



SAMPLE QUEST

The Elixir of Life

"Rumor has it that there exists a potion that can restore the body and the mind after a long, hard battle. The potion is rumored to be in the center of a labyrinth that none have

ever escaped from. It will take all of your cunning and your skills to return to the Spiral Stairway with the elixir."

NOTES:

The Heroes enter on the Spiral Stairway. *Remember, Zargon, that this Quest is only completed when the surviving Heroes exit by returning to the Stairway.*

- A) The Secret Door can only be found if the Heroes search for it in the hallway. It is too well concealed in the room with the Stairway.
- B) This falling block trap cannot be searched for or disarmed. It activates when the LAST Hero passes over the square marked "B." Then, place the trap on the game board as shown. The Heroes will have to find another way to return to the exit.
- C) This treasure chest has the Elixir of Life in it. Give the Hero the matching Artifact Cards from the Game System.
- D) These trap doors are connected by a tunnel. When a Hero or

monster moves onto one, he is instantly taken to the other. He may then complete the remainder of his move (if he has any movement left). A Hero or a monster may only move through a trap door once per turn.

THE ROLLING BOULDER:

When all remaining Heroes move past the square marked by the rolling boulder, place the boulder on the game board as shown. The boulder rolls in the direction shown by the arrows on your (Zargon's) turns until it hits the square marked with a starburst. Then it will not move any further. To move the boulder, roll 1 red die and move it the indicated number of squares.

Whenever the boulder moves past a Hero, roll 5 Combat Die. The afflicted Hero loses that many Body Points from being crushed. The boulder cannot end its turn on the same square as a Hero.

Wandering Monster in this Quest: Orc