

Quest 5

"All we need now is the final piece to the map. When we find it then we'll head for the main gates. They will lead us out of Pethor. They maybe heavily guarded so be prepared.

- A-** Starting place of the Heroes.
- B-** This Goblin has a crossbow.
- C-** This secret door is already open.
- D-** This chest is safe. It is empty! "Zargon has the 4th piece!"
- E-** When Heroes search this room, They discover 2 Artifacts in the bookcase.
- F-** This Warlock casts "Summon Orcs" and "Summon Undead" When Heroes open door. Orcs fill this room and the Undead fill up the room behind the Heroes. Warlock then resorts to physical combat.
- G-** This Goblin robs the nearest Hero of 1 item and then runs into a little hole. Hero may choose which item He loses.
- H-** This chest is booby trapped. 2 hit points if sprung. Inside are 10 potions of Renewal and 1 Artifact.
- I-** This chest is booby trapped. 1 hit point if sprung. Inside are 8 Potions of Rejuvenation and 1 Artifact.
- J-** These 3 Fimirs have Elixirs of Life that they drink.
- K-** This Warlock keeps on casting "Rust" spell as long as he is able. Heroes can't lose any Magical weapons.
- L-** This is a secret weapons trove. Inside Heroes find replacements for any weapons lost to the Warlock. If the Heroes didn't lose any weapons then they discover 5 Throwing Axes.
- M-** When Heroes search this room, They discover 2 Artifacts in the bookcase.
- N-** When Heroes search this room, They discover a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Points can be shared. Mushrooms must be eaten right away.

L- This chest is safe, Inside is dried Dwarf flesh. When Heroes search this room they discover a sealed jar. Inside are 9 mushrooms. Each one will restore 1 body point. Mushrooms must be eaten right away. Points can be shared.

M- When Heroes search this room, They discover a dead female Dwarf on the rack. They cannot bring Her back. It has been too long.

N- This forge is a regular forge.

O- This chest is safe. Inside is a woman's wardrobe. These stairs lead to the next level down.

Quest 8

"This isn't too hard." Says the Dwarf.
 "I too am surprised that the fighting isn't harder. I wonder where they all are at?"

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

A- Starting place of the Heroes.

B- When the Heroes search this room, They discover 2 Artifacts in the desk along with a letter that's about the missing piece of the map. "Maybe it's on this level!"