



THE CHANGELING

by Mike MacDee



HOUSE RULES TO AID PLAYERS

These are optional rules I sometimes use when running a game. These rules are not required to play *The Changeling*, but they can be helpful.

Giving Items

A hero may freely pass any of his items to another hero on his turn, if that hero is in line of sight. Items can only pass from the active hero to an inactive one, not vice-versa.

Unarmed Combat

Adopted from the Shipwrecked! Quest Book. Unarmed heroes roll 1 combat die when attacking and consult the following chart:

Barbarian = Hits with a skull

Dwarf / Elf = Hits with a white shield

Wizard = Hits with a black shield

Useful Genie

In addition to opening doors, the Genie spell can also activate switches and puzzle objects.

The "One Equip" Limit

During a Quest heroes are allowed to equip a weapon or piece of armor once per turn, and only on their

turn. They should keep track of what items are equipped for Zargon's benefit.

Example: On Barbarian's turn, Barbarian switches from his broadsword to his battle axe in order to attack a stronger foe. This automatically unequips his shield and leaves him at a defense disadvantage on Zargon's turn -- he cannot re-equip his shield until next turn.

Returning Patrols

If a hero takes an unproductive turn -- a productive turn would be revealing a new area, performing an action, using an item, or moving tactically -- he rolls 1 combat die. If he rolls a black shield, Zargon places a wandering monster at the dungeon entrance.

Climbing Into Pits

Instead of jumping a pit, a hero may attempt to deliberately climb into a pit. He must declare that he is doing so while next to a pit, then he rolls 1 combat die: if he rolls anything but a skull, he safely reaches the bottom; otherwise he slips and falls in, taking 1 body point of damage. In either case, his turn ends.

Fallen Heroes (a)

When a hero loses all his body or mind points he falls unconscious: his piece is replaced with a custom "fallen hero" marker that does not block movement or

line of sight for other pieces, and also holds all of the unconscious hero's possessions. Any hero may pick up and carry (or drop) a fallen hero once per turn as a free action, as long as he is adjacent to or standing on the fallen hero and only carries one fallen hero at a time. While carrying his comrade, the hero cannot attack or defend.

If the fallen hero is carried through the exit, that hero survives the dungeon. Otherwise he is left for dead, and all his un-looted possessions are lost forever.

Fallen Heroes (b): Looting

A less savory hero may find it easier to loot his fallen companion and flee for his own life. The first hero who searches the fallen hero's room/corridor for treasure claims all of that hero's possessions. If there are multiple fallen heroes, the looter must choose which victim to loot first.

Fallen Heroes (c): Stabilizing

A surviving hero can use a healing item or spell to revive a fallen comrade. If he has neither at his disposal, he may attempt to stabilize and revive a fallen hero at the cost of his action. The hero attempting to do this stands adjacent to the fallen hero and rolls red dice equal to half of the fallen hero's maximum body points (or mind points, depending which stat was reduced to 0): if at least

one 6 is rolled, the hero revives with half his body and mind points, rounded down. Each hero may only be stabilized once per Quest: after that he remains unconscious.

NOTE: This campaign requires Mercenary or Men-At-Arms figures, or suitable equivalent.



SCOUT

MOVE 9 :: ATK 2 :: DEF 3 :: BODY 2 :: MIND 2



HALBERDIER

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 2

Can attack diagonally.



CROSSBOWMAN

MOVE 6 :: ATK 3 :: DEF 3 :: BODY 2 :: MIND 2

Wields a crossbow.



SWORDSMAN

MOVE 5 :: ATK 4 :: DEF 5 :: BODY 2 :: MIND 2

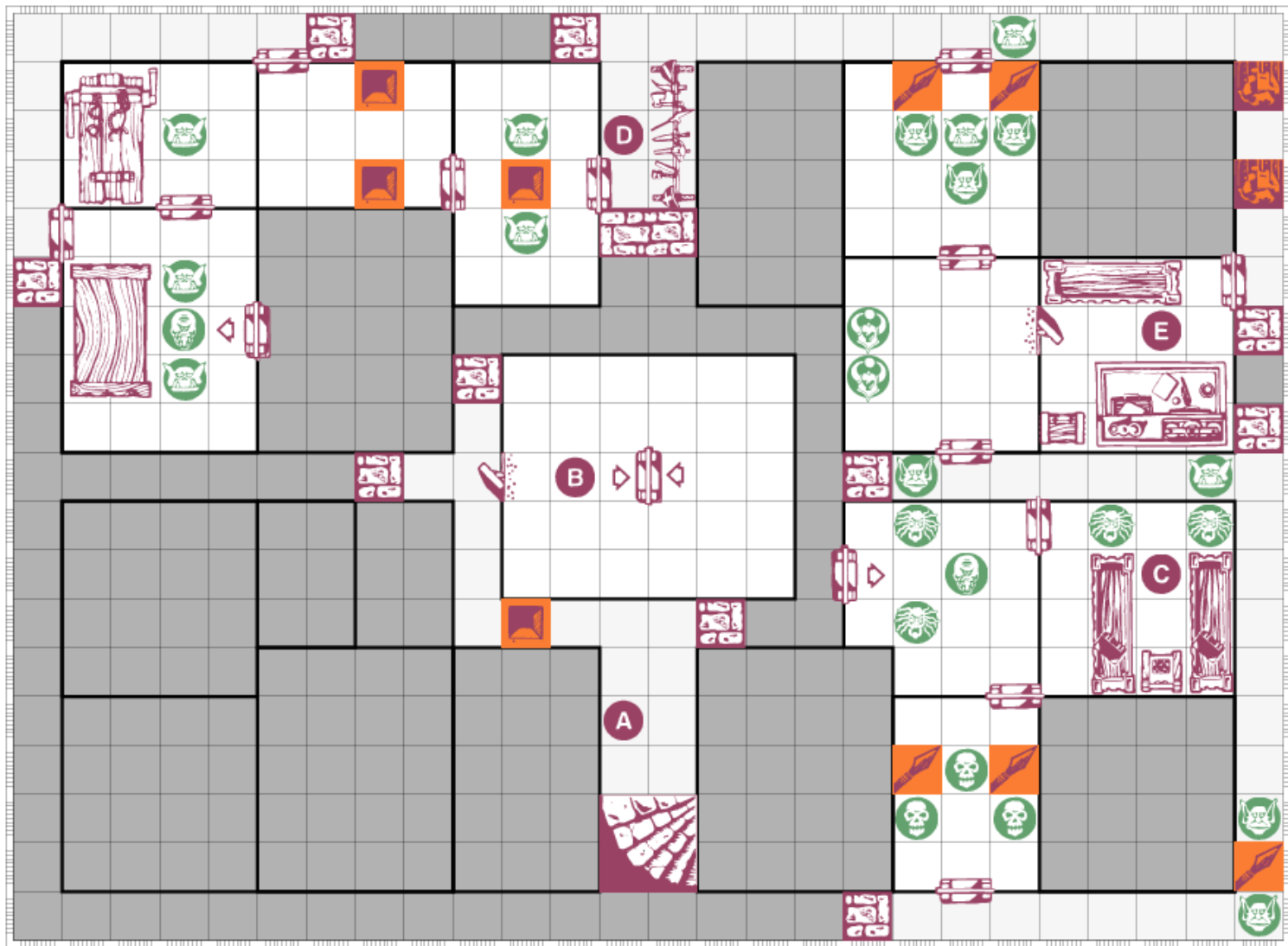
INTRODUCTION

"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."



Q U E S T 1

Aslam's Portal

"Lady Redgrave doubts her associate enchanter's loyalty. Storming his lair and seizing his inventory is her way of testing ours, and her minion Revin will tag along to supervise the mission. She placed much importance on finding

the Talisman of Lore the wizard recently acquired. Whatever the cult is up to, they mustn't get that artifact: when you find it, steal it and plant this case of 300 gold pieces in the study so Revin will assume the wizard sold the artifact."

NOTES:

The heroes are joined by a Crossbowman and two Halberdiers. The Crossbowman is Revin, who speaks at the start of the Quest:

"The High Priestess tells me you are veteran dungeon crawlers! You look like beggars to me. Perhaps you'll prove me wrong. You will scout ahead and clear a path to the wizard's study for us, so that my men may search it unmolested."

Revin and his men are under Zargon's control, and they follow the heroes at his discretion.

One hero carries a cache of 300 gold pieces, which he can plant in any room at the cost of an action, so long as

Revin or his guards are not in his line of sight. If Revin (or his men) enters the study while the Talisman is there, he automatically finds it and claims it, and Lady Redgrave's objective is met; if he instead finds the gold cache, he assumes the wizard sold the artifact, and Sir Ragnar's objective is met. If he finds nothing in the study, or catches the heroes planting the cache, he becomes suspicious and attacks the heroes, ending the Quest in failure.

A. The heroes start here with Revin's escort.

B. This is Aslam's Portal, the entrance to Aslam the Enchanter's lair. When it is revealed, the heroes hear a voice resound throughout the room: "The duchess sends her dogs at last!"

When the Portal is opened, so are the two doors marked with white arrows: Both rooms are accessible via the Portal depending which side a hero or monster enters (right arrow leads to right arrow, left arrow leads to left arrow).

C. The first hero to search for treasure finds an old book with a satin bookmark. Tied to the end of the bookmark is a Spell Ring!

D. The weapon rack is mostly bare, save two Hand Axes worth 2 attack dice, which can also be thrown.

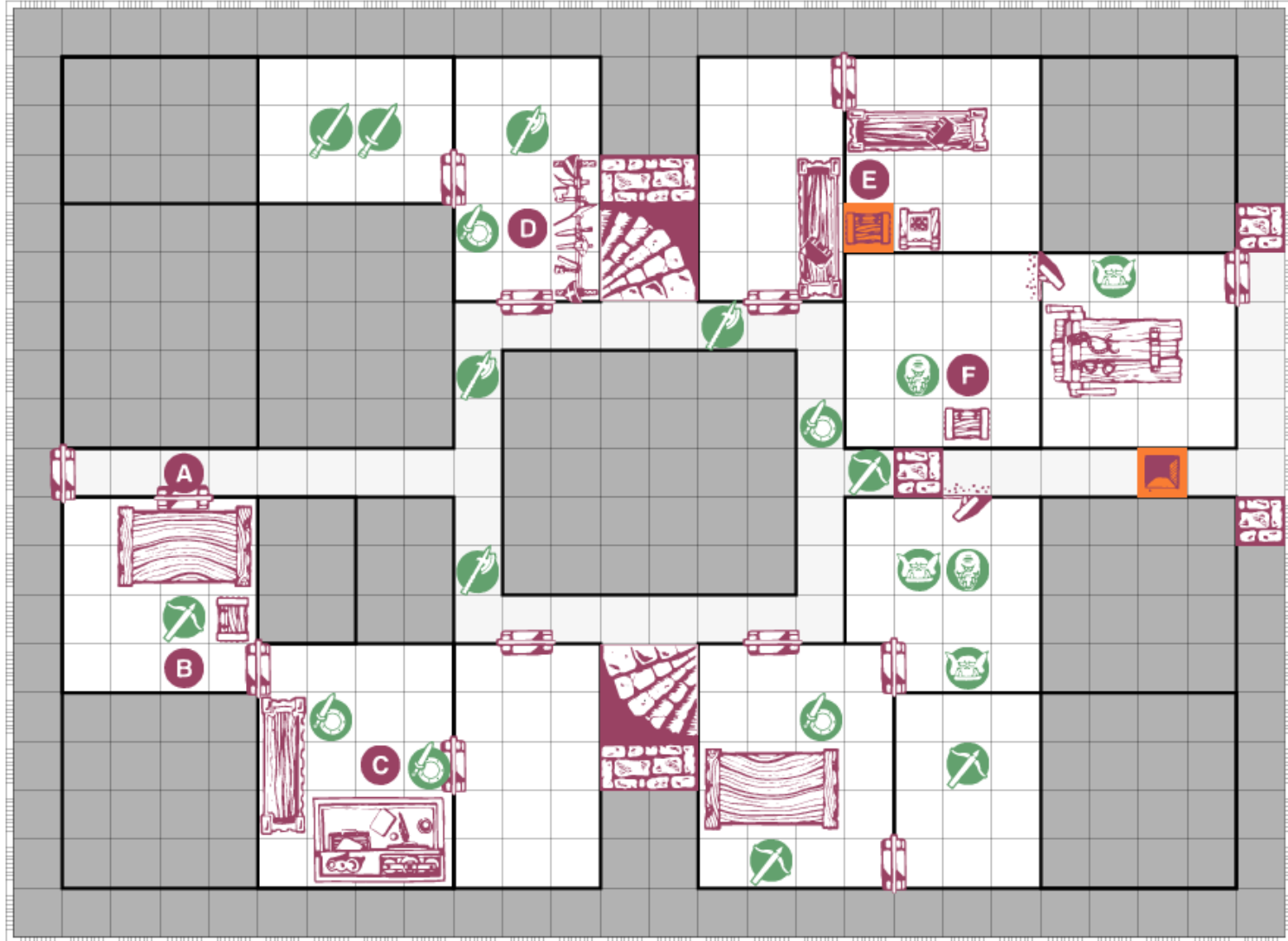
E. The heroes enter Aslam's study just in time to see the enchanter cast Escape and vanish into thin air. The first hero to search for treasure finds the Talisman of Lore and a potion of healing among a number of dangerous-looking unidentified artifacts.

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

Wandering Monster: Orc

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 from the cache.



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.

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 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.

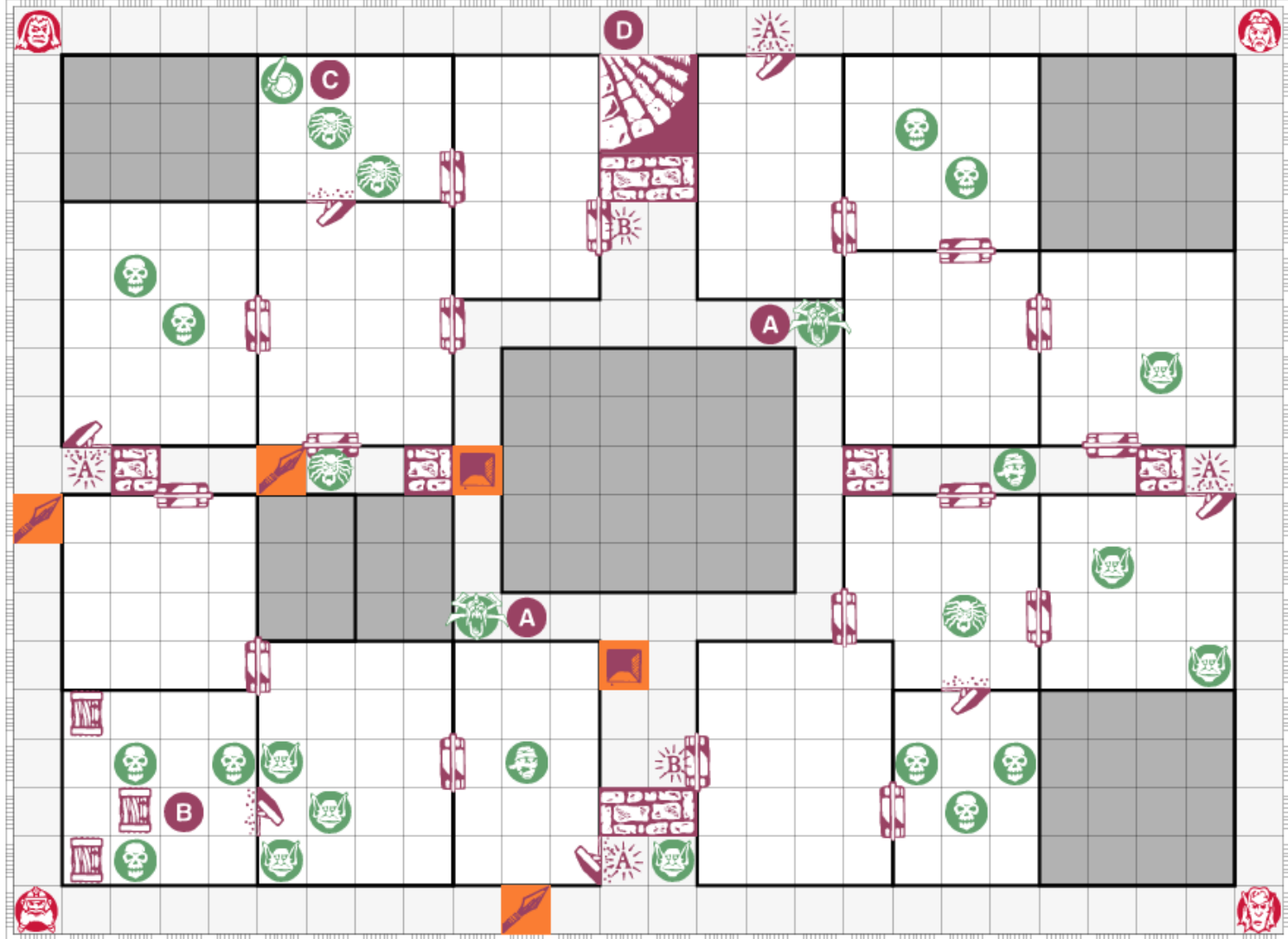
E. The chest is rigged with a poison needle trap that deals 1 body point and 1 mind point in damage. The chest contains nothing but prison documents.

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.

Wandering Monster: Halberdier

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



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

MOVE 7 :: ATTK 3 :: DEF 2 :: BODY 6 :: MIND 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 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

MOVE 8 :: ATTK 1 :: DEF 2 :: BODY 4 :: MIND 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: Zombie

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.

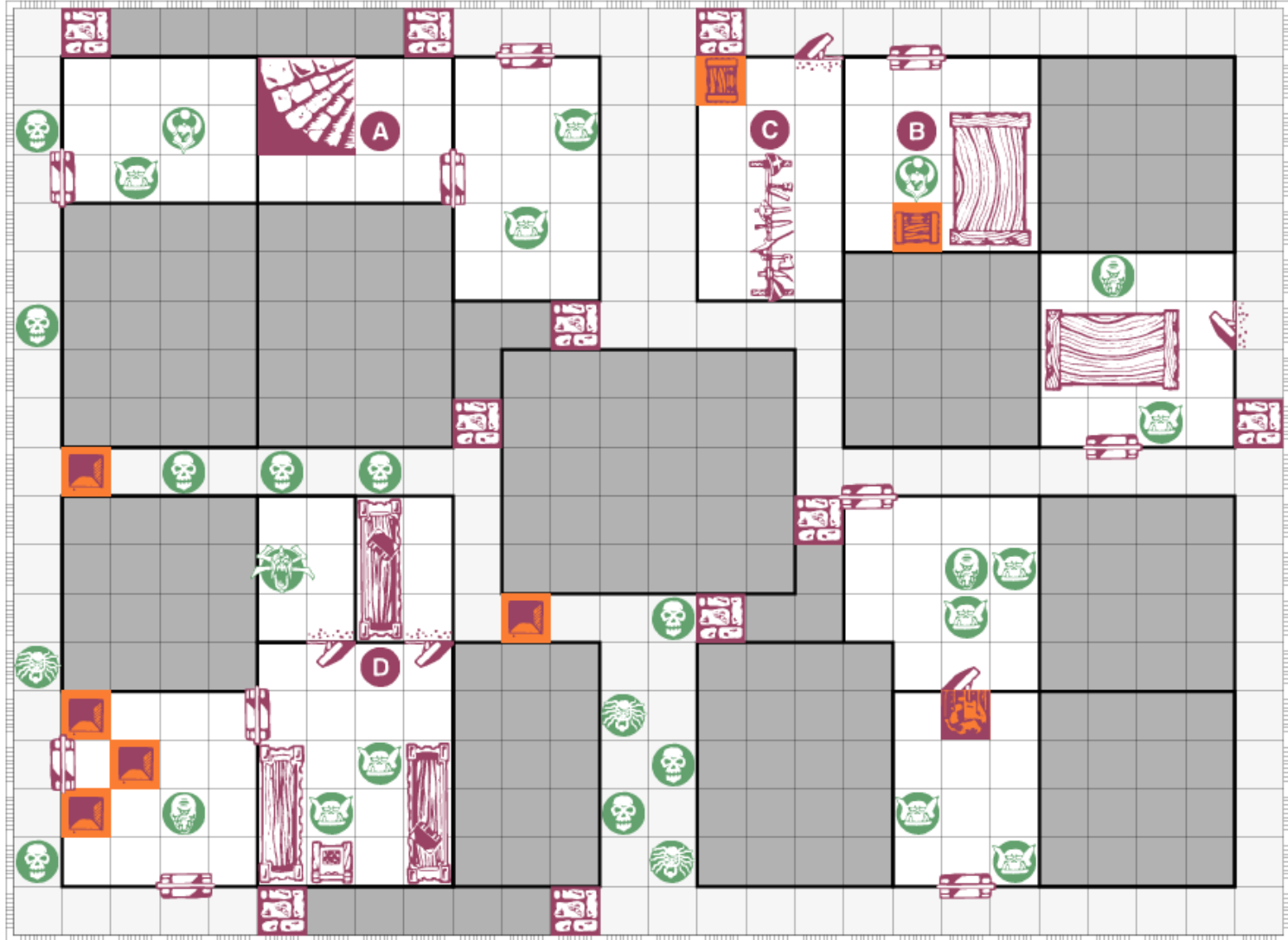
"You're proving to be excellent house cleaners," he laughs, tossing you a leather pouch. "You'll all make fine wives someday!"

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 for the heroes to split.



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 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 (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.

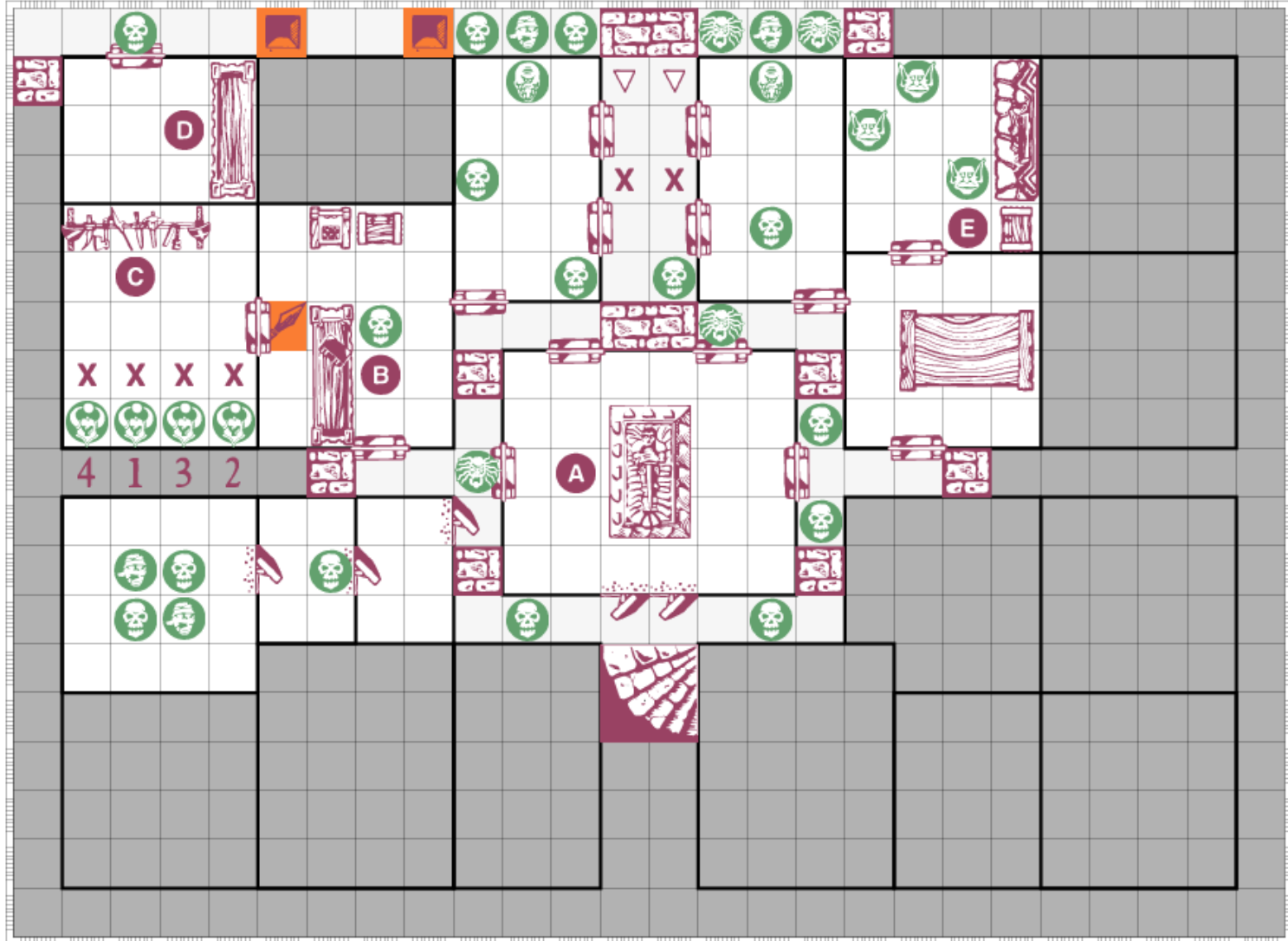
If a hero searches for secret doors, he finds only the one on the right. The moment he opens it, the

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.

Wandering Monster: Orc

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.



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 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"), 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.

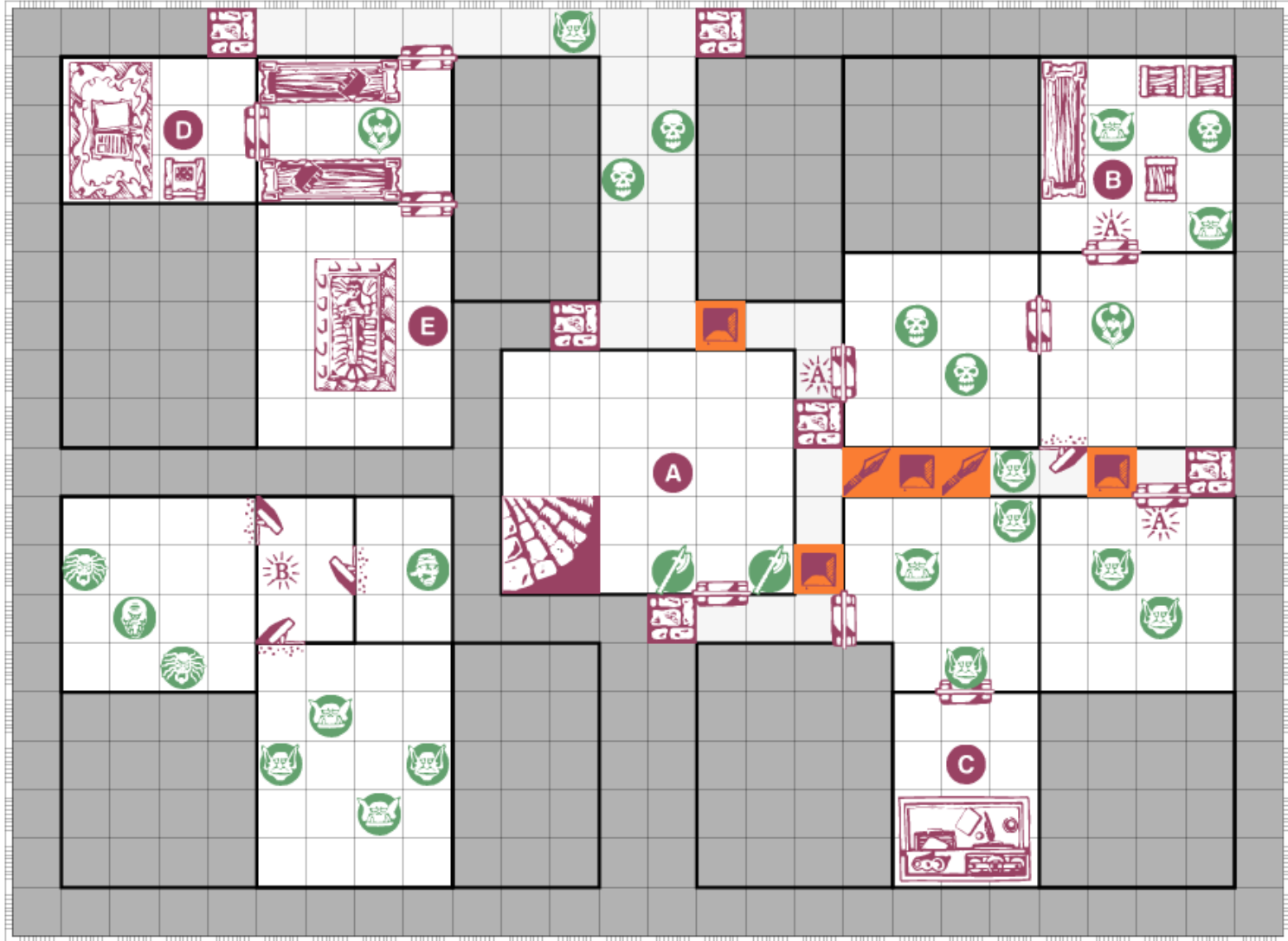
Wandering Monster: Skeleton

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 to split.



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 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:

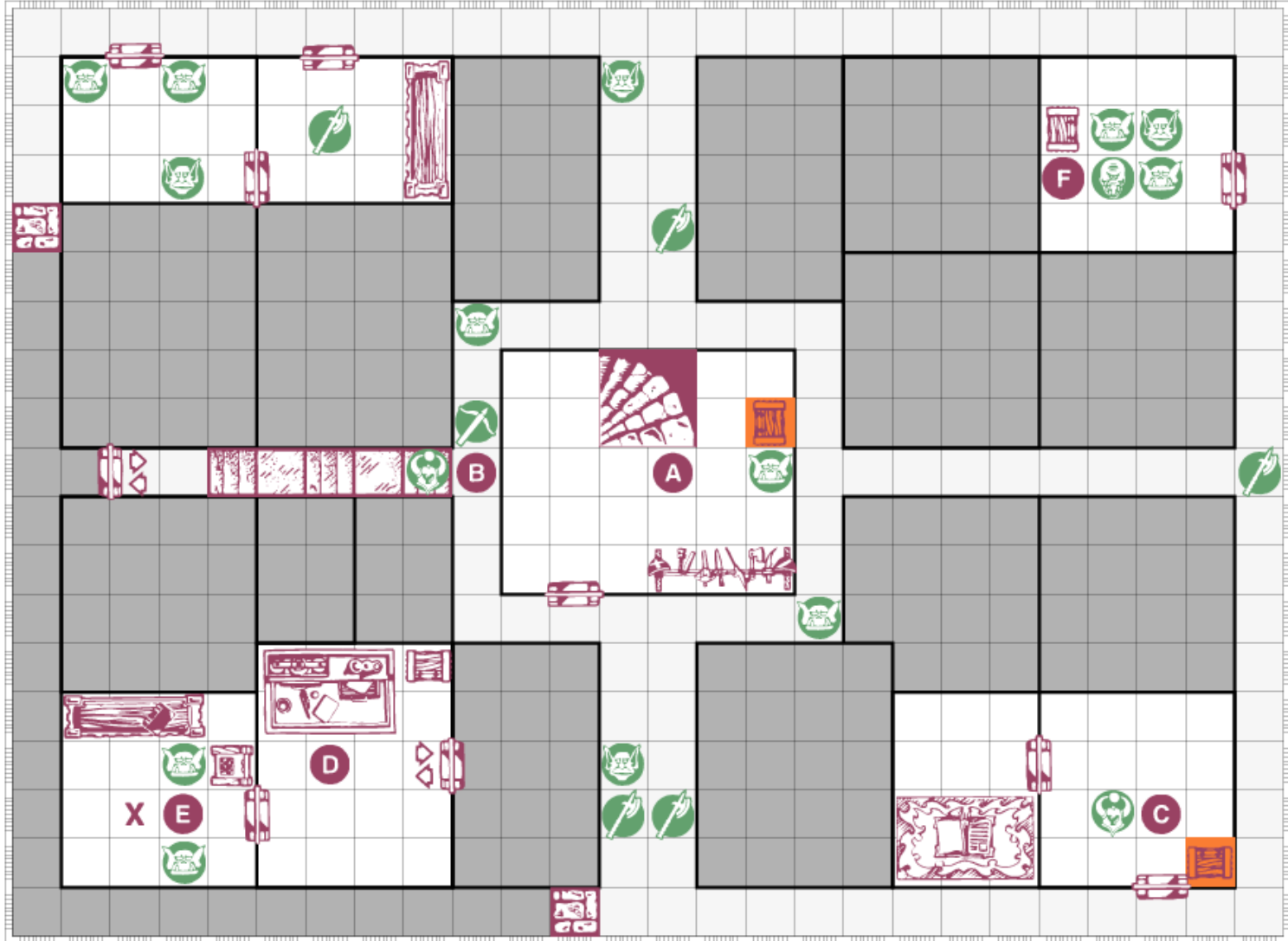
"Eight busy alchemists are hard at work here, cleaning their utensils. They take one look at you and panic, dropping their tools and freezing like statues. The table bears nothing but traces of clay dust -- the clay man is gone, whisked away to its destiny. But its failed brothers litter the room in 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!

"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."

Wandering Monster: Orc

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.



The Changeling

Whether luck, fate, or divine intervention allowed you to sneak into the Imperial Palace, you cannot say. You only know that you have reached the palace roof ahead of the Emperor by perhaps five minutes. Soon the Emperor will retire to his

study and disappear forever, and Lady Redgrave's hideous automaton will control the empire in his place...unless you find the thing first and destroy it! Even if you are caught by the palace guard, the evidence will speak for itself...you hope...

NOTES:

The doors marked with double-arrows are connected: they represent the door to the Emperor's study.

A. The heroes start at the top of the stairway. They have just startled one of the cult's orcish slaves as he picks at the chest's lock. The chest is rigged with a poison dart trap that causes 1 body point and 1 mind point in damage.

The first hero to search for treasure finds a shield on the armor rack and 60 gold in the chest.

B. The heroes recognize the crossbowman as Revin. He snarls upon seeing the heroes: "I should've known! Kill those traitors quickly!"

C. The first hero to search for treasure finds a scroll in the chest which replenishes one exhausted spell. The chest is rigged with a trap that destroys its contents when opened.

D. The desk contains documents and ledgers, but there is a royal sapphire ring in the chest worth 200 gold. However, the heroes should think twice about taking it: when the quest is won, the ring is confiscated, and the hero who was in possession of it spends a few days in the dungeons. He starts his next quest with no gold and only half of his body points.

E. When the heroes reveal this room, they see a dead-eyed Emperor awaiting them -- it is the cult's Homunculus! The orcish slaves have just activated it, and it knows you are its enemy the minute it sets its doll-like eyes on you.

Any weapon that damages the Homunculus instantly rusts and disintegrates.

HOMUNCULUS (*the Cult has the Talisman of Lore*)

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

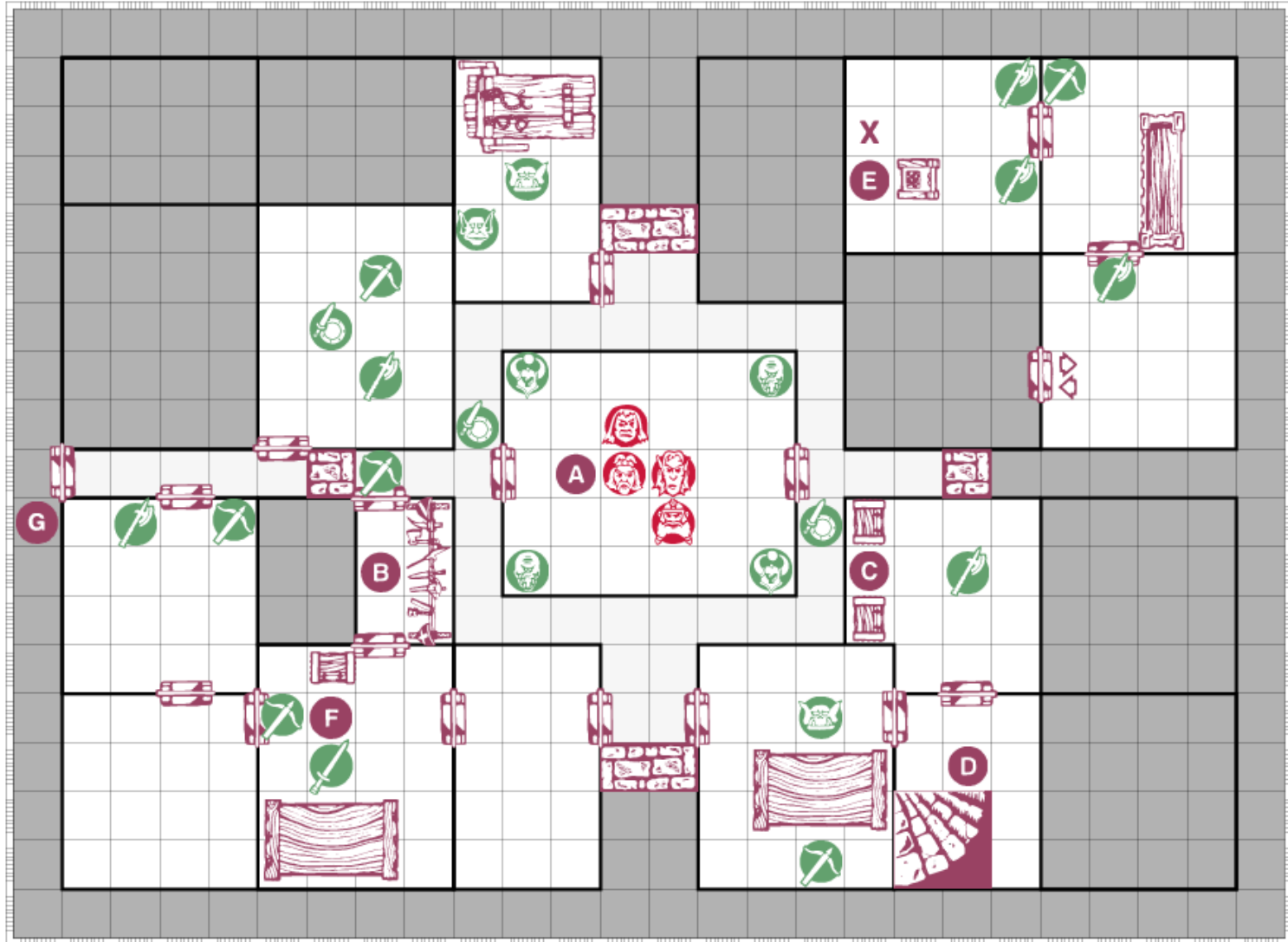
HOMUNCULUS (*the Cult does NOT have the Talisman*)

MOVE 6 :: ATTK 3 :: DEF 4 :: BODY 2 :: MIND 2

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

Wandering Monster: Halberdier

When the Homunculus is destroyed, the campaign is won. Read the conclusion to the heroes: afterward, they are rewarded 150 gold apiece and may increase their maximum body OR mind points by 1.



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

MOVE 7 :: ATTK 0 :: DEF 0 :: BODY 6 :: MIND 4

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

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.

Wandering Monster: Halberdier

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 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."

A Questbook for Heroquest

by

Mike MacDee

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written for Ye Olde Inne community project *The Chronicles of Sir Ragnar*

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