

cave. The path takes you deep inside the mountain. You find stairs and start up them. "STOP!" Says the Dwarf when you get to the top of the stairs."Looks to me that our Warlock doesn't like company. There are two pit traps right in front of us."

The Skeletons and Zombies in this cave are all armored. They have 4 defense dice.

**A-** There are two Fimirs, a male and a female, chained to the wall."Our master is going to turn us into dead servants. We let some humans go free. We lied to our master, of course. Told him that the Orcs did not have any prisoners. But he knew that we were lying. All we what is to be left alone. To live our lives in peace. This place is a death trap. If you will unchain us, we will help you make it to our master. But we are too afraid to fight him. That you will have to do." What do you decide to do? If you leave or kill the Fimirs, then you face the perils of the dungeon on your own. If you trust them, they may lead you into a trap for their master. The Fimirs see the wizard. "Our master is very powerful. He has a magic cloak. We can take you to it."

If the Heroes decide to let the Fimirs join them. Then they can hop over you and you over them on the board. They must enter a room first to deactivate all the traps. They can fight for you, but remember if they die, then you are on your own. Unarmed the Fimirs have 1 attack dice and 1 defense dice. The Fimirs can not search a room.

**B-** This room holds the Fimir's weapons and armor. It will not fit you. If you let the Fimirs have their weapons and armor, then they have 3 attack dice and 3 defense dice.

**C-** In a search of this room, the wizard discovers Zargon's "Lighting Bolt" from the chaos spell cards. He gives the spell to the Elf. He also discovers Zargon's "Rust" spell from the chaos spell cards. They are now theirs to use. The rust spell will reduce a monster's attack and defense by 2 dice. The Wizard also discovers the "Spell Ring" from the artifact cards. He gives the

your horses into a full gallop. You make it inside the gates and into the castle, when suddenly the air around you explodes into smoke. You awaken, chained to a wall. Naked. "Anyone got any more bright ideas?" Asks the Barbarian. "Well I can still cast my spells." Says the Wizard. He casts his rust spell on the chains and you all break free. "I still have my ring." Says the Elf "I'll be right back." And he walks through the wall.

**Zargon-** The heroes have only 1 attack and 1 defense dice, until they can take a weapon from a monster. Then they will have 2 attack and 2 defense dice, until they find their weapons and armor. The Wizard can not use any of the weapons. Because of the way this quest is designed. You might put out only the gray base of the doors until they unlock the door.

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

**B-** A search of this room reveals a Iron Key.

**C-** A search of this room reveals a Brass Key.

**D-** This room is filled with shelves, full of large nut shells with a cork in it. "Do not touch them! Says the Wizard. "They may have something to do with that smoke."

**E-** Zargon, you decide what is in the chest. Dried human flesh or if the heroes need some juice, then give them some. They also find the Silver Key in this room.

**F-** The cupboard is filled with dried flower blossoms. The Wizard has never seen this flower before. Along the wall are barrels of liquid.

**G-** Zargon, you decide what is in the chest. Dried human flesh or some juice.

**H-** This room is filled with barrels of an unknown liquid. The Heroes also find the Gold Key.

**I-** All the Hero's weapons, clothing and armor are here. But their gold and jewels are lost.

**J-** The Warlock is as strong as a Chaos Warrior with 6 mind points. Once killed, the Heroes find a Sprite tied to the rack. But the Heroes are too late. He is a Zombie. "Please." He says. "Give me peace." You realize that the Warlock did not complete his spell. You untie the man and he climbs down off the rack and kneels before you. He slowly grabs the Barbarian's sword and lays it on the back of his neck. You understand and mercifully cut off his head. "You know, if that Warlock was not working on him, it would have been one of us." Says the Dwarf. "We