

Quest 3

"That Demon was guarding these stairs." Says the Elf.
 "I wonder what is down there that they're trying so hard to protect?" Asked the Dwarf.

"I can't imagine, maybe He was protecting someone."
 Said the Wizard.

"Well let us see what is down there." Says the Barbarian. You make your way down the stairs.

- A- This metal door is locked. Heroes need Iron Key to open it.
- B- This metal door is locked. Heroes need Silver key to open it.
- C- This metal door is locked. Heroes need Iron Key to open it.
- D- This metal door is locked. Heroes need Silver key to open it.
- E- This metal door is locked Heroes need Brass key to open it.
- F- This metal door is locked. Heroes need Silver Key to open it.
- G- This metal door is locked. Heroes need Iron Key to open it.
- H- This metal door is locked. Heroes need Gold Key to open it.
- I- This metal door is locked. Heroes need Brass key to open it.
- J- This chest is booby-trapped. 2 hit points if sprung. Inside are 4 Potions of Renewal and the Iron Key.
- K- This chest is booby-trapped. 2 hit points if sprung. Inside are 4 Potions of Renewal and the Brass Key.
- L- When Heroes search this room, they discover a secret door.
- M- This chest is booby-trapped. 2 hit points if sprung. It is empty.

H- This Warlock's first and second spell is Summon Undead. He then resorts to Physical combat.

I- This Doom Guard has a lot of Potions on him that he drinks. Every time he attacks he drinks a Heroic Brew. He gets 2 attacks. He also has 2 Elixirs of Life that he drinks.

J- This chest is booby trapped with poisonous gas. 3 hit points on all Heroes inside this room if sprung. Inside are 2 Potions of Icy Strength, 4 Heroic Brews, 3 Venom Antidote and an Elixir of Life.

K- Zargon- This door is a death trap! The Hero that opens this door gets a spear in the gut, killing him. An Elixir of Life will bring him back.

L- These stairs lead to the next level down.

Quest 14

You and your Friends race down the stairs. You are getting tired. "I pray that there's not too much more of this." You say. "Have heart, my friend, there can't be too much more of them left now." You make your way to the bottom of the stairs. A door stands before you.

- A- Starting place of the Heroes.
- B- When you open this door and look in you say. "Good Lord Help Us! It's the Forgotten Legion!" If any of the Heroes have any Courage spells, now's the time to use them.
- C- Nothing Happens inside this room. Heroes can not open the Tombs. Heroes can search this room, but when they go to open the door the Tombs all open and a Spirit Rider comes out of each Tomb.
- D- This chest is safe. Inside are tablecloths and dinning wear. If Dwarf looks inside this chest. He notices a false bottom. Underneath are 2 Elixirs of Life. When Heroes search this room; they discover a sealed jar