


This adventure also introduces two new monsters. The 'Mountain Orc' and the 'Iron Skeleton'. The Mountain Orc's icon is the Orc's icon in red  Statistics are easy to remember.

Movement	Attack	Def.	Body	Mind
7	3	3	3	3

Iron Skeleton's statistics are

Movement	Attack	Def.	Body	Mind
5	5	5	5	0

You will be told which Skeletons are Iron Skeletons in the quests.

Zargon, The heroes have a keen eye. I always tell them when they are about to step on a trap. Unless otherwise stated in the quests. So if they are in a room, and they do not want to search it because they have all the good treasure cards. Then tell them that they see a secret door.

I have designed the quests with hiding places in the hallways for monsters. You can use these monsters to come up behind the heroes and attack in the rear.

I really wish that the game came with twice as many treasure cards as it does. My heroes love to search for treasure and I find that they endanger themselves with all the wandering monsters cards that they pick. So if they do not want to pull any more cards, don't force them. Be generous and if there is something in the room that they need, tell them about it.

There are times that I have a Warlock attack the heroes as soon as they open the door. I know that this is unfair to the heroes. But hey, I'm Zargon, I can do what I want. So they just have to live with it. HaHa