

A- There is an Old Woman tied to the rack. She is dead. The 2 doors are locked. 5 hit points will break them in. Inside each room there are 3 Old People. "They said that we were no good to them. They were going to eat us!" They say. You tell them to stay there and that you will be back for them later.

B- Zargon, you decide what is in the chest. Dried Human Flesh, Healing Herbs to bring the heroes back to full power if they are not doing too well or 40 gold coins.

C- Zargon, you decide what is in this chest. Dried Human Flesh, Healing Herbs, or 40 gold coins.

D- This room is full of stolen weapons, clothing, armor, bottles, keys to release the humans and a chest with a 1,000 gold coins. The Elf and the Barbarian each find a chain mail suit.

Zargon- Look at each hero's sheet. At this point make sure that each Hero has at least one 'elixir of life' and 1 bottle of +4 potion.

Quest 8

You bring the Old People out of the castle and free every one else. You tell them about the weapons room and they arm themselves as best as they can. They want to come with you to rescue their Lord and friends. But, you convince them that a small force will be better to sneak in with. "We can find our way back to our village from here." They say. "May God be with you."

Zargon- Ask the Heroes. Do they give away some of their gold and jewels to the people to help them rebuild their village or do they keep it all for themselves?

You start down the path that the Orc army took. "The good thing." says the Dwarf. "Is that there are fewer of them, But, the bad thing is that they can travel faster now." "We do not even know where they are taking them or how far. I hope that our food supply holds out." Says the Wizard. "We will have no trouble tracking them." Says the Elf. "They are leaving good tracks." "Let us hurry then. If we are lucky, we may catch up to them

Warlock's statistics are.

Movement	Attack	Defense	Body	Mind
10	6	6	12	8

Warlock can not be put to sleep. Warlock's 1st spell is 'Cloud of Chaos' 2nd spell is 'Summon Undead' 3rd spell 'Firestorm' Then he resorts to physical combat.

Zargon- Again be careful not to wipe out the Heroes. If any do die, have the others find some Elixirs of Life.

When Warlock is killed, It sounded like the last thing he said was a woman's name.

Quest 6

You untie the man from the rack. "Thank you, Brave Warriors." Says the Man. "They were going to make me drink this dark red liquid. Its poison! Then they were going to turn me into a Zombie." "Well your safe now. Where do you come from?" asks the Elf. "I think from the South, we were captured by an army of Orcs. They made us march North through the woods. Then this huge Orc took us into the swamp. I lost my sense of directions then. The Orc brought us to this castle." "Is your Lord, Baron Redhand?" asks the Wizard. "Yes!" say both Men excitedly. "Then you are right. Your town is three days to the South. We will give you some food. Follow the trail out of the swamp. We will see if we can rescue your people." says the Wizard. The two men look at you in awe. "But, the Orcs, there's so many of them." The one man says. "We will see." says the Barbarian. "If we can get out of this accursed marsh land, that is." Grumbles the Dwarf. "We think that there is only one path through the marsh." say the two Men. "Then we will take it." says the Barbarian.

You start down the trail again, But, this time the trail bends and turns. You worry about getting lost. Then suddenly you see another small castle. The two Skeletons standing by the door, tell