

**C-** These Zombies have crossbows that they use against the Heroes.

**D-** When the Heroes open this door, this Warlock immediately casts Lightning Bolt at the Heroes standing in the door way. Heroes have no chance to defend. This Warlock can cast 2 spells per turn. So He also casts Summon Orcs. Orcs appear in the Hallway behind the Heroes. Warlock's 2<sup>nd</sup> set of spells is Rust. He casts it twice on the 2 Heroes closet to Him. Warlock then uses physical combat.

The Chest inside this room is bobby trapped. 2 hit point if sprung. Inside are 2 Heroic Brews, 2 Artifacts and 100 gold coins.

**E-** This metal door is locked. Heroes need the Iron Key to open it.

**F-** When the Heroes search this room, they discover replacement weapons if any were lost to the rust spells.

**G-** When the Heroes search this room, they discover the secret doors.

**H-** The Heroes must pass through the Cloud Of Chaos.

**I-** This Chest is bobby trapped. 1 hit point if sprung. Inside are 2 Potions of Strength, 2 Heroic Brews, 2 Anti-poison Quills and 100 gold coins.

**J-** When the Heroes search this room, they discover a large ruby worth 200 gold coins and an Artifact inside the Bookcase.

**K-** When the Heroes search this room, they discover the Brass Key and an Artifact inside the Bookcase.

**L-** This metal door is locked. Heroes need the Brass Key to open it. The chest in this room is bobby trapped. 1 hit point if sprung. Inside are 40 gold coins.

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

**N-** This giant pit trap is very deep. If a Hero falls in He will lose 3 body points and is trapped, unless His friends can find a rope.

**C-** This Chest is safe. At first it appears that there is only 1 torch inside. But if the Dwarf looks in, He notices a secret compartment. Inside are 2 Elixirs Of Life. There is a small metal Chest on the Fireplace. This Chest is bobby trapped. 1 hit point if sprung. Inside are 40 gold coins. Heroes also find 2 Artifacts inside the Bookcase.

**D-** This metal door is locked. Heroes need the Iron Key to open it.

**E-** These Orcs have crossbows that they use to shoot at the Heroes. When they are killed, Heroes can claim 2 of the crossbows.

**F-** When the Heroes search this room, they discover 2 good throwing stars on the Table.

**G-** This Warlock immediately casts Lightning Bolt as soon as the Heroes open the door. All Heroes caught in its path lose 2 body points. If this Warlock can survive the Heroes' first attack, then he casts Summon Wolves. Then He resorts to physical combat. The Chest inside this room is safe. It appears empty, but when the Dwarf looks in, he sees a secret compartment. Inside is an Elixir Of Life, 4 Potions of Dexterity, 2 Potions of Power and a Potion of Speed.

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

**I-** This Chest is bobby trapped. Poisonous gas. 2 hit points on all the Heroes inside this room if sprung. Inside are 3 Sky Orbs, a Spell Ring and the Talisman Of Lore from the Artifacts cards.

**J-** When the Heroes search this room, they discover 2 Artifacts inside the Bookcase.

**K-** When the Heroes open the Tomb, The Ghost Warrior appears. He hovers over the Heroes, but does not attack. He says to the Heroes. "I know that you fight for the forces of good. I will help you. Inside the next room you will find three tombs. Move the center one to the right and you will find a secret door that will lead you to a room that will help you". The Ghost Warrior then disappears.