

# HERO QUEST™

WAAAGH!

Q U E S T



B O O K



## Introduction

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 neighbors 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. Are 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*

## 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.

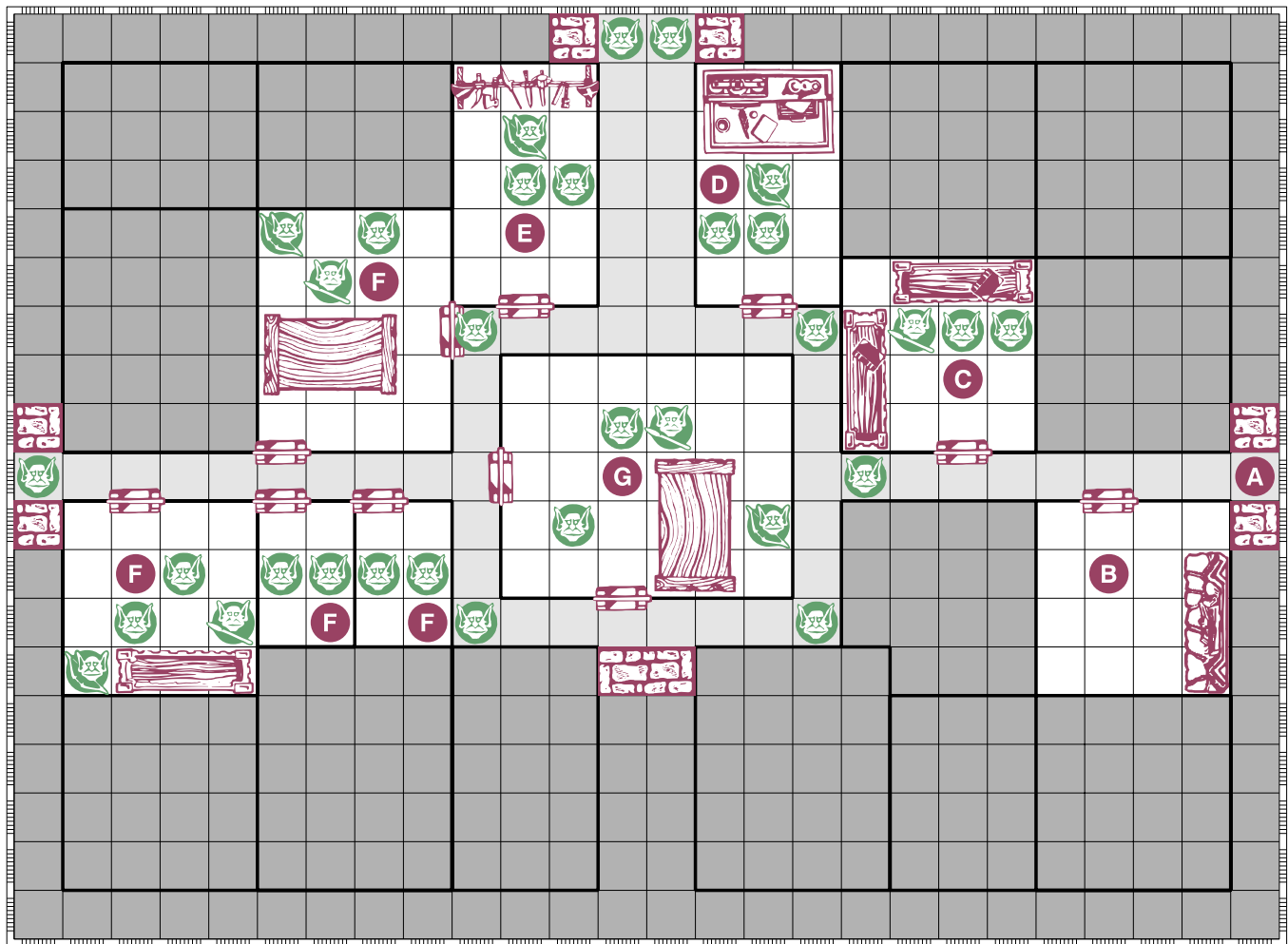


**Light Green:** This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



**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.



## 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 armory, 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 Armory entry or equipment card for the description of this item.

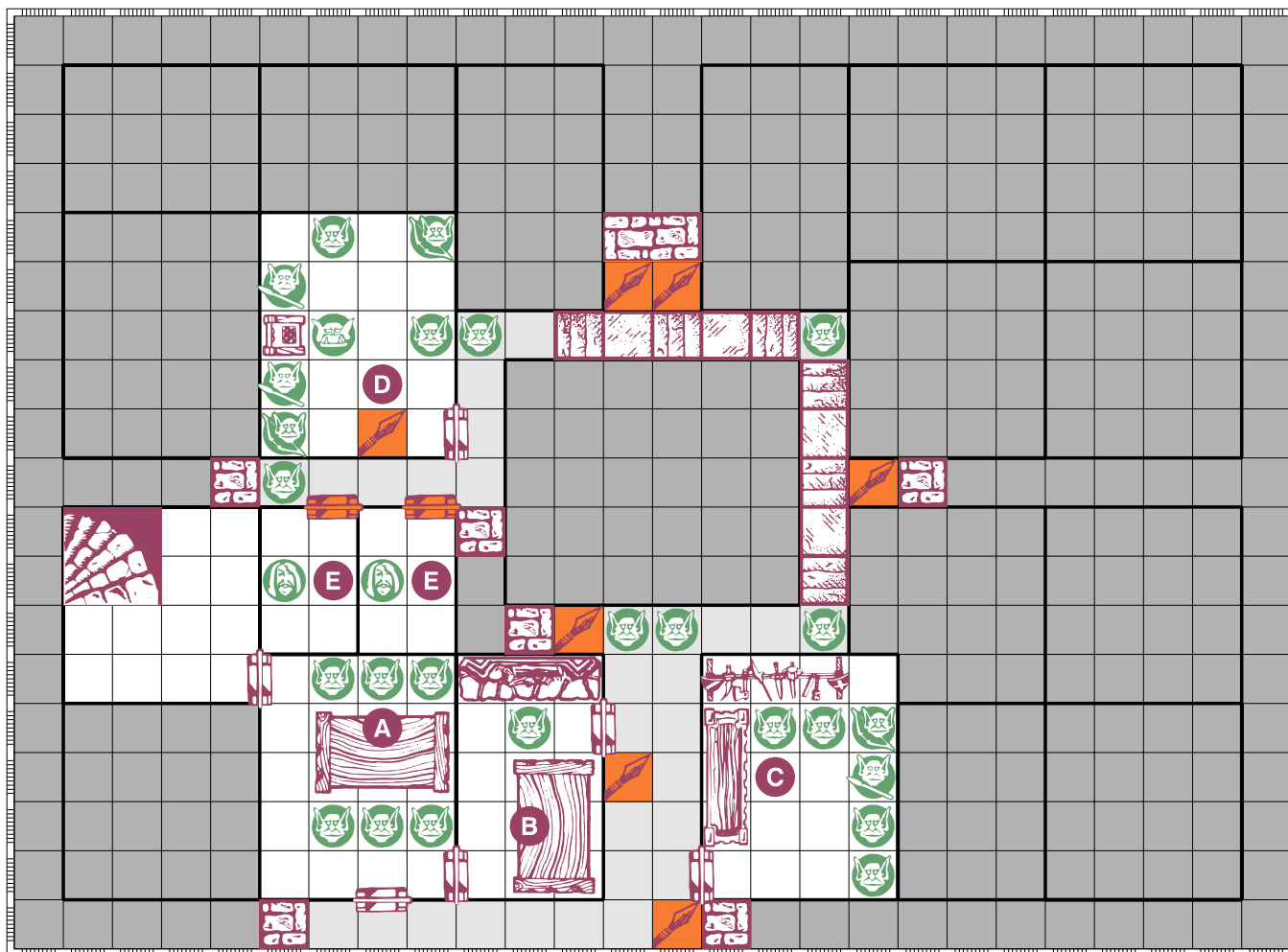
### Wandering Monster in this Quest:



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:

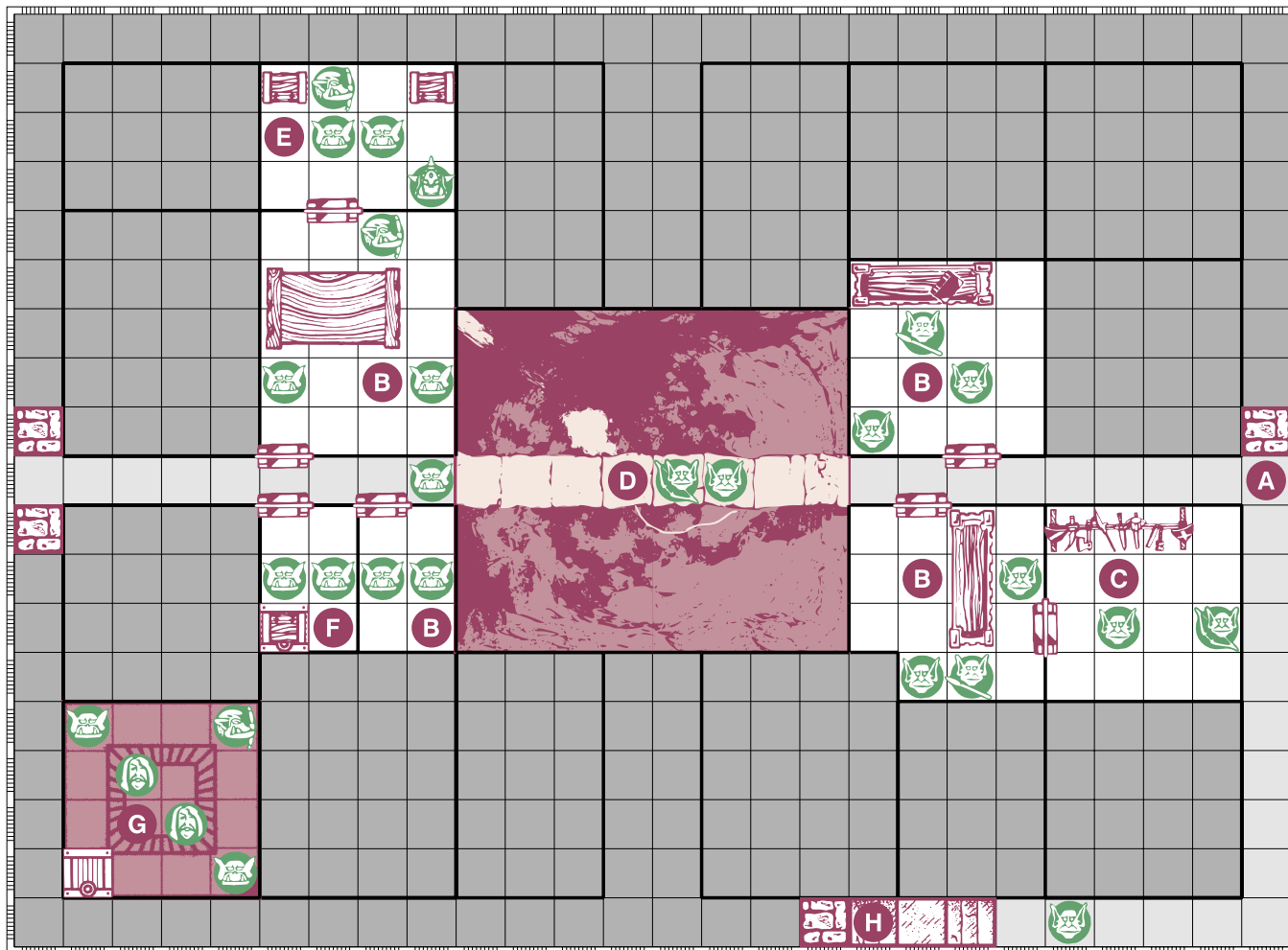
- A** "This room is a dirty feasting hall. As the Heroes enter the Goblins are tearing at a mix of undercooked and charred meat spread across the table." The first person to search for treasure finds 2 usable daggers among the food on the table.
- B** "This room is a kitchen, and the Goblin wears a hat an 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 of 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 coins. 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 Points, and are unable to attack. If they are escorted out of the dungeon safely, rewards of 50 gold coins 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.

### Wandering Monster in this Quest:



**NOTES continued:**

**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 coins as a reward in addition to rewards for survivors.



## 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 armory 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 Body Points 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 coins 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.

An Orc Warlord called Badlum Gorefist is trying to unite the Orcs and Goblins of the area into an invasion force.

### Wandering Monster in this Quest:



## NOTES continued:

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.

He is "courting" the Bloody Spear Night Goblin Tribe to the north, and expects them to join his legions soon.

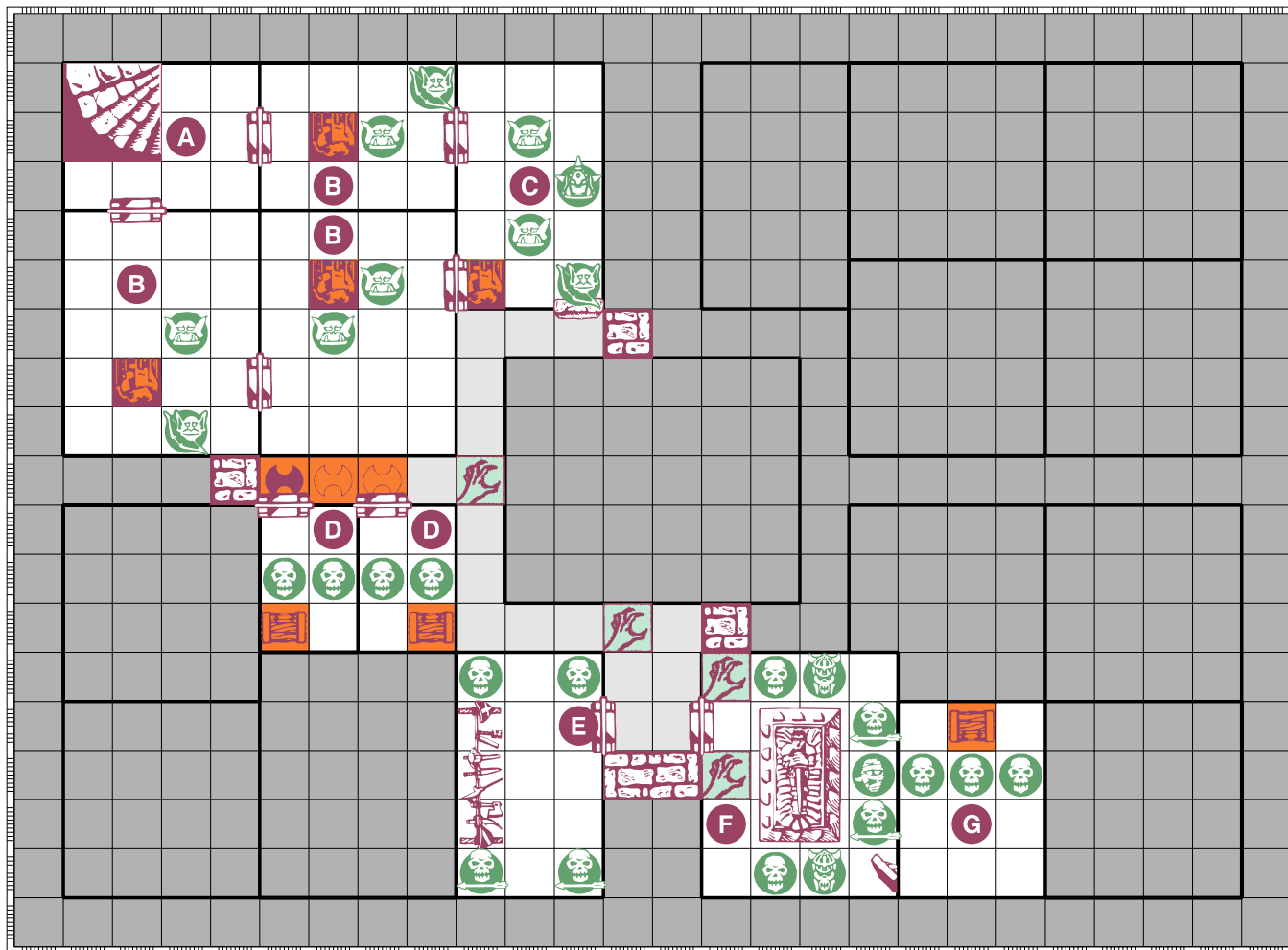
He is seeking a mount he feels is worthy of serving him as he leads his invasion.

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 coins as a reward and promise help in the future.



## 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:

#### 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.

- A** "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."
- B** "The Orcs and Goblins in this room seem to keep one eye on the ceiling, even as they prepare to receive the Heroes' charge."
- C** "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 coins 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.

- D** "The Skeletons lying shattered on this ground spring to life as the door is opened." The chests in this room are 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 coins.

### Wandering Monster in this Quest:





## NOTES continued:

*"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.

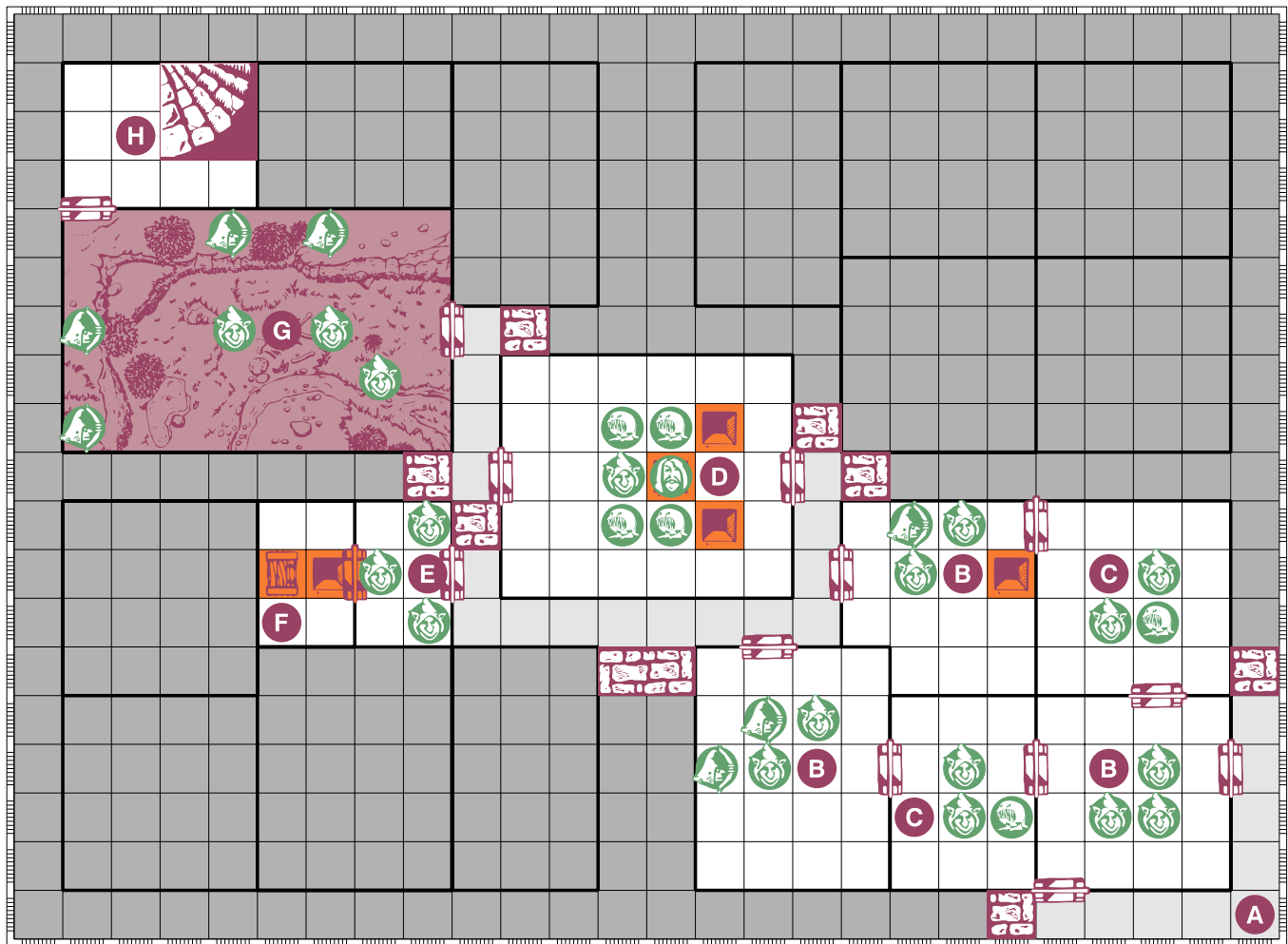
F

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.

G

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 coins.

**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.)



## 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 the Instruction Booklet 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 the Instruction Booklet for more information on being poisoned. The chest contains 75 gold coins and a Magical Throwing Dagger. See the Artifact 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.

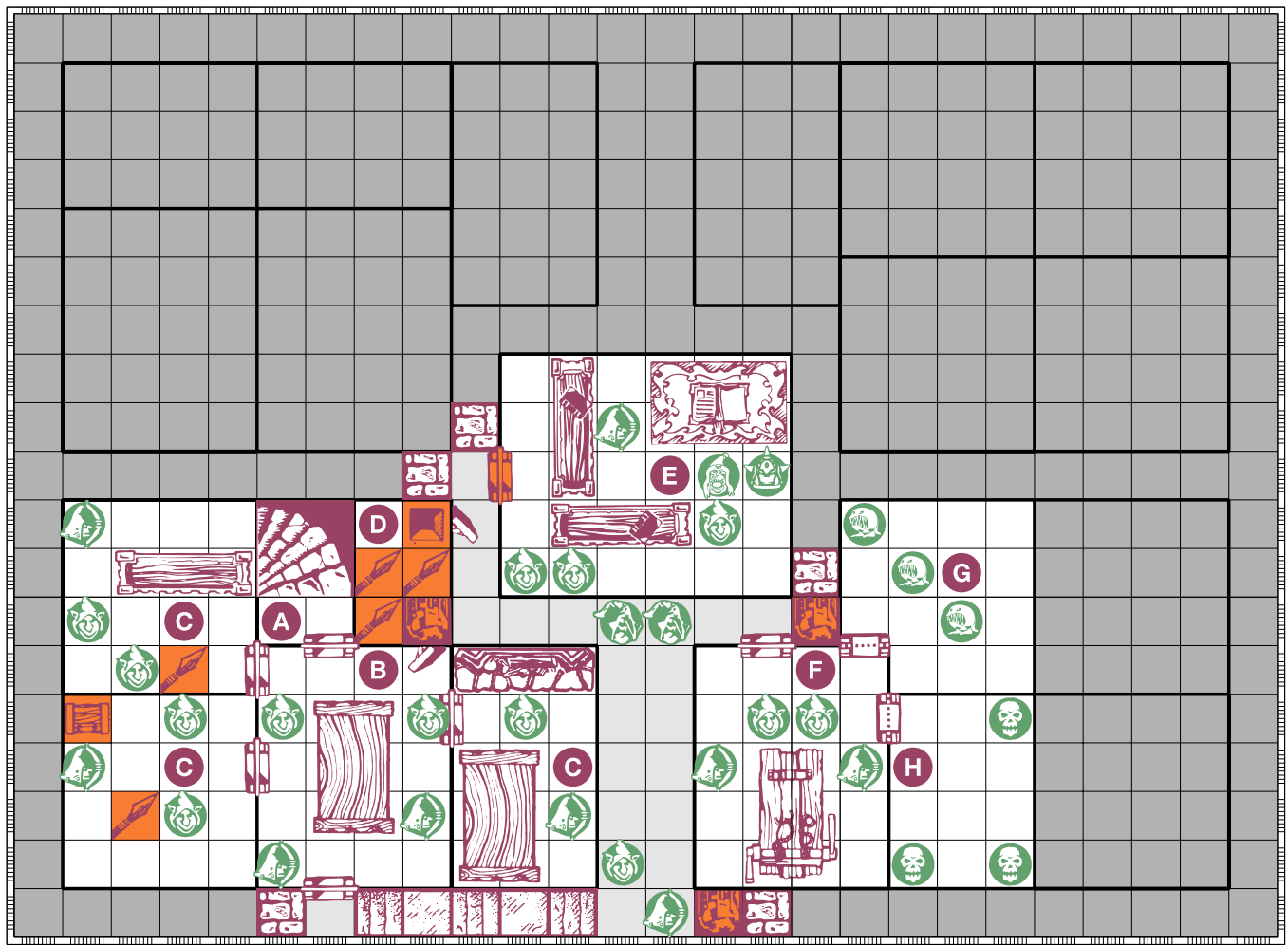
### Wandering Monster in this Quest:





#### **NOTES continued:**

**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.



## 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

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	3	2	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 Big'Un, except that he has 3 Body Points. Rotface is next to him.

### Wandering Monster in this Quest:





## NOTES continued:

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

Rotface is wearing a Wizard's Cloak. See the Artifact Card for details on this item.

On the table is a spell scroll with the spell "Treasure Without Doom". See the Artifact Card for details on this item.

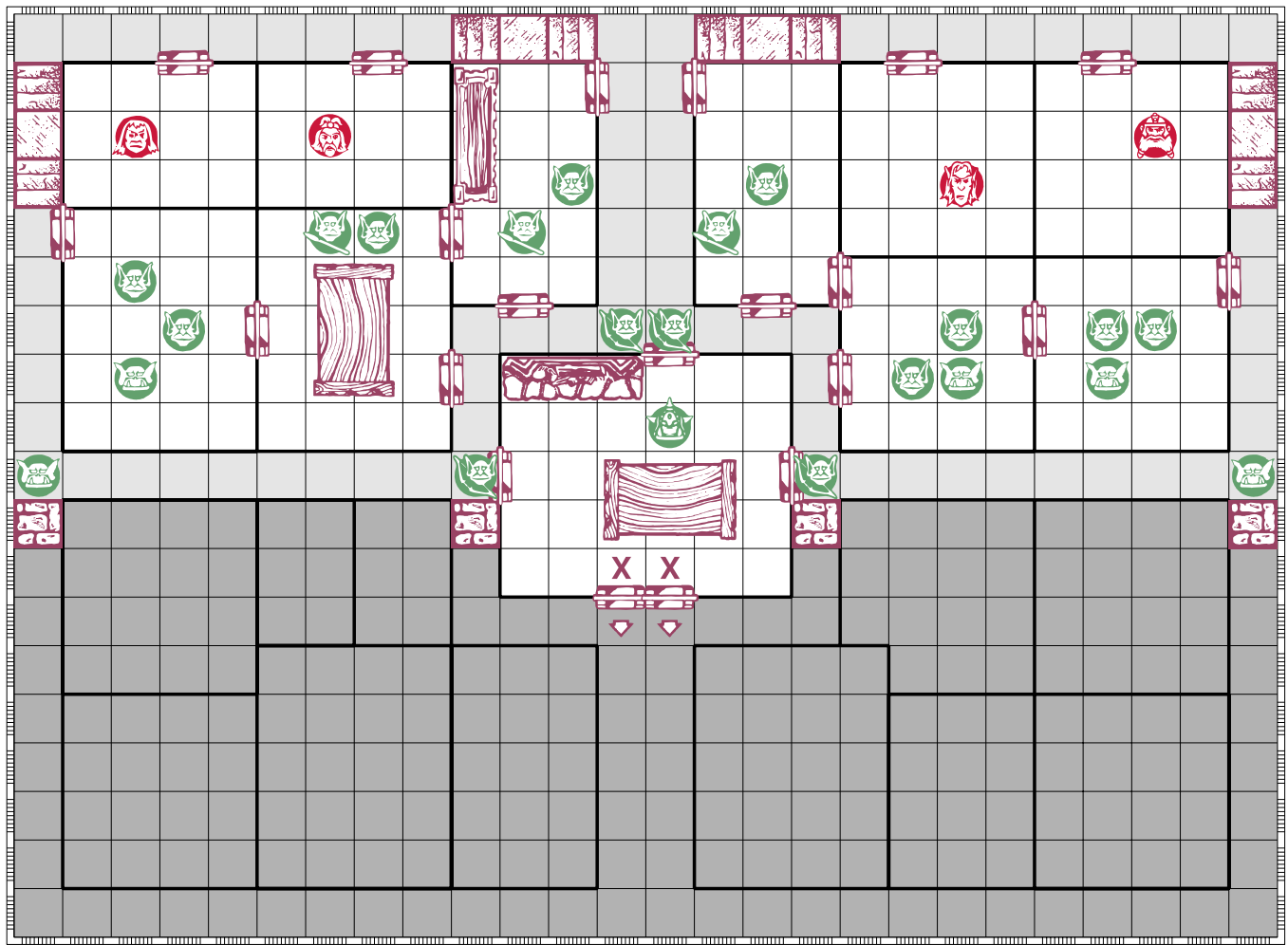
Rurpik Gorefist has a small box with gems worth 75 gold coins.

**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 portcullis to room G, and silence from the portcullis to room H.

**G** This cell is used as the Squig pen by the Goblins. Bones of former captive are scattered throughout the pen, and the Squigs charge enthusiastically as the portcullis 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 coins for the Heroes, inviting them to come and collect at an inn called Traveler'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.)



## Quest 7

# Traveler'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.

**Quest End:** The Quest is won when the Heroes manage to exit through the double doors by the squares marked X.

### 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.

### Wandering Monster in this Quest:



None







"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."

### Special Rules:

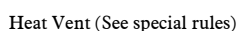
ONLY RUN THIS QUEST IF THE BLACK AXE WAS RECOVERED IN QUEST #4. OTHERWISE SKIP TO QUEST #9.

**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 soon as 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 role 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

**Wandering Monster in this Quest:**



### NOTES continued:

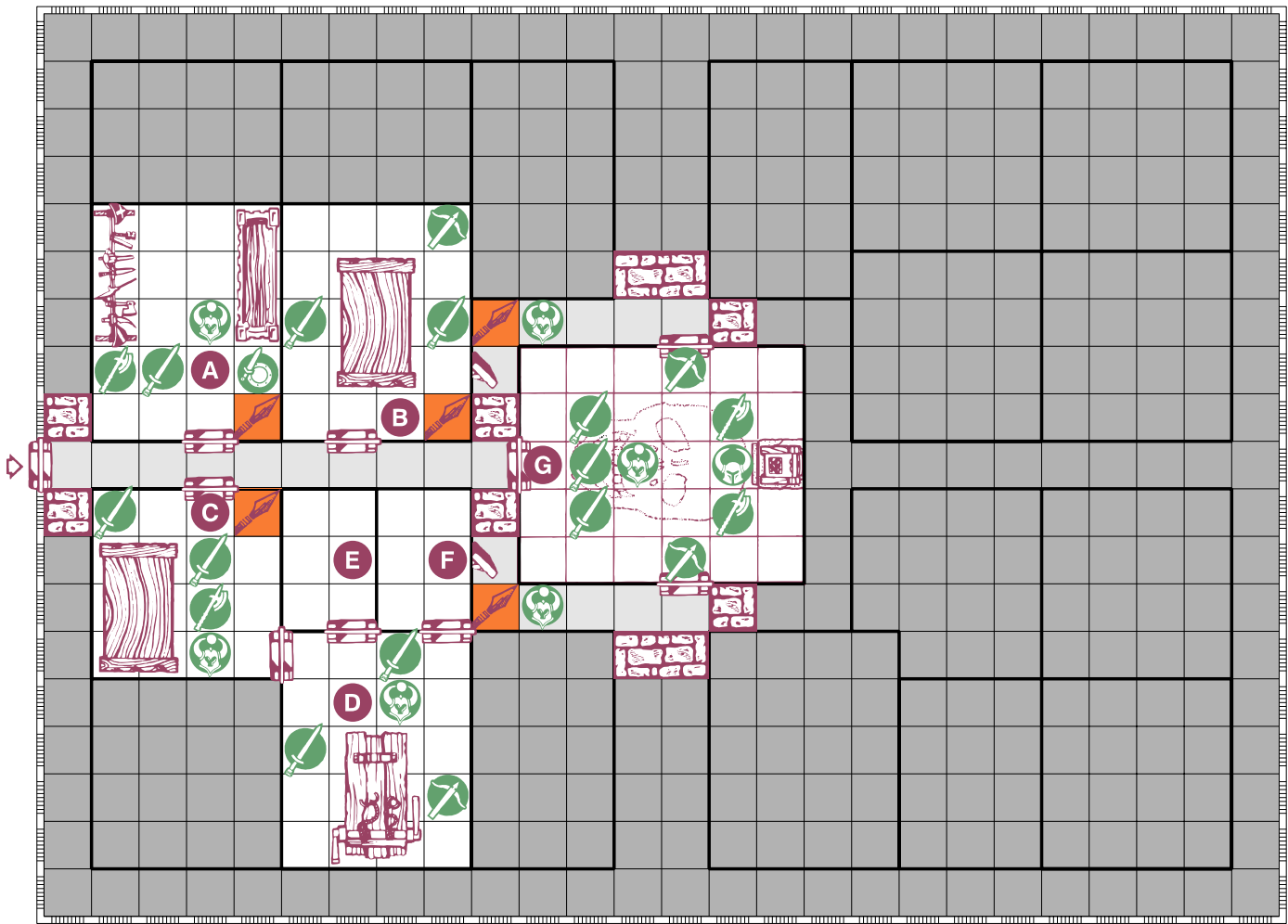
searched for treasure before the chest is disarmed. The trap is disarmed by pushing the chest one square over to get it off the vent. The chest has 100 gold coins inside.

**F**

Use the Chaos Pit 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.





## Quest 9

# Orc's 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's 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:

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.

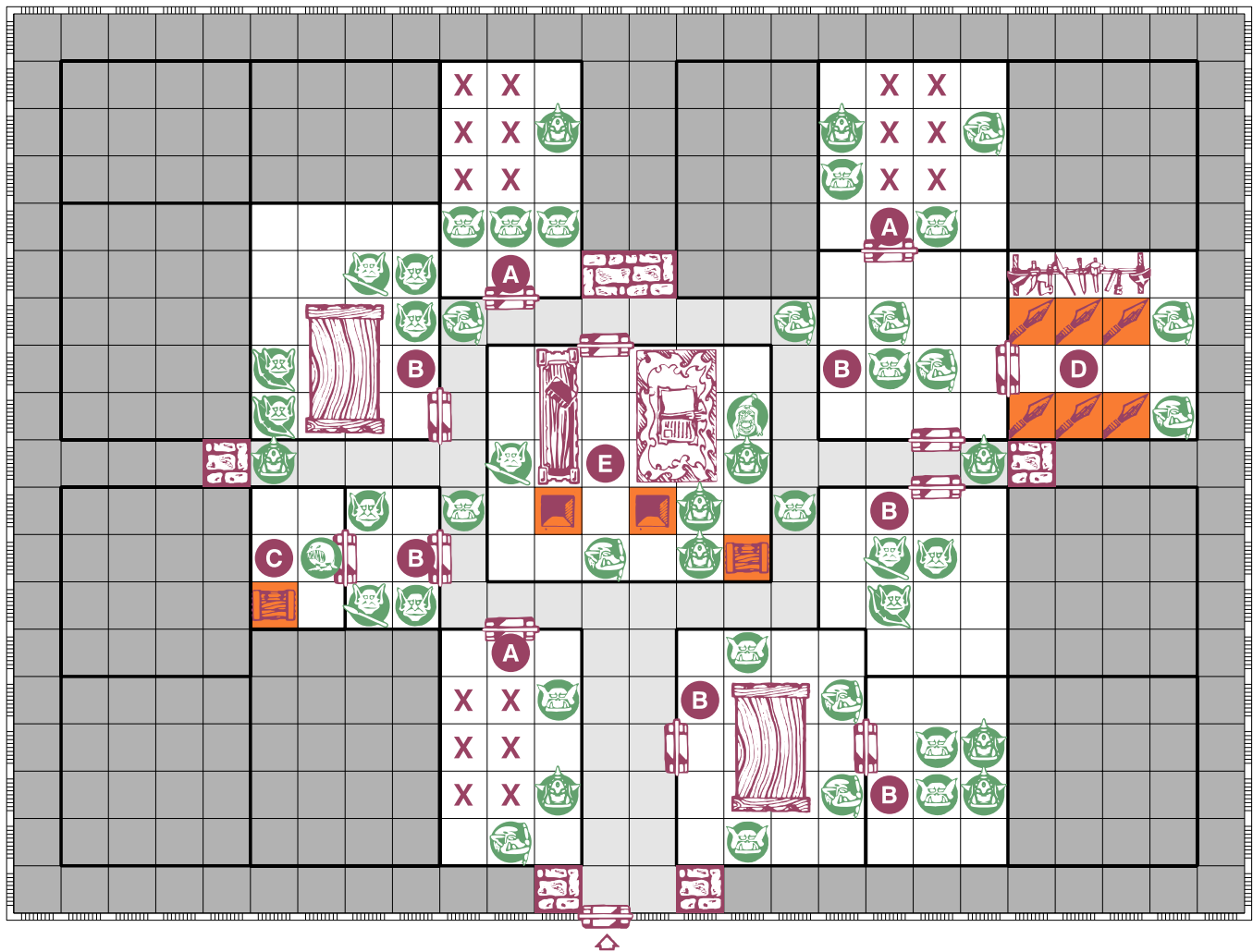
- A** This is the Armory. The first Hero to search for treasure will find a shield. See the Armory for details on this item. All other weapons are unusable.
- B** This is the barracks of the Mercenaries. 2 daggers are found by the first Hero to search this room.
- C** Several Mercenary guards are playing cards around a table guarding the room.
- D** This is a torture 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's 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 Monster in this Quest:





## Quest 10

# The Siege of Zenres

"While you were destroying the Black Axe and finding Orc's Bane, Warlord Gorefist was busy as well, starting his invasion even with all of the setbacks his forces have had. Orcs poured out of the World's End Mountains from Mad Dog Pass, attacked several small villages on the way to the county capital of Zenres. Zenres had time to prepare, and fortified itself as best it could, but it will not hold out for long against the Orcish forces, especially to due to the bombardment of a number of

rock lobbers set up outside the city. The only hope that the city has of surviving until help arrives is if someone can sneak into the Orc encampment and sabotage the catapults. Of course, you Heroes are perfect for this type of mission, and rumor is that Gorefist has left the rock lobbers in the care of an Orc Shaman named Blacknose while he attends to other business. Entering the outskirts of the Orc held ruins, you must find the three rock lobbers and remove them from action."

### NOTES:

- A** "This room holds one of the Orc rock lobbers along with its crew and some extra guards." The spaces marked X are the locations of the rock lobbers. Once all of the Orcs in the room have been killed, the rock lobber can be destroyed by doing at least 5 Body Points of damage with physical attacks (they don't defend) or are automatically destroyed if targeted with a fire based spell.
- B** "The monsters in this room seem weary from battle, but still don't hesitate to jump towards a fight as you enter."
- C** "This foul smelling room has been used to hold someone's pet Squig. It hasn't been let out in some time, and leaps at you hungrily." The chest is trapped with a special pit trap. If the room is searched before the chest is disarmed, place a pit at the square marked C, and move the searching Hero into the pit.
- Resolve as a normal pit trap. If a Hero was already on square C, they have fallen in the pit as well.
- D** This room looks to be the Orcish armory. It is actually a trap. The weapon rack is actually just reloads for the many spear traps. Nothing of value will be found in this room.
- E** "This ruined building has become the study and headquarters for the Orcish Shaman, Blacknose, who oversees the bombardment of Zenres. He begins casting while his huge bodyguards prepare to attack."

### Wandering Monster in this Quest:



NOTES continued:

Blacknose				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	4	3	5

He knows the following Orc Shaman Spells: Orc Berserker, Shield of Protection, Sharpen Blades, Spirit of Vengeance, Summon Orcs. In addition, he can cast 2 spells per turn instead of one.

The chest in the room has a fire trap, doing 3 dice of damage to everyone in the room if treasure is searched for before the trap is disarmed.

If treasure is searched for, the following is found:

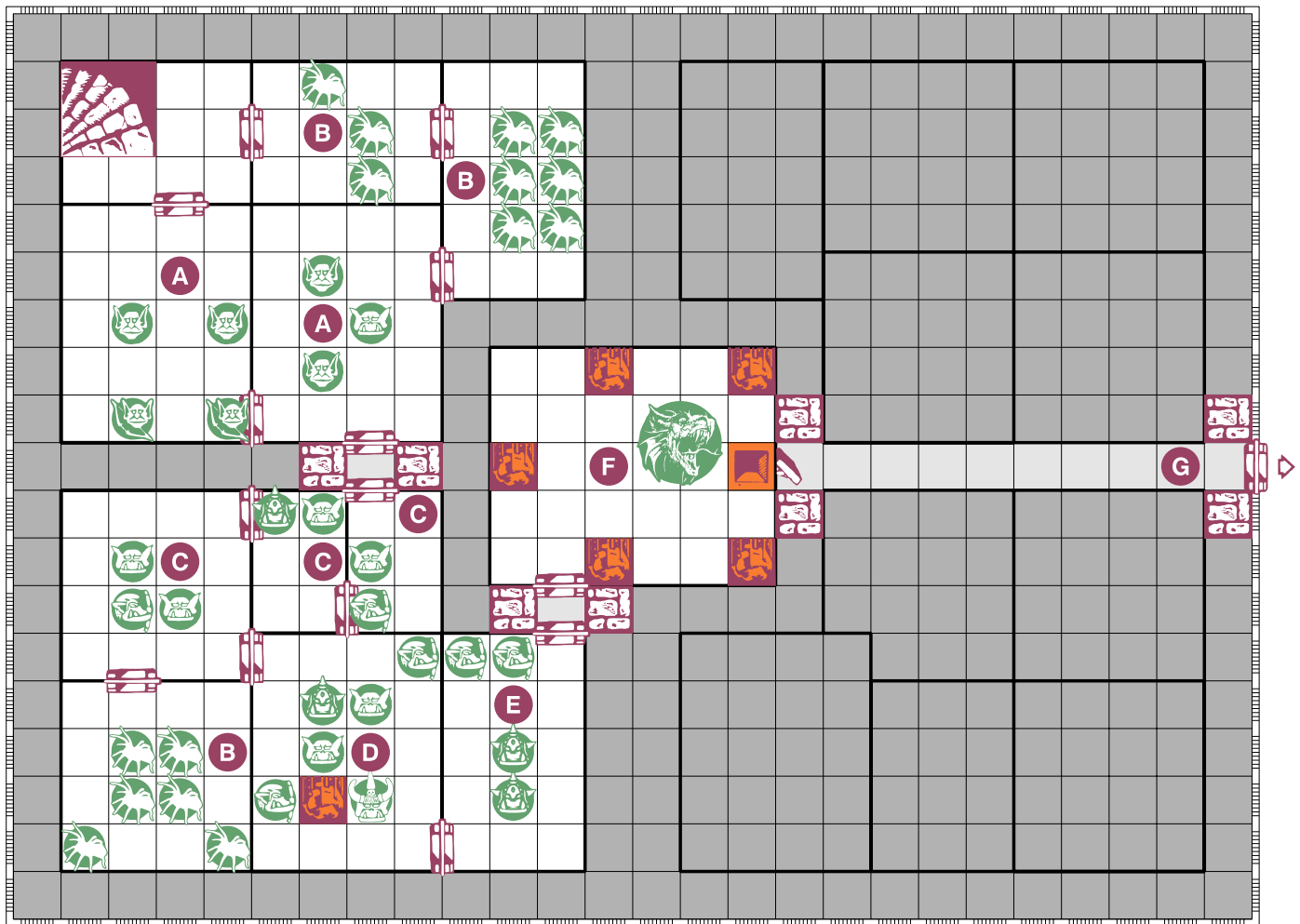
Blacknose is carrying the Spell Ring. See the Artifact Card for more details on this item.

The chest holds 75 gold coins and a parchment with orders from Gorefist. Although it's difficult to decipher (due to both the grammar and writing), it seems to be orders to Blacknose to keep bombarding Zenres while Gorefist leads a small band to a Wyvern's lair just north The Iron Rock.

On the alchemist's table there are two spell scrolls. One holds the spell "Ball of Flame", and one holds the spell "Fire of Wrath".

**Quest End:** Once all three rock lobbers are destroyed and the Heroes escape back out of the camp, the adventure ends. With relief from the bombardment, Zenres is able to withstand the siege until help arrives in the form of a small Dwarven army from Barak Varn. They are able to take the Orish forces by surprise, breaking their lines and forcing them into retreat. In recognition of their part in the battle, the City of Zenres gives a reward of 250 gold coins to the Heroes.





## 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 coins and three daggers. One of the three daggers is a Magical Throwing Dagger. See the Artifact Card for details.

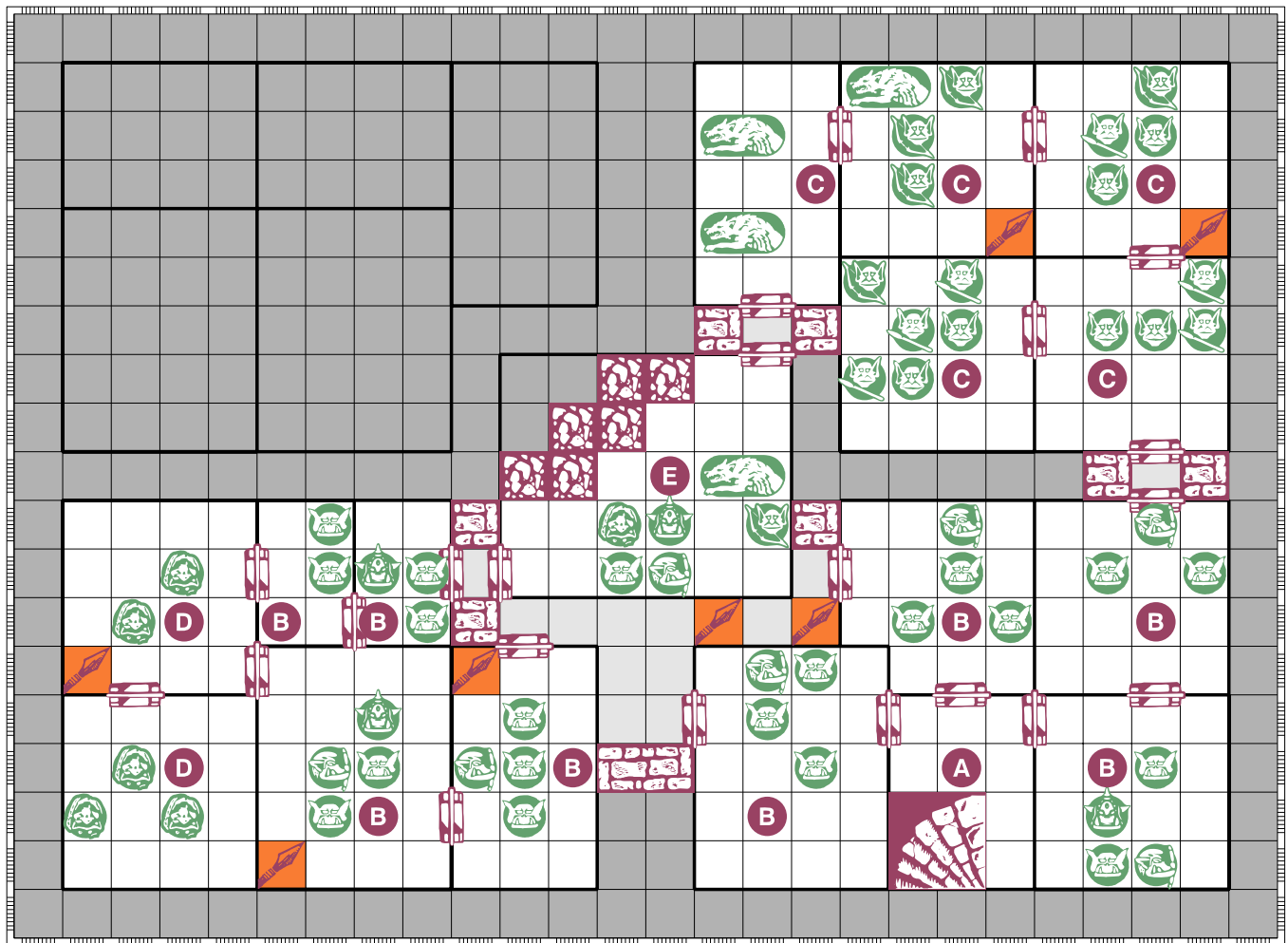
- G** "This door exits the lair. Upon exiting, you can see Gorefist fleeing over the horizon."

### Wandering Monster in this Quest:



**NOTES continued:**

**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, note this result for Quest #14. There is no immediate reward for this Quest no matter what the result is.



## 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 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."

### Wandering monsters are handled a bit more complicated in this Quest:

In a room labeled C:   

In a room labeled C:  None

Anywhere else:  

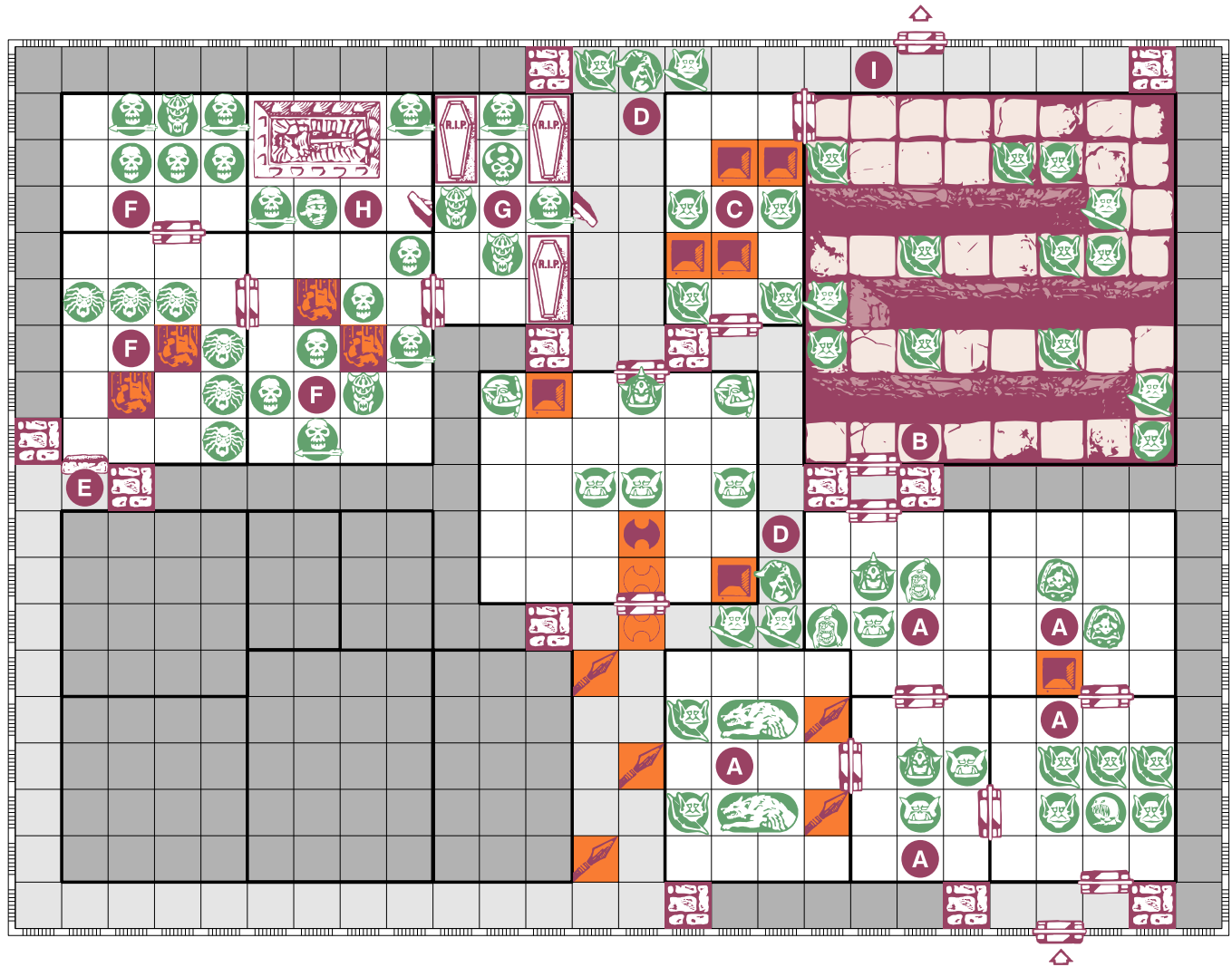
  



**NOTES continued:**

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.



## 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

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	4	3	5

### Wandering monsters are handled a bit more complicated in this Quest:

In a room labeled F, G or H:



Anywhere else:



### NOTES continued:

He knows the following Necromancer 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.

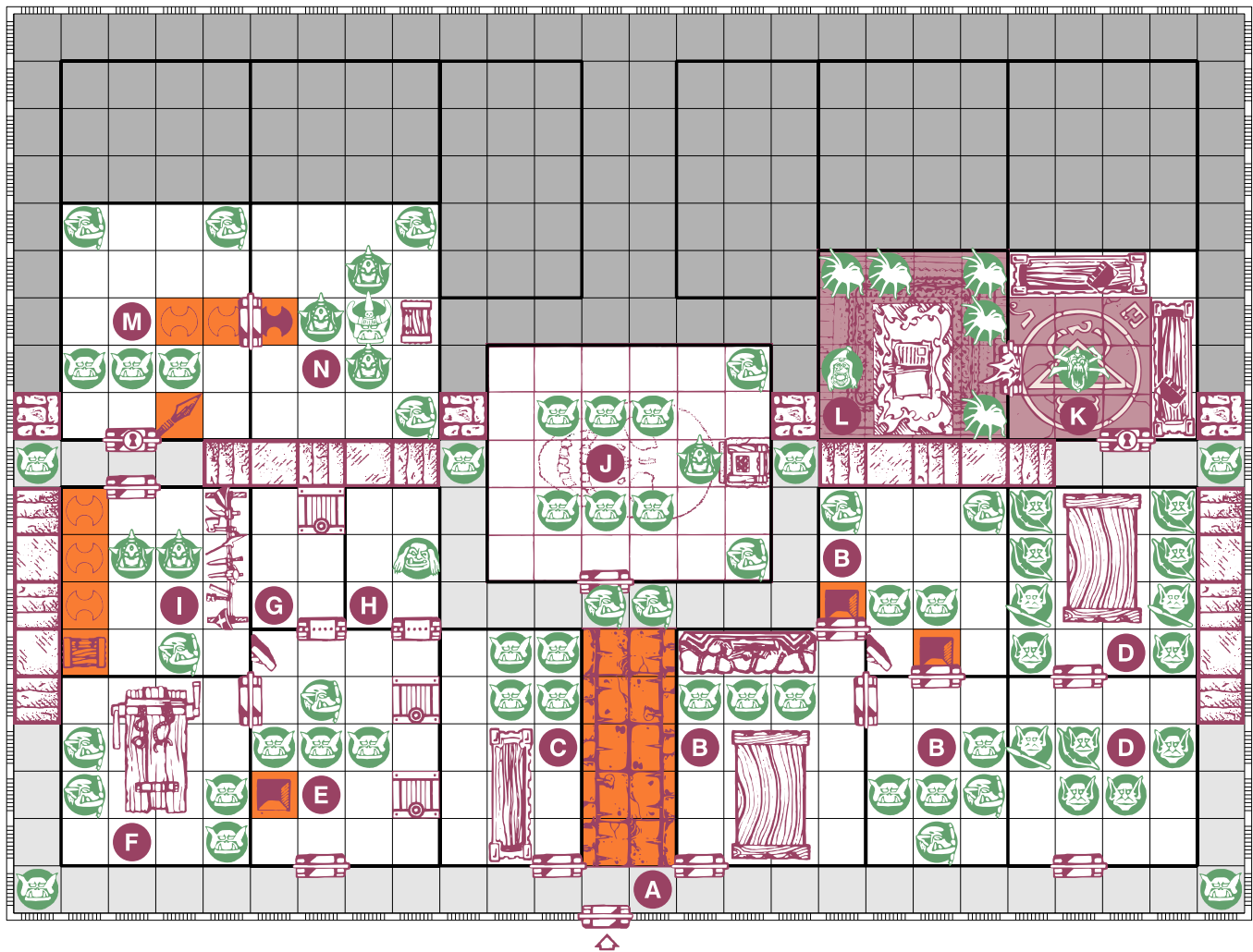
5 rounds after his death, he rises back up with 1 Body Point and randomly recovers 1 spell. He will repeat this process unless the sarcophagus in room H is smashed. He will not follow the Heroes beyond the door at E.

**H** This sarcophagus radiates magic. It can be attacked. It counts as having 2 successful defenses against each attack and has 5 Body Points. 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.





## 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 Points.
- 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 Big'Un has the key to room K and M.
- K** This door can only be opened with the key. A huge demonic figure has been

### Wandering Monster in this Quest:





NOTES continued:

- 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
- | MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 7        | 2      | 4      | 3    | 5    |
- He knows the following Orc Shaman spells: Orc Berserker, Shield of Protection, Sharpen Blades, Spirit of Vengeance, and 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

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	5/4	6	4	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 (see Instruction Booklet) even if skills aren't being used for Heroes.

The vault has 750 gold coins. 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.

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 coins collected from various affected settlements.

"You have done well. The full scale invasion by the Orcs has been averted. The leader who looked to unique 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."

