

pushes on the stone and you discover a secret door.

F- Inside this small room you discover a beautiful axe. "God be praised!" Says the Dwarf. "I have never seen any so beautiful and so sharp." He says as he hold it. "It fits you well, My friend." Says the Barbarian. Dwarf now has 4 attack dice. The Elf looks at the sword on the wall. "What is this writing?" He asks the Wizard. "It is called Orc's Bane." He says. The Elf now holds 'Orc's Bane' from the artifacts cards. The Wizard takes the 'Talisman of lore' from off a small table. "Wear this, my Friend. It will give you strength." He says to the Barbarian. Add 1 mind point to the Barbarian's chart. The Heroes also find 2 bottles of elixir of life.

G- In the bookcase the Heroes find a jar. It is sealed. When they open it they discover enough healing herbs to restore 9 body points. Herbs can be shared among the Heroes. Herbs must be eaten right away they can't be saved. Also, the Wizard discovers a scroll that will restore 3 of his spells. Scroll then disintegrates.

H- This Warlock is as strong as a Chaos Warrior, but with 6 Body and Mind points. His 1st spell is 'Summon Orcs' his 2nd spell is 'Summon Undead' Then he resorts to physical combat.

Zargon- Be Bad But Merciful! Don't summon all the monsters at once

When heroes search this room they discover a secret door.

I- When the Heroes search this room they discover Zargon's 'Lightening Bolt' spell. Wizard teaches it to the Elf. It is now his to use.

J- The tomb is empty. Heroes may search this room by pulling treasure cards.

K- This chest is booby trapped. 2 hit points if sprung. Inside are 40 gold coins.

L- This door leads you out of the castle.

Zargon- Set up the whole board. Put out everything including the monsters Use the open doors in every room, except the center room. Use 4 closed doors there. Put the Warlock on top of the stair's tile. Stairs are surrounded by an invisible wall. Look at the map, each room is given a number. As the Wizard goes through a door notice the direction of the arrow that points to the door. The number that is next to the arrow is the number of the room that he will travel to. Now it does not matter which door you make it look like the Wizard uses to travel 'into' that room. It's better if you mix them up to confuse your player. (Example; Wizard starts in room #16. There is only one door, so That door will take him to room #15. Now, there are two doors in room #15 so make it look like he entered that room by putting him next to either doorway. Now if the Wizard tries the North door he will travel to room #3. And once in room #3 if he takes the East door he will travel to room #4, but if he uses the North door he will travel to room #12... Easy!)

Wizard can search each room after he kills the Monster that is there. But he can only search a room once. You will know that he has been to this room before by the absence of the monster to fight. Wandering Monsters for the Wizard is a regular Skeleton. Tell the Heroes in the center room that it is very important the way that they position themselves. A Iron Skeleton can come through any of the 4 doors and the Skeletons get first attack. Good positioning will make it possible to protect a dying friend or surround the Skeleton so you all can attack it.