

Quest 4

You and your friends travel down the long hallway. Just as your torch begins to die out, you see light ahead. You hear a man scream. You race ahead.

Zargon- All Orcs for this quest have 5 defense dice.

A- These Fimirs have just eaten, they have an extra body point. They also have a potion of defense that they drink when the Heroes attack. If any survive the Heroes' first attack then they drink a Heroic Brew before making their attack. When the Heroes search this room, they discover a dead man on the Rack. There is nothing they can do for him.

B- The Hero that searches the Tomb is attacked by a Mummy. When the Mummy is killed that Hero discovers a gold necklace on the Mummy worth 50 gold coins.

C- When the Heroes search this room, they discover inside the Bookcase a small chest. The chest is bobby trapped. 1 hit point if sprung. Inside is a large diamond worth a 200 gold coins.

D- All of these Chaos Warriors have an Elixir of Life that they drink.

E- This is a living fog room. Heroes need to roll 1 combat dice to see if they attack a real monster. A white shield means that they attacked correctly. The Heroes cannot search this room.

F- When the Heroes search this room, they discover a note to Zargon inside the Desk. "Their leaders are asking for reinforcements. They have taken over these halls and they are working to make it a permanent fort." Says the Wizard. "So the fighting is going to get harder, when we meet up with their reinforcements." Says the Barbarian. "Yes, and I worry for the safety of the people. We still don't know what their plans are for them." Says the Wizard.

H- These 2 wooden doors are locked. 5 hit points will break them in. When the Heroes search these rooms, they see signs that prisoners have been kept here. "They must have taken them all the way through." Says the Elf.

I- These Fimirs know magic. If any survive the Heroes 1st attack, they cast Chill spell.

J- When the Heroes search this room, they discover the Cupboard full of good food. If the Heroes eat a bit, they regain 1 lost body point. Heroes also find the secret door.

K- This Chest is bobby trapped. 2 hit points if sprung. Inside are 4 Potions of Strength, 2 Heroic Brews, 6 Potions of Dexterity, a Speed Potion, an Elixir of Life and 50 gold coins.

Quest 12

You make your way pass the Guards and head through the two massive doors, only to see another group of guards. "GOD HELP US!" You yell as you rush forward with your friends.

Zargon- The Orcs in this quest have 5 defense dice.

A- Heroes start through this door. When the Heroes kill all the guards, allow them to search this Hallway for treasure, if they want to.

B- When the Heroes open the door to this room. They see the Warlock in the middle of casting a powerful spell. "Don't attack him!" Says your friend the Wizard. "I'll try to cancel his spell."

Zargon- Here's the deal. The Wizard must fight the Warlock first. Wizard must cast his Dispel from the air element spells. If Wizard can roll a 6 on 1 red dice, he turns the spell upon the Warlock and destroys him. Wizard gets 1 roll for each of his mind points. If Wizard can't roll a 6, then the Warlock wins and turns himself into a Big Gargoyle that can make 2 attacks on each of his turns.

C- The Hero that searches the Tomb is attacked by a Mummy. When the Mummy is destroyed. That Hero finds a jeweled necklace on the Mummy worth 50 gold coins.