

HeroQuest™

Invasion from the Badlands

Q U E S T



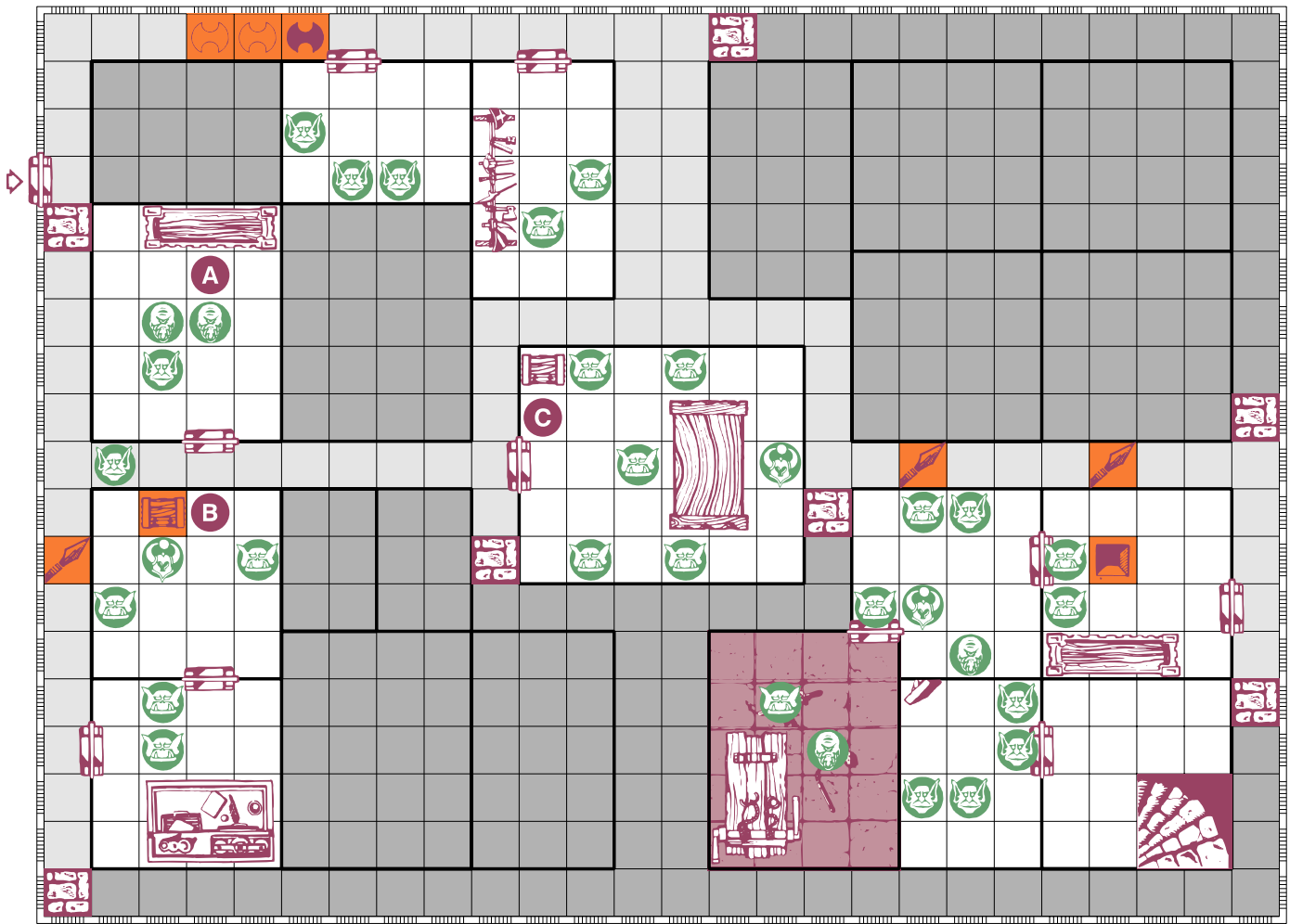
B O O K

Prologue

*T*here has been word of a Black Orc stronghold near the Karak Hirn area in the Black Mountains. You have been requested by The Empire to travel to the Black Mountains in order to find the stronghold, break the enemy lines, and force them to retreat. The only way to do this is to eliminate the Black Orc leader that resides there. Uncover which Orc tribe is responsible for creating the stronghold.

Epilogue

Azluk, the Black Orc Boss has been defeated. The stronghold has no leadership and quickly falls apart. After examining Azluk's body, you determine that the Orcs came from the Broken Tooth tribe. The Empire is familiar with this tribe and must stop the threat that continues to rise from the Badlands. You have earned some rest my friends, before you are summoned again by the Empire.



Quest 3

Head of the Snake

"The final challenge is before you. Azluk the Black Orc Boss will be well guarded. He must not be underestimated for his

combat abilities will test your team's mettle. Find Azluk, defeat him, and the stronghold will be broken."

NOTES:

- A** The chest contains two Magical Throwing Daggers.
- B** The chest has a spear trap on it. The chest contains a Heroic Brew.
- C** The two Goblins on the east side of the chasm are Goblin Archers with shortbows.

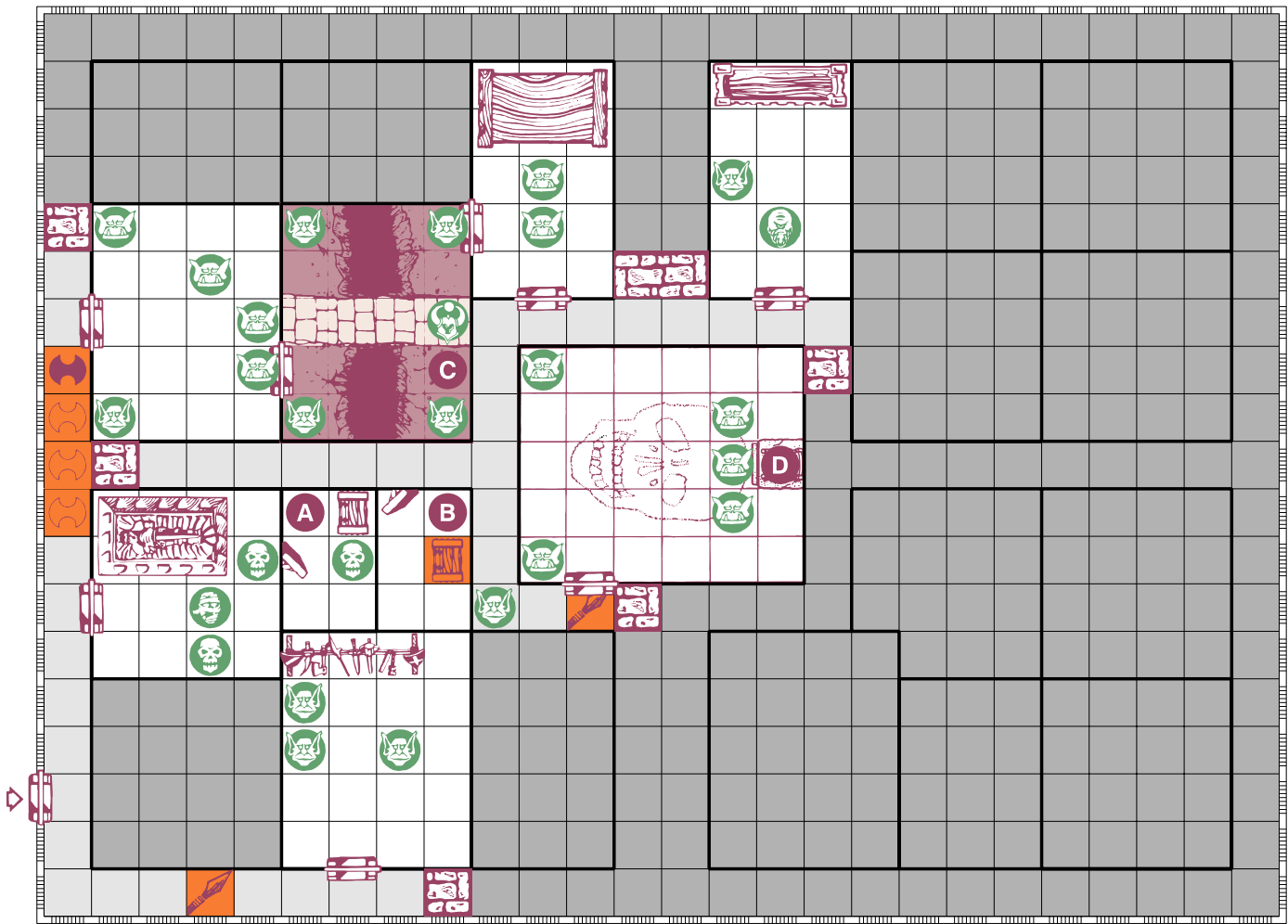
MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	2(1)	1	1	2

- D** This is where Azluk the Black Orc Boss stands. He attacks two times on his turn.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4/4	4	6	3



Wandering Monster in this Quest: 2 Black Orcs



Quest 1

Stronghold Gate

"Your team has found the Orc's stronghold in the mountains. You have battled many Orcs in past battles, but the Black Orcs are a challenge for any veteran warrior. You must make your

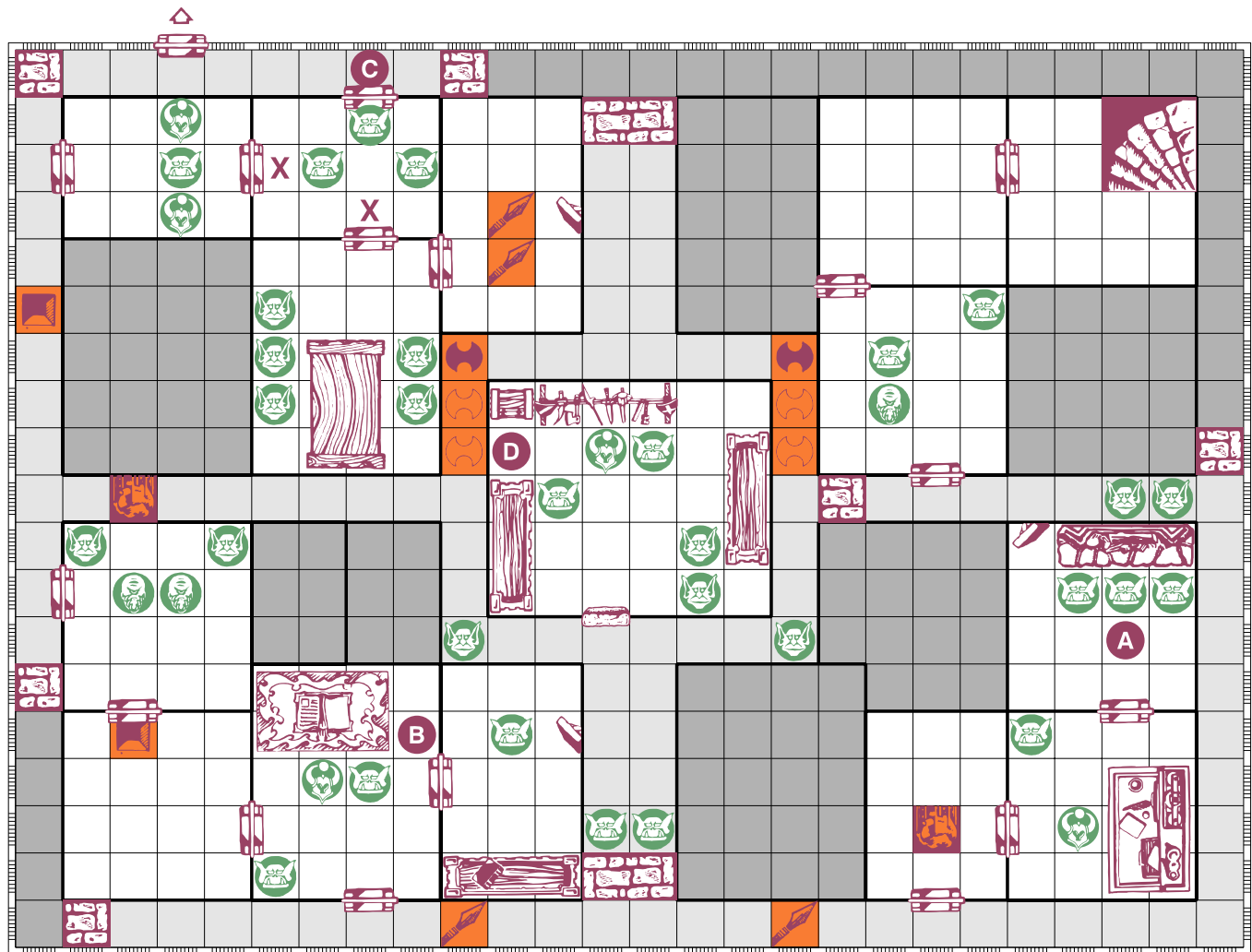
way through the gate to reach the stairs and descend into the Orc lair to find the leader."

NOTES:

- A** The first Hero to search for treasure will find a Potion of Healing that will heal 4 Body Points.
- B** The chest has a spear trap on it. The contents of the chest are 100 gold coins and a Heroic Brew.
- C** The contents of the chest are 100 gold coins and a Potion of Healing that will heal 4 Body Points.



Wandering Monster in this Quest: Black Orc



Quest 2

Barracks

"You find yourself in the heart of the stronghold. The barracks will be a challenge to navigate as you can hear greenskin

noises echoing through the corridors. Make it through the barracks and the leader will not be far."

NOTES:

- A** Searching this room for treasure reveals a ripped page from a book. On it is part of a word. The Hero takes the page with them.
- B** The two doors to the east and west in this room are locked. They can only be opened when a Hero with the page found in A, searches this room for treasure. Upon doing so, the Hero places the page in the book where the other half of the ripped page is found and speaks the word. The doors in the room are unlocked, but remain closed.
- C** Once this door is opened, all doors in the room open. If one of the doors was not opened and the room revealed prior, then the monsters activate and immediately take their turns.
- D** The chest contains 200 gold coins.



Wandering Monster in this Quest: 2 Black Orcs