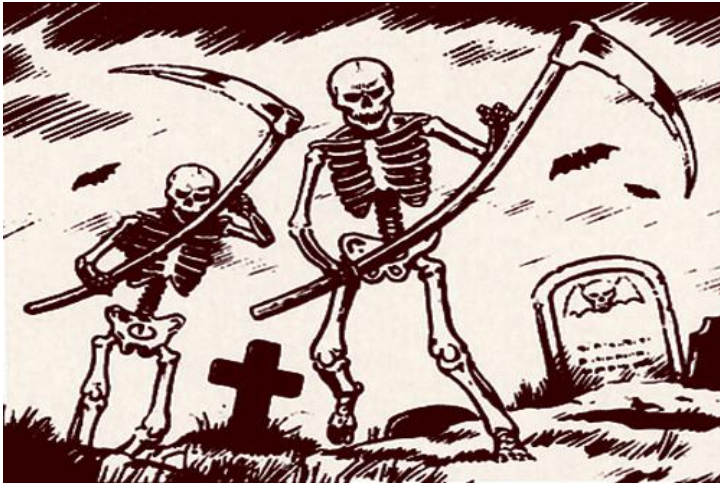


# HEROQUEST

## LEGACY OF THE WHITE MAGE

A 12-Quest Epic by Mike MacDee



Recommended for experienced heroes.

Requires 2 stairway tiles, Men-At-Arms, Giant Stone Boulder, extra undead.

## HOUSE RULES TO AID PLAYERS

These are optional rules I sometimes use when running a game. These rules are not required to play *Legacy of the White Mage*, but they can be helpful.

### Giving Items

A hero may freely pass any of his items to another hero on his turn, if that hero is in line of sight. Items can only pass from the active hero to an inactive one, not vice-versa.

### Unarmed Combat

Adopted from the Shipwrecked! Quest Book. Unarmed heroes roll 1 combat die when attacking and consult the following chart:

**Barbarian = Hits with a skull**

**Dwarf / Elf = Hits with a white shield**

**Wizard = Hits with a black shield**

### Useful Genie

In addition to opening doors, the Genie spell can also activate switches and puzzle objects.

### The "One Equip" Limit

During a Quest heroes are allowed to equip a weapon or piece of armor once per turn, and only on their

turn. They should keep track of what items are equipped for Zargon's benefit.

*Example: On Barbarian's turn, Barbarian switches from his broadsword to his battle axe in order to attack a stronger foe. This automatically unequips his shield and leaves him at a defense disadvantage on Zargon's turn -- he cannot re-equip his shield until next turn.*

### Returning Patrols

If a hero takes an unproductive turn -- a productive turn would be revealing a new area, performing an action, using an item, or moving tactically -- he rolls 1 combat die. If he rolls a black shield, Zargon places a wandering monster at the dungeon entrance.

### Climbing Into Pits

Instead of jumping a pit, a hero may attempt to deliberately climb into a pit. He must declare that he is doing so while next to a pit, then he rolls 1 combat die: if he rolls anything but a skull, he safely reaches the bottom; otherwise he slips and falls in, taking 1 body point of damage. In either case, his turn ends.

### Fallen Heroes (a)

When a hero loses all his body or mind points he falls unconscious: his piece is replaced with a custom "fallen hero" marker that does not block movement or

line of sight for other pieces, and also holds all of the unconscious hero's possessions. Any hero may pick up and carry (or drop) a fallen hero once per turn as a free action, as long as he is adjacent to or standing on the fallen hero and only carries one fallen hero at a time. While carrying his comrade, the hero cannot attack or defend.

If the fallen hero is carried through the exit, that hero survives the dungeon. Otherwise he is left for dead, and all his un-looted possessions are lost forever.

#### **Fallen Heroes (b): Looting**

A less savory hero may find it easier to loot his fallen companion and flee for his own life. The first hero who searches the fallen hero's room/corridor for treasure claims all of that hero's possessions. If there are multiple fallen heroes, the looter must choose which victim to loot first.

#### **Fallen Heroes (c): Stabilizing**

A surviving hero can use a healing item or spell to revive a fallen comrade. If he has neither at his disposal, he may attempt to stabilize and revive a fallen hero at the cost of his action. The hero attempting to do this stands adjacent to the fallen hero and rolls red dice equal to half of the fallen hero's maximum body points (or mind points, depending which stat was reduced to 0): if at least

one 6 is rolled, the hero revives with half his body and mind points, rounded down. Each hero may only be stabilized once per Quest: after that he remains unconscious.

**NOTE:** This Questbook requires Mercenary or Men-At-Arms figures, or suitable equivalent.



### **SCOUT**

MOVE 9 :: ATK 2 :: DEF 3 :: BODY 2 :: MIND 2



### **HALBERDIER**

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 2

**Can attack diagonally.**



### **CROSSBOWMAN**

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 2

**Wields a crossbow.**



### **SWORDSMAN**

MOVE 5 :: ATK 4 :: DEF 5 :: BODY 2 :: MIND 2

### **SKAVEN TERRITORY**

If Zargon has the Skaven figure set, he is encouraged to use them in place of goblins, orcs, and fimir.

### **GIANT RAT**

MOVE 10 :: ATK 1 :: DEF 2 :: BODY 1 :: MIND 1

### **SKAVEN WARRIOR**

MOVE 12 :: ATK 2 :: DEF 2 :: BODY 1 :: MIND 2

**Can make ranged attacks with a sling for 1 attack die.**

### **RAT OGRE**

MOVE 8 :: ATK 4 :: DEF 3 :: BODY 2 :: MIND 1

### **WHITE SEER**

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 1 :: MIND 3

**May steal 1 random spell card from any magic user in sight, to use immediately or later.**

## HOW TO PLAY "HYDRA"

"Hydra" is a popular Alkanis tavern game played with three combat dice. The dice-tosser -- sometimes called the "slayer" -- bets 1 to 10 gold coins on a fate of his choice and tosses 3 combat dice: the resulting combination, or "sigil," determines his payout (if any). The fates are:

**"Going to War."** The slayer bets on white or black shields.

**White Payout:** 1 to 1 gold for a single shield; 2 to 1 gold for two shields; 3 to 1 gold for three shields.

**Black Payout:** 1 to 1 gold for a single shield; 3 to 1 gold for two shields; 10 to 1 gold for three shields.

**"Seeking the Trinity."** The dice will result in any triple (3 skulls, 3 white shields, or 3 black shields).













**Payout:** 1 gold becomes 6

**"Questing."** The dice will result in the sigil called by the slayer. Slayer is allowed to place a bet on multiple sigils, as long as only one sigil contains skulls.

If slayer bets on Knight or Dragon, he cannot bet on other sigils with double-shields -- he cannot place bets on Knight and Regicide, for example.

**Payout:** Varies (see chart)

Listed below from highest to lowest value are all sigils the slayer may bet upon when "questing," and the full payout when a 1-gold bet is placed on that sigil.

	"Hydra" = $1/216 = 216$ gold JACKPOT
	"Horde" = $1/36 = 36$ gold
	"Taxman" = $1/27 = 27$ gold
	"Plague" = $1/24 = 24$ gold
	"Bandit" = $1/18 = 18$ gold
	"Graveyard" = $1/8 = 8$ gold
	"Black Sun" = $1/8 = 8$ gold
	"Regicide" = $1/6 = 6$ gold
	"War" = $1/6 = 6$ gold
	"Ferryman" = $1/4 = 4$ gold
	"Dragon" = $5/72 = 4$ gold
	"Knight" = $2/9 = 2$ gold

Establishments which run games of "Hydra" are sometimes untrustworthy, so gamblers should play with caution.

## INTRODUCTION

### **The Alkanis Blight**

The war left the landscape barren and lifeless: over the next two generations, crops and livestock withered, and the few remaining resources were rationed sparingly. A plague spread glacier-like and swallowed all cities in its wake, named the Crawling Death for its hideous power to raise the dead and rot the living, twisting both into feral ghouls that flay and devour whatever they see.

In the wake of this calamity Alkanis began to crumble, its once mighty empire degenerating into squabbling city-states ruled by whomever controlled the ration stocks. Clergymen mounted "forage missions" -- expeditions into the wilderness to find food and water. Sometimes rival expeditions met and fought to the death over as little as a watering hole or a bag of stale bread.

Cirius -- the capital of Alkanis, and your current residence -- suffers the most. The task of keeping the ration stocks had been assigned to Sheriff Gallos and the constabulary, and with the Emperor's health failing, complete control of the capital fell into the Sheriff's hands. He sends

battalions into neighboring cities every year to collect their resources as a "protection tax," and outright raids them if they refuse to pay. He holds seasonal gladiatory games that award food to the survivors. His solution to population control and political dissent is mass starvation of entire city blocks. Any forage mission lacking the constabulary's approval is punishable by banishment to the city sewers, where no living thing can survive more than an hour.

### **The White Mage**

It was the Empress's lamentations about the reclusive White Mage that led to the expedition, and your current predicament. The White Mage was a priest who had dabbled in arcane powers, hoping to find a way to augment the rituals of his god, which included healing spells and harvest rituals. Shunned by his fellow priests and hated by the city mages, he took his experiments to Warlock Cove, where a monastery -- abandoned for centuries -- had been carved into the cliff face. Here he continued his work in solitude, protected only by his own arcane devices. If anyone can purify the land and remove the ration-holders' stranglehold on the

population, the White Mage surely can...hence why it is so tragic that he died fifty years ago.

But his cliffside manse remains, and so do his experiments in healing magic...and his magical defenses. The sick and powerless Emperor ordered a forage mission to cross the South Sea and return with the fruits of the White Mage's labors. You and your comrades, sick with hunger and hatred, were counted among the brave souls who volunteered for this voyage...and one of the few who survived when Sheriff Gallos assaulted the pier.

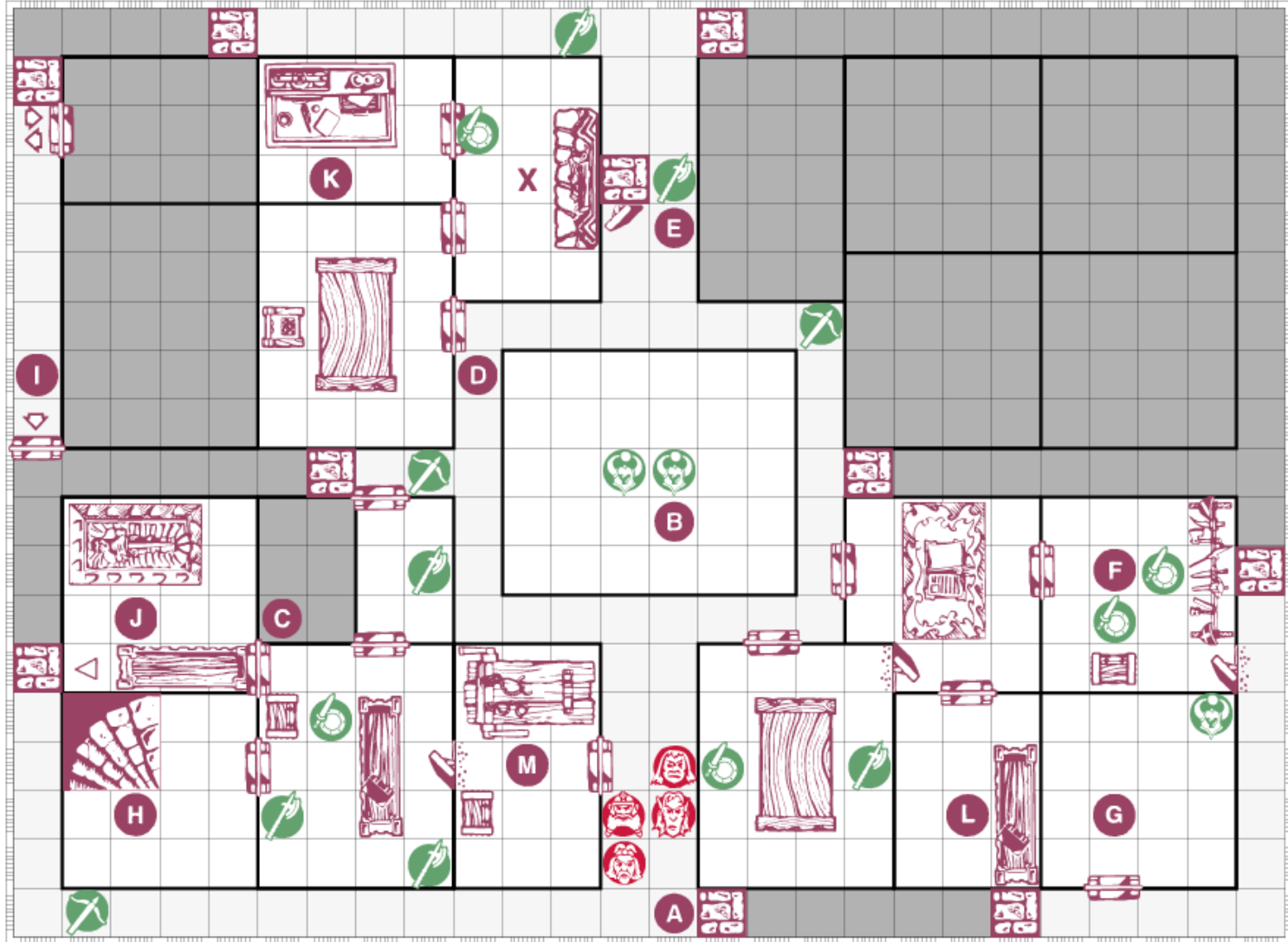
The Emperor should have listened to mission leader Brother Samuel when he insisted that a small handful of men would be less conspicuous than a large group. The constabulary raided Brother Samuel's temple and took all documents related to the White Mage and the doomed mission. Last you saw the priest, he was being dragged to the torture chambers by the Sheriff's inquisitors.

Sheriff Gallos understood the threat the White Mage posed to his control of the region. This became clear to you when you overheard two constables discussing your fate.

Said one: "The sewer folk will kill 'em just as sure as the Mulcher."

Said the other: "The Mulcher'll do a thorough job of it, and it don't *talk*, unlike the sewer folk. Sheriff don't want word o' that expedition gettin' out."

Escaping your armed escort was a testament of luck...and your luck is swiftly running out.





# *Incident at Cirius Hall*

Eavesdropping on the chatty constables had already saved your lives; now it may even save the expedition, and Alkanis itself. You heard them speak of Brother Samuel's Ship Charter, which had not yet been investigated. The ship

will be crawling with the Sheriff's men unless you get Brother Samuel and his Ship Charter to the pier within the hour. The charter is here, in the town hall; but to save the doomed priest, you must storm the constabulary through the sewers.

## NOTES:

Inform the heroes that the halls of this map are city roads (except for the one in Area I). On the east half of the board, the dark areas and the board edge are cliffs overlooking the sea. When not inside a building (furnished rooms and such) the heroes can "look" but not move past these dark areas.

Whenever a hero finds a Wandering Monster, Zargon places a halberdier and a scout in Area A.

If a hero loses all his body points and is unable to revive himself with potion or spell, he is arrested and removed from the board. If this renders the heroes' escape impossible, they are all arrested. See "ARRESTED!" at the end of this Quest for further details.

A. South of the heroes is the gate to Cirius Hall, which will be swarming with constables in a matter of minutes. The heroes cannot turn back now.

B. Inform the heroes that this room is the city courtyard, which they (and their enemies) can freely pass through. The chaos warriors are stone statues of Cirius's former heroes and politicians: they neither move nor attack.

C. This door is blocked from the other side and cannot be opened. To enter room, heroes must use Pass Through Rock, Genie (to move cupboard and open door), or remove the door by attacking it (fire spells work, but destroy the room's contents). If

they try the latter, inform the heroes that due to the door's sturdiness, any weapon that smashes it down will be rendered useless. The door has 5 body points, 2 defend dice, and defends with white shields.

**D.** The door to the city council house is locked tight. Unlike the blocked door to the south, this door is too sturdy to bash down.

**E.** The hero who searches this area for secret doors finds an emergency exit in chimney, which leads to the space marked "X."

**F.** The first hero to search the storeroom for treasure finds a simple Axe worth 2 combat dice on the weapon rack; and a bottle in the chest, the contents of which varies depending finds it.

**Barbarian = Potion of Strength**

**Dwarf = Heroic Brew**

**Elf = Potion of Healing**

**Wizard = Potion of Defense**

**G.** The chaos warrior is a somewhat used suit of armor, mildly rusted from the moist sea air. The first hero to search for treasure finds nothing, but

notices that the armor's gauntlet is clenched in a rusted fist that won't open. Using the Flask of Oil on it will loosen the fingers and reveal a Gilded Key (used in Area K).

**H.** This stairway leads to the double-arrow door in Area I. Upon entering this room, the heroes notice a pungent sewage stench in the air: this must be the way to the sewer access gate.

**I.** The single-arrow door is the sewer access gate...and it is sealed shut to keep the sewer folk in. There is a hole where a metal handle must go. Only the hero who carries the Sewer Gate Handle may open the gate.

**J.** The cupboard can be moved aside 1 space at the cost of the hero's action: the door may then be opened normally. A known fugitive is hiding in this bedroom: he takes one look at the heroes, panics, and flees out the tiny window.

The first hero to search for treasure finds 100 gold and the fugitive's contraband, which varies depending on the hero who loots it.

**Barbarian = Toolkit**

**Dwarf = Helmet**

Elf = A satchel with each of the 4 Potions  
Wizard = 3 stolen Scrolls of Reinforcement (each restores an exhausted spell when read)

**K.** The desk drawer is locked tight and bears a gilded keyhole. When unlocked it yields the Ship Charter, a Potion of Healing, and 50 gold.

**L.** The first hero to search for treasure finds the Sewer Gate Handle on the bookcase.

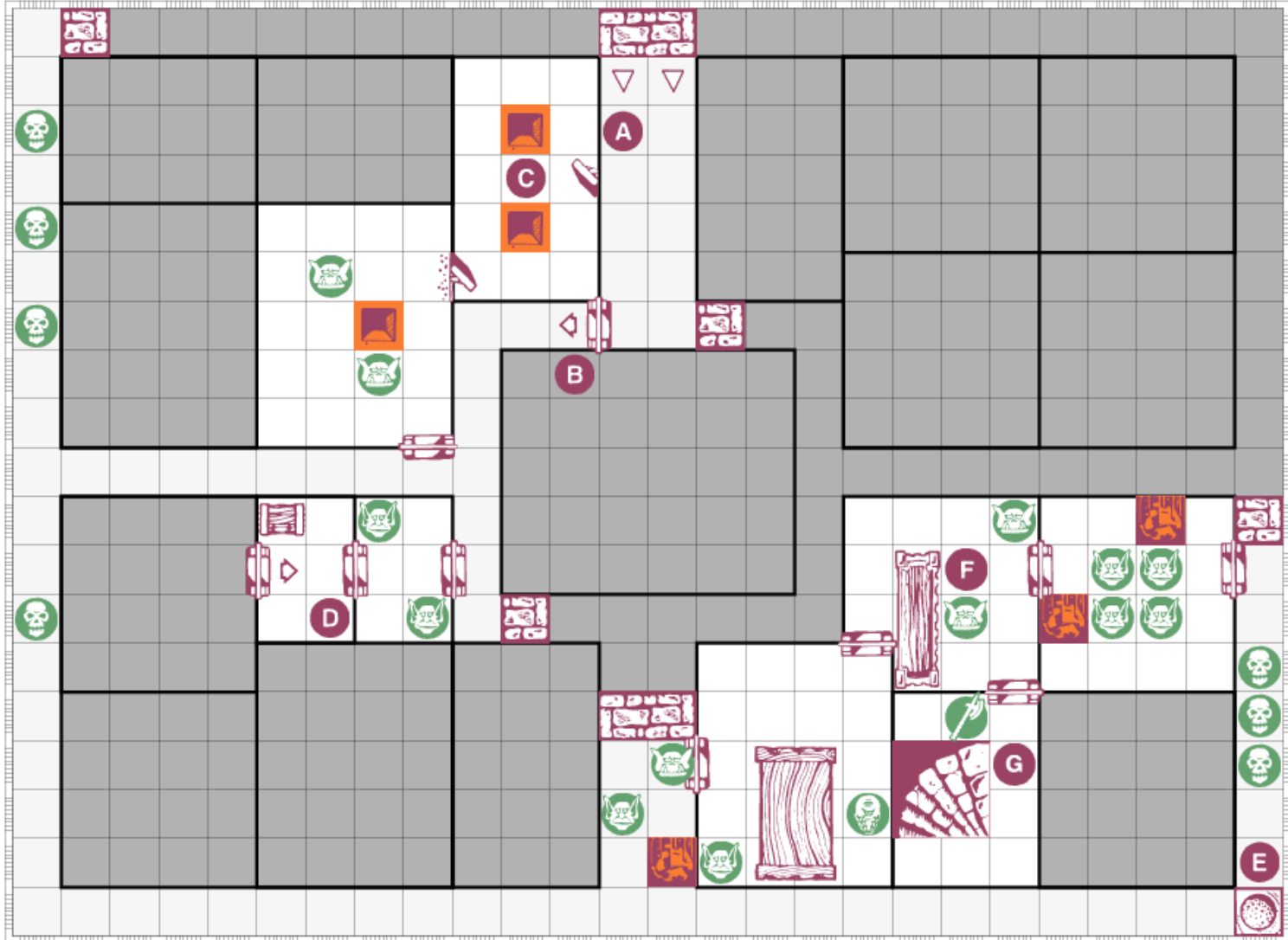
**M.** The first hero to search for treasure in the carpenter's workshop finds a Flask of Oil on the workbench and a Toolkit in the chest.

**Wandering Monster:** Scout

The heroes claim victory when they escape through the Sewer Gate.

**ARRESTED!** Arrested heroes are not killed off: instead the Sheriff's men strip them of their possessions, then throw them to the Mulcher. They start the next Quest in Area A.

The heroes CANNOT resupply before the next Quest in either case.



## Q U E S T    2

# *The Mulcher*

You stand knee-deep in rancid water and sludge. Somewhere within the rank blackness of the tunnels, the Mulcher grinds to life, ready to seamlessly add its prey to the shreds of trash and filth trickling past your knees. To die here in the

city's underbelly is a fate too gruesome to fathom, so you shake it from your thoughts and focus on the task at hand: finding the constabulary's sewer access gate. Still...you wonder if you would have been better off storming the gates.

### NOTES:

Heroes who escaped the previous Quest through the sewer access gate begin this Quest in Area D; otherwise they begin in Area A with no possessions. Spellcasters may still wield their spells, unless their class requires a spellcasting item.

Goblins and orcs wield Shortswords and Broadswords respectively, which the heroes may loot from any enemy they kill. These weapons are of terrible quality, however, and break when their attack scores 2 or more hits in a single attack.

The monsters on this map will attack heroes *and* Men-At-Arms -- whichever is closer.

A. On Zargon's turn, the Mulcher (the double-block marked with white arrows) attempts to move 1 space south. If a hero stands in its way, he rolls a combat die and stops it from moving if he rolls a white shield. If two heroes are in the way, they both roll. If the heroes fail to stop it from moving, they each take 1 body point of damage; then they move 1 space south, and the Mulcher does the same.

If a hero blocking the Mulcher has nowhere to move, he is crushed and removed from the board.

B. This tunnel gate is sealed when the Mulcher is active, and can be opened one of two ways: either by opening it like a door from the west side, or by

bashing it down. The gate rolls 2 dice in defense, defends with white shields, and has 2 body points.

**C.** The secret door in the Mulcher area is a small, cramped grate only the Dwarf can fit through. The room beyond cannot be "looked" into: it is only revealed when entered by a hero. Once the Mulcher passes the grate, it is sealed off.

**D.** This room is mostly stocked with dirty tools, but the first hero to search for treasure finds loot among them. If the searcher started in Area A, the treasure consists of a Staff, a Helmet, and two small Potions of Healing worth 2 body points apiece; otherwise all he finds is a Potion of Defense.

**E.** When revealed, this massive piece of debris moves with a single red die on Zargon's turn, slowly making its way to the upper-left corner of the map. Any victim it bowls into must roll 4 combat dice and lose 1 body point for every skull.

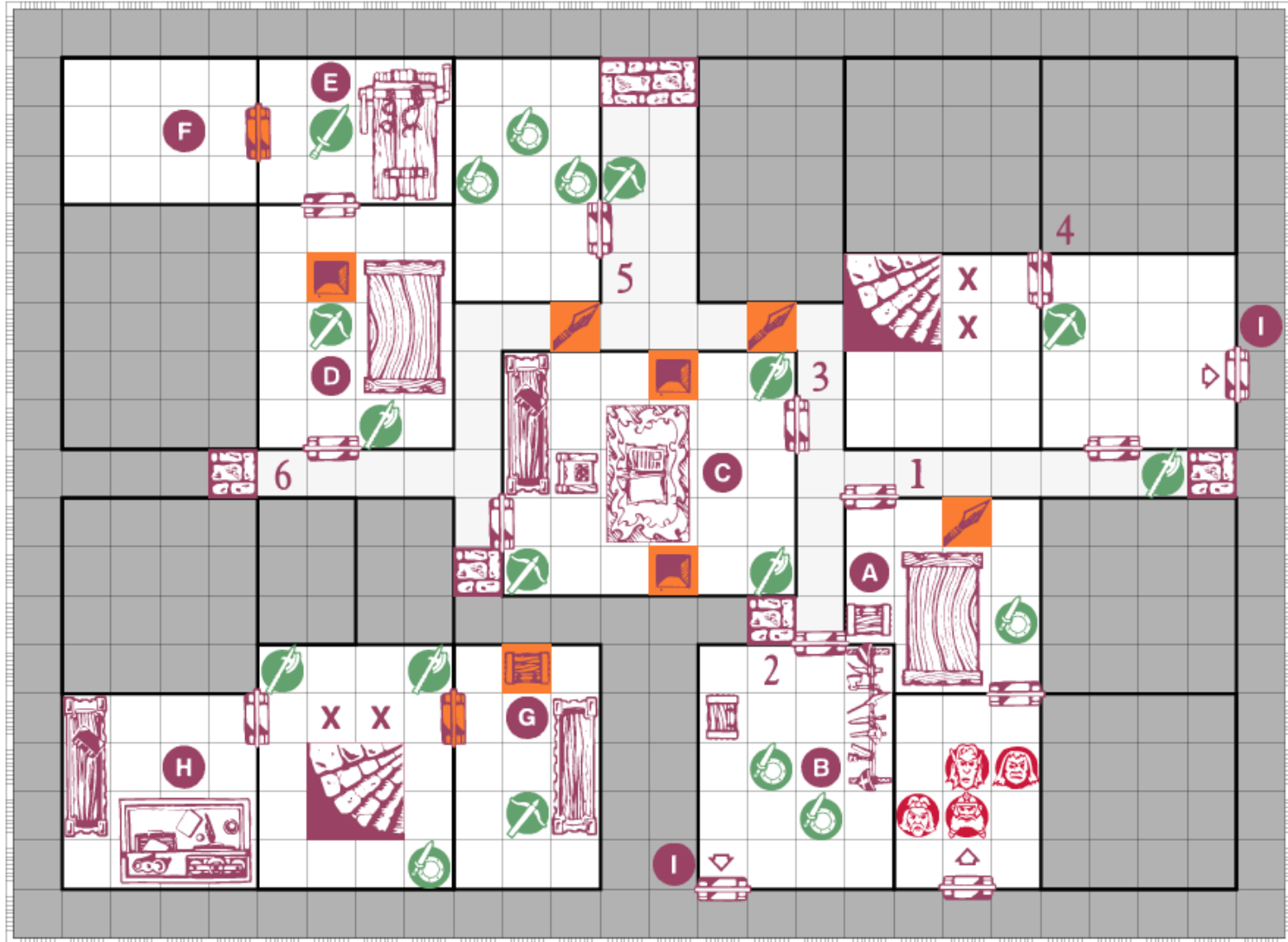
**F.** Sewer-dwelling monsters are looting these rooms. The first hero to search for treasure finds 45 gold, a Shortsword, and a Shield on a dead constable lying against the cupboard.

**G.** The stairway leads back into the constabulary. Heroes leave the dungeon by moving onto the stairway.

**Wandering Monster:** Goblin

**The heroes claim victory when they escape the sewers via the stairway.**

**The heroes CANNOT resupply before the next Quest.**





# City Constabulary

The sewer access gate allows you to sneak back into the constabulary. Though the gate shrieks with pain and rust, no guards appear -- they must assume you are the men who were killed below. The White Mage mission depends on the rescue of

Brother Samuel: with the temple libraries looted, he is the only one who knows how to reach the White Mage's manse. You have to find him and get him out of here...if the Sheriff's inquisitors haven't already finished him!

## NOTES:

The stairways allow travel between the first and second floor: anyone who uses one stairway appears next to the other stairway, on either space marked "X".

The numbered doors bear signs on the outside, which the heroes may read if the door is in their line of sight:

- 1: "Registration"
- 2: "Armory"
- 3: "Courtroom"
- 4: "Evidence"
- 5: "Training Room"
- 6: "Interrogation"

A. The first hero to search for treasure finds 25 gold among the useless objects in the chest.

B. If the heroes were fed to the Mulcher at the end of Quest 1, the first hero to search for treasure finds the party's lost equipment here... except for the Ship Charter.

C. The first hero to search for treasure finds a flask of strong liquor in the desk. All damage taken by the drinker is reduced by 1, to a minimum of 1, for the rest of the Quest; its additional effects vary depending who drinks it.

**BARBARIAN:** +2 body points

**DWARF:** nothing...

**ELF:** -1 body point

**WIZARD:** +1 body point; must roll a 5 or 6 on a red die after casting a spell, or the spell fails.



**D.** The crossbowman has a Heroic Brew and 40 gold in his satchel, looted by the hero who slays him.

**E.** Brother Samuel is in this room, and in the process of agonizing torture. The swordsman holds a Keyring, claimed by the hero who slays him.

Brother Samuel is near death and can barely speak. He manages to strain out the words, "Evidence...Map..." before succumbing to his injuries.

**F.** The hero who searches for traps notices that the cell door has a keyhole, and is also trapped: if it is not opened with the Keyring -- or opened before the trap is disarmed -- the opener is hit with the Fear chaos spell, and an alarm resounds throughout the city! All non-trapped doors are immediately opened, and Zargon places a halberdier and a crossbowman at each door marked with an "I."

Brother Samuel's holy symbol lies abandoned in the cell. The hero who searches for treasure claims it, and discovers it ironically contains healing potion worth 3 body points!

**G.** The evidence room door and the evidence chest beyond both have the same alarm trap and keyhole as the Area F cell door: when disarmed or opened with the Keyring, the alarm does not activate.

The first hero to search for treasure finds 65 gold, a Potion of Strength, and a South Sea Map inside the evidence chest.

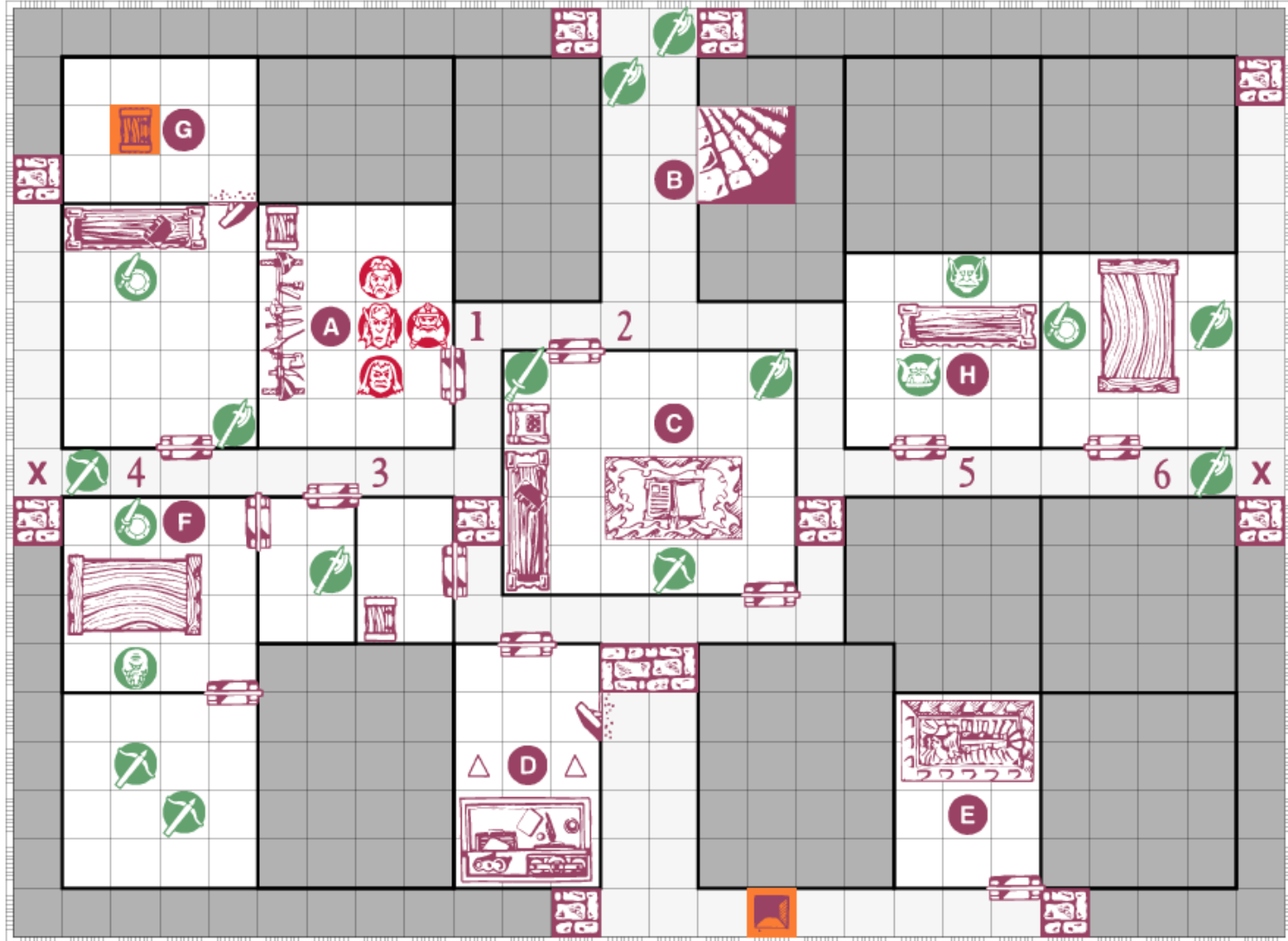
**H.** The first hero to search for treasure finds only documents and ledgers in the office. If he searches for secret doors, however, he discovers a hidden alcove behind the bookcase: inside is a pouch containing a Heroic Brew and 50 gold.

**I.** These doors lead to the city streets. The heroes escape the building by moving through either.

**Wandering Monster:** Halberdier

**The heroes claim victory when they escape the dungeon with the South Sea Map. If they have the Ship Charter from Quest 1, skip to Quest 5.**

**The heroes may resupply before the next Quest.**



## Q U E S T 4

# Cast Off

Brother Samuel's ship sits in Cirius Port, its decks torn inside-out by the contables infesting it. You will need to charter another vessel for your week-long voyage to Warlock Cove...and that costs more gold than you make in a month. You have only

minutes to scrounge up the funds before Sheriff Gallos's thugs reinforce the pier: now only the sea can save you from the hangman's noose.

### NOTES:

If Zargon has no hostile minions on the board, he rolls 2 red dice: for each 5 rolled, he places a scout adjacent to either space marked "X," and for each 6 he places a halberdier *and* a scout. Inform the heroes that these spaces extend further into the city, and the Sheriff's men can be seen searching for them door to door, closing in on the port.

The numbered doors bear signs on the outside, which the heroes may read if the door is in their line of sight:

- 1: "Tyr's Armory and Other Goods"
- 2: "Harbormaster"
- 3: "The Cloak & Dagger"
- 4: "Rare Books"
- 5: "Storehouse"
- 6: "Hellga's Kitchen"

A. If there are no enemies in sight, any hero in this room may use his action to shop for equipment just like he does between Quests, and may also sell any piece of equipment he has for half its market value. The shopkeeper refuses to buy any weapons used by the sewer folk, however.

B. This hall represents the pier: the dark regions of the top half of the board represent open ocean, not solid wall.

The stairway leads to the heroes' chartered ship. Because they have yet to charter the ship, the stairway is not placed on the board. When the

stairway is finally placed, the heroes may leave the map by moving onto it.

**C.** The Harbormaster (crossbowman) will give the heroes a Ship Charter when paid 250 gold: the stairway is then placed on the board.

The guards in this room do not attack the heroes unless provoked, either by the heroes attacking them or opening the door to the south. Each hero who provokes the Harbormaster is "blacklisted" and will be attacked on sight: he refuses to charter a ship to blacklisted heroes, so when all heroes are blacklisted, the Quest ends in failure.

The only way the heroes can explore the back rooms of the Harbormaster's house (Areas D and E) is by casting Pass Through Rock, or casting Veil of Mist before moving through the door.

**D.** The first hero to search for treasure finds 35 gold and a Jug of Ale on the desk. Drinking the Ale has the combined effects of a Potion of Healing *and* a Heroic Brew, but the drinker's defend dice are reduced by half the next time he defends.

The hero who searches for secret doors discovers that the desk is a giant lever! When the desk is pulled 1 space north, the secret door is revealed and

opened. The secret door can be found with a search, but cannot be opened manually.

**E.** The first hero to search for treasure in the Harbormaster's quarters finds a small wooden box under the bed. Inside is 100 gold coins and a Cloak & Dagger Sigil.

**F.** The soldiers in this area are hired thugs who do not attack the heroes unless provoked, in which case the alarm goes off. When the alarm is triggered, all doors in the Cloak & Dagger automatically open and all enemies within attack the heroes like normal.

When revealed, the halberdier guarding the entrance gives the heroes a stony look and says, "Members only." He will allow any hero holding a Cloak & Dagger Sigil to pass through the door; anyone without a Sigil who steps through the door triggers the alarm.

The men at the table are playing the dice game "Hydra": any hero with a Sigil may spend his action to bet on the dice. The house has 150 gold for use in the game: if the heroes reduce this to 50 or less, the thugs refuse to pay out and the alarm sounds.

**Each of the Cloak & Dagger inhabitants carries 35**

**gold on his person**, claimed by whomever slays them.

The first hero to search for treasure (once Area F is cleared of foes) finds a Potion of Healing on the table. He also finds the Hydra Dice, which he may take if he feels like playing again later. They are worth 5 gold.

**G.** The chest is boobytrapped: when triggered, the trap hits everyone in the room with the Fear spell. The first hero to search for treasure finds 60 gold and a Cloak & Dagger Sigil.

**H.** The first hero to search for treasure finds a Potion of Healing amidst the dozens of cluttered crates and shelves lining the storehouse, and also a random item depending on his class:

**Barbarian** = Antique Broadsword. The sword looks like it will break after one successful hit (and indeed it does), but it is worth 50 gold on the market.

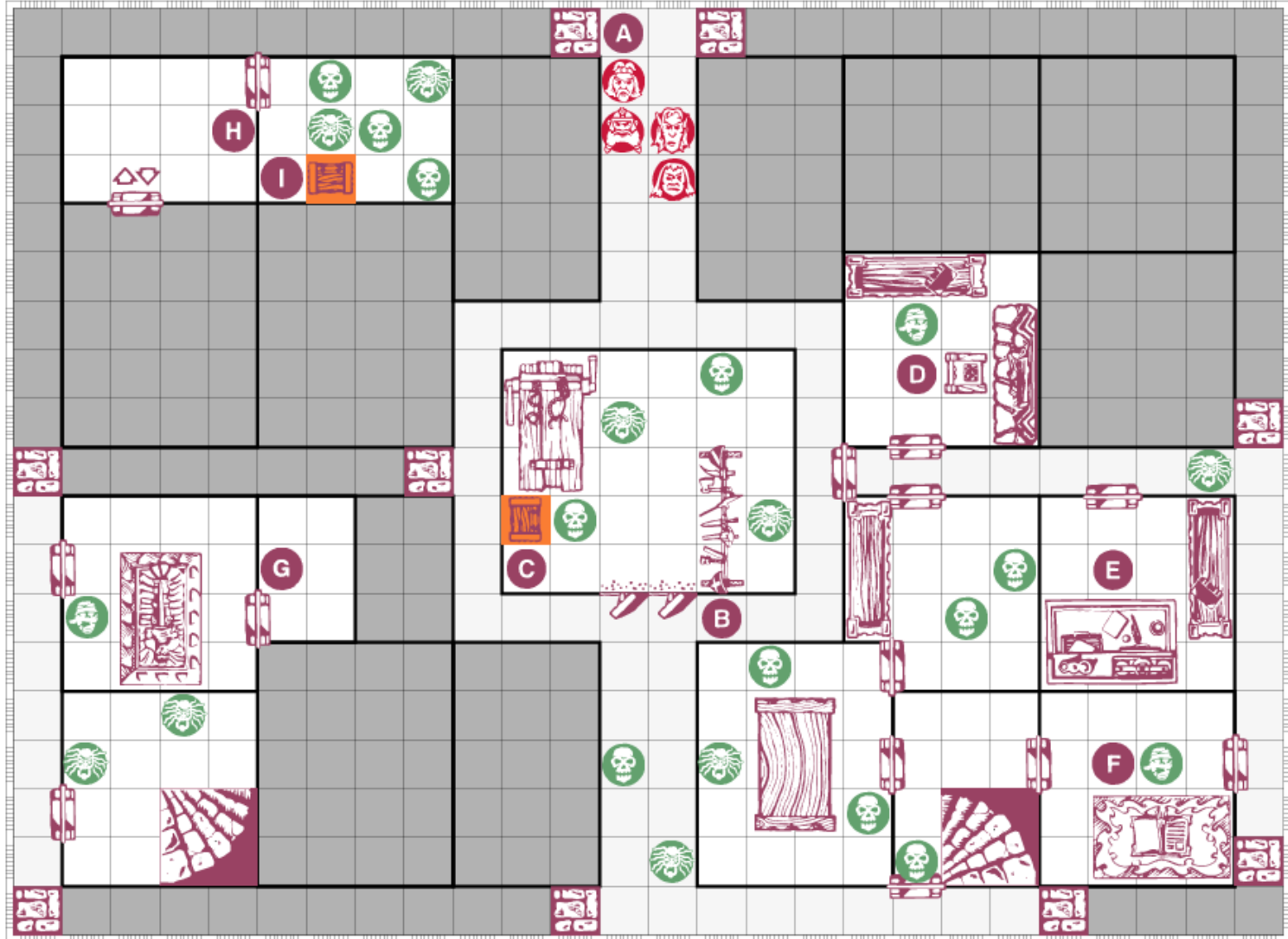
**Elf/Dwarf** = Ivory Statue, worth 100 gold on the market.

**Wizard** = Red Tapestry, worth 150 gold on the market.

**Wandering Monster:** Scout

**The heroes claim victory when they reach the stairway and board their ship.**

**The heroes CANNOT resupply before the next Quest.**



# *The Crawling Death*

The gods must be angry with you, or they would not have punished your ship with a hurricane for three days. Only three days from Warlock Cove and the ship capsized. You awoke on a beach, your mouths coated with the taste of saltwater

and sand, with no clue how much time had passed while you slept. It was only an hour's walk 'til you saw signs of a human settlement. But as you approach -- your hails unanswered -- dread begins to trickle through your veins.

## NOTES:

The two stairways and double-arrow door are connected: the east stairway (farmhouse, floor 1) leads to the west stairway (farmhouse, floor 2) and/or the double-arrow door in the northwest corner (farmhouse, basement), and vice-versa.

At the start of his turn, Zargon MAY roll 2 red dice: for each 5 rolled, he places a skeleton at the gate (Area A), and for each 6 he places a zombie.

A. The farmhouse gate is missing its doors. The heroes leave the map by moving back through the gate and off the board.

Ahead of the heroes stands a sturdy old barn, and to the east a once handsome farmhouse which now looks sinister under an overcast sky.

B. The barn doors are wide open. The heroes can freely look into the barn to see all it contains.

C. This large chest was used as a hiding place by one of the farm inhabitants: she has since been converted by the Crawling Death. When the chest is opened a Wandering Monster leaps out and attacks.

The chest is otherwise empty, except for a length of chain worth 1 attack die, which even the Wizard can use.



**D.** The first hero to search for treasure finds a Flask on the hearth, containing an unknown elixir of indeterminate age. The hero who drinks it rolls 1 red die and loses that many body points: if he survives, his defend dice are increased by 2 for the duration of the Quest.

**E.** The first hero to search for treasure finds the Cemetery Key and the Undertaker's Journal. The hero who wants to read the journal rolls 1 red die and must spend that many actions to skim its entire contents.

The journal explains in graphic detail how the undertaker watched the plague-ridden dead rise from their graves en masse, and how the city fell to the Crawling Death in a matter of days. One passage mentions a hidden path leading from the cemetery to Warlock Cove, used by smugglers a century before. When last he left the cemetery, he had securely locked the gate, but to no avail as the undead horde simply crawled over the fence.

**F.** The first hero to search for treasure finds two items on the table: another mysterious Flask (identical to the one in Area D) and a pouch containing 30 gold.

**G.** The first hero to search the closet for treasure finds something in the pocket of a hanging overcoat: an old locket worth 75 gold.

**H.** In the cold, cluttered basement the devoured remains of a dead man lay against the east door, blocking it shut. It costs an action for any hero to move the body out of the way.

**I.** The chest is filled with undead rats: if opened without a disarm, the treasure-hungry victim is swarmed by them. He rolls 4 combat dice and loses 1 body point for each skull; then he loses 1 mind point regardless of damage.

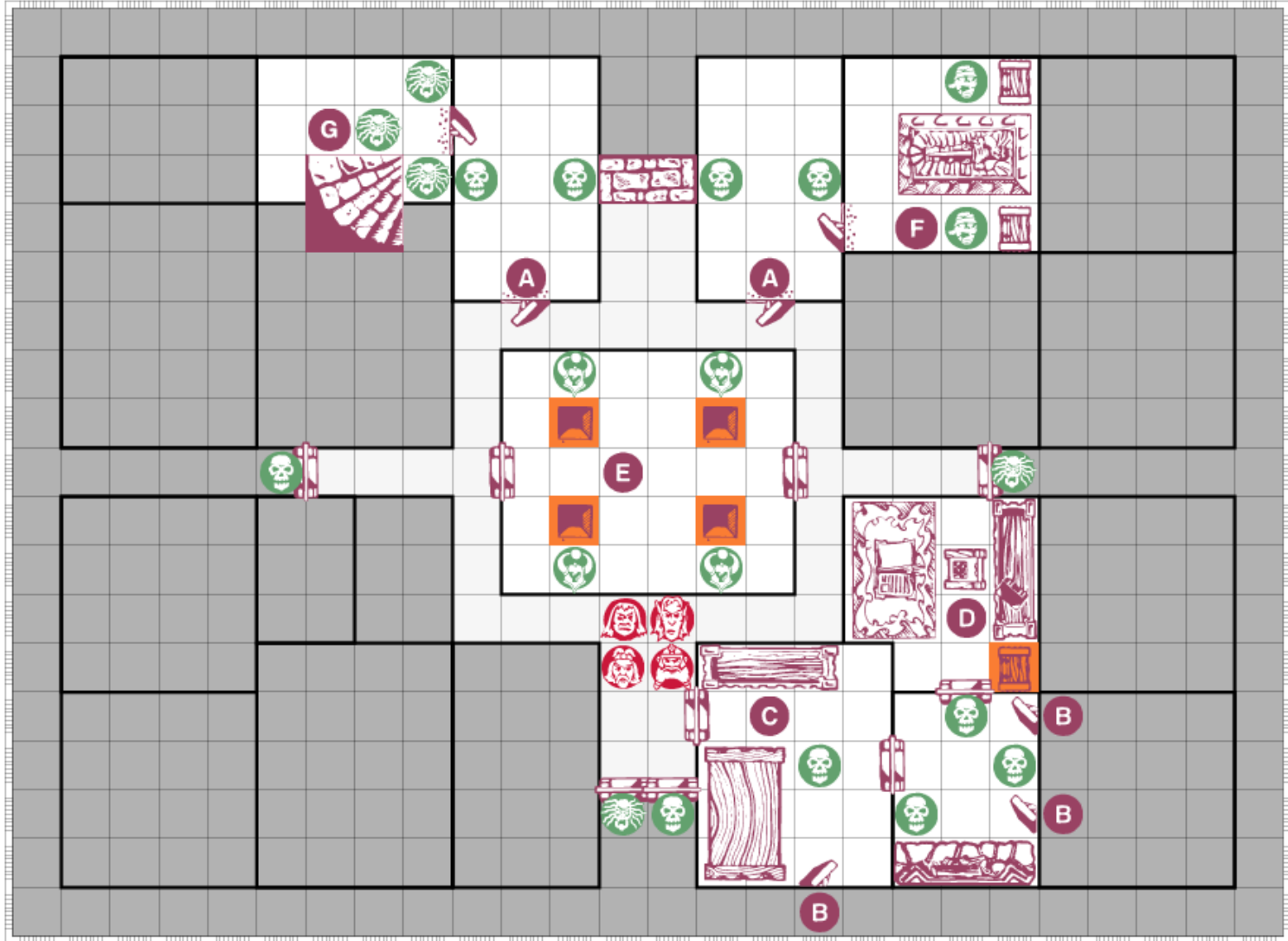
The heroes can pour either of the mystery Flasks into the cracks of the chest to automatically disarm it. The chest contains an old but useable helmet!

**Wandering Monster:** Zombie

**The heroes claim victory when they leave the map with the Cemetery Key.**

**The heroes CANNOT buy equipment before next Quest.**





## Cemetery Dance

A league of graves spans before you, all of them gaping like fresh wounds in the earth. The city must have fallen to the Crawling Death years ago, or else it should have affected you by now. Or perhaps the gods are watching over you after all.

You try not to laugh bitterly at this thought as you dash through the cemetery gate, sealing it behind you as the first wave of slavering things shambles into view through the fog. You have only minutes before they smash their way

### NOTES:

The dark areas are fenced grave plots -- all graves are unearthed.

The south, east, and west doors -- the ones with undead next to them -- are the cemetery gates. A monster standing at a closed gate can try to bash it open by attacking it. Each gate has 5 body points, 2 defend dice, and defends on white shields. Heroes can attack these monsters through the bars of the gates, and vice-versa.

At the start of his turn, Zargon MAY roll 2 red dice: for each 5 rolled, he places a skeleton on the map, and for each 6 he places a zombie *and* a skeleton. He can only place them outside the three gates or the cabin windows. Once placed, they cannot move, but can attack adjacent heroes.

A. The crypt doors are easily seen by the heroes, but it costs an action to open either of them.

B. These secret doors represent smashed windows through which undead can easily access the grave digger's cabin.

C. The first hero to search for treasure finds a bottle in the cupboard, the contents of which varies depending on the hero who finds it.

Barbarian = Potion of Strength

Dwarf = Heroic Brew

Elf = Potion of Healing

Wizard = Potion of Defense

**D.** There is an undead rat lurking inside the chest, which bites any careless hero who searches for treasure without disarming traps first. The victim is reduced to 1 body point before dispatching the foul creature with his fist.

The first hero to search for treasure finds a small Potion of Healing worth 2 body points in the chest, and a stack of 15 gold coins on the desk.

**E.** The gates to this grave plot are open when the heroes arrive, the graves exhumed.

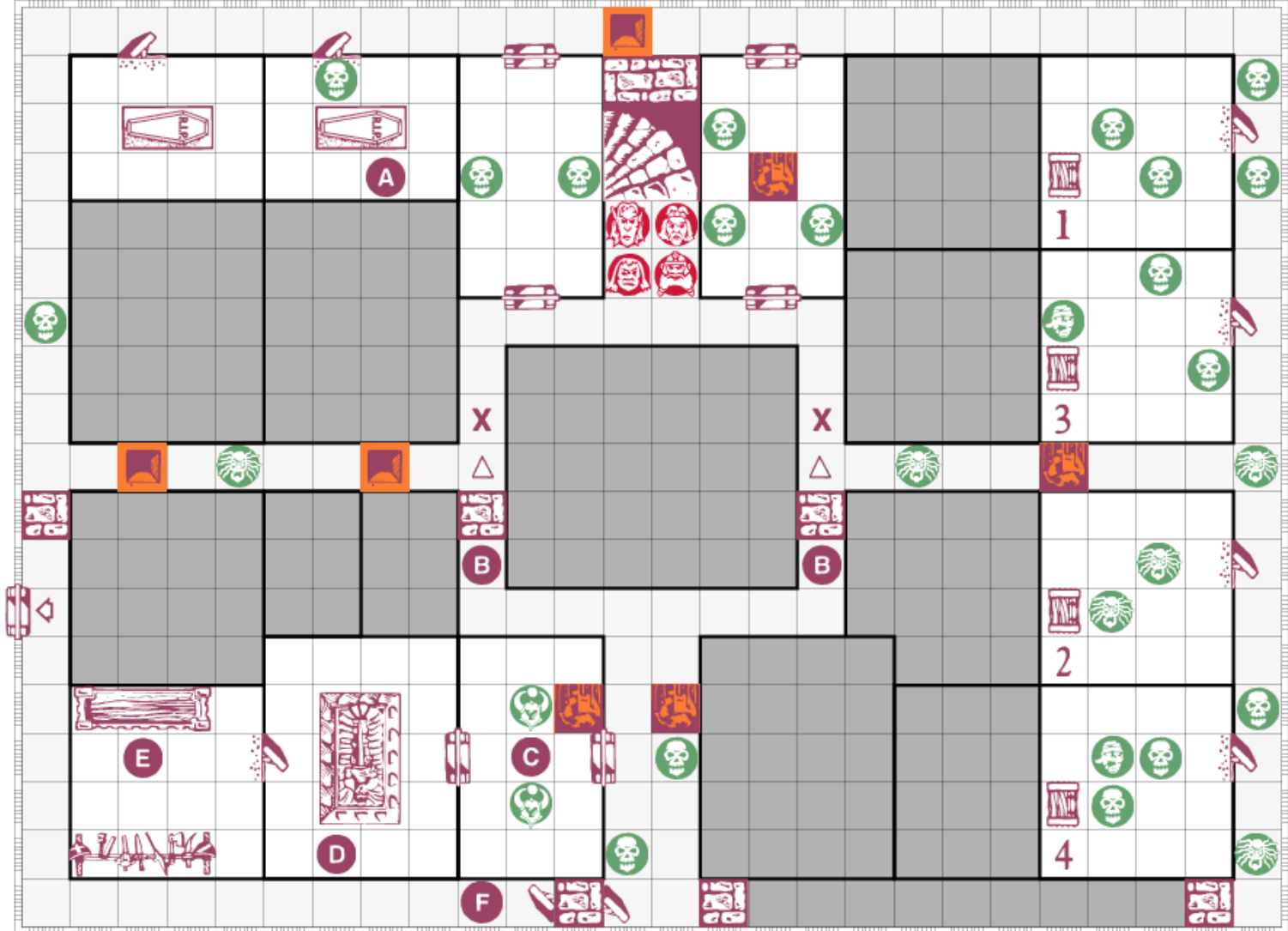
**F.** The first hero to search for treasure finds a cleric's Mace worth 2 attack dice, and a Holy Pendant. When the pendant is worn as armor, undead monsters receive 1 less combat die in defense against the wearer. When the wearer loses a body point to an enemy attack, the pendant is lost.

**G.** This stairway descends into the crypt; the heroes escape the monster-infested city by moving onto it.

**Wandering Monster:** Zombie

**The heroes claim victory when they reach the stairway.**

**The heroes CANNOT buy equipment before next Quest.**



# Halls of the Dead

The halls of the dead greet you with the echoing moans of the Crawling Death's adopted children. It is difficult to believe the plague's tentacles could slither so deeply into the earth. Surely the White Mage wasn't so mad that he would pervert

this crypt into another of his magical defenses, just to protect his manse from landside intrusion. But if he did, then his secrets must be powerful indeed to warrant such drastic safety measures...

## NOTES:

The stairway leads back to the surface, where endless monsters await. The heroes cannot turn back.

The number of heroes at the start of this Quest determines which of the four eastern crypts contains a chest (refer to the numbers). The other three are empty.

1: The chest contains the Effigy item, and a strong Potion of Healing worth 4 body points and a large gem worth 35 gold.

2: The chest contains the Effigy item, and an old Helmet.

3: The chest contains the Effigy item, and a Scroll of Reinforcement which restores 1 exhausted spell.

4: The chest contains the Effigy item, and two well-preserved Jars of Honey, each worth 1 body point.

The Effigy is a child-sized figure made of straw and shamped like a mummy. It holds a carpenter's hammer in its "hand" and wears a laurel wreath on its "head."

A. The first hero to search for anything sees that this small coffin lays open and empty, a crest engraved on the lid -- the crest portrays a carpenter's hammer and a laurel.

When the Effigy is laid in the coffin, the heroes hear stones grinding in the walls, and the stone blocks marked "B" both activate.

B. When activated, these blocks move two spaces north and stop on the spaces marked "X."

**C.** These chaos warriors are vigilant statues...at first.

**D.** Here sits the sarcophagus of whatever important figure was laid to rest here. When the heroes enter this room, they are filled with a sense of dread, as if they'd just intruded upon someone's privacy.

**E.** The dead man's trove of valuable personal effects are stored here. The first hero to search for treasure finds all of the other "crypt chest" items listed above (except the Effigy).

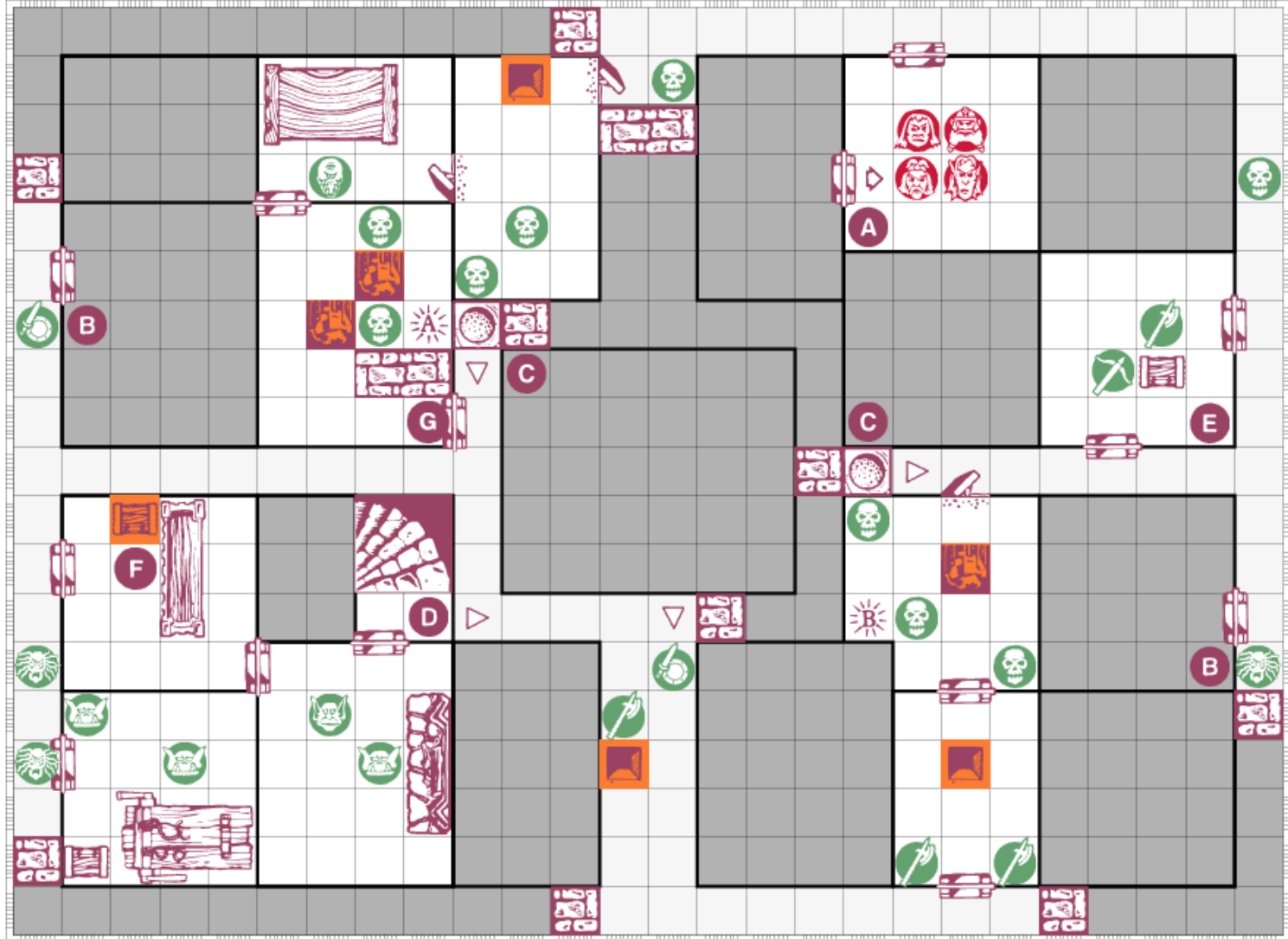
The moment any hero sets foot inside this room, the "statues" in Area C creak. On Zargon's turn they spring to life and attack.

**F.** These secret doors open simultaneously, allowing passage into this hidden corridor. The door at the end leads to the beach of Warlock Cove.

**Wandering Monster:** Zombie

**The heroes claim victory when they escape via the hidden tunnel in Area F.**

**The heroes CANNOT buy equipment before next Quest.**





# Warlock Cove

A strange sort of luck seems to have befallen you. You were just wondering where to find another ship for the return trip to Ciriuz. No sooner had you finally stepped onto the rocky shore of Warlock Cove, you spotted a freighter anchored

within swimming distance, with one or two of Sheriff Gallos's men patrolling the deck. They arrived before you, so with a bit more luck they might've triggered some of the White Mage's forgotten defenses for you...

## NOTES:

The outer edges of this map are the treacherous rocky shoreline of Warlock Cove, with the cold, unforgiving waters crashing only a few feet below. Heroes who move along the edge of the board can safely move one space at a time. To move more than that on his turn, the hero rolls a combat die along with his movement dice, and may take his full movement if he rolls a skull; otherwise he moves one space, then slips and falls, ending his turn. If he rolls a black shield, he additionally loses 1 body point from injuring himself on the rocks.

The monsters on this map will attack heroes *and* Men-At-Arms -- whichever is closer. Men-At-Arms can also trigger the boulder traps.

The Teleport Trap in Area G is one-way only: stepping on Teleport "A" takes the hero or monster to Teleport "B," then his turn ends.

A. The doorway is carved out of the cliff and leads back to the beach.

B. These are false doors.

C. When a hero enters its line of sight, the giant boulder trap activates: it moves with 1 red die on Zargon's turn, following the white arrows. Any victim it bowls into must roll 4 combat dice and lose 1 body point for every skull. When the boulder reaches the edge of the map, it crashes into the ocean and is removed from the board. One turn



later, the boulder reappears at its starting space (unless a hero is standing there) and can be activated again.

**D.** The stairway is the exit: it leads to the Manse of the White Mage.

**E.** Sheriff Gallos's men are here, attempting to open the rusty old chest. They recognize the heroes and attack! If the crossbowman is reduced to 1 body point, but isn't killed before Zargon's next turn, he surrenders his Crossbow and flees from the heroes.

The first hero to search for treasure finds a Potion of Healing and 25 gold in the chest. He also finds...a dragon-shaped Doorknob.

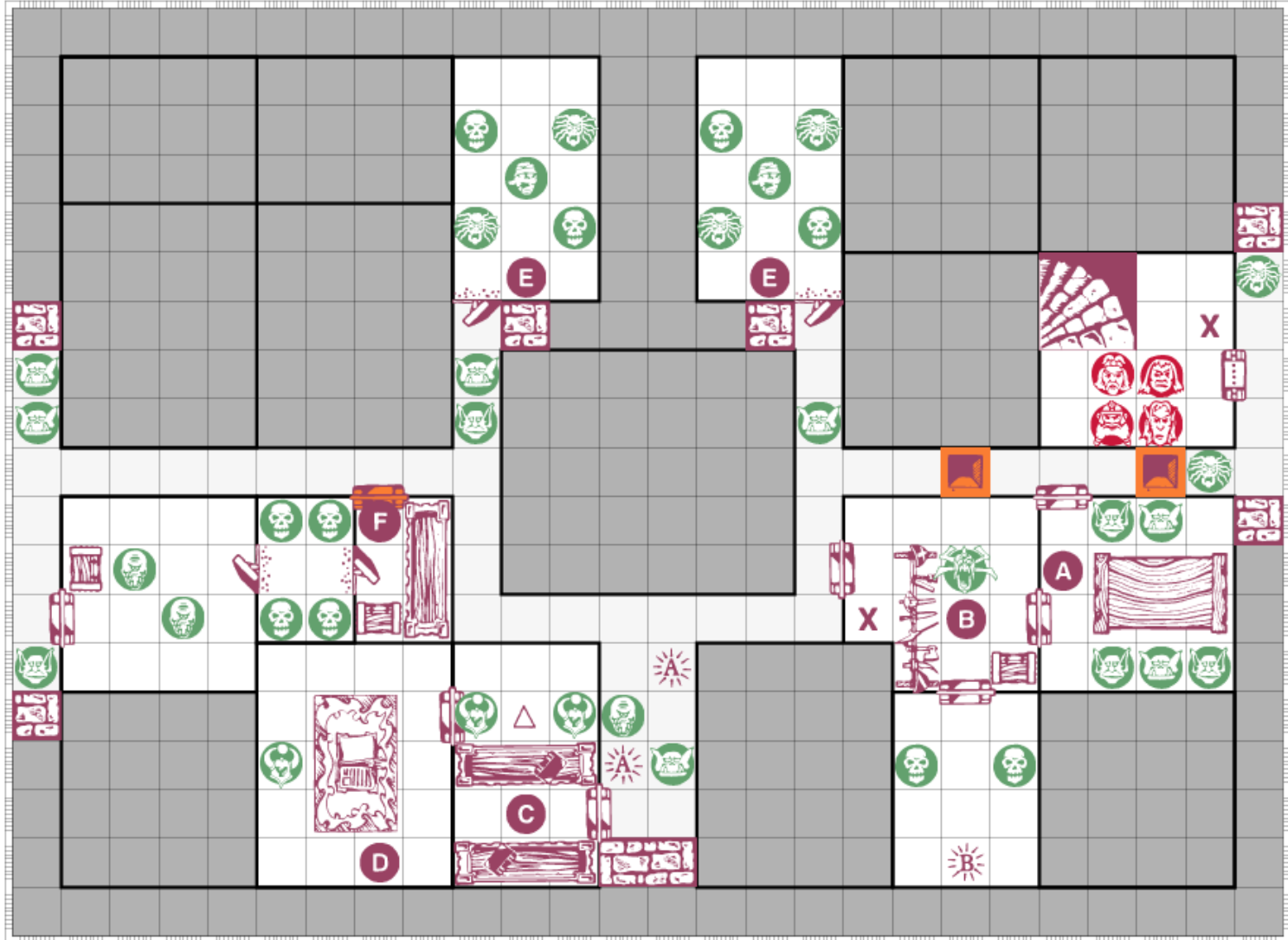
**F.** The chest is rigged to destroy its contents when opened incorrectly. If the trap isn't triggered, the first hero to search for treasure finds a well-preserved Jar of Honey, which restores 2 body points when eaten; and a Scroll of Reinforcement which restores 1 exhausted spell when used.

**G.** This door has no knob, and thus cannot be opened unless a hero replaces its Doorknob (found in Area E).

**Wandering Monster:** Skeleton

**The heroes claim victory when they reach the stairway.**

**The heroes CANNOT resupply before the next Quest.**



# *Manse of the White Mage*

Beyond the portcullis, the halls echo with the ghostly howl of the wind and the distant crashing of the sea...and now and then, a few ghostly noises you can't quite place. Somewhere within those halls are the arcane secrets that will restore

life to Alkanis and save its people from the likes of Sheriff Gallos once and for all. The White Mage was a mad genius, however, and would surely have saved his most diabolical defenses for the very last...

## NOTES:

The door at the entrance is a portcullis, which only opens when either of its levers (the spaces marked "X") are pulled. Once pulled, Zargon rolls 1 red die to determine how many rounds the portcullis will stay open. The levers cannot be pulled again until the portcullis closes.

The chaos warriors are actually Spectral Stalkers, shadowy fiends that flicker before the heroes' eyes like swamp mist.

## SPECTRAL STALKER

MOVE 7 :: ATTK 4 :: DEF 3 :: BODY 2 :: MIND 3  
Can cast **Pass Through Rock** on itself once per turn.  
Defends with white shields.

The Teleport Traps are one-way only: any hero or monster who steps on Teleport "A" moves to Teleport "B," then his turn ends.

A. The first hero to search for treasure finds a Jug of Ale on the table. Drinking it has the combined effects of a **Potion of Healing** *and* a **Heroic Brew**, but the drinker's defend dice are reduced by half the next time he defends.

B. The weapons on the rack are rusted and useless.

C. The first hero to search for treasure finds that the bookcases have nothing but useless, crumbling books adorning their shelves.

The objects behind the north bookcase are only revealed when the north bookcase is moved via the switch in Area F, or when a hero uses Pass Through Rock to move behind the bookcase.

**D.** The first hero to search for treasure finds the White Mage Journal, explaining all of his experiments and formulas! It also mentions further documents and equipment stored in the three chests. All three chests are locked and cannot be opened without several hours of diligent work: the heroes must carry the chests back to the entrance using the rules for carrying fallen heroes (see "House Rules to Aid Players -- Fallen Heroes").

The moment the Journal is taken, both secret doors marked "E" spring open, unleashing hordes of undead creatures upon the unsuspecting heroes. The portcullis, if open, immediately slams shut.

**E.** These secret doors can be found with a search for traps OR secret doors, but only open when the journal is taken from Area D. The heroes can seal the doors with a successful trap disarm, but they must roll 2 dice without any failures.

**F.** The door is trapped: it vanishes after the first hero steps through it. This trap can only be detected and disarmed by magic users.

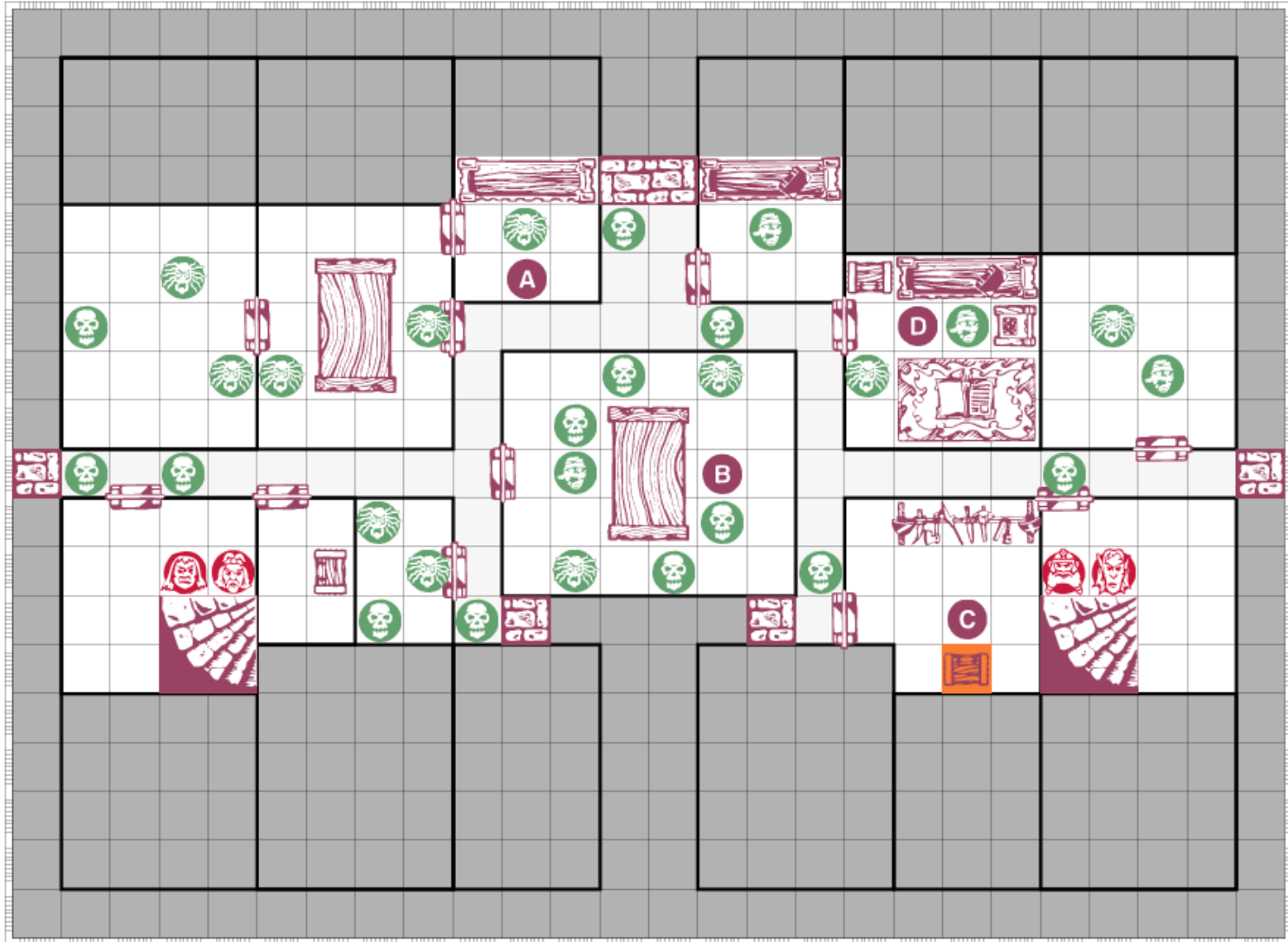
The first hero to search for treasure finds two tiny drams of healing potion, each worth 2 body points; and a Sapphire Wand worth 150 gold on the market. The wand can only be used by the Wizard, and allows him to zap monsters in line of sight for 1 attack die.

The first hero to search for secret doors finds a book-shaped switch on the south side of the cupboard, which moves the north bookcase (Area C) two spaces in the white arrow's direction. This gives the heroes access to the door...and the spectral stalkers access to the heroes!

### **Wandering Monster: Zombie**

**The heroes claim victory when they return to the stairway with the three chests and the Journal. These four items are now bundled together into the "White Mage Parcel," carried by a single hero.**

**The heroes may resupply before the next Quest.**



## Q U E S T 1 0

# *Derelict*

Only yesterday you were trading equipment and tales of adventure with the crew members of the constabulary's ship, a freighter chartered by the Sheriff: now you and your comrades are among the very few who survived when the ship was

seized by the Crawling Death. Stranded in the middle of the South Sea on a monster-infested derelict, your only options are to find the Map and Sextant and sail this ship yourselves, or join its hideous undead crew forever...

### NOTES:

There are three chests aboard the derelict. At the start of the Quest, Zargon chooses which of those chests holds the Sextant: a search for treasure will yield the Sextant to the heroes. If he forgets to choose, it is Chest C by default.

Skeletons are not placed on the board initially: they are revealed to the heroes as the skeletal remains of devoured crewmen. On Zargon's turn, any dead crewman may rise as a skeleton and attack the heroes.

A. The first hero to search for treasure finds a Jug of Ale in the cupboard. Drinking it has the combined effects of a Potion of Healing *and* a Heroic

Brew, but the drinker's defend dice are reduced by half the next time he defends.

B. The first hero to search for treasure finds the Map spread out on the captain's table.

C. The chest is trapped with a spring-loaded metal cable, which whips across the victim's hands. The victim loses 1 body point and rolls 2 red dice: he is unable to attack, cast spells, or disarm traps for that many turns.

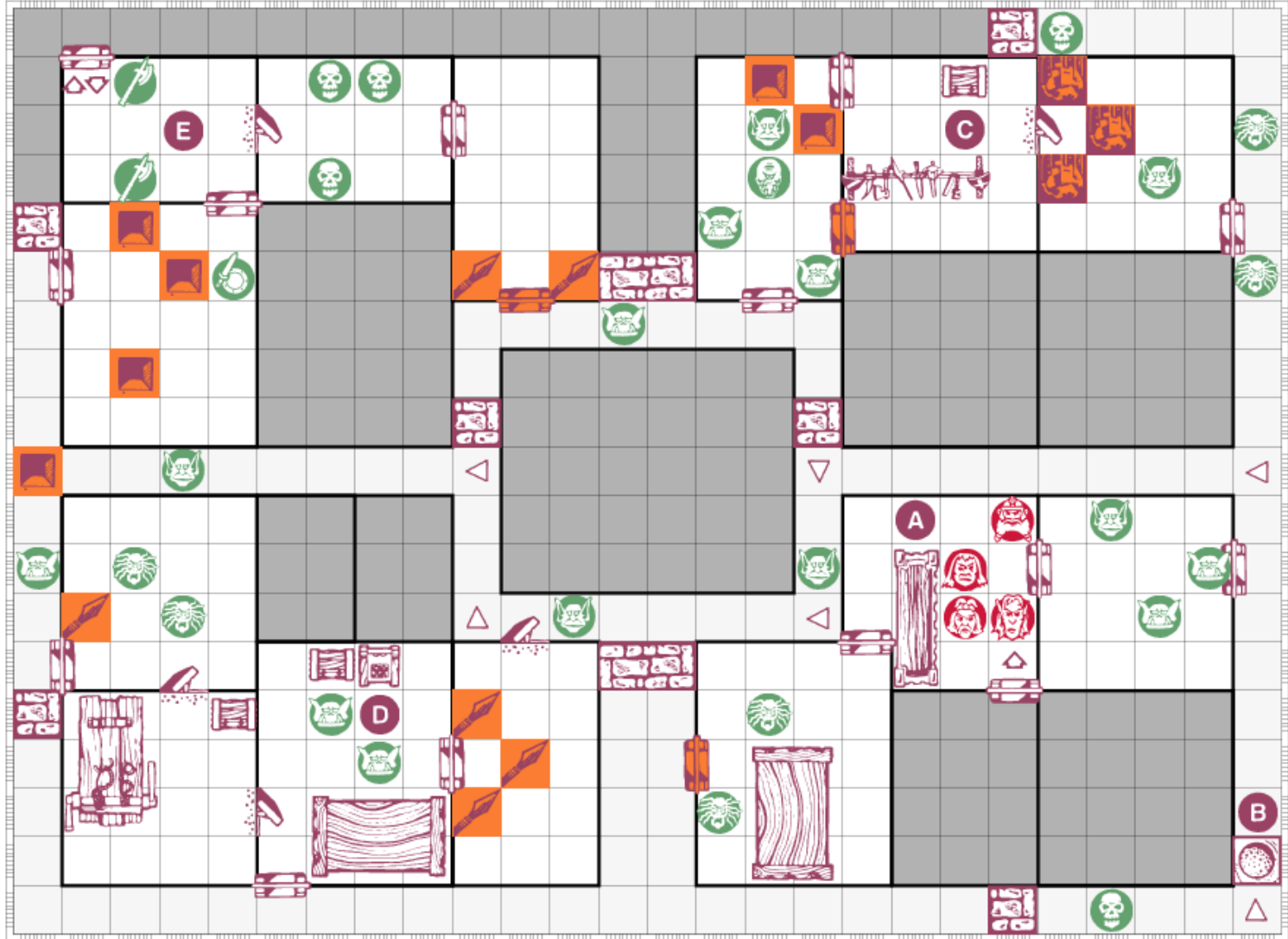
The first hero to search for treasure finds 3 Harpoons on the weapon rack, worth 2 attack dice when thrown.

**D.** The first hero to search the captain's quarters for secret doors finds a hidden compartment in the desk, which contains 50 gold and another Jug of Ale like the one found in Area A.

**Wandering Monster: Zombie**

**The heroes claim victory when they return to either stairway with the Map, Sextant, and White Mage Parcel.**

**The heroes may resupply before the next Quest.**





## Q U E S T 1 1

# *The Kingdom of Rats*

You left the blighted ship burning in full view of Cirius Port and rowed to a neighboring city, knowing full well that returning to Cirius -- by ship or road -- means returning forever to Sheriff Gallos's dungeons. Now you stand a mile outside

of Cirius, facing the open drain tunnel of the city sump, the legacy of the White Mage held firmly in your hands. It must be delivered to the Emperor, and the only way past the Sheriff's men is through the sump...and the Kingdom of Rats...

### NOTES:

The tunnels are flooded with putrid water and vermin. When any hero ends his turn in a corridor, he rolls a red die for each of his remaining body points: if he fails to roll any 6's, he loses 1 body point.

The white arrows indicate a strong current. The current ends at the pit trap on the west end of the map, which is already open when revealed.

Trapped doors close and seal behind the first hero who steps through, forcing the other heroes to take a different path. If the trap is disarmed, the door is forever locked in its current state (open or closed).

A. The first hero to search for treasure finds 4 potions of healing in the cupboard, minus one for each healing item the party already has (spells do not count).

B. Once revealed, this giant floating piece of debris moves with 1 red die at the start of Zargon's turn, following the strong current. Any victim it bowls into must roll 4 combat dice and lose 1 body point for every skull. When it reaches the end of the current, it crashes into the pit trap: both it and the pit trap are removed from the board.

After the debris moves, any hero or monster standing in the current moves the same number of spaces, unless he was hit by the debris.

**C.** The chest does not open, and the weapons are rusted and useless. However, the first hero to search for secret doors discovers that an old spiked club on the rack is actually a lever: when pulled, the chest pops open, revealing 60 gold and a Scroll of Swift Wind, which casts the Swift Wind spell when read.

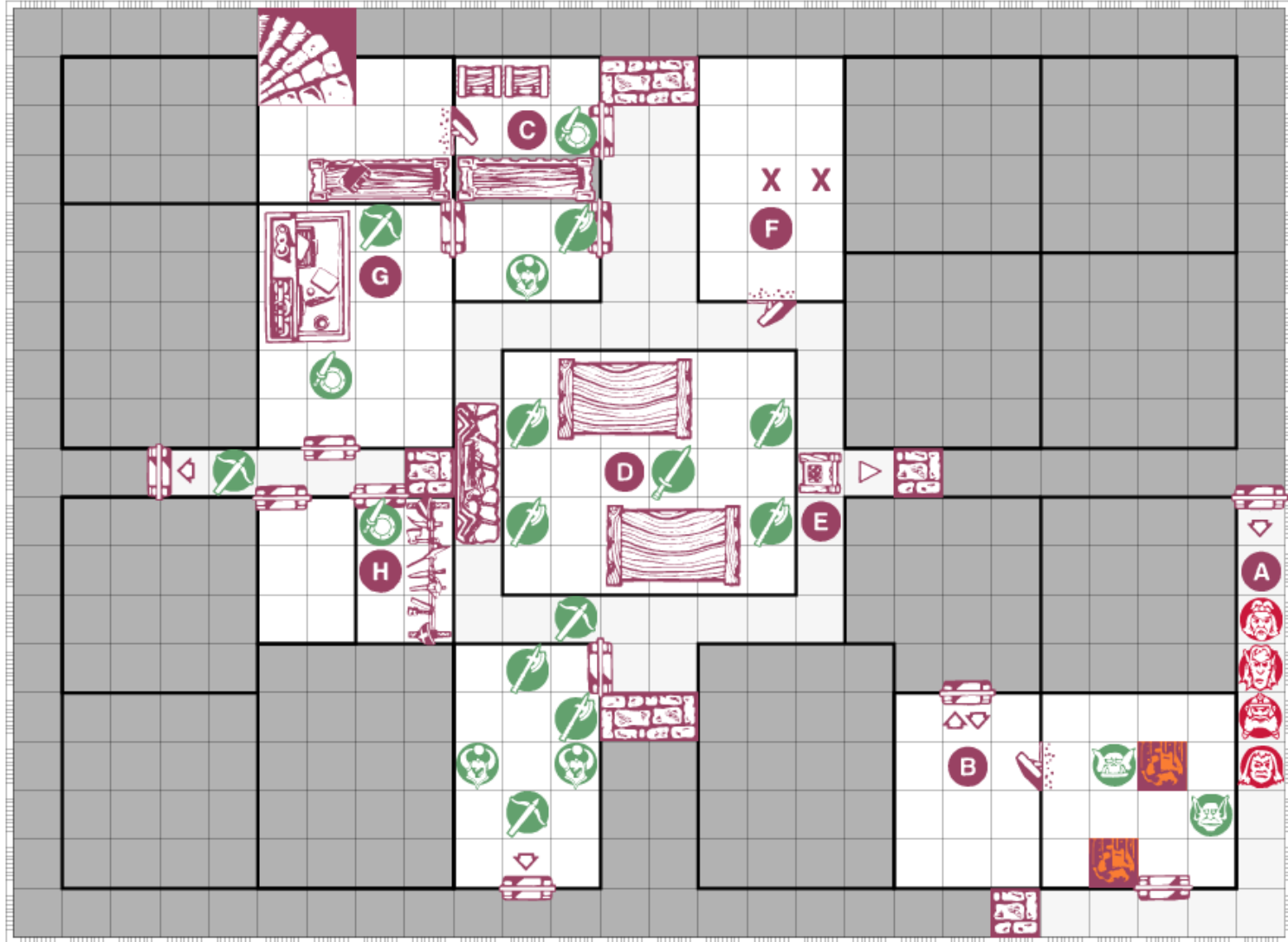
**D.** The first hero to search for treasure finds a Potion of Defense and another Scroll of Swift Wind.

**E.** The double-arrow door is the sewer entrance to the Cirius Meadhall, where the Emperor awaits.

**Wandering Monster:** Goblin

**The heroes claim victory when they escape the sump through the double-arrow door with the White Mage Parcel.**

**The heroes CANNOT buy equipment before next Quest.**



# House Arrest

Right away the racket upstairs tells you something is amiss: scores of armored bodies marching about, furniture smashing, and arrogant voices shouting orders. The Sheriff is here, searching for the Emperor and his lady.

They are hiding somewhere in the meadhall, but they'll be found sooner or later, and more constables are surely on the way. The expedition will have been for naught if its patron and architect dies.

## NOTES:

The west-most and south-most doors (marked with white "in" arrows) are the two entrances to the meadhall. The heroes escape the meadhall through either of these doors.

All chaos warriors on this Quest are stone statues.

- A. This door leads back to the sump.
- B. This door connects to the stairway. Fresh air at long last!
- C. The first hero to search for treasure finds a Jug of Ale in the cupboard. Drinking it has the combined effects of a Potion of Healing *and* a Heroic

Brew, but the drinker's defend dice are reduced by half the next time he defends.

D. The central corridors and room are a single open space which the heroes (and their enemies) can freely move through. When the heroes reveal this area, read the following aloud:

Sheriff Gallos and his lieutenants are turning the mead hall upside down in their search for the sick Emperor. The Sheriff locks eyes with you across the room and smirks in recognition. "By the gods!" he says. "So they survived the Crawling Death *and* the terror of the fabled White Mage! I don't know whether to have you hanged or promote you to my new captains." Pointing his longsword at the Parcel in your hands he adds, "And it appears you've brought me the spoils, to boot. That

settles it, then: I'll have that parcel, then I'll have you all ground to giblets and fed to the peasants!"

### **SHERIFF GALLOS**

MOVE 6 :: ATTK 4 :: DEF 5 :: BODY 3 :: MIND 4

**Keeps a retractable dagger up his sleeve: if a hero's attack is blocked, the Sheriff counter-attacks with 1 attack die, and the hero cannot defend.**

**E.** The first hero to search for secret doors discovers that the throne sits on a cleverly hidden rail: when pushed back 1 space, it reveals and opens the secret door to the north (Area F).

**F.** The Emperor and Empress are both here. Read the following to the heroes:

The Empress stands wearing her elegant breastplate, sword ready to pounce. At the last instant she recognizes you and sighs with relief.

"His Excellency is getting worse," she says. "I trust that parcel is the White Mage's legacy? Then we haven't a moment to waste. Take us to the clergy, quickly!"

The Emperor is too weak to stand on his own, and is regarded as a fallen hero who cannot be revived (see "House Rules to Aid Players"). The Empress, by contrast, is in perfect health, and a

renowned swordsman: she is controlled like another hero once she is revealed.

### **EMPRESS**

MOVE 5 :: ATTK 3 :: DEF 2 :: BODY 3 :: MIND 3

**G.** The first hero to search for treasure finds 50 gold in a lockbox on the desk.

**H.** Someone left a Battle Axe on the weapons rack! The first hero to search for treasure takes it.

### **Wandering Monster: Halberdier**

**The heroes claim victory when they escape the mead hall with the White Mage Parcel, and the Emperor and Empress. The Emperor must survive the Quest to achieve victory.**

**The campaign is won! Read the conclusion to the heroes.**



# Conclusion

The effects of Sheriff Gallos's defeat were immediate: his lieutenants, less organized and intelligent than their late master, bickered constantly for control of the city and its people. New sheriffs came and went, each one's grip of the city weaker and clumsier than the last. It only took two years for total reform to eradicate the last traces of corruption in the constabulary, and by then the Emperor's health had fully returned...and the Cirius landscape had shown the first shades of green in years.

The effects of the White Mage's legacy are not as swift, but they show great promise in the hands of the Cirius priests and spellcasters. Total restoration is a mere dream yet: perhaps in another ten years the fields of Alkanis will return to their former glory. For now, you and your comrades -- the elite constables of Cirius -- are content to finally fill your bellies and leave the adventuring to some other poor, unfortunate fool.

That is, until the boredom of peace starts getting to you.

*The heroes may permanently increase a stat of their choice by 1.*





# **A Questbook for Heroquest**

**by**

**Mike MacDee**

made 2013 with *Questbook.doc* by Dr. Benedikt Rothöhler a.k.a.. Big Bene

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