

HeroQuest™

The Dark Alliance

Q U E S T



B O O K

A Message from Mentor

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 that 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 the 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 Heroes. When you need my guidance, listen deep within yourselves.

Mentor

Conclusion

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 Emperor'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 day's rest. You will need it.

Mentor

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

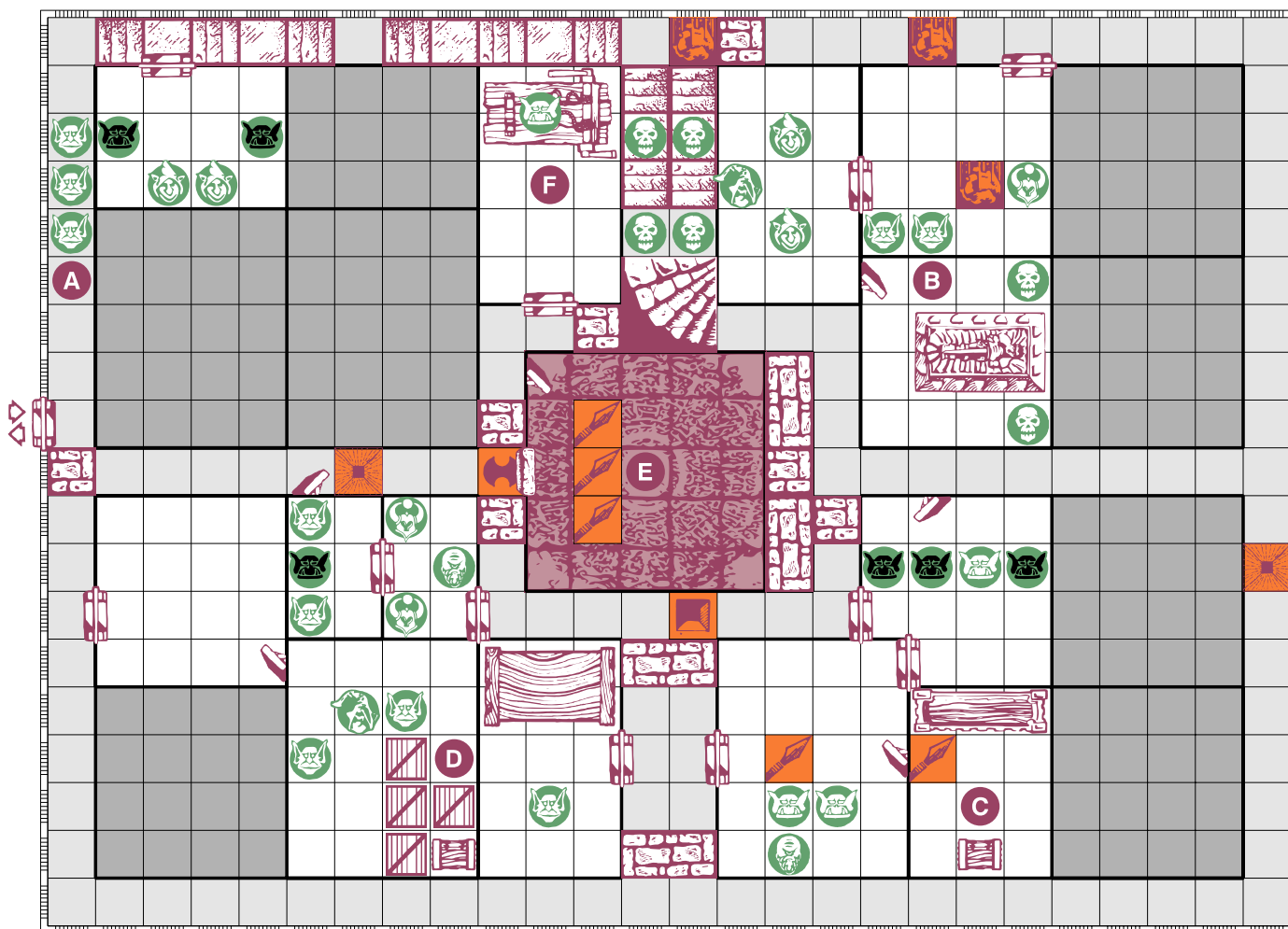


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



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."

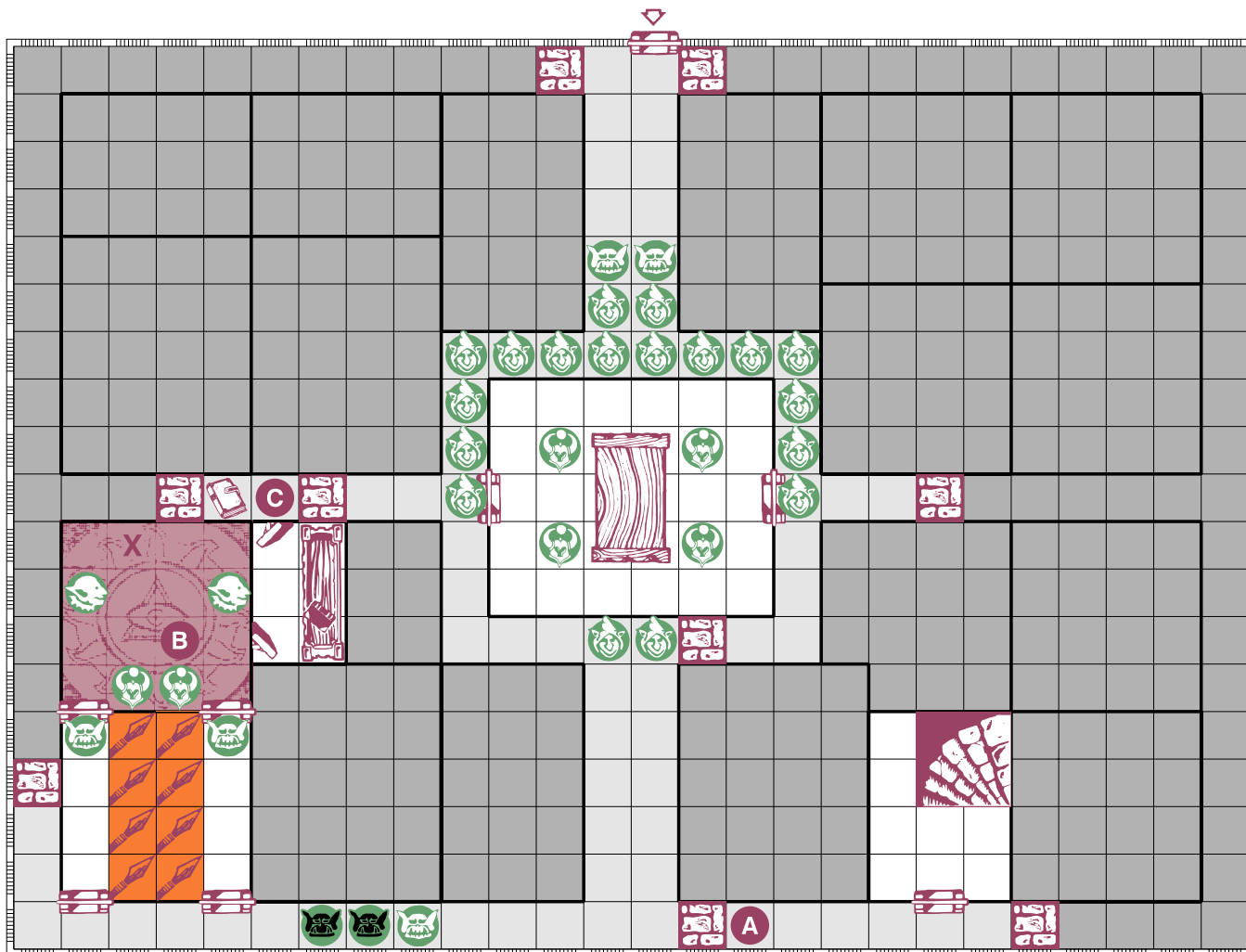
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	7	8	6	7

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



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."

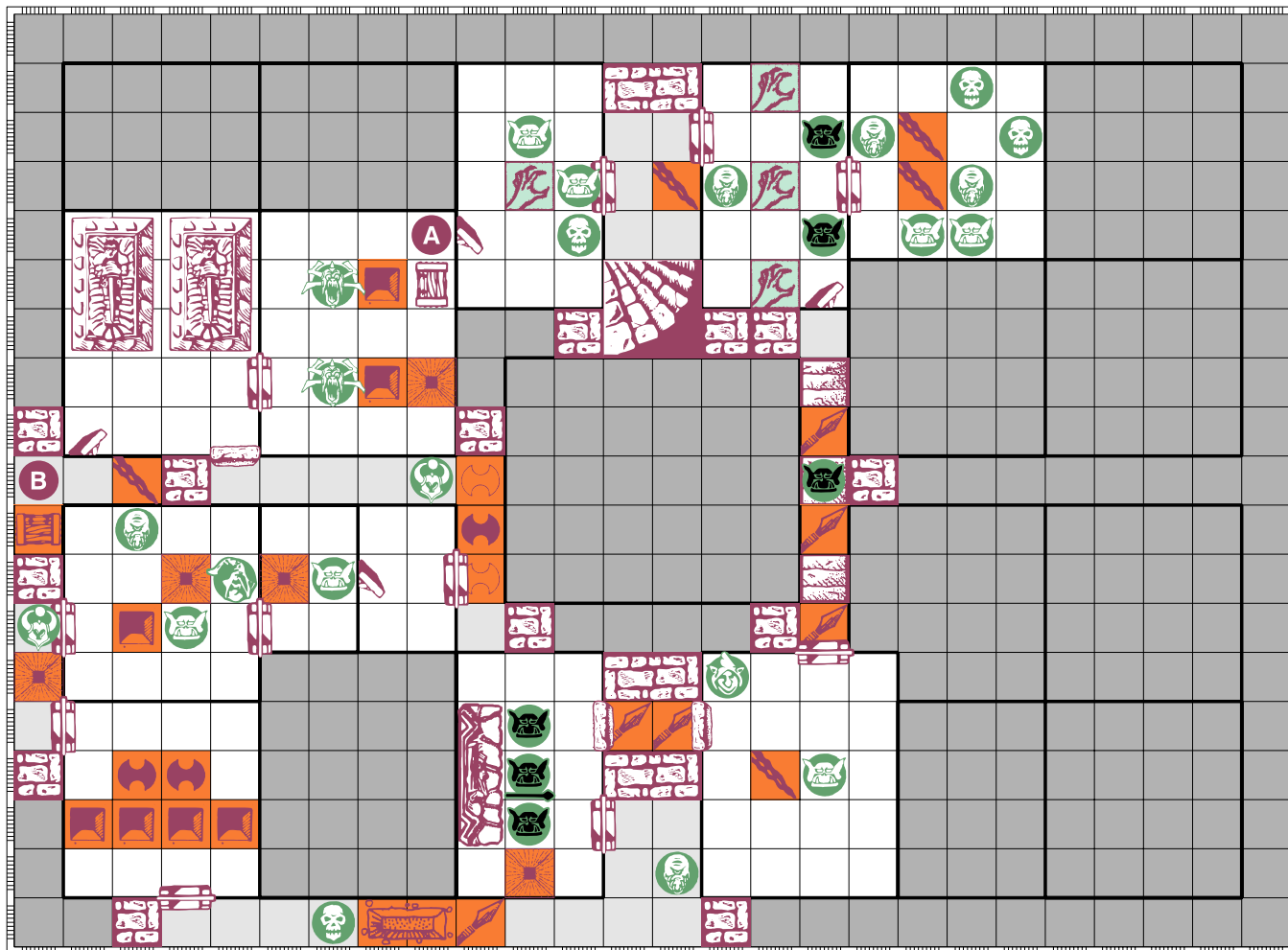
NOTES:

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 Vial of Sacred Water in the tomb. This liquid may be used to destroy one regular Skeleton, Zombie or Mummy.
- 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 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."

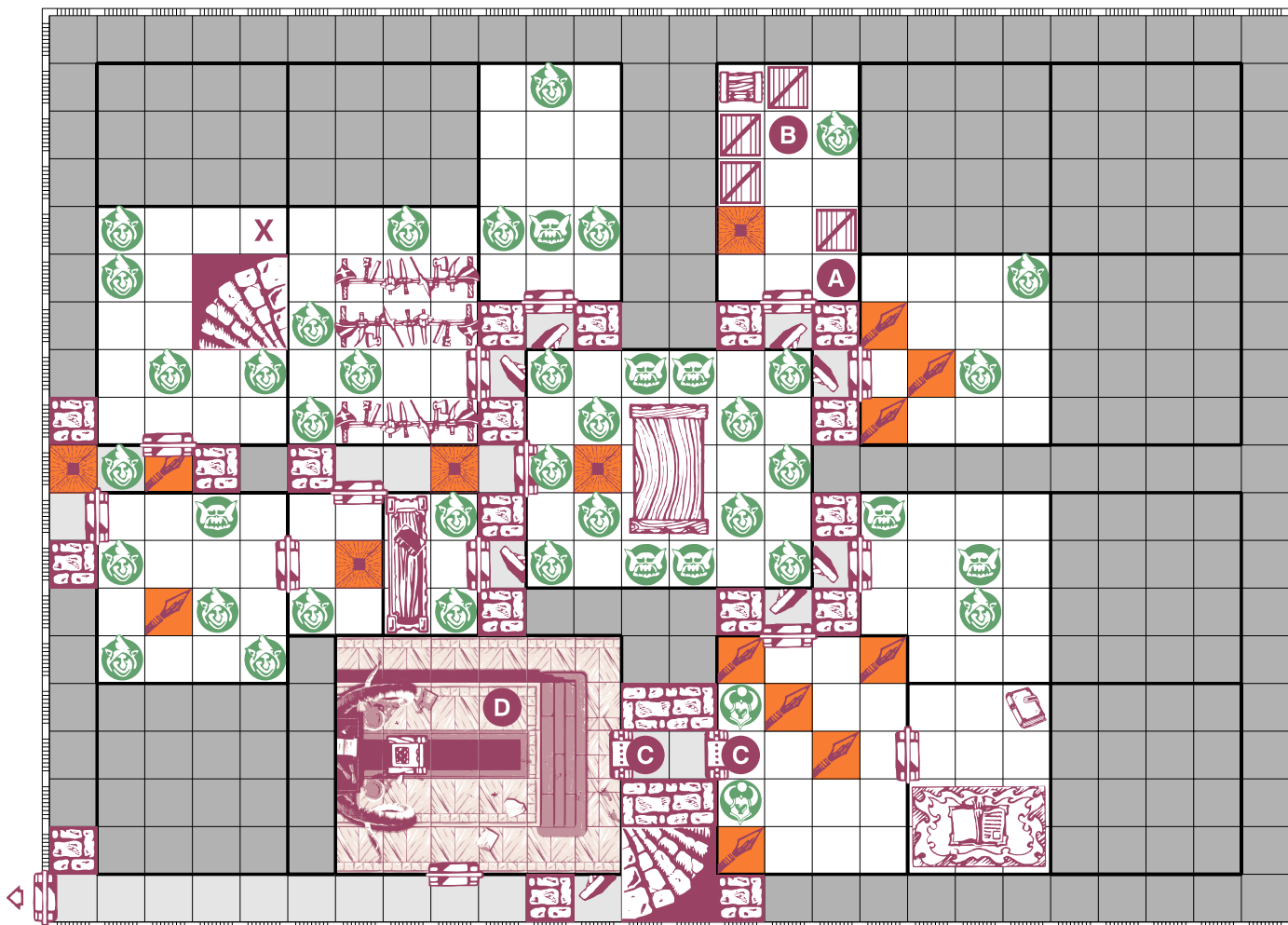
NOTES:

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 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."

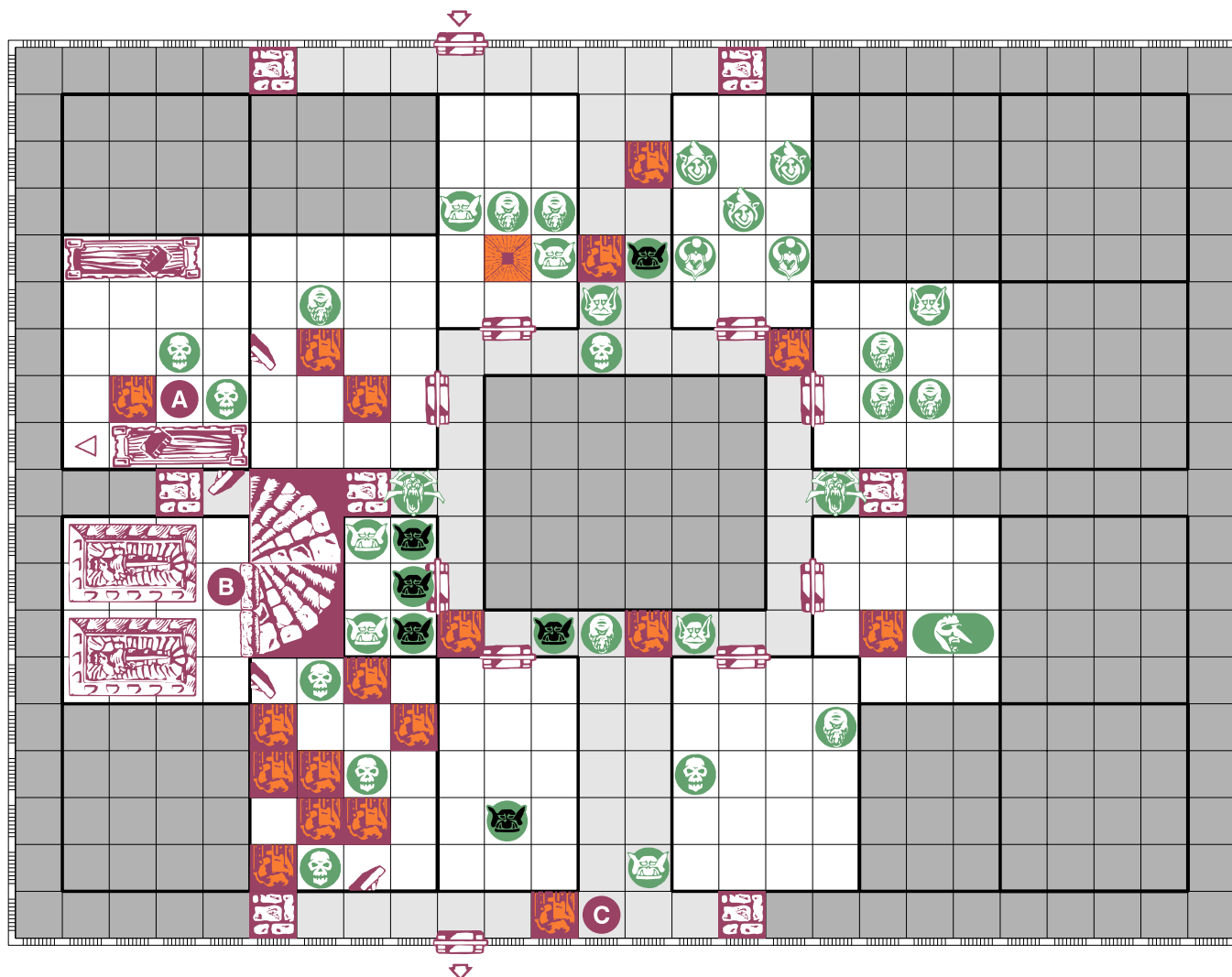
NOTES:

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 find 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.



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.

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.

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.

E This door cannot be opened until the dark portal is destroyed.

B The first Hero to search for treasure will find a diamond worth 150 gold coins and a Vial of Sacred Water. The Sacred Water can be used to destroy one standard skeleton, zombie, or mummy.

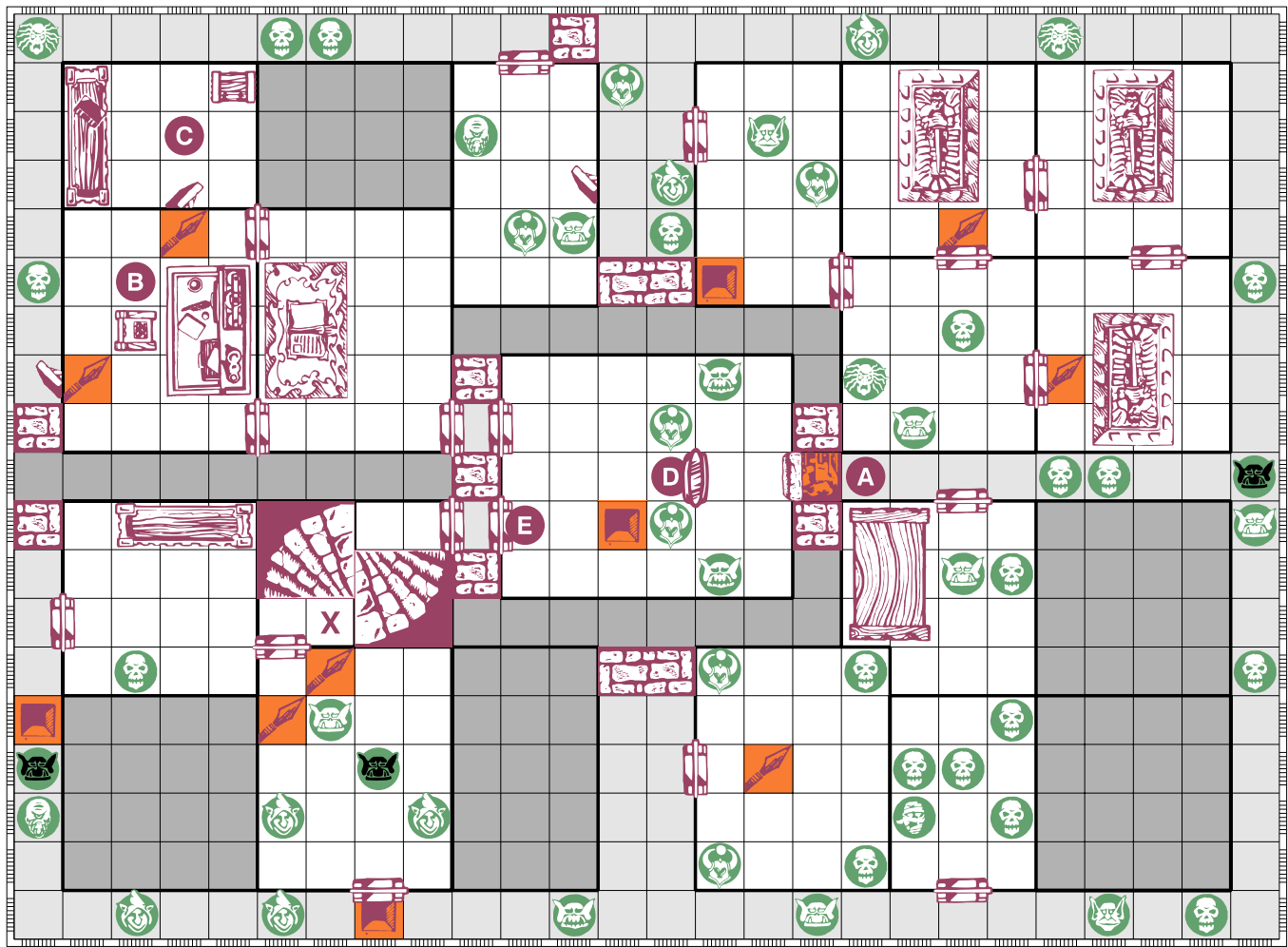
C The chest is empty.

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

Wandering Monster in this Quest:

Roll a red die. Which creature is determined by the chart under D.



Quest 2

Gorron's Pass

"Gorron's Pass is a dangerous trail cut 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."

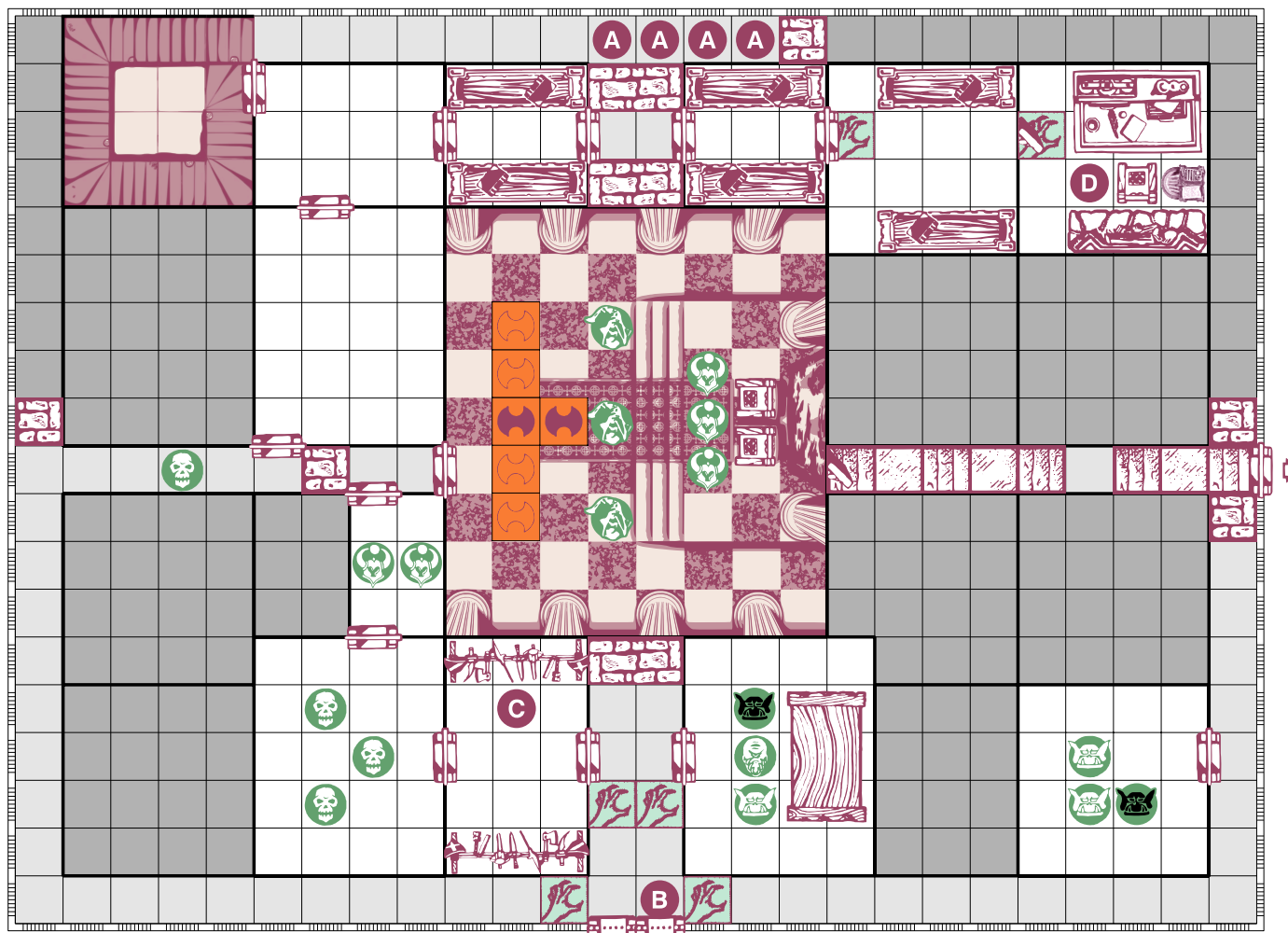
NOTES:

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 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.

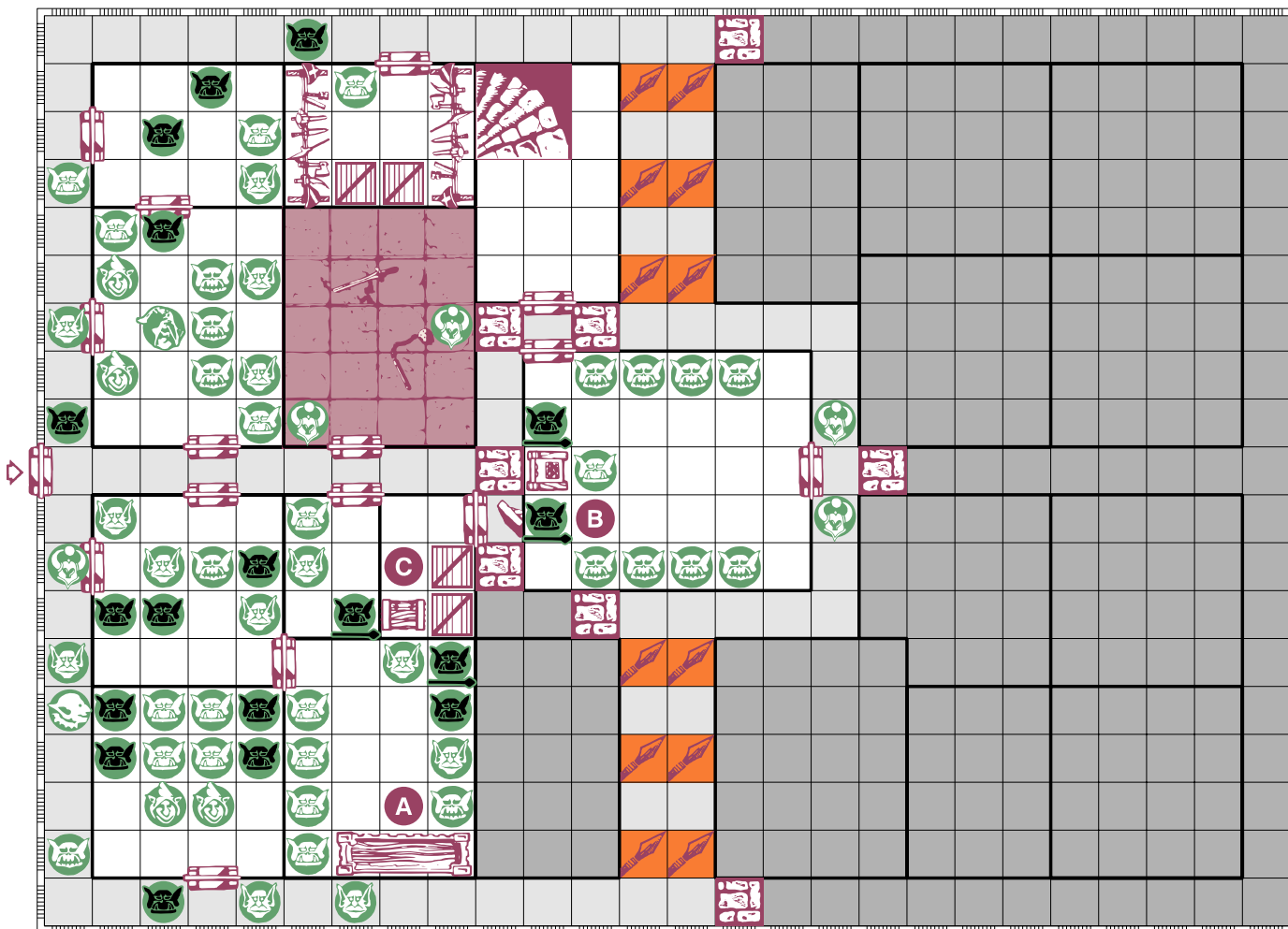
B The Orc in front of the throne is the Orc Warchief, Urogak

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5	4	4	2

C The first Hero to search for treasure will find 300 gold coins in the chest.



Wandering Monster in this Quest: Black Orc



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."

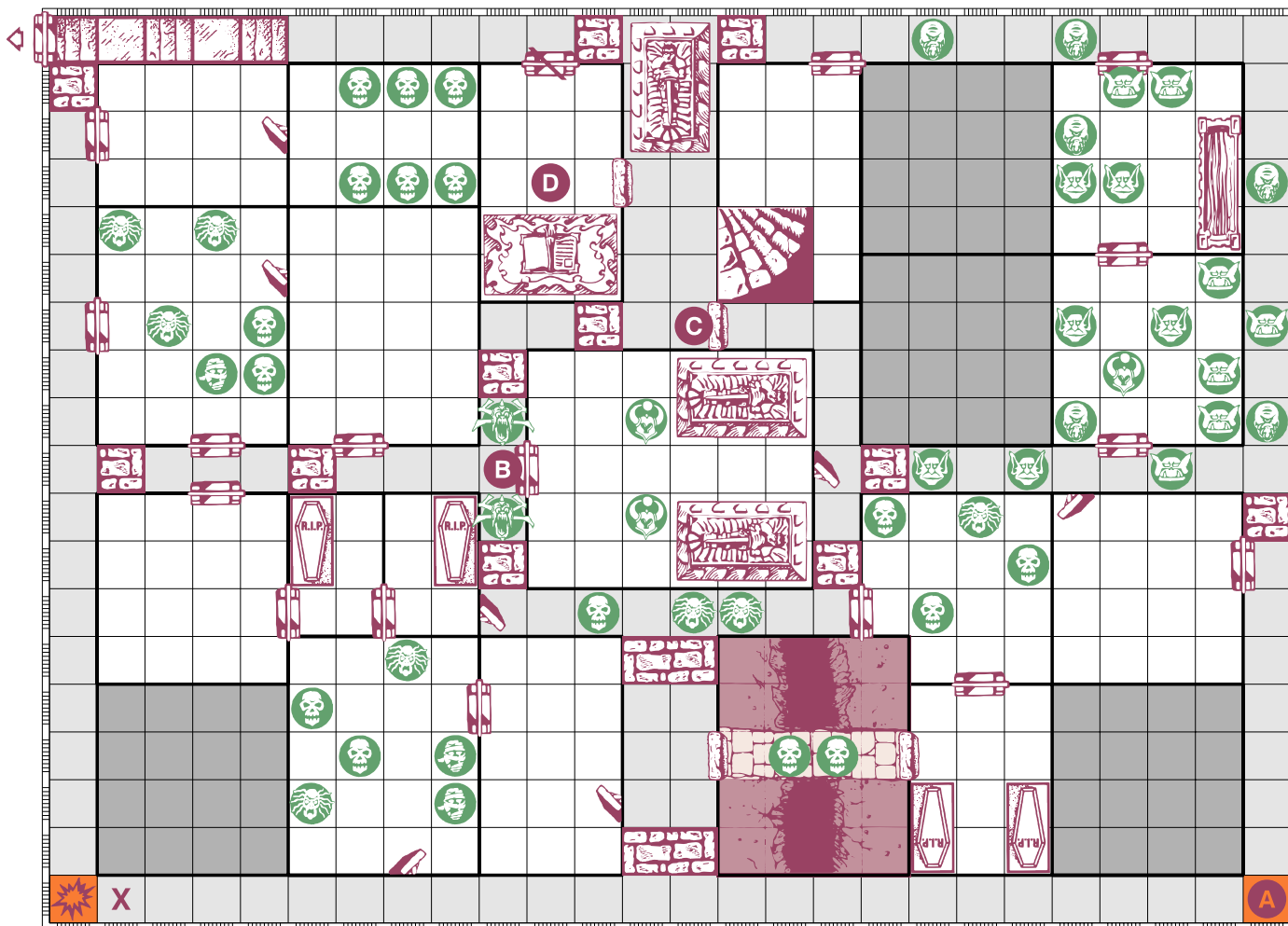
NOTES:

Heroes begin this Quest on the spot 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.



Wandering Monster in this Quest: Night Goblin Fanatic



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."

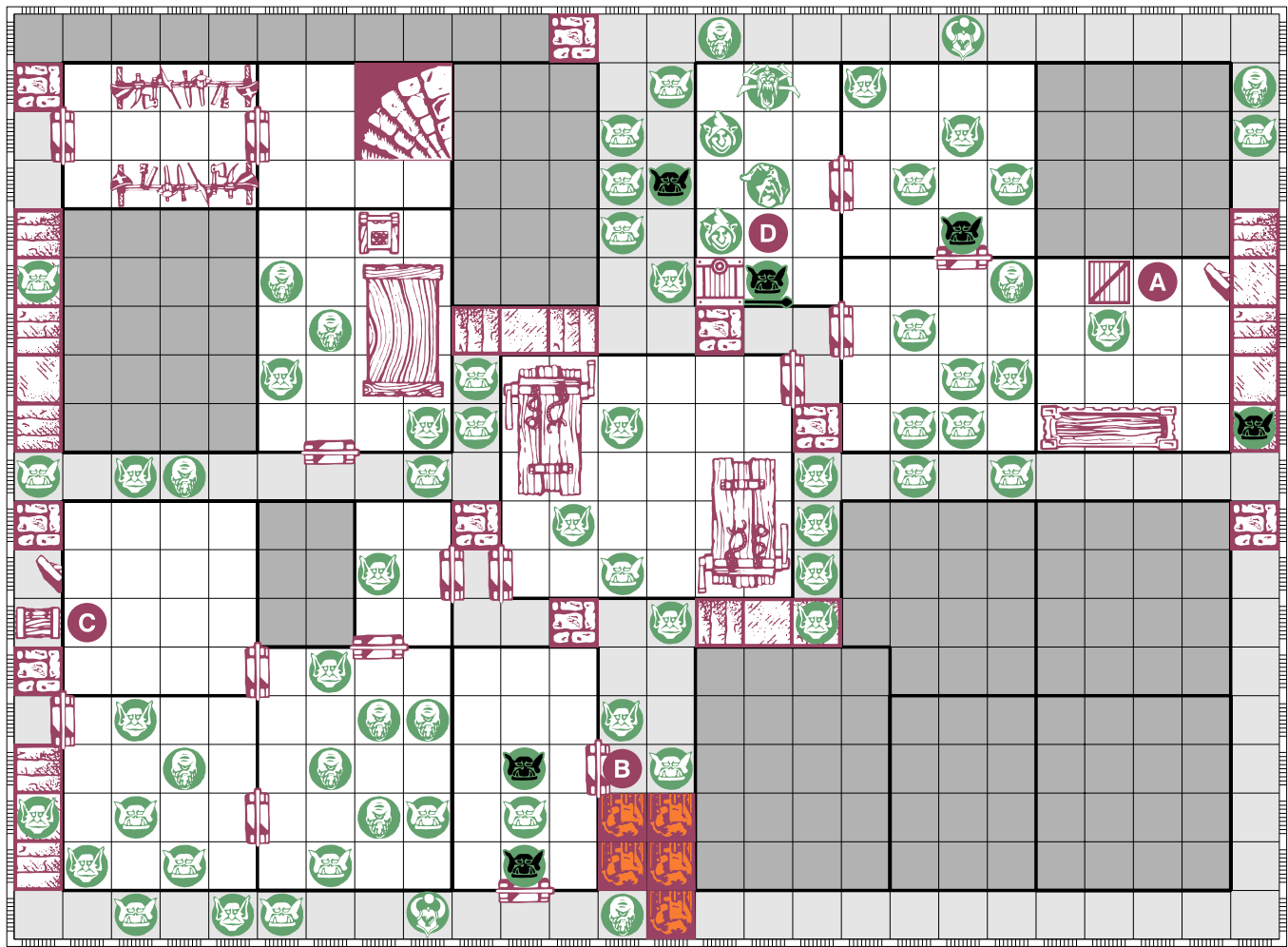
NOTES:

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 gets 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 and 1 Fimir