

for a week also. But your new strength will never leave you. Now remember what I told you. Ride East attack the Fimirs. Then continue East. Come up behind the army. Sneak in and kill their Warlord. That will bring them to a stand still for a little while. My daughter will travel and meet up with the Humans and the Dwarfs at Dwarf's Tower. If my Son is successful in his mission to bring the Elves and the Barbarians. Then Zargon's army will be stopped at the Eastern pass. But you must head South into the forest of the sprits. I sense grave danger there. But I can not see clearly. But you must continue South until you come to the sea. Then head west. After that I can not see. But it is your best route to Zargon. Kill him and the world will know peace once more. May God be with you. You give thanks for the gifs and head east. As you approach the castle of the fimirs, you smell the sickening odor of death. You meet little resistance outside the castle and make your way inside...

**A-** The chest is booby trapped. 1 body point of damage if sprung. Inside are 4 bottles of juice. Each bottle will restore 4 body points.

**B-** Zargon you decide. Some healing herbs that they need to take right away or 20 gold pieces.

they don't even have guards. This is going to be easy." Whispers the Wizard. But then an arrow flies by his head. "WOW! They got cross bows!" "CHARGE!" Yells the Barbarian as you all rush forward.

**Zargon-** All the Goblins have cross bows. 3 attack dice. All the doors are opened. The Heroes must kill all the Goblins to finish the quest. As soon as they kill a Goblin they can take his cross bow. But the Wizard can not have a cross bow. This is a magical night and the Wizard's "Swift Wind" spell will last the length of the Quest. But he must cast the spell upon himself. Goblins that are in a room stay in their room. If players agree, then allow the Goblins to fire their cross bow even though they are next to, or surrounded by a Hero.

**A-** Starting place of the Heroes.

**B-** In this chest is dried human flesh.

**C-** in this chest is 40 gold pieces.

**D-** in this chest is a finely crafted helmet for the Elf. Giving the Elf an extra defense dice.

All the Heroes now have cross bows added to their weapon's list.