

Quest 13

You follow Captain Kenaron up the broken passage. Signs of a great battle remain. You can tell that you are getting closer to the top floor, because the air is becoming more and more fresh. You are tired, but the thought of reaching your goal gives you strength. You reach the door. Captain Kenaron gives you a smile and a nod. He opens the door.

- A-** Starting place of the Heroes.
- B-** This Iron door is locked. Heroes need Iron Key to open it.
- C-** When the Heroes search this room, A Mummy comes out and attacks.
- D-** When the heroes search this room, They discover the Iron Key. Also they find a message. "Zargon is going to make a massive attacks on Kar's Bridge in two days. "We must survive so that we can warn our people after we find Balak."
- E-** These 3 Fimirs have Heroic brews. If Heroes can kill them before they make their 1st attack, Heroes can claim the Potions. When Heroes search this room, They discover 2 Artifacts in the bookcase.
- F-** When Heroes search the cupboard, They discover a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Points can be shared.

H- Chest is booby trapped- 1 hit point if sprung.

Inside are 50 gold coins and an Artifact.

I- Skeletons in this room do not move from their spots. If any Hero, other than the Dwarves, comes into this room they will suffer 1 body point of damage per turn due to the intense heat from the forge.

Zargon- If Wizard casts freeze spell on himself, then he will be able to stand the room.

When Heroes search this room, they discover the lever that will open the point F iron door.

J- This big Gargoyle knows "Summon Orcs" spell

K- Inside the cupboard the Heroes find a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point, mushrooms must be eaten right away, points can be shared among Heroes. A Hero cannot exceed his starting body points.

L- All these Orcs have a Potion of Defense and a Heroic Brew that they drink. When Heroes search this room they discover 4 Throwing Stars and 3 Throwing Axes.

M- This trap door leads to the other point M on map.

N- This chest is safe. Inside are 2 Artifacts.

O- When the first Hero reaches this spot, tell them to stop. They just triggered the rolling Rock trap. Let the heroes get one roll before stone starts it roll.