

**Heroes**

1-Wizard  
 1-Dwarf  
 1-Elf  
 1-Barbarian  
 2-Elven Warriors  
 2-Elven Archers  
 6-Mercenaries  
 1-Captain Kenaron  
 1-Female Wizard  
 1-Female Dwarf  
 1-Female Elf  
 1-Female Barbarian  
 1-Princess Millandriell

**Treasure Cards**

1-Potion of Defense  
 1-Potion of Strength  
 1-Heroic Brew  
 2-Gems-35  
 4-Jewels-50  
 4-Gold-15  
 2-Gold-25  
 7-Potion of Healing  
 8-Hazard  
 10-Wandering Monster

**Treasure Cards**

1-Elven Cloak of Passage  
 2-Treasure Hoard-300  
 1-Wolfsbane Potion  
 1-Air Walk

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2-Potion of Warmth  
 2-Potion of Magical  
 Resistance  
 2-Poison

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4-Anti-Poison Quill  
 1-Goblin Thief  
 1-Falling Debris  
 1-Cursed Coin  
 1-Dust Trap  
 2-Potion of Restoration  
 7-Potion of Renewal  
 1-2 Wandering Monsters  
 1-Sapphire-100  
 2-Ruby-100  
 6-Rat  
 2-Food  
 2-Throwing Dagger  
 1-Magical Throwing Star  
 1-Throwing Axe  
 1-Poison Throwing Dagger  
 1-Acid Slug  
 2-Spider  
 2-Snake  
 4-Failed Search

**Slippery Ice** The single space tiles are not placed on the board until a Hero steps on them. He then must roll 1 combat dice to see if he has slipped. A white shield rolled means he slips and this ends his turn. Because there are now large areas and whole rooms that are filled with slippery ice. A Hero only needs to roll the combat dice once at the beginning of his turn to see if he slips. I also allow the Heroes to be able to see these larger areas of ice and Zargon will lay them down when they come into the Heroes' view. This makes it easier for Zargon because monsters will be standing on these spots as well. Monsters never slip.

**Ice Ledge** This is a dangerous room. When the Hero enters he must roll 1 combat dice. Anything but a black shield means that the Hero is safe and doesn't slip. If a black shield is rolled, that Hero slips and suffers 1 body point of damage. He must also roll 1 combat dice again. Anything but a black shield and the Hero can continue. If another black shield is rolled then that Hero has just fallen to his death. You Zargon must provide a replacement Hero as soon as you can.

**Ice Vault** (12 squares) When the Heroes enters this room, they must start rolling one combat dice at the beginning of their turn, a skull means they suffer 1 body point of damage. So a Hero can enter the room without effect, but after that then the Heroes must roll at the beginning of every turn that they spend inside this room, unless they are protected by a spell, potion, or artifact.

**Ice Vault, Living Fog Room and Scepter Room**

I have combined all three of these rooms into one tile. We call it Foggy Ice Vault. I took the Scepter room and removed the scepter from the tile. I put the scepter on a single tile. When the Heroes now enters this room, they must start rolling one combat dice at the beginning of every turn, a skull means they suffer 1 body point of damage to the cold. Heroes must roll for every turn that they spend inside this room, unless they are