

"No Sir, Golden Mountain. Has Zargon's forces won all the fortress?"

"All but Karak Varn, and you just saved her, I'm sorry to ask so much of you, but if we make it pass Pethor, we can maybe win our mountain back."

"Do not feel sorry, we will gladly follow you till we rid this mountain of Zargon's monsters."

"Here is the door, My Friends, For God's Glory then!"
You open the door.

A- Starting place of the Heroes.

B- These Goblins have crossbows.

C- Heroes find an Artifact in the bookcase. Shuffle 10 Artifacts cards and let Heroes choose one. Do not return card to deck.

D- Each of these two Orcs has an Elixir of Life and a Heroic Brew. If the Heroes can kill them before they get a chance to use their potions, Heroes can claim the potions. (Example, Wizard casts Sleep, Elf casts Turn to stone.)

E- Follow the same rules as in quest book.

F- This Iron Door is locked. Heroes must find a secret lever that will open it.

G- When Heroes search the tomb, They discover an artifact. Shuffle cards and let hero choose. If hero uses artifact, do not return card to deck until next quest.

G- Zargon- This Forge is a magical Forge and is heating out of control, because no one remained to tend to it. The room is super hot. Only the Dwarves can enter to shut down the Forge. But the great heat has weakened the ceiling. When a hero steps on one of the falling block tiles, the ceiling caves in. (Follow, springing a falling rock trap) Heroes cannot see these problem areas. Dwarves must reach the spot marked X then rolling one white dice, they must roll a white shield, to turn off the Forge. Then the other Heroes may enter the room, but it will still costs them 1 body point for every turn that they spend inside this room.

H- This Monster is a Shape Changer in the form of a Fimir. Use the 8 original monster cards for its shapes. Monster gets to make an attack after changing its shape. Zargon, you know the rest. Once Monster is killed, the Chest is safe. Inside is dried Dwarf flesh.

I- This chest is booby trapped. 1 hit point if sprung. Inside is woman's clothing. But at the bottom you find a jewelry box. There are 1,000 gold coins worth of jewels inside. Also Heroes find 2 Artifacts in the bookcase.

J- These stairs lead to the upper level.