

## Quest 9

**You find the women waiting for you in the woods. You put them on your horses and ride. "Head for the forest." The women say. "They will not follow us inside there." As you enter the woods you have to come to a walk, for the forest is very thick. You travel a long way, until you come to a river.**

**"I would have thought that the forest sprites would know that we are here by now." "Something must be wrong." "The sprites are friendly to us Humans." "They like our gardens. We trade them our vegetable for their medicines." "Yes, if we could not make it to the East, then we headed South into the forest. That is what we tried to do. But we got caught in the marsh lands and we were captured." "There must be a reason why they are not showing themselves. They are a very brave people." "WE COME IN PEACE!" Yells the Barbarian. "Yes, we know. Make camp. Our King is on his way to meet you."**

**When the King comes to you, he gives you nuts and food as a gift. "For the first time in all our existence, we have come to know fear." The king explains. "My son married a human woman and I had a castle built here in the forest to make her feel more at home. But Zargon's monsters have taken over the castle. They have a terrible new weapon, that we can not stand against. The dead come after us and they spread a terrible fog that puts all of us to sleep. And with their dogs, they find my people and turn us into dead servants." "Our helmets will protect us from any sleeping spells." "This is not magic. I do not know what it is. But all are powerless against it." "Where is the castle? We want to take a look at it."**

**"Follow the river. But beware brave warriors." You leave the women with the king and make your way along the river bank. Not seeing anything along the way. "There it is.**

**Everything looks quiet." "The king said that they attack at night." "Do we try a fast attack?" "The gates are wide open."**

**"Sounds good to me." Says the Barbarian. As you bring**

ring to the Elf.

**D-** In a search of this room the heroes discover the "Wizard's Cloak" and the "Wand of Magic" from the artifacts cards. The chest is not locked. When the heroes open it, they hear a hiss. The chest was sealed. Inside are 4 flower blossoms. Only the Wizard knows that these flowers will restore 3 body points of damage. They must be eaten right away. A hero can not exceed his maximum body points.

**E-** A search of this room awakens a mummy.

**F-** The chaos warrior is a dead servant. He can not be put to sleep. If the Fimirs are with you they warn you about the door that he was guarding. It is a trap. The hero that opens this door gets a full body spray of acid. Costing him 4 body points of damage.

**G-** The Fimirs will not go into this room. "There are no traps." They say. "Our master is death himself." There is no one on the rack. The Warlock's 1<sup>st</sup> spell is "Command" cast on the Barbarian. The Warlock's 2<sup>nd</sup> spell is "Cloud of Chaos." If the Barbarian is still under the Command spell then the Cloud of Chaos is not cast upon him. The Warlock's 3<sup>rd</sup> spell is "Summon Undead" Warlock uses Chaos Warrior's chart, but with 6 mind points. If the Fimirs see that the heroes are losing the fight. They then join the battle.