

Quest 12

You bring the people back to the shoreline. You are amazed at how fast the sailors are able to make the repairs on the two ships. You set sail. But that night the winds bring a terrible storm. "Our only hope."

Says the Captain. "Is to find the mouth of the Andrana River and sail up her to safety." You help the sailors the best that you can. God smiles down on you. You find the mouth and sail up river. But suddenly the orc ship spins wildly, just missing you. "Her Rudder cable has snapped." The ship crashes on the shore. "We have to save them." You tell the captain. "And we will, but not now. We have to continue up river, save ourselves and our ship first. They are good men, they know that we will be back for them."

The storm stops as fast as it started and you make your way down river. You find the ship, but no crew. You go ashore. "Fimir tracks!" Says the Elf. "They went that way." "My men!" Says the Captain. "Ready yourselves, we're going after them!"

"Captain, Wait, Please. Let us go alone." Says the Barbarian. "If the Fimirs see a large group coming after them, they will kill your men. We can get your men back." The Captain knows that you are right and sets his men to salvaging the wrecked ship. You follow the Fimir's trail. It brings you to a ruined castle in the forest. You search and find a broken window. You make your way inside.

Zargon- The wandering Monster for this quest is the Uruk-hai Orc. Tell the Heroes "Choose your treasure card and DIE!" They don't have to draw a card.

Knights and these Warriors can rid us of these Goblins once and for all." The King asks if you will try? "We will try, your Majesty." You say. You go with your Friends into town and buy supplies.

When you return to the castle, you discover a small bag that is not yours among your belongings. The Barbarian opens the bag and pulls out an Elixir of Life, Elven bread, 2 poisoned throwing daggers and a note. The note reads; "Warriors, Beware, for there are many Goblins. I do not know if the King realizes that you are walking into a death trap. Please be careful and return safely. Your Friend." "A death trap, Eh?" Says the Dwarf. "Is this King trying to get rid of us?" "That Nobleman with the big nose seems to be pretty confident that we can do it." Says the Barbarian. "But, what they do not know," Says the Wizard. "Is that we have two seed pods." "We may very well need them." Says the Elf.

The next morning finds you on the main road. The King was good in his word. Fifteen Knights accompany you. They even have a wagon with two horses to carry your supplies. The Knights are friendly, but worried. "The King has sent men before to get rid of the Goblins and none have ever returned." They tell you. On the third day of travel you are suddenly attacked. Goblins come from all around and the fighting is very fierce. Five Knights die before the Wizard can get into the wagon. He finds the two giant seed pods and smashes them together.

The road way is quickly filled with smoke.

When the smoke clears, you and your three friends are the only ones standing. "Wow! Death trap is right! I did not know that there were this many Goblins in the whole world." Grumbles the Dwarf. "We do not have enough rope to possibly take them all prisoner." Says the Elf. "I know it is not honorable but we have no choice." Says The Barbarian. "But we will have to kill the ones that we can not tie up." You know that you have to and when the job is done and the Knights wake up, you tell them to make camp here. You are going to find the Goblin's hide out and see if there are any more. They agree and you start out. The Elf easily finds the trail and quickly takes you to their fort. You find a break in the wall and make your way inside.