

HERO QUEST™

The Changeling

Q U E S T



B O O K

Introduction

"Ymir's Basin is a region blighted with corruption," says Sir Ragnar as he paces the floor of his study. "Its nobles comprise the black heart and soul of the Cult of Modai, a secret society with a loyal army of magic users at its beck and call. The Cult is responsible for the many black trades spreading across the continent, including human/greenskin slaves and ill-gotten artifacts. The Cult agent we captured died under interrogation, but with his last breath he implied that the cult has greater plans, which we must uncover and hopefully put an end to, whatever they are."

"Little is known about the deity Modai: it is supposedly an ancient god once worshiped by fishermen in days of antiquity. The name could mean anything to the lower-tier members – brainwashed lunatics all, as with any cult. Through the labor and devotion of the followers, the name Modai means "power and profit" to the leaders. Lady Redgrave, Duchess of Ymir's Basin, is at the top of the Cult's hierarchy: she has made many dangerous allies in the empire already, to the point where fighting her conventionally has become useless. Cut off the hydra's head, and two grow in its place. Therefore we shall let this hydra swallow us, so that we may stab it in the heart!"

"After several weeks mingling with the nobles of Ymir's Basin, I have at last been contacted by the Cult of Modai. Lady Redgrave believes you to be my loyal servants, and feels our services as seasoned adventurers will be of great use to her. I am an initiate now and must win their trust before I am admitted to the inner circle. With luck, the tasks Lady Redgrave sets before us will tell us what her ultimate goals are – then we will be in the perfect position to smash them before they hatch."

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.



Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.

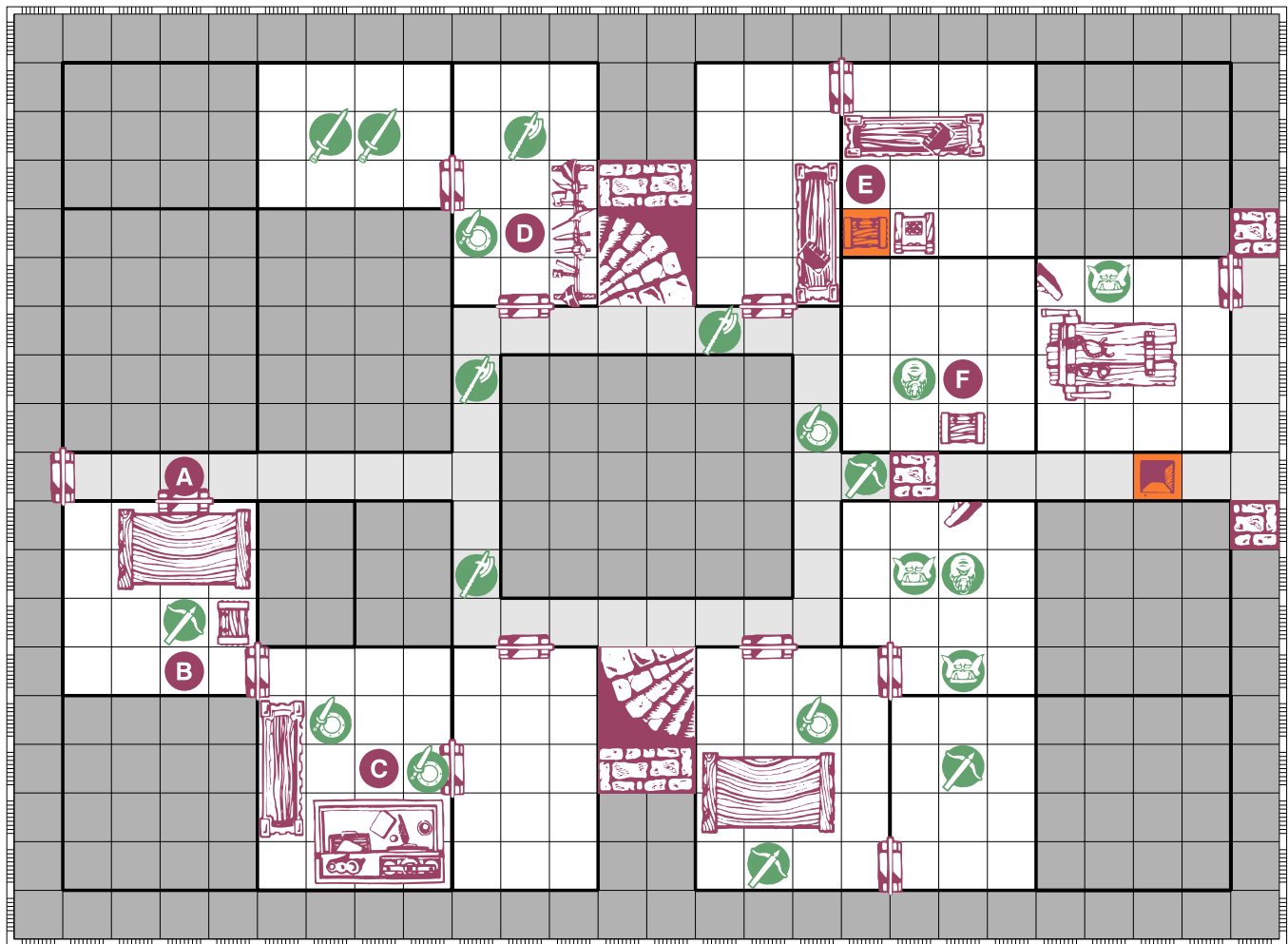
NOTES continued:

looking unidentified artifacts.

The Hero with the gold cache may plant it here at the cost of his action this turn.

If the Heroes have the Talisman of Lore, continue to Quest 2. They do not keep the cache of gold.

If the cult has claimed the Talisman of Lore, skip to Quest 3. Sir Ragnar allows the Heroes to keep 150 gold coins from the cache.



Quest 2

Morningstar Prison

"Without the Talisman, the Modai alchemists are at a disadvantage and need more hands to finish Lady Redgrave's project. Revin has masterminded a jailbreak at the Morningstar Prison, where a dozen alchemists from a rival cult are being

interrogated. You will raise the alarm with a frontal assault, distracting the guards long enough for Revin to break the alchemists out. The Morningstar guards are notorious sadists, so kill them at your leisure."

NOTES:

The stairways lead to the holding cells – the Heroes cannot move onto them, but once they are revealed, Zargon places guard reinforcements on each (1 Halberdier, 1 Crossbowman) every 6 turns.

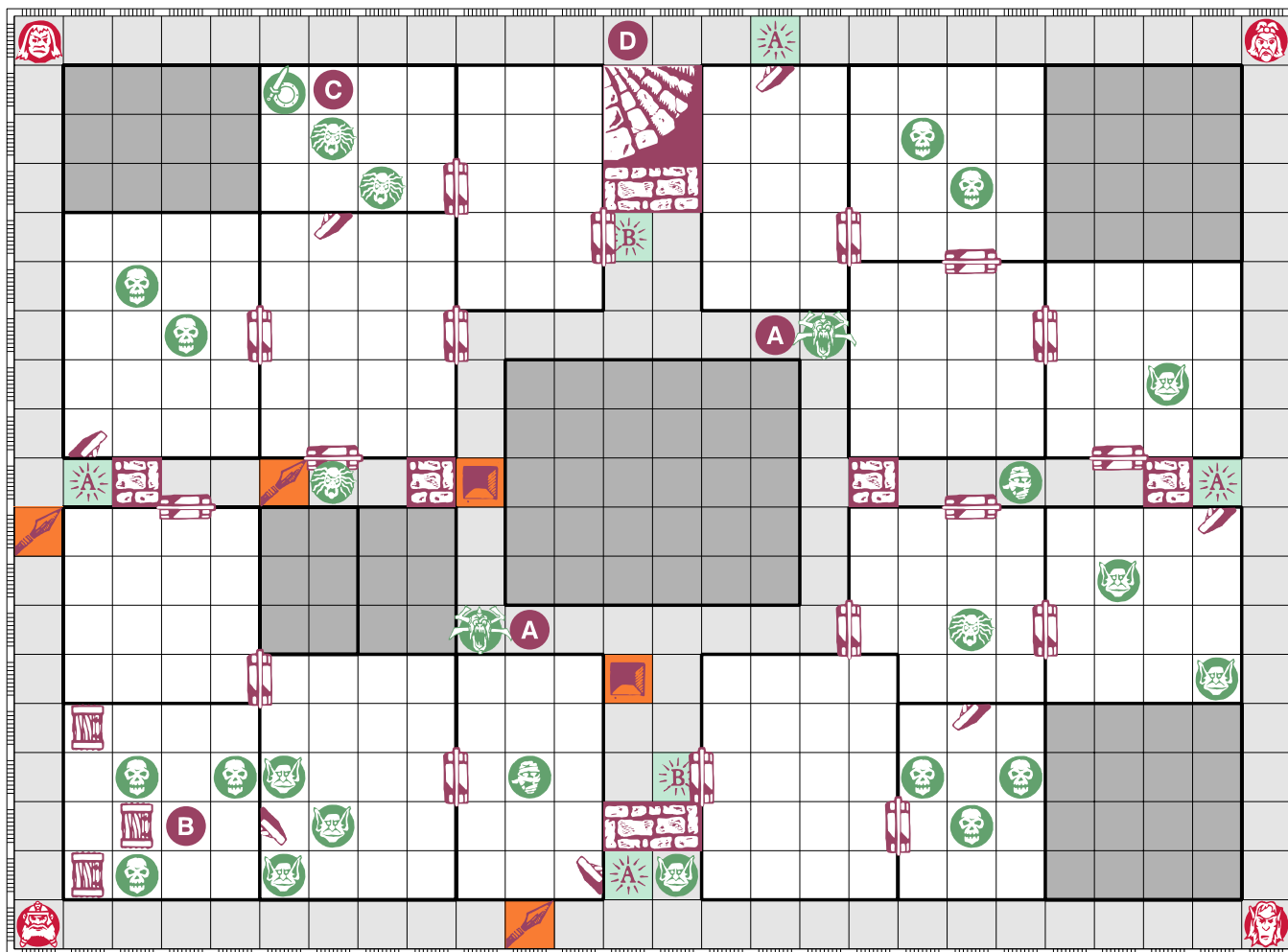
F This chest is filled with implements of torture and handfuls of personal effects (lifted from dead prisoners most likely). Among them is a ruby ring worth 75 gold coins.

- A** The Heroes begin in this hallway with both doors open. The west door is the prison entrance: the Heroes leave the prison by stepping through it.
- B** The first Hero to search for treasure finds 150 gold coins in bail money stashed in the chest.
- C** The desk contains release papers, arrest records, and a flask of strong ale. The drinker gets 1 extra defend die and 1 less Mind Point for the rest of the Quest.
- D** The weapons rack holds a shield and a flail: the flail is worth 3 combat dice normally, and 4 if the wielder forfeits his move. The first Hero to search for treasure claims both.
- E** The chest is rigged with a poison needle trap that deals 1 Body Point and 1 Mind Point in damage. The chest contains nothing but prison documents.

After 10 guards have fallen, tell the Heroes they have distracted the guards long enough and may finally leave.



Wandering Monster in this Quest: Halberdier



Quest 3

The Stone Devil

"Duke Vorsted, one of Lady Redgrave's captains, still does not trust me enough to induct me as a member, so he has assigned us a dangerous task: to rescue his nephew Stephan from the Labyrinth of the Stone Devil. Like others before him, Stephan is

being sent into the Labyrinth as a death sentence for angering Hazred, the Sultan of the Eastern Desert. I'm afraid the only way to rescue Stephan is by doing the same...then, once inside, slaying the foul beast that resides there."

NOTES:

The Heroes enter the labyrinth with Sir Ragnar, whom they control as a member of their party. He begins the Quest next to the Hero with the fewest Body Points.

Sir Ragnar

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	2	6	4

There are 4 teleport traps, one at each entrance to the heart of the labyrinth, and they all behave the same way: Teleport A only activates when a Hero or monster tries to step back into the outer halls, at which point they are instantly teleported to the nearest Teleport B. The process is one-way only.

The stairway does not appear in the dungeon at the start of the Quest.

- A** The Stone Devil is a vicious Gargoyle that wields one charge of the Fear spell, plus an additional charge for every two Heroes, including Sir Ragnar. It

appears at whichever corner the Heroes reveal first.

- B** This room is stockpiled with the belongings (and the bones) of the Stone Devil's victims. The first Hero to search for treasure finds 75 gold coins in various jewels and precious objects buried amidst the junk.
- C** Stephan is frightened out of his wits, but he is relieved to see the Heroes. When found he is instantly put under the Heroes' control as a new member of their party.

Stephan

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	2	4	4

- D** When the Stone Devil is destroyed, the stairway lowers into the hall and the teleport traps deactivate. The Heroes may leave by walking onto the stairway.



Wandering Monster in this Quest: Zombie

NOTES continued:

The Quest is won if the Gargoyle is destroyed – Stephan's survival is inconsequential. However, if Sir Ragnar dies, the Quest ends in failure and the campaign ends.

When the Heroes escape the labyrinth, read the following aloud:

As you approach the stairway, Duke Vorsted enters the labyrinth with Revin and a platoon of soldiers. Revin smirks when he sees you.

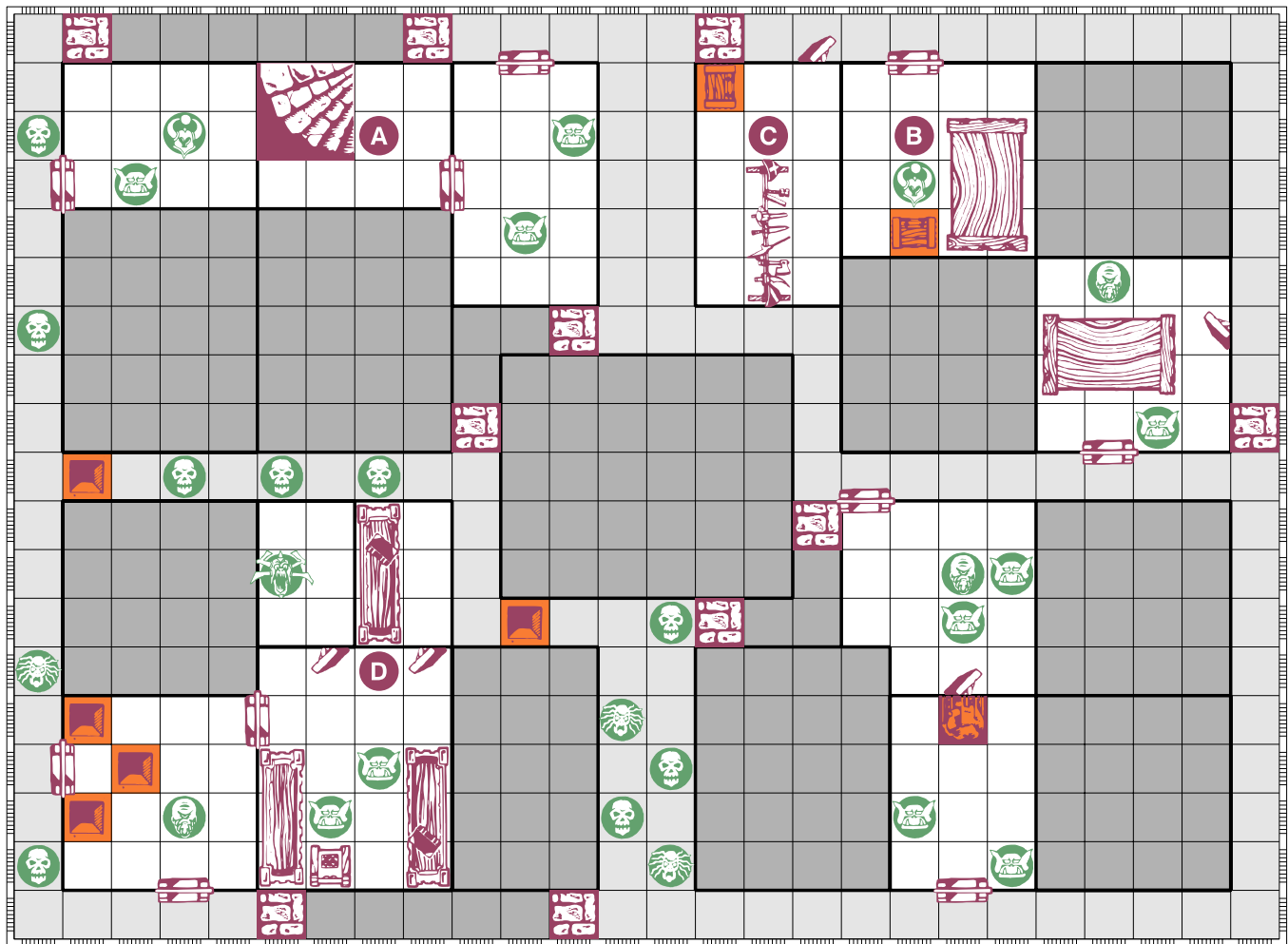
"You're proving to be excellent house cleaners," he laughs, tossing you a leather pouch. "You'll all make fine wives someday!"

Duke Vorsted addresses you after Revin disappears into the labyrinth: "Sir Ragnar has fine men in his employ. You've rid the land of an establishment loathed by the Cult of Modai and the Empire alike.

"Oh, Stephan? Worry not about him – he is merely one of my servants. Your true task was the destruction of the gargoyle, and you've succeeded gloriously. I've decided to change my vote and allow your master into our brotherhood. We shall celebrate on our return to Ymir's Basin!"

Thoughts of endless ale briefly entertain your mind until Revin and his men return, hauling the Stone Devil's remains out of the labyrinth. Sir Ragnar pretends not to notice as he talks with the Duke, but he is clearly disturbed.

The pouch contains 200 gold coins for the Heroes to split.



Quest 4

The Grotto of Lost Souls

"The Cult of Modai have ordered us to seek the Fenster Codices, ancient alchemical manuscripts which lie buried in the late One-Eye Fenster's haunt, now known as the Grotto of Lost Souls. Green-skin bandits have used it as their lair of late, but I

doubt they know of the place's real value. We cannot destroy the Codices without invoking the Cult's suspicion: you will have to grant them this victory until we know more about their plans."

NOTES:

The grotto tunnels are waist-deep in water. Monsters lurking in the tunnels are not seen by the Heroes initially: they are hiding like crocodiles beneath the surface. They are revealed when a Hero searches the tunnel for traps or walks into them – if the latter, they spring out of the water and attack like a wandering monster, then all "lurking" monsters in line of sight reveal themselves.

- A** These ancient steps are carved into the cliffside: they lead back to the surface world.
- B** The chest is rigged to explode when opened improperly: the victim rolls 3 combat dice and loses a Body Point for each skull. The first Hero to search for treasure finds 25 gold coins and a fine helmet inside the chest (if it didn't blow up in his face).
- C** This chest is also rigged with a bomb. The first Hero to search for treasure finds loot in the chest worth 75 gold coins (unless the chest exploded) and a flail on the weapon rack. The flail is worth 3 combat dice normally, and 4 if the wielder forfeits his move.

- D** These books appear rotten and worthless. The first Hero to search for treasure finds a Potion of Healing and a Potion of Strength in the cupboard, and a Wizard's Staff leaning against the bookcase.

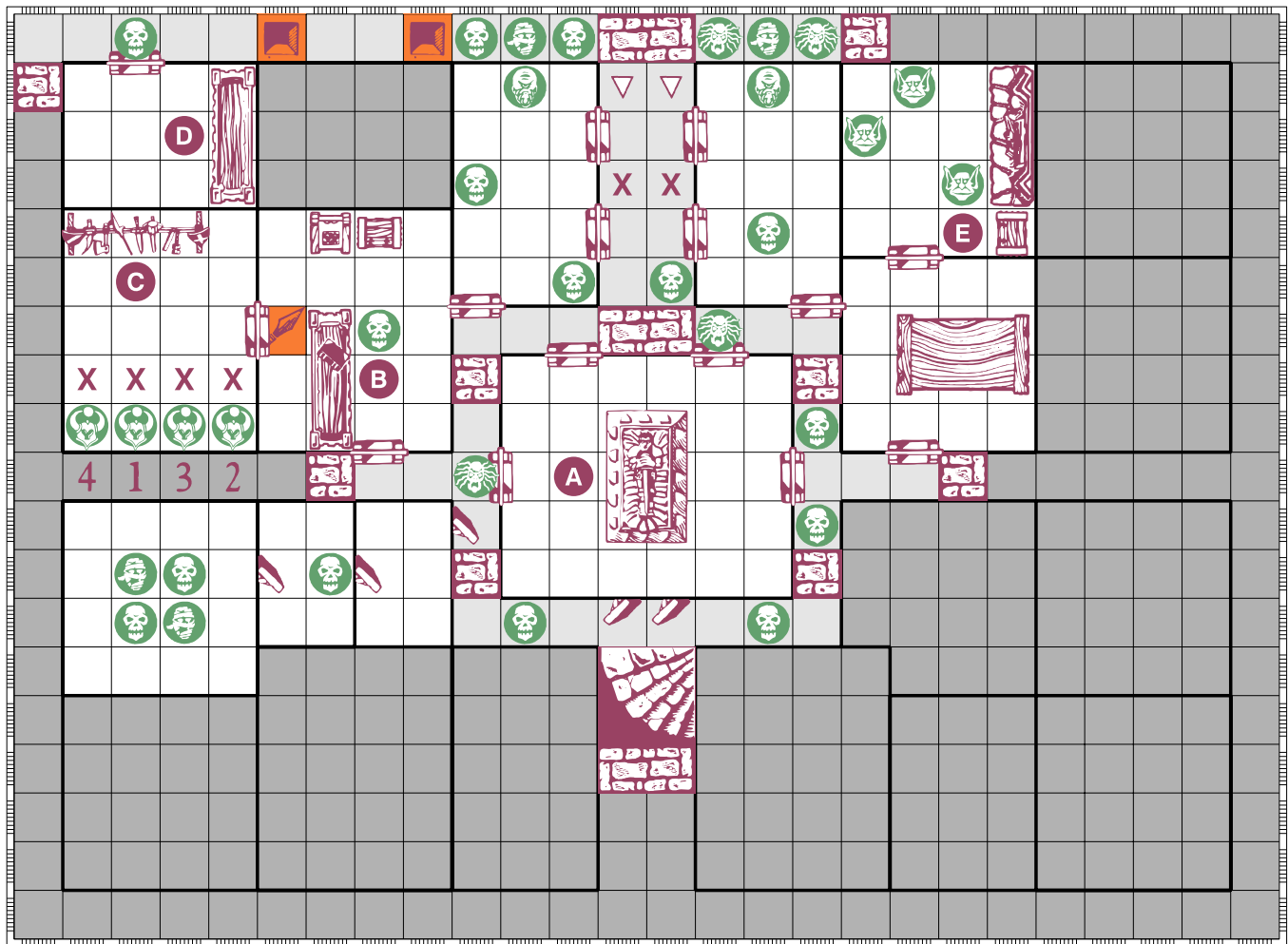
If a Hero searches for secret doors, he finds only the one on the right. The moment he opens it, the secret door on the left also opens, unleashing the Gargoyle. The first Hero to search the hidden bookcase for treasure finds the Codices.

If a Hero searches the room for traps after the right-most secret door has been found, he finds the secret door on the left: it cannot be opened manually, but he notes that the two doors are suspiciously connected. A successful disarm will prevent the door from opening.

The Heroes claim victory when they escape the grotto with the Codices. The Cult of Modai seem to have no interest in the rest of the mage's treasures: the Heroes keep anything they found in the grotto.



Wandering Monster in this Quest: Orc



Quest 5

Grondoval's Ossuary

"The followers of Sir Grondoval were buried with many ancient secrets that interest the Cult of Modai. They are sending you there to find the Sigil of Life; I know not what it is, nor why Lady Redgrave wants to add it to her collection of relics, but it

is two weeks' journey and I should know more by the time you return. Be on your guard in the Ossuary: the followers of Grondoval may be dead, but they still do not take kindly to those who would desecrate his resting place."

NOTES:

The two secret doors in this room are open at the start of the Quest, and the stairway revealed.

A The Heroes begin the Quest in the foyer, next to Grondoval's sarcophagus.

B The first Hero to search for treasure finds 45 gold coins in the chest and an aged Potion of Healing: when consumed, the Hero rolls two red dice and chooses the higher roll for his heal, but he receives 1 less die the next time he defends.

He also finds a variety of books on the lore of the land, all crumbling with age except for three astonishingly well-preserved texts. All three are anthologies of legends about the famous thanes who came before Grondoval. Read the following aloud:

"The first book is an old legend about Abjorn the Swift, son of Hefnir the Gray, and his slaying of the dragon Rath, for which he was made one of the king's men.

The second book is about Ulfarr and Dufgall, two warrior brothers whose exploits you heard of as children. Ulfarr became a noble after his single-handed defeat of a notorious group of bandits. Dufgall was an outlaw all his life, and was only knighted in death due to his service to the king during a seige.

The last book details the Labors of Hefnir the Gray, one of the most well-known folk Heroes in history, and one of the earliest thanes."

C This weapon rack is merely decorative. In fact, the holy mace on display is a lever which resets the positions of the statues when pulled.

The Chaos Warriors are statues bearing the crests of legendary thanes.

- 1: Hefnir
- 2: Abjorn
- 3: Ulfarr
- 4: Dufgall

The Heroes can pull the statues one space forward (to the spaces marked X),



Wandering Monster in this Quest: Skeleton

NOTES continued:

where they lock into place. When moved in sequential order, the northern double-block (marked with double white arrows) moves south three spaces, stopping on the spaces marked X. A secret passage is revealed – and so are the six monsters lurking beyond!

D The first Hero who searches this hidden room for treasure finds a dusty stone chest in the cupboard: it contains the sigil of life, which is merely a rune carved into a small clay tablet.

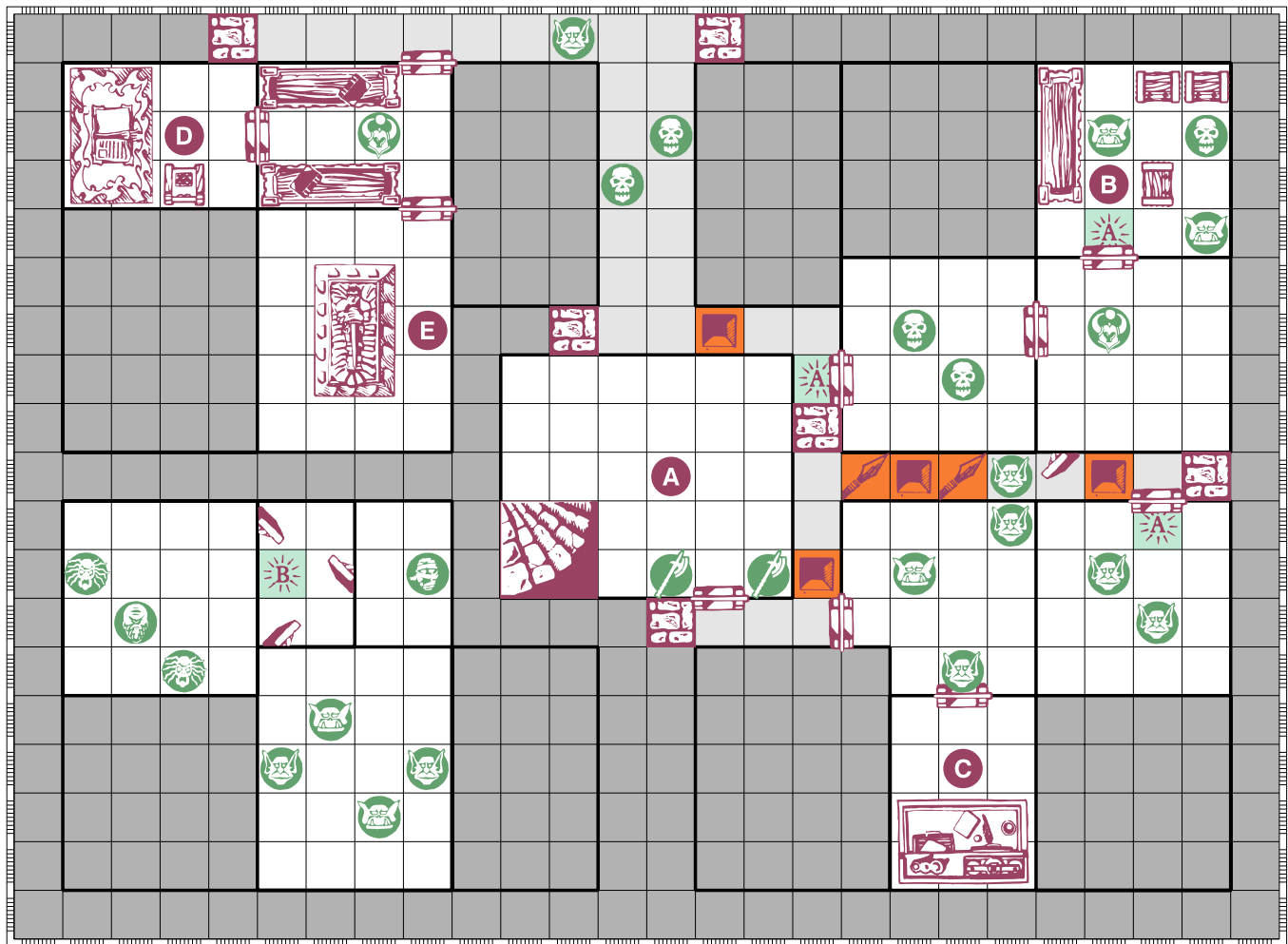
E The Hero who searches for treasure finds the chest empty: the Goblins have already looted it. Each Goblin carries 25 gold coins, which are looted by the Hero who slays him.

When the Quest is won, read the following aloud:

Sir Ragnar asks the Cult servant to bring a bottle of wine. When the door closes, he turns to you and says in a hushed voice, 'I've seen the unripened fruit of the Cult's labors: it is a Homunculus, a man made of clay. They studied the Stone Devil's corpse and the alchemical books to produce the necessary clay and magics, and they needed the Sigil to give it life. It bore no features when I saw it. I must know the thing's purpose! Thanks to you I am to be admitted to the inner sanctum, but by the time I learn Lady Redgrave's scheme it may be too late.

I leave it in your hands. They keep the Homunculus in the Laboratory on the ground floor. Find a way in and get as much evidence as you can on the project, then destroy the thing. I will keep the cult leaders occupied while you work and meet you at the rendezvous point."

For their work at the Ossuary the Heroes receive a Potion of Healing and 150 gold coins to split.



Quest 6

The Clay Man

You had free reign in the Hall of Modai until you came here, to the Hall Laboratory. Only guards, alchemists, and the High Priestess are permitted here: you know it, and the fanatics guarding the entrance know it. Somewhere in these twisted labs lies the abomination in clay, and hopefully a clue to its

ultimate purpose.

The guards grit their teeth and seem unsure what to do. They're inexperienced. In another moment they'll sound the alarm.

NOTES:

The spaces marked with Teleport Trap A are rigged with one-way, one-use teleporters to catch unauthorized visitors. The first Hero to set foot on any of them instantly vanishes, reappearing at Teleport Trap B – this area is called "the cage". Monsters are not affected.

When all monsters in the cage have been killed, each Hero who ends his turn in the cage rolls a combat die: on a black shield he places a wandering monster at the dungeon entrance and at Teleport Trap B.

- A** The Heroes start here. The guards are poised to attack them on Zargon's turn.
- B** The storeroom is painstakingly organized and fully stocked with the countless alchemical ingredients and utensils. The first Hero who searches for treasure finds a Potion of Defense and several tools worth 60 gold coins altogether.
- C** The first Hero to search for treasure finds documents on the desk detailing the construction of the Homunculus. The specifications of the thing's

appearance come from Iago Pentergast – the Emperor's retainer!

- D** The first Hero to search this room for anything finds a strange chess table in the shape of the dungeon, with pawns representing those trapped in the cage. Moving those pawns to different rooms relocates the victims to those rooms in the actual dungeon: once outside the teleport room, the pawns vanish.

The rest of the dungeon is not revealed when the chess table is found, but Zargon does indicate where the remaining rooms are on the board.

- E** Read the following aloud when this room is revealed:

"Eight busy alchemists are hard at work here, cleaning their utensils. They take one look at you and panic, dropping their tools and freezing like statues. The table bears nothing but traces of clay dust – the clay man is gone, whisked away to its destiny. But its failed brothers litter the room in pieces that give you the answer you seek. They bear the new face of the Homunculus, a face that leaves you awash with horror – the face is that of the Emperor, himself!"



Wandering Monster in this Quest: Orc

NOTES continued:

The alchemists tell you the Homunculus was taken by Duke Vorsted and Revin only a few hours ago. They refuse to say where, but you already know: the Imperial Palace."

The Quest is won if the Heroes leave the laboratory after revealing area E and finding the documents in area C. When the Heroes leave, continue to Quest 7.

If all Heroes are caught by the teleport traps (or are defeated before discovering area E), skip to Quest 8 – the Heroes cannot buy new equipment.

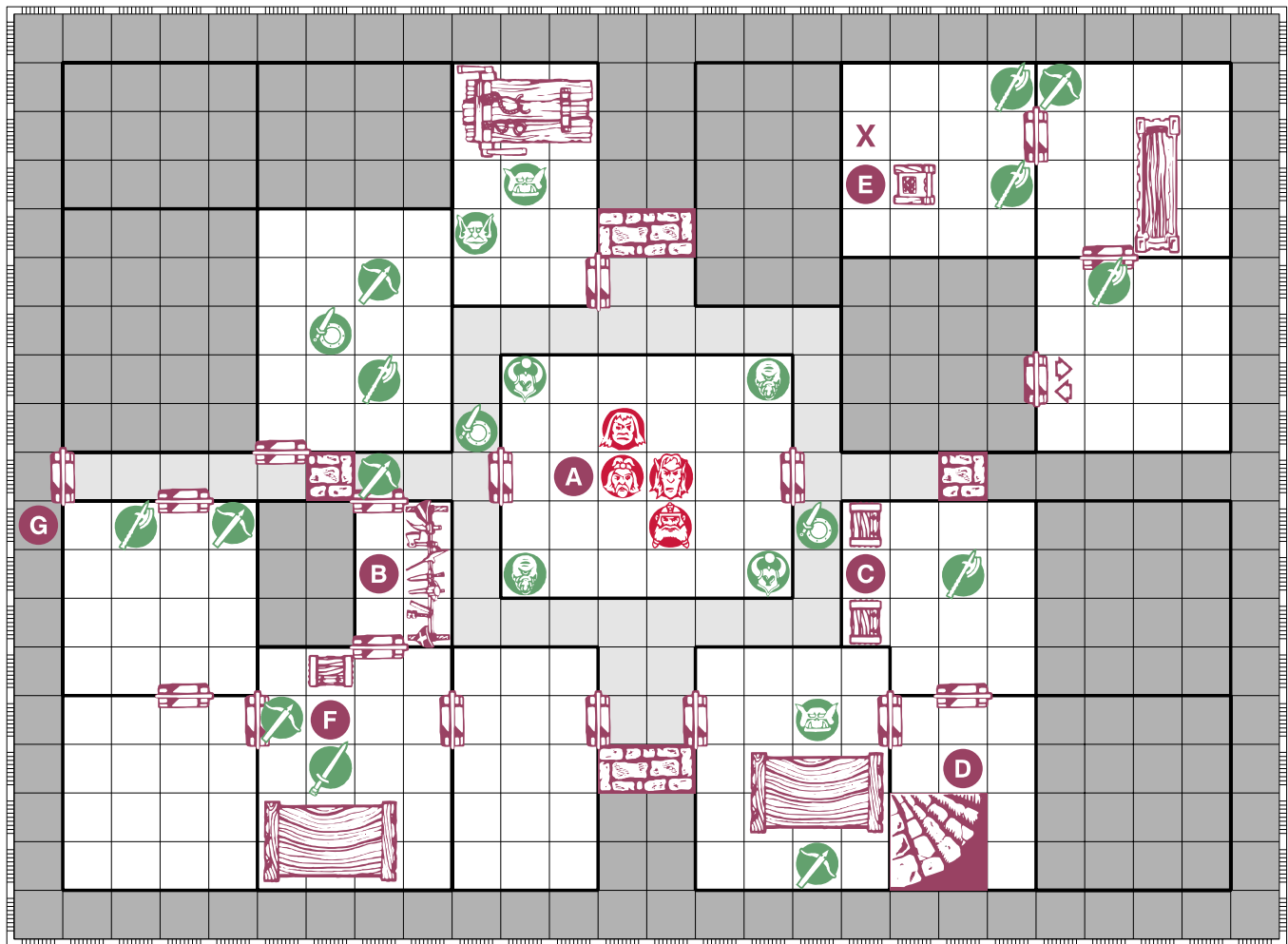


NOTES continued:



The first Hero to search for treasure finds only documents and ledgers in the chest.

When the Homunculus is destroyed, the campaign is won. Read the conclusion to the Heroes: afterward, they are rewarded 150 gold coins apiece and may increase their maximum Body OR Mind Points by 1.



Quest 8

Slaying the Hydra

Minutes before your shackles were removed and the arena gates opened, Lady Redgrave had said, "Never have I seen such fine sacrifices to Modai! Your dear Sir Ragnar is alive, so worry not. In fact, he will be joining us up top to watch the main

event! I hope you all have learned a valuable lesson: never break a vengeful lady's heart. Now your only hope of my forgiveness is to prove your loyalty to me...by dying for me."

NOTES:

Inform the Heroes that they will be facing several deadly opponents in close-quarters, one for each Hero in the arena (remove opponents accordingly if there are fewer than 4 Heroes). The Heroes are allowed one of their weapons and one piece of armor: the rest of their gear has been confiscated.

The arena is also equipped with a magic inhibitor: to cast a single spell expends that spell's entire spell group, forcing magical combatants to choose their spells wisely.

A The Heroes begin the Quest in the arena, facing several deadly foes. When the arena is emptied of monsters, the arena doors open and reveal their respective hallways – these doors cannot be opened otherwise. Lady Redgrave's guards attack on Zargon's turn, attempting to recapture the Heroes.

B The Hero who searches the armory for treasure finds the party's remaining weapons and armor on the rack. He reclaims it all and may give it to the respective owners when they enter his line of sight.

C The Heroes' potions, artifacts, and other items have been stashed in these

chests. The Hero who searches for treasure reclaims them.

D The stairway leads to the double-arrow door to the north.

E Lady Redgrave and Sir Ragnar are in this room, with an elevated view of the arena. The moment the Heroes open the door, Sir Ragnar seizes Lady Redgrave and knocks her unconscious: he may now be controlled by the Heroes. When the guards are defeated, if Sir Ragnar is still alive, read the following aloud:

"We have to get her out of here before the cult's followers reach this level. There's a stable across the street. Fly, for god's sake!"

Sir Ragnar

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	0	0	6	4

As Sir Ragnar is carrying the unconscious Lady Redgrave, he cannot attack or defend. If he is killed, the Quest ends in failure.



Wandering Monster in this Quest: Halberdier

NOTES continued:

- F** The first Hero to search for treasure finds 100 gold coins in the chest.
- G** When the Heroes reveal this hallway, the door across the hall opens as well, revealing the foes beyond.

This door is the arena exit. When Sir Ragnar and all surviving Heroes pass through this door, the Quest ends in victory.

Sir Ragnar cannot leave without at least one surviving Hero or he is easily recaptured by the cult.

When the Heroes escape with Sir Ragnar and Lady Redgrave, the campaign is won. Read the conclusion aloud to the Heroes: afterward, they are rewarded 250 gold coins to divide among them.

Conclusion

If the Homunculus was destroyed:

You are grateful to hear the sound of jangling keys as Sir Ragnar appears with the captain of the palace guard. Ragnar smiles that boyish smile of his and says, "After all you've been through, a few hours in a cell is leisure time! I've explained everything to the Emperor: he sends his apologies for the misunderstanding and is anxious to meet you in person. You've saved his life and the empire tonight!

"The Emperor's retainer should be so lucky: he gets to spend many nights in a much nastier place than this, and the rest of the Cult of Modai will follow when he's done talking. Even now Lady Redgrave and her minions think they sit on the cusp of victory – they haven't a clue how utterly finished they are! Come upstairs and have something to eat. The Emperor wishes to hear our story, and I think you can tell it better than I can."

If the Homunculus was NOT destroyed:

Sir Ragnar looks grave when next you see him in his study, a fortnight from your return to the imperial capital. "Lady Redgrave hanged all her associates with her confession. The Cult of Modai has been disbanded, leaving its black trades to either sink into the mire or be scooped up by the orcish hordes. Though our quest met with disaster, we still achieved an impressive victory.

"Yet the Cult's laboratories were emptied when the Emperor's men got there, Lady Redgrave's mysterious project gone. I dread the day it rears its ugly head, when we are least prepared for it. Or perhaps that day will never come, and we will never know what all of our little quests amounted to. We can only hope, friends."