HeroQuest

WIZARDS OF MORCAR



As the rain lashed down and thunder rumbled across the sky, a brief flash of lightning illuminated a bedraggled group of travellers. Their slow climb up the rocky slopes to the foreboding tower at the summit seemed to last an eternity. At last the figures escaped the storm and entered a dark hallway. As they peered into the shadows, they saw a sinister figure on a rocky throne.

A solitary traveller stepped forward from the huddled and dripping group and addressed the presence on the throne.

"My Lord Morcar, we come bearing grave tidings. We must report the failure of your plan to raise the Ogre Horde against the Empire. Once again we were routed by his accursed Champions and once again we were forced to flee."

The figure on the throne shifted and a voice like death broke the silence.

"I am aware of your failure, Festral. But as in all things I have learnt from my failures. Firstly I have learnt not to underestimate the Emperor's Heroes. Secondly I have learnt not to rely on fools. I have therefore conceived a new scheme to destroy the Emperor's Heroes forever. I have chosen four Lieutenants to carry out my plan. Come forth my Lieutenants."

With that command, four silhouettes stepped from the shadows.

"Let me present Zanrath, High Mage of Sarako."

An ancient bearded man wearing a pointed hat and carrying a staff topped with a crescent moon bowed down towards Festral and his retinue.

"Fanrax the Malicious."

At the mention of his name, an evil-looking man adorned with skull symbols and toying with a wickedly sharp dagger gave a sneering smile at the group.

"Boroush, the Storm Master."

With a sweep of his oaken staff, a ragged and bearded figure greeted the refugees.

"And finally, Grawshak, Orc Shaman of the Northern Tribes."

The last of the four Lieutenants, an Orc decorated in skins, feathers and skulls carrying a massive totem wand growled what might have been a greeting or a curse at the party.

"I believe that these four Sorcerers will succeed where you so miserably failed. And it is they who will punish you for your failure."

With this final word, Morcar disappeared into the shadows. From here he watched with great satisfaction as his four sorcerous Lieutenants erased all trace of Festral and his followers.

Morcar smiled. These were indeed the ones who would finally destroy the Emperor's heroes forever.

Introduction

Wizards of Morcar introduces two new elements to the Heroquest game. Firstly, this add-on pack gives the Evil Wizard player four Evil Sorcerers, each of whom have their own new spell cards which will be used against the Hero players.

Secondly, to make sure that the Heroes can put up an effective resistance against these awesome new spells, the pack introduces Men-At-Arms – warriors who will join the Heroes on their Quests for a share of the spoils.

Contents

16 finely detailed Citadel Miniatures featuring:

4 new Evil Sorcerer Figures

12 Men-at-Arms Figures

24 Weapons

1 card sheet including:
1 Magic Reference Chart
3 Magical Barrier pieces (Stone, Fire and Ice)
1 Earthquake Tile
1 Lightning Bolt Tile
4 Breached Wall Tiles
1 Cloak of Shadows Tile
4 Fireburst Tokens
6 Blocked Square Markers
24 Evil Sorcerer Spell Cards
9 new Wizard and Elf Spell Cards
23 Men-at-Arms Cards
8 new Treasure Cards

Assembly Instructions

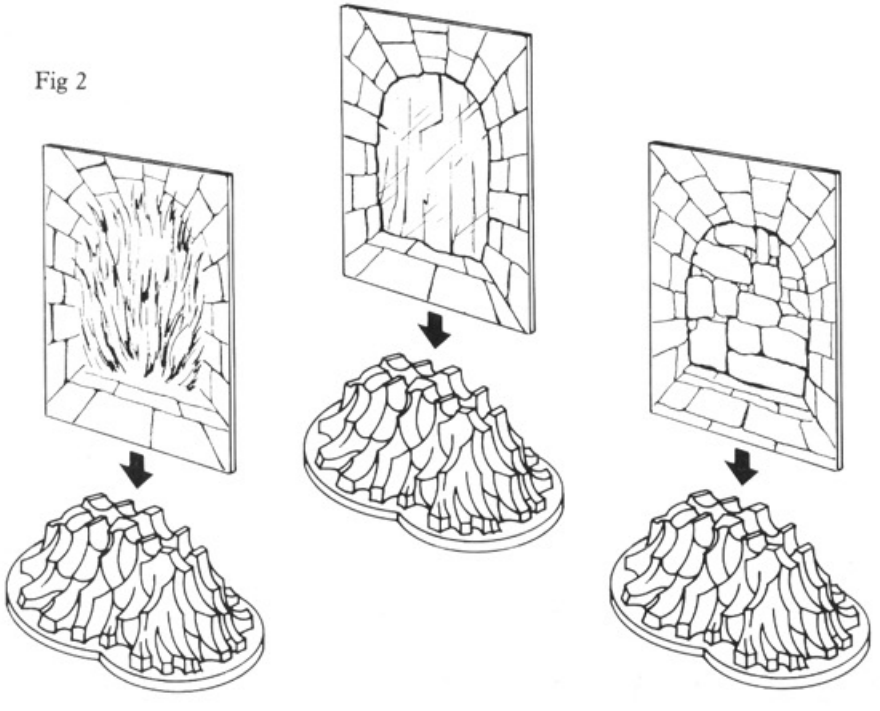
Remove the plastic miniatures from their sprues and then twist off the individual weapon pieces. Take the 12 Men-at-Arms figures and clip a weapon to each of them by slotting the weapon into the hole on the front of each miniature as shown in figure 1.



Fig 1

Carefully push out the card pieces from the card sheet. Take the 3 Magical Barrier pieces and slot each of them into a plastic base as shown in figure 2.

Fig 2



New Magic

The Forces of Morcar

Wizards of Morcar introduces four powerful new adversaries for the Heroes. Each of these new opponents is a Sorcerer and has his own set of sorcerous spells which he may use in the same way as the Wizard and the Elf.

Each Sorcerer has his own special set of six spells which only he may use. For example, only the Necromancer may use the Necromancer spells and only the Orc Shaman may use the Orc Shaman spells.

Each Sorcerer may only cast one spell in a turn, instead of attacking. Each spell may only be used once in each Quest.

Each new Quest starts with a full set of six spells for each Sorcerer in that Quest.

New Spells for the Emperor's Heroes

There are also three new sets of spells for the Wizard and Elf: Spells of Protection, Spells of Detection and Spells of Darkness. These may be added to the existing sets of spells which the Elf and Wizard draw on, but they may still only choose *one* and *three* sets of spells respectively. They may still change their spells between Quests.

Spell Special Effects

Several of the new spells have special effects which can be displayed on the board using the special counters on the card sheet. Details of each spell appear on each spell card while the general rules of effect are detailed below.

Magical Barriers

Wall of Ice, Wall of Flame and Wall of Stone spells allow the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defence dice shown on the specific spell card and counting the white shields scored. If the wall takes one Body point or more of damage, it is destroyed and the piece is removed from the board.

Lightning Bolts and Earthquakes

When a player casts either of these spells, he or she takes the relevant card piece and places one end in a square in front of the sorcerer and then lays the piece in a straight line from there. That spell then affects anyone along that line, unless a wall blocks the way, in which case a Lightning Bolt attack will stop there, attacking only those in front of the wall.

The Earthquake tile covers 6 squares, each of which counts as a pit trap except that they are all joined up. Players may move in the normal way along the bottom of the quake but can only leave it by climbing out onto a clear square adjacent to it. Figures in the quake area may fight and cast spells as normal but may only do so with figures inside the quake area.

If an Earthquake meets a wall, that wall is breached and a breached wall token is placed there. Any figure may move through a breached wall. If a room which has not been explored is breached, the contents should be laid out at once. If the Earthquake meets a Magical Wall, both spells are cancelled and the pieces are removed from the board.

Magical Traps

Whenever a character enters a room described in the Quest notes as containing a magical trap, the Evil Wizard player must refer to the Magic Reference Chart to see the effect of that particular trap.

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified on the Magic Reference Chart. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



Men-at-Arms

Once a Hero has become a Champion and his deeds are talked about in taverns and around camp fires all over the land, he will want a band of followers to aid him in even greater feats of heroism.

Such men are found in towns and cities all around the country. Men willing to follow a great Champion and fight for him as long as he will pay for their upkeep.

There are four types of Men-at-Arms. Each has his own strengths and weaknesses and each has his own price.

The Crossbowman

The Crossbowman has a low number of attack dice but has the power to make ranged attacks. This allows him to shoot at monsters who are waiting behind hidden traps or are too far away to attack in close combat.



The Swordsman

The Swordsman is a great offensive fighter able to take on more powerful creatures such as the Gargoyle, Mummies or Chaos Warriors. However, he is slow and cannot join in any fast sorties, although his high defence capability makes him useful against any massed attacks.



The Scout

The Scout's low attack dice reduce his chances of doing huge amounts of damage to monsters, but he moves fast and has the ability to search for and disarm traps.



The Halberdier

The Halberdier has equal attack and defence capabilities. This and his relatively high movement capability make him a versatile companion to take on an adventure.

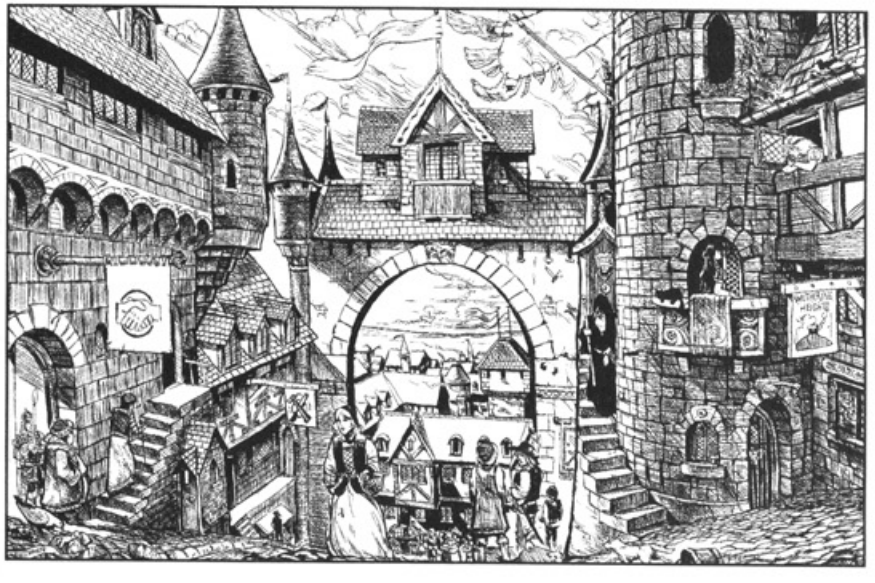


Hiring Men-at-Arms

Adventurers may each hire up to four followers at any time between Quests. These followers may be from any of the four types of Men-at-Arms. To hire a Man-at-Arms, an adventurer must pay the initial Price to Hire which appears on the Man-at-Arms Card. That Man-at-Arms will then stay with and fight for that Champion until he, the Man-at-Arms, is killed and as long as he is paid 10 gold coins at the end of each Quest. If he is not paid for his services, he will leave and must be paid his full Price to Hire in order to return.

For each Man-at-Arms a Hero hires, that player should take one Man-at-Arms figure with the relevant weapon shown on that Man-At-Arms' Card. He should also take one Man-at-Arms Card for each of the types he has hired. This details the statistics of each type of Man-at-Arms. (Note: a number of spare Men-at-Arms cards have been provided to replace any lost or damaged cards.)

A player whose Champion is killed can choose to continue the quest with the Champion's surviving Men-at-Arms. If not, he must remove the Men-at-Arms from the gameboard.



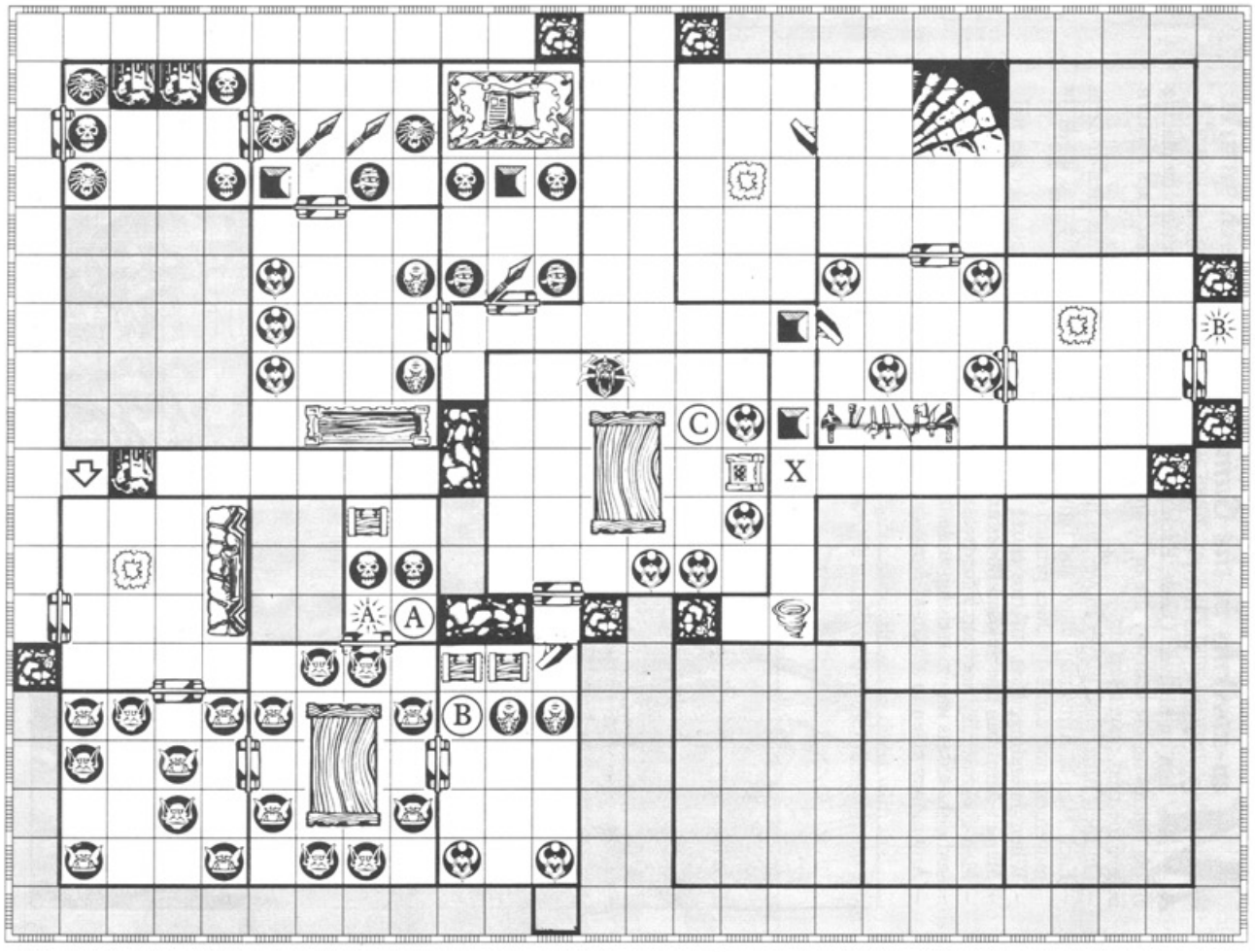
Example: Thorgrin the Dwarf decides to hire a couple of Men-at-Arms to aid him on his Quests: one Crossbownan to shoot any targets that they cannot reach on foot and one Halberdier to act as general extra muscle. This costs Thorgrin 125 gold coins before he sets out on the Quest, but it will also cost him 20 gold coins at the end of each Quest, assuming of course that both his Men-at-Arms survive.

Men-at-Arms in the Game

Once a player has hired any Men-at-Arms, he can take them with him on his next Quest. Each player begins the Quest in turn by placing all his figures on the stairway tile or in any adjacent squares and then takes his turn before the next player sets up.

- On their turn, each player moves his hero and then moves all of his Men-at-Arms.
- Each Man-at-Arms may move and fight in the same way as the Heroes, using the movement and combat values printed on the Man-at-Arms Card.
- When defending, Men-at-Arms count the white shields.
- Men-at-Arms can open closed doors and jump over pit traps.
- Men-at-Arms may not search for treasure, use any equipment or treasure cards and only scouts may search for and attempt to disarm traps.
- Any money given to a Man-at-Arms cannot be retrieved, even after his death.





The Tower of the High Mage

The first of Morcar's sorcerous Lieutenants you must defeat is Zanrath, High Mage of Sarako. He lives in a magical tower high in the Tarak Mountains, where he is guarded by his elite army of Chaos Warriors. Prepare yourselves, my Heroes, for a fearsome battle against steel and magic.

NOTES

All Chaos Warriors in this Quest are part of Zanrath's elite force. They attack and defend with 5 dice.

A This chest is empty.

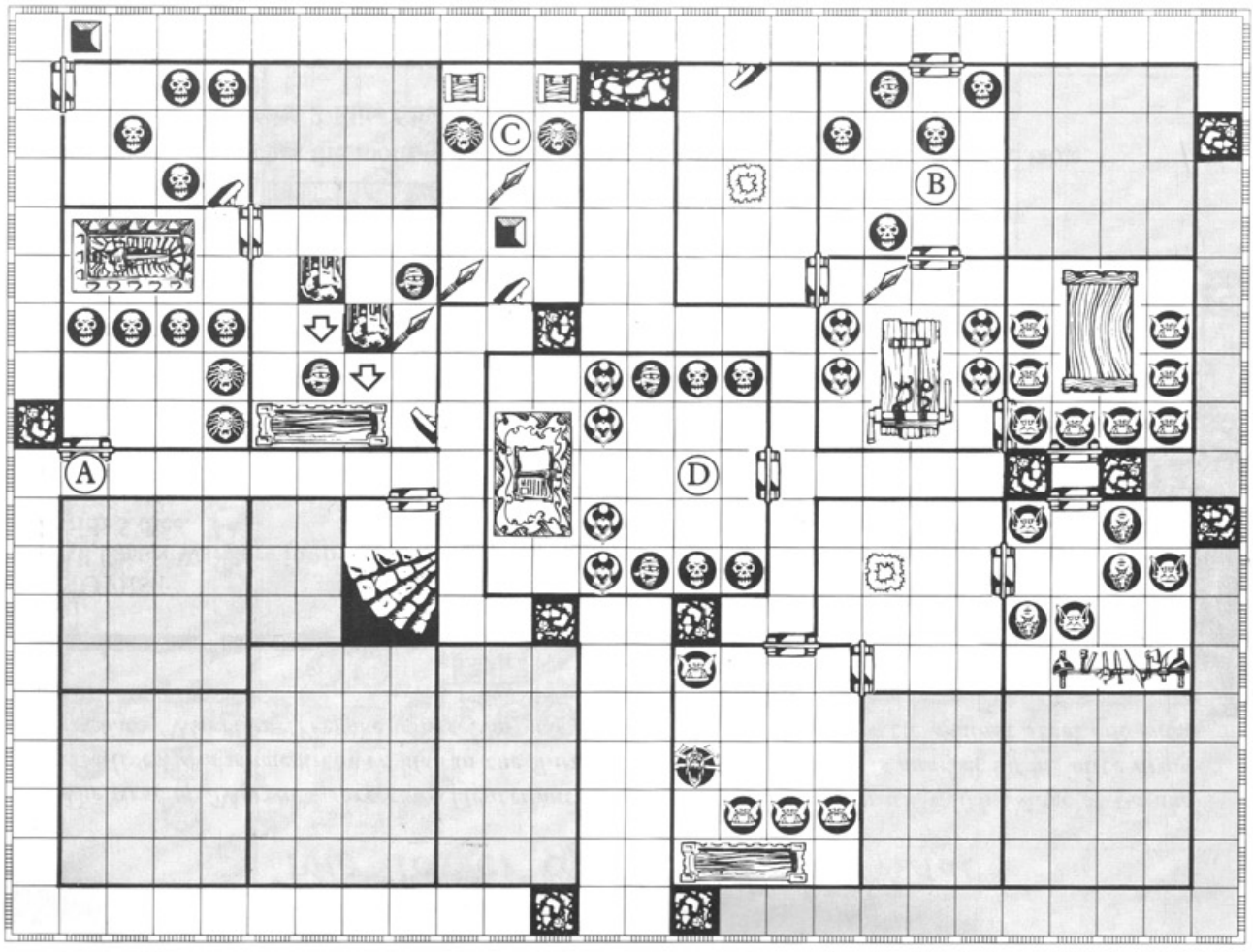
B The chest on the left contains 300 gold coins and a potion of healing which will restore 2 Body points to the first figure who drinks it. The second chest is empty.

C This is the chamber of Zanrath. He has all 6 High Mage spells.
His characteristics are:

Move 5
Attack 5 dice
Defend 5 dice
Mind 8
Body

Anyone who searches the room will discover 400 gold coins in a secret drawer in the table.

Wandering monsters: 2 Elite Chaos Warriors.



Crypt of the Necromancer

Summon up your courage my Heroes, for you must journey to a most terrible place to find your next enemy, Fanrax the Malicious. He dwells in an ancient crypt that lies in the vast and nameless graveyard swamp beyond the Shuddering Forests. Be doubly careful, for Fanrax commands both the forces of the living and the forces of the dead.

NOTES

All skeletons in this Quest are special creations of Fanrax. They attack and defend with 3 dice.

A This is a magical statue of a Chaos Sorcerer. At the beginning of each of the Evil Wizard's turns, it will fire a death ray down the corridor which will attack any and all figures in the corridor with 2 attack dice which they may defend against in the normal way. This statue cannot be harmed in any way.

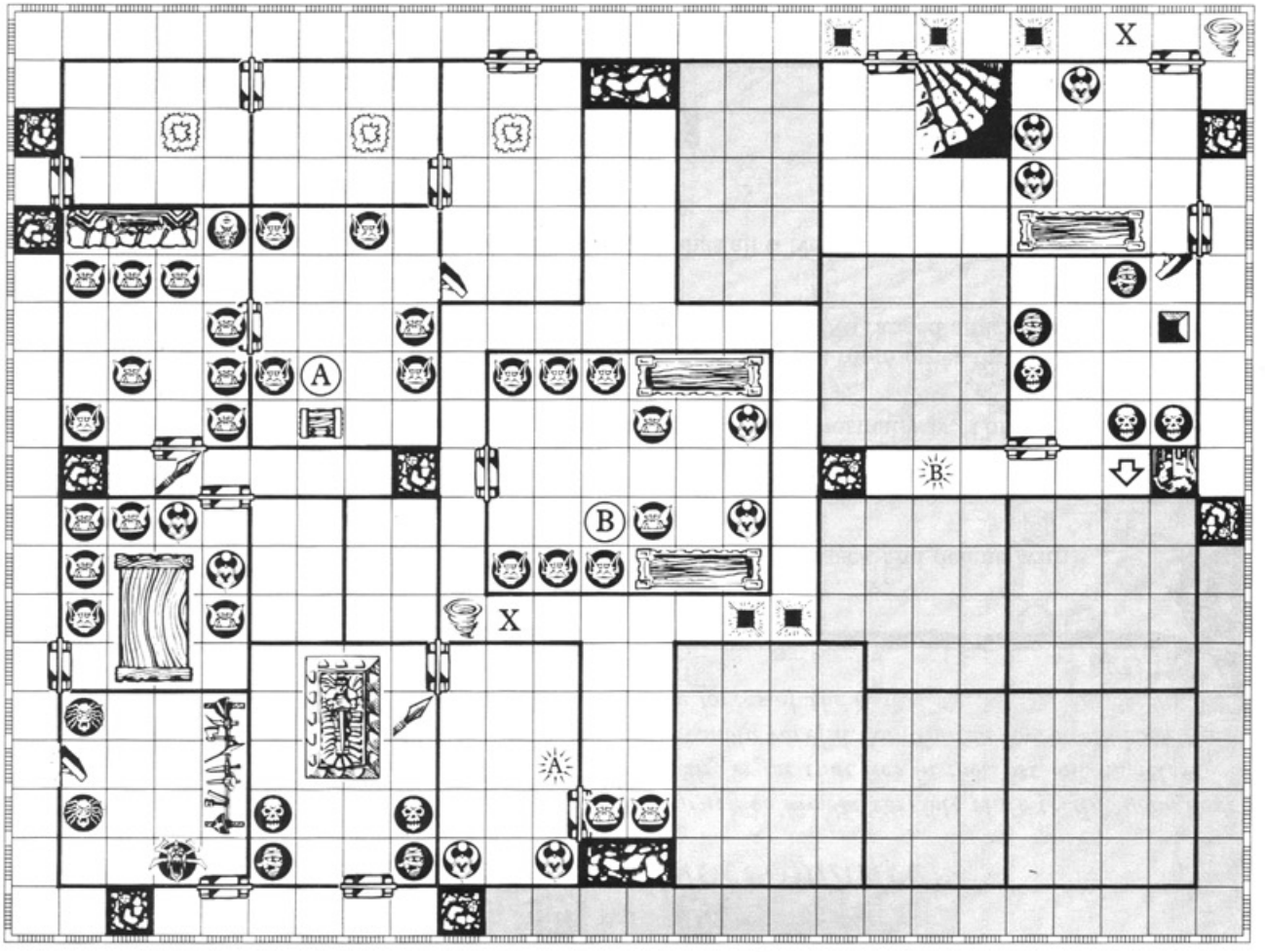
B This room is filled with a magical darkness. Any figures in the room other than skeletons, zombies or mummies will attack and defend with 2 less dice than normal. No ranged attacks may be used at all.

C Each of these chests contain 150 gold coins.

D This is the crypt of Fanrax the Necromancer. He has all 6 Necromancer spells.
His characteristics are:

Move 6	
Attack 4 dice	Mind 7
Defend 6 dice	Body

Wandering monsters: 2 Skeletons.



Eyrie of the Storm Master

High atop the loftiest peak in the dark mountains lies the eyrie of Boroush, the Storm Master. He is the next Lieutenant of Morcar you must defeat. You have had to scale the sheer heights of the mountains to get to this eyrie. Now you are here you must move quickly, for Boroush commands great elemental forces with which he can easily overcome unwary intruders.

NOTES

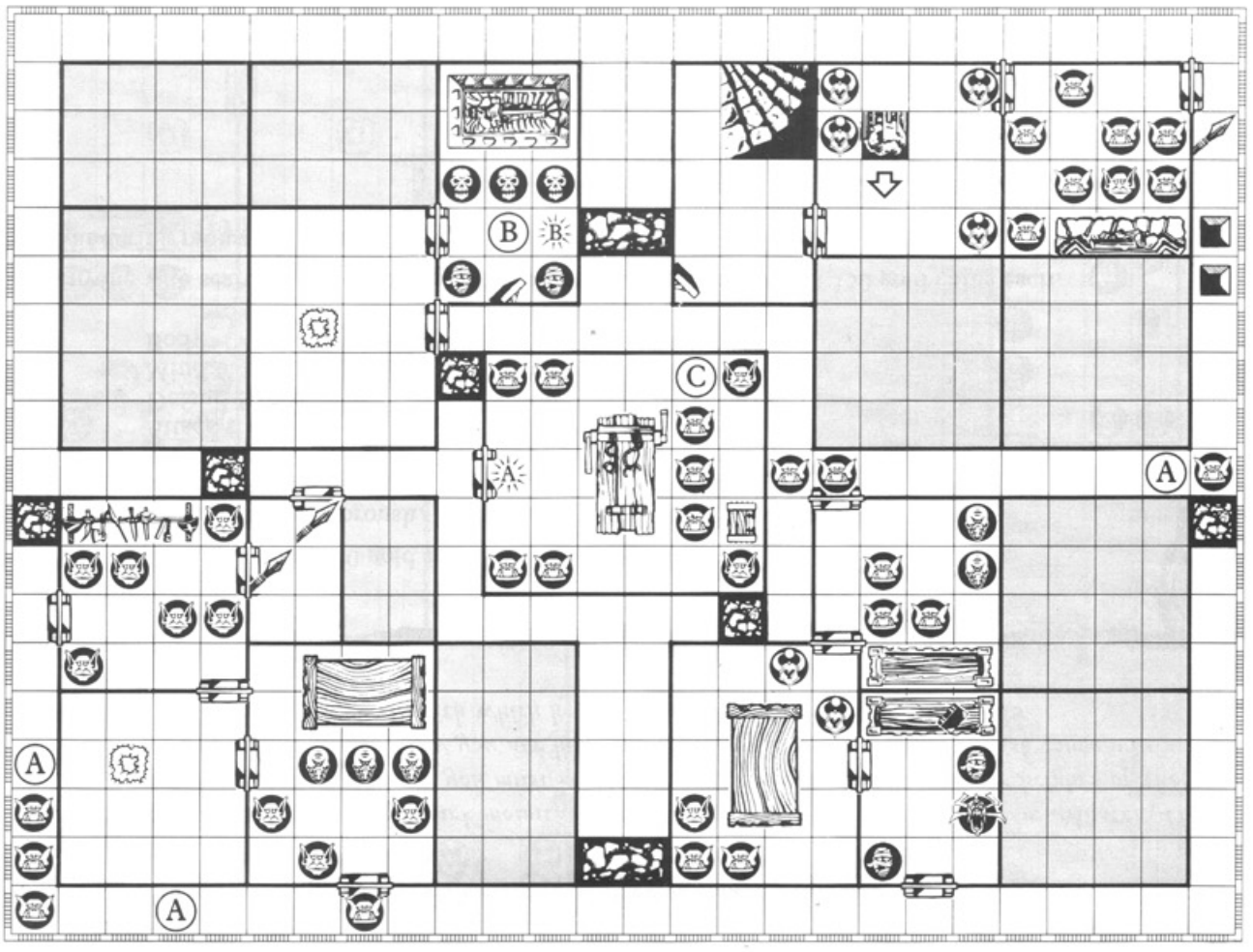
A This chest contains 250 gold coins.

B This is the home of Boroush. He has all 6 Storm Master spells.
His characteristics are:

Move 7
Attack 6 dice
Defend 5 dice
Mind 6
Body

Anyone who searches this chamber will discover 3 huge gems worth 150 gold coins each.

Wandering monsters: 2 Fimir.



Lair of the Orc Shaman

Yonder dark cave in the hillside is the entrance to the lair of Grawshak, Orc Shaman of the Northern Tribes. To reach him you will need scores of brave men, for he has surrounded himself with his fiercely loyal elite bodyguard. They will fight to the death before they allow you to reach their master.

NOTES

All Orcs in this Quest are members of Grawshak's elite bodyguard. They attack with 4 dice and defend with 3 dice.

A All the Orcs in these corridors are armed with bows and may make ranged attacks with 2 attack dice.

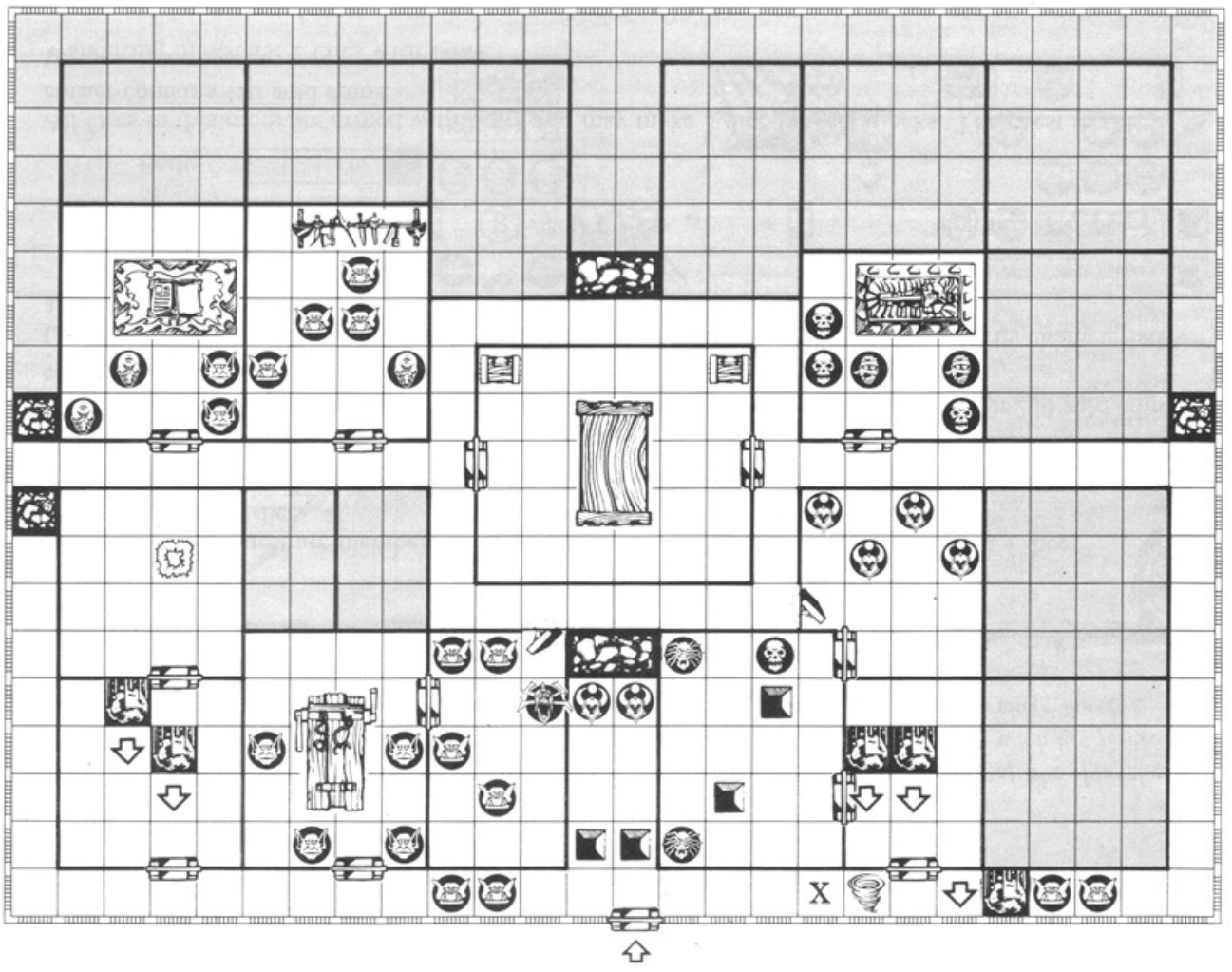
B Anyone who searches this room will find 2 golden crowns beneath the tomb worth 200 gold coins each.

C This is the lair of Grawshak, the Orc Shaman. He has all 6 Orc Shaman spells. His characteristics are:

Move 7
Attack 5 dice
Defend 5 dice
Mind 7
Body

All Orcs in this room are armed with bows and may make 2 dice ranged attacks. The chest in the corner contains 400 gold coins.

Wandering monsters: 2 Orcs with bows.



The Final Conflict

Alas! Morcar has deceived you and saved his four Lieutenants from the jaws of death. He has now brought them together in his citadel of darkness. However the effort has cost him much. You must take advantage of this moment of weakness to assault his citadel and finally vanquish his evil Lieutenants.

NOTES
On his first turn, the Evil Wizard player must lay out the contents of the central chamber. All 4 sorcerer figures start from the central chamber. They may then open and move through doors and secret doors. Lay out the contents of any rooms which they enter. The 4 sorcerers each have their 6 spell cards and have the same characteristics as detailed in the previous Quests.

Zanrath

Fanrax

Boroush

Grawshak

Wandering monsters: 1 of the Sorcerers.



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Magic Reference Chart

Magical Traps

Fireburst Traps

When a player enters an empty room, place a Fireburst token in the centre of the room. This will remain in place until the beginning of the Evil Wizard Player's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.



Hurricane Trap

This trap must be set in a corridor. Once a character passes the spot marked "x", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.



Teleport Trap

Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

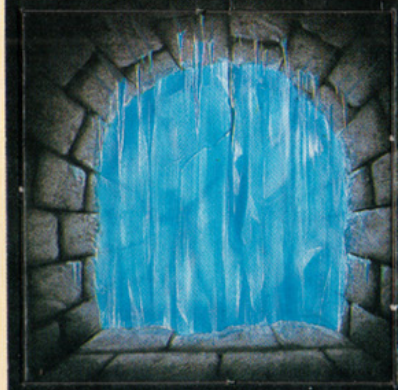


Spell Special Effects

Wall of Ice, Wall of Flame or Wall of Stone

Take one of these card pieces and set it on the gameboard in a plastic base. Each remains on the gameboard until it is destroyed. Walls may be attacked in the normal way and can resist attack by rolling combat dice and counting white shields scored. A wall is destroyed if it takes one Body point.









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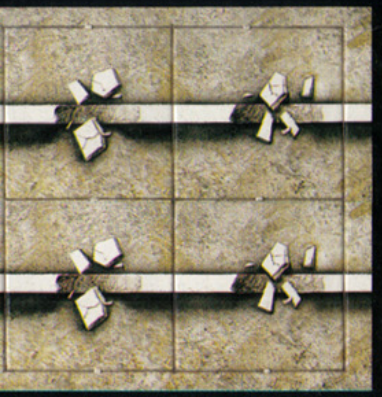

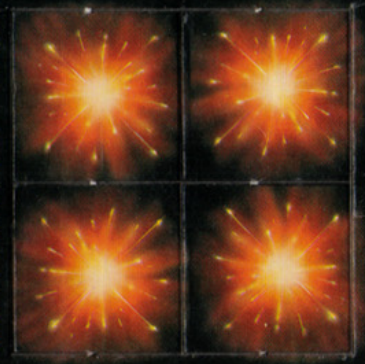

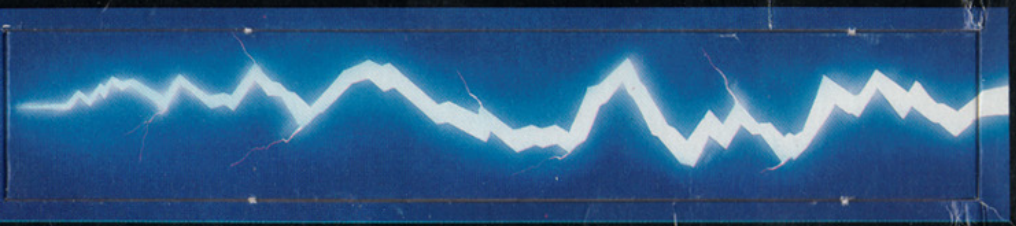

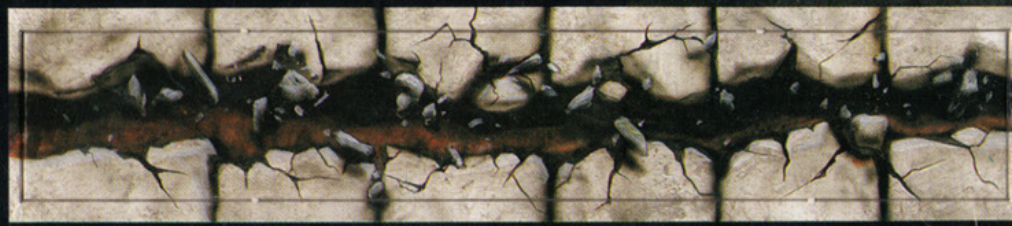

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