

## Quest 11

You continue climbing up the stairs. Suddenly the stairs bring you to a corridor. At the other end there stands a Skeleton in front of a door. As you come closer you notice that the Skeleton is unarmed. It makes no move towards you. "What's that its holding?" Asks the Elf. "Looks like a giant seed pod."

He finishes. "Well, He is in our way. This will be easy." Says the Barbarian. You get ready to attack. But as you get closer, The skeleton crushes the pod and the hallway is quickly filled with smoke. Everything starts to spin and you lose consciousness.

You awake to a evil laugh. "How nice of you to come to me. I must always travel to the world of the humans to get my players. This is wonderful. I do so love this game. Let me explain it to you. You see, Your friend the Wizard must travel through my magical maze and try to find his way to the center before my monster kill him. Now, every time he travels through two doors, I will send in one of my Iron Skeletons To attack you three. So his mistakes will be the death of you. I have taken nothing from you, except the Elf's ability to walk through or bring down my walls. That is not allowed. If your Friend can make it to the center room, I give you my word that I will let you go on your way. I will even give you this Elixir of life as a reward. But I must tell you, No one has ever been able to solve my maze. HAHA So let my game begin!

## Quest 5

You make your way out of the castle. "Wow! Air has never tasted so sweet." Says the Dwarf. You all laugh at his joke. "Where to now, my friend?" The Barbarian asks the Wizard. "This time we must journey over to that mountain. There on its side we should find a small castle that contains a book of Fire spells. Keep an eye out for any King's Crowns. I need the leaves for my potion."

You travel through the woods. Game is plentiful. One night you find Orcs camping. You make quick work out of them. You find a Kings Crown tree and the Wizard gathers some of its leaves. You make your way to the base of the mountain and find a trail leading up to the castle. You go inside.

**Zargon-** The Orcs in this castle are better armored. They have 4 defense dice.

**A-** Heroes start here.

**B-** This Orc knows magic. He immediately casts 'Sleep' on the Hero in the doorway. Chest is not booby trapped. Inside are 40 gold coins. When heroes search this room the Wizard discovers a scroll that will restore 3 of his spells. Scroll then disintegrates.

**C-** Inside the cupboard the heroes find good food and 4 bottles of potion. Each bottle will restore 4 body points. The Heroes also see a secret door.

**Zargon-** If the heroes **DO NOT** have the "Iron Key" "It's locked." says the Dwarf. "See, we need a key."