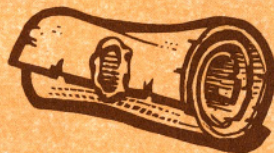


HERO QUEST™

Cellars of Blood

Q U E S T



B O O K

Introduction

"You are sitting in a tavern waiting to be served when a rat-faced scrawny little fellow shuffles up to you and hands you a note and a small bag. You give the note to the Wizard, since he's much better at reading than any of the rest of you. Opening the bag, you find 400 gold coins. The Wizard reads the note out loud:

'My good fellows,

I have need of the help of worthy adventurers such as yourselves. My name is Johannes Von Bleistift, a young nobleman who has just inherited Bleistift Manor after the demise of my uncle. The Manor is large, with extensive cellars and caves below it, and since I have taken up residence there I have heard strange sounds at night – scrabbings, groans and the sound of something being dragged along stones. My dog, a fierce Estalian Snarler, lies in a corner of my drawing room with the hackles raised along his back, whimpering pitifully. Alas, I have dared not investigate the mysteries of the cellars; I have no map to guide me, and as a youth I learned my letters and studied law, not the skills of Warriors or Wizards. I offer to pay you 200 gold coins apiece if you will investigate this mystery, map the cellars, and remove any hazards or perils therein. Please accept this advance of 100 gold coins for each of you, and do not delay. I am in earnest need of your help.

Yours most faithfully,

Johannes Von Bleistift'

You consider this and look around for the thin messenger, but he has already sneaked away. When you ask the barman for directions to Bleistift Manor, he looks at you strangely, and mutters a few words of prayer under his breath. As if keen to be rid of you, he ushers you outside and directs you up the hill to the north, instructing you to follow the twisting road, go past the Grove of Warped Elms, through the iron gates and up the drive...

After making the purchases you feel are necessary for the job, you start up the road. You reach the Manor at dusk. It is a long, low house, built from local stone, its walls covered with moss and ivy. The dark windows reflect the clouds which flow across the evening sky in a curious fashion. Though the place appears to be uninhabited, the door is answered as soon as you knock. Johannes Von Bleistift invites you into the chilly drawing room and offers you a glass of dry sherry while he explains the situation. He is a pale, drawn young man, and seems quite afraid of what may be found below the Manor. He claims to have been studying in Marienburg for the last five years, and knows nothing about the history of the house or the layout of the cellars below it. He takes you to an old cold store, and shows you a large wooden trapdoor laid within a massive iron ring. This, he says, opens onto a flight of stone steps which leads directly into the cellars. All it takes is a hefty pull from a Dwarf or Barbarian, and a mysterious adventure beckons..."

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

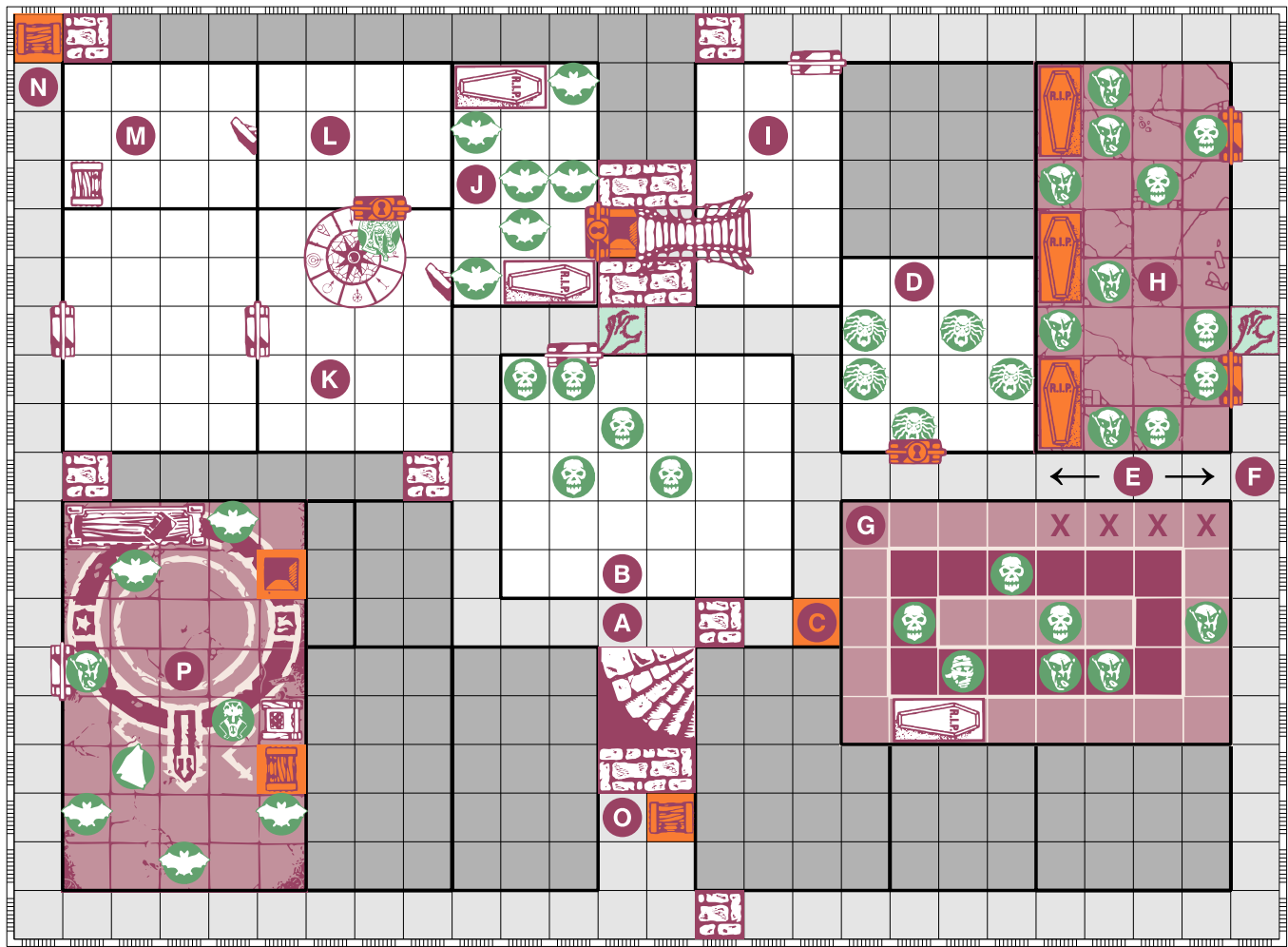


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Cellars – Upper Level

NOTES:

- A** When the Heroes are on the board and off the stairs, read: *"There is a tremendous crash from behind you. You turn to see massive stone blocks falling from the ceiling and completely blocking the way back! You hear a disembodied, evil laugh drifting down the passageway ahead..."* Replace the stairs with a double-block passage tile.
- B** Tell the first Hero to enter this room: *"This room was once used for storing coal and timber. There is still a cloudy, sooty atmosphere in here."*
- Because of the soot in the air, all missile fire should have a -1 Attack die penalty.
- C** Anytime a Hero steps on this square, a fireball shoots from the wall into the passage towards the north. It moves 4 turns per square. The fireball will pass through any Hero in its way and continue down the passage. Any Hero caught by the fireball suffers 2 Body Points damage. This trap cannot be disabled.
- D** This room has a trapped door which is also locked. The door trap is a Swinging Door trap. After the Heroes have overcome the Zombies, tell them: *"Now that you have time to examine the room, you see that it is full of sacks, rotten barrels, great broken bell-jars and similar rubbish."* The first time a Hero searches in this room, a Giant Rat jumps out and attacks the Hero. The Hero's turn is automatically over, and the Giant Rat attacks. When the Giant Rat is killed, the Hero finds a coil of rope.
- E** When at least two Heroes stand along this passage section, the whole passage

section swivels. It is hinged along its north side, and its south side simply falls down so that the passage section becomes a huge flap! Any Heroes standing on the passage section at the time are dumped down into location G and suffer the loss of 1 Body Point. The passage section then immediately flies back up and forms solid ground above the Heroes. Those who have fallen are trapped in location G. Those still above can descend by entering this passage section and taking a voluntary drop (and trapping themselves in the process), a Hero may lower another Hero down on a rope, or a Hero can hammer some iron spikes (5 will work properly – you may have to hint this fact to the players) and tie some rope around his waist. If a Hero does this, and then steps onto the passage section, he will drop down, but the rope will prevent him from falling all the way to the ground. The rope will also hold the swiveling passage open, allowing the Heroes above to climb down if they desire, and any Hero in location G to climb up. The Hero dropping down into location G on the rope will not suffer any damage. It takes one turn to hammer spikes into the floor and tie a rope around a character's waist.

- F** When the Heroes climb back up from room G, place them here.
- G** The Skeletons and Ghouls here attack first against any characters who have fallen down into this room from passage E, whether tied to a rope or not. The Mummy in this room is wearing an Amulet of Iron. When a spell is cast on the Mummy, roll a red die. On a roll of a 5 or 6 the Mummy is not affected by the spell. If a Hero tries to take the amulet off the Mummy, read: *"As you reach for the amulet, the Mummy's body begins to burn with a blue flame. When it goes out all that is left of the Mummy is ashes. The amulet is*

NOTES continued:

nowhere to be found."

The Mummy's tomb is covered with a thick coat of moldy fungi, and any Hero opening the tomb to get at the treasure inside should roll a red die to determine the effects on the Hero (see Fungus Roll Chart below). Inside the tomb, the Heroes find 150 gold coins, and a Magic Spear (see Artifact Card). The Magic Spear is actually a cursed spear. Every time a Hero uses it roll a red die. On a roll of 1-2, the Hero attempts an attack but fails. Tell the Hero: *"The spear slips from your hands and clatters on the floor."* Don't tell the Heroes about the fumble hazard until it happens – let them find this out for themselves.

Fungus Roll Chart

- 1 **Deadly Poison:** The Hero will have to immediately drink a Healing Potion or he will die. Either way the fungus can be used as a rat poison. Any time the Heroes encounter Giant Rats, they may throw this to the rats and it will automatically kill 1 rat. Throwing the rat poison counts as a combat turn. There is enough fungi for each Hero to collect 2 samples.
- 2 **Sleeping Fungus:** The Hero should roll a red die. He sleeps for this many turns. Nothing will wake him, and if attacked he cannot roll Defense dice. Each turn the Hero is asleep, roll a red die. On a roll of 4-6, make a wandering monster roll.
- 3 **Polka Dots:** The Hero breaks out in red spots all over his body. Otherwise, nothing else happens.
- 4 **Strength:** Eat some of the fungus and as long as there are monsters in the same room/passage as the Hero he rolls 1 extra Attack die. Each Hero can take two samples of the fungus, but may only use one at a time.
- 5 **Speed:** Eat some of the fungus and the Hero can move and/or attack twice. Each Hero may take two samples of the fungus, but may only use one at a time.
- 6 **Healing:** The fungus may be eaten at any time and restores all Body Points and Mind Points. Each Hero may take two samples of the fungus.

NOTES continued:

because you are too far away."

When the Hero gets to the edge of the pit tell him: *"At the bottom of the pit is a door."* Heroes can either jump down the pit (they will suffer 1 Body Point damage) or climb down a rope. Heroes can tie a rope to the rope bridge, hammer five spikes into the floor, or a Hero may lower the others down. Tying to the rope ladder or hammering spikes both take one turn. Heroes on the rope bridge do not have line of sight into room J, even when the door is open.

- J The door into this room is locked and trapped with an Acid Spurt trap. The Giant Bats in this room are infected with a filthy disease. Tell the first Hero who enters the room: *"The room before you is infested with bats. All look sick – their teeth are yellowed and saliva foams at their tiny mouths. This doesn't stop them from attacking, though."* Because these Bats are diseased, they roll an extra Attack die. When all the Bats are killed, read: *"Two blackwood coffins stand in this dark and dismal chamber, bound and hinged with bronze, etched with dark runes. An aura of evil surrounds them, and you sense that the coffins themselves are in some way magical."*

The two coffins are very hazardous. Each contains the body of an Undead Champion, and as soon as one is opened the other opens automatically. If any attempt is made to destroy the coffins, they both open. Spells do not affect the coffins. Furthermore, powerful enchantments laid on the coffins make the Undead Champions more dangerous than usual. So long as the Undead Champion is standing in an adjacent square to its coffin, it regenerates one lost Body Point every turn, and is also immune to any spells from the Fire class. When the Heroes are in combat with the Undead Champions, read: *"The red glow in the eyes of the Undead horrors is matched by a very dim, faintly pulsing red glow coming from each of the coffins."*

It is possible to destroy the coffins, and doing this will cancel the magical effect they have on the Undead Champions. Each coffin has 3 Defend dice, and 3 Body Points. Since spells do not affect the coffins, the Heroes must attack them with hand weapons. This should be taken into account if the Heroes try to smash the coffins to begin with. Once the coffins are destroyed the Undead Champions lose their special powers. Inside each coffin is a bag

If none of the Heroes tied a rope to the passage above (see notes for location E), they are all trapped in this room with no way out. Let them wander around for a few turns, searching for an escape, then read to them: *"After several days of being trapped in this room, your provisions run out. You slowly die of starvation."*

- H Both the doors entering this room are trapped with Screaming Door traps. When one door opens, the other automatically opens. When a Hero opens one of the doors here, tell him: *"This room is full of Skeletons and Ghouls, gnawing on the old bones scattered around the lead coffins."* The monsters will try to come out both doors and swarm the Heroes. All the coffins are sealed, and each one is trapped.

Starting from the top, the first has a spike trap. Roll three Attack dice for damage caused. The Hero cannot roll Defense dice. Tell the Hero who opened the coffin: *"This coffin contains a withered body, dressed in rotted butlers clothes."* The coffin contains a gold bracelet worth 40 gold coins.

The second coffin has a poison needle trap that causes 1 Body Point damage. When opened, a Skeleton jumps out and attacks. The Skeleton is wearing a leather belt. On the belt is a pouch with 30 gold coins and a skeleton key (give the player the tile). Unless noted, this key unlocks any locked door found in the cellars.

The third coffin has a gas trap. Any Hero in the room must roll one red die. On a roll of 3-6 he suffers 1 Body Point damage. Tell the Hero opening the coffin: *"This coffin contains a rotten body dressed in the remains of a footman's outfit. Suddenly a foul gas spreads out of the coffin."* Any character standing in an adjacent square to the coffin must roll 1 red die. On a roll of 3-6 the character becomes sick from the gas, and for the Heroes next two combats must roll 1 fewer attack dice than normal.

- I Place the rope bridge tile on the board as shown on the map. Tell the Heroes: *"A rope bridge is hanging above a chasm. You cannot see what is below; the floor is hidden in a strange, grey mist."* Note that the pit here is not a trap. Place the pit on the board when a Hero steps onto the bridge. Tell him: *"At the end of the bridge you see a pit, but cannot see what is at the bottom*

with 100 gold coins.

Since Undead Champions are Fearsome Monsters, don't forget to make the fear roll for each Hero every turn they are in the room with these monsters.

- K When a Hero enters the room, read: *"Inside this guard room stands an Undead creature, clad in chain mail and hefting a powerful-looking sword. He stands within a magic circle, and an aura of energy crackles around him. 'I am Sven Widerlich' he states. 'I have served my master for over one hundred years, in both life and in death. I will serve him now by killing you.' With that the creature becomes quite still, the grinning rictus of his bony face challenging you to come before him and face the steel of the keen-edged blade!"*

Place the magic circle tile in this room. The Undead Champion is Sven Widerlich. Sven's stats are below. Sven is wearing a pair of Magic Steel Boots which the Heroes can take. While Sven stands in the magic circle, he is immune to spells and missile fire. If a Hero attempts casting a spell or firing a missile at Sven while he is in the magic circle, read: *"The (spell or missile) bounce off the aura of the magic circle."* Sven carries two flasks with Potions of Healing in them. Sven cannot drink these since he only has a skeletal body, so he will not try to use them in combat. Sven also has three small finger bones which he can cast into the air at any time during combat. The bones will land in any square that the Game Master chooses. A Skeleton will spring from each bone and attack the nearest Hero. Sven can still make his normal attacks when he throws the bones. When Sven is destroyed the Heroes can recover the artifacts from Sven.

Sven Widerlich:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5/2	5	4	0

Attack 5 with Weapon, 2 with Boots.

Since Sven is an Undead Champion, the Heroes must make a roll for fear at the start of each turn they are in the same room with him.

NOTES continued:

L The door to this room is locked, and cannot be opened with the Skeleton Key. It is also heavily trapped, with a Fighting Doorknob trap and a Shock trap. Each trap must be disarmed separately. When the first Hero enters this room, tell him: *"You get a pleasant surprise here! This room is quiet, bare, and peaceful. You see the rune of the god of Morr, guardian of the dead, on the far wall. It feels welcoming and safe here, a haven from the horrors you have faced so far."*

No monster (including the Count) can enter this chamber. When the Heroes enter this chamber, they regain all their Body and Mind Points. If the Heroes return to this room a second time, you may or may not want to allow them to regain their Body and Mind Points again.

The Heroes may search for traps and secret doors here, but anytime one searches for treasure read: *"You start to search for treasure, but decide not to desecrate this special place by searching"*.

M The chest here contains 30 gold coins, two Potions of Healing, a Potion of Regeneration, a Courage Spell Scroll, a Ball of Flame Spell Scroll, a Fire of Wrath Spell Scroll, and the Ring of Greatness (see Artifact Cards). In addition there is a wooden stake with the symbol of Morr inscribed on its surface, together with a small wooden mallet (have the Hero write wooden stake and mallet on his character sheet) around which is wrapped this note (to be read to the Heroes):

"To whom may come after me..."

The fiend is close by now and I have little time left. If I had been able to banish him to his great silvered coffin, I would be able to drive this sanctified stake through his dark heart and destroy him forever. But he is too strong, and now I must meet my fate. May Morr protect you!

Otto, Priest of Morr".

N The chest contains 10 gold coins, but is trapped with a falling block trap. If the chest is opened without disarming the trap, the blocks will cause 1 Body Point of damage to the Hero and cover the chest. It cannot be recovered.

Move the blocked passage tile that is to the right of the chest over to cover the square the chest was in and remove the chest from the board.

O When a Hero stands within two squares of this chest, the lid flies open and out jumps a Giant Rat to attack the nearest Hero. On each subsequent turn, two more Giant Rats jump out. They will continue jumping out until every Hero is at least 4 squares away from the chest or the chest is destroyed (2 Defense dice and 2 Body Points). Simply slamming the lid shut won't stop the Giant Rats emerging! Arrows bounce off the chest, but any thrown weapon, spell, or hand attack can damage it.

P When the first Hero enters this room, read: *"This room appears to be Count Von Bleistift's Study. He is seated on a throne."* Place the pit on the board, it is not hidden. Initially the Count leaves combat to the Giant Bats, the Ghoul, and his Great Wolf, using spells to attack the Heroes from a distance. If appropriate, he uses a Blood Point or two to negate spells cast at him. When he can do so, he will fly from his throne and try to regain one or two Blood Points by biting a Hero, but always returns to his throne. When all the other monsters in the room are dead, the Count will engage the Heroes in hand-to-hand combat.

If the Count is reduced to half his normal Body Points or below, or 3 or less Blood Points, read this to the Heroes: *"The Count wraps himself up in his cloak and flies straight down the pit."* Make sure Count Von Bleistift does not die here and try not to run his Blood Points too low. Let him escape while he is still fairly healthy; he's going to make another appearance, after all.

If the Heroes drive the Count off, they can search this room. There is a scroll with the spell Power of the Phoenix (see Artifact Cards) hidden in the bookcase. The chest is trapped with a fireball spell. Any Hero who opens it without disarming it first will be engulfed in a fireball and suffer 2 Body Points damage. The chest contains the following note from the Count to be read to the players:

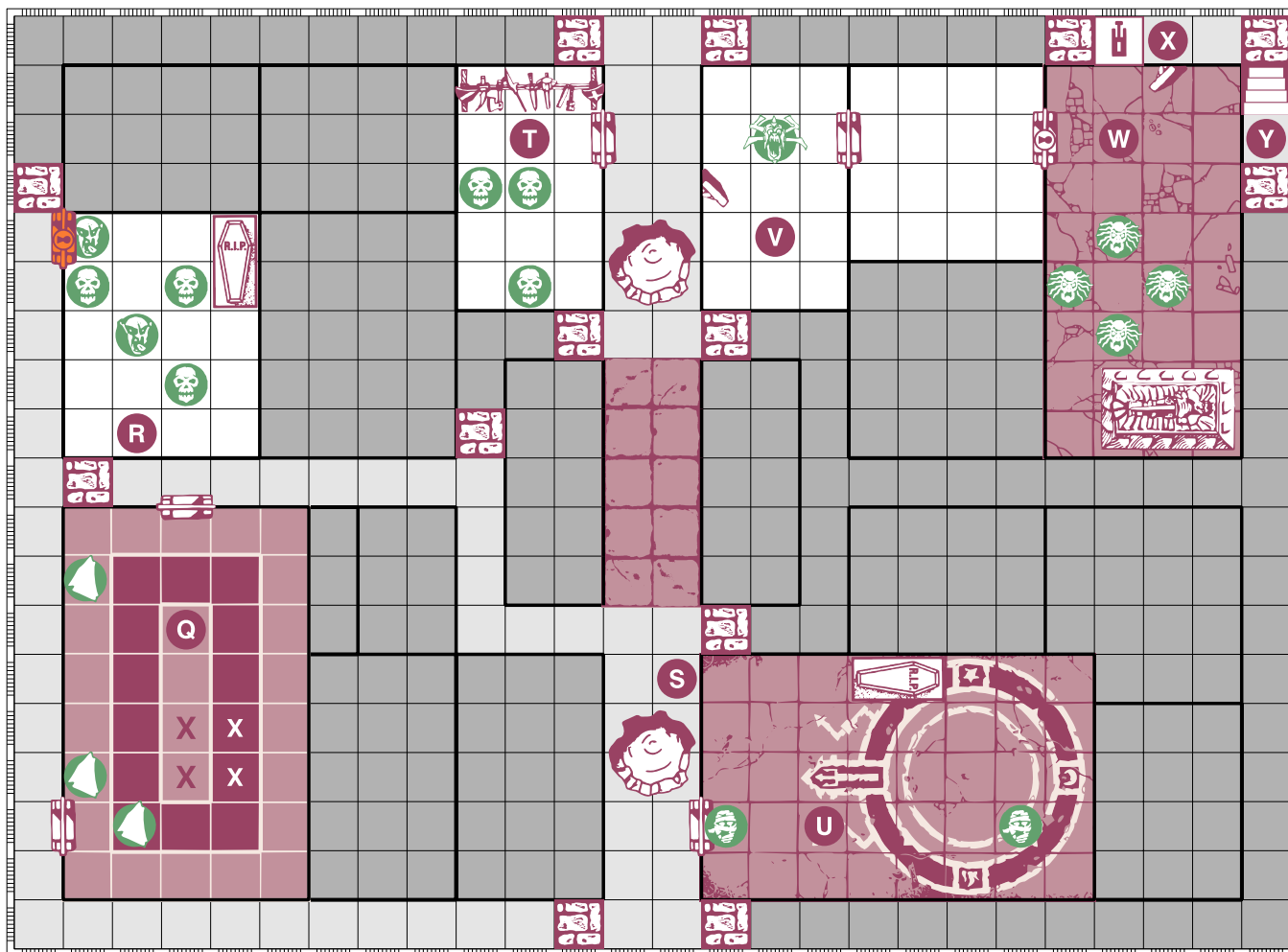
"My dear fools,

There is no treasure for you here, only death. My excellent nephew brought

NOTES continued:

you to your doom, lured by your own greed for gold. I look forward to sampling your delicious, warm, spicy blood! By the way, if you believe those old tales about Vampires being affected by mirrors, symbols of gods, running water and such nonsense, you are fools. I enjoy garlic personally; it's the Bretonnian blood of my great-grandfather. One of my power has no such weaknesses!"

To continue to the Lower Level, the Heroes must follow the Count down the pit. Any Hero that jumps loses 2 Body Points. To avoid suffering wounds, the Heroes may hammer in five spikes and climb down the rope, or be lowered down by another Hero.



Cellars – Upper Level

NOTES:

The lower level of the cellar is very dangerous indeed! The Heroes drop down onto the squares marked X in Room Q. Place one Hero on each X, or as close as possible if the square is occupied by a monster. Use the Count's Blood Points and teleporting ability to lure the Heroes away from his real tomb in Room W. The rest of the dungeon is filled with monsters and traps to weaken the Heroes before the Count arrives to give the coup de grace.

Q Tell the Heroes: *"There are three Wolves in this room. Each wears a leather collar with a glowing red gem set into it."* While a Wolf wears one of these collars it regenerates one Body Point each turn, but cannot get more than three Body Points. A character can try to chop the collar off with a blow from a hand weapon, but must declare he is aiming for the collar before rolling. When a Hero aims for the collar he rolls half his normal attack dice (round down, but always let the Hero roll at least 1 die). Any skull rolled will sever the collar, at which time the Wolf stops regenerating. The Heroes cannot use the collars; they are destroyed when removed from the Wolves.

R The door to this room is locked and has a Fighting Doorknob trap on it. Tell the first Hero that searches for treasure in this room: *"You examine the coffin, and see that it is silver with a lifelike etching of the Count on its slab."* If a Hero open the coffin, the room fills with gas (this trap cannot be found when searched or disarmed). Any Hero in the room loses 1 Body Point. Tell the Heroes: *"As you open the coffin a hollow laugh echoes up from inside, and suddenly a poisonous gas billows out."*

S Place the two pools in this corridor when a Hero gets into line of sight of

them. The pools are 15 feet deep and appear to contain water, but this is an illusion. If the Wizard searches for traps in this corridor he will discover the traps on the pool, and the Heroes can then avoid them. The Heroes must jump across the pools to get to the other side. When a Hero jumps across and the traps have not been detected by the Wizard, roll a red die. On a roll of 1-3, a fireball hurtles up from the pool and causes the Hero 2 Body Points of damage. Until the Wizard finds the traps in the pools, a fireball will be shot out every time a Hero jumps across a pool and fails the die roll, no matter how many times this occurs. The first time you have two Heroes on one side of a pool and two on the other, make a wandering monster roll.

T The weapons rack contains one broadsword, one longsword, and a suit of chain mail.

U When a Hero enters this room, read: *"This large chamber is draped with rotten black wall hangings and foul wall mosaics portraying the Count ripping throats out of his victims! Two Mummies, both shimmering with a faint magical light, start towards you."* The two Mummies here are immune to spell attacks, and gain 1 Body Point each time a spell is used against them. They may exceed their normal Body Point maximum. If a Hero casts a spell at a Mummy, read: *"The faint magical light surrounding the Mummy glows brighter for a moment, then fades. The Mummy now looks stronger!"*

When a Hero searches for treasure in this room, read: *"The tomb before you is an imposing, great sarcophagus some ten feet long, and its sculpted surface shows the Count reclining."* It takes two Heroes to lift the lid, if one tries tell him: *"You are not strong enough by yourself to open this coffin."* When the

NOTES continued:

- A** lid is lifted, read: *"Suddenly a seething mass of blood-red tentacles burst from the coffin and attack!"* The Tentacles fill the room, and no Hero may move around in it, or out of it. Nor may a Hero enter the room while it is filled with Tentacles. The Tentacles may attack each Hero in the room every turn. Damage done by a Hero against a Tentacle affects the Mass.

The stats for the Tentacle Mass are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
-	3	0	10	0

If the Game Master rolls 3 skulls for a Tentacle attack, a Tentacle wraps itself around the Hero's throat and starts to strangle him while also draining blood through a puncture wound on the neck. The Hero loses one Body Point, and on each combat turn thereafter until the Tentacle mass is destroyed the Hero loses 1 Body Point (do not roll any more attack dice against this Hero) and the Tentacle mass gains 1 Body Point (it can exceed 10) from the nourishing blood! The Hero can still attack, but does so with only half his normal attack dice (round down, but the Hero always has at least 1 Attack die). The Hero cannot get loose from the Tentacle on his throat. It remains attached until the mass is destroyed.

When the Heroes destroy the Tentacles, read: *"The mass of Tentacles bursts and everything in the room, including you, is covered with foul, sticky blood."* Each Hero moves 1 fewer movement squares per turn for the remainder of the adventure, unless the blood is burnt off with a fire spell (such as a fireball, so jumping over a pool in location S can actually have one beneficial effect!). There is no treasure in the coffin.

- V** When a player enters this room, read: *"The statue before you stands in front of a deeply red stained door. The room itself is draped with black and red curtains covered in vampire bat designs."* Unless the Count has already been banished to his tomb, place him next to the statue. When his wounds are reduced to half normal, read: *"The Count looks at you angrily and touches the red door. He seems to pass through it and vanishes."*

When a Hero tries to open the red door, the Gargoyle comes to life and

attacks.

- W** The door into this chamber is locked but not trapped. This is the true tomb of Count Von Bleistift. The enormous sarcophagus at the back of the room is where the count will retreat to if reduced to zero wounds and forced into mist form.

The Count is arrogant and believes he needs no special defenses here, other than the four Zombies in the chamber. If the Count has any spells left he will position himself behind the Zombies, use his spells, and then make his way forward into hand-to-hand combat. Otherwise, he waits just inside the door and attacks the first Hero to enter. This is a surprise attack, and the Hero's movement should stop when it is made. That Hero's turn is over.

If the Heroes manage to kill the Count, read: *"With a despairing cry the ghastly Undead fiend crumples before your feet. His body is cold and limp, yet somehow you know that you have not destroyed him yet. From his remains, a wisp of mist rises and drifts under the lid of the great sealed sarcophagus you see in the distance. The Count's body crumples into dust."* Remove the figure for Count Von Bleistift from the board.

The Heroes must now destroy the Count within his tomb. The lid is not trapped, although it takes two Heroes to open it. When they open the tomb, read: *"Inside the tomb you see the Count's body beginning to re-form on a bed of earth."* If the Heroes try to attack the Count's reforming body with either weapons or spells, read: *"Your attack (or spell) has no effect on the Count. You will need other means of destroying him before his body reforms."*

The Count can only be destroyed by hammering the stake of Morr (from location M) into the Count's heart. If the Heroes do not have this, they cannot kill the Count. His body will slowly re-form, and no magic or weapons can prevent this.

If the Heroes use the stake, read: *"A terrible, ghastly shriek is ripped from the blood-red lips of the Count's re-forming body and a great gout of blackish blood spurts from his chest! His skin peels away from his yellowed bones,*

NOTES continued:

which crumble and fall to dust, leaving only a reeking pool of filth behind!"

If a Hero searches for treasure in this room, under the tomb he finds two chests. The first contains 200 gold coins, a ruby ring worth 100 gold coins, a jewelry box worth 50 gold coins, and three Potions of Healing. The second chest contains a diamond brooch worth 250 gold coins, a Magical Dagger which inflicts 2 attack dice of damage (see Artifact Card), three spell scrolls – one with Inferno of Doom, one with Swift Wind Attack, and one with Burning Hands of Destruction (see Artifact Cards), and a magnificent tiara set with small pearls and an amethyst worth 500 gold coins. It's a big reward, but if the Heroes manage to destroy the Count they deserve it.

The Heroes do not find the above treasure if they do not manage to kill the Count. They will only be able to search under his tomb if he has been killed.

- X** When the Heroes first enter this room, read: *"This small alcove is bare, except for a lever in one wall."*

If a Hero pulls this lever, the blocked passage to the right disappears. Read: *"With a grinding noise the wall to the east disappears, opening the passage beyond."*

- Y** These stairs lead to the surface. When the Heroes climb them, if they have the Steel Boots, read: *"You begin to climb the stairs. You notice that the steel boots are no longer glowing – apparently they received their power from a magical source in the Cellars. They are now normal boots."*

Whether or not they have the Steel Boots read: *"You make your way to the surface, and emerge at a secret door which opens behind a wardrobe in the manor house. You search the house for Johannes Von Bleistift, but he has escaped, leaving nothing of value behind. You return to town, and regale the locals with your adventures in the Cellars."*