

to make the hole. Heroes can not search a room unless directed to.

A- Starting place of the Heroes. Heroes have 1 attack dice, 1 defense dice, until they find their belongings.

B- When the Elf searches this room he finds the keys to unlock the door.

C- The Heroes find their weapons and armor. In the chest is all their potions. Their gold and jewels are gone.

D- Allow the heroes to search this room and draw cards. Ask who looked at spell book. He trips a spear trap. Book is useless.

E- This Goblin knows magic. As soon as the door is opened he casts 'Lightening Bolt' spell. All heroes in line with the goblin and the door are affected by the spell. Before Goblin is killed he casts 'Escape'. Allow the heroes to search this room if they wish to. Then they discover the secret door.

F- This is where the Goblin Warlock teleports to.

G- Zargon, you decide. Dried Human Flesh, Healing Herbs that must be eaten right away, or 20 gold coins.

H- This room has 20 wolves chained to the wall. It will only take you a moment to kill them all. The heroes may search this room.

I- In the desk, the heroes discover a set of keys that will unlock all the working human's chains.

J- In the pit is a pregnant wolf. The heroes can kill it or leave it. It can't get out of the pit.

K- The Heroes may search this room. This room is full of good food. The Heroes find their back packs.

L- These doors lead outside. The guard sounds an alarm. The Goblins swarm on the door. The heroes must kill the rest of the 60 goblins to survive the quest.

Zargon- Attack in one big group. As the heroes kill the goblins up front. Put those Goblins in the back and keep attacking the heroes.

Quest 9

The people in the fields come running over to you. You unchain them, give them food, tell them the way back to the village and

"What does that mean?" Asks the Elf. "He studied fighting techniques." Says the Wizard. The Barbarian takes the thin gold crown that it was wearing. "What is this?" "I think that it might be a magical crown, it will protect you from mind spells." The Barbarian likes the crown and puts it on. He is now immune to the following spells. "Cloud of Chaos", "Command" and "Sleep". The Wizard notices that the Mummy is wearing a ring, He takes it. The Wizard now has the 'Spell Ring' from the artifacts cards. The Wizard then looks at the Mummy's sword "It is a Spirit Blade". He says. He offers the sword to the Dwarf. But, the Dwarf wants nothing to do with magical weapons or armor. So the Elf takes it. The Elf now carries both 'Orc's bane' and 'The Spirit Blade' from the artifact cards.

D- Among the common weapons, the Dwarf is surprised to find a Dwarven made shield. "Now this is something that I can trust." He says.

E- This chest is booby trapped. 2 body points if sprung. When the Heroes open it they hear a hissing sound. The chest was sealed. Inside, the chest are flower blossoms. Only the Wizard knows that these are healing blossoms. There is enough to heal all the heroes. The blossoms must be eaten right away. None can be saved. On the wall is a 'Wizard's Staff' from the artifact cards. The spear trap must first be disarmed, if trap is sprung, it resets and must be disarmed again, before staff can be taken.

F- Warlock's statics are

Movement	Attack	Defend	Body	Mind
10	4	4	10	8

Warlock can not be put to sleep. Warlock's 1st spell is 'Cloud of Chaos' 2nd spell is 'Summon Undead' 3rd spell is 'Firestorm' Then he resorts to physical combat.

Zargon- Be merciful! This is a deadly combination of spells. Try not to attack too hard a hero that is under the cloud spell. Try to wait until there is only 1 or 2 monsters left before summoning more. If you don't have enough Skeletons or Zombies, then substitute, They are pretty close in strength anyway.

Warlock says with his dying breath."You may have beaten me. But,