

Quest 3

You are glad to get out of that castle before it caved in on you."Where to now?" You ask the Wizard. "The scroll says that we are to travel to the base of that mountain range. There are two castles built at the base of this mountain. One on the north side and another on the south side. They are connected by a series of mine shafts. The men there use to mine iron there."

As you travel closer to the mountain you notice something different about the soil. You have never seen its type before. As the days pass, The Wizard starts to slow down. "What is wrong?" You ask. "We should have been there by now. The scroll said that the castle is very big, These woods make it hard to see any distance, But we should be there by now." "I will climb that tall tree." Says the Elf. When he comes back down, He is in a hurry. "This mountain is a volcano!"

He says. "I think that it is still alive too." "So that explains it. The mountain turned into a volcano and must have destroyed the castles." Says the Wizard. "Maybe not all of it." says the Elf. "I think I saw the top of a tower straight up the side."

You make your way up. It is a tower. You climb in and follow the stairs down. It grows dark quickly. You light a torch. "It must be that this castle was so strong that it still stood when the mountain turned into fire. There still maybe a chance that we will find the book. We need to find a room with a fountain in it." Says the Wizard. "Look!" Says the Elf. "Light! We are not alone here." You draw out your weapons and make your way inside.

E- When the Heroes search this room, They discover an Iron Key and a secret door.

F- This room is full of Orc beer. Heroes may search this room.

G- This metal door is locked. Heroes need the Iron Key to open it.

H- When the Heroes search this room, All that they find is a dead man on the rack. They were going to turn him into a Zombie.

I- The Heroes meet a Warlock in the hallway. Warlock immediately casts 'Ball of Flame' at the first Hero he sees. Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind points. After the Heroes' first attack Warlock runs back down the hall and 'Summons Orcs' The Orcs appear between the Warlock and the Heroes. If Warlock survives next attack, then he 'Summons Undead'. Put monsters between Warlock and Heroes. If there is not enough room. Then put monsters behind the Heroes. Then Warlock resorts to physical combat.

J- When the Heroes search this room, They discover a small chest in the bookcase. Inside is a large emerald worth 500 gold coins. Also the closed door in this room is a metal door. It is locked.

Zargon- The Elf must use 'Pass Through Stone' and fight the monster in the next room by himself to get the key or use his 'landside' spell. If either of these two decision are impossible then have the Wizard discover a spell in the Warlock's spell book that will open the door.

K- When Heroes search this room they discover the Brass Key.

L- When the Heroes search this room they discover a beautiful long sword for the Barbarian. He can carry this sword and 'Spirit blade' together. The Elf finds 5 good arrows.