

Girl. She is scared, starving and filthy. The Wizard gently speaks to her to calm her. She says. "I was out gathering mushrooms when the Goblins caught me. They said that they were going to feed me to the wolf." "No one is going to hurt you now. You come with us and we will take you home." The wizard carries the little girl. He can't search a room now or do physical combat. But he can still cast his spells.

E- The heroes find 2 bottles. Only the Wizard knows that these are healing Potions. Each bottle will restore 4 body points.

F- This chest is empty.

G- This chest has 40 gold coins.

Quest 2

You carry the little girl out of the Goblins hide out. "Where do you live?" asks the Dwarf. "I do not know. They made me run a long ways. I do not know where I am." She doesn't cry. You are amazed at how brave she is. You give her food and water. "Well you come with us little Las." Says the Dwarf. "Yes, we will protect you and get you to your family." Says the Barbarian. You start moving, taking turns carrying the little girl.

Two days later, You come to a small forest river. You decide to make camp. The dwarf and the barbarian go off to hunt. The Wizard and the Elf take turns watching the child. She is playing in the water with the Wizard, when the Elf hears a sound. "Get out of the water!" He says. They hurry out and hide. A moment later two Orcs come through the bushes on the other side of the river. "It's not blood." Says one. "It will have to do for now."

Says the other, as they both drink from the river. "The master will not be pleased. We have no slaves." "We need to tell him that the Humans are staying close to their castle. I think that they know we are here." They walk back into the woods. "I am going to follow them." Says the Elf. "I will cut notches into the trees so that you can follow me easily." And he takes off after the Orcs. When the Dwarf and the Barbarian return, the Wizard grabs the Elf's back pack and you all follow the marks left by your friend.

A couple of hours later you see the Elf coming back towards you."They have a hide out in that patch of bushes over there. I

J- This chest is booby trapped. 2 hit points if sprung. Inside are 4²⁰ bottle of 'Elixirs of Life' and 4 bottles of potion. Each bottle will restore 4 body points.

Quest 13

lower level

You come out of the castle with the rescued men. You give them food, they know the way back to the village. You find the orc's trail. "They are traveling inside the stream." Says the Elf with anger in his voice. "They will not fool me again." He says, as you make your way up the mountain. The sound of rushing water becomes louder. A waterfall comes into view. "Which way did they go?" you ask the Elf. "This is impossible!" He says. "They had to..." He rips off his back pack. "Wait here." He says. He dives into the water under the waterfalls. A few minutes later he comes back up. "There is a cave opening under the water. They went in there." You take off your back packs and hide them.

You dive under the water and swim into the cave. Your lungs scream for air as you make your way through the tunnel. Finally you reach the surface again. You are inside a huge cave. Torches on the wall tell you that you are on the right path. You see a door and head for it.

Zargon- These orcs are armored. They have 4 defense dice.

A- Heroes enter through this door.

B- In this room the Heroes find good food. If they eat, they regain 1 body point.

C- In the bookcase the heroes discover a scroll that will recharge the Wizard's ring one time. Scroll then disintegrates.

D- In this chest is 40 gold coins.

E- A search of this room reveals nothing.

F- This Warlock is as strong as a Chaos Warrior. 1st spell is 'Summon Orcs' 2nd spell is 'Summon Undead' When heroes search this room they discover a scroll that will restore 2 of the Wizard's spells. Scroll then disintegrates. They also discover a secret door.