

told them what they wanted to know. We told them everything." What did they want to know?" You ask. "They showed us a map of our land and on the map were locations of secret halls. They wanted to know all about our land, towns close by, food supplies. We told them everything." They sob. You give them kind words of comfort. "So That's how they knew about the all the secret Halls. They found an old map." Says the Elf. "These Halls make the perfect highway for Zargon to march right on in." You say. "We will put an end to this." Says the Barbarian.

You turn to the Chest. It is safe. Inside are 10,000 gold coins and the Brass Key. You take the key and give the Chest to the people. You tell them about the other 2 chests of gold and where to find them. They thank you and start for home.

**F-** This metal door is locked. Heroes need the Brass Key to open it.

**G-** These 3 trap doors are all connected. The passageways underneath are large and safe.

**H-** This Warlocks 1<sup>st</sup> spell is Summon Undead. His 2<sup>nd</sup> spell is Summon Fimirs. He then resorts to physical combat. The Chest inside this room is bobby trapped. 2 hit points if sprung. Inside is evil Warlock paraphernalia and the Iron Key.

**I-** When the Heroes enter this room, they discover another Treasure Hoard. They leave it for now.

**J-** The Hero that opens the Tomb is attacked by a Mummy. When the Heroes search the room, they find a sapphire ring on the Mummy, worth 50 gold coins.

**K-** When the Heroes search this room, they discover on the Desk a note and map for Zargon. "It's a map of the land of Sunca that they were preparing for their invasion." Says the Wizard. The Chest in this room is safe. Inside are documents and plans for the invasion. Also the Heroes find all 6 spell scrolls from the Artifacts cards.

**L-** This room is an ice vault. Heroes need to see if they lose body points to the cold. When the Heroes search this room, the Dwarf discovers the destruction lever. "That settles it then. Lads, if we can make it back, we can smash this pin and put a stop to Zargon's invasion. I can smell the fresh air. We should find the main gate close by." He says.

**A-** When the Heroes open the door to this storage room, the Dwarf is in awe. "I tell you lads, this place was craved out by Dwarves." He says. "I believe you." Says the Elf. "For I have visited your halls years ago. Look at this place, even though it is very old and decaying, it's still beautiful." "Then how can Zargon's monsters find these places when the local people never knew of them." Asks the Wizard. "I do not know the answer." Grumbles the Dwarf.

**B-** When the Heroes search this room, they discover inside the Bookcase a Spell Scroll Artifact.

**C-** When the Heroes search this room, they discover a woman tied to the Rack. She is very weak, But alive. You untie her "Oh Thank you, those Fimirs were going to eat me. They attacked us in the night. We never had a chance." She tells you. "Where did they come from?" You ask. "I don't know, there were so many. They took all of us alive. They brought me here. I don't know what has happen to my family." "Stay with us. We will keep you safe." You say. The woman follows behind you.

**D-** These giant metal doors are locked. The Heroes need the Iron Key to open them.

**E-** When the Heroes search this room, they discover inside the Cupboard all sorts of good food. "They came prepared." Says the Dwarf. "Looks like they were going to stay for a while." Says the Barbarian.

**F-** This trap door leads to the other trap door marked 'F' the passage way is safe.

**G-** When the Heroes search this room, they discover a note to Zargon inside the desk. "These monsters were part of the first scouting party. There's a third part and they're heading for the next village." Says the Wizard. "We must hurry." Says the Barbarian. The Chest is bobby trapped. 2 hit points if sprung. The Chest is full of gold taken from the town, 5,000 pieces worth. Heroes also find the Iron Key.

**H-** When the Heroes open the door to this room, they see 3 Orcs guarding the people. The room is full of captive people chained to the walls.