

**C-** This is where the Warlock teleports to. He is now prepared. He casts Lighten Bolt as soon as the Heroes open the door. Warlock's 3<sup>rd</sup> - spell if he survives is Summon Undead. When Heroes search this room, The Hero that lost his weapon gets a new one. Heroes also find 5 Throwing Stars.

**D-** 2 of these Hobgoblins have Heroic Brews that they drink.

**E-** All of these Orcs have crossbows. They fire at the Heroes and then run away and try to come back around at them again.

**F-** This room is a trap! When Heroes come into this room the door closes and locks behind them. The whole ceiling starts to move downward, Elf's landslide spell has little effect on walls or floor, for they are extra thick. Heroes must break in the south door before ceiling crushes them. It will take 5 hit points to break in the door.

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

**H-** When Heroes search this room they discover in the cupboard a sealed jar. Inside the jar are 9 mushrooms. Each mushroom will restore 1 body point, mushrooms must be eaten right away.

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

**J-** On the rack are the remains of a woman. The Fimirs were eating Her.

**K-** Heroes get first attack. If Warlock survives He Summons Orcs. Then He casts Escape. When the Heroes search this room, they discover 2 bottles. Each bottle will restore 4 body points. They also discover the Iron Key and 2 poisoned Throwing Daggers.

**L-** This is where the Warlock teleported too. Heroes get first attack. Warlock casts Firestorm, Then resorts to physical combat.

left. The horrible stench that fills the air tells you what they did with the Goblin prisoners.

You travel along the road and two days later finds you entering the kingdom of the King's Brother. News of your arrival spreads quickly and you are taken to see the King. You tell him your story and ask him what it is that you were sent to do. The King tells you that he is having trouble with a Warlock that is robbing the graves and raising the dead into his service. He says that he sent the ten Knights, who wanted to kill the Warlock out days ago. You tell the King that you will go and see what has happened.

As you leave the castle with the children, the Queen comes up to you. "Warriors, Please wait." She says.

"Here is a gift. One of the Knights delivered a message to me. I am not sure whom it is from, but there is no mistake in its urgency. There is a traitor among us. Please be careful. My servant can take you to a very kind Woman who will care for the Children. Here is some gold to help her. Good bye, May God protect you all." You look at the Queen's present. Four bottles of Elixirs of Life. You thank her and leave.

The servant leads you quickly to the house of a beautiful woman with red hair. She invites you all in and quickly makes a meal for you. You are amazed at her generosity and good spirit. You give her the gold and there is no doubt in your mind that the Children will be well cared for. For she is full of God's love. You go into town and buy supplies. You return and spend the night in the woman's home. The next morning you start out for the Warlock's castle, but only after the Barbarian Promises the children that he will return. It does your heart good to see your big friend this way. It is a side of him that you have never seen before. It takes most of the day, but you find the castle easily. You see a door, guarded by four Skeletons. You charge in for the kill!