

Journey to the Bottom of the Crypt

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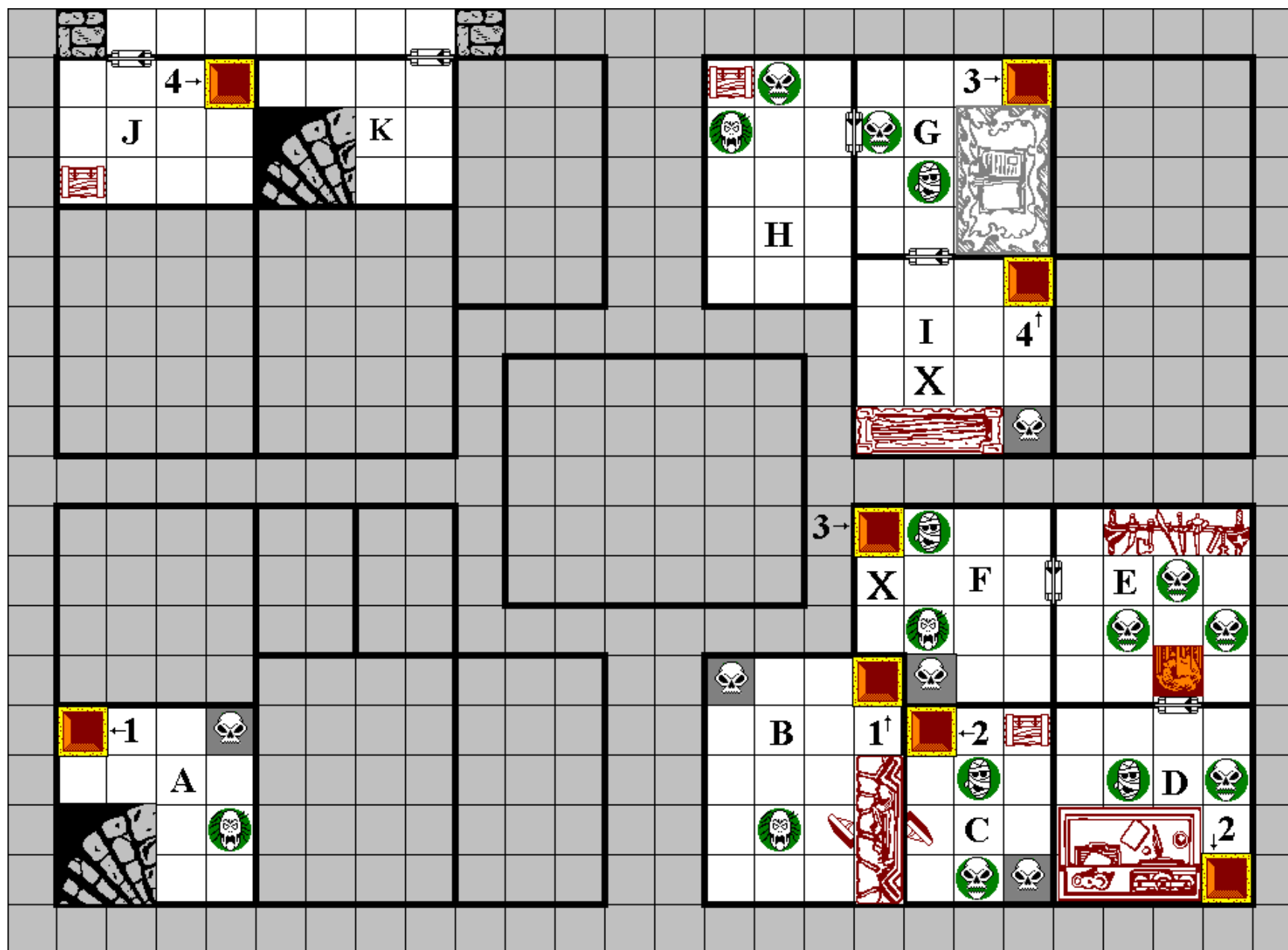
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If you wish to contact me, email me at "Garfunkle71689@aol.com". *NOTE* The email's subject **MUST BE** "Journey to the Bottom of the Crypt". **IF THE SUBJECT IS ANYTHING ELSE, I RESERVE THE RIGHT TO DELETE YOUR EMAIL WITHOUT OPENING IT AND/OR GIVING IT ANY FURTHER CONSIDERATION.**

Zargon's forces have always been found swarming everywhere, but never like this. This time, word has come to the Emperor that Zargon has been recently rallying his forces in the Empire's Sacred Catacombs. This ancient crypt houses the remains of all members of the Royal Family of the Empire. The most skilled mages in the Empire have gathered above the crypts, holding seances to find the root of the gathered evil. they have found out that it is concentrated into one object, be it item or creature. These mages theorize that if this thing can be destroyed, then peace will reign again amongst the living and the dead. The Emperor is now offering a reward of 200 gold and the choice of one weapon from his Armory to any hero that can enter the Catacombs and destroy the source of this evil.

Notes:

1. This quest is for any ONE of the heroes, and ONLY one. This quest was ideally written for the Elf, but any hero can be used. If the Wizard is used, you may want to be sure that his stats are high, because this can be a pretty tough quest for him. There are a few quest notes below that will specify different directions for each hero, so READ THE NOTES CAREFULLY before placing ANYTHING in the room.
2. In this series of quests, switches will play a big role. Switches are represented by the Skull tiles used to keep track of monsters' lost body points. Switches must be searched for, and cannot be searched for unless all the monsters in the room are gone. Each switch, when stepped on, will do something. If there is a switch in a room, its function will be explained to you in the notes.
3. There are also secret passages in these quests. They are portrayed on Zargon's map by the yellow-outlined pit trap icons. They should be represented on the board by pit trap tiles. If you run out of pit trap tiles, take the ones from the beginning of the quest, because there should be no reason that the hero retraces his steps to the beginning rooms.
4. Take all of the "Hazard" Treasure cards out of the deck. This gives the hero a greater chance of running into a Wandering Monster.



Quest 1

Enter The Crypt

Zargon's forces have always been found swarming everywhere, but never like this. This time, word has come to the Emperor that Zargon has been recently rallying his forces in the Empire's Sacred Catacombs. This ancient crypt houses the remains of all members of the Royal Family of the Empire. The most skilled mages in the Empire have gathered above the crypts, holding seances to find the root of the gathered evil. they have found out that it is concentrated into one object, be it item or creature. These mages theorize that if this thing can be destroyed, then peace will reign again amongst the living and the dead. The Emperor is now offering a reward of 200 gold and the choice of one weapon from his Armory to any hero that can enter the Catacombs and destroy the source of this evil.

Notes:

A - The hero starts in this room. The switch in this room makes the secret passage appear. The secret passage in this room leads to the other secret passage marked "1".

B - The switch in this room creates the secret door. DO NOT reveal the secret door unless the switch is stepped on, not even if the hero searches for secret doors.

C - The chest in this room contains two Potions of Healing that restore up to four lost body points each. The switch activates the secret passage, and the secret passage leads to the other secret passage marked "2".

D - When treasure is searched for, Zargon should read the following: "The mummy in front of this Alchemist's Bench was obviously trying to guard something before you killed him. As you look at the strewn contents of the bench, you see a small vial of golden, swirling liquid. You don't know what it is, but you have a strange feeling that it will help you later on your quest." The heroes should not enter room E until this vial has been found.

E - The door in the west wall of this room is OPEN, but the hero cannot see what is on the other side until he enters that room. The weapons rack contains a crossbow for every character but the Wizard, or a Staff for the Wizard. Both these weapons are exactly the same as their mates in the Armory.

F - The Mummy King occupies the square marked "X". Use the Chaos Warlock Figure to represent him. The hero doesn't need to know his stats in

this quest; they will be revealed in another quest. As soon as the hero walks into the room, he casts the "Escape" Chaos Spell. The switch in this room activates the secret passage, which leads to the other passage marked "3". When treasure is searched for, Zargon should read the following: "In the wall behind where the Mummy King was standing, you find that several of the stones in the wall are loose, in the pattern of a sword. You quickly tear the stone from the wall to find the Spirit Blade. Its blade glows with a golden gleam and its hilt and handle with a blue one as you grasp it. This color, however, fades quickly, as if drained from the very metal..." This is the same as the Artifact, so give the hero the card.

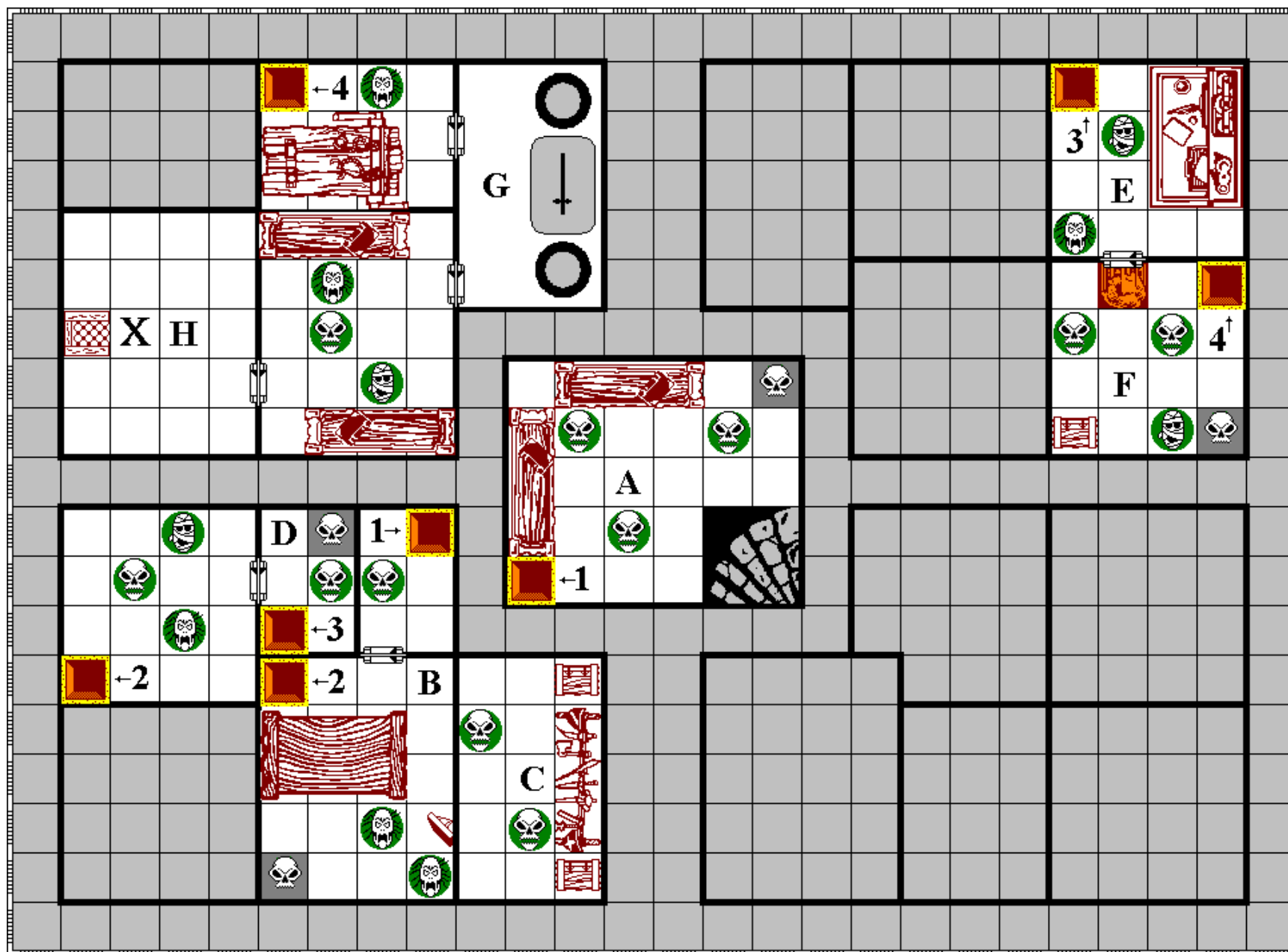
G - When treasure is searched for, Zargon should read the following: "Once again, the mummy has obviously been trying to protect something. The Sorcerer's Table contains a copy of the Chaos Spell "Summon Undead". This can be cast at any time, allowing you to call upon the ancestors of the Empire to come and fight." If this spell is used, though, the monsters will fight AGAINST the hero, not with him. Do not tell the hero this (don't you feel evil?). The door on the south wall is OPEN.

H - The chest in this room contains the Artifact "Spell Ring" if the hero is the Elf or Wizard, or the Artifact "Ring of Return" if the hero is the Barbarian or Dwarf. It also contains a Potion of Healing that restores up to four lost body points, no matter what the hero is.

I - Again, the Mummy King occupies the square marked "X". He can be attacked, but will not lose any body points. Once the hero tries to attack the Mummy King with the Spirit Blade, Zargon should read the following: "As you sweep the Spirit Blade into his side, the Mummy King does not flinch. He lets out a chuckle and says 'That blade cannot harm me! I have drained its power into two vials which are guarded very carefully by my most powerful minions. Only when they are reunited can that sword harm me! Ha ha ha ha ha!' and he vanishes. The cupboard contains the Artifact "Wizard's Cloak" for the Wizard, or the Artifact "Borin's Armor" for the other heroes. The switch reveals the secret passage, which leads to the other secret passage marked "4".

J - This chest contains 100 gold and a Potion of Healing that restores up to four lost body points.

Wandering Monster: Skeleton



Quest 2

Confront the Mummy King

Now deep into the Crypt, the hero must search out the root of evil, the Mummy King. This quest will determine if you really have what it takes.

Notes:

A - The hero starts in this room. The switch in this room makes the secret passage appear. The secret passage in this room leads to the other secret passage marked "A".

B - The switch in this room reveals the secret passage. The secret passage in this room leads to the other secret passage marked "B".

C - This is the Mummy King's treasure room. The upper chest in this room contains two Potions of Healing that restore up to four lost body points each. The lower chest contains 200 gold. The weapons rack contains a dagger.

D - The switch in this room reveals the secret passage. The secret passage in this room leads to the other secret passage marked "D".

E - When treasure is searched for, Zargon should read the following: "Yet again was the Mummy in this room protecting something. You feel like you're in de ja vous as you search the Alchemist's Table. You find nothing but blank papers and a small vial of swirling midnight blue liquid. It looks familiar..." The hero should not leave this room until the vial has been found.

F - The chest in this room contains a black pearl worth 150 gold. The switch in this room activates the secret passage, which leads to the other passage marked "F".

G - Now it's time to break out the Sword Transformation Room tile, which can be found in your quest pack or downloaded from www.aginsinn.com. Zargon should read the following: "This room is full of a swirling mist. It contains three pedestals: One blue pedestal with a depression in the shape and size of a real sword, and two on either side that have bowl-shaped depressions in them. As you enter the room, your hilt starts getting hot, as do your pockets. You rip off your sword and empty your pockets. On the floor, glowing, are the two vials of swirling liquid and the Sword of the Spirit..." Let the hero figure out what to do here, because it isn't really that hard. They empty the vials into the side pedestals and place the sword in the middle pedestal... you get it? When this is

done, Zargon should read the following: "The golden liquid rises out of it's bowl and over the sword, turning into mist. As the mist clears, the sword gleams, and the edge looks much sharper than before. The blue liquid now swirls over the sword, and you feel as if you are in a vaccuum chamber, the very essence of the universe being sucked away. As the mist clears, the sensation stops. The sword now glows with a bluish haze. The sword on the pedestal is no longer the Sword of the Spirit, but the Ethereal Sword. When fighting, it calls upon the vastness of the universe to slay the undead. It functions just as before, only now it can be used against the Mummy King, and can be weilded by the Wizard."

H - Finally it is time for the confrontation of the Mummy King. His stats are as follows:

Body		Atk		Def		Mind		Move
7		4		4		7		9

As you can probably conclude from the stats, this will be a tough battle. That's why I've made sure the hero is stocked up with potions. If you feel that the hero can take the Mummy King with less potions, feel free to make an excuse, such as "As you enter this room, the evilness of the Mummy King causes two of your Potions of Healing to dissolve and their containers to crumble." or something of the sort. Also, you can help the hero out if he needs it, by saying "As you fight, the Mummy king drops a Potion..." or something similar. When the fight is over, the Quest is over. The hero can now go back and claim his reward from the Emperor.

Wandering Monster: Skeleton

The Sword of Transformation Tile

