

Quest 8

After you come out of the castle, you kill all the wolves. If any of the Mountain Orcs survived, They Thank you and leave. You make your way through the woods. The Wizard discovers a special root that he needs for his heart strengthening potion. "Where to next?" You ask. "We must make our way through these woods. The next castle is in that direction." You all travel through the day without any incidents. You come to a slow moving river. The Wizard discovers a lily that he needs. As he is collecting them you notice a bridge further down the river. You head for it, cross over and find a castle on the other side. "This is not the castle that we want." Says the Wizard. "Let us search it anyway. Who know what we may find." Say your Friends. You all go inside.

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

A- This Metal door is locked. Iron key will open it. The weapons on the rack are not very good. Elf finds 2 good arrows.

B- Heroes must attempt to jump the large pit. They must roll a black shield on 1 white dice, to make the jump. Otherwise they fall and suffer 2 body point of damage.

C- In the cupboard the Heroes discover good food and drink. If they eat and drink a little they will regain 1 body point.

D- This chest is booby trapped. 2 hit points if sprung.

Zargon- You decide. 2 bottles of potion. Each bottle will restore 4 body points, dried human flesh, or 80 gold coins. The Heroes are surprised to find 2 helmets. One for the Barbarian and one for the Elf. Add a point to the Barbarian and Elf's defense.

E- When the heroes search this room they discover an Iron key.

F- This chest is safe.

Zargon- If any heroes died in this battle, put an elixir of life in the chest. Also have a look at everyone's sheets. Make sure that every hero has at least 1 elixir of life at this point. There is also enough healing herbs to bring all the heroes back to full power.

G- This Fimir knows magic and immediately casts 'Command' on the Hero that opened the door. That Hero then blocks the door and attacks his friends. Friends defend themselves, until Hero can break the spell. Fimir's 2nd spell is 'Summon Ocrs' to surround himself. Fimir's 3rd spell is 'Summon undead' Place these monsters out in the hall way with the Heroes. I know that this seems a little unfair. But hey, I'm Zargon. Then the Fimir resorts to physical combat.

H- This Gargoyle is a stone statue. The Heroes can see a secret door in the east wall, next to the statue. But the door is locked. The Dwarf can't find a key hole in the wall. **Zargon-** Help the Heroes figure out that the little gold skull that they found before. Will fit into the belt of the Gargoyle statue. There is a skull on the belt of the playing piece. This will open the door.

I- This room is full of treasure. Each Hero may take a 1,000 gold pieces worth of jewels.