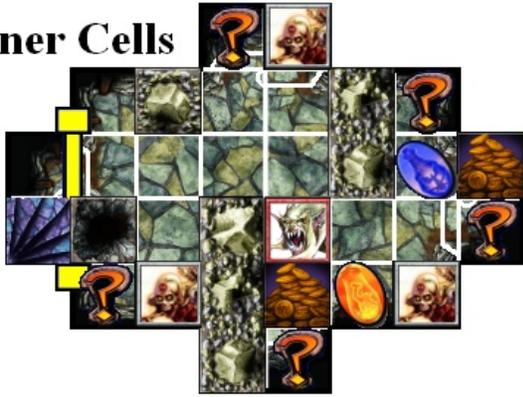
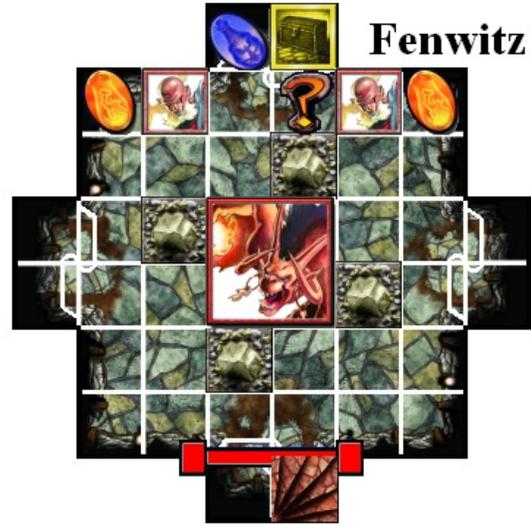


Prisoner Cells



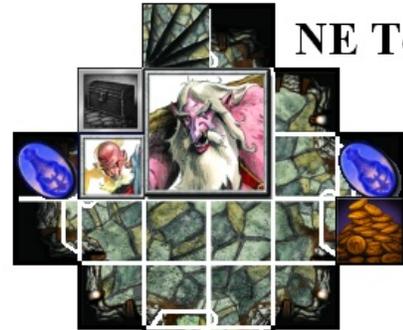
Fenwitz Lab



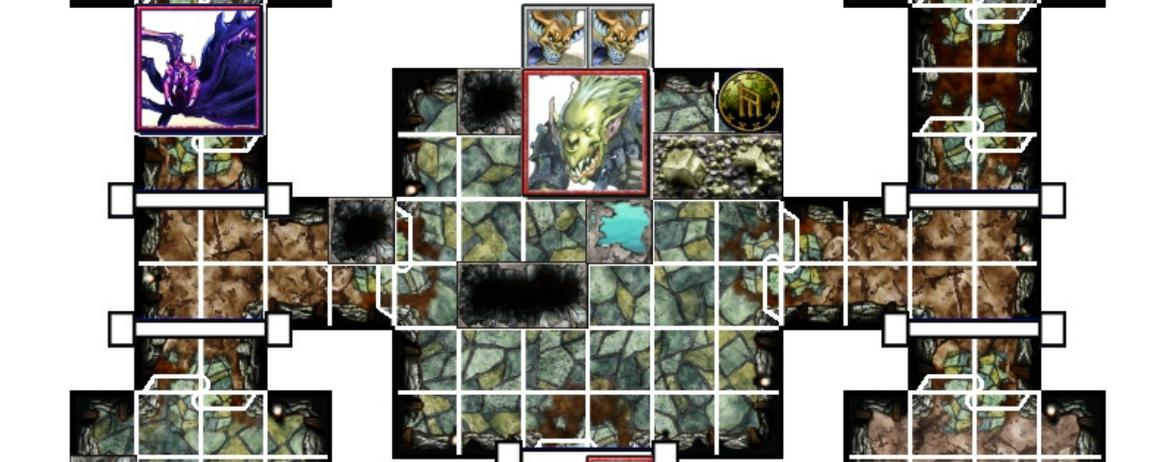
NW Tower



NE Tower



Great Hall



Entry Hall



SW Tower



SE Tower



Start Area



Fenwitz's Stronghold

By Robert C (the bugg)

Quest Background

The search continues. You enter the king's meeting room. He hands you a rune key saying it will help you enter Fenwitz's Stronghold. He tells you that some of his family has been captured by this evil wizard and he will offer a reward of 50 gold for each body or 100 gold for each one brought back alive. He tells you that Fenwitz is up to something new and asks you to find out the details if possible. He knows that Fenwitz has a laboratory in his strong hold, this he thinks may help you in your quest. He then states that you are entrusted with the destruction of the Evil Wizard Fenwitz. Find him and destroy him and his minions.

This is the second quest or third depending how you split up Fenwitz's Beginning.

Quest Goals

Find Fenwitz's Laboratory. Find the information the king is looking for. If possible save and return the king's family members. Your party starts with 5 conquest tokens. If you should ever run out then Fenwitz will start a new era of Terror like no other!

OL may choose to give additional conquest tokens for each chest or for one master monster per area depending on how much the heroes are struggling.

Copper Treasure:

1 - 100 gold, 1 copper treasure, 1 healing potion, 1 conquest token, 2 curses.

2 - 200 gold, 1 healing potion, 1 vitality potion, 2 conquest tokens, 1 curse.

3 - 2 copper treasures, 2 conquest tokens, 3 curses.

Silver Treasure:

1 - 300 gold, 1 healing potion, 2 conquest tokens, 3 curses.

2 - 1 silver treasure, 1 conquest token, 2 curses.

3 - 200 gold, 1 vitality potion, 2 conquest tokens, 1 curse.

Gold Treasure:

1 & 2 - Lab information that King wants, 200 gold, 2 healing potions, 1 vitality potion, 2 conquest tokens, 2 curses.

Start Area

You arrive in the front of an ancient fortress. It seems the upkeep has been neglected for years. Even neglected the fortress imposes an awe inspiring sight of strength and power. In front of you is a ruin locked door. Now you can test the rune key the king handed you.

Entry Hall

You catch the guards unaware as you enter through the rune door. The beastmen quickly turn around and attack upon smelling something wrong in their domain.

Great Hall

You enter the Great Hall. You see debris everywhere. The occupants come to life and advance. One Razor wing heads towards the east corridor the other heads towards the west corridor.

Important: The Master Ogre will be missing if only 2 heroes are present. You may substitute 2 beastmen and 1 master instead of the Master Ogre for more than 2 heroes.

Special Note: The Razor Wings will activate on the player's turn. When they open the door. One will travel to warn the Giant in the NE Tower. The other will travel to the NW Tower to warn the Bane Spider closet to the door.

Do not reveal the green rune key unless the characters advance to a position where LOS can be drawn to it.

SW Tower

Along the west wall you notice a chest with a chasm barring the way. The occupants seem startled that someone new has entered their domain and advance towards you.

NW Tower

The room is draped with webbing. You notice stairs on the East and West walls. Maybe one of the stairs will lead to Fenwitz's laboratory.

NE Tower

Upon entering the room you interrupt a gaint and sorcerer talking. You also notice a stairway in the North Wall.

SE Tower

When you enter the room you can smell the carnage that is here. A naga is munching on what appears to be the remains of young man. While a sorcerer is talking about runes of protection. You also notice stairs in the South East corner of the room.

Prisoner Cells

The room you have entered is definitely a torture and holding area. You see a body on your right but can not tell if it is still alive. You hear moans of sorrow and groans of pain.

For the ? there is a body. Have the finding hero roll two power die. If one is a surge then the body is alive and the hero may accompany the prisoner back to the glyph. Rules for helping them move. 1 hero - 1 movement, 2 heroes no movement penalty. The prisoners can be attacked by the monsters. 0 armor, 2 movement points on their own otherwise speed of the hero assisting, 4 health.

Fenwitz Lab

You open the door to see a demon with his back to you. You also notice chanting in the background in an unfamiliar language. You hear the demon say "me and my brothers will not be forced into slavery! We will not join your legion unless we so choose!" You can not see who he is talking to. But you do hear a voice say "So be it Braz! I will contact you again and..." you hear muffled voices and see a bright flash of light. Then you notice the demon's ears twitch and he slowly turns to face you. Laughing he says "have you come to rescue me little mortals? I will not show you any mercy even if you do succeed."

Important: The Gold chest also contains the information the king is looking for. The Demon is talking to Fenwitz. The flash of light is Fenwitz leaving his lab via magical means. The players will receive 2 conquest tokens for slaying Braz. The Heroes must still exit the Stronghold in order to win the quest.

? = A scroll of protection & a scroll of Traveling

The Demon (Braz) can NOT be damaged or damage anyone, until one of the master sorcerers die. If a master sorcerers gets in Braz's front arc when free he will also attack them. Roll a power die. On a blank the sorcerer will be attacked. Both Socerers have increased stats: +4 Health +1 Armor +2 Movement, Along with Knock Back and Sorcery 4. Braz has +5 Health +1 Armor & +1 to his Fear Rating.

The Scroll of Protection can be used by wizards only. It adds +1 Armor and negates the pierce ability. It can be cast by spending 3 movement points and has an upkeep of 1 fatigue per Hero turn. When upkeep is not paid the ability will stop and can be recast after waiting for two hero turns.

The Scroll of Traveling will take the players to Fenwitz's next location. They should be encouraged to keep it for the next quest or use it now to continue to the next quest. This is a one way scroll. It will take to Fenwitz's next quest everytime but will not take you back to town or to where you used it last.