

Quest 13

"That was Skulmar! That accursed slippery devil got away!" Yells the Barbarian as you all run down the stairs. "We are getting close now, Keep your heads!" Says the Dwarf. "STOP!" He suddenly yells as you reach the bottom of the stairs. "There are pit traps ahead, let me disarm them."

A- Heroes start on this stair tile. The wooden door in this room is locked. Rot, Wood Blast or 5 hit points will break it in.

B- When Heroes open this door they are surprised to see Queen Kessandria and Skulmar behind a band of monsters. "KILL THEM ALL! DON'T LET THEM PASS!" She yells to her guards. Kessandria and Skulmar then run down the hallway.

When the Heroes kill all the monsters, your friend the Barbarian turns to you and says, "Kessandria and Skulmar got away, did you see which way they went?" You do not know.

C- This wooden door is locked. 5 hit points will break it in.

D- This wooden door is locked. 5 hit points will break it in.

E- When Heroes search this room, they discover inside the Bookcase 2 Artifacts and a flask of Sacred Water. They also discover a secret door.

F- This chest is booby-trapped. 2 hit points if sprung. Inside are 4 Heroic Brews, 4 Potions of Defense, a Potion of Speed, a Potion of Battle Rage, a Potion of Thunder, an Elixir of Life and 2 Artifacts.

G- When Heroes search this room; they discover a sealed jar inside the Cupboard. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared.

N- When Heroes search this room, they discover 2 artifacts and the silver key in the Bookcase. 5

O- The First three Orcs in this room have Potions of Defense that they drink. The second set of three Orcs have Potions of Strength that they drink. When Heroes search this room, they discover 4 Artifacts in the Bookcase.

P- When Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared.

Q- When Heroes search this room, they discover that the Tomb is empty. "So where is he?" Asks the Barbarian. "This is not a good sign." Says the Wizard.

R- When Heroes search this room, they discover 2 Artifacts and the Gold Key inside the Desk.

S- When Heroes enter this room; they see two Girls chained to the wall. Heroes get first attack. Can they kill the Warlock before He casts His spells? Warlock will first cast Triple Terror. If He is able to complete the spell Warlock chooses Hangman, Ball Of Flame and Summon Orcs. When Heroes kill the Warlock, they free the two Girls. "Oh Thank you. Please will you take us home?" You agree too and the Girls follow you. When Heroes search the room, they discover a secret door.

T- When the Heroes enter this room the Wizard says. "Look, It's the sign of the Wizard's society." "There is a secret door handle here." Says the Dwarf. He slips his hand into the opening and the door opens. Inside this room the Heroes make a great discovery. "Look, It's a spell book with new spells."

Zargon- Give the Wizard His new spells.

Also there is a magical shirt. This shirt will give the Wizard an extra defense dice. Also, there are 4 heart strengthening Potions. When Heroes drink this potion they increase their body points by 2. So now Barbarian has 10 body points, Dwarf has 9, Elf has 8, and the Wizard has 6.