



THE SCOURGE OF ST. MORDIN

by Mike MacDee



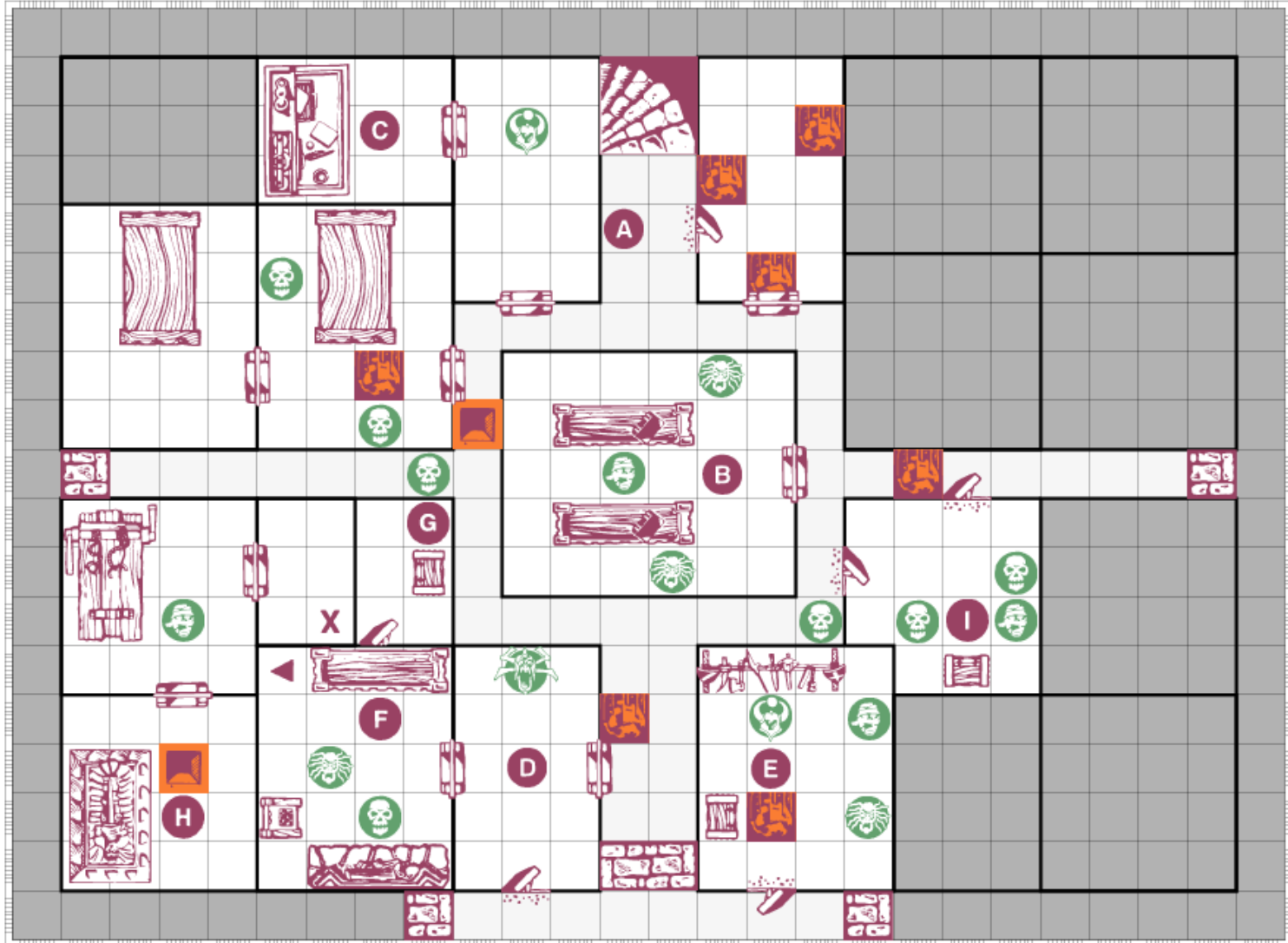
INTRODUCTION

At last you see the ancient walls of St. Mordin Abbey, perched atop a jagged cliff like a patient vulture. It has been abandoned for more than a century, yet local legends tell of lights flickering in the windows at night, as if the old monks still live there. The townspeople only speak of the place in whispers, however, and when a neighbor is "taken" -- disappearing into the night, sometimes screaming -- they don't speak of it at all. They dread calling the attention of the Scourge -- that calamity which befell the monks and drove them from the abbey...if they ever left at all...

You know vaguely of the horrors which dwell within the abbey's walls...and moreso of the treasures it conceals, namely the Tablets you seek for Archmage Tobias. The secrets decoded from the tablets may provide a cure for the plague that threatens your homeland. There might be a reward waiting

for you in the city, too, were the master of this abbey slain.

Seems everyone stands to benefit from this venture: the sick people of your homeland, the St. Mordin townsfolk whose families have been cattle for generations, and your own adventurer's avarice.



Q U E S T X

Scourge of St. Mordin

The secretive St. Mordin monks hid the Tablets somewhere within the abbey walls, along with many other secrets, some of a nightmarish nature. When you have found the tablets, return to the stairway and consider the Quest won. But

can it truly be a victory if the Scourge yet lives? The sun still shines, though timidly, and it will be many hours before sundown. The beast will sleep in the meantime: truly there is no better time to end its existence...if you are brave enough to try...

NOTES:

All Mummies encountered on this Quest are actually Vampire Spawn. They resemble mummies, but their eyes glow faintly red and their skulls are almost dog-like. Vampire Spawn collectively wield the Cloud of Chaos, Fear, and Command spells. Do not tell the heroes how many Vampire Spawn remain on the map, but when the last has been slain, do inform them that the air of dread hanging over the abbey has been noticeably lifted.

VAMPIRE SPAWN

MOVE 8 :: ATTK 3 :: DEF 4 :: BODY 2 :: MIND 5

A. The heroes start here, in the foyer. When the Tablets have been found, they may leave by moving onto the stairs.

B. The first hero to search the library for treasure finds several old codexes worth 50 gold total.

C. The first hero to search for treasure takes a rune-covered scroll from the desk -- reading this scroll will replenish one of the hero's spells. He also finds a potion of healing and a very large book in one of the drawers. If the heroes take the book, they find a hole has been cut out of the pages to conceal a Stone Jawbone, used in Area D.

D. The Gargoyle is a hideous statue. Any hero who searches the room notices the statue's eyes seem to

follow them no matter where they stand...and also that it is missing its jaw.

The Stone Jawbone (found in Area C) is returned to the Gargoyle in the "closed" position. When moved to the "open" position, the cupboard in Area F shifts one space left: the secret door now leads to the space marked "X." Closing the Gargoyle's jaws returns the cupboard (and the secret door) to its original position.

E. The first hero to search for treasure discovers the Tablets inside the oak chest! All the weapons are rusted and useless.

F. The first hero to search for secret doors in the priests' quarters discovers one inside the cupboard, hidden behind the moth-eaten robes hanging there. In its original position, the cupboard leads to the east room (Area G).

G. The first hero to search for treasure finds a lost cache of 45 gold and two bottles: a potion of healing and a potion of defense.

H. Here sleeps the hideous Scourge of St. Mordin. The only way it can be damaged is if a hero stands

adjacent to the middle of its sarcophagus and successfully attacks it, driving a stake into its black heart. The Scourge sleeps, so it cannot defend.

But the scourge isn't helpless: the first hero to step into the tomb falls victim to the "Command" Chaos Spell, and his turn ends.

The Scourge has 1 body point. When it is gone, its body crumbles to dust, and the air of dread oppressing the abbey is lifted....somewhat.

I. This area is accessed from either of its two secret doors, which are found by the first hero who searches the room or corridors for them. The first hero to search for treasure in this room finds 100 gold stashed in the old trunk.

Wandering Monster: Skeleton

Conclusion

Archmage Tobias takes the Tablets from your hands and throws them into the arms of the eagerly awaiting clergymen, who vanish down the hall to begin deciphering them.

"You made good time," Tobias says. "The clerics may yet stop the plague before it spreads to other lands. Seems I used good judgment sending you instead of the Emperor's men."

Archmage Tobias repays the heroes for the Tablets by increasing their maximum body and mind points by 1.

If the Scourge is slain:

Tobias adds, "I understand you solved a vampire problem in St. Mordin while you were at it. Seems you have a knack for this 'hero' thing, nonchalantly offering to save entire cities and whatnot. Or perhaps you enjoy slaying monsters. Either way, I've recommended you to the Emperor for a few well-rewarding labors he has lined up. You'll thank me later."

The heroes received 100 gold from the grateful townsfolk of St. Mordin on their return, plus an additional 50 for each Vampire Spawn slain.

A Questbook for Heroquest

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