

Quest 5

You Show Elfwid the note that you found. "This can only mean trouble. I'll contact Queen Terrellia and tell her to send the army right away." He says. Elfwid feeds you and the next day you are traveling south towards the castle Reain. As you travel, you meet up with small bands of Zargon's Monsters. "Why are they so scattered, so disorganized?" Questions the barbarian. "Don't look a gift horse in the mouth." Says the Dwarf. "He's right, whatever is happening is fortunate for us." Says the Wizard.

You finally make your way to castle Reain. "This castle has a secret escape tunnel. Come with me. I'll show you where the exit is and you can come up right in the middle of the castle." Says Elfwid. You find the tunnel and make your way inside the castle.

Zargon- The Orcs are armed. They have 4 defense dice.

A- Starting place of the Heroes.

B- This Warlock's first spell is Spell Magnify. If Warlock survives to make His next turn, then He casts Ball Of Flame, Flaming Spear and Lightening Bolt. He then resorts to physical combat. When the Heroes have killed all the monster inside this room, they discover a body that the Warlock was going to bring back to life. It's the body of Zargon's General. "So this is why the monsters are wandering around. Their General died." You say. "Thank God for big favors." Says the Dwarf. "Let us clear this castle of Zargon's minions and report back to Elfwid." Says the Barbarian.

C- When the Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared. If the Dwarf looks inside the Cupboard, He finds a secret compartment. Inside He discovers 2 Elixirs Of Life and 8 Heroic Brews.

D- This chest is bobby trapped. 2 mind points lost on all the Heroes inside this room if sprung. Poisonous gas. Inside are 4 Potions Of Renewal, a Potion Of Thunder, a Potion Of Battle Rage and a Potion Of Speed. When Heroes search this room, they discover inside the Bookcase a Treasure Without Doom artifact.

Quest 10

You meet back up with Elfwid and show Him the jewelry. "Well done my sons, we must move quickly now." He says.

Your friend the Elf picks up the trail again and leads you deeper into the massive forest. You travel quickly, eating your rations while you walk. You come upon a castle next to a river. "Look over there." Says the Elf. "A storm drain." You swim across and make your way inside.

Zargon- All the Wolves in this quest are Werewolves.

A- Starting place of the Heroes.

B- This chest is safe. Inside are old weapons. Heroes find 2 good throwing daggers and a throwing axe. Heroes also discover a fine axe on the Weapon's Rack.

C- This Warlock has just turned these Wolves into Werewolves. If Heroes suffer a hit from them they will be infected with the Werewolf Curse. This Warlock uses physical combat only.

D- This Warlock's first spell is Open Pit. His second spell is Werewolf Curse. He then resorts to physical combat. When the Heroes search this room, they discover the secret door.

E- This chest is bobby trapped. 2 hit points if sprung. Inside are 2 Heroic brews, a Speed Potion and 40 gold coins. The Heroes also find a Treasure Without Doom artifact inside the Bookcase. When the Heroes use the trap door, the passage way is safe. They come up inside the next room. Once inside the room, they discover 4 Wolf bane Potions and the Bone Wand from the artifacts cards inside the Bookcase.

F- This portcullis is locked. Wizard must use Heat Metal spell to soften the bars so that the Heroes can bend them and get through.

G- This metal door is locked. Heroes need the Iron Key to open it.