

Quest 14 (upper level)

As you make your way up the stairs. You feel the presents of Great Evil, You start to feel fear. "Is he casting a spell on us?" Asks the Barbarian. "No, It is his Aura, It will get worst. My friends, This is it." "Then let it be, Lads." Says the Dwarf. "To the Death it is." "For my son." says the Barbarian. "For my Father." Says the Wizard. "For those we love." Says the Elf. You take a deep breath and open the door.

Zargon- All the Orcs in this quest are armored add 2 defense dice to their statics.

A- This Goblin has a cross bow.

B- This Goblin has a cross bow.

C- This chest is safe. Inside are 4 bottles of potion. Each bottle will restore 4 body points.

D- This Warlock is as strong as a Chaos Warrior, But with 8 Body and Mind points.

Zargon- This is fun. Shuffle the Chaos spell cards and let a Hero pick the spells that the Warlock will cast on each of his turns. Warlock will cast up to 3 spells. If Heroes pick 'Escape' Then move Warlock to point E on the map.

E- This chest is safe. Zargon- you decide 2 bottle of potion. Each potion restore 4 body points or a solid gold wand encrusted with Rubies. Worth 500 gold coins. Also on the rack is any new weapon that a Hero may need to replace. In case a Hero picked a 'Rust' spell in that last fight. Elf finds 2 arrows.

F- When the Heroes search this room. They find the Wizard's Father's 'Ring of Return' From the artifacts cards. "This ring will take us all home again" Says the

A- Starting place of the Heroes.

B- Chest is booby trapped, 2 hit point if sprung. Inside the chest, the heroes find 8 bottle of potion. Each bottle will restore 4 body points.

C- This chest is safe. Inside are 40 gold coins.

D- This Warlock is as strong as a Chaos Warrior, But with 6 Body and Mind points. Warlock's 1st spell is 'Rust'. Preferably on the Barbarian again, If you can. 2nd spell is 'Sleep' Then he resorts to physical combat.

E- In the cupboard you find good food. You put some in your packs. You also find 6 more mushrooms. Each mushroom will restore 1 body point. The Heroes also find a sealed jar. When they open it they discover flower blossoms. The wizard knows that these are healing blossoms. They must be eaten right away. There are only enough blossoms to heal 7 body points. Points must be shared among the Heroes.

F- The Hero who searches this tomb is attacked by a Mummy. When Mummy is killed Heroes discover a ruby ring on the hand of the Mummy worth 20 gold coins. Heroes also find a secret door

G- The Wizard sees a strange mark on the wall. "This is it!" He says. "Behind this stone is the weapon." You pull out the stone and discover 'Spirit Blade' from the artifacts cards. The Wizard gives the sword to the Barbarian.

H- A search of this room only shows the Goblin's cruelty. Bones litter the floor, The weapons are useless, But the Elf finds 4 good arrows.