



# The Fimir Lords

discovered if a player searches for traps. If a player searches for traps. As you search, you pull one of the books off the shelf, and suddenly, it moves to the side to reveal a secret door

Prince Mightguard has offered a reward to any brave adventurer who can slay the two troubling Fimir Lords. The reward is 150 gold coins for every adventurer who helps bring down these horrendous beasts. Lucky for you, you know where they are. But beware, the tricky devils are always two steps ahead...

Wandering Monster: Orc

- A. This chest contain 100 gold coins.
- B. You walk into the room and see two Orcs and one of the Fimir Lords in deep discussion. On your entry, they turn in surprise. The two Orcs instinctively move and attack.
- C. *If a player searches for treasure.* This bookshelf contains a Potion of Healing.
- D. *This secret door cannot be discovered if a player searches for secret doors. It can only be*