

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles McNeill

SUNDAYQUEST

ADVENTURES

C_{ontents}

This expansion pack includes 12 Quests that were originally, and exclusively, released on the Ye Olde Inn's companion Facebook group.

I_ntroduction

SundayQuest: Adventures continues where the popular HeroQuest expansion *Wizards of Morcar* left off. It is assumed that players will have completed and be familiar with *Kellar's Keep*, *Return of the Witch Lord*, *Against the Ogre Horde* and *Wizards of Morcar* expansion packs to the original game. On occasion the Quests herein will also dabble with elements taken from the U.S. version of the game system's two additional expansion packs: *The Mage in the Mirror* and *The Frozen Horror*.

C_{larification of the Rules}

In order to improve play a number of minor revisions have been made to the established Rules of Play and addenda contained within the expansion packs to resolve a number of anomalies.

Passing Items

On the whole, a Hero can pass Potions, Treasure card items, or any other small, light items in their inventory to another Hero when the 2 Heroes are in adjacent squares and neither Hero is adjacent to a monster, and not within twice the movement range of any monster. This is a free action and allows both players involved to take an action during their turn. These items may also be passed between players through a chain of Heroes and/or Men-at-Arms. However, for larger items such as Quest Treasures, Equipment or other significant items these may be passed but the Heroes are unable to move away from each other until both have expended an action and at no time during the passing of the item does a monster come within twice its movement range. These items should not be passed through a chain of Heroes and Men-at-Arms. On occasion this may require some discretion from the Evil Wizard Player to determine the appropriateness of passing an item.

Mind Points

When a Hero reaches zero Mind Points, he is not dead but in shock. A Hero cannot go below zero Mind Points. He rolls only 1 movement die to move, attacks with only 1 combat die, and defends with only 2 combat dice. His Equipment and Quest Treasures have no effect, and can not be used, whilst a Hero is in shock. A Hero's attack and defence combat dice might be temporarily increased by some spells or potions.

R_{ules Update for Men-at-Arms}

The majority of changes to the Rules of Play and addenda contained within the expansion packs relate to the use of Men-at Arms, introduced in *Wizards of Morcar*.

Halberdier Diagonal Attack

The Halberd, that a Halberdier carries, is a long polearm that may be used to attack diagonally.

Mind Points

When a Man-at-Arms reaches zero Mind Points, he is not dead but has turned to chaos. The Evil Wizard Player may play on with the Man-at-Arms under his control or exchange the piece for a Zombie.

Movement and Actions

Each player's Men-at-Arms may move and undertake their actions prior to, or

subsequent to, the movement of a player's Character.

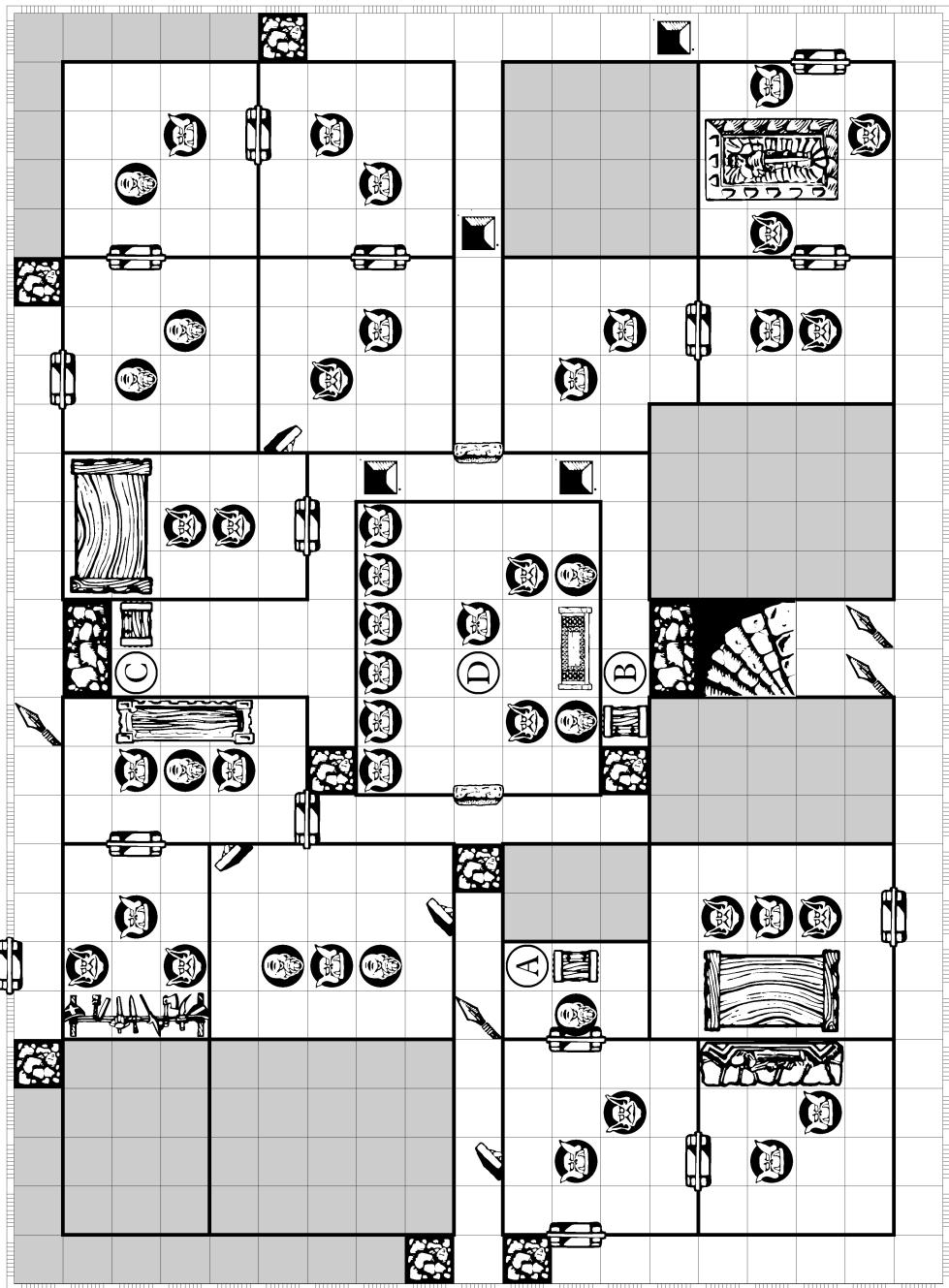
Stone Doorways

Stone doorways, introduced in *Against the Ogre Horde*, are large slabs of rock which must be pushed out of the way using brute force before they are open. Whilst the Barbarian, Dwarf and Elf are able to attempt to open stone doorways; some Men-At-Arms possess the strength necessary to open stone doorways too.

In an attempt to open a stone doorway, a Halberdier may roll two combat dice, whilst a Swordsman may roll three combat dice; both attempting to open a stone doorway in the same way as player characters.

Crossbowmen and Scouts do not possess the same physical strength as the Halberdier or Swordsman. However, a group of Crossbowman and Scouts, standing adjacent to each other, may attempt to open a stone doorway. Each Crossbowman or Scout in the group contributes one whole combat dice to the attempt.

As with the players' characters, a Man-at-Arms must score two skulls on their roll to open one of these doors.



Atelier of the Orc Champion

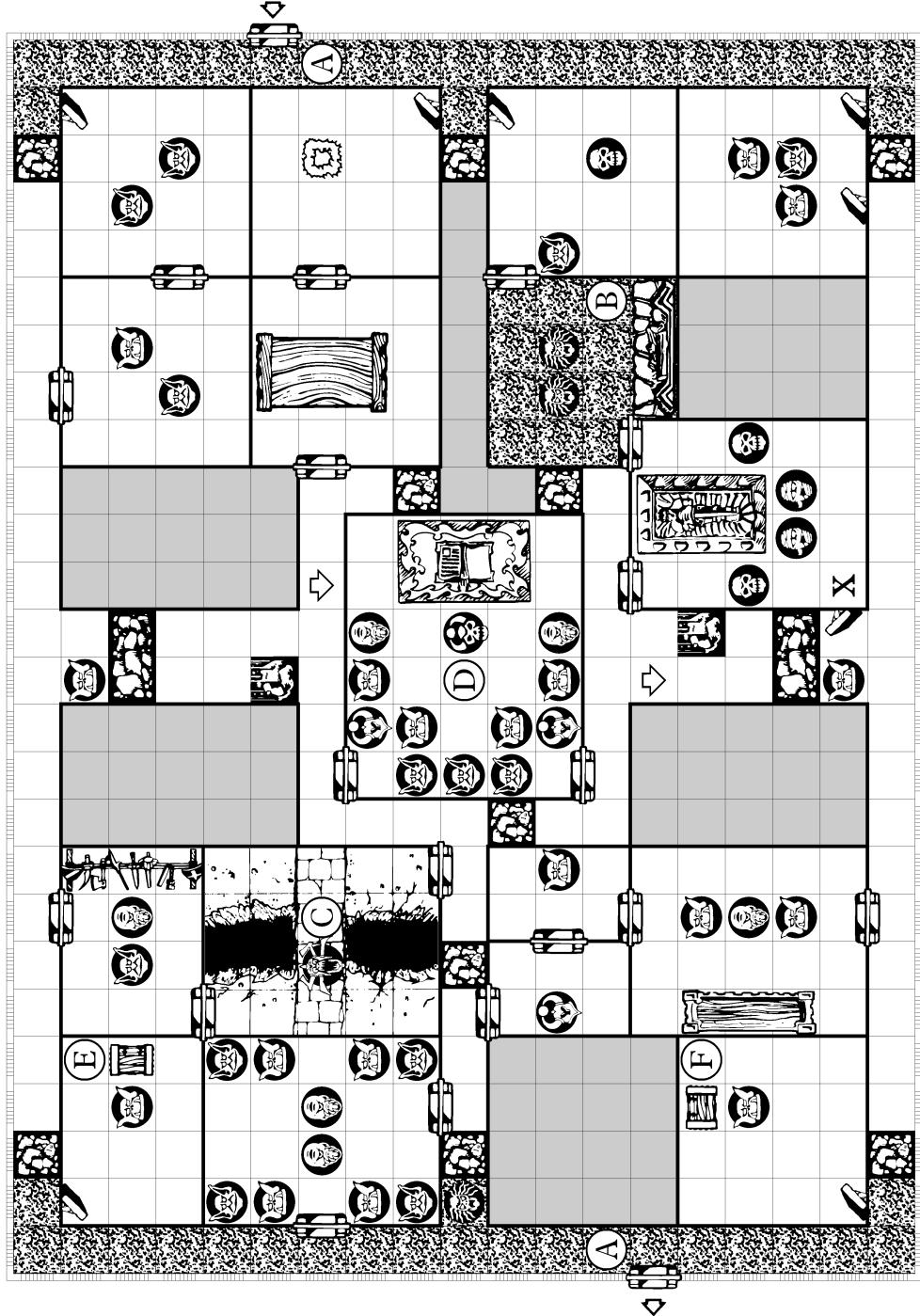
Heroes! You will travel south-east, beyond Black Fire Pass, into the Boarder Princes to the Black Peninsular. There you will enter the Atelier of the Orc Champion, Shozbog. He has been forging an alliance between the Blue Face Orcs and Yellow Eye Goblins. Combined these forces represent a severe threat to the Empire. You must slay Shozbog. A reward of 250 gold coins is being offered to the Hero or Heroes who succeed in this task. Tread carefully my friends.



NOTES

- A This chest contains a 50 gold coins.
- B If there are any Quest Treasurers not issued to the Players the Evil Wizard Player may grant one to the player that opens this chest, otherwise the chest is empty.
- C This chest contains 50 gold coins.
- D This is the Orc Champion, Shozbog. Use the Orc figure with the large sword to represent him. He has the following characteristics: Attack 4, Defend 4, Move 10, Mind 3, Body When Shozbog is killed inform the players that: "Shozbog's body falls to the floor. Dead. His lifeless corpse begins to glow and then it disappears; you suspect some foul chaos sorcery is afoot."

Entry to the dungeon is via the stairwell tile. Exit of the dungeon may be made through the stairway tile or the exit door.



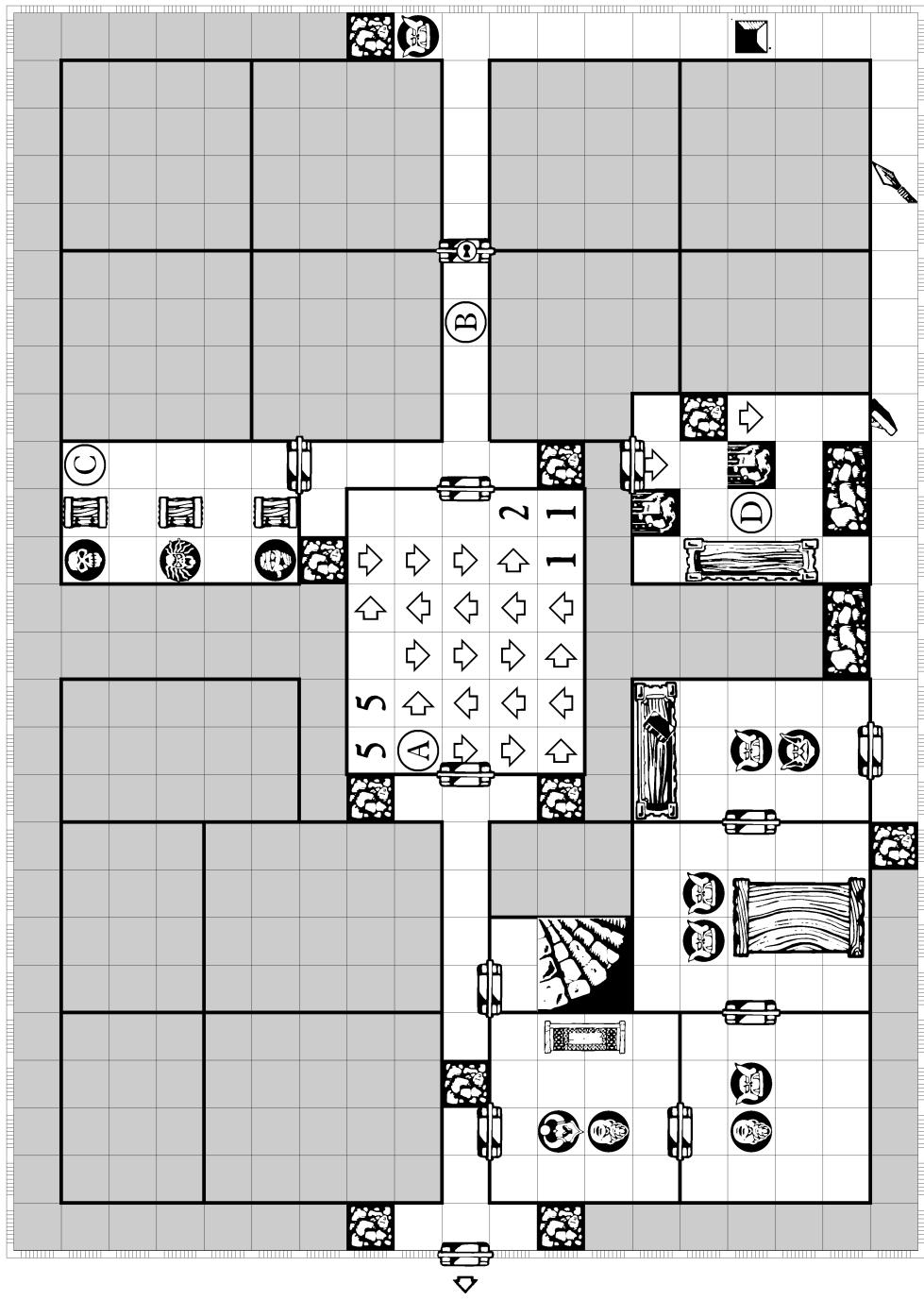
Palisade of the Pyromancer

Loretome has revealed the location of a skilled chaos sorcerer, known only as the Pyromancer. His Lair is a concealed palisade in the Black Mountains, to the south of the Empire. Until now local garrisons have struggled to keep his raiding parties at bay in the land around Stuttgart. You must make haste and kill the Pyromancer and his foul legions. I wish you well in your adventure, but I am concerned for you too, so take care, for there is great foreboding in the air.



NOTES

- A Upon entry say: "This corridor is filled with a foul black smoke that permeates the air, and makes it hard to see and breath." Each Player's attack is reduced by 1 combat die. On each Evil Wizard Player's turn all Players will loose 1 Body point. If they die they are turned to Chaos and should be replaced with a Zombie, which may move and attack immediately.
- B This room is also filled with the black smoke as described in A, and has the same effects.
- C The centre of this room is a bottomless pit, over which one small bridge stretches. Any character or monster who falls into the Pit dies. The Gargoyle, on the bridge, is an enchanted statue and can not be affected by magic or attack, nor can he move, and acts as a blockage, until an answer is given to the following riddle: "Never resting, never still. Moving silently from hill to hill. It does not walk, run or trot. All is cool where it is not." Correct answer: "Sunshine". If the correct answer is given the gargoyle vanishes. If not he is under the Evil Wizard Player's control, as normal.
- D This is the Pyromancer. He has three of each Chaos Spell (Dominate, Mind Lock, Mind Blast). He has the following characteristics: Attack 4, Defend 4, Move 4, Mind Body Upon his death the Secret Panel, marked 'X', may be revealed to the Players and not before.
- E/F These treasure chests contain 100 gold coins each.
Wandering Monster: 1 Orc and 1 Goblin



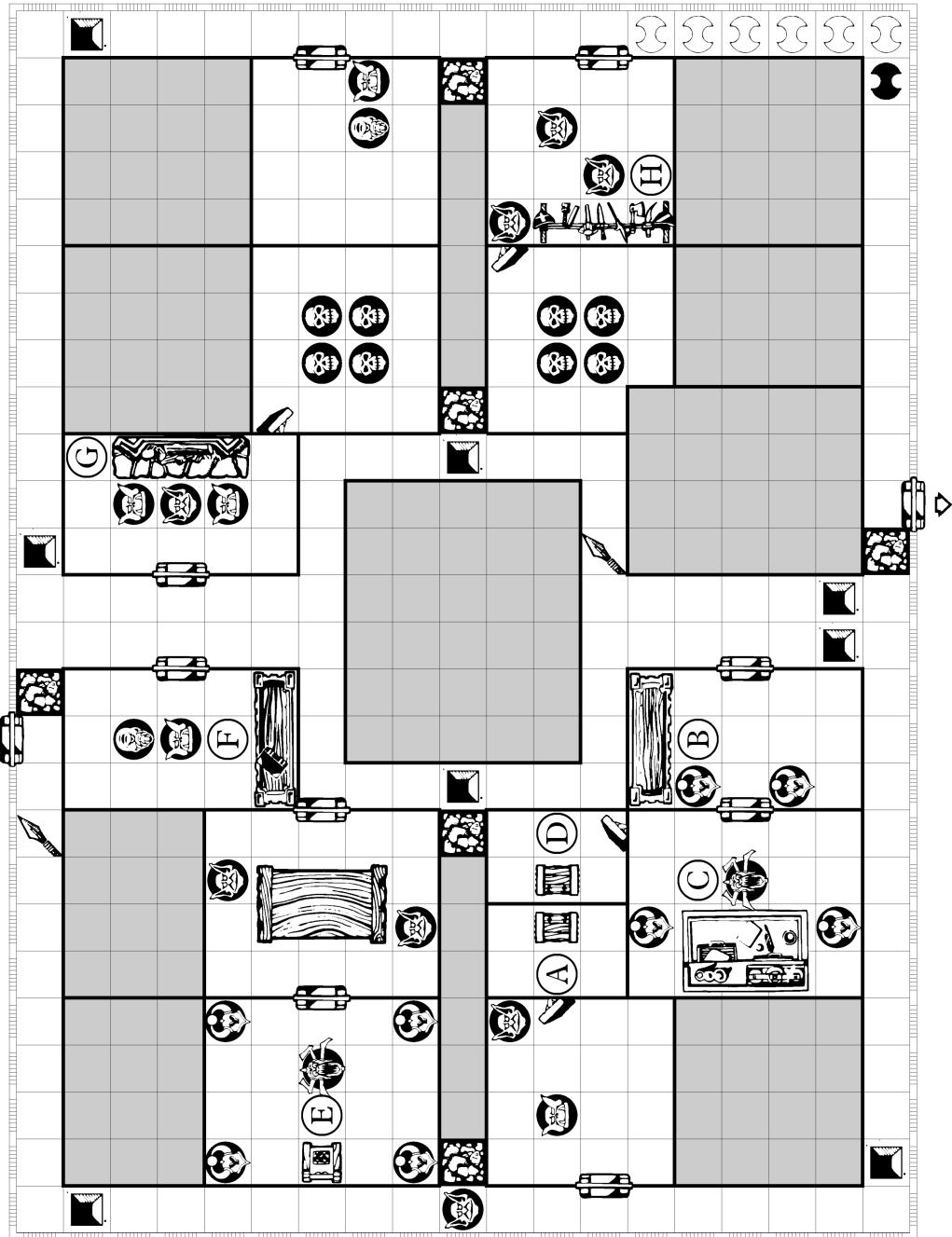
The Abandoned Alcazar

Long ago a magician, whose name is now forgotten, took the Orb of the Dragon Whisperer. Loretome reveals that this powerful relic is hidden within a long-abandoned undercroft of an ancient fortification near the Eryie Peak, high amongst the Grey Mountains. The ever increasing threat of the legions of chaos mean it is essential that you retrieve the orb and return it to the custody of the Empire. But be warned: the Alcazar will present many challenges to halt your quest.



NOTES

- A Upon entering the room say to the Players: "Inscribed on the wall is the following: 'As easy as π .' You also observe that, whilst most of the flagstones are heavily worn, five seem to have numerals on them: 1s, 2 & 5s.' - You should indicate these to the Players. Players must follow the route marked by the arrows. If a player steps off a square in a direction other than that indicated by the arrow, they lose a body point.
- B This door is locked. I can be opened with the key found inside the treasure chest marked 'C'.
- C These three monsters have been petrified. They can not be affected by magic, attack, nor can they move. Upon entering the room say to the Players: "The undead appear to be statues. On the wall opposite them is inscribed: "I don't have eyes, but once I did see. I once had thoughts, now white and empty." If a player opens any chest, but the one next to the Skeleton, the monsters awake and are under the Evil Wizard Player's control, as normal, this immediately ends the Players' turns.
- D This cupboard contains, wrapped in a dirty rag, the Orb of the Dragon Whisperer. The Player who finds the orb should note it down on his character sheet. It may be passed between the Player's characters. On the Evil Wizard Player's turn any player in possession of the orb loses 1 Mind point. Wandering Monster: 1 Fimir



Zenith of the Aubade Spawn

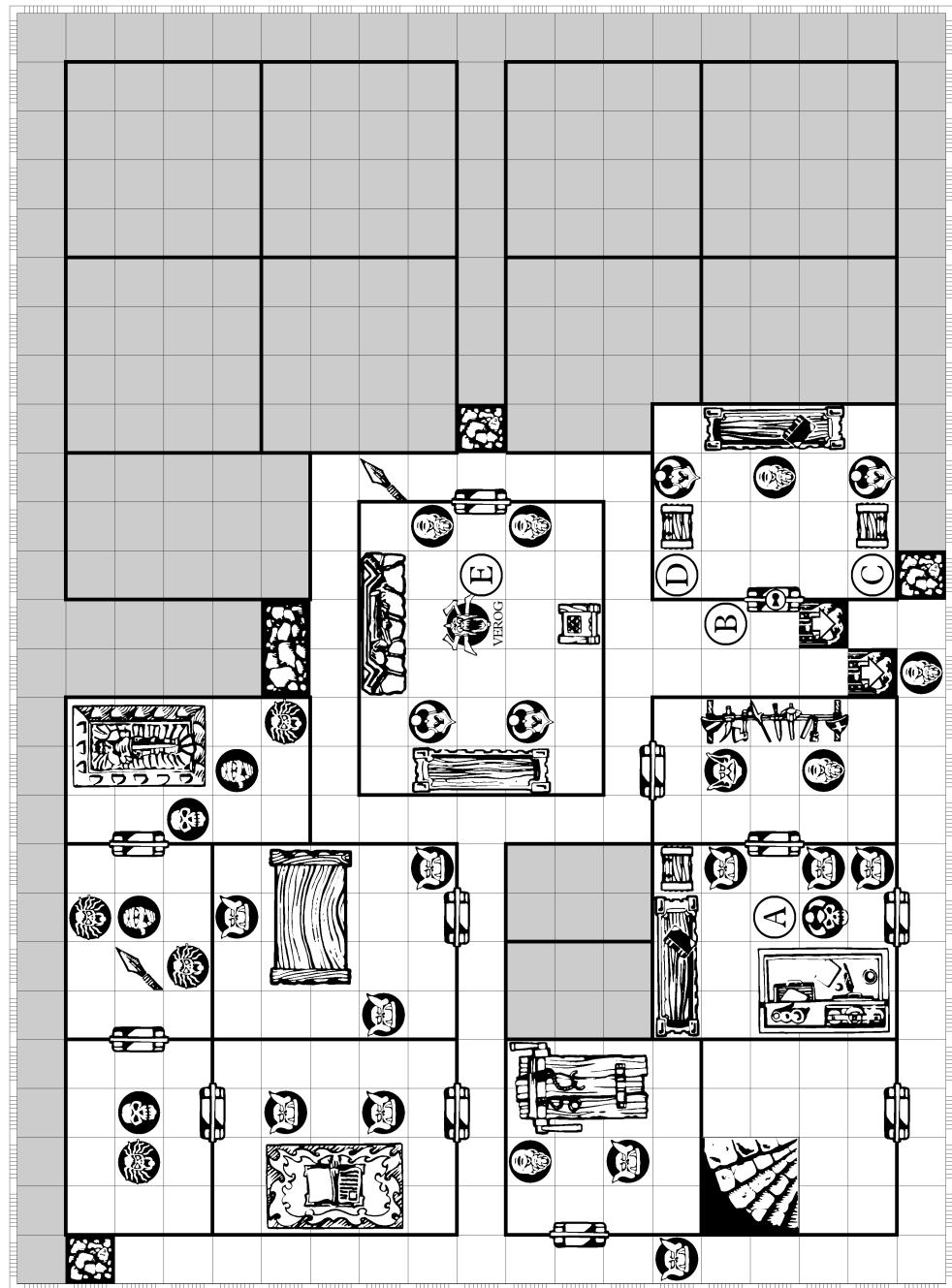
Good morning my Heroes! It is such a lovely day that I am filled with regret for I must send you into a sprawling, dark network of caves to clear out a band of monsters. Nevertheless, they have been raiding nearby villages in recent months which is tiresome. Now, though they have killed a young girl, Madeleine Hekkert, who had only seen six winters. The villagers have prevailed on the Emperor for revenge and you are the instrument of his wrath. Leave none alive.



NOTES

- A This treasure chest contains 250 gold coins.
- B This cupboard contains a potion, allow the player to pick a card from the potions deck.
- C Say to any player that searches for treasure: “Whilst you fought the gargoyle guarded with jealousy the alchemist’s workbench behind him. Unfortunately, following your attack, the bottles and equipment are smashed. Upon it you find, however, a bar of gold and an oozing pot of cottage cheese plus the remains of a piece of parchment that reads: ‘Honeydew wrong... reverse possible.’” The character may take the bar of gold worth 250 gold coins.
- D This treasure chest contains a potion, allow the player to pick a random card from the potions deck.
- E Beneath the throne, in a small box is a gemstone worth 100 gold coins.
- F The bookshelf conceals a small hollowed-out volume that contains 10 gold coins
- G On the fireplace’s mantle there is a small chest, it contains a Potion of Healing that will restore up to four lost Body points. The player should mark it on his character sheet.
- H If there are any Quest Treasure cards available the Evil Wizard Player may issue one to a player otherwise they should draw a card from the Treasure deck.

Wandering Monster: 3 Orcs



Verag's Reflection

Heroes! It is so long ago since you first came to me. When I told you of times past: of Morcar's fall to the thrall of chaos and the path that lay before you. You have achieved much since then of course. Now, Loretome has revealed to me that the catacombs, where you undertook your first trial, then home to the fearsome gargoyle Verag, whom you defeated, are once more teeming with the forces of chaos. You must defeat whatever now reside there. Good luck!

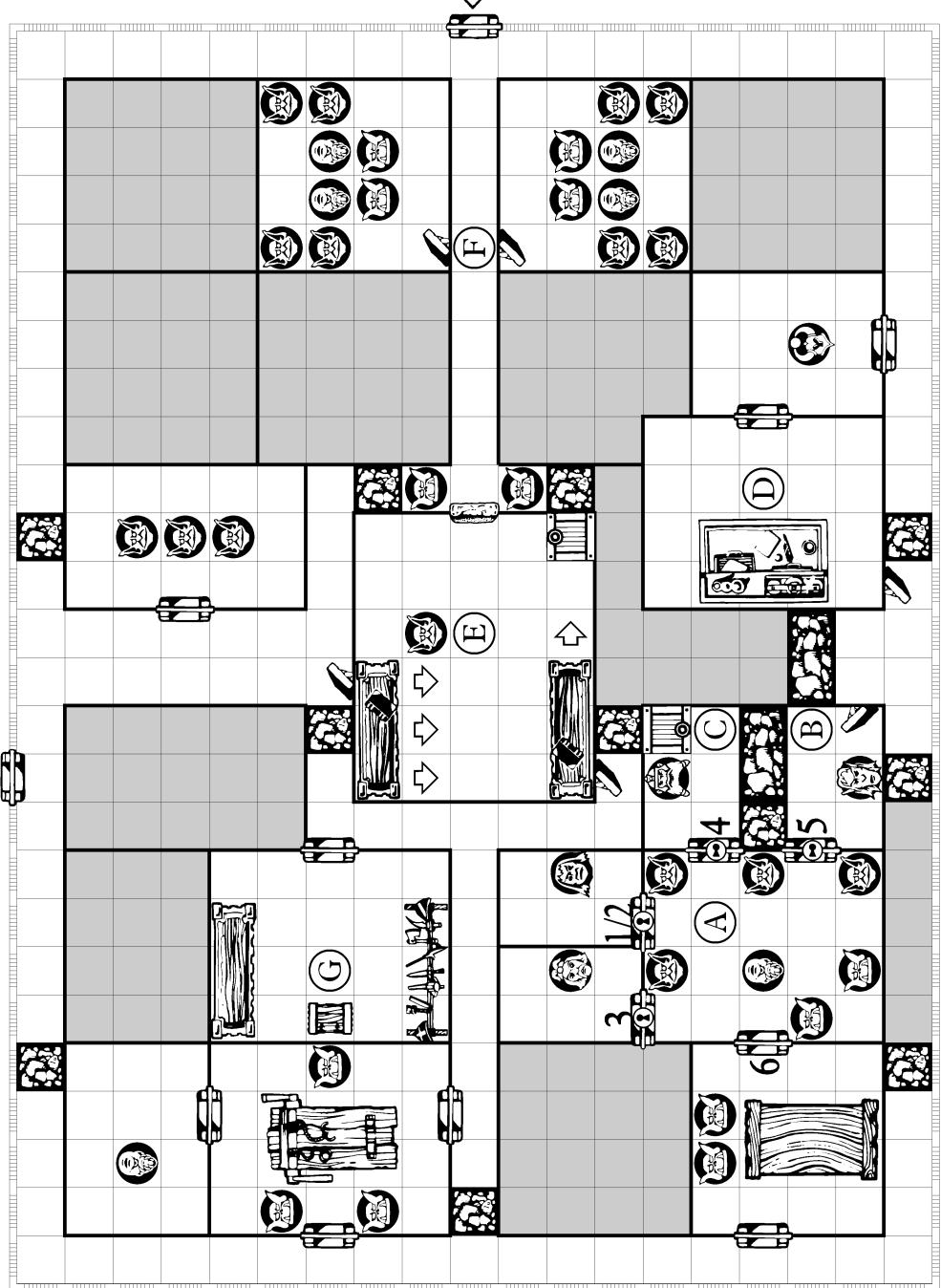


NOTES

- A This is the Chaos Sorceress, Ciphior, she has no spells of her own, but may use any spell cast by the Player's characters. She has the following characteristics: Attack 4, Defend 4, Move 6, Mind 5, Body

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 E. If she is killed in the room marked 'A' her body vanishes and is restored to 3 Body points and will reappear on the space marked 'E' in next to the gargoyle.
This treasure chest contains a potion, allow the player to pick a random card from the potions deck, together with 50 gold coins and a large, shiny brass key.
B This door is locked it may be opened with the brass key found in Ciphior's laboratory.
C This chest contains 250 gold coins
D This treasure chest contains a potion, allow the player to pick a random card from the potions deck.
E The gargoyle in this room is Verog, Verag's younger brother. He is impervious to ranged attacks and magic, but otherwise is an ordinary gargoyle.



Güllagg

A terrible fate has befallen you. You have been captured by the forces of chaos. I am at a loss to understand how they have achieved such a feat, but such a fact they have achieved. Each of you is confined in your own lightless cell, deprived of spells and equipment. I have worked my most powerful spell to aid you. But it has failed. Your Men-at-Arms have vowed to rescue you from the foul jailer, a finmir known as Güllagg. You are on your own, but you are not alone.

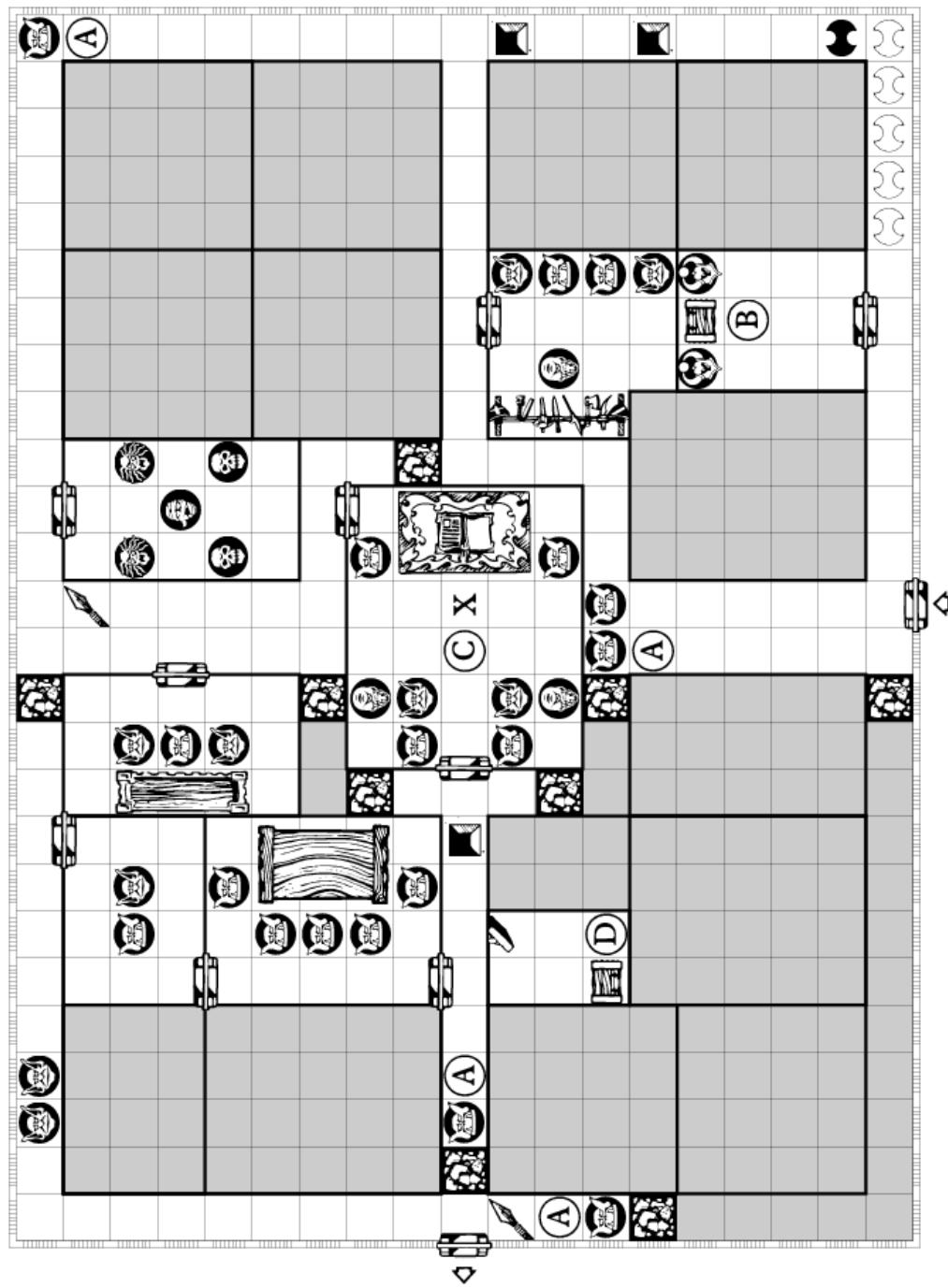


NOTES

The Heroes have no equipment, spells or other items. Place them on the board when the door to their cell is opened. The cell doors are locked and treasure searches reveal nothing.

A The Finmir in this room is Güllagg. At the beginning of the Quest set out this room. On the Evil Wizard Player's turn roll a standard dice. Güllagg should move toward the room indicated by the dice, opening the door and stepping inside the room. On subsequent turns he either remains in the room, or steps out and heads for another room. Replace the open door with a closed one as he leaves. The Orcs & Goblins may not enter the cells. If Güllagg is killed the player finds his jailer's keys and may open the locked cell doors utilising an action.

- B This secret panel may only be discovered from inside the cell, not from the corridor.
- C Searching for traps and panels reveals a Trap Door. If entered the Player's turn ends upon exiting
- D On the alchemist's table are the Heroes' confiscated spells.
- E If searched for traps and panels the bookcases move to the spaces indicated by the arrows. Any monster or player on these spaces should be treated as if they have triggered a falling rock trap.
- F These panels can not be detected and open, springing an ambush, if the stone doorway is opened.
- G The chest contains the Heroes' accumulated gold. The cupboard has their inventory items and Quest Treasures (not Armour or Weapons). The weapons rack has all their Equipment/items. Wandering Monster: 1 Goblin, 2 Orcs



The Shaman's Keep

A full-blown war between the Empire and the forces of chaos is fast approaching. The Orcs of the World Edge Mountains are being rallied by the Shaman Olcmorg. Loretome reveals that you, the Heroes of the Empire, must fight your way through his keep and defeat him. Be vigilant for you and the Empire are in great peril.



NOTES

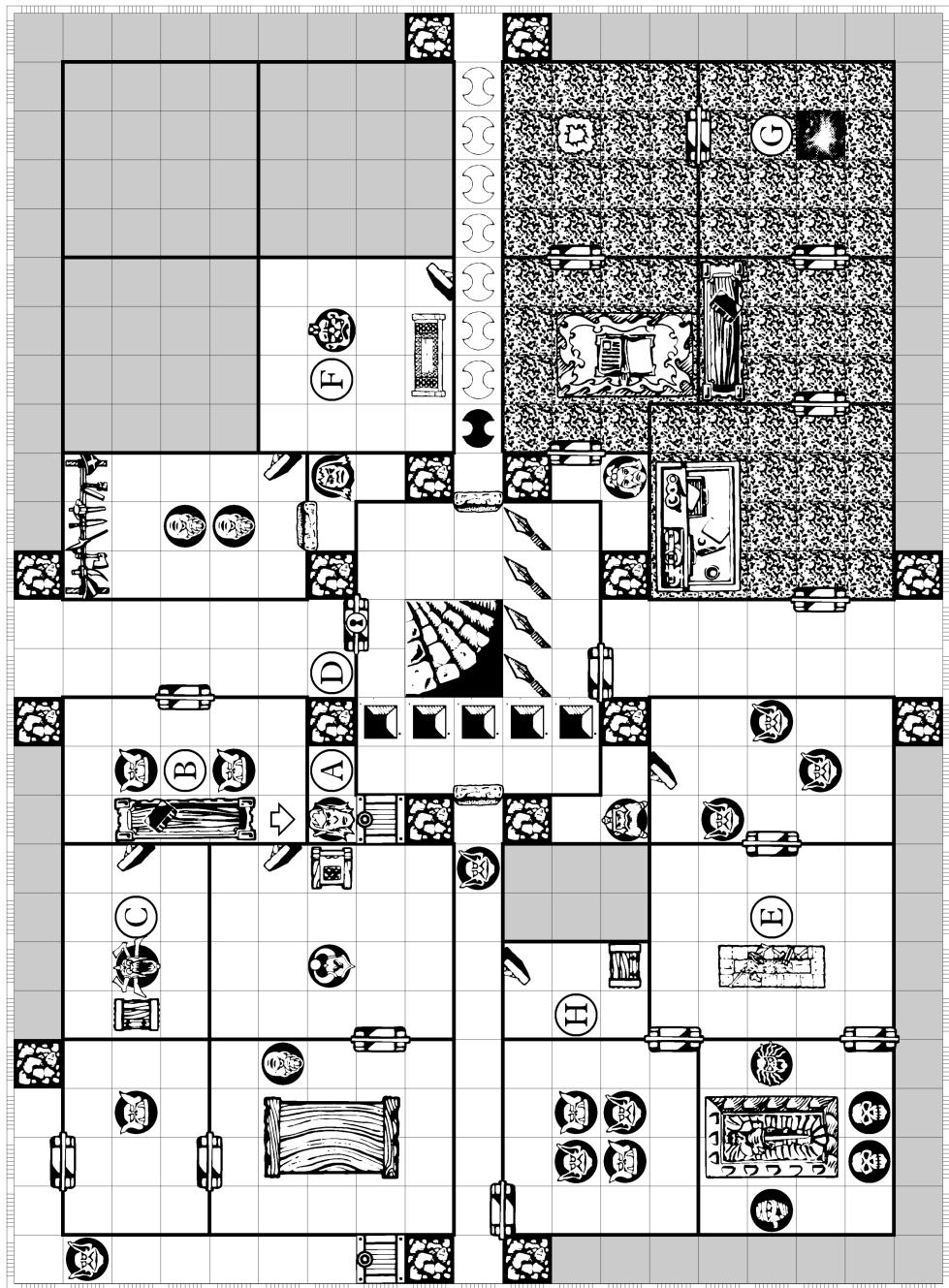
- A These Orcs have bows and arrows and may make a ranged attack using two combat dice.
- B This treasure chest contains 150 gold coins.
- C The 'X' in this room marks the location of Olcmorg, the Orc Shaman. He has a set of Orc Shaman spells.
He may undertake two actions per turn and move twice, up to his turn movement limit. He has the following characteristics: Attack 5, Defend 5, Move 8, Mind 6, Body

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- D This treasure chest contains either 250 gold coins or if there are any Quest Treasures available the Hero who searches may be issued one at random.



Casuis' Tree

The Tilean nobleman Gias Casuin requested to meet the Heroes of the Empire. At this time of great peril, the Emperor agreed, to solidify relations. However, as you walk into a square, under which Casuin sits below a large tree, the sky blackens and suddenly, without warning, everything goes dark. You hear laughter softly retreat into an unfathomable distance. You each awake in small vestibules, your companions no longer by your side. Each of you must escape.

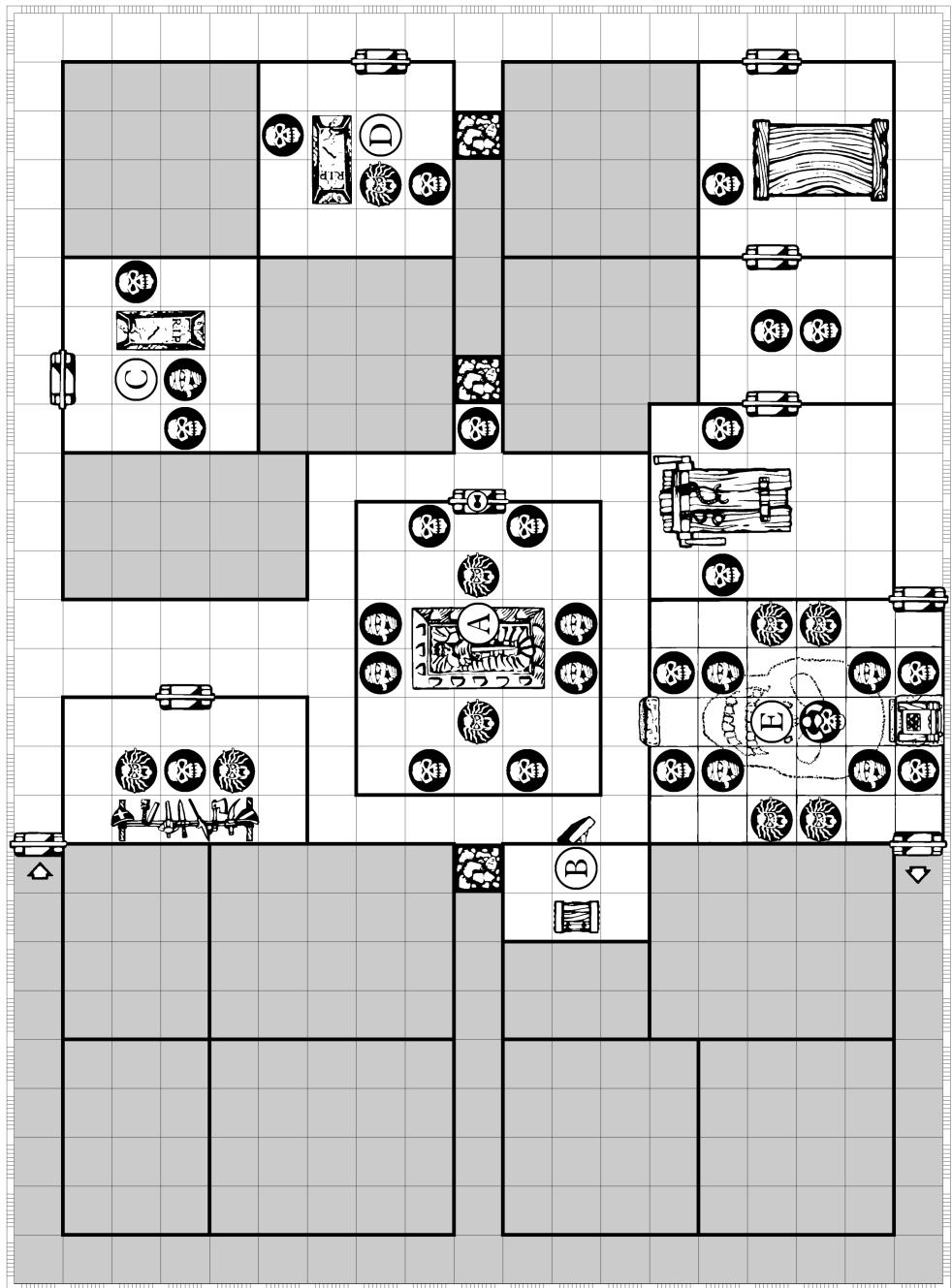


NOTES

- A The Trap Door appears following a search for Traps and Panels. Once a character passes through the tunnel which joins the two Trap Doors their turn ends.
- B If searched for traps and panels the bookcase moves to the space indicated by the arrow. Any monster or player on this spaces should be treated as if they have triggered a falling rock trap. Should a player jump into the room with the throne, on each of the Evil Wizard Player's turn he should roll a Combat Dice and if he gets a black shield the concealed secret panel resets.
- C/D This treasure chest contains a tarnished silver key. This door can be unlocked with the silver key.
- E This is a dwarven forge. On each of your turns, burning embers will fly from the forge, scorching everyone in the room except the Dwarf. All other characters and monsters must roll one combat die.
- F This is the Ogre Champion, Brurok. He has the following characteristics: Attack 6, Defend 6, Move 4, Mind 2, Body

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- G The Death Mist in this room may move up to 7 spaces per turn in any room containing fog. It may not finish on a space that is occupied. If it passes over a Hero he loses 1 Body and 1 Mind Point. Can be destroyed by a Tempest spell. Revives on the roll of a black shield.
- Wandering Monster: Chaos Warrior



'Undercroft of Vertex'

*The foul chaos sorcerer, Vertex, will be found in the undercroft before you. Loretome reveals.
Kill him.*



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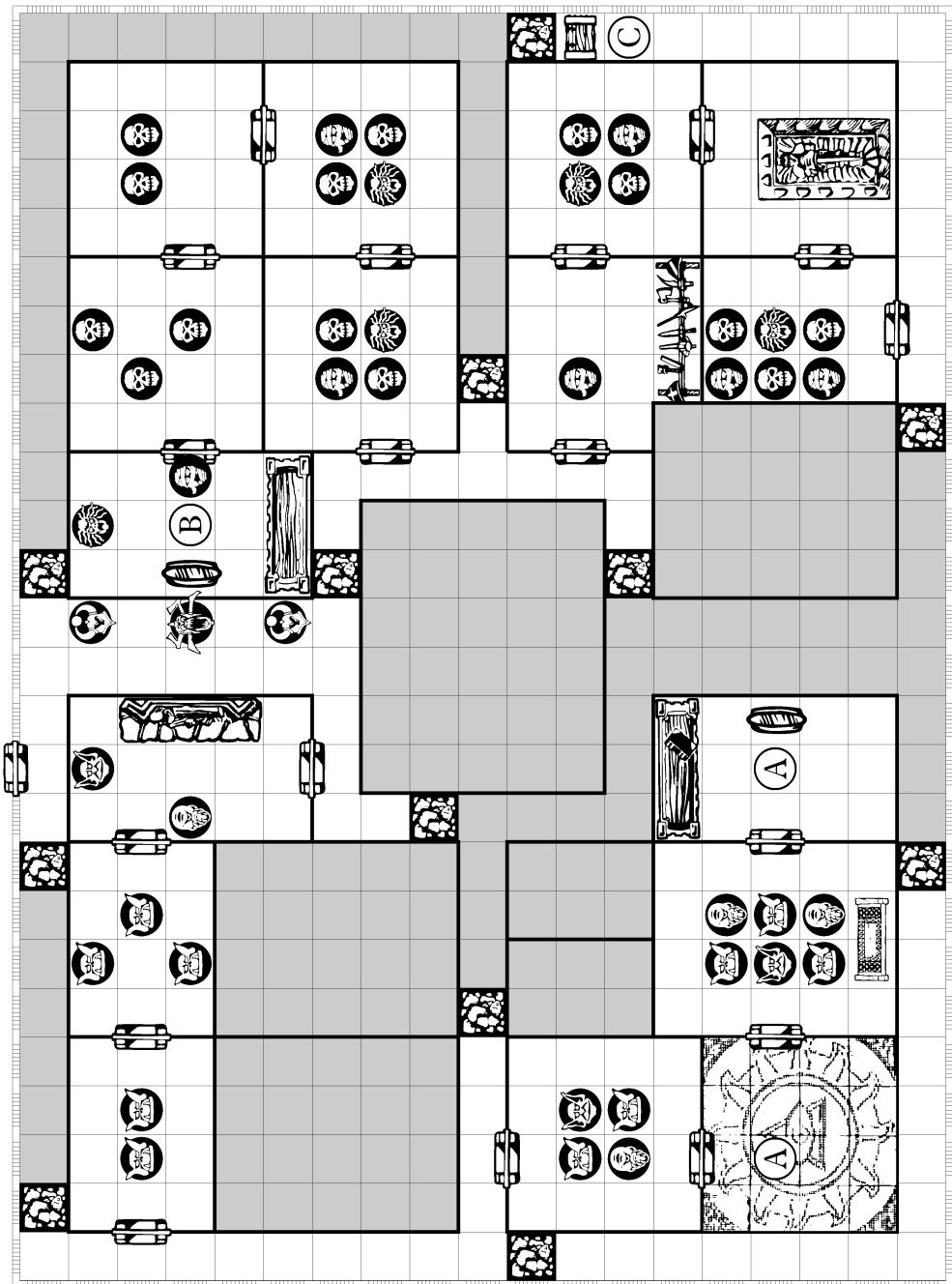
- A The door to this room is locked, it may be opened with the key found in the room marked 'B' or with a Genie spell.
- B This treasure chest contains a key and 100 gold coins.
- C All monsters in this room attack with one extra combat dice
- D All monsters in this room defend with one extra combat dice
- E This is Vertex, a chaos sorcerer. He has a set 4 of each Chaos Spells (Mind Lock, Mind Blast, and Dominate). He has the following characteristics: Attack 5, Defend 5, Move 8, Mind 6, Body

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The Walrus and the Chaos Warrior

My friends, the Scrolls of Providence, which provide unrivalled insight into the outcome of near future events, were being transported between Altdorf and Parravon along the Grey Lady Road to be examined by Elven Archivist Tamelia Fawarin, by special request of the Queen Terrella of the Elves. And so from there it was that the chest containing the scrolls was to travel to Torgovann. However, it did not arrive. Lorecomb reveals that the scrolls are fast moving out of reach. You must make haste, find them and return them.

"The time has come," the Walrus said, / "To talk of many things: / Of Ogres— Orcs—and sealing-wax— / Of Zombies—and Witch-kings— / And why the sea is boiling hot— / And whether rats have wings."

NOTES

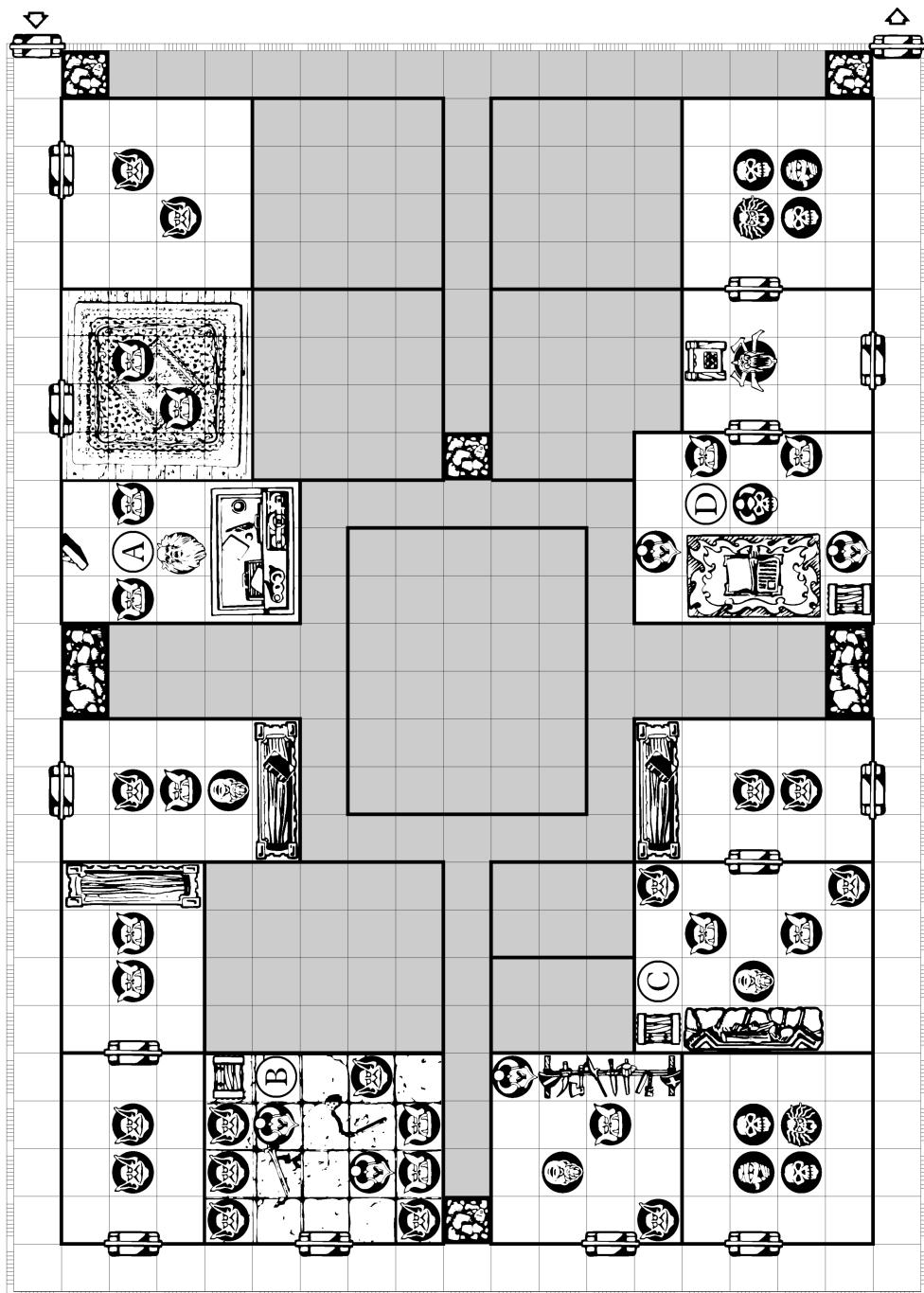
Mentor has provided to one of the Heroes the Forge of Starlight Bow. It has three arrows, each is tipped with moonsilver. Its statistics are the same as the Crossbow, but it may be used, three times only, to open a mirror portal. Say to the Players: “Mentor has provided you a most rare and precious item; the Forge of Starlight Bow, you will have need of it in the adventure ahead.”

A If one of the three moonsilver bolts is fired from the sun eye room at the Mirror in the other room, also marked ‘A’, using the Forge of Starlight Bow, the player should roll one combat die. The shot is successful on any roll other than a black shield. Upon a successful shot say to the players: “You fire at the mirror and hit your target, the glass shatters, there is a bright, warm coloured light that briefly obscures the mirror, when you can see it again it has turned dark, and the mirrored surface is restored. You may now enter the realm of reflection.” Turn the mirror so the dark side is facing the Heroes. In the room with the mirror use the one with the Bow of Vindication image facing the Heroes.

B This space is where Heroes emerge from the mirror portal in the room marked ‘A’. Use the one with the Mirlandrii image facing the Heroes. A return portal may be opened by running the tip of moonsilver bolt across the surface of the Mirror and drawing a ‘Q’ letter. Ask the Hero to draw the letter from the HeroQuest logo on the back of their character sheet; if it is sufficiently good enough you may allow the portal back to the mirror in the room marked ‘A’ to open. Switch the mirrors around so that the dark side is facing the Heroes in room B and the image of the Bow of Vindication is showing in the room marked ‘A’.

Wandering Monster: Chaos Warrior
This Treasure chest contains the Scrolls of Providence.





Pathway of Destruction

My Heroes, you will venture into the Grey Mountains to confront the sorcerer 'Umonar, the Desecrator. He has used his powerful sorcery to inflict untold harm upon the peoples of both the Empire and Kingdom of 'Bretomia. Forces from both powers have cleared a path for you to the 'Asgry Egur which loosely translates as pathway of destruction. Loretome does not reveal what you will face once on this path: but you must eliminate the threat of chaos.



NOTES

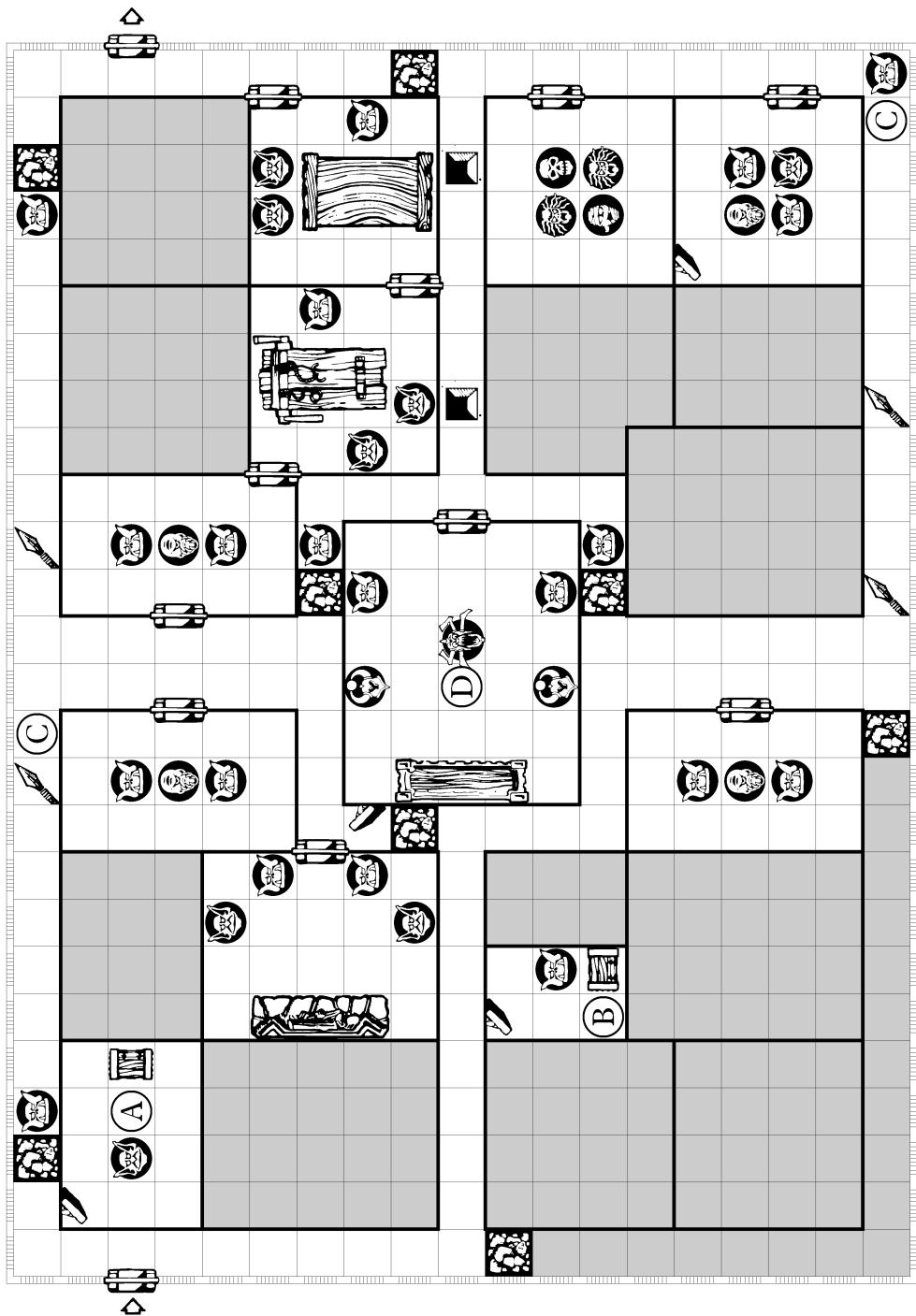
- A This is the Sorcerer Umonar. Use the Storm Mage piece to represent him. He has the following characteristics: Attack 4, Defend 6, Move 6, Mind 4, Body

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, He has a set of all 6 Storm Mage Spells.
 - B The Chaos Warriors in this room appear to be duelling, but the monsters in this room stop and immediately attack, this immediately ends the turn for all other players' characters. This treasure chest contains 100 gold coins.
 - C This treasure chest contains a trap that causes 1 Mind point of damage.
 - D This is the Chaos Sorcerer, Agrexon. He has the following characteristics: Attack 5, Defend 5, Move 5, Mind 5, Body

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. He has a set of Chaos Spells (3 Dominate, 3 Mind Blast, and 3 Mind Lock).
- The treasure chest contains 100 gold coins.



Obellette

My Heroes, you will venture into the World Edge Mountains to confront the gargoyle Kizuth. Loretome does not reveal what you will face once in the dungeon: but you must eliminate the threat of chaos.



NOTES

- A This treasure chest contains just 50 gold coins, but has an undetectable trap that inflicts 1 Mind point of damage on whomsoever opens it.
- B This treasure chest contains just 100 gold coins, but has an undetectable trap that inflicts 1 Mind point of damage on whomsoever opens it.
- C The Orcs in these corridors are armed with spiritbows and may make a ranged attack, using 2 combat die, each skull rolled inflicts a Mind point of damage.
- D This is the Gargoyle, Kizuth. He has standard characteristics, except that he has 5 Body and may, as an additional action, fire a mindbolt from his eyes at 1 target inflicting 1 Mind point of damage. The cupboard contains 100 gold coins.

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Volume 1
Quests 01 – 12



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