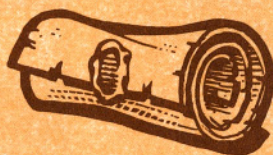


HeroQuest™

Evensong

Q U E S T



B O O K

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...

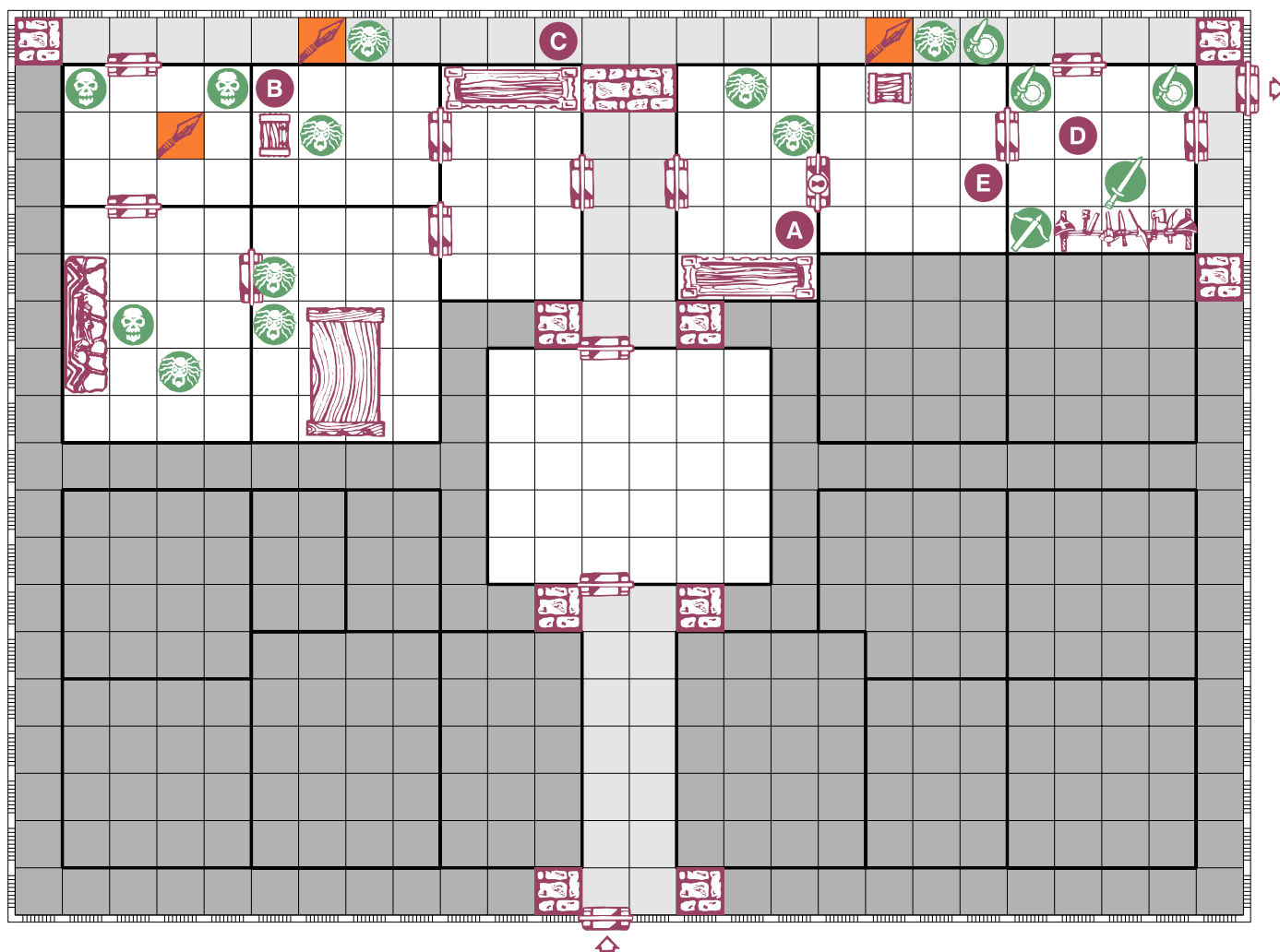
Introduction

It was very early in the morning when the summons to Mentors study came; hastily you readied your armor 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 Loreto, 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.

Loretome 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!



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...

Quest 1

The Main Gate

No guards on the walls, the main gates wide open? What treachery is this! This cathedral should have over 400 men

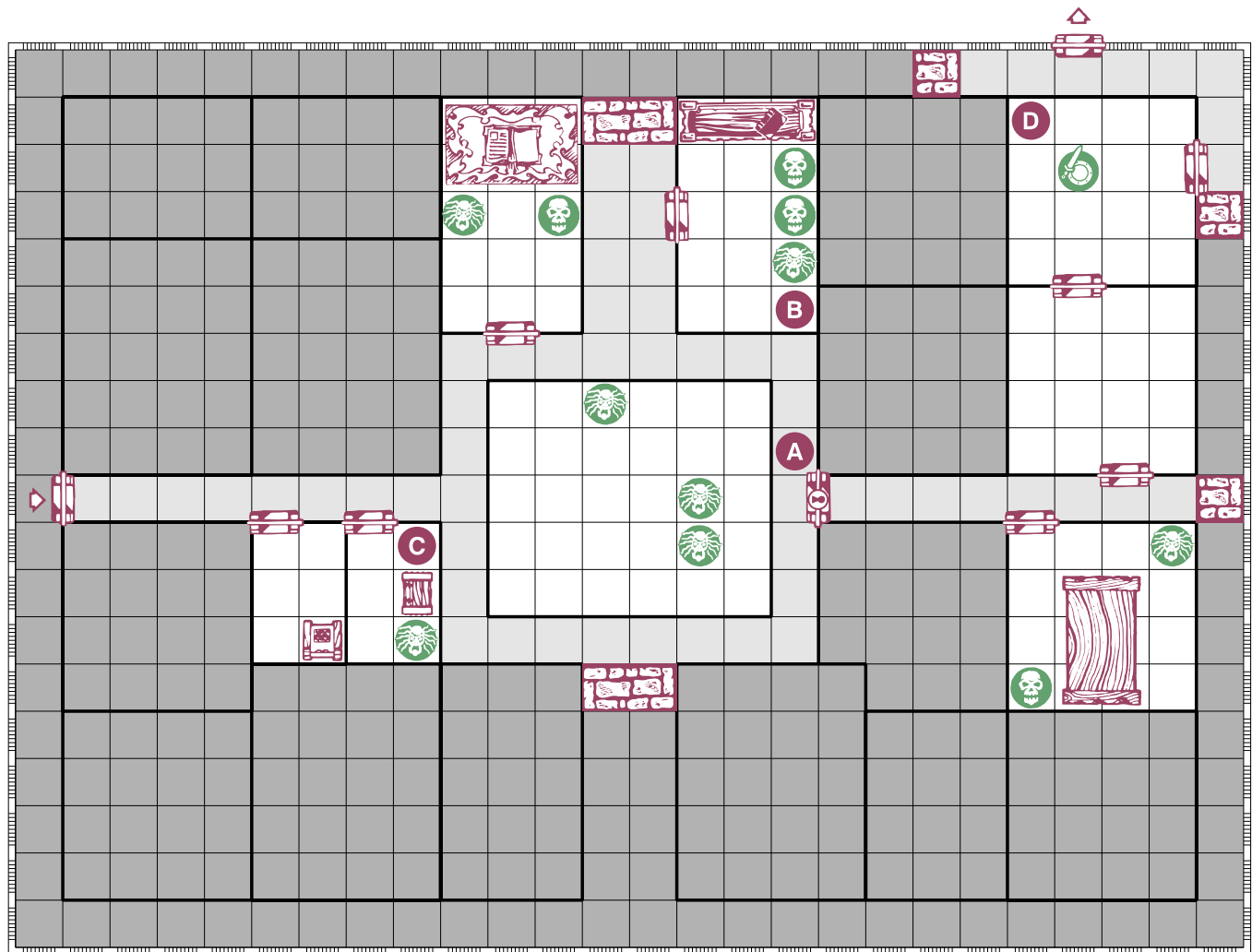
living in it and yet it is as silent as the grave! Be wary my Heroes, and venture forth!

NOTES:

- A** This door is locked, and cannot be opened.
- B** This chest contains 50 gold coins 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 coins and a Holy Water.



Wandering Monster in this Quest: Zombie



Quest 6

The Central Tower

Long did the battles with the Vampires last, and yet with all things of such age, eventually it turned to legend, then myth, then simple fairy tale. They were forgotten for the most, as was the purpose of their prison. The guard was relaxed and eventually, inevitably, the prisoners freed! Evensong was built

on top of the tomb of one of the most powerful of the Vampire lords, you must face him and hope that he is still weak enough... if he should regain his full strength, if he should leave Evensong, he will cover the lands in a terrible shadow, a nightmare from which we may never wake!

NOTES:

The Swordsman in this dungeon is a Vampire Wlder.

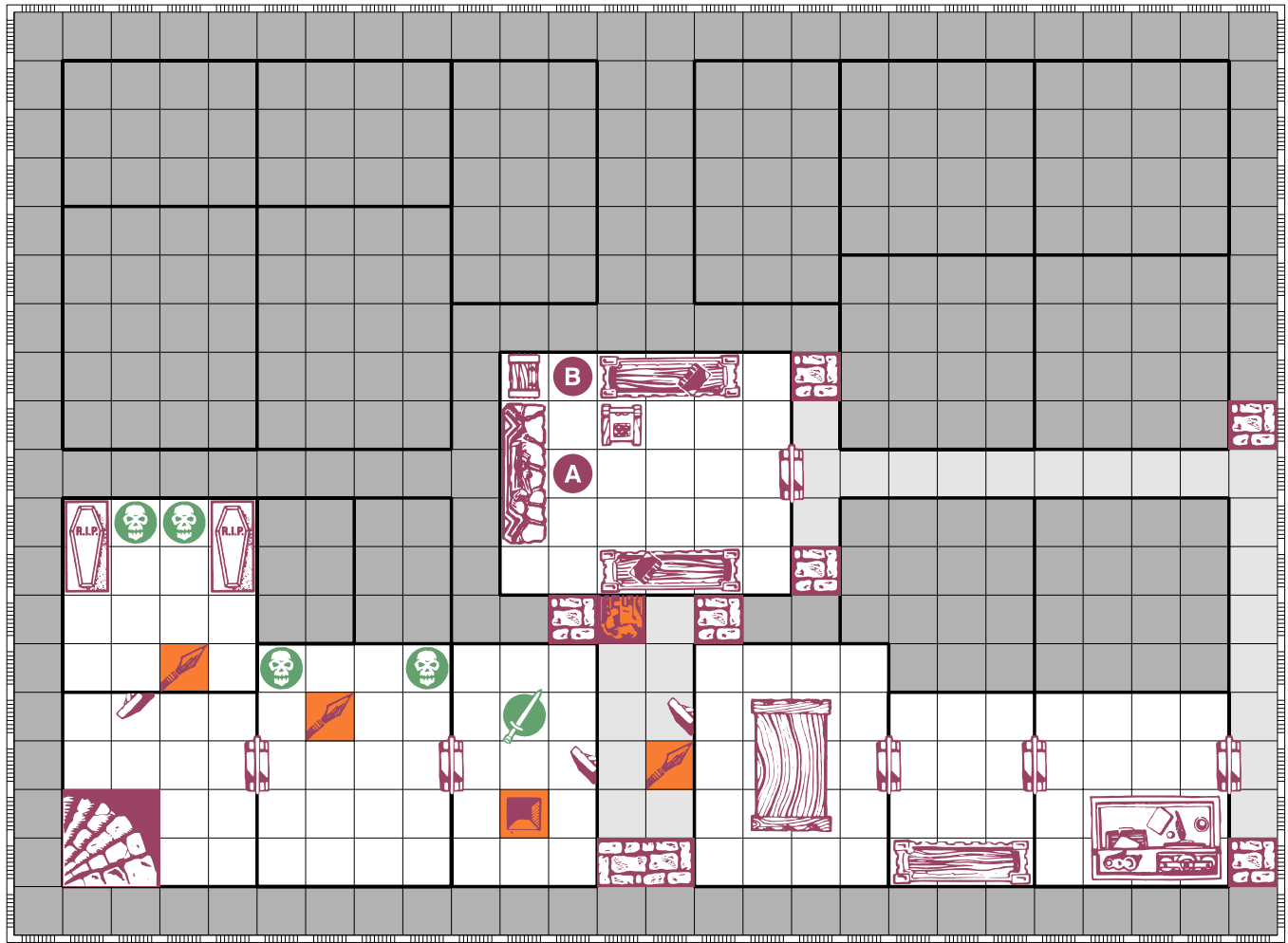
The spear traps in this dungeon are POISONED.

- 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 in this Quest: Vampire Elder



Quest 2

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!

NOTES:

- 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 in this Quest: Zombie



The Sepulchier

chambers? Continue, down into the sepulcher while I consult Loretome for answers!

- A** This Scout and all other Scouts in this dungeon are Vampire Fledglings.
- B** This chest contains 200 gold coins 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 armor 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!'"*

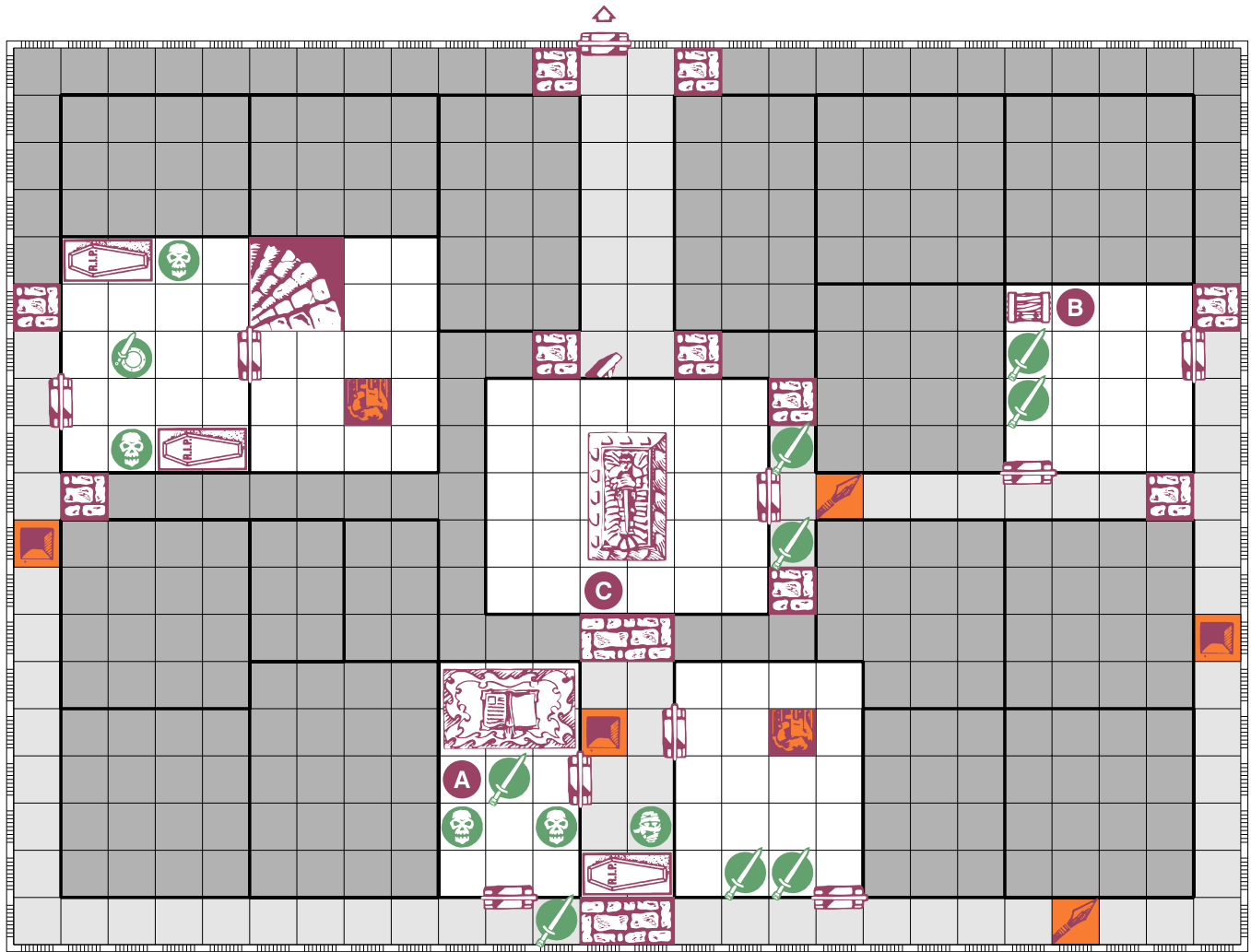
Any player searching for secret doors in this room will slide the tomb aside to reveal the stair tile.

chambers? Continue, down into the sepulcher while I consult Loretome for answers!

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 in this Quest: Vampire Fledgling



Quest 4

The Ancient Crypt

These ancient passages are obviously far older than the cathedral itself! I suspect that Evensong was built to guard whatever was buried beneath it. I will continue my search to

discover who, or what was entombed here while you delve deeper!

NOTES:

The Scout in this dungeon is a Vampire Fledgling; the Swordsmen are all Vampire Elders.

The spear traps in this dungeon are POISONED.

- A** After the room has been cleared, read the following aloud: *"The pages of this ancient book are covered in a strange language you cannot decipher... the ink is blood. Of that you are sure."*
- B** This chest contains a gem worth 250 gold coins.
- C** Read the following aloud: *"Dozens of dead bodies litter the floor, soldiers, Priests, serving girls... many of those that dwelled in Evensong met their end here. Though their bodies are ripped to shreds, there is not a single drop of blood to be seen. In the middle of the room stands an ancient and terrifying tomb. Its thick and heavy lid has several strong locks on it. The meaning of the markings on it are lost to the passage of time, the only thing that worries you more than the tomb itself is that it is open... and empty!"*

Wandering Monster in this Quest: Vampire Fledgling