



## SAMPLE QUEST

# *The Hunt for Feron*

"Now that you have recovered all of the Artifacts, we have learned that Col. Feron, the evil Chaos Warrior, was the one who had coordinated the taking of these Artifacts.

"You must enter Feron's base of operations and take

him down. This should cripple many of Zargon's operations in the east and southeast regions.

"Good luck! I shall speak with you upon your return."

### NOTES:

The Heroes enter on the Spiral Stairway.

- A) This treasure chest contains 100 gold coins.
- B) This treasure chest contains a potion of healing. It will restore up to 4 lost Body Points when consumed.
- C) The Chaos Warrior in this room is Col. Feron. Feron knows the Chaos Spells of Fear, Sleep, Command, and Lightning Bolt which he may cast on his turn instead of attacking. Please see his stats, below.

Feron's treasure chest contains 240 gold coins, but it is trapped with a poison dart that shoots out of the wall

from behind it. If a Hero searches for treasure before the trap is disarmed, roll 1 Combat Die. If a skull is rolled, the Hero loses 1 Body Point.

If Feron is killed, the Emperor will award each surviving Hero 500 gold coins.

### FERON:

Movement	Attack	Defend	Body	Mind
8	4	6	4	4

**Wandering Monster in this Quest: Chaos Warrior**