

HeroQuest™

The Crossroads of the World

Q U E S T



B O O K

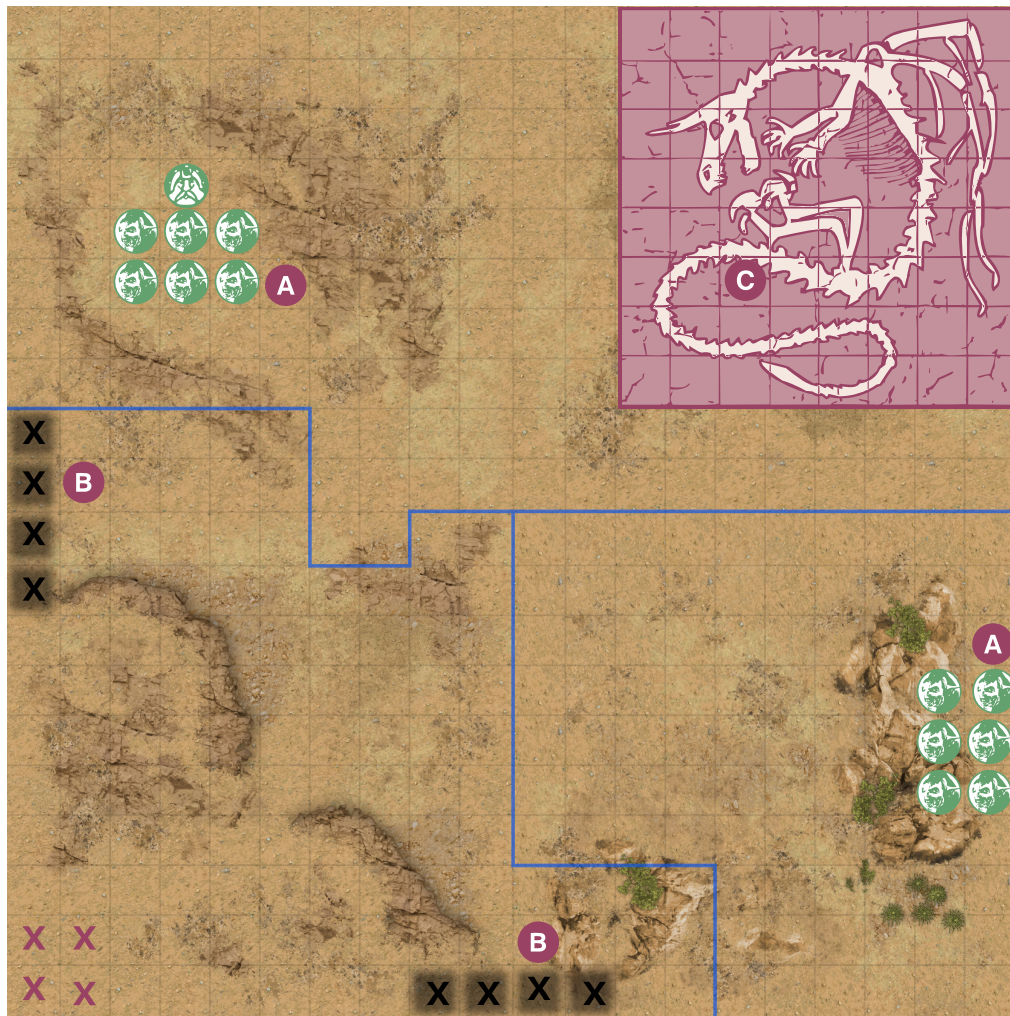
A HeroQuest Encounter

Quest 1

Encounter 1

The Great Skull Land

You stare out at the desolate landscape before you, noticing the empty land filled with blowing dust. You stand on the Skull Road looking south into Zorn Uzkul, the Great Skull Land. In ages past, before the coming of Chaos, the great Dragons of the world would come to this land to die, leaving their bones in the dust and dirt as a monument to their greatness. Scattered in the distance all around you, these giant's bones emerge from the very ground. It is said that those few foolhardy adventurers who dare to brave this land can find an abundance of gemstones and valuable jewels scattered throughout the ground itself. Rich though the rewards may be, the dangers are far greater. This land is infested by Orcs, but not the Orcs of the Old World. The Orcs here are much larger and stronger, legendary Black Orcs can even be found leading Orc warbands, or worse – as soldier-slaves of the Chaos Dwarves. This land is home to the empire of the Chaos Dwarves, merciless slavers and powerful enemies. Now, after much discussion, you decide to step off the road and risk the dangers of the Zorn Uzkul, the lure of the rumored treasures – too much to pass up. Surely a quick expedition to the nearest outcropping of dragon bones can be done without much danger!



The Falls of Doom

Unexpectedly you find yourselves passing into a darkened corridor deep under the ground. Your Dwarf companion is able to read the markers along the way. He tells you this passage is one of many that were built underneath the plateau that connect to the Great Canal. The Great Canal was constructed centuries ago by the Chaos Dwarves to connect the Sea of Chaos to the River Ruin. Running the length of the Plateau of Zorn Uzkul from the city of Uzkulak to the Falls of Doom, where the River Ruin falls over the edge of the plateau to the lower elevations further south. This canal has allowed the Chaos Dwarves to sail their ships the length of the Darklands and out into the seas both at the northern and southern ends of the Darklands, carrying trade and soldiers to lands untold! Your small passage was used during the construction of the canal to bring material and slaves into and out of the canal workzone. Since the construction was completed centuries ago, these passages have long stood empty, as you listen carefully you can hear no sound coming from the passage ahead of you. Your journey along these forgotten corridors is uneventful. You realize, too late perhaps that this path is taking your further away from the way home and deeper into the empire of the Chaos Dwarves!

(Continue to Encounter 8 or Quest 4)

The Plateau of Zorn Uzkul

You are able to fight your way back to the surface through the horde of Hobgoblins. As you breach the surface you look north towards the road, several miles distant. You see a large force of Hobgoblins in the distance, clearly blocking the way back. After much discussion you decide to head in the opposite direction, south across the great plateau. If you can work your way south and off this high, arid plateau and down into the Darklands proper, you could pick up the great East-West Road leading to Peak Pass through the World's Edge Mountains and back to your homes in the Empire. Your decision is based in no small part on the thought that you could perhaps find great wealth as you cross these lands. While highly dangerous and inhospitable, the legends of untold riches scattered about the landscape appear to ring true!

(Continue to Encounter 2 or Quest 2)

Encounter 1

Bones of the Past

You make good time to the huge pile of bones in the ground. As you stand there you can see the bones, huge and gleaming white against the brown of the desolation all around it. No beasts such as this yet live in the world today. Legend says that as these terrifying and magnificent creatures came to the

twilight of their lives, they were drawn to this barren and arid plateau by their greed, to die among the precious gems and jewels that lie barely submerged beneath the surface. As you are pondering this thought you notice a sparkling coming from amongst the bones...

NOTES:

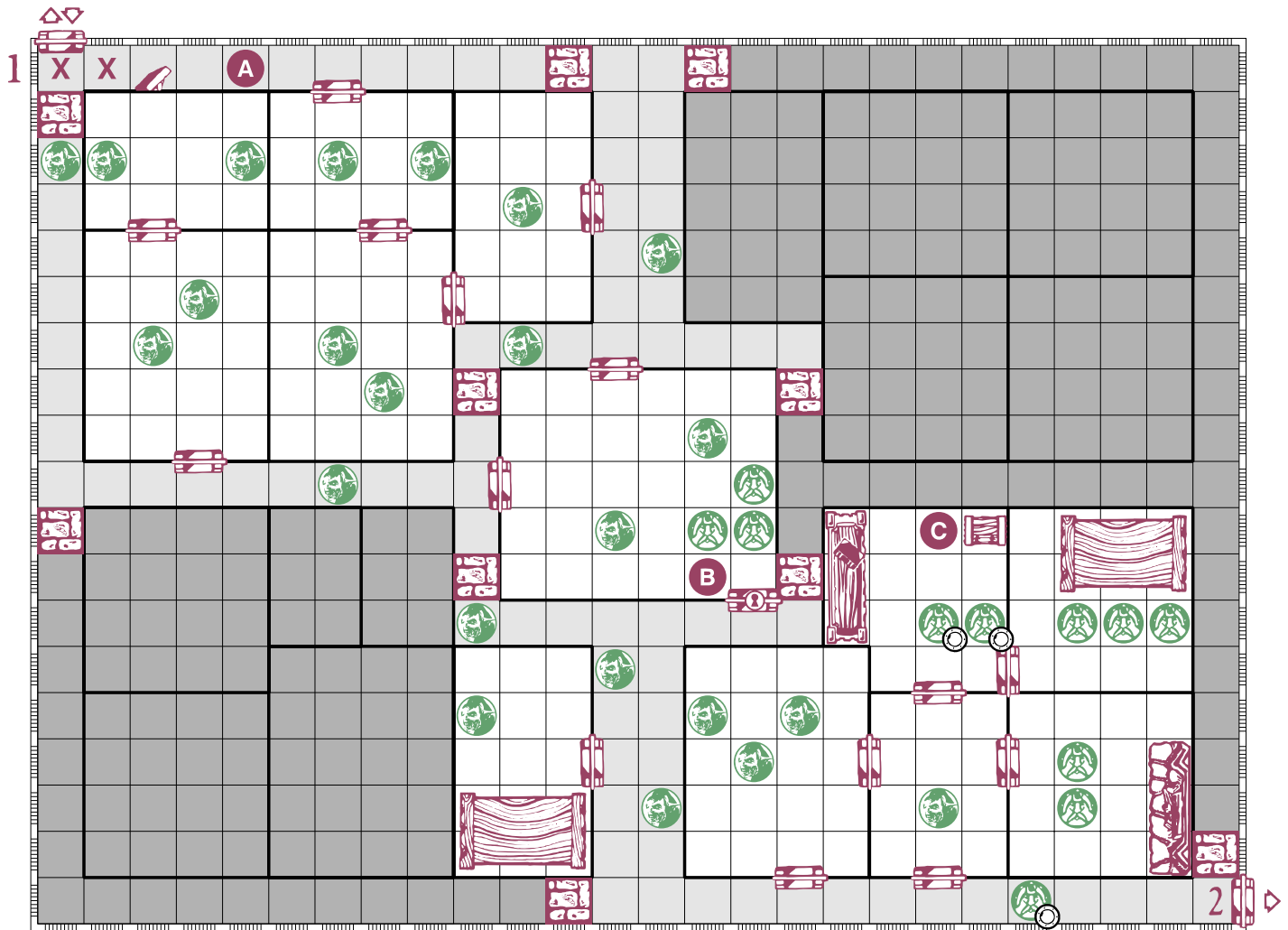
Zargon: The Hero's begin this Quest on the 4 X's.

- A** Do *not* place the Hobgoblins on the board until a Hero has crossed one of the blue lines. After this happens, tell the Heroes they have stumbled into an ambush and place all the Hobgoblins on the board. They may all move and attack immediately.
- B** After at least 10 of the initial wave of Hobgoblins are defeated, you may place new waves of 8 Hobgoblins on these X's. You may place additional waves on the board whenever there are only 2 Hobgoblins remaining.
- C** A Hero may search the Dragon bones for treasure. To do so there must be no Hobgoblins on the Dragon tile. Each Hero may search the Dragon bones only once. Tell a Hero who has searched the bones that they have found jewels scattered throughout the remains. Roll 1 red die. They find that many jewels, each worth 50 gold coins.

Ending: Tell the Heroes that their greed has gotten the better of them and waves of Hobgoblins are continuing to come and they are now cut off from the road. The Heroes have no choice but to move deeper into the Darklands to attempt to escape the onrushing horde of Hobgoblins!

The Heroes may end this Encounter at any time by moving off the edge of the board.

Wandering Monster in this Quest: None



Quest 1

A Fork in the Road

Your excursion to the nearby set of Dragon bones has taken a sudden turn for the worse. As you approached the bones you were ambushed by a force of Hobgoblins. You had no hope of overpowering such a large force and had to run for safety. After a long trek through the barren landscape you spotted a small

crevasse leading down into the side of a cliff face. Hoping to lose the Hobgoblins you enter the opening intending to circle around and come back out the same way and return to the safety of the road.

NOTES:

- A** After the Heroes leave this hallway or pass the A, on each of Zargon's turns 2 Hobgoblins enter the Quest. Place them on the X's.
- B** The south door in this room is locked. There is no way for this door to be opened until the enemies are defeated. The first Hero to search for treasure finds a key and Map on the body of one of the Chaos Dwarves. The key will open the locked door in this room. The use of the Map is found on the matching Artifact Card.
- C** The first Hero to search for treasure in this room finds a Potion of Healing (4 Body Points) and 175 gold coins in the chest.

Alternatively, they can choose to exit through the wooden door marked 2. This will take them on a subterranean journey through difficult Chaos Dwarven strongholds. If they choose this route, read the text: *The Falls of Doom* on the following page.

You may choose to explicitly explain to the party that they may make a choice about which exit to take, but do not share details of the routes.

Exits: There are two exits from this Quest. The Heroes may choose to circle back and exit out the entry door (1) to the surface. This will have them follow an overland route and a different series of adventures on their journey through the Darklands. If they choose to do this, read the text: *The Plateau of Zorn Uzkul* on the following page.



Wandering Monster in this Quest: Hobgoblin