

## Quest 5

You feed and care for the people that you saved from the Warlock's castle. You give them a chance to regain their strength. Thanks to the Elf's hunting abilities there is plenty to eat and the barrels of wine are a Godsend. Everyone is grateful to God. But the Dwarf is Troubled. "There were only eight Knights inside that castle, so where are the other two?" There are no clues.

When the people are strong enough to travel you head back to the king's kingdom. But when you get there, you find the Kingdom being attacked. All is chaos. You are separated from your friends in the fighting, which is fierce. When it starts to clam down, the Elf, Wizard and Dwarf find each other. You go to look for your

Barbarian Friend. You know where to go. When you arrive at the house of the red haired woman you find the Barbarian wrapping the bodies in bed sheets. You help. The tears run freely down your face. When you are done. You go outside and find that the Orcs have captured the castle. The town people tell you that now they must fight their own castle.

"Come with me." Says the Dwarf to his friends. He leads you to a thick patch of bushes on the East side of the castle. "I noticed this the first time we were here, it is very cleaver, see. The waste water runs down the hill out of this opening." You look at the opening. The bars that are over it are thick. The Barbarian grabs the bars. You start to say, "We need tools." When the Barbarian rips the first bar out of the opening. Breathing hard, he rips the other three out. You just barely fit inside the opening. On your belly you crawl in and come up inside an empty horse stall.

**Zargon-** There are more doors on the map than the game provides for. Please recycle the doorways. Orcs are armored they have 5 defense dice. Don't bring the Orcs that are in the hallways into play until the Heroes see them. This is a very ruff Quest. Tell your Barbarian player that they have a choice. Because of the death of the children the Barbarian is

**E-** As soon as the heroes open the door, the Warlock casts "Summon Undead" put the monsters in the same room with the heroes, Monsters get first attack. When all the Monsters are dead Warlock's 2<sup>nd</sup> spell is "Firestorm" he then resorts to physical combat.

**F-** When the Heroes pass through this door the Wizard says. "Look, the mark of the Wizard's society." He asks the Dwarf to have a look. "There is no secret door on this Western wall. There use to be a torch rack here, see and there is writing on the wall under the dirt." You read the writing. It says. "God the Holy Spirit."

**G-** Inside the cupboard the Wizard discovers 'Spell ring' from the Artifacts cards. Dwarf finds a Potion of Thunder, Barbarian and Elf find 2 Potions of Defense each.

**H-** Chest is booby trapped, poison gas, 2 hit points on everyone who is in the room if sprung. Inside are a 1,000 gold coins.

**I-** When Heroes search this room they discover writing on the ceiling. It reads. "With Mighty God behind you. You can look ahead and know that you have already won. Blessed be the name of God. Three spirits that are one."

**J-** Hero who searches the tomb is attacked by a Mummy. When Mummy is killed, Heroes discover a golden necklace on the Mummy worth 50 gold coins.

**K-** On this spot in the West wall, the Heroes discover a torch in a rack, next to the rack there is writing. It reads "God the Father."

**L-** This Chaos Warrior has a Potion of Strength, a Heroic Brew and an Elixir of Life. In the desk the Heroes discover notes to Zargon, telling that they are trying to find the Wizard's staff of Power.

**M-** Chest is booby traped - 1 hit point if sprung. Inside are 50 gold coins.

Now the Heroes must solve the riddle of the castle, which is – The doors form an arrow that points to the East. If a hero stands in the doorway, while he can see the three torches of God and turns around. He faces East, across the sea.