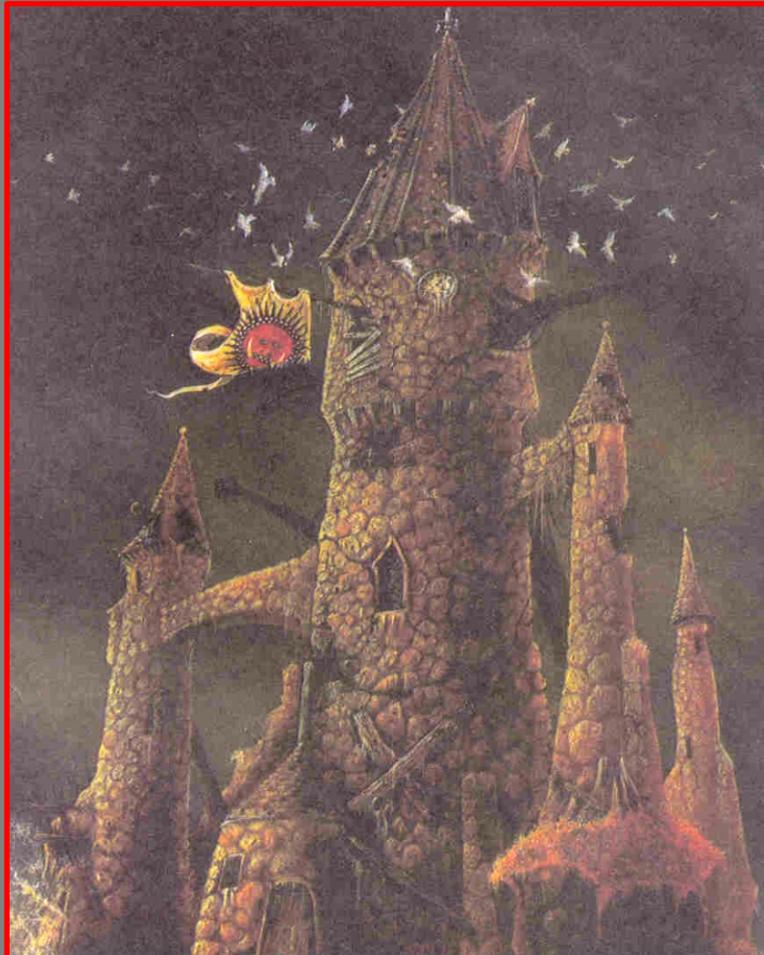


HERO QUEST

Vengeance for Vengeance



Quest Pack by Drathe



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown at left, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monster(s) immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise, the turn passes to the next player (or to Zargon). Each wandering monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering monster traps are so well concealed that they are not detected when a Hero searches for traps. There are no tiles for wandering monster traps.



Swinging Blade Trap: When a Hero moves onto the black Swinging Blade Trap square a huge axe swings out from a hidden alcove in the ceiling attacking any Hero or monster that is on the Black or White Swinging Blade Trap squares. Each Hero or monster then rolls 2 Combat Dice and loses 1 Body Point for each Skull rolled. The Hero or monster does not get to roll Defend Dice. A Swinging Blade trap can be searched for (only when the black Swinging Blade Trap symbol is in the same room or corridor as the Hero) and disarmed by a Hero with a Tool Kit or the Dwarf. Until it is disarmed, a Swinging Blade Trap is set off every time a Hero steps onto the black Swinging Blade Trap square. Monsters do not spring Swinging Blade traps.



Spiked Floor Trap: Much like the Swinging Blade Trap, the black Spiked Floor Trap icon is the trigger. Only the trigger can be found if searched for and only by disarming the trigger can the spiked floor trap be disarmed. The spiked floor trap will also reset once sprung, until it is successfully disarmed. When a spiked floor trap is sprung, the Hero on the trigger and any Hero or monster on one of the squares marked with a white or black spiked floor trap icon will automatically lose 2 Body Points.



Broken Wall: When the Heroes enter a room/corridor with a Broken Wall tile, Zargon should lay out the contents of the room, once a Hero is within a reasonable 'Line of Sight'.



Trap Doors: The 2 trap doors are used to link 2 visually unconnected rooms via an unseen "tunnel" that may be dangerous to passing Heroes. When landing on 1 trap door, a Hero moves instantly to the other trap door.



Teleport Trap: Any player who finishes their move on a square marked with symbol 'A', will instantly be transported to the square marked with symbol 'B', elsewhere on the map. Landing on a symbol 'B' square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.



Giant Stone Boulder: The Giant Stone Boulder Trap cannot be searched for. A Hero springs the trap by stepping on the square with the Giant Stone boulder icon. On each of Zargon's turns, he will roll 2d6 and move the Giant Boulder down the corridor until it reaches the Burst icon, at which point it will become a permanent wall. Each Hero hit by the Giant Boulder must roll 5 Combat Dice. For each Skull rolled, they will lose 1 Body Point. The Boulder cannot be defended against. Make sure and check the Quest notes, as they may have alternate rules.



Death Mist: This mist is a deadly breath of Chaos which will harm all who are not evil. The Death mist can move up to 6 squares on Zargon's turn, but can only move on the indicated 'Fog' spaces. The Death Mist is placed on the board only when a Hero can "see" it. When the Death Mist passes over a Hero, that Hero loses 1 Body Point. The Death Mist cannot end its turn on the same square as a Hero and cannot move onto any single square more than once per turn. The Death Mist can only be destroyed by a successful attack with the Spirit Blade or a Tempest Spell.

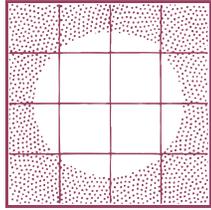
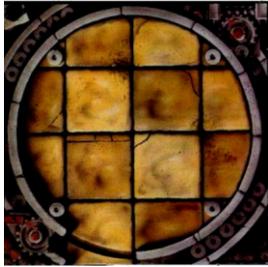


Stone Doorways: Stone Doorways are large slabs of rock that must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of Combat Dice and score two Skulls. The number of dice he throws depends on that character type he is: the Dwarf and the Elf both roll 2 dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



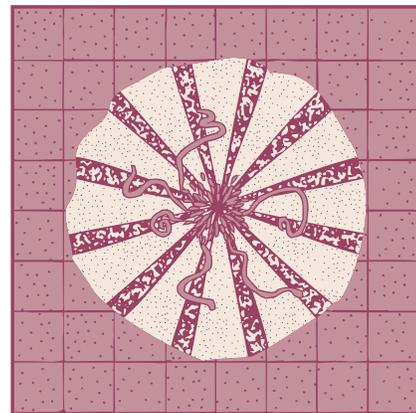
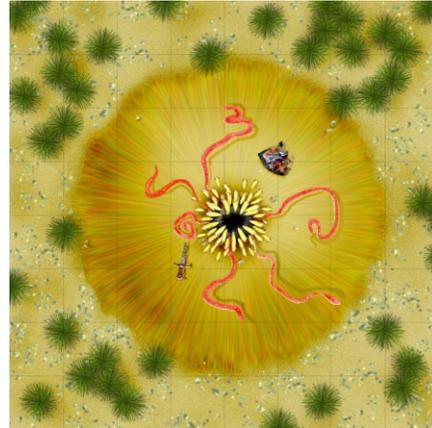
The Revolving Room

The Revolving Room is a room which rotates. When a Hero tries to exit this room, they must roll 1d6. The door they exit through will be the number in which they rolled. That number will be indicated on the Quest Map.



The Trap Vine

This dangerous room contains a vicious trap vine. Zargon, carefully read the Quest Notes to determine how this trap is handled.



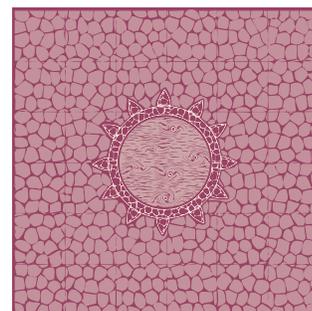
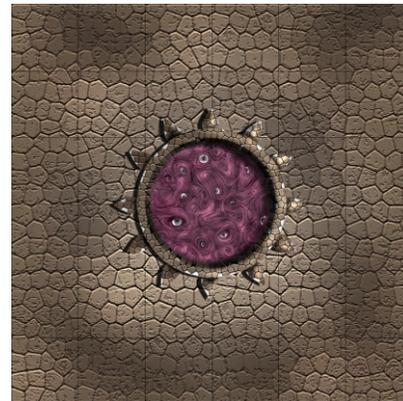
Cloud of Chaos

Much like the Revolving Room, when a Hero exits a room with the Cloud of Chaos, they must roll 1d6 to determine which door they will exit through. New doors are not placed on the board until a Hero manages to pass through it. If the Hero rolls a 6, however, they will remain in the room with the blinding Cloud of Chaos and the cloud will attack all Heroes in the room with 3 Combat Dice. The Heroes cannot defend this attack. Monsters dare not enter this room.



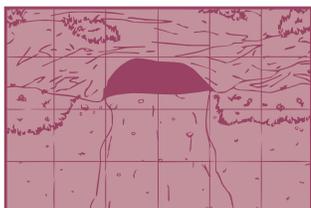
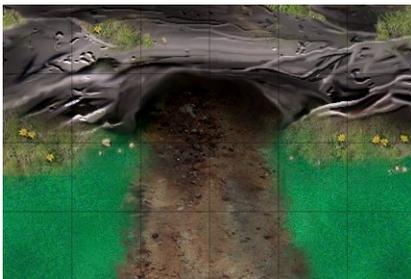
The Well of Madness

Please refer to Quest 10, Room 'E' for further instructions about this room.



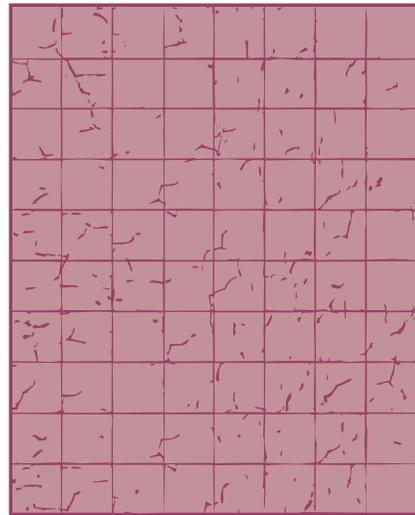
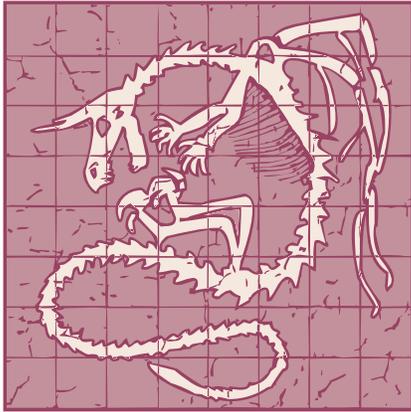
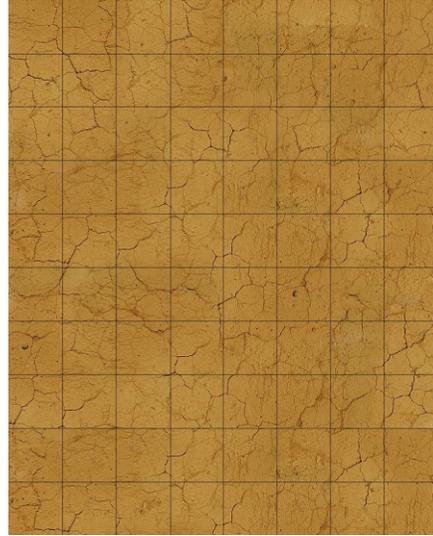
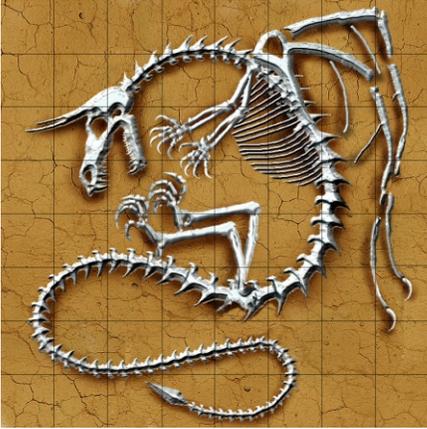
Cave Entrance

When starting a Quest, Heroes begin on the four 'path' squares. They will enter the board on the other side of the two entrance squares. Zargon, make sure that the Heroes count each square when moving.



The Desert Tiles

These tiles are included for Quest #4. You will want to print out at least 8 of the blank desert tiles, as you will need to layer them for the full effect of the Quest. The printable tile page is included later in this book.



Note: The small illustrations shown with each component above are Quest Map symbol references. These symbols are also the exact size needed for the blank “create your own” Quest map provided in the Game System Quest Book. All you have to do is photocopy the symbols and cut them out.

Important: When printing off the new tiles, make sure that you **DO NOT** re-size the image, as they are already the correct size to fit the Quest board.

Years ago during the wars of Athelorn, Elven Warriors fought valiantly to liberate their lands from the clutches of Chaos forces. Through their great skill and determination, the Elves managed to push back the dark intruders for quite some time. The mighty beasts of the Chaos Armies fell one by one as the arrows of Elven justice shot through the trees. Chaos was wiped clean from the lands of Athelorn and the Elven villages were again at peace. But it was not long before that peace was broken.

A mighty Orc Warrior from the Chaos Black Mountains had trained a massive army of green skinned ghouls. Elite assassins of Chaos spread into the forests of Athelorn like a plague of hot fire. Many Elves were slaughtered and villages destroyed. Gremen, the mighty Orc Warrior did himself venture into the Capitol of the Elven land and there, he did destroy the Elven leaders as his armies vanquished the country side.

The Emperor was late in getting his knights to Athelorn in order to aid the Elves in their defense. The Emperor's knights were delayed due to a small wave of Orcs, which Gremen sent into the Empire's Northern towns.

Athelorn would have been doomed were it not for a courageous Elf named Drow. Drow rallied the last of the Elven Warriors and Archers and battled Gremen's Elite Assassins. They charged through the Orc camps at night, putting an end to the Green skin's invasion.

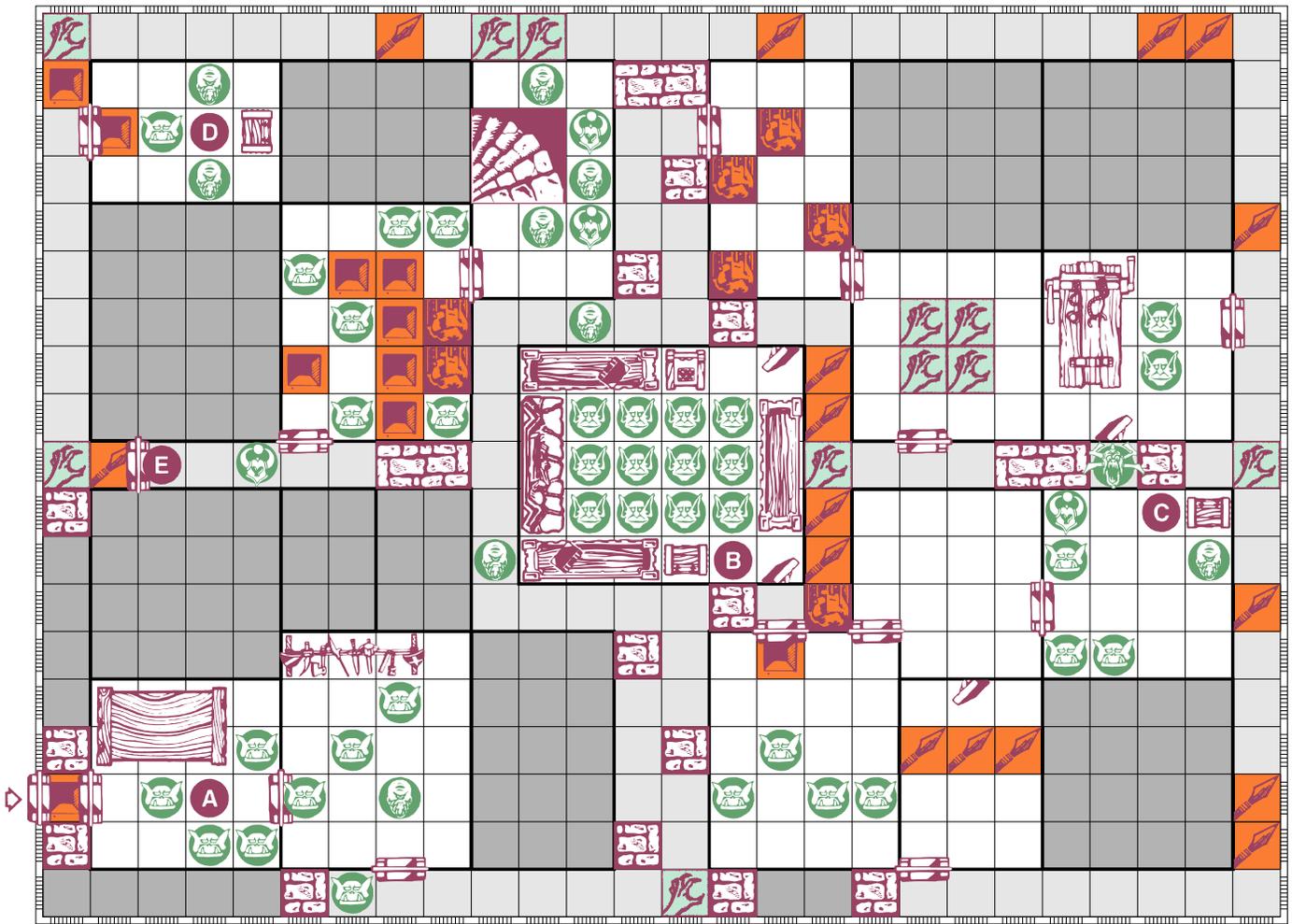
Drow proudly looked on as his Elven brethren fought for their freedom as a mighty Orc came up from behind him. Drow turned as Gremen raised his blade and pierced the Elf's chest. Drow dropped to the heels of his assassin and took one last breath of life. Gremen snarled, unsatisfied with his vengeance. His great armies now lay to waste at the end of the Elven blade and his head now at the top of the Wanted List for both Athelorn and the Empire. Gremen escaped into the forests of Athelorn and was never seen again...until now.

Large bands of Orcs have been raiding countless villages in Athelorn and the Empire. Highly skilled Green skins have entered many of the Empire's fortresses along the Athelorn borders. Rumors have begun to spread that Gremen has returned. I fear that Gremen has once again trained another Elite Army and that these raids are just the tip of the iceberg.

An Orc that was captured during one of the raids has spoken about a mighty Orc Warrior who has trained a great army and that soon they will relentlessly pour into the valley of Athelorn and spread across the Empire. This mighty Orc can only be Gremen!

Great heroes of the Empire, I am in need of your assistance once again. If Gremen is still alive, then he has had many years to train and prepare a massive army of unimaginable proportions. However, even a great army can easily be defeated, with the loss of their leader. My heroic friends, as the Empire and the Elves of Athelorn prepare for a definite onslaught, I ask for you to seek Gremen out and bring him to justice. Brave heroes, Gremen must be stopped, before all is lost.

Mentor



Quest 1

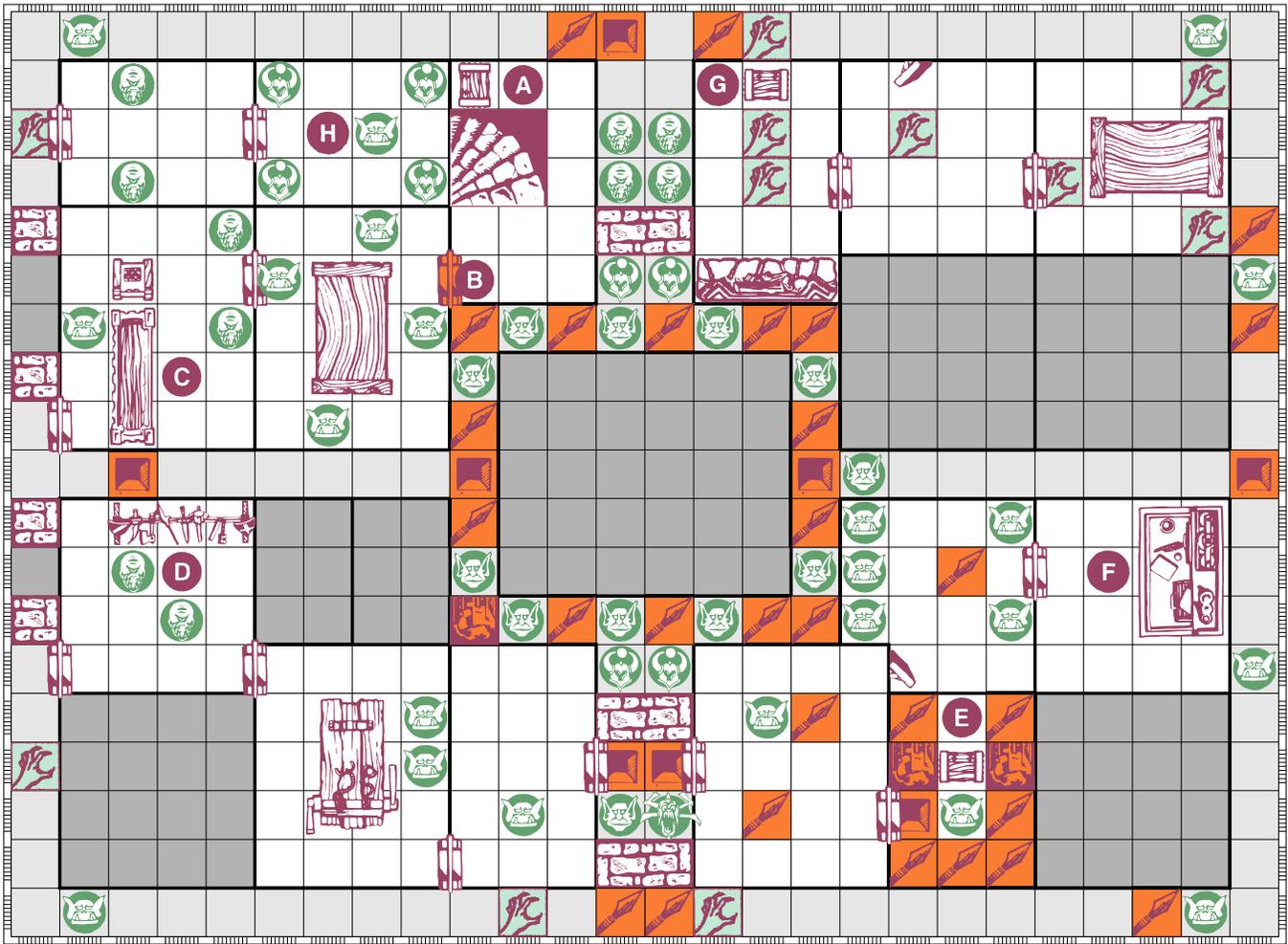
Raiders of the Lost Orc

"Gremen's forces have a local stronghold at the foot of the Skaven Cliff Edge. This small half-way house is two floors. Skork, the Orc who lead the most recent raid, is believed to be hiding out here. I'm sure he knows the whereabouts of

Gremen and his elite fiends. Skork is probably hiding in the lower part of the stronghold. You must first make it to the stairs to venture downward. Use a keen eye and watch your backs. These are gruesome foes you are dealing with."

NOTES:

- A** These Orcs are taken by surprise. They may only Attack with 1 Combat Die on their first round.
- B** This is a group of Elite Goblin Raiders. They Attack with 1 extra Combat Die. The chest in this room is empty.
- C** This chest holds some of the raiders most recent loot. The valuables in this chest are worth 100 Gold Coins.
- D** This chest holds 150 Gold Coins and a Tonic of Force. The tonic, when consumed, will double a Hero's scored attack damage (double the number of damage a monster receives, i.e., if 2 Skulls are unsuccessfully defended, the monster takes 4 damage). The tonic lasts until the Hero can no longer "see" a monster.
- E** There is nothing special about this door other than it separates the corridors. The Heroes must open the door in order to see what's on the other side of the corridor.



Quest 2

Into the Stronghold Depths

“Skork is hiding out in the basement of this stronghold. Skork is the key to finding Gremen and I’m sure he is well protected. Watch out for traps and be wary of the beasts

that guard him. Don’t underestimate Skork himself, he is much more powerful than he seems and will probably have a few tricks up his sleeve.”

NOTES:

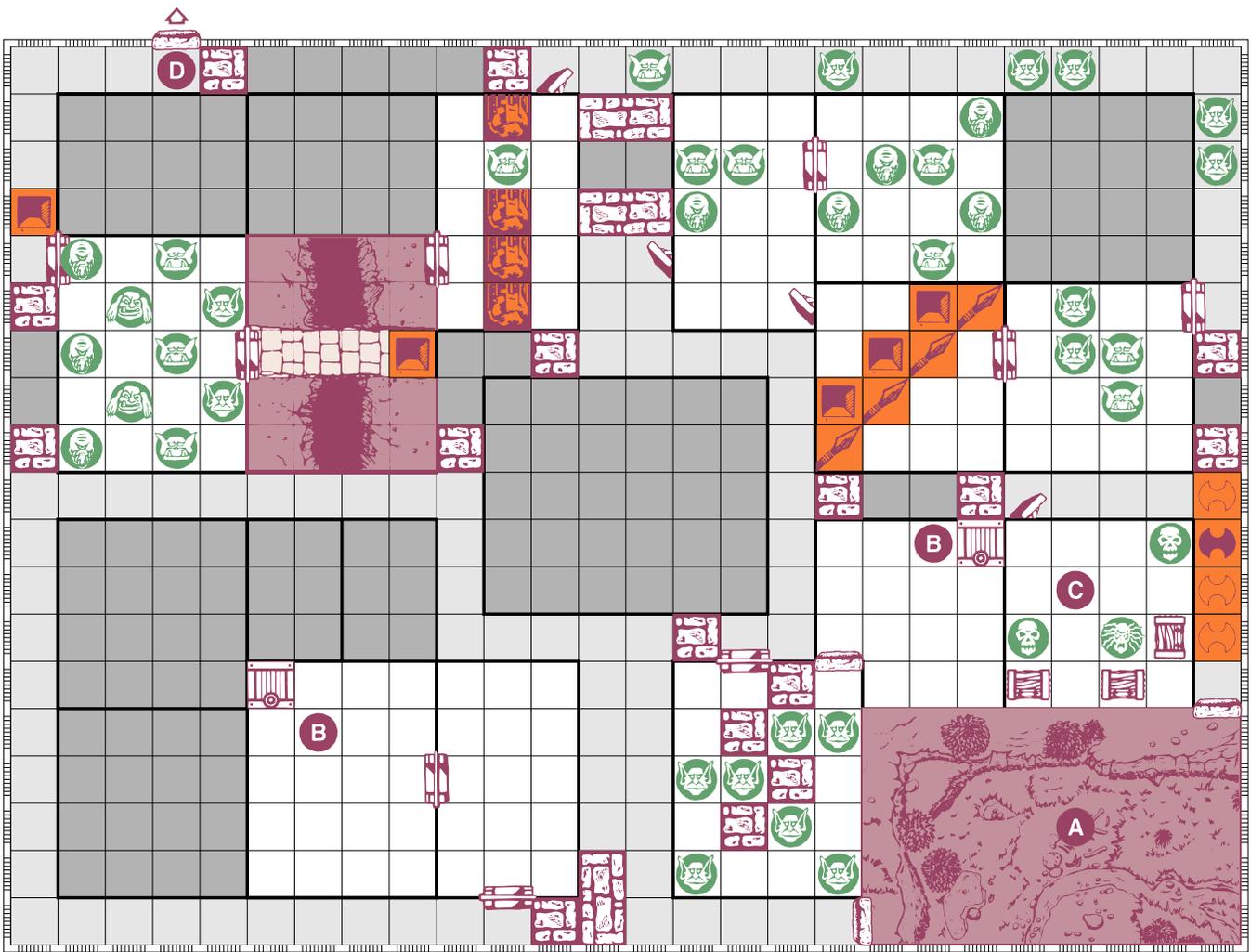
- A** There is 50 Gold Coins in this chest.
- B** This door is trapped. If a Hero tries to open it before it is disarmed, they will be poisoned by a dart. The Hero will lose 1 Body Point every turn. This poison can only be cured with an antidote.
- C** There is a poison antidote and a potion that will heal up to 4 lost Body Points in the cupboard.
- D** There is a broadsword identical to the one listed in the armory on this weapons rack.
- E** This chest is empty.
- F** The bench is locked and requires a key. There are documents containing Gremen’s possible location in the Deserts of Koleiagrant inside the bench.
- G** This chest contains two potions that will heal up to 4 lost Body Points.
- H** Use the Orc with the notched sword for Skork.

Skork knows the following Chaos Spells: **Summon Orcs, Ball of Flame, Lightning, Cloud of Chaos, Fear and Rust.**

Movement	Attack	Defend	Body	Mind
10	5	3	4	3

Skork has a key hidden inside one of this pockets. The key opens the bench in ‘Room F’. The first Hero to search for treasure in the room where Skork falls will discover the key.

Wandering Monster in this Quest:  **Orc**



Quest 3

Passage of Greyhorn

“Gremen’s last known location was in the Desert of Koleiagant. However, the desert is completely surrounded by a range of mountains. There are only two ways into the desert. One, the passage of Greyhorn, which borders the Elven forests in Athelorn and the second is a passage on the other side of the Desert of

Koleiagant, known as The Cauldron. You must make your way through the Passage of Greyhorn in order to reach Koleiagant’s sands. Be careful, for the passage is crawling with many creatures of the green skin.”

NOTES:

- A** This is the starting location. Place the Heroes here at the start of the game.
- B** These two trap doors are connected by an underground tunnel. The tunnel is dangerous and each Hero who passes through it must roll 2 Combat Dice. For each Skull or White Shield rolled, they lose 1 Body Point.
- C** The undead in this room are the guardians of this secret horde. They have the following stats:

Skeletons:

Movement	Attack	Defend	Body	Mind
7	3	3	2	1

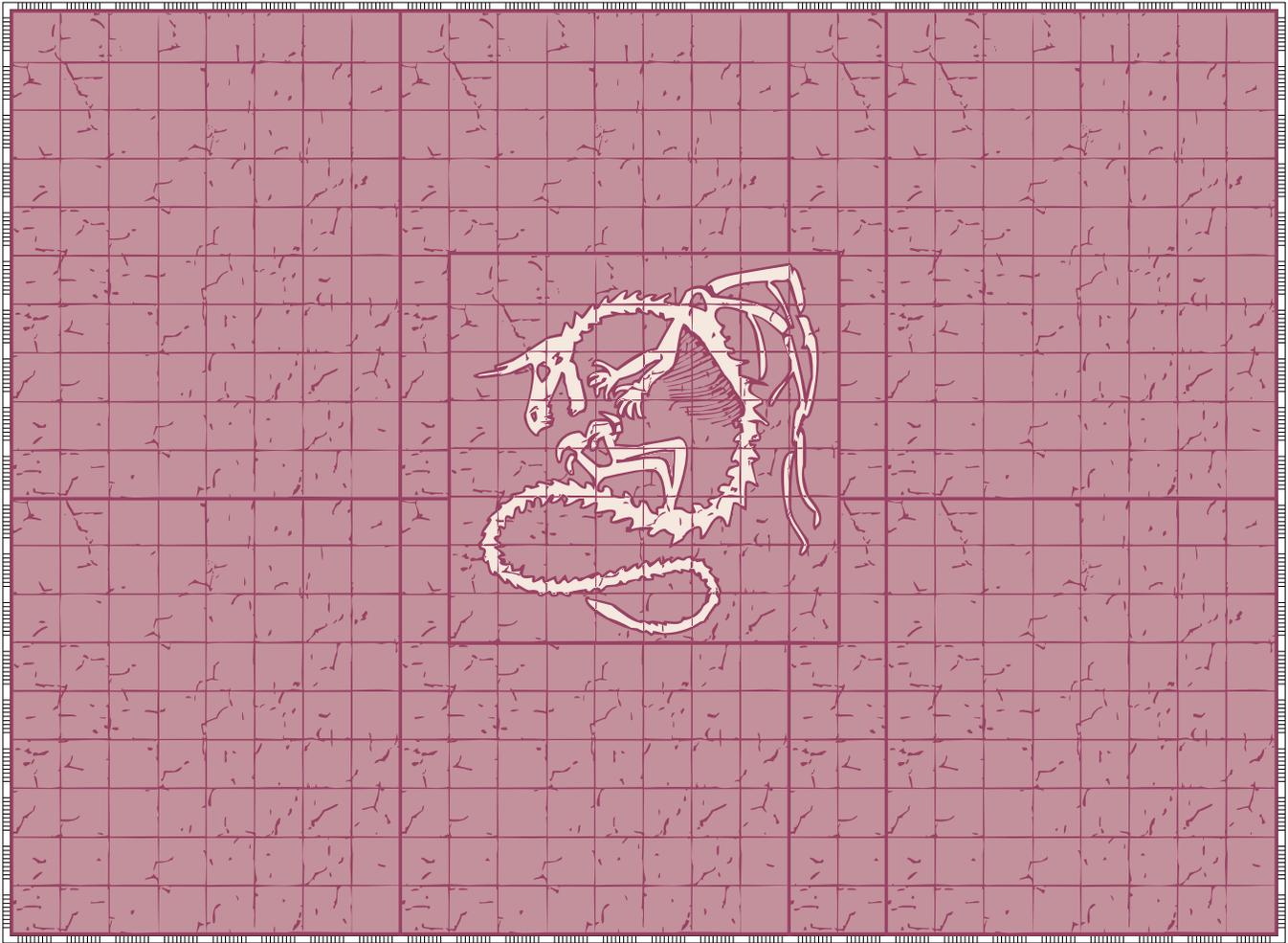
Zombie:

Movement	Attack	Defend	Body	Mind
6	3	4	2	1

Each of the treasure chests contain 112 Gold Coins and a potion of healing that heals up to 8 lost Body Points.

- D** When the Heroes pass through the stone door exit, a vast desert stretches out before them. The rolling dunes ripple across the distant horizon and the sun is bright and hot. Just outside the passage exit is a small shack with a well inside. A cranky old hermit there sells canteens to fill from the well for 100 Gold Coins each and offers them to the passing Heroes at no discount. “Hot is the desert...yes. Water you will need, for journey it you must.”

The Heroes may interrogate the small hermit for answers about Gremen. The only answers he gives is, “A ruined city, in the desert’s middle. Monsters there. A mighty Orc trains them.”



Quest 4

Across the Barren Desert

“The Desert of Koleiagrant was once lush and green. A great kingdom rose out of its center. There, a castle was built and many people lived in peace under the rule of Koleiagrant, one of this world’s greatest kings. But as kingdoms rise, so too does great evil. Chaos invaded this beautiful land of Koleiagrant and they

burned everything in their sights. Now, with nothing but a hot sun beating down on the land, the soil has become dry and desolate. The ruins of the once great castle must be where Gremen has been training his armies. You must cross the sands to reach the ruins.”

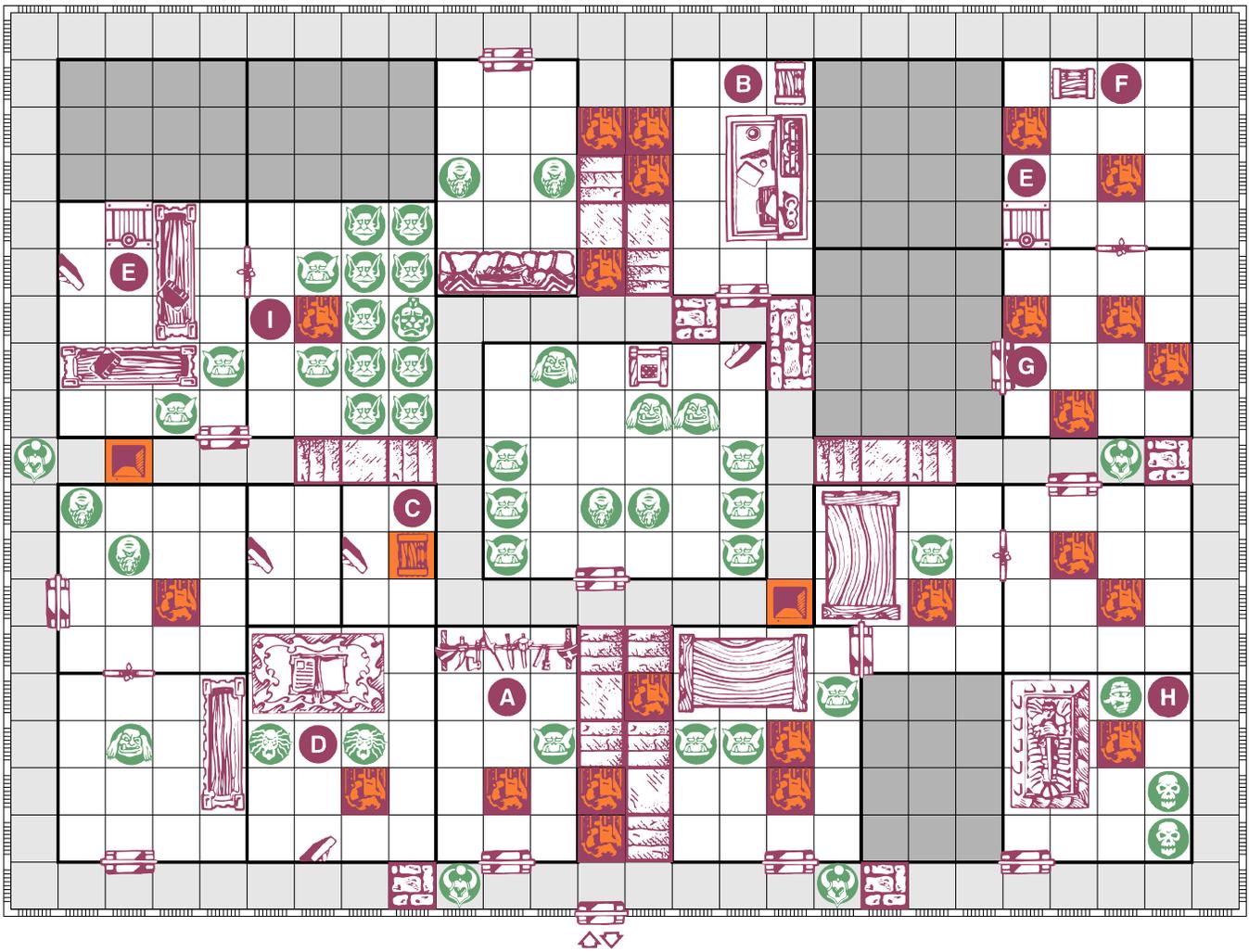
NOTES:

The Heroes may start their Quest on any of the squares on the left side of the board. The Heroes must walk across the desert to the right side of the gameboard. For every 2 squares they step, they will lose 1 Body Point from the searing heat. Heroes may heal themselves with spells, potions or by drinking a canteen of water. A canteen of water will heal them back to full health in the desert. Once the Heroes make it across the desert this short Quest is over.

Heroes may not search for treasure in the desert.

Wandering Monster in this Quest:

None



Quest 5

Ruins of Koleiagrant

"Before you is the castle of the great king, Koleiagrant. The beautiful architecture is now ravaged by time and age old wars. The castle is in ruin and its walls collapse in the strong desert winds. Gremen must have been using this old

wonder as a training camp to prepare his minions for their terrorist attacks. Be extra careful. Not only is this old building falling apart, but Gremen and some of his Elite, may be hiding out inside."

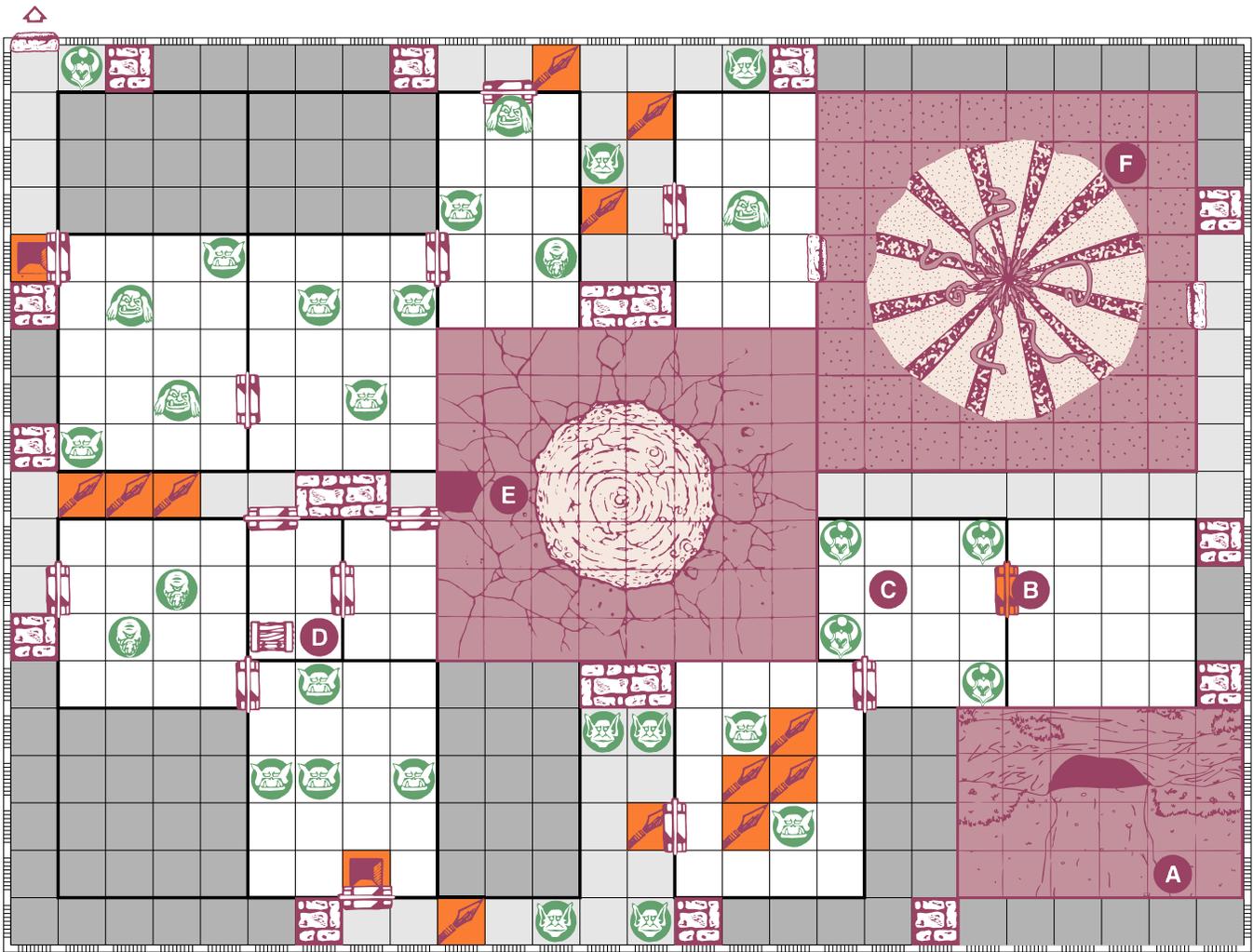
NOTES:

- A** These weapons are extremely old, rusted and worn.
- B** This is the old King's secret study. There is a large diamond in the chest. It is worth 1000 Gold Coins.
- C** This chest has a poison needle trap which will cause 2 Body Points of damage. There is also a potion which heals up to 4 lost Body Points.
- D** There are 2 Heal Body spell scrolls on the alter.
- E** These two trap doors are linked by an underground tunnel. The tunnel is extremely dangerous. Any Hero passing through the tunnel must roll 1 Combat Die. If a Skull is rolled, they will lose 2 Body Points. If a Black Shield is rolled, they will lose 3 Body Points. A White Shield indicates a successful passage without harm.
- F** This chest contains 500 Gold Coins and a Heal Body spell scroll.
- G** This door does not open. The room must have caved in.
- H** This is the tomb of King Koleiagrant. The undead here are his protectors and roll 2 extra Combat Dice when attacking. If a Hero searches for treasure, ask if they wish to pry open the tomb of the ancient king. If yes, then they will discover a desert crown. When worn, the crown protects against the desert heat. It is also worth 1000 Gold Coins.
- I** The Ogre Chieftain is highly skilled and has the following stats:

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
6	6	6	12	3

When defeated, the Ogre Chieftain says, "Gremen was warned of your venture and has escaped to Vandoa, beyond The Cauldron." Now the Heroes must exit the Quest.

Wandering Monster in this Quest:  Fimir



Quest 6

Journey Through The Cauldron

“Vandoa in a small fortress on the other side of The Cauldron. Since Gremen has been alerted to your mission, he has probably set a few traps to try and deter you. I’m sure he’s left behind a few troops as well. This is not a good thing since The Cauldron is a treacherous place.

The Cauldron itself is a bubbling pool of spirit infested lava. The Cauldron is known for being able to possess the weak-minded and coax them into committing evil deeds. Be careful my friends and may the blessing of the Gods be with you.”

NOTES:

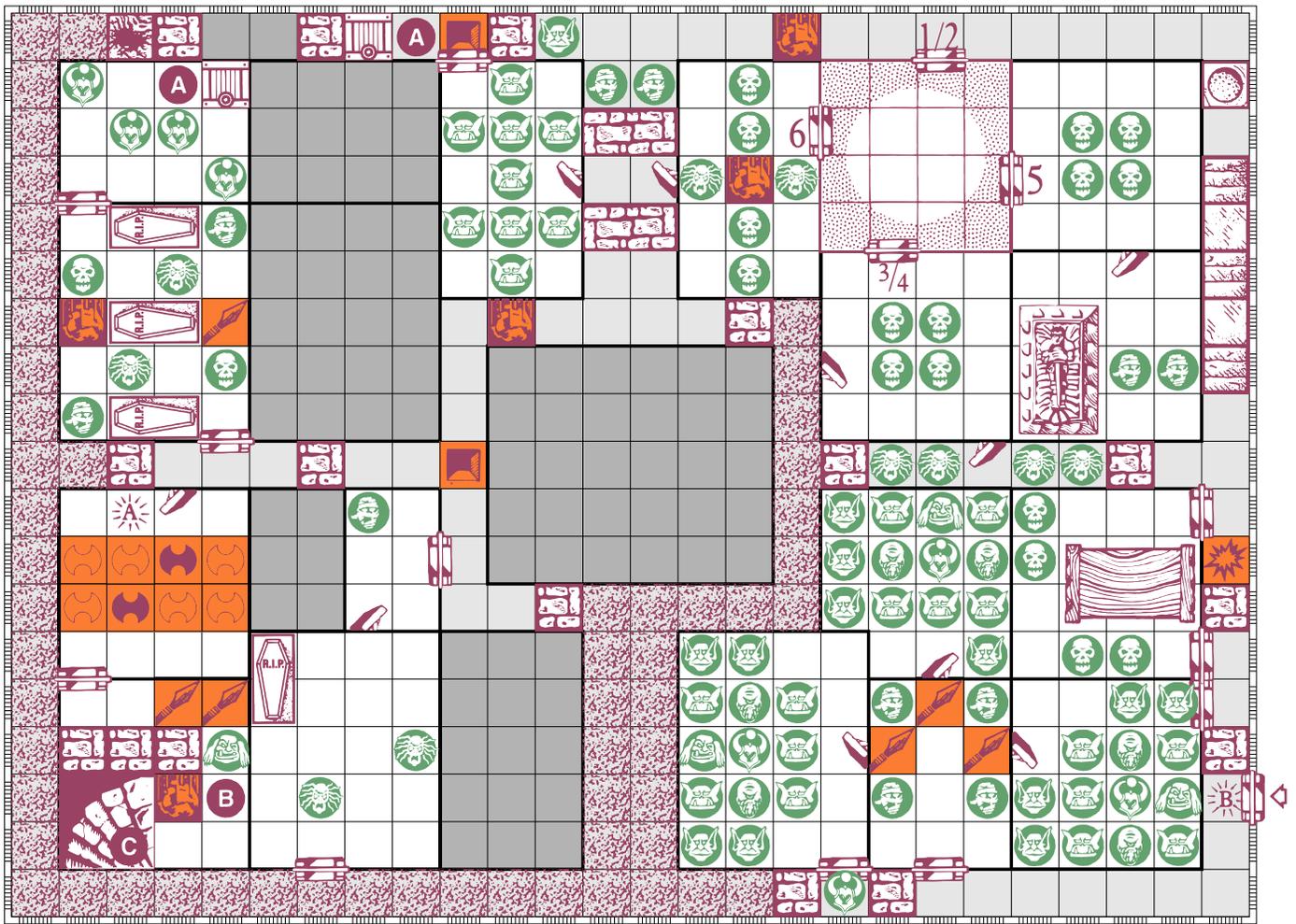
All Orcs in this Quest (including Wandering Monsters) are of Gremen’s Front Line Assassins Group and use 1 extra Combat Die when they Attack or Defend.

- A** This is the cave entrance. The Heroes begin on the four ‘path’ squares. They will enter the board on the other side of the two entrance squares. Zargon, make sure that the Heroes count each square when moving.
- B** This door is rigged with an explosive. If a Hero tries to open the door before disarming the trap, they will lose 2 Body Points.
- C** These are Elite Chaos Warriors that Gremen left to stall the Heroes. Their stats are as follows:

Movement	Attack	Defend	Body	Mind
7	5	5	5	3

- D** The chest contains a note warning of The Cauldron ahead.
- E** If a Hero remains on The Cauldron tile during Zargon’s turn, that Hero must roll 1d6 for each of their Mind Points. If a 5 or 6 is rolled, then they remain as is. If anything else is rolled, Zargon may use them for one turn.
- F** This is the vicious Trap Vine. For every square a Hero takes on the trap vine tile, they must roll 2 Combat Dice. If one Black Shield is rolled, they lose 1 Body Point from the vine’s whips. If two Black Shields are rolled, then the vine grabs them and chomps on them taking 3 Body Points of damage and places the Hero on one of the four center squares.

Wandering Monster in this Quest:  Orc



Quest 7

Vandoa

"The small fortress of Vandoa is linked to a place called Dark Haven by a series of underground tunnels. It is most likely that Gremen has not made his stay here and has ventured onward through the tunnels. Gremen may have hidden some traps in Vandoa, as well. He couldn't have moved an entire army through

the tunnels already, so watch your back. Some of the Assassins must still be here. The tunnels link from Vandoa in a small basement chamber. If you reach the staircase, you will enter the tunnels."

NOTES:

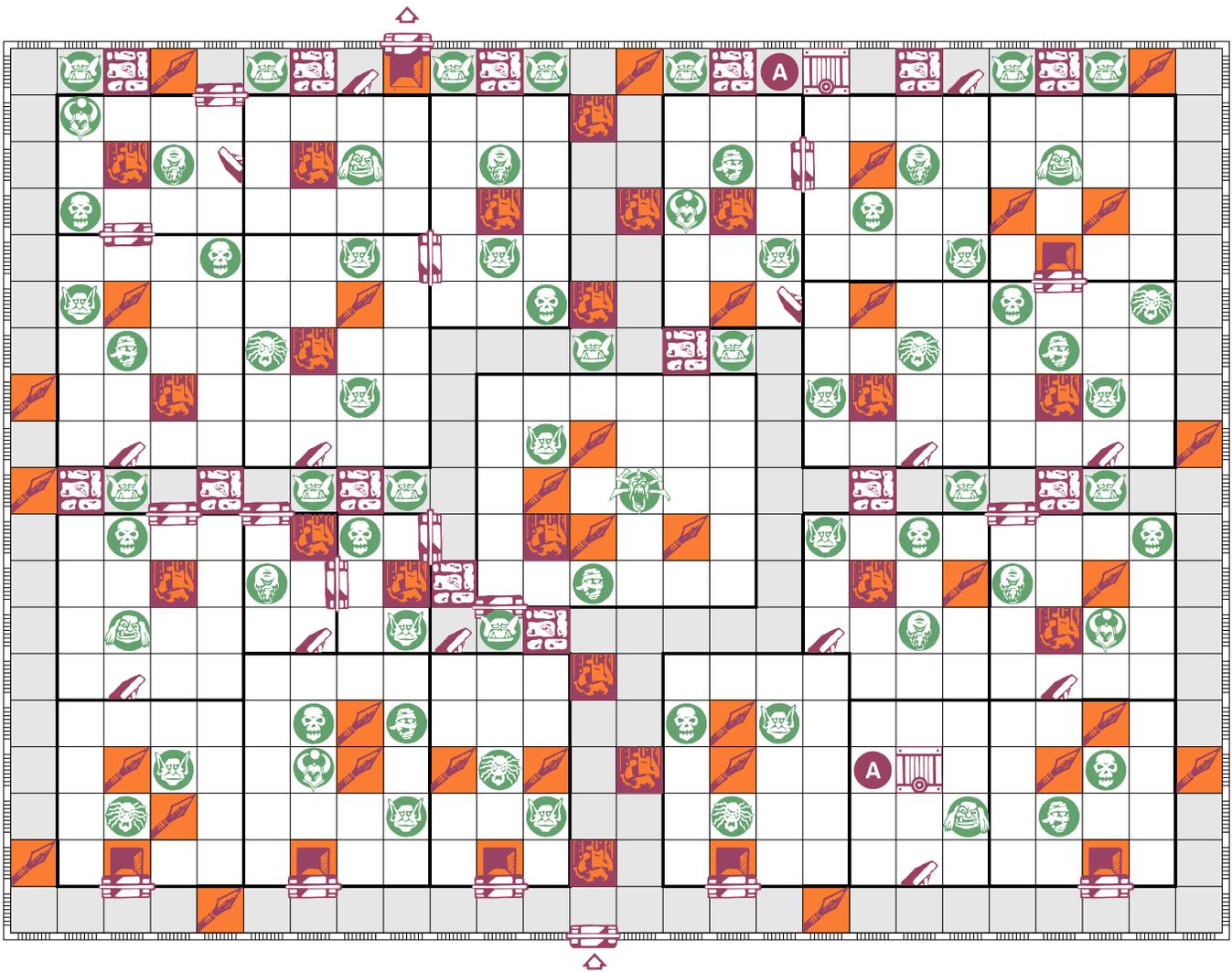
All Orcs Attack and Defend with 1 extra Combat Die.

A These two trap doors are connected by an underground tunnel. The tunnel is safe and can be passed without harm.

B This Ogre is extremely powerful and uses the following stats:

Movement	Attack	Defend	Body	Mind
4	7	8	6	1

C When a Hero steps onto the stair tile they have finished the quest.



Quest 8

The Linking Tunnels

“These are the Linking Tunnels that extend from Vandoa to Dark Haven. These passages are treacherous and evil. Not much is recorded about these tunnels. Loretoime only states that many have tried to infiltrate Dark Haven via these tunnels, only to have gone mad. Few have actually made it through them and those who

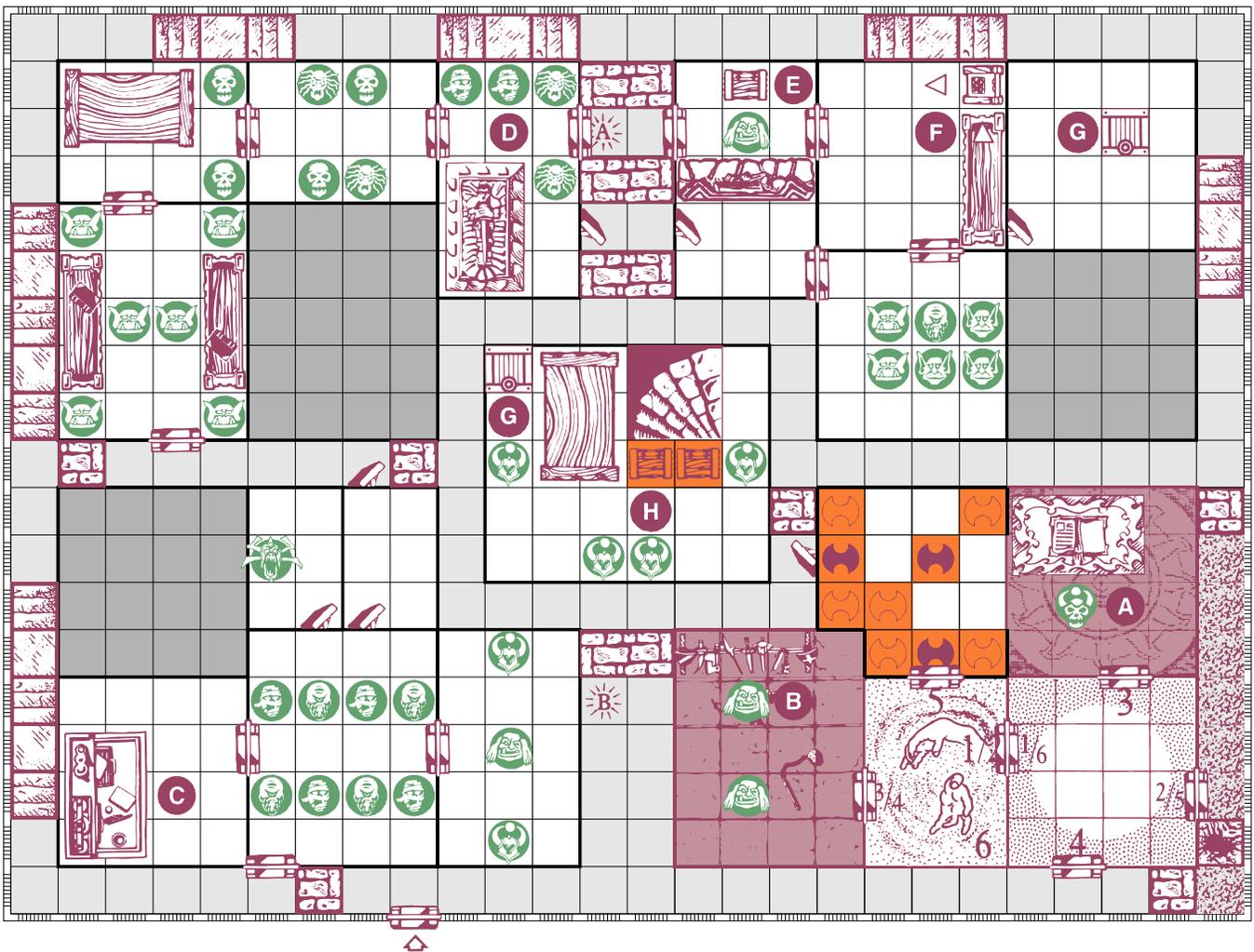
did were destroyed by the Ancient Soldiers that dwell in the Great Fortress of Chaos beyond. Dark Haven is a mighty castle that Chaos has kept in its possession since its construction. I pray, my fair Heroes, that you can change the pace of history and are able to enter the wooden door that is Dark Haven.”

NOTES:

All Orcs in this Quest have crossbows and have the following stats:

Movement	Attack	Defend	Body	Mind
8	3(3)	3	1	2

- A** The two trap doors are connected by a dangerous tunnel. Should a Hero pass through the tunnel, they must roll 4 Combat Dice. For each Skull rolled, they lose 1 Body Point.



Quest 9

Dark Haven

"My courageous Heroes! You have done amazingly well to have ventured this far. Gremen must be trembling at your efforts. Now you must enter Dark Haven, the Fortress of Suffering. Make your way to the upper floor where Gremen awaits. I must warn you, my friends, for Dark Haven is known as the Impenetrable Rock. No

one who is not from Chaos has ever set foot beyond its first few chambers. The workings of the fortress are indeed Chaotic and each step may be toward death. However, if Gremen is not destroyed, then he will certainly spell doom across our great land. I will pray for you... My friends."

NOTES:

All Chaos Warriors are Dark Haven Soldiers and have the following stats:

Movement	Attack	Defend	Body	Mind
7	5	5	5	3

- A** This Chaos Mage knows the following Chaos Spells: **Fear, Command, Rust, Summon Undead, Ball of Flame, Sleep, Tempest and Lightning Bolt.** The Mage's stats are:

Movement	Attack	Defend	Body	Mind
7	4	3	5	6

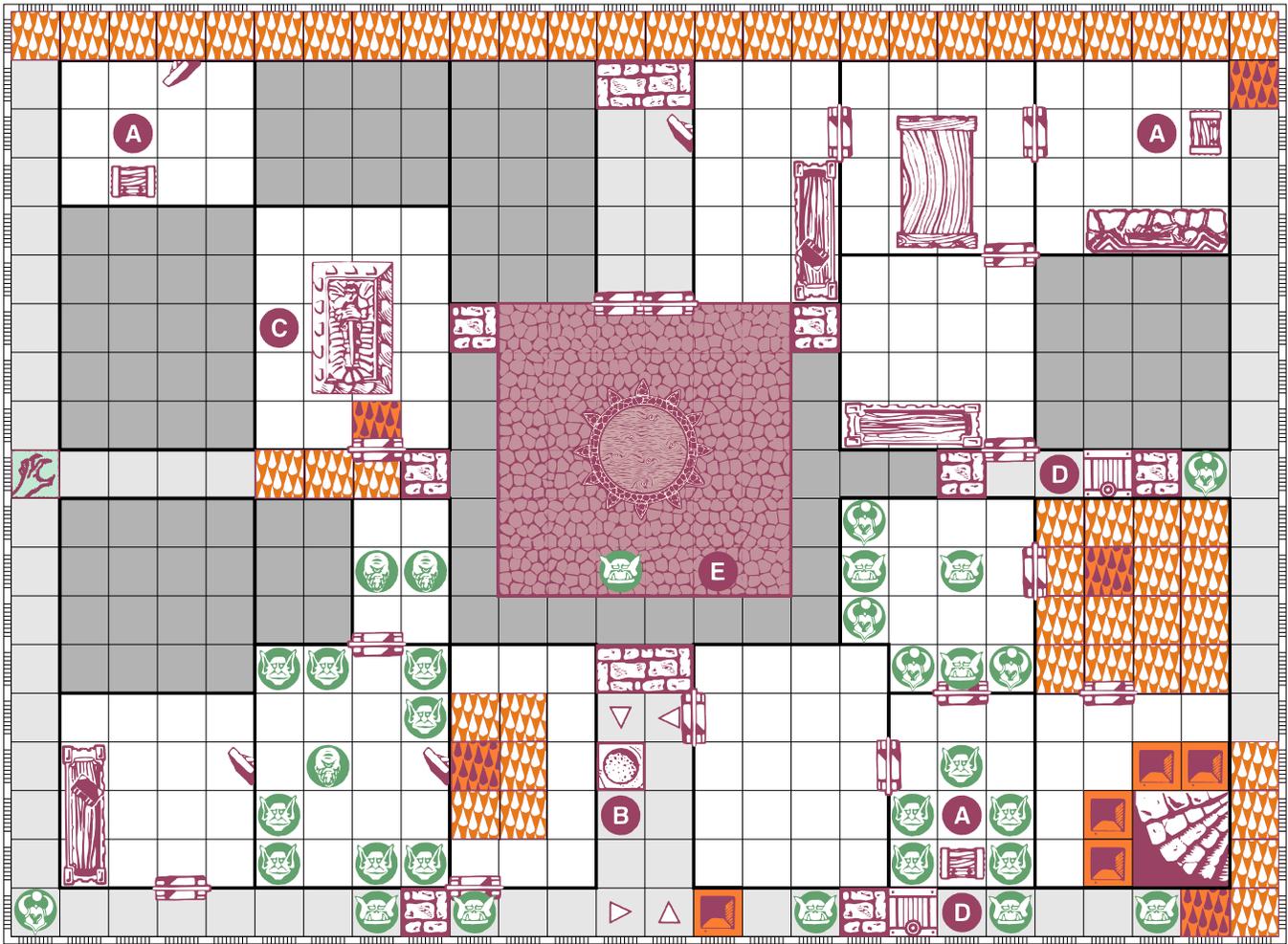
- B** There is a pair of Spiked Gauntlets on the Weapons Rack. Spiked Gauntlets add 1 Combat Die to defense and will add 1 Combat Die to any attack on an adjacent monster.
- C** There are two potions of healing on the desk. Each will heal up to 8 lost Body Points.

- D** If a Hero searches the room for treasure, a sparkling mist sprays out from the tomb. All wooden weapons carried by any Hero in the room (or enters the room later) disintegrates and is lost. This is not a trap and cannot be searched for or disarmed.
- E** This chest contains six rubies, each worth 75 Gold Coins.
- F** If a Hero searches for secret doors, they will find nothing. If a Hero searches for traps, they will discover a thin wire attached to the leg of the chair that goes into the wall. Ask the Hero if they wish to move the chair. If the Hero answers yes, then move the chair out one square. Then slide the cupboards up one square to where the chair originally sat following the arrows marked on the map. Now when a Hero searches for secret doors, they will find the one that was hidden behind the cupboard.
- G** These two trap doors are connected by an underground tunnel. The tunnel is safe and a Hero may pass through it unharmed.
- H** Each of these chests are equipped with a poison gas trap. When sprung, the gas will fill the room inflicting 2 Body Points of damage to any Hero in the room. Each chest contains 83 Gold Coins and a potion that will heal up to 2 lost Body Points.

Wandering Monster in this Quest:



Chaos Warrior



Quest 10

History's Sentence

"The time has come my friends. Gremen must pay for what he has done to our peaceful land. He must pay for the horrors he brought in the past and he must pay for his endless devotion to Chaos and Zargon. Dark Haven is impenetrable no more. Soon the foundation of Chaos will crumble. That is, if you can bring Gremen to justice. Dark

Haven's forces will not stand down at the sight of your intrusion. Teamed up with the last of Gremen's Elite Forces, the Dark Soldiers of this wicked Citadel will be even more intent on bringing about your destruction. So who will bring the Gavel of justice crushing down... Gremen, on Chaos' behalf, or you, the true Heroes of the land?"

NOTES:

All Chaos Warriors are Dark Haven Soldiers and have the following stats:

Movement	Attack	Defend	Body	Mind
7	5	5	5	3

All Orcs are part of Gremen's Elite Assassins. They each have Crossbows and the following stats:

Movement	Attack	Defend	Body	Mind
8	3(3)	3	3	2

A These chests contain four potions of healing. Each will restore up to 8 Body Points and can restore beyond a Hero's maximum capacity (giving them extra hit points until they drop to their normal maximum).

B This rolling boulder starts on the marked square as soon as a Hero can "see" it. It continuously rolls around following the marked arrows, on each of Zargon's turns. The boulder moves with 2d6. If a Hero is hit by the boulder, they must roll 4 Combat Dice. For each Skull rolled, they lose 1 Body Point.

C This is the Eternal Crypt. On each of Zargon's turns, he may roll 1d6, then place that number of Undead on the board surrounding the Tomb. If all the Undead figures are used, then Zargon may not place any more on the board.

D These two trap doors are connected by an underground tunnel. Heroes and monster may pass through it unharmed.

E This Orc is Gremen. Use the Orc with the big sword for him. Gremen stands in the room with the Well of Madness. The Well tries to confuse weak minded foes. On each Hero's turn, they must roll 1d6 for each of their Mind Points. If a total of 2-5 is rolled, they attack themselves without defense. If a total of 6-8 is rolled, they MUST move as close to the nearest Hero as possible and attempt to attack them (the other Hero may defend). If a total of 9-11 is rolled, they move to attack any monster in the room other than Gremen. If the total is 12 or higher, they may attack any monster including Gremen. Once Gremen is destroyed, so is the Well's effects. Gremen has the following Chaos spells, which he may use on Zargon's turn. **Summon Orcs, Rust, Cloud of Chaos, Sleep and Tempest.** His stats are as follows:

Movement	Attack	Defend	Body	Mind
12	7	6	6	5

Wandering Monsters in this Quest:   2 Chaos Warriors and 1 Orc

You have done it! You have once again saved our fair Empire from annihilation. You have squelched the burning fires of Chaos and you have finally brought justice. Gremen had hidden himself for years, secretly building an army with which to take his revenge on those who thwarted his plans so many years ago. He escaped fate, but you have brought it to him. Gremen's forces have been eliminated and we once again enjoy peace.

The Elves of Athelorn wish to give you thanks, for it was they who suffered most during Gremen's first attacks. The Elves had rebuilt their lands of beauty, but feared that they would lose it once again. The Elven Leaders in Athelorn have sent you a small token of appreciation. A chest full of jewels, valued at 1500 Gold Coins for those who stopped history in its tracks and prevented a repetition of a horrid war.

Prince Magnus also sends his gratitude. He and the Emperor have equaled the reward from the Elves. You are to be awarded an additional 1500 Gold Coins for the valiant Heroes who managed to track down and destroy one of history's greatest criminals. One who had the potential to spell doom for our great Empire.

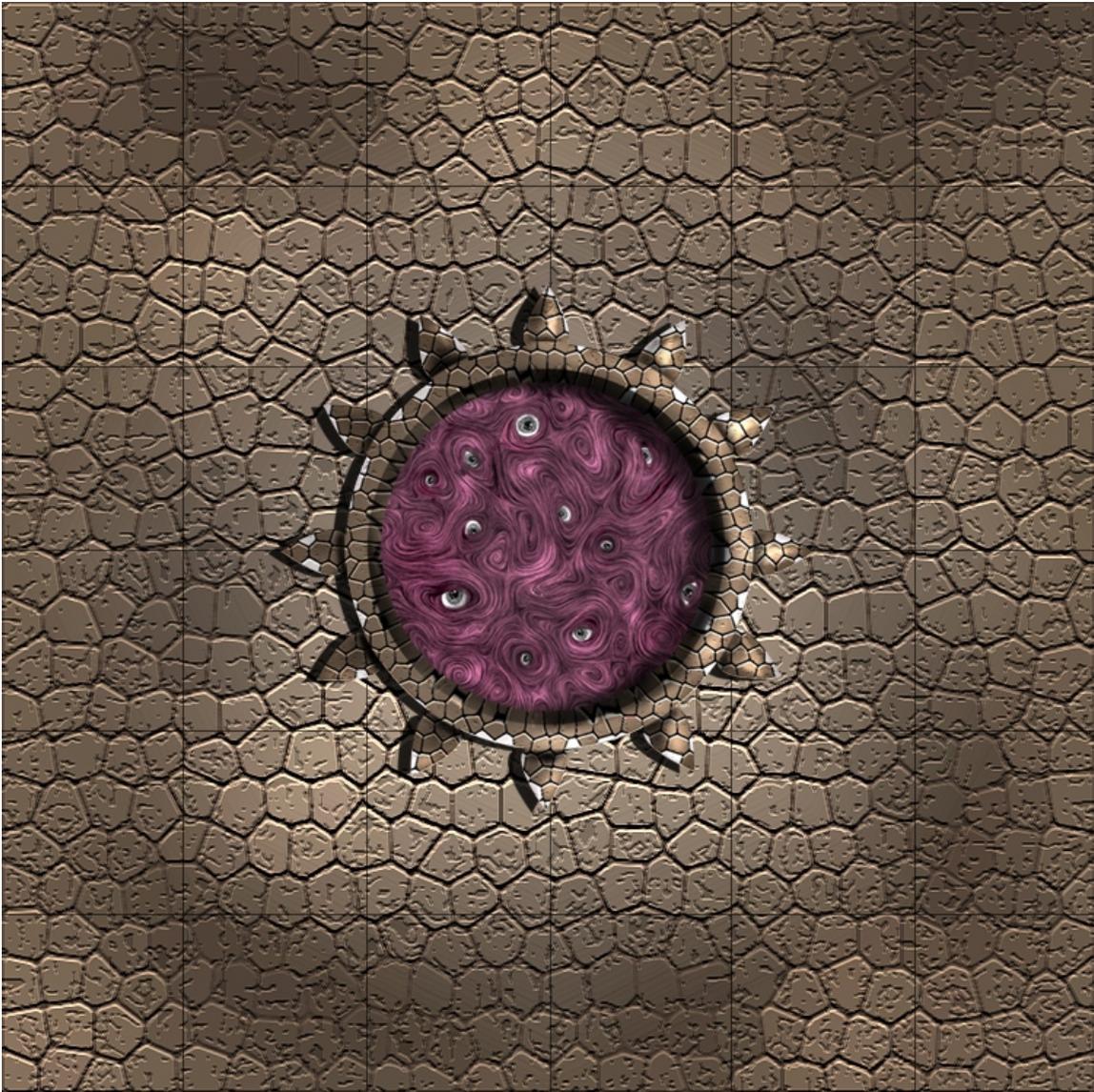
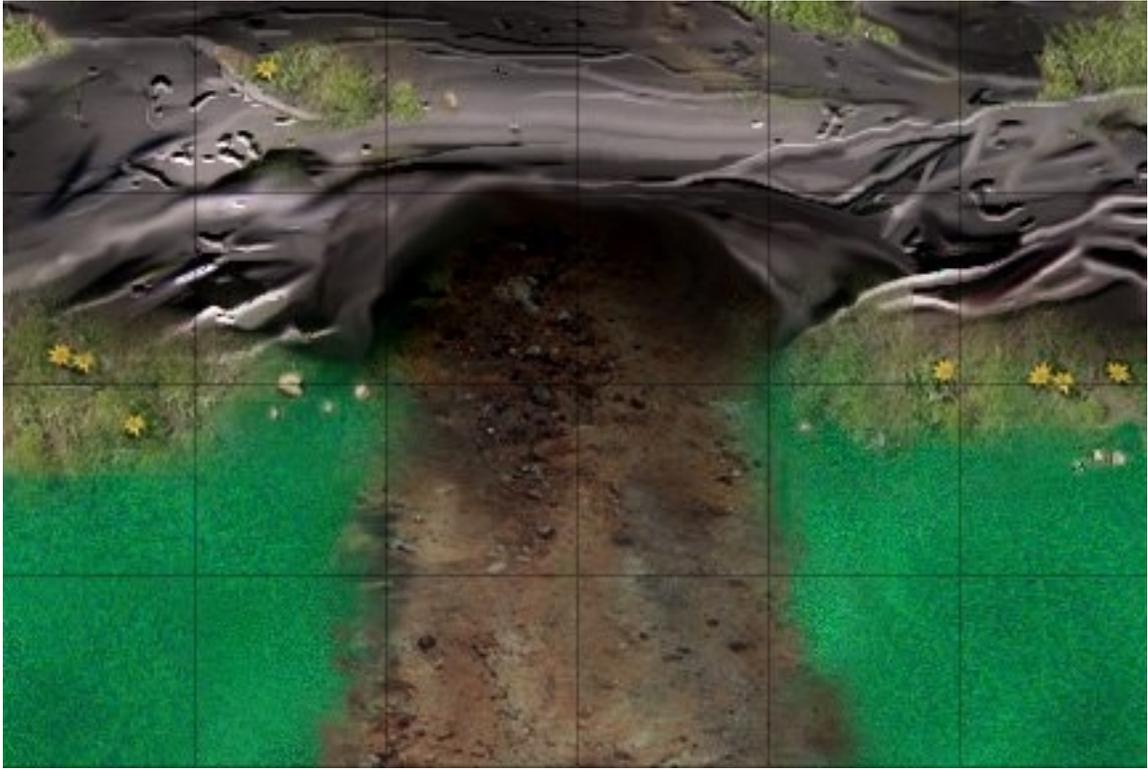
The Emperor is especially grateful. Not only did you rid the Empire from an impending plague, but also you have done something that no other has done. Entered and vanquished the Soldiers of Dark Haven. Many great armies rose against the menacing Fortress of Chaos, but all were wiped out by the merciless powers within. The Emperor has sent in his armies to destroy the great fortress so that Chaos cannot reclaim it. For your courageous efforts, the Emperor himself, in a great ceremony, declares you all Lords of the Empire.

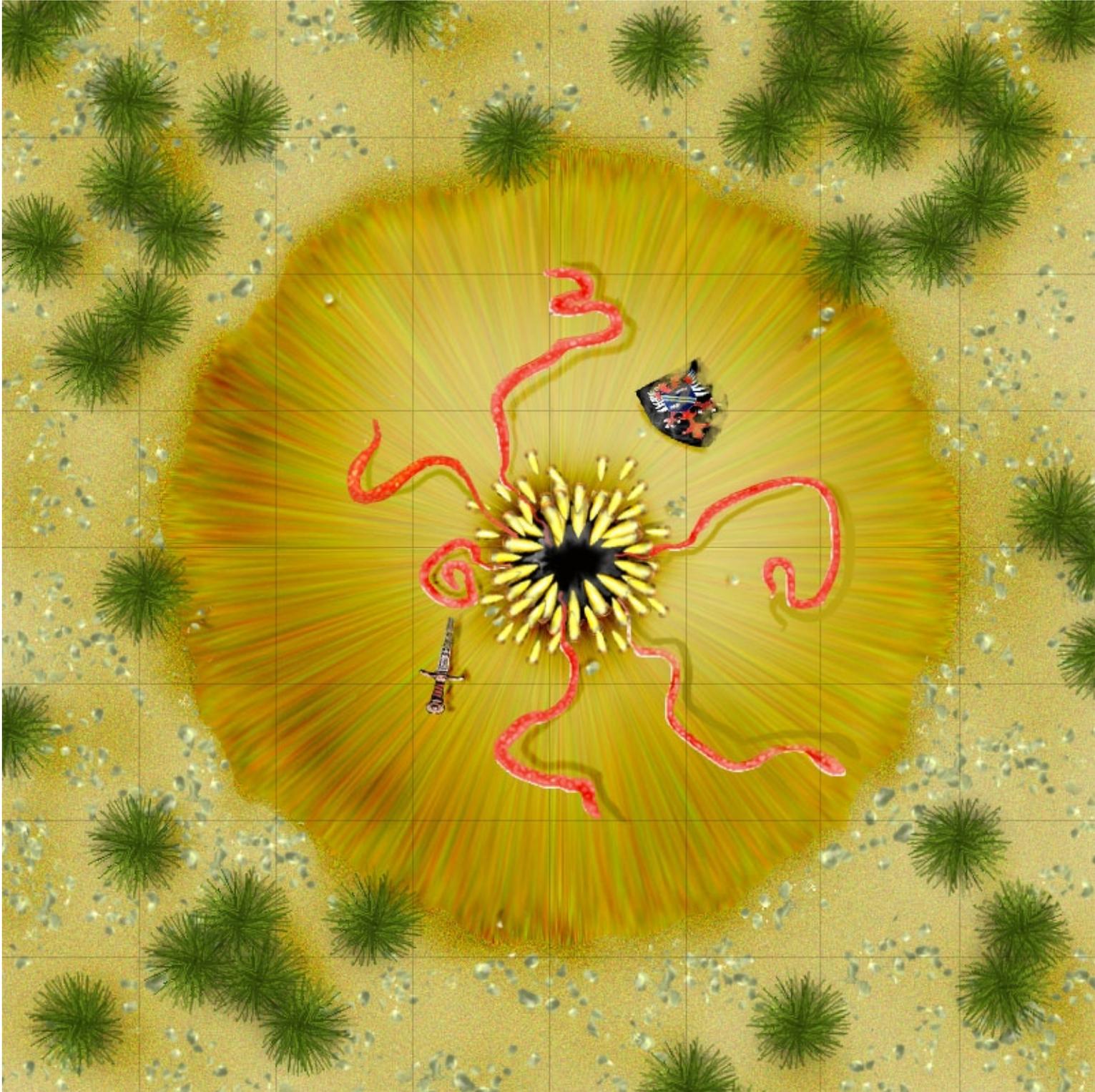
Lastly, I thank you. Time and time again you put your lives at risk. Throwing yourselves into the demonic holes that Chaos has created. Thwarting Zargon's evil plans from every corner of the earth and forcing the soulless beasts of Chaos, to cower in their cold dark caves. You have come a long way since your days of training. You were named Heroes of the Empire, but you are not; you are Heroes of the World.

Perhaps one day, in the not too distant future, I will relieve you of your duties. But until that time, I will be forever keeping a watchful eye. For Zargon has as many plans, as he does treacherous creatures that follow him. Now go and enjoy our peace while I return to my studies, for until Zargon is completely destroyed, I will never rest.

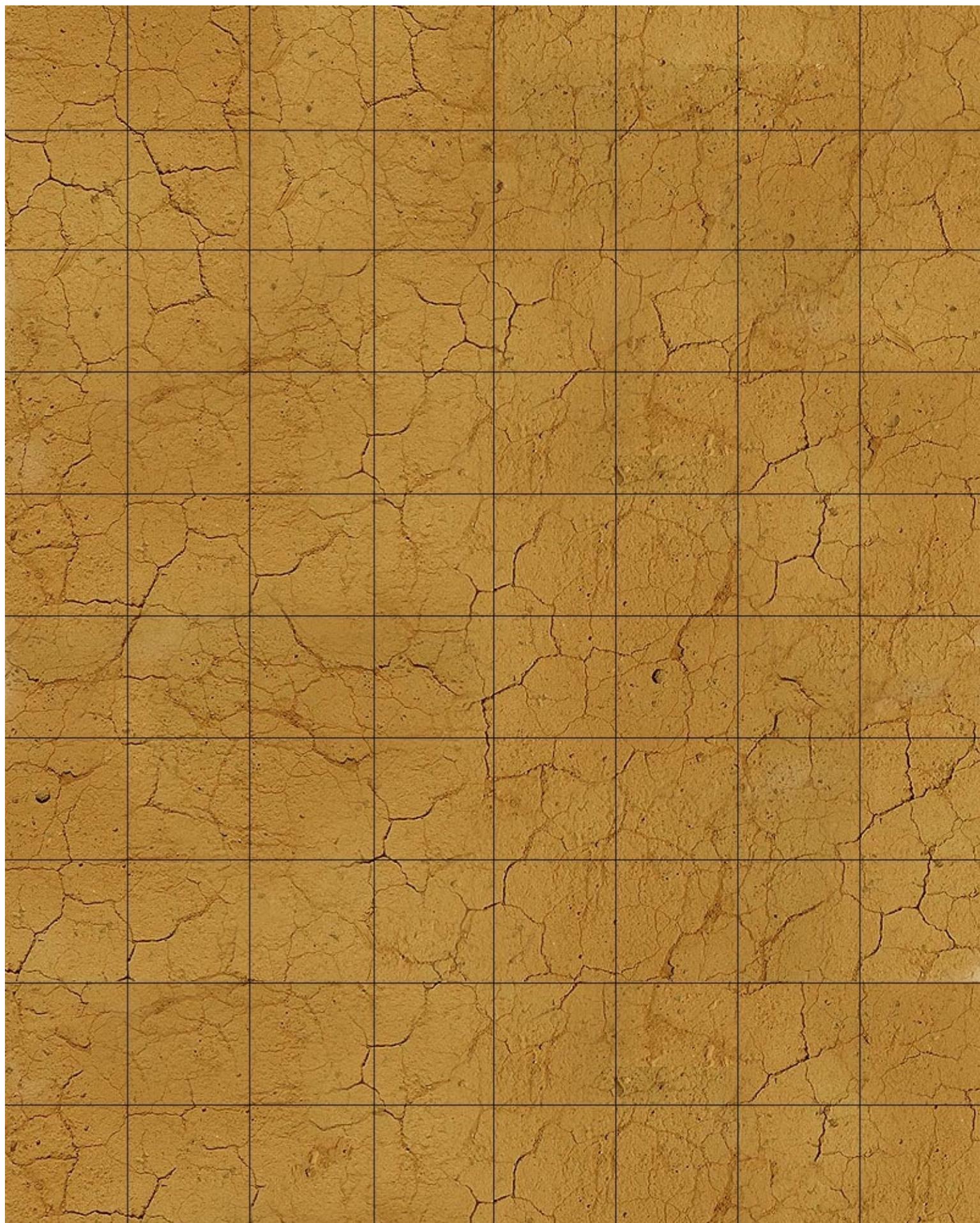
Thank you.

Mentor











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