

- A-** Starting place of the Heroes.
- B-** This Warlock's 1st spell is "Sleep" His 2nd is "Firestorm" then He resorts to physical combat.
- C-** This Warlock keeps on casting "Fear" on all the Heroes.
- D-** This Warlock casts "Summon Orcs" then He resorts to physical combat.
- E-** When Heroes reach this spot. They trip the Rolling Rock trap.
- F-** Rolling Rock shatters this wall and opens up a way for the Heroes.
- G-** When Heroes reach this spot they trip another Rolling Rock trap.
- H-** This Warlock casts "Command" on the Hero that opened the door. That Hero then blocks the door and fights his friends until He can break free from the spell. When Heroes search this room they discover 5 Potions of Renewal. This chest is booby trapped. 1 hit point if sprung. Inside are 50 gold coins.
- I-** When Heroes search this room, They discover a secret door.
- J-** When Heroes search this room, They discover a secret door at the bottom of the pit. This pit is deep. Wizard must use staff log spell to make a ladder.
- K-** The secret door leads to this room. When Heroes search this room, They discover 5 Artifacts.

Quest 6

You have survived the city of Pethor. You leave through the main gates. It's evening now. Your eyes do not need to adjust to the sunlight. "We can't travel on the roads to Geliloth. We would be seen and killed." Says Captain Kenaron. "There is a small castle around that bend. Let us make for it while we have the cover of night on our side." He says.

You travel through the trees and just as the sun starts to rise you find the castle. 2 Iron Skeletons guard the main gate. You rush forward and begin fighting.

Zargon- You will have to recycle the open doors. Sorry.

- A-** Starting place of the Heroes.
- B-** When Heroes search this room, They discover 2 Artifacts in the bookcase.
- C-** When Heroes search this room they discover a secret door.
- D-** This trap door leads to other point D.
- E-** When Heroes search this room they discover 2 Artifacts, 6 Potions of Renewal and 2 Venom Antidotes.
- F-** There is only dried Human flesh inside this cupboard. Heroes also find a secret door.
- G-** This chest is not booby trapped, but it is sealed. Heroes can't pick the lock. They must break the chest open if they want to see what is inside. If wizard uses wood blast or rot spells, then the 3 Elixirs Of Life are