

**J- Zargon-** Remove the Escape spell for the Chaos spell cards and shuffle the deck and allow the Heroes to pick which spell the Warlock will cast. There is a girl tied to the alter. She is alive and now safe. "Thank you brave warriors. They were going to turn me into a zombie." She says. "Where are they holding the people?" You ask. "Inside the throne room, in the center of the castle." She answers. "Stay with us." You say. She follows you, but can't do any fighting.

**K-** There is a body on the Rack. He is half eaten. There is nothing the Heroes can do for him.

**L-** When the Heroes search the Weapon's Rack, They find 2 good shields.

**M-** All of these Chaos Warriors have Elixirs Of Life that they drink. When the Heroes search this room, they discover an Artifact in the Desk. The Heroes also find a note to Zargon. "I can't make it out too clearly." Says the Wizard. "It says that they captured one and that they will bring whatever it is to Zargon right away." He says. "One what?" Asks the Barbarian. "I don't know. I've never seen this word before." Says the Wizard. "Damn. It must be important to Zargon and we don't know what it is." Grumbles the Dwarf. "Maybe Dananel will know something about it." Says the Elf. "That's a good idea." You say.

**N-** When the Heroes enter this room, they see 2 women chained to the walls. Woman #1 says. "Please help us!" Woman #2 says. "Don't unchain her. She's a werewolf." Woman # 1 says. "Please save me! She's a Vampire!" What will the Heroes do?

**Zargon-** Woman #1 is a werewolf. If the Heroes free her she turns and attacks the Heroes. Anyone taking a hit from her will be infected with the Werewolf curse. Woman #2 is Alura, the Vampire, if the Heroes free her, she will fight with them for a couple of rounds and then runs away saying. "We will meet again my brave mortals."

"What was she?" Asks the Barbarian. "The other one called her a Vampire. I never heard of that before." Says the Wizard. "I

**Zargon-** Your Heroes need a torch for this quest or they lose 2 attack and 1 defense dice.

**A-** Heroes start in this room.

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

**C-** This Chest is bobby trapped. 1 hit point if sprung. Inside are fur cloaks. When the Heroes search this room, they discover an Artifact inside the Bookcase.

**D- Zargon-** Use the Frozen Horror Throne Room Tile for this room. The Heroes must change the scepter into a spear to make an attack on the Frozen Horror. Only the magical spear can kill the Horror.

**E-** These Skeletons have crossbows and broad swords. They all have 3 attack dice.

**F-** This Chest is bobby trapped. 1 hit point if sprung. Inside are 2 Heroic Brews and 100 gold coins. When the Heroes search this room, they discover 2 Artifacts inside the Desk. There are notes to and from Zargon. "He called His armies back." Says the Wizard excitedly. "Our Armies must have whipped his butt." Says the Barbarian. "This is good. But something's not right." Says the Elf. You look at your friend. "It was too easy." He says. "We got a job to do." Says your friend. You swallow hard. Your fear has been growing.

**G-** This Monster is a Changeling. It is presently in the form of a Fimir. When the Heroes kill it and search the room, they discover the Eleven Bow Of Vindication inside the Mirror. The Heroes must use a bottle of Moon Silver to get the Bow.

**H-** When the Heroes search this room, they discover a sealed jar inside the Cupboard. Inside the jar are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Points can be shared.

**I- Zargon-** Use the 16 squares Slippery Ice Tile for this room.

**J-** This Chest is bobby trapped. Firestorm spell is triggered if sprung. Inside are 4 Potions of Restoration, 4 Potions of