

- 12 **A-** Starting place of the Heroes. But this massive door is locked and there is no key. Wizard must use Wood Blast or Rot spells to weaken door. Once this is done, there remains the iron frame. Wizard can cast Heat Metal spell to soften the iron bars so that the Heroes can break through.
- B-** This metal door is locked. Heroes need Iron Key to open it. When Heroes search this room they discover the Iron Key.
- C-** This wooden door is locked. Heroes can break it in. It will take 5 hit points to break in the door.
- D-** This room is full of Human prisoners. Men and Women who are half starved. They are frightened. "There are more people behind that door." They say. Again the door is locked. 5 hit points will break it in. You free all the people. "You must wait here until we return." You tell them. You give them all your food and water so that they can regain some of their strength while you are gone.
- E- Zargon-** These Fimirs know magic. They are making undead monsters. Heroes get first attack. If any Fimirs survive the first attack. You judge if your Heroes can take a big attack with Total Chaos and Flaming Spear spells. When Heroes search this room, they discover a dead man on the Rack. There is nothing they can do for him.
- F-** When Heroes search this room, they discover 2 Artifacts inside the Bookcase.
- G-** This iron door is locked. Heroes need Iron Key to open it.
- H- Zargon-** This wooden door is locked. 5 hit points will break it in. When Heroes enter this room, the metal door behind them closes. The ceiling starts to come down. IT'S A DEATH TRAP! Heroes have 3 turns to break in the door or they're all dead!
- I-** This Ghoul has a crossbow.
- J-** This Bellthor will not leave the protective hole he is in. So he breathes on the Heroes. His breath fills the room. All Heroes are affected. This metal door is locked. Heroes need Brass Key to open it.
- K-** When Heroes search this room, they discover inside the Cupboard a store of good Human food. They also discover a secret door and the Brass Key.

13 **L-** This chest is booby-trapped. 2 hit points if sprung. Inside are 2 Artifacts and 100 gold coins. There are 2 good throwing daggers on the Weapon Rack.

M- This Warlock can cast 2 spells on each of His turns. First spells are Firestorm and Summon Fimirs. Second spells are Shroud of Night and Ball of Flame. Third spells are Summon Undead and Flaming Spear. Last spells are Lightning Bolt and Summon Demon. If he survived to cast all these then He resorts to physical combat.

Quest 9

You are busy tending to the freed people. You all decide to take a day of rest to regain your strength and help the people. They recover quickly. You make a map for them and provide them with food and water for their journey back to the king's realm. You and your friends pack your bags and head deeper into the Plains of Death.

You travel for 3 more days, finally you come to the temple.

"This is it. Kirijath Arba." The Wizard calls it by name.

"This place is in the middle of nowhere, why would they build it here?" Asks the Elf. "It may have to do with their plans. There are certain spots on this earth, where magic spells are amplified. This must be one of those spots." Says the Wizard. "There is no cover out here. We will have to wait until nightfall for any chance of making it in." Says the Barbarian. "It's a new moon tonight." Says The Wizard.

"That is good for us, then." Says the Dwarf. "We maybe too late though. If they are awaiting for the stars to align then I believe tonight will be the night." Says the Wizard.

"Then let us rest while we can and then we finish this tonight." Says the Barbarian.

You wait for the sun to go down, the absence of the moon makes the night come quickly. You make your move. You come up the side of the temple and cut across the front to the main gates. Two Chaos Warriors are guarding the gate. You move in quickly for the attack.