

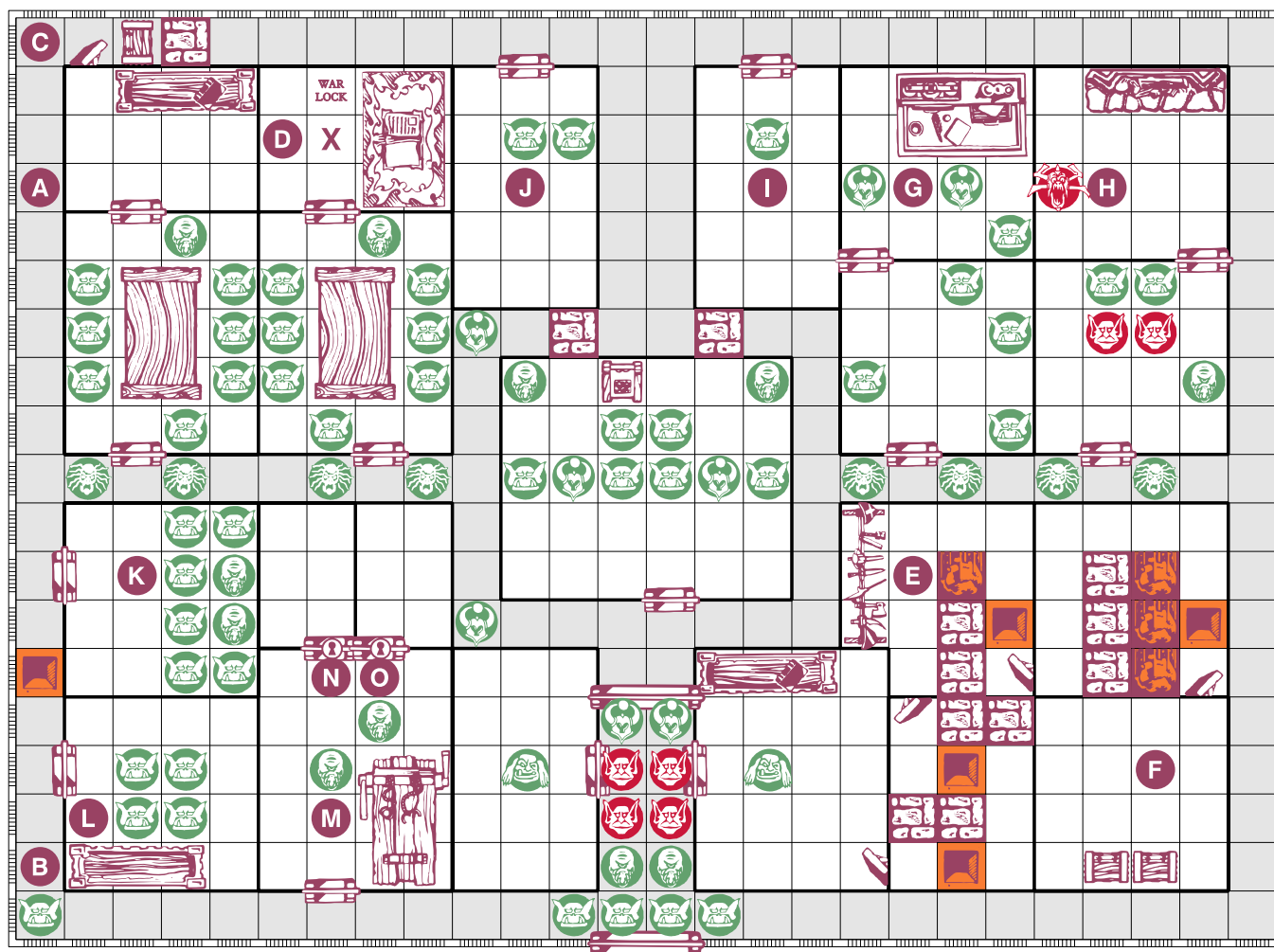
HeroQuest™

Adventure 7 – Elf Quest 2 – The Rescue of Princess Millandriell

Q U E S T



B O O K



Quest 1

You are living with your family, helping out the best that you can. You are happy to be home again, to spend time with family and relatives. But, as the time goes by, you grow restless, your soul craves for excitement, and God answers your prayers. Mentor contacts your mind. "Travel quickly to the palace of the Eleven Queen Terrellia." You waste no time and soon arrive to find that your friends have also been summoned to the Palace.

The Queen needs your help again. Zargon has invaded the western part of her kingdom. His monsters have captured several key fortresses and this has opened a path for Zargon to march right into her kingdom. The Queen was building up her army when the unthinkable happened. Somehow Zargon managed to kidnap her eighteen-year-old daughter, the Princess Millandriell. If she attacks now, her daughter is

doomed.

You saved her once before, can you do it again? The Queen gives you a map showing the castles captured by Zargon. "Please." The Queen asks. "Please, find her before it's too late. Hundreds of lives have been lost already. But, that will be nothing compared to the tens of thousands that will be lost if Zargon marches in."

You prepare yourself and head out. Two Elf boys accompany you as messengers. You come to the first castle over run with monsters. You wait for the cover of night. You hide your backpacks with the two boys and sneak inside the back of the castle.

NOTES:

- A** Starting place of the Heroes.
- B** This Orc is asleep. Can the Heroes take him out? If they spring the pit trap he awakens.
- C** This chest is safe. Inside are kitchen utensils. The Heroes find 5 knives that would make good throwing daggers. Heroes also see the secret door.
- D** If Warlock can survive the Heroes first attack, then he casts Shroud of Night, if Wizard casts a light spell then Warlock casts Annul, Wizard can cast one more spell and then his turn is over. Warlock then casts Stone Fall on top of the Hero that has an open spot next to him. Warlock then resorts to physical combat. If Wizard can still see using Cat's Eye spell, then he finds a Treasure Without Doom Artifact and 40 gold coins on the altar.
- E** When Heroes search this room, they discover 4 throwing axes on the weapon's rack.
- F** This room is a secret treasure room. It is full of gold and jewels. "This will help the Queen build her army." Says the Elf. Heroes can take a 100 gold



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

coins each. But, if they are greedy, then they lose 1 Attack dice and 1 Defense dice for every 100 coins that they take.

G When the Heroes search this room, they discover a note to Zargon. It tells that all is ready for the invasion of the Eleven Empire. "It's good that we got this message, now Zargon won't attack so soon." Says the Elf. "Yes, but we are still working against time for the Princess." Says the Wizard. "Then let us hurry before time runs out for all of us." Says the Barbarian.

H This Big Gargoyle knows magic. If he survives the Heroes first attack. He casts Firestorm. His 2nd spell is Summon Undead.

I This Orc is butchering dead Elves.

J These Orcs are cooking Elf bodies.

K These Fimir have Heroic Brews that they drink.

L When the Heroes search this room, they discover inside the cupboard 2 potions. Each potion will restore 4 Body Points.

M When the Heroes search this room, they discover a half-eaten Elf girl on the rack.

N This wooden door is locked. 5 hit points will break it in. Inside the room are dead Elves.

O This wooden door is locked. 5 hit points will break it in. Inside this room are 13 Eleven prisoners. They are very weak. But, they are alive.

NOTES continued:

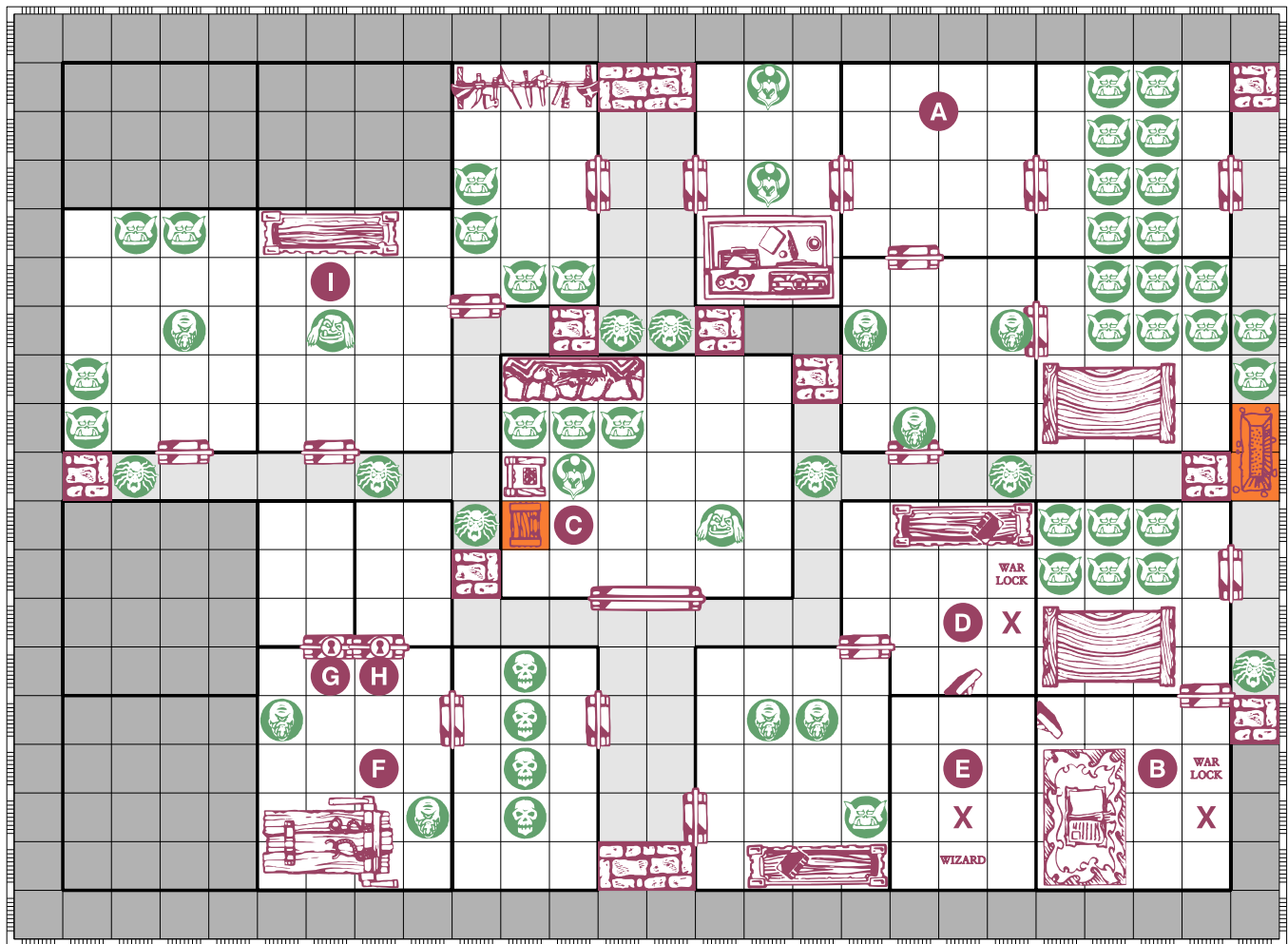
N

When the Heroes open the door to this room, they see Zargon with 4 Chaos Warriors. Millandriell is in the mirror. Why?

Zargon, you do physical combat until all 4 Chaos warriors are dead. Then you start casting Firestorm, twice, each turn. When defeated, Zargon disappears in a cloud of black smoke.

The Heroes go to the mirror. Millandriell is speaking. The Wizard can read her lips. "She put herself into the mirror to escape Zargon. But, now she is trapped. Give me that moonsilver." He asks. You give it to him and he smears it on the mirror. Millandriell steps out. "Oh, thank you my brave warriors for saving me." She says.

You lead the princess back to the prisoners and tend to their wounds. You travel back to the palace where a relieved Queen hugs her daughter. You show her the map and notes that you found. The Queen has the families banished from the Empire. You tell her your story and how you were able to complete your quest thanks to the help from an old Wizard called Elfwid. "I will build a statue to honor him. His name will never be forgotten." You are given a Hero's dinner and you and your friends head off in search of new adventures.



Quest 14

You and your friend race up the stairs. Your heart is pounding in your chest. You are exhausted only the knowledge that you must save Millandriell gives you the strength to fight on. Your friends follow you. Suddenly, like running into a wall, you feel

fear. Zargon is here! You swallow hard. You make your way to the top of the stairs, a massive wooden door stands before you. It is locked. You break it in and go through.

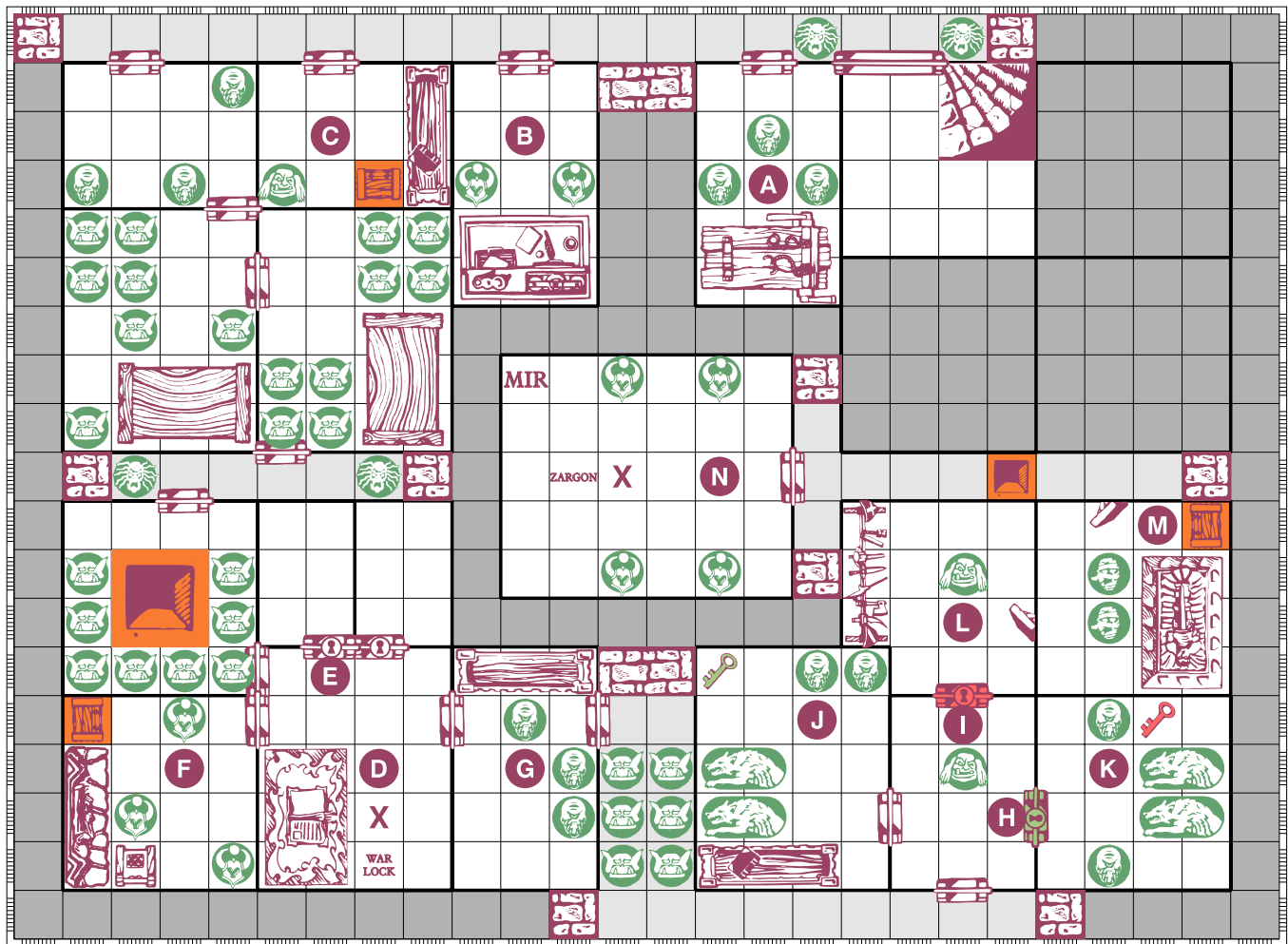
NOTES:

Zargon, all the Fimir in this Quest use fighting magic. All the Wolves in this Quest are Werewolves.

- A** When the Heroes search this room, they discover an Elf body on the rack. The Fimir were eating him.
- B** When the Heroes search this room, they discover inside the desk a map of the Eleven Empire divided into 4 Kingdoms and a note to the 4 families that plan to betray the people. "We will take these and give them to Queen Terrellia." Says the Barbarian. "She'll know what to do to the traitors." Says the Elf.
- C** This chest is booby trapped. 2 hit point if sprung. Inside are 4 Heroic Brews, 2 Potions of Defense and an Elixir of Life.
- D** This Warlock's 1st spell is Summon Demon. His 2nd spell is Hangman. He then resorts to physical combat.
- E** These 2 wooden doors are locked. 5 hit points will break them in. Inside these rooms are prisoners. They are beaten and weak. But they are alive. You tell them to wait here until you return.
- F** This chest is booby trapped. 2 hit points if sprung. Inside are 400 gold coins.
- G** When the Heroes search this room, they discover inside the cupboard a sealed jar. The jar is empty!
- H** This metal door is locked. Heroes need the iron key to open it.
- I** This metal door is locked. Heroes need brass key to open it.
- J** When the Heroes search this room, they discover inside the bookcase a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside are 2 Wolfsbane Potions, an emerald worth 200 gold coins and the iron key.
- K** When the Heroes search this room, they discover the brass key hanging on the wall.
- L** When the Heroes search this room, they discover on the weapon's rack a Dwarven made shield. Heroes also discover the secret door.
- M** This chest is booby trapped. 2 hit points if sprung. Inside is a jeweled necklace worth a 1000 gold coins. Heroes also discover the secret door.



Wandering Monster in this Quest: Chaos Warrior



Quest 2

You and your friends bring the prisoners out of the castle and find the boys. You feed the prisoners and write a message to the Queen. You tell her what you have accomplished and about the treasure. You tell her that you are heading for the next castle, a two days journey south. You give the message to the one boy and he and the prisoners make their way back to the palace.

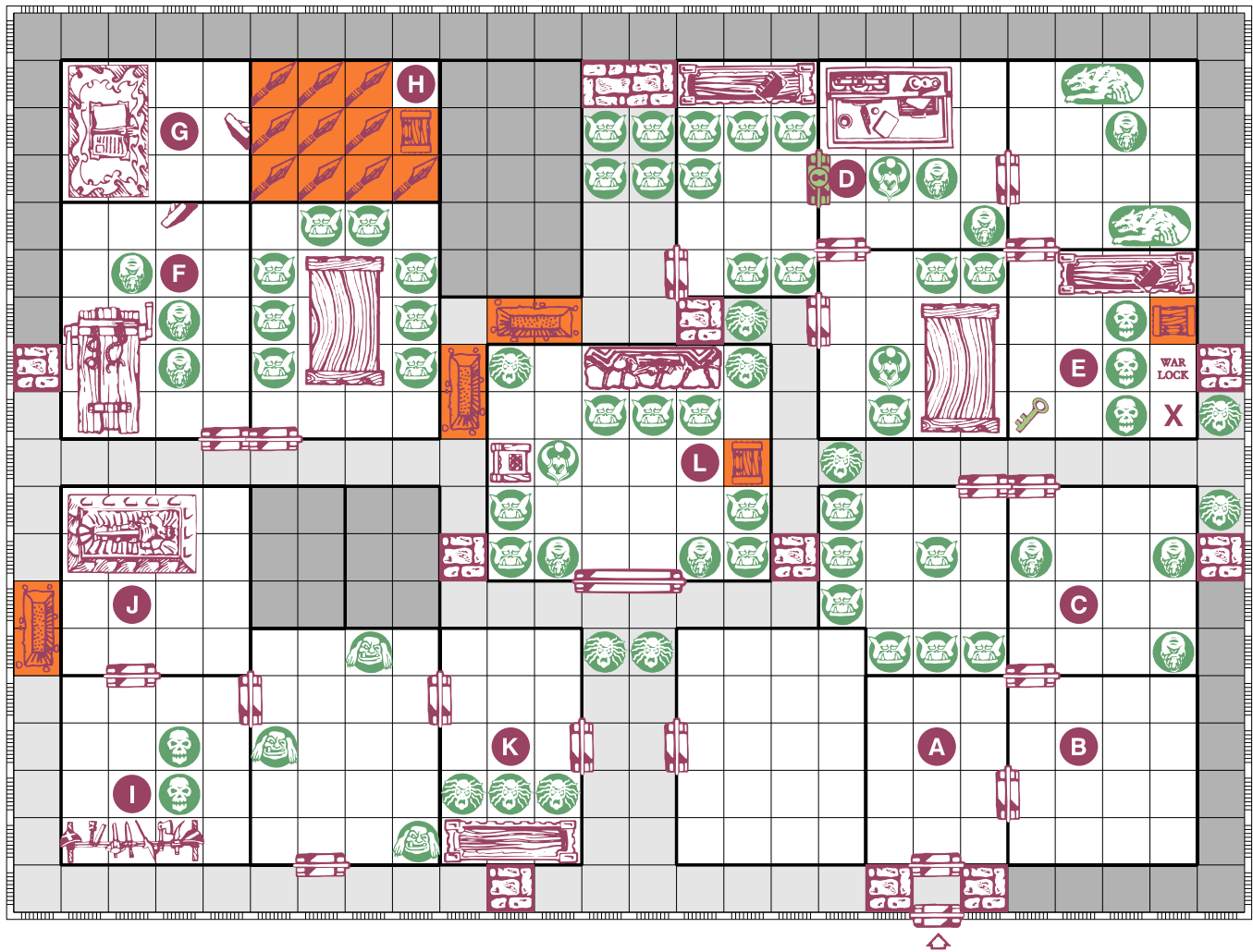
You, your friends and the boy start out. Several times on your journey Zargon's monsters attack you. Mentor's training serves you well and you prevail. You come to the castle. There is a lot of activity going on. You rest while you wait for the cover of night. You make your way inside through a damaged wall.

NOTES:

- A** Starting place of the Heroes.
- B** This Warlock casts Lightning Bolt as soon as the Heroes open the door. If Warlock survives the Heroes first attack, then he casts Werewolf's Curse. When Heroes search this room, they discover a Treasure Without Doom Artifact and 2 Healing Potions. Each potion will restore 4 Body Points. The Heroes also see a secret door next to the altar. But, it is locked. "There's a spell on this door." Says the Wizard. "We should leave it alone for now."
- C** This chest is booby trapped. 1 hit point if sprung. Inside are 3 Potions of Rejuvenation.
- D** If Warlock survives Heroes' first attack, he casts Summon Fimir. His 2nd spell is Total Chaos. His 3rd spell is Hangman. Then he resorts to physical combat. When Heroes search this room, they discover a sealed jar inside the bookcase. Inside the jar are 4 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Heroes also see the secret door. But, it is locked. "There must be something very important behind this wall. There's a spell on this door. We need the key." Says the Wizard.
- E** Zargon, if Wizard uses See Through Wall. Place the Warlock figure on the X spot and tell the Heroes that it's an Eleven Wizard, if you do not have an extra Wizard figure. Elf can Walk Through Stone to reach the Wizard. "I am so happy to see you, my friend. I've been hiding inside this room for a long time. I will join you. But, I am too old to help you fight." The Wizard joins you.
- F** When the Heroes search this room, they discover a half-eaten Elf girl on the rack.
- G** This wooden door is locked 5 hit points will break it in. Inside the room are 10 Eleven prisoners, they are weak but alive.
- H** This wooden door is locked. 5 hit points will break it in. Inside are 12 Eleven Prisoners. They are weak but alive. You tell the people to stay here until you return.
- I** When the Heroes search this room, they discover inside the cupboard 3 Healing Potions. Each potion will restore 4 Body Points.



Wandering Monster in this Quest: Hobgoblin



Quest 13

You and your friend race up the stairs. The thought that Princess Millandriell is so close gives you strength. You reach

the top of the stairs. A massive door stands before you. You move quickly.

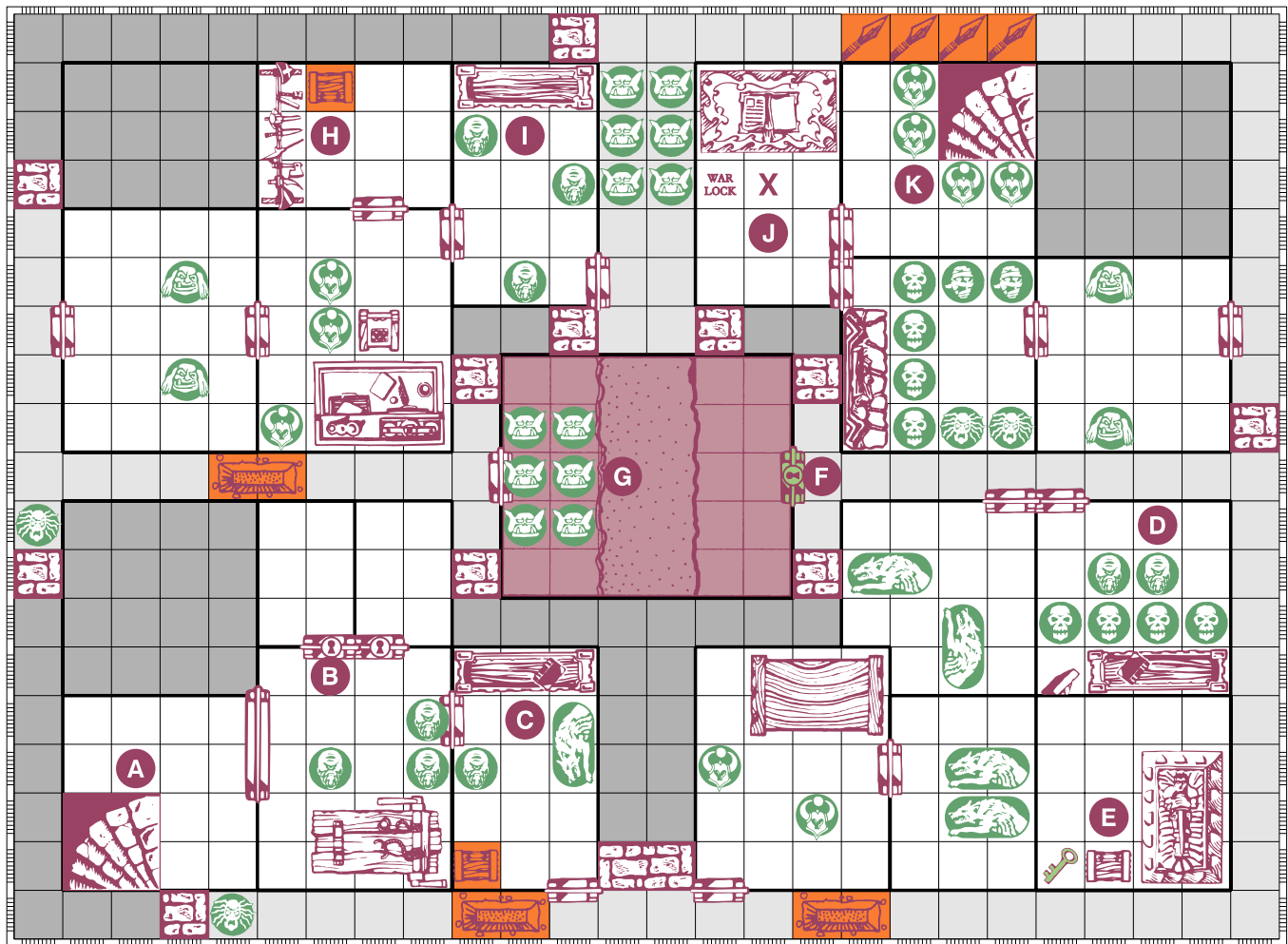
NOTES:

Zargon, all the Wolves in this Quest are Werewolves.

- A** Starting place of the Heroes.
- B** When the Heroes search this room, they discover on the rack a dead Elf. There is nothing that they can do for him. Also these 2 wooden doors are locked. 5 hit points will break them in. Inside these rooms are dead elves, there is nothing that the Heroes can do for them.
- C** This chest is booby trapped. 1 hit point if sprung. Inside are 3 Wolfsbane Potions and 3 Potions of Strength.
- D** When the Heroes search this room, they discover inside the bookcase a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside is a large sapphire worth 200 gold coins. Heroes also discover the secret door.
- E** When the Heroes search this room a Mummy comes out of the tomb and attacks. The chest in this room is safe. Inside are 2 Heroic Brews and the iron key.
- F** This metal door is locked. Heroes need the iron key to open it.
- G** These Orcs have crossbows that they use to shoot at the Heroes.
- H** This chest is booby trapped. 1 hit point on all the Heroes inside this room if sprung, poisonous gas. Inside are 4 Heroic Brews, 2 Potions of Defense, a Potion of Battle Rage and an Elixir of Life. When the Heroes search this room, they make a great discovery. The Eleven sword Avenger is hanging over the weapon's rack. This long sword gives the Hero 4 Attack dice and he can make diagonal attacks.
- I** When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- J** This Warlocks 1st spell is Firestorm. His 2nd spell is Cloud of Chaos. He then resorts to physical combat. When the Heroes search this room, the Wizard sees the evil spell book on the altar "This Warlock was going to poison Millandriell's mind with this spell. Thank God we stopped him. Come my friends we are close to saving her now!" He says.
- K** These stairs lead to the next level up.



Wandering Monster in this Quest: Chaos Warrior



Quest 3

You bring out the Eleven Prisoners and Elf Wizard. You tend to their wounds and give them food and water. They recover quickly. "My name is Elfwid. It is an act of God that you Heroes saved us. I myself cannot join you in battle. But, there is much that I can do to help you." He says. Elfwid brings out a crystal ball and gives it to the boy. "Give this to Queen Terrellia and tell her that I will contact her every day at noon." The boy and the prisoners all leave for the safety of home. "How many more castles are there that have been captured by Zargon?" You ask Elfwid. "There are 5 more castles and each one contains an ancient treasure that will be a great help to you." He says. "Let us first make for the castle Rahnor in the forest of Elanor. There you will find a spell book that will give you many new

spells with which to fight against Zargon." You make your way through the forest. You come across the castle. "There are a lot of guards keeping watch." Says the Elf. "I can bring down a fierce rain storm." Says Elfwid. "This will hopefully drive the monsters inside. See that small iron door. We will make for that door. I have a key that will open it. I remember that it leads into a small storage room. That is behind the stables. It should prove safe enough to enter the castle."

Elfwid begins a chant and in a matter of moments the sky darkens and it begins to pour. You walk up to the iron door. Elfwid unlocks it and you make your way inside.

NOTES:

- A** This is a storage room. It is filled with items for caring and riding horses.
- B** This is the stable. There are no horses inside.
- C** These Fimir know magic. If they survive the heroes' first attack, they cast Flaming Spear.
- D** This metal door is locked. Heroes need the iron key to open it. This Chaos Warrior has a Potion of Defense that he keeps on drinking from. He also has an Elixir of Life that he drinks.
- E** Zargon, this Warlock can cast two spells on his turn if he survives the Heroes' first attack. He casts Cloud of Chaos and Reanimation. He then resorts to physical combat. This chest is booby trapped. 1 hit point on all Heroes inside the room. Poisonous gas. The chest is empty. The Dwarf must look inside to notice the secret bottom. Underneath the Dwarf finds the Wand of Magic from the Artifacts Cards. He gives the wand to the Elf. The Dwarf also finds 4 Potions of Rejuvenation. Heroes also find the iron Key inside the Bookcase.
- F** When Heroes search this room, they discover a dead Elf on the rack. There is nothing that they can do for him, it's been too long. Heroes also find the secret door.
- G** When Heroes search this room they discover a Treasure Without Doom



Wandering Monster in this Quest: Skeleton

NOTES continued:

artifact on the altar. They also find the secret door.

- H** This chest is booby trapped. 2 hit points if sprung. Inside is the spell book.

Zargon, give the Elf the 8 Elf Spell cards. They are now his to use. Heroes also find 8 Potions of Renewal.

When Heroes search this room, they discover 3 throwing axes on the weapon's rack.

- J** When Heroes search the tomb, the Dwarf must look inside the tomb to see the secret compartment. Inside it he finds the Spell Ring from the Artifacts Cards. He gives the ring to the Elf.

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

- L** This chest is booby trapped. 1 hit point if sprung. Inside are 40 gold coins.

NOTES continued:

Inside chest #3 is 400 gold coins and 2 bottles of Elixirs of Life. The Heroes also find the iron key hanging on the wall.

I This Warlock 1st spell is Firestorm. If he survives, his 2nd spell is Flaming spear. His 3rd spell is Ball of Flame. He then resorts to physical combat. When the Heroes search this room, they discover inside the bookcase 4 Heroic Brews and 3 Anti Poison Quills.

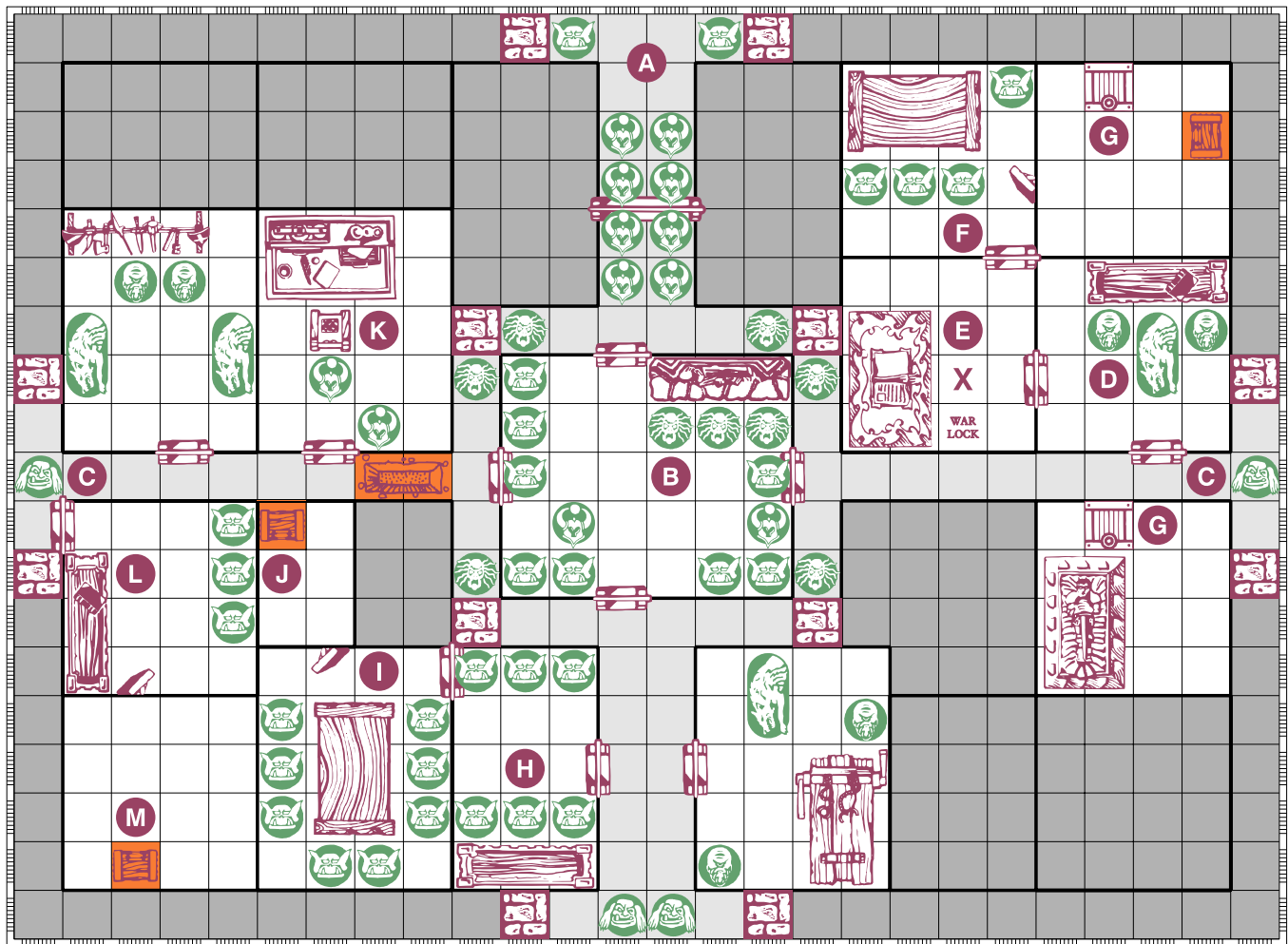
J When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.

K When the Heroes search this room, they discover inside the desk a note. "Dear Lord help us! They're going to poison Millandriell's mind and make her Zargon's Queen!" Says the Wizard. "Where is she?" Asks the Barbarian. "She's here inside this castle and Zargon's here also" He says.

L When the Heroes search this room, a Mummy comes out of the tomb and attacks.

M THIS DOOR IS A DEATH TRAP! The Hero that opens it gets a spear in the gut and is killed. An Elixir of Life is needed to bring him back.

N When the Heroes search this room, they discover on the weapon's rack 2 throwing stars. These stairs lead up to the next level.



Quest 12

You come out of the castle and immediately sense that something is wrong. The smell of blood fills the air. You search for Elfwid and discover his body among the charred remains of three of Zargon's monsters. You weep. "They took his head, so that there was no chance for us to save him." Says the Wizard. "They went this way, it's the same direction we need to take to find Millandriell." Says the Elf. "Then let us waste no time, we will avenge the death of this good Wizard." Says the Barbarian.

You travel along the base of the mountain. "I don't believe it!" Says the Elf. "I've lost their trail." "That only means that they went inside the mountain." Says the Dwarf. "Give me a moment." You try hard to wait patiently as your friend examines the stones. Finally he shouts, "Here we go!" and slips his hand inside a crack in the rocks. An opening appears in the side of the mountain. You make your way inside. You grab one of the many torches that line the walls. You follow the tunnel and come to a door.

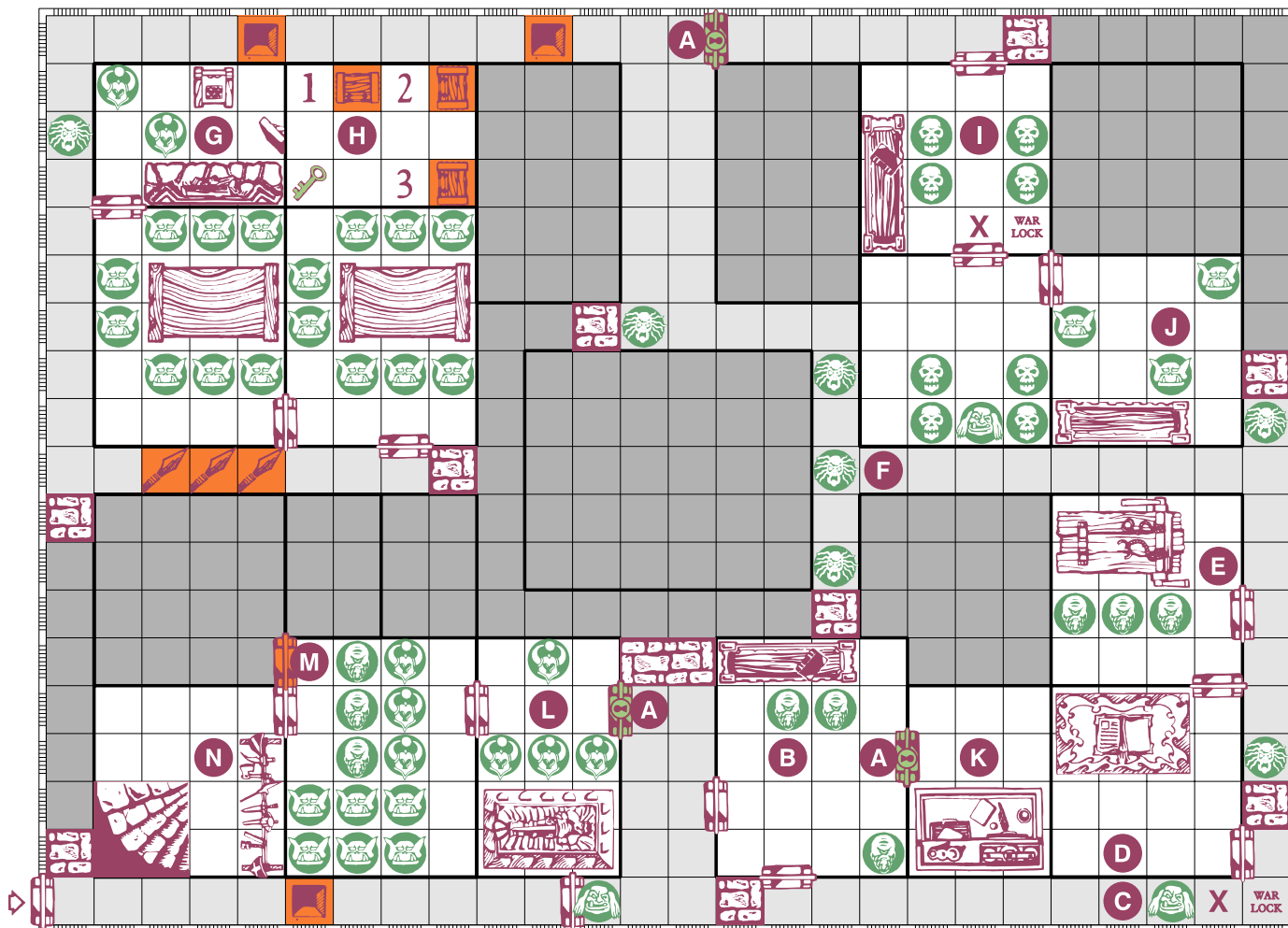
NOTES:

Zargon, remember the Fimirs use fighting magic.

- A** This metal door is locked. Heroes need the iron key to open it.
- B** When the Heroes search this room, they discover inside the bookcase a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside is a large ruby worth 500 gold coins.
- C** This Warlock will cast Restore Chaos on the Ogre. Warlock will then resorts to physical combat. When his body count gets down to 2 or 3. He will cast Escape.
- D** This is where the Warlock escaped to. He immediately casts Command on the Hero that opened the door. If that Hero cannot break free of the spell. He turns and fights his friends, blocking the doorway, until he can free himself from the spell. Warlock then resorts to physical combat. When the Heroes search this room, they discover on the altar a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside is a Human heart. EEWW!
- E** When the Heroes search this room, they discover on the rack a dead Eleven girl. "Is it Millandriell?" You ask. "No. But it's been too long. We can't help her." Says the Elf.
- F** This Zombie has a crossbow that he uses to shoot at the Heroes.
- G** When the Heroes search this room, they discover on the fireplace a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside are 40 gold coins. Heroes also discover the secret door.
- H** The Heroes find 3 chests. Each chest is booby trapped 1 hit point if sprung. Inside chest #1 is dinning wear and glasses. Inside chest #2 is clothing.



Wandering Monster in this Quest: Mummy



Quest 4

When you come back out of the castle, Elfwid is happy to see you. He cooks you a meal while you rest. He contacts the Queen and tells her that you are now heading for the castle Balar. The next morning you make your way through the forest. It takes three days to reach Balar. It is heavily guarded on the outside. "Let us wait for nightfall and then I can cast a cloud of darkness that they will not be able to see you until you are

right on top of them. Once inside you must search for three sky orbs that will aid you." Says Elfwid.

Night comes. Elfwid begins his spell and covers the outside of the castle with his cloud of darkness. You race on to the main gates and make your attack.

NOTES:

Zargon, all the Wolves in this quest are Werewolves. All Orcs are armored. They have 4 Defense dice.

- A** Starting place of the Heroes.
- B** The Orcs and Chaos Warriors inside this room are very drunk. They only have 2 Attack dice and 2 Defense dice. The Zombies are regular strength.
- C** This Ogre runs up the hallway when the Heroes open the door. Can they kill him before he makes it down the hall?
- D** When Heroes search this room, they discover inside the bookcase 2 Potions of Healing. Each potion will restore 4 Body Points.
- E** This Warlock immediately casts Command upon the Hero that opened the door. If Hero can't break free of spell then he turns and fights his friends blocking the doorway, until he can free himself. Warlock then casts Summon Orcs to protect himself. He then resorts to physical combat.
- F** When Heroes search this room, they discover the secret door.
- G** This chest is booby trapped. 1 Mind Point lost if sprung. Inside is a Sky Orb from the Artifacts Cards. Also the trap door leads to the other trap door marked G. The passage is dangerous. Heroes must roll 1 white dice a skull means 1 hit; a shield means that the Hero suffers no damage. Heroes have to roll again on the way back. Inside the tomb the Dwarf discovers a secret compartment. Inside he finds a potion. Only the Wizard knows that this is a heart strengthening potion. When a Hero drinks this he will gain 2 extra Body Points to his status card. Example, if Wizard drinks, then he will have 6 Body Points. Which Hero gets to drink the Potion?
- H** When Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- I** When Heroes search this room, they discover the secret door.
- J** This chest is booby trapped. 1 Mind Point lost if sprung. Inside is a Sky Orb



Wandering Monster in this Quest: Zombie

NOTES continued:

from the Artifacts Cards.

K

When the Heroes search this room, they discover inside the desk a note to Zargon. The commander of this castle is very confident that the Eleven Empire will fall soon. "Does this mean that Zargon's forces are not coming" Asks the Barbarian. "It could mean that reinforcements are breathing down our necks!" Says the Dwarf. "We better be prepared for the worst." Says the Elf.

L

When Heroes search this room, they discover inside the bookcase 2 Potions of Healing. Each potion will restore 4 Body Points. Heroes also discover the secret door.

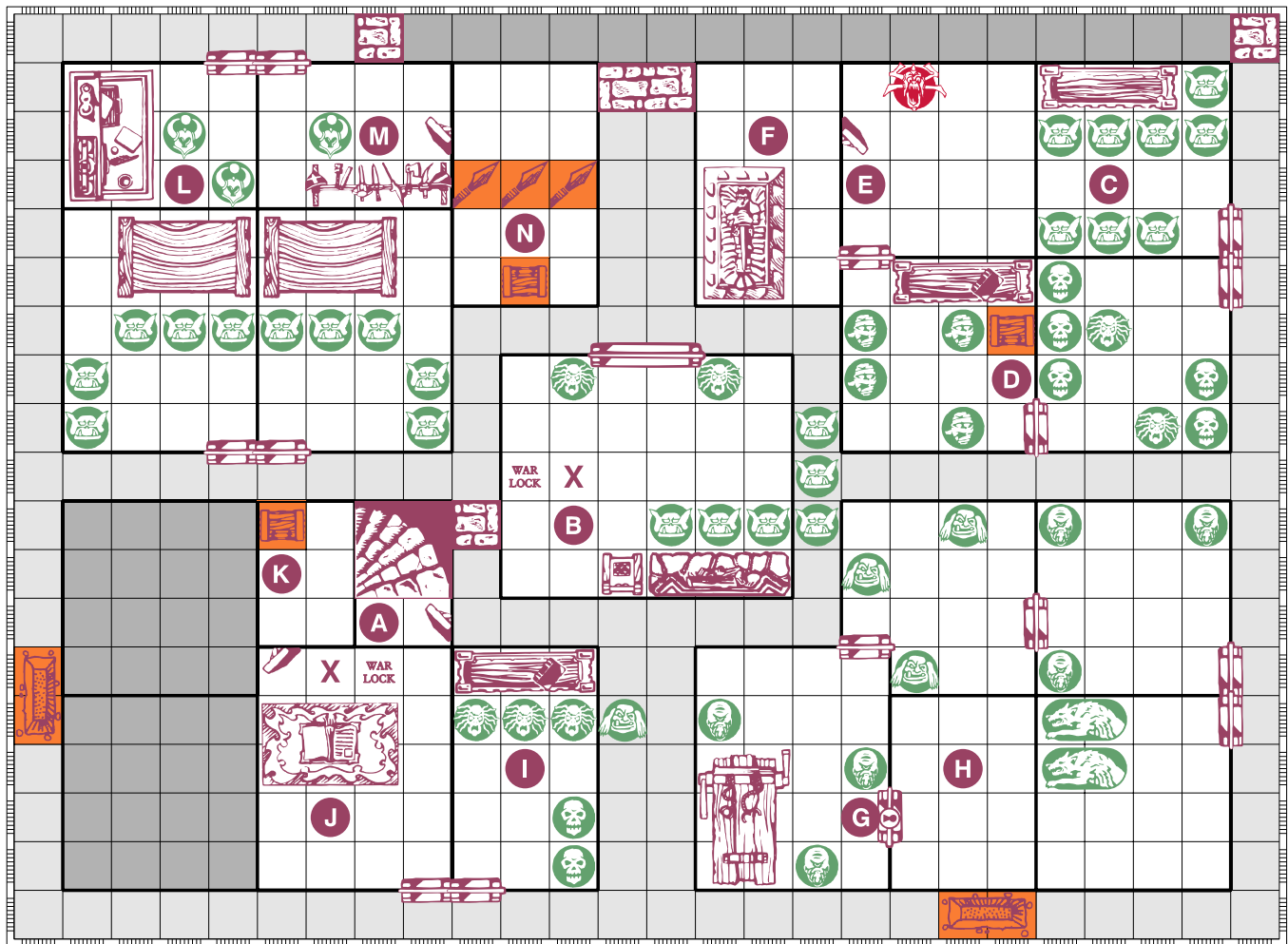
M

This chest is booby trapped. 1 Mind Point lost if sprung. Inside is a Sky Orb from the Artifacts Cards.

NOTES continued:

goes down this tunnel receives 2 hit points and he returns to tell his friends that it is a dead end.

- K** This trap door passageway is safe. When the Heroes uses this tunnel they come up on the other trap door marked K.
- L** This Warlock's 1st spell is Summon Orcs. His 2nd spell is spell Magnify. If he lives to complete the spell then his 3rd spell is Rust on the Heroes weapons. Remember that a rust spell does not work on Artifacts.
- M** When the Heroes search this room, they discover inside the desk a large diamond worth 100 gold coins, they also find the brass key.
- N** When the Heroes search this room, they discover on the weapon's rack any replacement weapons that they lost to the rust spell.
- O** When the Heroes reach this spot they see the Warlock at the end of the Hallway. This Warlock immediately starts casting Ball of Flame at the Heroes. Can the Heroes take him out without any lost?
- P** When the Heroes enter this room, they see the mirror with the image of Millandriell in it. They need to use the moonsilver to open the mirror and then they can go into the next room.
- Q** This is a changeling. The monster is currently in the form of a Fimir. When Heroes kill it, they must draw from the 8 original monster cards. The changeling then takes on that form and gets to make an attack. Changeling is only killed when the Heroes draw from the monster cards the same monster that the changeling was in. "So this is how they were able to kidnap the Princess. They had this changeling come in and do it for them." Says the Elf. You go to tell Elfwid.



Quest 11

You show the note to Elfwid. "I can't tell Queen Terrellia this. It would break her heart. I'll tell her that we're close, that is still the truth. My sons, I fear that we spend too much time in these castles, yet it needs to be done. I can cast a spell on us that will take us quickly to the next castle. Maybe then we will save Millandriell from Zargon. But, the spell will cost us a little, it will weaken us." You look at your friends and they all agree with you. "Do what you can Elfwid. Anything to help us save Millandriell."

Elfwid casts the spell. Your friend the Elf picks up the trail again and you run quickly through the woods. You run through a valley and come to the base of a mountain. It is dark. You see two Fimir guarding the main gates of the next castle. Elfwid's spell gives you amazing speed as you rush up to the guards. They don't have time to sound an alarm. You are upon them. Elfwid's spell wears off as you make your attack.

NOTES:

Zargon, Elfwid's spell costs each of the Heroes 2 Body Points, when they start this Quest. Also all the Fimir inside this castle use fighting magic.

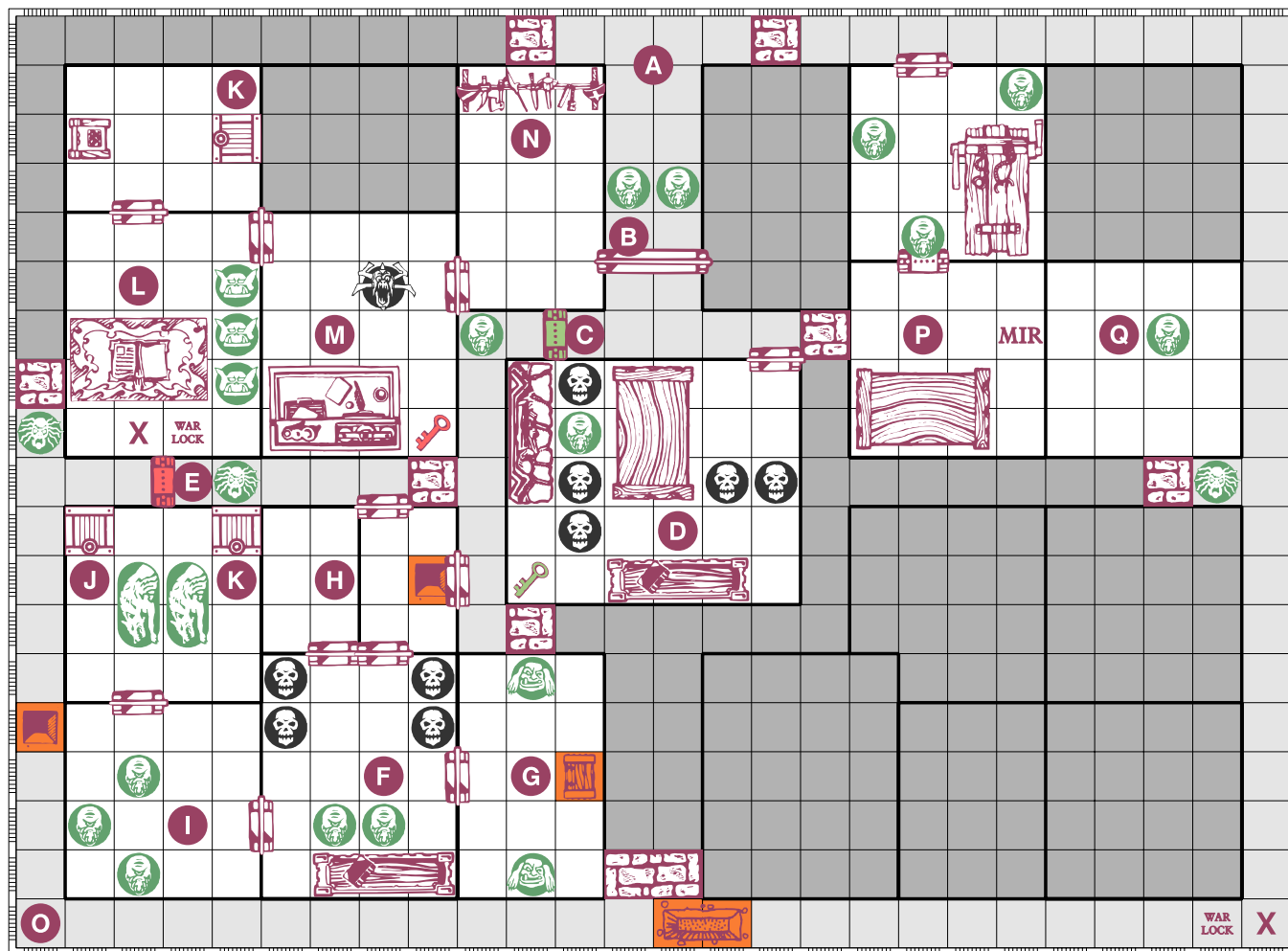
- A** Starting place of the Heroes.
- B** There is a magic spell on the main gates. It is locked. Wizard must use Wood blast, Rot, or Warp to get through.
- C** This portcullis is locked. Heroes need the iron key to open it. This Fimir can still attack the Heroes with his magic. Heroes can use arrows or throwing weapons to take him out.
- D** All the Skeletons inside this room are Spirit Riders. The Fimir inside this room knows magic and casts Reanimation and Restore Chaos as often as he is able to. When the Heroes search this room, they discover the iron key. They

also find inside the bookcase a Treasure Without Doom artifact.

- E** This Portcullis is locked. The Heroes need the brass key to open it.
- F** These Fimir cast Reanimation and Restore Chaos as often as they can.
- G** This chest is booby trapped. 2 Mind Points lost if sprung. Inside are evil Warlock spell books and a bag of 40 gold coins. Also Heroes find a small Vial. The Wizard knows that this is moonsilver.
- H** This room is full of an evil Warlock's paraphernalia. When the Heroes search this room, they discover 4 bottles of Wolfsbane Potions.
- I** These Fimir cast Flaming Spear as often as they are able to.
- J** This trap door leads to an old escape tunnel that has collapsed. The Hero that



Wandering Monster in this Quest: Fimir



Quest 5

You show Elfwid the note that you found. "This can only mean trouble. I'll contact Queen Terrellia and tell her to send the army right away." He says. Elfwid feeds you and the next day you are traveling south towards the castle Reain. As you travel, you meet up with small bands of Zargon's monsters. "Why are they so scattered, so disorganized?" Questions the Barbarian. "Don't look a gift horse in the mouth." Says the Dwarf. "He's

right, whatever is happening is fortunate for us." Says the Wizard. You finally make your way to castle Reain. "This castle has a secret escape tunnel. Come with me. I'll show you where the exit is and you can come up right in the middle of the castle." Says Elfwid. You find the tunnel and make your way inside the castle.

NOTES:

Zargon, the Orcs are armed. They have 4 Defense dice.

- A** Starting place of the Heroes.
- B** This Warlock's first spell is Spell Magnify. If Warlock survives to make his next turn, then he casts Ball of Flame, Flaming Spear and Lightning Bolt. He then resorts to physical combat. When the Heroes have killed all the monsters inside this room, they discover a body that the Warlock was going to bring back to life. It's the body of Zargon's General. "So this is why the monsters are wandering around. Their General died." You say. "Thank God for big favors." Says the Dwarf. "Let us clear this castle of Zargon's minions and report back to Elfwid." Says the Barbarian.
- C** When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared. If the Dwarf looks inside the cupboard, he finds a secret compartment. Inside he discovers 2 Elixirs of Life and 8 Heroic Brews.
- D** This chest is booby trapped. 2 Mind Points lost on all the Heroes inside this room if sprung. Poisonous gas. Inside are 4 Potions of Renewal, a Potion of Thunder, a Potion of Battle Rage and a Potion of Speed. When Heroes search this room, they discover inside the Bookcase a Treasure Without Doom artifact.
- E** When the Heroes search this room, they discover the secret door.
- F** When the Heroes search this room, they discover the Ancient Staff from the Artifacts Cards.
- G** This wooden door is locked. 5 hit points will break it in.
- H** This room is full of Eleven Prisoners. They are very weak. But, alive. You tell them to wait here until you return.
- I** When the Heroes search this room, they discover inside the bookcase 2 Healing Potions, each potion will restore 4 Body Points. Heroes also find a small chest. It's booby trapped, 2 hit points if sprung. Inside is a large emerald



Wandering Monster in this Quest: Orc

NOTES continued:

worth 500 gold coins.

J This Warlock casts Summon Wolves as soon as the Heroes open the door.

Zargon, this can be a very powerful spell, be merciful. When Heroes search this room, they discover inside the altar a secret compartment. Inside is an Elixir of Life and a Treasure Without Doom artifact.

K This chest is booby trapped. 2 Mind Points lost if sprung. Inside is a potion. Only the Wizard knows that this is a heart strengthening Potion. The Hero that drinks this will gain 2 extra Body Points on his status card.

Zargon, each Hero can only drink one of these potions.

L When the Heroes search this room, they discover inside the desk a note to Zargon. "The Chaos Warriors are fighting among themselves for control of the army. They're asking who is in control." You say. "This is good!" Says the Dwarf. "No, my friend, this means that Zargon might speed up his plans." Says the Elf. "I fear we are out of time." You say.

M When the Heroes search this room, they discover on the weapon's rack, 2 good throwing axes. Heroes also find the secret door.

N This chest is booby trapped. 1 Mind Point lost if sprung. Inside are 2 Healing Potions. Each potion will restore 4 Body Points and 40 gold coins.

NOTES continued:

L

This Warlock immediately cast Lightning Bolt at the Hero that opened the door. Warlock's 2nd spell is Summon Undead, his 3rd spell is Hurricane. He then resorts to physical combat.

M

When the Heroes come to this spot, they see the Warlock at the end of the hallway. This Warlock immediately starts casting Flaming Spears at the Heroes. Can they take him out without too much lost?

N

This room is full of a Warlock's magical items. Useless to the Heroes.

O

When the Heroes search this room, they discover inside the desk 2 Wolfsbane Potions. Also they find a note from Zargon. "They're bringing the Princess to Zargon. This is not good." Says the Elf. "We are so close to them. It is like he is leading us on." Says the Dwarf. "But, how could Zargon know that we are coming?" Asks the Barbarian. "Never underestimate Zargon's powers." Says the Wizard. Well trap or no, we got a job to do!" You say. You make your way out of the castle.

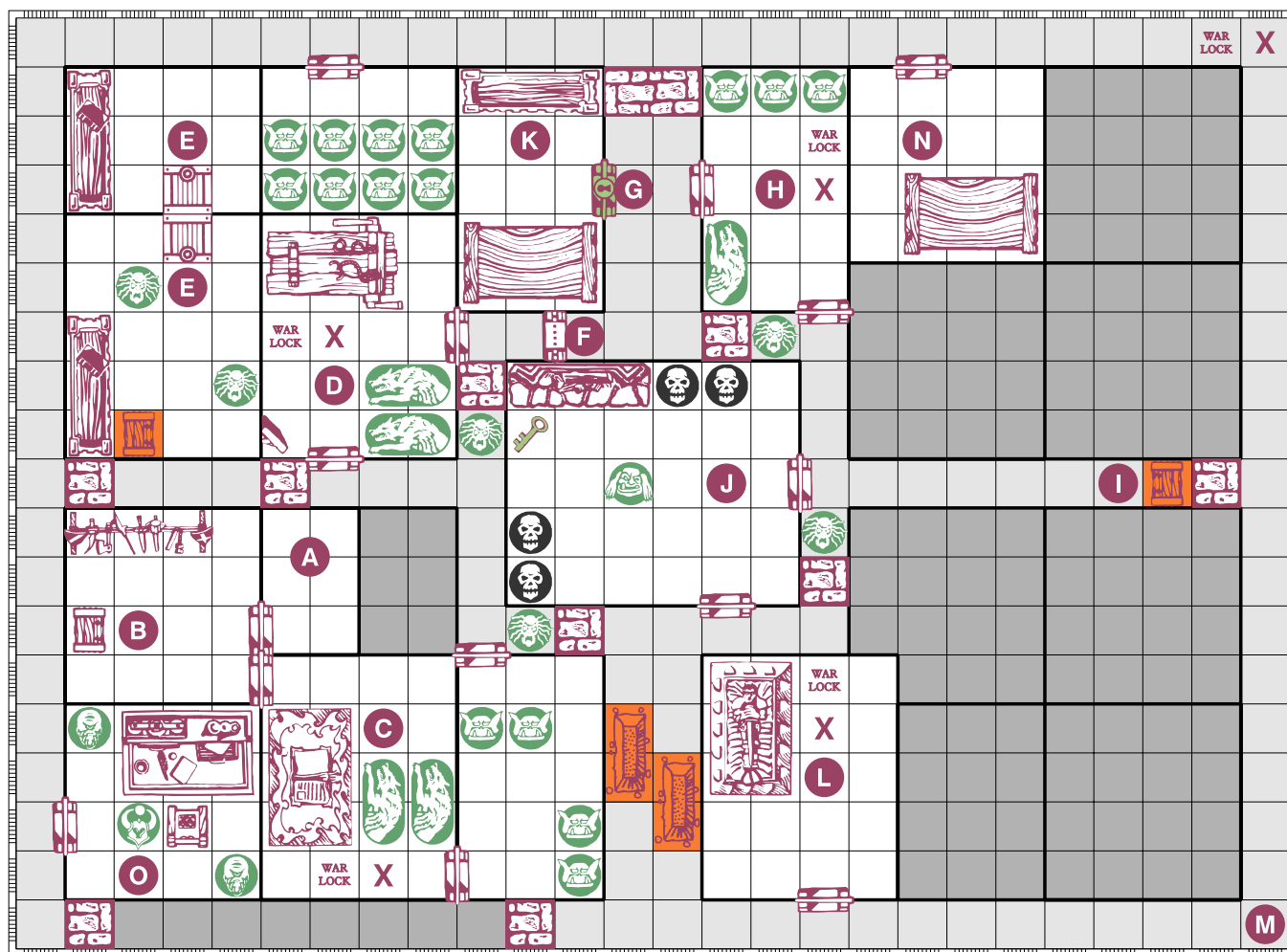


while you walk. You come upon a castle next to a river. "Look over there." Says the Elf. "A storm drain." You swim across and make your way inside.

- A** Starting place of the Heroes.
- B** This chest is safe. Inside are old weapons. Heroes find 2 good throwing daggers and a throwing axe. Heroes also discover a fine axe on the weapon's rack.
- C** This Warlock has just turned these Wolves into Werewolves. If Heroes suffer a hit from them they will be infected with the Werewolf Curse. This Warlock uses physical combat only.
- D** This Warlock's first spell is Open Pit. His second spell is Werewolf's Curse. He then resorts to physical combat. When the Heroes search this room, they discover the secret door.
- E** This chest is booby trapped. 2 hit points if sprung. Inside are 2 Heroic brews, a Speed Potion and 40 gold coins. The Heroes also find a Treasure Without Doom artifact inside the bookcase. When the Heroes use the trap door, the passage way is safe. They come up inside the next room. Once inside the room, they discover 4 Wolfsbane Potions and the Bone Wand from the

- F** This portcullis is locked. Wizard must use Heat Metal spell to soften the bars so that the Heroes can bend them and get through.
- G** This metal door is locked. Heroes need the iron key to open it.
- H** This Warlock immediately casts Flaming Spear at the Hero that opened the door. Warlock's 2nd spell is Ball of Flame, his 3rd spell is Lightning Bolt. He then resorts to physical combat.
- I** This chest is empty. IT'S A TRAP! The Hero that walks up to it and opens it finds himself trapped behind a portcullis that drops down from the ceiling behind him. The Portcullis is locked. Heroes need the iron key to open it.
- J** When the Heroes open this door, they see 4 Spirit Riders that the Elf can control with the Bone Wand. When the Heroes search this room, they discover the iron key.
- K** When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.





Quest 6

You make your way back to the Eleven Prisoners and help them out of the castle. Elfwid finds you and helps. He has caught a deer and cooked it up for you. You all wash in a nearby stream. At noon Elfwid contacts Queen Terrellia and reports. She tells him that the Eleven army is nearly ready. But, you are worried over the notes that you have been finding. "We cannot wait." You say. "I fear for Princess Millandriell. Zargon may have a fate worse than death in mind for her." "The next castle is to the west at the base of Mount Shela. It's a mining town. If we hopefully find some of my people still alive there, one may be old Fitzgerald. He's a prospector and he can help us find the moonsilver that we will need to find the Bow of Vindication." Explains Elfwid. Elfwid uses magic to quickly dry out the extra deer meat for rations and gives some to the people. They thank

you for their rescue and return to the safety of the kingdom.

You and your friends head for castle Marina at the base of Mount Shela. It takes three days of hard traveling. When you get there you see that it is occupied by many Orcs. "Orcs hate the morning light. Let us wait until dawn and then make our move." Says the Barbarian. "I can make it so that there is a clear sky in the morning. There is a storm drain on the side of the castle that you can get through." Elfwid says.

You rest until dawn, under the cover of the trees and bright sunrise you make your way to the storm drain and make your way inside the castle.

NOTES:

Zargon, these Orcs are heavily armored. They have 5 Defense dice.

- A** Starting place of the Heroes.
- B** Two of these Orcs have Heroic Brews that they drink. Remember the new rule for Heroic Brews.
- C** These Fimir know magic. The first Fimir casts Fear on the Hero that opens the door. The 2nd Fimir casts Spell Magnify. If it survives the Heroes first attack, then he casts Fireball 3 times at all of the Heroes. They then resort to

physical combat. When the Heroes search this room, they discover inside the bookcase a small metal chest. It is booby trapped. 1 hit point if sprung. Inside is The Talisman of Lore from the Artifacts Cards.

Zargon, we allow a Hero to wear 2 if he is already wearing one.

Also the Heroes discover the secret door.

- D** When the Heroes search the tomb, they discover the Eleven Bracers from the Artifacts Cards.



Wandering Monster in this Quest: Orc

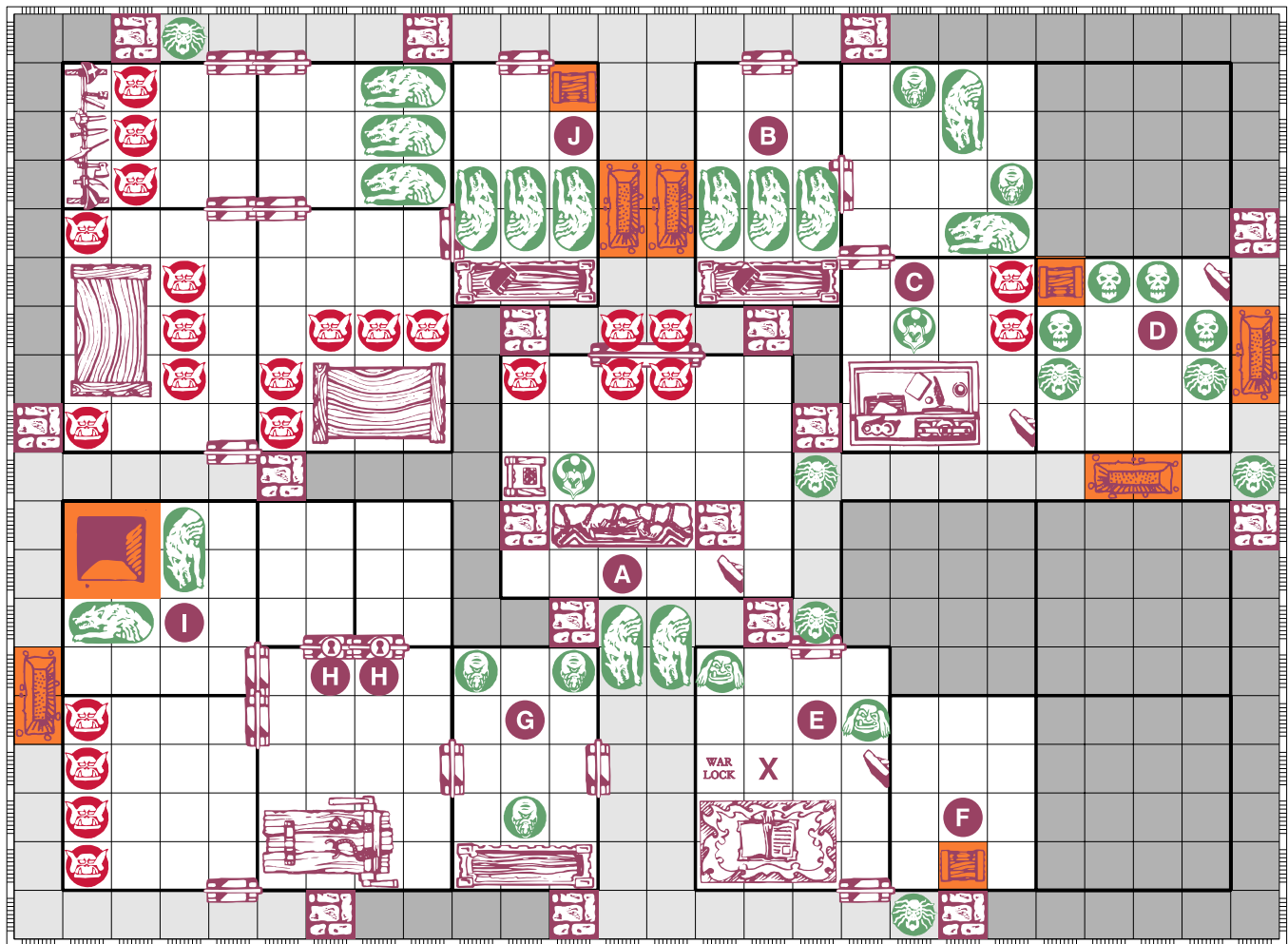
NOTES continued:

- E** When the Heroes search this room, they discover the iron key on one of the Orcs.
- F** This Ogre has an Elixir of Life that he drinks. When Heroes search this room, they discover inside the bookcase a small metal chest. It is booby trapped. 1 hit point if sprung. Inside is a large diamond worth 500 gold coins.
- G** This metal door is locked. Heroes need the iron key to open it. The Fimir inside this room have Potion of Defense that they drink. When the Heroes search this room, they discover on the weapon's rack 2 magical throwing stars.
- H** This chest is booby trapped. 1 Mind Point lost if sprung. Inside are 50 gold coins and a pair of Eleven Boots from the Artifacts Cards.
- I** This chest is safe. Inside are kitchen utensils. When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared. The Heroes also find 4 Anti Poison Quills.
- J** This metal door is locked. Heroes need the brass key to open it.
- K** When the Heroes search this room, they discover on the rack a dead Elf. There is nothing that they can do for him. It's been too long.
- L** When the Heroes search this room, they discover the brass key. They also discover a note to Zargon inside the desk. The note talks about bringing Elf prisoners back into Zargon's realm as slaves and that the Chaos Warriors are trying to figure out how to get the Bow of Vindication from its holding place. "Fitzgerald must have been taken with them then." Says the Elf. "We have not searched everywhere yet. Let us see what is behind that door." Says the Barbarian. This metal door is locked. Heroes need the iron key to open it.
- M** This room is full of Eleven Prisoners. They are badly beaten. But alive. You ask if Fitzgerald is here. One of the Elves tells you this. "Fitzgerald told me the secret of recovering the bow. Inside the room where the bow is kept, there is a secret compartment that contains a small vile of moonsliver. Smear the moonsliver on the mirror and it will open up and allow you to enter and retrieve the bow." You tell the Elves to wait here until you return.
- N** When the Heroes open the door, this Warlock immediately casts Lightning Bolt at them. If Warlock can survive Heroes first attack he then casts Summon Wolves. He then resorts to physical combat.
- O** Zargon, place the mirror with the bow on it on the spot marked MIR.
- This chest is safe. It is empty. When the Heroes search this room, the Dwarf discovers the secret compartment where the moonsilver is kept. Heroes use it to recover the Bow of Vindication from the Artifacts Cards.

NOTES continued:

K

This chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins and some jewelry. The Elf recognizes the jewelry. "This is Millandriell's jewelry. She was here." He says. "We are getting closer to saving her. But we need to move quickly." Says the Barbarian. You all agree and leave the castle.



Quest 9

You bring out the prisoners and tell Elfwid the sad news about the traitors. Elfwid goes and examines the bodies. "I know their fathers." He says. "They come from noble families. These two have brothers that are expert bowman. Be careful, my sons. I guess greed runs in all the races in one form or another. I will alert the Queen."

The next day finds you traveling deeper into Zargon's realm. You come down off the mountain and are deep in the woods

when you come across the next castle. "Hobgoblins and their raising Wolves." Says the Elf. "Your scent will alert the Wolves. I can make a paste that will mask your scent, then you can sneak up on them tonight." Says Elfwid.

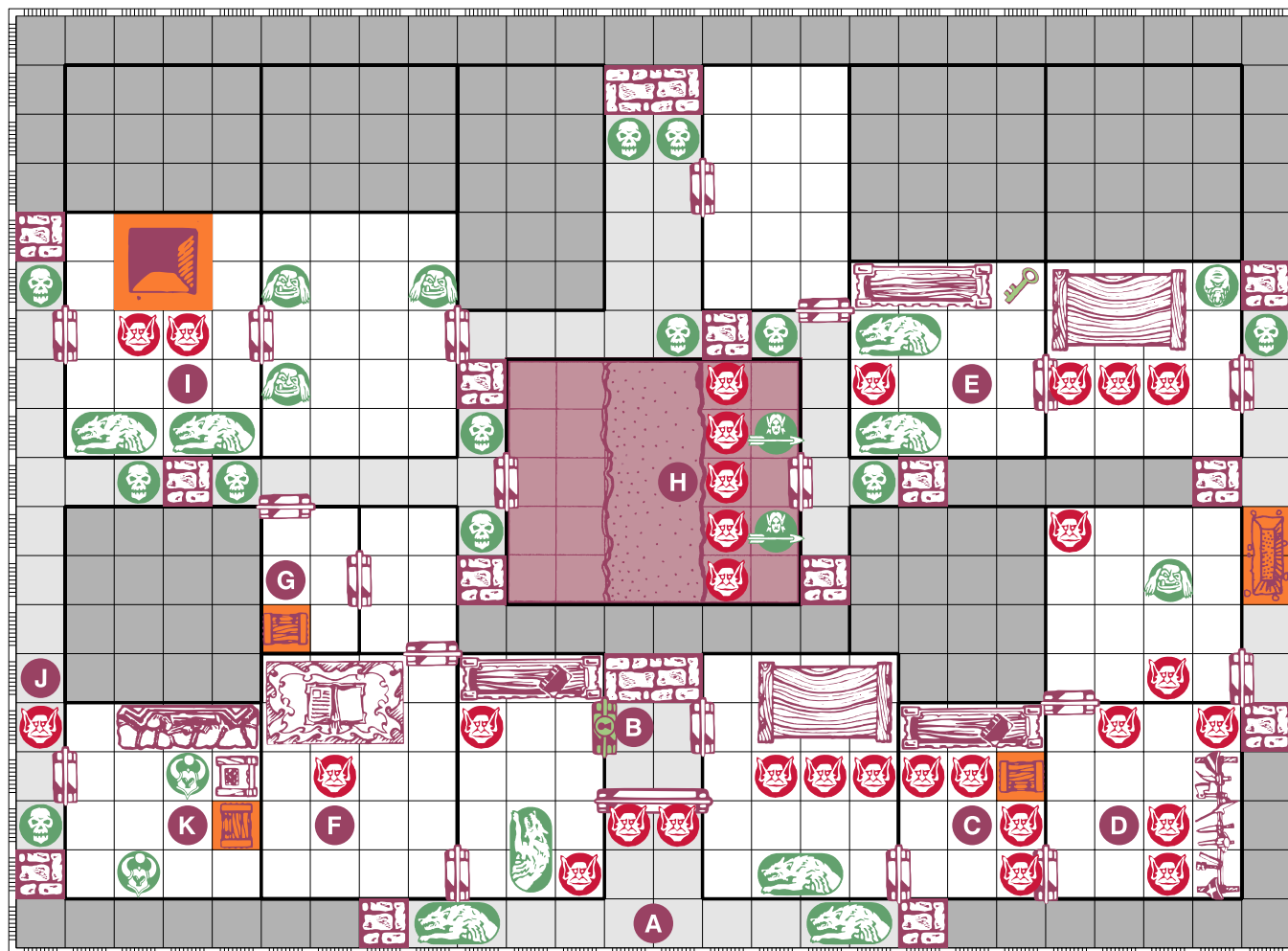
Night comes quickly and you make your way up to the main gates. They are lightly guarded; you race in to make your attack.

NOTES:

- A** Starting place of the Heroes.
- B** This metal door is locked. Heroes need the iron key to open it.
- C** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews, 4 Potions of Strength and 4 Potions of Defense.
- D** When the Heroes search this room, they discover on the weapon's rack 3 throwing daggers.
- E** When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared. Heroes also find the iron key.
- F** This Hobgoblin knows magic. He immediately casts Summon Wolves when the Heroes open the door.
- G** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews, 4 Potions of Strength, 4 Potions of Defense and a Treasure Without Doom artifact.
- H** All of these Hobgoblins have crossbows. They do not need to follow the line of sight rule for this room. Their crossbows have 3 Attack dice. The Elf Archers also attack the Heroes.
- I** When the Heroes search this room, they discover inside the pit 12 wolf cubs. They are harmless. Heroes can leave them, kill them or set them free at Quest' end. But, they cannot adopt them.
- J** This Hobgoblin has a crossbow that he uses. Can the Heroes take him out before he can shoot?



Wandering Monster in this Quest: Hobgoblin



Quest 7

You and your friends return to the Eleven prisoners and help them out of the castle. Elfwid makes healing potions for them. "I have talked to Queen Terrellia, the army is on the march." "Zargon's minions have taken prisoners into his realm. They may head for the same castle where they are holding Millandriell." Says the Barbarian. "They will move quickly." Says the Dwarf. "Then so must we." Says the Elf. "Warriors, listen to me." Says Elfwid. "The last castle we need to take back is on top of this mountain. If we can get that castle back. Then

we can secure our borders. Then we can follow Zargon's monsters back into his realm. We would take them by surprise." "They will leave a trail that I could follow even if I were blind." Says the Elf. "Then we agree, secure the boarder, and then follow after." Says the Barbarian.

You start up the mountain the next morning. It's easy climbing, Elfwid shows you a secret passage that leads to the inside of the castle. You make your way inside.

NOTES:

- A** Starting place of the Heroes.
- B** When the Heroes search this room, they discover inside the bookcase a scroll. It tells how the Fimir are very good at training wolves that have been turned into Werewolves.
- C** When the Heroes search this room, they discover inside the desk a note to Zargon telling him that all is going well with the battle. "This is a very good sign for us. We are moving quickly and taking them by surprise." Says the Elf. The Heroes also find 2 Treasure Without Doom artifacts.
- D** This chest is booby trapped. 2 Mind Points lost if sprung. Inside is evil Warlock paraphernalia. When the Heroes search this room, they discover the secret door.
- E** This Warlock will try to cast Werewolf's Curse on as many of the Heroes as he can. When the Heroes search this room, they discover the secret door.
- F** This chest is booby trapped. 2 Mind Points lost if sprung. Inside is a small bottle only the Wizard knows that this is a heart strengthening potion. The Hero that drinks this potion will gain 2 extra Body Points to his status sheet. Heroes can only drink one of these potions per adventure.
- G** These 3 Fimir have Elixirs of Life and Heroic Brews that they drink. When the Heroes search this room, they discover inside the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 Body Point. Mushrooms must be eaten right away. Mushrooms can be shared.
- H** These wooden doors are locked. 5 hit points will break them in. Inside these rooms are Eleven prisoners, they are very weak. But alive. You tell them to wait here until you return.



Wandering Monster in this Quest: Mountain Orc

NOTES continued:

- I The inside of this giant pit is full of dead Elves.
- J This chest is booby trapped. 2 Mind Points lost if sprung. Inside are 2 Elixirs of Life, 4 Heroic Brews and 2 Wolfsbane Potions.

NOTES continued:

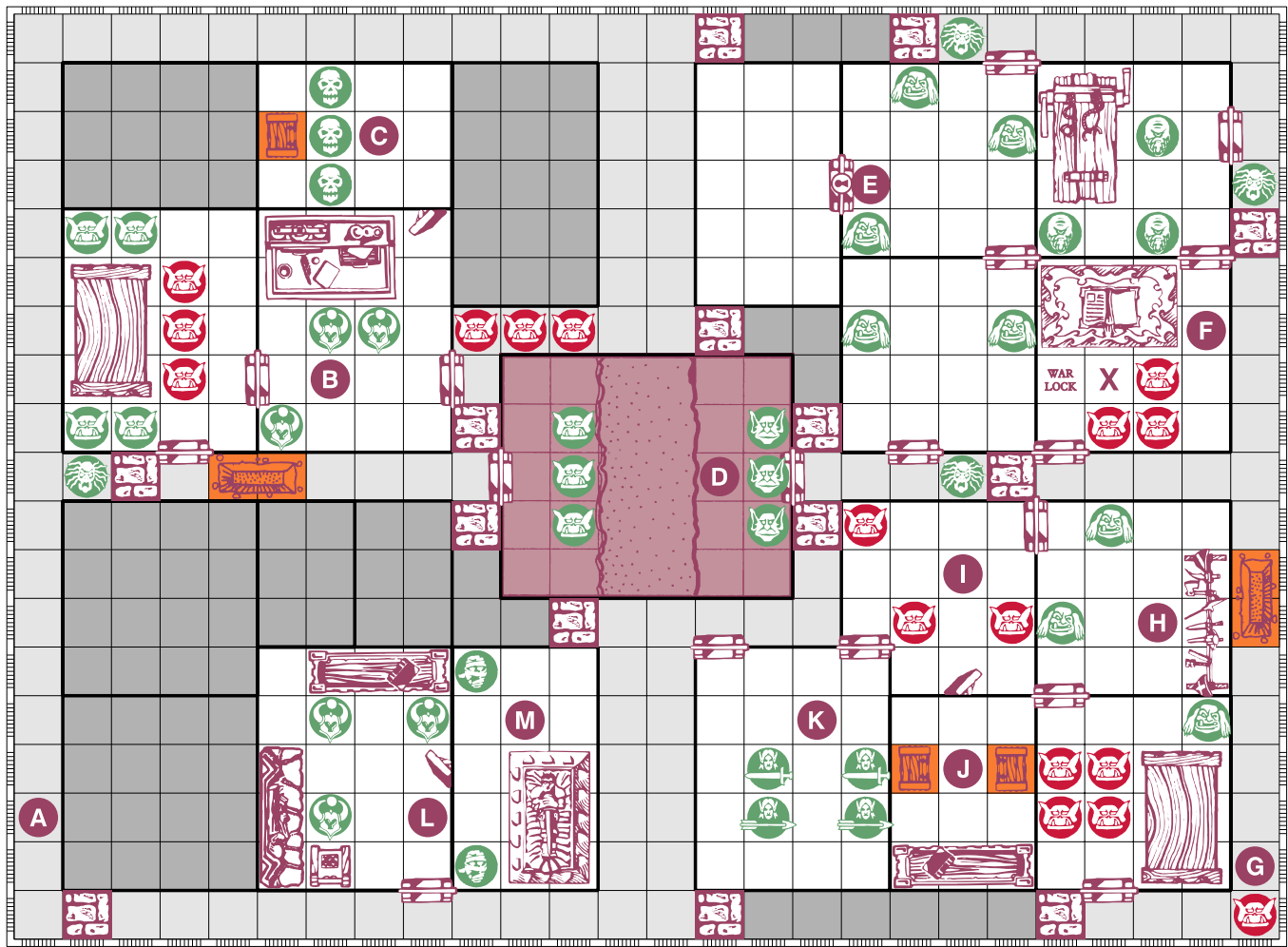
traitors, promising them high positions inside his newly conquered Eleven Kingdom. "This seals it then, they were traitors to the Queen." Says the Elf. "I'm so sorry." Says the Wizard to his friend. "There are still 2 more." Says the Barbarian. "We will find them and bring them to justice." Says the Elf.

L

When the Heroes search this room, they discover the secret door.

M

When the Heroes search this room, The Dwarf must look inside the tomb to see the secret compartment. Inside is a large Sapphire worth 500 gold coins.



Quest 8

You return to save the Eleven prisoners and bring them to Elfwid. He heals their wounds and gives everyone food to eat. "You have done very well my sons. But, I fear that now begins your greatest challenge. We must go into Zargon's realm to seek Millandriell. Hopefully we will find Fitzgerald quickly so that he can help us."

You and your friends rest before heading out. You follow your Elf friend. He leads you along the mountaintops. The trail is easy to follow. You come upon a small castle two days later. "There is a small window that we could use to get inside if we use a ladder." Says the Elf. You retreat into the woods and cut down a tree. Under the cover of night you carry the log up to the window and climb inside.

NOTES:

- A** Starting place of the Heroes.
- B** When the Heroes search this room, they discover inside the desk a note to Zargon about 6 Elves that have become traitors to their empire. "I never would have thought that it was possible." Says the Elf. "My own people." "We will find them and discover the truth of the matter." Says the Barbarian to his friend. The Heroes also find the secret door.
- C** This chest is booby trapped. 2 Mind Points lost if sprung. Inside are 5 bottles. "It looks like moonsilver." Says the Wizard. "But I can't be sure. We need Fitzgerald." "We will take the bottles and hope that we can find him." Says the Barbarian.
- D** These Goblins have crossbows that they shoot at the Heroes with.
- E** This wooden door is locked. 5 hit points will break it in. Inside the room are Eleven and Human prisoners. "They were going to take us to Zargon's Realm and turn us into slaves." They tell you. You ask about Fitzgerald. "I am Fitzgerald." A man tells you. You show him the 5 bottles that you found.
- F** This Warlock casts Hangman on the first Hero that entered the room.
- G** This Mountain Orc has a crossbow that he uses.
- H** When the Heroes search this room, they discover on the weapons rack 10 throwing daggers.
- I** When Heroes search this room, they discover the secret door.
- J** Both of these chests are booby trapped. 2 Mind Points lost if sprung. Inside the one chest are 12 bottles of Heroic Brew and an Elixir of Life. Inside the other chest are 6 Potions of Strength, 4 Potions of Recall, a Speed Potion and 500 gold coins.
- K** Zargon, these are 4 of the Elf traitors, they attack the Heroes. When the Heroes search this room, they discover a note from Zargon on one of the



Wandering Monster in this Quest: Mountain Orc