

Because all the Orcs are armored, they all have 4 defense dice.

A- Starting place of the Heroes.

B- The chest is booby trapped. 1 hit point if sprung. Inside you find 3 bottles of healing potion. Each bottle will restore 4 body points

C- The heroes get first attack. The Warlock's 1st spell is "Fear". His 2nd spell is "Fireball". His 3rd spell, if he is not being attacked yet, is "Tempest." The Warlock is as strong as a chaos warrior, with 6 mind points.

D- Zargon you decide what is in the chest. If the heroes are getting their butts whipped, then give them some juice. If they are doing O.K. then 40 pieces of gold. But if they are laughing at this quest, then some poison gas and a couple of hit points should make it more interesting.

E- There is a young woman tied to the rack. When you untie her and remove the gag from her mouth, she says. "Please, my baby, they killed my husband and brought me and my baby here. Help me find my baby!" You tell her that you will. But she has to stay behind you. She is weak, but can walk by herself.

F- This door is locked. It will take 5 points to break it in. In this room are women and children, but no baby. You tell the people the way out. But, the young woman will not leave you.

G- This door is also locked. It will take 5 points to break it in. Inside are more people. You tell them the way out. But still no baby.

H- When you open the door you see the Gargoyle and he is holding the baby! The young woman goes crazy and the Wizard must hold on to her so she doesn't get killed. The Wizard can not do any fighting but can still cast spells. When attacking the Gargoyle, the heroes can only use 1 attack dice as the Gargoyle is using the baby as a shield. If the Wizard summons the Genie, the Genie can use his full strength.

Zargon you decide what is in the chest. If there are any dead heroes then an elixir of life or two. If they all survived, then 40 pieces of gold. And if they are still laughing at this quest then make it a dirty diaper.

Quest 10

You follow the river out of the forest and continue to follow it until it joins with the river that flows South out of the gold mountains. You are unfamiliar with this territory. You find empty castles and ravaged fields. Until one day you see the sea. A great castle stands on the west bank of the river as it meets the sea. The castle is occupied by Zargon's forces. You decide to wait until night fall and sneak in. You find a broken window and climb inside. God must be with you as you find the lower level empty and a flight of stairs. You make your way up the stairs.

Zargon- only the Orcs are armored. 4 defense dice. Everyone else is as their card says.

A- In this room are barrels of fine wine.

B- This chest is full of gold. More than the heroes could ever carry. A Hero can take 50 gold coins. If they want to carry more then they lose 1 attack dice, and 1 defense dice, for every 50 coins that they carry. "I do not think that they know of any of the secret rooms." Says the Wizard.

C- These Goblins have cross bows. They can come around the Conner and shoot at the Heroes.

D- This room is full of barrels for making the sleeping fog.

E- This is a Wizards's secret study room. A search of this room reveals another secret door.

F- This is a Wizard's secret potions room. In it you discover 4 bottles of "Exilir of Life" from the artifact cards.

G- In this room, The Barbarian and the Dwarf find two beautifully crafted battle axes. The Elf finds a beautiful sword "There is magic in her." The Wizard recognizes the sword as "Spirit Blade" from the artifacts cards. The Elf carries both his swords.