

## Quest 4

You find a bunch of torches, You light one and travel into the mines. "They must travel back and forth, That is why there are torches here." Says the Barbarian. "This should be easy." "I finally feel at home." Says the Dwarf. You walk, the tunnel travels straight back. There are tunnels that break off to the left and right, but you decide to stay on the straight path.

The next day you come to a junction in the tunnel. It divides three ways. "I can not find any tracks on this rock, I am sorry." Says the Elf. "What do you think, my friend?" The Wizard asks the Dwarf. The Dwarf sniffs the air. "Can't tell. Blasted air is so foul in here."

"Let us try straight then." Says the Wizard. You all agree and build a marker before you head into the tunnel. A day later you come to a dead end. "Caved in. Probably when the mountain turned to fire." Says the Dwarf. "We are getting low on food. We need to start rationing." Says the Barbarian. You go back, find your marker and try another tunnel. "Let us pray that this is the right one."

You let the Dwarf lead the way. A day later you hear him laugh. "A good sign, Lads. Look, Red Caps, old furniture and a spring. I'll build us a fire and cook you up these mushrooms, prepare yourselves for a feast, my friends." "Red Caps! Are they not poisonous?" Asks the Barbarian. The Dwarf laughs again. "We Dwarfs started that rummer so that we could keep them for ourselves, So now you all know a great secret." You all laugh. You fill your stomachs and

**A-** When the Heroes search this room, The chest has wine in it and the cupboard has good deer meat. If the heroes rest, eat and drink a little they will regain 1 body point.

**B-** This metal door is locked. Heroes need Iron Key to open it.

**C-** This chest is safe. Inside are 80 gold coins.

**D-** This metal door is locked. Heroes need brass key to open it.

**E-** When the Heroes search this room, they discover a sealed jar. Inside are healing herbs. There are enough to restore 12 body points. Herbs can not be saved. Also the Heroes discover the Iron key.

**F-** This Mountain Orc knows magic. He immediately casts "Command" on the Hero in the doorway. That Hero blocks the doorway and turns to attack his friends. Friends defend themselves until Hero can break the spell. Orc's 2<sup>nd</sup> spell is 'Summon Orcs' These Orcs are Mountain Orcs and they surround the Warlock Orc. Then the Warlock Orc resorts to physical combat. When the Heroes search this room they discover the brass key on the body of the Mountain Orc.

**G-** This metal door is locked. Heroes need silver key to open it.

**H-** When the Heroes search this room, they discover a Gold Key, 5 good arrows, a bottle of elixir of life and 2 poisoned throwing daggers.

**I- Zargon-** This room has barrels of Orc beer in it. Orcs are asleep. Heroes get first attack with the Orcs giving no defense. After that they wake up. They have 2 attack and 1 defense dice because they are drunk.

**J-** When the Heroes search this room, They discover the Silver Key.

**K-** In order for the Heroes to cross this giant pit they must each roll a black shield on 1 white dice to make the jump. Otherwise they fall in and suffer 2 body points of damage. This pit is very deep. A Hero by himself can not get out. If