

"Warriors you must return quickly to my Brother-in-Law's kingdom and help him. I will write a letter for you.

Will you please help us put a stop to this?" Asks the Queen. You agree and quickly return to the King's castle. You deliver the message. The King gives you 500 gold coins, you go into town and buy supplies. The king gives you a room to sleep in and the next morning he summons you to his courtroom, which is in total disarray. "SILENCE!" Yells the King. "I am convinced that these are the ones. Warriors, please let me explain. A hundred years ago a profit from God came to us and said that we are to wait for a man who has four strong arms to come to us and save us in our time of greatest danger. We now understand his meaning. You four, so close is your friendship to each other, that you act as one man. Please help us. Will you travel South to the castle by the sea? There you must solve a riddle that no one has been able to discover. It will tell you the hiding place to a mighty Wizard's staff of power. This staff will protect us. Will you please bring it to us?"

You agree. You travel South to the castle by the sea and find monsters inhabiting it. You wait until nightfall and make your way inside.

Zargon- Heroes need a torch or they lose 1 attack dice and 1 defense dice.

A- Heroes enter through this Eastern door.

B- There are 2 throwing daggers on the Weapon's rack.

C- 2 of these Monsters have Heroic Brews that they drink.

D- When the heroes pass through this door, The Wizard says. "Look, it is the mark of the Wizard's society, here on this wall." He asks the Dwarf to have a look. "There is no secret door on this Western wall. There use to be a torch rack here, see and there is writing under the dirt." You read the writing; it says "God the Son." The chest is booby trapped. 2 hit points if sprung. Inside are 40 gold coins.

Zargon- You can put a healing potion or two in the chest, if you think the Heroes really need it.

burning for revenge. He can have two extra combat dice in exchange for two defense dice. If they choose not to, then Barbarian is controlling his anger.

A- Starting place of the Heroes. The open pit is where they just came up from.

B- The Orcs are torturing the people. When Heroes kill all the Orcs, The people go and hide in the horse stall.

C- Zargon- Remove "Escape" from the chaos cards and shuffle deck. Have your players pick the 3 spells that the Warlock will cast for each of his attacks. He then resorts to physical combat.

D- When Heroes search this room they discover a sealed jar. In side are healing herbs. There are enough herbs to restore 9 body points. Herbs can be shared but not saved. Heroes also find a secret door.

E- Chest is safe. Inside are 400 gold coins and an Elixir of life.

F- These 2 doors are locked 5 hit points will break them in. Inside these rooms are people they are scared, but alive. You tell them to wait here until it is over.

G- This Chaos Warrior has an Elixir of Life that he drinks. On the rack is the King. He is dead. It has been too long to bring him back. Heroes find secret door.

H- This chest is booby trapped. 2 hit points if sprung. Inside are 4 potions of renewal, 2 potions of Rejuvenation, 1 potion of Battle Rage, 1 Potion of Speed and 1 Shield Potion.

I- When the Heroes search this room, Wizard discovers a scroll. When he open it and reads it all the Heroes regain their body points. The scroll then disintegrates. Heroes find a secret door.

J- The Tomb contains the body of the last King. Nothing important to the Heroes. Heroes also find a secret door.

K- On the Weapon's rack, Heroes find 3 throwing stars, 2 throwing axes and a long sword.

L- Zargon- These Orcs are fighting town's folks over the wall. Place them facing North. Can the Heroes take them out?

M- The Monsters have the queen and her ladies in this room. They are still alive. The chest is safe. Inside are 40 gold coins that the Queen gives to you.