

Quest 11

You make your way out of the castle. You and your friends are exhausted from all your efforts. But the knowledge that you are now one step closer to Zargon gives you strength. "I'm so hungry I'm ready to eat my pouch." Says the Dwarf. "I don't know where we're going to find much food this far North.

They don't seem to have a very long growing season up here."

Says the Elf. "My Grand Father told me that there are certain trees that we could eat the bark off of. But I forget what kind of tree it was." Says the Dwarf. "We could always have gold coin soup." Says the Wizard. You do not find his joke very funny.

"Maybe we will get lucky and spot a deer." Says the Barbarian. "Oh Lord, Do you have any food for us to eat here?" You pray.

And in answer to your prayer, the people that you freed have brought the others back. They have brought some food for you as a way of thanking you for rescuing them. They start a fire and cook a fine meal for you and your friends as you rest and talk with the people. They tell you the way to Zargon's castle.

"The next castle Eastward. The royal family used an escape tunnel to get away. It is at the base of a raven in the back of the castle. There is a crest carved into the stone. Under this sign you will find the secret door that leads into the tunnels."

The time to rest and the fine meal has restored your strength. You travel quickly. You do not have to travel too far and you see the castle on top of a large hill. You make your way into the raven and your friend the Elf spots the crest carved into the rock. The Dwarf finds the latch to open the door to the secret tunnel and you make your way inside. You light a torch. A narrow flight of stairs leading up comes into view. You walk up a long set of winding stairs and finally come out a trap door inside a secret room. By the light of the torch you find the secret door and make your way inside the castle. You have to fight away a growing feeling of fear. You mention this to your friends. They are feeling it too. "Zargon's here." You whisper.

pray we never meet up with her again. She was the fastest Monster I ever met." Says the Elf. "I have a feeling she means to keep her word." Says the Dwarf. "Something is going on here and we don't have any answers." You say. "We don't even know what the question is." Says the Wizard.

O- When the Heroes search this room, they discover the Iron Key on the Table.

P- This massive door is locked. Heroes need the Iron Key to open it.

Q- This room is full of prisoners. The Heroes ask for the Princess. "Someone saved her two days ago. She was working in the fields and someone killed quite a few Monsters and took her away." They tell you. "We got to talk with Dananel." You say.

Quest 5

You bring the people out of the castle and find Dananel. You show him the note and tell him all that has happened. He becomes visibly pale. "This is the worst thing that could have happened. If the Vampires have her, they'll either kill her or worst turn her into one of them." He says. "What's a Vampire?" You ask. "A Monster of the night. They live on Human blood. They don't follow Zargon. They hate Zargon. They want to rule the world for themselves." "What can we do?" Asks the Barbarian. "Pray! Pray that they need the Princess for some reason, Please let me see the map." You give it to Dananel. "I recognize some parts of it. We need to travel North. With God's help we may find out the importance of this map." He says. "What about the Princess?" You ask. "We can only hope that this is all some how connected."

You rest, and early morning finds you heading North. You travel for days. Dananel tells you all that he knows about the Vampires. Then one day you find a castle. "It's pretty run