

Wizard can still see using Cat's Eye spell, then He finds a Treasure Without Doom Artifact and 40 gold coins on the Alter.

**E-** When Heroes search this room, they discover 4 throwing axes on the Weapon's Rack.

**F-** This room is a secret treasure room. It is full of gold and jewels. "This will help the Queen build her army." Says the Elf. Heroes can take a 100 gold coins each. But, if they are greedy, then they lose 1 attack dice and 1 defense dice for every 100 coins that they take.

**G-** When the Heroes search this room, they discover a note to Zargon. It tells that all is ready for the invasion of the Eleven Empire. "It's good that we got this message, now Zargon won't attack so soon." Says the Elf. "Yes, But we are still working against time for the princess." Says the Wizard. "Then let us hurry before time runs out for all of us." Says the Barbarian.

**H-** This Big Gargoyle knows magic. If He survives the Heroes first attack. He casts Firestorm. His 2<sup>nd</sup> spell is Summon Undead.

**I-** This Orc is butchering dead Elves.

**J-** These Orcs are cooking Elf bodies.

**K-** These Fimirs have Heroic Brews that they drink.

**L-** When the Heroes search this room, they discover inside the Cupboard 2 potions. Each potion will restore 4 body points.

**M-** When the Heroes search this room, they discover a half eaten Elf girl on the rack.

**N-** This wooden door is locked. 5 hit points will break it in. Inside the room are dead Elves.

**O-** This wooden door is locked. 5 hit points will break it in. Inside this room are 13 Eleven prisoners. They are very weak. But, they are alive.

## Quest 2

You and your friends bring the prisoners out of the castle and find the boys. You feed the prisoners and write a message to the Queen. You tell her what you have accomplished and about the treasure. You tell her that you are heading for the next castle, a two days journey south. You give the message to the one boy and he and the prisoners make their way back to the palace.

## Quest 13

You and your friend race up the stairs. The thought that Princess Millandriell is so close gives you strength. You reach the top of the stairs. A massive door stands before you. You move quickly.

**Zargon-** All the Wolves in this Quest are Werewolves.

**A-** Starting place of the Heroes.

**B-** When the Heroes search this room, they discover on the Rack a dead Elf. There is nothing that they can do for him. Also these 2 wooden doors are locked. 5 hit points will break them in. Inside these rooms are dead elves, there is nothing that the Heroes can do for them.

**C-** This chest is booby-trapped. 1 hit point if sprung. Inside are 3 Wolf Bane Potions and 3 Potions Of Strength.

**D-** When the Heroes search this room, they discover inside the Bookcase a small metal chest. This chest is booby-trapped. 1 hit point if sprung. Inside is a large sapphire worth 200 gold coins. Heroes also discover the secret door.

**E-** When the Heroes search this room a Mummy comes out of the Tomb and attacks. The chest in this room is safe. Inside are 2 Heroic Brews and the Iron Key.

**F-** This metal door is locked. Heroes need the Iron Key to open it.

**G-** These Orcs have cross bows that they use to shoot at the Heroes

**H-** This chest is booby-trapped. 1 hit point on all the Heroes inside this room if sprung, poisonous gas. Inside are 4 Heroic Brews, 2 Potions of Defense, a Potion Of Battle Rage and an Elixir Of Life. When the Heroes search this room, they make a great discovery. The Eleven Sword Avenger is hanging over the Weapon's Rack. This long sword gives the Hero 4 attack dice and He can make diagonal attacks.

**I-** 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.