

Quest 2

The man you saved is a king from a neighboring castle. "My castle has been captured by Zargon's monsters. Please great warriors, re-capture my castle." You all agree to help. The king explains "It will be suicide to attack the main gate to the south. It is heavily guarded. First you must enter the castle from the East side. Make your way to the South-East rooms.

There you will discover a secret stash of magical weapons that may help you to victory. Also there is a secret passage in the north rooms. You must use it to go undetected." If the guards at the front gate see you, they will sound an alarm that will bring every monster in the castle down upon you. So you must kill as many of the monsters that you can before making your attack on the main gates.

A- This is the escape door that the heroes use to enter the castle.

B- In this secret room the Dwarf finds the short sword "Orc's Bane" from the artifacts cards. The Elf finds a magical cross bow that re-loads its self, with 6 never miss arrows. These arrows are attracted to a body's mass. They will inflict 3 body points of damage. Each arrow can only be used once. The Wizard finds a Wizard's staff, from the artifacts cards. He also finds 5 never miss throwing daggers. These daggers like the arrows are attracted to a body's mass. They will inflict 1 body point of damage and can only be used once. The Barbarian finds a finely crafted helmet, giving him 1 extra defense dice.

C- In the bookcase, the Heroes discover a bottle containing 5 pills. Each pill will restore 1 body point.

D- Zargon you decide what is in the chest. If the heroes need help, then give them some juice. If they are doing really good then 20 pieces of gold. When the heroes search this room. They discover the secret passage.

E- A search of this room reveals another secret door.

F- In a search of this room, the Wizard discovers a rotten

Quest 14

The feeling of evil gets so strong that you start to wonder if your magic has left you. You start to feel afraid. "Zargon must be trying to cast a fear spell on us." "Keep your heads lads." "This is it! Zargon's here!"

A- The Warlock's 1st spell is to "Summon Orcs" They are living dead. The Warlock is as strong as a chaos warrior with 6 mind points.

B- Use the Warlock figure for Zargon.

"FOOLS! YOU DARE ATTACK ZARGON!"

Movement	Attack	Defend	Body points	Mind
10	6	6	14	10

Zargon- You can not be put to sleep. Arrows and throwing daggers are useless against your magic.

If the Heroes are near to death, you can start with lower body points. But if the heroes are doing really well. Then tell them that Zargon gets to attack twice on all of his turns.

When Zargon is defeated, He disappears in a cloud of black smoke. Inside the chest there is enough Exilirs of life to bring back any dead Heroes.

"Is he dead?" Asks the barbarian.

"I don't know," Says the Wizard. "But we stopped him for now."

"Then we better hurry to the Eastern Pass and see how the battle goes." Says the Dwarf.

"I have a feeling that this is just the beginning. There will be other battles to fight." Says the Elf.