

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*.

W_{hich version of HeroQuest is this designed for?}

SundayQuest: Adventures; Volume 9 has been designed to fit in with the original UK release of HeroQuest in the late 1980s. It should be compatible with either the original European or U.S. releases of HeroQuest (1989-1991). It can also be played with the more recent re-release of HeroQuest (2021). If you are missing an item you may find it on www.yeoldeinn.com.

Evil Wizard Players are reminded that with so many homespun additions to the base game it is impossible to foresee the consequence of every possible adaption to HeroQuest's original rules and those provided in the addenda of the four original expansion packs. You should use your own judgement to resolve issues.

Clarification 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.

Rules 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.

Compatibility

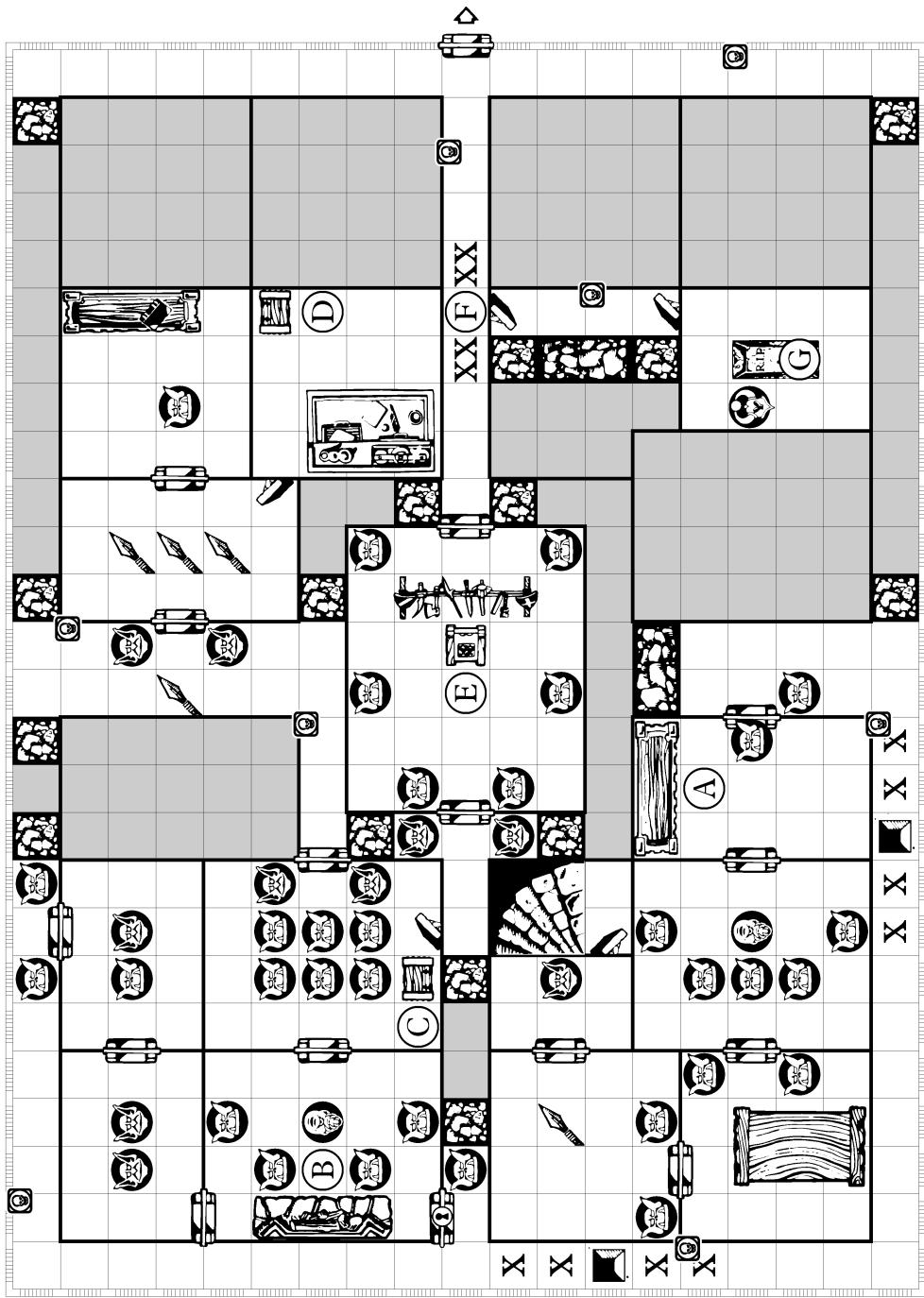
Below is a list showing the compatibility of each Quest contained within *SundayQuest: Adventures; Volume 9*.

Quest	No.	Title	Compatibility	Additional Items
	97	The Forgotten Kings*		Coffin tile
	98	The Whispering Forest		Elven Warriors & Stairway tiles
	99	The Hollow Helm		
	100	Labyrinth of the Enchantress		Teleport trap
	101	Swamps of Venomspire		Death Mist tile
	102	The Frost Mage		Various tiles & monsters
	103	Winds of Peril		Hurricane trap
	104	Crypt of the Shadow King		Death Mist tile
	105	The Unclaimed Throne*		Entry/Exit Doors
	106	Stormwatch Keep		Entry/Exit Doors
	107	Citadel of the Necromancer		Coffins & Necromancer Spells
	108	Forge of the Fire Titans		Dwarven Forge tile

Icons shown in grey indicate that whilst an item or items from an expansion may be required, they are not essential in order to play the Quest, although Evil Wizard Players may want to consider how they will adapt, prior to commencement of a Quest. A '*' indicates that this Quest is part of the 'Stormrider Trilogy'.

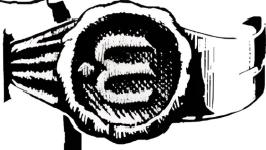
Key

	Original Game System		Kellar's Keep		Return of the Witch Lord		Against the Ogre Horde		Wizards of Morcar		The Mage of the Mirror		The Frozen Horror
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The Forgotten Kings

'Within the Glade of Eternal Moonlight, an evil from when the Old World was new stirs from its slumbers. Loretome speaks of a trio of forgotten kings who once held dominion over these lands, their reigns abruptly cut short by an unforeseen catastrophe. You are to embark on a quest to unravel the mystery of the forgotten kings. You will delve into the Athel Loren forest, where ancient spirits whisper long-lost secrets. Be prepared to decipher cryptic clues that lead to the first of the forgotten kings' resting places.'



NOTES

The pit traps in this Quest may not be disarmed by any equipment, quest treasure (artifact), 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 (marked with an 'X'), (detected or not) must roll a combat die, on the roll of a skull 1 Mind point of damage is inflicted.

On spaces marked with a combat die in the upper right corner, the first player to step on or across the space should roll a combat die, on the roll of a White Shield you should say: "**You notice a mysterious glowing rune.**" Tell them to note on their character sheet that they have found a rune.

- A This cupboard contains some alchemy ingredients, draw two cards from the deck (otherwise take two treasure cards).
- B On the fireplace you find a horn. Ask the player if they wish to blow it. If they do, five goblins appear and may immediately attack and move. The locked door has no key and can not be opened.
- C This treasure chest contains a spell scroll (otherwise take a card from the treasure deck).
- D Say to the player: "**This treasure chest contains a mystical artifact, a shard of a broken amulet, which resonates with power near the entrance to the tomb.**" They should mark they have the amulet shard on their character sheet. It is lost at the conclusion of this Quest.
- E Say to the player: "**The weapon rack has little of any real interest, although you notice a tattered orcish banner...**" Cont.



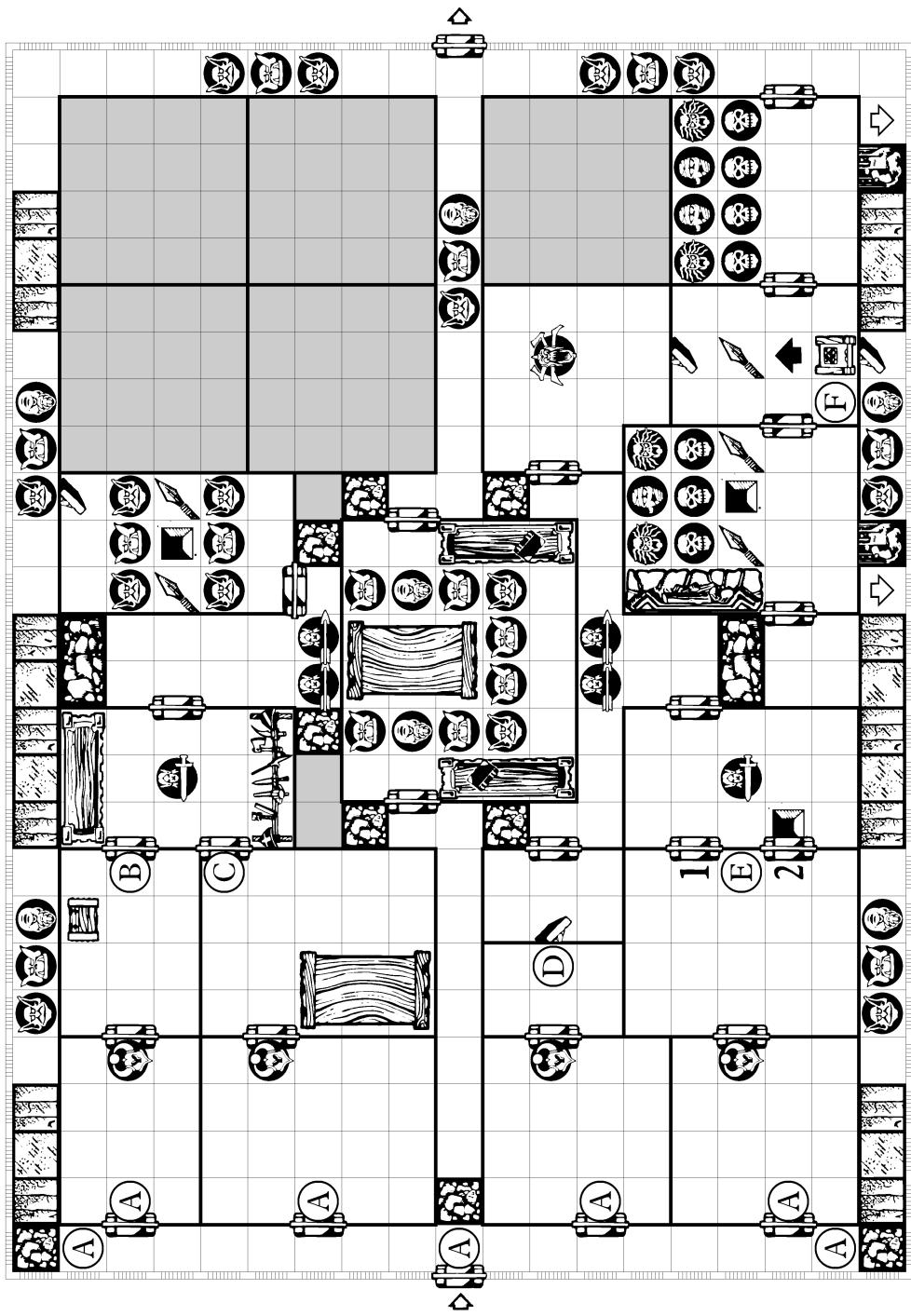
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“...**that bears cryptic symbols, these hint at the location of the first forgotten king's resting place**” (Indicate to the player that it is somewhere on the half of the board near the exit door).

F When the broken amulet is brought close to this entrance (a Hero is standing on either the ‘F’ or ‘XX’ spaces), inform them that the artifact emits a faint glow, guiding the heroes to the correct path.

G This tomb belongs to one of the forgotten kings. Say to the players: “**Your foolishness has awoke the spirit of one of the forgotten kings! He can not be killed. Run!**” The Chaos Warrior has an infinite number of Body Points.

The Quest is successfully completed if Heroes have gathered at least 6 (of the 8) runes between them.



The Whispering Forest

The Emperor is concerned about reports of Chaos forces in Lorenvol, the Elven forest city. know to the ancients as the Whispering Forest. Investigate immediately and remove the presence of Chaos. You will receive 10 gold coins for each monster you kill.



NOTES

All Chaos Warriors are made of wood and are immune to ranged attacks.

Tell the players: “**The Walls and Doors here are made out of living branches and vines. The blockages are not rubble but a solid mass of tree trunks, branches and vines and cannot be passed or seen through. The air is sweet with the sent of pollen. There is a murmuring among the bows and branches.**”

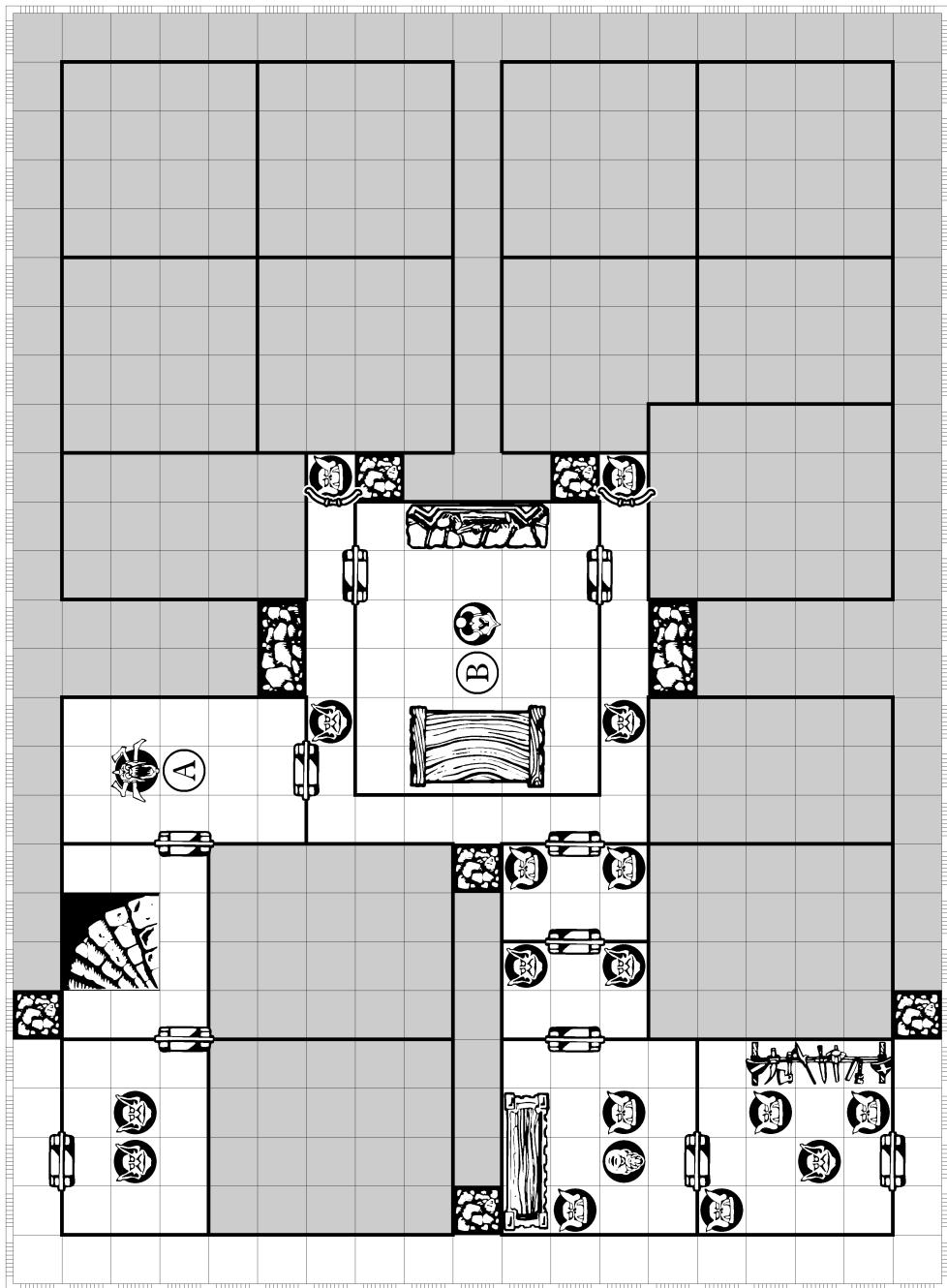
- A No Hero may use *Pass Through Rock* spell or similar to enter or leave the corridor or rooms. The three blockages in this corridor will disappear when all four doors have disappeared. When a Hero enters a room the Door marked ‘A’ that they passed through will disappear, remove it from the game board. The Chaos Warriors in the room may now move and attack.
- B This Door is locked. If a Hero searches for treasure in the Chest they find a riddle. Riddle: “**A box without hinges, key, or lid, yet golden treasure inside is hid. What am I?**” Answer: ‘Egg’ Clue: “**There are four crude images on the door, A Treasure Chest, An Egg, and A Pumpkin.**” One guess per turn, loss of 1 Mind Point for each wrong answer. The clue is available at a cost to the player of 1 Mind Point. Open the door if they answer correctly.
- C This Door is locked. On the Door is a riddle. Riddle: “**To pass this test you'll need that which is mightier than the sword, and add to this a rounded vowel.**” Answer: ‘O-Pen’ Clue: “**I'm a gateway without a gate, A concept, not dictated by fate. Not shut, not closed, I facilitate, What am I, in every entrance's state?**” One guess per turn, loss of 1 Mind Point for each wrong answer. The clue is available at a cost to the player of 1 Mind Point. Open the door if they... Cont.



Cont.

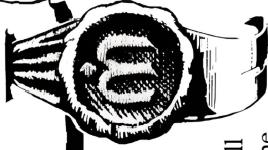
...answer correctly

- D If a Hero searches for Secret Panels they find written in moon runes the following riddle. Riddle: ‘Four times Six, and Sixty-Four what whole number divides these both?’ Answer: **8** Clue: Ask the player to roll 2 standard dice, tell them if the total is higher or lower or correct. One guess per turn, loss of 1 Mind Point for each wrong answer. The clue is available at a cost to the player of 1 Mind Point. Open the door if they answer correctly.
- E. One the wall between Doors ‘1’ & ‘2’ is a notice it reads: “**One door leads to certain death and the other door leads to safety. The Doors were Eleven Princes once and each is cursed to guard the path forward. One Door always tells the truth, and the other always lies. They may only answer ‘yes’ or ‘no’!**” The Hero must give the correct answer to the question, “**If I were to ask the other Door ‘Does this Door leads to freedom?’ what would they say?**” The Hero should choose a door to open. Open the door and lay out the contents of the room. The Hero may ask one door one question a turn but must lose a Mind Point if they are unwilling to open a door. Door 1 leads to safety, Door 2 leads to death. If the Hero opens Door 1, Door 2 vanishes and the pit trap beyond Door 2 cannot be discovered. If the Hero opens Door 2 they are immediately killed. (If they are resurrected they start at the Entry Door in at the beginning of the Quest.)
- F. This secret panel can only be found by a player searching the room (marked ‘F’) for Secret Panels. The Secret panel behind Throne is activated by lifting left arm. The Throne moves to the square indicated by the black arrow. Any creature on the black arrow when the Throne moves must be treated as if a falling block trap has been triggered on that space.



The Hollow Helm

In the shadows of the Black Mountains, near the murmuring Hornberg River, a modest fort holds an unsettling secret. Loretome reveals. A once-mighty warrior, caught in the limbo between life and death, his restless spirits stirs, unsettling the balance of the world. You must confront the warrior that wears the hollow helm, end his torment by defeating him.



NOTES

The Orcs indicated to have longbows may make a ranged attack with 3 combat dice.

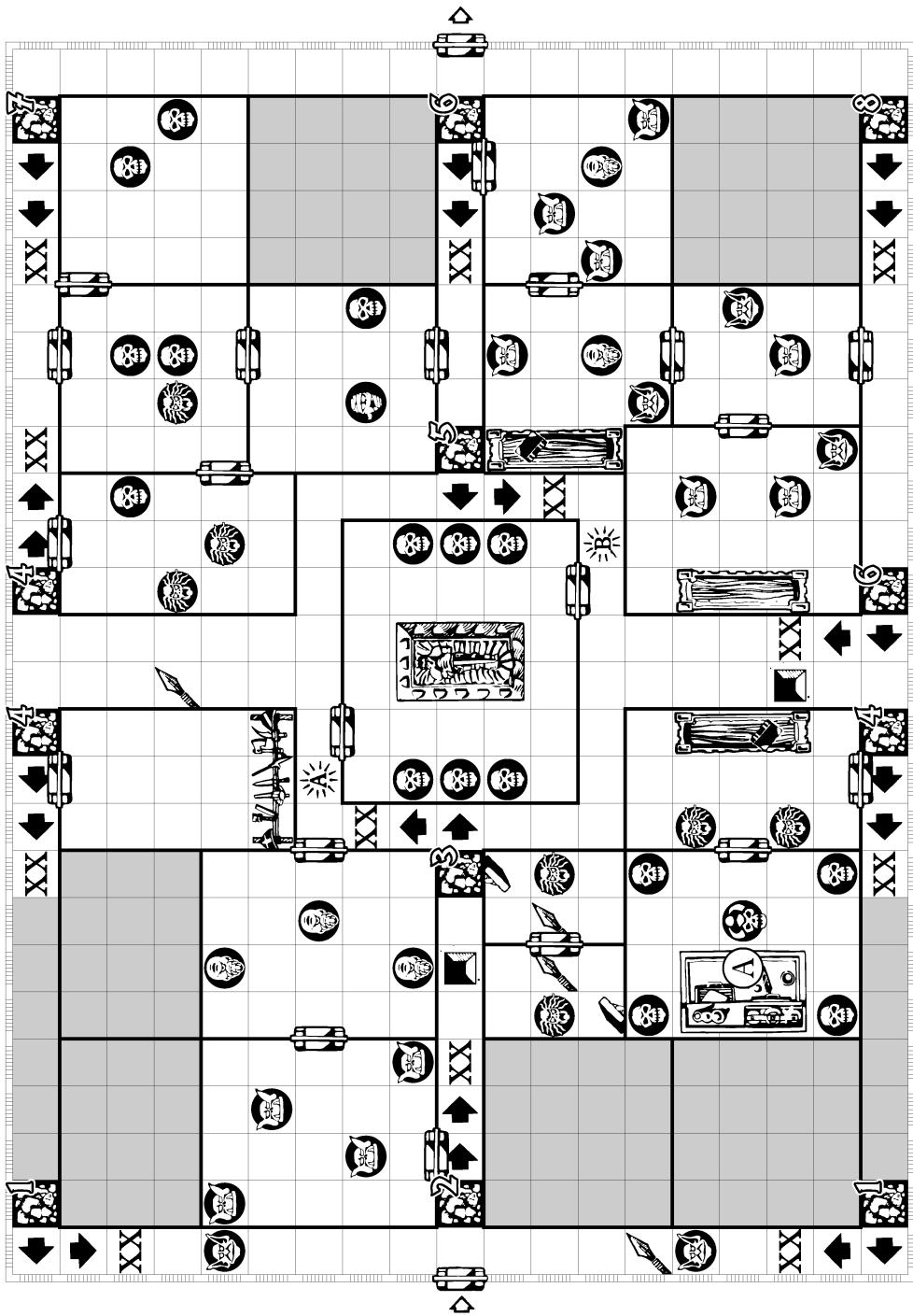
- A This is a Black Gargoyle, born of the dark, resilient granite of the Black Mountains. When a player's character engages in melee combat with the Black Gargoyle, which he successfully defends, they must roll a single combat die following the attack. If they roll a black shield (¶) the weapon has been damaged in the attack and is rendered useless.
- B Say to the players: “*In the centre of this room you see what appears to be a large knight, as he turns to you, you realise to your horror, that the helmet contains no features, for it is hollow. Your senses tense as you hear a low rumbling moan emanating from the figure. This is the mighty warrior, the so-called ‘Hollow Helm’.*”

This is the Hollow Helm, a mighty warrior, use a Chaos Warrior piece to represent him. He has the characteristics of an ordinary Chaos Warrior, except that he has

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 Body points.

On each of the Evil Wizard Player's turns the Hollow Helm warrior emits an unearthly moan, each players' character should roll a movement die, on the roll of a 1 they are disorientated and miss their next turn, they should defend with two less combat die.



Labyrinth of the Enchantress

Heroes you will venture beyond the Ostermark into the 'World Edge Mountains and confront the Enchantress. Seraphina Mistwood, a particularly skilled sorceress who has practices the arts of deception. Tread with care, for nothing is as it seems.



NOTES

The blockages in this Quest will move, following the path indicated by the dark arrows, and coming to rest on the spot marked 'X'. Each may only be moved once, and only one may be moved on the Evil Wizard Player's turn.

The numbers in the upper right corner of each blockage represents the sequence by which the blockages may be moved. So in order to move the blockage marked '2' you must first have moved the two blockages, marked '1', on preceding turns. To move the blockage marked '3' you must first have moved the blockage marked '2' and so on.

- A This Chaos Sorceress is the Enchantress, Seraphina Mistwood. She has the following characteristics: Attack 4, Defend, 6, Move 8, Mind 8 and Body

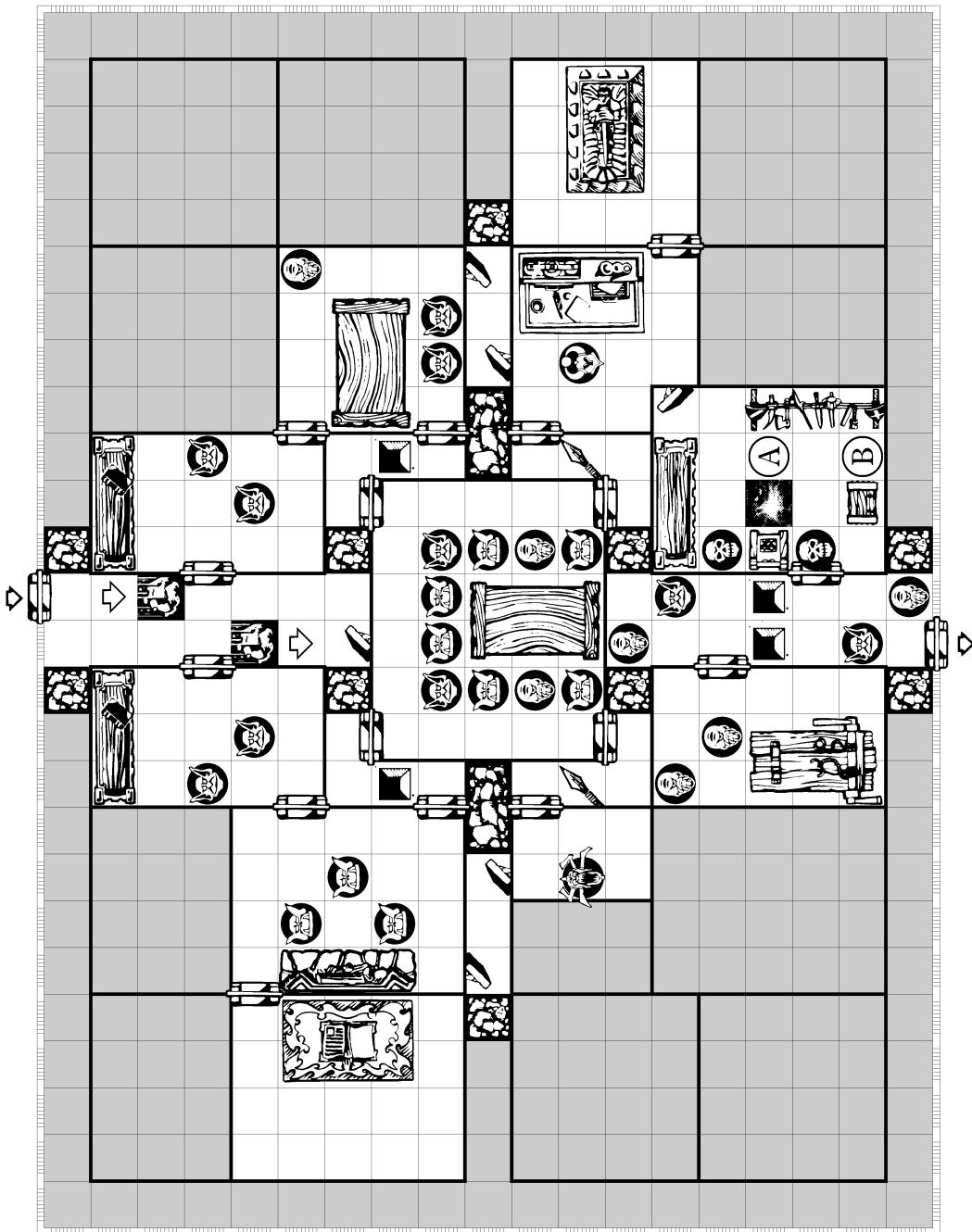
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. She knows the Chaos Spells: *Cloud of Chaos, Command, Firestorm, Sleep, Tempst, Terror, and Thunderbolt*.

RULE REMINDER: Teleport Trap

Any player who finishes their turn of a symbol A will instantly be transported to a square marked with a 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.





Swamps of Venomspire

Loretome has revealed a Fimir fastness, in the desolate moorlands of the Swamps of Venomspire. that has remained long hidden and of little interest to the Empire, however spies report that the Balefiend, Mirzard, thought killed, may have survived and fled here. The Emperor commands you to go to Venomspire and find and destroy whatever remains of the foul Mirzard.



NOTES

- A This is a Death Mist, once long ago it was Mirzard, now a breath of Chaos which will harm all who are not evil. The Death Mist moves 6 squares on the Evil Wizard Player's turn. When the Death Mist passes over a Hero, they loose 1 Body point. The Death Mist may only affect a Hero once per turn. The Death Mist cannot end its movement on an occupied square. The Death Mist can only be destroyed by a Tempest spell or an attack by the Spirit Blade. If the Death Mist is destroyed it radiates dark light and implodes and condenses in to a form, that of a shape-shifter, roll a combat die to determine its starting form from the list below. When killed roll a combat die if the number matches the dead creature then the shape-shifter is dead, otherwise replace the dead creature as follows:

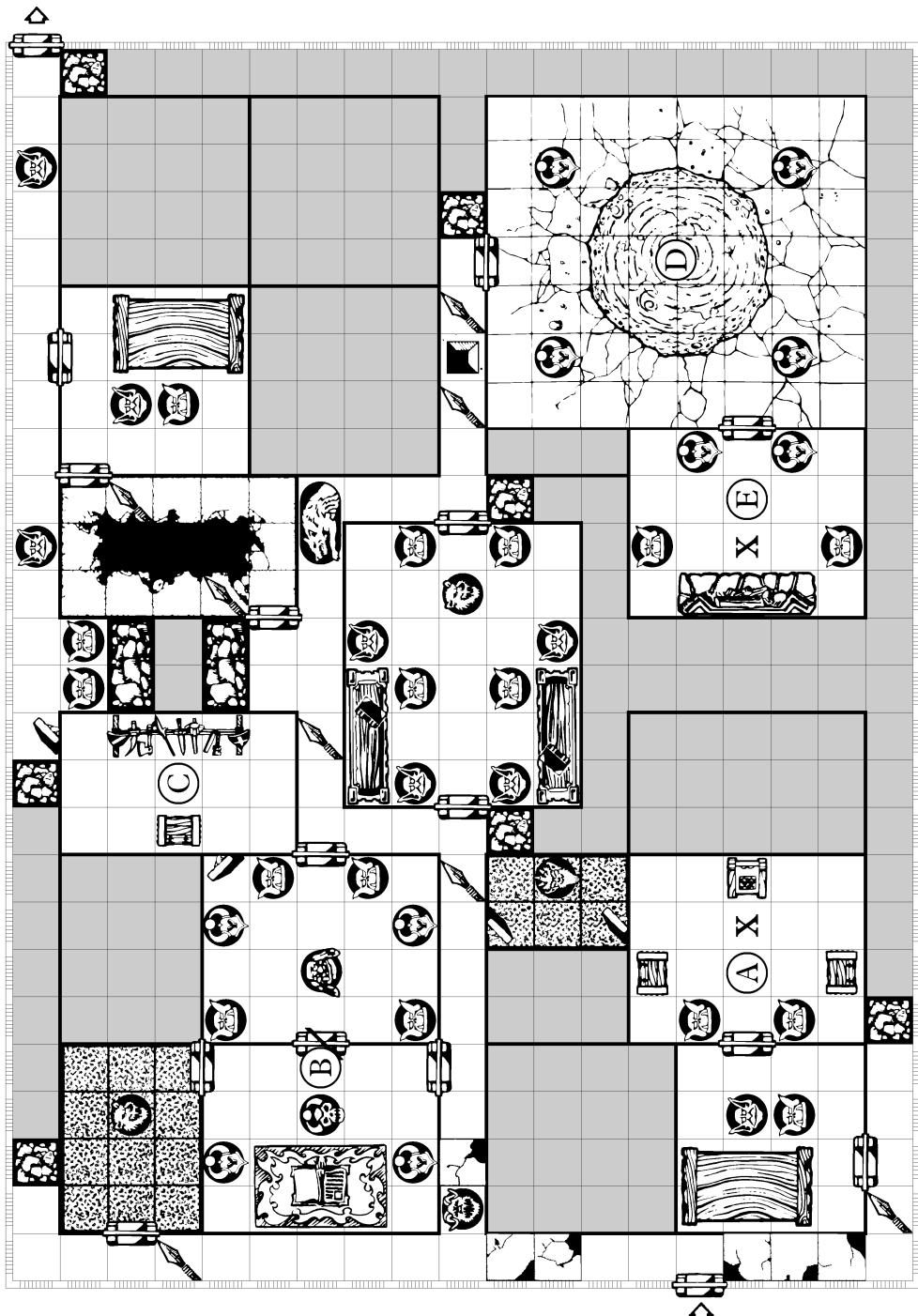
⊗ = Goblin

⊗ = Orc

⊗ = Fimir

- B The chest contains the Orbis Ouroboros, the Serpents Ocarina, it is a powerful artifact said to be mentioned in a scribbling in the margin of the Book of Armaments. The Orbis Ouroboros when played will put any Fimir in the same room or corridor in to a trance, where they will not move or attack. Any Bard character may play the instrument, However all other Heroes must roll 2 standard dice and roll a total less or equal to their Mind points. If they fail the Fimir's trances are broken. Brother Maynard at the Monastery near the Empire's Capital will pay handsomely for the Ocarina as it is a holy relic, if a Hero chooses to sell the Ocarina they receive 5,000 gold coins. The Ocarina cannot be bought back once sold.

Wandering Monster: Fimir



The Frost Mage

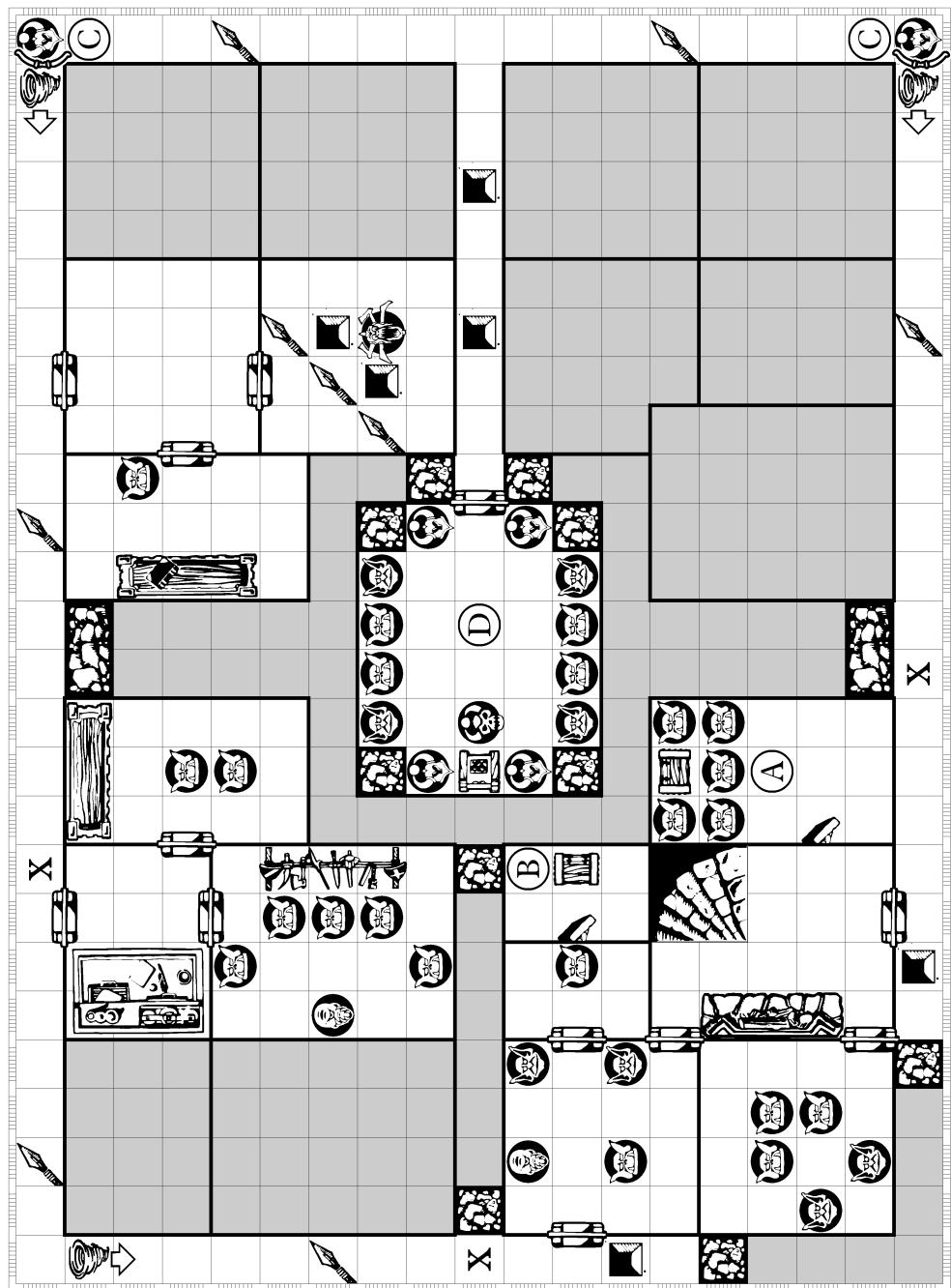
Loretome speaks of a Chaos Sorcerer, known as the Frost Mage, and prophesies that should you, good Heroes, fail to eliminate him the Empire shall be torn asunder. The great book also reveals that he can be found in the frozen wastes to the north, beyond the township of Arvik toward the mountain of Vanir. He has eluded death for centuries, for he can not be fully defeated unless his staff is also destroyed.



NOTES

- A This room is one of two rooms that the Frost Mage may choose to use as a destination of the chaos spell Escape. (See Note 'B'). The Treasure chest contains a number of treasures, instruct any player that searches either of the chests to draw three cards, ignoring any cards with negative effects (traps, hazards, poison, wandering monsters etc.)
- B This is the Frost Mage. When a Hero opens a door to this room open the door, marked as open, and set out the contiguous room. The Frost Mage has the following characteristics: Move 8, Attack 5, Defend 6, Mind 6, Body He has the following spells: *Chill, Escape, Ice Storm, Ice Wall, Mind Freeze, Slay, Soothe, Summon Greenskins and Summon Undead.* If killed say: "**The Frost Mage stamps to the floor defeated. His lifeless body glows with an unnatural yellow glow, you suspect some foul sorcery is afoot. The body vanishes. Leaving only his staff.**" If there are no other monsters in play the player should acquire the staff noting it on their character sheet. If a monster moves onto the space where the Frost Mage was slain they may take the staff and should attempt to exit the dungeon using either the entry or exit doorways (They may open any unopened door or panel). The Heroes will fail the Quest if they staff is not destroyed.
- C This treasure chest contains a potion of healing that will restore one Hero to their maximum number of Body and Mind points. The weapons rack has a suit of Plate Armour in fine conditions, whilst the other items look old and worn out.
- D In the centre of this chamber is a Pit of Chaos, the volcanic heart of Mount Vanir. Anyone who moves into the pit will instantly turn to Chaos and fall under the control of the Evil Wizard Player forever. The Chaos Warriors in this room have 1 additional combat die in both attack and defence. Should the Frost Mage's staff be thrown into the Chaos Pit, it is destroyed and the Heroes have succeeded in their primary objective.
- E This room is one of two rooms that the Frost Mage may choose to use as a destination of the chaos spell Escape. (See Note 'B').

Wandering Monster: Yeti



Winds of Peril

Heroes! Your skills are needed urgently to eliminate the threat of a Chaos Sorcerer who has taken up residence in the mountainous region known as the Pale Sisters. He has the loyalty of the 'Bad Axes' Orc Tribe. If you destroy the sorcerer you will be rewarded with 100 gold coins each and an additional 100 gold coins for the Hero who performs the kill.



NOTES

- A This treasure chest is a trap, it can not be detected. When searched for treasure a cloud of vile brown smoke fills the room, each players' character loses 1 Mind Point and 1 Body Point immediately and subsequently on each Evil Wizard Players' turn they remain in the room, as the smoke does not dissipate, all movement is halved within the smoke.
- B This treasure chest contains two potions of superior restoration that will restore a Hero to their maximum Mind and Body points.
- C These Chaos Warriors have long bows and make a ranged attack using three combat die.
- D This is the Chaos Sorcerer whom you seek. He has the following characteristics: Move 6, Attack 3, Defend 6, Mind 6, Body

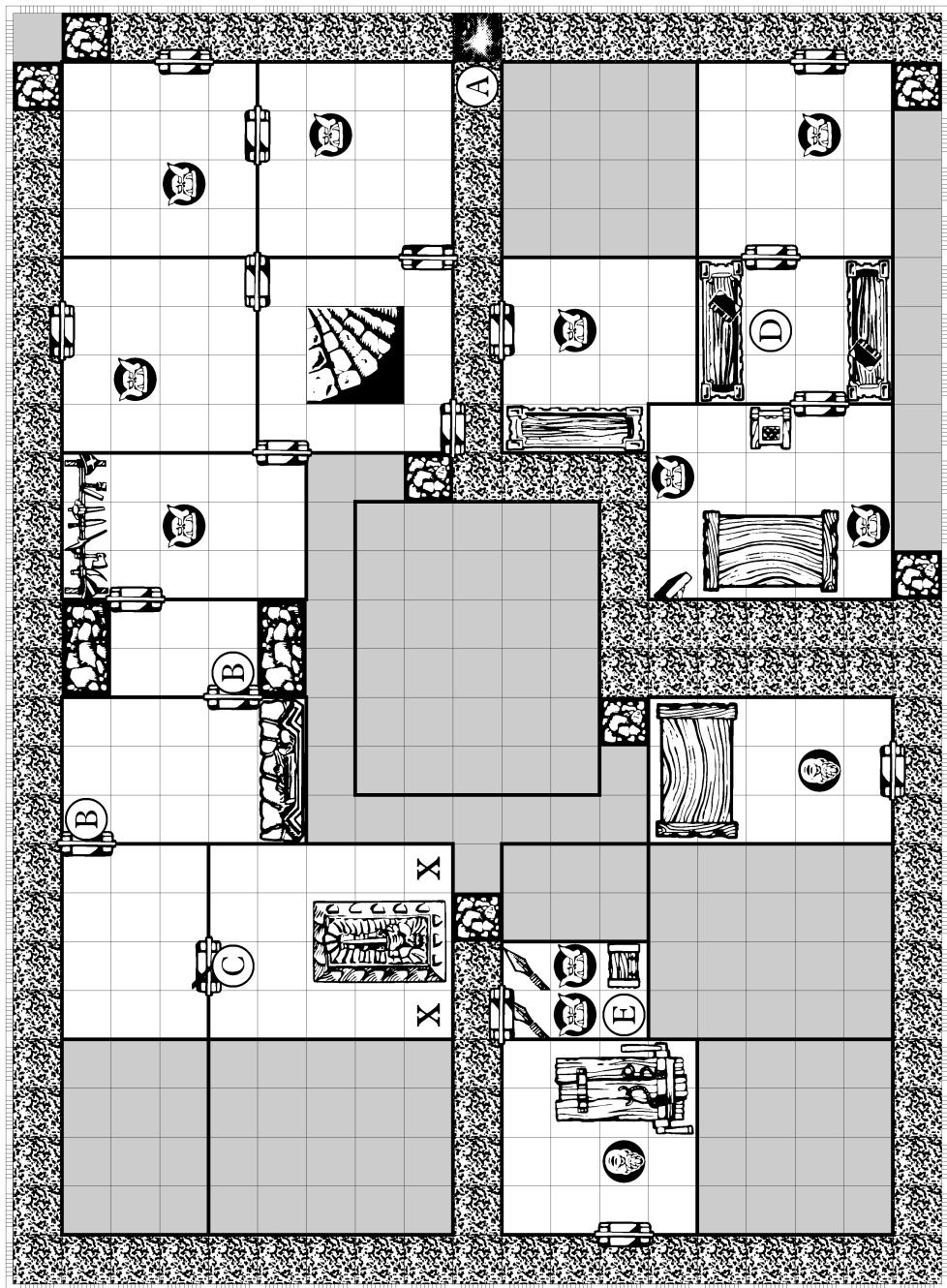
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, . He knows the following spells: *Ball of Flame*, *Cloud of Chaos*, *Firestorm*, *Sleep*, *Tempest*, and *Thunderbolt*.

RULE REMINDER: Hurricane Traps

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. The arrows indicate the direction of travel of the Hurricane.



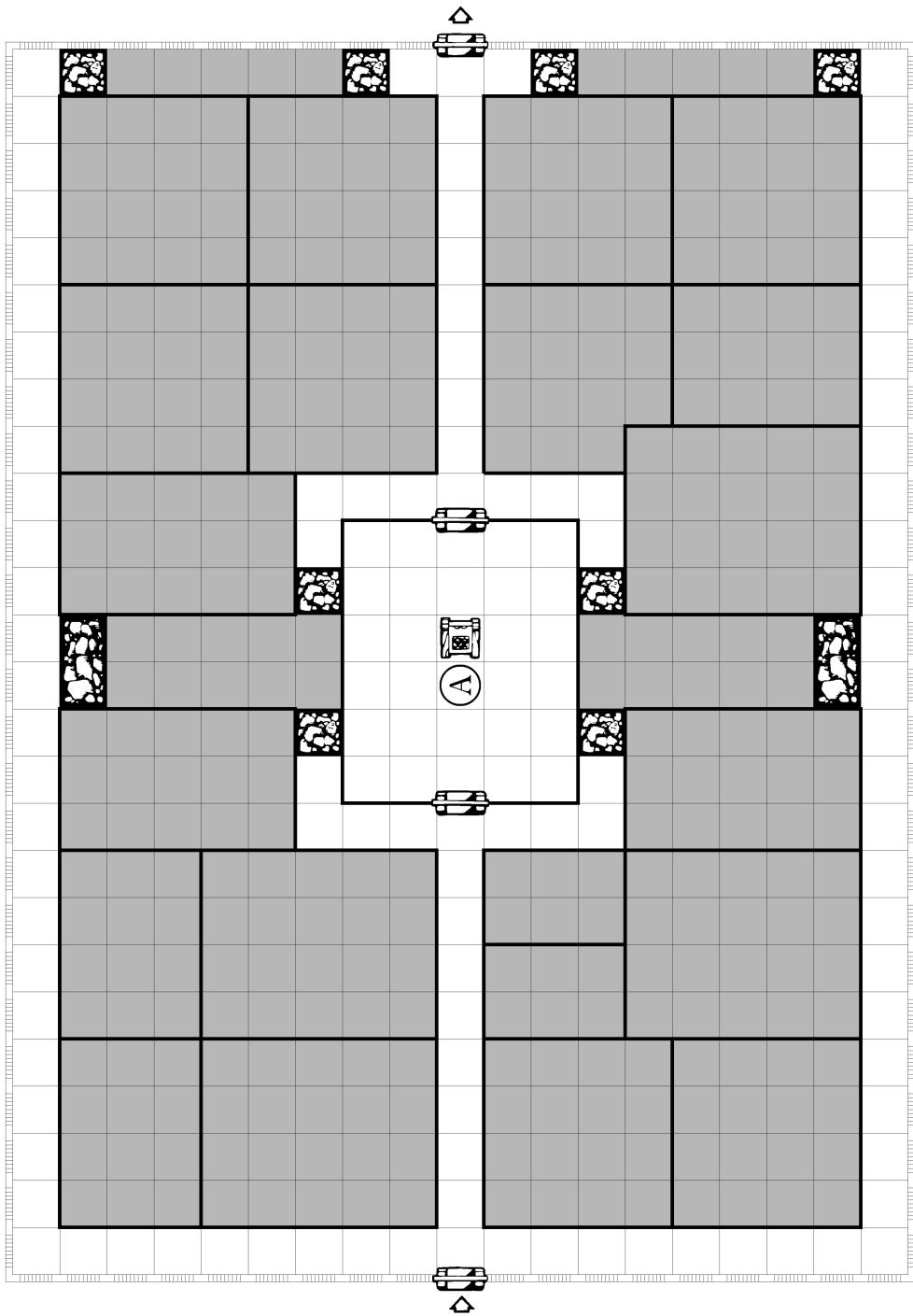


Crypt of the Shadow King

Long ages past. Chaos ensnared a once-wise king, now forgotten, corrupted by immortality's allure. he succumbed and swore fealty to the power of Chaos. After his defeat by many warriors and wizards his remains were bound in a crypt, with the source of his power, the Crown of the Shadow King. Locked and sealed away. From villages near the Crypt, disconcerting murmurs arise, casting shadows of doubt. I implore you, to embark on an adventure of paramount importance. Venture into the foreboding depths, ensuring the Shadow King's imprisonment. If whispers prove true, secure his accursed Crown. for its dark power poses a peril our realm could not bear.

NOTES

- A This is a Death Mist, a breath of Chaos which will harm all who are not evil. The Death Mist moves 6 squares on the Evil Wizard's turn. When the Death Mist passes over a Hero, they loose 1 Body Point. The Death Mist may only affect a Hero once per turn. The Death Mist cannot end its movement on an occupied square. The Death Mist can only be destroyed by a Tempest spell or the Spirit Blade. If destroyed the Evil Wizard Player may resurrect the Death Mist by, rolling a Black Shield (❶) on a single combat die on their turn; replace the Death Mist tile on its original starting square.
- B This Door is not locked. When a hero stands on the square marked 'B' the Door swings open, place the contents of the room out immediately.
- C This Door is broken open from the inside. Place the contents of the room out immediately the open Door is placed on the board. Say to the Heroes, "**The Crypt of the Shadow King - whatever remained here has escaped!**" On the Evil Wizard's turn place a skeleton on each of the squares marked 'X' say to the Heros: "**The dead are rising!**" The skeletons can move and attack immediately.
- D If a Hero searches this room for treasure they find amongst the many scrolls, books, and ancient tomes, a original copy of the Book of Armaments, while of no use in itself it contains instruction on using many artifacts. Brother Maynard at the Monastery near the Empire's Capital will pay handsomely for the Book as it is a holy relic, if a Hero chooses to sell the Book they receive 2,000 gold coins. The Book cannot be bought back once sold.
- E If a Hero searches this room for treasure they find in the treasure chest the Shadow King's Crown. Wandering Monster: Resurrect the Death Mist (if available).



The Unclaimed Throne

I have spent several months consulting Lorcome and a number of runecrafters to divine the meaning of the runes you discovered during your adventure where you woke one of the forgotten kings. There is a power struggle underway within the Elven race to ensure that an appropriate heir is found for Queen Terrella, an Elf who will take the unclaimed throne. You must face an Elven Enchantress, Thaloriel Moonfire. Should you prove yourselves worthy she should assist you in your Quest.



NOTES

This Quest should only be played if 'The Forgotten Kings' (Vol. 9, No. 97) has been successfully completed.

- A This is Thaloriel Moonfire, an Elven Enchantress (use an appropriate figure to represent her). She is not in service to Chaos, so any attack or action against her will lead to the players' characters being branded as outlaws and exiled from the Empire. Once all Heroes are in the room she will ask each Hero one of the following riddles, and only once:
- I'm small and sneaky, green and mean, // In dungeons dark, I'm often seen. // With mischief in my gleaming eye, // Who am I?
Say, Who am I?.....A. Goblin
- With brutish strength and an ugly face, // I roam the lands with a menacing pace. // From the depths of darkness, I emerge, // Ready to fight, to steal, to surge.A. Orc
- In murky swamps, I make my lair, // With glowing eyes and matted hair. // A sinister figure, foul and dire, // Beware of me, for I never tire.....A. Fimfir
- A pile of bones, clattering and cold, // In the crypts and tombs, my story's told. // I rise at night, with a hollow moan, // In search of flesh, and flesh alone.A. Skeleton

Con.t.



Cont.

I shamble forth with a dreadful groan, // My tattered flesh, a sight to bemoan. // No thoughts or feelings in my mind, // Only hunger for what I must find.

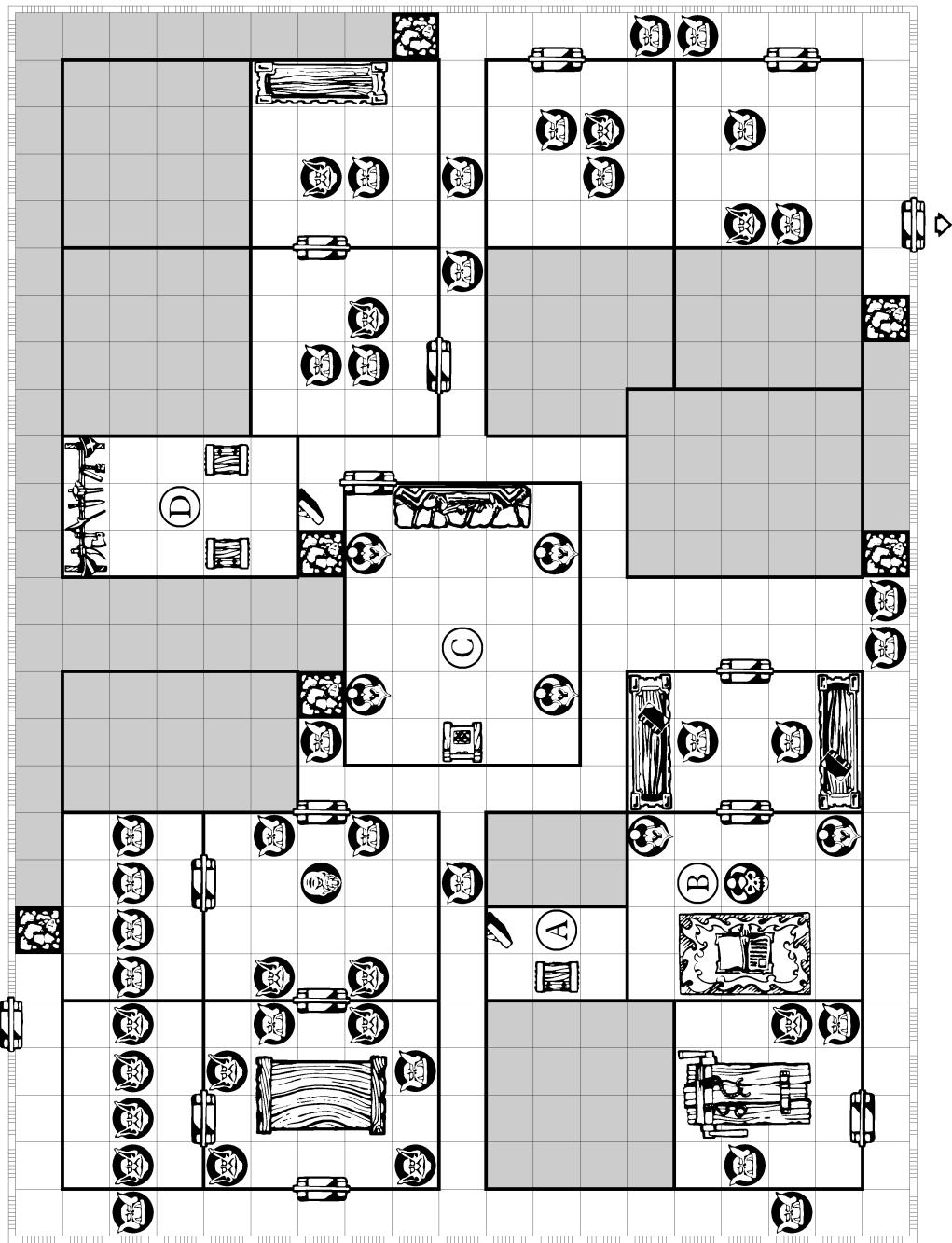
Wrapped in cloth, with an ancient curse, // I guard the tombs, verse by verse. // To disturb my rest, you'll surely regret, // For I bring doom to those who forget.

Clad in armor, with a blade of black, // I march to battle, never to lack. // My allegiance lies with Chaos' might, // In the heart of darkness, I shine bright.

Perched on high, with a stony glare, // I watch and wait, with patient care. // From my lofty perch, I'll take flight, // To strike down foes with all my might.

The Quest is successfully completed if the Heroes prove themselves worthy by all answering their riddles correctly, she says: “*You are truly worthy. Know this Prince Alarion is the rightful claimant to the throne of the Athel Loren. He has been captured. He is held in a stronghold near the summit of Frugelholm Mountain. Know this as the solstice approaches there is potential to either save or doom the Old World.*

The Quest is failed if the Heroes do not to prove themselves worthy; if a single player answers incorrectly more than two of the riddles, she says: “*Unworthy heathens begone!*” If more than two riddles are answered incorrectly she will cast *Firestorm* and vanish.



Stormwatch Keep

Heros! The important bastion of Stormwatch 'Keep, in the 'World Edge Mountains, has been overrun by greenskins. The Emperor has commanded that a small group should infiltrate the stronghold via a small barbican, previously used for access by tradesmen and the like. For a direct assault would likely leave the castle awash with blood. You are to secure Stormwatch 'Keep, make haste!



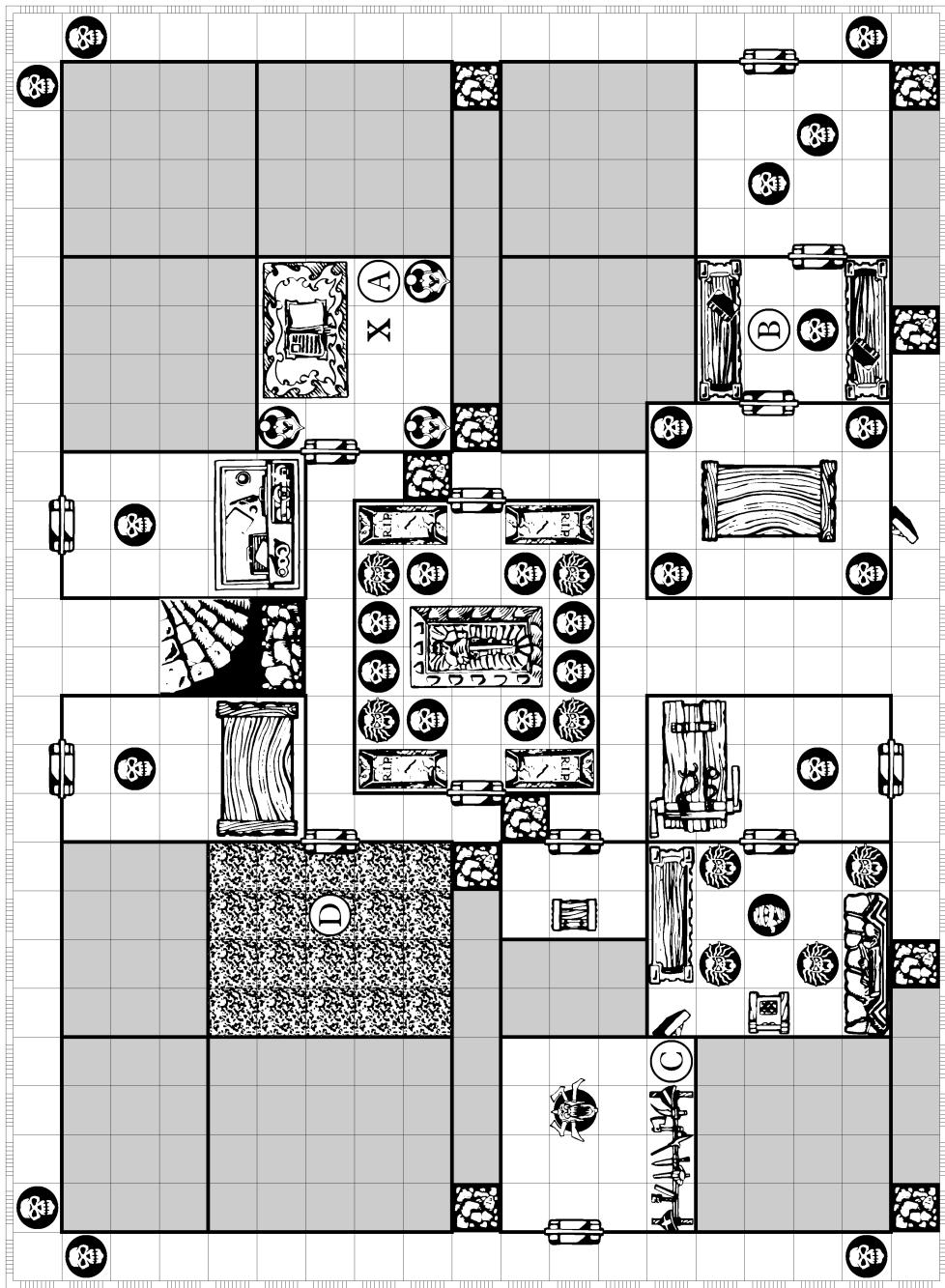
NOTES

- A This treasure chest contains 100 gold coins and any one available Quest Treasure (Artifact) that may be available from the deck, chosen at random.
 - B This Chaos Sorcerer is Qrineth. He has the following characteristics: Attack 4, Defend 4, Move 8, Mind 6, & Body

. Choose a half dozen Chaos Spells at random from those available.
 - C These Chaos Warriors are some of Morcar's Elite. They all have plus two to all normal characteristics.
 - D One of the treasure chests contains a small pouch with 25 gold coins and a potion of healing that will restore up to 4 lost Body points. The other treasure chest contains 100 gold coins and two Spell Scrolls.
- A Hero that searches the weapons rack will injure themselves on a unusable poisoned spear tip; They will have their Body points reduced by 3 and the number of combat die available to them in both defence and attack will be reduced by the same amount. On the subsequent turn they will lose 2 Body points and their combat die will be similarly reduce. Finally, on the third turn, they lose 1 Body point and combat die in attack and defence. They are fully recovered on the fourth turn.

The Quest is failed if any of the monsters on the map at the beginning are not discovered and eliminated by the time the last Hero exits the Quest.

Wandering Monster: 2 Orcs and 1 Goblin



Citadel of the Necromancer

In the dominion of the 'Unliving' King there stands the ominous obsidian bastion, Morthondir. An ancient malevolence exudes from its formidable towers, which pierce the ashen heavens, crowned by spires that seem to delve into the very heart of the netherworld. Within macabre halls, dark whispers of unholy rites and ancient incantations resonate, accompanied by the mournful cries of spirits that know no rest. Loretome, foretells the impending return of Krell. I beseech thee, cease the endeavours of this lovelorn fool, for his actions threaten to unleash a force so potent that even the staunch might of the Empire shall find itself hard-pressed to counter its foreboding power.

NOTES

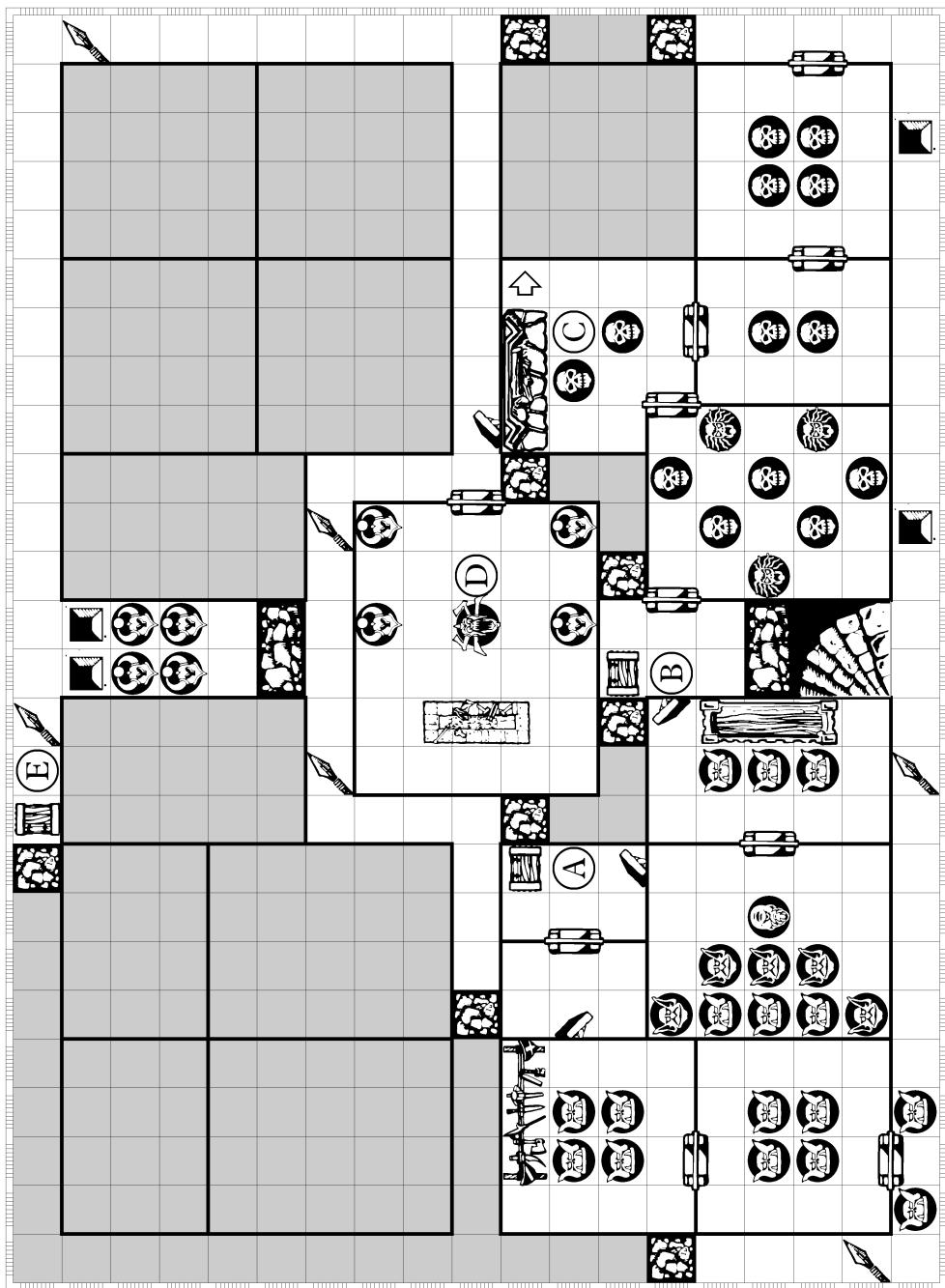
All undead monsters in this quest are also ethereal, they may move through heroes, walls, and other solid objects, but they must always end their movement on an unoccupied space and may not move into undiscovered areas. When making an attack against an ethereal target, a hero must roll a black shield instead of a skull to hit that target, unless they are using a spell or artifact to attack. Ethereal monsters are unaffected by all traps.

A This is Krell, Use the Necromancer or Chaos Sorcerer piece to represent him. His characteristics are: Attack 3, Defence 4, Move 7, Mind 6 and Body . Krell knows the Chaos & Necromancer spells: Dominate, Mind Blast, Mind Lock, Summon Undead, Death Bolt, Fear, Raise the Dead, Skulls of Doom, Summon Mummy, Reanimation, Restore Chaos, Mind Freeze, and Soothe. These Chaos Warriors are undead, having been resurrected, they have no Mind points, and defend when attacked on both White and Black shields.

B On the Bookcase is a vial of Holy Water and a Heroic Brew.

C This secret panel cannot be found by searching for secret panels, instead if a Hero searches this room for treasure they find on the weapons rack a sword of surprising quality, as they test the sword's balance the end of the hilt shakes loose and a small key falls to the floor. They realise it fits a small hole in the corner of the room and the panel is revealed. The sword itself is too blunt to be any use as a weapon.

- D This room is fill with an dense putrid mist. Heroes can only see adjacent and diagonally adjacent squares.
Wandering Monster: 2 Skeletons



Forge of the Fire Titans

Loretome has revealed a hidden Warren of tunnels that lead to the heart of the Emberfury Fortress. the home of the most heinous Fire Titans, a depraved cult of Chaos, that has abandoned Morcar. It is here, in their forge, that the winds of fire magic are corrupted with Chaos to bring forth the most fearsome of adversaries – a Scoria Gargoyle. A creature of the earth but forged of the molten depth of the world. One that is impervious to assault. Loretome, however, tells of a song that can put such an abomination into a slumber for an age, which would at least protect the Empire for a time. Unfortunately the song is lost. You might yet find it in the most unlikely of places.

NOTES

- A This treasure chest contains a snakeskin and a small parchment. If the Hero that searches the chest has more than 3 Mind points say: “*You are able to read the parchment: ‘Cornelius’ third shed skin. Ash, You don’t believe it to be of any significant value.’*”
- B If searched this treasure chest will transform into a Goblin. If he survives to the Evil Wizards Player’s turn he speaks to the players: “*I am Urx. Thank you for not killing me. My sister, Clix, is similarly hiding in this place. She’s the only one that knows the song that will make the Scoria Gargoyle slumber.*” He should make his way towards the stairway.
- C If this room is searched for secret panels the Fireplace moves, as indicated by the arrow, to reveal the secret panel, any creature on the space should be treated as if a falling block trap had been triggered.
- D This is the Forge of the Fire Titans. The Gargoyle is a Scoria Gargoyle and has an infinite number of Body points. He knows the following spells: *Ball of Flame, Courage, Fire of Wrath, Heal Body, Pass Through Rock, and Rock Skin.* Reference to Hero should be read as Monster and vice versa. The Chaos Warriors all have one additional combat die in both attack and defence.
- E If searched this treasure chest will transform into a Goblin. If she survives to the Evil Wizards Player’s turn she speaks to the players: “*I am Clix. Thank you for not killing me. My master and yours are not allies, but perhaps on this one occasion you can help me get close enough to put the horror to sleep?*” She should make her way towards the Gargoyle. If she is in the same room or corridor as the Gargoyle on the Evil Wizard Player’s turn the Gargoyle is asleep.

Wandering Monster: Chaos Warrior

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