian a finely crafted chain mail suit.

Suddenly, women come running into the tavern. "The Orcs are attacking in the west!" You travel to the west of town. Too late to help, but the keen eyes of the Elf spots the trail left by the Orcs. You follow them into the dark forest and discover their hideout. Just before dawn breaks you enter the fort. If this be your last day, then let it be spent protecting innocence people. May God be with you.

NOTES:

Because all the Orcs are armored, they all have 4 Defense dice.

- A** Starting place of the Heroes.
- B** The chest is booby trapped. 1 hit point if sprung. Inside you find 3 bottles of Healing Potion. Each bottle will restore 4 Body Points.

- C** The Heroes get first attack. The Warlocks 1st spell is "Fear". His 2nd spell is "Fireball". His 3rd spell, if he is not being attacked yet, is "Tempest." The Warlock is as strong as a Chaos Warrior, with 6 Mind Points.
- D** Zargon you decide what is in the chest. If the Heroes are getting their butts whipped, then give them some juice. If they are doing OK, give them 40 pieces of gold. But if they are laughing at this Quest, then some poison gas



Wandering Monster in this Quest: Orc

NOTES continued:

and a couple of hit points should make it more interesting.

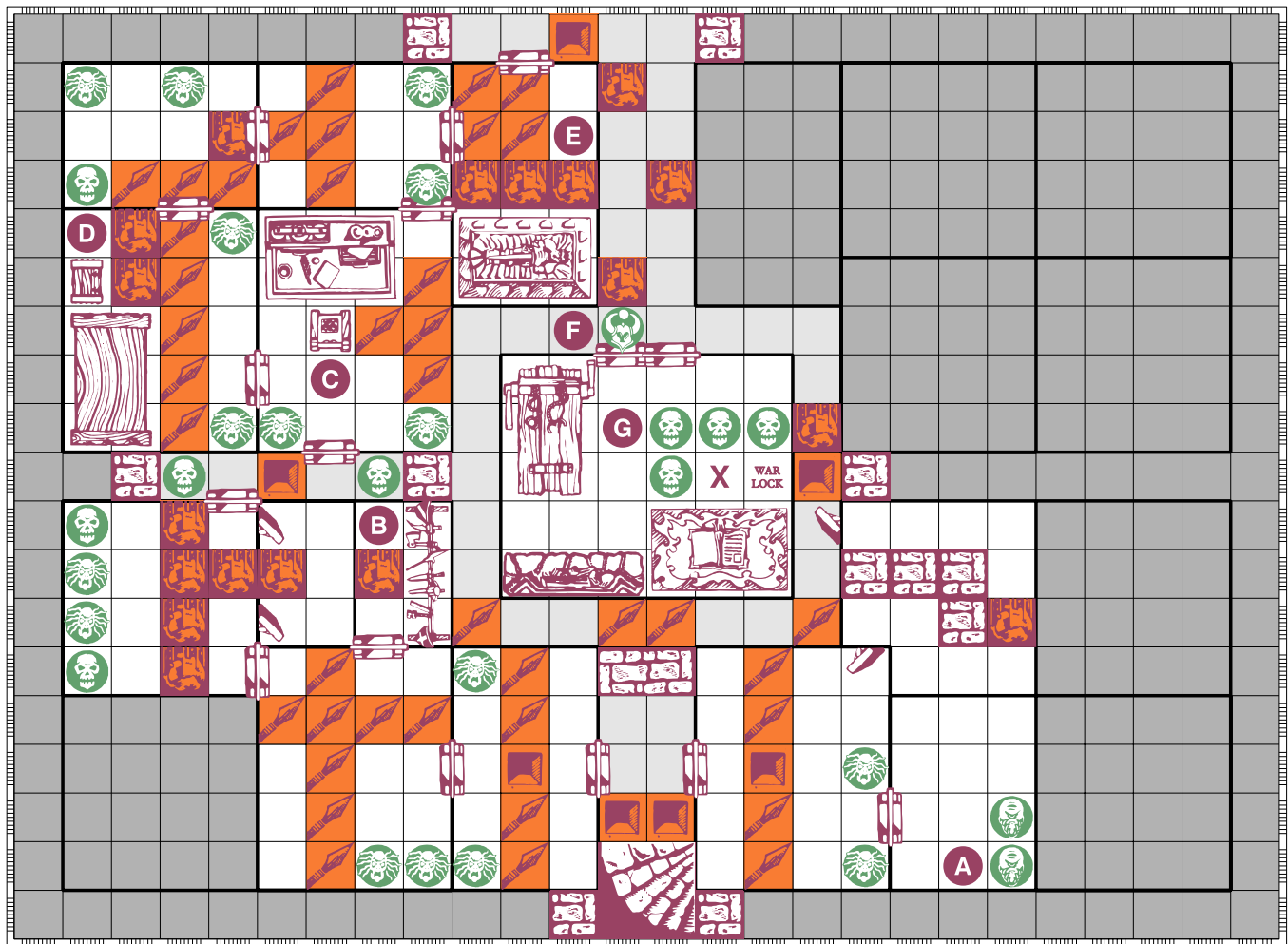
E There is a young woman tied to the rack. When you untie her and remove the gag from her mouth, she says. " Please, my baby, they killed my husband and brought me and my baby here. Help me find my baby!" You tell her that you will. But she has to stay behind you. She is weak, but can walk by herself.

F This door is locked. It will take 5 points to break it in. In this room are women and children, but no baby. You tell the people the way out. But, the young woman will not leave you.

G This door is also locked. It will take 5 points to break it in. Inside are more people. You tell them the way out. But still no baby.

H When you open the door you see the Gargoyle and he is holding the baby! The young woman goes crazy and the Wizard must hold on to her so she doesn't get killed. The Wizard cannot do any fighting but can still cast spells. When attacking the Gargoyle, the Heroes can only use 1 attack dice as the Gargoyle is using the baby as a shield. If the Wizard summons the Genie, the Genie can use his full strength.

Zargon you decide what is in the chest. If there are any dead Heroes then an Elixir of Life or two. If they all survived, then 40 pieces of gold. And if they are still laughing at this Quest then make it a dirty diaper.



Quest 5

You have saved the town from destruction. You help the people back into town, where they hold a celebration in your honor. You are fed, fattened, given a place to sleep and you are told that you can keep the gifts that were given to you. The next morning you are told the safest route that your horses can take over the Gray Mountains. A woman comes up to you and says. "Beware, for there is a Warlock somewhere in the mountains that is building an army of the living dead." The people laugh at her. "Don't believe her." they say. "She and two other women say that they were being taken into the mountains by a couple of Fimir that let them go. They're crazy! Who could believe that a Fimir would let anyone go. They would eat you first." You tell the woman that you will be careful and leave.

As you head up the mountain, the air grows cold. As you lead your horses up the path, you find it hard to believe that this is the safest route. Suddenly the Elf sees something. "I can't tell if it is smoke or steam. Steam would mean a hot spring." The Dwarf swallows hard. "A hot cup of spice sounds pretty good to me right now." "Then let us go get some." "It does not look too

far away." So you all agree. You feed your horses, tie them to a tree and head off the pass towards the spring. But as you get closer, the air becomes filled with a foul odor. You all know the smell of burning rotten flesh. "Get down!" Says the Barbarian. "Look!" As he points and you all see a Skeleton wearing armor making its way up the mountain. You watch it and follow it as it comes to a stop in front of a giant boulder. Suddenly the boulder slides to the side and the Skeleton walks into a cave. The boulder slides back over the entrance. "Maybe that woman knew what she was talking about after all." "Yes, that's not steam. It's smoke from a chimney." You all walk over to the boulder. "Did anyone see what he did" Asks the Barbarian. The Dwarf spots a crack in the boulder and slips his hand inside "Just like at home." He says as the giant boulder slides to the side. "Let us pay this Warlock a little visit then." You enter the cave. The path takes you deep inside the mountain. You find stairs and start up them. "STOP!" Says the Dwarf when you get to the top of the stairs. "Looks to me that our Warlock doesn't like company. There are two pit traps right in front of us."

NOTES:

The Skeletons and Zombies in this cave are all armored. They have 4 Defense dice.

A There are two Fimir, a male and a female, chained to the wall. "Our master is going to turn us into dead servants. We let some Humans go free. We lied to our master, of course. Told him that the Orcs did not have any prisoners. But



Wandering Monster in this Quest: Skeleton

NOTES continued:

he knew that we were lying. All we want is to be left alone. To live our lives in peace. This place is a death trap. If you will unchain us, we will help you make it to our master. But we are too afraid to fight him. That you will have to do." What do you decide to do? If you leave or kill the Fimir, then you face the perils of the dungeon on your own. If you trust them, they may lead you into a trap for their master. The Fimir see the Wizard. "Our master is very powerful. He has a magic cloak. We can take you to it."

If the Heroes decide to let the Fimir join them. Then they can hop over you and you over them on the board. They must enter a room first to deactivate all the traps. They can fight for you, but remember if they die, then you are on your own. Unarmed, the Fimir have 1 Attack dice and 1 Defense dice. The Fimir cannot search a room.

B This room holds the Fimir's weapons and armor. It will not fit you. If you let the Fimir have their weapons and armor, then they have 3 Attack dice and 3 Defense dice.

C In a search of this room, the Wizard discovers Zargon's "Lighting Bolt" from the Chaos Spell Cards. He gives the spell to the Elf. He also discovers Zargon's "Rust" spell from the Chaos Spell Cards. They are now theirs to use. The rust spell will reduce a monster's attack and defense by 2 dice. The Wizard also discovers the "Spell Ring" from the Artifact Cards. He gives the ring to the Elf.

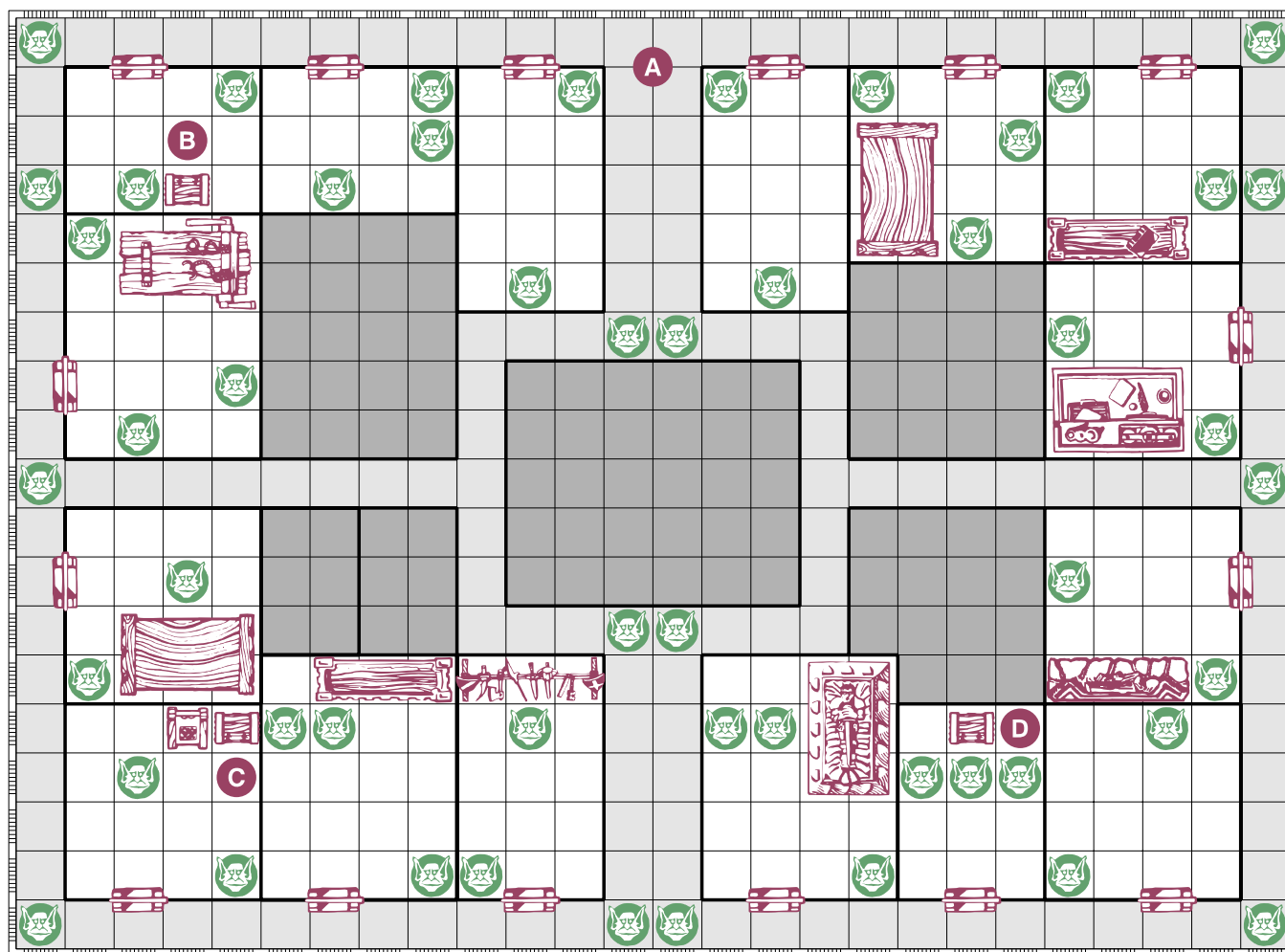
D In a search of this room the Heroes discover the "Wizard's Cloak" and the "Wand of Magic" from the Artifacts Cards. The chest is not locked. When the Heroes open it, they hear a hiss. The chest was sealed. Inside are 4 flower blossoms. Only the Wizard knows that these flowers will restore 3 Body Points of damage. They must be eaten right away. A Hero cannot exceed his maximum body points.

E A search of this room awakens a Mummy.

F The Chaos Warrior is a dead servant. He cannot be put to sleep. If the Fimir are with you they warn you about the door that he was guarding. It is a trap. The Hero that opens this door gets a full body spray of acid. Costing him 4

Body Points of damage.

G The Fimir will not go into this room. "There are no traps." They say. "Our master is death himself." There is no one on the rack. The Warlock's 1st spell is "Command" cast on the Barbarian. The Warlock's 2nd spell is "Cloud of Chaos." If the Barbarian is still under the Command spell then the Cloud of Chaos is not cast upon him. The Warlock's 3rd spell is "Summon Undead". Warlock uses Chaos Warrior's chart, but with 6 Mind Points. If the Fimir see that the Heroes are losing the fight. They then join the battle.



Quest 6

You return to your horses and continue over the mountains. When you reach the top you can't believe your eyes. King Adam's kingdom lies in ruins. You make your way down. To your horror you now realize that this is a full scale invasion. You remember your history. A hundred years ago, Zargon lead an invasion, but was beaten back at a terrible cost. It took every race to join together to beat him back to the west. But, he wasn't beaten. He and his minions just disappeared. "The Gray Mountains cut the north and south in half." says the Wizard. "If they are working their way along the base of the mountains, then they are heading for the eastern pass." "That will bring them right to the back door of my people." Says the Dwarf. "If they're not already there." "We should hurry to the east. Zargon's forces are herding the Humans towards the pass. The Gold Mountains are on the other side of the pass. The Dwarves tower will be the best place to make a stand." "It is a long way and if we're right, we'll be riding right up behind them." "They're conquering and moving on. Or they would still be here. Look at how they striped the fields." "Then maybe it's not a big army.

Powerful, yes, but maybe it's small enough so that they can move quickly." "What if Zargon has another army coming up from the south. Following the river, we still don't know how far to the south they are attacking." "We can't worry about that now. We should ride east, along the base of the mountains, see how far they have gone and see how big of an army they are," "Then let us get going." Snarls the Barbarian. You ride east along the base of the mountains. Finding castle after castle empty and destroyed. Then one day as you're riding the Elf calls you to stop. "Up ahead! See Goblins working in the fields around the castle." "Then we're finally catching up to them." "Let us wait until night fall and then we can rid this castle of the little devils." When night time comes, you make your way over a break in the wall. "They're so at ease here they don't even have guards. This is going to be easy." Whispers the Wizard. But then an arrow flies by his head. "WOW! They got crossbows!" "CHARGE!" Yells the Barbarian as you all rush forward.

NOTES:

Zargon, all the Goblins have crossbows. 3 Attack dice. All the doors are opened. The Heroes must kill all the Goblins to finish the Quest. As soon as they kill a Goblin they can take his crossbow. But the Wizard cannot have a crossbow. This is a magical night and the Wizard's "Swift Wind" spell will last

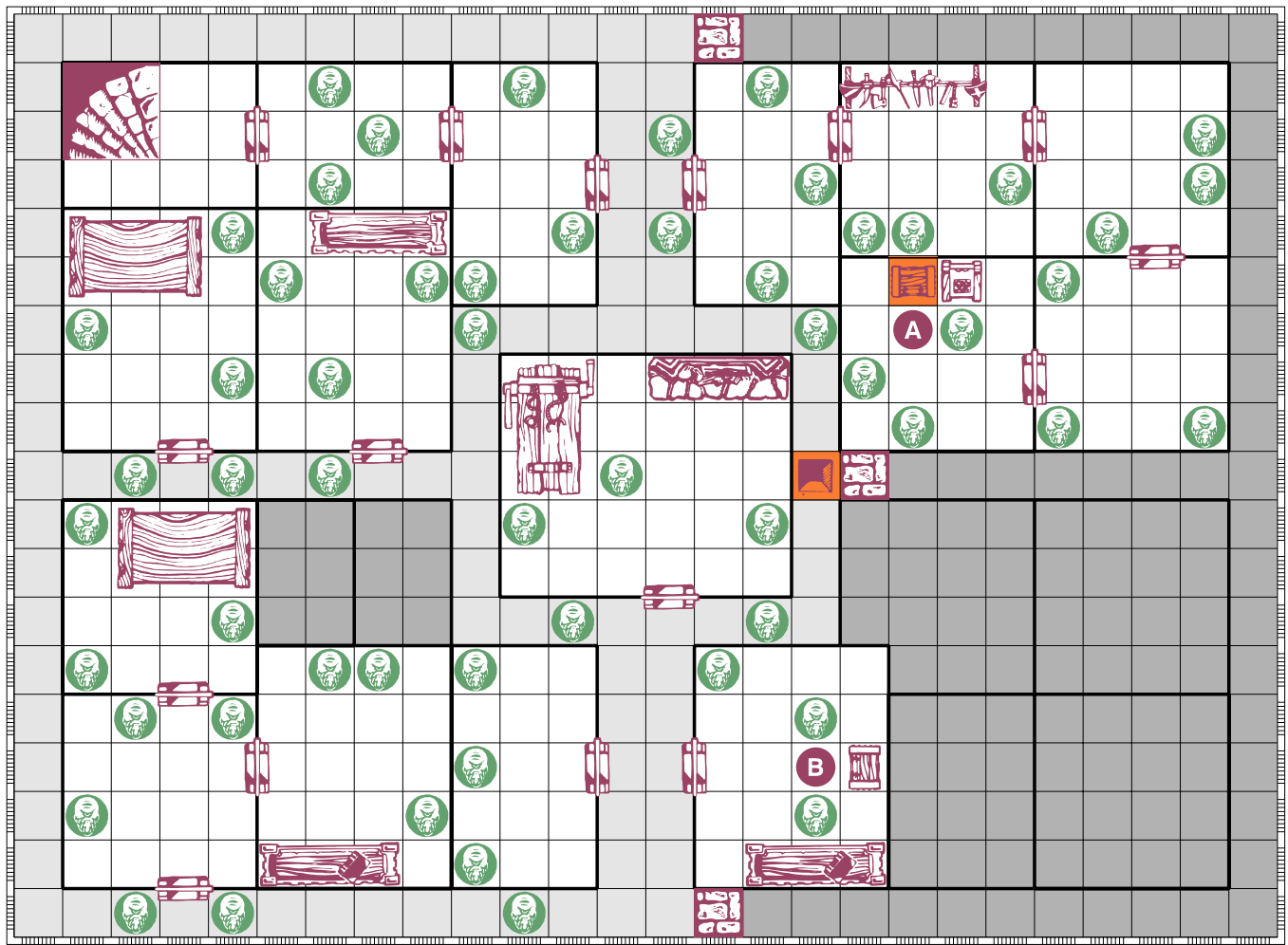
the length of the Quest. But he must cast the spell upon himself. Goblins that are in a room stay in their room. If players agree, then allow the Goblins to fire their crossbow even though they are next to, or surrounded by a Hero.



Wandering Monster in this Quest: Goblin with Crossbow

NOTES continued:

- A** Starting place of the Heroes.
- B** In this chest is dried human flesh.
- C** In this chest is 40 gold pieces.
- D** In this chest is a finely crafted helmet for the Elf. Giving the Elf an extra Defense die. All the Heroes now have crossbows added to their weapons list.



Quest 7

"WOW! We really kicked a bee's hive now" Grumbles the Dwarf. "They're going to know what we did here soon." "Then we better ride hard, get close and circle around them, if we can." "Should we go up into the mountains or head further south?" "I think that it would be best if we head along the base of the mountain as long as we can. Then go back over the mountain." Suggests the Elf. "Wait! Look" He says. He points to a lone rider coming towards you fast from the east. As the rider gets closer, you can tell that she is a young woman. You race over to meet her. She is the most beautiful woman you have ever seen and she is riding on a unicorn. "Warriors!" She shouts "Quickly, you must follow me to my father's house. He can help you, hurry!" And she turns around and heads back towards the east. You follow. You ride all day and into the night. You fear that you are pushing your horses too hard. The woman on the unicorn has been riding far ahead of you. When she finally stops, you catch up to her. We have to make camp." You tell her. "It's just a little further up the mountains." She says, as she dismounts and starts leading her unicorn. Your horses can rest in our home. Come quickly." You follow her before you lose her. Can this be some kind of a trap? You hear a waterfall in the distance. When you make it to the falls, the woman stops in front of them and with a gesture of her hands she divides the falls. Behind the water you see an enormous cave. "Come inside. We can put our friends to bed." She yells over the sound of the falling waters. You enter and take care of your horses. "My father is a powerful Wizard. He helped fight in the last war against Zargon. We have been watching the war as it has been moving to the east.

Then we saw you attack the Goblins. So my Father sent me to bring you here." "You watched us?" Asked the Barbarian. "He most likely uses a crystal ball." Says the Wizard. "He must be very powerful to see that much." With the horses taken care of, the woman lead you into a beautiful home inside the mountain. She leads you to a place where you can bathe and gives you clean clothing to wear. "Dinner is now ready. I will clean your clothes and armor for you, while you talk to my father." She leads you into a dining room where an old man waits for you. "Welcome, my sons. Please sit down and eat." "Why the royal treatment, Master" Asks the Wizard. Because, my sons, you've really kicked a bee's hive now." He says as he winks at the Dwarf. "And this may very well be the last time you enjoy such treatment." You talk with the old Wizard. But the past few days catch up to you quickly. You need to sleep. In the morning you are awoken by the beautiful woman. "Come, I have breakfast ready for you. It has been an honor serving you. Father awaits." "My daughter and I have been up all night doing the best that we can." He says as he gives the Wizard a thin gold band. "Wear this, I have cast a very powerful spell upon this band and all your helmets. Zargon's Warlock's can no longer control your minds or put you to sleep. He cannot cast fear upon you or a cloud of chaos. As long as you wear your helmets. You Master Dwarf, I have "Borin's Armor" from the Artifact Cards for you to wear. (No, Dwarf you only have 4 Defense dice. You, good Elf, I have strengthened your sword to 3 attack dice, attacking twice when fighting an Orc. And I have increased the power of your ring. You now can store 2 spells within it. You, young Wizard, I

have this leather suit that will protect you like chain mail. Add 1 more Defense dice. I have also strengthened your staff. The Wizard now has 3 attack dice. I have worked spells on 15 of your arrows. They will never miss and inflict 3 Body Points of damage. Use them wisely." "And my greatest gift." He gives you a cup and tells you to drink. You drink and feel a burning in your stomach. You feel yourself getting stronger. Add 2 Body Points to all the Heroes. Barbarian now has 10. Dwarf now has 9. Elf now has 8. And Wizard now has 6. "You will not need to sleep for a week. It is a side effect. I also gave some to your horses. They can run all day at a full gallop with no problem. They will not need any sleep for a week also. But your new strength will never leave you. Now remember what I told you. Ride east attack the Fimir. Then continue east. Come up behind

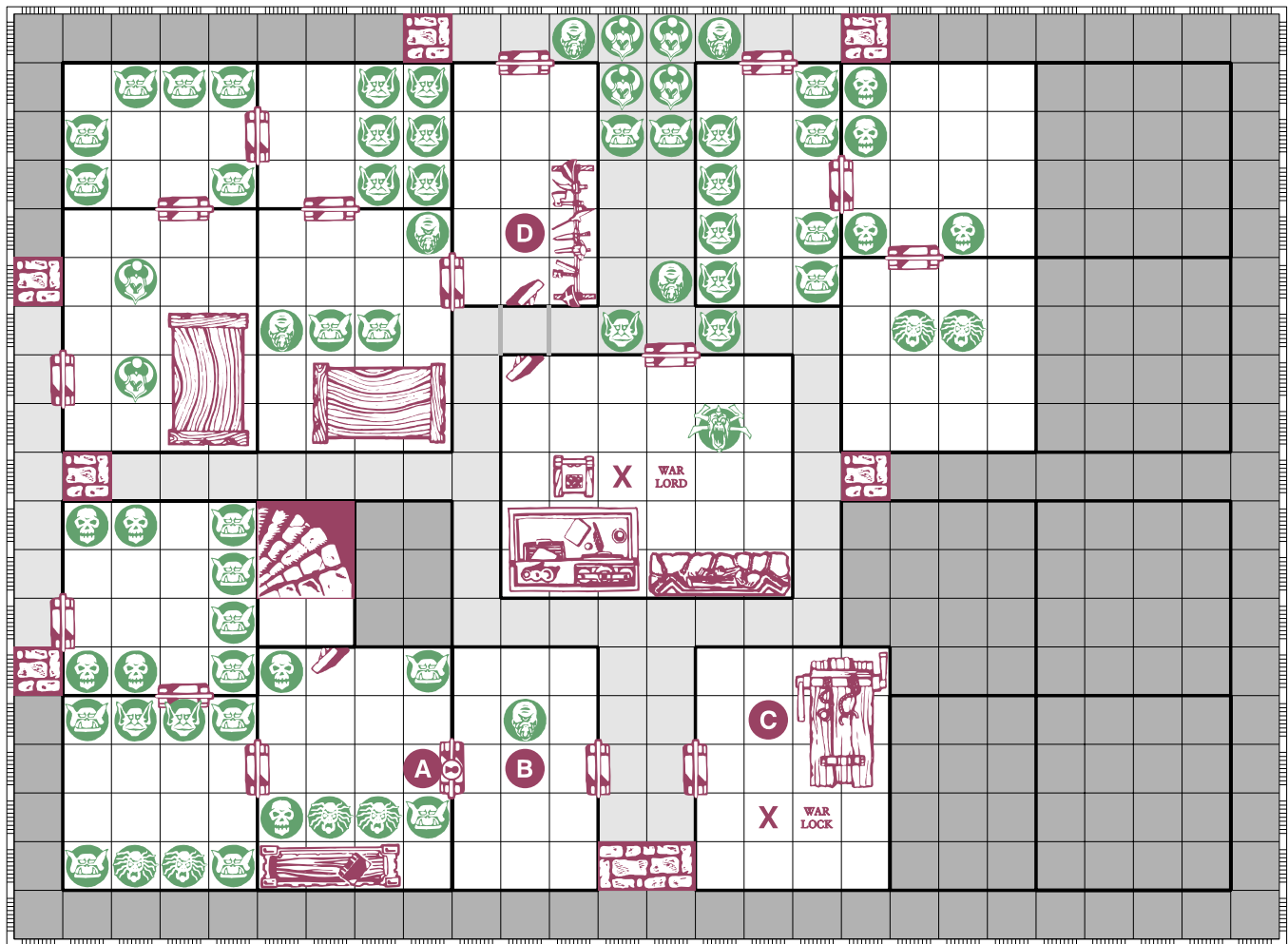
the army. Sneak in and kill their Warlord. That will bring them to a stand still for a little while. My daughter will travel and meet up with the Humans and the Dwarfs at Dwarf's Tower. If my son is successful in his mission to bring the Elves and the Barbarians. Then Zargon's army will be stopped at the eastern pass. But you must head south into the forest of the sprits. I sense grave danger there. But I cannot see clearly. But you must continue south until you come to the sea. Then head west. After that I cannot see. But it is your best route to Zargon. Kill him and the world will know peace once more. May God be with you. You give thanks for the gifts and head east. As you approach the castle of the Fimir, you smell the sickening odor of death. You meet little resistance outside the castle and make your way inside...

NOTES:

- A** The chest is booby trapped. 1 Body Point of damage if sprung. Inside are 4 bottles of juice. Each bottle will restore 4 Body Points.
- B** Zargon you decide. Some healing herbs that they need to take right away or 20 gold pieces.



Wandering Monster in this Quest: Fimir



Quest 8

You hurry away from the castle and ride nonstop to the rear of Zargon's army. It's huge! "We're not going to be able to do this." Flashes across your mind. But no one says anything until the Elf sights the secret entrance. "There it is, just like the old Wizard said it would be." You stay concealed in the woods as you make your way over to the entrance. "He said that there may be prisoners inside." "That maybe so but we got to

remember why we're here. To kill the Warlord." "He said that this secret passage will bring us up in the south west part of the castle. Then we're to make our way to the north rooms, that's where we will find the secret passage that will take us to the Warlord." "If they see us at the main gate then we've had it." "Yeah, he made that plain and simple. Keep away from the north gates. Now let us go."

NOTES:

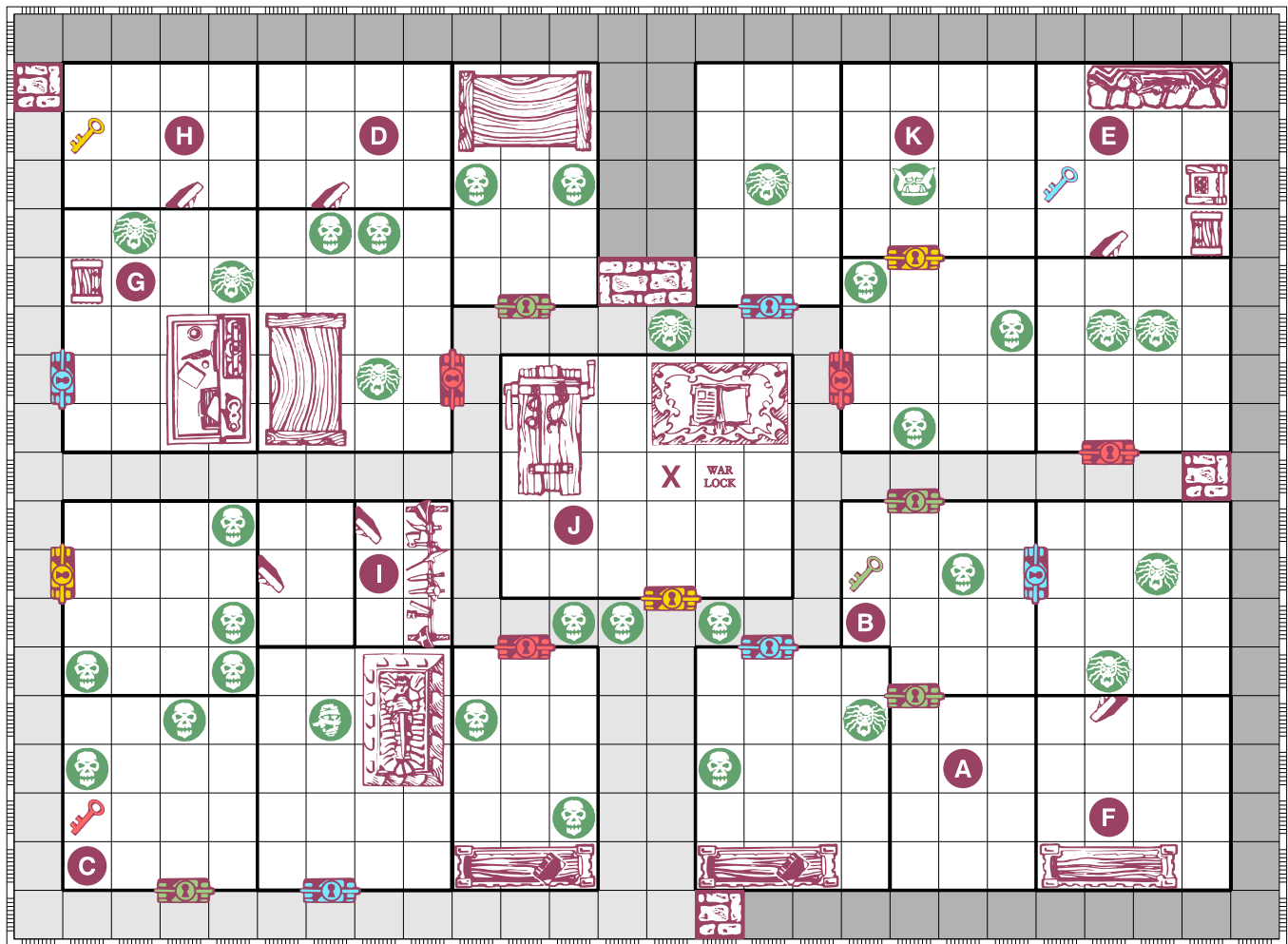
Zargon, all the monsters in this castle are armored. They have 4 Defense dice. If any of the guards see a Hero then they will sound an alarm that will bring every monster down upon them.

Warlord.

- A** This door is locked. But a search of the room finds a set of keys on one of the Orcs. The Heroes hear screaming coming through the door.
- B** Three women are chained to the walls. You set them free and tell them the way out through the secret passage. "They are killing a woman through that door. I think that they were going to turn us into Zombies."
- C** There is a woman tied to the rack. The Warlock tries to cast a mind control spell on you. The Warlock is as strong as a Chaos Warrior with 6 Mind Points. After you kill the Warlock, you untie the woman and send her down the passage.
- D** When the Heroes search this room, they find the secret passage to the



Wandering Monster in this Quest: Orc



Quest 9

You find the women waiting for you in the woods. You put them on your horses and ride. "Head for the forest." The women say. "They will not follow us inside there." As you enter the woods you have to come to a walk, for the forest is very thick. You travel a long way, until you come to a river. "I would have thought that the forest sprites would know that we are here by now." "Something must be wrong." "The sprites are friendly to us Humans." "They like our gardens. We trade them our vegetable for their medicines." "Yes, if we could not make it to the east, then we headed south into the forest. That is what we tried to do. But we got caught in the marsh lands and we were captured." "There must be a reason why they are not showing themselves. They are a very brave people." "WE COME IN PEACE!" Yells the Barbarian. "Yes, we know. Make camp. Our King is on his way to meet you."

When the King comes to you, he gives you nuts and food as a gift. "For the first time in all our existence, we have come to know fear." The King explains. "My son married a Human woman and I had a castle built here in the forest to make her

feel more at home. But Zargon's monsters have taken over the castle. They have a terrible new weapon that we cannot stand against. The dead come after us and they spread a terrible fog that puts all of us to sleep. And with their dogs, they find my people and turn us into dead servants." "Our helmets will protect us from any sleeping spells." "This is not magic. I do not know what it is. But all are powerless against it." "Where is the castle? We want to take a look at it." "Follow the river. But beware brave warriors." You leave the women with the King and make your way along the river bank. Not seeing anything along the way. "There it is. Everything looks quiet." "The King said that they attack at night." "Do we try a fast attack?" "The gates are wide open." "Sounds good to me." Says the Barbarian. As you bring your horses into a full gallop. You make it inside the gates and into the castle, when suddenly the air around you explodes into smoke. You awaken, chained to a wall. Naked. "Anyone got any more bright ideas?" Asks the Barbarian. "Well I can still cast my spells." Says the Wizard. He casts his rust spell on the chains and you all break free. "I still have my ring." Says the Elf. "I'll be right back." And he walks through the wall.

NOTES:

Zargon, the Heroes have only 1 Attack and 1 Defense dice, until they can take a weapon from a monster. Then they will have 2 Attack and 2 Defense dice, until they find their weapons and armor. The Wizard cannot use any of the

weapons. Because of the way this Quest is designed. You might put out only the gray base of the doors until they unlock the door.



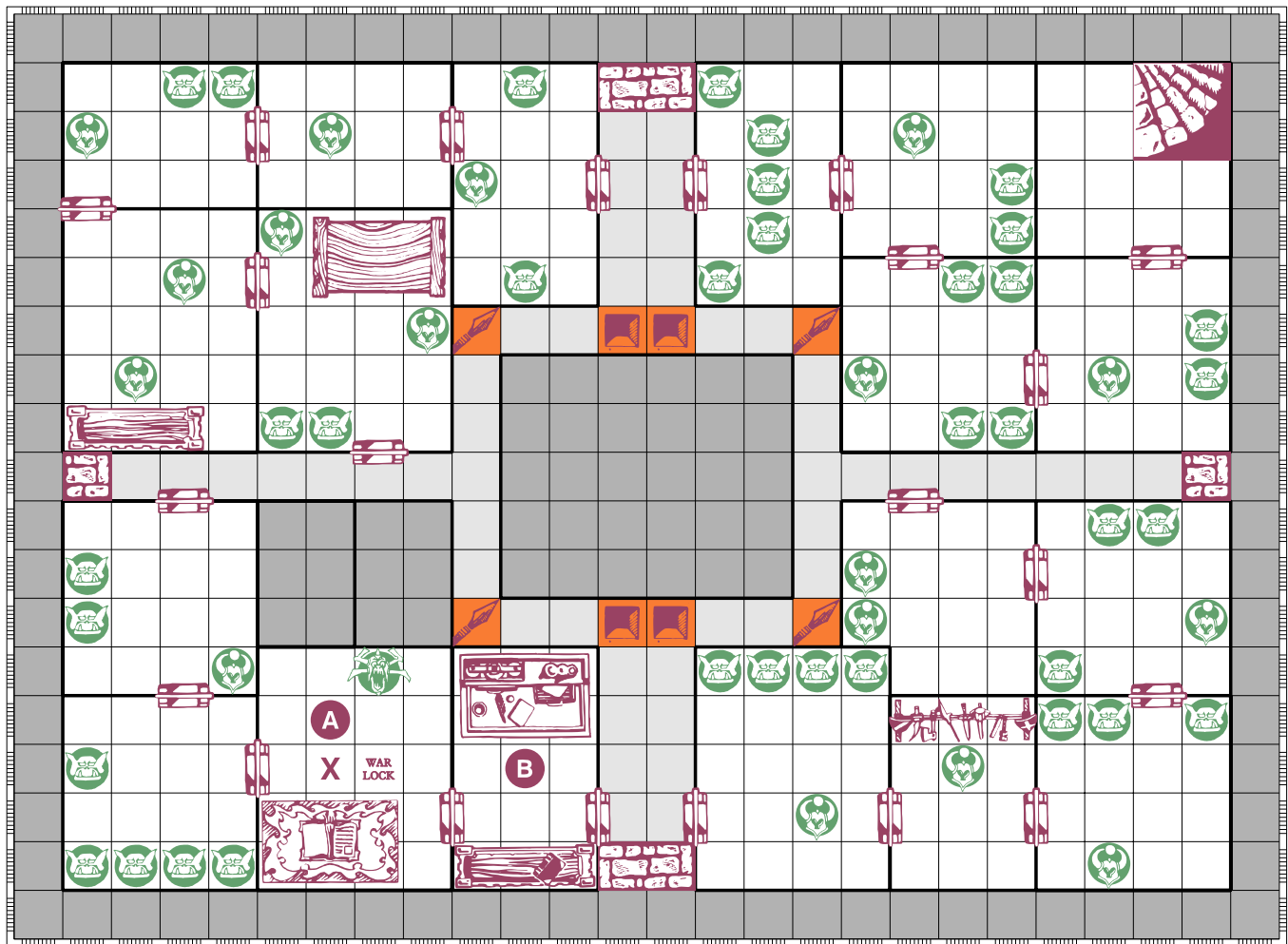
Wandering Monster in this Quest: Zombie

NOTES continued:

- A** Starting place of the Heroes.
- B** A search of this room reveals an iron key.
- C** A search of this room reveals a brass key.
- D** This room is filled with shelves, full of large nut shells with a cork in it. "Do not touch them!" Says the Wizard. "They may have something to do with that smoke."
- E** Zargon, you decide what is in the chest. Dried human flesh or if the heroes need some juice, then give them some. They also find the silver key in this room.
- F** The cupboard is filled with dried flower blossoms. The Wizard has never seen this flower before. Along the wall are barrels of liquid.
- G** Zargon, you decide what is in the chest. Dried Human flesh or some juice.
- H** This room is filled with barrels of an unknown liquid. The Heroes also find the gold key.
- I** All the Hero's weapons, clothing and armor are here. But their gold and jewels are lost.
- J** The Warlock is as strong as a Chaos Warrior with 6 Mind Points. Once killed, the Heroes find a Sprite tied to the rack. But the Heroes are too late. He is a Zombie. "Please." He says. "Give me peace." You realize that the Warlock did not complete his spell. You untie the man and he climbs down off the rack and kneels before you. He slowly grabs the Barbarian's sword and lays it on the back of his neck. You understand and mercifully cut off his head. "You know, if that Warlock was not working on him, it would have been one of us." Says the Dwarf. "We should give him a Warriors funeral."

(If the Heroes have not gone to point K yet) "There's still one more room that we haven't searched yet. There may be prisoners."

- K** This Orc is filling the seed pods with the liquids from the two barrels. "Take him alive!" Says the Wizard. "We have to find out what's happening here." The Orc is helpless before you. You tie him up and question him. "Talk Orc." But he spits at you and tries to break free. The Barbarian wants to kill him. But you decide to take him to the Sprite King. The Wizard pushes the Orc out of the castle as the rest of you carry the Sprite Hero's body. As you come out of the castle, you find a group of the dead coming back to the castle carrying sleeping Sprites with them. You make short work of them. You revive the Sprites, find your horses and give the Sprite Hero a warrior's funeral. When the King comes, he casts a spell on the Orc to make him talk. "I mix the liquids from the barrels together in the seed pods and put a cork in the shell. I let them sit overnight and the next night the Zombies take the seeds with them. They break the shells in their hands and the air is filled with the sleeping fog. The master likes to work on living creatures, they make stronger Zombies that way." You are amazed at his story. "How come the smoke doesn't make you fall sleep?" Asks the King. "Because, the Master makes me and the dogs eat the flowers." The Wizard and the King go back into the castle "I have never seen this blossom before." Says the King. "Nor have I. My master told us to travel south to the sea and then head west." "That will take you right to the Black Mountains. I don't know if Zargon lives in those mountains or somewhere on the other side." "We have to find the source of this flower, see if it will grow in this area." "And the source of these liquids, I do not know what they are also. But, this I do know. If they use these in the Dwarves' mountain. They won't stand a chance. We can no longer stay in the safety of our forest. We must bring these flowers to the Dwarves at once." "And we must head south to the sea." "Here take some of these flowers. You may need them."



Quest 11

Dawn greets you as you emerge from the castle. You look out across the sea and see a fleet of fifteen ships sailing towards you. You greet them as they come ashore. "One of our trading vessels came to this port three weeks ago and said that Zargon's monsters had taken over." Says the Captain. "So we thought we would come and see what we could do." You tell him that the main battle is up the river at the eastern pass. You tell him that you believe that Zargon's forces were using this castle as a base for transporting goods and the sleeping fog. You show him the flowers that protect you from the fog. And

the Captain laughs out loud. "This is a weed! Very common in our lands. Makes a good light wine if you're thirsty, but I like to get drunk! Well, I will leave five of my ships here to secure the port and stop Zargon from using the river. The rest of my fleet will sail up the river as far as we can and see if we can help." You ride west along the shoreline. For four days and nights you ride. On the fifth day you sight a castle on the shore. You watch as two ships are being loaded up. "Let us wait until the ships are gone and then make our move." It is night time when the ships leave. You make your way into the castle.

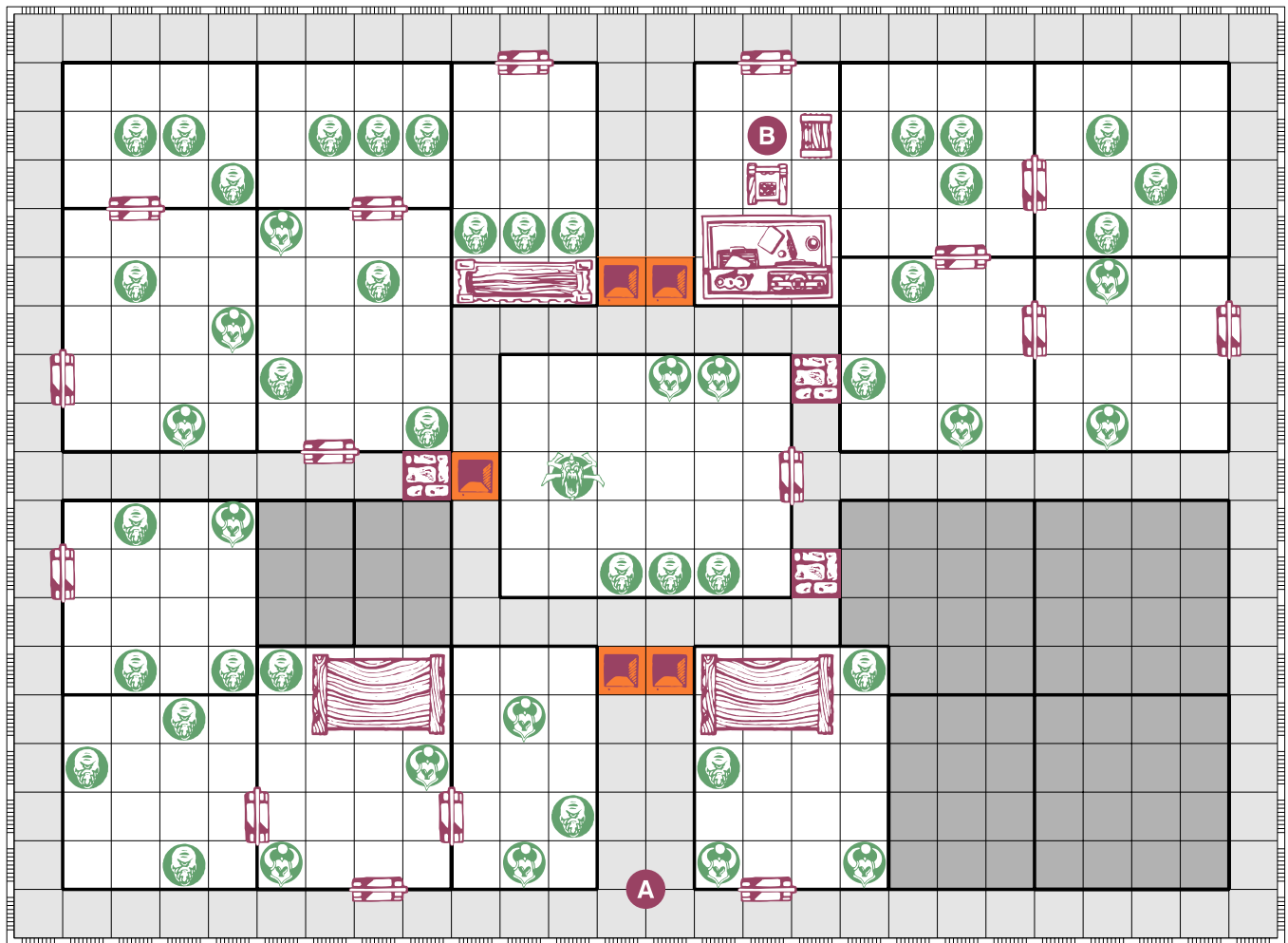
NOTES:

Zargon, the Orcs are armored. 4 Defense dice.

- A** The Warlock is as strong as a Chaos Warrior with 6 Mind Points. If he survives the first round of attacks he summons Orcs with a Chaos Spell.
- B** When the Heroes search this room. They discover 4 bottles of juice. Each bottle will restore 4 Body Points.



Wandering Monster in this Quest: Orc



Quest 12

"Should we torch the place?" Asks the Dwarf. "Because, if we do we will be telling everyone within miles that we are here." You decide not to. "How are we going to find Zargon in all these mountains? We have gone as far as the old Wizard told us to go. But what now?" "There is a road that runs north along the base of the mountains." "Well then that is as good as any place to start." So you all follow the road. A couple of times you have run-ins with Fimir that are transporting the barrels of liquid

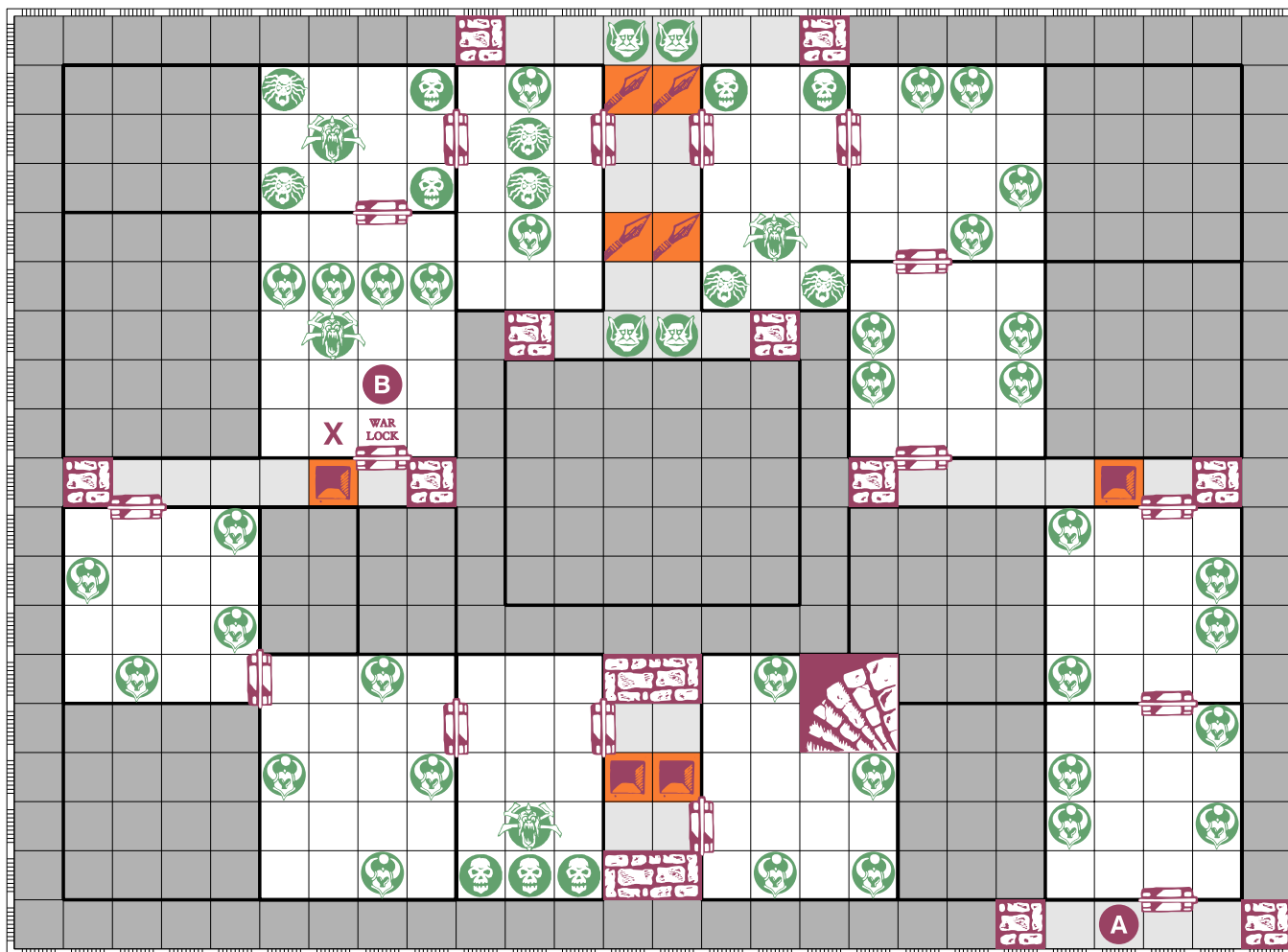
that make the sleeping fog. You hide the evidence of your work in the forest. Two days later the road turns into a valley that separates the mountains' range. You find a castle built into the side of the mountain. "They're mining the mountain." "This must be the source of the liquids that they use." "Then let us wait until the dark to come and then we will stop them." The night comes quickly and you make your way into the castle.

NOTES:

- A** The starting place of the Heroes.
- B** In the chest there are 4 bottles of juice. Each bottle will restore 4 Body Points.



Wandering Monster in this Quest: Fimir



Quest 13 – Lower Level

You have stopped the enemy from making any more of the sleeping fog. You travel further into the mountains making your way along the valley floor. "How are we ever going to find Zargon in all of this?" "We could be in these mountains for years looking." You continue riding for hours. You ride around a bend in the valley floor and it brings you to the biggest castle that you have ever seen. "Looks like there is no one around."

Says the Dwarf as you ride up to the main gates. "There is dark magic in this place." Says the Wizard. "I feel it to. Powerful evil." Says the Elf. "They must have thought that no one would ever attack one of their major castles. Let alone the mere four of us." "Then let us make them pay for their arrogance." Says the Barbarian, as he dismounts and heads into the castle. The smell of death fills the air.

NOTES:

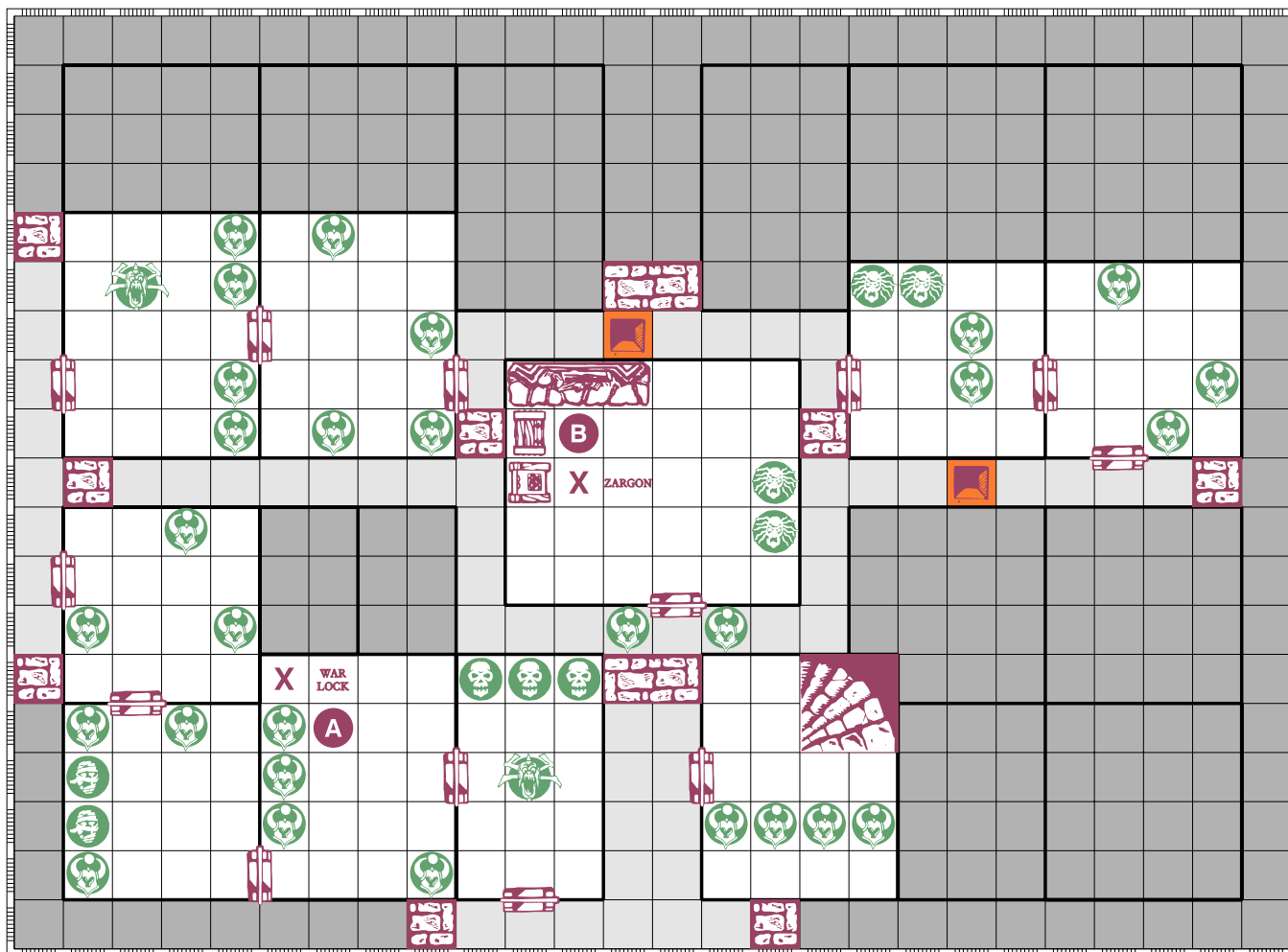
Zargon, everything in this castle is the living dead. The Elf can use his Spirit Blade. But no sleeping spell can be cast upon anything in this castle. The Heroes are looking for the stairs that will lead them up into the upper level. The Heroes must use their spells and fighting skills wisely, as they will not regain their strength or spells for the upper level.

A The starting place of the Heroes.

B The Warlocks 1st spell is "Summon Undead." He is as strong as a Chaos Warrior with 6 Mind Points.



Wandering Monster in this Quest: Chaos Warrior



Quest 14 - Upper Level

The feeling of evil gets so strong that you start to wonder if your magic has left you. You start to feel afraid. "Zargon must

be trying to cast a fear spell on us." "Keep your heads lads." "This is it! Zargon's here!"

NOTES:

A The Warlock's 1st spell is to "Summon Orcs" They are living dead. The Warlock is as strong as a Chaos Warrior with 6 Mind Points.

B Use the Warlock figure for Zargon. "FOOLS! YOU DARE ATTACK ZARGON!"

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	6	6	14	10

Zargon, you cannot be put to sleep. Arrows and throwing daggers are useless against your magic.

If the Heroes are near to death, you can start with lower Body Points. But if the Heroes are doing really well. Then tell them that Zargon gets to attack twice on all of his turns.

When Zargon is defeated, he disappears in a cloud of black smoke. Inside the chest there are enough Elixirs of Life to bring back any dead Heroes.

"Is he dead" Asks the Barbarian. "I don't know," says the Wizard. "But we stopped him for now." "Then we better hurry to the eastern pass and see how the battle goes." Says the Dwarf. "I have a feeling that this is just the beginning. There will be other battles to fight." Says the Elf.



Wandering Monster in this Quest: Chaos Warrior