

that everyone inside the cloud takes 1 body point of damage. We changed the rule about finding a door. If two or more Heroes roll the same number they can all enter the same room. Heroes can also travel as a group with one player rolling for all the Heroes.

Short and long Stairways These tiles don't do anything but add to the feel of the game. If you have made your stairs 3-d, the Heroes can still see any Monsters that are on the other side and attack them with arrows or throwing weapons, Unless Zargon says differently.

Cliff Corridor We've made this tile a lot more dangerous. When a Hero starts to move onto the cliff his dice rolls are divided by 3. Dropping any remainders. A roll of 7 or 8 means that the Hero can only move 2 spaces, and so on. If a Hero rolls a 2 on his red dice when he is on the ledge then that Hero just slipped, now he must roll 1 combat dice. If he rolls a black shield, then he has just fallen to his death, if this happen, you Zargon must provide a replacement Hero for your players. You can do this by having the Heroes find a Hero chained to the wall in the next room that they enter, they'll find the keys and this new Hero just happens to have all the same belongings that the lost Hero had. It will make your players happy.

Revolving Room This tile is used to make the Heroes searching more difficult. There can be any number of doors. The Heroes can enter this room one at a time or as a group. They roll one red dice and then Zargon will show them which door they come out of. The room can be entered from any of the doors. It's getting out where you want to that's the problem. The Heroes can remain inside the room until one of them rolls the number that they are looking for.

Quicksand This tile separates a room with a quicksand pit. In order to cross it the Hero must roll a black shield on 1 combat dice. If he doesn't, then he falls into the quicksand and must discard 2 items. They can be anything. The Hero can then climb out on his next turn. Climbing out takes up his whole turn. The Heroes can avoid this trap in many ways. If he is wearing rabbit boots, then only a black shield rolled will send him into the trap. The Wizard can cast Staff Log, or Wings of Smoke, or use Air Walk or Ice Bridge and so on.

Artifact Cards

1-Wand of Magic
1-Ring of Return
1-Spell Ring
1-Orc's Bane
1-Spirit Blade
1-Borin's Armor
1-Wizard's Cloak
1-Wizard's Staff
1-Talisman of Lore
1-Elixir of Life

2-Ball of Flame
2-Fire of Wrath
2-Heal Body
2-Courage
1-Tempest
1-Sleep
1-Rock Skin
1-Genie
1-Fire Ring
2-Magical Throwing
Dagger
1-Pass Through Rock
1-Rabbit Boots
1-Arm band of Healing
1-Dust of Disappearance
1-Anti-Poison Quill

Artifact Cards

1-Elven Boots
1-Elven Bracers
1-Elven Bow of
Vindication
1-Ancient Staff
1-Sky Orb
1-Bone Wand
1-Treasure Without Doom

1-Chill
1-Ice Storm
1-Skate
1-Psychic Recovery
1-Warmth
1-Ice Bridge
1-Arm band of Ice
1-Amulet of the North
1-Snowshoes of Speed
1-Ring of Warmth

4-lost forever