

- 16 **F-** When the 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.
- G-** When Heroes search this room, they discover inside the Bookcase an Artifact. They also discover a small iron chest. This chest is booby-trapped. 1 hit point if sprung. Inside is a small ruby worth 100 gold coins.
- H-** This metal door is locked. Heroes need Iron Key to open it.
- I-** This Zombie has a crossbow.
- J-** Each of these Fimirs has 2 Potions of Strength that they will drink if they are able to make their attacks. Heroes can claim Potions if the Fimirs are killed right away.
- K-** When Heroes search this room, they discover 2 Artifacts inside the Desk.
- L-** When Heroes search this room, they notice something strange about the Bookcase. When they slide it over one space they discover a secret door.
- M-** When the Heroes enter this room the Wizard notices a spell surrounding the chests. Here how it works. Only one of the chests holds treasure. If Heroes open the wrong chest then both chests will disappear. They must choose.
- Zargon-** The chest with an arrow pointing at it is the false chest. If Heroes choose correctly then they discover a Potion of Thunder, a Potion of Battle Rage, a Potion of Speed, a Water of Vitality, 4 Potions of Strength and 500 gold coins. Heroes also discover the Iron Key hanging on the wall.
- N-** When Heroes search this room, they discover the Tomb of the Witch Lord. When they open it they discover that it is empty. "This is not a good sign!" You say.
- O-** These stairs lead down to the next level.

## Quest 11

**Zargon-** Heroes need a torch for this level or they lose two attack dice and one defense dice.

## Quest 6

**Zargon-** Heroes need another torch for this quest or they lose two attack dice and one defense dice.

**A-** Remember Mist is destroyed by Tempest, Remove Air, Dispel or Turn to Stone spells.

**B-** Heroes must roll one red dice to see which of the 4 doors they will exit from. Heroes can travel as a group.

1 or 2- door # 1

3- door # 2

4 or 5- door # 3

6- door # 4

**C- Zargon-** Shuffle only the original Chaos Spell Cards and allow the Heroes to pick which spells that the Warlock will cast. Warlock will cast one spell on each of His turns. You get to choose which Hero gets zapped!

**D-** This is where the Warlock teleports to if Escape spell was picked. Heroes must battle Warlock again, minus the teleport card. When Heroes search this room they discover 2 Artifacts on the Alter.

**E-** Heroes find any replacement weapons, if some were lost during the battle with the Warlock.

**F-** This chest is booby-trapped. 3 hit points if sprung. Inside there is a Potion of Battle Rage, a Speed Potion, a Shield Potion and 2 Potions of Strength.

**G-** The Heroes can see this secret door. But it is locked. Heroes need Iron Key to open it.

**H-** When the first Hero steps on this space, all 4 doors in the hallway open and the Spirit Riders awaken. This is going to get messy. But if the Heroes use this corner passageway wisely, they should do fairly well.

**I-** This chest is safe. Inside is Spirit Rider Armor. If Dwarf looks inside chest He notices a secret compartment in the bottom. Inside is a small ruby worth 50 gold coins