

## Quest 1

**The Wizard needs to be rescued by his friends. They make their way into the castle. Cornered in a room by a gargoyle, all looked lost. But the Dwarf finds a secret passage down into the lower halls. The door is too small for the gargoyle to fit in. So he waits at the top of the stairs. You as a team decide, do you continue the search for your friend in the dungeon below and look for another way out? Or return to the top of the stairs and do battle with the gargoyle.**

**Zargon-** if the heroes want to fight the gargoyle, then only one hero can fight at a time through the narrow door. If they win the fight, then a search of the castle reveals nothing and they have to search the dungeon anyway.

In these quests the Elf always uses the Earth spells

- A-** Wizard is in a cage trap, if the trap is not disarmed properly first, the Wizard will suffer 2 points of damage.
- B-** If the Heroes search this room, they discover a glass vial of crystalize gas. Only the Wizard knows that it is a healing gas. If inhaled it will restore 2 body points of damage.
- C-** The Heroes can tell that the chest is booby trapped. 1 body point of damage if the trap is sprung. Inside the chest is a sealed jar. The heroes are unable to see inside the jar. If the heroes open the jar, they break the seal. Inside the jar are herbs. Only the wizard knows that these herbs are healing herbs. If the entire contents are eaten 6 body points will be restored, but can not exceed a hero's maximum body points. The herbs can be shared among the heroes. So only 6 points can be shared. The herbs must be eaten right away or it becomes useless. The heroes hear screaming through the door.
- D-** If a hero enters the room after surviving the rock trap, he hears screaming through the door.
- E-** There is a badly beaten up man on the rack. If you are to save him he must be carried. The hero that does the carrying can't fight. If a hero saves the man and then discovers the herbs, he can give the herbs to the man. The man is now able to walk but is too weak to do any fighting.
- F-** This door leads you out of the castle.