



Out of the Wastes

A HeroQuest Encounter



The Northern Wastes



ou stare out at the barren white landscape before you. Three weeks ago you emerged from a cave into these wastes. Since then, you have been wandering the landscape completely lost, harried by marauders and beastmen, barely scraping by. The local tribes, cautious of outsiders or corrupted by Chaos have shunned and refused you any aid. Now, several days since your last supplies were exhausted and unable to keep your water from freezing, you stare at the sight before you. Through the frost filled air, at the edge of your vision stands a small tower built on a small snow-covered hill. Already severely weakened by the cold and lack of food, you have no choice but to approach the tower and hope to find food and shelter!

Playing Out of the Wastes

1. Starting the Journey

You have been stranded in the Northern Chaos Wastes and have been trying to find your way south and out ever since. First the number of encounters must be selected. Encounters represent the out-of-the-ordinary occurrences that happen on the journey. 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). You may not shop between encounters, unless noted in the Quest notes, as you are stranded in very barren and hostile territory with no established settlements.

2. Dead Heroes

Should any Heroes die during the course of the Encounter Series, they may **not** be replaced.

3. Malnourishment

Your food supplies have run out and your group is feeling the effects of malnutrition. Because of this, each Hero's attack strength is reduced by 1 Combat Die (to a minimum of 1) and maximum Body Points are reduced by 1. This can be alleviated during an Encounter by finding a crate or barrel, which will contain food and water. A Hero may use his action to partake of this meal and return his base stats to normal for the remainder of the Encounter.

4. Chaos Gifts

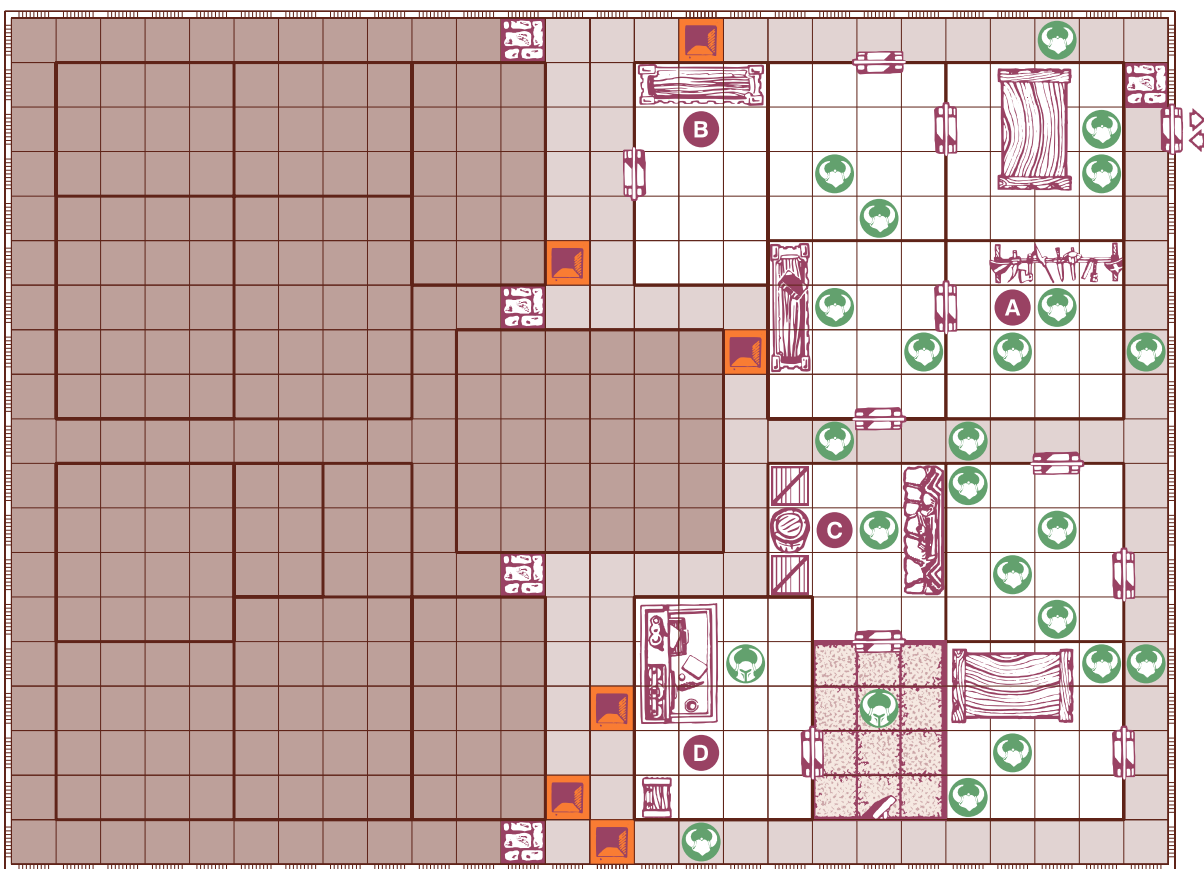
When in the presence of a source of great Chaos the Heroes run the risk of suffering mutations and corruption. When a Hero enters a room with a source of Chaos, Zargon will randomly select 1 Chaos Gift card for each monster in the same room as the source. At the start of each Hero's turn, that figures controller rolls 1 Red Die. On a 6, that Hero suffers a mutation due to the effects of the nearby source of Chaos. That Hero's controller draws 1 Chaos Gift Card. That Hero gains the attribute listed on the card. Also, the Hero loses 1 Mind Point due to corruption. A Hero may accumulate more than 1 Chaos Gift. The effects of Chaos Gifts do not end with the quest, but are persistent until removed. At the end of every Quest/Encounter an afflicted Hero may roll 1 Red Die for each of their remaining Mind Points. If a 5 or 6 is rolled, that Hero may choose 1 Chaos Gift to remove. A *Cure Chaos* Spell Scroll may also be used to remove a Chaos Gift. Any Hero afflicted by a Chaos Gift may not hire or retain mercenaries, or participate in any encounter that takes place in a town or establishment inside a town. That player may control a generic mercenary or Hero for such Quests or Encounters

5. Corrupted by Chaos

If a Hero loses his last Mind Point to a Chaos source, he is considered corrupted by Chaos. A corrupted Hero immediately comes under Zargon's control. If he is later reduced to 0 Body Points by the remaining Heroes, he may be carried back to the entrance of the quest by a Hero and resume play the next quest. If not, then Zargon should play this Hero as a recurring "villain" in each subsequent quest, until the Heroes are able to successfully recover him. The spell scroll *Cure Chaos*, if successfully cast, will restore a corrupted Hero to "normal" with full Mind Points restored (and any "gifts" removed). If a Hero is corrupted for more than 1 Quest, the player may control a generic Hero on future quests until his regular Hero is recovered. A corrupted Hero will lose all gold (but not artifacts or equipment) if not recovered in the quest that he became corrupted (He probably gave all that gold to the furtherance of Chaos!).

6. New Cards

Out of the Wastes contains a mix of new cards to be added into your games. Mix all (but Gem of Winter) of the new Treasure Cards into your treasure deck prior to playing the first quest. Gem of Winter should only be mixed in during certain quests. Do NOT tell the Heroes you added it, have them find this out for themselves. If you use a card based Armory system, mix the new equipment cards into it. There are several versions of some Artifacts, this is to assist Zargon in tailoring the pack to meet the needs of his players. Choose one of these cards when called for based on what you feel would be the best fit for the players. There are also new Chaos Spell cards, place these with the other Chaos Spells. There is a new spell group – Ice Spells – that will be utilized after the Heroes find the Spellbook. A spellcaster may only carry one spellbook at a time.



Quest 1

The Small Tower

There is no cover as you approach the tower. After a short skirmish with the guards (but harder than it should have been, due to being tired and weak), you are able to get through the front gate. With thirst and hunger rapidly overtaking you, you

must hurry to find food and drink or you will never make it back home! Through your weeks in the far north so far, you've learned not to underestimate the denizens of Wastes, so proceed carefully!

NOTES:

Zargon: The Hero's begin this Quest in a malnourished state. Maximum Body Points and Attack Dice are reduced by 1.



- A** The first Hero to search for treasure finds a longsword and a shield on the weapons rack.
- B** There are two potions of healing in the cupboard. Each potion will restore up to 4 lost Body Points when consumed.
- C** The warrior in this room is Kenerick, he is the leader of this band of Marauders. He is a particularly well trained warrior, his stats are as follows:
Movement: **8** Attack: **5** Defend: **5** Body: **4** Mind: **3**

- D** The first Hero to search for treasure in this room will find 250 Gold Coins in the chest. On the desk a map and a journal is found.

After he is defeated, the first Hero to search for treasure will find Kenerick's sword. It is a *Chaos Black Blade*. Give the Hero the matching Artifact Card.

Zargon: The Quest ends at this time. You should immediately read the introductory text on the following page.

Monster Chart

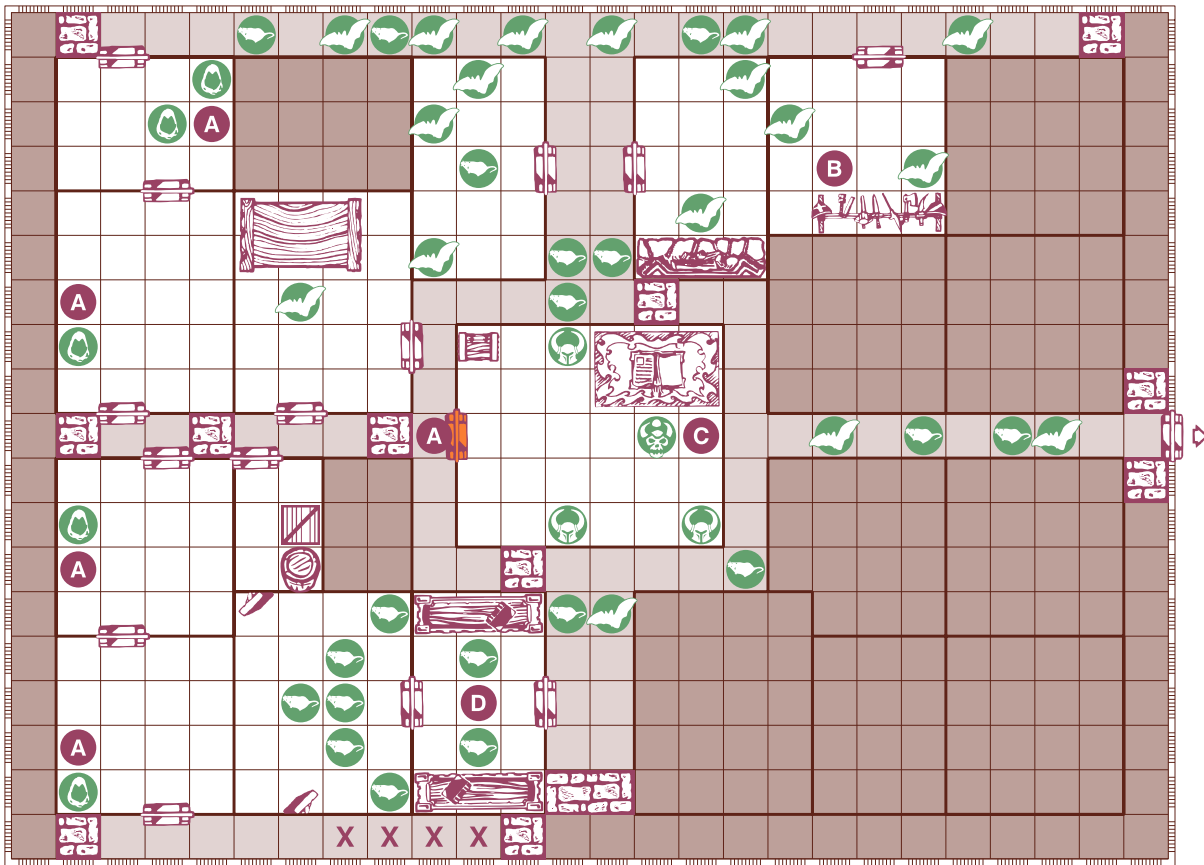
Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Chaos Marauder		9	3	3	3	2
Northern Chaos Warrior		7	5	6★	4	4

★ *Defends all Skulls with 1 Black Shield*

The Northern Wastes

You turn the journal over in your hands while your comrades look over a hastily drawn map. In a turn of luck, the map shows not only the location of the small tower, but also a second location – marked as Karag Dum, many leagues to the south. At least now, you know where you are, the map is small however and does not extend beyond Karag Dum to show any lands further to the south, or indeed how many miles further it would be to leave the wastes or find your way back to the Empire. Hoping to learn more about the location on the map you start reading the journal kept by the marauders. The journal describes the location on the map as an ancient, dwarven keep, the only one in the Wastes and long lost to the forces of Chaos. It was, until recently home to a large and powerful band of beastmen in service to a terrible Bloodthirster Demon. Something has happened and the demon was destroyed, causing the keep to be abandoned. This band of marauders was planning to move towards Karag Dum in search of any treasure left behind by the beastmen and the dwarves before them! After little discussion you decide to head south towards Karag Dum. Perhaps there you can eek out a meager living in relative safety. One thing is certain, you cannot survive any longer in the barren snow fields of the Wastes. The journey will be dangerous, several weeks at best, across leagues of open and inhospitable terrain. The creatures of the wastes will stalk you at every mile.





Encounter 1

A Pit in the Snow

You were scarcely two days out from the tower when a group of Beastmen picked up your trail and began pursuing you across the barren snow. In an effort to stay ahead of the impending onslaught you trekked with almost no breaks, save those that your exhausted bodies compelled you to take. It


was mid-morning on your fifth day, when they caught up. In a last effort to escape you cut across an ice shelf. Unexpectedly, the ice gave way beneath your feet, plunging you into a frozen cave. The Beastmen leered at you from above, but suddenly they grew quiet and ran off – terrified!

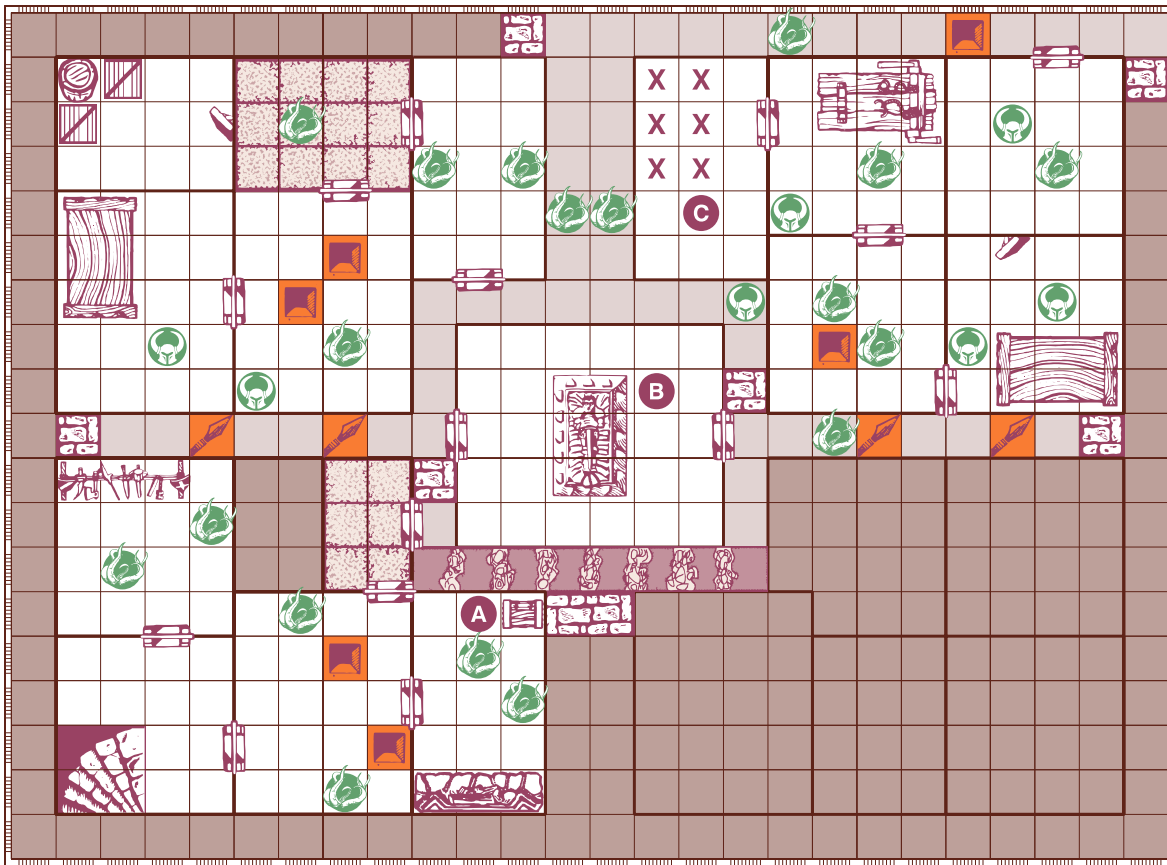
NOTES:

Zargon: The Hero's begin this Quest on the 4 X's, in a malnourished state (-1 Attack Die and -1 Starting Body Points).

- A** Do *not* place the Ghosts in these rooms when the Heroes enter. There is a glowing red rune on door A. If the door is opened before the trap is disarmed, place all the Ghosts in the rooms marked A, they may move and attack on your next turn. The trap may only be disarmed by the Wizard. To do so, roll 1 Combat Die, on any result other than a Skull, the trap is disarmed.
- B** The weapons on this rack are all dented and rusty. There is nothing here the Heroes would want.
- C** This is Pelethor, a very powerful and dangerous Chaos Sorcerer, who specializes in Ice Magic. His stats are as follows:
- D** The first Hero to search for treasure will find 4 randomly drawn spell scrolls on the bookcases.

Movement: **5** Attack: **4** Defend: **4** Body: **4** Mind: **6**

Wandering Monster in this Quest:  2 Giant Rats



Encounter 2

A Rescue in the Deep

You have made it to within two weeks journey of Karag Dum, your supplies are exhausted and no animals palatable for consumption wander these cursed wastes. Late one evening, cold and hungry you make camp and dare to light a small fire out of scraps of clothing. The fire is short-lived for you hear the muted cries of small children on the wind

and the gruff, demonic screams of some cursed creature of the wastes. Curious, you sneak over a nearby snow-crusted ridge and see some sort of unholy warped half-men leading a small family with 4 children in chains! You follow this band to a small hold built into the side of an escarpment and carefully follow them in...

NOTES:

Zargon: The Hero's begin this Quest in a malnourished state (-1 Attack Die and -1 Starting Body Points).

- A** The chest contains 125 Gold Coins and an Item Belt (See new Equipment Card for details).
- B** If a Hero searches this room for treasure, ask if he would like to pry open the tomb as it appears to have never been disturbed (a search for traps will reveal nothing). If he does, roll 1 Combat Die.

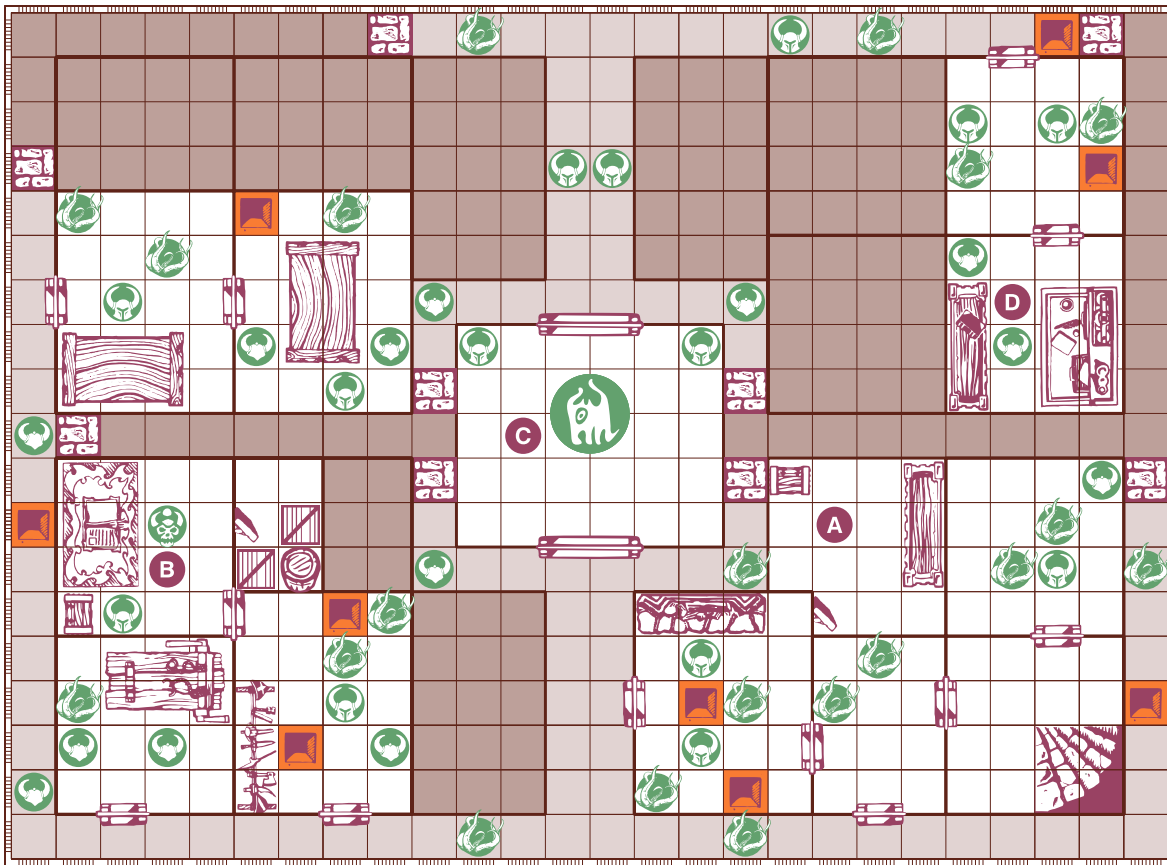
Skull: A suit of Chaos Plate Armor is found.

White Shield: A suit of Winter's Armor is found.

Black Shield: A freezing mist pours out of the tomb, causing all Heroes in the room to miss their next turn.
- C** When the door is opened the Heroes see the captured family. You may use the Chaos Warlock figure to represent the family as a whole. The Hero who opened the door should control the family. The family may not attack, but may roll 2 Combat Dice in defense, move at a rate of 6 spaces per turn and has 4 Body Points.

If the Heroes successfully escape with the family, read the following out loud:

As you come out of the hold you see a group of Marauders approaching. When they see you have rescued the members of their tribe, they are very grateful. In thanks, they agree to trade with you (Heroes may visit the armory after this quest) and resupply your provisions (Heroes do *not* suffer from malnutrition for the next quest).



Quest 2

Karag Dum

At last! You have reached a lonely and dormant volcano in a small formation of ancient mountains along the edge of a frozen sea. The ancient Dwarf keep of Karag Dum, lies inside. After carefully watching the keep you learn that it is not abandoned as hoped but has been garrisoned by a

Chaos Warband. Creatures mutated beyond description pass in and out of its gates. Alas! If this is to be your new home, you must clear this evil from its halls. Steeling your courage and your strength, you gather your weapons and run for the main gate.

NOTES:

Zargon: The Hero's begin this Quest in a malnourished state (-1 Attack Die and -1 Starting Body Points).








- A** The first Hero to search for treasure in this room finds an Elixir of Life in the cupboard and 2 scrolls of *Cure Chaos* in the chest.
- B** This is Malefar, a very powerful and dangerous Chaos Sorcerer. His stats are as follows:

Movement: **6** Attack: **3** Defend: **3** Body: **4** Mind: **6**

He also knows the following Chaos Spells: *Rust*, *Command*, *Ice Shards* and *Wall of Frost*. Malefar may cast the Chaos Spell *Lightning Bolt* each turn instead of taking any other action.
- C** This Chaos Beast is the source of Chaos causing the mutations you have encountered recently. Please refer to the rules for Chaos Gifts on page 2 of this Quest Book.
- D** The first Hero to search for treasure will find that one of the Chaos Marauders in this room was carrying a magical Freezing Blade. Its use is described on the matching Artifact Card.

The Quest ends at this time. Immediately read the text on the following page.

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
Chaos Marauder		9	3	3	3	2
Ghost★★		8	2	2	2	2
Forsaken		7	4/4	5***	4	1
Northern Chaos Warrior		7	5	6***	4	4
Chaos Beast		5	4/4/4	4	10	2

★ 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

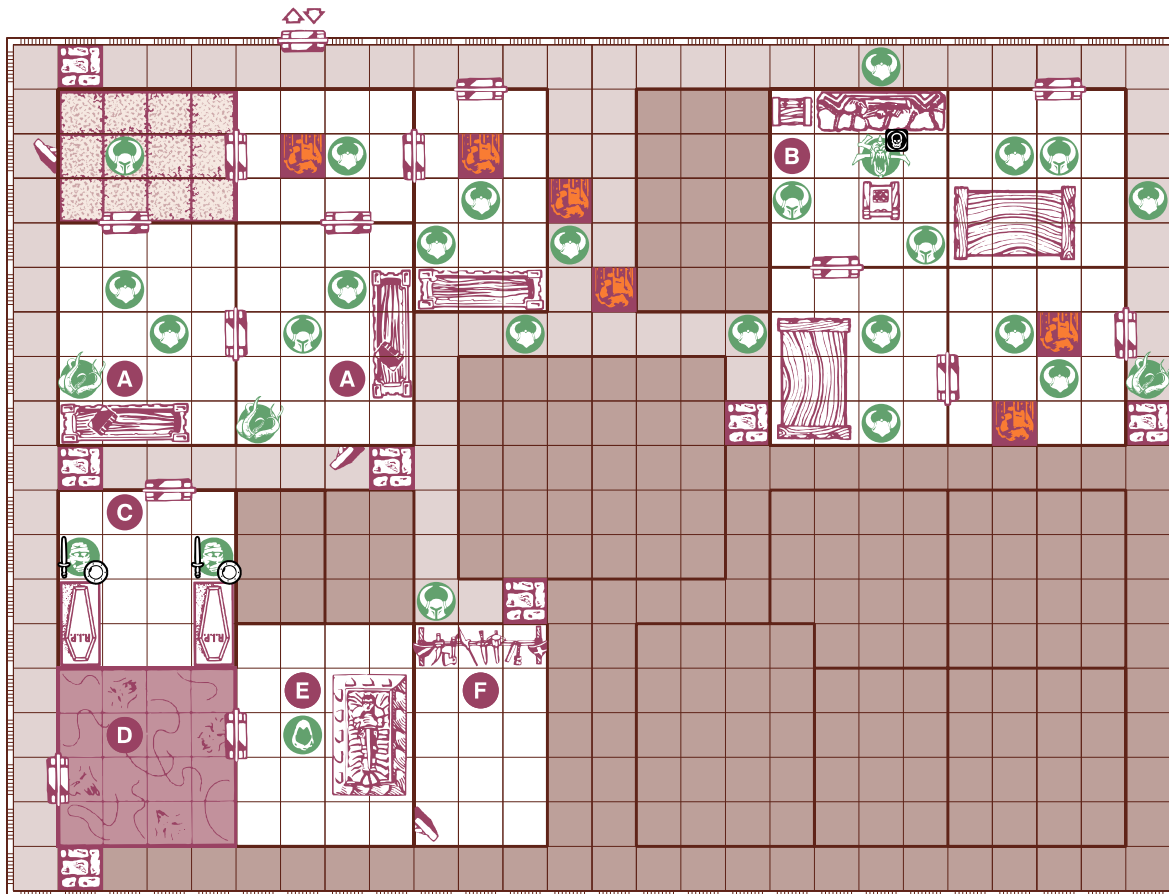
Karag Dum

As you look over the room you notice maps and books strung about. It appears that this may be what is left of the library of Karag Dum. Exhausted and tired, you have no time to review this trove; you must set about clearing the rest of the keep of the heinous creatures you have seen. If you are going to make this your home, you must make it secure against any further attacks.

Several weeks later, you find yourselves well rested and on the way to recovery from your ordeals in the Wastes thus far. It is now that you have found time to review the books you found in the Library. With the help of your Dwarf comrade, the Wizard has been able to translate many of the maps and other documents found there. One such document turned out to be a surprisingly detailed map of this portion of the Wastes. The map was made by a skilled Dwarvish cartographer shortly before the fall. The locations of many Chaos fortresses and keeps are marked here along with a detailed lay of the Wastes further to the south. Indeed, the map provides an accurate description of the lands all the way to the southern to edges of the Wastes and the Darklands.

There is much discussion amongst you about the possibility of leaving the relative safety of Karag Dum and travelling further south. The risks are great; you would have months of travel ahead of you before you would pass beyond the edges of the Wastes. The route you would be forced to take passes dangerously close to the Fortress of Skulls, the abode of a dreaded Demon Prince of Chaos. Even then...you would find yourselves in a strange and dangerous predicament. You would be on the eastern side of the World's Edge Mountains, in the barren hellscape of the Darklands. In the end, you decide to risk the dangers of the journey on the chance you may be able to see your homelands again! Your first stop will be in a small mountain range cluster at the southern edge of the Wastes. The map indicates an ancient subterranean passageway bisects the range, you feel this would be safer than attempting to cross the range by an overland route. After the mountain range, you will rest and decide your next move.

The Heroes may shop before Encounters 3 & 4 and Quest 3 as the local tribes have grown used to them since they have occupied Karag Dum. Additionally, Heroes may pay 250 Gold Coins per quest to hire a Tribesman to accompany them on a quest or encounter. A Tribesman has the same stats as a Chaos Marauder.



Encounter 3

Tombs in the Dark

As you spend an afternoon trading with a local tribe, they tell you of a legend about a sacred tomb containing a great weapon. Centuries ago a powerful chieftain was buried in a mausoleum built into a small hill. His tomb was revered by the tribes of his children. On a cold winter's day a generation ago, the sun turned black and the earth

shook. Out of that very hill an obsidian spire rose and before the eyes of the tribe, the spire shifted and melted forming a small black tower. The tower cast a dark shadow, corrupting the surrounding land. They tell you the Black Tower is barely a day's journey away! Perhaps this great weapon yet remains, hidden in the tower's depths.

NOTES:


Zargon: Place the *Gem of Winter* Treasure Card into the Treasure Deck for this Encounter.

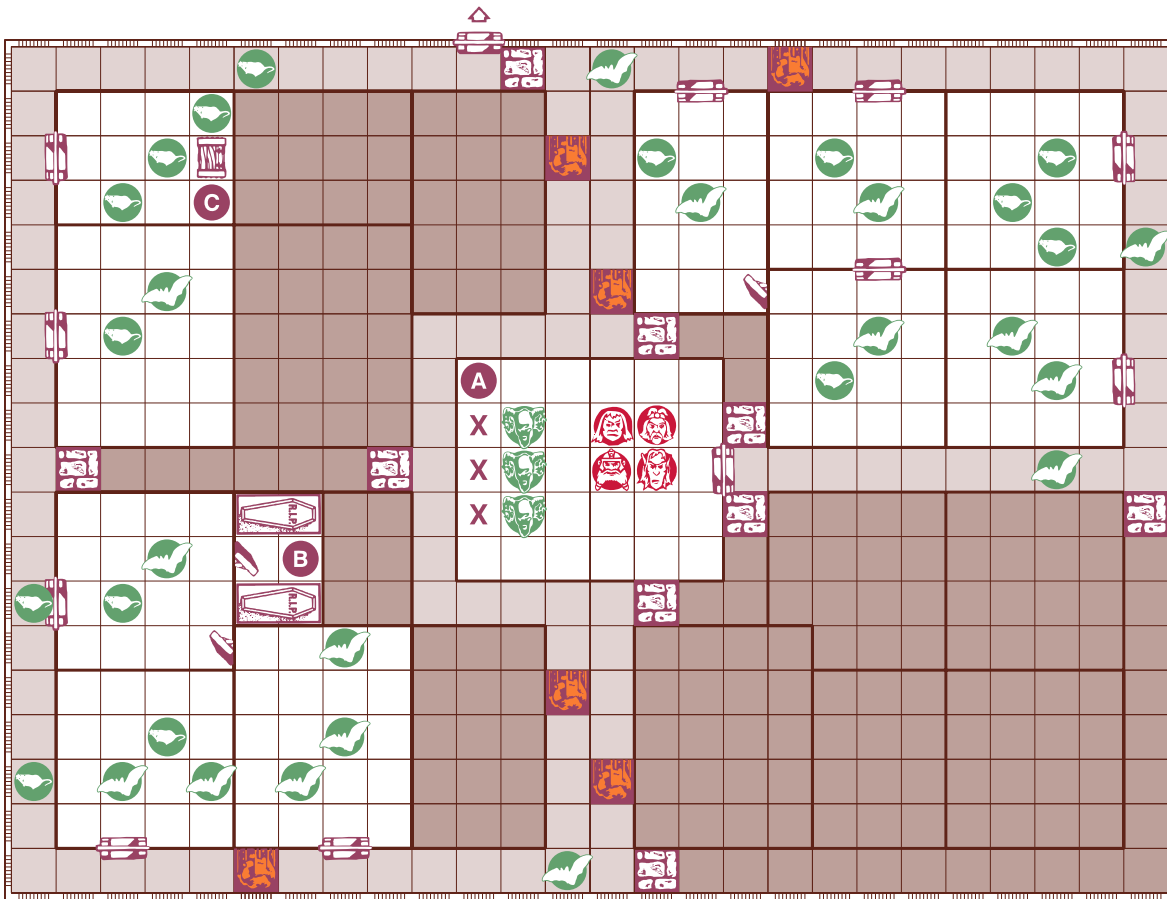
The Heroes may exit this encounter at any time by returning to the Iron Door.

- A** The first Hero to search for treasure in each of these rooms may draw 1 random spell scroll.
- B** This gargoyle is actually a powerful demon in a body of living stone. His stats are as follows:

Movement: 8 Attack: 4 Defend: 5 Body: 6 Mind: 6

He rolls **Black Dice** in attack and defense and knows the following Chaos Spells: *Rust*, *Firestorm*, *Ball of Flame* and *Lightning Bolt*. There are 200 Gold Coins and a Chaos Shield in the Chest.
- C** The Mummies in this room are equipped with swords and shields, giving them 1 additional Combat Die in attack and defense.
- D** This room is filled with an evil fog. Any Hero who ends his turn in this room is attacked by the evil spirits in the fog. Roll 4 Combat Dice for this attack. The Heroes defend as normal.
- E** This Ghost will not leave this room until it is destroyed. If the Heroes are unable to destroy the spirit, they will not be able to search for treasure or secret doors in this room. The tomb contains a Short Bow and a quiver of Ice Arrows. (See the new Equipment and Artifact Cards).
- F** The first Hero to search for treasure in this room will find the legendary Demon Slayer sword. Its use is described on the matching Artifact Card.

Wandering Monster in this Quest:  Northern Chaos Warrior



Encounter 4

The Mouth of Death

Nearly a month out of Karag Dum finds you passing near the Fortress of Skulls. It is here that, to avoid a terrible snowstorm, your path takes you dangerously close to the fortress. You can see it, jet black and seemingly made of a single great mountain of obsidian. The remains of the victims of the fortress's inhabitants can be seen hanging

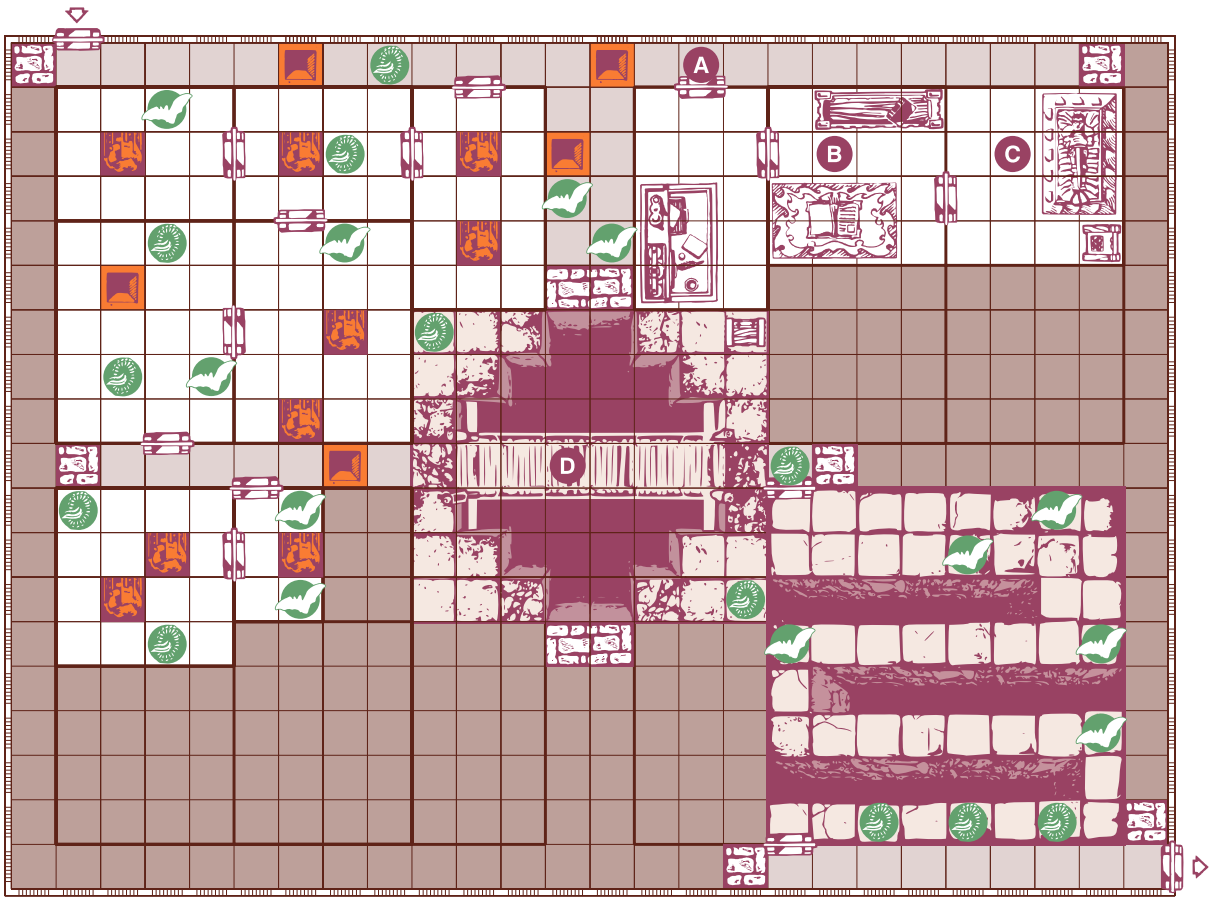
along the walls, pale against the black of the walls. As you gaze at the sinister sight, the main gate opens and out flows a tide of demons! As you move to flee the onrushing horde, a thunderbolt cracks the sky and splits the ground open beneath your feet, plunging you into a pit with the demons dropping in all around you!

NOTES:

- A** At the start of each Zargon's turns, place 3 Bloodletter Demons on the X's (max of 10 at any one time). The Demons will pursue the Heroes throughout the catacombs.
- B** The first Hero to search for treasure in this room will find the magical sword Bane of Chaos in one of the tombs. Its use is described on the matching Artifact Card.
- C** The chest contains 200 Gold Coins and a Potion of Healing. The potion will restore 4 lost Body Points when consumed.

Zargon: Read the following passage aloud to the Heroes when they exit the Quest:

"As you climb out of the tunnel and back to the surface, the passage behind you collapses, preventing you from being followed further. You turn back towards the Fortress of Skulls; the gate remains open, like a malevolent and mocking grin....daring you to approach...quietly almost imperceptibly, you hear Mentor's voice deep within you: '*You are not ready...the demon prince within is beyond your abilities...leave...NOW!*' With all your effort, you break away and sprint south; putting as much distance between you and the accursed fortress as you can. Still, you vow someday to return, to cleanse the area of the horrors that stalk it from that black fortress."



Quest 3

A Passage Through Dark Places

It has been months since you set out from Karag Dum. Months of deadly travel through the worst lands the world can offer. Now you have arrived at a small unnamed mountain range near the southern boundary of the Wastes. The map you

found indicates there is an underground passage that crosses the mountains. Thankfully, finding the small entrance to this passage was not hard. Staring into the dark opening, you notice a faint blue glow moving through the depths!

NOTES:

- A** This door is locked by an ancient and powerful magic. Tell the Heroes that it is obvious no one has been in or out of this door in centuries due to vast amounts of undisturbed dust on the threshold.

If they wish to open this door tell them that only the wizard may open it, to do so he must roll a 6 on 1 Red Die.
- B** This appears to be the study of an ancient wizard. There are multitudes of scrolls and spellbooks lying about. The first Hero to search for treasure will find 6 randomly drawn Spell Scrolls.
- C** When a Hero searches for treasure in this room, ask if they would like to pry open the tomb. If so, a mummy rises out of the tomb and immediately attacks the Hero.
- D** If a Hero ends his turn on the bridge he must roll 1 Combat Die. On a Skull, a board breaks and the Hero must skip his next turn climbing back up. If he falls again on his next turn, he loses 1 Body Point while climbing back up. If the Hero falls a third time, he is unable to prevent falling through and falls to his death. Heroes are unable to pass by each other on the bridge.

Its stats are as follows:








Movement: 5 Attack: 4 Defend: 5 Body: 6 Mind: 9

This is the remains of the great wizard who formerly inhabited these halls. He also knows all 12 of the *Ice Magic* spells. He may cast one on each of his turns, in addition to attacking.

After he is defeated, the Heroes find the Ice Mage's Spellbook lying in the tomb.

The Chest contains 4 potions. Have the Heroes draw them at random.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Rat ¹		11	1	1	1	1
Giant Bat ²		8	1	2	1	1
Chaos Marauder		9	3	3	3	2
Forsaken		7	4/4	5★	4	1
Northern Chaos Warrior		7	5	6★	4	4
Bloodletter Demon ³		9	6	4	4	3
Flamer ⁴		5	5	4	5	2

★ Defends all Skulls with 1 Black Shield

1) Up to 3 Giant Rats may occupy a single space.

2) Giant Bats may fly through spaces occupied by Heroes/Monsters

3) May move, attack and finish movement. Also are resistant to magic. Roll 1 Combat Die when targeted by a spell. On a Skull, the spell has no effect.

4) May jump over Heroes, monsters and pits. May throw magical flames at any target they can 'see'. Any Hero damaged by a Flamer takes a Chaos Gift. May also be destroyed by the Tempest Spell.

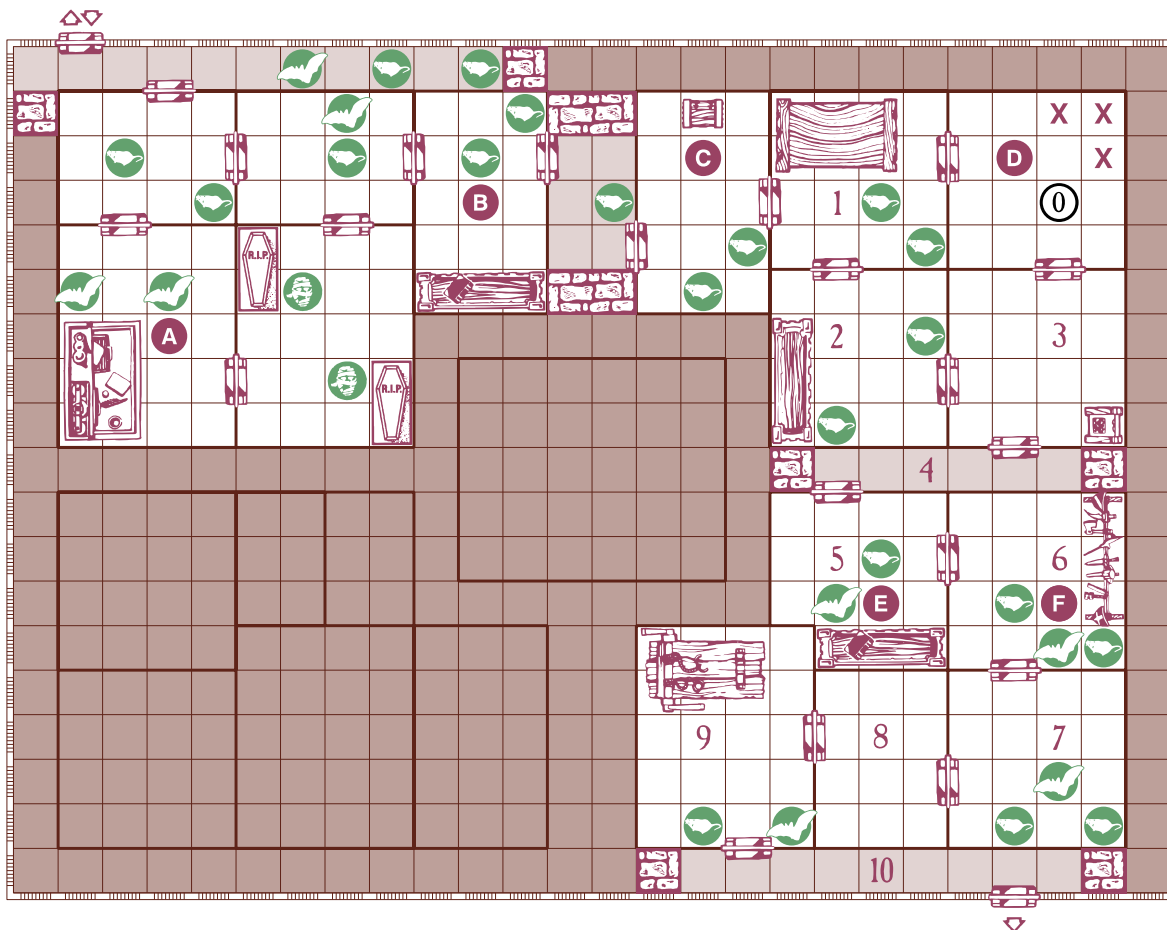
The Southern Slope

As you emerge from the passage through the mountains you feel the warmth of the sun. Here, on the southern slopes of these mountains you feel the sun for the first time in months and your hearts lighten. Only a few miles to the southeast you can see the River Ruin, flowing south out of the Wastes. However, you still have far to go, the frozen Wastes stretch on for many leagues further yet, but there is time to feel the warmth and plan your next move.

The map indicates that you will emerge from the Wastes near the Chaos Dwarf city of Uzkulak. Uzkulak is their northern most city, from which they watch both the Wastes and the High Pass, known to them as the Skull Road. The Chaos Dwarves are notorious for being cruel slavers and traders. Oftentimes they will search the land around their cities for trespassers, whom they will capture and enslave. Perhaps if you can sneak into the city you could pass yourselves off as traders and be spared the shackles and lashes of a slaver.

Your Dwarf companion astutely points out that while they are not Dwarves of the Old World, they are Dwarves nonetheless and would have built underground passages throughout the centuries that lead into the city. Finding one such passage should allow you into the city with relative ease. Once there, you can mingle with the population and make your way out through the main gates and back to your homes! With goods coming in from all corners of the world, perhaps you could even find some rare and unique treasures to take back with you! With your travels decided, you set out. You will follow the River Ruin towards the city, keeping close to the mountains for cover and to search for concealed passages.

The Heroes have traveled away from the Tribes they had befriended. They may not shop or hire help before the next encounters and Quests.



Encounter 5

The Countdown

You have been travelling along the mountains edge, following the River Ruin southwards. By luck, you are able to spot a ship with black sails coming down the river behind you, it must be Chaos Dwarves! You are able to scramble into a shallow mountain alcove just in time. As you wait out the passage of the ship, you hear a faint *tink*

tink coming from somewhere in the mountain. After a search you find a carefully hidden secret door. As you listen you can hear the distinct clink of tools and a second sound, like the clattering of claws, coming from elsewhere in the passage. Something tells you time is very short, for someone!

NOTES:

Zargon: (Do not reveal the following to the players)


This Encounter plays a bit differently. There is a group of Bloodletters searching these tunnels for the miners. Keep a countdown starting at 10 (ending at 0), on each of your turns. On your turn, the Bloodletters are in the room or hallway corresponding to your current turn number.

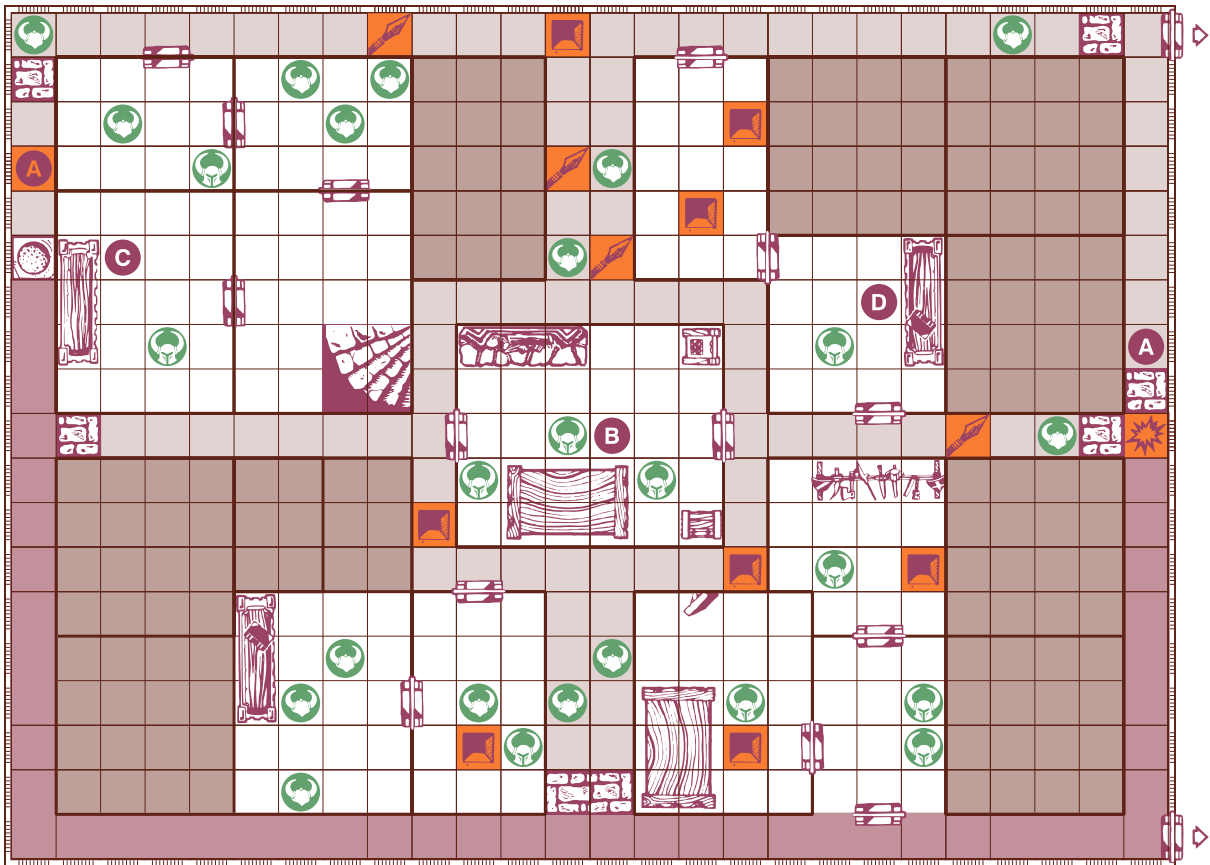
When the countdown reaches 0, the Bloodletters are considered to have found the miners (on the X's in Room 0) and killed them.

If a Hero is in a room on the same turn that the Bloodletters would be, then place them on the board, cease the countdown and resume play as normal.

The Bloodletters are looting as they explore. If they have passed through a room before being encountered by the Heroes, then any special items are not found in that room, should the Heroes search for treasure later.

- A** An Elixir of Life is found on the alchemist's bench.
- B** 2 Random Spell Scrolls are found in the bookcase.
- C** There are 250 Gold Coins in the treasure chest.
- D** If the Heroes get to this room before the Bloodletters, they will find 3 dwarven miners working on making a passage. They tell you they are refugees from Karak Vlag! They tell of the fall of the dwarven city and how the dwarves who survived fled out the Main Gate. They are part of a group of refugees trying to rebuild a life in these mountains. In thanks for your earlier travels to Karak Vlag (and saving them from the Bloodletters), they give you 750 Gold Coins.
- E** 6 Random Spell Scrolls are found on the bookcase.
- F** A staff enchanted with the Spell *Firestorm* is found on the weapon rack.

Wandering Monster in this Quest:  2 Giant Rats



Encounter 6

The Hidden Way

After nearly two weeks of easy travel along the narrow strip of land between the mountains and the river, you decide to move high into the mountains in search of a passage into the City. On a narrow ledge overlooking the city several leagues below, you find a worn footpath leading to a

hidden entrance into the depths of the mountain. Your dwarf companion quickly identifies it as a dwarf tunnel. He encourages you to look for a false wall, telling you that they are often used by Chaos Dwarves to conceal easy, more direct routes to their cities. With this in mind, you descend!

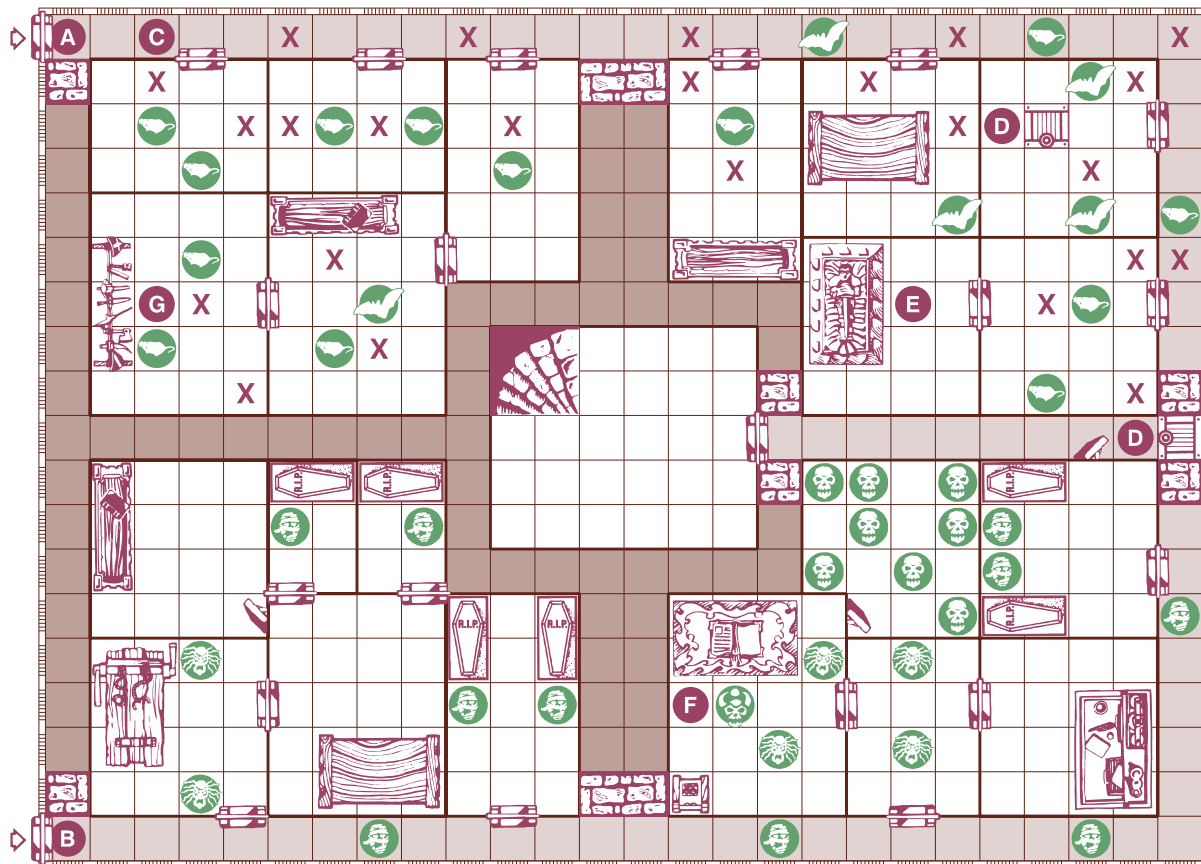
NOTES:

- A** If a Hero steps on **orange** square **A**, a huge stone boulder drops from the ceiling and starts rolling down the hallway, following the pink shaded path.

The boulder moves 8 spaces per turn. Any Hero or monster that is 'run over' by the boulder suffers 6 Combat Dice of damage (defended normally).

When the boulder hits the wall at the end of its path, it crashes through, opening up this pathway. Remove the boulder and the Wall Tile when this happens.

It is possible for the Heroes to disarm the boulder trap normally. However, you may wish to 'drop' hints (eg: 'The hallway appears uneven, sloping down.'), to discourage this.
- B** The chest contains 250 Gold Coins and a quiver of magical Fire Arrows. (See the new Artifact Card).
- C** The first Hero to search for treasure will find 3 Potions of Healing in the cupboard. Each will restore up to 4 lost Body Points.
- D** The first Hero to search for treasure finds a single heavily worn Spell Scroll on the bookcase.



Quest 4

The Undercity

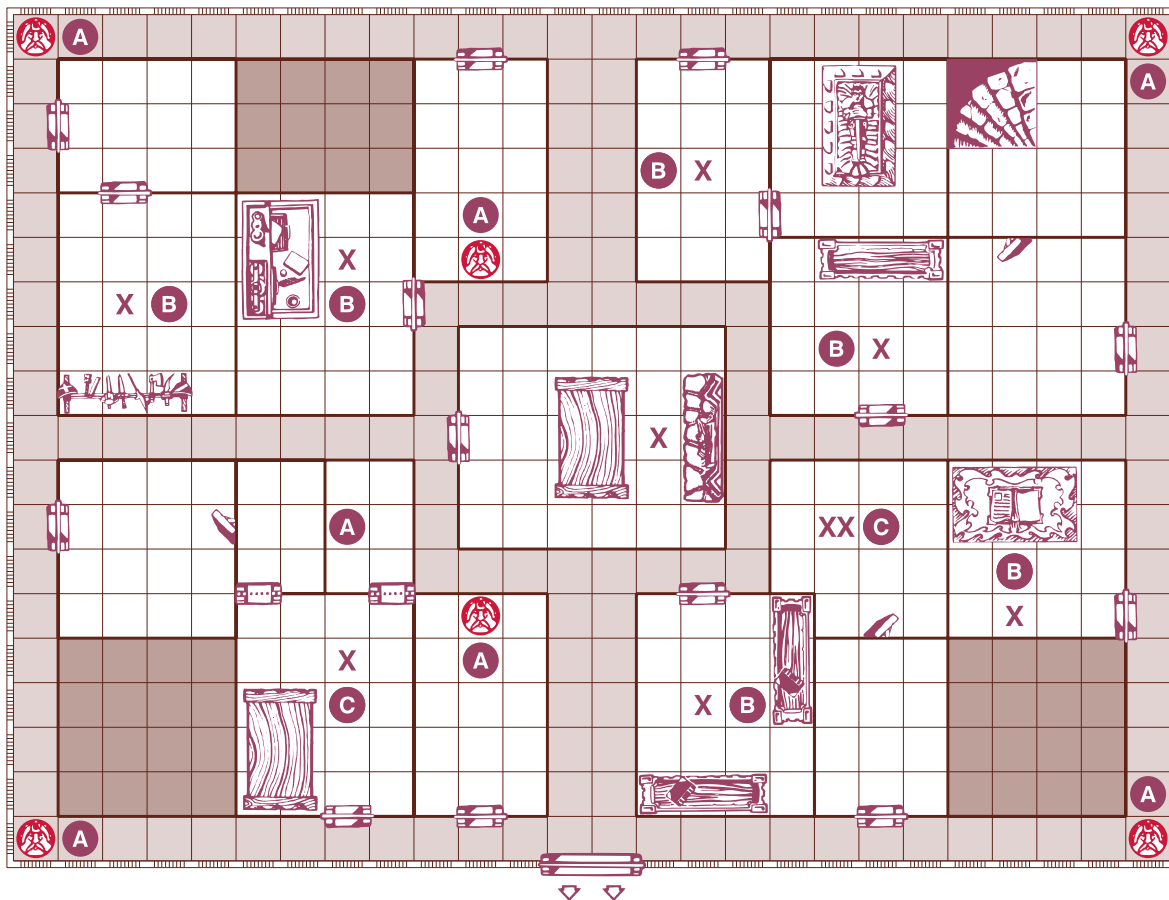
After a long and harrowing journey you have found the tunnels that lead underneath the Chaos Dwarf City of Uzkulak. Be cautious! The Dwarves have long since abandoned these tunnels to unknown dangers, content to build their dark cities

above the land. As you peer into the darkness you hear the shuffling of some nearby creature. You're so close to your goal, turning back now isn't an option. Gathering your courage, you advance to find the stairway leading up into the city.

NOTES:

- A** If the Heroes exited Encounter 6 by way of the hidden exit, they start this Quest at this door.
- B** If the Heroes did not play Encounter 6 or Exited by way of the regular door, they start here.
- C** If the Heroes are starting at Door A, tell them at the start of the first player's turn: "You see the skeleton of a dead adventurer laying on the floor in front of you. He was carrying a decorative, but unremarkable longsword. A Hero may take the longsword by searching for treasure. It is a regular longsword.

On each of Zargon's turns, if there is a Hero on or adjacent to an X, place a ghost adjacent to a single Hero. The ghost screams "*Help Me!*" and the Hero suffers 1 Mind Point of damage.
- D** These two trap doors are connected by a tunnel. A Hero stepping on one is immediately placed on the other. The exit trapdoor is carefully concealed and cannot be found/seen by anyone on the opposite side.
- E** The first Hero to search for treasure in this room finds that the tomb has been violated. There are the remains of a Knight inside. No treasure is found. **Zargon:** The ghost will disappear and open a small alcove containing 500 Gold Coins, if the Heroes return the longsword to the tomb.
- F** This is Glornial, an evil Necromancer. He has the same stats as a Gargoyle and knows all of the Necromancer Spells. No treasure is found in this room.
- G** A shield, like the one in the armory, is found on the Weapons Rack.



Quest 5

City of Uzkulak

You emerge from the deepest depths of the undercity into a small unlit room. Nearby you can hear the hustle and bustle of the city. The Gates out of the City cannot be far away. You must be careful to avoid the guards, for they are trained to

watch for the slightest sign that someone does not belong. While you are here, if you can be careful and stealthy, perhaps you can take advantage of the trade that comes through the Chaos Dwarf cities to find some rare and unique items!

NOTES:

A These are Chaos Dwarf guards. They may not attack or be attacked. They are patrolling the city for trespassers. They *must* move their allotted 5 spaces each turn. They are controlled by Zargon and their goal is to 'catch' the Heroes by moving onto the same space as a Hero. Once caught a Hero is placed in cell **A**. A Hero may bribe the guard 2 times by paying 500 Gold Coins. However, if captured a third time, the Hero is sold into slavery and lost forever.

B Rooms marked B are shops. A Hero may look at items available for sale by moving adjacent to the **X** (Shopkeeper). Items for sale in each room as are follows:

Cupboard (**Articifer's Shop**): Draw five unused Artifacts from a deck of all not in use Artifact Cards. Each is available for 1000 Gold Coins.

Bookcases (**Scroll Shop**): Draw 10 Spell Scrolls, each is available for 250 Gold Coins.

Armory (**Weapon Rack**): All items from the usual armory, in addition to any extra weapon/armor Equipment Cards are available for purchase at face value.

Potion's Master (**Alchemist's Bench**): Draw up to 10 potions from all available, each may be purchased at face value.

City Wizard (**Sorcerer's Table**): If not already claimed, the Ice Magic Spellbook is available for 2500 Gold Coins. So is the Magic Ring artifact for 1500 Gold Coins and 1 additional elemental spell may be learned for 1000 Gold Coins each.





Temple (**Tomb**): May make an offering of 200 Gold Coins to forgive one capture.

Adventurer's Guild (**Fireplace**): Hire any mercenary at cost.

C This is the City Jail. When you talk to the guard he complains to you of a missing prisoner and doesn't know how he escaped. The prisoner is found on the XX space. If you let him go he gives you a Ring of Invisibility. If you turn him in, the guard gives you 250 Gold Coins.

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
Chaos Marauder		9	3	3	3	2
Northern Chaos Warrior		7	5	6***	4	4

* 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

Out of the Gates

As you pass through the Main Gate of Uzkulak, you count your blessings. It is nothing short of miraculous that you have survived a trek across the wastes. For a brief moment you stop in the shade of a large rocky overhang. You stare out across the bleak wasteland before you. For six months you have thought of nothing other than getting back to your homes in the Empire. Now finally on the cusp of reaching that dream you find yourselves pondering your future.

Here you stand on The Great Skull Road, it is a highway of trade that connects the Darklands and the Chaos Dwarven Kingdom to the lands both west and east. To the west it leads to the High Pass and back to your homes. For a moment you ponder this and realize that you could return to complete your unfinished business at Karak Vlag.

You turn to face south and scour the lands before you. They are barren and bear the scars of countless battles, but those such as you have never seen the like of those lands. Doubtless, you could leave the path before you and explore the Darklands. They are dark, dangerous and foreboding, but after the horrors of the Chaos Wastes, surely nothing you could not handle.

The Darklands are known as the crossroads of the world for good reason. Roads pass north, south, east and west bring goods and people to and from all corners of the world. As you rise from your resting spot, you look out and start your journey!