

9
you will never beat my Master! You will never save them, never..."

Quest 5

"Never save them?" Asks the Wizard. "Who? The people they've taken for slaves?" "Must be." Says the Elf. "But, I am more interested in finding this 'Master' of his." "You know." Starts the Barbarian. "When we first started together, I was after gold. But, now after seeing what I have seen. I am bound and determined to help these people." "Yes, I agree and I am with you my friend."

Says the Dwarf. "And I too want to meet this Master."

You make your way out of the castle and find that the path leads in a straight line through the swamps. "I think I know where this path will lead us." Says the barbarian. You travel most of the day. The fog and large trees make for poor visibility. A castle suddenly comes into view. You make your way inside.

Zargon- All the Monster in this castle are armored. Add 2 more defense dice

A- Among the weapons, the Elf finds a shield.

B- In the pit is an old man. "Please help me!" He says. "I think that they are going to turn me into a Zombie!" The pit is deep. But if the Dwarf grabs the barbarian's legs, and the Barbarian bends over the edge at the waist. Then the man can jump and grab a hold. The barbarian pulls him up to the ledge and the Elf pulls the man out of the pit. "There is another door on the other side." Says the Man. "There was another man with me. We were brought here by a huge Orc. I do not know where the other man is." "You better follow behind us." You say. The Old Man can't help you fight.

C- On the desk you discover spells for making Zombies. Inside one of the drawers the Elf discovers the 'Ring of Return' from the artifact cards.

D- Inside this chest are 16 bottles of a dark red liquid. It smells good.

E- This chest is booby trapped. 2 body points if sprung. Inside the chest is 80 gold coins.

F- There is a man tied to the rack, He is alive and unharmed.

soon." Says the Barbarian.

14

You make good time along the trail. The forest is thick. Suddenly you break out of the woods into farm land. You see human slaves working in the fields. Goblins are everywhere. "So this is what they are doing." says the Wizard. "Slaves to work the fields." "Then let us put a stop to it right now." Snarls the Barbarian.

Suddenly the very air around you explodes with Goblins. "CATCH THE HUMANS!" you hear as the Goblins attack. The Goblins are armed with heavy clubs.

Zargon- If a hero is caring more than a 100 gold coins, then the weight of his pack hinders him and he is easily knocked out. If a hero has less than a 100 gold coins, then he puts up a noble fight and kills 5 goblins before being knocked out. Count the number of Goblins killed. (**Note:** Count all the Goblins that the Heroes kill for this quest. For they must kill a total of 60 Goblins to finish this quest.)

You awake inside a prison. The Goblins have taken your armor, your weapons and your back packs. "At least we still have our rings." Says the Wizard to the Elf. There is a man in the cell with you. He is dying. "I am glad to see that you are alive." he says to you and then he tells you this story. "The Orcs bring some of the slaves here to work the fields. They work us to death. The Goblins use the food we grow to feed more Goblins. When we die, they eat us and give our bones to the wolves. The stronger slaves they take up into the mountains. Where they are turned into Chaos warriors. That is what they will do with you." He then dies. "Let us get out of here." Says the Elf. "I will see if I can find the keys to the door." He says as he walks through the stone wall.

Zargon- The Goblins are well armored. They have 4 defense dice. They attack with heavy clubs. 2 attack dice. The heroes are beaten until they are knocked out. If all the heroes are knocked out they are returned to point A on the map. If this happens the heroes break through the wall into the other cell. 4 sixes must be rolled on the dice