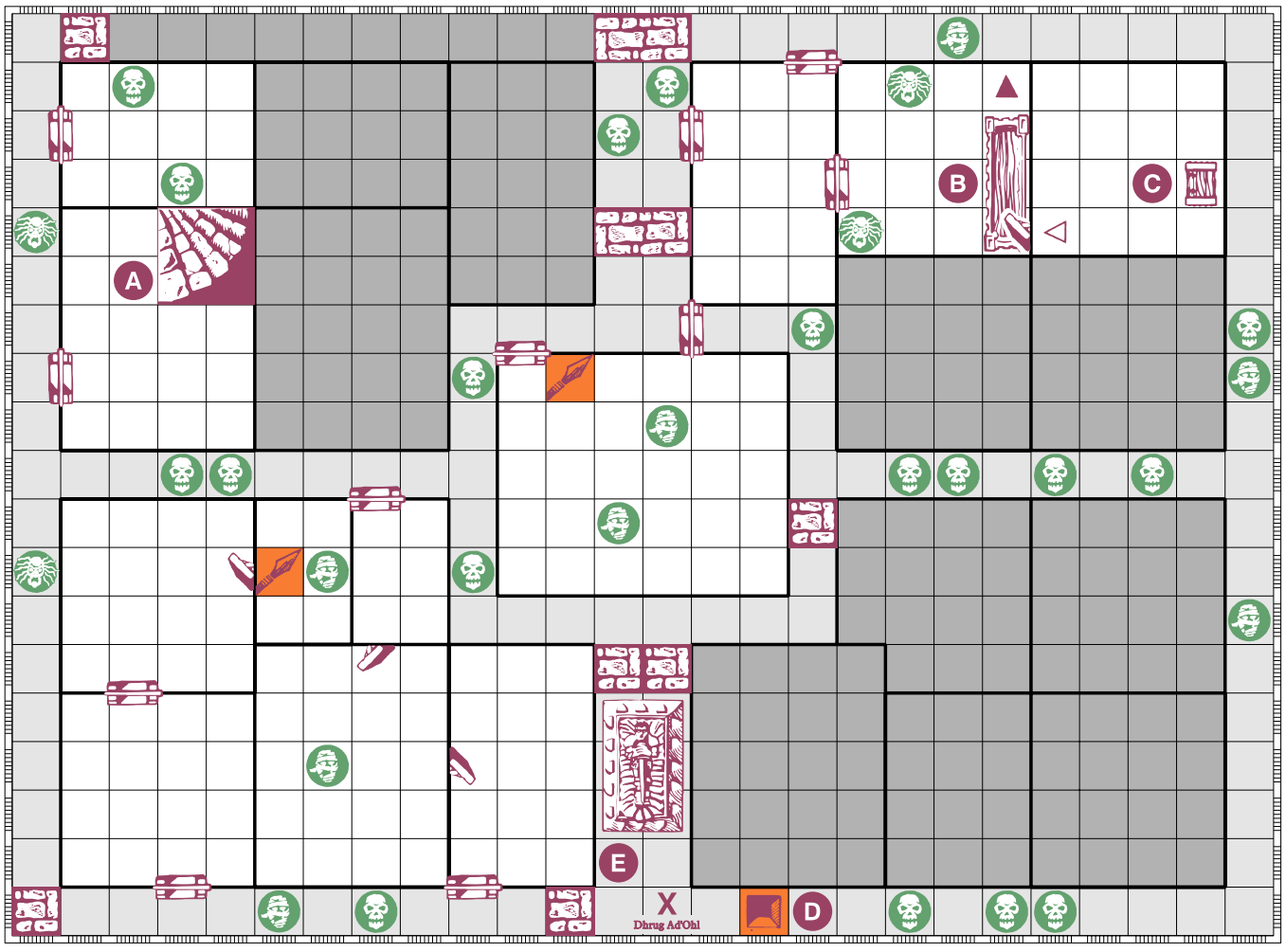
HeroQuest™

The Amulet of the Underworld

QUEST BOOK



Single Quest

The Amulet of the Underworld

"The Amulet of the Underworld has been stolen by Ohrug Adohl a foolish necromancer! The power of this artifact is able to open a magic portal from which he can summon an army of undead warriors. The Loretome showed me that he's hiding inside the ancient tomb of Kalamanthi, a powerful chaos warlock defeated many years ago. A guide will bring you to the entrance of the tomb. Stop his operate and bring me the amulet, I will seal it once and for all…"

NOTES:

A The Heroes start from the stairs.

B If a player searches for traps here he will only notice some furrows left on the dusty floor beside the cupboard; seems it has been moved recently. Only if the players ask more about the cupboard or declare they want to try to move it, slide the cupboard on its right side as shown by the dark arrow. Some signs on the wall clearly reveal there is a secret passage here, but the Heroes cannot open it, it must be pushed from the other side of the wall (as shown by the arrow); the only way to open it is by using "Pass Through Rock" spell to enter the adjacent room, but do not reveal this to the players…

C This chest contains 3 bottles of Holy Water and a red gem that is worth 100 gold coins.

D Put this tile on the board, this is a "hades pit". Each turn a Skeleton will rise from the pit, summoned by the necromancer. The undead must be placed on the tile (if you run out of Skeleton figures, use the Zombies, then Mummies, but no more than 8 undeads can be on the board at the same time). A Hero cannot stop over the pit but he can jump it like a normal trap.

E This is the Tomb of Kalamanthi. The tomb is open and seems to be empty; the corpse of Kalamanthi is missing. Inside lies the Amulet of the Underworld; return it to Mentor.

X Here is Dhrug Ad'Ohl, the Necromancer! You can use the Chaos Warlock miniature to represent him. Each turn he will summon a new Skeleton. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	3	4	2	7

If a Hero will try to use the Holy Water on the hades pit, it will close on itself and the necromancer will not be able to summon other undeads. Once the Necromancer is dead, all the remained undead will be weaker and will roll just one die to attack and defend.

Wandering Monster in this Quest: Zombie