

### Quest 3

"We are doing well, my friends. But I believe that the fighting will get harder. This next level was mostly an armory with the throne room in the center. Our enemies will no doubt have taken all the armor for themselves. We must be prepared."

**Zargon-** All the Orcs in this level have 5 defense dice.

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

**B-** These Hobgoblins have crossbows.

**C-** If a Hero steps on this space, He triggers rolling rock trap.

**D-** This chest is safe. Inside are 4 Potions of Renewal. There is an Artifact in the bookcase.

**E-** When Kenaron sees the Chaos Mist in the Throne room. He suggests that they divide and search.

**F-** When a Hero searches the cupboard, He discovers a box filled with 9 Mushrooms sealed in wax. Each mushroom will restore 1 body point. These mushrooms can be saved.

**G-** When Heroes search this room, They discover a secret door.

**H-** This Warlock cast a spell on Himself and it went wrong. He is now a Ghoul. When Heroes search this

### Quest 10

You make your way down the huge corridor. "Finally, We made it!" Says Captain Kenaron. "This next level will lead us to the entrance of the labyrinth. As soon as we find the key we can head for the entrance. It's a very large door."

**Zargon-** All Orcs are armored. They have 4 defense dice.

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

**B-** These Fimirs have Heroic Brews. If Heroes can kill the Fimirs before they make their first attack. Heroes can claim the potions.

**C- Zargon-** How are your Heroes doing? If they need healing, put a sealed jar in the bookcase, Otherwise, They find a large diamond worth 500 gold coins.

**D-** These Fimirs have Potions of Defense that they drink.

**E-** This Warlock casts "Command" upon the Hero that opened the door. That Hero then turns and attacks His Friends until He can free Himself from the power of the spell.

When Heroes search this room they discover a note for Zargon, Talking about a key being needed inside the Labyrinth.

Zargon's Monsters have not yet learned its secret.

**F-** This is a Gargoyle Statue. Heroes must search it to find the key. The double doors lead into the labyrinth.