

HeroQuest™

Journey to the Bottom of the Crypt

Q U E S T



B O O K

NOTES continued:

"In the wall behind where the Mummy King was standing, you find that several of the stones in the wall are loose, in the pattern of a sword. You quickly tear the stone from the wall to find the Spirit Blade. Its blade glows with a golden gleam and its hilt and handle with a blue one as you grasp it. This color, however, fades quickly, as if drained from the very metal..."

This is the same as the Artifact, so give the Hero the card.

- G** When treasure is searched for, Zargon should read the following:

"Once again, the Mummy has obviously been trying to protect something. The Sorcerer's Table contains a copy of the Chaos Spell 'Summon Undead'. This can be cast at any time, allowing you to call upon the ancestors of the Empire to come and fight."

If this spell is used, though, the monsters will fight AGAINST the Hero, not with him. Do not tell the Hero this (don't you feel evil?). The door on the south wall is OPEN.

- H** The chest in this room contains the artifact "Spell Ring" if the Hero is the Elf or Wizard, or the artifact "Ring of Return" if the hero is the Barbarian or Dwarf. It also contains a Potion of Healing that restores up to four lost body points, no matter what the Hero is.

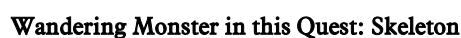
- I** Again, the Mummy King occupies the square marked "X". He can be attacked, but will not lose any Body Points. Once the Hero tries to attack the Mummy King with the Spirit Blade, Zargon should read the following:

"As you sweep the Spirit Blade into his side, the Mummy King does not flinch. He lets out a chuckle and says 'That blade cannot harm me! I have drained its power into two vials which are guarded very carefully by my most powerful minions. Only when they are reunited can that sword harm me! Ha ha ha ha ha!'"

And he vanishes. The cupboard contains the artifact "Wizard's Cloak" for the Wizard or the artifact "Borin's Armor" for the other Heroes. The switch reveals the secret passage, which leads to the other secret passage marked "4".

- J** This chest contains 100 gold coins and a Potion of Healing that restores up to four lost body points.

- K** The Quest ends when the Hero steps onto the stairway tile.



NOTES continued:

*The sword on the pedestal is no longer the Sword of the Spirit, but the
Ethereal Sword. When fighting, it calls upon the vastness of the universe to
slay the undead. It functions just as before, only now it can be used against
the Mummy King, and can be wielded by the Wizard."*

H Finally it is time for the confrontation of the Mummy King. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	4	4	7	7

As you can probably conclude from the stats, this will be a tough battle. That's why I've made sure the Hero is stocked up with potions. If you feel that the Hero can take the Mummy King with less potions, feel free to make an excuse, such as *"As you enter this room, the evilness of the Mummy King causes two of your Potions of Healing to dissolve and their containers to crumble."* or something of the sort. Also, you can help the Hero out if he needs it, by saying *"As you fight, the Mummy king drops a Potion..."* or something similar. When the fight is over, the Quest is over. The Hero can now go back and claim his reward from the Emperor.