



The Sands of Time

Requirements: Bladeswarm level 5

Goal: Kill all enemies

Introduction:

Your memories are foggy and obscured. You spent so much time in slumber, lying in wait for the appointed hour, and now that it has come, you do not remember what it was you were waiting for.

Initially, you had hoped that those who spoke the word of your awakening would give you purpose, and they have, but you were meant for something greater — something that even your new allies don't yet see.

In the back of your thoughts, you feel a building pressure. There is something you need to do — some great threat on the horizon — if only you could remember...

Like a dam overflowing, the pressure in your mind finally pushes out a singular thought: you need to recover your sword. It will play an important part in the coming times, and it is close — buried in the sandy shores east of Gloomhaven. The temple that houses it is hidden, but you remember the way.

With an ancient word, the tomb rises up from the sands and you approach. Such things were not meant for mortal eyes, so you enter alone. There will be fighting — guardians placed to test your strength and will — but you are confident that you will pass the trials. The world depends on it.

Conclusion:

With the last of the guardians destroyed, you move to the back of the temple and speak another word lost to time. An altar rises from the ground, carrying a sword that feels both familiar and foreign.

You wielded it once. Flashes of an epic battle rage in your mind, but the details remain unclear. You take it from the altar and leave the temple, speaking a word to sink the stone structure back into the sands. Only time will reveal this mystery.

Reward:

Sword of the Sands (Item 151)



-  Giant Viper
-  Living Spirit
-  Stone Golem
-  Rubble (x5)
-  Stone Pillar (x6)

Maps:

- 11b
- 11a
- 11a