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QUEST #1

Prisoner Rescue

Defeat the *Master Guard* and his crew to gain the keys and release all the towns folk from their cells.

Once all the prisoners have been released you search the area and find two items:

Magic Bracelet
The owner heals 1 damage per round.

Magic Helm
The owner takes 1 less damage per attack



QUEST #2

Chest Monster

After you defeat the two monsters you find a chest at the back of the room. As you inspect the chest it suddenly comes alive and attacks!

Once the *Chest Monster* is destroyed you search and find two items:

Potion of Invisibility
User avoids attack damage this turn but can still attack monsters!

Potion of Strength
Roll a d6, the amount rolled is extra damage per attack



QUEST #3

Minotaur's Rage

Upon defeating the *Minotaur* and his minions, you will find a key to the treasure chest in the corner of the room. Draw a normal treasure card

Once the chest has been opened you find a false bottom and discover:

Magic Battle Axe
+3 damage per attack - Only one attack per round "Fighter or Barbarian"



QUEST #4

The Red Alter

Within three areas of the dungeon Q4a Q4b and Q4c are hidden the pieces of a magical device. When these three pieces are placed on the red alter a magic wall slides opens to reveal a secret door.

Solve the puzzle and open the door to find a secret chamber holding a large treasure trove!

Play "Quest #4 puzzle" card

Secret Treasure
Draw four treasure cards making sure [3] are items! Discard extra gold back to the bottom of the deck.

QUEST #5

Healing pools

After you defeat the two monsters you discover three metal levers on the far wall between two of the empty wells.

You must figure out the sequence of the levers to discover it's secret.

Play "Quest #5 puzzle" card

Four wells of healing
Once you resolve the puzzle each party member can heal 1d6 health points. Roll a d6 for each party member separately. You must visit two rooms before you can drink from the wells again.

QUEST #6

Secret Room

After you defeat the three monsters you find a strange looking disc on one of them.

On the wall to the right is an indention of the same size as the disc but with numbers around the edge.

You must figure out the sequence of the disc to discover what's beyond.

Play "Quest #6 puzzle" card

Magic Glasses
When worn, the owner has the ability to see upcoming traps. Any new traps starts off with a "THIEF" action on the card. "Thief only"

QUEST #7

Wandering Eye

Upon defeating the *Wondering Eye*, you search the creature's insides and find a gold ring on a half eaten finger.



Magic Ring
Ring of Blindness: One Monster is unable to attack this round due to blindness. "Mage or Cleric/Paladin only"

QUEST #8

Devil's Spawn

Upon defeating the *Devil's Spawn*, you search the creature and find a huge leather whip.



Magic Whip
Fire Whip: +2 damage per attack - [+2 Fire damage on roll 6 on d6] "Fighter/Barbarian or Thief only"

QUEST #9

Widow's Request

Upon defeating the *Ettin*, you search the creature and find a Gold wedding ring, a child's doll and an Amulet.



Magic Amulet
Amulet of fear: Pick one monster per round, that monster can't fight do to fear! "Anyone can use"