

down." Says the Elf. "I don't think there are any Humans here." He says. "Let us rest until night fall and then we will make our way inside.

When the night comes you make your way to the main gates.

There are four Skeletons guarding the gates. "So there is someone home then." You say. You move in quickly to make your attack.

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

A- Starting place of the Heroes.

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

C- When the Heroes search this room, they discover an Artifact inside the Bookcase.

D- All the Fimirs in this room have a Heroic Brew, a Potion of Defense and an Elixir Of Life that they drink. When the Heroes search this room, they discover an Artifact inside the Bookcase. Heroes also find the secret door.

E- The Hero that falls into this pit trap discovers a tunnel that leads to a trap door marked "E" When the Heroes search this room they discover 2 Talismans Of Lore and 3 Sky Orbs from the Artifacts cards. Heroes also find 4 Heroic Brews, 2 Potions of Strength, 4 waters of Vitality, 5 Potions of Dexterity, 2 Potions of Battle Rage, 2 Potions of Icy Strength, a Potion of Speed and an Elixir Of Life.

F- These Giant Wolves are infected with the Werewolf's Curse. Any Hero that takes a hit from these Monsters will be infected with the curse.

G- The Orcs in this Hallway have cross bows and long swords that a Hero could claim when they are all killed.

H- Zargon- Remove Escape spell from Chaos spell deck and shuffle cards. Let the Heroes pick which spell this Warlock will cast. Warlock will cast spells as long as he is able to.

I- This Warlock can cast 2 spells on each of his turns. 1st set is Reanimation & Soothe. His 2nd set is Summon Undead & Shroud Of Night. When the Heroes search this room, they Discover 2 Artifacts on the Alter.

J- Zargon- Use the Foggy Ice Vault Tile for this room and Follow new rules for this tile.

K- Zargon- Use 16 squares Slippery Ice Tile for this room.

L- Zargon- Use 24 squares Slippery Ice Tile for this room. When the Heroes search this room, they discover an Artifact on the Table.

M- The first Hero to step on these spaces triggers the rolling rock trap.

N- The Chest in this room is bobby trapped. 2 hit points if sprung. Inside is an Artifact and 200 gold coins. When Heroes search this room, they discover a note to Zargon inside the Desk. "It talks about a scepter that they found. There must be something special about it. They say they have it safely hidden away until Zargon tells them what to do with it." Says the Wizard. "Let us see if we can find it. It may prove useful to us." Says the Barbarian. Heroes also find the secret door.

O- When the Heroes search this room, they discover a good shield and 2 throwing stars on the Weapon's Rack.

P- Let your Heroes pick the spells that this Warlock will cast. He casts 1 spell on each of his turns for as long as He is able to. The trap door inside this room leads to the other trap door marked "P" the passage is dangerous. Heroes that use this door must roll 1 combat dice and a skull means a lost body point. When the Heroes search this room they discover the scepter. "This scepter is magical. I can sense it." Says the Wizard. "Let me see that Lad." Asks the Dwarf. You give Him the scepter and He turns it into a spear. "This weapon was forged to kill a certain Monster." He says. He turns it back into a scepter and gives it to you. "Maybe it will kill Zargon." Says the Barbarian. "Possible. I pray that we find Him soon. I hate the thought of the Princess and Dananel being captive to those Vampires." Says the Elf. "Let us hurry then." You say.