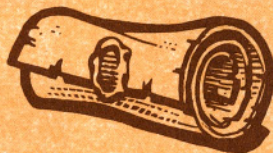


# HeroQuest™

The Crossroads of the World

Q U E S T



B O O K

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*.

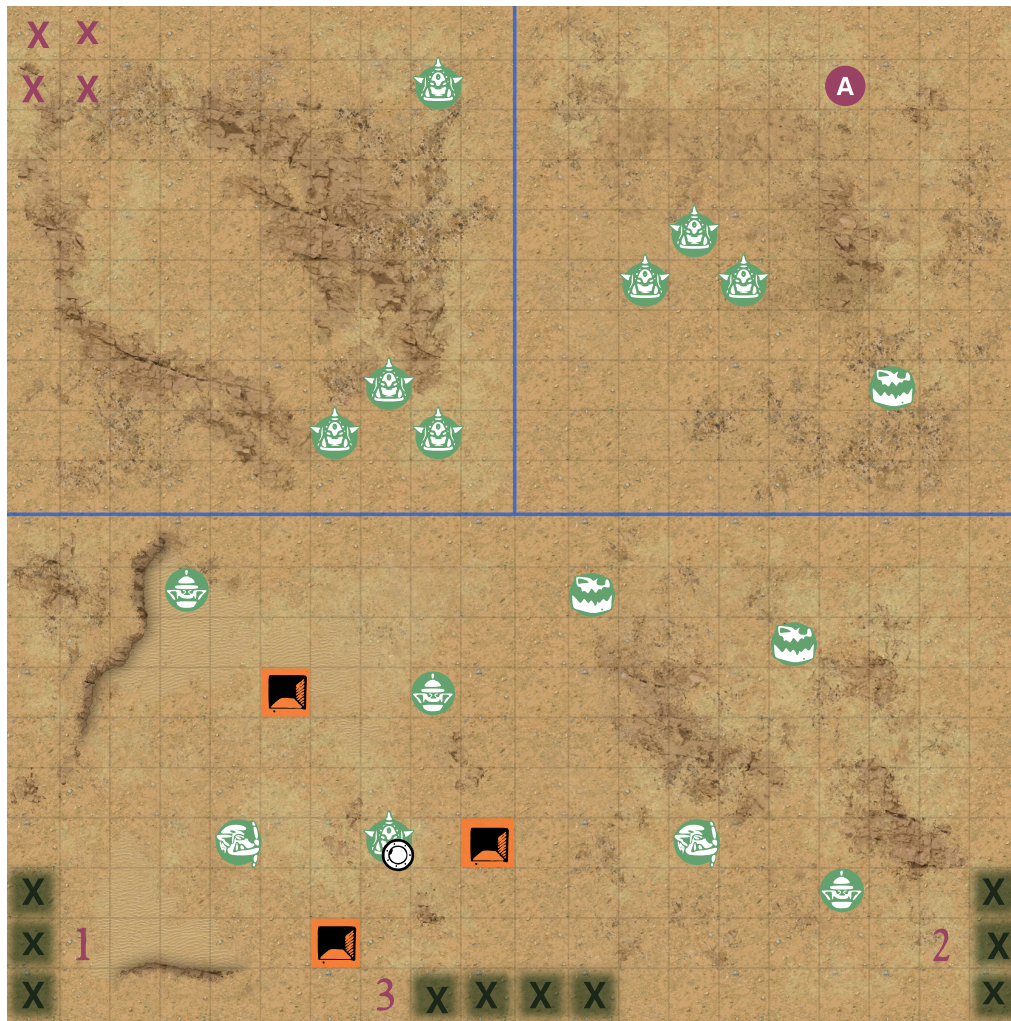
**A** Do not place the treasure chest on the board until a Hero has searched this area for treasure. The first Hero to search for treasure here finds the treasure chest buried shallowly in the ground. The chest contains a cache of weapons and gold! Undoubtedly it was buried here by an intrepid group 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



## 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.

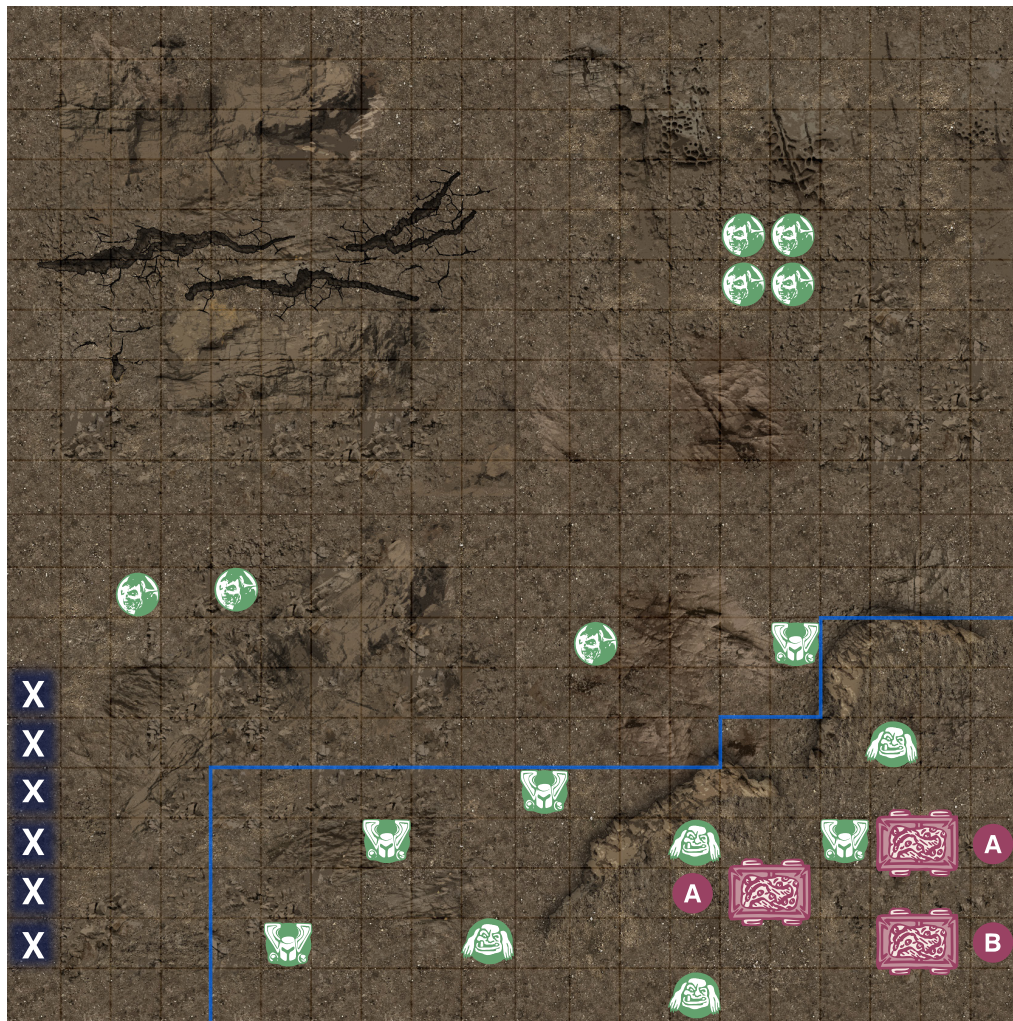
You are fortunate this day; you are able to ascend the mountain pass in the shadow of Gnashrak's Lair. This Goblin lair guards the eastern side of the mountains; often Goblin raiders out of the high mountain warrens harass and harry convoys and merchants traveling the pass. A week later you find yourselves 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** 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.

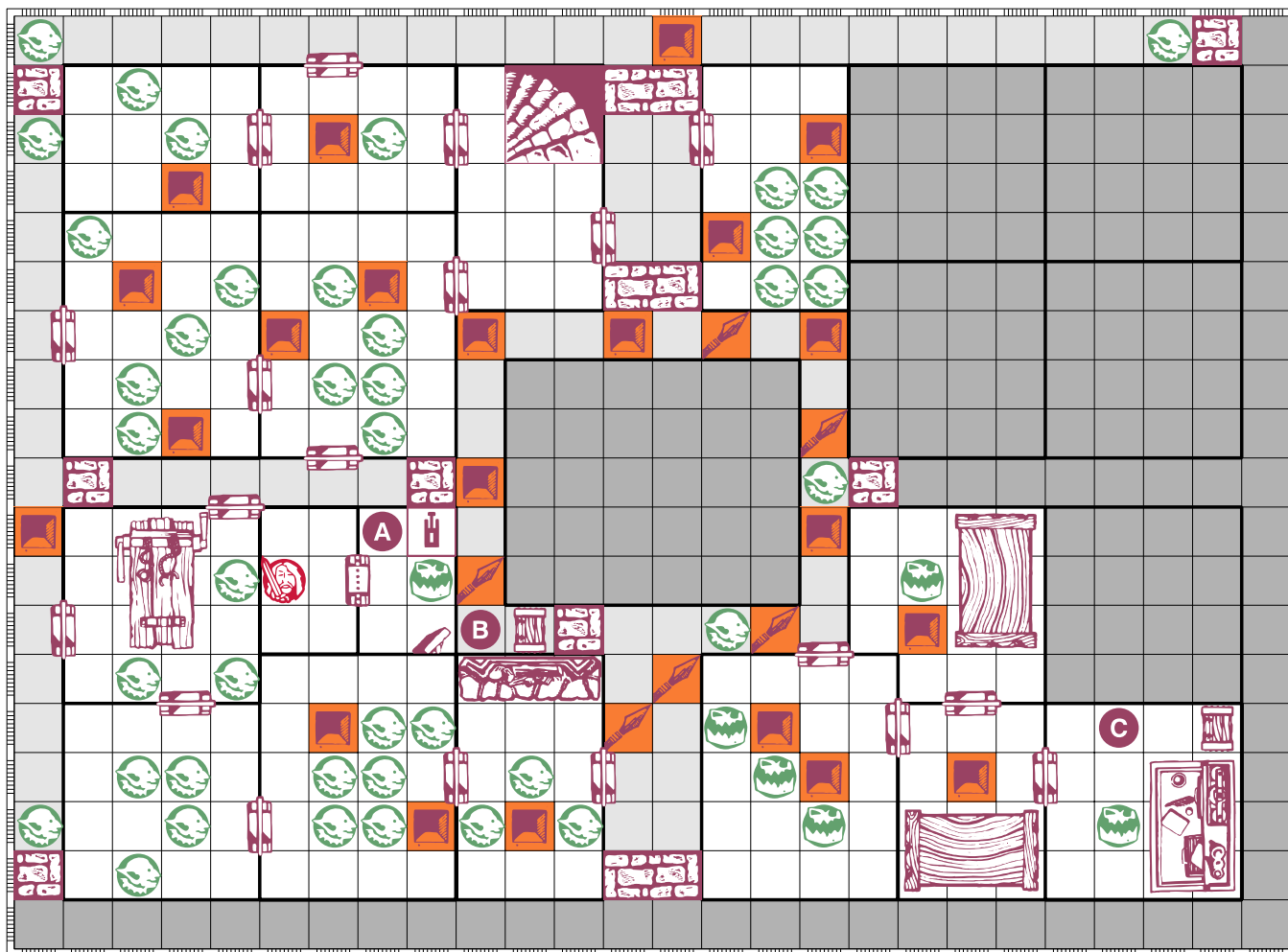
- B** B. If the Heroes successfully capture this wagon, tell them that it contains prisoners bound for the Chaos Dwarves mines. If any Heroes have previously been captured they are released and may rejoin the party with the next Encounter/Quest. Their weapons are found stored with the gold bullion in 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 Runts 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.

**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 Runts to raid merchants and those lost in the Darklands. He has the following stats:

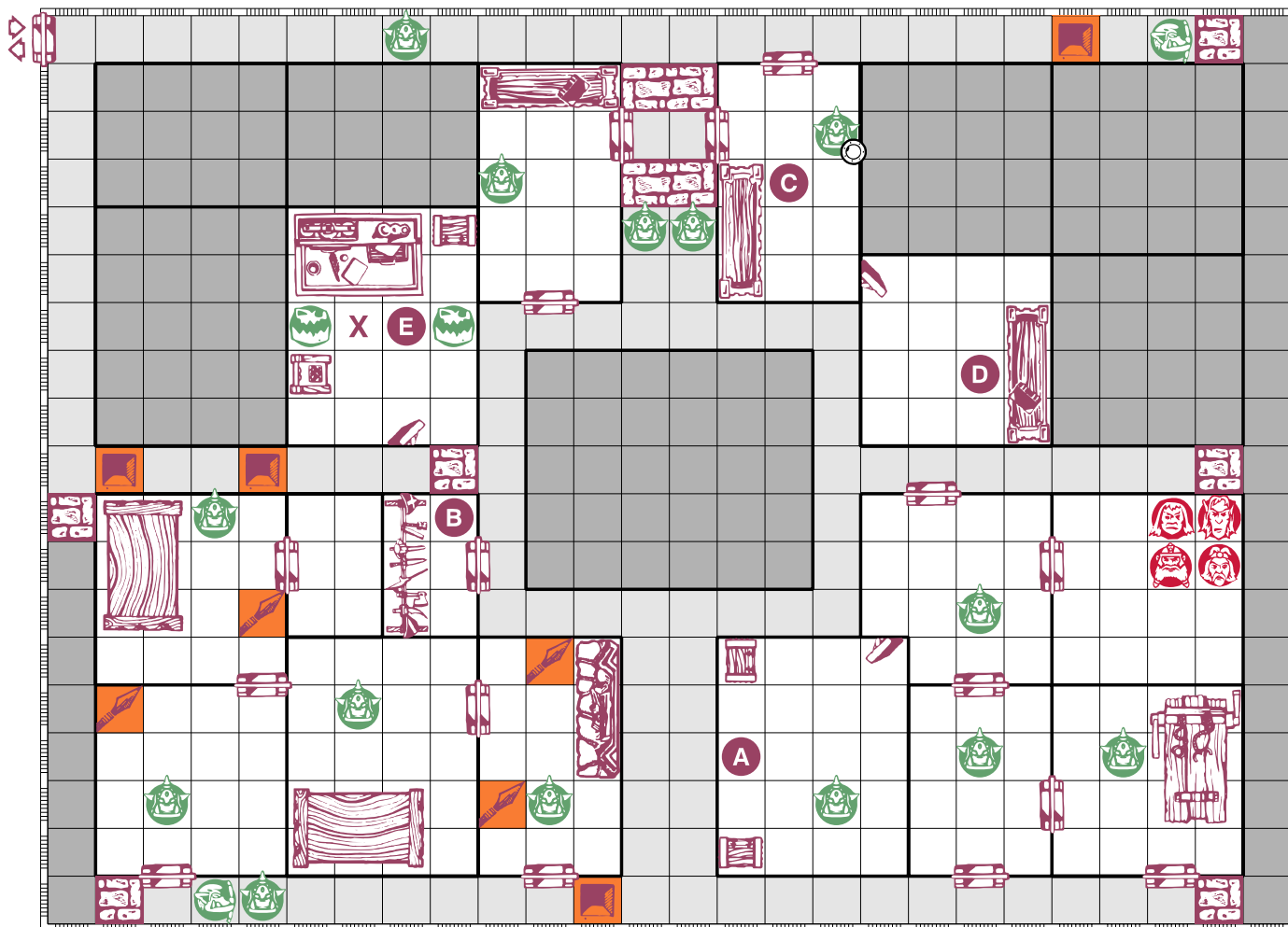
MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4/4	5	5	4

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 Runt





### 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	ATTACK	DEFEND	BODY	MIND
5	4/4	6	6	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



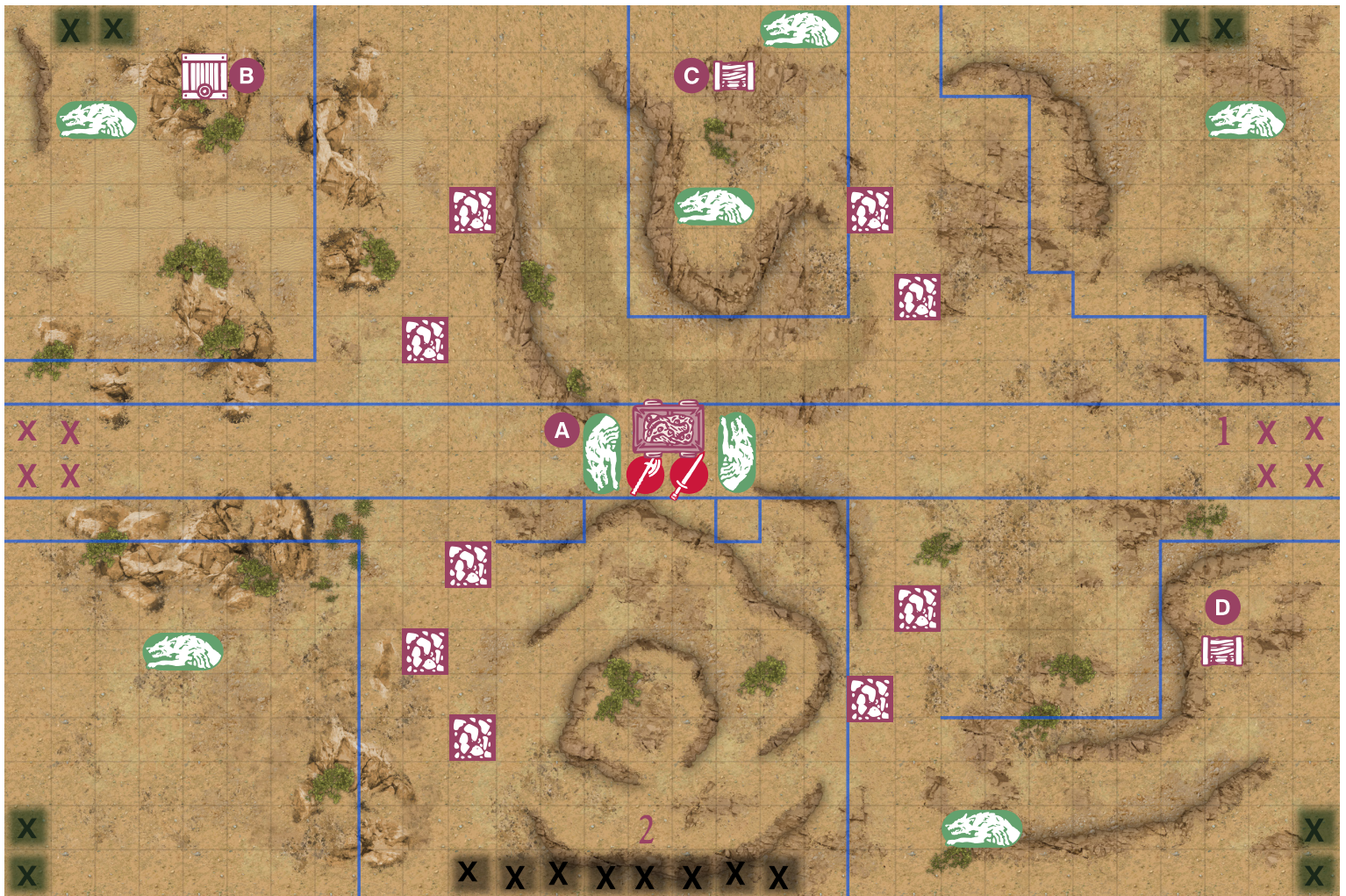
## The Border Princes

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.

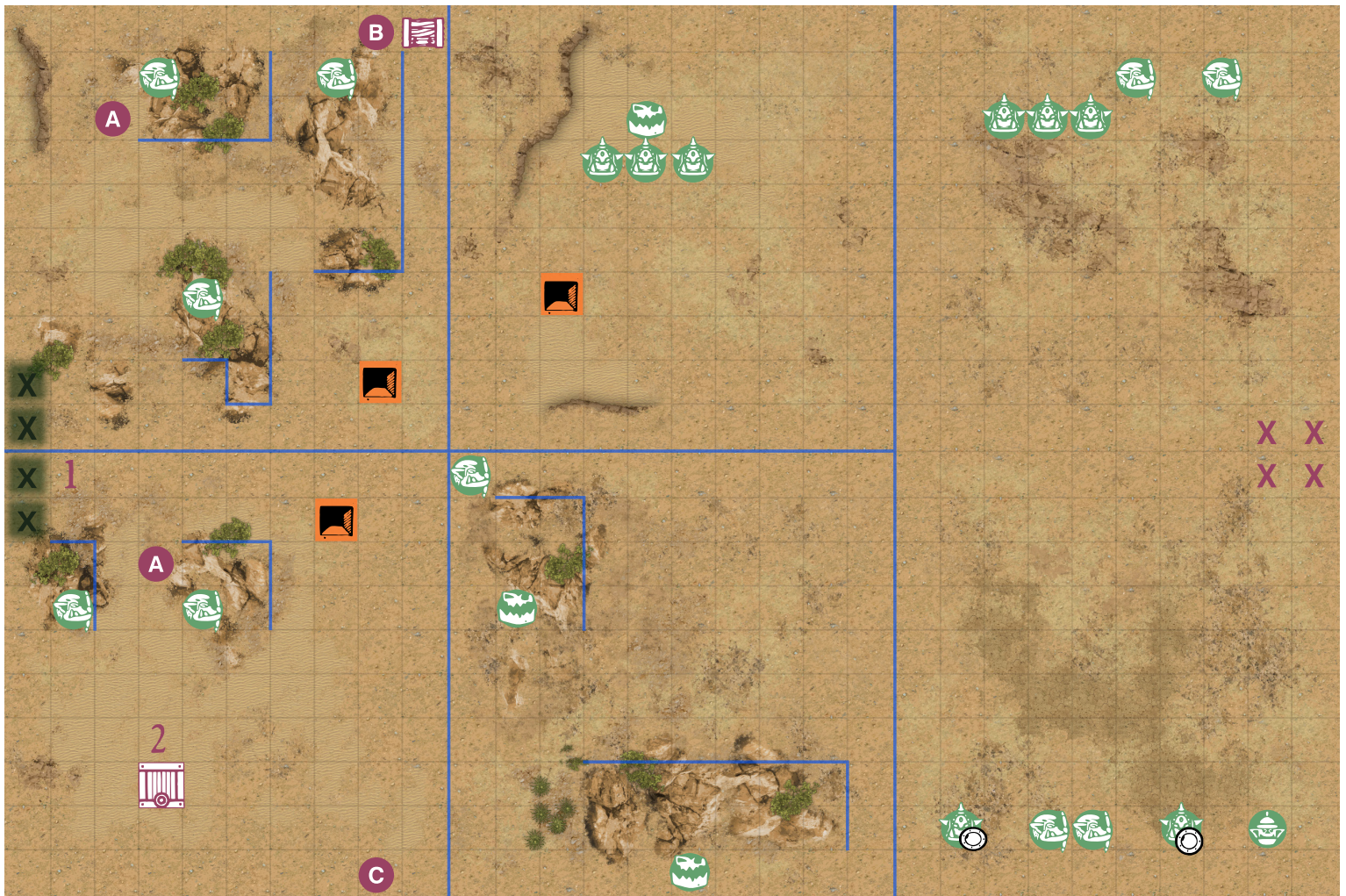
When a Hero searches for treasure (5 x 5 area) during this Encounter, do not draw a treasure card. Instead roll 1 red die and consult the following table:

- |                  |                               |                  |
|------------------|-------------------------------|------------------|
| 1: Dagger        | 3: Magical Throwing Dagger    | 5: 75 gold coins |
| 2: 25 gold coins | 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.



Wandering Monster in this Quest: Orc Warrior



## 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 warn 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.

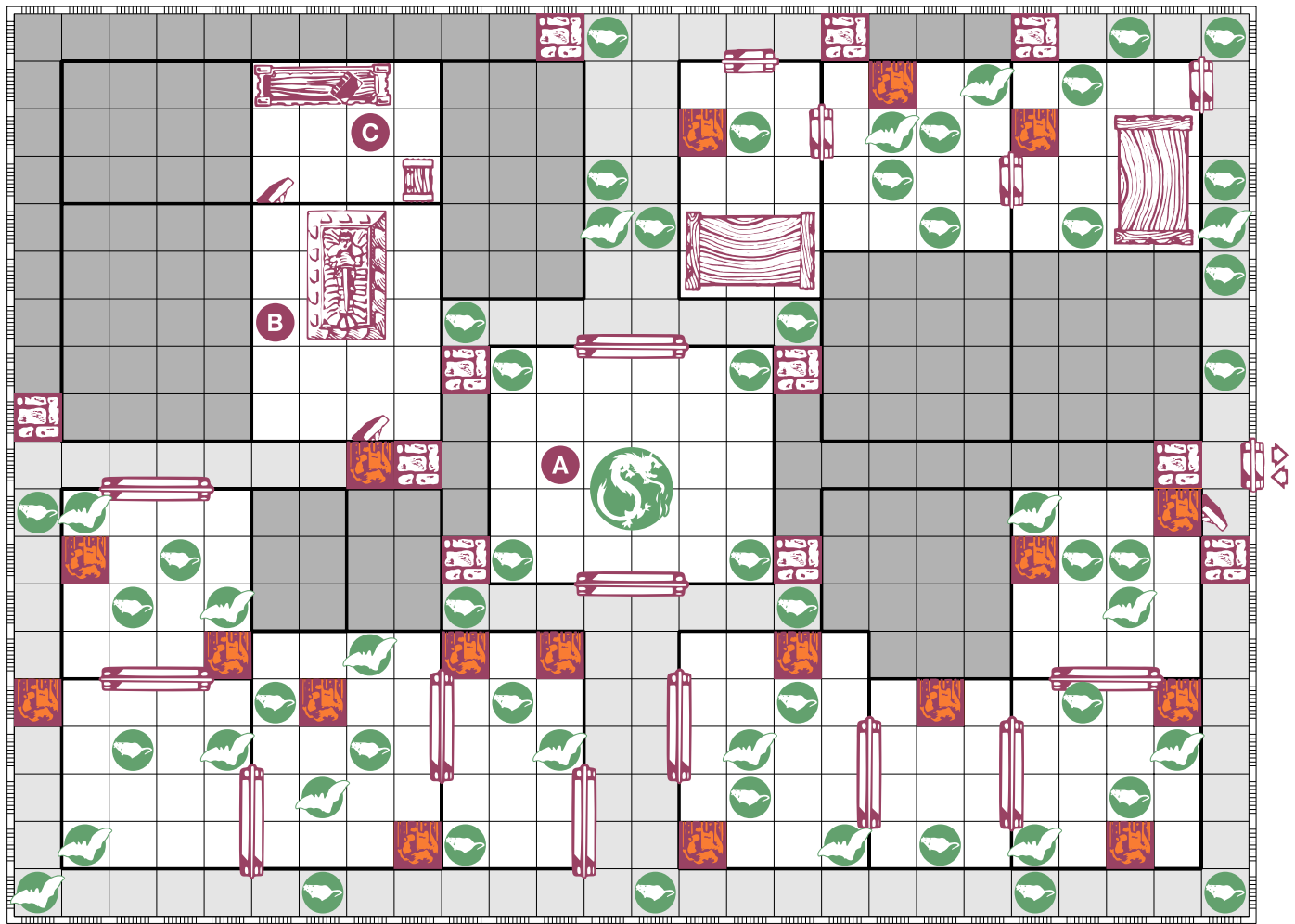
**1:** This exit leads back through the mountains and emerges in the Badlands. If the Heroes choose this exit read Conclusion: *Death Pass*.

**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*.



Wandering Monster in this Quest: Orc Warrior





## 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	ATTACK	DEFEND	BODY	MIND
5	6	6	15	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 Necromancers 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



## Death Pass

**D**eath Pass...so named because so many travelers have met their end while traversing its 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?