

HEROQUEST

THE HALLS OF DURRAG-DOL

The Halls of Durrag-Dol is a quest for MB Games' Heroquest. Included with this quest are new rules for using Skaven in your Heroquest games and an option to include Kili Thekkrsso as a Dwarf Trollslayer player character.

THE HALLS OF DURRAG-DOL

In the First War, Dimrond-a-Durrag, Earl-King of Clan Durrag, was a mighty warrior in the armies which cast down Morcar, Lord of Chaos, and the Legions of the Black Banner. Dimrond and his clan perished in that great battle and were laid to rest in Durrag-Dol, Clan Durrag's home and hearth deep beneath the roots of the World's Edge Mountains.

Durrag-Dol now lies in ruins, occupied by the vile Skaven, ratman servants of the Lord of Chaos. You must go there and retrieve Dimrond's magical hammer, Sognirstane, and the other treasures of Durrag-Dol. If placed upon the Altar of the Living Ancestors in Durrag-Dol, the Clan Durrag treasures may be dedicated anew to the war against Dimrond's ancient enemy Morcar.

Sognirstane lies among the Earl-King's burial treasures. However, do not disturb Dimrond's remains! And if you take any treasure from Durrag-Dol without dedicating it on the Altar of the Living Ancestor, your Mentor warns, you risk the Curse of the Dwarven Ancestors.



NOTES

Any character who takes treasure from Durrag-Dol and has not placed it on the Altar of the Living Ancestor and dedicated it to the war against Morcar will suffer the **Curse of the Dwarven Ancestors**. The cursed character defends with one fewer defence dice than normal until treasure taken from Durrag-Dol is surrendered as an offering to the Avenging Ancestors of the Dwarves.

A: Tomb of Dimrond-a-Durrag

The likeness of Dimrond is carved in stone upon the tomb. Ask if characters wish to open the tomb to search. If they do, a Skeleton appears in a vacant square adjacent to the tomb.

B: Secret Treasure Vault

The chest is trapped. Unless the trap is disarmed, anyone opening the chest will lose 1 body point. The chest contains Sognirstane and 100 gold coins.

Sognirstane the Magical Hammer

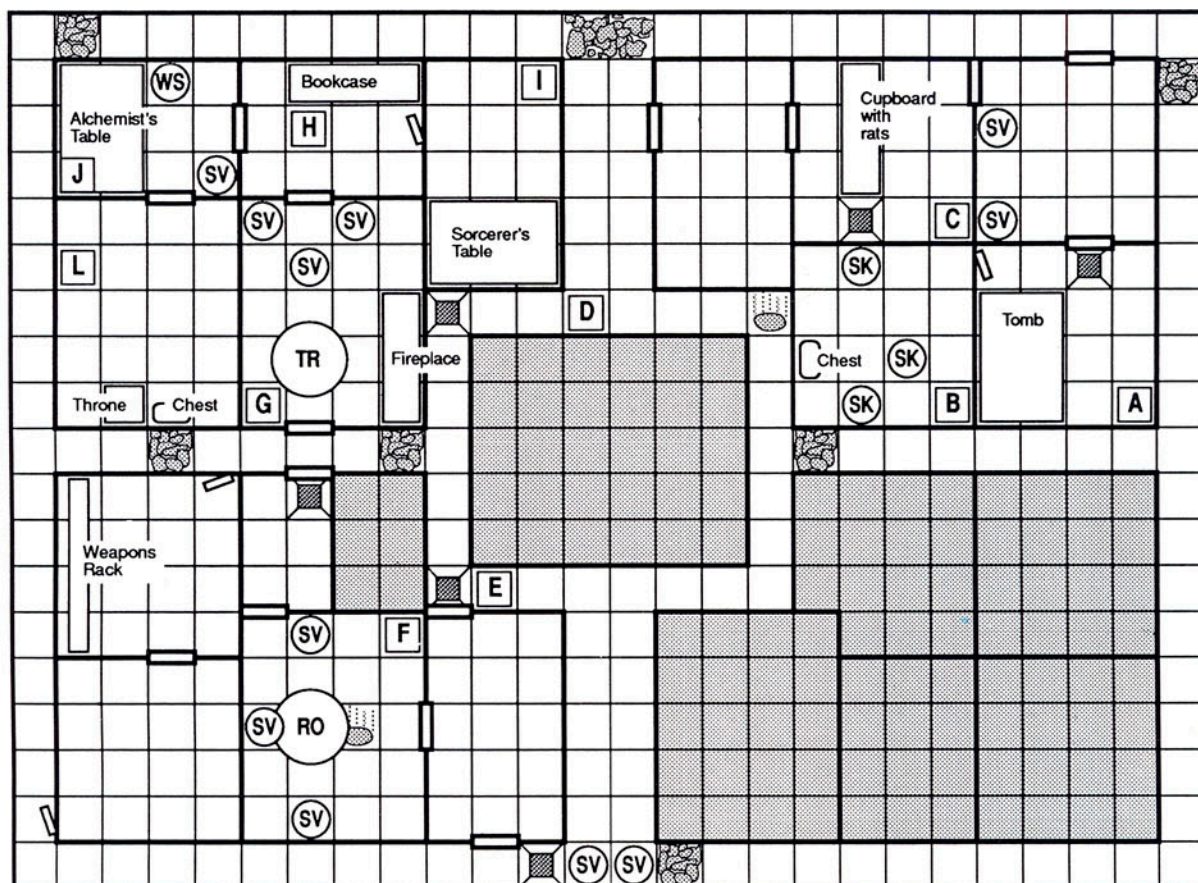
Sognirstane allows you to roll two combat dice in attack. You may also throw Sognirstane. If you throw the hammer at a monster and it dies, the hammer ends up in the square where the monster died. It cannot be used again until you spend an attack turn on that square picking up the hammer.

If the monster attacked is not killed, Sognirstane returns to your hand automatically and may be used next turn. Elemental magic spells have no effect on a character who possesses Sognirstane.

Sognirstane is a Quest Treasure. The player who finds it may keep it, and should record its powers and special abilities on his character sheet.

C: The Rat Kennel

Place two rats on top of the cupboard. Any character that ends his move next to the cupboard is attacked by rats with one attack dice; the character may defend normally. The rats are too numerous to kill – ignore all character attacks.



Pit Trap



Falling Blocks



Door



Skaven



Troll



Rat Ogre



Blocked Square



Secret Door



Skaven



White Seer

D: The Main Shaft

The large central room is the main shaft running down to the Dwarven workshops and mines. Explain to the players that there is no wall around the central room. Instead, they see a pit shaft dropping away into darkness. They can also see the two Skaven across the shaft. These Skaven begin throwing sling stones at them as soon as the characters are seen.

E: False Door Trap

This is a false door which cannot be opened.

F: The Gauntlet

The Rat Ogre and Skaven know about the falling block trap and do not move into the trapped square.

G: The Kinhearth

The fireplace is decorated with stone carvings of the Clan Durrag's exploits in the first great war against Morcar

H: The Hall of the Ancestors

In the bookcase the characters find the chronicles and family records of the Durrag Clan. Bringing these records out of the Durrag-Dol to the Dwarf League earns a reward of 50 gold coins.

I: The Temple of the Living Ancestor

Characters entering this room hear an eerie chorus of hoarse, whispering voices say, "Dedicate your treasure on this altar and receive our blessing." Any treasure taken from Durrag-Dol and not dedicated on this altar earns the Curse of the Dwarven Ancestors.

J: The White Seer's Chamber

When a character enters this room, a globe of poison gas smashes to the floor, filling the room with an acid, stinking green vapour. For three combat turns any creature in this room except the White Seer (who is immune to the poison) is attacked with 1 attack dice of poison in the Evil Wizard's turn. A rolled skull means the victim loses 1 body point; the victim cannot roll defence dice against this poison attack. The White Seer may also attack normally in each turn.

K: The Earl-King's Hall

The chest is magically locked and trapped. The trap cannot be disarmed or the lock opened by the Dwarf. Any character touching the chest receives a 3 dice attack against mind points – he may not roll defence dice. A character reduced to 0 mind points by this attack falls unconscious – he should then be removed from the board. A character seated in the Earl-King's Throne and possessing Sognirstane can open the chest without triggering the trap. The chest contains 100 gold coins.



SKAVEN WARRIOR



Move 12 squares
Attack 2 dice.
Defend 2 dice.
Body 1
Mind 1

(See special rules for slings)

MONSTERS

The Halls of Durrag-Dol introduces four new monster types: Skaven Warriors, Skaven White Seer Wizards, Rat-Ogres, Trolls. Reference cards for these monsters are given below. Cut these out (you can use photocopies if you want) and stick them to thin card before you play.

SPECIAL RULES

There are special rules for Skaven Warriors and White Seers.

Skaven Warriors

Skaven are armed with slings. Slings allow you to roll 1 combat dice in attack. Slings are ranged weapons and can't be fired at targets in the next square. They can be fired at any targets further away. Slings are specialist weapons which may not be used by player characters.

White Seer

The White Seer is an albino Skaven Wizard with wild and unpredictable sorcerous powers derived from eating refined warpstone. At the beginning of the Evil Wizard's turn, the White Seer may take one spell at random from an Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use.

WANDERING MONSTERS

Any wandering monsters you meet in the Halls of Durrag-Dol are Skaven.

KILI THEKKRSSON AS A PLAYER CHARACTER

You can play Kili Thekkrrsson as a Dwarven Trollslayer player character instead of the Dwarf player character.

Use the following information to fill in your character sheet.

Dwarven Trollslayer

You are a Dwarven Trollslayer. You are a fearless warrior, careless in defence, but inspired on the attack.

You always disarm traps that you find, and you may remove any visible trap in the same room or passage.

Attack

Throw 3 combat dice

Defend

Throw 1 combat die

Move

Throw 2 standard dice

Mind

3 points

Body

8 points

Dwarven Trollslayers can use any of the equipment cards except plate armour, which cramps a Trollslayer's extravagant battle style, and the crossbow, which is a weapon for cowardly peasants.

WHITE SEER



Move 6 squares
Attack 3 dice.
Defend 3 dice.
Body 4
Mind 1

(See special rules for spells)

RAT OGRE



Move 8 squares
Attack 3 dice.
Defend 3 dice.
Body 1
Mind 1

TROLL



Move 6 squares
Attack 3 dice.
Defend 4 dice.
Body 1
Mind 1



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