

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles 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 6 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 its movement range. These items should not be passed through a chain of Heroes and Men-at-Arms. On occasion this may require some discretion from the Evil Wizard Player to determine the appropriateness of passing an item.

Mind Points

When a Hero reaches zero Mind Points, he is not dead but in shock. A Hero cannot go below zero Mind Points. He rolls only 1 movement die to move, attacks with only 1 combat die, and defends with only 2 combat dice. His Equipment and Quest Treasures have no effect, and can not be used, whilst a Hero is in shock. A Hero's attack and defence combat dice might be temporarily increased by some spells or potions.

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

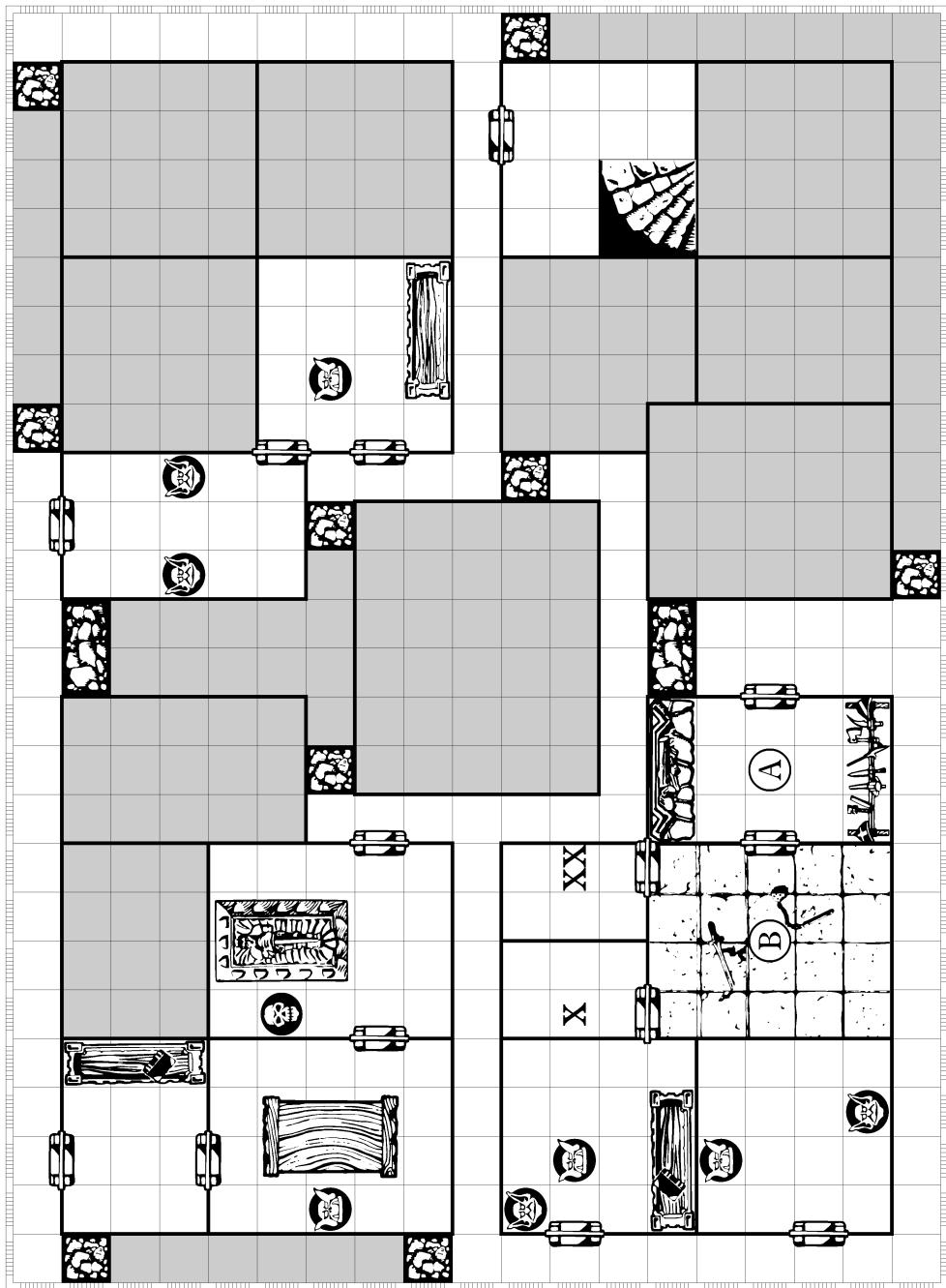
Below is a list showing the compatibility of each Quest contained within *SundayQuest: Adventures; Volume 6*.

Quest	No.	Title	Compatibility	Additional Items
	61	The Crucible of Chaos		Battle Room tile
	62	Menace from the Crypt	 	Entry/Exit Doors & Coffins
	63	Disciple of Boroush		Storm Master
	64	The Coney and the Ash	 	Short Stairs
	65	The Warriors of Death		
	66	Coronation of the Undead King Part I		Entry/Exit & Stone Doors
	67	Coronation of the Undead King Part II	 	Entry/Exit Doors
	68	Stricken		Corridor Stairways
	69	Gut Feelings		Ogre Warriors
	70	The Unwilling Warriors		Men-at-Arms
	71	The Snows of Terror		
	72	Rite of Champions		

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
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The Crucible of Chaos

I have instructions from the Emperor for you to travel east and investigate the abandoned tomb of Gonzor the Wise. It appears that a small band of greenskins may have desecrated the tomb. The Empire will be grateful for your assistance in this small matter.



NOTES

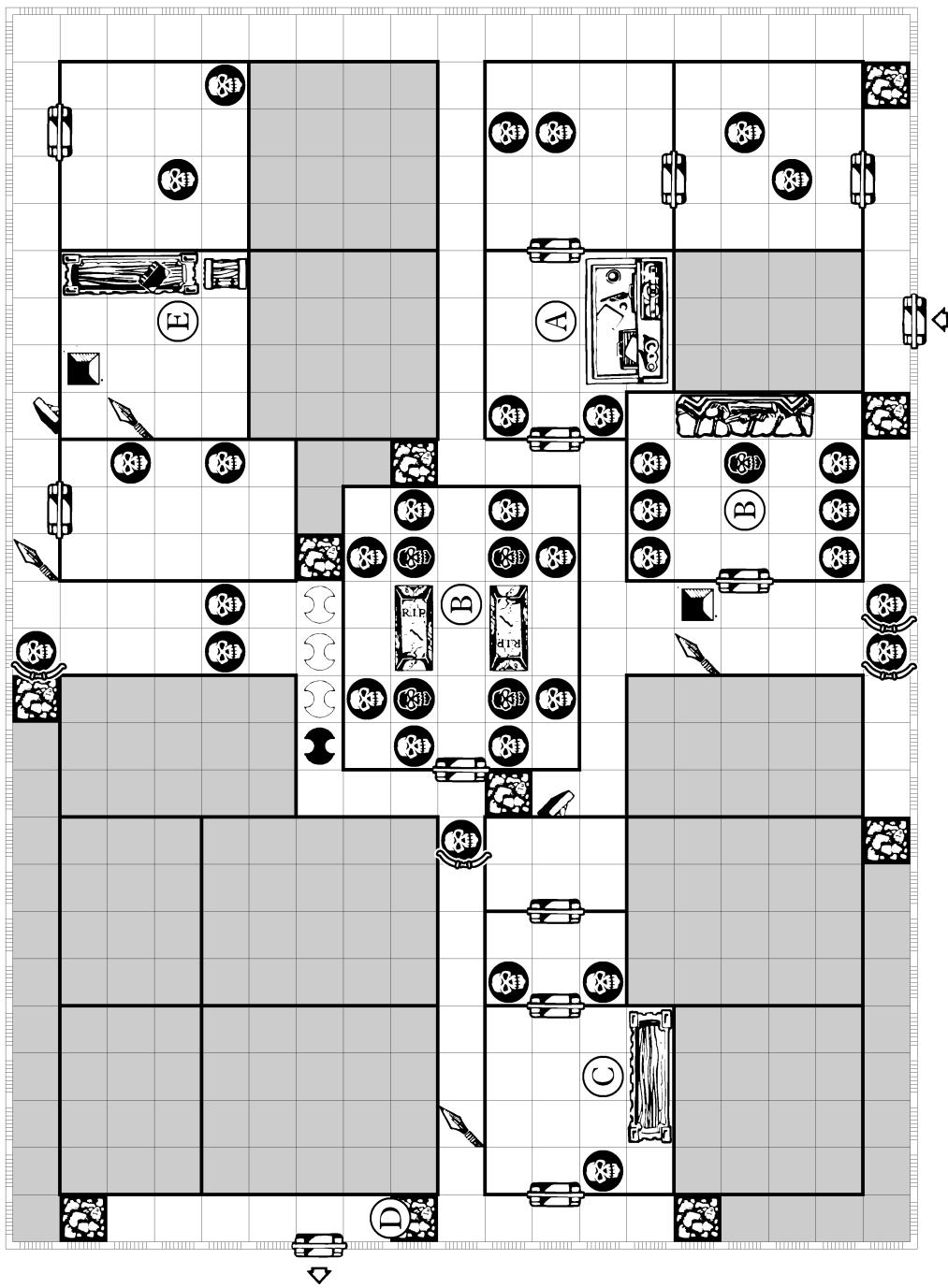
- A If searched say to the players: "Above the doorway, opposite to the one you entered is ancient text which reads 'The Crucible of Chaos. Enter all to participate.'"
- B This is the Crucible of Chaos. Say to the first player to enter this room: "This arena, designed long ago, using powerful magics, exists to test the best champions throughout the ancient world. It has all but been forgotten since trial by maze became the accepted test of a potential Hero's worth. But perhaps you and your companions are worthy to take the test?" The two doors into the small rooms are enchanted and can not be opened by the players.
- When all the Heroes are in the crucible the doorway by which they entered is closed and locked, by a powerful magic that renders opening it impossible until the trial is complete. All the players characters' Spells, Equipment, and Artifacts magically disappear and they are left to contend with the trial before them with only their base statistics and innate skills. On the Evil Wizard Player's turn he opens the doors to the small rooms which contain 'X' and 'XX'. He should place the following monsters, listed below, in the sequence provided, on the space indicated, starting on the first turn with 1 and then subsequently as indicated. A Hero may block the appearance of these monsters by standing on the space, preventing the materialisation of a monster.

I X = Goblin XX = Orc II X = Orc XX = Orc III X = Fimir XX = Fimir IV X = Skeleton XX = Skeleton

V X = Skeleton XX = Zombie VI X & XX = Mummy

VII X = Chaos Warrior VIII X = Gargoyle
Once the above monsters are defeated. Or there are no more monsters in the crucible and the arrival points are blocked by player characters then the Heroes have succeeded. Expel any Heroes in the small rooms on to vacant spaces within the Crucible room, close (reseal) these doors and re-open the doorway into the room marked 'A'. The Heroes' Spells, Equipment, and Artifacts appear magically returned to them.

Wandering Monster: Chaos Warrior



Menace from the Crypt

Lorecone reveals little of what is contained within the Catacombs of Mortis other than it has recently become a hive of undead activity. Investigate and remove the threat.

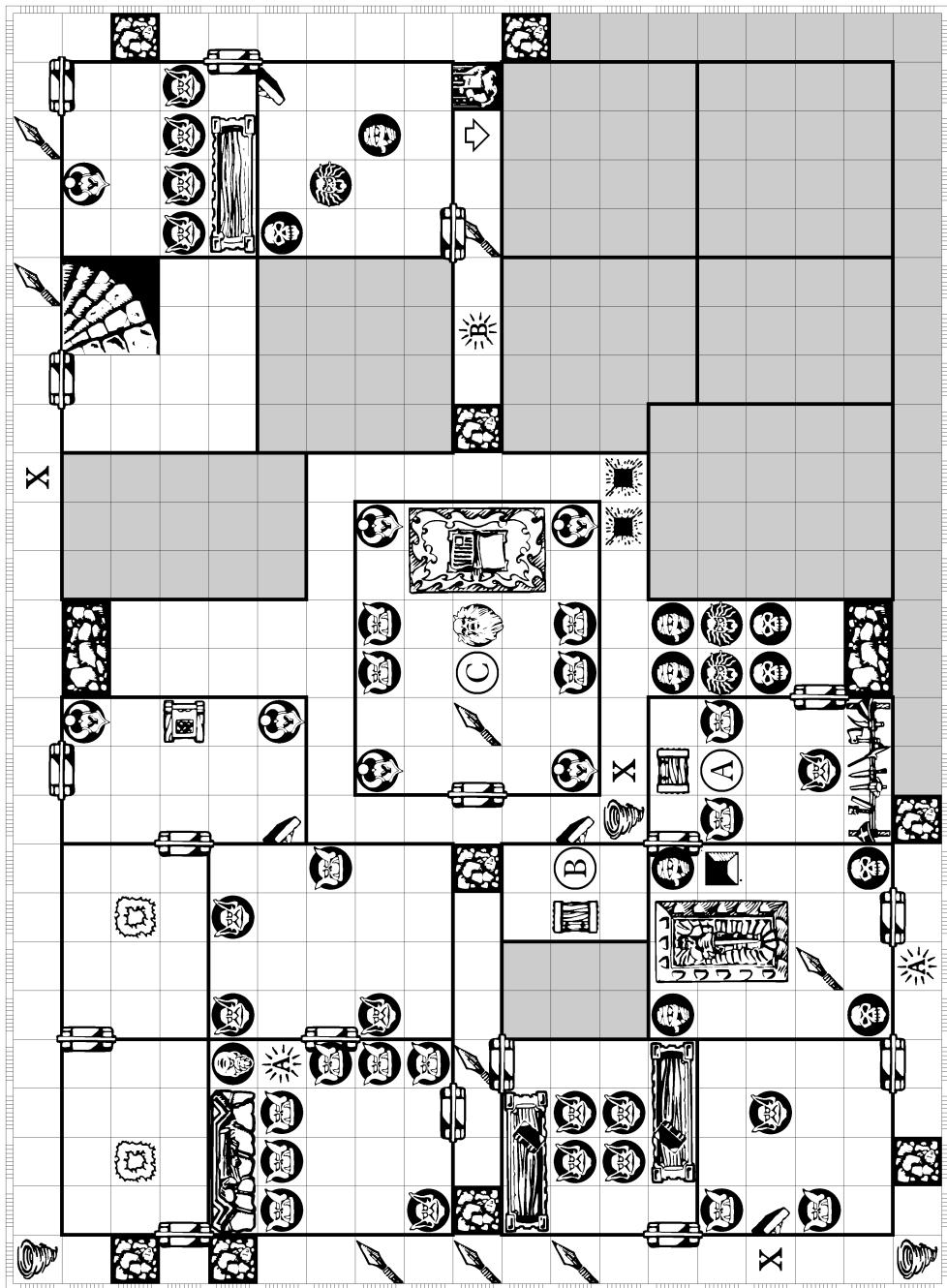


NOTES

Any Skeleton indicated to have a longbow may make a ranged attack with 3 combat dice.

- A On this alchemist's bench you find 3 vials of Holy Water.
- B The black skeleton icon represents a Skeleton Knight. They have +2 to the standard statistics of a regular skeleton, are immune to magic and the effects of holy water. They may only take damage from the Spirit Blade. Their eyes glow green with the unholy magics that have returned these damned souls to the waking world. Additionally to any other action they may fire a bolt of energy from their eyes inflicting 2 Body points of damage, which can not be defended against.
- C This cupboard contains a potion of healing that will restore up to 2 lost Body points.
- D This blockage disappears when all five Skeleton Knights have been killed (see note 'B'). If discovered remove it from the board, but don't lay out the corridor until a player's character has line of sight. If undiscovered just layout the corridor when as if the blockage were not there.
- E The treasure chest contains 53 gold coins. If a Hero performs a second, additional search for treasure they may find any Quest Treasure (Artifact) that is available, at the Evil Wizard Players' discretion.

Wandering Monster: Skeleton



Disciple of Boroush

Peaking above the clouds of the World Edge Mountains is the Fyric of Boroush. Boroush was defeated by the heroes of the Empire - by you - a little while ago. Loretome reveals that Boroush had a acolyte, an apprentice: Kartouche. He has taken residence atop this lofty peak in his master's fortress. The Emperor has ordered his elimination; for his power grows with each passing season and he is a threat we can not allow to persist.



NOTES

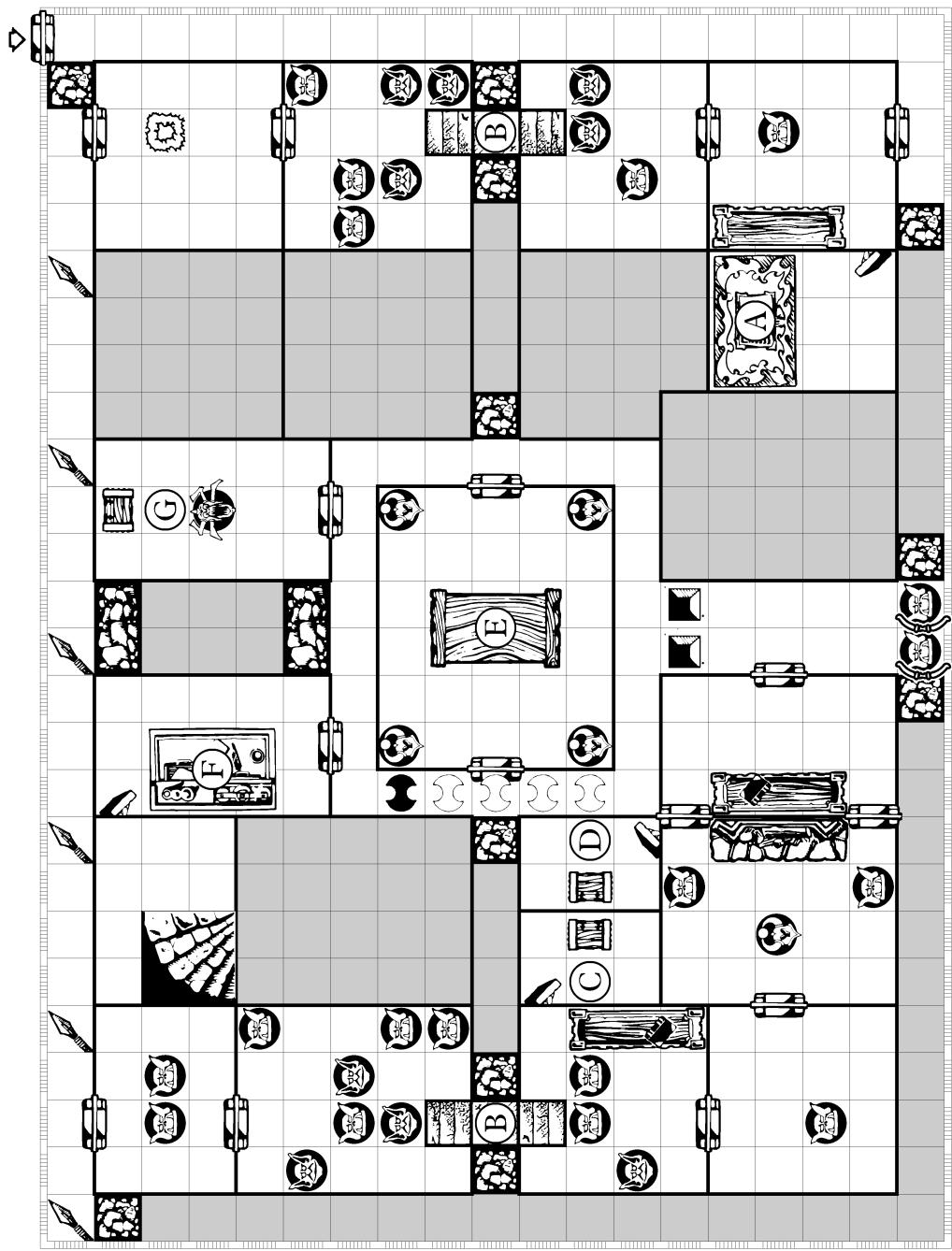
- A This treasure chest contains 74 gold coins.
- B This treasure chest contains 206 gold coins.
- C This is the Incunabulum of Kartouche, the apprentice of the late Storm Master, Boroush. Say to the players:

"This is an Incunabulum, an ancient book, printed long ago, which contains all the secrets of the great weathermen of ancient times who used to foretell the coming of the rains, whose rites would ensure fertility and ample sunshine for the growing season, and so forth. On the walls are vertical glyphs which you recognise as mystic symbols associated with elemental magic."

Kartouche stands before the sorcerer's table. He has learnt all 6 Storm Master spells. His characteristics are: Move 8, Attack 7, Defend 6, Mind 6 and Body

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The Coney and the Ash

Mentor poked the fire to life and let out a heavy sigh. My friends, you have been infected with Orcwah eggs. Loretome reveals that only the golden rabbit effigy, the Guilded Coney, in an abandoned temple can render the eggs inert, and your lives safe. Make haste! For if you do not the eggs will hatch and the abominations that are spawned will consume you!



NOTES

At the beginning of the Quest begin a countdown from 18, reducing by 1 each turn. When you reach 0 on the Evil Wizard Player's turn you may spawn 2 Abominations (Fimir) next to a single Hero, who immediately loses 2 Body points, they may move and attack immediately, repeat until all Heroes have been affected once.

The Orcs with Longbows may make a ranged attack with 3 combat die.

- A Say to any player who searches this room:

“This sorcerer’s table contains an ancient magical tome that, judging by the dust on top of the book it has been hidden for many centuries. You may attempt to discern its secrets.”

A spellcaster may attempt to discover the secrets the book holds by rolling a number of combat die equal to their mind points. Should the number of skulls rolled be less than the number of white shields the player may take one spell scroll for the difference. If the player is not a spellcaster (or is a spellcaster and rolls more skulls than white shields) the room is consumed in a firestorm (see the appropriate spell card). Remove the sorcerer’s table from the board.

- B These bridges connect the two rooms, you should set out both spaces when the door to either room is opened by a player.

- C The secret panel into this room can only be discovered on a second search for panels. The treasure chest contains a golden egg worth 94 gold coins.

Cont...



Cont.

D The secret panel into this room can only be discovered on a second search for panels. The treasure chest contains a golden egg worth 94 gold coins.

E This is the shrine of the Guilded Coney. When a player enters the room say to the players:

“Around the room are a number of statues of knights that are the ceremonial guard of rabbit. The table in this room is adorned with a beautiful cloth and in the centre is the gold rabbit statue, bathed in sunlight from a small window in the vaulted ceiling of this immensely tall room, you have been searching for. It is worth a small fortune.”

(Ask the player to roll a movement die and multiply the result by 150 gold coins to establish its value)

“You may record the item on your character sheet if you so wish.”

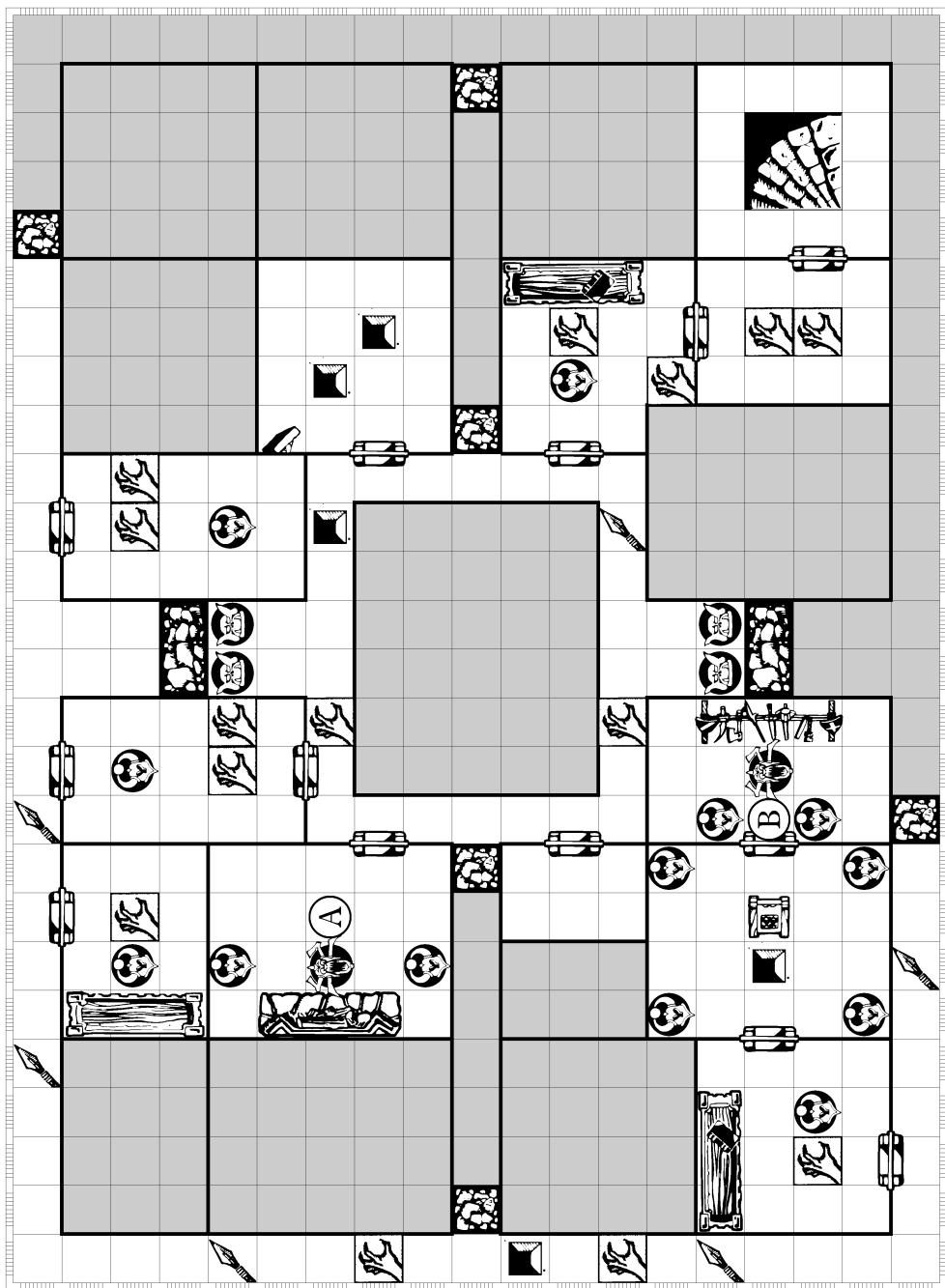
If they take the statue the Chaos Warriors immediately attack. They have double the statistics of normal chaos warriors. If the players spend a complete turn in the room, without activating the chaos warriors the Orcwah eggs are rendered inert. Tell them:

“You feel a deep pain within and realise the Orcwah eggs have been rendered inert.”

Each player loses 1 Body point. Once removed from the alter the Guilded Coney can not halt the countdown.

F Heroes who search for treasure in this room may try and make a potion from the contents of the alchemists bench (once per Hero). They should draw as many treasure cards as they have Mind points and pick any one potion that they may have drawn. They should record it on their character sheet and return all the cards back to the deck to be shuffled back in. If no potion cards are drawn then they cause an explosion and take 1 Body point.

G If available this treasure chest contains the Rabbit Boots Quest Treasure (Artifact), otherwise it is empty.



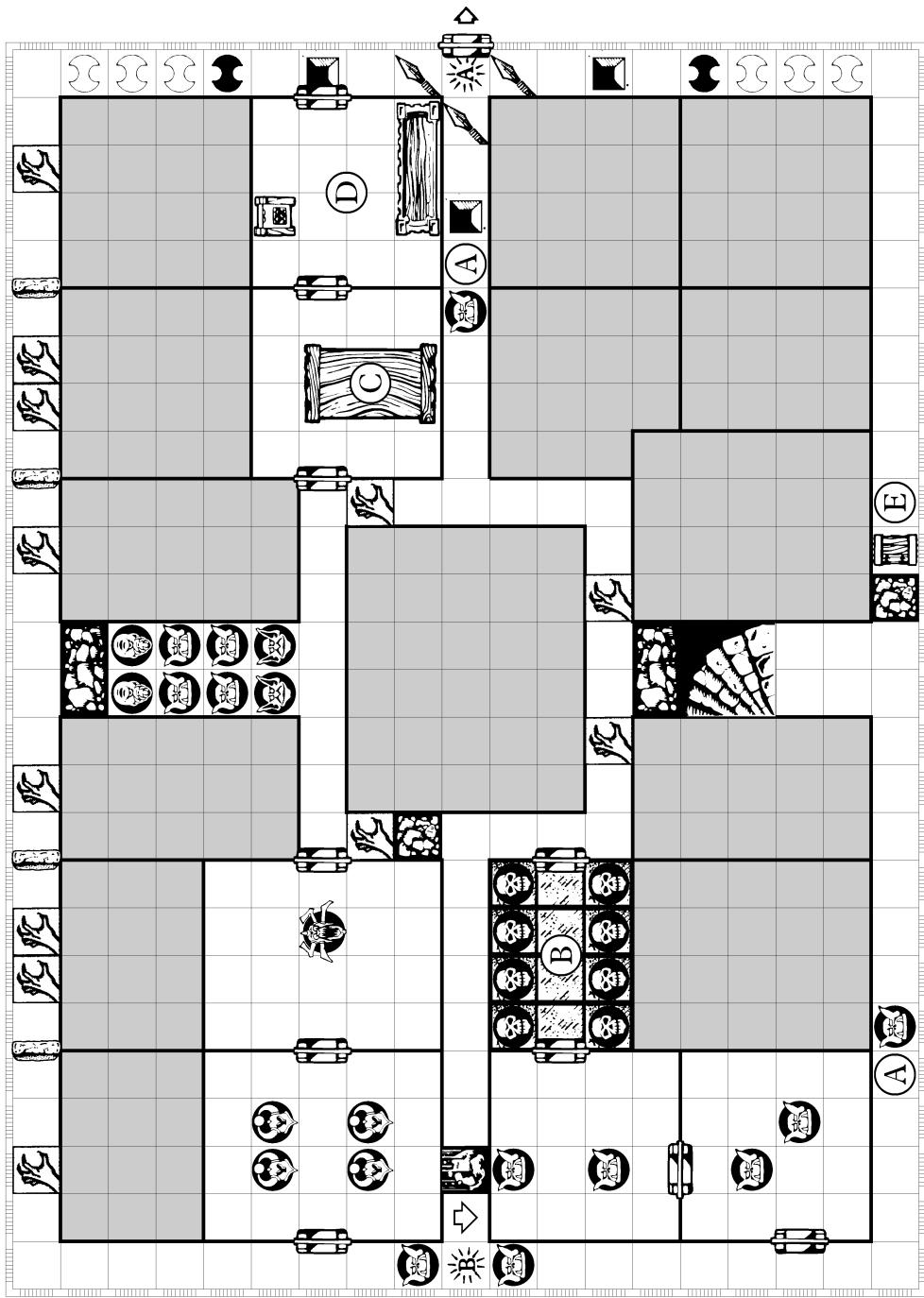
The Warriors of Death

'Beneath the World Edge is the fortress of Barhamnast and within is the foul Gargoyle, Gulgun. He leads a fearsome brigade of Chaos Warriors. Every Chaos Warrior is a purchased killer, his strength and capacity for slaughter augmented beyond mortal ken by the unholy blessings of the Dark Gods. Tread warily. The Emperor has promised a reward of 50 gold coins for each Chaos Warrior you defeat and 250 gold coins for the Hero who brings him Gulgun's Helmet.'



NOTES

- A This Gargoyle is not Gulgun. This is his sister Gulras. She knows the Chaos Spell 'Firestorm'.
- B This Gargoyle is Gulgun. Once he is defeated the player who killed him, if they search for treasure, may take his helmet.
If they make it out of the Dungeon the Emperor will provide the reward of 250 gold coins to that player.



The Coronation of the Undead King – Part I

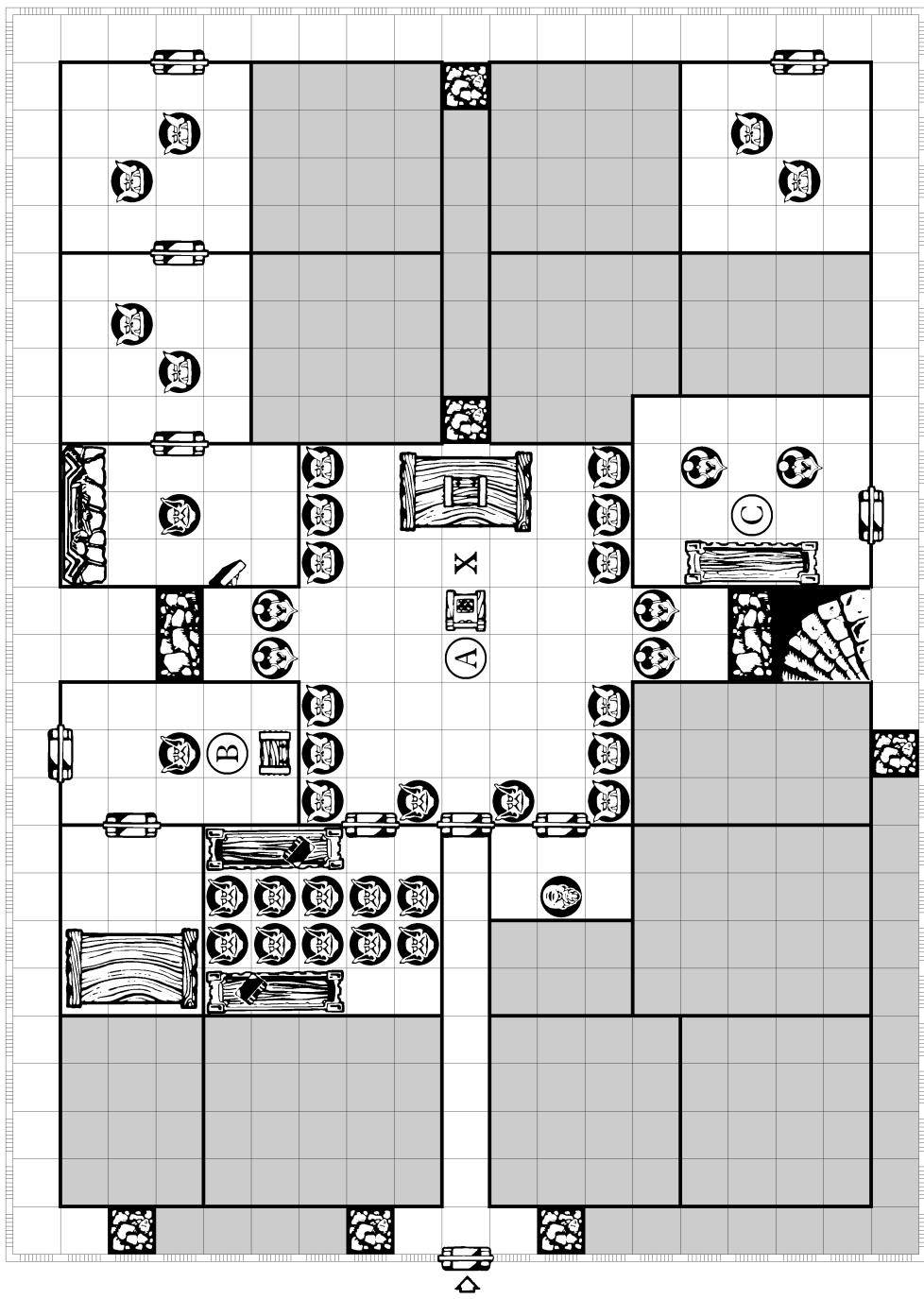
Loreton is unusually quiet in regards the matter I must entrust to you. However, for a number of months now the realm's spymaster has grown concerned by information, or rather the lack of it, in relation to what might best be described as a coronation of an undead king. What shape and form this new foe presents is unknown, but the silence is deafening. I am to dispatch you, with all haste, to the castle of Dreadstark. Find out more and if possible stop this new foe.



NOTES

- A This Orc is on patrol in Dreadstark castle. If he is on the board when the Evil Wizard Player's turn commences he may blow on his horn. This allows you to open any three doors, to summon reinforcements.
- B This room is 4 squares by 3 squares in size and is made using the four short stairway tiles. Both sides of the room are raked allowing anyone fighting from these positions to roll one additional combat die in attack and/or defence. The skeletons are encased in ice and will not be released until a Hero enters the room; at which point they may make an immediate move and attack.
- C If a player searches this room say: "You find a number of scrolls on the table detailing the ceremonial aspects of the so-called coronation." A Hero may take these with him if he so wishes.
- D This room has clearly been used as a robing room for a human sorcerer of some description, in the cupboard are a number of items of clothing that indicate this. If there are any Spell Scrolls available you may issue 3 to the first player to conduct a search.
- E This chest contains 4 potions of healing that will restore any Hero to their maximum number of Body points.

Wandering Monster: 2 Chaos Warriors



The Coronation of the Undead King – Part II

Your time in Dreadstark Castle has not passed unnoticed, yet it has been valuable. You have at least found out a little information that may help you as you venture deeper within. Loretoine has grudgingly revealed that ahead of you the ceremony of this so-called coronation is underway. There is no time to call for reinforcements, you will have to go in and defeat whatever this new threat is. Good luck!



NOTES

If, in the previous Quest, a Hero found the scrolls detailing the ceremonial aspects of the so-called coronation, you should lay out the centre room on the board as per 'A', keep the door to this room closed until opened by a Hero.

- A Treat the centre room and surrounding corridors as one room, as indicated on the map, of 64 squares.

The Chaos Warriors are elite Doomguard and have +1 to all statistics.

The Orcs are the elite Ushtar ro ul Zutagon (Army of the Undead), when killed, at the start of the Evil Wizard Player's turn, you may roll one combat die, if you roll a skull they are resurrected.

On the space marked 'A' is the Chaos Sorceress, Cebrix, she has six Chaos Spells (Ball of Flame, Thunderbolt, Firestorm, Tempest, Summon Greenskins, and Summon Undead) and the following characteristics: Move 6, Attack 4, Defend 4, Mind 6, Body

, Tell the players that she is glowing with an unnatural greenish light.

On the spot marked 'X' is the Orc piece with the large sword. This is the Orc Champion, Shozbog, resurrected from the dead. He has the following characteristics: Move 10, Attack 4, Defend 5, Mind 4 and Body

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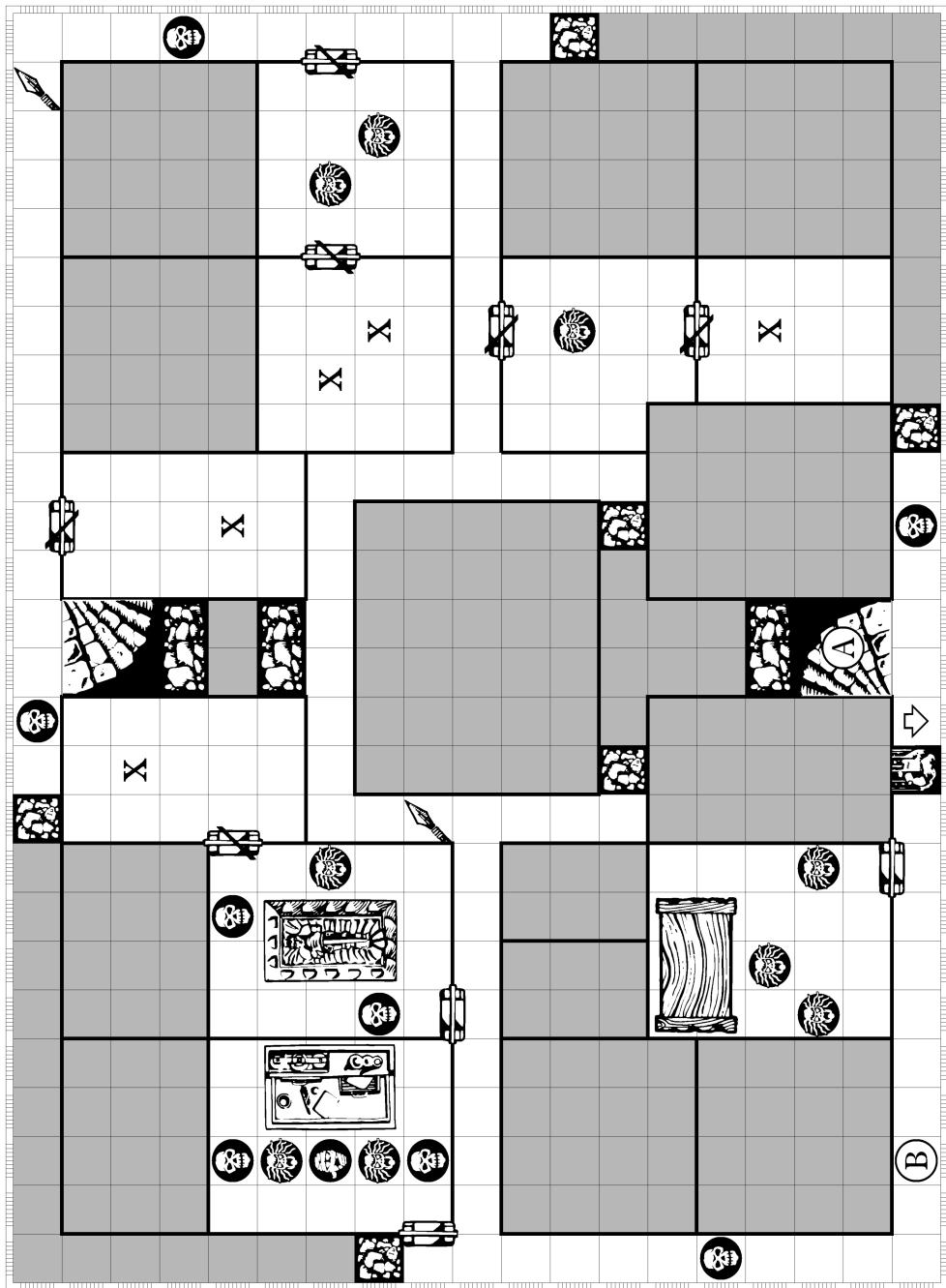
Cont.

On the table is an open treasure chest that contains a coronet of dark metal that seems to strangely pulse with the same green light as Cebrix. On the Evil Wizard Player's turn you may use all the actions of both Cebrix and Shozbog to perform the coronation and place the coronet on Shozbog's head. This imbues him with double his stats and three Chaos Spells (chosen randomly from the remaining deck).

When Shozbog is killed say: “**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.**”

B This treasure chest contains a Potion of Healing that will restore up to four lost Body points, the player should record this on their character sheet.

C This cupboard contains a parchment that shows a map to a Crypt of the Orc Champion. A Hero may take it if he so wishes, noting it on his character sheet.



Stricken

Lorecome reveals that the village of Oshausen on the western bank of the Horriberg River, in the shadow of the Black Mountains, has fallen foul to some bewitchment. You will enter the village through a tunnel that leads to the entrance of a local mineshaft, but be warned these narrow streets of Oshausen have become home to the accursed undead.



NOTES

- A The Heroes' party begin on this stairway tile.
- B Once all the members of the Heroes' party have passed this space, the falling block trap in this corridor, which can not be discovered through searching, activates, blocking the Heroes' return. Say to them:
"The entrance to the mineshaft has collapsed. You will need to find an alternative route to return to safety."

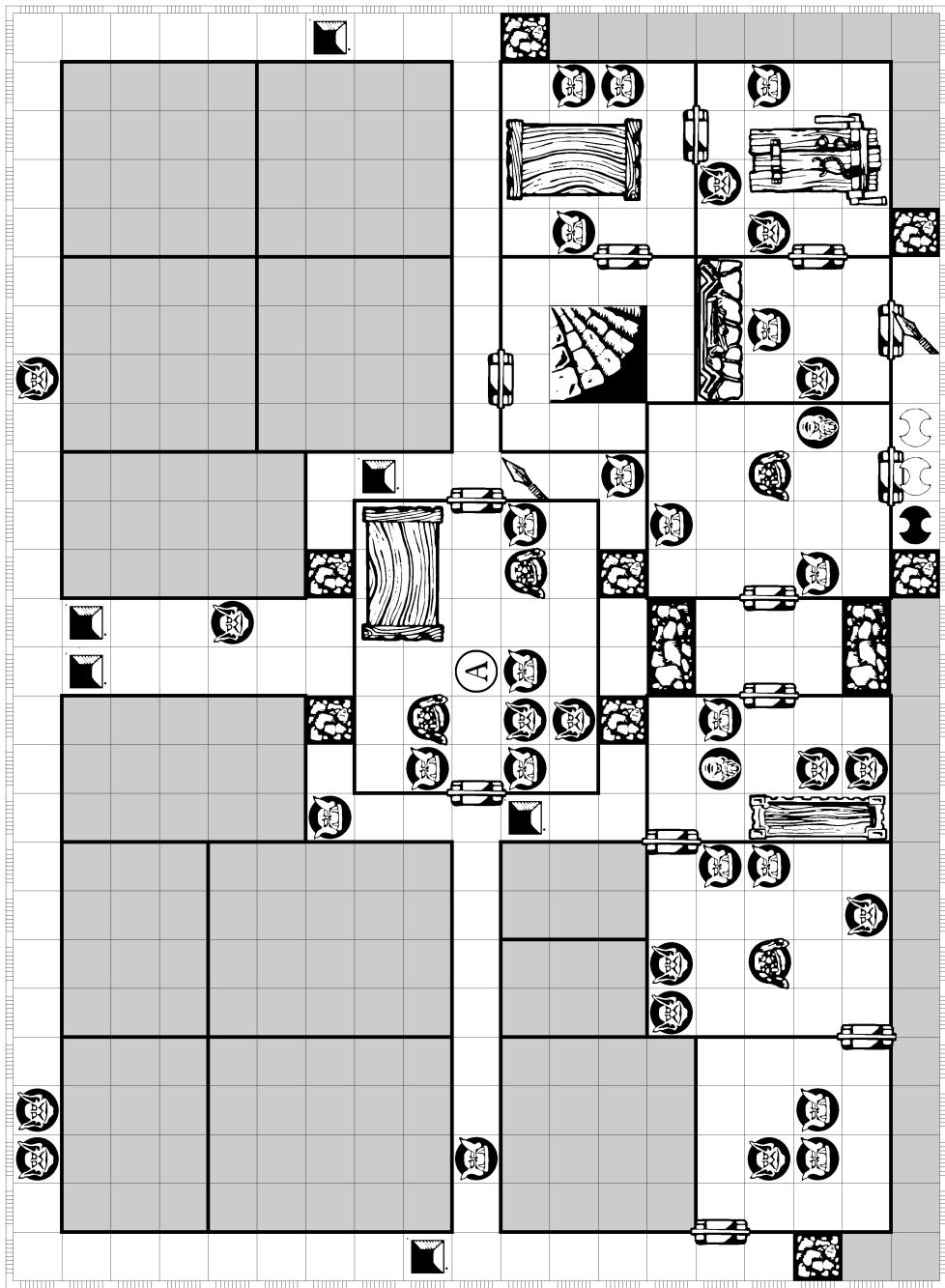
If you have only one stairway tile, you may remove it tile marked 'A' at this point.

SPAWNING UNDEAD

Once a room that contains one or more spawning points, denoted by an 'X' symbol, comes into play the Evil Wizard Player may on his next turn spawn a Zombie on to each and every activated spawning point. If a player stands on a spawning point they block the ability of new monsters to spawn. Should all spawn points on the board be covered in this way, you may roll a combat die for each of the players' characters and on the roll of a black shield they have been corrupted by chaos and turn into a Mummy under the Evil Wizard Player's control. If you run out of Zombie pieces you should then use Skeletons and finally Mummmies. If you exhaust your supply of Undead monsters you may use any other monster piece to represent Zombies.

You should use the monsters to block and prevent the Heroes' escape from the dungeon, whilst the Heroes will need to think tactically about advancing as quickly as possible to the exit stairwell.

Wandering Monster: Mummy



Gut Feelings

There have been reports of raids on the town of Wusterburg and surrounding villages, such as Hornfirt, Beermann, Rotenbach and Eigenhof. It is possible that greenskins, perhaps from the Necksnappers tribe of the Black Mountains, have taken up residence in the ruins of Bragman's Brewery and are using it as a staging post for raids. The Empire needs you to go to the ruins and decimate whatever enemies you might discover there. Prince Magnus will reward you for each greenskin you eliminate.

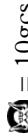


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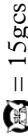
OGRE BODY POINTS

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Prince Magnus' Reward: A Hero can receive a reward for each greenskin they eliminate:



= 10gcs

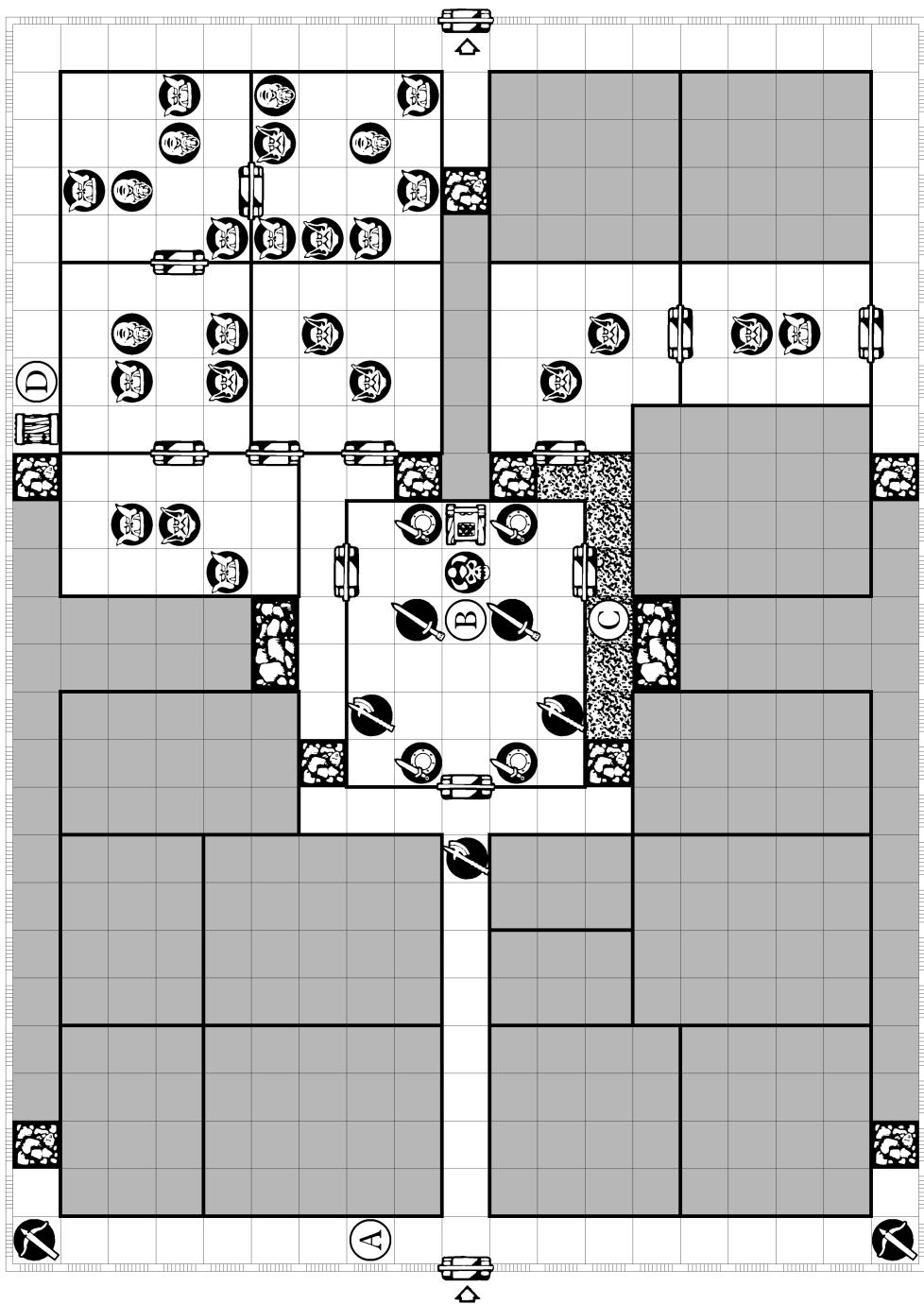


= 15gcs



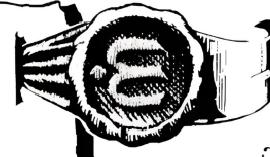
= 20gcs

- A Once both of the Ogre Warriors in this room are killed the Heroes may return to the stairway and consider the Quest successfully completed, for it was these two ogres who were the masterminds behind the raids on the empire. Without them the greenskins will likely flee back to their kin in the Black Mountains.



The Unwilling Warriors

A Chaos Sorcerer has enchanted the local garrison of Helmgart. It is believed they are in thrall to this sorcerer. Find the Chaos Sorcerer and eliminate him, rescue the garrison if you can.



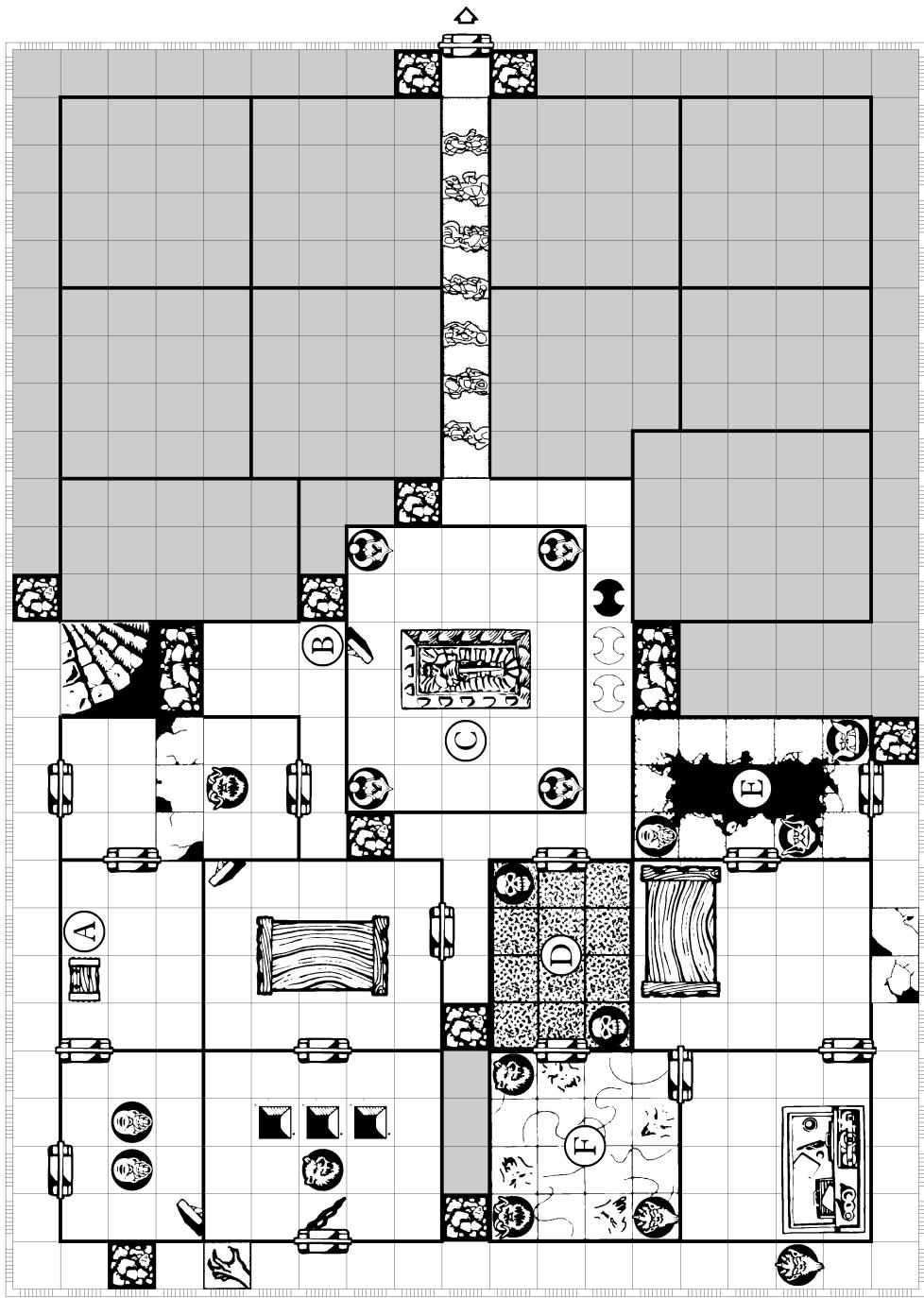
NOTES

- A The two crossbowmen in this corridor can each make a ranged attack prior to the Evil Wizard Player's turn, once they have been discovered by a Hero.
- B This is the Chaos Sorcerer, Shukonn. He has the following characteristics: Move 6, Attack 4, Defend 4, Mind 5, Body

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, He knows 6 Chaos Spells (pick these randomly from the deck prior to the commencement of the Quest). The enchantment of the Men-at-Arms will not end even upon the death of Shukonn. They will remain bound to Chaos.
- C This small corridor is filled with a thick, dense mystical smoke. A Hero will lose 1 Body point and 1 Mind point upon entering the corridor, remaining within the corridor for a turn and upon leaving the corridor.
- D This treasure chest contains three potions of healing that will restore up to 4 lost body points and 2 lost mind points.

Wandering Monster: Roll a combat die: ☰ = a Halberdier, ☱ = a Crossbowman; & ☲ = a Swordman



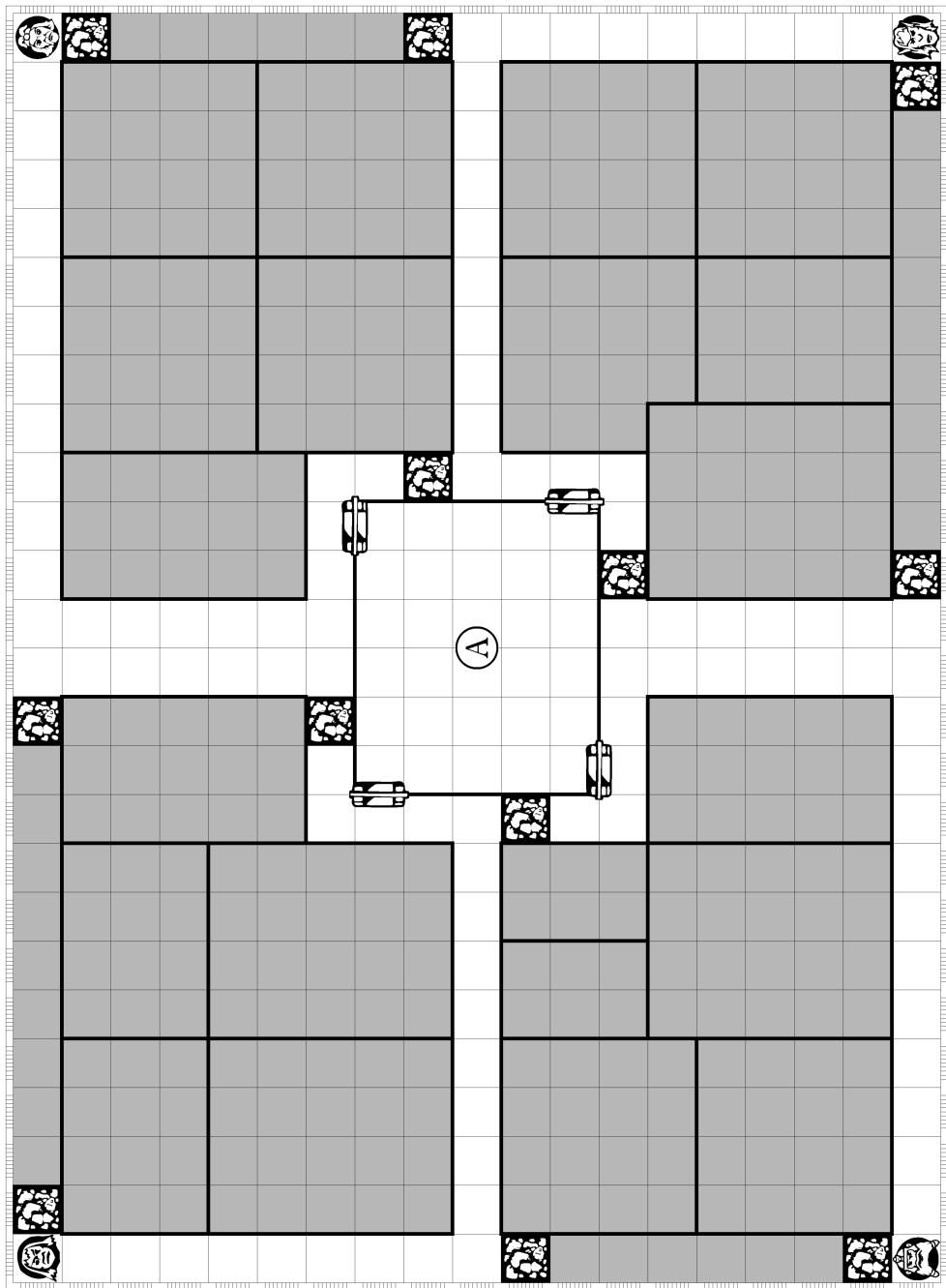
The Snows of Terror

The Emperor has received a petition from a number of Boyars in Kislev to investigate rumours of unseasonable cold in the Schutzen Forest between the imperial town of Steinhof and Zavstera, a town on the Kislevian side of the border. I have consulted Loretome and it seems likely that a long forgotten Doonguard tomb may be your destination, scouts have reported that the Urskay beck has begun to freeze. You must investigate and ensure that the area is clear of any disciples of chaos or the frozen horror.



NOTES

- A This treasure chest contains a potion of healing that will restore up to 4 lost body points.
- B This secret panel is so well concealed that it can only be discovered if searched for on the square marked 'B'.
- C This is a tomb of a fallen member of the famed Doonguard. The four Chaos Warriors in this room are in fact enchanted suits of Doonguard armour; they have +1 combat die in attack and defence.
- D This Ice Vault is a frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in this room they roll 1 combat die and lose 1 Body point if they roll a skull. Monsters are unaffected.
- E This Ice Ledge is a slippery ledge that surrounds a deep crevasse in the icy Selonian Hills. When a Hero steps into the room they must roll 1 combat die. If a Black Shield is rolled they Hero begins to slip into the crevasse. He then rolls a second combat die, if he rolls a further Black Shield they plummet into the depths of the crevasse, never to be seen again.
- F Little is as it appears in this room that is filled with Living Fog. When a Hero attacks a monster he must roll a combat die on the roll of Black Shield of Skull he attacks a mirage in the fog (wasting his attack). Only on the roll of a White Shield will the attack be successful. Monsters are unaffected.



Rite of Champions

I have instructions from the Emperor for you to travel west to the town of Kreutzhofen, in the crux of the Grey and Black Mountains, where you will participate in the Rite of Champions. This ancient ceremony is the way in which the most noble order of the Knights of the Realm discern who is worthy of being elevated to their membership.



NOTES

You must NOT tell the Heroes that they are to fight one another to the death until they are committed to the Quest and the first Hero has started their move. And certainly not give any hint that they will be resurrected (see 'A').

The Heroes may not search for Treasure, Traps or Panels during this Quest.

Once the first Hero has undertaken their move you should inform them that there are no exits from this dungeon until only one Hero remains standing.

- A The last Hero in the game should wait a complete turn in this room to complete this Quest. At which point the defeated Heroes are immediately resurrected and will be immediately transported to Altdorf where the Emperor will congratulate the victor and invest him as a Knight Grand Cross of the Most Noble Order of the Knights of the Realm, permitting the use of the prefix 'Sir' (or for a female player 'Dame').

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



Volume 6
Quests 61 – 72



CREATiON