

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles McNeill & Peter 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 it's 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.

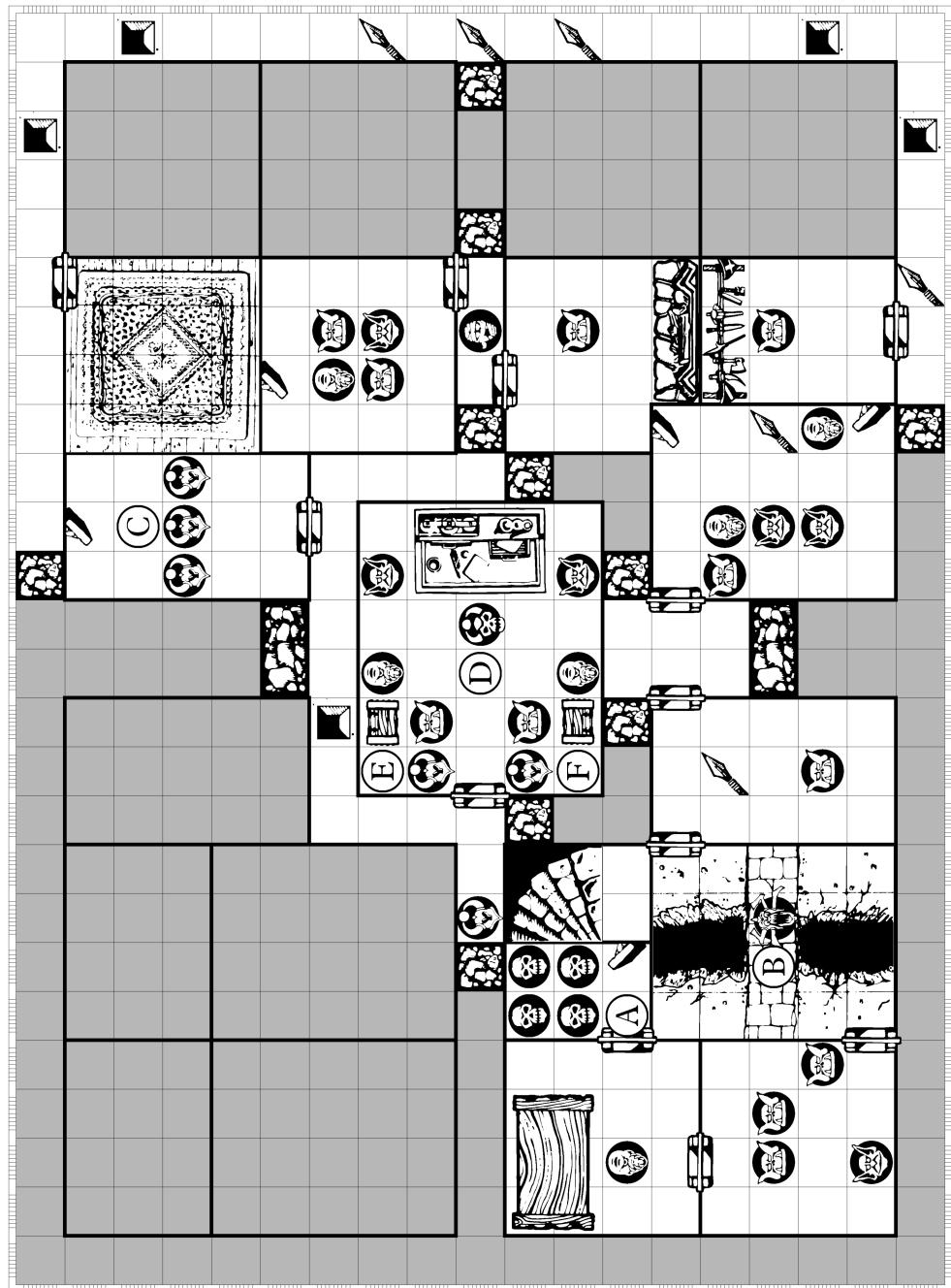
Stone Doorways

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.



The Air Mage

The finir of the belching bogs have been aided in recent raids against the Empire with air magic. Sizohra, the Air Mage, is thought to be responsible for this assistance. No Air Magic can harm this sorceress! And believe me the Emperor's finest magicians have tried. You have been chosen to enter her lair, through a concealed approach near the tomb of the fallen. The Emperor will reward each returning Hero with 100 gold coins for her destruction, should they return.



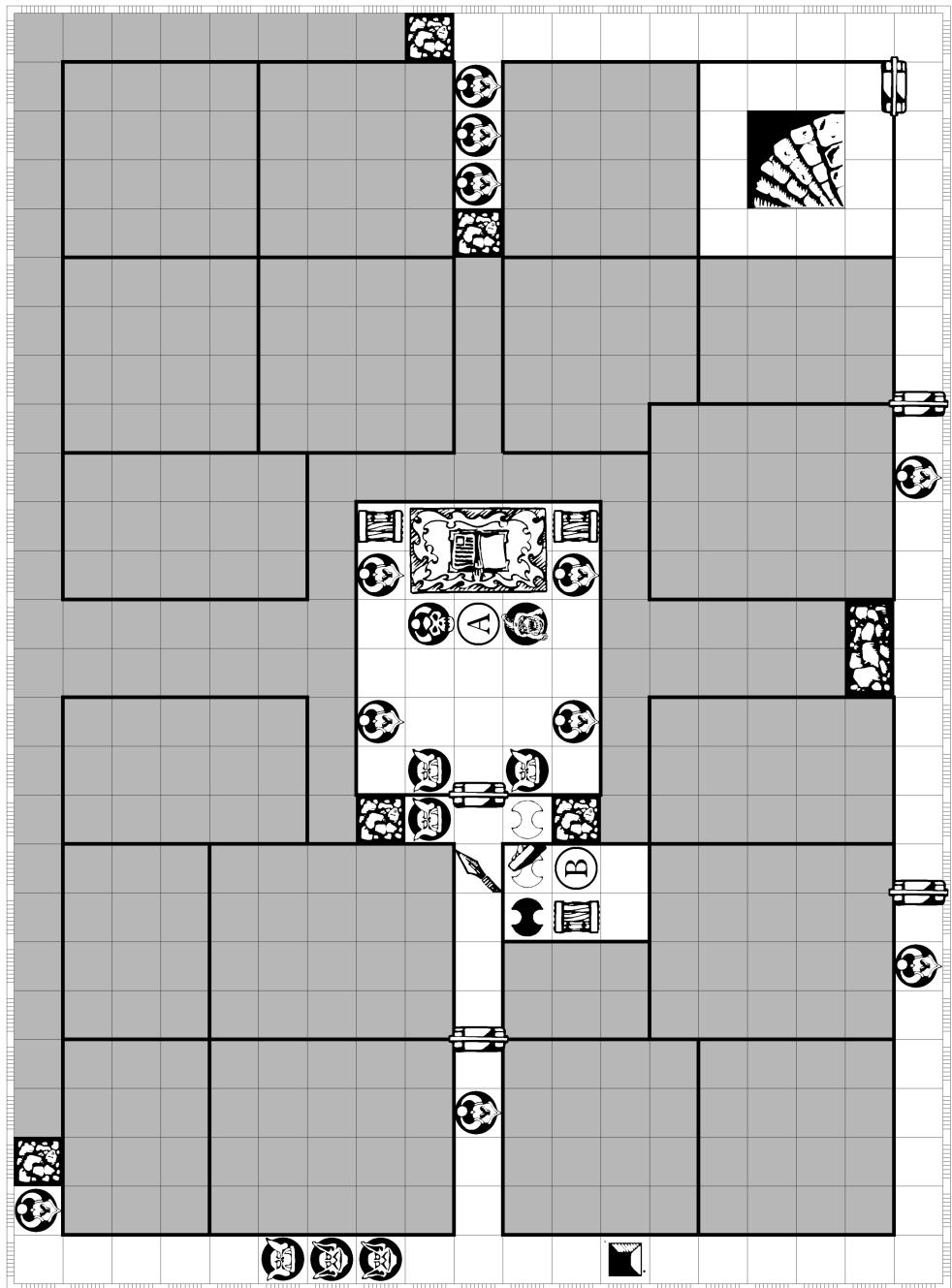
NOTES

- A This door is enchanted and can not be opened until the four Skeletons in this room are destroyed.
- B 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, Gejubax, 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: "Two fathers and two sons went fishing one day. They were there the whole day and only caught 3 fish. One father said, that is enough for all of us, we will have one each. How can this be possible?" Correct answer: "There was the father, his son, and his son's son. This equals 2 fathers and 2 sons for a total of 3!" If the correct answer is given the gargoyle vanishes. If not he is under the Evil Wizard player's control, as normal, he has

 body points.
- C These Chaos Warriors are part of the Air Mage's Elite and have +1 on all their statistics. Once the room is opened and contents set out, these 3 Chaos Warriors may immediately make a move and attack, prior to the resumption of any further play by the Heroes. They move and attack as normal on the next Evil Wizard Player's turn.
- D This is the Air Mage, Sizohra. She has a set of Air Spells and has the following characteristics: Move 3, Attack 4, Defend 5, Mind 6 and Body

.
- E This treasure chest contains a potion of swift wind. Any Hero who drinks this potion may benefit from rolling twice their normal movement dice for the duration of a Quest. The effect then dissipates. They should note the potion on their character sheet.
- F This treasure chest is a trap, that can not be detected by any means the Heroes possess. It causes two mind points of damage.

Wandering Monster: 1 Orc and 1 Fimir.



Twin Dilemma

There are two Wizards, an Orc Sharman, Zrorka and Izhmael, a Chaos Sorcerer. They are causing a nuisance at the moment, but could become a more serious menace if they were to be left to become the latest lieutenants of Morcar, leading the legions of the forces of chaos. Deal with them, swiftly.

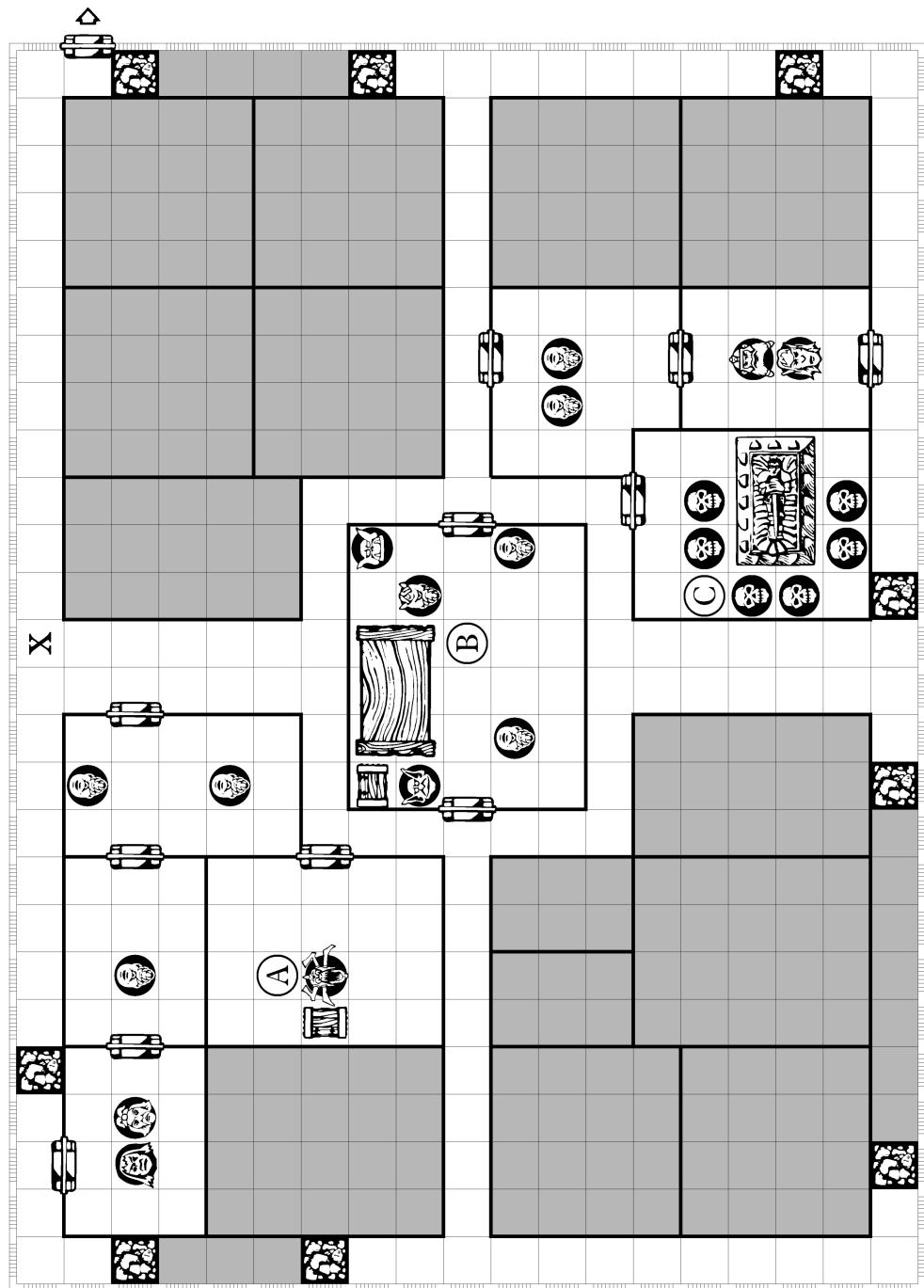


NOTES

- A This is the Orc Sharman, Zrorka. He has a set of six Orc Sharman Spells and has the following characteristics: Move 5, Attack 3, Defend 5, Mind 7 and Body

. And with him is the Chaos Sorcerer, Izhmael. He has a set of six Chaos Spells and has the following characteristics: Move 7, Attack 5, Defence 7, Mind 9 and Body

. The treasure chests in this room; one contains any one Quest Treasure available or 200 gold coins and a potion of healing which will restore up to four lost body points; the other has an undetectable trap that will release a gas that causes 1 mind point of damage to any players' character or monster within the room.
- B This treasure chest 100 gold coins.



The Horns of the Buffalo

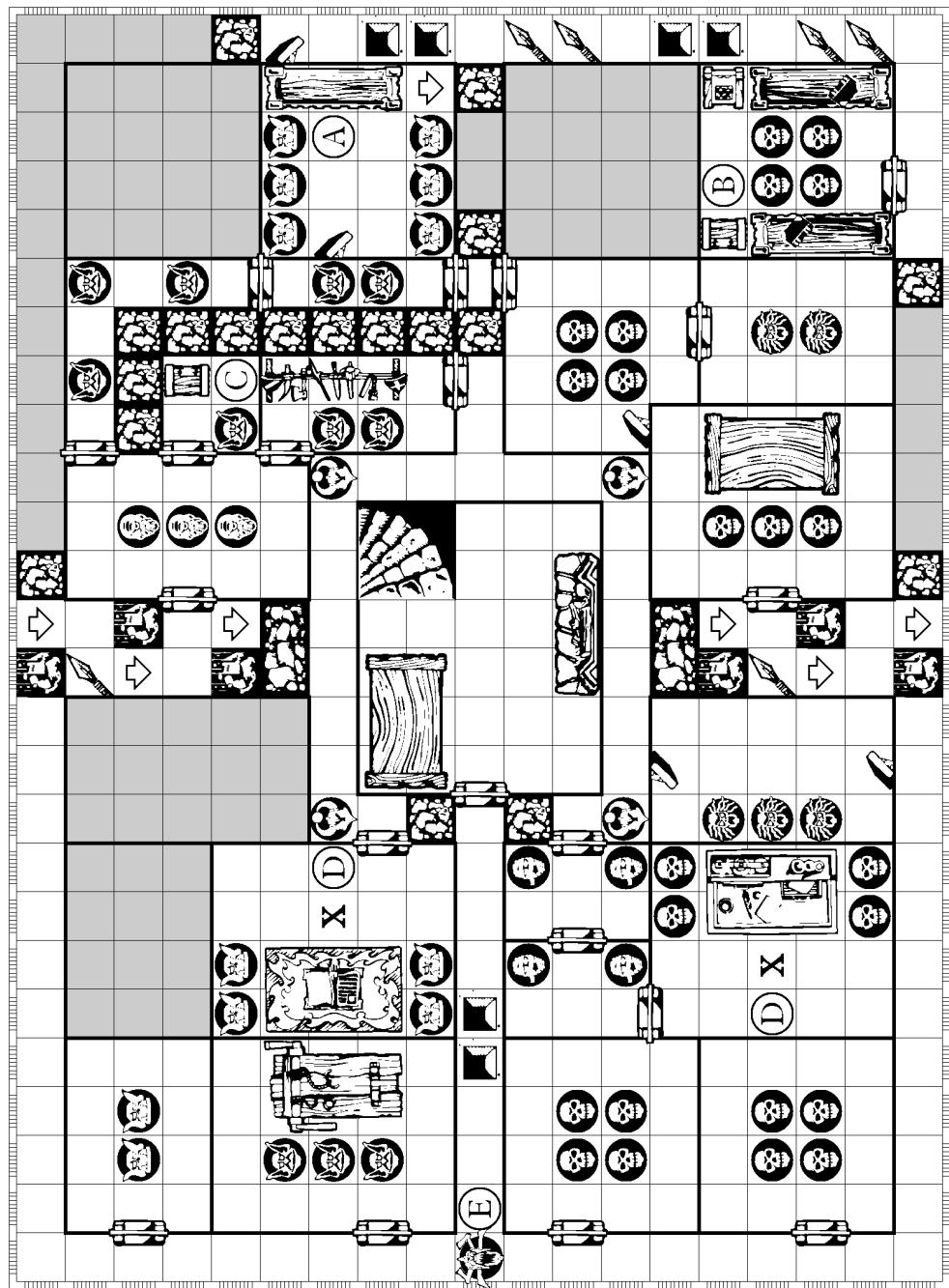
Heroes! You will travel to Mosal 'Kala, a Finmir stronghold and necropolis. Here, in the bog, on a small isle you will find a modest hillock rising from the swamp marsh. Beware the Forbidden Tomb. You will find in the stronghold's great hall the Meargh 'Yotul. She leads a band of Finmir that have attacked villages like Klessen, Lehmberg and Hulsdolph. The good folk have petitioned the Emperor for his assistance. You are once again needed to serve. Loretome reveals that 'Yotul has a strong witsight, for this reason, you will approach and enter Mosal 'Kala in two parties - 'Barbarian & Wizard, and Dwarf & Elf. Good luck!



NOTES

You should set out the Heroes pieces as indicated. There is only one exit to the Quest, a standard exit door, that is enchanted so that none may pass whilst Yotul lives. You need not inform the Heroes of the particulars of the exit doorway until they find it.

- A This stone Gargoyle may not be attacked by any weapon, spell or potion, that the Heroes possess. He is immune to all efforts to eliminate him. Otherwise he has the same characteristics as any other Gargoyle, save that he may only move 3 spaces. He will not move beyond the 'X' symbol (entering the corridor and blocking the exit). The treasure chest in this room has an undetectable trap that will release a gas that causes 1 mind point of damage to any players' character within the room, it also contains 150 gold coins.
- B This is the Finmir Meargh, Yotul. She has a set of six Finmir Magic spells and has the following characteristics: Move 6, Attack 4, Defend 4, Mind 6 and Body . The treasure chest in this room has an undetectable trap that will release a gas that causes 1 mind point of damage to any players' character within the room.
- C Upon opening the door to this room say to the Heroes 'This is the forbidden tomb.' On each of the Evil Wizard Player's turns he should roll a combat dice. On the roll of a Skull he may place a Skeleton on the board on the space marked 'C', similarly if he rolls a White Shield a Zombie or a Black Shield a Mummy. If there are no more pieces available to add to the game board you may not substitute for another piece, and must forego adding a monster this turn.



The Shadowmancer

'Darkness has fallen over a lonely imperial citadel. For many months imperial scouts have reported that dawn has not been seen their for weeks. This can only mean one thing - a Shadowmancer, a dark and foul Chaos servant is building their power and doubtless working for Morcar. The Emperor will reward the slayer of the Shadowmancer with 300 gold coins. Any other monster killed the Emperor will reward 20 gold coins. Good Luck!'

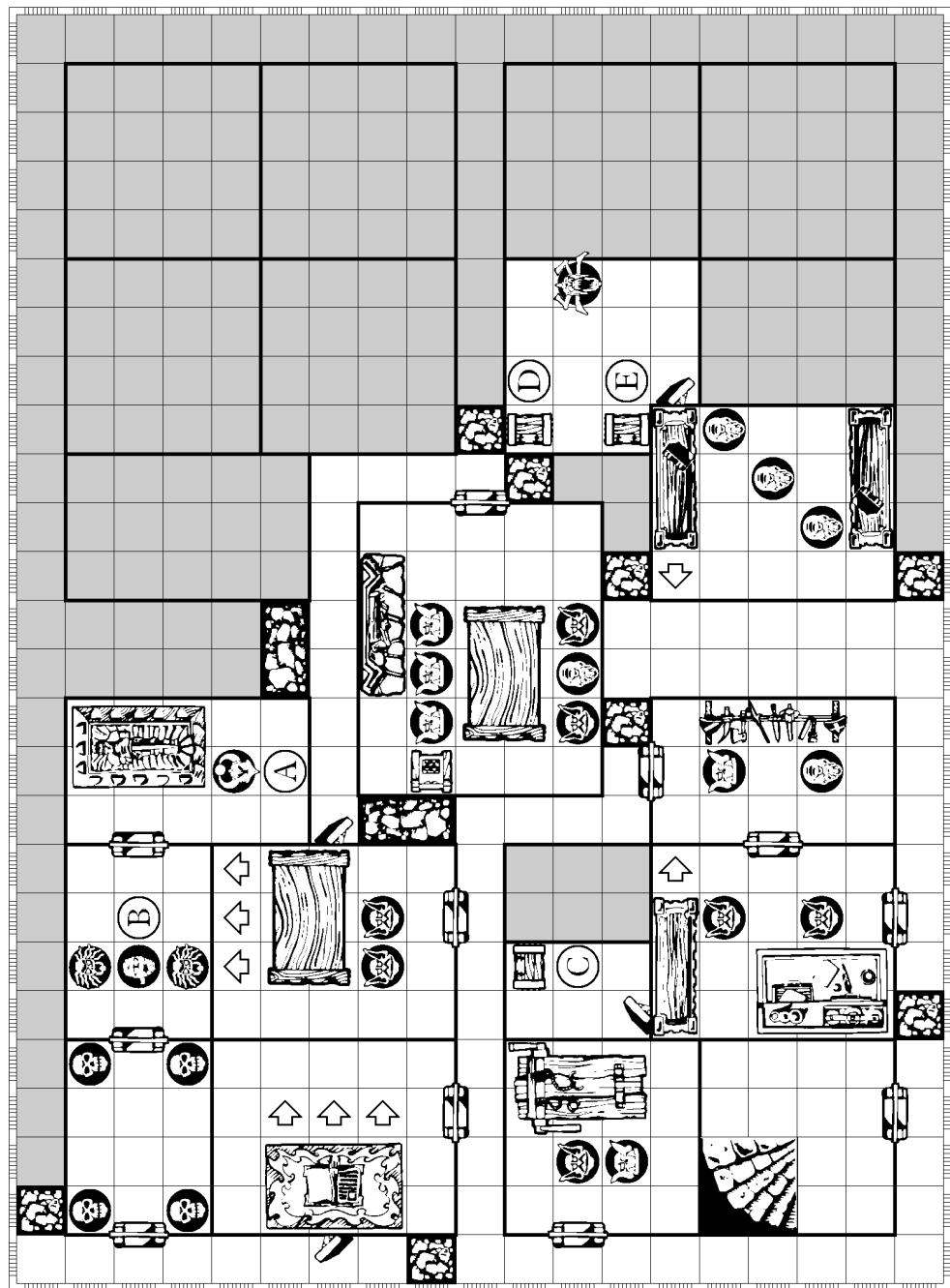


NOTES

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 cupboard slides to reveal the secret panel behind, but any player standing on the square marked with the arrow is crushed, treat the player as if they had tripped a falling block trap.
- B This treasure chest contains the Cloak of Shadows, while wearing the cloak a player may pass unseen through any occupied square, cannot attack, and defends an additional 2 white shields on their normal defence combat dice roll. While worn the wearer loses one Mind Point at the start of the Evil Wizard Player's turn.
- C The treasure chest on first inspection is empty, but on further examination a worm out and malfunctioning trap mechanism remains. The player who searched for treasure should roll a combat die, on the roll of a black shield the mechanism is triggered and a dart shoots out. Treat the player as if they had triggered a spear trap. As the chest was shaken a small vile wrapped in stinking orc leather rolls to one corner, it is a Vile of Restoration, the player who drinks the liquid will restore up to 4 lost mind points.
- D This is the Shadowmancer, place on the square marked 'X' marked on the map, once per turn. Each round the Shadowmancer may add 2 black shields to any defence roll he makes. He has the following characteristics: Move 6, Attack 3, Defence 4, Mind 5, and Body

- E This Gargoyle can spit a corrosive acid down the corridor at the start of the Evil Wizard Player's turn, a player in direct line of sight of the gargoyle must roll two combat dice and for each white shield reduce the Body Point damage by 1. The Gargoyle cannot move but has 3 body points



The Tomb of Fellmarg

Long ago you ventured to the Catacombs of Verag, whom you destroyed, which contained the Tomb of Fellmarg, a once mighty wizard. Had you not succeeded the Empire would be a smoking ruin under the boot of Morcar. Fellmarg, in old age turned to chaos, although this is not spoken of. Those who stayed Fellmarg were never revealed, nor claimed the reward. I now realise, with the assistance of Lorecome, that it was you that I sent back in time to aid your future-selves. This I must do again, or times will change.



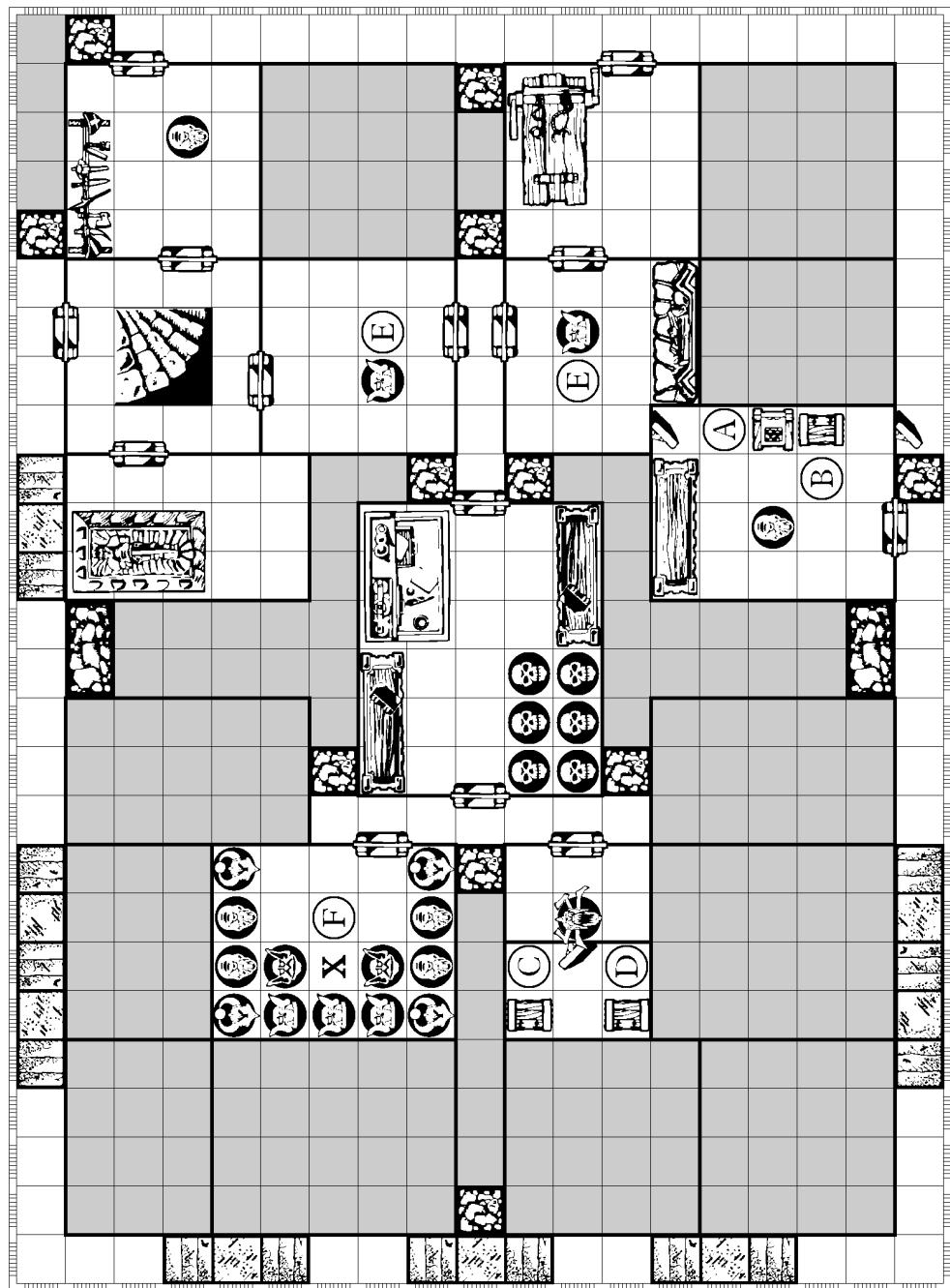
NOTES

The Heroes have been sent back in time, disguised as green-skins, they may kill any Skeleton, Zombie, or Mummy as they are already dead. They must destroy Fellmarg. They should try to avoid other green-skins, who might otherwise smell that they are not what they appear to be. Finmir have a very good sense of smell. The **Barbarian** is replaced by a Orc with Large Sword piece, The **Dwarf** is replaced by a Goblin with Axe piece, The **Elf** is replaced by a Orc with Sword piece, and the **Wizard** is replaced by a Orc with Cleaver piece. While undetected The Evil Wizard player can only move one Firimir, Orc, or Goblin per turn. If a Goblin or Orc is adjacent to an undetected player or a Firimir is within 2 spaces then roll a Combat Die on the roll of a Black Shield the Hero is detected; replace their disguised piece with their normal playing piece. If a Hero has been detected then The Evil Wizard player may move and attack the Hero as long as the Hero is in line of sight of the Monster. If a Hero is disguised and attacks a monster in line of sight of other monster then they are detected - replace their disguised piece with their normal playing piece. (If not killed before the Evil Wizards turn any attacker this round are detected.) All other monsters will only attack detected or undisguised Heroes.

All Secret Panels can only be found from inside the room, the furniture slides into the squares marked with arrows, any player or monster on one of these squares when the furniture moves should be treat as if a falling Block Trap has fallen on them.

A This is Fellmarg. He has the following characteristic: Move 6, Attack 6, Defend 6, Mind 4 Body [] [] []
B This Mummy is the Guardian of Fellmarg's Tomb and was once a mighty warrior. He may roll one additional combat dice in attack.
C This treasure chest is empty.
D The Gargoyle in this room is a Statue and should be treated like Furniture. The Chest contain 200 gold coins.
E The Chest contains 200 gold coins. If both Chests in this room are opened the Gargoyle in the room explodes filling the room with a poisonous gas, all Heroes in the same room must roll 3 combat dice, for each skull they loose 1 Body Point. Remove the Gargoyle from the board.

Wandering Monster: A Goblin



The Lost Wizard

Kelzar one of the Emperor's wizards has gone missing, his castle seems to have been overrun by chaos, you must go there and find out his fate and rescue Kelzar if possible.

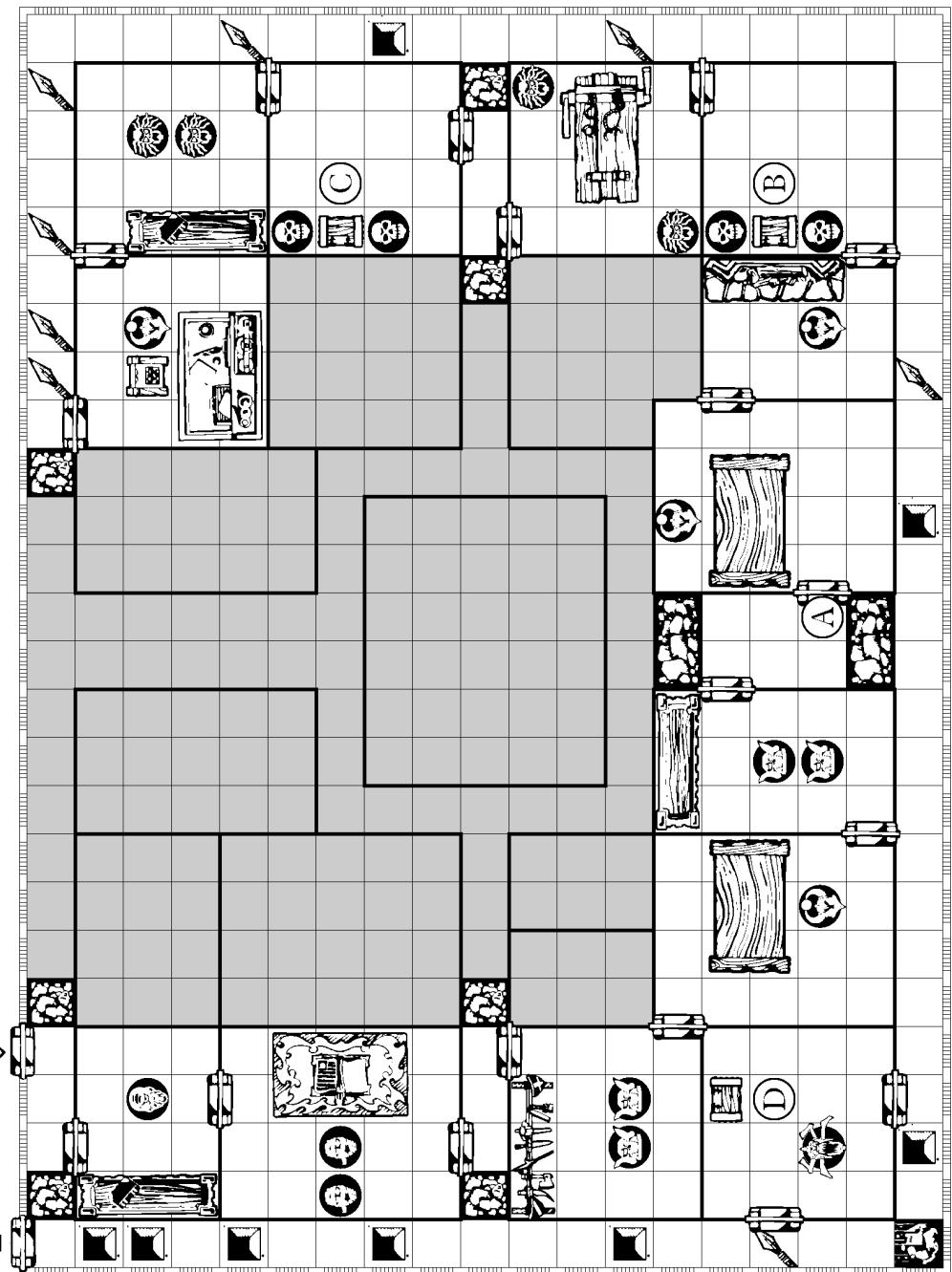


NOTES

- A Secret Door can only be discovered in this room and cannot be found or opened from the other side.
- B This treasure chest contains a 300 gold coins.
- C This treasure chest is empty.
- D This treasure chest contains an assortment of small gems worth 200 gold coins.
- E This is a changeling and when killed will resurrect in a new form it only dies when the new form is the same as the old form. When killed roll a movement die, replace the changeling as follows: 1 a Goblin, 2 an Orc, 3 a Fimfir, 4 a Skeleton, 5 a Zombie, or 6 a Mummy.
- F This is Kelzar, marked with an 'X', he is badly beaten, weak and surrounded by monsters but seems relieved to see you, the Hero who opened the door takes control of Kelzar immediately. His characteristics are: Body 5, Mind 5, Attack 2, Defence 2, and Move 5. To successfully complete the Quest the Heroes need to get Kelzar to the Stairway tile.

If the Heroes manage to save Kelzar at the end of the Quest say to them: "The Emperor has rewarded you each with 150 gold coins." If Kelzar is killed at the end of the Quest say to them: "The Emperor is not as forgiving as I."

Wandering Monster: A changeling (see note 'E').



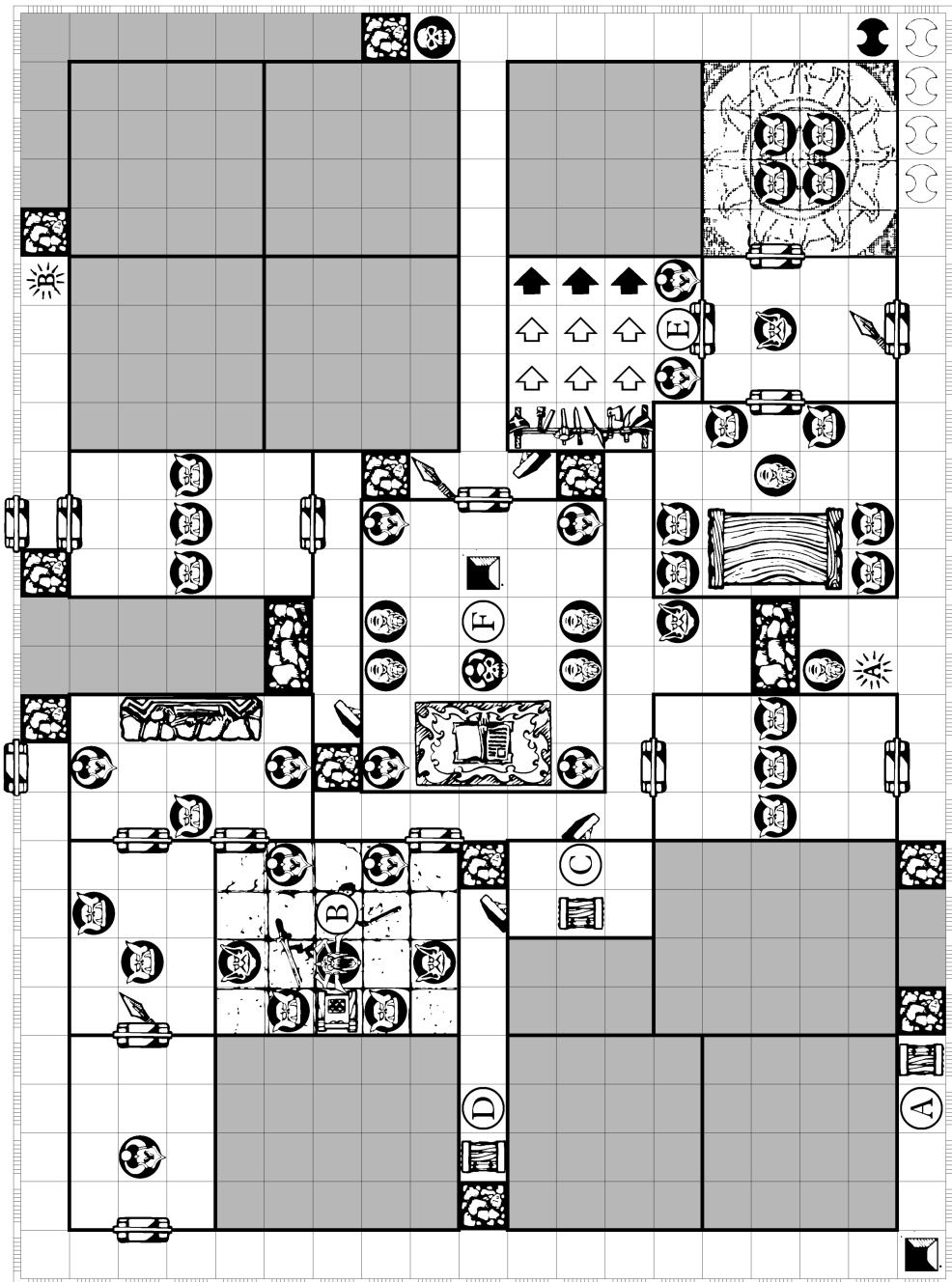
In the long run...

Loretome tells of a mighty weapon hidden in a dungeon of chaos. The details of the weapon are not disclosed in Loretome's pages. However there is enough information to suggest that should this weapon fall in to the hands of Morcar, he would become too powerful to hold back and chaos would over run the Empire. Be swift and move quickly do not be distracted or delayed for I fear Morcar has sent his servants of chaos to search for the weapon already. you must beat them to it!



NOTES

- A Once this door is opened, on the Evil Wizard Player's following and subsequent turns you may bring on 2 monsters, of your choice, on to the board at the entry door, they can move and attack instantly.
- B This treasure chest contains 200 gold coins and an alarm which cannot be detected by any means.
- C Upon searching the treasure chest for treasure, the alarm sounds. Place 4 orcs in the corridor marked 'A'.
- D This treasure chest is trapped, any attempt to disarm it or search for treasure, will trigger it. The treasure chest is packed with explosives, all Heroes in the same room must immediately roll 4 combat dice, for each piece of armour they are wearing they may reduce the number of combat dice to be rolled by one, for each skull rolled they lose 1 body point. If they lose 2 or more body point they are stunned and miss their next turn.
- E This gargoyle is a changeling and when killed will resurrect in a new form it only dies when the new form is the same as the old form. When killed roll a movement die, replace the changeling as follows: 1 or 2. Goblin, 2 or 3. Orc, or 5 or 6. Fimir.
- F The treasure chest contains a rusty blade. It is clearly no ordinary blade, despite its age. While there is no point in a Hero arming themselves with the blade, it is clearly the mighty weapon of which Loretome foretold. Tell the Heroes, "This was once a mighty blade, time has taken its toll upon this weapon and it is now unusable."



The Children of Fire

My dreams have grown dark in recent days. I sense an evil foreboding that chills my bones. The Children of Fire are returned to the Sanctum of Flame. You must investigate, my friends, and take action to stop the rise of the Children of Fire.



NOTES The Sanctum of Fire is filled with rancid, hot air. Which causes great thirst. At the beginning of the Quest the Evil Wizard Player should roll two standard dice to determine the frequency of the thirst causing harm to the Heroes. When the dry heat becomes unbearable for the Heroes they all lose 1 body point.

A The treasure chest contains four small ampules. Say to the Heroes: "Upon inspection you recognise the strange metallic, light blue, fizzy liquid, as Quencher's Tonic." It will restore up to 3 body points, 1 mind point and provide a defence against the Sanctum of Fire's hot air (roll 1 combat dice, if a skull is rolled the potion has failed to protect it's drinker.)

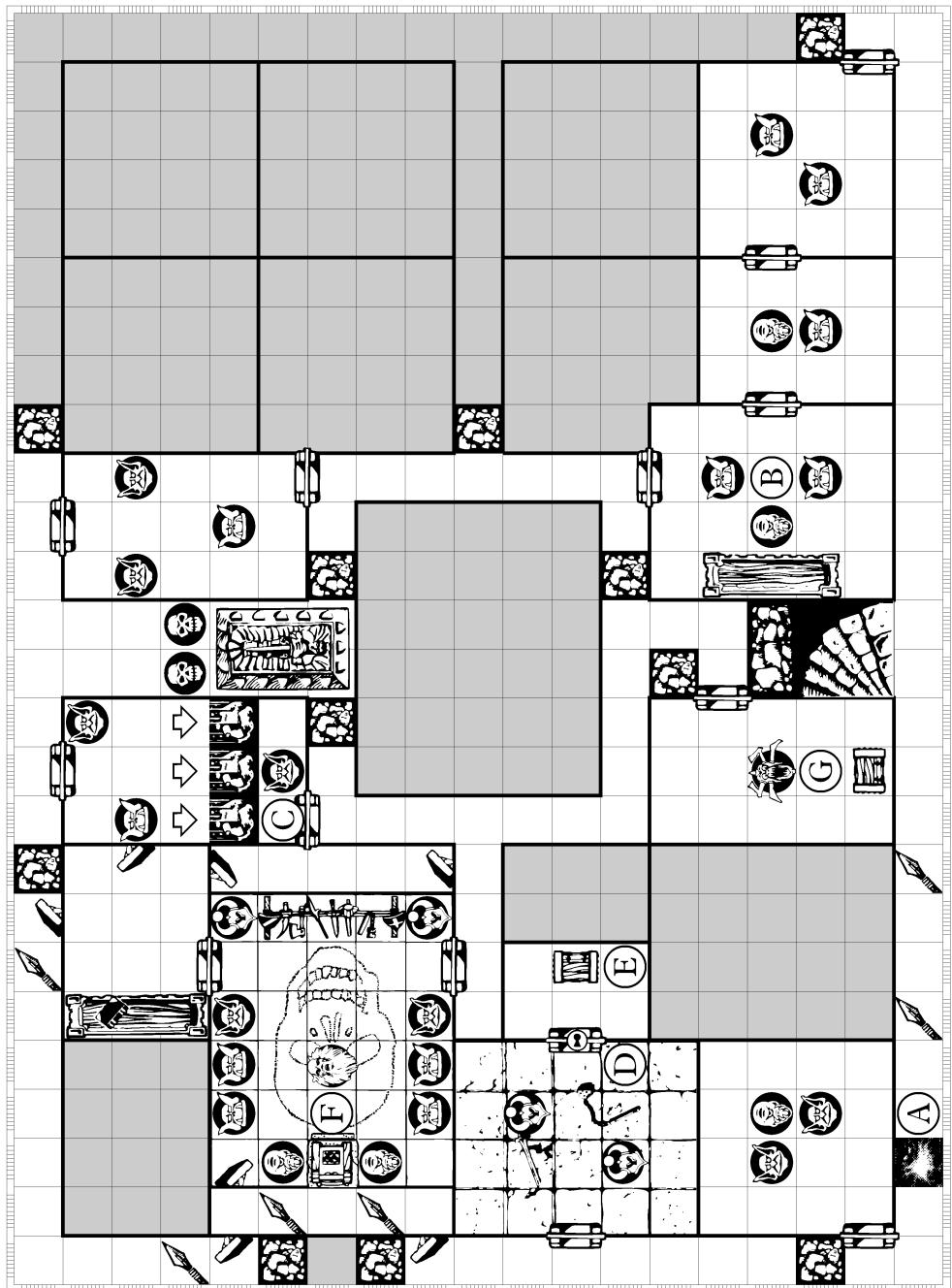
B This stone Gargoyle is Opalock. He has three body points  and may once per turn fire a bolt from his eyes that removes 1 mind point from a single Hero within his line of sight. Otherwise he is an ordinary Gargoyle. Embedded in the thrown a Hero may find a ruby worth 50 gold coins.

C This treasure chest has an undetectable trap. Upon being searched it releases a gas that fills the small room. Any player within the room may move 1 space to try to escape the gases effects, but those who fail lose 2 mind points.

D This treasure chest contains the Ring of Ice, and the finger of Zoqora, from whom the ring was cut. It is a precious relic worth 1,000 gold coins.

E When searched for panels the weapons rack moves (as per the arrows) to reveal the secret panel. In so doing any player on the squares marked with the outline arrow is pushed towards the squares with the dark arrows and crushed, losing 3 body points. If there are players caught by the movement of the weapons rack, and are not killed, then the weapons rack crumbles and is removed from the gameboard. This is the Chaos Sorcerer, Mortignis. He has six Chaos Spells. He has the following characteristics: Move 6, Attack 4, Defend 4, Mind 6 and Body  He is unaffected by Fire Magic. Upon defeating Mortignis the Evil Wizard Player should give an appropriate evil laugh. Do not explain why.

Wandering Monster: Fimir



The Children of Air

The cult, The Children of Air, are returned to the Vault of Tomorrow. The Empire requires you to take action to stop Ovedore, their leader, and prevent the rise of the Children of Fire. Lorecome reveals little of what may be found within the vault, but be weary, my friends, there is more than one way to achieve your objective.



NOTES

This dungeon makes use of two tiles to create variations to the usual dungeon layout. You may either place these on the board as the players become aware of the layout of the dungeon or place these tile on the board at the beginning of the game.

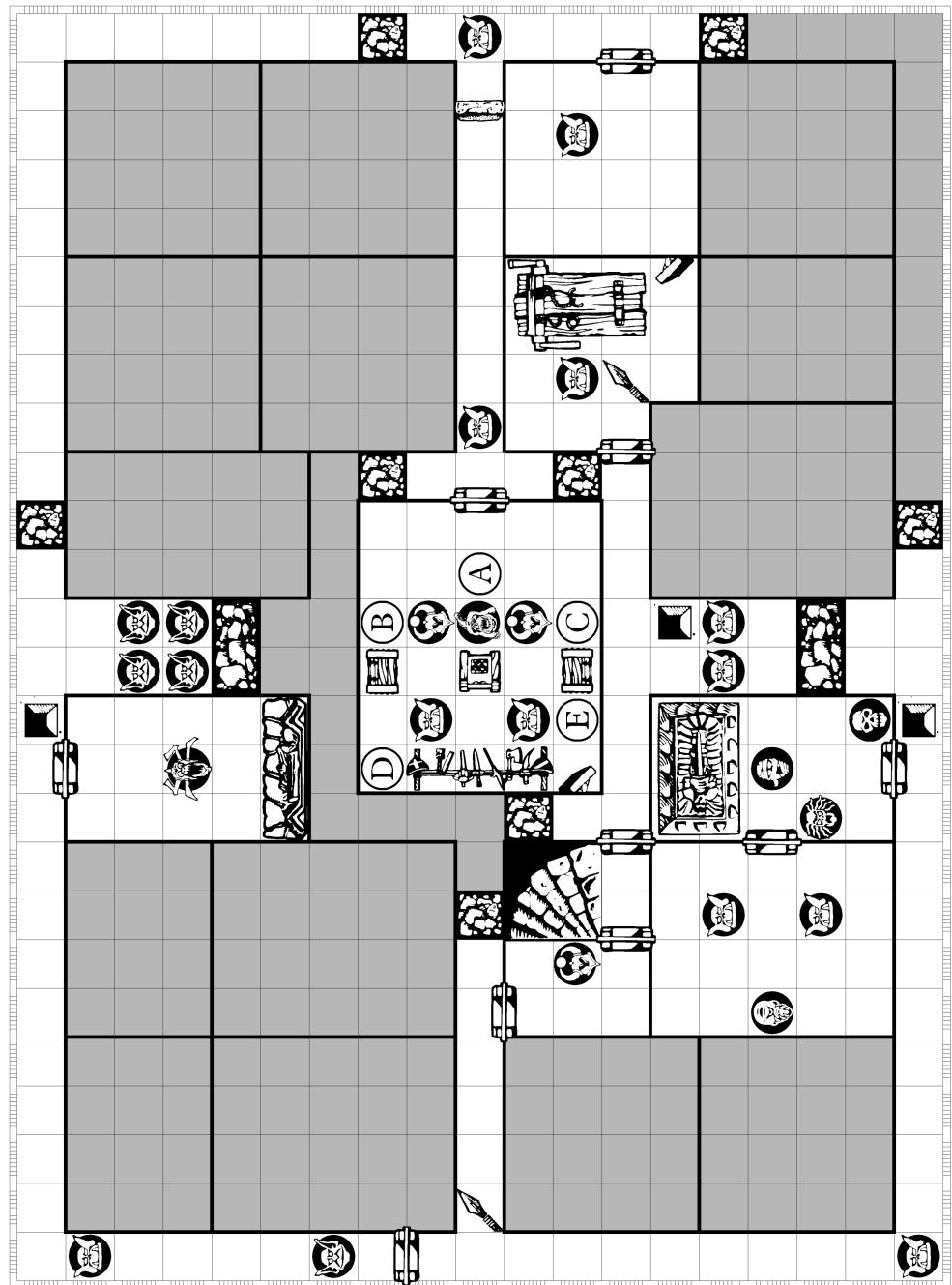
- A This is a Chaos Death Mist. It can move 9 spaces within the corridor. When it passes over any player they lose 1 body point. The mist may pass over multiple players in a turn but must end its movement on a clear space and may not move onto the same space again in the same turn. It may be destroyed by a Tempest spell.
- B This cupboard contains a pile of foul smelling garments that are befoiled with every stain you can imagine, however, there is also a small vial, which has a potion of healing that will restore one lost body point, even at a moment of death.
- C The falling block traps in this room will be triggered in the normal way, however, if a player opens this door, any and all these traps are immediately activated, including any trap that may have been disarmed.
- D This doorway is locked and may only be opened with the key found in the treasure chest marked 'G'.
- E This treasure chest has an undetectable trap that will take 2 mind points from any player attempting to open it. It also contains the Lacuna, a precious relic worth 1,000 gold coins.
- F This is the Storm Master, Ovedore. He has a set of Storm Master Spells. He has the following characteristics: Move 6, Attack 4, Defend 4, Mind 6 and Body

		X
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. He is unaffected by Air Magic.
- G Upon defeating Ovedore the Evil Wizard Player should give an heavy sigh. Do not explain why.
- H The Gargoyle in this room, Qoruzal, has four body points

		X
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. This treasure chest contains a key. The player opening the chest should note it down on his character sheet.



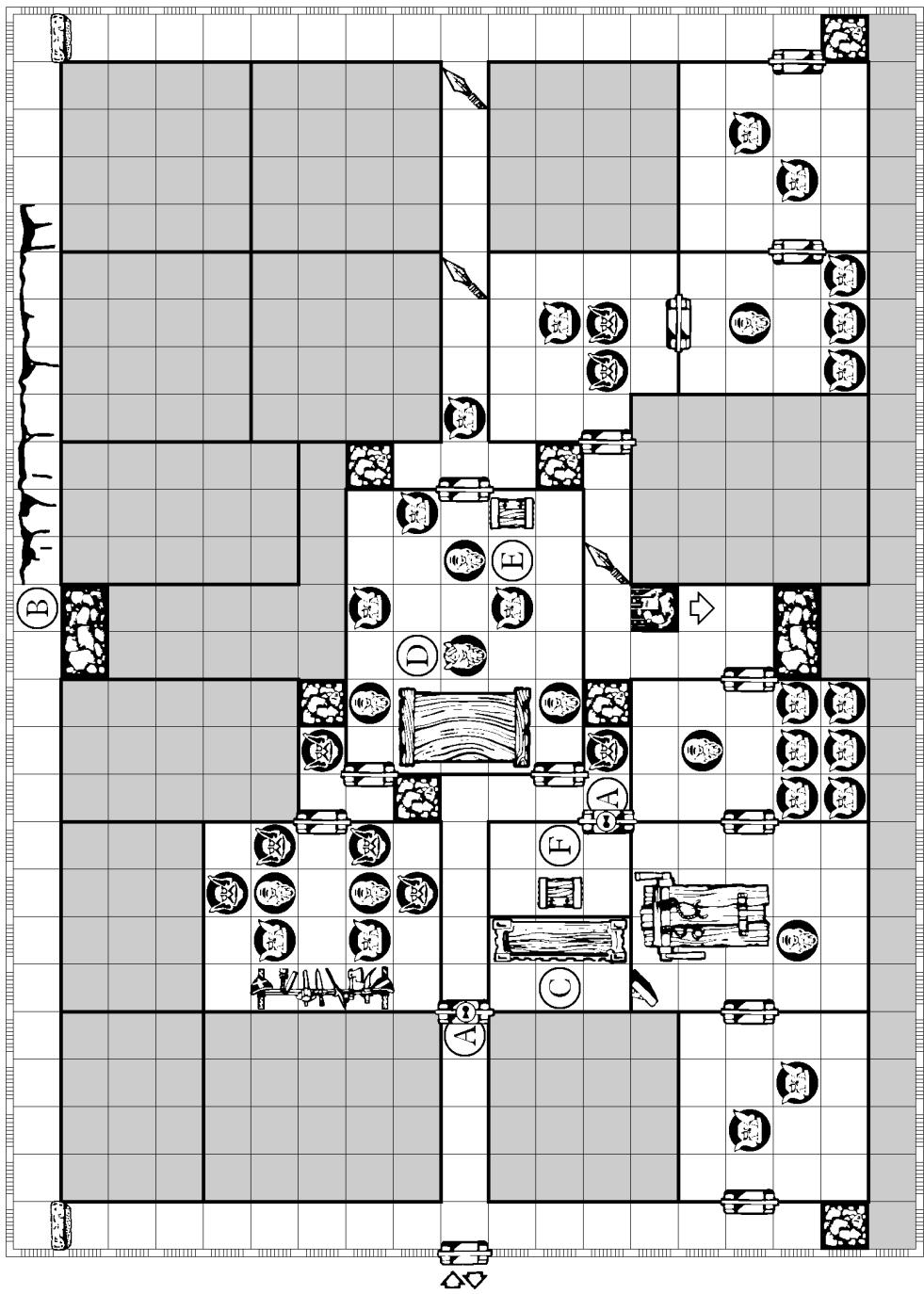
The Children of Water

The Children of Water are led by the vile Orc Sharman, Bugharz. In the Black Gulf, to the west of the Badlands, is a small outcrop with a fortified tower. The only way to access the tower is through the underwater tunnel. I shall cast an incantation on you so you may make it safely inside the tower. Loretome reveals little of what may be found within the tower. eliminate Bugharz.



NOTES

- A This is the Orc Sharman, Bugharz. He has a set of Orc Sharman Spells. He has the following characteristics: Move 6, Attack 4, Defend 4, Mind 6 and Body **X**. He is unaffected by Water Magic.
- B Upon defeating Bugharz the Evil Wizard Player should make a gargling sound. Do not explain why.
- C This treasure chest contains 200 gold coins.
- D This treasure chest contains a number of precious objects, worth 500 gold coins.
- E Upon the Weapons Rack you find a Quest Treasure (Artifact) if one is available.



The Children of Earth

'Between Marienburg and the Pale Sisters lies the 'Bitter Moors. There you will find a forbidding, craggy pile of rock, a finir stronghold. It is wreathed in thick mist, a miasma which is magically generated by the Finir to shield their fortress from prying eyes, and themselves from the harsh glare of the sun. An alliance has been formed between the Bad Axes orc tribe from the Pale Sisters mountains and Mazoga, the finir Meargh - a powerful spellcaster who rules this Finir clan. Oha Milambak or in the standard tongue 'The Children of Earth.'



NOTES

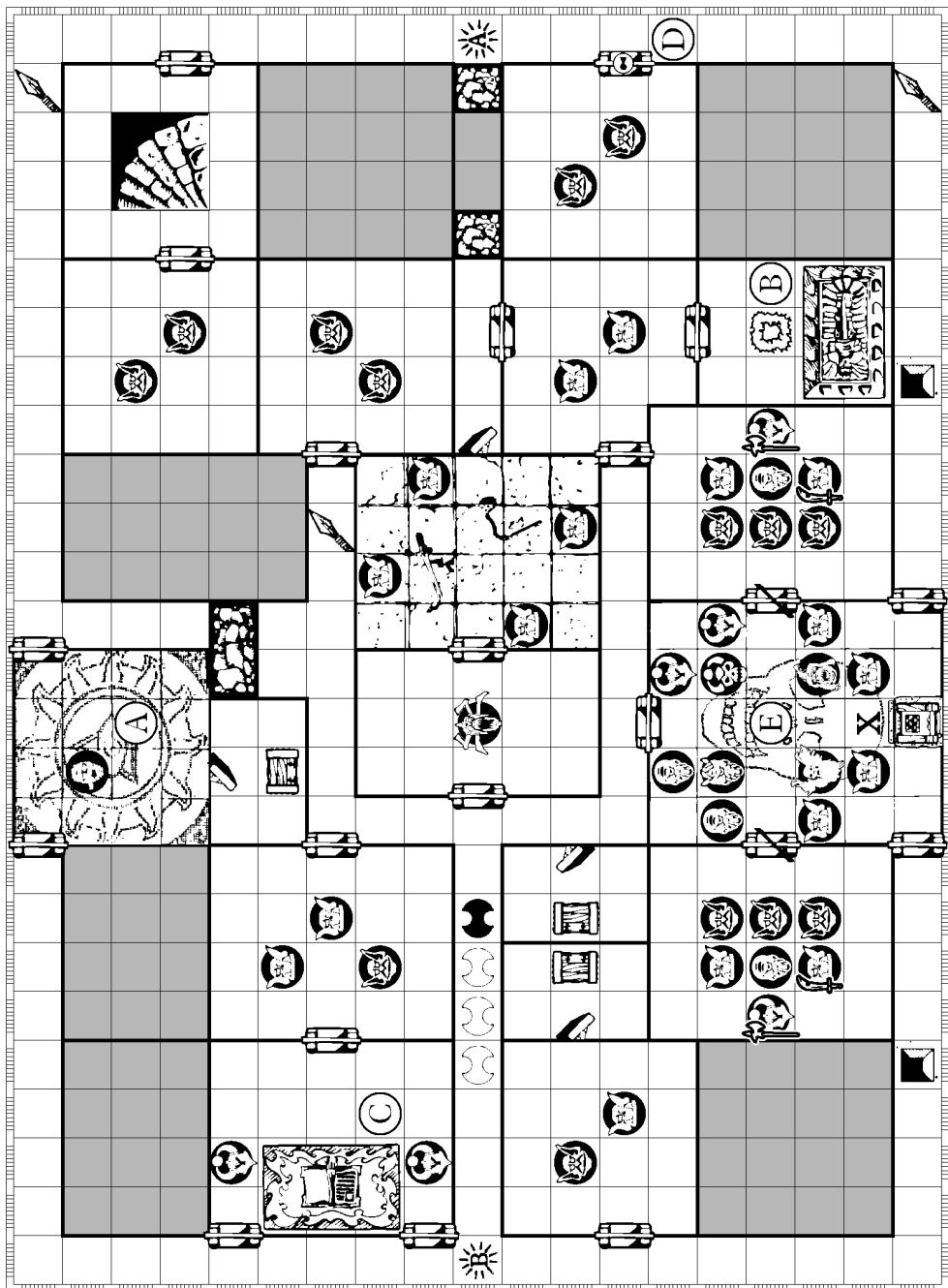
Earth Spells will not work properly within this dungeon. If a player casts 'Rock Skin' the effect will be applied to all monsters until a monster loses a body point. If a player casts 'Pass Through Rock' it fails and they take one body point of damage when they hit a wall or other blockage they attempt to pass through. If they cast 'Heal Body' they should roll 4 combat dice and lose a body point for each skull rolled.

A This door is locked and may only be opened by Mazoga's Brass Key.

B You have emerged on to the northern craggy rockface of the Finir stronghold. The daylight is dim due to the dense, choking fog, each player's character must once per round roll a combat die, upon rolling a black shield they miss their next turn, overcome by the fog. They should then roll a further combat die, if they roll a skull they lose a mind point or body point, player's choice. This passageway also has a cliff ledge that is a narrow, unstable path. Any player who steps on, moves along or steps off the tile must roll three combat dice. If they roll three black shields they loose their footing and fall down the mountain. They are not dead, necessarily.

- C This cupboard contains a potion of healing that will restore up to four lost body points.
- D This is Mazoga, a Finir Meargh. She has a set of Finir Magic (Burning Swamp Fog, Confusion, Panic, Summon Finir, Pall of Darkness, & Acid Rain). She has the following characteristics: Move 6, Attack 4, Defend 4, Mind 6 and Body

 Whomsoever slays Mazoga may take the brass key from around her neck.
- E This treasure chest contains 150 gold coins.
- F This treasure chest contains a small bottle of pearly liquid that will bring a dead Hero back to life, restoring all of his Body and Mind Points. It is an Elixir of Life. The potion may only be used once.



The Elemental Problem

For too long my friends Morcar, the Lord of Chaos, the Master of Dark Magic, has been the foe we have faced. But blind I have been. My continuous studies of the mysterious and powerful Loretome have revealed to me the existence of a Scion of the Lord of Chaos. There can be no doubt. This will be your greatest challenge. Powerful forces of chaos and darkness are at work. Do not underestimate the enemy you face.



NOTES

- A A player can discard the chattels of Bugharz in this room.
- B Tell the players: "This is the tomb of Zoqora." A player can place the finger of Zoqora in the tomb with her other mortal remains.
- C A player may place The Lacuna on the Sorcerer's Table in this room.
- D This door may be unlocked with Mazoga's brass key. A player may leave the key in the keyhole.
- E Say to the Heroes: "You have been deceived. Mortignis - the Chaos Sorcerer, Ovedore - the Storm Master, Bugharz - the Orc Sharman, and Mazoga - a Finnir Meagh. They live! Nor are they alone. You sense an evil, foreboding presence, from near the throne before you." You should refer to the previous Quests for the characteristics of each, and they also have their respective set of spells. (Mortignis page 19, F. (Chaos Spells), Ovedore page 21, F. (Storm Master Spells), Bugharz page 23, A. (Orc Shaman Spells) Mazoga page 25, D. (Fimir Magic).
Mortignis [] [] [] [] []
Ovedore [] [] [] [] []
Bugharz [] [] [] [] []
Mazoga [] [] [] [] []
- F The 'X' in this room is Morkere Scion of the Lord of Chaos. Morkere may appear on the board at any time once this room is in play, on the space marked 'X'. Say to the Heroes: "Father told me about you. No matter. You won't live long enough to interfere in my plans." Morkere's characteristics are: Move 8, Attack 6, Defend 6, Mind 8 and Body 8. She may cast any spell that has already been cast during this Quest, once. She may flee for the stairway, or cackle madly if killed. Reduce her body points by one for each item left in the appropriate place, see A-D. The monsters with halberds may attack diagonally, whilst those with curved swords have +1 combat die in attack.
- G The treasure chests in this dungeon each contain a restorative potion and 100 gold coins. The potion in the first chest to be opened will restore 2 body points and 1 mind point, the second 3 body points and 2 mind points and the third 4 body points and 3 mind points. Wandering Monster: A Goblin and an Orc

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