

# SUNDAY QUEST

## ADVENTURES



A collection of quests by Giles McNeill



# SUNDAYQUEST ADVENTURES

## C<sub>ontents</sub>

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

## I<sub>ntroduction</sub>

*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<sub>larification of the Rules</sub>

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<sub>ules Update for Men-at-Arms</sub>

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.

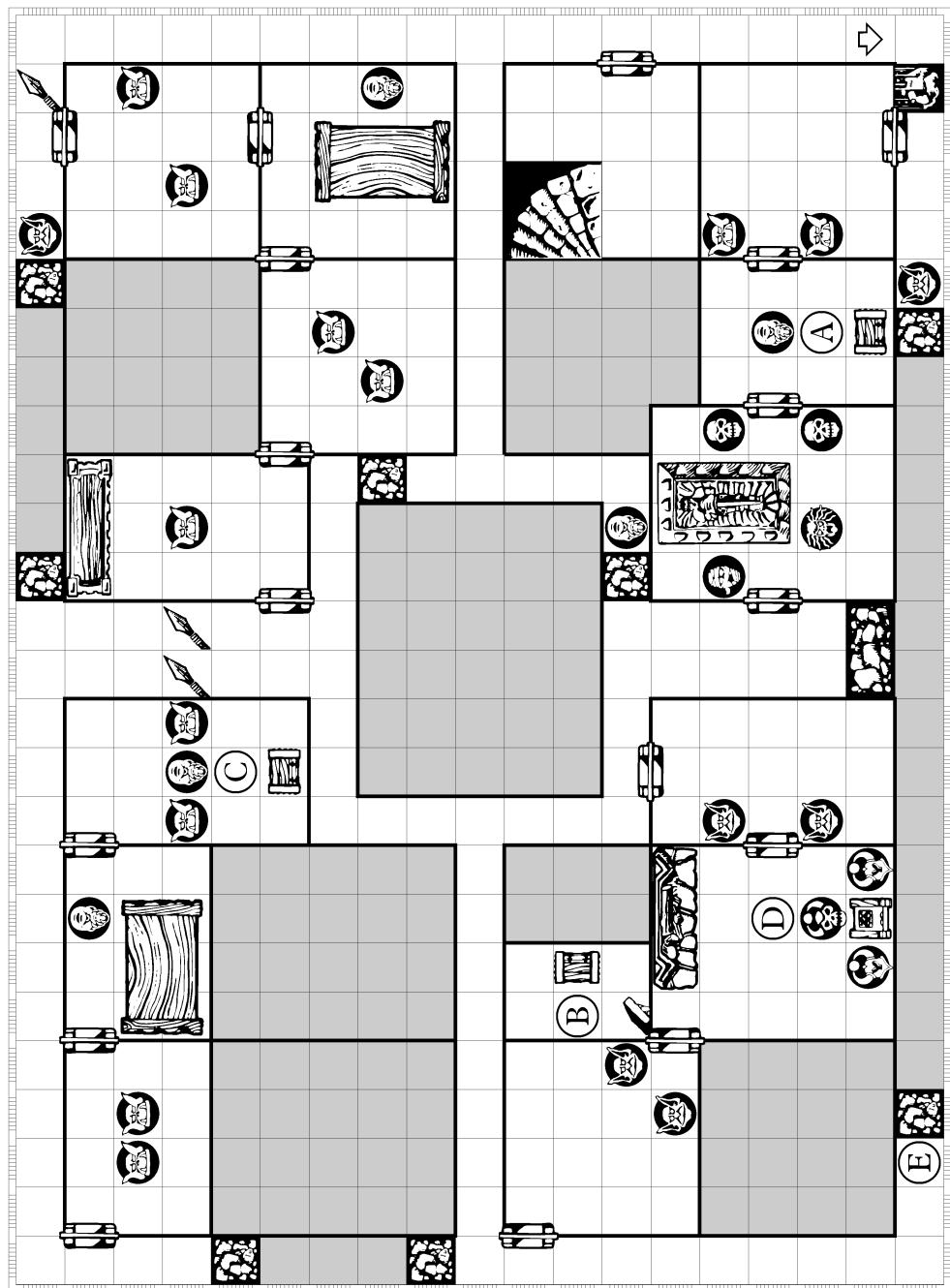
### **Stone Doorways**

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.



## A Scent of Presentiment in the Air

*Foul is the air that circles around the cavernous halls of the ancient abandoned citadel of 'Red Eye Mountain, east of the Ostermark. The Empire has sought the Tri-Blades of Fury, lost in a battle many years ago. Loretome now reveals that a Chaos Sorcerer, Shumal, has them in his stronghold. Find and recover them, at any cost.*



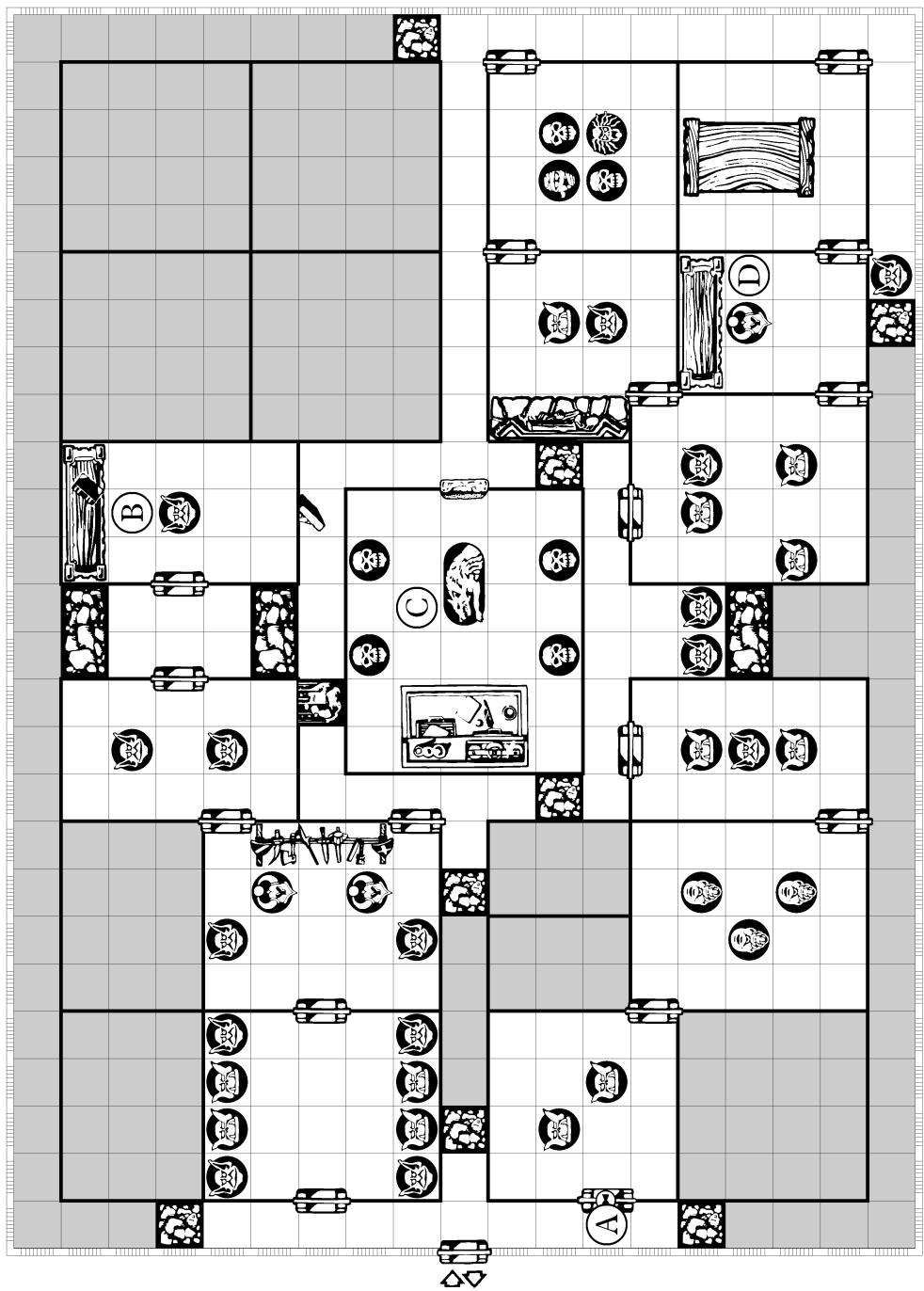
### NOTES

This quest must be completed within 2 hours; otherwise the Heroes have automatically failed the Quest.

- A This chest contains one of the three Blades of Fury. The player should note the item on their character sheet; whilst in the Hero's possession they may roll 1 additional combat die in attack.
- B This chest contains one of the three Blades of Fury. The player should note the item on their character sheet; whilst in the Hero's possession they may roll 1 additional combat die in attack.
- C This chest contains one of the three Blades of Fury. The player should note the item on their character sheet; whilst in the Hero's possession they may roll 1 additional combat die in attack.
- D This is the Chaos Sorcerer, Shumal. He has a set of Wind Spells (*Genie, Swift Wind and Tempest*). He has the following characteristics: Attack 4, Defend 4, Move 6, Mind 6, Body 

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- E Should a player search this corridor for treasure, and there are available Quest Treasures available, the player may select one at random, otherwise they should take a card from the Treasure deck in the usual way.

At the end of the Quest all 3 Blades of Fury must be returned to the Emperor who rewards each Hero with 200 gold coins, otherwise the Quest is failed. The Heroes do not retain the blades nor their associated boon.



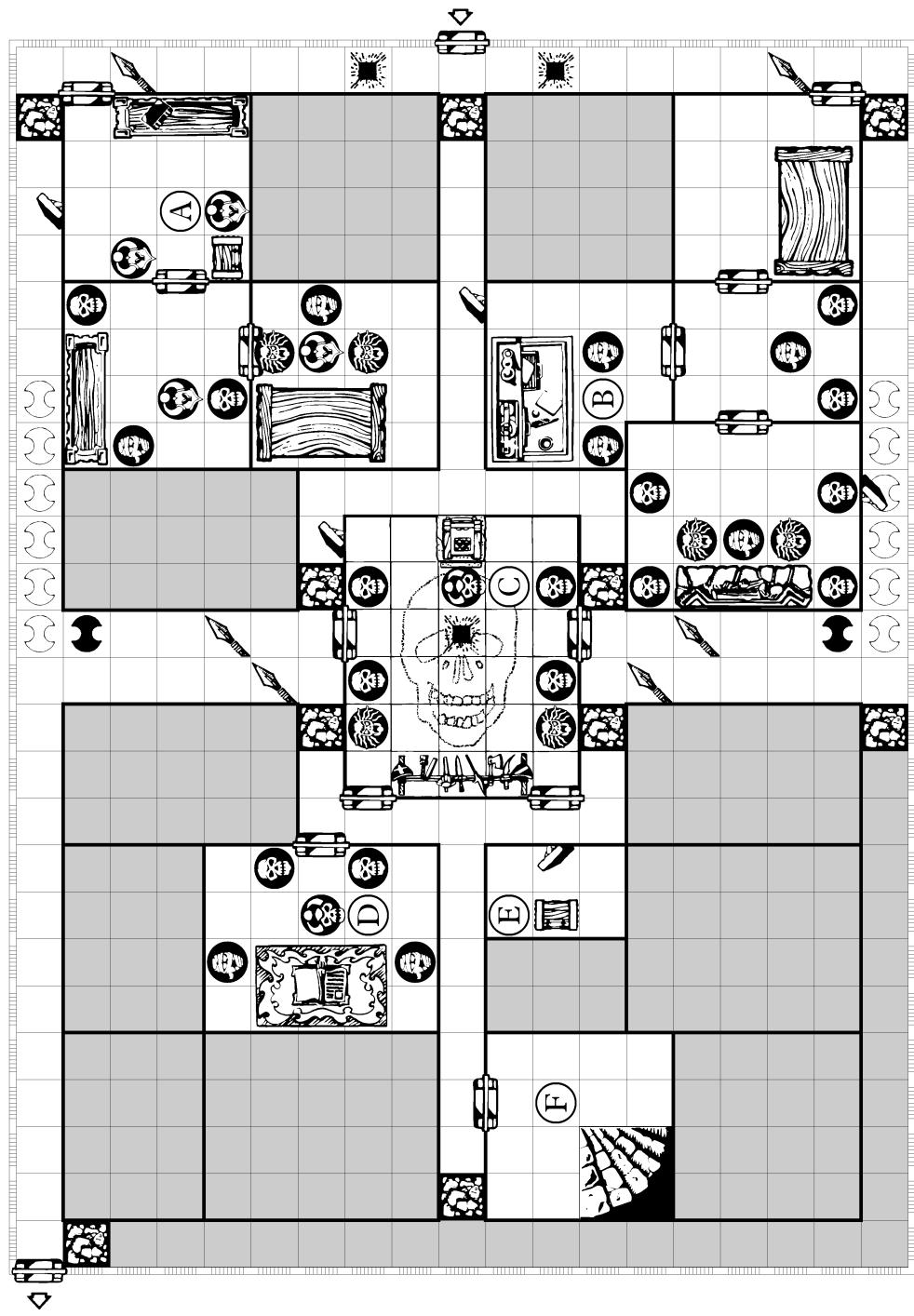
## A Midsummer Night's Quest

A joiner, known as Old Smug, a tinker – Tom Snout – together with Francis Flute and Peter Quince, a bellows-mender and carpenter respectively have all in recent weeks disappeared from the small township of Brockel. Last night, a fifth man disappeared, a weaver by the name of Nicholas Wolf. Loreton reveals little, save that they were taken into the Darkwald Forest to the north of Alteldorf. You are commanded by the Emperor to investigate these mysterious disappearances. But time is short, you only have tonight to reveal what has happened to this cohort.

### NOTES

- A This door is locked. It may not be opened by any spell or item that the Heroes possess.
- B If a player searches this room, and they have 4 or more mind points, say to them: "On this shelf you find a number of unusual books. Many of them seem to be treaties on the art of transmogrification. It is possibly the most complete collection of such texts." Otherwise indicate they have found nothing (and should take a treasure card) from the deck.
- C The Skeletons in this room are the joiner, tinker, bellows-mender and carpenter from the village. They are beyond help and have been utterly corrupted by chaos. They attack and defend with an additional combat die, and are unaffected by Spirit Blade or Holy Water. The Giant Wolf in this room is Nicholas Wolf who has been turned into this fearsome beast. The spell may be broken if a player casts 'Dispell'. Replace the Giant Wolf with a Man-at-Arms Scout, under the control of the spellcaster. Otherwise the Giant Wolf has the following characteristics: Move 9, Attack 6, Defend 3, Mind 1 and Body 
- D This cupboard is empty save for a rusty old key. The player should note it on their character sheet. This key opens the door marked 'A'.
- Upon completion of the Quest if the Heroes have managed to save Nicholas Wolf read the following: "Remarkably you have managed to recover Nicholas Wolf, it is unclear who is responsible for this, although I have dispatched some of the guard to recover the library you found. I am deeply concerned that a new malevolence is upon us. Here is a reward of 1,000 gold coins to meet out amongst yourselves as you see fit."





## Echoes of the Witch Queen

Long ago the war against the Black Banner was fought, and the Witch Lord, his Queen Kessandria and the Captain of the Forgotten Legion, Skulmar, were defeated. But as with all those who embrace the perversion of necromancy, failure is not fatal and death is not final. Loretome reveals that the Witch Queen is risen from the great beyond and is returned. You must stop her before she has opportunity to raise the Witch Lord and call the legions of the undead back to the Black Banner once more!

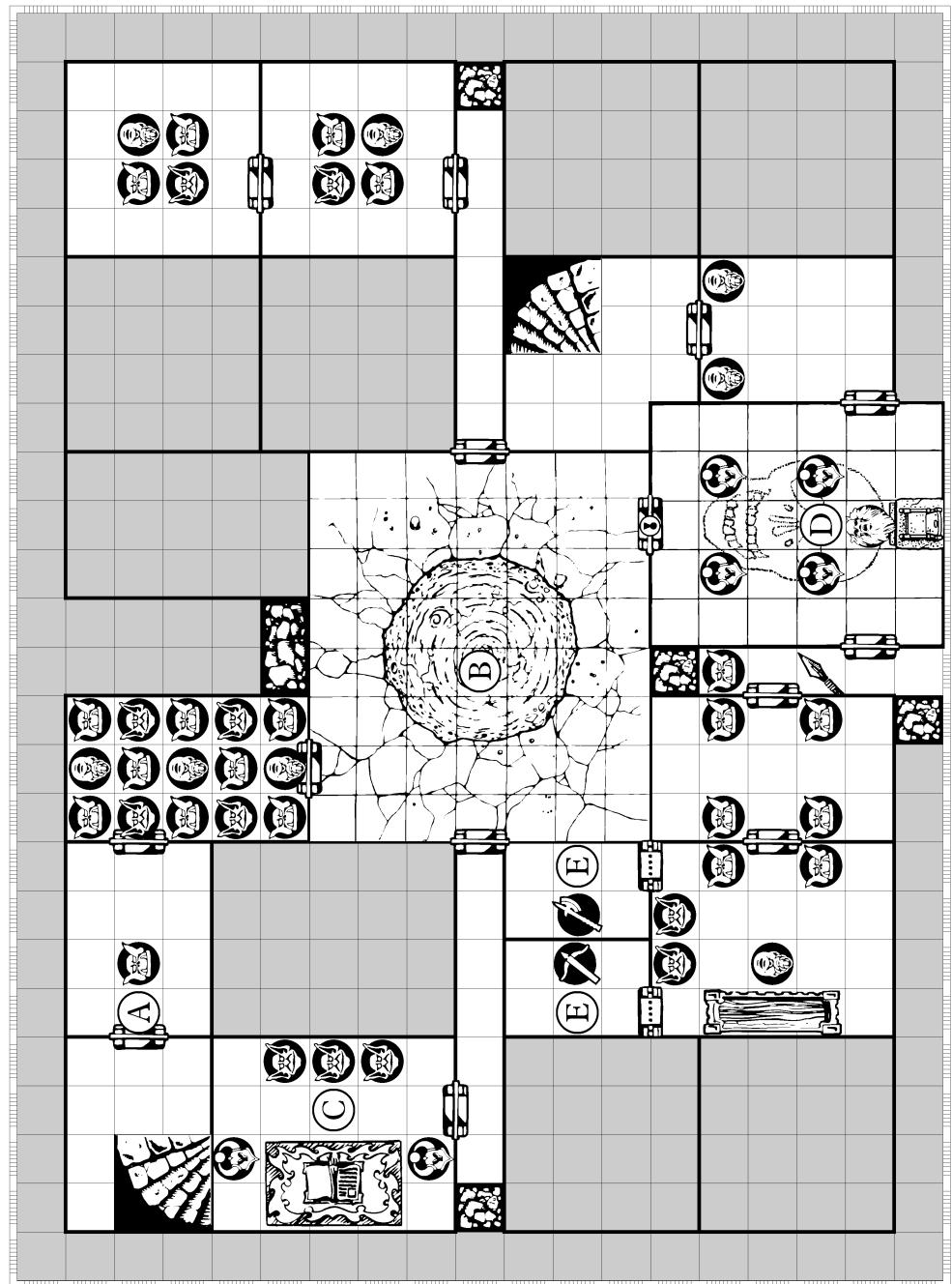


### NOTES

- A The treasure chest in this room has an undetectable trap upon it. Any player who searches for traps finds nothing, a Hero shall lose 2 Mind points if searched for treasure.
- B The alchemist bench has a potion of healing that restores Body and Mind points to maximum.
- C Upon opening the door say: "This is the Witch Queen, Kessandria. Risen, once more, from the great beyond by foul necromancy." She is immune to all magic, except Fire magic and may only be harmed by the Spirit Blade. She has the following Chaos Spells: *Ball of Flame*, *Cloud of Chaos*, *Firestorm*, *Summon Undead*, *Dispell*, and *Reanimation*. Kessandria has the following characteristics: Move 6, Attack 4, Defend 6, Mind 4 and Body 

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 Upon her death say to the players: "Her body slumps to the floor, glows purple and disappears, you suspect foul sorcery is at work."
- D Say to the players: "This is the Witch Queen, Kessandria. Risen, once more, from the great beyond by foul necromancy." Her characteristics have been restored to those in note C - she has not replenished her set of spells. Upon her death say to the players: "Her body stamps to the floor and turns to ash. You ask yourselves can this really be the end of the Witch Queen?"
- E This treasure chest contains the Spirit Blade, if a Hero already possesses it, it has 300 gold coins therein.
- F Kessandria (from note D) may attempt to escape by exiting the level through this stairway; she may open the door to this room only. The players' characters may not leave by this stairway; warn them that doing so will almost certainly lead to their death. If any Hero attempts to leave via this route you may kill them.



## The Terramancer's Fury

*Loretome reveals that deep below the earth in the dark and dank of the subterranean world of the World's Edge Mountains a new foe rallies to Morcar's banner. A sole scout from a small patrol returned badly beaten, but was able to give the location of the entrance to the Terramancer's Lair.*  
*You must go there and eliminate him.*

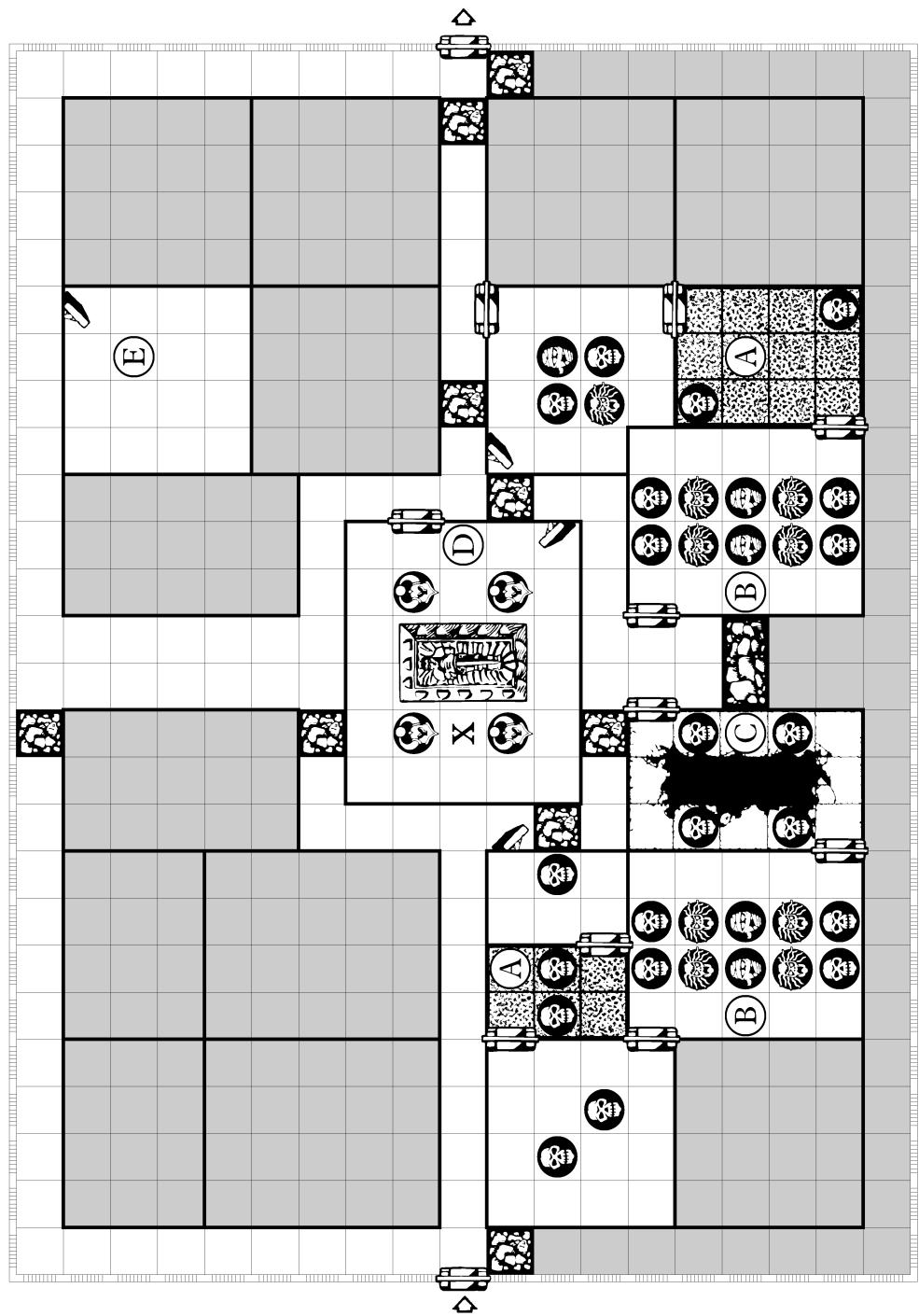


### NOTES

- A The players' characters begin on the stairway beyond this door. Once the final players' character has crossed the threshold say: "All around the ground shakes, as you watch in horror to see the doorway consumed by the wall of earth of the room you are in." Remove the door from the board.
- B In the centre of this room is a chaos pit, from where the Terramancer draws chaos energy to perform his magic. Any player's character who strays into it is immediately corrupted by chaos, and is under the Evil Wizard Player's control forever.
- C If a player searches for treasure say: "On the Terramancer's Alter there are a number of small piles of earth, the placement of which and the purpose is a mystery. Nevertheless, whilst searching you find half hidden on the floor a silver key."
- D The locked door may only be opened by the silver key found in note 'C' or a *Genie* spell. This is the Terramancer, Use the Storm Mage piece to represent him. He has the following characteristics: Move 5, Attack 5, Defend 5, Mind 5 and Body 

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. He has a set of Earth Spells (Heal Body, Pass Through Rock, and Rock Skin). The Chaos Warriors in this room are enchanted suits of armour filled with an animated soil. They attack and defend with 6 combat dice. If the players kill the Terramancer the magic is broken and they collapse to the floor as piles of mud.
- E In each cell is a Man-at-Arms. The player opening either of these cells may add the appropriate Man-at-Arms to his entourage. Otherwise the Man-at-Arms has been consumed by chaos and is replaced with a Zombie.



## The Perishing Halls

In the mountains beyond Kislev in the myielding Northern Chaos Wastes are many abominations corrupted by chaos. Loretome reveals that in an ancient frozen mountain fortress a band of Morcar's undead forces have taken up residence. You must enter this cold domain and eliminate this threat. Be weary, for in this cold place fire magic will be of great use to you, use it wisely.

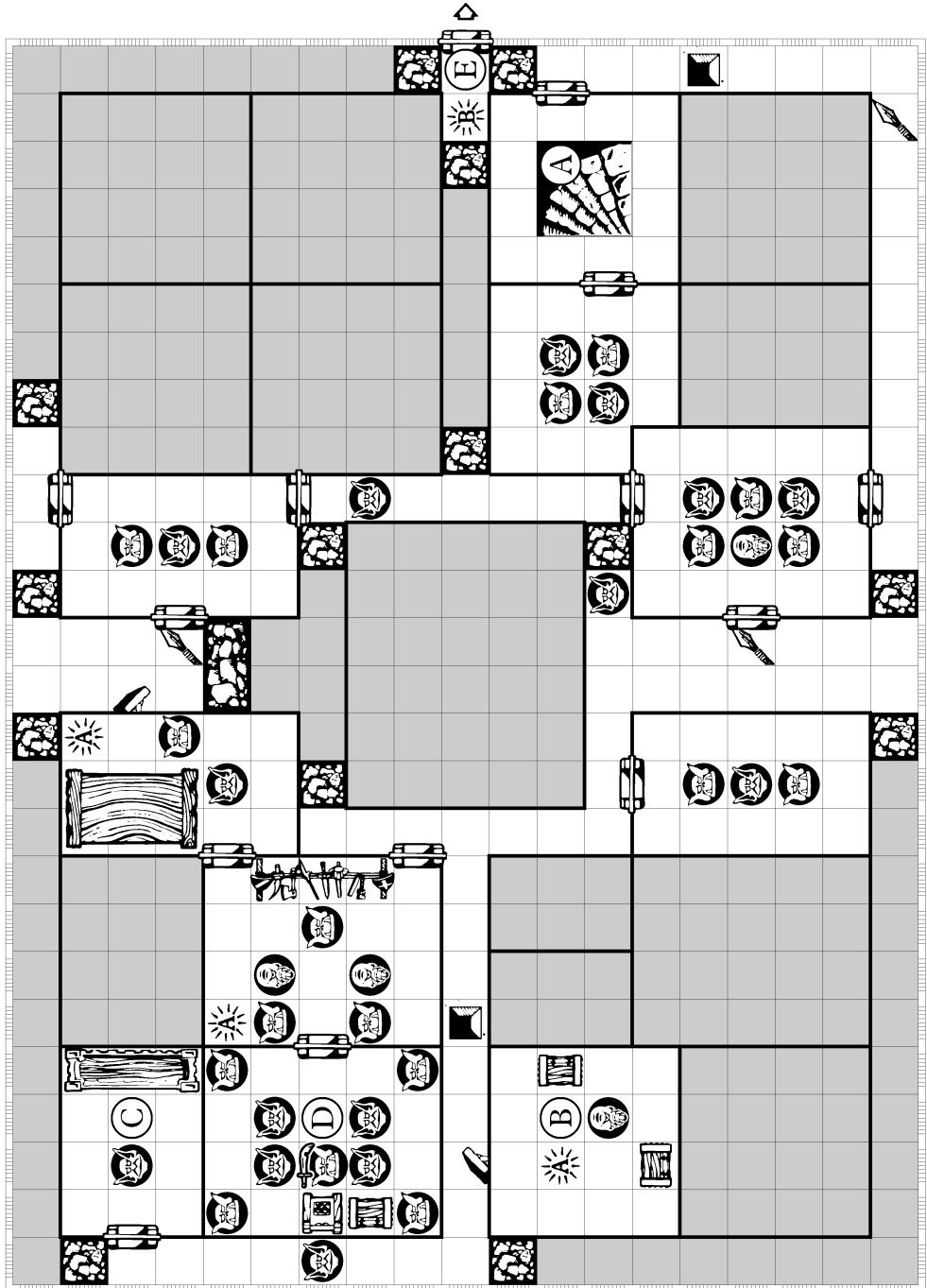


### NOTES

At the end of the first round start a count down by saying '12' to the players. Reduce the number at the end of each subsequent turn until you reach '0', see note 'D'.

- A This room is an ice vault. It is perishingly cold. For each turn on which a Hero enters, or remains in, this room he rolls 1 combat dice. He loses 1 Body point if he rolls a skull. Monsters are not affected by the vault.
- B These undead are frozen and may not be affected by any attack, spell, holy water, or quest treasure the Heroes possess, until one of their number is attacked with a fire spell (*Ball of Flame* or *Fire of Wrath*). When the whole company will come to life, immediately attack and move, ending the Heroes' turn.
- C The ice ledge that surrounds this crevice is very slippery. When a Hero enters this room he must roll 1 combat dice. If a Black Shield is rolled the Hero begins to slip in to the crevice, losing 1 Body Point. He must immediate roll a second combat die. If he rolls a further Black Shield he plummets in to the crevasse and is lost. On any other roll he returns to the safety of the ice ledge. At the beginning of any turn a Hero is this room must roll to see if he falls into the crevasse. If the countdown has reached '0' and all 4 Chaos Warriors remain in this room then a chaos sorcerer may be placed on the square marked 'X'. He has the following characteristics: Move 6, Attack 4, Defend 6, Mind 6 and Body [ ] [ ] [ ] [ ] [ ] [ ] . He has a set of 5 Chaos Spells (*Summon Undead*, *Chill*, *Ice Wall*, *Ice Storm*, and *Mind Freeze*). If a Hero in this room has *Courage* cast upon him it has double the effect. Upon entering this room say to the players: "The four Chaos Warriors in this room are from the Doomguard's Withering Brigade - a specialist cohort of warrior monks." They have +1 on all characteristics.
- E If searched say to the players: "This room contains no secret panels, traps nor treasure. It is the most desolate room you have ever entered."

Wandering Monster: Mummy



*Vengeance of the Orc Champion*

*Heroes! You will travel south-east, beyond Black Fire Pass, towards the Black Peninsula. The Orc Champion, Shozboy, has returned from the dead by use of foul necromancy. You must slay Shozboy. A reward of 250 gold coins is being offered to the hero or heroes who succeed in this task. Tread carefully my friends.*



## NOTES

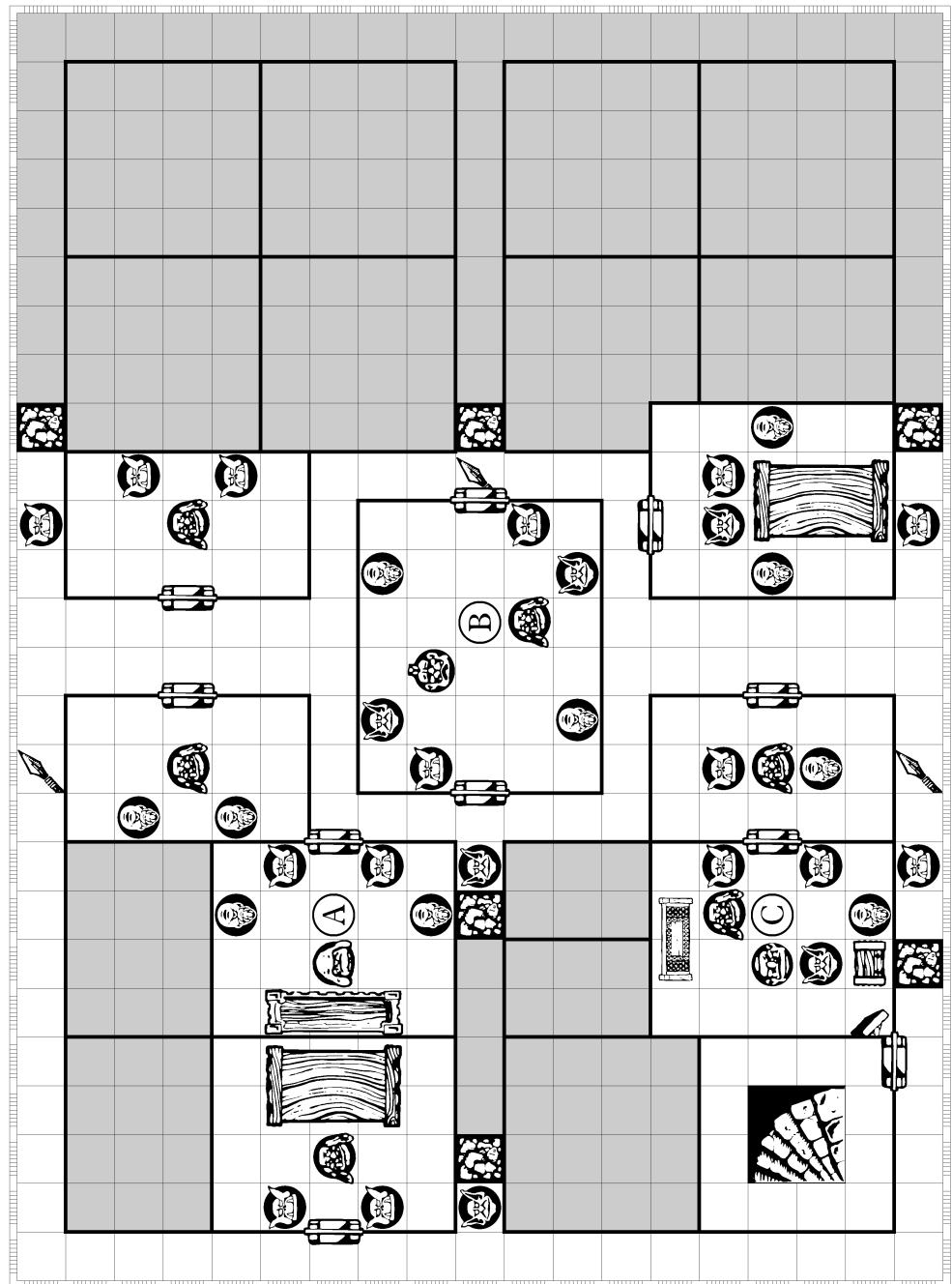
- A The Heroes begin the Quest on this stair tile. It is also a permitted exit from the dungeon.

B These treasure chest contains a potion of healing that will restore a player to their maximum Body points and the other 200 gold coins.

C This cupboard contains a 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 5, Move 10, Mind 4, 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."

E This exit leads back to stairway marked 'A'. A Hero who leaves the Dungeon misses one turn and loses 1 Body and 1 Mind point as they make their way through a mysterious shrieking forest back to their companions.



## The Halls of the Gor'Vosh Clan

*Atagrol, the Lord of the Gor'Vosh, a clan of ogres, has recently intercepted a merchant. Not an unusual occurrence on the Old Silk Road in the east. However, what is unusual, is that the merchant was also carrying a message for the Emperor. You will journey to the Halls of the Gor'Vosh Clan, recover the merchant and the message and return them both to the Empire.*



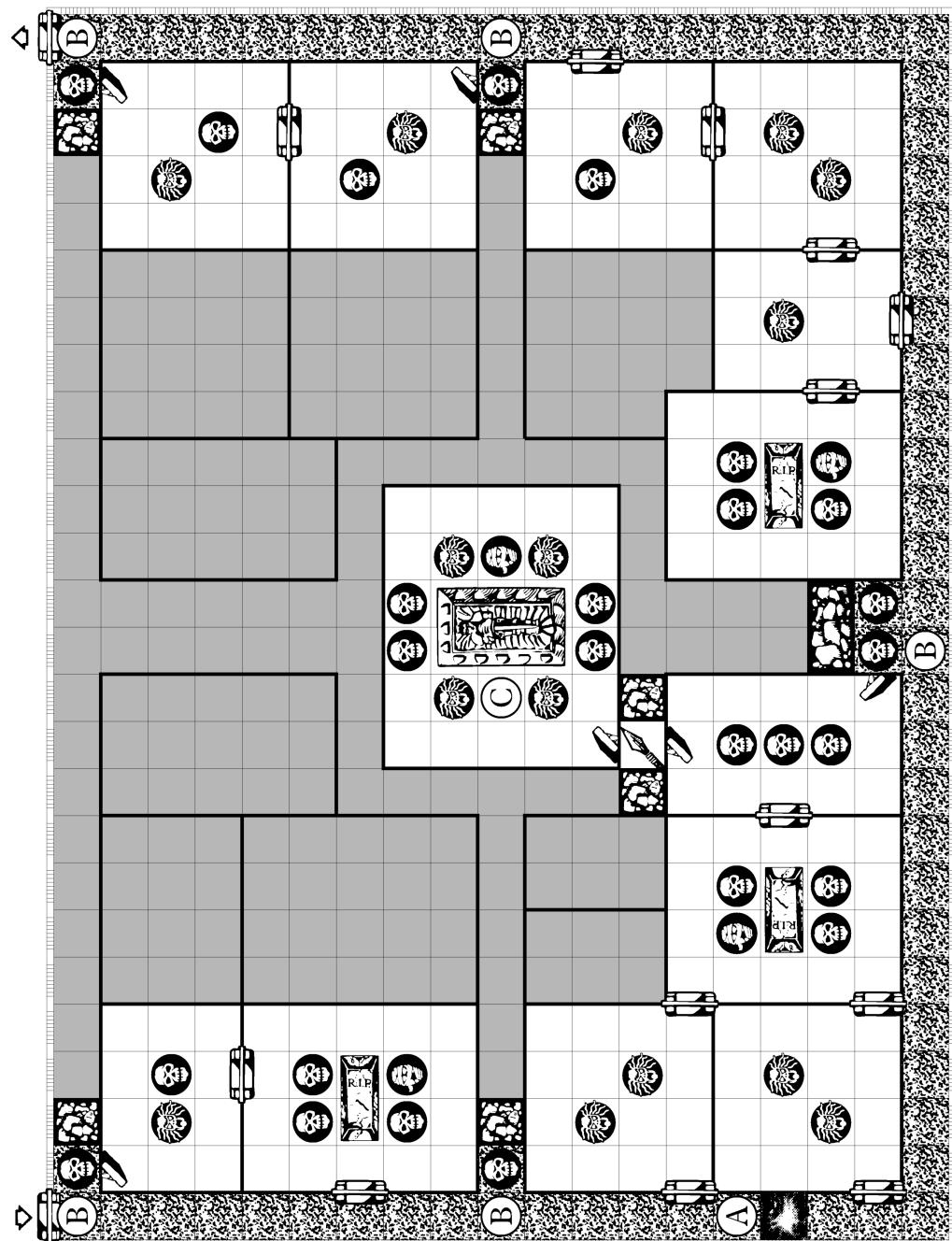
### NOTES

#### OGRE BODY POINTS



The secret panel can only be discovered by searching room 'C'.

- A      The cupboard contains a potion of healing that will restore 4 lost Body points.
- B      This is the Ogre Chieftain, Clugruk of the Clu'Gor tribe. If a Hero searches this room he believes that the Ogres here have been feasting, as you look through the mess you spot a jewelled hatpin, the sort worn on the chaperon of a merchant. You realise that the merchant you were sent to find is no more." The pin is worth 45 gold coins.
- C      Here is the Ogre Lord, Atagrol. If searched for treasure you may inform the relevant Hero that they find the message, still sealed, in the treasure chest, along with a number of valuables worth 85 gold coins. If searched for panels say: "You search for traps an panels appears fruitless, until you run your hand under the seat of the ogre throne. You trip a switch and a panel opens." Place the panel on the gameboard into the stairway room.



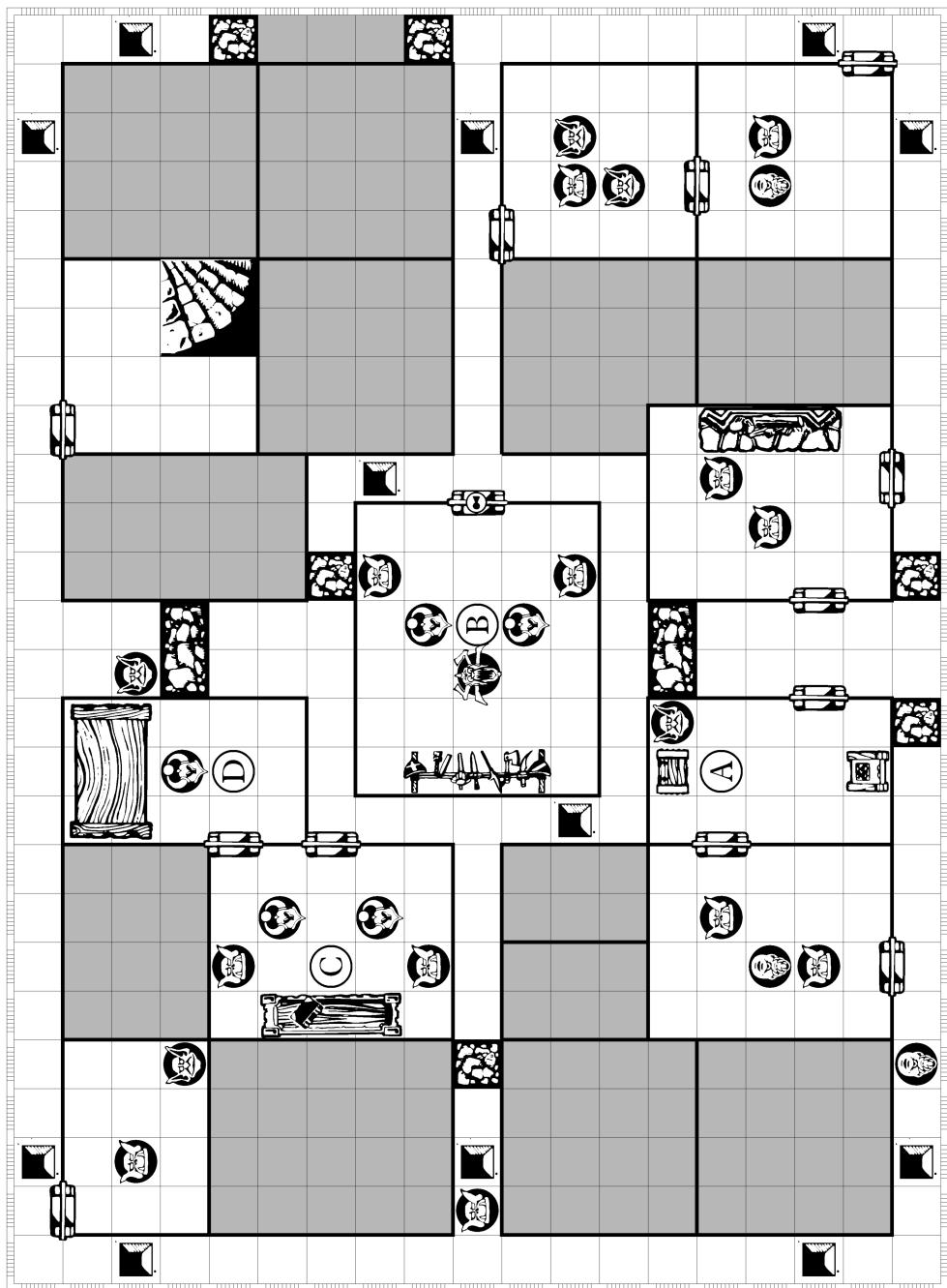
## Spectre of Silence

*The stench of death fills the passageways and it is here that chaos sorcery and the dark arts of necromancy combine, utilising the remains of the dead to bring forth the warriors of the undead.*



### NOTES

- A This is a Chaos Death Mist, caused by the decay of the dead and chaos sorcery. It can move 9 spaces within any of the corridors indicated to be filled with fog. When it passes over any player they lose 1 Body point and must roll a combat die, if they roll a black shield they also lose 1 Mind point. The mist may pass over multiple players in a turn but must end its movement on a clear space and may not move onto the same space again in the same turn. It may be destroyed by use of a Tempest spell or attack by the Spirit Blade.
- B These Skeletons are the ancient Curators of this sinister necropolis. When killed they crumble to fine powder which mixes with the fog. If the Chaos Death Mist has been destroyed the Evil Wizard Player may spawn a new one within seven spaces of where the Skeleton was killed.
- C This is the tomb of a ancient warrior. Any undead in this room have 1 additional point to all their characteristics, except mind points.



## The Howling Pits

*Tread warily my Heroes, you are about to enter the domain of the fearsome gargoyle Obazirl. Here the halls of his dungeons echo with screams and howls. Obazirl has been raiding farms on the Empire's boundary near the World Edge Mountains. Your task is to find and kill this foul servant of chaos.*



### NOTES

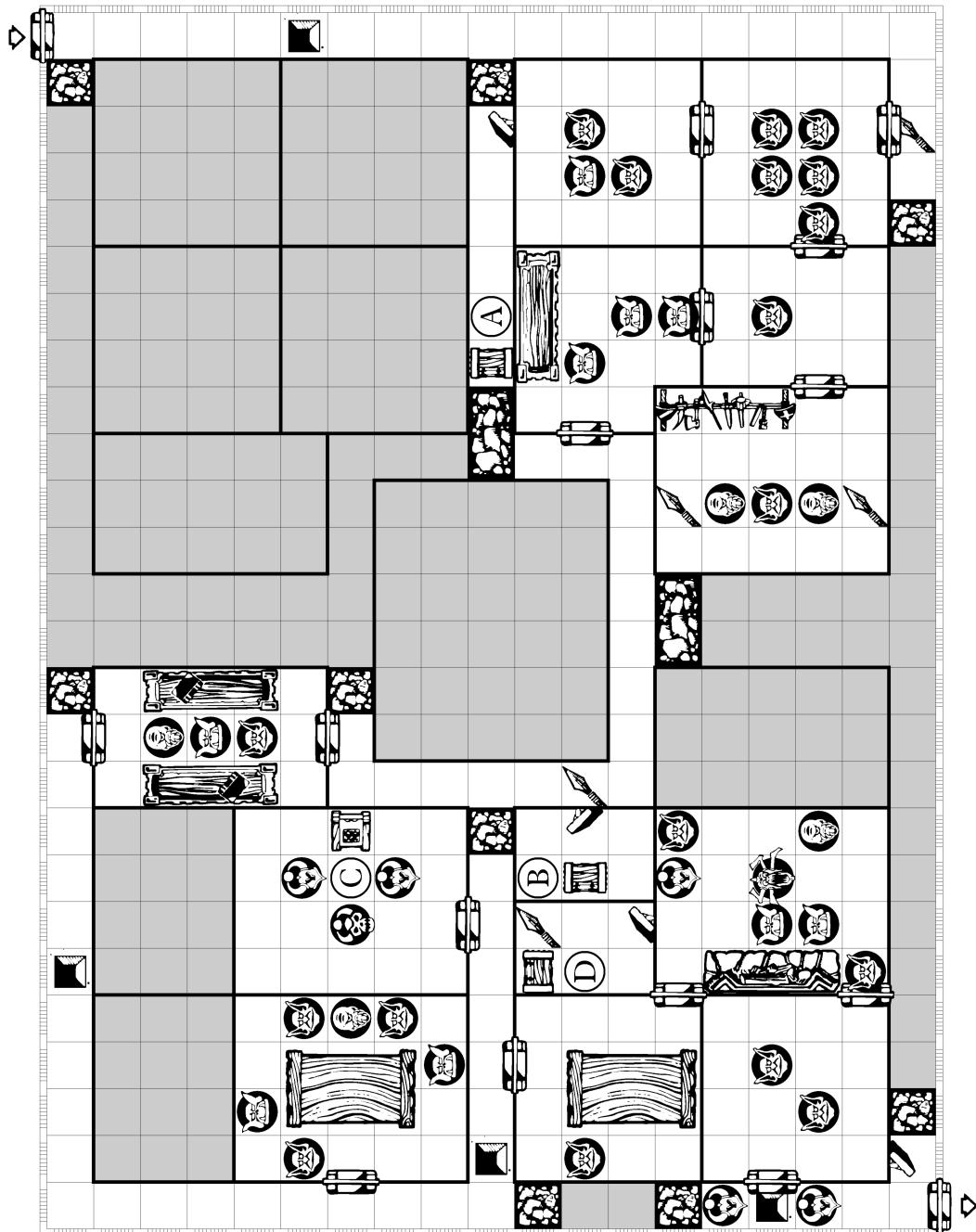
The pit traps in this Quest may not be disarmed by any equipment, quest treasure, ability or spell the Heroes possess. They also have an additional effect: On each of the Evil Wizard Player's turns the pits emit a loud howl. Any of the players' characters in, or within two spaces of the trap, in the same corridor, (detected or not) must roll a combat dice, on the roll of a skull 1 Mind point of damage is inflicted.

A This treasure chest contains 25 gold coins.

B The door to this room is locked and may only be opened by use of the Key found in the room marked 'C'. This gargoyle is Obazirl. Upon his death all pit traps mysteriously vanish.

C This bookcase contains a Key that will open the door to the room marked 'B'. However, it may only be discovered once the Chaos Warrior in room 'D' is defeated. Should a Hero search this room prior to his defeat say: "As you approach the bookcase to conduct your search, the bookcase resists and you are gently repelled and look elsewhere, becoming vaguely disinterested in the bookcase and finding nothing."

D This Chaos Warrior has 2 Body points and both must be lost in a single attack in order to be killed. Upon his death the mysterious bookcase in room 'C' will allow it to be searched and the Key found. On the table are two potions that will restore up to 4 lost Mind points (up to a character's maximum).



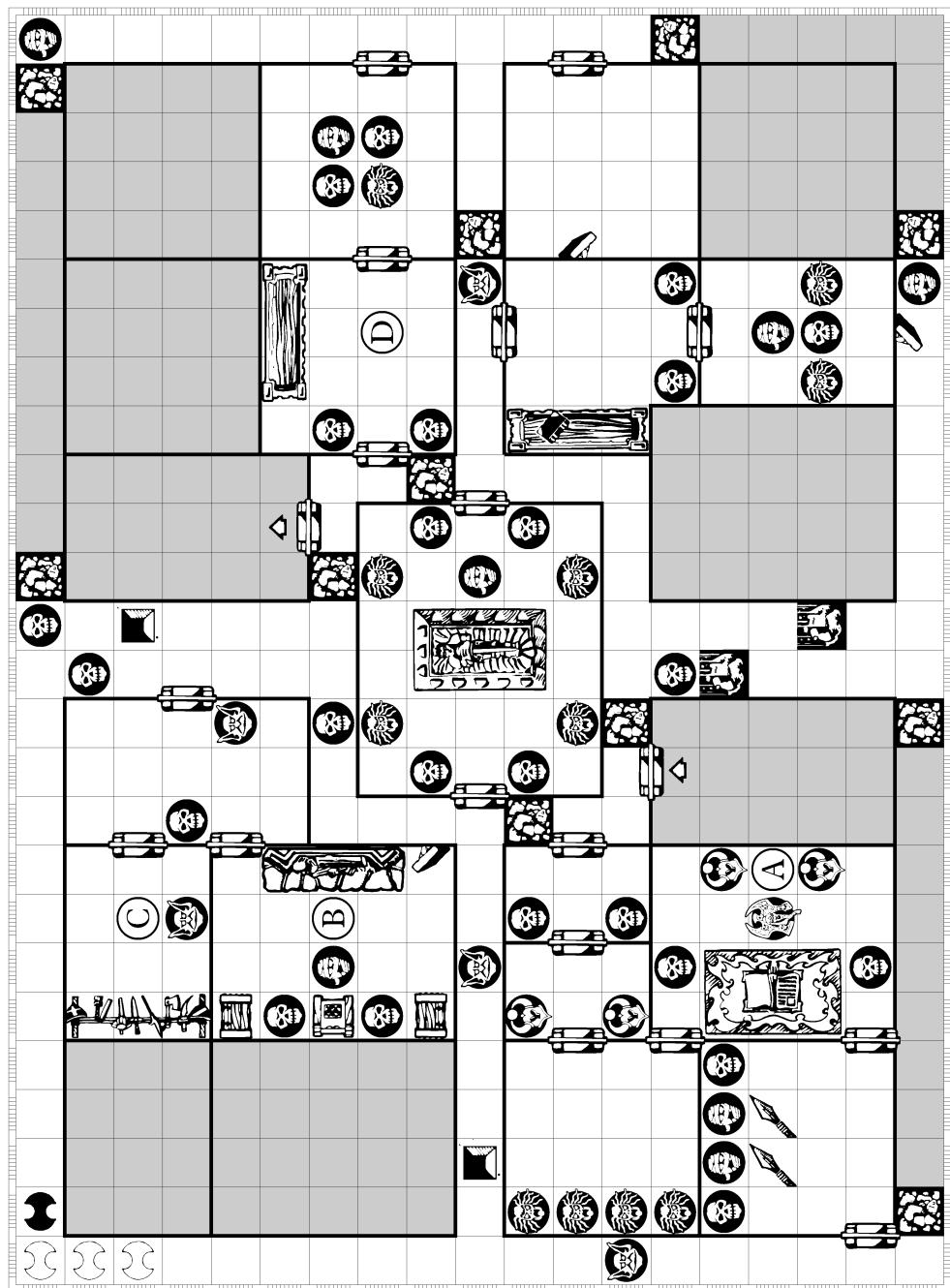
## An Adventure Through the Western Lands

*You must travel in to the lands west of the World Edge Mountains. Loretome reveals little of what you may find in this desolate and foreboding region. Nevertheless I sense a presence of chaos. tread carefully.*



### NOTES

- A This treasure chest contains any one Quest Treasure (Artifact) not currently in the Heroes' possession.
- B This treasure chest contains 25 gold coins
- C This is the Chaos Warlock Kralak. Use the Chaos Sorcerer figure to represent him. He has the following characteristics: Attack 5, Defend 5, Move 10, Nind 5, Body    . He also has a set of Chaos Spells (*Ball of Flame, Command and Summon Greenskins*).
- D This treasure chest contains an emerald amulet worth 250 gold coins and a potion of healing that will restore up to 4 lost Body points.



## Hexensnacht

*Everyone looks to Witching Night with particular dread. The line between the worlds of the living and the dead is weak at this time. The vile 'Undead' are energised by the wan, pale light of the moons on Hexensnacht, as they shamble, in their way, with unusual vigour.*

*"Listen, there is nothing to fear. The moon is full and very bright. Hexensnacht comes every year.  
You may know it as 'Witching Night'."*



### NOTES

Hexensnacht has a significant effect on the Undead: Mummies have an additional Body point, Zombies have increased movement to 7, and Skeletons attack and defend with 3 combat dice. It also affects the living. When any other monster, excepting Fauzis, is slain the Evil Wizard Player may roll a single combat dice, if he rolls a Black Shield the monster is resurrected as a Zombie.

A This is the Necromancer Fauzis. He has the following characteristics: Attack 4, Defend 6, Move 6, Mind 7,

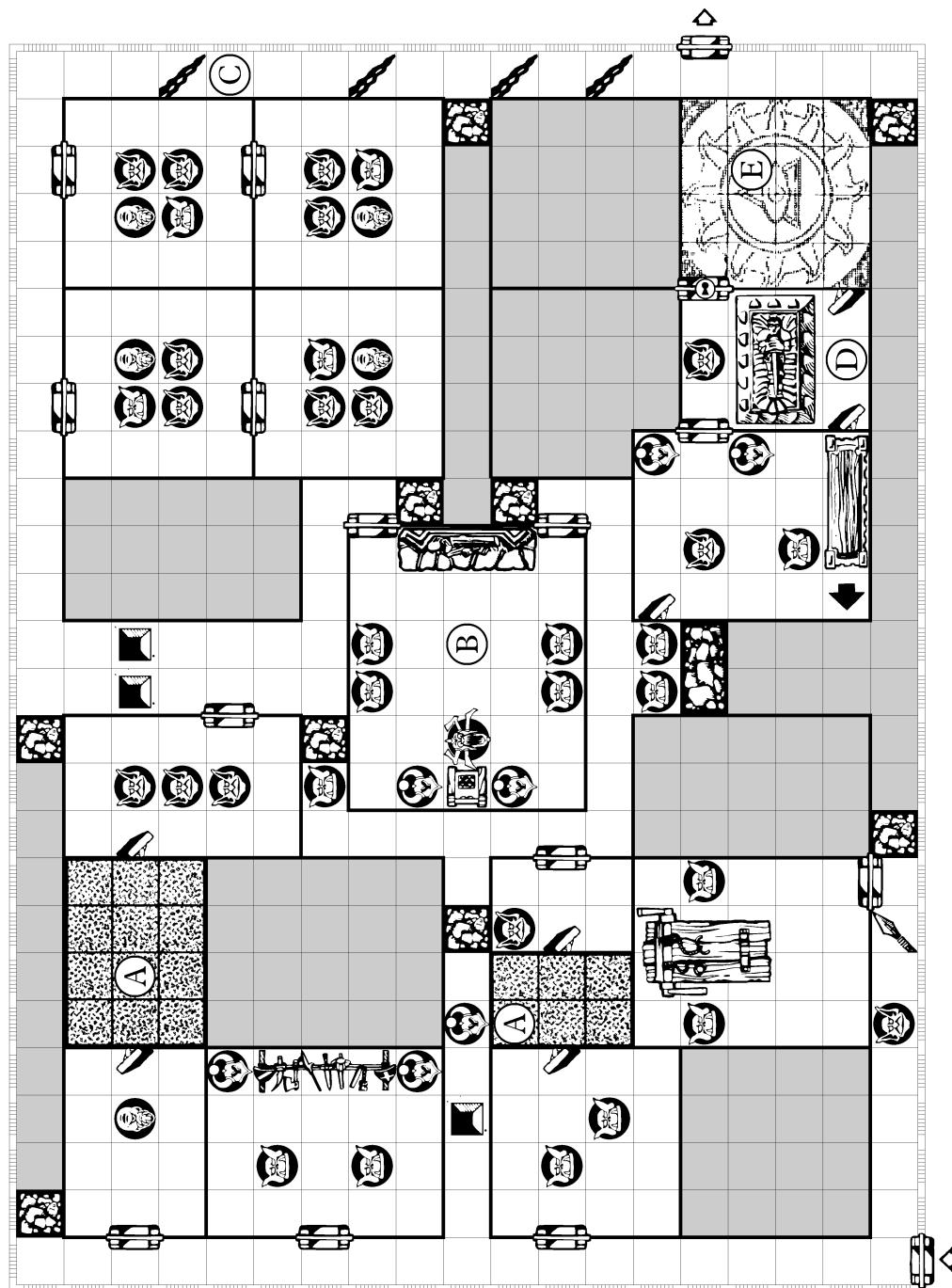
Body 


 F. He has all six Necromancer Spells.

B Each treasure chest contains 75 gold coins.

C Amongst the items of the Weapons Rack is the Quest Treasure, the Spirit Blade if not currently in a Hero's possession. Otherwise they find nothing.

D The cupboard contains a potion of healing that will restore a Hero up to 4 lost Body points and 2 lost Mind points.



## The Northern Fear

The Jarl of the Blue-Axe clan has sent word, via a Norse merchant, to the Empire. His hunting grounds and villages are being raided, many of his finest warriors have failed to return from missions to find the source of these raids. His tribe supplies important resources to the Empire and so you will travel to Norsca and restore order.



### NOTES

Fire Spells have double the effect in these icy halls. Any Hero who casts a Fire Spell may duplicate the effect within the same turn.

- A This room is an Ice Vault. It drains heat from any Hero, for each turn a Hero enters or remains in this room he rolls 1 combat die. He loses 1 Body point if he rolls a Skull. Monsters are not affected by the heat-draining property of this room.
- B This is the Gargoyle, Razukrux. Like all of his kind he was animated through an ancient ritual from rock and ice, he is vulnerable to Fire magic and will be instantly destroyed if either *Ball of Flame* or *Fire of Wrath* is cast upon him. He has 3 Body Points. On his turn, additional to any normal action, he may spew magical icy water on any one Hero up to 2 squares distance. This gives the Hero the chills and reduces their movement by 1 die. In all other respects he is an ordinary Gargoyle. He must be eliminated to complete the Quest.
- C This corridor is full of icy stalactites that hang from the ceiling. When a Hero moves onto the square, causing 1 Body stalactite the icy point falls and inflicts one point of damage on the first Hero to move onto the square, causing 1 Body point of damage. Can not be detected.
- D The locked door in this room may only be opened with a *Genie* spell. The secret panels in this room may only be discovered when this room is searched. The one adjacent to the room with the cupboard triggers the cupboard to move one space, (indicated by the arrow), any Hero or Monster on the square is crushed and killed instantly.
- E Any Hero who is affected by the chills, caused by Razukrux (see 'B'), may be relieved of the condition by rolling a number equal to or less than their number of Mind points on a standard dice, whilst within the gentle warmth of this room.

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I am grateful to **Peter McNeill** for his assistance in proofing and playtesting this Quest book.



Volume 2  
Quests 13 – 24



CREATiON