

## Quest 6

You come out of the castle exhausted from your efforts. Dananel has a meal ready for you. You tell Dananel all that happened. "They are called Othalus. They are a creation of some very powerful evil magic. These Vampires want something from you. Be very careful. It's said they can influence a mind. This new part of the map shows a village near by that I am not familiar with." Says Dananel. "Let us travel there and see what Zargon has done to the people." Says the Barbarian. You all agree to go in the morning.

You make your way through the thick forest. You notice the lack of any roads. Just small trails and no Monsters. You come upon the town suddenly. You let your friend the Elf do his job.

He comes back a few hours later. "This is very odd. It's a perfectly peaceful village. It's like Zargon doesn't even know that it's here." He says. "Well then, let us go forth and talk to the people and see if they know anything." Says the Barbarian. You enter the town and are warmly greeted. The people seem happy. They know nothing of the war going on outside their village. They have all that they need here, they explain. They offer you a room for the night. You bathe and buy supplies.

**Zargon-** The Heroes can buy supplies from the Armory and Alchemist's Shops.

You and your friends fall asleep quickly and awake on a dark cold stone floor. You jump to your feet. Your friends are with you. "What's going on?" You ask. As if in answer to your question torches flare up on the walls. You hear women laughing.

"Such a fine catch, my sisters, well done." "Do you think they will do it?" "To save their beautiful Princess. I dare say we choose well." "Let us see if they can pass our little test. We need to be certain." "Yes, we only get one try at this." Diann

they discover notes to and from Zargon. "Zargon gave an order to send out the messengers and this note talks about them all being sent out. They are moving quickly, speed is important." Says the Wizard. "Do they say what the message is that their carrying?" Asks the Barbarian. "No. There is a map here that shows a royal highway leading straight South from here. The roads that lead East and West are lesser roads. This castle must be the center city for this area's trade routes." Says the Wizard. "So Zargon is not here?" Says the Dwarf. "I don't think so. My guess is that he's further East, towards the coast. This map shows more population and an easy way in to make an attack from the North in the Southern costal kingdoms." Says the Wizard. "God help us! This may take a while for us to do yet. We better get moving then." Says the Barbarian.

**L-** These massive doors lead outside.

## Quest 10

You and your friends come out of the castle and can easily see that the East road has been used recently and extensively.

"How Far?" the Barbarian asks the Wizard. "Not far. We should be there around Sunset." "Good. Do you think it is safe to take the main road?" He asks the Elf. "It's a straight road.

The woods are close by. If they stay with us all the way we shouldn't have any trouble."

You make good time. Only once do you meet up with a band of Orcs coming from the East. The battle is fierce, but short. The road brings you to a village with a large castle in the middle of it. All is quiet. "The people are either all dead or they fled."

Says the Dwarf. "I see a lot of troches burning inside the castle." Says the Elf. You make your way to the main gates. No one is outside. The gates are unlocked. You make your way in.

**Zargon-** Orcs in this Quest are heavily armored. They have 5 defense dice. All Fimirs attack with fighting magic.