



SAMPLE QUEST

The Laboratory

“The benevolent wizard Kolfax is said to have designed two artifacts that would make a wizard a much more formidable fighter. He hid them in his laboratory.

“Your quest is to journey into the lower chambers of Kolfax’s former magical laboratory and find where he has hidden them.”

NOTES:

The Heroes enter on the Spiral Stairway.

- A) This is the resting place of the wizard Kolfax. The first Hero to search for treasure in the tomb will find the Wizard's Robe and the Wizard's Staff adorning the corpse. Give the Hero the matching Artifact Cards from the Game System.
- B) One of these treasure chests contains an ordinary quarterstaff and an ordinary wizard's robe. The robe does nothing special, and the quarterstaff is exactly like the one described on the Cardboard Platform in the Game System. Both items are
- C) There is a half-filled flask of orange liquid on the Alchemist's Bench. The flask contains a healing potion that will restore up to 2 lost Body Points when consumed.

inscribed to look as if they are the artifacts which the Heroes seek. Don't tell the Heroes otherwise.

Both treasure chests are trapped with a poison dart that shoots out of the wall behind the chest. If a Hero searches for treasure before disarming the trap, roll 1 Combat Die. If a skull is roll, the Hero loses a Body Point.

C) There is a half-filled flask of orange liquid on the Alchemist's Bench. The flask contains a healing potion that will restore up to 2 lost Body Points when consumed.

Wandering Monster in this Quest: Zombie