

## Quest 8

**"We need a ship."** Says the Barbarian. **"It is a good thing that the Queen told us of the town that is two days travel from here, along the coast. Even though it is to the West, We should be able to find a ship there."** He finished. You travel to the town and hire a ship and crew for 600 gold coins. You buy supplies and set off. You travel East to an island. The Captain agrees to wait for you as you go ashore. You travel all day in the thick woods. You finally spot a huge castle. As you make your way towards the castle, the ground beneath you gives way and you fall into a room. You are not hurt, but you can not climb out. You spot a door, half rotten. **"Well maybe we are alone here."** Says the Wizard. You break the door down easily. You head on in.

**Zargon-** The Heroes are looking for stairs up. Heroes need a torch. If they do not have one they lose 1 attack dice and 1 defense dice.

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

**B-** This metal door is locked. Heroes need Iron key to open it.

**C-** When Heroes search the cupboard they discover bottles of blood, dried Human flesh and the Iron key.

**D-** 2 of these Hobgoblins have Potions of Strength. They use 2 extra combat dice the first two times they attack. After the Heroes search the room, they discover a secret door.

**E-** Heroes discover in this room the Mark of the Wizard's Society on the center of the East wall. Dwarf can not find a secret door or keyhole. If Heroes look through the wall they see the table with Artifacts. Elf could pass through stone, or cause a landslide or if Heroes choose to they can break down the wall. It will take 15 hit points to make an opening. Once through

**H-** There are no good weapons on the rack. Heroes find a secret door.

**I-** There are many barrels of wine in this room. Heroes can search it, if they wish to.

**J-** The Goblin in this room is chained to the wall. The Heroes hear pleads for help from behind the two doors. The Barbarian says. **"We can use this Goblin to open that evil door."** He takes the Goblin to the door and pushes him in front of it. Lighting shoots out and kills the Goblin. The evil door opens.

**Zargon-** When the Heroes go through the evil door, it shuts close behind them. They are now trapped.

**K-** This room is full of human prisoners. They are very weak but alive. **"They brought us here and every few days they take away two of us and turn the people into Zombies."**

**L-** This room is also full of Human prisoners. They are very weak, but alive. A man begs of you. **"Please the Warlock just took my daughter, please save her. Before..."** The Man passes out.

**M-** Malachi's statistics are

MOVE	ATTACK	DEFENSE	BODY	MIND
7	6	6	7	0

Use a Chaos Warrior figure. Malachi can make 2 attacks on each of his turns.

The stairs lead up to a door.

**N-** When the Heroes open the door, they find the Warlock lying asleep in a bed in a trance. There is a little girl chained to the wall. You free her. The Barbarian says. **"I know what to do."** And he grabs the Warlock and carries him back to the evil door. He pushes the Warlock in front of the door. Lighting strikes, The Warlock dies and the door explodes violently. The Barbarian suffers 3 body points of damage. Did this kill him too?