

healing potion to revive him. If they do the man follows behind them. He is too weak to do any fighting. The heroes also discover the secret door.

D- This room is full of evil potions and a chest. The chest is booby trapped. 2 hit points if sprung. Inside is a diamond worth 500 gold coins.

E- This Warlock casts 'Mind Control' on the first hero that enters the room. If it is the Barbarian, then spell has no effect. Any other Hero turns and blocks the door and fights his friends. All the other Heroes can do is defend themselves until their friend recovers his mind. Warlock's 2nd spell is 'Fire storm' Then he resort to physical combat. Warlock's statistics are

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 10 | 4 | 4 | 6 | 7 |

When Warlock is killed, a search of this room reveals a key and a secret door.

F- In this room are 3 men chained to the wall. They are weak but can walk. Key will unlock chains.

G- This Warlock casts 'Lightening Bolt' as soon as door is opened. His 2nd spell is 'Ball of Flame' The he resorts to physical combat. This warlock's statistics are.

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 10 | 4 | 6 | 7 | 8 |

When the Heroes search this room, Wizard discovers a scroll that will restore 2 of his spells. Scroll then disintegrates.

H- This Warlock is in the middle of a spell and is helpless. He has 3 body points. Heroes have 2 turns to try and kill him before Warlock turns into a gargoyle with full strength.

I- This Warlock will not attack the heroes until they come into the room. Sleep spell and throwing daggers are useless against his magic. When a Hero does come into the room he casts 'Cloud of Chaos' on the Hero. Barbarian is not affected by the spell. This Warlock's statistics are

| Movement | Attack | Defend | Body | Mind |
|----------|--------|--------|------|------|
| 10 | 5 | 6 | 8 | 9 |

Zargon- Please, be bad, but merciful.

think they may have prisoners." "How many do you think there are?" "Not many. But I think they have been here a long time. I think they have been kidnaping people for slaves." "Then let us go in and get them." Says the Barbarian. You hide your packs and tell the little girl to stay hidden until you come back. You can see that she is worried. "We will be right back, little Las. Just take us a moment." Smiles the Dwarf as he follows you into the bushes.

A- The Heroes can see that the hallway is booby trapped. Can the Dwarf dis-arm them all?

B- Inside the chest is 20 gold coins.

C- In this room the Barbarian finds a long sword and shield. The Dwarf finds a good broad sword and helmet. The Elf finds 'Orc's Bane' from the artifacts cards. The Wizard finds a good staff.

D- When the heroes search this room they find that the 5 knives the Goblins were using will make good throwing daggers.

E- You find a man tied to the rack. He is weak and badly beaten, but still alive. "My family." He says. "They took my family." "Let us get you out of here for now." You tell him. The man can walk if the Wizard helps him. He can't do any physical combat. But, he can still cast his spells.

F- In this room you find chained to the floor, the man's wife and son. The chain is far too thick to break. "The Knight has the keys." says the woman. "He's just beyond that door, I think."

G- You find the keys attached to the knights belt. You free the woman and boy and take everyone out.

Quest 3

You bring the family out of captivity and they are happy to find their daughter. You quickly explain as you start back across the river. You make camp and hear the story of the family. "It started about three months ago. People, families disappearing. At first we thought that they were leaving. Raising cattle is not a rewarding life. But, the land is rich for grazing and timber. Then our daughter disappeared. We thought that she was lost in the