

protect from that mad man. He is the cause of all this."

Says the Barbarian. The Wizard goes to a small bush and takes some leaves off of it. "This is the last ingredient. I can make a potion that will give us great strength."

You make camp. The Dwarf gets a good fire going. The Elf and the Barbarian go hunting. The Wizard starts mixing his potion. The Dwarf is curious. "Tell me about your magic."

He asks. The Wizard smiles. "There are three kinds. The lowest and the safest involves ingredients, mixing elements, knowingly, creates a sure magic. The second uses talismans, words and hand gestures. This is harder and takes practice. But the third is by far the most powerful.

Magic of the mind, will and spirit. It is also the most dangerous. It drains you quickly. My Father as old as he was, was starting to get good with this kind. But Zargon is a master of it. That is why he is so powerful. He may even know that we are coming." The Dwarf Grunts. "I will save my last breath then, so I can spit in his face." He says.

The others return, carrying a deer. You feast tonight and get a good night's rest. When morning comes, the Wizard's potion is ready. You all drink it and feel the burning through your body. Add 2 body points to all of the Heroes' statistics. Barbarian now has 10, Dwarf-9, Elf-8, Wizard-6.

You travel to the base of Zargon's mountain. You discover that the base has been carved into a fifty foot cliff. You follow along the base of the cliff. Looking for a way up.

You spot a cave. "This maybe the only way." You say. You go inside. Stairs tell you that this is not a natural cave. You light a torch and go inside.

Zargon- Monsters are armored. Add 2 defense dice to their statistics. 6 being the highest. This quest is designed for the Heroes to do a lot of searching, pulling treasure cards, Hopefully they can get some potions. Also the Heroes need to find the stairwell leading up, to finish this quest.

Quest 6

You come out of the castle. Wow! That was ruff.

Where to now?" You ask the Wizard. "To the top of this mountain. There we should find another spell book in a room with a well." You quickly make your way to the top of the mountain and find the castle easily. You see no one around. You make your way inside. The first floor is empty of monsters, but full of their tools for forging. You find a stairwell that leads down.

Zargon- These are all Mountain Orcs.

A- When the heroes search this room they find nothing of value. The food is half rotten.

B- Chest is safe. Inside are 80 gold coins.

C- In the bookcase the heroes discover that these Mountain Orcs are very advanced in their forging.

D- The Wizard discovers that these Orcs can forge metal with magic.

E- Dwarf, Wizard and Barbarian each find 2 poisoned throwing daggers. The Elf finds 6 good arrows.

F- This chest is booby trapped.. 2 hit points if sprung. Inside is a large diamond worth 500 gold coins.

G- When the heroes search this room, they find the pit littered with bones. This is an old well, turned into a prison cell. On the North wall is the mark of the Wizard's society. "It's a secret door alright" Says the Dwarf. "Let me see that dagger again." He opens the door and on the other side is a tiny opening where the spell book is. It is a Air spell book. The Wizard is able to recover 2 new spells from the book. Also the heroes discover 2 bottles of elixir of life.