

the coast to free the cities that have been captured. This is good. But God wants us to travel West. We need to work our way to the head of the problem. If you are willing?" He says. You take an instant liking of this man. You believe Him and trust Him. You agree to do as He asks. He joins you and your Friends.

"My name is Dananel. I'm sorry that I will not be able to help you directly in your fighting. I am not strong enough to be a warrior. But, I can guide you and give you advice on God's will. What we are going to do will not be easy and all of us may not return. But, We need to travel West to a castle that has been captured. There is a boy there destined to become king of this land someday. We need to rescue him as quickly as possible." Dananel explains. He invites you to his home where you discuss and make plans for travel. You get some sleep and in the morning you find that Dananel has everything ready for the journey. You travel West for two days. When you finally see the castle you are itching for action. "There is a secret door in the back of the castle that I can take you to when it is dark enough. Night will come quickly." Says Dananel. It does and you make your way into the back of the castle. You enter a long Hallway.

No one is around.

**Zargon-** All the Ocrs for this Quest are lightly armored. They have 4 defense dice.

**A-** Heroes enter castle here.

**B-** This Chest is bobby trapped. 1 hit point if sprung. Inside are 4 Heroic Brews, 2 Potions of Strength and an Elixir Of Life. Heroes also find 2 Artifacts inside the Bookcase.

**C-** When the Heroes search this room, they discover 2 Artifacts inside the Bookcase.

**D-** This Chest is bobby trapped. 2 hit points if sprung. Inside is a finely crafted helmet and a Crystal Ball. It has a sparking gas inside. No one knows what it is for.

**Zargon-** When the Heroes break the Crystal, The Wizard and the Elf will regain all of their spells that they have used in this quest. But none of the spells used from a spell scroll.

**E-** When the Heroes search this room, they discover a small metal Chest on the Fireplace. This Chest is bobby Trapped. 1 hit point if sprung. Inside are 40 gold coins

When the Heroes search this room, they discover an Artifact on the Book Stand.

**N-** This Chest is bobby trapped. 2 hit points if sprung. Inside is the Silver Key and a Jeweled ring worth 200 gold coins.

**O-** When the Heroes open this door the Warlock Immediately casts a spell. Shuffle Chaos spell cards and let Heroes pick which spell He will cast. This Warlock will cast 1 more spell on His next turn and then resort to physical combat. When the Heroes search this room, they discover an Artifact on the Alter. The trap door in this room, leads to the other trap door marked "O"

When the Heroes enter this room, they find Dananel and the Princess. They are all right. But they are chained to the wall. Heroes need the Gold Key to free them.

The Chest in this room is safe. Inside are bottles of fine wine. When the Heroes search this room, they find good food on the table. If they eat some they will regain 1 body point.

Dananel and the Princess tell you about a horrible creature that sleeps inside this coffin. She is half Human and half Reptile, with 6 arms. "She's out there, somewhere!" They tell you. You tell them that you will be back with the key.

**P-** The Chest inside this room is bobby trapped. 1 hit point if sprung. Inside is the Gold Key and bottles of Moon Silver. When the Heroes search this room, they discover letters and notes on the Desk. "The Vampires work for Neferu. Zargon came and cost them dearly. They are trying to regain all that they lost. This letter here says that all of Zargon's Monsters are quickly returning to him. The war is over. Our people are not pursuing the Monsters they are helping the people to rebuild. This letter is about us. If we've beaten Zargon, then bring Dananel and the Princess to Neferu, she will turn them into Monsters." Says the Wizard. "So much for keeping their word. Then we kill them all. So be it." Says the Barbarian.

**Q-** These stairs lead to the next level up. You tell Dananel and the Princess to wait here until you return.