

- A-** Starting place of the Heroes.
- B-** This metal door is locked. Heroes need the Iron Key to open it.
- C-** This metal door is locked. Heroes need Brass Key to open it.
- D-** When the Heroes search this room, they find a great discovery inside the Cupboard. All 6 Spell Scrolls from the Artifacts cards. Heroes also find the Iron Key.
- E-** When the Heroes search this room, they discover 2 throwing axes on the Weapon's Rack.
- F-** This Chest is bobby trapped. 2 hit points if sprung. Inside is an evil ruby and diamond medallion worth 2,00 gold coins. "I wonder what the Warlock is doing that he is not here?" Asks the Barbarian. "I'm sure that we will find him soon enough." Says the Dwarf. Heroes also find the Brass Key on the Alter.
- G-** This Chest is bobby trapped. 2 hit points if sprung. Inside are 1,000 gold coins. When the Heroes search this room, they discover notes to and from Zargon on the Desk. The Mountain Orcs want more human skeletons, but Zargon wants the captives for slaves to work in the city, Cartaus." Says the Wizard. "The city Cartaus! A city! What are we walking into?" Says the Barbarian. "This is getting big. It says that they took the people to Cartaus. There must be another passage through this next mountain. We really got our job cut out for us, if we are going to save these people." Says the Wizard.
- H-** There is nothing among the Gremlin's hoard that is useful to the Heroes.
- I-** When the Heroes enter this room, they see 2 Gremlins inside the cage. They beg you to set them free. They say that if you set them free, they will show you a vast treasure.
- Zargon-** If the Heroes set the Gremlins free. Then the Gremlins attack the Heroes with scrap metal daggers that they made while inside the cage.

- E-** This Warlock's 1st spell is Summon Orcs. His 2nd spell is Summon the Undead. His 3rd spell is Summon Fimirs. Then he resorts to physical combat.
- F-** This metal door is locked. Heroes need the Brass Key to open it.
- G-** When the Heroes search this room, they discover a note to Zargon inside the Desk. "It says that the monsters are asking for more food, especially meat." Says the Wizard. "I hope that is not what the prisoners are for." Says the Elf. Heroes also find the Brass Key.
- H-** Both of these Chests are bobby trapped. 1 hit point if sprung. Inside Chest #1 is 400 gold coins. Inside Chest #2 are pieces of cloth. The Dwarf also discovers the destruction lever. "It looks like decoration." Says the Barbarian. "If you break that pin. The sand will be released and the ceilings will come down, and giving the age of these halls and the upkeep of it, I'm betting that half the mountain will follow." Says the Dwarf. "Will we die if we break this lever?" Asks the Elf. "No, it will take time, time enough for us to run back through." Answers the Dwarf.

Quest 8

You make your way down the long Hallway. "We're coming out, I can smell the fresh air." Says the Dwarf. You come to a massive door. The Dwarf finds the lever and opens the entrance. The bright sunshine hurts your eyes. You wait for your eyes to adjust and then you make your way out. The cold makes your breath steam. "A valley, just like the book said. But it looks like winter came to this place and has never left." Says the Elf. "Maybe 2,000 years ago this valley was a lot different. Maybe that's why they all left. Look! A castle. Two castles, one on each side of this valley." "Let us check this one out first, see what Zargon's up to." Says the Barbarian. You agree and follow your friend up to the main gates.

Zargon- the Orcs have 5 defense dice.