

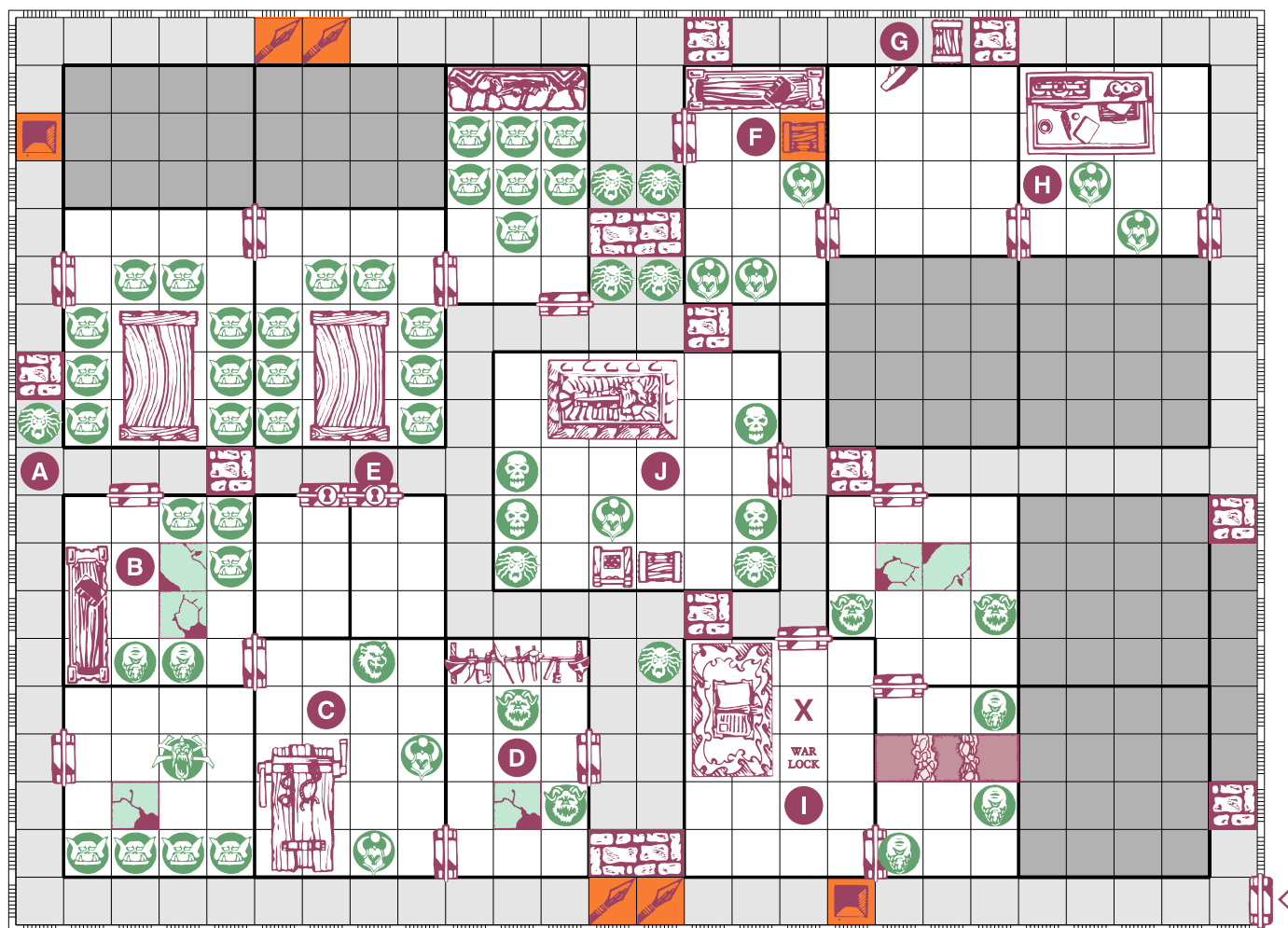
# HeroQuest™

Adventure 8 – Barbarian Quest 2 – The Horror inside the Ancient Halls of Sunca

Q U E S T



B O O K





## NOTES continued:

Point going through this room. Once all the Heroes are through this room, the ceiling caves in. "WOW! That was a close call. I guess there is no going back that way." You say.

- F** When the Heroes search this room, they discover a small chest inside the bookcase. This chest is booby trapped. 1 hit point if sprung. Inside is an Elixir of Life.
- G** This Warlock has his back to the Heroes. He is in a trance. If the Heroes attack him without first checking with their Wizard. Then the Warlock explodes causing 3 Body Points of damage to all the Heroes inside the room. If the Heroes check with their Wizard then Wizard can cast Deflect and kill the Warlock. The chest is booby trapped. 2 hit points if sprung. Inside is evil Warlock paraphernalia and 4 Heroic Brews.
- H** These giant metal doors are locked. Heroes need the iron key to open them.
- I** When the Heroes search this room, they discover a small chest on the fireplace. This chest is booby trapped. 1 hit point if sprung. Inside is a large diamond worth 500 gold coins. The large chest inside this room is also booby trapped. 2 hit point if sprung. Inside is gold and jewels worth 10000 gold coins. Heroes also find the iron key.
- J** When the Heroes open the doors to this building the prisoners awake. A woman runs up to the Hero carrying the little girl. She thanks you with all of her heart. "We're not out of this yet." Says the Barbarian. "We still got to get out of here." The people take the treasure chest and follow you.
- K** This door leads you and the people back out of the city. You quickly make your way back into the ancient halls. The Elf and Wizard lead the people back, they pick up all the left behind treasure. The Dwarf and Barbarian give their friends an hour. The sun starts to rise. They smash the pin and start running.

You all come out the other side and cross the valley. The good taste of freedom fills all of you with strength. You enter the next hall and break the pin. You run through. You hear the ceiling caving in behind you. You make

it back through and listen as you rest to the ancient halls cave in.

"WE DID IT!" You say. The people cheer. You make your way back to the city of Sunca and report to the elders. "With all of the treasure you brought back for us, we will be able to rebuild and this time we'll be ready if Zargon ever tries to cross the mountains." They tell you. They hold a feast in your honor. But your biggest reward is when a little girl comes up to you and gives all of you a kiss on the cheek.

## Quest 1

The council of elders from the city of Sunca have summoned you and your friends to their northern Kingdom. Two towns have been destroyed. The people are gone. The invaders have disappeared without a trace. You and your friends are needed to put a stop to this before it goes any further.

You buy supplies and head out to the first town. You arrive to find the burnt ruins lightly buried in the new fallen snow. "What do you make of it?" Asks the Barbarian. "I just cannot see how anyone could come in and attack this village without any warning like this. This mountain makes the perfect defense." Says the Elf. "Unless they came through the

mountain." Says the Dwarf. "See that ridge up there?" He continues. "There's no snow on that ridge. My guess is that it is a door." "Let us go and see then." Says the Barbarian.

You find a path that leads right up to the ridge. The Dwarf sees a stone in the side of the mountain that catches his eye. "I don't believe it." He says. "What is it?" You ask. "This stone! It is the latch. My teacher told me about them, it's an ancient dwarf design, but we stop making them like this centuries ago, because they are so easy to spot." He presses on the stone and a large opening appears. Torches on the inside walls prove that there's someone here. You go inside.

## NOTES:

- A** This Zombie has a crossbow.
- B** When the Heroes search this room, they discover inside the bookcase a spell scroll artifact. Shuffle the 6 cards and allow the Heroes to pick 2 cards from the deck. Record these scrolls on the Heroes status sheet and return cards to the deck.
- C** When the Heroes search this room, they discover a man tied to the rack. HE'S ALIVE! You untie him and he tells you this. "They came out of nowhere. They were upon us during the night. I've lived here all my life and never noticed that this place was here. How did they know about it?" You give the man food and water and tell him to wait here until you return.
- D** When the Heroes search this room, they discover on the weapon's rack a well-made longsword.
- E** These 2 wooden doors are locked. 5 hit points will break them in. Inside these 2 rooms are Human prisoners. They are badly 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 2 Heroic Brews and 40 gold coins.
- G** This chest is safe. Inside the Heroes make a great discovery. They find 2 Armbands of Ice from the Artifacts Cards.



Wandering Monster in this Quest: Hobgoblin

### NOTES continued:

- H** When the Heroes search this room, they discover a note to Zargon inside the desk. "They are not an invading force, they are a scouting party. This note says that they're exploring the area. Most of the people were taken back as slaves." Says the Wizard. "Taken where?" Asks the Barbarian. "I do not know. That's still a mystery." Says the Wizard.
- I** This Warlock will cast Chill spell as long as he is able to. When the Heroes search this room, they discover a spell scroll artifact on the altar.
- J** This chest is safe. Inside are gold and jewels taken from the people 2000 gold coins worth.

## Quest 14

You make your way through the main gate and you are amazed at what you see. "Dear Lord, they've built a massive city, I didn't know that the sea came this far east." Says the Elf. "We need to check this out. Curse it! We have come out in midday light. We were in there a long time." Says the Barbarian.

You and your friends spend the next several hours watching. You're amazed at Zargon's monsters building abilities. "Look!" You say. "They're making the people fish on those boats out in the bay." "That mountain over there is a volcano. The earth here must be very fertile." Says the Wizard. "Let us try to get a few hours rest before we try to rescue the people. I don't know how

we are going to do it yet. We are in way over our heads here." Says the Barbarian. "I'll take the first watch." You say. Your friends lie down and close their eyes. Sleep comes quickly, as does the sunset.

The Elf wakes you up. "We are in luck. Look! They are bringing all the people to that building in the center of the city. GOD BE PRAISED! We might pull this off yet." You study the layout of the city as the last few rays of sunlight disappear. God smiles down on you as there is no moon tonight. You wait a few more hours and then make your way into the city, towards the building that is holding the people captive.

### NOTES:

Zargon, the hallways for this game are alleyways and the rooms are buildings. All monsters have 2 extra Defense dice, with 6 as the maximum. The Heroes need to use a torch for this Quest.

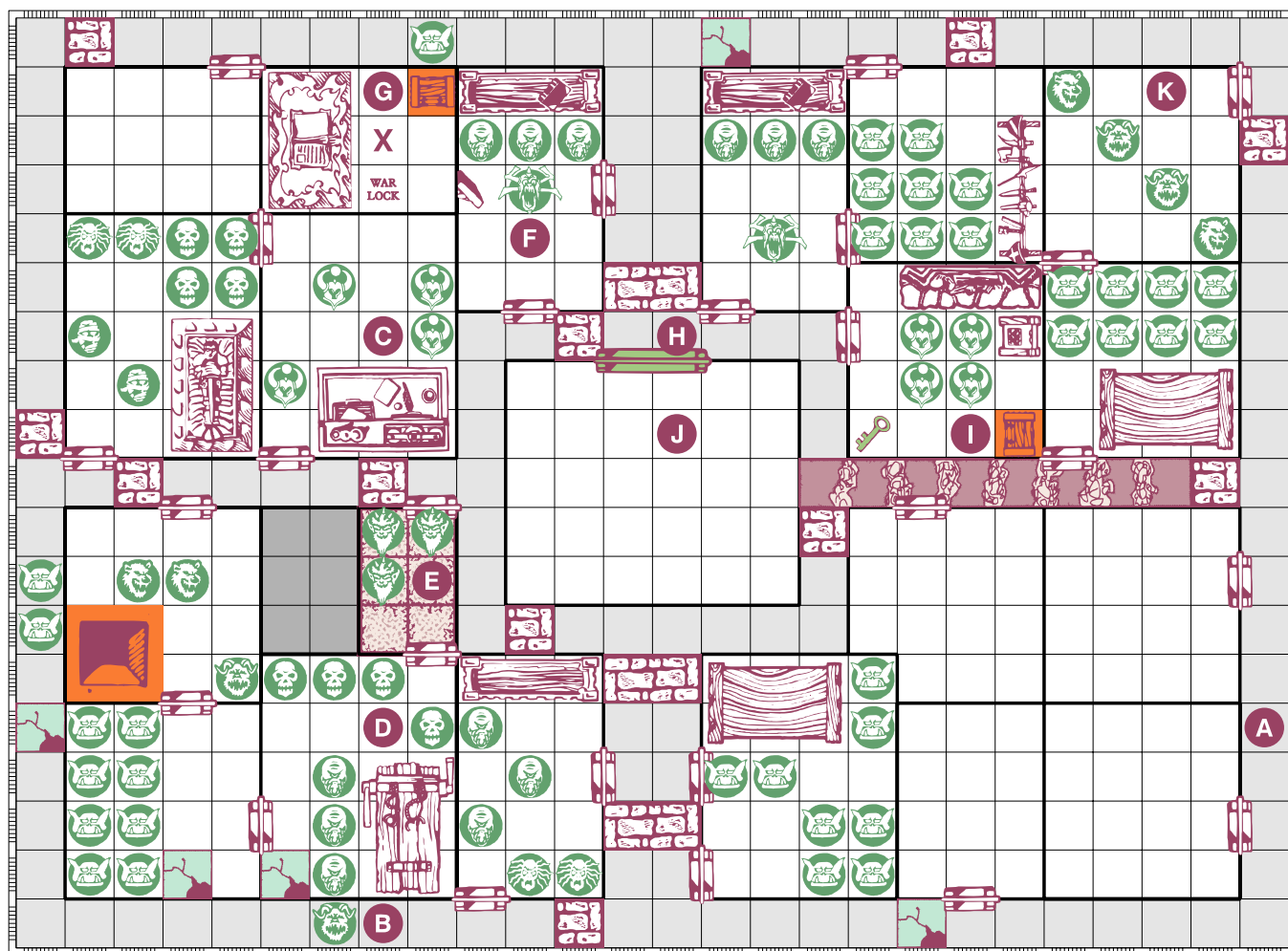
- A** Starting place of the Heroes.
- B** This Yeti has its back to the Heroes, if they sneak up behind it, they can have their 1<sup>st</sup> attack with the Yeti having no defense.
- C** When the Heroes search this room, they discover a note to Zargon on the desk. "We just killed 4 generals. They say that all is ready for the invasion and that they plan for a great victory." Says the Wizard. "This is going a lot better

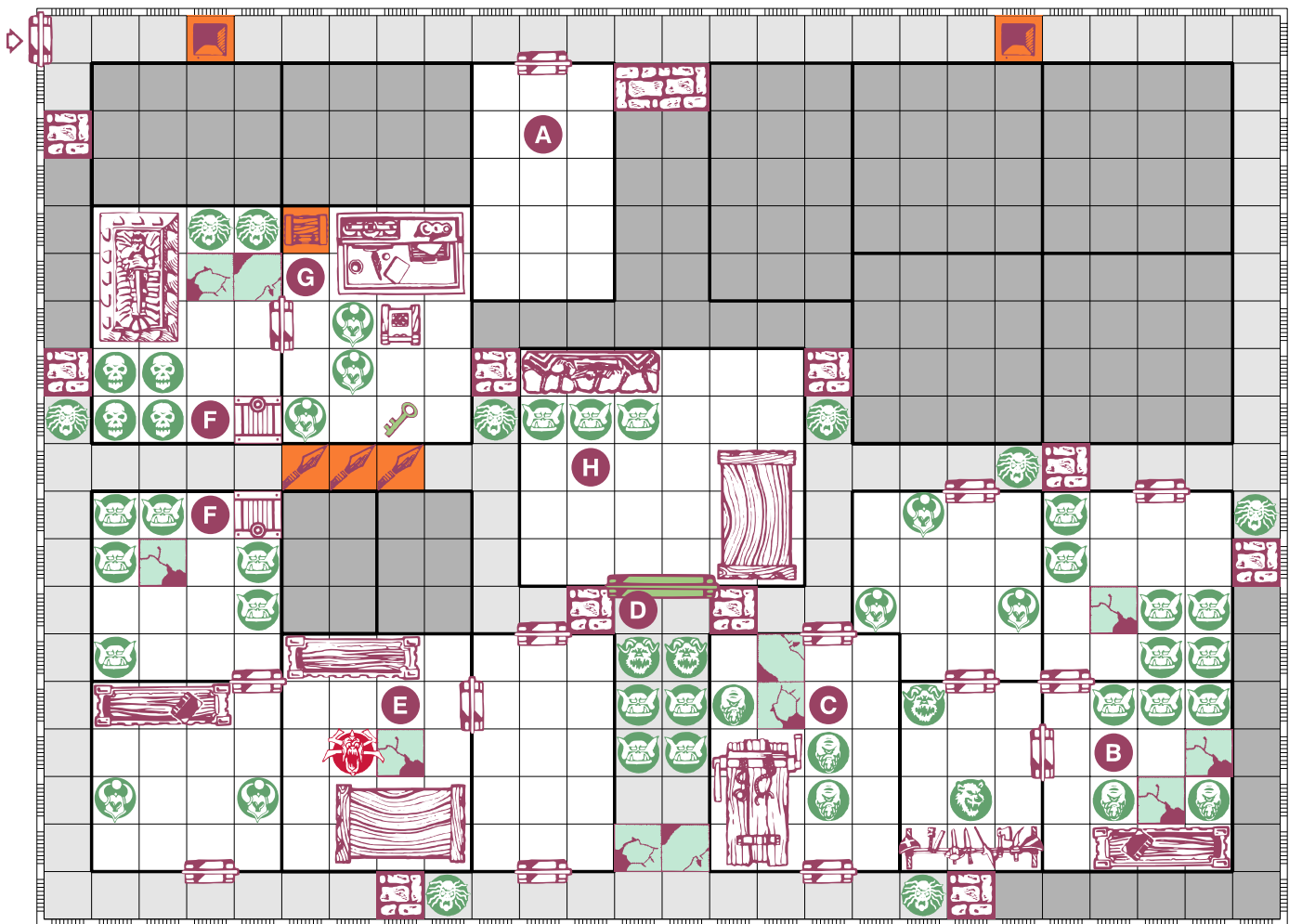
than I thought it would. I hope we don't run into any surprises." Says the Barbarian.

- D** When the Heroes search this room, they discover a small girl tied to the rack. She's in very bad shape. The Heroes need to give her a Healing Potion that will restore 3 Body Points, if they are to save her. After drinking, she is still very weak; one of the Heroes must carry her. That Hero can't do any more physical combat. If the Wizard or Elf carries her, they can still cast their spells.
- E** The Heroes can't take the little girl through the ice vault until they figure out a way to protect her from its effects. They can give her a Ring of Warmth, or the Wizard can cast Boil on her. All unprotected Heroes will lose 1 Body



Wandering Monster in this Quest: Chaos Warrior







## NOTES continued:

He then resorts to physical combat. The chest inside this room is booby trapped. 2 hit points if sprung. Inside is evil Warlock paraphernalia and the iron key.

- I** When the Heroes enter this room, they discover another treasure hoard. They leave it for now.
- J** The Hero that opens the tomb is attacked by a Mummy. When the Heroes search the room, they find a sapphire ring on the Mummy, worth 50 gold coins.
- K** When the Heroes search this room, they discover on the desk a note and map for Zargon. "It's a map of the land of Sunca that they were preparing for their invasion." Says the Wizard. The chest in this room is safe. Inside are documents and plans for the invasion. Also the Heroes find all 6 spell scrolls from the Artifacts Cards.
- L** This room is an ice vault. Heroes need to see if they lose Body Points to the cold. When the Heroes search this room, the Dwarf discovers the destruction lever. "That settles it then. Lads, if we can make it back, we can smash this pin and put a stop to Zargon's invasion. I can smell the fresh air. We should find the main gate close by." He says.

## Quest 2

You return to the people and help them travel back to the city of Sunca. The elders do not know what to make from your report. More than three quarters of the people are missing. They ask you to go to the second town and see if you can discover anything about this mystery. You travel quickly and discover nothing inside the burnt remains. You scan the

countryside. The Elf spots a faint steam cloud coming from a spot up on the mountainside. "A hot spring?" You ask. All of you climb up the mountain to go have a closer look. "It's not steam, it's smoke. Coming out of a chimney." Says the Elf. Your friend the Dwarf starts looking for the hidden door. He soon finds it. "Just like the other one." He says. You go inside.

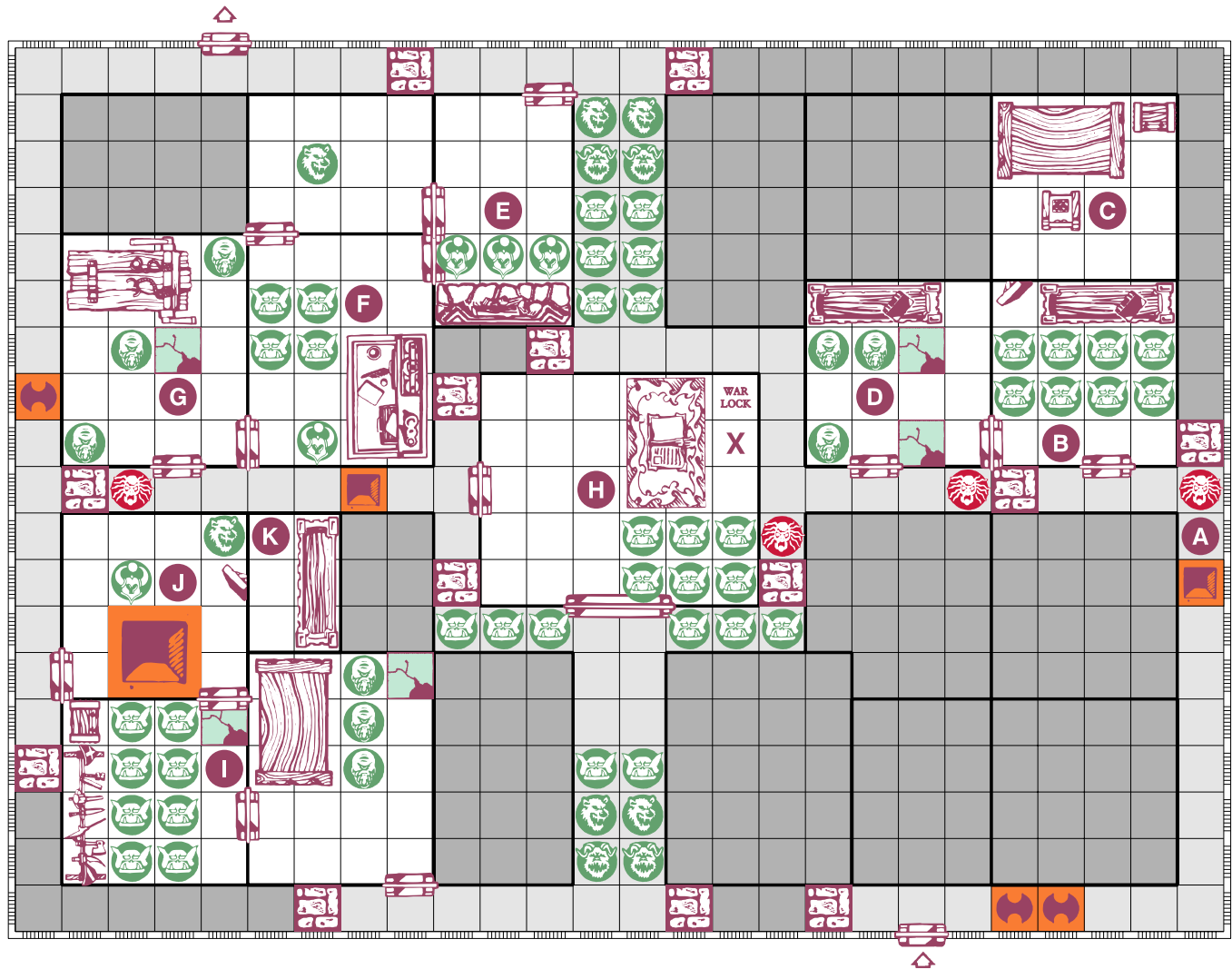
## NOTES:

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

- A** When the Heroes open the door to this storage room, the Dwarf is in awe. "I tell you lads, this place was carved out by Dwarves." He says. "I believe you." Says the Elf. "For I have visited your halls years ago. Look at this place, even though it is very old and decaying, it's still beautiful." "Then how can Zargon's monsters find these places when the local people never knew of them." Asks the Wizard. "I do not know the answer." Grumbles the Dwarf.
- B** When the Heroes search this room, they discover inside the bookcase a spell scroll artifact.
- C** When the Heroes search this room, they discover a woman tied to the rack. She is very weak, but alive. You untie her. "Oh thank you, those Fimir were going to eat me. They attacked us in the night. We never had a chance." She tells you. "Where did they come from?" You ask. "I don't know, there were so many. They took all of us alive. They brought me here. I don't know what has happen to my family." "Stay with us. We will keep you safe." You say. The woman follows behind you.
- D** These giant metal doors are locked. The Heroes need the iron key to open them.
- E** When the Heroes search this room, they discover inside the cupboard all sorts of good food. "They came prepared." Says the Dwarf. "Looks like they were going to stay for a while." Says the Barbarian.
- F** This trap door leads to the other trap door marked F. The passage way is safe.
- G** When the Heroes search this room, they discover a note to Zargon inside the desk. "These monsters were part of the first scouting party. There's a third part and they're heading for the next village." Says the Wizard. "We must hurry." Says the Barbarian. The chest is booby trapped. 2 hit points if sprung. The chest is full of gold taken from the town, 5000 pieces worth. Heroes also find the iron key.
- H** When the Heroes open the door to this room, they see 3 Orcs guarding the people. The room is full of captive people chained to the walls.



Wandering Monster in this Quest: Hobgoblin



## Quest 13

You open the massive doors and cold air rushes in. "We must be close to the main gates on the other side of this mountain."

Says the Dwarf. You and your friends see the Iron Skeleton and Chaos Warrior coming towards you. You make your attack.

### NOTES:

Zargon, the Orcs have 5 Defense dice.

- A** Heroes can search this hallway, if they want to.
- B** When the Heroes search this room, they discover a small chest inside the bookcase. This chest is booby trapped. 1 hit point if sprung. Inside are 2 Potions of Dexterity and a small ruby, worth 50 gold coins.
- C** When the Heroes search this room, they discover good food on the table. If they eat a bit, they regain 1 lost Body Point.
- D** When the Heroes search this room, they notice a secret compartment behind the weapon's rack. Inside is a Potion of Thunder and 4 Heroic Brews.
- E** When the Heroes search this room, they discover a girl tied to the rack. She's alive. You untie her. "Oh thank you sirs." She says. "They were going to eat me." "You're safe now. Can you walk?" You ask. "Yes. There are more of us behind those doors."

Zargon, these 2 metal doors are locked. Heroes need the iron key to open them. Also the chest inside this room is made of iron. It is locked. Heroes need the iron key to open it. The Heroes tell the girl to wait here until they return.

When the Heroes return with the iron key, they open the cell doors and free all the people. The people are frightened, but in good shape. They want to help you. But you reason with them. Two of the people are crying. "They figured out that we are married. They were going to hurt us unless we told them what they wanted to know. We told them everything." What did they want to know?" You ask. "They showed us a map of our land and on the map were locations of secret halls. They wanted to know all about our land, towns close by, food supplies. We told them everything." They sob. You give them kind words of comfort. "So that's how they knew about the all the secret halls. They found an old map." Says the Elf. "These halls make the perfect highway for Zargon to march right on in." You say. "We will put an end to this." Says the Barbarian.

You turn to the chest. It is safe. Inside are 10000 gold coins and the brass key. You take the key and give the chest to the people. You tell them about the other 2 chests of gold and where to find them. They thank you and start for home.

- F** This metal door is locked. Heroes need the brass key to open it.
- G** These 3 trap doors are all connected. The passageways underneath are large and safe.
- H** This Warlocks 1<sup>st</sup> spell is Summon Undead. His 2<sup>nd</sup> spell is Summon Fimir.



Wandering Monster in this Quest: Chaos Warrior





## NOTES continued:

coins.

- E** When the Heroes search this room, they discover on the fireplace a small chest. This chest is booby trapped. 1 hit point if sprung. Inside are 2 pearls worth 100 gold coins each.
- F** When the Heroes search this room, they discover inside the desk a note to Zargon. "You were right." Says the Wizard to the Dwarf. "These halls travel north through the mountains, Zargon's monsters discovered this passage and are using it to invade the people." "Well, we will put a stop to that." Says the Barbarian. "They have taken the missing people on to the other side." Says the Wizard.
- G** Zargon, these Fimir know magic. If any survive the Heroes' first attack, then they cast Ice Storm on the Heroes.
- H** If Warlock can survive, his 1<sup>st</sup> spell is Summon Fimir, his 2<sup>nd</sup> spell is Summon Demon, his 3<sup>rd</sup> spell is Firestorm.
- I** This chest is safe. Inside are 40 gold coins.
- J** When the Heroes search this room, they discover the secret door.
- K** When the Heroes search this room, they discover a large closet. Inside the closet, the Heroes make a great discovery, a Wizard's Cloak. "This cloak is thicker than the one that I'm wearing." Says the Wizard. He puts it on and gains 1 combat dice in defense. The Heroes also find 4 Heroic Brews.

### NOTES continued:

bookcase. This chest is booby trapped. 1 hit point if sprung. Inside is a large diamond worth 100 gold coins.

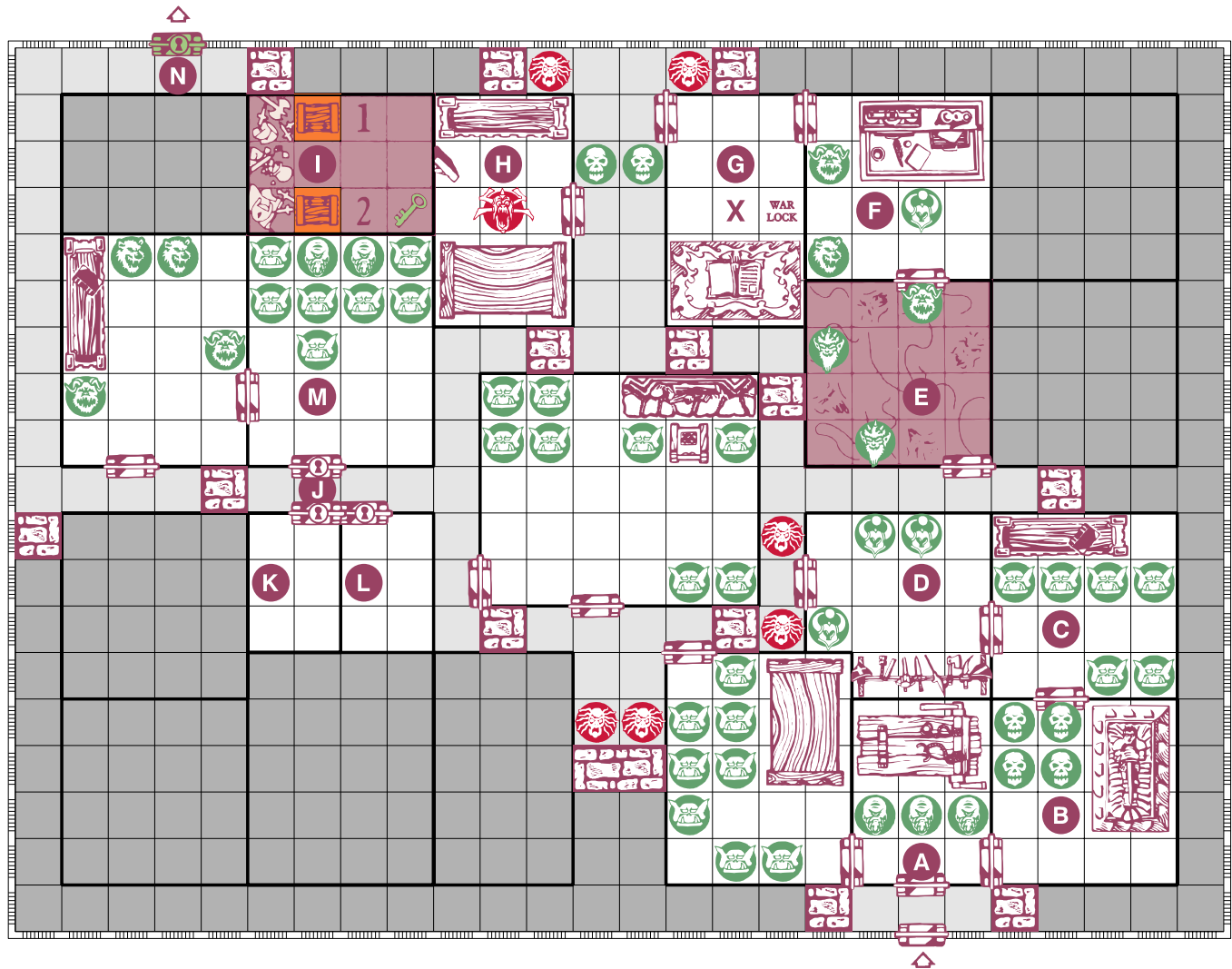
**J**

These 2 chests are safe. They are both full of gold and jewels. Each chest is worth 15000 gold coins. They are too heavy for the Heroes to carry that much. Will your Heroes get greedy? They could recover the treasure on their way back, when they have a lot of people to help carry the treasure. If they survive and complete their mission.

**K**

When the Heroes search this room, they discover 2 throwing stars on the weapons rack.





## Quest 12

You make your way pass the guards and head through the two massive doors, only to see another group of guards. "GOD HELP

US!" You yell as you rush forward with your friends.

### NOTES:

Zargon, the Orcs in this Quest have 5 Defense dice.

- A** Heroes start through this door. When the Heroes kill all the guards, allow them to search this hallway for treasure, if they want to.
- B** When the Heroes open the door to this room. They see the Warlock in the middle of casting a powerful spell. "Don't attack him" Says your friend the Wizard. "I'll try to cancel his spell."

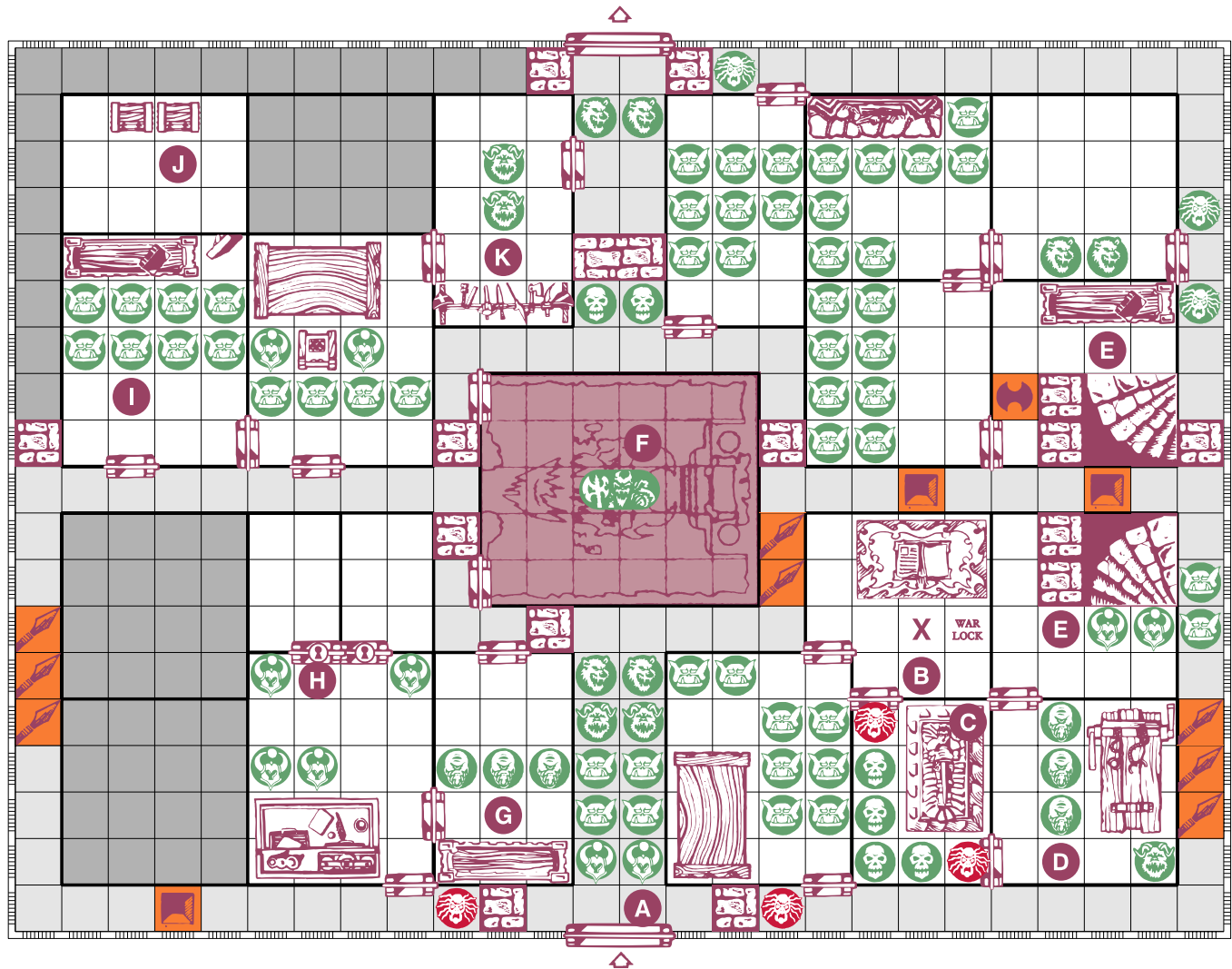
Zargon, here's the deal. The Wizard must fight the Warlock first. Wizard must cast his Dispel from the air element spells. If Wizard can roll a 6 on 1 red dice, he turns the spell upon the Warlock and destroys him. Wizard gets 1 roll for each of his Mind Points. If Wizard can't roll a 6, then the Warlock wins and turns himself into a Big Gargoyle that can make 2 attacks on each of his turns.

- C** The Hero that searches the tomb is attacked by a Mummy. When the Mummy is destroyed. That Hero finds a jeweled necklace on the Mummy worth 50 gold coins.
- D** There is a dead man on the rack. The Fimir were eating him. These Fimir have 3 Body Points now.

- E** These stairs lead up and over the hallway. Heroes come down the 2<sup>nd</sup> set of stairs marked "E" When the Heroes search the bookcase, they discover a secret compartment. Inside are 2 Heroic Brews and 2 Potions of Dexterity.
- F** Zargon, tell the Heroes that this Frozen Horror can only be hurt by the magical spear scepter. Only one Hero can make the attack. The others can help by taking attacks from the Frozen Horror. The spear has 3 Attack dice.
- G** These Fimir have also just eaten. They have 3 Body Points. When the Heroes search this room, they discover good food inside the cupboard. If they eat a bit, they regain 1 lost Body Point.
- H** When the Heroes search this room, they discover a note from Zargon inside the desk. "He wants more prisoners and he wants them in good condition." Says the Wizard. "I wonder what he has them doing, that he wants them well treated?" Says the Barbarian. "I don't think that the monster like it. They must look for any chance to get their favorite meal." Says the Dwarf. "These two doors are locked." Says the Elf. 5 hit points will break them in. "More empty cells." Says the Elf. "They moved the people through quickly." He adds, "This maybe a good sign for us, maybe we will find all the people together in one spot, when we do finally catch up with them." Says the Wizard. "Then let us hurry." Say the Barbarian.
- I** When the Heroes search this room, they discover a small chest inside the



Wandering Monster in this Quest: Fimir



## Quest 4

You and your friends travel down the long hallway. Just as your torch begins to die out, you see light ahead. You hear a man

scream. You race ahead.

### NOTES:

Zargon, all Orcs for this Quest have 5 Defense dice.

- A** These Fimir have just eaten, they have an extra Body Point. They also have a Potion of Defense that they drink when the Heroes attack. If any survive the Heroes' first attack then they drink a Heroic Brew before making their attack. When the Heroes search this room, they discover a dead man on the rack. There is nothing they can do for him.
- B** The Hero that searches the tomb is attacked by a Mummy. When the Mummy is killed that Hero discovers a gold necklace on the Mummy worth 50 gold coins.
- C** When the Heroes search this room, they discover inside the bookcase a small chest. The chest is booby trapped. 1 hit point if sprung. Inside is a large diamond worth a 200 gold coins.
- D** All of these Chaos Warriors have an Elixir of Life that they drink.
- E** This is a living fog room. Heroes need to roll 1 combat dice to see if they attack a real monster. A white shield means that they attacked correctly. The Heroes cannot search this room.
- F** When the Heroes search this room, they discover a note to Zargon inside the desk. "Their leaders are asking for reinforcements. They have taken over these halls and they are working to make it a permanent fort." Says the Wizard. "So the fighting is going to get harder, when we meet up with their reinforcements." Says the Barbarian. "Yes, and I worry for the safety of the people. We still don't know what their plans are for them." Says the Wizard.
- G** This Warlock has an Elixir of Life that he drinks. He keeps on casting Ice Storm as many times as he can. He is unaffected by the spell.
- H** When the Heroes search this room, they discover inside the cupboard, a lot of good food and 2 Heroic Brews. If the Heroes eat a bit they regain 1 lost Body Point. The Heroes also discover the secret door.
- I** Both of these chests are booby trapped. 2 hit points if sprung. Inside chest #1 are expensive furs. Inside chest #2 are 400 gold coins. The Heroes also find the iron key.
- J** All 3 of these wooden doors are locked. 5 hit points will break them in.
- K** This room is full of prisoners. They are weak, but alive. You tell them to wait here until you return.
- L** This room is full of prisoners. They are weak, but alive. You tell them to wait here until you return.



Wandering Monster in this Quest: Skeleton

### NOTES continued:

- M** This Orc out in the front has a crossbow. He gets to shoot first at the Hero in the doorway.
- N** This metal door is locked. Heroes need the iron key to open it.

## Quest 11

You open the door and enter the next hall. The many torches on the wall make you concerned. "This place looks busy." You tell

your friends.

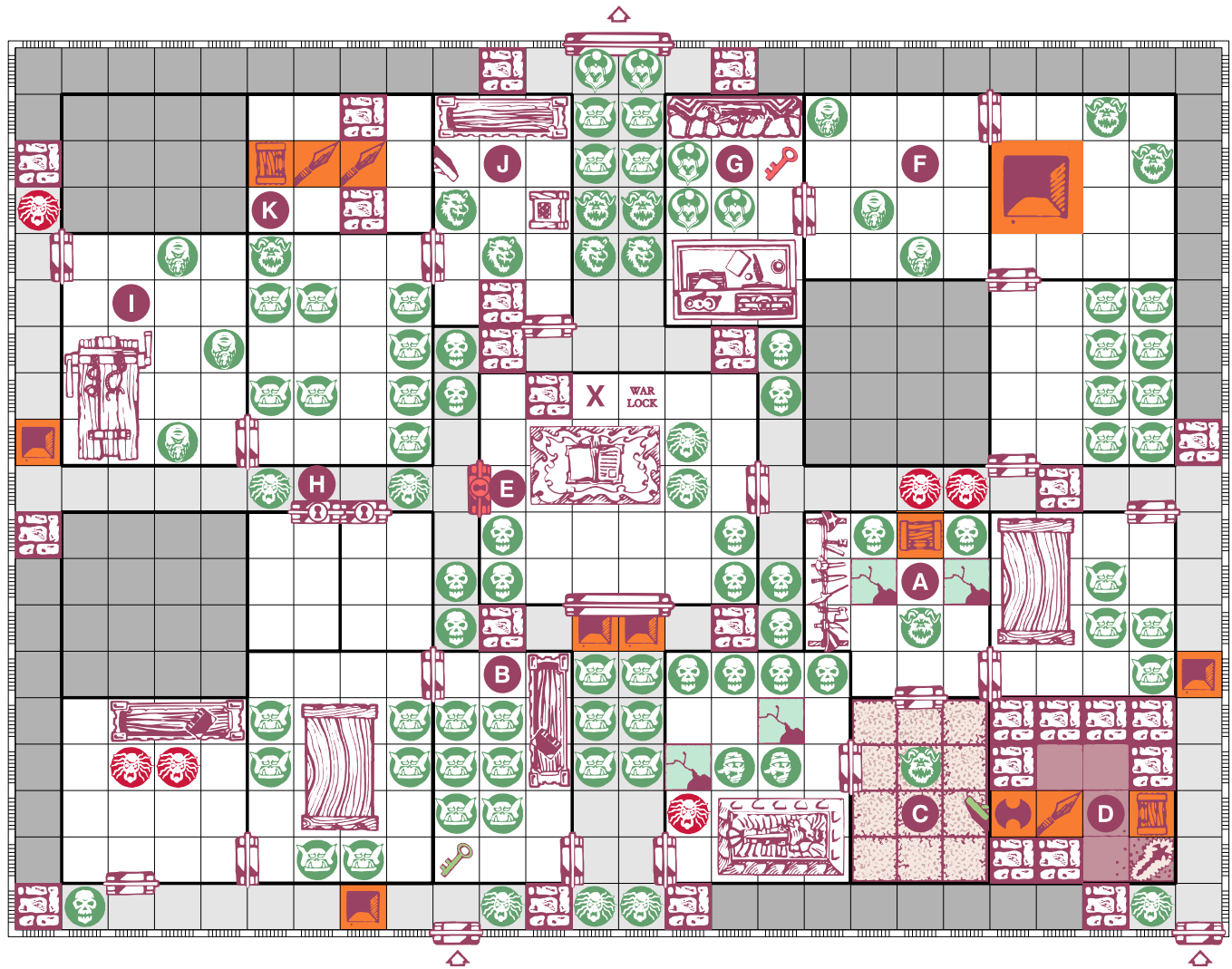
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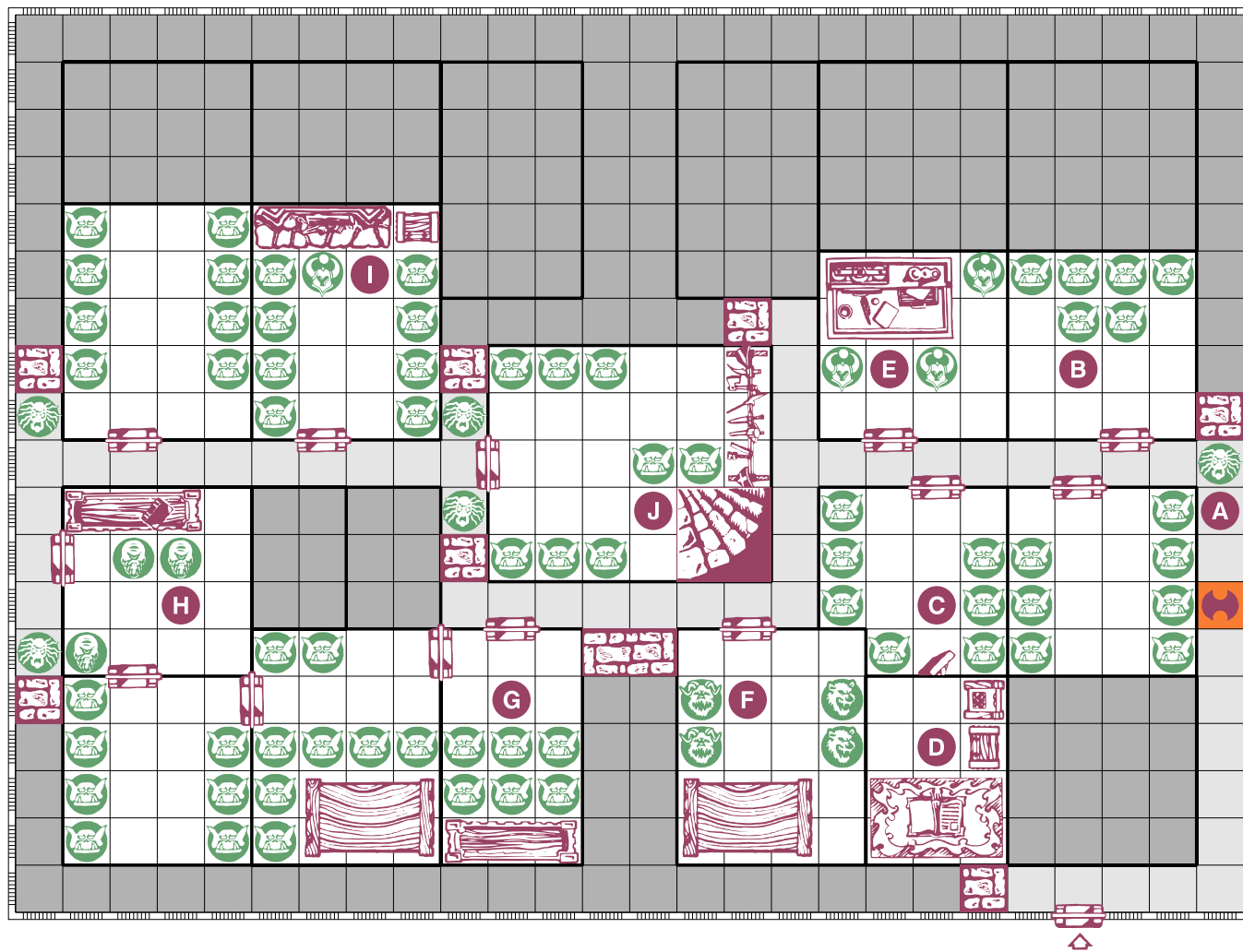
- A** This chest is booby trapped. 2 hit points if sprung. Inside is evil Warlock paraphernalia, useless to the Heroes. There is a finely crafted Dwarven shield on the weapon's rack.
- B** When the Heroes search this room, they discover a small chest inside the bookcase. This chest is booby trapped. 1 hit point if sprung. Inside is an iron key.
- C** There's a giant airshaft in the ceiling of this room. When the Heroes search this room, they see the secret door, but it is locked. Heroes need the iron key to open it.
- D** Zargon, use the scepter tile and surround it with wall tiles. This room is extremely cold. Any unprotected Hero that enters this room will lose 2 Body Points for each turn that he spends inside. The chest is booby trapped. 1 hit point if sprung. Inside are 10 Heroic Brews, a Speed Potion, 2 Potions of Battle Rage, a Potion of Thunder and 5 Potions of Defense. When the Heroes look around this room they see something deeply frozen inside the ice. It will take 10 hit points to dig it out. They find the magical spear scepter.
- E** This Warlock will try to wait for all the Heroes to enter the room and then he will cast Cloud of Chaos. If Wizard tries to cast Tempest or Blinding Light, the Warlock casts Annul. When Warlock is attacked physically, he too fights physically. This metal door is locked. Heroes need the brass key to open it.
- F** These Fimir know magic. If any survive the Heroes 1<sup>st</sup> attack, they use Chill Spell.
- G** When the Heroes search this room, they discover a note from Zargon inside the desk. "It's a letter from Zargon. He wants his monsters to be ready to invade the southern towns. He wants them to make their march two weeks from now." Says the Wizard. "Not to worry lad, we can seal that first hall on our way back, if all goes well for us." Says the Dwarf. "We must not fail or a lot of people will die." You say. The Heroes find the brass key.
- H** These 2 wooden doors are locked. 5 hit points will break them in. When the Heroes search these rooms, they see signs that prisoners have been kept here. "They must have taken them all the way through." Says the Elf.
- I** These Fimir know magic. If any survive the Heroes 1<sup>st</sup> attack, they cast Chill spell.
- J** When the Heroes search this room, they discover the cupboard full of good food. If the Heroes eat a bit, they regain 1 lost Body Point. Heroes also find the secret door.
- K** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Potions of Strength, 2 Heroic Brews, 6 Potions of Dexterity, a Speed Potion, an Elixir of Life and 50 gold coins.



Wandering Monster in this Quest: Fimir







### NOTES continued:

- K** When the Heroes search this room, they discover a small chest inside the bookcase. This chest is booby trapped. 1 hit point if sprung. Inside is a small sapphire worth 50 gold coins.
- L** When the Heroes search this room, they discover inside the cupboard dried fish. If they eat some they will regain 1 lost Body Point.
- M** When the Heroes reach this spot, they see the secret door.
- N** When the Heroes search this room, they discover a book on the desk. "This book talks about a magical scepter that turns into a spear." Your friend says. "Does it say where it is hidden?" You ask. "No. It could be possible that the monsters have already found it." He says. "Maybe the others are having better luck than us."
- O** These doors lead to the next hall.

## Quest 5

You use the key to the metal door. You return to the people and give them the food that you found inside the cupboard. You tell them to head back for the safety of Sunca. They thank you for rescuing them and leave.

You and your friends go through the metal door. The halls are

lit with the glow of many torches. "This place looks really busy." Says the Dwarf. "Looks like we got our work cut out for us then." Says the Barbarian. You head on down the long hallway. You come to a door. When you open the door, the sting of heavy smoke burns your lungs. You make your way inside.

### NOTES:

Zargon, the Orcs for this Quest have 5 Defense dice.

- A** This Zombie has a crossbow that he uses to shoot at the Heroes.
- B** When the Heroes search this room, they discover that these Orcs were making armor. "That explains all the smoke." Says the Dwarf. "They turned this hall into a forgery."
- C** When the Heroes search this room, they discover the secret door. "Look!" Says the Wizard. "It's the mark of the wizard's society. But I have never seen this other mark that is next to it before." "It is the symbol my people use for our healers." Says the Barbarian. "I wonder what it means." He asks.
- D** When the Heroes enter this room, they discover a Wizard's study. "This is incredible." Says the Elf. "Look at this spell book. The pages are made from copper. It has new spells."

Zargon, give the Elf and Wizard their new spells. The chest is safe. Inside are 3 heart strengthening potions. A Hero can only drink one. When they do,

they gain 2 Body Points on their status sheet. There are also 2 Elixirs of Life and 4 Heroic Brews.

- E** When the Heroes search this room, they discover inside the desk a note to Zargon. "This note talks about all the iron that they are finding down inside the mines. They're sending all the armor back to their city. There is no mention about the prisoners." Says the Wizard.
- F** The Heroes see a sunbeam shining inside this room. "These monsters must have come in here for a bit of fresh air. Can't blame them, this smoke is really getting to me too." Says the Elf.
- G** When the Heroes search this room, they discover inside the cupboard a storehouse of good food. "Would you look at this!" Says the Barbarian. "They got more food than most taverns I have visited." "Where are they getting all of this, way up here in this frozen land?" Asks the Elf. If Heroes eat a bit they regain 1 lost Body Point.
- H** These Fimir have Elixirs of Life and Heroic Brews that they drink. When the Heroes search this room, they discover a small chest inside the bookcase. This





### NOTES continued:

chest is booby trapped. 1 hit point if sprung. Inside is a large emerald worth 200 gold coins.

- I** This chest is safe. Inside are forging tools.
- J** These stairs lead down to the next level.

## Quest 10

You lead the people out of the castle and show them the cave that will lead them back home. They want to come with you and help. But, you reason with them that it would be best if you went on alone. They thank you for your rescue and head home. Your friend the Elf has no trouble finding the path to the

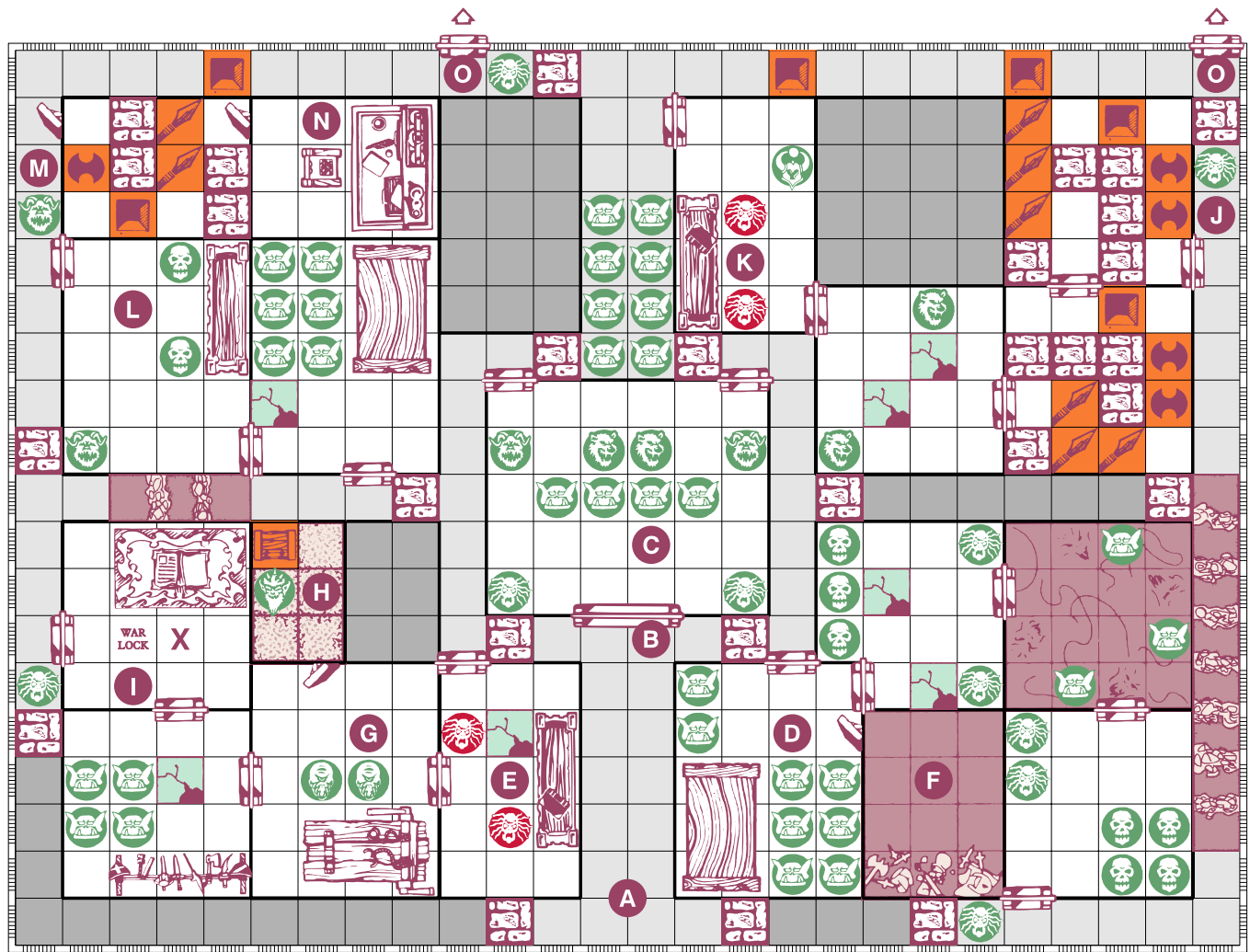
entrance of the next hall. The Dwarf quickly finds the secret lever and opens the secret door. You go inside. You travel down a wide hallway, soon you see two massive wooden doors before you. They are locked.

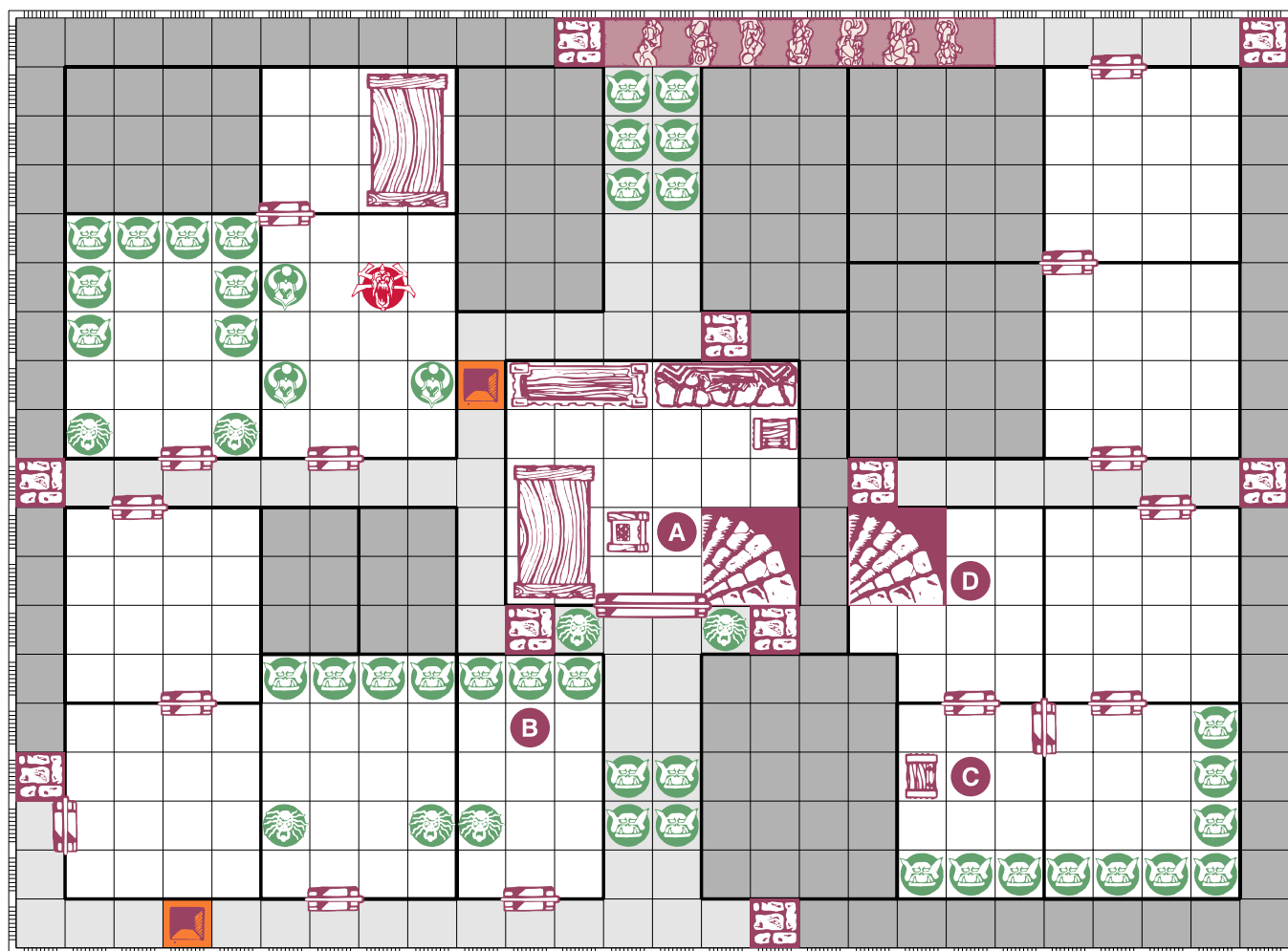
### NOTES:

- A** Starting place of the Heroes.
- B** These massive wooden doors are locked. The Wizard needs to cast a spell on them. Trying to chop through would take a very long time.
- C** When the Heroes search this room, the Dwarf discovers a carving in the floor. "Look at this, lads. This is a map of the halls here. See this? It shows that the halls split up and divide into two and that they then join back up again down here." He says. "What should we do?" You ask. "If we split up, it could be dangerous, but if we only take one path, then we could miss something that could save our lives." "Let us split up, so that we don't miss anything and we still make good time, we got people to save." Says the Barbarian. You all agree and split into two teams.
- D** When the Heroes search this room, they discover a secret door.
- E** When the Heroes search this room, they discover a small chest inside the bookcase. This chest is booby trapped. 1 hit point if sprung. Inside is a small emerald worth 50 gold coins.
- F** When the Heroes search this room, they discover 50 gold coins and a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside are 6 Heroic Brews
- G** When the Heroes search this room, they discover a secret door.
- H** This room is freezing cold. Any Hero that enters it will lose 2 Body Points for every turn that he spends inside. If the Wizard is here he could cast Boil on the Hero that enters and no harm would come to him. This chest is booby trapped. 1 hit point if sprung. Inside are 3 spell scrolls from the Artifacts Cards. A Warmth spell, a Psychic Recovery and an Ice Bridge. Also inside the chest are 50 gold coins and 4 Heroic Brews. When the Heroes search this room, they discover the Ring of Warmth, from the Artifacts Cards, on the hand of the Ice Gremlin.
- I** This Warlock immediately casts Mind Freeze on the Hero that opened the door. If that Hero is wearing the Ring of Warmth, then he is saved from the spell. Warlock's 2<sup>nd</sup> spell is Summon Fimir. Then he resorts to physical combat.
- J** This Zombie has a crossbow that he uses to shoot at the Heroes.



**Wandering Monster in this Quest: Ghoul**







## NOTES continued:

the Ice Bridge Scroll here. Tell them that the Wizard suddenly has a vision. "Don't use the Ice Bridge here. We going to need it later." He says.

room. The Heroes set them free and give them food. You lead the people out of the castle.

- K** When the last Hero reaches this spot, the ceiling over the ice river collapses. Sealing the hallway.
- L** Zargon, here's a good place to use the Ice Storm scroll.
- M** When the Heroes open the door, this Warlock immediately casts Mind Freeze on the Hero that opened the door. This Warlock can cast a spell and make a physical attack on each of his turns. He uses Soothe to heal himself. The Hero that was attacked with the Mind Freeze can use the Psychic Recovery scroll to heal himself.
- N** The Heroes need Staff Log spell or the Ice Bride scroll here to get across.
- O** This is the main gate to the castle. The Heroes can choose to leave now, but they are leaving part of the castle unexplored.
- P** This metal door is locked. Heroes need the silver key to open it.
- Q** This chest is safe. Inside is a pair of magical Snowshoes of Speed from the Artifacts cards.
- R** The Hero that opens the tomb is attacked by a Mummy. When the Heroes search this room, they discover inside the tomb a large sapphire worth 500 gold coins. Heroes also find the silver key.
- S** When the Heroes search this room, they discover a woman tied to the rack. She's alive. The Heroes untie her. "Oh thank you, they were going to eat me, and turn me into an undead skeleton." She says. "Well, you're safe now lass, stay with us." Says the Dwarf. The woman follows behind you.
- T** Zargon, place the Mountain Orcs with their backs to the door. They are really busy working the forge, making an Iron Skeleton. The Heroes can sneak up behind them and make their first attack with the Orcs having no defense, after that they can defend. There are 6 people chained to the walls of this

## Quest 6

You follow the stairs down. "For crying out loud! How far down do these stairs go?" Grumbles the Dwarf. You finally reach the bottom. You can hear the sounds of Zargon's monsters mining

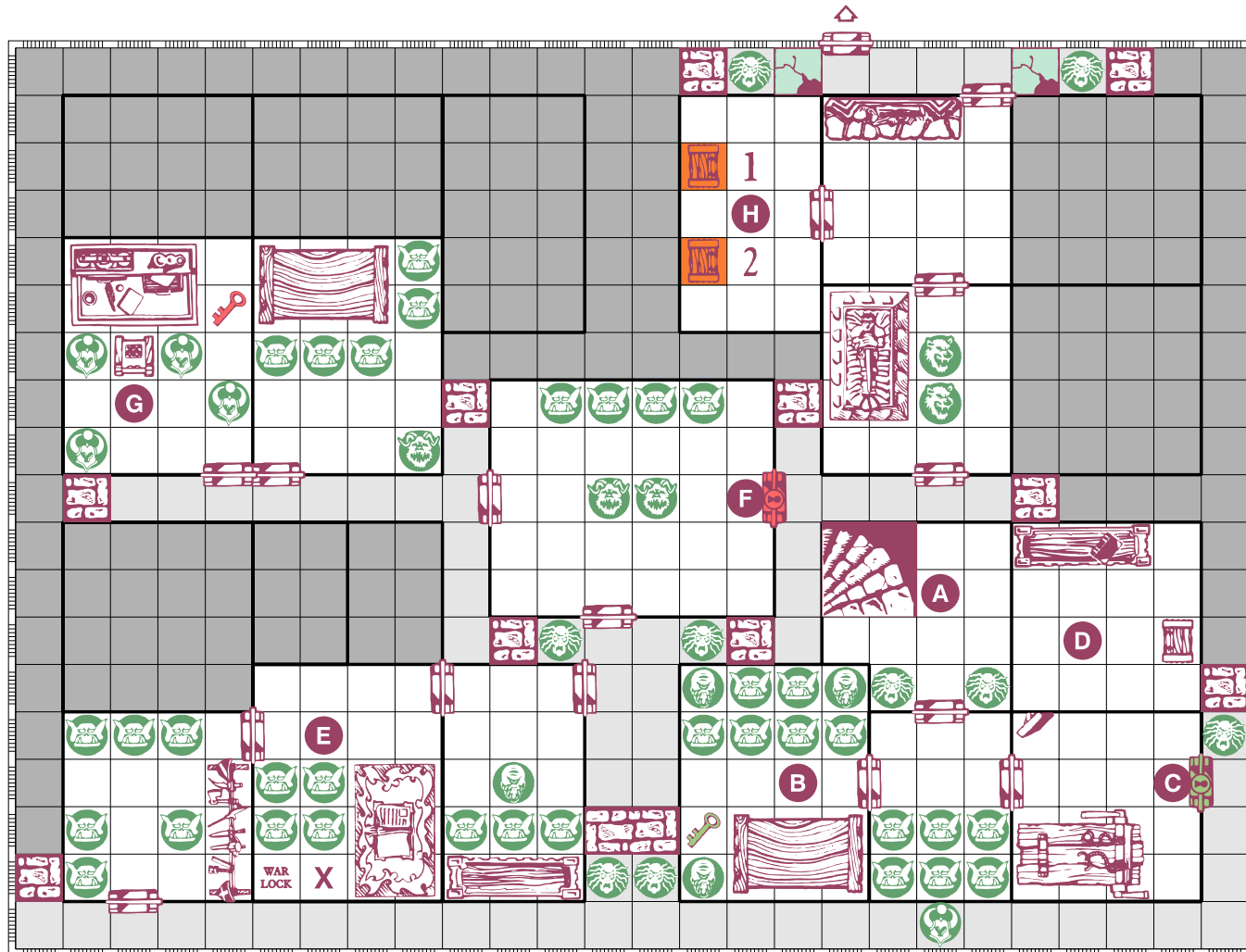
the metal. It's dark, very dark as you make your way off the stairs.

## NOTES:

Zargon, the Heroes need a torch for this Quest. The Ocrs are wearing heavy leather; they all have 5 Defense dice. Also they have heavy pick axes, they all have 4 Attack dice. All of the doors are open for this Quest. The Heroes need to sneak up on the monsters. They should not walk pass any doorways.

- A** The Heroes start on these stairs. When they search the room, they discover a lot of good food inside the cupboard. The chest is safe. Inside are bottles of wine.
- B** These and all the Orcs for this Quest are mining. They are facing the walls. "They're using the Undead to haul the metal." Says the Barbarian.
- C** This chest is safe. Inside are bottles of wine and 40 gold nuggets, worth 40 gold coins.
- D** These stairs lead back up to the next level.





## Quest 9

You and your friends travel along the escape tunnel. You have to use a torch to see. "Wow! This goes on for a long way." You say. "And it is very deep." Says the Elf. "Do you think it is taking us under the river?" He asks. "Probably to the other castle. It would be the best place to go." Says the Dwarf.

You travel as quickly as you are able to, over the icy floor. You come to a dead end. "Use that key here." Says the Dwarf. You open the secret door in the ceiling and climb up. You are inside a small room.

### NOTES:

Zargon, the Heroes need a torch for this Quest or they lose 2 Attack and 1 Defense dice. All the Orcs are Mountain Orcs and all the Skeletons are Iron Skeletons.

- A** Starting place of the Heroes.
- B** This metal door is locked. Heroes need the iron key to open it.
- C** This metal door is locked. Heroes need brass key to open it.
- D** When the Heroes search this room, they find a great discovery inside the cupboard. All 6 spell scrolls from the Artifacts Cards. Heroes also find the iron key.
- E** When the Heroes search this room, they discover 2 throwing axes on the weapon's rack.
- F** This chest is booby trapped. 2 hit points if sprung. Inside is an evil ruby and diamond medallion worth 200 gold coins. "I wonder what the Warlock is doing that he is not here?" Asks the Barbarian. "I'm sure that we will find him

soon enough." Says the Dwarf. Heroes also find the brass key on the altar.

- G** This chest is booby trapped. 2 hit points if sprung. Inside are 1000 gold coins. When the Heroes search this room, they discover notes to and from Zargon on the desk. "The Mountain Orcs want more Human skeletons, but Zargon wants the captives for slaves to work in the city, Cartaus." Says the Wizard. "The city Cartaus! A city! What are we walking into?" Says the Barbarian. "This is getting big. It says that they took the people to Cartaus. There must be another passage through this next mountain. We really got our job cut out for us, if we are going to save these people." Says the Wizard.

- H** There is nothing among the Gremlin's hoard that is useful to the Heroes.

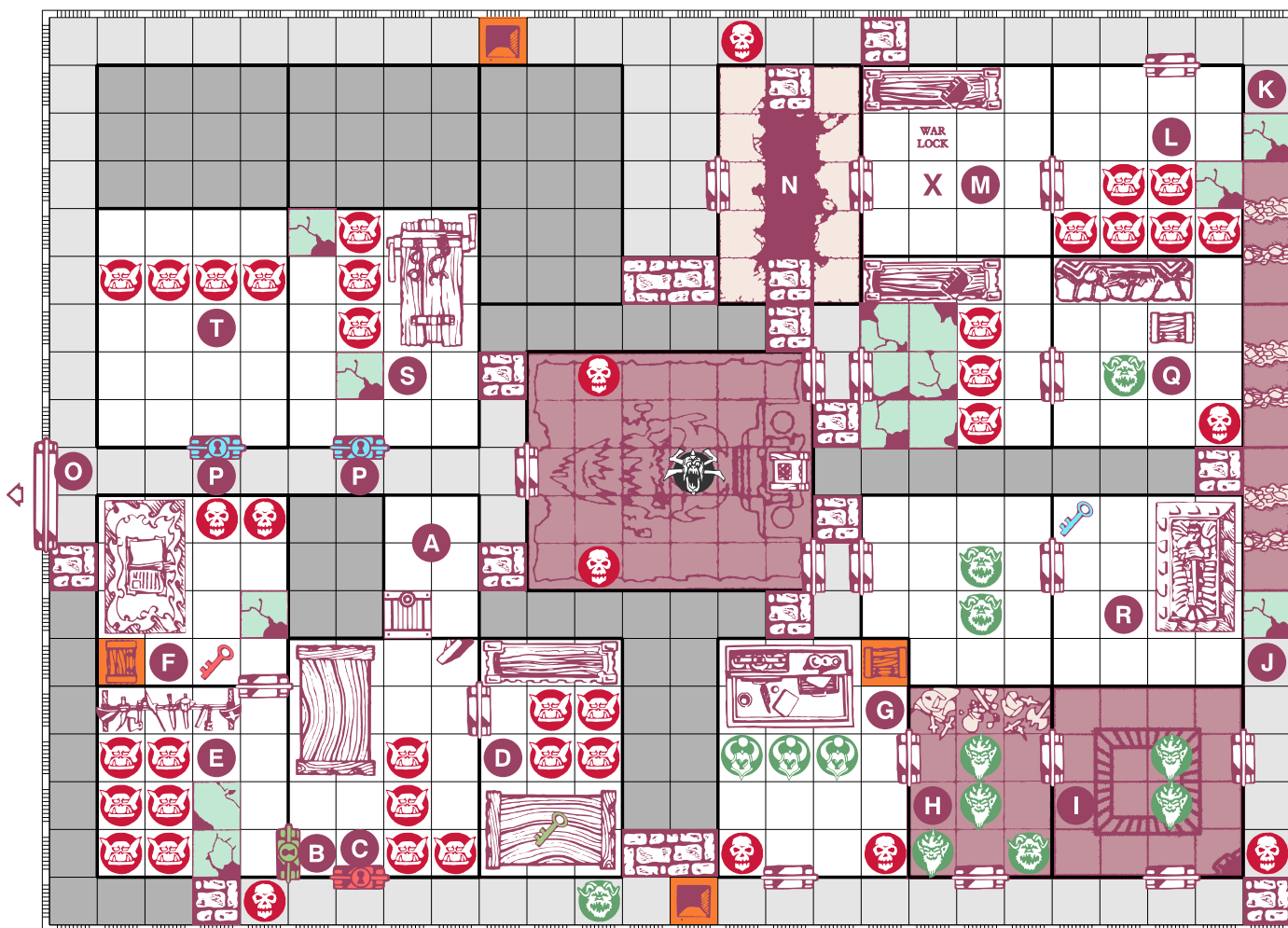
- I** When the Heroes enter this room, they see 2 Gremlins inside the cage. They beg you to set them free. They say that if you set them free, they will show you a vast treasure.

Zargon, if the Heroes set the Gremlins free. Then the Gremlins attack the Heroes with scrap metal daggers that they made while inside the cage.

- J** Zargon, (Unless the Heroes have 2 Ice Bridge scrolls.) If they decide to use



Wandering Monster in this Quest: Mountain Orc



## Quest 7

You make your way up the stairs. "Thank God! The air is getting fresher." Say the Dwarf. "I wonder how far these halls go on for? I wonder how thick these mountains are?" Asks the

Wizard. No one has an answer. You come to the top of the stairs. Two Zombies guard the doorway.

### NOTES:

Zargon, the Orcs have 5 Defense dice.

- A** The Heroes start on the stairs.
- B** All these Fimir know magic. They cast Chill or Ice Storm as often as they can. They all have an Elixir of Life that they drink. When the Heroes search this room, they discover the iron key on one of the Fimir.
- C** This metal door is locked. Heroes need the iron key to open it. When the Heroes search this room, they discover the secret door.
- D** This Chest is safe. Inside is a large necklace worth 300 gold coins. "This necklace was made by Dwarves, for their King." Says the Dwarf. "Look at the symbols on the wall. I am not familiar with these signs. Do you know what they mean?" Asks the Wizard. "They are the symbols of an ancient royal family. Their blood line ran out a long time ago." Says the Dwarf. "This bookcase is full of books. There is a lot of history here. It's a crime against history that we can't take these books with us." Says the Wizard. "Let us not take too long. We still got a job to do and some people to save." Says the Barbarian. "This book says that there is a green valley on the north side of this mountain, with a small river that runs from the mountains out to the sea." Says the Dwarf. "Can that be possible? This area has a very short summer

for growing crops and the towns people told me that the ground is very rocky, making for very hard plowing." Says the Elf. "This book also says that all the races built these halls together. Look at the date that they used here." Says the dwarf. "Then these halls are nearly 2000 years old. And they're still pretty solid, what an achievement. Imagine an age where we all live together. It must have been soon after we won our lives back from Zargon's rein." Says the Wizard. "It says here that the Dwarfs built in a destruction lever in case these halls ever needed to be destroyed." "Do you think you can find this lever?" Asks the Barbarian. "Oh sure, we still use them today. You never know when you need to stop an invading army." "Alright then, my friends, let us move on." Says the Barbarian.

- E** This Warlock's 1<sup>st</sup> spell is Summon Orcs. His 2<sup>nd</sup> spell is Summon Undead. His 3<sup>rd</sup> spell is Summon Fimir. Then he resorts to physical combat.
- F** This metal door is locked. Heroes need the brass key to open it.
- G** When the Heroes search this room, they discover a note to Zargon inside the desk. "It says that the monsters are asking for more food, especially meat." Says the Wizard. "I hope that is not what the prisoners are for." Says the Elf. Heroes also find the brass key.
- H** Both of these chests are booby trapped. 1 hit point if sprung. Inside chest #1



Wandering Monster in this Quest: Orc



**NOTES continued:**

is 400 gold coins. Inside chest #2 are pieces of cloth. The Dwarf also discovers the destruction lever. "It looks like decoration." Says the Barbarian. "If you break that pin. The sand will be released and the ceilings will come down, and giving the age of these halls and the upkeep of it, I'm betting that half the mountain will follow." Says the Dwarf. "Will we die if we break this lever?" Asks the Elf. "No, it will take time, time enough for us to run back through." Answers the Dwarf.

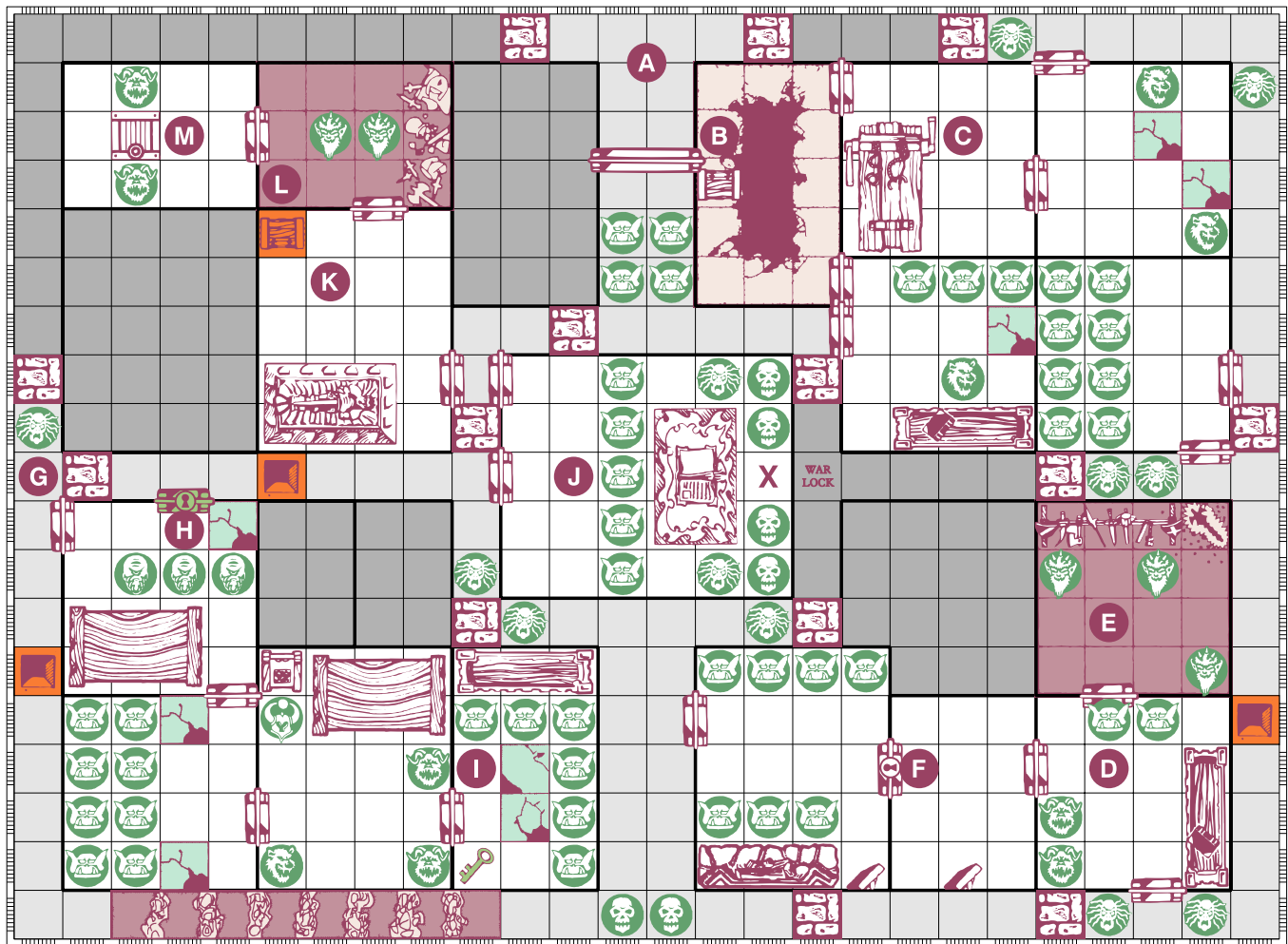
### NOTES continued:

directly. He then uses Soothe on himself. The altar is made of stone, the Wood Blast spell will not work.

**K** This Chest is booby trapped. 2 hit points if sprung. Inside are 400 gold coins. When the Heroes search this room, the Hero that searches the tomb is attacked by a mummy.

**L** There is nothing among the Ice Gremlins hoard that is useful to the Heroes.

**M** This trap door can only be opened with the large key. It leads into the escape tunnel. "Should we use it?" You ask. "Might as well. It should lead to somewhere outside." Says the Wizard.



## Quest 8

You make your way down the long hallway. "We're coming out, I can smell the fresh air." Says the Dwarf. You come to a massive door. The Dwarf finds the lever and opens the entrance. The bright sunshine hurts your eyes. You wait for your eyes to adjust and then you make your way out. The cold makes your breath steam. "A valley, just like the book said. But

it looks like winter came to this place and has never left." Says the Elf. "Maybe 2000 years ago this valley was a lot different. Maybe that's why they all left. Look! A castle. Two castles, one on each side of this valley." "Let us check this one out first, see what Zargon's up to" Says the Barbarian. You agree and follow your friend up to the main gates.

### NOTES:

Zargon, the Orcs have 5 Defense dice.

- A** Starting place of the Heroes.
- B** Follow the rules for the crevasse tile. If a Hero is really curious. The chest is safe. Inside are 500 gold coins.
- C** Zargon, we lost our Dwarf in the crevasse. If this happens to your players then provide a replacement Hero in this room. He has the same stats as the lost Hero and he just happens to have all the same belongings in his backpack that is in the corner of the room. If all of your Heroes have made it through all right. Then they find the half-eaten remains of a Human man on the rack.
- D** When the Heroes search this room, they discover inside the bookcase a secret compartment. Inside is a very large emerald worth 500 gold coins.
- E** When the Heroes search this room, they discover 3 good throwing axes and 2 throwing stars on the weapon's rack. Also, they see something inside the ice. 5 hit points will chop it out. "What is it?" You ask. "It is a giant key," Says the
- F** This metal door is locked. When the Heroes enter this room they are attacked by a swarm of rats. 1 rat attacks each Hero. When the Heroes search this room, they discover the secret door.
- G** This Zombie has a crossbow that he uses as the Heroes come down the hallway.
- H** This metal door is locked. Heroes need the iron key to open it.
- I** When the Heroes search this room, they discover good food inside the cupboard. If the Heroes eat quickly, they will regain 1 lost Body Point. Heroes also discover the iron key.
- J** This Warlock can cast a spell and make a physical attack on each of his turns. Warlock's 1<sup>st</sup> and 2<sup>nd</sup> spells are Mind Freeze. He then starts using Reanimation as long as he can on his undead servants until he is attacked



Wandering Monster in this Quest: Orc