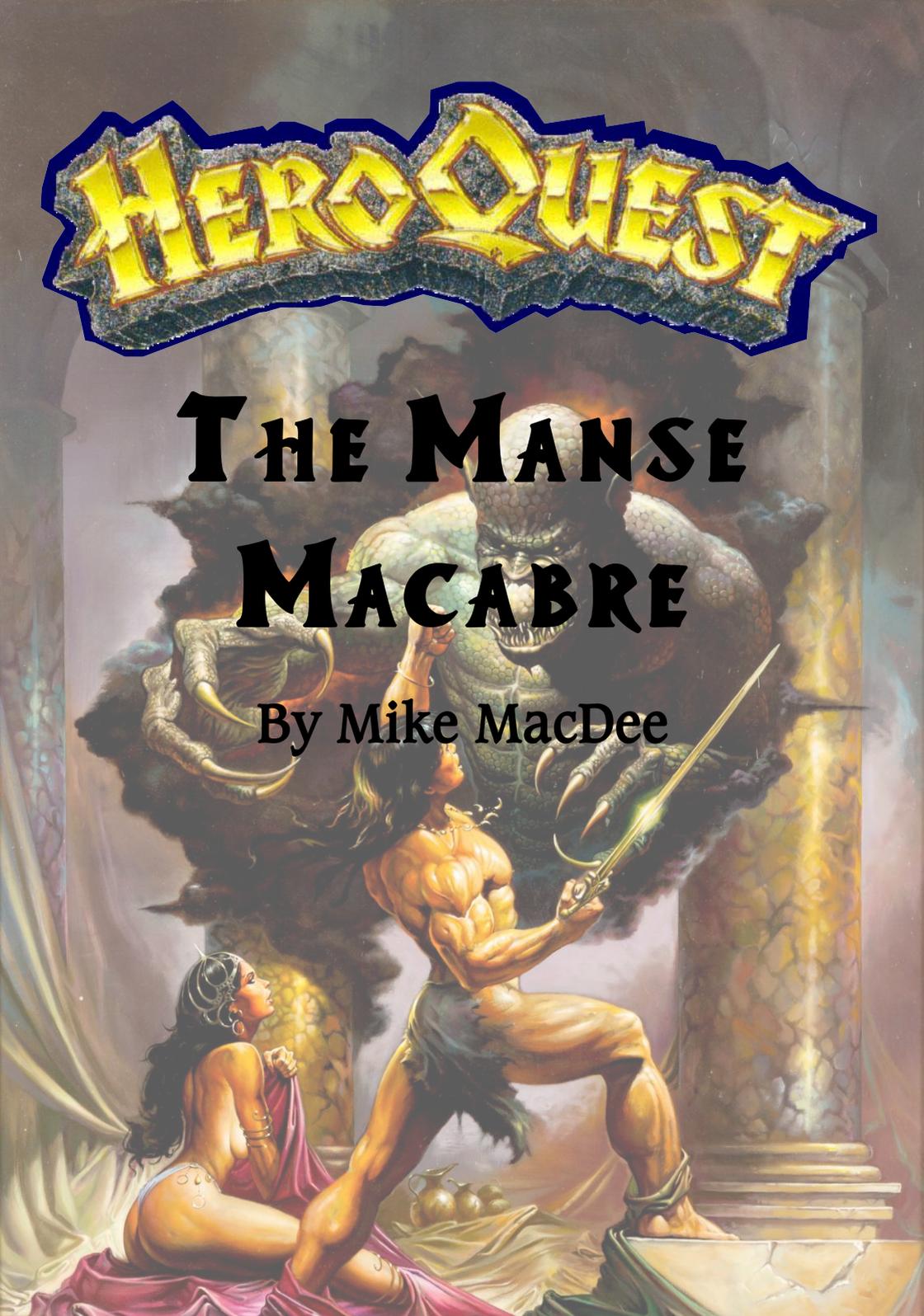


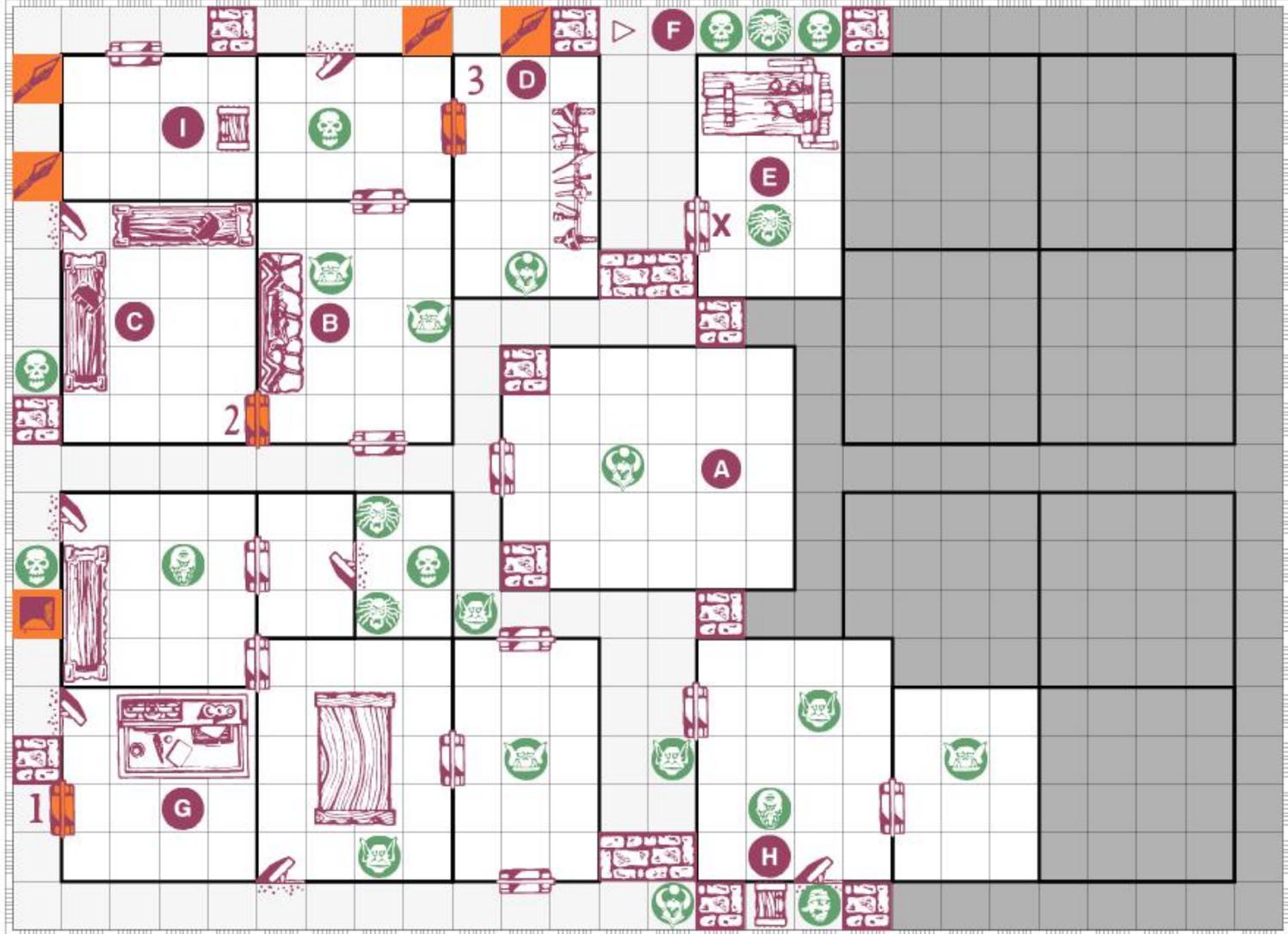
HEROQUEST



THE MANSE MACABRE



By Mike MacDee



Q U E S T X

The Manse Macabre

The heroes stand in the courtyard beneath a moonless night sky. Towering before them is the old manse the Martense clan has called home for nine generations. Surely Baron Martense has left a clue to the source of his power somewhere in

this eldritch house. If the heroes can identify it, perhaps they can destroy it and bring Martense back to humble mortality. Within these walls lies madness, death, or victory -- by night's end, they may all look equally wonderful.

NOTES:

The Chaos Warriors on this map are initially statues -- they do not move or attack the heroes until activated.

A. The heroes begin the Quest here, in the courtyard just inside the front gate. The heroes may leave the manor anytime from here.

The doors labeled 1, 2, and 3 are rigged with teleport traps, but only two are active at one time: whenever a hero steps through an active Teleport Door, he inexplicably finds himself stepping back into the courtyard. A search near these doors will reveal that their doorframes are embroidered with ivory carvings.

B. The first hero to search for anything notices an ivory candelabrum on the mantel: it holds three candles, but only candles 1 and 2 are burning. Two candles will always burn, so if one is extinguished, the others light. Each candle determines whether its corresponding Teleport Door is active: if candle 1 is extinguished, Teleport Door 1 deactivates.

The first hero to search for treasure helps himself to a small silver clock on the mantel. The clock is worth 50 gold.

C. The first hero to search this room for secret doors finds a cleverly disguised lever on the north bookcase. If he pulls it, the west bookcase slides one

space south, and the secret door on the west wall opens automatically.

The first hero who searches for treasure finds a dram on one of the bookshelves: it's a small potion of healing.

D. There are two unique items to be looted from the display case, the first being a Warhammer worth 3 attack dice, which requires two hands (the wielder cannot use a shield). The second is a red velvet Cape of Fleet-Foot, which can be worn as armor. When the wearer springs a pit trap, he rolls 1 red die for each of his mind points: if he rolls a 6, he levitates over the pit and may continue moving. If the wearer takes damage from an enemy attack, however, the cape is ruined.

The first hero to search for secret doors or traps finds a suspicious-looking pressure plate on the space marked D, disguised as ordinary cobblestone. When stepped on, the block marked with a white arrow moves two spaces to the right -- if the heroes haven't yet found the hidden passage to the north, tell them they hear stone grinding inside the walls and note the block's new location. If he disarms the switch, the secret area is forever lost (but do not tell them so).

E. The rack is brown with dried blood and speaks of a hideous history. The first hero to search for treasure finds a platinum ring lost between the rack and the wall -- it is a Ring of Mist worth 1 charge per Quest, which can cast the Veil of Mist spell on the wearer. The ring is worth 250 gold on the market.

The space marked with an X is a pressure plate trap: the first hero who steps on this space causes the block marked with a white arrow to return to its original position, blocking the heroes in and instantly releasing the group of undead tucked inside the alley. You may command these monsters on your turn.

F. The first hero to search this alley for secret doors finds another pressure plate on the space marked F. It has the same effect as the switch in the display room, but the hero will want to move *after* pressing it, lest he become trapped inside the alley.

G. The first hero who searches the study for treasure finds a Clue -- the journal of Baron Martense. It details the awful process by which he

has kept one of his ancestors alive in a hideous state of un-life.

The first hero who sets foot in the study triggers a magic alarm: all Chaos Warrior statues spring to life and seek out the surviving heroes!

H. This section of the manor is relatively new, and still being renovated. The fimir wears a Toolkit, claimed by the hero who slays him.

The secret door marks the hidden tomb of Florentine Martense, who has been bricked up inside the wall. The heroes find nothing if they search for secret doors: it is only revealed when both Clues have been found, and it can only be opened by a direct hit from the Warhammer.

The first hero who searches the tomb for treasure finds a Holy Pendant in Florentine's trunk: when worn as armor, undead monsters receive 1 less combat die in defense against the wearer. When the wearer loses a body point to an enemy attack, the pendant is lost.

I. The first hero who searches for treasure finds a Clue in the chest -- an assortment of books on the genealogy of the Martense clan. The Baron's notes show a keen interest in Florentine Martense, the

progenitor of the clan and supposed necromancer who committed suicide as a result of a ghastly family scandal.

When both Clues have been discovered, read the following aloud:

"With the second clue in hand you finally deduce the answer: Baron Martense is drinking the latent necromantic powers of his ancestors, with the undying Florentine as his chalice. The end result is limitless power over the dead, immortality, and the gods only know what else. Florentine was buried secretly somewhere on the property, deemed unfit to rest in the family crypt. You must unearth the secret tomb and destroy Florentine to defeat the Baron."

It is here that you reveal the secret door to the tomb (Area H).

Wandering Monster: Zombie

Due to the Baron's hideous necromancy, Florentine is but a shell of his former self, possessing the normal stats of a Mummy. When he is slain, all remaining Chaos Warriors collapse into disjointed suits of badly corroded armor, and the Quest is won!

Conclusion

When next the Emperor sees you, he takes your hand in his and nearly shakes the bones out of it, laughing heartily.

"Martense is on the run: evidently his power has failed him when he needs it most. 'Tis only a matter of time before we catch him and finish him once and for all. I have you to thank for that.

"Do stay as my guests and rest awhile. In a few days we shall discuss your future endeavors."

The heroes receive 250 gold to divide amongst them for destroying Martense's power, and may keep any treasures they found within the manor.

A Questbook for Heroquest

by

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made 2020 with *Questbook.doc* by Dr. Benedikt Rothöhler a.k.a.. Big Bene

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