

HeroQuest™

Heir to the Black Banner

Q U E S T



B O O K

A Message from Mentor

My friends, I have alarming news... The Black Banner has once again raised its flags of war! The legions of the undead are now moments away from awakening. You did well by destroying the Witch Lord, but I'm afraid his armies will rise under a new command. Skulmar! The crafty villain has eluded us and cheated death as he has done many times before. But now, with the Witch Lord gone, Skulmar will return to the Courts of Death and claim his prize inheritance as Heir to the Black Banner.

My heroes, I have gathered you all together once more. I wish it could be the last, but I pray to death, that it will not. You, my brave Heroes, must return to the Court of the Witch Lord and put a stop to Skulmar's evil plans. Beware my faithful Heroes, for Skulmar will not stop until the armies of the Black Banner have run the Empire into the ruins of Chaos. Tread well my good Heroes, and may luck be good to you.

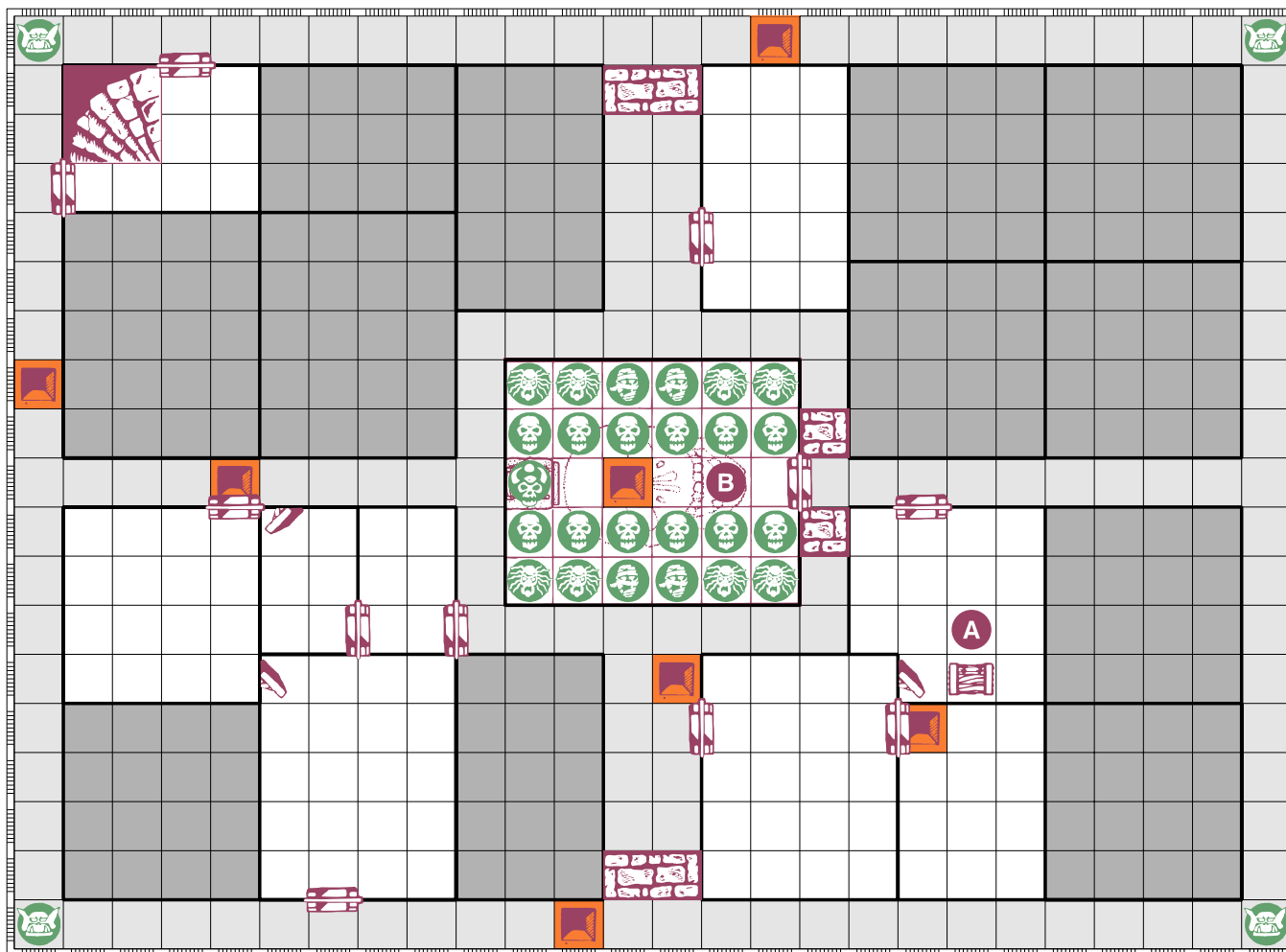
Mentor

Conclusion

Thank you, my friends. You have once again saved our land as you have done many times before. The Emperor awards you with 500 gold coins each and the title of "Sir". Now we celebrate by the burning of the Black Banner. Prince Magnus has ordered the Imperial Knights to engulf the Mountains of Darkness and seal its entrance for eternity.

You are once again free to go your separate ways. Chaos has been suppressed and our nation relieved of darkness. For now, the Empire is once again indebted to you. Go and rest, for the Empire has a bright future. I will summon you if ever needed, but for now, I will return to my work and prepare for Zargon's next possible assault.

Mentor



Quest 10

Awakening of the Deceased

"This my friends is the Graveyard of the Warriors. It has now been claimed by chaos. The souls of those who rest here are enslaved by evil. You must free them! Destroy every last creature and seal the tombs. To do so you must find the Crypt

Tools and perform the ancient rites to allow them to rest in peace. Please my Heroes, before they destroy our beloved Empire!"

NOTES:

In order for the Heroes to complete this Quest, every last tomb must be successfully sealed.

During each of your (Zargon's) turns, you may roll 1 combat die for every tomb currently visible on the game board (rooms in which the Heroes have opened the door). When a black shield is rolled, you may place a Skeleton on any square adjacent to the tomb you rolled for. If a tomb has been sealed, then that tomb receives no roll.

All Skeletons in this Quest are the remains of ancient warriors and have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	2	0

This is an Undead Gargoyle who was once a great Gargoyle Warrior. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6	6	4	0

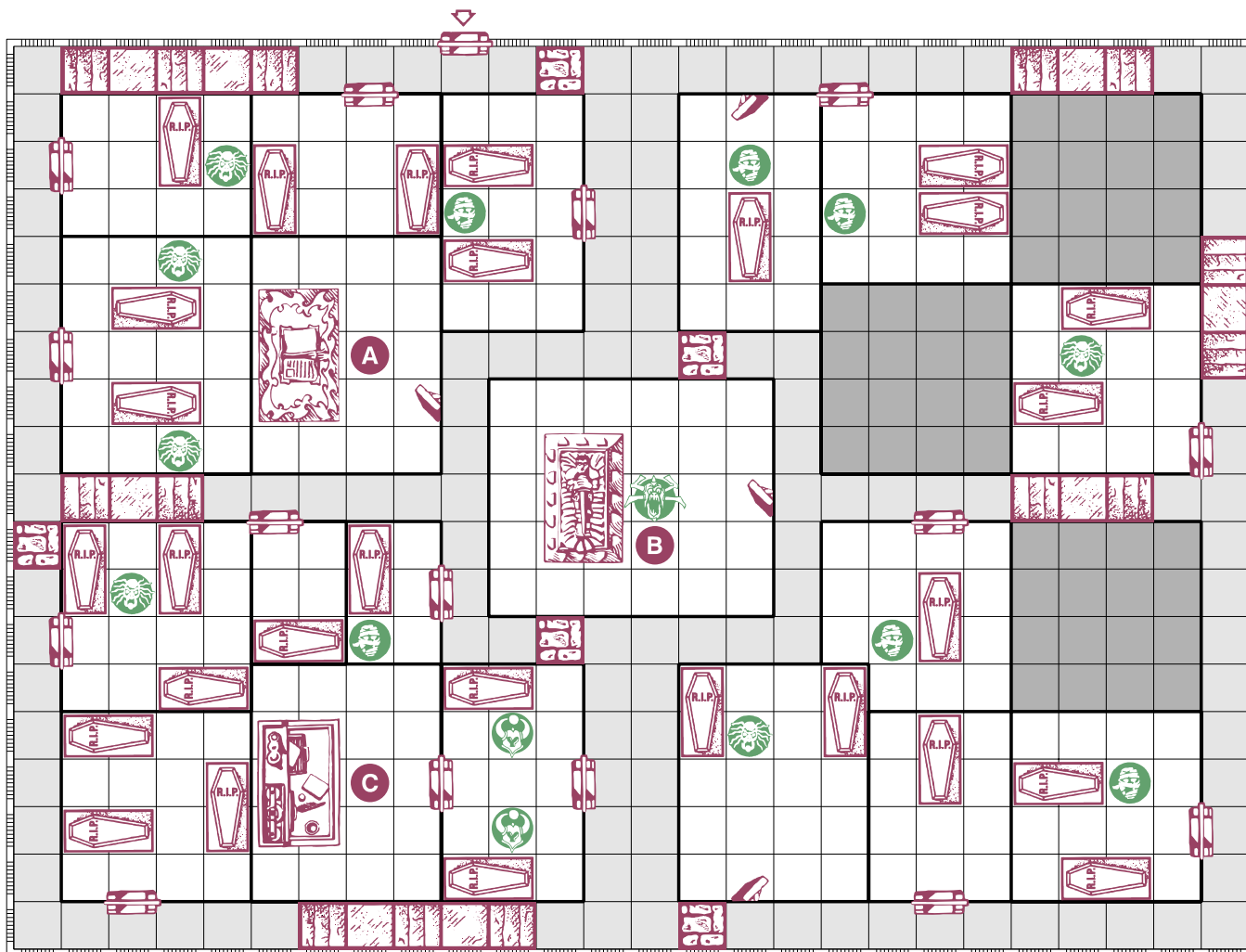
- C** If a Hero searches for treasure, they will discover two spell scrolls (chosen at random) on the desk. Inside a drawer, they will also discover the Crypt Tools (see new Artifact Card for more information).

Once all the tombs have been sealed, the Quest is over and the conclusion may be read.

- A** If a Hero searches for treasure, they will discover the Tome of Sealing (see new Artifact Card for more information). Zargon, actually make your Elf or Wizard Hero chant the words aloud, otherwise the tomb will not be sealed.



Wandering Monster in this Quest: **Zombie**



Quest 1

Visions of the Past

"Now my friends, the court of the Witch Lord and Skulmar awaits. Since the last time you faced the Witch Lord in this chaotic hole, it has laid barren to the elements. Only recently has its corridors been raped of its cold silence. I fear, my brave

Heroes, that Skulmar has already begun his evil plans. You must stop him before he has a chance to awaken all his armies."

NOTES:

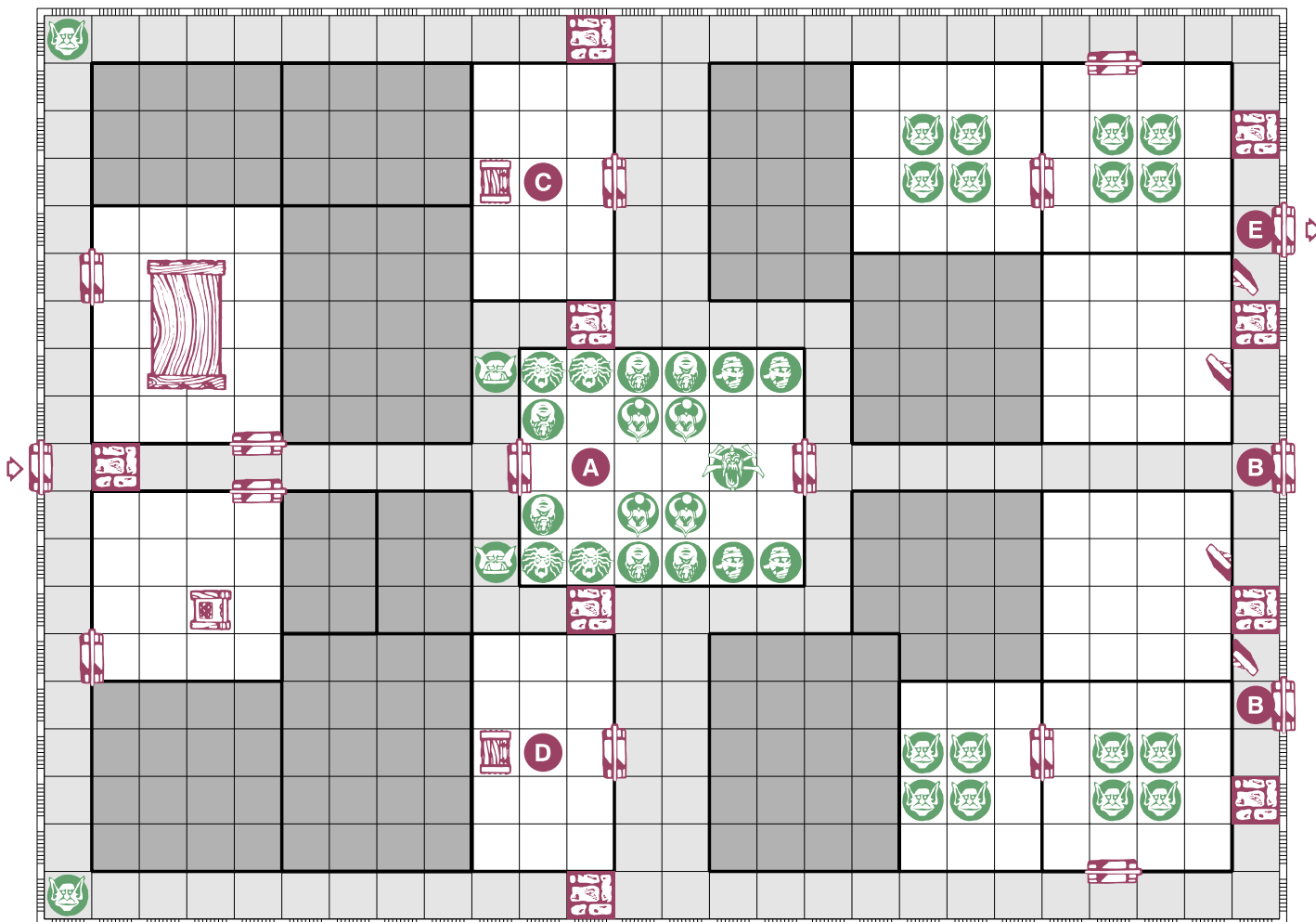
All traps in this Quest have already been sprung. All secret doors are already opened. The Orcs in the corners are stone statues that cannot be passed or destroyed. If a Hero attempts to attack these Orcs their weapon will break, even a Magical Throwing Dagger or crossbow will break. The only exception is the Spirit Blade which is so powerful that it will not break. However, it will not harm the statue.

A This chest is empty.

B Inside the court on the throne sits Skulmar. Use the Chaos Warlock figure to represent Skulmar. He is alone and no other monster is in the room. Skulmar does not attack. When a Hero attempts to attack him, he will disappear laughing. Take him off the board. The other monsters in this room now appear and can attack on Zargon's turn. If a Hero stands on a square showing a monster icon, place that monster on the nearest open square in the room.



Wandering Monster in this Quest: Mummy



Quest 9

Gateway to the Forgotten Tombs

"This gateway is actually an ancient chapel. It was built to protect the graves hidden below. Skulmar is within these halls

and has begun to summon the armies of the undead. Please my Heroes, you must stop Skulmar or all is lost!"

NOTES:

- A** There is 250 gold coins and a Potion of Healing that can heal up to 8 lost Body Points (beyond capacity) in the chest.
- B** After all the monsters in this room are destroyed, Skulmar appears. Place the Chaos Warlock figure on the square marked. Skulmar knows the following Chaos spells: Summon Undead, Firestorm, Fear, Lightning Bolt and Rust.
- C** This is the locked door to the chambers below. Skulmar's key is required to unlock this door.

Skulmar:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	4	5	4

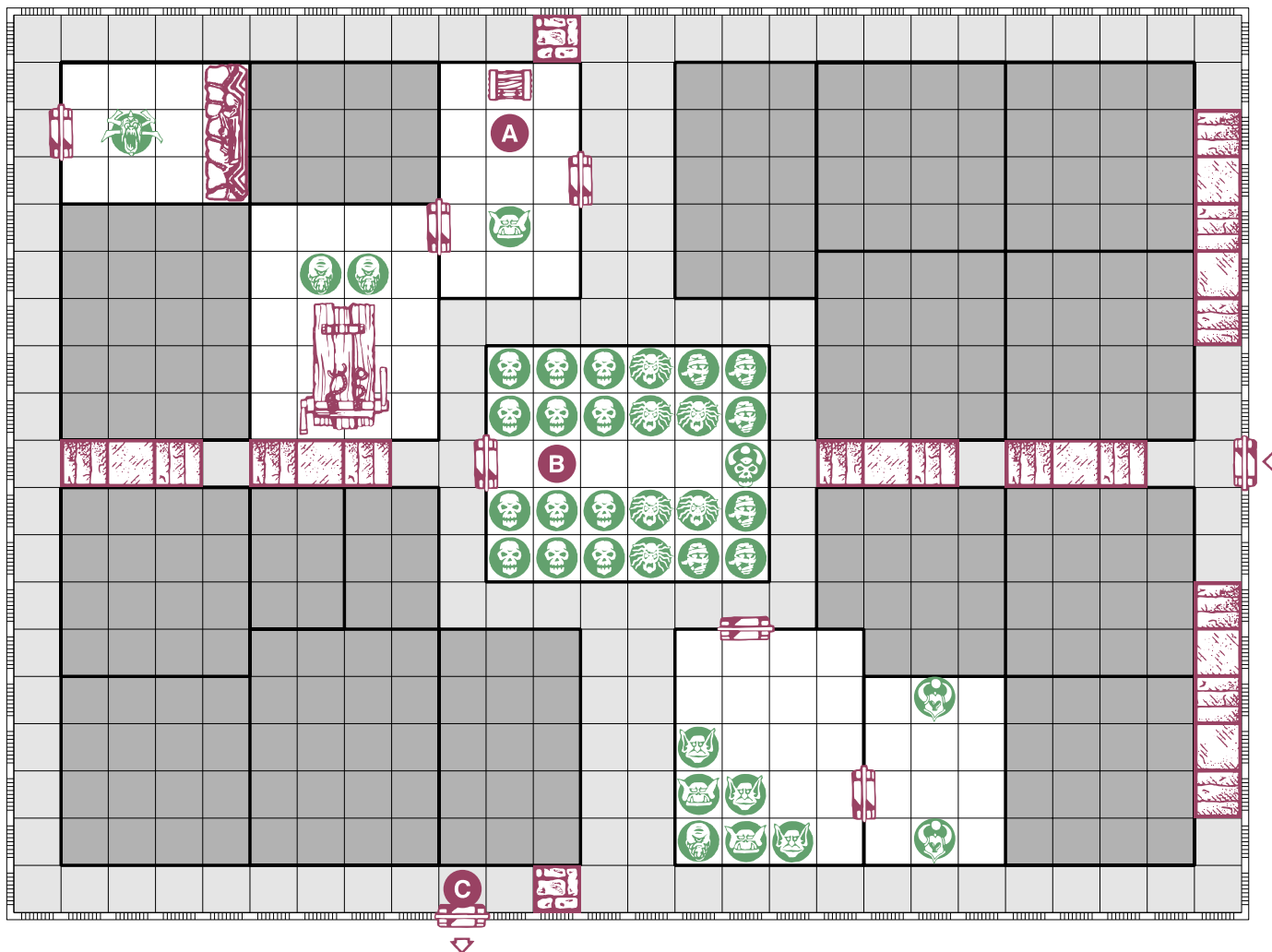
When Skulmar's Body Points reach zero, read the following out loud:

"You are too late, for I have already summoned the Legions of the Undead, which sleep below. Soon they will awaken, and ravage your worthless Empire. Fair thee well, my sweet Heroes."

A key falls out of Skulmar's dying hand and clatters across the floor. Inform the Heroes that they must now find the door to the chambers below. All of the undead there must be destroyed.



Wandering Monster in this Quest: Chaos Warrior



Quest 2

The Stone Legion

"I am afraid my friends that Skulmar has once again obtained the upper hand. He has already escaped and made his way to the other side of these many caverns. He is on his way to the Great Burial Grounds hidden deep within the Mountains of Darkness. There he plans to awaken the armies long since

dead. If he succeeds, then the Empire is lost. You my Heroes must hurry if you are to catch up with him. The stone legion, an ancient army of rock and hardened hearts guard the gateway to the enormous caverns below."

NOTES:

- A** The monsters in this room are the remnants of the once mighty stone legion. They are elite warriors, each of them attack and defend with one extra combat die. They also have two extra Body Points.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
Same	+1	+1	+2	Same

- B** These are false doors and cannot be opened. They exist only to throw the Heroes off course.

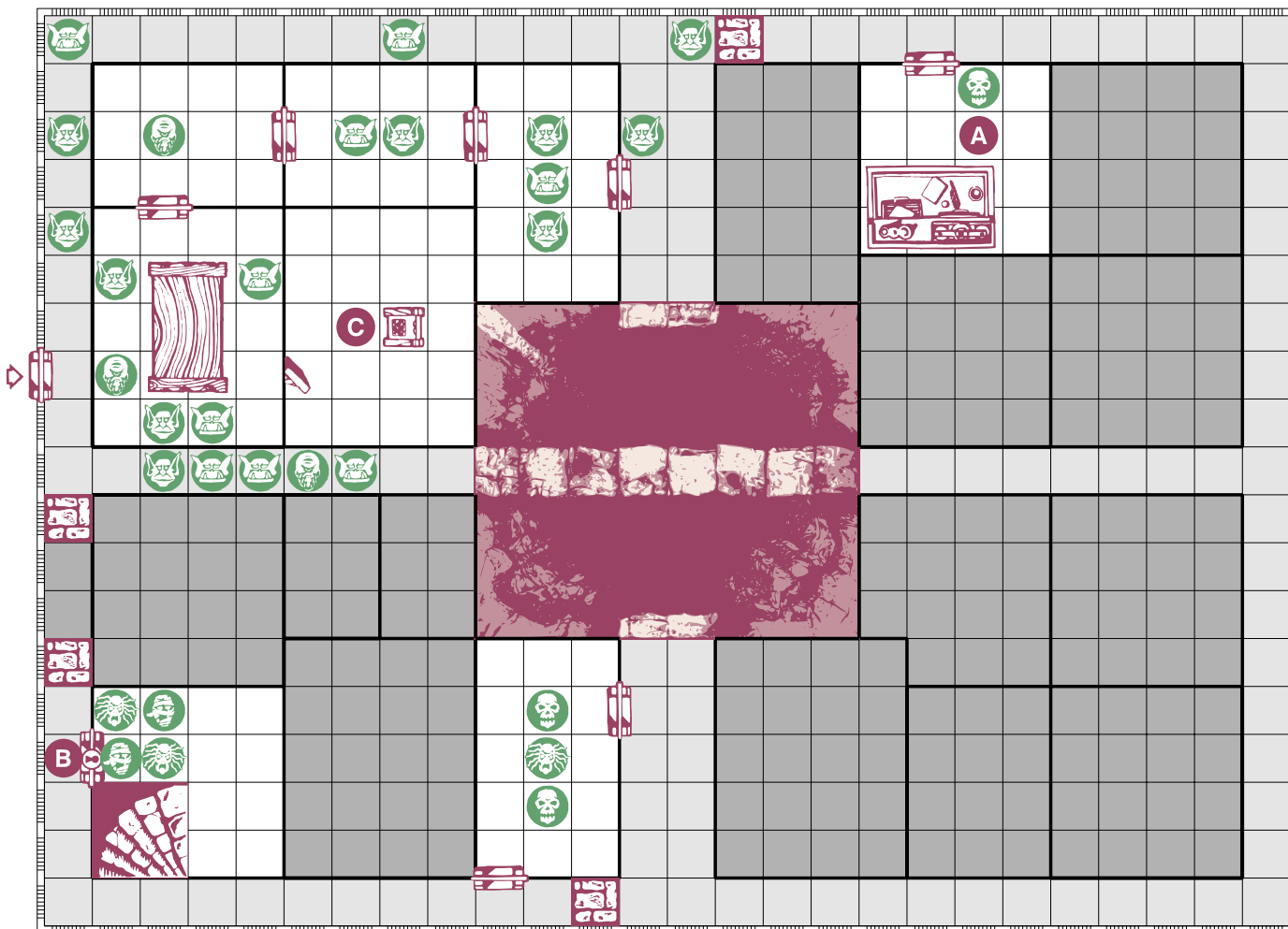
- C** The chest contains 100 gold coins.

- D** This chest is empty.

- E** This is the proper exit. Place the wooden exit door here.



Wandering Monster in this Quest: Orc



Quest 8

The Caves of Dwelling

"These caves precede the gateway to the tombs. They are rich in monsters and their numbers are astonishing. Skulmar has

recently rushed through these corridors and is already at the gates beyond. I fear we may be too late!!!"

NOTES:

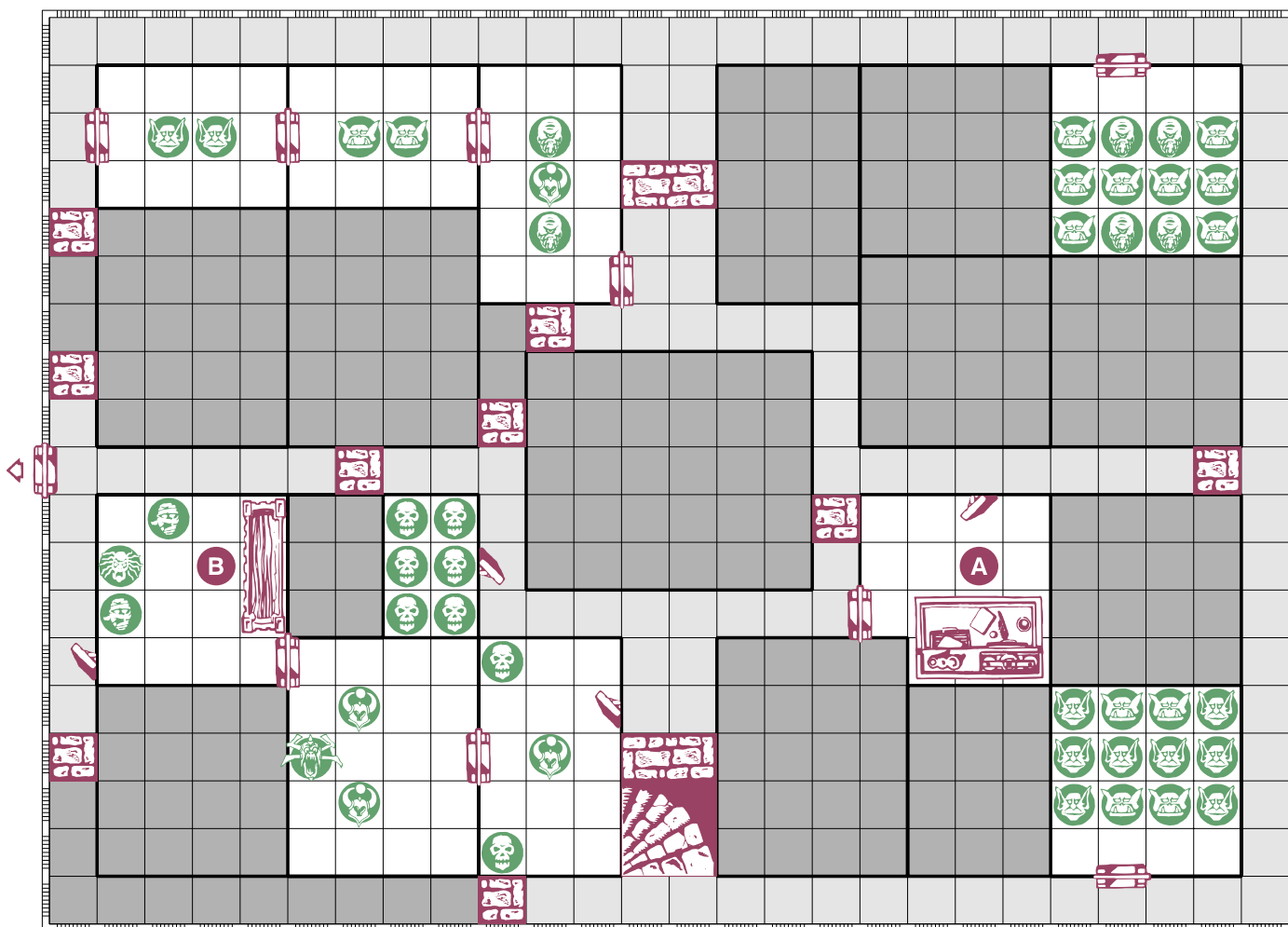
The Heroes begin this Quest at the staircase and exit through the wooden exit door.

A There are 3 yellow potions on the bench. A yellow potion will temporarily raise a Hero's Body Point capacity by 4 points and their Mind Points by 1. Do not, however, reveal this to the Heroes until after they try the potion. Once their Body and Mind Points have been reduced by attacks, they will resume their normal capacities.

B Inside the cupboard is a flask containing a glowing pink substance. When consumed, this potion tastes quite sour. Zargon, do not tell the players that it will triple a Hero's current Body Points (above normal capacity) and raise their Mind Points by 2 (also above capacity). The effects of this potion continue beyond this Quest. Once a Hero takes enough damage to bring them back down below their normal starting Body Points, then they cannot heal themselves past their normal capacity. Also, if they use a healing potion while their Body Points are above normal, then the healing potion has no effect. The same applies to any type of healing potion or spell.



Wandering Monster in this Quest: Zombie



Quest 3

Caverns of Karvan

"Karvan, a crazy old hermit, once lived in these tunnels. It is said that he was trying to create a spell which would make one immune to the mighty forces of chaos. Karvan hasn't been seen

for many years and the caverns he called home, are now swarming with evil creatures. The caverns mark the path to the Halls of Illusion."

NOTES:

The Heroes start this Quest at the iron door, and end this Quest at the spiral stairway

- A** The Skeleton in this room is Karvan's undead spirit. His stats are the same as a regular Skeleton except his Body Points are two and he is immune to everything except the Spirit Blade and Fire spells.

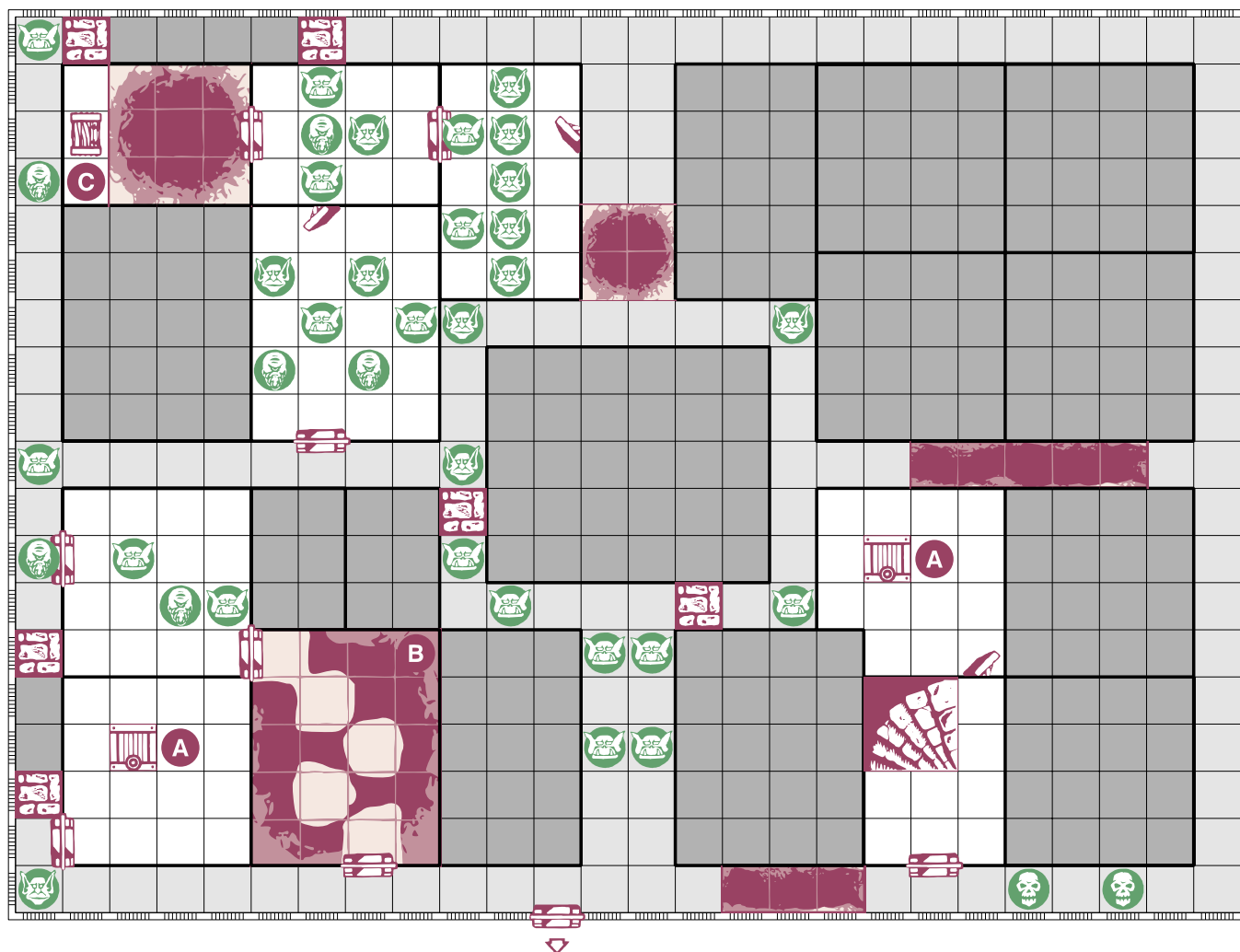
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	2	2	0

This is Karvan's study. There is a spell scroll on the bench, as well as a potion that will restore up to 2 lost Body Points. The Hero who first searches for treasure may take a spell scroll at random and the potion.

- B** This door is locked.
- C** On the throne is a key which will open the locked door at B.



Wandering Monster in this Quest: Fimir



Quest 7

Pathways to the Grave

"An ancient town was once carved in these stones. Who or what created it remains unknown. Orcs and Goblins now dwell here, as they infest every nook and cranny in this world. Beyond this

city are graves of mighty warriors. Hurry, for the dead are rising."

NOTES:

- A** Stashed away inside the cupboards is a sack containing a single use of Dust of Disappearance.
- B** The chest contains 20 gold coins and a potion that will heal up to 4 lost Body Points.

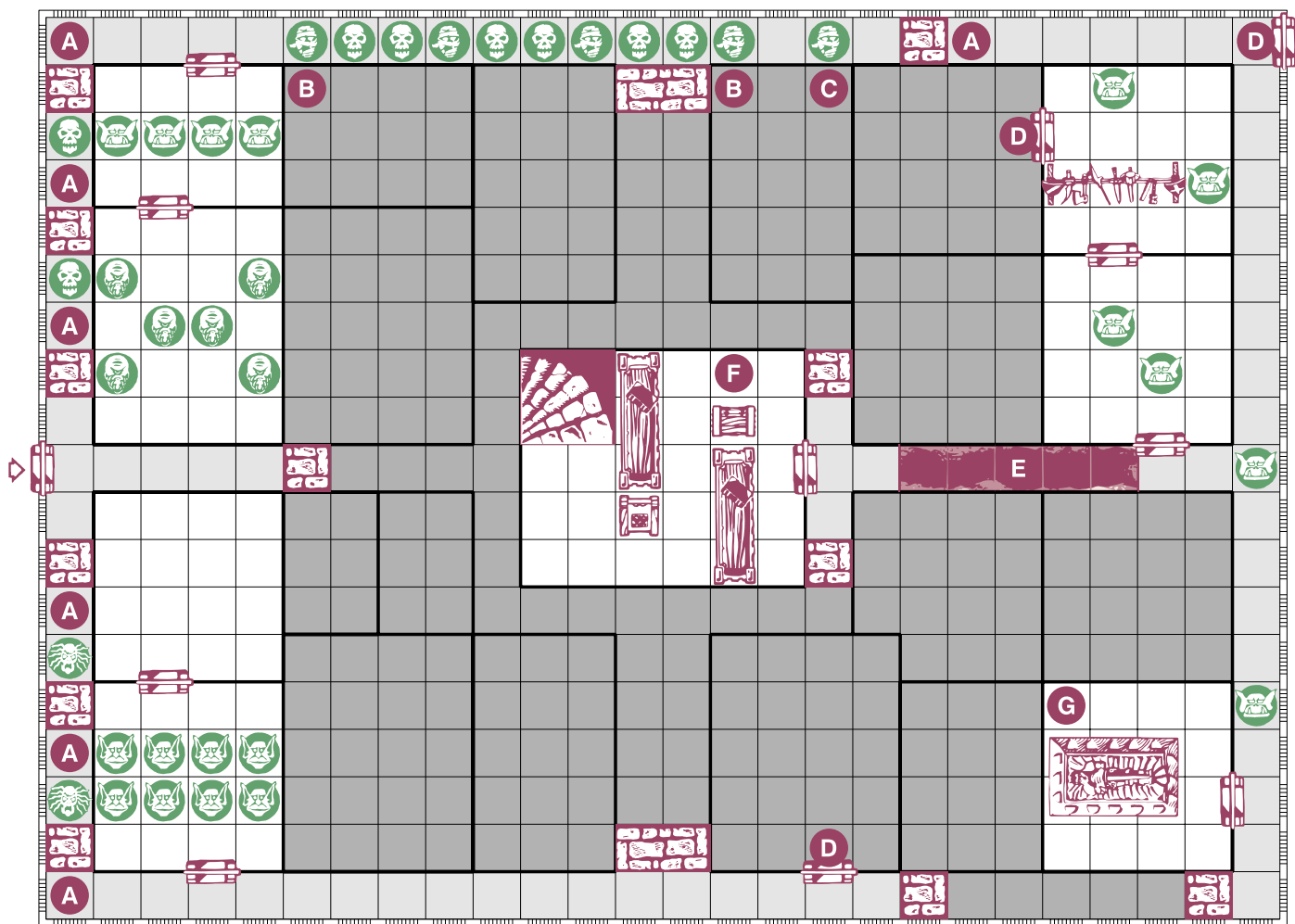


Wandering Monster in this Quest: Goblin



mysterious and very, very dangerous. Many explorers fell to their deaths in the many chasms. Beyond these caverns lie the evils of chaos."

Wandering Monster in this Quest: Goblin



NOTES continued:

- attack loses 1 Mind Point.
- I** The leader of these Orcs is Ograk, the infamous Orc Captain who led his evil marauders into the border provinces of the Empire. Use the Orc with the large notched sword to represent Ograk. He is a mighty warrior whose stats are the same as a Chaos Warrior. On any one of your (Zargon's) turns, you may place the secret door tile on the game board and move Ograk through the secret door.
- J** This is Grin's Crag. The first Hero who steps on the first square of the cliff edge will activate the Guardian of Grin's Crag. Place the Gargoyle on the square with its icon. The Gargoyle has the same stats as a regular Gargoyle, but is immune to all spells and has 4 Body Points.
- K** This Zombie is wearing Wardoz' Robes. The first Hero to search for treasure in this room will discover documents which prove Wardoz was experimenting with chaos magic and was turned into a mindless Zombie. The chest contains 144 gold coins.
- L** There are three random spell scrolls hidden among the books in this secret library.
- M** The first Hero to search for treasure will discover an Elixir of Life hidden inside the cupboards.
- N** The two trap doors are connected by a dangerous tunnel. Any Hero who passes through the tunnel must roll 1 combat die. If a skull is rolled, that Hero loses 1 Body Point. Their turn ends once they are through the tunnel.
- O** There are two Witch Lords present in this Quest. Use the Chaos Warlock figure to represent the Witch Lord. Both Witch Lords can only be harmed by the Spirit Blade. They both have the same stats which follow:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	4	6

The Witch Lords know the following Chaos Spells: Summon Undead, Fear,

Ball of Flame, Command and Tempest.

Quest 5

The Halls of Illusion

"Deep within the mighty rock are the Halls of Illusion. Here, many adventurers have gone mad. Things that seem to be, are not. Others can be deadly. In the Halls of Illusion, one must be

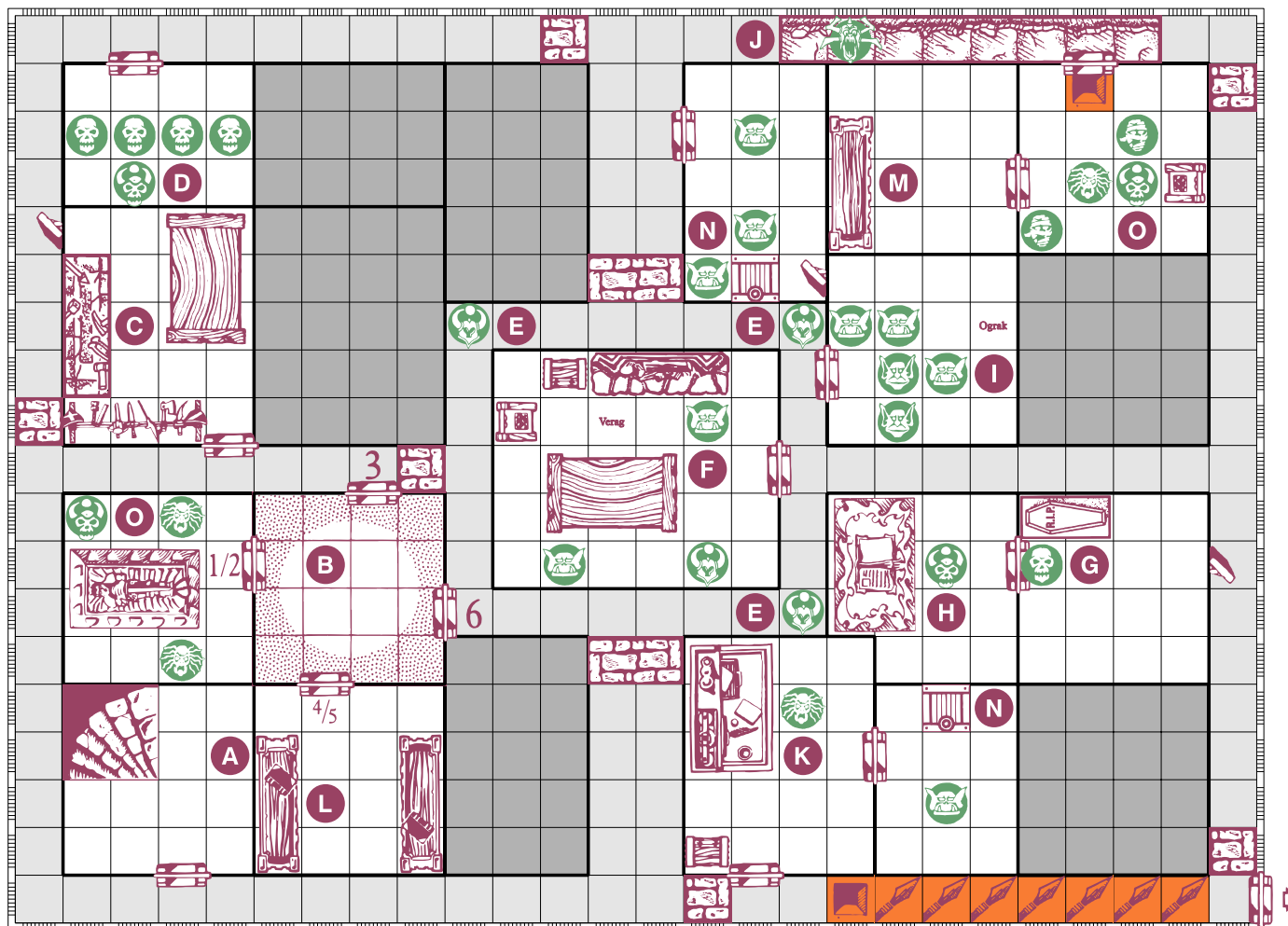
weary. For danger lurks behind every wall. In the center of the halls lies the exit, but few ever reach it."

NOTES:

- Zargon, allow the Heroes to figure things out on their own.
- A** These walls are illusions and may be passed as a normal square. Nothing beyond an illusionary wall is revealed until a Hero has passed through it. If they end their turn on the same space as an illusionary wall, they still cannot see what is beyond. If a Hero attempts to pass through a wall that is not an illusion, they will lose one Body Point.
- B** This entire row of monsters are illusions. They cannot attack, be harmed, or move. They may however be passed. Once stepped on, they disappear.
- C** This mummy is real.
- D** These doors are illusions and cannot be opened. If a Hero tries to open one, it disappears. Do not tell the Heroes, just remove it from the board and do not place an open door in its place.
- E** This chasm is an illusion. The only way the Heroes can find this out is by stepping on it.
- F** The chest is an illusion. If a Hero searches for treasure, remove the chest from the board and tell them to take a treasure card.
- G** The first Hero to search for treasure in this room will discover four potions of healing stashed among the remains inside the tomb. Each potion will restore up to eight lost Body Points.



Wandering Monster in this Quest: Roll 1d6: Even: Goblin, Odd: Chaos Warrior



Quest 6

Wrinkles in Time

"Within these hollow halls the echo of the ages ring. Memories come to life, but are all too real! Deja-vu will be all you experience in these tunnels. Here, the ebb and flow of the past

come together with the present in a mighty flood. You are not traveling in time, rather time is travelling with you."

NOTES:

The Heroes begin this Quest on the spiral staircase and end this Quest through the wooden exit door.

- A** If the Spirit Blade has been lost in a previous Quest, the first Hero to search for treasure will find it leaning against the wall in the corner of the room.
- B** When a Hero attempts to leave this room, they must first roll 1d6 to see which door they will exit.
- C** This is the Dwarven forge. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the earth. Burning embers blast out of the forge, threatening any Hero in the room except the Dwarf. Any Hero (except the Dwarf) who ends their move in this room must immediately roll 1 combat die. If a skull is rolled, the Hero loses 1 Body Point.
- D** Use the Chaos Warlock figure for Balur. Fire Spells do not affect him. Balur knows the following Chaos Spells: Ball of Flame, Firestorm, Tempest,

Summon Orcs and Fear. Balur's stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	5	3	7

- E** These Chaos Warriors are made of stone and roll 1 extra combat die in defense.
 - F** Verag has the same stats as a regular Gargoyle. There are 120 gold coins in the chest.
 - G** This Skeleton is a Spirit Rider. His stats are as follows:
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 4 | 4 | 3 | 3 |
- H** Borokk is an evil Chaos Warlock with the same stats as a Chaos Warrior. Borokk has a very special and deadly power. On each of his turns, he attacks the "mind" of any Hero in the same room or corridor in his line of sight. To do this, Borokk rolls 2 combat dice. For each skull he rolls, the victim of the



Wandering Monster in this Quest: Fimir