

## Quest 10

You lead the people out of the castle and show them the cave that will lead them back home. They want to come with you and help. But, you reason with them that it would be best if you went on alone. They thank you for your rescue and head home.

Your friend the Elf has no trouble finding the path to the entrance of the next hall. The Dwarf quickly finds the secret lever and opens the secret door. You go inside. You travel down a wide Hallway, soon you see two massive wooden doors before you. They are locked.

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

**B-** These massive wooden doors are locked. The Wizard needs to cast a spell on them. Trying to chop through would take a very long time.

**C-** When the Heroes search this room, the Dwarf discovers a carving in the floor. "Look at this, Lads. This is a map of the Halls here. See this? It shows that the Halls split up and divide into two and that they then join back up again down here." He says. "What should we do?" You ask. "If we split up, it could be dangerous, but if we only take one path, then we could miss something that could save our lives." "Let us split up, so that we don't miss anything and we still make good time, we got people to save." Says the Barbarian. You all agree and split into two teams.

**D-** When the Heroes search this room, they discover a secret door.

**E-** 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 is a small emerald worth 50 gold coins.

**F-** When the Heroes search this room, they discover 50 gold coins and a small metal chest. This chest is bobby trapped. 1 hit point if sprung. Inside are 6 Heroic Brews

## Quest 6

You follow the stairs down. "For crying out loud! How far down do these stairs go?" Grumbles the Dwarf. You finally reach the bottom. You can hear the sounds of Zargon's monsters mining the metal. It's dark, very dark as you make your way off the stairs.

**Zargon-** The Heroes need a torch for this quest. The Orcs are wearing Heavy leather; they all have 5 defense dice. Also they have heavy pick axes, they all have 4 attack dice. All of the doors are open for this quest. The Heroes need to sneak up on the monsters. They should not walk pass any doorways.

**A-** The Heroes start on these stairs. When they search the room, they discover a lot of good food inside the Cupboard. The Chest is safe. Inside are bottles of wine.

**B-** These and all the Orcs for this quest are mining. They are facing the walls. "They're using the Undead to haul the metal." Says the Barbarian.

**C-** This Chest is safe. Inside are bottles of wine and 40 gold nuggets, worth 40 gold coins.

**D-** These stairs lead back up to the next level.

## Quest 7

You make your way up the stairs. "Thank God! The air is getting fresher." Say the Dwarf. "I wonder how far these halls go on for? I wonder how thick these mountains are?" Asks the Wizard. No one has an answer. You come to the top of the stairs. Two Zombies guard the doorway.

**Zargon-** The Orcs have 5 defense dice.