

HERO QUEST™

Scourge of the Underworld

Q U E S T



B O O K

Wandering Monster in this Quest: Skeleton

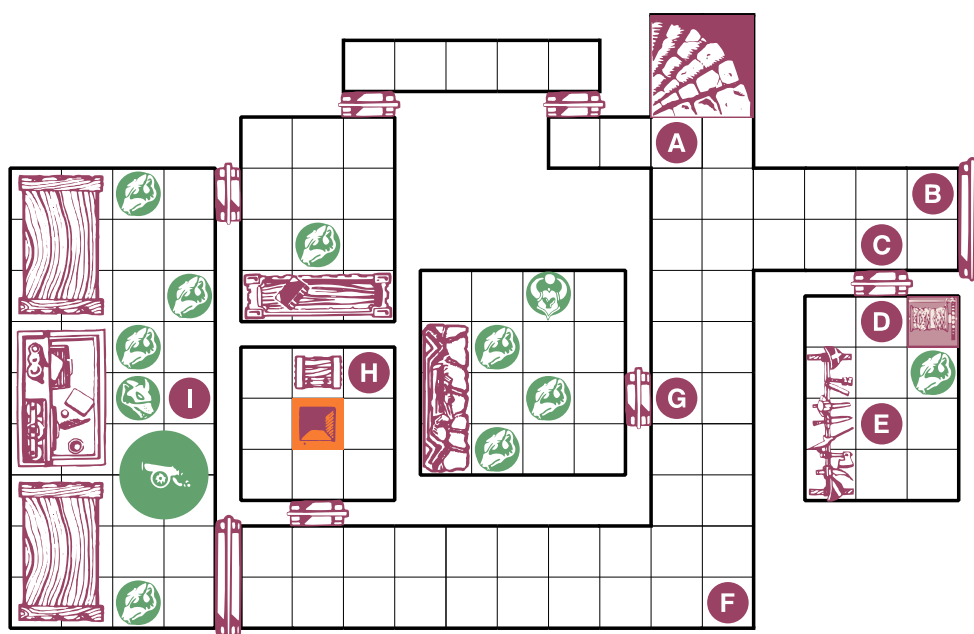
NOTES continued:

rack.

J This is Melar. He is angry the Heroes have raided his home and will attack them. Melar may use the Sorcery Spells unless the crystal in room E has been destroyed.

Melar				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	2	3	7

K This trap door is the entrance to the underworld. It is not an exit.



Quest 2

Iron Thunder

You have discovered within Melars Maze a secret entrance to the Skaven Underworld. An opportunity now presents itself to us. Within the Skaven nest you will find a great war machine known as the Iron Thunder. You must bring it back to the

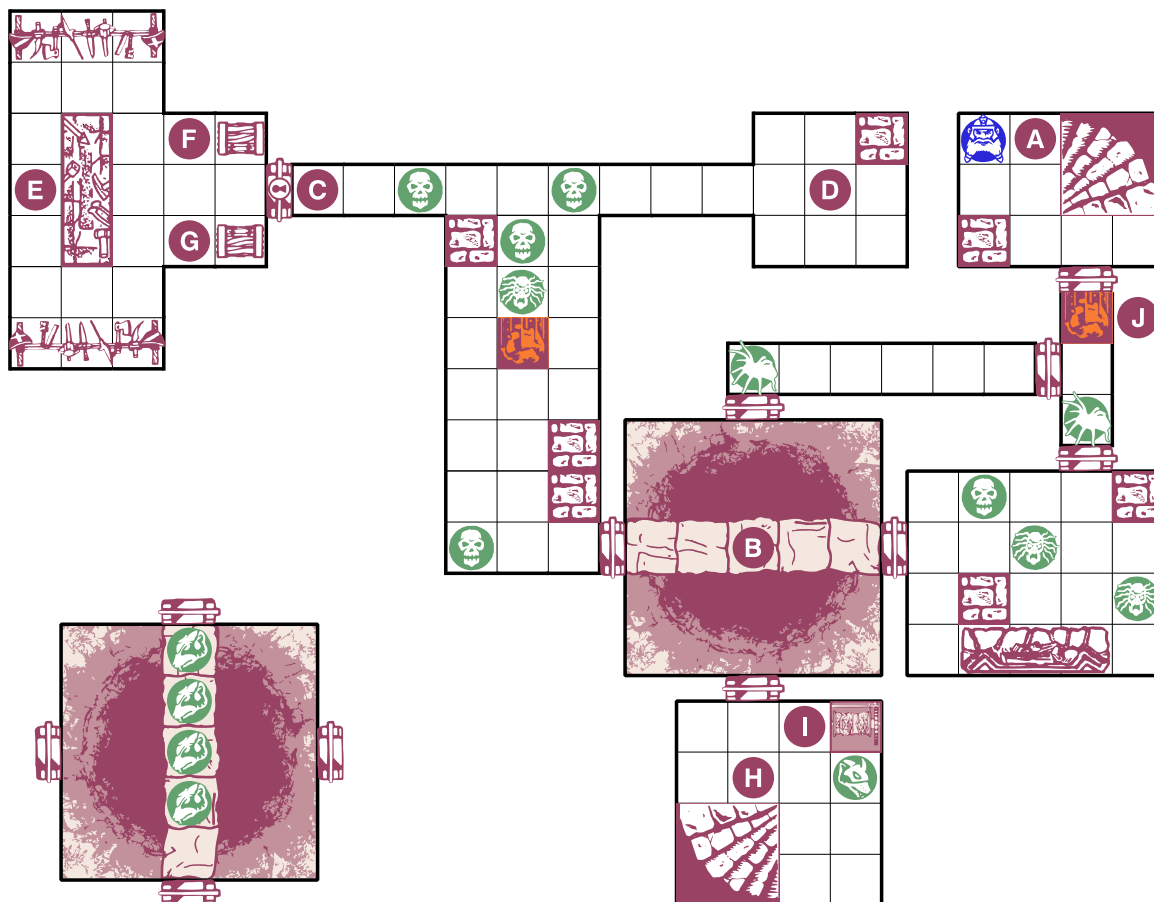
surface, or, if you cannot then it must be destroyed. The city guard will also pay you 20 gold bounty for each Skaven you kill.

NOTES:

- A** Heroes begin the Quest on the stairway tile as normal.
- B** This portcullis can only be opened by operating the crank at D, or may be destroyed by the cannon. This portcullis is an exit and the only way of taking the cannon out of the Quest.
- C** Use a strong door piece here. This door can only be opened by the Magelock Spell, or from the inside. The door may also be destroyed by the cannon.
- D** This crank opens the portcullis.
- E** This weapons rack contains chainmail armor and a spear.
- F** When the cannon reaches this point door G will automatically open and the monster within will rush out to attack, on the dungeon masters next turn.
- G** This door will automatically open if the cannon reaches point F. All the monsters within will rush out to attack, on the dungeon masters next turn.
- H** This chest contains a selection of precious stones worth 120 gold coins and an interesting talisman.
- I** This is a cannon known as The Iron Thunder.
 - 5) The cannon may be moved 2 squares per turn for each Hero who is pushing or pulling it.
 - 6) All Heroes who are moving the cannon move at once and cannot make an action on that turn.
 - 7) The cannon cannot be moved through single width passageways or doors.
 - 8) The cannon can be fired once during the Quest. Any monsters in front of the cannon must roll 3 combat dice and lose a Body Point for each skull rolled.
 - 9) The cannon can be turned 90 degrees instead of 1 squares movement.
 - 10) Monsters in front of the cannon will probably choose to flee.
- J** On the alchemist's bench you find two Potions of Healing, a Potion of Speed and a vial of Holy Water.



Wandering Monster in this Quest: Skaven



Quest 3

Obsidian Forge

The object you have discovered in the Skaven workshop appears to be the lost Talisman of Dyos. This artifact could enable you to enter the Obsidian Forge, a place once used by the Dwarves to create magical weapons from rare obsidian

rock. You must escort Smithmaster Rolim to the Unyielding Door and attempt to use the talisman to open it. If you can enter the Obsidian Forge, Rolim will fashion an obsidian artifact to prove the success of your Quest.

NOTES:

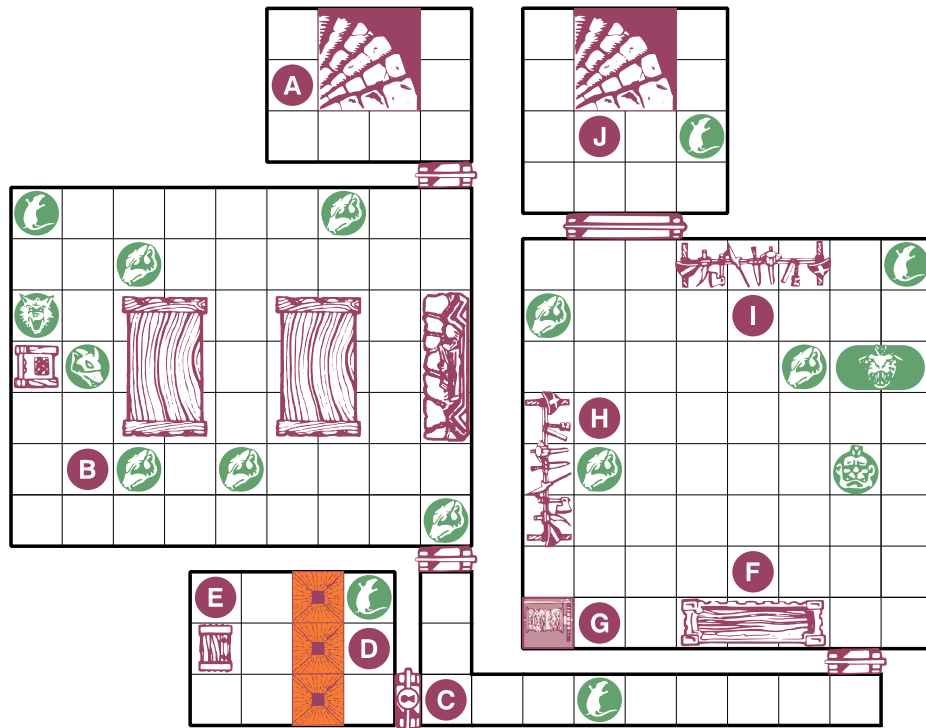
- A** This is the starting stairway.
- B**
 - 5) As soon as all Heroes have crossed the bridge, whenever the bridge is empty and when there are no Skaven in play – the Packmaster at I will turn the bridge and more Skaven will fill it from room H as shown.
 - 6) There should not be more Skavens in play than the number of Heroes (not including the Packmaster).
 - 7) On the Dungeon Masters next turn the Packmaster will rotate the bridge back again.
 - 8) So it should only be possible to cross the bridge to room H by using the Obsidian Divide or a spell that kills multiple monsters in a single turn.
 - 9) If Heroes die then the number of Skaven that occupy the bridge must be reduced accordingly.
 - 10) Whenever the bridge is in its original position the door to room H will be closed.
- C** This is the Unyielding Door. It can only be opened by placing the talisman on the statue at D. Neither can the room be entered using the Magelock or Pass Through Rock spells.
- D** The Talisman of Dyos must be placed on the statue in order to open the door at C.
- E** This is the Obsidian Forge. On entering the room Rolim will begin work at the forge. By the following turn he will have forged the Obsidian Divide. This is an Artifact and the players must decide who will take it. Rolim cannot forge any further weapons.
- F** This chest contains two Potions of Healing and a Potion of Strength.
- G** This chest contains a 150 gold coins and a Potion of Strength.
- H** This room contains the exit stairway.
- I** This crank controls the bridge.
- J** This block will fall after the last Hero has passed under it, blocking the way back.



Rolim – Use the Darkworld Dwarf.



Wandering Monster in this Quest: Zombie



Quest 4

The Swarm

The Skaven control the south halls, beyond which there may be an exit to this dismal place. You must overcome the Skaven

swarm that fills these dank rooms to find the way back to the surface.

NOTES:

If Rolim survived the previous Quest then he accompanies the Heroes on this Quest also.

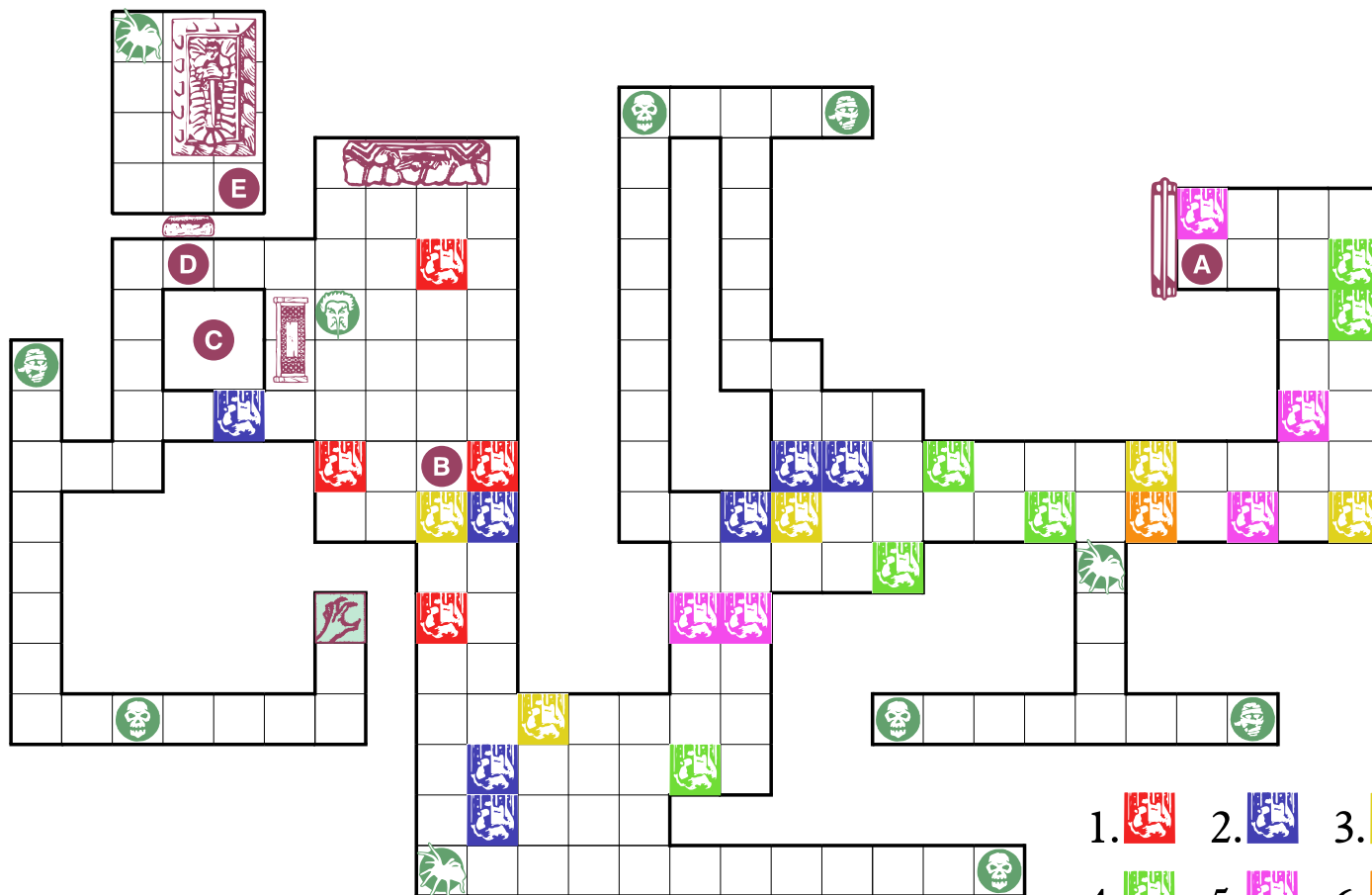
- A** This is the starting stairway.
- B** The Packmaster has an iron key. The Hero who kills the Packmaster may take this key.
- C** This door is locked by the iron key from the Packmaster will unlock it.
- D** These pits of darkness must be jumped across unless the crank at G is activated.
- E** This chest contains 150 gold coins, a Potion of Healing, a Heroic Brew and a suit of chainmail.
- F** This cupboard contains a shield. Any Hero who searches this weapons rack may take it.
- G** If this crank is operated it will create a bridge over the middle pit of darkness in room D. Remove this middle pit of darkness tile.

- H** This weapons rack contains no useful weapons.
- I** This weapons rack contains a broadsword. Any Hero who searches this weapons rack may take it.
- J** This is the exit stairway. Just before Rolim has exited the Quest, read the following aloud:

"Just before Rolim climbs the stairs he is bitten by a diseased rat. Several days later he dies from the infection."



Wandering Monster in this Quest: Skaven



- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Quest 5 Scorched Earth

Rolim was the only Dwarf with the skill to use the Obsidian Forge. Now that Rolim is dead the power of the forge can only be used by the scourge for evil, so it must be destroyed. The lower catacombs stretch beneath the forge, you will know you

are directly beneath the forge when you feel the warmth above you. Destroy the supporting structure using the Iron Thunder and get out before you are buried alive.

NOTES:

The falling block traps with numbers will not fall until the central column is destroyed. They cannot be found as traps if a trap search is made. They are triggered on the relevant turn after the central column is destroyed, not by a Hero walking onto the square.

The cannon may be moved 2 squares per turn for each Hero who is pushing or pulling it.
All Heroes who are moving the cannon move at once and cannot make an action on that turn.
The cannon cannot be moved through single width passageways or doors.
The cannon can be fired once during the Quest. Any monsters in front of the cannon must roll 3 combat dice and lose a Body Point for each skull rolled.
The cannon can be turned 90 degrees instead of 1 squares movement.
Undead monsters and Spiders will not flee from the cannon.

A The cannon and Heroes begin at this doorway.

B When the Heroes reach this point read the following aloud:

"The heat emanating from above this hall means you are beneath the Obsidian Forge. Use the Iron Thunder to collapse this central column and the Obsidian Forge will be destroyed."

C This is the central column that must be shot with the cannon. When this is done read the following aloud:

"You hear the rumbling of stone and the unsupported ceiling begins to crack. Pieces of masonry begin to rain down around you. Your job is done you should escape while you still can."

On each of the dungeon masters turns falling blocks will fall as shown by the turn numbers beside the icons in the bottom right corner of the Quest Map. Any Hero or monster occupying one of these squares will need to roll a combat dice and lose a Body Point for every skull rolled.

D If any Hero steps on this square read the following aloud:



Wandering Monster in this Quest: Spider

NOTES continued:

"An inscription on the door reads – 'Do not Awaken Me'"

If any Hero attempts to open the door then place all remaining passageways and bring all undiscovered monsters into play.

- E
- The tomb contains the Cloak of the Hawk. This is an artifact, any Hero who searches for treasure may take the appropriate Artifact Card.