

HeroQuest™

AlterQuest Pack 03: Shadow of the Darkdelve

Q U E S T



B O O K

AlterQuest Pack 03: Shadow of the Darkdelve

"Heroes, the time has come again where we must rely upon your skills. Zargon worked a clever ruse! We thought his attempt to destroy the Order of the Paladins from the inside was his goal in and of itself, but he used the rebellion of the Valkyries as a front to disguise his true goal: releasing an ancient demon known as the Shadow from its imprisonment.

Many ages ago, before even the great Hero Rogar's time, the lands that would eventually become the empire were ruled by the Shadow. It was a harsh master, and did as it pleased, ruining the lives of the people. I personally fought against it for ten years, and eventually proved victorious, although its defeat came at a harsh price.

The Shadow was too old and cunning a fiend to be destroyed, so I sealed it within the Darkdelve, a smoldering pit on an island many miles to the west of the empire's maritime borders. The magical bindings upon it have been maintained by the Paladins for generations.

The Paladins' centuries-long vigil has been disrupted by the recent insurrection. You, my Heroes, must go into the halls of the Elder Days and restore the matrices of its prison, lest the thousand-year darkness return to the world."

Mentor

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

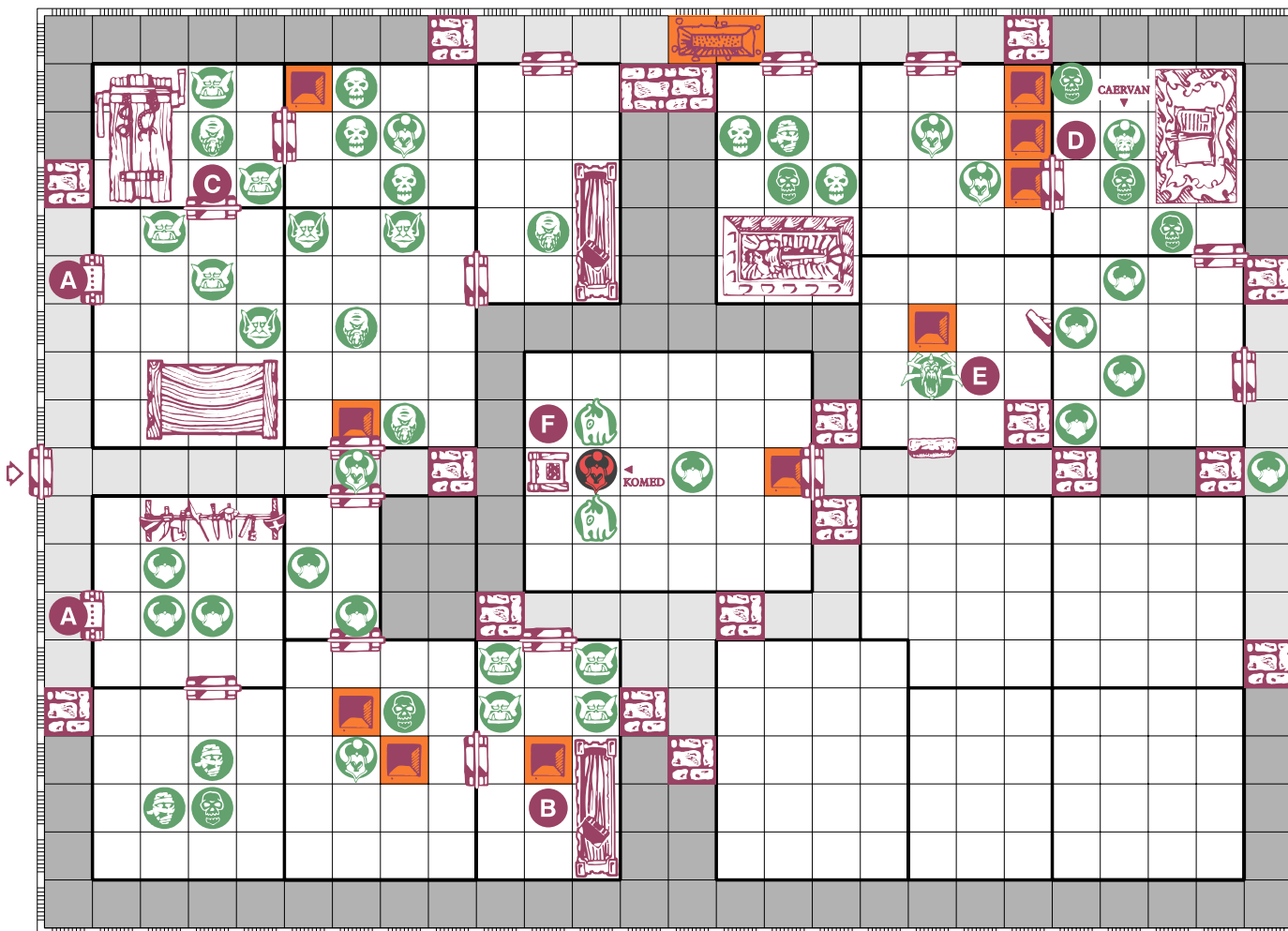


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 3 – 1

Drakheart Ruins

Your first stop on your journey to the Darkdelve is the ruins of Castle Drakholme, another bastion of evil from ages long past. These fallen and crumbled obsidian towers were once the home of the Doomguard, Zargon's most elite legion of warriors. The

castle fell into disrepair after Zargon's second defeat, but has been occupied once again with his return. Clear the minions of chaos out of the stronghold, then rest until the next day dawns.

NOTES:

The Heroes begin this Quest at the iron entrance door. In order to complete the Quest, all Heroes must reach the large room in the center of the board with the throne and defeat all the monsters within that room.

Whenever the Heroes open the door to a room with a pit trap in it, place the corresponding trap tile onto the board while setting the room up. These traps have already been triggered, and cannot be disarmed or removed.

- A** These portcullises are extremely rusty. To open one, a Hero must roll combat dice equal to half his Body Points, rounded up, and get at least two skulls.
- B** These bookshelves are covered in old, moldy scrolls. Whenever a Hero would draw a treasure card in this room, he may instead roll a combat die. If a skull or black shield is rolled, he may take an Arrows of the Night Spell Scroll.
- C** A Rejuvenation Salve, capable of restoring up to two lost Body Points, sits beneath this torture rack.
- D** Caervan the Exalted Sorcerer knows the Chaos Spells Cloud of Chaos, Drain

Body, Fear and Shield of Protection.

- E** This Gargoyle is made of hematite, a poor substitute for the Obsidian one which guarded this castle ages ago:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5/3	5	5	2

Special Abilities: May make two attacks each turn: one with 5 combat dice and the other with 3. Heroes defend against both of these attacks normally.

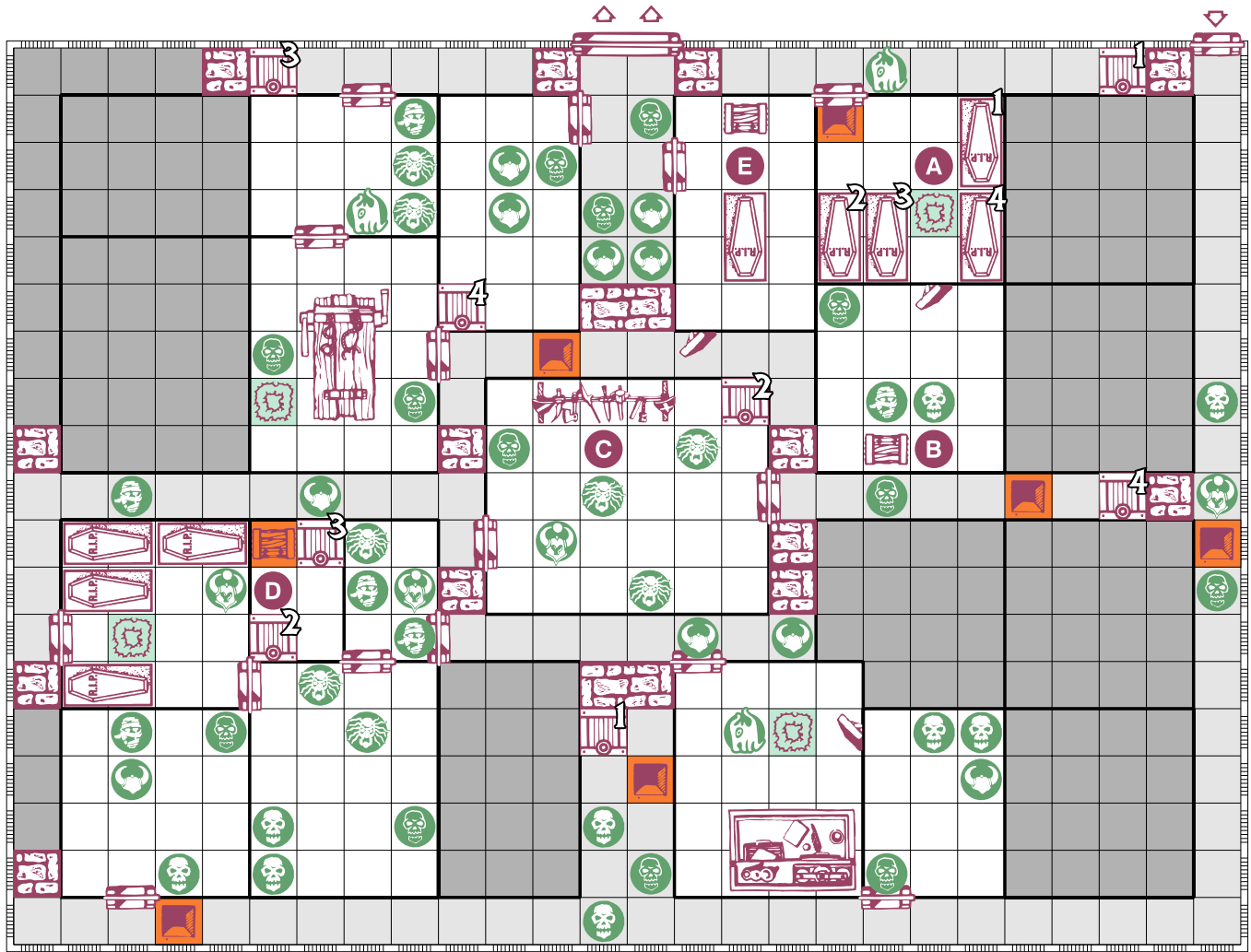
- F** Komed, the red-clad Chaos Warrior, leads the forces occupying the former Drakheart Keep:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	6	6	3

The first Hero to search this room for treasure will discover a glittering sphere worth 200 gold coins beneath the throne.



Wandering Monster in this Quest: Chaos Warrior



Quest 3 – 2

Descent into the Mouth

The system of caves leading into the Darkdelve begins at a series of deep fissures gouged into the ground. The longest of these is known as the Mouth of the Darkdelve. Evil spirits are

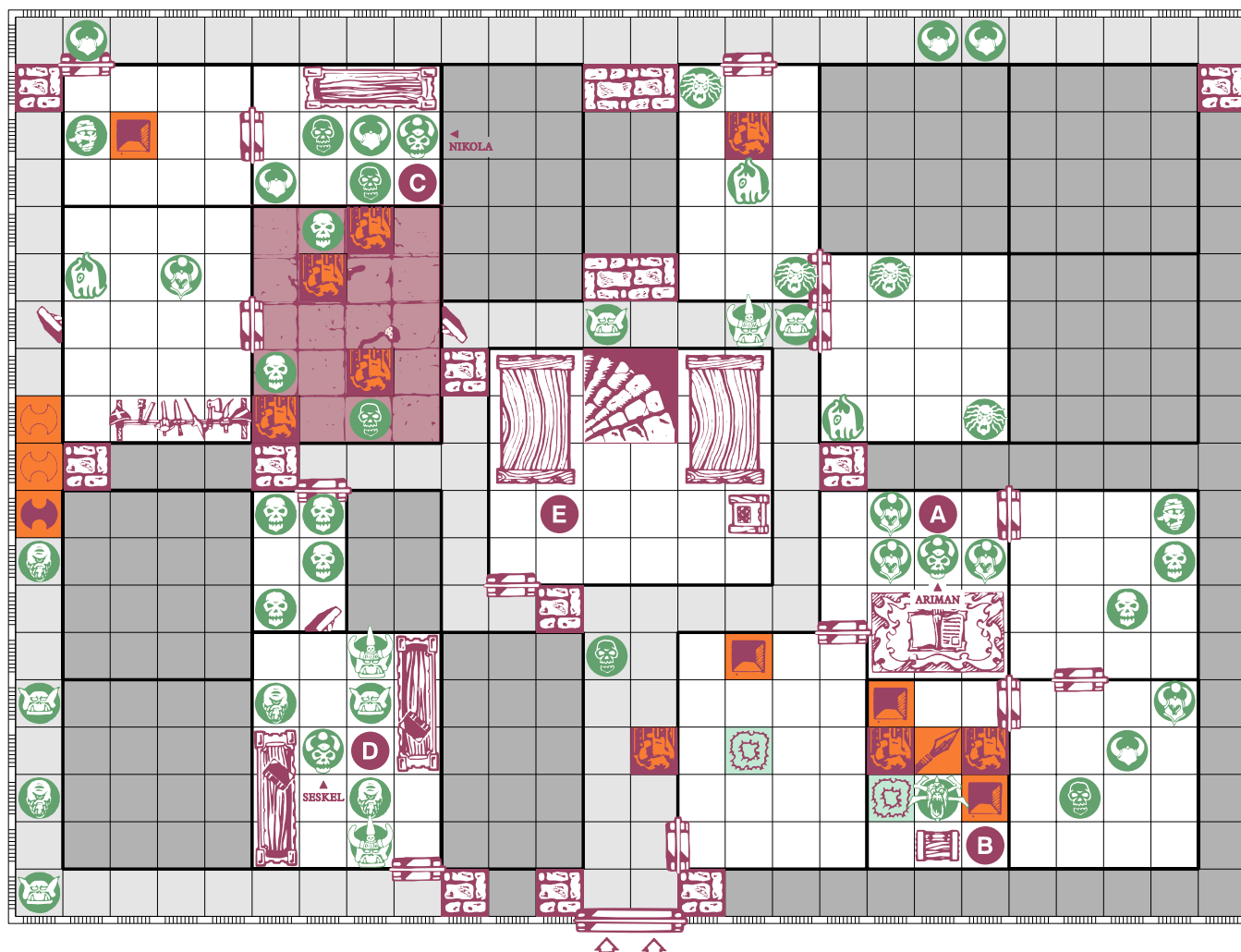
said to pour forth from the holes in the earth. You must pass through the Mouth to enter the Darkdelve proper.

NOTES:

- A** Whenever a Hero searches this room for treasure, ask him which coffin he wishes to open:
- 1) The Hero finds two Potions of Healing, each capable of restoring up to four lost Body Points.
 - 2) A second fireburst trap immediately explodes.
 - 3) The Hero finds a sack of 120 gold coins.
 - 4) A Skeleton climbs out of the coffin and attacks as a wandering monster.
- (If a Hero chooses a coffin which is already opened, he draws a Treasure Card as normal.)
- B** This treasure chest contains a set of Pitons, a Cloak of Sanctuary, two Potions of Strength and a Revitalization Potion capable of restoring up to six lost Body Points.
- C** The weapons rack here houses a broadsword and a Hand Axe.
- D** This treasure chest is clearly marked with demonic symbols. If a Hero attempts to search the room for treasure, he must draw Treasure Cards until he reveals three hazard or wandering monster cards, discarding all others without effect. The trap may be disarmed by pouring a vial of Holy Water
- upon it; if this is done, then the searching Hero may instead draw six treasure cards, discarding all hazard or wandering monster cards without effect.
- E** This treasure chest contains two Heroic Brews.



Wandering Monster in this Quest: Chaos Fury



Quest 3 – 3

The Quartermaster's Domain

The Darkdelve was not always abandoned, even after the Shadow was sealed within it. In fact, the island housing it was once connected to the mainland of the empire, with the front

parts of the cave system used as a barracks for the early Paladins. You must keep moving and pass through their forgotten quarters.

NOTES:

- A** Ariman the Chaos Sorcerer stands here, chanting ominous words in an unknown language. He knows the spells Cloud of Chaos, Command, Fear and Lightning Bolt. Count the number of turns Ariman remains alive and note it for future Quests.

The first Hero to search this room for treasure will find 200 gold coins in a drawer under the table.

- B** This Gargoyle is large and intimidating. The first time the Heroes would deal damage to it, instead tell them the Gargoyle "shrugs the blow off like it was nothing". Further attacks take effect as normal.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	4	6	6	4

Special Abilities: Can attack figures up to 3 squares away. Counts black shields as skulls when attacking.

The treasure chest contains a Spellbomb, a Gem of Negation and two Potions of Battle.

- C** Nikola the Chaos Sorcerer specializes in pyromancy, and is immune to fire spells. He knows the Chaos Spells Balefire, Fireball (which he may cast twice), Firestorm and Instill Rage.

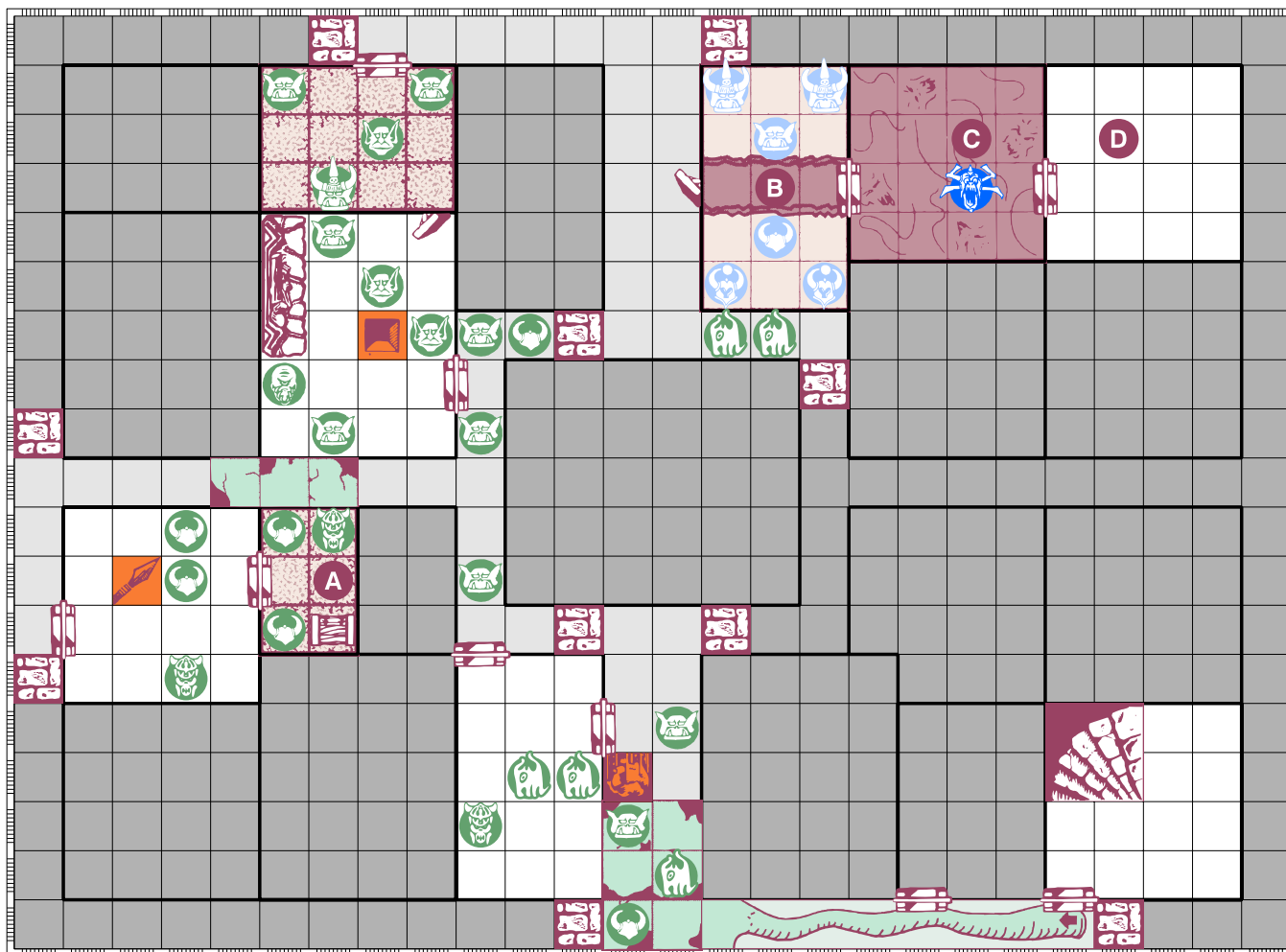
If Nikola is not slain within three turns, the cupboard in his room will be destroyed by fire; remove it from the board. Otherwise, when the Heroes search for treasure, they will find a shield inside it.

- D** Sessel the Chaos Sorcerer knows the spells Chill, Command, Summon Orcs and Sharpen Blades.

- E** These stairs lead to the Paladins' common rooms within the Darkdelve and mark the end of the Quest.



Wandering Monster in this Quest: Orc Boss



Quest 3 – 4

The Frozen Spring

One of the ancient weapons used by the Paladins of old started its life as a simple fisherman's oar, but was blessed with the power to freeze any body of water, no matter how wide. The

cavern in which it was interred remains icy cold to this day. Recovering the staff will not be a simple task, for its resting place will quickly flood without it.

NOTES:

All monsters in this Quest lose 1 extra Body Point when hit by fire spells.

- A** This treasure chest contains an Ice Storm Spell Scroll and a pouch of sapphires worth 180 gold coins.
- B** These monsters are frozen within two enormous slabs of ice. As long as the ice remains in place, these monsters cannot take actions, nor can they be harmed or affected in any way.
- C** This is an Ice Gargoyle:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5	6	6	6

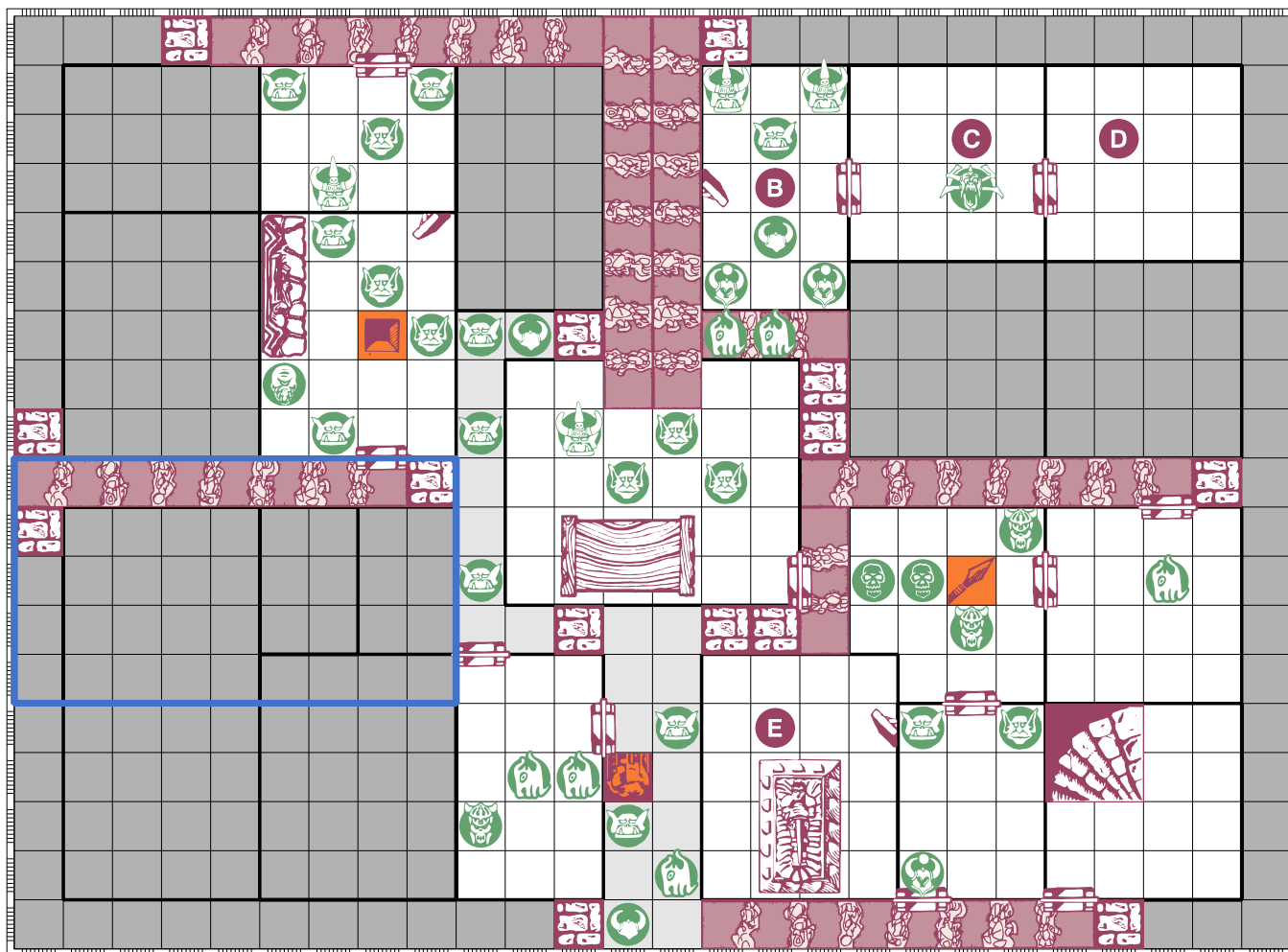
Special Abilities: Reduce all damage this Gargoyle takes by 1 point, except from fire spells.

This is the living fog room. Whenever a Hero attacks a monster in this room, that monster rolls a combat die. If a skull is rolled, the attack passes harmlessly through the mists and has no effect.

- D** This is the resting place of the Iceflow Oar. The first Hero to search this room for treasure may take this Artifact. However, when the Oar is taken, the ice in this dungeon melts and the layout of the dungeon changes!



Wandering Monster in this Quest: Wight



NOTES:

All monsters in this Quest lose 1 extra Body Point when hit by fire spells.

When the Heroes take the Iceflow Oar in room D, all the ice in the Quest melts and the dungeon floods!

Remove the ice traps and the frozen rooms from the board, if any were revealed. They will no longer impede the Heroes.

Place the icy river tiles depicted in the second Quest map in their proper locations. The rivers flowing into the center room overlap the room's walls; therefore, those walls no longer block movement.

The area indicated by the blue box suffers a cave-in as a result of the rushing waters and becomes impassible. This includes room A; if the rooms were explored, remove the doors and treasure chest from the board. Move any figures within the affected area to the nearest squares in the room with the fireplace. Those figures each lose 2 Body Points.

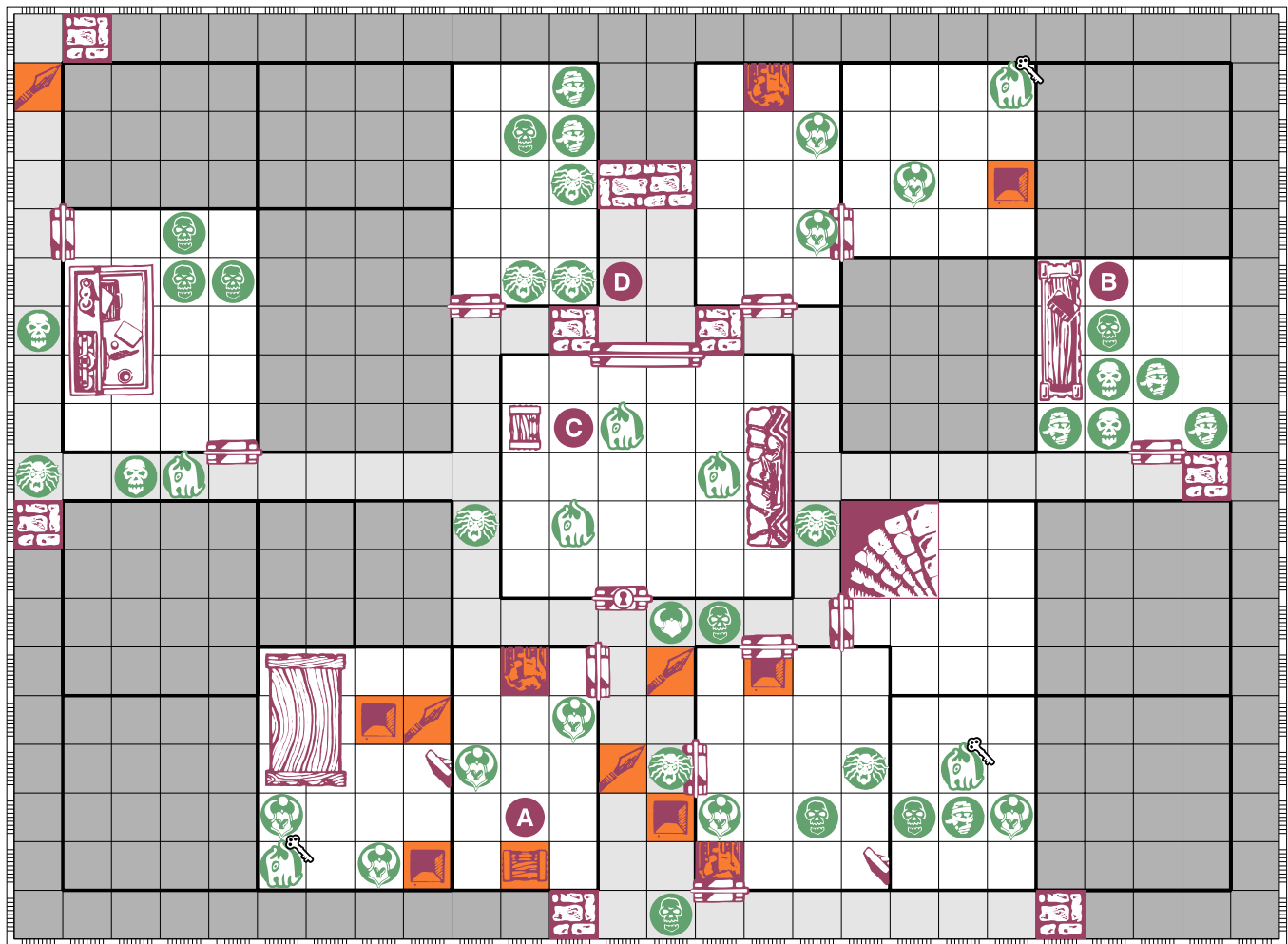
The monsters in room B are no longer frozen, and may move and attack on the Evil Wizard Player's next turn as normal.

E

If a Hero searches this room for treasure, ask him if he wishes to pry open the tomb of a great warrior. If he says yes, he will find a longsword in pristine condition within the tomb.



Wandering Monster in this Quest: Wight



Quest 3 – 5

The Sword of Ancient Spirits

When the Bindings were first erected, the Shadow's wrath was terrible to behold. Though it was imprisoned, it managed to drive the good men who fought it out of the deepest recesses of the cave. It might have succeeded in breaking one of the

Bindings immediately but for the efforts of one man, who left a powerful sword behind to ward the Darkdelve against its rage. You will need to retrieve this sword to keep the Shadow imprisoned.

NOTES:

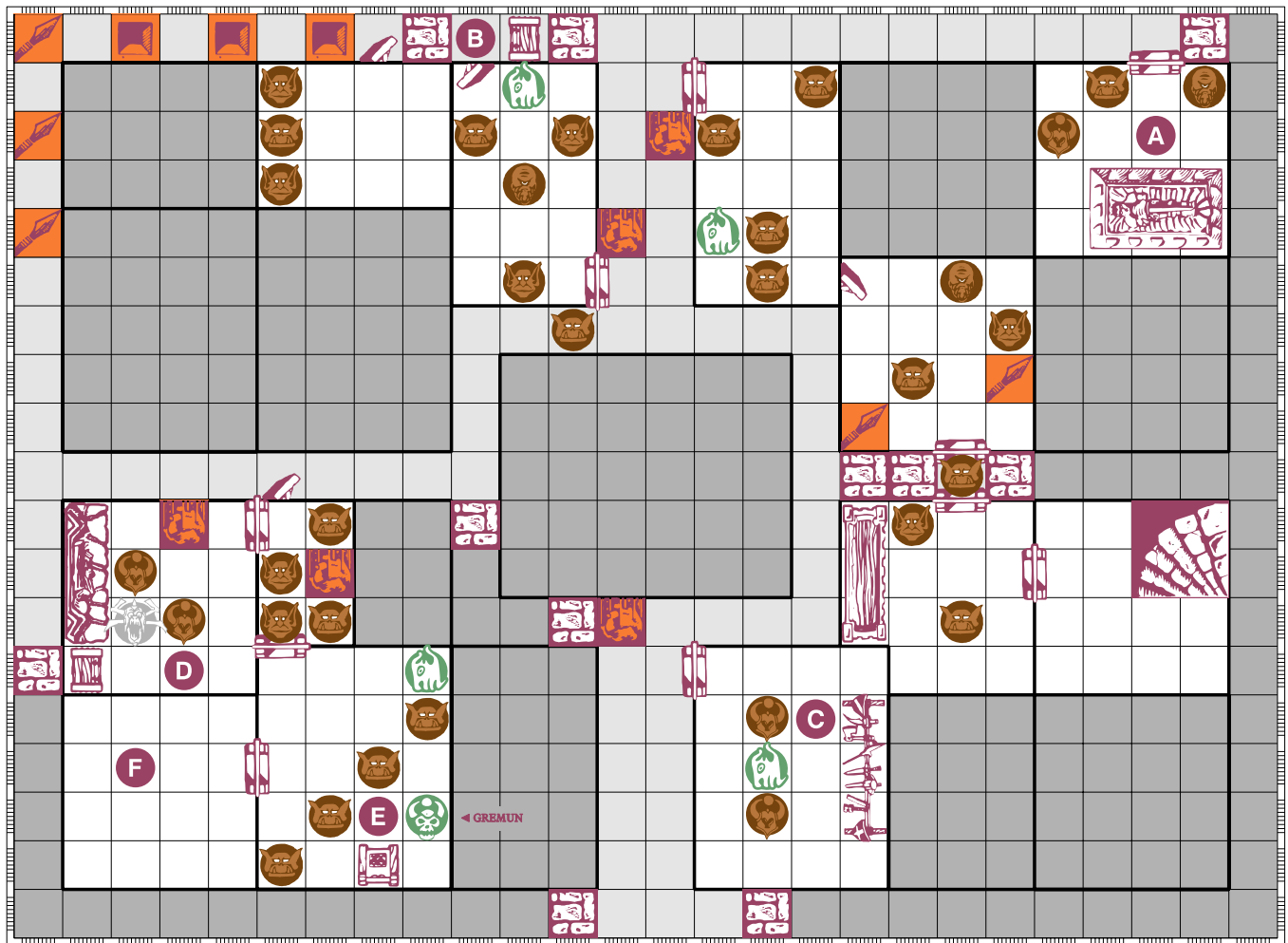
- A** This treasure chest contains two Rejuvenation Salves, capable of restoring up to two lost Body Points, but is trapped with an exploding lock. Unless the trap is disarmed, the first Hero to search this room for treasure will lose two Body Points. Treat this damage as a fire spell.
- B** This bookcase conceals a hidden compartment in the corner of the room. If the Heroes search for treasure, they will find nothing out of the ordinary. However, a search for secret doors will reveal the cache, which contains a Shortbow.
- C** The door to this room is locked, and requires three keys to open. These can be recovered by defeating the Chaos Furies carrying them. The Furies with the keys have movement 6 instead of their usual values.

The treasure chest in this room contains two Magical Throwing Daggers.

- D** This is the resting place of the Eidolon Sword. The first Hero to search this room for treasure may claim the Artifact for himself.



Wandering Monster in this Quest: Skeleton Knight



Quest 3 – 6

The Stone Woods

Long ago, before they took an oath of healing and set aside all weapons of war, the Elves of the empire had also a part in the Paladins. Many of their relics were left behind when the

Shadow overcame their encampment in the Darkdelve. You must seek their most powerful weapon, the Sunrise Bow.

NOTES:

Unless otherwise noted, all brown monsters in this Quest are made of stone. These figures cannot move, but are immune to ranged attacks, roll four combat dice in defense, use white shields instead of black shields and have 2 Body Points instead of their usual values.

A If a Hero searches this room for treasure, ask him if he wishes to pry open the tomb of a cruel warrior. If the Hero says yes, he will discover a pair of daggers inside the tomb, but the three stone monsters in the room will come to life, gaining the ability to move normally, and attack as though they were wandering monsters.

B This well-hidden treasure chest contains 400 gold coins.

C The stone Chaos Warriors in this room were once mighty warriors, and roll one extra combat die when attacking.

The weapons rack houses a suit of chain mail.

D This gray Gargoyle is made from a different material than the rest of the monsters in this Quest, affording it the ability to move despite being a stone

monster:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	4	4*	4	5

Special Abilities: Defends with white shields instead of black shields.

The Gargoyle knows the Chaos Spell Drain Magic and can cast it any number of times.

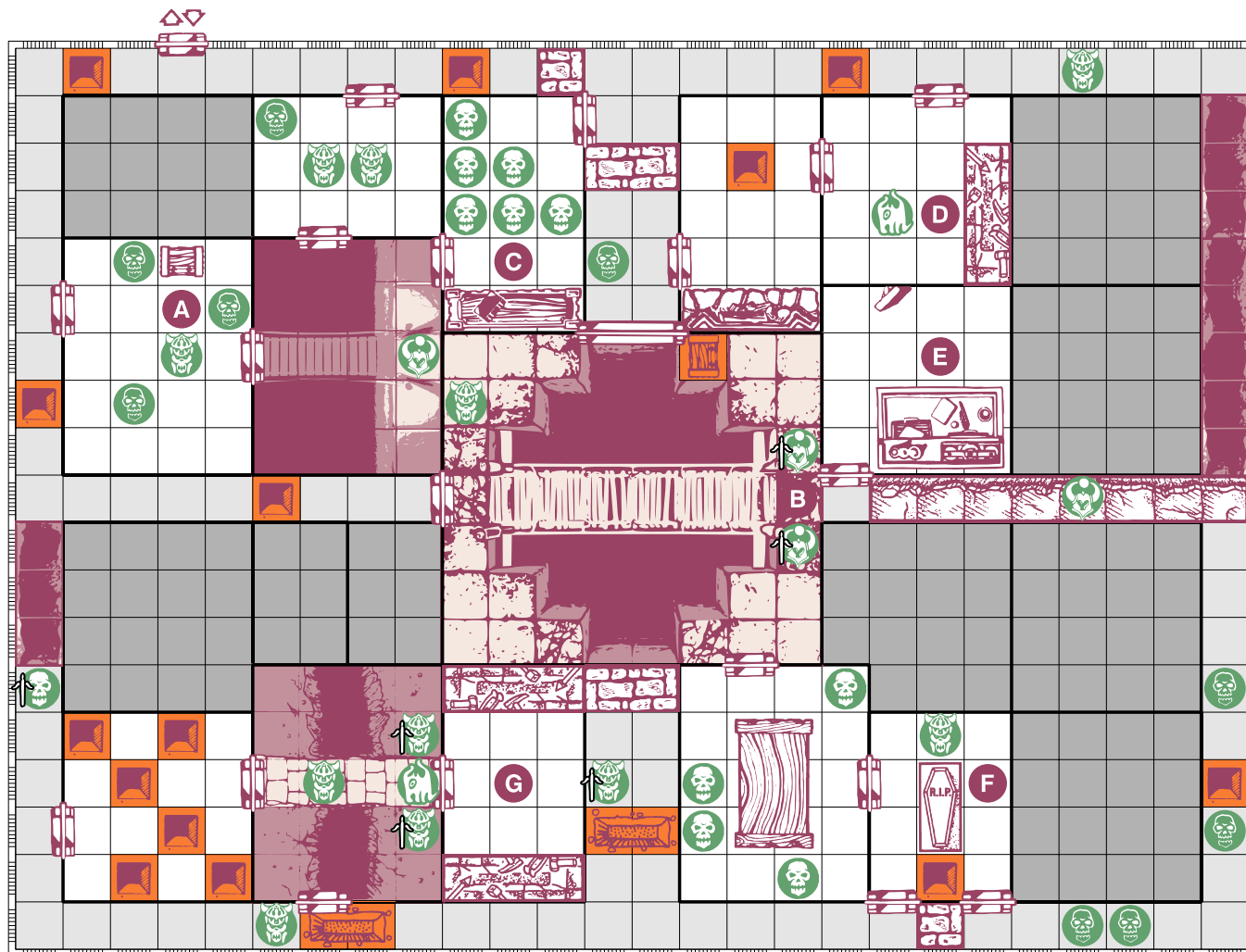
The treasure chest contains a Dwarven Rune of Seeking and two Potions of Speed.

E Gremun the Chaos Sorcerer knows the Chaos Spells Earthquake, Fear, Rust and Sleep. As long as he remains alive, the stone Orcs in this room can move one square each turn.

F This is the resting place of the Sunrise Bow. The first Hero to enter this room may take the Artifact for himself.

Wandering Monster in this Quest:

The Hero sets off a falling rock trap on his current square. This trap does not block movement and no tile should be placed on the board.



Quest 3 – 7

The Dwarven Forge

The Dwarven Paladins were wiped out centuries ago, but while they remained they were the strongest and most steadfast of them all. Their forge was imbued with a light imperishable that may serve as a resting-place for you to regain your strength

before continuing. You must reclaim the winged helm, a mystical artifact that took a master Dwarf artisan 100 years to make.

NOTES:

Whenever a Hero opens a door, if the square immediately on the other side of the door is a bottomless pit, that Hero's turn immediately ends.

A monster with a crossbow icon on the Quest Map wields crossbows.

A This treasure chest contains a Potion of Healing capable of restoring up to 4 lost Body Points.

B These two Chaos Warriors are guarding this rope bridge. If at least one of them is still alive and adjacent to the bridge on the Evil Wizard Player's turn, they will cut the ropes suspending the bridge, collapsing it into the abyss. Any figure standing on it will then lose 2 Body Points when the remaining half of the bridge crashes into the sheer cliff face and, if still alive, must then move to the nearest safe square.

The treasure chest contains an Elixir of Life but is positioned on a precarious abutment of the cliff. If the Heroes search for treasure without first disarming this trap, the chest and its contents will fall into the abyss and be lost.

C Many of the books on this bookshelf have hollows inside them containing various small jewels. Whenever a Hero would draw a Treasure Card in this room, he may instead take a jewel worth 60 gold coins.

D This Chaos Fury haunts the forge in this room, and will not leave the room. It rolls two extra combat dice to defend. However, whenever a Hero attacks it, he must roll a combat die, and loses one Body Point if a skull is rolled.

E This alchemist's bench contains two flasks of Potion of Battle.

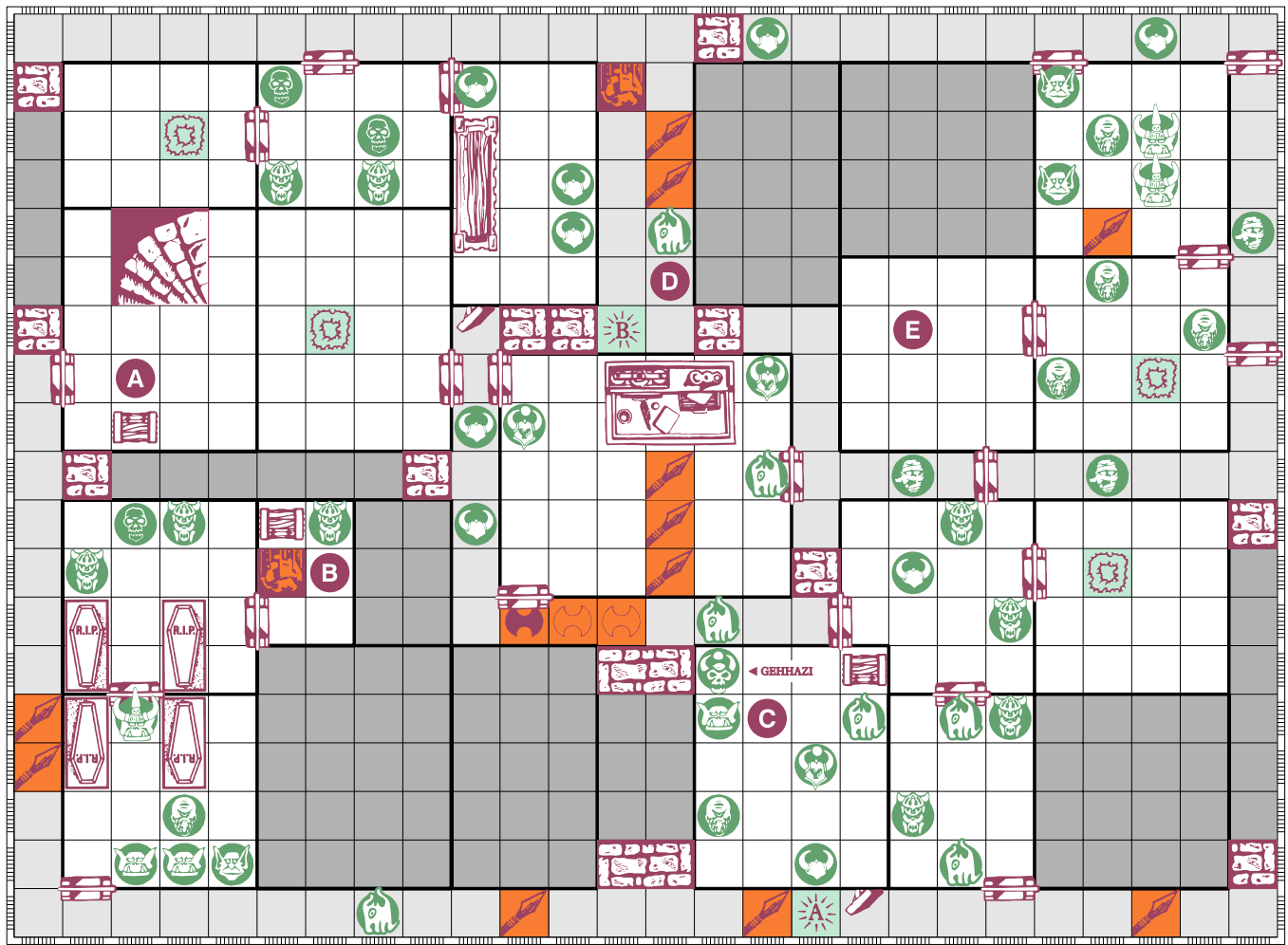
F The Wight in this room was animated from the body that used to occupy the coffin. If the Heroes search for treasure here, they will find a Potion of Air Walk among his effects.

G This is the resting place of the Winged Helm. The first Hero to search this room for treasure may claim the Artifact for himself.

The forges in this room do not hurt the Heroes.



Wandering Monster in this Quest: Wight



Quest 3 – 8

The Phantasmal Mask

The Paladins of ages long past, in addition to matching sets of armor, often wore colorful masks upon their heads to intimidate their enemies and disguise their own fear. Though most have been broken by the wear and tear of battle or the

passage of time, a few still exist. If you can find an undamaged mask, we may be able to repurpose the magics enchanting it to weaken the Shadow and its minions further.

NOTES:

- A** This treasure chest contains a shield and a Gem of Negation.
- B** This treasure chest contains two shortwords.
- C** Gehhazi the Chaos Sorcerer knows the spells Ball of Flame, Cloud of Chaos, Sleep, Summon Undead and Tempest.

The treasure chest in this room contains two Revitalization Potions, each capable of restoring up to 6 lost Body Points.

- D** This Chaos Fury has given up its ethereal body for a more dangerous corporeal one:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	6*	3*	4	4

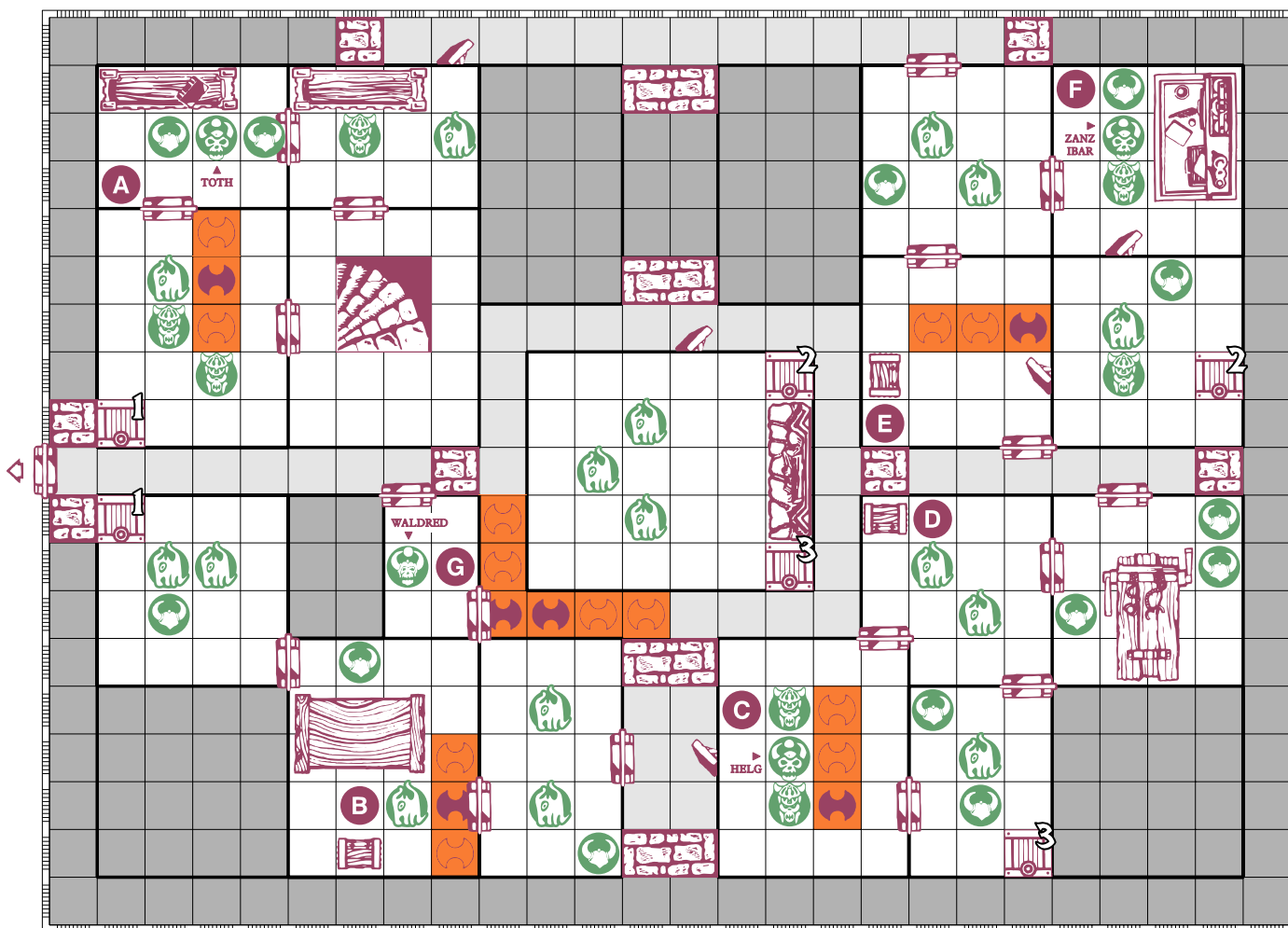
Special Abilities: Defends using white shields; counts black shields as skulls when attacking.

- E** This is the resting place of the Mask of Victory. The first Hero to search this

room for treasure may claim the Artifact as their own.



Wandering Monster in this Quest: Chaos Marauder



Quest 3 – 9

Prison of the Darkdelve

With the Paladins' ancient weapons retrieved, you are now prepared to enter the prison at the bottom of the Darkdelve. The Shadow knows you are near and will fight like ten demons to escape its bonds. Fortunately, I have remembered the means

by which I bound it the first time: an array of rune-covered pillars known as the Bindings. If you can reach them, you may be able to weaken the Shadow's power and thus survive its attack.

NOTES:

- A** The Chaos Sorcerer Toth waits in this room, hoping for a chance to destroy the Heroes. He knows the Chaos Spells Deathbolt, Lightning Bolt and Spirit of Vengeance, which he may cast twice.

The bookcase here houses a Summon Verag Spell Scroll.

- B** This treasure chest contains a Potion of Healing capable of restoring up to four lost Body Points.

- C** Helg, an experienced dolormancer, knows the spells Command, Drain Body, Fear and Sleep.

- D** Inside this treasure chest is a Tonic of Renewal, capable of restoring all of a Hero's lost Body and Mind Points.

- E** This treasure chest holds a Magical Throwing Dagger, a Fire Ring and a vial of Holy Water.

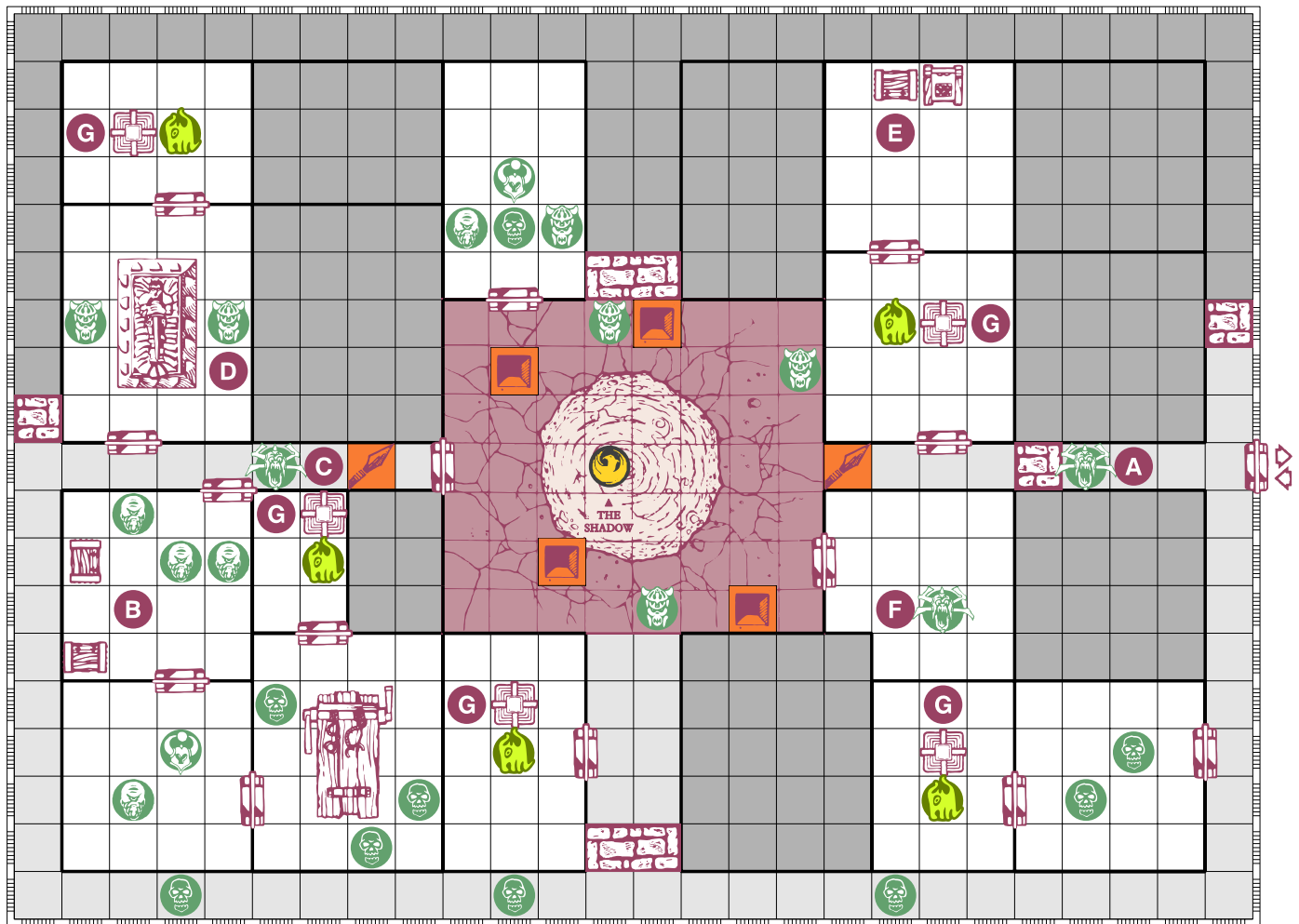
- F** Zanzibar, master cryomancer, has taken over this quadrant of the prison network. He knows the Chaos Spells Chill, Cloud of Chaos, Ice Storm, Ice

Wall and Soothe. Additionally, as long as Zanzibar is alive, no Hero in the same room as him may take any bonus actions.

- G** This is Waldred, the dark master of Toth, Helg and Zanzibar. He knows all the Chaos Spells they know, as well as the spell Restore Chaos. When the Heroes open the door to this room, if any of the other three Chaos Sorcerers are still alive (even if they have not yet been revealed), you may place them in this room as though they were wandering monsters, and (if injured) they recover all of their lost Body Points.



Wandering Monster in this Quest: Chaos Warrior



Quest 3 – 10

Shadow Rising

You have reached the chambers that house the Shadow itself, and must prepare to do battle with it. The Bindings are near as well; to activate one, you need only empower it with one of the Paladins' relics. I fear that the Bindings' long dereliction,

however, has all but ensured that any relics used this way will not survive their use. Choose wisely how to confront your foe, lest it escape and set the ruin of the world into motion.

NOTES:

- A** This Gargoyle has profane runes etched on every surface of its stony body:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	7	7	7	7

Special Abilities: Can only lose 1 Body or Mind Point at a time from a single attack or spell.

- B** Each of these two treasure chests contains a Revitalization Potion, capable of restoring up to 6 lost Body Points.

- C** This Gargoyle burns with a black, infernal flame:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	4*	5	10

Special Abilities: Each black shield rolled while defending counts as two. On each of this Gargoyle's turns, each Hero within 3 squares of it loses 1 Body Point and 1 Mind Point.

- D** This tomb contains a battle axe.

- E** This treasure chest contains four Potions of Defense, four Potions of Strength and four Potions of Speed.

- F** This Gargoyle appears to be made of solid gold, and has 8 Body Points. When it dies, it falls apart into a heap of golden bars worth a total of 1000 gold coins.

The Shadow:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	8	7*	23	6

The Shadow defends using white shields instead of black shields. It counts as both undead and demonic, and does not block movement. However, any Hero who passes through the Shadow's square loses 1 Body Point.

Instead of attacking normally, the Shadow can choose to attack all Heroes within three squares of it, rolling 6 combat dice against each of them.



Wandering Monster in this Quest: Chaos Fury

NOTES continued:

The Shadow knows the Chaos Spells Ball of Flame, Deathbolt, Drain Magic, Fear, Rust, Sleep, Tempest and Wall of Flame. It can cast the same spell twice in a single turn, although both spells must have different targets.

If the Heroes activate all five of the Bindings, the Shadow rolls one fewer combat die when attacking and defending. If all five Bindings were activated by sacrificing a relic, it instead rolls two fewer combat dice when attacking and defending; additionally, its movement is reduced to 4 and it loses its ability to cast two spells in a single turn.

G These are the Bindings, the magical pillars which once bound the Shadow. While standing adjacent to one of these altars, a Hero may use his action for the turn to reactivate it. If the Hero chooses to place one of the Paladins' five relics (Iceflow Oar, Eidolon Sword, Sunrise Bow, Winged Helm or Mask of Victory) upon the plinth, the Shadow will instantly lose 3 Body Points (even if it is not yet on the board). However, Artifacts sacrificed in this way must be discarded and can no longer be used. The altar can also be activated without sacrificing an Artifact; in this case, each Hero within the room will heal one lost Body Point. Only one relic can be sacrificed at each altar in this way.

These are the Shadowlings, five demons spawned directly from the Shadow itself:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6	4	4	6

The Shadowlings are insubstantial monsters and do not block movement.

Whenever a Shadowling deals Body damage to a Hero, it heals up to one lost Body Point.

The Heroes cannot activate any of the Bindings if a Shadowling is also in the room.

If all four Heroes should die during this Quest, or if the Shadow exits the game board, inform the Heroes that the world was destroyed as a result of their failure.

Conclusion

"A thousand congratulations are not enough to express the gratitude I have for you this day, Heroes! The ancient evil from days past is once again entombed in the islands to the far west of the empire, and the kingdom is safer for it.

With this crisis taken care of, we can once again return our attentions to Zargon and his machinations. It seems my apprentice has been busy in your absence. Alas, a Hero's work is never done."

The Order of the Paladins has need of the relics you recovered in order to make sure the Bindings do not fail again.

If the Heroes managed to defeat the Shadow without sacrificing any relics at the Bindings, add the following paragraph:

However, they are willing to permit you to keep one as a token of their appreciation. Choose wisely which one you accept, as the rest will be permanently interred in the Darkdelve and an exchange will not be easy to perform.

"Until next time, Heroes..."

