



SAMPLE QUEST

Quest for the Magic Rings

"Two magic rings were captured by the forces of Chaos. You must recapture them before they can be used to bring destruction. As payment for your services, the makers of the rings have agreed to let you keep the rings if you can recover them.

"The rings were taken to a fortress in the south. I will take you to the entrance, and from there you must fight the monsters within and find their hidden treasure horde."

NOTES:

- A) The weapons on this weapons rack are all chipped, broken, or rusted. There is nothing here that the Heroes would want.
- B) This is the villains' treasure room. All 3 treasure chests are trapped with exploding locks. If a Hero searches for treasure before each trap is disarmed (one at a time), then for each trap not disarmed that

Hero must roll 2 Combat Dice. For each skull rolled, the Hero will lose 1 Body Point.

Two of the treasure chests contain the Spell Ring and the Ring of Return. Give the Hero the matching Artifact Cards from the Game System.

The third treasure chest contains 200 gold coins.

Wandering Monster in this Quest: 2 Orcs