

## QUEST 6:

# IN CALIGINE ABDITUS

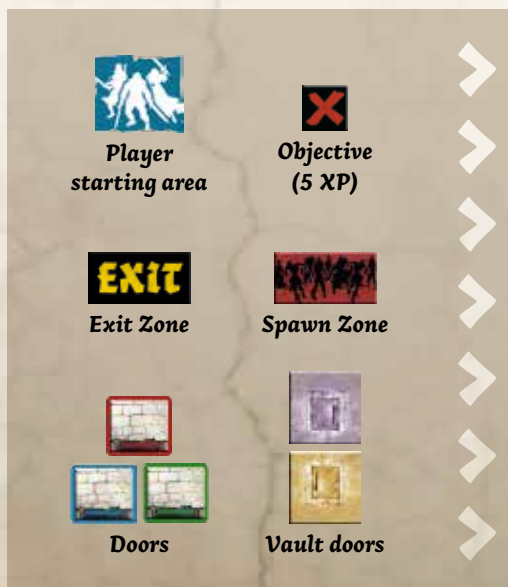
MEDIUM / 6+ SURVIVORS / 120 MINUTES

**W**e're now in the city, but not as close to the Necromancers as we would like. The area is eerily quiet, and there's desolation as far as we can see. That won't last. As soon as they hear us, they'll be rushing to kill us. We must proceed as stealthily as possible.

Elovis and Baldric both noticed strange Latin writings on some walls. It seems someone here used a network of underground passages to get around town. And Elovis is right when he says that not everybody knows Latin... Only the highly educated know this language on sight, not to mention being able to write it. It's probably a Necromancer!

Wait. Elovis knows how to read?

Tiles needed: 2R, 3R, 5R, 6R, 8R & 9V.



## OBJECTIVES

It means "hidden in the darkness". Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Necromancers set the scene. What a promise!**
  - Put the blue and the green Objectives randomly among the red Objectives, face down.
  - Put two random Vault artifacts in the yellow Vault.
- **Latin writings.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Doors to darkness and death.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.

