



Pest Control

There seem to be a great number of monsters gathering nearby. Your mission: Take them all out. All loot you find in the dungeon is yours.

- A. *If a player searches for secret doors.* The fire extinguishes itself and you can see a hidden door behind it (*Ignore all movement counts on the fireplace space*)
- B. The chest contains a healing potion and 50 gold.
- C. The cupboard contains a handaxe and a heroic brew.
- D. The bookcase contains knowledge of all the fire spells, which can be used in this quest by a wizard or elf. This provides extras for characters already possessing them.
- E. The chest contains a potion of sustenance. However it is rigged with a trap that will deal 2 body points to whoever opens it if not disarmed.
- F. On the Tomb is the Sword of Kazar. A player may step in and grab it before attacking if they are a barbarian or elf.
- G. The weapons rack contains a battle axe and a broadsword.
- H. The chest contains a potion of speed and a potion of resilience
- I. The bookcase contains knowledge of all the earth spells, which can be used in this quest by a wizard or elf. This provides extras for characters already possessing them.
- J. The chaos warriors in this room have 5 attack and defence each

Potion of Sustenance: When drunk, the player may take another turn.

Sword of Kazar: Base Attack 4, can attack diagonally, may attack twice a turn.

Wandering Monster: Chaos Warrior