

A- Starting place of the Heroes.

B- When the Heroes reach this spot they discover the secret door.

C- These stairs lead deep down into the next set of stairs marked "C" The Ghost Warrior stays in his spot, unless the Heroes attack him. "My master commanded me to protect the next room from all that are not worthy Until He returns. What would you do with His gifts?" He asks you. "We would use them to get rid of the Monsters that have invaded your land, then your Master could return." Says the Wizard. "Each of you must leave a hundred gold coins offering on the Tomb and then you may enter." Says the Warrior.

Zargon- If The Heroes choose to leave an offering, then the secret door appears. If they do not want to leave an offering, then they can leave. If they try to take back their offering after being in the room, then the Ghost Warrior will attack that Hero until he returns the coins.

D- This Chest is safe. Inside is a gift for each of the Heroes that left an offering.

Elf- Eleven Boots

Wizard- Arm Band Of Healing

Barbarian- Amulet Of The North

Dwarf- Fire Ring and Rabbit Boots

Mercenaries- Arm Bands Of Ice.

E- When the Heroes search this room, they discover the half eaten remains of two people on the Rack and Alter. The wooden door in this room is locked. 5 hit points will break it in.

F- This room is full of prisoners. "Are you able to travel?" Asks the Barbarian. "Yes. We know where to go to be safe." They tell you. You set them free and they go out the main gates.

G- When the Heroes search this room, they discover the secret door.

H- This Chest is bobby trapped. 2 hit points if sprung. Inside are 2 Artifacts and a Ring Of Warmth from the Artifacts cards.

When Heroes search this room, they discover 2 Artifacts inside the Bookcase. Heroes also find the secret door.

I- This Chest is bobby trapped. 2 hit points if sprung. Inside is Spirit Blade and Ring of Return from the Artifacts cards. There are 2 Heart Strengthening Potions. A Hero can only drink these potions once in their life, if they drink the Potion a 2nd time it will have no effect. If the Dwarf looks inside the Chest he sees a secret compartment. Inside is a large emerald worth 200 gold coins.

J- When the Heroes search this room, they discover the 2nd piece to the map inside the Desk. "Can you tell what the map is for?" You ask. "I think it's showing a special castle. Maybe there is something there that could help us." Says the Wizard. "It's still incomplete. Maybe all we need is one more piece." Says the Elf.

K- When the Heroes search this room, they discover good food inside the Cupboard. If they eat some they will regain 1 body point. Heroes also find the secret door.

L- This Chest is safe. Inside are 300 gold coins

M- When the Heroes search this room, they discover the Iron Key on the Fireplace.

N- When the Heroes open the door, they are amazed at what they see. "God Help us! What are they?"

Alura and Arha laugh. "I'll show you how good they are." Alura says to Arha. The 2 Vampires step back and do not attack the Heroes. They watch them fight the Othalus. When the Othalus are killed Arha says to Alura. "They are brave. Let us leave them a present." The Vampires disappear in a cloud of black smoke. The Heroes find an Artifact where they were standing.

O- This Chest is bobby trapped. 1 hit point if sprung. Inside are 50 gold coins and a never miss throwing dagger. When the Heroes search this room, they discover a fine axe on the Weapon's Rack