

E- When the Heroes search this room, they discover on the Rack a dead Eleven girl. "Is it Millandriell?" You ask. "No. But it's been too long. We can't help her." Says the Elf.

F- This Zombie has a crossbow that He uses to shoot at the Heroes.

G- When the Heroes search this room, they discover on the Fireplace a small metal chest. This chest is booby trapped. 1 hit point if sprung. Inside are 40 gold coins. Heroes also discover the secret door.

H- The Heroes find 3 chests. Each chest is booby-trapped 1 hit point if sprung. Inside chest #1 is dinning wear and glasses. Inside chest #2 is clothing. Inside chest #3 is 400 gold coins and 2 bottles of Elixirs Of Life. The Heroes also find the Iron Key hanging on the wall.

I- This Warlock 1st spell is Firestorm. If He survives, His 2nd spell is Flaming spear. His 3rd spell is ball Of Flame. He then resorts to physical combat. When the Heroes search this room, they discover inside the Bookcase 4 Heroic brews and 3 Anti Poison Quills.

J- 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.

K- When the Heroes search this room, they discover inside the Desk a note. "Dear Lord Help Us! They're going to poison Millandriell's mind and make her Zargon's Queen!" Says the Wizard. "Where is She?" Asks the Barbarian. "She's here inside this castle and Zargon's here also!" He says.

L- When the Heroes search this room, a Mummy comes out of the Tomb and attacks.

M- THIS DOOR IS A DEATH TRAP! The Hero that opens it gets a spear in the gut and is killed. An Elixir Of Life is needed to bring Him Back.

N- When the Heroes search this room, they discover on the Weapon's Rack 2 throwing stars. These stairs lead up to the next level.

You, your friends and the boy start out. Several times on your journey Zargon's monsters attack you. Mentor's training serves you well and you prevail. You come to the castle. There is a lot of activity going on. You rest while you wait for the cover of night.

You make your way inside through a damaged wall.

A- Starting place of the Heroes.

B- This Warlock casts Lightning Bolt as soon as the Heroes open the door. If Warlock survives the Heroes first attack, then He casts Werewolf Curse. When Heroes search this room, they discover a Treasure Without Doom Artifact and 2 Healing Potions. Each potion will restore 4 body points. The Heroes also see a secret door next to the Alter. But, it is locked. "There's a spell on this door." Says the Wizard. "We should leave it alone for now."

C- This chest is booby-trapped. 1 hit point if sprung. Inside are 3 Potions of Rejuvenation.

D- If Warlock survives Heroes' first attack, He casts Summon Fimirs. His 2nd spell is Total Chaos. His 3rd spell is Hangman. Then He resorts to physical combat. When Heroes search this room, they discover a sealed jar inside the Bookcase. Inside the jar are 4 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Heroes also see the secret door. But, it is locked. "There must be something very important behind this wall. There's a spell on this door. We need the key." Says the Wizard.

E- Zargon- If Wizard uses See Through Wall. Place the Warlock figure on the X spot and tell the Heroes that it's an Eleven Wizard, if you do not have an extra Wizard figure. Elf can Walk Through Stone to reach the Wizard. "I am so happy to see you, my friend. I've been hiding inside this room for a long time. I will join you. But, I am too old to help you fight." The Wizard joins you.

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

G- This wooden door is locked 5 hit points will break it in. Inside the room are 10 Eleven prisoners, they are weak but alive.

H- This wooden door is locked. 5 hit points will break it in. Inside are 12 Eleven Prisoners. They are weak but alive. You tell the people to stay here until you return.

I- When the Heroes search this room, they discover inside the Cupboard 3 Healing Potions. Each potion will restore 4 body points.