

HeroQuest™

The Rescue of Lord Nallus

Q U E S T



B O O K

Introduction

"Lord Nallus has been captured by a band of Ogres. The Ogres have somehow found a way into the Temple of Thoth. The Temple of Thoth was sealed many years ago when the High Priest, a Dwarf named Kallas Mon, forsook his vows and closed the temple, swearing that no man would ever enter it again. The Ogres must have found a secret way in, for Kallas Mon sealed the temple magically and no one has been able to get inside for many years. The Ogres are using the temple as their base; going on raids with their Orc and Goblin allies. They are creating destruction and havoc in the countryside surrounding the Temple. Kallas Mon turned renegade, leading Chaos forces in several small skirmishes against the Empire. His last known residence was in a small fortress near the Border. You must go there and find out from Kallas Mon the way to open the Temple. Then enter the Temple of Thoth and rescue Lord Nallus."

Conclusion

NOTES continued:

- If the Heroes try to give Lord Nallus armor or weapons before he is fully healed, he tells them: *"I'm sorry my friends, but I do not feel that I have the strength to carry such things."*
- If the Heroes partially heal him, Lord Nallus can move his full 8 squares per turn. When they have healed him, read to the Heroes: *"Lord Nallus looks at you. I must thank you yet again. I feel much stronger now, and though not yet strong enough to fight, I feel strength in my legs. I believe that I will might be able to keep up with you in our escape."*
- If the Heroes fully heal him to 6 Body Points and give him a weapon, he will be fully recovered and will fight with them. When they have healed him, read to the Heroes: *"Lord Nallus barely looks like the same person you found in the cell. Where before he was barely alive, now he is full of strength and energy. Thank you, Thank you. I now feel like I could take on an Ogre by myself."*
- If Lord Nallus's Body Points ever gets to zero, tell the Heroes: *"The attack was too much for Lord Nallus, and he expires before you in a bloody heap."*
- E** The first Hero to search here finds a shield, helmet, longsword, and a suite of chain mail.

Quest 1

The Search for Kallas Mon

- "Kallas Mon commands a small band of Chaos raiders from this fortress. I have a key that will open the front gate, but beware! You will be in full view of the guards. Find the Dwarf Kallas Mon and secure from him at any cost the means to open the
- Temple of Thoth. There are persistent rumors of undead other such abominations surrounding Kallas Mon; he may be dabbling in necromancy so be careful."

NOTES:

- A** This is the entrance and exit to the fortress.
- B** The Dwarf figure here is Kallas Mon. You can use the Dwarf figure from DarkWorld, or any other Dwarf figure you have. When the first Hero enters the room, read to the players: *"Kallas Mon looks at you. 'So, you've come looking for the way into the temple, eh. Have a taste of my creations instead.' Kallas Mon disappears in a cloud of smoke, and is replaced by... something else."*
- Remove the Dwarf figure from the board and replace it with the Haunter figure.
- C** When a Hero reaches one of these spots, if the appropriate door is still closed, read to him: *"The door before you is bolted from this side. Not an encouraging sign."* These doors may be opened by the Hero.
- D** Tell the Heroes: *"A sign outside this door reads 'Officers'."*
- E** The Dwarf figure in this room is Kallas Mon. The first time a Hero enters the room, tell him: *"Kallas Mon sees you and says 'You have found me again, but*

you'll not live to tell about it."

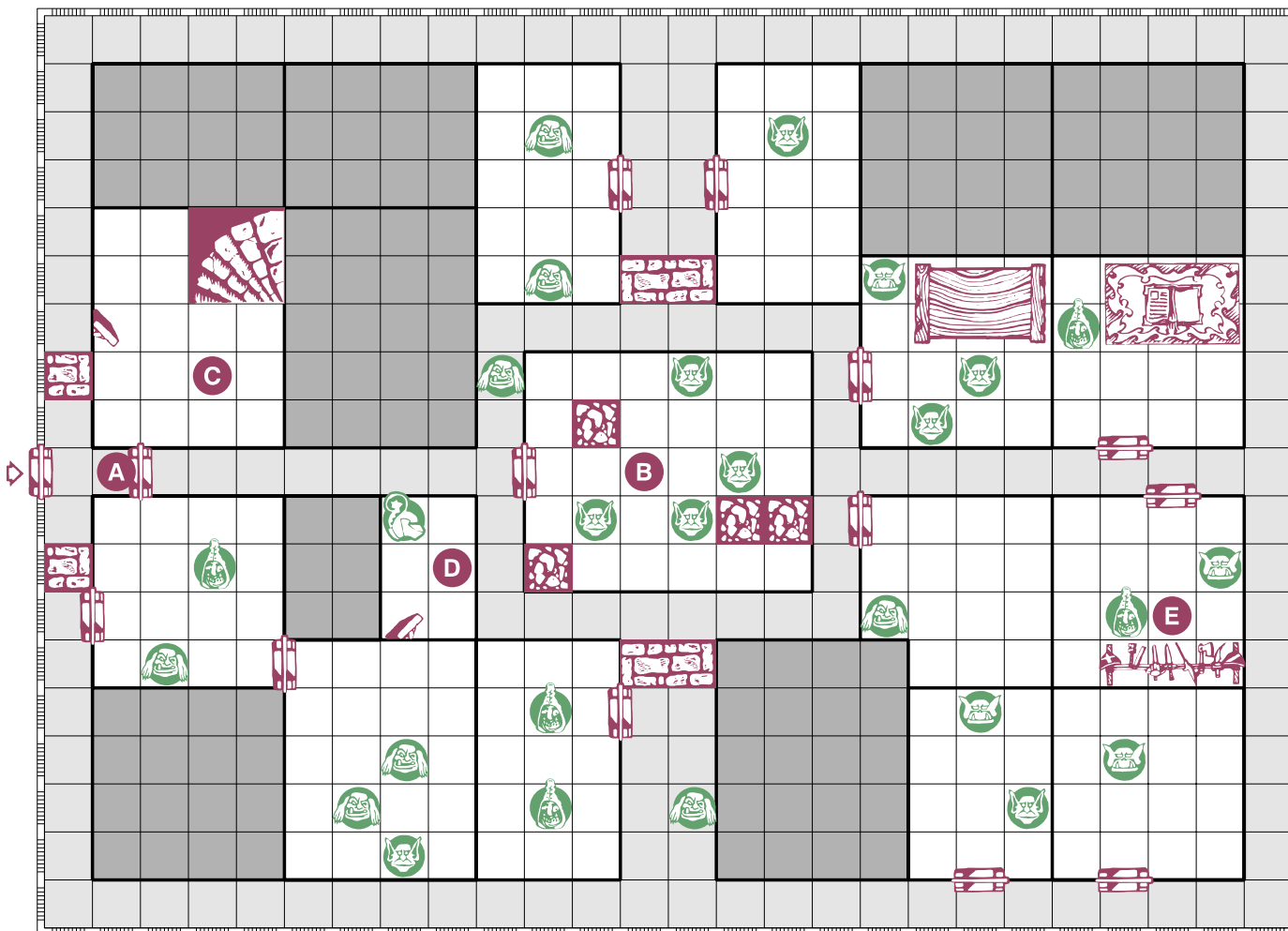
Kallas Mon immediately attacks. The first Hero to search this room after Kallas Mon has been killed will find an amulet on his body (give the amulet tile to the player).

Kallas Mon:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	4	4	5



Wandering Monster in this Quest: Haunter



Quest 2

The Temple of Thoth

"I do not know what the amulet you found does, but it must be the way into the temple. Once inside you will have to fight your way through the Ogres and their band of Orcs and Goblins. When you find Lord Nallus you must render any aid to him any

that he requires and get him out of the temple alive. Time is of the essence; each hour longer that Lord Nallus is in the clutches of the Ogres the less his chances of survival."

NOTES:

A Initially this door is locked, and no Hero without the amulet can open it. When the Hero with the amulet tile gets in this hallway, tell the players: *"The amulet you found on Kallas Mon begins to glow. The door before, locked for all these years, shudders. You hear the lock turning. The amulet fades as the door magically opens."* Replace the closed door with an open one.

When the last Hero goes through the door, tell them: *"The door behind you closes, and once again you hear the lock turning. Then, the amulet vanishes. You are trapped inside!"* Replace the open door with a closed one. This door will not open again, no matter what the Heroes do.

B The first time a Hero enters the room, tell him: *"This is the main room of the temple. Amid the piles of rubble you see the desecrated remains of the Shrine of Thoth. Foul scrawlings cover the wall, and the current occupants seem to be using it for a garbage dump. The Goblins drop what they are doing and attack."*

C This is the secret passage that the Ogres are using. This is the exit from the Quest.

D The Knight character in this cell is Lord Nallus. You can use the Knight figure from DarkWorld, or any other figure you wish.

Lord Nallus:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	2	6	5

Lord Nallus currently has only 1 Body Point left. He has no weapons or armor, his are in room E. Until the Heroes heal him, Lord Nallus can move only 2 squares per turn. Lord Nallus will follow the Heroes; if he ever loses sight of them he will not move any more until he sees them again.

When the Heroes first enter this room, read to them: *"A bloody figure stands before you. He is barely able to stand, and is sorely wounded. It must be Lord Nallus. Lord Nallus says to you 'Thank you, my friends, for releasing me from this foul cell. You must lead on the way out, I was unconscious when the Ogres brought me in here and know not the way. I am weak and unable to fight, but I believe that I can walk, albeit slowly.'"*



Wandering Monster in this Quest: 2 Goblins