

Quest 3

You bring out the Eleven Prisoners and Elf Wizard. You tend to their wounds and give them food and water. They recover quickly. "My name is Elfwid. It is an act of God that you Heroes saved us. I myself cannot join you in battle. But, there is much that I can do to help you." He says. Elfwid brings out a crystal ball and gives it to the boy. "Give this to Queen Terrellia and tell her that I will contact her every day at noon."

The boy and the prisoners all leave for the safety of home. "How many more castles are there that have been captured by Zargon?" You ask Elfwid. "There are 5 more castles and each one contains an ancient treasure that will be a great help to you." He says. "Let us first make for the castle Rahnor in the forest of Elanor. There you will find a spell book that will give you many new spells with which to fight against Zargon."

You make your way through the forest. You come across the castle. "There are a lot of guards keeping watch." Says the Elf. "I can bring down a fierce rain storm." Says Elfwid. "This will hopefully drive the monsters inside. See that small iron door.

We will make for that door. I have a key that will open it. I remember that it leads into a small storage room. That is behind the stables. It should prove safe enough to enter the castle."

Elfwid begins a chant and in a matter of moments the sky darkens and it begins to pour. You walk up to the iron door.

Elfwid unlocks it and you make your way inside.

- A-** This is a storage room. It is filled with items for caring and riding horses.
- B-** This is the stable. There are no horses inside.
- C-** These Fimirs know magic. If they survive the heroes' first attack, they cast Flaming Spear.
- D-** This metal door is locked. Heroes need the Iron Key to open it. This Chaos Warrior has a Potion Of Defense that he keeps on drinking from. He also has an Elixir Of Life that He drinks.

Quest 12

You come out of the castle and immediately sense that something is wrong. The smell of blood fills the air. You search for Elfwid and discover His body among the charred remains of three of Zargon's Monsters. You weep. "They took His head, so that there was no chance for us to save Him." Says the Wizard. "They went this way, it's the same direction we need to take to find Millandriell." Says the Elf. "Then let us waste no time, we will avenge the death of this good Wizard." Says the Barbarian.

You travel along the base of the mountain. "I don't believe it!" Says the Elf. "I've lost their trail." "That only means that they went inside the mountain." Says the Dwarf. "Give me a moment."

You try hard to wait patiently as your friend examines the stones. Finally He shouts, "Here we go!" and slips His hand inside a crack in the rocks. An opening appears in the side of the mountain. You make your way inside. You grab one of the many torches that line the walls. You follow the tunnel and come to a door.

Zargon- Remember the Fimirs use Fighting Magic.

- A-** This metal door is locked. Heroes need the Iron Key to open it.
- B-** When the Heroes search this room, they discover inside the Bookcase a small metal chest. This chest is bobby trapped. 1 hit point if sprung. Inside is a large ruby worth 500 gold coins.
- C-** This Warlock will cast Restore Chaos on the Ogre. Warlock will then resorts to physical combat. When His body count gets down to 2 or 3. He will cast Escape.
- D-** This is where the Warlock escaped to. He immediately casts Command on the Hero that opened the door. If that Heroes cannot break free of the spell. He turns and fights His friends, blocking the doorway, until He can free Himself from the spell. Warlock then resorts to physical combat. When the Heroes search this room, they discover on the Alter a small metal chest. This chest is bobby trapped. 1 hit point if sprung. Inside is a human heart. EEWW!