You are in the local tavern, telling tales of how you once again fouled the plans of the Evil Wizard, Zargon. Suddenly, a booming voice that seems to come from nowhere stuns the group:

“My friends, I need your help again!

Everyone in the tavern becomes scared and an icy silence falls over the room. At first you hesitate, but immediately recognize the voice of Mentor and ask everyone to calm down, reassuring them that there is no danger. Suddenly, a bright light appears in the middle of the tavern and begins to take the form of a portal. The voice speaks again:

“Zargon is acting up again. He has enslaved the inhabitants of a small town located just north of the Empire. All are being forced to work in a mine, extracting the ore needed to forge a rare magical metal called Maktrom. Once mined and forged, it will create thousands of weapons to equip the armies of Zargon. To prevent any slave revolt, Zargon has magically raised a fortress next to the mine. Time is of the essence! Now, cross into the portal and liberate the townsfolk from Zargon’s control and prevent the creation of these weapons, before it is too late!

Without delay, the Heroes travel through the magic portal and are transported into the fortress.”

Mentor

A Message from Mentor

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Mentor

The Quest was originally published in Dragão Brasil Magazine, Annual 1, Number 4, in Portuguese. The text has been translated using Google™ Translator and formatted to the text presented here. Some words and phrases did not translate well, so I had to make certain assumptions and innuendos, etc... If anyone reading this is bilingual and would like to assist in a better translation, feel free to contact me and I will gladly make any necessary corrections.

~ Phoenix
Quest 1

Search for the Ingredients

“You need to find and destroy the chests containing ore. This is the first step to prevent Zargon from arming his legions.”

NOTES:

A. Searching for treasure in this room will reveal the four components necessary to create the special Maktrom metal.

B. Searching for treasure in this room, a Hero will find a Magical Throwing Dagger hidden among the useless items on the Weapons Rack. The Treasure Chest contains 100 Gold Coins.

C. If a Hero searches for treasure, he will uncover a Potion of Healing in the Cupboard that will restore up to 3 Body Points when consumed. (This should be noted on the player’s character sheet.)

D. This Treasure Chest contains a gem worth 600 Gold Coins.
"Now, you must find the Golden Key. It opens the door to the secret laboratory of the evil sorcerer Grinlam, one of Zargon's minions, responsible for the creation of the Maktron weapons. Armed with the new key, you will be able to access the wizard's lab."

**NOTES:**

- **A** A Hero searching for treasure in this small room, will find 300 Gold Coins in the treasure chest.
- **B** In the chest is a Healing Potion (1d6) and a Veil of Mist Spell Scroll.
- **C** Hidden in one of the tombs is the Golden Key to Grinlam’s laboratory.
- **D** This room contains a trap. By searching for treasure, the Hero sets off an alarm that will cause a Wandering Monster to appear behind them.
Quest 3

The Secret Formula

“We have already destroyed the magic ingredients for the creation of the magical ore and we have in our hands the key that opens the door to Grinlam’s Laboratory. We must now find the formula for the forging of the metal and destroy it.”

NOTES:

A If a Hero searches for treasure, the chest in this room contains a cursed ring, Andel's weakness. Any Hero that puts it on will lose 1 Combat Die in attack. The ring will not come off, and can only be removed by a wizard in town for 200 Gold Coins.

B The Weapons Rack contains old weapons, that have no value to the Heroes.

C When searching for Traps or Secret Doors, a Hero will find a Secret Door hidden in the false bottom of the Cupboard. This Secret Door will whisk the Hero to the starting Stairway.

D On the Bookshelf are books about the life of Zargon. The first two Heroes that search for treasure will find a random Spell Scroll hidden amongst the books.

E On top of the Alchemist’s Bench are a handful of rolled parchment with a black ribbon. All of them are portions of the formula containing the necessary material for the foundry, and must be destroyed.

Wandering Monster in this Quest: Mummy
Quest 4

Confronting the General

“To free the city from Zargon’s control, we must find and defeat General Rantler. I believe that defeating the General will create havoc and his minions will flee.

The prisoners will then be free and able to return to their normal lives.”

NOTES:

A This large room is the headquarters of General Rantler commanding his troops of monsters. Upon entering the room, the Heroes will face the General sitting in his throne. Immediately he stands (on the Chaos Sorcerer icon), shouting "Death to all who do not follow Zargon!"

GENERAL RANTLER:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>6</td>
</tr>
</tbody>
</table>

B This is a cell that is holding the wives of the city residents captive. Once they have been released, they will refuse to leave because their children are being kept in the Room D. When the children are released, the mothers will take them out of harm’s way.

C In this room a Chaos Warrior is torturing one of the townsmen.

D This cell is holding the children. Once released, they will leave with their mothers.

E On the Weapons Rack are some of the weapons used by General Rantler’s army. All are in perfect condition. (The first searching Hero may select one weapon from the Armory Sheet.)

F Within these cupboards are General Rantler’s personal clothes. The cupboards contain nothing else of value.

Wandering Monster in this Quest: Fimir
NOTES:

A Searching for treasure in this room will cause a Wandering Monster to appear. The Treasure Chest is empty.

B The Bookshelf and Table are empty.

C The Cupboards are full of food for Orcs, unsuitable for human consumption. Any Hero that attempts to eat the food will suffer 1 Body Point of damage, except the Dwarf, who has a stronger body.

D On the Bookshelf is a very intriguing book. Ask the Hero if he wishes to examine it. If so, he will learn that the book is cursed and is forced to gaze into it for 10 rounds. The Hero may not Move, Attack or perform any other action. He is, however, able to defend with 2 Combat Dice.

E The Weapons Rack contains weapons used by Zargon’s army. All are in good condition and the searching Hero may select one weapon from the Armory Sheet.

F The Cupboard contains a trap. When a Hero searches for treasure or secret doors, he will immediately be attacked by a Wandering Monster.

G This room has a secret door that can only be opened with the Golden Key, found in Quest 2. Beyond this room is the secret laboratory of the infamous sorcerer, Grinlam.

Grinlam knows the following spells: Fireball, Fire Storm, Tempest, Sleep and Summon Orcs.

Wandering Monster in this Quest: Chaos Warrior

This is the last adventure. You, Heroes, have nearly succeeded in preventing Zargon’s plans once again. Find the wizard's laboratory and destroy it. Only then can we celebrate with the townspeople!