

all the Heroes end up in the pit, then they can help each other out. If Wizard uses his 'Staff log' spell to cross and then returns his staff to normal, that's it. He can only cast the spell once a quest.

L- This metal door is locked. Heroes need Gold Key to open it. This door leads out of the castle. The chest next to the door is safe. Inside are 2 old, large, copper daggers. They are dull and worthless.

Quest 13 (lower level)

You continue climbing up the mountain. As you approach the castle on top. You notice the Metal door That leads into the castle. It is covered with magic runes and a deer's skull. The Dwarf studies the door. He notices two notches, one on each side of the door.

Zargon- The heroes need to put the two copper daggers into these notches, otherwise anyone who touches this door will be killed.

Tell the Heroes that they will not regain their spells after this quest. So they must be wise. There will also be no restocking of the treasure cards after this quest.

Only the Orcs are armored in this quest. Add 2 Defense dice to their statistics. The Heroes are looking for the stairwell that leads to the upper level.

A- Starting place of the Heroes.

B- This chest is safe. Inside are 2 old, large copper daggers. They are dull and worthless.

C- When the heroes search this room. They discover a small chest on the bookcase. Inside the chest is a large diamond worth 500 gold coins.

D- When the Heroes search this room. They discover 2 throwing daggers on the table.

Zargon- The Orcs in this castle are lightly armored. They have 3 defense dice.

A- Under a lose stone the heroes find a steel box. In side the box is a small golden skull with ruby eyes, worth 20 gold coins.

B- Under their bandages the mummies are wearing silver chains with an emerald on them. Worth 50 gold coins.

C- In this room the heroes find good food.

D- From the papers on the desk the heroes discover that the Orcs are tending the Dead here in this hot dry place until they are needed by Zargon. The heroes also discover that there is a passage to the other castle through the old mine shafts. Also they see the secret door.

E- This is the fountain. It's dried up. "There on the wall." Says the Wizard. "It's the mark of our society." You pull out the stone. The book is there, But badly decomposed. The Wizard can only get 2 Water spells from it. He learns them quickly. "We need to find that passage to the other castle through the mines." He says.

F- This chest is bobby trapped. 1 hit point if sprung. Inside are 80 gold coins.

G- In the tomb the heroes discover the remains of a man."Hold it." Says the Dwarf. He reaches in and discovers a secret compartment. Inside is the 'Wand of Magic' from the artifacts cards. He gives it to the Wizard.

H- Heroes find an Iron key.

I- This metal door is locked. Heroes need the Iron key to open it.

J- This door leads into the mine shafts.