

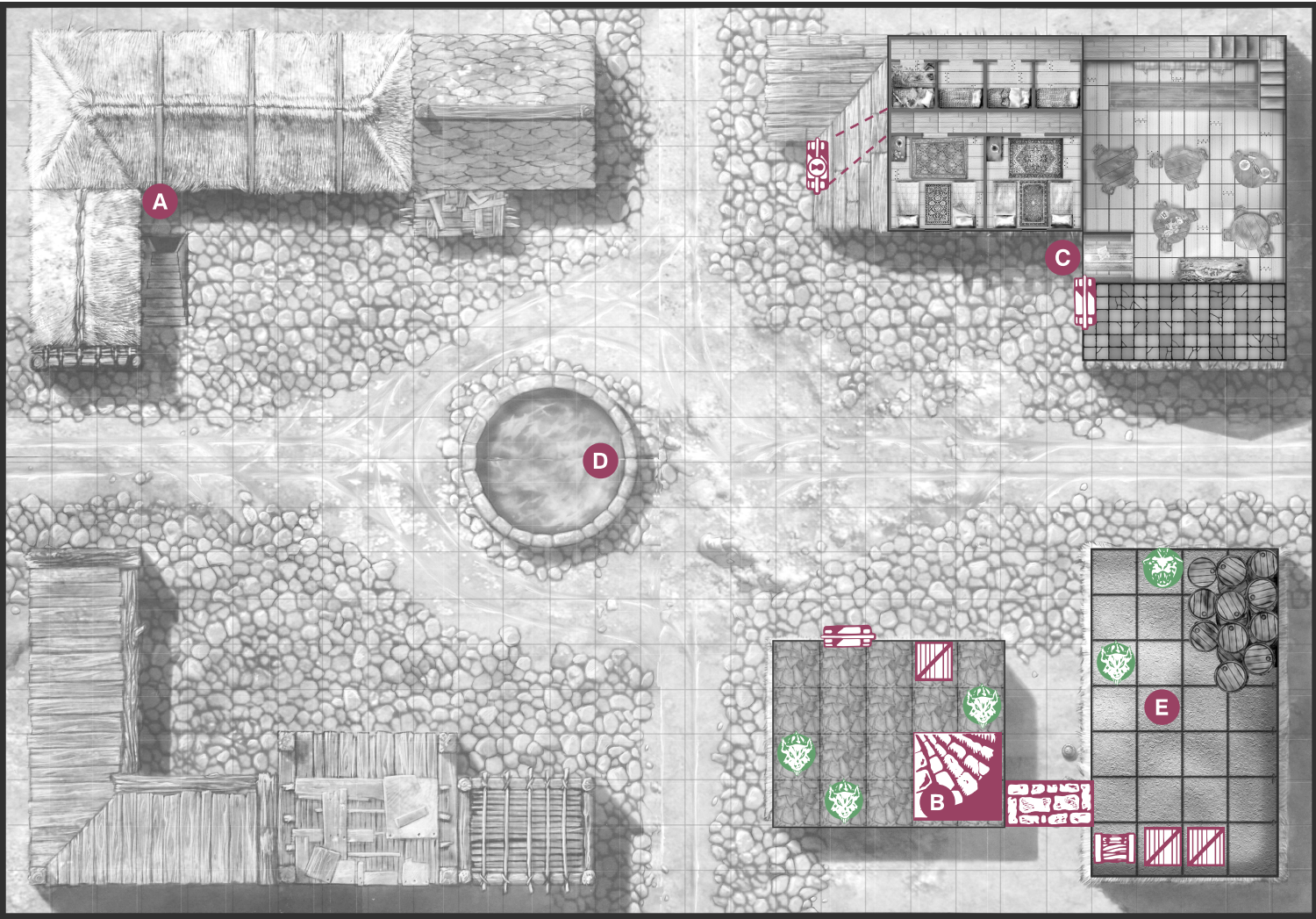
HeroQuest™

Into the Sewers

Q U E S T



B O O K



Quest 1

A Hard Earned Rest

"You have fought well in your latest campaign, and deserve a rest. A nearby town offers good food and lodgings in a tavern called "Ye Olde Inn". An important gentleman from the Emperor's court has been reported to be in town as well.

Perhaps he could give you some information on the Emperor's current pressing issues, or perhaps even a new job, should you need it."

NOTES:

Place the Town map on the table first. All buildings are locked, and cannot be entered, except the Inn. The Heroes enter the map from the west. The GM tells the Heroes it is night, the streets are dark, and the only light comes from a few torches outside the buildings and some windows in the northeast building. Place the doors to the Inn and the two barns on the map.

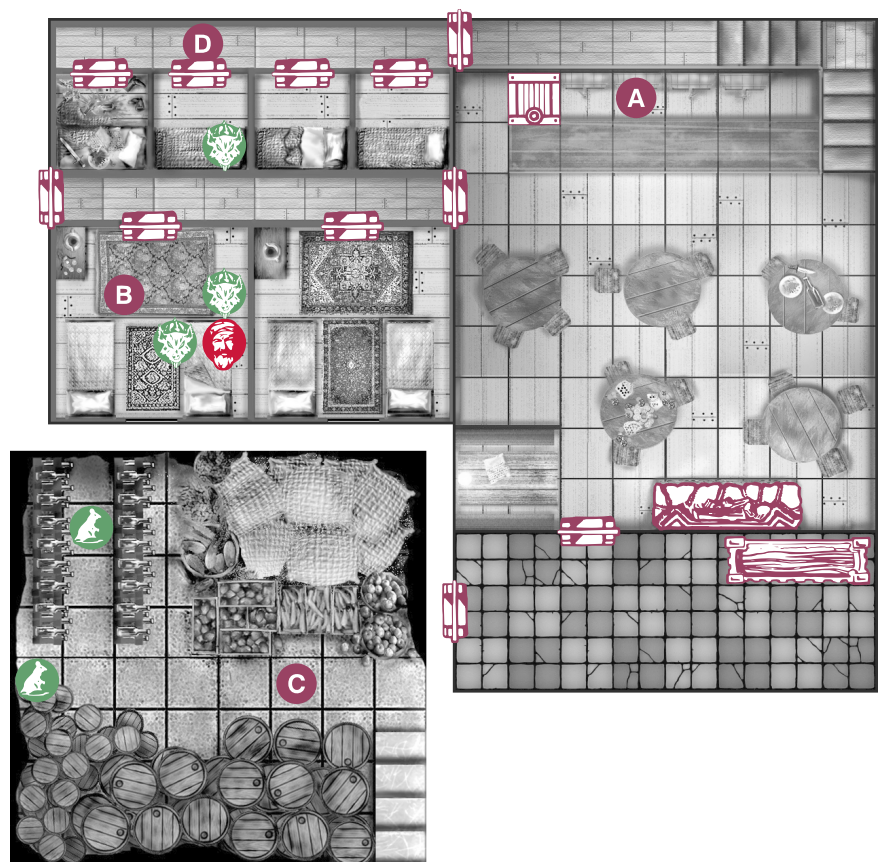
- A** These stairs can't be accessed, as the door at the end is closed and cannot be opened.
- B** These stairs lead to the Sewers (Quest 2). Heroes cannot leave without killing the Skaven in this barn first.
- C** This is the entrance to the Inn. When opened, place the tiles for Ye Olde Inn next to the town map (the scale is different from that of the town). The rear entrance cannot be entered from outside, it is locked from the inside. See next page for the Inn layout.

- D** If any Hero searches the well for treasure or hidden doors and traps, a Giant Rat will crawl out of the water and attack the Hero.
- E** The chest in this barn holds 50 gold coins. If the crates are opened, 2 Giant Rats will attack.



Wandering Monster in this Quest: Giant Rats

(Roll one 6-sided die for the amount of Giant Rats)



Conclusion

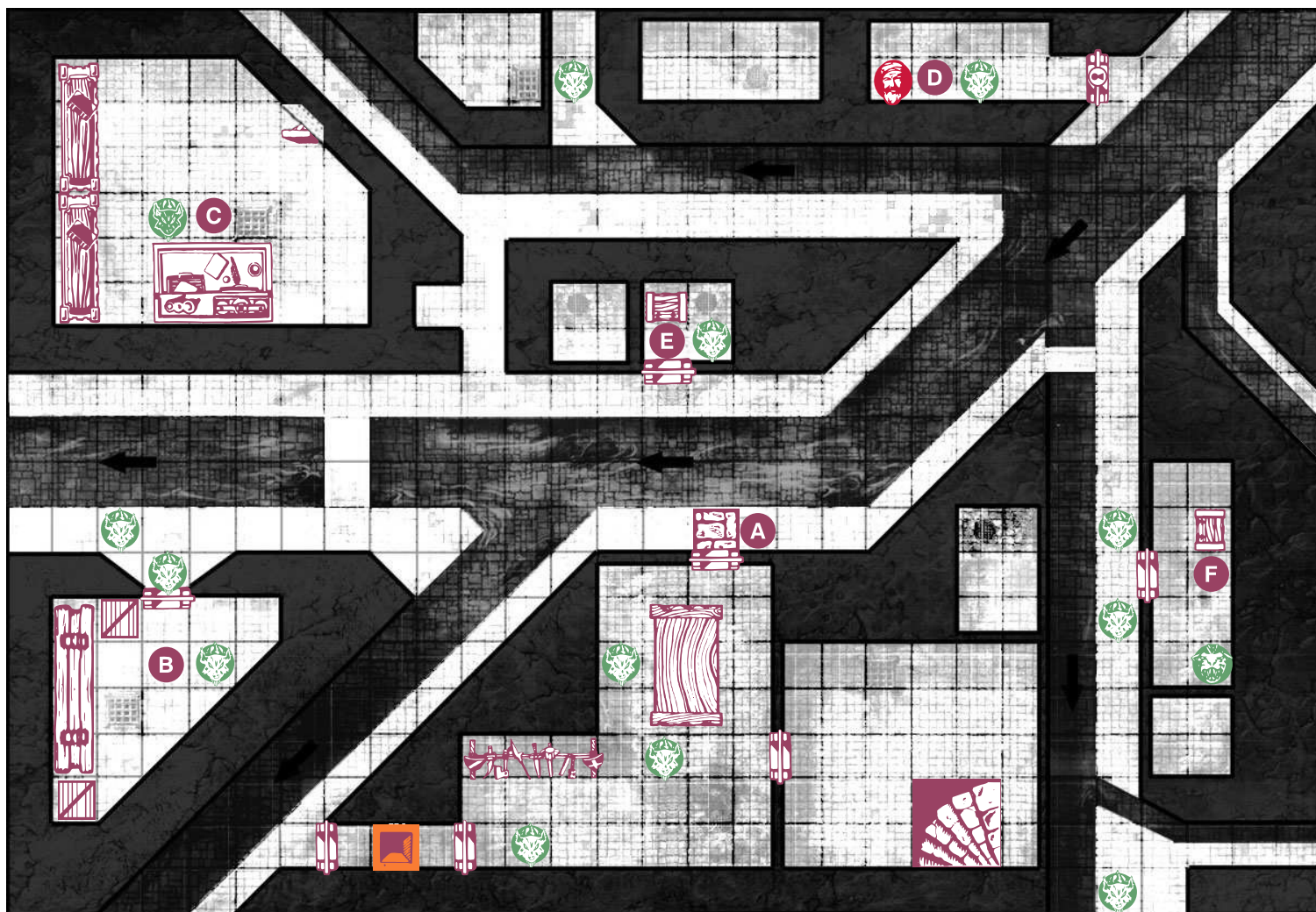
"Congratulations on another job well done! The village people can live in safety now you have rid the sewers of the Skaven plague. Mr. Groat is safe once more, and can continue his task of collecting taxes for the Emperor. This income will aid him in his struggle against Zargon and his evil minions. His Excellency has seen it fit to grant you 200 gold coins as a reward for your efforts. Spend it wisely!"

Mentor

Inside the Inn:

- A** The Innkeeper welcomes you, and offers you ale, which costs 5 gold coins each. If a Hero drinks more than 4 ales, he or she is drunk, and can only move with 1 movement die for 2 turns. If any Hero asks the Innkeeper about any important guests, he will tell them the Tax Collector, Mr. Groat, is staying in his inn.

He will also ask you if you could help him with a recent rat problem he's been having in his cellar. If the Heroes accept, the Innkeeper will open a trapdoor behind his counter, leading into his cellar. The players cannot open this trapdoor themselves, as only the Innkeeper has the key. The cellar is located below the Inn, and may be placed anywhere.
- B** If any Hero opens the door to this room, two Skaven will jump out of the window, carrying Mr. Groat with them. If the Heroes go outside, they are nowhere to be seen. If any Hero tells the Innkeeper about what happened, or asks for advice, he will tell them they should try the barns across the Inn. He's been hearing noises at night there.
- C** If any Hero searches this room for treasure, two more Giant Rats will jump out from under the grain sacks and attack the Hero.
- D** As soon as any Hero enters this room, a Skaven will jump out from under the bed and attack. All other rooms are empty.



Quest 4

Pustules!

"When the Heroes return from locating the Talisman of Pore, they find their skin has broken out in hideous pustules. The townsfolk fear and shun them. The local pox doctor cannot

help, but he advises them to go and find the Skaven Warlock, and torture him for the cure."

NOTES:

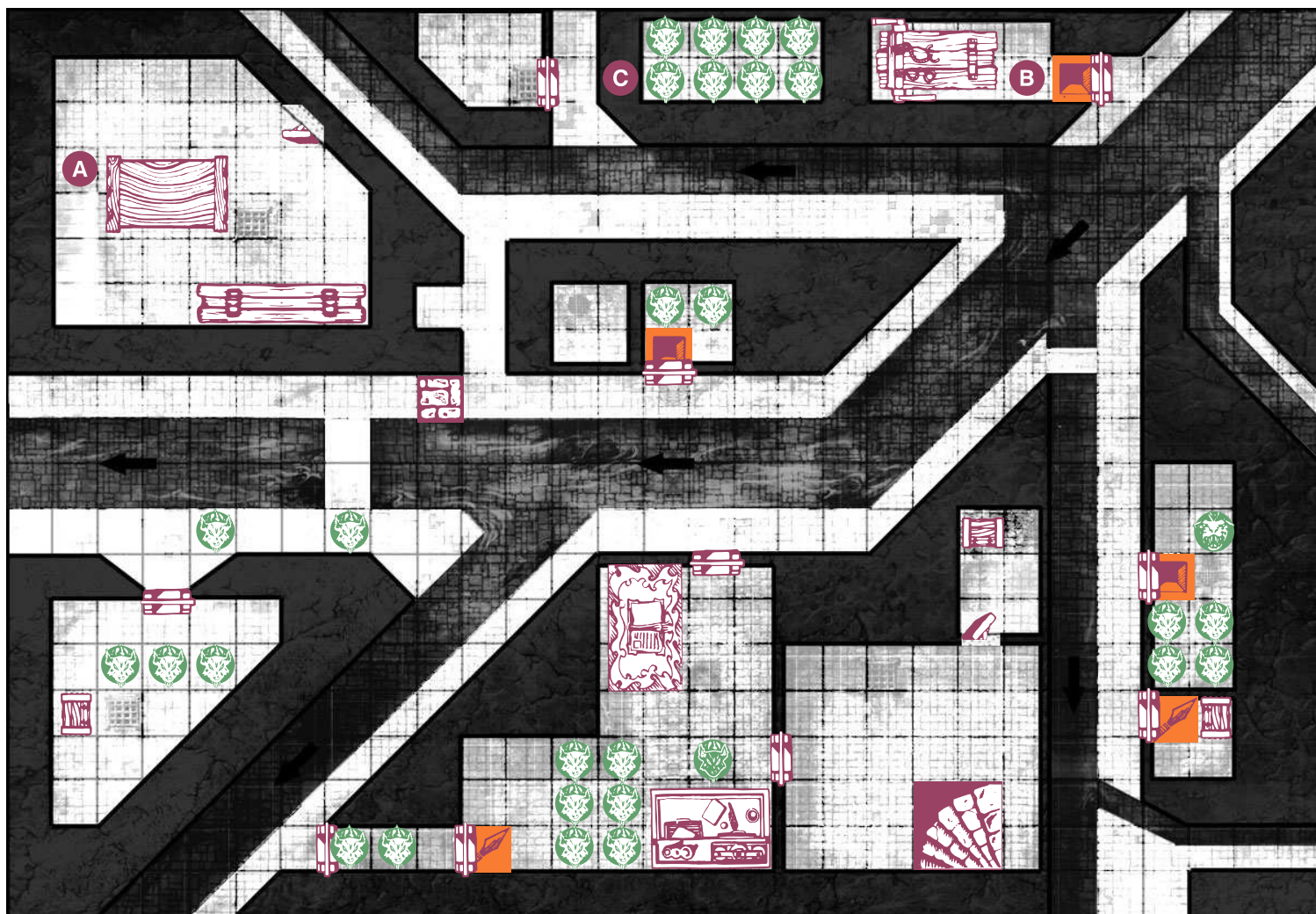
- A** Entrance. The pox doctor has asked the townsfolk for the key to this entrance, as the Skaven might expect you to enter from the barn again. He locks it behind you, so you need to find another exit out of the Sewers.
- B** This is the torture rack where the Skaven Warlock can be questioned for a cure. When he is captured, one Hero must lead him to the torture chamber, others defending as they go. When the torture chamber is reached, put the Warlock on the rack. One Hero rolls one combat die. If a black shield is rolled, the Warlock reveals the cure. If a black shield is not rolled, see "C".
- C** Lair filled with Skaven. They hear their Warlock screaming, so they rush to his aid, carrying their own plank! Place a hidden door where "C" is marked on the map. On the Heroes turn, roll for the cure. Repeat the sequence until the bitter end. Return via spiral stairs, hopefully cured.

Rules for all chests in this map: Roll a 6-sided die when opened. On 1 or 2, the Hero opening it receives a Health Potion +4. On 3 or 4, he/she receives 100 gold coins. On 5-6 the chest is empty.

See the Note at Quest 3 for extra rules.



Wandering Monster in this Quest: Giant Rat



Quest 2

Into the Sewers

"The Emperor's Tax Collector, Mr. Groat, has been taken into the sewers by the Skaven. It is up to you to rescue him from

their evil clutches!"

NOTES:

- A** A pile of rocks prevents this door from being opened from the inside.
- B** The store room: This room contains a few crates and a stack of wooden planks. Opening the crates will release D4 Giant Rats (roll one 4-sided die for the amount of Giant Rats). The players can use the planks of wood to make a bridge over the water. If the Heroes decide to take the planks, the one that carries it must leave his shield in the room, losing one die in defense. When the Hero puts down the planks, he/she can go retrieve the shield by going back to the room he/she left it in.
- C** This is the Warlock's lair. The key for the prison cell (D) is on the desk.
- D** The prison cell. The door to this chamber is locked and needs a key to open it.
- E** The chest in this room contains 50 gold coins.
- F** The chest in this room is trapped. The Hero opening the chest without checking for traps must roll one attack die. He or she takes one damage point if a skull is rolled.

Optional extra rules: See Note at Quest 3.



Wandering Monster in this Quest: Giant Rats

(Roll one 6-sided die for the amount of Giant Rats)

Wandering Monster in this Quest: Giant Rat