

protected by a spell, potion, or artifact. Also this room is very foggy. When attacking a monster inside this room the Heroes must first roll 1 combat dice. If they roll a skull or black shield then they attacked a false image and wasted their turn. Only when they roll a white shield do they see the real monster and can then make their attack. Monsters can attack and defend as normal.

**Scepter Tile** We have made this scepter into a collapsible spear. This is now the only weapon that can hurt a Frozen Horror. This spear has the strength of 3 attack dice.

**Bottomless Chasm Rooms** This room is very dangerous. Heroes must jump the chasm. The Chasm is treated like a pit trap. Heroes must roll any shield to make the jump. A skull means that that Hero just fell to his death and Zargon needs to make a replacement Hero. Rabbit boots, spells and potions are recommended when crossing this room.

**Ice Gremlin Treasure Rooms** There maybe treasure or there maybe just a pile of junk in these rooms. Zargon will tell the Heroes what they have found when they search the room.

**Cage Room** This is the place where any monster that has done something wrong is put to await execution.

**Icy River** Each square counts as 2 squares of movement. At the beginning of every turn that the Hero takes while in the river he must roll 1 combat dice. A white shield means that the Hero loses 1 body point to the icy cold, unless he is protected in some way. So a Hero can enter the stream without effect.

**Throne Rooms** These tiles don't do anything. They just make the game more fun.

## Monsters

### Changeling



12-Spirit Riders



2-Bellthors



4-Doomguards



1-Skulmar



1-Queen Kessandria



1-Witch Lord



2-Elven Warriors



2-Elven Archers



3-Giant Wolves



4-Ogres



1-Sinestra



6-Mercenaries



3-Ice Gremlins



2-Polar War Bears



2-Yeti



1-Frozen Horror

## Monsters



12-Hobgoblins



8-Mountain Orcs



16-Uruk-Hai



12-Iron Skeletons



6-Ghouls



6-Stone Mummies



2-Big Gargoyles



1-Zargon



7-Vampires



1-Kalra-nji



1-Neferu



1-Ghost Warrior



2-Werewolves



3-Othalus



1-Hydra