

H- This Warlock immediately casts Flaming Spear at the Hero that opened the door. Warlock's 2nd spell is Ball Of Flame, His 3rd spell is Lightning Bolt. He then resorts to physical combat.

I- This chest is empty. IT'S A TRAP! The Hero that walks up to it and opens it finds Himself trapped behind a portcullis that drops down from the ceiling behind Him. The Portcullis is locked. Heroes need the Iron Key to open it.

J- When the Heroes open this door, they see 4 Spirit Riders that the Elf can control with the Bone Wand.

When the Heroes search this room, they discover the Iron Key.

K- When the Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared.

L- This Warlock immediately casts Lightning Bolt at the Hero that opened the door. Warlock's 2nd spell is Summon Undead, His 3rd spell is Hurricane. He then resorts to physical combat.

M- When the Heroes come to this spot, they see the Warlock at the end of the hallway. This Warlock immediately starts casting Flaming Spears at the Heroes. Can they take him out without too much lost?

N- This room is full of a Warlock's magical items. Useless to the Heroes.

O- When the Heroes search this room, they discover inside the Desk 2 Wolf Bane Potions. Also they find a note from Zargon. "They're bringing the Princess to Zargon. This is not good." Says the Elf. "We are so close to them. It is like He is leading us on." Says the Dwarf. "But, how could Zargon know that we are coming?" Asks the Barbarian. "Never underestimate Zargon's powers." Says the Wizard. "Well Trap or no, we got a job to do!" You say. You make your way out of the castle.

Also the trap door leads to the other trap door marked G. The passage is dangerous. Heroes must roll 1 white dice a skull means 1 hit; a shield means that the hero suffers no damage. Heroes have to roll again on the way back. Inside the Tomb the Dwarf discovers a secret compartment. Inside He finds a potion. Only the Wizard knows that this is a Heart Strengthening Potion. When a Hero Drinks this He will gain 2 extra body points to His status card. Example, If Wizard drinks, then He will have 6 body points. Which Hero gets to drink the Potion?

H- When Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared

I- When Heroes search this room, they discover the secret door.

J- This chest is bobby trapped. 1 mind point lost if sprung. Inside is a Sky Orb from the artifacts cards.

K- When the Heroes search this room, they discover inside the Desk a note to Zargon. The commander of this castle is very confident that the Eleven Empire will fall soon. "Does this mean that Zargon's forces are not coming?" Asks the Barbarian. "It could mean that reinforcements are breathing down our necks!" Says the Dwarf. "We better be prepared for the worst." Says the Elf.

L- When Heroes search this room, they discover inside the Bookcase 2 Potions of Healing. Each potion will restore 4 body points. Heroes also discover the secret door.

M- This chest is bobby trapped. 1 mind point lost if sprung. Inside is a Sky Orb from the artifacts cards.