

J- This Warlock's 1st spell is Firestorm. His 2nd spell is Cloud Of Chaos. He then resorts to physical combat. When the Heroes search this room, the Wizard sees the evil spell book on the Alter "This Warlock was going to poison Millandriell's mind with this spell. Thank God we stopped Him. Come my friends we are close to saving Her now!" He says.

K- These stairs lead to the next level up.

Quest 14

You and your Friend race up the stairs. Your heart is pounding in your chest. You are exhausted only the Knowledge that you must save Millandriell gives you the strength to fight on. Your friends follow you. Suddenly, like running into a wall, you feel fear. Zargon is here! You swallow hard. You make your way to the top of the stairs, a massive wooden door stands before you.

It is locked. You break it in and go through.

Zargon- All the Fimirs in this Quest use Fighting Magic. All the Wolves in this Quest are Werewolves.

A- When the Heroes search this room, they discover an Elf body on the Rack. The Fimirs were eating Him.

B- When the Heroes search this room, they discover inside the Desk a map of the Eleven Empire divided into 4 kingdoms and a note to the 4 families that plan to betray the people. "We will take these and give them to Queen Terrellia." Says the Barbarian. "She'll know what to do to the traitors." Says the Elf.

C- This chest is booby-trapped. 2 hit point if sprung. Inside are 4 Heroic Brews, 2 Potions Of Defense and an Elixir Of Life.

D- This Warlock's 1st spell is Summon Demon. His 2nd spell is Hangman. He then resorts to physical combat.

E- These 2 wooden doors are locked. 5 hit points will break them in. Inside these rooms are prisoners. They are beaten and weak. But they are alive. You tell them to wait here until you return.

F- This chest is booby-trapped. 2 hit points if sprung. Inside are 400 gold coins.

G- When the Heroes search this room, they discover inside the Cupboard a sealed jar. The jar is empty!

Quest 1

You are living with your family, helping out the best that you can. You are happy to be home again, to spend time with family and relatives. But, as the time goes by, you grow restless, your soul craves for excitement, and God answers your prayers. Mentor contacts your mind. "Travel quickly to the palace of the Eleven Queen Terrellia." You waste no time and soon arrive to find that your friends have also been summoned to the Palace.

The Queen needs your help again. Zargon has invaded the western part of her kingdom. His monsters have captured several key fortresses and this has opened a path for Zargon to march right into her kingdom. The Queen was building up her army when the unthinkable happened. Some how Zargon managed to kidnap her eighteen-year-old daughter, the princess Millandriell. If she attacks now, her daughter is doomed.

You saved her once before, can you do it again? The Queen gives you a map showing the castles captured by Zargon. "Please." The Queen asks. "Please, find her before it's too late. Hundreds of lives have been lost already. But, that will be nothing compared to the tens of thousands that will be lost if Zargon marches in."

You prepare yourself and head out. Two Elf boys accompany you as messengers. You come to the first castle over ran with monsters. You wait for the cover of night. You hide your backpacks with the two boys and sneak inside the back of the castle.

A- Starting place of the Heroes.

B- This Orc is asleep. Can the Heroes take Him out? If they spring the pit trap He awakens.

C- This chest is safe. Inside are kitchen utensils. The Heroes find 5 knives that would make good throwing daggers. Heroes also see the secret door.

D- If Warlock can survive the Heroes first attack, then He casts Shroud of Night, if wizard casts a light spell then Warlock casts Annul, Wizard can cast one more spell and then His turn is over. Warlock then casts Stone Fall on top of the Hero that has an open spot next to Him. Warlock then resorts to physical combat. If