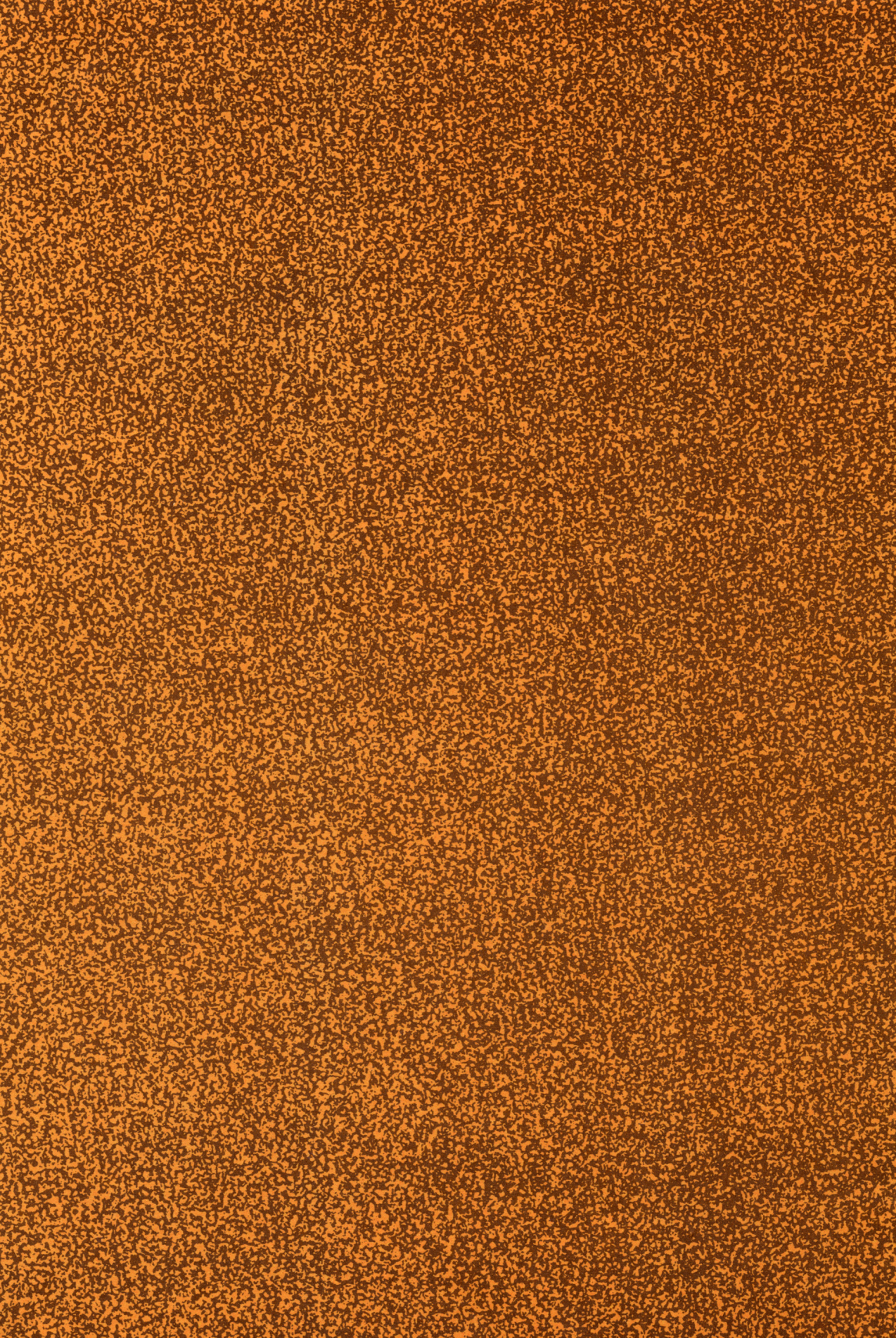









# HERO QUEST



Foes of Wodan  
INSTRUCTION  
BOOKLET













Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skeleton Champion		6	2/2	3	2	0
Spirit Rider		8	4	3	1	3
Carrion Crawler		2	2	7	6	1
Stinger		10	3	7	4	2
Cobran		6	3/3	6	3	5
Human Guardsman		7	2	2	2	3
Dwarf		6	5	6	5	2
Manticore		8	8	8	8	8



# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Ogre Warrior		6	5	5	5	1
Ogre Lord		4	6	6	4	5
Ogre Chieftain		4	6	6	3	2
Ogre Champion		6	5	5	4	1
Rat Ogre		8	7	8	7	1
Human Merchant		5	1	1	1	4
Giant		8	6	7	6	2
Lich		6	2	4	3	7



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## New Trap

The Swinging Blade trap does not have tiles.



**Swinging Blade Trap:** The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

## New Monsters

### Human Guardsman

Guardsmen armed with spears and halberds may attack diagonally.

### Lich

The Lich possesses all Necromancy Spells. It may also self-resurrect (see Spirit Rider notes) with 1 random Necromancy Spell. The Lich is unaffected by Holy Water.

### Manticore

The Manticore is poisonous. If during its attack the DM rolls only skulls which are not all defended; the Hero has become poisoned and they will lose 1 Body Point per turn until healed. If the Manticore is hit, all of its stats are reduced by the number of hits.

### Rat Ogre

The Rat Ogre will attack any Hero or monster it encounters. It is able to break through any wooden door.

### Skeleton Champion

The Skeleton Champion may attack twice in one turn. It can be destroyed by holy water.

### Spirit Rider

Spirit Riders can self-resurrect. When it is hit, the DM must roll 1 combat dice. On the roll of a skull

the Spirit Rider is not destroyed. It can be destroyed by holy water.

### Stinger

If during its attack the DM rolls only skulls which are not all defended; the Hero has become poisoned and they will lose 1 Body Point per turn until healed.

### Carrion Crawler

Carrion Crawlers will only attack those within its movement range.

### Cobran

The Cobran may make 2 attacks per turn.

### Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

## New Tiles and Quest Map Symbols

### Locked Door

These doors are locked and will require a key to be opened.



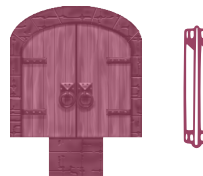
### Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.

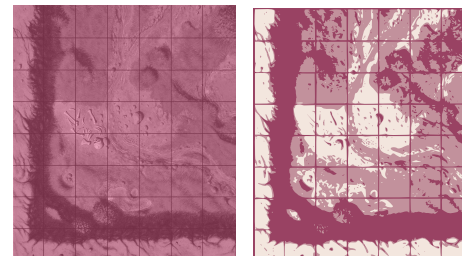


### Double Door

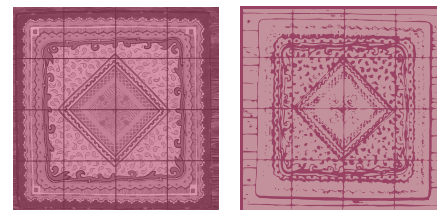
When opened, replace the closed big door with the open big door.



### Surface



### Carpet Room



### Ogre Throne



### Wall of Flame



### Death Pit

