he fire burns warmly, but casts little light into Mentor’s study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly Mentor walks over to the fire.

“Well, my friends, your training is complete. You are not yet true Heroes, you have yet to prove yourselves. But first, let me tell you of Zargon…

“Many centuries ago, Zargon was my apprentice. He worked hard and learned quickly. But impatience devoured him. He wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great Sorcerer. But Zargon could not wait; each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he learned these secrets, Zargon fled.

“When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic only as a short-cut to power and paid no heed to the terrible price he would have to pay. I tried to reason with him, but to no avail. He laughed in my face and then unleashed a terrible spell which I was hard-pressed to counter. For many days we battled, but Zargon had allies stronger even than I, and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire.

“I must watch Zargon and measure the strength of his magic. The powers Zargon has called upon will destroy us all if I relax from this vigil. Zargon’s legions threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again; already they have assailed the Borderlands. The Empire must again look for Heroes and to this end have I trained you.

“Each of you must complete 14 Quests. If you do this, you will be acclaimed as Champions of the Realm and dubbed Imperial Knights. Only then will you be on the road to becoming true Heroes. I shall speak with you again on your return—if you return…”
The Trial

Quest 1

At the beginning of each Quest, only the parchment text should be read aloud to all players.
The Rescue of Sir Ragnar

Quest 2

**NOTES:**

Sir Ragnar, one of the Emperor's most powerful Wardling Monstres, has been captured. There is reason to believe that he is being held prisoner by the Orc Kingfishas. A rescue mission is needed. The party needs to find Sir Ragnar and bring him back to the castle. The party can be divided among the heroes. If they fail, 240 gold coins to be divided among the heroes. If they succeed, Sir Ragnar will be freed.

**Rescue Sir Ragnar! No Wardling will be paid if Sir Ragnar is killed during the escape!**

**Finding Sir Ragnar:** When Sir Ragnar is found, in alarm, buh may roll 2 dice to defend. He has 2 body points left.

**B.** The first Hero who seaches the room for treasure will find 60 gold coins inside the chest. He will also find a Potion of Health, which will restore up to 4 body points when consumed.

**A.** The Treasure chest has a trap which a position needs to be found. If a Hero searches for treasure before the trap is discovered, he will lose one body point. The chest is empty.

**Quest:**

Wardling Monstres in this Quest: One
Prüfek Magnus has ordered that the Orc Warlord, Ulag, who was responsible for the imprisonment of Sir Ragnar, be sought out and destroyed. When Ulag is destroyed, the Heroes will receive a reward of 180 gold coins, to be divided among them. Any treasure found in Ulag's stronghold may be kept by the finder alone.

Ulag, the Orc figure with the large sword to represent Ulag, has the following stats:

<table>
<thead>
<tr>
<th>Attacker</th>
<th>Defence</th>
<th>Movement</th>
<th>Mind</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>5</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

NOTES:

A. This is the Orc Army. The first Hero who searches for treasure will find a staff weapon that the Hero can add to his equipment. This is an object of great significance and a useful addition to any Hero's collection.

B. The first Hero who searches for treasure will find 24 gold coins and a Potion of Healing in the cupboard. The Potion will restore up to 4 lost Body Points when consumed.
Quest 4: Prince Magnus' Gold

Three treasure chests have been stolen while being taken to the Emperor. A reward of 240 gold coins has been offered to any group of Heroes who return the treasure chests.

The Heroes cannot keep the gold inside the treasure chests.

Wandering Monster in this Quest: Finmir

NOTES:
A. These are the three chests. They are marked with the Prince's royal seal. Each chest is locked and contains 250 gold coins and other items of value to the Prince and the Emperor. A Hero can carry only one chest at a time. When carrying a treasure chest, a Hero can only roll ONE red die for movement.
There is no other treasure in this room.  
A. The ghoul is a spellcaster.  It is immune to fire and holy water.  Choose 1 previously unlearned spell.  It is immune to fire and holy water.  Choose 1 previously unlearned spell.
B. The ghoul is a spellcaster.  It is immune to fire and holy water.  Choose 1 previously unlearned spell.
C. The ghoul is a spellcaster.  It is immune to fire and holy water.  Choose 1 previously unlearned spell.
D. The ghoul is a spellcaster.  It is immune to fire and holy water.  Choose 1 previously unlearned spell.
E. The ghoul is a spellcaster.  It is immune to fire and holy water.  Choose 1 previously unlearned spell.
The wizard, Gava, is guarding the entrance to the dungeon. He is a powerful spellcaster with a mind of his own.

**NOTES:**

- You are all dead! You've made it to the dungeon, but you're now faced with a challenging puzzle. Each cell represents a hidden passage or trap.
- Choose your path wisely, as some passages lead to dead ends or dangerous encounters.
The Last Wizard

Quest 7

![Map of the wizard's room]

When the quester enters the wizard's room, he finds a magic chest filled with gold coins. The chest contains 74 gold coins. The quester must remove the coins from the chest and place them in a pile. Then, the quester must return to the wizard and tell him of the coins. The wizard will reward the quester with 100 gold coins upon returning to the chest. You must find out what happened to the wizard. You will need to use your powers of magic to uncover the truth. The wizard's personal wizard, Wizard, has disappeared.
"The Orcs of the Black Mountains have been using fire magic in their raids. Balur, the Fire Mage, is thought to be responsible for helping them. No fire magic can harm Balur and the Emperor's wizards.

NOTES:

Use the Chaos Warlock figure for Balur. Fire spells do not affect him.

Use the following spells which may be used once during the Quest:

- Fire
- Escape (Balur to the Chaos Warlock)
- Engulf (Balur to the Chaos Warlock)

The Escape spell will teleport him to the escape point marked "XX." The middle room.

in the middle room. If Balur uses the escape spell, do not put him onto that square until the Heroes open the door.

The treasure chest contains 150 gold coins and the artifact called the Wand of Magic. Its use is explained on the matching Artifact Card.
Quest 9

Race Against Time

'A guide has led you into an underground maze that is rumored to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puffs out his torch and in the darkness you hear him laugh.'

NOTES:
A. This is the room where the Heroes begin their Quest.
B. These treasure chests each contain 100 gold coins.
C. This chest has a trap with poisonous gas. If the Hero searches for treasure before the trap is disarmed, he will lose 3 Body Points. Inside the chest is the artifact called the Elixir of Life. Its use is explained on the matching Artifact Card.
The Queen is over when all of the monsters are killed off when all of the treasure is found and the player has the Ring of Return. He uses it and is explained on the matching chart.

wearing the magical amulet called the Ring of Return, he uses it and is explained on the matching chart.

NOTES:

Castle of Mystery

Quest 10

when the player enters, the door of the magic chamber of the castle. The secrets of the castle are revealed by the player. The treasure is found by a door of monsters who were guarding it. The player then finds the treasure and the treasure is taken to the next level of the castle.
Wandering Monster in this Quest: Fire

C. This Chaos Warrior has a magic sword. Whoever kills the

B. The Gargoyle appears to be a stone statue that does not move.

A. This is the Armory. The first Hero to search for treasure will

Bastion of Chaos

NOTES:

They are led by a small group of Chaos Warriors. You

underground fortress known as the Bastion of Chaos.

item. The Orcs are well-protected in a strong

band of worthy Heroes should be sent forth to destroy

Orcs and Goblins. The Emperor has ordered that a

lands to the east have been plagued by marauding

...
Quest for the Spirit Blade

Quest 13

These squares in this quest are not blocked by falling block tiles or the Fyberboard. Heroes are not blocked by 40 G. Monks are not affected by these squares. Do not place the enchanted with a惠民, he will only lose 40 G. From on a roll of 4.5 or 6, he will lose one Body Point. The player is player who moves onto one of these squares must roll a red die. If

In this quest, the rules for falling block squares are different. Any

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somewhere in an ancient ruined temple.

The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies within the River Fombian of Lepas. The sword now lies in
**Return to Barak Tor**

"Now that you have found the Spirit Blade, you must return to Barak Tor and defeat the Witch Lord. The Emperor has ridden forth to meet the eastern Orcs at Black Fire Pass. If you fail, the Witch Lord will lead the forces of Chaos from overrunning the land!"

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**NOTES:**

A. The Witch Lord's tomb is now empty.

Use the Chaos Spell Book for the Witch Lord. The Witch Lord is not affected by any weapon or spell other than the Spirit Blade. The Spirit Blade has grown stronger (see back chart of this page). The Witch Lord has been weakened by the effects of the magical spell, which the Witch Lord was wearing. It is explained in the matching Artifact Card.

If the Witch Lord is defeated, he will vanish in a puff of smoke. When the smoke clears, the Heroes will find an ancient book of spells which the Witch Lord was wearing in his estranged form. This is explained in the matching Artifact Card.

After this Quest is successfully completed, all surviving Heroes are awarded the title of "Champion" by the Emperor.
Design Your Own Quest Adventures!

In this scenario, create your own quest by filling the map with symbols of your choice. Use the squares provided to design your own adventure. Each square represents a different type of environment or challenge. Begin by thinking about the storyline of your quest and then use the symbols to represent the key elements.

Once you've designed your map, you can add more quests and challenges. The possibilities are endless with the use of these symbols. Have fun creating your own adventure!
The Monsters

The Emperor rose in height on a huge, powerful, footed, and well-made horse. He had not realized with Zapuran's magic. He was ready and if needed he would do the duty of the dragon once more. But soon he will have recovered enough to lead the legions of the dawn. For this reason, the Emperor's horse, the dragon, was protected from the first blade. He was well-armed and warlike. He had magic and had lost these. He had magic and was lost. Now there is another and to be compared. The dragon.

Next, the Emperor's army is now held up in the mountains of the dragon. Many are now held up in mountains. The Emperor rose in height on a huge, powerful, footed, and well-made horse. He had not realized with Zapuran's magic. He was ready and if needed he would do the duty of the dragon once more. But soon he will have recovered enough to lead the legions of the dragon. For this reason, the Emperor's horse, the dragon, was protected from the first blade. He was well-armed and warlike. He had magic and had lost these. He had magic and was lost. Now there is another and to be compared. The dragon.

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