

C- When Heroes search this room, They discover a secret door.

D- When Heroes search this room, They discover on the table, Pieces to the missing map piece. "I hope that they have not destroyed it." You say.

E- This Hobgoblin has a crossbow.

F- When Heroes search this room, They discover a secret door.

G- This chest is booby trapped. 2 hit points if sprung. Inside is a sealed jar. Inside the jar are Healing Herbs. There are enough Herbs to restore 9 body points. Points must be shared among the Heroes. Herbs must be eaten right away. There are also 50 gold coins in the chest.

H- This chest is booby trapped. 2 hit points if sprung. Inside are 2 Artifacts and 4 Potions of Renewal. When Heroes use this trap door. They must roll 1 white dice. If a skull is rolled they lose a body point in the pathway. Heroes come up in the room with the Cloud of Chaos. All 4 doors are open. Heroes roll 1 red dice. If a 1 or 6 is rolled, Hero is trapped inside cloud and cloud attacks. Roll 1 white dice, if a skull is rolled; Hero loses 1 body point from the attack.

I- This chest is safe. Inside is the final piece to the map. Cupboard is empty. There are 2 Throwing Stars on the weapons rack.

J- This Orc knows magic and casts "Cloud of Chaos" On any Hero that enters the room. He then attacks. When He is defeated, Heroes find 1 Artifact on the alter.

K- There are 2 Artifacts inside a secret compartment in the tomb.

L- This door leads to the next level.

H- This chest is safe. Inside are priceless crystal wine goblets. Useless to the Heroes.

I- Only the Dwarfs can stand the heat of the magical Forge. All other Heroes will suffer 1 body point per turn inside the room. Freeze spell will save 1 person from effects. When Heroes search this room, they discover a secret door.

J- This chest is booby trapped. 1 hit point if sprung. Inside is the 3rd piece to the map. Also Heroes find 5 Potions of Defense and 2 Artifacts.

K- When Heroes search this room, they discover 2 Artifacts in the bookcase.

L- When Heroes search this room, They discover a note for Zargon about the catacomb between Geliloth and Lachish. They are having trouble exploring it. So they are using minor Monsters to find out its secret. Captain Kenaron laughs. "They do not have the map or the key that makes it possible to use the maze."

M- This Warlock casts "Ball Of Flame" on the Hero that opened the door. If Warlock survives first attack then He casts "Firestorm" He then resorts to physical combat.

N- When Heroes search this room, They discover 2 Artifacts in the bookcase.

O- These Fimirs know magic. 1st one casts "Sleep" on the Hero that opened the door. The 2nd casts "Fear" on the hero that comes into the room, The 3rd casts "Tempest" When Heroes search this room they discover chest is safe. Inside are 200 gold coins.

P- This is the door out of this quest.