

Quest 6

You have recaptured the castle. Now comes the task of burning your dead. It is a very sad time. When it is over you bathe yourselves with a little water. You pray for rain. The Queen summons you to the castle. "Warriors, because the Orcs were able to attack us, we fear that my cousin must have been attacked and defeated. We are assembling men to go see. Will you please come with us?"

She asks. You all agree. You go into town and buy supplies.

Two days later you start your travel. When you arrive you find the fields being tended by Goblins and Human slaves. The Monsters run into the castle as the people begin their attack. The Queen comes to you. "Please follow me." She says as she brings you into the woods, where you find her cousin. "We escaped, using a secret tunnel. You could use it to get inside." He says. You like the idea and are lead to the tunnel's opening. You make your way through the tunnel and come to a flight of stairs. You go up the stairs that lead you into the castle.

Zargon- Orcs have 3 defense dice. You will have to recycle the open doors again. Sorry

A- This Warlock has a wand and can cast 2 spells for each of his turns. His 1st set is "Lighten bolt" and "Fear." His 2nd set is "Ball of Flame" and "Tempest" His 3rd set is "Sleep" and "Rust" Then he resorts to physical combat. Once Warlock is killed all his magic wears off.

B- This Orc has a Heroic brew and an Elixir of life that he drinks. On the rack is a dead woman. There is nothing that you can do for her.

C- In a secret compartment in the bookcase. The Heroes find a large diamond worth 500 gold coins.

D- In a secret compartment in the bookcase. The Heroes find a large emerald worth 500 gold coins.

E- In the cupboard is dried Human flesh.

F- Warlock's 1st spell is "Summon Orcs" his 2nd spell is "Command" Then he resorts to physical combat.

G- This room is full of prisoners. "They were skinning us and turning us into skeletons." They say. You tell them to wait here.

H- On the table is a man. He is half butchered.

I- This Chaos Warrior has an Elixir of life that he drinks. When the Heroes search this room they discover scrolls. In one scroll they find out that Mountain Orcs wanted Skeletons to take back to their lands. In another scroll the Heroes discover a map of the 3 Kingdoms, United! "But under who?" Asks the Elf. "I do not know, but the King's Kingdom must be next." Says the Barbarian.

J- This chest is booby trapped. 2 hit points if sprung. Inside are 2 Potions of Rejuvenation and 100 gold coins.

K- On the Weapon rack heroes find 4 throwing stars, 2 throwing axes and 2 poisoned throwing daggers.

Quest 7

When you come out of the castle the King thanks you and runs inside. When he returns he is sad. "I had a special diamond and emerald hidden away that could have helped you, but the monsters must have found them." He says.

Zargon- Ask your players. Do the heroes keep the diamond and emerald? It will buy them a lot of supplies? If so... Skip the next paragraph.

If the heroes do give the diamond and emerald back to the king. The King says. "Follow me please." He takes you to a special spot in the forest. He places the diamond and emerald in a stone and a secret door opens. You all go inside. It is a Wizard's laboratory. "Here, My friends, Drink this. It will give you great strength." You all drink.

Add 2 body points to all of the Hero's statistics.

Barbarian now has 10, Dwarf- 9, Elf- 8 and Wizard-6 body points.

You show the King and Queen the map that you found. "Our traitor has high ambitions." Snaps the King. "He must be working with Zargon." Says the Queen.