

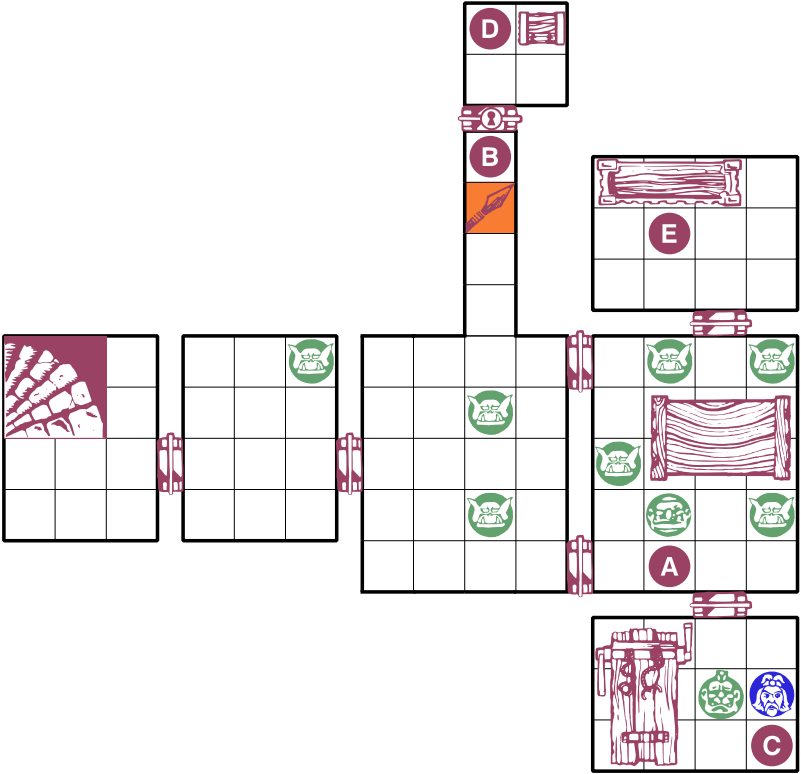
HeroQuest™

Foes of Wodan

Q U E S T



B O O K



NOTES continued:

If the Lich is unable to resurrect he will transform into the Manticore. The Manticore may be killed by any weapon.

Quest 1

The Rescue of Daniel

The sacred Temple of Wodan has been plundered by the Ogres and many sacred artifacts have been stolen. Worse still, the high priest Daniel has been abducted and held for ransom. The Emperor has decreed that no ransom can ever be paid, not even

for himself. However, the priests have offered a reward to anyone that can bring Daniel back to safety. Rescue Daniel and 163 gold coins could be yours.

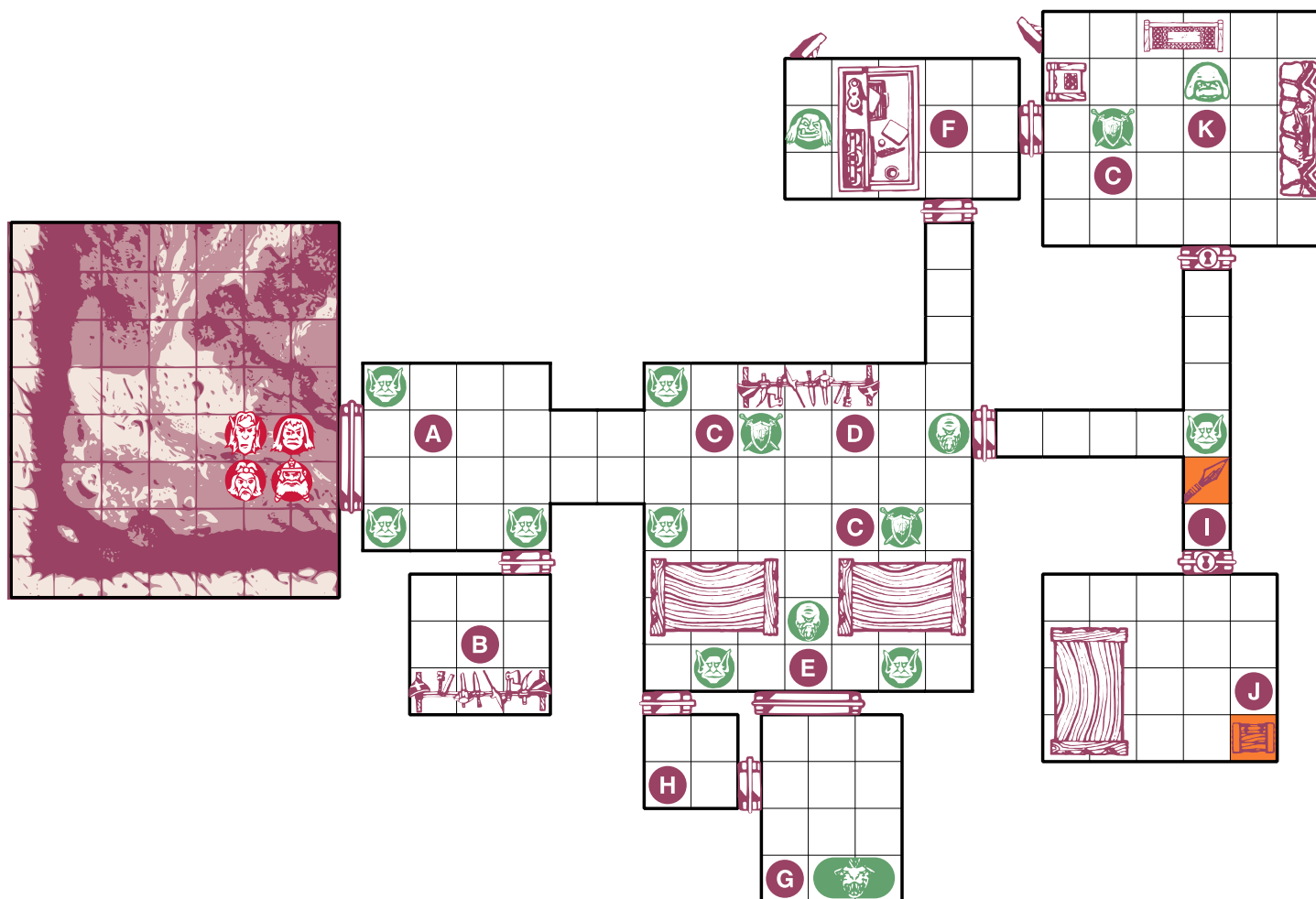
NOTES:

Daniel – Use the AHQ Wizard figure

- A** This Ogre possesses the key which unlocks door B.
- B** This door is locked. It requires the key that the ogre marked A possesses.
- C** This is Daniel, he is chained to the wall. Once released he will fervently begin to search the dungeon for "Wodan's Dagger" (but he will not be able to find it).
- D** This chest contains 120 gold coins and a Potion of Healing.
- E** This cupboard contains assorted holy artifacts, which are worthless.



Wandering Monster in this Quest: Orc



Quest 7

The Final Battle

You awaken to find yourselves in a small pit with very high walls. A beast of some kind lurks and watches you from the darkness of an adjoining room. Above your heads the Lich surveys his catch; "Foolish mortals," he shrieks "did you really

believe you would triumph against me! Lord of the Shadows? Save your strength pathetic ones, so that you may yet give us a little sport before you die." He hobbles away leaving the Erganard the Giant to guard you.

NOTES:

- A** After you have read the parchment above the Lich immediately leaves and will next turn up in the large room.

The Heroes begin the Quest without their equipment. Magic users may still cast spells. Any combat must be fought according to the rules for unarmed combat.

- B** If the Heroes saved Erganard's life in the Labyrinth of Despair he will help them: Erganard speaks to the Heroes. *"You have saved my life. Even while the lich keeps my people as prisoners I dishonor them if I do not repay my debt to you."* He lowers a rope to the Heroes and he will also help them fight the Lich.

If the Heroes did not save Erganard's life he will not help them. The Lich will return and Erganard will move to room E. The gate will open and the Heroes must face the Rat Ogre empty handed.

- C** This portcullis is locked until the right hand lever is operated in room E.

- D** This door is the exit (use a heavy door piece).

- E** Use a heavy door piece to this room. This room contains two levers

The left hand lever opens the gate between the Rat Ogre and the starting room.

The right hand lever opens the portcullis marked C. The Rat Ogre will explore the dungeon randomly and attack all visible enemies.

- F** This Skeleton champion now wields Voltan's Divide, the Hero who defeats him may take the appropriate Artifact Card.

- G** These weapons racks contain the rest of the Heroes equipment, but all gold that Heroes had before entering the Black Fortress is lost.

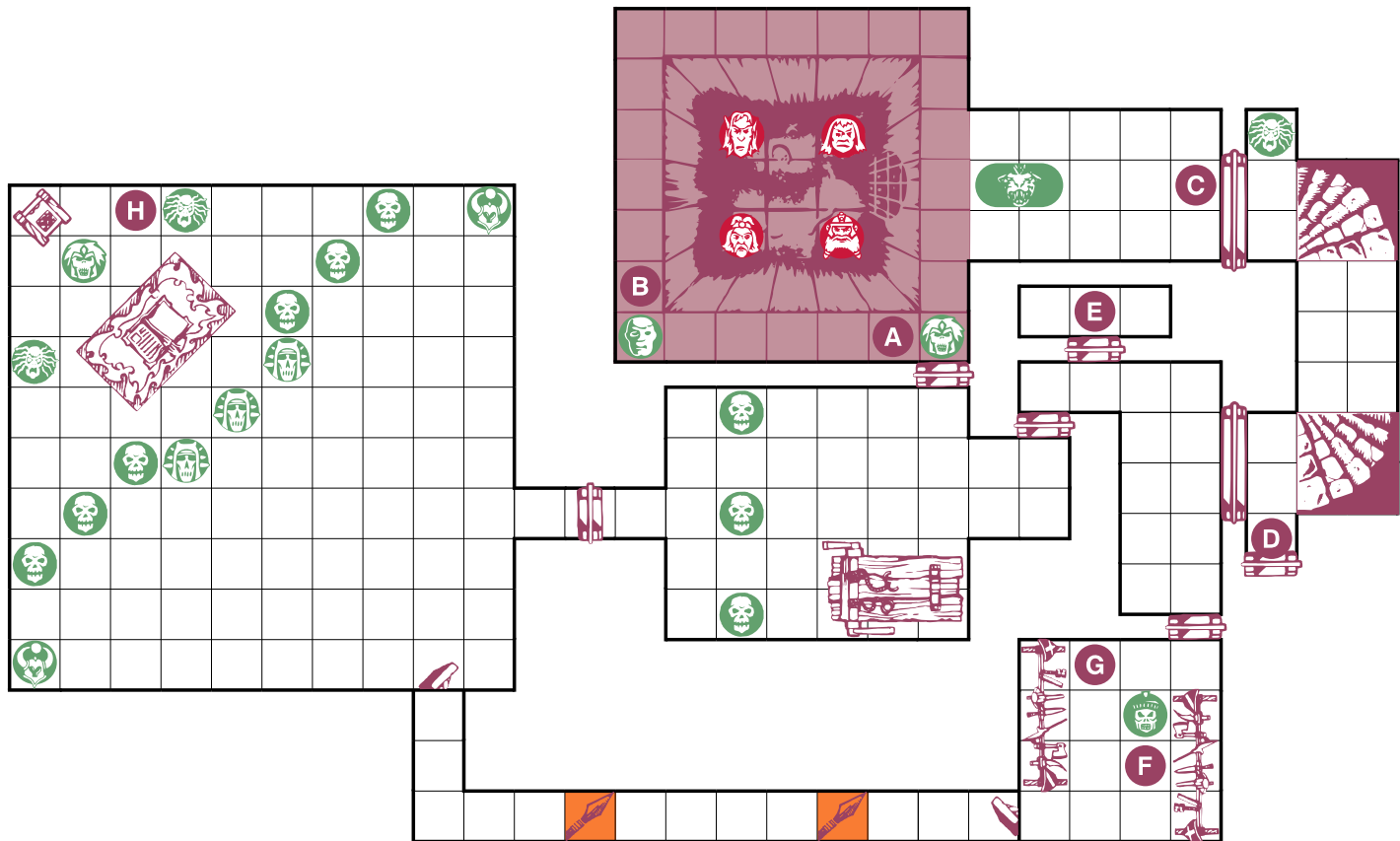
- H** The Lich will only use his spells and will not engage in direct combat until all other foes are destroyed.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	2	4	4*	8

(See additional Lich rules in the Temple of Wodan Quest.)



Wandering Monster in this Quest: Zombie



Quest 2

The Trade

You have learnt that a missing artifact called "Wodan's Dagger" has been taken by the Ogre Sped, to be sold at his market. The priests are eager for the dagger to be returned to them but they have very little wealth and all they can raise is a meager 100

gold coins to buy it back from Sped. Posing as merchants you have acquired an invitation to Sped's market. You must obtain Wodan's Dagger, one way or another.

NOTES:

- A** As the Heroes enter the outpost the Goblins ask them to surrender their weapons.
 - I. If the Heroes do surrender their weapons, the weapons will be taken to the rack in room B. If Heroes ask any of the Gobins for the dagger directly, the Goblin will take only one of the Heroes directly to Sped to negotiate a price. The trader present will go up to 500 gold coins for the dagger (he does not carry the gold).
 - II. If Heroes do not surrender their weapons, then fighting will ensue. An alarm will sound. Monsters will evacuate to rooms K, H and F. The Fimir at E will enter room H and unleash the Rat Ogre to deal with the Heroes. In the case of choice (II) Gron will end up leaving with the dagger.
- B** The Heroes weapons will be stored here if they surrender them. The rack also contains a Hand Axe.
- C** These are traders. They will not fight the Heroes. If the alarm sounds they will attempt to leave. Each trader has 150 gold coins.
- D** This weapons rack contains a good Spear, two rusty and useless shortwords and a broken shield.
- E** The tables are empty. The double door is locked. Once released the Rat Ogre is able to bust through the double door.
- F** This is Gron's potion shop. Gron is an Ogre illusionist, he will use whatever Illusory Spells are necessary to obtain his ends. If Heroes have surrendered their weapons they will be able to buy potions from Gron at the following rates:
 - Healing – 100 gold coins
 - Strength – 80 gold coins
 - Resilience – 80 gold coins
 - Courage – 80 gold coins
 - Speed – 50 gold coins

Once Gron is told of the value of the dagger; his aim becomes to obtain it and leave with it.

Wandering Monster in this Quest: The Hero has been pick pocketed they lose 1D6 x 10 gold coins.

NOTES continued:

- G** The Rat Ogre is chained to the wall and can move no further forward than its current position.
- H** This room contains a lever which unchains the Rat Ogre.
- I** These doors are locked, Sped has the key.
- J** This chest is trapped, any Hero who opens it without checking for traps first will lose one Body Point. It also contains 250 gold coins.
- K** This is Sped. He has the dagger and the key to the doors marked I. Though a Hero may attempt to make a trade, Sped will end up giving the dagger to the other trader and then going to tell Gron. The trader will attempt to leave but will be mugged by Gron.

Quest 6

The Black Fortress

The portal takes you to a strange limestone valley deep within a vast range of mountains. At the floor of the valley, pale leafless trees watch the shores of a still black lake. And above the surface of the lake; a gigantic shard of black crystalline rock levitates, tethered to the sides of the valley by three

colossal iron chains. Following Mentor's instructions you climb one of the chains to a crack in the rock face. You have entered the Labyrinth of Despair, and you quickly realize Mentor's old maps are useless. You must find a way through the labyrinth and up into the heart of the fortress.

NOTES:

- A** This chest contains 250 gold coins and a Potion of Healing.
- B** This chest contains 200 gold coins and a Potion of Speed.
- C** This weapons racks contains many inferior weapons, but there is a battle axe that is useable. Any Hero who searches for treasure may take the battle axe from the Armory.
- D** The chest contains Voltan's Divide. Any player who searches for treasure may take the appropriate Artifact Card.
- E** This is the statue. It has no special purpose.
- F** The Carrion Crawlers are about to kill the Erganard the Giant. If they do not intervene Erganard will be killed and will not return in the final battle. If the Heroes kill the Carrion Crawlers Erganard will be saved, he speaks to the Heroes, read the following aloud:

"My humble thanks to you, without your help they would have surely eaten

me. My name is Erganard. I know why you are here but I beg you, leave this place. My master has sensed your arrival through the great portal and he has a trap laid to ensnare you. I can say no more, I must leave."

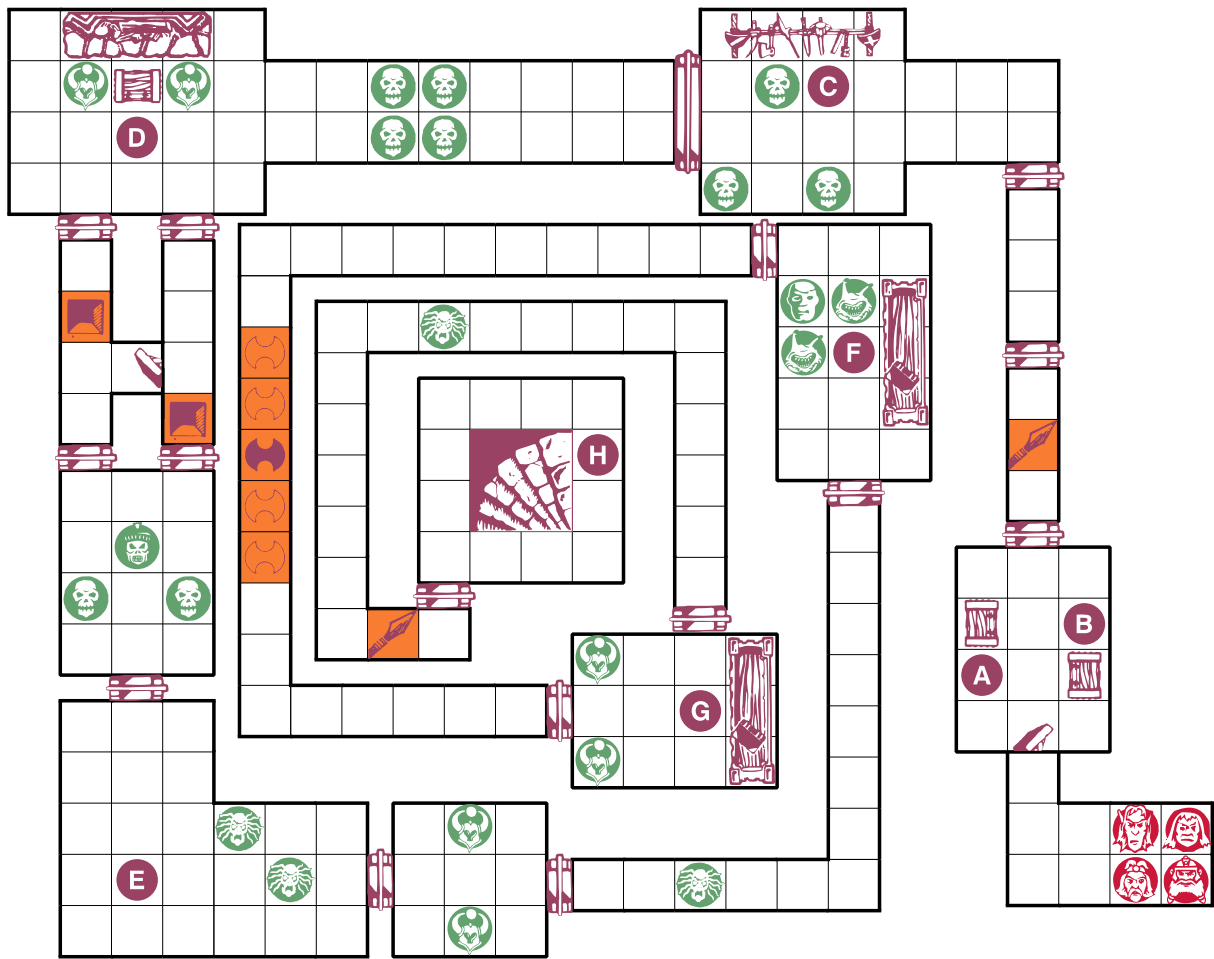
Erganard makes his way to the center of the labyrinth, he will not stop to help the Heroes or speak to them.

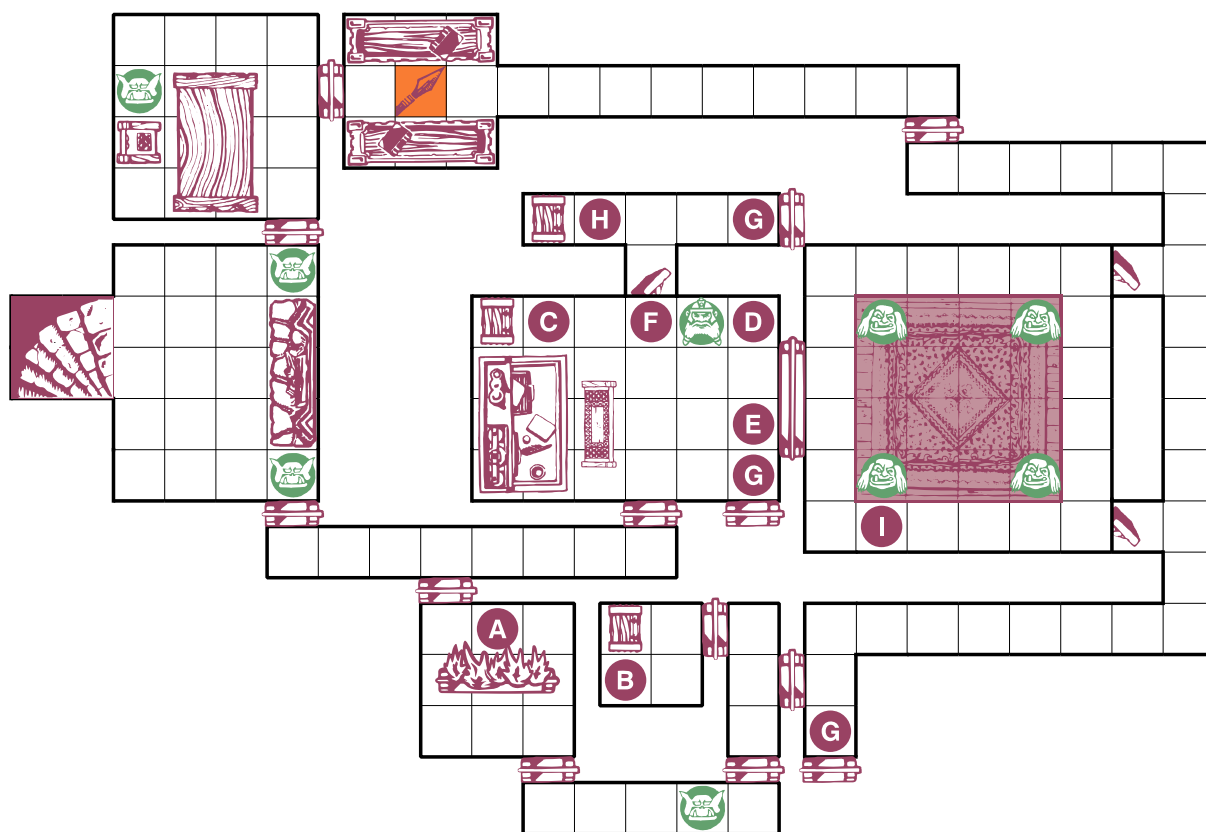
- G** The bookcase has a Potion of Resilience hidden in it.

- H** This is the staircase to the heart of the fortress. When all Heroes have entered read the following aloud:

"You climb the staircase up into the higher levels of the fortress. But suddenly, your torches are magically extinguished and you are each beaten unconscious by malicious creatures hidden in the darkness..."







Quest 5

The Tomb of Sand

The Lich flies east to the Black Fortress, an insuperable distance from the realm for you to travel on horseback. The Lich is a potent force for evil and given time in which to anneal his power I see no victory against him. But there is hope, my

old friend Kethrah knows of a secret portal that can take you to the Black Fortress. Meet Kethrah at the ancient Tomb of Sand and be prepared for combat.

NOTES:



Kethrah – Use High Elf figure.

The Heroes begin the game accompanied by Kethrah. If Kethrah is killed at any point they will not be able to complete the Quest.

Kethrah

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	2	5	6

(Kethrah possesses the Earth Spells)

A

These are stone doors. As soon as all Heroes have left the stairway room the secret doors will close and cannot be opened again. These rooms will begin to fill with sand. Heroes have four turns in which to open the stone doors before they become buried in sand. Kethrah can help by casting pass through rock and trying to open a stone door from the other side.

B

Once all four Mummies in these rooms are destroyed the portcullis C will

open.

C

This is the portcullis. It is closed until all four Mummies in the rooms marked B have been destroyed. Once open Korak will move out to attack the Heroes.

D

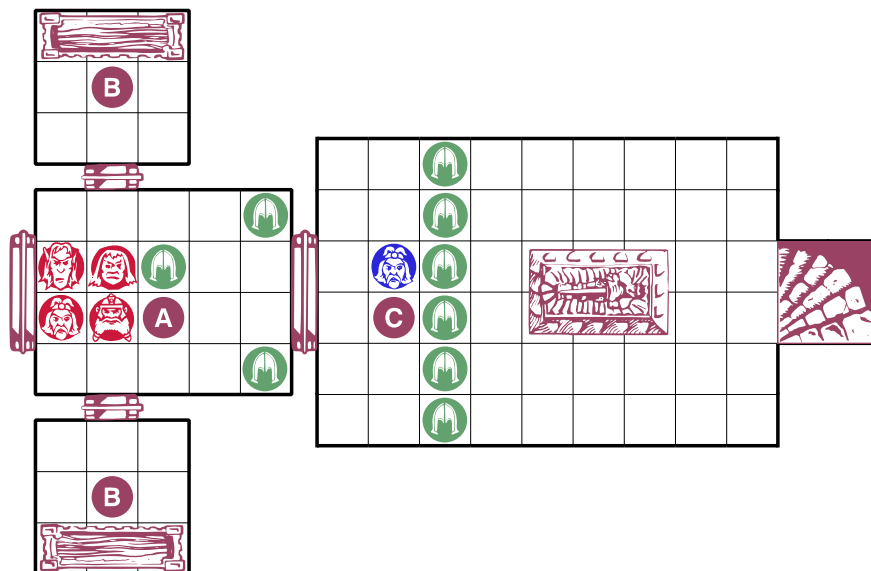
This is Korak, a Cobran who the Heroes have awoken. When the portcullis is open he will move out to attack Kethrah.

E

This is the portal. Once Korak is defeated Kethrah can operate the portal and Heroes can pass through it. Kethrah will not go with them, he must remain to hold the portal open.



Wandering Monster in this Quest: Carrion Crawler



Quest 4

The Temple of Wodan

You must take Wodan's Dagger to Daniel in the great hall of the temple.

NOTES:



Daniel – Use the AHQ Wizard Figure.



The Heroes have entered the temple, the guard guides them to the inner hall.



These cupboards are filled with ceremonial robes and, a Vial of Holy Water and a Potion of Healing in each.



This is the heart of the temple, when Heroes enter this room read the following aloud:

"You have entered the main atrium of the temple. The priests have all left and only Daniel remains, he seems very anxious, 'The Dagger...quickly!' he snaps."

Heroes may choose not to give the dagger away, in which case the Emperor's guards will fight them for it and they will also have to fight the Lich.

Once Daniel has the dagger he will approach the sarcophagus and wait. Read the following passage aloud:

"The lid of the sarcophagus slides open. Daniel raises Wodan's Dagger ready to plunge it into the corpse within. But suddenly the deafening roar of a great dragon shatters the stained glass of the temple windows and before Daniel can complete the ceremony a searing flash of intense heat fills the room and he is consumed by a jet of black fire sent forth from the tomb. Everyone stands

aghast as the creature rises from the dead."(The Lich is now in play, place the figure adjacent to the tomb).

The Lich has the following abilities:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
2	1	2	1*	6

- He possesses the Necromancy Spells (Hellfire has already been used on Daniel).
- The Lich can be harmed by any weapon but his final Body Point can only be taken by Wodan's Dagger.
- *When he reaches zero Body Points the DM may roll a single combat die, on the roll of a skull the Lich resurrects himself with one Body Point and one random chosen Necromancy Spell.
- When the Lich uses the Drain Life spell, there is no limit to the number of Body Points he may gain.

The Lich's objective is to reach the stairway tile where it will mount the dragon and leave. If the Lich escapes then the Heroes will need to continue to Quest 5.

Wandering Monster in this Quest: None