

A- Staring place of the Heroes

B- Follow the rules for the crevasse tile. If a Hero is really curious. The Chest is safe. Inside are 500 gold coins.

C- Zargon- We lost our Dwarf in the crevasse. If this happens to your players then provide a replacement Hero in this room. He has the same Stats as the lost Hero and he just happens to have all the same belongings in his backpack that is in the corner of the room. If all of your Heroes have made it through all right. Then they find the half eaten remains of a human man on the Rack.

D- When the Heroes search this room, they discover inside the Bookcase a secret compartment. Inside is a very large emerald worth 500 gold coins.

E- When the Heroes search this room, they discover 3 good throwing axes and 2 throwing stars on the Weapon's Rack. Also, they see something inside the ice. 5 hit points will chop it out. "What is it?" You ask. "It is a giant key," Says the Dwarf. "These keys were used to unlock a secret door that lead to an escape tunnel." "Well at least we won't have to go back across that crevasse." Says the Wizard. You keep the key.

F- This metal door is locked. When the Heroes enter this room they are attacked by a swarm of rats. 1 rat attacks each Hero. When the Heroes search this room, they discover the secret door.

G- This Zombie has a crossbow that he uses as the Heroes come down the Hallway.

H- This metal door is locked. Heroes need the Iron Key to open it.

I- When the Heroes search this room, they discover good food inside the Cupboard. If the Heroes eat quickly, they will regain 1 lost body point. Heroes also discover the Iron Key.

J- This Warlock can cast a spell and make a physical attack on each of his turns. Warlock's 1st and 2nd spells are Mind Freeze. He then starts using Reanimation as long as he can on his undead servants until he is attacked directly. He then uses

Soothe on himself. The Alter is made of stone, the Wood blast spell will not work.

K- This Chest is bobby trapped. 2 hit points if sprung. Inside are 400 gold coins. When the Heroes search this room, the Hero that searches the Tomb is attacked by a mummy.

L- There is nothing among the Ice Gremlins hoard that is useful to the Heroes.

M- This trap door can only be opened with the large key. It leads into the escape tunnel. "Should we use it?" You ask. "Might as well. It should lead to somewhere outside." Says the Wizard.

Quest 9

You and your friends travel along the escape tunnel. You have to use a torch to see. "Wow! This goes on for a long way." You say. "And it is very deep." Says the Elf. "Do you think it is taking us under the river?" He asks. "Probably to the other castle. It would be the best place to go." Says the Dwarf. You travel as quickly as you are able to, over the icy floor. You come to a dead end. "Use that key here." Says the Dwarf. You open the secret door in the ceiling and climb up. You are inside a small room.

Zargon- The Heroes need a torch for this quest or they lose 2 attack and 1 defense dice. All the Orcs are Mountain Ocs and all the Skeletons are Iron Skeletons.