

# HEROQUEST

## INTO THE SEWERS



a group quest

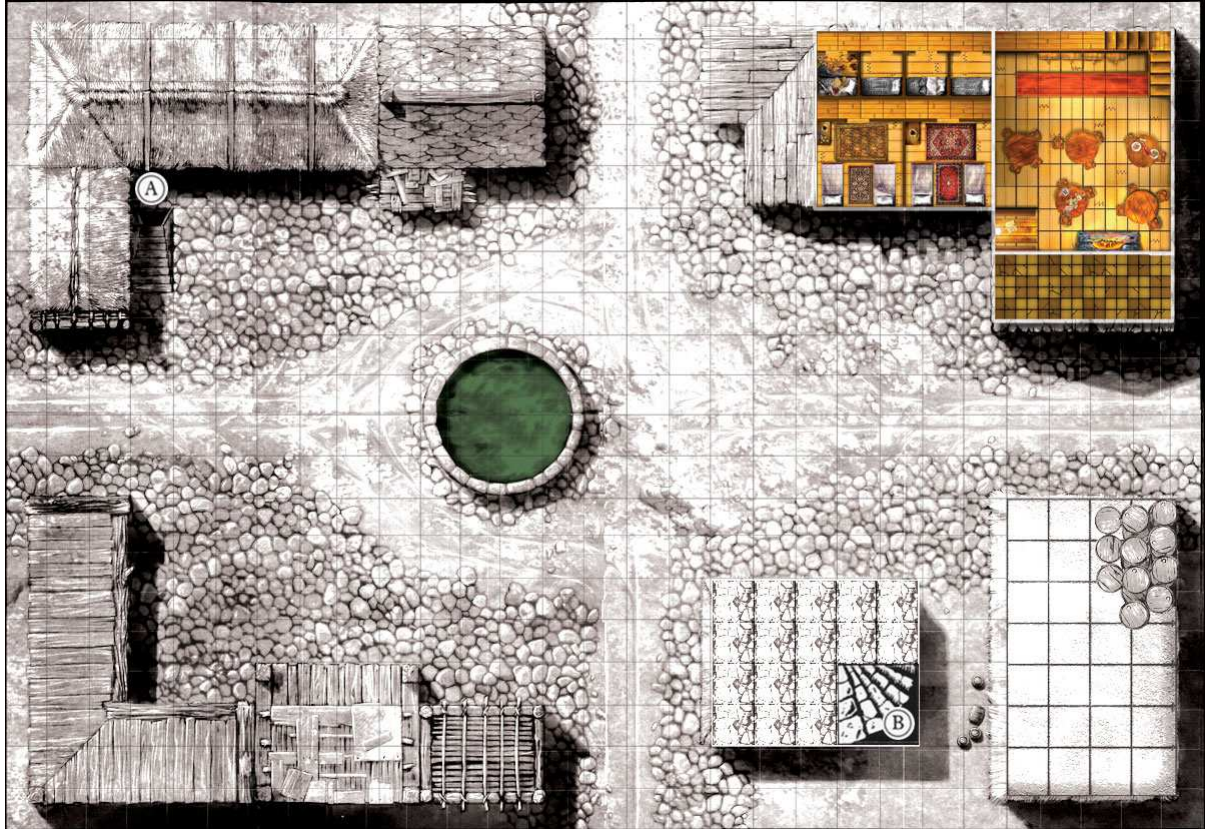


# General information concerning included maps:

The maps used in these quests were taken from Dragon Magazine issue 305 ©2003, illustrated by Mike May. Town and Sewer maps edited by Sjeng.

The tavern tiles are kindly permitted for use by Ron Shirtz ([Ye Olde Inn](http://www.yeoldeinn.com))

## The Town



A: These stairs can't be accessed, as the door at the end is closed and cannot be opened.

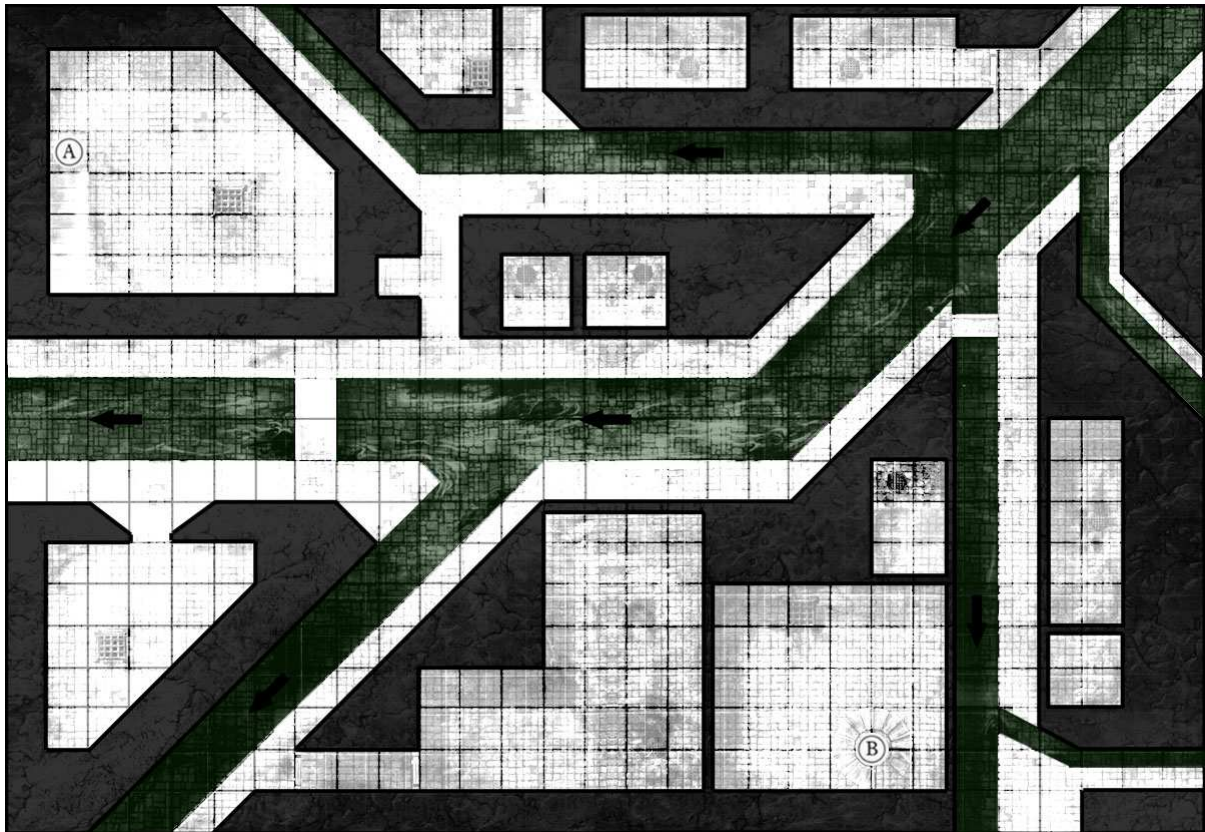
B: These stairs lead to the stairs marked "B" in the Sewers. May be placed elsewhere when creating new quests with this map. See quest 1 for further instructions.

The Tavern is located in the top left building as shown here. Tiles are included at the end of this booklet. The scale of the Tavern is bigger than the Town map. Place these tiles anywhere when entering the Tavern. Do not place them on the map before any hero opens the front door.

When entering the Inn, First place the entrance tile. Place the Inn when the door from the entrance hall to the Inn is opened. The same goes for the tile with the guestrooms. The top guestrooms are single bedrooms, accessible from the stairs behind the counter. The bottom guestrooms are double bedrooms, accessible from the main floor. Players can jump out of windows, but must roll one attack die, and take 1 damage if a skull is rolled.

Tiles for the two barns in the south-east corner are included in this booklet. Feel free to use any other tiles for the other buildings when making new quests.

# The Sewers



A: These stairs lead to the stairs marked “A” in the town.

B: These stairs lead to the stairs marked “B” in the town.

Notes: The water in this map can be jumped over in the same way as jumping a Pit Trap. If a Hero falls in the flowing water, they must throw one 6-sided die, and they are washed along the thrown amount of squares in the direction of the arrows during the GM’s turn. They will lose their next turn, as they struggle to get out of the water.

If a Hero is washed off the edge of the map they are not dead but cannot take any further part in this adventure. Once the rest of the Heroes leave the dungeon the Hero who got 'flushed away' will rejoin them in the town.

As well as the basic HeroQuest furniture you will need at least 2 crates and a counter 4 squares long and 1 wide to represent the planks of wood. These are also included.

The diagonal pathways can be travelled by following the squares with at least one half of floor tiles. This means zig-zagging along the path: the heroes can stand on tiles that are half floor, half water and tiles that are half floor, half rock, but cannot *end* on squares that are half rock (half water is the exception in this map).

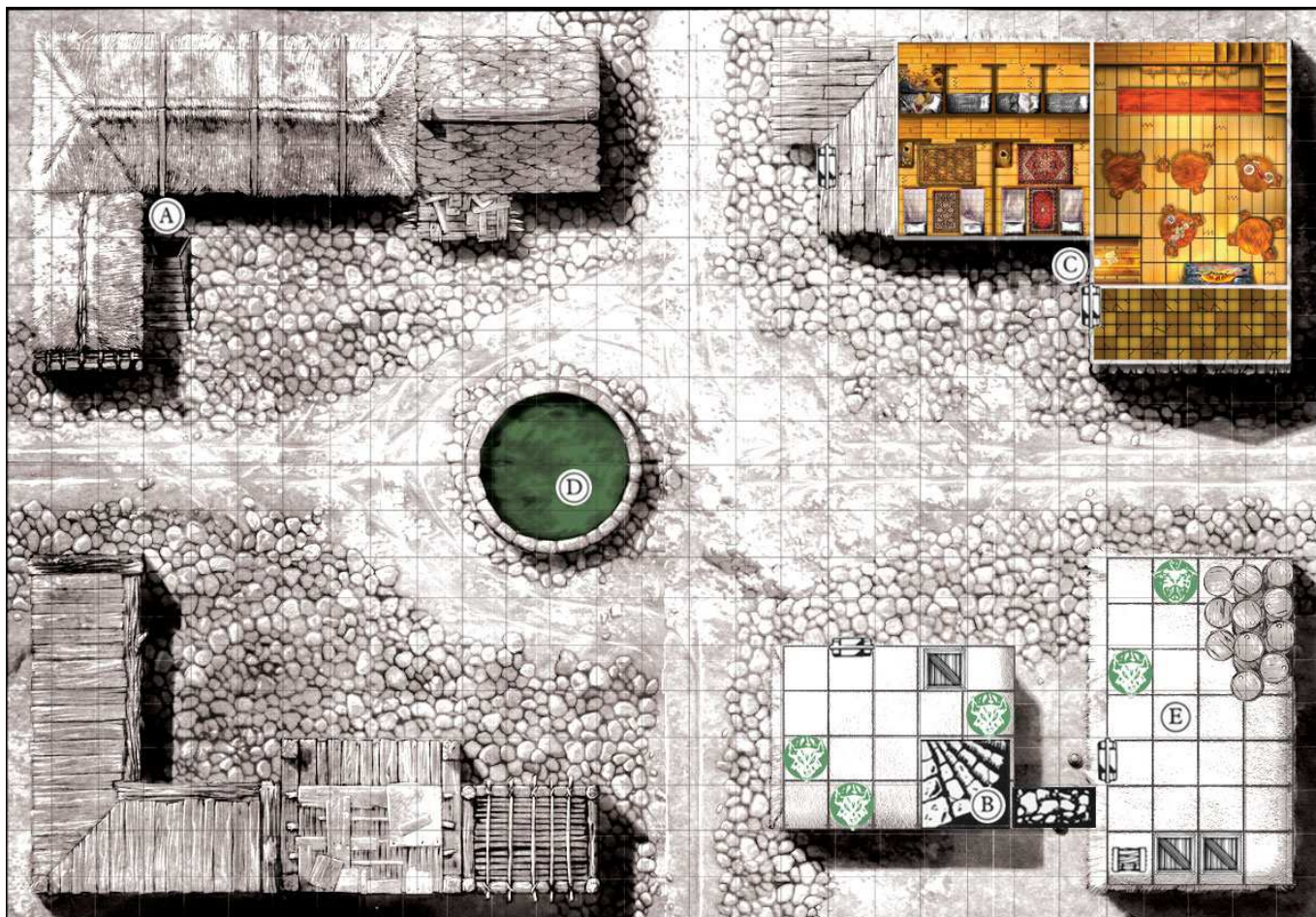
Tiles for hidden rooms are included in this booklet, for use with the Sewers map without extra rooms. A modified Sewers map with all extra rooms is also included. (Note: not all 8 pieces of the map have secret rooms, there are 5 pieces with extra rooms).

The Sewer map pieces can be glued to the back of the Town map pieces. Use thin cardboard.



Mr. Groat, the Emperor’s Tax Collector, cannot attack. He can defend himself with 1 die, and blocks 1 point of damage if a white shield is rolled. Movement: one 6-sided die.





## QUEST 1 - GROUP QUEST

### *A Hard Earned Rest*

“You have fought well in your latest campaign, and deserve a rest. A nearby town offers good food and lodgings in a tavern called “Ye Olde Inn”. An important gentleman from

the Emperor’s court has been reported to be in town as well. Perhaps he could give you some information on the Emperor’s current pressing issues, or perhaps even a new job, should you need it.”

#### Quest Notes:

Place the Town map on the table first. All buildings are locked, and cannot be entered, except the Inn. The heroes enter the map from the west. The GM tells the heroes it is night, the streets are dark, and the only light comes from a few torches outside the buildings and some windows in the north-east building. Place the doors to the Inn and the two barns on the map.

A: These stairs can’t be accessed, as the door at the end is closed and cannot be opened.

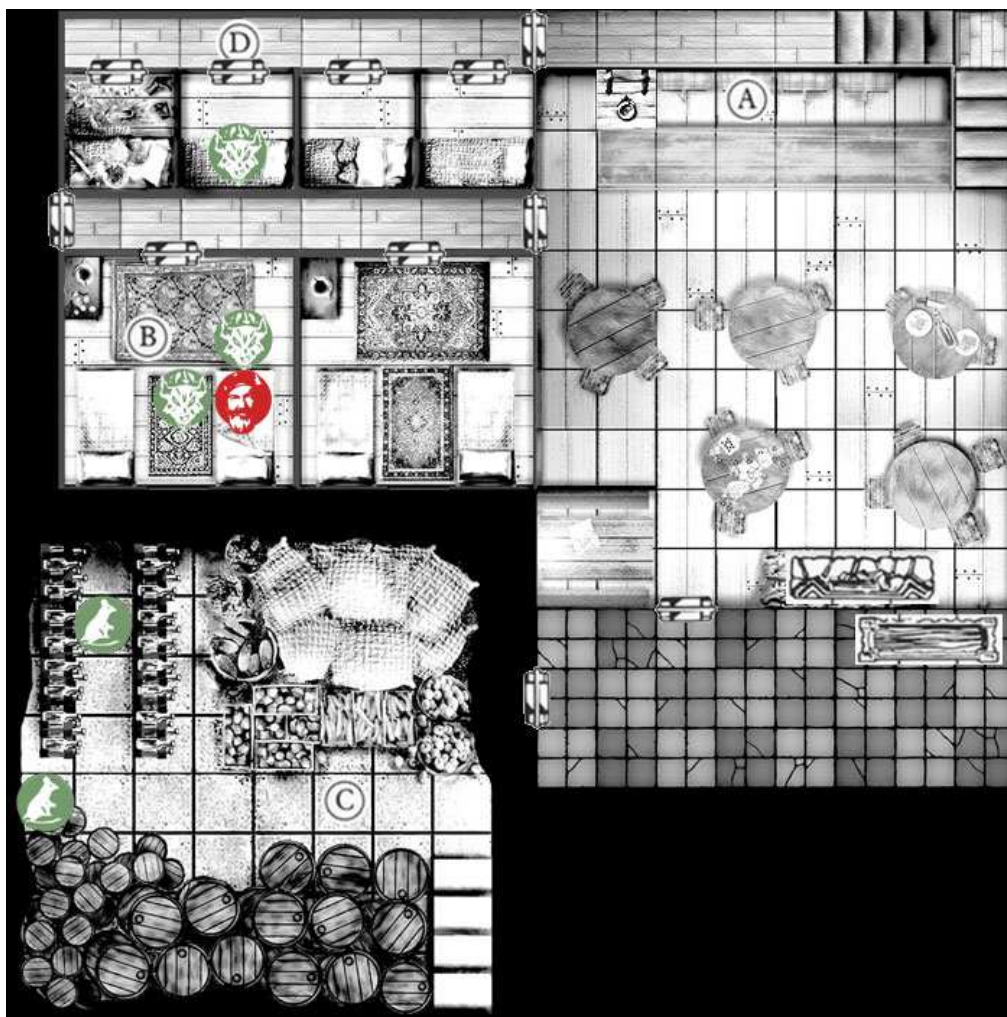
B: These stairs lead to the Sewers (Quest 2). Heroes cannot leave without killing the Skaven in this barn First.

C: This is the entrance to the Inn. When opened, place the tiles for Ye Olde Inn next to the town map (the scale is different from that of the town). The rear entrance cannot be entered from outside, it is locked from the inside. See next page for the Inn layout.

D: If any hero searches the well for treasure or hidden doors and traps, a Giant Rat will crawl out of the water and attack the hero.

E: The chest in this barn holds 50 gold. If the crates are opened, 2 Giant Rats will attack.





### Inside the Inn:

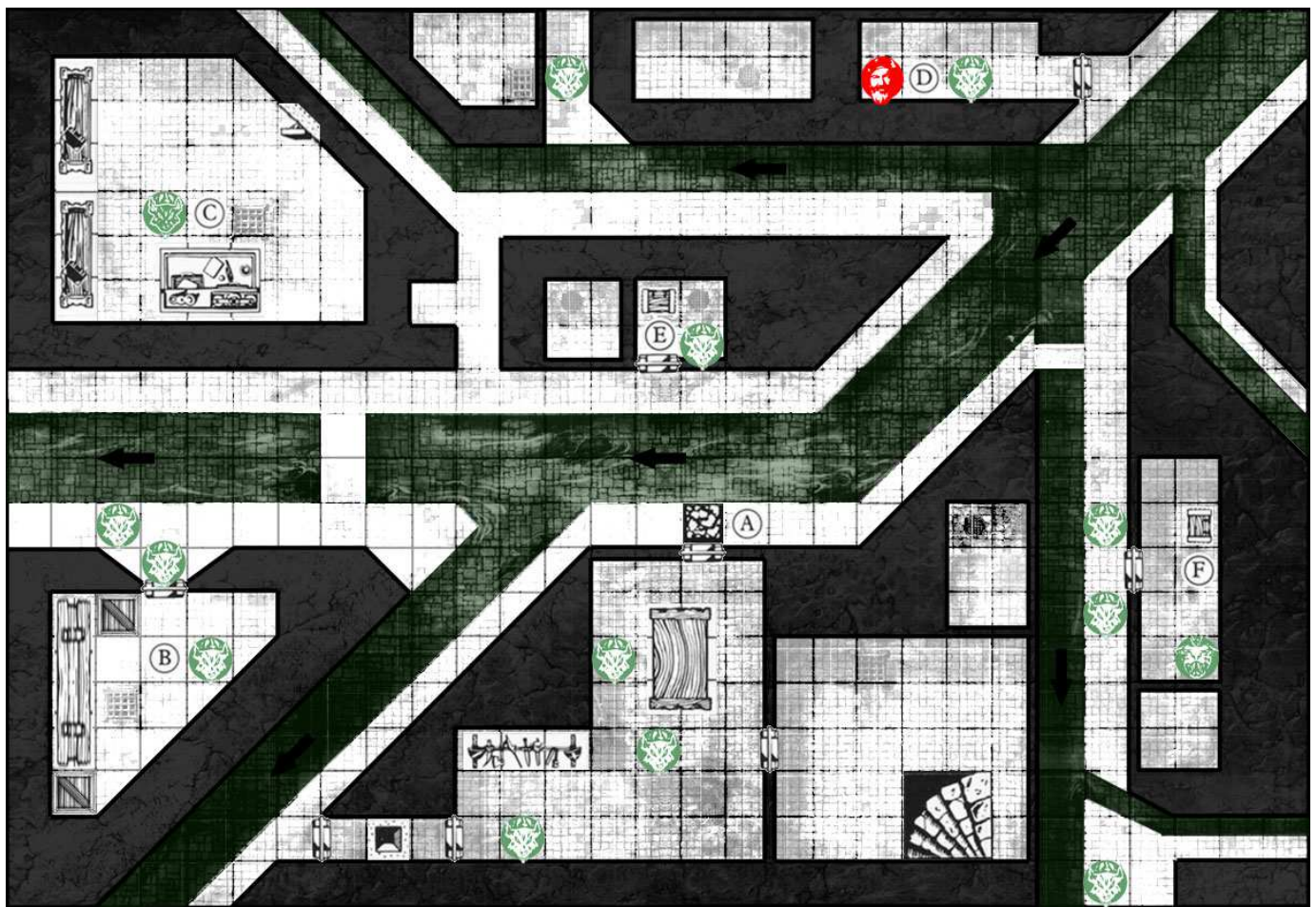
A: The Innkeeper welcomes you, and offers you Ale, which costs 5 gold each. If a hero drinks more than 4 Ales, he or she is drunk, and can only move with 1 movement die for 2 turns. If any hero asks the Innkeeper about any important guests, he will tell them the Tax Collector, Mr. Groat, is staying in his inn.

He will also ask you if you could help him with a recent Rat problem he's been having in his cellar. If the heroes accept, the Innkeeper will open a trapdoor behind his counter, leading into his cellar. The players cannot open this trapdoor themselves, as only the Innkeeper has the key. The cellar is located below the Inn, and may be placed anywhere.

B: If any hero opens the door to this room, two skaven will jump out of the window, carrying Mr. Groat with them. If the heroes go outside, they are nowhere to be seen. If any hero tells the Innkeeper about what happened, or asks for advice, he will tell them they should try the barns across the Inn. He's been hearing noises at night there.

C: If any hero searches this room for treasure, two more Giant Rats will jump out from under the grainsacks and attack the hero.

D: As soon as any hero enters this room, a Skaven will jump out from under the bed and attack. All other rooms are empty.



## QUEST 2 - GROUP QUEST

### *Into the Sewers*

"The Emperor's Tax Collector, Mr. Groat, has been taken into the sewers by the Skaven. It is up to you to rescue him from their evil clutches!"

#### Quest Notes:

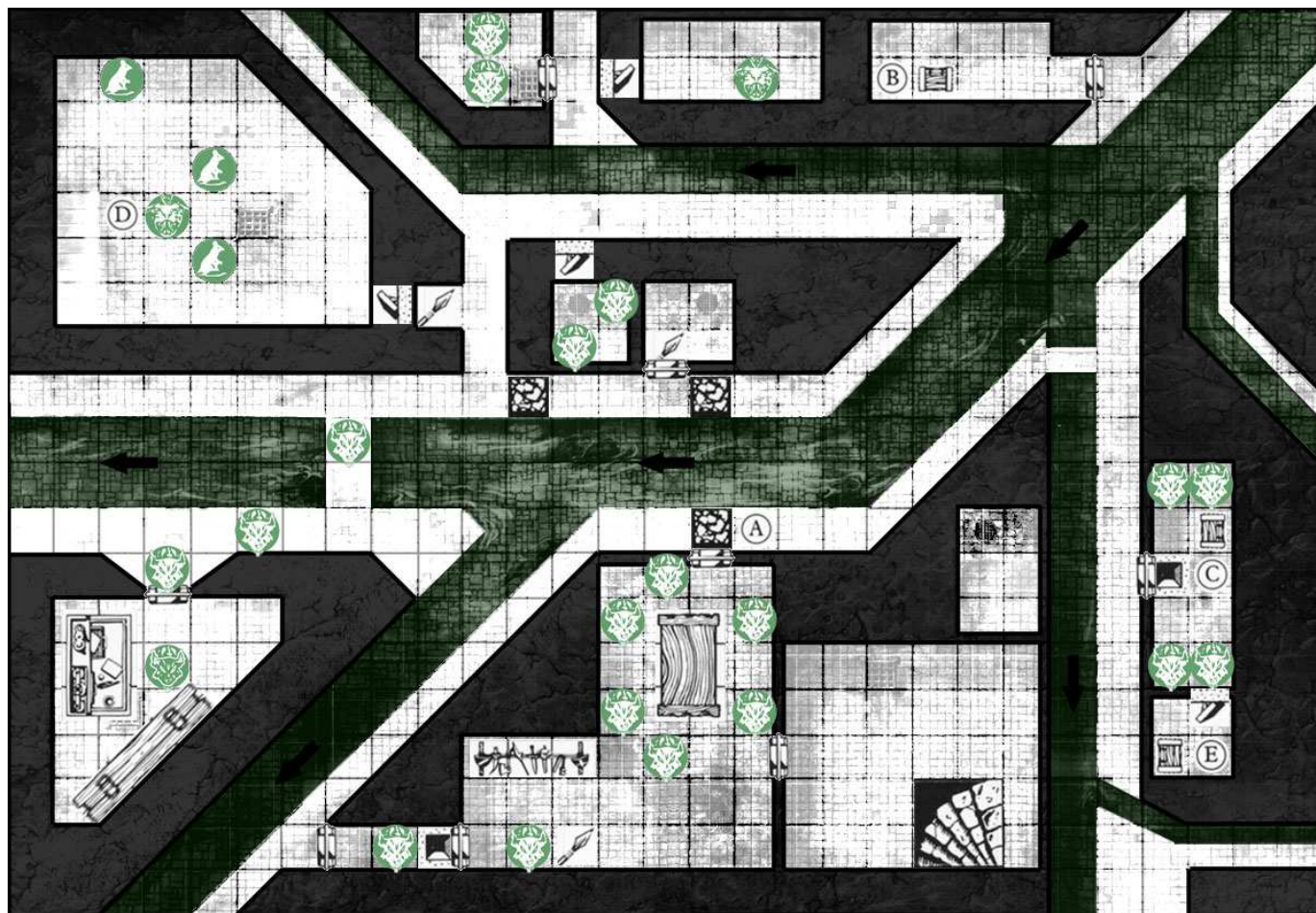
- A: A pile of rocks prevents this door from being opened from the inside.
- B: The Store room: this room contains a few crates and a stack of wooden planks. Opening the crates will release D4 Giant Rats (roll one 4-sided die for the amount of Giant Rats). The players can use the planks of wood to make a bridge over the water. If the Heroes decide to take the planks, the one that carries it must leave his shield in the room, losing one die in defence. When the hero puts down the planks, he/she can go retrieve the shield by going back to the room he/she left it in.

- C: This is the Warlock's Lair. The Key for the Prison Cell (D) is on the desk.
- D: The Prison Cell. The door to this chamber is locked and needs a Key to open it.
- E: The chest in this room contains 50 gold.
- F: The chest in this room is trapped. The hero opening the chest without checking for traps must roll one attack die. He or she takes one damage point if a skull is rolled.

Optional extra rules: See Note at Quest 3.

Wandering Monster in this Quest:  Giant Rats (roll one 6-sided die for the amount of Giant Rats)





## QUEST 3 - GROUP QUEST

### *The Talisman of Pore*

“When Mr. Groat was dragged into the sewers by the Skaven, he lost his Talisman of Pore.

Your Emperor commands you to return to the sewers, and recover the

Talisman. Do not return without it! Be warned: the Skaven are still angry about your previous visit...”

#### Quest Notes:

- A: A pile of rocks prevents this door from being opened from the inside.
- B: The Talisman can be found by searching the crate. (card included in booklet).
- C: The Treasure Chest in this chamber holds 100 gold coins.
- D: This hidden chamber has an alternate exit.
- E: The chest in this hidden chamber holds a Healing Potion (up to 4 body points restored).

**Note:** If at any time the Evil Wizard Player cannot perform an action after the


heroes have had their turn, get one of the Heroes to roll a 6-sided die (may be used in all Sewers quests):

- |                        |               |
|------------------------|---------------|
| 1-2: Nothing happens   | 5: Pit Trap   |
| 3-4: Wandering Monster | 6: Spear Trap |

If an event arises, get a Hero to roll a 12-sided die, to decide who is targeted:

- |                |            |
|----------------|------------|
| 1-3: Barbarian | 7-9: Dwarf |
| 4-6: Wizard    | 10-12: Elf |

In case of a trap, the targeted hero may roll a 6-sided die: 4-6: The trap is disarmed.

Wandering Monster in this Quest:  Giant Rats





## QUEST 4 - GROUP QUEST

### *Pustules!*

“When the Heroes return from locating the Talisman of Pore, they find their skin has broken out in hideous pustules. The townfolk fear and shun them. The local Pox Doctor cannot

help, but he advises them to go and find the Skaven Warlock, and torture him for the Cure.”


#### Quest Notes:

- A: Entrance. The Pox Doctor has asked the townfolk for the key to this entrance, as the Skaven might expect you to enter from the barn again. He locks it behind you, so you need to find another exit out of the Sewers.
- B: This is the Torture Rack where the Skaven Warlock can be questioned for a Cure. When he is captured, one Hero must lead him to the Torture Chamber, others defending as they go. When the Torture Chamber is reached, put the Warlock on the Rack. One Hero rolls one combat die. If a Black Shield is rolled, the Warlock reveals the Cure. If a Black Shield is not rolled, see “C”.

- C: Lair filled with Skaven. They hear their Warlock screaming, so they rush to his aid, carrying their own plank! Place a hidden door where “C” is marked on the map. On the Heroes turn, roll for the Cure. Repeat the sequence until the Bitter End. Return via Spiral Stairs, hopefully cured.






Rules for all chests in this map: Roll a 6-sided die when opened. On 1 or 2, the hero opening it receives a Health Potion +4. On 3 or 4, he/she receives 100 gold coins. On 5-6 the chest is empty.

See the Note at Quest 3 for extra rules.

Wandering Monster in this Quest:  Giant Rats



# Monster Chart

Name	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Mr. Groat		1D6	0	1	4	1
Giant Rats		10	1	2	1	1
Skaven Warrior		12	2	2	1	1
Rat Ogre		8	4	3	2	1
Skaven Warlock*		6	3	3	4	1

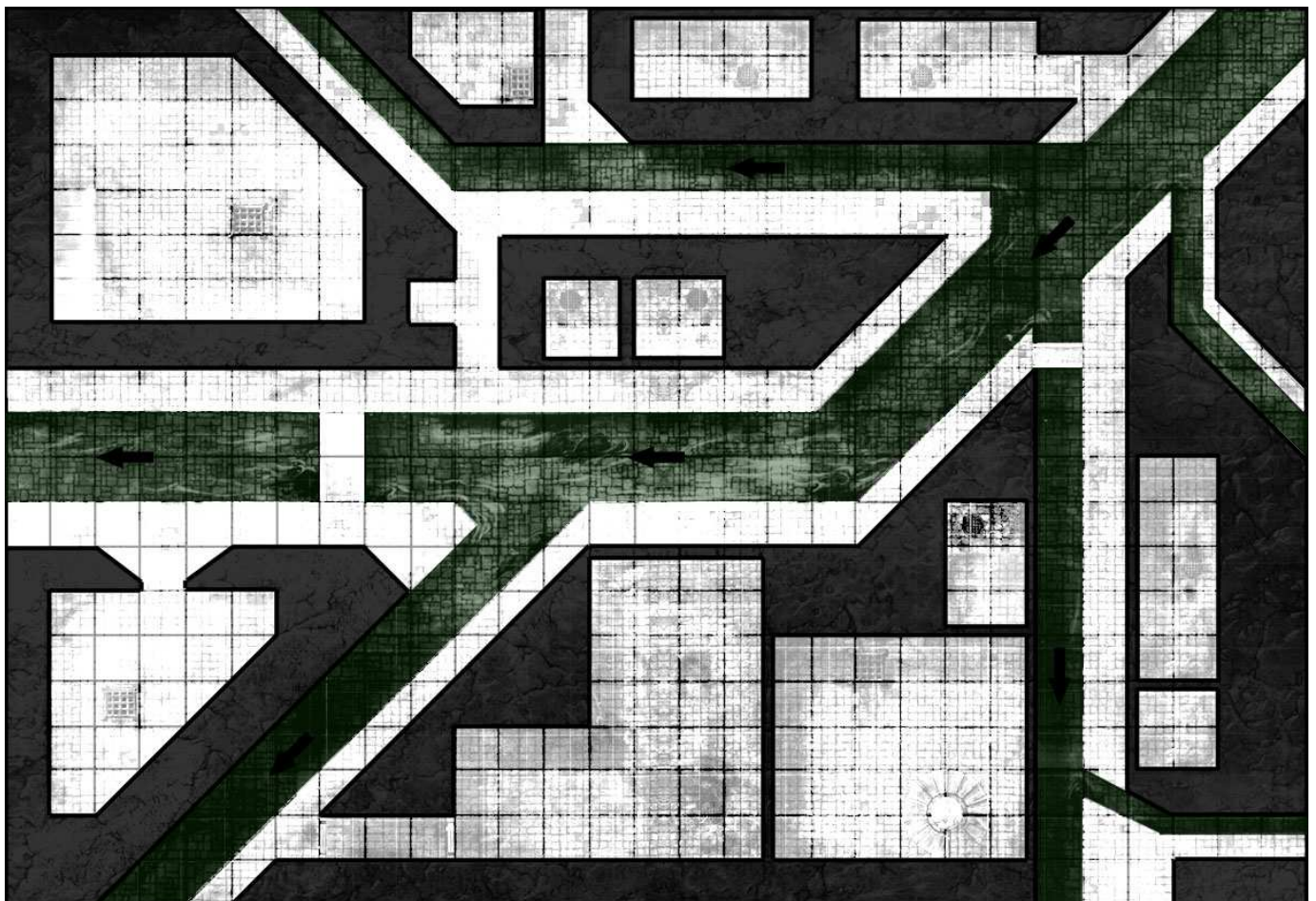
\*The Skaven Warlock can cast any of the Skaven Warlock Spells included in this booklet.

## Conclusion

“Congratulations on another job well done! The village people can live in safety now you have rid the sewers of the Skaven plague. Mr. Groat is safe once more, and can continue his task of collecting taxes for the Emperor. This

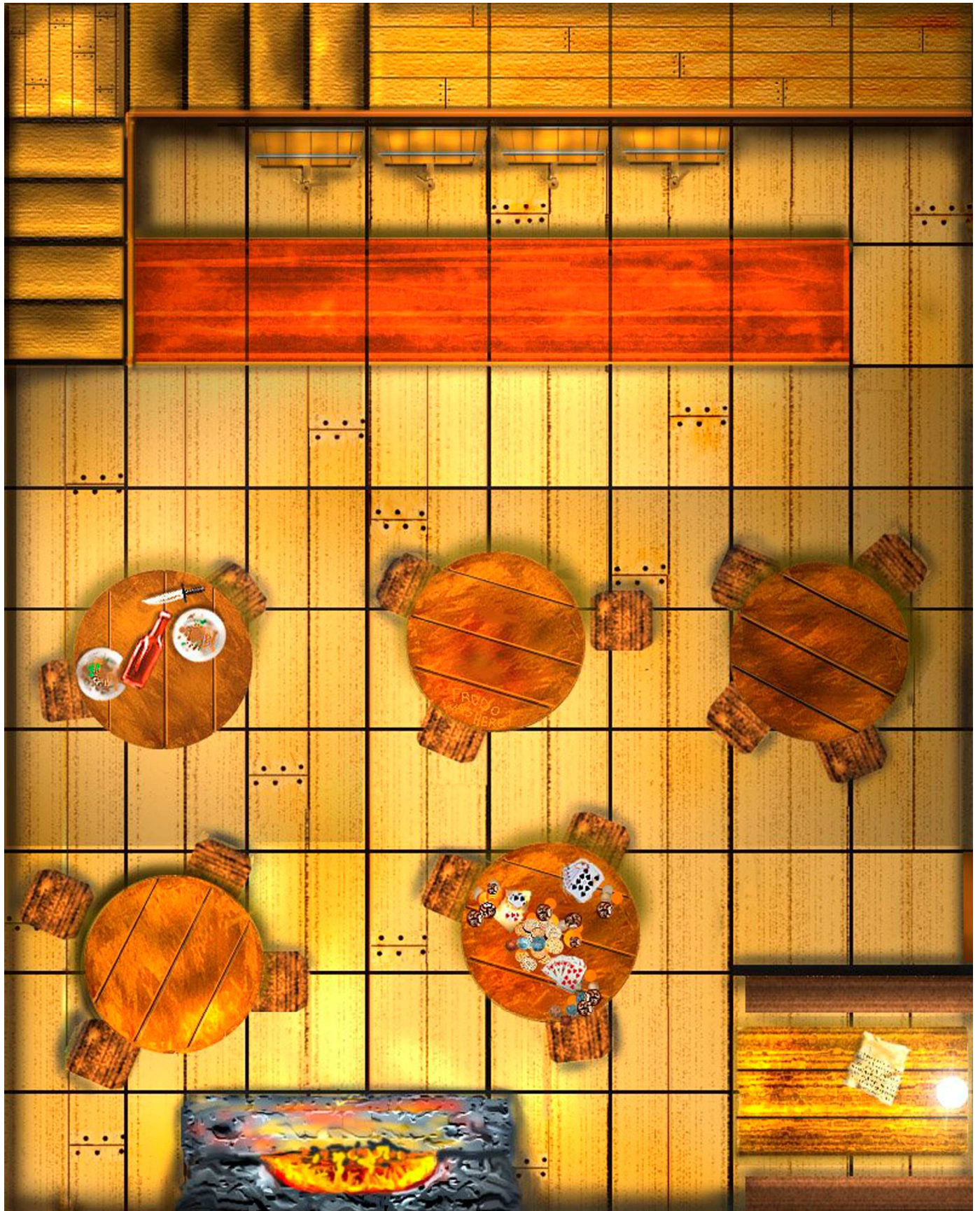
income will aid him in his struggle against Morcar and his evil minions. His excellency has seen it fit to grant you 200 gold pieces as a reward for your efforts. Spend it wisely!”

*Mentor*



*Empty Sewers map for further adventures*






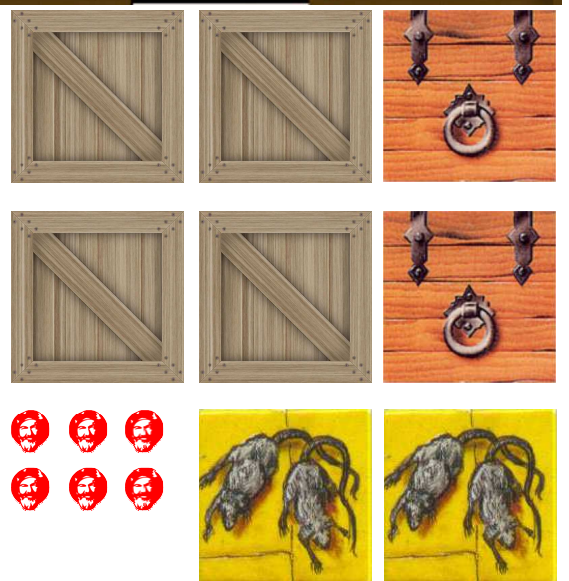
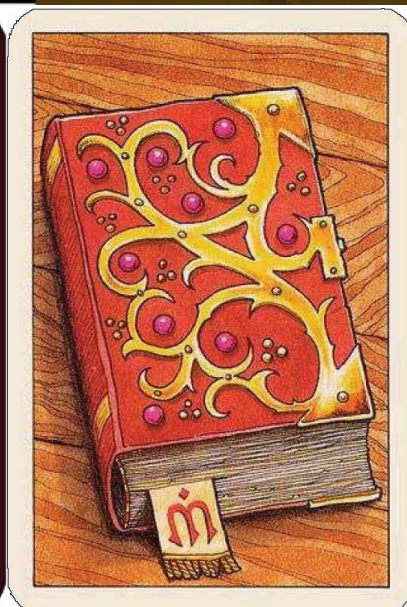




*Talisman of Pore*



The Talisman helps Tax Gatherers to remember those who have not paid their taxes to the Emperor.







### Giant Rat tokens:





### Sharpen Blades



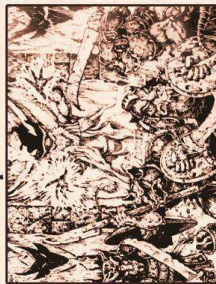
This spell allows all Skaven in the same room or passage as the Warlock to roll an extra die in attack for that turn only. Discard after use.

### Choke



The Warlock may cast this spell on any Hero in his line of sight. The Hero has great trouble breathing and may only attack with one combat die, until the Warlock is no longer in the Hero's room or passage. Discard after use.

### Shield of Protection



This spell allows the Warlock and all Skaven in the same room or passage to roll an extra die in defence until the beginning of the Warlock's next turn. Discard after use.

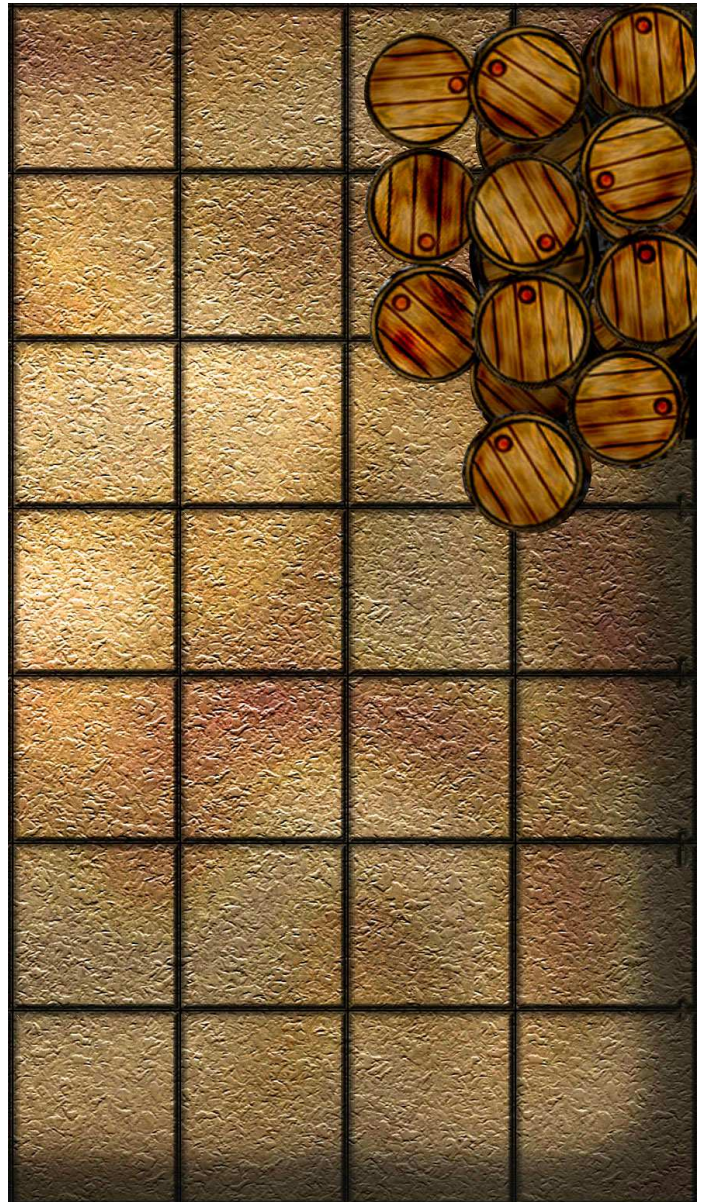
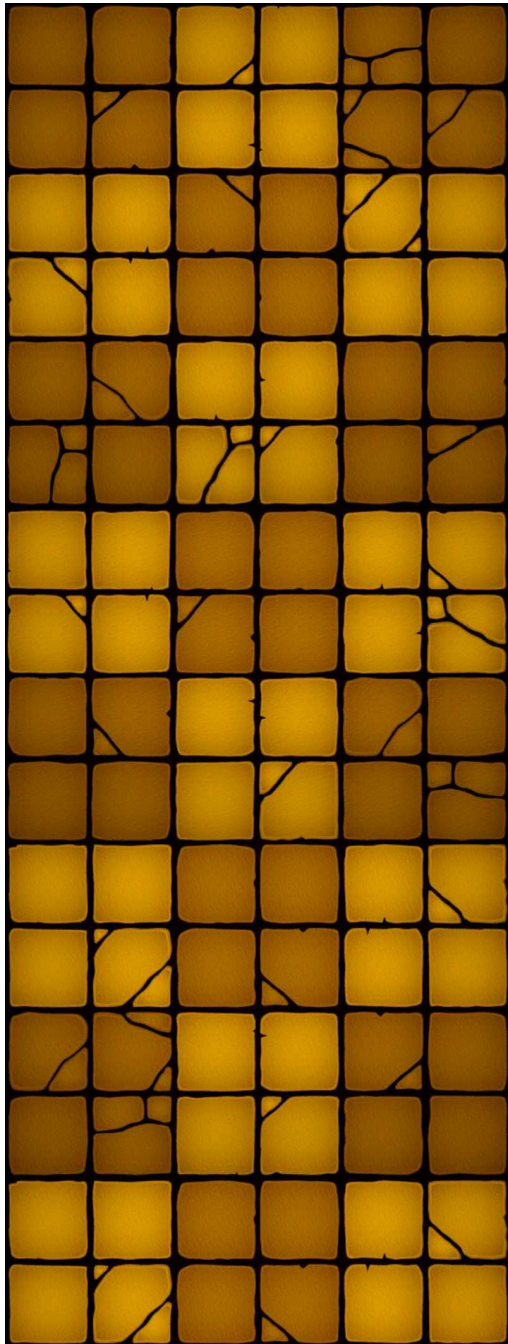
### Poison Globe



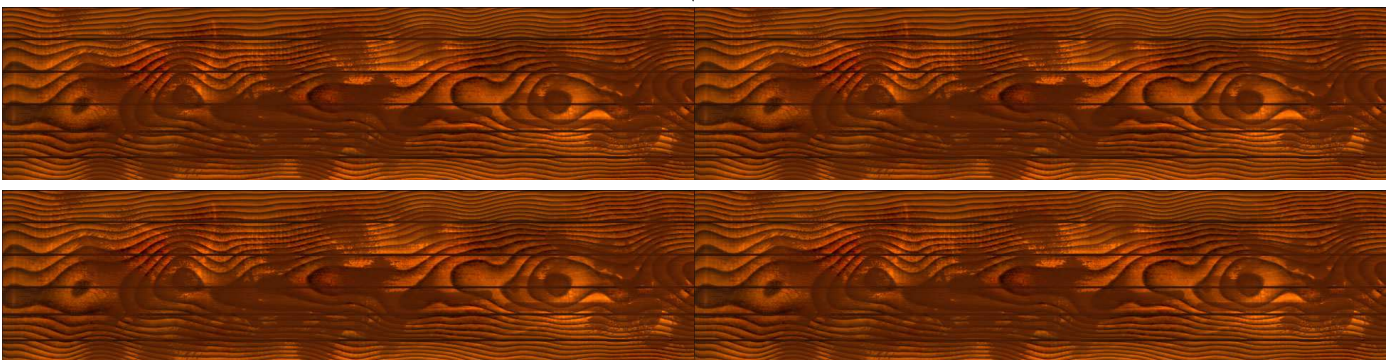
The Warlock may cast this spell in any room or passage he is in. The Globe is shattered, releasing a poisonous gas. All Heroes must roll 2 combat dice. They lose 1 body point for each skull. Does not affect Skaven. Discard after use.





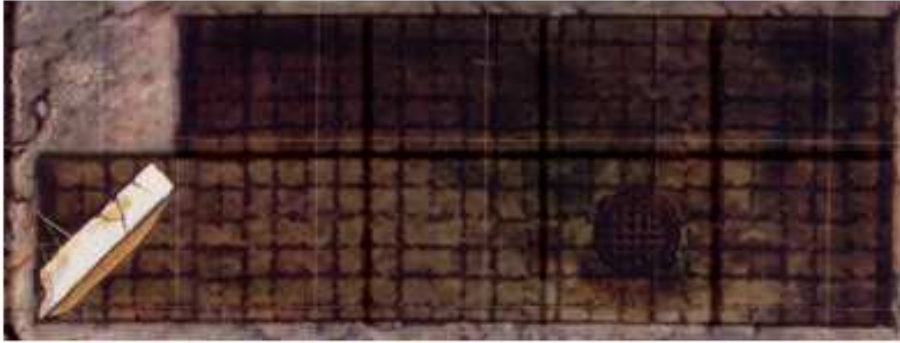


Cut out planks, and fold in middle.

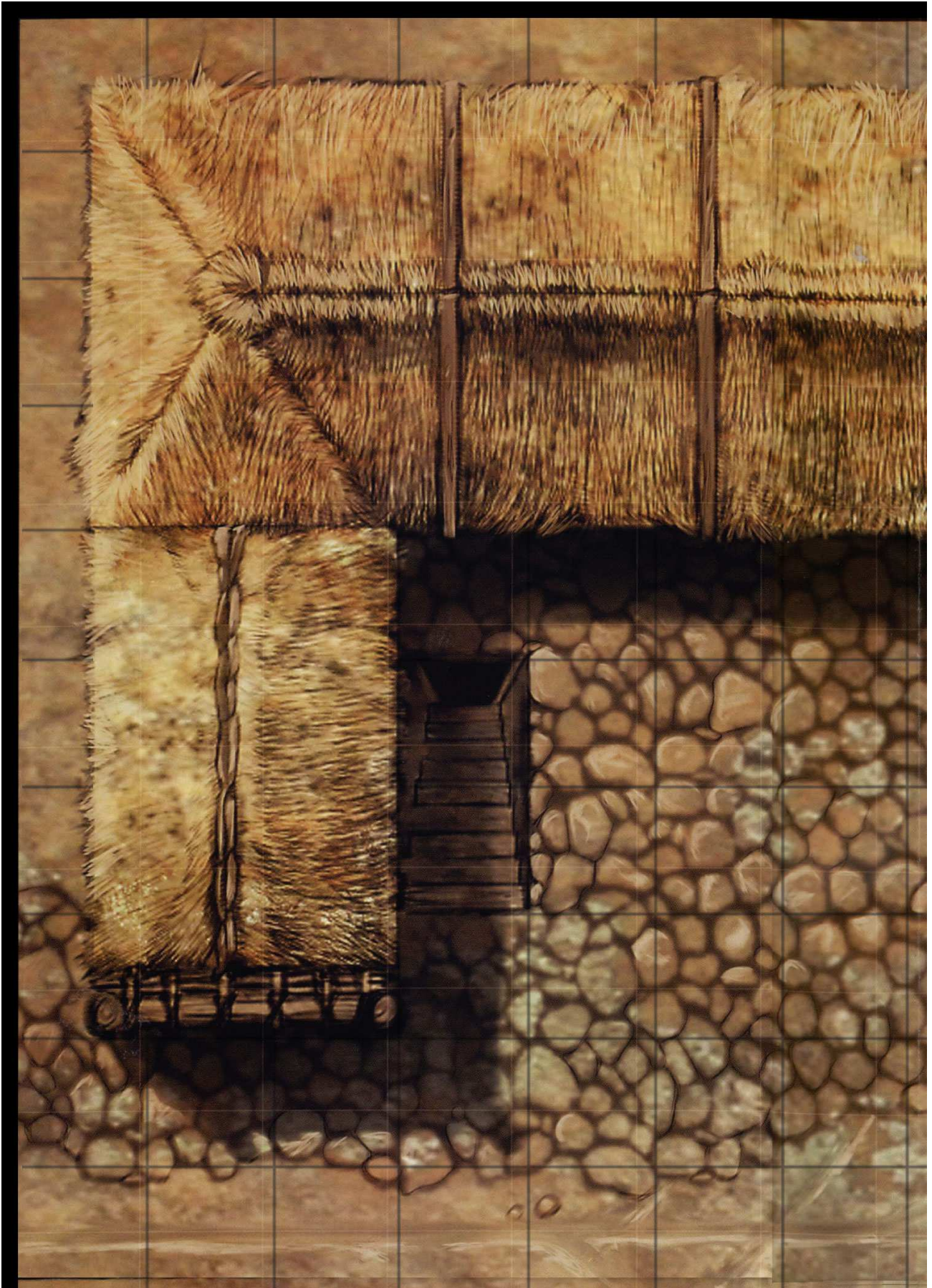




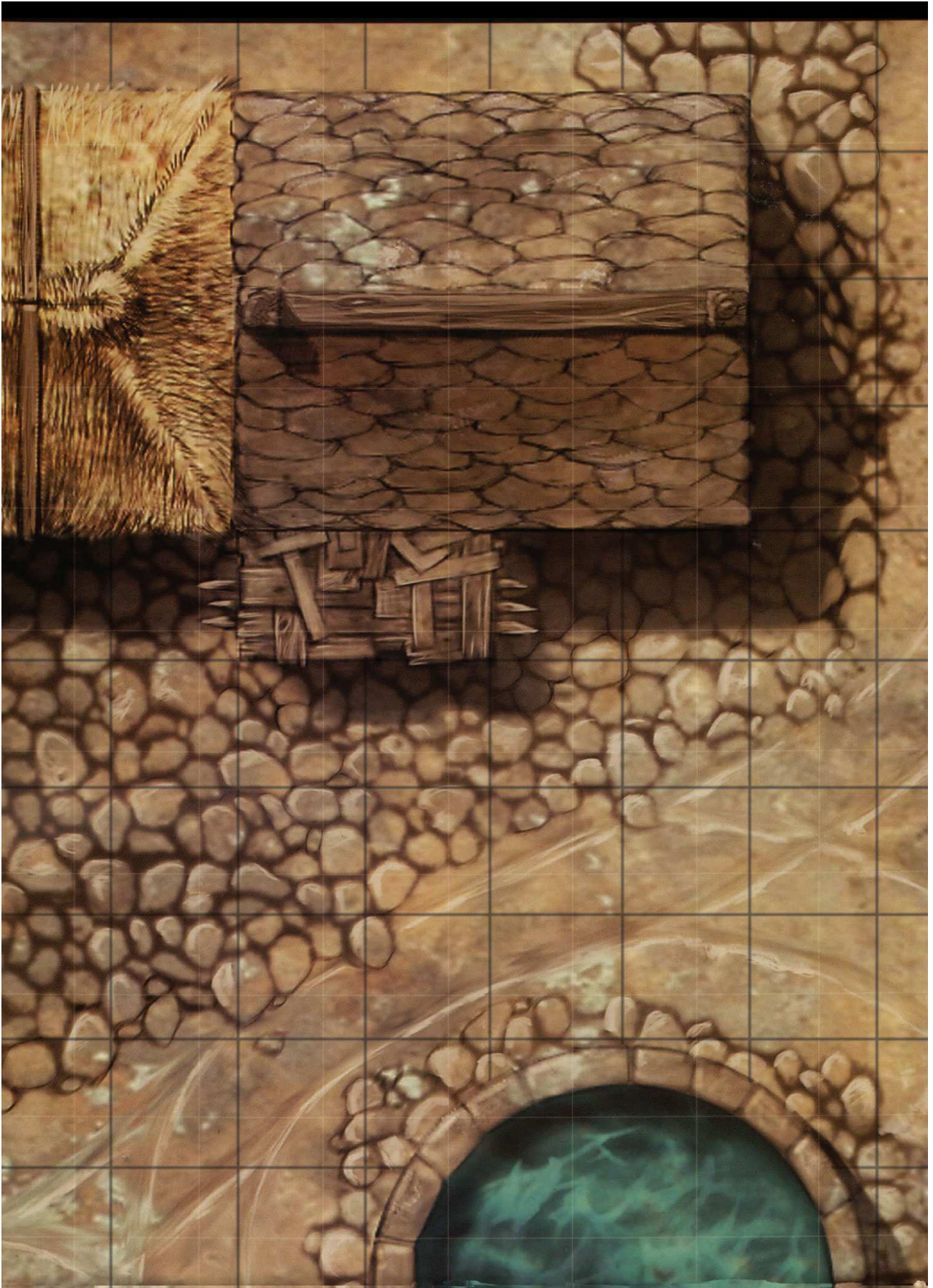
Into the Sewers Tiles  
Made by Sjeng 2011

















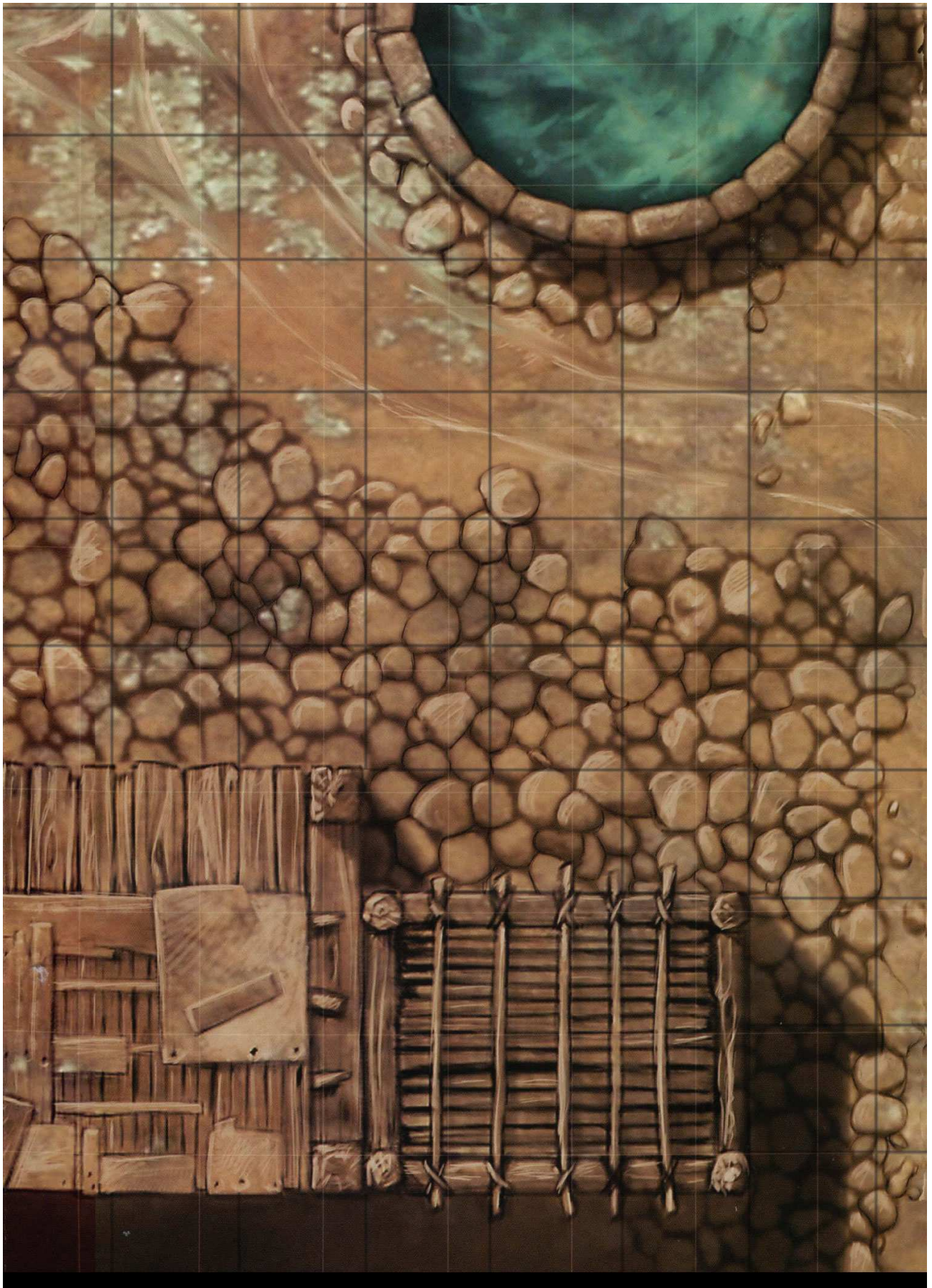




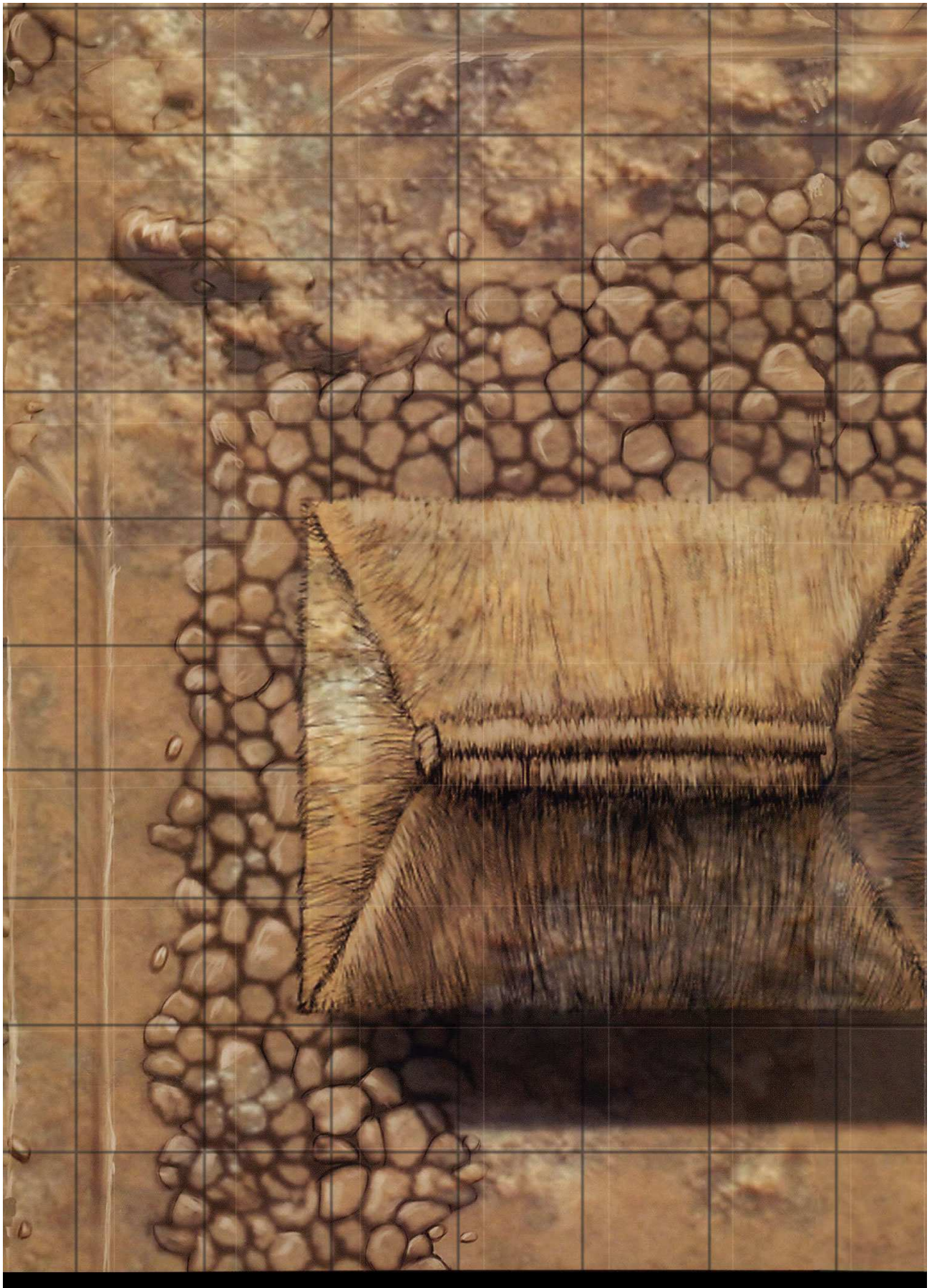


Town map illustrated by Mike May, Dragon Magazine #305 © 2003

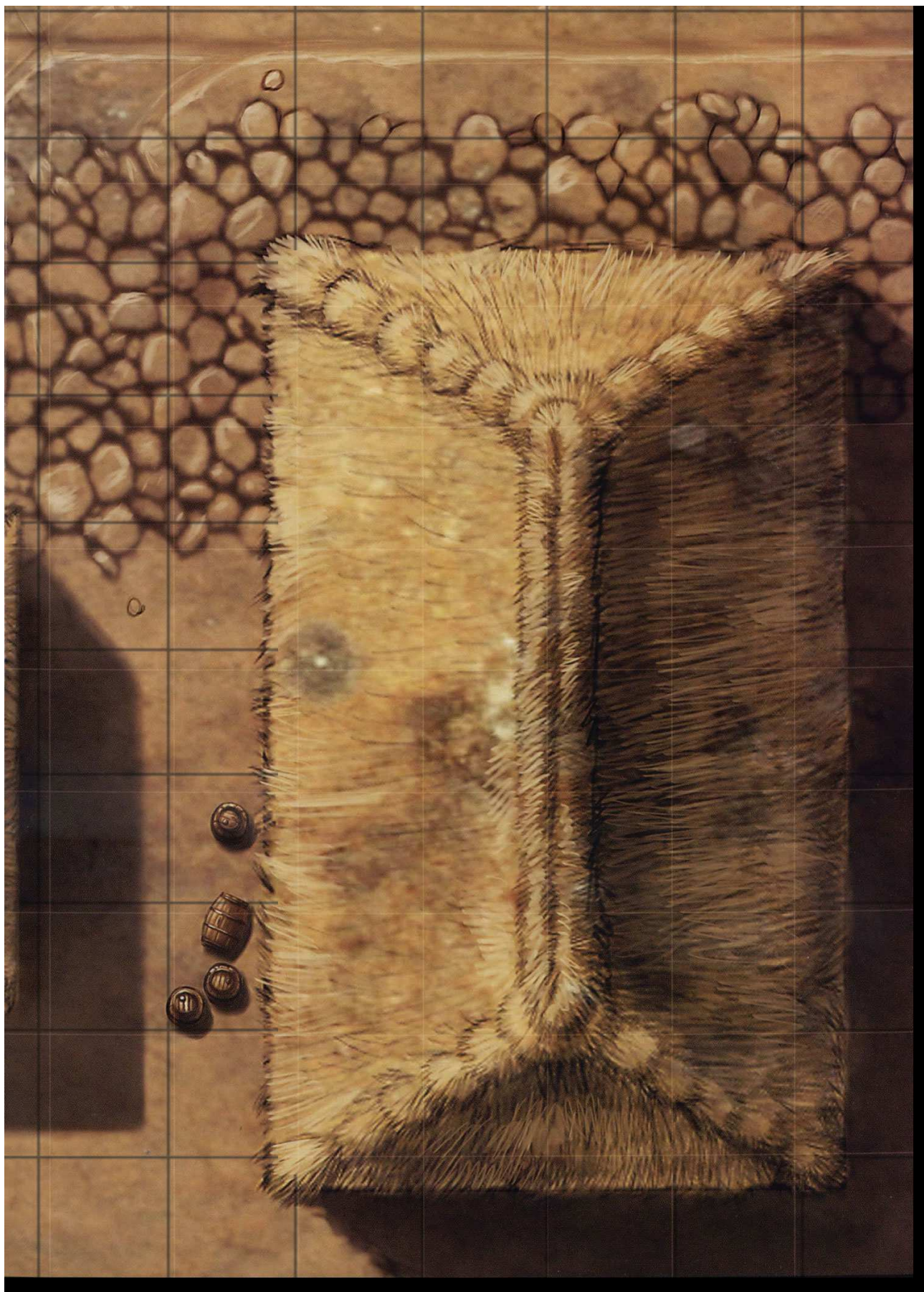




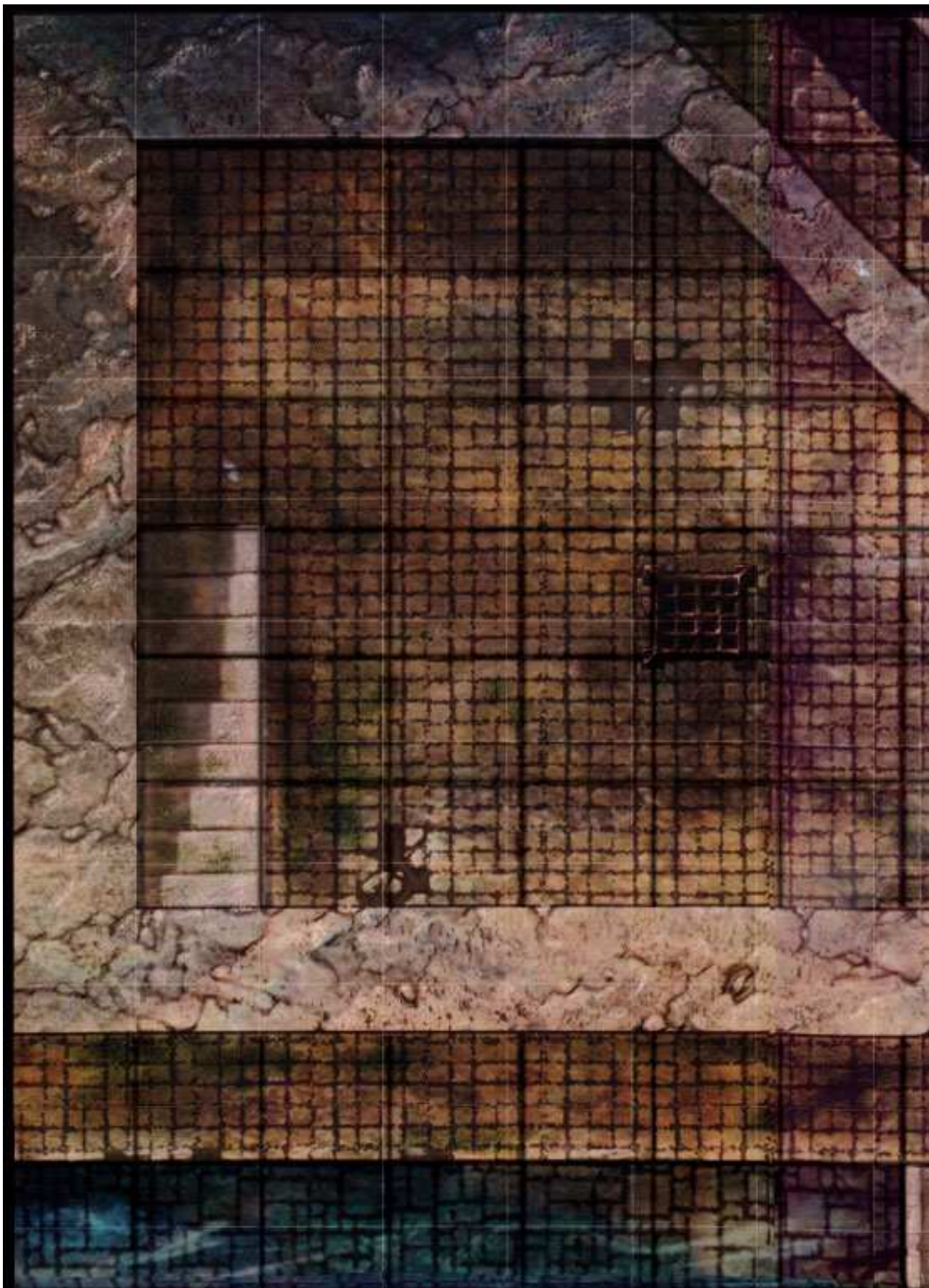




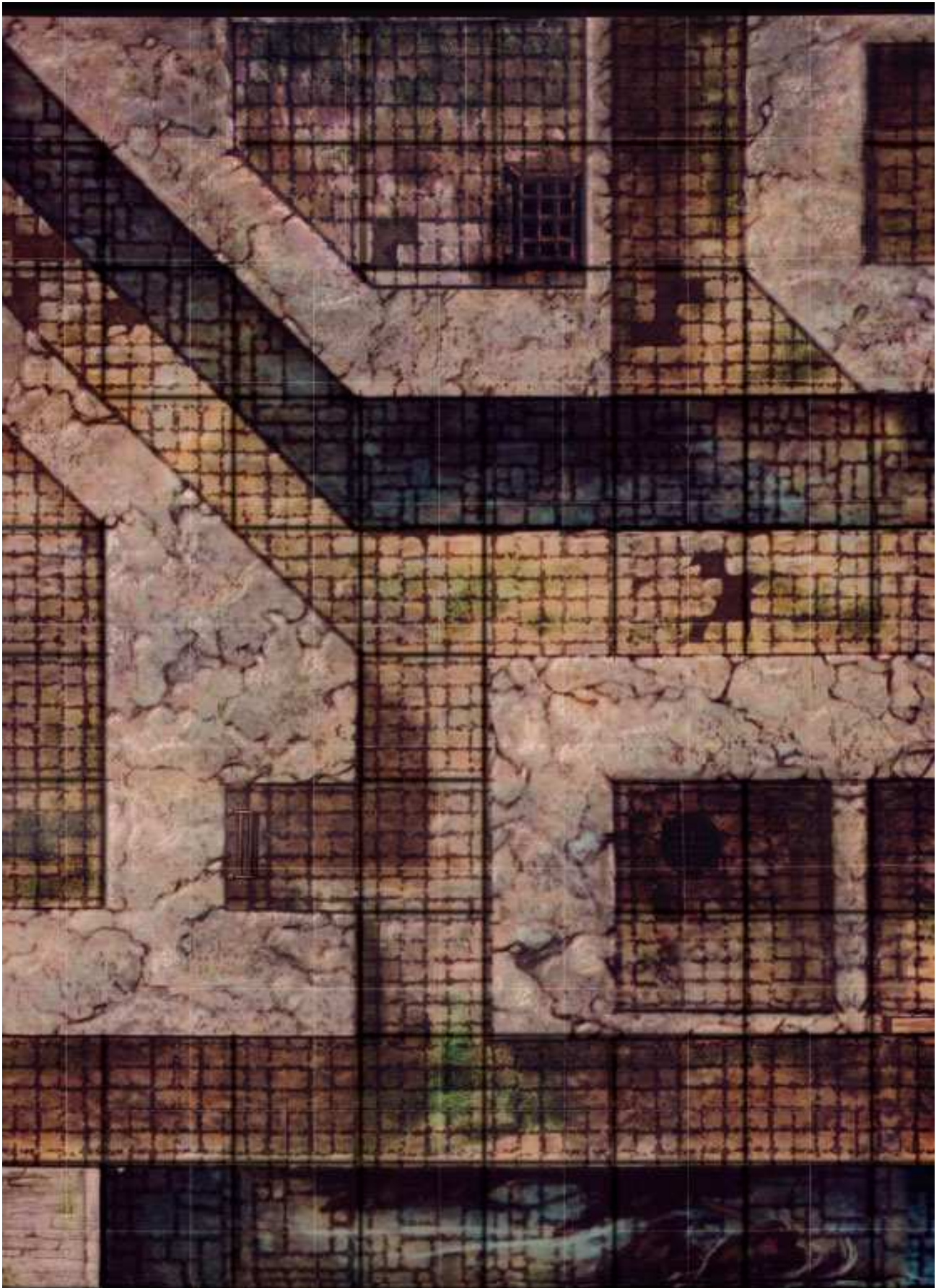




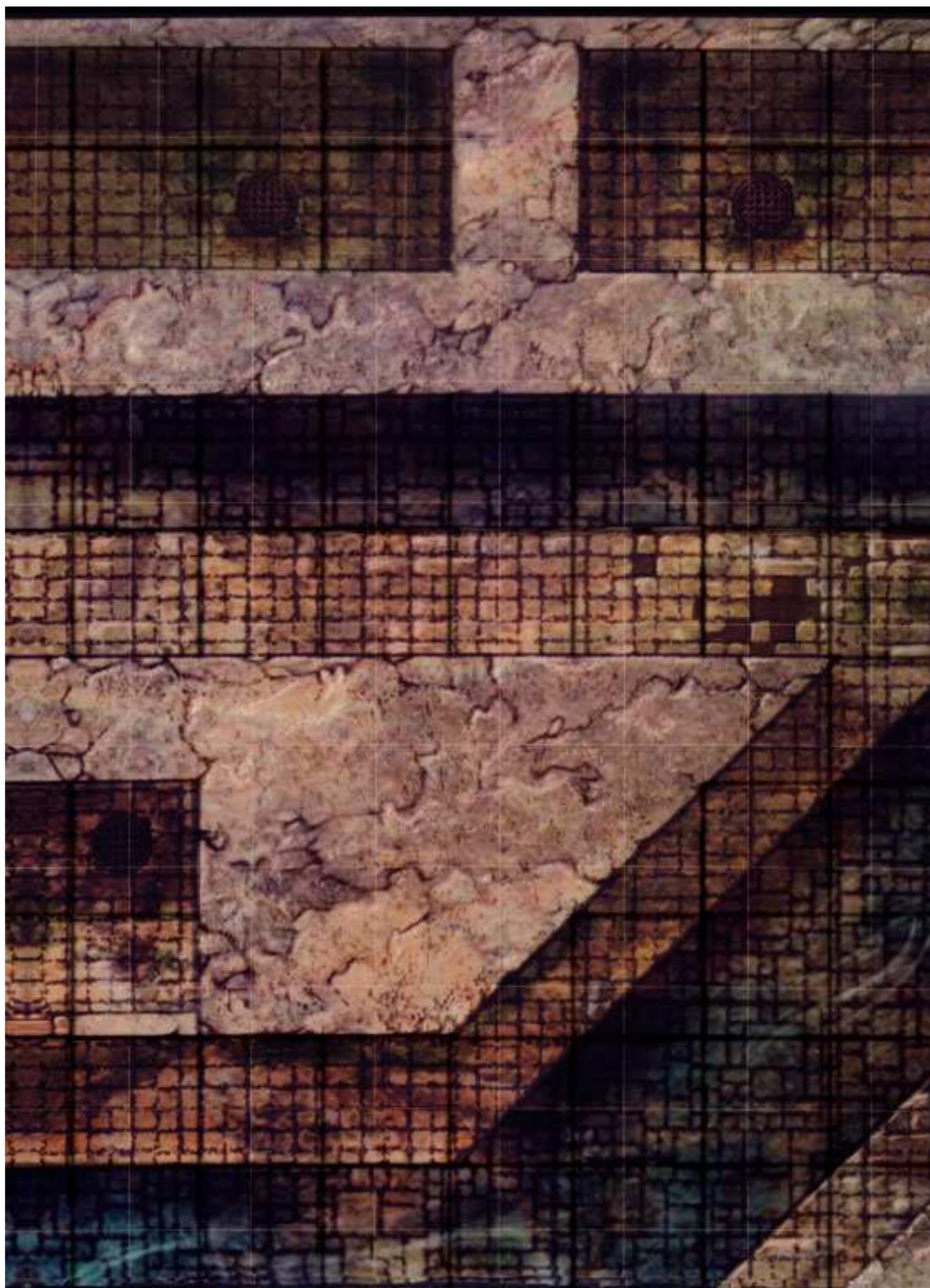




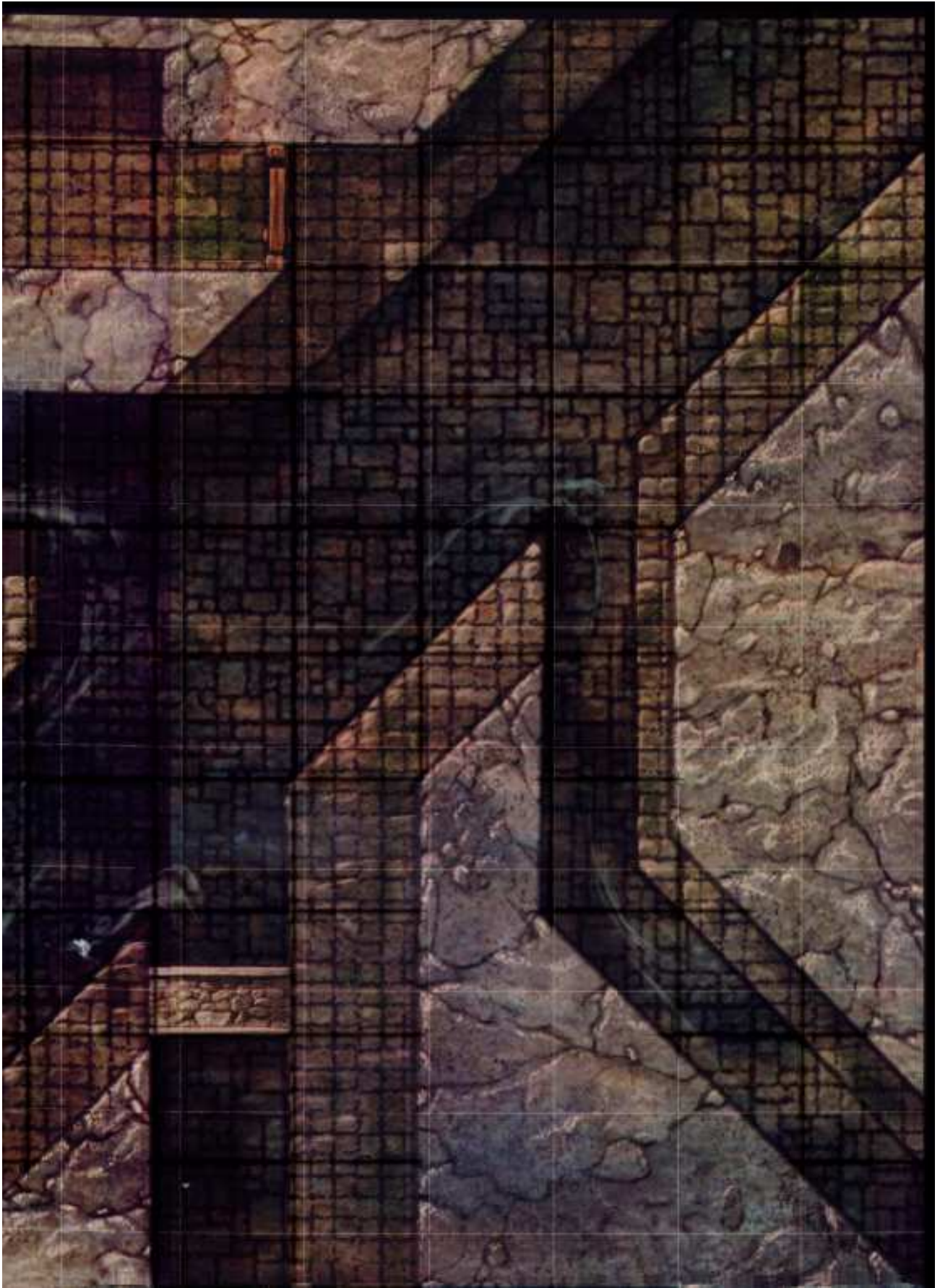








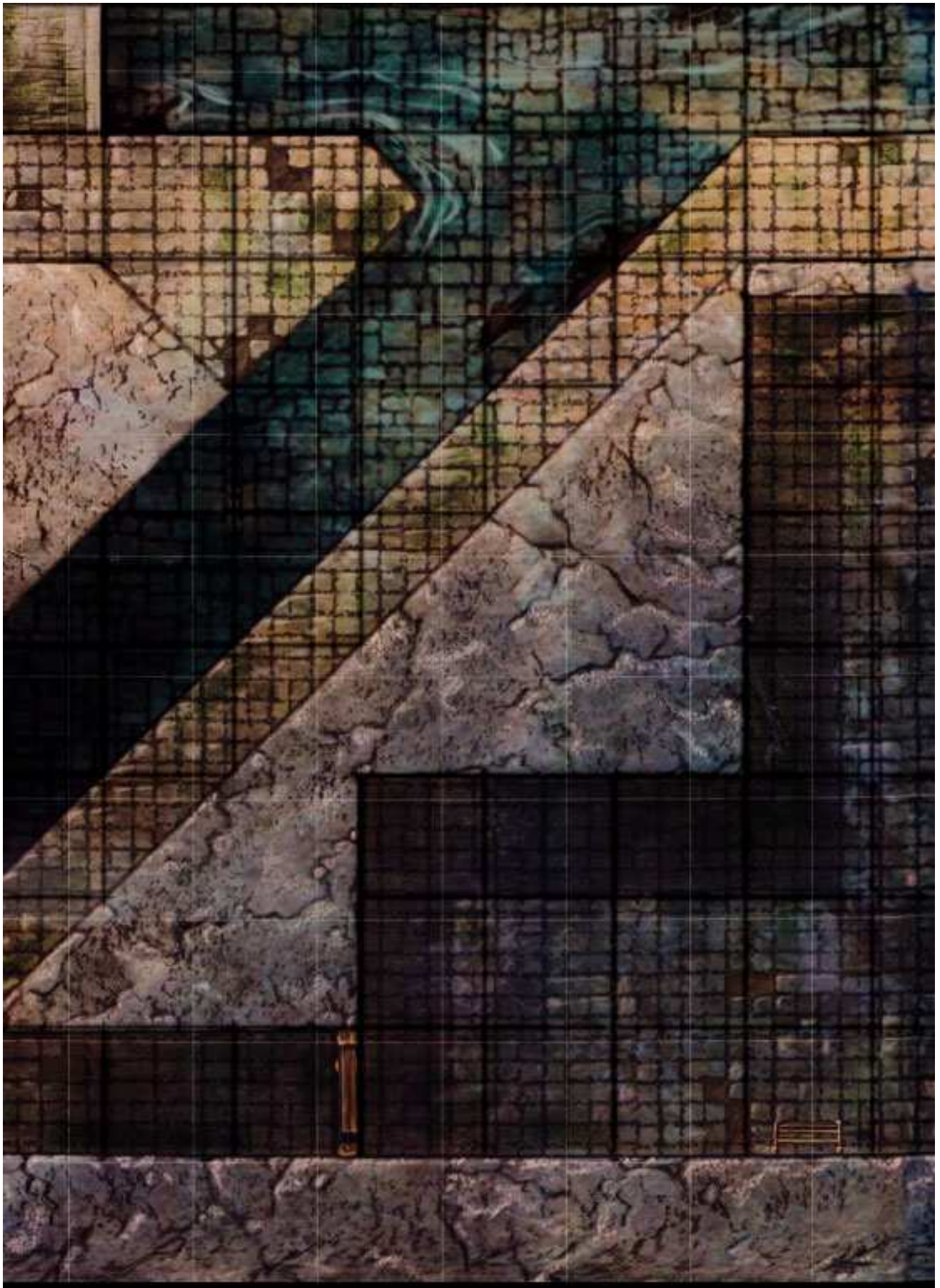




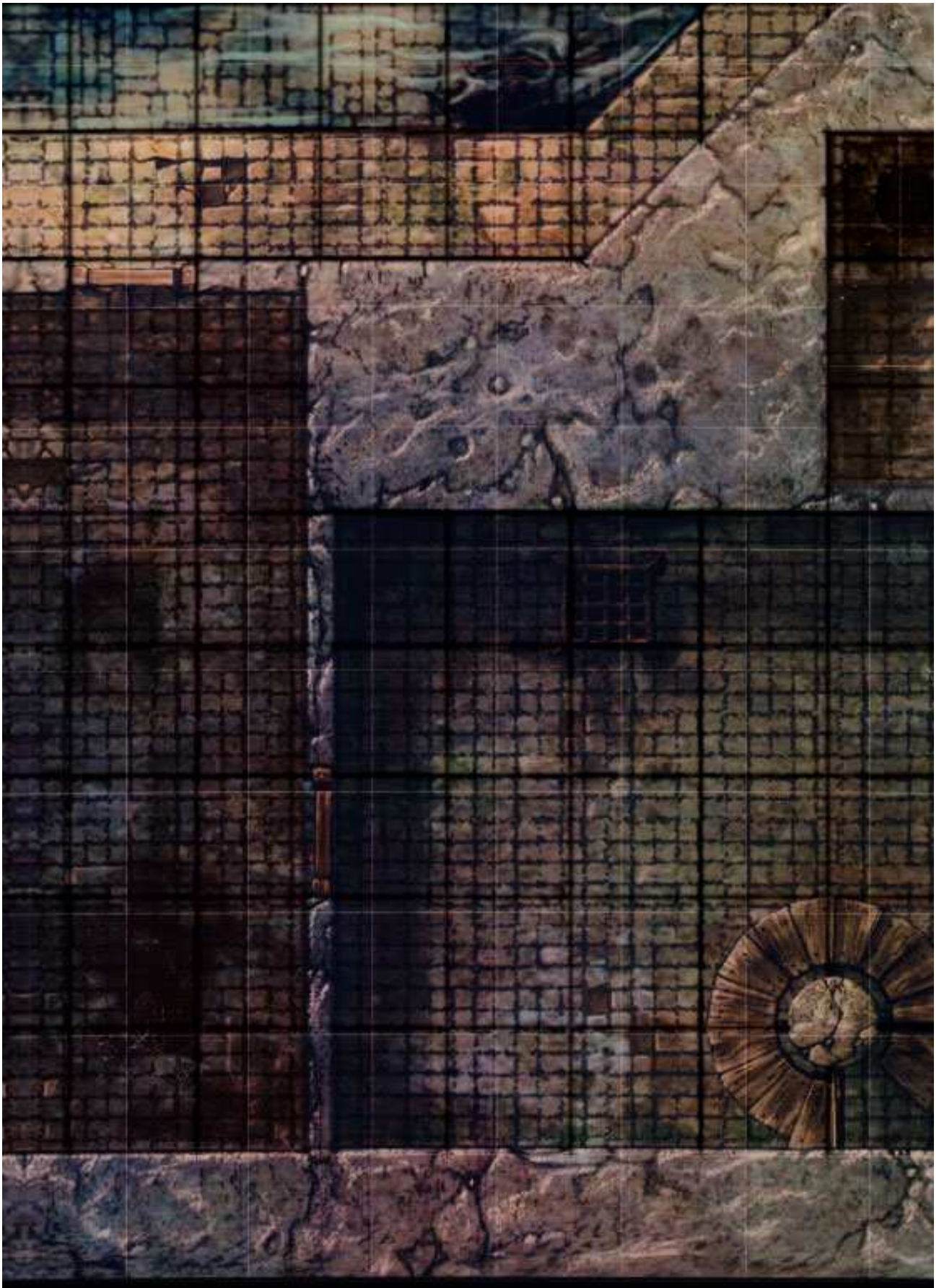












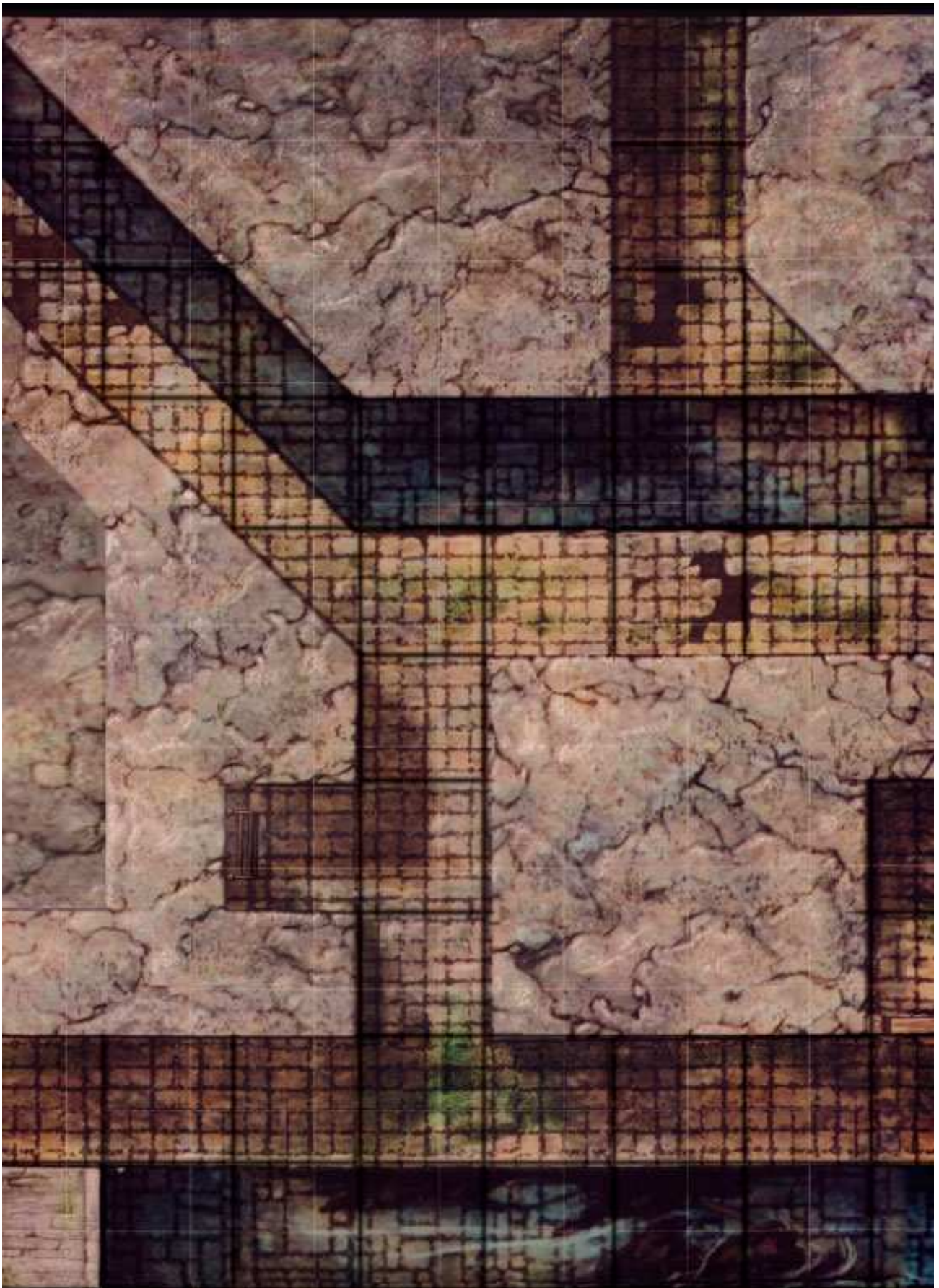




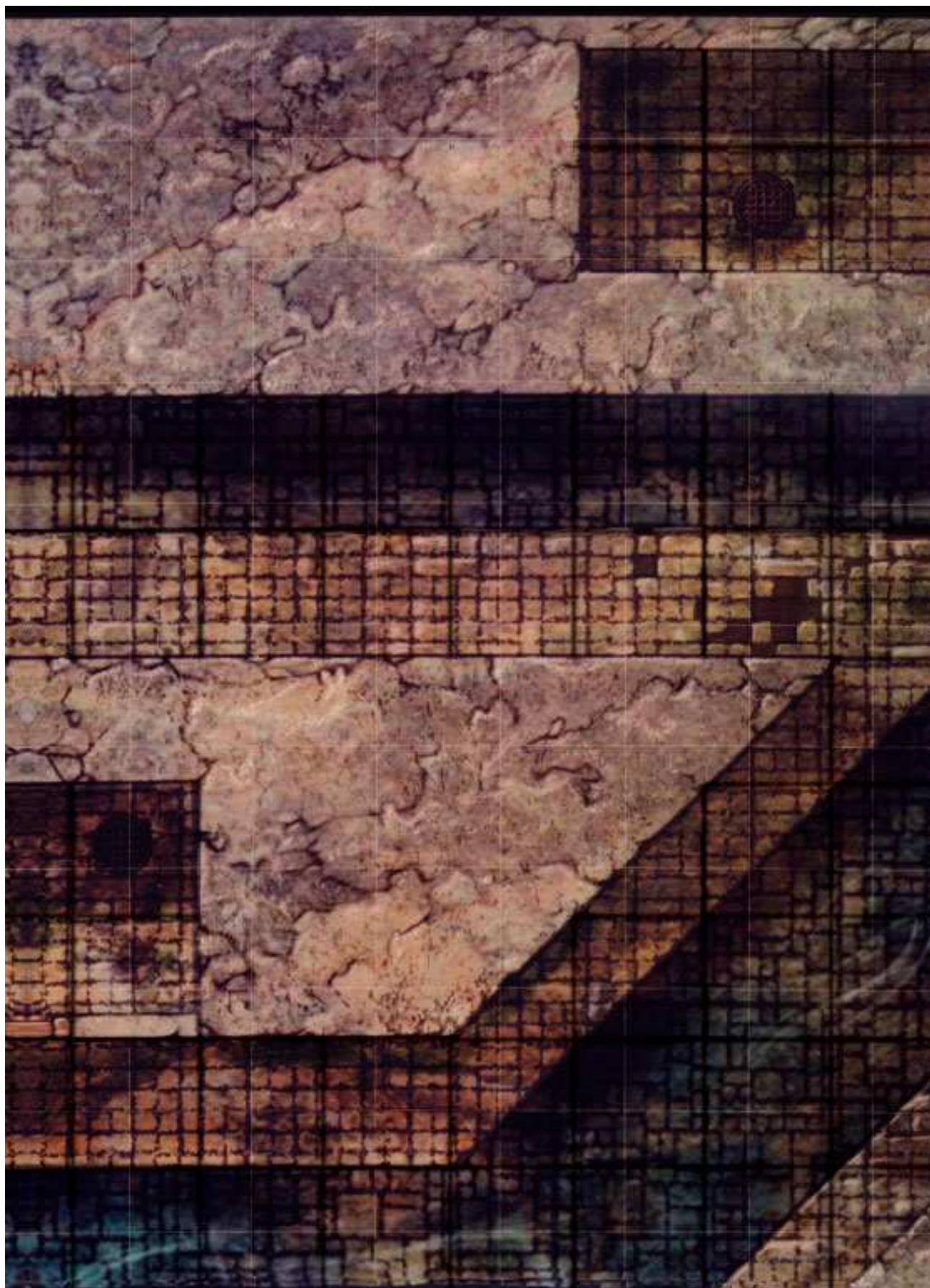




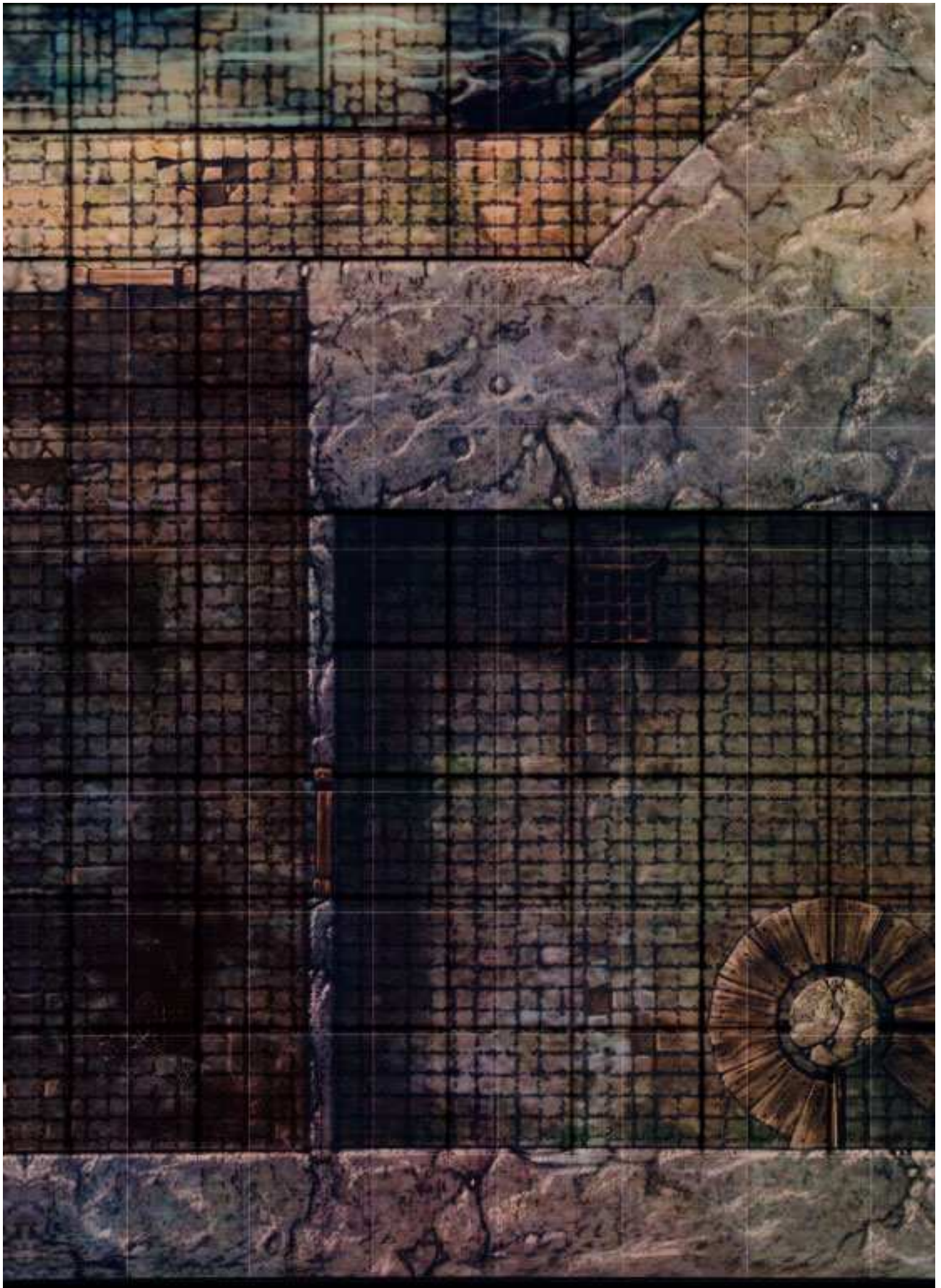




















Quest 1 written by: [Sjeng](#)

Quest 2 written by guzzi, based on a quest by Mortis.

Quest 3 written by guzzi, edited by [Sjeng](#).

Quest 4 written by guzzi, edited by [Sjeng](#).

Tiles by Sjeng (2011), Dewayne Agin and  
[Ron Shirtz](#) (©1999-2008)

Town and Sewers maps by Dragon Magazine ©2003, illustrated by Mike May.  
Stats for the Skaven based on the HeroQuest Marvel winter special magazine ©1991

Permission to be hosted at:

---



HeroQuest is © 1989, 1991, 1992, 1993 Milton Bradley Company.  
All Rights Reserved  
A Division of Hasbro, Inc.  
Developed with Games Workshop.

Use of the HeroQuest Logo, Theme and Images are not intended as a challenge or threat to their Copyrights. This document is made available for the sole purpose of private use and may not be otherwise altered or sold, in whole or in part, without the explicit permission of the Copyright holders.