

1 - READ THE QUEST
CARD: PLACE THE
STAIRS AND A DOOR
IN A WALL



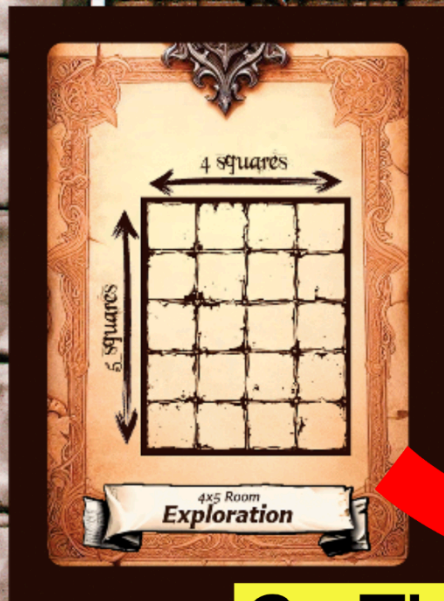
QUEST 1
Among the Shadows
"My friends, Vulkor, a dark necromancer, has emerged, spreading his vile influence throughout the region. Your Quest is to find his hideout and eliminate the evil that threatens the Kingdom"

Quest Goal: Find Vulkor and defeat him.
Setup: Place the Stairs and a door in the red 4x3 room. Shuffle the "Objective" card (Vulkor) randomly among the last 4 cards of the Enemies deck.
Reward: 400 Gold Coins
VULKOR:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	5	3	4

Knows the Spells: Fireball and Firestorm

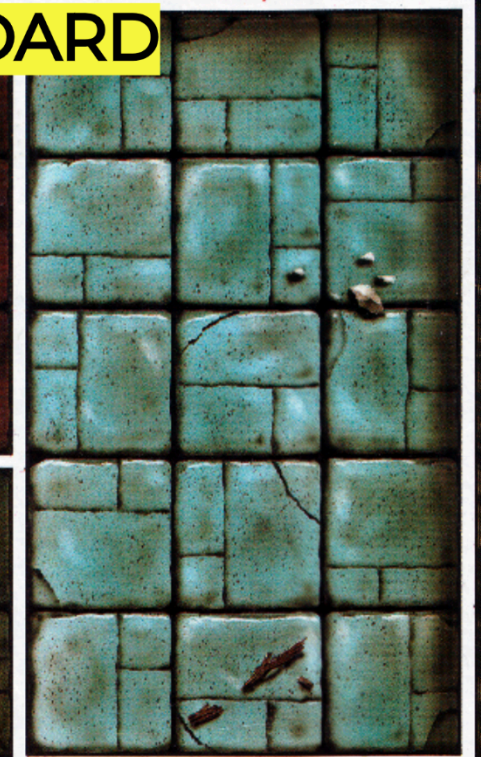
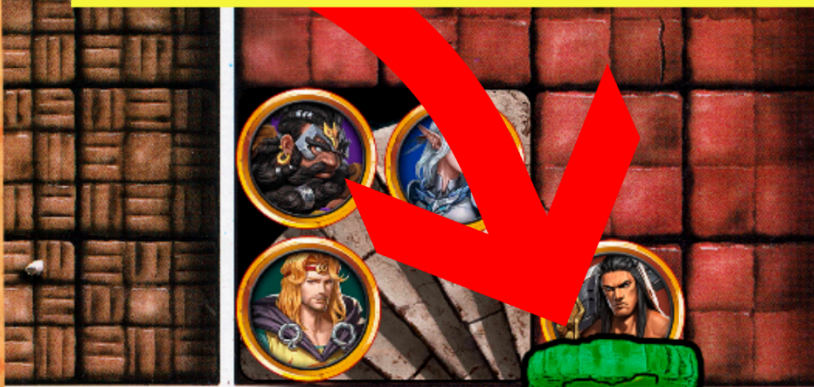
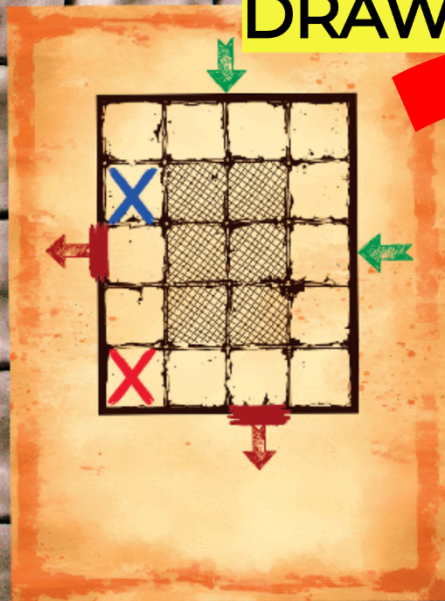
Wandering Monster in this Quest: Skeleton



**2 - THE BARBARIAN
OPENS THE DOOR.
DRAW A 4X5 ROOM
EXPLORATION CARD**



**2 - PLACE ALL THE ELEMENTS ON THE BOARD.
DRAW ONE ENEMIES CARD AND PLACE THE
MONSTERS ON THE BOARD**

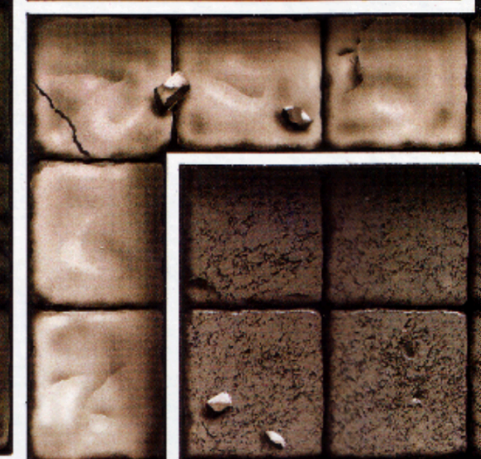
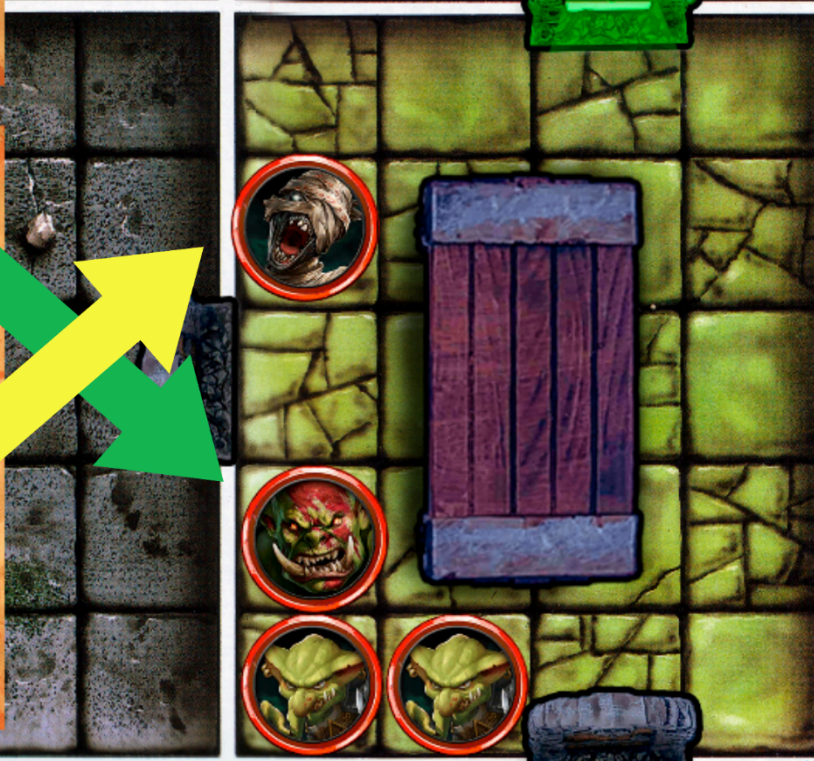


Group I
Green Monsters
2 Goblins and 1 Orc

- * Move to a square adjacent to the Hero with the highest number of Mind Points within 8 squares of this Monster. Then, attack that Hero.
- * Attack an adjacent Hero. Then, move to a square as far away as possible from all Heroes.

Group II
White Monsters
1 Mummy

- * Move to a square adjacent to the Hero with the highest number of Body Points within 4 squares of this Monster. Then, attack that Hero.
- * Attack an adjacent Hero. Then, move to a square as far away as possible from all Heroes.





3 - AT THE END OF HIS MOVEMENT PHASE, THE BARBARIAN DRAWS A TRAP CARD. THERE ARE NO TRAPS ON THE STEPPED SQUARES

3 - AT THE END OF HIS MOVEMENT PHASE, THE DWARF DRAWS A TRAP CARD. THERE IS A SPEAR TRAP ON THE STEPPED SQUARES AND HE LOSES 1 BODY POINT



4 - ZARGON'S TURN: MOVE THE ORC ADJACENT TO THE HERO WITH THE HIGHEST MIND POINTS (WIZARD) AND ATTACK HIM

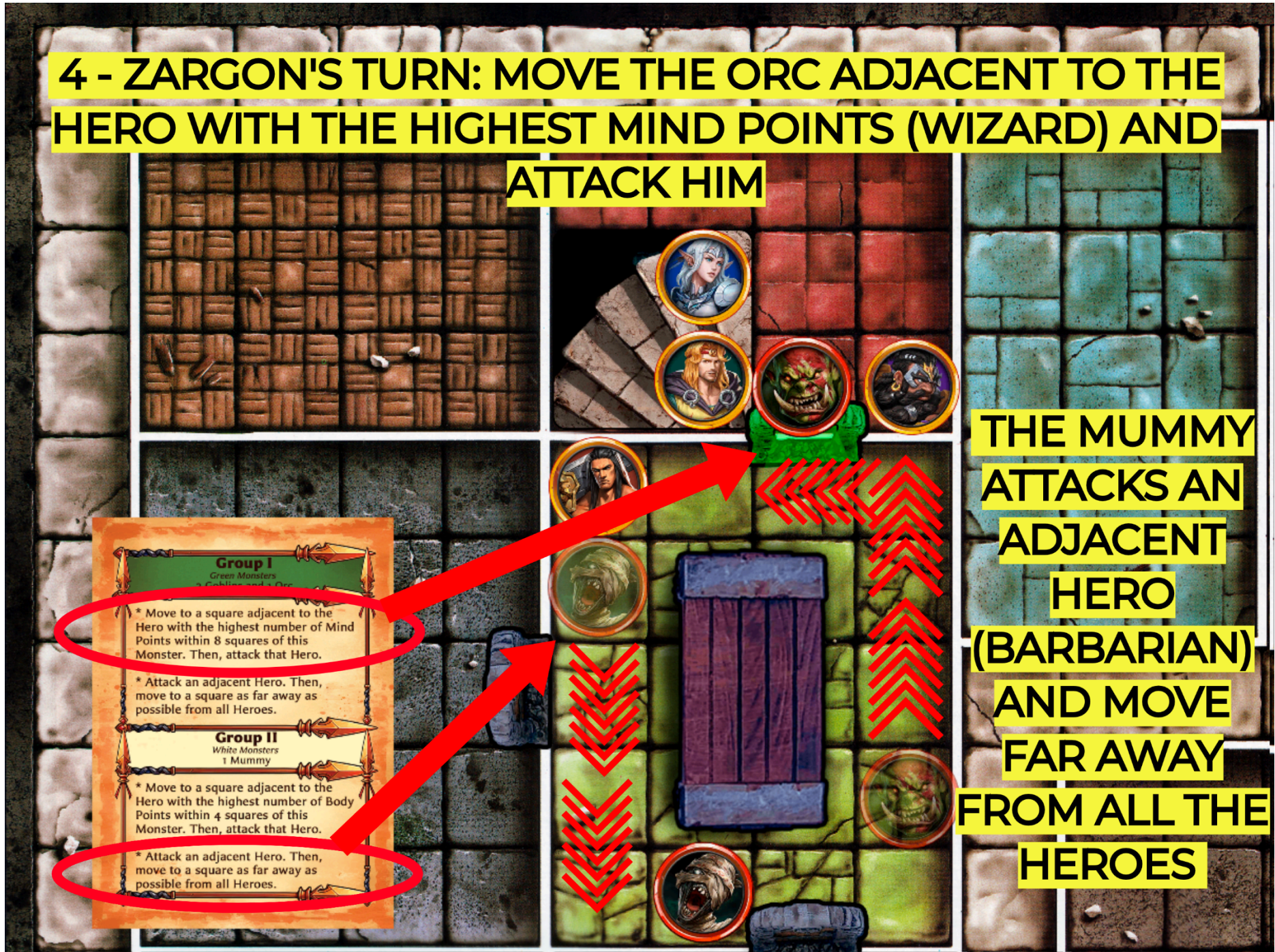
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**THE MUMMY
ATTACKS AN
ADJACENT
HERO
(BARBARIAN)
AND MOVE
FAR AWAY
FROM ALL THE
HEROES**



THE BARBARIAN ENTERS THE ROOM AND SEARCHES FOR TRAPS. DRAW A TRAP CARD. HE DISCOVERS ONE.



