

A- Starting place of the Heroes. This trap door leads to other trap door marked "A"

B- The first Hero to step on one of these spots triggers the Rolling Rock Trap.

C- These Zombies have crossbows that they use to shoot at the Heroes.

D- When the Heroes search this room, they discover a small metal Chest on the Fireplace. This Chest is bobby trapped. 1 hit point if sprung. Inside is a large emerald worth 200 gold coins. Heroes also find the 2 secret doors.

E- This Chest is bobby trapped. 1 hit point if sprung. Inside is a Ring Of Warmth from the Artifacts cards and some fur cloaks. When the Heroes search this room, they discover an Artifact inside the Bookcase.

F- This Chest is bobby trapped. 2 hit points if sprung. Inside are 6 Heroic Brews, 2 Potions of Icy Strength, 2 Potions of Power and 2 Waters of Vitality.

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

H- These Fimirs have Potions of Strength and Elixirs Of Life that they will drink. If Heroes can kill a Fimir Twice before it is its turn, Heroes can claim the Potions of Strength.

I- I made it so that this Warlock does not need direct line of sight to attack the Heroes. Let your Heroes pick the spell that He will cast on the Heroes. When the Heroes search this room, they discover 2 Artifacts on the Alter.

J- Zargon- The Heroes do not see these Zombies until they reach the top of the stairs.

K- This Chaos Warrior has 3 Potions of Defense, a Heroic Brew and an Elixir of Life that he drinks. If Heroes can take him out twice before it is his turn, then Heroes can claim the Heroic Brew.

The Chest inside this room is safe. Inside is a pair of Snowshoes of Speed from the Artifacts cards. There is also an Artifact inside the Chest. When the Heroes search the room,

appears before you. "Warriors, find your way out and then we will talk." She disappears. You are in a large room with 4 doors. "This can't be good." Says the Dwarf. "At least we got all of our supplies." Says the Wizard. "Well then, my friends, let us not keep our hostesses waiting." Says the Barbarian. You put on your armor and head for a door.

Zargon- Each room has a number. The number in front of the doorway that the Heroes use to enter is the number of the room they will appear in. Heroes can only search a room once.

A- Starting place of the Heroes.

B- When the Heroes search this room, they discover a Heroic Brew and an Artifact on the Table.

C- These Fimirs use fighting magic to attack the Heroes. They each have a Heroic brew and an Elixir Of Life that they drink. If the Heroes can take a Fimir out twice before they make their attack, Heroes can claim the Heroic Brew. The Chest inside this room is bobby trapped. 2 hit points if sprung. Inside are 2 Potions of Dexterity and 40 gold coins.

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

E- This Chest is bobby trapped. 2 hit point if sprung. Inside are two Healing Potions and 40 gold coins. Heroes discover a sealed jar on the Table. Inside the jar are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Points can be shared. The Heroes also discover the 2 secret doors.

F- This Chest is safe. Inside are 400 gold coins.

G- This Chest is safe. Inside is Borin's Armor from the Artifacts cards.

H- Shuffle Chaos spell cards and allow Heroes to pick which spell this Warlock will cast, if he can survive Heroes first attack. If Escape is chosen, then Warlock disappears. When the Heroes search this room, they discover a Goblin tied to the Alter. "If you set me free, I will fight for you." He says. What