



The Slave City

A Remake Campaign by Mike MacDee



Requires Henchmen, extra base game monsters, various expansion tiles, and Mike's Custom HQ Trove

Stats for Henchmen and Disciples

-HENCHMEN-



SCOUT

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



HALBERDIER

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

Can attack diagonally and/or up to 2 spaces away.



CROSSBOWMAN

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

Wields a crossbow.



SWORDSMAN

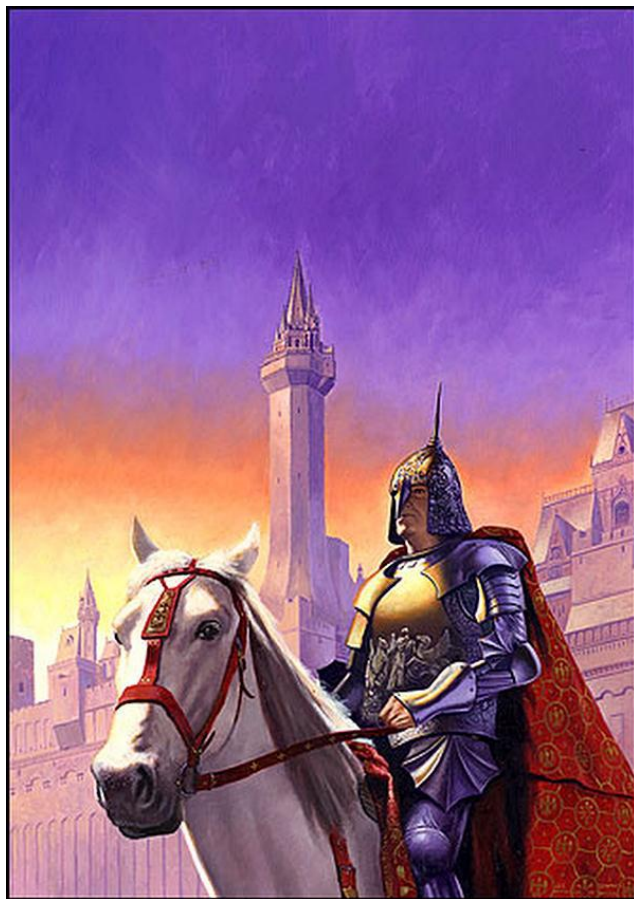
MOVE 5 :: ATTK 4 :: DEF 5 :: BODY 2 :: MIND 3



DISCIPLE OF GRINLAM

MOVE 8 :: ATTK 3 :: DEF 3 :: BODY 2 :: MIND 6

Wields 2 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately or later.





INTRODUCTION

You've been thinking about your Cousin Lyris a lot lately. It started with dreams of childhood--memories long forgotten. This led to a sense of longing, wishing for a reunion with that odd girl you grew up with. When last you saw her, five years ago, she was married with three children and living a simple yet idyllic life, she and her brood following her husband wherever he found work. It recently dawned on you that Lyris hasn't written to you in well over a year.

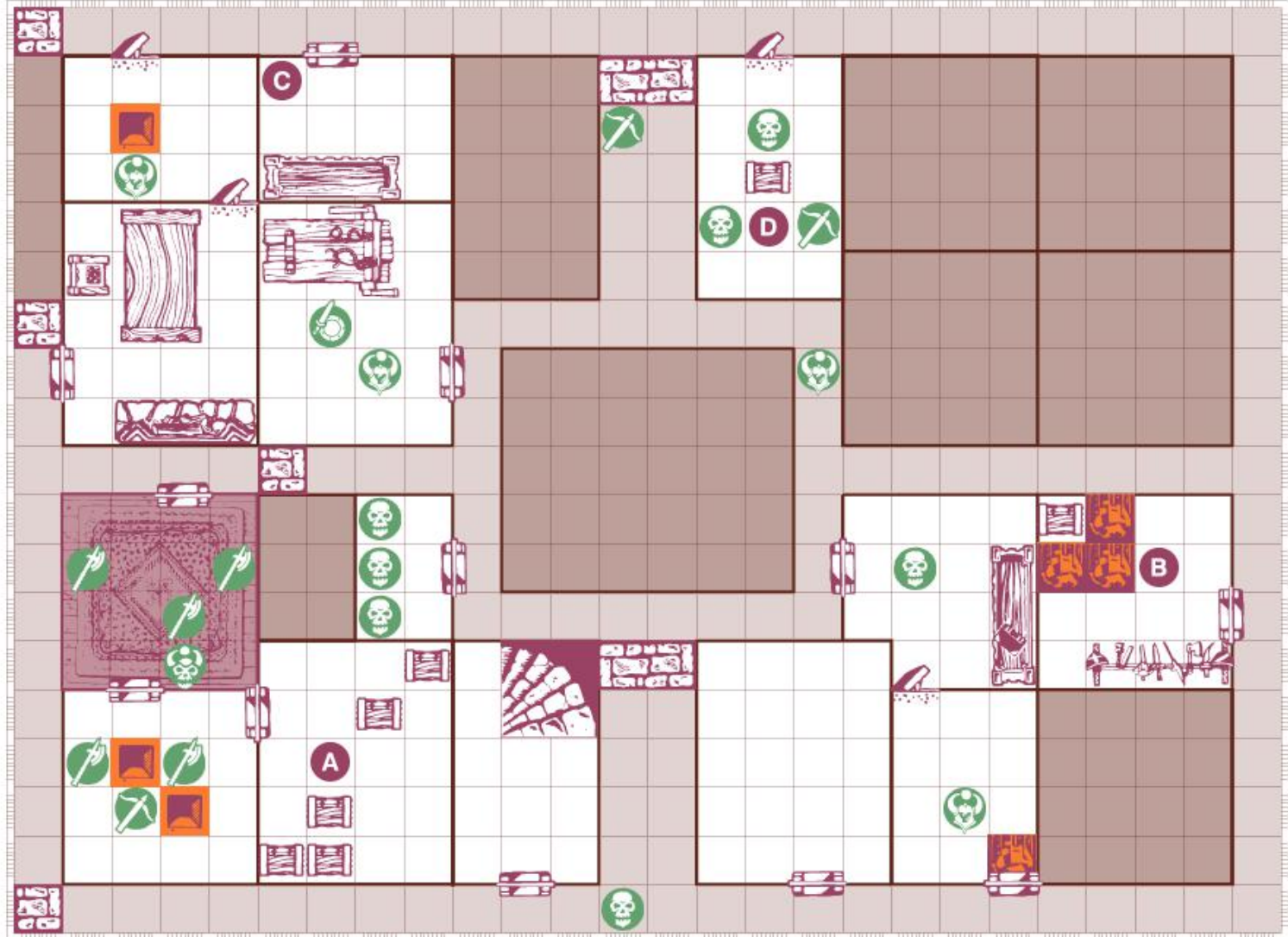
Then came the rumors about Makron, the city in the mountains to the north, just outside the empire's reach. You have never been to Makron, but you know that ever since General Rantler became its governor, the place has become a cesspool. Rantler's reputation precedes him: a despot of the worst sort, imprisoning men on false charges, then forcing their women to buy their freedom by spending the night with him. His social circle is a veritable rogues gallery of vermin and cutthroats, with the mad magus Grinlam recently counted among them. The vile wizard

has been sighted more than once in the Slave City the last few months.

That is the new name Makron goes by under Rantler's reign. The Slave City, where everyone slaves in Rantler's mines, or serves his soldiers on hand and foot. And it's not gold they're mining, you hear.

As the stories trickle through your favorite taverns like bad ale, you grow more and more disturbed. You aren't sure why until the next dream: Cousin Lyris weeping, begging for help. You wake with a start and search the letters you've collected from her over the years, until you find the most recent one. Her husband was moving his family to Makron. That was a year ago.

The emperor's men cannot cross the border without inviting war from the sultans of the north. You decide to take matters into your own hands and gather your closest allies for a voyage to the Slave City. They can take all of Rantler's riches they can carry. All you want is to know that Lyris and her children are safe.



Q U E S T 1

Grinlam's Storeroom

After interrogating several of Rantler's guards and taxmen, you have learned the following: First, Rantler is mining an ore that can be mixed with steel and magic to create vorpal weapons and unbreakable armor with which to arm his

legion. Second, Grinlam stockpiles his magic ingredients for this enchanting process. And finally, said stockpile is here, in the basement level of Rantler's warehouse, just itching to be destroyed by angry outsiders like yourselves.

NOTES:

The heroes are each armed with casks of oil and a means for lighting fires. They win the quest when they set fire to the stockpile and return to the stairway.

A. Searching for Treasure in this room will reveal the stockpile of spell components for Rantler's enchanted armory. The heroes set fire to this area when they are ready, preferably while standing outside the room.

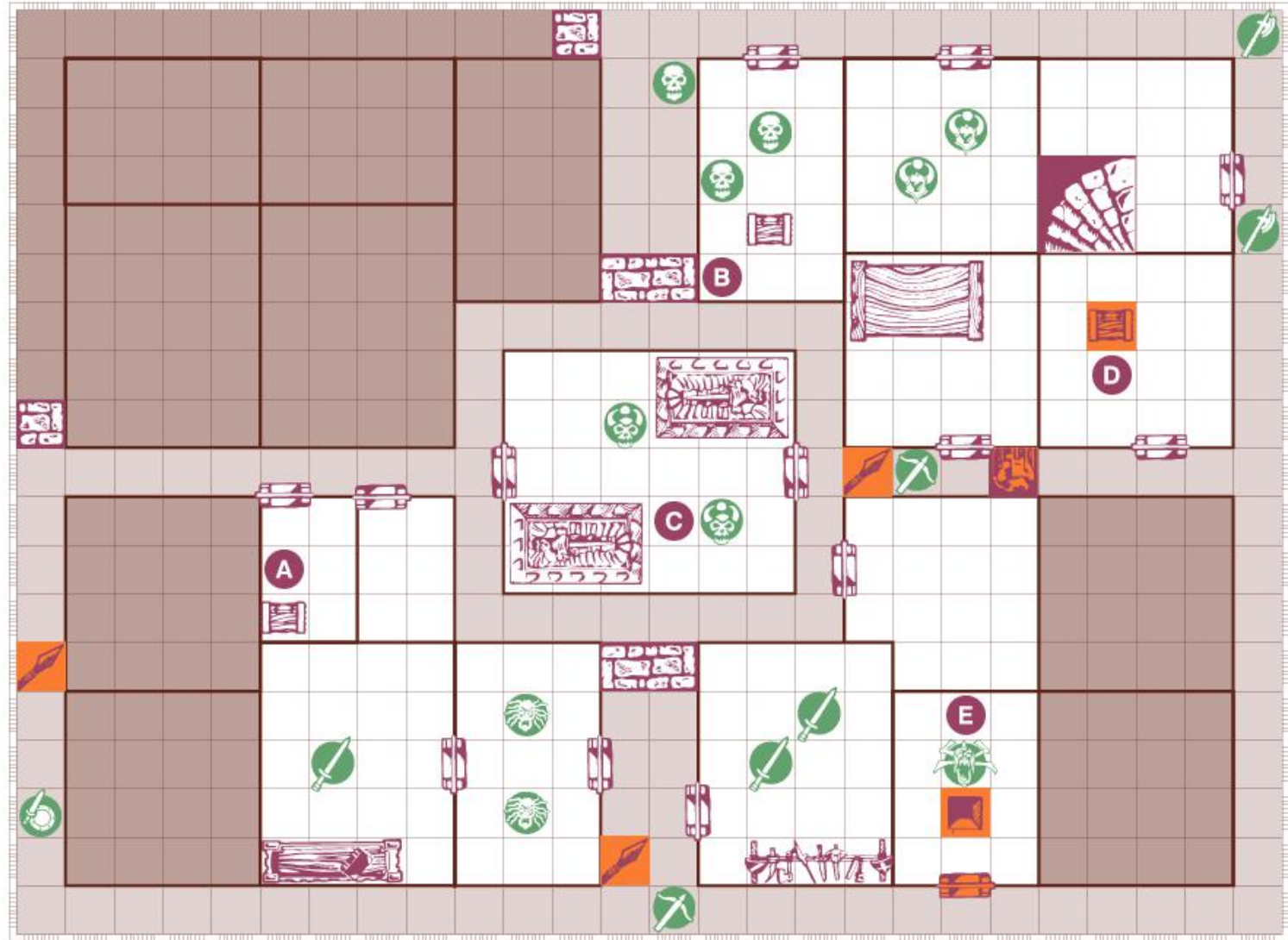
Once they ignite the stockpile, Zargon marks an adjacent room or corridor at the end of his turn: that room or length of corridor is flooded with flames. Any hero who ends his turn on a fiery space loses 1 BP. They will have to race to the entrance to escape with their lives.

Wandering Monster: Scout

B. On the first search for treasure, the item on the weapon rack is determined by a red die roll: 1-3 is a helmet, 2-5 is a hand axe, 6 is both. The chest contains 100 gold coins and a potion of healing worth 4 BP.

C. If a hero searches for treasure, he will find a fermented potion of healing in the cupboard. It heals 1 red die worth of BP.

D. The chest contains a magnificent sapphire gem worth 600 gold.



Q U E S T 2

The Golden Key

Perhaps you should become a constable when you return home. The chief of Makron's city guard found you very persuasive after spending a few minutes alone with you, and told you all about the location of Grinlam's foul laboratory, and how

to get in. You have no trouble entering the wizard's eerie manse, but dread whatever horrors lurk inside, guarding the golden key to the laboratory...

NOTES:

The heroes win the quest when they return to the stairway with the Golden Key.

A. A hero searching for treasure will find 300 gold inside the chest.

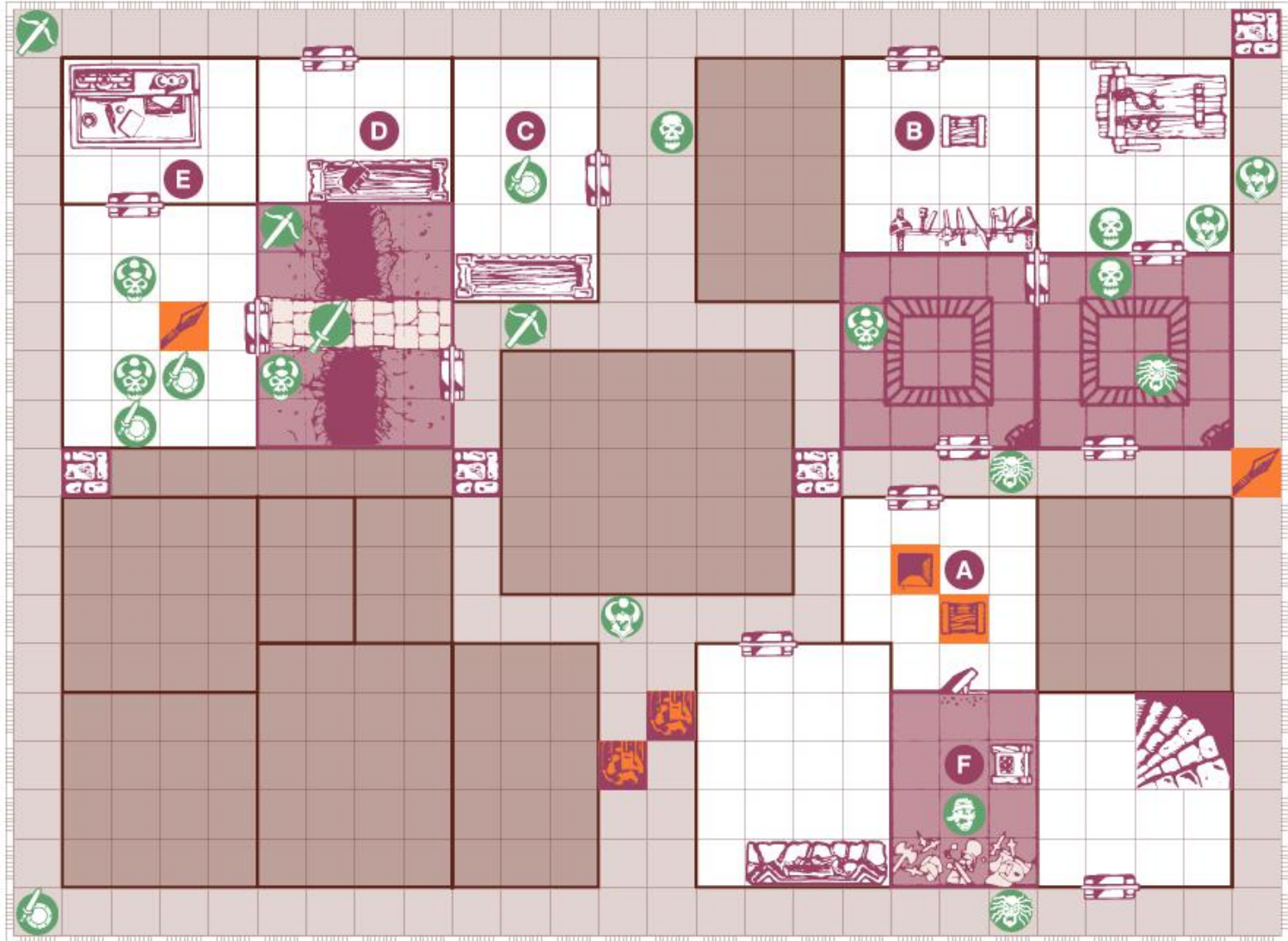
B. A search for treasure reveals a fermented healing potion (1d6) and a Veil of Mist spell scroll in the chest.

C. Hidden in one of the tombs is the Golden Key to Grinlam's laboratory.

D. The chest is trapped with an alarm trigger: if the heroes fail to disarm it before searching for treasure, the alarm summons a wandering monster at the stairway at the beginning of Zargon's turn for the rest of the quest.

E. The door is trapped: a cable attaches to the door, runs along the ceiling, and hooks to an iron nail embedded in the gargoyle's forehead. If the heroes fail to disarm it before opening it, the cable system yanks the nail out of the gargoyle's head and brings it to life.

Wandering Monster: Halberdier x2



Formula for Disaster

It almost seems too good to be true: one of Grinlam's assistants is upset at his master's poor treatment of him, and offers to get you into the city constabulary while the majority of Rantler's guards are searching the city for you. It is in this

building where Rantler stores the formulas for creating his mythical weapons and armor. Destroying the formula documents will greatly delay his plans for an enchanted army.

NOTES:

The heroes win the quest when they find and destroy the formula papers.

A. The first hero to search for treasure finds a strange gold ring in the chest, beset with a red gem resembling a snake's eye. This is Andel's Weakness, a cursed item. If a hero puts it on, it binds to his finger and reduces his combat dice by 1. It can only be removed by a wizard in town for 200 gold.

B. On the first search for treasure, the weapons rack appears bare and contains nothing useful to the heroes. The chest contains a random potion.

C. When a hero searches for secret doors, he discovers one in the bottom of the cupboard. It is a hidden tunnel that leads to the stairway.

D. The bookcase contains various ledgers and books on local warlords and criminal organizations. Among the tomes you find three random spell scrolls being callously used as bookmarks.

E. On top of the desk is a collection of documents bound with a black ribbon. All of them are portions of the formula containing necessary materials for the foundry. The heroes may burn these at any time.

F. This hidden trove is littered with treasures and personal effects looted from the people of Makron. Each hero may draw two treasure cards when they search here, and resolve either, all, or none of them.



Confronting the General

You have seen all you can stomach of the people's suffering here, and eagerly await your next task. Rantler's forces are taxed to their limits thanks to your hit-and-run crusade. Killing the general himself will plunge his army into chaos and allow

the slaves to escape. You follow the echo of cries and sobs through the halls: perhaps Cousin Lyris is among the miners' captive women!

NOTES:

The heroes win the quest if they kill General Rantler and return to the stairway alive. If they rescue the women and children, they receive a 200 gold reward from the people of Makron.

A. Read this aloud when the heroes reveal this area:

The cries of dozens of young boys and girls welcome you into this wing of the dungeon: here is where General Rantler keeps the children of his miners captive. Dead ahead, you see Rantler himself, holding a little girl in one arm like a human shield.

You know this child: it is Sybil, Cousin Lyris's youngest daughter.

Rantler sneers. He brandishes his axe as he stalks toward you.

"Watch this, little one," he says to Sybil. "This is part of your education."

GENERAL RANTLER

MOVE 8 :: ATTK 4 :: DEF 5 :: BODY 4 :: MIND 6

Sybil has 3 body points. Each time a hero's attack fails to hit Rantler AND results in at least 1 black shield, Sybil loses 1 BP. If Sybil dies, Rantler's defense drops to 3, but the heroes do not receive a reward from the people of Makron. Any offensive spells used to damage Rantler will also damage Sybil.

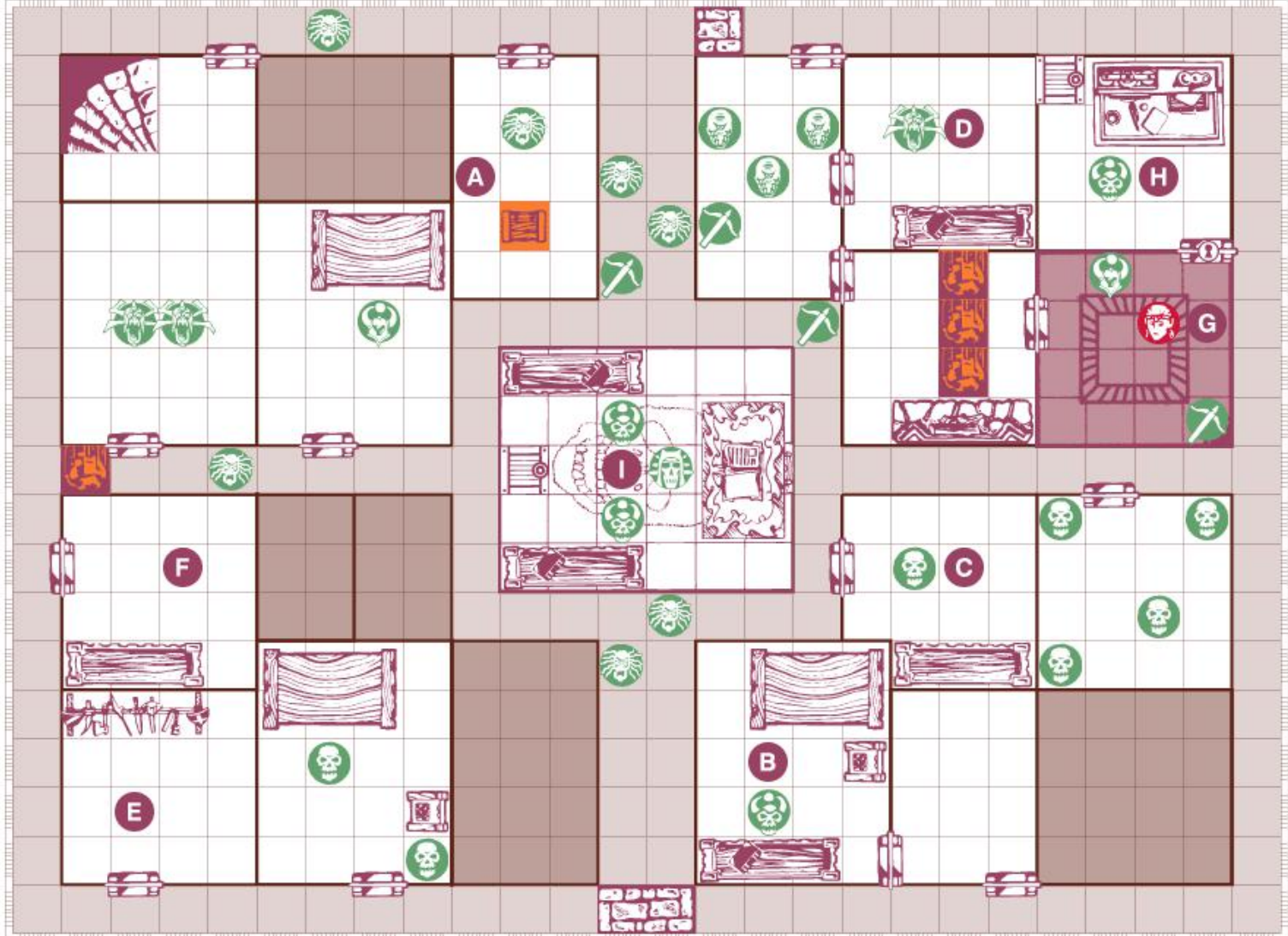
If Rantler is slain, and the women have also been freed, the children are taken to safety by the women as they flee the dungeon.

B. This prison wing contains the captive wives and daughters of the enslaved residents. Once they have been freed, they will refuse to leave without the children. If both the women AND children have been freed, both will flee the city to safety.

C. This chaos warrior is torturing one of the townspeople. When the monster is slain, his victim says, “You seek Lyris? The Mad Magus has taken her to his laboratory for his latest experiment. I pray you find her in time...”

D. Within the cupboards are General Rantler’s personal belongings and clothes, including an exquisite chain mail shirt.

E. The first hero to search for treasure finds an exquisite weapon left on the weapons rack, presumably belonging to General Rantler. The hero may choose one weapon from the armory.



Lair of the Mad Magus

You have heard the stories about the Mad Magus Grinlam: a depraved monster whose experiments upon unwilling test subjects are the stuff of horrific legend. With each step toward the door to his laboratory you shudder and consider turning

back. The hideous moans coming from beyond the door don't help matters. But Lyris's screams push you into action. She is here, in the madman's clutches, and she needs you as much as Grinlam needs swift, painful retribution!

NOTES:

The heroes win the quest if they slay Grinlam and return to the stairway alive.

- A. The chest is a mimic! If a hero searches for treasure without searching for traps, the chest morphs into a monster and attacks! If the heroes search for traps first, they realize what they are up against without disturbing the monster.
- B. The first hero to search for treasure finds 65 gold and a random spell scroll on the table.
- C. The first hero to search for treasure finds the cupboard stockpiled with food unfit for human

consumption. Anyone who partakes of the food will heal up to 2BP, but must roll 2 red dice at the end of each turn for the next six turns. If any sixes are rolled, they lose 1 BP unless they are the iron-stomached Dwarf or a monster-based class.

- D. The first hero to search for treasure finds a Heroic Brew and a strange leather-bound book on the bookcase.

If a hero decides to read the book, he is harried by a Spectral Stalker from another realm. The Stalker dogs the hero and afflicts him with the Fear spell any time he rolls a black shield during combat. Another hero may attempt to get the Stalker's

Wandering Monster: The Mad Magus Grinlam appears just long enough to cast a random Chaos Spell, then vanishes, cackling madly all the while.

attention with a successful Disarm roll: the Stalker now harries that hero instead.

E. The first hero to search for treasure finds a broadsword on the weapons rack.

F. The first hero to search for treasure discovers the cupboard is filled to bursting with bizarre esoterica, some of which make the heroes' skin crawl. Among the bric-a-brac is a tiny glass bottle filled with what appears to be blue salt. Throwing this salt at a hero afflicted by the Spectral Stalker will banish the fiend back to whence it came.

G. The heroes have found Cousin Lyris at long last! Read the following aloud:

Upon seeing your familiar face, Lyris leaps to the bars of her cage and says, "Get me out of here! Hurry, before he activates it!"

Just as she says this, the circle of odd runes in the roof of her cage begins to pulse brightly with ominous purple light. The runes begin to revolve like planetoids in a tiny solar system, glowing more brightly with every pulse. Lyris herself is slowly engulfed by a faint purple aura.

"By the gods!" she cries, rattling the bars. "It's starting! Please, get me out of here!"

Time Is Running Out! Zargon sets aside six combat dice. If you can't spare the dice, draw six empty boxes instead. From this point on, Zargon rolls the dice at the start of each turn. Each die that rolls a black shield is removed from the pool and set aside with the black shield up (or draw a black shield in a box and roll one fewer dice). If Zargon gains six black shields before Grinlam's spell is disabled, Lyris transforms into an abominable monster that breaks out of its cage and roams the dungeon.

H. The door to this chamber is locked, and can only be opened by the hero holding the Golden Key. The trapdoors connect this room to Grinlam's laboratory in the center of the board.

The first hero to search for treasure finds a potion of healing and a random potion in one of the chests.

I. Grinlam stands in the center of his laboratory, hovering over a glowing purple decahedron

Wandering Monster: The Mad Magus Grinlam appears just long enough to cast a random Chaos Spell, then vanishes, cackling madly all the while.

suspended over his summoning table. At the sight of the heroes, his face twists into a gargoyle scowl.

GRINLAM, THE MAD MAGUS

MOVE 9 :: ATTK 3 :: DEF 6 :: BODY 4 :: MIND 7

Wields 5 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately or later.

Any hero may stand adjacent to the spell table and attempt to disable the decahedron by rolling a red die for each mind point: if he rolls at least two sixes, he successfully dispels the device, and Lyris is freed!

Wandering Monster: The Mad Magus Grinlam appears just long enough to cast a random Chaos Spell, then vanishes, cackling madly all the while.



CONCLUSION

The sun rises wearily over Makron as you step outside. The city is deserted, but you can see its people crossing the distant hills, marching toward the imperial border. In time they will return with a new governor to restore their beloved city to its former glory, and wash the taint of Rantler and Grinlam from its streets.

Your body aches and your heart is heavy. However, your pockets are even heavier, with the spoils of victory: Rantler's riches jingle mirthfully in your bags as you ride out of Makron, your friends singing of their impending debauchery.

IF THE HEROES SAVED LYRIS:

They sing, too, of family reunited. Lyris rides with you, sleeping on your back, perhaps dreaming of her reunion with the husband and children you rescued from Makron's dungeons. You ride on, and smile as childhood memories swarm your thoughts.

IF THE HEROES FAILED TO SAVE LYRIS:

You stay behind for a while, long enough to bury Lyris and her family. Though the gods smile upon you for liberating the people of Makron, your soul aches from the loss of your childhood friend. After a few prayers, you mount up and ride home alone. Perhaps the gods will give you another quest in the future, to redeem yourself.

A Questbook for Heroquest
by
Mike MacDee

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