

HEROQUEST

MOUND OF THE BEASTMEN



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Only the intimidating roar of the thunderstorm disturbs the sinister silence of the Forest of Shadows. It has been raining hard for hours now. You watch your trail painstakingly fight through muddy paths, and the undergrowth and foliage enveloping you do nothing to relieve your exhaustion. Crestfallen, the party slowly presses on deeper into the obscurity this depressing night offers. Ghost lights bounce from the darkness here and there, and briefly reveal what little confidence has remained in the faces of the Imperial soldiers escorting you. Indifferent from the pouring rain's onslaught, you push and pull through every pace of miry mud and begin to regret you have taken on this mission that has proven anything but as ordinary as you thought it to be...

Then again, looking back to when Mentor contacted you while you were just savouring your recent defeat of the powerful Wizards of Morcar, you could already sense from the tone of his voice his concerns over what exhilarating challenges might be foreseeable for a champion of your vim and vigour.

Nothing would happen. The days have become longer and more tedious ever since you have departed from the Northern Mountains. The trail has traversed vast territories untroubled without the slightest trap or peril. Moreover, who could have desired to get their clutches around this ancient fusty artefact you have been protecting with the help of the Imperial Guard? This relic found in the Mountains, at the foot of an ancient mound that had been ruptured open by the wars against Morcar's legions? Yet, according to Mentor, this little black stone contained an enormous power source which would allow, once mastered, to overthrow the course of the war against Chaos... a distinct opportunity Morcar could put his mind to if he learned of this simple stone's existence.

Abruptly, you snap out of your thoughts: the trail has stopped. The icy cold makes tree trunks crack while the darkness of the night is thickening. Sir Vardion, the captain of the Guard, is examining the tree line thoroughly with his sword drawn and the rain pattering against his

silver armour. He is looking to falsify his fears, but the eerie rustling he has heard is now accompanied by disturbing growls and grunts. This macabre cadence creates a terror that makes the guards tremble and shiver as if their backs were trickled with a sip of frosty water. Messy shadows seem to prance between the trees, horribly shaped branches to point their skeletal fingers to the skies as if to scratch the clouds themselves. The Forest seems to come to life, and the turmoil from within terrorizes the men more and more with every passing second.

Suddenly, the attack... The woods appear to split apart, spitting out a savage horde unleashed among the deadlocked trail in the middle of the forest. The guards, gripped by terror, try to put up some defence. The storm rages on in doubled intensity, derailing all attempts at orderly manoeuvres. Your companions and you as well are quickly overwhelmed by the demonic torrent. Bodies of both human and demon drop dead and ravaged here and there. With the blades of your weapons you try to hack a passage through your enemies to rejoin forces with Captain Vardion, who fights like a divine devil. The demonic creatures drop like flies under the strikes and swipes of his noble sword. But in the all-encompassing confusion you do not realize the grand gestures he is making toward you. An explosion tears up your flank, surely caused by one of the powderkegs of the dwarven miners. The blast violently smashes you against rocks and trees, and you are losing consciousness. The last thing you see is the sinister sky's heavy clouds forming a malicious grin gloating at your doom.



MOUND OF THE BEASTMEN

Introduction

In this new expansion *Mound of the Beastmen*, our intrepid heroes are launched in pursuit of the Black Stone, a powerful artifact stolen by the forces of Morcar. Hidden in the depths of the Mound, the Black Stone holds a wealth of powerful mysteries... Will our Heroes be able to find it before Morcar does?

This Quest Book introduces a new element to the game: the Compendium. It also contains the rules for new monsters, traps and dungeon features. Finally, there are 6 new quests for an adventure as exciting as it is dangerous...

Contents

1 Quest Book

1 Book "Compendium"

14 cards:

4 "Monster" cards

4 "Artefact" cards

6 "Shaman Spells" cards

NOT INCLUDED:

18 figures:

1 Shaman Beastman

1 Beastlord

10 Beastmen

6 Chaoshounds

1 Punched sheet comprising:

1 Herdstone Piece

1 Runic Room Tile

1 Pit Trap Marker

1 Hall of Storms Tile

6 Outdoor Tiles

3 Lever Markers

4 Rune Trap Markers

4 Tomb Markers

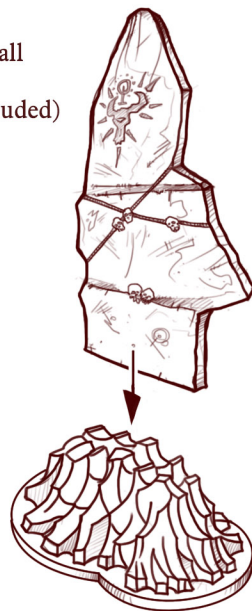
4 Orange Combat Dice

Assembly instructions

Before playing *Mound of the Beastmen*, carefully remove all tiles from the new punch sheet.

Take the Herdstone piece and place it in a plastic holder (not included) as shown in Fig. 1.

Separate the plastic figures (not included) from their supports. Carefully assemble and attach the heads and arms to the torso, as shown in Fig. 2.



The Beastmen

Living deep in the Forest of Shadows, the Beastmen carry out their evil ravages on the lands around them.

With the head of a goat on a man's torso, the Beastmen are repulsive creatures, endowed with great physical strength that makes them formidable opponents in combat. Despite their bestial appearance, the Beastmen are not primitives. They live in structured herds organized around a feared and respected leader. Some herds have powerful Shamans among their ranks. Shamans wield dark magics whose destructive tendencies are reminiscent of the forces of Chaos.

If the Beastmen were ever allied with Morcar they could pose a grave threat to the Empire.

New creatures for Morcar

The Mound of the Beastmen introduces new creatures which the heroes will have to face. They possess the following stats:

Shaman

Move : 6 squares
Attack : 2 dice
Defend : 4 dice
Body : 1
Mind : 5



Beastlord

Move : 6 squares
Attack : 2 orange dice
Defend : 2 orange dice + 1 die
Body : 3
Mind : 4



Beastman

Move : 5 squares
Attack : 3 dice
Defend : 3 dice
Body : 1
Mind : 3



Chaosound

Move : 8 squares
Attack : 2 dice
Defend : 2 dice
Body : 1
Mind : 2



Shamans

Beastmen Shamans have their own set of spells and may use them in the same manner as the Elf and Wizard. The Shamans should randomly draw 3 Shaman Spells from the set of 6. Certain very powerful Shamans may have access to all 6 spells. They may cast one of their spells each turn instead of attacking. Each spell may only be used once. If all spells are used up, they may continue to attack and defend normally.



Special Creatures

During their advance into the depths of the Mound, the Heroes will come face-to-face with lieutenants of Morcar that are particularly powerful versions of the basic monsters. These leaders have their own stats which are detailed in the Quest Notes. Like the Beastlord, these lieutenants have multiple Body Points and can use the special orange dice (detailed later in this book) making battles with these creatures more dangerous.

Compendium

The Mound of the Beastmen introduces a new feature: the Compendium. Its goal is to deepen the Heroes' immersion into the adventure with the help of small narratives to be read at certain key moments during the quests. These narratives are grouped in the new Compendium booklet. When a Hero comes to a numbered speech bubble on the map, the corresponding narrative should be referenced from the Compendium booklet (fig 3).

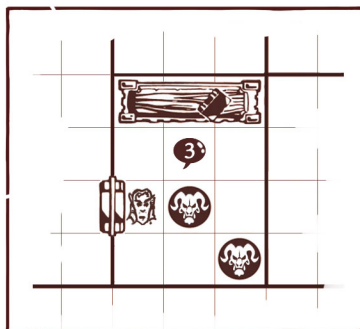


Fig. 3

The Hero does not necessarily need to move onto or end their move on the square with the "bubble" symbol to trigger the narrative, rather there may be additional conditions that must be met. These are contained in the heading of each Compendium entry.

Example : *if a paragraph has the heading: "Read after you have laid out all contents of the room", it can be read once a Hero has entered the room in question and the contents are laid out. Morcar may then read the corresponding paragraph to the Heroes.*

Another example : *if the headline reads: "Read when the first Hero steps through this exit door (end of the quest)", the paragraph should be read after a Hero has passed through the door that marks the end of the quest.*

An advice for Morcar: the "bubble" symbol is an indication that an event is occurring. You should pay attention and even have gained an understanding of the conditions prior to starting the Quest. Note that there might be more than one entry for one speech bubble.

The use of the Compendium feature is not mandatory and choosing to not include it is not detrimental to the Heroes' progress throughout the Quest Pack. However, it could affect Morcar's and the players' understanding of the overall storyline.



New dungeon Features

New Traps

Tomb



Old mouldy tombs in which undead creatures lie dormant dot the Mound and can hold unpleasant surprises for adventurous heroes. Each time a Hero enters a room that contains a tomb, he must roll 1 Combat die.

- *On a skull, the Hero awakens the dormant undead with his sheer presence. To find out what type of undead monster he faces, the Hero must randomly draw a monster card from the Skeleton, Mummy and Zombie cards.*
- *On any shield, the Hero is quiet enough to not wake the undead.*

If there is more than one tomb in the room, the Hero who enters the room must roll 1 Combat die for each tomb. A tomb can be triggered once.

Rune trap

The powerful Shamans of the Beastmen are skilled in the magic of runes and have spread Runic traps around the Mound, making the corridors deadly for the unaware. This trap is triggered when a Hero steps onto the square containing the trap. To determine the effect, the Hero must roll 1 Red die.



- *On a 1 or 2, a burst of rune magic violently throws the Hero back. The Hero figure is moved back in a straight line until he hits a wall or trap.*
- *On a 3 or 4, the Hero manages to disarm the trap. The trap must be removed from the board.*
- *On a 5 or 6, the trap explodes and all figures (including monsters) within 2 squares around the trap location lose 1 Body Point.*

This trap can be found by searching for traps. If found, it can be disarmed by the dwarf or with the toolkit. When triggered or disarmed, the trap must be removed from the board.

Chaoshound trap



Sometimes, Chaosounds escape the watchful eye of their masters and become lost in the Mound. Left to themselves, they can cause irreparable damage. To overcome this problem, the Beastmen have scattered traps throughout the Mound to recapture any that have escaped.

A Hero will lose 1 Body Point if he steps onto a Chaoshound Trap. Once discovered or triggered, the trap must be removed from the gameboard. No special action must be taken to disarm a Chaoshound Trap.

New Tiles

Runic room

The Beastmen Shamans often perform evil magic in the depths of the Mound and leave their unfinished experiments in some rooms. When the first Hero enters a Runic Room, his presence causes two creatures to arise in the centre of the room. Morcar should randomly draw 2 cards from the Monster card deck.

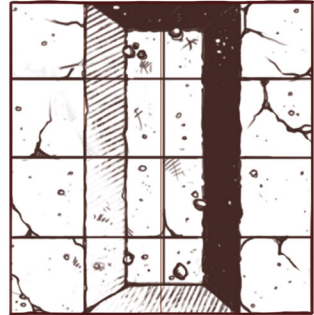


The Runic Room can be triggered once.

Pit room

Dug by the skillful Beastmen hunters, this large pit must be jumped across. To cross the pit, a Hero must roll 1 Combat die:

- On a skull, the Hero falls into the pit and a Beastman immediately appears on a square adjacent to the pit and attacks. The Hero defends with one less Combat die as a result of being in the pit.
- On any shield, the Hero has successfully jumped over the pit.



Hall of storms

This room has 3 sets of lightning orbs that block the Heroes path with three levels of squares between them marked 1, 2, and 3. Every time a Hero moves onto a square marked 1, 2, or 3, he must roll 1 Combat die.

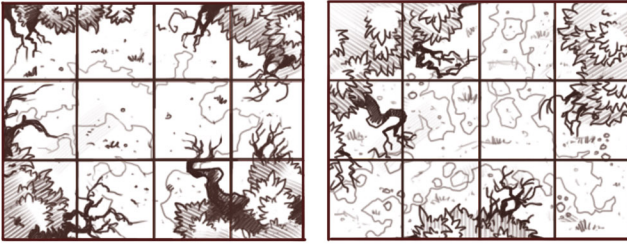


- On a skull or white shield, the orbs do nothing. The Hero advances to the next level square and rolls 1 Combat die again.
- On a black shield, the Hero is struck by lightning. He loses 1 Body Point and is thrown back to the next lower marked square, ending his turn.

If the Hero begins his turn on a square marked 1, 2, or 3, he does not have to roll for movement, but starts with the roll for advancing to the next level.

Outdoor tiles

These tiles represent the Forest of Shadows. They have no special rules or interactions and are meant to be decorative and immersive only.



Levers



Some important areas in the Mound are closed and can only be opened by finding and using a lever. To activate a lever, a Hero only has to walk onto the square containing the lever marker.

Herdstones



The Herdstones are large monoliths decorated with runes and the skulls of fallen enemies. These stones are worshipped by the Beastmen and they place all manner of offerings to the gods at the base of these stones, like powerful artefacts. Lucky Heroes may be able to find those precious artefacts among the offerings, but the Beastmen do not take kindly to those who would steal their treasures...



New rules

Quests

In the *Mound of the Beastmen*, the Quests must be played in order from 1 to 6. In general, Heroes start on the Stairway tile, unless otherwise directed in the Quest Notes. Quests can be completed in two ways: by the first Hero exiting through the wooden exit door or defeating a particular enemy.

Equipment

As the Heroes are deep in the mound, they will not be able to buy equipment between Quests. However, some greedy creatures in the dark corners of the mound will be able to offer equipment to Heroes for a "modest" financial consideration. These instances will be described in the Quest Notes.

Special Combat Dice

The *Mound of the Beastmen* introduces new Orange Combat Dice. They offer skull, white shield, and black shield distribution different from the standard white Combat Dice, such as double skulls or shields on one side. Some powerful monsters use these dice and some artefacts will also allow Heroes to add them to their standard Combat Dice. The use of these dice will be mentioned in the Quest Notes or on the new Artefact cards.

Men-At-Arms

During the adventure, Heroes will occasionally cross paths with their former comrades in the squalid jails of the mound. *Mound of the Beastmen* changes some of the rules regarding Men-At-Arms.

- It is not possible to hire them in the mound. Men-At-Arms are only accessible when they are set up along with the other contents of a room. The first Hero to enter the room will take control of all Man-At-Arms. He will take the corresponding Man-At-Arms figure and card and keep them until either of them is killed or the player decides to "give" the Man-At-Arms to any other Hero player whose figure is in the same room as the Man-At-Arms figure at that point.
- If monsters are present in the room when the Hero discovers a Man-At-Arms, that player cannot move the Man-At-Arms until all monsters in the room have been killed or have left the room. However, the Man-At-Arms can attack monsters and defend normally. He may move only when all players have had one complete turn after the Man-At-Arms has been set up.
- The Heroes may keep any surviving Man-At-Arms between quests.
- There are a few special Man-At-Arms that the Heroes will not be able to control. These will be specified in the Quest Notes.

Special rooms

In the fourth Quest, "The Halls of Evil", players will encounter some special rooms that involve specific rules. The Halls of the Blind are the four rooms marked with an X, the Halls of the Forgotten are the four rooms that each contain one Chaos Warrior.

The Halls of the Blind

These four rooms are all immersed in total darkness. This reduces Heroes' and Men-At-Arms' movement to one Standard die after they have entered one of them.

- When a Hero enters one of these rooms, do not reveal the contents, including closed doors.
- Searching is not allowed.
- A Hero or Man-At-Arms can only see adjacent squares. Lay out the contents accordingly, including monsters, but not a closed door.
- To find a closed door, the Hero must step onto the square containing the lever. This activates the mechanism making the door visible from anywhere in the room: set up the door."
- The last lever unlocks the room where is located the Guardian of the Halls of the Blind (marked D).

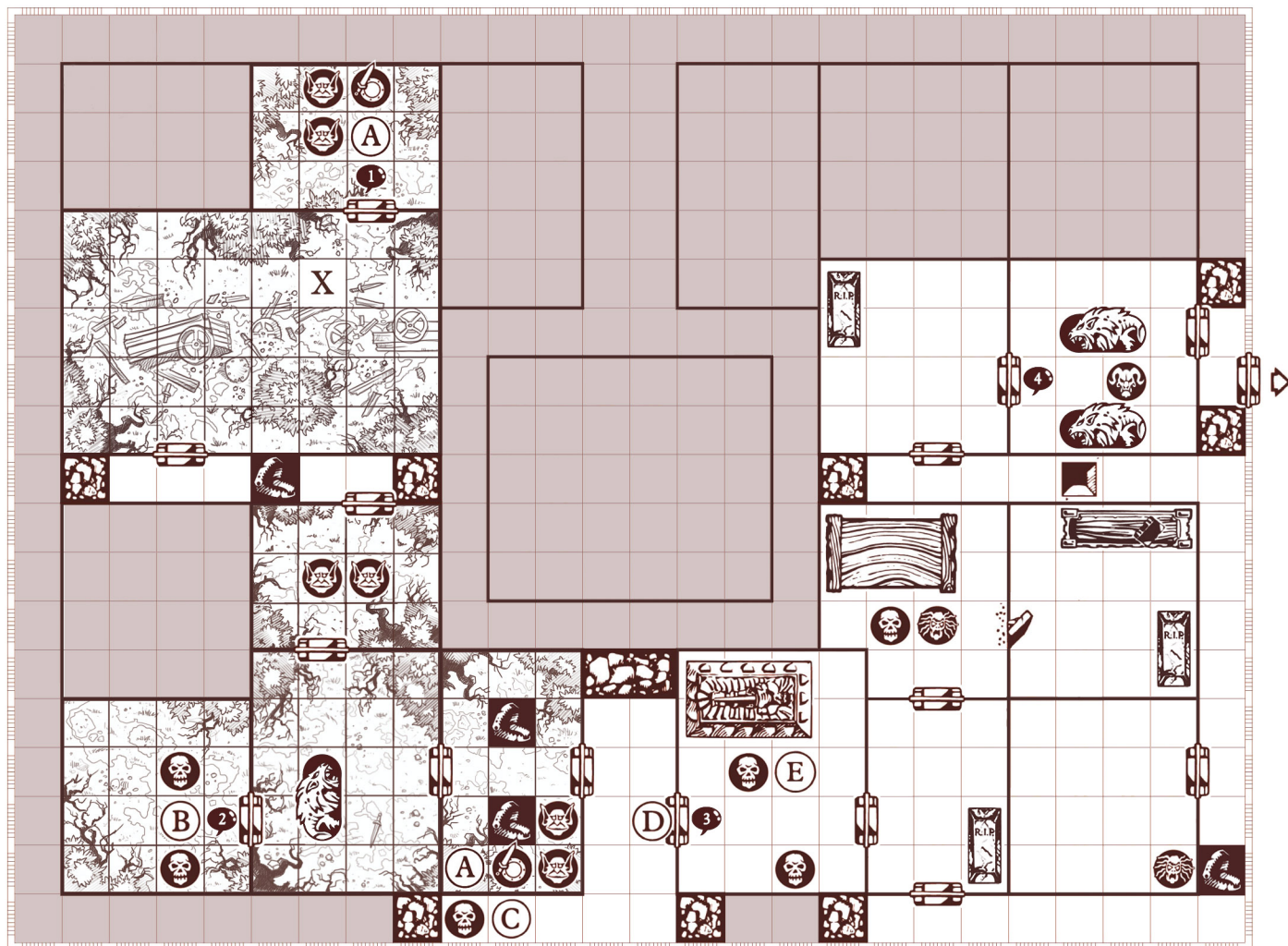
The Halls of the Forgotten

These four rooms are filled with an evil fog, forcing the Heroes to move with one Standard die after entering. Additionally, after ending a turn in one of these rooms, the Hero must roll one Combat die.

On a skull, a ghost is awakened. The ghost attacks immediately. Each ghost rolls one Combat die in attack. The Hero defends with as many Combat dice as he currently has Mind points.

The Chaos Warriors in these rooms are actually guardian statues. They cannot be attacked or destroyed - unless they are brought to life. If the Heroes awaken two ghosts in the same room, the statue guardian comes to life and can immediately attack adjacent Heroes with four Combat dice. These Guardian Statues defend with three Combat dice and may move four squares each turn. They have one Body point each.





The Forest of Shadows

"By some miracle you have survived, but many of your comrades were not so lucky. The rapid defeat of your escort of imperial guards leads you to believe this is more than the work of some group of petty brigands. Perhaps some darker, demonic forces have been at work. Arise, Heroes, for you must set about the task of finding survivors. May you survive long enough in the Forest of Shadows..."



NOTE: The Heroes begin this quest in the clearing, on the spaces adjacent to the X.

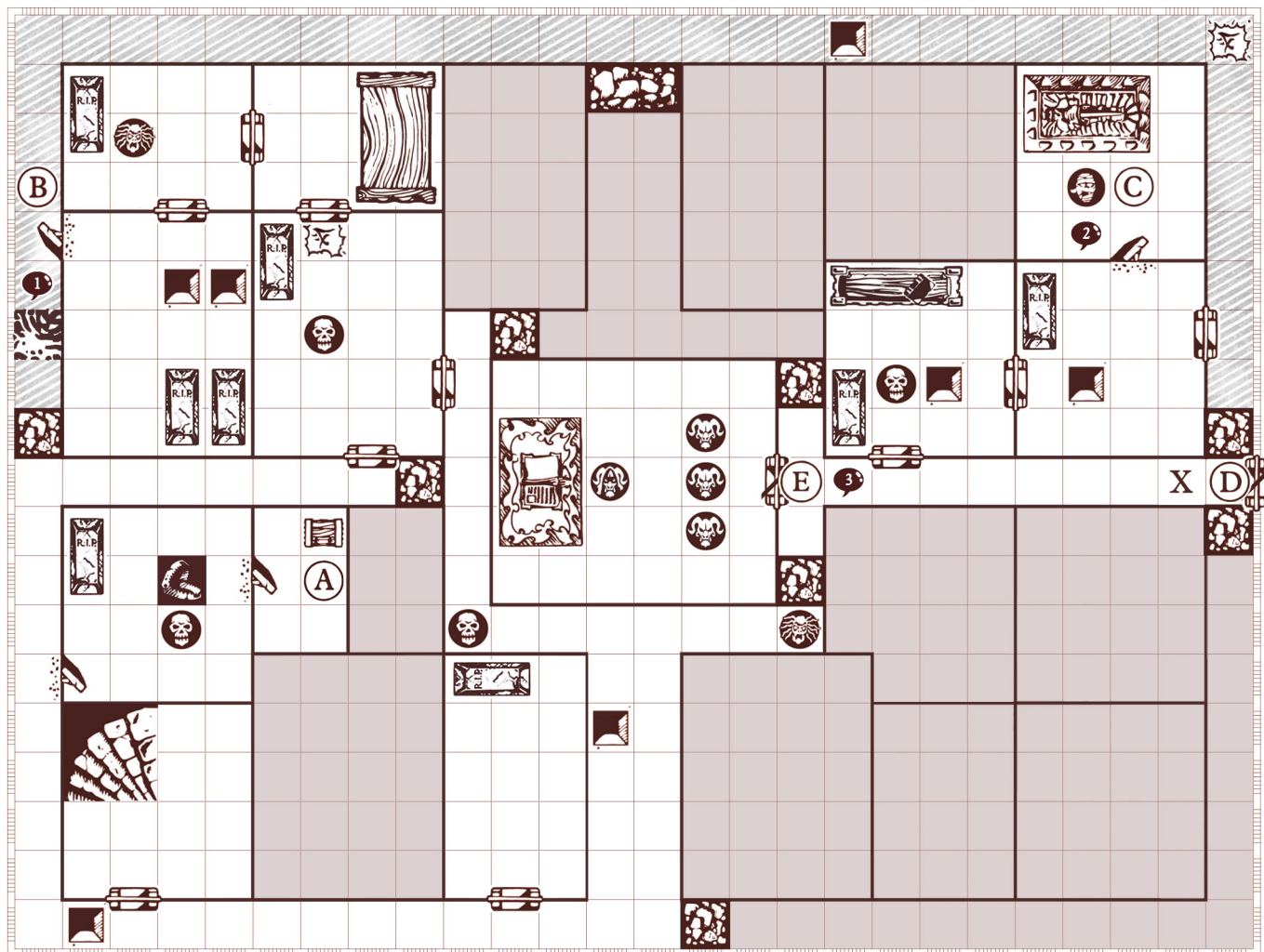
A If the Goblins in this area are killed, the Imperial Guardsman will loyally follow the Hero who first entered the room. That player should take the corresponding Men-at-Arms card.

B Morcar should tell the Heroes that this area contains a stone pedestal decorated with bones which has a depression that appears to have once held something. If a Hero places the bone statue from "C" onto the pedestal, a fine bluish mist will surround it revealing a casket. The casket contains a Potion of Magical Resistance and a Potion of Healing that will restore up to 4 lost Body points when consumed.

C The first Hero to search for treasure in this area will find a bone statue and 75 gold coins wrapped in loose rags in the skeleton's remains. This statue is needed to discover the treasure in "B".

D The last player to pass through this door causes a stone block to fall from the ceiling. The door must be removed from the board.

E The first Hero to search for treasure finds an old ring in the bottom of the tomb. It is worth 100 gold coins.



The Forgotten Crypts

"You are now prisoners among these long forgotten walls. The presence of 'Beastmen in this underpass is odd and could hint to some sort of improvised subterfuge....could they be connected to the theft of the 'Black Stone? Tread carefully my heroes, and find a way out of this maze of stone."



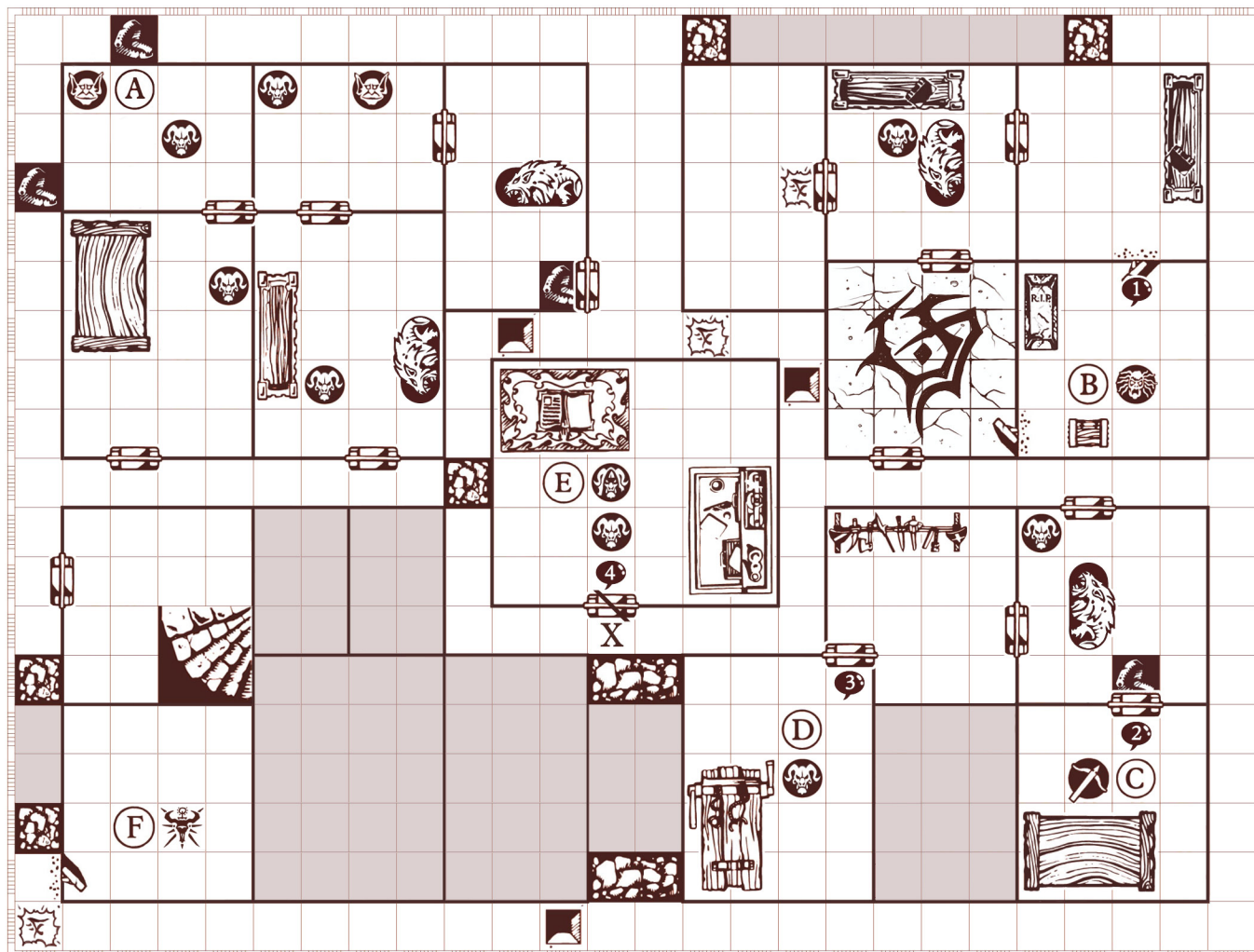
A The first Hero to search for treasure in this room will find a small box containing 150 gold coins under a decrepit corpse.

B When a Hero enters this corridor, an evil Wisp is released. The Wisp cannot leave the shaded area and rolls 1 Standard die for movement. If the Wisp ends its movement adjacent to a Hero, its hallucinogenic vapour allows Morcar to take immediate control of the Hero. The controlled Hero must move and attack another Hero within 6 squares immediately. If there is no other Hero present, he loses 1 Body point instead. The Wisp cannot be attacked.

C The first Hero to search for treasure in this room finds an alabaster amulet worth 150 gold coins and a Potion of Healing in the bottom of the tomb. The potion will restore up to 4 lost Body points when consumed.

D This door is locked and needs a keratin key to be opened.

E This door is closed. Place the contents of the room on the board when the first Hero attempts to open the door. However, the door remains closed and no interaction through the door is possible. When a Hero tries to open the door, he is surprised by a returning sentry. Place a Beastman on the "X". After the Beastman is killed, he drops a keratin key that can be used to open door 'D'.



In Search of the Black Stone

"My worst fears are becoming a reality... The Black Stone has fallen into the corrupted hands of evil. We must prevent Morcar from discovering the secret of this relic, otherwise the whole Empire could be in great peril. Hurry, my Heroes! Recover the Black Stone and beware of the dark corridors of the Mound of the Beastmen..."



A This Goblin is a trader working for the Beastmen. Nevertheless, the Heroes may purchase any equipment card from him for the listed cost. He will also sell each Hero one Potion of Healing for 75 gold coins each. Each potion will restore up to 4 lost Body points when consumed.

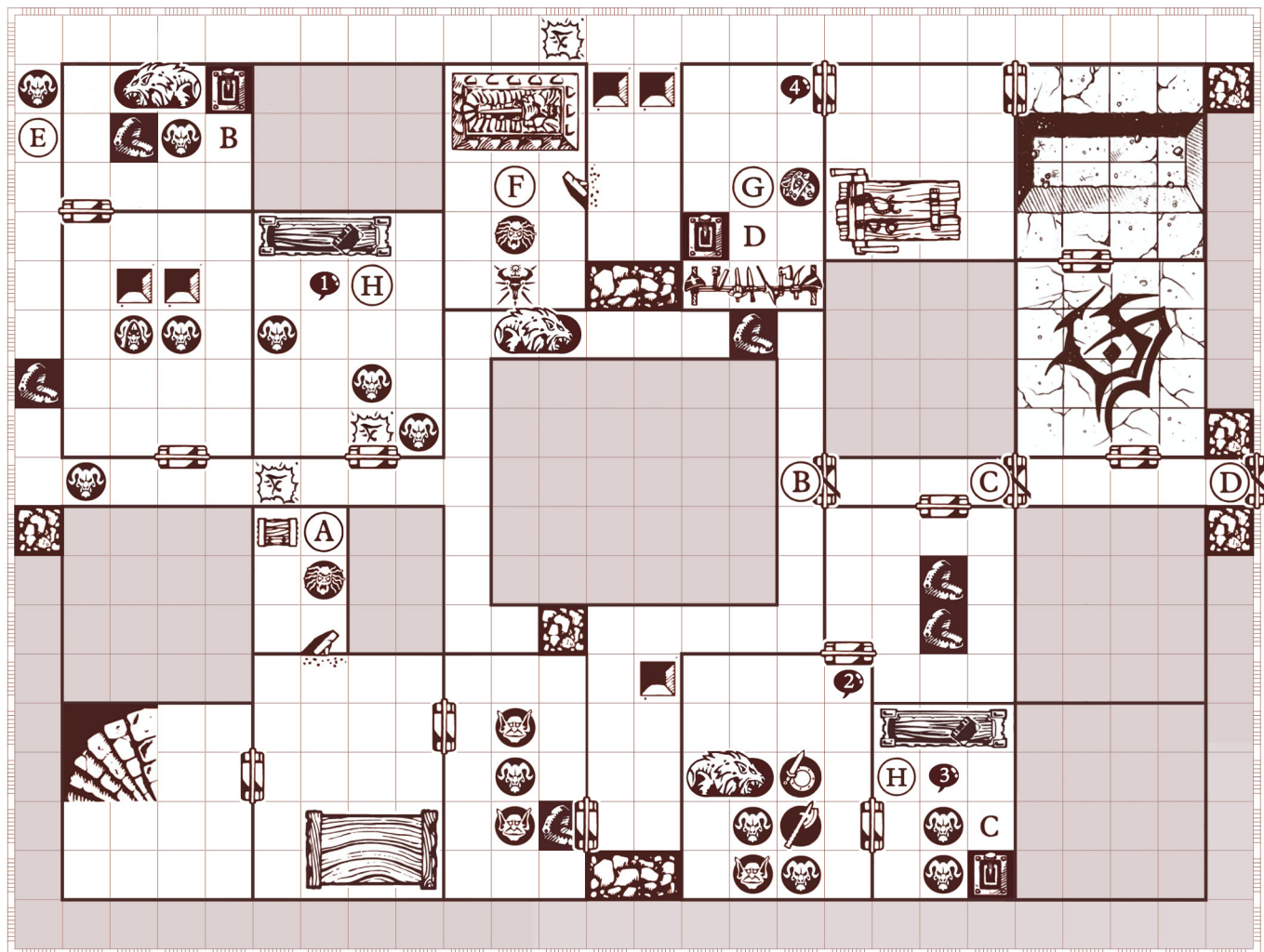
B The treasure chest in this room contains 150 gold coins and a Potion of Healing that will restore 4 lost Body points when consumed.

C This Man-at-Arms will swear his allegiance to the first Hero to enter the room. That player should take the corresponding Man-at-Arms Card.

D This is the Herd's Butcher. He is a very large and powerful Beastman and has the following characteristics: Attack: 1 Orange Combat die + 1 White Combat die; Defense: 3 Combat dice; Movement: 6 squares; Mind: 4; Body: 4. After the Butcher is defeated, the Heroes find a key on his body. This key will open the door marked 'X'.

E This is Vivigor, the Herd's Shaman. He knows the 6 Shaman Spells and has the following characteristics: Attack: 3 Combat dice; Defense: 5 Combat dice; Movement: 8 squares; Mind: 8; Body: 5.

F This Herdstone holds Ashgor's Valor, a powerful artefact. Its use is described on the matching artefact card.



To the Surface

"Time is running out! You must escape this cursed mound and return the Black Stone to safety. Your escape has been blocked by many monsters and obstacles which you must overcome. Persevere, my Heroes, the rescue party is near!"



A This treasure chest contains 150 gold coins and a Potion of Healing that will restore up to 4 lost Body points.

B This door is locked. To open it, pull lever "B".

C This door is locked. To open it, pull lever "C".

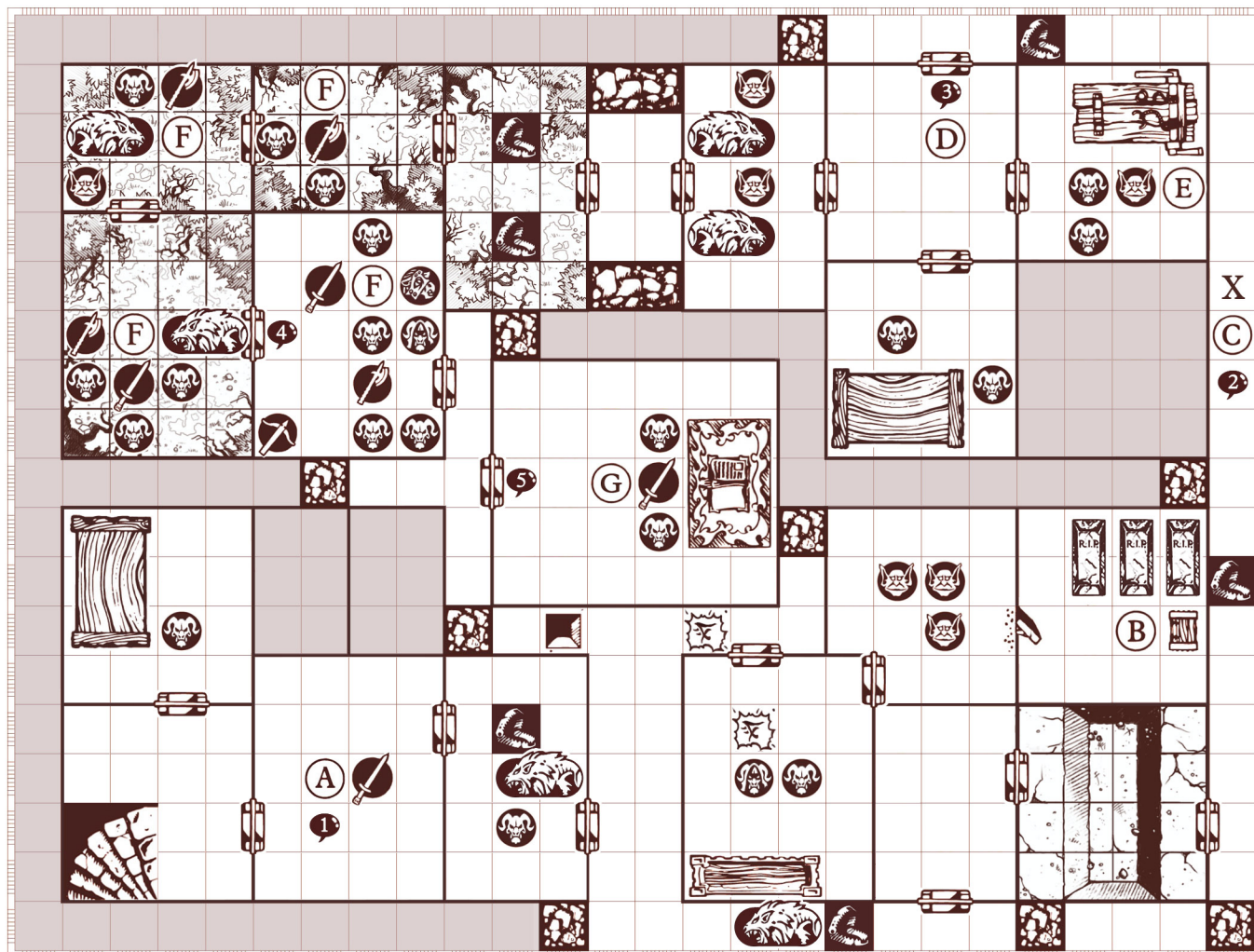
D This door is locked. To open it, pull lever "D".

E Garghol the Bloody blocks the passage before you. He will not move and cannot be attacked at this time. If a Hero gives him a Rune of Blood, he will sell the Hero a WEAPON of his choice. If he is given a second Rune of Blood, he will sell an ARMOUR of the Hero choice. However, he will immediately attack afterwards (whether the Heroes buy anything or not). He has the following characteristics: Attack: 2 Orange Combat dice; Defense: 3 White Combat dice; Movement: 10 squares; Mind: 2; Body: 3.

F This Herdstone contains the Hand of Zanbar Bone, a powerful artefact. Its use is described on the matching artefact card.

G When the Beastlord is killed, he will give the Bonemangler to the Hero who defeated him. Its use is described on the matching artefact card.

H Any Hero who searches for treasure will find a Rune of Blood in the bookcase.



The Shadow of the Renegade

"Morcar is gathering his troops in the Forest of Shadows and preparing to launch a crucial assault to recover the Black Stone. The rescue party will make every effort to cover your escape. Sir Vardion is on his way to guide you out of this forsaken mound. Beware, my heroes, our salvation is in your hands!"



A This is Sir Vardion. He will follow the first player that enters this room. He has the following characteristics: Attack: 2 Orange dice; Defend: 4 White dice; Movement: 4 squares; Mind: 4; Body: 3;. The Quest fails immediately if Sir Vardion is killed now.

B This treasure chest contains 2 Potions of Healing that may be divided among the Heroes. Each will restore up to 4 lost Body points.

C When the last player passes the square marked with an "X", an explosion causes the ceiling to collapse, making it impossible to travel back this corridor. Additionally, Sir Vardion is trapped on the other side of the rubble - regardless of his position on the board. He is immediately removed from the board.

D When a player enters this room, an ambush is triggered. Open all other doors in the room and place the contents of the conjoining rooms on the board.

E Bongo, a devious Goblin, is responsible for carrying out the ambush. He has the following characteristics: Attack: 2 Orange dice; Defense: 2 Orange dice; Movement: 10 squares; Mind: 2; Body: 4;. The first Hero to search for treasure after Bongo is killed will find a Potion of Healing that will restore up to 4 lost Body points.

F The Men-at-Arms present in these rooms are part of the rescue party. They can fight and move according to their characteristics, but may not leave their rooms.

G The players encounter Sir Vardion in this room. He has the following characteristics now: Attack: 3 Orange dice; Defend: 3 Orange dice; Movement: 8 squares; Mind: 6; Body: 8;.

Wandering Monster:

It is just before dawn. Silence reigns over the battlefield. The mausoleum is slowly surfacing as the mists are dissolving. You, the Heroes of the Empire, stand still in the centre of the Grand Hall of the mausoleum, while the remaining Imperial troops are keeping their distance. The walls, silent witnesses of the raging battle, have been embossed and engraved by violent weapon blows. Sir Vardion drops to the floor, his blood dripping and flowing from many wounds all over his body. His feverish grip is holding on to the Black Stone, which has stopped gleaming. Vardion's eyes roll back in their sockets to show their whites, as he is turning to face Mentor who has just arrived:

"I have been corrupted, first by Morcar, then by that Stone," Sir Vardion says.

He coughs.

"That Stone holds power paramount. It has managed to corrupt my soul, worse so than even Morcar's insidiousness could."

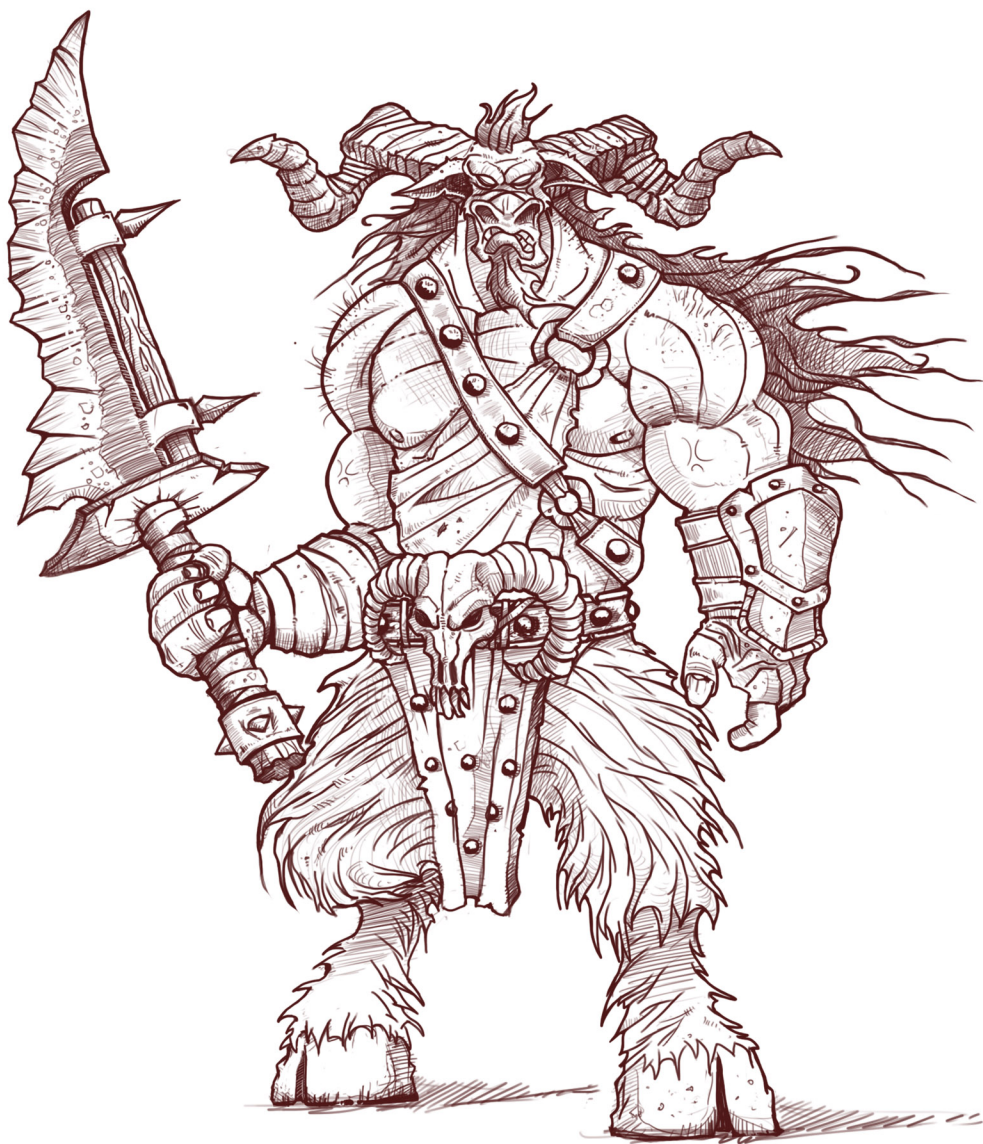
As his fingers loosen their grip, the Stone falls and rolls on the floor. He continues, wheezing.

"In my sinister visions I saw an ancient sanctuary, not very far from here. In fact, Prach, a petty county, was built upon it. There, you will discover the origins of this accursed thing gnawing at my soul. There, you will discover the secrets of the Black Stone. Do not let Morcar beat you to it!"

These have been his last words. His eyes close forever, wet with tears. Although such an honourable warrior, he was influenced by Morcar's dark magic and manipulated by a force even more perfidious. Therein, Sir Vardion's downfall has its roots.

Impassively, Mentor picks up the Black Stone. He weighs and turns it in his hand, gazing at the strange symbols drifting back into opaque obscurity. Deliberately and with a grim expression, he turns toward you.

"My heroes, I have a new mission for you."



Art
2013



THE FOREST OF SHADOWS

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