

10 **J-** This chest is safe. Inside is Spirit Rider armor. If Dwarf looks inside chest, He notices a secret compartment. Inside is a small Jade statue worth 50 gold coins.

**K-** When Heroes search this room, they discover the Iron Key.

**L-** When Heroes search this room, they discover a map and letter inside the desk. "According to this, they have built a huge temple inside the dessert." Says the Wizard. "Then they pretty much have let this place go. It is no longer of any use to them is it?" Asked the Barbarian. "We should make sure." Says the Elf. You all agree and take the stairs down.

## Quest 7

You follow the stairs down. They are littered with debris. Suddenly you come to a dead end. "It has collapsed. There is nothing more here." Says the Barbarian. You make your way back up the stairs and back through the ruins of Kalos. You head across the Plains of Death. Your friend the Wizard now leads you.

"According to the maps, there's a castle here and I think there is an oasis with it." "Good, then we will at least find water, I hope it is not too far, we still have to get home and we did not bring enough food for an extended stay here." Says the Elf. "We will find something. Kessandria and Skulmar are Human, They got to eat, so there will be something." Says the Dwarf.

You make your way through the desert. On the next morning you find the castle next to the oasis. It's Huge! But there are no guards. To play it safe you wait until nightfall and make your way up to the main gates.

**Zargon-** This quest introduces the Stone Mummy. Stone Mummies can also be destroyed by casting Sandstone, Pass Through Stone and Landslide spells.

can't help her. The Barbarian takes the chains off of her anyway. He notices a small necklace. He takes it off and puts it on. This necklace is magical. It gives the Barbarian 2 extra mind points. 15

**J-** This Warlock casts Command as soon as the door is opened. The Hero that is in the doorway then turns and fights his friends if he is unable to break the spell. He blocks the doorway until he is freed of the spell. Warlocks next spell, if he is able, is Open Pit. He puts the pit in front of the door. His third spell is Stone fall. He then resorts to physical combat.

**K-** These stairs lead down to the next level.

## Quest 10

You make your way down the long set of stairs. Suddenly the stench of death hits you like an invisible wall. "As long as I live, I will never get use to this horrible smell." Says the Dwarf. "It makes me able to fight harder." Says the Barbarian.

You get to the bottom of the stairs. The Dwarf stops you. "There are two pit traps at the bottom of these stairs, Lad. Just take a moment." He Says.

**Zargon-** The Heroes will need a torch for this level or else they'll lose two attack dice and one defense dice.

**A-** Heroes start on this stair tile

**B-** When the Heroes open this door pandemonium breaks out. All the Humans run away. Only the 2 Doom Guards and Spirit Riders stand to fight.

**C-** When the Heroes open this door, they realize that they are facing the Forgotten Legion.

**D-** This chest is booby-trapped. 1 hit point if sprung. Inside are 4 Anti poison Quills, 3 Heroic Brews, 6 Potions of renewal and a bottle of Sacred Water.

**E-** When Heroes search this room, they discover on the Alter 2 Artifacts.