

A- Starting place of the Heroes.

B- This Yeti has its back to the Heroes, if they sneak up behind it, they can have their 1st attack with the Yeti having no defense.

C- When the Heroes search this room, they discover a note to Zargon on the desk. "We just killed 4 generals. They say that all is ready for the invasion and that they plan for a great victory." Says the Wizard. "This is going a lot better than I thought it would. I hope we don't run into any surprises." Says the Barbarian.

D- When the Heroes search this room, they discover a small girl tied to the rack. She's in very bad shape. The Heroes need to give her a healing Potion that will restore 3 body points, if they are to save her. After drinking, she is still very weak; one of the Heroes must carry her. That Hero can't do any more physical combat. If the Wizard or Elf carry her, they can still cast their spells.

E- The Heroes can't take the little girl through the ice vault until they figure out a way to protect her from its effects. They can give her a Ring of Warmth, or the Wizard can cast Boil on her. All unprotected Heroes will lose 1 body point going through this room. Once all the Heroes are through this room, the ceiling caves in. "WOW! That was a close call. I guess there is no going back that way." You say.

F- When the heroes search this room, they discover a small chest inside the Bookcase. This chest is bobby trapped. 1 hit point if sprung. Inside is an Elixir of Life.

G- This Warlock has his back to the Heroes. He is in a trance. If the Heroes attack him without first checking with their Wizard. Then the Warlock explodes causing 3 body points of damage to all the Heroes inside the room. If the Heroes check with their Wizard then Wizard can cast Deflect and kills the Warlock. The Chest is bobby trapped. 2 hit points if sprung. Inside is evil Warlock paraphernalia and 4 Heroic Brews.

Quest 1

The Console of Elders from the City of Sunca have summoned you and your friends to their Northern Kingdom. Two towns have been destroyed. The people are gone. The invaders have disappeared without a trace. You and your friends are needed to put a stop to this before it goes any further.

You buy supplies and head out to the first town. You arrive to find the burnt ruins lightly buried in the new fallen snow. "What do you make of it?" Asks the Barbarian. "I just can not see how anyone could come in and attack this village without any warning like this.

This mountain makes the perfect defense." Says the Elf. "Unless they came through the mountain." Says the Dwarf. "See that ridge up there?" He continues. "There's no snow on that ridge. My guess is that it is a door." "Let us go and see then." Says the Barbarian.

You find a path that leads right up to the ridge. The Dwarf sees a stone in the side of the mountain that catches his eye. "I don't believe it." He says. "What is it?" You ask. "This stone! It is the latch. My teacher told me about them, it's an ancient dwarf design, but we stop making them like this centuries ago, because they are so easy to spot." He presses on the stone and a large opening appears. Torches on the inside walls prove that there's someone here. You go inside.

A- This Zombie has a crossbow.

B- When the Heroes search this room, they discover inside the Bookcase a Spell Scroll Artifact. Shuffle the 6 cards and allow the Heroes to pick 2 cards from the deck. Record these scrolls on the Heroes Status sheet and return cards to the deck.

C- When the Heroes search this room, they discover a man tied to the rack. HE'S ALIVE! You untie him and he tells you this. "They came out of nowhere. They were upon us during the night. I've lived here all my life and never noticed that this place was here. How did they know about it?" You give the man food and water and tell him to wait here until you return.

D- When the Heroes search this room, they discover on the Weapon's Rack a well-made long sword.