

Quest 13

You step into a large furnished room with four doors. You make a quick search. "Which way do you want to go?" You ask. "Let us try this way." Says your friend. You go to the door. It is unlocked.

- A- Heroes start in this room.
- B- This metal door is locked. Heroes need the Iron Key to open it.
- C- This metal door is locked. Heroes need the Brass Key to open it.
- D- This metal door is locked. Heroes need the Silver Key to open it.
- E- This metal door is locked. Heroes need the Gold Key to open it.
- F- When the Heroes search this room, they discover the secret door.
- G- This Chest is bobby trapped. 2 hit point if sprung. Inside is a Crystal Ball. It is fill with a sparkling gas. When broken this gas will restore all of the Wizard's and Elf's spells, but none from the spell scrolls. When the Heroes search this room, they discover the Iron Key and an Artifact inside the Bookcase.
- H- These portcullises are locked. Heroes need the Silver Key to open them.
- I- All of these Fimirs use fighting magic.
- J- This Chest is bobby trapped. 2 hit points if sprung. Inside are 8 Heroic Brews. When the Heroes search this room, they discover the Brass Key and an Artifact inside the Bookcase.
- K- 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.
- L- These Zombies have crossbows that they use against the Heroes
- M- Let the Heroes pick the spells that this warlock will cast. He can cast 1 spell on each of His turns. If He lives long enough, He will cast 3 spells and then resort to physical combat. The Chest in this room is bobby trapped. 1 hit point if sprung. Inside is a jeweled necklace worth 500 gold coins.

- F- The Hero that opens the tomb to search it, finds the remains of an ancient king. He is holding finely crafted axe. Heroes also find the secret door.
 - G- This Chest is bobby trapped. 2 hit points if sprung. Inside is an Elixir Of Life and 2 Heart strengthening Potions. These Potion when drank will add 2 points to a Hero's body points on his status sheet.
 - H- When the Heroes search this room, they discover a good spear on the Weapon's Rack.
 - I- This metal door is locked. Heroes need the Iron Key to open it. When the Heroes search this room, they discover a man tied to the Rack. He's alive. You untie him. "Thank you, they got our Prince down in the dungeon. Please save him!" The man stays inside this room until you return.
 - J- 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. Heroes also find the Iron Key.
 - K- All of these Fimirs have Elixirs Of Life and Potions of Strength that they drink. If Heroes can take the Fimir out twice before He makes His first attack, then Heroes can claim the Potion of Strength.
 - L- These doors are locked. 5 hit points will break them in. Inside these rooms are Human prisoners. They are badly beaten, but alive. You tell them to wait here until you return.
 - M- When the Heroes search this room, they discover 2 Artifacts inside the Bookcase. These stairs lead down into the dungeons and the Heroes come out on the other stairs marked "M"
- When the Heroes enter this room, they see the Warlock with the Prince tied to the Alter. He is turning him into a Chaos Warrior. If this Warlock can survive the Heroes first attack, then he will cast Cloud of Chaos and then He will attack the Heroes physically.
- When the Warlock is killed, the Heroes free the Prince and the Prince attacks the Heroes. It's too late. He has become a Chaos Warrior. The Heroes have no choice but to kill him. When the Prince is dead, the Heroes carry his body out of the dungeon and return for all the prisoners to help them out of the castle. The people help carry the body and prepare Him for burial.