

G- This chest is bobby trapped. 2 hit points if sprung. Inside is a large ruby worth 500 gold coins and a jar containing healing herbs. There are enough herbs to restore 6 body points. Points can be shared among the heroes.

Zargon- When the Heroes reach the stairs, have them record and turn in their treasure cards. So that they can search the upper level.

Quest 14

upper level

The heroes make their way up the stairs. A great feeling of dread grips your soul. You sense great evil.

A- Inside this chest is 40 gold coins.

B- These weapons are good. Heroes may change their weapons if they wish. But no plate armor. Wizard finds 3 poisoned throwing daggers.

C- Inside the chest is a large sapphire worth 500 gold coins. The hero that searches the tomb is attacked by a mummy. On the mummy the hero discovers a gold neckless and gold wrist bands worth 200 gold coins.

D- Warlock casts 'Mind control' on the first hero that comes into the room. If barbarian is still wearing crown. Spell has no effect. Any other hero turns and attacks his friends. Warlock's 2nd spell is 'Fire Storm' then Warlock resorts to physical combat. Warlock's saticts are

Movement	Attack	Defend	Body	Mind
7	6	6	10	8

If Warlock is hit with a poisoned throwing dagger. He will lose 2 body points on each of his turns. When Warlock is dead a search of the room reveals 2 bottle of potion. Each bottle will restore 4 body points. Heroes also discover a Iron Key.

E- This is an Iron Skeleton.

F- This is an Iron Skeleton. In the bookcase the heroes discover a bottle containing 6 pills. Only the Wizard knows that each of these pills will restore 1 body point. The Heroes also discover a Brass Key

G- This is an Iron Skeleton.

H- This is an Iron Skeleton. When Heroes search this room, they

Quest 1

The forest presses in on you from both sides of the trail as you and your new friends make your way through the forest. You all met a month ago in a tavern and found that you all sought the same thing. Gold, adventure and a chance to test your young skills. You took a liking to each other and vowed to travel together. You all decided to travel to the great city of Kalynn. With each passing mile you feel your excitement growing within you. This morning, as with all your mornings, you awake before dawn and load your packs. You are well on your way when the first rays of light fill the sky. But, this day will be different.

"Listen!" Says the Elf, as he comes to a stop. You hear voices. "Let us take cover." says the Wizard. "Why?" ask the Barbarian and the Dwarf together. "Let us see who they are first." So you all take cover just in time, as a group of Goblins lead by an Orc come into view. You watch as they pass and disappear back down the trail. "Let us follow them." Says the Barbarian. The Elf takes the lead as you follow the Goblins. You watch as they come to a large stump, they lift it up and disappear under it as they lower it back down. "Let us give them some time first and then we will go in." Says the Barbarian. You swallow hard. This is what you wanted, but it is still your first time. You take off your back packs and hide them in the bushes. You go over to the stump and are surprised at how easy it lifts up. You go inside.

A- Most of the weapons here are worthless to you, except for 4 poisoned coated throwing daggers.

B- On the bookcase the Heroes find 2 bottles. Only the Wizard knows that these bottles contain a healing potion. Each bottle will restore 4 body points.

C- In the center of this room is a large pit. In the pit is a large wolf. The pit is too deep for the wolf to get out. There is a path all around the pit. You can kill the wolf with a spell or a dagger, if you choose to, if you leave it, the wolf will starve to death unless it is rescued by a monster.

D- In this room you are surprised and shocked to discover a little