



## SAMPLE QUEST

# *The Spirit Blade*

“The Spirit Blade is one of the most powerful magical artifacts that has ever been created. In a rare alliance between dwarves and elves, the blade was forged by the dwarves and then cooled in the elven Foutain of Leben. Once possessed by another student of mine, it has done deeds of legend before

it was added to the treasure hordes of the Chaos Warrior Ulak.

“Seek the Spirit Blade in Ulak’s fortress and capture it to use once again for the good of the realm.”

### NOTES:

The Heroes enter on the Spiral Staircase.

- A) These trap doors are connected by a tunnel. Any Hero or monster who steps on one trapdoor instantly moves to the other, where he can finish the rest of his move (if he has any left). The connecting tunnel is dangerous and any Hero that moves through it must roll 1 Combat Die. If a skull is rolled, the Hero loses 1 Body Point. Heroes and monsters can only move through the trap door once per turn.
- B) This is the villains’ treasure room. The trapped treasure chest contains the Spirit Blade. If a Hero searches for treasure

before the poison gas trap is disarmed, he and any other Hero in the room lose 2 Body Points. Give the Hero the matching Artifact Card from the Game System.

The 2 untrapped treasure chests each contain 200 gold coins.

- C) The Chaos Warrior in this room is Ulak. He knows the Chaos Spells of Fire of Wrath, Ball of Flame, Fear, and Tempest which he may cast on his turn instead of attacking. If the Heroes defeat him before returning to the entrance, award them each 100 gold coins after the Quest is over.

**Wandering Monster in this Quest: 2 Orcs & 1 Fimir**