

inside the Cupboard Along with a lot of good Human food. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared.

**E-** All these metal doors are locked. When the first Hero steps on this spot the 4 doors open and out come 4 Doom Guards. They were expecting you. They get first attack.

**F-** This Warlock's first and second spell is Summon Undead. His third spell is Hurricane. Warlock then resorts to physical combat.

**G-** This wooden door is locked. 5 hit points will break it in.

**H-** This Warlock casts Lighten Bolt as soon as the Heroes break in the door. His second spell is Hurricane. He the resorts to physical combat.

**I-** When Heroes search this room, they discover an Artifact inside the Bookcase.

**J-** When Heroes search this room, they discover an Artifact inside the Bookcase.

**K-** When Heroes open this door, place revolving room tile on board. Heroes will roll one red dice to see which door they come out of. Heroes can travel as a group.

1 or 2- room # 1

3- room # 2

4 or 5- Room # 3

6- room # 4

**L-** This Doom Guard has a Heroic Brew and an Elixir of Life that he drinks. When Heroes search this room, they discover an Artifact inside the desk.

**M-** Place the large Throne tile on the board. Place Queen Kessandria and Skulmar on their spots. Lay down the Witch Lord on two spots. He is not resurrected yet. The Heroes got there in time! Queen Kessandria and Skulmar curse you as you enter the room. Their magic is focused on resurrecting the Witch Lord. All they can do is Physical combat. They get two attacks for their turns. When they are defeated, Kessandria and Skulmar disappear in a cloud of black smoke.

## Quest 2

"We did well." Says the Dwarf. "Shall we try our luck and follow the map?" You all agree too. You follow the path deep into the forest and come to a castle that's built into the base of a mountain.

"This is not a Goblin Castle." Says the Dwarf. Look at that workmanship, She's beautiful." "And very old, this castle was built by the Wizards long ago, I wonder why they abandon Her?" Says the Wizard.

"Who ever lives here now feels pretty secure in themselves. No sentries." Says the Elf. "Then let us see who is home." Says the Barbarian. You make your way to the main gates.

**A-** This door is locked. Heroes need Iron Key to open it.

**B-** When Heroes search this room. they discover 4 throwing Stars on the Weapon Rack.

**C-** When Heroes search this room; they discover an Iron Key and an Artifact in the bookcase.

**D-** When Heroes search this room, they discover inside 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.

**E-** When Heroes search this room, they discover 40 gold coins on the table.

**F-** These two Orcs have a Potion of Defense and an Elixir of Life that they drink.

**G-** Bellthor can sense an invisible Hero's Presence.