

8 magnify the sun's rays, nearly blinding you. "Here you go Lads." Says the Dwarf as He hands you a piece of cloth from out of his sack. "Tie them around you head and let part of it drape over your face. It will protect our eyes." You do as the

Dwarf does and are relieved by the protection the cloth offers. It is thin enough that you can see quite well.

You spend the following days traveling mostly at dawn and sunset. You rest in the full day and night. You are amazed at how well you remember the way. "Nothing has changed in the years gone bye. I don't know how they do it, but they know that we are here." Says the Barbarian. "Aye. And they will let us make the first move. So we might as well make it." Says the Dwarf.

The next day the Elf spots the city. "I see it just up ahead. Looks quiet." You make your way to the gates of the city of Kalos.

**Zargon-** Kalos is falling apart. Block tiles show places that have caved in. The Heroes need to light a torch. If they have no torch then they lose two attack dice and one defense dice for the duration of the quest.

**A-** Place Death Mist on board. Follow same instructions as in original game, except that the Spirit Blade can't kill Mist. Tell Heroes that only Tempest, Remove Air, Dispel and Turn to Stone spells will destroy Mist. There will be more than one Mist. Ha Ha

**B-** When Heroes search this room, they discover in the Bookcase among the books of black art, a bottle of Sacred Water. This water will destroy one regular Skeleton, Zombie or Mummy.

**C-** When Heroes search this room, they discover inside the bookcase an Artifact and a ruby worth a 200 gold coins.

**D-** These are false doors.

**E-** This chest is booby-trapped. 2 hit points if sprung. Inside the Heroes discover an Artifact.

**F-** This chest is booby-trapped. 2 hit points if sprung. Inside are 2 Artifacts and 40 gold coins

**A-** Starting place of the Heroes.

**B-** This Warlock casts Hurricane as soon as the Heroes open the door. All Heroes are affected. Warlock then makes a physical attack.

**Zargon-** This Warlock has 6 Potions that will restore 4 body points. Warlock will drink these potions one by one as long as he is able. If Heroes can kill the Warlock on one of their round of turns. The Heroes can claim these Potions.

**C-** This chest is booby-trapped. 1 hit point if sprung. Inside are 2 Artifacts.

**D-** When Heroes search this room, they discover an Artifact inside the Bookcase.

**E-** Heroes get first attack. If Warlock survives, He casts Cloud of Chaos. Then he makes a physical attack.

**F-** When Heroes search this room; they discover a sealed jar inside the Cupboard. Inside are 9 mushrooms. Each mushroom will restore 1 body point. Mushrooms must be eaten right away. Mushrooms can be shared.

**G-** When Heroes open this door, they discover the Warlock making Stone Mummies. This Warlock has used all His powers so He can't cast a spell. When Heroes search this room, they discover that the door marked G on the map is surrounded with evil symbols and has a deer's skull on it. "Stay away from that door!" Says the Dwarf. "That door needs a soul to open it!" If any Hero tries to open it. A bolt of lightening comes out and kills Him.

**H-** When Heroes search this room, they discover 3 throwing axes and a shield for the Dwarf on the Weapon Rack.

**I-** When Heroes enter this room, they discover 6 Goblins chained to the wall. The Goblins are terrified. Heroes need to take one of the Goblins and use him to open the door with the deer's skull on it. Hero drags Goblin and pushes him in front of the door. A bolt of lightening shoots out and kills the Goblin. The door opens.

**J-** These stairs lead down to the next level