

## Part 2 Summary

As Amy and Yanni walked further into Hallow Fall, Amy reminded Yanni that they needed to follow the faeries' rules since they are in their realm and she pulled out her huge Orc's Quest manual out of her backpack.

Rule number 1: Don't eat their food

Rule number 2: Don't reveal your name

Rule number 3: Do not make any deals with them

Yanni saw the tower. It was the biggest thing he'd ever seen. He entered the tower and told Amy to wait outside and keep lookout. The Changeling whimpered making Yanni feel even less confident. Finally, Yanni reached the top of the tower and heard the bells louder than ever but also Ari's laughter and the faerie's voice. Yanni summoned all his courage and pushed the door open. Lorde Renwin sat on a throne. Ari sat in his lap. The raven, Gustiver, perched on top of the throne.

"I'm rejecting your deal" said Yanni. And he held the Changeling up to trade back.

Lorde Renwin laughed at him.

Yanni searched his mind for anything he could say or do or offer that would persuade him to return his baby sister. Then he remembered what Amy had said, "How about a wager?"

Suddenly, Yanni had Lorde Renwin's full attention.

In no time at all, it was decided. Lorde Renwin would give Yanni three challenges - three objects to find and bring back to the tower. If Yanni won, he got to take Ari home, if Lorde Renwin won, he got her name and would have full power over her. Yanni knew he had to win.

Amy was horrified to hear Yanni had made a wager and even more horrified to see that one condition of it is that he completed the challenges with the Changeling and there was now a thick, golden chain and shackles that linked them together.

Gustiver caught up with them to reiterate the rules; they had until midnight, they needed to retrieve three objects, the objects would be verified by Lord Renwin, all challenges must be completed by Yanni and the Changeling and they

must not attempt to break the golden chain that joined them. He then revealed the first object: a precious toadstone.

Yanni turned and saw Amy flicking through her Orc's quest manual and his anger surged. He grabbed the manual and threw it into the woods. He hadn't really meant to be so mean but he was scared.

Luckily for them, the talking signpost helpfully told them where they would find the toadstone: in *Goblin Mountain*. They set off in the direction he pointed them in and soon enough they were in front of a huge, stone door. They crept inside but were soon caught by a goblin called *Gobbrox* - he was very excited to take two intruders to the *Goblin Queen*.

The Queen was furious when she heard about the intruders and with every weapon in the room pointed towards Yanni, Amy and the Changeling, she asked them for one good reason why she shouldn't to lock them up in the prison.

Yanni thought of one but it was a risk. He pulled out a 50 pence coin out of his pocket and held it towards the *Goblin Queen*. She thought it was beautiful and 10 minutes later, Yanni, Amy, the Changeling were all on their way back to Lord Renwin's tower, with the toadstone in hand.

To their surprise, Lord Renwin accepted the toadstone but reminded them they will need to speed up if they are to complete the challenges and make it back to the house before midnight when the gateway would be sealed.

Gustiver revealed the next object: the elixir of life, which can be found in the Fount of Eternal Youth but this time the signpost couldn't help them. Yanni guessed the closest thing to a fountain in *Fallow Hall* was in the church and they didn't have any better ideas so they set off on their way.

'The Sleeping Guard Awaits' was carved above the entrance which sent a wave of fear all over the tree of them. Larry (the name they'd decided on for the Changeling) was more afraid than ever but when Amy ordered Yanni to try treating Larry like the baby he is and singing and rocking him gently, he settled down to sleep in Yanni's arms.

All they had to do then, was steal the elixir of life without waking the sleeping guard.