

## Quest 11

You find a torch just before entering the Labyrinth.  
 "Alright Men, stay close together and we should have no trouble getting through this." Says Kenaron.

**Zargon-** The way that the labyrinth works is like this, each room or hallway has a number, when Heroes go through a doorway, the number that is in front of the doorway is the number of the room that they go to. Easy!

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

**B-** This chest is booby trapped. 2 hit points if sprung. Inside are 50 gold coins, 1 Artifact and a Throwing Dagger.

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

**D-** This chest is booby trapped. 2 hit points if sprung. Inside are 100 gold coins and 2 Artifacts.

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

**F-** This chest is booby trapped. 2 hit points if sprung. Inside are 4 Artifacts.

**G-** When Heroes search this room, they discover a keyhole in the center wall. Over the Keyhole is written. "Only He who holds the key will be able to walk the path of honor, the path of the Dwarves." When Heroes use the key, take away the two center block stones from out of the room. The key disappears.

**H-** This wooden door leads out of the labyrinth and into the lower halls of Lachish.

**G-** There is a Goblin in the pit. The Orcs were torturing him. Heroes can kill him, leave him, or save him, if they save him, He steals the Wizard's moneybag and disappears down a little hole.

**H-** Warlock casts His spell as soon as Heroes open the door. Shuffle Chaos Spell cards and let Heroes pick the spell that the Warlock casts. When Heroes search this room they discover a treasure trove under the Alter.

100 pieces of gold.

10 potions of Renewal.

8 bottles of Venom Antidote.

4 potions of Restoration.

**I-** If Warlock casts Escape, This is where he escaped to.

**J-** When Heroes search this room they discover the Iron key. Also they find 4 Throwing Axes, 2 Throwing Stars, a Dwarf Axe and 2 Artifacts.

**K-** When Heroes search this room they discover a secret door.

**L-** This chest is booby trapped. 2 hit points if sprung. Inside is the 1<sup>st</sup> piece of the map and an Elixir of Life and 1 Artifact.