

THE FORGOTTEN KING

Heroes

This adventure introduces secondary abilities to the heroes. The Shadow Master generates Shadows when any monster dies, including the Wandering Monster. You may use a power to destroy shadows. Place a check in a shadow box when you gain a shadow and shade it when you use it. Similarly the Guardian gains Barriers that may be used in the same way as the Shadow Master's Shadows.

Forgotten Tombs

The mystery special of this map is the Forgotten Tomb. When you shade in a square adjacent to a forgotten tomb and you have a power that grants you access, you may roll your personal die and consult the forgotten tomb table to see what is inside.

Skeletons

Whenever a Skeleton dies it improves all other Skeletons by one including the Skeleton King. Additionally there are Curses in Forgotten Tombs as well as Treasures that will improve a single skeleton of your choice.

Wandering Monster: Instantly attacks and can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them. If not killed it escapes taking its gold with it.

Skeleton Key

Remember that the Skeleton Key is first needed to access the Boss's room and is in the 8th position of the last Treasure.