

A- Starting place of the Wizard.

B- Starting place of Barbarian, Dwarf and Elf.

C- This chest is booby trapped. 1 hit point if sprung. Inside are 2 throwing daggers.

D- this chest is booby trapped. 1 hit point if sprung. Inside is a poisoned throwing dagger.

E- This chest is booby trapped. 1 hit point if sprung. Inside is a ruby worth 50 gold coins.

When the Wizard makes it to the center room the Warlock says "Curse you, Curse you all!" and he then disappears. The invisible wall is gone. Heroes can collect the elixir of life and continue their journey.

Quest 12

You make your way up the stairs. They bring you out to the surface of the mountain. The climbing is very steep. You come to the base of a castle carved into the side of the mountain. You travel along the base until you come to a flight of stairs that lead to a door in the castle. "Mountain Orcs." Says the Elf. "We should go in." Says the Barbarian. "Because, We either fight them now or on the way back, so what difference does it make?" You all agree. You go into the castle. The first floor is deserted. You find a stair case that leads up.

Zargon- All the Skeletons in this quest are Iron Skeletons.

your pouches with Red Caps. The Wizard tells you about the spring water. "It is mineral water, Hard to find. I can make a heart strengthen potion if I can find the other ingredients. I will fill my water skin with this water, but I have to save it for the potion.

Filled, rested and on your last torch, You come to a door. "New wood." Says the Barbarian. You all know what that means. You draw out your weapons and open the door.

Zargon- These Orcs are also lightly armored. They have 3 defense dice.

A- This metal door is locked. Did the heroes bring the Iron key with them?

B- The Heroes weapons are better than any that they find here. The Elf does find 3 arrows.

C- This chest is safe. Inside are common items. Clothing, cups, spoons, nothing of value.

D- The cupboard is full of good food. You put a few pieces of deer meat in you pouches. The Heroes also find 2 bottles. Only the Wizard knows that each of these potions will restore 4 body points.

E- This chest is booby trapped. 1 hit point if sprung. Inside are small jewels worth 200 gold coins. Also in the room the heroes are surprised to see the symbol of the wizard's society. "There is no mention of anything in this castle in the scroll." Says the Wizard. He asks the Dwarf if it could be a trap. The Dwarf studies the wall. "Here!" He says. "It is a lock, we need a special key." "Try that dagger that your Father gave you." Says the Elf. You slide it in and you hear a click. The Dwarf