

Quest 4

6

You make your way back through the forest to the main highway. You rest often, sharing your food with the two Girls. You are amazed at their courage considering what they have just been through. It takes a couple of days to find their home, But the joy upon their return more than makes up for the lost time.

You and your friends return to the city to buy the supplies that you will need for your long journey.

"We better get enough torches, I remember how dark Kalos was." Says the Elf. "It's a shame that we can't buy Sacred Water." Says the Wizard. "That came in real handy the last time." You get your supplies and two weeks of traveling find you entering the Plains Of Death.

You find a castle on the edge of the desert. You see guards. You wait until nightfall and get as close as you can to the main gates before you rush towards the guards. They prepare for your attack. They don't have time to sound an alarm. You are upon them.

A- Heroes start here.

B- When Heroes search this room, they discover an Artifact on the Weapons Rack.

C- This chest is booby-trapped. 2 hit points if sprung. Inside are 2 Heroic Brews and 40 gold coins.

D- When Heroes search this room, they discover the Iron Key. They also discover a map of the desert inside the Desk. "HEAVEN HELP US!" Says the Wizard. "What is it?" Asks the Barbarian. "I think that these symbols on this map are castles. The dessert is full of them!" "Looks like Zargon been busy these past years." Says the Barbarian. "When is He not?" Asks the Dwarf. "Well then, we got our work cut out for us." Grumbles the Barbarian.

19

H- When Heroes search this room, they discover a throwing axe on the Weapon Rack.

I- This chest is safe. Inside are dishes and spoons. The Cupboard is full of food. If Heroes eat a little they regain 1 body point.

J- When Heroes open this door the Warlock immediately casts Lightning Bolt at the Hero in the doorway. Heroes can then make attack. Warlocks next spell is Summon Undead. His Third spell is Summon Undead again. Then He resorts to physical combat.

K- Each of these 2 Fimirs has a Heroic Brew that they will drink if they survive Hero's first attack. If Heroes can kill the Fimirs right away, they can claim the Brews. When Heroes search this room, they discover a dead man on the Rack, The Fimirs were going to turn him into a Zombie. There is nothing you can do for him.

L- This wooden door is locked. Rot, Wood Blast or 5 hit points will break it in. Inside the room are 3 bodies that the Fimirs where going to turn into Zombies.

M- This wooden door is locked. Rot, Wood Blast or 5 hit points will break it in. Inside this room are Skulmar's evil books. The Heroes discover 4 Artifacts inside the Bookcase.

N- When Heroes search this room, they discover the Brass Key.

O- When Heroes search this room, they discover a secret door.

P- This chest is booby-trapped. 2 hit points if sprung. Inside are 400 gold coins and the Silver Key.

Q- This Large metal door is locked. Heroes need Gold Key to open it.

R- When Heroes search this room, they discover the Gold Key.

S- When Heroes open this door, they see Skulmar. He runs down the stairs. These stairs lead to the next level down.