

**Zargon-** The Orcs for this quest have 5 defense dice.

**A-** This Zombie has a crossbow that he uses to shoot at the Heroes.

**B-** When the Heroes search this room, they discover that these Orcs were making armor. "That explains all the smoke." Says the Dwarf. "They turned this hall into a forgery."

**C-** When the Heroes search this room, they discover the secret door. "Look!" Says the Wizard. "It's the mark of the wizard's society. But I have never seen this other mark that is next to it before." "It is the symbol my people use for our healers." Says the Barbarian. "I wonder what it means." He asks.

**D-** When the Heroes enter this room, they discover a Wizard's study. "This is incredible." Says the Elf. "Look at this spell book. The pages are made from copper. It has new spells."

**Zargon-** Give the Elf and Wizard their new spells. The Chest is safe. Inside are 3 Heart strengthening Potions. A Hero can only drink one. When they do, they gain 2 body points on their Status sheet. There are also 2 Elixirs of Life and 4 Heroic Brews.

**E-** When the Heroes search this room, they discover inside the Desk a note to Zargon. "This note talks about all the iron that they are finding down inside the mines. They're sending all the armor back to their city. There is no mention about the prisoners." Says the Wizard.

**F-** The Heroes see a sunbeam shining inside this room. "These monsters must have came in here for a bit of fresh air. Can't blame them, this smoke is really getting to me too." Says the Elf.

**G-** When the Heroes search this room, they discover inside the Cupboard a storehouse of good food. "Would you look at this!" Says the Barbarian. "They got more food than most taverns I have visited." "Where are they getting all of this, way up here in this frozen land?" Asks the Elf. If Heroes eat a bit they regain 1 lost body point.

**H-** These Fimirs have Elixirs of Life and Heroic Brews that they drink. 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 a large emerald worth 200 gold coins.

**I-** This Chest is safe. Inside are forging tools.

**J-** These stairs lead down to the next level.

**G-** When the Heroes search this room, they discover a secret door.

**H-** This room is freezing cold. Any Hero that enters it will lose 2 body points for every turn that he spends inside. If the Wizard is here he could cast Boil on the Hero that enters and no harm would come to him. This Chest is bobby trapped. 1 hit point if sprung. Inside are 3 Spell Scrolls from the Artifacts cards. A Warmth Spell, a Psychic Recovery and an Ice Bridge. Also inside the Chest are 50 gold coins and 4 Heroic Brews. When the Heroes search this room, they discover The Ring of Warmth, from the Artifacts cards, on the hand of the Ice Gremlin.

**I-** This Warlock immediately casts Mind Freeze on the Hero that opened the door. If that Hero is wearing the Ring of Warmth, then he is saved from the spell. Warlock's 2<sup>nd</sup> spell is Summon Fimirs. Then he resorts to physical combat.

**J-** This Zombie has a crossbow that he uses to shoot at the Heroes.

**K-** 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 a small sapphire worth 50 gold coins.

**L-** When the Heroes search this room, they discover inside the Cupboard dried fish. If they eat some they will regain 1 lost body point.

**M-** When the Heroes reach this spot, they see the secret door.

**N-** When the Heroes search this room, they discover a book on the Desk. "This book talks about a magical scepter that turns into a spear." Your friend says. "Does it say where it is hidden?" You ask. "No. It could be possible that the monsters have already found it." He says. "Maybe the others are having better luck than us."

**O-** These doors lead to the next hall.