

The Valley of Faerghail (Thyn)

S Spring

T Tavern

MN Dwarven mines North

MS Dwarven mines South

Siegurd (He's a powerful Barbarian who wants to join your team if you have room for him. He can help you when your characters are low level and can even resurrect them.)

On restarting your journey, the warrior says: 'My journey will take me to Cyldane. I have heard of your journey which with my companionship may prove to be less dangerous.'

1 – A Woodkeeper plants himself in your tracks and asks: 'Do you know how to catch a vampire, using a ball of mithril?'

2 – An ancient gravestone, the writing on it is weathered and unreadable.

3 – An ancient gravestone, on it is written: 'Here lies Findal'.

4 – An ancient gravestone, on it is written: 'Here lies Endalin'.

5 – An ancient gravestone, on it is written: 'Here lies Eanor'.

6 – An ancient gravestone, on it is written: 'Here lies Tomir'.

7 – An ancient gravestone, on it is written: 'Here lies Finafin'.

8 – Temple of the Dragon-servants

9 – Fountain (HP restore)

10 – You meet up with an old distinguished high priestess in a forest clearing.

(Use The Amulet)

The priestess sees the amulet, smiles and says: 'As I see, you have a special cause. The Dwarf gave you that amulet, and I would also like to do my part in helping you... Take this staff and use it to restore your energy, but use it carefully – its power is limited.' You receive **Healers'staff**

(But keep the Amulet somewhere safe either at the Emporium or in a character's inventory in the Inn because it contains a map for the end game.)

11 – A small spring gurgles in a fountain. Who wants to drink

12 – A powerful Elven warrior stands in front you and says: (he can ask you any of the following)

What's the name of Findal's youngest uncle? SCAGNAR

What's the name of Findal's great uncle? TEORLIN

What's the name of Findal's great parent? ALGANOR

What's the name of Findal's father? FINDAIL

13 – You are standing at the entrance to the Elven pyramid – Do you wish to enter?

14 – The Castle

15 – In front of you, you see a sword embedded in a stone. The inscription on the stone says: 'He who pulls this sword from without the stone will never take seat on England's throne.' Who should pull (1-6)? **Blade of power**

(Your weakest character can pull it, then give it to a character who can equip it. The characters who can equip it will regain HP over time when the weapon is equipped. Once full HP again, change weapons for better ones.)