

Quest 8

The man is surprised to see you again. You tell him about the treasure that his people can use to rebuild their lives. "The map says that the castle we need to go to is East of here. But we are going to need some Moon Silver in order to make the mirror work." Says the Wizard. "There maybe some inside the castle." Says the Elf. "I hope so. We're taking a big chance." Says your friend. "Have Faith, God will provide."

You waste no time and find the castle. It is built on top of a large hill. "There are 4 Skeletons guarding the gates. We need to come up the back and come at them from the sides." Suggest the Elf. "Sounds good. Let us wait for the night and then we will make our attack." Say the Barbarian. You welcome the chance to rest for a little while, but night comes quickly. You make your way to the main gates and move quickly to make your attack.

- A- Starting place of the Heroes.
- B- These massive wooden doors are locked. The Wizard needs to cast a spell on them for the Heroes to get through.
- C- Heroes need to roll a black shield to make it across or they lose 2 body points. Wizard could use Staff Log spell.
- D- This Portcullis is locked. Heroes need the Iron Key to open it.
- E- This portcullis is locked. Heroes need the Brass Key to open it.
- F- Shuffle Chaos spells and let Your Heroes choose the spells that this Warlock will cast. He will cast one spell on each of his turns for as long as he is able. When the Heroes search this room, they see a Ghoul lying on the Alter. He jumps off and attacks the Heroes. Heroes find 2 Artifacts on the Alter.
- G- This metal door is locked. Heroes need the Iron Key to open it.

Quest 7

You come out of the Vampire's maze and they are there to meet you. They have the Princess and Dananel captive. You prepare for battle. Your friend the Barbarian makes a small sign for you to hold. "Give us our friends back and we will let you live." He tells the Vampires. "You can have them, after you run a little errand for us." Says Diann. "It will be to your advantage, we have the same enemy." Says Lura. "What do you want from us?" Asks the Wizard. "We need you to get rid of Zargon for us. He came to our lands with his Monster hoard and drove us out of our home. Get rid of him and you will win your war, save your friends and we can go home." Says Diann. You and your friends hate the idea of helping people who are evil. But, yet you reason that they are right. This is what you came here to do. These Vampires can show you where Zargon is. You agree to go.

The Vampires give you the third piece of the map. "This part shows where you need to go to retrieve the finial piece. Once complete the map will show you where there is a mirror that you can walk through to quickly take you to our homelands. There you will find Zargon."

They tell you. The Wizard takes the piece and the Vampires disappear with their captives. The Wizard reads the map. "We have to travel North, This map says that what we're after is guarded by something. I've never seen this word before." He says. "Then we will go and see for ourselves what it is." Says the Barbarian. "God has protected us this far. I'm sure He will provide for us." You head North.

A few days later you find the castle. "I've never seen anything like it before." Says the Elf. The walls must be over a hundred feet high and completely solid. No windows or grates. No moat or drain.

There are two massive Iron doors, but no guards. The village surrounding the castle is deserted.

"Let Us go to the base and see if we can find a secret door. It's our only hope." He says. You go up to the wall and begin searching.