

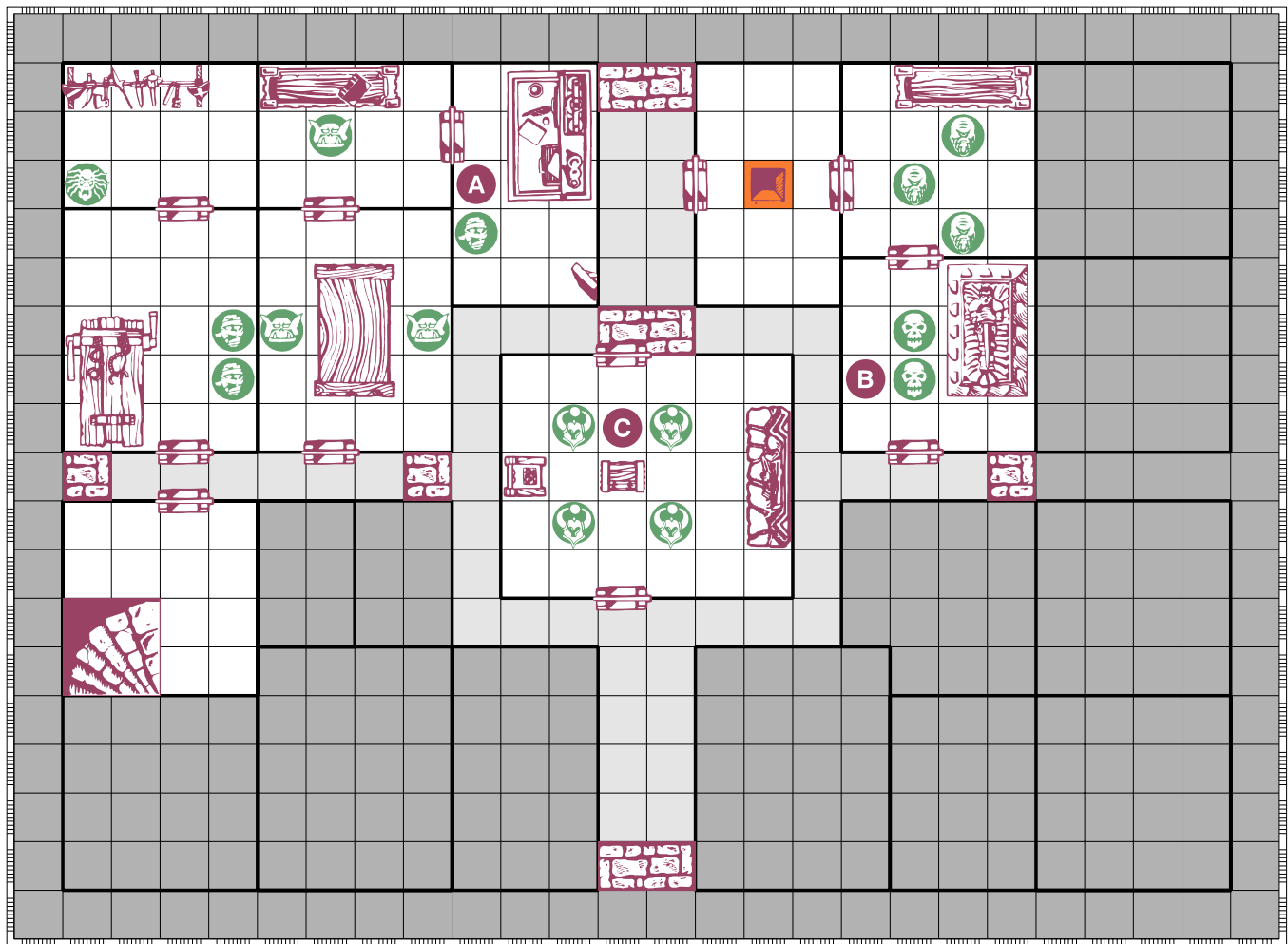
HeroQuest™

Guardians of Blackthor

Q U E S T



B O O K



Single Quest

Guardians of Blackthor

High up in the Blackthor Mountain lurk a disguised fortress that was built by a band of Orcs and Goblins under the reign of Fimirs. The fortress was also the home to a great treasure which belongs to the Emperor. The treasure was stolen many years ago when a group of Chaos Warriors stole the treasure and took over the fortress and left the Fimir and the Orcs to

guard the place. Many Goblins were killed or transferred to dark prisons to the south. The head Chaos Warrior, Kryshajkk, started experimenting on creatures upon controlling the fortress and produced savage wild baboons which roam the fortress looking for intruders. This will not be an easy task for the weak at heart, my friends. Tread carefully and fight well.

NOTES:

- A** The Mummy in this room has a seal on itself. When it is killed a secret door will appear. The Mummy also had a helmet on so whoever kills him can have it.
- B** These two Skeletons are actually undercover cops. They were made to guard the tomb of an evil lord by Kryshajkk who thought they were just normal evil Skeletons. Whoever enters the room first will be wired and will be given Borin's Armor. The Skeletons will then accompany whoever they wired until his death – or theirs. They roll the normal Skeleton dice.
- C** Kryshajkk's throne room. He is the one closest to the left wall and north of the throne. His guardians will attack first and Kryshajkk must be slain before the treasure can be touched. If not a huge flame bursts out of the door at the top of the room and incinerates the player responsible.

Wandering Monster in this Quest:

Tell the players a wild baboon roars loudly at them and then suddenly runs for the hills.