



The Halls of Durrag-Dol



A Group Quest



This Quest can be played as a single adventure or as part of a campaign.

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 this 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 Ancestor 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 Hero 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 less Defend Die 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 Heroes wish to open the tomb to search. If they do, a Skeleton appears in a vacant square adjacent to the tomb and attacks the Heroes.

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.

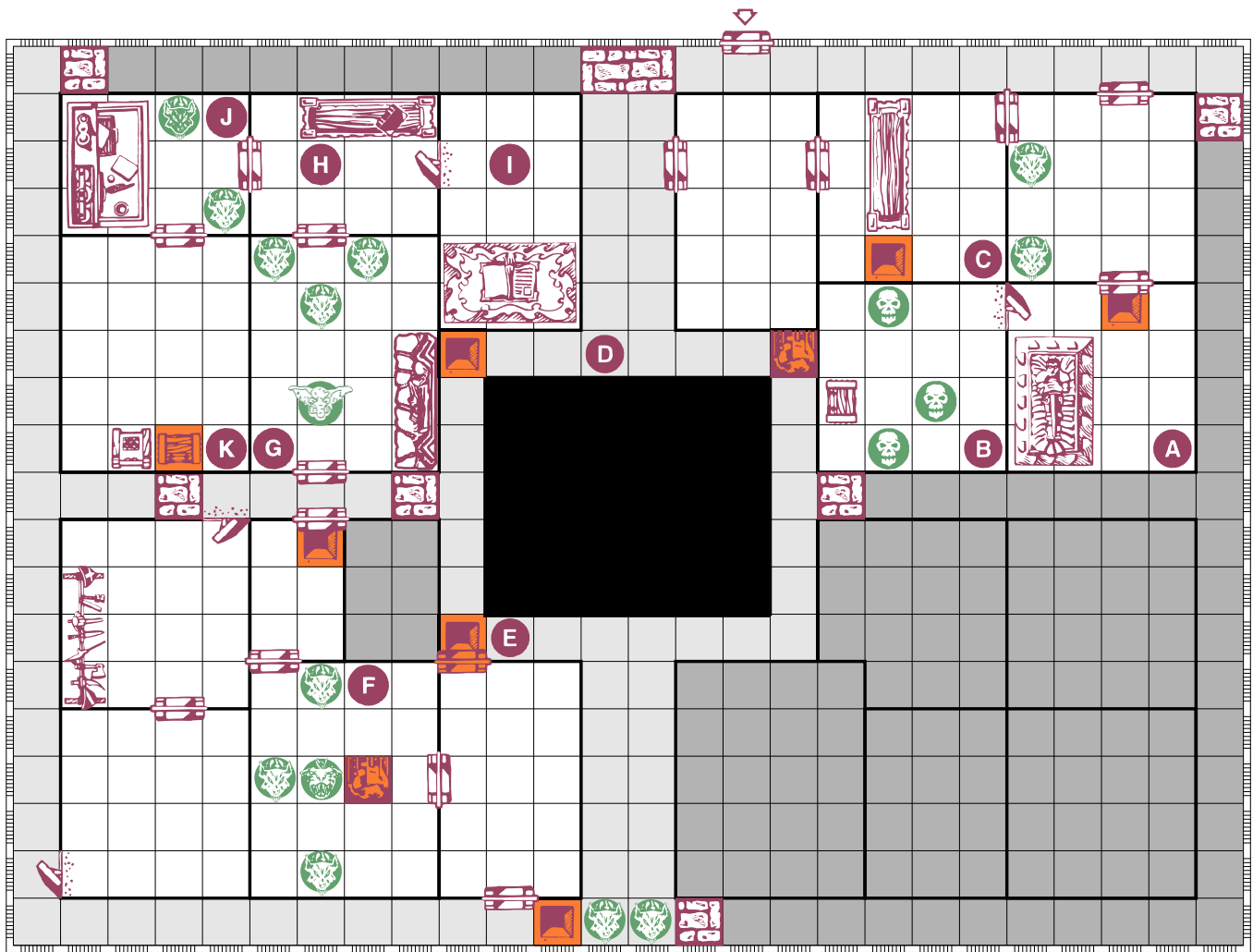
Sognirstane the Magical Hammer

Sognirstane allows you to roll 2 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 Hero who possesses Sognirstane (good or bad).

C THE RAT KENNEL

Place two rats on top of the cupboard. Any Hero that ends his move next to the cupboard is attacked by rats with 1 Attack Die, the Hero may defend normally. The rats are too numerous to kill—ignore all Hero 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.

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 Heroes 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

Heroes 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 Hero enters this room, a globe of poison gas smashes to the floor, filling the room with an acrid, 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 Die of poison on Zargon's turn. A rolled Skull means the victim loses 1 Body Point; the victim cannot roll Defend Dice against this poison attack. The White Seer may also attack normally in each turn.

<i>Movement</i>	<i>Attack</i>	<i>Defend</i>	<i>Body</i>	<i>Mind</i>
6	3	3	2	4

The White Seer can also cast **Fear**, **Tempest** and **Firestorm**. Once per turn, he may, instead of taking an action, steal one spell of his choice from the Elf or Wizard, removing it from their repertoire during this Quest.

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 Hero touching the chest receives a 3 Dice Attack against Mind Points – he may not roll Defend Dice. A Hero reduced to zero Mind Points by this attack falls unconscious – he should then be removed from the board. A Hero seated in the Earl-King's Throne and possessing Sognirstane can open the chest without triggering the trap. The chest contains 100 Gold Coins.

Monster Chart

Name	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven		12	1/(2)*	2	1	1
Rat Ogre		8	3	3	2	1
White Seer*		6	3	3	2	4
Troll		6	3	4	4	1
Magical Skull		6	2	2	1	0

Skaven use a sling as their primary means of attack. It is a ranged weapon that does 1 Combat Die of damage. When adjacent to a Hero, the Skaven will use a shortsword and attack with 2 Combat Dice.

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 the Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use. This spell is lost from the Heroes' play for the remainder of the Quest, once it has been stolen.







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