

Zargon- The Heroes need a torch for this Quest or they lose 2 attack and 1 defense dice. Orcs in this quest are heavily armored. They have 5 defense dice. The outer hallway on the board is outside the castle. Your Heroes need to walk around and discover the secret doors.

A- Starting place of the Heroes.

B- These massive iron doors are locked.

C- When the Heroes search this area, they discover the secret doors. Inside is dark. The Heroes light a torch.

D- This Chest is bobby trapped. 1 hit point if sprung. Inside are 3 Potions of Dexterity, 4 Potions of Strength and 4 Heroic Brews. Heroes also discover the secret doors.

E- This Chest is bobby trapped. 1 hit point if sprung. Inside are 500 gold coins. When the Heroes search this room, they discover an Artifact and a note to Zargon inside the Desk. "This is odd." Begins the Wizard. "This note is asking for information on how the war is going. They are very low on supplies and want to know when they can return." He says. "Return? Then they don't want to stay here?" Asks the Barbarian. "Maybe they wanted to be part of the invading force." Says the Elf. "I wonder what has happened to all the people. The village doesn't look like its been through a war." Says the Dwarf. "Something is not right." You say.

F- If Warlock survives Heroes attack, then shuffle Chaos spells and let Heroes pick. This Warlock can cast 2 spells on each of his turns. If escape is chosen, then Warlock disappears. When the Heroes search this room, they discover an Artifact inside the Bookcase.

G- When the Heroes search this room, they discover a little bit of good food inside the cupboard. If they eat some they will regain 1 body point.

H- This Chest is bobby trapped. 1 hit point if sprung. Inside are 2 Heroic Brews and a 100 gold coins. Heroes also discover the secret door.

I- The Chest inside this room is bobby trapped. 1 hit point if sprung. Inside the Heroes find the Wand Of Magic, the Spell Ring and the Bone Wand from the Artifacts cards. Heroes also find 2 Artifacts.

J- When the Heroes search this room, they discover a dead man on the Rack. There is nothing that they can do for him. The one door is locked. 5 hit points will break it in.

K- There is a man inside this room. He is in bad shape. If Heroes give him a Healing Potion and some food, they will save him. The man tells you this story. "They came so quickly and so many. They killed everyone that couldn't run away into the forest. They did not follow us. They kept me alive for information. I know where my people will run to. But I did not tell them." "How big was their army?" You ask. "It was huge." He says. "And they did not stay long. They left behind a small company and the rest headed South." Says the Elf. "They moved quickly. It's like Zargon is after something." Says the Barbarian. "This castle has a legend." Says the man. "There is a trap door, but anyone who ever went in never came out, except one man. He says that there is a vast treasure underneath this castle guarded by a Monster." "Can you take us to it?" You ask. "Yes, I will." He says. He joins you but is too weak to do any fighting.

L- When the Heroes search this room, they discover An Artifact inside the Bookcase.

M- This metal door is locked. Heroes need the Iron Key to open it.

N- When the Heroes search this room, they discover the Iron Key.

O- When the Heroes search this room, they discover the secret door.

P- When the Heroes search this room, they discover the secret door.

Q- This trap door leads to the other trap door marked "Q" The man pleads with you. "It's not worth it." He says. We have to." You tell him.

R- When the Heroes search this room, they discover a vast treasure. Each Hero can claim a thousand gold coins. They also find the 4th piece of the map.