

7 **Zargon-** Goblins are armored. They have 3 defense dice.

A- Starting place of Heroes.

B- Two of the Goblins in this room have bottles of Heroic Brew that they drink before attacking. When Heroes are done searching the room they find in the cupboard, 20 gold coins, 2 Potions of Power, and a sealed jar. Inside the jar are healing herbs. Herbs must be eaten right away. There are enough herbs to restore 9 body points. Points can be shared among the Heroes.

C- Chest is booby trapped. 1 hit point if sprung. Inside the chest are 4 Potions of Restoration.

D- Warlock's 1st spell is "Rust" on any Hero that has a metal weapon. 2nd spell is "Fire Storm" Then He resorts to physical combat.

E- Zargon- Give the Hero who lost his weapon to the rust spell a nicer weapon, your choice. The other 2 Heroes find a throwing axe and the Wizard finds 2 throwing stars. Heroes also find the Iron Key.

F- Dwarf must disarm a path to the chest. If he trips a spear trap, trap will spring and then reset itself, Dwarf must try again. Chest is booby trapped. 2 hit points if sprung. Inside are 400 gold coins.

G- This metal door is locked. Iron Key will open it.

H- Zargon- This chest is safe. Put enough Elixirs of life in this chest so that every Hero has 1 bottle. Heroes also find 4 Potions of Strength and 4 bottles of Heroic brew.

I- When the Heroes search this room, they discover a note telling the Goblins that they would be traveling on the road. Heroes also discover that captured gold was being sent to a place deeper in the forest.

J- There is a woman tied to the rack. The Heroes set her free. "There are more people behind that door." She says. 5 hit points will break in the door.

K- This room has 10 prisoners inside. They follow behind the Heroes.

L- These Goblins are guarding the main gate that leads out.

Zargon- You will have to recycle the open doors for this quest. Sorry.

24

A- Starting place of the Heroes.

B- This room is a storeroom. There are tools for forging and ironwork here. Nothing of any use to the Heroes.

C- The 2 Mountain Orcs in front of the bookcase have Potions of Strength that they drink.

D- In the Weapons Rack Heroes discover "Spirit Blade" from the Artifacts cards. Also they find 4 Throwing Axes, 2 Throwing Stars and a Poisoned Throwing Dagger.

E- When the Heroes search this room they discover wine and deer meat. They can regain 1 body point if they eat a little.

F- In the desk the Heroes discover that the Mountain Orcs are making Iron Skeletons for Zargon.

G- In the bookcase the Heroes discover a small chest. Inside are 3 large rubies, each is worth 500 gold coins.

H- On the rack is a pretty woman. She is naked, starved and frightened. You free her and cover her. She cries as she thanks you. "There are more of us behind that door." She says.

I- This room is full of men and women. They are naked, starved and frightened. You tell them that it is all right now. They quietly follow behind you. They are far too weak to fight.

J- These chests are safe. Inside each is a 1,000 gold coins. Each Hero is allowed to take 100 pieces. If they want more they lose 1 attack dice and 1 defense dice for every 100 coins extra that they carry. Also inside this room they discover "Borin's Armor" from the Artifacts cards.

Zargon- At quests end Heroes can feed and cloth the people. Heroes give the gold to them.