

horses and quickly return to the King's kingdom. But misfortune has befallen the kingdom. The King and Queen and all the Noblemen are being held captive in their own castle. The people are powerless to do anything, except the bidding of the captors. You and your friends disguise yourselves and make the next delivery of food to the castle. You are met by 4 Chaos Warriors at the main gate. You will have to move fast and quietly or you will not save the people.

Zargon- The Heroes will not have time to search the rooms for treasures. Tell them that they can split into two groups. They must move fast.

A- Starting place of the Heroes.

B- Main Gate is locked. It's made of iron and can't be broken down, or affected by any spell.

C- After the Heroes make their first attack. The surviving Goblins steal from the Heroes. Hero rolls one red dice to see how many items the goblins steals. Hero may pick which items he loses. Goblins then run away.

D- These Orcs have Potions of Strength that they drink.

E- These Goblins also rob the Heroes and then run away.

F- This Chaos Warrior has an Elixir of Life.

G- These Orcs have Potions of Defense that they drink.

H- Heroes see the secret doors.

I- Chests are safe. They are empty. Heroes find secret doors.

J- Heroes find 2 Potions of Rejuvenation and secret door.

K- The Heroes discover a nobleman tied to the rack. He is very near to death. The heroes must give Him a healing potion before He can talk. When healed He tells you that the Nobleman with the big nose, Judas, is the traitor. He took the king and Queen to a castle in the East. There Zargon is going to poison their minds into his service. You must hurry.

Wizard. "These men did not have a chance and neither will we against this." He says. "Unless we find some Dew Sun Weeds. And they have passed their season." He finishes. "Nothing we can do except go tell the King." Says the Barbarian. You return to your camp and gather your things. "Is this yours?" Asks the Barbarian. "No, What is it?" You say. He opens the pouch and finds dried Dew Sun Blossoms and a note. The note reads; "Warriors, I saw you in court and knew you were the ones. Be careful. Eat two blossoms a day and you will be safe. I will write again if you return. A Friend." Your friend gives you the note. "It is written by a noble woman." You say. "I do not like this, something is going on that we need to know about." Says the Dwarf. "And we will, but for now we have a way to avenge these men and get those Orcs. So let us get on their trail." Says the Barbarian. You eat the blossoms, the Elf Finds the trail. It takes almost a complete day to travel to the Orc's fort. You decide to wait the night out and make your attack at daybreak. You watch the Orcs leave and return when the first rays of dawn appear. You climb over the wall.

Zargon- This map is a fort. The rooms are buildings and the hallways are alleys.

A- Starting place of the Heroes.

B- All the Orcs in this room know magic. If any survive the Heroes' first attack, they cast "Cloud of Chaos" and attack.

C- In the bookcase the Heroes discover a jar. Inside the jar are 9 balls of wax. The Wizard breaks one open and discovers a healing mushroom. The Wizard knows that each mushroom will restore 1 body point. Because the mushrooms are sealed in wax, they can be saved.