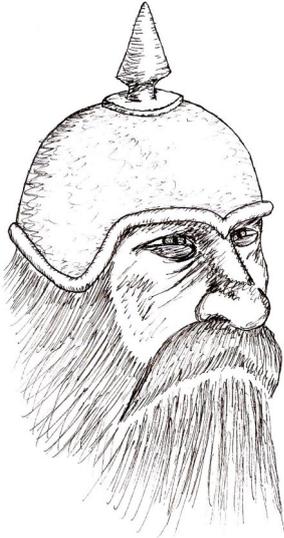


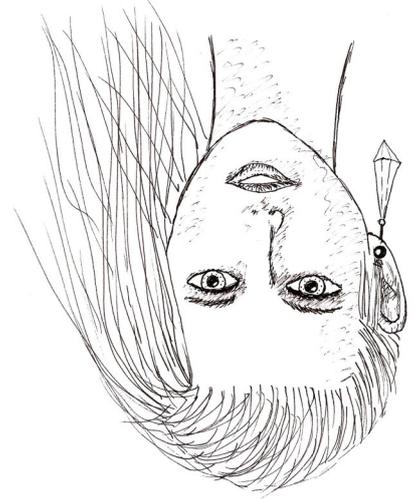


**Alk Stonehammer**



**Alk Stonehammer**

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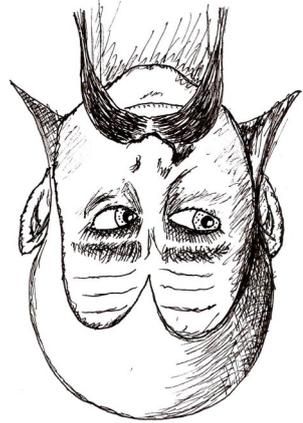


**Gretchen Wormshied**



**Gretchen Wormshied**

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**Kazír Fírestone**



**Kazír Fírestone**

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**Penelope Swift hand**

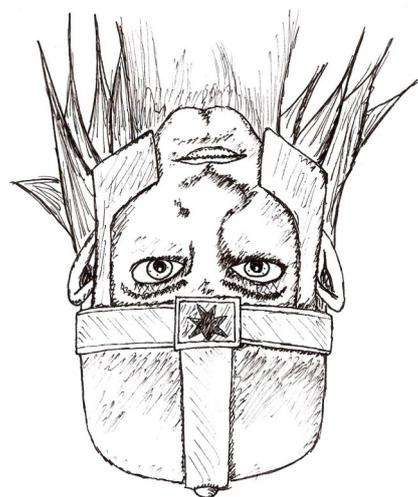


**Penelope Swift hand**

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**Tormund Goodknight**



**Tormund Goodknight**

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## **A death knight, two ghosts, a shadow, and a ghoul**

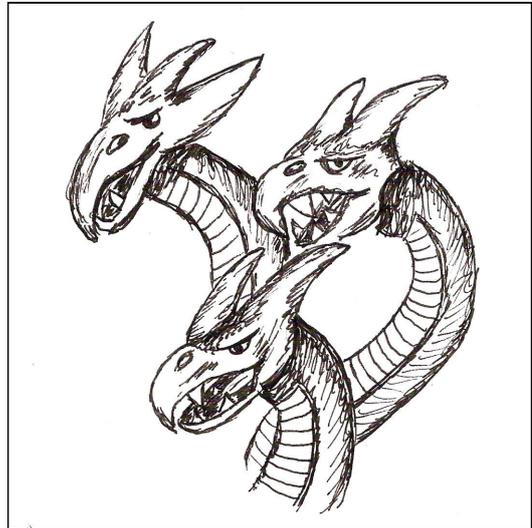
»As you enter the room you hear the sound of stone grinding against stone. Before you can react, you notice how the walls seem to change shape and swallow up the doors. Out of the shadows, five ghoulish figures appear...«



Combat Strength: 7

## **The Pyro Hydra**

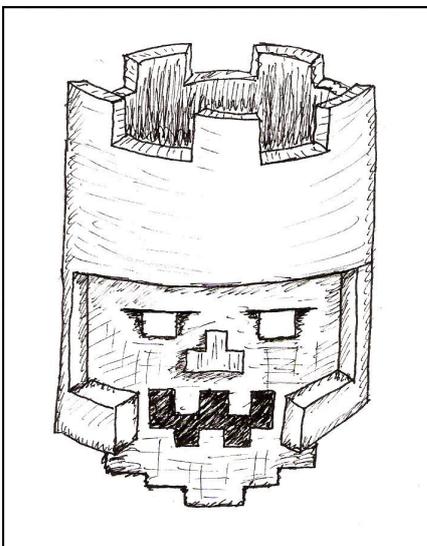
»You enter a large hall where several columns have been knocked over and bear scorch marks. From the center of the room, you hear several deafening roars, and a hydra raises its seven fire-breathing heads...«



Combat Strength: 9

## **Two Stone Golems**

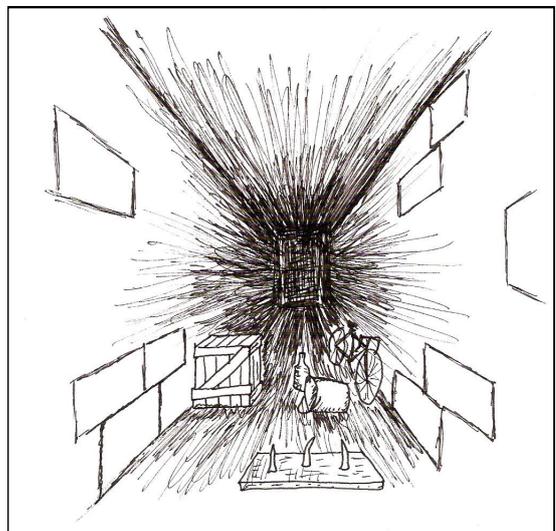
»As you walk through a long hallway with statues of heroes from a long forgotten civilization along the sides, two of the statues suddenly begins to move...«



Combat Strength: 6

## **A flock of kobolds**

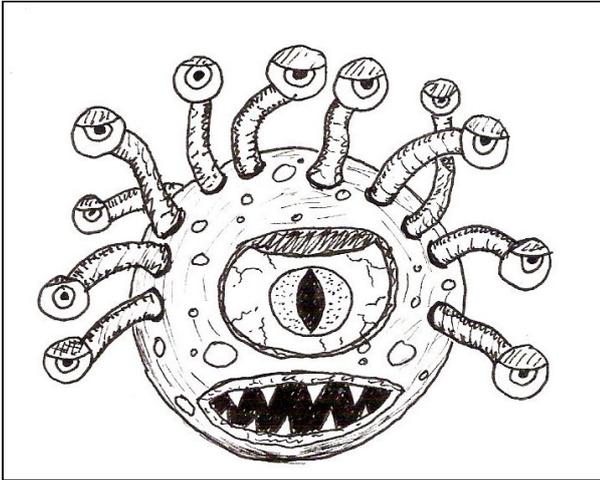
»The passage in front of you is partially blocked by rubble and trash. You spot something moving between the piles further up, but before you can see what it is, an arrow shoots right past you...«



Combat Strength: 5

## The Beholder

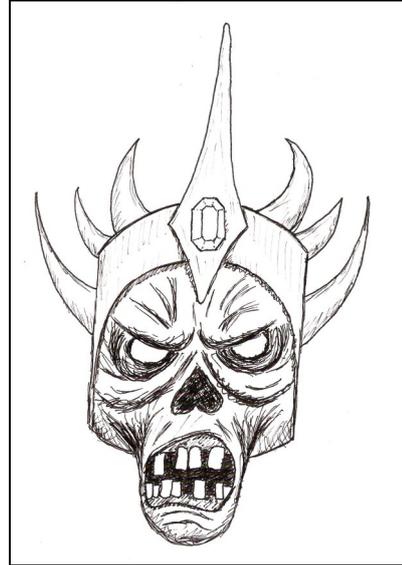
»You are walking through knee-deep foul and murky water, when out the darkness in front of you, a monster appears. It stares at you with ten eyes on stalks and a single evil eye above a large mouth filled with sharp teeth...«



Combat Strength: 8

## The Lich

»As you enter this throne room, a cold wind hits you. The room is filled with an unnatural emerald sickly light, and on the throne sits the undead remain of a sorcerer king...«



Combat Strength: 9

## A hostile group of adventurers

»Just as you have made sure that this room is empty, the door in the other end is kicked in, and five adventurers storm in with their weapons drawn. Behind you, you can hear a grinding of stone against stone, as the only two doors in the room become one with the walls...«



Combat Strength: 7