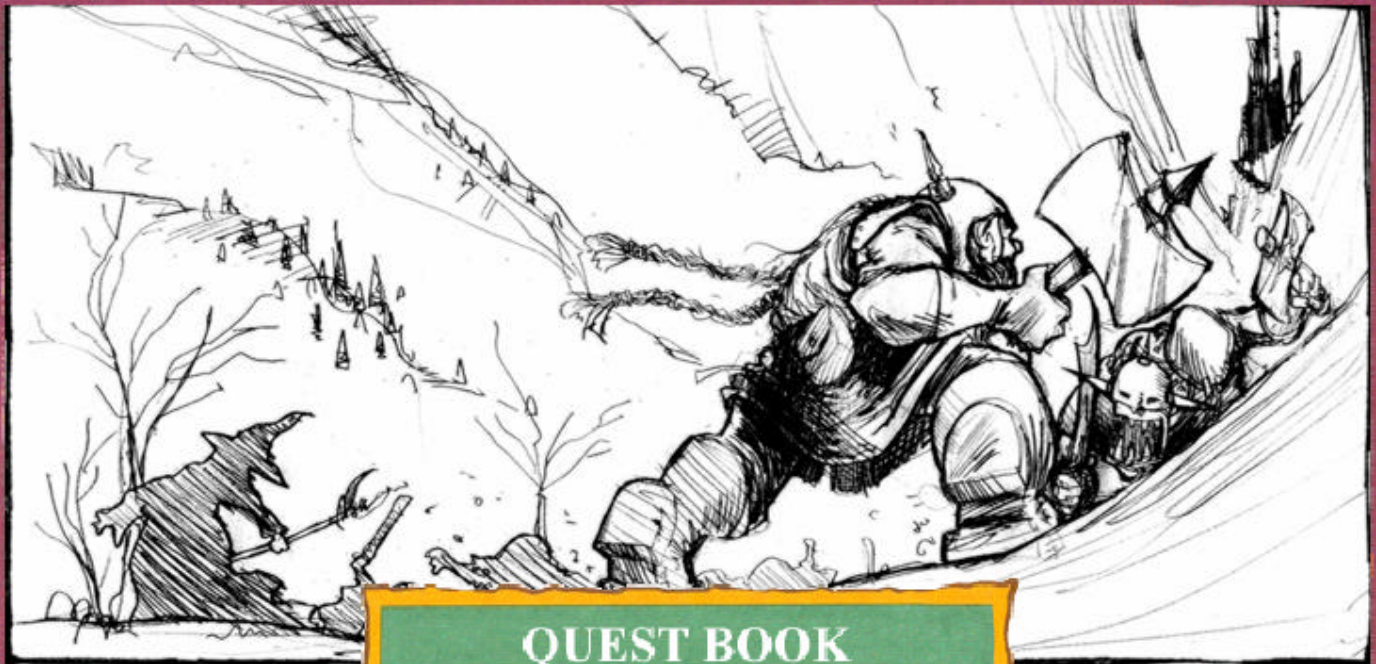


HEROQUEST



QUEST BOOK

The Gathering of the Hordes

CREDITS

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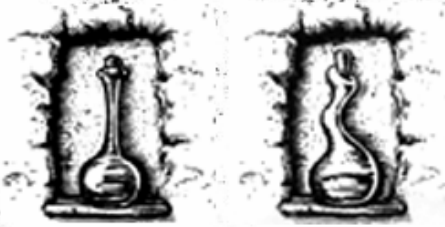
These potions may be purchased only between Quests.

Alchemist's Shop

Potion of Dexterity

Cost: 100 Gold Coins

This sparkling liquid adds 5 movement squares to your next die roll, OR guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 per turn.



Potion of Rejuvenation

Cost: 500 Gold Coins

Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Potion of Restoration

Cost: 500 Gold Coins

Drink this brown, frothy liquid to restore 1 lost Body Point AND 1 lost Mind Point. It's refreshing after a tough battle!



Greater Potion of Restoration

Cost: 800 Gold Coins

This refreshing concoction restores any Hero's Body and Mind points to their maximum level. This potion may also be used as a cure for a Hero who has been turned into a Werewolf.

HERO QUEST[®]

Quest Book

The Gathering of the Hordes

The Gathering of the Hordes Quest Pack Campaign

The adventure continues! The Gathering of the Hordes Quest Pack Campaign is an expansion set used with the original HeroQuest Game System by Milton-Bradley.

Contents:

1 Empire Outpost Ruins Tile
 1 Wet Room Tile
 1 Pool of Water Room
 1 Secret Passage Map
 8 Trap Door Tiles (from the Elf Quest Pack)

Additional Tiles Needed:

Kellar's Keep Expansion Pack
Return of the Witch Lord Expansion Pack
Elf Quest Pack
Barbarian Quest Pack
 The Treasure Room (copyright 1999 by Ron Shirtz)
 Forest (copyright 2000 by Ron Shirtz)
 Power Sphere (copyright 2000 by Ron Shirtz)
 Center Room w/o Crystal Sphere (copyright 2002 by Ron Shirtz)
 Meadow (copyright 1999 by Ron Shirtz)
 HQ Center 3 (copyright 1999 by Ron Shirtz)
Ron Shirtz's tiles may be downloaded from <http://www.aginsinn.com>

The **Gathering of the Hordes** Quest Pack Campaign requires the following figures:

6 Henchmen / Men-at-Arms, with the following weapons:

4 Scouts
 2 Swordsman
 3 Crossbowmen
 2 Halberdiers

2 Black Orcs (*minimum*, ideally 4 – 5 figures)
(Black Orcs are available from Games Workshop, the smallest packages contain 2, although, these may be substituted with normal Orc figures, if none are available.)

The Black Orc Necromancer and Orc Necromancer figures use the regular Black Orc and Orc figures, respectively.





1 Elf Warrior (from the Elf Quest Pack)

This figure is used to represent "Sir Orrick", a companion Hero.

1 Storm Master (from The Wizards of Morcar Expansion Pack)

This figure is used to represent "Lord Castanea", a companion Hero.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Black Orc		6	6/6	3	4	2
Black Orc Necromancer		7	3	3	4	4
Orc Necromancer		9	3	2	2	4
Death Knights/Death Mist		7/4	4/(1)	4/0	3/1	3/0

Black Orcs attack twice, once with each weapon they wield. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Black Orc Necromancers may only attack once per turn, or they may cast one of their Chaos Spells. All Black Orc Necromancers know the spell Summon Undead, however they may have additional spells as well.

Orc Necromancers have the following Chaos Spells: Summon Undead, Reanimation, and Ball of Flame.

The Death Knights can defend any Skulls rolled against them by rolling a single Black Shield on any of their defend dice. They do not count as Undead, and are therefore treated as normal monsters. Once defeated, their armour crumbles, revealing the Death Mist's spirit which lies within. The Death Mist has 1 Body Point, and no defend dice. It can only be harmed by rolling a Skull when attacking with the Spirit Blade, or a Tempest spell may be used to destroy the Death Mist instantly as well. The Death Mist may pass through Monsters or Heroes. It instantly deals 1 Body Point of damage to anyone it passes through. It may not end its turn on an occupied tile.

Components

Cave-in

Do not place any tiles on the gameboard for this trap. If a Hero triggers the cave-in trap he must roll two combat dice, losing one Body Point for each skull rolled. The cave-in does not block passage across the square, do not place any trap tiles on the board after the trap is triggered.



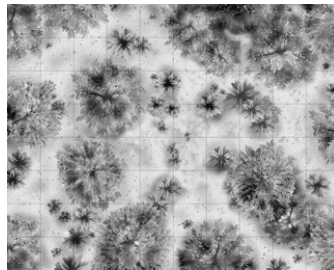
Stairway

There are two lengths of stairways, a short stairway and a long stairway. There are 3 movement squares on the short, and 5 movement squares on the long stairway. These tiles are used to create the effect of walking up or down stairs.



Patchy Forest

This tile is used in these Quests as a stand-alone tile, replacing the main gameboard. The Heroes and monsters are confined to the area shown on the patchy forest tile.



There are no penalties for movement through the shrubbery or grasses.

Forge

This forge was where the two Orc's Bane Artifacts were fashioned centuries ago.



Bottomless Chasm Room

The crevasse that divides this room can be jumped over as a pit, but any Hero who falls in is lost "forever".



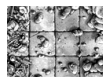
Icy Spring / The Icy River Tile

This tile may be used as a waterway, or as an icy underground spring, refer to the Quest notes for specific details. For the Icy Spring: Each Hero, or non-Undead Monster that spends a full turn in the spring will regain up to 2 lost Body Points. This may only be done once per character.



Ice Gremlin Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Their booty is stored in this room.



Ice Tunnels

A pair of tunnel entrances connect two apparently unconnected rooms via an unseen tunnel. Any Hero or Monster landing on one of these entrances immediately moves to the other entrance. After moving from one entrance to another the Hero's or Monster's turn is over.



Trap Doors

Two trap doors are used to link 2 visually unconnected rooms via an unseen tunnel. When landing on 1 trap door, a Hero or Monster immediately moves to the other trap door.



Ice Slide

Do not place the ice slide tile on the gameboard until a Hero steps on the first square of the tile. Any Hero who does step onto the slippery chute of ice is whisked away in the direction of the arrow. The Hero immediately moves to the last square of the tile. (More than one Hero may occupy the exit square.) This ends the Hero's turn.

The slide is hidden and it cannot be searched for as a trap, nor can it be disarmed. When a Hero slips down an ice slide, he rolls 1 combat die. He loses 1 Body Point if he rolls a white shield. Monster cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.



The Treasure Room

These treasure rooms are where the Black Orcs hoard their ill-gotten booty. If any of the Heroes locate these rooms during any of the Quests refer to the corresponding rewards table located throughout the Quest booklet. Note: In some cases the rewards may not be available as soon as the Quest is completed, in which case the Heroes will have to wait until the rewards are granted.



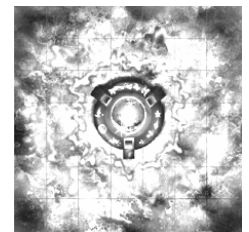
Portcullis

Heroes and Monsters cannot "see" through a portcullis until it is opened. Unless otherwise stated, portcullises may be forced open by Heroes or Henchmen. To do this the unit must roll less than his current number of Body Points on two red dice. Each unit may try once per turn to open the portcullis.



The Source (The Power Sphere)

This is the area known as the Source (also known as the Great Evil). It imbues great magical power to those on the side of Chaos who demand its power. It cannot be damaged or attacked.

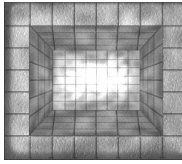


Ice Cave Entrance

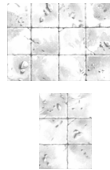
This special tile is used as an entrance or exit.

**Fighting Pit / HQ Center 3**

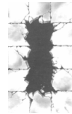
This pit is used by Urack, the Black Orc Warlord, to train his prized fighters, as well as punish those who oppose him. Be careful, it is difficult to climb out once you have entered. Many creatures are often slain while trying to claw their way out! Units who stand at the upper edge of the pit can “see” any unit below them in the pit, due to their height advantage.

**Ice Vault**

This frigid room drains heat from Heroes. For each turn where a Hero enters or remains in the room he must roll one Combat die. He loses 1 Body Point if he rolls a skull. Monsters are not affected by the heat-draining property of this room.

**Ice Ledge**

This slippery ledge surrounds a deep crevasse. The Heroes must walk around the crevasse on the ledge, inches from a fall to the death.

**Pool of Water**

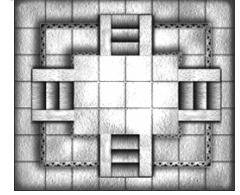
These pools of water run deep into the earth. Dipping below the surface a Hero may swim through the watery underground tunnel which connects it to an adjoining pool elsewhere.

**Wet Room (Placement Optional)**

Immediately beyond the hidden entrance, behind the waterfall, lies an expansive Orc Lair. The initial passages and rooms within are wet and damp.

**Centre of the Ancient Dwarven Acropolis (Centre Section Room)**

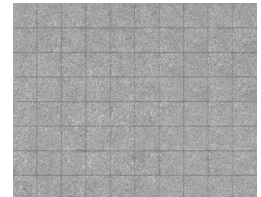
This tile covers the centre of the gameboard. Heroes and Monsters who are on higher levels gain an additional range of sight over those on lower levels who would otherwise block the unit’s line of sight. For example, if a Monster is standing on the highest level with two Heroes in a direct line from him on the middle and lowest levels, the Monster can “see” both Hero units due to his height advantage.

**Slippery Ice**

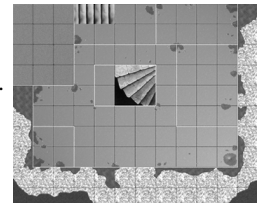
Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves into a slippery ice square the Hero rolls 1 Combat die. If a white shield is rolled the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if he has moves left). The Hero must roll for every slippery ice square moved into. A fallen Hero cannot take any actions, or defend against attacks until his *next* turn. Monsters are not affected by slippery ice. A slippery ice square cannot be found through searching, nor can it be disarmed. Once it is placed on the gameboard it can be jumped as a pit.

**Meadow**

This is an open area of grassland.

**Outpost Ruins**

This was once a mountain outpost, maintained by the Empire in bygone years. It has now fallen into ruin, and recently become inhabited once again.



Playing The Gathering of the Hordes Quest Pack Campaign

These new Quests are generally played the same way as the Quests in the Main System. As in the Game System, Heroes are returned to full strength between Quests. (All Body Points and Mind Points are restored).

There are a few game play differences in The Gathering of the Hordes Quest Pack Campaign.

1. The Quests

Several Quests are larger than usual, spanning more than one HeroQuest game board. During these Quests Heroes do not regain Body Points or Mind Points until the entire Quest has been completed. Multiple game boards, or areas may be linked by doorways, a passage, or a spiral staircase. These will be indicated as such on the Quest map.

The first Quest is a solo Quest for the Wizard, however a number of Men-at-Arms accompany the Wizard. The Men-at-Arms may be played by the other players during this first Quest, however they are considered expendable compared to the Wizard.

2. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. For those Quests where the Heroes enter or exit through a doorway or passage this is indicated on the Quest maps.

3. Mind Points

When a Hero reaches zero Mind Points, he is not dead but in shock. (A Hero can not go below zero Mind Points) He rolls 1 red die for movement, attacks with 1 combat die, and rolls two combat dice for defence regardless of what weapons or armour is carried. The Hero's attack and defend dice can be increased by some spells and spell scrolls. A Hero with zero Mind Points, however, may not cast spells or use spell scrolls.

4. Equipment and Potions Purchasing

As the Heroes are traveling in remote regions during many of these Quests, equipment and potions may only be purchased between specified Quests, and at *no other time*.

5. Trap Doors, Special Passages and Tunnels

Passages, tunnels, and trap doors are used to link two rooms. Unless otherwise stated the Hero only needs to move onto the necessary tile and he will be re-located to the corresponding room. A Hero may travel through such a route only once per turn – therefore he must wait until his next turn to travel back to the previous room.

6. Teleporters

Several Quests contain hidden teleportation tiles which can not be found through searching. Only if a Hero or monster stands on the teleport square will it become active. There are also 1-way teleporters – a teleporter labeled **A** can *only send* to the location labeled **A_{EXIT}**. **A_{EXIT}** itself does *not* function as a real teleporter. A Hero who initially triggers a hidden teleporter will be stunned and will immediately end their turn. **Note:** That Hero may then use the *same* teleporter again at any time during the current Quest without penalty.

7. Spells

The spells available to the Elf and Wizard Heroes in this Quest are those from the Main System: Earth, Air, Water, and Fire spells. In addition to these spells, the Elf may choose instead to select 3 Elf Spells. The Wizard, on the other hand, may choose to select from the Protection, Detection, and/or Clairvoyance spell groups.

Note: The Elf may only pick 3 spells from any *one* group. The Wizard may select a total of 3 spell groups.

The new Empire-Hero character, the Seer, has his own spells and spell cards. These spells are *not* available to either the Elf or Wizard in this Quest.

8. Treasure

The random treasure deck may be compiled at the Game Controller's discretion. Note: Very special items such as the Cloak of Passage, may be best left for other Campaigns, although the inclusion of any of the HeroQuest treasures will not unbalance game play.

9. New Artifacts

Although most of the Artifacts included herein will be familiar to those who have played other HeroQuest Quest Packs, there are several new Artifacts which are relatively more powerful than most. These are the Tomes of Chaos Magic Artifacts. These can be found by the Heroes during the Quests, however they are not permanent Artifacts, and are turned over to the Empire once all the Quests have been completed.

10. The Men-at-Arms

During these Quests the Heroes will not have an opportunity to hire Men-at-Arms. If the Heroes still have a number of Men-at-Arms from previous Quests they should be set aside, as only the Heroes themselves have been summoned on these Quests. The Men-at-Arms units in this Quest Pack will be available only in certain Quests, as troops of the Empire. As such they are *not* paid for their services.

The Men-at-Arms –

- can move and attack in the same way the Heroes do.
- can open doors and jump pit traps
- may not search for secret doors or treasure
- *only* the Scout may search for, and disarm traps
- may not acquire new weapons, treasure or equipment
- they may carry and use a single potion bottle at a time, given to them by a Hero. These may be healing potions, or other potions the Heroes have with them. In this way a Men-at-Arms unit who has reached zero Body Points may still use a potion of healing in the same way a Hero does.

Heroes may also administer healing potions or healing Spells to the Men-at-Arms, but this must be done before the unit has reached zero Body Points and is considered dead.

If the Quest specifies that the Heroes are accompanied by Men-at-Arms during a Quest it will only be for the duration of that Quest and no longer.

A Message from Mentor

Almost 10 years ago to the day the Emperor sent out a scouting party into the Black Mountains. The Emperor had heard rumors that the Ores were the ones who had been lodging the attacks on villages in the Black Mountain foot hills and surrounding areas. The scouting party was to search for the ruins of a long-abandoned Empire outpost, as the Emperor believed this could have been where the Ores were staging their attacks from. The scouting party was never heard from again.

During the past decade the Empire has fallen upon dark times: the weakening of its troops during their entrapment within Karak Varn, the subsequent insurgence of the Forces of Chaos into the Empire's border lands, and Sir Ragnar's betrayal at Kalos all served to weaken the Empire's grip on its lands and peoples. Since this time the attacks on the Empire in the area of the Black Mountains have steadily increased, and the Empire has not been able to spare forces to take up the search through the Black Mountains again.

As of late, the attacks and raids on the villages in the foot hills of the Black Mountains have become much more organized, ruthless, and bloody. Within the past two years the harvests have been raided and stolen, and crops burned. The land itself in these regions is now blighted such that nothing can grow. The villages lie in waste, abandoned, and the Empire is growing increasingly desperate for its lost resources.

No longer can the Empire withstand the attacks and raids. Six months ago, in desperation, the Emperor took council with his closest advisors and decided that scouting parties must once again be sent into the Black Mountains.

Three scouting parties had been sent, and now after six months news has returned to the Empire.

Three of the scouts returned with news that their group had discovered a hidden entrance to the outpost ruins. Their scouting party is currently situated in a small forest valley high in the Black Mountains. They are near a gully, wherein they discovered the remains of several long dead scouts from the Empire along with the hidden entrance to the outpost. High above the small valley, on a cliff, sits the ruins of the Empire's outpost. Unfortunately, the ruins seem to be very much in use. The scouting party has seen many Ores in the area, but have themselves managed to go undetected, thus far.

The Emperor has now sent for his greatest Champions. You will be accompanied by the scouts back to the area to investigate the hidden entrance to the ruins. Discover what you can, if possible destroy the Ores present, and quickly... the Empire weakens with each passing month.





Be sure to purchase all your necessary provisions before setting out. Where you are going is relatively remote, and there will be few villages left inhabited.

One last thing - There were eight members of the original scouting party ten years ago. They were led by none other than the traitorous Sir Ragnar. Although it is not known why Sir Ragnar turned against the Empire and aided Skulmar in his escape, the Emperor has advised the utmost caution as this was the last time Sir Ragnar was seen before his betrayal, and execution.

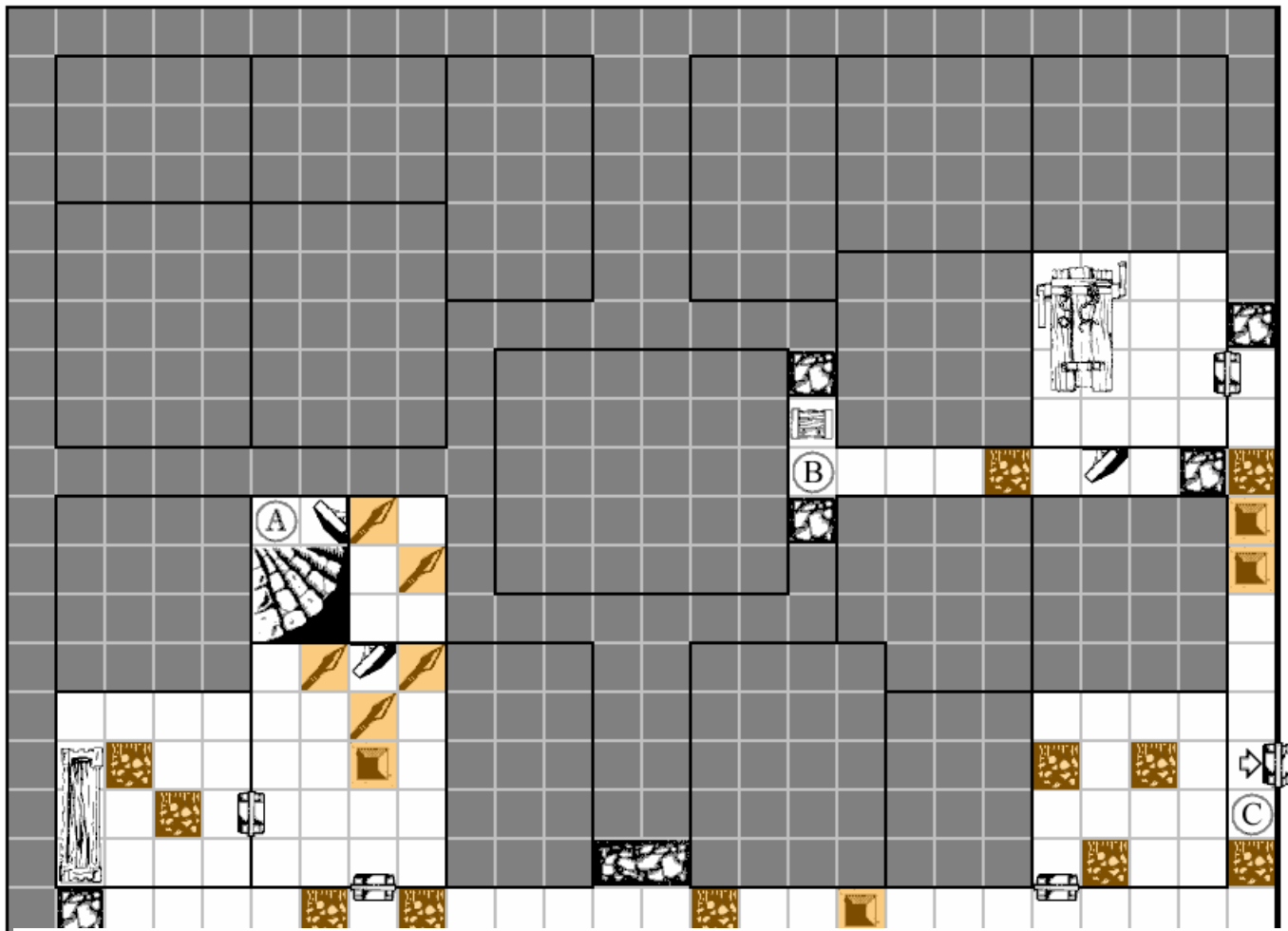
Mentor

Quest Map Guide

The Quest map symbols are colour-coded to help you guide the Heros through these Quests. Here's what the various symbol colours mean.

-  **Gold:** This colour is used to highlight traps that the Heros can detect by searching.
-  **Light Green:** This colour is used to highlight traps and other hazards that the Heros can neither see nor detect by searching.
-  **Dark Green:** This colour is used to highlight the monster symbols. See the Monster Chart.
-  **Light Purple:** This colour is used to highlight rooms which contain custom tile overlays. These should be placed on the game board after the Heros have discovered the room.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 1 - In the footsteps of Sir Ragnar

The Emperor has requested that you investigate a site that some of the Empire's troops discovered several weeks ago, high in the Black Mountains. Traveling from separate locations, the Wizard is the first of your party who has reached the forest gully where the Emperor's troops stand guard near the entrance to a abandoned tunnel. At the entrance lies the remains of several of the Emperor's Scouts, who are now long since dead. The remains of the rusted and battered shields prove that these were Sir Ragnar's troops from a decade ago... and that they were indeed here.

This is a solo Quest for the Wizard, however, he is accompanied by 4 Scouts, and 1 Swordsman. The other players may assume roles of the Men-at-Arms. The Scouts may search for, and disarm traps; however, no Man-at-Arms may search for secret doors, or treasure. If the Wizard is adjacent to one of them he may pass a Potion of Healing to one Man-at-Arms – although neither unit may be adjacent a monster to perform this action. The Wizard moves first, with the Men-at-Arm's turns following his.



The Wizard and Men-at-Arms do not regain Body Points or Spells between map sections, only after completing the third area of Quest 1.

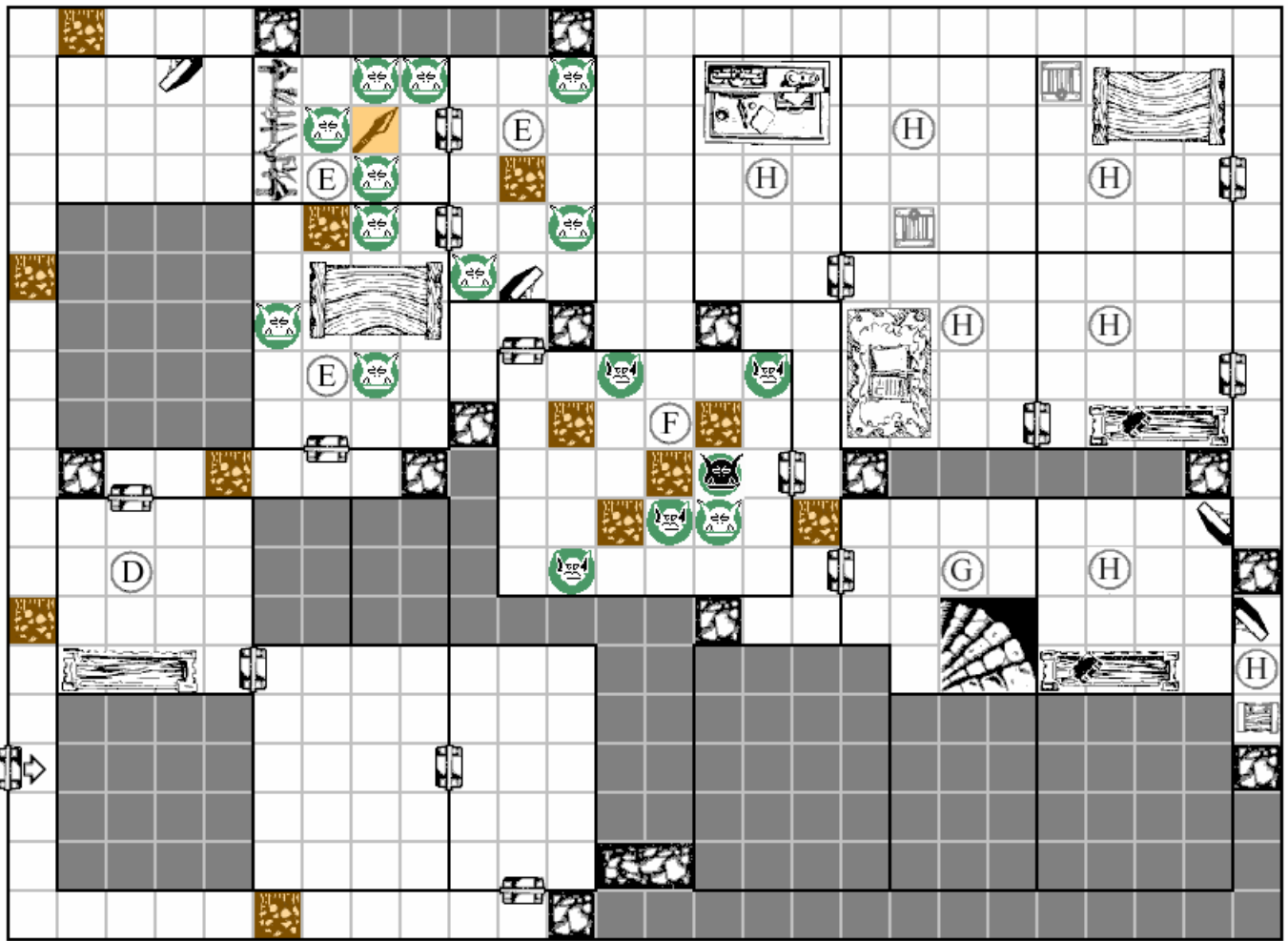
The falling rubble traps in this Quest inflict two combat dice of damaged, rolled by the character who has sprung the trap. The rubble *does not* block corridors or rooms, therefore no falling block tiles should be placed on the board. The may be searched for, and disarmed in the normal fashion.

(A) Read the following text aloud: "The hidden entrance only leads in several feet, at which point you find a flight of steps carved into the rock of the Mountain." The Wizard and the Men-at-Arms start here.

Wandering Monster: 1 Orc

(B) The treasure chest contains 78 gold coins, and two Potions of Healing which will restore 2 lost Body Points when consumed.

(C) This door leads to the next area of the tunnels. Heroes and Men-at-Arms may travel freely between boards of you have more than one. Alternatively, if you only have one board, any unit exiting through the door is removed from play temporarily until the other characters catch-up, at which time the next map is setup and the units are brought back into play.



(D) Read the following text aloud: “The air in this area does not smell as stale as the tunnels behind. There are also signs of fresh foot prints in the dust on the floor.”

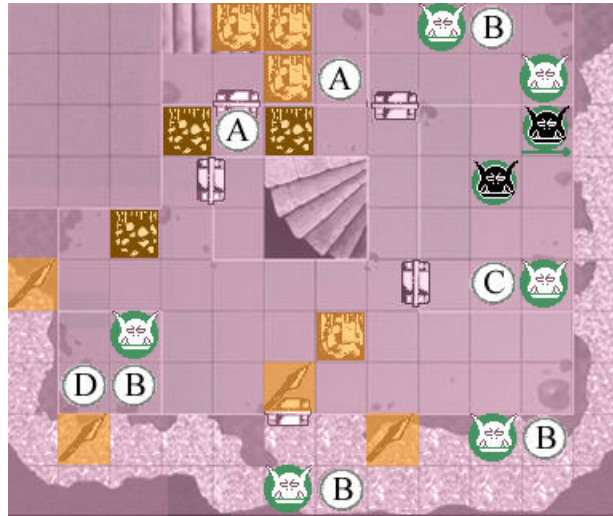
(E) If any of the Orcs in these rooms is attacked an alarm will sound, at which time all the doors in the rooms marked **E** will open.

(F) This room contains a Black Orc, larger, meaner and tougher than other Orcs. Refer to the Monster Chart for his stats. The players can be told that the monsters in this room appear to be under the command of the Black Orc.

(G) These stairs lead upwards, to the ruins. Any character reaching the spiral staircase may be removed from play temporarily until the other characters catch up. At which time the Empire’s outpost ruins map will be setup and the players may continue.

(H) These rooms are not yet accessible and are part of a later Quest. Do not place any furniture or doors for the rooms on the game board. The players should not be lured into thinking there is anything else to do in this level at this time. These rooms are only present in the oft chance the Wizard uses a Pass Through Rock spell. If he does-so, and does not have a second Pass Through Rock spell, he will have to remain here until the Heroes return in a later Quest – although it is unlikely the Scouts will be able to finish this Quest themselves.

Wandering Monster: 1 Orc



Any of the rooms on this map may be searched for treasure, however the central open area as well as the grassy terrain may *not* be searched.

The players start in the spiral stair case room.

(A) The falling block traps in the ruins inflict two combat dice of damage, rolled by the character who has sprung the trap. This time the rubble does block movement. If any of the traps are sprung, or the door buffering the regions marked **A** is opened the remaining falling block traps are immediately activated, permanently blocking movement.

(B) If any of these Orcs are attacked an alarm will sound, the doors containing Orcs labelled **B** will be opened, and all the corresponding Orcs labelled with a **B** will move toward the players.

(C) This room contains two Black Orcs, one of which is a Black Orc Necromancer. Refer to the Monster Chart for their stats.

Once both Black Orcs are defeated the Quest is completed.

(D) This is an abandoned guard post. Searching for treasure will yield 21 gold coins, and a Helmet amongst the rubble. This Helmet is exactly the same as the one described on the Equipment card.

Note:

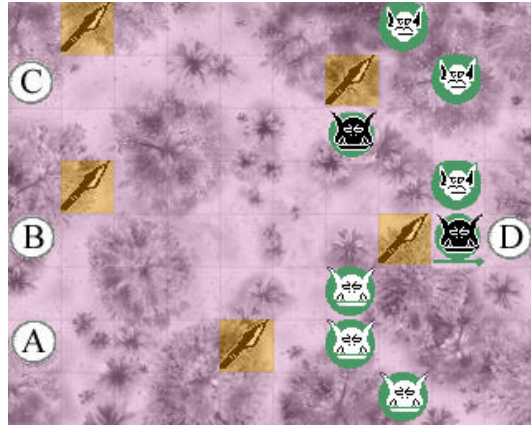
The Scouts and Swordsman do not have to survive this Quest, however, if any of them do survive refer to the following table (combine the Scouts and Swordsman rewards if appropriate):

Number of *Scouts* still Alive:

0	nothing	3	125 gold coins
1	25 gold coins	4	250 gold coins
2	50 gold coins		

Swordsman is still Alive: Wizard gets a Healing Potion which will restore 1 red die worth of lost Body Points when consumed.

Wandering Monster: none



Interlude 1 - Ambush in the Foothills

The remaining members of the group have joined up on their way to the Black Mountains, lead by a single Scout. As you approach the Black Mountain foothills you become uncomfortably aware that your progress may not be going amiss. At dusk on the last night before entering the mountains you are ambushed by a party of Orcs who seem to have been lying in wait for you! You must now defend yourselves and ensure that none of their number escape to tell of this!



The Elf must choose his spells before the opponents are laid out.

Any of the players may assume the role of the Scout. As the Wizard is not present for this short Quest that Player may assume the role of the Scout.

The Heroes can not search for treasure on this map.

(A) Dwarf's start location.

(B) Elf's start location, the lone Scout is adjacent the Elf and may move after the Elf's turn.

(C) Barbarian's start location.

(D) This Black Orc Necromancer has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	5	6

He also has the following Chaos Spells:

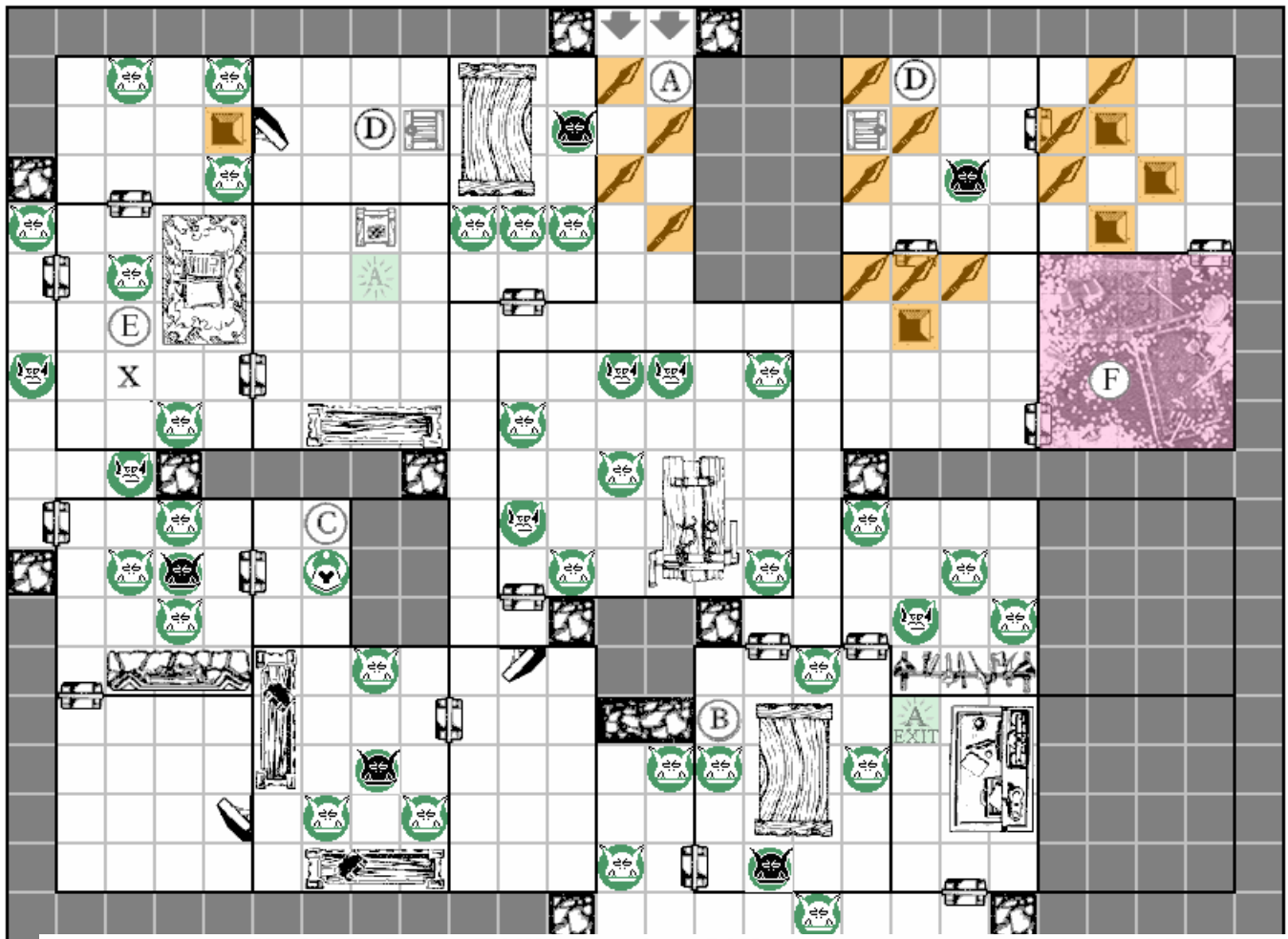
Summon Undead, Reanimation, Summon Orcs, Soothe, Rust, and Ball of Flame.

Note:

Once all the enemies are defeated the Quest Interlude is over.

The Scout does not have to survive, although if he does the Heroes get 150 gold coins *each* from the Scouting party's reserve gold.

Wandering Monster: none



Quest 2 - The Orc Raider's Hideout

Your group and the remaining troops from the Empire's scouting party have all convened in the valley below the outpost ruins. It now seems apparent that the Black Orcs are organizing things, but the encounter with a Black Orc Necromancer in the foot hills only poses more questions. After three days of no activity it is suggested that two of the Scouts accompany you to a village only two days away, while the rest of the troops return and inform the Emperor of all that has occurred. As you reach the village there appears to be disarray and chaos. By chance a fleeing villager tells you that they were attacked the night before by a group of vicious Orcs who left few alive, and have taken the season's harvest. Following the trail for hours back toward the foothills again leads you to a well-hidden and dimly lit cavern. The smell of burning flesh and Orc sweat is heavy in the air...

Any of the players may assume the roles of the two Scouts.

(A) The Heroes and the Men-at-Arms start in this hallway. As each Hero or Man-at-Arm's turn commences he is placed on one of the gray arrows to start and may move normally. If all the gray squares are filled the unit may choose to remain outside, or move further into the hallway.

(B) If the Orcs in this room are attacked the doors to the adjoining rooms will open immediately. The Orcs in the neighbouring rooms may then move and attack normally on their turn.

(C) Read aloud the following text: "This is a partially constructed suit of Chaos Armour which is empty at the moment. It is covered in strange runes and markings". This is only a suit of armour, however, if the Heroes decide they want to attack it has 2 Body Points and 4 Defend dice – it can defend all skulls rolled against it by rolling at least *one* black shield, it does not attack or move.

(D) These rooms are linked by the trap doors.

Wandering Monster: 2 Orcs

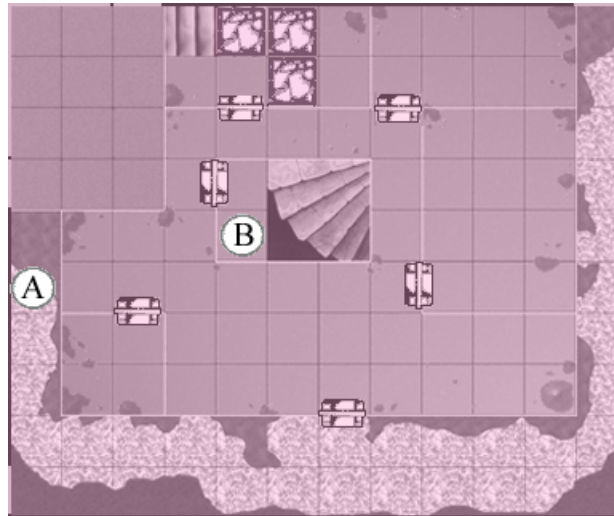
(E) The Black Orc Necromancer, "Gore Blackfist" is located on the tile marked "X" his stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	3	4	7

He may summon one Skeleton as his attack once per turn. He also knows the following Chaos Spells: Reanimation, Raise the Dead, Dispell, Tempest, and Ball of Flame. If in danger, he will attempt to reach the hidden teleporter and then flee to the entrance. If he reaches the edge of the game board he is removed from the game. Searching for treasure reveals the Artifact: **Tombe of Lesser Chaos Magic I**. There are also pages upon pages of detailed diagrams of a suit of Chaos armour with runes on it, which Gore was studying.

(F) This room contains the spoils of the Orcs raids and lootings. Tell the Heroes that they will later be rewarded for finding it!





Quest 3 - Secrets within the Ruins

After your group defeated the Orc Raiders the remaining villagers and townsfolk take what belongings and supplies they have and began journeying further within the Empire's borders in search of safer ground.

Within the Tome of Chaos Magic that was found was a loose page containing a map of what looks like the Empire's outpost ruins! Backtracking to the ruins, you are in search of what appears to be a hidden passage in the rooms below the outpost. It has now been almost a week since the Wizard ventured within, and there were no troops left behind to guard the area so be wary... there is no telling what may lie within!

Give the Heroes a copy of the Secret Passage Map Tile from the previous Quest.

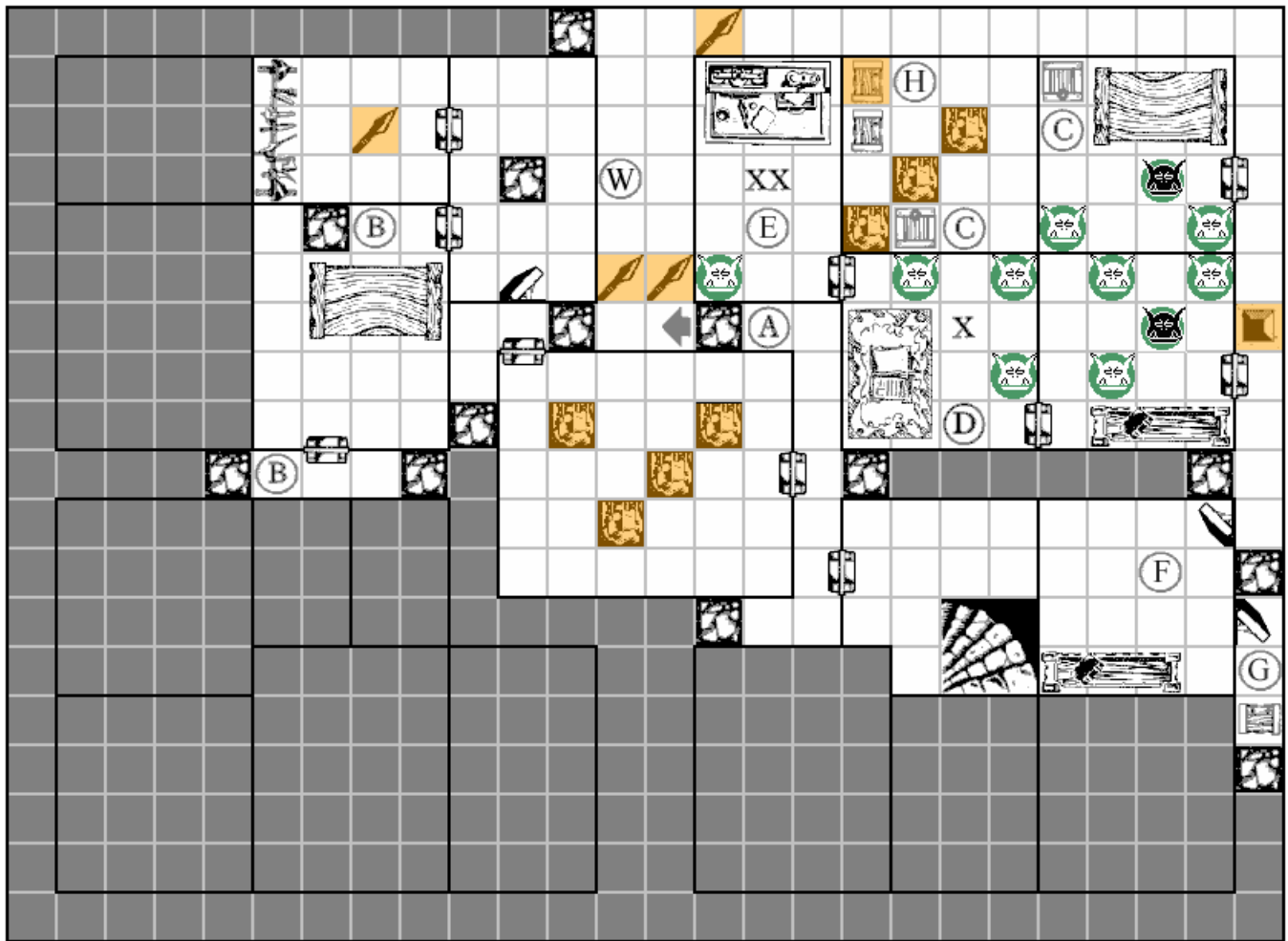
If either of the two Scouts from the previous Quest survived they will accompany the Heroes on this Quest.

(A) The Heroes begin at the cliff edge.

(B) The spiral stair case leads to the corresponding spiral stairs in the lower level.



Wandering Monster: 2 Orcs



(A) Searching for secret doors in this corridor will now reveal that this stone block may be pushed forward two tiles.

In order to push the wall forward each Hero must roll a single red die and add to the result their starting number of Body Points. A minimum of 11 must be obtained to push the wall ahead *one* tile per turn. If the Wizard is present, and only has 4 starting Body Points this feat will not be possible.

(B) These areas are now inaccessible as recent cave-ins have sealed the passages.

(C) These rooms are linked by the trap doors.

(D) This room contains Khren, an Orc Necromancer located on the tile marked X. He is protected by the leaders of various Orc tribes.

The Orcs in this room have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	2	3

Khren have the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	4	4	6

Khren also knows the following Chaos Spells: Summon Undead, Reanimation, Cloud of Chaos, and Ball of Flame. Searching this room for treasure reveals an Artifact: **Tome of Lesser Chaos Magic II**, and a map of the World Edge Mountains with an indication toward one of the summit peaks.

(E) This room contains Gorakk, a Black Orc Necromancer, he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	4	5

He also knows the following Chaos Spells: Summon Undead, Reanimation, and Ball of Flame, and Soothe.

Once he is defeated the first Hero to search for treasure will find a necklace made from both human finger bones and ancient Dwarven coins that Gorakk was wearing. The Hero finding this item may sell it for 325 gold coins, but only once all of the Quests herein have been completed.

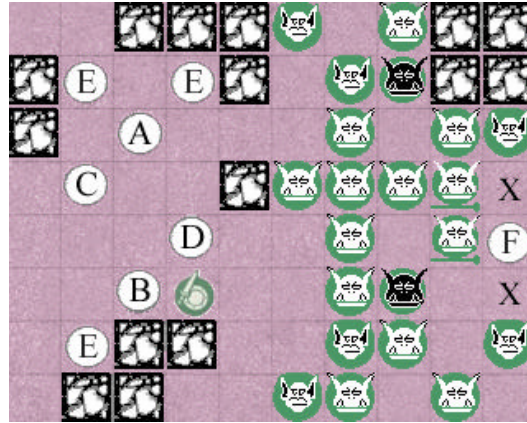
(F) Searching for treasure will reveal a rusty key.

(G) This treasure chest contains a Spell Scroll with the Detection spell Treasure Horde. This may be used once.

(H) *Both* treasure chests can only be opened with the rusty key from room F. The untrapped chest contains a Spell Scroll with the Chaos Spell Summon Undead. The trapped chest contains poison gas, if not disarmed, it which will inflict 2 combat dice of damage to anyone in the room – the chest also contains a long sword and a shield.

(W) If the Wizard was trapped in this area during the first Quest, he will be located at the position marked W. As he has been trapped here for so long he is reduced to 1 Body Point, and may only move using one red die for the remainder of this Quest.

Wandering Monster: 2 Orcs



Interlude 2 - Awakened by Footfalls...

'You are abruptly awoken from a restless sleep at your encampment by the sounds of heavy footfalls drawing closer. The Scout who had been on night watch has awoken the rest of the encampment, but it is already too late. You find that you are cornered between the shelter of the surrounding rocks and a large raiding party of Orcs who are bearing down upon you! It can't be luck that these Orcs happened upon the party, and it is more likely that your recent attacks on the Black Orc stronghold has drawn unwanted attention! You must stop them from advancing further. Quickly, arm yourselves!

The Wizard and Elf must choose their spells before the opponents are laid out. The Elf randomly loses one spell, while the Wizard randomly loses 3 spells, as they do not have time to fully prepare their spells.

Any of the players may assume the role of the Men-at-Arms.

The Heroes can not search for treasure on this map.

(A) Barbarian's start location.

(B) Dwarf's start location.

(C) Elf's start location.

(D) Wizard's start location.

(E) These are the additional Men-at-Arms who are in the Heroes encampment. The Heroes may choose any type of Man-at-Arms to place at each of these 3 locations.

(F) One turn after two Black Orcs have been defeated place two new

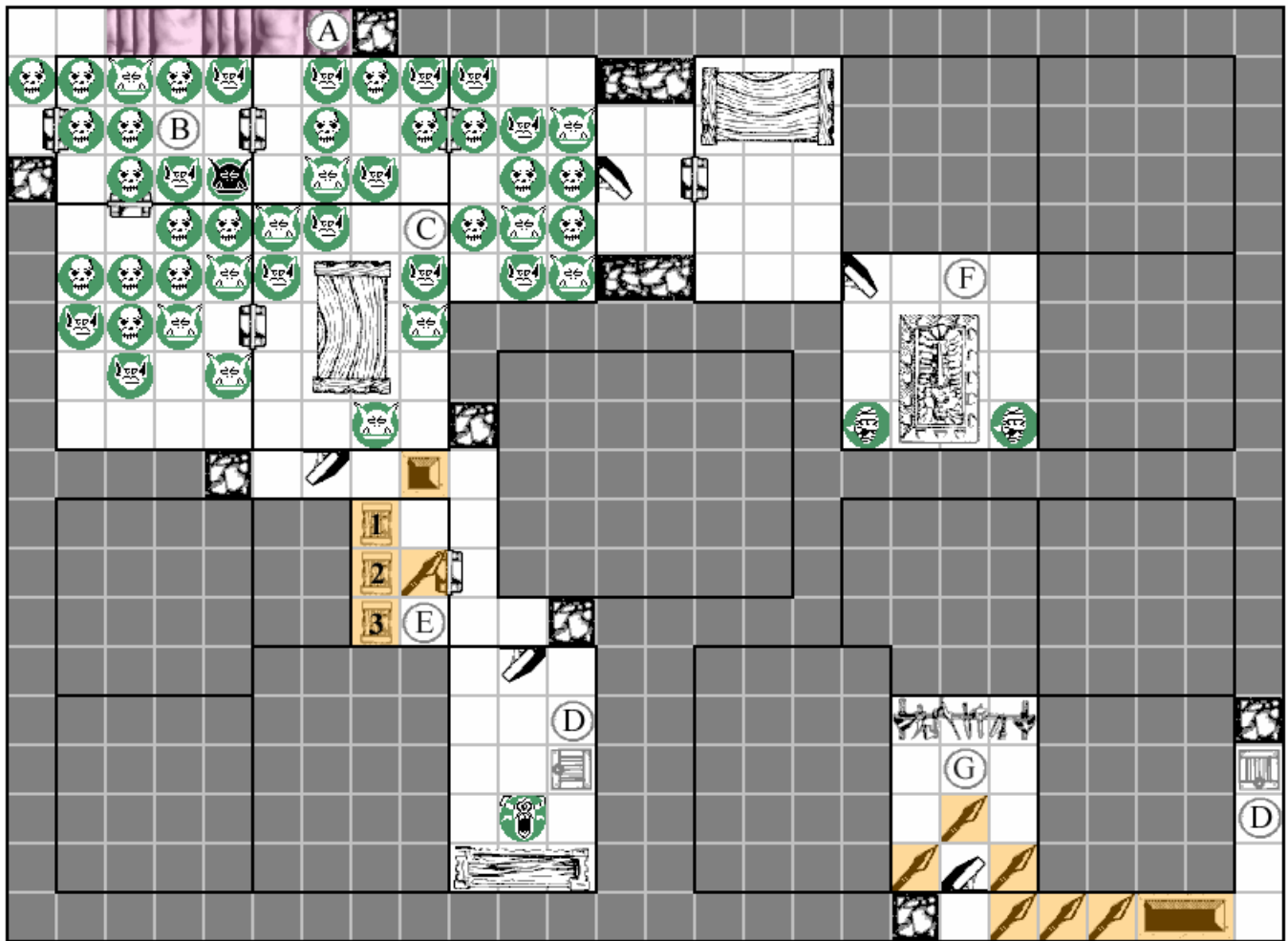
regular Orcs on the adjacent squares marked X.

These two Orcs will command the remaining Orcs and Goblins to stop their attack and ask for a truce with the Heroes.

Note: *The Heroes should not be allowed to continue battling the Monsters.* Read aloud the following: "The two Orcs appear to be out of breath and weary. One of the Orcs holds out his hands, showing that his sword is sheathed, he then speaks, 'We have come. Black Orcs have brought with them great power and strange magic. They have taken over all Orc and Goblin Clans in the Mountains. The Warchiefs first wanted war with Humans, but now too many Orcs get killed and the Black Orcs have made slaves of our Warlords and Warchiefs. We come to you for help. Our Clan turned against the Black Orcs, and now many of the Undead approach our stronghold!'"

Wandering Monster: None





Quest 4 - Aiding the Rebel Orcs

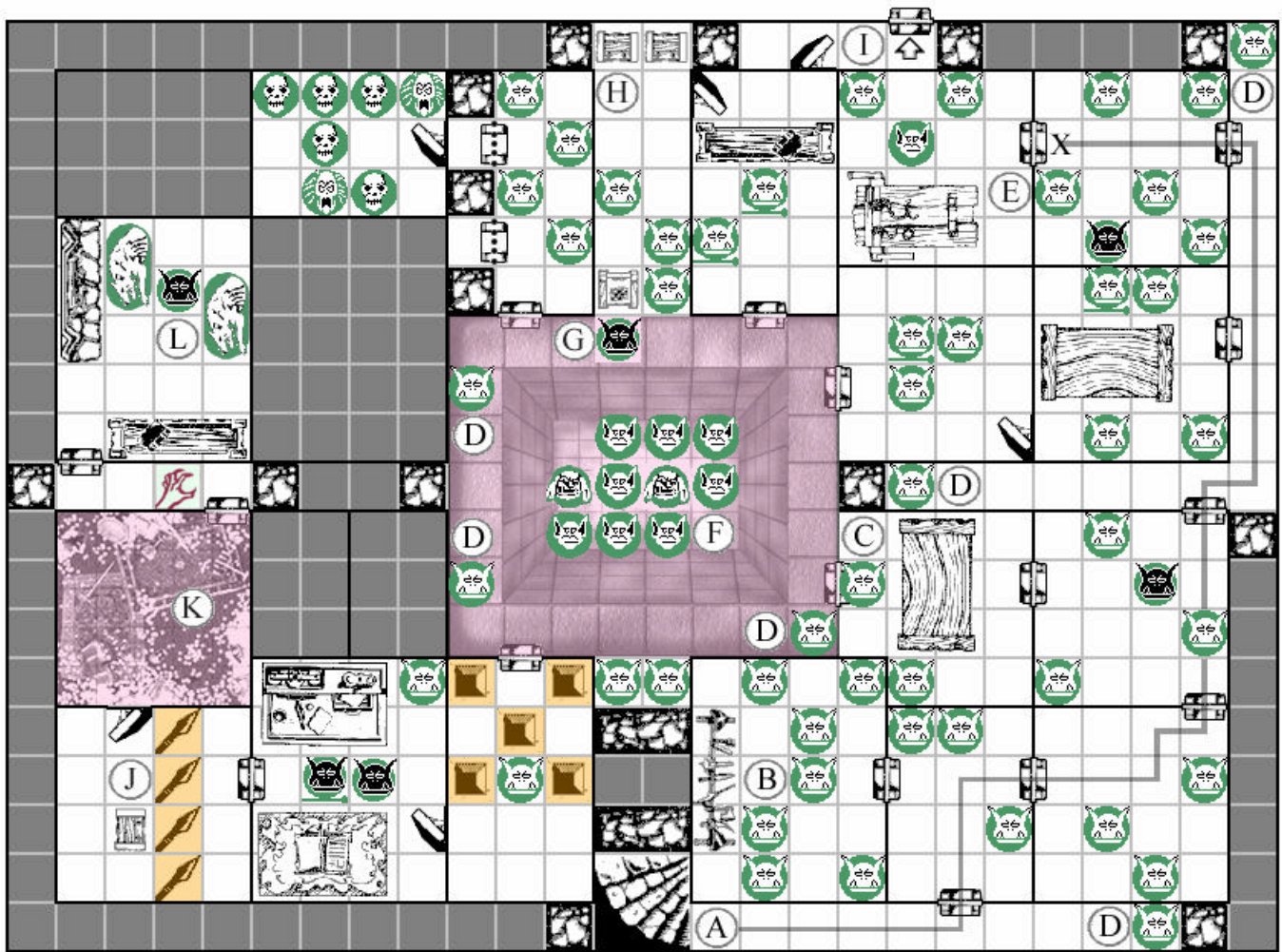
Although wary, and on your guard, you agree to follow the Orcs to the area they claim houses their Clan's stronghold. Leaving the remainder of the troops to regroup at a second campsite in the woods you head out, lead by the two Orcs. The Orcs believe that their stronghold will already be under assault by a small army of Undead, who were being lead by a single Black Orc. Apparently theirs is the first Clan to break ties with the Black Orcs and their growing Horde. If successful this could be a fruitful, if not unheard of, alliance between the Empire and the smaller Orc and Goblin Clans - and of course the promise of a small reward for aiding the Clan will not go amiss either!. The possibility still exists that this is just a ploy to lead you into a trap, however, as well. Be on your guard!

There are no Men-at-Arms in this Quest, however one Orc will accompany the Heroes. Any of the Players may assume the role of the Orc, his stats are those of a normal Orc. **Note:** Orcs and Goblins in this Quest will not attack the Heroes, however the other Monsters will attack the Heroes, Goblins and Orcs!

(A) The Heroes, and Orc, begin the Quest on the long stairway.
 (B) The room's 3 doors are already open when the Quest begins. Once this room has been seen the Heroes may assume the roles of the Orcs and Goblins present, as they must defend themselves against the Undead and Black Orc. Control lasts until all of the enemies are slain.
 (C) These Monsters are not under the Heroes control. The two adjacent figures are Pollip a Goblin, and Korack the Orc Warchief. They may not be attacked by the Heroes or other Monsters. Once the attackers have all been slain and a Hero is in the room read the following aloud: "The Goblin, Pollip, speaks 'We thank you. Too many Goblin and Orc die for the plans of the Black Orcs! At first we did want war, but it is too costly. The Black Orcs have all but enslaved the other Clans. Most of the Warchiefs who do not want war at this time are prisoners of the Black Orcs. My own Chief Glisten was captured for his plans...'. Then Korack interrupts, 'Yes, Orcs too
 Wandering Monster: 2 Skeletons

die for what the Black Orcs want. We are their slaves now that they control all the Clans. The power of their Horde will continue to grow, but no Black Orc will know death, only my Orc cousins.' Then Pollip speaks up again 'We thank you for your help, but we ask that you help us rescue our Clan leaders from the main stronghold a day away. If our leaders are freed they will persuade others to leave the Black Orc Horde. **Note:** Upon their rescue each Hero is awarded 120 gold coins by the Orcs.
 (D) These rooms are linked by the trap doors.
 (E) Chests 1 and 3: Empty, contains a poison dart trap inflicts 3 combat dice damage, Chest 2: Contains 2 Heal Body Spell Scrolls, contains a poison gas trap inflicting 4 combat dice damage to anyone in the room.
 (F) The Mummies have 3 Body Points, 5 Attack, and 5 Defend dice.
 (G) This room contains a Cloak of Protection and Rabbit Boots





Quest 5 - Urack, the Black Orc Warlord

A tentative alliance has been struck between your party and two small Clans of rebel Orcs and Goblins. Though wary, you and the remaining Empire troops agree to aid the two Clans - for the moment. After careful consideration a plan has now been set in motion. One of the rebel Orc Warchiefs will escort you all into the carefully hidden lair of the Black Orc Warlord, Urack. You will be taken in, past the Orc guards, as apparent prisoners to be tortured. Once you have located the other Warchiefs who are being held prisoner it will be your duty to ensure they safely reach the entrance. Once they are free they will return to their Clans, and hopefully persuade them to abandon their aid of the Black Orc's war upon the Empire. You must also be wary, the Black Orc Warlord, Urack, is here overseeing the current raids and attacks upon the Empire. He is extremely powerful, and a force to be reckoned with!

The Heroes being the Quest as apparent prisoners of an Orc who will lead them inside the lair. The Heroes may not attack, search for secret doors, treasure, or traps, until they have located the other prisoners. If the Heroes do choose to make any other actions other than moving all the doors along the gray line from position A will open, as well as the door to room E. The Orcs will then attack the prisoners in room E! None of the Monsters will attack the Heroes or their guide, initially.

(A) The Heroes begin the Quest on the spiral staircase, a regular Orc will be leading them, use the Orc with the large notched sword to represent their guide. He will move at his full movement rate along the gray pathway to the position marked X, but will wait for Heroes to catch up if they lag behind. Once at position X he will open the door to room E. See the further Quest notes for room E.

(B) Each Orc is armed with rickety shields and old helmets. They defend with 4 Defend dice. Their equipment is useless to the Heroes. (C) This Orc is armed with a rickety shield, an old helmet and a long sword. He defend with 4 Defend dice, and attack diagonally. The equipment is useless to Heroes, but the long sword may be kept.

(D) These Orcs are armed with shoddy crossbows. They are of no use to the Heroes once the Orcs are dead.

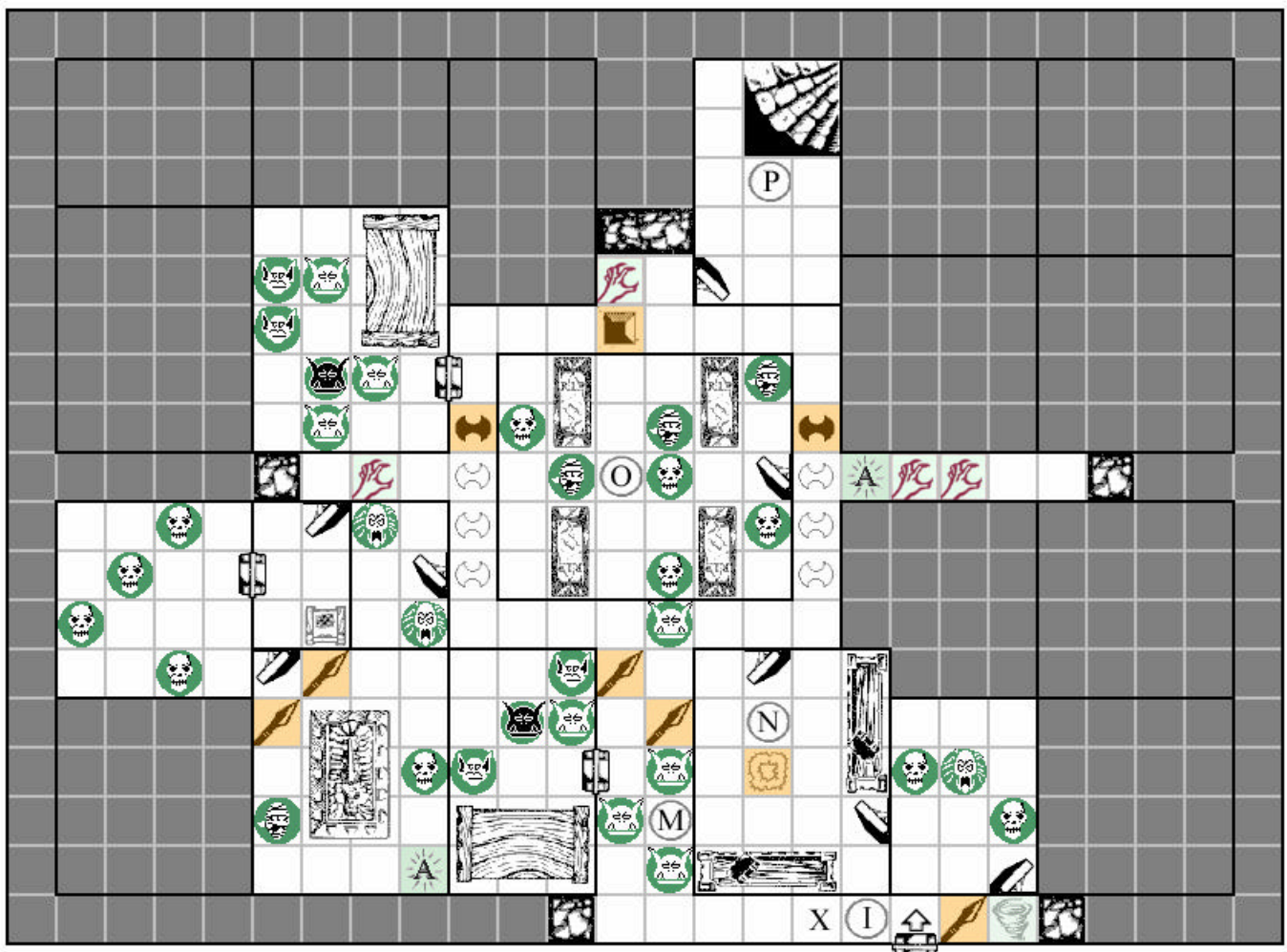
(E) The two Orcs and the Goblin in this room have 2 Body Points

Wandering Monster: 2 Orcs

each. Once the door to the room has been opened the Heroes cover will be blown and all the Orcs present will turn on the Heroes and their guide. The Heroes must ensure that the prisoners in room E reach the spiral staircase. Refer to the Quest 5 addendum notes following the Emperor's speech should the Heroes fail. The Heroes and prisoners may move through each other, but the prisoners *cannot* attack.

(F) These are rebel Goblins who are fighting the Ogres in the pit. Once the Heroes are present they may choose to enter the pit, but it will take a full turn, performing no other actions, to climb back out. The Ogres are too clumsy, and the Goblins too small, to get out. The Goblins will not attack the Heroes. If the Heroes save *any* of the Goblins they will be awarded 1 Potion of Healing each (only when the Quest is completed). The Potions will restore 2 lost Body Points each.





The Heroes and Men-at-Arms do not regain body points or Spells between map sections, only after completing the second area of Quest 5.

(G) This is Urack, the Black Orc Warlord, he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6/6	4	10	6

Like any Black Orc he may attack twice per turn, or he may cast one spell. He knows the following spells: Summon Undead, Summon Orcs, Reanimation, Restore Chaos, Dispell, Mirror Magic, and Cloud of Chaos. **Note:** Once he has received at least 2 Body Points of damage he will flee towards the door indicated by the letter **I** on the Quest map. He may immediately open the secret doors to get there. It is important that Urack escape, once he as reached door **I** he should be removed from play. Alternatively, if the Heroes are close by they may follow him to the spiral staircase **P**, when Urack reaches it he is removed from play.

(H) The treasure chests contain 400 gold coins, a Heal Body Spell Scroll, and 2 Vials of Sacred Water.

(I) This door leads to **I** on the next Quest map.

(J) This chest is a Mimic. It may not be disarmed, or identified as such. The other traps may be searched for and disarmed as though the Mimic Chest is not present. Once a Hero has attempted to search for treasure it may move and attack as a regular monster. Its stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
4	3	7	5	0

The chest may cast the Chaos Spell Thieving Wind twice. It may also

Wandering Monster: 2 Orcs

be destroyed immediately by the Elf Spell Twist Wood. Once destroyed, the first Hero to search for treasure will find 3 red sapphires worth 175 gold coins each.

(K) This room contains the spoils of the Orcs raids and lootings. Tell the Heroes that they will later be rewarded for finding it!

(L) The first Hero to search for treasure will find a Treasure Without Doom Spell Scroll, and a Treasure Horde Spell Scroll.

(M) All Orcs and Goblins in this area are loyal to Urack and will ensure his escape by blocking hallways and slowing the Heroes if they attempt to follow Urack after his escape from the first map area.

(N) Each time any Hero attempts to search for treasure in this room there is a 1-in-3 chance that the Fire-burst trap will be re-activated and their turn will end, unsuccessfully (without drawign a Treasure card). The Hero must roll 1 red die, if the Hero rolls a 5 or 6 the Fire Burst trap is activated, if they roll a 4 or below they may draw a treasure card as usual.

(O) If none of the Heroes have the Bone Wand Artifact it may be found in this room by the first Hero who searches for treasure.

(P) This is an alternate exit from the lair and leads back outside.

The Court of the Emperor

After the help from the rebel Clans, and locating the main 'Black Orc lair, there has been no apparent signs of activity in the last week during your journey in-land to the Emperor.

You have now finally reached the Emperor, who has already received the recent news of the 'Black Orcs' attacks on the outlying villages, as well as the 'Black Orc's new found ability to wield Chaos Magic. You also turn over the two Tomes of Chaos Magic to the Emperor's advisors, who quickly hurry off to have them studied.

The Dwarf informs the Emperor and the other Heroes that he recognizes the area that was on the map they recovered in the ruins. The summit peak that is marked was the only entrance to an ancient Dwarven city, far below the Earth. Unfortunately, that particular summit is extremely difficult to reach on foot, especially at this time of year when the Winter winds are gathering.

The Emperor also informs you that only a day before you arrived there was news that reached the Empire's capital from several different out lying townships. Many of the border towns were overrun with the 'Undead, apparently under the command of Orcish Armies who swept down out of the Mountains, followed by Goblin war chariots. All seemingly led by the heavily armored 'Black Orcs. Each of the villages contained hundreds of people, however, only a handful of people escaped to tell the tale.

The Empire is preparing to defend itself, however, the enemy's numbers are in the thousands. With the Empire's resources and food stocks for the winter in short supply, time will be of the essence! Hundreds of soldiers of the Empire have already taken up positions along the border, and it won't be long before they engage the 'Hordes of 'Undead, Goblins, and Orcs - all of whom still follow the banner of the 'Black Orc's.

The Emperor asks that you travel with a group of his soldiers into the 'World Edge Mountains to backtrack the 'Black Orc troops, destroy any Orcs you find... and if possible send news of the Empire's stolen harvests and supplies. Disheartened with the further news of the most recent attacks, the Emperor has also decided to send his personal Imperial Knight, Sir Orrick, and his court's Seer, Lord Castanea, on the expedition.

Lord Castanea is also gravely concerned about the Orcs and 'Black Orcs use of Chaos magic. "It is likely that some other force must be at work here, as the Orcs alone have never shown an aptitude for the darker Chaos art of summoning the dead, or raising their fallen brethren." From the two Tomes already recovered the Emperor now asks that any other Tomes of Chaos Magics be recovered from the 'Black Orcs, and brought to the Empire.

Before setting out, the Emperor also tells you of the Orc's 'Bane sword. Apparently there were two such swords forged. The second sword has not been seen for well over a century, but it is said to lie somewhere near 'Karak 'Kadrin. The swords were forged at the castle of 'Borden 'Khume which is also near 'Karak 'Kadrin, several leagues north of your destination, on the map. By all accounts the castle has been uninhabited for as long as anyone can remember, and is likely the best place to search for the sword.

While the troops will be heading straight for the peak, if you wish, you may break from the main party and detour toward 'Karak 'Kadrin, and 'Borden 'Khume Castle to search for the second sword before rejoining Sir Orrick and his men.

Best of luck our Champions, you are being rewarded with 750 gold coins each for your service thus far. Use it to equip yourselves as there will be many difficult and isolated roads ahead!

The Heroes may purchase weapons, equipment and Potions at this point before continuing.

The following Quest is optional. If the Heroes decide to take the detour to Karak Kadrin then continue with the optional Quest "Borden Khume Castle". If the Heroes want to continue on without searching for a second Orc's Bane sword refer to Quest 6.

Quest 5 addendum note (Rescued Warchiefs):

If the Heroes successfully escorted any of the Orc and/or Goblin Warchiefs out of the entrance in Quest 5 then there will be fewer Orcs and Goblins to battle in future. As such, one Orc and one Goblin are to be removed from each room (not corridor) in Quests 6 and 7.

Of the additional units accompanying the Heroes Sir Orrick and Lord Castanea have the following stats:

Sir Orrick, Imperial Knight to the Emperor (Use an Elven Warrior, or a Man-at-Arms Swordsman to represent Sir Orrick)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	4	5	6	3

Lord Castanea, Emperor's Seer (Use the Storm Master, an extra Wizard, the High Mage, or the Chaos Warlock to represent Lord Castanea)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	2 (staff)	3	4	5

He knows all the following spells from the Imperial Seer Spells: Psychic Recovery, Warmth, Wall of Stone, Heal Body, Ball of Flame, and Swift Wind (refer to the related Seer Spell cards for their description).

Note: Both Sir Orrick and Lord Castanea may carry one Potion which they may use themselves, but may not acquire new weapons, treasure or equipment, nor can they search for treasure. They may, search for secret doors or traps. They may disarm a trap, in the same way a Hero does, but without a tool kit.

Quest 2 and 5 addendum notes:

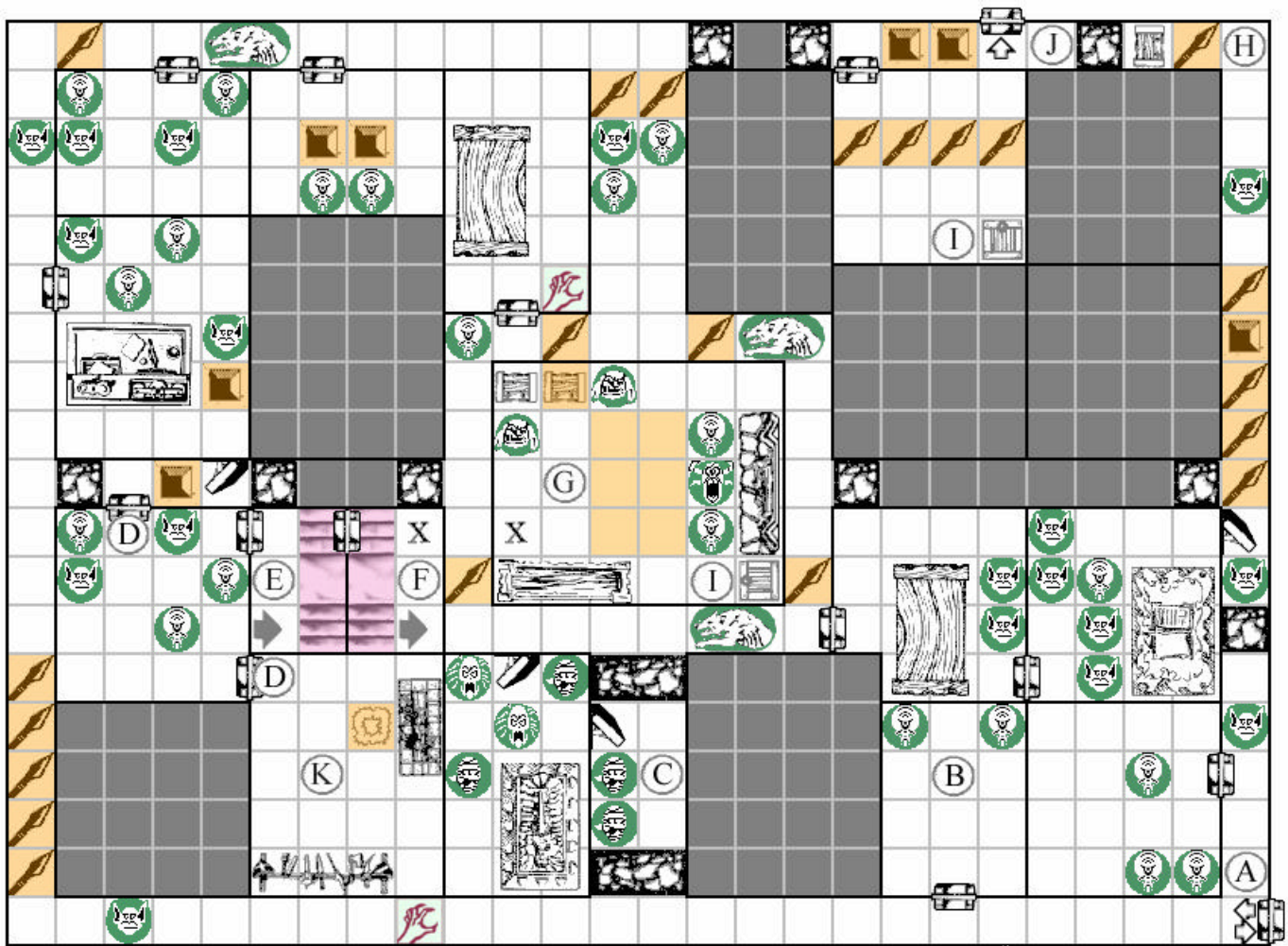
If the Heroes discovered the hidden treasure room (F) in Quest 2, and /or the hidden treasure room (K) in Quest 5 the Emperor will now reward them with the following:

Barbarian: Quest 2: Potion of Battle Rage, Potion of Healing (1 red die of Body Points), Quest 5: 500 gold coins

Dwarf: Quest 2: Spell Scroll: Skate, Potion of Dexterity, Potion of Healing (2 Body Points), Quest 5: Spell Scroll: Genie

Elf: Quest 2: Potion of Recall, Spell Scroll: Heal Body, Quest 5: 500 gold coins

Wizard: Quest 2: Spell Scroll: Ice Storm, Potion of Healing (2 Body Points), Quest 5: 1 Potion of Healing (4 Body Points)



Optional Quest - Borden Khume Castle

Leaving Sir Orrick and his troops to continue on to the summit first, you make a detour toward Karak Kadrin, and the castle of Borden Khume. After three days of journeying along the unkempt mountain roads a decrepit castle can be seen far off the path in the distance. As you approach you feel as though your group is being watched from the tower at the centre of the castle's courtyard. After searching along the walls of the courtyard you manage to find a thick iron gate which is quite old and in disrepair. Entering through a large hole in the iron gate, made by someone (or something), you are certain that the castle, and the courtyard tower, are not empty!

(A) The four Heroes may begin and end their Quest here. They may leave at any time. When the Gargoyle in room G is killed place one Ogre, or Wolf (which ever are available) at the entrance on each of Morcar's turns. The Heroes can fight past, or look for another exit.

(B) Both Fimir in this room are shape changers. Shuffle the Monster card deck. Each time one is killed draw a card to see what it changes into, then return the card and re-shuffle. If the same monster is drawn twice in a row the shape changer is dead.

(C) Searching for secret doors or treasure reveals a loose floor tile, beneath the floor tile is a Genie Spell Scroll.

(D) These doors are locked and require a key to open them. They may be alternatively opened with a Genie spell.

(E) The Heroes need to climb the stairs (by getting on at the bottom of the steps, and getting off on the second landing, (getting of and off is done at the tile marked →).

(F) From the tile labelled X there is a window which looks directly into the centre tower. The Heroes may attempt to jump from one

Wandering Monster: 1 Fimir and 1 Goblin

window to another by attempting a pit jump. If they miss they will fall into in the courtyard below and suffer 3 combat dice damage.

(G) These creatures are the new masters of Borden Khume, and will attack any who enter the room. If a Hero searches for treasure before the trapped chest is disarmed six darts will shoot out of the fireplace hitting the shaded tiles in the centre of the room, inflicting 3 combat dice each. Each chest contains 100 gold coins, and a Potion of Healing which will restore 2 Body Points when consumed.

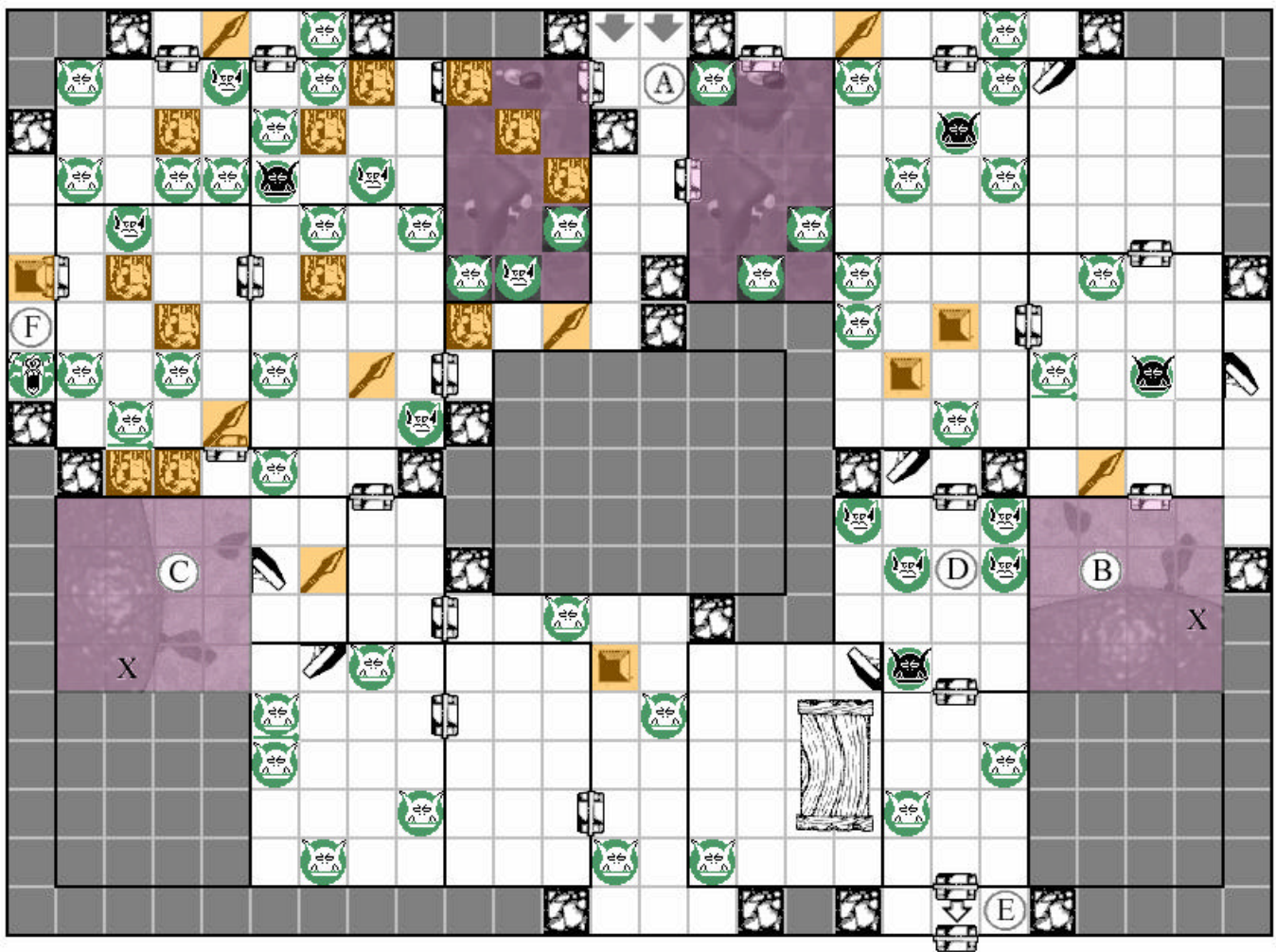
(H) This chest contains an old key, to be used on doors marked D.

(I) These rooms are linked by the trap doors.

(J) This is a hidden entrance/exit from the courtyard. The Heroes may exit from here.

(K) This room contains an ancient magical forge whose coals are still warm. Searching for treasure will reveal the second Orc's Bane Artifact behind the weapons rack.





Quest 6 - Beyond the Waterfall

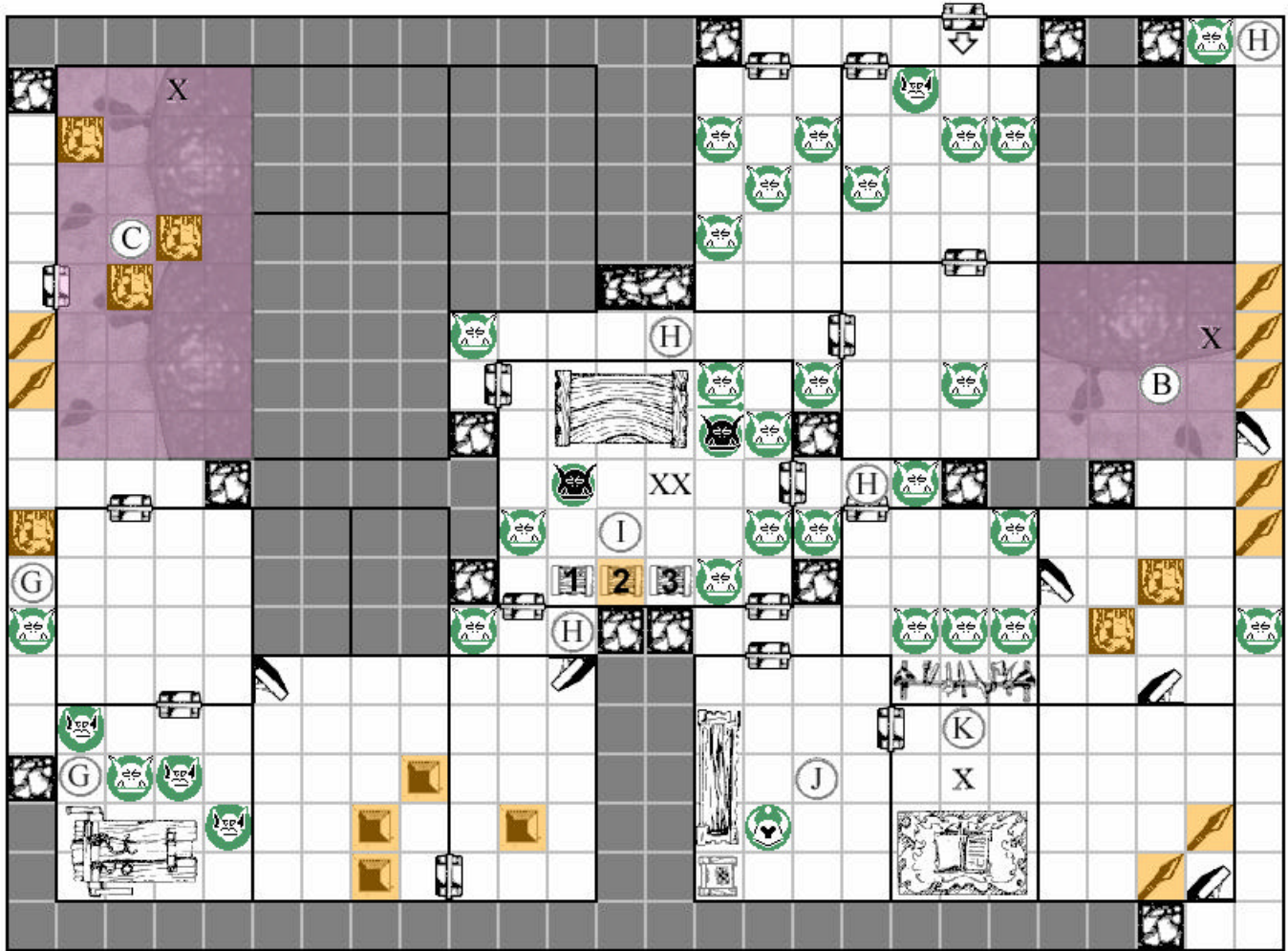
Traveling through this area of the World Edge Mountains has been treacherous and slow-going. As your numbers are relatively small compared to the enemy the group has had to take cover to evade the enemy several times, and it will be another day at least before you reach the base of the summit. Sir Orrick's Scouts have observed many Orcs coming and going from a sparsely wooded area near by, however. It appears the Orcs have some sort of hideout behind a waterfall, although it is difficult to tell just how large it is, or how many Orcs may be within. Sir Orrick tells you that four of his men will accompany you inside, while himself, Lord Castanea, and the remaining troops will take cover further down the mountain where they will be well out of sight in case more Orcs return.



The Heroes are accompanied by a Scout, a Halberdier, a Crossbowman, and one other Man-at-Arms of the Player's choice. The Heroes may choose to divide control of these units up evenly amongst themselves. **The Heroes and Men-at-Arms do not regain body points or Spells between map sections, only after completing the second area.**

(A) The four Heroes and Men-at-Arms begin here. *If any Warchiefs were saved in Quest 5 remove an Orc and Goblin from each room.*
(B) This room contains a pool of water. Searching for secret doors reveals a passage just below the water's surface. A unit wishing to pass through may make not take any other actions, or move to other tiles on their turn. They must begin their turn standing on the tile marked **X** and declare they are going to attempt to swim through the passage. Heroes must roll 2 red dice to move, as usual. If they roll an 8 or higher they will emerge on tile **X** in room **B** on the following Quest map. If they roll a 7 or below, or if one of the Men-At-Arms with 7 or fewer movement attempts to swim through it will take 2 turns to pass through. At the start of their second turn they should roll one combat die and apply any skulls rolled as damage. They may then emerge from the passage on the other side and resume
Wandering Monster: 2 Orcs, 1 Goblin

their turn as usual. A unit may pass through in one direction per turn, those stuck in the passage on their turn *must* continue through.
(C) Refer to the description for room **B**. The corresponding room is labelled **C** on the next Quest map.
(D) As soon as a Hero opens the door read aloud the following text "It looks as though the Black Orc is in charge of this group of Goblins. They were just working on constructing a chariot of some sort. The Black Orc growls at them to take up arms and attack." The Black Orc will open the secret door behind him and move to the next room immediately. Each of the Goblins are now armed with spears! When the first Hero enters the room he will hear a grinding noise above his head. After any *two units* take their turn the ceiling will begin crumbling. Any Heroes in the room must escape by moving



Immediately through the first entrance to the room, or through the secret door. There will be no time to open the door to the next room.

(E) This door leads to the entrance door on the next Quest map.

(F) This is a cursed Gargoyle. It has the same stats as a regular Gargoyle, but needs only roll a single black shield to defend all skulls rolled against it!

(G) These Orcs are armed with Long Swords and Shields, and old Helmets. They may attack diagonally and have two additional defend die. The swords and shields are shoddy and of no use to the Heroes.

(H) These Orcs are armed with Crossbows, however, they are too shoddy for Heroes to use.

(I) On the tile marked XX in this room is the Orc Warlord Korg, use the Orc with the large notched sword to represent him. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	5	5	4

His large Long Sword allows him to attack diagonally. The following describes the treasure chests in this room:

1 This chest contains 240 gold coins

2 This chest is trapped with an exploding lock. If a Hero searches for treasure before the trap is disarmed, he will lose 3 Body Points. The chest contains a Heal Body Spell Scroll, and a Chaos Spell Scroll, Restore Chaos. **Note:** The spell description for Restore Chaos is correct, it may only be cast on Monsters! The Heroes, however, may use the spell scroll on a Monster in the normal way, as such, they should keep this scroll.

3 This chest contains dust and old bones. One full turn after opening the chest a Skeleton will emerge. Place the Skeleton next to the treasure chest. It may move and attack normally on Morcar's turn.

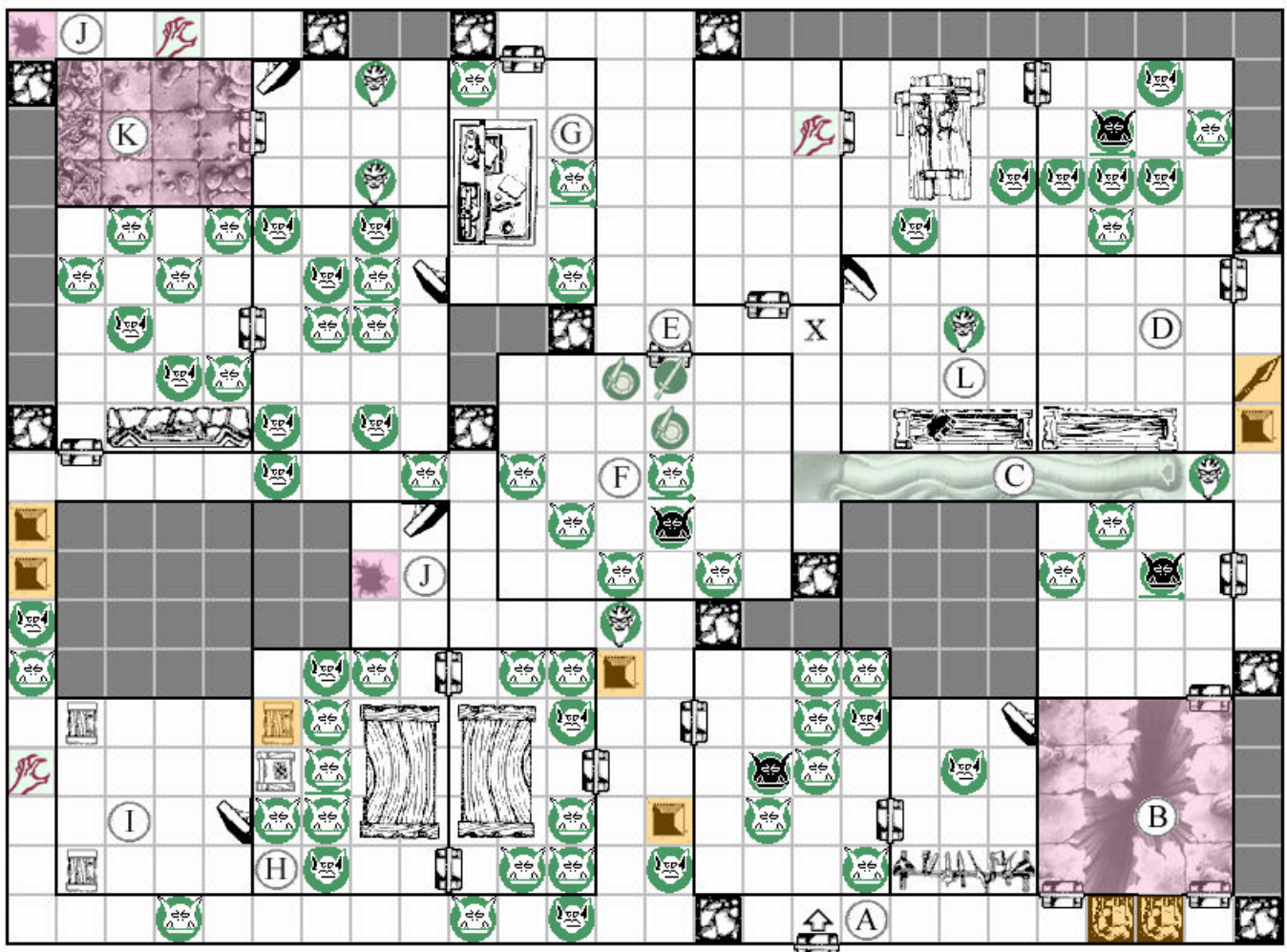
(J) This Chaos Warrior (a Death Knight) is made of the same armour as the one in room C of Quest 2. Read aloud the following text: "This suit of armour is covered in strange runes and markings". It is described on the Monster Chart. When the Death Knight is defeated read aloud the following text: "As you finish off the evil being the armour cracks and crumbles into dust revealing the suit of armour was empty... thin wisps of smoke begin to rise from the ashes." Replace the dead Death Knight with a Death Mist tile. This Death Mist may only move 2 square per turn. *In this form it will also attack any Orcs nearby first before Heroes!!*

(K) This room contains Gullock, a powerful Orc Necromancer. His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	4	5	7

He may only attack once per turn but may cast two spells per turn. He knows the following Chaos Spells: Summon Orcs, Summon Undead, Reanimate, Cloud of Chaos, Tempest, Soothe, Sharpen Blades, Shield of Protection, Mind Freeze, and Mind Blast. The first Hero to search for treasure will find a Heal Body Spell Scroll, and a map. When the Heroes find the map read aloud the following text: "This is a map of the surrounding area of the World Edge Mountains – with the names of a dozen Orc and several Goblin Clans written on it. It looks as though these are clans who have joined forces with the Black Orcs"

Wandering Monster: 2 Orcs, 1 Goblin



Quest 7 - The Ambush

It would seem your approach toward the Summit has not gone unnoticed. In the small hours of the morning, during the waning moonlight, a group of Orcs ambushed your party! During the battle in the darkness and falling snow the group was scattered across a relatively large area of the nearby slopes. Following the defeat of the Orc attackers it is now apparent that several members of the party are missing, namely Sir Orrick and four of the Scouts. Following the Orc and Human footprints leads you to a large jagged outcropping of rock covered in snow. The tracks lead to a stone door at the base of the outcropping. The sun has only just come up, and although you have not fully recovered from the ambush you must now locate and rescue your comrades - if they're still alive, that is!

Note: This Quest is considered a cold icy region for those Heroes with items such as Snowshoes of Speed, etc.

The Heroes are also joined by 1 Halberdier, 1 Scout, 2 Crossbowman, and one other Man-at-Arms of the Player's choice. The Barbarian and Dwarf begin with 2 less Body Points, the Elf with One less Body Point, one spell already cast, and the Wizard with two spells already cast (the spells which were cast are drawn randomly from the Hero's spells).

(A) The four Heroes, and Men-at-Arms begin here. *If any Warchiefs where saved in Quest 5 remove an Orc and Goblin from each room.*

(B) This chasm is a bottomless pit. Any Hero or Man-at-Arms who attempts to jump across and fails is lost forever.

(C) The Ice Gremlin should attempt to lure the Player(s) onto the hidden Ice Slide, from which they can not climb back up.

(D) This room contains a Potion of Healing which will restore 4 lost Body Points, and a Magical Throwing Dagger.

(E) When the first unit steps on the square marked X this door will open, Sir Orrick (denoted by the Swordsman on the Quest Map) and the two Scouts then enter into play. The Players may assume the roles of these units, and they may take their turns immediately after the unit who triggered the square marked X. **Note:** Sir Orrick has 4 Body Points left, while each of the Scouts still have their full Body Points.

(F) The Black Orc in this room attacks with two large long swords
Wandering Monster: 2 Orcs

(for 4 Attack Dice, he may also attack diagonally).

(G) When the first Hero searches for treasure read the following aloud: "There is a book with only a few pages of writing, the last entry reads: 'The bookcase now stores the greater magic'".

(H) The Orc Necromancer in this room has 4 Body Points. The chest is trapped with an exploding lock which will inflict 3 combat dice of data to anyone within 3 squares of the chest. The chest is empty.

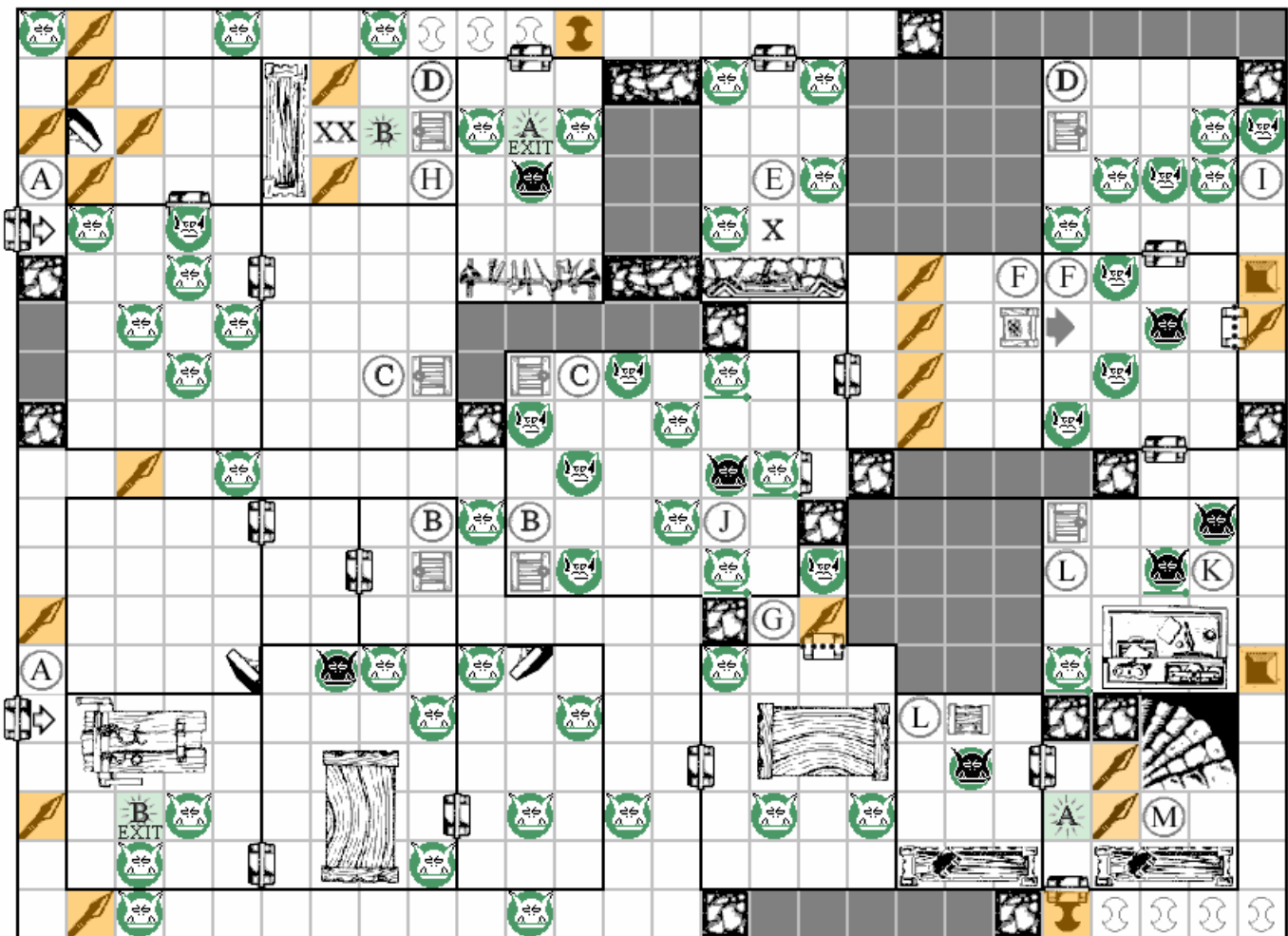
(I) The first Hero to search for treasure will find 2 Potions of Healing which will restore 4 lost Body Points each, and a pair of Bracers.

(J) These areas are linked by the ice tunnels.

(K) Any treasure stolen by the Ice Gremlins will be in this room.

(L) The first Hero to search for treasure, *after* searching for treasure in room G, will find the Artifact: **Tome of Greater Chaos Magic I**. **Note:** Once Sir Orrick reaches the entrance door the Quest is finished, if he dies a Hero must carry him to the door with 1 less movement die.





Optional Quest - The Chaos Spire

The air atop the summit is growing frigid, and the skies suggest a blizzard is approaching. One of Sir Orrick's Scouts has just returned from ahead on the path. He believes he has found the entrance to the Ancient Dwarven City, however there is an ominous tower between your current position and the entrance - making it difficult to enter unnoticed. Sir Orrick suggests that the best course of action will be to attack the tower first to ensure that your positions are not flanked from the rear as you sneak into the passage leading down toward the Ancient City. As there appear to be two entrances to the tower Lord Castanea suggests that if the party enters you should split into two groups while the rest remain to guard the tower itself from any approaching Orcs.

Note: This Quest is considered a cold icy region for those Heroes with items such as Snowshoes of Speed, etc.

If Sir Orrick died in the previous Quest Lord Castanea will have revived him. Sir Orrick joins the Heroes with 1 Halberdier, 1 Scout, and 1 Crossbowman. The players **must** divide themselves into 2 groups of roughly even numbers.

(A) The two respective groups begin the Quest at these doors.

(B) (C) (D) These rooms are linked by the trap doors.

(E) Searching for secret doors will reveal a lever in the fireplace. Pulling the lever requires that the Hero stand on the tile marked X, this counts as an action for the turn. If there are no Heroes in room F with the throne then tell the Heroes they hear sounds of grinding stone within the tower. See room F. (F) If there is a Hero in this room when the lever in room E is pulled they will see the throne and the wall behind rotate away. The throne swaps positions with the → tile behind. If a Hero then stands on the empty tile where the throne was and the lever is pulled again the Hero will swap positions with the throne, passing through to the next room.

(G) This is the Goblin Boss, Garnet. He has the same stats as a normal Goblin except that he has 3 Defend Dice, 3 Body Points and 2 Mind Points. Once he is found read aloud the following text: "Urack has gone mad! He's going to destroy everything. That Urack and the other Black Orcs captured me and told my Clan I had joined them. If you let me leave I'll return to my clan in the Black Mountains and stop them helping the Orcs." If the Heroes let him leave he will move toward the exit door on Morcar's turn until he is outside.

(H) Searching for secret doors will reveal a lever inside the cupboard. Pulling

Wandering Monster: 1 Orc and 1 Orc Necromancer

the lever requires that the Hero stand on the tile marked XX, this counts as an action for the turn. See room L.

(I) This is another Goblin Boss, Spikefeet. He has the same stats as Garnet does. Once he is found read aloud the following text: "I must get to my clan. The Black Orcs are trying to control all the clans." He will move toward the exit door on each of Morcar's turns.

(J) These Orc Necromancers may only cast Summon Undead.

(K) The Black Orc Necromancer in the room is Skullgore, his stats are:

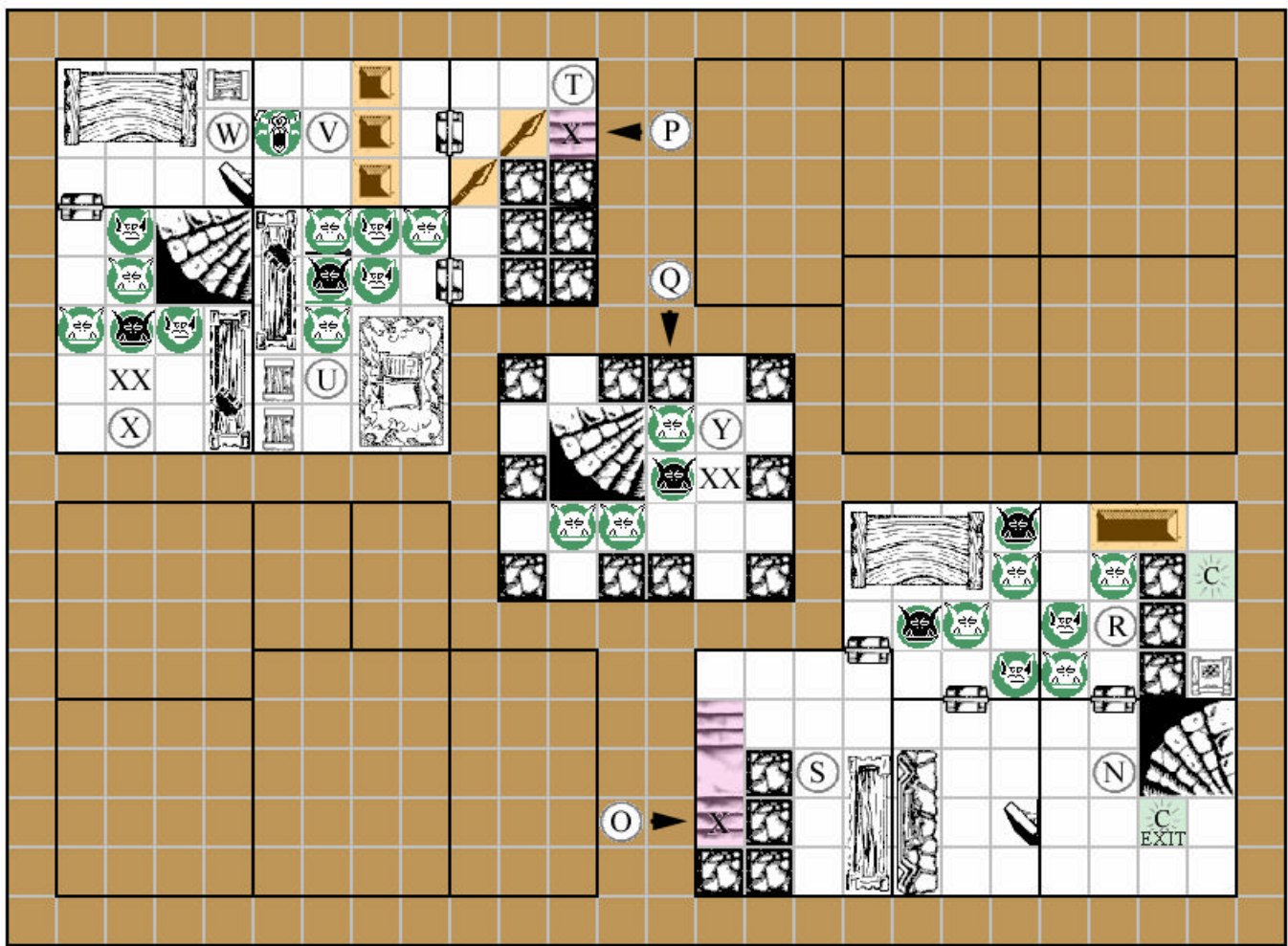
MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	4	6

He knows the Chaos Spells: Summon Undead, Summon Orcs, Reanimation, Soothe, Ball of Flame, Lightning Bolt, Mind Freeze, and Raise the Dead.

(L) Searching for treasure in the room with the chest reveals there is a passage through the bottom of the chest leading to the trap door in the other room marked L. The passage only stays open for one turn after the lever in room H is pulled and then it closes, then the lever must then be pulled again.

(M) The staircase leads to room N. **Note:** The teleport trap may be jumped!





As the Heroes are higher in the Spire the outside is completely open (and is *not* solid rock as it is in other Quests), therefore, casting a Pass Through Rock Spell and stepping into one of the dark orange regions outside the Spire will result a fall, possibly to their death.

Note: As the Hero did have a Pass Through Rock Spell cast on them, it will last until they reach the ground, meaning they may fall through the ceiling of the first level of the Chaos Spire. Locate the Hero's corresponding tile on the first Quest board and place him there, his turn will then be over, and he will suffer the appropriate damage. If the Hero ends up in solid rock on the first Quest board they are considered dead.

The Heroes and Men-at-Arms do not regain body points or Spells between map sections, only after completing the second area of the Spire.

(N) The staircase leads to room **M**. **Note:** The secret door in this room cannot be found through normal searching!

(O) Stepping outside, and falling, from this level of the Spire will result in 3 combat dice of damage to the Hero.

(P) Stepping outside, and falling, from this level of the Spire will result in 4 combat dice of damage to the Hero.

(Q) Stepping off the top of the Spire directly, and falling, from this level will result in 5 combat dice of damage to the Hero. **Note:** The Hero (unless under the effect of a Pass Through Rock Spell) will slide off the sides of the Spire and land *outside*. If the Hero survives the fall place him at one of the entrance doors on the first level again!

(R) Searching for secret doors will reveal a lever beneath the Throne, however a Hero must be adjacent to trigger it. This only needs to be triggered once and the secret door in room **N** will then be opened. **Note:** The teleport trap may be jumped!

(S) This stairway leads to room **T**. Once the Hero reaches the square marked **X** place them on the corresponding tile in room **T**, they may immediately continue to move, or perform an action (passing from rooms **S** to **T** does not end the Heroes turn).

(T) This stairway leads to room **S**. Refer to the corresponding notes for room **S**.

(U) Searching for treasure in this room will reveal 2 Pass Through Rock Spell Scrolls, 260 gold coins, and 2 Potions of Healing which will each restore 1 red die worth of lost Body Points. There is also a

piece of parchment on the Sorcerer's Bench, read the following aloud: "The parchment reads: Pass through the Gargoyle".

(V) This Gargoyle is not alive, and does not attack. It is a stone statue. The secret door in this room cannot be found through normal searching!

(W) Searching for treasure in this room will reveal the Bone Wand Artifact (*only* if the item is not already in the possession of the Heroes), as well as a hidden switch inside the treasure chest. Pressing the switch opens the secret door.

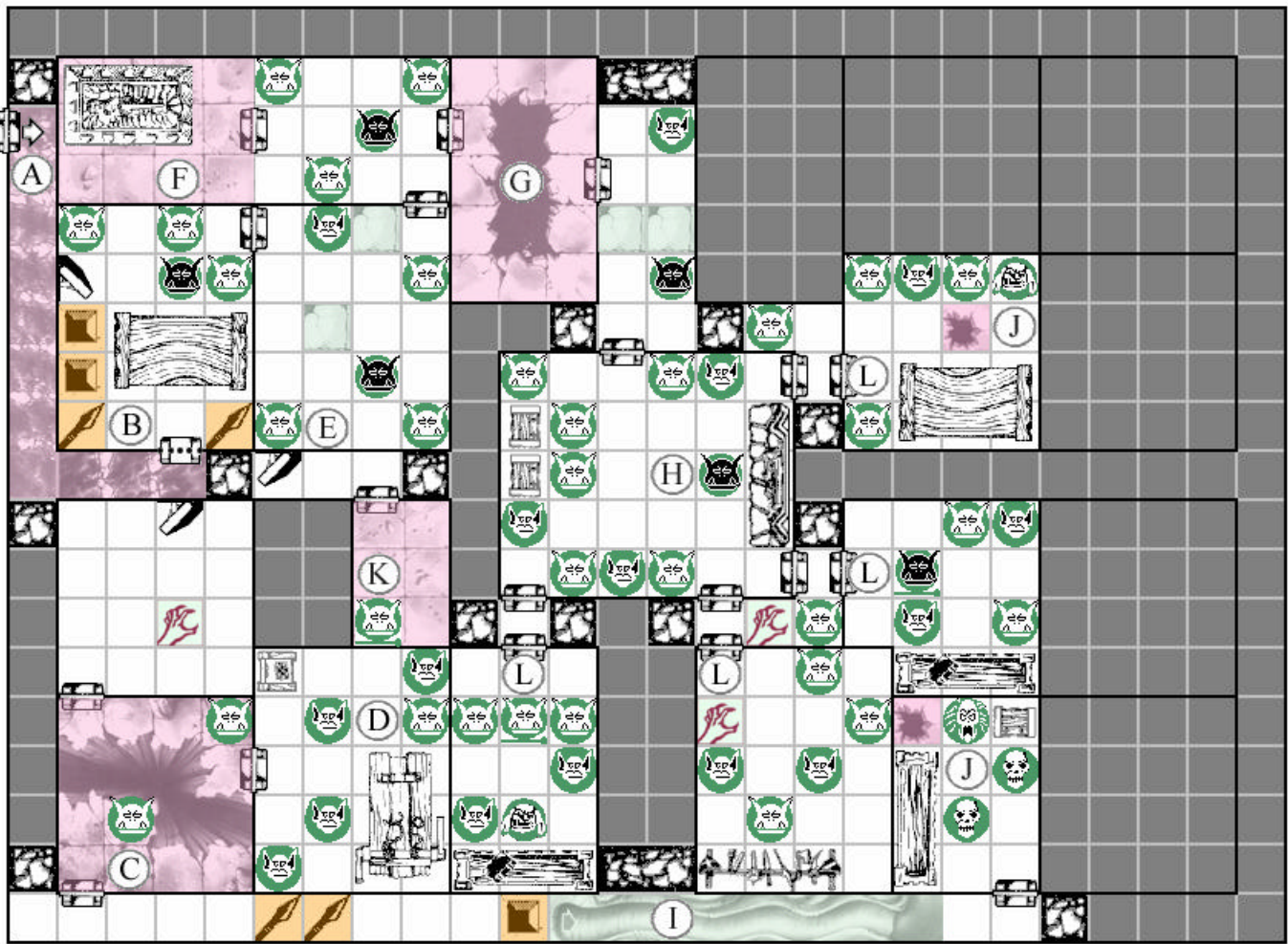
(X) This room contains a mysterious Black Orc whose eyes are completely bandaged, such that he can not see, and his skin sparkles slightly. He is located in the tile marked **XX** and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	3	4	6	7

He also knows the following Chaos Spells: Fire Storm, Lightning Bolt, Command, Mind Freeze, Mind Blast, Ice Wall, Summon Undead, Restore Chaos, Soothe, Sleep, Cloud of Chaos, and Hurricane. He will attempt to flee to the top of the Chaos Spire via the Stairway **X**, leading to the square marked **XX** in room **Y**. If he is killed the Heroes will discover he was wearing a Spell Ring Artifact, and also the Artifact: **Tome of Lesser Chaos Magic III**.

(Y) The edges of the top of the Spire are a drop off. See Note **Q**.

Wandering Monster: 1 Orc and 1 Orc Necromancer



Quest 8 - Clues in the New-Fallen Snow

Just beyond the Chaos Spire, and before reaching the Summit entrance you spot a large number of fresh footprints in the new-fallen snow. The footprints are mainly Orc and Goblin prints, with larger prints of what appears to be 'Black Orcs'. The trail leads into a narrow crack in the rocks at the Summit. Though the air and surrounding rocks are cold you can hear the faint trickle of water further inside... Following the trickle of water through the dark narrow passage you find a rickety wooden door which is badly rotted, and icy at the bottom. It would seem that this may be a hidden Orc lair which would have gone amiss had it not been for the new-fallen snow. Before passing through the Summit entrance Sir Orrick has decided it will be wise to assess whether this could be another 'Black Orc stronghold'...

Note: This Quest is considered a cold icy region for those Heroes with items such as Snowshoes of Speed, etc.



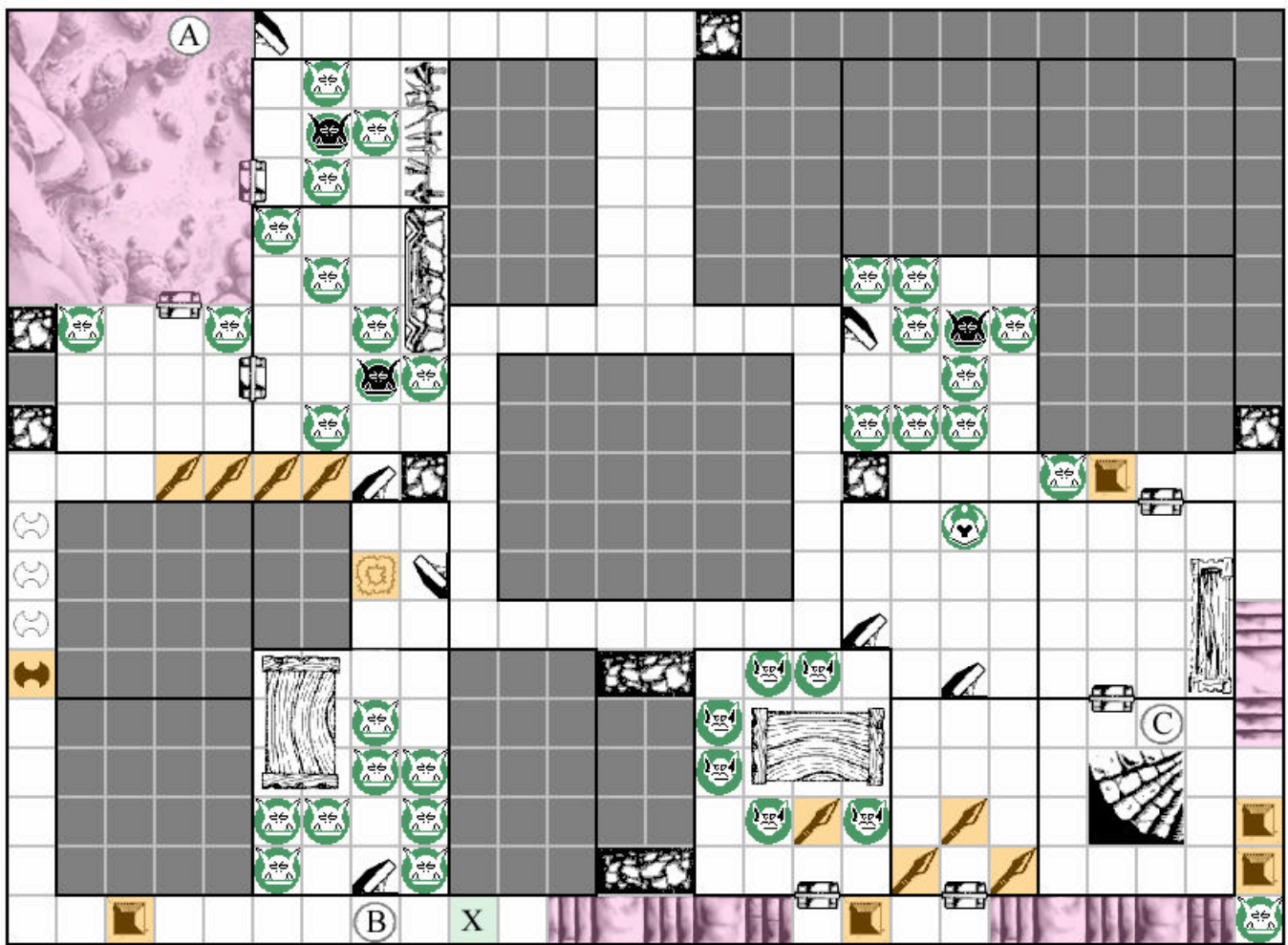
If Sir Orrick died in the previous Quest Lord Castanea will have revived him. Sir Orrick joins the Heroes with 1 Halberdier, 1 Scout, and 1 Crossbowman.

- (A) The four Heroes, Sir Orrick, and the three Men-at-Arms begin their Quest here.
 - (B) The portcullis is rusty. Any Hero wishing to open the portcullis must roll one red die; if result, plus their starting Body Points, is below 11 the portcullis doesn't open. A Hero may try once per turn.
 - (C) This Orc is armed with a Crossbow. He will remain close to the edge, when he dies both he and the Crossbow fall into the crevasse.
 - (D) This is a rebel Orc, who is being tortured by some Goblins. The Goblins will not attack the Orc, but will attack any Hero opening the door. The Orc will not attack the Heroes. Once the Goblins are dead the first Hero to search for treasure will be given a Potion of Healing by the Orc which will restore 4 lost Body Points. The Orc is wounded and can only move 2 Squares per turn, and has 1 Attack and 2 Defend Dice. He may be controlled by whom ever opened the door first.
 - (E) The secret door can *not* be found through normal searching. Note: The door will not open until room H is triggered.
 - (F) The Tomb contains a Vial of Sacred Water.
- Wandering Monster:** 2 Goblins, 2 Orcs

- (G) There is no danger of falling into the crevasse, and it may be jumped normally if the Heroes so choose, though it is bottomless, anyone falling in will be lost.
- (H) This is the Black Orc General, Corgon. His stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6/6	6	7	3

- Once he is attacked an alarm will sound, the remaining doors in the room as well as doors E and L will open. Room K will be triggered. After 1 turn Lord Castanea and two Men-at-Arms will be placed in room B, under the player's control. They will aid in the fight!
- (I) The Ice Slide can not be found through normal searching.
- (J) These areas are linked by the ice tunnels. **Note:** The Ogre is too large to pass through! The Treasure chest contains 350 gold coins.
- (K) This Orc Necromancer knows the Chaos Spells: Summon Orcs (x2), and Summon Undead (x2). He can open his door at any time, and will cast each spell *immediately* to block the Heroes passage out.



Quest 9 - Into the Orc's Gaping Maw

With Lord Castanea's help you have survived the Summit, thus far. You have now reached the Summit entrance and it would seem that the Emperor's hunch - that the Black Orcs main forces were concentrated at the Empire's borders - was correct. The only clues left to find those below the World Edge Mountains it would seem! The Dwarf warns that the Ancient Dwarves were not only excellent builders, but also cunning and devious; and would not leave their ancient cities unprotected. The Goblins are also very clever, and have likely re-set many of the ancient traps under the orders of their Black Orc masters. The Black Orcs do not often leave themselves open to attack though, and in order to ensure your stealthy entrance into the Ancient City you must slay all enemies who spot you!

Note: This Quest is considered a cold icy region for those Heroes with items such as Snowshoes of Speed, etc.

If Sir Orrick died in the previous Quest Lord Castanea will have revived him. Both Sir Orrick and Lord Castanea join the Heroes, along with 1 Halberdier, 1 Scout, 1 Crossbowman, and one other Man-at-Arms of the player's choice. The players must be aware that they have far to travel and must do their best to ensure that as many of them survive to reach the Ancient Dwarven City as possible, there will be no further reinforcements!

If the optional Chaos Spire Quest was skipped then Morcar may add regular 2 Orcs to area A on any of his turns.

The Heroes and Men-at-Arms do not regain body points or Spells between map sections, only after completing the second area of Quest 9.

(A) Only those Orcs who "see" a Hero must be killed before exiting through the staircase in room C!

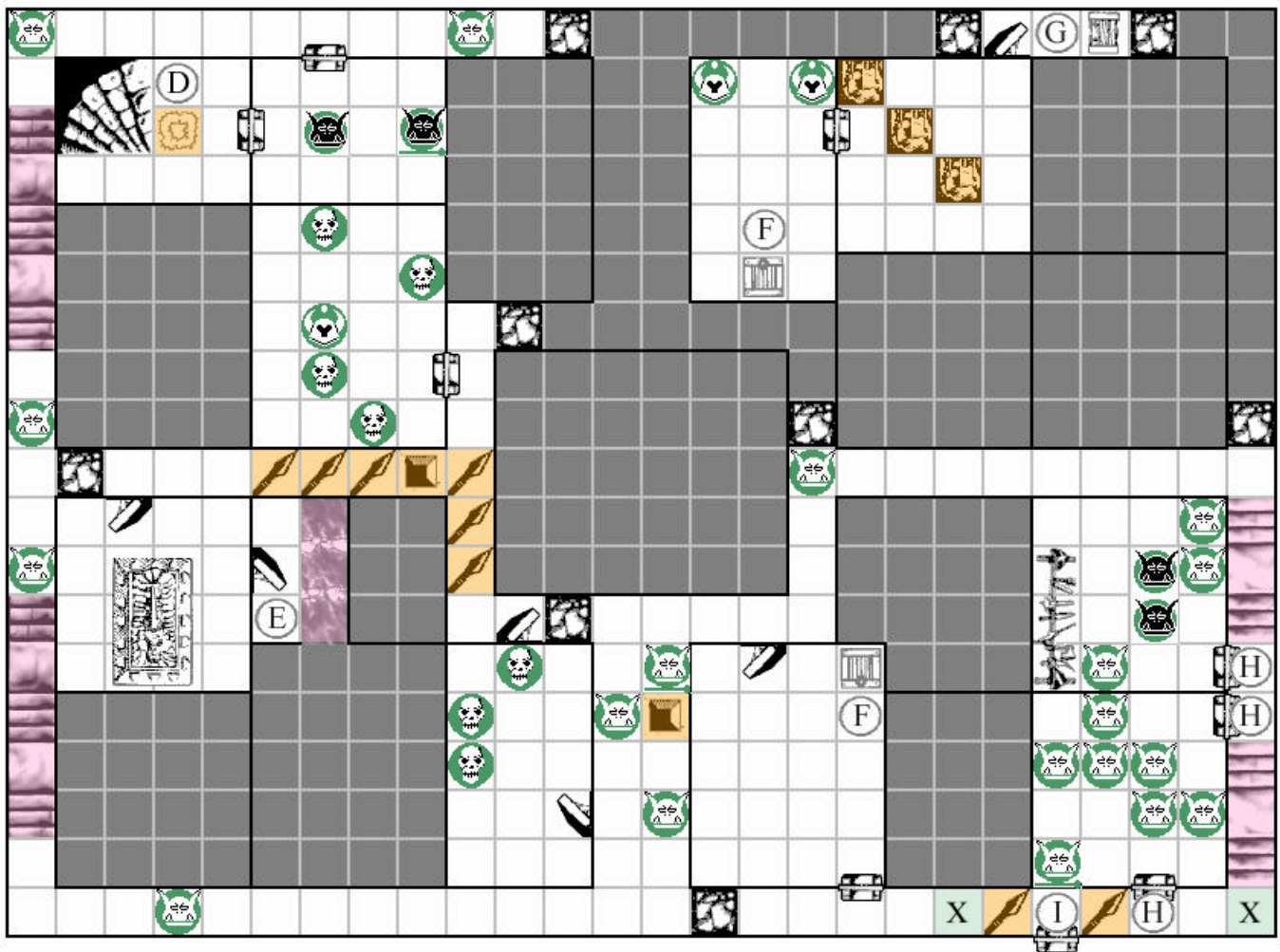
The Heroes and troops of the Empire begin their Quest on the snowy slopes of the Summit Peak.

(B) This secret door can not be detected through normal searching. As the last Hero (excluding the Men-at-Arms, or Sir Orrick and Lord Castanea) passes the tile marked X this secret door will open immediately.

(C) This staircase leads down further into the underground to room D.

Wandering Monster: 3 Orcs





(D) The Heroes and troops of the Empire continue their Quest here. Enemies from the previous level above do not follow down to this area. **Note:** Only if the optional Chaos Spire Quest was *not* completed Morcar may place Skullgore (from room **K** of the Chaos Spire Quest) into this room on any turn. Refer to his previous stats and spells for Quest note **K** in that Quest.

(E) This room contains a natural spring of icy mountain water. Any Hero or Man-at-Arms unit, including Sir Orrick and Lord Castanea, may enter this room to regain 2 lost Body Points immediately. This can only be done *once* per unit.

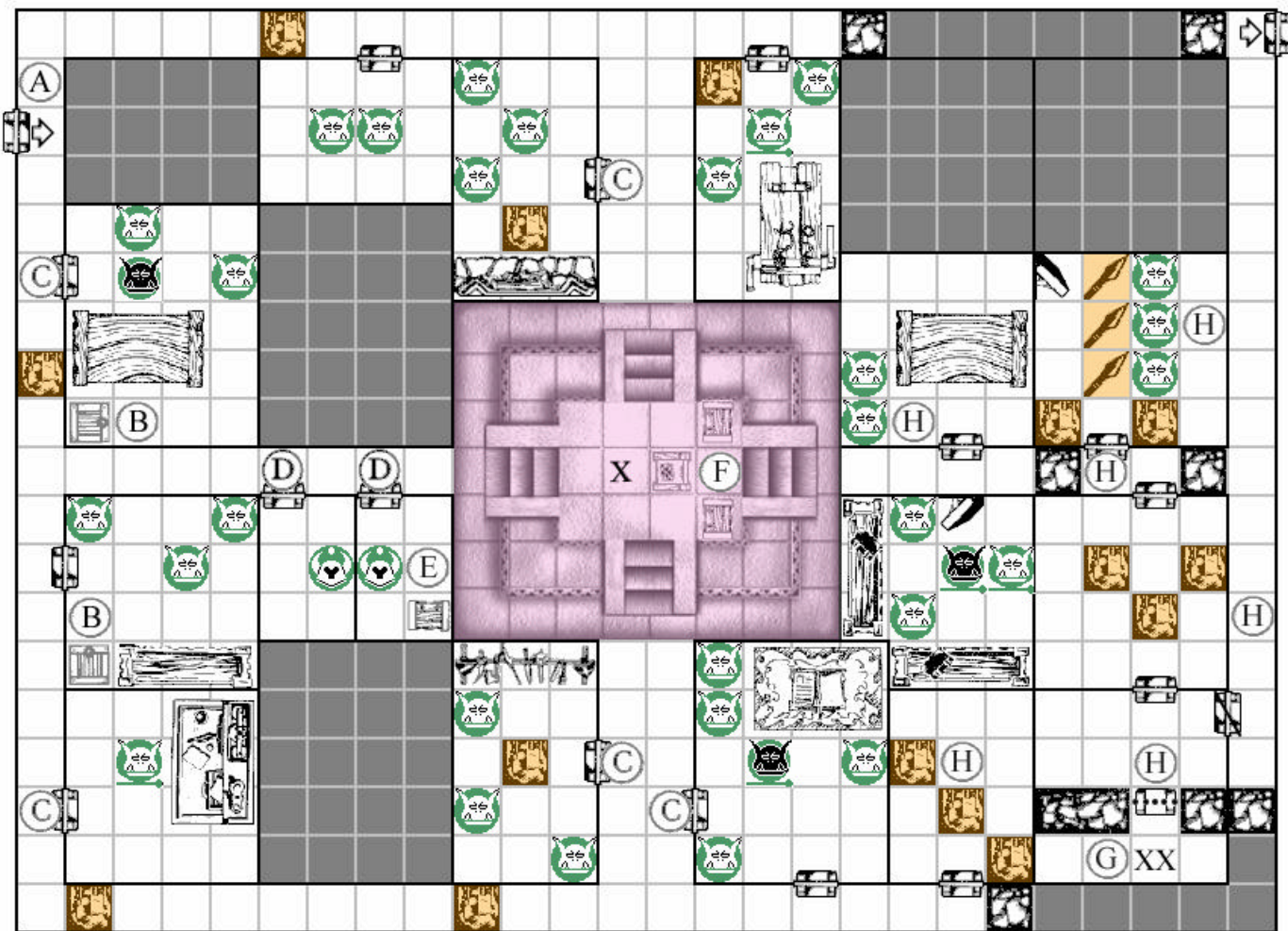
(F) These rooms are linked by the trap doors.

(G) This treasure chest contains the Elixir of Life Artifact.

(H) These doors are locked, but may be opened with a Genie spell. Alternatively, any unit who can disarm traps may try to pick the lock by successfully rolling a disarm trap check. If successful the door opens. When the first Hero or Man-at-Arms passes the tile marked **X** in these corridors the doors labelled **H** will open immediately.

(I) This is the exit door. The Dwarf will recognise ancient Dwarven runes indicating that the Acropolis lies below...

Wandering Monster: 1 Black Orc and 1 Orc



Quest 10 - Ancient City: Lair of the Black Orcs

As your group travels through the passages and tunnels further below the Mountains you begin to approach the ruins of the Ancient Dwarven City. Hearing sounds of commotion and scuffles in the dark passages above, the party takes cover amongst the ruins of old buildings, rubble, and stalagmites. Ready to ambush the on-coming attackers your group charges the unwelcomed guests - to find that it is a band of well armed Goblins. They claim they have been searching for your group and wish to assist in toppling the Black Orc leader who has dominated their clan leaders, and experimented on Orcs and Goblins alike with Chaos Magic. With the Goblins in tow, yourselves, and the remaining troops of the Empire hastily make way toward the Lair of the Black Orcs further below...

Note: This Quest is much warmer than the previous two Quests, and is not considered cold or icy.

If Sir Orrick, Lord Castanea, or any Men-at-Arms died in the previous Quest they are lost. If the Heroes freed Garnet in the Chaos Spire he will be present along with 4 additional normal Goblins. If Spikefeet was freed in the Chaos Spire he will be present along with 4 additional normal Goblins who all have shields (each of Spikefeet's Goblins have 2 defend dice). If neither was freed there will only be 4 regular Goblins to assist the Heroes. **Note:** Death Knights will attack Orcs and Heroes.

- (A) The Heroes, troops and Goblins start here.
- (B) These rooms are linked by the trap doors.
- (C) If any of these doors are closed when Urack is attacked they will open.
- (D) These doors are sealed shut and may only be opened with a Genie spell.
- (E) This treasure chest contains a Wall of Stone Spell Scroll.
- (F) This is Urack, the foul and corrupted leader of the Black Orcs, his stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6	4	10	6

Like any Black Orc he may attack twice per turn, or he may cast one spell. He knows the following spells: Summon Undead (x2), Summon Orcs, Reanimation, Restore Chaos, Dispell, Mirror Magic, Cloud of Chaos, Fear (x2), Tempest, Mind Blast, Mind Freeze, and Sharpen Blades. If he starts losing the battle he will Immediately disappear in a cloud of foul

Wandering Monster: 1 Death Knight

Wandering Monster: 1 Death Knight
sulphur-smelling smoke and ash. *He may do this even during a Hero's turn.* When Urack disappears he will drop an Artifact: **Tome of Greater Chaos Magic II**. The treasure chests contain 500 gold coins each, as well as a Fire Ring Artifact. (G) There is no key to this door, and it is sealed with more powerful magic than a Genie spell can undo! Behind the locked portcullis is Skulmar! Once he has been discovered the following text: "Skulmar peers through the bars of his cell at you, as though he were looking right through your flesh." The next door exiting this room can't be opened. **Once Skulmar has been found, and Urack has escaped, the Goblins will flee and this Quest will be over. Continue to notes following.** (H) These are dead magic areas. Spells can't be used, and Artifacts don't function while Heroes are in these areas. **Note:** Artifacts become regular items, or equipment until the Hero *exits* these rooms/corridors.



Skulmar

Sealed behind thick bars, within a cell made of smoothly polished rock Skulmar gazes out into the room, his stare piercing through your flesh.

Skulmar speaks slowly: "At last a force has arrived to topple the 'Black Orcs from their seat of power. 'But I am surprised it was any member of the 'Empire. 'Your lands, and its people, should have been in chaos and disarray by now - although I'm sure the fool Orcs are to blame for that as well. 'If I had my way the 'Black Orcs would have all burned alive long ago below this festering mountain!"

"Wondering how Skulmar could possibly be here, of all places, one of the 'Dwarf interrupts: "The last the 'Empire heard of you was following the defeat of the 'Witch Lord at 'Kalos. 'And you escaped, aided by Sir 'Ragnar..."

"Ah, 'Ragnar, a puppet, nothing more. 'Some minds are easier to control than others. 'He asked for my help, and I gave it willingly. 'I created the Chaos Spire atop the summit above, almost half a century ago, and long before the time of the current Emperor or his lackeys! 'As my 'Undead legions began venturing further under the mountains we finally encountered the 'Black Orcs. 'They have been down there for close to 100 years by all reckoning, warring with other denizens of the underworld, as well as the remaining 'Dwarves who had sought refuge much deeper below their ancient city.

The 'Black Orcs were ferocious and numerous even then, but my armies of undead do not relent, and the 'Black Orcs were finally driven into submission. 'It was then that I learned of what they had unearthed, or perhaps the 'Dwarves had unearthed it..."

"What are you talking about?!", the 'Wizard demands.

"A source of unimaginable power. 'It has dwelt in the bowels of the 'World Edge Mountains for eons. 'I learned of the Great 'Evil's presence after my 'Undead legions defeated and enslaved the 'Black Orcs. 'I had only begun to fathom its raw power when I was summoned to 'Kalos by the 'Witch Lord. 'I took many of my 'Undead troops, as well as a small token of the 'Evil 'Presence with me to 'Kalos and loosed it upon the passages leading to the 'Halls of 'Vision.

In the few months while I was in 'Kalos, my commanding hold over the Chaos Spire and my 'Undead legions here was weakened. 'The 'Black Orcs chose that time to rise up, crushing the remains of my army here. 'They cut a swathe of destruction through the underground to the surface, which they had not seen in their life times below the Mountain. 'They were hungry for victory after years as slaves to my 'Undead legions. 'They even managed to conquer the Chaos Spire. 'Within the Chaos Spire they discovered many things foreign to them, books of Chaos Spells and Magics. 'Though many were destroyed in blind hatred during the initial attack, the Clan's 'Warchief, 'Urack had them sent to his stronghold in the Ancient 'Dwarven City. 'Through the 'Tomes of Chaos Magic 'Urack quickly became more powerful than any other 'Black Orc in their Clan's bloody history.

Over the next few months, from 'Kalos, using the 'Witch Lord's powerful gift of vision, I witnessed the 'Black Orcs slowly journey throughout the 'World Edge Mountains, and beyond. 'There were many small raids and attacks during this time. 'Although no

one knew whom the attackers were. 'The 'Black Orcs attacked in secrecy, leaving none alive to speak of their bloody massacres.

I can only guess that it was during this time that Sir 'Ragnar came across the 'Black Orcs. 'When he came to me in 'Kalos he was near death. 'He claimed he had been captured and tortured, and his men had been slaughtered by the 'Black Orcs. 'Ragnar apparently knew of me, and had heard how I had briefly enslaved the 'Black Orcs. 'I am sure the 'Black Orcs took delight in boasting to 'Ragnar, their prisoner, that they defeated my remaining troops here in the Ancient City.

'Ragnar did not know there were grander schemes afoot, and he thought if he came to me, I would defeat the 'Black Orcs once again. 'When he found me I was broken and battered amongst the ruins of 'Kalos. 'He took me into the Plains of 'Death where I quickly parted company with him once I was strong enough. 'I left 'Ragnar to the barren Plains of 'Death... and I understand he was executed soon after by his own people! 'Kyeh heh heh.

'When I had finally regained my strength I could feel the pull of the Great 'Evil beneath the mountain again. 'I assembled a sizeable army of 'Undead and assaulted the Chaos Spire and made my way into the passages toward the Ancient City. 'Urack had been busy himself, and had learned to command the 'Undead as well. 'He had been lying in wait for me, and his troops flanked us in the passages from the Summit above. 'My forces were no match for him this time and I was captured and brought here to this cell where all magical powers are diminished.

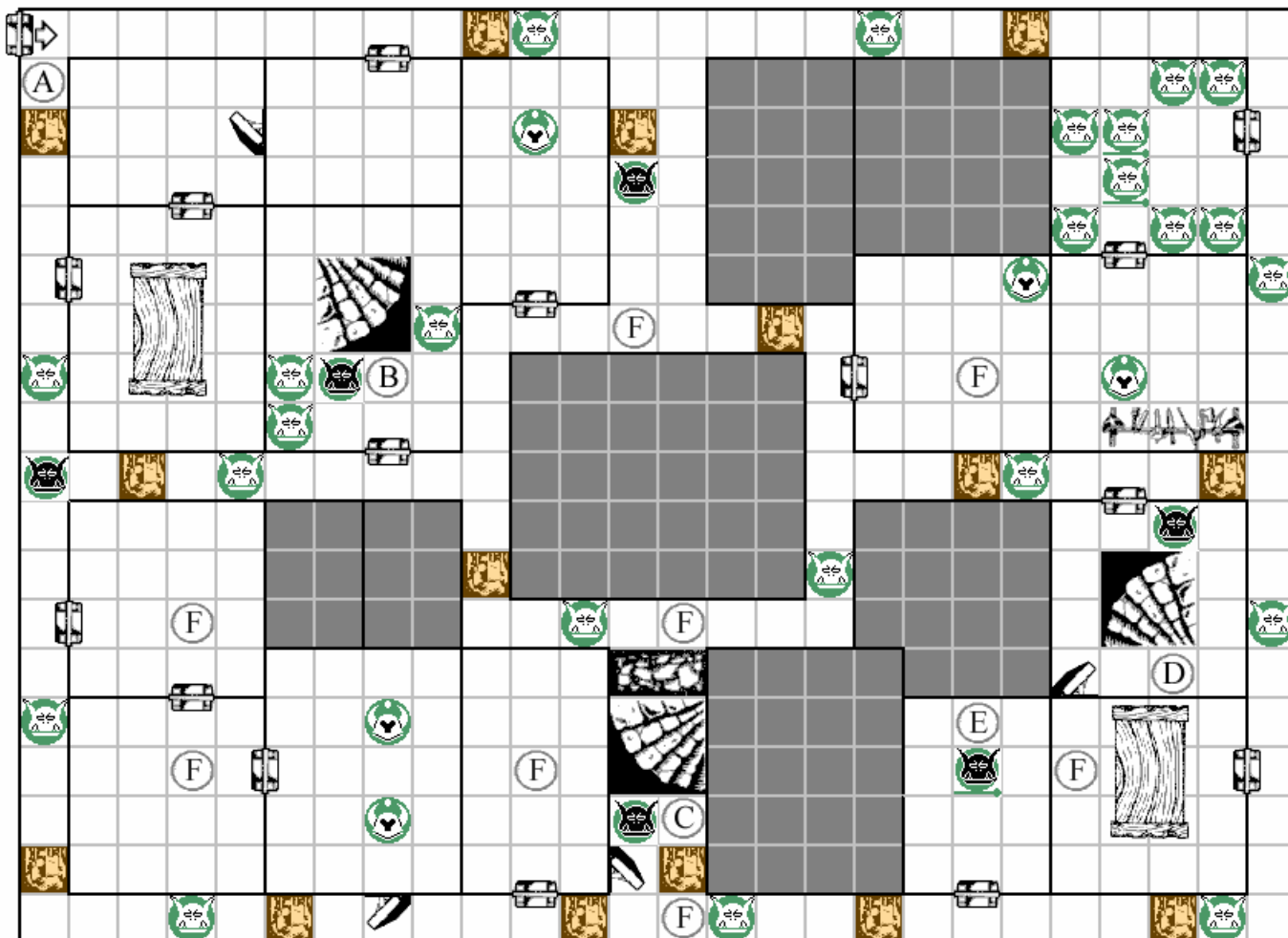
'Urack has had me bound to his will since. 'Although none of my powers are of use directly while I am trapped in this area of the city, he has used me and the 'Tomes of Chaos Magics from the Chaos Spire and the ones I brought back from 'Kalos to teach his Orc 'Necromancers to wield the power of the 'Undead.

'Unbeknownst to 'Urack, I still have powers of my own. 'I hear the Great 'Evil below the Mountain speak to me now, and I know 'Urack's dim-witted mind is too slow to perceive of what lies beneath us at the Source of the Great 'Evil. 'Urack has seen the Source, and has tried to channel its powers but his clumsy mind is too feeble to ever use its powers as I can. 'Urack has likely fled to the lower passages to re-group with his remaining troops. 'Possibly to even attempt to unlock the power of the Source. 'Do not fear, it obeys only one mind, that of its new master.

I have already begun to channel the awesome power of the Source from here in my cell - channel it into a physical form. 'Urack suspected, I think, that these new 'Undead 'Knights are not all they appear to be, but it is now too late! 'Even now my 'Death 'Knights are preparing themselves in the hidden catacombs and ancient 'Dwarven aqueducts below the city ruins. 'Soon we will march forth from below the Mountain and reign death and decay upon all who stand against us!! 'Your weakened Empire will be first to fall.

After hearing the tale Skulmar has laid out for you, none of you are quite sure what to make of it. "Partly truth, but mostly power-mad ramblings no doubt" 'Barbarian says. "I suggest we leave him in his tomb to continue to rot".

The group elects to continue into the darker passages below, leaving Skulmar to consider his demise - and to keep him where he can be found!



Quest 11 - Hunting The Black Orc Warlord

Following Skulmar's suggestion that Urack has fled to the lower levels of the mountain passages you find yourselves in the crumbling passages and aqueducts of the Ancient Dwarven City. After searching through the abandoned passages for some time you finally locate a tunnel leading further downward. The air is thick with gases, sulfur, and the smell of Orcs. Be on your guard, there's no telling what Urack, or indeed Skulmar, may have in store!

If Sir Orrick, Lord Castanea, or any Men-at-Arms died in the previous Quest they are lost.

The Heroes and Men-at-Arms do not regain body points or Spells between map sections, only after completing the second area of Quest 11.

Note: Death Knights will attack Orcs and Heroes alike.

(A) The Heroes, and Men-at-Arms begin the Quest here.

(B) This staircase leads to the staircase labelled B on the next map.

(C) This staircase leads to the staircase labelled C on the next map.

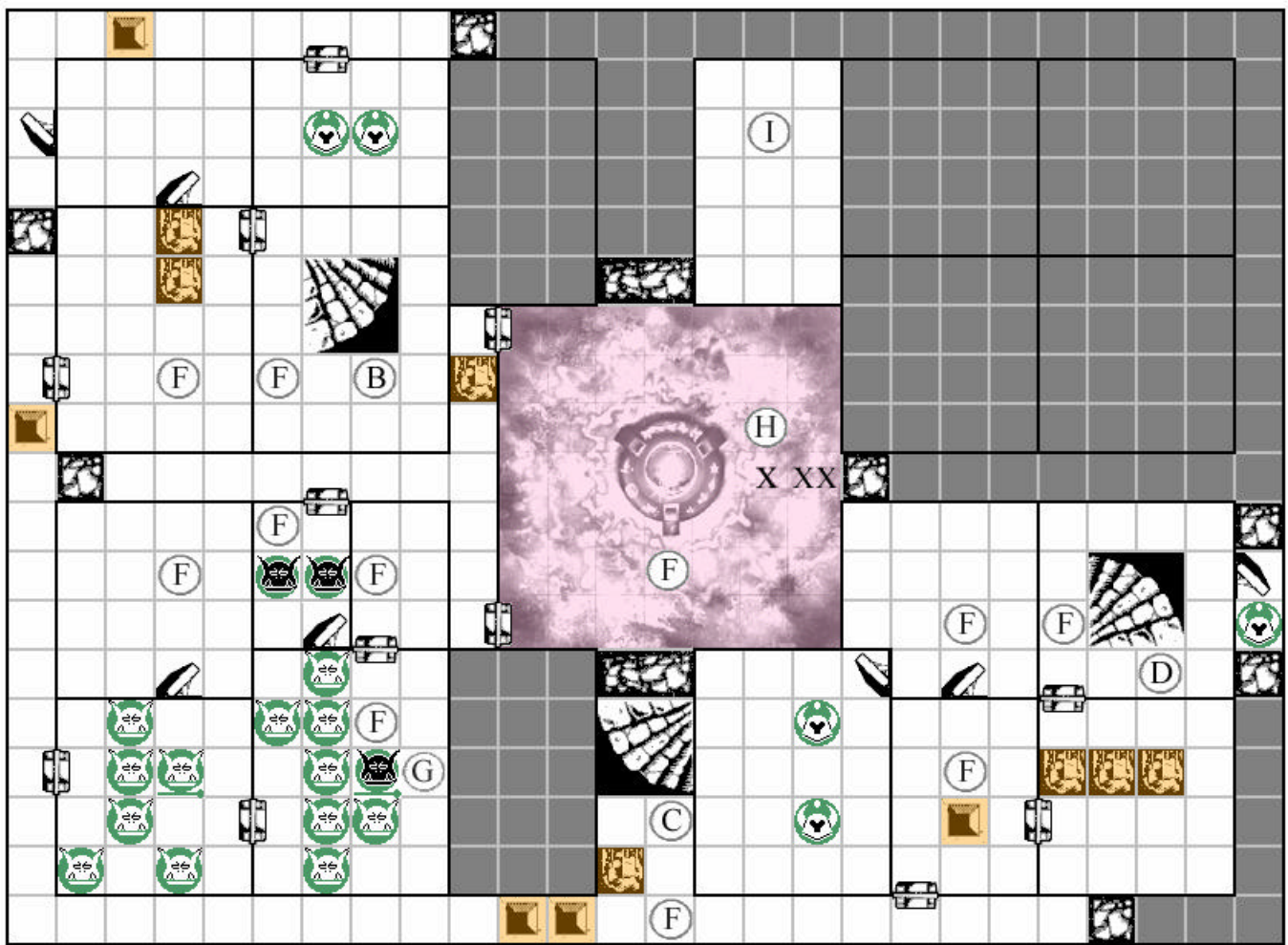
(D) This staircase leads to the staircase labelled D on the next map.

(E) This Black Orc Necromancer knows the following Chaos Spells: Soothe, Summon Undead, Reanimation, Dispell, Cloud of Chaos, Mind Blast, and Summon Orcs.

(F) These are dead magic areas. Spells can't be used, and Artifacts don't function while Heroes are in these areas. **Note:** Artifacts become regular items, or equipment until the Hero exits the room/corridor.



Wandering Monster: 1 Orc Necromancer, 2 Orcs, and 1 Black Orc



Note: Death Knights will attack Orcs and Heroes alike.

(B) Leads to the staircase labelled **B** on the previous map.

(C) Leads to the staircase labelled **C** on the previous map.

(D) Leads to the staircase labelled **D** on the previous map.

(F) These are dead magic areas. Spells can't be used, and Artifacts don't function while Heroes are in these areas. **Note:** Artifacts become regular items, or equipment until the Hero exits the room/corridor.

(G) This Black Orc Necromancer knows the following spells: Soothe, Summon Undead (x2), Command, Fear, Cloud of Chaos, Dispell, Mind Blast, Ball of Flame and Mind Freeze. He will attempt to flee into an area where he can cast his spells, hoever.

(H) Urack is standing on the tile marked **X**. He is fully restored to his previous stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	6	4	10	6

He also knows the same spells as previously, but this is a dead magic area. If he stands next to the Source at the center of the room he may draw upon the power of the Source once each turn to summon 3 Skeletons. These may be placed anywhere in the room. **Note:** Once Urack is below 5 Body Points Skulmar will appear on the tile marked **XX** immediately. Once Skulmar appears read the following text aloud: "You should not have left me un-attended!" He will immediately summon the

Wandering Monster: 1 Death Knight and 2 Orcs, and 1 Black Orc (**Note:** Death Knights will attack Orcs)

Death Knights from the other areas of the Quest Board who appear next to him. On Morcar's turn the Death Knights will attack Urack until he is dead and then they will begin attacking the Heroes. Skulmar's stats are:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	6	5	7

He can only be harmed with the Spirit Blade or Fire magic, but as this is a dead magic zone none of those attacks will work! Therefore he can not be harmed while in this room (*nor will he leave the room!*)

On the first turn after Urack dies Skulmar will attempt to stand next to the Source. Once he is there, his first action will be to summon **10** Skeletons. On his second turn read the following text aloud "Skulmar is enveloped in a shimmering blue flame. The ground begins to tremble" He may then attack *and* Summon 1 further Death Knight. On his next turn an earthquake will begin, emanating from him toward room **I**. Use the earthquake tile and the broken wall tile. On his third turn the room will be enveloped in a Firestorm spell. Read aloud the following text: "Skulmar is wreathed in flame and cries out, falling to his knees in pain. The ground continues to quake, and it seems as though the mountain is going to collapse! A fast flight to the surface is the only alternative now!" Use falling rubble tiles randomly about the board for effect, but do not block the Hero's escape route to any of the stairs. Once the Heroes all reach the spiral stair cases refer to the concluding Quest notes.

(I) This room contains 1 Artifact, either the Wand of Recall, or the Wand of Magic, which ever the Heroes *do not* possess.

The Court of the Emperor

Your flight to the surface was swift, and without incident. The remaining Orcs were in disarray, or trapped behind cave-ins. At the Summit your party quickly hurried down the snow-covered slopes, watching the highest peaks as well as the Chaos Spire, crumble into the mountain.

Upon your return to the Emperor's court you learn the final outcome of the Horde's attacks upon the Empire.

As the Empire was in desperate need during the last month, your band of Heroes have struck the fatal blow to the Black Orcs, as well as loosening their grip on the lesser Orc and Goblin Clans. As news of your attacks on the Black Orcs strongholds and their lair in the World Edge Mountains spread through the Clans many of their weaker factions broke from the Horde and took to hiding from their

brutish Black Orc Masters. Much of the looted and stolen harvests were since recovered.

As reward for your collective efforts and victory in the name of the Empire, the Emperor bestows upon each of you the title of Lord, and has granted each of you with lands within the Empire's borders.

It seems unlikely, for the moment, that there will be any further threat from the remaining Orc or Goblin Clans. You may now rest easy as Lords of the Empire!

The Emperor has also suggested that the commissioning of the construction of your own strongholds on the Empire's lands would be of benefit - as new burgeoning Heroes from within the Empire, and beyond, will doubtless come to you all, looking for leadership and guidance!

A Message from Mentor

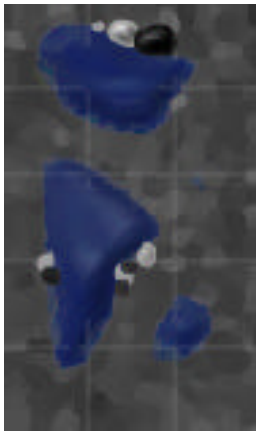
Congratulations Heroes, or should I say Lords! You have rescued the Empire from a terrible fate, and ensured its wellbeing for decades to come. Though Loretome sees many things, the future is always shrouded in the mists of uncertainty. Fortunately you have brought peace and clarity to the present.

It is troubling to learn that the Black Orcs were capable of acquiring the darker Chaos Magics from the Tomes of Chaos Magic; however I believe that the Evil Skulmar has spoken of, and gained some of his additional powers from, may have also been responsible for the Black Orcs new-found abilities as well.

The Source of the Great Evil Skulmar spoke of has never been envisioned by Loretome before, nor has anyone ever heard of such an entity. As for Skulmar himself, by all accounts both he and the Source are completely buried deep in the bowels of the World Edge Mountains. It took the Ancient Dwarven Masters ages to tunnel beneath the mountains and construct their Acropolis, so long ago. I think it is safe to say that both Skulmar and the Source will remain out of harms way for many ages to come.

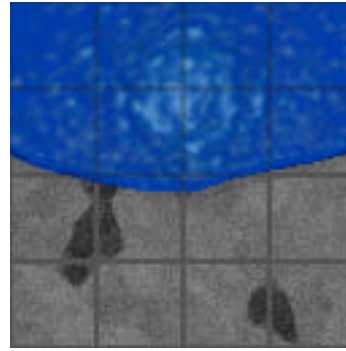
Now is the time to rest, all of you, as you have earned the respect and admiration of all within the Empire! Until next we meet...

Mentor



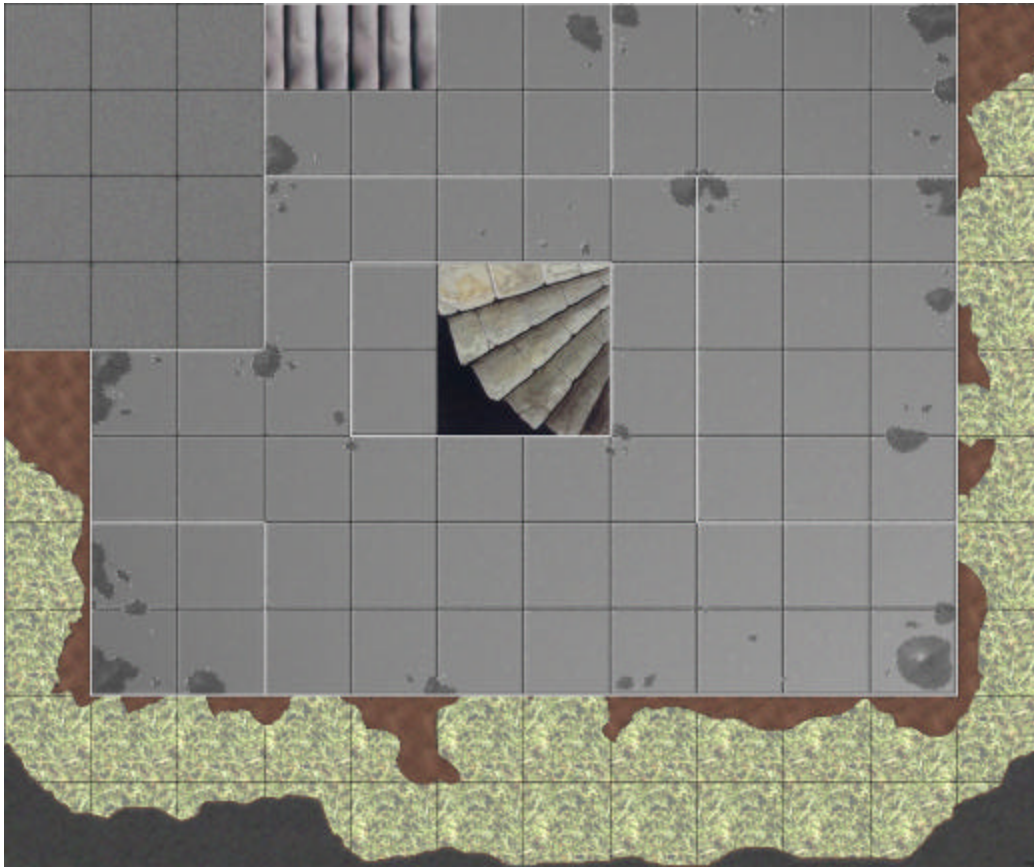
Wet Room

You will need to print 2 copies of this tile.



Pool of Water Room

You will need to print 5 copies of this tile.



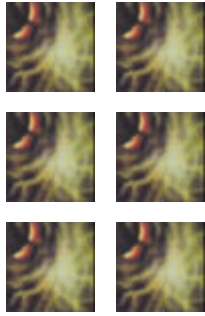
Empire Outpost Ruins

You will need to print one copy of this tile.

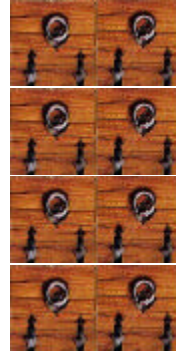
Additional Tiles Required (copies x1 each):

The Treasure Room	(144KB) copyright 1999 by Ron Shirtz.
Forest	(995KB) copyright 2000 by Ron Shirtz.
Power Sphere	(202KB) copyright 2000 by Ron Shirtz.
Center Section Room w/o Crystal Sphere	(1.5MB) copyright 2002 by Ron Shirtz.
Meadow	(759KB) copyright 1999 by Ron Shirtz.
HQ Center 3	(1.5MB) copyright 1999 by Ron Shirtz.

These may be downloaded from the *New Tiles* section of Dewayne Agin's HeroQuest Web Page located at: <http://www.aginsinn.com/>



6 Death Mist Tiles (*From Return of the Witch Lord*)
You will need at least 4 Death Mist tiles



8 Trap Door Tiles (*From the Elf Quest Pack*)
You will need a total of 7 trap door tiles.