

Quest 1

Draught has come to the land. The King's Guards are busy dealing with thieves stealing crops and now Zargon's monsters have come. By night they raid the farmlands. Taking food, livestock and people. The King calls for able-bodied men to come before him. He and the noble men pick 40 men to seek out the monsters and destroy them. 200 gold coins are offered as a reward for the head of Kron the Slayer.

You and your friends went before the King and Noble men, but their prejudice against Elves, Dwarves, Barbarians and Wizards was greater than their wisdom. You were not chosen. But you go anyway.

When night comes, you and your friends make a place to sleep. You can see the camp of the 40 men. "Those Fools!" Says the Barbarian. "They make fires as if they were having a party." "Get some sleep. I will take the first watch. The moon is full now, maybe the Orcs will not be out." Says the Wizard. You take turns watching through the night. Just before daybreak, the Elf wakes you up. "There is blood in the air, you can smell it!" He whispers.

You get your weapons ready. "We better look at their camp." Says the Barbarian.

You go down and even you are made sick at what you find. You search and discover that the men were killed in their sleep, striped and quickly butchered. Every useful item was taken. "It is impossible, see these four men were keeping watch. It is as if they all fell asleep. We never heard a sound!" Says the Barbarian. "The Orcs came in from there." Points the Elf. "They surrounded the camp and then just walked in. I found these." He holds out broken pieces of a giant seedpod. "Sleeping fog." Says the

Quest 14

You quickly buy supplies and ride hard. Following the trail left by the captors. You ride your horses to their limits. You must stop and rest. "I hate Orcs!" says the Barbarian. "There are a few things in this world that can out run them for a short distance, but over long distances, nothing can match them." He says venting His anger. "I have heard tales that they can run for three days and nights without resting." You say. "Mankind is by far not the strongest race on Earth." Says the Wizard. "But we are loved by God. That is how we survive. We will save them, my friend." You tend to your horses and get some sleep. The next few days are the same. Finally on the third day you find their castle. The two Knights who became missing in the Warlock's castle guard the Main gates. You race up to them and start fighting...

Zargon- All the Monsters in this castle are armored. They all have 4 defense dice. Heroes do not have time to search the rooms.

A- Starting place of the Heroes.

B- The main gates are not locked. Place two open door ways together to act as a giant main gate. The large pit trap on the other side is open, Wizard must cast Staff log spell to get across.

C- When the Heroes search this room they discover in the cupboard a sealed jar. Inside are healing herbs. There are enough Herbs to restore 9 body points.

D- These Fimirs each have a Potion of defense and a Heroic Brew that they drink.

E- These Hobgoblins have crossbows.