



The Mages Tome

Last night, your magic tome was stolen by some pesky goblins! Infuriated, you have searched and found the lair that they are hidden. However, you are worried, as many monsters have been spotted this way, and you only have your Earth and Water spells to help you...

- A. In this room is a Dwarf named Glistrad. He is helpless and being tortured but the surrounding Orcs. You may free the Dwarf, but he only has 3 body points left. You may move him normally once all the Orcs in the room are slain.
- B. *If a Player searches for treasure.* Within the tomb you find a Battle Axe. However, it is too heavy for a wizard to take. There is also 45 gold coins
- C. *When a Player first enters the room.* You see a large book resting on the table. Excited, you start

forward, but you activate a trap and lose one body point. To your dismay, the book is full of fairy tales.

- D. In the chest you find 37 gold coins and a potion of speed.
- E. *When the player enters this room, they will activate a falling rock trap. Place rubble on the places marked with an x. Show the player the rest of the room, as they catch a glance before the rocks block the way.*
- F. *If a player searches for treasure.* There is a mages staff on the weapons rack. It will allow the player to cast two spells a turn.
- G. You enter the room and see your Tome. Unfortunately, it is being guarded by two chaos warriors. You will have to dispatch of them first, before you can grab the book.

Wandering Monster: Orc