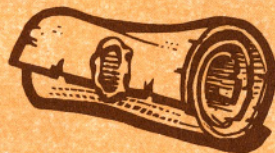


# HERO QUEST™

Lord Narran's Battles

Q U E S T



B O O K



## Quest Introduction

*T*he Emperor calls you into his throne room. "I'm sending you to help battle Chaos in our Northern Provinces. The fight there is intense, and victory is still uncertain. What's even more disturbing is that Zargon has allied himself with the Dragon Darkfyre. Darkfyre is a powerful enemy, and must be destroyed if we expect to secure victory. Zargon's commander in the area is Teraptus, a wizard steeped in evil magic. Be wary of him; he is both cunning and vile. You will meet up with Lord Narran near his castle, he is commander of my forces in the area, and will direct your movements. Good Luck."



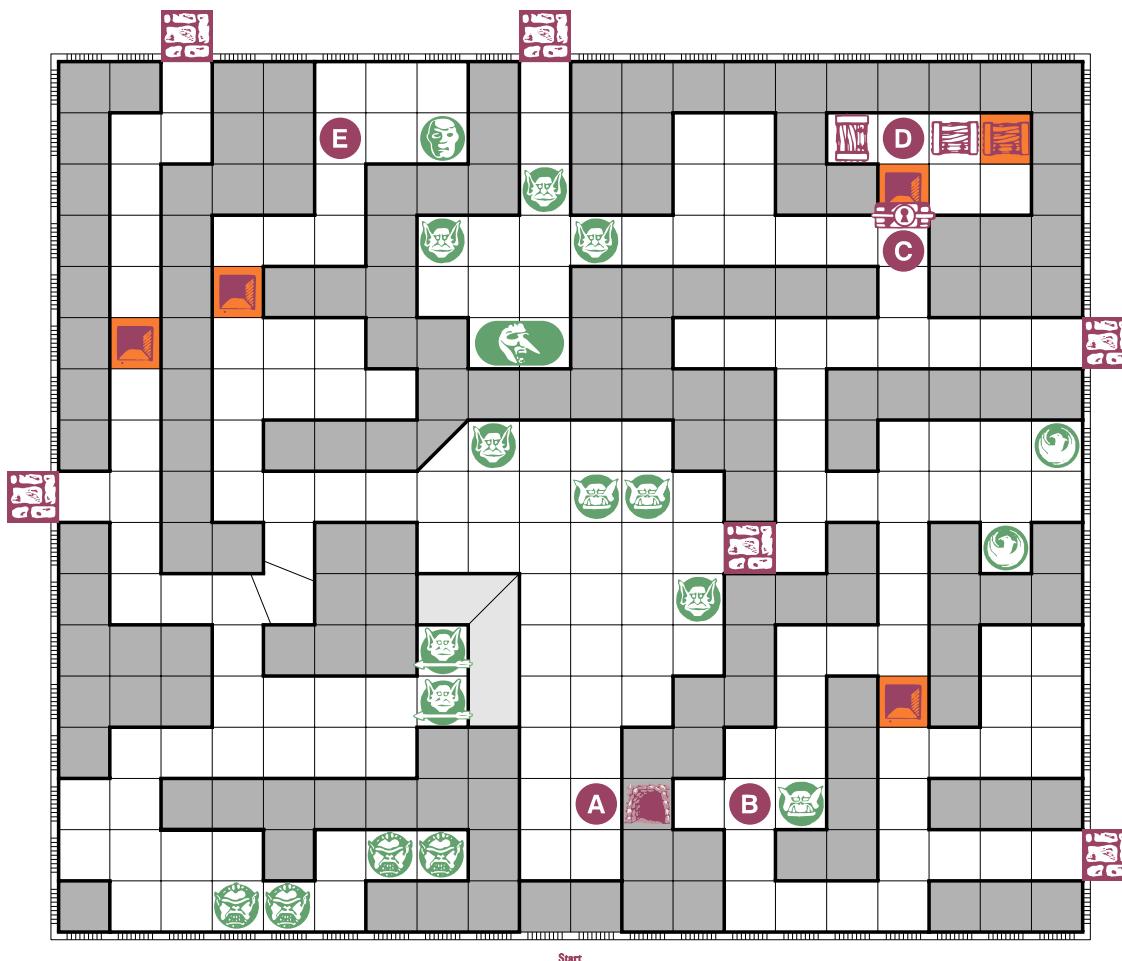
NOTES continued:

- |                |                  |
|----------------|------------------|
| 1 – 1 Orc      | 4 – Death Knight |
| 2 – 1 Skeleton | 5 – 2 Orcs       |
| 3 – BugBear    | 6 – 2 Skeletons  |

Make this roll after each of Zargon's turns until every Hero and Griz has left the board.

- D** The first Hero who searches the fountain finds a Potion of Fire Resistance in the water.





## Quest 2

# Against the Giant

Once again Lord Narran has called you before him. "We have a problem. Its name is Grunt the Giant. If my spies are correct, this Giant plans to raise an entire army of creatures, which will then march upon our lands. Even as we speak, Grunt is holed

up in a vast cavern, plotting his first attack with the Orc Warlord Khraz. You must conquer Grunt before he can put his plan into action".

### NOTES:

The Heroes succeed in this Quest if they find Grunt the Giant, slay him, and escape from his cave.

**A** This tunnel marker should not be placed on the board unless a Hero searches for secret doors. When a Hero does this, read: *"Hidden beneath a rock on the floor you find a hole. After moving the rock you uncover a passage."*

**B** This is the Orc Warlord Khraz. His stats are:

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8        | 4      | 3      | 3    | 4    |

**C** This door is locked and cannot be opened unless the Heroes have the key from Grunt.

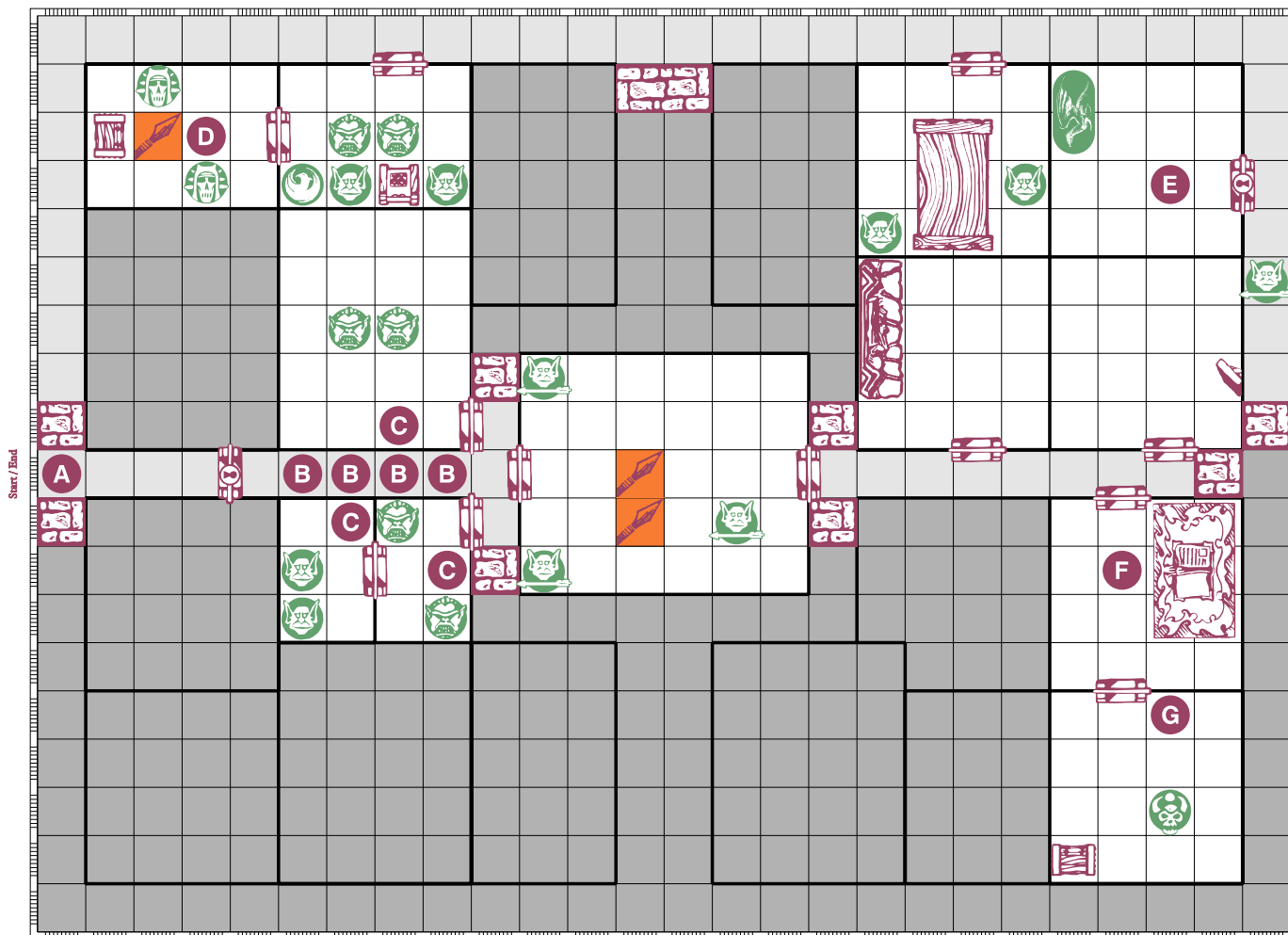
**D** The first chest opened contains 100 gold coins. The second contains 6 gems, each worth 30 gold coins each. The third is trapped with a poison gas trap. Anyone in this room will suffer 1 Body Point damage if it is not deactivated.

The chest contains 2 longswords.

**E** The Giant in this room is Grunt. Read to the first Hero to search this room for treasure after Grunt has been killed: *"You find a key on a cord around Grunt's neck."* Give the player the key tile.



Wandering Monster in this Quest: 2 Goblins



## Quest 3

# Narran's Seal

"Brutus, the infamous Bugbear Bandit, has stolen a copy of my royal seal," Lord Narran says. "That seal is my official symbol. Brutus will try to use it to arrange the hanging of his enemies – including you! You must enter the castle where Brutus is

hiding and retrieve the seal. The last report that I had on his castle was that Darkfyre was staying there. Be careful you don't run afoul of the Dragon."

### NOTES:

The Heroes succeed if they find Narran's seal and carry it from the castle.

- A** Read to the players: *"This drawbridge crosses a dark, dank moat that surrounds Brutus's castle. The door here into the castle is locked, yet it looks like you could force it open."*

If the Heroes try to force the door open, tell them: *"As you hit the door it crashes with a BOOM that echoes throughout the castle."*

The Heroes may also pick the lock on the door. Either way they succeed on their first try. Replace the closed door with an open one.

- B** If the Heroes forced the door at spot A open, tell them: *"As you step on this spot, spears appear through small holes in the walls."* Any monster that is alive in rooms C, D, and E, thrusts spears at the Heroes. Roll 2 attack dice for each monster. The Heroes can defend against the spears, but cannot attack the monsters through the holes. The monsters thrust the spears at any Hero on any spot marked B every time a Hero steps on one of the squares.

If the Heroes picked the door at spot A, every time one lands on a square B roll 1 red die. On a roll of 1-4 the Heroes have sneaked past the monsters. Once a 5 or a 6 is rolled, the monsters are aware of the Heroes and will attack any player that steps on one of these spots.

- C** These monsters attack through the murder holes any Hero that steps on spots B. If attacked hand-to-hand these monsters have normal stats.
- D** This chest contains Lord Narran's Seal. Give the seal tile to the Hero who opens the chest.
- E** The Dragon Darkfyre is sleeping in this room. The door is locked. Anytime a Hero steps outside the door before it is opened, read: *"The door before you is locked. It looks like it could be forced open."*

If a Hero picks the lock, read: *"You open the door and see the Dragon Darkfyre asleep in the room."* Darkfyre will continue to sleep unless a Hero attacks him, at which time he will wake up.

If a Hero attempts to force the door, read: *"You hit the door with a loud crash,*



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

*but it withstands your efforts. From inside the room you hear a growl, and suddenly the door explodes in front of you. Inside the room you see the huge shape of Darkfyre coming towards you."*Darkfyre is awake.

Note: If the Heroes wake up Darkfyre, he will attack. Do not let the Heroes kill Darkfyre at this time, though. If Darkfyre gets down to one Body Point (or less) , read "After the last attack Darkfyre looks at you through fiery, hate filled eyes, then suddenly lifts in flight. His exit knocks a hole in the castle roof, and you watch him fly off in the distance. You have a feeling that you will meet again."

**F** The first time a Hero enters this room read: *"This tower appears to be a dark wizards. The desk is covered with scrolls, powders, and other paraphernalia of the dark arts."*

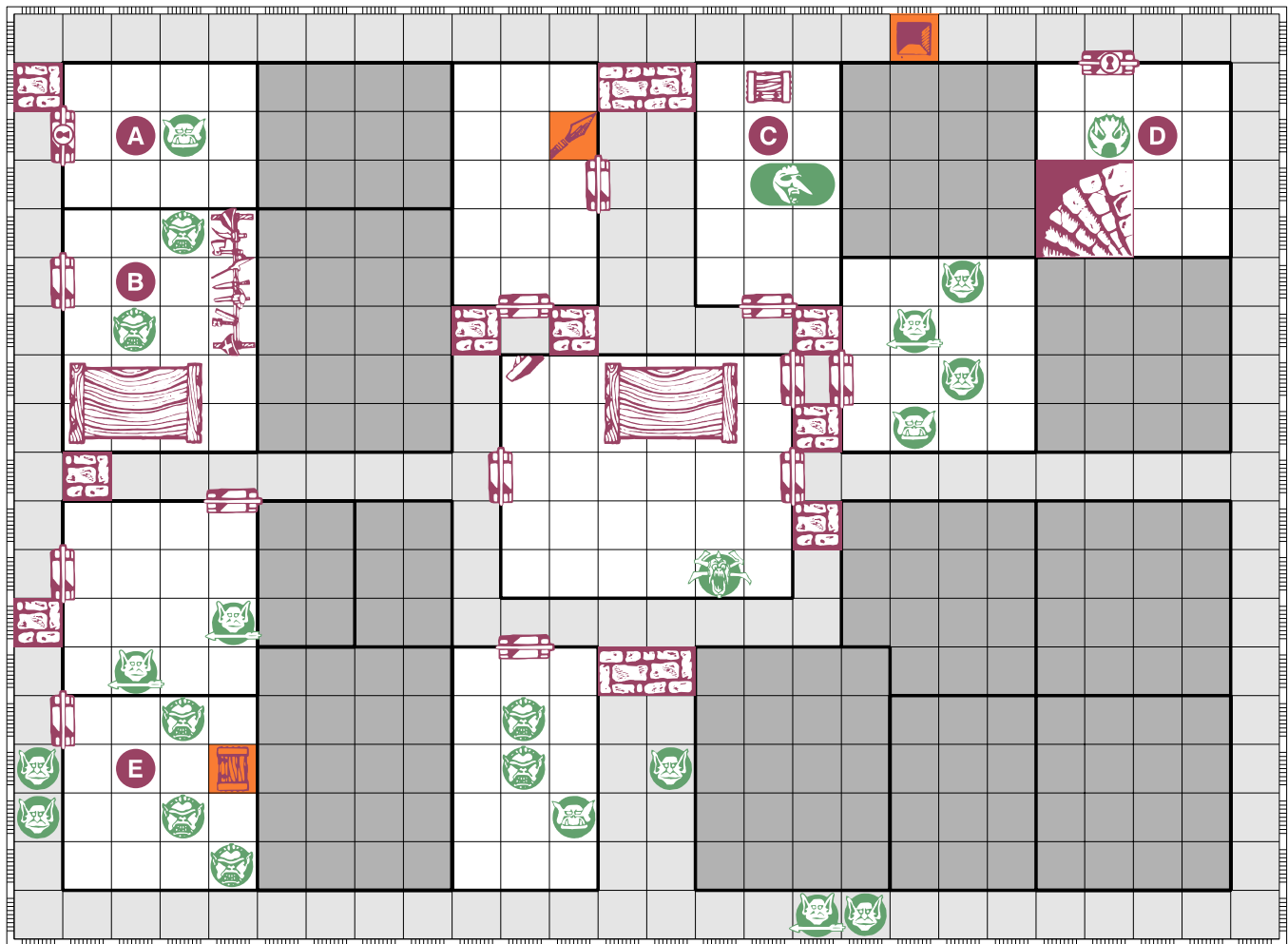
Any time a player searches for treasure in this room, read: *"A bolt of lightning shoots from the desk, stopping your search. You are wounded."*Deduct 1 Body Point from the Hero.

**G** Stats for Chaos Mage:

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 6        | 3      | 3      | 5    | 7    |

Spells: Fear, Rust, Summon Orcs.

The chest contains the artifact Sword of Sweeping (see Artifact Card). When a Hero uses this sword to attack he can divvy up any skulls he rolls among any monster in range of his attack.



## Quest 4

# The Great Escape

"Your story began weeks ago ... on a dark and rainy night. You were tracking a troll named Skullmasher. Too bad you fell into his trap! Since then, you've been a prisoner in Skullmasher's castle. At least he's been feeding you well in the dungeon. Tonight, he has even invited you to a dinner in the Great Hall –

but you're the main course.

One chance to escape lies before you. You have managed to surprise the Orc who was guarding you and have killed him. You must find your possessions and run for your life!"

### NOTES:

- A** The Heroes start in this room. Place them on any open square. The Orc in this room is dead (lay him on his side). Use one of the Orcs with a sword for this figure. The Heroes have no possessions. Until they gain weapons the Barbarian and Hero may roll 1 Attack die, and the Wizard and Elf may not attack (although they may cast spells). A Hero may take a shortsword from the dead Orc. The door exiting this room is locked and cannot be picked open. If a Hero searches the room for treasure, he finds a key on the dead Orcs body that opens the door.
- B** The first Hero to search in this room finds all the Heroes' possessions.
- C** This troll is Skullmasher. When he sees a Hero, read: *"Skullmasher sees you and roars. He is infuriated that you have escaped and goes berserk with rage."* In his anger Skullmasher has gone berserk. He rolls only two Attack dice per attack, but can attack twice per turn.  
  
The chest contains a key. Give the player who opens the chest the key tile.
- D** The door to this room is locked, and can only be opened if the players have the key tile found in the chest in room C. This is the exit from the castle.
- E** The chest is trapped. If a Hero opens it without first disarming the trap read: *"A strong electrical shock courses through your body."* The Hero loses two Body Points. The chest contains 400 gold coins.



Wandering Monster in this Quest: Orc





NOTES continued:

- 6. Do not set any of the monsters on the board until they come into line of sight of the carriage or a Hero.
- 7. Keep track of turns. After 15, the Dragon appears at spot B and joins the attack.
- 8. The monsters will go after the carriage first, but will stop to attack any Hero in front of them or attacking them.

Alternate rules:

- 1. Instead of killing Lady Aleetha, you may want the monsters to kidnap her if the carriage is destroyed. You could write a Quest about her rescue.
- 2. If you have a female figure to use (or you can use the princess tile), the Heroes can pull Lady Aleetha from the wreckage of the carriage and allow her to walk to the exit. Her movement would be very low because of the wounds she sustained in the attack, just 1 or 2 square per turn. Instead of trying to attack the carriage, the monsters will now try to attack Lady Aleetha.

Stats for Lady Aleetha:

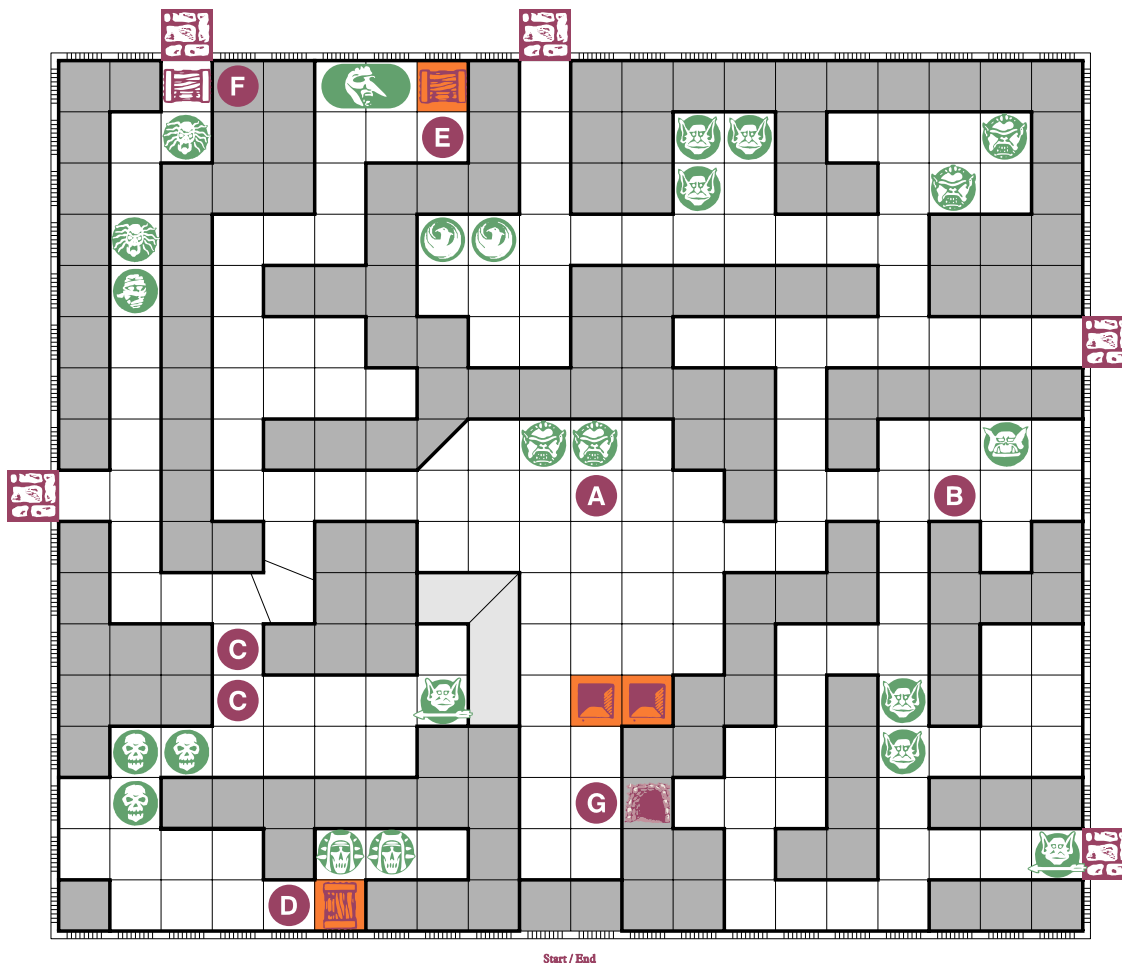
| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 1        | 0      | 1      | 2    | 2    |

- 3. If the Heroes try, you can allow them to cast spells on the carriage. They could cast Swift Wind on the Horses to make them move 2 times. They could cast Rock Skin on the Carriage. Veil of Mist would make the carriage invisible. You might also allow them to cast a healing spell on the carriage.

The Heroes may try to do something to get the carriage past the large pothole.

Any idea they come up with is up to you as Game Master to allow or disallow.

- A Before the game starts, point these squares out to the Heroes. These are the squares that the Hero may start from. Each Hero must choose any unoccupied square to start from. The Heroes choose squares in turn order. All Heroes must be placed on the board before the Quest begins.
- B This is the spot where the carriage starts from.
- C The first half of the bridge has a large water filled pot hole in it. The water tile marks this spot. Place this tile on the bridge at the start of the game; it is not a trap. The carriage crosses the bridge as follows:  
  
Turn 1 – Horses enter water and stop.  
Turn 2 – Rear of carriage enters water and stops.  
Turn 3 – Carriage is stuck on this turn.  
Turn 4 – Carriage leaves water and can move up to 3 spaces.
- D When the carriage first enters the water and stops (turn 1 above), read this: *"A Manscorpion suddenly jumps out from underneath the bridge and prepares to attack."* The Manscorpion cannot attack on the current turn; it is spent scrambling out from under the bridge. It may attack on Zargon's next turn. Place the Manscorpion on the squares marked D.
- E The Dark Knight here is wearing the Ring of Fire Resistance (see Artifact Card). If a fire spell is cast on this monster, read: *"The spell washes over the monster, then dissipates suddenly. The Dark Knight suffers no effects from the magic."* After the Dark Knight has been killed, if a Hero searches him he gets the artifact.



Start / End

## Quest 6

# The Silver Scepter

Note: If Lady Aleetha was killed on the last Quest, you may want to change the Quest description below. Change its first sentences to "Lord Narran's Chief Steward greets you in the council chambers. Lord Narran has been poisoned."

"A sorrowful Lady Aleetha greets you in the council chambers.

'My husband, Lord Narran, has been poisoned. He is near death. Only the fabled Silver Scepter can save him. According to the sages, this magical treasure was broken into three parts long ago. Each part lies hidden in the Caves of Doom. You must find all three and bring the scepter back to me. Lord Narran's fate is in your hands."

### NOTES:

The Heroes succeed if they retrieve all three parts of the Silver Scepter and take them to the exit.

Place the tunnel marker marked G on the board at the start of the game. It is not a secret passage.

**A** If the Heroes make long-range attacks at the Bugears (bows or spells), the monsters move to the squares marked C on the board. They wait there until they can see the Heroes again; then they attack.

**B** When this Orc sees the Heroes, he yells: "Wait, don't attack."

If questioned, the Orc responds: "The Evil Wizard Teraptus transformed me. I'm really a man. Only the Silver Scepter can change me back!"

If attacked, the Orc has the stats of a regular Orc.

If killed, read: "The Orc lies dead on the ground before you. Suddenly it starts shimmering before you, and the body changes from one of a dead Orc to one of a dead young man."

If the Heroes talk to the Orc, he will join them on the Quest. He has the stats of a regular Orc, and is under the control of the Game Master. He will follow the Heroes (even if lost from their line of sight) and will attack if asked to. Otherwise he sits out battles, and the monsters leave him alone (thinking he is one of their own). If the Orc attacks a monster, all monsters in the room will now think he is a renegade and will attack him. Monsters in another room will think he is a normal monster, though.

If the Heroes get all three pieces of the Silver Scepter and use it on the Orc, tell them: "The Orc begins shimmering, then its body begins shifting. When the shimmering stops a young Lord stands before you. 'Thank you, Thank you,' says the man. 'My father will reward you greatly for saving me. The Young Lord takes leave of you and returns to his home.'" Remove the Orc figure from the board.



Wandering Monster in this Quest: Zombie



## NOTES continued:

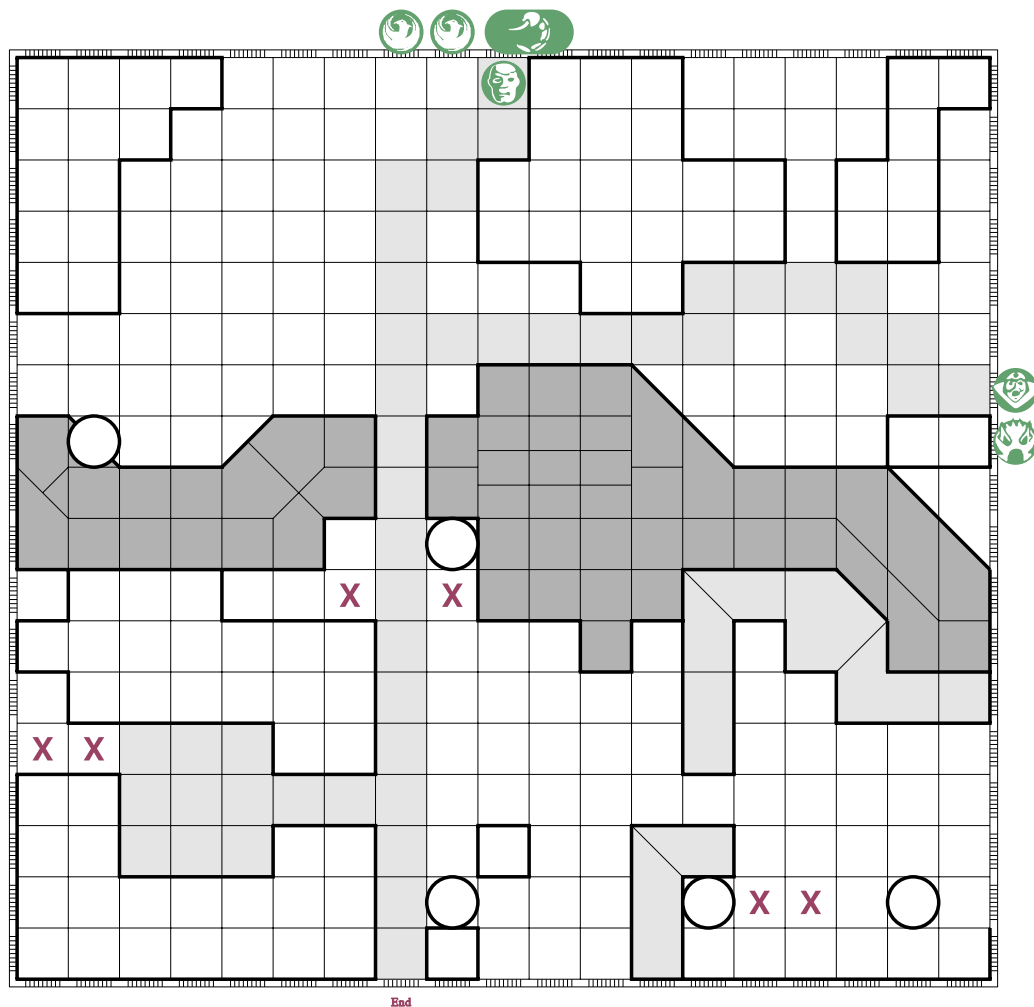
- C** This is the spot where the Bugbears on spot A retreat to when attacked with long-range weapons or spells.
- D** This chest contains a piece of the Silver Scepter. It is also trapped. If opened without disarming, tell the player: *"A needle shoots out of the lock, injecting you with poison."* The Hero loses 1 Body Point. Give the player one of the Silver Scepter tiles.
- E** This chest contains a piece of the Silver Scepter. It is also trapped. If opened without disarming, tell the Hero: *"A cloud of gas escapes from the chest."* Any Hero in these rooms loses 1 Body Point. Give the player one of the Silver Scepter tiles.
- F** This chest contains a piece of the Silver Scepter. Give the Hero who opened the chest one of the Silver Scepter tiles.
- G** Place the tunnel marker on the board at the start. It is not a secret passage.

If the players exit with the Silver Scepter:

If they have allied with the Orc, tell them: *"You exit the cave with your prize. Before you begin your journey back to Lord Narran's castle you touch the Orc with the Scepter. The Orc begins shimmering, then its body begins shifting. When the shimmering and shifting stops a young Lord stands before you. 'Thank you, Thank you,' says the man. 'My father will reward you greatly for saving me.' The young Lord takes leave of you and returns to his home."*

Read to the Heroes: *"You return to Lord Narran's castle. The Scepter is used on Lord Narran, and almost instantly he is returned to health. 'Thank you, my friends. Your courage will not go unrewarded.' Each of you receives 1000 gold coins."*

If the Heroes rescued the Young Lord, read: *"Also the father of the Young Lord you rescued has conveyed his thanks to me. He has sent this reward as a small token of his appreciation. Each of you receives an additional 200 gold coins."*



## Quest 7

# The Ambush

"Lord Narran describes a mission like no other. 'The Evil Wizard Teraptus is about to form a pact with Rockbones the Giant,' he says. 'If they join forces, they will form a mighty army. We must not let that happen. At midnight tonight, Teraptus and

Rockbones will meet in the valley. Their guards will be with them. Go to the valley and set up an ambush. The full moon will light your way. You must stop them from striking a deal."

### NOTES:

The Heroes succeed if they either slay Rockbones or chase Teraptus back to his castle, and escape the valley alive.

9. Two Death Knights are hiding on either of the pair of X's on the board. Do not place the Death Knights on the board yet, wait until the Heroes are near the positions so the Death Knights can surprise them. They should not appear on the board until Teraptus summons them. When he does so, read to the Heroes: *"Teraptus shouts 'Rise up, my dead friends.' You feel the ground shake, and then two Death Knights claw their way to the surface!"*
10. Teraptus knows these spells for this quest: Rust, Summon Orcs, Ball of Flame. In addition he knows Escape, and will use this spell to transport off the board back to his castle if he gets down to 0 Body Points.
11. Rockbones and his guards (the Manscorpion, and two Lesser Demons) and Teraptus and his guard (the Fire Elemental) both start where they are marked on the map. If a monster gets to within two squares of a Hero, or a Hero stands up, the Hero is "seen" (stand the figure up). Until

a Hero is seen, all monsters must:

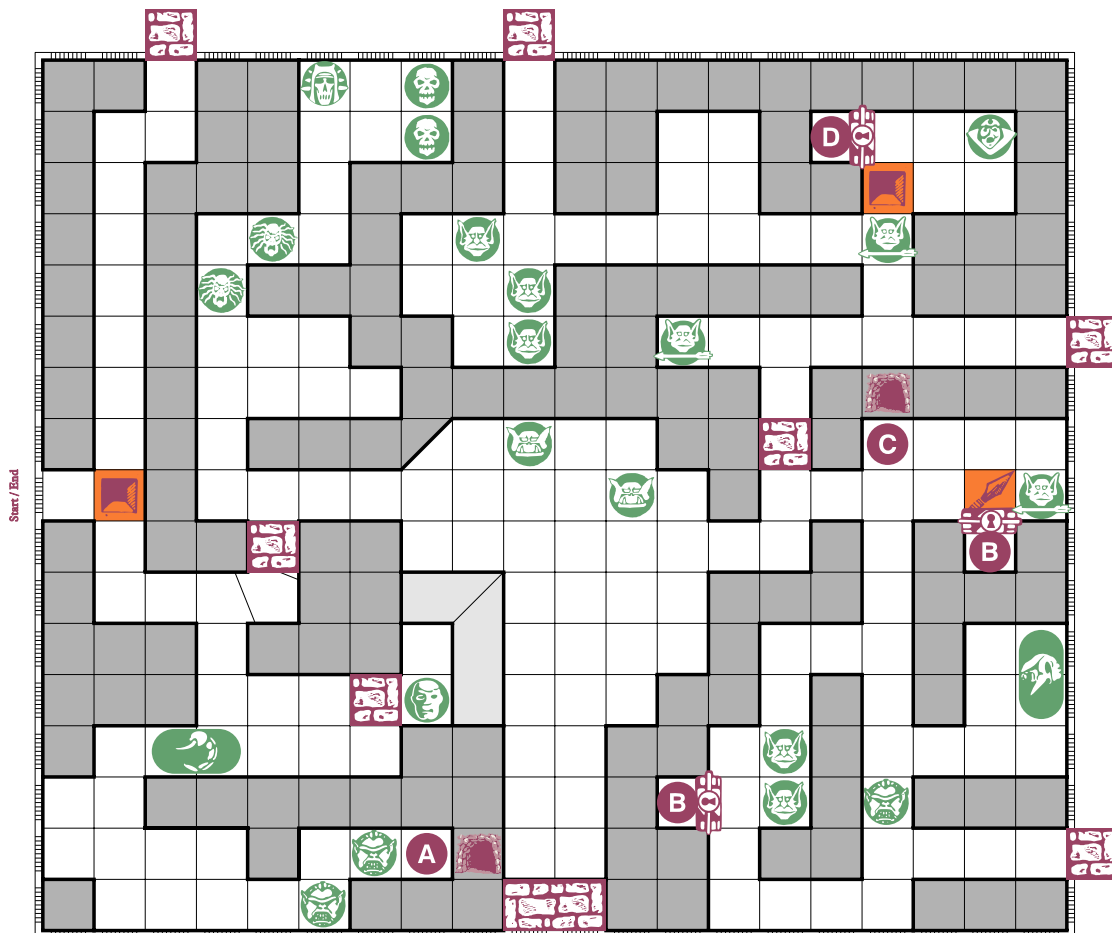
- a) Stay on the road or bridge
- b) Move at half speed (round up).

Once a Hero is seen the monsters can roam anywhere on the board and move at regular speed.

12. None of the monsters have any treasure on them. If a Hero searches, tell him it is too dark to see to search. Do not draw a Treasure Card.
13. The Heroes can set up their ambush anywhere across the river from the Giant's starting place. Tell the players this and have them choose their positions on the board. The Hero figures should lie on their sides to show they are "hiding".
14. If both Teraptus and Rockbones get to the exit they are safe and the Heroes have failed.

Explain rules 5 and 6 to the players.

**Wandering Monster in this Quest: None**



## Quest 8

# A Daring Rescue

"Lord Narran stand before you, his face pale and worn. 'My daughter Pauline has been kidnapped by the Evil Wizard Teraptus,' he says grimly. 'Teraptus demands that I permit their marriage and name him my rightful heir. If I do not, he will

turn Pauline into an undead, blood-sucking creature – and set her loose upon the Empire! My spies have learned of his hideout; you must journey their and rescue the fair Pauline!"

### NOTES:

The Heroes succeed in this Quest if they find Pauline and get her to the exit.

1. If you have a female figure, use this for Pauline. Otherwise a tile has been included to use for her (princess tile).
2. The tunnels at location A and C are secret passages. Do not place them on the board until a Hero searches for secret passages in the areas.

**A** This tunnel marker is a secret passage. Do not place it on the board unless the Heroes search and find it.

**B** These doors are locked. When a Hero stands outside the door, read: *"You see the Princess through a small window in the cell door."* Place the Princess tile or figure in the room.

If a Hero tries to bash the door, it opens on the first try. The noise of the bashing attracts a group of wandering monsters. Place them the farthest from the Heroes' line of sight as possible. They are coming around a corner to

check out the noise.

When a Hero opens the door, replace the Princess tile or figure with an Orc and read: *"The image of the Princess disappears in a cloud of smoke. In her place an Orc now stands before you."*

**C** This tunnel marker is a secret passage. Do not place it on the board unless the Heroes search and find it.

**D** This door is locked. When a Hero stands outside the door, read: *"You see the Princess through a small window in the cell door."* Place the Princess tile or figure in the room.

If a Hero tries to bash the door, it opens on the first try. The noise of the bashing attracts a group of wandering monsters. Place them the farthest from the Heroes' line of sight. They are coming around a corner to check out the noise.

Pauline is really in this cell. When a Hero opens the door, read: *"Pauline hears her cell door opening and looks up, expecting to see her captors. When*



Wandering Monster in this Quest: 2 Skeletons



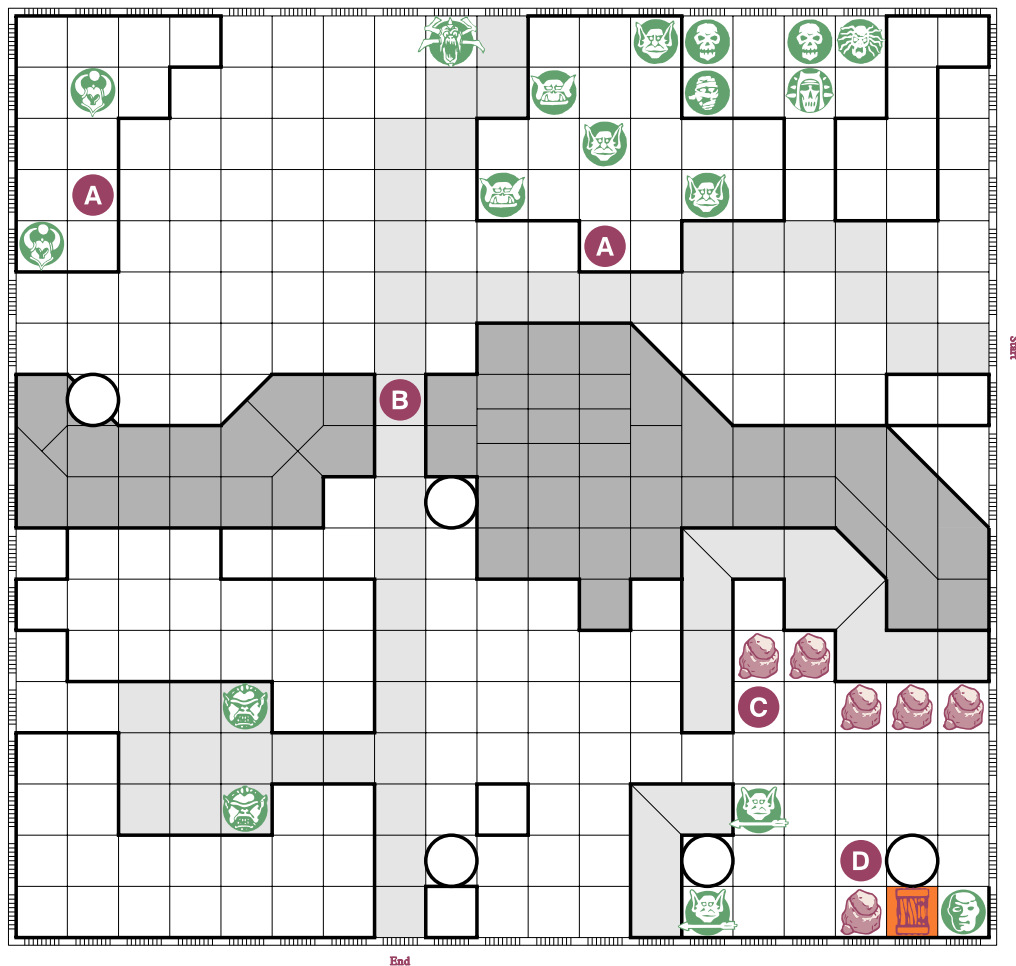
NOTES continued:

*she sees you instead, she rushes out into your arms."*

Select one player to control Pauline. She will follow the Heroes wherever they go. She will fight with the players if they give her a weapon. Her stats are:

| MOVEMENT   | ATTACK | DEFEND | BODY | MIND |
|------------|--------|--------|------|------|
| 2 Red Dice | *      | 1**    | 3    | 4    |

\*Depends on weapon given to her.  
\*\*Unless the players give her armor.



## Quest 9

# The Crystal Ball

"A tale of treachery has reached your ears. Not long ago, two knights were journeying to the home of the Sorceress Alana. The knights were carrying a crystal ball, which Alana had purchased from afar. Alana needs this wondrous orb to help her root out evil in the land. Alas, the knights never arrived.

Alana has asked you to recover the crystal ball. She can tell you only this: The knights were last seen traveling through the valley. Perhaps someone, or something, has killed them."

### NOTES:

The Heroes succeed if they find the crystal ball and get it to the exit.

1. Make sure the players know where the start and ending places are on the road. To finish the Quest the Heroes must find the crystal ball and leave the valley by the exit.
2. The extra boulder tiles should be placed on the board. These boulders block the line of sight for the monsters on the plateau from anyone on the north side of the river. The boulders also block the view of the Giant from anyone not on the plateau. Do not place this figure on the board until a Hero gets on the plateau.

**A** Teraptus has sent these monsters to search for the crystal ball. If a Hero gets within line of sight (1 square in the forest) of these monsters, the monster yells. This brings the other monsters in that forest over to see what is the matter. If a Hero gets the Plateau and the Giant yells (see location C), any of these monsters that are left alive leaves the woods and heads for the Heroes.

**B** A Troll is lurking under the bridge. Do not place the Troll figure on the board until a Hero steps on this spot, then read: *"With a roar a mighty Troll jumps out from under the bridge. He has a ravenous look about him, and he is drooling profusely."*

**C** When the first Hero gets to the Plateau, read: *"A huge Giant sees you, and yells 'I have killed the knights, and I will kill you. The Orb is mine!' The giants bellowing voice carries across the valley. All who are searching the valley for the crystal ball hear the Giant's shout."* Any monsters left alive on the north or south sides of the river should start moving towards the Heroes.

**D** This chest cannot be seen unless the Heroes occupy the square next to it (the Giant occupies this spot on the map). It contains the crystal ball, and is trapped with a needle trap. If it is not disarmed, it will do 1 Body Point damage to the Hero who opens the chest.

Give the crystal ball tile to the Hero who opens the chest.

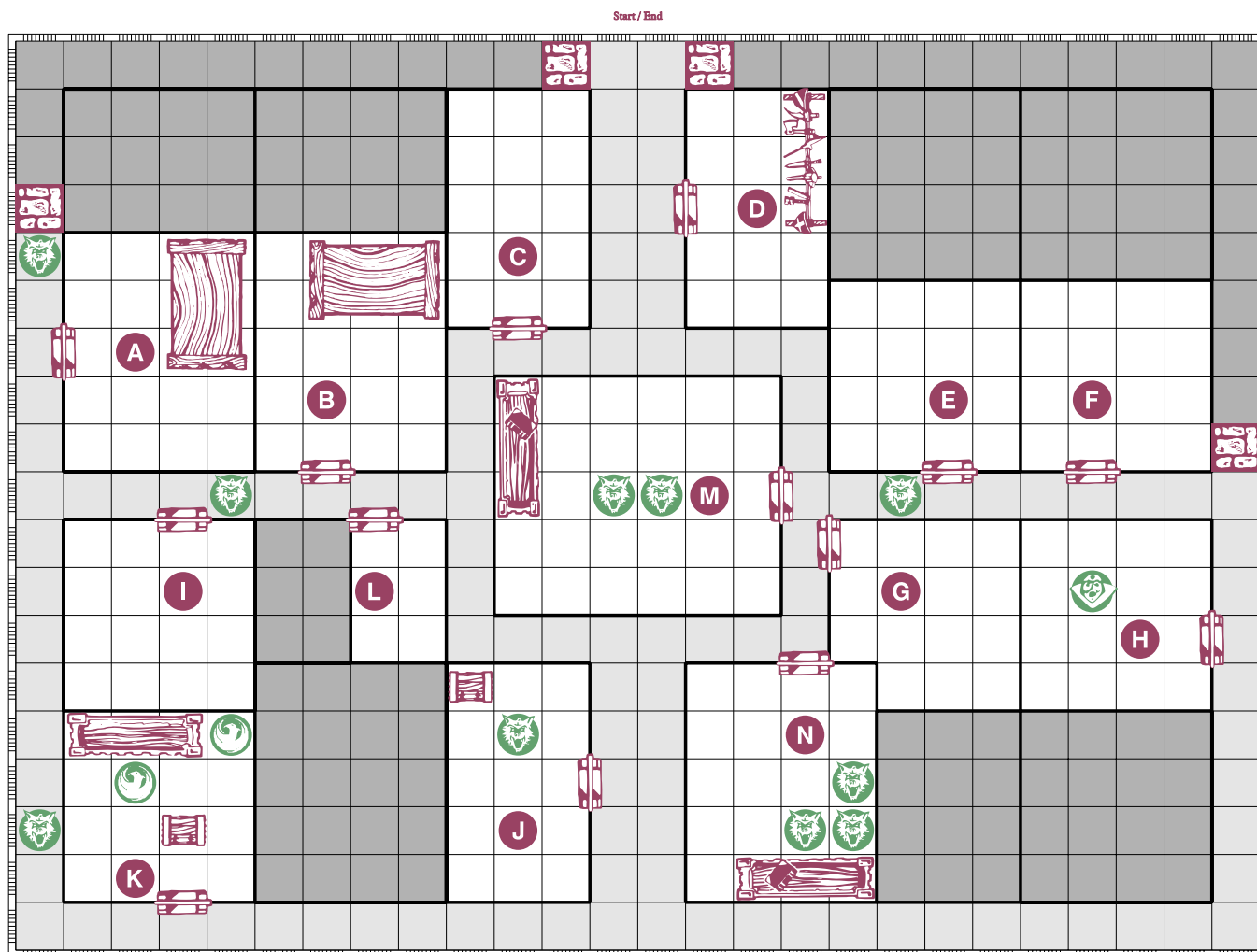


Wandering Monster in this Quest: Orc

**NOTES continued:**

When the Heroes complete this quest, read: *"You take the crystal ball back to Alana. Thank you for returning my orb. With this we will be better able to see what evil is brewing." She rewards each of you with 200 gold pieces."*





## Quest 10

# The Cure

"A troubled Lord Narran stands before you and says 'The Evil Wizard Teraptus has unleashed a dreadful disease on a nearby city. Many of the inhabitants have become werewolves! According to my spies, an Alchemist had discovered a cure. Before he could distribute it, Teraptus' minions had him killed. Teraptus' monsters are guarding the cure, waiting for Teraptus to come and take it. He is already in town, looking for the Alchemist's room and the cure. You must get there first and

recover the cure so we can distribute it to the townspeople. There are some problems, though. The first is that innocent townspeople have been transformed into werewolves. They will attack you, but you must not kill them. Wound them if you must, or imprison them, but by no means destroy them. Secondly, Teraptus has sent for Darkfyre to help him find the cure and to take Teraptus to his castle. You must find the cure to save the townspeople."

### NOTES:

The Heroes succeed if they find the cure and get it out of the city without killing any werewolves. Discovering Teraptus' location, attacking him, and driving him from the city is dangerous but may buy the Heroes more time to accomplish the goal.

1. If you do not have any Werewolf or Wolf figures, you can use Bugbears or the Wolf tiles provided.
2. Some of the townspeople will give directions about the location of either Teraptus and/or the Alchemist's room where the cure is. You can point to places on the board instead of saying the letters when you read these descriptions. I have included a blank board map (Board.pdf). You may want to print this out and give to the Heroes for them to mark down the clues they get from the townspeople.

3. Heroes can trap the werewolves by closing doors. Werewolves cannot open any closed doors. There are also several spell scrolls for the spell Web (see Artifact Card). When a Hero casts a web spell, he must choose 1 square. Place a web tile there, plus in all the adjacent squares. The spell does not travel through doors and walls, but does cover furniture. If furniture is covered by a web, it cannot be searched unless the web is burned away. Any werewolf or Hero stuck in the web cannot get loose during the game unless the web is burned. Any figure in a "webbed" square that is burned free loses 1 Body Point. A Hero may burn 1 "webbed" square per turn instead of attacking.
4. After 15 turns Darkfyre appears on the board at the entrance. He will head for Teraptus if he is still on the board. Once there, they will either both head for the Cure in room K (if it has not been found by the Heroes) or head for the Heroes if they have the cure. If they get to the cure before the Heroes do, Teraptus will take it and head for the exit,



Wandering Monster in this Quest: Werewolf

## NOTES continued:

followed by Darkfyre. To recover the cure the Heroes must chase both Teraptus and Darkfyre off. Teraptus knows the following spells for this Quest: Summon Orcs, Fear, Tempest, and Firestorm. He also knows Escape. If Teraptus gets to 0 Body Points, he casts this to return to his castle. If Darkfyre gets to 1 Body Point, he flies off to his lair. If Teraptus has already been chased back to his castle, when Darkfyre gets to the board, read: *"Darkfyre swoops down and lands at the town gates. He senses that Teraptus is elsewhere, and so takes off again, looking for the Wizard."* Remove Darkfyre from the board.

5. Some of the rooms on this board are given letters to help the Game Master show the players where Teraptus and the cure are or are not. If there is nothing else going on in these rooms, they do not appear in the notes below.
6. Depending on how much gold your Heroes have, set a price that the Heroes have to pay to the family of each towns person in werewolf form that they kill. 500 gold coins, 1000 gold coins, or more may be a suitable amount.

**A** When a Hero opens this door, read: *"A fortune teller is sitting at a table, flipping over cards. Without looking up she says 'Welcome, my friends. I have been expecting you. I have been able to foretell this information: the cure is not here (point to room N) and Teraptus is not in this room (point to room G)'"*.

**B** When a Hero opens this door, read: *"An Innkeeper is behind his bar, cleaning glasses. He sees you and says 'I was came from my room (point to location N), and Teraptus is not there.'"*

**C** When a Hero opens this door, read: *"A rat-faced little thief glides out of the shadows. 'I'm Mouse' he says. 'For an artifact weapon or armor I can tell you exactly where the Cure is.'"*

1. If the Heroes give the thief an artifact weapon or armor, read: *"The thief looks at the artifact and smiles. 'I was in the Alchemists room*

*just the other night. It is here'(point to room K). With that the thief slips back into the shadows and disappears."*

2. If they decide not to trade, read: *"Well, if you change your minds I will be here waiting. With that the thief disappears back into the shadows."* He will re-appear if the Heroes leave and come back into the room.

**D** When a Hero opens this door, read: *"The blacksmith is busy working on some armor. He sees you and says 'I know you are looking for Teraptus. I just came from across the street (point to room C), and he is not there.'"*

**E** When a Hero opens this door, read: *"A quivering shopkeeper is here, holding a rusty sword. He says 'I was just at Veldik's import shop (point to room I), and the Cure is not there.'"*

**F** When a Hero opens this door, read: *"A tall sorceress in a long white gown floats calmly in midair. 'I am Alana' she states. 'If you can give me a magical artifact, anything that a Wizard can use, I can use it to deduce the location of Teraptus. Unfortunately this will destroy the artifact.'"*

1. If the Heroes agree, read: *"She cast some incantations over the artifact, which erupts in a brilliant white fire. Staring into the fire, she says 'Teraptus is here'"*(point to room H). Alana will then ignore the Heroes.
2. If the Heroes decline, she says: *"Come back if you change your minds."* She will ignore the Heroes unless they leave and then come back into the room.

**G** When a Hero opens this door, read: *"Penny the Money Lender is here, weighing coins. He says 'I was just foreclosing on some property (point to room J). The Werewolf cure is definitely not there.'"*

**H** Teraptus will be here if Darkfyre has not made it to this room.

**I** When a Hero opens this door, read: *"Veldik, the owner of this shop, stands behind the counter with a loaded crossbow. 'Thank goodness you are here,' he*

## NOTES continued:

*says. 'You must find the cure. I was just at the City Hall (point to room M) demanding that the mayor do something. I can tell you with all certainty that the Cure is not there.'"*

**J** The chest contains two Web spell scrolls.

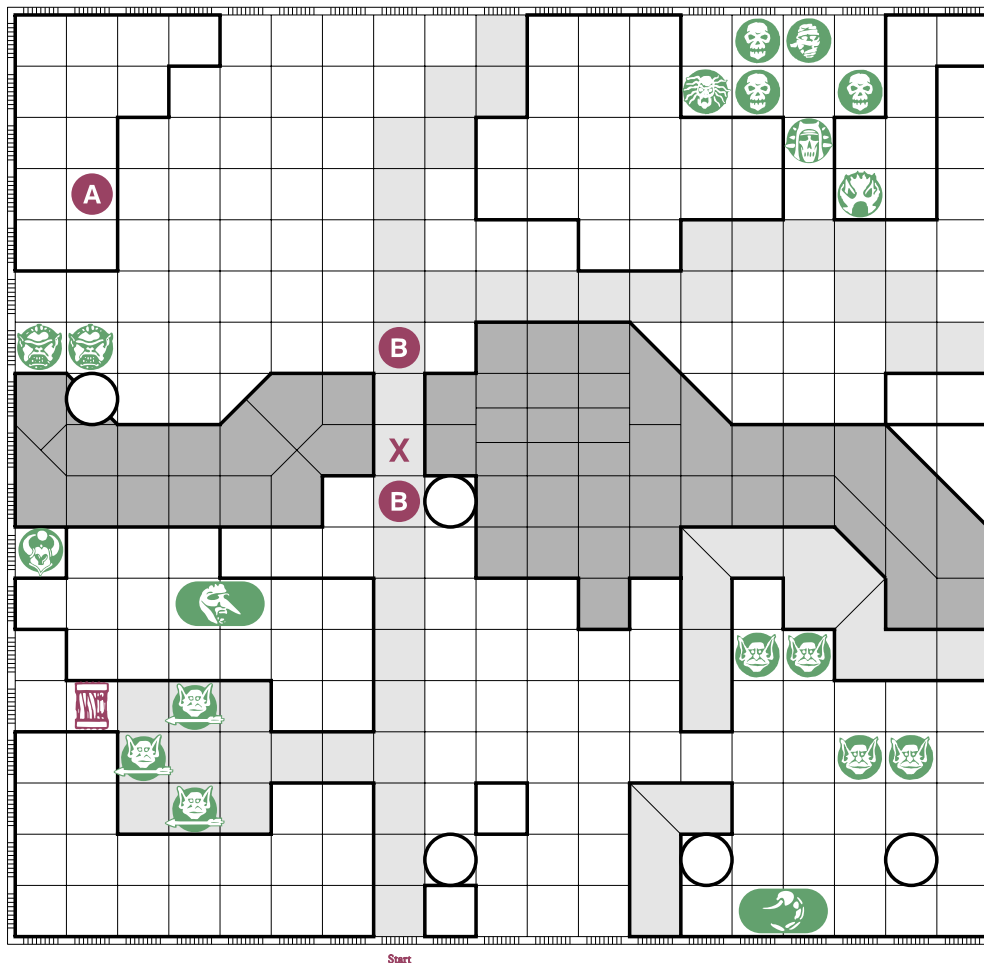
**K** The cure is located here. It is in the chest.

1. If Teraptus and Darkfyre have not been in this room, When a Hero opens the chest, read: *"You open the chest and find a small bag, filled with a blue powder. This must be the cure."* Give the Heroes the bag tile.
2. If Teraptus and Darkfyre have been in this room, read: *"A chest stands before you, empty. You see a little bit of blue powder in the chest, and deduce that it once held the cure."*

**L** Read this to any Hero who searches for traps, secret doors, or treasure in this room: *"You find a shopkeeper, hiding behind some boxes. 'If you'll leave I'll tell you that the Cure is not here'"*(point to room E).

**M** If the room is searched for treasure, the bookcase contains a Web spell scroll.

**N** If the room is searched for treasure, the bookcase contains a Web spell scroll.



## Quest 11

# The Burning Forest

"Something strange is afoot in the realm. Pine trees are sighing aloud. Willows are truly weeping. And the orchards are filled with rotten fruit!

Lord Narran stands before you, wiping rotten apple from his brow. 'The Tree Spirit is angry,' he says. 'Go to the valley and

find out why.'

Lord Narran hands you a gleaming silver flute and adds 'Take this with you. Only the spirits of the stream and the forest can hear its song. Play it in their homes, and perhaps the spirits will answer. You must find out what is wrong – and fix it.'

### NOTES:

To succeed in this Quest, the Heroes must find the reason for the Tree Spirit's anger and put a stop to it before all the forests in the valley are destroyed.

1. At the start of the Quest, give the flute marker to one of the Heroes. The Hero can play this flute once any time during his turn. This does not count as an attack or a search. Explain this rule to the players.
2. The Fire Elemental can burn five squares of forest each turn. These can be any five squares adjacent to and including any square the Fire Elemental touches during its movement phase. Fire does not affect the Fire Elemental. Burning a square does not count as the Fire Elemental's attack.
3. If the Fire Elemental burns a forest square, put a burned forest tile on it. If there is a figure in this square, it suffers one Body Point damage.
4. The Fire Elemental may also burn the bridge. If this happens, the

figures cannot cross it. Put a burned forest tile on the bridge.

5. If the Fire Elemental dies, and the campfire is burning, the monster is immediately reborn in the flames. Place the Fire Elemental figure in the campfire. The monster regains all Body Points. As long as the campfire burns, the Fire Elemental can be reborn.
6. The only way to put out the campfire is to douse it with water. To gather water, a Hero must stand beside a water space and declare that he is getting water. Give this player a water marker. He must then carry it to the campfire and throw it on it. If the Hero is attacked, he loses his water. The Hero cannot attack while carrying water. He must drop it to wield his weapon or cast a spell.
7. If a Hero plays the flute in the forest where the troll is, he hears the music and follows it to the Hero.
8. The first time a Hero plays the flute in any water square, read: "When



Wandering Monster in this Quest: 2 Goblins



## NOTES continued:

*the music stops, everything becomes calm. Suddenly the water wells up before you into the figure of a man. 'The Tree Spirit is angry because the Fire Elemental is burning the forest. You must stop it to regain the grace of the Tree Spirit.' The Water Spirit then disappears as quickly as it came."*

**A**

The Tree Spirit is in this forest. The first time a Hero plays the flute in this forest read: *"The wind dies down, then picks up; faintly at first, then stronger. The tree before you changes; the bark becomes smoother, the branches become arms, and the roots legs. Before you stands the Tree Spirit. 'You must stop the Fire Elemental from burning the forest. Only then will I lift the curse that I have placed on the trees in this realm.' Swiftly the Tree Spirit disappears and before you is a normal tree."*

**B**

When a Hero steps on either of these squares, a Giant crawls out from under the bridge. Place him on spot X. *"If you give me an artifact or 100 gold coins I will let you pass."*

1. The Heroes can pay the toll. Read: *"The Giant looks over the treasure that you gave him. 'Thank you.' he says. 'Please come again.'"* The Hero may continue with his movement turn. If the Hero or another one steps on the spot again, the Giant again demands a toll.
2. The Heroes can fight and kill the Giant.

The Heroes can cross the stream.



# The Sunstone

Lord Narran stands before you. 'The Evil Wizard Teraptus is

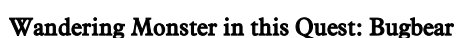
for us all!"

To succeed in this Quest the Heroes must destroy the sunstone.

- To destroy the sunstone, the Heroes may either cut the ropes or attack the sunstone directly.

When the sunstone is destroyed read: *"The sunstone explodes into a million shining drops of water. The ground begins to shake, and a huge crack forms in the ceiling. A shaft of sunlight pierces the clouds, flooding the room with white light. The curse has been lifted!"*

Note: Teraptus will stay and fight until he has 0 Body Points. When this happens read: *"The final blow was too much for Teraptus. He collapses to the*



## NOTES continued:

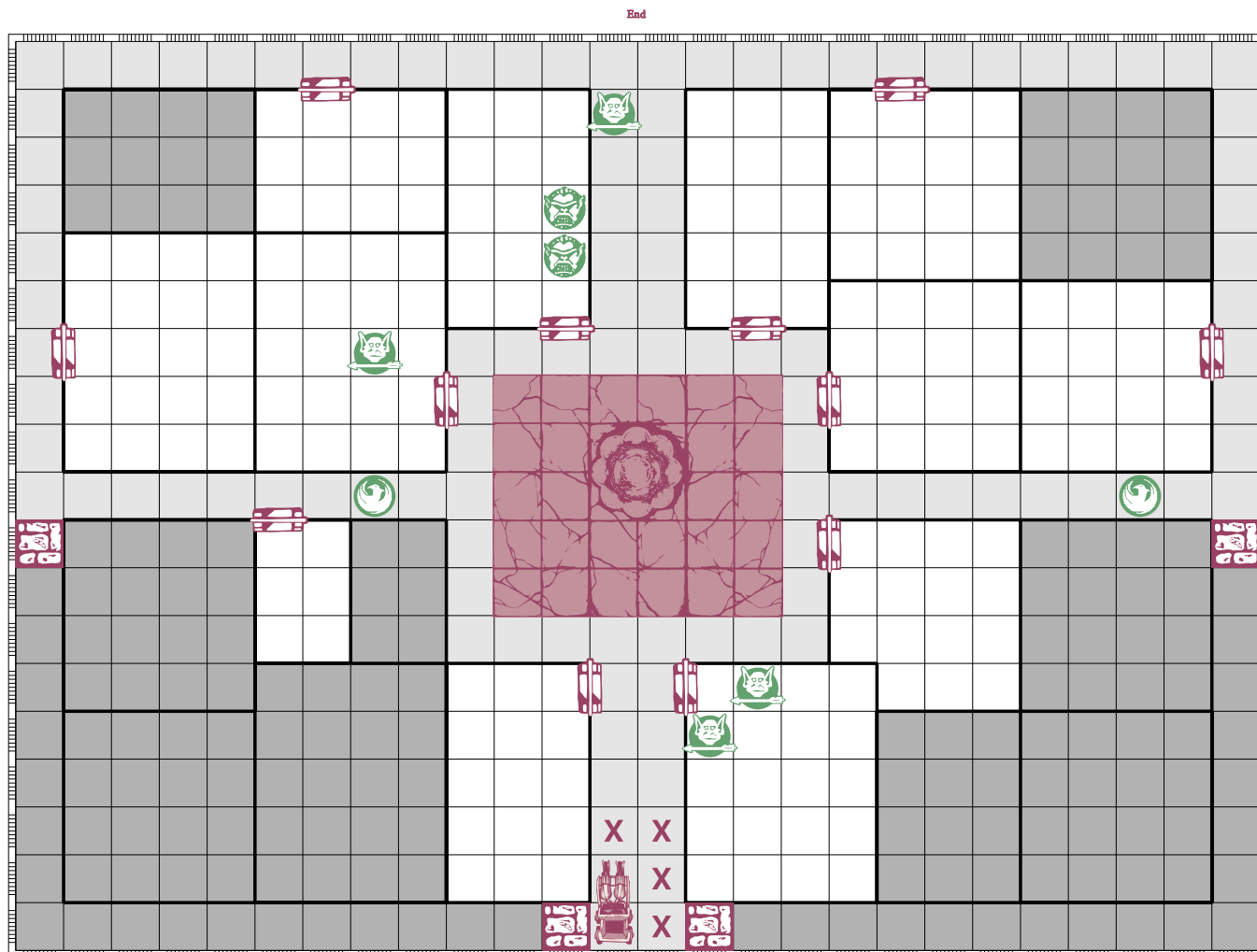
*ground before you. You quickly check his pulse; he still lives though he is sorely wounded. Lord Narran would give much if you could bring Teraptus to him alive."*

The Heroes can kill Teraptus with one more attack. If one of the Heroes decides to carry Teraptus, tell him that he cannot wield a weapon or shield while doing so. He may put Teraptus down and draw a weapon, but this takes a turn – while doing so he may not attack. Any monsters still in the room will continue to attack the Heroes after Teraptus reaches 0 Body Points.

Whether or not the Heroes try to carry Teraptus back to the entrance, any monsters left alive on the board will head for the Heroes to attack.

If the Heroes succeed in delivering Teraptus to Lord Narran read: *"You deliver Teraptus to Lord Narran. He is overjoyed. 'At last we have captured this vile Wizard,' he says. 'He will now pay for his crimes. We will execute him as soon as we can get him back to my castle. All the realm must see the punishment for those who serve chaos to destroy our lands and enslave our people. Please accept this as a reward for your valiant services.' Lord Narran hands each of you a chest with 1000 gold pieces in it."*





## Quest 13

# The Prisoner

Note: If the Heroes did not bring Teraptus to Lord Narran in the previous Quest, you will have to change the introduction a little. Instead of Teraptus you will have to use some other chaos figure, such as another Wizard, an Orc Warlord, a Chaos Warrior, etc.

"You have captured Teraptus. Lord Narran gives you final instructions before you begin escorting him to the castle. "We have devised a special carriage to carry Teraptus. It has runes

on it that will prevent him from casting spells and escaping. You are to escort the carriage to my castle. The only way there, unfortunately, goes through the village of San Cellis. My spies have discovered that Teraptus' chaos allies are planning on ambushing the carriage in the village. You must safely escort him through San Cellis and on to my castle. Do not let Teraptus escape!"

### NOTES:

To succeed in this Quest the Heroes must get the carriage through the village to the exit. If the carriage is destroyed, they must force Teraptus to surrender by reducing him to 0 Body Points.

1. Choose one player to control the carriage during the Quest. The carriage can move up to 3 squares per turn. The Hero does not have to move the carriage any squares in a turn if he does not wish. The carriage moves after the last Hero, but before Zargon. The carriage may pivot (turn) to the left or right as required, but may not move sideways. When pivoting, the rear of the carriage stays in the same square, but the horses can move 1 square to the left or right (no diagonals). Pivoting counts as one square of movement.
2. If the Hero controlling the carriage tries to drive it through any of the four squares containing the fountain, the carriage stops. It can only

drive one square as long as any part of the carriage is in one of these squares.

3. The carriage has 2 Body Points. Roll two Defend dice on any monster attack against it. Arrows do not harm it, but hand weapons do. After it receives one hit, replace the carriage tile with the damaged carriage tile. On the second hit, tell the players that the attack breaks the carriage apart and Teraptus is free! The player moving the carriage can continue to move it if his Hero is killed, and can do so even if all the Heroes are killed.
4. To win the game the carriage must get to the "Exit" side of the board with at least one Body Point left, or if Teraptus is freed he must be forced to surrender to the Heroes, at which time he can be lead to the exit.



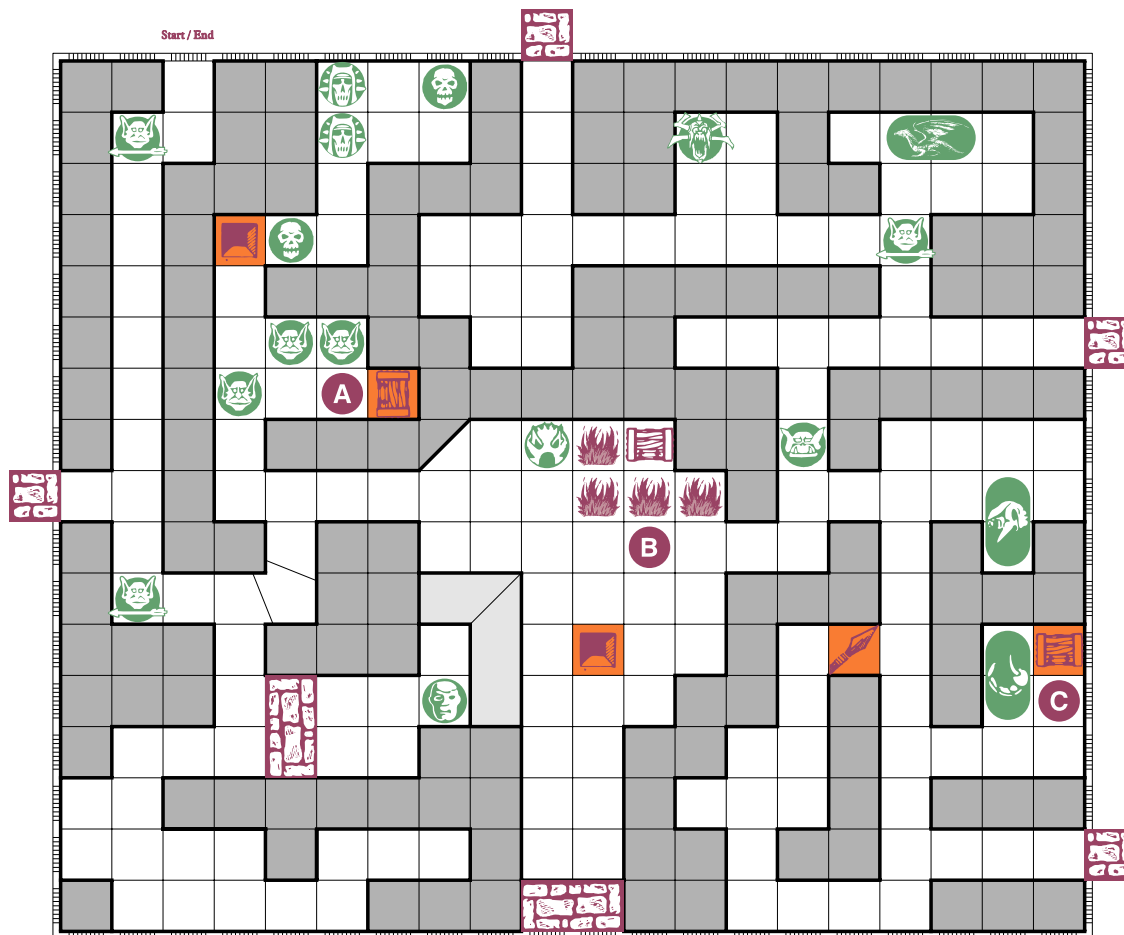
Wandering Monster in this Quest: 2 Hobgoblins and 2 Bugbears

## NOTES continued:

You will want to make the Heroes aware of rules 1-4.

5. Do not set any of the monsters on the board until they come into line of sight of the carriage or a Hero. If a monster is in a room, place him on the board if a Hero opens the door, or if the carriage passes by the room. The monsters then open the door and attack.
6. Keep track of turns. After 10, the Dragon appears from the same place on the board that the Heroes started from. If the Dragon ever gets to 1 Body Point, he flies off to his lair.
7. The monsters will go after the carriage first, but will stop to attack any Hero in front of them or attacking them.
8. Teraptus has his full Body and Mind Points, and knows these spells: Summon Orcs, Summon Undead, and Command. If he gets to 0 hit points, read: *"Sorely wounded, Teraptus raises his hands in surrender. I will follow wherever you lead."*

If he is attacked one more time, Teraptus is killed. Otherwise tell the player who was moving the carriage before it was destroyed that he now is in charge of moving Teraptus. He can move 4 squares per turn. If Teraptus is ever no longer in line of sight of a Hero, the Game Master takes over his movement. Teraptus will try to escape by getting back to the entrance to the village. If the Heroes catch back up to him, the player who was moving him before resumes his movement.



## Quest 14

# Darkfyre's Lair

Note: If the Heroes have killed Teraptus, or if they failed in the Quest to deliver him to Lord Narran's castle, you will have to modify this opening.

"Lord Narran greets you in his study. 'Teraptus has been executed for his crimes. I would have hoped that this would be a cause for celebration, but instead it has caused a crisis. Darkfyre is enraged by the execution, and has gone on a

rampage. My knights have tried to defend the realm as best they could, but Darkfyre has slain many of them. He was sorely wounded in the last raid, and has gone back to his lair to heal. You must enter Darkfyre's dark cavern and kill him, putting a stop to his destruction once and for all. This may be the most dangerous assignment I have given you, so prepare for it well."

### NOTES:

To succeed in this Quest the Heroes must kill Darkfyre and exit the cavern.

- A** The chest in here is empty, but is very special. It has two traps. The first trap is a needle trap. It does 1 Body Point in damage to anyone opening the chest without disarming the trap first. The second trap cannot be disarmed. If a Hero attempts to disarm it, tell him that the attempt fails.

If the chest is opened (after dealing with the first trap if it was not disarmed) announce: *"Suddenly an alarm sounds, echoing throughout the dragon's lair. A Death Knight rounds the corner, answering the alarm."* Place a Death Knight outside the room. If the Heroes have not met up with Darkfyre yet, read: *"You also hear the dragon stirring. Darkfyre is now aware of your presence."* Darkfyre will begin moving towards the location of the Heroes. If they split up, he will move towards the closest one.

- B** The chest here is surrounded by fire. Place fire markers in all four squares. If

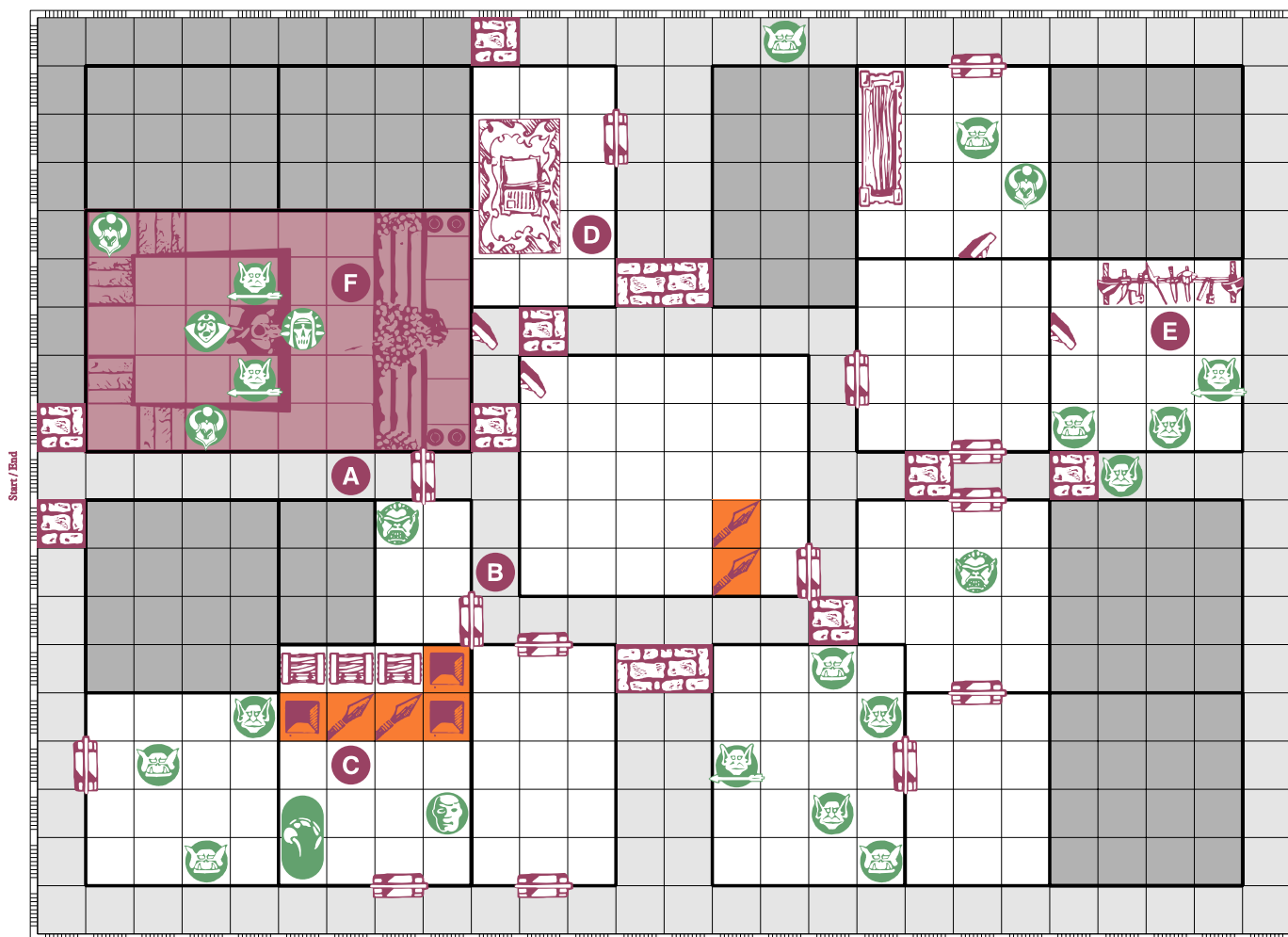
a Hero asks, he can stamp out a fire, but may suffer damage doing so. The fire is always put out when a Hero tries, but roll 1 red dice. On a roll of 5-6 the Hero is burned and loses one Body Point. A Hero may also attempt to jump over the fire. On a roll of 5-6 he succeeds, otherwise he lands in the fire and suffers one Body Point damage. The chest contains 1000 gold coins, plus 4 gems each worth 200 gold coins.

- C** This chest is trapped. If the chest is opened without disarming the trap first, a cloud of gas surrounds any Hero in the room (see "Rules for the Cavern Board" in the Instruction Booklet for the extent of this room). The gas causes 2 Body Points of damage. The chest contains 2 Potions of Fire Resistance, and 2 Potions of Healing.



Wandering Monster in this Quest: 1 Orc and 1 Hobgoblin





## Quest 15

# The Body Thief

Note: The time frame for this Quest is many years after the preceding one. You may want to play a few other Quest packs in between Quest 14 and this one.

"It has been many years since you last saw Lord Narran. During the long journey to his realm, you pondered the meaning of his short note: 'Come quickly. Something strange is happening.' The note gives little information, yet still fills you with dread.

You arrive at his castle, and Lord Narran greets you warmly. After some small talk he finally comes to the meaning of his summons. 'Teraptus' castle has been abandoned since his execution. None dare go there; the aura of evil still weighs heavily on the ruins. Yet lately the villagers have reported seeing strange lights around the old castle. Some say that the spirit of Teraptus has returned. I want you to check out the rumors. If they are false I need you to prove them so. If they are true, then destroy whatever evil has taken over the castle."

### NOTES:

When the Heroes enter a room or a corridor with one or more monsters in it, Teraptus takes over one of the monsters in the Heroes line of sight. The monster retains its stats, yet can cast spells. Teraptus' spells are listed in room E. Teraptus can cast each spell once for everybody he takes over! Have Teraptus taunt the Heroes while in these new bodies. If there are any more monsters in one of the Heroes line of sight when the monster that Teraptus' spirit inhabits is killed, move Teraptus there. Otherwise wait until the Heroes find some more monsters.

**A** When the first Hero steps on this square, read: "It looks like the castle is still abandoned, yet there are subtle hints that this is not so. For instance you notice that the wood of the drawbridge is not rotted, it looks new. The chain on the drawbridge is freshly oiled. Could it be that someone or something inhabits the castle?"

**B** When the first Hero steps on this square, read: "The castle looks like the ruins you expected. Passages are blocked with rubble, the floors are dusty, and there are cobwebs everywhere. Maybe the castle is still abandoned after all."

**C** None of the chests here are trapped. The first one contains 500 gold coins. The second contains 4 gems, each worth 100 gold coins. The third contains 4 longswords and a helmet.

**D** Tell the first player to search this room for treasure: "On the sorcerer's table you find an old book entitled 'Casting Your Spirit'. It appears to be a book about taking over the bodies of lesser creatures, but none of you can really understand it. The book is full of evil runes, and after glancing through it you destroy it."

**E** You find a staff and three daggers here. All are useable.



Wandering Monster in this Quest: Orc



## NOTES continued:

F

Tell the first player to enter this room: *"Before you is an horrifying sight. Teraptus stands before an evil altar, chanting incantations and sacrificing blood. You can tell that Teraptus is not alive; only his spirit exists in this realm. He is a Wraith. 'Fools!' he shouts. 'I will finally destroy you and have my revenge.' Teraptus finishes his spell, and begins laughing. His spirit fades, then suddenly the Death Knight in front of you begins laughing."*

Do not place Teraptus on the board as long as there are creatures in this room. When each is gone, place Teraptus on the board and read: *"Teraptus spirit howls, and since there are no other creatures for it to take over he attacks you himself."* Teraptus can cast each spell below once in his form, plus once for each body he takes over.

Teraptus spells: Fear, Sleep, and Command

Teraptus Spirit retains its normal stats.

When Teraptus is destroyed, read: *"With the final blow Teraptus Spirit begins to howl. The howl changes to a scream and gains in loudness as Teraptus begins to fade. The scream becomes a high pitched screech and just when you can no longer stand the noise Teraptus disappears and the screech stops. You look around for a second, wondering if Teraptus is really gone. Before you can stand and ponder too long the ground begins to shake. Teraptus castle is falling apart. You quickly head for the entrance, dodging falling beams, plaster, and blocks. You make it out just as the castle collapses. Then, you watch as the rubble begins to glow. The glow intensifies, and the ruins of the castle disappear. When the glow fades, the castle is gone. Even the place where the castle stood is gone; instead of bare ground and a foundation you see a peaceful glade of trees."*

*You report all that happened to Lord Narran. 'Thank goodness you were able to destroy Teraptus before he was able to start a new reign of terror. It looks like we are rid of him at last'. You take your leave of Narran, and begin journeying home. As for Teraptus, you are not so sure that you have seen the last of him."*