

You try the dagger but it does not work. "I will cast a landside spell." Says the Elf. "No wait! Look at the floor, see how it is clear here. The Orcs know about this door. Let us see if we can find the key first." Says the Wizard.

**Zargon-** If the Heroes **DO** have the "Iron Key" "It's locked." Says the Dwarf. "Right here, that iron key we found will fit here." You open the door.

**D-** The Orc behind the table knows magic. His 1<sup>st</sup> spell is 'Cloud of Chaos' His 2<sup>nd</sup> spell is "Ball of Flame" His 3<sup>rd</sup> spell is 'Tempest' When Orc's body guards are killed He then casts 'Escape' Heroes find an Iron key and a secret door.

**E-** This is where the Orc teleports to. When the Heroes open the door to this room, Orc immediately casts 'Command' on the first hero. That hero then turns and blocks the doorway. He starts fighting his friends. Friends defend themselves, But do not attack. They wait for him to break the spell. When heroes search this room they discover the symbol of the Wizard's society on the West wall. "Another lock." Says the Dwarf. "Let me see that dagger again." You give it to him and he opens the door.

**F-** Chest is safe. Inside is a large ruby worth 500 gold coins.

**G-** In this room the Heroes find 2 shields. One for the Barbarian and one for the Elf. Dwarf finds 'Borin's Armor' from the artifacts cards. Wizard finds book for Fire spells and he is only able to recover 2 spells.

**A-** Starting place of the heroes.

**B-** This door is locked. 5 hit points will break it down.

**C-** This door is locked. 5 hit points will break it down.

**D-** This door is locked. 5 hit points will break it down

**E-** This door is locked. 5 hit points will break it down.

**F-** When the Heroes search this room. The Elf finds 6 good arrows.

**G-** This Warlock's statistics are

Movement	Attack	Defense	Body	Mind
10	5	3	7	8

His 1<sup>st</sup> spell is 'Firestorm' 2<sup>nd</sup> spell 'Ball of Flame'

Then he resorts to physical combat. When the Heroes search this room they discover the 'Spell ring' from the artifacts cards. The Wizard gives the ring to the Elf. The chest is booby trapped. 1 hit point if sprung. Inside are jewels worth 80 gold coins.

**H-** This door is covered with magic runes and a deer's skull.

**Zargon-** This door is a death trap. The only way that this door can be opened is for it to take a life. The hero that steps on the square in front of it is killed by a lighting bolt. An elixir of life is needed to bring him back to life. The door then opens by its self. The room beyond is full of evil items, potions and artifacts.

**I- Zargon-** To help the Heroes survive this room, Tell them that it is in the way that they position themselves. When the Heroes go to attack the Warlock, He turns himself into a Gargoyle with 8 body points. Gargoyle can fly over the table to give himself room to fight. If any Heroes do die in this room. Have a survivor find enough exilir of life in the wall to bring them back.