

Quest 3

You and your friends find a place to rest. You are sick with grief at the fact that you failed to save the Prince. A small boy carrying a basket of apples come up to you and thanks you for saving him and his family. He gives each of you one of his apples and then hugs you. You talk with the boy. You are amazed at his character and bravery. Dananel comes over and tells the boy that His mother is looking for him. The boy hugs each of you again and says goodbye. Dananel turns to you and says, "You have done very well. He will become a great king one day and lead the people into prosperity." You are shocked.

"We thought the Prince was going to be king." You say.

Dananel sadly smiles. "The lost of the Prince is sad, but it is God's will. This family's line is destined to end. But not yet. The Royal family has cousins to the South West. Their castle has been captured for some time now. Inside this castle is a treasure room of vast wealth. If Zargon's monster haven't found it yet, they could use the wealth to rebuild. We need to save them. "Then let us be on our way." Says the Barbarian. If the Heroes never broke the Crystal Ball, Dananel tells them what it does. He proves to be an excellent guide. A few days later you come to the cousin's kingdom and see that all the people have been enslaved to work the fields. When night comes, they are taken inside the castle. The Monsters post a few guards. Under the cover of darkness you are able to make your way to the main gates. You run in for the attack.

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

A- Starting place of the Heroes.

B- These main gates are locked. Wizard needs to cast Wood Blast or Rot to open them.

O- This Chest is safe. Inside is a coil of rope.

P- When the Heroes search this room, they discover letters and notes on the Desk. The Wizard quickly skims through them. "You're not going to like this at all." He begins. "The Sorceress that lives here is named Neferu. Not only can She make Stone Mummies, but all kinds of Monsters, Vampires too. Zargon came to this continent and set them all running. They're trying to figure out a way to defeat Him. Zargon sent us to do His dirty work for Him." He says. "Maybe we can reason with Her." He adds. "Another deal with a devil. I think not. Let us find Her and kill Her." Says the Barbarian. "The enemy of my enemy maybe my friend." Says the Wizard. "We shall see." Grumbles the Barbarian. The Heroes find the secret door.

Q- When the Heroes search this room, they discover the Iron Key and an Artifact inside the Bookcase. The Chest in this room is safe. It is empty. "We're not going anywhere without some Moon Silver." Says the Elf. "There's only one door left and now we got the key." Says the Dwarf. "Let us go quickly then." Says the Barbarian.

R- When the Heroes open the door to this room, they say to Neferu. "We're not here to kill you." But Neferu says. "Then I will kill you!" "So much for diplomacy." Say the Wizard. You move quickly to make your attack.

Neferu's 1st spell is to summon the Undead. Her 2nd spell is Flaming Spear. Her 3rd spell is Hurricane. Then She resorts to physical combat. When Defeated She disappears in a cloud of black smoke.

The Chest in this room is bobby trapped. Firestorm spell will be cast if sprung. Inside is a bottle on Moon Silver and a jeweled necklace worth 200 gold coins.

The Heroes go back to the Mirror and smear the Moon Silver on the Mirror's surface. "God, you've been good to us all along. Please stay with us and help us through this." You pray as you and your friends step through the Mirror.