

## *Land of Glory*

*A scenario for:  
Warcraft II: Tides of Darkness  
(Enjoy!)*

*It is the end of days. Both man and orc have exhausted their mighty armies in futile contest. All the forces of the horde have been destroyed, save one. Tyr Nagoth, an ancient bastion of Human life stands poised upon the brink of ending the hordes depredations once and for all. Some 2 months ago, G'tali Ormes, Chief priest of the city tested a new scrying spell, and discovered K'rakh Khazkam, the last Orcish stronghold. Calling the mages of the city together, G'tali ordered them to "surround this city with a forest, laden wi' enchantment to hide us away, ere we make preparations to eradicate this menace". The mages complied, raising an ancient forest, bound with spells, in but a few days time.*

*You are to assemble what force you can, break out of the enchanted forest, and destroy K'rakh Khazkam, the last of the Hordes Strongholds, ending the threat once and for all.*

*Of interest to your plight is the rumour of a strange castle, many days sail to the South West, inhabited by powerful human mages. It is said that this castle literally drips with GOLD, and you wonder if these 'mages' might not be persuaded to join your cause.....*

*Good Luck, mighty Warleader...a land of GLORY awaits!*