

HERO QUEST

WAAAGH!



By Robert Thomson

“The lands of the border princes are always a hostile and dangerous place. Outside of the domain of the Empire, independent territories struggle to survive, trading with neighbours one day, and skirmishing with them the next. Larger threats can be found all around these small kingdoms. Orc and goblin tribes populate the mountains, hills, forests, and plains of the surrounding area, and raids or even small battles with bands of greenskins are commonplace. However, once every generation or so, an orc or goblin leader becomes powerful enough to gather tribes under one banner, and lead an invasion. Known to the orcs as a WAAAGH!, these invasion forces typically run unchecked through the lands of the border princes on their way to greater battles against the Empire, Brettonia, or dwarven keeps. These are dark days among the lands of the border princes. Even though the orcs are eventually almost always repelled, the devastation created beforehand almost always takes the heaviest toll on the orcs’ nearest neighbors.”

“Now we see an increase in raids on the border prince Lands. Goblins have become more aggressive and more organized, ambushing trading caravans, raiding villages, and even attacking armed forces. Is this just a few more aggressive bands taking advantage of increased opportunities caused by infighting between princes, or is there something bigger at work? The ruler of the county of Zenres, the easternmost of the border prince territories, has put out a call for help. His people are suffering at the hands of the goblins, and heroes are needed to drive back these vile attackers, bringing relative peace back to the borderlands.”

-Mentor

Introduction:

After over two decades of play, HeroQuest still remains popular with players due to the simplicity of the system and the fast play. Even though it hasn’t been published in many years, new players are constantly turned onto the game, and are able to pick it up almost immediately. The original boxed set’s 14 original quests have served well in all that time to introduce these players, and start them out on their quest as heroes of the realm. However, what happens when a group of players return to the game and wish to start again with a new set of heroes? Or what about the case of a mixed group, where some experienced players have played through the published quests, but new players are just learning the game? This set of 14 quests was created with these kinds of scenarios in mind. They have been created assuming the players will be using starting characters, using this quest pack in place of the initial 14 quests from the quest book in the original boxed set. This will offer new challenges to veteran players, with new monsters, new plots, and new quests designs, but should also be good teaching tools for new players, as quests begin very simple, and then build complexity and difficulty throughout the campaign.

Artifacts given out during the course of this quest set repeats items from the published HeroQuest modules. As a result, it isn’t really useable by a group of heroes who have already been through the boxed set. As stated, this is intended to be used instead of the boxed set, and so it gives the heroes the opportunities to find artifacts used there.

This quest does use elements that are not included in the basic boxed set. Several tiles from other boxed sets are used, as well as some custom tiles that are not included in any published set. (These custom tiles are included for printing with this quest book.) Monsters from expansion sets are also used, in addition to adding special rules for a couple original monsters, and adding almost a dozen new foes for your heroes to challenge themselves with. However, understanding that not everyone has the miniatures to represent these monsters, and that they may not want to use proxies for these creatures, this book also provides a “substitution” column that gives creatures from the basic game that can be used in place of the custom monsters to provide the most similar challenge level.

Some new rules have been introduced in this pack to add a little depth to the game without making it overly complex. Only one rule is considered non-optional, but it is the simplest addition to the rule set. These rules will all be included in upcoming quest packs as well for continuity. The reason it was decided to add these rules is, since players will be starting with brand new characters for this quest pack, it provides an opportunity to freshen up the game a bit, especially for those players who may have been playing for a long time. Among the optional rules is a system for hero advancement, including learning new skills and spells the heroes can use in their adventures.

New Rules:

Wandering monsters -To add greater variety to wandering monsters, on each quest, 3 different selections will be given, with different frequencies for each monster. Each time a wandering monster is needed, roll a single skull die. Each quest will define a selection for a



Mind Points for Spells (optional) – One difficulty with HeroQuest is the wizard not advancing like other character types due to equipment limitations. This optional rule should help with some of that balance as well as adding some new flexibility for spell advancement on other heroes. Spellcasting ability is determined by mind points of the hero. Taking mind points -3 you can determine how many spell categories (groups of free spells) the character may choose at the beginning of the quest. (See the following chart.)

Mind Points	Spell Classes	Starting Hero
4	1 (3 spells)	Elf
5	2 (6 spells)	
6	3 (9 spells)	Wizard
7	4 (12 spells)	
8	5 (15 spells)	
9	6 (18 spells)	
10	7 (21 spells)	

Using this chart, the elf selects 3 spells and the wizard selects 9 just like the standard spell rules. However, should one of these characters manage to increase their Mind Points (for example by carrying the Talisman of Lore) they would be entitled to an additional set of spells. Please also note that if the dwarf character were to increase his mind points, he would choose spells from the “Dwarven Rune’s” spell deck included with this quest pack. The barbarian would require an increase by two mind points, which is not possible during the course of this series of quests.)

Under this system, it is recommended that certain types of spells require certain numbers of mind points to use, in addition to restrictions by character type. (This limits the starting elf and wizard to elemental spells only, opening up more options later as they advance.)

Spell Type	Minimum MP	Hero Restriction
Air	4	Elf or Wizard Only
Earth	4	Elf or Wizard Only
Fire	4	Elf or Wizard Only
Water	4	Elf or Wizard Only
Dwarven Runes**	4	Dwarf Only
Tribal Magic**	4	Barbarian Only
Elf Spells*	5	Elf Only
Master Runes**	5	Dwarf Only
Darkness***	7	Elf or Wizard Only
Detection***	7	Elf or Wizard Only
Protection***	7	Elf or Wizard Only


















*Included in the Elf Quest Pack

** Included in this Quest Set (see appendix 2)

***Included in the Wizards of Morcar quest pack

Character Skill Advancement (optional) – Under the standard HeroQuest system, the only advancement available to heroes is upgraded equipment. The characters themselves never improve or play any different than when they start out the game. Under the character skill advancement system, each hero is awarded a skill each time they complete a campaign arc (such as the 14 adventures of the original box, expansions such as Return of the Witch King, or the campaign contained in this book. Each character has a mix of skills suitable to them that will give them more options in play. Appendix 1 of this book includes 6 categories of skill advancements. Each hero has two of the six categories available to them, and each category has a total of 4 possible advancements. (Note that some categories only have 3 unique advancements, but in those cases, one of the advancements will be specified to be available for selection twice.) Skills stay with the character forever, and allow players to customize their characters for more unique playstyles.

New Monsters – The following table contains new monsters or modified profiles for monsters published in the original game or the expansions. Although substitutions are provided, these monsters will provide a more varied set of challenges for your heroes.

Monster	Icon	Move	Attack	Defense	Body	Mind	Special	Substitution
Gargoyle		6	4	5	3	4	Flight	NA
Giant Spider		8	1	1	1	0	Poison	Goblin
Goblin Archer		10	2(1)	1	1	1	Ranged	Goblin
Goblin Fanatic		*2d6	*d6	1	1	1	Fanatic	Chaos Warrior
Goblin Spearman		10	2	1	1	1	Diagonal	Goblin
Mummy		4	3	4	2	0	Disease	NA
Night Goblin		10	2	1	1	1		Goblin
Night Goblin Archer		10	2(1)	1	1	1	Ranged	Goblin
Ogre		4	5	4	4	2	Diagonal	N/A
Orc Archer		8	3(1)	2	1	2	Ranged	Orc
Orc Big'un		7	4	3	2	2	None	Fimir
Skeleton Archer		6	2(1)	2	1	0	Ranged	Skeleton
Squig Hound		10	4	1	1	1		Orc
Troll		6	3	5	3	2	Diagonal, Regeneration	Chaos Warrior
Wight		6	3	3	2	0	Deathblow	Mummy
Wolf		12	4	2	3	1		NA
Wyvern		8	5/3	4	6	2	Diagonal, Flight, Poison (2 nd attack only)	Gargoyle

Special Abilities:

Deathblow - After a hero roles defense against a monster's attack, all unsaved wounds will inflict 2 wounds instead of 1.

Diagonal - This creature can attack diagonally due to their long reach.

Disease - If this creature inflicts a wound on a hero, they are at -1 attack and -2 movement until they are healed back to full wounds. Multiple infections of disease are not cumulative.

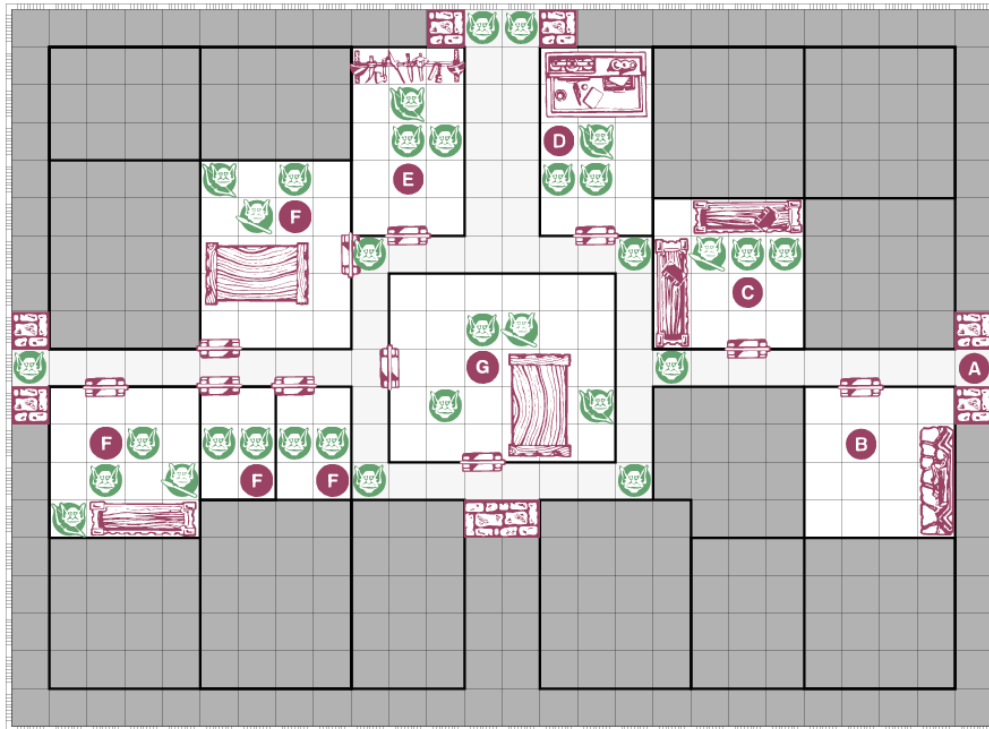
Fanatic - Movement is variable and rerolled on each monster turn. If the fanatic rolls doubles for movement, it strangles itself on its ball and chain and is killed. When the fanatic attacks, roll a d6 to see how many skull dice are used. The attack strikes all adjacent and diagonal models (including other monsters) instead of a single target. All targets defend as normal.

Flight - Flying creatures may move over furniture and enemy models during their movement, but must end their turn in open squares.

Poison - - If this creature inflicts a wound on a hero it also poisons the hero. Any hero poisoned must roll a combat die at the beginning of their turn. On a black skull, the hero takes one body point of damage, which can't be defended. Poison is cured by any potion or spell that specifically was created to counter poison damage.

Ranged - The creature can attack any enemy in line of sight. However, if they attack adjacent (or diagonal), use the attack value in parenthesis.

Regeneration - When injured, but still above 0 body point, a regenerating creature roles 1 combat die for each missing body point at the beginning of their turn. For each shield (white or black) the creature regains 1 body point.



QUEST 1

Skull River Raiders

"Smoke rises on the horizon as the heroes approach the village. As they get closer, they can clearly see that a number of buildings are on fire, and the clash of battle can still be heard coming from the streets and homes. Quick action will be needed if this attack is to be halted! All of the raiders in the village must be defeated. Don't allow them to escape and warn others."

NOTES:

- A. The heroes enter the village from this square. "The city streets are clear except a lone goblin looting the body of a villager. Smoke rises from buildings on both sides of the street."
- B. "This looks like someone's home. The furniture has been upturned and broken, and it has been thoroughly looted." If searched for treasure it is empty.
- C. "This building is the village records office. The goblins here are in the middle of ransacking it looking for anything of value."
- D. "This is the village apothecary's shop. Goblins are breaking bottles and spilling things at an alarming rate." If searched for treasure, the apothecary's table still has one healing potion that is unbroken. It will restore up to 4 body points when used.
- E. "This looks like it was once the city armoury, although the weapon racks are now empty. The goblins don't seem convinced they can't find more."
- F. "This looks to be someone's home. Goblins are happily tearing it apart."
- G. "This looks like the village watering hole. Goblins are happily guzzling everything they can find from the stores." If the room is searched for treasure, one of the goblins has an alcohol soaked parchment with a crude map leading a location across the Skull River marked with a skull. Several "X" marks show the locations of recently raided villages.

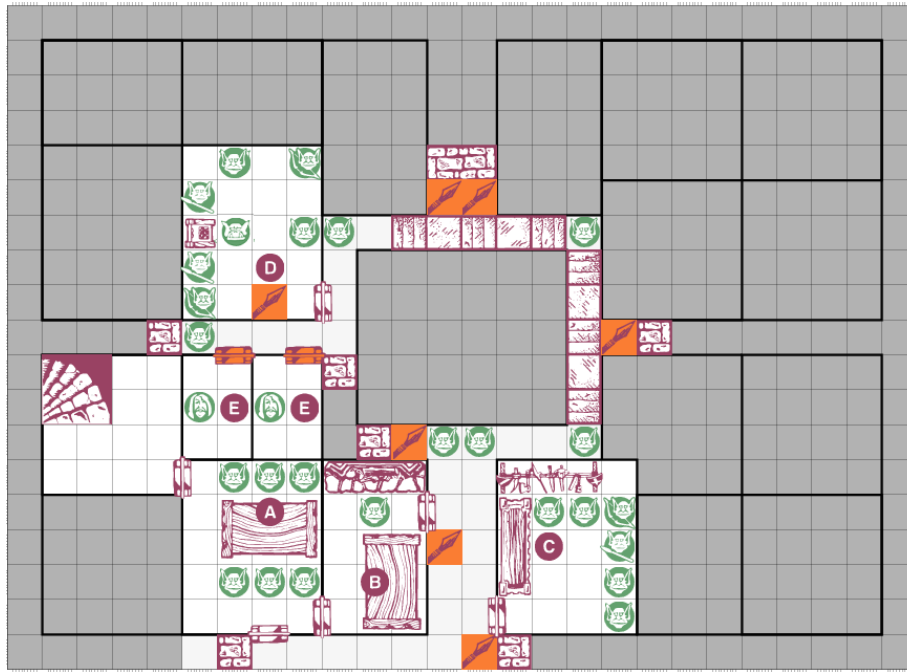
Quest End: Once the goblins are defeated, the villagers have lost almost everything and are unable to offer reward other than a single dinged up helmet that survived the battle. See the armoury entry or equipment card for the description of this item.

Wandering Monsters:



A surviving villager pops out of nowhere and quickly flees the scene.





QUEST 2

Yellow Eyes of Skull River

"Following the crude map found on the goblin raiding party, you have found your way to a hidden encampment on the western shore of the skull river. Members of the Yellow Eye goblin tribe have inhabited a cave, using it as a staging area for the raids on the surrounding villages as well as the caravans and traders trying to move up and down the South Road. A quick strike could catch the goblins by surprise, and hopefully drive them from the region. They are likely to have treasure from all of their raids, but are just as likely to have set up deadly traps to guard it."

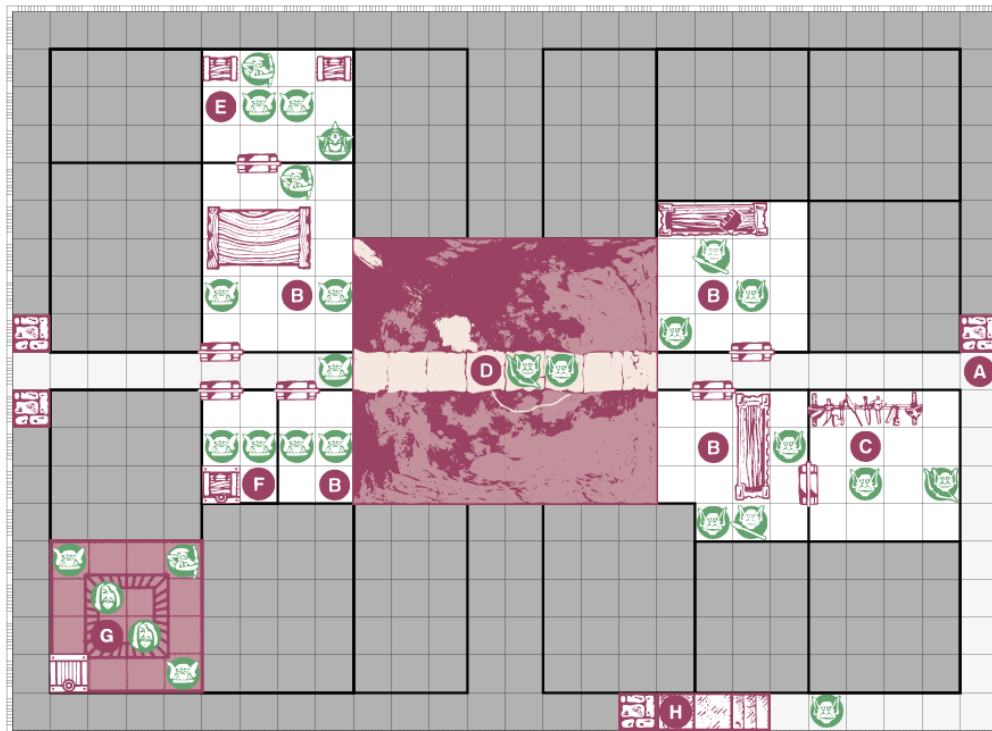
NOTES:

- A. "This room is a dirty feasting hall. As the heroes enter the goblins are tearing at a mix of undercooked and charred meat spread across the table." The first person to search for treasure finds 2 usable daggers among the food on the table.
- B. "This room is a kitchen, and the goblin wears a hat and apron, likely making him the cook. This doesn't stop him from charging with his cleaver."
- C. "This room is the barracks of the goblins. As the heroes enter the door, goblins scramble from piles of straw to arm themselves." The first hero to search for treasure should draw three! treasure cards instead of one. All three should be resolved simultaneously whether they are added wealth, wandering monsters, or hazards.
- D. "An orc is arguing with what looks to be the goblin's leader. Other goblins are gathered around watching the spat, but quickly turn their attention when the door swings open. The goblin leader barks out orders to attack and moves to the far corner while the orc readies a nasty looking weapon." The goblin archer farthest from the door is the goblin boss. He has the stats of a normal goblin, except he has 2 body points. If searched for treasure, the goblin boss has a key on him (needed to unlock the prisoners in area E) along with 30 gold. The orc holds a crudely written message from a "Warboss Gorefist" with orders for the goblins to join an attack on a nearby
- E. These two cells contain townspeople kidnapped by the goblins during their raids. These townspeople have 5 movement, 1 defense, and 2 body, and are unable to attack. If they are escorted out of the dungeon safely, rewards of 50 gold will be paid for each of them by their happy families. The portcullis doors to the cells are trapped with arrow traps. Anyone trying to open the doors before searching for traps and disarming them will take 1 body point of damage. Even after disarming the doors, they are locked and can only be opened using the key from room D. Once the villagers have been released, roll a skull die at the beginning of each of Zargon's turns for the rest of the game. On a black skull, a random encounter is triggered.

Quest End: The quest ends when the heroes leave the map. For defeating the goblins, and removing the threat to the villages, townspeople manage to pool together 50 gold as a reward in addition to rewards for survivors.

Wandering Monsters:





QUEST 3 *The Bridge to Barak Varr*

"The forces of Warboss Gorefist have fortified the major river crossing to Barak Varr, a dwarven stronghold at the base of the Varenka Hills. This dwarven fortification sits at the crossroads of major trade routes as well as the borders of several orc and goblin tribes. Should the dwarven fortress fall, the Orc tribes would be able to unite and start a march northward towards the empire. If any aid is to reach the dwarves, the Skull River Crossing must be taken back from the vile orcs."

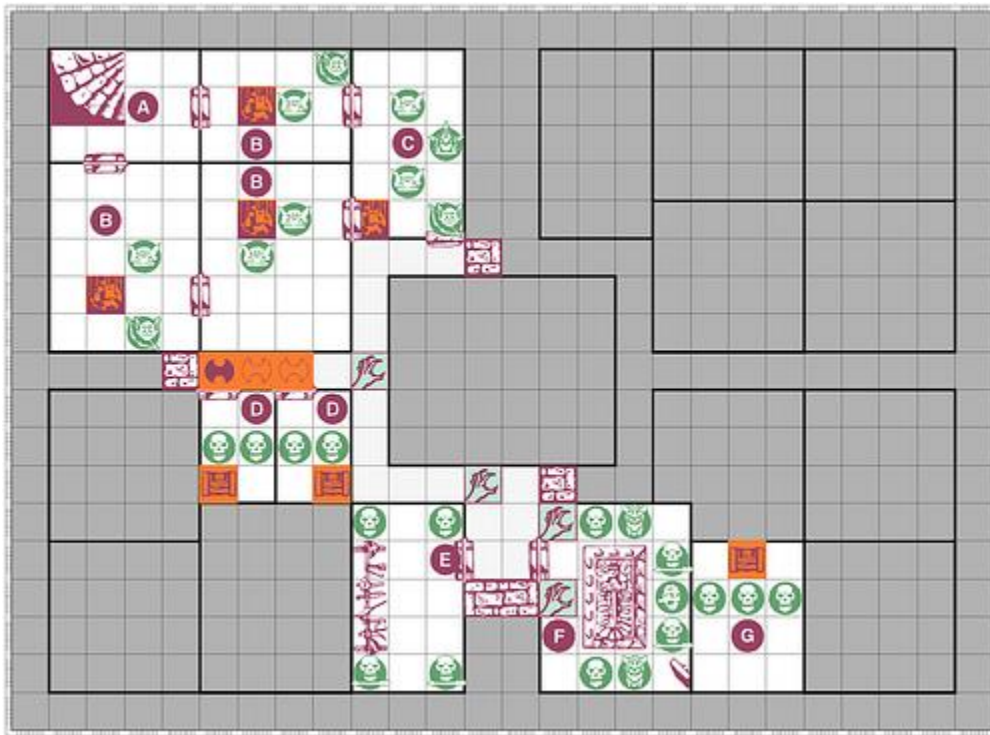
NOTES:

- A. "You approach the river from the road. Ahead lies a bridge with lightly fortified buildings on each bank of the river. The roar of the river waters can be heard in the distance."
- B. "These rooms double as a store rooms and barracks."
- C. "This room is the armoury of these barracks, although it's been picked pretty clean by the current occupants." If searched for treasure, the weapons rack contains a staff. See the armory or equipment card for details on this item.
- D. "This narrow bridge spans a raging river." If the heroes enter the bridge without first clearing the buildings to the east of the river, the doors swing open as the alarm sounds. Place the monsters in those rooms.
In addition, anyone who takes 1 or more bodypoints of damage while on the bridge must check to see if they fall into the river. Roll a single skull die. On a black skull, they have fallen off the bridge into the water, and will wash up at point H on their next turn. (See H for more details.) If anything other than a black skull is rolled, nothing happens.
- E. This room is the treasury of this fortification. Among the orcs in this room is a rather large orc called an Orc Big'un. This orc has higher statistics than a normal orc, being meaner and tougher. If searched, this room holds 60 gold split between the two chests.
- F. "This storage room looks as if the orcs have already cleaned it out." The chest in this room is empty, and any searches for treasure in this room will be fruitless. However, upon searching for secret doors, the hero will find that the chest slides to the side (to the square marked F), revealing a trapdoor. The trapdoor leads to room G.
- G. This underground cell holds two captives from merchant caravans trying to get supplies to Barak Varrn. Once all the orcs in the room are killed, they can be released, and they will gladly relay information they have heard while held captive.
 1. An Orc Warlord called Badlum Gorefist is trying to unite the Orcs and Goblins of the area into an invasion force.
 2. He has recently located an artifact called the Black Axe of the Blood River. Half the guards from this bridge were sent to a tomb near the Blood River to recover it. They have only half a day's lead on the heroes.
 3. He is "courting" the Bloody Spear Night Goblin Tribe to the north, and expects them to join his legions soon.
 4. He is seeking a mount he feels is worthy of serving him as he leads his invasion.
 After talking to the prisoners, the trapdoor can be used to return to room F.
- H. Stairs here lead up from the river, back to a rocky path to the main road. Any hero falling off the bridge will wash up here. (Monsters falling off will simply drown.) However, the river is fierce, and in addition to taking 1 body point of damage, to keep afloat the hero has to cast off their possessions. Remove all equipment and treasure from the hero's inventory including weapons, armor, potions, and gold. The hero will attack with 1 attack die while weaponless, and will defend with 2 defense dice.

Quest End: The quest is won when all of the orcs and goblins have been eliminated. In the aftermath, for breaking the blockade on their city, the dwarves of Barak Varr give the heroes 100 gold as a reward and promise help in the future.

Wandering Monsters:





QUEST 4 The Black Axe of Blood River

"You have tracked the Gorefist's orc and goblin explorers to an ancient tomb of a champion of the god Khorne who once brought war to the dwarven holds in the area. Although the name of this champion is lost in the mists of time, it is clear that Gorefist believes this tomb holds his axe, an artifact of pure evil said to be forged in the fires of the Thunder Mountain, and quenched in the waters of the Blood River. It could make a powerful addition to the planned orcish invasion, so it is up to you to stop the orcs from recovering this artifact."

NOTES:

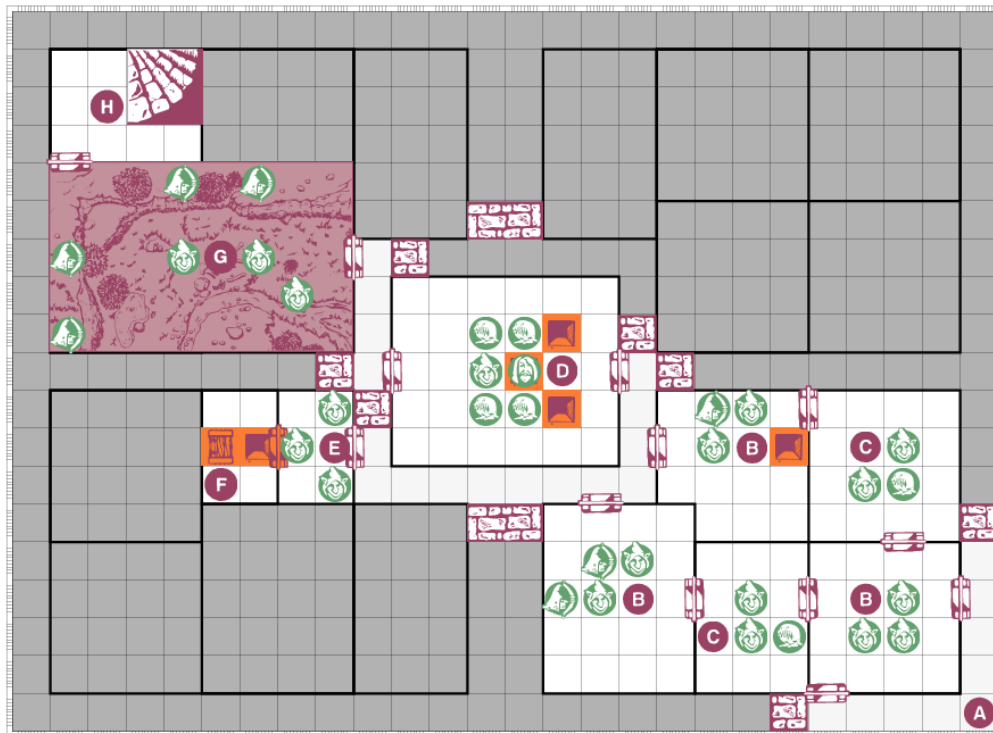
- "As you descend the staircase into an old cavern, you can see the crushed bodies of several goblins half buried under rubble from the unstable ceiling collapsing upon them."
- "The Orcs and goblins in this room seem to keep one eye on the ceiling, even as they prepare to receive the heroes' charge."
- "Several orcs, led by a rather large orc are trying to hack their way through the door as the heroes enter, but they quickly turn their attentions in the heroes' direction." If searched for treasure, the orc big'un has 35 gold on him, in addition to what looks like a piece of an ancient dwarven tablet. It reads "Only from within shall the crypt of Mordain be opened." The stone door is covered in ancient warding runes. It looks like the orcs have tried hacking through, and have made some cracks in the surface. If attacked, the stone door has 4 defense dice, has 2 body points remaining, and defends on a black skull. In addition, if a black skull is rolled, the weapon used to attack is destroyed in the attack. If someone decides to pass through stone and open from the other side of the door, it opens easily.
- "The skeletons lying shattered on this ground spring to life as the door is opened." The chests in this room is trapped with an arrow trap, doing 1 body point of damage with no defense allowed if treasure is searched for without disarming the trap. The chest has 30 gold.
- "As the door opens, several piles of bones rise to become skeletons, grabbing rusty weapons from around the room." If the room is searched for treasure, a rusted but usable broadsword is found on the weapon rack.
- This room is the tomb of the Chaos Champion Mordain. "As you enter, the skeletons and wights rise to life, and a mummy slowly crawls out of the sarcophagus." If searched for treasure, the sarcophagus contains a large two handed axe. Any hero trying to wield the axe must immediately roll a d6 for each mind point they have. If a 6 is rolled on any die, they can attack as normal, and the axe does 5 combat dice of damage and can't be used with a shield. If no 6's are rolled, the hero is controlled by Zargon for the round (and will likely attack a hero) as if under a domination spell, and loses 1 mind point for the rest of the quest. At the end of the round the hero can voluntarily stop trying to use the axe. Note that a hero can actually carry the axe with them without harm as long as they don't try to wield it.
- The chest in this room is trapped with an arrow trap, doing 1 body point of damage with no defense allowed if treasure is searched for without disarming the trap. The chest has jewels worth 65 gold.

Quest End: The quest is completed when the heroes leave the dungeon. There is no immediate reward for completing the quest. (Note: if the black axe is not recovered, note it. Quest 8 will be skipped in the quest pack, and quest 14 will be modified.)

Wandering Monsters:

This quest has a special rule for wandering monsters. All wandering monsters enter from the stairway, instead of popping up and ambushing the heroes. They can move to engage the heroes right away, or they can wait in ambush for when the heroes try to make their escape. Note that wandering monster rolls are triggered automatically by the first hero to step on each wandering monster space.





QUEST 5

The Bloody Spear Tribe (part 1)

"After weeks of searching, you are on the trail of Gorefist's emissary to the Bloody Spear tribe. He has sent his younger brother, Rurpik Gorefist to meet with a Night Goblin Shaman known as Rotface. If the heroes can manage to slay Rurpik or Rotface, they may be able to stop the Bloody Spear Night Goblins from pledging their forces to Warboss Gorefist's invasion. The hard part is still to come however, as Night Goblins are known for their cunning, and traps and ambushes likely await ahead."

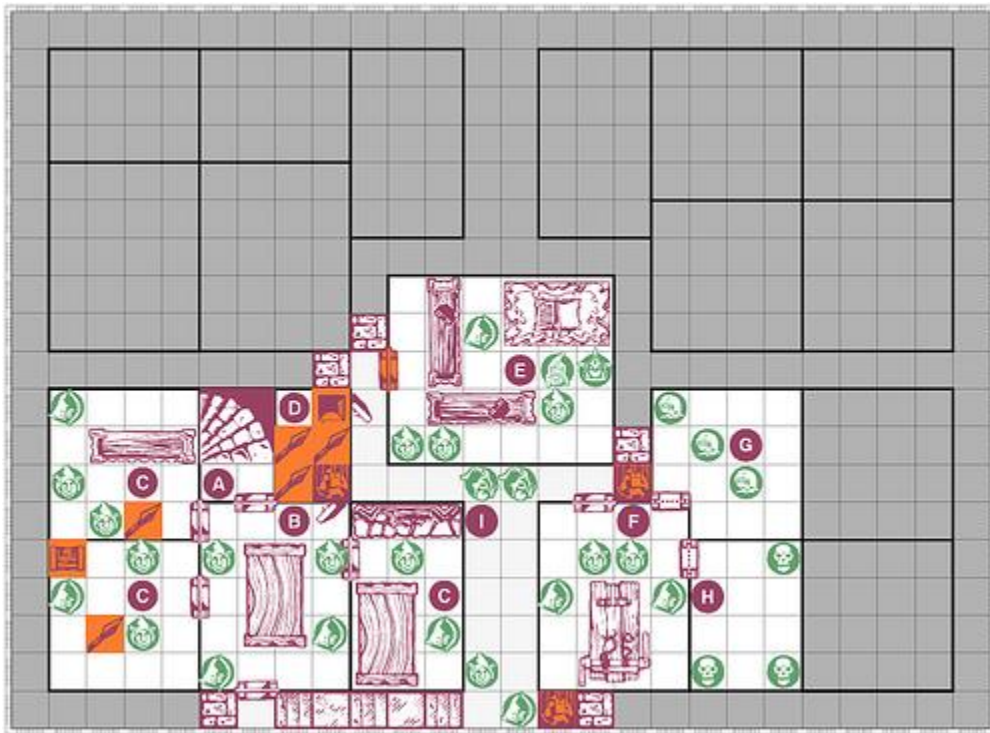
NOTES:

- A. The heroes begin their quest here.
- B. "The night goblins here seem to be patrolling the area for intruders."
- C. "These night goblins herd a squig hound, using it to try to track any trespassers on their land."
- D. "A night goblin jeers at someone or something stuck in a pit, while his pack of squig hounds gather around growling and ready to pounce." Once the goblin and squigs are defeated, the heroes find a very injured human hunter at the bottom of the pit. After rescuing him from the pit, he will let them know that he saw an orc with some goblins heading to the goblin cave to the west. If they heal his injuries with a spell or potion, he will also give them 50 gold coins.
- E. "Several night goblins are here, gathering some strange and likely poisonous mushrooms." If opened before searching for traps, the door has a poisoned arrow trap on it. The hero springing the trap takes 1 body point of damage, in addition to being infected with poison. See the monster ability for poison in this quest book for more information on being poisoned.
- F. The chest has a poison gas trap. If it is set off, everyone in the room is automatically inflicted with poison. See the monster ability for poison in this quest book for more information on being poisoned. The chest contains 75 gold and a magical throwing dagger. See the artefact card for details on this item.
- G. This area is the entrance to the night goblin cave. Use the Surface room from the Against the Ogre Horde set for this room. It is well guarded by archers on the cliffs, and guards below. Attacking someone on the cliffs without a ranged weapon is done at -1 combat die.
- H. These stairs lead into the lair of the Bloody Spear Tribe. Exiting them concludes this quest, and leads to the following quest.

Quest End: The heroes have found the lair where Rurpik Gorefist is to meet with the night goblins. They must find their way through the deadly lair in the next quest to track him down. No shopping is possible between this quest and the next, although spells and body points will be replenished.

Wandering Monsters:





QUEST 6

The Bloody Spear Tribe (part 2)

"Your pursuit of Warboss Gorefist's younger brother Rurpik has almost come to an end. He has reached the lair of Rotface, a shaman of the Bloody Spear Tribe to convince the tribe to join the upcoming orcish invasion. Only quick intervention will ensure Rotface and Rurpik don't come to an agreement, adding the night goblins to the horde commanded by the Warboss. The layer is likely dangerous, but time will be of the essence."

NOTES:

- A. "The staircase leads down into the den of Rotface's night goblins. Beyond the door, the heroes can hear the sounds of goblins feasting and brawling."
- B. "This room is the goblin's main feasting hall. You go unnoticed at first as the door swings open, but soon the goblins catch on to your presence and grab for weapons." 3 rounds after the battle starts in this room, the doors to the areas marked "C" all swing open as more goblins look to join the battle.
- C. These three rooms are the living quarters of the goblin tribe including rooms for sleeping and the kitchen. The trapped chest in the southwest room has an arrow trap on it, doing one body point of damage to anyone searching that room before disarming it.
- D. The secret door to the hall is NOT found if the hero searches the room for secret doors. The secret door is actually in the pit, and the hero must search for secret doors from inside the pit to find this way out. The secret door can be found from the hallway side as normal, and anyone entering from that side will be at the bottom of the pit.
- E. "This room has floor to ceiling shelves lined with skulls, scrolls, vials, and a rather large collection of rare mushrooms. From beyond the shelves, you can hear laughter and conversation of goblins. It quickly quiets as your entry is noticed by a guard and he sounds the alarm." The door to this room is trapped with a double spear trap. If opened before the trap is disarmed, the hero takes 2 body points of damage.

Rotface

Mv 8, A 2, D 3, B 2, M 4

He can cast the following spells from the Orc Shaman spell list: Orc Berserker, Spirit of Vengeance, Summon Goblins.

The Big'Un in this room is Rurpik Gorefist. He has the statistics of a normal bigun, except that he has 3 body points. Rotface is next to him.

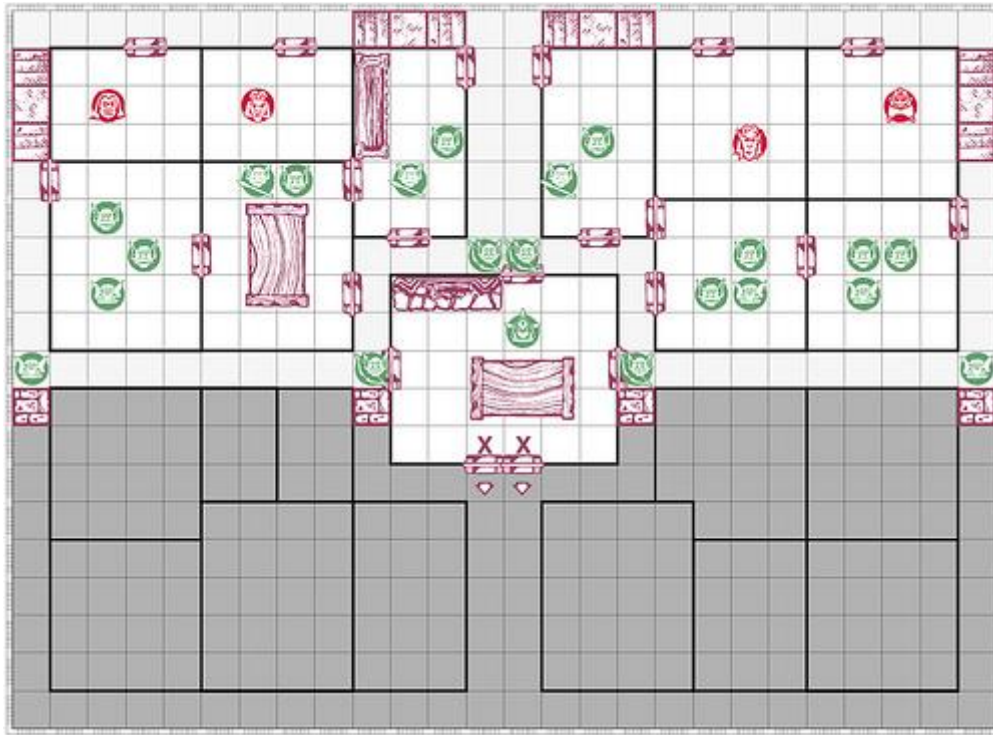
When this room is searched for treasure several items of value will be found:

- 1) Rotface is wearing a wizard's cloak. See the artifact card for details on this item.
- 2) On the table is a spell scroll with the spell "Treasure Without Doom". See the artifact card for details on this item.
- 3) Rurpik Gorefist has a small box with gems worth 75 gold.
- F. This is the goblin torture chamber. No victims are currently in here. Instead, the goblins seem to be using the rack as a table for a game of dice. They set the dice aside and attack as the heroes open the door. The heroes can hear loud growls from the porticulis to room G, and silence from the porticulis to room H.
- G. This cell is used as the squig pen by the goblins. Bones of former captive are skattered throughout the pen, and the squigs charge enthusiastically as the porticulis is opened.
- H. The skeletons in here hang motionless chained to the walls. (They will not animate, but let the heroes be nervous.)

Quest End: The quest ends after the death of Rurpik and/or Rotface, and the heroes escape back to the stairs. When word gets back to the border princes, an area merchants' guild comes up with a reward of 200 gold for the heroes, inviting them to come and collect at an inn called Traveller's Crossing so the merchants can thank them in person. (They don't have to wait to spend the gold, as the next quest picks up after they receive their reward.)

Wandering Monsters:





QUEST 7

Traveller's Crossing Ambush

"You have come to the inn of Traveler's Crossing for some well deserved rest, and an even more deserved reward from one of the merchant guilds operating trade routes throughout the Border Prince kingdoms. After presenting the reward and giving the heroes an opportunity to spend their newfound gold, the merchant caravan went on their way, and things turned for the worst. Orcs and Goblins have invaded the inn screaming for revenge for Warboss Gorefist's brother, and looking for the Black Axe of Blood River."

NOTES:

Remove "and looking for the Black Axe of Blood River" from the introduction if the heroes failed quest #4.

Special Rules:

The heroes each start in separate rooms (their inn rooms) marked with their icon.

On each of Zargon's turns, he must roll two skull dice, and consult the wandering monster table. Place the two indicated monsters on the squares marked "X". If one or more X squares are blocked, no monsters may be placed on that square.

Since the heroes already know the layout of the inn, the entire board should be revealed before the game starts, including all monsters.

In this quest all doors begin open and the entire map is revealed.

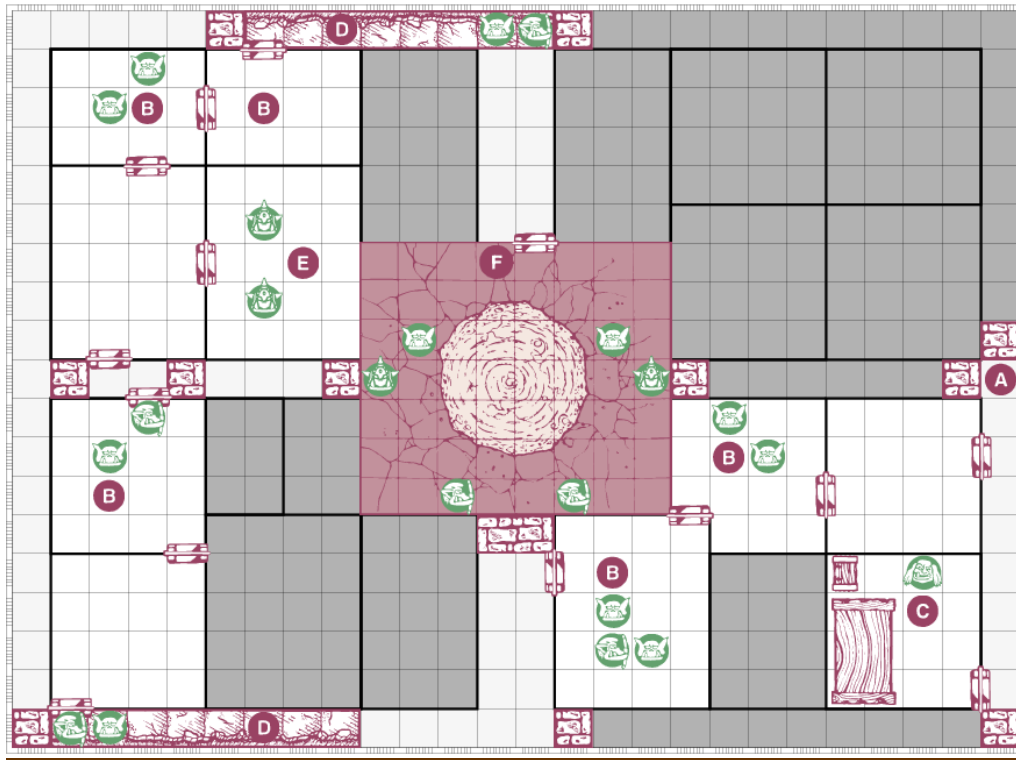
Quest End: The quest is won when the heroes manage to exit through the double doors by the squares marked "X".

Wandering Monsters:



None





QUEST 8

The Fires of Thunder Mountain

"It has become clear that as long as the heroes carry the Black Axe of Blood River, Warboss Gorefist will pursue it. The only choice is to destroy the evil weapon, removing its threat forever. The dwarves of Karak Varn have delivered on their promise of a future favor, not only determining that the blade can be destroyed by being thrown into the mouth of Thunder Mountain, but also arranging safe passage to the dwarven hold of Karak Palik, which lies at the foot of the mountain. Now it is up to the heroes to get the axe to the summit and cast it in. The way is dangerous though. The mountain is held by the orcs, and far more dangerous creatures are also known to dwell on the mountain."

NOTES:

Special Rules:

ONLY RUN THIS QUEST IF THE BLACK AXE WAS RECOVERED IN QUEST #4. OTHERWISE SKIP TO QUEST #9.

Heat Vents - Some wandering monster events will indicate a heat vent. In this case, the hero has walked near a fissure in the mountain that happens to vent hot fumes while they are too close. Roll two skull dice and do one body point of damage for each skull. This can't be defended.

- A. The heroes enter the quest here.
- B. "The orcs in this cave look like they are expecting intruders, and have weapons at ready as the you enter."
- C. "This foul smelling cave is the home of an ogre." If the room is searched for treasure, among the items in the chest are an old dinged up shield, 30 gold coins, and the Talisman of Lore. See the artifact card for further details on this item. (Note: if using the special mind point spellcasting rules, the hero with the Talisman will not receive bonus spells during this quest. They must start the quest with the extra mind points for the bonus spells.)
- D. These walkways overlook the cliff-side going down the mountain. The heroes must be wary while advancing through these sections. If struck while standing on one of these tiles, a hero must roll a single combat die. On a result of a black shield, the hero must drop an equipped weapon or shield as they free up a hand to catch themselves from going over the cliff.
- E. Two large brutish orcs stand at the ready in this chamber. It looks like they may have been assigned to guard the orc band's loot. The chest is trapped by setting it on a heat vent that does damage per the special rules if the room is searched for treasure before the chest is disarmed. The trap is disarmed by pushing the chest one square over to get it off the vent. The chest has 100 gold inside.
- F. Use the Chaos room from the Against the Ogre Horde set for this room. The mouth of Thunder Mountain is extremely hot. Each round a hero stands in this room, make a roll as if they had triggered a Heat Vent Wandering monster event. Whoever is carrying the Black Blade of Blood River can throw it in by using an action for the round. The volcano begins to rumble before beginning to spew lava. The Heroes have 5 turns to get past the first section of cliff before lava starts pouring out doing 5 skull dice of damage each turn with no defense possible. During the 5 rounds, make it clear the volcano is erupting and lava flow is imminent. Anyone searching for treasure anywhere from this point on will automatically trigger a heat vent event as the mountain continues to heat up.

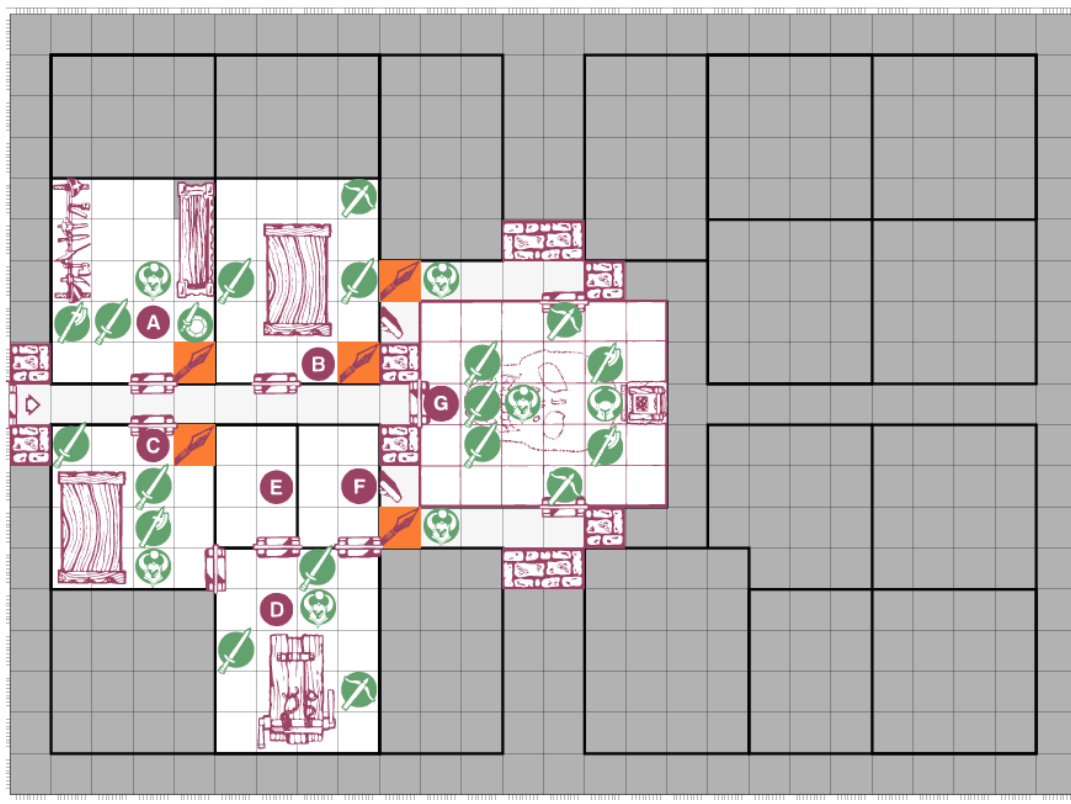
Quest End: Once the axe is thrown in the lava and the heroes escape by returning to the "A", then the quest is over.

Wandering Monsters:



Heat Vent (See special rules)





QUEST 9

Orc Bane

"While you were destroying the Black Axe, we found some interesting information that may be useful against the tide of orcs. An ancient weapon called Orc Bane was created by the elves to combat the orcs in a time gone by. Although one might consider it a weapon of finesse, it still is mighty when cutting a swath through orcs. Over time it unfortunately fell from the hands of the elves, and has been lost for centuries. However, it was recently seen in the hands of a chaos warrior. He and his band of mercenaries have been tracked back to his small keep near the Old Silk road, south of Barak Varr. Perhaps this weapon can be captured and used in the upcoming battles."

NOTES:

Mercenaries and chaos champions should be given the following statistics for this quest:

Monster	Icon	Move	Attack	Defense	Body	Mind	Special
Crossbowman		6	3(1)	2	1	2	Ranged
Halberdier		6	3	2	1	2	Diagonal Attack
Scout		8	2	2	1	2	
Swordsman		5	4	2	1	2	
Chaos Champion		6	5	5	4	3	

- A. This is the Armory. The first hero to search for treasure will find a shield. See the armory for details on this item. All other weapons are unusable.
- B. This is the barracks of the mercenaries. 2 daggers are found by the first hero to search this room.
- C. Several mercenary guards are playing cards around a table guarding the room.
- D. This is a torcher chamber/prison. The heroes hear cries for help from the door to area E.
- E. A prisoner is here. In return for being rescued, he tells the heroes that the leader of this band is a coward and flees from battle. The prisoner then leaves.
- F. This cell is completely empty.
- G. This is the throne room. The chaos champion has his guards attack, and then he flees using the door most likely to allow him to escape. He may open secret doors and doors for free on his turn for free. They remain open for the heroes at that point. If he escapes the map at the entry door, he gets away with Orc Bane.

Quest End: Once the heroes have found orc's bane and escaped the fortress, or if the chaos champion escapes, the quest is over.

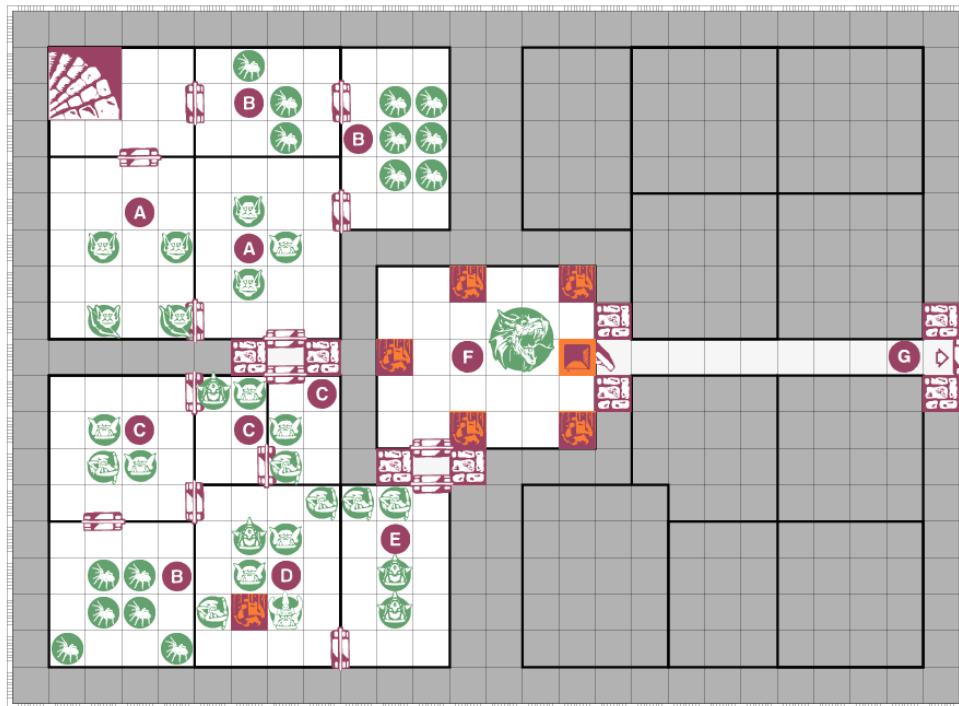
Wandering Monsters:

Wandering monsters are handled a bit more complicated in this quest:

Roll 2 dice instead of 1 for wandering monsters, and add both. If doubles are rolled, replace one monster with a chaos warrior.







QUEST 11

The Wyvern's Lair

"Using the information from the Siege of Zenres, a great opportunity has been spotted. Warlord Gorefist will be vulnerable while he is personally leading a mission seeking a Wyvern Mount to lead his forces into battle. The heroes have tracked his band to a cave high on a mountain in the World's Edge Mountains north the fortress of Iron Rock. If he can be killed here, the entire war can be ended before any more damage can be done."

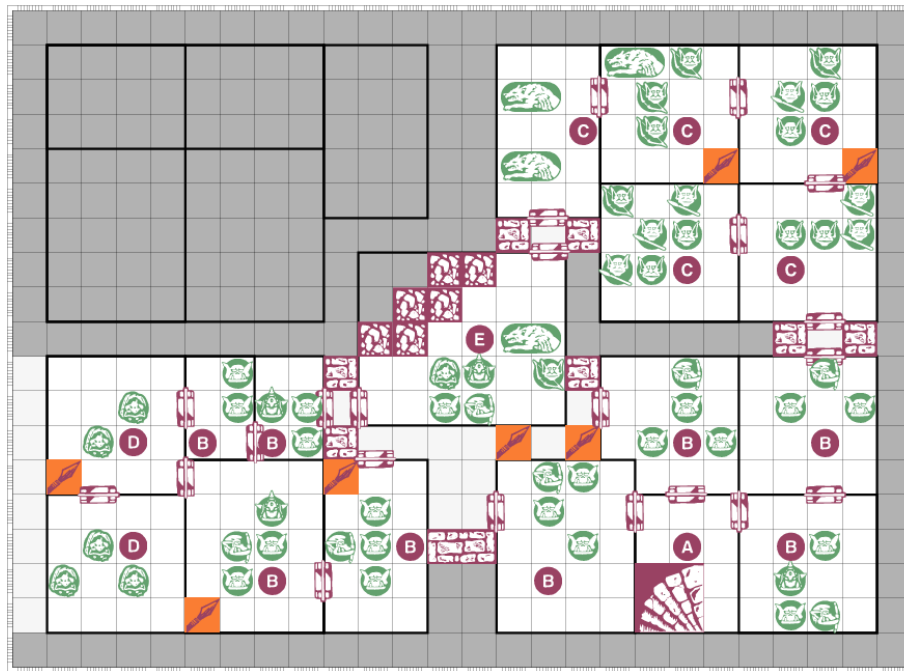
NOTES:

- A. "The creatures in this room seem to be very much on edge, almost seeming afraid of something. They almost seem relieved that you are the ones they get to fight now." When searching for treasure, one of the goblins has a venom antidote. See the alchemist shop for details on this item.
- B. "Spiders drop from the ceiling, swarming the heroes and attempting to sink in with their venomous fangs."
- C. "The orcs here seem to be searching for something, although they don't seem to be searching very hard."
- D. "Warlord Gorefist is here with some of his orc minions. As you enter the room, he ducks away, ordering his guards to finish them off. He moves to the next room, closing the door behind him." (He'll gain enough distance, that the heroes won't see him again in this quest.)
- E. "These orcs cover their Warboss's escape, charging right at the heroes. A loud roar can be heard from the doorway beyond. Something massive awaits you in that direction."
- F. "This is the lair of the wyvern, a huge winged reptilian creature with a vicious bite and a poisonous barbed tail. The center of the room has an open ceiling, and the edges of the room look to be crumbling."
The wyvern will only fight for 3 turns once the heroes have opened the door to this room. At the end of its 3rd turn, it will flee out of the hole in the ceiling, living to fight again another day.
The secret door out of this room can't be found searching for secret doors in the room. It can only be found from inside the pit. In addition, if the pit is searched for treasure, Warlord Gorefist had lightened his load to speed his escape, dropping a sack with 100 gold and three daggers. One of the three daggers is a magical throwing dagger. See the artifact card for details.
- G. "This door exits the lair. Upon exiting, you can see Gorefist fleeing over the horizon."

Quest End: This quest ends when the heroes exit the map through either the stairs or from G. If they don't slay the wyvern, not this result for quest #14. There is no immediate reward for this quest no matter what the result is.

Wandering Monsters:





QUEST 12

The Battle of mad Dog Pass

"Since the siege at Zenres was broken, Gorefist's Horde has been pursued by a combined force of Karak Varn dwarves and a human army from the county of Zenres. After several skirmishes across the countryside, the orcs have finally made their stand at Mad Dog Pass, as the Eastern Trail heads into the World's Edge Mountains. What the humans and dwarves didn't know is that Warlord Gorefist has prepared an ambush in the pass, with his secret weapons, a large contingent of trolls and wolfriders flanking the dwarves, and breaking their line. Now as the orcs prepare to strike the killing blow against the reeling dwarves, the heroes lead a desperate mission behind the orc lines to save the dwarf/human alliance and turn the tide of the battle."

NOTES:
























- A. "The dwarves of Karak Varn instructed you on an underground passage that exits in the mountains above Mad Dog Pass. This should bring you above the orc encampment in the pass, where you can scout for a weakness to be exploited to turn the tide of battle. The caves are well patrolled though, not only by orcs, but by trolls and wolves as well. Judging by tracks, the wolves seem to have headed east, and the trolls headed west when passing through here this point."
- B. "The Orcs in this room seem to be patrolling the area looking for intruders. They identify you immediately and prepare to attack."
- C. "These caves are hold a unit of wolf riders and their attendants. Both the goblins and the wolves spring to action as you enter."
- D. "These caves are the sleeping chambers of a number of trolls, who attack you as you enter."
- E. "The northwest side of this room exits from the cave system, and is an open cliff overlooking the orcish encampment far below. Boulders and rubble line the edge of the cliff."

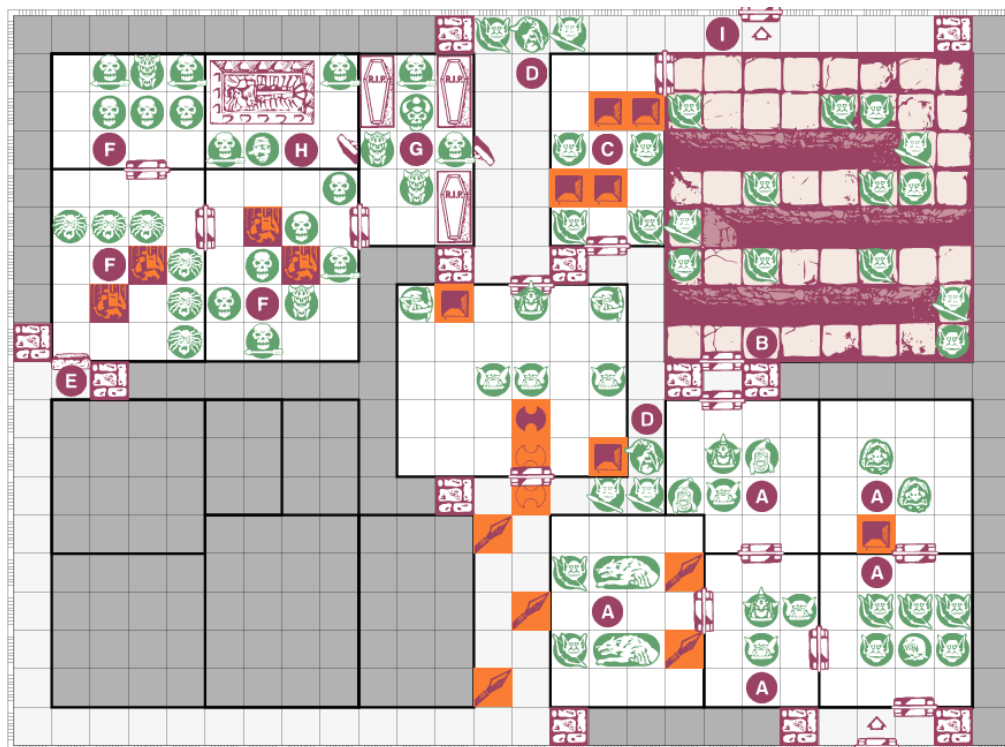
Once the heroes defeat all the monsters in this room and begin scouting, they should realize that the boulders and rubble could be pushed over the edge to cause an avalanche on the orc camp. (roll mind points for a hint if no player thinks of it.) No rolls are required, but once they push the rubble, read the following: As you get a large boulder over the edge of the cliff, it sets off a chain reaction, as more rubble and rocks are caught up until a huge landslide is pouring down the side of the mountain. The orc camp far below seems to get panicked as they realize the danger coming, but they can't do anything to stop it. The impact is quick, as a large portion of the fortified encampment is buried beneath the rubble. The orc army has suffered a crippling blow, and when the battle resumes come morning, the tide will change.

Quest End: The quest ends when the heroes cause a landslide down the mountain onto the orc camp, doing massive damage to the orc army.

Wandering Monsters:

Wandering monsters are handled a bit more complicated in this quest:

In a room labeled C:		 		 		 
In a room labeled D:		None				 
Anywhere else:				 		 



QUEST 13

Badlum Gorefist's Fortress (Part 1)

"With the victory at Mad Dog Pass, Warboss Gorefist has been forced back to his fortress deep in the Worlds Edge Mountains. Although the Waaagh! has lost its ability to take the fight to others, it can't be allowed to recover and rebuild. Until the Warboss himself is killed, the danger has not passed. The main entrance of the keep is a dangerous and heavily guarded trail up the mountain. The greenskin forces will do whatever they can to try and repel anyone trying to get in that way. However, rumors also talk of a secret entrance to the through a crypt, leading to the dungeons of the keep. Whichever way you choose to enter, you will need to move quickly before the greenskins are able to entrench themselves further"

NOTES:

- A. "Gorefist's forces patrol the base of the mountain, ready to attack you as soon as you come into sight."
- B. "Switchback trails wind around deep gorges. Unfortunately, the trail is filled with goblins, looking to defend their territory." You can jump over the gorges, as per the rules for jumping pits. Line of sight is not blocked by the gorges for spells and ranged attacks.
- C. "These goblins seem to have dug in a defensive position. A trap of some kind is likely."
- D. "A goblin spins out of control with a large metal ball at the end of a long chain." The secret door from G can only be found from G.
- E. "This stone door has markings that seem to indicate it opens to some kind of crypt. The orcs seem to avoid this area and have put up several signs warning other orcs to stay away from it."
- F. "Undead shamle forward to repel the invaders to their resting place."
- G. "Several sarcophagi line the walls. Undead rise from their graves to defend what looks like a skeletal wizard who seems to be lord of this crypt."

Lich

Mv 7, A 2, D 4, B 3, M 5

He knows the following orc shaman spells: Death Bolt, Fear, Raise the Dead, and Summon Skeletons. In addition, he can cast 2 spells per turn instead of one. If the lich is killed, his body has the wand of magic, which can be recovered. Take the artifact card.








5 rounds after his death, he rises back up with 1 body point and randomly recovers 1 spell. He will repeat this process unless the sarcophagus in room H is smashed. He will not follow the heroes beyond the door at E.

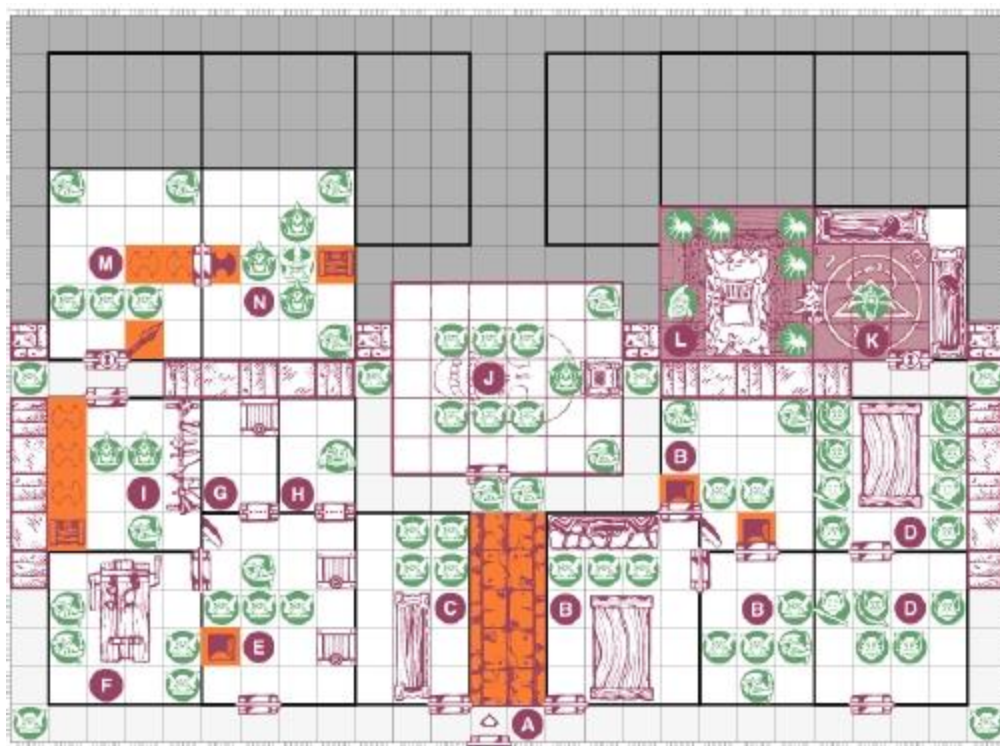
- H. This sarcophagus radiates magic. It can be attacked. It counts as having 2 successful defenses against each attack and has 5 body. Once destroyed, the lich can no longer reanimate.
- I. This is the entrance to Gorefist's fortress. Exiting here ends the quest.

Quest End: The quest ends when the heroes exit the map at area I. There are no extra rewards for this quest. Heroes may not shop before the next quest, although they recover body points and spells as normal.

Wandering Monsters:

Wandering monsters are handled a bit more complicated in this quest:

In a room labeled F, G, or H:	  	 	 
Anywhere else:	   	  	  



QUEST 14

Badlum Gorefist's Fortress (Part 2)

"After a great many battles against the greenskins, the end is now near. Bedlam Gorefist, Warlord of the Waaagh! That has threatened the Border Princes is now ready to make his last stand. With only a small fraction of his once great army remaining loyal, he intends to fight to the end in his fortress. However, even weakened, he should not be underestimated as his strongest and most loyal followers fight at his side."

."

NOTES:

- A. "This hallway is obviously trapped with deadly spikes covering the walls." At the start of Zargon's turn, roll a skull die. If it comes up a skull, any hero standing in the trap is instantly killed.
- B. "These barracks house orc soldiers of Gorefist's army. They seem prepared to fight to the death."
- C. "A group of orcs have prepared an ambush in this storeroom."
- D. "These barracks house goblin soldiers of Gorefist's army. They have gathered in numbers to fight off invaders."
- E. "Orcs have taken up defensive positions in what once served as their dungeon." The trap doors have been sealed to prevent desertions.
- F. "Several orcs use the torture equipment as cover as they attempt to fight back."
- G. "This empty cell has an oubliette. A dead goblin lies at the bottom of the pit." The goblin body holds a stolen scroll of courage if searched.
- H. "As you open the door, the loud roar of an ogre comes from inside the door as the head jailor attacks." This ogre only has 4 body.
- I. "This room seems to be the armory." The chest has a crossbow, and the weapon rack has chainmail and a longsword.
- J. "A large orc by a throne commands the soldiers to attack. Although large, this orc doesn't seem big enough to be the warlord." If the heroes did not slay the wyvern in quest #11, replace the three orcs furthest from the door with a wyvern. The orc bigun has the key to room K.
- K. This door can only be opened with the key. A huge demonic figure has been summoned to the center of this magic circle.
- L. "A swarm of insects has been summoned to protect the orc shaman who makes this room his home."

Orc Shaman

Mv 7, A 2, D 4, B 3, M 5

He knows the following orc shaman spells: Orc Berserker, Shield of Protection, Sharpen Blades, Spirit of Vengeance, Summon Orcs. He may cast Summon orcs a second time from the spell ring. Once defeated, the heroes may take the appropriate artifact card for the spell ring upon searching.

- M. This door can only be opened with the key. Several orcs make their last stand here.

- N. You have finally found the orc warlord, and his personal bodyguards. Although hiding in his vault is cowardly, he looks like he can put up a fight.

Badlum Gorefist

Mv 7, A 5/4, D 6, B 4, M 3

Gorefist makes two attacks per round (the first uses 5 dice and the second uses 4). If the heroes failed quest 4, increase Gorefist's attack dice by 1 on each attack. Gorefist is treated as having the Berserker Fury and Mighty Cleave skills from Appendix 2 even if skills aren't being used for heroes.

The vault has 750 gold. Gorefist has a battle axe and plate armor.

Quest End: The quest ends when the heroes kill Gorefist. Let the heroes search the room, and then proceed to the epilogue.

Wandering Monsters:

									
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Epilogue:

At the completion of the final quest, read the closing message from mentor. If the optional skill point advancement system is being used, each player should select one skill advancement from the appropriate categories for their character. In addition, grant each hero an additional 100 gold collected from various affected settlements.

“You have done well. The full scale invasion by the orcs has been averted. The leader who looked to unite these evil forces has been stopped, scattering the greenskins to their homelands. Although the borderlands are not at peace, the immediate threat is gone, and many lives have been saved. Enjoy your victory, you have earned it.

“However, keep one eye open as you rest. Rumors of many other threats spread like wildfire. With the orcs scattered, someone will fill the power void whether it is a power hungry border prince, a necromancer using the battlefields of the last conflict to build an army, or a skaven warlord leading a plague ridden army from the lands underneath the cities. Wherever and whenever a new threat arises, I trust heroes will be there to meet the challenge.”

-Mentor

Appendix 1 – Character Skills:

Agility: (Usable by Elf)

- 1 **Careful Aim** - If the hero does not move during their turn, they may add +1 attack die to a ranged attack. However, on the enemy's following turn, this hero uses one less defense die.
- 2 **Parry** If the hero takes no actions other than moving for the turn, they may concentrate on blocking attacks. On Zargon's next turn, the hero will have +2 defense dice against all melee attacks.
- 3 **Riposte** - When defending against melee attacks, any additional white shields above those needed to deflect wounds result in an immediate attack using the lesser of the extra shields, or the hero's attack dice. This skill can only be used once per turn, and only usable with swords.
- 4 **Slip** - If the hero takes no actions other than moving for the turn, they may attempt to slip by a monster. Roll a skull die. On any shield, they get by the monster and continue moving. On a skull, the monster gets a free attack, and the hero failed to get by and one square of movement is used up. The hero can try to slip as many times as they choose to until they run out of movement.

Dungeoneering: (Usable by Dwarf)

- 1 **Alertness** - If this hero draws a wandering monster from the treasure deck, they may make an immediate attack against the monster, before it gets to attack.
- 2 **Improved Trap Disarm** – If using a trap kit, roll 2 dice to disarm traps instead of 1. Choose the better die.
- 3 **Trapfinding** - If this hero draws a random trap from the treasure deck, they may roll one combat die. On a white shield, they avoid the trap completely, and may ignore its effects.
- 4 **Treasure Hunter** - The character may search for treasure one additional time in each room.

Knowledge: (Usable by Wizard)

- 1 **Alchemy** - Create 2 potions between quests. They only last for quest, and may be handed out. (Strength - +1 die to next attack, Healing - 1d6 body, resist poison - next time poisoned is ignored.) This skill may be selected twice, with the second selection being called “Master Alchemy”.
- 2 **Scribing** - Create a scroll of one spell you can cast. This scroll can be used to cast the spell an extra time during the next quest. These scrolls can't be saved between quests. This skill may be selected twice, with the second selection being called “Master Scribing”.

Sorcery: (Usable by Elf or Wizard)

- 1 **Arcane Knowledge** - Gain +1 MP. This results in 3 additional spells using the spell advancement rules. This skill may be selected twice, with the second selection being called “Arcane Mastery”.
- 2 **Channeling** - If the hero does not move or take actions for a turn, on their next turn any damage spell cast does one additional damage (or die of damage), and any healing spell heals an extra body point.

- 3 **Countermagic** - If the hero does not move or take actions for a turn, they may try to counter effects by enemy spellcasters. Roll a single combat die. On a white shield, the enemy spell is cancelled by sacrificing one of your spells.

Strength: (Usable by Barbarian)

- 1 **Berserker Fury** - If the hero is damaged by an attack, on their following turn they get +1 attack die when attacking the creature that inflicted the damage.
- 2 **Bull Rush** – Instead of attacking, the hero may rush at a creature to push it backwards. The hero must move towards the target and roll 1 skull die. On a skull, the creature is pushed back 1 square and the hero takes the square that was previously occupied. The hero may complete their move if they have more movement left. Only one Bull rush can be used in a turn. (Note: The target must be able to move back for this to be successful. If they can't move, the hero and creature don't move, but the target takes 1 undefended BP of damage for impacting an object or creature behind them.)
- 3 **Mighty Blow** - If the hero does not move during their turn, they may add +1 attack die to a melee attack. However, the defender gets +2 defense dice when defending against this attack.
- 4 **Mighty Cleave** -. Each extra undefended damage inflicted above an opponent's remaining body points can be rerolled as new damage dice against another adjacent opponent. The new opponent can defend as normal.

Toughness: (Usable by Barbarian or Dwarf)

- 1 **Heroic Sacrifice** - The hero can step in front of an attack that was intended for an adjacent hero, defending against it as if it was targeting them instead, but with -2 defense dice. This can only be used once per turn.
- 2 **Resist Toxin** – The hero has built up some immunity to poison. Any time the hero is damaged by poison, they may roll 1 combat die. On a white shield, they reduce the damage by 1 BP. (Note that for long term poisons, this doesn't remove the poison, it only mitigates the damage caused by it.)
- 3 **Toughness** - Gain +1 BP. This skill may be selected twice, with the second selection being called “Extra Toughness”.

Appendix 2 - Custom Spells:

Dwarven Runes: (Special, using these spells does not take your turn, but only 1 rune used per turn)

- 1 **Rune of Might** - +1 combat dice on all attacks. Lasts until going a turn without attacking.
- 2 **Rune of Fury** – Attack twice in current round.
- 3 **Rune of Iron** - +1 defense. Lasts until no monsters in sight.

Master Runes: (Special, using these spells does not take your turn, but only 1 rune used per turn)

- 1 **Master Rune of Smiting** – Double combat dice on a single attack.
- 2 **Master Rune of Flight** – use non-ranged weapon for a ranged attack.
- 3 **Master Rune of Swiftess** – Attack a wandering monster before it can strike.

Tribal Magic:

- 1 **Hunting Spear** – 2 wounds to anyone in line of sight. Can be defended normally. If the target dies and there is another monster behind them, 1 wound is done to the second monster, which can also be defended normally.
- 2 **The Vengeful Hood** – +1 defense. On the next strike against the caster, any wounds saved are rebounded against the attacker. The attacker must then save as normal. The spell dissipates after 1 attack.
- 3 **The Savage Beast** – You receive +1 attack die, and all non-undead opponents get -1 defense against your attacks. Lasts until no monsters are in sight.

Credits:



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