

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles McNeill & Peter McNeill

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

Introduction
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*.

Which version of HeroQuest is this designed for?
SundayQuest: Adventures; Volume 5 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.



GET THE COMPLETE COLLECTION



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

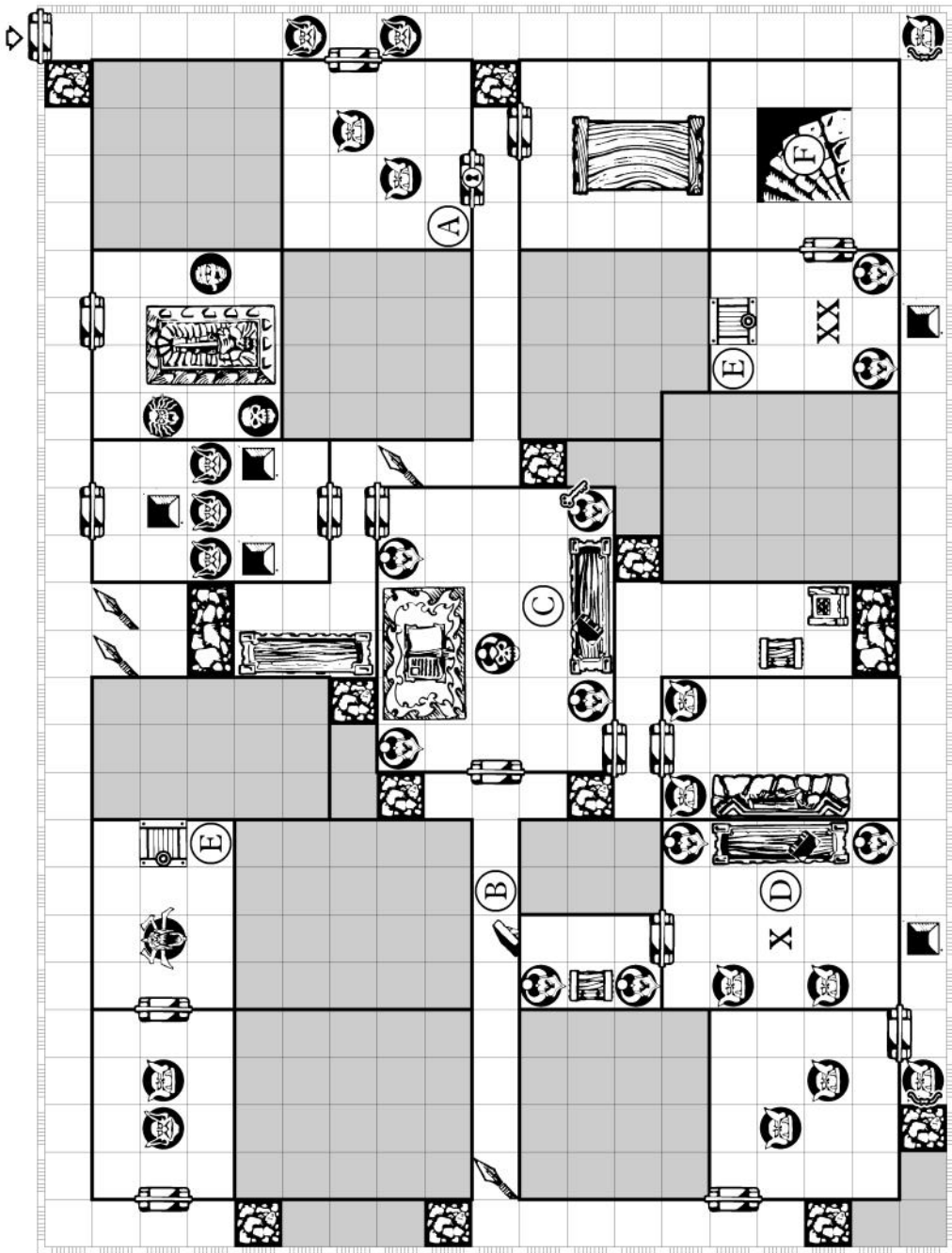
Below is a list showing the compatibility of each Quest contained within *SundayQuest: Adventures; Volume 5*.

Quest No.	Title	Compatibility	Additional Items
49	The Mistress of Kinvara	  	Chaos Spells
50	The Crooked Eye	  	Death Mist & Eye Room
51	Thawed Terror	 	
52	Mondstille	 	Giant Wolves
53	Two Gentlemen of Verrezzo	  	Men-at-Arms
54	The Dreadful Compound		
55	Curse of the Black Banner	  	Entry/Exit Doorways
56	Dungeon of the Goblin King	 	Corridor Stairways
57	Murk of the Misty Hills		
58	The Acorn and the Oak	 	
59	Necropolis of the Necromancer	 	
60	The Wolf and the Griffon	   	Giant Wolves

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



The Mistress of Kinvara

Loretome reveals nothing. For this most precious of books has stolen! Brave Heroes you must find and recover the book for without it we are blind and leave the future of the Old World to chance! Agents for the Empire have worked tirelessly, day and night, since the book was stolen and have only one lead. It is thought the book is now in the possession of the Mistress of Kinvara, an enigmatic sorceress. I recollect that she has no particular affiliation, but if she has turned to chaos she will represent a serious threat to the Empire.



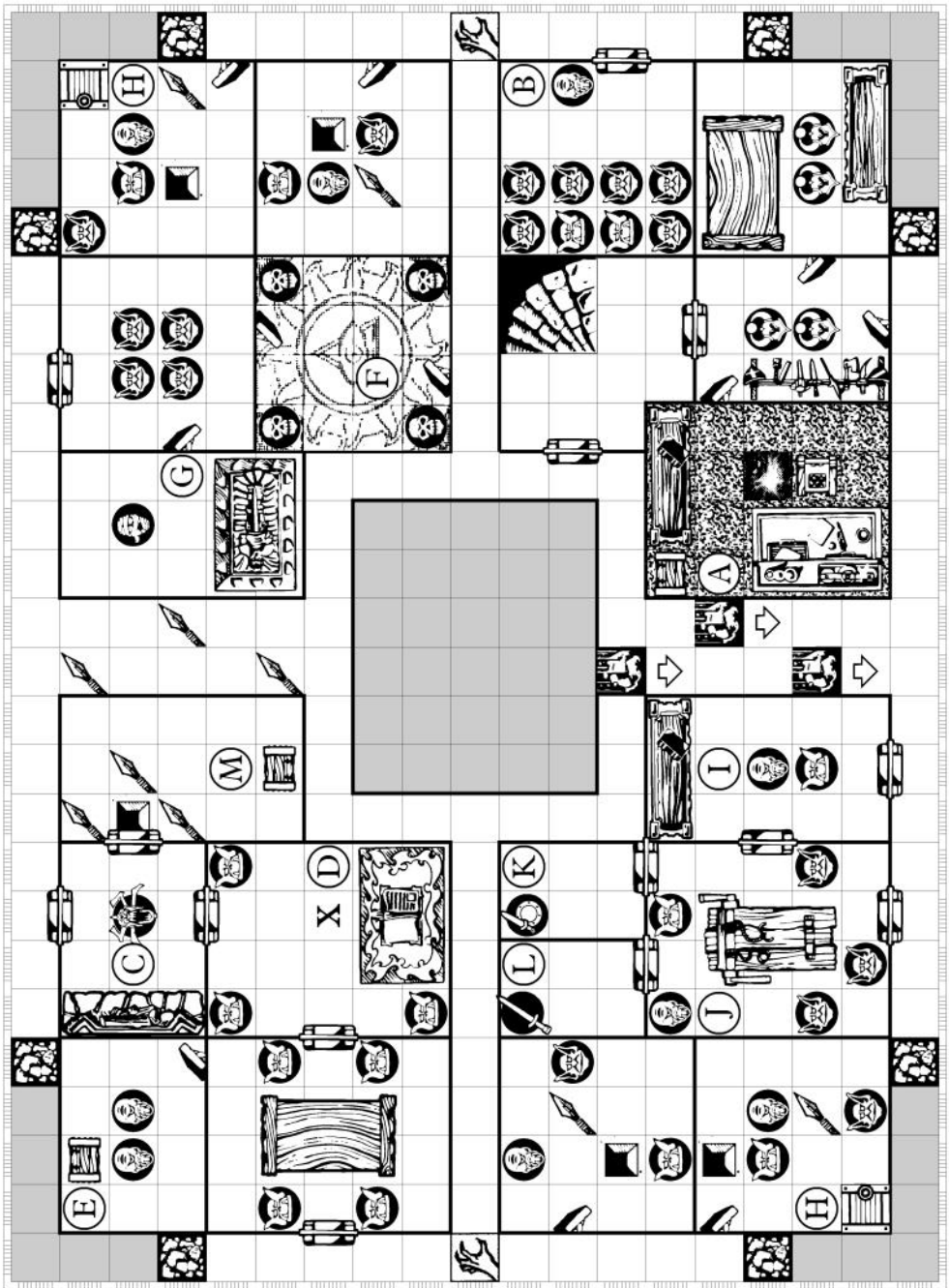
NOTES

The Orcs that are indicated to have Shortbows may make a ranged attack with two combat dice up to a distance of 16 squares away.

- A This door is locked. The key to opening it is with the Chaos Warrior indicated in the room marked 'C'. When he is defeated say: "You hear the sound of a small key fall on the stone floor beneath the feet of this vanquished Chaos Warrior." Any player who searches may pick up the key. It is however enchanted. The key will only turn the lock for a player with greater than 3 Mind points.
 - B This panel is concealed with magic, it can only be discovered once. The Mistress of Kinvara (see note 'C') is no longer in that room.
 - C This is the Mistress of Kinvara, use the chaos sorcerer piece for her. She has the following characteristics: Move 8, Attack 4, Defend 4, Mind 6 and Body

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. She has 6 Chaos Spells (Command Summon Greenskins, Escape (x2), Tempest and Thunderbolt). The 'X' is the destination of the first time the Escape spell is cast whilst the 'XX' is the destination on the second occasion.
 - D On the table appears to be Loretome. It is however a fake. Only a Wizard, in possession of the fake book, will be able to tell that it is not the item they seek.
 - E On this bookcase is the genuine Loretome. Only a Wizard will be able to confirm its authenticity.
 - F A tunnel connects these two trap doors. It takes a little time for any player or monster to pass between these two squares, they may emerge onto any clear, immediately adjacent square when they emerge, their turn comes to an end and they miss their next turn.
 - F The Quest is a failure if the Heroes depart via this stairway without the genuine copy of Loretome (see note 'D').
- Wandering Monster: Orc with Shortbow (may be placed in the same room or corridor and make a ranged attack where it has a line of sight)





The Crooked Eye

The Crooked Eye Orc Tribe of the Ghoul Wood, to the north-west of Lake Black Water are summoning the forces of Chaos. Four Heroes were ordered by the Emperor to deal with the threat but nothing has been heard from them in over a fortnight. They were led by Valen a capable leader of the Guardian Knights, Dylam a rogue from the forests of Elethorn, Zuzanne an Elf of rare skill, and G'Krus a powerful wizard. Loretoine is unrevealing in these events, all it does reveal is "Fear the eye that does not see, seek to find the silvered sea, and at the last save two only of the three." You must discover what has become of the Four Heroes and destroy the evil that lurks in that forest bastion.



NOTES

- All Chaos Warriors in this quest are Silver Nemesis Warriors they can move to any square on their turn within their line of sight.
- A The Death Mist is a deadly breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of the Evil Wizard's turn and can only move within the shaded room. When the Death Mist tile passes over a Hero, they lose 2 Mind Points. The mist does not affect monsters. The mist cannot move onto the same square twice in a turn. It cannot end its turn on the same square with a Hero. The mist is not affected by normal weapons. It can only be destroyed by a Tempest or Disspell spell, or by the Spirit Blade. When searched for treasure the chest contains 35 gold coins a cloak, a short sword, and a number of other items. Clearly the Death Mist used to be Zuzanne. Whatever they were studying in this place consumed them and converted them to Chaos.
- B This is a drill sergeant Fimir. He inspires orcs and goblins in the same room so they may roll and extra dice in defence. His characteristics are: Attack 4, Defend 4, Move 7, Mind 2 and Body .
- 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.
- D This Chaos Sorcerer was G'Krus, they too have fallen to the power of Chaos. Their characteristics are: Attack 2, Defend 3, Move 8, Mind 5 and Body . They know six Chaos Spells (Ball of Flame, Cloud of Chaos, Firestorm, Summon Greenskins, Terror, and Thunderbolt). If searched for treasure as small flask of a salty mercurial liquid is found on the table. Its purpose is unknown, a Hero may consume the liquid if they do, they are stricken with a poison and must choose to lose either a Body Point or a Mind Point each turn until they return to the stairway. Cont...



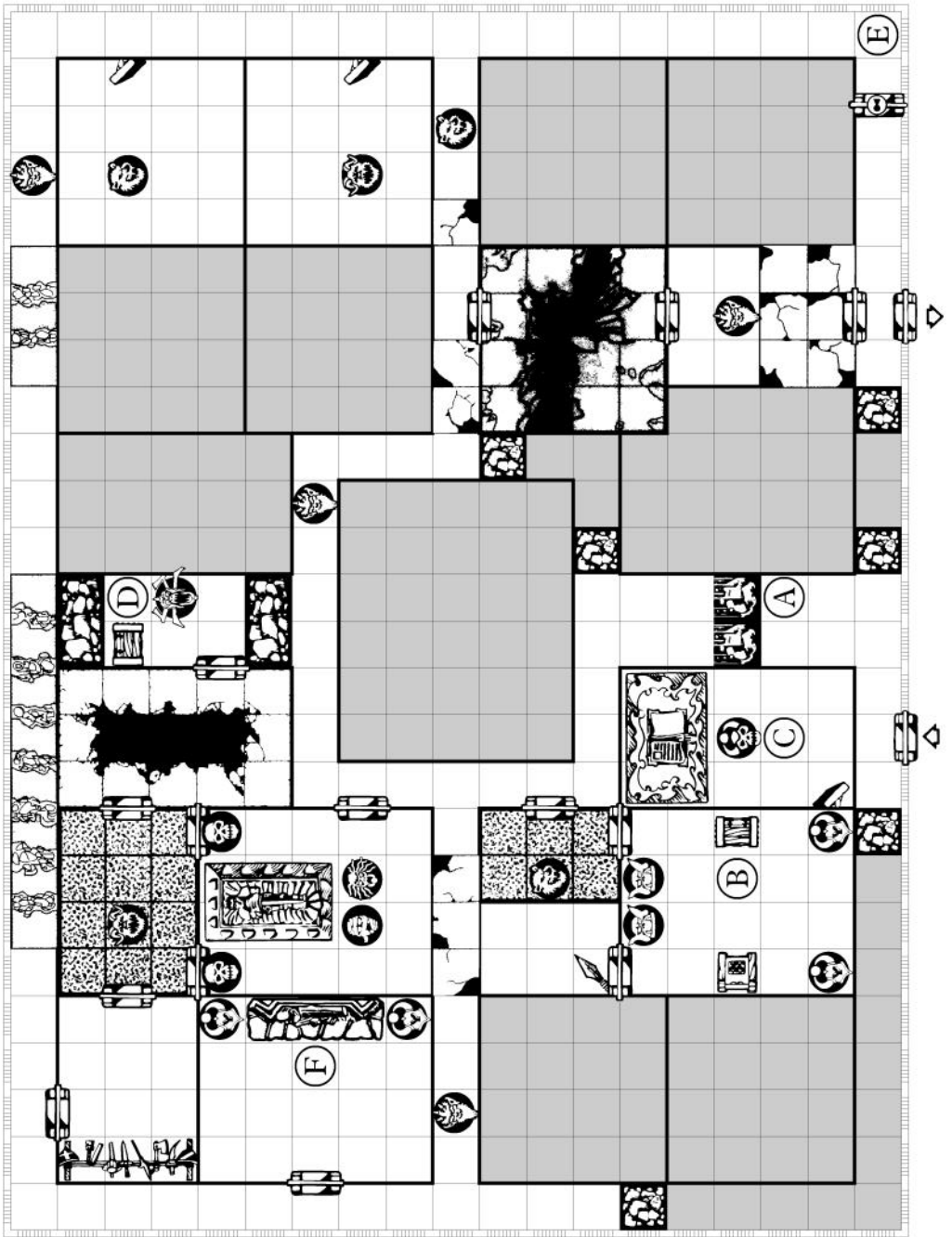
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- E The chest contains 2 Potions of Healing. They can be drunk at any time, restoring the number of Body Points equal to a roll of one red die. A Hero cannot, however, exceed their starting number of Body Points.
- F These four skeletons are shape-shifters, when killed roll a red die if the number matches the dead creature, then the shapeshifter is dead, else replace the dead creature as follows: 1 = Goblin, 2 = Orc, 3 = Fimir, 4 = Skeleton, 5 = Zombie, or 6 = Mummy.
- G This is the Tomb of Sargillon, a once powerful Knight. Do not place the Mummy on the board unless a player enters the room. If a player enters the room say “The spirit of Sargillon lingers and will accept no desecration of his tomb!” place the Mummy on the board who may move and attack immediately. Their characteristics are: Attack 6, Defend 6, Move 6 Mind 0 and Body

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- H These trap doors are a connected tunnel that takes a full turn to traverse, Heroes may not enter the tunnel if the trap door square at the other end is occupied.
- I The Bookcase is trapped if not disarmed before a search for treasure the bookcase explodes, remove the bookcase from the board, each Hero in the room must roll 3 combat dice, for each skull rolled the must lose 1 Body Point.
- J This is Jailor, he has a set of keys which will open the doors to the rooms marked ‘L’ and ‘K’. The keys can only be found by searching for treasure after Jailor is dead.
- K This door is lock and can only be opened by a set of keys from Jailor. This room holds Dylam, his equipment has been confiscated and weakened from torture he has no abilities remaining. Their characteristics are: Body: 5, Mind: 4, Attack: 1, Defence: 2, Move: 2xD6
- L This door is lock and can only be opened by a set of keys from Jailor. This room holds Valem, his equipment has been confiscated and weakened from torture he has no abilities remaining. Their characteristics are: Body: 7, Mind: 2, Attack: 1, Defence: 2, Move: 2xD6
- M This chest contains some old rusted chain mail, of no use or value, a smelly dark yellow liquid, which also has no use. And a vial of Holy Water. You may use the Holy Water instead of attacking. It will kill any undead monster: Skeleton, Zombie, or Mummy. May only be used once.

Wandering Monster: Shape-shifter (See note ‘F’)



Thawed Terror


‘Beyond the Grovnd Forest lie the Crags of Shargun and the village of ‘Ungulya. There have been reports that a glacier that has been frozen for all recorded history has begun to gently melt. A doorway has been revealed. What you will find beyond is not revealed by Loretome, but you must venture forth, investigate and eliminate any threat.



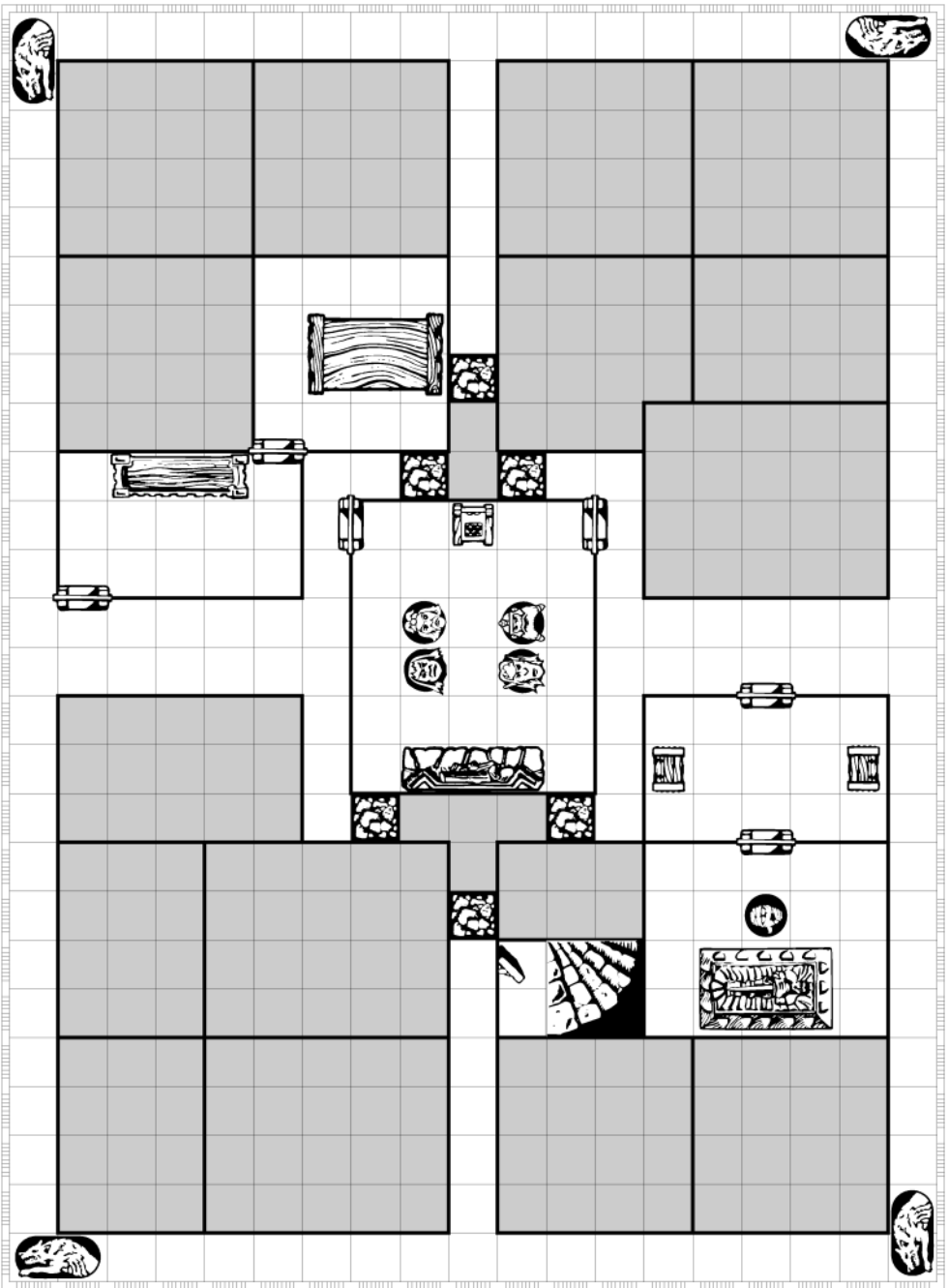
NOTES

- A When all Heroes have reached or passed the two falling block traps in this corridor say to them: “The roof of this cave-like passage way suddenly gives way.” Treat any player on the either square as if they had triggered a falling block trap. They may not move toward the entry door to escape the falling rock.
- B This treasure chest contains a meagre 50 gold coins. The panel in this room can not be discovered by the Heroes, however, it will open (set out the contents of the adjoining room) when a player searches the treasure chest.
- C This is the Fire Mage Ignistra. She knows 4 Chaos Spells (Chill, Skate, Ice Storm and Mind Freeze). Her characteristics are: Move 8, Attack 5, Defend 5, Mind 6 and Body

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 The Sorcerer’s Table contains a giant ruby worth 200 gold coins.
- D This chest contains a key that appears to be made of ice. It will open the locked door in the corridor marked ‘E’.
- E This door is locked. It can only be opened with an enchanted key made of ice (see note ‘D’).
- F This Fireplace is no ordinary Fireplace, the flame glows with a faint purple tinge, any Hero stood in front of the Fireplace (on the square marked ‘F’ and the squares above and below) will restore 1 lost Body Point. If a Hero lingers too long by the fire say: “The flame of the fire dwindles and goes out, the room feels colder, and your attempts to revive it fail.”

Wandering Monster: Yeti



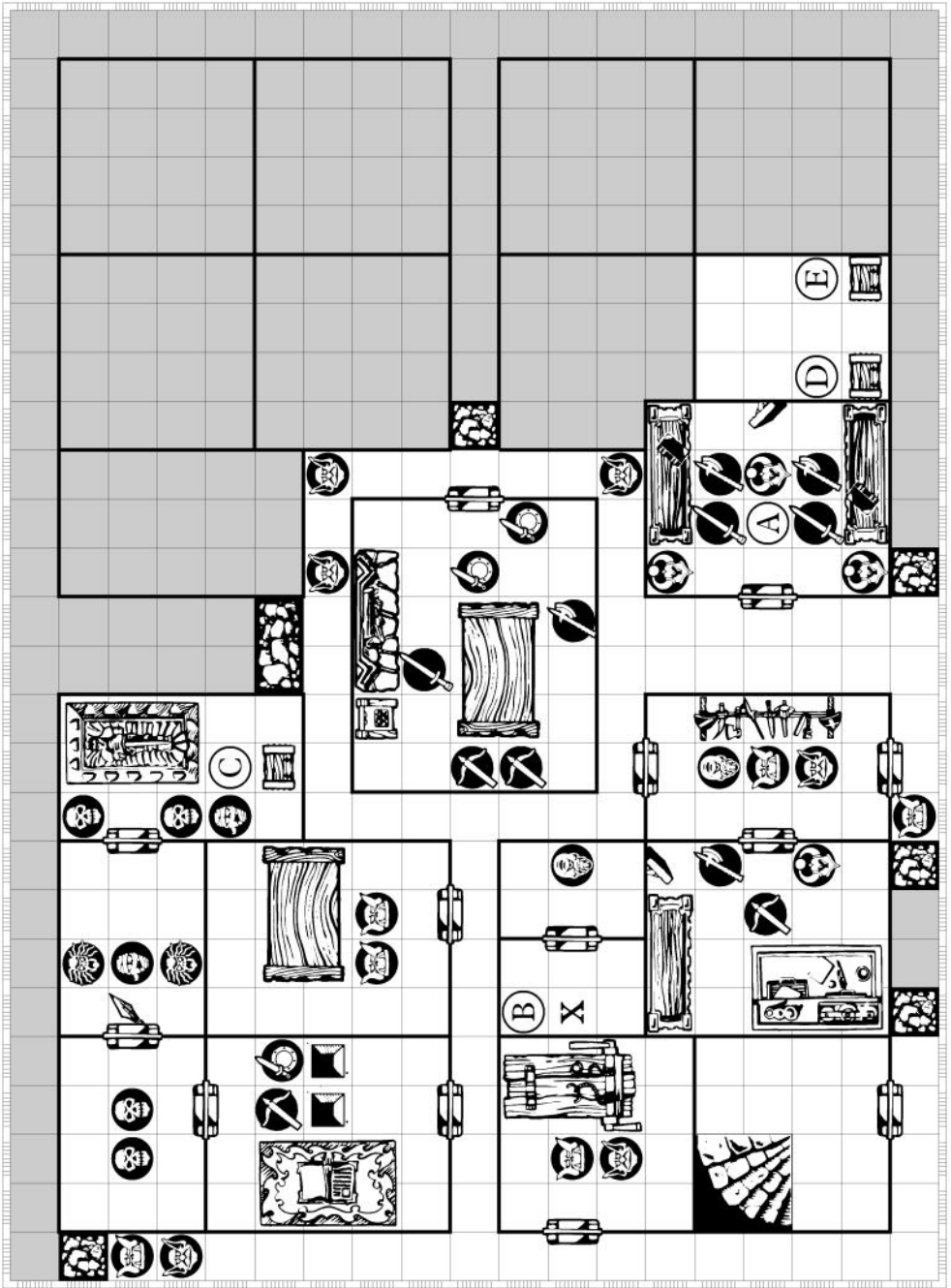
Mondstille

Mondstille, the Winter Solstice, it is the height of the God of War, Winter and Wolves. A time when his hungry wolves begin circling a dark time, for the winter months are hard and food is scarce, yet also a time of joy and feasting in spite of poverty, for after this day that heralds the approach of the God and Goddess of Nature, Beasts, Mountains and Forests, Bonfires are lit in hopes of guiding them back into the world. I know you will be enjoying the fire and drink that has been provided, but come and find me and we shall feast and talk of your adventures.



NOTES

At the Evil Wizard Player's discretion one Giant Wolf may howl whilst under attack and attempt to summon companions from its pack. Roll a combat die. On the roll of a black shield two Giant Wolves appear, on the roll of a white shield one Giant Wolf appears, if a skull is rolled no help is forthcoming.



Two Gentlemen of Verezzo

A band of outlaws led by Sir Eglamort, a former imperial knight, who has fallen under the powers of Chaos, has captured Lady Sylveor, the Daughter of the Duke of Verezzo. She was to be married to Prince Vaillantyme to strengthen the bonds between the Imperial Family and the Duke's family. form an alliance with an important Tilenia city-state, and thus help stabilize the Empire. You must enter the outlaws' camp, discover the fate of Sylveor, and if alive rescue her for her wedding day.

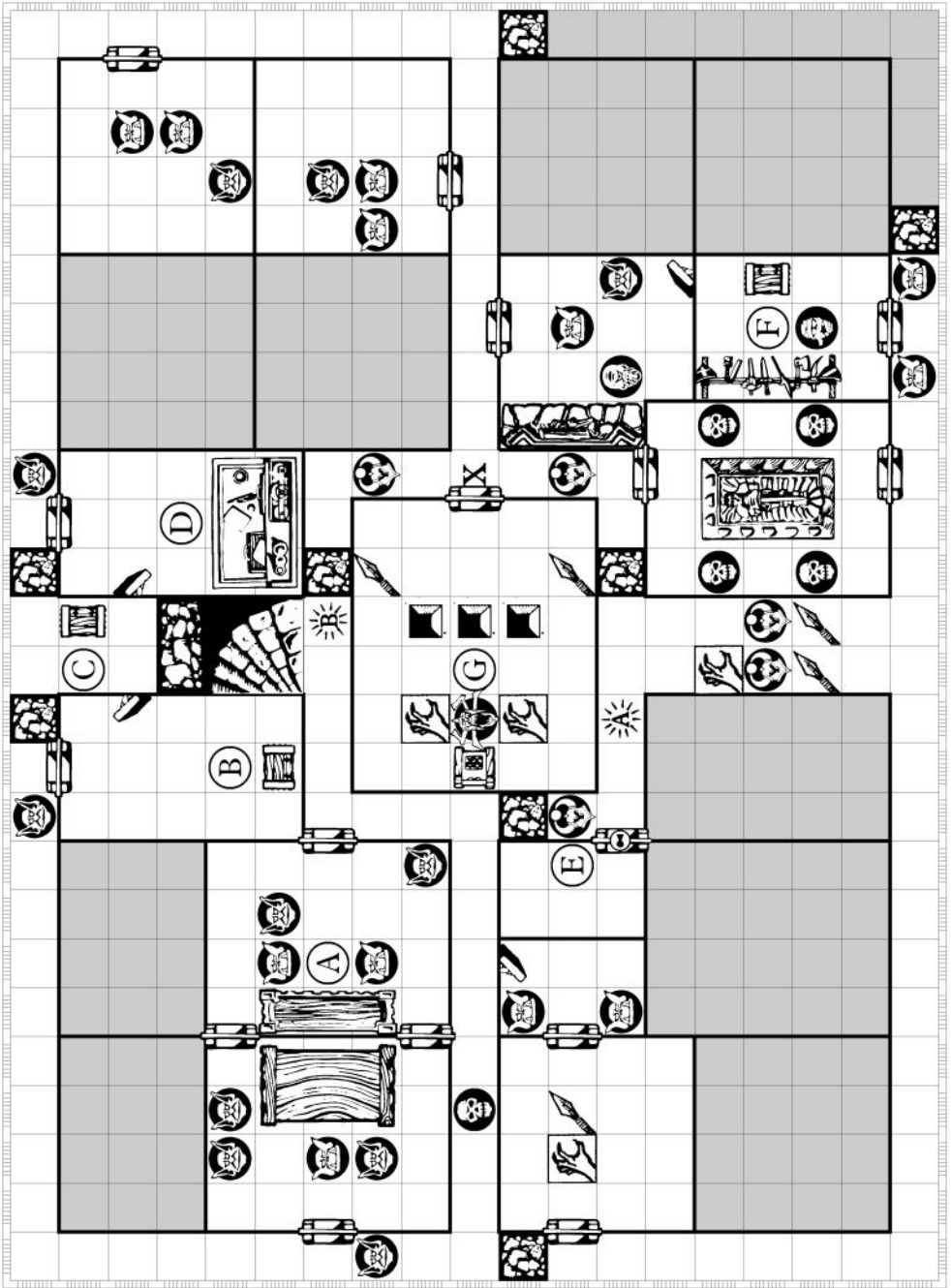


NOTES

A This Chaos Warrior is Sir Eglamort. His characteristics are: Attack 5, Defend 5, Move 8, Mind: 6 and Body

FINDING LADY SYLVEOR

- B The 'X' represent's Lady Sylveor. When Lady Sylveor is found, an alarm sounds. Place ALL remaining monsters, door and furniture on the board. All doors are now open. Do not place traps or secret doors. The player who found Lady Sylveor should take Lady Sylveor's turn at the end of their turn. Her characteristics are: Body 2, Mind 4, Attack 1, Defend 2, Move 1xD6
Lady Sylveor must be moved back to the stairway tile to escape.
- C The chest contains a magic ring, which was originally given to Lady Sylveor, while worn the ring protects against any ranged attack. At the end of this Quest the ring must be returned to Lady Sylveor and/or her family or else the Hero will be branded an outlaw and banished from the Empire.
- D This chest contains many small value coins, in total they are the equivalent of 75 gold coins.
- E This chest contains a number of small precious and semi-precious gemstone, in total they are the equivalent of 60 gold coins.
Wandering Monster: Swordsman



The Dreadful Compound

To the north lies a dreadful compound, a number of adventurers have gone to this place, but none have returned. It is now reported that the lady Isabelle, a local noblewoman, has disappeared. Loretoome does not reveal if these two incidents are linked, but I suspect that there is likely some correlation. The Empire needs our finest Heroes to venture forth and discover and report on these events. Good luck!



NOTES

In order to complete this Quest successfully the Heroes must achieve at least one of the following two objectives: Slay the Gorgon (see 'G'); or Rescue Lady Isabelle (see 'E')

- A The cupboard contains a potion of healing that will restore up to 4 lost Body points.
- B This treasure chest contains 100 gold coins and a brass key.
- C This treasure chest is a trap that will spew forth a thick orange smoke if searched without being disarmed. Should the trap be triggered any player in the small vestibule that contains the chest will lose 3 Mind points and the contents of the chest are destroyed. Should the chest be searched and the trap disarmed then two vials of Petra Sana (see 'E') are found therein.
- D This alchemist bench has a number (roll a d6 behind the screen) of vials of a foul smelling black liquid. These noxious potions are Petra Sana. They will revive any Hero who has been petrified by the Gorgon's Gaze.
- E FINDING LADY ISABELLE
The door to this room may only be opened with the brass key found in 'B'. When Lady Isabelle is found the player who found Lady Isabelle should take Lady Isabelle's turn at the end of their turn. Her characteristics are: Body 3, Cont...




Cont.

Mind 4, Attack 2, Defend 2, Move: 2xD6. Lady Isabelle must be moved back to the Stairway Tile to escape.

F This treasure chest contains a talisman. Any Hero with more than 4 mind points will recognise it as the ancient relic 'Gorgoneion'. It is special apotropaic amulet that depict the head of a Gorgon. Any player in possession of this talisman may roll an additional 4 dice in defence against attacks by Gargoyles and are immune to the effects of the Gorgon's Gaze, but it will not restore a petrified player.
This weapons rack has a number of ornate items of weaponry and armour, more ceremonial than of any practical use, however their is a polished silver shield that a player may wish to take from the rack, it has a value of 25 gold coins.

LAIR OF THE GORGON

G This room is enchanted and may only be entered through the opened doorway, any other attempt to access the room will fail. Within this room is a Gargoyle called Gorgo. She is an ancient and fearsome Gorgon, long thought to be extinct. She will not leave this room which is her lair. She has the following characteristics: Move 8, Attack 8, Defend 6, Mind 6 and Body

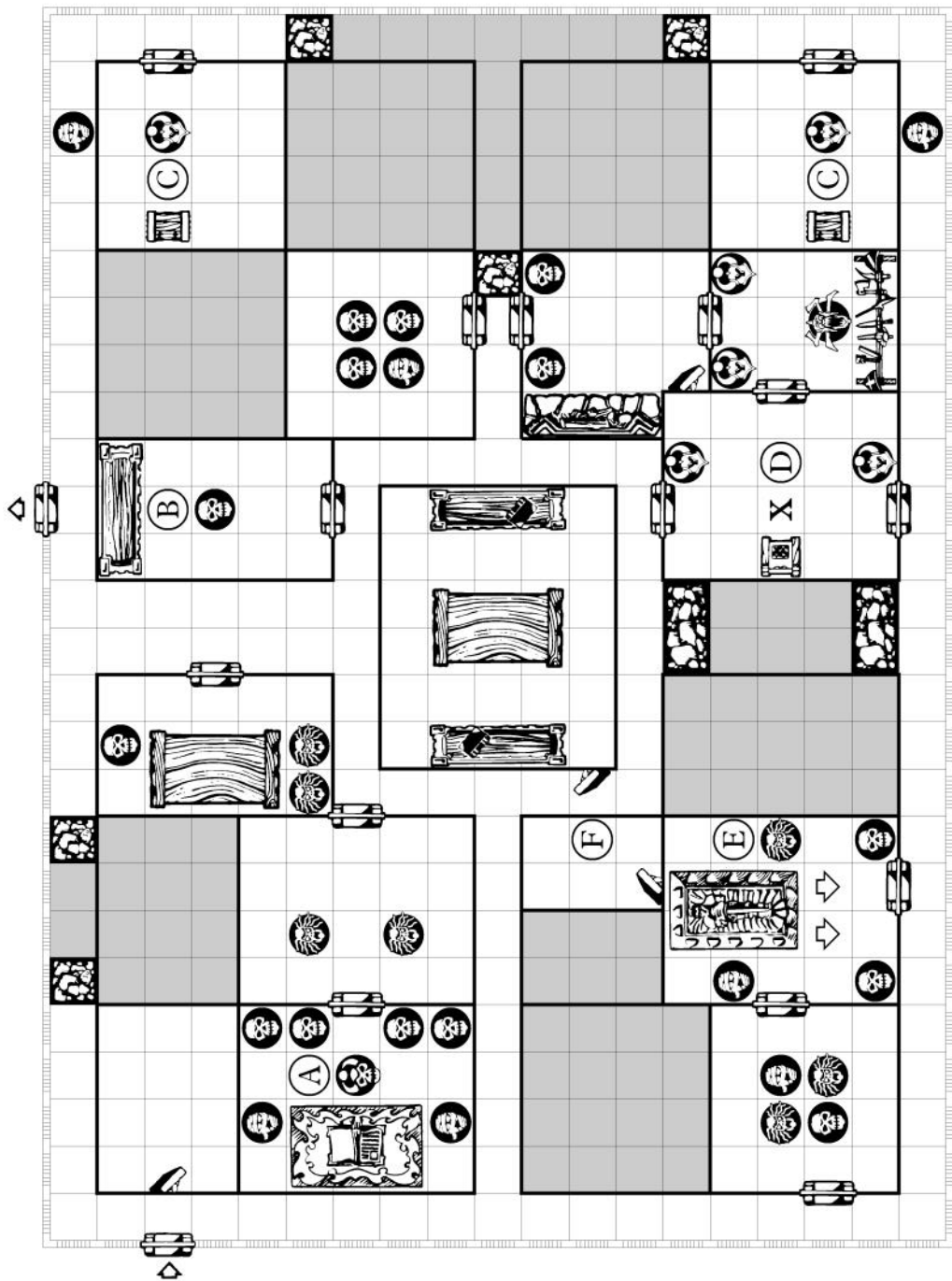
				
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The Gorgon may, additionally to other normal actions, once per turn cast her Gorgon's Gaze on any one monster or player where a line of sight exists, instantly turning that player to stone. Any player turned to stone may not take any action and is immune to the effects of spells and attacks.

The first player to stand on the square marked 'X', who opens the door to this room, is instantly turned to stone and will function as a single blocked square tile, by the Gorgon's Gaze.

A player in possession of a polished silver shield may use it to deflect the Gorgon's Gaze back at the spellcaster.

Wandering Monster: Chaos Warrior



Curse of the Black Banner

To anyone who has set foot upon the battlefield and faced the legions of chaos their black banners are a familiar sight. It has always been assumed that the pennants they carry are like our own flags, a design reflecting the allegiance of those that carry it. Loretoome has revealed to me that in fact there was once a true Black Banner, but this ancient dark relic was thought lost to time and to memory. It appears, however, that this relic may be in the hands of the Chaos Sorcerer, Fenrix. You must discover if this is so. Recovery of such an artifact would deal a significant blow to the enemy's morale, but time is short. make your way through this dungeon with all rapidity.



NOTES

At the start of the Quest the Evil Wizard Player must count the maximum number of Body Points that all the players have combined. He should begin a tally, on his turn adding 1 to the tally. If the tally exceeds the maximum number of Body points of the players the Quest ends and the Heroes must return in disgrace. Should a Hero be lost, the Evil Wizard Player may choose to recalculate the maximum number of Body points that all remaining players have combined and use this number.

A This is the Chaos Sorcerer, Fenrix. He has 6 Chaos Spells, one of which is 'Escape' (you may choose the other 5 randomly from the deck at the start of the Quest). He has the following characteristics: Attack 6, Move 6, Mind 6 and Body 6. When the first player enters this room say: "This is the Alter of the Black Banner; above this stone table you see a large piece of ancient black cloth, intricately patterned. You are however, unable to maintain eye-contact with this ancient dark relic." The black banner causes all players to suffer a penalty of 1 dice in Attack, Defence and Movement, whilst in its presence. Should Fenrix not use his 'Escape' spell the Black Banner vanishes when the last monster is killed.

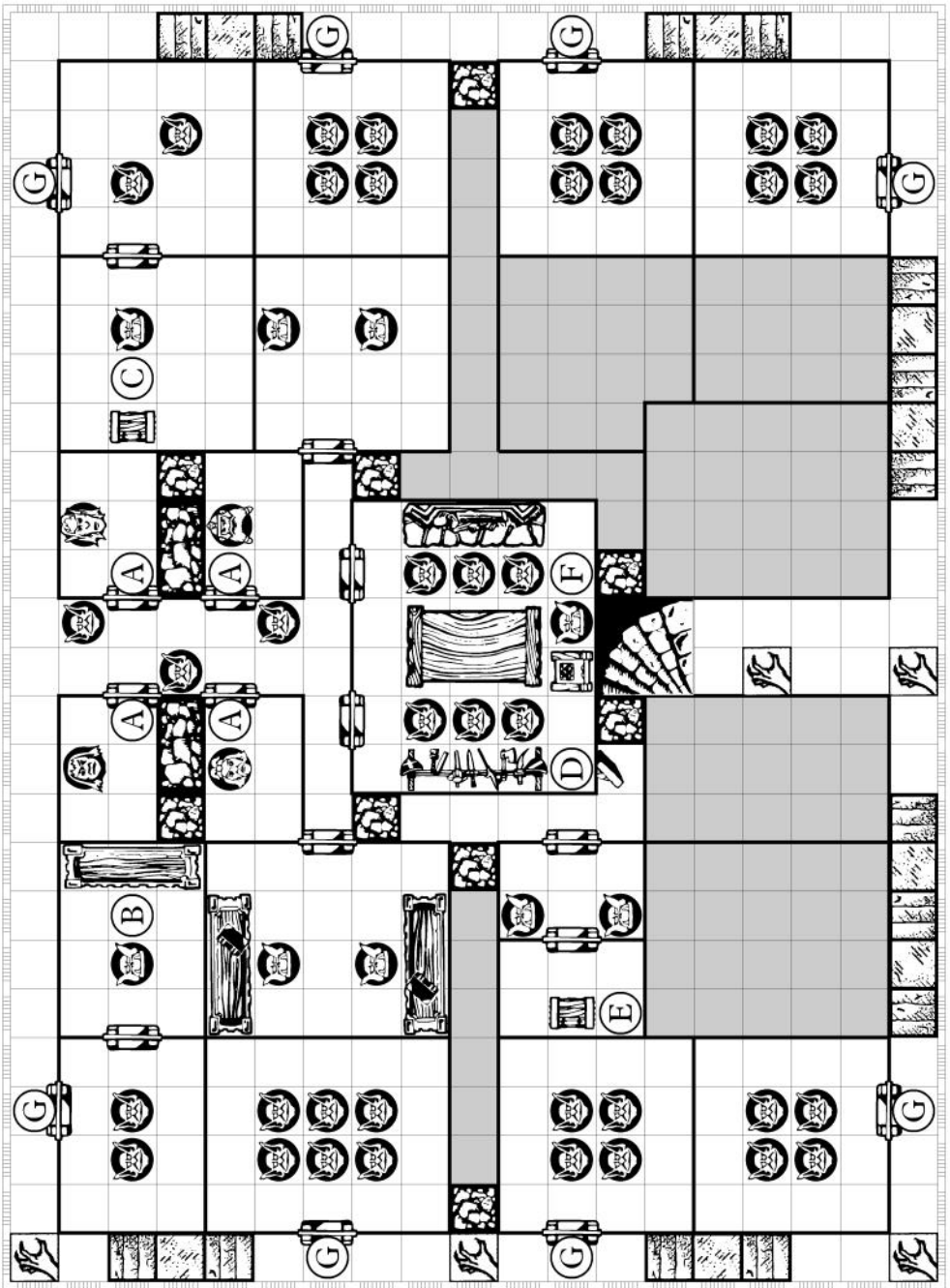
B This cupboard contains a Potion of Physic Recovery, that will restore a Hero back to their maximum number of Mind points.

C These chests both contain black fabric, but neither contain the true Black Banner, The Hero that opens the chest must roll 1 movement dice. They lose a Mind point for each dot showing.

D The 'X' in this room marks the destination of Fenrix's 'Escape' Spell. Should he use the spell he will have taken the Black Banner with him and the Heroes will be unable to find it during the Quest. He may restore his Body points by 4. This tomb conceals a secret panel, should a player search for secret panels the tomb moves onto the two squares indicated by arrows. Any player on these square should be treated as if they had triggered a falling block trap.

F This room appears empty, but it is not. It contains a miasma that will reduce any players' character Body points to 1 within the room. As the players can not find the black banner, if they leave they Quest they have successfully completed it.

Wandering Monster: Skeleton



Dungeon of the Goblin King

Captured by the Goblin King's forces on a routine patrol south of the Death Pass in the World Edge Mountains, you have been taken to Parkulum, the vast subterranean goblin city. The Crooked Moon goblins are fierce and despise the Empire and all it stands for. You must escape your cells and find the stairway out of the Dungeon of the Goblin King. I have worked a powerful magic on the wood of the doors to your cells. a good attack should free each of you.



NOTES

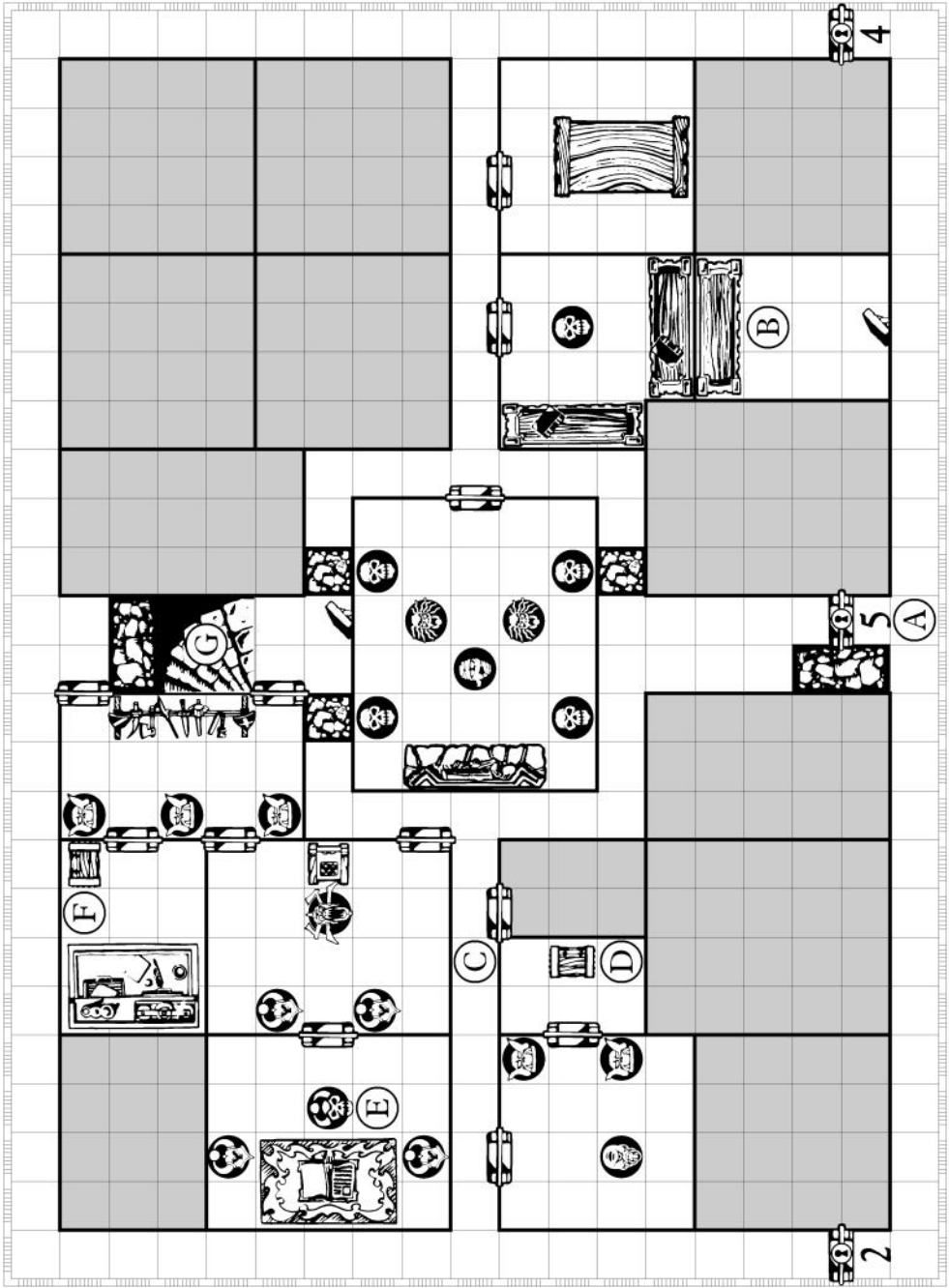
The Goblin king has confiscated all the Heroes property. All Orcs in this quest are Hob-Goblins their characteristics are: Attack 2, Defence 3, Move 8, Mind 4, Body 2.

- A The cell doors are locked. A Hero trying to open the cell door must attack it first. Rolling there normal attack dice, on the roll of one or more skulls the door shatters and is open. This counts as taking an action. If the Hero fails to roll a skull a goblin guard shouts, "Keep quiet in there or I'll make you quiet! Understand?"
- B The Cupboard contains all the Heroes Armour and non-weapon Equipment and Quest Treasures.
- C The Chest contains all the Heroes potions, and spells.
- D The Weapons rack contains all the Heroes weapon Equipment and Quest Treasures.
- E The Chest contains all the Heroes gold and any other items not explicitly listed above.
- F This Hob-goblin is Soyeld Kloth a prince of the Goblin King his characteristics are: Attack 3, Defend 4, Move 7, Mind 6, Body

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- G The Heroes should attempt to get to the stairway without alerting the Goblins of their escape. When adjacent or diagonally adjacent to a door marked 'G', Heroes must roll a combat die, on the roll of a black shield the goblins in the room are alerted and the door opens. The goblins may move and attack immediately.

Wandering Monster: Hob-Goblin (Orc)




Murk of the Misty Hills

*Some nights ago I dispatched you to the Misty Hills to investigate reports of abductions from the local village-folk. Your investigation has led you to the Misty Hills, west of Middenheim, named both for the undulating terrain and the miasma that lingers in the air. When the moons are bright it is said that people go mad here. It is also very easy to become disorientated. You party have been wise to stick close together. You now find yourself at the foot of a cliff face with doors leading into whatever lies beyond. You must not linger in the open air for too long, as the moons will soon reach alignment and you will be lost to madness. Make haste!
Take refuge in the cliff and seek an exit to safety.*

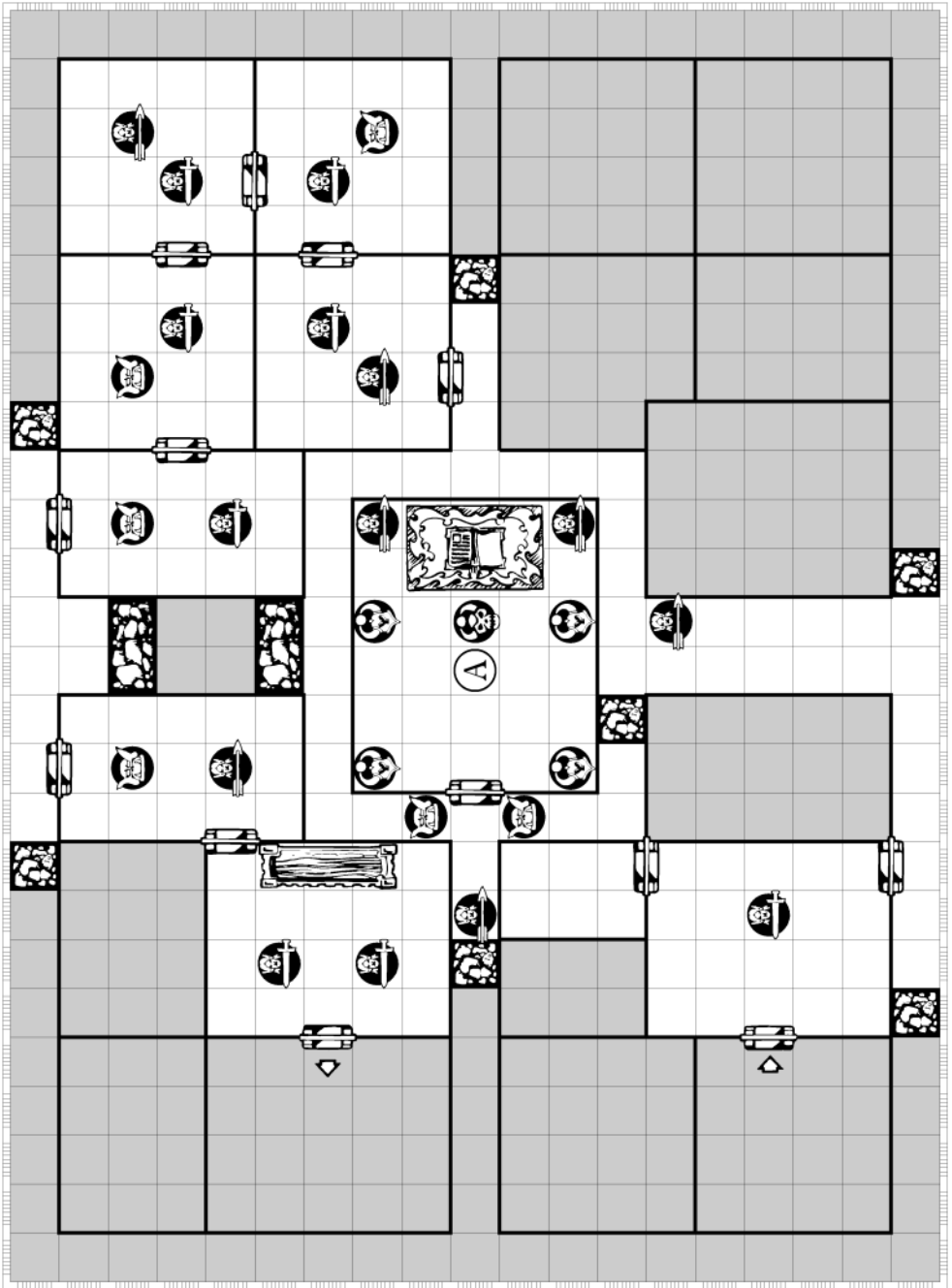


NOTES

- A The Heroes' party begin this adventure in this corridor. Each of the locked doorways is unusually complex and may only be opened by any of the players' characters that has the required number of Mind points, indicated, and who rolls that specified number on a standard movement dice.
- B This cupboard contains a potion of psychic recovery it will restore up to two lost Mind points.
- C This door appears to the Heroes to be just another door. It is in fact a mimic. Attempting to open the door will cause the mimic to shapeshift into a Gargoyle. Once killed it will shapeshift into the follow monsters in the following order - Chaos Warrior, Fimir, Orc, Goblin - after each 'death' the Evil Wizard Player should roll a combat dice, if he rolls a Black Shield the mimic is permanently killed prematurely, otherwise the mimic dies if it is slayed as a Goblin.
- D This treasure chest contains 60 gold coins.
- E This Chaos Sorcerer is Relkordek. A powerful spellcaster with six Chaos Spells (pick these randomly at the beginning of the Quest). His characteristics are: Move 6, Attack 4, Defend 4, Mind 6 and Body

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- F The chest in this room contains a Elixir of Life, if available give the appropriate Quest Treasure (Artifact) card to player.
- G This stairwell is the exit to the Quest.

Wandering Monster: Orc



The Acorn and the Oak

'Beyond the Grey Mountains is the kingdom of the Elves, the great forest of the Athel Loren. I have received a report that a darkness has taken hold in the Glade of Eternal Moonlight, a number of Elves that were dispatched have not returned, the Elves have requested the help of the famed Heroes of the Empire. You will travel to the great forest, discover what has become of the elven scouting parties, return any captives and overcome whatever is causing the darkness.'




NOTES

The Elven Warriors and Elven Archers in this Quest were part of the elven expeditionary force that came to investigate the mysterious darkness. They are under the control of chaos. An Elf may choose to forego any other action and if they stand adjacent to one Elven Warrior or Elven Archer and roll a white shield on a single combat die they break chaos' control and that elf returns to their senses and will join the Heroes' party on the subsequent turn.

The Evil Wizard Player may choose to roll one combat die, seeking a black shield, to regain control of each restored Elven Warrior or Elven Archer, on the turn after the elf in question has been restored. If they are turned to chaos again they may move and attack immediately.

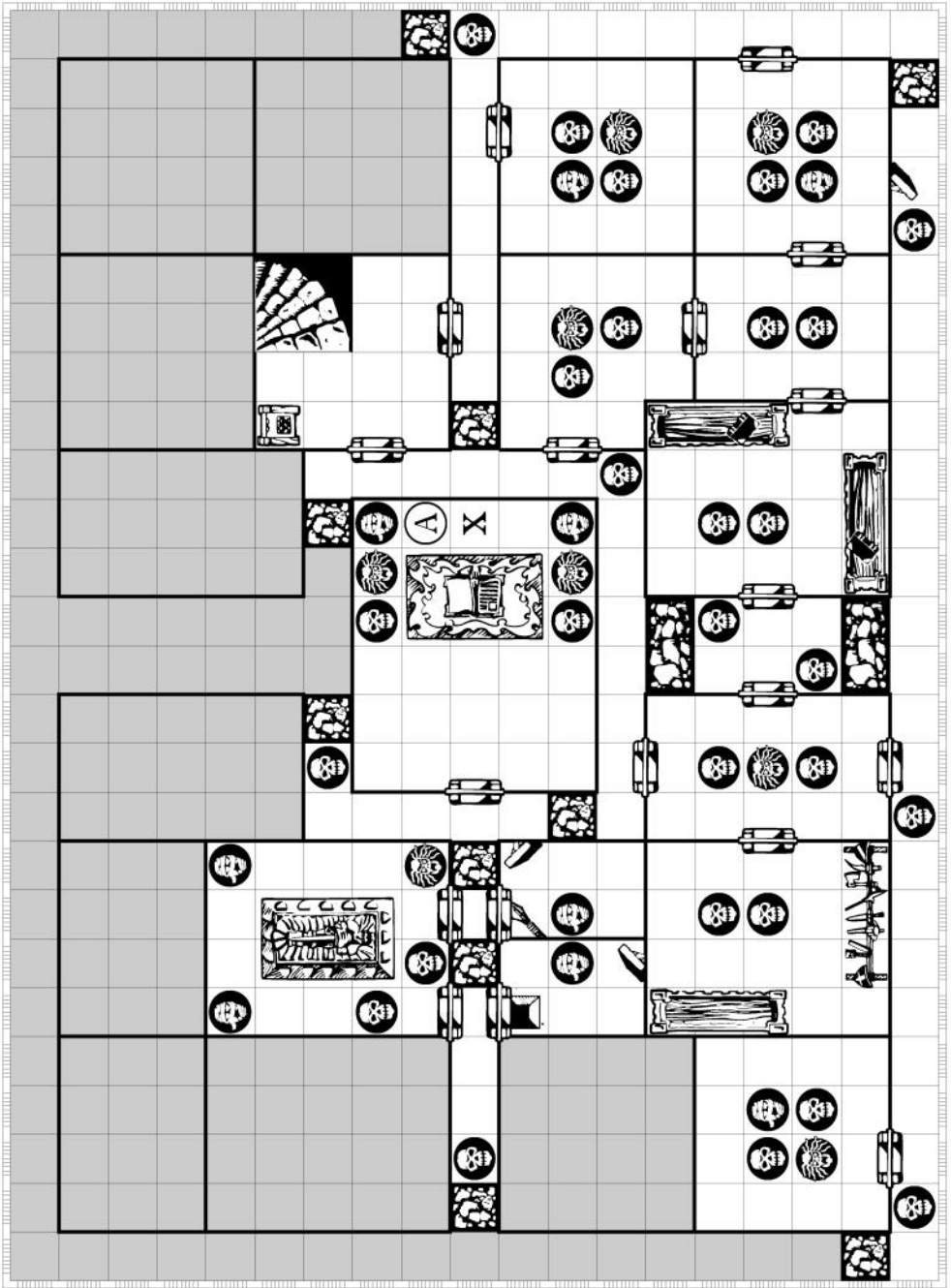
- A This is the fearsome Chaos Sorcerer, Glandiferae. He knows 10 Chaos Spells (Ball of Flame, Cloud of Chaos, Command, Firestorm, Mirror Magic, Sleep, Summon Greenskins, Summon Undead, Tempest, and Terror). He has the following characteristics: Move 8, Attack 4, Defend 8, Mind 8 and Body

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. He is surrounded by his personal guard The Roboreus Legion. They have 1 additional point to all characteristics of a standard Chaos Warrior.

Should the Heroes survive their encounter with Glandiferae and rescue any number of Elven Warriors or Elven Archers they will receive 50 gold coins for each surviving Elf to share amongst themselves.

Wandering Monster: Orc



Necropolis of the Necromancer

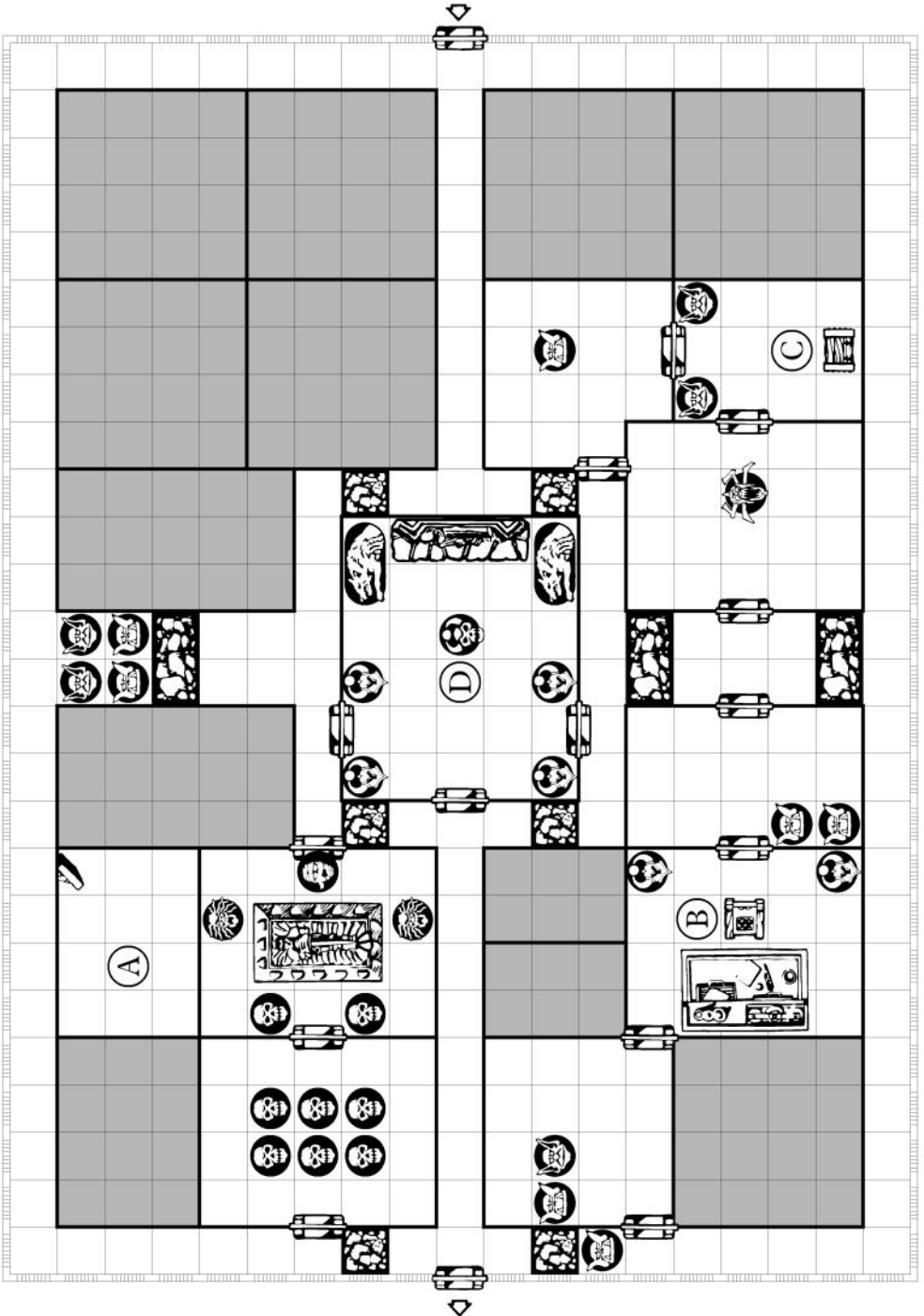
Necromancers are amongst the most cursed of all those who practice the magical arts. for they have damned their souls and exchanged their humanity for the ability to raise the dead and command them to wage war upon the living as the 'Undead. A former student of mine. Krell. in search of knowledge to save his one true love from certain death. has been led astray by the fickle lures of Chaos and now serves The 'Undying King. I fear in his grief and madness Krell will unleash a force that even the might of the Empire will be hard pressed to counter.



NOTES

A This is Krell. Use a Necromancer or Chaos Sorcerer piece. His characteristics are: Attack 3, Defence 4, Move 7, Mind , Body

Krell knows 13 Chaos Spells (Dominate, Mind Blast, Mind Lock, Call Skeleton, Death Bolt, Fear, Raise the Dead, Skulls of Doom, Summon Mummy, Reanimation, Restore Chaos, Mind Freeze, and Soothe).



The Wolf and the Griffon

A Dark Lord of the North rises in the wastelands beyond Kislev. Your valour is well known and your particular skills have been requested to deal with this threat. Take care and make haste. Your success will burnish the alliance between the Empire and Kislev.



NOTES

- A If searched say to the players: “This room appears empty, but a thorough search reveals, below a thick layer of dust on the floor a design of a griffon and a wolf locked in combat. Around the edge of the room is a border of text which reads: ‘I anoint myself with the wolf’s blood that I shall not fear to bleed. I pledge myself to the wolf’s work that I shall not fear to suffer. I give myself to the wolf, that I shall not fear to die.’”
- B On the Alchemist’s Bench a player will find a potion of healing that will restore up to four lost Body Points, they should record the potion on their character sheet.
- C This treasure chest is empty, save for a small note, in orcish, which reads: “J. K. S. U. R. Ga rand arttia. Ruk.” If the Hero has more than 4 Mind Points he will be able to discern the notes meaning: J.K.S.U.R. is an abbreviation for the phrase ‘jiak kij shal ul ronk’ which literally translates to ‘I am in the hole’ but is probably best translated as ‘I owe you’. The second part is the amount. Ga is the number three. Rorag means heavy. Arttia means gold. ‘Three heavy gold’ is how an Orc would express the sum of 300 gold coins. A player may keep the note if they so wish, noting it on their character sheet. It plays no part in this Quest.
- D This is Kellam Payne, a Chaos Sorcerer with a desire to re-establish the cult of the Dark Lords of the North. He has the following characteristics: Attack 6, Defend 6, Move 8, Mind 6 and Body

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. He has 6 Chaos Spells (pick these randomly from the deck at the beginning of the Quest).

Wandering Monster: Goblin

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Volume 5
Quests 49 – 60



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