

HERO QUEST



Evensong
INSTRUCTION
BOOKLET

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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 artifact 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 artifact and there are 10 loot artifact cards. 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

Before starting this Quest Pack you should replace the Water of Healing spell card with the new Water of Healing added into this Quest pack.



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

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 artifacts, prayers are considered a type of spell. For equipment and artifact rules, Priests are considered a type of Wizard; a Priest however, may use a shield and a one handed mace.



Vampires

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	Elder	Lord
Body = 4	Body = 6	Body = 8
Mind = 2	Mind = 6	Mind = 8
Move = 6	Move = 10	Move = 12
Blood = 2	Blood = 6	Blood = 8
Attack = 2	Attack = 4	Attack = 5
Defense = 2	Defense = 4	Defense = 5

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.

New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Locked Door

These doors are locked and will require a key to be opened.



Coffins

The 3 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.

