

Quest 11

You open the door and enter the next Hall. The many torches on the wall make you concerned. "This place looks busy." You tell your friends.

A- This Chest is bobby trapped. 2 hit points if sprung. Inside is evil Warlock paraphernalia, useless to the Heroes. There is a finely crafted Dwarven shield on the Weapon's Rack.

B- When the Heroes search this room, they discover a small chest inside the Bookcase. This chest is bobby trapped. 1 hit point if sprung. Inside is an Iron Key.

C- There's a giant airshaft in the ceiling of this room. When the Heroes search this room, they see the secret door, but it is locked. Heroes need the Iron Key to open it.

D- Zargon- Use the scepter tile and surround it with wall tiles. This room is extremely cold. Any unprotected Hero that enters this room will lose 2 body points for each turn that he spends inside. The Chest is bobby trapped. 1 hit point if sprung. Inside are 10 Heroic Brews, a Speed Potion, 2 Potions of Battle Rage, a Potion of Thunder and 5 Potions of Defense. When the Heroes look around this room they see something deeply frozen inside the ice. It will take 10 hit points to dig it out. They find the magical spear scepter.

E- This Warlock will try to wait for all the Heroes to enter the Room and then he will cast Cloud of Chaos. If Wizard tries to cast Tempest or Blinding Light, The Warlock casts Annul. When Warlock is attacked Physically, He too fights Physically.

This metal door is locked. Heroes need the Brass Key to open it.

F- These Fimirs know magic. If any survive the Heroes 1st attack, they use Chill Spell.

G- When the Heroes search this room, they discover a note from Zargon inside the Desk. "It's a letter from Zargon. He wants his monsters to be ready to invade the Southern towns. He wants them to make their march two weeks from now." Says the Wizard. "Not to worry Lad, we can seal that first hall on our way back, if all goes well for us." Says the Dwarf. "We must not fail or a lot of people will die." You say. The Heroes find the Brass Key.

G- This Warlock has an Elixir of Life that he drinks. He keeps on casting Ice Storm as many times as he can. He is unaffected by the spell.

H- When the Heroes search this room, they discover inside the Cupboard, a lot of good food and 2 Heroic Brews. If the Heroes eat a bit they regain 1 lost body point. The Heroes also discover the secret door.

I- Both of these Chests are bobby Trapped. 2 hit points if sprung. Inside Chest #1 are expensive furs. Inside Chest #2 are 400 gold coins. The Heroes also find the Iron Key.

J- All 3 of these wooden doors are locked. 5 hit points will break them in.

K- This room is full of prisoners. They are weak, but alive. You tell them to wait here until you return.

L- This room is full of prisoners. They are weak, but alive. You tell them to wait here until you return.

M- This Orc out in the front has a crossbow. He gets to shoot first at the Hero in the doorway.

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

Quest 5

You use the Key to the metal door. You return to the people and give them the food that you found inside the Cupboard. You tell them to head back for the safety of Sunca. They thank you for rescuing them and leave.

You and your friends go through the metal door. The Halls are lit with the glow of many torches. "This place looks really busy." Says the Dwarf. "Looks like we got our work cut out for us then." Says the Barbarian. You head on down the long hallway. You come to a door. When you open the door, the sting of heavy smoke burns your lungs. You make your way inside.