

HEROQUEST

The Dark Tower



A Group Quest Pack

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The Dark Tower

Sixis – The Constructor was able to bring Zargon back from the underworld before the heroes could stop her evil plans. When the heroes reached the black altar in the chapel of Oxsorin, the ceremony was complete. Zargon had returned to the world of the living again. Even though the heroes were able to defeat Sixis, during the battle Zargon managed to escape to his fortress the Dark Tower.

The Life Stone was recovered and the heroes have presented it to the Court of Kings: Drake - The Lion Heart, ruler of the plains; Hagmar - The Silver - Eye, ruler of the woodland realm; and Argeal – The Ironfist, ruler of under the mountain. The court has ordered that the stone be destroyed so it could never be used for evil again.

Now that Zargon has returned and the heroes have failed the quest to stop Sixis. The Court of Kings has ordered the group of heroes to storm the Dark Tower and defeat Zargon at any cost or they will be executed for high treason against the realms. The court knows this is a death sentence for the heroes, but they persuade the heroes saying “Your names will be written on lips of everyone for endless generations as the four heroes who saved the world”





The Underground Passage

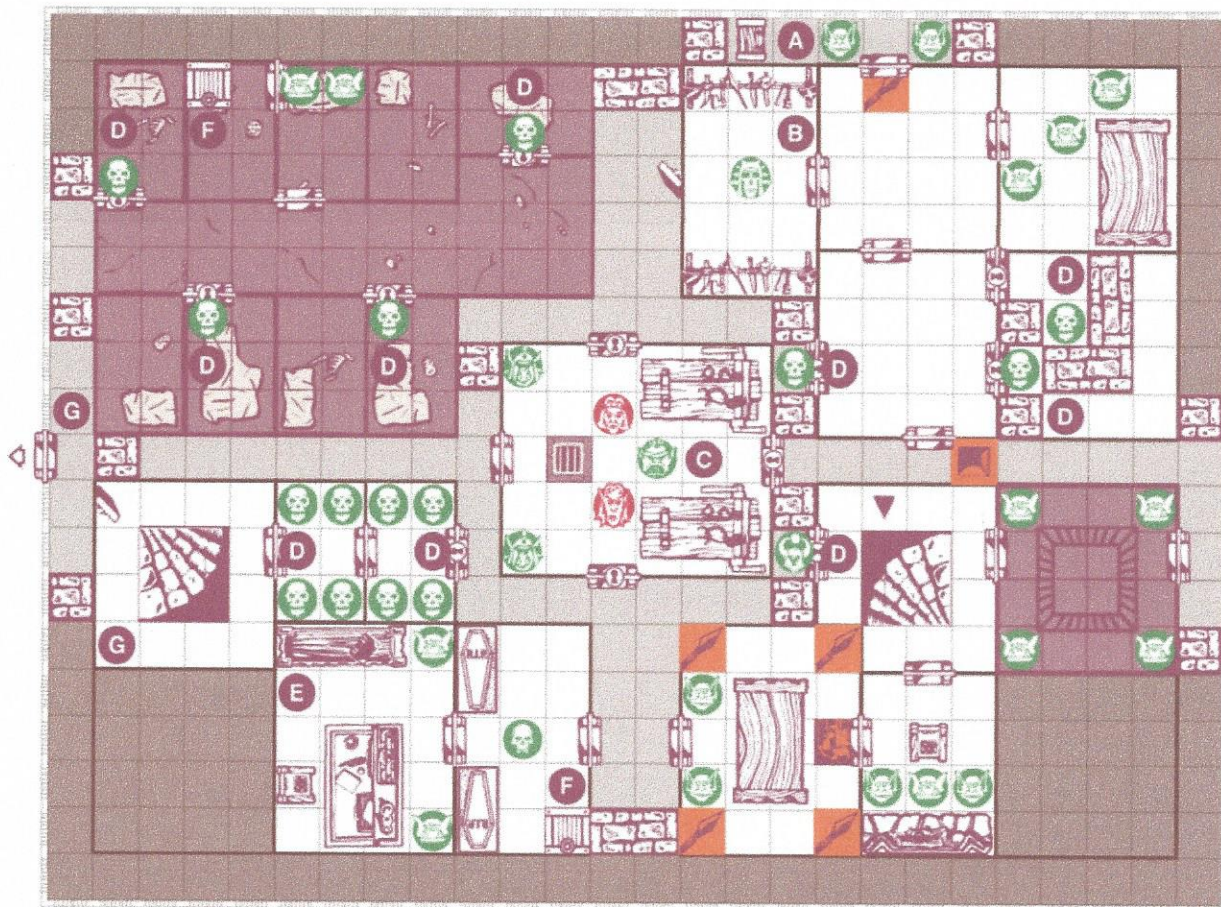
pass even after death. You must find the stairs that lead to the foothills of the mountain so you can make your way to the Dark Tower. The seer laughs as he bids you farewell as if you not to return. "

A. As you enter this room an uneasy feeling crosses over you. If a hero searches for treasure read the falling – As you search for treasure the four coffins open up and the mummies within animate. The mummies are the knights of old that have guarded the pass until their death.

B. This is the armory of the knights of old that guarded the secret passage. On the weapon racks you find two magical throwing knives and one throwing ax.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	4	0

 Wandering Monster in this Quest: Zombie



QUEST 2

The Dungeons

"As you make your way through the mountains you stumble on a trap set by Yourag the dungeon head master and the Elf and Wizard get kidnapped. Before

you can continue you must free your friends and find their weapons. Then get to the exit...alive"

NOTES:

- A. The chest contains a potion of rejuvenation.
- B. The weapon racks have the hero's equipment.
- C. As you enter this room you see the Elf and Wizard chained to the floor. Before you can release them you must defeat the head master Yourag.
- D. The doors to the cells are locked and only the head master has the key. When the head master is dying he steps on a stone in the floor that unlocks all the locked doors and opens any closed doors then they spring open. The skeletons reanimate to come take your life away and try to stop you from escaping. Any other monsters left will also try and stop you. Yourag's last words are "I'll keep you here one way or another because that's what master wants."
- E. You find 200 gold coins and a letter from Zargon stating this is Yourag's payment for kidnapping the Elf and Wizard on the head masters deck.
- F. You find a trap door that leads to another part of the dungeon.
- G. Stairs lead to Catacombs. Door leads to the Foothills. The secret door in this room does not open unless searched for.

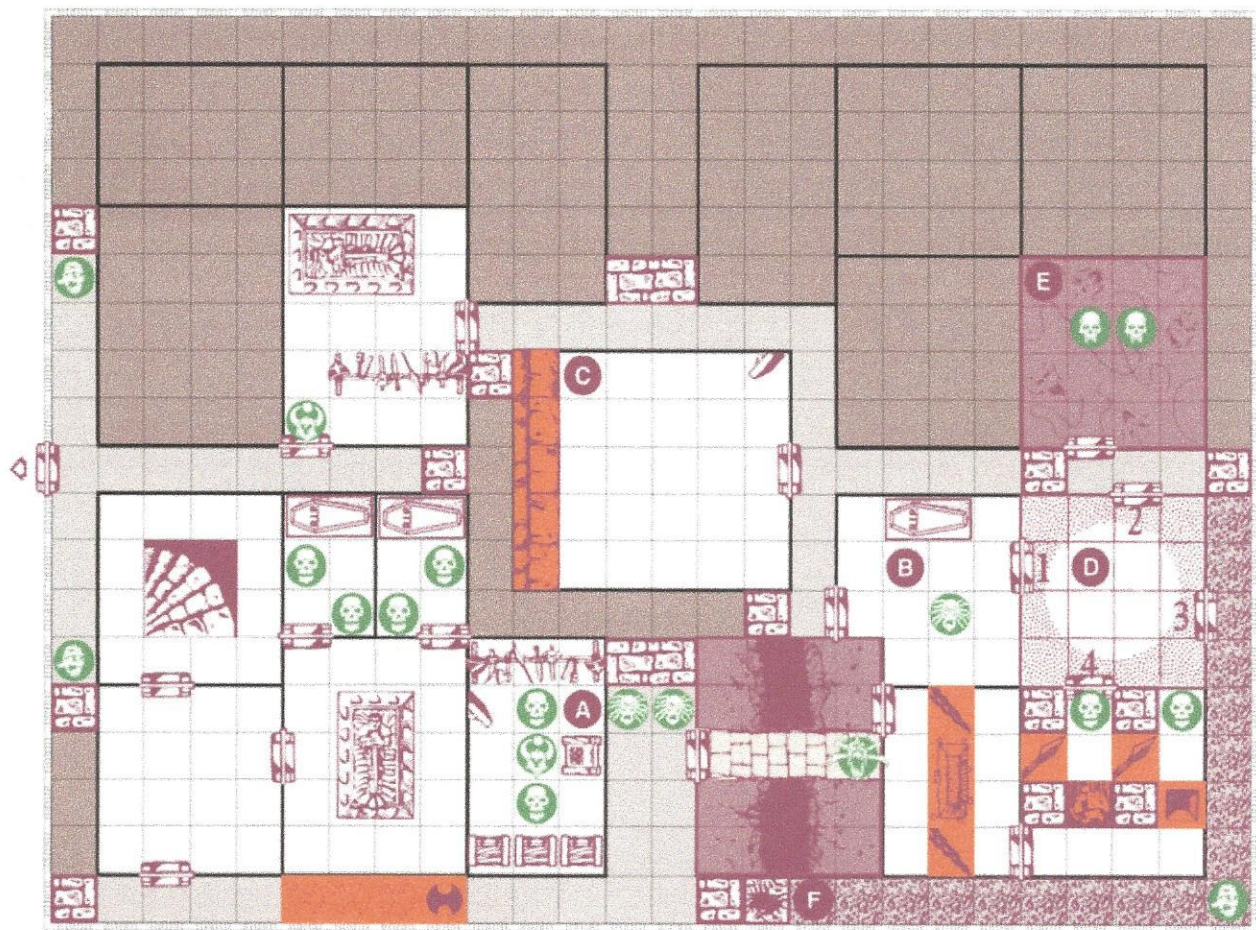
Yourag:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	4	3	3

BodyPoints:



Wandering Monster in this Quest: Fimir



QUEST 3

The Dungeon Catacombs

"You survived Yourag's attack however you got lost on your way. You have made it to the dungeon catacombs. This old section of the mountain is full of twists and turns and you can get easily lost. This dark and cold, wet place will make even the toughest of heroes run and hide with fear. You must stay brave

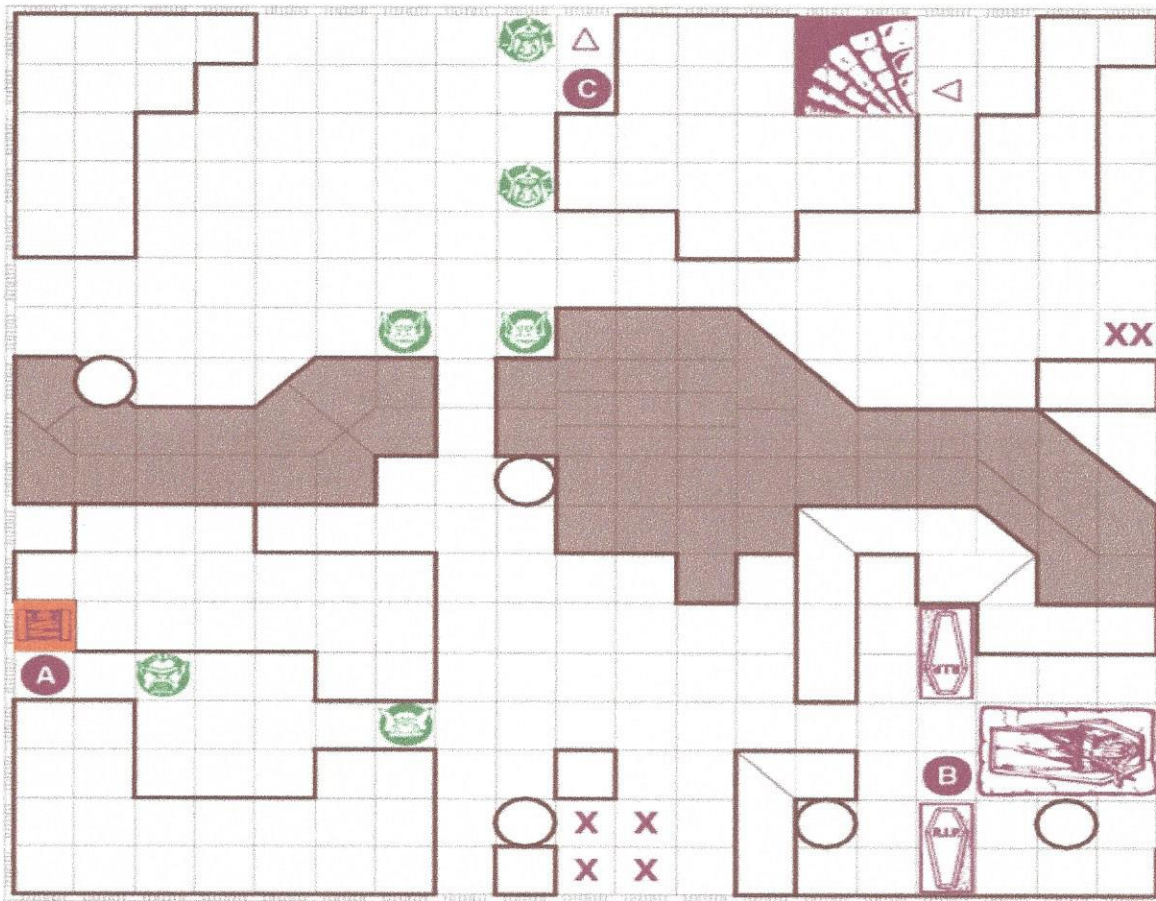
and find your way back to the foothills. The dwarf empire is under siege. LorDak the dwarf king has been missing for days. The onyx seer will try to find him as you make your way out of the catacombs. Beware the catacomb is a deadly place and you will not make it out alive if you're not careful."

NOTES:

- A. The first hero to search will find any item of their choice from the Armory and 300 gold coins in the chest.
- B. As you enter the room the coffin shifts but remains closed. Zombie Lair trap if room is searched.
- C. When a hero enters this room the door shut behind them and is impossible to open, except with the Genie spell. The wall advances one square per turn. The hero must defeat the monsters and get through the secret door before the wall is across the room and kills the hero.
- D. A roll of 1/2 is door 1, 3 is door 2, 4/5 is door 3, 6 is door 4.
- E. Few things are as they appear in this room. Monsters and fog likenesses of monsters are all over this room. Whenever a hero attacks a monster, the hero first rolls a combat die to see if they attack a fog likeness instead of a real monster. If a black shield or skull is rolled the hero is confused and attacks the fog (wasted attack). If a white shield is rolled is a then the hero attacks as normal. Death Reapers in this room.
- F. Death Mist is placed after the door is opened. It moves 6 spaces and does one body point of damage to any hero it crosses over. It cannot move on the same space twice in one turn. It can only be destroyed by Tempest spell or Sprite Blade (heroes don't know this).



Wandering Monster in this Quest: Zombie



QUEST 3

The Dwarf Lord

"The dwarf lord LorDak has been kidnapped by Zaron's black orc hoard. Zargon is trying to take over the LorDak's forge; this is Zargon's first stop in taking the world over. You must stop the transport that has LorDak before it gets to the Dark Tower. If you fail all

hope is lost for the dwarf kingdom. If you manage to rescue LorDak he can show you the path that leads to the Dark Tower. Any hero to service will receive 100 gold coins each."

NOTES:

Four X's. Heroes start here. Stairs are the exit.

XX. This is the transport.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1d6	0	2	4	0

Transport:

A. Poison needle trap 1 body point. The chest has a shield like the one in the armory that the bugbear was protecting.

B. The Zombie lair opens when any hero searches for treasure here. After the zombies are defeated the main tomb opens and you

receive a full set of plate armor like in the armory.

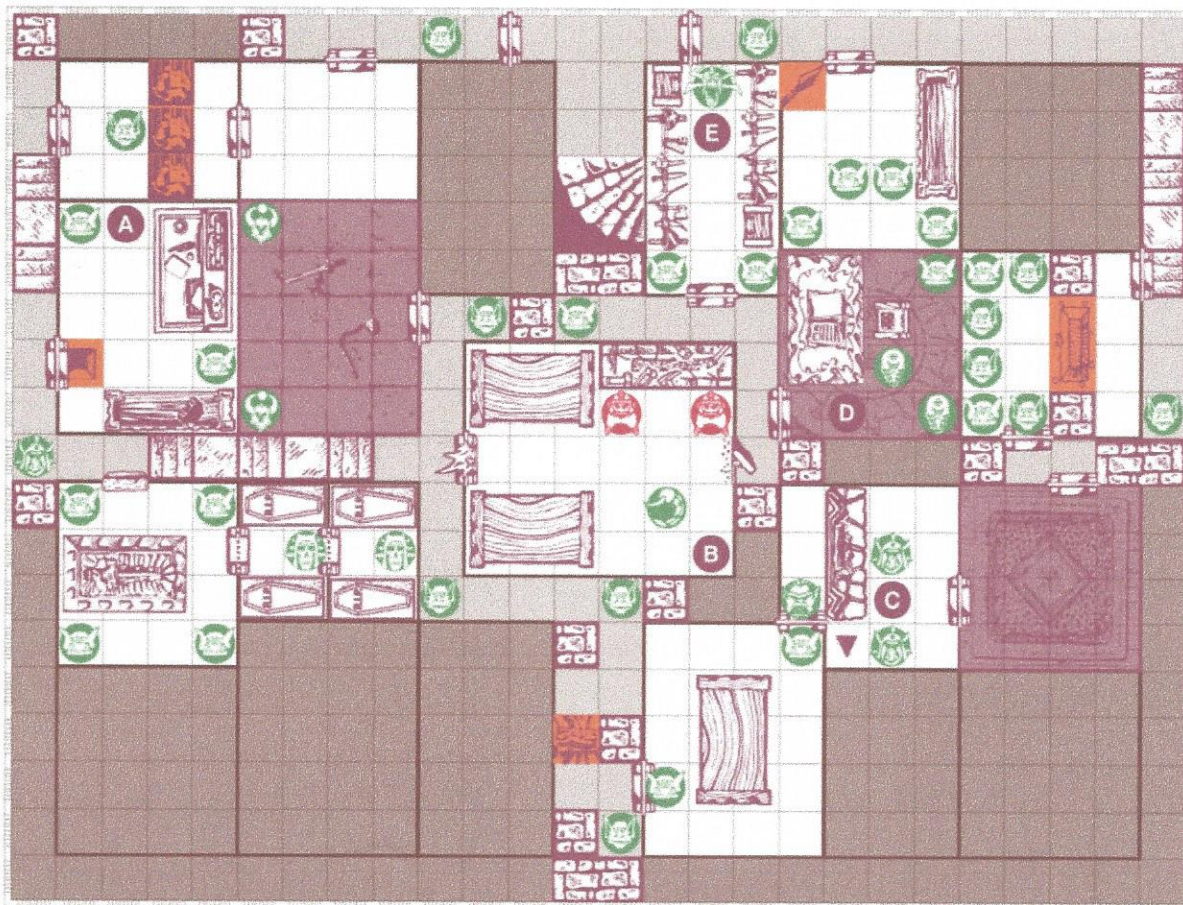
C. The Dark Tower. Tell the heroes this after Lordak is saved. Now That LorDak is saved, the black orc hoard begins to attack. Every second turn roll 1d6 - 1 to 3 = goblins, 4 to 6 = orcs. Then roll again 1d6 - 1 to 3 = 2 monsters, 4 to 6 = 3 monsters. LorDak will help and is controlled by a PC his stats are

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1d6	4	4	8	4

Note. Heroes can only see three spaces away, forest and water can only roll 1d6.



Wandering Monster in this Quest: None



QUEST 4

The Dwarven Forge

"You have saved LorDak. Now he is asking for your help to reclaim his forge. After the orc hoard captured him, Zargon's orc general Dular moved his army in to forge evil weapons to defeat the empire with, he is

very powerful and able to summon goblins and orcs at his command. LorDak will forge any one item in the armory at half price as payment for your help."

NOTES:

- A. The first hero to search will find three spell scrolls Resist Heat on the desk. The scrolls read once cast on a hero that hero will not be affected by extreme heat for two turns.
- B. Only the dwarf may pass through the door unhurt; this room is too hot for any other hero. The Manscorpion is holding the two dwarfs captive; once the heroes attack the dwarfs will aid the attack. After the Manscorpion is defeated the fire door disappears and the dwarfs show you the way to Dular's throne room then bid you farewell.
- C. As you search this room you find a loose stone in the floor that causes the fire place to move and reveal a secret door.
- D. The orc general Dular is in this room, he can cast the spell Summon Goblins x1 and Summon Orcs x1.

- E. You find a set of bracers on the Gargoyle. The other weapons in this room are of no use in the hands of good the weapons are made of pure evil and will drive good heroes to turn evil.

Dular:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	2	4	5

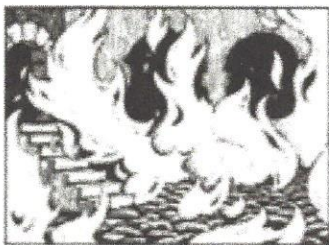
Dwarfs:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1d6	2	2	7	3



Wandering Monster in this Quest: Orc

Resist Heat



Cast on any hero. Once cast that hero will not be affected by extreme heat for two turns

