



The Alchemists Formula

The late alchemist Ferdinand Fritz has made an astounding discovery. Unfortunately, no one knows what it is because the formula is lost in his laboratory. It is your job to find it and bring it back. 200 gold coins will be divided between all that assist in this quest. But remember, The Alchemist loved to trick people in his home, and nothing is ever as it seems...

A- This weapons rack contains a hand axe.

B- On the side of the tomb, a player will find a long sword disguised on the side, if they search for treasure.

C- This chest is a trap. If a player opens it without searching for traps first, the trap will activate and the player *must* lose two body points. The chest also contains 50 gold coins.

D- This rack has a helmet on it. However, it is goblin made, and so it will only fit a goblin. If you are a wizard, you may enchant the helmet so that it fits you. It then becomes an enchanted helmet and may only be worn by a wizard.

E- You have found the Alchemists Formula! You must now escape quickly, as the Chaos Sorcerer has arrived to claim the formula. He is placed on the stairs and is controlled by the evil wizard player.

F- This chest contains 100 gold coins

G- This is the library. It contains two wandering monsters, which will appear if a player searches for anything.

H- If a player searches for secret doors, they will find nothing. However, if they search for traps, the bookshelf will move and reveal a secret door.

Chaos Sorcerer stats:

Body:5

Attack:4

Defence:4

Wandering Monster: Orc

Move:8