

Quest 13

You have stopped the enemy from making any more of the sleeping fog. You travel further into the mountains making your way along the valley floor."How are we ever going to find Zargon in all of this?" "We could be in these mountains for years looking."You continue riding for hours. You ride around a bend in the valley floor and it brings you to the biggest castle that you have ever seen. "Looks like there is no one around." Says the Dwarf as you ride up to the main gates. "There is dark magic in this place." Says the Wizard. "I feel it to. Powerful evil." Says the Elf. "They must have thought that no one would ever attack one of their major castles. Let alone the mear four of us." "Then let us make them pay for their arrogance." Says the Barbarian, as he dismounts and heads into the castle. The smell of death fills the air.

Zargon- Everything in this castle is the living dead. The Elf can use his Spirit Blade. But no sleeping spell can be cast upon anything in this castle. The Heroes are looking for the stairs that will lead them up into the upper level. The Heroes must use their spells and fighting skills wisely, as they will not regain their strength or spells for the upper level.

A- The starting place of the Heroes.

B- The Warlock's 1st spell is "Summon Undead." He is as strong as a Chaos Warrior with 6 mind points.

smelling potion. Only the Wizard knows that this gross syrup will bring a dead Hero back to life and give him 4 body points. This potion can be saved.

G- Zargon you decide. A bottle of juice that will restore 4 body points or 20 pieces of gold or the chest can be empty.

H- The heroes find a dead girl on the rack. There is no hope of bringing her back. The Barbarian is very angry as he can tell that she is from his home land. As he unchains her, he notices a neckless around her neck. He takes it off her and puts it on himself. Vowing to avenge her. He has unknowingly discovered "The Talisman of Lore" from the artifacts cards. As the heroes continue to search, they discover the keys to the two doors.

I- The heroes discover a prison full of dead people.

J- In this room is an Orc chained to the wall. When he sees you, he starts to talk. "They are starving me to death, because I helped the Humans. The girl was nice to me. She talked to me. I would sneak them in some food. But when my Master found out what I was doing, he made me watch as they killed them all. HELP ME! Help me get revenge. I can show you a secret door that will take you into the throne room. No one will see us. Just give me a weapon!" If the heroes allow the Orc to join them. The Dwarf gives the Orc his old sword. The Orc has his regular strength. But because of his anger he uses both black and white shields in defense. He has 1 body point.

X- Use the Warlock figure for the Warlord. He is as strong as a Chaos Warrior, but has 6 mind points. He has no spells.