

Quest 3

You have re-captured the king's castle. But the King is very worried. While sad that all his advisors and servants are dead, his family is not among the slain. This can only mean that Zargon's minions have taken them to the castle of the dead. A fate worst than death, they plan to turn the royal family into Zombie servants of Zargon's Warlock.

"Please brave warriors, rescue my wife, my daughter and my two sons." Time is of the essence. You race on horse back to the castle and fight your way to the top. At the top you discover two doors. With no time to waste, you decide to separate into two groups. May good fortune be with you. You will have no time to search the rooms. Every second could mean the difference between freedom or a life as a mindless living dead slaves to Zargon.

A- This door is locked. You can break it down, but you must give it 5 hit points of damage to do so.

B- This door is also locked. 5 hit points will break it in.

C- The heroes see a young boy chained to the rack. He is still alive. The Warlock turns and casts a mind control spell on the first hero that enters the room. That hero blocks the door way and starts fighting his friends. You as his friend, don't fight back. Just defend yourself until your friend regains control of his mind. When he is free of the spell, you can attack the Warlock. The Warlock is as strong as a chaos warrior with 6 mind points. When Warlock is killed, you free the boy.

D- This door is locked. 5 points will break it in.

E- In this room you find the royal family, alive and now safe.

Quest 12

"Should we torch the place?" Asks the Dwarf. "Because, if we do we will be telling everyone within miles that we are here."

You decide not to. "How are we going to find Zargon in all these mountains? We have gone as far as the old Wizard told us to go. But what now?" "There is a road that runs North along the base of the mountains." "Well then that is as good as any place to start." So you all follow the road. A couple of times you have run ins with Fimirs that are transporting the barrels of liquid that make the sleeping fog. You hide the evidence of your work in the forest. Two days later the road turns into a valley that separates the mountains' range. You find a castle built into the side of the mountain. "They're mining the mountain." "This must be the source of the liquids that they use." "Then let us wait until the dark to come and then we will stop them." The night comes quickly and you make your way into the castle.

A- The starting place of the Heroes.

B- In the are chest 4 bottles of juice. Each bottle will restore 4 body points.