

E- These 2 wooden doors are locked. 5 hit points will break them in. Inside these 2 rooms are human prisoners. They are badly beaten and weak, but they are alive. You tell them to wait here until you return.

F- This Chest is bobby trapped. 2 hit points if sprung. Inside are 2 Heroic Brews and 40 gold coins.

G- This Chest is safe. Inside the Heroes make a great discovery. They find 2 Armbands of Ice from the Artifacts cards.

H- When the Heroes search this room, they discover a note to Zargon inside the Desk. "They are not an invading force, they are a scouting party. This note says that they're exploring the area. Most of the people were taken back as slaves." Says the Wizard. "Taken where?" Asks the Barbarian. "I do not know. That's still a mystery." Says the Wizard.

I- This Warlock will cast Chill spell as long as he is able to. When the Heroes search this room, they discover a Spell Scroll Artifact on the Alter.

J- This Chest is safe. Inside are gold and jewels taken from the people 2,000 gold coins worth.

Quest 2

You return to the people and help them travel back to the city of Sunca. The Elders do not know what to make from your report. More that three quarters of the people are missing. They ask you to go to the second town and see if you can discover anything about this mystery. You travel quickly and discover nothing inside the burnt remains. You scan the countryside. The Elf spots a faint steam cloud coming from a spot up on the mountainside. "A hot spring?" You ask. All of you climb up the mountain to go have a closer look. "It's not steam, it's smoke. Coming out of a chimney." Says the Elf. Your friend the Dwarf starts looking for the hidden door. He soon finds it.

"Just like the other one." He says. You go inside

Zargon- These Orcs are heavily armored. They all have 5 defense dice.

Quest 14

You make your way through the main gate and you are amazed at what you see. "Dear Lord, they've built a massive city, I didn't know that the sea came this far East." Says the Elf. "We need to check this out. Curse it! We have come out in midday light. We were in there a long time." Says the Barbarian.

You and your friends spend the next several hours watching.

You're amazed at Zargon's monsters building abilities.

"Look!" You say. "They're making the people fish on those boats out in the bay." "That mountain over there is a volcano. The earth here must be very fertile." Says the Wizard. "Let us try to get a few hours rest before we try to rescue the people. I don't know how we are going to do it yet. We are in way over our heads here." Says the Barbarian. "I'll take the first watch."

You say. Your friends lie down and close their eyes. Sleep comes quickly, as does the sunset.

The Elf wakes you up. "We are in luck. Look! They are bringing all the people to that building in the center of the city.

GOD BE PRAISED! We might pull this off yet."

You study the layout of the city as the last few rays of sunlight disappear. God smiles down on you as there is no moon tonight. You wait a few more hours and then make your way into the city, towards the building that is holding the people captive.

Zargon- The Hallways for this game are alleyways and the rooms are buildings. All monsters have 2 extra defense dice, with 6 as the maximum. The Heroes need to use a torch for this quest.