

## Quest 8

You return to save the Eleven Prisoners and bring them to Elfwid. He heals their wounds and gives everyone food to eat. "You have done very well my sons. But, I fear that now begins your greatest challenge. We must go into Zargon's realm to seek Millandriell. Hopefully we will find Fitzgerald quickly so that he can help us."

You and your friends rest before heading out. You follow your Elf friend. He leads you along the mountaintops. The trail is easy to follow. You come upon a small castle two days later. "There is a small window that we could use to get inside if we use a ladder." Says the Elf. You retreat into the woods and cut down a tree. Under the cover of night you carry the log up to the window and climb inside.

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

**B-** When the Heroes search this room, they discover inside the Desk a note to Zargon about 6 Elves that have become tradiors to their empire. "I never would have thought that it was possible." Says the Elf. "My own people." "We will find them and discover the truth of the matter." Says the Barbarian to his friend. The Heroes also find the secret door.

**C-** This chest is bobby trapped. 2 mind points lost if sprung. Inside are 5 bottles. "It looks like moonsilver." Says the Wizard. "But I can't be sure. We need Fitzgerald." "We will take the bottles and hope that we can find him." Says the Barbarian.

**D-** These Goblins have crossbows that they shoot at the Heroes with.

**E-** This wooden door is locked. 5 hit points will break it in. Inside the room are Eleven and Human prisoners. "They were going to take us to Zargon's Realm and turn us into slaves." They tell you. You ask about Fitzgerald. "I am Fitzgerald." A man tells you. You show him the 5 bottles that you found. "These 3 are worthless. But, these 2 are true moonsilver." You

**C-** These Fimirs know magic. The First Fimir casts Fear on the Hero that opens the door. The 2<sup>nd</sup> Fimir casts Spell Magnify. If it survives the Heroes first attack, then He casts Fireball 3 times at all of the heroes. They then resort to physical combat. When the Heroes search this room, they discover inside the Bookcase a small metal chest. It is bobby trapped. 1 hit point if sprung. Inside is The Talisman Of Lore from the artifacts cards.

**Zargon-** We allow a Hero to wear 2 if He is already wearing one.

Also the Heroes discover the secret door.

**D-** When the Heroes search the Tomb, They discover the Eleven Bracers from the Artifacts cards.

**E-** When the Heroes search this room, they discover the Iron Key on one of the Orcs.

**F-** This Ogre has an Elixir Of Life that He drinks. When Heroes search this room, they discover inside the Bookcase a small metal chest. It is bobby trapped. 1 hit point if sprung. Inside is a large diamond worth 500 gold coins.

**G-** This metal door is locked. Heroes need the Iron Key to open it. The Fimirs inside this room have Potion Of Defense that they drink. When the Heroes search this room, they discover on the Weapon's rack 2 magical throwing stars.

**H-** This chest is bobby trapped. 1 mind point lost if sprung. Inside are 50 gold coins and a pair of Eleven Boots from the artifacts cards.

**I-** This chest is safe. Inside are kitchen utensils. When the Heroes search this room, they discover inside the Cupboard a sealed jar. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared. The Heroes also find 4 Anti Poison Quills.

**J-** This metal door is locked. Heroes need the Brass Key to open it.

**K-** When the Heroes search this room, they discover on the Rack a dead Elf. There is nothing that they can do for him. It's been too long.