

Quest 3

You free, feed and return the gold back to the people. They thank you for their rescue. The woman that you untied from the rack comes to you. "I can't find my family. Please help me." She asks. "We will do what we can. You and your people need to travel back to Sunca. My friends and I must travel quickly to the next village. We fear that they are under attack even now as we speak." You tell her.

You and your friends travel quickly. You come to the next village to see the people fighting bravely against Zargon's monsters. They are losing the battle. You join in the fight. Your skill is a turning factor in the battle. The Wizard comes up to you. "We need to take some of the Orcs captive so that we can get some answers."

You succeed in taking three Orcs captive. All the other monsters are dead. The people tend to their wounded and dead as you question the Orcs. They will tell you nothing. "I have an idea." Says the Wizard. "Let us allow the Orcs to escape and then we will follow them and see where they go." You like the idea and explain it to the people. They agree to help you. That night the Orcs escape and you follow them back into the mountains. Your friend the Elf has no problem following their trail, until they disappear into the side of the mountain. The Dwarf has no trouble finding the stone latch to the entrance. He presses the stone and the door opens silently. "They went in here alright. We need a torch." Says the Barbarian.

Zargon- The Heroes need a torch for this quest. If they do not have one they lose 2 attack dice and 1 defense dice.

A- This Ghoul has a crossbow that he uses to shoot at the Heroes.

B- When the Heroes search this room, they discover a small chest inside the Bookcase. This chest is bobby trapped. 1 hit point if

Quest 13

You open the massive doors and cold air rushes in. "We must be close to the main gates on the other side of this mountain."

Says the Dwarf. You and your friends see the Iron Skeleton and Chaos Warrior coming towards you. You make your attack.

Zargon- The Orcs have 5 defense dice.

A- Heroes can search this Hallway, if they want to.

B- When the Heroes search this room, they discover a small chest inside the Bookcase. This chest is bobby trapped. 1 hit point if sprung. Inside are 2 Potions of Dexterity and a small ruby, worth 50 gold coins.

C- When the Heroes search this room, they discover good food on the table. If they eat a bit, they regain 1 lost body point.

D- When the Heroes search this room, they notice a secret compartment behind the Weapon's Rack. Inside is a Potion of Thunder and 4 Heroic Brews.

E- When the Heroes search this room, they discover a girl tied to the Rack. She's alive. You untie her. "Oh Thank You Sirs." She says. "They were going to eat me." "You're safe now. Can you walk?" You ask. "Yes. There are more of us behind those doors."

Zargon- These 2 metal doors are locked. Heroes need the Iron Key to open them. Also the Chest inside this room is made of Iron. It is locked. Heroes need the Iron Key to open it. The Heroes tell the Girl to wait here until they return.

E- (Con't) When the Heroes return with the Iron Key, they open the cell doors and free all the people. The People are frightened, but in good shape. They want to help you. But you reason with them. Two of the people are crying. "They figured out that we are married. They were going to hurt us unless we