

Rejuvenation, a Potion of Recall, a Water of Vitality, 2 Potions of Icy Strength, a Potion of Thunder and 100 gold coins. When the Heroes search this room, they discover 2 Artifacts inside the Bookcase. When the Wizard reads the book, He can't believe what He is reading. "This book tells of an ancient Artifact called the Ark Of Power. I've never heard of such and Artifact." He says. "What does it do?" Asks the Barbarian. "It says here that it contains the power of God. The people who built it used it to get closer to God. The Ark protected the people, until they stopped listening to God. The Ark vanished and the people were destroyed." He reads. "Does it say where this ark is?" Asks the Elf. "It's believed to be somewhere in the valley beyond Gold Mountain. Back on our continent. But if that's true. I'm sure I've would have heard about it in my lessons." Says the Wizard. "Child stories." Says the Dwarf. "Well what ever it may mean is of no use to us here. Let us move on. I can feel Zargon close to us." Says the Barbarian. "Yes, I do too." You say.

K- Zargon- Use the Skull Throne Room Tile for this room. When the Heroes enter this room Zargon starts talking to them. "It's about time you fools showed up. Now listen to me. My task here is done. I am leaving. But you need to confront the Vampires. I'm going to help you." He goes to the Chest and takes out 4 bottles of Holy Water. He gives them to you. "I see that you have the Bow Of Vindication. Put it on the Alter now." He commands. You don't know why, but you do as he says. Zargon casts a spell on the bow and 4 arrows. "It will now only take one arrow to kill a Vampire. That is, if you don't miss. I am going to send you to a castle. Once there you must fight your way to the Mirror. Find some Moon Silver and that Mirror will take you to the Vampire's castle. Then take your revenge. Now BE GONE!" You and your friends disappear in a cloud of black smoke.

After resting for a day, you begin your journey Westward. You meet up with bands of Goblins and Orcs from time to time, but you make quick work of them. You stay close to the forest's edge as much as possible. Keeping off the main road. After four days you come to a castle. "It's the same as before." Says the Elf. "They are using the people to do all the work." He says. "Zargon doesn't want to kill us. He wants to enslave us and rule us." Says Dannanel. "This castle has a moat. There's a large drain tunnel in the back. We could easily get in through there." Says the Dwarf. You like the plan and wait for night. You swim the moat to the opening and crawl in. You come up inside a small room inside the castle.

Zargon- Orcs are lightly armored. They have 4 defense dice.

A- Starting place of the Heroes. Heroes see the secret door.

B- This Chest is safe. Inside is kitchenware and a magical never miss throwing dagger.

C- All of these Fimirs know how to cast the Werewolf Curse spell. If any survive the Heroes first attack, they will cast the spells. When the Heroes search this room, they discover an Artifact inside the Cupboard.

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

E- This Chest is bobby trapped. 1 hit point if sprung. Inside are 3 Heroic Brews, a Potion of Speed and a Talisman of Lore from the Artifacts cards. When the Heroes search this room, they discover an Artifact inside the Bookcase.

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

G- This Chest is bobby trapped. 1 hit point if sprung. Inside are 2 finely crafted helmets.

H- This Chest is bobby trapped. 1 hit point if sprung. Inside are 2 Potions of Strength and a piece of a map. "What's this?" asks the Dwarf. "It's a piece of a map. But, I can't tell what it is for." Says the Wizard. "Let us keep it. We may find another piece." Says the Barbarian.

I- Zargon- If any Hero ran pass the falling block traps and was cut off from his friends. Have these Orcs capture him and bring him to the center room.