



SAMPLE QUEST

Maze of the Mad Wizard

“Lentil, one of the greatest elven wizards of the past age, created a mystical item called the Talisman of Lore. He hid it in a devious maze of his own cunning design so that it could not be

used by the forces of evil.

“You must penetrate Lentil’s maze and find the Talisman. Be wary of the monsters that now reside in the maze, as well as deadly traps.”

NOTES:

The Heroes enter on the Spiral Stairway.

- A) The first Hero to search for treasure in this room will find a potion of healing in the treasure chest. The potion will restore up to 4 lost Body Points when consumed.
- B) The door to this room is trapped with an exploding lock. If a Hero attempts to open the door without

first disarming the trap, he will lose 3 Body Points. The first Hero to search for treasure in this room will find 150. gold coins in the treasure chest.

- C) This treasure chest is trapped with a poison needle. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. The Talisman of Lore is in the treasure chest. Give the Hero the matching Artifact Card from the Game System.

Wandering Monster in this Quest: Orc