

- 5 **D-** These Orcs were drying Human flesh. After the heroes kill and search the room they discover a Throwing dagger on each of the Orcs.
- E-** The Cupboard is full of dried Human flesh.
- F-** These Orcs are butchering Humans.
- G-** There are no weapons in this rack that are useful to the Heroes.
- H-** There is a woman tied to the rack. She is scared but unharmed. Heroes free her and tell her to go out the main gate.
- I-** This chest is safe. Inside are 60 gold coins
- J-** This chest is safe. Inside are 2 Potions of Rejuvenation, 2 Venom Antidotes and 2 Elixirs of life.
- K-** This room is full of Human prisoners. You set them free and they go out the main gate.
- L-** Zargon- Kron has a potion that will restore 4 body points and an Elixir of life that he uses. When Kron is killed the heroes cut off his head to take back to the King. When Heroes search the room, they discover a note telling Kron that the 40 men were coming. "The King has a traitor, I wonder what he will do when we tell him?" Says the Dwarf. "Maybe we should not, yet." Says the Wizard. You all agree to wait, until you know more of what is going on.
- M-** Chest is safe. Inside are 40 gold coins and 2 giant seedpods. The Wizard knows that these pods contain "The Sleeping Fog" He takes them.

## Quest 2

When you return the head of Kron the Slayer to the court of the King and tell them your story, The King is amazed at your abilities. He gives you your reward of 200 gold coins and asks if you will travel to his Brother's Kingdom and help him? You tell him that you will. The King says that he will have 15 Knights escort you there. "Sire," Says a Big nosed Nobleman. "Have them take the main road there." "But that road is dangerous, Goblins attack anyone who travel it." Says the King. "I am sure, your Majesty," Persists the Nobleman. "That our

- 26 **A-** Starting place of the Heroes.
- B-** When Heroes search this room, they discover in the cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point.
- C-** All of these Orcs have Potions of Defense, Potions of Strength and Elixirs of Life. When Heroes search the Weapons Rack they discover 3 never miss daggers, these daggers will inflict 3 body points of damage. Also they find 2 Throwing Axes and 2 Throwing Stars.
- D-** Chest is safe. Inside are butchering tools.
- E-** There is a man tied to the rack. He is alive and unhurt. "My mates are behind that door." He says as you free Him. Door is locked. It will take 5 hit points to break it down.
- F-** This room is full of captured sailors. You tell them to follow you.
- G-** This Fimir knows magic and casts Mind Control over the Hero who opened the door. That hero then turns and attacks His Friends. Blocking the doorway. You defend yourself, until your Friend can free Himself from the spell. When Fimir is dead. Heroes discover the "Talisman of Lore" on the table.
- H-** Chest is booby trapped. 1 hit point if sprung. Inside are 4 Potions of Restoration.
- I-** This door is locked. 5 hit points will break it down.
- J-** Inside this room is a beautiful Girl. She is scared to see you. "I am the slave to the Chaos Warrior." She says. "Well, you are free now. Come with us." You say. "This chest is full of jewels." She says. You open the chest and find 10,000 gold pieces worth of jewels.

## Quest 13

You're rich! You make your way back to the ship. All is ready. You set sail and return to the town on the west coast. You buy supplies. News travels fast of your adventure and the Staff of Power. You buy