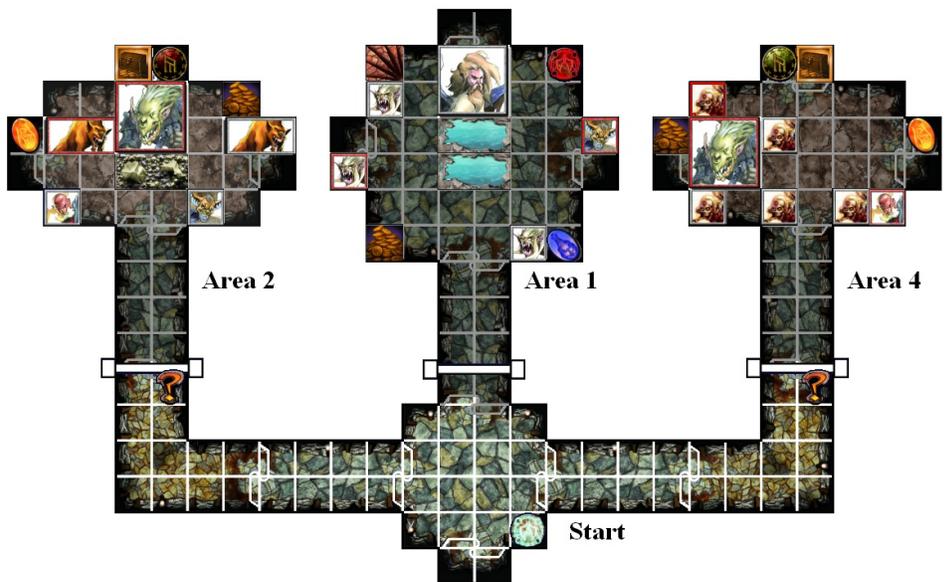




Chests:

- Copper 1: 2 conquest tokens, 1 curse, 1 copper treasure
- Copper 2: 2 conquest tokens, 2 curse, 1 copper treasure
- Copper 3: 2 conquest tokens, 1 curse, 100 coins, 1 copper treasure
- Silver 1: 3 conquest tokens, 2 curse, 1 silver treasure
- Silver 2: 2 curse
- Silver 3: 1 conquest token, 1 curse, 1 silver treasure
- Gold 1: 3 conquest tokens, 3 curse, 1 gold treasure
- Gold 2: 3 conquest tokens, 2 curse, 1 gold treasure



The Temple of Helion

By Jason Farris

Quest Background

Over a thousand years ago, the priests of Helion were renowned for their healing arts and scientific knowledge. Particularly, they specialized in the manipulation of the heavenly powers of light and in resurrecting those who died before their allotted time. The greatest of Helion's priests was Bardol Demonbane, and at the height of his powers he reputedly could banish the hellborne with a single ray of the sun. Unfortunately, with his power also grew his arrogance and Bardol refused to pass into the realm of the gods when it was his time. Instead, he conspired with a lesser acolyte to be resurrected upon his natural death. The acolyte recited the proper prayers when the time came and completed the spell that would bring Bardol back to his full might. Nobody still living knows exactly what happened next. Perhaps Helion would not allow Bardol's soul to return, or perhaps the evil of extending life beyond its natural length tainted the corpse. However it happened, a demon from the darkest pits possessed Bardol's corpse and began a night of slaughter and terror that reduced the temple to a ruin. With a last desperate act, the remaining priests gave their lives to seal the demon away with three runes of power but sealed their own doom as well. Their tormented souls were now trapped for eternity as well. Since that time no one has dared return to the temple of Helion and it is only discussed in stories to frighten children. But rumors still abound that untold treasures and dangers await those brave enough to face the demon's wrath...

Quest Goals

After several days journey through the mountains, you come upon the ruins of the temple. It rises before you in decayed majesty glimmering in the morning sun. Your goal is to cleanse the temple of the foulness that is the demon Shadraskyr and free the souls of the fallen priesthood. Don't forget the glyphs of transport that can send you back to town as it is a long hike otherwise. You start with 5 conquest tokens. If you run out of tokens, then you are defeated and evil continues to hold the temple.

Start Area

You enter the ruins just as the morning sun begins to rise over the mountain peaks. What appeared to be stone blocks from the outside are actually translucent blocks of glass. As the sun rises, beams of light race along the walls and ceiling. Unfortunately, many of the blocks are tarnished with what appears to be old blood and char, so the corridors are not evenly lit. Nevertheless, the vaulted ceilings and ornate frescos instill a sense of awe in your party. As you grow accustomed to the magnificence, a strong feeling of unease begins to set in.

Important: While inside the ruins, the players are under the auspices of the God Helion. While he wishes for his temple to be cleansed, he will not abide by those who take their life

indiscriminately. Any hero that is killed by another hero (with exception of the use of dark charm) is not resurrected in town. That hero is removed from the game with all their items. The player may draw another hero from the unused stack who appears in town with starting equipment

Important: Whenever a sorcerer figure (including spawns) is killed, the heroes have freed the soul of a temple priest. They gain one conquest token for this act.

Only the center door can initially be opened by the heroes. The other two require them to answer a riddle each.

If a hero moves to a square adjacent to the far west door, read the following:

This door at one time had a relief of a kindly cherub carved into it. The cherub appears to have been vandalized in such a way as to give it a frightening visage with horns and fangs. As you approach, it speaks: "Mortals or morsels, which will you be? Open this door and you soon will see. But first you must tell me who guards the pool, of the old lords who ran this pitiful school."

If the heroes correctly answer "Neider," the door can be opened normally. If not, the cherub merely laughs at them and grows silent again until they make another guess.

If a hero moves to a square adjacent to the far east door, read the following:

Upon this door was once carved a scene showing a woman rising from a bed while a priest chants with his arms raised. It has been sufficiently altered so that the woman is screaming in fright as the priest, now a hideous beast, looms over her. As you approach, the carving moves and the priest looks out at you. In a harsh hissing voice, it says, "you are a fool to seek entrance to my inner sanctum. Come back only when you have defeated the prisoners of glass."

Once the heroes have defeated the master giant and manticore in Area 3 the carving is silent and the door can be opened normally.

Area 1

As you enter this room, you are briefly dazzled by what appears to be a giant diamond in its center. As your eyes adjust, you realize that it is really a pool reflecting the light focused by several strategically placed mirrors on the wall. A huge bat winged form rises from behind the pool and roars, "Who dares to disturb the scrying of Neider!"

Important: This pool is not an ordinary one. Heroes and monsters can move through it at the cost of 2 movement points per square due to it being shallow. Also, any hero with a 3 in their wizardry skill gazing into the pool for their entire action will see the contents of one random area other than the starting area or area 7. Set this area up immediately, this can only be done once per hero. Heroes gazing into the pool with less than 3 in wizardry immediately gain 2 stun tokens and no vision.

Although Neider is a named monster, he has none of the abilities of one and does not give up conquest tokens when killed. If he were really that good, he would have scryed the heroes approach and known who they were.

The stairs lead to Area 3.

Area 2

As you enter this room, you are bombarded by pure radiance. No single beam of light can be seen but everything glows as if from internal brilliance. A radiant giant strides toward you shouting, "NO! Do not let my power escape!"

All monsters and heroes add 1 power die to their rolls while in this room. Additionally, the master ogre in this room has a superior version of undying. Whenever a power enhancement is rolled, the ability triggers (instead of on a surge).

If the heroes kill the master ogre, read the following:

With his dying breath the ogre spits out a dire prophecy. "Now you foolish ones have released my power and it will release those whom even I feared!" As its heart beat slows the brilliance in the room begins to fade. It slowly centers on the still form of the ogre before darting from the room. You hear twin cries of rage in the distance.

With the removal of the brilliance from the room, neither heroes nor monsters gain an extra power die on attacks in this area. More importantly the prisoners of glass are released in area 3.

Area 3

Upon climbing the stairs you enter a square passage surrounding another circular room. The circular room has 4 doors with no locks, latches, or other means to open them. At each end of the passage squats a huge hulking form made of glass. One is of a menacing giant and the other is a winged beast with a human face.

If the heroes have already defeated the ogre in Area 2, then read them the following text also:

As you look closer, you realize that both statues are now suffused in a glow of power and are slowly moving toward you with murderous intent.

Both the giant and manticore gain an extra power die on all attacks.

If the heroes have not defeated the ogre in area 2, then the monsters remain glass statues and are just props until the ogre is destroyed. At that point they become animate and attack.

None of the doors in this area can be opened by the heroes until they have broken the first two seals in area 5, at which point all the doors open and cannot be closed again.

Area 4

As you enter this room, you are amazed at how dark it is compared to the other areas of this ruin. Barely any light escapes and you can only dimly make out the remains of what appears to be a small infirmary. A shambling hulk moves toward you and asks, "Are you here to be raised my children, or to become more of my slaves?"

The master ogre in this area is actually one of the temple priests turned into an ogre magi. Its attacks are considered magic and it rolls a white die on all attacks instead of a red. It also has sorcery 1. The heroes gain 1 conquest token for killing the master ogre and releasing the priest's soul.

Area 5

You climb stairs that seem to go up forever, but finally reach what you imagine to be the top level of the temple. Here, a great door blocks off one end of the room with a runic seal upon it. Writhing larva surround another glowing pool that appears to be similar to the one on the ground floor. The entire room is brightened by several mirrors strategically placed on the walls. Shades of long dead priests move to attack.

Important: This pool looks like the one on the ground floor because it is an illusion. It is actually a 4 square pit. Light refracted up the tower ruin is bounced around the mirrored room to create a hologram of the pool below. Heroes may move into a pool space or be hurled into it. If so, they are immediately moved to the same square of the pool in Area 1 and take falling damage. The damage for falling this far is 10 points that cannot be prevented by armor or shields.

The nagas in this room are different from their standard cousins. They are demonic larva and replace grapple with knockback. They can knockback heroes into the pool/pit.

The rune locked doors cannot be closed again once they are opened due to the seals being smashed.

Once the heroes open the first two rune locked doors, read the following:

As you open the second seal, the door blasts apart. Only one seal remains. A booming voice calls to you from behind the third door. "Free me Champions, I cannot break the seals set against me but I can make your way easier. Go to the room of 4 doors and fetch the last key! I will grant you power untold if you do!"

Area 6

This small room contains a pit in the center with a shaft of light erupting through the floor and extending into the ceiling. In one corner glimmers a small runic key.

Important: This pit is not normal. It is a hole in the floor above area 1. Any hero entering a pit square will fall through the floor and be placed on the same square in the pool at area 1. The hero takes 5 damage which cannot be prevented by armor or shields.

Area 7

At last, the final seal is broken and the inner sanctum is at hand. At first all is darkness, then two eyes like eldritch stars peer at you from the black. The creature speaks to you in a voice made up of the cries of martyrs and weeping children, "My thanks to you for freeing me of my imprisonment. I will do as promised and grant your wishes as soon as you accompany me back to the netherworld." It cackles gleefully and you know you must now deal with the demon Shadraskyr itself to finally free the temple of its foul curse.

The demon Shadraskyr has the following abilities in addition to being a master demon. It has 8 additional life, fear 3, knockback, and is considered to be wearing the rune plate (place the armor card next to the demon so all players can see it).

If the heroes defeat shardraskyr, read the following:

"No! You vermin cannot destroy me!" screams the mortally wounded demon as fire leaps from the many cuts across its hide and its shredded wings. It reels down the hall, trying blindly to escape, only to fall into the pit at the other end. Its screams fade with distance and you hear a splash followed by the hiss of steam. The demon's tortured and unmoving form now appears in the illusion of the scrying pool.

The heroes gain 4 conquest tokens for killing the demon and finished the quest! Congratulate them on a tough fight!