

Quest 2

You make your way through the forest. The land starts to turn soft and wet. "I think we are heading into a swamp." Says the Barbarian. "Let us hope not, The scroll does not say anything except the direction that we must follow. I fear of getting lost if we change our route." Says the Wizard. You all travel on.

As the days go by, you discover to your horror that this land is full of alligators. Several times the Wizard casts a sleep spell and the Elf gets to practice his new 'Turn to Stone' spell. "These beasts are so big! What do they eat?" Asks the Elf. "Elves, Dwarfs, Wizards and Barbarians." Says the Dwarf.

You are relieved to see the ruins of a castle up ahead. "We made it, my friends." Says the Wizard. "In here we will hopefully find a sword with magical powers." "Where? Does the scroll say?" Asks the Barbarian. "It says 'That you will see the sign' I think I know what it means. The sign of the Wizard's society can be mistaken for a natural carving of a stone. But I will know it when I see it." Says the Wizard.

You make your way to the castle.

Zargon- The Goblins in this castle are also armored. They have 3 defense dice. Also because of the severe decay of the castle, the pit traps are not traps, but weak floors. Goblins are much lighter than Humans so they don't fall through. So when a hero steps on a pit trap. The floor gives way and the hero takes 1 hit point of damage and the others must jump the hole. Heroes can not see these problem spots.

Wizard, as he puts it on.

G- This Goblin has a cross bow. Heroes can see a lever on the other side, in the wall, that will close the pit.

H- This Goblin has a cross bow.

I- This metal door closes and locks when all the Heroes pass through. It will not open. They are now trapped.

J- When the Heroes open the door to this room they are surprised to see a young Zargon. At his feet is the body of an old man. "FOOLS!" Shouts Zargon. "NOW YOU WILL DIE! SERVANTS ATTACK! BUT SAVE THE WIZARD FOR ME!" He commands. The Heroes Yell a mighty battle cry! "FIGHT, MY FRIENDS! I NEED TIME TO CALL UPON A SPELL! TO THE DEATH AND DO NOT FEAR! FOR NOW WE FIGHT!" Shouts the Wizard.

Zargon- You can not be put to sleep. Daggers and arrows are useless against your magic. You get to attack twice on all of your turns. Your statistics are.

Movement	Attack	Defense	Body	Mind
10	6	6	14	10

Zargon- When the Heroes kill some of the monsters in the room, Bring in more from the North doors. Pick your strongest Monsters, as Monsters die, Bring in more. Until Barbarian, Dwarf and Elf are Dead. Keep telling the Heroes that the Wizard needs more time to cast the spell. If Monsters are not doing the job fast enough, Zargon can help kill the Heroes. If a Hero can not back away from a fight, he can't drink a potion.