

Quest 12

You rest for a moment to regain your strength. "How deep do you think we need to go?" You ask. "This temple is carved out of solid rock." Says the Dwarf. "They could go for quite a ways yet." "How are we going to get back through that door? Do we need another prisoner?" Asks the Barbarian. "Not if we can kill the warlock that created the spell. His death will break that evil curse." Says the Wizard. "We need to hurry! They could be resurrecting the Witch Lord at this very moment." Says the Elf. "Then let us go now." Says the Barbarian.

A- Starting place of the Heroes.

B- This metal door is locked. Heroes need Silver Key to open it.

C- This door is locked. Heroes need Brass Key to open it.

D- This metal door is locked. Heroes need Iron Key to open it.

E- When Heroes search this room, they discover a letter inside the desk. "Battle Plans! After they resurrect the Witch Lord, Zargon plans a massive attack against the Kingdom. See, here's where they plan to make the first attack." Says the Wizard. "If we can stop the resurrection, then maybe they would not attack." Says the Dwarf. "Then let us make sure that it does not happen." Says the Barbarian. "We need to move quickly, yes, but let's not miss something that maybe a big help to us." Cautioned the Elf. "We'll take these plans with us back to the Emperor. He'll know what to do then." You say.

F- This chest is booby-trapped. 2 hit points if sprung. Inside are 2 Anti Poison Quills, 3 Potions of Strength, 4 Heroic Brews, an Elixir of Life and 2 Artifacts.

G- When Heroes search this room, they discover on the table 2 throwing daggers and the Iron Key.

E- When Heroes open this door. The Warlock immediately casts Lightning Bolt at the Hero standing in the doorway. On Warlock's next turn He casts Firestorm, Then He resorts to physical combat. When Heroes search this room, they discover an Artifact on the Alter.

F- 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.

G- This chest is booby-trapped. 2 hit points if sprung. Inside are 2 Artifacts and 100 gold coins.

H- When Heroes search this room, they discover in the Bookcase a crystal sphere that is full of gas. Only the Wizard knows that this gas will restore a Hero's body points back to full strength. All the Heroes can gather together in a circle, break the sphere and inhale. Use wisely.

I- This metal door is locked. Heroes need Iron key to open it.

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

K- This chest is booby-trapped. 2 hit points if sprung. Inside are 8-Potions of Strength, 4-Heroic Brews and 40 gold coins.

Quest 5

"Well, for a barren Desert, This place is pretty busy!" Says the Dwarf. "We better not waste the rest of the night and get a good start." Suggests the Elf. "I agree." Says the Barbarian. The moon lights your way as you travel into the Plains of Death.

The cold air keeps you alert. You travel on into the sunrise and until the noon sun gets so hot that you have to rest. The Barren land, filled with stones and sparse vegetation swallows you up. The light colors of the sand and stones