Guardians of Blackthor

By: Chirrin
Guardians of Blackthor

Group Quest

“High upon the Blackthor Mountain lurks a hidden fortress, built by a band of Fimir lead Orcs and Goblins. Many years ago, this fortress became home to treasure, stolen from the Emperor. A group of Chaos Warriors and their leader, Kryshajkk, seized the fortress after stealing the treasure. The Fimir and Orcs remained to assist the Chaos Warriors in defending the fortress. The Goblins however, were either tortured and killed, or transferred to a dark prison to the South. Since its capture, the fortress has been used by Kryshajkk in experiments on creatures and he has produced savage wild baboons, which roam the fortress searching for intruders. This is not a task for the faint of heart, my friends, but you must destroy Kryshajkk and retrieve the Emperor’s lost treasure. Tread carefully and fight with valor.”

NOTES:

A The Mummy in this room has a seal on itself. When it is killed, the secret door will appear. The Mummy also wears a Helmet, which may be claimed by the first Hero to search the room for treasure.

B These two Skeletons are actually undercover soldiers. They were instructed to guard the tomb of an evil lord by Kryshajkk, who has been fooled into believing they are regular Skeletons. The first Hero to enter the room will be given Borin’s Armour by the soldiers, who will then accompany the Hero until either their own, or the Hero’s death. The Skeleton soldiers have the same stats as regular Skeletons.

C Kryshajkk stands as one of the four Chaos Warriors. He is the North East warrior and has the same stats as a regular Chaos Warrior. The other three are his guardians who will immediately attack once a Hero opens either door. When Kryshajkk has been slain and the room cleared of monsters, the Heroes may then claim the treasure in the name of the Emperor, ending the Quest.

Wandering Monster in this Quest: A wild baboon roars loudly at the Hero and then suddenly runs for the hills.
Agin’s Inn

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