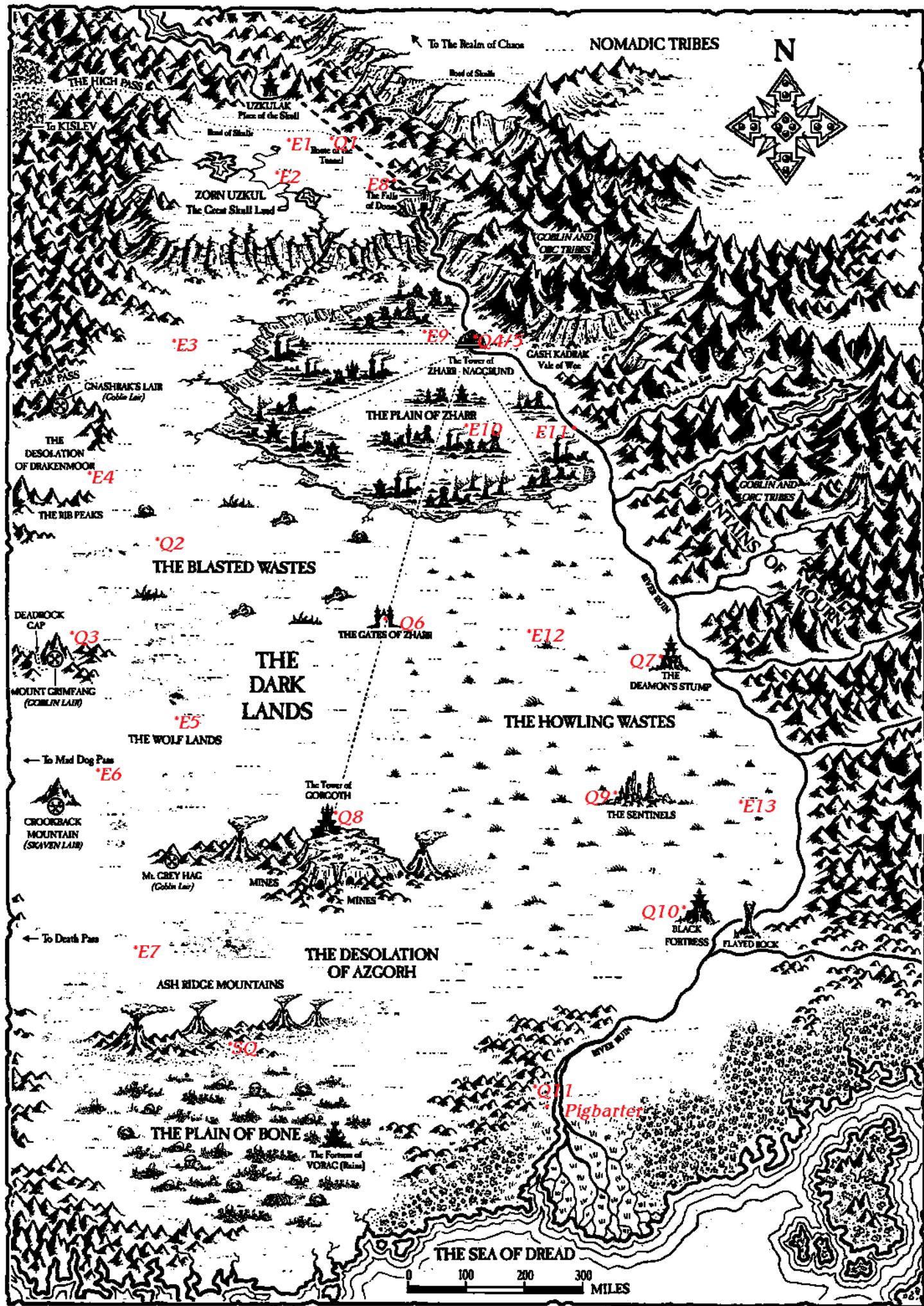




## The Crossroads of the World

A HeroQuest Encounter







## The Great Skull Land

You stare out at the desolate landscape before you, noticing the empty land filled with blowing dust. You stand on the Skull Road looking south into Zorn Uzkul, the Great Skull Land. In ages past, before the coming of Chaos, the great Dragons of the world would come to this land to die, leaving their bones in the dust and dirt as a monument to their greatness. Scattered in the distance all around you, these giant's bones emerge from the very ground. It is said that those few foolhardy adventurers who dare to brave this land can find an abundance of gemstones and valuable jewels scattered throughout the ground itself. Rich though the rewards may be, the dangers are far greater. This land is infested by Orcs, but not the Orcs of the Old World. The Orcs here are much larger and stronger, legendary Black Orcs can even be found leading Orc Warbands, or worse – as soldier-slaves of the Chaos Dwarves. This land is home to the empire of the Chaos Dwarves, merciless slavers and powerful enemies. Now, after much discussion, you decide to step off the road and risk the dangers of the Zorn Uzkul, the lure of the rumored treasures - too much to pass up. Surely a quick expedition to the nearest outcropping of dragon bones can be done without much danger!

## Playing The Crossroads of the World

### 1. Starting the Journey

You have found yourselves in the northern reaches of the Darklands, a fearsome region that is home to the evil Chaos Dwarves. This quest pack consists of two branches that are generally stand-alone, though the ability to cross between branches is prevalent throughout the pack. Generally speaking, a Quest is played on the regular HeroQuest board while an encounter takes place on the overland tiles. The story can be played entirely on the HeroQuest board, skipping the encounters, but much of the adventure and special items will be missed this way.

### 2. Dead Heroes

Should any Heroes die during the course of the Encounter Series, they may **not** be replaced. The player should control a mercenary until able to create a new Hero at a prison cell.

### 4. Enslaved Heroes

If a Hero is reduced to 0 Body Points by a Chaos Dwarf in this pack, he is not dead, but is instead considered to be “taken” by the Chaos Dwarves as a slave. The figure is immediately removed from the board. On future Encounters/Quests that Hero's player may control a mercenary or generic Hero. There will be opportunities for that player to recover his original Hero in future Quests. If a Hero is successfully rescued from slavery, the temporary Hero/Mercenary will leave at the conclusion of that Quest. The player may not transfer any gold or weapons from the temporary Hero. However, that temporary Hero (and all gold/equipment) may be retained for future use.

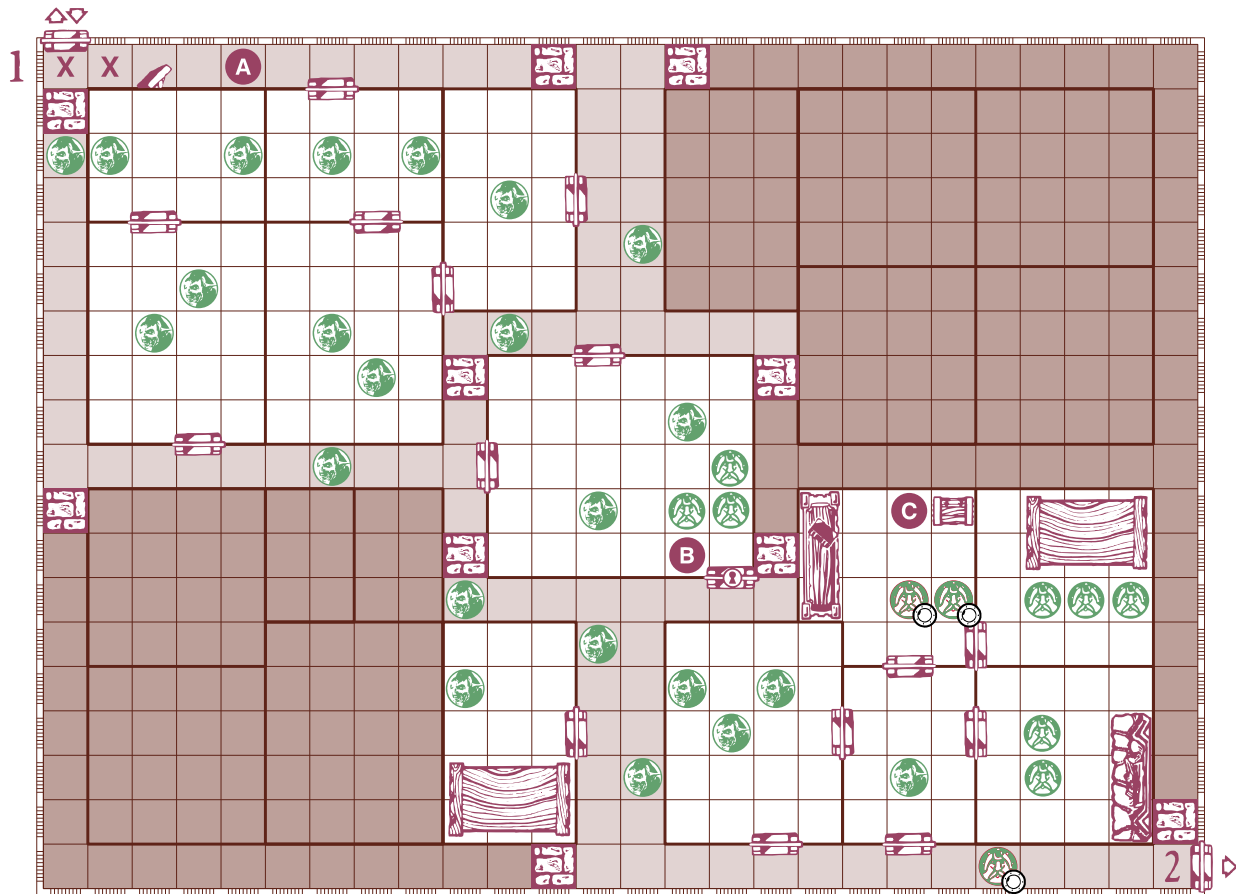
### 3. Overland Tiles

The Crossroads of the World has a number of encounters that take place in various overland locations. A number of rules are adjusted to account for this type of environment. Overland locations may be search for traps, treasure and secret doors as normal, except that a search is limited to a 5 x 5 space area around the Hero searching. A few exceptions may be made for special tiles that may be entirely search with a single action. These cases will be noted in the Quest Notes. Additionally, spells that ordinarily effect an area may still be cast, but are limited to a 5 x 5 space zone of the casters choosing. The overland tiles were designed and made by Heroic Maps. They can be downloaded from their website at:

<http://www.drivethrurpg.com/browse/pub/5371/Heroic-Maps>







## Quest 1

# A Fork in the Road

Your excursion to the nearby set of Dragon bones has taken a sudden turn for the worse. As you approached the bones you were ambushed by a force of Hobgoblins. You had no hope of overpowering such a large force and had to run for safety. After a long trek through the barren

landscape you spotted a small crevasse leading down into the side of a cliff face. Hoping to lose the Hobgoblins you enter the opening intending to circle around and come back out the same way and return to the safety of the road.

### NOTES:



- A** After the Heroes leave this hallway or pass the 'A', on each of Zargon's turns 2 Hobgoblins enter the Quest. Place them on the X's.
- B** The south door in this room is locked. There is no way for this door to be opened until the enemies are defeated. The first Hero to search for treasure finds a Key and map on the body of one of the Chaos Dwarves. The Key will open the locked door in this room. The use of the map is found on the matching artifact card.
- C** The first Hero to search for treasure in this room finds a Potion of Healing (4 Body Points) and 175 Gold Coins in the chest.

**Exits:** There are two exits from this quest. The Heroes may choose to circle back and exit out the entry door ('1') to the surface. This will have them follow an overland route and a different series of adventures on their journey through the Darklands. If they choose to do this read the text: *The Plateau of Zorn Uzku* on the following page.

Alternatively, they can choose to exit through the wooden door marked '2'. This will take them on a subterranean journey through difficult Chaos Dwarven strongholds. If they choose this route, read the text: *The Falls of Doom* on the following page.

You may choose to explicitly explain to the party that they may make a choice about which exit to take, but do not share details of the routes.

# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		10	2	3	2	1
Chaos Dwarf <sup>1</sup>		5	3	3 <sup>2</sup>	3	3

- 1) A Map symbol with a Shield indicates the Chaos Dwarf is carrying a shield and rolls 1 extra Defend Die.
- 2) Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.

## The Plateau of Zorn Uzkul

You are able to fight your way back to the surface through the horde of Hobgoblins. As you breach the surface you look north towards the road, several miles distant. You see a large force of Hobgoblins in the distance, clearly blocking the way back. After much discussion you decide to head in the opposite direction, south across the great plateau. If you can work your way south and off this high, arid plateau and down into the Darklands proper, you could pick up the great East-West Road leading to Peak Pass through the World's Edge Mountains and back to your homes in the Empire. Your decision is based in no small part on the thought that you could perhaps find great wealth as you cross these lands. While highly dangerous and inhospitable, the legends of untold riches scattered about the landscape appear to ring true!

*(Continue to Encounter 2 or Quest 2)*

## The Falls of Doom

Unexpectedly you find yourselves passing into a darkened corridor deep under the ground. Your Dwarf companion is able to read the markers along the way. He tells you this passage is one of many that were built underneath the plateau that connect to the Great Canal. The Great Canal was constructed centuries ago by the Chaos Dwarves to connect the Sea of Chaos to the River Ruin. Running the length of the Plateau of Zorn Uzkul from the city of Uzkulak to the Falls of Doom, where the River Ruin falls over the edge of the plateau to the lower elevations further south. This canal has allowed the Chaos Dwarves to sail their ships the length of the Darklands and out into the seas both at the northern and southern ends of the Darklands, carrying trade and soldiers to lands untold! Your small passage was used during the construction of the canal to bring material and slaves into and out of the canal workzone. Since the construction was completed centuries ago, these passages have long stood empty, as you listen carefully you can hear no sound coming from the passage ahead of you. Your journey along these forgotten corridors is uneventful. You realize, too late perhaps that this path is taking you further away from the way home and deeper into the empire of the Chaos Dwarves!

*(Continue to Encounter 8 or Quest 4)*



# HEROQUEST

## *The Crossroads of the World*

Western Branch

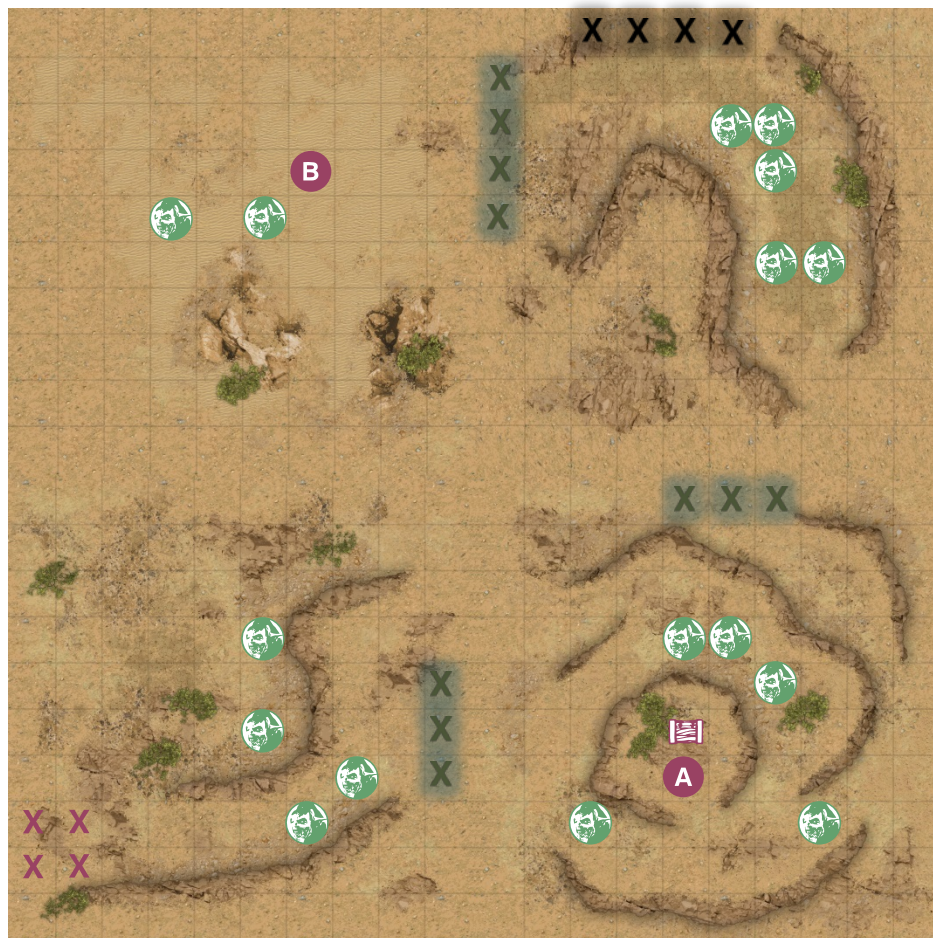
A Journey through the Sand

Quests 2 & 3

Encounters 2 - 7







## Encounter 2

# *The Great Plateau*

You have had a hard journey across the Great Skull Land. The air is cold and nothing more than cold weather shrubs can grow in this inhospitable terrain. Each passing day spent in this cursed land makes you long more and more for the green fields and lush forests of home. Hobgoblins are

everywhere. You have largely managed to sneak by them and keep out of sight. You can't help but feel as though you've been wandering in circles in this land. After dodging a party of Hobgoblins you sit down and carefully study your surroundings before moving on, surely you can find your way forward!

### NOTES:


**Zargon:** The Heroes begin this encounter on the 4 X's in the SW corner. Rules for this encounter vary from other overworld encounters. In this encounter, the map represents a large area of the plateau, each 10x10 tile is considered a separate "area" from the others. Heroes and monsters may move between tiles only at the green X's. If a Hero tries to leave at any other point, remove his figure from the board and tell him he has gotten lost. After all Heroes have exited the tile, place any that were lost back at the beginning of the current tile and replace all monsters. Any Heroes that successfully moved to the next tile are placed there. When a Hero enters a tile for the first time, place all monsters on that tile on the board at the same time.

Ridges on the tiles may be climbed up/down at a rate of 2 movement spaces for both Heroes and Monsters. The rocky spaces on the NW tile may not be moved onto or occupied.

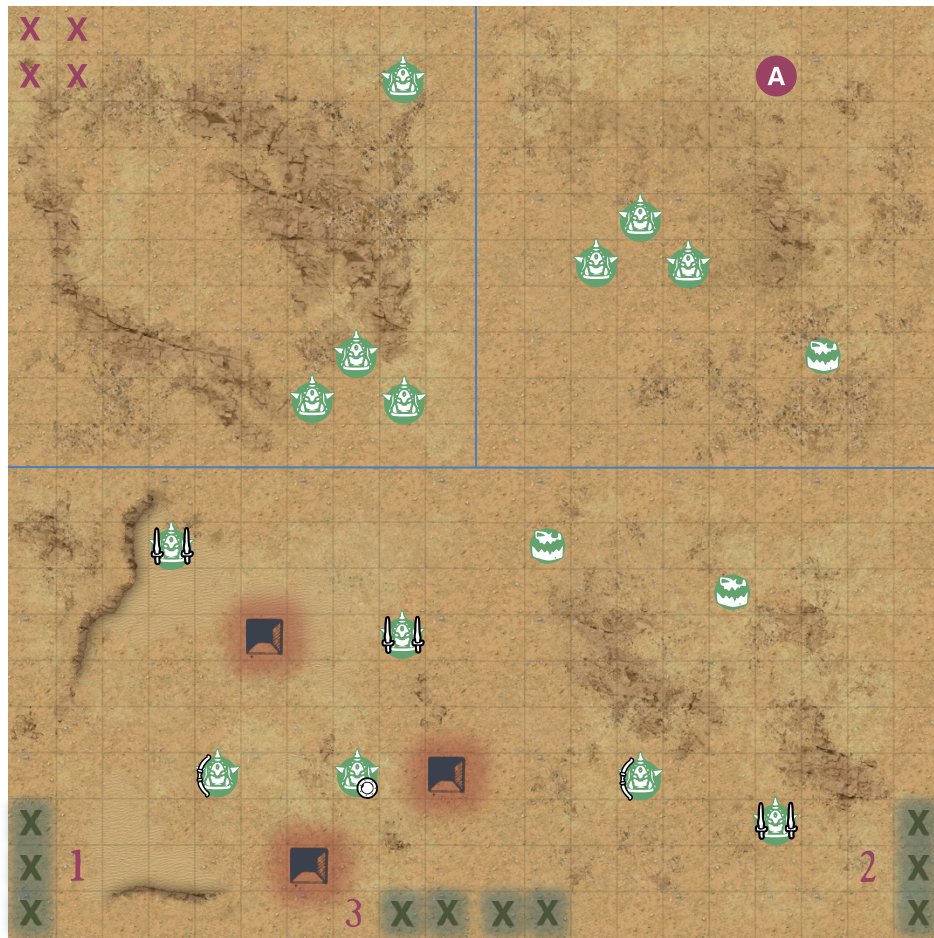
Heroes may only exit the encounter via the 4 black X's. Zargon should tell them this is the path that leads down and off the plateau. Continue with **Encounter 3: Choices in the Sand**.

**A** Do not place the Treasure Chest on the board until a Hero has searched this area for treasure. The first Hero to search for treasure here finds the treasure chest buried shallowly in the ground. The chest contains a cache of weapons and gold! Undoubtedly it was buried here by an intrepid group of Heroes, intending to be retrieved sometime in the future. The contents are: 2 Potions of Healing (4 Body Points); 150 Gold Coins and 3 randomly drawn Equipment Cards.

**B** The first Hero to search for treasure finds jewels scattered just below the surface. These are plentiful, but small. Tell the Hero to roll 2 Red Dice to see how many gemstones are found. Each one is worth 25 Gold Coins.

Wandering Monster in this Quest:  Hobgoblin





### Encounter 3

## *Choices in the Sand*

This land is plagued with tribes of Orcs. Orcs in this part of the world grow larger and stronger than their cousins in the Old World. Unfortunately, there exists a greater danger than mere Orcs, Black Orcs, bred in centuries past by the Chaos Dwarves. These foul Orcs are smarter, stronger and if possible, more evil than other Orcs. Black Orcs can

often be found leading bands of Orcs in this part of the world. You have spent the past 10 days carefully dodging these bands of Orcs. Finally, as you are drawing near to the Great East-West Road you are set upon by a large group of Orcs hunting for slaves to trade to the Chaos Dwarves. If you hurry, perhaps you can make a break for the road!

#### NOTES:

**Zargon:** This band of Orcs is hunting for slaves that they will use to barter with the Chaos Dwarves. If a Hero is reduced to 0 Body Points in this Encounter, he is not dead, but considered captured by the Orcs. A Hero captured this way is immediately whisked away by the Orcs. They may be recovered in future Quests or Encounters.

Place the correct tile(s) and all monsters on it whenever a Hero crosses the blue line.

A


Each Hero to search for treasure finds jewels scattered just below the surface. These are plentiful, but small. Tell the Hero to roll 1 Red Die to see how many gemstones are found. Each one is worth 50 Gold Coins. If a 6 is rolled that Hero instead finds a huge jewel worth 500 Gold Coins. Each Hero may search only once.

**Exits:** This Encounter has three points from which the Heroes may exit. You should explain where each exit leads when a Hero moves onto the bottom half of the board. The Heroes may exit at any of the X's and do not need to clear the board of Monsters first.

**1:** This route leads to the Great East-West Road. If a Hero decides to leave via this exit they will exit this encounter pack and return to the Empire. Please read **Conclusion: Peak Pass**.







**2:** This route leads to the Great East-West Road, heading east towards the Plain of Zharr. A Hero choosing this exit should play **Encounter 9: The Plain of Zharr**.

**3:** This exit leads deeper into the Darklands. If the Heroes have the Convoy Map, tell them the route marked on the map lies this way. They may play **Encounter 4: The Tables Turn** if they wish to attack the convoy. Otherwise they may continue to **Quest 2: The Blasted Lands**.

Wandering Monster in this Quest:  Black Orc



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		10	2	3	2	1
Chaos Dwarf <sup>1</sup>		5	3	3 <sup>2</sup>	3	3
Orc Warrior <sup>1</sup>		8	3	2	3	2
Orc Warrior		8	3/3	2	3	2
Orc Archer		7	3(2)	2	3	2
Black Orc		6	3/3	4	4	3

- 1) A Map symbol with a Shield indicates the Monster is carrying a shield and rolls 1 extra Defend Die.
- 2) Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.

## Peak Pass

*A*

s you meet up with the Great East-West Road you ponder your adventures thus far. You think back fondly on the beautiful scenes and shudder with the memories of the horrors you encountered. The East-West Road is traveled by merchants and adventures traveling to and from the Empire. In the far east the road ends at Zharr-Naggrund, the capital of the Chaos Dwarven Empire. To the west, it crosses the World's Edge Mountains at Peak Pass. Near the western reaches of the Pass it is guarded by Karak Kadrin, the Slayer's Keep. Here, exiled or dishonored dwarves are trained in the ways of the slayers and the Slayer King watches all. Eventually this road brings weary travelers to the welcoming arms of the Empire.

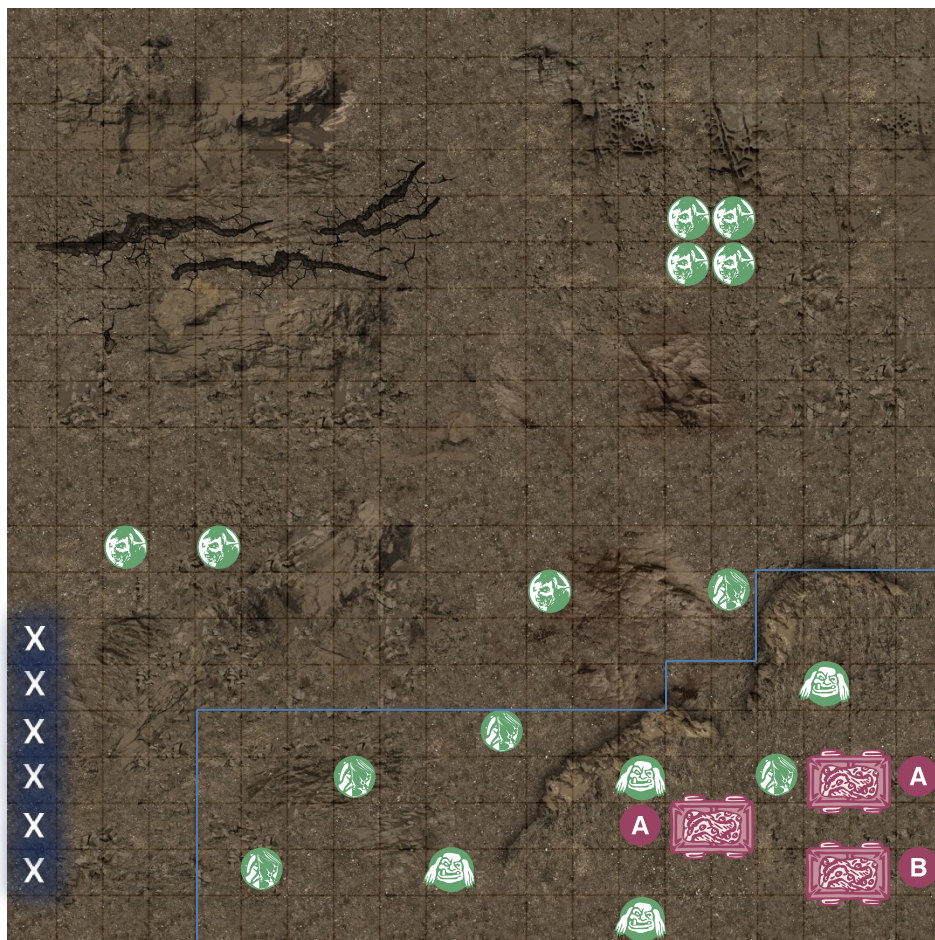
You are fortunate this day; you are able to ascend the mountain pass in the shadow of Gnashrak's Lair. This goblin lair guards the Eastern side of the mountains; often goblin raiders out of the high mountain warrens harass and harry convoys and merchants traveling the pass. A week later you find yourselves passing by the gates of Karak Kadrin, being warily watched by the Slayers upon its ramparts.

Briefly you consider stopping and staying for a while with the Dwarven Slayers, your dwarf comrade would like this after seeing the horrors that befell his kindred leading them down the path of Chaos and darkness. However, the Empire and the warm town of Blutfurt is only a few days easy walk away. The choice is not hard!

*If the Heroes are continuing with this Encounter Pack, they may shop before Encounter 4 and/or Quest 2. A local tribe of Orcs, recently bested by a larger tribe led by Black Orcs, have agreed to barter with them in exchange for gold.*

*Make a deck of Equipment Cards out of the "Orcish" Equipment included with this Encounter Pack. Deal 5 cards out of this deck, this is what this destitute tribe has available to barter with. The Heroes may also hire some of the Orc Tribesmen to accompany them on their adventures. See the new Monster Card for details.*





## Encounter 4

# *The Tables Turn*

After much discussion you decide to risk everything and attempt to ambush a Chaos Dwarf convoy. According to the map you recovered, the convoy contains more gold than any group of adventurers could ever hope to carry. It's possible one of the wagons could even be transporting prisoners. The convoy is gathering in a region

known as the Desolation of Drakenmoor, a large ring-shaped tract of land formed when an ancient volcano exploded. Over the past week you have carefully avoided scouts and guards that patrol the area and covered your tracks diligently, now it is time to strike!

### NOTES:

**Zargon:** Set the entire board up, including all monsters and the convoy's wagons. Allow the Heroes to choose any position on the board (outside of the blue boundary) for them to start from (They are ambushing the convoy).

Each wagon in the convoy moves on Zargon's turn. A wagon moves up to 2 Spaces per turn and may rotate to avoid obstacles. Zargon's goal is to move the wagons off the map at any one of the white X's. A Hero may disable a wagon by attacking it. Each wagon has 3 Body Points and 2 Defend Dice.

**A** If the Heroes successfully capture either of these wagons, tell them that they are filled with gold bullion. There are 2 types of Gold Bars. A Hero may only carry 1 Gold Bar. The largest is worth 5000 Gold Coins, but a Hero is reduced by 1 Red Die for movement. The smaller bar is worth 1000 Gold Coins but has no movement penalty.

The gold is enchanted by the Chaos Dwarves. If a Hero sets down a bar at any time while in the Darklands (this Encounter Pack), the gold instantly disappears back to the Chaos Dwarves Vaults.

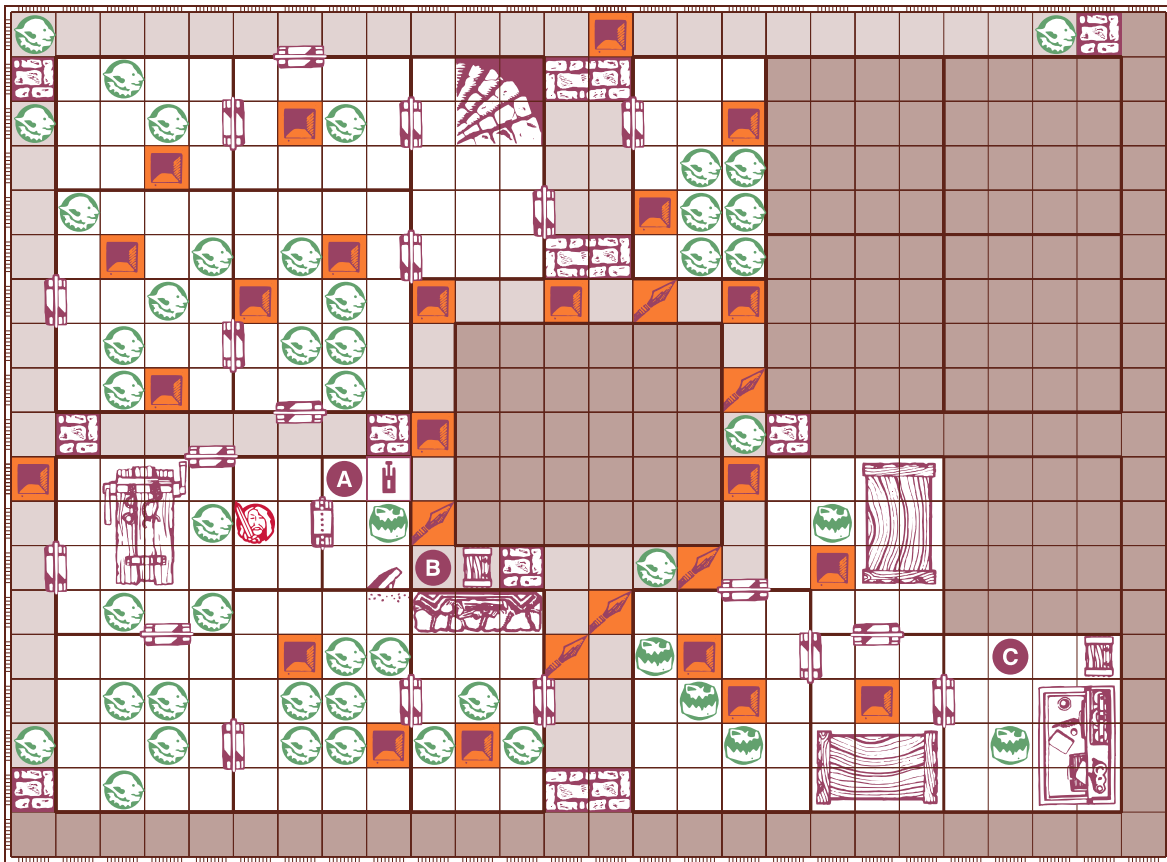
**B** If the Heroes successfully capture this wagon, tell them that it contains prisoners bound for the Chaos Dwarves mines. If any Heroes have previously been captured they are released and may rejoin the party with the next Encounter/Quest. Their weapons are found stored with the Gold Bullion in either wagon **A** (only if Wagon B is successfully searched).

**Exits:** If the Heroes successfully capture a wagon they have "won" this Encounter. They are unable to retreat back to the road though and must advance to **Quest 2: The Basted Wastes**.

If the Quest goes badly for the Heroes, they may retreat back through the top edge of the map to the East-West Road and may choose to exit the Encounter pack via **Peak Pass**, or go east to **Encounter 9: The Plain of Zharr**.

Wandering Monster in this Quest: None





## Quest 2

# The Blasted Lands


As you journey ever more southwards you encounter a vast expanse of empty desert known as the Blasted Lands. After nearly a week trekking through this area you have noticed the remains of several ambushed and sacked caravans, their merchants and guards left to rot on the ground, their goods and chests missing. All around the footprints of small goblins can be seen. Finally, one hot afternoon you spot a large group of

diminutive goblin runs retreating in the distance. In the west, such goblins - barely larger than Snottlings, would have been driven out of their warrens to perish in the world. What could be holding such a large group together, and what has become of the vast amount of gold looted from the caravans? You decide to follow them back to their hole to find out! Carefully hidden under a large rock outcrop you find a stairway leading down!

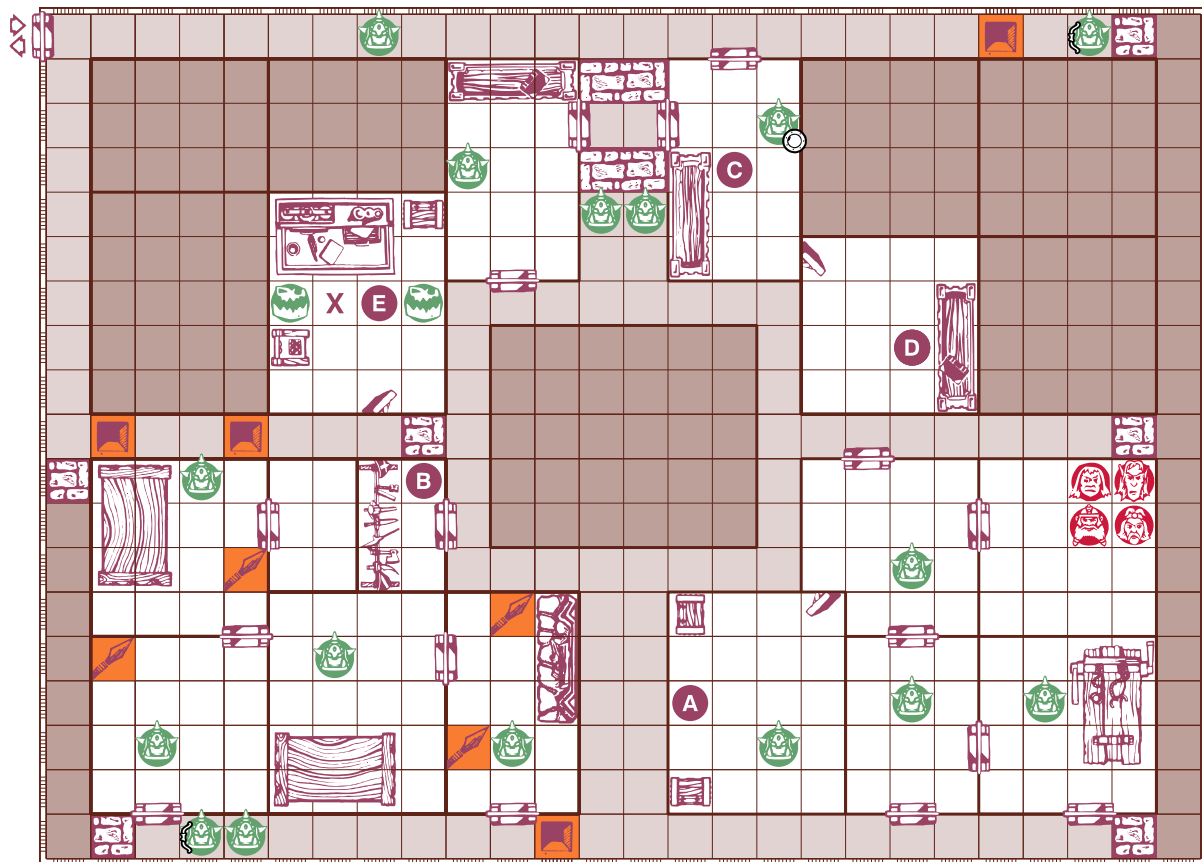
### NOTES:

After the Heroes exit this Quest they continue to **Quest 3: Mt. Silverspear**

- A** The Heroes can see through the bars of this jail cell. Once the Black Orc is dead, the man behind the bars pleads with the Heroes to release him by pulling the lever. He tells the Heroes that he is a Monster Hunter who was hired to slay a great Undead Dragon in the Ash Mountains. He was traveling through the Darklands when he was set upon by this band of Goblins. If the Heroes decide to release him, give them the *Monster Hunter* Character Card and the Quest Card *Secrets in the Dark*. He may be controlled by a new player or any existing player. However, if he is killed, he is not replaced. The bonus Quest **Secrets in the Dark** is only available if they agree to free him.
- B** This chest contains 450 Gold Coins. Also found at the bottom of the chest is a strange, decorative key. The key can be traded in for an additional 50 Gold Coins or kept for use later (*Side Quest: \_\_\_\_\_*).
- C** The Black Orc in this room is Gargork, the leader of this band of Black Orcs. He has obviously assembled this band of Goblin Runs to raid merchants and those lost in the Darklands. He has the following stats:  
  
Movement: **7** Attack: **4/4** Defend: **5** Body: **5** Mind: **4**  
  
The first Hero to search for treasure in this room finds two well-crafted Battle Axes that Gargork was using, 4 Potions of Healing (4 Body Points) and 375 Gold Coins in the Chest.

Wandering Monster in this Quest:  Goblin Run





### Quest 3

## Mt. Silverspear (Grimfang)

The Silver Road and the pass that leads through the mountains is nearly within your reach! The western end of the Silver Road is guarded by Karaz-A-Karak, the Dwarven capital, however, the eastern ascent is patrolled by the Orcs of Mt Grimfang. Recently this fortress was a Dwarven mine known as Mt. Silverspear, but during the Silver Road wars the mines fell to a band of Orcs, led by the evil warlord, Grimfang. Ever since, this stretch of the Silver Road has been dangerous for all but the most heavily armed convoys to traverse.

#### IF THE HEROES HAVE THE CONVOY MAP:

You know you will be unable to sneak into the mountains as the map shows the many areas the Orcs watch the road from. You must get the Orcs to sound the alarm so that those in the field will return to the aid of the fortress (Kill 10 Orcs).


#### IF THE HEROES DO NOT HAVE THE CONVOY MAP:

As you approach the pass, you are set upon by a heavily armed band of orcs. Before you can react your weapons and armor are taken and you are brought deep into the mines as prisoners! You must escape! (Any mercenaries join you in the cell)









#### NOTES:

Following the conclusion of this Quest, read the text *The Border Princes* to the Heroes

- A** This appears to be the treasure room used by this band of Orcs. The first Hero to search for treasure will find 450 Gold Coins in each treasure chest.
- B** If the Heroes start out as prisoners their weapons and armor are found here, but any gold and potions are missing. If they started normally, at the door, the first Hero to search for treasure finds a Battle Axe on the weapon rack.
- C** The first Hero to search for treasure in this room finds 2 Potions of Healing (4 Body Points) and a Potion of Strength in the cupboard.
- D** The first Hero to search for treasure finds 2 random potions amongst the dusty, crumbling books.
- E** This is Grimfang, the leader of this Orc band. He is very large and savage. He has the following stats:  
  
Movement: **5** Attack: **4/4** Defend: **6** Body: **6** Mind: **3**  
  
If Grimfang is killed, the first Hero to search for treasure finds: a pair of **Boots of Levitation** on his body, its use is described on the matching Artifact Card. The chest contains 700 Gold Coins.

Wandering Monster in this Quest:  Orc Warrior

# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		10	2	3	2	1
Chaos Dwarf <sup>1</sup>		5	3	3 <sup>2</sup>	3	3
Infernal Guard <sup>3</sup>		5	3	4 <sup>2</sup>	3	3
Orc Warrior <sup>1</sup>		8	3	2	3	2
Orc Archer		7	3(2)	2	3	2
Black Orc		6	3/3	4	4	3
Goblin Runt <sup>4</sup>		12	1	1	1	1
Ogre		4	6	4	10	2

- 1) A Map symbol with a Shield indicates the Monster is carrying a shield and rolls 1 extra Defend Die.
- 2) Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.
- 3) Infernal Guard cannot be hurt by ranged weapons and are immune to fire magic.
- 4) Gobin Runts may move through 1 Hero during their normal movement.

## The Border Princes

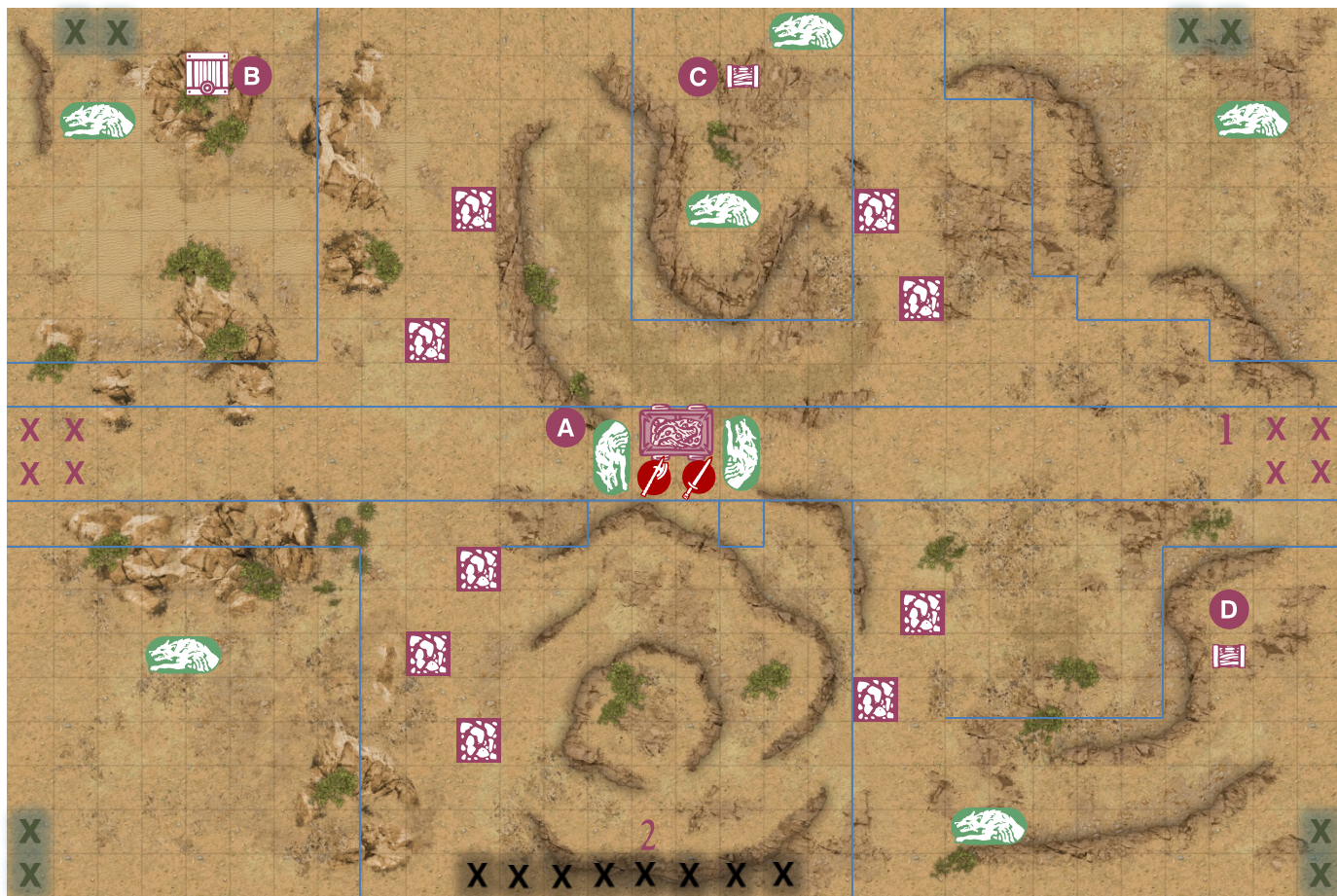
You run out of the deep mines and back into the choking dust of the Darklands. You pause for a moment to consider your options. You stand in Deadrock Gap, a short road leading away from the mines of Mt. Silverspear and down to the Silver Road. From here you can travel west, leaving the Darklands behind you. From here you could stop at Ever Peak and Karaz-A-Karak, the capital of the Dwarves. From here the Dwarves block the Orcs and even more foul creatures from crossing the mountains into the West. Your Dwarf friend would welcome a rest among the welcoming arms of his people. From there you would find yourselves in the Forest of Gloom in the very Northeast corner of the Border Princes. The Border Princes are a collection of lesser Kingdoms that exist just south of the Black Mountains, the southern border of the Empire. There is no doubt but that you could easily find adventure amongst these kingdoms, or even take the short journey on the Old Dwarf Road through Black Fire Pass and return to your homes and families in the Empire.

However, the path to the East continues to beckon some of you forward. The Great Wolf Lands lie to your east. These lands are marauded by giant wolves who attack caravans making the journey to the lands in the distant east. Perhaps you choose to take the path less traveled, the path back into the Darkness?

*The Heroes may choose to exit the encounter pack via the Silver Road at this time. However, if they choose to travel east and deeper into the Darklands, continue with **Encounter 5: The Great Wolf Lands**.*







## Encounter 5

# The Great Wolf Lands

The Great Wolf Lands, so called because they are inhabited by a species of giant wolf. Nothing but these wolves survives in these lands, roaming in packs and hunting anything that strays from the road. These wolves have, on occasion been trapped

and transported to lands in the Old World where they are used as fearsome guard dogs. Beware as you travel the road, lightly armed convoys are sometimes attacked by packs if they can catch an easy meal! Stray from the road at your peril!

### NOTES:

**Exits:** 1: Quest 8: The Tower of Gorgoth

2: Encounter 6: Mad Dog Pass



Rubble tiles are merely decorative in this Encounter. They are placed to cover the area where tiles merge to prevent it from appearing as a side path.

**Zargon:** The Heroes start at one set of 4 **X**'s. Which set depends on which direction the Heroes are traveling (East or West). The path down the center of the board indicates the Silver Road (blue side lines indicate the path boundary), only place the 2 tiles corresponding to the Heroes starting position on the board at the start. Add additional pairs of tiles as Heroes move onto them. The Heroes exit the encounter by moving off the board at the 4 **X**'s on the opposite side.

The blue lines (except the blue road boundaries) indicate blocked line of sight. Do NOT put anything beyond these lines onto the board until a Hero has crossed the line.

Each time a Hero enters an area with **XX** place a Giant Wolf on the **X**'s if there is not already one on them.

When a Hero searches for treasure (5 x 5 area) during this encounter, do not draw a treasure card. Instead roll 1 Red Die and consult the following table:

1: Dagger	3: Magical Throwing Dagger	5: 75 Gold
2: 25 Gold	4: Potion of Healing (4 Body)	6: Spell Scroll

**A** This is the remains of a convoy under attack by Giant Wolves. The Hero who sees this first gains control of the two mercenaries. They join the Heroes without maintenance costs, if they survive the encounter. The only thing worth taking from the wagon is 2 Potions of Healing (4 Body Points).

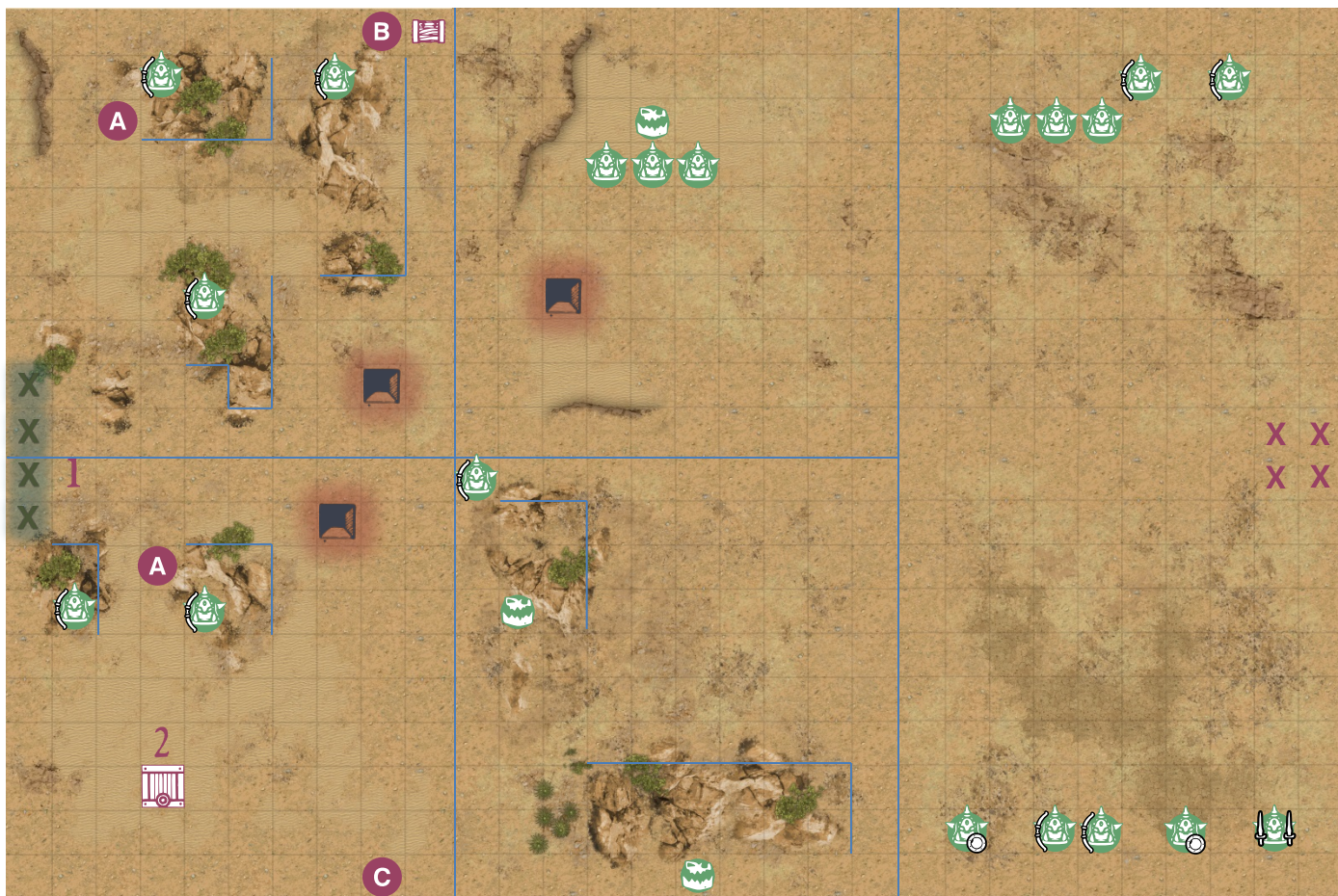
**B** The first Hero to search this area for treasure finds 2 Orc Slaves holed up in a small alcove. They agree to join the Heroes, see the matching Monster Card.

**C** This chest (carried off from some poor convoy) contains an assortment of 5 random potions!

**D** This chest is packed with 6 random Spell Scrolls!

Wandering Monster in this Quest: None





## Encounter 6

# Mad Dog Pass

Your flight has led you near to the base of the Worlds Edge Mountains. To your south a lonely peak rises from the base of the desert. It is called Crookback Mountain. Like most mountains, in ancient days it was a Dwarven mine. However it has long since been abandoned. Dwarven legends tell of the bravery of the many dwarves who died

defending it from an endless sea of Skaven rat-men, so that their families could escape! However, your goal is to the west; the Ivory Road leads up into the mountains and crosses back into civilized lands, hurry, before the orcs who maraud the pass catch you!

### NOTES:

The Pit Traps in this Encounter may be found by searching as normal, however they cannot be disarmed.

**A** These Orc Archers cannot be seen by the Heroes until they move to within Line of sight. When a Hero moves onto these tiles Zargon may attack (on Zargon's Turn) with each of the Orc Archers on the tile without revealing their position, until the Heroes establish line of sight by moving adjacent to the Orc or across the blue line. Tell the Heroes "Suddenly an arrow flies at you!"

**B** This chest is placed on the board as soon as the Heroes enter this map segment. The chest is empty. It is being used to lure the Heroes into an ambush.

**C** The first Hero to search for treasure at this marker finds a **Stone Dagger** buried in the sand. Its use is described on the matching Artifact Card.

**Exits:** There are three exits from this quest.





**1:** This exit leads up into the mountains and through Mad Dog Pass, taking the group back to more familiar lands. Please read the **Conclusion: Mad Dog Pass**.

**2:** This trapdoor is carefully concealed beneath the sand, it can only be found if the Heroes search for treasure or secret doors in its vicinity. If the Heroes choose to drop into this trap door, tell them they have entered a small, confined tunnel leading off towards Crookback Mountain. A foul smell is coming up from the tunnel. This exit leads to the lower chambers of the former Dwarven Hold of Crookback Mountain. Please read the **Conclusion: Crookback Mountain**.

**3:** If the Heroes have the **Quest Card: Secrets in the Dark** you may tell them that they may exit the Encounter to the south near Note C to move towards this location. They then play **Encounter 7: Desolation of Azgorh** next.



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Orc Warrior		8	3	2	3	2
Orc Archer		7	3(2)	2	3	2
Black Orc		6	3/3	4	4	3
Giant Wolf		9	6	3	5	1

## Mad Dog Pass

You manage to avoid the ambush laid for those traveling into the mountains. The trip through the remainder of the pass is remarkably calm. Save for a few sightings of goblins high up on the sides of the pass and a single armed caravan heading into the Darklands, you meet no one on the remainder of the journey.

After nearly a week spent passing through this narrow slit in the mountains you emerge into the foothills on the western side of the World's Edge Mountains. The land quickly flattens out and becomes home once again to men and their families. This land is known as the Border Princes. A collection of small human principalities made up of refugees the Empire and other human kingdoms, seeking a different life where they can live on the frontiers of civilization. These lands are under constant siege by vicious tribes of Orcs and Goblins that inhabit the forests, plains and valleys of the region. After being away from civilization for so long, the sight of familiar looking homes with gentle wisps of smoke coming from chimneys is a welcome sight.

The Ivory Road descends down to and ends in the settlement of Fatanbad at the base of the mountains. From here roads crisscross the whole of the Border Princes leading to all manner of locales both near and far. For now you settle into a small inn and take some time to recover from your recent travels, enjoying the warmth and smell of a welcoming fireplace in a small corner of an inn, in a small town in a very large world!

## Crookback Mountain

You follow the foul tunnel deeper into the ground, you can tell that it is trending ever further south and deeper into the earth. After hours of travel, the tunnel at first roughly excavated, turns to a carefully carved tunnel - appearing to be the work of Dwarves - but the smell never dissipates. Fear starts to settle in your hearts as you realize this tunnel is not leading to a warm Dwarven Keep, but a fallen hold now inhabited by loathsome Skaven. The Skaven, rat-men bred of Chaos and a plague upon the world can be found anywhere it is dark. Forever warring with other races that inhabit underground places, the Skaven are a plague that pushes out anyone before them. Crookback Mountain was long ago a Dwarven Keep, lost to marauding Goblins and Orcs who in turn lost it to the Skaven. As you emerge from the tunnel into a wide chamber, the faint light cast by your torches reflects the red light of a thousand eyes gleaming all around you! You have entered the Skaven Underground!







## Encounter 7

# Desolation of Azgorh

You turn the Monster Hunters map over in your hands. The yellowed parchment may as well be a jewel in your hands. The mark, an Undead Dragon whose lair resides in the Ash Mountains, many leagues to the southeast. The goal, the horn of the great undead beast. You've come south into the

desert land of Azgorh. It's not too late to leave and return across the mountains, the Old Silk Road crosses the mountains at Death Pass, bringing travelers to the Badlands. It's time to choose your destiny – claim the trophy and take it to the contractor or leave these accursed lands behind!

### NOTES:

**Zargon:** In this encounter each tile represents a different area of the Desolation of Azgorh. As a Hero crosses a blue line, place the new tile and its contents onto the board. Heroes may move back to previously explored tiles, but any killed monsters are not replaced.

**A** This chest is heavily worn and has obviously been sitting in the sun for years since it was pulled from some unfortunate caravan. It contains a random selection of 4 Potions.

**B** This chest is being used by this group of Orcs to carry their weapons and supplies. Inside the Heroes find an Orcish Axe, an Orcish Bow and a suit of Orcish Mail.

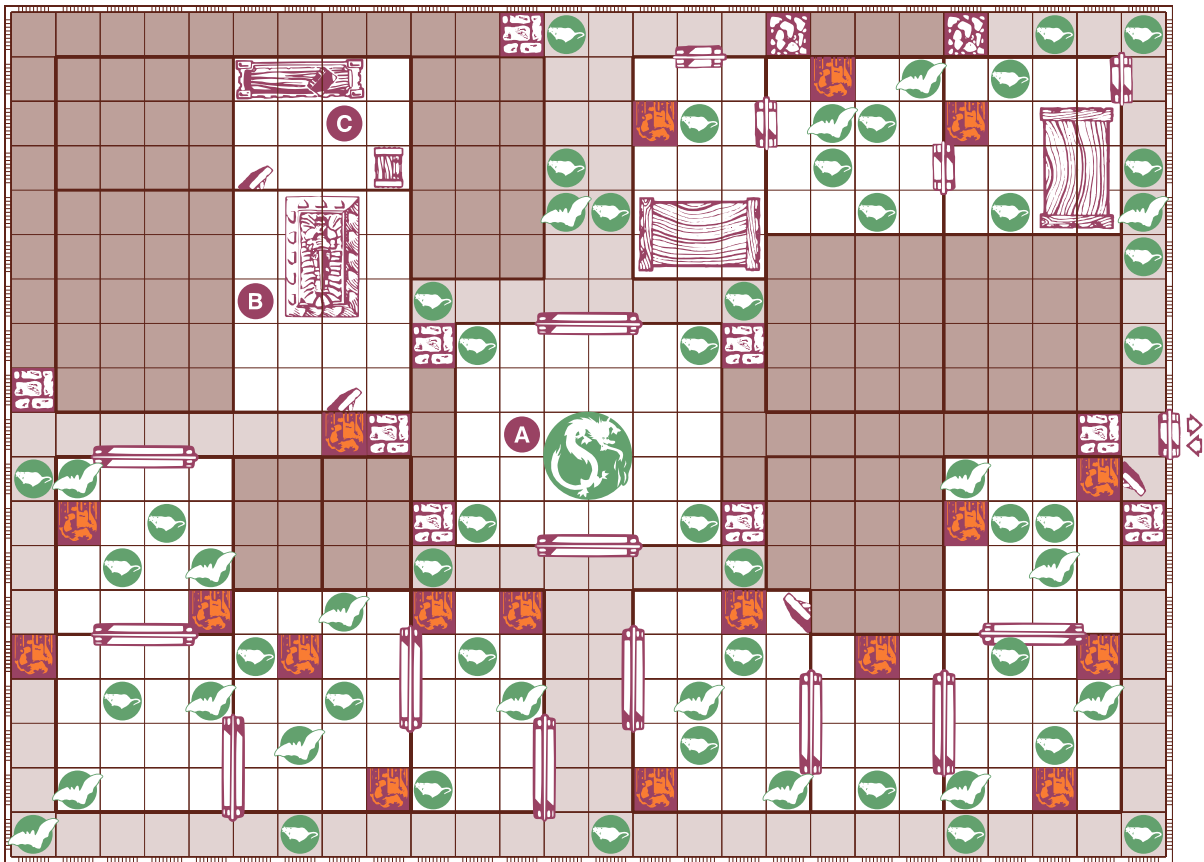
**C** This wagon is being used by this group of Orcs to transport prisoners to be sold to the Chaos Dwarves. If any Heroes are currently held prisoner, they can be found here. Their weapons are missing. If no Heroes are prisoner at this time, a mercenary of the Hero's choice is rescued instead.

**Exits:** There are two exits from this encounter. Inform the Heroes of where each path leads to.

**1:** This exit leads back through the mountains and emerges in the Badlands. If the Heroes choose this exit read **Conclusion: Death Pass**.

**2:** If the Heroes wish to continue forwards to the lair of the Undead Dragon they should choose this exit. Then play the **Special Quest: Secrets in the Dark**





## Special Quest

# Secrets in the Dark

You have followed the Monster Hunter's directions and have come to a small tunnel leading deep into the Ash Mountains. The Plain of Bone stretches before you and endless waste filled with the bones of long dead dragons and other great beasts. This area was a playground for Necromancers of ages

past. Place where they would come practice their foul art on these dead beasts. Legend speaks of one such Necromancer who became so powerful that he built a subterranean chamber and transferred his very soul into the corpse of a dragon. And now.....someone wants his horn!

### NOTES:

- A** This is the great Undead Dragon that the Heroes are pursuing. He is very powerful and has the following stats:

Movement: 5 Attack: 6 Defend: 6 Body: 15 Mind: 10

The dragon may also fly, allowing him to pass over Heroes and other monsters during his movement.

Additionally; he is very difficult to kill. Any "normal" weapons deal only half (rounded down) of their undefended damage. The Spirit Blade or similarly enchanted weapons deal damage as normal.


In addition to his usual attack the Dragon also may attempt to breathe on the Heroes. Instead of breathing fire an unholy wind emerges, causing madness in its target. The Hero must roll 1 Combat Die. If a Black Shield is rolled, the Hero loses 1 Mind Point.

After the Dragon is killed any Hero may claim the Horn from its head as a trophy.






- B** If a Hero searches for treasure in this room ask if they would like to pry open the tomb. The tomb contains the perfectly preserved body of a man. Without doubt, it is the wizard whose soul now possesses the dragon. If the Heroes choose to "kill" the body, they hear a great scream echoing from the location of the Dragon. It loses half its remaining Body Points (rounded down). Also found in the Tomb is the Wizard's Sword. Its use is described on the matching Artifact Card.

- C** The first Hero to search for treasure in this room finds the Necromancer's Spellbook on the Bookshelf. There are 800 Gold Coins in the Treasure Chest.

**Exit:** After leaving through the main door the Heroes continue east towards the Town of Pigbarter. Continue with **Quest 11: Pigbarter Mountains**.

Wandering Monster in this Quest:  Giant Bat

# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Orc Warrior		8	3	2	3	2
Orc Archer		7	3(2)	2	3	2
Black Orc		6	3/3	4	4	3
Giant Rat*		11	1	1	1	1
Giant Bat**		8	1	2	1	1

\*Up to 3 Giant Rats may occupy a single space.

\*\*Giant Bats may fly (pass) through spaces occupied by Heroes/Monsters

## Death Pass

**D**eath Pass.....so named because so many travelers have met their end while traversing it's length. In ages past this long channel through the Worlds edge Mountains was used by traders coming from the deserts of Araby and the Border lands to bring goods through the southern reaches of the Darklands and on to the lands far to the east, via the Old Silk Road, bypassing the Southern reaches of the Chaos Dwarves empire. However, as with all things, various Orcish tribes moved into this inhospitable area and rapidly took over, turning it into a desolate Hell. The Old Silk Road is now abandoned used only by Orcs, Goblins and worse, unspeakable creatures. Only the bravest of adventurers and traders dare to walk its path.

It is into this landscape you now find yourselves. The Old Silk Road still exists, stretching before you towards the desert lands of Araby. It even passes near the Dwarf Harbor of Barak Varr, a safe harbor for ships and passengers from around the world, however it is a dangerous path, filled with countless warring Greenskin tribes. Even the dead stalk areas of the Badlands, the Witchlord, your nemesis of years past made his kingdom in the ruins of Kalos, now known only as Morgheim. The path lies before you.....where will you go?





## *The Crossroads of the World*

Eastern Branch

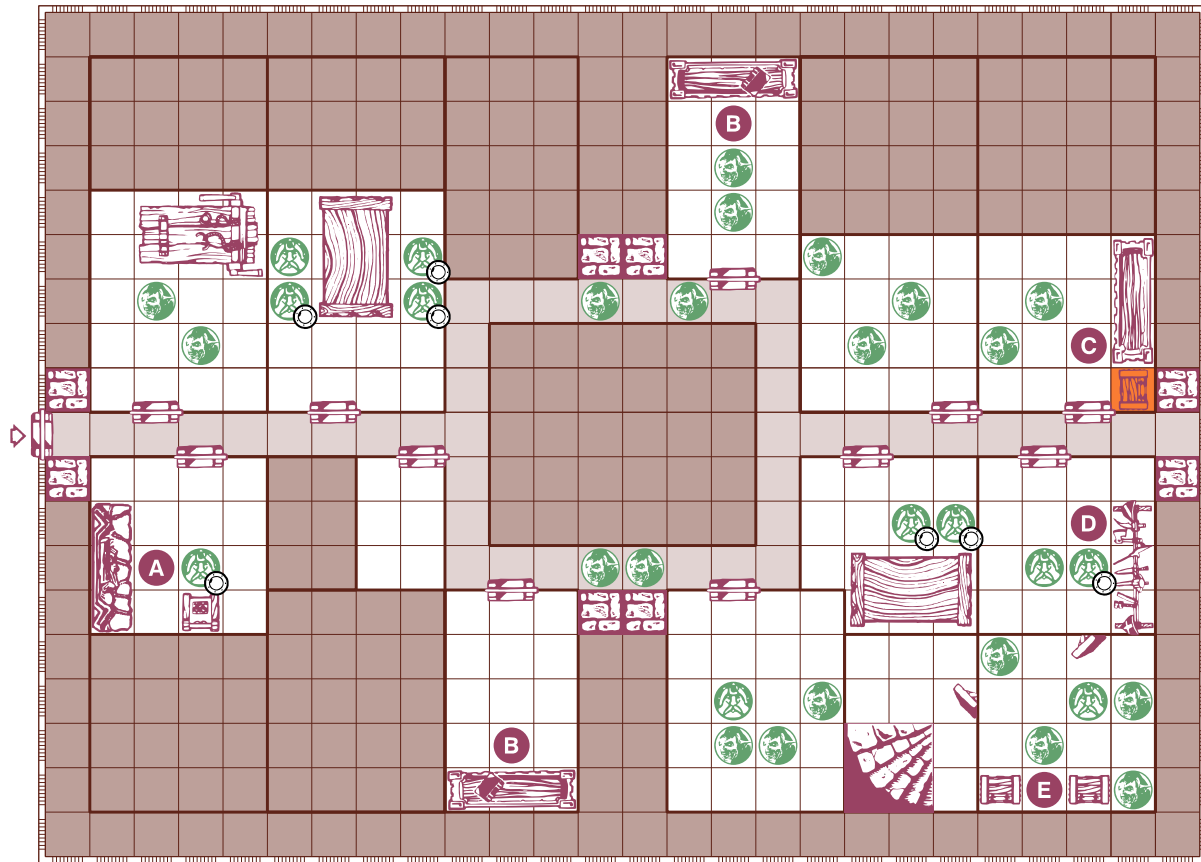
Earth, Wind and Fire

Quests 4 - 7

Encounters 8 - 12







## Encounter 8

# The Falls of Doom

For days you have trekked through underground tunnels without trace of another living thing. Finally the passage meets up with the great canal. As you follow the passage southwards you can hear the sound of the waterway just on the other side of the wall and the loud screams of the

prisoners on those galleons. Eventually, you reach the end of the canal, where it drops off in a huge waterfall down into the lands further south. There must be a stairway that leads down to the mouth of the waterfall, but beware, for the way must be guarded!

### NOTES:

After the Heroes exit this Quest they continue to **Encounter 9: The Plain of Zharr**

- A** The Chaos Dwarf in this room is the leader of the garrison guarding the Falls. He has the same stats as a regular Chaos Dwarf, the first Hero to search for treasure in this room finds *The Heart of Woe* on the fireplace. Give the Hero the matching Artifact Card.
- B** The first Hero to search for treasure in each of these rooms finds vast books detailing the construction of the causeway and the Chalice of Darkness sitting forgotten on the shelf in the southern room. Its use is described on the matching Artifact Card.
- C** The chest in this room has an exploding lock. If it is not disarmed it will explode attacking each Hero in the room with 3 Combat Dice and destroying the chest. If it is disarmed first, the chest contains an *Elixir of Life*.
- D** This is the Armory. The first Hero to search for treasure in this room finds a suit of Blackshard Armor and 2 Battleaxes on the weapons rack.
- E** Each chest in this room contains 150 Gold Coins and 2 Potions of Healing. Each potion will restore 4 lost Body Points.





## Encounter 9

# The Plain of Zharr

You've managed to cross deep into the heart of the Chaos Dwarves empire. The Plain of Zharr is nothing but a half molten wasteland – the remains of an ancient meteor impact that carved out a huge crater, exposing the limitless resources that were buried deep beneath the surface. To the southeast, in the middle of this hellscape, the Chaos Dwarves

have built their capital, Zharr-Naggrund. Extreme care must be taken, you've found yourselves in the heart of darkness. You must make your way to the East-West Road, from there you can journey West and away from the Chaos Dwarves heartland! Watch your steps, the Chaos Dwarves patrol these lands looking for trespassers!

### NOTES:

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

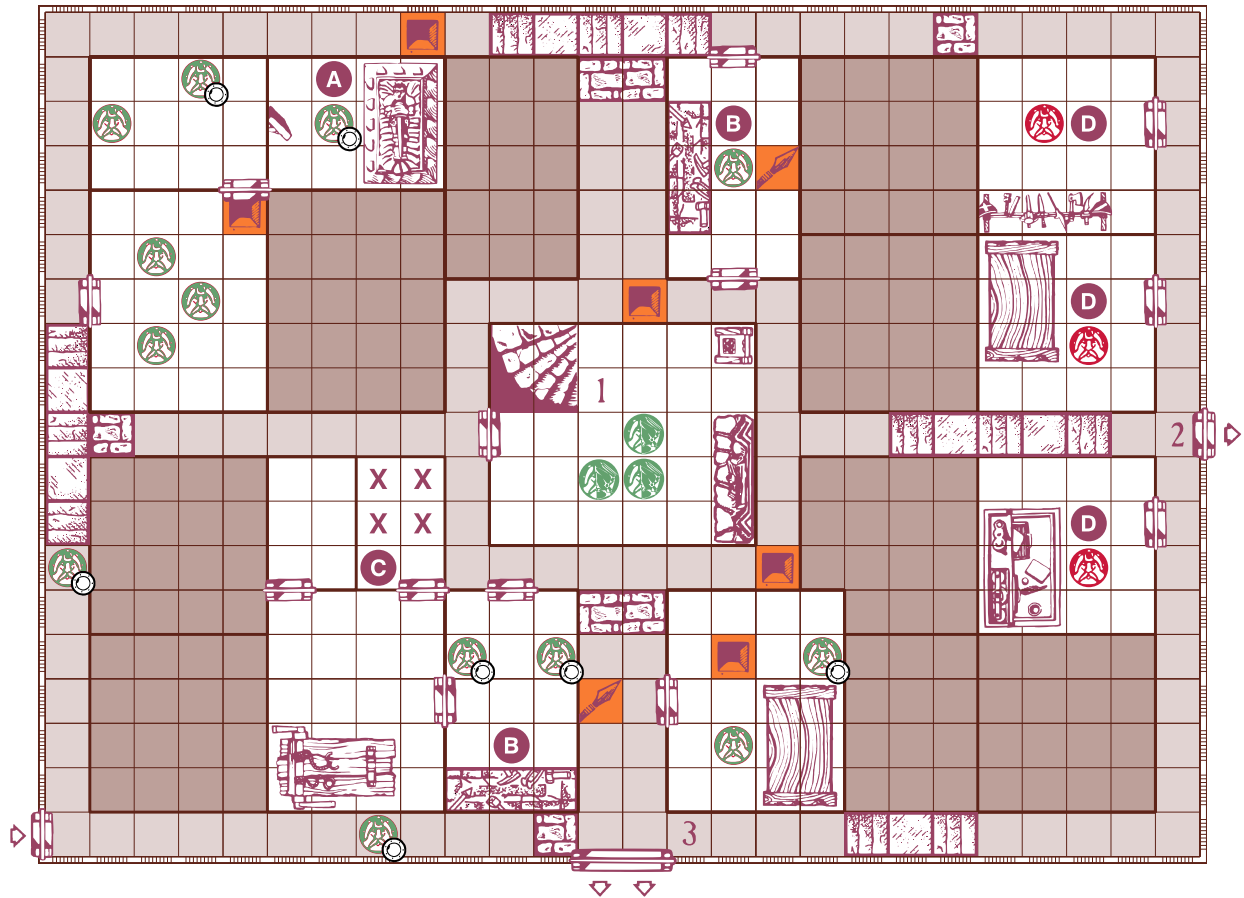
- A** The first Hero to search for treasure in this area finds 2 Fire Gems in the cracks in the ground. Their use is described on the matching Artifact and Equipment Cards.
- B** The first Hero to search for treasure in this area finds a Chaos Dwarf Hat blowing across the basalt bed. Its use is described on the matching Artifact Card.
- C** This is the Chaos Dwarves supply chest. The first Hero to search for treasure finds 4 Potions of Healing (4 Body Points), an Elixir of Life, a Longsword, a Broadsword and 275 Gold Coins in this chest.

**Exits:** This Encounter has two points from which the Heroes may exit. The Heroes may exit at any of the X's and do not need to clear the board of Monsters first.

**1:** This route leads to the Great East-West Road. If a Hero decides to leave via this exit they will move West and play **Encounter 3: Choices in the Sand**, **Encounter 4: The Tables Turn** (if they have the Convoy Map) or exit the encounter pack and return to the Empire via Peak Pass. Read the conclusion text: **Peak Pass** if not playing an encounter.

**2:** This trap door is only found by searching for traps or treasure. You should tell the Heroes that it appears to be an underground passage leading to the southeast – to Zharr-Naggrund – the Chaos Dwarves capital and largest city! A Hero choosing this exit should play **Quest 3: Zharr-Naggrund**.





## Quest 4

# Zhar-Naggrund

You follow this dark and narrow passage for days, hearing nothing but your own footsteps. Finally, you come to a door and a passage leading back up towards the surface. As you open the door you realize you've come to Zharr-Naggrund, the capital of the Chaos Dwarves, passing right under the city walls! As you stare around the city, bustling with activity, you can't help but notice a huge golden

Taurus dominating the skyline – the Temple of Hashut, the largest temple to their vile god. Even from the city you can hear the screams of sacrifices being made echoing down from the temple above, you realize you should quickly find your way out, before you become the next sacrifices upon the altar!

### NOTES:

- A** The first Hero to search for treasure in this room finds the Sweeping Sword (see Artifact Card) in the tomb.
- B** The heat from the magical forges of the Chaos Dwarves is so intense that any Hero who is not wearing magical armor to protect against the heat must roll 1 Combat Die each turn. On a Skull that Hero loses 1 Body Point.
- C** If any Heroes have been captured, they can be found in this prison cell. Their equipment (except gold/gems) can be found in the next room.
- D** These are Chaos Dwarf Shops. The merchants will offer to sell items only if one of the Heroes is wearing the Chaos Dwarf Cap.

**Weapons Rack:** This merchant has an assortment of Chaos Dwarf weapons and Armor. Allow the Heroes to choose from any of the Chaos Dwarf Equipment Cards.

**Table:** This man is a Slaver. He has 3 Orc Slaves for sale and 3 Ogre Mercenaries for hire if any of the Heroes are interested.


**Alchemists Bench:** A Demonsmith runs this shop. He is selling an assortment of Potions and will inscribe Chaos Dwarf Runes. Randomly select 4 Rune Cards and 6 Potions to represent what he has available.

**Exits:** There are three exits from this Quest. Describe each exit as the Heroes come to them.

**1:** This leads up to the evil Temple of Hashut, the vile temple to the god of the Chaos Dwarves. (**Quest 5: The Temple of Hashut**).

**2:** This leads out of the city and across the river to the Vale of Woe. (**Conclusion: The Vale of Woe**).

**3:** This leads out of the city and further south, back to the Plain of Zharr. (**Encounter 10: Return to the Plain of Zharr**).







Wandering Monster in this Quest:  Chaos Dwarf



Wandering Monster in this Quest:  Infernal Guard



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		10	2	3	2	1
Chaos Dwarf <sup>1</sup>		5	3	3 <sup>2</sup>	3	3
Infernal Guard <sup>3</sup>		5	3	4 <sup>2</sup>	3	3
Goblin Runt <sup>4</sup>		12	1	1	1	1
Demonsmith <sup>5</sup>		3	3	5	4	6
Bull Centaur		8	5	6	8	6

- 1) A Map symbol with a Shield indicates the Monster is carrying a shield and rolls 1 extra Defend Die.
- 2) Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.
- 3) Infernal Guard cannot be hurt by ranged weapons and are immune to fire magic.
- 4) Goblin Runts may move through 1 Hero during regular movement.
- 5) May cast 6 of the Chaos Dwarf Spells, immune to fire magic, adjacent target defends with dice equal to their current Mind Points.

## The Vale of Woe

You follow the passage back down and into the city below. From here you spy a bridge crossing the River Ruin and into the lands beyond. With concern for nothing but your lives, you steal across the bridge and into this unknown land. On the far side of the bridge, the echo of the rushing water below still pounding in your ears, you see a slave – human – the best you can tell; for he is nearly dead and mutilated beyond recognition. Stopping briefly to give what little aid you can, he tells you that you have reached the Vale of Woe, so named because none who come here know anything but woe. The Vale is a large crook between two arms of the vast Mountains of Mourn. Some 250 miles deep, this land is overseen by the Hobgoblin servants of the Chaos Dwarves. It is from here that slaves work the land for food and materials that are transported to the massive city of ZharNaggund back across the river.

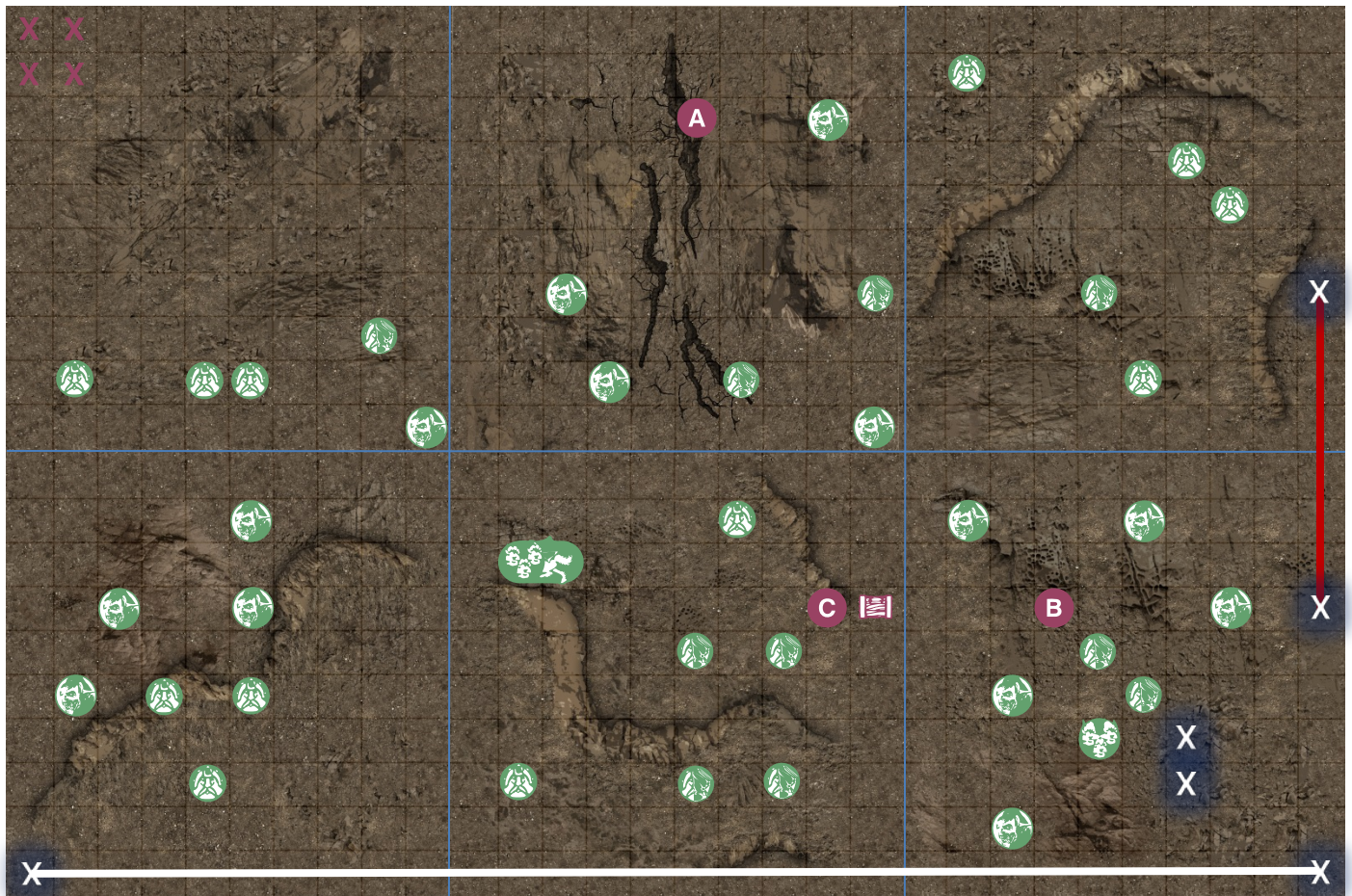
Return across the river is not an option. You have no choice but to venture through the Vale and into the mountains, hoping to avoid meeting the same fate as this poor fellow. Desolation grips you all, for the path ahead is bleak and ever receding from your homes!

## The Demon's Stump

As you emerge from the portal you stare all around you. You have no idea where you are! A lone Chaos Dwarf stands before you, obviously shocked to see someone come through the portal. You have little time to ponder your situation, clearly you have managed to escape the Hell of the Temple of Hashut, but alas, have you merely leapt from the frying pan and into the fire? With no more time for thought, you move to silence the Chaos Dwarf before you. He is after all, running.....somewhere!

*The Heroes should immediately play Quest 7: The Demon's Stump. However, they instead start in the Portal Room (Note F) and must attempt to find the exit. If the Chaos Dwarf is still alive on Zargon's turn he may open the secret door and activate the adjacent room. They may move and attack on Zargon's turn. The text above replaces the existing Parchment Text for Quest 7.*





### Encounter B-3

## *Return to the Plain of Zharr*

Your flight from the north has led you deeper into the Plain of Zharr. Once again, this black and barren wasteland stretches into the distance before you. You know that these lands are filled with all manner of evil beasts doing the bidding of their Chaos Dwarf masters. Your only goal is to survive

and make your way across the plain! You are near the heart of the Chaos Dwarf domain, to the south you see a well-traveled road, to the east the River Ruin flattens out and may be passable. Keep an eye about you, for you see strange hoofprints ground into the basalt beneath your feet!

#### NOTES:

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

**A** The first Hero to search for treasure in this area finds 4 Fire Gems in the cracks in the ground. Their use is described on the matching Artifact and Equipment Cards.


**B** The first Hero to search for treasure in this area finds a Revulsion Sword on the corpse of a Chaos Dwarf. Its use is described on the matching Equipment Card.

If any Heroes have been captured by the Chaos Dwarves they can be found on the **X**'s behind the Demonsmith. They are freed automatically after the Demonsmith is killed. Their weapons and gold are lost. If they carried any critical artifacts, Zargon should have them be found in the chest at location 'C'.

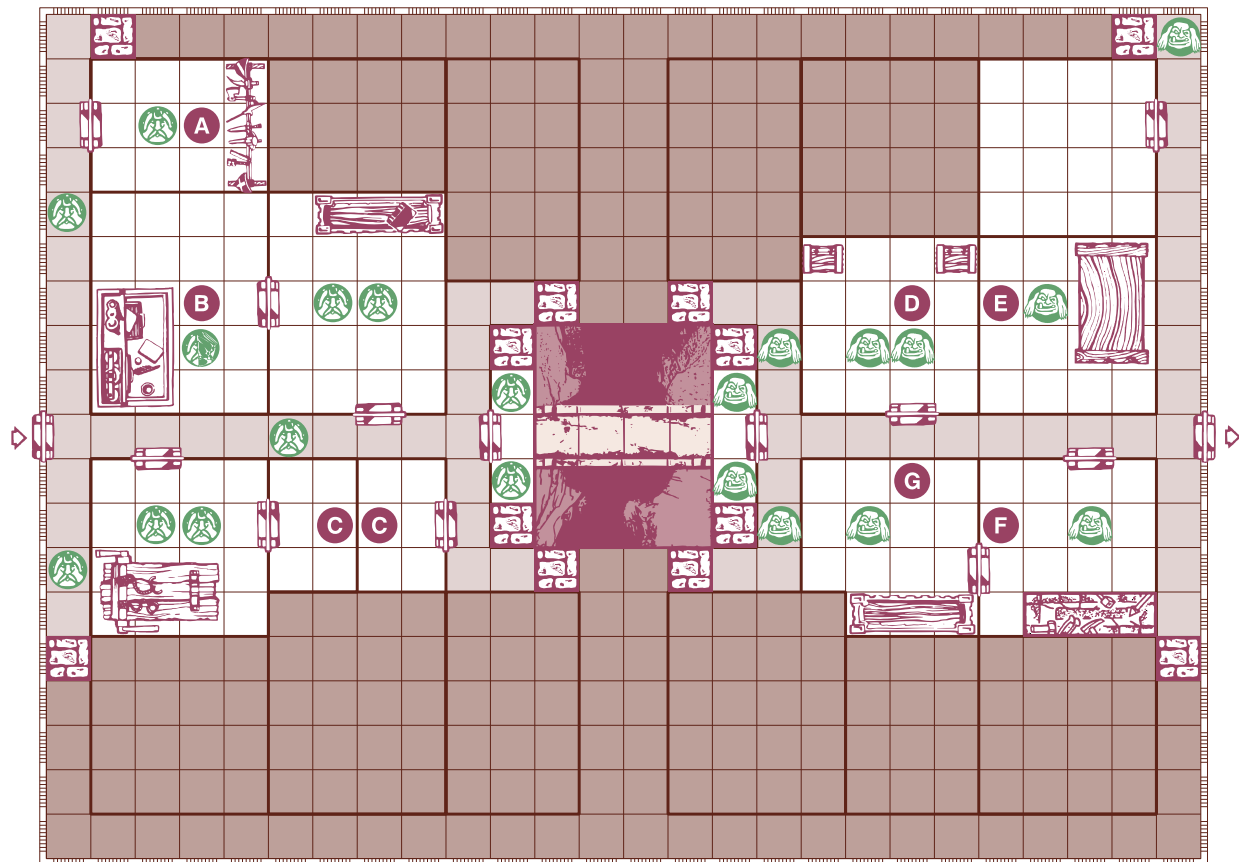
**C** This is the Chaos Dwarves supply chest. The first Hero to search for treasure finds 4 Potions of Healing (4 Body Points), an Elixir of Life and 475 Gold Coins in this chest. If any Heroes were captured or killed and critical Artifacts lost, they are also found in this chest.

**Exits:** This Encounter may be exited on the Red Line to go to **Encounter 11: Road to the East**.

This Encounter may be exited at any point along the southern edge of the map (White Line), leading to a paved road known as Slaver's Way. Go to **Quest 6: The Gates of Zharr**.

Wandering Monster in this Quest:  Infernal Guard





## Encounter 11

# Road to the East

You've fled towards the River Ruin and after a long trek dodging patrols of Hobgoblins, you arrive at the river. Here the river briefly flattens and slows down. It's on these banks that you see a small outpost built to cross over the river. On the far side of the river the Road to the East picks up and treks deep into the Mountains of Mourn and the Ogre

Kingdoms. This outpost serves as a small trading post where the Chaos Dwarves trade slaves, weapons and materiel with the Ogre's. Ogres are known for violence and bad tempers, but seldom let that get in the way of food and trade. If you can make your way through the trading post and on to the Ogre's side of the river, you might be safe!

**NOTES:** *Zargon: The Ogres in this quest will not attack the Heroes unless one of them have been attacked first!*

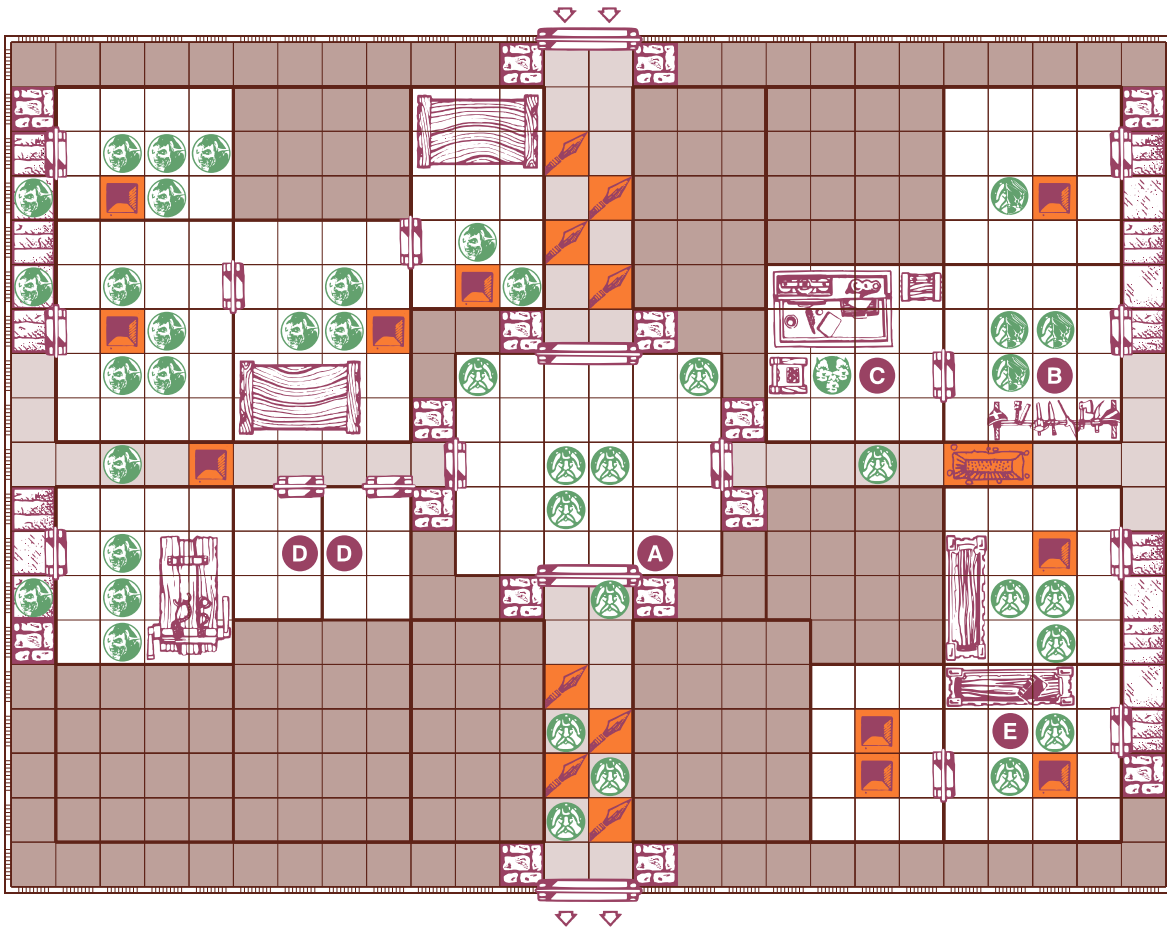
*The Heroes may attempt to talk to Ogres in rooms E, F and G. If they have previously attacked an Ogre they will instead attack as a normal monster. No treasure will then be found in these rooms.*

- A** The first Hero to search for treasure in this room finds an assortment of poor quality Orcish Weaponry. Why would the Chaos Dwarves trade such shoddy equipment to the ogres? Each Hero may claim 1 random Orcish Equipment, if desired.
- B** The first Hero to search for treasure in this room finds a logbook on the desk. It details trades made to the Ogre Kingdoms for exorbitant prices!
- C** These two rooms are prison cells. If any Heroes have been captured by the Chaos Dwarves they may be found in these rooms.
- D** These Ogres will neither move or speak to the Heroes. The only way for the Heroes to get these chests is to attack the Ogres. Each chest contains 150 Gold Coins.

- E** If the Heroes attempt to talk to this Ogre, he will offer the services of any number of Ogre Mercenaries to the Heroes. See the matching Monster card for prices and stats.
- F** This Ogre is working at the forge. If the Heroes search or talk to him they will be informed that he appears to be reforging poor quality Orcish weapons. He will offer to buy any regular equipment the Heroes have at full, regular price (not half-price).
- G** If the Heroes give the logbook to the Ogre in this room, he will give the Heroes 1 Elixir of Life from the cupboard in thanks for showing them the treachery of the Chaos Dwarves. Otherwise, he will only be willing to sell potions he's collected from around the world. Make a special deck of potions. Place 1 copy of each type of potion in the deck and draw 10 cards at random. He will sell each potion for 100 Gold Coins, regardless of face value.

After the Heroes exit this Encounter read the **Conclusion: Road to the East. Or Encounter 12: A Maze of Wind.**

Wandering Monster in this Quest: None



## Quest 6

# *The Gates of Zharr*

You follow a paved road, called Slaver's Way through the barren plains, staying just out of sight of a convoy ahead of you. After a long and perilous journey you see two large stones rising above the plain in front of you. Too late you realize that it is not a natural rock formation, but a carefully crafted hold. It's too late to avoid being seen by the


tower, thinking fast, you rapidly overtake the last wagon of the convoy ahead, slay the guard and stow away in the back. A short time later, as the wagon passes through the main gate you slip out and prepare to find your way out of this fortress. All around, you hear the screams of slaves and prisoners as they are taken to their cells!

### NOTES:

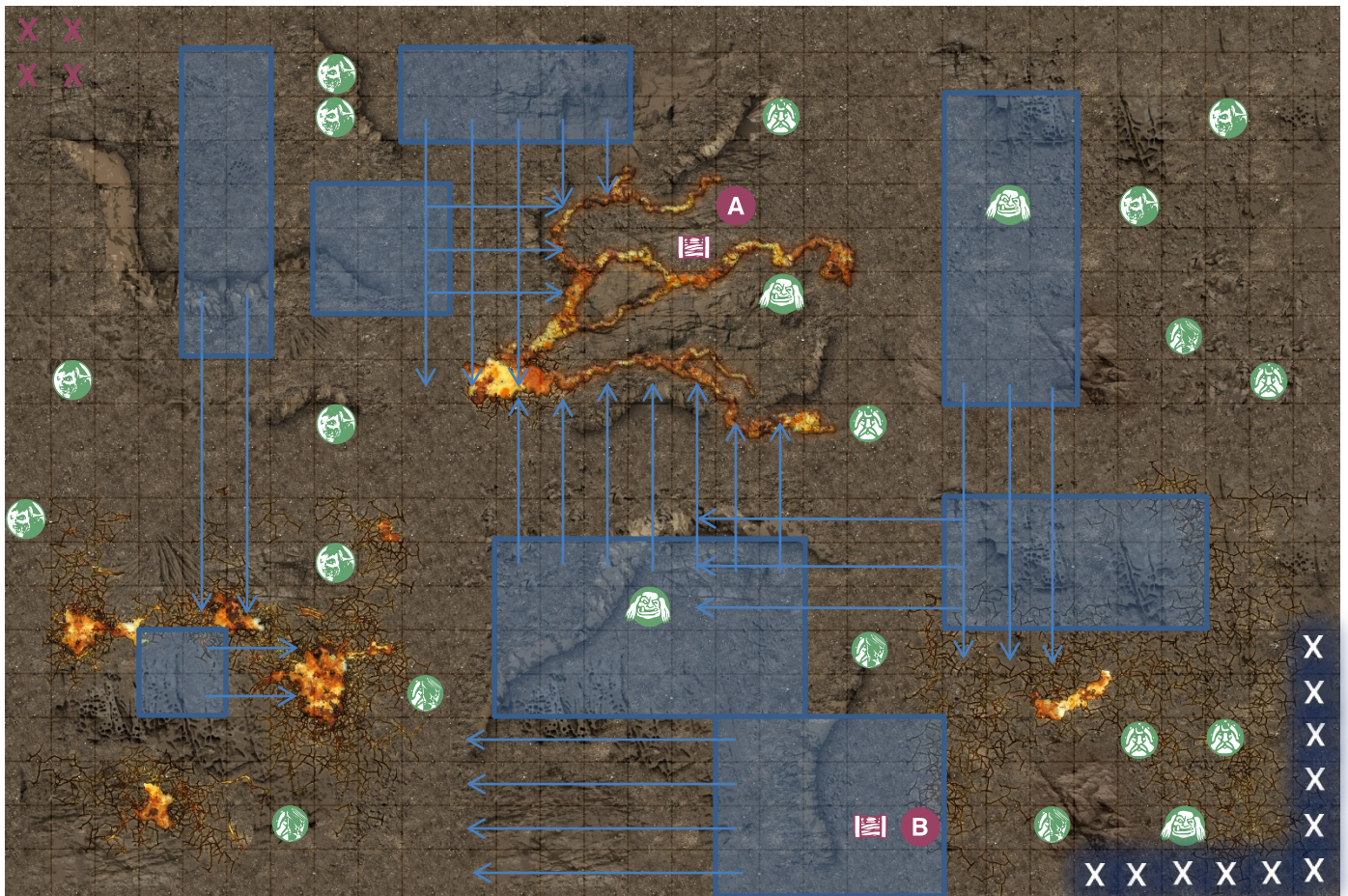
- A** This door is locked and sealed with magic runes. No matter what the Heroes try, this door will not budge. The only way to open this door is with the magic key in room C.
- B** The first Hero to search for treasure in this room finds a Revulsion Axe on the rack. Its use is described on the matching Equipment Card.
- C** This is Bazhrakk the Demonsmith in charge of the Gates of Zharr. He is particularly vile and in addition to his usual attack or spellcasting, he may throw an explosive stone at any Hero he can see on each turn. This magic stone has the attack strength of 3 Combat Dice and is defended against normally. The Gauntlet of Bazhrakk is found in the chest. See the matching Artifact Card.
- D** These two rooms are prison cells. If any Heroes have been captured by the Chaos Dwarves they may be found in these rooms. However, the doors are locked and must be broken down.
- E** Each door is sturdy and has the equivalent of 3 Body Points and 3 Defend Dice. If the Heroes attempt to break down one of these doors, it makes a loud noise and attracts the attention of the Hobgoblins in the adjacent room (with the rack). Immediately open the door to this room and place the Hobgoblins on the board. They may move and attack on Zargon's next turn.

The first Hero to search for treasure in this room will find any equipment belonging to the captured Heroes in Room D. If there are no captured Heroes to be rescued, the bookcase instead contains a trove of Spell Scrolls (4 Random Scrolls) and 3 Potions of Healing, each restoring 4 Body Points.

**Conclusion:** When the Heroes exit through the gates ask them which direction they would like to go. They may choose to head farther south, following Slaver's Way (**Quest 8: Tower of Gorgorth**) or they may choose to turn east and head through the Howling Wastes to the River Ruin (**Encounter 12: A Maze of Wind**).

Wandering Monster in this Quest:  Hobgoblin





## Encounter 12

# *A Maze of Wind*

Ah! The Howling Wastes, a completely barren hellscape where the blood of the earth seeps towards the surface. This wide open land is swept by the fastest winds in the world. These hurricane-like gales blast across the land with gusts so

powerful that all but the stoutest of creatures are blown across the ground. Nothing lives or wanders in this landscape. As you are carefully treading this otherworldly landscape you hear the faint echo of something, or someone, on the wind!

### NOTES:

The shaded Blue zones indicate an area where powerful galeforce winds erupt. Any Hero or Monster who ends their movement on a blue space immediately rolls 1 Combat Die. On a Skull a gust of wind catches the figure and blows them in the direction of that zones blue arrows. The figure rolls 1 Red Die to see how many spaces they are blown.

**Note:** It may be possible to trigger more than wind zone if a figure is blown from one blue space onto another.

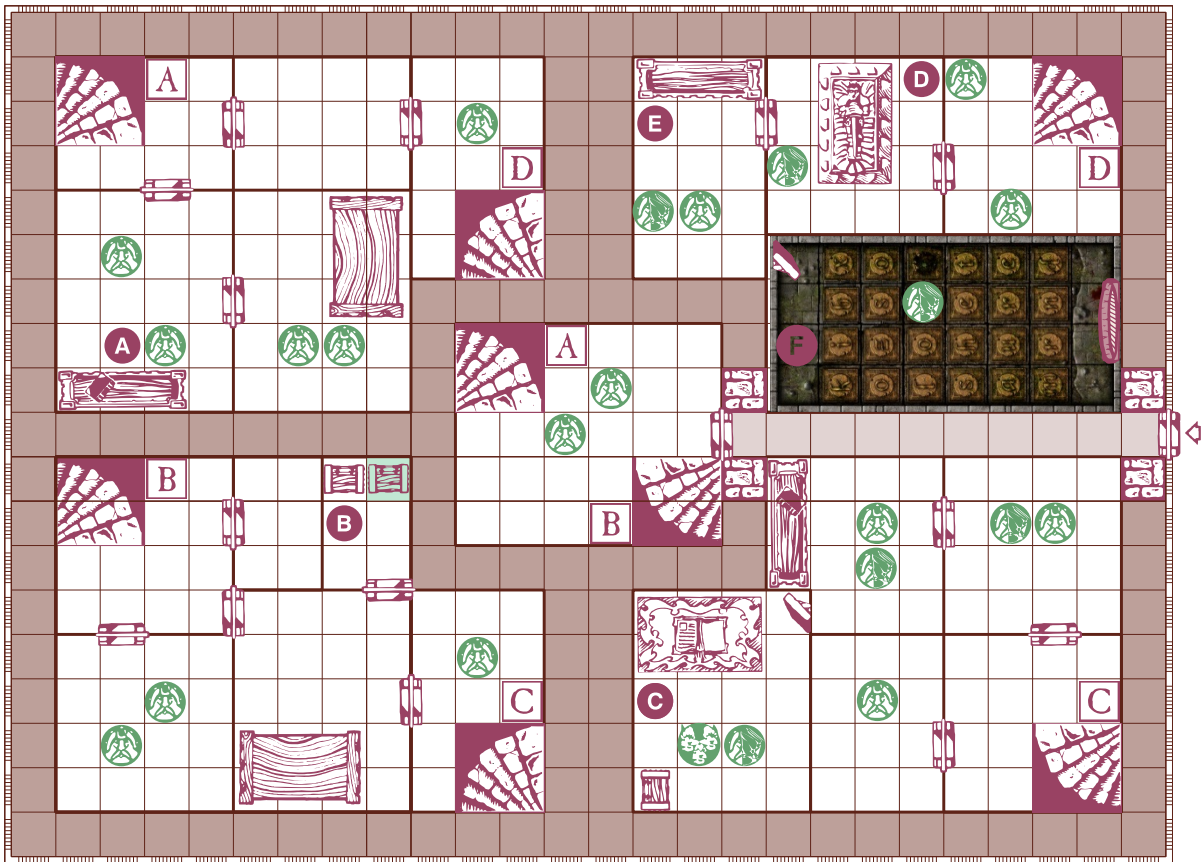
If the figure is blown into a Lava Patch or another figure they stop moving directly in front of the space/figure. Any creature blown onto a Lava space loses 1 Body Point. This may not be defended against. A figure may not stand on a lava space.

Ogres and any Heroes wearing Heavy Plate armor are not affected by wind zones.

- A** The first Hero to search for treasure finds a chest partially buried in the volcanic rock. The chest is covered in Chaos Dwarf runes, it must have been stolen from a Chaos Dwarf caravan! Inside are: 4 Fire Gems, 1 Obsidian Jewel, a Flaming Axe, a suit of Blackshard Mail and a quiver of Revulsion Bolts.
- B** This chest contains 225 Gold Coins and 2 Potions of Dexterity.

**Exit:** The Heroes may exit this encounter by moving off the map at the white X's in the southeast corner, moving to the southeast to **Quest 7: The Demons Stump**.





## Quest 7

# The Demons Stump

As you are passing southwards you notice a small tower on an obsidian mound. It is known as the Demons Stump. Legend has it that centuries ago a massive Ogre did battle with a Bloodthriester on the banks of the river. After a long battle, the Ogre killed the Bloodthriester. Where the demon fell a

black mound formed, as though the very earth was rejecting the demons taint. Centuries later, sensing great power from the site, the Chaos Dwarves built a tower upon the hilltop. Your eagle-eyed comrade notices a small supply tunnel in the dirt beneath your feet leading towards the tower!

**NOTES:** The Heroes may exit this encounter at any time by returning to the door. Tell them Stairway **A** goes deeper into the dungeons of the tower and Stairway **B** goes up to the tower's top floors.

**A** The first Hero to search for treasure in this room finds a large collection of Chaos Dwarf Spell Scrolls on the bookcase. That Hero should take 4 of these Scrolls.

**B** The chest on the right (marked with blue [should be orange]) is trapped with sinister explosives. If a Hero searches for treasure before this trap is disarmed ask which chest he wishes to open first. If it is the marked chest, a magical explosion rips through the whole room. This explosion inflicts 2 Body Points of damage on each Hero in the room. It may be defended against normally. For each Body Point of damage a Hero takes, he also takes one Chaos Gift to see how the magical flames changed him/her.

The other chest contains 275 Gold Coins.

**C** This is Zhartan, the Chaos Dwarf sorcerer of this tower. After he is defeated, a Revulsion Great Sword and the Portal Key: Fortress of Skulls may be found in the chest.

**D** This is the tomb of a great Chaos Dwarf warrior. Tell any Hero searching for treasure that the tomb is sealed. If they wish to pry it open a powerful mummified Chaos Dwarf corpse comes out of the tomb. This mummy has the same stats as a Gargoyle. The tomb contains a Flamestrike Shield.

**E** The first Hero to search for treasure in this room finds an Elixir of Life in the cupboard.







**F** When this door is opened read the following to the Heroes: "Before you stands a great stone circle and the floor is covered in strange runes and markings. This must be the very location where the Bloodthirsters soul ripped a hole through reality and fled back to its realm. But when and who constructed this portal around the rift?" If the Heroes have a Portal Key they may choose to use it and travel to the destination on the card. Read **Conclusion: Fortress of Skulls**, if they use this key.

**Exit:** After leaving through the main door the Heroes continue on to **Encounter 13: Lost in the Wind**.

Wandering Monster in this Quest: Infernal Guard



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		10	2	3	2	1
Chaos Dwarf <sup>1</sup>		5	3	3 <sup>2</sup>	3	3
Infernal Guard <sup>3</sup>		5	3	4 <sup>2</sup>	3	3
Ogre		4	6	4	10	2
Demonsmith <sup>4</sup>		3	3	5	4	6
Bull Centaur		8	5	6	8	6

- 1) A Map symbol with a Shield indicates the Monster is carrying a shield and rolls 1 extra Defend Die.
- 2) Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.
- 3) Infernal Guard cannot be hurt by ranged weapons and are immune to fire magic.
- 4) May cast 6 of the Chaos Dwarf Spells, immune to fire magic, adjacent target defends with dice equal to their current Mind Points.

## Road to the East

You pass out of the trading outpost on the east side of the River Ruin. Ahead of you, a road stretches into the east, the massive Mountains of Mourn looming above you. Their peaks reach up so high that it looks as though they touch the moon, now beginning its rise just above them. You had hoped to make your way home and in that you have failed. The Darklands, so sinister and evil thwarted your attempts to move to the west and now here you are, farther east than nearly anyone else from the Empire has been.

It's hard to fathom your next move. The Ogre Kingdoms occupy vast tracts of the Mountains of Mourn and the Road to the East begins by following a tributary of the River Ruin all the way to its source high in the mountains and then traverses the entirety of the range heading all the way across the range, emerging nearly a thousand miles later on the far side at the boundary of the Chaos Wastes and the eastern Kingdom of Cathay. The road is treacherous and under constant threat of attack by Ogre's looking for an easy victim or their next meal. Even during the summer months avalanches and rockslides will plague your steps. Further, these mountains are ancient and unknown, who knows what secrets you may find in the deep places of the Mountains of Mourn?

## The Fortress of Skulls

As you emerge from the portal you stare at the sights and sounds before you. All around you are jet black walls, smooth and without so much as a seem to indicate that it is anything but one continuous slab of cold black stone. Set into the walls are countless skulls, each bearing scars of endless death. The floor is a dull rust color, the color of blood, never cleaned, always accumulating. Your ears are filled with constant screams echoing down from some unseen room beyond. Where have you arrived? What untold horrors lie in this place of pure evil? Eagerly you note the runes set into the floor, perhaps you can find another key, another way to escape this place. However, the room yields no other clues, if you don't already have a key for the portal you have no choice but to venture forward and attempt to divine where you are!





## *The Crossroads of the World*

Southern Tail

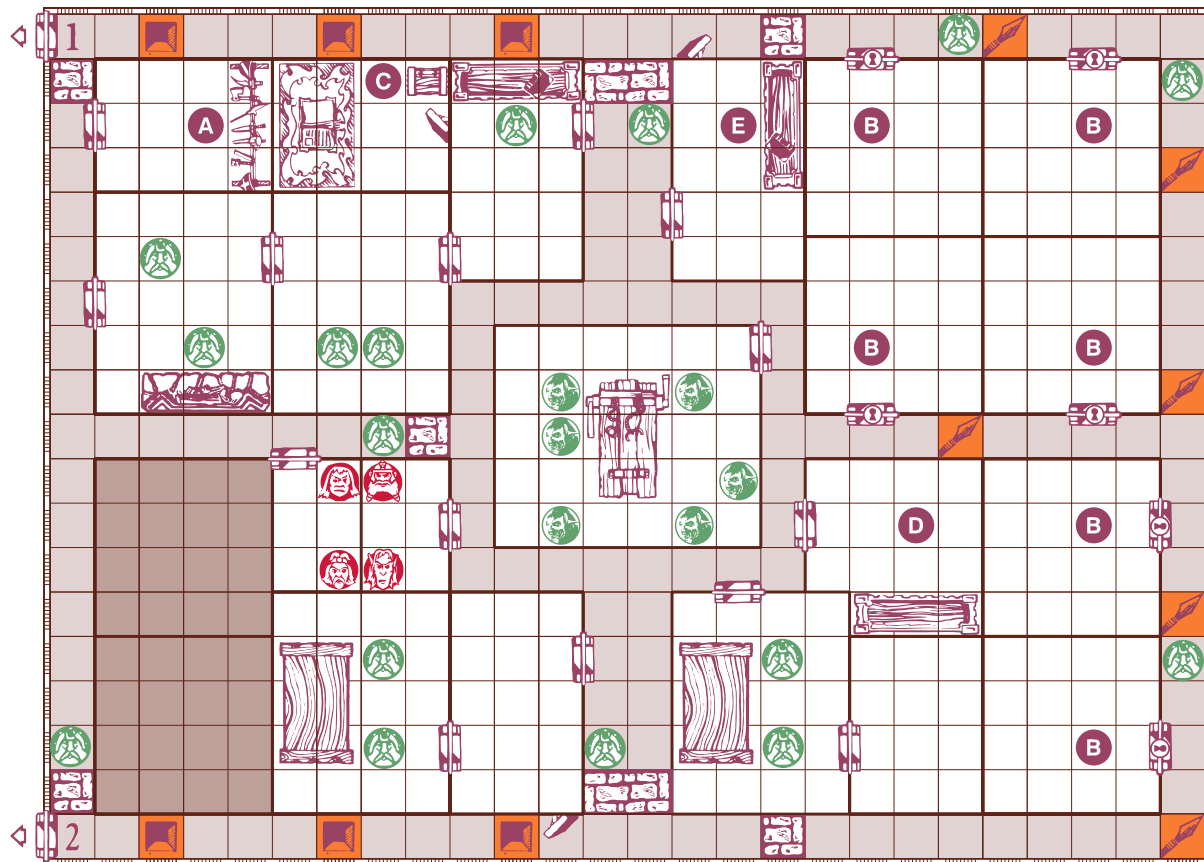
A Sprint through Dark Places

Quests 8 - 11

Encounter 13







## Quest 8

# A Trip Around the Block

The Tower of Gorgoth lies near the intersection of several major roads, it is here where the Silver Road dips to the south and merges with the Ivory Road coming into the Darklands through Mad Dog Pass. Then Slaver's Way brings slaves from the capital through the Gates directly to the tower,

crossing this main trade highway directly beneath the gaze of the tower. The Tower serves as the largest Slave camp in all the Darklands. It is here that you are suddenly beset by Hobgoblins and taken as slaves to the tower to live out your few remaining days!

### NOTES:

*The Heroes begin this quest in their indicated cells, having picked their locks...*

**A** The Heroes weapons and armor can be found in this room by searching for treasure. Each Hero must come to this room and search in order to claim their belongings.

**B** These rooms are prison cells. They are locked and may only be opened by using the keys recovered from Room C. There is not any other way to break down or open these doors. If the Heroes recover the keyring and open a door, any currently imprisoned Hero is found.

If there is no Hero being held prisoner, roll 1 Red Die. Use the table below to see what type of prisoner is recovered.

1: Scout	2: Swordsman	3: Crossbowman
4: Orc Slave	5: Thief *	6: Ogre Mercenary

Any weapons are found with the rescued prisoner. They are grateful and join the Heroes indefinitely, for free!

\* A thief instead pickpockets the rescuing Hero! Roll 1 Red Die and multiply by 10. He steals this many Gold Coins and runs away!

**C** This is the sorcerer in charge of the tower. After he is defeated, the first Hero to search for treasure finds a keyring on his body. The chest contains all of the Heroes missing gold and jewels.


**D** The first Hero to search for treasure in this room will find any Potions missing from the Heroes in the cupboard. Also found are an extra 2 Potions of Healing (4 Body Points).

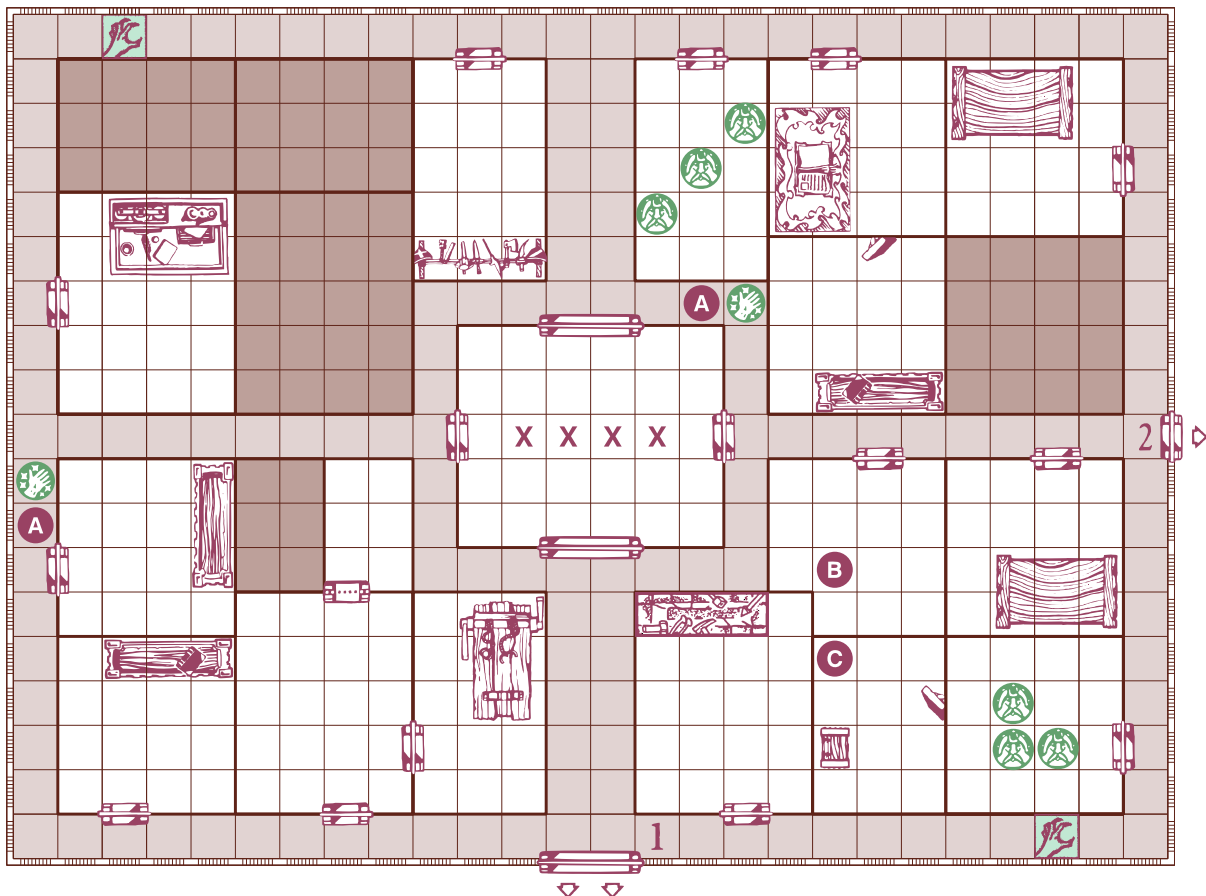
**E** The first Hero to search for treasure in this room will find any Spell Scroll or other miscellaneous equipment missing from the Heroes on the bookshelf. Also found are an extra 4 random Spell Scrolls.

**Exits:** There are two exits from this quest.

1: This exit picks up the Ivory/Silver Road heading back to the west. This route leads to **Encounter 5: Crookback Mountain**.

2: This exit heads east towards the sentinel trading post. The Heroes should play the **Quest 9: The Sentinels**.

Wandering Monster in this Quest:  Hobgoblin



## Quest 5

Before you stands a gigantic pair of stones that mark a thriving trading post. So named because the pair of stone pillars stand watch over the intersection of the Ivory Road, running east-west and the Spice route which heads to the south. The Sentinels are the last stop for any travelers

heading east to the Ogre Kingdoms, one of the few crossings of the River is barely a week's journey away. To the south, the Spice Route winds through the Wastes and mountains to the small slum town of Pigbarter. It's time to choose your path, will you head to the East or to the South?

**NOTES:**



**A** These are thieves. A thief will move to be adjacent to a Hero, a thief may not be attacked until it has stolen an item. A thief standing adjacent to a Hero may steal either a random artifact or 200 Gold Coins from the Hero. This does not count as an action. The thief then attempts to move off the board via one of the exits. A thief has 2 Body Points and 2 Defend Dice.

**B** This shop is filled with Ogres, unsavory Ogres. They offer you their services as guides and mercenaries. The Ogres are very vocal about being needed for any party traveling east into the Ogre Kingdoms. They may be hired for the cost indicated on the card. If a Hero hires an Ogre Mercenary they may skip **Encounter 13** if leaving by Exit #2 and read the **Conclusion text: The Kingdom of Greasus Goldtooth**

**C** The chest in this hidden room contains 200 Gold Coins.

**Exits:**

## 2: Encounter 13: Lost in the Wind

## SHOPS

**North Table: Tavern:** Heroes may hire the services of any type of Man-at-Arms here.

**South Table: Adventurers Guild:** If the party has fewer than 4 regular members, new Heroes may be created (recruited) here.

**Forge: Chaos Dwarf Workshop:** If a Hero has the Chaos Dwarf Hat, he may have any Chaos Dwarf Rune inscribed on an item for 350 Gold Coins.

**Bookcase: Scroll Shop:** 20 randomly selected Scrolls are available for purchase here at a cost of 125 Gold Coins each.

**Alchemists Bench: Potions Master:** This potions master can craft any potion desired. The Heroes may choose any type of potion and purchase it for 25 Gold Coins under face value. (x1)

**Sorcerers Table: Master Sorcerer:** This powerful Sorcerer will teach any qualified Hero a new spell group from the following list: *Darkness or Moon* for 1000 Gold Coins. If a Hero finds the bookcase in the adjacent room he may purchase the corresponding spellbook for 2500 Gold Coins.

**Rack: Slave's Quarters:** This complex of rooms holds Orc Slaves. They may be purchased here for their usual price.

**Cupboard: Antiquities Dealer:** The merchant in this store is selling various artifacts he's collected from around the world. Select 10 artifacts from those available. Each is available for between 500-2500 Gold Coins, at Zargon's discretion.





## Encounter 13

# Lost in the Wind

The Ivory Road cuts through the Howling Wastes on its way to one of the few crossings on the River Ruin and the Ogre Kingdoms beyond. Nothing lives in these terrible wastes, where Hurricane winds blow all but the heaviest of creatures around like

straw. Few travel the road without escort as Ogre Brigands often patrol the road looking for easy targets or those they can bully into hiring them for safe passage. Keep your wits about you and be decisive to find your way to your destination!

### NOTES:

*The Heroes exit this encounter at any of the marked exits.*



Rubble tiles are merely decorative in this Encounter. They are placed to cover the area where tiles merge to prevent it from appearing as a side path.

**Zargon:** The Heroes start at one set of **X**'s. Which set depends on which direction the Heroes are traveling (East or South). The path down the center of the board indicates the Ivory Road (blue side lines indicate the path boundary), only place the tiles corresponding to the Heroes starting position on the board at the start. Add additional tiles as Heroes move onto them.

See **Encounter 12: A Maze of Wind** for rules governing the Blue Wind Zones.

Heroes may search for traps and disarm any found traps as normal in this Encounter (5 x 5 search area).

#### Entrances/Exits:

- 1: In / Out to Quest 9: The Sentinels
- 2: In from Quest 7: The Demons Stump
- 3: Out to Conclusion: The Kingdom of Greasus Goldtooth
- 4: Out to Quest 10: The Black Fortress



These Ogres are stopping any travelers and demanding 1000 Gold Coins to ensure safe passage. If the Heroes pay the 1000 Gold Coins the Ogres will join the group as paid mercenaries and the group will not be attacked by any Ogres for the remainder of this encounter. See the new Monster Card for stats and future payments.

If the Heroes choose not to pay the 1000 Gold Coins the Ogres immediately attack and cannot be "bought off" on future turns.



This chest contains a meager 75 Gold Coins.



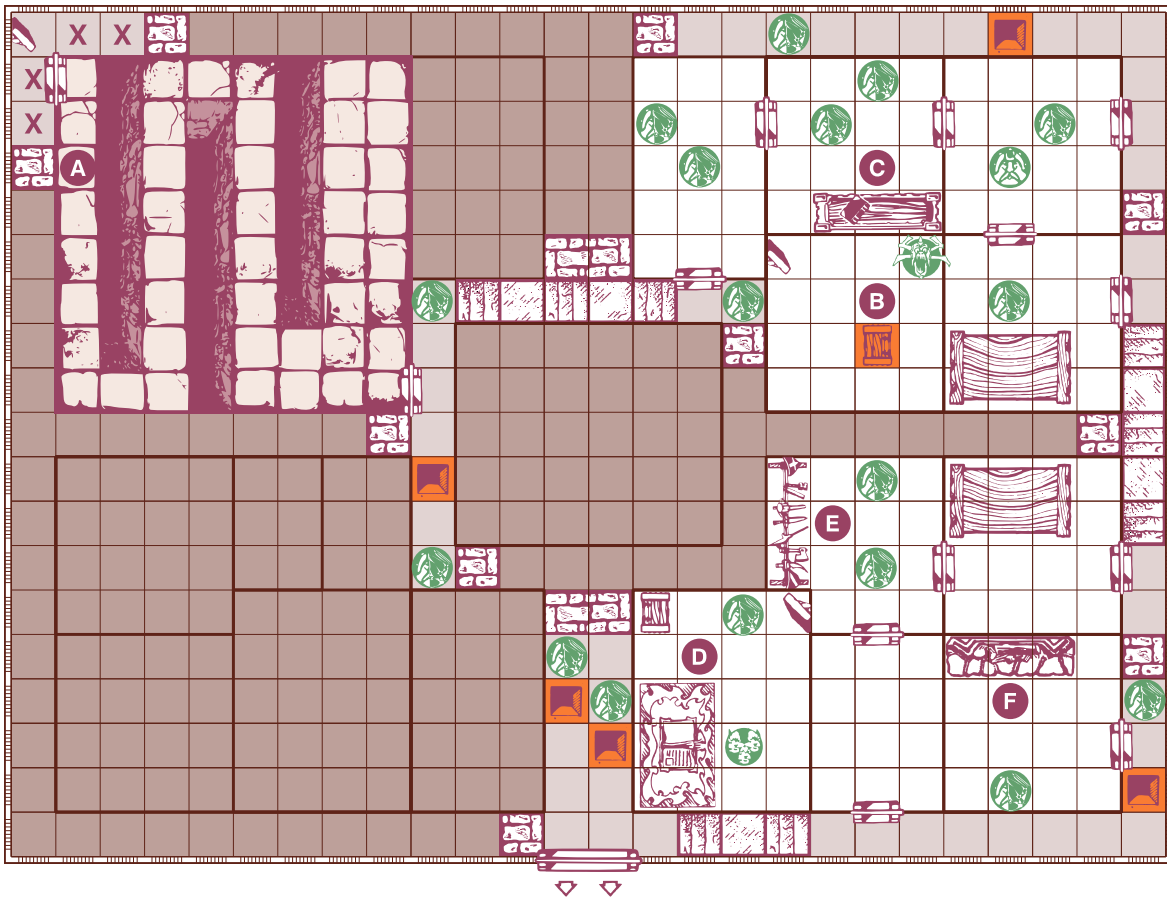
This chest appears to be where this band of Ogres is keeping their extorted money. They find 575 Gold Coins and a **Circlet of Resistance** (see matching Artifact Card). If the Heroes have retained the Ogres from **Note A**, they may *not* search this chest.



The first Hero to search for treasure in these areas finds 2 Fire Gems in the cracks in the ground. Their use is described on the matching Artifact and Equipment Cards.

Wandering Monster in this Quest: Ogre





## Quest 10

# The Black Fortress

Your journey southwards has led you near to the Black Tower. This sinister fortress, black with the ash of its furnaces sits at one of the few crossings of the River Ruin. This tower is the home of the Legion of Azgorh, where disgraced Chaos Dwarves are sent to be trained as Infernal Guards and join

the Legion before being assigned to the various outposts and holdings of the Empire. As you round the base of the tower, the sound of battle fills your ears. The Dwarves have met a group of Ogres on the field in front of the fortress. You can't help but notice a hidden door leading into lower chambers!







### NOTES:

- A** This long forgotten and neglected passage is crumbling around the Heroes. While traversing this room each Hero may only roll 1 Red Die for movement. At the end of each Heroes turn roll 1 Combat Die. If a Black shield is rolled the Hero slips as the passage crumbles, place a Pit of Darkness tile on this space. Follow the same rules as for a *Pit of Darkness* in the Ogre Horde Expansion.
- B** This chest is trapped with poison gas. If a Hero searches for treasure before this trap is disarmed the gas will billow into the room. Each Hero in this room rolls 1 Combat Die, on a Skull they lose 1 Mind Point. The Gargoyle in this room is alive and ready for combat. The chest contains 300 Gold Coins
- C** The first Hero to search for treasure in this room finds 3 Potions of Healing (4 Body Points) and 1 Potion of Strength sitting on the bookshelf.
- D** This is Drazhoath, the Chaos Dwarf sorcerer of this tower. He is a particularly dangerous Sorcerer. He may choose 2 of the usual 6 Spells to be able to cast twice. The chest contains 500 Gold Coins and a Potion of Healing (4 Body Points).
- E** The first Hero to search for treasure in this room finds the Helmet of Azgorh and the Ogre Blade on the Weapons Rack. See the matching Artifact Cards for use.
- F** The first Hero to search for treasure in this room finds a small box on the mantle. It contains a Spell Ring, identical to the Artifact in the Base Game.

**Exits:** After leaving through the main door the Heroes may continue south and on to **Quest 11: Pigbarter Mountains** or cross the River and pass into the southern foothills of the Mountains of Mourn, **Conclusion: Flayed Rock.**



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Hobgoblin		10	2	3	2	1
Chaos Dwarf <sup>1</sup>		5	3	3 <sup>2</sup>	3	3
Infernal Guard <sup>3</sup>		5	3	4 <sup>2</sup>	3	3
Ogre		4	6	4	10	2
Demonsmith <sup>4</sup>		3	3	5	4	6
Bull Centaur		8	5	6	8	6

- 1) A Map symbol with a Shield indicates the Monster is carrying a shield and rolls 1 extra Defend Die.
- 2) Chaos Dwarves roll 1 additional defend die for each adjacent Chaos Dwarf.
- 3) Infernal Guard cannot be hurt by ranged weapons and are immune to fire magic.
- 4) May cast 6 of the Chaos Dwarf Spells, immune to fire magic, adjacent target defends with dice equal to their current Mind Points.

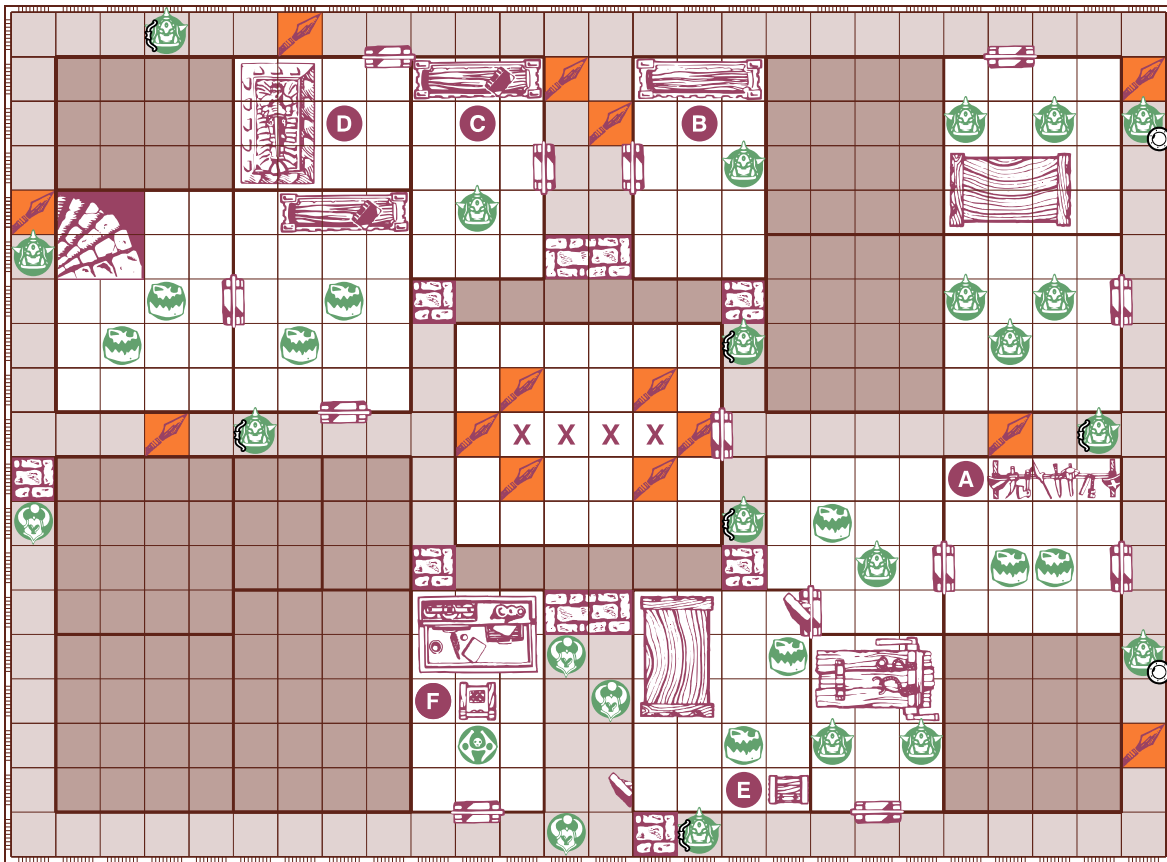
## Flayed Rock

A

s you flee across the river to the far bank, you can hear the screams and yells of pursuit becoming dimmer. Finally, out of breath and gasping for air you come to rest on the east bank of the river. The stench of death fills your lungs and overcomes you. Looking around, you see massive obelisk of basalt rising to meet the moon above you. Cut into the sheer sides of this monolith are steep steps winding around towards the top. Even in the weak light of the moon you can see a dusty red color on the steps and running down the sides of the monolith. What is this accursed place! Slowly, the stories the people you've met in the Darklands have told you come to mind....especially one describing a monument known as Flayed Rock.

Flayed Rock stands at the site of an ancient battle between the Chaos Dwarves and revolting greenskin slaves. After their victory, the Chaos Dwarves of the Black Fortress took all their prisoners up to the top of the obelisk and sacrificed them to their evil god. The entire site flowed red with the blood of those sacrificed following the battle. Since then, the Chaos Dwarves from the fortress have taken their unwanted slaves up the tower and continued the tradition. This place is legendary amongst the slaves of the dwarves....a site of never ending Horrors, only the great temple in the capital has shed more blood than this unmoving stone...

With this in mind you quickly cut your rest short. A tributary flows out of the Mountains of Mourn and joins the River Ruin here, thinning its thick and polluted waters. The waters of this tributary feel cool and cleansing against your skin as you ford the river and pass into Gnobler Country on the far side. Over the next few days you are able to put good distance between you, the Darklands and their evil inhabitants. You spend your time dodging the occasional roaming Ogre and passing by Gnobler and Hill Goblin warrens to find yourself meeting up with the Spice Route. You've missed the slum town of Pigbarter, on the Western banks of the River Ruin, but you're not sure you care. You're free of the Darklands and heading through greener fields and following the edge of a forest ever further eastwards to unknown lands!



## Quest 11

# Pigbarter Mountains

Your journey southwards over the past two weeks has been uneventful. With skill and some luck, you've managed to avoid patrols and brigands along the way. After some time you meet the spice route heading south towards the slum-town of Pigbarter near the mouth of the River Ruin. As the road passes through an old mountain range you can't help but feel you are being watched. Side paths are mysteriously blocked, rockslides have

barred other ways and at night, you swear you hear strange voices on the wind. It's almost as if you're being herded. Suddenly, as you are traveling down a small side road the ground gives way beneath your feet, plunging you into a deep cave system. It is by miracle alone that you are not impaled upon spears as you land. Someone has tried to kill you! Now you must escape this trap and unravel this mystery!!

### NOTES:

*The Heroes begin this quest on the 4 X's and exit via the stairwell*

- A** The first Hero to search for treasure in this room finds a Longsword and a suit of Plate Mail on the weapons rack.
- B** The first Hero to search for treasure in this room finds 2 Potions of Healing (4 Body Points) in the cupboard.
- C** The first Hero to search for treasure in this room finds 2 randomly selected Spell Scrolls on the bookcase.
- D** The first Hero to search for treasure in this room finds a suit of Borin's Armor in this long forgotten tomb.
- E** The chest in this room contains 525 Gold Coins.

- F** This is Morthen, a large and powerful Doomguard Warrior! He has the following stats:


Movement: 7 Attack: 4 Defend: 5 Body: 3 Mind: 3

He is equipped with magical Chaos Armor; a single Black Shield rolled in defense will block any number of Skulls.

After he is defeated, the first Hero to search for treasure finds a rolled up parchment on the desk. Read the following to the Heroes:

*"You pick up the parchment, it is a letter written to Morthen. It contains instructions to place spies to watch for your group and ensure you don't make it out of the Darklands alive. Someone is going to great effort to keep you out of the way!"*

Give the Heroes the **Quest Card: Zargon's Letter** and read **Conclusion: Pigbarter.**

Wandering Monster in this Quest:  Orc Warrior



## The Kingdom of Greasus Goldtooth

You follow the Ivory Road over the River Ruin, it stretches away and up into the Mountains of Mourn. In this area the Mountains are ruled by a collection of Ogre Tribes loyal to Greasus Goldtooth. Greasus' kingdom stretches for most of the southern reaches of the Mountains of Mourn, making it the single largest kingdom of Ogres. The road is generally safe as Greasus has forbid Ogre's in his lands from assaulting caravans as they traverse the Ivory Road and Spice Route further to the south. His fondness for food is outweighed only by his craving for gold, which he understands would dry up if the roads to the Far East were not safe for the many caravans coming in from the Darklands.

You ponder your next move....you could easily make your way into the mountains and explore the southern portion of the mountain chain, perhaps you could even find favor and treasure with the Ogre Tribes. The Ivory Road moves all the way across the range traversing countless valleys and mountaintops in its journey. For now...the sun is high above your heads and the peaceful foothills beckon you to take a meal before beginning your trek!

## Pigbarter

*If the Heroes have the Quest Card – Zargon's Letter, read the following first:*

You turn the letter over in your hands carefully, pondering the meaning. Someone has gone to great effort to keep you occupied and away from your homes. Thinking back on your recent adventures you begin to wonder if your luck was really as bad as it seemed, or perhaps, you were being hunted by an adversary that wants you dead. The letter is unsigned, but your Wizard companion had an idea. Carefully he takes the parchment and casts a subtle spell over the aging paper. Before your eyes a glowing red "Z" appears at the bottom of the page. You have your answer. You have done much over the years to blunt Zargons power and influence. A sick feeling of dread over comes you, Zargon has been aware of your movements! What has been happening in the Old World during your extended absence? The desk in the small room yields one more secret, a second small notebook. Inside you find a small map indicating a base in the southern reaches of the Black Mountains. An area littered with trails and passes crisscrossing the mountain range. Perhaps a visit to this base is in order! [*Continue Below*]

*If the Heroes do not have the Quest Card – Zargon's Letter, read only the following:*

The remainder of your journey through the mountains leading to Pigbarter is calm and without incident. You can't help but notice the warming temperature and the widening of the River Ruin. After a week you find yourself strolling past the Ogre guards at the gate and into the main square. Pigbarter is a nasty, stinking slum, Goblins and Gnoblers are common sights in the streets. Unsavory humans and characters of all races stalk the darkened corners of town. For travelers heading further east along the Spice Route, Pigbarter is the last stop before crossing the river and entering the plains and forest that follow the coast, passing south of the Mountains of Mourn and the Ogre Kingdoms. Any travelers heading to the Far East must stop here to reprovision for the long trek east.

Pigbarter also hosts a port along the river leading south into the sea of the Dead. The scurvy captains at the docks can be bought and will take you to any coastal destination you desire – for a price. From this forgotten cesspit on the edge of civilization you can travel to any place you would desire. Enjoy your short respite, for a Hero's work is never done and the world lies before you!

