

**H-** 2 of the Hobgoblins in this room have Heroic Brews. If they survive heroes' first attack they drink them. When Heroes search this room they discover the remains of a man on the rack. Heroes also discover a secret door.

**I-** Inside the cupboard is dried human flesh and a sealed jar. Inside the jar are healing herbs. There are enough herbs to restore 9 body points. Points can be shared, herbs must be eaten right away.

**J-** All of the Hobgoblins have Potions of Defense, that they drink when Heroes open the door. When Heroes search this room, they discover the Brass key on one of the Hobgoblins.

**K-** When the Heroes step through this door, The Hobgoblin at the end of the hallway starts shooting at them with his crossbow. Mark the pit trap spots and see if Heroes can take out this Hobgoblin easily.

**L-** This chest is safe. Inside is a piece of moldy bread and an empty bottle.

**M-** This chest is safe. Inside are handcuffs and chains.

**N- Zargon-** This is a very ruff room. Remove the Escape card from Chaos spell deck and Shuffle cards. Let heroes pick. We had Warlock cast 3 spells before resorting to physical combat. But you can decide how many cards.

**O-** In the pit are 3 children. They are weak but alive. Heroes can reach down and pull the children out.

## Quest 4

**You bring the Children out of the castle and spend the rest of the day feeding and caring for them. You also need rest. Surprisingly, the two boys and little girl take a liking to the Barbarian and more surprising is that he seems to enjoy their attention, although he threatens to break you arms when you tease him about it. It takes you three days to get back to the road. But you find that the Knights have**

## Quest 10

**"Well, it looks like we got to go through the whole castle, to find this Staff." Grumbles the Barbarian. "Be of good cheer, my friend." Says the Wizard. "It only means there will be fewer Monsters chasing us when we try to leave."**

**A-** Chest is safe. Inside are 2 bottles of Restoration.

**B-** These Orcs have crossbows. They come around the corner to attack the Heroes.

**C-** This metal door is locked. The heroes need the Iron Key to open it.

**D-** These metal doors are locked. The Heroes need the Brass Key to open them.

**E-** When Heroes search this room they discover the Iron Key.

**F-** This metal door is locked. The Heroes need the Silver Key to open it.

**G-** When Heroes search this room they discover the Brass Key and a secret door.

**H-** Chest is booby trapped. 1 hit point if sprung. Inside are 400 gold coins.

**I-** Inside the tomb is a dead Warlock. He is surprisingly well preserved. Maybe they will try to resurrect Him some day. Heroes can chop Him into pieces.

**J-** In the cupboard the Heroes find some Healing Herbs. There is enough to restore 9 body points.

**K-** Heroes discover on the Weapons rack, 3 Throwing Axes, 5 Throwing Stars, 1 poisoned Throwing Dagger and the Silver Key.

**L- Zargon-** Imagine that these double doors are giant archways that are already open. See how the 4 Orcs outside in the hallways, have a clear shot with their crossbows into the room. Also the 2 Goblins that are behind the Fireplace have a Potion of Strength and an Elixir of Life that they drink. When Heroes search this room they discover the Mark of the Wizard's society over the Fireplace. The Dwarf says that there are no secret keyhole or door. Heroes must tear down the fireplace. It will take 10 hit points to do it.