

Quest 14

You and your friend walk up the stairs. You are exhausted. But anger and resolve give you strength. There is a massive wooden door at the top of the stairs. You open the doors and make your way through.

- A-** Starting place of the Heroes.
- B-** This Warlock and Fimirs will cast Flaming Spear as long as they are able to at the Heroes. Heroes can search this Hallway if they want to.
- C-** This metal door is locked. Heroes need the Iron Key to open it.
- D-** This metal door is locked. Heroes need the Brass Key to open it.
- E-** This metal door is locked. Heroes need the Silver key to open it.
- F-** This metal door is locked. Heroes need Gold Key to open it.
- G-** When the Heroes search this room, they discover 2 Artifacts inside the Bookcase.
- H-** This Chest is bobby trapped. 2 hit points if sprung. Inside are 4 Heroic Brews and an Artifact. When Heroes search this room, they discover the Iron Key.
- I-** When the Heroes search this room, they discover a sealed jar inside the Cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Points can be shared.
- J-** These Ghouls have crossbows that they use to shoot at the Heroes.
- K-** This Warlock's 1st spell is Mind Freeze. His 2nd spell is Chill and His 3rd spell is Hurricane. Then He resorts to physical combat.
- Zargon-** Tell your Heroes that this Chest is safe to open. The Chest itself is a bobby trap. When the Heroes open it the

find a secret compartment inside the cupboard and discover an Elixir Of Life.

L- When the Heroes search this room, they discover 2 finished long swords on the Forge. Both of the doors inside this room are locked. 5 hit points will break them in. Inside these rooms are prisoners. They are badly beaten and weak, but they are all alive. You give them food from the Cupboard and tell them to wait here until you return.

M- The Heroes can search this Hallway, if they want to.

N- When the Heroes search this room, they discover an Artifact inside the Desk.

O- The Fimir in this room knows magic and casts Shroud of Night as soon as the Heroes open the door. Wizard needs to cast Magic Torch spell. When the Heroes search this room, they discover an Artifact on the Alter. The trap door inside this room leads to a large passage. Passage is safe. Heroes come up in other space marked "O". When the Heroes search this room, they discover an Artifact inside the Bookcase. They find the Tomb empty, but when the Dwarf searches it closely they discover a secret compartment. Inside is a finely crafted chain mail shirt.

P- When the Heroes search this room, they discover on the Weapon's Rack, a large staff, and 3 throwing axes. The Chest is safe. At first it appears to be filled with worthless junk, but the Heroes discover a false bottom and inside they discover 2 Shield Potions and 4 Potions of Strength.

Quest 2

You return to the prison cells and lead the people out of the castle. You discover that the rest of your army has done well. Zargon's monsters are retreating south. You bring the people to a safe place where they can get medical attention. You and your friends find a place to eat and rest.

While you are all resting a man comes up to you and greets you. "Greetings, young warriors. Are you well?" He asks. "Yes, God has been very good to us this day." You say. "You are the Lord's servants?" He asks. "Yes, We are." "Then the Lord has guided me to you. I am His messenger, He told me to find you and ask if you will follow me on a special quest. The army will travel South along