Quest for Quinzen

A Group Quest by: Anonymous
Quest for Quinzen

“Heroes, you have been drawn into this cavern after hearing rumors of a Chaos Mage working secretly inside. Although, the additional rumor of a huge fortune to be found at the cavern’s center may have been a greater influence in your decision to venture here.”

NOTES:

A If a player searching for treasure is using a Hero that can learn Skills, the following will apply. Otherwise, no special treasure is found. Sitting among the rotting pages of musty, old books, is a legible copy of “The Teachings of Hugh Jarse”. The first two Heroes who read this book may roll to learn a new Skill. Should they happen to learn a Skill they’ve already acquired, they may not roll again. The book mysteriously vanishes after the second read and may only be read once by a single Hero.

B Sitting on the edge of the table is a piece of parchment. It reads: “Quinzen, the Mage, is not a real wizard. Those holding this scroll shall fear him not.”

C This chest contains 200 Gold Coins.

D The first Hero searching this room for treasure will discover a Skeleton inside the tomb. Place a Skeleton next to the tomb. The Skeleton may immediately move and attack.

E The doors to the two smaller rooms are locked up tight. However, a Hero searching for secret doors or treasure will discover a small switch attached to the cover of the book on the altar. If the Heroes press the switch, the book will close. Once the book is closed, the doors to the smaller rooms will immediately swing open.

F There is a mysterious force within the room. The floor seems to pull at the Heroes’ feet. Any Hero or Monster attempting to move within this room will have their movement reduced by 1 square.

Standing in front of the throne is Quinzen. He is a frightening Necromancer who instils fear upon all who enter his chamber. All Heroes entering this room will experience the effects of the Chaos Spell: Fear. Quinzen knows the four Chaos Spells included with this Quest and has the following stats:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>7</td>
</tr>
</tbody>
</table>

If a Hero is holding the Scroll from (B), the effects of the Fear Spell will be negated, but only when attacking Quinzen. Once Quinzen is defeated, the Heroes have successfully completed this Quest and may return to the Staircase. There is no vast fortune to be found.

Wandering Monster in this Quest: Fimir
Drain Body

The caster and the victim should each roll 2 Red Dice (2d6). Add these numbers to the roller's current Mind Points. If the caster's number is higher, he drains 2 Mind Points from the victim and adds them to his own. The drained Mind Points are temporary and are not regained when healed. If the spell causes the victim's Mind Points to reach 0, he is in shock and cannot move. If not healed in 2 turns, he dies and is turned into a Zombie, under Zargon's control.

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Drain Spirit

The caster and the victim should each roll 2 Red Dice (2d6). Add these numbers to the roller's current Mind Points. If the caster's number is higher, he drains 2 Body Points from the victim and adds them to his own. The Body Points drained are temporary and are not regained when healed. If the spell causes the victim's Body Points to reach 0, he is in shock and cannot move until healed.

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Flesh Flaying

The caster points at his victim and he immediately loses 1 Body Point as his flesh begins to bubble and blister. The victim also loses 1 Attack Die on all subsequent attacks. On each turn, while monsters are near (or until healed), the victim must roll 1d6. A roll of a 1 or 2 will render the spell null. Any other result and the victim will continue to lose attack dice and Body Points until healed. The pain caused by the spell is so severe, that when cast on Wizards or Elves, they may not cast spells until healed or make the saving throw.

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Strengthen Undead

The caster throws grave dust into the air and whispers the incantation. All Undead creatures, including the caster (if he is Undead) gain 1 extra Combat Die while Attacking and Defending and 1 additional Body Point.

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