

Quest 10

You find the Orcs trail and continue following it. You come upon another castle. "What is it this time?" Asks the Barbarian. "Orcs.

Looks like some of the army went inside and the rest continued on. This looks like a training ground." says the Elf. "We will wait until night, hopefully take them by surprise." Says the barbarian.

Zargon- All the orcs are armored. 4 defense dice.

A- The Heroes enter through this door.

B- This room is full of weapons. Useless to the Heroes.

C- Chest is booby trapped. 1 hit point if sprung. Inside are 4 bottle of potion. Each bottle will restore 4 body points.

D- Zargon you decide. 4 more bottles, 100 gold coins or dried deer meat.

E- A search of this room reveals only dried deer meat.

F- These Orcs are so drunk they only have 1 attack dice and 1 defense dice.

G- This room is full of Orc beer.

H- In this room is a dead Orc. He died in a failed spell. The Wizard sees the medallion that the orc is wearing and knows that it is 'A Talisman Of Lore' from the Artifact cards. He takes it and puts it on.

Quest 11

You come out of the castle and find the safest place to camp. A good nights sleep restores your strength. You pick up the Orcs trail and follow it up into the mountain. "Get down!" Says the Elf. As he spots three Mountain Orcs up ahead. You follow them. They go into a cave. "The army did not go in there. They went to the left. What should we do?" Asks the Elf. "We better see what is inside the cave. We can take it slow and easy. If it is too much for us we can try and back out." Says the Barbarian. "That is a good idea. Remember, we have to come back this way again." Says the Dwarf. You all head into the cave. In the back is a massive wooden door.

Wizard.

C- The 2 doors in this room are locked. 5 hit points will break them in. Behind the doors are wounded people. "We were no good to them as slaves, so they were keeping us for food. Please! They took the Baron's Wife. They're going to cook her! She should be in the North West part of the castle." You tell the people to wait here.

D- On the table is the Baron's Wife, she is still alive and unharmed. (If the Heroes have not been to point B yet: The wife tells you about her secret room, where she has healing potions. If the heroes have been to point B, Then she tells you to keep them. She can make more. You will need them.) She then heads to the store rooms to help her wounded people. The Wizard notices that the 3 daggers that the Orcs were using will make good throwing daggers.

Quest 4

It took you all night to rid the castle of the Orcs. You come out and the family sees you. The Baron's Wife is a healer. She takes care of all the wounded. And asks the Wizard and little Girl to help her find more herbs from the forest. While they are gone you bring out all the Orc bodies and burn them. When the lady returns, she bids you all to rest while she makes more healing potions. When you awake, she is ready. "Here, Drink this." She says. You feel new strength flowing inside you.

(Add 2 points to all of the heroes. The barbarian now has 10.

The Dwarf has 9. The Elf has 8. The Wizard has 6.)

"Please, Young Warriors." She asks. "Please, They took my husband alive. Will you rescue him?" "Where do you think they took him?" asks the barbarian. "They must have taken everyone back into the Black Mountains. Why, I don't know. But, If they did, then they will travel through the woods. They will travel around the marsh land. Come with me. I have maps." You are amazed at her tactical skills and planing. "When you are married to a knight, He loves to talk about these things and I loved to listen." She shows you the maps. "These maps say that a river flows out of the Black Mountains that feed the marsh lands