

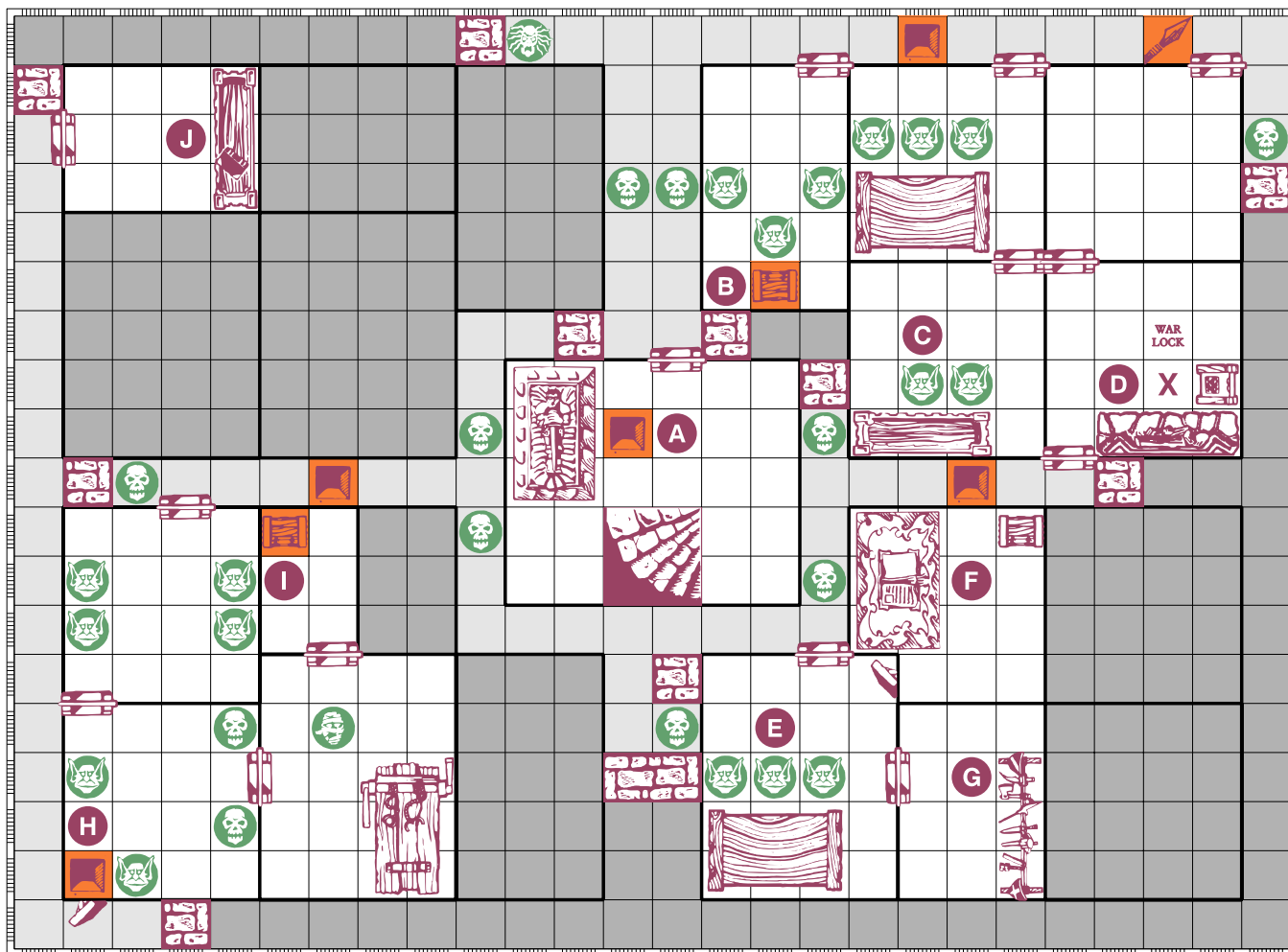
HERO QUEST™

Adventure 3 – The Lost Books

Q U E S T



B O O K



Quest 1

Your old friend has called you to his home. He has become a Wizard. "I need your help." He says "Zargon has killed my father, who was about to set off on a journey to destroy him. My father has discovered a scroll that tells of the hiding places of ancient books and weapons that were left behind in the castles of men long before Zargon's monsters took over that part of the world. He said that this strange dagger is a key. If we find the symbols of the Wizards society, then this dagger will unlock the secret places. We will have to journey into Zargon's realm to find them. Will you help me, my friends" "I will." Says the Barbarian. "A band of Orcs killed my oldest son, I may be nothing more than a farmer, but I would like a bit of

justice." "I will go too." Says the Elf. "Your father was very good to me, he taught me three earth spells when I was young. He was a good man." You all look to your friend the Dwarf. "Well, of course I will go with you, someone has to keep you all out of trouble."

"Thank you, my friends. We make for the forest of Laire. There it is said that in the pit of the south west part of the castle, we will find a secret passage that will take us to the first book. We can leave tomorrow." Four days later, you find yourself deep in the forest. You find the castle just as described in the scroll. You make your way inside.

NOTES:

Zargon, the Goblins in this castle are armored, they have 3 Defense dice. Elf always uses Earth spells.

- A** The first Hero to search the tomb is attacked by a Mummy. Mummy has a gold necklace worth 50 gold coins.
- B** Chest is booby trapped. 1 hit point if sprung. At first the chest looks empty. Only the dwarf notices the false bottom. Underneath the Heroes discover an Elixir of Life.
- C** In the cupboard you are surprised to find good bread.

- D** Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind Points. He casts a Rust spell on the Barbarian's sword. Barbarian has 1 Attack dice. Warlock's 2nd spell is Ball of Flame. Then he resorts to physical combat.

- E** When the Heroes search this room all they find is a secret door.
- F** No one can read the spell book. On the wall is a Wizard's staff from the Artifacts Cards. Chest is not booby trapped. Inside are 6 mushrooms. Only the Wizard knows that these mushrooms will restore 1 Body Point when eaten.

- G** In this room are good weapons. Barbarian finds a short sword and 3 throwing



Wandering Monster in this Quest: Goblin

NOTES continued:

daggers. Elf finds an old crossbow. It still works, but he only has 10 arrows for it. Dwarf finds 2 poisoned throwing daggers.

H

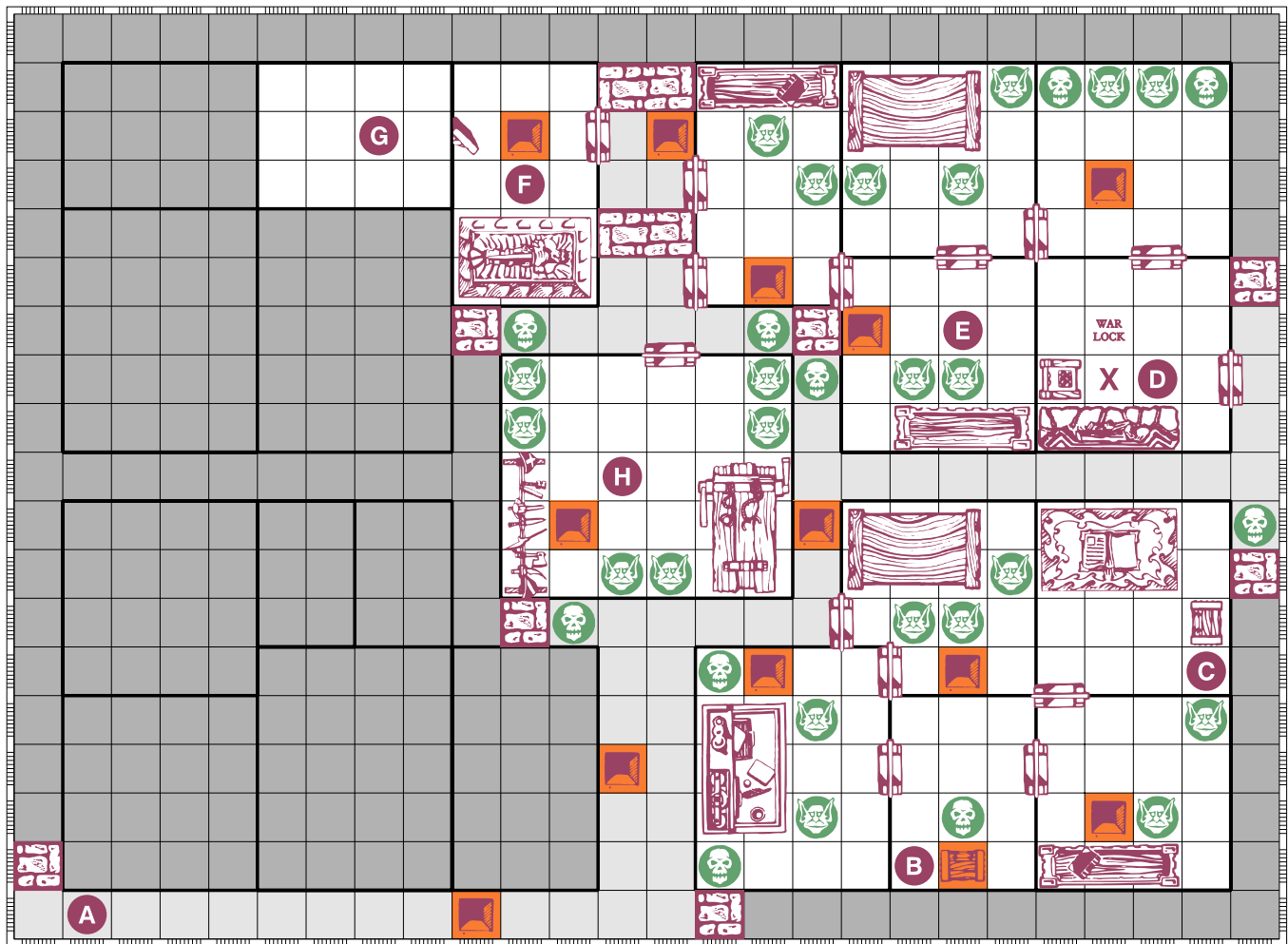
This pit is already open when the Heroes come into the room. When they search the room, they see a secret door at the bottom of the pit.

I

This chest is booby trapped. 2 Body Points if sprung. Inside are 40 gold coins.

J

In this room the Heroes discover the 1st spell book. "It's a book of Earth Spells." says the Wizard. "But, I was afraid of this. The book is very badly decomposed..." He studies the book and is only able to recover 2 Earth Spells from it. He teaches the spells to the Elf. Give the 2 Earth Spells to the Elf.



Quest 2

You make your way through the forest. The land starts to turn soft and wet. "I think we are heading into a swamp." Says the Barbarian. "Let us hope not, the scroll does not say anything except the direction that we must follow. I fear of getting lost if we change our route." Says the Wizard. You all travel on.

As the days go by, you discover to your horror that this land is full of alligators. Several times the Wizard casts a sleep spell and the Elf gets to practice his new "Turn to Stone" spell. "These beasts are so big! What do they eat" Asks the Elf. "Elves, Dwarfs, Wizards and Barbarians." Says the Dwarf. "

You are relieved to see the ruins of a castle up ahead." We made it, my friends." Says the Wizard. "In here we will hopefully find a sword with magical powers." "Where? Does the scroll say" Asks the Barbarian. "It says 'that you will see the sign'. I think I know what it means. The sign of the Wizard's society can be mistaken for a natural carving of a stone. But I will know it when I see it." Says the Wizard.

You make your way to the castle.

NOTES:

Zargon, the Goblins in this castle are also armored. They have 3 Defense dice. Also because of the severe decay of the castle, the pit traps are not traps, but weak floors. Goblins are much lighter than Humans so they don't fall through. So when a Hero steps on a pit trap. The floor gives way and the Hero takes 1 hit point of damage and the others must jump the hole. Heroes cannot see these problem spots.

- A** Starting place of the Heroes.
- B** Chest is booby trapped, 2 hit point if sprung. Inside the chest, the Heroes find 8 bottle of potion. Each bottle will restore 4 Body Points.
- C** This chest is safe. Inside are 40 gold coins.

- D** D- This Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind Points. Warlock's 1st spell is Rust. Preferably on the Barbarian again, if you can. 2nd spell is Sleep. Then he resorts to physical combat.
- E** In the cupboard you find good food. You put some in your packs. You also find 6 more mushrooms. Each mushroom will restore 1 Body Point. The Heroes also find a sealed jar. When they open it they discover flower blossoms. The Wizard knows that these are healing blossoms. They must be eaten right away. There are only enough blossoms to heal 7 Body Points. Points must be shared among the Heroes.
- F** The Hero who searches this tomb is attacked by a Mummy. When Mummy is killed Heroes discover a ruby ring on the hand of the Mummy worth 20 gold coins. Heroes also find a secret door.



Wandering Monster in this Quest: Goblin

NOTES continued:

- G** The Wizard sees a strange mark on the wall. "This is it!" He says. "Behind this stone is the weapon." You pull out the stone and discover Spirit Blade from the Artifacts Cards. The Wizard gives the sword to the Barbarian.
- H** A search of this room only shows the Goblin's cruelty. Bones litter the floor, the weapons are useless, but the Elf finds 4 good arrows.

NOTES continued:

- F** This chest is booby trapped. 1 hit point if sprung. Inside are 80 gold coins.
- G** In the tomb the Heroes discover the remains of a man. "Hold it." Says the Dwarf. He reaches in and discovers a secret compartment. Inside is the Wand of Magic from the Artifacts Cards. He gives it to the Wizard.
- H** Heroes find an iron key.
- I** This metal door is locked. Heroes need the iron key to open it.
- J** This door leads into the mine shafts.



Filled, rested and on your last torch, you come to a door. "New wood." Says the Barbarian. You all know what that means. You draw out your weapons and open the door.

Wandering Monster in this Quest: Skeleton

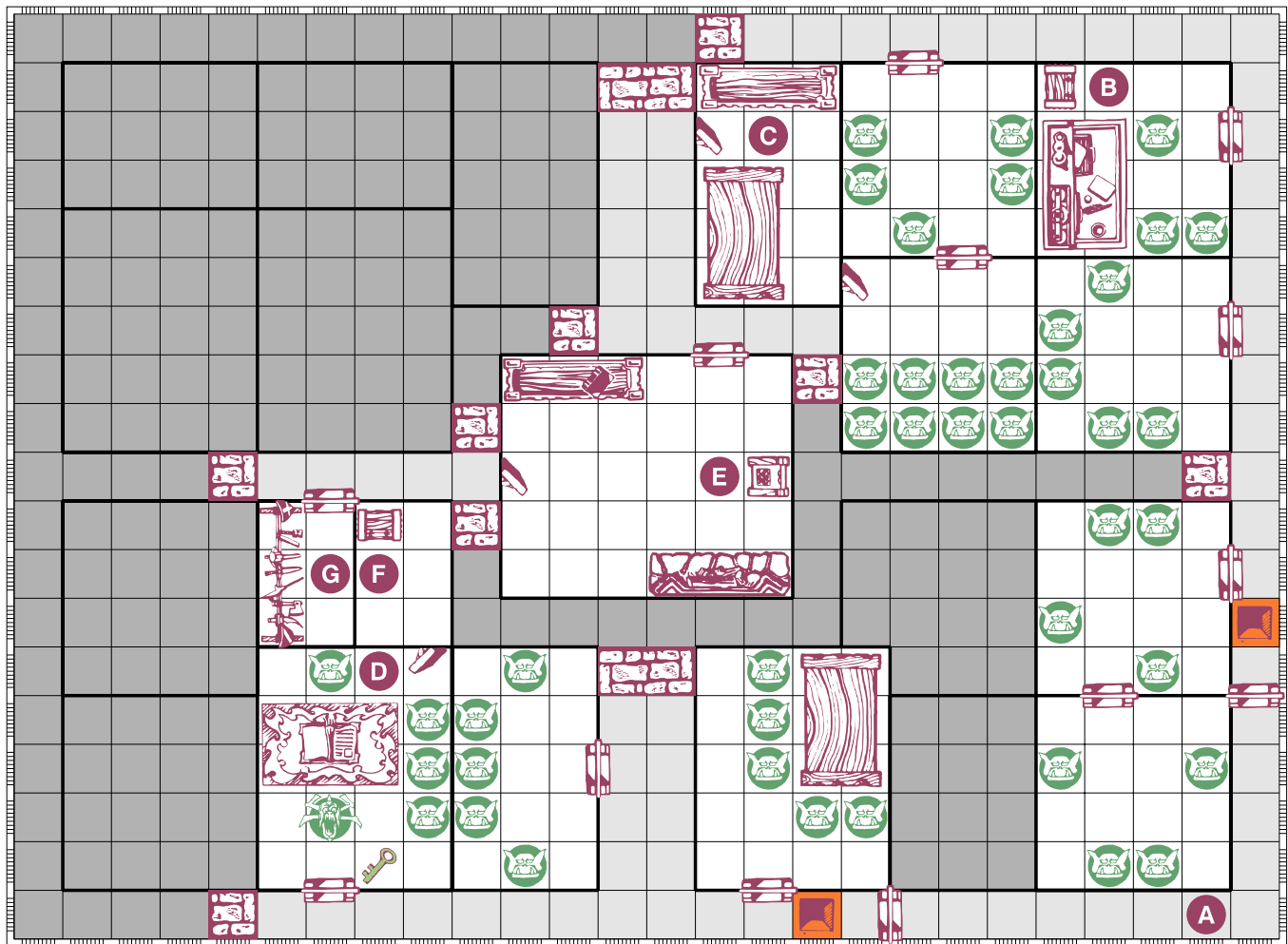
NOTES continued:

- D** The cupboard is full of good food. You put a few pieces of deer meat in your pouches. The Heroes also find 2 bottles. Only the Wizard knows that each of these potions will restore 4 Body Points.
- E** This chest is booby trapped. 1 hit point if sprung. Inside are small jewels worth 200 gold coins. Also in the room the Heroes are surprised to see the symbol of the wizard's society. "There is no mention of anything in this castle in the scroll." Says the Wizard. He asks the Dwarf if it could be a trap. The Dwarf studies the wall. "Here!" He says. "It is a lock, we need a special key." "Try that dagger that your father gave you." Says the Elf. You slide it in and you hear a click. The Dwarf pushes on the stone and you discover a secret door.
- F** Inside this small room you discover a beautiful axe. "God be praised!" Says the Dwarf. "I have never seen any so beautiful and so sharp." He says as he holds it. "It fits you well, my friend." Says the Barbarian. Dwarf now has 4 Attack dice. The Elf looks at the sword on the wall. "What is this writing?" He asks the Wizard. "It is called Orc's Bane." He says. The Elf now holds Orc's Bane from the Artifacts Cards. The Wizard takes the Talisman of Lore from off a small table. "Wear this, my friend. It will give you strength." He says to the Barbarian. Add 1 Mind Point to the Barbarians chart. The Heroes also find 2 bottles of Elixir of Life.
- G** In the bookcase the Heroes find a jar. It is sealed. When they open it they discover enough healing herbs to restore 9 Body Points. Herbs can be shared among the Heroes. Herbs must be eaten right away they can't be saved. Also, the Wizard discovers a scroll that will restore 3 of his spells. Scroll then disintegrates.
- H** This Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind Points. His 1st spell is Summon Orcs, his 2nd spell is Summon Undead. Then he resorts to physical combat.

Zargon, be bad but merciful! Don't summon all the monsters at once.

When heroes search this room they discover a secret door.

- I** When the Heroes search this room they discover Zargon's Lightning Bolt spell. Wizard teaches it to the Elf. It is now his to use.
- J** The tomb is empty. Heroes may search this room by pulling treasure cards.
- K** This chest is booby trapped. 2 hit points if sprung. Inside are 40 gold coins.
- L** This door leads you out of the castle.



Quest 5

You make your way out of the castle. "Wow! Air has never tasted so sweet." Says the Dwarf. You all laugh at his joke. "Where to now, my friend?" The Barbarian asks the Wizard. "This time we must journey over to that mountain. There on its side we should find a small castle that contains a book of Fire Spells. Keep an eye out for any King's Crowns. I need the leaves for my potion."

You travel through the woods. Game is plentiful. One night you find Orcs camping. You make quick work out of them. You find a Kings Crown tree and the Wizard gathers some of its leaves. You make your way to the base of the mountain and find a trail leading up to the castle. You go inside.

NOTES:

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

- A** Heroes start here.
- B** This Orc knows magic. He immediately casts Sleep on the Hero in the doorway. Chest is not booby trapped. Inside are 40 gold coins. When Heroes search this room the Wizard discovers a scroll that will restore 3 of his spells. Scroll then disintegrates.
- C** Inside the cupboard the Heroes find good food and 4 bottles of potion. Each bottle will restore 4 Body Points. The Heroes also see a secret door.

Zargon, if the Heroes DO NOT have the iron key:

"It's locked." Says the Dwarf. "See, we need a key." You try the dagger but it does not work. "I will cast a landside spell." Says the Elf. "No wait! Look at the floor, see how it is clear here. The Orcs know about this door. Let us see if

we can find the key first." Says the Wizard.

Zargon, if the Heroes DO have the iron key:

"It's locked." Says the Dwarf. "Right here, that iron key we found will fit here." You open the door.

- D** The Orc behind the table knows magic. His 1st spell is Cloud of Chaos, his 2nd spell is Ball of Flame and his 3rd spell is Tempest. When Orc's body guards are killed he then casts Escape. Heroes find an iron key and a secret door.
- E** This is where the Orc teleports to. When the Heroes open the door to this room, Orc immediately casts Command on the first Hero. That Hero then turns and blocks the doorway. He starts fighting his friends. Friends defend themselves, but do not attack. They wait for him to break the spell. When Heroes search this room they discover the symbol of the Wizard's society on the west wall. "Another lock." Says the Dwarf. "Let me see that dagger again." You give it to him and he opens the door.



Wandering Monster in this Quest: Orc

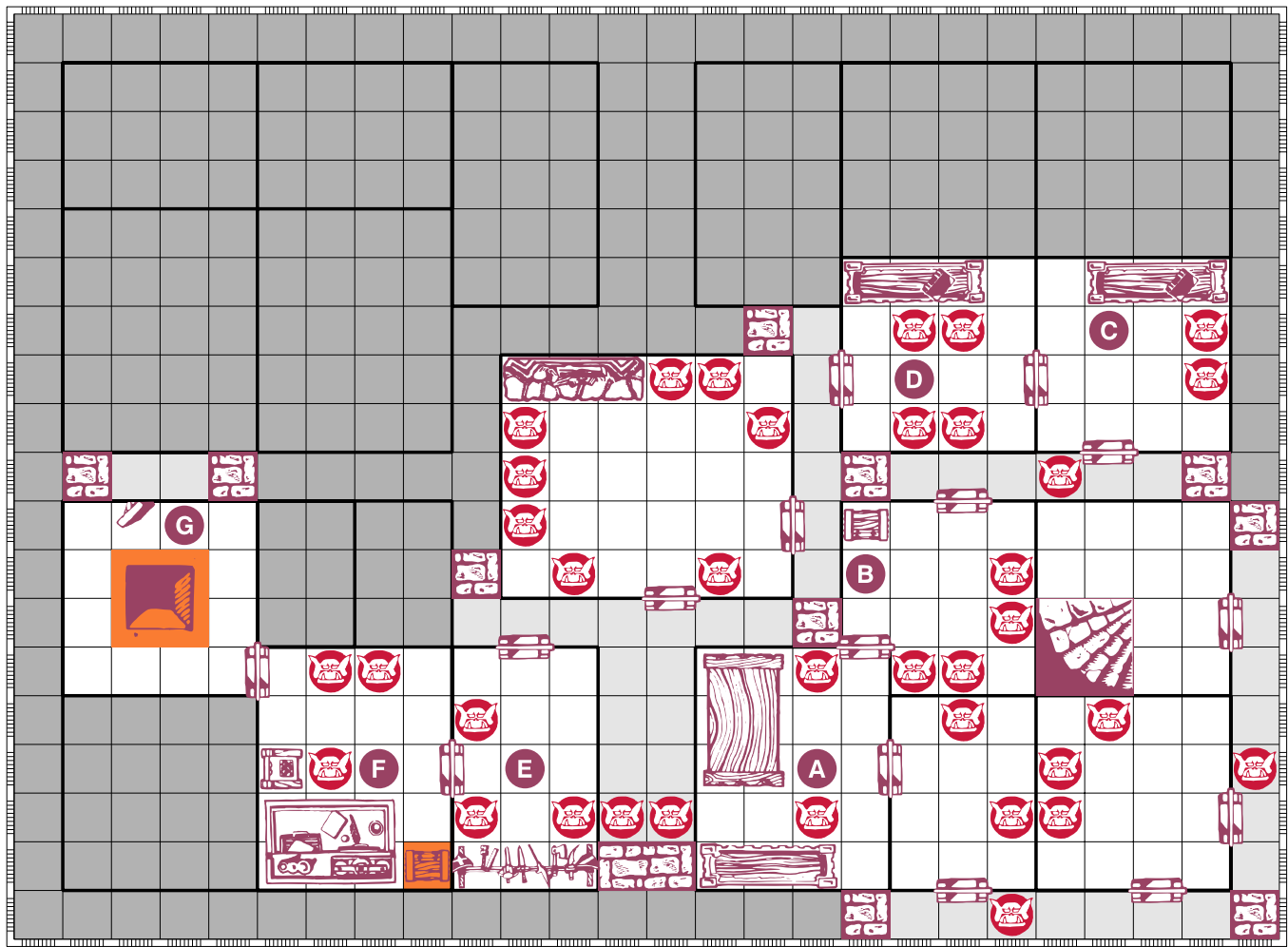
NOTES continued:

F

Chest is safe. Inside is a large ruby worth 500 gold coins.

G

In this room the Heroes find 2 shields. One for the Barbarian and one for the Elf. Dwarf finds Borin's Armor from the Artifacts Cards. Wizard finds book for Fire spells and he is only able to recover 2 spells.



Quest 6

You come out of the castle. "Wow! That was rough. Where to now?" You ask the Wizard. "To the top of this mountain. There we should find another spell book in a room with a well." You quickly make your way to the top of the mountain and find the

castle easily. You see no one around. You make your way inside. The first floor is empty of monsters, but full of their tools for forging. You find a stairwell that leads down.

NOTES:

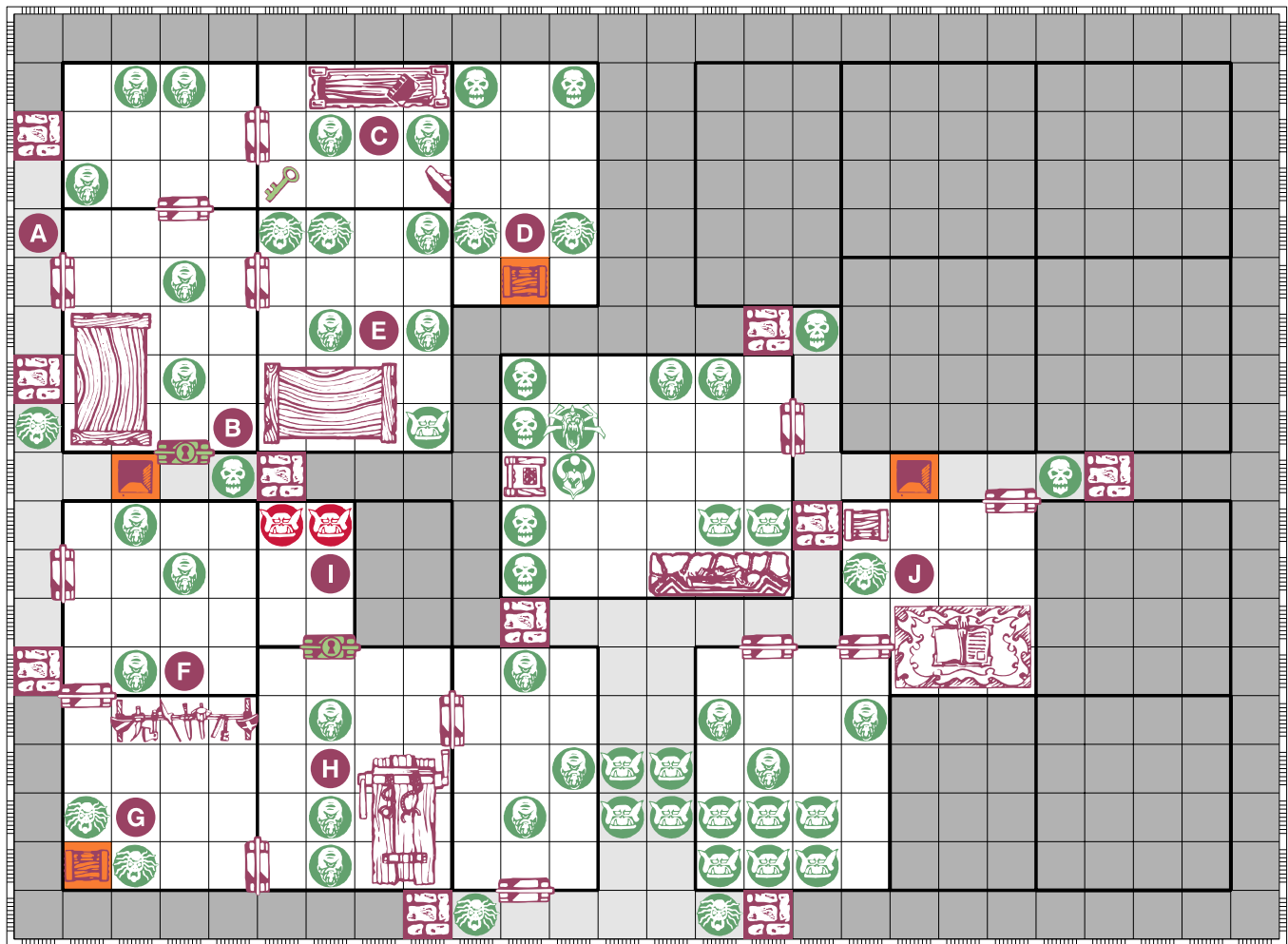
Zargon, these are all Mountain Orcs.

- A** When the Heroes search this room they find nothing of value. The food is half rotten.
- B** Chest is safe. Inside are 80 gold coins.
- C** In the bookcase the Heroes discover that these Mountain Orcs are very advanced in their forging.
- D** The Wizard discovers that these Orcs can forge metal with magic.
- E** Dwarf, Wizard and Barbarian each find 2 poisoned throwing daggers. The Elf finds 6 good arrows.
- F** This chest is booby trapped. 2 hit points if sprung. Inside is a large diamond worth 500 gold coins.
- G** When the Heroes search this room, they find the pit littered with bones. This is an old well, turned into a prison cell. On the north wall is the mark of the Wizard's society. "It's a secret door alright" Says the Dwarf. "Let me see that

dagger again." He opens the door and on the other side is a tiny opening where the spell book is. It is an Air Spell book. The Wizard is able to recover 2 new spells from the book. Also the Heroes discover 2 bottles of Elixir of Life.



Wandering Monster in this Quest: Mountain Orc



Quest 7

You come back out of the mountain top castle. You can see for miles. The Wizard explains to you. "Have you ever wondered why Zargon never dies. Even after hundreds of years. My father has found out that if Zargon can find a willing servant. He transforms his spirit out of his old body and into the young one. He is still only a man after all. An evil and very powerful Warlock. But still just a man. Do you see that mountain over there? That is where we must end our Quest. That is where Zargon is." "Have we found all the ancient books then?" Asks the Elf. "No, there are still two more castles mentioned in the scroll. I pray that what we find will help us defeat Zargon. My friends, I could be leading us to our deaths." "Then lead on, I

say." Says the Barbarian. "For I have never felt like this before, I feel like I am making a difference." "Aye, lad. We are ready to face this with you." Says the Dwarf. The Elf looks at you. "Your father would be very proud of you." "Thank you, my friends. The scroll says that way into the valley." You make your way down the mountain. You find the castle easily. Fimir are training wolves. "Those wolves will smell us." Says the Barbarian. "Help me find brush needles, I can make a paste that will mask our scent." Says the Wizard. You spend hours gathering the needles. By the time the Wizard is ready it is night. "This is perfect." You say as you cover yourself with the paste. Now protected, you make your way to the castle.

NOTES:

- A** Starting place of the Heroes.
- B** This metal door is locked. Iron key will open it.
- C** In the bookcase the Heroes find an iron key. Heroes also find a secret door.
- D** This chest is booby trapped. Poisoned gas. 2 hit points on all the Heroes in the room if sprung. Inside are jewels worth 400 gold coins.
- E** On the table the Heroes discover a tool kit.
- F** This Fimir knows magic. He keeps on casting Tempest on the Heroes while the other 2 Fimir attack. This Fimir can cast a spell and make an attack on each of his turns.
- G** The weapon here is not as good as the Heroes. Elf finds 2 arrows. Chest is booby trapped. 1 hit point if sprung. Inside are 2 bottles of potion. Each bottle will restore 4 Body Points.
- H** On the rack is a dead Mountain Orc. You hear shouting coming from the small room.
- I** This metal door is locked. Iron key will open it. Chained to the wall are 2 Mountain Orcs. "They are going to use us as food for their wolves. If you free



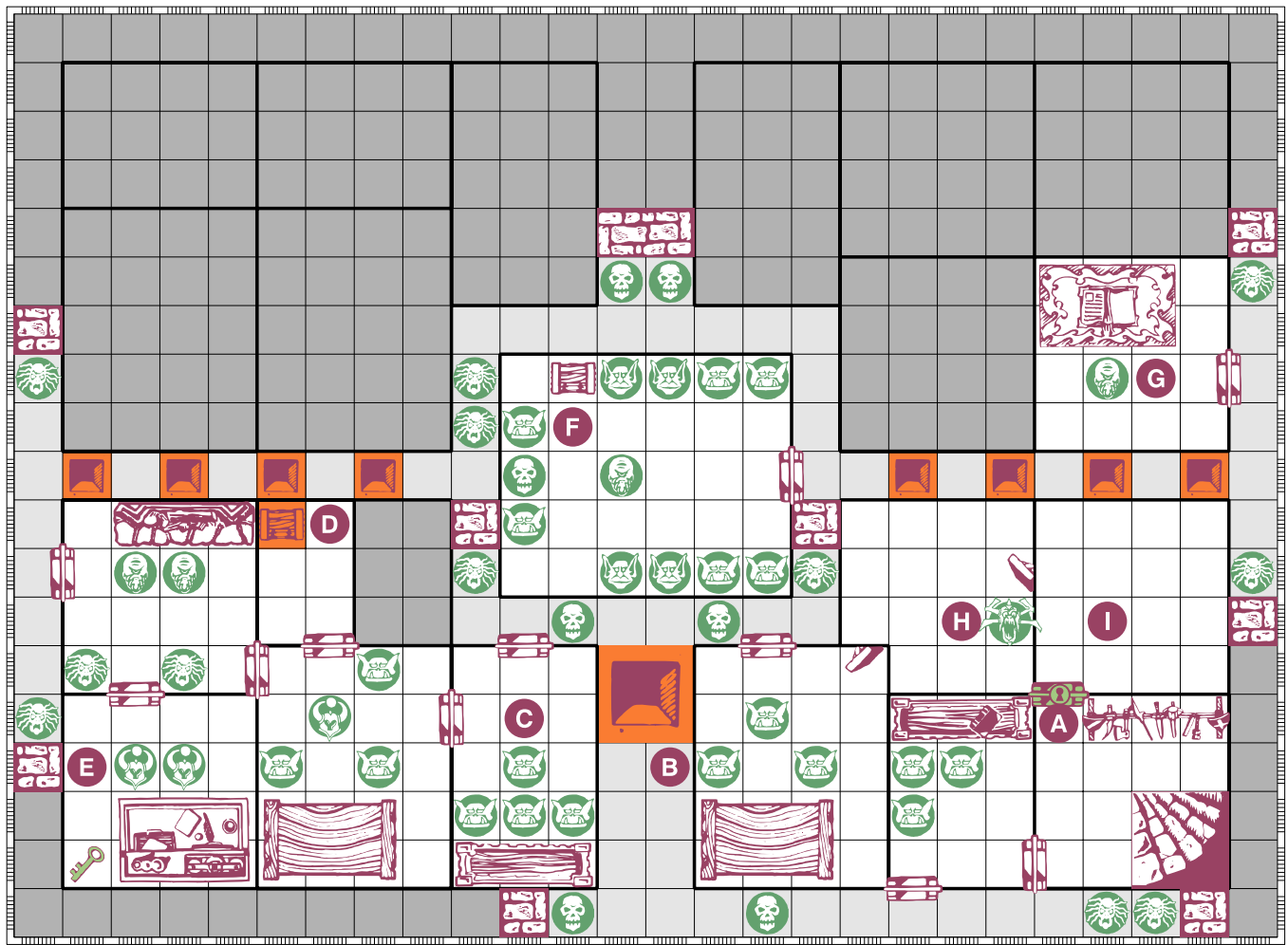
Wandering Monster in this Quest: Fimir

NOTES continued:

us we will help you fight." They say. Iron key will free them. Orcs can't search rooms. But Heroes and Orcs can hop over each other. Orcs must still roll a black shield to defend. Orcs can take healing potions or mushrooms if you want to give them.

J

This chest is safe. Inside is a jar. It is sealed. Inside are healing blossoms. There are enough blossoms to restore 9 Body Points. Points can be shared. Heroes also discover the mark of the Wizard's society on the east wall. "Help me take this stone away." Says the Wizard. It's hard work but you get it done. Behind the stone is a spell book. "God be praised! It is a new element, Wood Spells! And this book is in a lot better shape than all the others." He studies the book carefully and learns 5 new Wood Spells.



Quest 8

After you come out of the castle, you kill all the wolves. If any of the Mountain Orcs survived, they thank you and leave. You make your way through the woods. The Wizard discovers a special root that he needs for his heart strengthening potion. "Where to next?" You ask. "We must make our way through these woods. The next castle is in that direction." You all travel through the day without any incidents. You come to a slow

moving river. The Wizard discovers a lily that he needs. As he is collecting them you notice a bridge further down the river. You head for it, cross over and find a castle on the other side. "This is not the castle that we want." Says the Wizard. "Let us search it anyway. Who know what we may find." Says your friends. You all go inside.

NOTES:

Zargon, all the monsters in this castle are armored. Add 2 more Defense dice to their statistics. 6 being the highest.

- A** This metal door is locked. Iron key will open it. The weapons on the rack are not very good. Elf finds 2 good arrows.
- B** Heroes must attempt to jump the large pit. They must roll a black shield on 1 white dice, to make the jump. Otherwise they fall and suffer 2 Body Point of damage.
- C** In the cupboard the Heroes discover good food and drink. If they eat and drink a little they will regain 1 Body Point.
- D** This chest is booby trapped. 2 hit points if sprung.

Zargon, you decide. 2 bottles of potion. Each bottle will restore 4 Body Points, dried human flesh, or 80 gold coins. The Heroes are surprised to find 2

helmets. One for the Barbarian and one for the Elf. Add a point to the Barbarian and Elf's defense.

- E** When the Heroes search this room they discover an iron key.
- F** This chest is safe.

Zargon, if any Heroes died in this battle, put an Elixir of Life in the chest. Also have a look at everyone's sheets. Make sure that every Hero has at least 1 Elixir of Life at this point. There are also enough healing herbs to bring all the Heroes back to full power.

- G** This Fimir knows magic and immediately casts Command on the Hero that opened the door. That Hero then blocks the door and attacks his friends. Friends defend themselves, until Hero can break the spell. Fimir's 2nd spell is Summon Orcs to surround himself. Fimir's 3rd spell is Summon Undead. Place these monsters out in the hall way with the Heroes. I know that this seems a little unfair. But hey, I'm Zargon. Then the Fimir resorts to physical



Wandering Monster in this Quest: Fimir

NOTES continued:

combat.

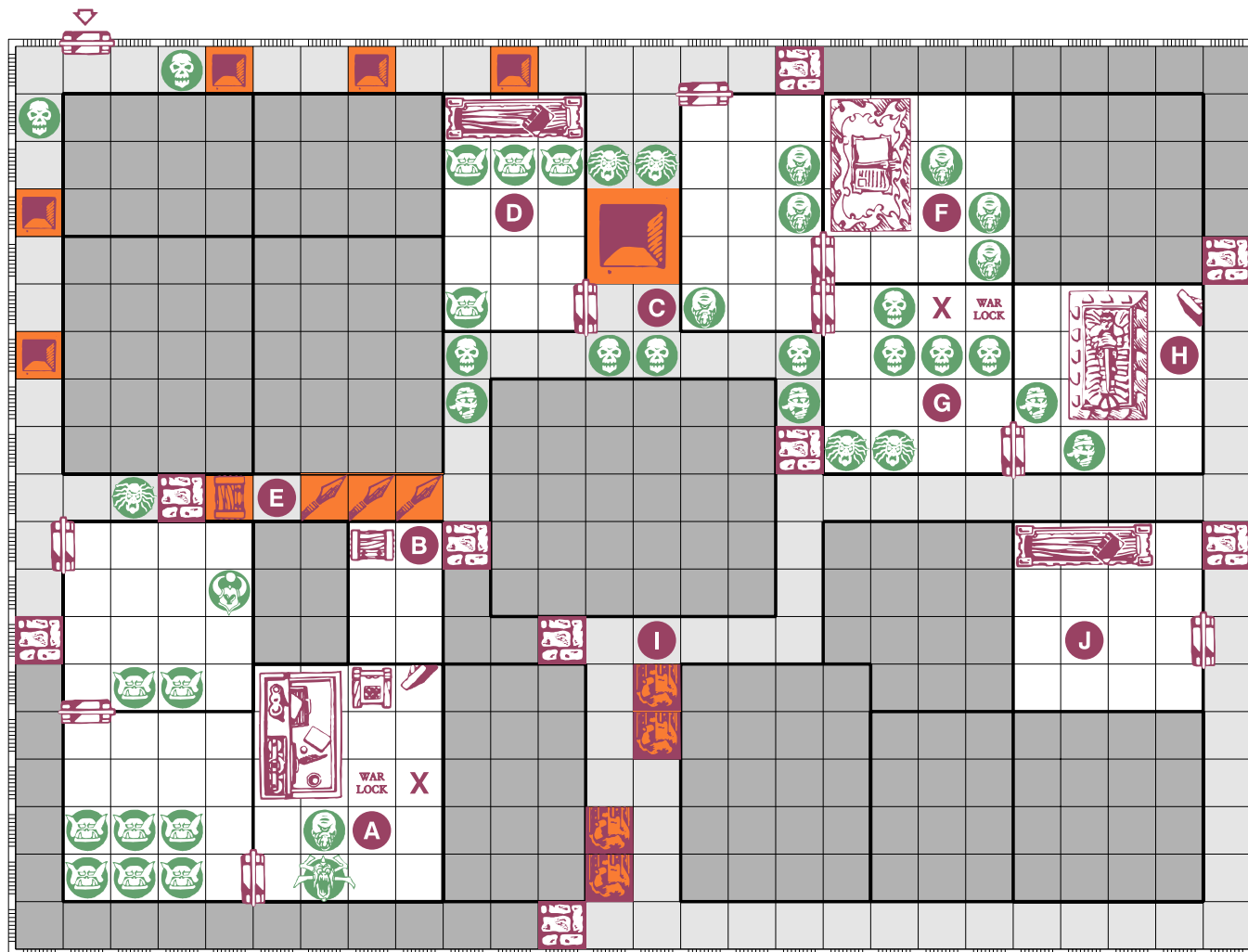


This Gargoyle is a stone statue. The Heroes can see a secret door in the east wall, next to the statue. But the door is locked. The Dwarf can't find a key hole in the wall.

Zargon, help the Heroes figure out that the little gold skull that they found before. Will fit into the belt of the Gargoyle statue. There is a skull on the belt of the playing piece. This will open the door.



This room is full of treasure. Each Hero may take a 1000 gold pieces worth of jewels.



Quest 9

You come out of the castle and continue to follow the direction of the scroll. You come upon another castle. "This is it." Says the Wizard. "Wow! I feel a lot of magic coming from that place."

Says the Elf. "The hairs of my skin are standing straight up."
Says the Barbarian. You go inside.

NOTES:

Zargon, all the monsters in this castle are armored. Add 2 Defense dice to their statistics. 6 being the highest.

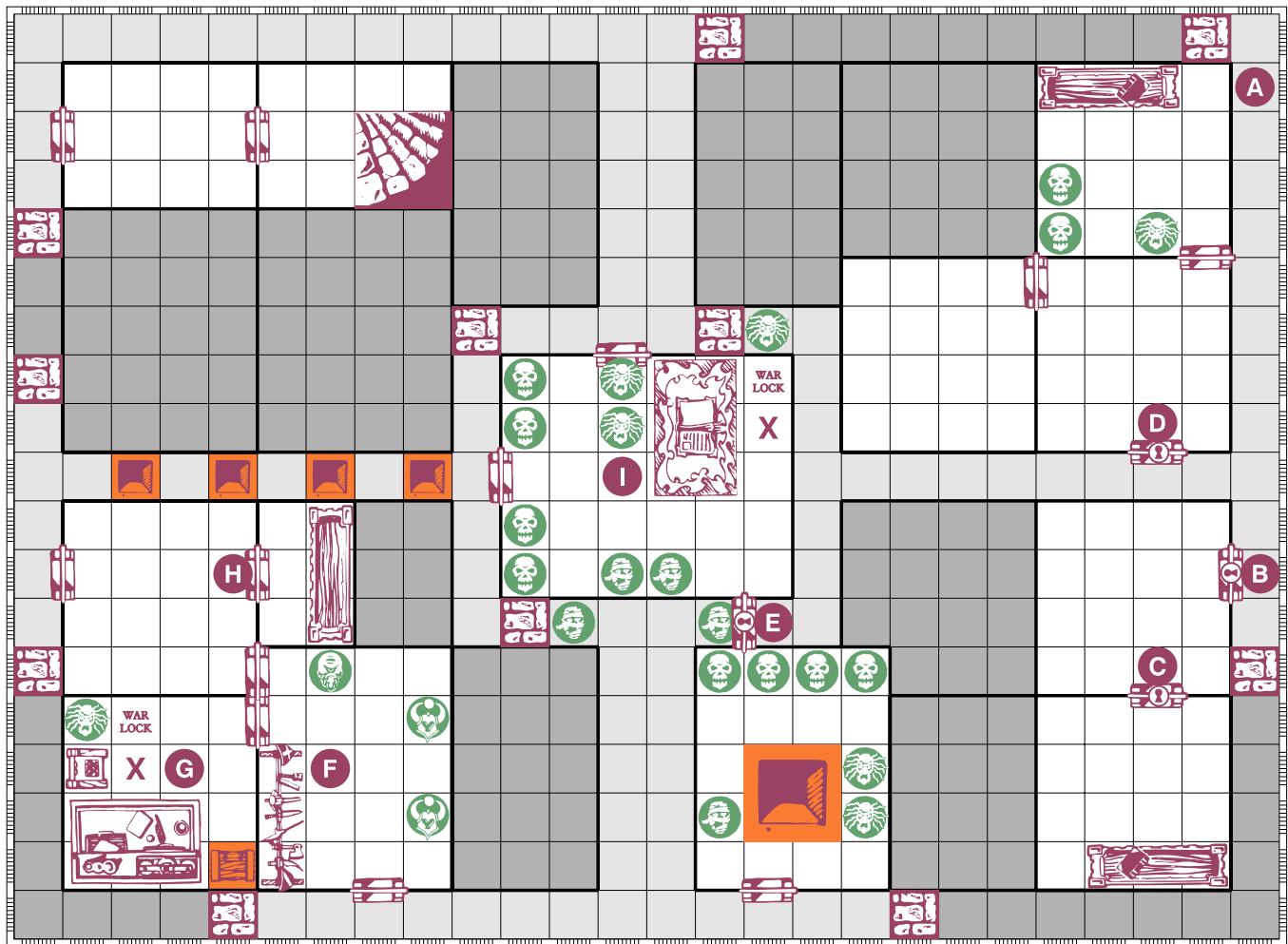
- A** When the Warlock casts his 1st spell Summon Undead put the monsters in the room behind the Heroes. When these monsters are dead. Warlock's 2nd spell is Summon Orcs. Warlock's 3rd spell is Firestorm. Warlock then resorts to physical combat. He is as strong as a Chaos Warrior with 6 Body and Mind Points.
- B** This chest is safe. Inside are 4 bottles of healing potion. Each bottle will restore 4 Body Points. Also in the chest is a jar. It is sealed. Inside are healing herbs. There are only enough herbs to restore 9 Body Points. Herbs must be eaten right away. They can't be saved.
- C** The Heroes can see a lever in the wall on the other side of the pit that will close the pit.
- D** In the bookcase the Heroes discover a bottle with pills in it. Only the Wizard knows that these pills will restore 1 Body Point. There are 10 pills in the bottle.
- E** This chest is booby trapped. 1 hit point if sprung. Inside are all kinds of evil

magical items, except for a Wizards Cloak from the Artifacts Cards.

- F** All of these Fimir knows magic. One Fimir will keep on casting spells while the others attack. 1st spell is Fear, 2nd spell is Sleep, 3rd spell is Ball of Flame, 4th spell is Tempest. Then they all resort to physical combat.
- G** This Warlock is as strong as a Chaos Warrior with 6 Body and Mind Points. 1st spell is Cloud of Chaos, 2nd spell is Summon Orcs. Then he resort to physical combat.
- H** These Mummies will not move from their spots. A Hero must go in and kill them. When the Heroes search the tomb, there is only the body of a dead Warlock. Nothing of value to the Heroes. They discover a secret door.
- I** The Heroes cannot see these weak ceilings. They must try to find the path.
- J** When the Heroes come into this room. They see the mark of the Wizards society on the south wall. They pull out the stone and the Wizard is amazed to find a new set of spells. "This book is in pretty good shape." Says the Wizard. He studies the book and learns 5 new Spirit Spells.



Wandering Monster in this Quest: Zombie



Quest 10

"This completes the scroll." Says the Wizard. "My friends, I go to try and avenge my father's death, and I cannot..." "Now hold on there!" Shouts the Dwarf. "I know what you're going to say and you can just forget it! We started this together and we will finish it together too." The Barbarian and the Elf both agree. But the Wizard says "It could well mean our lives, you have families..." "That we need to protect from that mad man. He is the cause of all this." Says the Barbarian. The Wizard goes to a small bush and takes some leaves off of it. "This is the last ingredient. I can make a potion that will give us great strength."

You make camp. The Dwarf gets a good fire going. The Elf and the Barbarian go hunting. The Wizard starts mixing his potion. The Dwarf is curious. "Tell me about your magic." He asks. The Wizard smiles. "There are three kinds. The lowest and the safest involves ingredients, mixing elements, knowingly, creates a sure magic. The second uses talismans, words and

hand gestures. This is harder and takes practice. But the third is by far the most powerful. Magic of the mind, will and spirit. It is also the most dangerous. It drains you quickly. My father as old as he was, was starting to get good with this kind. But Zargon is a master of it. That is why he is so powerful. He may even know that we are coming." The Dwarf grunts. "I will save my last breath then, so I can spit in his face." He says. The others return, carrying a deer. You feast tonight and get a good night's rest. When morning comes, the Wizard's potion is ready. You all drink it and feel the burning through your body. Add 2 Body Points to all of the Heroes statistics. Barbarian now has 10, Dwarf 9, Elf 8 and Wizard 6. You travel to the base of Zargon's mountain. You discover that the base has been carved into a fifty foot cliff. You follow along the base of the cliff. Looking for a way up. You spot a cave. "This maybe the only way." You say. You go inside. Stairs tell you that this is not a natural cave. You light a torch and go inside.

NOTES:

- A** Zargon, monsters are armored. Add 2 Defense dice to their statistics. 6 being the highest. This Quest is designed for the Heroes to do a lot of searching, pulling Treasure Cards, hopefully they can get some potions. Also the Heroes need to find the stairwell leading up, to finish this Quest.
- A** Starting place of the Heroes.
- B** This door is locked. 5 hit points will break it down.
- C** This door is locked. 5 hit points will break it down.



Wandering Monster in this Quest: Mummy

NOTES continued:

- D This door is locked. 5 hit points will break it down
- E This door is locked. 5 hit points will break it down.
- F When the Heroes search this room. The Elf finds 6 good arrows.
- G This Warlock's statistics are:

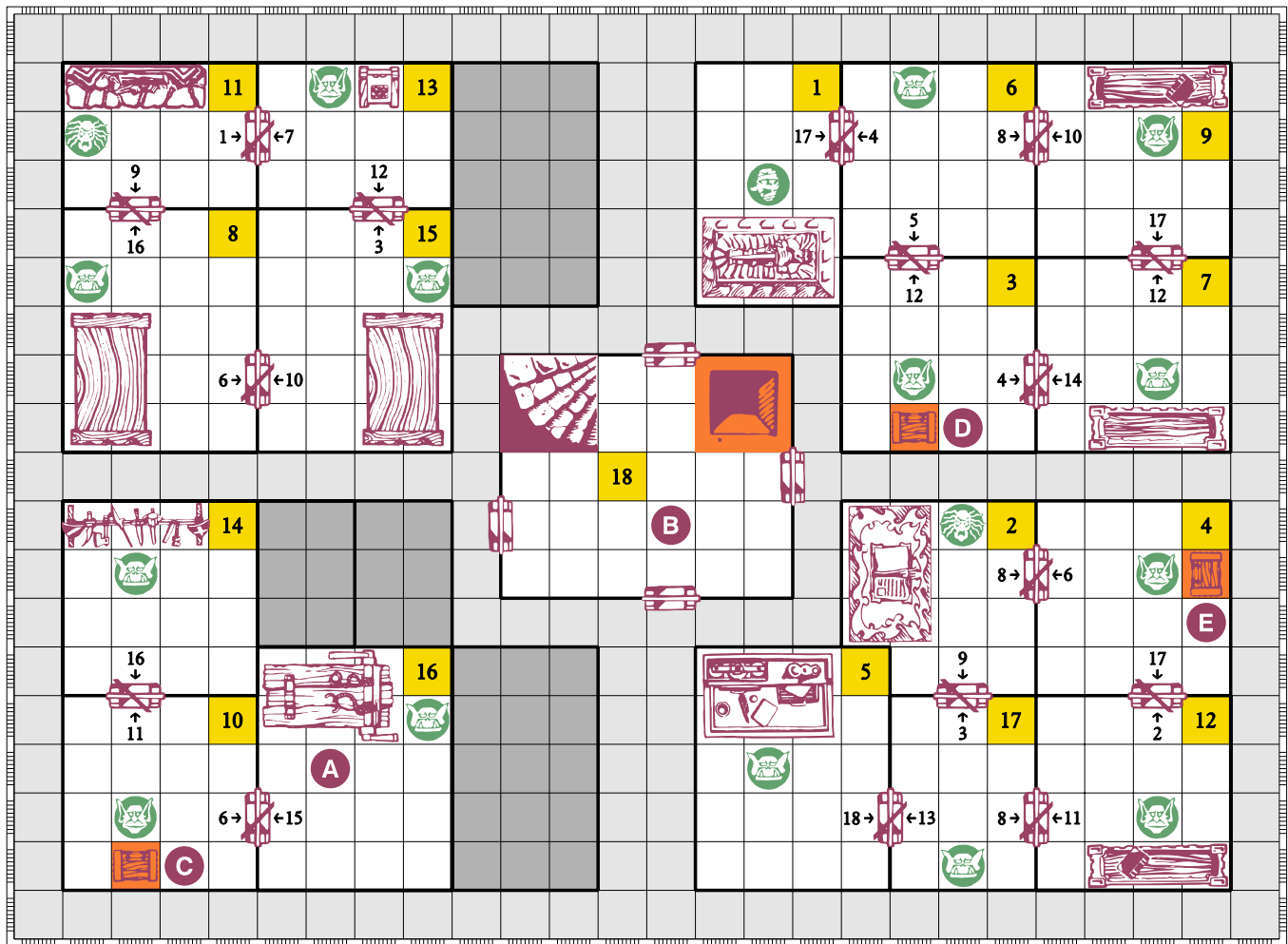
MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	3	7	8

His 1st spell is Firestorm, 2nd spell Ball of Flame. Then he resorts to physical combat. When the Heroes search this room they discover the Spell Ring from the Artifacts Cards. The Wizard gives the ring to the Elf. The chest is booby trapped. 1 hit point if sprung. Inside are jewels worth 80 gold coins.

- H This door is covered with magic runes and a deer's skull.

Zargon, this door is a death trap. The only way that this door can be opened is for it to take a life. The Hero that steps on the square in front of it is killed by a lightning bolt. An Elixir of Life is needed to bring him back to life. The door then opens by itself. The room beyond is full of evil items, potions and artifacts.

- I Zargon, to help the Heroes survive this room, tell them that it is in the way that they position themselves. When the Heroes go to attack the Warlock, he turns himself into a Gargoyle with 8 Body Points. Gargoyle can fly over the table to give himself room to fight. If any Heroes do die in this room. Have a survivor find enough Elixir of Life in the wall to bring them back.



Quest 11

You continue climbing up the stairs. Suddenly the stairs bring you to a corridor. At the other end there stands a Skeleton in front of a door. As you come closer you notice that the Skeleton is unarmed. It makes no move towards you. "What's that it's holding?" Asks the Elf. "Looks like a giant seed pod." He finishes. "Well, he is in our way. This will be easy." Says the Barbarian. You get ready to attack. But as you get closer, the skeleton crushes the pod and the hallway is quickly filled with smoke. Everything starts to spin and you lose consciousness.

You awake to an evil laugh. "How nice of you to come to me. I must always travel to the world of the humans to get my

players. This is wonderful. I do so love this game. Let me explain it to you. You see, your friend the Wizard must travel through my magical maze and try to find his way to the center before my monster kill him. Now, every time he travels through two doors, I will send in one of my Iron Skeletons to attack you three. So his mistakes will be the death of you. I have taken nothing from you, except the Elf's ability to walkthrough or bring down my walls. That is not allowed. If your friend can make it to the center room, I give you my word that I will let you go on your way. I will even give you this Elixir of Life as a reward. But I must tell you, no one has ever been able to solve my maze. HAHA. So let my game begin!

NOTES:

Zargon, set up the whole board. Put out everything including the monsters. Use the open doors in every room, except the center room. Use 4 closed doors there. Put the Warlock on top of the stair's tile. Stairs are surrounded by an invisible wall. Look at the map, each room is given a number. As the Wizard goes through a door notice the direction of the arrow that points to the door. The number that is next to the arrow is the number of the room that he will travel to. Now it does not matter which door you make it look like the Wizard uses to travel "into" that room. It's better if you mix them up to confuse your player.

(Example; Wizard starts in room #16. There is only one door, so that door will take him to room #15. Now, there are two doors in room #15 so make it

look like he entered that room by putting him next to either doorway. Now if the Wizard tries the north door he will travel to room #3. And once in room #3 if he takes the east door he will travel to room #4, but if he uses the north door he will travel to room #12... Easy!)

Wizard can search each room after he kills the monster that is there. But he can only search a room once. You will know that he has been to this room before by the absence of the monster to fight. Wandering monsters for the Wizard is a regular Skeleton. Tell the Heroes in the center room that it is very important the way that they position themselves. An Iron Skeleton can come through any of the 4 doors and the Skeletons get first attack. Good positioning will make it possible to protect a dying friend or surround the



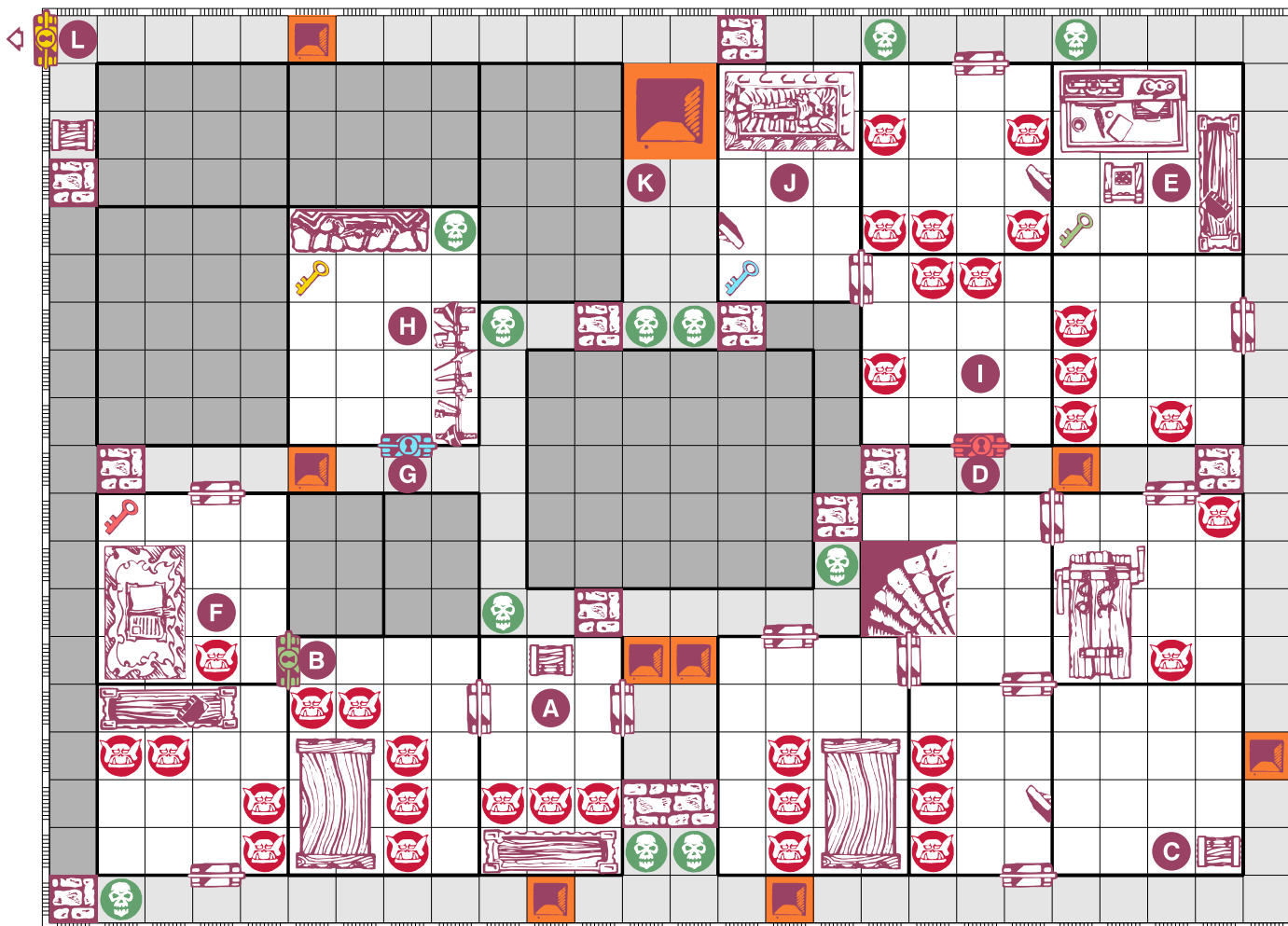
Wandering Monster in this Quest: Skeleton

NOTES continued:

Skeleton so you all can attack it.

- A** Starting place of the Wizard.
- B** Starting place of Barbarian, Dwarf and Elf.
- C** This chest is booby trapped. 1 hit point if sprung. Inside are 2 throwing daggers.
- D** This chest is booby trapped. 1 hit point if sprung. Inside is a poisoned throwing dagger.
- E** This chest is booby trapped. 1 hit point if sprung. Inside is a ruby worth 50 gold coins.

When the Wizard makes it to the center room the Warlock says "Curse you, curse you all!" And he then disappears. The invisible wall is gone. Heroes can collect the Elixir of Life and continue their journey.



Quest 12

You make your way up the stairs. They bring you out to the surface of the mountain. The climbing is very steep. You come to the base of a castle carved into the side of the mountain. You travel along the base until you come to a flight of stairs that lead to a door in the castle. "Mountain Orcs." Says the Elf.

"We should go in." Says the Barbarian. "Because, we either fight them now or on the way back, so what difference does it make?" You all agree. You go into the castle. The first floor is deserted. You find a staircase that leads up.

NOTES:

Zargon, all the Skeletons in this Quest are Iron Skeletons.

- A** When the Heroes search this room, the chest has wine in it and the cupboard has good deer meat. If the Heroes rest, eat and drink a little they will regain 1 Body Point.
- B** This metal door is locked. Heroes need the iron key to open it.
- C** This chest is safe. Inside are 80 gold coins.
- D** This metal door is locked. Heroes need brass key to open it.
- E** When the Heroes search this room, they discover a sealed jar. Inside are healing herbs. There are enough to restore 12 Body Points. Herbs cannot be saved. Also the Heroes discover the iron key.
- F** This Mountain Orc knows magic. He immediately casts Command on the Hero in the doorway. That Hero blocks the doorway and turns to attack his friends. Friends defend themselves until Hero can break the spell. Orc's 2nd spell is Summon Orcs. These Orcs are Mountain Orcs and they surround the Warlock Orc. Then the Warlock Orc resorts to physical combat. When the Heroes search this room they discover the brass key on the body of the Mountain Orc.
- G** This metal door is locked. Heroes need silver key to open it.
- H** When the Heroes search this room, they discover a gold key, 5 good arrows, a bottle of Elixir of Life and 2 poisoned throwing daggers.
- I** Zargon, this room has barrels of Orc beer in it. Orcs are asleep. Heroes get first attack with the Orcs giving no defense. After that they wake up. They have 2 Attack and 1 Defense dice because they are drunk.
- J** When the Heroes search this room, they discover the silver key.
- K** In order for the Heroes to cross this giant pit they must each roll a black shield on 1 white dice to make the jump. Otherwise they fall in and suffer 2 Body Points of damage. This pit is very deep. A Hero by himself cannot get out. If all the Heroes end up in the pit, then they can help each other out. If



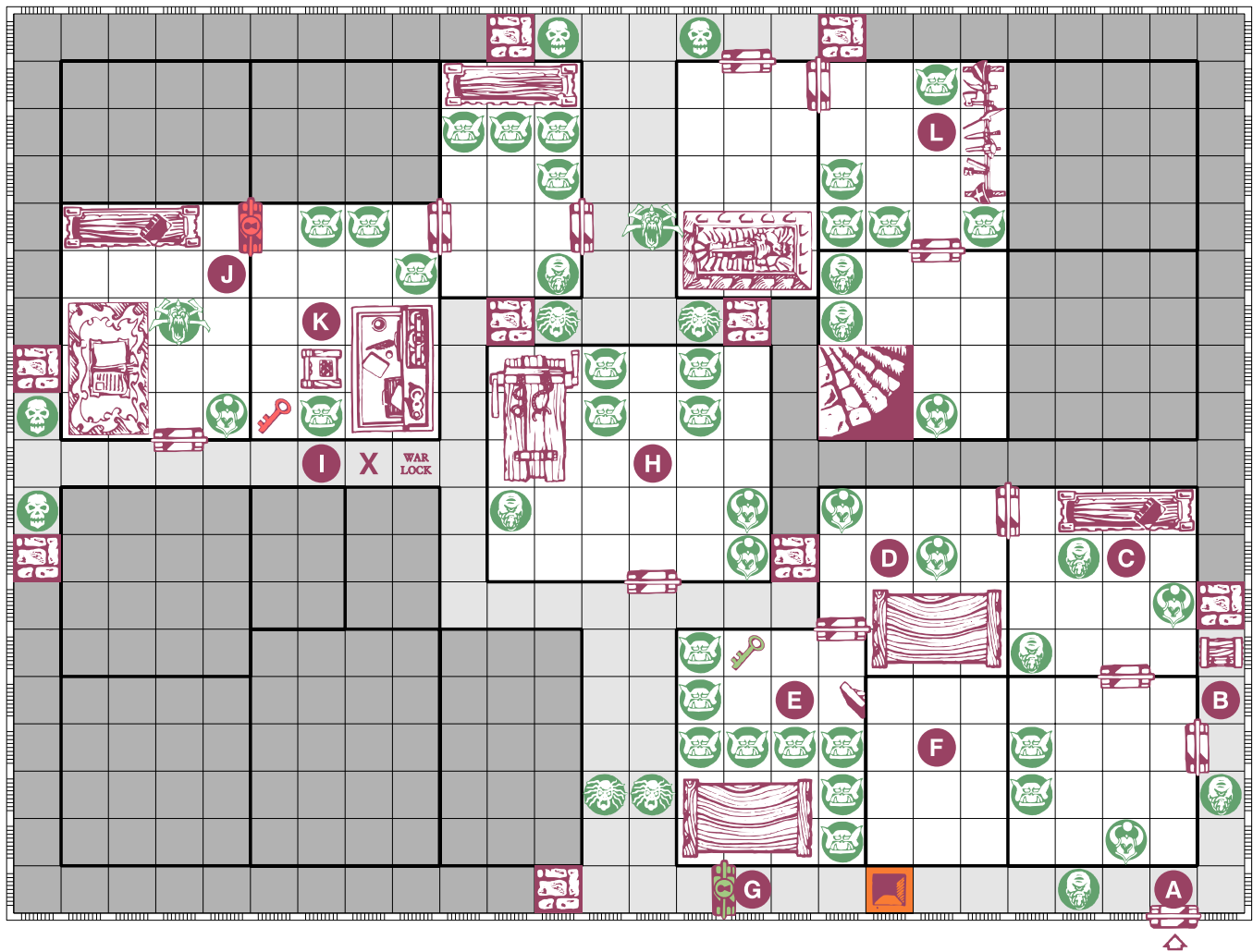
Wandering Monster in this Quest: Mountain Orc

NOTES continued:

Wizard uses his Staff Log spell to cross and then returns his staff to normal, that's it. He can only cast the spell once a Quest.

L

This metal door is locked. Heroes need gold key to open it. This door leads out of the castle. The chest next to the door is safe. Inside are 2 old, large, copper daggers. They are dull and worthless.



Quest 13 – Lover Level

You continue climbing up the mountain. As you approach the castle on top. You notice the metal door that leads into the castle. It is covered with magic runes and a deer's skull. The

Dwarf studies the door. He notices two notches, one on each side of the door.

NOTES:

Zargon, the Heroes need to put the two copper daggers into these notches, otherwise anyone who touches this door will be killed.

Tell the Heroes that they will not regain their spells after this Quest. So they must be wise. There will also be no restocking of the Treasure Cards after this Quest.

Only the Orcs are armored in this quest. Add 2 Defense dice to their statistics. The Heroes are looking for the stairwell that leads to the upper level.

- A** Starting place of the Heroes.
- B** This chest is safe. Inside are 2 old, large copper daggers. They are dull and worthless.
- C** When the Heroes search this room. They discover a small chest on the bookcase. Inside the chest is a large diamond worth 500 gold coins.
- D** When the Heroes search this room. They discover 2 throwing daggers on the table.
- E** When the Heroes search this room, they discover an iron key and a secret

door.

- F** This room is full of Orc beer. Heroes may search this room.
- G** This metal door is locked. Heroes need the iron key to open it.
- H** When the Heroes search this room, all that they find is a dead man on the rack. They were going to turn him into a Zombie.
- I** The Heroes meet a Warlock in the hallway. Warlock immediately casts Ball of Flame at the first Hero he sees. Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind Points. After the Heroes' first attack Warlock runs back down the hall and Summons Orcs. The Orcs appear between the Warlock and the Heroes. If Warlock survives next attack, then he Summons Undead. Put monsters between Warlock and Heroes. If there is not enough room. Then put monsters behind the Heroes. Then Warlock resorts to physical combat.
- J** When the Heroes search this room, they discover a small chest in the bookcase. Inside is a large emerald worth 500 gold coins. Also the closed door in this room is a metal door. It is locked.

Zargon, the Elf must use Pass Through Rock and fight the monster in the



Wandering Monster in this Quest: Chaos Warrior

NOTES continued:

next room by himself to get the key or use his Landside spell. If either of these two decisions are impossible then have the Wizard discover a spell in the Warlock's spell book that will open the door.

K

When Heroes search this room they discover the brass key.

L

When the Heroes search this room they discover a beautiful long sword for the Barbarian. He can carry this sword and Spirit blade together. The Elf finds 5 good arrows.



death it is." "For my son." Says the Barbarian. "For my father." Says the Wizard. "For those we love." Says the Elf. You take a deep breath and open the door.

NOTES continued:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	6	6	14	10

Zargon, when the Heroes kill some of the monsters in the room, bring in more from the north doors. Pick your strongest monsters, as monsters die, bring in more. Until Barbarian, Dwarf and Elf are dead. Keep telling the Heroes that the Wizard needs more time to cast the spell. If monsters are not doing the job fast enough, Zargon can help kill the Heroes. If a Hero cannot back away from a fight, he can't drink a potion.

When the Barbarian, Dwarf and Elf are dead. Zargon tells his monsters to back away. He then says to the Wizard. "Join me or die!" The Wizard, breathing hard from the fighting, says. "This day, with the help of God, you will die!" The Wizard and Zargon now fight. When the Wizard is dead, the room is filled with Zargon's laugh. But, then the Heroes' bodies start to glow. A bright blue light surrounds their bodies. Zargon watching sees that they are healing. He screams. "NO!" His monsters flee from the room. The Heroes come back to life and surround Zargon. They are back to full strength. They fight Zargon. When Zargon is defeated, he disappears in a cloud of black smoke.

"What happened?" Asks the Barbarian. "My friends, because we were willing to die for the goodness of God, we were given the power to destroy evil." Says the Wizard. "Are we immortal then?" Asks the Elf. "No." Laughs the Wizard. "Just blessed." "Then Zargon is dead?" Asks the Dwarf. Yes, and if not, if we give our children strong hands, if we give them a good heart and wisdom. If then, somehow, Zargon does return, they will be ready for him." Says the Wizard. "You know what I saw while I was gone?" Says the Barbarian. His friends look at him. "I saw my son." He says. "Running happily through green fields. He said that he loves me." "I saw your father." Says the Elf to the Wizard. "He says that he is very proud of you." "Then, let us return home." Says the Wizard. "And enjoy the life that God has given us."