

- A-** Starting place of the Heroes
- B-** When the Heroes search this room, they discover two knives on the table that will make good throwing daggers. Heroes also discover secret door.
- C-** This Chest is bobby trapped. 1 hit point if sprung. Inside is The Wand Of Magic, from the Artifacts cards, 4 Potions of Dexterity, 2 Waters of Vitality, 2 Potions of Power, 4 Potions of Battle and 50 gold coins. When the Heroes search the Bookcase, they find an Artifact.
- D-** There is a dead man on the rack. There is nothing the Heroes can do for him.
- E-** When the Heroes search this room, they discover two knives on the table that will make good throwing daggers. Heroes also discover the trap door. This Trap door leads into a large passage way. The way is safe. Heroes come back up on other space marked "E".
This Other room is a crypt. When Heroes search this room, they discover an Artifact inside a secret compartment in one of the Coffins.
- F-** Heroes can search this Hallway, if they want to.
- G-** These Goblins both have Potions of Strength that they will drink. If Heroes can take them out in the first attack, they can claim the Potions. This Orc has a Heroic Brew, same deal. When the Heroes search this room, they find an Artifact inside the Bookcase. The Chest is safe. Inside are 40 gold coins.
- H-** When the Heroes search this room, they discover the secret door.
- I-** The Chest in this room is bobby trapped. 1 hit point if sprung. Inside are 4 Potions of Dexterity, 4 Potions of Defense, 3 Potions of Strength, 2 Potions of Battle and a finely crafted helmet. Heroes find 2 Artifacts inside the Bookcase.
- J-** The 2 Chests inside this room are safe. They are empty.
- K-** When the Heroes search this room, they discover a knife on the table that will make a good throwing dagger. When the Heroes search the Cupboard they discover good food inside. If they eat some they will regain 1 body point. Also the Heroes

Firestorm spell is cast. All Heroes inside this room suffer from its effects.

L- This Chest is bobby trapped. 2 hit points if sprung. Inside is a Potion of Speed, a Potion of Power and 4 Heroic Brews.

When the Heroes search this room, they discover the Brass Key hanging on the wall.

M- When the Heroes search this room, they discover notes on the desk." This is unbelievable!" Says the Wizard. "What is it?" You ask. "They can use the Potions, Heroic Brews, Potions of Speed, any of them. And they use them to make stronger Monsters. There's no telling how far they could go with this. We got to go back and tell Mentor about this." Says the Wizard. "Maybe what we've seen is already the full extent of what they can do." Says the Elf. "I hope so. This could be very bad for mankind." Says the Wizard. "Have faith, my friend. We have God on our side." Says the Barbarian. "Aye, and He's given us plenty of strong axes to help." Says the Dwarf. Heroes also find the secret door.

N- This Chest is bobby trapped. 2 hit points if sprung. Inside is the Silver Key and jewels worth a 1,000 gold coins.

O- This Chest is bobby trapped. 2 hit points if sprung. Inside is jewelry worth a 1,000 gold coins.

P- This Warlock is making Stone Mummies. There is a body on the Alter. The Warlock is in the middle of a very powerful spell. Here's the deal. The Heroes have to kill the Warlock in one attack. The best way to do this is to cast courage on the strongest Hero and then He drinks a Heroic Brew. If He fails the first time, Elf can cast Flashback or Time Stop. Warlock cannot defend against the attack. If the Heroes fail to kill the Warlock in one attack He then turns into a Big Gargoyle and gets to make the first attack. When the Warlock is killed then the Stone mummy comes off the Alter and gets first attack. When the Heroes search the room, they find the Gold Key on the Book Stand. The Wizard starts reading the book. "It's an ancient book of evil spells. Should I destroy it or bring it to Mentor?" He asks. "If the blasted thing isn't cursed. I guess we