



Fimir at Fault

After being cheated by a Fimir in a game of card, you decide to make your way to him and show him to treat you wizards with proper respect.

- A. *If a player searches for Treasure:* On the bench you discover a Fimir banishing spell. When cast, all visible Fimirs are immediately consumed by a destructive energy, and are killed. You may only use this spell in this quest.
- B. *When the indicated door is opened,* a falling rock trap is activated, and rubble blocks the indicated space.
- C. *If a player searches for treasure:* You find a healing potion and 45 gold.

D. Inside this room you encounter the Fimir. You demand your gold back, but he refuses, and challenges you. You realise the only way you will get your money back is to smite him. *When a player defeats the Fimir, they find 150 gold in his chamber.*

E. *This Gargoyle does not attack or move unless the player attacks it. It is immune to spells of any kind. The spell is still used up if attempted.*

Wandering Monster: Goblin