

## Quest 6

You make your way back to the Eleven Prisoners and help them out of the castle. Elfwid finds you and helps. He has caught a deer and cooked it up for you. You all wash in a nearby stream. At noon Elfwid contacts Queen Terrellia and reports. She tells him that the Eleven army is nearly ready. But, you are worried over the notes that you have been finding. "We can not wait." You say, "I fear for Princess Millandriell.

Zargon may have a fate worst than death in mind for her." "The Next castle is to the west at the base of Mount Shela. It's a mining town. If we hopefully find some of my people still alive there, one maybe old Fitzgerald. He's a prospector and he can help us find the moonsilver that we will need to find the Bow of Vindication." Explains Elfwid. Elfwid uses magic to quickly dry out the extra deer meat for rations and gives some to the people. They thank you for their rescue and return to the safety of the kingdom.

You and your friends head for castle Marina at the base of Mount Shela. It takes three days of hard traveling. When you get there you see that it is occupied by many Orcs. "Orcs hate the morning light. Let us wait until dawn and then make our move." Says the Barbarian. "I can make it so that there is a clear sky in the morning. There is a storm drain on the side of the castle that you can get through." Elfwid says.

You rest until dawn, under the cover of the trees and bright sunrise you make your way to the storm drain and make your way inside the castle.

**Zargon-** These Orcs are heavily armored. They have 5 defense dice.

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

**B-** Two of these Orcs have Heroic Brews that they drink. Remember the new rule for Heroic Brews.

keep the moonsilver and tell the people to wait here until you return.

**F-** This Warlock casts Hangman on the first Hero that entered the room.

**G-** This Mountain Orc has a cross bow that He uses.

**H-** When the Heroes search this room, they discover on the weapons Rack 10 throwing daggers.

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

**J-** Both of these chests are bobby trapped. 2 mind points lost if sprung. Inside the one chest are 12 bottles of Heroic Brew and an Elixir Of Life. Inside the other chest are 6 Potions of Strength, 4 Potions of Recall, a Speed Potion and 500 gold coins.

**K- Zargon-** These are 4 of the Elf traitors, they attack the Heroes. When the Heroes search this room, they discover a note from Zargon on one of the traitors, promising them high positions inside his newly conquered Eleven Kingdom. "This seals it then, they were traitors to the Queen." Says the Elf. "I'm so sorry." Says the Wizard to his friend. "There are still 2 more." Says the Barbarian. "We will find them and bring them to justice." Says the Elf.

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

**M-** When the Heroes search this room, The Dwarf must look inside the tomb to see the secret Compartment. Inside is a large Sapphire worth 500 gold coins.

## Quest 9

You bring out the prisoners and tell Elfwid the sad news about the traitors. Elfwid goes and examines the bodies. "I know their fathers." He says. "They come from noble families. These two have brothers that are expert bowman. Be careful, my sons. I guess greed runs in all the races in one from or another. I will alert the Queen."

The next day finds you traveling deeper into Zargon's realm. You come down off the mountain and are deep in the woods when you come across the next castle. "Hobgoblins and their raising Wolves."