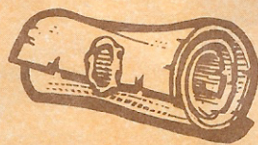


HeroQuest™

The DARK ALLIANCE

Q U E S T



B O O K

The Dark Alliance

The adventure continues! The Dark Alliance is an expansion set used with your original Hero Quest Game System. You must have the Game System and some additional components in order to play the adventures in this booklet.

What you need (beyond original system components):

6 Black Orcs, 2 Black Orc Necromancers, 8 Orc Skeletons, 12 Night Goblins, 3 Night Goblin Fanatics, 2 Night Goblin Shamen, 1 Cave Troll, 1 Goblin Archmage, 1 Demon, 1 Extra Dwarf, 1 Extra Barbarian, 1 Extra Elf.

4 Crates, 1 Book Podium, 1 Book Stack, 2 Tombs, 4 Bookshelves, 2 Weapon Racks, 1 Rack, 1 Throne, 2 Portcullis', 4 Stone Doorways, 1 Iron Entrance Door, 1 Wooden Exit Door.

5 Pit of Darkness tiles, 1 Long Pit Trap, 3 Short Stairways, 4 Long Stairways, 1 Spiral Stairway, 1 Giant Stone Boulder, 1 Runes of Power, 1 Large Staircase, 1 Throne Room, 11 1x2 Blocks, 1 Ice Cave Entrance, 1 Death Mist, 4 Coffins, 1 Trap Door, 1 Bottomless Pit Bridge, 1 Battle Lair, 1 Horned Throne Room, 1 Sun Mosaic Room.

Crate (mega miniatures)

This crate can be broken open by a hero as his action by rolling a skull on a combat die. Any contents will be found immediately without needing to search for treasure. The crate may also be hiding chests and must be broken before a search for treasure will successfully reveal the contents of the chest.



Book Stack (reaper miniatures)

This new piece of furniture is a large stack of books. "You're right. No HUMAN would stack books that way."



Stairways (kellar's keep)

These 3 or 5 square stairways create the effect of climbing up or down stairs.



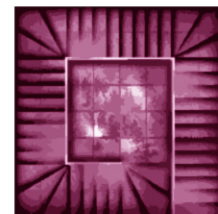
Portcullis (mage of the mirror)

Some of these massive iron gates open when the Heroes spring a certain trap, while others are unlocked by keys or forced up by brute strength. Heroes and Monsters cannot "see" through a portcullis until it is opened.



Large Staircase (yeoldeinn.com)

This 4x4 tile creates the effect of climbing up or down stairs. Designed by Ron Shirtz.



Iron Entrance Door (kellar's keep/witch lord)

This iron door is placed on the edge of the gameboard in many of the Quests. Heroes line up outside the door to begin these Quests.



Ice Cave Entrance (the frozen horror)

This special tile is used as an entrance or exit.



Wooden Exit Door (kellar's keep/witch lord)

In many Quests, this special wooden door is used to exit the gameboard at the end of the Quest.



Stone Doorway (against the ogre horde)

To open a Stone Doorway, a Hero must roll 2 skulls. The Barbarian rolls 3 Combat Dice, The Dwarf and Elf rolls 2 Combat Dice, and the Wizard cannot open Stone Doorways.



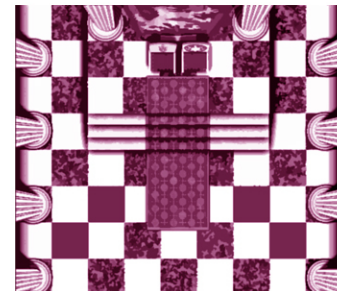
Book Podium (reaper miniatures)

This new piece of furniture is used to hold spellbooks and other notes.

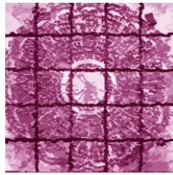


Throne Room (yeoldeinn.com)

This area is a large throne room for a royal family. Designed by Ron Shirtz.



Runes of Power (yeoldeinn.com)
This tile has an inscription chiseled into the floor. Designed by Toco.



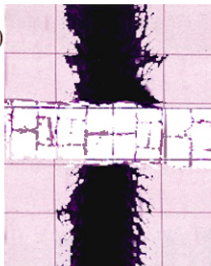
Death Mist (return of the witch lord)
This mist is a deadly breath of Chaos which will harm all who are not evil.



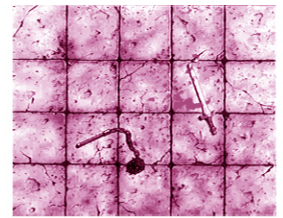
Trap Doors (kellar's keep)
The 2 trap doors are used to link 2 visually unconnected rooms via an unseen "tunnel." When landing on 1 trap door, a Hero moves instantly to the other trap door.



Bottomless Pit Bridge (against the ogre horde)
This tile has a bridge spanning a large crevasse.



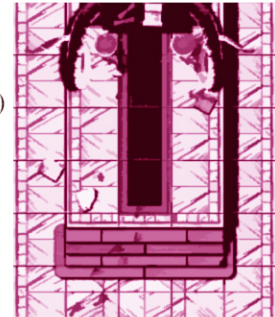
Battle Lair (against the ogre horde)
This area is for warriors to train and compete.



Giant Stone Boulder (kellar's keep)
The giant boulder rolls down a corridor, doing great damage to anything in its path.



Horned Throne Room
(heroquestworld.de/sites/heroquest/?site=overlays_rob)
This large throne room is used by evil rulers such as the Goblin Archmage. Designed by Derrob.



Sun Mosaic Room (against the ogre horde)
This tile decorates the floor of a room.



Coffins (return of the witch lord)
The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Playing The Dark Alliance

The Quests in The Dark Alliance are generally played the same way as the Quests in the Game System. It is especially important that these Quests be played in order. As in the Game System, Heroes are returned to full strength (all Body and Mind Points are restored) between Quests.

There are a few game play differences in The Dark Alliance:

1. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. The message from Mentor at the beginning of each Quest tells where the Heroes start and end the Quest. When there is an iron entry or wooden exit door, it is indicated on the Quest map by an arrow (pointing into the map for the entry door, and out of the map for the exit door). When there is an entry door, it is always placed on the gameboard in its specified location before each Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it.

2. Mind Points

- When a Hero reaches zero Mind Points, he is not dead but in shock (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do not increase the attack or defend dice when

a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

- The extra Mind Points gained from certain artifacts (such as the Talisman of Lore) can be lost in battle.

- In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

3. Rule Clarification

- Passing Items: A Hero can pass a potion, artifact, weapon, or any other item to another Hero only if the 2 Heroes are in adjacent squares and neither Hero is adjacent to a monster. This does not count as an action.

- Spiral Stairway: During a Quest, if a Hero stands on a spiral stairway and attacks monsters, the monsters can attack back on Zargon's turn. When a spiral stairway is used as the exit at the end of the Quest, any Hero who moves onto the spiral stairway is immediately removed from the gameboard.

- Multiple Attacks: A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks (such as the Black Orc), however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

4. New Traps

The Wandering Monster trap, the Stalactite trap, and the Swinging Axe trap do not have tiles.



Wandering Monster Trap: When a Hero moves onto a square with the trap symbol shown at the left, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each Wandering Monster trap can be activated only once. Monsters cannot activate it. Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.



Stalactite Trap: This deadly spear clings to the ceiling of caverns. Unless searched for and disarmed, the stalactite falls upon the first Hero to move onto the trap square, causing 1 Body Point of damage. Monsters do not spring Stalactite traps.



Swinging Axe Trap: When a Hero moves onto the dark trap square, a huge axe swings out from a hidden alcove in the ceiling. If the dark square is flanked by



outline axe trap tiles, then the axe swings along that entire line, affecting all Heroes or monsters on those squares. Any Hero or monster in the path of the axe rolls 2 combat dice and loses 1 Body Point for each skull rolled. The hero does not get to roll defend dice. A Swinging Axe trap can be searched for and disarmed. Until it is disarmed it will affect every Hero who steps onto the squares. Monsters do not spring Swinging Axe traps.



Pit of Darkness: The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a Hero crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto a hard floor. Once he falls, a Hero will suffer damage depending on how much armor he is wearing. Heroes not wearing armor must roll 1 Combat Die; those wearing Chainmail or Borin's Armor must roll 2 Combat Dice; and those wearing plate mail must roll 3 Combat Dice. A Hero may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit. Pits of Darkness may not be disarmed (once discovered), but Heroes may jump over them like ordinary pit traps.



If a Hero wants to jump over this pit the long way, he must have at least 3 squares of movement left. The Hero rolls 1 combat die. A black shield means a successful jump. Any other result means they fall in, suffering 2 points of damage. The Hero must roll a 5 or 6 on a subsequent turn to climb out. While in the pit, the Hero rolls 1 less die when attacking and defending.

5. Large Monsters

When a monster takes up more than one square (Cave Troll, for instance), that monster can attack anyone on any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

6. Discoverable Quests

If a Quest is discoverable (Quest 1.5, for instance), you must accomplish something in the preceeding Quest in order to have the option to play the discoverable Quest. How to discover the Quest is outlined in the Quest notes.

7. Spiral Stairway

Spiral stairways are not always used as entrances or exits in these Quests. If not specifically noted as an entrance or exit in the Quest notes, treat the spiral stairway tile as the other stairway tiles.

8. Spellbooks

The new spells in this Quest Pack can only be obtained when the spellbook is found. The Wizard is the only Hero that can learn spells by reading spellbooks. Once the spellbook is read, he obtains the spells associated with that spellbook. These will be in addition to any spells that the Wizard already has.

9. Treasure

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

10. Monster Abilities

- Auto Damage: Any skulls rolled by the monster during their attack cannot be defended against by any Heroes.
- Firebreathing: In addition to the monster's attack, the monster can breathe fire on a target Hero up to two squares away. The Hero receives X Body Points in damage. X is noted either on the monster card or in the Quest notes. The Hero then rolls X red dice. For each 5 or 6 roles, the damage received is reduced by 1.
- Hit and Run: This creature can divide its movement allowance into two separate movement phases, one before and one after its attack.
- Multiple Attacks: The monster can attack the same Hero multiple times or attack several Heroes. The monster still only gets one action phase. If attacking the same Hero more than once, that hero can only defend against one of the attacks.
- Random Movement: Like the Heroes, these monsters roll 2 red dice for movement. However if they roll a double 1 then they have a weapon-related incident and kill themselves. Immediately remove that monster from the board.
- Scream: Instead of attacking, the monster can "scream". Any monster or Hero in the same room must roll a combat die. If that person roles a skull, they lose 1mp and miss their next turn.
- Sweeping Attack: A single attack from this monster can hit up to (x) adjacent and/or diagonal opponents. (x) is described in monster notes (i.e. Sweeping Attack (3).)

Welcome Heroes. I wish that we could be meeting under better circumstances. It seems that Zargon's chaos army is mounting an attack on the Empire's capitol. Never has he been so bold as to attack us this deep into our own territory. But his army has never been this big and we have never been this weak. Until now, we have only been able to defend against his attacks. However, I believe that Loretome has given me the information necessary to allow us a preemptive strike.

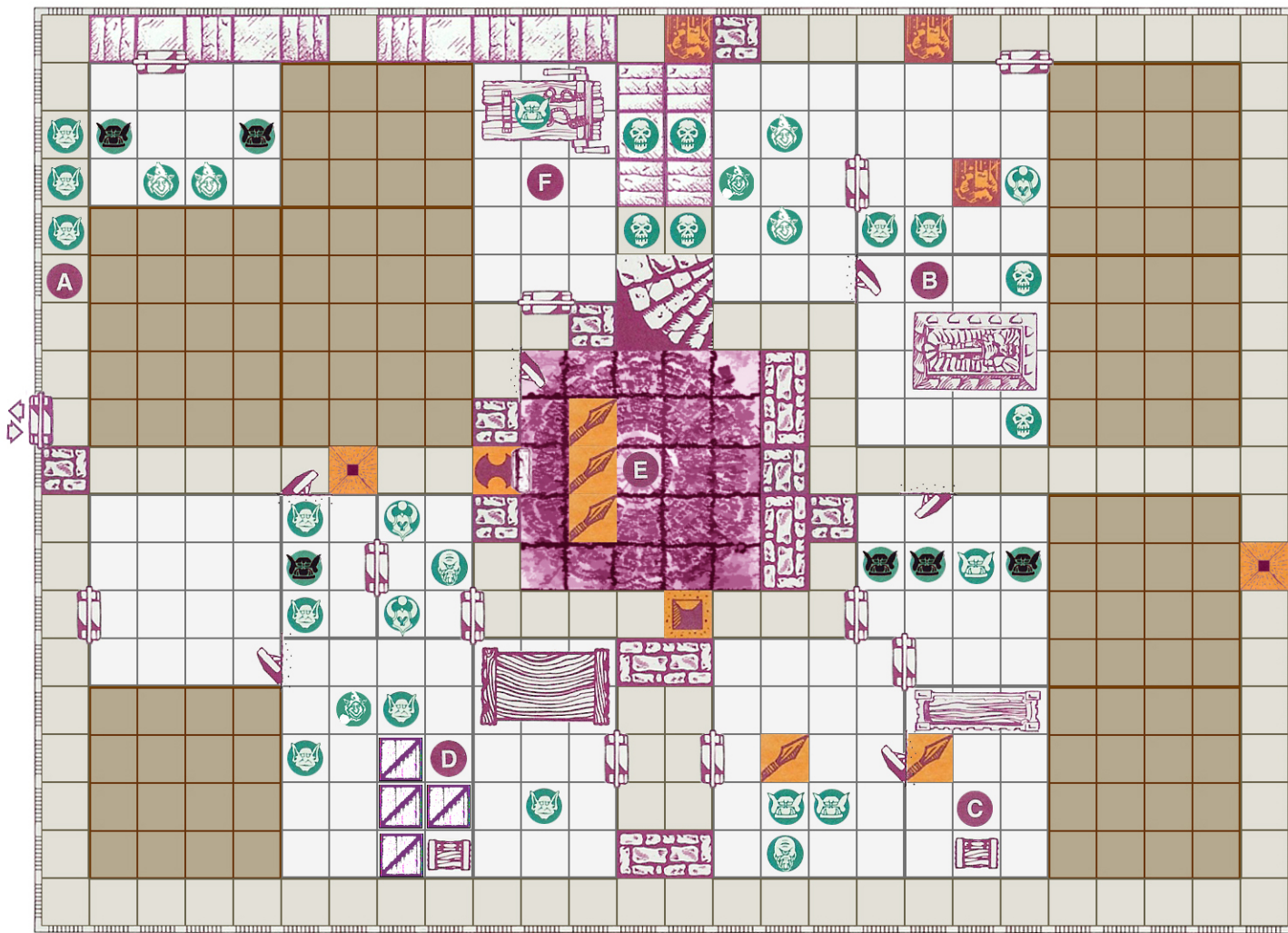
After weeks of relentless study, Loretome has revealed to me the location of a spellbook thought to be merely myth, the Black Spellbook of Andulus. Andulus was a powerful Necromancer that once ruled much of the land that is now the Empire. He used his dark magic to rule justly and fair. He kept the savages of the land at peace with one another. Within his spellbook should be the key to

destroying Zargon and his army once and for all. The book appears to reside deep in the caves of the Grey Mountains. This territory is currently inhabited by the Dark Alliance, a clan of bloodthirsty Night Goblins that have joined forces with brute orcs. They have recently begun attacking settlements in the Wastelands with surprising swiftness and devastation.

You must recover the spellbook if we are to have any hope against Zargon. But be careful, for if the Dark Alliance finds the book before you do, there is no telling how powerful they could become. All our hopes rest in you four Heroes. When you need my guidance, listen deep within yourselves.

Mentor

Turn Page for Quest 1



QUEST 1

The Stone Inscription

"The Dark Alliance has made their way deep into the caverns of the mountain. Orcish spies have told us of a great stone ring containing a strange

inscription. This inscription may give us a clue as to the whereabouts of the black spellbook. But tread carefully. The Dark Alliance is unforgiving."

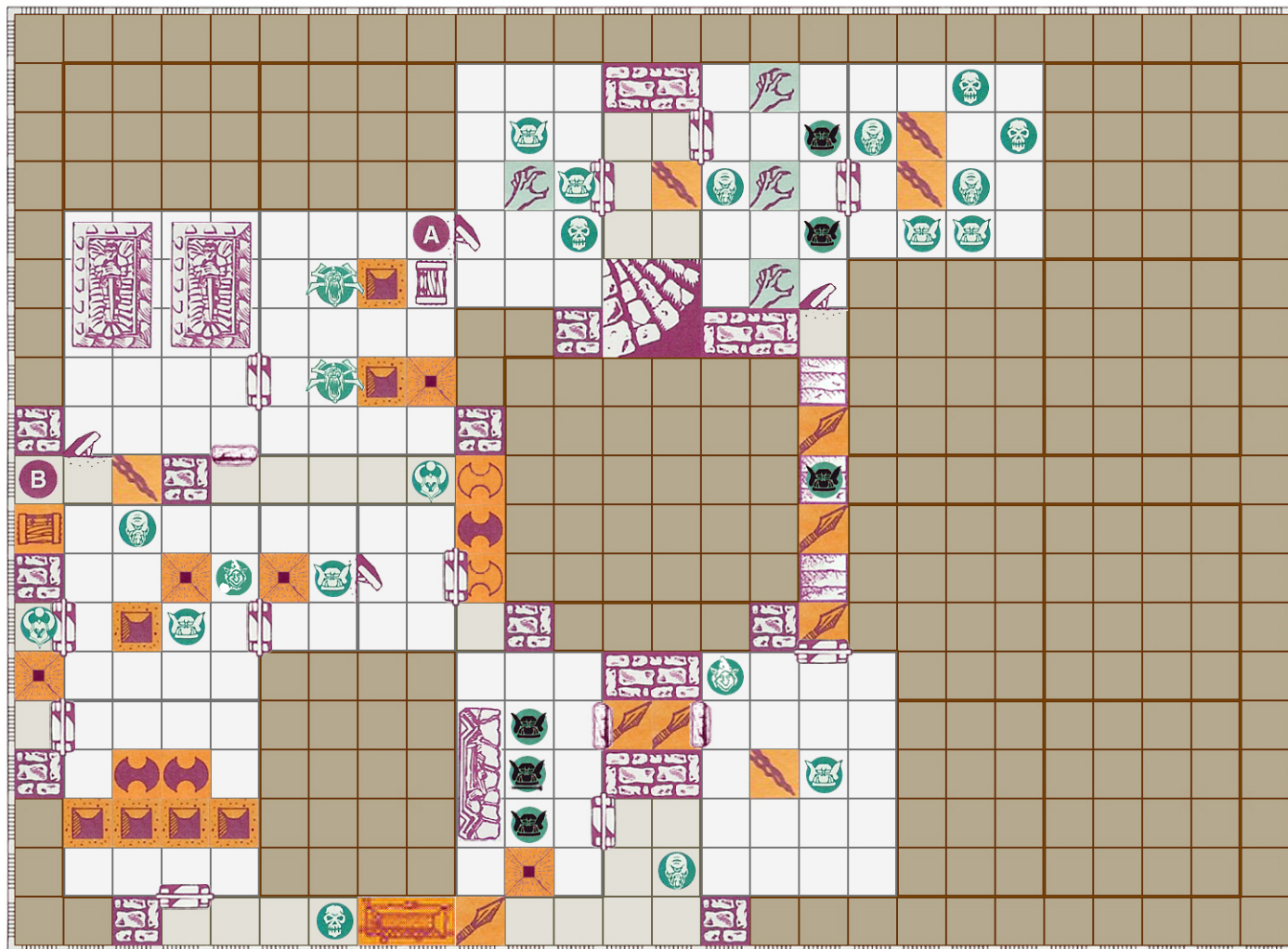
NOTES:

Heroes begin and end this Quest at the Iron Entrance Door.

- A** As soon as a Hero enters and sees these goblins, they shriek and run around the corner into the room. The first door is then opened and the monsters in that room are placed on the gameboard.
- B** If a Hero searches for treasure in this room, he will find a vile of sacred water in the tomb.
- C** If a Hero searches for treasure in this room, he will find 175 gold coins and a tunic worth 50 gold coins in the chest.
- D** If a Hero searches for treasure once the treasure chest comes into view, the Hero will find an enchanted ruby. It is worth 300 gold coins and may be used to regain 2 mind points. Once used, the ruby becomes worthless. If a Hero searches before the chest comes into view, they find nothing.
- E** The text on the floor describes the final resting place of a guard of the Great Necromancer. It states that he was buried deep in the caves below Andulus' castle with the Black Spellbook.
- F** This Orcish Spy is being held captive. He begs you to release him. If a hero does, the Orc will describe to the Heroes the location of a cavern said to hold a great artifact. The Heroes then have the option to go on to Quest 1.5. If the Orc is not found and released, go straight to Quest 2.



Wandering Monster in this Quest: Mummy



QUEST 1.5

Recovering the Ring

"The captive Orc has revealed to you the location of a great artifact, the Ring of Force. You now stand at the threshold of a dark stairway. This

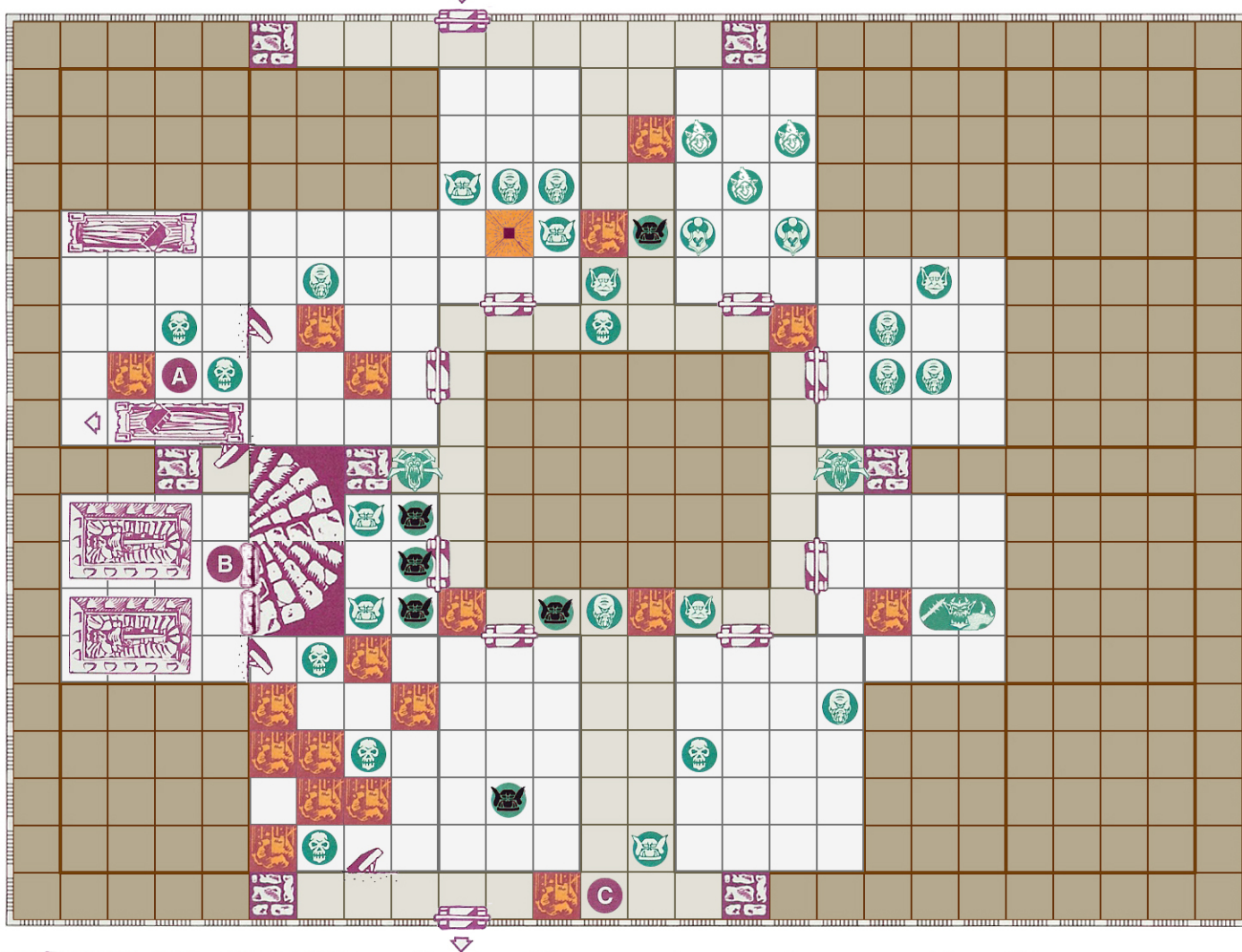
labyrinth is no doubt filled with sinister traps and passages designed to protect this powerful trinket. Good Luck."

NOTES:

This Quest can only be played if the Orc in Quest 1 was freed (See note "F"). Heroes begin and end this Quest at the spiral stairway.

- A** This secret door is only activated if the treasure chest is opened. A Hero must search for treasure in the room with the treasure chest. It will not be found from the adjacent room.
- B** If a Hero searches for treasure before disarming the trap, a gas will fill the room. Once the air clears, the Hero finds that he is unaffected, but the contents of the chest have crumbled to powder. If the trap is disarmed, the Hero will find the artifact, Ring of Force. See the matching artifact card for details.





QUEST 2

Gorron's Pass

"Gorron's Pass is a dangerous trail out through the Grey Mountains. You must reach the other side in order to find Andulus' castle. The pass has become

the home to many foul creatures over the ages. The pass is also unstable and could pose a threat itself, so tread carefully."

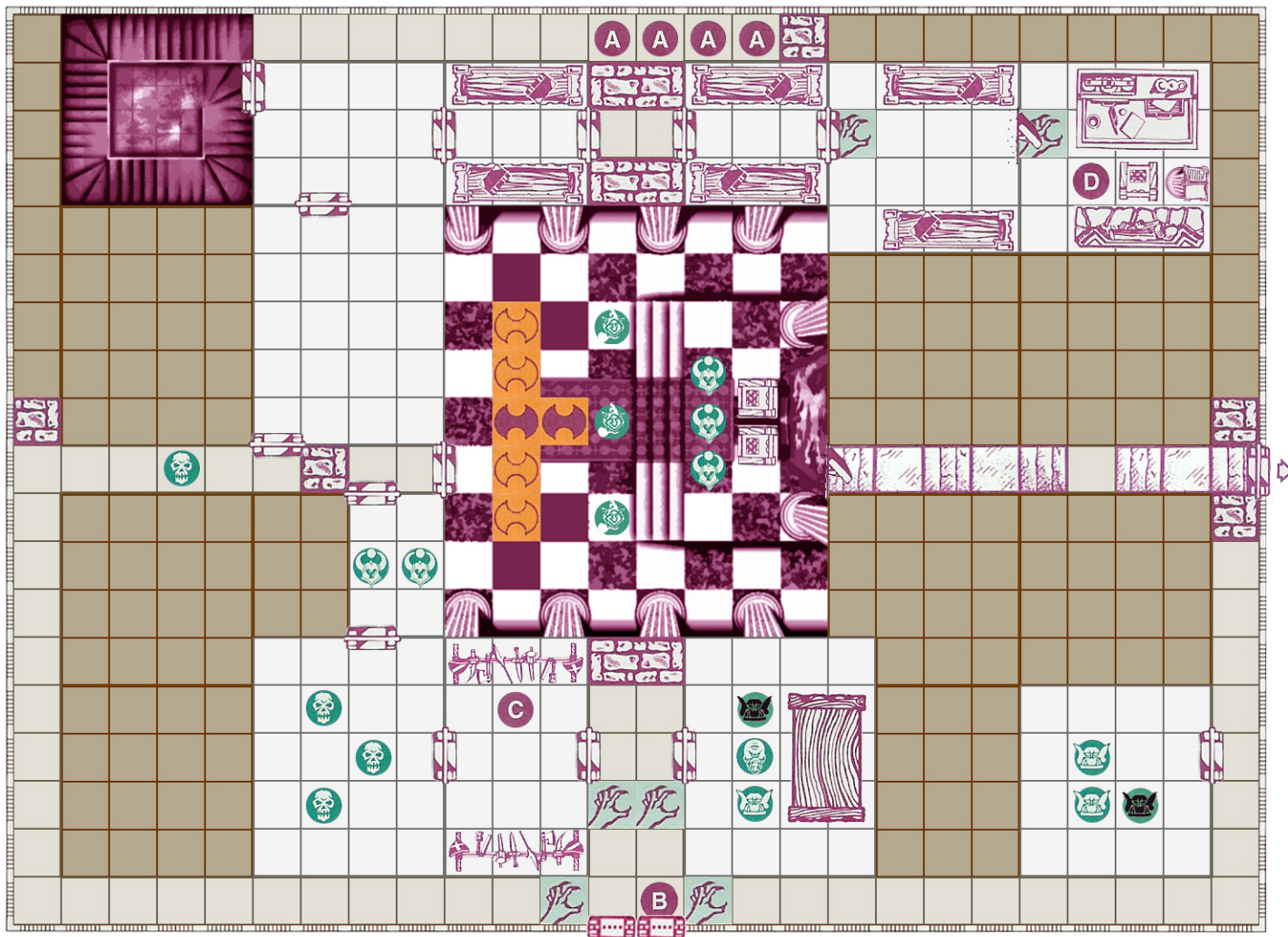
NOTES:

Heroes begin this Quest at the Iron Entrance Door and exit through the Wooden Exit Door.

- A** If a hero searches for secret doors, the bookshelf slides one space to the left, revealing the secret door.
- B** The first hero to search for treasure will find a large sapphire in one tomb worth 230 gold coins and two potions of healing in the other tomb. Each potion will restore up to 4 lost body points.
- C** If any falling rock trap is triggered in this quest, the rock trap marked "C" will also fall. Place a falling rock trap tile on the board.



Wandering Monster in this Quest: Chaos Warrior



QUEST 3

Castle of the Dead

"Two day journey from Gorron's Pass, you come to the remains of an ancient castle. After searching for a way in, you are able to scale the

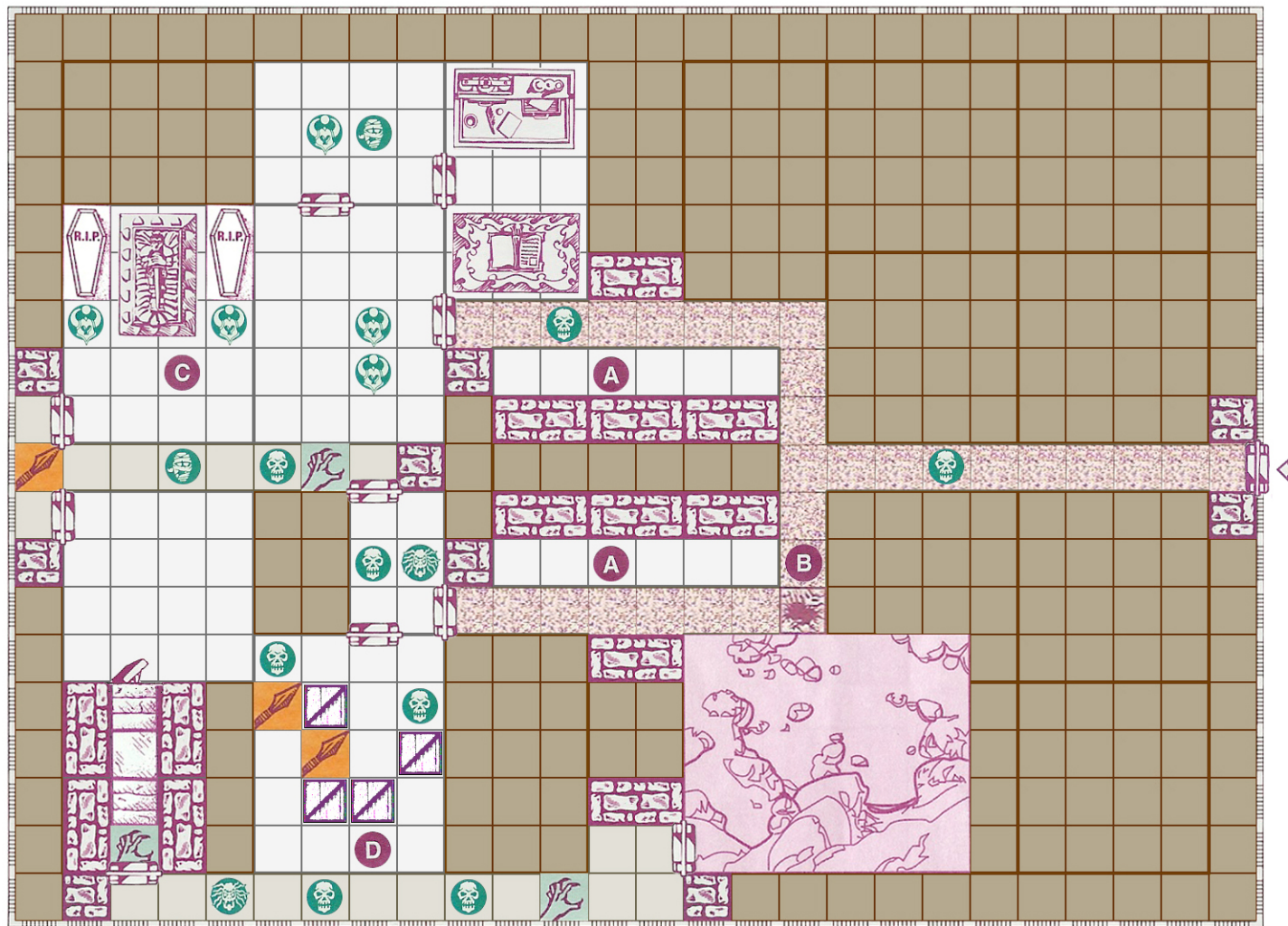
back wall. Somewhere below the castle should lie the resting place of the Black Spellbook. There is very little known of this castle, so be careful."

NOTES:

Heroes begin this Quest on the spots marked "A" and exit through the Wooden Exit Door.

- A** The Heroes begin their quest here.
- B** These two portcullis' are rusted shut and will not open.
- C** The first hero to search for treasure will find a longsword on the weapon rack.
- D** The first hero to search for treasure in this room will find the artifact Skull Helm. See matching artifact card for details.





QUEST 4

Secrets of the Damned

"The lower-level of Andulus' castle was used as his secret laboratory. Here he would study dark magic, create potions, and store his artifacts. Since then,

this place has become a chamber of oddities. You must find a passage to the resting place of the spellbook."

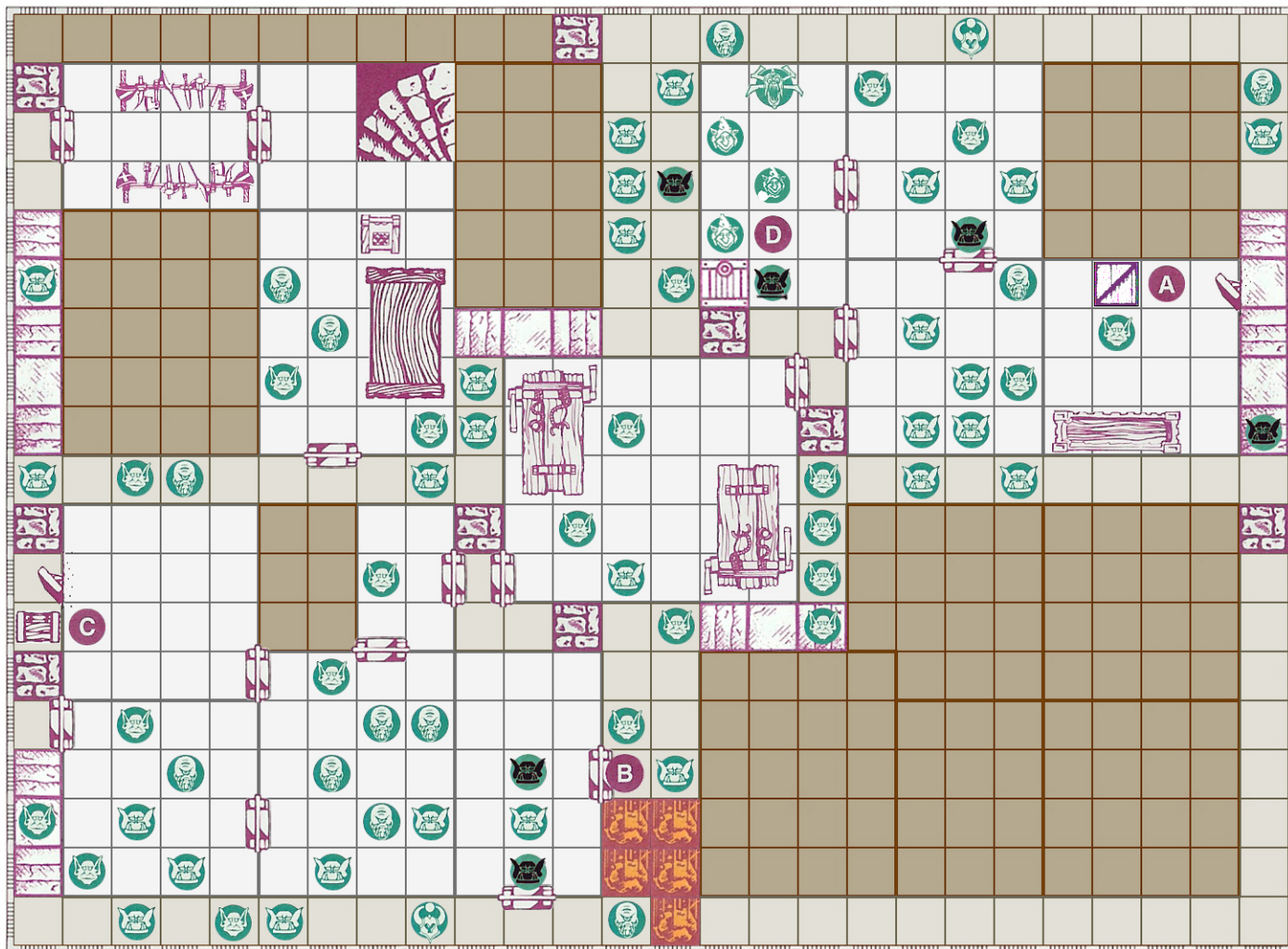
NOTES:

Heroes begin this Quest at the Iron Entrance Door and exit at the Ice Cave tile.

- A** The areas marked "A" are not rooms, but reflections from mirrors. As Heroes or monsters pass by this mirror, move a duplicate piece inside of the reflection. As the Wizard passes by, use a skeleton figure instead of another Wizard figure. If duplicate Hero pieces are not available, you can use skeleton figures as all four reflections. The Death Mist will not cast a shadow.
- B** The Death Mist can only move through the shaded corridors. The mist cannot occupy the same square twice in one turn and it cannot end its turn on a space occupied by a Hero. The Death Mist tile moves up to 6 squares on each turn. When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist is unaffected by normal weapons. It can only be destroyed by a Tempest spell or the Spirit Blade.
- C** Behind the tomb you find a potion of disguise. Add this potion to your character sheet.
- D** If this crate is broken open by a hero, he will find the artifact Skull Orb. See the matching artifact card.



Wandering Monster in this Quest: 2 Zombies



QUEST 5

The Orc Cavern

"The passage out of the castle led to a secluded opening, Tracks in the snow led to a hidden stair carved out of the rocky ridge. It appears that

the dark alliance is already actively searching for the spellbook. You must find the entrance to the crypt that lies below this cavern."

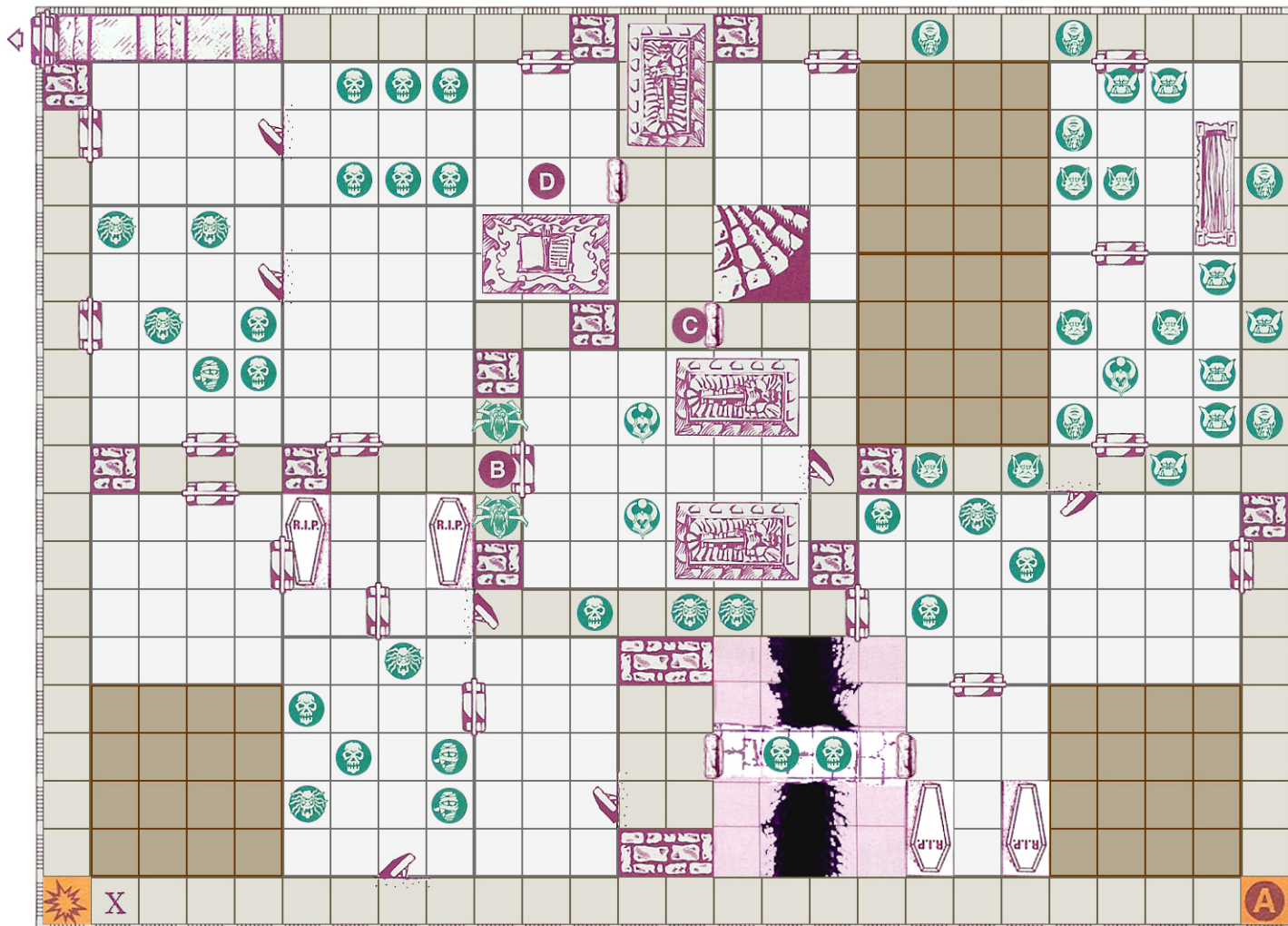
NOTES:

The Heroes begin this Quest at the Spiral Stairway and end at the trap door tile.

- A** If the crate is broken open, the Hero finds a potion of battle.
- B** If any of these falling rock traps are triggered, all non-disarmed traps in this group get tripped.
- C** The chest contains 75 gold coins and a potion of healing. This potion will restore up to 4 lost body points.
- D** Heroes end the quest on this trap door.



Wandering Monster in this Quest: 1 Goblin & 1 Fimir



QUEST 6

The Living Crypt

“This crypt, hidden deep in the caves below the castle had remained silent until the Alliance began searching for the book. The stone inscription indicated

that the book rests with the Necromancer's guard. If you can find the book before the Alliance, we may find a way to stop Zargon.”

NOTES:

Heroes begin this Quest at the Spiral Stairway and exit through the Wooden Exit Door.

- A** When a Hero steps on the square marked “X”, his turn ends immediately. A boulder drops onto the square marked “A” and rolls to the crash symbol. It then blocks the passage. All heroes hit by the boulder roll 3 combat dice and take one point of damage for every skull rolled.
- B** These gargoyles are stone and cannot move, attack, defend or take damage.
- C** Once the stone doorway falls and the dust clears, the Heroes see a skeleton in jewel crusted armor. He moans, “You stole my book.” Place a skeleton in the room near the tomb.

The guard has the following stats and the ability, scream.

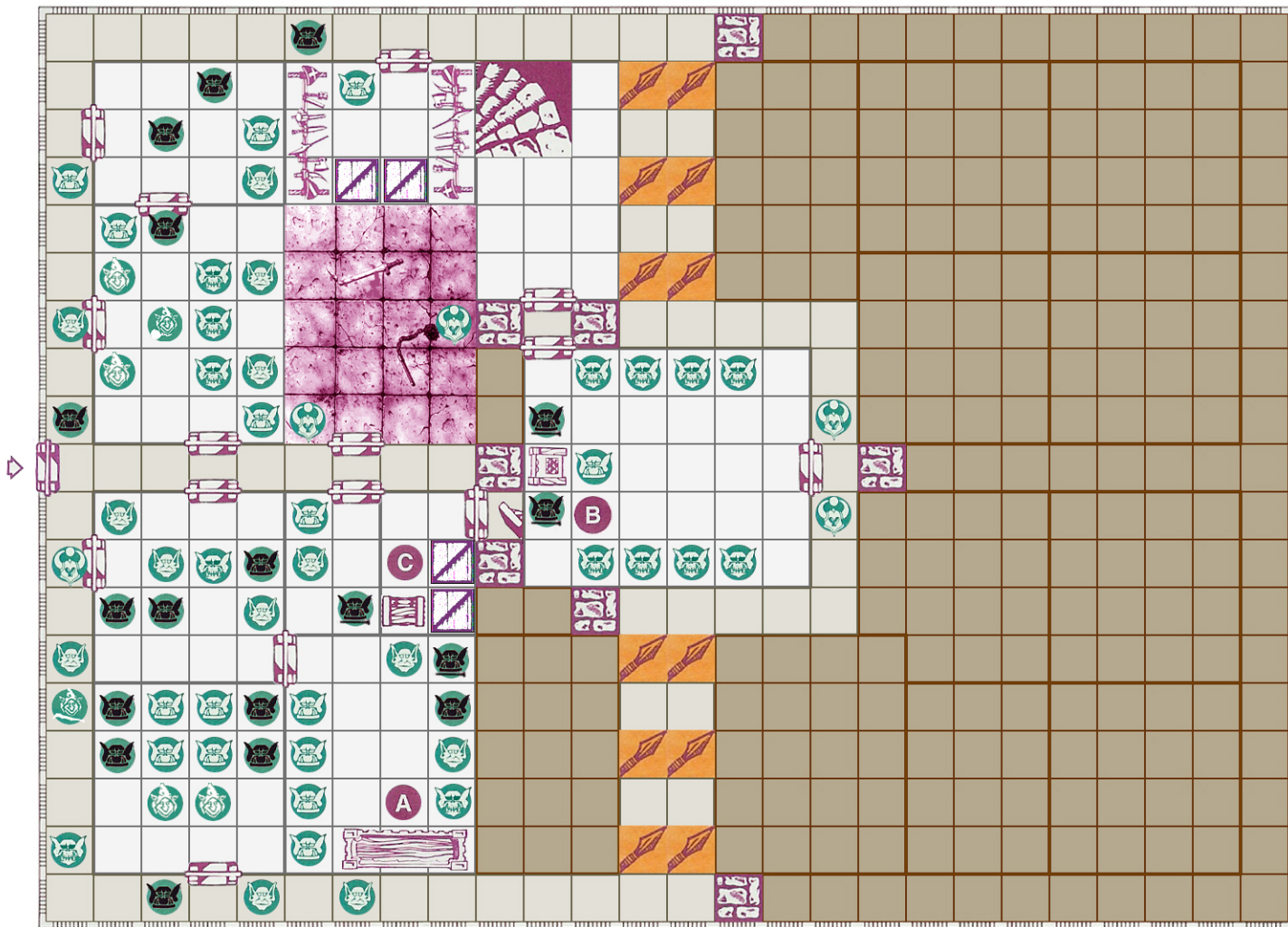
MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	8	2	2

The first Hero to search for treasure once the guard is dead will find the artifact Staff of Salokin in the tomb. Its use is explained on the matching Artifact Card.

- D** There is a dust-free square where a book once sat. The door in this room has already been opened. Place an open door in this room when setting it up instead of a closed door.



Wandering Monster in this Quest: Skeleton



QUEST 7

The Orc Warcamp

"The Dark Alliance had found a back way into the crypt. Following their tunnel has lead you to a warcamp. You must make your way through the

orc warcamp and find the spiral stairway to continue on your way. It will be much more dangerous now that they have the Black Spellbook.

NOTES:

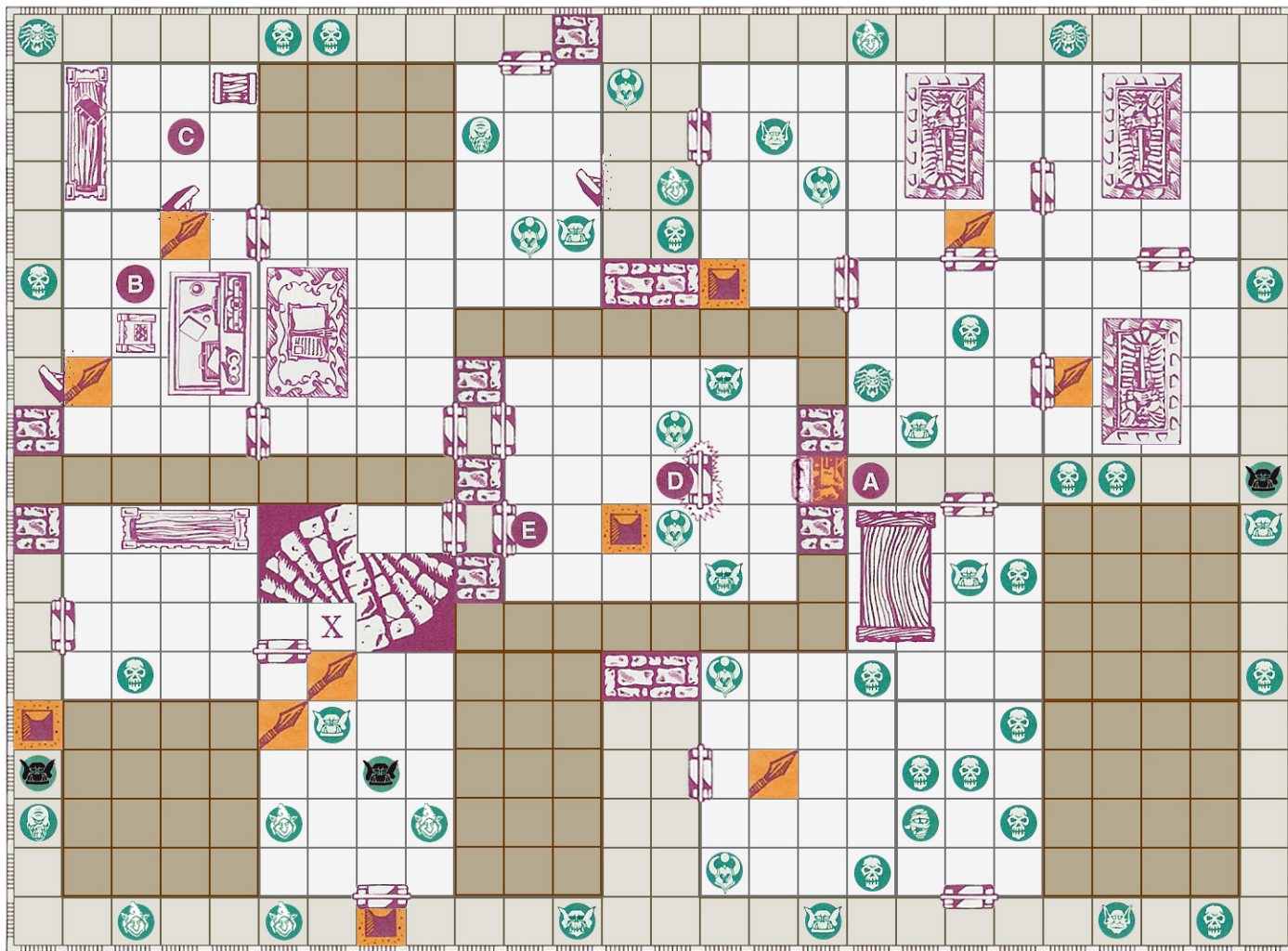
Heroes begin this Quest at the Iron Entrance Door and exit through the spiral stairway.

- A** The first Hero to search for treasure will find 2 potions of healing. Each potion will restore 4 lost body points. They will also find a sack containing dust of disappearance.
- B** The orc in front of the throne is the Orc Warchief, Urogak.
- C** The first Hero to search for treasure will find 300 gold coins in the chest.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	4	2



Wandering Monster in this Quest: Black Orc



QUEST 8

The Dark Portal

"A Goblin Archmage has used the Black Spellbook to open a portal to a dark place. Through this portal, he is summoning creatures, adding

countless numbers to the Alliance. You must destroy the portal at all costs and then find the spiral stairway to reach the Goblin Archmage.

NOTES:

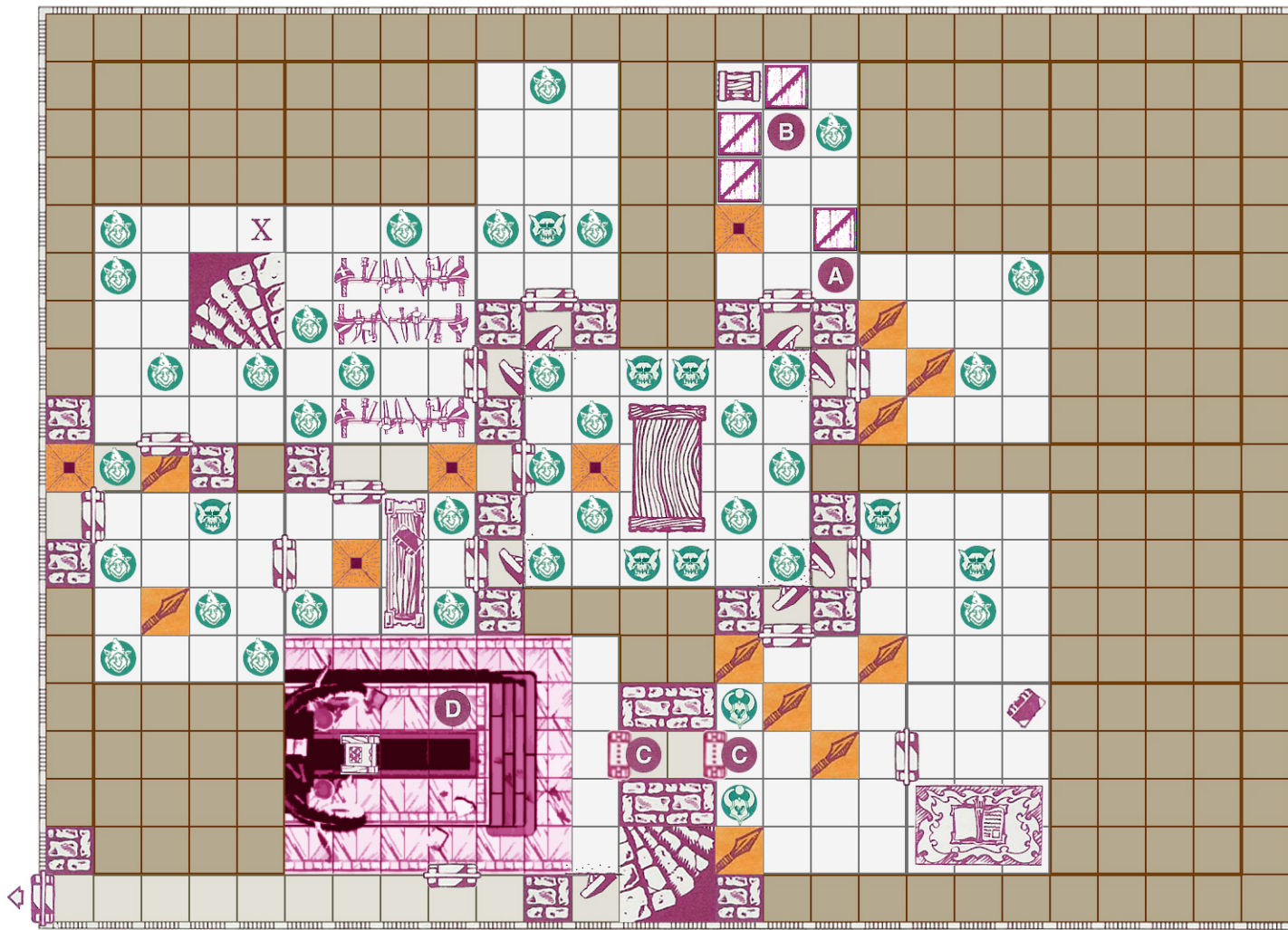
Heroes begin this Quest at the spiral stairway marked with an "X" and exit through the other spiral stairway.

- A** If a Hero attempts to disarm this falling rock trap, tell the Hero that something went wrong and the trap was triggered, regardless of what the Hero rolls during his attempt. Place the rock tile on the square and the Hero must move back into the hallway. There is no way to enter the room through this door.
- B** The first Hero to search for treasure will find a diamond worth 150 gold coins and a vial of holy water. The holy water can be used to destroy one standard skeleton, zombie, or mummy.
- C** The chest is empty.
- D** At the beginning of each of Zargon's turns, roll a red die. This is the number of creatures that pass through the portal this turn. For each creature, roll another red die. This decides what creature it will be.

1 - Zombie	4 - Orc Skeleton
2 - Fimir	5 - Night Goblin Fanatic
3 - Chaos Warrior	6 - Night Goblin Shaman

Place them on any available space around the portal. The portal must be dealt 4 points of damage to be destroyed. It doesn't roll for defense, but the Hero must subtract two from any damage dealt against the portal. Only subtract one point from damage dealt with a hammer.
- E** This door cannot be opened until the dark portal is destroyed.

Wandering Monster in this Quest: Roll a red die. Which creature is determined by the chart under "D".



QUEST 9

The Goblin Throne

"You must find the Goblin Archmage and relieve him of the Black Spellbook. The longer he has the book, the more powerful he becomes. His forces

grow stronger by the minute. It seems your quest now serves an even greater purpose; stop the archmage in order to stop Zargon.

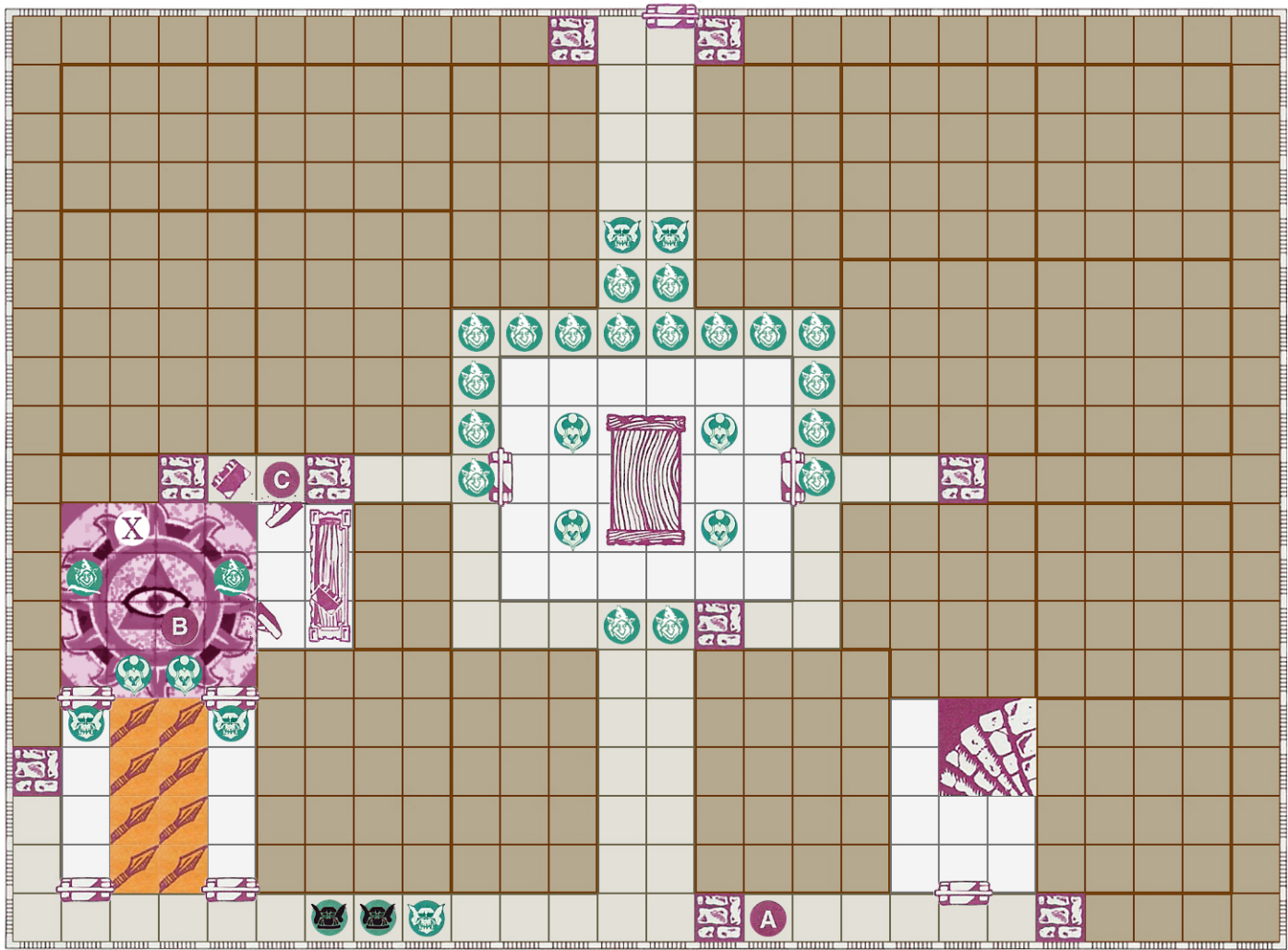
NOTES:

Heroes begin at the stairway marked "X" and can exit either through the other spiral stairway or the Wooden Exit Door.

- A** When this crate is broken, the Hero finds a small brass key.
- B** If a Hero searches for treasure after the chest comes into view, the Hero will find the artifact Horn of the Unicorn. Its use is described on the matching Artifact Card.
- C** You need the small brass key to open these two portcullis'.
- D** The Goblin Throne is empty and the Goblin Archmage is nowhere to be found. Tell the Heroes that they must continue to pursue the Goblin Archmage through the passages of their keep. Any Hero that leaves this quest using the stairway off of this room will begin the next Quest on the stairway. Any Hero that exits through the Wooden Exit Door will begin the next Quest at the Iron Entrance Door.



Wandering Monster in this Quest: Night Goblin



QUEST 10

The Summoning

“There will be no escape for the Archmage this time. He is harnessing a very large amount of Dark Magic. The same I sensed from the Dark

Portal. Tread carefully, for the black spellbook contains magic and mysteries that even I cannot predict. Do not leave without that book.

NOTES:

Any Hero that exited Quest 9 through the Spiral Stairway will begin this quest on the Spiral Stairway. All others begin at the Iron Door.

- A** This block will not be seen from the side marked “A” and can be passed through by any Hero.
- B** The Goblin Archmage is placed on the “X”. He is in the middle of an incantation and will not move or attack until attacked. Once attacked, he will say, “It is too late. What’s done is done.” And will begin to fight and defend as normal.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	9	6	7

The Goblin Archmage knows the following Chaos Spells: Summon Goblins, Fear, Restore Chaos, and Mirror Image.

Once he is destroyed, out of his corpse rises that of a demon. “And now, you will perish.”

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	7	8	6	7

The Demon has the following abilities: Firebreathing and Scream.

- C** The first Hero to search for treasure will find the Black Spellbook. It can only be read by the Wizard. He will then permanently learn the Darkness spell class with the following spells: Regenerate, Soul Exchange, and Summon Demon.



Wandering Monster in this Quest: Night Goblin

My friends, I am afraid we were too late. Zargon attacked much sooner than I anticipated. While you were recovering the spellbook, Zargon's army marched into the capitol. The Empire's forces fought back for days against the ranks of Chaos, but it was not enough. Zargon now sits on the Emporer's throne.







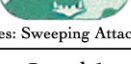
But with this spellbook lies a glimmer of hope. I have studied its contents and have discovered a few very powerful spells that may allow us to bring down Zargon. It appears that you will need one additional item. An ancient artifact that Andulus himself hid in a place where only the wielder of these spells could recover it. You must open a Hell Gate and search its

fiery realm for a Cursed Trinket. For only with this can you have any hope of overcoming our enemy and restoring the Empire.

Do not let this dire news cloud you too much. This was an important victory. The Dark Alliance is destroyed and the Black Spellbook is in our possession. I wish that I could offer you more solace, but your Empire needs you. Gather what you need. Take a days rest. You will need it.

Mentor

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Black Orc		8	3/3	2	1	2
Special Abilities: Two Attacks						
Black Orc Necromancer		7	3	3	4	4
Spells: Summon Undead, Reanimation, Ball of Flame						
Orc Skeleton		5	4	2	2	0
Special Abilities: Hit and Run						
Night Goblin		9	2	1	2	2
Special Abilities: Auto Damage						
Night Goblin Fanatic		2d6	5	1	1	1
Special Abilities: Random Movement, Sweeping Attack (8)						
Night Goblin Shaman		9	1	2	2	4
Spells: Summon Goblins, Orc Berserker, Spirit of Vengeance						
Cave Troll		2	6	8	3	1
Special Abilities: Sweeping Attack (3)						
Demon	Level 1	4	4	2	1	0
	Level 2	6	5	4	2	0
	Level 3	8	6	6	3	0
Special Abilities: Firebreathing (2)						

Alchemist's Shop



Potion of Blind Rage 500 Gold Coins

Throw this liquid on any monster and until it dies it will attack whatever Hero or monster is nearest to it. If more than one character is equidistant, the owner of the potion decides who it attacks.



Potion of Quick Search 500 Gold Coins

If you drink this tart beverage, for the rest of your turn you may search for traps, treasure and secret doors without using an action, whether there are monsters present or not.



Potion of Disguise 600 Gold Coins

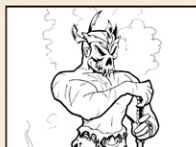
Any Hero that drinks this sour concoction will take on the appearance of any monster that the Hero can see. The effect will last until that Hero attacks or casts a spell. That Hero cannot be attacked or targeted while disguised.



Greater Potion of Restoration 800 Gold Coins

This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

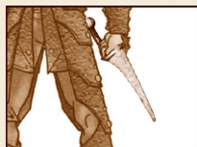
Skull Helm



This helmet gives you 1 extra combat die in defense. The wearer cannot be targeted by Necromancer spells and will not be attacked by any undead monster.

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Horn of the Unicorn



This dagger gives you the attack strength of 1 combat die. Gain 1 body point for every point of damage inflicted by this dagger. A Hero cannot exceed their maximum body points in this way.

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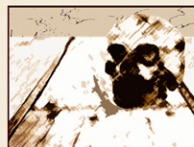
Ring of Force



Can only be used once per quest. Attack any adjacent monster with 10 combat dice. That Hero can only attack with 1 combat die for the remainder of the quest, regardless of what weapon is used.

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Skull Orb



When a monster is killed, the owner may store it's soul in the orb. He may release it as his action at any time. The soul will attack target creature, then disappear. The soul will remain trapped between quests if not released. Cannot trap a dying soul if the orb is not empty.

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Staff of Salokin



Both the user and target chaos spellcaster roll a red die and add that number to their total mp. If the users number is higher, then the target chaos spellcaster cannot cast any chaos spells on their next turn. This counts as the hero's action.

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Regenerate



This spell may be cast on any one Hero, including yourself. Until the Hero can no longer see a creature, he regenerates 1 Body Point at the beginning of each of his turns. You cannot gain more than your starting Body Points with this spell.

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Summon Demon



This spell conjures up a Demon. The strength of the Demon is determined by how many turns the Wizard skips beyond the original action phase in order to cast the spell.

Skip 0 additional turns: Level 1
Skip 1 additional turn: Level 2
Skip 2 additional turns: Level 3
See monster card for stats.

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Soul Exchange



You and any monster you can "see" exchange current Body Point and Mind Point totals. This does not affect your maximum starting Body Points or Mind Points. You can however, temporarily exceed your starting Body Points or Mind Points with this spell.

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Mirror Image



Spellcaster can place a duplicate on the board of any monster he can "see" (including himself). Both monsters can attack as normal. Whenever either the original or the duplicate is targeted or attacked, roll red die.

1-4=It is the mirror image and there is no effect.
5-6=The action takes effect as normal.

Once either of the figures is destroyed, the duplicate is destroyed with it.

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