

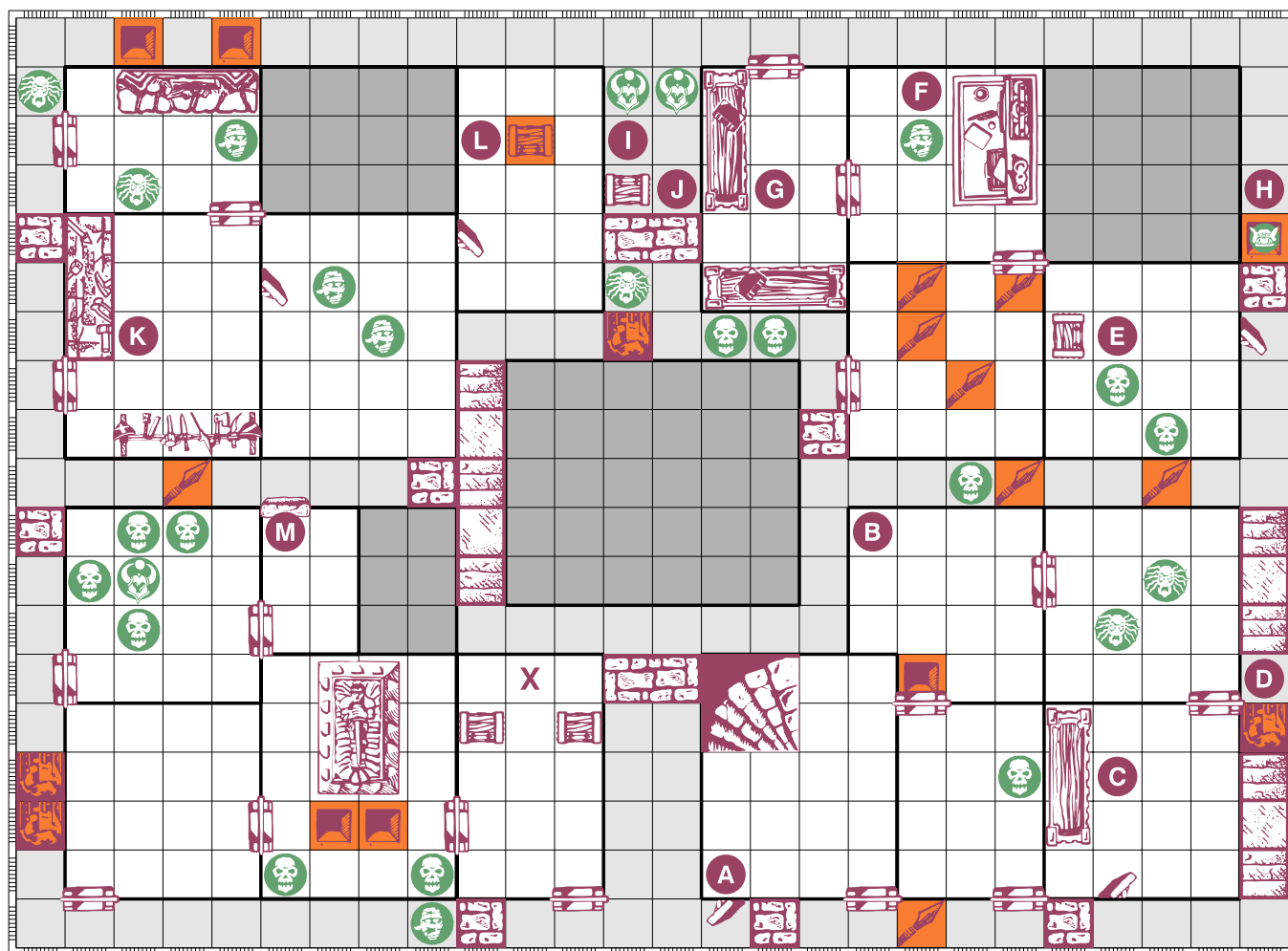
HeroQuest™

The Dwarven City of Khazad-dum

Q U E S T



B O O K



Single Quest

The Dwarven City of Khazad-dum

Deep in the Misty Mountains lays the forgotten Dwarven city of Khazad-dum according to Loretome. There are many myths about the riches, which the Dwarfs wrested from the mountain in their lust for gold, but unfortunately no one no longer knows the location of the forgotten Dwarven city. On your journey through the Misty Mountains you came across a hidden cave

entrance not far from your path and decided to build your camp for the night. In the light of the fireplace you discover old and weathered runes on the walls of the cave which must have been carved in the stone a long time ago. You take the decision to venture further into the unknown depths after sunset..

NOTES:

The falling block traps (with exception of D) should be treated as non-blocking the path.
At the beginning of the Quest new Heroes get 300 gold coins each to buy equipment. Also the companionship gets one random artifact.

- A** This secret door is only visible from the outside.
- B** A treasure search reveals an inconspicuous brown vial of unknown content (Potion of Healing +3 Body Points).
- C** The cupboard is empty but reveals a lever to activate the secret door.
- D** After the last Hero has passed a falling rock forever blocks the way back.
- E** This treasure chest contains 150 gold coins and a rusty helmet (+1 defense).
- F** A search for treasure reveals a vessel containing a strange blue liquid

(paralyzing poison: -1 red die if no black shield is rolled).

- G** A search for treasure reveals a dusty stone fragment with unknown runes. This could be useful later.
- H** In a deep hole the Heroes find a wounded Orc. He promises to pay them many gold coins, if they help him out of the pit. What is your decision?

If the Heroes help the Orc, he thanks them with 50 gold coins and departs into darkness.
If the Heroes do not help the Orc, he breaks into a maniacal laugh and in revenge lays an evil curse on the Heroes:

"Be damned, you fools, may cold death soon also breathe down your neck!"
- I** The two Chaos Warriors seem to be carved in stone and do not move. If the Heroes are cursed, the statues awake to life, as soon as the last Hero has passed them. The statues attack immediately.



Wandering Monster in this Quest: Skeleton

NOTES continued:

- J** This treasure chest can only be discovered if the statues have come to life. The chest contains 100 gold coins.
- K** This is the forge of Tùrin, royal armorer of Khazad-dum. His exquisite armors as well as the swords and axes forged of hardened Dwarven steel are well known far beyond the Misty Mountains. Tùrin is the last of the time-honored Dwarven dynasty of Khazad-dum, unwaveringly he pokes the ember of the royal forge, whilst the bones of his brothers and sisters crumbled to dust ages ago.
- If there is a Dwarf in the companionship, Tùrin offers a warm welcome to the Heroes. The Dwarf can acquire a rare Dwarven Axe (3 attack, sweeping attack on every adjacent square) from the armory. Tùrin advises the Heroes to proceed cautiously on their future path and to hold back their lust for gold.
- If there is no Dwarf in the companionship, Tùrin must be fought in battle. Tùrin has 5 movement, 3 attack (with a sweeping attack on every adjacent square), 4 defense and 3 health points. If Tùrin is defeated, he drops a rare Dwarven Axe.
- L** This treasure chest is protected with a trap: If the Heroes attempt to open the chest before searching and disarming the trap, a green cloud of gas disperse in the room, reducing the Body Points of all Heroes in the same room by one. The chest contains 100 gold coins and a Potion of Healing (+4 Body Points).
- M** The entrance to the crypt is blocked by a massive stone gate. The stone gate is furnished with unknown runes and can only be deciphered using the stone fragment from the library.
- X** A stone statue of Azaghâl, Dwarven king of Khazad-dum, guards the heavy chests in the crypt. Upon entering the room the Heroes hear a growling thunder out of the depths of the mountain and a booming voice admonishes them:

"Intruders, you dare to disturb the eternal sleep of Azaghâl and to break the seal of his crypt? Be gone or his relentless wrath shall crush you all!"

If the Heroes leave the crypt without attempting to open the treasure chests they are spared by Azaghâl.

If the Heroes ignore the warning and try to open the treasure chests instead, the stone statue falls to bits and a Gargoyle (equipped with the Chaos Spells Firestorm, Fear and Rust) rises from the ashes. The Gargoyle attacks immediately. If the Gargoyle is defeated, the Heroes get 150 gold coins as well as 1x Mithril Chainmail forged of the legendary mithril silver (+1 defense, +2 defense against magic).