

HeroQuest™

The Dark Tower

Q U E S T



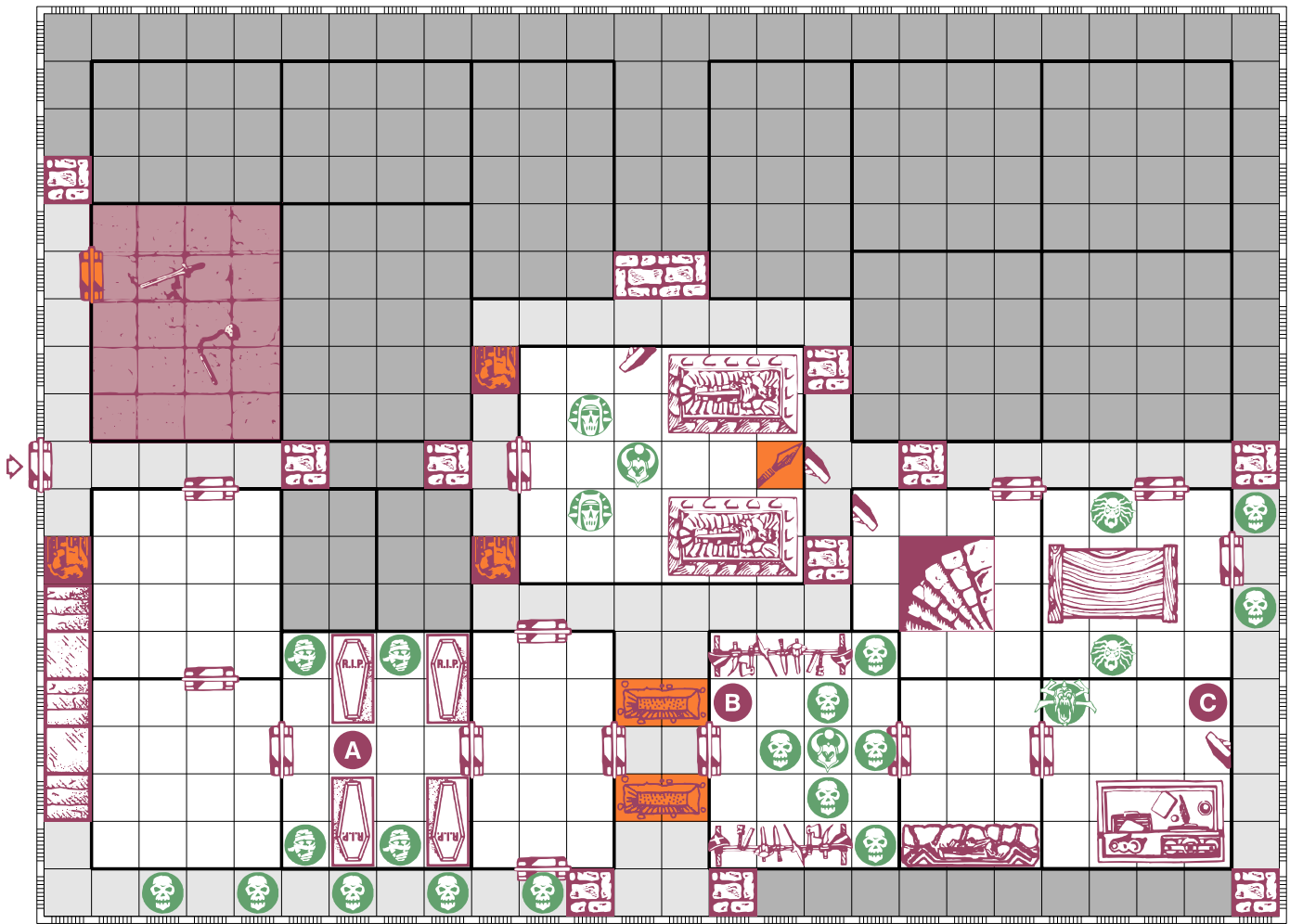
B O O K

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 alter 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."



Quest 5

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 Manscroption is holding the two Dwarfs captive; once the Heroes attack the Dwarfs will aid the attack. After the Manscroption is defeated the fire door disappears and the Dwarfs show you the way to Dulars throne room then bid you farewell.
- C** As you search this room you find a lose 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:

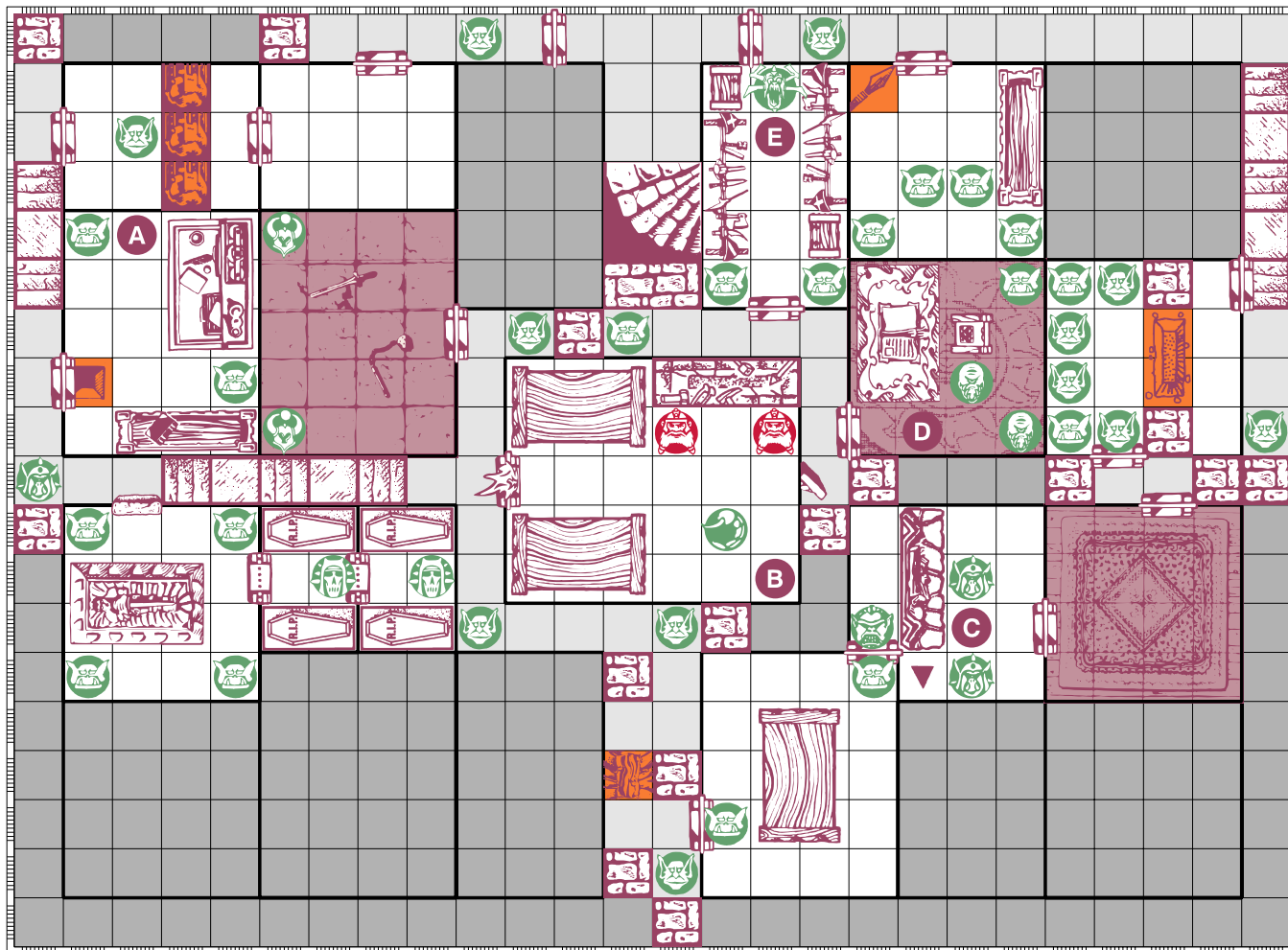
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	2	4	5

Dwarfs:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	2	2	7	3



Wandering Monster in this Quest: Orc



Quest 1

The Underground Passage

"A seer has told you of a passage long forgotten into the kingdom of Thor-Din. It is through the mountains of the Dammed. The seer warns you that the pass will not be taken lightly. The knights of old still guard this 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."

NOTES:

- A** As you enter this room an uneasy feeling crosses over you. If a Hero searches for treasure read the following:

"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 Daggers and one Throwing Axe.

- C** You find the Spell Scroll Blast among the papers.

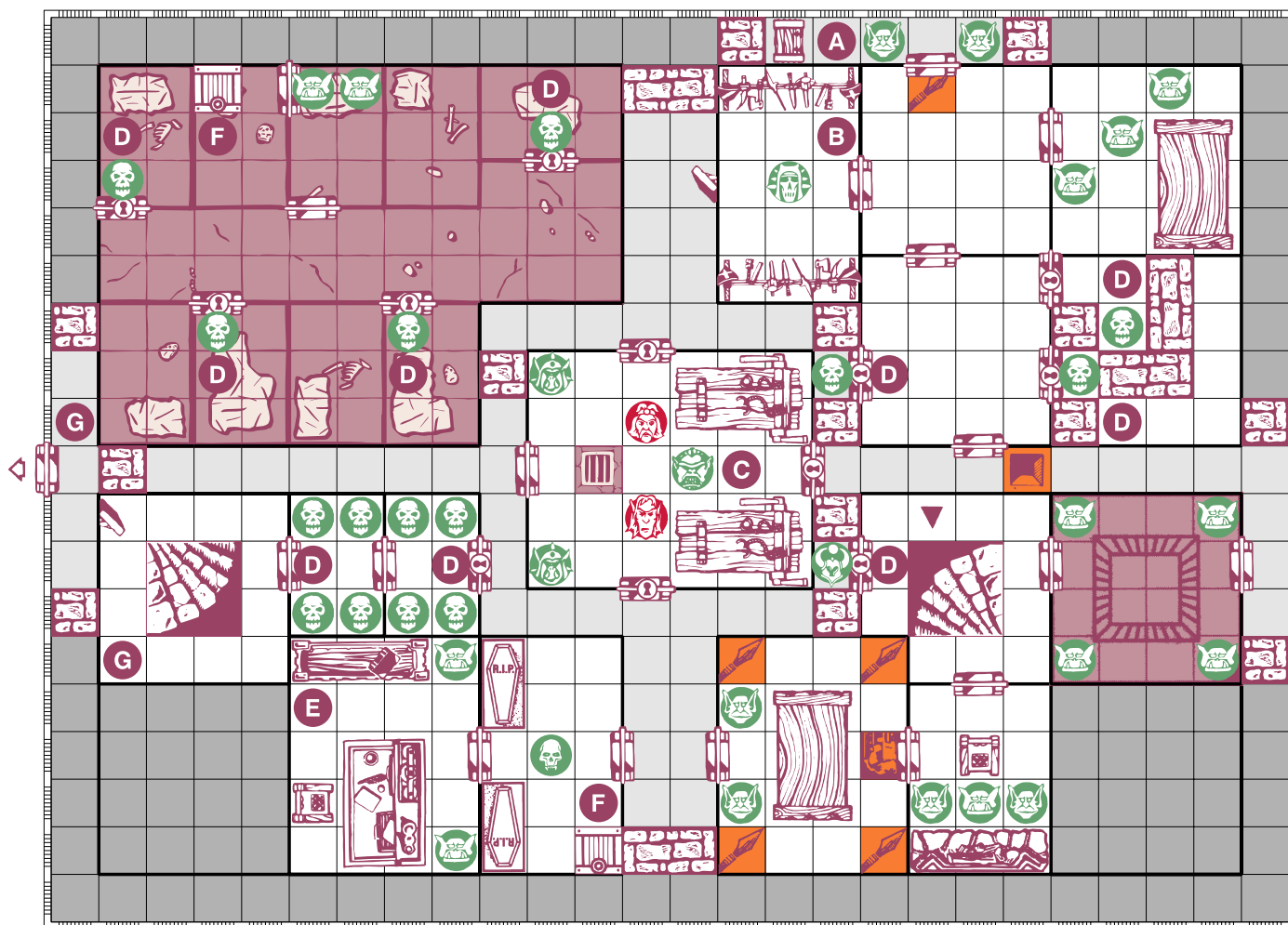
Trapped Door: Poison needle trap one Body Point.

Mummies:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	4	4	4	0



Wandering Monster in this Quest: Zombie



Quest 4

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:

X Heroes start here. Stairs are the exit.

XX This is the transport.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	0	2	4	0

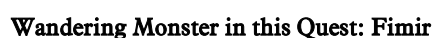
- A** Poison needle trap 1 Body Point. The chest has a shield like the one in the Armory that the bugbear was protecting.
- B** The Zombie lair opens when any Hero searches for treasure here. After the Zombies are defeated the main tomb opens and you receive a full set of plate armor like in the Armory.
- 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.

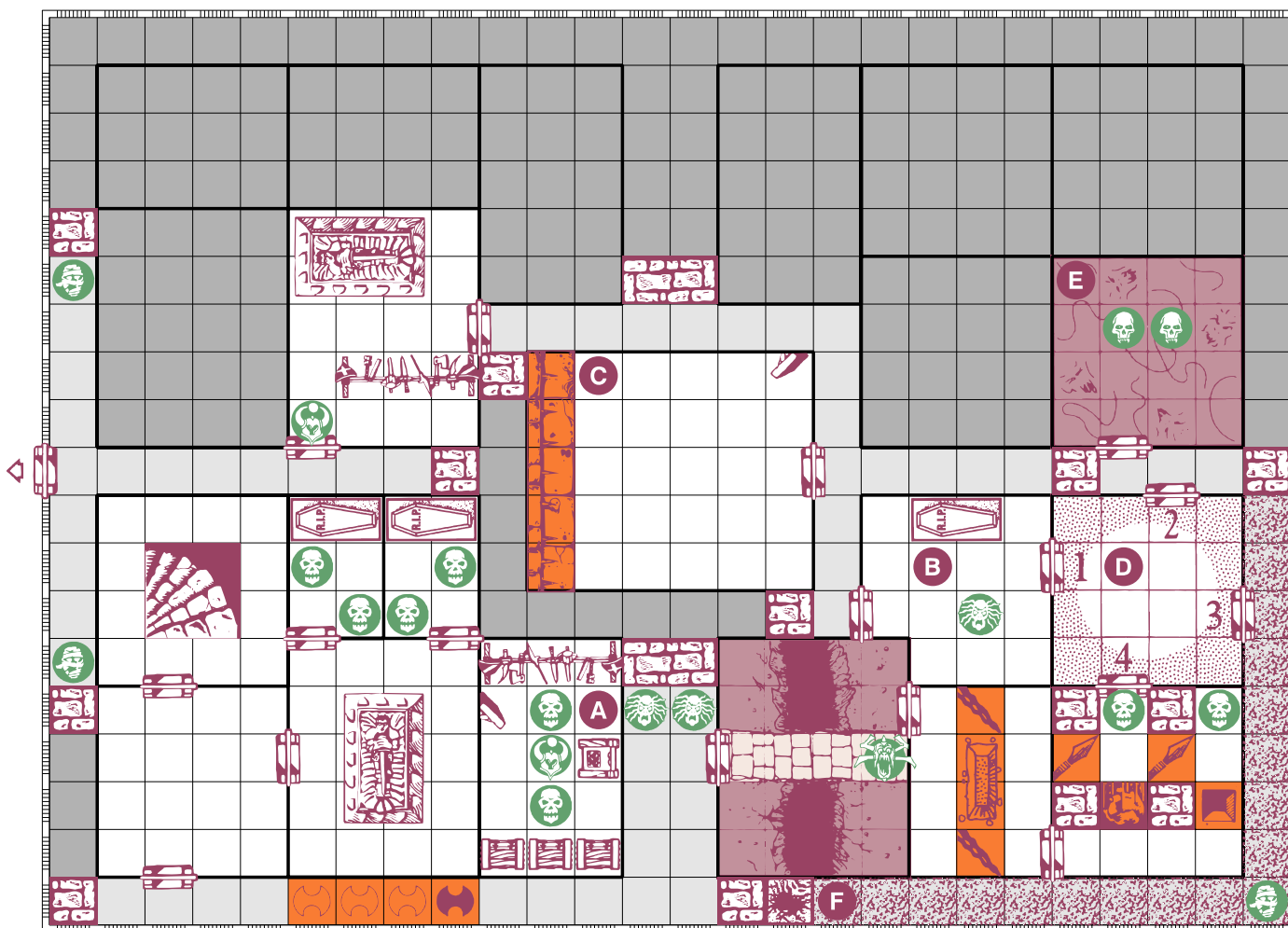
LorDak will help and is controlled by a PC his stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
1 Red Die	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 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. LordDak 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