

G- This chest is bobby trapped. 2 mind points lost if sprung. Inside are evil Warlock spell books and a bag of 40 gold coins. Also Heroes find a small Vile. The Wizard knows that this is moonsilver.

H- This room is full of an evil Warlock's paraphernalia. When the Heroes search this room, they discover 4 bottles of Wolf Bane Potions.

I- These Fimirs cast Flaming Spear as often as they are able to.

J- This trap door leads to an old escape tunnel that has collapsed. The Hero that goes down this tunnel receives 2 hit points and he returns to tell His friends that it is a dead end.

K- This trap door passageway is safe. When the Heroes uses this tunnel they come up on the other trap door marked K.

L- This Warlock's 1st spell is Summon Orcs. His 2nd spell is spell Magnify. If He lives to complete the spell then His 3rd spell is rust on the Heroes weapons. Remember that a rust spell does not work on Artifacts.

M- When the Heroes search this room, they discover inside the desk a large diamond worth 100 gold coins, they also find the Brass Key.

N- When the Heroes search this room, they discover on the Weapon's Rack any replacement weapons that they lost to the Rust spell.

O- When the Heroes reach this spot they see the Warlock at the end of the Hallway. This Warlock immediately starts casting Ball Of Flame at the Heroes. Can the Heroes take Him out without any lost?

P- When the Heroes enter this room, they see the mirror with the image of Millandriell in it. They need to use the moonsilver to open the mirror and then they can go into the next room.

Q- This is a Changeling. The monster is currently in the form of a Fimir. When Heroes kill it, they must draw from the 8 original monster cards. The Changeling then takes on that form and gets to make an attack. Changeling is only killed when the Heroes draw from the monster cards the same monster that the Changeling was in. "So this is how they were able to kidnap the Princess. They had this Changeling come in and do it for them." Says the Elf. You go to tell Elfwid.

E- Zargon- This Warlock can cast two spells on His turn if He survives the Heroes first attack. He casts Cloud of Chaos and reanimation. He then resorts to physical combat. This chest is bobby trapped. 1 hit point on all Heroes inside the room.

Poisonous gas. The chest is empty. The Dwarf must look inside to notice the secret bottom. Underneath the Dwarf finds the Wand Of Magic from the artifacts cards. He gives the wand to the Elf. The Dwarf also finds 4 potions of Rejuvenation. Heroes also find the Iron Key inside the Bookcase.

F- When Heroes search this room, they discover a dead Elf on the rack. There is nothing that they can do for him, it's been too long. Heroes also find the secret door.

G- When Heroes search this room they discover a Treasure Without Doom artifact on the Alter. They also find the secret door.

H- This chest is bobby trapped. 2 hit points if sprung. Inside is the spell book.

Zargon- Give the Elf the 8 Elf spell cards. They are now His to use. Heroes also find 8 Potions of Renewal.

I- When Heroes search this room, they discover 3 throwing axes on the Weapon's Rack.

J- When Heroes search the Tomb, the Dwarf must look inside the tomb to see the secret compartment. Inside it He finds the Spell Ring from the artifacts cards. He gives the ring to the Elf.

K- When Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared

L- This chest is bobby trapped. 1 hit point if sprung. Inside are 40 gold coins.