

should give him a Warrior's funeral."

(If the heroes have not gone to point **K** yet) "There's still one more room that we haven't searched yet. There maybe prisoners."

K- This Orc is filling the seed pods with the liquids from the two barrels. "Take him alive!" Says the Wizard. "We have to find out what's happening here." The Orc is helpless before you. You tie him up and question him. "Talk Orc." But he spits at you and tries to break free. The barbarian wants to kill him. But you decide to take him to the Sprite King. The Wizard pushes the orc out of the castle as the rest of you carry the Sprite Hero's body. As you come out of the castle, you find a group of the dead coming back to the castle carrying sleeping Sprites with them. You make short work of them. You revive the Sprites, find your horses and give the Sprite Hero a warrior's funeral.

When the King comes, he casts a spell on the Orc to make him talk. "I mix the liquids from the barrels together in the seed pods and put a cork in the shell. I let them sit over night and the next night the Zombies take the seeds with them. They break the shells in their hands and the air is filled with the sleeping fog. The master likes to work on living creatures, they make stronger Zombies that way." You are amazed at his story. "How come the smoke doesn't make you fall sleep?" Asks the King. "Because, the Master makes me and the dogs eat the flowers." The Wizard and the King go back into the castle "I have never seen this blossom before." Says the King. "Nor have I., My master told us to travel South to the sea and then head West." "That will take you right to the Black Mountains. I don't know if Zargon lives in those mountains or somewhere on the other side." "We have to find the source of this flower, see if it will grow in this area." "And the source of these liquids, I do not know what they are also. But, this I do know. If they use these in the Dwarves' mountain. They won't stand a chance. We can no longer stay in the safety of our forest, We must bring these flowers to the Dwarves at once," "And we must head South to the sea." "Here take some of these flowers. You may need them."

Quest 5

You have saved the town from destruction. You help the people back into town, where they hold a celebration in your honor. You are fed, fattened, given a place to sleep and you are told that you can keep the gifts that were given to you. The next morning you are told the safest route that your horses can take over the Gray Mountains A woman comes up to you and says. "Beware, for there is a Warlock somewhere in the mountains that is building an army of the living dead." The people laugh at her. "Don't believe her." they say. "She and two other women say that they were being taken into the mountains by a couple of Fimirs that let them go They're crazy! Who could believe that a Fimir would let anyone go. They would eat you first." You tell the woman that you will be careful and leave.

As you head up the mountain, the air grows cold. As you lead your horses up the path, you find it hard to believe that this is the safest route. Suddenly the Elf sees something. "I can't tell if it is smoke or steam. Steam would mean a hot spring." The Dwarf swallows hard. "A hot cup of spice sounds pretty good to me right now." "Then let us go get some." "It does not look too far away." So you all agree. You feed your horses, tie them to a tree and head off the pass towards the spring. But as you get closer, the air becomes filled with a foul odor. You all know the smell of burning rotten flesh. "Get down!" Says the Barbarian. "Look!" As he points and you all see a Skeleton wearing armor making its way up the mountain. You watch it and follow it as it comes to a stop in front of a giant boulder. Suddenly the boulder slides to the side and the Skeleton walks into a cave. The boulder slides back over the entrance. "Maybe that woman knew what she was talking about after all." "Yes, that's not steam. It's smoke from a chimney." You all walk over to the boulder. "Did anyone see what he did?" Asks the barbarian. The Dwarf spots a crack in the boulder and slips his hand inside "Just like at home." He says as the giant boulder slides to the side." Let us pay this Warlock a little visit then." You enter the