

L- When the Heroes search this room, they discover the Brass Key. They also discover a note to Zargon inside the desk. The note talks about bringing Elf prisoners back into Zargon's realm as slaves and that the Chaos Warriors are trying to figure out how to get the Bow of Vindication from its' holding place.

"Fitzgerald must have been taken with them then." Says the Elf. "We have not searched every where yet. Let us see what is behind that door." Says the Barbarian. This metal door is locked. Heroes need the Iron Key to open it.

M- This room is full of Eleven Prisoners. They are badly beaten. But alive. You ask if Fitzgerald is here. One of the Elves tells you this. "Fitzgerald told me the secret of recovering the Bow. Inside the room where the Bow is kept, there is a secret compartment that contains a small vile of moonsilver. Smear the moonsilver on the mirror and it will open up and allow you to enter and retrieve the Bow. You tell the Elves to wait here until you return.

N- When the Heroes open the door, this Warlock immediately casts Lightning Bolt at them. If Warlock can survive Heroes first attack he then casts Summon Wolves. He then resorts to physical combat.

O- Zargon- Place the mirror with the Bow on it on the spot marked MIR.

This chest is safe. It is empty. When the Heroes search this room, the Dwarf discovers the secret compartment where the moonsilver is kept. Heroes use it to recover the Bow Of Vindication from the artifacts cards.

Quest 7

You and your friends return to the Eleven Prisoners and help them out of the castle. Elfwid makes healing potions for them. "I have talked to Queen Terrellia, the army is on the march." "Zargon's minions have taken prisoners into his realm. They may head for the same castle where they are holding Millandriell." Says the Barbarian. "They will move quickly." Says the Dwarf. "Then so must we." Says the Elf. "Warriors, Listen to me." Says Elfwid. "The last castle we need to take back is on top of this mountain. If we can get that castle back. Then we can secure our borders. Then we can follow

Zargon's monsters back into his realm. We would take them by surprise." "They will leave a trail that I could follow even if I were blind." Says the Elf. "Then we agree, secure the boarder, and then follow after." Says the Barbarian

You start up the mountain the next morning. It's easy climbing, Elfwid shows you a secret passage that leads to the inside of the castle. You make your way inside.

A- Starting place of the Heroes.

B- When the Heroes search this room, they discover inside the Bookcase a scroll. It tells how the Fimirs are very good at training wolves that have been turned into Werewolves.

C- When the Heroes search this room, they discover inside the Desk a note to Zargon telling Him that all is going well with the battle. "This is a very good sign for us. We are moving quickly and taking them by surprise." Says the Elf. The Heroes also find 2 Treasure Without Doom Artifacts.

D- This chest is bobby trapped. 2 mind points lost if sprung. Inside is evil Warlock paraphernalia. When the Heroes search this room, they discover the secret door.

E- This Warlock will try to cast Werewolf curse on as many of the Heroes as he can. When the Heroes search this room, they discover the secret door.

F- This chest is bobby trapped. 2 mind points lost if sprung. Inside is a small bottle only the Wizard knows that this is a Heart Strengthening Potion. The Hero that drinks this potion will gain 2 extra body points to his status sheet. Heroes can only drink one of these potions per adventure.

G- These 3 Fimirs have Elixirs Of Life and Heroic Brews that they drink. 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.

H- These wooden doors are locked. 5 hit points will break them in. Inside these rooms are Eleven Prisoners, they are very weak. But alive. You tell them to wait here until you return.

I- The inside of this giant pit is full of dead Elves.

J- This chest is bobby trapped. 2 mind points lost if sprung. Inside are 2 Elixirs Of Life, 4 Heroic Brews and 2 Wolf Bane Potions.