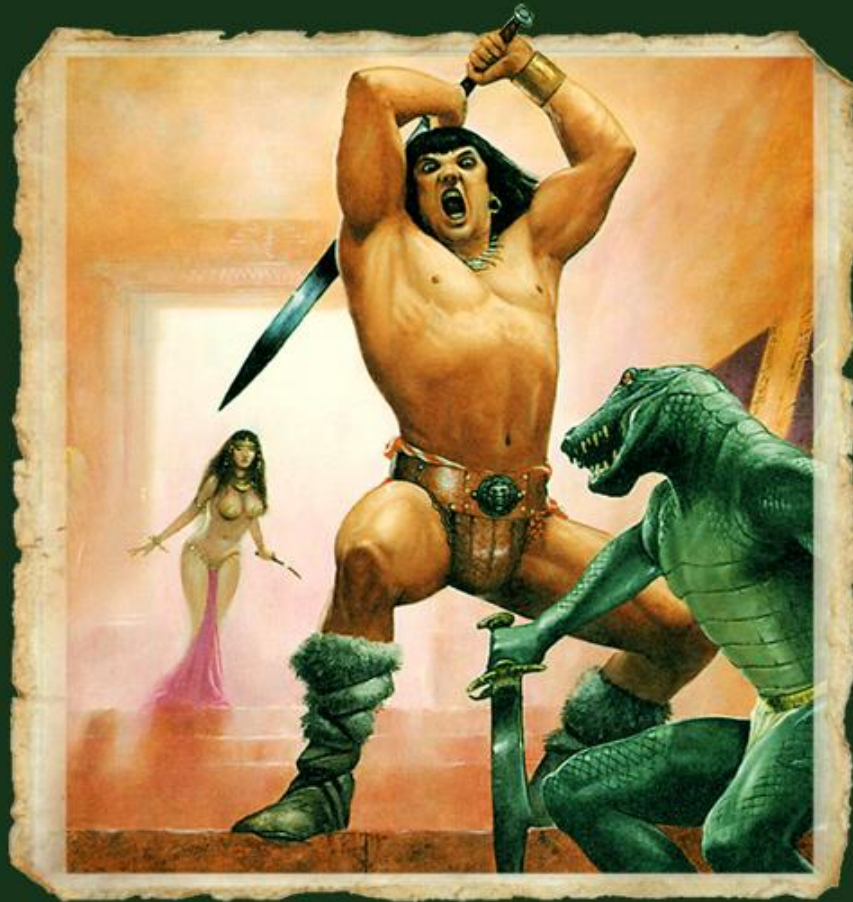


ALLIED HEROQUEST

SEA OF BLOOD



ALLIED HEROQUEST

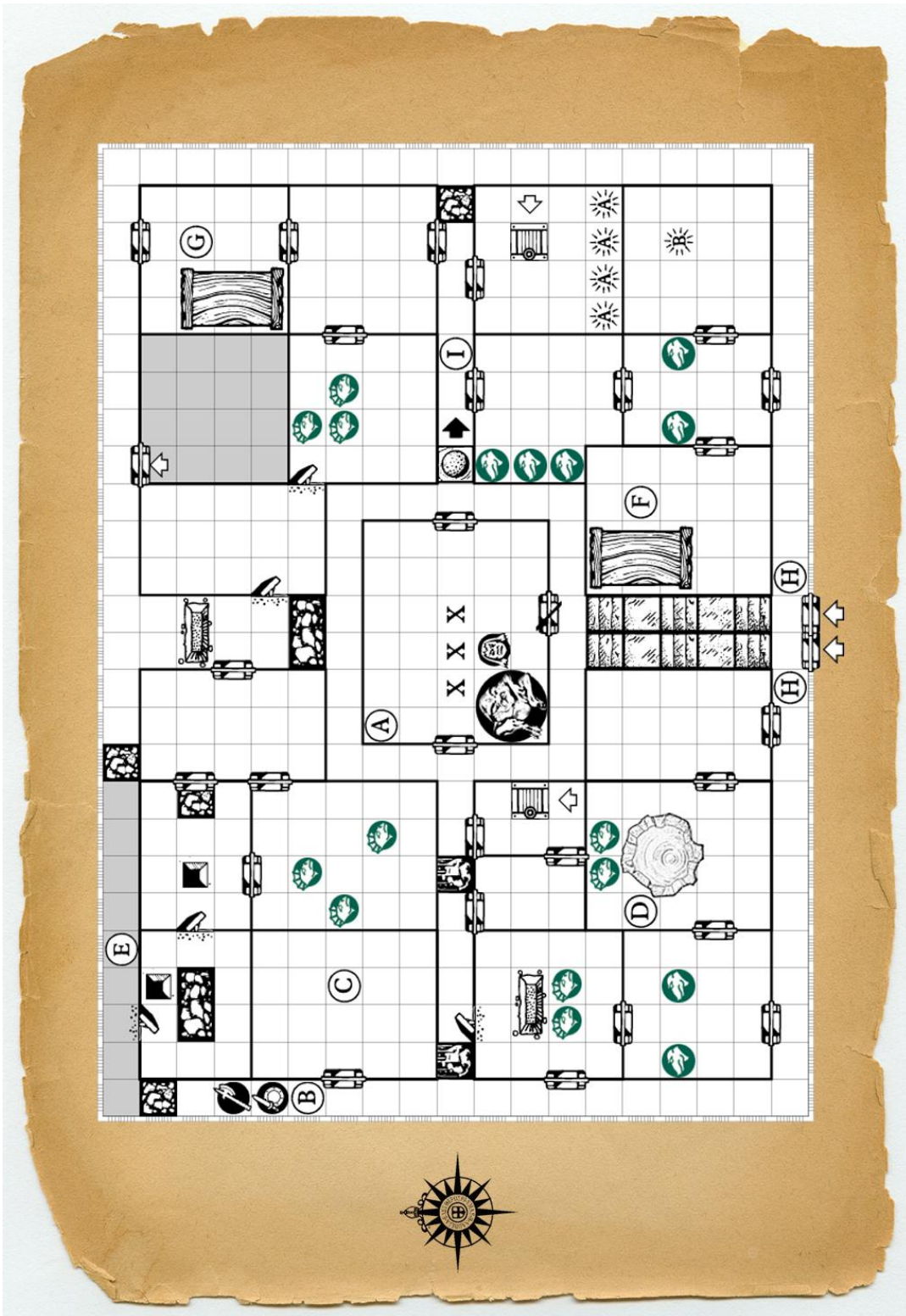
Descent in the Dark

Sea of Blood

(preview)

Quest I - Wrath of Sotek

Map:



"Screams for help drew you to the top of the sacrificial temple of the Lizardmen. The seemingly helpless women that was about to be sacrificed to the reptilian God Sotek flees when you arrive at the altar. A Slann Mage Priest lies in the corner mortally wounded, the Dark Elf Assassin's venomous blade still in his bloated belly. Run for your lives. Heroes, for the Lizardmen are furious for their immeasurable loss, and seek revenge."

Route:

No Passages.

Notes:



The Adventurer – Only four Heroes are available for this Quest. They start in room “A”. One of the Heroes must be the Barbarian.

To the Ship! – If all Heroes manage to escape the temple complex, then the Hero players win this Quest.

Curse of Sotek – If a Hero kills Itznodetni, then he becomes cursed by Sotek himself and suffers 10 Mind points of damage.

Defence of the Old Ones - Poisoned Speartraps can be sprung anywhere on the board by playing a *Trap Threat Token*. Attack by rolling 2 skulldice and the target defends as normal. However if a black shield is rolled the target is poisoned. (Multiple black shields cause no additional effect. The Hero cannot defend against the black shield.) Place an upside down damage token as poison-marker by the Hero to show this. On each of his turns he must roll a skulldice. On a roll of a skull they lose one Body Point, and on a roll of a black shield the poison has run its course, and you can remove the poison-marker.

A. The Slann Mage Priest Itznodetni is mortally wounded. But even now it is a powerful adversary. The Heroes are now suspects for the murder of the Slann Mage Priest. The dying Slann barely remembers 3 spells. He can cast one spell during each of his turns. Each spell can only be cast once, since the life is slowly slipping away from the age old lizardman. *Escape Threat Tokens* cannot be played on the Slann Mage Priest. The door to the south is open. Reveal the corridor leading to it.

B. An encounter with raiders: the revealing Hero gains two henchmen. One Halberdier and one Scout.

C. This is the Shrine of Sotek. The walls are covered in massive gold here, telling heroic tales of legendary Lizardmen. A Hero who searches for Treasure here draws no Treasure card. He steals a plaque worth 150 gold coins instead, during each search. Each plaque carried slows down the Hero's movement with one square. A Hero can drop a plaque at any time. Dropped plaques are lost.

D. This is the Spawning Pool. *Character Threat Tokens* can be played here to summon a Character (other than Itznodetni). The Heroes cannot enter the Pool.

E. These 9 grayed squares counts as the exit Glyph for the Heroes.

F. The first Hero to search for Treasure here finds a statue worth 200 gold coins, Chainmail Armour, a Spear and one Healing Potion (or one Potion of Strength if not available from the deck).

G. The first Hero to search for Treasure here finds a statue worth 300 gold coins and the knowledge to make one spellcaster retrieve up to three spells that were already cast.

H. Monsters cannot pass these squares until revealed by any Hero.

I. When a Hero passes the square with the Boulder icon, then place the appropriate tile from “Kellar’s Keep” (HQ-MB) there. If another Hero is on that square, treat him as being hit by Falling Rocks. In next GM turn, the Boulder rolls in the direction of the black arrow until it hits the Blocked Square. The Boulder tile cannot be entered or passed by miniatures. It blocks line of sight. Any Hero hit by the rolling Boulder is attacked with 4 skulldice against which he can defend as normal.

Characters:

Itznodetni, mortally wounded Slann Mage Priest: Move 0 / Attack 0 / Defence 3 / Body 1 / Mind 10 / Can cast following spells once; “Old Ones’ Protection”, “Sotek’s Wrath” and “Huanchi’s Stealth”.

Bonxi, massive Krozigor: Movement 6 / Attack 5 / Defence 6 / Body 4 / Mind 1 / Long Reach - Krozigors have a long reach that allows them to attack figures that are 2 squares away (not diagonally however). They may also attack while behind another Monster, as long as the target is still in reach. They cannot attack from behind a Monster with a base bigger than 1 square.

Xrusticl, Saurus Oldblood: Movement 5 / Attack 5 / Defence 6 / Body 4 / Mind 4

Denizens:

“Lizardmen”.

Quest II - Ring of Death

Quest III - The Last Zoot

Quest IV - Desecration

Quest V - Rush for Fruegelhafen

Quest VI - Fatal Shadows