

will the Heroes do? If they untie him, then the Goblin joins you.

**I-** These Wolves are infected with the Werewolf's Curse. Any Hero that takes a hit will be infected with the curse. When the Heroes search this room, they discover 3 throwing axes, 2 throwing stars, an axe and a spear on the Weapon's Rack.

**J-** These Fimirs use fighting magic to attack the Heroes. They all have a Potion of Strength and an Elixir Of Life that they drink.

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

**L-** These Chaos Warriors have Elixirs Of Life that they drink. When the Heroes search this room, they discover an Artifact inside the Desk.

**M-** These Wolves are infected with the Werewolf's Curse. If a Hero takes a hit then they are infected with the curse. When the Heroes search this room, they discover 2 Potions of Strength and an Artifact inside the Bookcase.

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

**O-** Shuffle Chaos cards and allow Heroes to pick the spell that the Warlock will cast, if he can survive Heroes attack. If Escape is chosen, then Warlock disappears. This Chest is booby trapped. 2 hit points if sprung. Inside is Borin's Armor from the Artifacts cards.

**P-** This Chest is bobby trapped. 2 hit points if sprung. Inside is a Crystal Ball filled with sparkling gas. If Heroes break this Crystal, Wizard and Elf will regain all their spells. When the Heroes search this room, they discover the secret door.

**Q-** When the Heroes search this room, they discover 2 large rubies on the Coffins. Each ruby is worth 500 gold coins.

**H-** When Heroes search this room, they discover the Iron Key on the Table.

**I-** This Chest is bobby trapped. 1 hit point if sprung. Inside are 400 gold coins.

**J-** To get through this room, follow rules for the Cloud of Chaos Tile. Each room can only be searched once by 1 Hero.

**K-** This Chest is bobby trapped. 2 hit points if sprung. Inside is another Bone Wand from the Artifacts cards.

**L-** This Chest is safe. Inside are old books. Useless to the Heroes. Heroes find an Artifact on the Desk.

**M-** When the Heroes search this room, they discover good food inside the Cupboard. If they eat some they will regain 1 body point.

**N-** These Chaos Warriors have a Heroic Brew and an Elixir Of Life that they drink. The Chest is bobby trapped 1 hit point if sprung. Inside are 2 Artifacts, 60 gold coins and the Brass Key.

**O-** When the Heroes search this room, they discover an Artifact inside the Bookcase.

**P-** This trap door leads to the other trap door marked "P" When the Heroes enter this room they find the Mirror that will take them to Zargon. "We need Moon Silver." Says the Wizard. "I was sure that they would have had some here." Says the Elf. When Heroes search this room, they discover 2 Artifacts inside the bookcase. The Dwarf needs to look closely inside the bookcase to notice the secret panel. Inside are 2 bottles of Moon Silver. The Heroes smear a bottle on the Mirror's surface and pass through.

## Quest 9

You and your friends come through the Mirror. The cold air stings your flesh. You find yourselves inside a room with an open window. You look outside to see a snow covered landscape. "Did those Vampires want to freeze us to death?" Grumbles the Dwarf. "Maybe it is warmer inside the castle." You say. You open the trap door and climb down the narrow stairway.