

## Quest 9

You come out of the castle and continue to follow the direction of the scroll. You come upon another castle. 'This is it.' Says the Wizard. 'Wow! I feel a lot of magic coming from that place.' Says the Elf. 'The hairs of my skin are standing straight up.' Says the Barbarian. You go inside.

**Zargon-** All the monsters in this castle are armored. Add 2 defense dice to their statistics. 6 being the highest.

**A-** When the Warlock casts his 1<sup>st</sup> spell 'Summon Undead' put the monsters in the room behind the Heroes. When these monsters are dead. Warlock's 2<sup>nd</sup> spell is 'Summon Orcs' Warlocks 3<sup>rd</sup> spell is 'firestorm' Warlock then resorts to physical combat. He is as strong as a Chaos Warrior with 6 Body and Mind points.

**B-** This chest is safe. Inside are 4 bottles of healing potion. Each bottle will restore 4 body points. Also in the chest is a jar. It is sealed. Inside are healing herbs. There are only enough herbs to restore 9 body points. Herbs must be eaten right away. They can't be saved.

**C-** The Heroes can see a lever in the wall on the other side of the pit that will close the pit.

**D-** In the bookcase the Heroes discover a bottle with pills in it. Only the Wizard knows that these pills will restore 1 body point. There are 10 pills in the bottle.

**E-** This chest is booby trapped. 1 hit point if sprung. Inside are all kinds of evil magical items, except for a 'Wizard's cloak' from the artifacts cards.

**A-** Starting place of the heroes.

**B-** This metal door is locked. Iron key will open it.

**C-** In the bookcase the Heroes find an Iron key. Heroes also find a secret door.

**D-** This chest is booby trapped. Poisoned gas. 2 hit points on all the heroes in the room if sprung. Inside are jewels worth 400 gold coins.

**E-** On the table the heroes discover a tool kit.

**F-** This Fimir knows magic. He Keeps on casting 'Tempest' on the heroes while the other 2 Fimirs attack. This Fimir can cast a spell and make an attack on each of his turns.

**G-** The weapon here are not as good as the heroes. Elf finds 2 arrows. Chest is booby trapped. 1 hit point if sprung. Inside are 2 bottles of potion. Each bottle will restore 4 body points.

**H-** On the rack is a dead Mountain Orc. You hear shouting coming from the small room.

**I-** This metal door is locked. Iron key will open it. Chained to the wall are 2 Mountain Orcs. "They are going to use us as food for their wolves. If you free us we will help you fight." They say. Iron key will free them. Orcs can't search rooms. But Heroes and Orcs can hop over each other. Orcs must still roll a black shield to defend. Orcs can take healing potions or mushrooms if you want to give them some.

**J-** This chest is safe. Inside is a jar. It is sealed. Inside are healing blossoms. There are enough blossoms to restore 9 body points. Points can be shared. Heroes also discover the mark of the Wizard's society on the East wall. "Help me take this Stone away." Says the Wizard. It's hard work but you get it done. Behind the stone is a spell book. "God be praised! It is a new element, Wood Spells! And this book is in a lot better shape than all the others." He studies the book carefully and learns 5 new Wood spells.