

safe. If heroes smash chest on floor, Elixirs are broken. If the Heroes decide to chop the chest open. Chest needs 5 hit points to open and 1 bottle is lost.

H- When Heroes search this room, They discover the Iron Key.

I- This Iron Skeleton has a crossbow. This Iron door is locked; Heroes need Brass Key to open it.

J- There are no useful weapons on the rack. When Heroes search this room, They discover a secret door.

K- When Heroes search this room the Dwarf must look inside the tomb to see the secret trap door on its bottom. This door leads to the pit marked L in the next room, Heroes can climb out of this pit to enter the room.

L- When heroes search this room, They discover 2 Artifacts.

M- When Heroes search this room, They discover a Brass Key on one of the Orcs.

N- Dwarf must disarm a path to the chest. This chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins and 2 Artifacts.

O- This Iron Skeleton has a crossbow. This metal door is locked. Iron key will open it.

P- The forge inside this room is a normal forge. Heroes can enter room without effect. Inside the chest are forging tools.

Quest 7

You make your way out of the castle and quickly seek the cover of the woods. You need sleep. You take turns standing watch. God is with you as you notice that your work is going unnoticed by the enemy. Maybe they are losing interest, maybe they are just as tired as you are, maybe the main force is concentrated somewhere else. You discuss your situation while you eat. "If we don't find that last piece to the map. We may end up lost in the maze." Says Kenaron. "We need a key." Says the Wizard. "What!" You say. "Right here, on this piece. It says that we need a key to pass through."

"Oh Great! Does it say where it is hidden?" you ask. "Party, I think that there are two keys, so that a person could travel through from either direction. I also think that they are hidden near the entrance to the labyrinth.

"Well I am not about to give up." Says Kenaron.

"God has been good to us thus far. We will find a way."

It's night again. You travel to the main gates of Geliloth. They are not guarded. You make your way inside.