

This is a scenerio for players who want some challenge for their game.

You command a party of Humans who have heard that the evil warlock Gul'dan is conspiring to unleash a horde of daemons and undead against the alliance. A surveliance party of Azerothian soldiers and wizards discovered the whereabouts of Gul'dans base, but were discovered by the Rogue Zuljin and soon afterwards captured. Scout reports indicate that the prisoners are being held on an Concentration camp located upon a difficult to reach island near Zuljins base. The only means of rescuing the prisoners is to storm the island by sea and destroy the gaurds there. You must rescue the prisoners and at all cost stop Gul'dan. The fate of the Alliance could depend upon the outcome of your mission. Do not fail.

This is my first attempt at creating a scenerio. Feel free to edit what you don't like and please send me some response of your opinion. You can reach me at **LveMachine@Aol.com**

Have Fun!!!