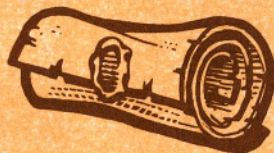


# HeroQuest™

The Crossroads of the World

Q U E S T



B O O K

Eastern Branch

Earth, Wind and Fire

Quests 4 – 7

Encounters 8 – 12

# Quest Map Guide

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



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



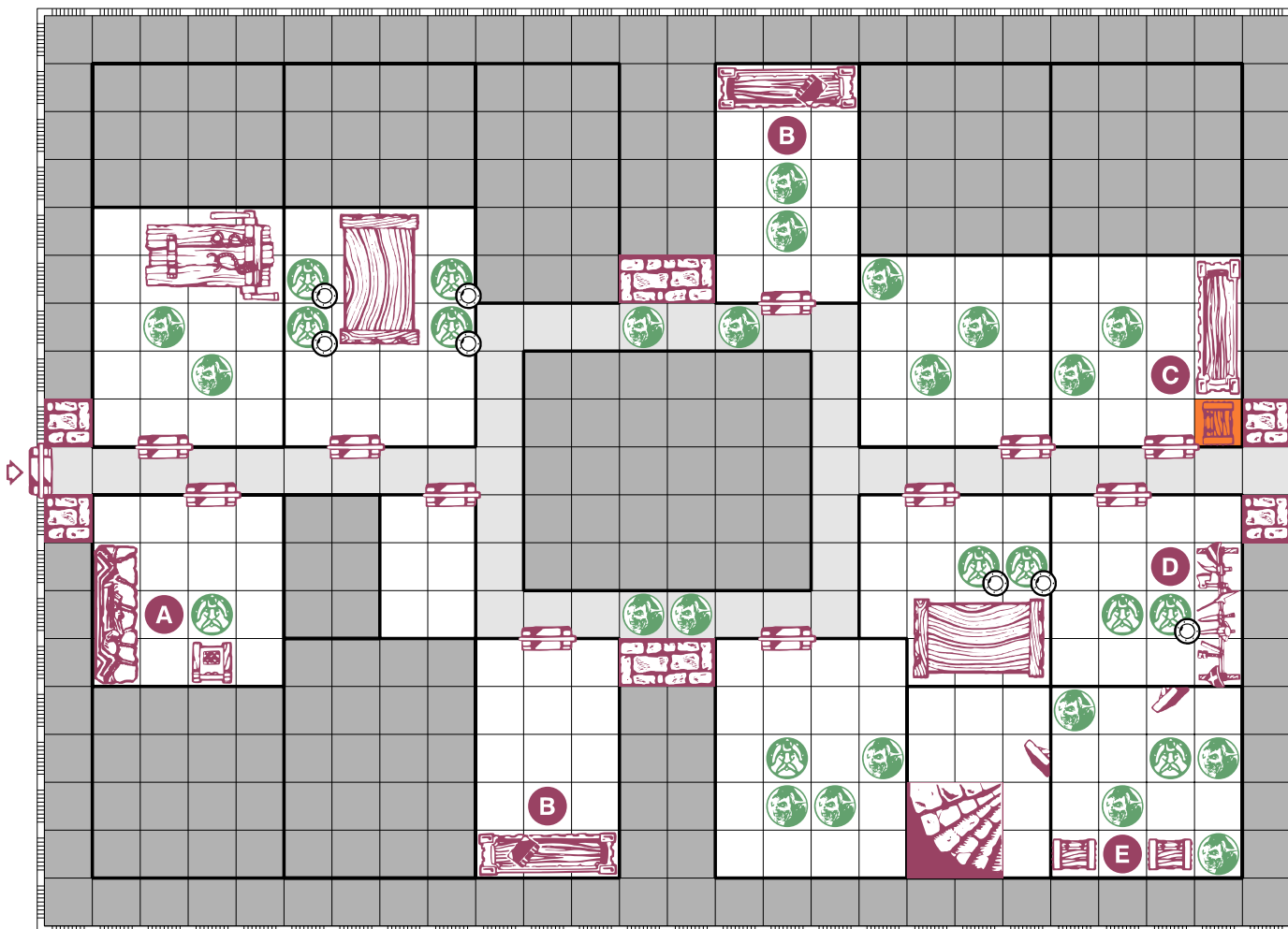
**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



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

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





## 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

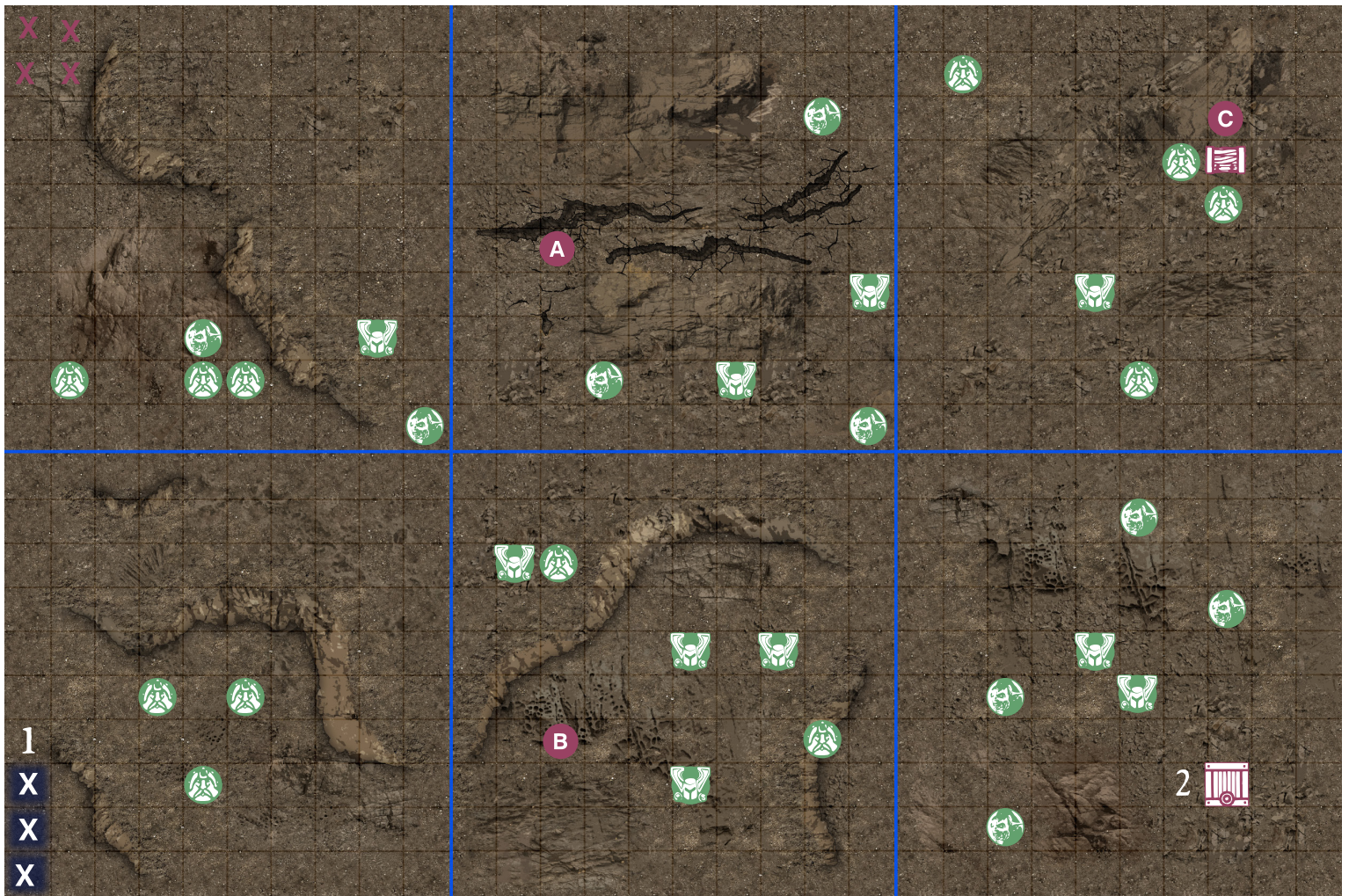
suit of Blackshard Armor and 2 battleaxes on the weapons rack.

**E** Each chest in this room contains 150 gold coins and 2 Potions of Healing. Each potion will restore 4 lost Body Points.



Wandering Monster in this Quest: Chaos Dwarf





## 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.

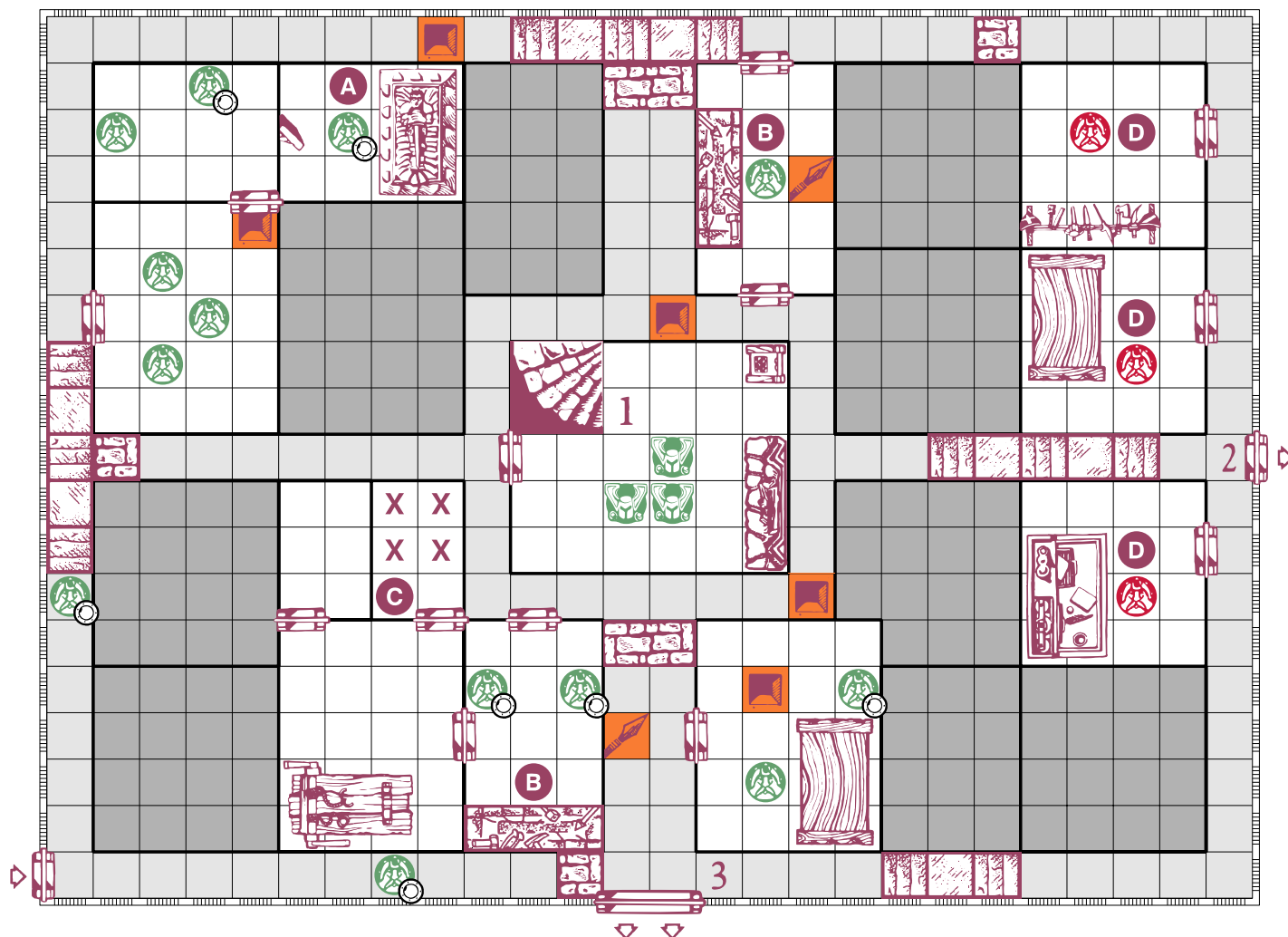
1: This route leads to the Great East-West Road. If a Hero decides to leave via this exit they will move west and play *Encounter 3: Choices in the Sand*, *Encounter 4: The Tables Turn* (if they have the Convoy Map) or exit the Encounter pack and return to the Empire via Peak Pass. Read the conclusion 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*.



Wandering Monster in this Quest: **Infernal Guard**





## Quest 4

# Zharr-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*).

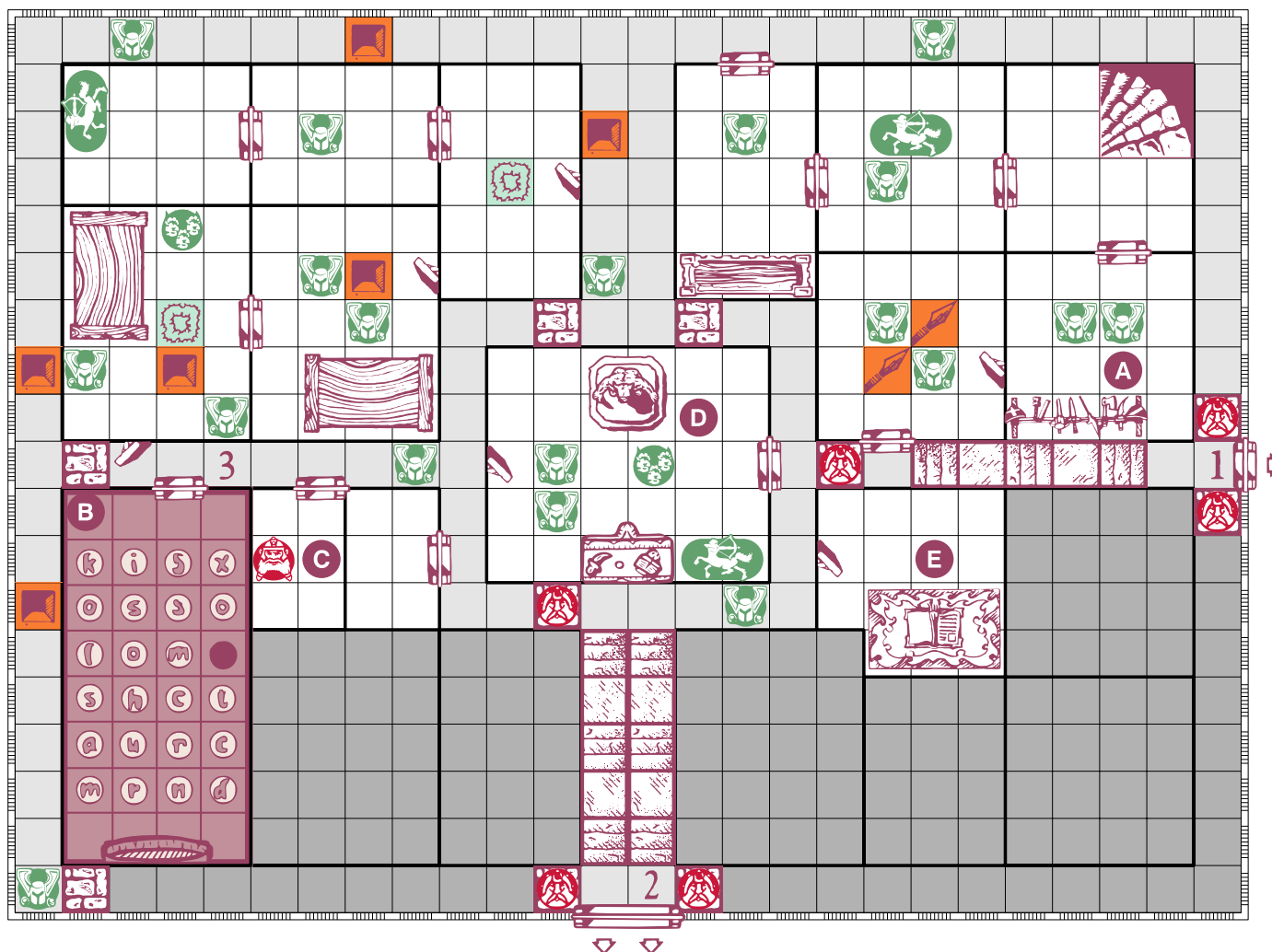
2: This leads out of the city and across the river to the Vale of Woe. (Conclusion: *The Vale of Woe*).

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**





## Quest 5

# Temple of Hashut

You climb the winding steps of the Temple of Hashut, all around you statues stand – the remains of Chaos Dwarf Sorcerers. Their Sorcerers slowly turn to stone as they are corrupted by the evil Magic of Hashut. When a great Sorcerer is

turned to stone he is moved to a position of honor. What evils await you at the top of the flight of stairs? You will know soon, for you can hear the sound of hooves echoing from above!

### NOTES:

Exits: 1: Conclusion: *Vale of Woe*. 2: *Encounter 10: Return to the Plain of Zharr*. 3: Conclusion: *Demon's Stump*.

These are stone statues that used to be Chaos Dwarf Sorcerers. They are treated exactly like blocked squares, they block line of sight and cannot be moved around.

**A** The first Hero to search for treasure in this room finds a cache of Chaos Dwarf weaponry on the Weapons Rack. Give the Hero the following Artifact Cards to keep or distribute: Flaming Blade, Flaming Dagger, Flaming Axe and a quiver of Flaming Bolts.

**B** 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." If the Heroes have a Portal Key they may choose to use it and travel to the destination on the card. (See Exit #3).

**C** When a Hero opens the door to this room, they find a Dwarf sitting on the floor. He has been held prisoner and is going to be sacrificed in the temple

today. He is very grateful for being rescued. He joins the party and has the same stats as a basic Hero Dwarf.

If he survives the Quest, he departs the Heroes company but gives them 4 iron tokens emblazoned with ships. He tells you these are tickets for passage on the Dwarven ships that harbor at Barak Varr in the Badlands.

**D** This is the sanctum of the Temple, the place of endless sacrifices. The Demonsmith in this room is Astragoth, High Priest of the Temple. His stats are as follows:

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 2        | 3      | 6      | 4    | 8    |

He also knows 9 Chaos Dwarf Spells that he may cast.

The first Hero to search for treasure in this room finds a scrap of paper with runes marked on it sitting at the base of the idol. Give that Hero the Artifact Card Portal Key – Demon's Stump. Also found is an offering of 700 gold coins on the altar and an Obsidian Gem on Astragoth's body.



Wandering Monster in this Quest: **Infernal Guard**



**NOTES continued:**

**E** The First Hero to search for treasure in this room finds a Chaos Dwarf Spellbook on the sorcerer's table. Give the Hero the matching Artifact Card. Also found is the Black Hammer of Hashut, its use is described on the matching Artifact Card.



## The Vale of Woe

**Y**ou 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 Zhar-Naggund back across the river.

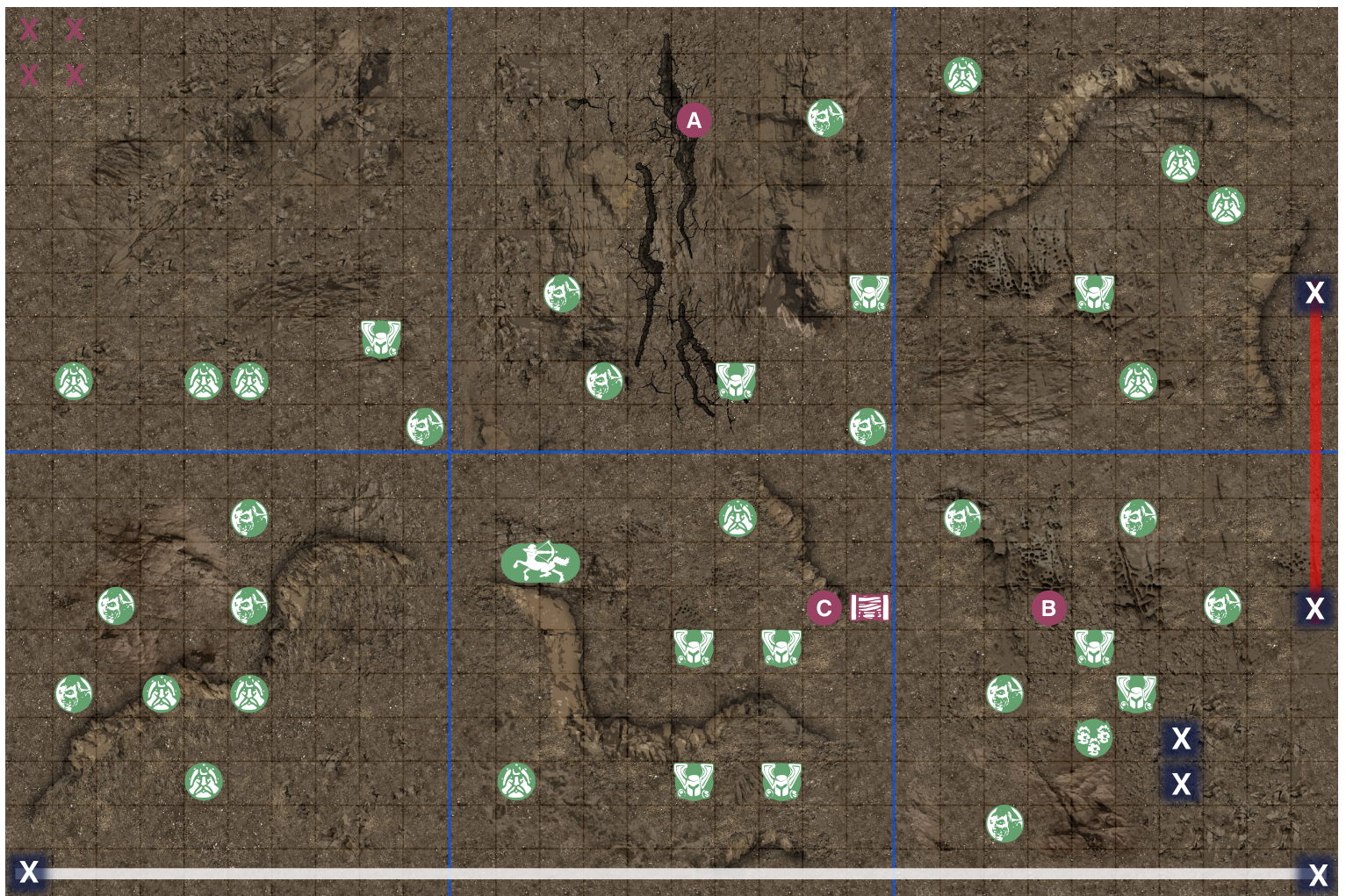
Return across the river is not an option. You have no choice but to venture through the Vale and into the mountains, hoping to avoid meeting the same fate as this poor fellow. Desolation grips you all, for the path ahead is bleak and ever receding from your homes!

## The Demon's Stump

**A**s 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 10

# 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.

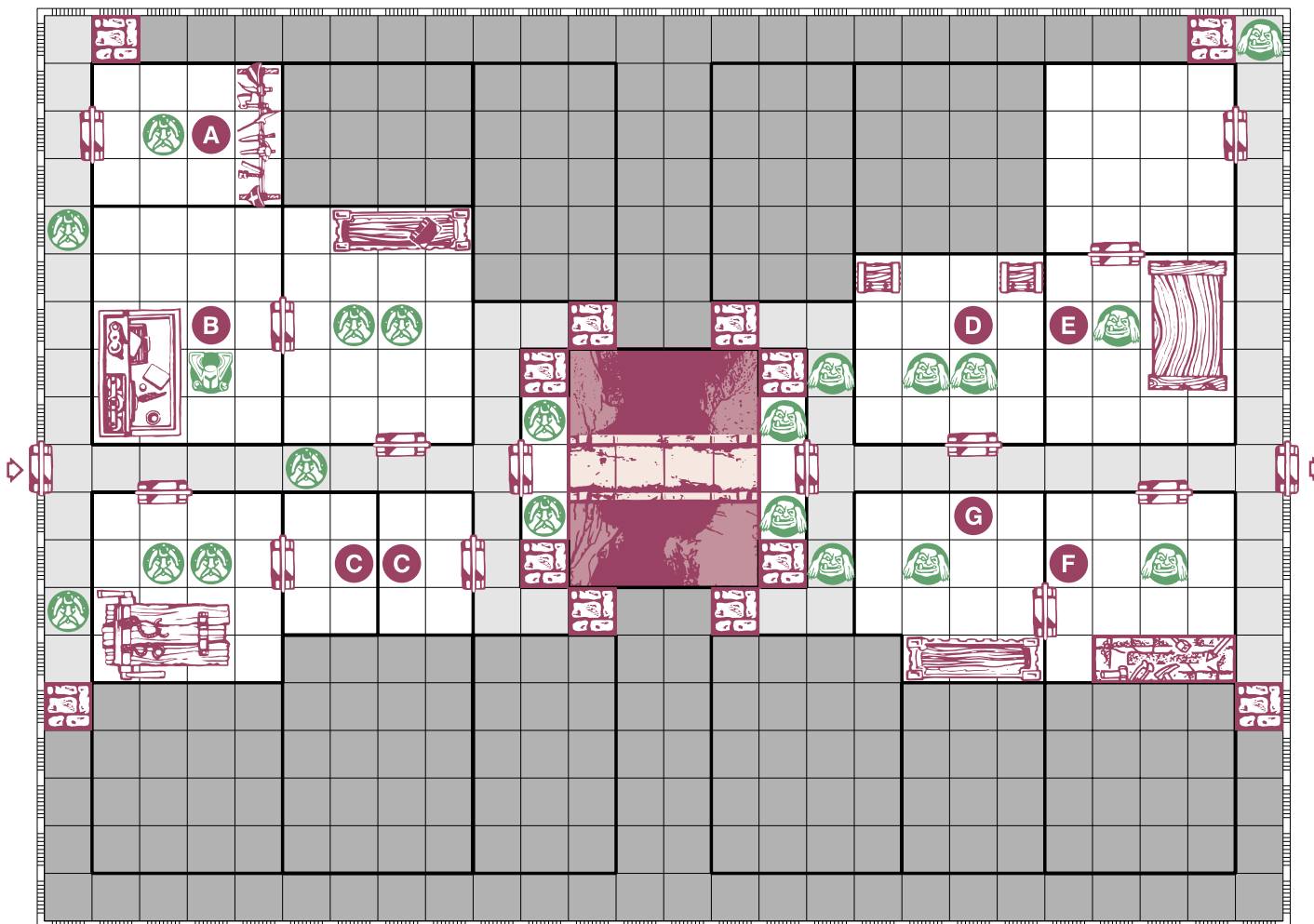
Exits: This Encounter may be exited on the red line to go to *Encounter 11: Road to the East*.

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 nor 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.

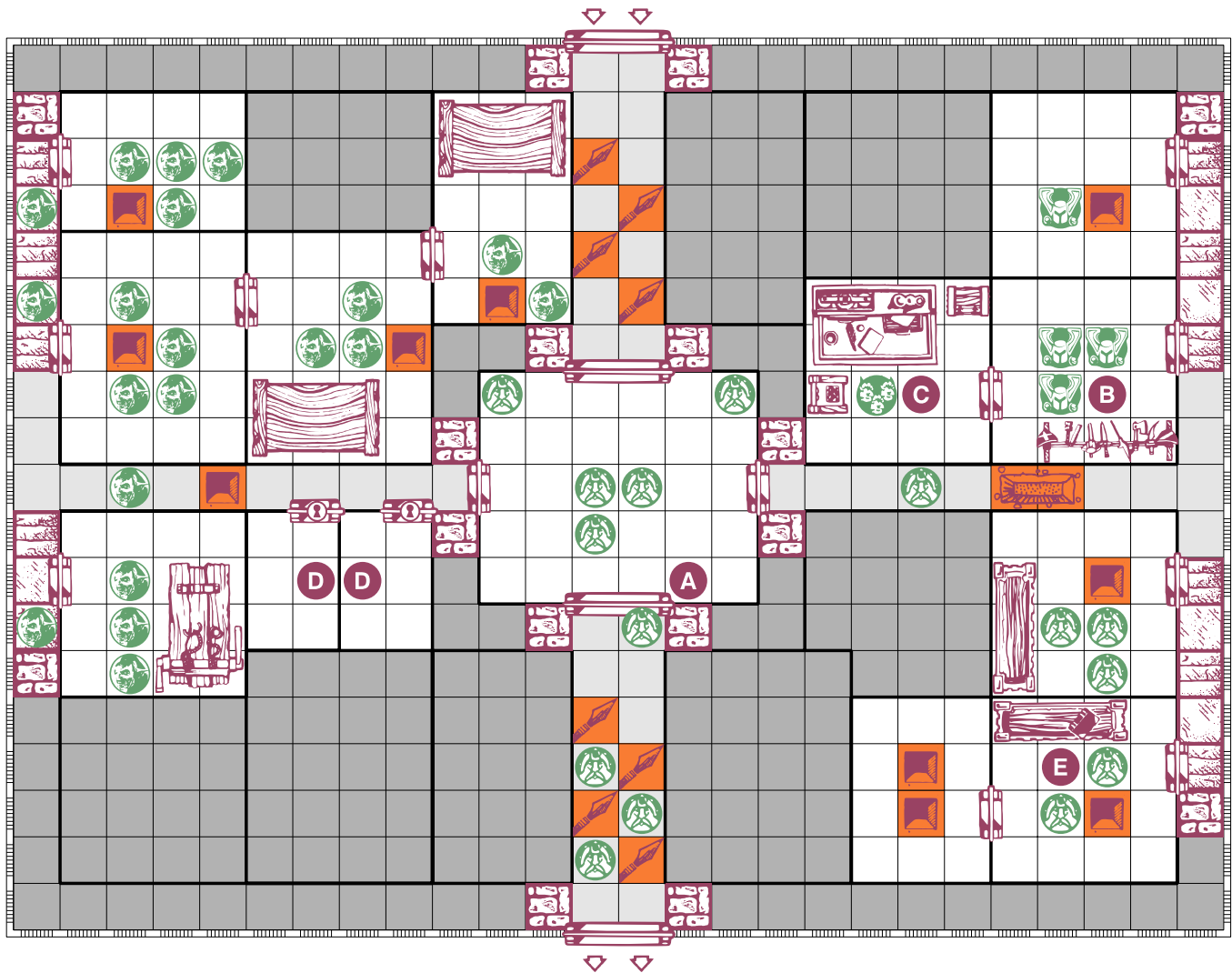
Wandering Monster in this Quest: None



**NOTES continued:**

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*.



## 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 Guantlet 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.

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.

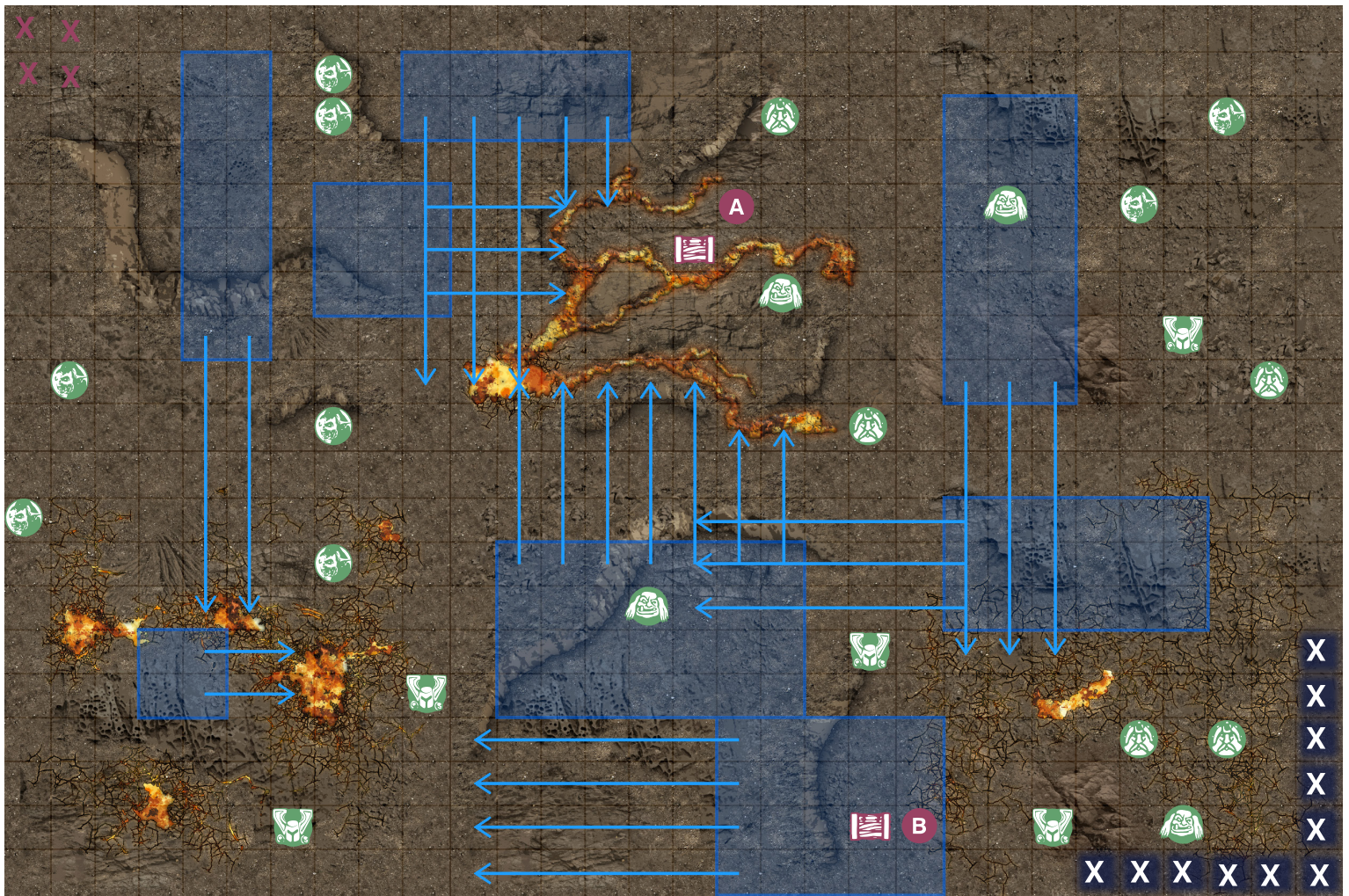
- E** The first Hero to search for treasure in this room will find any equipment belonging to the captured Heroes in room D. If there are no captured Heroes to be rescued, the bookcase instead contains a trove of Spell Scrolls (4 random Scrolls) and 3 Potions of Healing, each restoring 4 Body Points.

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.

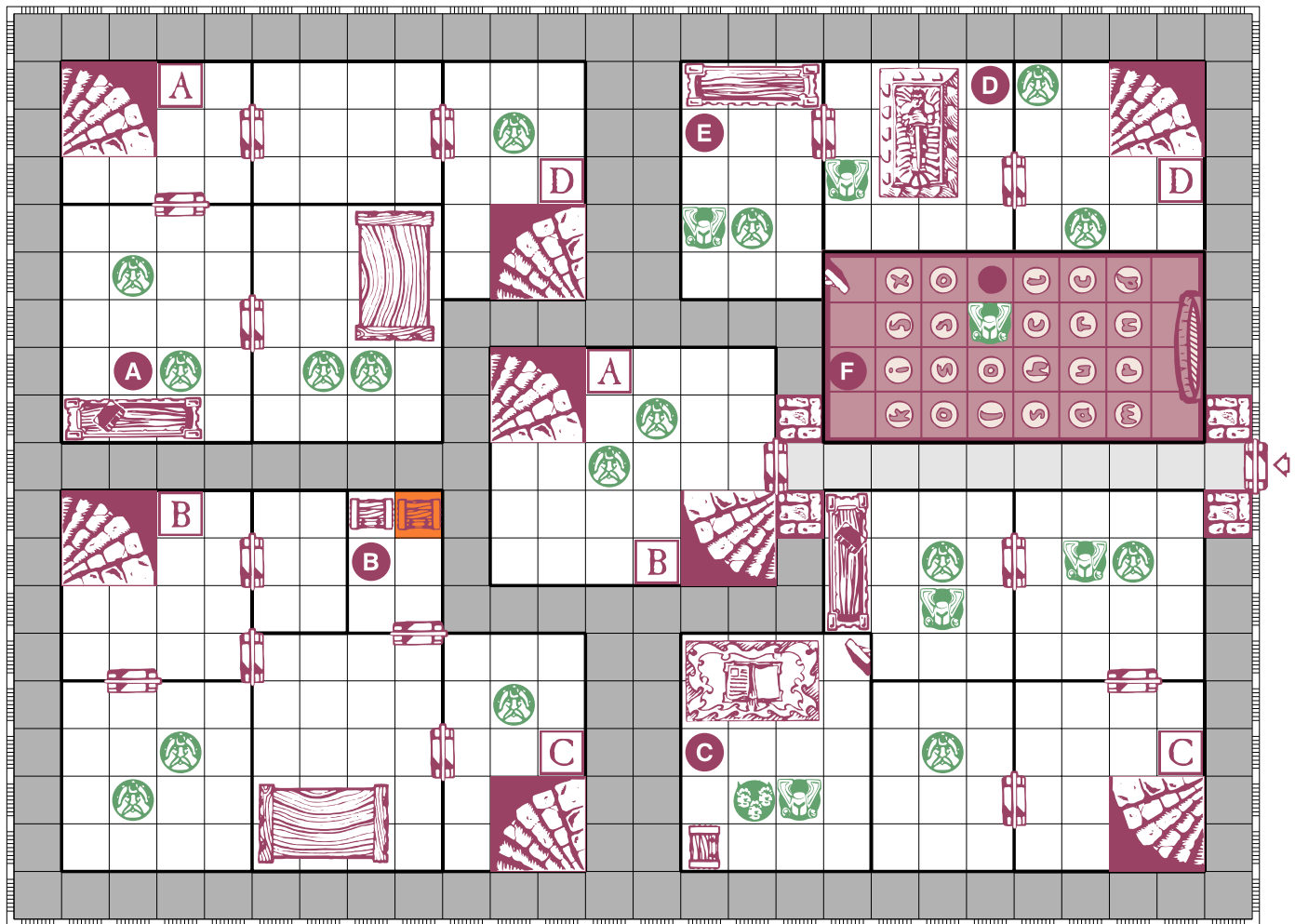
**B** This chest contains 225 gold coins and 2 Potions of Dexterity.

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*.



Wandering Monster in this Quest: Hobgoblin





## 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 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.



Wandering Monster in this Quest: Infernal Guard



**NOTES continued:**

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*.



## 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 seam 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!