

HERO QUEST



The Halls of Durrag-Dol
INSTRUCTION
BOOKLET

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 game and an option to include Kili Thekkrrsson as a Dwarf Trollslayer player character.

Monsters

The Halls of Durrag-Dol introduces four new monster types: Skaven Warrior, Skaven White Seer Wizards, Rat-Ogres, Trolls. Reference cards for these monsters are included in this Quest. Print and cut these out and stick them to thin card before you play.

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 Zargon'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.

Kili Thekkrrsson as a Player Character

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

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

New Tile and Quest Map Symbol

Main Shaft

