

When the Barbarian, Dwarf and Elf are dead. Zargon tells his monsters to back away. He then says to the Wizard. "Join me or die!" The Wizard, Breathing hard from the fighting, says. "This day, with the help of God, you will die!"

The Wizard and Zargon now fight. When the Wizard is dead, The room is filled with Zargon's laugh.

But, Then the Heroes' bodies start to glow. A bright blue light surrounds their bodies. Zargon watching sees that they are healing. He screams. "NO!" His Monsters flee from the room. The Heroes come back to life and surround Zargon. They are back to full strength. They fight Zargon. When Zargon is defeated, he disappears in a cloud of black smoke.

"What happened?" Asks the Barbarian. "My Friends, Because we were willing to die for the Goodness of God, We were given the power to destroy Evil." Says the Wizard. "Are we immortal, Then?" Asks the Elf. "No." Laughs the Wizard. "Just blessed." "Then Zargon is dead?" Asks the Dwarf. "Yes, And if not, If we give our children strong hands, If we give them a good heart and wisdom. If then, some how, Zargon does return, They will be ready for him." Says the Wizard. "You know what I saw while I was Gone?" Says the Barbarian. His Friends look at him. "I saw my Son." He says. "Running happily through green fields. He said that he loves me." "I saw your Father." Says the Elf to the Wizard. "He says that he is very proud of you." "Then, Let us return home." Says the Wizard. "And enjoy the life that God has given us."

**A-** The first hero to search the tomb is attacked by a Mummy. Mummy has a gold neckless worth 50 gold coins.

**B-** Chest is booby trapped- 1 hit point if sprung. At first the chest looks empty. Only the dwarf notices the false bottom. Underneath the heroes discover an elixir of life.

**C-** In the cupboard you are surprised to find good bread.

**D-** Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind points. He casts a rust spell on the Barbarian's sword. Barbarian has 1 attack dice. Warlock's 2<sup>nd</sup> spell is Ball of Flame. Then he resorts to physical combat.

**E-** When the heroes search this room all they find is a secret door.

**F-** No one can read the spell book. On the wall is a 'Wizard's staff' from the artifacts cards. Chest is not booby trapped. Inside are 6 mushrooms. Only the Wizard knows that these mushrooms will restore 1 body point when eaten.

**G-** In this room are good weapons. Barbarian finds a short sword and 3 throwing daggers. Elf finds a old cross bow. It still works, but he only has 10 arrows for it. Dwarf finds 2 poisoned throwing daggers.

**H-** This pit is already open when the heroes come into the room. When they search the room, They see a secret door at the bottom of the pit.

**I-** This chest is booby trapped. 2 body points if sprung. Inside are 40 gold coins.

**J-** In this room the heroes discover the 1<sup>st</sup> spell book. "It's a book of Earth spells." says the Wizard. "But, I was afraid of this. The book is very badly decomposed.." He studies the book and is only able to recover 2 earth spells from it. He teaches the spells to the Elf. Give the 2 Earth spells to the Elf.