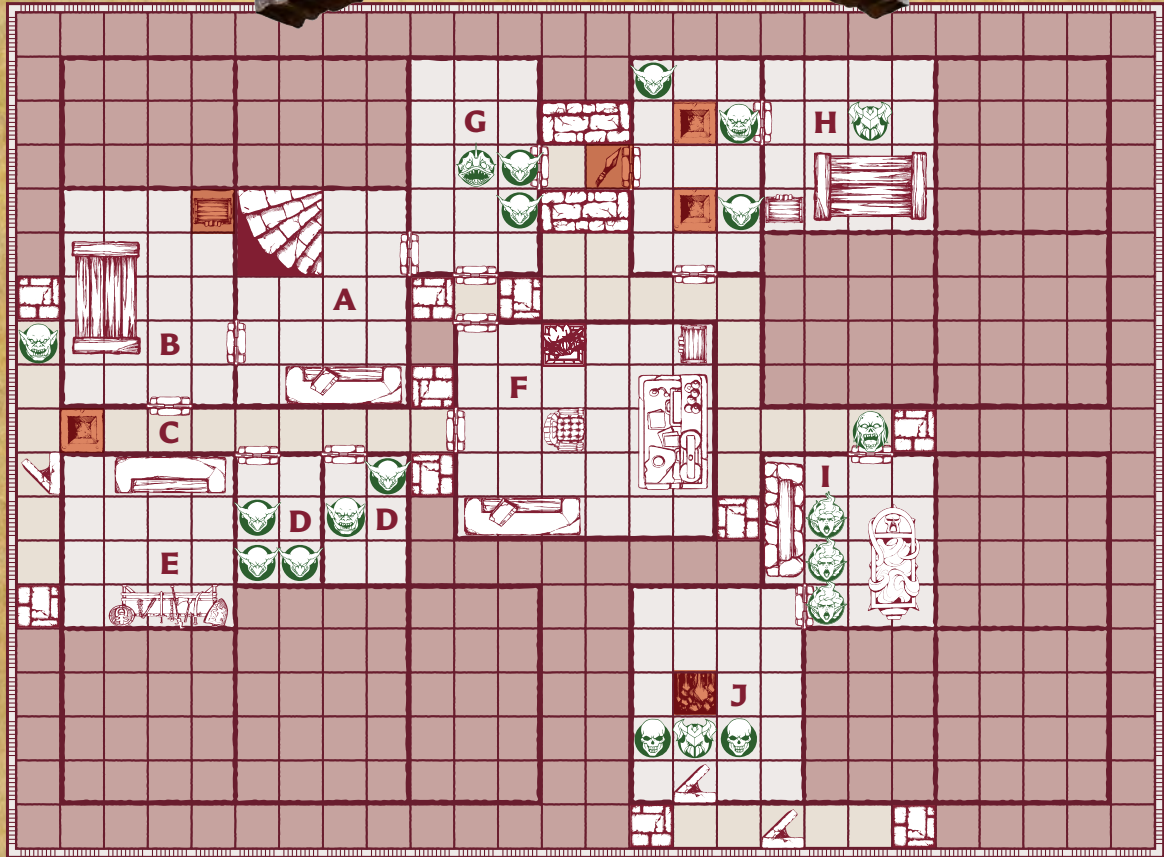
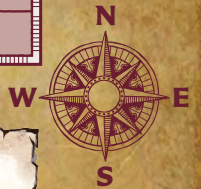


HERO QUEST



At the beginning of each quest, only the parchment text should be read aloud to all players.



ONLINE QUEST 003 Knight Fall

I call for your aid, friends, for prison break is in progress and must be stopped! I am Mentor, a wizard in service to the Realm. I know not how, but agents in service to the evil Zargon have found a way into the prison. Surely they seek to free the captives held below, including Skulmar the wicked.

The danger is great, but I trust you will rise and become heroes to the Realm in this time of need. I can provide guidance as you travel by using the *far voice* spell, though I cannot intervene on your behalf lest Zargon discover your role and send reinforcements. Take to the stairs and your Quest beyond!

In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.

NOTES

Throughout each new quest, Mentor uses his *far voice* spell to magically communicate with the heroes from a distance. If this is the first time the heroes are meeting each other, have Mentor ask the heroes to introduce themselves to him and to each other (for example: taking turns reading the back of their hero card out loud.).

A. "The door to the east leads to the most dangerous prisoners, but I sense it is locked. Find the warden's office, as she held the key." The door to the east is locked, requiring the key held in area F.

The first hero to search for treasure may check the bookcase. The hero may draw one card from the treasure card deck. Return any hazard or wandering monster card to the bottom of the deck. If a card is returned this way, the hero may draw another card.

B. "This was once a guard room. Those bodies on the ground are the former guards. Their weapons have been taken! You may expect any prisoners you encounter to be armed and ready for you. Beware, for there may be danger in this room still."

The treasure chest has a trap with a poison needle in it. If a hero searches for treasure before the trap is found and disarmed, they lose 1 Body Point. The chest contains 60 gold coins and a potion of healing, which restores up to 4 lost Body Points when consumed.



Wandering Monster in this Quest: 1 Goblin

C. When a hero enters this hallway, the orc in the western hallway and the monsters in areas D open both doors and activate.

D. "These orcs and goblins have escaped their cells and are armed! Beware, for they are dangerous foes and members of Zargon's armies."
When first seen, the orc shouts out to the goblins,
"Kill these meddlers and find the hidden weapons room the boss seeks!"

E. "The guards' weapons room. You have found it before the enemy!"
In this secret room, the weapons on the weapons rack are primarily padded weapons for training. However, the first hero to search for treasure finds a staff. The second hero to search for treasure finds a crossbow. Hand the matching equipment cards to the heroes who claim them. No other treasure can be found in this room.

F. "This is the warden's office. That is her body, dead upon the chair. Perhaps her key remains here?"
The first hero who searches for treasure finds a silver key (allowing access to area G) and two half-sized potions of healing. Each potion restores up to 2 lost Body Points when consumed. However, when they take the key, the statue becomes a gargoyle who moves next to the searching hero and immediately attacks them. The gargoyle cannot be detected by searching for traps.

G. The doors in this room require the silver key in area F to open.
Tell the heroes that these creatures have just entered the room from the east. The abomination has a puncture wound just above its waist.
"Note how that abomination is wounded. What could have harmed it?"
The abomination uses its statistics, but with just 1 Body Point remaining.

H. "Ho! That is a Dread Warrior, one of Zargon's highly trained soldiers. Many a hero has fallen to their blade!"
The first hero who searches for treasure finds 100 gold coins and a scroll allowing any hero to cast the courage spell as an action once before it crumbles to dust.

I. Tell the heroes that as they enter, they catch a glimpse of two men leaving through the door to the south, which closes behind them.
"Sir Ragnar and Skulmar! How can it be? Has Sir Ragnar forsworn his sacred oath as a Guardian Knight of the realm and allied with Zargon and his Dread Legion?! Traitor! But, wait! They have damaged the magical protections on the arcane prison. The creatures of darkness held within must not be allowed to escape this room, lest they harm countless innocents."

Specters emerge through the solid walls of the arcane rack and wail threats to the heroes.

DREAD SPECTERS:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	1	0

Each specter can cast the following spell each turn: *Channel Dread*

Channel Dread: The spellcaster attacks the lifeforce of a hero with Dread power. Roll 1 red die. For each specter adjacent to the caster, add 1 point to the die total.
1, 2, or 3 = the hero resists the attack
4 or 5 = 1 Body Point of damage
6+ = 2 Body Points of damage

Specters are Ethereal. Ethereal monsters may move through heroes, walls, and other solid objects, but they must always end their movement on an unoccupied space and may not move into undiscovered areas. When heroes roll Attack dice against Ethereal monsters, they hit on black shields (instead of skulls) with non-artifact, non-spell attacks.

J. Place the secret door when the heroes enter, as this secret door is open. Sir Ragnar and Skulmar have already escaped.
"Those skeletons are former guards. Perhaps one of them fell sway to Sir Ragnar and revealed the secret door to him. Evil betrays, and now they have paid the price for turning their backs on the Realm. I fear Skulmar and Sir Ragnar have escaped, but this Dread Warrior must meet her doom!"
The quest is over when these final foes have been defeated.

They find 40 gold coins on the Dread Warrior, and the secret door in the hallway beyond leads to a tunnel away from the prison.

Ending the Quest

Mentor thanks the heroes for keeping the Realm safe from the forces of evil and offers to guide them on their future journeys. When Sir Ragnar and Skulmar make their next move, Mentor and the heroes will be ready!

This is a good time for the heroes to divvy up their loot to ensure they have the best chances of defeating any foe Zargon should send at them!

