

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles McNeill & Peter McNeill

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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 4 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

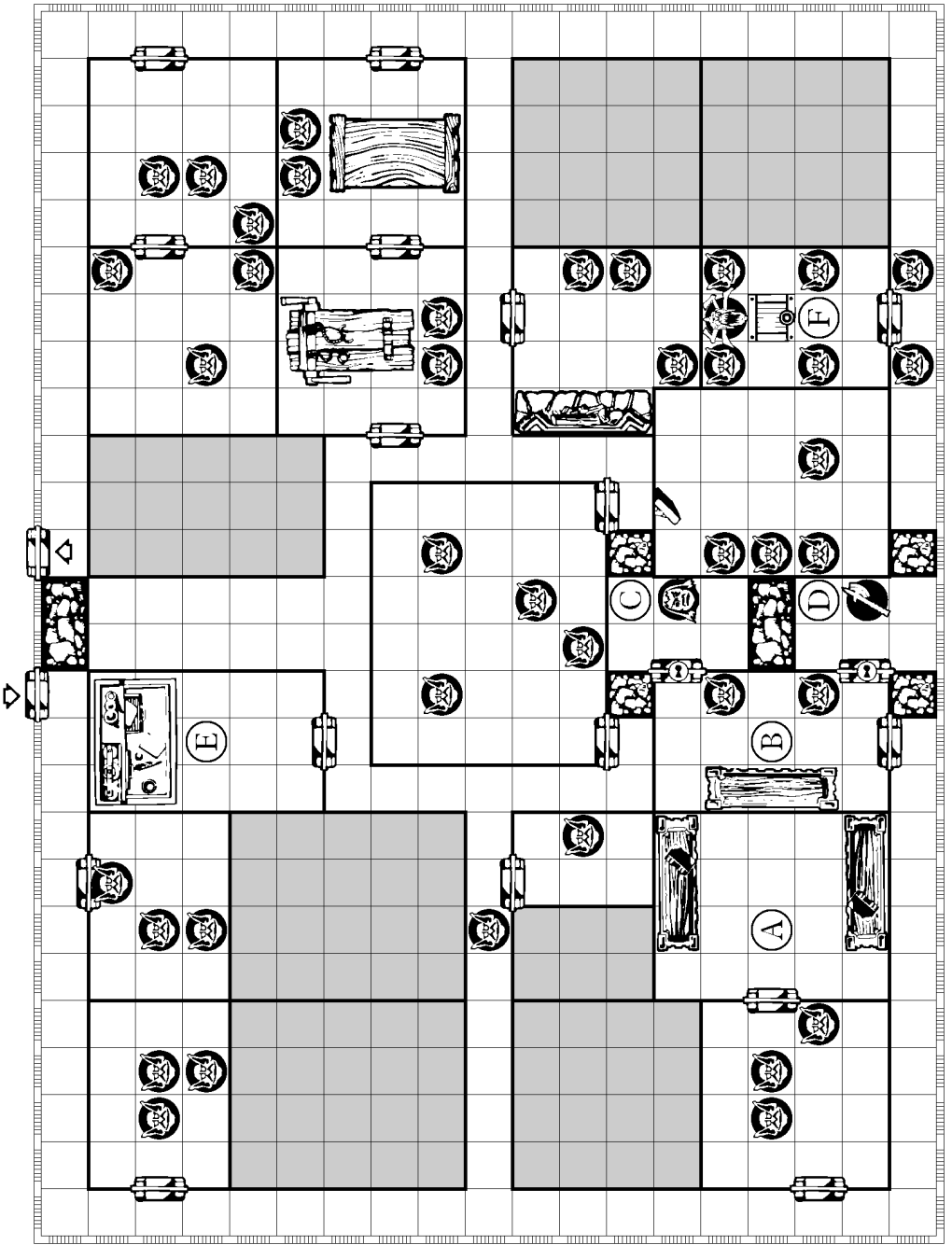
Below is a list showing the compatibility of each Quest contained within *SundayQuest: Adventures; Volume 4*.

Quest No.	Title	Compatibility	Optional Items
37	Quest to the Goblin City	   	Halberdier & Trapdoor tile Fimm & Balefiend pieces
38	Mire of the Fimir Champion	 	
39	Smoke and Mirrors	 	
40	The Grim Feast	 	
41	Soul Quencher	 	
42	The Rescue of Sir Gilibertus	 	Death Mist tile
43	Shrine of Shadows	 	
44	Cult of Chaos		
45	The Lost Dwarf	 	
46	Halls of Stone	  	
48	Ambush	 	
48	Return of the Orc Champion	  	

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 the commencement of a Quest.

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



Quest to the Goblin City

Within the World Edge Mountains, south of the Death Pass, is the Goblin stronghold Han Parkulun, known as the Goblin City, for it is a vast, subterranean, sprawling maze of passages, caves and halls. It is here that the Goblin King sits on his throne and rules over the Crooked Moon Goblin Tribe. It would be foolish for a small band of Heroes to enter the city itself. However, you will enter the Parkulunan Narthex, to map the area to ensure we have accurate information, as the Emperor wants to make progress against the forces of chaos on the eastern front.

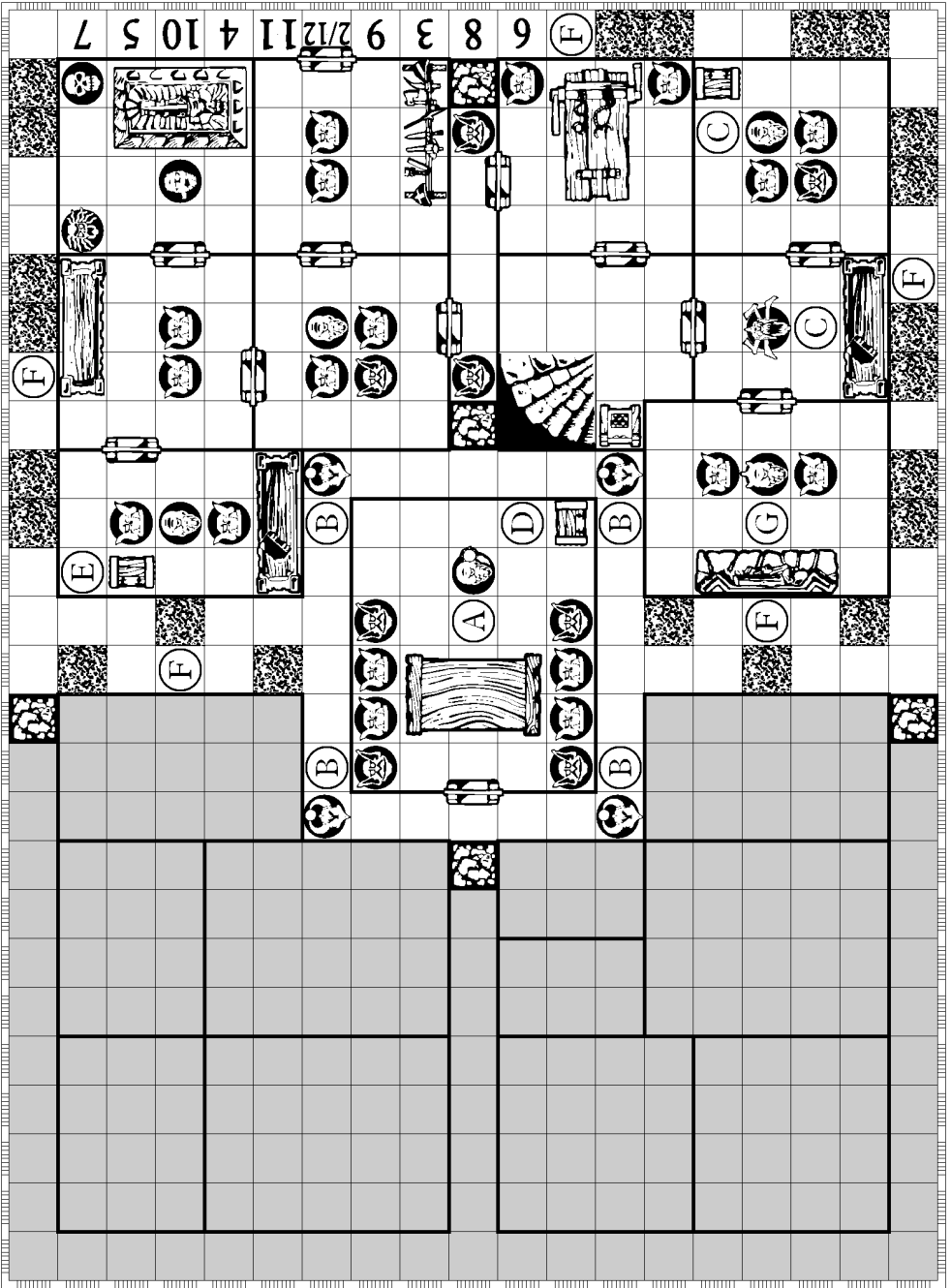


NOTES

- A If searched for treasure, say to the players: “Among the dusty volumes in this library you find a potion of healing that will restore up to four lost Body points.”
- B This cupboard contains a Shield, Helmet, Broadsword and toolkit. The cell doors may be opened with the keys found on either Goblin guard in this room.
- C This is the Barbarian Rishiliz. If a suitable Hero piece is available he may join the Heroes. If there is no appropriate piece he has been consumed by chaos and is replaced with a Zombie.
- D Any player opening this cell may add the Halberdier to his entourage. If there is no appropriate piece the Halberdier has been consumed by chaos and is replaced with a Zombie.
- E If searched for treasure, say to the player: “The surface of this alchemist’s bench is covered in dust and cobwebs, it has not been used in a very long time, there is little of value to be found, save for five gold coins, tucked into the back of a drawer.”
- F This is the entrance to the Goblin City. Should a goblin stand on the trap door he can raise the alarm. Say to the players: “A Goblin has raised the alarm, you hear deep from the depths, the rumble of greenskins approaching. Run!” On his, and each successive turn, the Evil Wizard Player may roll 1 movement dice to determine how many Goblins appear at the trap door. He should place these monsters on, then adjacent, then diagonally adjacent to the trap door tile, as they appear. If the Evil Wizard Player runs out of Goblin pieces he may not substitute for other monsters, nor may he place monsters if no available square is empty.

To complete the Quest the players need to reach the exit doorway.

Wandering Monster: Goblin



Mire of the Fimir Champion

A Maergh of the desolate moorlands has sent her mightiest Fimm, a Fimir champion called Havaxz, to lead an army of Shearls against the Empire and snatch hapless maidens. Loretoome reveals this is to further destabilize the barrier between our world and the Realm of Chaos. The ranks of this force have been swollen by Orcs, lusting for the taste of man-flesh, and Goblins who need no reason to cause chaos and destruction. You must enter the hold of the Fimm and destroy all creatures you find there. The Emperor will pay 500 gold coins to the killer of Havaxz.



NOTES

- A This is the Fimir Champion, a Fimm called Havaxz. He has the following characteristics: Attack 6, Defend 6, Move 9, Mind 6, and Body

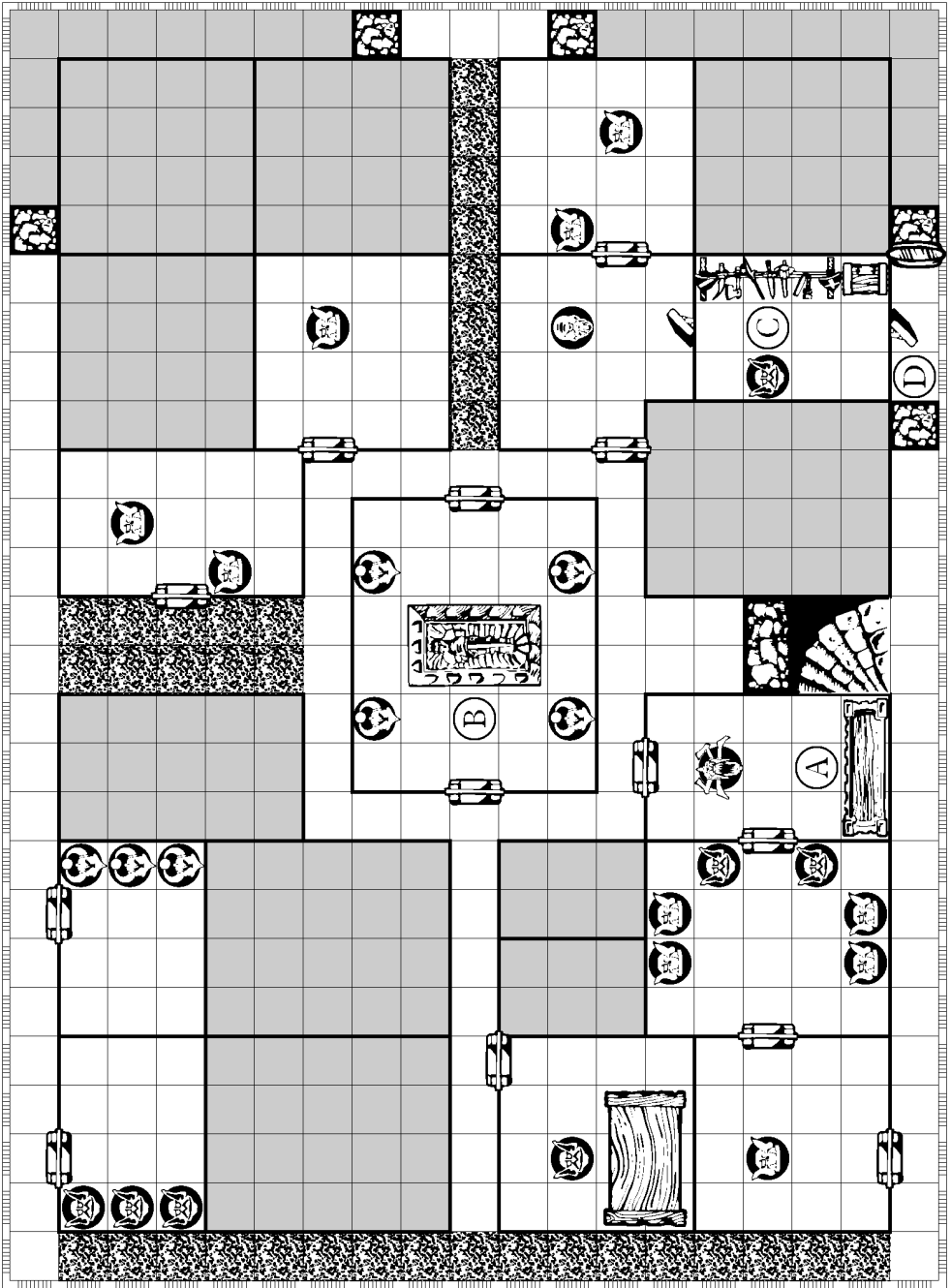
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- B These Chaos Warriors are Elite Guard. They have the following characteristics: Attack 5, Defend 5, Move 7, Mind 4, and Body

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- C The Gargoyle in this room is a trap, which cannot be detected or disarmed. While unsprung the Gargoyle is effectively furniture. The Gargoyle comes to life at the start of the Evil Wizard's next turn after any Hero searches the chest for treasure.
- D The chest contains many different pieces of stolen jewellery worth 300 gold coins.
- E The chest contains two potions of healing, each a small bottle of bluish liquid. They can be drunk at any time, restoring a number of Body Points equal to the roll of one movement die. A Hero cannot exceed their maximum number of Body Points.
- F These corridors are filled with a disorientating mist. On the Evil Wizard's Turn, any Hero on a shaded square must roll two red dice and is placed on the square that corresponds to the dice total. If the Hero lands on an occupied square they must roll a Combat Dice, on the roll of a White Shield they lose a Body Point, on the roll of a Black Shield they lose a Mind Point, and on the roll of a Skull nothing happens. A Hero that lands on an occupied square must roll two red dice again, until they land on an empty square, each time rolling a combat die as above.
- G This is a Balefend, Mirzard, a powerful sorcerer. They have the following characteristics: Attack 2, Defend 3, Move 8, Mind 5, and Body

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 They know the Chaos Spells: Ball of Flame, Cloud of Chaos, Firestorm, Summon Orcs, Fear, and Lightning Bolt.

Wandering Monster: Fimir



Smoke and Mirrors

It is said that hidden within the World Edge Mountains there is a great hall. Filled with mirrors, where the air is thick with a mysterious miasma. It has no name and Loretoome reveals little. Heroes, the Empire needs you to investigate and eliminate any potential threats.

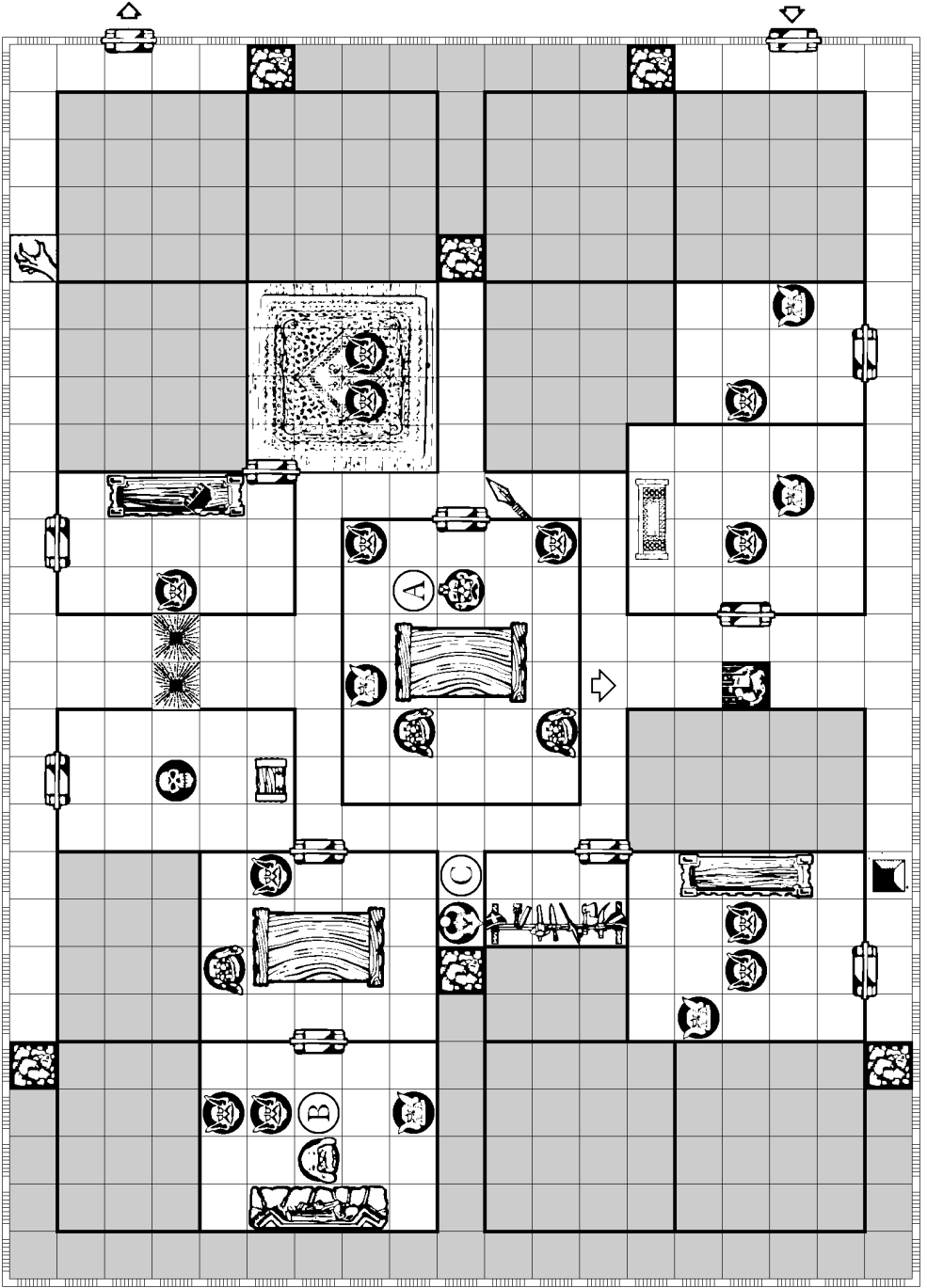


NOTES

When a Hero or Man-at-Arms enters an area marked with fog say to them: "This passageway is filled with a mysterious miasma, the particles in the air swirl and dance before you, you think you see familiar faces and shapes emerge and vanish." The dense haze may disorientate any player character passing through it. They should roll combat die equal to their number of Mind points. If they roll a black shield they are disorientated and miss their turn. For each Black Shield they roll they lose a Mind point. If they roll two or more black shields they succumb to Chaos. For any player that succumbs to Chaos the Evil Wizard Player should roll a standard die, the player is under his control for the number of turns indicated on the dice.

- A This cupboard contains a potion of healing which will restore up to four Body points and two Mind points.
- B Upon opening this room say to the players: "This is the fabled Hall of Mirrors. You discern on the side of the tomb a name 'Ælfgār', you instantly recognise it as one of the great servants of Chaos, from before the rise of Humanity in the Old World. In death his slumber is guarded by warriors of the Burning Legion." The Warriors of the Burning Legion are Chaos Warriors with +1 to all characteristics. Should a player be foolish enough to search the tomb say: "You hear softly in the air the voice of Mentor: 'take care'." If they persist say: "Ælfgār awakes." Place a Zombie on the board, this is Ælfgār resurrected. Reduce the player's Body points to 1. Ælfgār may move (without restriction on this turn only) and attack each and every player character in the room immediately.
- C The treasure chest contains only five gold coins and the equipment on the rack is rusted and useless.
- D This is the looking glass of Ealdgyth. Any Hero who stands before the mirror, undisturbed, for a full turn, may permanently add one additional Body point to their maximum number of Body points. However, any player that seeks to achieve a boon of more than one additional Body point will be instantly killed; and may not be recovered from death, with any spell, potion, quest treasure or other item that the Heroes may possess, the mirror shatters, inflicting three Body points of damage on any other player in the corridor.

Wandering Monster: Orc



The Grim Feast

Ogres are undisciplined and their random nature makes them unreliable allies for the Empire and the forces of Chaos, alike. They are currently unaligned. The Gor'Vosh, a clan of ogres, has feasting halls in the east, beyond the World Edge Mountains. Ogres are not evil as such. Just permanently hungry - and frighteningly violent. A merchant, Gylbard, has disappeared near these feasting halls. You are to find out his fate, rescue him if possible and return to the Empire, ideally without starting a war with the Gor'Vosh.

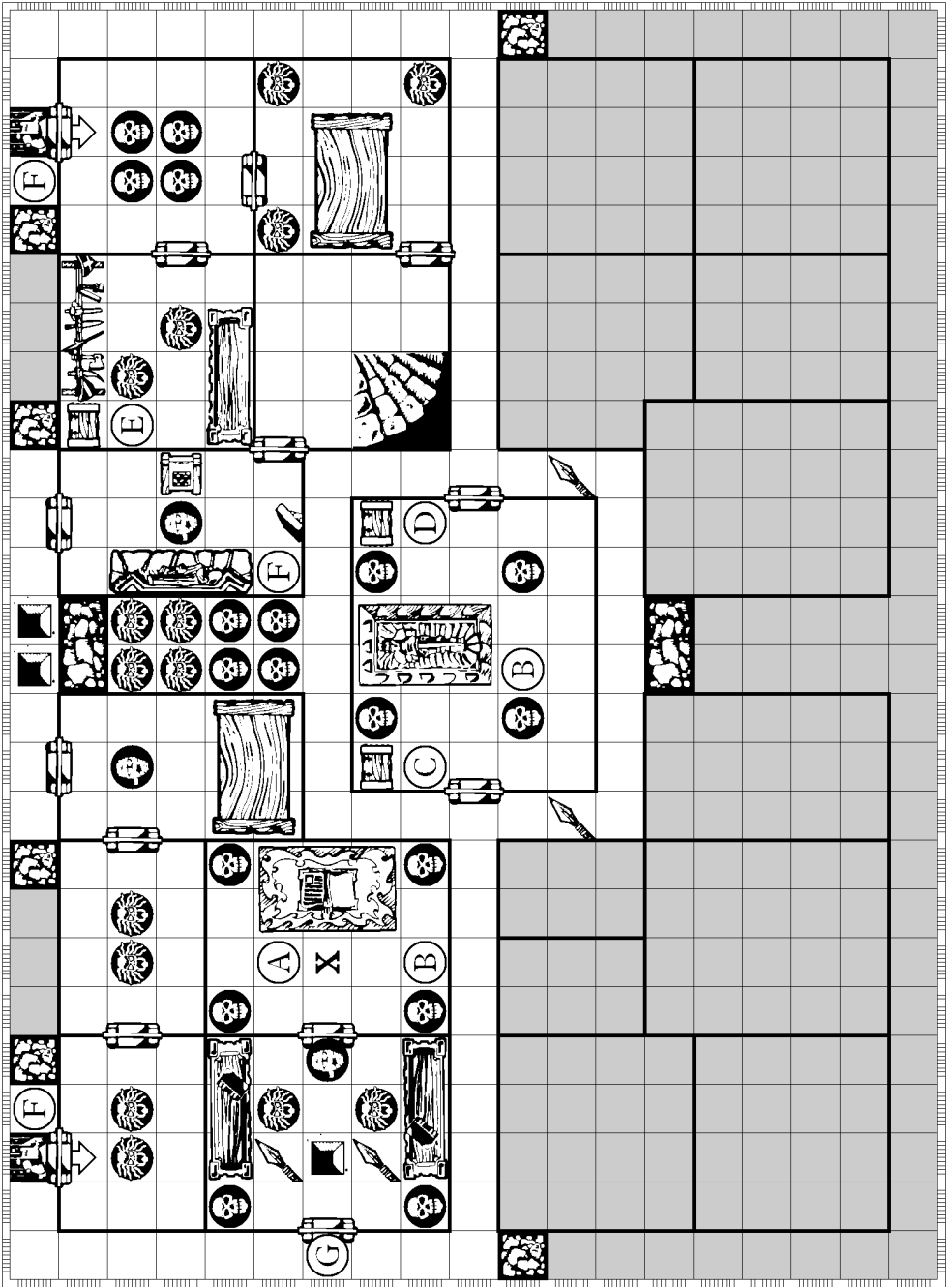


NOTES

OGRE BODY POINTS



- A This is an ogre feasting hall. It is littered with the remains of what has recently been consumed. If searched a player will find amongst the remains a ring bearing Gylbard's crest. They know his fate. You may keep the ring worth 25 gold coins or choose to return it to his widow. Say to the players: "The Ogre Chieftain, Kiligruk, is an Ogre Butcher. A practitioner of Ogre Gut Magic, known to scholars of the Old World as Shamanic Victuals, Gastronomancy, Thaumaphagy, Corpomancy or simply Gut Magic is quite unlike the arcane arts used by Human wizards. Ogre Butchers use shamanic rites that revolve around devouring parts of their victims, the items acting as fetishes that channel the raw power of the Great Maw." He has the following Gut Magic Spells:
- **Bonecrusher** - Shovelling a handful of ribs, skulls, and femurs into his mouth, the Ogre crunches them up even while he curses his foes, who immediately find their own bones breaking with loud snapping sounds. All players' characters lose 2 Body Points.
 - **Trollguts** - Downing the toxic and utterly repulsive innards of a Troll isn't easy, but by doing so an Ogre can magically transfer the beast's supernatural healing ability onto himself or nearby companions. The Ogres' wounds seem to stitch themselves together before the eyes of their dumbfounded enemies. Restores up to 4 lost Body Points.
 - **Toothcracker** - By consuming a hunk of tooth-breaking granite, an Ogre bestows the rock's resilience and the sturdiness of the mountains themselves unto himself and his brethren. All ogres in the same room or corridor may roll one extra combat dice in attack and defence.
- B This is the Ogre Champion Kiligrul, a brother of Kiligruk. If searched a Hero may find a potion of healing that will restore up to four lost Body points on the mantle of the fireplace.
- C This Chaos Warrior is a statue that cannot be attacked or affected by magic. On the Evil Wizard Player's turn a bolt of energy is fired from the statue's eyes. Any player stood before the Chaos Warrior or on the space beyond loses 2 Body points.
- Wandering Monster: Ogre Warrior



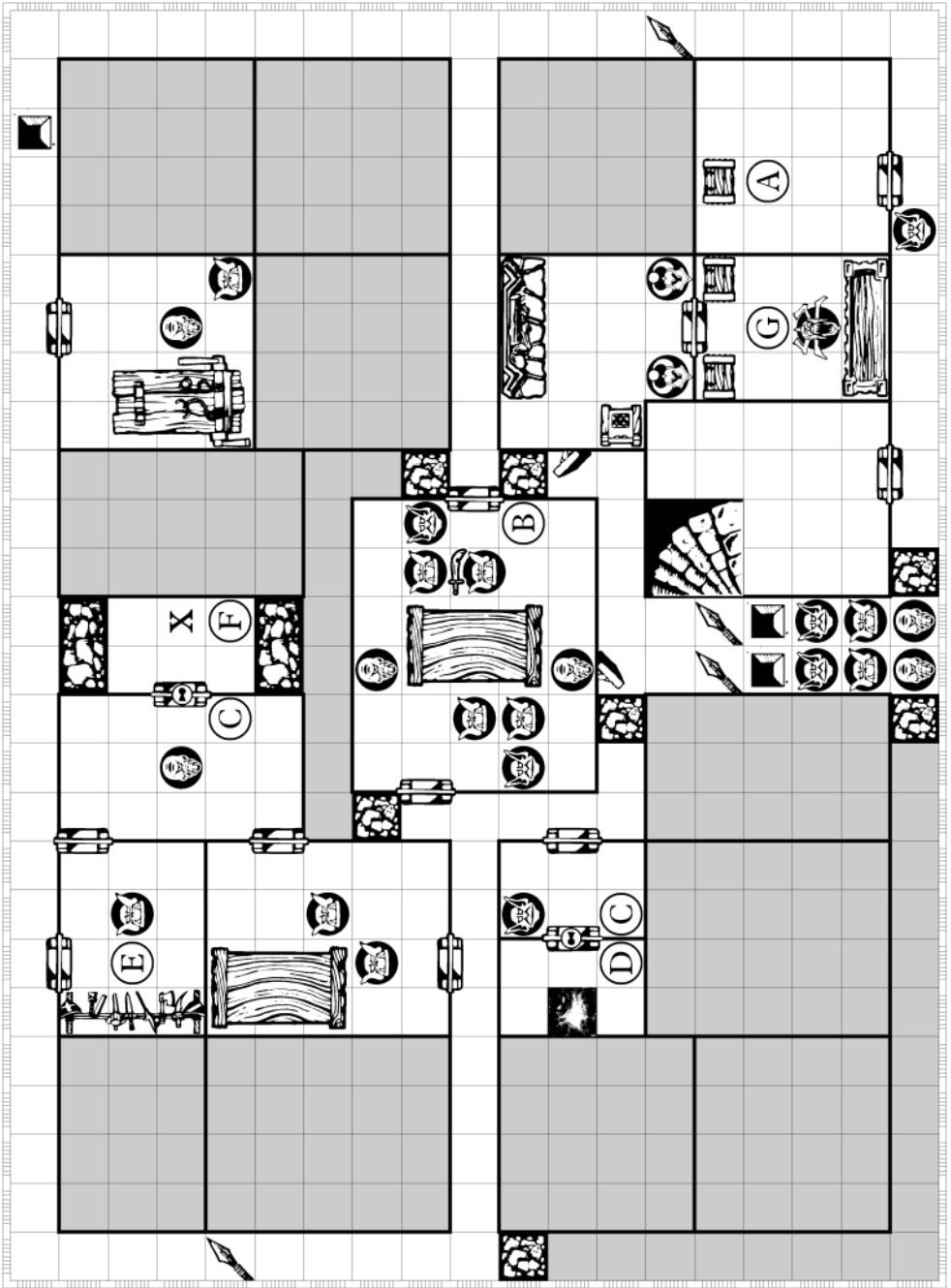
Soul Quencher

The Imperial Court is in uproar, a plague is rumoured to have reached the towns and villages on the border of the Empire, and for several months many loyal subjects have fallen to its ravages. However, Loretoime reveals to me, this is not the case. A powerful servant of Chaos, skilled in the necromantic arts has taken residence in the long forgotten Cimeteria of Gol. A place where legions of the dead were buried with honour after a long and terrible war, now nearly forgotten to living memory. Viterna is trying to raise an army of Undead with the ability to steal souls. This cannot be allowed to happen, such an army could shatter our reality and bring forth the realm of Chaos to our world.



NOTES

- A The 'X' marks Viterna, a powerful necromancer. Her characteristics are: Attack 2, Defence 2, Move 8 Mind 6, Body . Instead of attacking, Viterna may each turn use her special ability to steal Mind Points. She may target any Hero in her line-of-sight. Rolling a Combat Die for each Mind Point her target has, for each skull rolled reduce the targets Mind Points by 1. For each Mind Point lost Viterna can restore 1 lost Body Point.
- B The Skeletons in this room are Soul-Raiders — Undead imbued with the ability to steal Mind Points. Instead of attacking the skeleton may target any Hero in its line-of-sight, it may roll 1 Combat Die, on the roll of a skull the target loses 1 Mind Point. A Hero with Zero Mind Points is in shock.
- C The chest contains some smaller gems and gold coins worth 125 gold coins and a magic ring, which while worn while protect the wearer from entering into shock. Should the wearer's Mind Points go below 1 the ring will glow with a purple radiance and restore up to 2 lost Mind Points. At the end of this quest used or not the ring decays and loses all its power. The remaining ring is now worthless.
- D This chest contains some old, rusted chain mail, of no use or value, a sticky dark brown slimy goo, which also has no use. And three vials of Holy Water. You may use the Holy Water instead of attacking. It will kill any undead monster: Skeleton, Zombie, or Mummy. Each may only be used once.
- E This is an ancient armoury, the chest contains a flask of Heroic Brew, if you drink its contents before you attack, you can make two attacks instead of one. May only be used once. A Potion of Strength, you can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack. May only be used once. And a Potion of Defence, you can drink this potion at any time, giving you two extra combat dice the next time, you defend. May only be used once.
- F This panel is only revealed when both falling block traps have been triggered. When the second falling block trap is triggered and has been resolved, say, "You here a mechanism operating, and the unmistakable sound of a panel sliding open far of in another room." Place the panel on the board it is now open.
- G When a player step onto this square say: "Written in Dark Tongue, the language of the servants of Chaos, is a sign." A Hero may attempt to read the sign by rolling combat die equal to their Mind Points. On the roll of two (or more) white shields say, "The sign on the door reads, 'Sanctum of Viterna, Do Not Disturb!'"
- Wandering Monster: Zombie



The Rescue of Sir Gilbertus

Sir Gilbertus, a loyal and most capable knight in the Emperor's service has disappeared. Loretoome reveals he is being held captive by Gnarlug, an Orc Warlord of the Necksnapers Tribe. Heroes, you will venture to the Orc's stronghold, in the Black Mountains, find Sir Gilbertus and return him to safety. Prince Magnus is offering a reward of 200 gold coins to the Hero who rescues and returns Sir Gilbertus to the Empire.

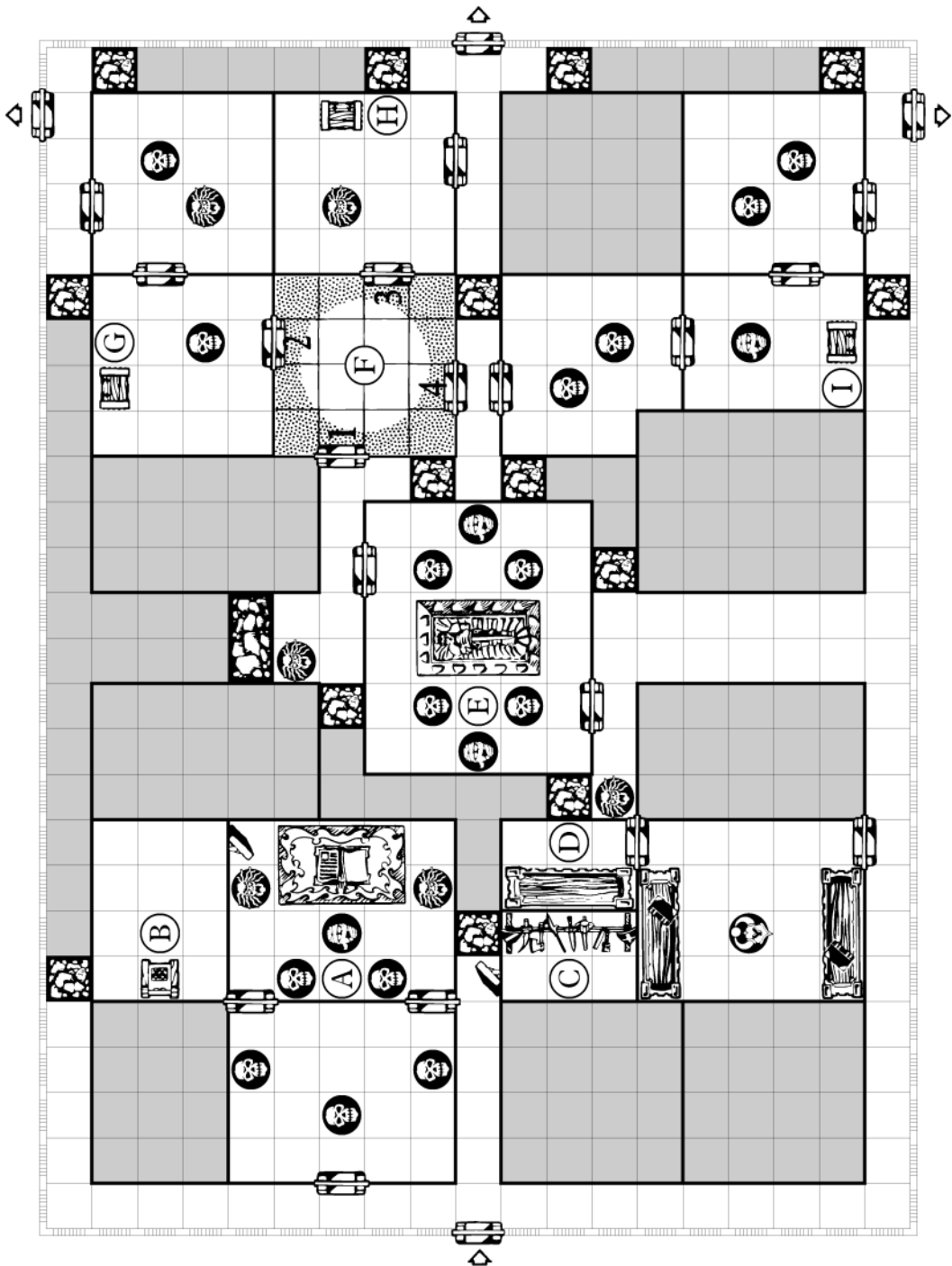


NOTES

- A This treasure chest is a trap. Any player who opens the chest without searching and disarming the trap first loses one Body point when a poisoned dart hits. The chest is empty.
- B This is Gnarlug. Use the Orc figure with the large sword to represent him. He has the following characteristics: Move 9, Attack 4, Defend 4, Mind 3 and Body

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. Any player who kills Gnarlug may take the brass key from around his neck.
- C These doors can only be unlocked by using Gnarlug's brass key.
- D Say to the players: "You realise with horror that this door had been locked and secured with good reason. Impossibly, Gnarlug had captured a death mist. Which you have foolishly now released." The mist may move upto 7 squares on the Evil Wizard Player's turn. When it passes over, or a player passes through the mist they lose 1 Mind point. If there is no player character within a radius of 7 squares it will slowly (4 spaces) move towards the exit stairway to escape. It may only be eliminated by use of a Ball of Flame or Fire of Wrath spell.
- E Say to the players: "On first inspection this armoury holds little of any interest or worth, however, you notice that one of the items is not like the others." If there is a Quest Treasure available you may issue this to the player, otherwise they have found a small pouch containing 100 gold coins. When Sir Gilbertus is found, by unlocking his cell door and opening it, an alarm sounds. Place all the hitherto undiscovered doors (which are now open), furniture and monsters on the board, except for the door into the room 'G' nor the contents of those two rooms. The door to room 'D' remains locked if unopened. If the secret panel out of room 'B' has not been discovered place this on the board and the monsters within the corridor (If they have previously been discovered you may respawn these monsters). Sir Gilbertus is under the control of the player who opened the door to his cell. When that player completes his turn Sir Gilbertus' turn should be undertaken. He is weakened by his imprisonment and may not attack, but may defend with 2 combat dice. He has the following characteristics: Move 2 movement dice, Attack 0, Defend 2, Mind 3 and Body 3. Use an appropriate figure to represent Sir Gilbertus. To complete the Quest Sir Gilbertus must escape via the exit stairwell.
- G This is the Necksnapers' Sacarium, the Gargoyle may make two attacks instead of one, and attack diagonally. The treasure chests contain 500 gold coins, whilst the cupboard contains 4 potions of healing that will restore a Hero's maximum Body and Mind points. Wandering Monster: Orc



Shrine of Shadows

The race of Dwarves never developed spellcasters the way other races have. They developed the art to capture magic with their hammer-oft, binding its wayward energies into good, solid rock and metal. All Dwarf language is written in runes, inscriptions specifically designed to be carved in stone or metal but magic runes, as struck by a Runesmith, are far more potent. Long ago, three dwarf artifacts were left, secured in the World Edge Mountains. The leir-ak that contained them has long since fallen to chaos and has become the Shrine of Shadows, an enigmatic cult of the undead. These artifacts were hidden beyond a revolving room that any dwarf may activate, however the cult hid the entrance, until the relics of Zorcar are placed on the Alter, you will struggle to find the runes and return them to their Empire. And they must be returned at all costs.



NOTES

- A This is the alter of the Shrine of Shadows any undead monster in this room has an extra die in defence. Players may place any items on the alter.
- B Beneath this throne is the Crown of Zorcar it is worth 200 gold coins.
- C Displayed most prominently on this weapons rack is the Sword of Shadows it is worth 200 gold coins.
- D This cupboard contains a single volume, bound in Yeti leather, any Hero with more than 4 Mind points will be able to discern the title: 'Chronicles of Zorcar'.
- E This is the Tomb of Zorcar, the founder of the cult of the Shrine of Shadows. A light blue glow emanates from the tomb, any undead monster in this room has an extra die in attack
- F This is a revolving room. Door 1 is hidden until the Crown of Zorcar (B), the Sword of Shadows (C), the Chronicles of Zorcar (D) and a vial of Holy Water (which they may have upon them or find through searching the Treasure deck) are placed on the Alter of the Shrine of Shadows (A). Monsters may not enter the revolving room. Until a dwarf enters the room only Door 1 is visible. Upon a dwarf entering the room add the other doors. Once this happens when the players attempt to leave by any exit, they must roll one die to see by which door they leave.
1-2 Door One 3 Door Two 4 Door Three 5-6 Door Four

G

This chest contains a hammer bearing the Rune of Fury. Bright and angry glow the Runes of Fury. A Dwarf wielding a weapon marked with them concentrates upon an unavenged grudge, causing him to become enraged at the wrongs his race has endured, giving an additional die in attack. It is an immensely powerful artifact, the bearer must roll one combat die each turn, upon rolling a black shield they lose 1 Mind point.

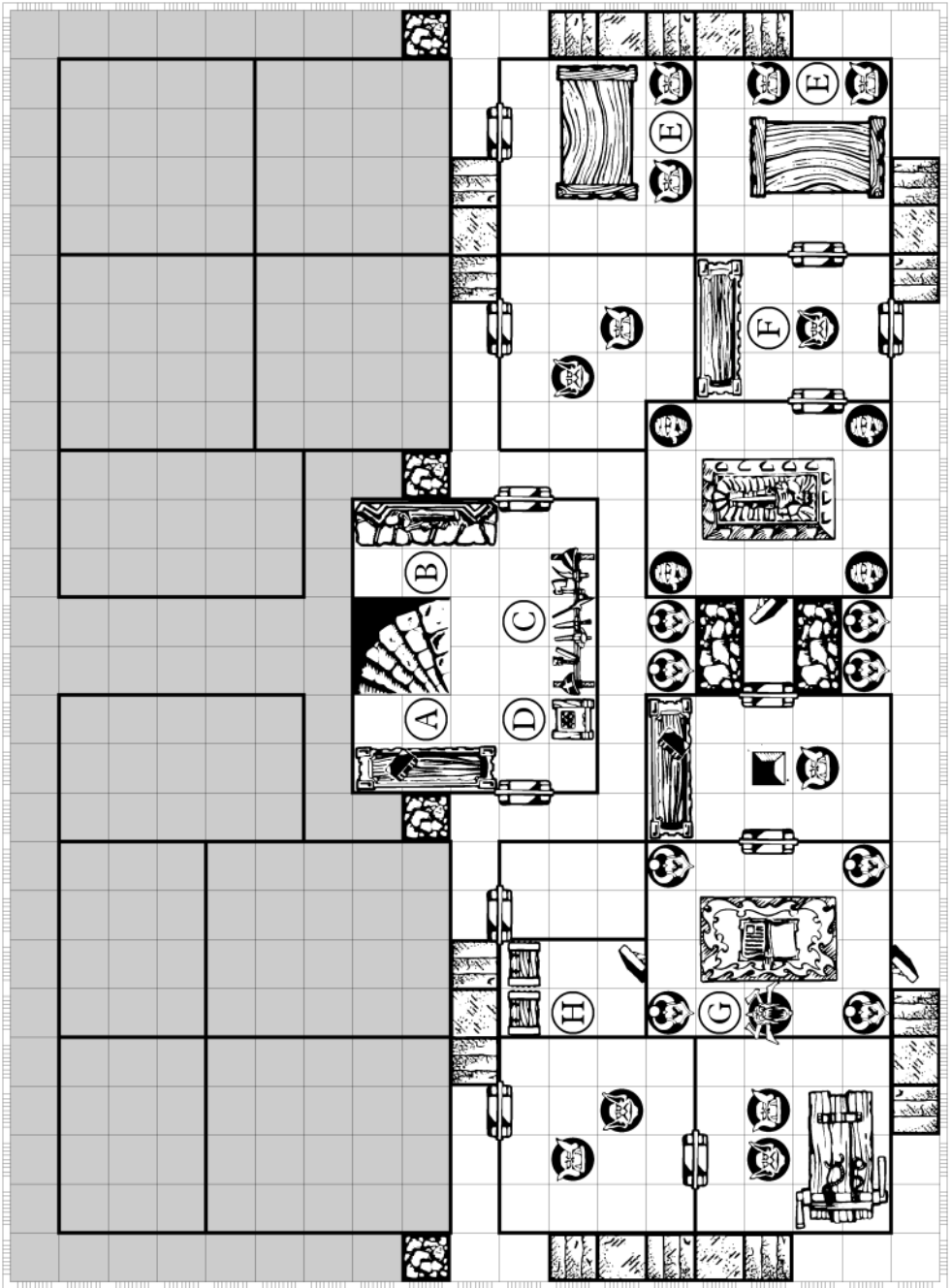
H

This chest contains an armband bearing the Rune of Iron. When iron is saturated with magic, it is known as lodestone. This rune focuses on the magnetic properties of lodestone to create magical armour, giving an additional die in defence to any wearer. It is an immensely powerful artifact, the bearer must roll one combat die each turn, upon rolling a white shield they lose 1 Body point.

I

This chest contains a talisman bearing the Rune of Dismay. The uncanny glow of this rune is an awe-inspiring sight, apt to fill foes with dread. All monsters in the same room or corridor lose 1 die in attack and defence. It is an immensely powerful artifact; the bearer may only move at half the rate of his usual roll.

Wandering Monster: Zombie



Cult of Chaos

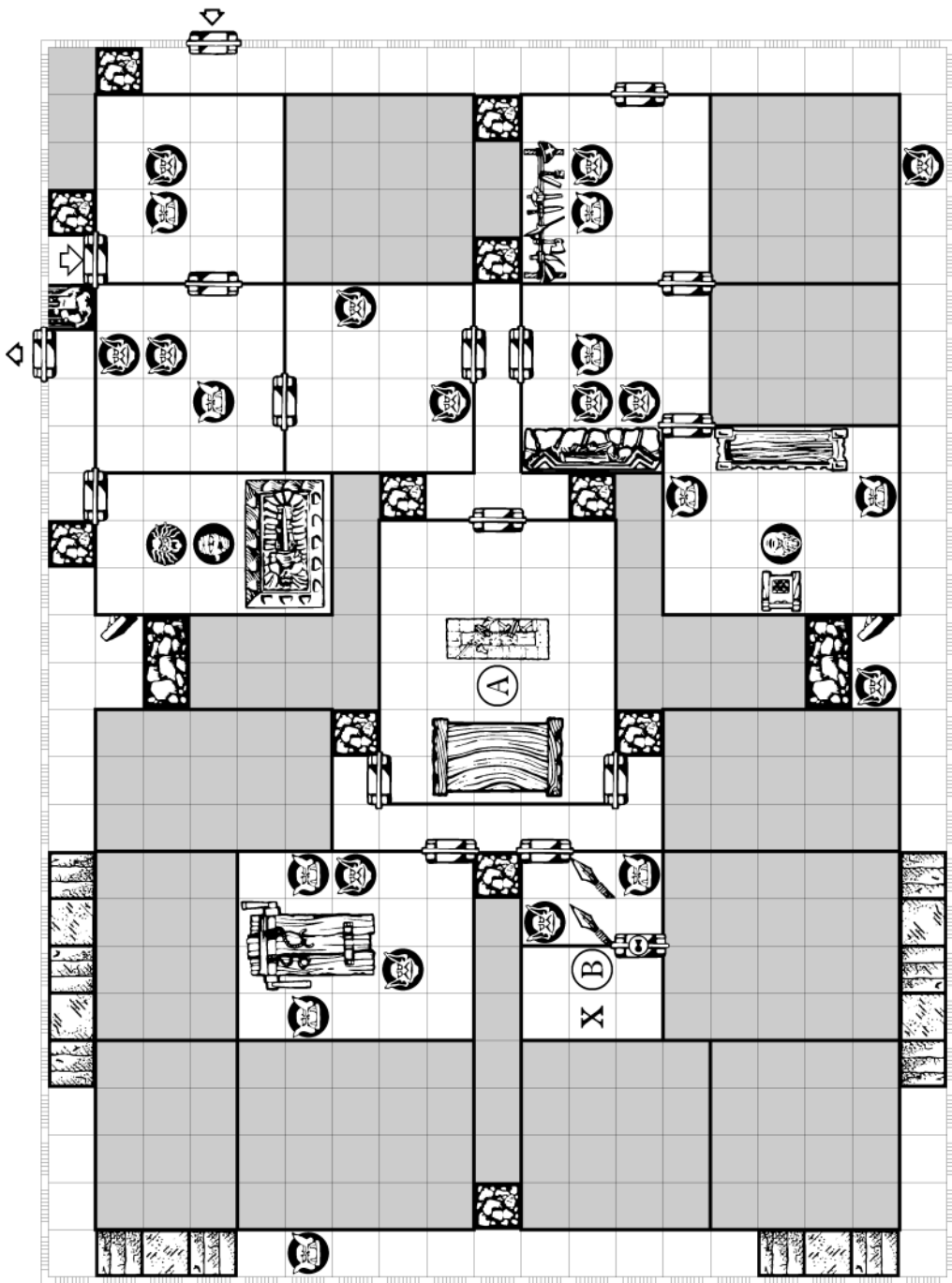
A powerful gargoyle imbued with the essence of Chaos is leading a cult of Chaos Warriors. Loretoome reveals this is to destabilize the barrier between our world and the Realm of Chaos. By imperial order you must destroy the Cult, its leader and all monsters you find with them.



NOTES

- A This Bookcase contains a Potion of Battle, if you have a really 'weak' roll of the attack dice, you may drink this blood-red potion allowing you to re-roll the attack dice.
 - B This Fireplace conceals 60 gold coins behind a loose stone on the hearth.
 - C This Weapons rack has many rusted and useless items upon it, but a short bow is still in working order, you may use this short bow to make a ranged attack at any target in your line-of-sight with 2 combat dice. The target must not be adjacent to you. At the end of this quest the short bow fails and is of no more use or value.
 - D Hidden under the Throne in a secret, hitherto undiscovered compartment, is a cache of valuable jewels and gemstones worth 300 gold coins.
 - E These Orcs are armed with crossbows and can make ranged attacks with 3 combat dice, at any target in their line-of-sight. The target must not be adjacent to the Orc.
 - F This Goblin is a shapeshifter, when killed roll a red die if the number matches that of the dead creature, then the shapeshifter is dead. Otherwise replace the dead creature as follows:
1 - Goblin 2 - Orc 3 - Fimir 4 - Skeleton 5 - Zombie 6 - Mummy
 - G The leader of the Cult of Chaos is a Gargoyle, he has the following characteristics: Attack 6, Defence 6, Move 6, Mind 6, and Body

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 - H These treasure chests are empty.
- Wandering Monster: Chaos Warrior



The Lost Dwarf

Thirgrad Brewsbelly, one of the Imperial Household's armourers has gone missing. His quarters in Altdorf show no sign of disturbance or indication that he had planned to leave. Alderman Conrad has provided a description that matches that of Brewsbelly indicating he was heading south on the road towards Grumburg. I believe that greenskins may have taken him to a hitherto undiscovered lair in the Reikwald Forest. You must go there and find out his fate, rescue him if possible and return him to Altdorf for questioning. A reward of 250 gold coins is offered for his safe return.

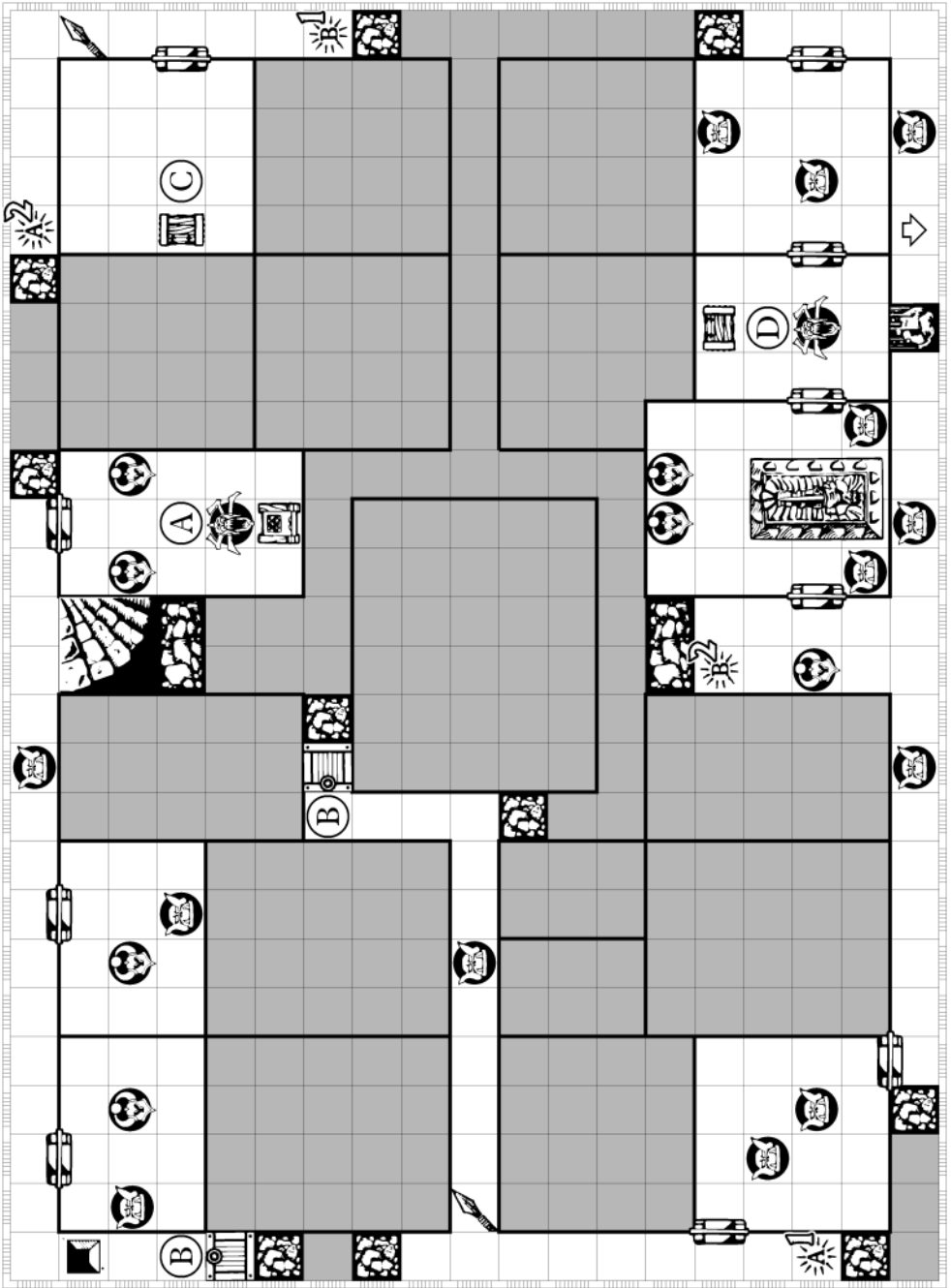


NOTES

Each Orc in this Quest has a Key. The Evil Wizard Player should roll two D6, out of sight of the players, when a Hero collects any of the keys, through searching, if he rolls 2 then that key is able to unlock the cell door (B). He should not inform the player of this, but take note of any Hero in possession of a key that will unlock the cell, and allow any hero with such a key to open the cell door.

- A This is a Dwarven Forge. The heat from the forge is intense, for the embers burn with a magic fire, scorching everyone in the room except the Dwarf. All other characters and monsters must roll one combat die. Any players' character who rolls a skull loses one Body point.
- B The door to this room is locked. It may be opened by a Genie Spell or an appropriate key. This is Thirgrad Brewsbelly, marked with an 'X', if you have an appropriate figure to represent him, mention that he is weak and has clearly been badly beaten, nevertheless he is relieved to see you, the Hero who opened the door takes control of Brewsbelly immediately. His characteristics are: Body 5, Mind 3, Attack 2, Defend 2, and Move 2 movement dice. Otherwise he has been consumed by chaos and is replaced with a Zombie.

Wandering Monster: Orc



Halls of Stone

Loretome speaks of a new sinister force allying with the Skullsmasherz Orc Tribe of the Grey Mountains, south of the Axe Bite Pass, beyond Helmgart. You must investigate and deal with any threat to the Empire and our Bretonnian allies.



NOTES

All Chaos Warriors and Gargoyles in the Quest are made of stone. They each roll one extra combat die in defence. An ancient Chaos Sorcerer, who dabbled in Lithomancy, has imbued both the Chaos Warriors and Gargoyles with the ability to pass through any wall or area of stone greyed out on the map.

- A This is the Gargoyle Zagax. Should he be able to, following his discovery by the players, on the Evil Wizard Player's turn he should move to the room with the treasure chest, marked 'C' as it contains his personal treasure.
- B A tunnel connects these two trap doors. It takes a little time for any player or monster to pass between these two squares, their turn comes to an end and they miss their next turn.
- C This treasure chest contains Zagax's hoard. Inside a player will find 250 gold coins, any one Quest Treasure, if available, and a potion of healing that will restore upto 4 lost Body points.
- D This is the Gargoyle Vrakraath. The treasure chest contains Vrakraath's hoard. Inside a player will find a mouldy cloth, which contains a small vial of pearly liquid. It is an Elixir of Life that will bring a dead Hero back to life, restoring all of his Body and Mind points. This potion can only be used one.

The Teleport traps are connected so that A¹ leads to B¹ and A² leads to B². A single player may use these traps to find a route to the room with the treasure chest marked 'C'. However, as Teleport traps are only active once, any player unable to escape this area of the dungeon will ultimately be lost to chaos.

Wandering Monster: Orc

Ambush

The Emperor has commanded you to procure the services of a highly skilled army of mercenaries. You are to negotiate with their warrior commander. They have sent a guide to lead you to a secret moot. After a short journey to the border lands you enter a carefully hidden and mysterious underground passage. Several hours of being led through a seemingly endless maze of tunnels, corridors, and rooms your guide blows out his torch plunging the room into darkness. he shouts, "Fools!" And disappears. After a few moments your eyes adjust to the gloomy darkness. All too late you realise it is a trap! - You must find the stair-way and make your escape.



NOTES

During this quest, on the Evil Wizard Player's turn, if any Hero is standing on a shaded square you may roll a red die, on the roll of a 1 or 2 nothing happens, on the roll of a 3 or 4 you may open a single door and lay out the adjoining rooms contents, on the roll of a 5 you may open two doors and on the roll of a 6 you may lock a door until his next turn.

- A This is the room the Heroes start in.
- B The chest is empty.
- C The Chest contain a spear trap any Hero who does not disarm the trap first will set it off and must roll a combat die on the roll of a skull they loose a Body Point. The chest is empty.
- D The Chest contain 35 gold coins and a dagger.

Wandering Monster: Open / Lock any one door.

Revenge of the Orc Champion

Heroes! The foul Orc Champion, Shozbog, who you may remember encountering previously, is about to return once more from the dead. Loretoome reveals. A chaos sorceress, Vexxaura, practiced in the necromantic arts, seeks to revive Shozbog to the realm of the living. You must stop this sorceress from doing so, or should Vexxaura succeed, return Shozbog to the dead. Make haste!



NOTES

- A This door is locked and can only be opened with a silver key (found in the room marked 'C').
- B This treasure chest is empty.
- C If a player searches for treasure in this room say to them: "Behind the door of this small, dark, otherwise empty room, you see a glint of light reflect off something hanging there. You find a silver key."
- D This Chaos Sorceress is Vexxaura, she has successfully revived Shozbog from the dead, represented by the Orc with the large curved sword. She has three Chaos Spells (Summon Undead, Escape and Firestorm). The 'X' in the room marked 'A' is the destination of the Escape spell. She has the following characteristics: Move 6, Attack 3, Defend 4, Mind 5 and Body . Shozbog has the following characteristics: Move 10, Attack 4, Defend 5, Mind 4 and 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."

Wandering Monster: Orc

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