

HeroQuest™

The Crossroads of the World

Q U E S T



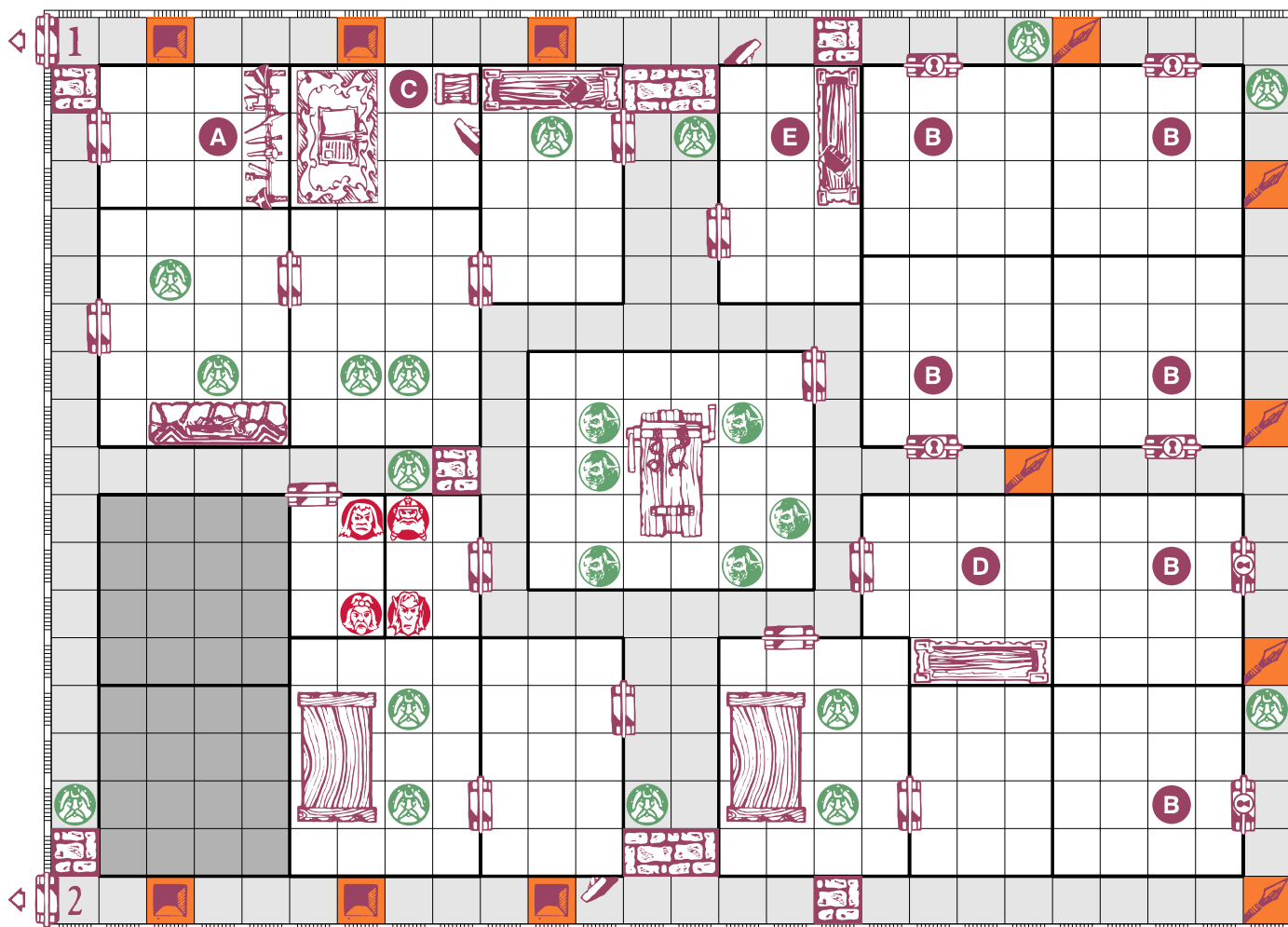
B O O K

Southern Tail

A Sprint through Dark Places

Quests 8 – 11

Encounter 13



Pigbarter

You turn the letter over in your hands carefully, pondering the meaning. Someone has gone to great effort to keep you occupied and away from your homes. Thinking back on your recent adventures you begin to wonder if your luck was really as bad as it seemed, or perhaps, you were being hunted by an adversary that wants you dead. The letter is unsigned, but your Wizard companion had an idea. Carefully he takes the parchment and casts a subtle spell over the aging paper. Before your eyes a glowing red "Z" appears at the bottom of the page. You have your answer. You have done much over the years to blunt Zargons power and influence. A sick feeling of dread over comes you, Zargon has been aware of your movements! What has been happening in the Old World during your extended absence? The desk in the small room yields one more secret, a second small notebook. Inside you find a small map indicating a base in the southern reaches of the Black Mountains. An area littered with trails and passes crisscrossing the mountain range. Perhaps a visit to this base is in order! *[Continue Below]*

If the Heroes do not have the Quest Card – Zargon's Letter, read only the following:

The remainder of your journey through the mountains leading to Pigbarter is calm and without incident. You can't help but notice the warming temperature and the widening of the River Ruin. After a week you find yourself strolling past the Ogre guards at the gate and into the main square. Pigbarter is a nasty, stinking slum, Goblins and Gnoblers are common sights in the streets. Unsavory Humans and characters of all races stalk the darkened corners of town. For travelers heading further east along the Spice Route, Pigbarter is the last stop before crossing the river and entering the plains and forest that follow the coast, passing south of the Mountains of Mourn and the Ogre Kingdoms. Any travelers heading to the Far East must stop here to reprovision for the long trek east.

Pigbarter also hosts a port along the river leading south into the Sea of the Dead. The scurvy captains at the docks can be bought and will take you to any coastal destination you desire – for a price. From this forgotten cesspit on the edge of civilization you can travel to any place you would desire. Enjoy your short respite, for a Hero's work is never done and the world lies before you!

The Kingdom of Greasus Goldtooth

You follow the Ivory Road over the River Ruin, it stretches away and up into the Mountains of Mourn. In this area the mountains are ruled by a collection of Ogre Tribes loyal to Greasus Goldtooth. Greasus' kingdom stretches for most of the southern reaches of the Mountains of Mourn, making it the single largest kingdom of Ogres. The road is generally safe as Greasus has forbid Ogres in his lands from assaulting caravans as they traverse the Ivory Road and Spice Route further to the south. His fondness for food is outweighed only by his craving for gold, which he understands would dry up if the roads to the Far East were not safe for the many caravans coming in from the Darklands.

You ponder your next move...you could easily make your way into the mountains and explore the southern portion of the mountain chain, perhaps you could even find favor and treasure with the Ogre Tribes. The Ivory Road moves all the way across the range traversing countless valleys and mountaintops in its journey. For now...the sun is high above your heads and the peaceful foothills beckon you to take a meal before beginning your trek!

Quest 8

A Trip around the Block

The Tower of Gorgoth lies near the intersection of several major roads, it is here where the Silver Road dips to the south and merges with the Ivory Road coming into the Darklands through Mad Dog Pass. Then Slaver's Way brings slaves from the capital through the gates directly to the tower, crossing this

main trade highway directly beneath the gaze of the tower. The Tower serves as the largest slave camp in all the Darklands. It is here that you are suddenly beset by Hobgoblins and taken as slaves to the tower to live out your few remaining days!

NOTES:

The Heroes begin this Quest in their indicated cells, having picked their locks...

A The Heroes weapons and armor can be found in this room by searching for treasure. Each Hero must come to this room and search in order to claim their belongings.

B These rooms are prison cells. They are locked and may only be opened by using the keys recovered from Room C. There is not any other way to break down or open these doors. If the Heroes recover the keyring and open a door, any currently imprisoned Hero is found.

If there is no Hero being held prisoner, roll 1 red die. Use the table below to see what type of prisoner is recovered.

1: Scout 2: Swordsman 3: Crossbowman
4: Orc Slave 5: Thief * 6: Ogre Mercenary

Any weapons are found with the rescued prisoner. They are grateful and join the Heroes indefinitely, for free!

*A thief instead pickpockets the rescuing Hero! Roll 1 red die and multiply by 10. He steals this many gold coins and runs away!

C This is the Sorcerer in charge of the tower. After he is defeated, the first Hero to search for treasure finds a keyring on his body. The chest contains all of the Heroes missing gold and jewels.

D The first Hero to search for treasure in this room will find any Potions missing from the Heroes in the cupboard. Also found are an extra 2 Potions of Healing (4 Body Points).

E The first Hero to search for treasure in this room will find any Spell Scroll or other miscellaneous equipment missing from the Heroes on the bookshelf. Also found are an extra 4 random Spell Scrolls.



Wandering Monster in this Quest: Hobgoblin

NOTES continued:

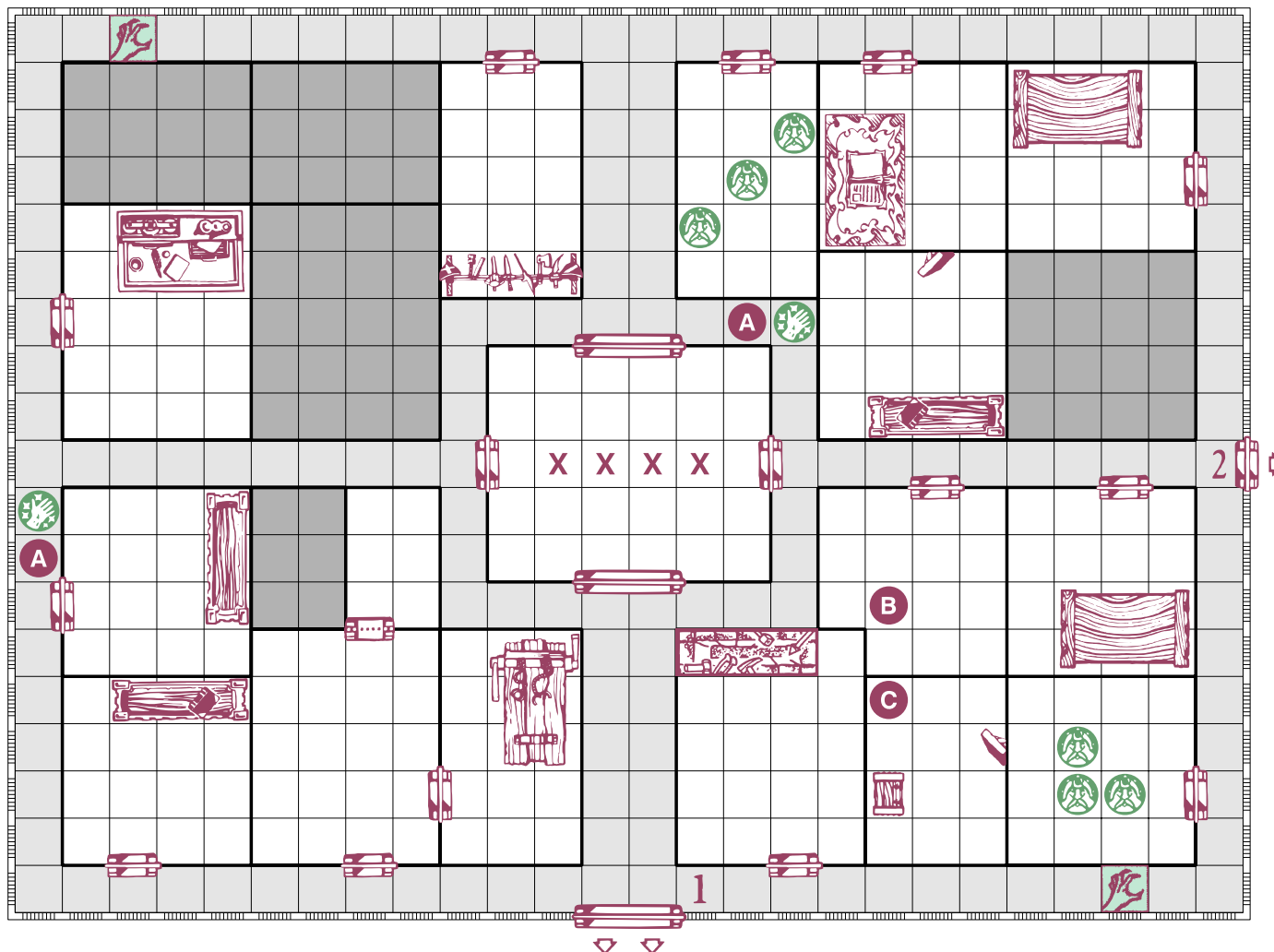
Exits: There are two exits from this Quest.

1: This exit picks up the Ivory/Silver Road heading back to the west. This route leads to *Encounter 5: Crookback Mountain*.

2: This exit heads east towards the sentinel trading post. The Heroes should play the *Quest 9: The Sentinels*.

NOTES continued:

Give the Heroes the *Quest Card: Zargon's Letter* and read Conclusion:
Pigbarter.



Quest 11

Pigbarter Mountains

Your journey southwards over the past two weeks has been uneventful. With skill and some luck, you've managed to avoid patrols and brigands along the way. After some time you meet the spice route heading south towards the slum-town of Pigbarter near the mouth of the River Ruin. As the road passes through an old mountain range you can't help but feel you are being watched. Side paths are mysteriously blocked, rockslides

have barred other ways and at night, you swear you hear strange voices on the wind. It's almost as if you're being herded. Suddenly, as you are traveling down a small side road the ground gives way beneath your feet, plunging you into a deep cave system. It is by miracle alone that you are not impaled upon spears as you land. Someone has tried to kill you! Now you must escape this trap and unravel this mystery!!

NOTES:

The Heroes begin this quest on the 4 X's and exit via the stairwell.

- A** The first Hero to search for treasure in this room finds a longsword and a suit of plate mail on the weapons rack.
- B** The first Hero to search for treasure in this room finds 2 Potions of Healing (4 Body Points) in the cupboard.
- C** The first Hero to search for treasure in this room finds 2 randomly selected Spell Scrolls on the bookcase.
- D** The first Hero to search for treasure in this room finds a suit of Borin's Armor in this long forgotten tomb.
- E** The chest in this room contains 525 gold coins.

- F** This is Morthen, a large and powerful Doomguard Warrior! He has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	5	3	3

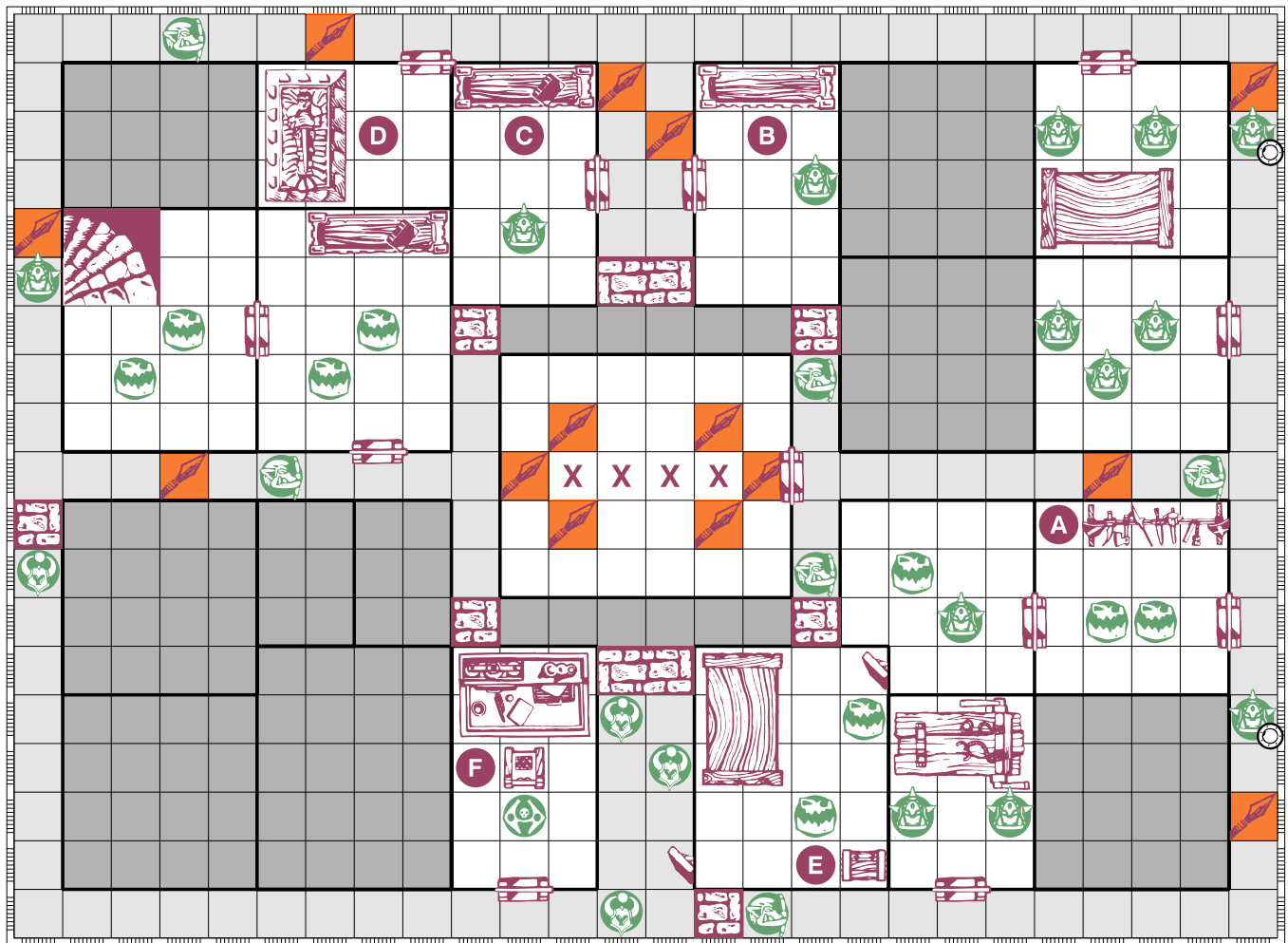
He is equipped with magical chaos armor; a single black shield rolled in defense will block any number of skulls.

After he is defeated, the first Hero to search for treasure finds a rolled up parchment on the desk. Read the following to the Heroes:

"You pick up the parchment, it is a letter written to Morthen. It contains instructions to place spies to watch for your group and ensure you don't make it out of the Darklands alive. Someone is going to great effort to keep you out of the way!"



Wandering Monster in this Quest: Orc Warrior



Quest 9 The Sentinels

Before you stands a gigantic pair of stones that mark a thriving trading post. So named because the pair of stone pillars stand watch over the intersection of the Ivory Road, running east-west and the Spice Route which heads to the south. The Sentinels are the last stop for any travelers heading east to the

Ogre Kingdoms, one of the few crossings of the river is barely a week's journey away. To the south, the Spice Route winds through the Wastes and mountains to the small slum town of Pigbarter. It's time to choose your path, will you head to the east or to the south?

NOTES:

The Heroes begin this quest on the X's. Heroes may not search for treasure.



Zargon has sent his servants to eliminate you. When a Hero passes by one of these spaces they are ambushed by 2 Chaos Warriors!

A These are Thieves. A Thief will move to be adjacent to a Hero, a Thief may not be attacked until it has stolen an item. A Thief standing adjacent to a Hero may steal either a random artifact or 200 gold coins from the Hero. This does not count as an action. The Thief then attempts to move off the board via one of the exits. A Thief has 2 Body Points and 2 Defend dice.

B This shop is filled with Ogres, unsavory Ogres. They offer you their services as guides and mercenaries. The Ogres are very vocal about being needed for any party traveling east into the Ogre Kingdoms. They may be hired for the cost indicated on the card. If a Hero hires an Ogre Mercenary they may skip Encounter 13 if leaving by Exit #2 and read the Conclusion text: *The Kingdom of Greasus Goldtooth*.

C The chest in this hidden room contains 200 gold coins.

Exits: 1: *Quest 11: Pigbarter Mountains*. 2: *Encounter 13: Lost in the Wind*.

SHOPS

North Table: Tavern: Heroes may hire the services of any type of Man-at-Arms here.

South Table: Adventurers Guild: If the party has fewer than 4 regular members, new Heroes may be created (recruited) here.

Forge: Chaos Dwarf Workshop: If a Hero has the Chaos Dwarf Hat, he may have any Chaos Dwarf Rune inscribed on an item for 350 gold coins.

Bookcase: Scroll Shop: 20 randomly selected Scrolls are available for purchase here at a cost of 125 gold coins each.

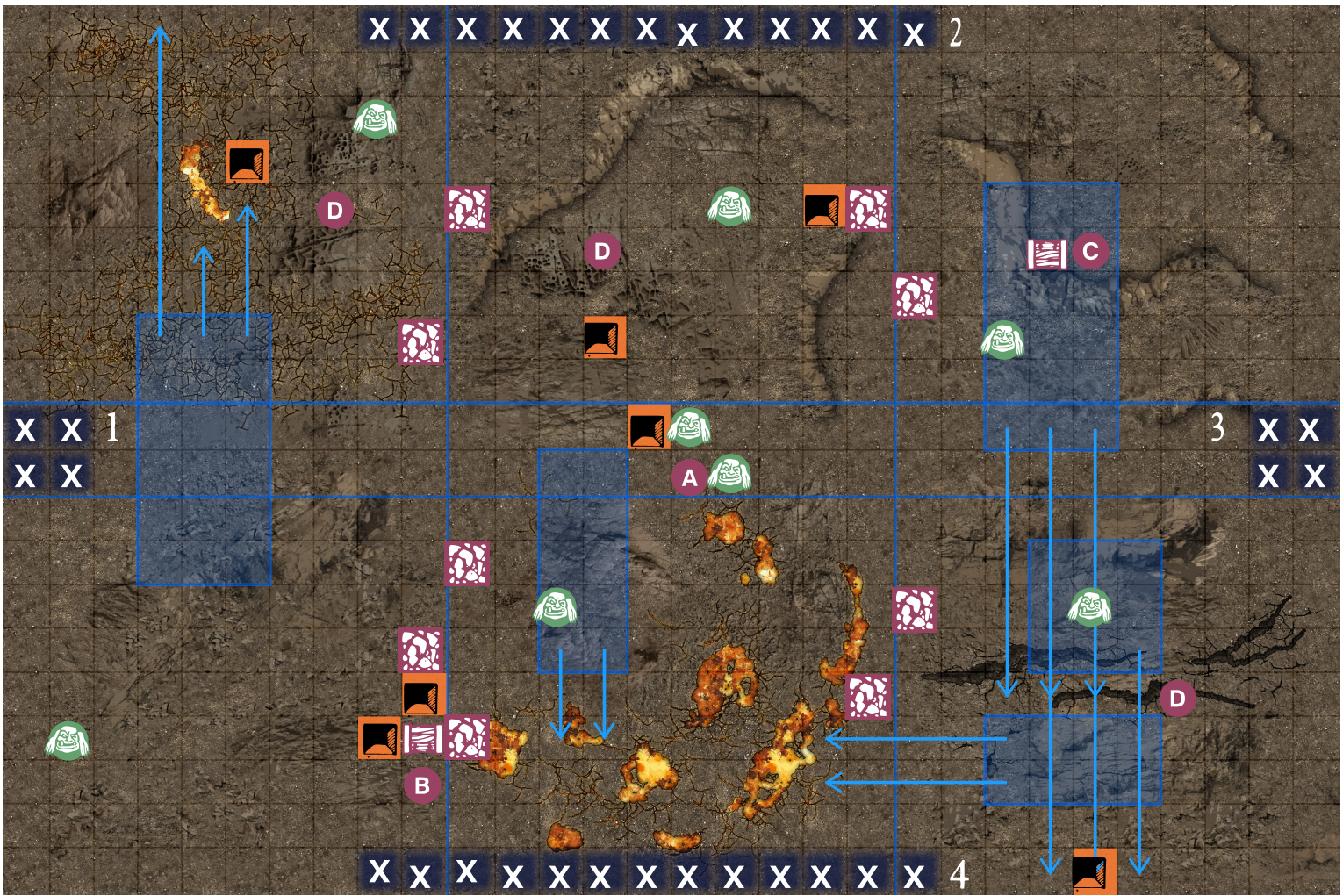
Alchemists Bench: Potions Master: This potions master can craft any potion desired. The Heroes may choose any type of potion and purchase it for 25 gold coins under face value. (x1)

Sorcerers Table: Master Sorcerer: This powerful Sorcerer will teach any qualified Hero a new spell group from the following list: Darkness or Moon for 1000 gold coins. If a Hero finds the bookcase in the adjacent room he may purchase the corresponding spellbook for 2500 gold coins.

Rack: Slave's Quarters: This complex of rooms holds Orc Slaves. They may be purchased here for their usual price.

Cupboard: Antiquities Dealer: The merchant in this store is selling various artifacts he's collected from around the world. Select 10 Artifacts from those available. Each is available for between 500-2500 gold coins, at Zargon's discretion.

Wandering Monster in this Quest: None



Flayed Rock

As you flee across the river to the far bank, you can hear the screams and yells of pursuit becoming dimmer. Finally, out of breath and gasping for air you come to rest on the east bank of the river. The stench of death fills your lungs and overcomes you. Looking around, you see massive obelisk of basalt rising to meet the moon above you. Cut into the sheer sides of this monolith are steep steps winding around towards the top. Even in the weak light of the moon you can see a dusty red color on the steps and running down the sides of the monolith. What is this accursed place! Slowly, the stories the people you've met in the Darklands have told you come to mind...especially one describing a monument known as Flayed Rock.

Flayed Rock stands at the site of an ancient battle between the Chaos Dwarves and revolting greenskin slaves. After their victory, the Chaos Dwarves of the Black Fortress took all their prisoners up to the top of the obelisk and sacrificed them to their evil god. The entire site flowed red with the blood of those sacrificed following the battle. Since then, the Chaos Dwarves from the fortress have taken their unwanted slaves up the tower and continued the tradition. This place is legendary amongst the slaves of the dwarves...a site of never ending horrors, only the great temple in the capital has shed more blood than this unmoving stone...

With this in mind you quickly cut your rest short. A tributary flows out of the Mountains of Mourn and joins the River Ruin here, thinning its thick and polluted waters. The waters of this tributary feel cool and cleansing against your skin as you ford the river and pass into Gnobler Country on the far side. Over the next few days you are able to put good distance between you, the Darklands and their evil inhabitants. You spend your time dodging the occasional roaming Ogre and passing by Gnobler and Hill Goblin warrens to find yourself meeting up with the Spice Route. You've missed the slum town of Pigbarter, on the Western banks of the River Ruin, but you're not sure you care. You're free of the Darklands and heading through greener fields and following the edge of a forest ever further eastwards to unknown lands!

Encounter 13

Lost in the Wind

The Ivory Road cuts through the Howling Wastes on its way to one of the few crossings on the River Ruin and the Ogre Kingdoms beyond. Nothing lives in these terrible wastes, where hurricane winds blow all but the heaviest of creatures around

like straw. Few travel the road without escort as Ogre Brigands often patrol the road looking for easy targets or those they can bully into hiring them for safe passage. Keep your wits about you and be decisive to find your way to your destination!

NOTES:

The Heroes exit this Encounter at any of the marked exits.

Rubble tiles are merely decorative in this Encounter. They are placed to cover the area where tiles merge to prevent it from appearing as a side path.

Zargon: The Heroes start at one set of X's. Which set depends on which direction the Heroes are traveling (east or south). The path down the center of the board indicates the Ivory Road (blue side lines indicate the path boundary), only place the tiles corresponding to the Heroes starting position on the board at the start. Add additional tiles as Heroes move onto them.

See *Encounter 12: A Maze of Wind* for rules governing the blue wind zones.

Heroes may search for traps and disarm any found traps as normal in this Encounter (5 x 5 search area).

Entrances/Exits:

- 1: In / Out to *Quest 9: The Sentinels*
- 2: In from *Quest 7: The Demons Stump*
- 3: Out to Conclusion: *The Kingdom of Greasus Goldtooth*
- 4: Out to *Quest 10: The Black Fortress*

A These Ogres are stopping any travelers and demanding 1000 gold coins to ensure safe passage. If the Heroes pay the 1000 gold coins the Ogres will join the group as paid mercenaries and the group will not be attacked by any Ogres for the remainder of this Encounter. See the new Monster Card for stats and future payments.

If the Heroes choose not to pay the 1000 gold coins the Ogres immediately attack and cannot be "bought off" on future turns.

B This chest contains a meager 75 gold coins.

C This chest appears to be where this band of Ogres is keeping their extorted money. They find 575 gold coins and a Circlet of Resistance (see matching Artifact Card). If the Heroes have retained the Ogres from Note A, they may not search this chest.

D The first Hero to search for treasure in these areas finds 2 Fire Gems in the cracks in the ground. Their use is described on the matching Artifact and Equipment Cards.



Wandering Monster in this Quest: Ogre



The Black Fortress

before being assigned to the various outposts and holdings of the Empire. As you round the base of the tower, the sound of battle fills your ears. The Dwarves have met a group of Ogres on the field in front of the fortress. You can't help but notice a hidden door leading into lower chambers!

- A** This long forgotten and neglected passage is crumbling around the Heroes. While traversing this room each Hero may only roll 1 red die for movement. At the end of each Heroes turn roll 1 combat die. If a black shield is rolled the Hero slips as the passage crumbles, place a pit of darkness tile on this space. Follow the rules for a pit of darkness.
- B** This chest is trapped with poison gas. If a Hero searches for treasure before this trap is disarmed the gas will billow into the room. Each Hero in this room rolls 1 combat die, on a skull they lose 1 Mind Point. The Gargoyle in this room is alive and ready for combat. The chest contains 300 gold coins.
- C** The first Hero to search for treasure in this room finds 3 Potions of Healing (4 Body Points) and 1 Potion of Strength sitting on the bookshelf.
- D** This is Drazhoath, the Chaos Dwarf sorcerer of this tower. He is a particularly dangerous Sorcerer. He may choose 2 of the usual 6 spells to be able to cast twice. The chest contains 500 gold coins and a Potion of Healing (4 Body Points).

- E** The first Hero to search for treasure in this room finds the **Helmet of Azgorh** and the **Ogre Blade** on the weapons rack. See the matching Artifact Cards for use.
- F** The first Hero to search for treasure in this room finds a small box on the mantle. It contains a **Spell Ring**, identical to the Artifact in the Base Game.

Exits: After leaving through the main door the Heroes may continue south and on to *Quest 11: Pigbarter Mountains* or cross the river and pass into the southern foothills of the Mountains of Mourn. **Conclusion:** *Flaved Rock*.

