

Evensong

Prelude

In the far eastern reaches of the Empire, a towering, fortified Cathedral stands sentinel over the lands of Sylvania, pouring rain rattles the windows and the sound of the storm outside can be heard above the crackle of a large fire. The captain of the watch stands next to it, water still dripping from his cloak and boots; he removes his helmet before speaking to a large man seated in a comfortable chair:

"Your Excellency, we have news on the missing patrol, the search parties have found the body of one of the men."

"Killed? It is as we feared then! Do we know how yet? Orcs?" the frown still clearly visible even through a full and heavy beard.

"It's too early to say but from the description of the wounds, I don't think so. It sounds like his throat was nearly torn out. He seems to have been drained of blood. I've never heard of Orc's doing that. We've placed him in the morgue and one of your clerics is examining his remains now - we should have some answers by morning"

The large man looks from his captain to the fire, "This is worrying, double the guard on the outer walls and ensure that a full report is sent to the capital. I want to hear what the cleric finds as soon as he's finished."

The captain salutes before turning and marching out, leaving the other man staring into the fire...

Introduction

Evensong is a six quest expansion pack for HeroQuest, recommended for players that have already completed all previous HeroQuest modules up to and including 'The Wizards of Morcar' and 'Against the Ogre Horde'. Evensong introduces several new elements such as a new hero type – the Priest; and his new spells, new monsters in the form of vampires and their spells and a new artefact loot system. In order to play you need the basic HeroQuest set as well as the men at arms included in 'The Wizards of Morcar' additional pieces are needed to represent the more powerful vampires, but the men at arms and the Chaos Sorcerer can also be used in this role as well.

The priest uses an alternative magic system; rules are included to modify the wizard and the elf to use this magic system as well.

Loot

At three points in the quests, the players will have a chance to win loot. Loot is a new type of artefact and the 10 loot artefact cards are detailed at the end of this booklet.

When asked to draw a loot card, the dungeon master should shuffle all the loot cards and then show them to the players face down. The player that landed the killing blow then draws a card. The card is then turned over; it is up to the players to decide which of them should receive the loot card. Either by mutual agreement or decided by the roll of a dice or flip of a coin. Once awarded the player keeps the loot card.

The loot card system will be reused in following expansions, so the deck should be kept.

Poison Traps

Some quest notes will indicate that the traps in that particular dungeon may be poisoned. When this is the case, the trap behaves as normal except that if the player is injured they are also poisoned and will lose 1 body point per round until they are killed or the poison is removed by the priest, or they complete that quest and return to Mentors study.

Alternate Magic System

The priest uses an alternate magic system that differs significantly from the normal method of using magic in HeroQuest; this is a guide to how you may convert the existing characters to use a similar magic system.

All cards remain the same (with the exception of Water of Healing, see below) however there are now 4 copies of each card.

The Wizard draws 1 set, the elf draws 1 set and the wizard takes the two remaining sets.

The wizard shuffles his 36 cards and places them face down next to him, he draws a hand equal to his mind points (6 by default)

The elf shuffles his 12 cards and places them face down next to him, he draws a hand equal to his mind points (4 by default)

After casting a spell the wizard and elf place that card at the bottom of their deck and then draws a new card.

Water of Healing.

Should be changed to read

'This spell may be cast on any one player. It will restore up four body points OR four mind points that have been lost. The spell is then returned to the bottom of the deck.'

Difficulty

These quests are based around playing with the priest *replacing* one of your normal heroes, to make the game easier play with the priest *as well as* your normal heroes (5 heroes in total)

or

play the game without the priest to make it considerably harder.

The Priest

You are the Priest, a devout follower of the holy light. The pure strength of your faith may be used to bolster your allies and smite the forces of chaos.

Attack = 1 dice
Defence = 2 dice
Movement = 2 dice

Mind = 4
Body = 6

• Prayer of Healing – Roll combat die equal to the casters <i>total</i> mind points. Target is healed 1 body point for each shield (of any colour) rolled. Return to the bottom of the deck after use.	4 copies
• Prayer of Restoration – Heal all friendly targets in the same room or corridor for up to 2 lost body points. Costs 1 mind point. Return to the bottom of the deck after use.	4 copies
• Prayer of Cleansing – Removes all negative effects from a target. Return to the bottom of the deck after use.	4 copies
• Prayer of Retribution – Attacks target with combat dice equal to the casters <i>current</i> mind points. +1 damage against undead. Costs 1 mind point. Return to the bottom of the deck after use.	4 copies
• Prayer of Penance – Resurrect a fallen ally and restore 2 lost body & mind points. Costs 1 mind point. Return to the bottom of the deck after use.	4 copies
• Prayer of Illumination – Restores all of the targets lost mind points and increases total mind points by 1. Effect lasts until the end of the quest. Do not return to the deck after use.	3 copies
• Prayer of Benediction – May only be cast in a room, attacks all enemies in the room with combat dice equal to the casters current mind points. Costs 1 mind point for every enemy attacked. Do not return to the deck after use.	1 copy

Priest draws cards from the top of the prayer deck into his hand; his hand size is equal to his total mind pool. At the end of a quest all prayer cards are returned to the prayer deck and the priest draws a new hand equal to his total mind points at the start of the next quest. As prayers are used they are returned to the bottom of the deck (or discarded). At the start of his turn the priest draws a card from the top of his deck. If the priests hand is larger than his total mind points at the end of his turn, the priest must return extra cards to the bottom of the deck until his hand size matches his mind points. Any item or effect that allows the priest to cast more than one spell per turn (e.g. the wand of recall) also allows him to draw the same number of cards at the start of his turn. The priests hand size is always equal to his total mind points. The deck is always shuffled between quests. The prayer deck is always kept face down.

For the sake of rules, treasures and artefacts, prayers are considered a type of spell.
For equipment and artefact rules, priests are considered a type of wizard; a priest however, may use a shield and a one handed mace.

Vampire's

Vampires are a new monster type that comes in three levels of strength; Fledgling, Elder and the Vampire Lord.

In addition to their mind and body points vampires also have a blood pool. It is by using their blood pools that a vampire powers his abilities (spells). All Vampiric abilities are classed from level 1 to 3. Fledglings can use level 1 abilities, elders can use level 2 and the vampire lord can use the highest level of abilities.

Each vampire has a blood pool, the size of their starting blood pool depends on their class, a vampire may steal blood from their targets using their Vampiric abilities to replenish their blood pool.

Any hero killed by a vampire will be resurrected as a vampire fledgling.

Fledgling

Body = 4
Mind = 2
Move = 6 spaces
Blood = 2

Attack = 2 dice
Defence = 2 dice.

Elder

Body = 6
Mind = 6
Move = 10 spaces
Blood = 6

Attack = 4 dice
Defence = 4 dice

Lord

Body = 8
Mind = 8
Move = 12 spaces
Blood = 8

Attack = 5 dice
Defence = 5 Dice

Vampiric Abilities.

Fledgling Spells

<ul style="list-style-type: none">• Vampiric Strength – the vampire may roll 2 extra dice in attack this turn. Costs 1 blood point
<ul style="list-style-type: none">• Bite – A normal melee attack. The vampire gains one blood point for each point of damage inflicted.
<ul style="list-style-type: none">• Vampiric Resilience – The vampire may roll 2 extra dice in defence this turn. Costs 1 blood point.

Elder Spells

<ul style="list-style-type: none">• Vampiric Healing – The vampire may restore up to 4 lost body points. costs 1 blood point for each body point healed. Discard after use.
<ul style="list-style-type: none">• Mesmerise – can be cast on one character – the victim may not move, attack or cast a spell on their next turn but they may defend. Costs 1 blood point.
<ul style="list-style-type: none">• Summon Zombie – This ability summons a zombie that will appear in a square next to the vampire. The zombie may move and attack at once. Discard after use.
<ul style="list-style-type: none">• Bite – A normal melee attack. The vampire gains one blood point for each point of damage inflicted.

Vampire Lord Spells

<ul style="list-style-type: none"> • Summon Skeletons – The vampire may summon up to 3 skeletons that appear in squares next to the vampire. The skeletons may move and attack at once. Roll one combat die: on the roll of a skull 1 skeleton is summoned, on a white shield 2 skeletons are summoned; on the roll of a black shield 3 skeletons are summoned. Costs 1 blood point per skeleton summoned. Discard after use.
<ul style="list-style-type: none"> • Celerity – The vampire may move and attack twice this turn. Costs 1 blood point. Discard after use.
<ul style="list-style-type: none"> • Blood Siphon – This ability may be cast on all players in the same room. It will inflict two body points of damage. The victims may roll two dice. For each shield they roll, they may reduce the damage by one. The vampire gains one blood point for each point of damage inflicted. Discard after use.
<ul style="list-style-type: none"> • Bite – A normal melee attack. The vampire gains one blood point for each point of damage inflicted. Do not discard after use.
<ul style="list-style-type: none"> • Vampiric Healing – The vampire may restore up to 6 lost body points. Costs 1 blood point for each body point healed. Discard after use.
<ul style="list-style-type: none"> • Blood Boil – can be cast on one character – It will inflict two body points of damage. The victim may roll two dice. For each shield he rolls, he may reduce the damage by one. The victim may not move, attack or cast a spell on their next turn but they may defend. Costs 1 blood point. Discard after use.

Unless you have more appropriate miniatures, use the men-at-arms scout for the vampire fledglings, the men-at-arms swordsman for the Vampire elder and the Chaos sorcerer for the Vampire Lord. Vampires are considered undead monsters.

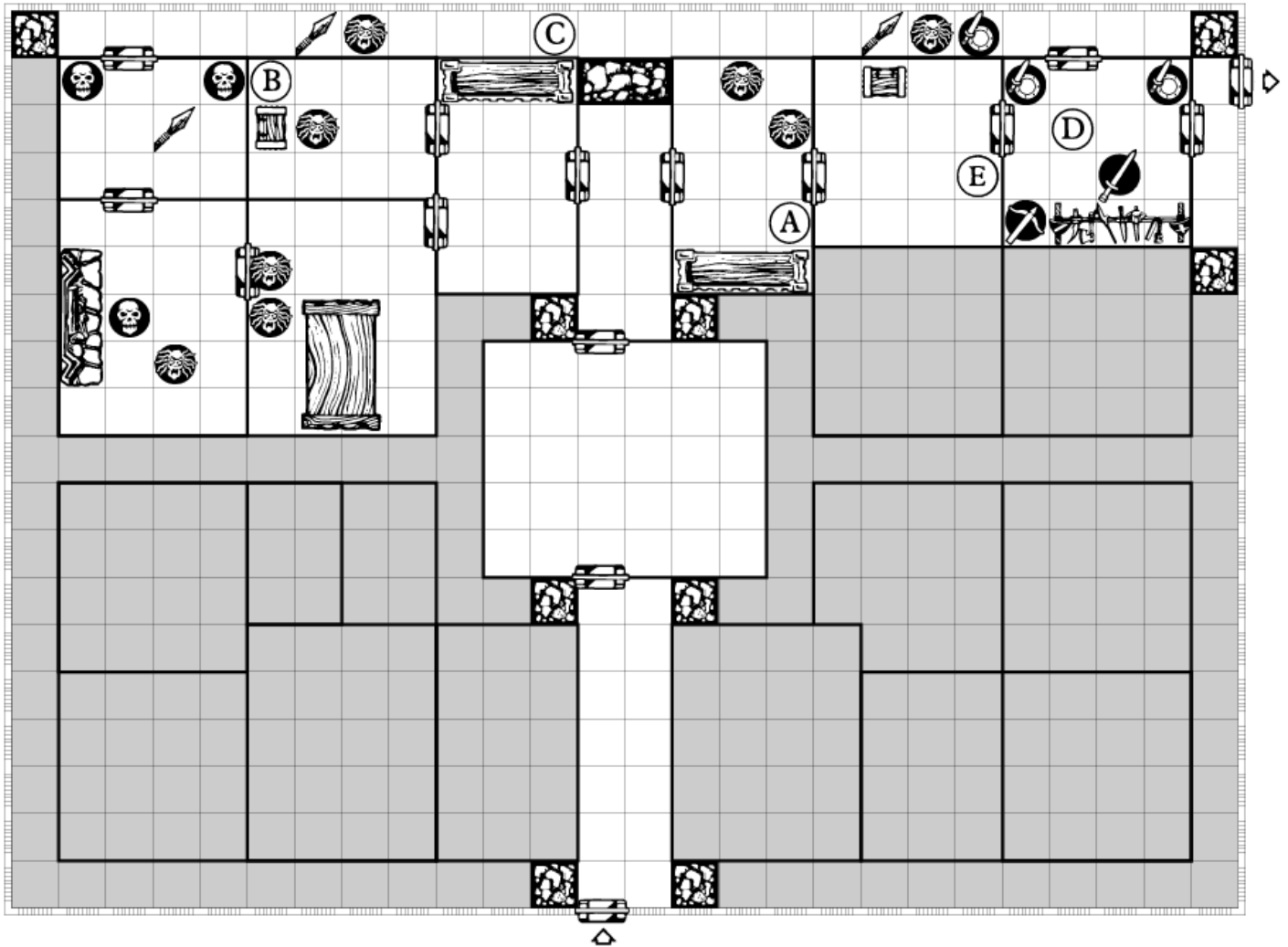
Introduction.

It was very early in the morning when the summons to Mentors study came; hastily you readied your armour and equipment and the sun had only just begun to lighten the sky by the time you arrived in the private chambers of the Arch-Wizard.

Sat at his desk, behind the vast pages of Lore tome, mentor is not alone, to the side of his desk stands a priest of the Church of Sigmar, though he wears the trappings of a simple layman, he is obviously no ordinary priest, a mace hangs at his waist with signs of plenty of use and the robes he wears are slightly thicker than normal and show signs that something more protective may be worn underneath. It is his eyes that tell the most though, they are thin and steely, the eyes of a man used to life outside the churches sheltered cloisters.

“Greeting my friends” begins Mentor, “Thank you for arriving so promptly, I have an unusual mission for you this time. To the east of the Empire lays Sylvania, on paper it is an imperial province, but in reality the locals have always been slightly more... independent. The main imperial stronghold in Sylvania is Evensong Cathedral, an ancient and towering structure, the cathedral is home to a full battalion of the Imperial army, as well as dozens of priests and clerics of The Church of Sigmar, Cardinal Alonsius commands the church, the battalion and the surrounding lands. It has been several weeks since we last received any communication from Evensong; our last missive was that a patrol had not reported back on time. Since then: nothing. A small taskforce was sent to restore communication and report on the situation, we’ve lost contact with them as well. You are to journey to Evensong and ensure that it remains under imperial control. ... As the Cathedral is technically under the jurisdiction of the Church and not the army, our friend here will be accompanying you.

Lore tome reveals that this area was once the homeland of a terrible threat, a threat that was defeated long before the days of Rogar. It is possible the shadow of that threat may still loom so be on your guard!



The Main Gate

No guards on the walls, the main gates wide open? What treachery is this! This cathedral should have over 400 men living in it and yet it is as silent as the grave! Be wary my heroes, and venture forth!

A: This door is locked, and cannot be opened.

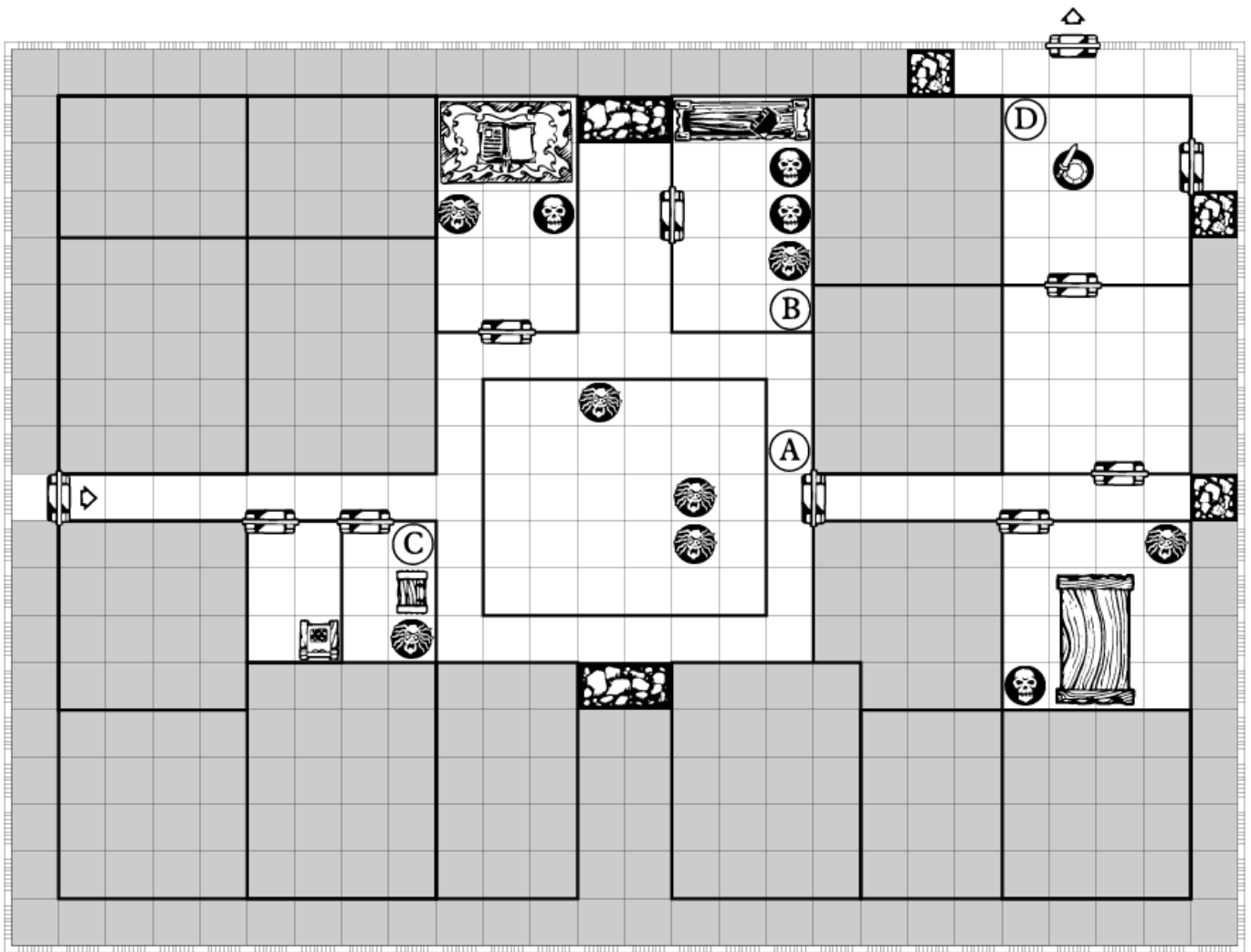
B: This chest contains 50 gold and a holy water.

C: Read the following aloud: **“As you enter the corridor, the soldier at the far end notices you, his eyes widen in fear and he makes a dash for the door behind him, as he closes it, the zombie turns to you...”** (Remove the soldier from the board)

D: Read the following aloud: **“As you burst into the room, the soldiers in it start to attack you, almost instantly they stop however; ‘Oh thank the gods - you’re alive! Sorry, we thought you were... one of them. We were part of the search party sent here to find out what happened, but when we arrived we found everyone dead! That didn’t stop them attacking us though! Most are just zombies – we can handle those. But some... some are different! We’ve never seen anything like them! They nearly wiped us out! Just one of them killed all but us! If you’ve cleared the way to the door, we’re getting out of here. If you take my advice you’ll do the same! I think one of those... things is waiting just past the cloister though”**

E: This chest contains 100 gold and a holy water.

Wandering Monster: Zombie



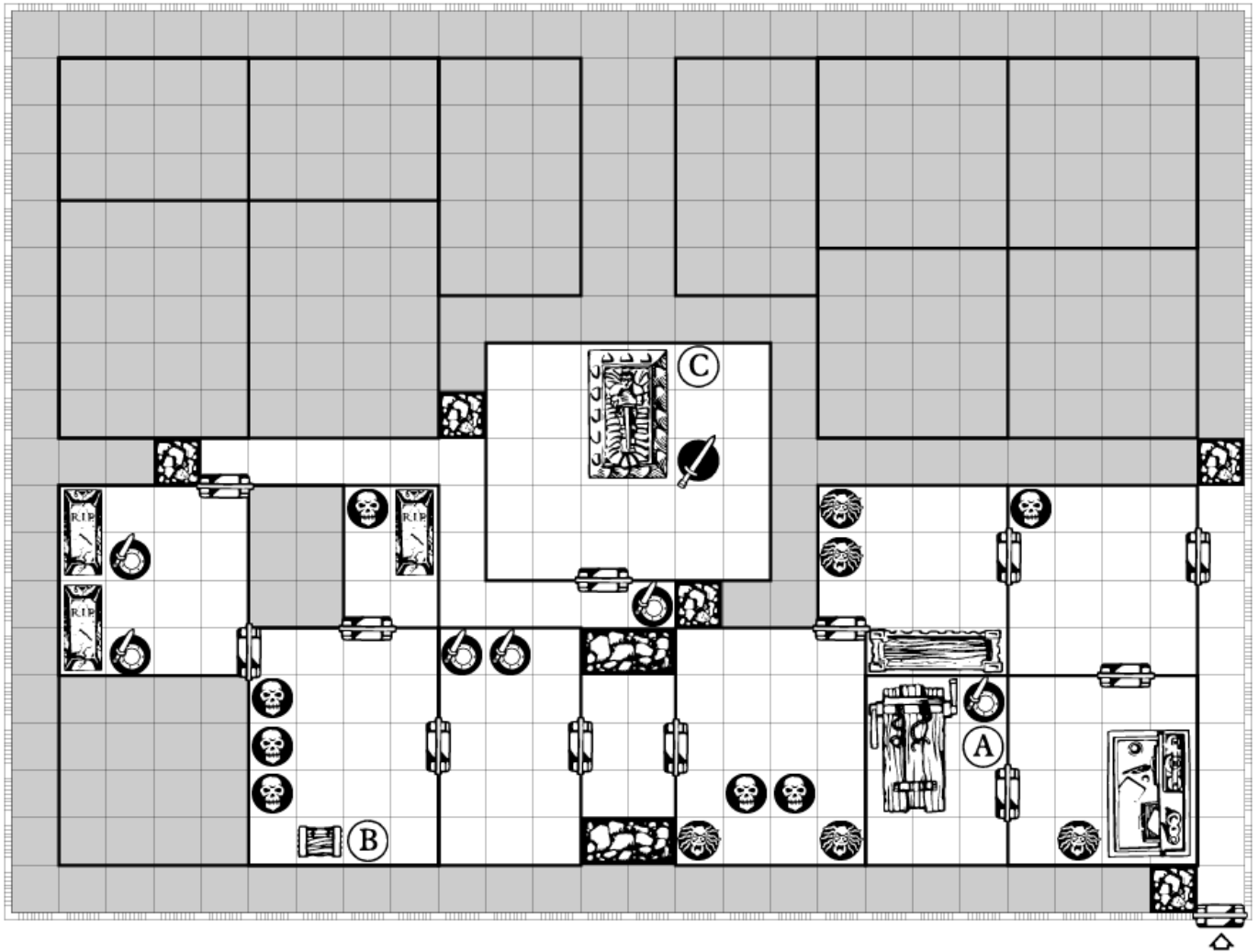
The Cloister

A dark cloud hangs over the lands surrounding Evensong, shadowed are the events inside. The warnings of those soldiers send a chill through my bones. What dark magic plagues this place? You must push on and find out!

- A: This is an open area; lay out the zombies and the doors here at the start of the quest. The door marked A is locked.
- B: This zombie was the captain of the watch; on his belt are the keys to the cloister door.
- C: This chest contains a potion of healing and 200 gold coins.
- D: Read the following aloud: **"In this darkened room an imperial soldier stands oddly to attention, as you enter he turns to you, his movements awkward and jerky. His eyes glow bright in the darkness; he sends a shiver down your spine before he attacks!"**

The scout here is a vampire fledgling. See the notes for powers and abilities.

Wandering Monster: Zombie



The Sepulchre

That creature! I have never seen the like of it! And yet, it seems familiar somehow, an old memory maybe, but from when? Perhaps it came from the morgue and its surrounding chambers? Continue, down into the sepulchre while I consult Loretoime for answers!

A: This Scout and all other scouts in this dungeon are Vampire Fledglings.

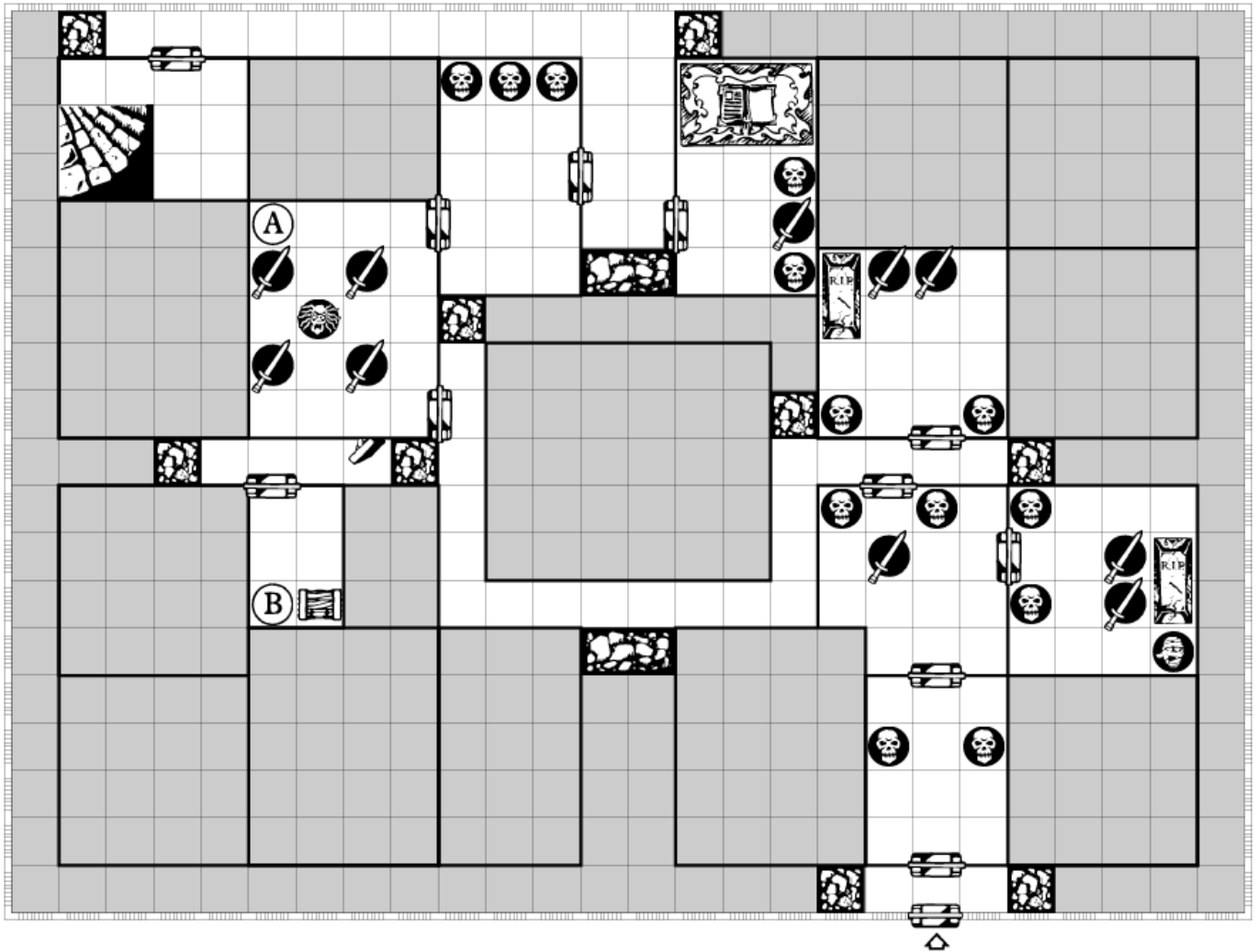
B: This chest contains 200 gold and two bottles of holy water

C: This swordsman is a Vampire Elder. When the players enter the room, read the following aloud: **“A strange warrior stands before you, his armour and weapons are unlike anything you have seen. His ivory skin shines even in this dark crypt. As he turns to you, his lips twist into something akin to a smile, “You are too late! My Lord is arisen!”**

Upon defeating the elder, the players may take one Loot Card.

Any player searching for secret doors in this room will slide the tomb aside to reveal the stair tile.

Wandering Monster: Vampire Fledgling



The Catacombs

Be Wary my friends, Loreto me has revealed to me what you face. Long ago, before the Empire, before Rogar and Sigmar, long before the wars with Chaos, man was new to these shores. We were intruders and whatever was here before left behind a curse. Those affected by the curse gained immortality, great strength, speed and endurance, but could no longer stand in the sun's light, worse they craved the blood of their still living people. They were the shadow walkers, the kin slayers, the damned and the despised, they called themselves the soulless – or in the old tongue: the Vampires. They walk the same catacombs you do now...

NOTE: The swordsmen in this dungeon are all vampire elders.

A: The zombie in this room is all that is left of the unfortunate Cardinal Alonsius; any character searching for treasure will discover a random loot card on his remains.

B: This chest contains a gem worth 200 gold.

Wandering Monster: Vampire Elder



NOTE: The swordsman in this dungeon is a vampire elder.

The spear traps in this dungeon are POISONED.

A: When all players enter this room read the following aloud: “This used to be the chambers of the Cardinal Alonsius; now home to the new Master of Evensong. Dimly, you are aware that a shadowy figure sits in the large chair before the fire. As your eyes grow accustomed to the gloom the figure rises. Its face is a hideous mask of undead power, its desiccated lips drawn back over razor sharp fangs. It makes no sound, it does not speak... as it prepares to feast!”

This is the Vampire Lord, use the Chaos sorcerer to represent it and place it in front of the fireplace. It may move and attack at once.

B: This chest contains 500 gold coins and a random loot card.

Wandering Monster: Vampire Elder

Epilogue

The vampire lord turns to dust as it is destroyed, this time, hopefully, forever. The last of the dust has not yet settled when the magical door to mentors study shimmers into existence against the far wall. Wasting no time you step through; transported instantly, but not to the great wizard's sanctum, instead you find your teacher in unusual surroundings. What appears to be a... tavern?

"Well done my champions, once again you have triumphed over insurmountable odds and prevented a terrible fate befalling all the lands of men, dwarves and elves! Alas, I wish you had the time to recuperate, but I fear that is not to be! My old apprentice, Morcar, has been on the move, this time his foul stench can be found here, in the west of the kingdom, the forests of Duskwood have been the source of some disturbing developments, they will require your personal attention I fear. Rest the night, in the morning your adventure begins anew!"

To Be Continued...

Loot Card Artefacts

Blessed Shield

A sturdy shield adorned with divine symbols.

Allows one extra dice to be rolled in defence. Increases total mind points by one. May not be used by the wizard.

Imperial Aegis

A shield of exceptional quality and expense.

Regardless of the dice roll, always gain one bonus white shield in defence. May not be used by the wizard.

Arcane Dice

A pair of ancient six-sided dice, adorned with... seven mystical symbols?

Roll two combat die, for each white shield you roll restore 1 lost mind point. May be used instead of an action *and* moving.

Polished Silver long sword

An elegant weapon, silver etchings adorn the blade and hilt; the pommel is a solid silver wolfs head.

Grants 3 combat dice in attack. Grants one bonus skull to all attack rolls against a werewolf or vampire. May not be used by the wizard.

The Ashbringer

This Greatsword shines with Divine power!

Allows three combat dice in attack. When fighting undead, if three or more dice are rolled as skulls the target cannot defend. May not be used by the wizard.

The Gargoyle Crown

A band of solid silver, in the middle sits a deep crimson ruby that is warm to the touch.

Allows 1 extra dice in defence and increases total mind points by 1.

Dragonscale Jerkin

An exquisite long coat made of finely woven dragon scales.

Allows two combat dice in defence. Black shields may be used as well as white when blocking damage.

Crystal Staff

A tall staff made entirely from a single piece of crystal. It glows with eldritch energy.

Allows two combat dice in attack and can be used to attack diagonally. Allows one extra dice in defence. Increases total mind points by one.

Colossal Helm

This heavy helmet made of thick Dwarven iron was forged in Giants blood.

Allows one extra combat dice in defence. Increases total body points by one. May not be used by the wizard.

The Fist of the Martyr

According to legend, this mace is built around the bones of a saint's arm!

Allows 2 combat dice in attack, increases all healing effects cast and received by one. May not be used by the wizard.