

HeroQuest™

DungeonsDark

Q U E S T



B O O K

A Message from Mentor

The time has come for us to part ways. You have accomplished much under my direction and truthfully I cannot spare you. But Zargon's reserves are deeper than I dared to imagine.

I fear to consult the great book Loretomb. It seems there is no place in the empire untouched by recent or ancient evils. Shadows are awakening and will align with him if given the opportunity. Proactive pursuits led by me will only alert Zargon to even greater potential. I bid you wander the empire, serve the greater good, and defeat any evils you find.

I warn you not to underestimate Zargon's new allies or the dangers awaiting you in the dungeons. Dungeons... dark dungeons lost in the foundations of this empire. Zargon's minions are combing them in search of powerful artifacts with which he seeks to end our battle.

Trust that I will continue to counter Zargon and that when he turns his attention on you, you have given me the opportunity I need to begin to unravel his foul magic. I will aid you when and where I can and call upon you if necessary. This is farewell for now.

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.

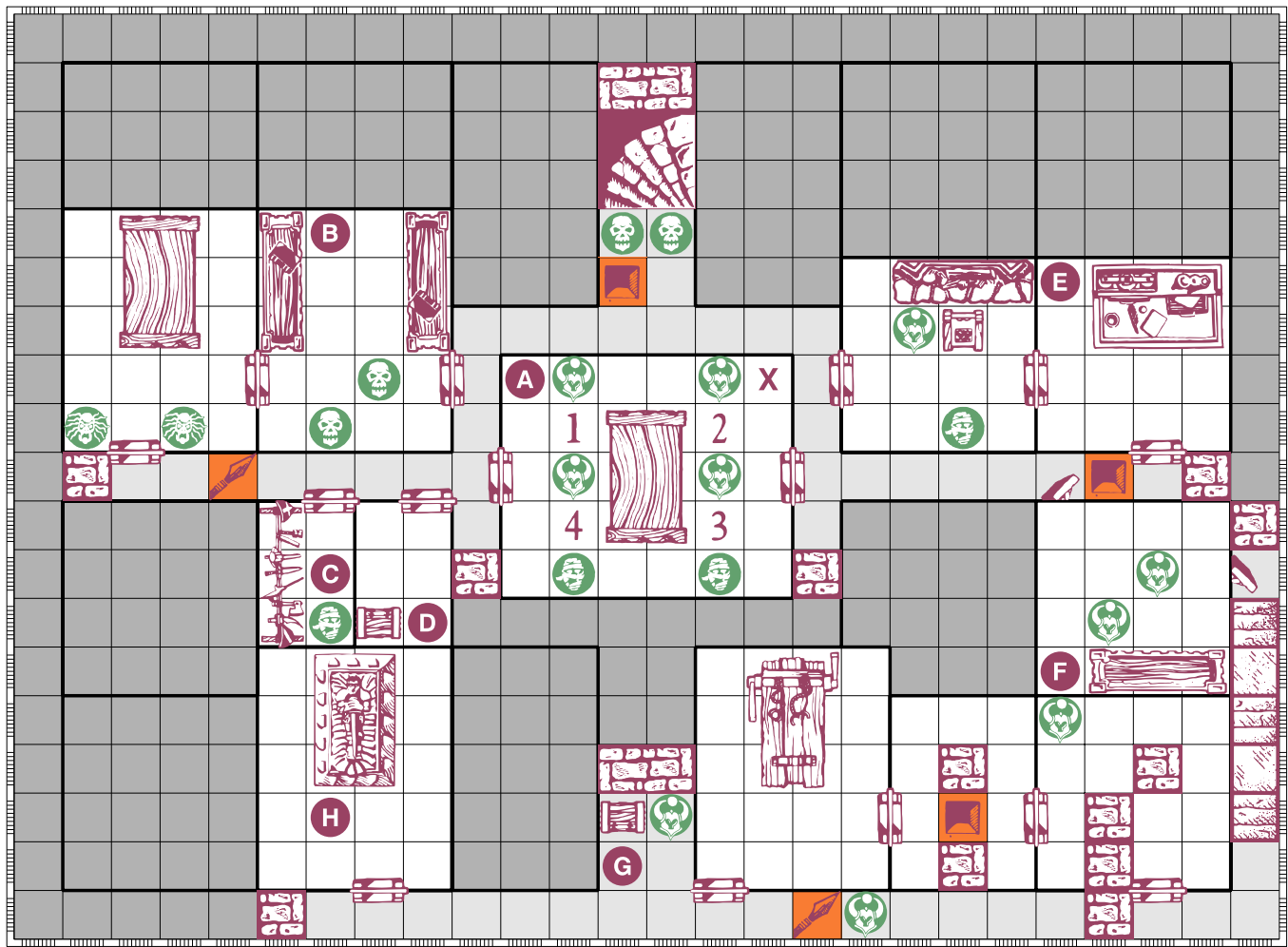


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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 1

A Night Errant

"In your travels you find a solitary village stricken with fear. Many villagers have gone missing in the forest at night and others whisper of ancient evils awakening in the abandoned

Great Hall at the far side of the forest. You enter the forest at dusk and that is all you remember as you wake in a strange place surrounded by the undead."

NOTES:

The Heroes begin in room A and may exit through the stairwell. The Chaos Warriors in this Quest are undead. Before the Quest begins, each Hero overhears two local legends about the hall. Roll two red dice, the haunting threat is:

A vampire locked in his tomb for centuries who has been set loose! You will need wooden stakes (10 gold coins each) and a silver short sword (500 gold coins) to remove his head.

None other than Zargon himself. Run!

A cursed undead knight who broke his oath. He must be challenged and defeated in single combat by another knight. (Ceremonial armor - 300 gold coins).

The ghost of a murdered lord with rightful claim to the empire. You must right this wrong or find and burn his bones (20 gold coins for extra torches and holy oil or use the Fire of Wrath spell).

A nobleman who dabbled in chaos magic and wasted away but could not die. His soul is trapped in a phylactery (enchanted gem). Find it and smash it.

The spirit of a jealous lord who has always haunted the halls and made more powerful by a recent traveler. Find and destroy his new source of power.

A bitter wraith who gains power as people retell his story. You must purify his grave with holy water (water of healing spell).

A phantom of a former champion of the hall who has returned to service after 1000 years. Seal his sarcophagus with salt (40 gold coins).

1. The undead lord is a moaning spirit (banshee). You will need magical hearing protection (200 gold coins).

None of the purchased items can be resold.

- A** The Heroes begin here (in random positions 1-4).
- B** A Scroll of Stone Skin is found on the bookcase.
- C** The armory contains a Knight's Crest which may be worn.

Wandering Monster in this Quest:

The Spectral Knight moves and attacks you.

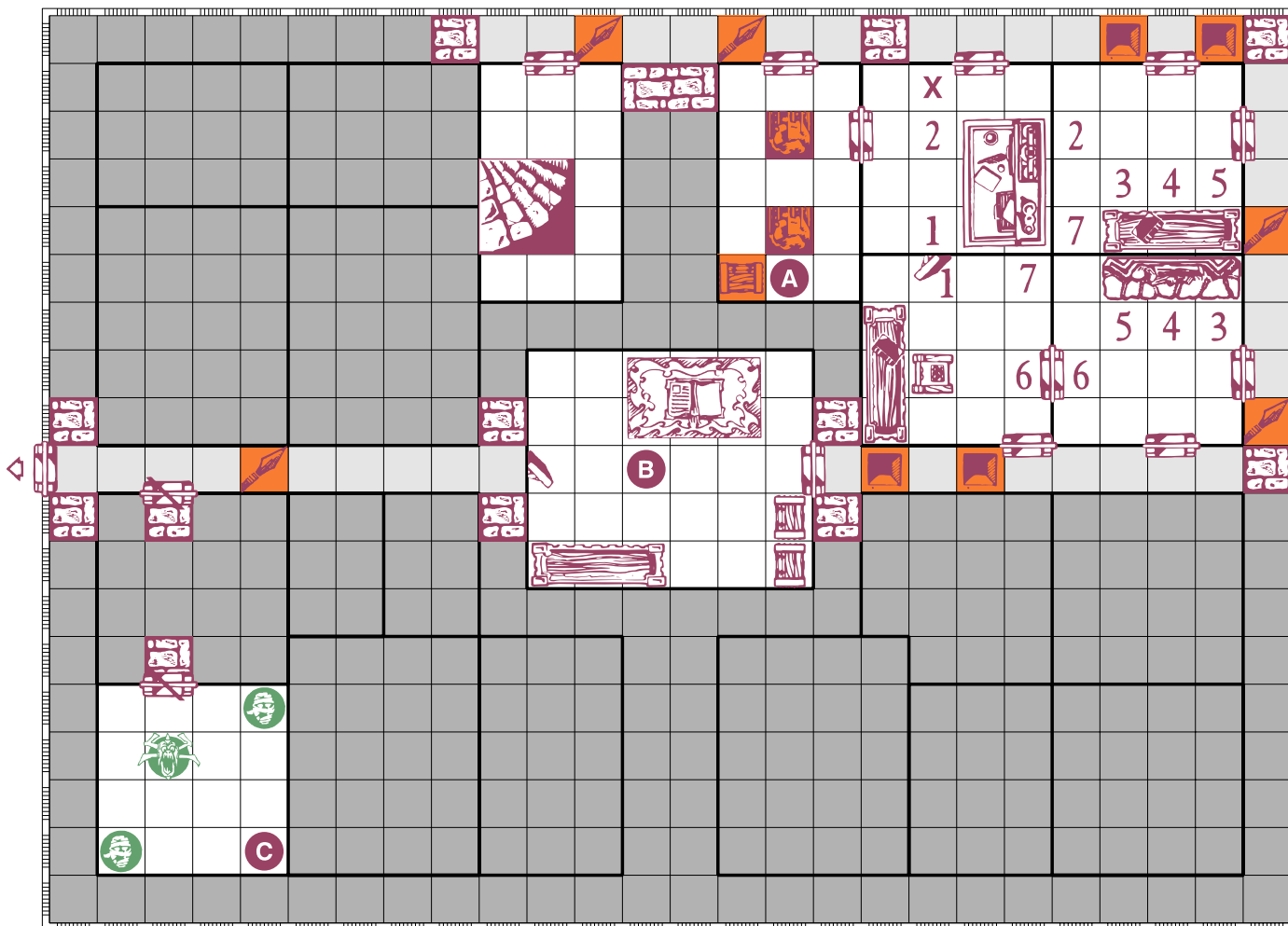
NOTES continued:

- D** The treasure chest is trapped and contains 100 gold coins.
- E** A healing potion (1 red die) is found on the workbench.
- F** The cabinet contains a Potion of Defense.
- G** The treasure chest contains records of royal lineage.
- H** The tomb of the Spectral Knight, it feels unnaturally cold.

Spectral Knight (marked X):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	3	0

The Specter may move through walls, objects, and Heroes. Once killed it will rise from that same space to move and attack 3 turns later (Zargon only plays 2 turns without the Specter). The Knight is permanently dispelled by methods 6, 9, or 10. The Knight must accept any challenge of single combat from a fellow Knight.



Quest 2

Perfect Vision

"The insane wizard Alekai the Omniscient is completely unknown to you but he claims your purpose is to slay him. After narrowly avoiding certain death in his perfectly planned

ambush, it appears that he was right after all... You must stop him."

NOTES:

Alekai has been driven insane by the Amulet of Foresight a devious sentient artifact and has used the amulet's powers to prepare for the Heroes.

All traps have been expertly placed with precise prior knowledge of how a Hero would search for and trigger them. Traps inflict 2 Body Points and are no longer active after injuring the first Hero. All searches for traps reveal nothing and instead alter the nature of the trap to inflict 1 Body Point. "You stumble and stick yourself with a sharp piece of odd debris which is strewn about."

- A** The treasure chest is trapped (but a search reveals nothing). It will explode for 1 points of fire damage. The chest and its contents are destroyed.
- B** Alekai's escape spell takes him to the marked square (B). When searched, the room contains a Ring of Return.
- C** The portal trap room. The passage out has been collapsed. The Hero is placed on the marked spot, if the spot is occupied then the two figures swap places.

Alekai is a master of escapes. He will always flee from a room after being

injured using one of the following methods connecting two squares (these do not count as actions). Zargon should not reveal the room if the Heroes have not yet explored it.

"Alekai runs straight through this wall." The wall is an illusion (a type of secret door) which may be discovered.

"Alekai transforms into a rat and scurries through a small hole in the wall" (can be used only once).

"Alekai grabs the bookcase/fireplace and the wall section rotates" swapping bookcase/fireplace with the adjacent room as well as all figures located in the numbered squares.

"Alekai runs through the door and magically locks it behind him" (can be used only once). Genie or fire can open/destroy the door. Alekai may unlock the door at will.

These squares are magic portals to be represented by pit traps tiles.

"Alekai jumps into a magic portal." Heroes stepping in the portal are transported to C.

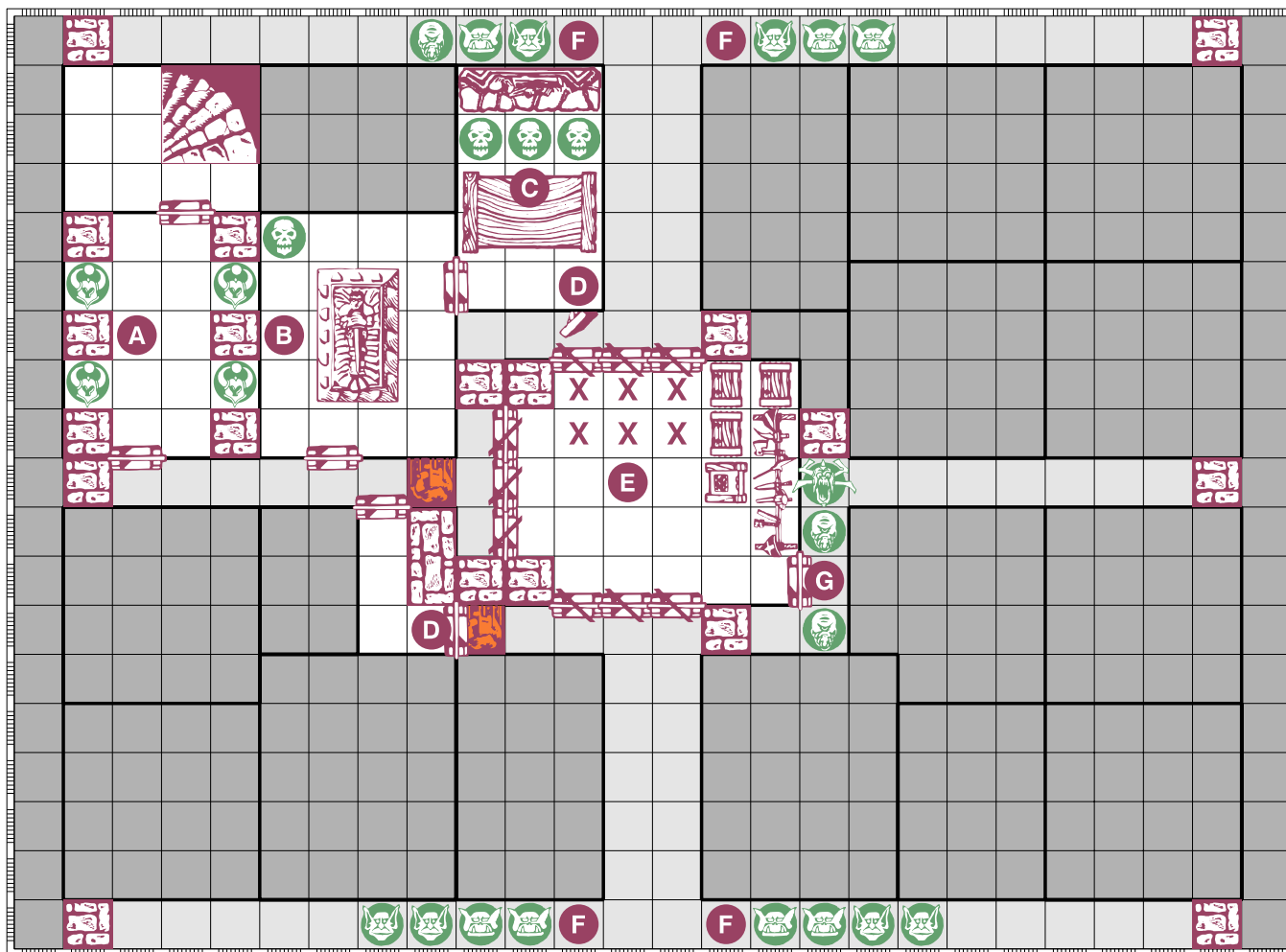
Wandering Monster in this Quest: None

NOTES continued:

Alekai (marked X):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	3*	4	5

Alekai defends with white shields and loses 1 Body Point for every 3 inflicted (accumulated but not applied damage is reset to zero on Zargon's turn), *"Alekai seems to anticipate the exact location of your attack!"* He can deftly pass though spaces occupied by Heroes. He has Chaos spells Lightning Bolt, Ball of Flame, Rust, and Escape (to B). He carries a minor healing potion (2 Body Points) which he may use. When slain he drops the Amulet of Foresight (Artifact).



Quest 3

The Eastmoor Keep Incident

"The Emperor's nephew Gralin of Eastmoor Keep has sent word of a dragon attacking trade caravans in the region. You have been dispatched to the stronghold to fortify its defenses and

assist in eliminating this scourge. When you arrive the keep is scorched and deserted. Seeking answers, you enter."

NOTES:

There are no wandering monsters before the Dragon is defeated. Instead *"the breathing of a large beast can be heard."*

- A** A grand entry hall. The Chaos Warriors are statues of former lords of the keep and are not monsters.
- B** The tomb bares the insignia of Gralin. The Skeleton is the remains of a former soldier and not a monster.
- C** The table in this room is turned on its side and there are Goblin arrows stuck in it. The Skeletons are the remains of former soldiers (not monsters).
- D** If the Dragon triggers this falling block trap, then the marked wall collapses forming an open door. The indicated secret door cannot otherwise be found.
- E** This room extends through all open doors (they are archways, not doors) into the corridors. The Dragon's firestorm attacks may cover the central room or extend directly in front of it and down a single corridor. The Dragon's treasure hoard is in this room and each player is allowed four searches on

Treasure Table 3. The Dragon controls the falling block traps (e.g. it smashes the walls).

- F** These monsters will automatically charge from around the corner and attack 2 turns after the Dragon is defeated. These monsters will not otherwise move to attack unless attacked first.
- G** If undiscovered, these monsters will open the door and attack 4 turns after the Dragon is defeated.
- X** The sleeping Dragon:
See Dragon in the Monster section for characteristics.
The Dragon will remain sleeping until attacked or awakened by an unsuccessful search for treasure anywhere in the dungeon. *When awake, the Dragon may trigger the falling block traps at any time, even during player movement.*
When reduced to 3 Body Points, the Dragon will attempt to escape by flying



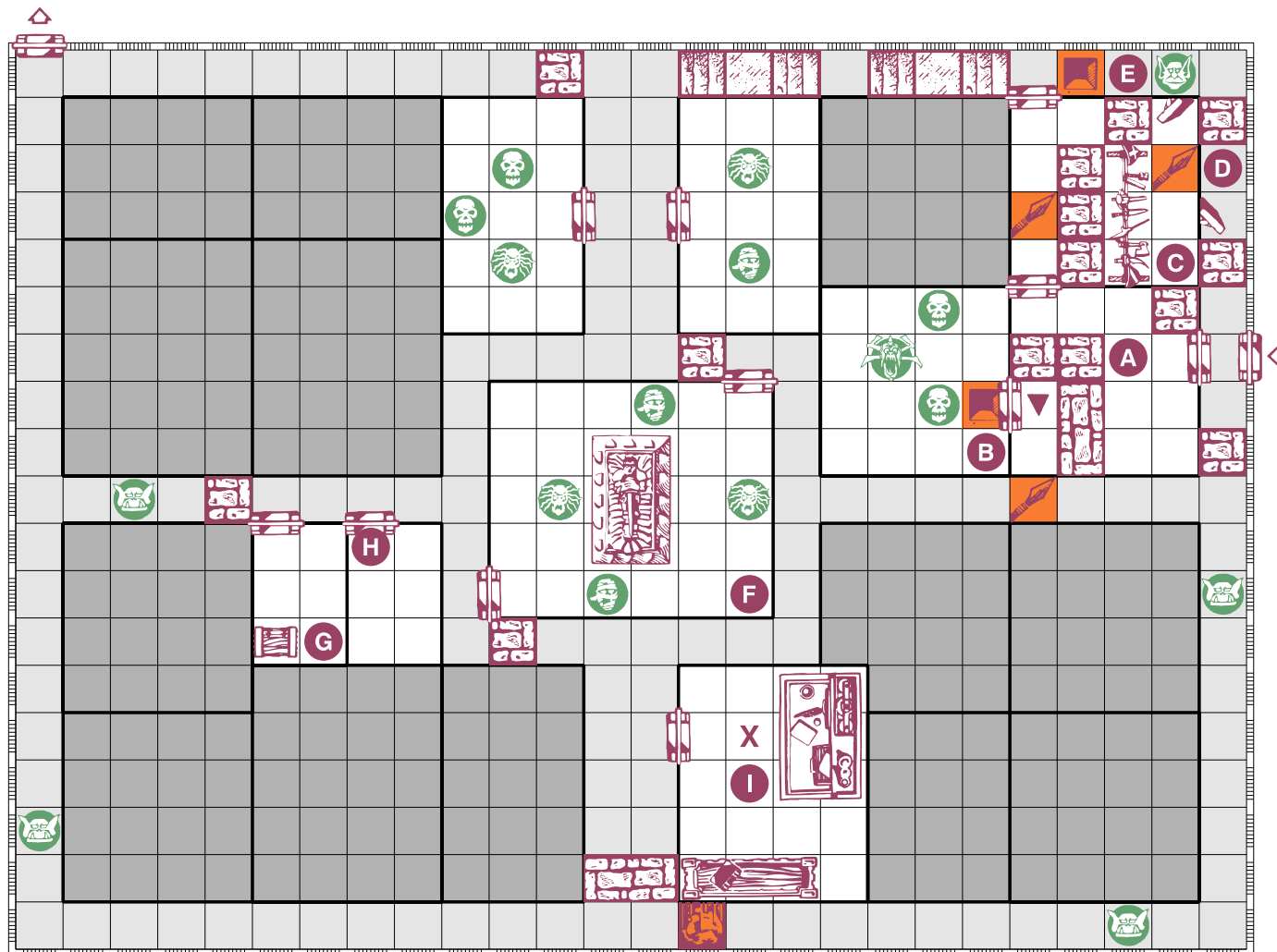
Wandering Monster in this Quest:

"The breathing of a large beast is heard."/ 2 Goblins

NOTES continued:

out the ceiling of the room. The Heroes have one final turn to slay it before it can leave.

Once slain, the Dragon's death throws trigger any remaining falling block traps.



Quest 4

Capital Lock-Down

"You hear shouts then ringing bells as the gates of the capital are barred. A manhunt has begun after a brazen attempt on the Emperor's life by his most trusted advisor, Gormont. Amid the

tumult you find and follow a path of unnatural silence, shrouded in chaos magic, ending at an undisturbed catacomb. You break the seal and enter..."

NOTES:

- A** When searched for secret doors, the block with the arrow moves two spaces down to reveal the hidden door.
- B** The pit trap is a trap door with a slide which drops the first Hero in the burial chamber F (no damage, turn ends). The trap door is permanently locked afterwards.
- C** The weapon rack contains a rare weapon (roll on Treasure Table 4).
- D** You find Gormont dead and in chains. He has scratched the word *Doppelganger* on the wall. If he is revived (with Elixir of Life) he has 2BP 0AD 2DD 5MP and 5 movement and is able to recognize the Doppelganger (the Doppelganger confusion ability is not valid).
- E** The Hero who steps in this trap is unknowingly replaced by the Doppelganger. The Hero actually slides and lands in the prison cell H (no damage, end of turn). The Hero will proceed to climb back out (reappearing in 3 turns).
- F** The burial chamber (see B).
- G** This chest contains 45 gold coins.
- H** A prison cell. The door may be opened with two consecutive disarm trap actions or forced open by any Hero delivering 6 damage. 1 Body Point of damage is suffered for each black shield rolled. The Hero may also climb back up the slide (to E) in 3 turns.
- I** The desk contains a Potion of Healing (1 red die).

The Hero who is replaced by the Doppelganger returns to the board 3 turns later (on Zargon's turn) and is represented initially by the chaos warlock. When the "Chaos Warlock" is directly observed by a Hero, the body double property is revealed and a second Hero figure can be used if available. If the Doppelganger remains in disguise then Zargon shall continue to play the true Hero on his turn, pursuing and attempting to engage the Doppelganger as the Hero would. Both characters move as Heroes (through other Hero spaces) and roles are reverse when the two engage in combat (Zargon should try to achieve this state and exploit the confusion this causes). See the monster description of the Doppelganger for more information.

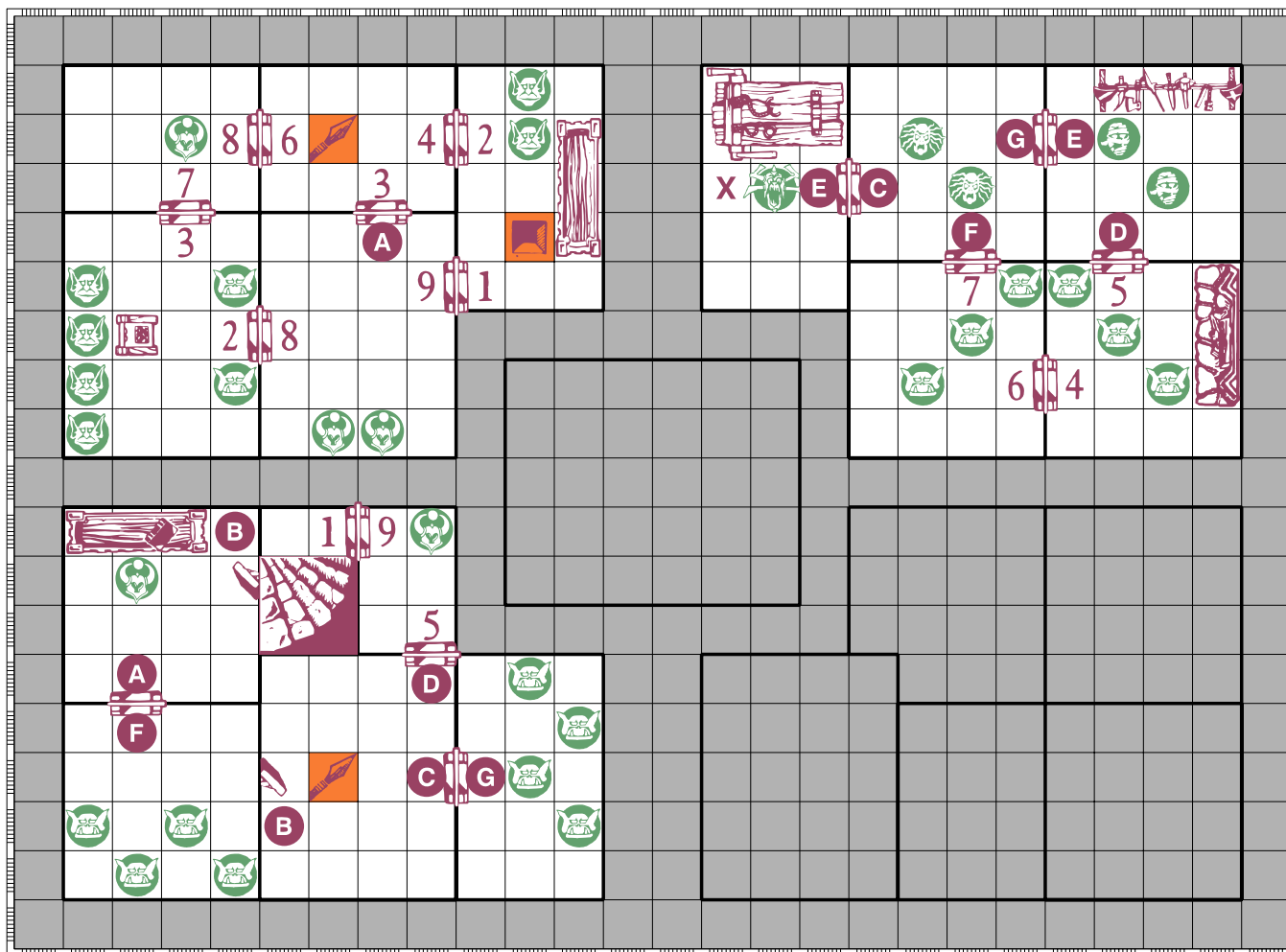
The Doppelganger has a Ring of Return (to the space marked X) and a healing potion (one red die). He will use the healing potion and ring simultaneously when defeated then attempt to escape through the exit door.



Wandering Monster in this Quest: Mummy

NOTES continued:

500 gold coins will be paid for the defeat of the Doppelganger and exoneration of Advisor Gormont.



Quest 5

Lost and Found

"Chaos magic rings in your ears. You have lost all sense of direction and recent memory. You are left only with the

overwhelming feeling that this is the right path, you are close..."

NOTES:

The game board is a jumble of rooms with doors connected by number and letter tags to other rooms which are not adjacent on the board. The proper labyrinth layout (including solid rock) is shown on the right. For movement and attacks (including range attacks and spells) the map is considered continuous (not magical transportation). Zargon will inform players which room is visible through the open doors, but will not provide more than adjacent room information to the players.

All doors in this Quest are open (except the secret door B) and room contents (including additional open doors) and monsters are revealed in each adjacent room as the Heroes pass.

A wizard (X) is a captive of Zargon's demonic nightmare creation.

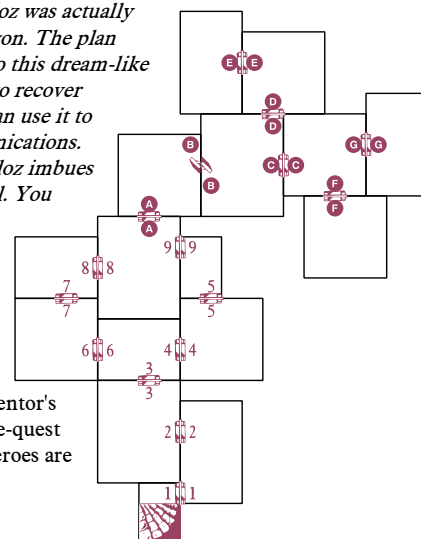
Nightmare Demon (Gargoyle figure):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2x5	6	6	6

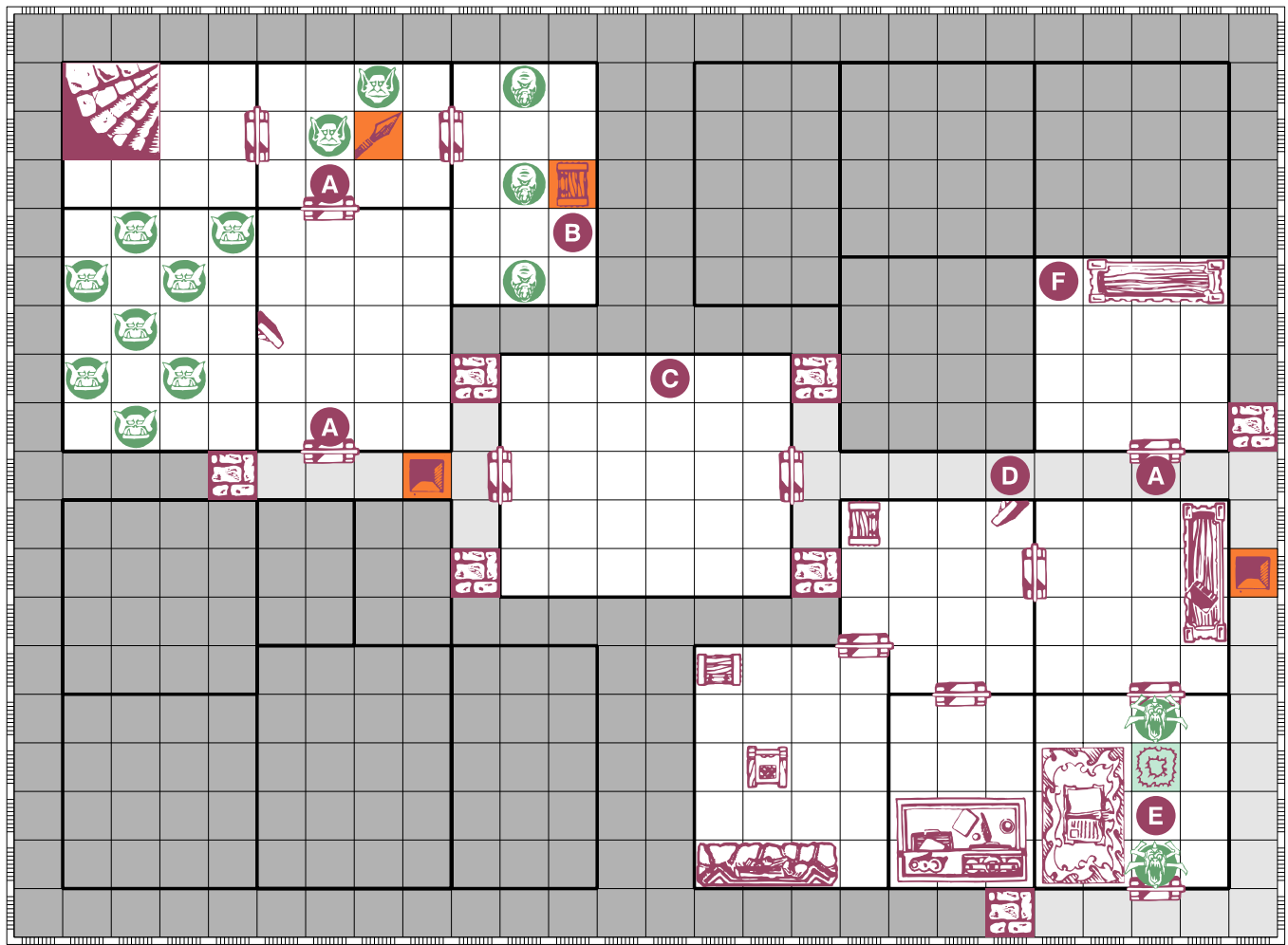
The demon emanates fear (see Chaos Spell) which affects all Heroes who end their turn in adjacent or diagonal spaces. The demon can attack two separate targets per turn and may attack diagonally. When the demon is dispatched read the following:

"You recognize the Lost Wizard Wardoz and a flood of memories comes back to you. After months of careful examination of the recovered documents, Mentor determined that Wardoz was actually working on a plan to trap Zargon. The plan backfired and exiled his soul to this dream-like prison. Mentor sent you here to recover Wardoz's seal before Zargon can use it to access Mentor's secret communications. The prison is collapsing, Wardoz imbues each of you with his magic seal. You have seven turns to escape or be trapped forever."

During this end phase, the "Ring of Return" refuses to function. If at least one Hero returns with the seal, then all Heroes wake up together in Mentor's study fully restored to their pre-quest state. Otherwise all trapped Heroes are forever lost.



Wandering Monster in this Quest: Two Fimir



Quest 6

Wizard Wards

"Xaeildon, a summoner of great renown is dead. Mentor believes Xaeildon possessed the ancient Hither Tome and Zargon would use it to summon powerful demons to lead his

armies. You must force your way inside his chambers and return with the artifact. Be on your guard, Xaeildon was known to keep many rare and magical creatures."

NOTES:

- A** This door is magically sealed and cannot be opened (except from the other side or by a Genie spell).
- B** The treasure chest is a Mimic.
- C** This square contains a Rust Monster.
- D** This square is a Gelatinous Cube.
- E** The two Gargoyle figures are Mirror Demons. They are bound to this room and cannot leave. The Hither Tome is on the table. When picked-up, Zargon's minions will immediately enter the room (4 Chaos Warriors) and attack.
- F** If searched for treasure the cabinet contains an artifact (Treasure Table 2).

On Zargon's turn an injured or slain mirror demon will "lock gazes with its twin and become its mirror copy." The demon with fewer Body Points will be restored to the state of its mirror. In order to permanently harm a demon, both must be injured on the same turn.

Mirror Demon (Gargoyles):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	6	4*	3



Wandering Monster in this Quest: Small Gargoyle (2 Body Points)

The walls shake, you must hurry."

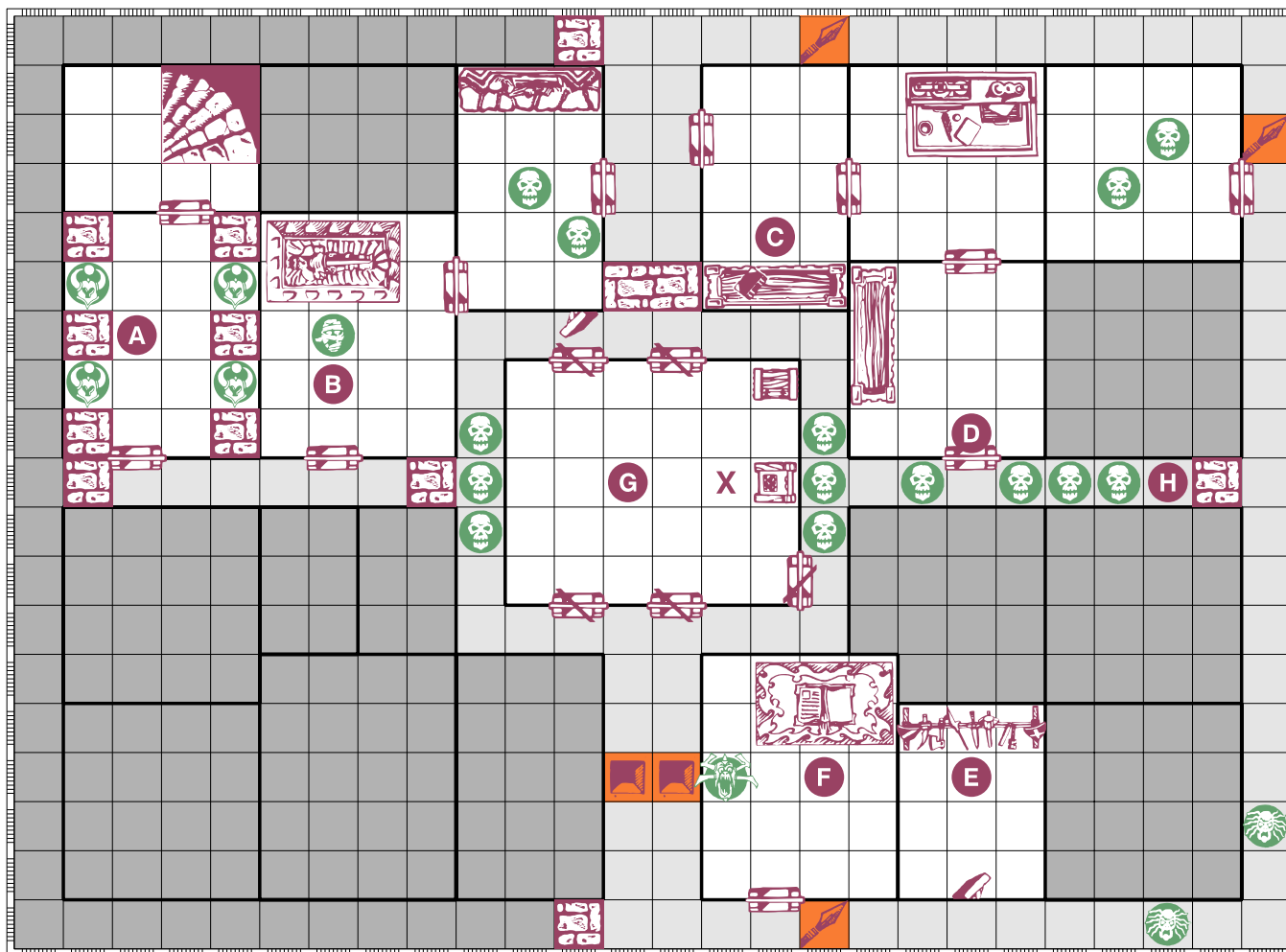
NOTES continued:

Accolyte / High Priest:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	1	2/1	2/1	5/7

Each has 1x / 2x air spells (Tempest, Genie, Swift Wind).

Monster Tactic: A line of monsters 4 deep may push a defender 1 space backwards. If the space is not empty the Hero may choose from any of the nearest available empty spaces. If an adjacent space is occupied by a Hero, the Hero may move through one or more Heroes to find an empty space. All four monsters advance 1 square and this counts as movement and attack for all.



Quest 8

Dreadmoor Keep

"The Dragon is withered and the plundering Orc horde has been driven from the land. Yet Eastmoor Keep is steeped in death. Villagers claim the decay has attracted foul things and the

emperor bids you to investigate and seek out the royal armory for your reward."

NOTES:

All Skeletons in this Quest are Skeleton Warriors.

- A** A grand entry hall. The Chaos Warriors are statues of former lords of the keep and are not monsters.
- B** Gralin's tomb has been opened and up ended, you realize this Mummy is Gralin!
- C** When searching for treasure, the Heroes will find a scroll of Orc's Bane which grants an effected weapon one additional combat die against Orcs for the remainder of a Quest.
- D** "This door is very heavy and is bolted (locked) from this side it may be opened and closed/locked. You realize that if you should approach from the opposite side, you will not be able to open it." If opened, the two nearest Skeletal Warriors push the lead Hero back into the room one square and immediately move and attack.
- E** The royal armory, a rare weapon is found on the rack (Treasure Table 4).
- F** The Gargoyle is made of stone.

- G** The necromancer waits in this "empty" room. The Dragon has been raised from the dead (as a Skeletal Dragon) but is concealed in the ceiling (not placed on the board). The Dragon will descend from the ceiling on Zargon's turn after the Heroes attack the necromancer. Zargon should attempt to trap the Heroes in this central room using the endless armies of Skeletal Warriors to block the exits.
- H** The entrance to the catacombs (represented by a pit trap). Destroyed Skeleton Warriors will re-spawn here until the Dragon is defeated.

Skeleton Warrior:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	1	0

Skeletal Dragon:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	2x5 & 3	9	9	0



Wandering Monster in this Quest: Skeleton Warrior

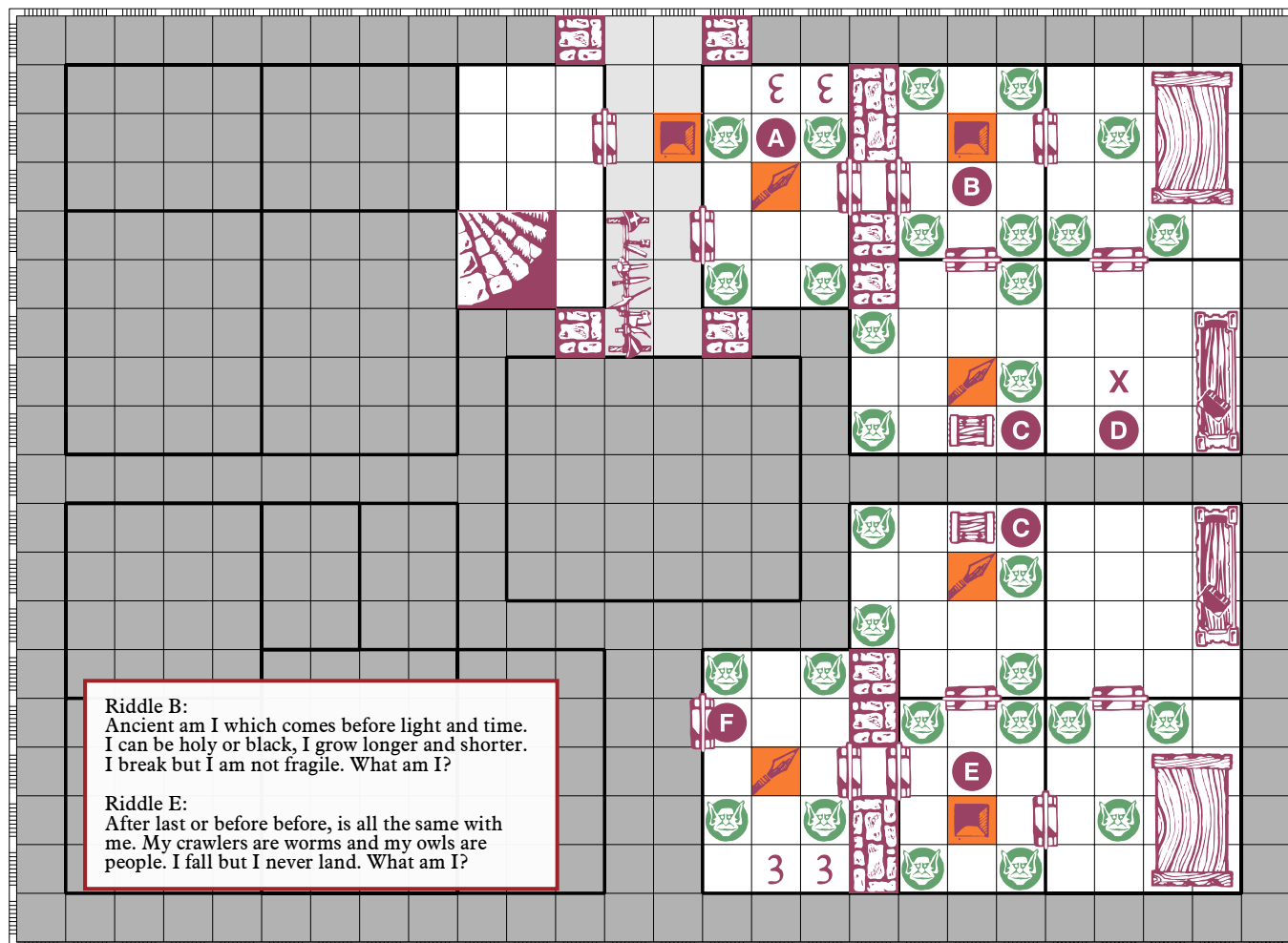
NOTES continued:

Same as a Dragon without fire breathe weapons and fear.

Necromancer 'X':

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	5	5	8

The necromancer has been given orders by Zargon to trap the Heroes and make a hasty exit. He has already taxed himself creating the undead army. He laughs and vanishes after he is struck once.



Quest 9

Reflections of Chaos

"Angamm, an Archmage of Chaos, has destabilized the empire with endless masses of spellbound Goblins. Having located his

arcane haven, only you can stop this 'Goblin King'."

NOTES:

The board is divided into two distinct parts, the real world (top) and a mirror world (bottom). Heroes cannot use "Pass Through Rock" or similar spells to reach or leave the mirror world.

While in the mirror world, the Heroes experience an overwhelming sensation of vertigo as their coordinated motions are all backwards.

Hero attack and defend dice are half value rounded down.
Movement is one red die plus one.
Potions are spilled for half effect (round down).
The Ring of Return refuses to function (there is no stairway).
Heroes cannot search for traps, treasure, or secret doors.

Hidden mirrors (marked as 33 and εε) form a one way door from the mirror world back to the real world. The mirror door is revealed immediately in the mirror world if the Heroes had discovered it in the real world. If not, all monsters in the mirror world must be slain. Then a Gargoyle will appear as close to mirror 33 as possible. Once the Gargoyle is defeated, the mirror door is revealed. Monsters cannot use the mirror door.

There are two riddle chambers (B and E). All unopened doors in these chambers are magically locked and the Heroes must answer a riddle to pass. All doors are unlocked when the Heroes answer (correctly or not). If the

answer is not correct then each Hero on the board loses half of their current Mind Points (damage rounded down in favor of the Hero).

- A** On a search for secret doors, "Behind a tapestry you find a large mirror marked with an 'exit' rune written backwards."
- B** Riddle chamber.
- C** The treasure chests contain 100 gold coins each.
- D** When first attacked, Angamm and the world around the Heroes shatters and all Heroes are moved to the mirror of their current location. All Heroes lose 1 Mind Point during the transition. Angamm remains unharmed in his location.
- E** Riddle chamber.
- F** Opening the far door reveals a swirling vortex of madness, any Hero who opens it losses 1 Mind Point.



Wandering Monster in this Quest: Gargoyle

NOTES continued:

Angamm (marked as X):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	5	5	8

Angamm has the Chaos spells: Cloud of Chaos, Firestorm, Command, Sleep and Fear. He will save his mind attack spells until the Heroes return from the mirror realm with weak minds.

Riddle Answers: 1q6!u, 4ep.

NOTES continued:

B

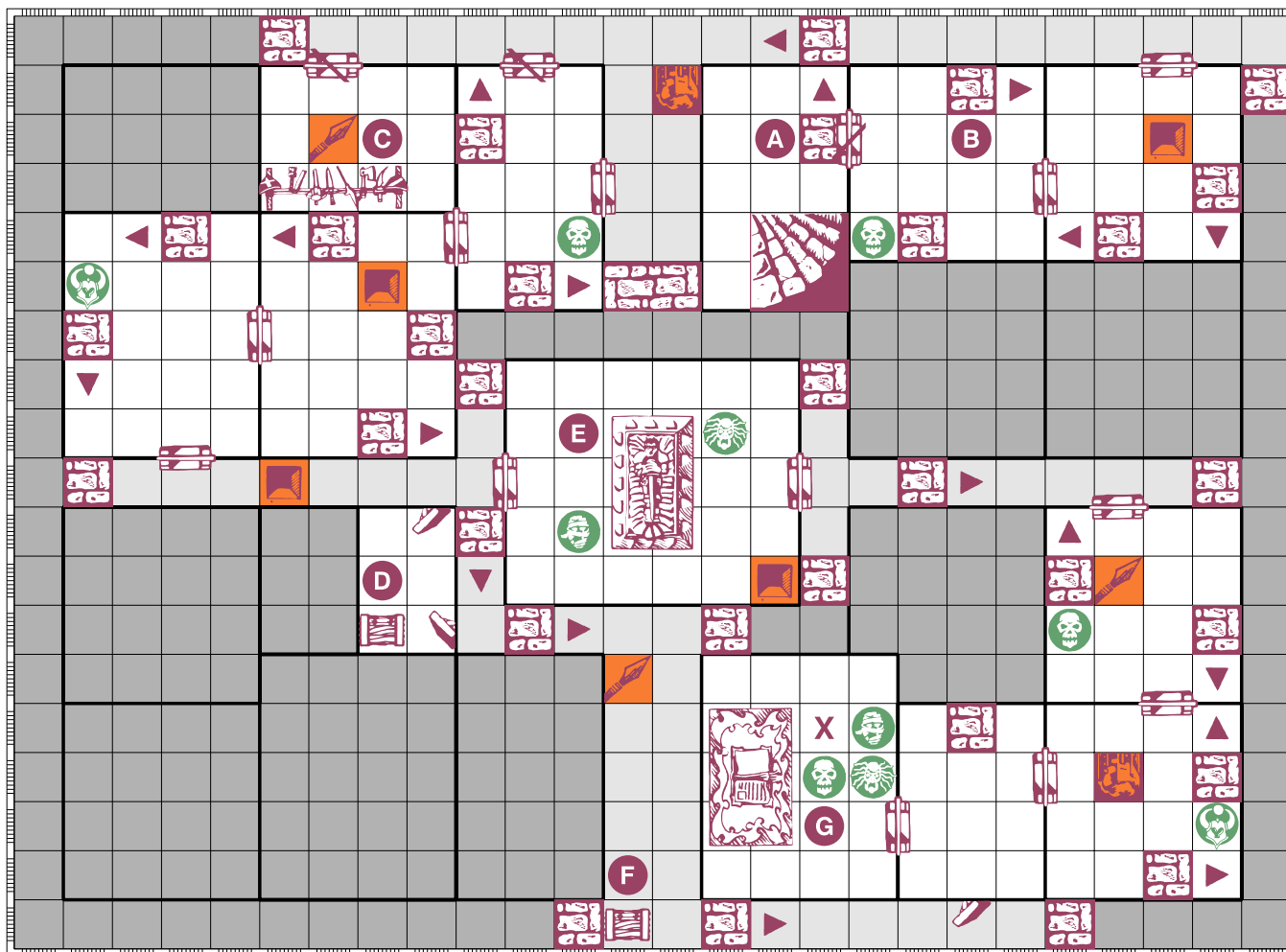
The exit portal appears after Tnuag is slain.

C

Tnuag (marked as X):

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	6	8	8	8

Tnuag has the Chaos spells: Cloud of Chaos, Lightning, and Escape (to X) and recovers one Body Point per turn.



Quest 11 Unrest

"Yaegrax, the Necromancer of Eastmoor Keep, plans to animate an army of undead in the catacombs beneath the capital. You dispatch urgent word of the impending disaster but upon your

arrival you find the entrance unguarded and hear chanting from deep within..."

NOTES:

No monsters are to be placed on the board until they are animated by the necromancer. Zargon should mention upon entering each room that it is a burial chamber.

Blocks with arrows may be pushed in the indicated direction only (and movement is not reversible). Two movement points are used for every space a block is moved (or attempting to push a block which will not move). Heroes may pass through another Hero's space to push a block. Searching for secret doors reveals all blocks in the area and the direction which they may slide.

The Chaos Warriors are undead (knights) and have 0 Mind Points. All potions and tonics found in the catacombs have a 50% chance of being stale and useless.

The wandering monster in this Quest is treated as a pit trap. When pit traps are encountered, "The floor beneath your feet gives way and you fall into a densely packed burial chamber."

Once the undead are animated, any destroyed undead will re-enter the board through an exposed pit trap of Zargon's choosing.

- A** The movable block hides an open door.
- B** This and all subsequent rooms are empty of monsters until the necromancer animates the undead.
- C** The rack contains a rare weapon, roll on table 4.
- D** The chest contains a Lesser Spell Scroll, roll on table 5.
- E** This is the burial chamber of the last emperor. The pit trap is already revealed.
- F** The chest contains an artifact, roll on table 2.
- G** Discretely record the state of all players (Body Points, spells, etc.) on the board when this room is revealed. The undead in this room are Yaegrax's escort and are present before the Animate Undead spell is cast.

Yaegrax (marked as X):

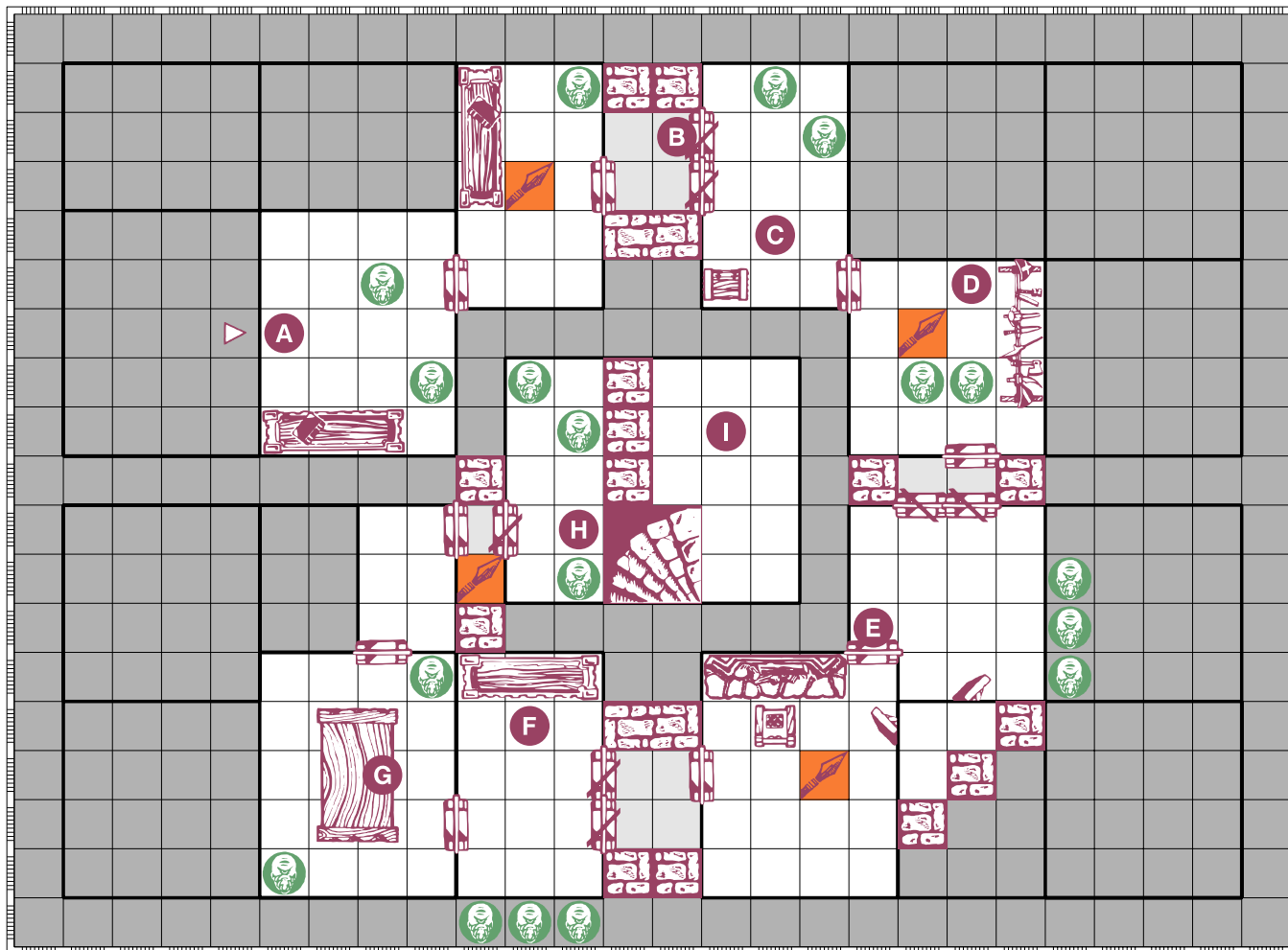
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	3	5	6

Wandering Monster in this Quest: Pit Trap

NOTES continued:

Yaegrax defends with white shields and may cast two Chaos Spells per turn: Animate Undead (animates all undead on the map), Sleep, Fear, Lightning Bolt, Cloud of Chaos, and Escape (to A).

Upon his defeat, *"Yaegrax drops an hour glass which shatters causing a time-shift and you find yourselves back on the other side of the closed door to the chamber. You are momentarily disoriented and it is now Zargon's turn."* All monsters, Heroes, and dungeon features are restored to their pre-encounter state. Yaegrax will animate the undead and escape to the stairwell. The *time-shift* has also caused any Ring of Return artifacts to malfunction and only transport its bearer.



Quest 12

Quagmire

"The great spiral Cathedral of the Steppes is sinking into an unnatural swamp. At the pinnacle rests the heart of a long dormant colossal earth elemental. The elemental will awaken and wreak disaster on much of the empire should the heart

touch the earth below. The structure is nearly submerged as you board a makeshift raft and float out to it. Mentor has instructed you to strike the heart with his small fork like wand to destroy it."

NOTES:

The shaded regions of the map are open to the swamp below and may not be traversed.

The cathedral is an upward sloping spiral which is actively sinking. On Zargon's turn roll one combat die and on a black shield the first (or next) room in the Quest begins to fill with toxic swamp water. Any Heroes in the room take 1 Body Point of damage unless a 5 or 6 are rolled on a red die. On the second turn the damage becomes 2 Body Points and so on (Fimir are unaffected).

The cathedral is lined with windows. Fimir placed in the open swamp (shaded map region) will jump through the windows and attack on EWP's first or second turn (EWP decides) after the room is revealed.

The blades of the spear traps are coated in poisonous swamp water and do an additional Body Point of damage which may be defended by rolling a 5 or 6 on a red die.

The Heroes must declare who is carrying the wand and it may be passed and/or lost in the usual way. If the heart touches the swamp, the elemental

awakes and all Heroes are slain.

A raft is the only way to escape (all Heroes on one raft). A Hero may carry a raft (including the original) at the cost of one movement die.

- A** The Heroes depart their raft and pass through a window (arrow) into this chamber.
- B** These are open doors, the extended area is a single room.
- C** The chest contains a Scroll, roll on Treasure Table 5.
- D** These Fimir can each cast the Rust Chaos Spell.
- E** "This reinforced door is locked." It is a false door and cannot be opened.
- F** The cupboard bears the marking of the cathedral guardians. It contains a treasure from Treasure Table 1.



Wandering Monster in this Quest: Fimir

NOTES continued:

- G** When this room is searched for treasure, the first Hero notes that the wood table will serve as a raft.
- H** This room is divided into two parts. The elevated section is accessible from the staircase and should not be revealed until the steps are climbed.
- I** This large obsidian jewel is the heart of the elemental. It can only be broken by striking it with the wand.