

Zargon- This castle is dark. If the Heroes do not have a torch to light their way they lose 1 attack dice and 1 defense dice.

A- Starting place of the Heroes

B- Zargon- The Warlock has defeated the 10 Knights and turned them into Chaos Warriors. When the heroes have killed all the Monsters in this room, the Dwarf points to this North West door and says. "See that door with the deer's skull and magic writing, it is a death trap! My great Uncle told us about them." "That writing is evil." Says the Wizard. "A life must be taken in order to open it. I dare not cast a spell on it." "Then let us leave it alone for now and try these other doors." Says the Barbarian.

C- Zargon- The Heroes can see the secret door but it is locked. They must figure out for themselves that they need to slide the bookcase over one space to open it. If Elf wants to he can cast landside spell to open it.

D- At the bottom of the pit the Heroes can see a lever. This pit is very deep. If heroes jump in they will not be able to get out. The pit is too deep for Wizard to cast log spell and make a ladder. Lever will open secret door at bottom.

E- This chest is safe. Inside are chains, handcuffs and a rope ladder.

F- When heroes search this room, they see writing on the side of the tomb. "Can you read it?" The Barbarian asks the Wizard. "Here rests the Great Warrior King Malachi. Great Guardian of our Kingdom." The Wizard reads. When the Heroes open the tomb, they discover that the body has been taken.

G- When the Heroes search this room they discover a lot of good food and a sealed jar. Inside the jar are healing herbs. There are enough to restore 9 body points. Herbs can be shared. Herbs must be eaten right away after the seal has been broken.

Heroes discover on the table. 2 elixirs of Life, A scroll that will restore 4 magic spells, scroll will then disintegrate, A 'Wizard's Cloak' from the Artifacts Cards. And 4 Potions of Rejuvenation.

F- The Fimir in this room knows magic. He casts Ball of Flame as often as He can. He can cast the spell twice on each of His turns.

G- When the Heroes search this room, all they find is a pile of bones from many different races. Heroes may pull treasure cards if they wish.

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

I- Heroes see that the 6 spaces are Falling Rock Traps. Can the Dwarf disarm them all? If not, then they notice the secret door.

J- 3 of these Hobgoblins have Elixirs of Life that they drink.

Quest 9

The Heroes have found the stairs leading up. Their torch goes out. "At least we can see better up here." Says the Dwarf. "The staff may not be on this floor." Says the Wizard. "God will guide us, my friends, we just need to be careful." Says the Barbarian.

Zargon- The Heroes can reclaim their body points and spells between these floors.

A- Heroes start here.

B- Heroes get first attack. Warlock's 1st- spell is Rust. 2nd -spell is Escape.