

- 2
- A- Starting place of the Heroes.
  - B- The first three Goblins have Potions of Defense that they drink. When Heroes search this room they discover an Artifact inside the Bookcase.
  - C- When Heroes search this room they discover 2 Heroic Brews and an Artifact inside the Bookcase. Heroes also discover a secret door.
  - D- This chest is safe, inside are 200 gold coins.
  - E- When Heroes search this room, they discover an Artifact on the Fireplace.
  - F- This Goblin has a cross bow that he shoots at the Heroes.
  - G- This chest is safe. Inside are 400 gold coins.
  - H- One of these Fimirs knows magic and casts "Stonefall" over one of the Heroes. When Heroes search this room they discover a crude map inside the Desk. "According to this map there's a castle further in the mountains." Says the Wizard. "We will have to check it out when we are done here." Says that Barbarian.
  - I- When Heroes search this room; they discover in the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared.
  - J- When Heroes search this room they discover 2 throwing axes on the Weapons Rack.
  - K- These Hobgoblins are asleep. Here's the deal. Heroes can sneak in and attack quietly. Hobgoblin has no defense. If a Hero fails to kill a Hobgoblin on his first attack, then all the Hobgoblins awake and make the next attack.
  - L- This chest is safe. Inside are 500 gold coins
  - M- This Fimir knows magic. His first spell is "Hurricane" his second spell is 'Hangman'
  - Zargon- Don't cast second spell on the Hero that's making the attack. When Heroes search this room, they discover 2 Artifacts.

23

The Heroes stand over the body of the Witch Lord. Suddenly, The Witch Lord jumps up and casts Firestorm and Hangman on the Dwarf. He then resorts to physical combat. When defeated, the Witch Lord falls down dead. "Let us make sure that this one does not come back!" Says the Barbarian. You chop up the body and burn it into ashes.

Just as you are ready to leave the room, you hear the voice of Mentor inside your head. "Queen Kessandria and Skulmar have escaped us for now, but I will find them out and when I do, I will need you all to put an end to their Reign of Terror. You have done well, my Sons, I am very proud of you. Return to me and rest for a little while."