

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles McNeill & Peter McNeill

SUNDAYQUEST

ADVENTURES

Contents

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

The first Quest in this book 'Abominations of the Swamp' requires a Fimir Meargh and a Fimir Chieftain. You can get suitable miniatures from Minis3D.



[HTTPS://MINIS3D.SHOP](https://minis3d.shop)



Meargh



Chieftain

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 7 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.

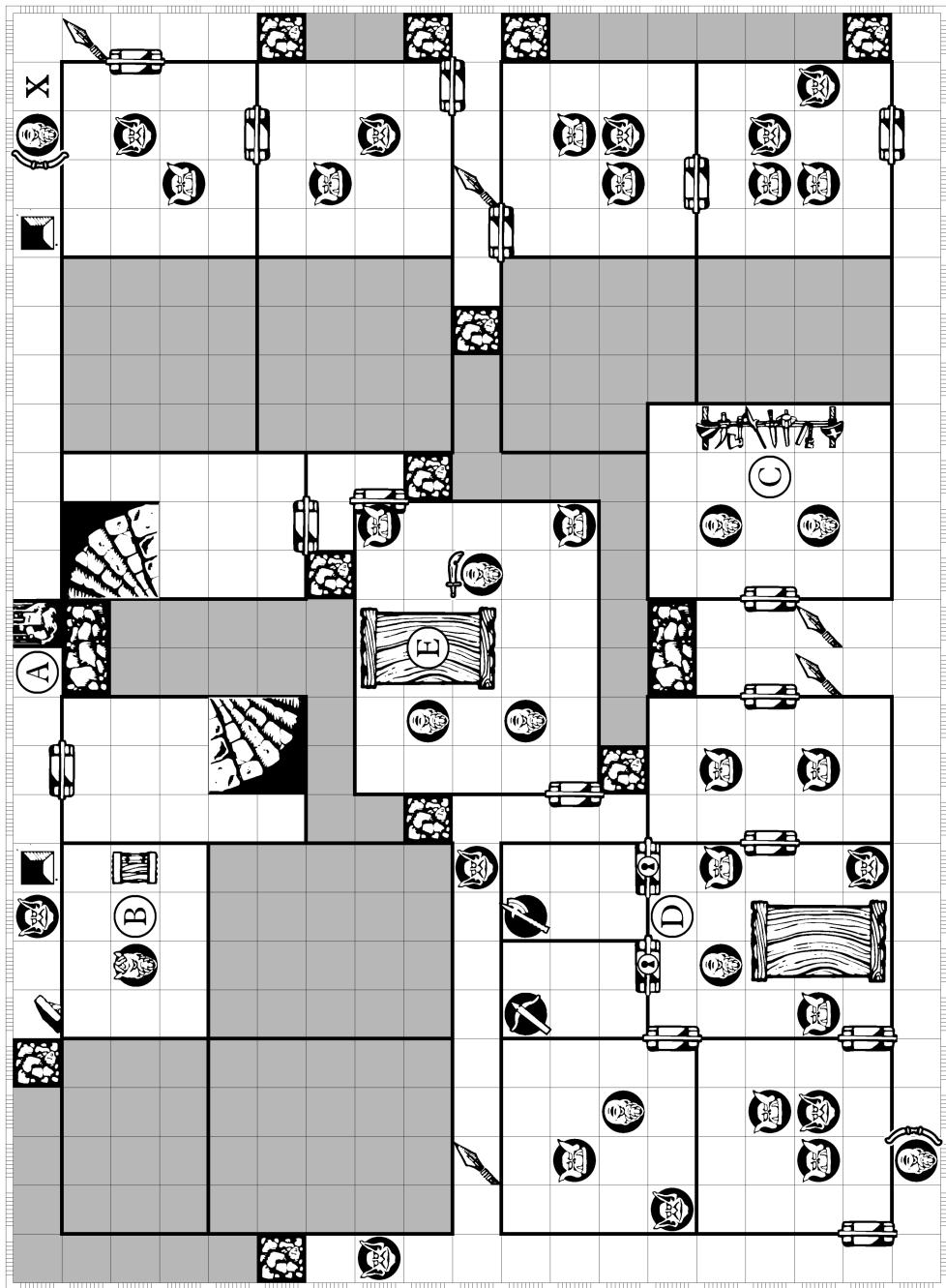
Compatibility

Below is a list showing the compatibility of each Quest contained within *SundayQuest: Adventures; Volume 7*.

Quest	No.	Title	Compatibility	Additional Items
	73	Abominations of the Swamp	Original Game System	
	74	Squorbad the Soul Sage of Saldum	Kellar's Keep	
	75	Under Tencred Castle	Original Game System	
	76	The Lost Barbarian	Original Game System, Kellar's Keep	
	77	The Hall of Mezgule	Original Game System	
	78	Whispers in the Water	Original Game System	
	79	The Wizard's Ring	Original Game System	
	80	Horror of the Undead	Original Game System	
	81	The Enchanted Tomb of Eldrakar	Original Game System	
	82	Dungeon of the Dread Mage	Original Game System	
	83	The Tapestry of Telor	Original Game System	
	84	Mystery of the Crooked Moon	Original Game System, Kellar's Keep	Entry/Exit/Trap Doors, Mirror

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 |
|---|----------------------|---|---------------|---|--------------------------|---|------------------------|---|-------------------|---|------------------------|--|-------------------|



Abominations of the Swamp

The once-tranquil village of Wartenhof, now has an eerie and ominous feeling that hangs in the air. The village, nestled between the Grim Wood and the World Edge Mountains, sits to the north of the Dark Moor, has fallen victim to a Fimir raids. The people of Wartenhof are living in fear as malevolent Fimir have emerged from the murky depths of the swamp. You have been summoned to Wartenhof to confront the Fimir Chieftain and recover a stolen relic that may hold the key to restoring peace to the village.



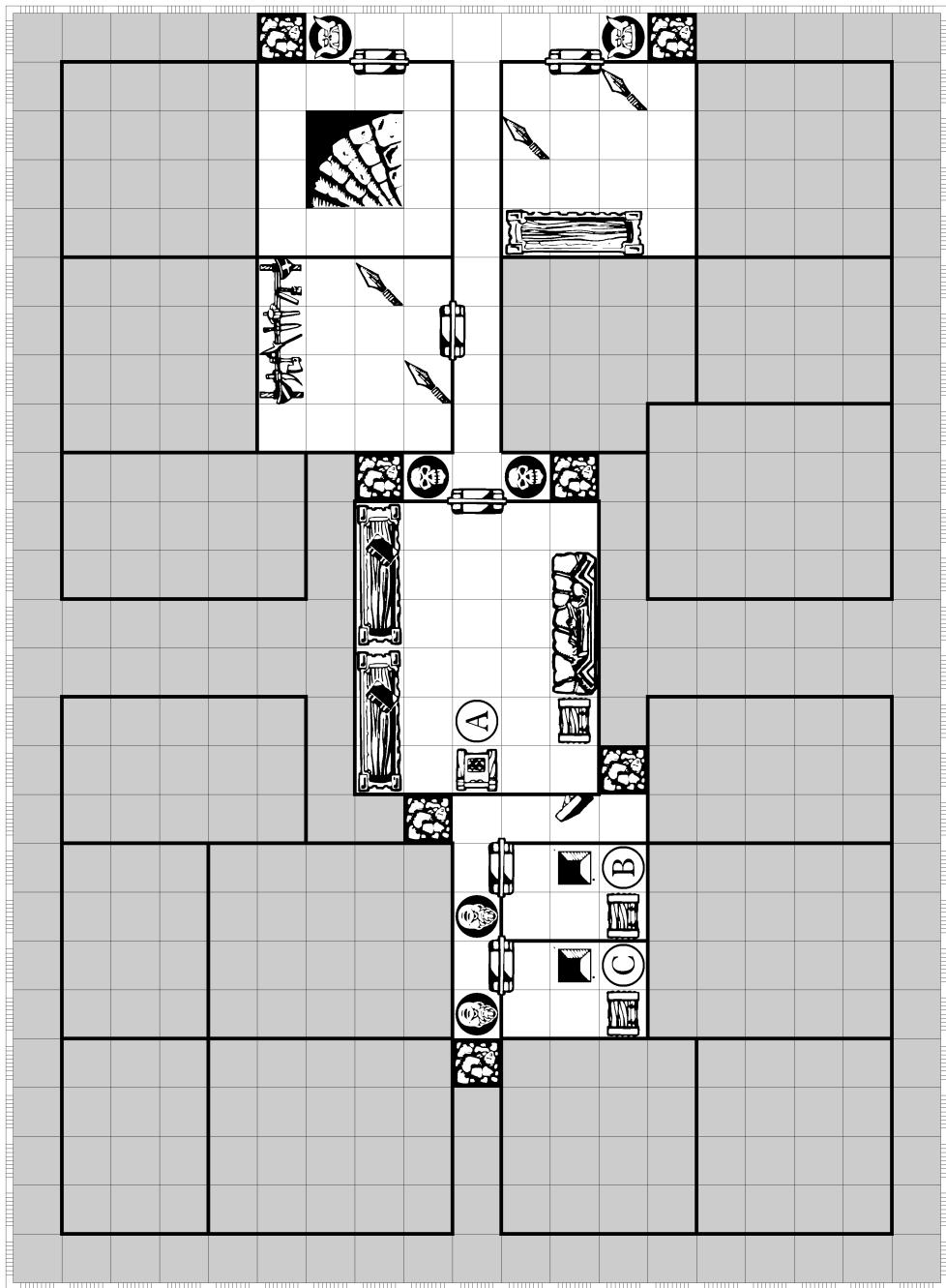
NOTES — This Quest begins on the stairway tile on the left-hand side of the map.

The Fimir indicated to have longbows may make a ranged attack with 3 combat die.

- A This falling rock trap is undetectable and will not activate until all players have passed beyond the 'X'.
- B This is a Fimir Meargh (Abomination Queen). She has the following characteristics: Move 7, Attack 4, Defend 4, Mind 4 and Body

 . She knows the following Chaos Spells: Cloud of Chaos, Firestorm, Summon Greenskins, and Terror. The treasure chest contains a relic stolen from Wartenhof, an ampulla of Meargh pheromones that normally protect the town from the local Fimir. They will pay 200gcs for its return.
- C These two Fimir are sparring with one another, as soon as this room is laid out the players' turn ends and you may take your turn immediately, in the normal way.
- D This is a dungeon, the locked doors can be opened with a key from around the neck of the Fimir once he is dead and if found during a search for treasure.
- E The Fimir with the curved sword is a Fimir Chieftain, Zrolg. He has the following characteristics: Move 6, Attack 4, Defend 4, Mind 2 and Body

 . The Emperor will pay a bounty of 100gcs to the Hero who vanquishes him.



Squorbad the Soul Sage of Saldum

Grave news has reached me from the Imperial Court. A Soul Sage, Squorbad, has escaped the imperial stockade and must be captured or killed before he can unleash his mind-magic on our forces whence Dread and Chaos will choke the realm. You will find him in the ruins of Saldum, an ancient shrine to dark power.

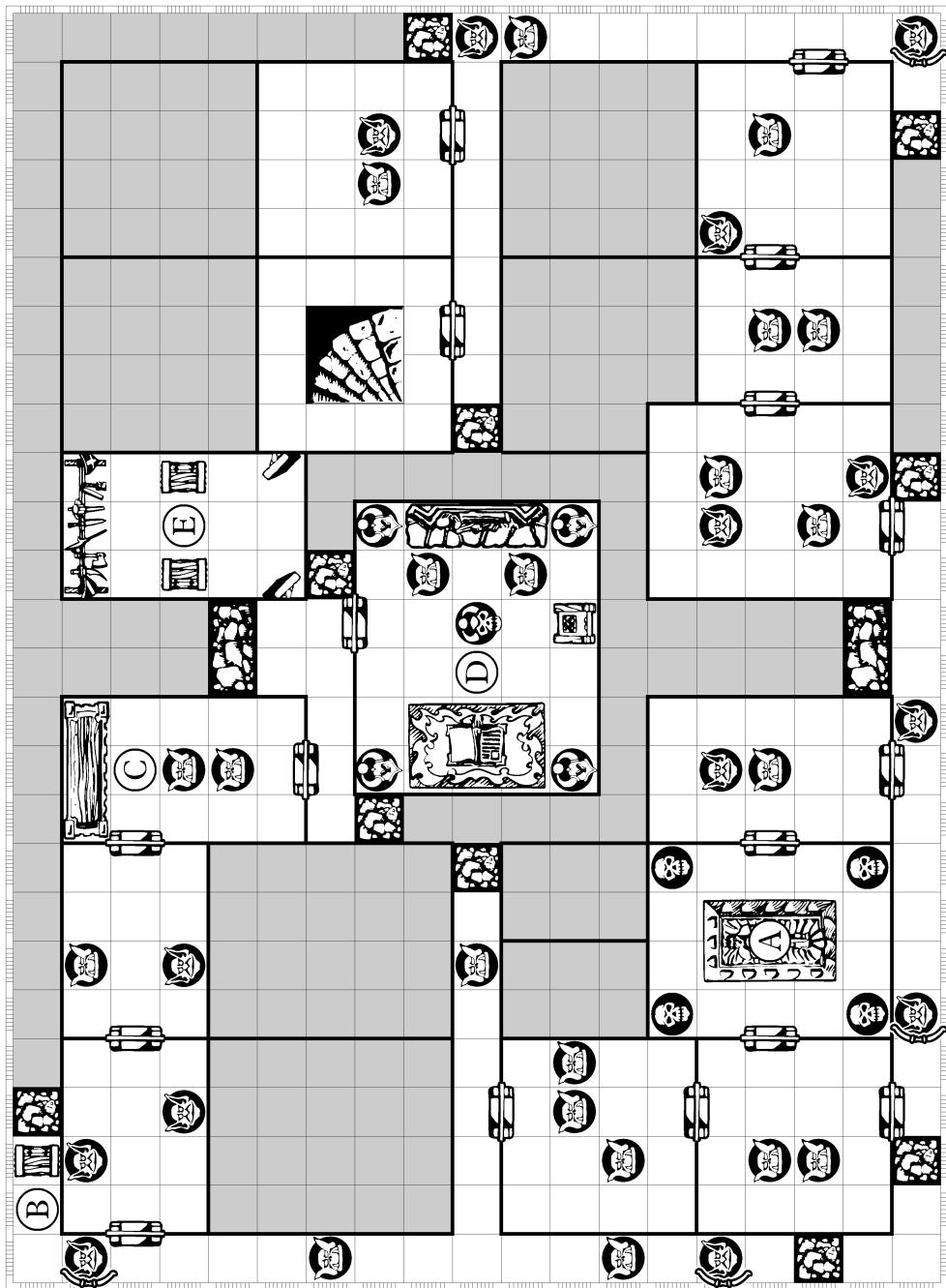


NOTES

- A Use the Chaos Sorcerer piece to represent Squorbad. His characteristics are: Attack 3, Defence 4, Move 7, Mind 6, and Body
- Squorbad knows the spells: Dominate, Mind Blast, Mind Lock, and Mind Freeze.

- Dominate: The Chaos Sorcerer and defender both roll dice equal to their Mind points. If the Sorcerer scores two skulls or more, he may use the defender's combat piece for the duration of his turn.
- Mind Blast: The Chaos Sorcerer and defender both roll dice equal to their Mind points. The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.
- Mind Lock: The Chaos Sorcerer and defender both roll dice equal to their Mind points. The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer.
- Mind Freeze: This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into shock.

- B This Treasure Chest contains 200 gold coins.
- C This Treasure Chest contains a Potion of Healing which will restore 4 lost Body Points.
- Wandering Monster: Chaos Warrior



Under Tancred Castle

Heroes! Reports have reached me that the foul Chaos Sorcerer, Izostrum, has fled across the border to the Bretonian citadel of Tancred Castle. Loretome suggests that the sorcerer is within the underkeep of the castle. You must head to Marienburg, then Broekwater, before you make your way through the Bitter Moors to the castle. An earthy tunnel is the only access to the underkeep. Good Luck!



NOTES

The Goblins that are indicated to have Longbows may make an additional ranged attack each turn (when not adjacent to a players' character) rolling 3 combat die. They also have 1 additional body point and may use any unused movement after they have taken an action even if they have previously moved.

A This is the tomb of Zorbraxis, known as the Wild Figure, the Skeletons in this room have +1 to all their normal stats. On your turn you may roll a combat die, on the roll of a black skull you should say to the players. "You fools! You have awoken Zorbraxis!" Place a Gargoyle on any vacant square near the tomb.

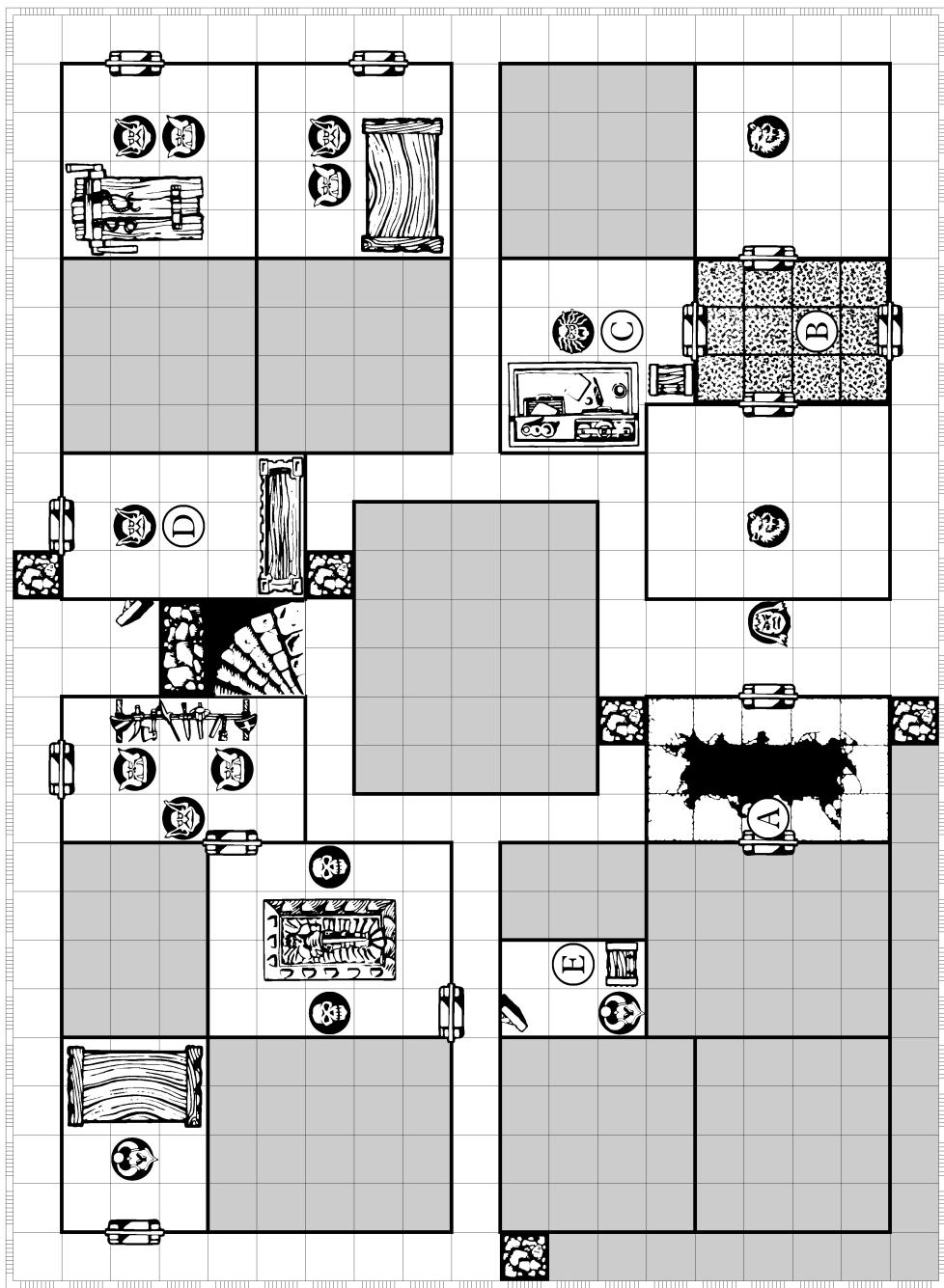
B This treasure chest contains either any available Quest Treasure (Artifact) ☒ 100 gold coins and a Potion of Healing that will restore up to 4 lost Body Points.

C This cupboard is trapped and will explode flinging shards of wood in all directions, all characters take 2 Body points and 1 Mind point of damage. Remove if destroyed. It may be disarmed in the usual way, if disarmed and searched for treasure there is a Potion of Healing that will restore up to 4 lost Body points.

D. This is Izostrum. His characteristics are: Attack 5, Defence 5, Move 5, Mind 5, and Body ☐☐☐☒. He knows six Chaos Spells, select these randomly from the deck at the start of the Quest.
If searched a Hero may find up to three Spell Scrolls on the Sorcerer's Table, select these randomly from the deck.

E. The secret doors to this room have been enchanted by Izostrum and can only be discovered by the players' characters once he is dead. The weapons rack contains any one available Quest Treasure (Artifact) otherwise it has nothing of value. The two chests each contain 200 gold coins.

Wandering Monster: Chaos Warrior



The Lost Barbarian

'You have been attending to clan duties in Norsca but now find yourself unsure what was in the pungent grog you were drinking at the celebration. Had it been spiked with a concoction to render you insensible? You don't know! You have awoken with a splitting headache in an unfamiliar hallway and must now find your way back to your clan.



NOTES— This Quest is a solo adventure for a lone Barbarian. As the effects of the grog wears off over three turns the Barbarian's attack and defence are reduced by 1 die for each turn remaining.

A This slippery ledge surrounds a deep crevasse in the icy mountain. The Hero must walk around the crevasse on the ledge, inches from a fall to the death. When a Hero steps through a door and moved onto his first square in this room, he must roll 1 combat die. If a Black Shield is rolled the Hero begins slipping into the crevasse, suffering 1 Body Point of damage. The Hero immediately rolls a further combat die. If a subsequent Black Shield is rolled, the Hero plummets to their death. This procedure should be undertake at the start of each turn whilst the Hero remains within the room.

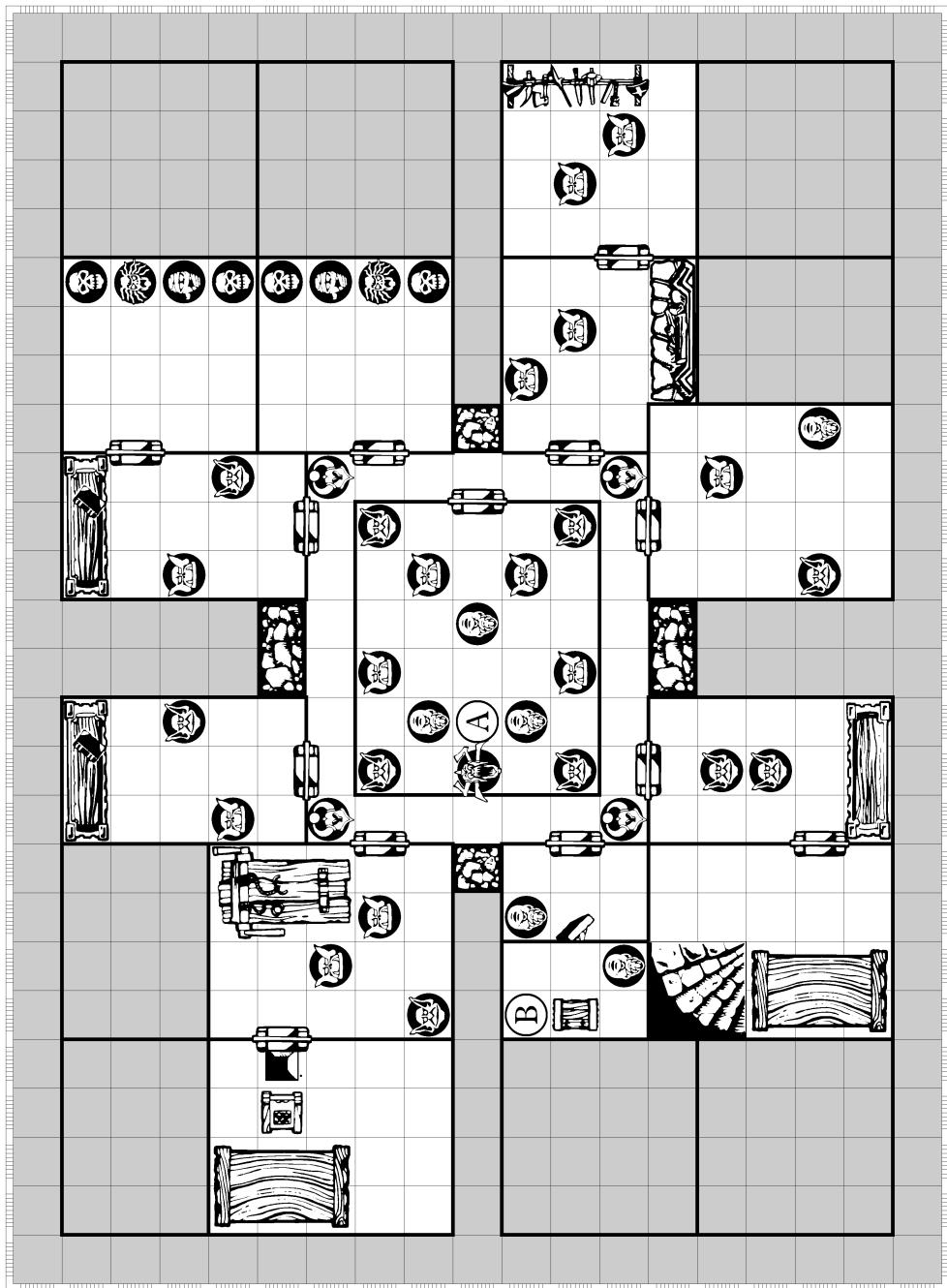
The door next to the 'A' symbol is frozen solid and can not be opened.
B This frigid room drains heat from Heroes. For each turn in which a Hero enters or remains in this room, the Hero rolls 1 combat die. He loses 1 Body Point if he rolls a Skull. Monsters are not affected by the heat draining properties of this room.

C This Alchemist's Bench in this room has a substantial number of ingredients with which to make potions. A Hero may roll 3 combat die and attempt to produce a potion with the following results:
 = Elixir of Life, = Potion of Defence, = Potion of Healing (+4 Body Points)

The Treasure Chest contains any available Quest Treasure (Artifact).

- D This cupboard contains up to three Spell Scrolls, roll a standard die and divide the result by 2 to determine the number of scrolls, select these randomly from the deck.
E This Treasure Chest contains any available Quest Treasure (Artifact) and 200 gold coins.

Wandering Monster: Polar Warbear



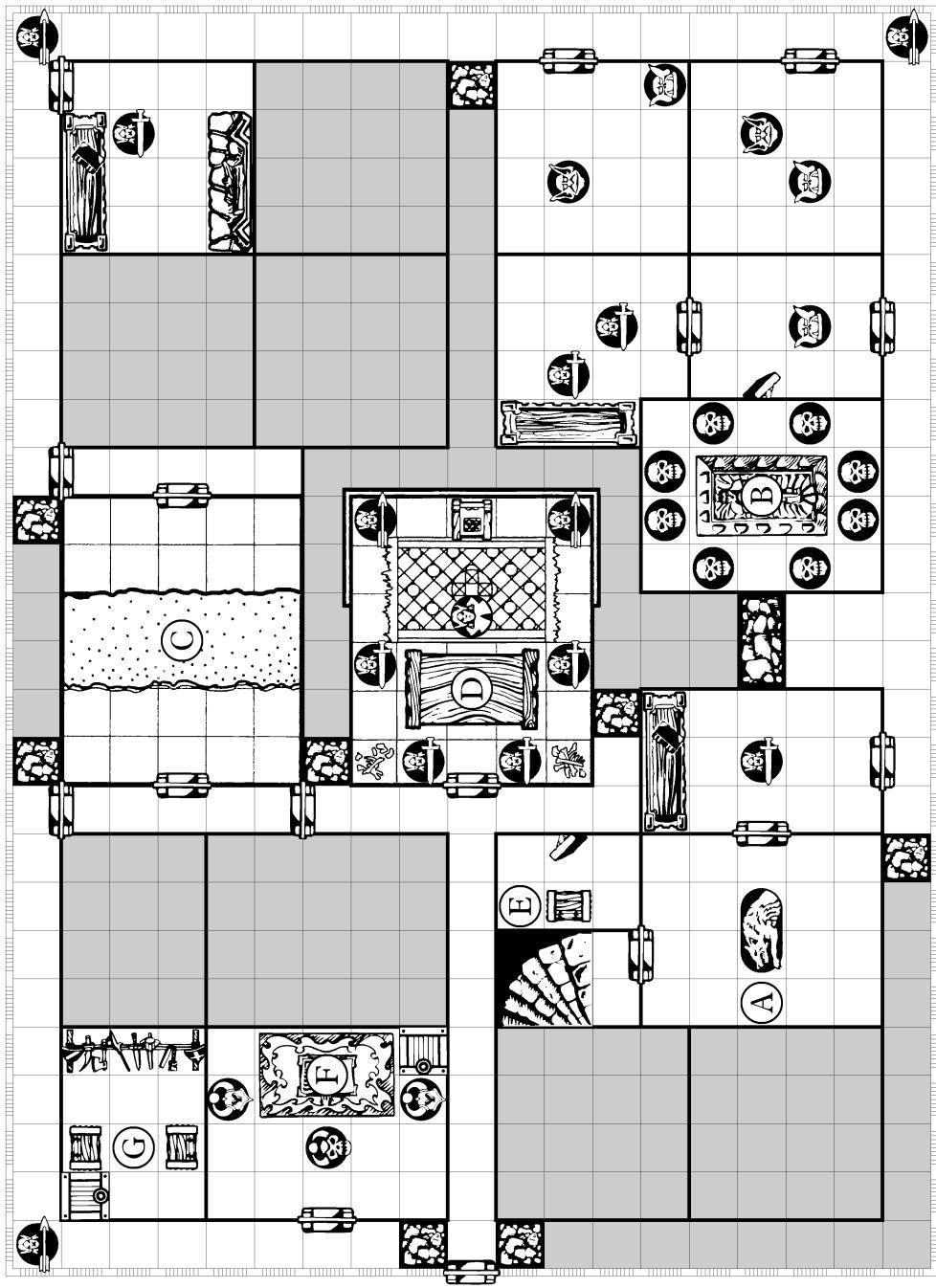
The Hall of Mezgule

Mezgule, a vile gargoyle, has recently gained some success in Morcar's eyes, and is beginning to cause problems for the Empire and the principalities that the Empire protects. You must destroy Mezgule before his ascension in the ranks of the Black banner and put an end to his machinations before they begin.



NOTES

- A Mazgule can fly and so may move, attack and use any remaining movement to move again. His characteristics are: Move 8*, Attack 5, Defend 5, Mind 6 and Body 6.
*while in the central room Mazgule can fly over any Hero or Monster, the effect being as though he had 'Veil of Mist' cast on him.
- B This Treasure Chest is empty.



Whispers in the Water

The Elves of the Athel Loren forest have contacted me. They are deeply concerned their Ambassador from Nalgroth has gone missing. They believe he has gone rogue. Queen Terrella believes that he may have ambitions to establish himself in the Old World and ultimately conquer the continent. Because of this Dark Elf's diplomatic status they can not risk directly acting against him, so they have asked that the Heroes of the Empire search for him and capture him, if possible for immediate return to Nalgroth.

NOTES

- A This Giant Wolf is a Werewolf. If a Hero is injured by the attack of the Werewolf, the Hero becomes a Werewolf, cursed to switch between Hero form and Wolf form. At the start of every turn, the Hero must roll two dice to see if he transforms into a Wolf. On a roll of a 2 through 9 the Hero does not transform. If he rolls a 10, 11 or 12 the Hero transforms into a Wolf, which the Evil Wizard Player controls, as if he were a monster until the end of the Evil Wizard player's turn. When a Hero transforms into a Wolf, replace his figure with a Wolf tile and beneath it an Equipment tile, this represents the Hero's former possessions (Equipment, Potions, Quest Treasures and Spells), an pack of equipment; also place the corresponding tile on the player's character card. The Equipment tile remains in place until the Hero returns to pick up his possessions, or another Hero picks up the possessions. Picking up an equipment pack counts as a Hero's action for a turn. If the Quest ends, all items in the equipment pack are lost and return to their respective decks. Monsters will not pick up a pack of equipment unless the Hero is killed, either in Wolf or Hero form. A Wolf is a true monster. With none of a Heroes' abilities and all the abilities of monsters (moves on the Evil Wizard Player's turn, attacks & defends as a Giant Wolf, will not spring traps and can not open doors, etc.). At the end of the Evil Wizard player's turn, the Wolf transforms back into the Hero and returns to the player's control. The Hero figure replaces the Wolf tile. Men-at-Arms that are affected by a Werewolf's Curse spell or injured by the attack of a Werewolf should be treated in the same way as a Hero.
- B This Tomb is cursed. On each of the Evil Wizard Players' turns any Hero in this room suffers 1 Body Point of damage. If they are reduced to 0 Body Point they are turned to Chaos and become a Zombie under the Evil Wizard Players' control.

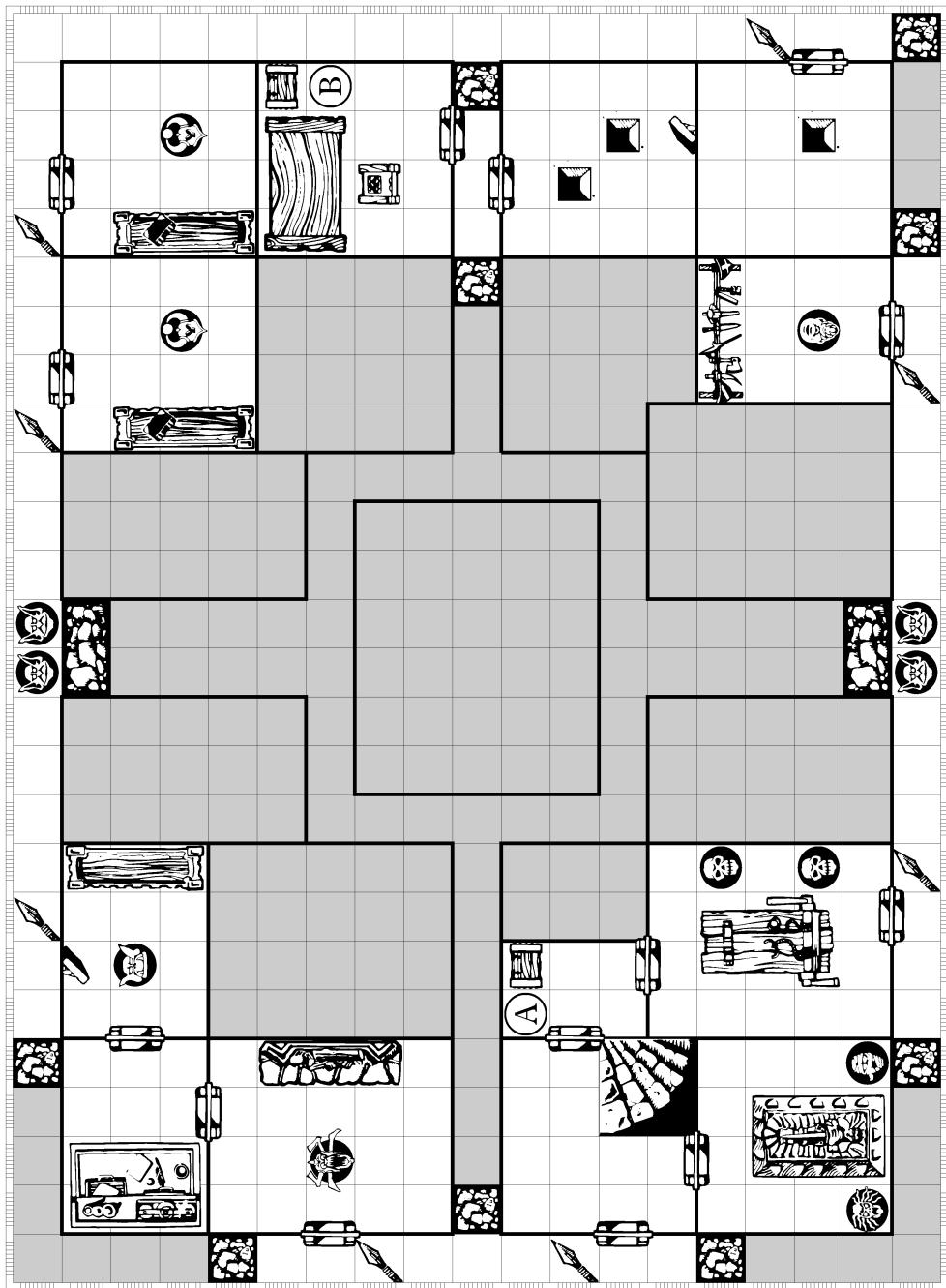
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Cont.

- C This Quicksand is a bottomless pit that threatens to stuck in careless or unlucky Heroes. To traverse the quicksand pit a Hero should stand adjacent to it and try to jump over the quicksand. The Hero rolls 1 combat die in the attempt. If a black shield is rolled, the Hero successfully lands on the square directly opposite from the square he was occupying. If he rolls a skull he lands on the square adjacent to the square he was occupying. If he rolls a white shield he lands on the square adjacent to the square he would have landed upon. A Hero that lands in the quicksand starts to sink. The Hero's turn immediately ends. On subsequent turns the Hero may advance one space through the quicksand and rolls one combat die. On a black shield he is unaffected, on the roll of a white shield he loses one item of equipment, and on the roll of a skull he loses two items of equipment. Items of equipment lost to the quicksand should be returned to the Equipment deck. Should a Hero have an Air Walk potion the quicksand may be treated as a pit trap and a Hero may float over the quicksand.
- D This is the Sanctum of the Nalgrothian Ambassador, Zoriel. He has the following characteristics: Move 8, Attack 4, Defend 4, Mind 6 and Body 6. He has the following Chaos spells: Command, Mirror Magic, Mind Blast, Reanimation, Summon Wolves and Werewolf's Curse. The Heroes can capture Zoriel with the Magical Rope (see 'E').
- E This Treasure Chest contains the Quest Treasure (Artifact), Magical Rope. This Magical Rope may be used once only and may bind any one monster. It will allow a player to move the bound monster with 1 movement die per turn. They may not undertake any other action whilst bound.
- F This Chaos Sorcerer had/has bewitched Zoriel. The Chaos Sorcerer has the following characteristics: Move 7, Attack 3, Defend 3, Mind 6 and Body

. He has three Chaos spells (choose these randomly from the Chaos Spells deck). The trap door in this room only appears when the Chaos Sorcerer is defeated.
- G The Weapons rack contains any 2 Quest Treasures (Artifacts), one Treasure Chest contains 200 gold coins, the other Treasure Chest contains a Wolf's Bane potion.



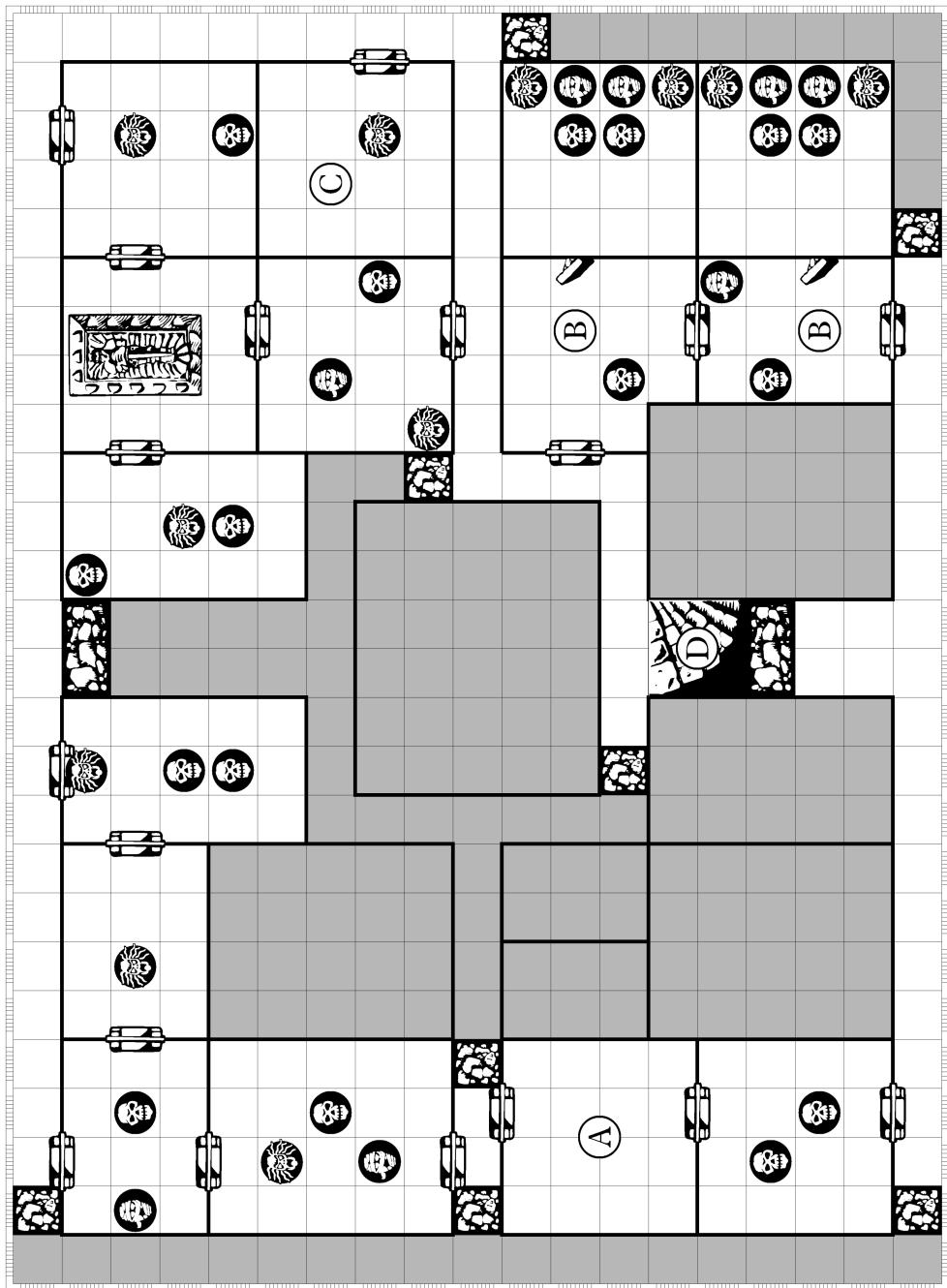
The Wizard's Ring

Centuries ago, when even I, Mentor, was young, a colleague of mine, Kellandryll, was a mighty wizard. Sadly he was slain by the forces of Morcar but Foretome has revealed he made a powerful ring imbued with his magic. The ring has remained lost and hidden, but I fear Morcar now desires this prize believing it will lead to the downfall of the Empire. You must search and find the ring and return it to me for safe keeping.



NOTES

- A The treasure chest contains a ring, sadly it is not the ring you seek, and is worthless. Remove both doors to this room. On studying the ring you see runes which you are able to read, "Those who keep my **treasure will die trapped in this room.**" You realise you need to return this ring to the treasure chest. If the Hero replaces the ring in the treasure chest the removed doors to this room are returned.
- B This chest contains the Wizard's Ring. Once it is being carried by a Hero on each of the Evil Wizard Player's turns he may bring on 1 Monster of his choice starting at the stairway tile, they may move and attack immediately.



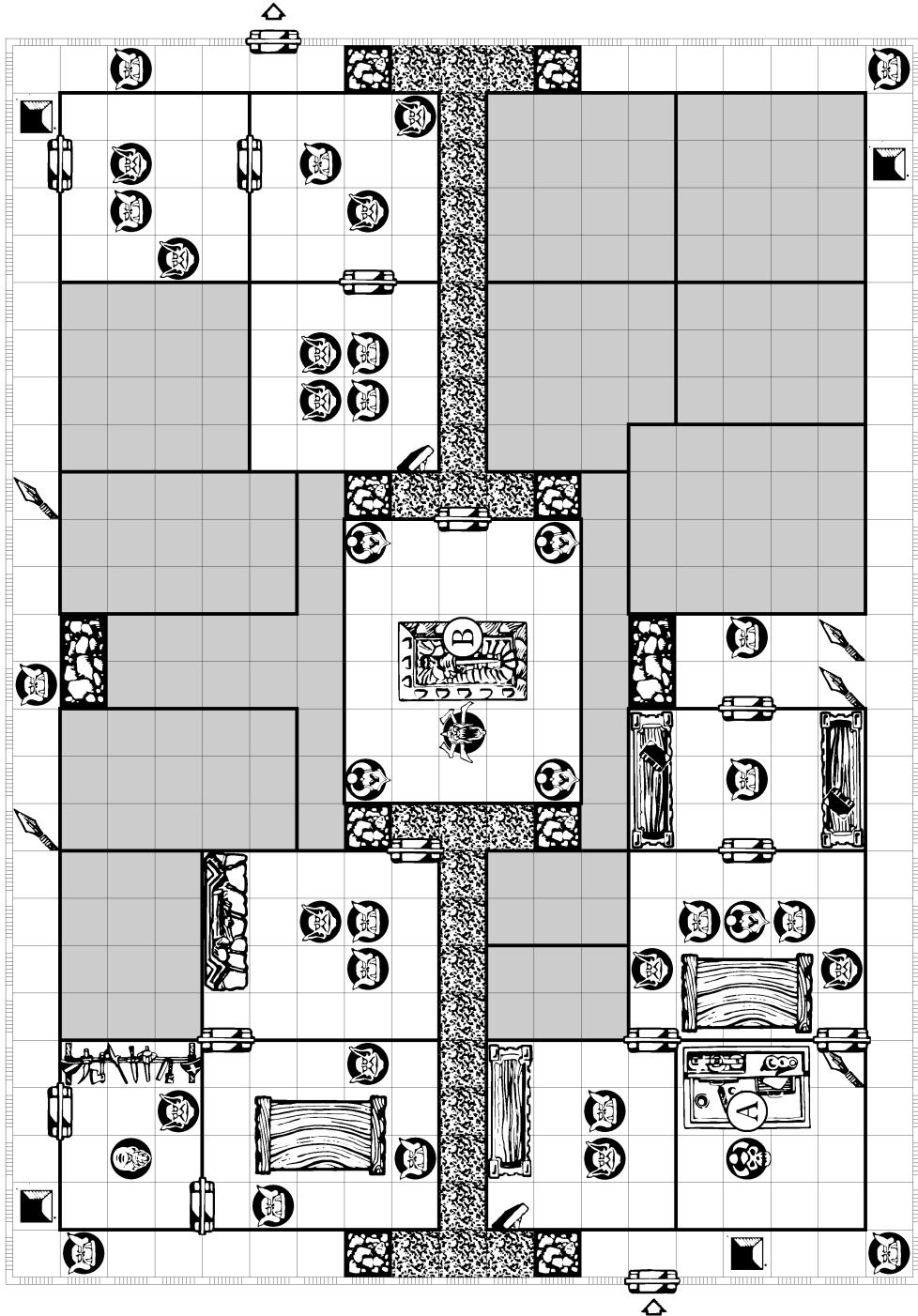
Horror of the Undead

'By all the gods! One of the Heroes cried out as you and your companions fell through the rotten wooden grate that had failed to support all of your weight. 'You know what this is? The reply was simple: 'A nest of the undead! Mentor sat in his study, looking at what had transpired in Lorecome. He sighed. 'There is nothing I can do for them now.'



NOTES

- A The players start in this room. In the roof of this room is a large hole in the ceiling, each player should react as if they had fallen down a pit trap.
- B When a player enters either of these rooms they spring a trap, opening the secret panels, if the connected room is in play set out the contents of the rooms beyond the secret panels.
- C This isn't really a Zombie, it is a Mimic. When the Mimic is killed, roll a combat die. On the roll of a Skull (¶) it becomes a Skeleton, on the roll of a White Shield (¤) it becomes a Zombie, on the roll of a Black Shield (¤) it becomes a Mummy. If during its transformation it rolls to become the same creature again then it is permanently destroyed.
- D This is the exit stairway for the dungeon.



The Enchanted Tomb of ElDrakar

A shadow has fallen upon the village of Oukhaven. For centuries, the ancient tomb of ElDrakar has remained sealed and undisturbed, but now a vile curse has awoken, and the villagers live in fear. Your quest is to delve deep into the Tomb of ElDrakar, uncover the source of the curse, and put an end to it. You will face pernicious traps, cunning puzzles, and the restless spirits that guard the tomb. But within its depths lies great reward for those who can overcome the darkness.



NOTES

For each turn that a player's character is within any corridor filled with fog, they lose a Mind point.

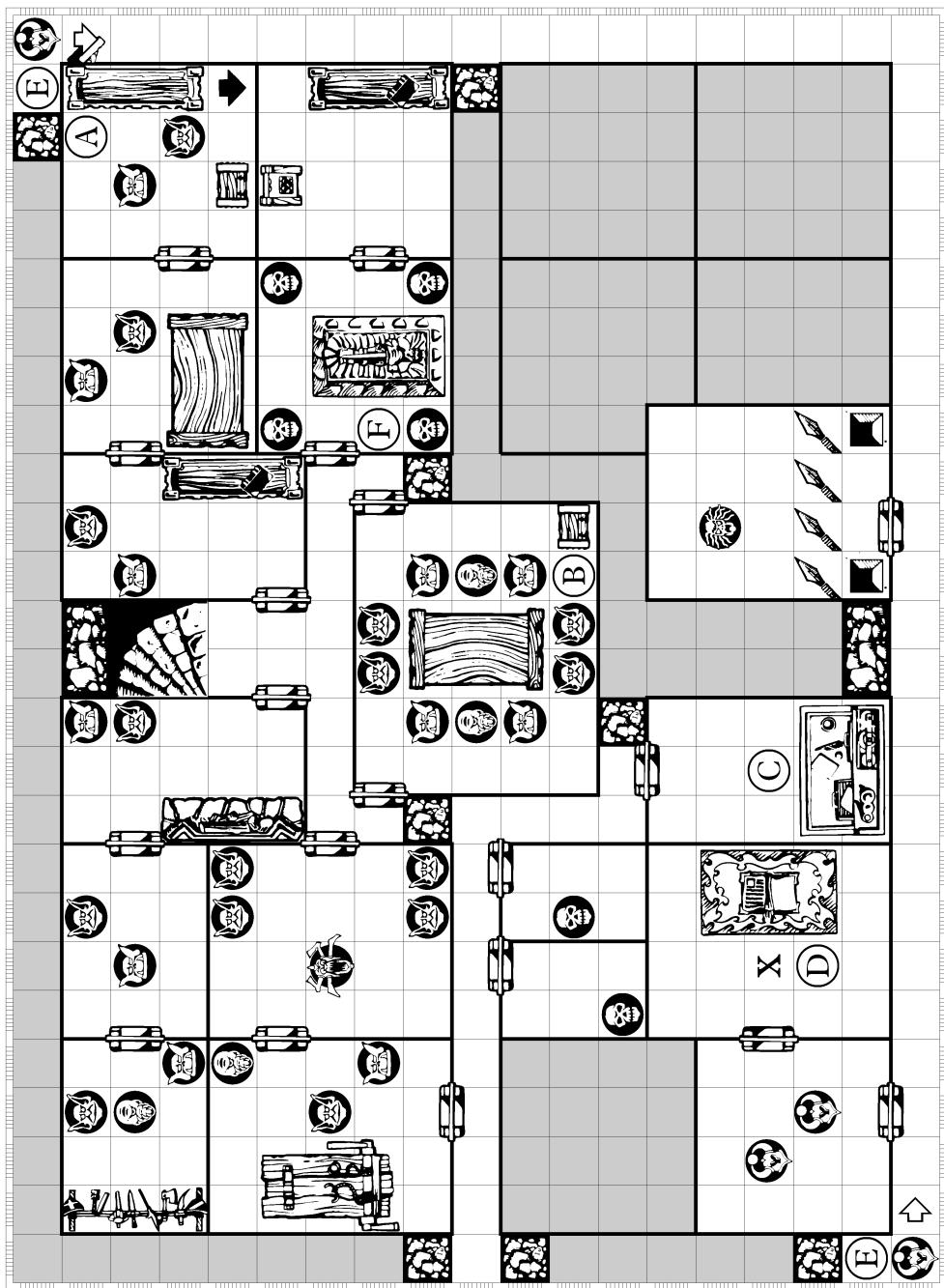
A This is the chaos sorcerer, Azierial. He has the following characteristics: Attack 6, Defend 6, Move 6, Mind 6, Body

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, He has access to all chaos spells, except 'Escape'. The alchemist's bench contains a 5 Potions of Healing each will restore up to 2 lost Body points and 3 lost Mind points. It also contains notes by him, you may provide 1 note for each mind point the searcher has:

1. My power must be preserved for eternity. I have cursed the tomb to protect my secrets and prevent them from discovering the truth about my past.
 2. The curse I've placed upon the tomb is not to be trifled with. It is a web of dread and chaos magic that will ensnare anyone who dares to enter.
 3. Within the tomb, I have bound the spirits of those who once sought to thwart me. They now serve as guardians, cursed to protect my legacy.
 4. The guardian of the tomb is a manifestation of the darkness that has consumed me. It is a formidable foe, that can not be easily slain.
 5. Only the wise would challenge me.
 6. To anyone who finds these notes, I caution you: Turn back now, for the tomb is not meant for the curious or the righteous. My curse will destroy all who dare to intrude.
- B When a player enters the tomb say; "**This is the enchanted tomb of ElDrakar**". Any Hero within the room is tormented by apparitions, they may roll only 1 movement die, and on the Evil Wizard Player's turn will suffer an attack on their mind. You and the Player role dice equal to their Mind points, you attack with Skulls, they defend with any shield, they lose 1 Mind point for each point of damage taken. The Gargoyle has the same number of Body points equal to the total number of Body points of the Heroes. Once he is dead the curse is broken.

Wandering Monster: Ogre Warrior



Dungeon of the Dread Mage

The Dread Mage, Wargar, is Morcar's latest challenge to our Empire. Wargar is a powerful Dread Mage and has taken residence in the mountain fortress of Qwagadum. For several months Wargar's forces have been raiding the border villages and towns - stealing, burning, and kill! The Emperor commands that you kill Wargar, to stop his reign of terror. Whomsoever kills Wargar will receive 500 gold coins upon their return.

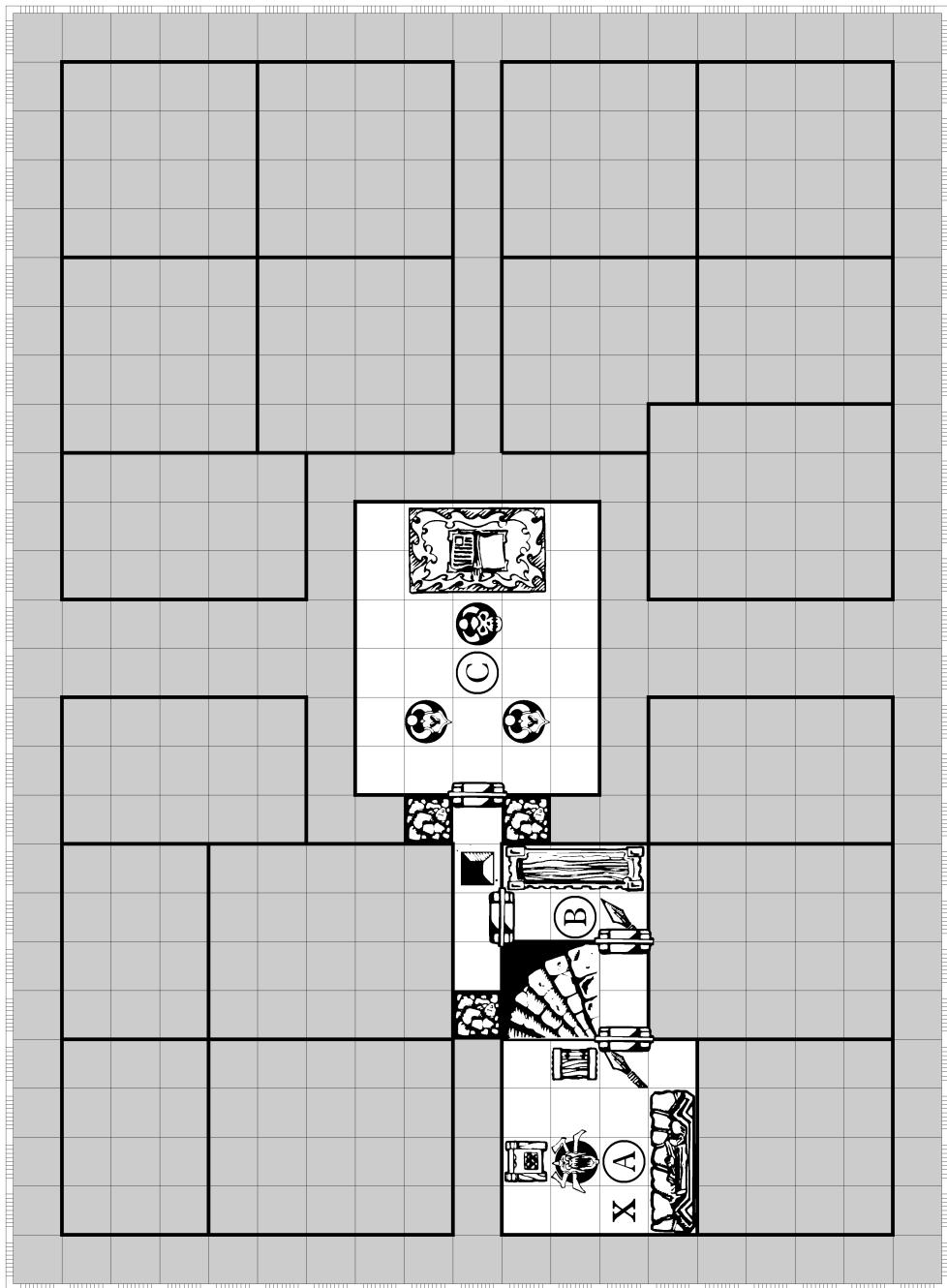


NOTES

- All Goblins in this quest can move, attack, and use their remaining movement to move again.
- A The treasure chest is empty. However if a Hero searches the cupboard you find a small lever, which they can pull. A secret panel, which can only be found when the room is searched for treasure, opens as the cupboard slides to reveal it. Place the panel and move the cupboard in the direction of the arrow. Any Hero on the Black Arrow is crushed treat them as if a falling block trap had fallen on them.
 - B This Treasure Chest contain 100 gold coins
 - C On the Alchemists Bench is a small flask of a salty mercurial liquid. Its purpose is unknown, a Hero may consume the liquid if they do they are stricken with a poison and must choose too loose either a body point or a mind point each turn until they return to the stairway.
 - D The 'X' is Wargar use the Chaos Sorcerer piece to represent him. His characteristics are: Attack 4, Defence 4, Move 8, Mind 8 and Body

X	X	X	X	X	X	X
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. He knows the chaos spells: Ball of Flame, Cloud of Chaos, Firestorm, Summon Greenskins, Terror, and Thunderbolt.
 - E These Chaos Warriors are stone statues and cannot be harmed or destroyed. Each will fire green bolts down the hallway at the start of the Evil Wizards turn. The Hero in direct line of sight is attacked by 4 combat dice. For each skull rolled the Hero loses 1 Mind point. A Hero may reduce this damage by rolling white shields on combat dice equal to his current mind points for each shield they may reduce the damage by 1 Mind point.
 - F These skeletons are once powerful knights but their remains have been corrupted by Dread. Their characteristics are: Attack 6, Defence 6, Move 6, Mind 0 and Body 3.



The Tapestry of Telor

My friends, terrible news a recent audit of the Emperor's Reliquary has made it clear that the Tapestry of Telor an ancient artifact of both beauty and spiteful magic has disappeared from the vault. Loretome has revealed that the tapestry has been taken by the Chaos Sorcerer, Morgarax. His name strikes fear into the hearts of those who hear it, as his power and cruelty know no bounds. He is said to be a master of forbidden magics, capable of twisting reality itself to serve his chaotic desires. Recover the tapestry and destroy Morgarax.



NOTES

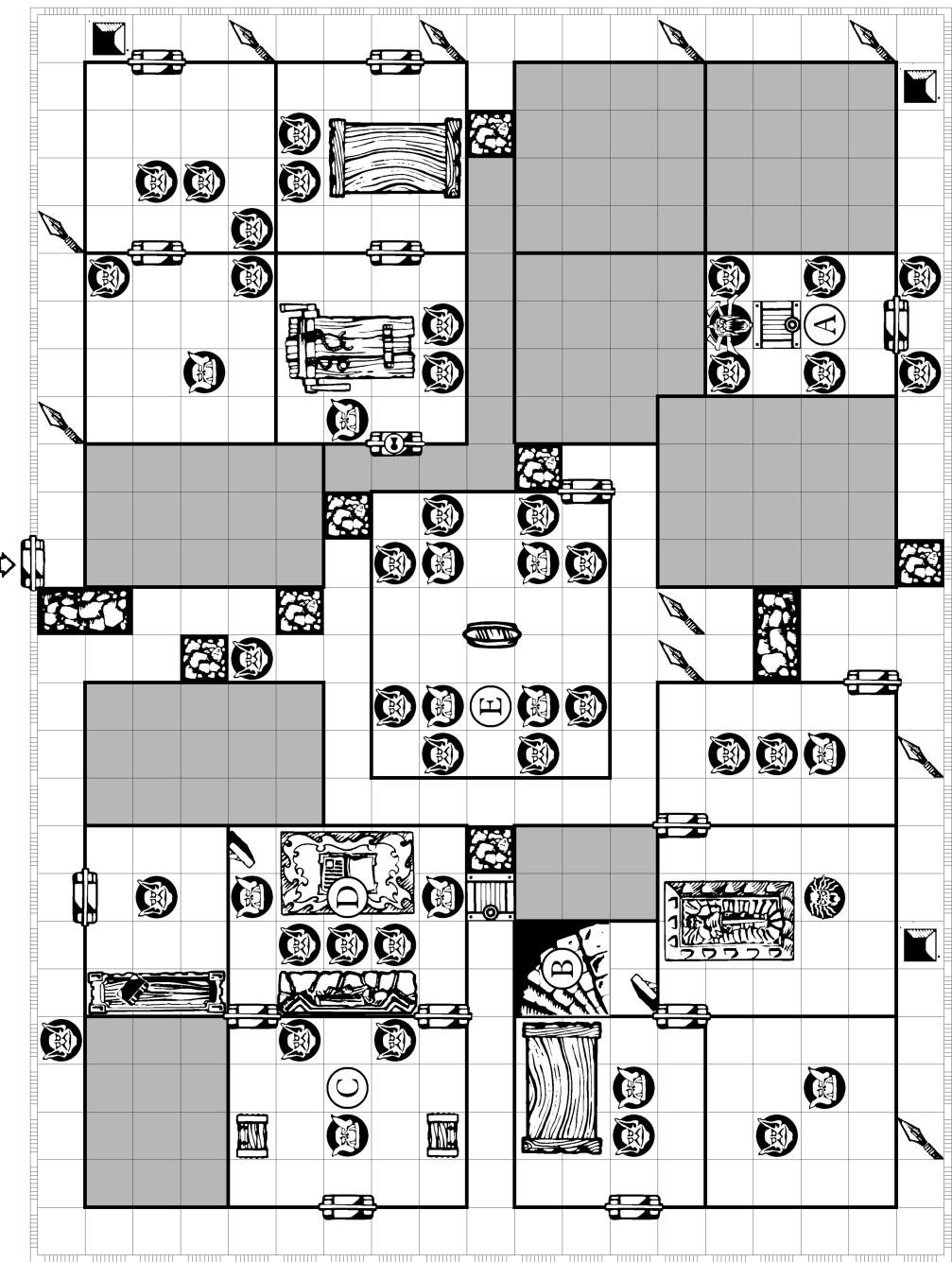
- A This gargoyle is a statue and will only come to life once Morgarax is dead.
- B This cupboard contains an old sock, tucked into which is 1 solitary gold coin.
- C This is the Chaos Sorcerer, Morgarax. His characteristics are: Attack 8, Defence 8, Move 8, Mind 8 and Body

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. He knows all Chaos Spells and may cast two per turn. Morgarax may move, attack, cast spells and use any remaining movement to move again.

The two Chaos Warriors in this room are in fact enchanted suits of Doomguard armour, they have +2 combat die in attack and defence and +1 Body point.

Once Morgarax is defeated the Tapestry of Telor may be discovered in this room. It must be returned to the Empire with all due haste. But it is woven with dark magic, any who possess it, who are not bound to Chaos, will lose one Mind or Body point on the roll of a skull on a single combat die for their next 20 turns (in this Quest or subsequent Quests).



Mystery of the Crooked Moon

Within the World Edge Mountains, south of the Death Pass, is the Goblin Stronghold Han Parkulun, known as the Goblin City, for it is 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. You may remember the mission you were sent on to map the Parkulunian Narthex and more recently your escape from the Dungeon of the Goblin King. Now you must return to that forsaken place and discover the mystery that the pages of Lorecome reluctantly hint at.



NOTES

All Orcs in this Quest are Hob-Goblins their characteristics are: Attack 2, Defend 3, Move 8, Mind 4, Body 2.

A This is the entrance to the Goblin City. Say to the players: “**You have found the entrance to the Goblin City, unlike your previous adventure here, most of the Goblin King’s forces have been lured away and are engaged in a battle with Imperial Forces in the Badlands, near the Old Silk Road.**” A player’s character who enters the tunnel that connects the two trap doors ends his turn when he emerges.

- B This stairway is the exit from the dungeon.
- C Each treasure chest contains 100 gold coins.

D If searched, say to the players: “**Upon the sorcerer’s table you find a mysterious, ancient tome.**” If the player has more than 4 mind points you may add: “**You discern that it has something to do with a magic mirror.**”

E This is the ancient Mirror of the Moon. It possesses healing properties, capable of restoring health, and vitality to those bound to chaos who are within its gaze. The monsters in this room will regain 1 lost Body point per round. Whilst within the room with the mirror monster may treat Black Shields (¶), as if they rolled Skulls when making an attack (◎). In order to shatter the Mirror of the Moon, the Heroes must attack it. It is impervious to spells, the effects of potion. It rolls 3 in defence. If three points of damage are struck by a Hero concurrently the mirror shatters. All players’ characters and monsters are attacked with 3 combat die as they are lacerated with shards of glass.

Wandering Monster: Goblin

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