

should.” Says the Barbarian. “I don’t think that it is. Maybe Mentor can learn something from it that will be of good use to us.” Says the Wizard. He takes the book.

Q- When the Heroes open the door to this room, they see Diann and some Fimirs torturing a man upon the Rack. Diann turns to you and says, “Mighty Warriors, you have proven your worth. Join me and I will make you kings over vast kingdoms. You will live forever and have riches and pleasures beyond your wildest dreams.” “Not interested!” You say. Diann’s eyes flare. “I will restore my sisters, we will have back all that is rightfully ours. We will have our revenge. We will meet again!” She and the Fimirs disappear in a cloud of black smoke.

You free the man on the rack. He is able to walk. The Chest in this room is bobby trapped. 2 hit points if sprung. Inside are jewels and gold worth 30,000 gold coins. You make your way back down the stairs to Dananel and the Princess. They are happy to see you. You use the Gold Key to open the main gates and begin your journey home.

Dananel and the Princess tell you all about their time with the Vampires. The Princess says. “I am so grateful to all of you for the sacrifices that you made to save us. I am going to call my kingdom Mosaira. That is an ancient word for ‘We shall over come’ and I’m choosing that word to honor all of you, my dear friends and protectors.”

Your spirit is light; you are joyous at your triumph. But your friend the Dwarf seems thoughtful. “Is there something wrong.” You ask Him. “This is far from over. Evil is very patent and always seems to find a way.” He says. “Do not let your heart be troubled, my friend.” Says Dananel. “For our God never gets tired, never sleeps and is always ready.” You all look at the Dwarf to see if this comforts him. He looks back at all of you and smiles and says. “And... He gives us a very fine axe.”

Quest 1

On Your seventh birthday, an ancient man who simply called himself, Mentor, visited your family and explained to your parents that you had a destiny to protect the world of man against the evils of Zargon’s realms. Excitedly you accepted his offer to train you. You left your family and came to the hidden temple of Farous. There many masters taught you to fight, observe and to think quickly. You met other children from all the different races. You became friends and learned to live, fight and work together.

After twelve years, Mentor, came to you with dire news. The call for war has gone out to all the races. Trading ships that travel from the West across the Layshun Ocean from the continent of Aysiceran, have stopped coming. The fastest ship in the fleet was dispatched to find out why and never returned. All available ships on the West coast are preparing for battle. The call has gone out for all able body men to enlist. Mentor wants you and your friends to go.

You travel quickly and join the fleet. You travel across the Layshun Ocean. On the day that the lookout sights land, you are attacked. You fight hard, but your ship is rammed. Your ship sinks quickly. You help the other people from drowning.

Clinging to the floating debris, you swim the long way to shore.

You have lost nearly all your possessions and supplies. But fate is still kind to you as you notice that the currents have brought you way North of the fighting. You rest for a while in the sand, and then you and your friends make your way to the castle on the Northern end of the seaport. The castle is heavily guarded,

The Monsters alert. You have to fight your way to the main gates.