

# HeroQuest™

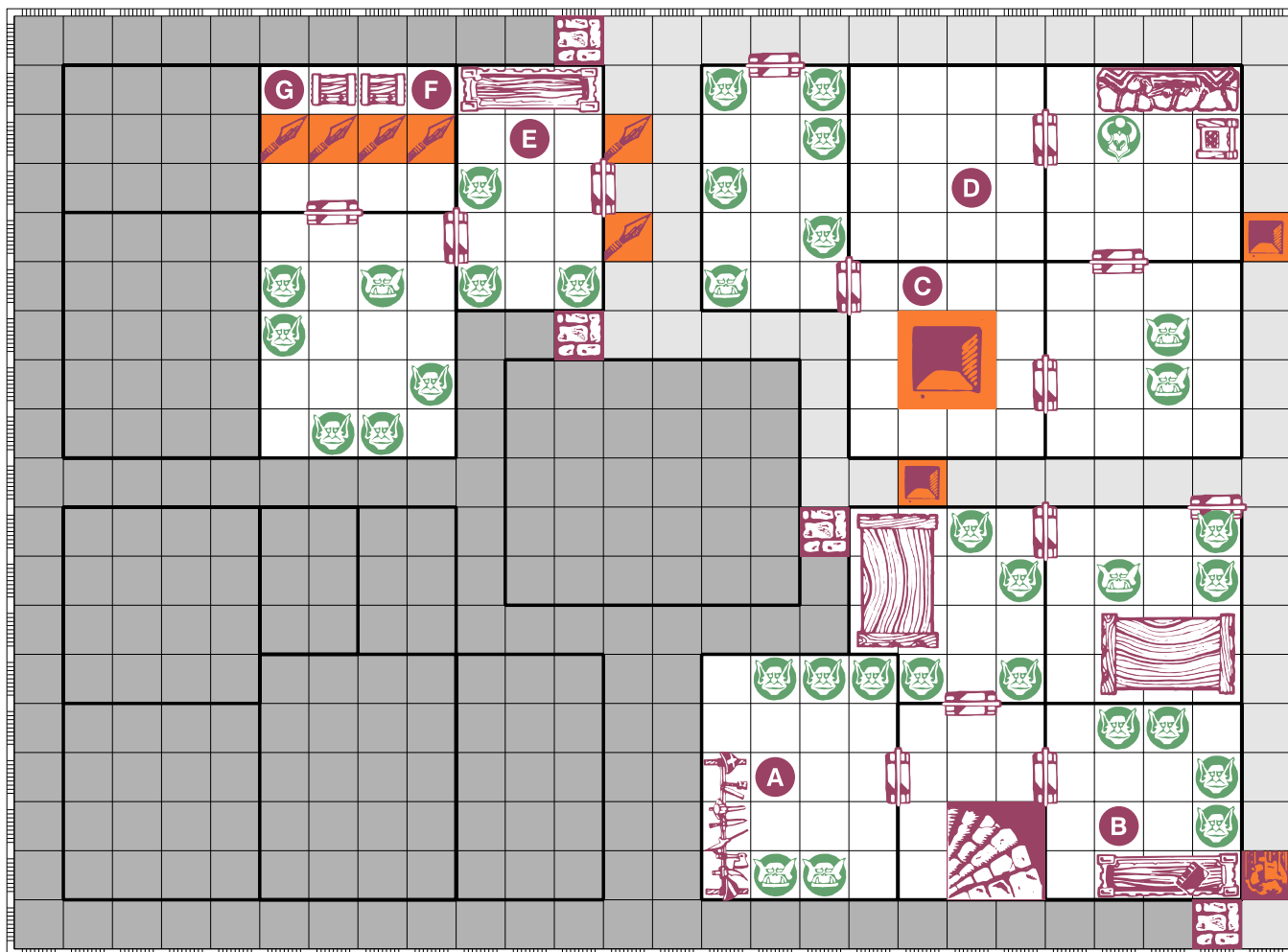
Adventure 2 – Slaves of Zargon

Q U E S T



B O O K





## Quest 1

The forest presses in on you from both sides of the trail as you and your new friends make your way through the forest. You all met a month ago in a tavern and found that you all sought the same thing. Gold, adventure and a chance to test your young skills. You took a liking to each other and vowed to travel together. You all decided to travel to the great city of Kalynn. With each passing mile you feel your excitement growing within you. This morning, as with all your mornings, you awake before dawn and load your packs. You are well on your way when the first rays of light fill the sky. But, this day will be different. "Listen!" Says the Elf, as he comes to a stop. You hear voices. "Let us take cover." says the Wizard. "Why?"

ask the Barbarian and the Dwarf together. "Let us see who they are first." So you all take cover just in time, as a group of Goblins lead by an Orc come into view. You watch as they pass and disappear back down the trail. "Let us follow them." Says the Barbarian. The Elf takes the lead as you follow the Goblins. You watch as they come to a large stump, they lift it up and disappear under it as they lower it back down. "Let us give them some time first and then we will go in." Says the Barbarian. You swallow hard. This is what you wanted, but it is still your first time. You take off your backpacks and hide them in the bushes. You go over to the stump and are surprised at how easy it lifts up. You go inside.


### NOTES:

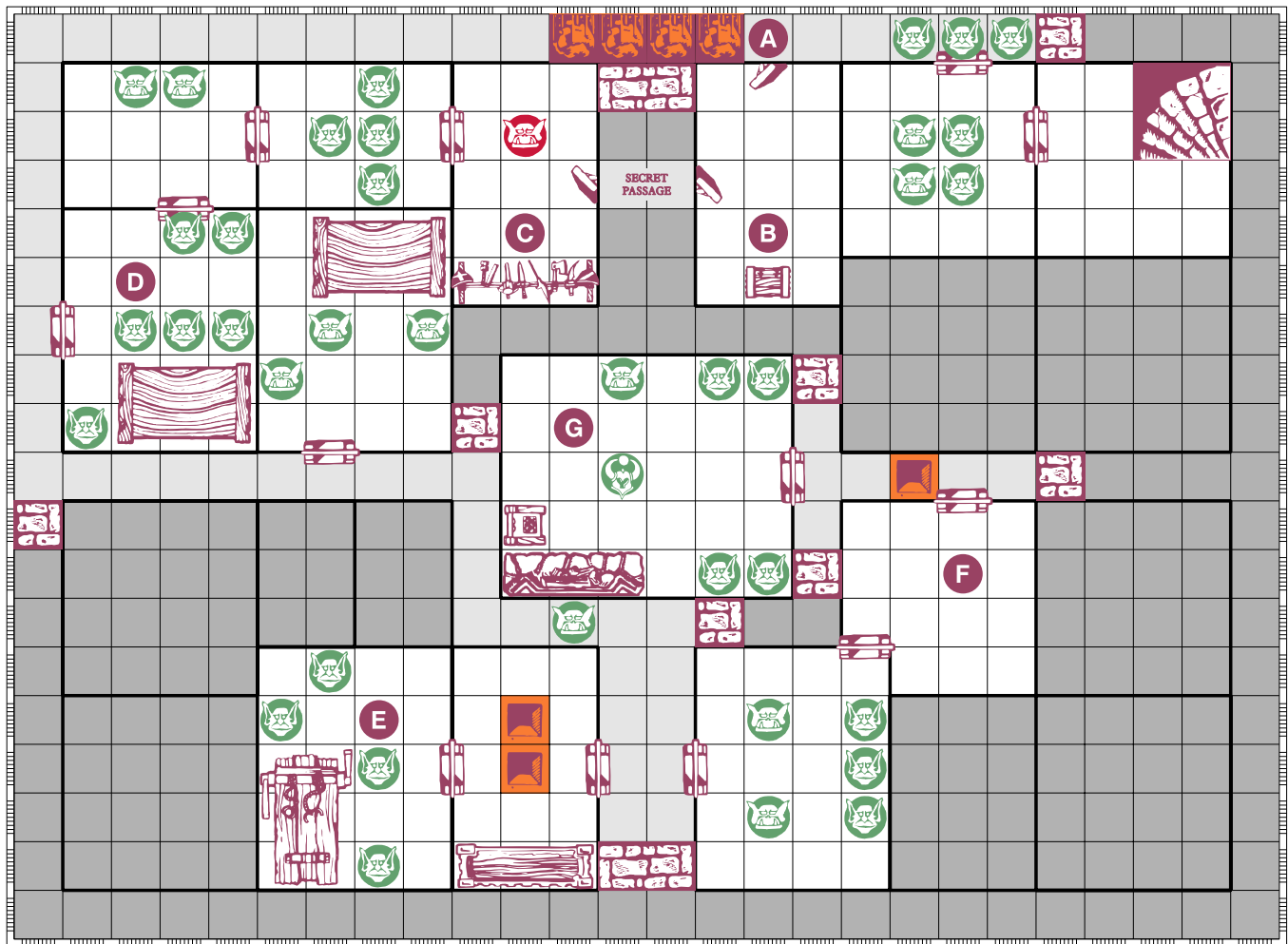
- A** Most of the weapons here are worthless to you, except for 4 poisoned coated throwing daggers.
- B** On the bookcase the Heroes find 2 bottles. Only the Wizard knows that these bottles contain a healing potion. Each bottle will restore 4 Body Points.
- C** In the center of this room is a large pit. In the pit is a large wolf. The pit is too deep for the wolf to get out. There is a path all around the pit. You can kill the wolf with a spell or a dagger, if you choose to, if you leave it, the wolf will starve to death unless it is rescued by a monster.
- D** In this room you are surprised and shocked to discover a little girl. She is scared, starving and filthy. The Wizard gently speaks to her to calm her. She says. "I was out gathering mushrooms when the Goblins caught me. They said that they were going to feed me to the wolf." "No one is going to hurt you now. You come with us and we will take you home." The Wizard carries the little girl. He can't search a room now or do physical combat. But he can still cast his spells.
- E** The Heroes find 2 bottles. Only the Wizard knows that these are healing potions. Each bottle will restore 4 Body Points.
- F** This chest is empty.



Wandering Monster in this Quest: Goblin

**NOTES continued:**

 This chest has 40 gold coins.



## Quest 2

You carry the little girl out of the Goblins hideout. "Where do you live?" asks the Dwarf. "I do not know. They made me run a long ways. I do not know where I am." She doesn't cry. You are amazed at how brave she is. You give her food and water. "Well you come with us little lass." Says the Dwarf. "Yes, we will protect you and get you to your family." Says the Barbarian. You start moving, taking turns carrying the little girl.

Two days later, you come to a small forest river. You decide to make camp. The Dwarf and the Barbarian go off to hunt. The Wizard and the Elf take turns watching the child. She is playing in the water with the Wizard, when the Elf hears a sound. "Get out of the water!" He says. They hurry out and hide. A moment later two Orcs come through the bushes on the other side of the river. "It's not blood." Says one. "It will have to do for now." Says the other, as they both drink from the river. "The master will not be pleased. We have no slaves." "We need to tell

him that the Humans are staying close to their castle. I think that they know we are here." They walk back into the woods. "I am going to follow them." Says the Elf. "I will cut notches into the trees so that you can follow me easily." And he takes off after the Orcs. When the Dwarf and the Barbarian return, the Wizard grabs the Elf's backpack and you all follow the marks left by your friend. A couple of hours later you see the Elf coming back towards you. "They have a hideout in that patch of bushes over there. I think they may have prisoners." "How many do you think there are?" "Not many. But I think they have been here a long time. I think they have been kidnapping people for slaves." "Then let us go in and get them." Says the Barbarian. You hide your packs and tell the little girl to stay hidden until you come back. You can see that she is worried. "We will be right back, little lass. Just take us a moment." Smiles the Dwarf as he follows you into the bushes.

### NOTES:

- A** The Heroes can see that the hallway is booby trapped. Can the Dwarf disarm them all?
- B** Inside the chest is 20 gold coins.
- C** In this room the Barbarian finds a longsword and shield. The Dwarf finds a good broadsword and helmet. The Elf finds "Orc's Bane" from the Artifacts
- D** Cards. The Wizard finds a good staff.
- E** When the Heroes search this room they find that the 5 knives the Goblins were using will make good throwing daggers.
- F** You find a man tied to the rack. He is weak and badly beaten, but still alive. "My family." He says. "They took my family." "Let us get you out of here for



Wandering Monster in this Quest: Goblin

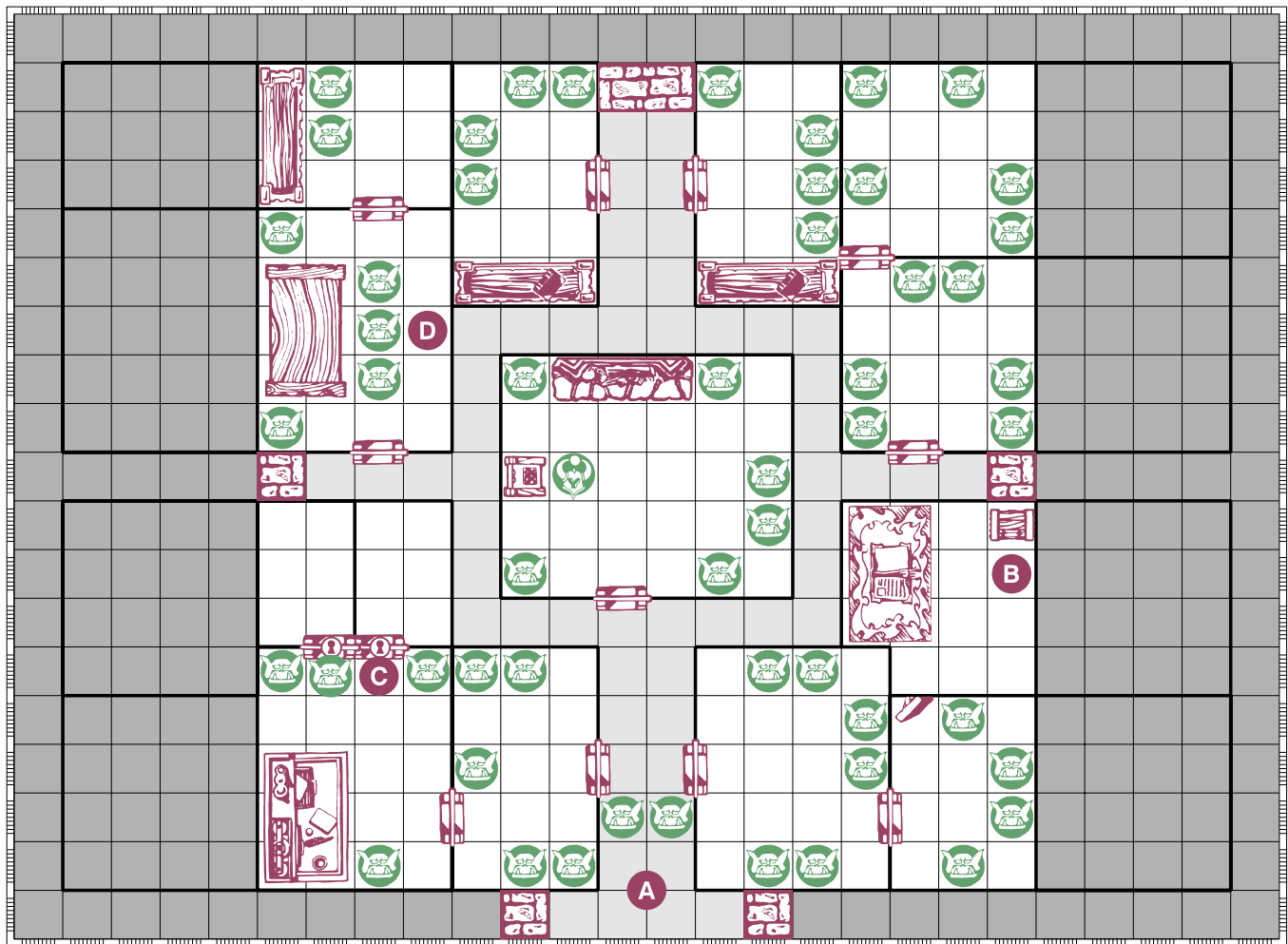
### NOTES continued:

now." You tell him. The man can walk if the Wizard helps him. He can't do any physical combat. But, he can still cast his spells.

**F** In this room you find chained to the floor, the man's wife and son. The chain is far too thick to break. "The knight has the keys." says the woman. "He's just beyond that door, I think."

**G** You find the keys attached to the knights belt. You free the woman and boy and take everyone out.





## Quest 3

You bring the family out of captivity and they are happy to find their daughter. You quickly explain as you start back across the river. You make camp and hear the story of the family. "It started about three months ago. People, families disappearing. At first we thought that they were leaving. Raising cattle is not a rewarding life. But, the land is rich for grazing and timber. Then our daughter disappeared. We thought that she was lost in the woods and then the Goblins had us. They wanted us for slaves and I think that they were waiting for someone to come and take us." "What kingdom do you belong to?" Asks the Wizard. "We are under the rule of Baron Redhand. A good and brave knight. He was given this land for his service to the King and Queen of Kalynn. We helped build him a small but sturdy castle in case we were ever attacked. Being on the edge of the kingdom is a little dangerous. But, there are a lot of families besides us. Come with us, please, we will introduce you to the Baron. He will want to know what you have done for us." You all agree and a couple of days later you make your way out of the woods only to see the small castle in the distance

surrounded by an army of Orcs. They have captured the castle and all the people. Chained together, they are being lead back into the woods. The Orcs are also taking all the livestock. The Barbarian and the Dwarf want to do something. But, you stop them. "We cannot do anything for them right now. There are too many Orcs. It would be best if we wait until nightfall, sneak into the castle and see what is going on." You all watch and notice how the Orcs are not burning any of the buildings. They strip and cook the bodies, Human and Orc alike. They bury the bones. "Why are they covering their tracks?" Asks the Barbarian. "Maybe it is so that everyone's disappearance will remain a mystery." Say the Elf. You watch as most of the Orcs leave. But, about seventy Orcs, you guess, are still in the castle. You tell the family to wait here. If the Orcs come out in the morning, then they will know that you have failed. Then they should go and warn the next town. "Don't go! Please don't leave us." Says the little girl, taking hold of your hand. The Dwarf laughs. "Do not worry lass, we will come back." "May God be with you sirs." says the mother and father.

### NOTES:

- A** Starting place of the Heroes. The two Orcs that are in front of them are sleeping. They each have 2 throwing daggers on them.
- B** In this chest you find 4 bottles of "Elixirs of Life" and 4 bottles of Healing
- C** The 2 doors in this room are locked. 5 hit points will break them in. Behind



Wandering Monster in this Quest: Orc

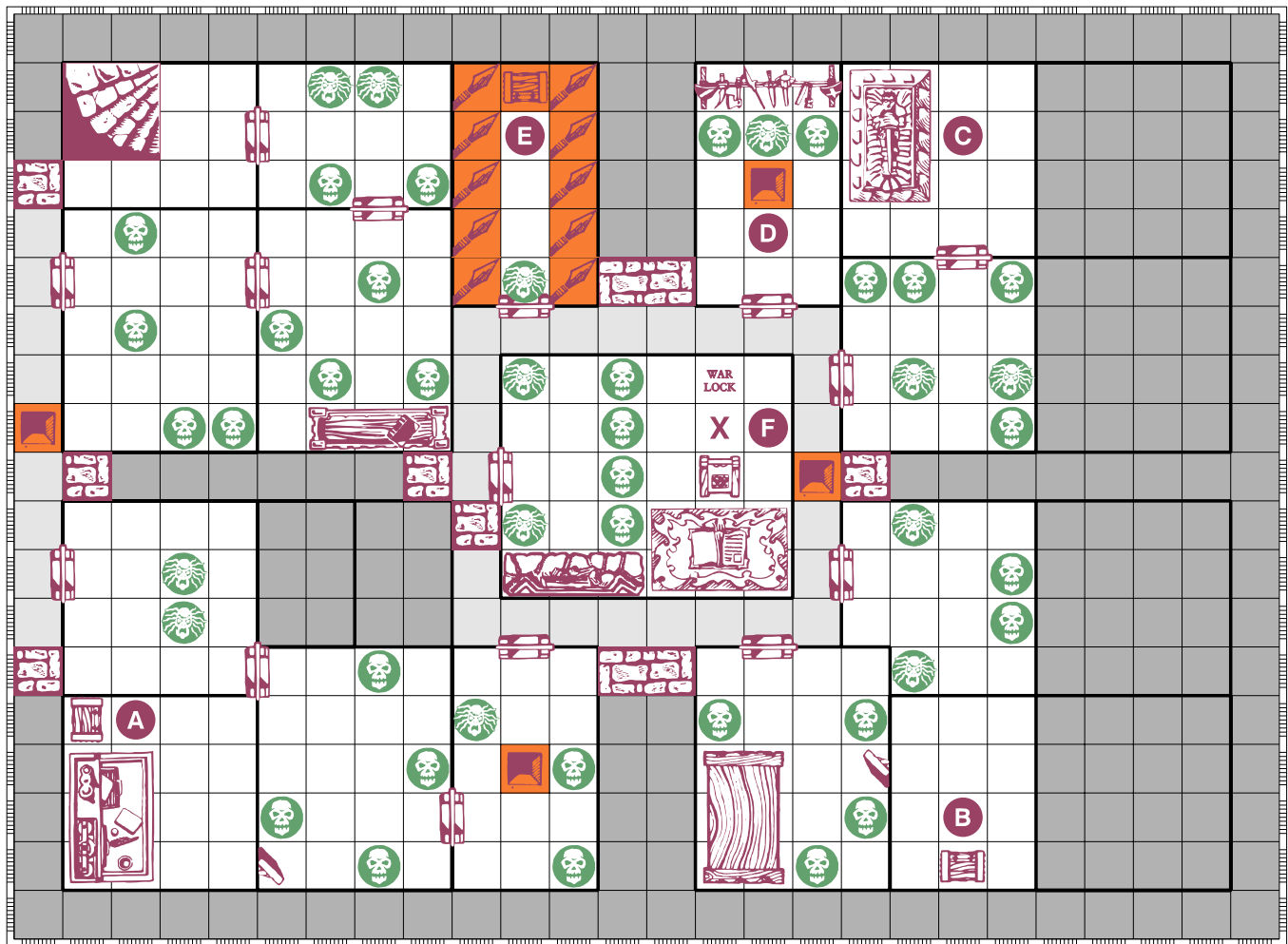
### NOTES continued:

the doors are wounded people. "We were no good to them as slaves, so they were keeping us for food. Please! They took the Baron's wife. They're going to cook her! She should be in the north west part of the castle." You tell the people to wait here.

D

On the table is the Baron's wife, she is still alive and unharmed. (If the Heroes *have not been* to point B yet: The wife tells you about her secret room, where she has healing potions. If the Heroes *have been* to point B, then she tells you to keep them. She can make more. You will need them.) She then heads to the store rooms to help her wounded people. The Wizard notices that the 3 daggers that the Orcs were using will make good throwing daggers.





## Quest 4

It took you all night to rid the castle of the Orcs. You come out and the family sees you. The Baron's Wife is a healer. She takes care of all the wounded. And asks the Wizard and little girl to help her find more herbs from the forest. While they are gone you bring out all the Orc bodies and burn them. When the lady returns, she bids you all to rest while she makes more healing potions. When you awake, she is ready. "Here, drink this." She says. You feel new strength flowing inside you.

(Add 2 points to all of the Heroes. The Barbarian now has 10. The Dwarf has 9. The Elf has 8. The Wizard has 6.)

"Please, young warriors." She asks. "Please, they took my husband alive. Will you rescue him?" "Where do you think they took him?" asks the Barbarian. "They must have taken everyone back into the Black Mountains. Why, I don't know. But, if they did, then they will travel through the woods. They will travel around the marshland. Come with me. I have maps." You are amazed at her tactical skills and planning. "When you are married to a knight, he loves to talk about these things and I loved to listen." She shows you the maps. "These maps say that a river flows out of the Black Mountains that feed the marshlands and also makes a small river that flows to us. The Orcs are probably following the river on the west side. Until

they come to the marshlands. Then they will cross the river, travel on the east side and then they will cross back over and then go back into the mountains." "Is there a way through the marshlands?" Asks the Barbarian. "I don't know. I have never seen it and people tend to avoid it. There is a legend that a powerful Wizard and Warlock fought over the love of a beautiful woman. The Warlock won and the tears of the woman fill the marshlands." She says. "So then no one has ever gone into the marsh?" Asks the Elf. "That's correct. We haven't expanded that far yet and it makes a natural barrier between us and Zargon's hoards." "Let us try it." says the Barbarian. "I do not think that the Orcs will expect anyone to come up through that way." You all agree and start out. The next day you see the marshlands. "I did not think that there would be so many trees." Says the Barbarian. "It will be good for cover." Says the Dwarf. "Yes, all we have to do is keep going north. So we should not get lost." says the Elf. You travel into the marsh. The next day you are exhausted. "I am sorry my friends." Says the Barbarian. "I did not think that it would be this bad. I think that we made a mistake." "Look!" Says the Elf. You discover a manmade trail. "I wonder who built it?" "I wonder where it goes?" "This is strange." You are glad to get out of the mud and water and follow the trail. A couple of hours later you spot a castle. You decide to explore it.



Wandering Monster in this Quest: Skeleton



NOTES:

- A

In this chest is a bottle of dark red liquid. No one knows what it is. It smells good.

Zargon, it's a powerful poison. Anyone who drinks it will die and need an Elixir of Life to bring him back to life.
- B

In this chest is a "Wizard's Cloak" and the "Wand of Magic" from the Artifacts Cards.
- C

The Hero that opens the tomb is immediately attacked by a Mummy with a sword. This Mummy has 6 Attack and 6 Defense dice. When the Mummy is destroyed, you examine its body. "Look at what he is wearing." Says the Wizard. "This man was a Red Wizard." "What does that mean?" Asks the Elf. "He studied fighting techniques." Says the Wizard. The Barbarian takes the thin gold crown that it was wearing. "What is this?" "I think that it might be a magical crown, it will protect you from mind spells." The Barbarian likes the crown and puts it on. He is now immune to the following spells: "Cloud of Chaos", "Command" and "Sleep". The Wizard notices that the Mummy is wearing a ring, he takes it. The Wizard now has the "Spell Ring" from the Artifacts Cards. The Wizard then looks at the Mummy's sword "It is a Spirit Blade". He says. He offers the sword to the Dwarf. But, the Dwarf wants nothing to do with magical weapons or armor. So the Elf takes it. The Elf now carries both "Orc's Bane" and the "Spirit Blade" from the Artifact Cards.
- D

Among the common weapons, the Dwarf is surprised to find a dwarven made shield. "Now this is something that I can trust." He says.
- E

This chest is booby trapped. 2 Body Points if sprung. When the Heroes open it they hear a hissing sound. The chest was sealed. Inside the chest are flower blossoms. Only the Wizard knows that these are healing blossoms. There is enough to heal all the Heroes. The blossoms must be eaten right away. None can be saved. On the wall is a "Wizard's Staff" from the Artifact Cards. The spear trap must first be disarmed, if trap is sprung, it resets and must be disarmed again, before staff can be taken.

F

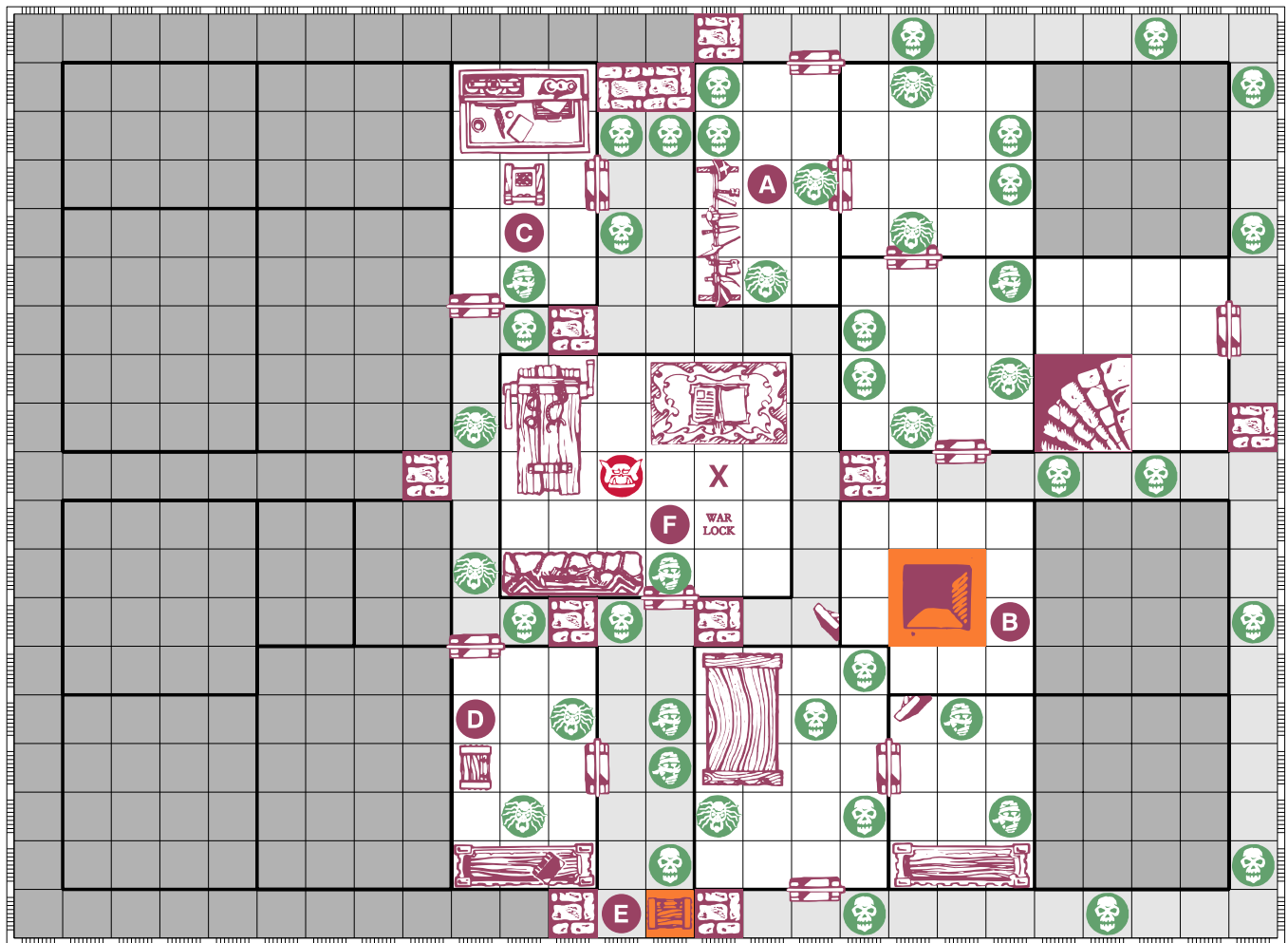
Warlock's statics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	4	10	8

Warlock cannot be put to sleep. Warlock's 1<sup>st</sup> spell is "Cloud of Chaos" 2<sup>nd</sup> spell is "Summon Undead" 3<sup>rd</sup> spell is "Firestorm". Then he resorts to physical combat.

Zargon, be merciful! This is a deadly combination of spells. Try not to attack too hard a Hero that is under the cloud spell. Try to wait until there are only 1 or 2 monsters left before summoning more. If you don't have enough Skeletons or Zombies, then substitute, they are pretty close in strength anyway.

Warlock says with his dying breath. "You may have beaten me. But, you will never beat my Master! You will never save them, never..."



## Quest 5

"Never save them?" Asks the Wizard. "Who? The people they've taken for slaves?" "Must be." Says the Elf. "But, I am more interested in finding this "Master" of his." "You know." Starts the Barbarian. "When we first started together, I was after gold. But, now after seeing what I have seen. I am bound and determined to help these people." "Yes, I agree and I am with you my friend." Says the Dwarf. "And I too want to meet this

Master." You make your way out of the castle and find that the path leads in a straight line through the swamps. "I think I know where this path will lead us." Says the Barbarian. You travel most of the day. The fog and large trees make for poor visibility. A castle suddenly comes into view. You make your way inside.

### NOTES:

Zargon, all the monsters in this castle are armored. Add 2 more Defense dice.

- A** Among the weapons, the Elf finds a shield.
- B** In the pit is an old man. "Please help me!" He says. "I think that they are going to turn me into a Zombie!" The pit is deep. But if the Dwarf grabs the Barbarian's legs and the Barbarian bends over the edge at the waist. Then the man can jump and grab a hold. The Barbarian pulls him up to the ledge and the Elf pulls the man out of the pit. "There is another door on the other side." Says the man. "There was another man with me. We were brought here by a huge Orc. I do not know where the other man is." "You better follow behind us." You say. The old man can't help you fight.
- C** On the desk you discover spells for making Zombies. Inside one of the drawers the Elf discovers the "Ring of Return" from the Artifact Cards.
- D** Inside this chest are 16 bottles of a dark red liquid. It smells good.

- E** This chest is booby trapped. 2 Body Points if sprung. Inside the chest are 80 gold coins.

- F** There is a man tied to the rack, he is alive and unharmed. Warlock's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	6	6	12	8

Warlock cannot be put to sleep. Warlock's 1<sup>st</sup> spell is "Cloud of Chaos", 2<sup>nd</sup> spell is "Summon Undead", 3<sup>rd</sup> spell "Firestorm". Then he resorts to physical combat.

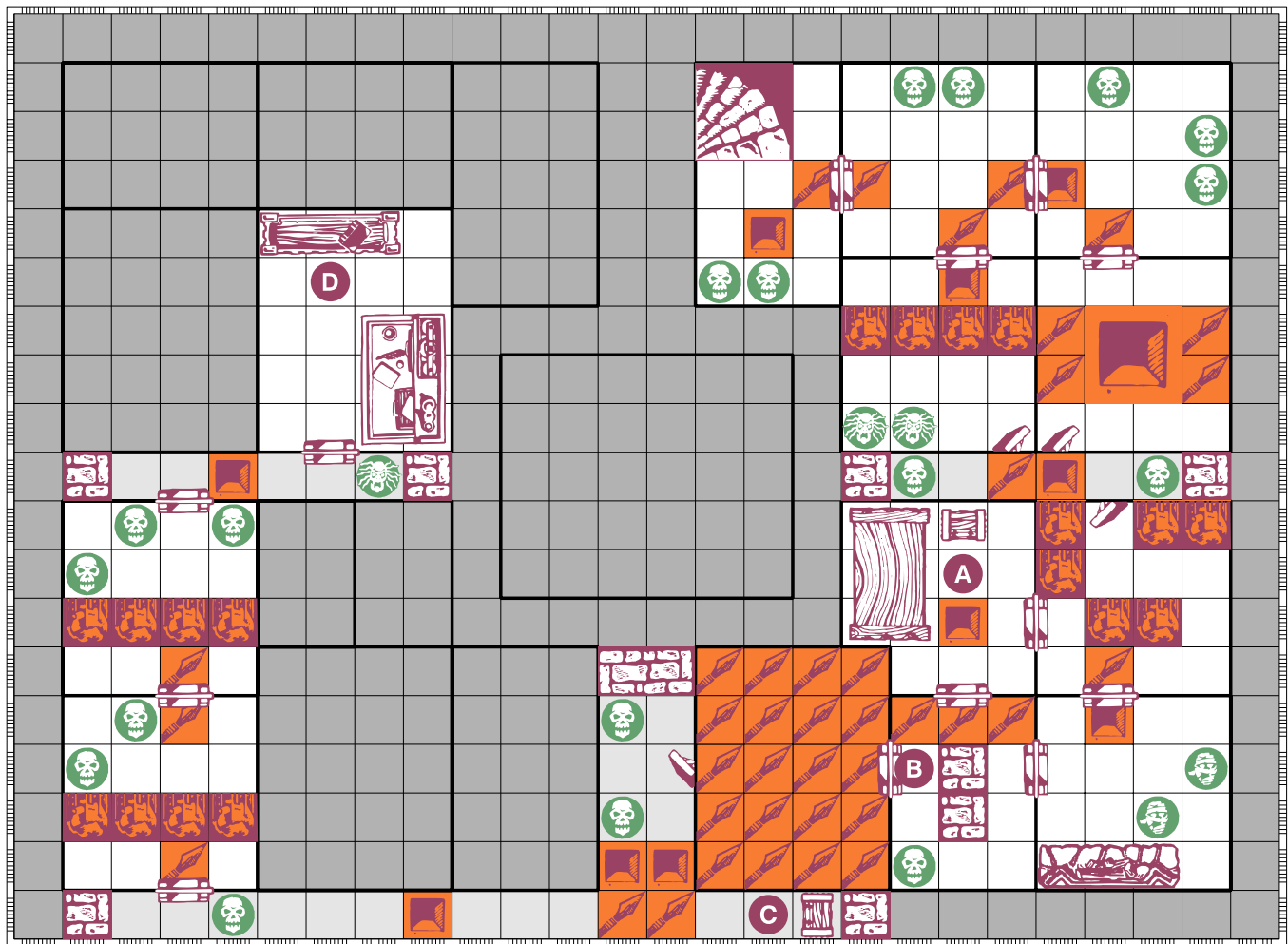
Zargon, again be careful not to wipe out the Heroes. If any do die, have the others find some Elixirs of Life.

When Warlock is killed, it sounded like the last thing he said was a woman's name.



Wandering Monster in this Quest: Zombie





## Quest 6

You untie the man from the rack. "Thank you, brave warriors." Says the man. "They were going to make me drink this dark red liquid. Its poison! Then they were going to turn me into a Zombie." "Well you're safe now. Where do you come from?" asks the Elf. "I think from the south, we were captured by an army of Orcs. They made us march north through the woods. Then this huge Orc took us into the swamp. I lost my sense of directions then. The Orc brought us to this castle." "Is your Lord, Baron Redhand?" asks the Wizard. "Yes!" Say both men excitedly. "Then you are right. Your town is three days to the south. We will give you some food. Follow the trail out of the swamp. We will see if we can rescue your people." says the Wizard. The two men look at you in awe. "But, the Orcs, there's so many of

them." The one man says. "We will see." says the Barbarian. "If we can get out of this accursed marshland, that is." Grumbles the Dwarf. "We think that there is only one path through the marsh." Say the two men. "Then we will take it." Says the Barbarian. You start down the trail again, but this time the trail bends and turns. You worry about getting lost. Then suddenly you see another small castle. The two Skeletons standing by the door, tell you that the owner of this place must belong to Zargon's forces. "We better find out who lives here and then kill him." Says the Barbarian. You make your way up the stairs. "Stop!" Says the Dwarf. "Look at this. They're not attacking. They're waiting and that is because there is a trap right in front of them and the door."

### NOTES:

- A** Inside the chest is a tool kit.
- B** This room is full of spear traps. The Heroes must work their way through the room until they find the secret door. They cannot see the secret door until they are standing next to it.
- C** Inside the chest is 40 gold coins.
- D** When the Heroes search this room. They discover 3 crystal balls. One is clear. But, inside the other crystal balls there is an old man and an old woman. They are trying to tell you something. You watch their motions. "I think they

want us to smash the crystal ball." Says the Wizard, as he picks up the ball with the old man inside. The Wizard smashes the ball and instantly the old man is standing before you. "Quickly, my son. Break the other one." He says. You do and the old woman stands before you. The man and woman hug each other. "My love, it has finally happened. We are free." "Yes, thanks to these brave men." They turn to you and explain. "Fifty years ago, I fought the Warlock to protect my love. But, he defeated me and imprisoned me in the crystal." Says the old Wizard. Then the old woman says. "And when I refused to love him. He imprisoned me also. So that we could watch each other, but, never talk or touch. Just watch each other grow old. He would come in time to time and mock us. It was terrible." She begins to cry. The old Wizard holds



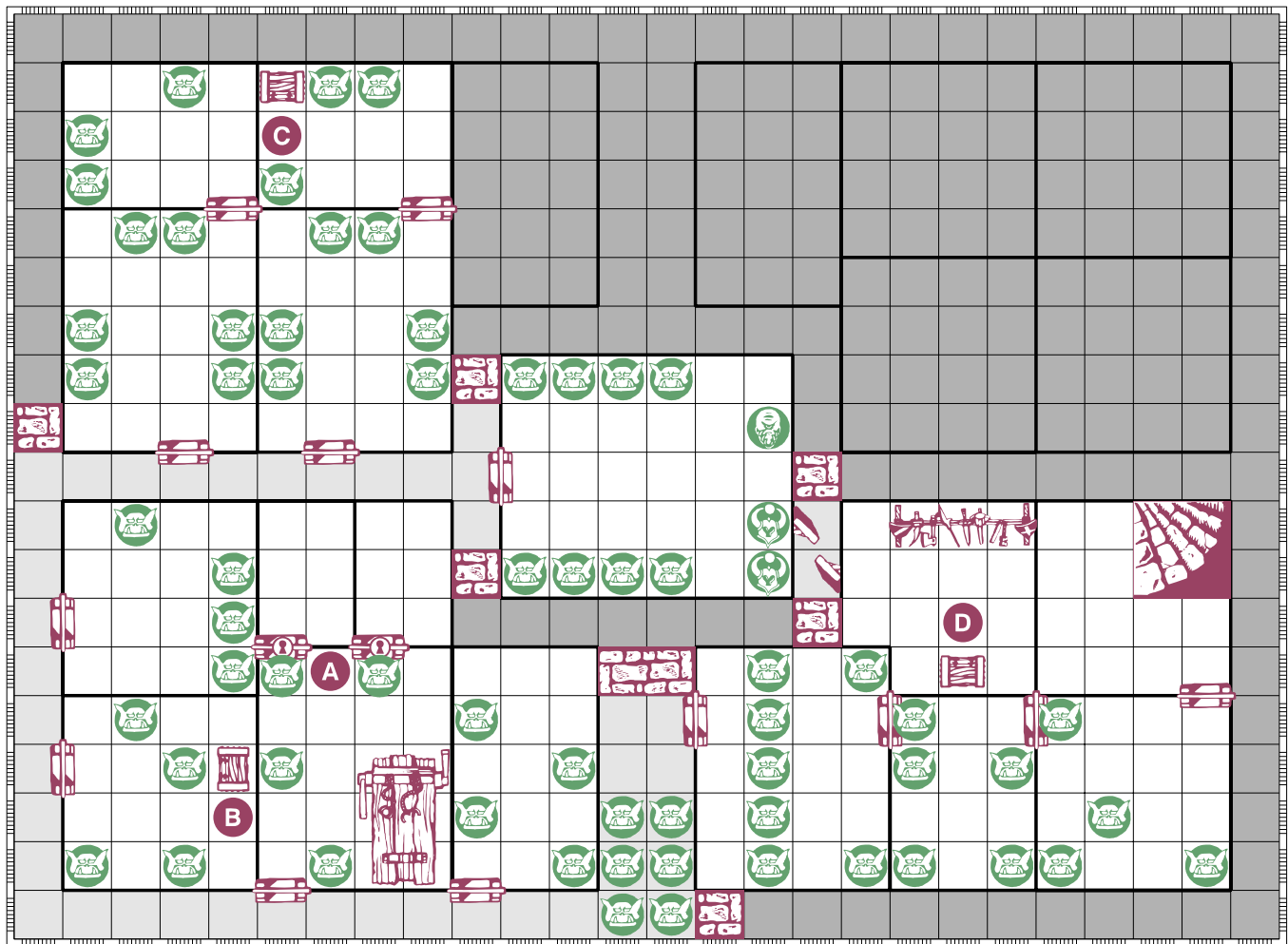
Wandering Monster in this Quest: Skeleton

## NOTES continued:

her. "We now have our lives together." "Yes, but, how do we thank these men for helping us. For only the pure in heart could break the spell." Says the woman. "I know." She says as she takes the third crystal. "I will look." She stares for a while into the crystal. Then in shock she says. "You have killed him. He's dead. But, you seek to free a people. Continue on your path. But, the leader of the people, he is very brave and strong. They plan to poison his mind and turn him into a slave. You must move with care, your strength is in your friendship. You have grown very strong in a short time. Keep your hearts pure, for you will see great evil. Do not let hate consume you." She looks at you. "You will need one thing. Because you stopped to help us. I fear that you will not reach the knight in time. Take this and make him drink it. It will restore his mind." She hands you a white bottle.

The old Wizard notices the ring, staff and crown that you are wearing. "Where did you get those?" He asks. You tell him. "So, that is what happened to my apprentice. Let me see your ring." He says to the Wizard. The Wizard gives him the ring. The old Wizard takes it in his hands and starts to chant. His hands glow brightly, to the point where you have to turn away your eyes. Suddenly the light is gone. "You can now store 4 spells inside this ring." He says as he hands it back to you. "I am sorry that we cannot help you further. But, know this. There may come a time when our paths cross again and we will not forget all that you have done for us."





## Quest 7

You make your way out of the swamps. You do not have to travel far until you come to a large path. Choosing to follow the path from inside the woods. You come up under cover to the castle. In front of the castle you see over a hundred people sitting in the tall grass. Throwing off your backpacks, you crawl on your bellies to the people. "Shhh, we are here to help you." "Please sir." Says the young man. "Save yourself, half the

Orc army is in that castle. The other half took the strongest of us with them down the path. They are armored. They have us so heavily chained that we cannot run." "He is right." Says the Dwarf. "These chains are thick. We will have to get the keys." "We will take it slow and if we are lucky we can take them by surprise." Says the Barbarian. You crawl your way over to the door and make your way inside.

### NOTES:

Zargon, all the Orcs in this castle are armored. They have 4 Defense dice.

Zargon, look at each Hero's sheet. At this point make sure that each Hero has at least one "Elixir of Life" and 1 bottle of +4 potion.

- A** There is an old woman tied to the rack. She is dead. The 2 doors are locked. 5 hit points will break them in. Inside each room there are 3 old people. "They said that we were no good to them. They were going to eat us!" They say. You tell them to stay there and that you will be back for them later.
- B** Zargon, you decide what is in the chest. Dried human flesh, healing herbs to bring the Heroes back to full power if they are not doing too well or 40 gold coins.
- C** Zargon, you decide what is in this chest. Dried human flesh, healing herbs, or 40 gold coins.
- D** This room is full of stolen weapons, clothing, armor, bottles, keys to release the humans and a chest with a 1000 gold coins. The Elf and the Barbarian each find a chain mail suit.



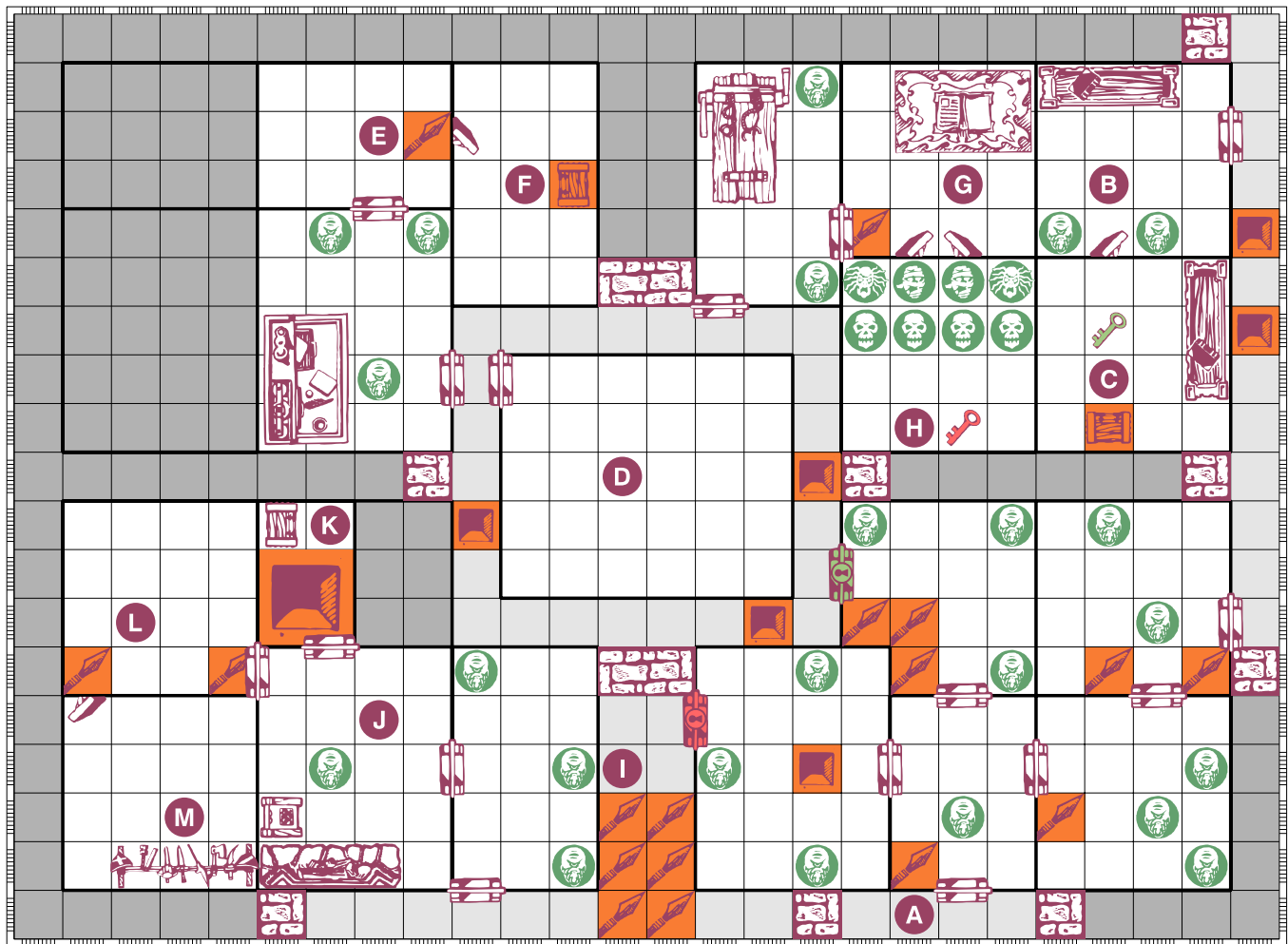
Wandering Monster in this Quest: Orc





## NOTES:

- A** Zargon, the Goblins are well armored. They have 4 Defense dice. They attack with heavy clubs. 2 Attack dice. The Heroes are beaten until they are knocked out. If all the Heroes are knocked out they are returned to point A on the map. If this happens the Heroes break through the wall into the other cell. 4 sixes must be rolled on the dice to make the hole. Heroes cannot search a room unless directed to.
- A** Starting place of the Heroes. Heroes have 1 Attack dice, 1 Defense dice, until they find their belongings.
- B** When the Elf searches this room he finds the keys to unlock the door.
- C** The Heroes find their weapons and armor. In the chest are all their potions. Their gold and jewels are gone.
- D** Allow the Heroes to search this room and draw cards. Ask who looked at spell book. He trips a spear trap. Book is useless.
- E** This Goblin knows magic. As soon as the door is opened he casts "Lightning Bolt" spell. All Heroes in line with the Goblin and the door are affected by the spell. Before Goblin is killed he casts "Escape". Allow the Heroes to search this room if they wish to. Then they discover the secret door.
- F** This is where the Goblin Warlock teleports to.
- G** Zargon, you decide. Dried human flesh, healing herbs that must be eaten right away, or 20 gold coins.
- H** This room has 20 wolves chained to the wall. It will only take you a moment to kill them all. The Heroes may search this room.
- I** In the desk, the Heroes discover a set of keys that will unlock all the working Human's chains.
- J** In the pit is a pregnant wolf. The Heroes can kill it or leave it. It can't get out of the pit.
- K** The Heroes may search this room. This room is full of good food. The Heroes find their backpacks.
- L** These doors lead outside. The guard sounds an alarm. The Goblins swarm on the door. The Heroes must kill the rest of the 60 Goblins to survive the Quest.  
  
Zargon, attack in one big group. As the Heroes kill the goblins up front. Put those Goblins in the back and keep attacking the Heroes.



## Quest 9

The people in the fields come running over to you. You unchain them, give them food, tell them the way back to the village and also pick up the Orcs path once again. You follow their path

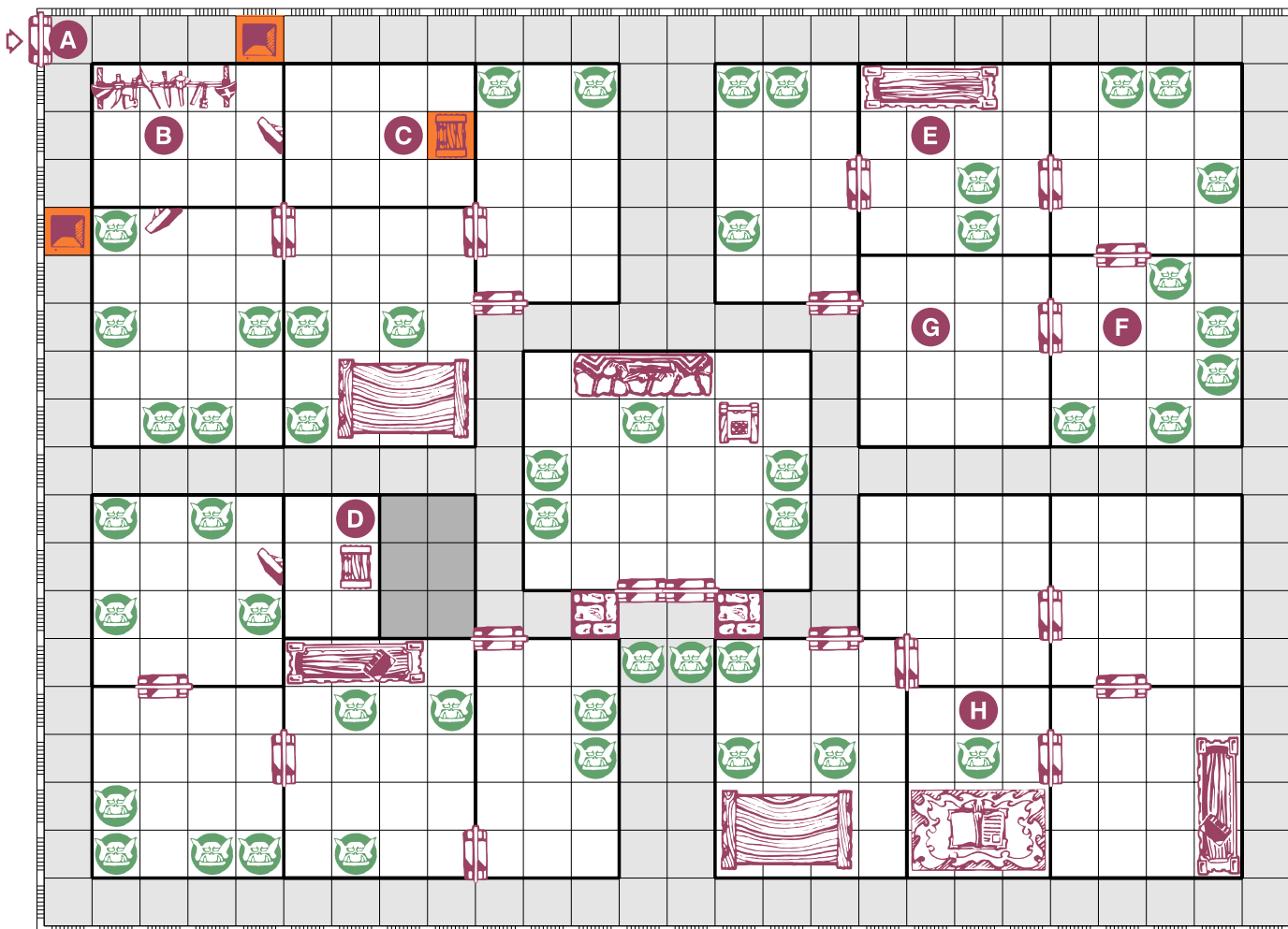
into the woods. Suddenly you see a castle. Fimir are training the wolves. You decide to wait until nightfall and sneak into the castle.

### NOTES:

- A** Starting place of the Heroes.
- B** When Heroes search this room, they find 20 gold coins in bookshelf and the secret door.
- C** Chest is booby trapped. 1 hit point if sprung. Inside are 6 mushrooms. Only the Wizard knows that each of these mushrooms will restore 2 Body Points. Heroes also find the iron key
- D** This room is full of 20 wolves, chained to the wall. It will not take you long to kill them. A search of this room reveals nothing.
- E** The Heroes see the spear trap that they must first disarm before going through secret door.
- F** This chest is booby trapped. Poisonous gas. 2 hit points on everyone who is in the room if sprung. Inside are 4 mushrooms. Only the Wizard knows that each of these mushrooms will restore 2 Body Points.
- G** The Wizard can tell from the book that the Fimir were raising the dead. The Heroes discover a double wide secret door.
- H** A search of this room reveals the brass key.
- I** The Heroes see the spear traps. They must disarm a path through.
- J** This Fimir knows magic and casts a "Rust" spell on the Hero that opened the door. That Hero loses his weapon. Unless the door was open by the Elf or Wizard. In this case the spell was useless.
- K** In this room is a large pit. It is too wide for the Heroes to jump across and so deep that if anyone falls in they will be trapped. Chest is not booby trapped. Inside is a collection of jewels worth 400 gold coins.
- L** Heroes see the spear trap that must first be disarmed before going through secret door.
- M** In this room the Heroes find 2 beautiful axes and 2 longswords. The Heroes must decide for themselves, if they take the axes they must give up their shields. Dwarf finds a chainmail suit that will fit him. The Elf and the Wizard both find 3 poisoned throwing daggers.



Wandering Monster in this Quest: Fimir



## Quest 10

You find the Orcs trail and continue following it. You come upon another castle. "What is it this time?" Asks the Barbarian. "Orcs. Looks like some of the army went inside and the rest

continued on. This looks like a training ground." Says the Elf. "We will wait until night, hopefully take them by surprise." Says the Barbarian.

### NOTES:

Zargon, all the Orcs are armored. 4 Defense dice.

- A** The Heroes enter through this door.
- B** This room is full of weapons. Useless to the Heroes.
- C** Chest is booby trapped. 1 hit point if sprung. Inside are 4 bottle of potion. Each bottle will restore 4 Body Points.
- D** Zargon you decide. 4 more bottles, 100 gold coins or dried deer meat.
- E** A search of this room reveals only dried deer meat.
- F** These Orcs are so drunk they only have 1 Attack dice and 1 Defense dice.
- G** This room is full of Orc beer.
- H** In this room is a dead Orc. He died in a failed spell. The Wizard sees the medallion that the Orc is wearing and knows that it is a "Talisman of Lore" from the Artifact Cards. He takes it and puts it on.



Wandering Monster in this Quest: Orc



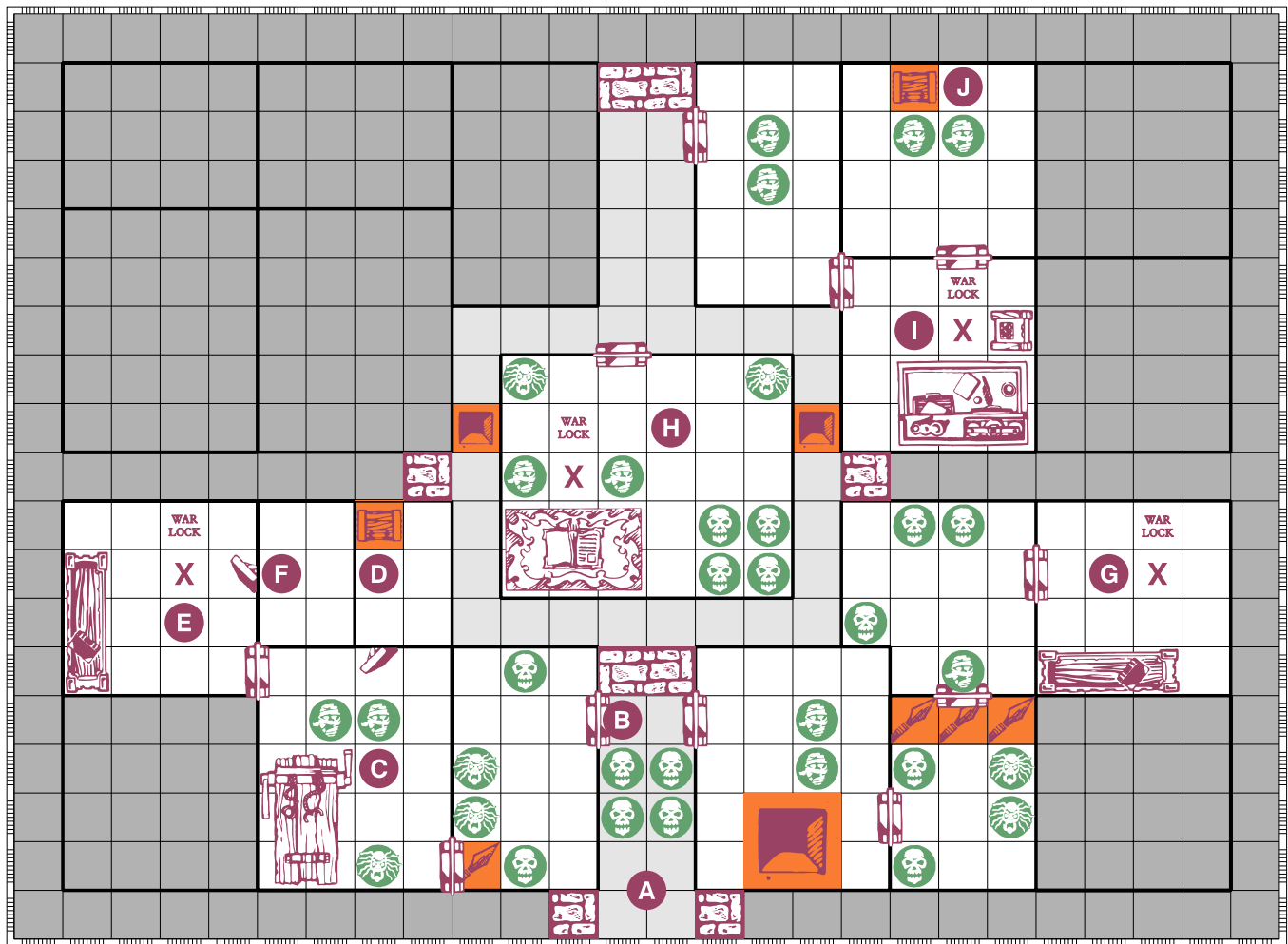


see what is inside the cave. We can take it slow and easy. If it is too much for us we can try and back out." Says the Barbarian. "That is a good idea. Remember, we have to come back this way again." Says the Dwarf. You all head into the cave. In the back is a massive wooden door.

- A** Heroes enter through this door.
- B** This room looks like an abandoned store room.
- C** This room looks like an abandoned kitchen.
- D** This room looks like an abandoned prison cell. The floor is littered with bones and rotting cloth.
- E** This is a weapons and tool room. Nothing of value to the Heroes.
- F** When the Heroes search this room. The Wizard discovers a scroll that will restore 2 spells of his choosing. The scroll will then disintegrate. Also the Wizard discovers something puzzling. "I do not believe this." He says. "These Mountain Orcs are able to forge metal with no heat. But, with magic!" "What do they make? We have not seen any magical weapons." Says the Elf. "Not yet, we have not. We must be prepared. Who knows what they can be doing."
- G** This chest is booby trapped. 1 hit point if sprung. Inside are 80 gold coins.
- H** The Orcs are making weapons in this room.
- I** These Orcs are making Iron Skeletons!
- J** This room is full of coal.
- K** The stairs lead down into the center room.
- L** These Orcs are digging. They are armed with heavy picks.



**Wandering Monster in this Quest: Mountain Orc**



## Quest 12

You come out of the cave. You hurry as you get back on the trail of the Orcs. You discover the remains of a camp. "We are so close, a day at the most." Says the Elf. You hurry. Suddenly, there is a castle next to a large mountain stream. "They went in

there." Says the Elf. "Then this is it. Let us kill some Orcs!" Says the Barbarian. The front gate is unguarded, you make your way inside easily.

### NOTES:

- A** Zargon, when the Elf attacks a Warlock he has only 2 Attack dice.
- A** Starting place of the Heroes.
- B** This wall is an illusion. The Heroes can walk through it.
- C** When the Heroes search this room they find a man tied to the rack. He is unconscious and nearly dead. The Heroes can give him a healing potion to revive him. If they do the man follows behind them. He is too weak to do any fighting. The Heroes also discover the secret door.
- D** This room is full of evil potions and a chest. The chest is booby trapped. 2 hit points if sprung. Inside is a diamond worth 500 gold coins.
- E** This Warlock casts "Command" on the first Hero that enters the room. If it is the Barbarian, then spell has no effect. Any other Hero turns and blocks the door and fights his friends. All the other Heroes can do is defend themselves until their friend recovers his mind. Warlock's 2<sup>nd</sup> spell is "Fire storm". Then he resort to physical combat. Warlock's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	4	6	7

When Warlock is killed, a search of this room reveals a key and a secret door.

- F** In this room are 3 men chained to the wall. They are weak but can walk. Key will unlock chains.
- G** This Warlock casts "Lightning Bolt" as soon as door is opened. His 2<sup>nd</sup> spell is "Ball of Flame". Then he resorts to physical combat. This Warlock's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	6	7	8

When the Heroes search this room, Wizard discovers a scroll that will restore 2 of his spells. Scroll then disintegrates.

- H** This Warlock is in the middle of a spell and is helpless. He has 3 Body Points. Heroes have 2 turns to try and kill him before Warlock turns into a Gargoyle



Wandering Monster in this Quest: Mummy

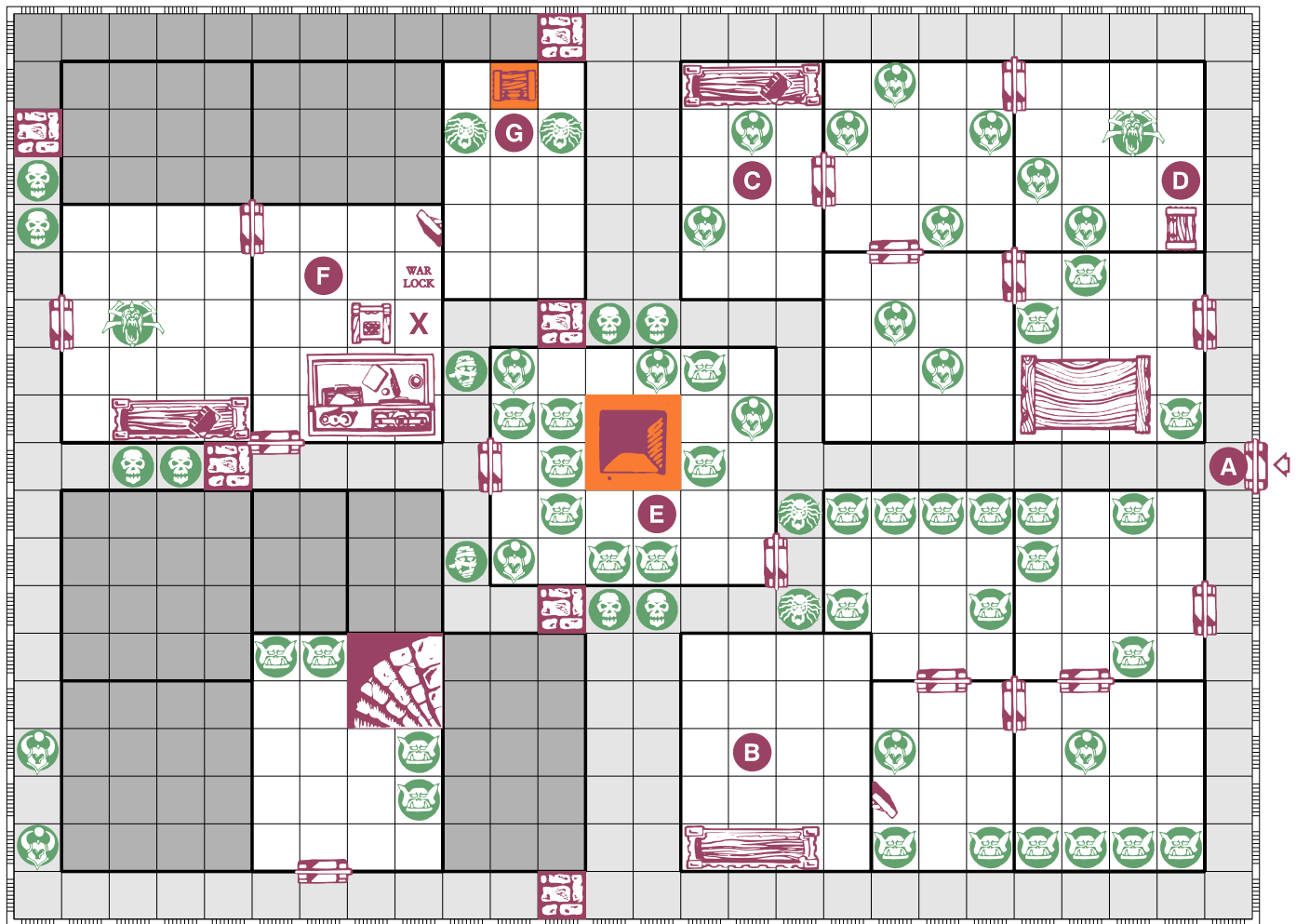
NOTES continued:

- with full strength.
- I This Warlock will not attack the Heroes until they come into the room. Sleep spell and throwing daggers are useless against his magic. When a Hero does come into the room he casts "Cloud of Chaos" on the Hero. Barbarian is not affected by the spell. This Warlock's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	8	9

- Zargon, please, be bad, but merciful.
- J This chest is booby trapped. 2 hit points if sprung. Inside are 4 bottle of "Elixirs of Life" and 4 bottles of potion. Each bottle will restore 4 Body Points.





## Quest 13 – Lower Level

You come out of the castle with the rescued men. You give them food, they know the way back to the village. You find the Orc's trail. "They are traveling inside the stream." Says the Elf with anger in his voice. "They will not fool me again." He says, as you make your way up the mountain. The sound of rushing water becomes louder. A waterfall comes into view. "Which way did they go?" You ask the Elf. "This is impossible!" He says. "They had to..." He rips off his backpack. "Wait here." He says.

He dives into the water under the waterfalls. A few minutes later he comes back up. "There is a cave opening under the water. They went in there." You take off your backpacks and hide them. You dive under the water and swim into the cave. Your lungs scream for air as you make your way through the tunnel. Finally you reach the surface again. You are inside a huge cave. Torches on the wall tell you that you are on the right path. You see a door and head for it.

### NOTES:

- A** Zargon, these Orcs are armored. They have 4 Defense dice.
- A** Heroes enter through this door.
- B** In this room the Heroes find good food. If they eat, they regain 1 Body Point.
- C** In the bookcase the Heroes discover a scroll that will recharge the Wizard's ring one time. Scroll then disintegrates.
- D** In this chest is 40 gold coins.
- E** A search of this room reveals nothing.
- F** This Warlock is as strong as a Chaos Warrior. 1<sup>st</sup> spell is "Summon Orcs" 2<sup>nd</sup> spell is "Summon Undead". When Heroes search this room they discover a scroll that will restore 2 of the Wizard's spells. Scroll then disintegrates. They

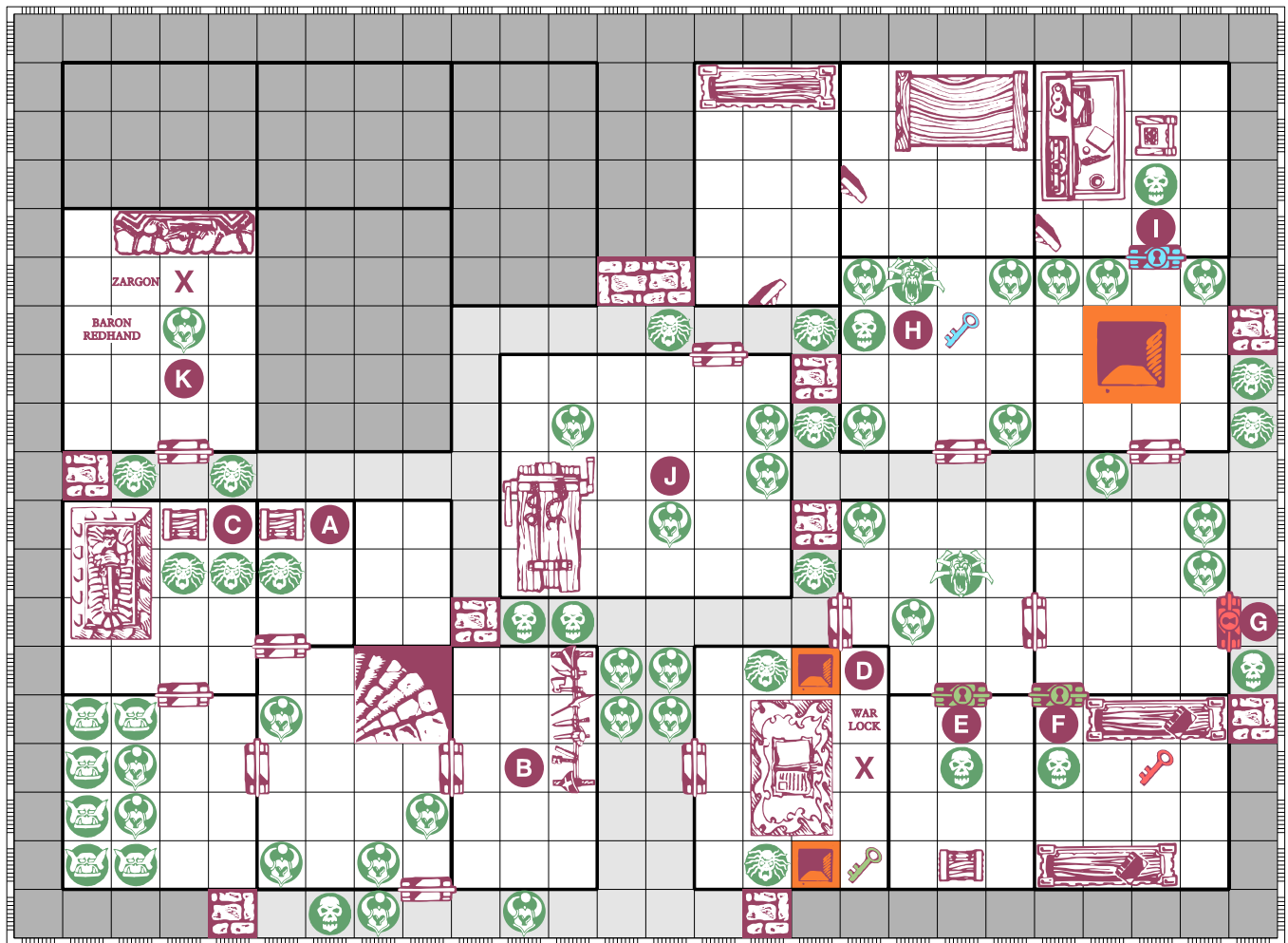
also discover a secret door.

- G** This chest is booby trapped. 2 hit points if sprung. Inside is a large ruby worth 500 gold coins and a jar containing healing herbs. There are enough herbs to restore 6 Body Points. Points can be shared among the Heroes.

Zargon, when the Heroes reach the stairs, have them record and turn in their treasure cards. So that they can't search the upper level.



Wandering Monster in this Quest: Orc



## Quest 14 – Upper Level

The Heroes make their way up the stairs. A great feeling of

dread grips your soul. You sense great evil.

### NOTES:

- A** Inside this chest is 40 gold coins.
- B** These weapons are good. Heroes may change their weapons if they wish. But no plate armor. Wizard finds 3 poisoned throwing daggers.
- C** Inside the chest is a large sapphire worth 500 gold coins. The Hero that searches the tomb is attacked by a Mummy. On the Mummy the Hero discovers a gold necklace and gold wrist bands worth 200 gold coins.
- D** Warlock casts "Command" on the first Hero that comes into the room. If Barbarian is still wearing crown. Spell has no effect. Any other Hero turns and attacks his friends. Warlock's 2<sup>nd</sup> spell is "Fire Storm" then Warlock resorts to physical combat. Warlock's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	6	6	10	8

If Warlock is hit with a poisoned throwing dagger. He will lose 2 Body Points on each of his turns. When Warlock is dead a search of the room reveals 2 bottle of potion. Each bottle will restore 4 Body Points. Heroes also discover an iron key.

- E** This is an Iron Skeleton.

- F** This is an Iron Skeleton. In the bookcase the Heroes discover a bottle containing 6 pills. Only the Wizard knows that each of these pills will restore 1 Body Point. The Heroes also discover a brass key.
- G** This is an Iron Skeleton.
- H** This is an Iron Skeleton. When Heroes search this room, they discover the silver key.
- I** When the Heroes search this room they discover a scroll that will restore 2 of the Wizards spells. Scroll then disintegrates. They also find a poisoned throwing dagger and a small bag of jewels worth 80 gold coins.
- J** In this room the Heroes discover 6 men who are going to be turned into Chaos Warriors. They are under a spell that can only be broken by defeating Zargon.
- K** When the Heroes open this door they find Baron Redhand. He has just been turned into a Chaos Warrior. "FOOLS! BEHOLD YOUR DEATH!" Says Zargon. The Heroes who fight Baron Redhand only attacks with 1 attack dice. They do not want to hurt him. When Redhand's body points run out. He is knocked out. Zargon's statistics are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	6	6	14	10



Wandering Monster in this Quest: Chaos Warrior

**NOTES continued:**

Zargon cannot be put to sleep. Daggers and arrows are useless. Zargon attacks twice on his turn. When Zargon is defeated, he disappears in a cloud of black smoke. If any of the Heroes die and you do not have any more "Elixirs of Life" Then have the Heroes search the room and find some.

"We did it!" You give Baron Redhand the potion that restore his mind. "Who are you?" He asks. "Just friends." You tell him. "Well then, my young friends, let us return home. I will write a letter to the King and Queen of Kalynn, telling of the great thing you have done for me. I am sure that they will have plenty of adventures for you." "Sounds like fun." You say.