

## Event Log

Many Quests feature events which affect the outcome of future Quests. You can use this handy log to keep track of which events have occurred.

Quest	Event	Yes/No	Effects
1-4	Sir Bram survived		2-3: Bram and two other Paladins act as Mercenaries
1-5	Marston the Valkyrie escaped		2-9: Marston and several other monsters are added to the Quest layout
1-7	The Chaos Warrior in room D completes his incantation		None yet!
2-2	Vorner the Valkyrie escapes		2-3: The Heroes will begin the Quest in a different location with more monsters
2-4	The Heroes enter room B, containing the statue of Baal'roth		None yet!
2-5	The three Paladins in room A escape the Quest		2-7: One Paladin joins as a Mercenary at point D, replacing two monsters 2-10: The Heroes encounters fewer Wandering Monsters when passing breaches in the walls