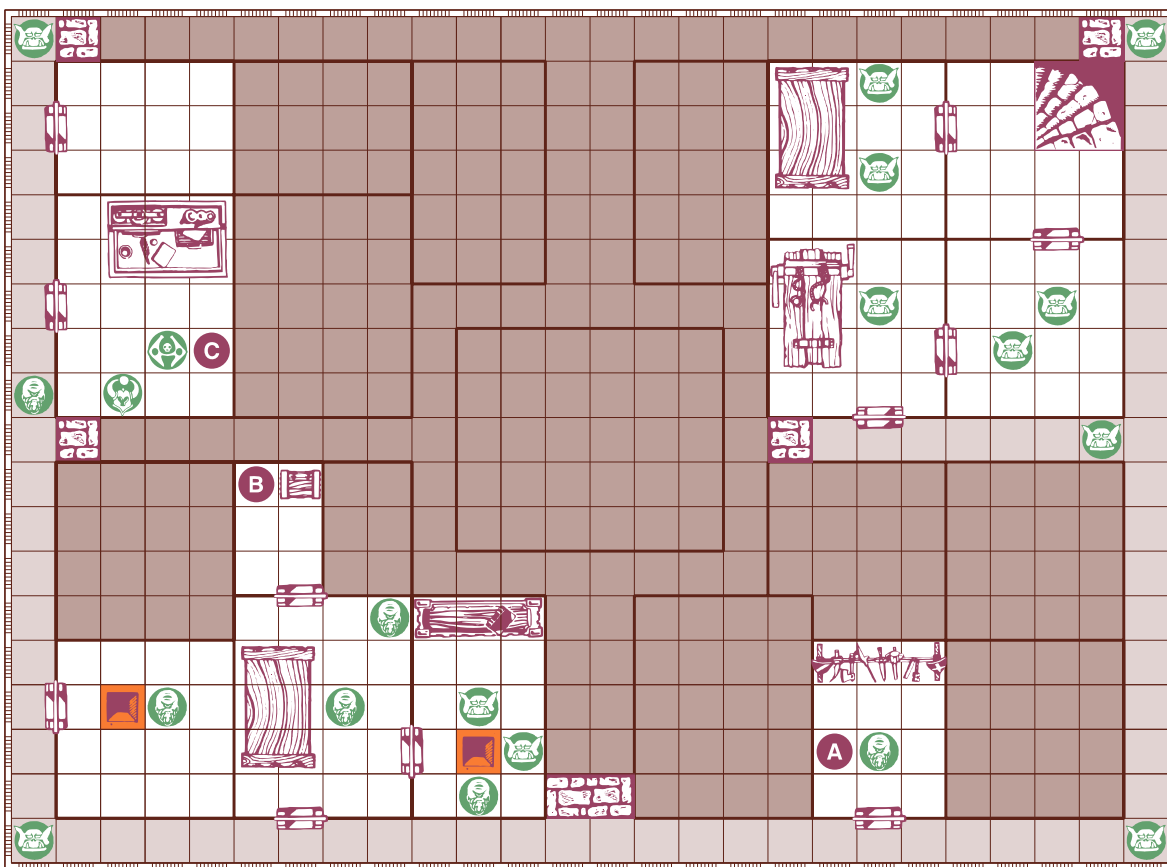


HEROQUEST

Karak Vlag

A HeroQuest Encounter





Introduction

A Golden Mystery

A brazen band of Greenskins have been raiding villages along the River Oggel near Merfeld. The Emperor has commanded that the raids be stopped. You have made the long trip to this region of the Empire. After spending several nights in villages in the area, you hear of a raid on several


farms nearby. You quickly pick up the trail and are able to track them back to a small keep built into the mountains south of Black Fire Pass. Gathering your courage and your weapons, you descend into the hold.

NOTES:

- A** The Weapons on this rack are all rusted and dented. There is nothing here the Heroes would want.
- B** The chest contains 100 Gold Coins.
- C** After this Doomguard Chaos Warrior is killed, the first Hero to search for treasure will find a large Gold Bar on his corpse.

Zargon: The Quest ends at this time. You should immediately read the introductory text on the following page. The bar is worth 2000 Gold Coins. However, the Dwarf will not allow it to be used or “*cashed-in*” until the completion of this quest pack.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Doomguard Warrior		7	4	5★	3	3

★ Defends all Skulls with 1 Black Shield

T

The Far Side of the Mountains

he dwarf looks gravely at the gold bar the Chaos Warrior was carrying. He tells you that it bears the markings of Karak Vlag. Karak Vlag is a Dwarven city in the far northeastern corner of the Worlds Edge Mountains. For centuries, the Dwarven kingdoms of the World's Edge Mountains have held the line against the forces of darkness from the world beyond the mountains. A treasure such as this would never voluntarily leave the Kings Vault. To find it here, in the possession of one of Zargon's lieutenants is terrible tidings indeed. If Karak Vlag and its dwarvish defenders have fallen to the hordes of Chaos - or worse - succumbed to its lure, it could mean disaster for the Empire and the whole of the Old World. Your comrade proposes that you journey to Karak Vlag to see what has happened. After much discussion, you decide the safest way to travel to Karak Vlag is by following the foothills north on the Imperial side of the mountains and then cross to Karak Vlag on the far side of the mountain range after arriving at the northern mountain trails. If you choose to undertake the long and arduous journey to the Dwarven city-fortress, you must leave now, before winter closes the mountain routes in the north. Your Dwarven comrade, eager to help his people, urges you to come to a consensus!

Playing Karak Vlag

1. Starting the Journey

If the Heroes choose to take up the challenge of journeying to Karak Vlag, the number of encounters must be selected. Encounters represent the out-of-the-ordinary occurrences that happen on the journey. The Encounters to be played can be chosen in any way; Zargon may choose, the Heroes may choose - based on the description provided by Zargon or the number and choice of encounters may be selected at random. For example, you could roll 1 Red Die to determine the number of Encounters, (let's say 3 is rolled). Then you could roll 3 Red Dice to select the 3 Encounters based on the order in this Quest Book (re-roll any duplicates). Following the selection of the Encounters, the Heroes make a stop at the nearest city. Heroes may shop between Encounters as there are many Imperial villages along the way north.

2. Dead Heroes

Should any Heroes die during the course of the Encounter Series, they may be replaced as normal.

3. Dwarf Companions

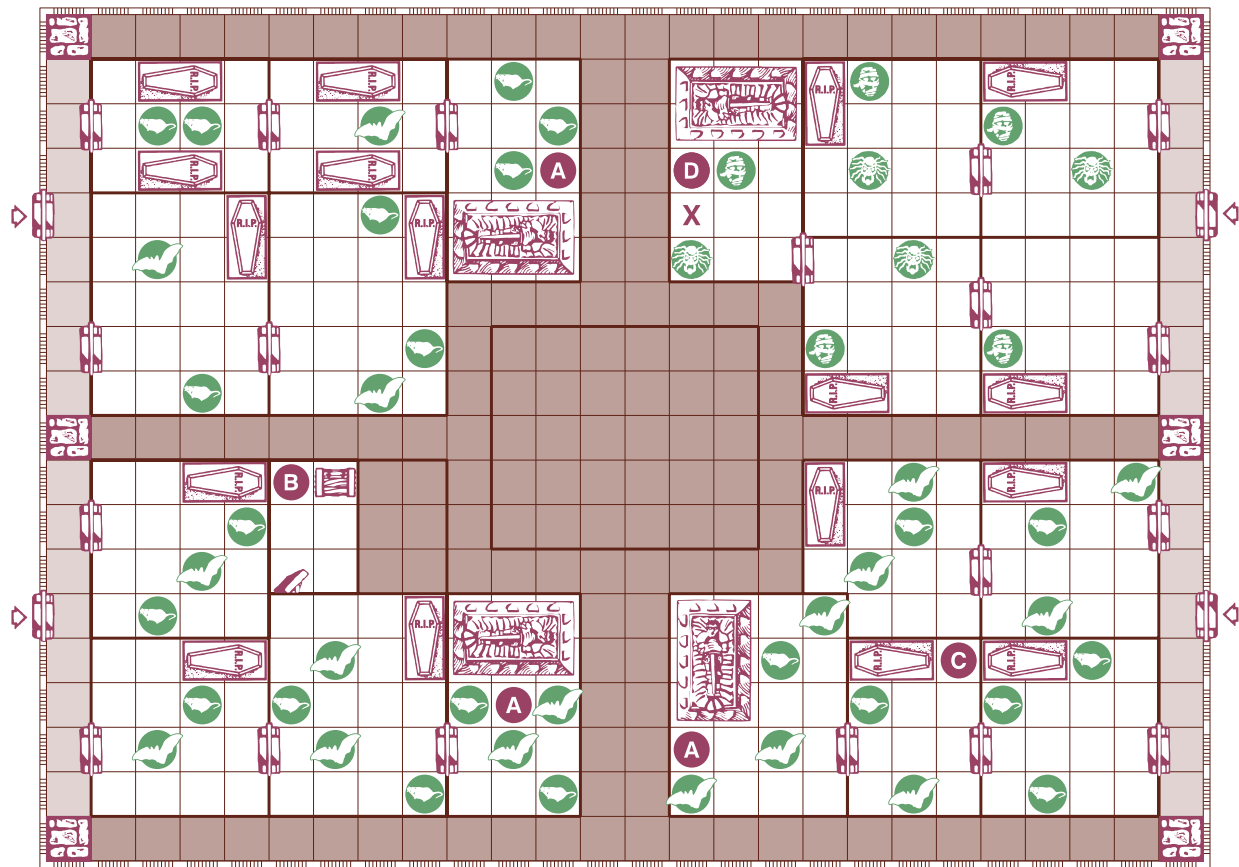
At times you may encounter Dwarves who wish to join the Heroes on their adventure. If this happens, they will always act in the best interest of the Dwarf Character. Because of this they should always be controlled by the Dwarf player.

4. Equipment

There are additional equipment cards included in this pack. The Heroes may be allowed to shop in between encounters - but not the numbered Quests. The Zargon player may handle equipment in the way of their choosing, however, please consider the following if you have equipment cards. If you have a healthy selection of Game System Equipment cards (let's say 3 or so of each), shuffle them thoroughly. Depending on the size of the nearest settlement, draw 5, 10 or 15 cards from this equipment deck. This selection of cards represents what the local blacksmith has available for sale. For larger towns, or in lieu of this, use the armory as normal. At Zargon's discretion, the new equipment cards may be added into the mix (these towns are near the mountains, where Dwarves may trade).

5. New Tiles

Two of the new quests use special tiles. These tiles represent a underground cavern system. These tiles are included with the 2006 Dungeons and Dragons Basic game set. In lieu of these tiles a standard HQ board may be used, where the action is limited to one quadrant, without hallways. Any special door may be used to represent the "portal". Use an the same type and number of monsters as called for in the quest, the space is roughly equivalent.



Encounter 1

The Barrow Hills

Your journey thus far has been largely quiet and uneventful, save for a few tussles in the rough taverns of the run down villages at the base of the mountains. It has been mostly chilly nights spent on rocky ground that has filled your evenings. It is on one such evening, near the old burial mounds

in the Barrow Hills, as you are settling in for the night that a bloodcurdling scream breaks the silent air. It sounds like the scream of a young woman. In the distance you see four burial mounds, the scream must have come from one of them!

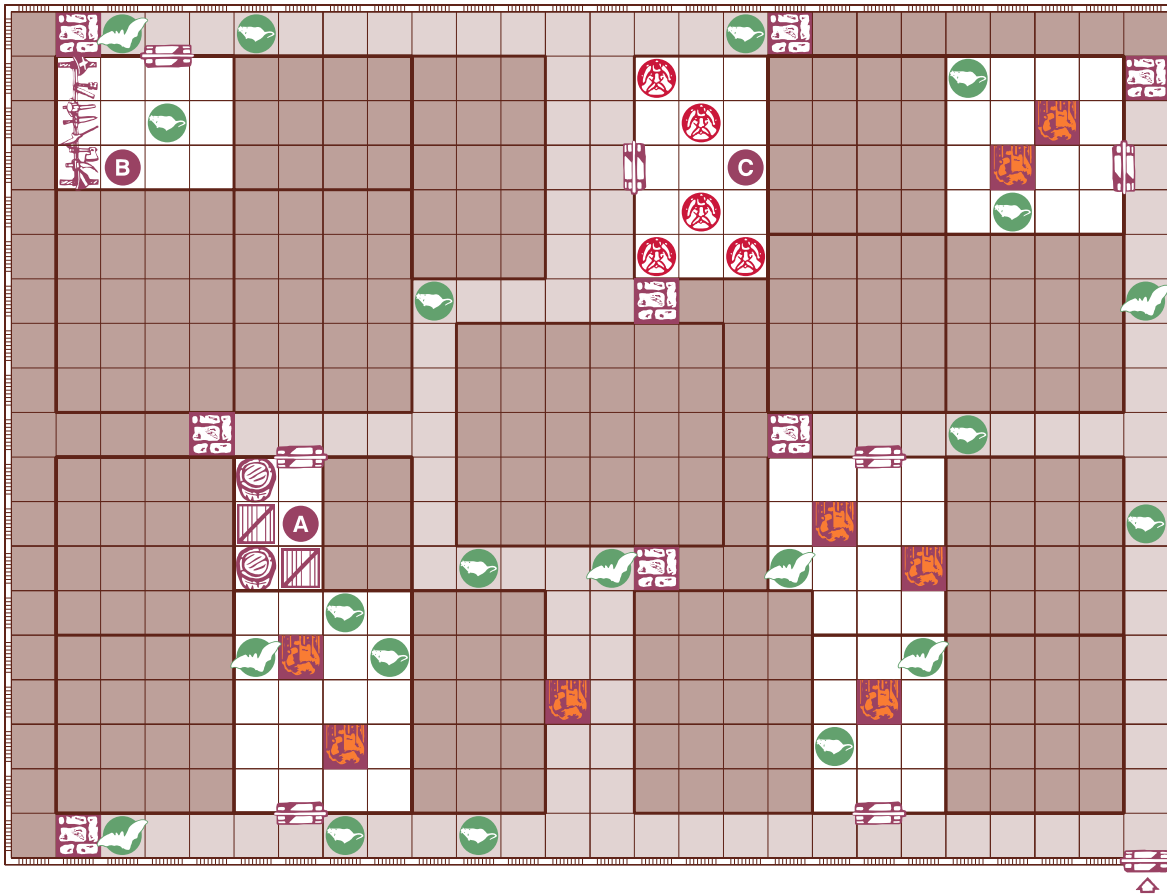
NOTES:

Zargon: Place all 4 entry doors on the board at the start of the quest. Allow each player to choose which tomb he would like to start at. Any number of Heroes may start at a tomb. Heroes may move between tombs by exiting through the starting door and immediately entering another. Keep track of the number of Zargon turns that have elapsed. If more than 12 turns have elapsed before the woman is found, place a Zombie on the X instead.

- A** Each of these tombs is empty. They were long ago pillaged for any valuables.
- B** The chest contains 125 Gold Coins.
- C** The tomb in this room contains a potion hidden in the remains. Draw a potion card at random.
- D** When this door is opened, if 12 or fewer turns have elapsed, tell the Heroes that there is a young woman here. You may use any figure available to represent

her. The mummy in this room is possessed by an evil spirit and is preparing to kill her and turn her into an undead servant. If she is successfully rescued, the mayor of the nearby village will reward the Heroes with 200 Gold Coins.

If more than 12 turns have elapsed, the Heroes are too late. The young woman is already dead and has risen in service to the inhuman spirit possessing the mummy.



Encounter 2 – Solo Encounter for the Dwarf

Caverns in the Hills

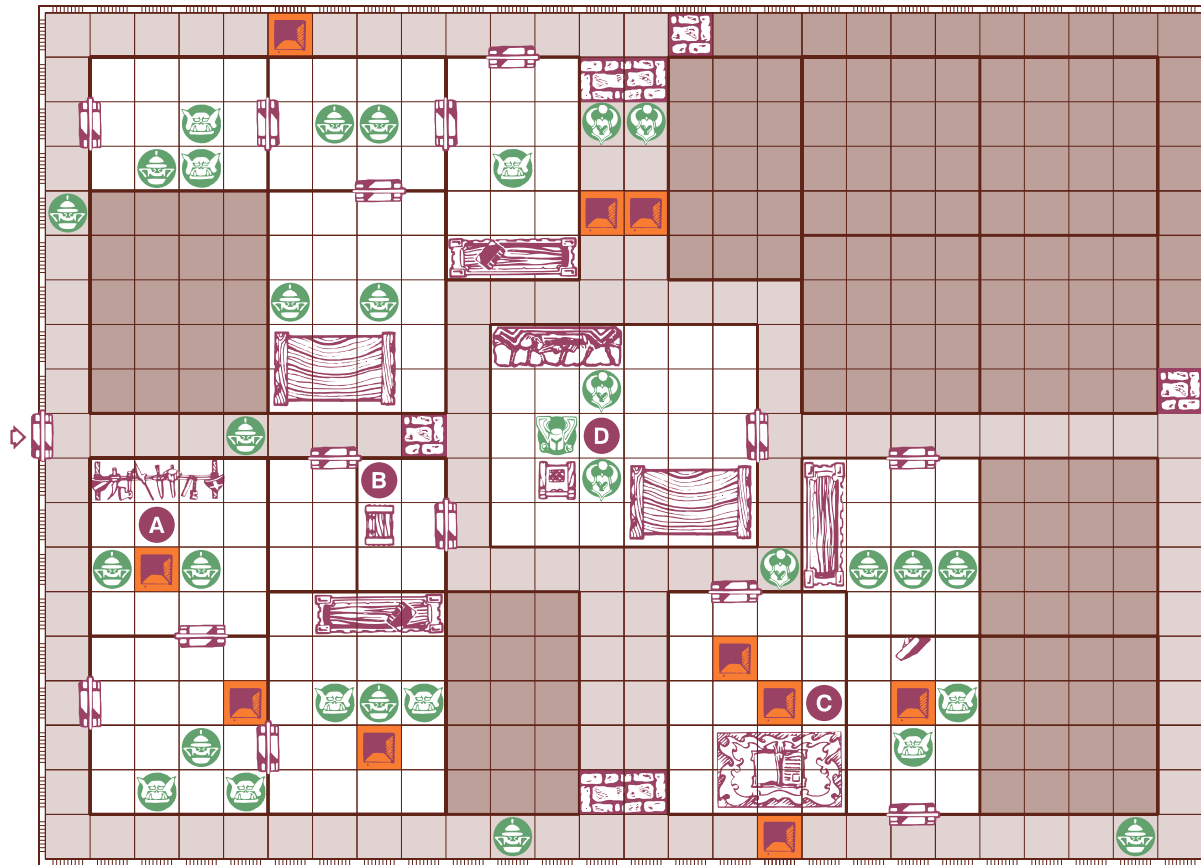
You have traveled northward along the foothills of the World's Edge Mountains for nearly two weeks. One evening you set up camp in the lightly wooded plains near the base of the range. The weather is nice and you quickly spread out to hunt for rabbit in the underbrush. It is here that the Dwarf comes

across footprints. They are heavy prints, as if made by boots and few in number. Following them, the dwarf comes to a small series of caverns set into a rocky hillside. Determination drives him forward - to find the source of these footprints!

NOTES:

This quest is designed for the Dwarf only. However, Zargon may adjust the difficulty to allow for more Heroes to join the Dwarf.

- A** These crates and barrels are marked with Dwarven Runes, indicating they are filled with wine and food.
- B** If this room is searched for treasure, the Dwarf will Find 2 well-made Hand Axes on a makeshift weapon rack.
- C** When the Dwarf opens the door to this room tell him that there are five Dwarves sitting around talking. They tell the Dwarf that they are traders from Karak Kladrin. After telling them about his mission to Karak Vlag, two of them agree to join the Dwarf on his quest! They also relay rumors of a new Chaos Warrior advising a nearby Greenskin Tribe, bragging of killing Dwarves in the mountains...



Encounter 3

The Marauders Hold

Late one night in a sheltered rocky outcrop, your lookout heard the tramp of heavy boots. With seconds to spare, your group manages to clamber behind large boulders in the shadows of the mountains. It is then, in the weak moonlight you see a band of Orcs passing by. They are large, heavily armored and armed for war! These are no ordinary Orcs, they give the appearance of a larger

northern Orc variety, never seen in these lands to the south. You spend the next week carefully tracking this band. Finally, you find a newly constructed fortification built into side of the mountains. You grab your weapons and prepare to enter this lair to discover where these Orcs have come from and – why they're here!

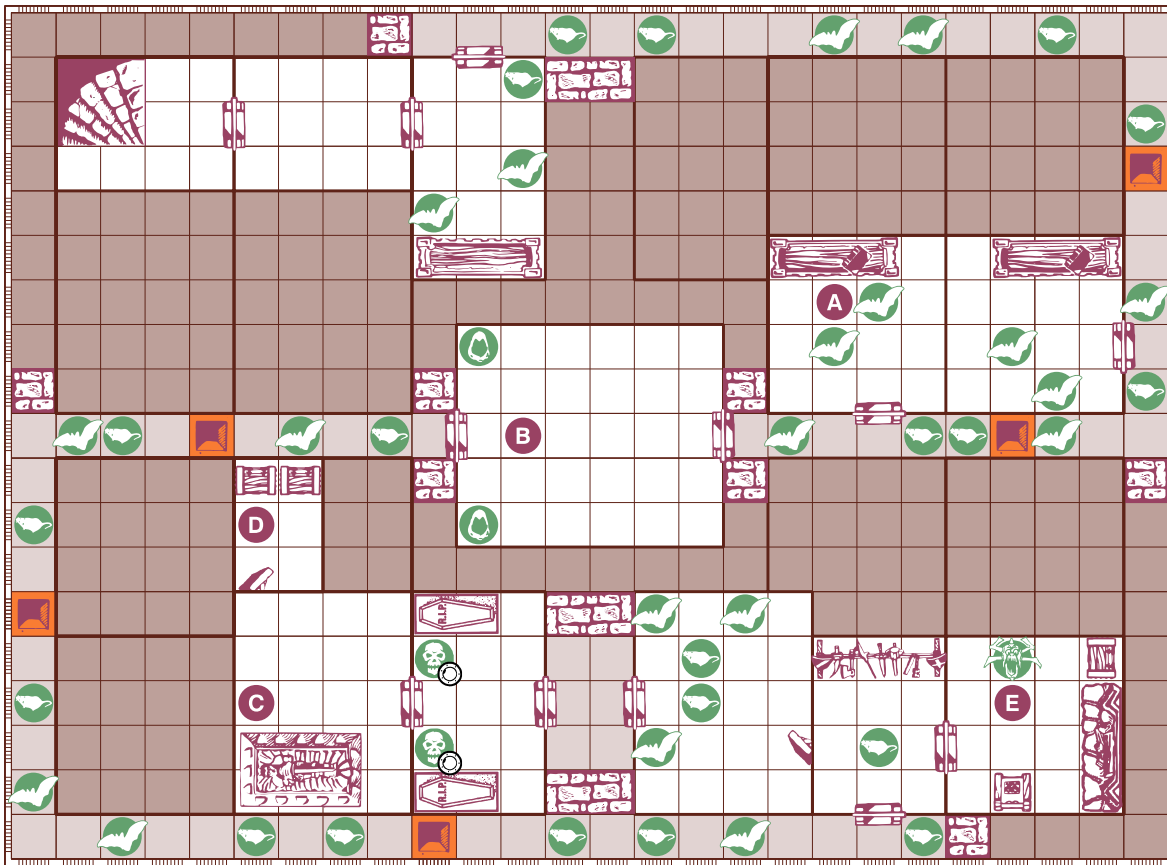
NOTES:

- A** The first Hero to search for treasure finds a Battle Axe and a Shield on the weapon rack.
- B** The chest contains 200 Gold Coins and a Potion of Healing that will restore 4 lost Body Points when drank.
- C** The first Hero to search for treasure in this room finds a stack of letters in a drawer that describe the journey of this band of marauders. It appears that they have come from the far north of the land, perhaps even as far as the Northern Chaos Wastes!

How they came to be this far south remains a mystery. Also found are 2 random Spell Scrolls.

- D** After this Chaos Champion is defeated, the first Hero to search for treasure will find a document on his body. This mysterious parchment contains a series of glyphs on the top and an incantation of some sort on the bottom.

The chest contains 125 Gold Coins.



Encounter 4

Spirits of the Wind

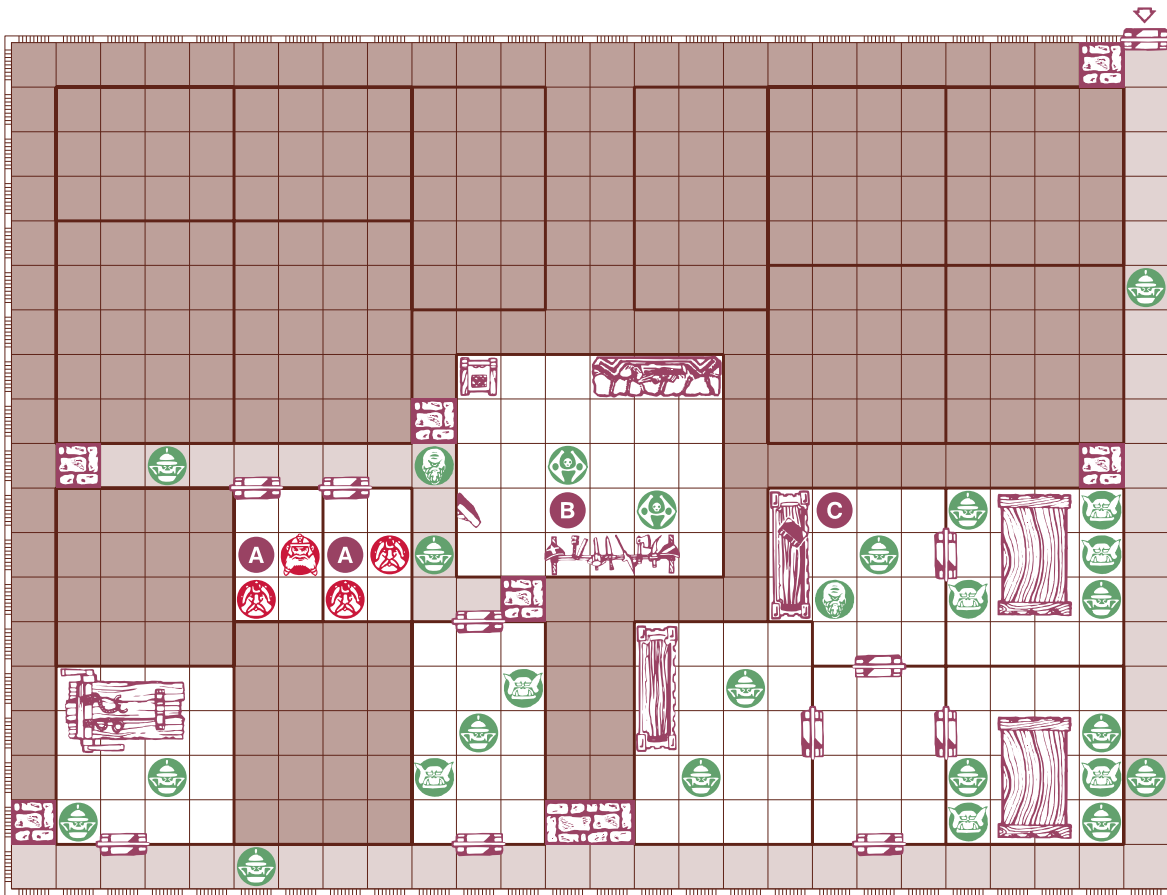
After nearly two months of easy travelling, you have passed into the northern reaches of Kislev. A thin layer of snow covers the ground in the dark evergreen forests. Late one afternoon as the sky darkens and a winter storm starts to set in, you hear the screams of spirits as the wind moves through the woods. As the weather worsens and

the evil screams grow louder, you seek shelter in the arms of a small rocky outcrop. It is here that you notice a flat, carven stone. Hurriedly pushing the stone to one side, you find a stairway leading away into the darkness below. Hoping to find some relief from the storm, you descend!

NOTES:

Zargon: After 5 turns have passed in the dungeon, you may tell the Heroes the storm has abated and it is safe to leave.

- A** The first Hero to search for treasure in this room will find a Potion of Healing on the bookcase. It will restore 4 lost Body Points when consumed.
- B** The Ghosts in this room are particularly evil. They may only be destroyed by the Spirit Blade or similarly enchanted weapon. They will pursue the Heroes throughout the catacombs until they are destroyed. A Hero may attempt to move through one of these spirits if he is cornered. If this is done, roll 1 Combat Die. On a Skull, the Hero loses 1 Mind Point.
- C** The first Hero to search for treasure in this room will find an Enchanted Staff in the tomb. This staff is enchanted with the *Fire of Wrath* spell.
- D** Each chest contains Gold and Jewels worth 200 Gold Coins.
- E** As soon as a Hero ends his movement in this room, the Gargoyle springs to life and may move and attack immediately. The chest contains 5 magical throwing daggers.



Encounter 5

The High Pass

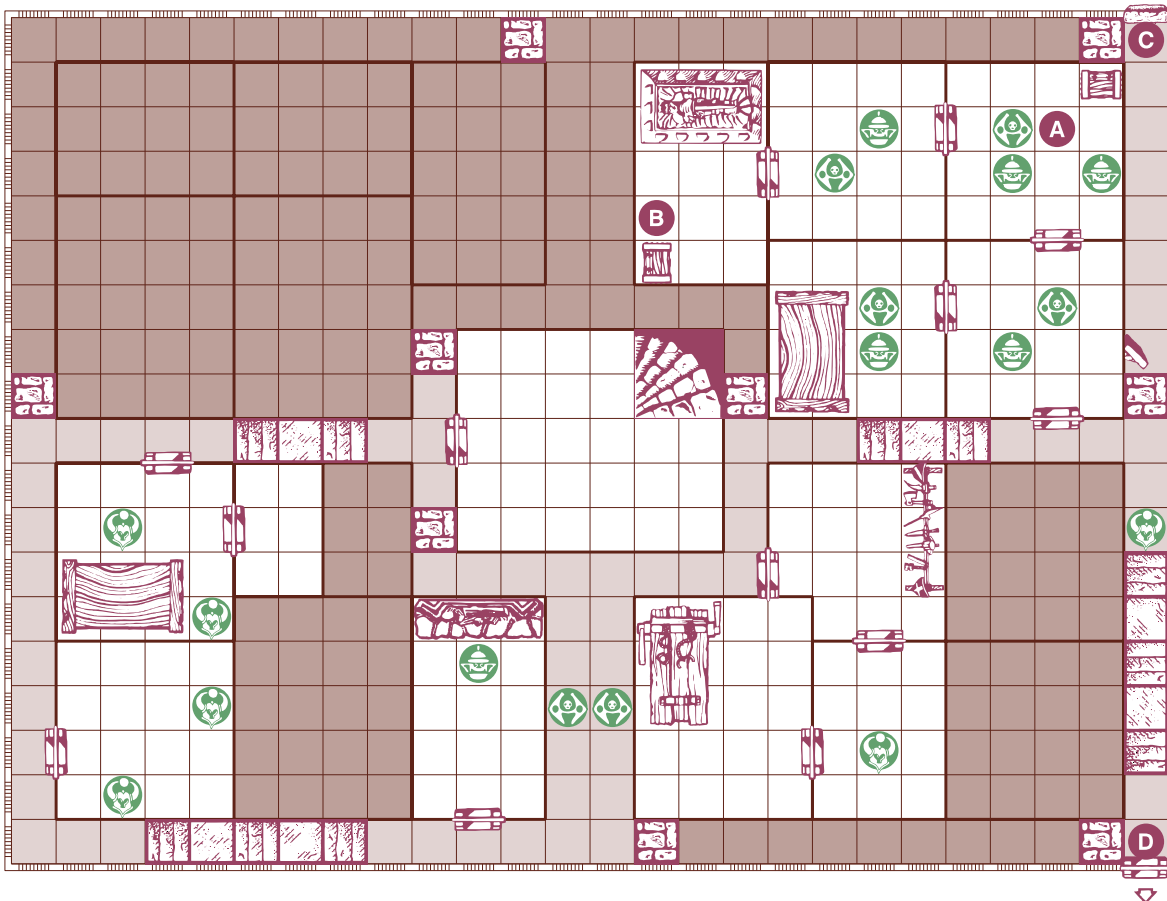
You have arrived at the High Pass. This long and in places, narrow, pass cuts through the northern reaches of the World's Edge Mountains. Thankfully the weather is favorable, and the heavy seasonal snows have not yet started to fall. Over the next week you set about looking for the dwarf roads that will lead to the upper chambers of Karak Vlag. The road through the pass has been empty save for

the occasional passing Mountain Goat. As you clamber back to the road one evening, a party of Orcs swarms over you from an unnoticed path! After a brief skirmish they withdraw, but they manage to kidnap your Dwarf companion as they fall back. Following their tracks back up the mountainside leads you to a small dwarf trail ending at a door leading into the mountain!

NOTES:

This encounter is played without the Dwarf Hero, until he is found. The encounter ends after the Heroes rescue their companion and return to the entry door.

- A** When one of these doors is opened, tell the Hero that he has found the prisoner's cells. The Dwarf's weapons are found lying against the cell door. The Dwarf may move and attack on his turn.
- B** The first Hero to search for treasure in this room finds a Dwarven Battle Axe on the weapon rack.
- C** The first Hero to search for treasure in this room finds 2 spell scrolls tucked into the corner of the bookcase.
- The other Dwarves tell their rescuers that they were captured attempting to cross the Pass into the wilds beyond. Any that survive this encounter will join you.



Encounter 6

Into the Mountain

After months of travel you have finally passed through the High Pass and into the Dwarvish mountain trails. These trails twisted deep into the heart of the range, through narrow crags and over deep crevasse. Without the guidance of your Dwarvish comrade you would never have made it this far. It is here, after weeks of wandering

through the high and snowy mountain caps, that you found a small stone door leading into and deep inside the mountain. After following the stairs down for what seemed like endless hours you emerge into an open chamber. You can hear footsteps and voices in the distance. You are very near to the back entrance to Karak Vlag!

NOTES:

A The chest contains an Elixir of Life.

This is the Tomb of an ancient Dwarven Hero. If a Hero searches for treasure in this room, tell him that the chest has already been looted. However, the Tomb is still sealed. If the Hero wishes to search the Tomb, roll 1 Combat Die. On a Black Shield, Armor of Fortune is found. On any other roll, the corpse rises under the influence of some ancient magic. It immediately attacks the Heroes. It has the following stats:

Movement: 5 Attack: 4 Defend: 4 Body: 3

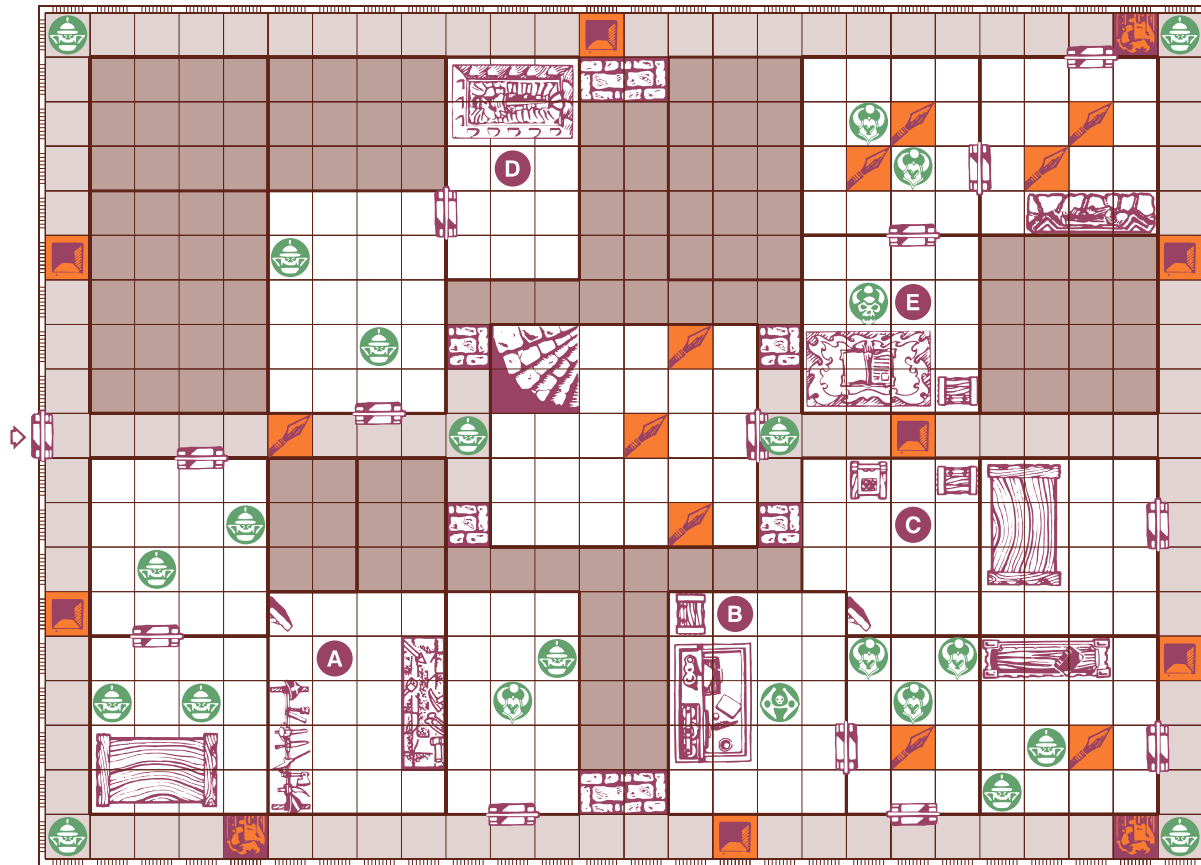
C

This huge Stone Door is covered in ancient runes. The passage is covered in a thick layer of dust. The dust is disturbed with the heavy foot prints of many passing through recently. This door can only be opened if the Heroes recovered the document in Encounter 3 and read the spell. Let them figure this out on their own!

If the Heroes pass through this door, go to "Quest 1B – The Portal"

D

This door leads to the Chamber of Karak Vlag. If the Heroes pass through this door, go to "Quest 1A – The Keep of Karak Vlag"



Quest 1-A

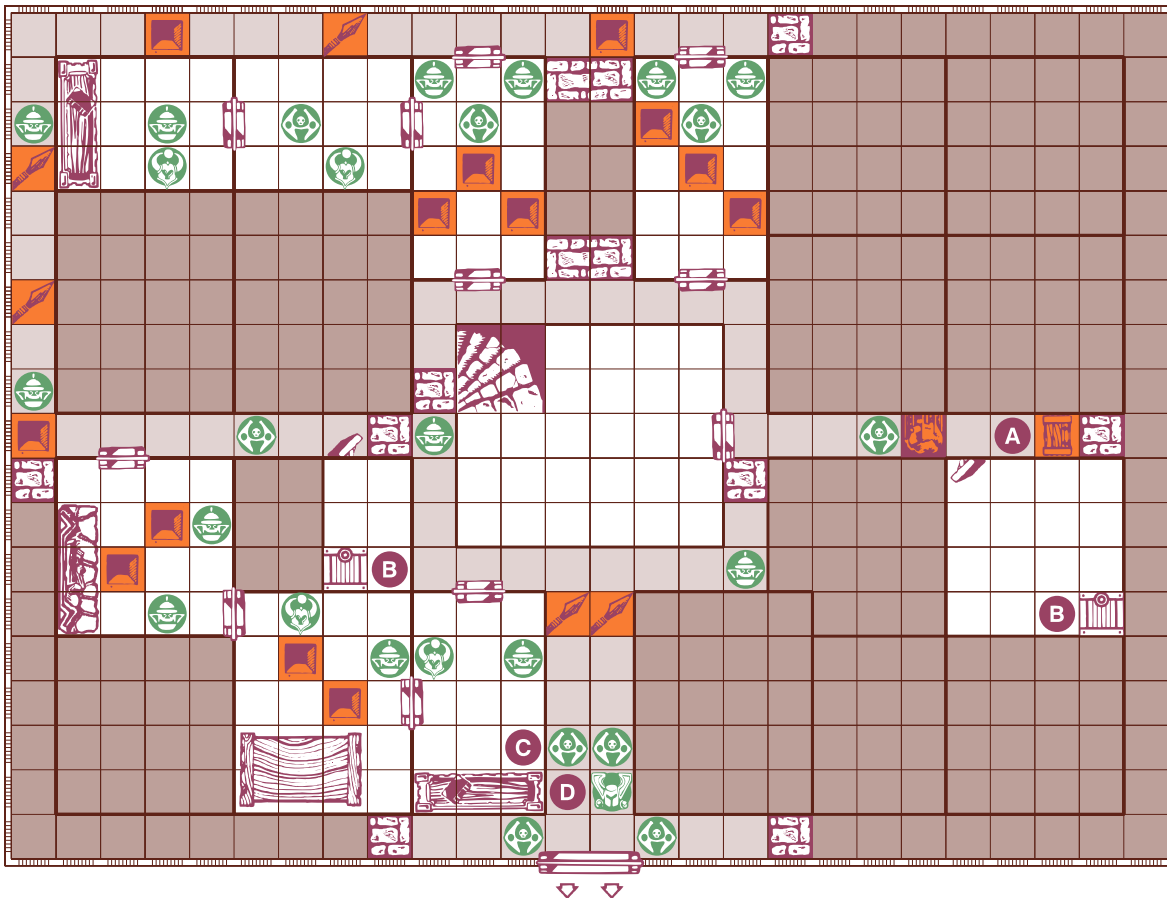
The Keep of Karak Vlag

Ah! Karak Vlag! After months of journeying through countless obstacles, you find yourself in the outer reaches of this ancient Dwarf City. You follow a large dwarf hallway down, carefully examining all the off shoots and chambers for life. You find nothing; no life, no death, no evidence for where the inhabitants may be. Beautiful iron

castings and stone reliefs decorate the passages, casting shadows at the edge of your vision. As you venture closer to the Keep itself, you begin to hope that the Dwarves have survived, perhaps holed up in the great citadel. Hours and many miles later you find yourself before an ancient iron door. Runes clearly indicate the keep lies beyond.

NOTES:

- A** This is a magical Dwarven Forge. It follows the same rules for a Forge, established in Keller's Keep. The first Hero to search for treasure will find the legendary Gromril Blade on the weapons rack.
- B** The treasure chest contains 350 Gold Coins and a mysterious Gargoyle Potion.
- C** This was the chamber of a Dwarven Captain. It now stands empty. The treasure chest contains a quiver of 10 Dwarven Crossbow bolts.
- D** This tomb has been violated and the remains looted.
- E** When the Heroes enter this room the Chaos Sorcerer, Gorgal, turns around and says: "Where did you come from? No matter, I shall take care of you!" Zargon may choose any 5 *Chaos Spells* for Gorgal to use. He has the following stats:
 Movement: 5 Attack: 4 Defend: 4 Body: 3 Mind: 5
 After Gorgal is defeated he screams out: "My Master! Avenge me!" He then immolates in a tower of flames.
 The chest is empty, save for a small diary. The diary describes the discovery of a magical portal and the arrival of an army of Orcs and Chaos Warriors from the Wastes.



Quest 2-A

Revenge!

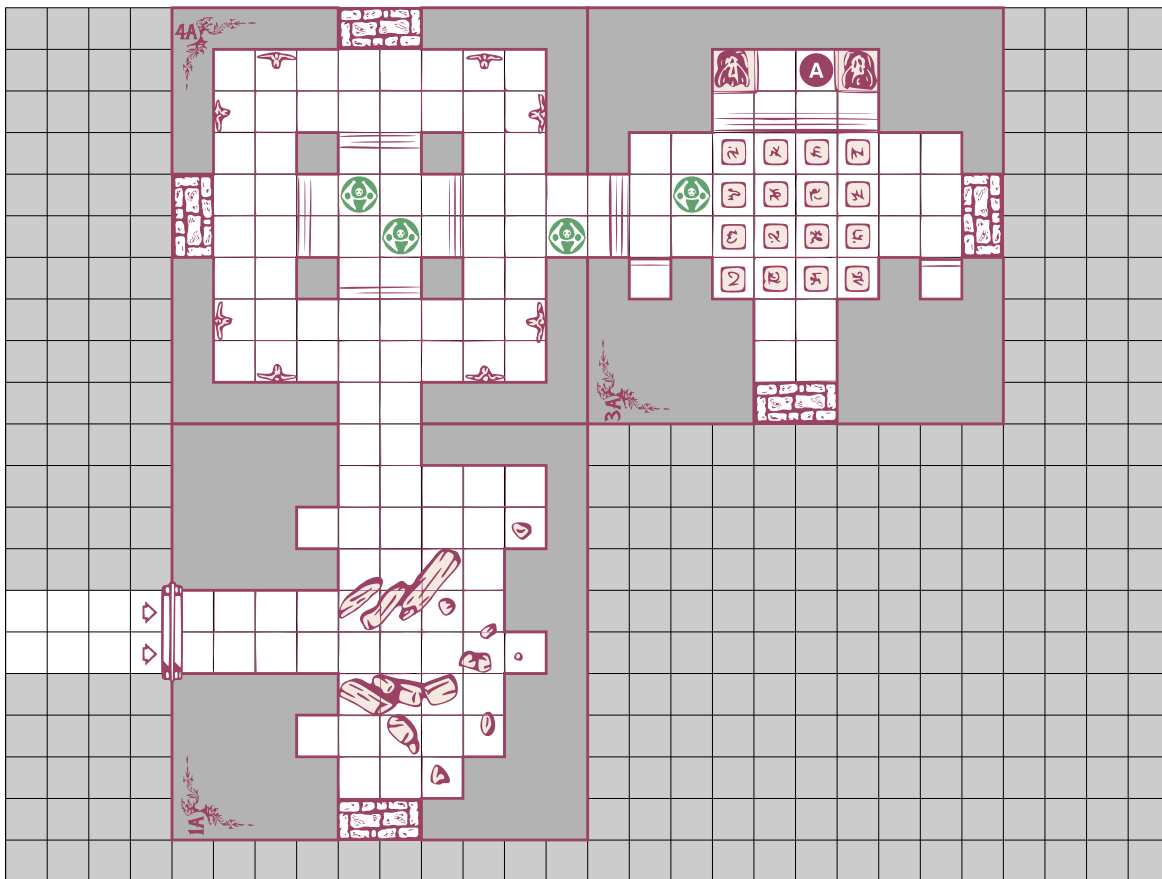
Heroes! This is evil news indeed. The Dwarf Stronghold of Karak Vlag has fallen to the forces of Chaos! What's worse, the diary you discovered describes an ancient portal that connects to the Northern Chaos Wastes. The diary does not reveal the location of the portal, but it does tell you that Gorgal stumbled by accident upon the portal on the border of the Wastes and through years of study learned to control this portal via ancient magic.

Perhaps....if you can seek out his master and destroy him, all knowledge of the portal will be lost again to time! The Main Gates are near, if they are opened, the evil from the lands beyond the mountains will flood through, down the pass and pour upon the empire as a tidal wave. Destroy this Master, prevent the gates from being opened, and save us all!

NOTES:

- A** This treasure chest contains 300 Gold Coins. If a Hero searches for treasure before disarming the trap, a poison dart will shoot out inflicting 1 Body Point of damage.
- B** These two trap doors are connected by a tunnel.
- C** The first Hero to search for treasure will find 4 random Spell Scrolls on the bookshelf.
- D** This is Gurshan, the leader of the invading force. He is a particularly evil warrior. He knows 3 Chaos Spells that he may cast on his turn. Zargon may select these spells at the start of the quest.

After Gurshan is defeated, read the conclusion: "*The Endless World*".



Quest 1-B

The Portal

You read the incantation and the sigils covering the door shimmer and glow. Slowly, the massive door swings open, revealing a wide stone hallway. Cautiously, you follow the passage down, deeper and deeper. A strange glow coming from the very stone illuminates your way. It is clear that this is

no Dwarf passage. It is ancient, far older than the Dwarf Keep built into the mountain above it. Why did the Chaos Lord in the hold have that scrap of parchment? This and many questions preoccupy your mind. Suddenly you slow, hearing the heavy thud of armored feet ahead of you!

NOTES:

Note: *The Heroes may not search for treasure in this quest.*

A After the Chaos Warrior in this room is defeated read the following to the Heroes: *“A huge stone arch stands before you. There are runes engraved into the floor, you notice that they match the symbols on the parchment piece.”*

If the Heroes decide to “activate” the floor runes according to the parchment paper, read the following: *“Suddenly a blue light emanates from the arch in front of you. As you look closely into it, you can see*








another cavern extending away into the distance on the other side.”

Zargon: The Heroes may choose to either return the way they came or to go through the portal. If they go through the portal, they cannot return back through it until they find a code to return. *Do not tell them this until they have made their decision!*

If the Heroes travel through the portal, give them the artifact card: *Portal Key: The Northern Chaos Wastes*

Wandering Monster in this Quest: None

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Rat★		11	1	1	1	1
Giant Bat★★		8	1	2	1	1
Orc Soldier		6	3	3	2	2
Doomguard Warrior		7	4	5***	3	3
Chaos Champion		5	5	5***	4	4
Ghost★★		8	2	2	2	2
Dwarf Warrior		6	3	3	2	3

★Up to 3 Giant Rats may occupy a single space.

★★Giant Bats/Ghosts may fly (pass) through spaces occupied by Heroes/Monsters

****Defends all Skulls with 1 Black Shield*

The Endless World

Gurshan lies dead at your feet. The tremendous weight of the past months comes crashing over you. “For centuries, the Dwarves of the World’s Edge Mountains have held the line against the forces of Chaos.” You’ve heard this said by countless dwarves in seedy taverns. Until now, standing in the main gate of a ruined dwarven city, you’ve never truly believed it. All the families that lived in this magnificent city, gone. To where, there is no clue. You found no bodies in the keep, only emptiness. Perhaps they were taken back to where the Chaos issued from. Perhaps they were driven out of this very gate and into the lands beyond the mountains.

You stare out from the gate looking at the land beyond. Zorn Uzkul, The Great Skull Land, it is called. A huge, barren, blasted plateau that bears the scars of endless battles. Distantly you can see the outline of some black inland sea. It is a land inhabited by evil creatures unknown to the lands in the west. Pondering the scene before you, you contemplate your next move. With the dwarves routed, the Empire will set a guard upon the High Pass to watch for any further incursions. You could go back...the Empire will always have need of Heroes. You could go forward, the unknown lies in front of you. The road through the High Pass even stretches through in the north, carrying brave traders to lands even further east..... Doubtless, adventure and treasure could be found.

The Northern Wastes

You follow the passage ahead of you for many miles. Never again do you encounter an enemy. Perhaps they’ve all been defeated. Cold air has been streaming down upon you, at last you see a bright light ahead. Ah! A way out! Your hope dies in your chest as you breach the cave and come out into the sunlight. You emerge into a barren, blasted and snow-covered landscape. Instantly you recognize this land as the forsaken Chaos Wastes. You are many hundreds of miles from your warm homes. Returning to the Empire will be hard. You could start the journey back now, following the line of mountains hoping to find a pass leading south. More dangerous....you could head deeper into the barren wastes, hoping to find a key, something to activate the portal and return you home. The code must be somewhere, perhaps you could forestall further invasions if you can find and wrest it from the forces of evil. Maybe, just maybe, there are other keys to the portal. Keys that lead to other, unknown, lands.