

**M-** When the Heroes enter this room they discover the staff of power hanging on the east wall. "WAIT!" Says the Wizard. You all expect a trap. "No, no, There's nothing. It is just a piece of wood!" "What?" You ask. "There is no power in it, I would feel it. Look a book." "Can you read it?" Asks the Barbarian. "Yes, it says 'Children of God, do not deceive yourselves. The power of God can not be found in anything wood, metal or stone. The power of God comes from the Faith that is in your Heart. Look not on the Staff. Look upon the Good Shepherd Himself. He will save you. Go tell all the world.'" The Wizard laughs. "I'm such a fool, My Friends. We had the power all along." "Let us take the staff back to the King and tell Him." You say. You take the staff and leave the castle.

## Quest 11

**You make your way back to the shore. Only to discover the ship that brought you here is being attacked by a ship manned with Orcs. There is nothing that you can do, except watch and pray. Your prayers are answered. The Humans win the battle. The captain sees you and sends a long boat to pick you up. As you make your way back on board, you notice how excited the crew is. "The Orc's ship is full of arrows and bows." Says the Captain. "This is a very good find. But both ships are badly damaged. We need to make repairs. But not here. We will sail North. Quickest way to the main land. Make our repairs there and then head for home." He gives the orders and both ships reach the main land the next day. "Curse that Zargon. We are in a lot further into His territory than I wanted to admit. We're sitting ducks here." Says the Captain. He point to a castle on top of a mountain. "If they see us and come down to attack us. We're doomed." "Then we need to go to them." Says the Barbarian. It does not take you long to make your way up to the mountain castle. All is quiet. You go to the door on the East side and make your way in.**

## Quest 3

**You bring the people out of the Goblins hide out and show them the way back to the main road. "Are you not coming with us?" They ask. "No. These goblins were sending the gold down to the south. We want to have a look." You tell them. "You will find ten Knights camping on the road. You will be safe." The Dwarf tells the people. "Thank you for saving our lives, May God protect you." The people say and leave.**

**The trail South is easy to follow. The next day you find a small castle. All looks quiet. There are no guards. You see a door and head for it.**

**Zargon-** Heroes can not visit Armory or Alchemists shop until they get to a town.

**A-** Starting place of the Heroes.

**B-** In the Tomb is a body of a Warlock. Wizard finds "Wand Of Magic" from the artifacts cards.

**C-** When the Heroes search this room, they discover that the gold has been set into Zargon's realm. They also discover an Iron Key in the desk.

**D-** The Hobgoblin at the end of the hallway has a crossbow. He shoots at the Heroes as they try to make their way down the passage. Put the pit tiles, with the stone piles on back, face down on the board to mark the pit trap spots. Can the Heroes get this Hobgoblin quickly?

**E-** This Iron door is locked. Heroes need brass key to open it.

**F-** When Heroes are done searching this room, they discover 2 throwing daggers on the table and a secret door. Door is locked. Iron Key will open it.

**G-** Chest is booby trapped. 2 hit points if sprung. Inside the chest are 400 gold coins.