

F- All of the Monster are sleeping. Here's the deal. Heroes can creep in and attack quietly. Monster has no defense. "BUT" The first time that a Hero misses an attack, all the Monsters awake and get first attack.

Zargon- Have the heroes attack the Goblins and then the Orcs first, because Fimirs have 2 body points. If Heroes ask "Why can't we just sneak pass." Tell them that the other door is locked and one of the Monsters has the key. When Heroes kill all the Monsters, they find the key on the last one.

G- Zargon -This Warlock will cast Rust on any Heroes' weapon that comes into the room. Wizard says. "I will kill him." Remove 'Escape' spell from Chaos Cards and shuffle the deck. Allow Wizard to pull the spells that Warlock will cast. If Heroes wish to join the battle you must leave all your metal weapons outside. Crossbow has metal parts, so it can't be used. When a Hero fights with his fists he has 1 attack dice.

H-When the Heroes open the two doors, they find Zargon and Judas. (Use a Chaos Warrior figure for Judas.) The King is tied to the rack and the Queen is tied to the chair. Zargon and Judas have sacrificial knives in their hands over the King and Queen. "HALT!" Yells Zargon. "Surrender and give me the Staff of Power or they will die."

The Wizard brings the Staff into the room and breaks it in half. Making 2 short spears. Wizard can at least save the Queen. He gets 2 attack dice and 2 tries to kill Judas. Judas has 1 body point, and 1 defense dice. 1 attack, if He lives. Good luck!

Zargon kills the King and begins to battle you. When Zargon is defeated, He disappears in a cloud of black smoke. Heroes can save the King (and Queen if necessary) by giving them an Elixir of Life. If Heroes don't have any. They find some in the Queens pockets. Why they looked there is open for discussion.

"Thank you brave warriors." They say. "You have fulfilled the prophecy and saved us all." As you leave the castle it begins to rain. 'God Be Praised!'
You all say, as you journey home.

As Zargon, I always let the Heroes search for treasure by pulling treasure cards after the room has been cleared of all Monsters. One card for One Hero per room. Once they have finished pulling cards, or if they do not wish to pull any cards, Then I tell them if there is anything extra. This is a very good time for you Zargon to help the Heroes by saying that there is a secret compartment inside the wall and then give them what you think they need, without them really knowing that you are helping them. I may not mention every secret door that there is. So watch your maps. I'm sorry that the maps get crowded at times.

Read and run through the quest inside your head, before playing with your friends, this will stop any delays or mistakes from being made.

Your Wizard and Elf will need the extra spell cards from Adventure #3.

Poison- we used the extra treasure cards from Adventure #1. Making the Venom Antidote a very useful item for curing all poisons.

Mind Points- This is an area of concern for us. We hated the way they were used in the expansion sets. When a hero loses all his mind points it only makes sense that he becomes unconscious, vise the "In Shock" but this is 'your' game. You decide which you like and go with that.