

A- Starting place of the Heroes.

B- When the Heroes reach this spot, they see windows built into the center room. They can look through these windows and see down into the next lower level. There are Humans worshiping an idol. They are performing all kinds of evil worship. "This isn't good." Says the Wizard. "They're summoning some very evil magic." "Are we in time to stop them?" Asks the barbarian. "I don't know." Says the Wizard. "Have faith Lads, and let us waste no time." Says the Dwarf.

C- When the Heroes search this room, they discover inside the Desk a letter. "Dear Lord! They're going to resurrect the Witch Lord, Tonight!" Says he Wizard. "We got our work cut out for us then." Says the Barbarian. "We got to keep our heads about this!" Says the Dwarf. "You're right, my Friend. We need to be quick, yet thorough, we can't afford to miss anything that maybe a big help to us." Says the Elf.

D- This Warlock can cast two spells on each of his turns. Heroes get first attack. If Warlock survives, His first set of spells are "Firestorm and Summon Undead. His second set is Shroud of night and summon Demon. When Heroes search this room, they discover an Artifact on the Alter. They also discover a secret door.

E- This chest is booby-trapped. 1 hit point if sprung. Inside are 2 Heroic brews, a Potion of Speed and an Artifact. Heroes also find the Iron Key.

F- This metal door is locked. Heroes need Iron Key to open it.

G- When Heroes search this room, they discover 3 throwing axes and 2 throwing stars on the Weapon Rack.

H- This wood door is locked. Rot, Wood Blast or 5 hit points will break it in. Inside this room the Heroes discover 6 prisoners. They are all dead. The Heroes can't help them.

I- When Heroes search this room, they discover on the rack a dead Barbarian Girl. It's been too long. Heroes

A- Starting place of the Heroes.

B- This metal door is locked. Heroes need Iron Key to open it.

C- When Heroes search this room, they discover inside the Cupboard dried human flesh. Heroes also find a secret door.

D- This chest is safe. Inside the Heroes discover 2 Anti-Poison Quills, a Speed Potion, 2 Elixirs of Life and an Artifact.

E- This chest is booby trapped with poisonous gas. 3 hit points on all Heroes inside the room if sprung. Inside are 2 Potions of Recall, 2 Bottles of Sacred Water, 4 Heroic Brews, 4 Potions of Strength and 100 gold coins.

F- When Heroes search this room, they discover a small iron chest inside the Bookcase. This chest is booby-trapped. 1 hit point if sprung. Inside is a large diamond worth 500 gold coins.

Quest 8

"Wow, This place is bigger than it looked on the outside!" Grumbles the Dwarf. "The hairs on the back of my neck are on edge." Says the Barbarian. "There is a Warlock up here for sure." "Is it just my imagination, or are these Warlocks getting stronger, every time we meet one?" Asks the Elf.

"No you're not imagining it, My Friend. The Stars are aligning on the side of evil. Something big is going to happen soon." Says the Wizard.

"How are you holding up?" The Barbarian asks the Wizard. "Me? I put my faith in God. The stars mean little to me or my powers." "I like that!" Says the Dwarf. "All I ask of God is a good Axe and a strong arm to wield her with." "Then God be praised!" Says the Barbarian. "For I feel like we are being protected, it is a good feeling." "God Be Praised!" You all say and make your way up the stairs.