



Quest 2.1 The Rescue of Sir Ragnar

Sir Ragnar, one of the Emperor's most powerful knights, has been captured. There is reason to believe that he is being held prisoner by Ulag, the Orc Warlord. You are to find Sir Ragnar and bring him back to the stairway. Prince Magnus will pay 240 gold coins to be divided among the Heroes, if they rescue Sir Ragnar. No reward will be paid if Sir Ragnar is killed during the escape. Also be on the look out for four adventurers that were sent to rescue Sir Ragnar but have not been heard from in weeks.

- A. The treasure chest has a trap with a poison needle on it. If a Hero searches for treasure before the trap is disarmed, he will lose one Body Point. The chest is empty.
- B. If a hero searches for treasure in this room they will find the following, "In the chest is 164 gold coins. On the armor rack is two broken and unusable shortswords, one dagger, one broadsword, and one helmet. These items clearly belonged to the lost adventurers."
- C. These doors cannot be opened without the cell key. The cell's cannot be searched for treasure.
- D. The orc in the center is Ulag's Champion, Gronk the Hero Slayer, he has the same stats as an orc but with 4 attack dice and 2 body points. When Gronk is defeated the hero's will find a cell key around his neck.
- E. The X marks the location of Sir Ragnar. When Sir Ragnar is found, he should be moved by the Hero who opened the door to his cell. The Hero takes his regular turn first, then rolls on red die to move the wounded knight. Sir Ragnar must be moved back to the stairs alive to collect your reward. Sir Ragnar may not attack but may roll 1 dice to defend. He has 2 Body Point left.

Wandering Monster: Orc