

## Quest 4

"We have made it past the armory and Throne room. The next level is where everyone worked. Our enemy will be many and powerful. Let us move quietly and skillfully. If we are spotted they will sound an alarm."

**Zargon-** Orcs and Hobgoblins are heavily armored. They all have 5 defense dice.

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

**B-** This Hobgoblin has a crossbow.

**C-** This Warlock at the top of the stairs keeps on casting "Ball Of Flame" at the Heroes. Time for their "Fire Rings" to come into play.

**D-** Tell the Dwarfs that they see a secret door when they step on this spot.

**E-** This Warlock casts "Ball Of Flame" on the Hero that opened the door. Hope He had a "Fire Ring"

**F-** This Fimir knows magic and casts "Ball Of Flame" on the Hero who opened the door. When Heroes search this room they discover in the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Points can be shared. Also Heroes find 4 Artifacts.

**G-** Each of these Hobgoblins has a Heroic Brew. If Heroes can kill them before they get a chance to drink them, (Make their attack) they can have the potions.

## Quest 9

You make your way down the corridor to the next level. Suddenly you smell the stench of death, even before you open the door, "Alright, My Friends. This is going to be ruff." Says Kenaron. "Remember, We still need to find that key." Says the Wizard. You open the door.

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

**B-** That Darn Cloud again! **Zargon-** Make all the doors open doors. Allow Heroes to enter cloud, roll 1 red dice to see where they go. Then allow them to roll red dice again to move into the room and if possible make the first attack.

**C-** This Mummy does not move from his spot.

**D-** This Monster is a Shape Changer and is currently in the shape of a Mummy. Every time that a hero kills it. Take the 8 original monster cards, shuffle them and draw 1 card. This is the new shape that the Changer takes on. Changer then attacks Hero. Changer can only be permanently killed when card that is drawn matches the shape that Changer is currently in. When Heroes search this room, They discover a secret door.