Search for the Sacred Chalice

Group Quest by: Kari Ranta-Ojala
A valuable Bretonnian relic has been found in the northern realm of the Empire. This relic is believed to be the legendary Chalice of the Lady, which was taken by a group of Chaos knights during a raid into the lands of Bretonnia over five decades ago. It is said that drinking from this cup will heal a man's wounds and make him feel as though he had a restful night's sleep.

The relic was sent with a holy priest, escorted by a small unit of the Emperor's guard to the land of Bretonnia, to return their lost treasure. Two days after their departure, they were attacked by a group of bandits, their lifeless, mangled corpses left lying on the road. A ranger travelling in the area found their bodies and returned to inform the Emperor of what had transpired. The ranger indicated that there were many Orc and Goblin tracks located where the dead men were found. He followed the trail left by the fiends to a cave about a half-day's march from where he found the bodies.

To make matters worse, the Bretonnians are growing increasingly impatient and demand the return of the Chalice of the Lady. They are accusing the Emperor of wanting to keep the artifact. The Bretonnians are threatening to declare war on the Empire if the chalice is not returned immediately.

Mentor
Group Quest

Search for the Sacred Chalice

“My friends, you must act quickly if war between the Empire and Bretonnia is to be prevented. Your task is to infiltrate and eliminate the Orc threat, which has been plagueing the trade routes. Recover the Chalice of the Lady and return it to the Emperor so that it may be handed over to the Bretonnians. You will be rewarded 100 Gold Coins each for the successful return of the chalice. The Emperor will pay an additional 50 Gold Coins to each member of the party for any information about the Orc bandits, or their purpose for stealing the artifact. Your failure could mean we may be forced into a long, costly war against a valuable ally. A detailed map will be provided to you by the ranger.”

NOTES:

The Orcs are being led by a Chaos Sorcerer and a Chaos Warrior. The Orc bandits are being used to cause chaos (no pun intended) between Bretonnia and the Empire in hopes that they end their alliance. Once their alliance has ended, Zargon can send his armies to destroy both nations. Allow the players to learn this themselves. The Heroes begin the Quest at the door on the west side of the map marked with an arrow. They must then locate the exit in the southeast corner of the map to exit the bandit lair.

Wandering Monster in this Quest: Orc

A The Weapons Room - This is the room where the Orcs’ weapons are kept. There are three Orcs currently in this room, trying to find new weapons to use. The Orcs are standing ready with weapons in their hand as the heroes enter. The weapons have been poorly looked after and are rusted and broken. There is nothing here that the Heroes can use (or want for that matter).

B The Treasure Horde - This is the Orcs’ treasury. This is where all the gold, jewelery, and shiny trinkets are kept. The first Hero to enter this room triggers the falling block trap and must roll to see if he is able to jump out of the way before he loses body points. The trap cannot be searched for from the corridor, and once it is triggered, the Hero is trapped in the room. Immediately afterwards, the trapped Hero is taken prisoner by the Orcs (via a teleport spell) and is put in the room marked “J”. Now the Heroes must also find and rescue their comrade, in addition to finding the chalice. Do not place the imprisoned Hero on the board. The other Heroes must seek them out.

C The Goblins’ Quarters - This is the room the Goblins sleep in. It is a filthy room, with garbage and waste littered about the floor. Some rotting, smelly furs have been heaped on the far end of the room. The Heroes have disturbed the Goblins in the middle of a dispute over who will get the best sleeping spot. Upon seeing the Heroes enter, the Goblins let out a shriek and charge after them. Nothing of value can be found in this room.
NOTES (continued):

D Hallway to the Casting Room - The Chaos Sorcerer who leads this group of Orcs, has turned this hallway into a make-shift library. A variety of books can be found here covering the history of the Empire, Daemons, Summoning, Religion, etc. No spells or scrolls can be found among the books. A Goblin has taken it upon himself to learn the art of wizardry and sits in the corner staring blank-faced at an upside down book. When the Heroes enter the hallway, he screams and tries to run into the Casting Room. When the Goblin leaves the Heroes’ line-of-sight, take the Goblin off the board. This means the Goblin has escaped and is hiding in room “F” through the secret door (this is just a little hint for the Heroes). The Goblin will fight if he is discovered in room “F”.

E The Casting Room - This is where the Chaos Sorcerer completes his summoning and conjuring spells. The Sorcerer also creates many spell scrolls here. The first Hero to search for treasure in this room finds a spell scroll with the Chaos spell “Rust” (see the Chaos Spell card for spell effects) inscribed on it. The Hero must immediately read the spell and watch helplessly as their weapon slowly rusts and crumbles to the floor. If the Hero has a magical weapon, then the Hero’s armor “rusts” instead. If the Hero’s weapon and armor are both magical, then the spell has no effect. Other heroes may search for treasure as normal.

F The Secret Room - The Chaos Warrior has built this secret room to hide some treasure from the Orc bandits. The only ones who know of this room are the Chaos Sorcerer and the Goblin from room “D”. If the Goblin discovered in room “D” managed to escape, this is where he is hiding. When the Heroes open the secret door, place the Goblin between the chests. One chest contains 200 Gold Coins, a dagger, and a Potion of Healing, which will restore up to four lost Body Points when consumed. The second chest contains 100 Gold Coins and a gem worth 50 Gold Coins.

G The Sentries - When the first Hero passes the squares marked G, on Zargon’s turn, place an Orc on the board at the closest corner passage, which is in line-of-sight with the Hero. The Orc may move and attack the same turn it is placed on the board. These are the Orc sentries which are patrolling the bandit lair.

H Storage Room - This is a regular storage room. The Chaos Warrior in this room is one of the leaders of the bandit party. The first Hero who searches for treasure will find two healing potions in the cupboard, which will restore up to 4 lost Body Points. A second search for treasure will reveal three brown, smelly bags on the body of the Chaos Warrior, each of which contain 15 Gold Coins. (He had just removed them from the Orcs, who seemed to have stolen them from the treasure room.)

I The Goblin Feast Hall - The Goblins in this room are about to sit down to a feast of wild mushrooms and raw rat meat. The Goblins are extremely annoyed at having their meal interrupted. The Goblins have nothing of value to the Heroes.

J The Interrogation Room - If a Hero was trapped in the Orc treasure room (Room B), place him on the square marked by the Hero icon. These Orcs are interrogating the Hero about your infiltration mission within their lair. The interrogation is conducted by "Mok," the Orc BigUn. Place the Orc with the biggest sword on the square marked “X”. His stats are as follows:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

The rescued Hero's belongings are being stored in the treasure chest and can be found once the room is searched. The Hero has one Body Point left, but may be healed by a spell or potion of healing.

K The Orc Feast Hall - These Orcs are sitting down to a meal of unidentifiable meat and dirty brackish water. They grunt and squeal in surprise as the heroes crash through the door. Like the Goblins, they are extremely annoyed at having their meal interrupted.

L The Study - The Chaos Sorcerer is the second co-leader of the bandit group. He has prepared himself well for the final confrontation with the Heroes. He has prepared the following spells: Command, Fear, Tempest, and Cloud of Chaos. He will only enter into direct combat with the Heroes if he is cornered, and will attempt to position himself so that he may easily escape. He will save the Cloud of Chaos spell until last, and try to escape after casting his final spell. He will run and exit out the door located at the southeast corner of the lair (wizards are such weak, treacherous cowards). His stats are as follows:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>

The first Hero who searches for treasure will find the Chalice of the Lady with a number of research notes and a letter. The letter contains instructions for the Chaos Sorcerer and Chaos Warrior, informing them about an envoy that is carrying a Bretonnian artifact. Their instructions are to use the Orcs to relieve the envoy of their treasure and to hide it. The Chaos Sorcerer and Chaos Warrior are also instructed to continue attacking any travelers they encounter and report any suspicious information to their master, Zargon.

Wandering Monster in this Quest: Orc
Agin’s Inn