

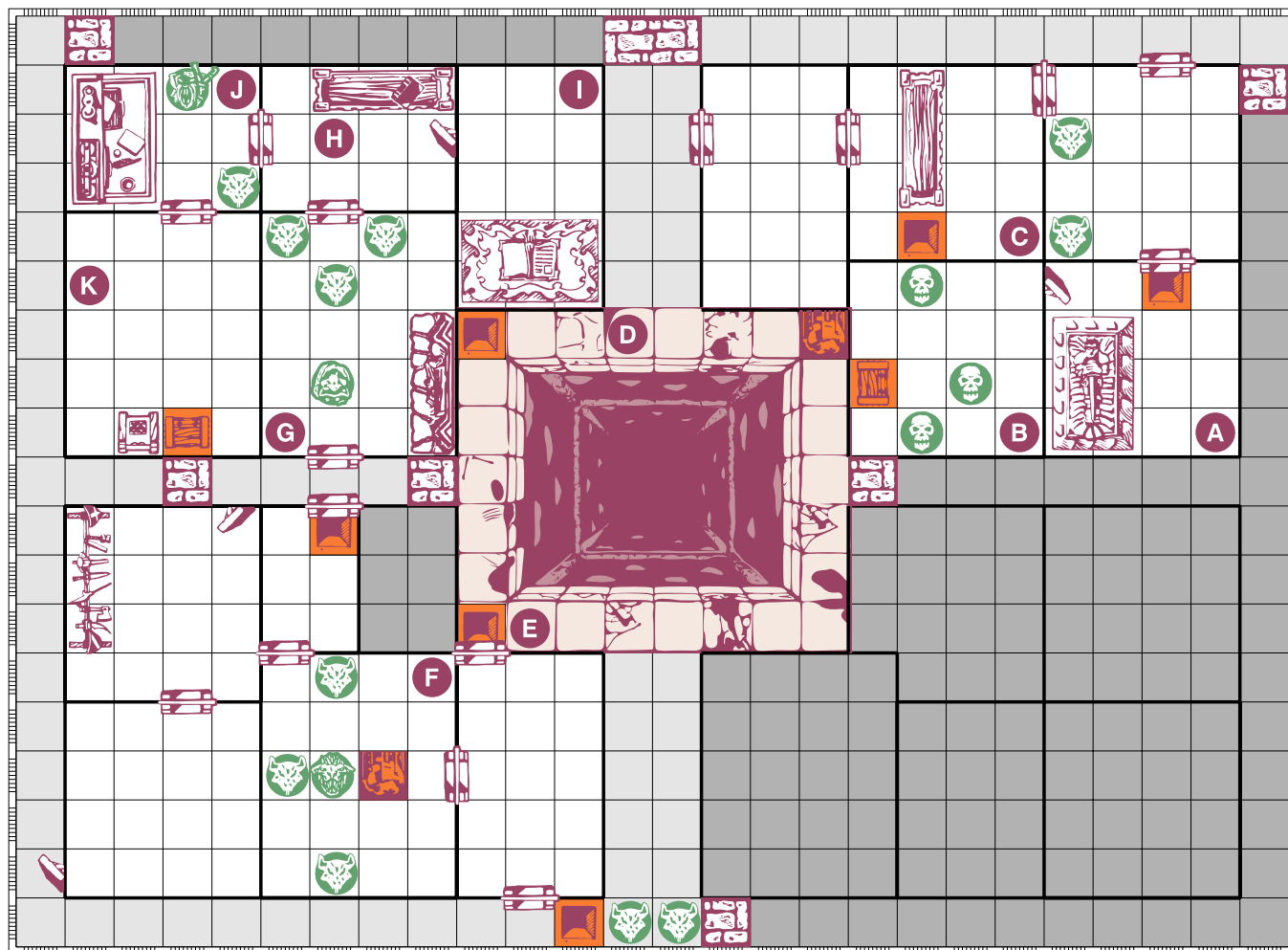
# HeroQuest™

The Halls of Durrag-Dol

Q U E S T



B O O K





## Single Quest

# 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 Zargon, 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 Zargon.

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 Zargon will suffer the Curse of the Dwarven Ancestors. The cursed character defends with one fewer defense 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.

#### **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.

#### **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.



Wandering Monster in this Quest: Skaven

## NOTES continued:

**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 Zargon.

**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 vapor. 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 Zargon's turn. A rolled skull means the victim loses 1 Body Point; the victim cannot roll defense 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 defense 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.