

Quest 4

When you come back out of the castle, Elfwid is happy to see you. He cooks you a meal while you rest. He contacts the Queen and tells her that you are now heading for the castle Balar. The next morning you make your way through the forest. It takes three days to reach Balar. It is heavily guarded on the outside. "Let us wait for nightfall and then I can cast a cloud of darkness that they will not be able to see you until you are right on top of them. Once inside you must search for three Sky Orbs that will aid you." Says Elfwid.

Night comes. Elfwid begins his spell and covers the outside of the castle with his cloud of darkness. You race on to the main gates and make your attack.

Zargon- All the Wolves in this quest are Werewolves. All Orcs are armored. They have 4 defense dice.

- A-** Starting place of the Heroes.
- B-** The Orcs and Chaos Warriors inside this room are very drunk. They only have 2 attack dice and 2 defense dice. The Zombies are regular strength.
- C-** This Ogre runs up the hallway when the Heroes open the door. Can they kill Him before He makes it down the hall?
- D-** When Heroes search this room, they discover inside the Bookcase 2 Potions of Healing. Each potion will restore 4 body points.
- E-** This Warlock immediately casts Command upon the Hero that opened the door. If Hero can't break free of spell then He turns and fights His friends blocking the doorway, until He can free Himself. Warlock then casts Summon Orcs to protect Himself. He then resorts to physical combat.
- F-** When Heroes search this room, they discover the secret door.
- G-** This chest is bobby trapped. 1 mind point lost if sprung. Inside is a Sky Orb from the artifacts cards.

Quest 11

You show the note to Elfwid. "I can't tell Queen Terrellia this. It would break her heart. I'll tell her that we're close, that is still the truth. My Sons, I fear that we spend too much time in these castles, yet it needs to be done. I can cast a spell on us that will take us quickly to the next castle. Maybe then we will save Millandriell from Zargon. But, the spell will cost us a little, it will weaken us." You look at your friends and they all agree with you. "Do what you can Elfwid. Anything to help us save Millandriell."

Elfwid casts the spell. Your Friend the Elf picks up the trail again and you run quickly through the woods. You run through a valley and come to the base of a mountain. It is dark. You see two Fimirs guarding the main gates of the next castle. Elfwid's spell gives you amazing speed as you rush up to the guards. They don't have time to sound an alarm. You are upon them. Elfwid's spell wears off as you make your attack.

Zargon- Elfwid's spell costs each of the Heroes 2 body points, when they start this quest. Also all the Fimirs inside this castle use Fighting Magic.

- A-** Starting place of the Heroes.
- B-** There is a magic spell on the main gates. It is locked. Wizard must use Wood blast, Rot or Warp to get through.
- C-** This portcullis is locked. Heroes need the Iron Key to open it. This Fimir can still attack the Heroes with his magic. Heroes can use arrows or throwing weapons to take Him out.
- D-** All the Skeletons inside this room are Spirit Riders. The Fimir inside this room Knows magic and casts Reanimation and Restore Chaos as often as He is able to. When the Heroes search this room, they discover the Iron Key. They also find inside the Bookcase a Treasure Without Doom artifact.
- E-** This Portcullis is locked. The Heroes need the Brass Key to open it.
- F-** These Fimirs cast Reanimation and Restore Chaos as often as they can.