

L- This Chest is bobby trapped. 1 hit point if sprung. Inside is a Wizard's Cloak, Eleven Bracers and Orc's Bane from the Artifacts cards. Also inside the Chest are 4 Heroic Brews, 2 Waters of Vitality, 2 Potions of Rejuvenation and an Elixir Of Life.

M- When the Heroes search this room, they discover the Brass Key on one of the Orcs.

N- This metal door is locked. Heroes need the Brass Key it open it.

O- All of these Fimirs have 2 Potions of Defense that they will drink. If Heroes can kill a Fimir in one attack, then Heroes can claim the Fimir's second Potion. When the Heroes search this room, they find the Princess' cousin tied to the Rack. He is half eaten. There is nothing the Heroes can do for him.

P- This Chest is safe. Inside are torture implements.

Q- When the Heroes search this room, they discover good food inside the Cupboard. If they eat some they will regain 1 body point. Heroes find the Iron Key on the Table and also discover the secret door.

R- Both of these Chests are safe. Inside each are 40,000 gold coins. Each Hero can claim 100 coins, but if they become greedy. Then they lose 1 attack dice for every 100 coins they collect.

S- All of these Chaos Warriors have Elixirs Of Life that they drink.

T- This room is full of Human prisoners. They are tired and weak, but alive and now safe.

Quest 4

You bring the people out of the castle and tell Dananel the sad news about the Princess' cousin. "He has a sister." Says Dananel. You question the people, but they don't know what has happened to their Princess. "We need to travel West to the next kingdom, maybe we can find some answers there." Says Dananel.

Quest 12

The Black smoke clears and your torch goes out. You quickly light another. You find yourselves standing in a room with a Tomb and 4 Stone Mummies. Mummies get to make the first attack. You move quickly to defend yourselves.

Zargon- Your Heroes need a torch for this Quest or they lose 2 attack and 1 defense dice.

A- The Heroes start here. When they have killed the Mummies they pull themselves together. "I can't believe it! It was like I was powerless against Zargon. I wanted to kill Him, but I found myself listening to Him." Says the Barbarian. "Me too, I'm so sorry, but I was so full of fear, He talked so quickly and the next moment we're fighting Mummies." Says the Wizard. "Where did He send us? We have to find a Mirror. What did He mean when He said 'My task here is done'?" Asks the Elf. "He knew He was beaten. He's running away. Our armies defeated his so now He's on the run. I feel ashamed that He controlled me like that. We made a deal with the devil, Lads. And that's not going to turn out well for us." Says the Dwarf. "You are right, my friend. But for now we need to focus on the moment or we're dead men. We got to fight our way to the Mirror He said. There is the door. Are we ready?" Asks the Barbarian. "We got friends to save and Vampires to kill. Let us move quickly." You say.

B- These Fimirs use fighting magic. They all have a Potion of defense and an Elixir Of Life that they drink. When the Heroes search this room, they discover a body on the Rack and Alter. "They're making Stone Mummies." Says the Elf. "Who? Not the Fimirs. I didn't think they were that powerful with their evil magic." You say. "Must be a Warlock. Anyway, We will find out soon enough." Says the Barbarian. The Heroes find an Artifact on the Alter.