



Special items in this adventure:

- 1 book (B), selling: 10 gold
- 2 poison-dagger (X), selling: 100 (with poison), 12 (else)
- 3 healing potion (C), selling: 200 gold
- 4 shield (A), selling: 75 gold
- 5 helmet (D), selling: 62 gold
- 6 stonesskin-scroll (F), selling: 200 gold
- 7 broadsword (I), selling: 125 gold
- 8 witchbook (H), selling: 1000 gold

Special salesprices after the adventure:

- plate armor for 650 gold
- dagger for 20 gold

The Poisoner

Important personalities have been poisoned in the kingdom for some time now. Wealthy traders and friends of the royal family were among the victims. It took a long time, but at some point there was the first indication of who made the poison. The poison mixer is at the service of chaos. He is probably accompanied by orcs and worse. His laboratory is probably in the basement of the old villa. The king will give 200 gold coins to the one who defeats the poisoner. As proof you have to show a special dagger that the alchemist has with him.

- A** Treasures: There is a shield in this weapon holder. Otherwise only rusty monster weapons for orcs.
- B** Treasures: In the bookcase is the book "The Chaos She-Warrior of the Year" (value: 20 gold, counts as an item)
- C** The poison mixer (X) is in this room. He is able to open the secret door (opening is an action when he is in front of the secret door) and he tries to reach the saving stairs. Its values are: Attack 1 *, Defense 2, Body 4, Intelligence 6, Tempo 6. * The attack with the dagger leads to immediate death if at least 1 skull has not been warded off. The poison only works on the first victim, after that it is only a normal dagger (as prey for those who defeat the alchemist). The poison only works on humans.
Treasures: There is a healing potion in the cupboard (brings back 4 life points).
- D** Treasures: in the chest there is a helmet with the inscription: "my brain is mine"
- E** Traps: This chest is protected by a poison spike on the handle (4 combat dice, no resistance).
Anyone looking for traps before opening can bypass the trap and safely open the chest.
Treasures: The chest contains 100 gold coins.
- F** Treasures: the chest contains a scroll of stone skin (stone skin spell, discard after use).
- G** Treasures: In an open book there is the following note: "This poison is perfect for being painted on an alchemist's dagger. It is deadly. Unfortunately, it only works on the first victim because the blood wipes the poison from the object."
- H** Players will not immediately notice that they cannot do any damage (the hits are counted normally and once 6 or more damage has been done: "Apparently this chaos warrior discovered the secret of immortality in the witch book!" (Secret: so long he stops in front of the book)
Secret: A poison dagger that still has its deadly poison can defeat this chaos warrior.
- I** Treasures: There is an old broadsword in the sarcophagus, it probably belonged to a long forgotten warrior who was buried here as a mummy. However, there is no trace of the mummy.

Wandering Monster: 1 orc