

TRAINING QUEST Rogar's Hall

"Welcome to Rogar's Hall, a magical arena built long ago to test the greatest of heroes. Here you are to face the foulest of Zargon's Dread servants. You will come to know what it is to be on the verge of hopelessness—know what it is to face defeat. Yet if defeated today, you emerge stronger tomorrow.

NOTES:

In this adventure Mentor journeys with the heroes. You may move Mentor to stand in any space. Treat him as a regular hero. Other heroes may move through Mentor. Mentor does not take part in combat. Take all potions of healing from the treasure cards. Mentor uses each of these once to restore a hero whose Body Points are reduced to 0.

- A. Place Mentor on the square marked "A" and the heroes on the squares marked "X." Mentor then speaks. Read out the following: "Find and open three chests and return here to the stairs with what you find. If you do, you become the first to have succeeded in this challenge. I will grant the survivors 150 gold coins to share. If not, like many before, you must learn from your defeat."
- **B.** On your first turn place four orcs on the stairway tile. They may move and attack this turn.
- **C.** These are Natchga goblins. Cruel and fast, they fight with poisoned blades. If a Natchga goblin

Whilst this is a magical trial—a conjured illusion—it seems most real. The coldness of the dark halls can be felt, and your enemy's blows will still hit hard upon you. I shall join you to observe. Prepare yourselves, for none have triumphed here before. Ready? Then we begin!

causes a hero to lose 1 or more Body Points, an additional Body Point is lost due to the poison.

- **D.** The first hero to search for treasure may open the chest. When opened, shuffle the artifact cards and deal the top one to the hero. This artifact may be used during the quest. Once the quest is over it disappears.
- **E.** The gargoyle Gor-Garak, has a Dread Star Amulet. Shuffle all the Dread spells and randomly cast one before the gargoyle takes its turn.
- F. When the heroes enter this room place Mentor on any square and read the following: "You have done well and are on the verge of a great triumph. Tread carefully your last few steps." Then remove Mentor from the board.
- **G.** This secret door can only be found by searching for secret doors in the corridor.

At the end of the quest, all heroes (included those who died) are restored to full Body Points.

