

# SUNDAY QUEST

## ADVENTURES



A collection of quests by Giles McNeill & Peter McNeill



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

**I***ntroduction*  
*SundayQuest: Adventures* continues where the popular HeroQuest expansion *Wizards of Morcar* left off. It is assumed that players will have completed and be familiar with *Kellar's Keep*, *Return of the Witch Lord*, *Against the Ogre Horde* and *Wizards of Morcar* expansion packs to the original game. On occasion the Quests herein will also dabble with elements taken from the U.S. version of the game system's two additional expansion packs: *The Mage in the Mirror* and *The Frozen Horror*.

**W***hich version of HeroQuest is this designed for?*  
*SundayQuest: Adventures; Volume 8* 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](http://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.

## **C**larification 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.

## **R**ules 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

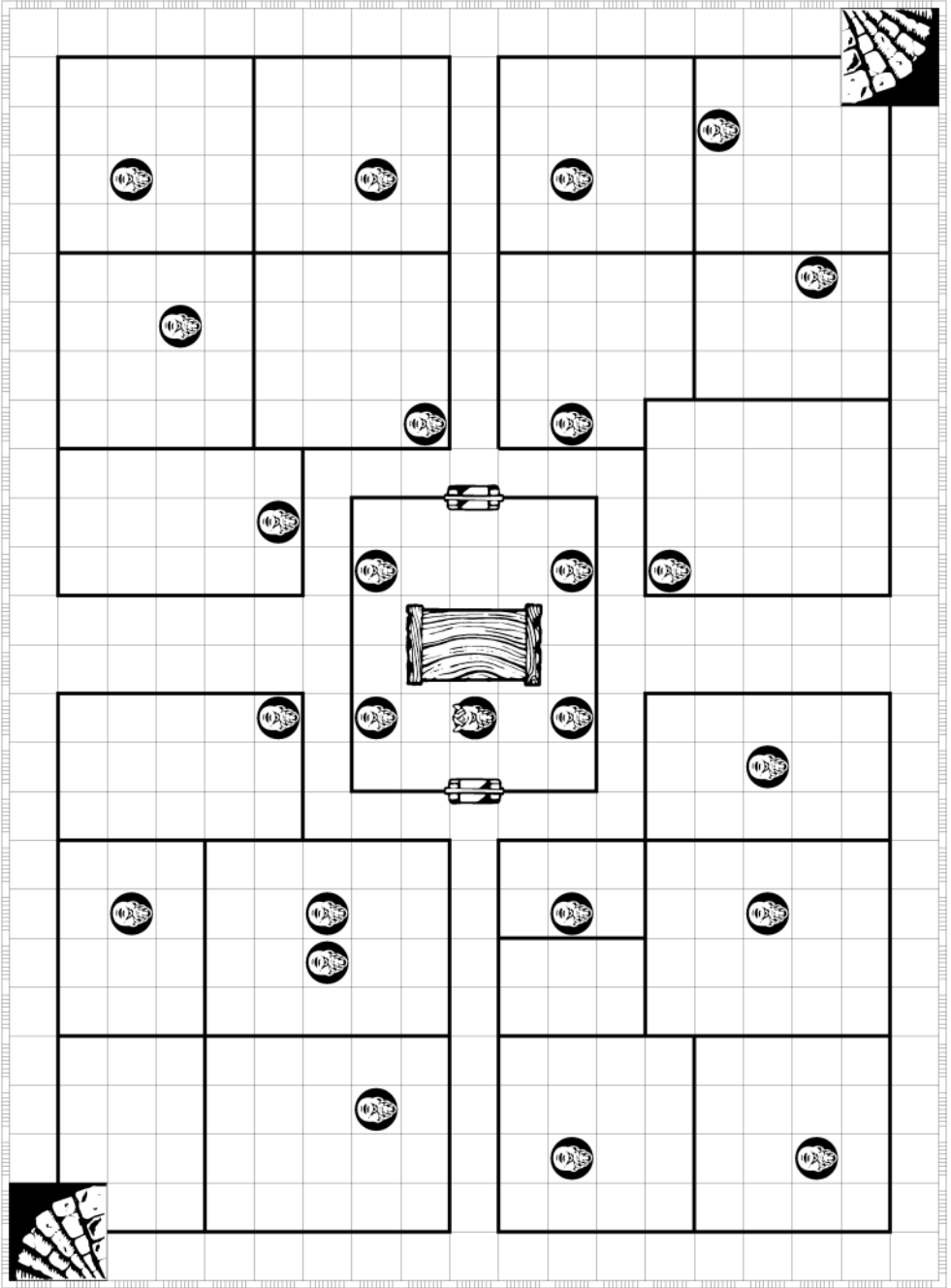
Below is a list showing the compatibility of each Quest contained within *SundayQuest: Adventures; Volume 8*.

| Quest No. | Title                           | Compatibility  | Additional Items                |
|-----------|---------------------------------|--|---------------------------------|
| 85        | Children of a Lesser Bog        |   |                                 |
| 86        | The Siege of Ironhold Keep      |    | Boulder, Forge & Stairway tiles |
| 87        | Rise of Zephyrion (Part 1 of 2) |    | Death Mist & Giant Wolf         |
| 88        | Fall of Zephyrion (Part 2 of 2) |    | Throne room tile                |
| 89        | The Forgotten Temple            |    | Elven Warriors & Archers        |
| 90        | An Unearthly Child              |   |                                 |
| 91        | Vault of the Red Fang           |    | Orc Sharman & Spells            |
| 92        | Cloister of the Dread Mage      |    | Carpet & Battle room tiles      |
| 93        | Geheimnisnacht                  |    |                                 |
| 94        | Curse of the Unseen Crypt       |    | Death Mist tile                 |
| 95        | Crypt of the Orc Champion       |    |                                 |
| 96        | The Tomb of Zanrath             |    | High Mage, Magical Ref. Chart   |

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

### 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  |



## Children of a Lesser Bog

*In the heart of the Schwedensumpf is a causeway that winds its way through the treacherous boggy terrain. A lifetime for the villages of Bokel and Norderingen. Ferie mist rises from the murky waters, and the air is thick with a pungent, earthy scent. Firni, ancient and menacing creatures, have laid claim to the squagire. They are led by the cunning Meargh, a sorceress of unparalleled power. Her dark magic has warped the bog into a deadly labyrinth, making it nearly impossible to navigate. Your party's courage and cunning will be put to the test. Venture forth, brave heroes, the Schwedensumpf awaits, and within its murky depths lies a challenge that only the most heroic can conquer. Will you emerge victorious, or become another story lost to the mists of the bog?*



### NOTES

You may choose which stairway you wish the Heroes to begin the Quest on. The Quest is complete when all Heroes have exited the dungeon by the opposing stairway.

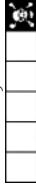
The bog is filled with a thick fog which limits line of sight. Heroes will only be able to see 3 spaces in all directions, the Evil Wizard Player should pay close attention to where the Heroes are moving and what monsters they stumble across.

There is only one room in this Quest and it is the centre room. All the other rooms on the boards merely indicate different areas of the bog. The corridors of the usual dungeon here represent a causeway. If a Hero steps off the causeway they must roll a combat die. If they roll a black shield their turn ends, for they have begun to sink into the bog, whilst sinking they are reduced 1 combat die in attack and defence. A player on their subsequent turn may attempt to climb to firmer ground, they roll 2 combat die. If they roll 1 black shield they have sunken further into the bog and their turn ends. On each subsequent attempt add 1 combat die to the roll. If after 3 turns of sinking they have failed to make their way to firmer ground they and their possessions are consumed by the bog and are dead.

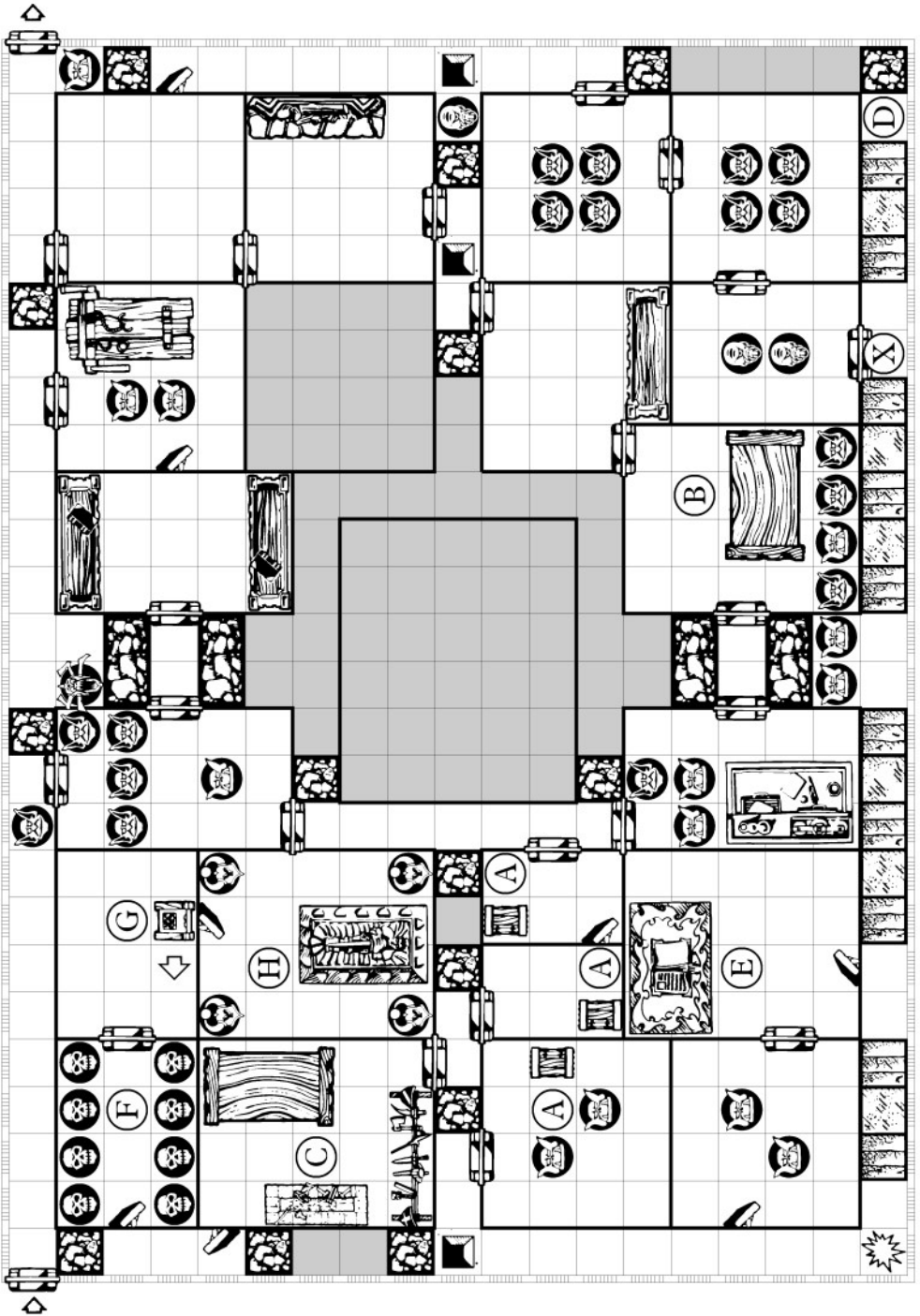
When a player passes from one part of the bog to another (one room to another) you should roll a combat die, what you roll will now be what causes a player to sink into the bog, using the mechanic set out above. If they return to the causeway the process resets.

A Hero may help another free themselves from the bog, if they are on a causeway and choose to use their action, to pull a fellow Hero to the safety of the causeway next to them, both Heroes turns end immediately.

The Meargh in the centre room is called Sprolgrina. She knows the Chaos Spells *Ball of Flame*, *Cloud of Chaos*, *Firestorm*, *Sleep*, *Terror* and *Thunderbolt*. Her characteristics are Move 7, Attack 4, Defend 3, Mind 5, Body



Wandering Monster: Firni






## The Siege of Ironhold Keep

*'You will recall rescuing the Emperor from Karak Vorn's siege within Kellar's Keep, and Captain Kanarion's heroic last stand at the gate. I have studied Grün's map and found Lord Belorn's resting place. Centuries ago, Karak Vorn was a formidable dwarven fortress guarding against the orc and goblin threat from the Dark Lands. Belorn, at Keloch's Tor, secured lasting peace. In a vengeful act, Morcar's Doonguard attacked Belorn at Ironhold Keep, leading to months of siege. Belorn and his guard, riding battle-giants, eventually broke the deadlock but he suffered grave wounds. Belorn now rests near the Dwarven Forge. Lorestone reveals that Belorn's prowess as a warrior king was in part down to the great power imbued in his mighty war axe. Find the Axe and return it to the Empire.'*



### NOTES

- A This chest is empty.
- B Hidden under the table is a beautiful fire opal it is worth 100 gold coins.
- C The Dwarven Forge. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the earth. On each of the Evil Wizard's turn, embers fly from the forge, scorching everyone in the room except the Dwarf. All other Heroes and Monsters must roll 1 combat die. On the roll of a Skull, they lose 1 Body Point.
- D When the last Hero passes the square marked 'X' a giant stone boulder falls from the roof. Place the boulder tile on the square marked 'D'. On the Evil Wizard's turn the boulder moves 10 spaces down the corridor (to the left). The Boulder will eventually crash into the wall at the end of the corridor, marked with a starburst, when it does replace the boulder with a single blockage token. If the boulder passes through or ends its turn on a Hero, they are hit by the boulder roll 5 combat die for each Skull rolled the Hero loses 1 Body point. This trap cannot be detected or disarmed.
- E Hidden beneath a candle stick is a beautiful fire opal it is worth 100 gold coins.
- F This is a Dwarven Crypt. Here honoured Dwarven Lords and Warriors guard the entrance to Belorn's Tomb. They cannot be attacked or take a turn until the door in this room is opened. Their characteristics are: Move 6, Attack 3, Defence 3, Mind 0, and Body 

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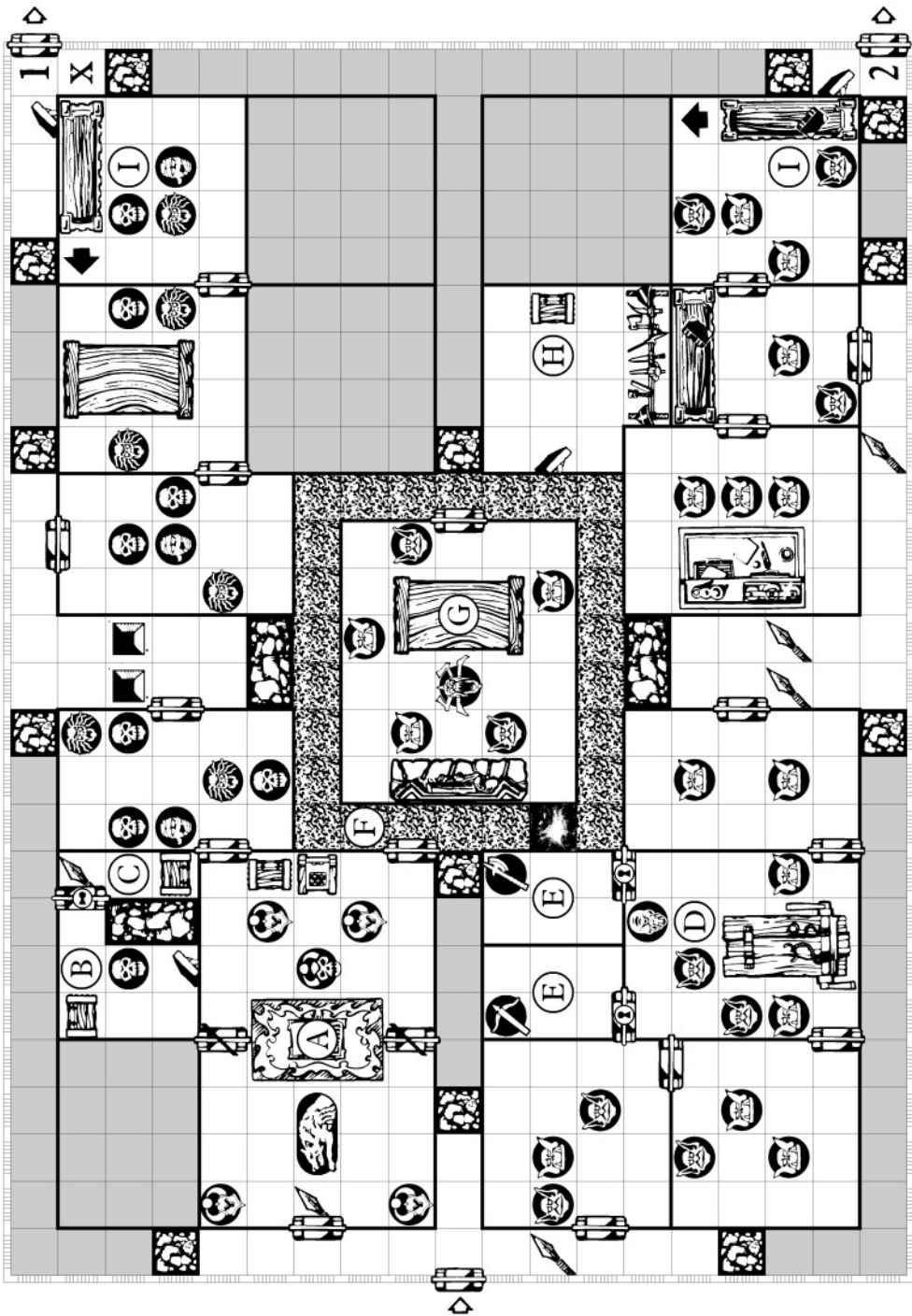
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- G The secret panel can only be found by a player searching for treasure who has a fire opal. When a player searched for treasure tell them, **“You notice that a recess in the headrest of this throne is in the shape of a fire opal.”** If no Hero has a fire opal say, **“We need to find a fire opal.”** If the Hero has a fire opal, then say, **“You place the fire opal in the headrest of the throne, a mechanism starts moving.”** The throne slides on to the square marked with an arrow, the panel is revealed, and the room beyond contents should be put out on the gameboard.
- H The Tomb of Belorn. All Chaos Warriors are enchanted suits of armour, originally used centuries ago to assess the fighting skills of Dwarven Warriors, these now stand as Guardians of Belorn’s Tomb. They will only attack Heroes who enter the Tomb and will not leave the tomb. They have the same stats as Chaos Warriors but when attacking each Black Shield, they roll counts as a Skull and when defending either a Black or White shield will block a Skull. On the tomb rests Belorn’s War Axe, which may be taken when a Hero searches for treasure.

Wandering Monster: Fimir



Part 1 of 2

## Rise of Zephyrion

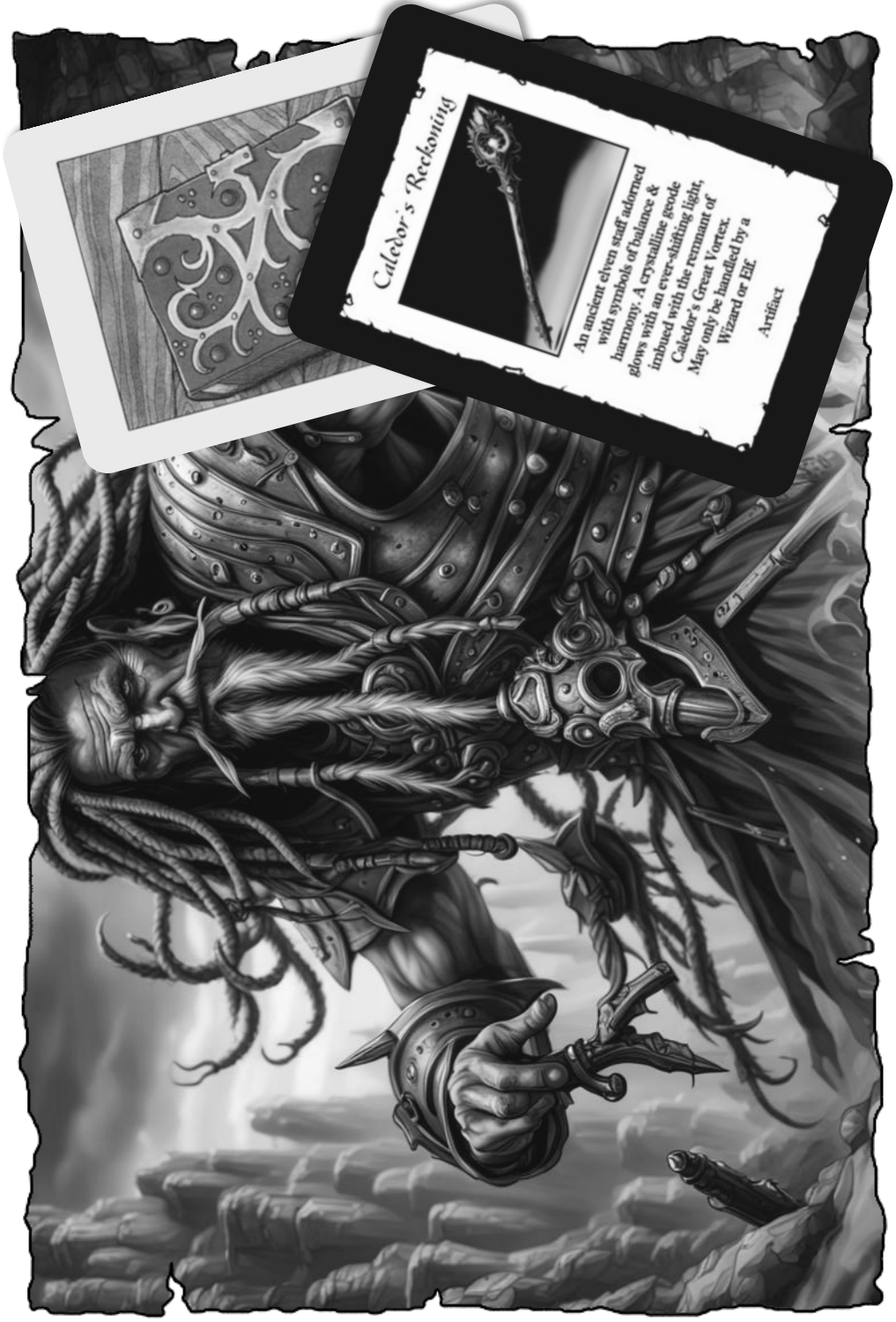
*A new darkness casts an ominous shadow over the realm, where once the light of knowledge and magic flourished. You, brave Heroes, have heard tales of the once-promising scholar Zephyrion, whose descent into malevolence has unleashed a fiery tempest upon the Wolf Lands of the east. Foretome whispers of his mastery over forbidden fire magic and a giant wolf, Emberfang, that serves as his loyal sentinel. Zephyrion's flames are consuming all in their path, you are called to rise as the last hope against this peril. The fate of the Empire now hinges on your courage and resolve.*



### NOTES

- A This room is made from both the grey and green rooms, set out both rooms when the first is entered, it has a raised area, beyond the two open doors (the green room). A player attacking from the lower level (the grey room) to the upper level suffers a 1 die penalty. Upon opening this room say to the players:
- “This is the Dreadfire Chamber of Zephyrion. The room is split in two with a raised section on which sits a sorcerer’s table, a throne and mysterious chest, the former scholar looks up at you and raises an eyebrow, before returning to study of the book on the altar. Meanwhile beyond and before the archways to the left and right you can see a number of Dread Sentinels — Zephyrion’s elite Chaos Warrior guard. Directly before you is Emberfang, the sorcerer’s large, loyal pet.”**
- The Chaos Sorcerer in this room is Zephyrion. He has the following characteristics: Move 9, Attack 6, Defend 6, Mind 6 and Body . He knows the Chaos Spells ‘Ball of Flame’, ‘Cloud of Chaos’, ‘Command’, ‘Escape’, ‘Fear’, ‘Firestorm’, ‘Sleep’ and ‘Tempest’. Once per turn, as an additional action, he may emit a fiery bolt from his eyes inflicting 1 Body point of damage on one of the players’ characters. He should attempt to escape the dungeon through the Exit Door 1.
- The Giant Wolf in this room is Emberfang. He has the following characteristics: Move 10, Attack 7, Defend 6, Mind 4 and Body . He should follow Zephyrion, and may, to that end, move through any door or panel to reach him.
- The Dread Sentinels have plus 2 to all characteristics of a Chaos Warrior.

Cont.



*Calcedor's Reckoning*



An ancient elven staff adorned with symbols of balance & harmony. A crystalline goode glows with an ever-shifting light, imbued with the remnant of Calcedor's Great Vortex. May only be handled by a Wizard or Elf.

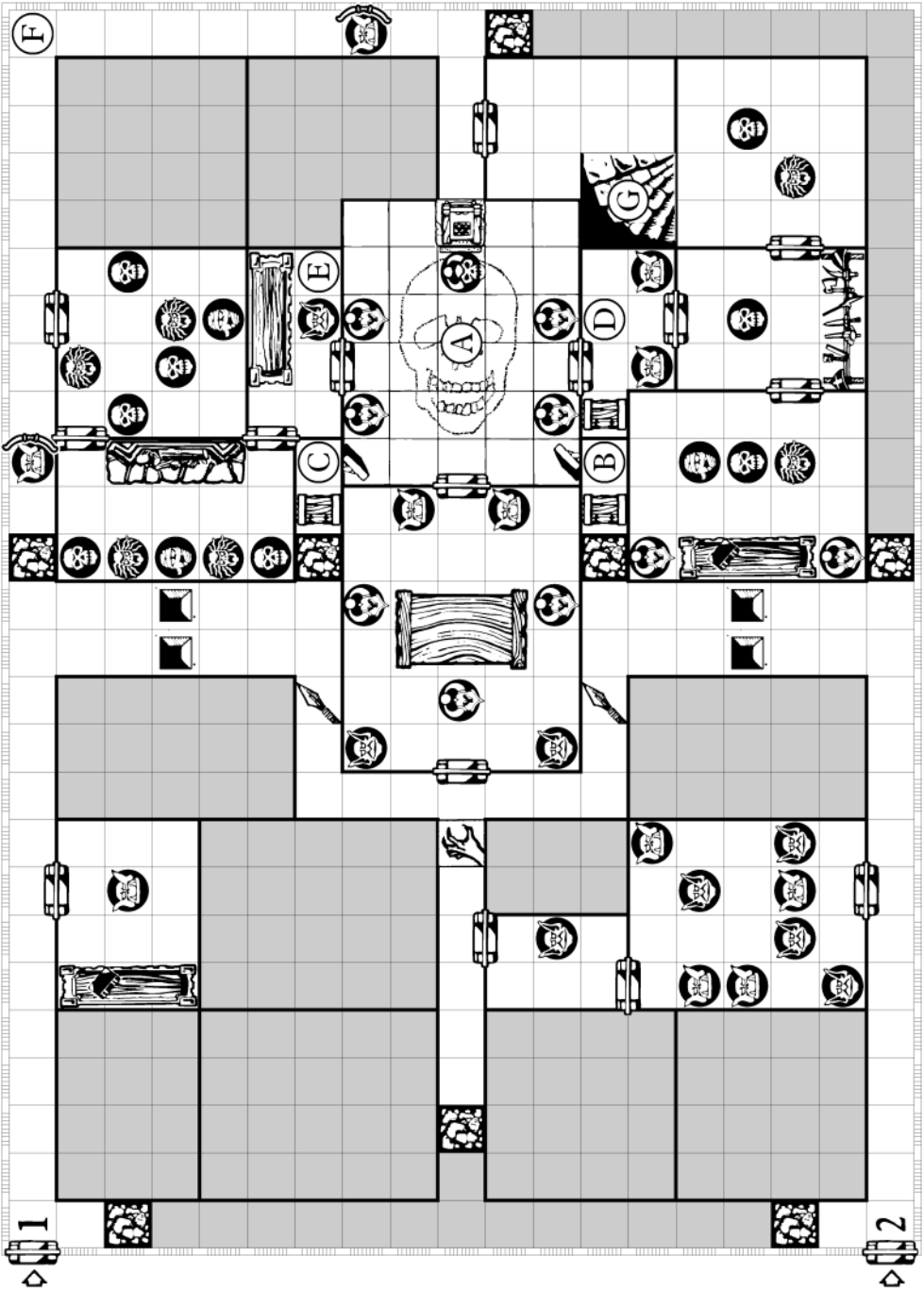
Artifact

Cont.

- The treasure chest is trapped with a poison dart that inflicts 2 Body points of damage, if not disarmed. It also contains a key that will open the locked door to room 'C'.
- B This treasure chest has an undetectable trap that explodes when searched flinging shards of wood in all directions causing 2 Body points of damage to all in the room.
- C This locked door can only be opened with the key from the treasure chest in the room marked 'A'.
- D The treasure chest contains the Quest Treasure 'Caledor's Reckoning'.
- E Around the Fimir's neck is a key which will open the cells marked 'E'.
- F Any player opening either of these cells may add the appropriate Man-at-Arms to his entourage. Otherwise the Man-at-Arms has been consumed by chaos and is replaced with a Zombie.
- F The Death Mist in this room may move up to 7 spaces per turn in the corridor containing fog. It may not finish on a space that is occupied. If it passes over a Hero he loses 1 Body and 1 Mind Point. Can be destroyed by a Tempest spell.
- G This is no ordinary Gargoyle. It has not been fashioned from the stone, but was given life from the magma from deep within the world.
- H This treasure chest contains a Potion of Superior Healing that will restore a Hero to their maximum number of Body and Mind points and 200 gold coins.
- I When either of these rooms is searched for panels the cupboard or bookcase moves (as per the arrow) to reveal the respective secret panel. In so doing any player on the square marked with the arrow is crushed and killed instantly.

There are two exits to this Quest. Both Exit Doors, marked '1' and '2'. The players' characters should note which door they have exited the Quest on their character sheets.

Wandering Monster: Chaos Warrior









### Caledor's Reckoning



An ancient elven staff adorned with symbols of balance & harmony. A crystalline globe glows with an ever-shifting light, imbued with the remnant of Caledor's Great Vortex. May only be handled by a Wizard or Elf.

Artifact

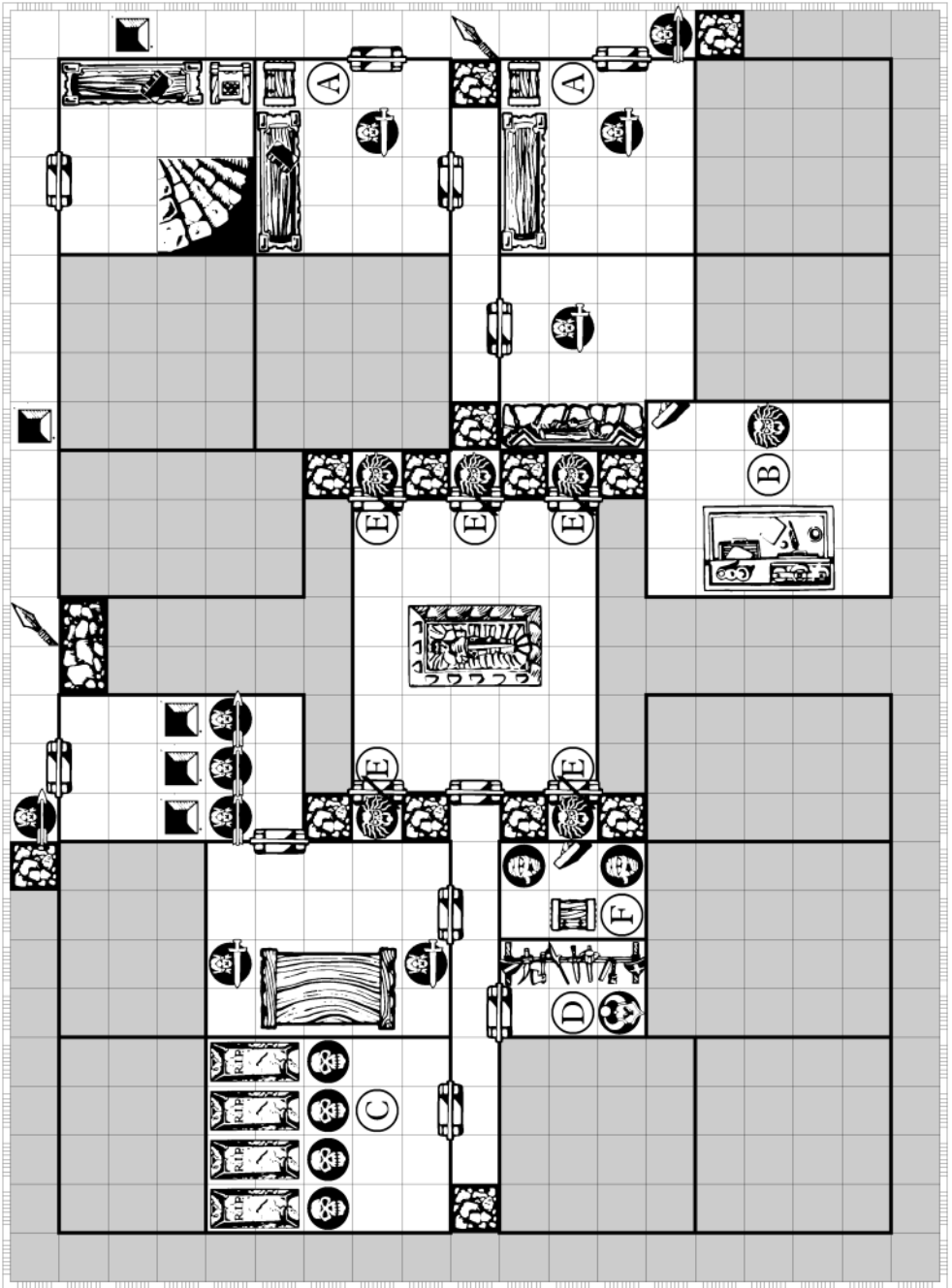
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Mind points, each skull rolled counts as 2 Body points of damage, additionally any Black Shield counts as 3 Body points of damage. Once used for an attack the artifact will become inert, returning to its mystical slumber.

The Dread Sentinels have plus 2 to all characteristics of a Chaos Warrior.

- B This treasure chest contains 100 gold coins.
- C This treasure chest contains 2 Potions of Healing that will restore up to 4 lost Body points.
- D This treasure chest contains 2 vials of Holy Water.
- E This cupboard contains a shield and short sword.
- F The Orcs in these corridors have been equipped with longbows, they may make a ranged attack with 3 combat die.
- G This stairway is the exit from the dungeon. Caledor's Reckoning MUST be returned to the Elves as it is an important artifact, if the Heroes do not return it they will be branded outlaws.

Wandering Monster: Dread Sentinel (Chaos Warrior), see Note A.



## The Forgotten Temple

*I have for several weeks been studying the ever-mercantile texts or the great guide to past, present, and future - Loretome. While I studied Loretome's mysteries I chanced upon a reference to the Galdoril Celebristel a silver headband made by the High Elves in ages past. Loretome reveals it lies hidden in a forgotten temple at the heart of the woodland realm. You must investigate the ruins and see if you can find the Galdoril Celebristel.*

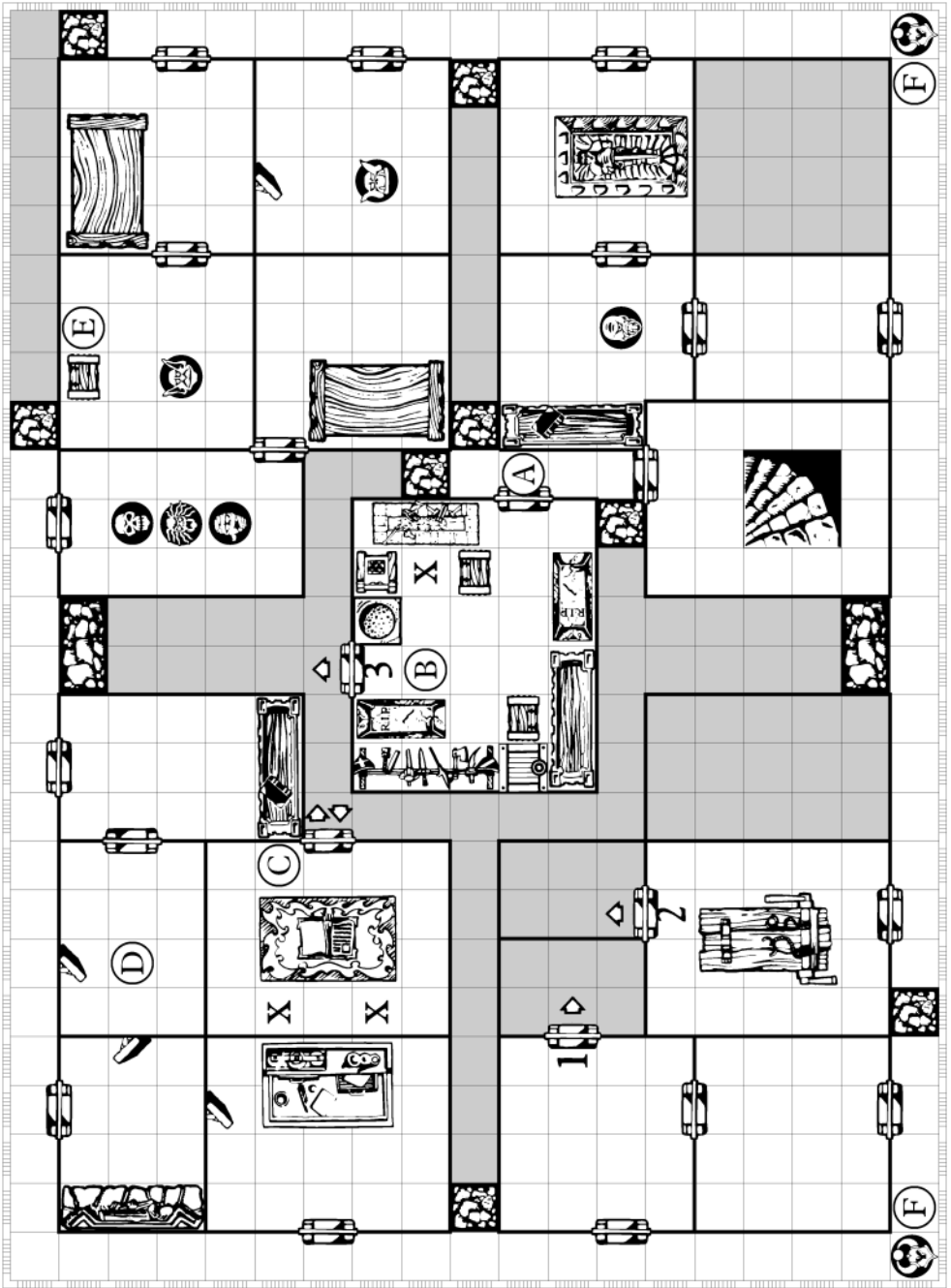


### NOTES

- A Treasure Hoard! Roll a movement die and draw that number of treasure cards, any Wandering Monster or Hazard cards drawn do not take effect and are immediately returned to the bottom of the deck.
  - B The Zombie in this room was once an elven sage, but the lure of Chaos and Dread magic destroyed them. Who knows how many years this mindless creature has been trapped in this secret elven study.
  - C The Skeletons in this crypt were once mighty warriors they may attack diagonally. Their characteristics are: Move 7, Attack 3, Defend 3, Mind 0, and Body 3.
  - D This is an elven weapons store, there is even a suit of elven armour. If a Hero searches for treasure shuffle the Equipment deck the Hero takes the top card. If the Hero chooses to keep the equipment the Elven Armour comes to life by magic Its characteristics are: Move 5, Attack 5, Defend 3, Mind 0, and Body 

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.
  - E These doors are placed on the board already open. The Zombies were once elven disciples who protected the temple, unknown years ago they were corrupted by the power of Chaos and the temple was forgotten by the rest of the Empire. Each Zombie's characteristics are: Move 6, Attack 4, Defend 5, Mind 0, and Body 2.
  - F The treasure chest contains the Galdoril Celebristel. While wearing the Elven Headband a hero may increase their Mind Points by 2.
- Wandering Monster: Elven Warrior



## An Unearthly Child

*Susan has gone missing from the academy. go to her home and find out what has happened to Susan.*



### NOTES

A Lonely Assassin (Notes 'D' & 'F') must be in one of the 8 squares next to a players' character to attack them, the Lonely Assassin attacks by rolling combat dice equal to the number of body points the players' character has remaining; they lose 1 body point per skull, the players' character cannot defend. While not in line of sight of any other creature the Lonely Assassin can move up to 10 squares. For the purpose of the following all Heroes and monsters must face in one cardinal orthogonal direction at the end of their turn. A hero is deemed to be looking in that direction for the purpose of line of sight. For the Lonely Assassin to move through line of sight roll a combat dice for each Hero and Monster that can see the Lonely Assassin. On the roll of a Skull they blink. If all Heroes and Monsters blink then the Lonely Assassin can move 1 space.

A A sign on the door reads: "**I.M. Foreman - Scrap Merchant - 76 Totters Lane.**"

B 'X' marks The Doctor. He must only be placed after the players have searched for traps.

The Junkyard is a mess. The first hero to enter the junkyard trips over a bucket on the roll of a skull on a combat die they lose a body point.

The Door marked '3' cannot be opened without a key. The Door is always a closed door.  
Hero Search:

- Traps: Someone coughs. The Heroes hide, move the heroes to the edge of the room. An old man in Cont.

Cont.

an Astrakhan hat and a long scarf enters the yard. Place The Doctor on the 'X'. The Players' turn ends and it is the Evil Wizard Player's Turn. The Doctor goes to the police box door, move The Doctor to the square marked '3', and puts a key in the lock.

- Secret Panels: You call the others over to see a Blue Box with a sign on the left, **"Police Telephone - Free for Use of Public - Advice and Assistance Obtainable Immediately - Officers and Cars Respond to Urgent Calls - Pull to Open."**
- Treasure: There is a faint vibration, the Blue Box seems to you to be alive. The players' character walks around the Blue Box. The Doctor in front of the Door marked '3' will ask the players when they come out of hiding, **"What are you doing here?"**/"**What do you want?**", The Doctor will evade and block their enquires with **"Really?"**/"**In here?**"/"**Are you sure?**". The Heroes may not attack The Doctor. At the beginning of each Player's and Evil Wizard's turns roll a combat die, if it is a black shield then a voice from inside the Blue Box is heard saying, **"What are you doing out there?"**. The Doctor says, **"Close the door!"**. The Player may now attempt to push past The Doctor by rolling a White Shield on a combat die. When one Hero succeeds all Heroes move directly to the room marked 'C'. It is immediately the Evil Wizard Player's Turn

C This is the console room - the room is much bigger than would be expected; with chairs, a hat stand, various other pieces of furniture, Susan and The Doctor are on the 'Xs'. The Door is always a closed door.

On entering the room it is the Evil Wizard Turn. The Doctor says, **"Close the door, Susan."** Susan replies, **"They are known to me and Mentor - who teaches me at the Academy. What are you doing here?"**

Hero Searches:

- Traps: Realisation dawns on the Heroes - it was just a blue box, that we could easily walk around. Is it an illusion? The Doctor interjects with, **"You don't understand, so you find excuses. Illusions, indeed? You say you can't fit an enormous castle into one of your smaller sitting rooms."** The Heroes' faces convey looks of confusion and agreement that such a thing is impossible, The Doctor continues, **"But you have discovered paintings with perspective, haven't you? - Then by hanging a painting an enormous castle on your wall, you can do what seemed impossible, couldn't you?"** The Heroes look unsatisfied with The Doctors reply.
- Secret Panels: The Door is locked and can only be opened from the console. You think you saw which switch



Susan used to close the door. on your next turn you may roll a combat die to see if you can open the door. Skull:  
Susan: **“Don’t touch it! It’s live!”** You get an electric shock and lose 1 body point. White Shield:

Susan: **“Grandfather, let them go now, please.”** The Doctor: **“And by tomorrow we shall be a public spectacle, a subject for news and idle gossip.”** nothing happens. Black Shield: Susan: **“Oh, no, Grandfather! No!”** Instead of flipping the switch to open the doors, the time rotor starts moving. The Tardis heads into the vortex with a lot of noise.

- Treasure: You overhear The Doctor talking to Susan, **“What is going to happen to them, hmm? They’ll tell everybody about the ship now.”** The Hero exclaims, **“Ship?!”** this grabs the attention of The Doctor, **“Yes, yes, ship. This doesn’t roll along on wheels, you know.”** Susan adds, **“The ship can go anywhere.”** Susan seeing your confusion explains, **“Well, I made up the name from the initials, Time And Relative Dimension In Space. I thought you’d both understand when you saw the different dimensions inside from those outside.”**

When leaving this room all Heroes go to the door marked ‘1’ first, door marked ‘2’ second, and door marked ‘3’ third.

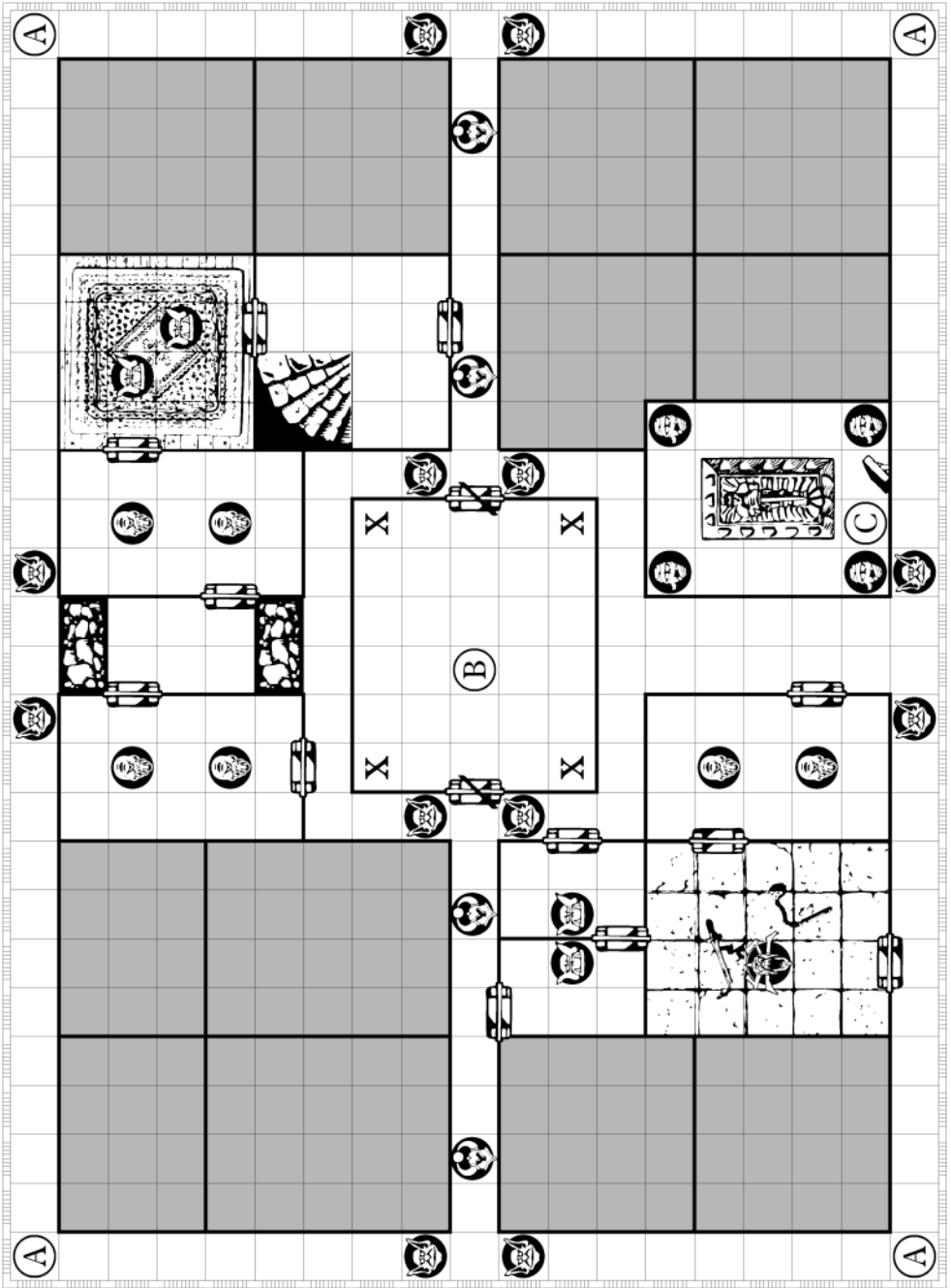
D This room is more of a cave. The floor is strewn with skulls. You realise that you can trap a Lonely Assassin in this cave if you put some of the skulls on some torches. While a Lonely Assassin is in the Cave of Skulls it may not move.

E The chest contains a time crystal. Returning this to the ship and The Doctor will allow the heroes to return home.

F Say to the players: **“The Chaos Warrior are stone statues, each a Lonely Assassin. No one knows where they came from, but they’re very nearly as old as the universe, and they have survived this long because they have the most perfect defence – the moment they are seen by any other living creature, they freeze into stone. And you can’t kill a rock. Of course, a rock can’t kill you either. But then you turn your head away, then you blink, and oh yes it can. That’s why they cover their eyes. They can’t risk looking at each other. They’re coming. The statues are coming for you. But listen, your life could depend on this. Don’t blink. Don’t even blink. Blink and you’re dead.”** The Lonely Assassins cannot be harmed or killed. They are immune to magic.







## Cloister of the Dread Mage

*Castle Dwagadum, home until recently to a Dread Mage - Wargar. Legend has it that this foul being was destroyed in combat. This did not suffice, however, for their servants may bring Wargar back to life - by means of a secret dread rite that can be performed once when the time of Tolotécoa 'Ulmóllth is upon us. that time is now! You must attempt to stop the latest reincarnation or failing that send Wargar back into oblivion.*



### NOTES

A At the start of the game place 4 zombies, one on each square marked 'A'. These zombies represent Dread Cultists they are devotees of the forces of Dread. They should make their way from the edge of the map into city's cloister and to the squares marked 'X' in the centre room. Once there, their collective incantations will bring forth Wargar. Their characteristics are: Move 7 Attack 2, Defend 2, Mind 2 and Body 1.

Each Dread Cultist can cast each of the following Dread Spells once per quest:

**Dreadlights:** This spell surrounds one hero in the spellcaster's line of sight with eerie tongues of ghostly light. All monsters roll one additional Attack die when attacking the affected hero. The spell can be broken at once or at the start of the hero's future turns by the affected hero rolling 1 red die. On the roll of a 5 or 6, the spell is broken.

**Channel Dread:** This spell may be cast on any one hero to exhaust their life force. Roll 1 red die. For each monster adjacent to the caster that can cast this spell, add 1 point to the die total. On 1, 2, or 3 = The hero resists the spell; On 4 or 5 - The hero loses 1 Body Point; and on 6+ = The hero loses 2 Body Points.

B If all the Dread Cultists in 'A' are killed before at least one of them, upon the start of the Evil Wizard's turn, is standing on an 'X' in the centre room, then tell the Heroes, "**You have thwarted the return of the Dread Mage, Wargar!**"

If a Dread Cultist is standing on a 'X' in the centre room the Evil Wizard may choose to resurrect the Dread



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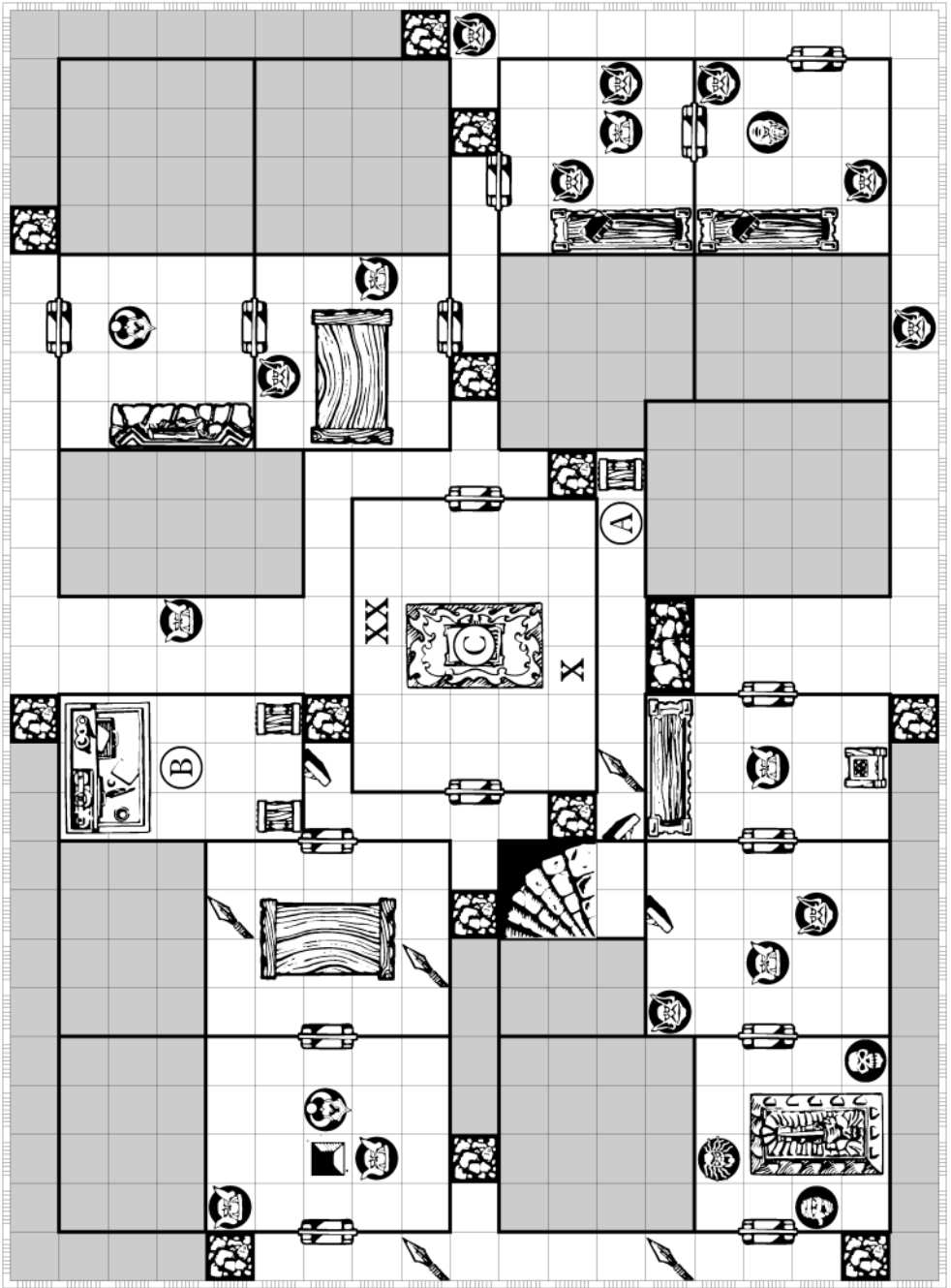
Mage Wargar. Place Wargar on the square marked 'B'. Tell the heroes: "**Wargar lives!**" Use the Chaos Sorcerer piece to represent him. His characteristics are: Move 6, Attack 2, Defend 2, Mind 6 and Body .

He knows the chaos spells: *Ball of Flame*, *Cloud of Chaos*, *Firestorm*, *Summon Greenskins*, *Terror*, and *Thunderbolt*.

For each Dread Cultist on a square marked 'X' in the centre room increase Wargar's characteristics by 2 points, each.

- C The secret panel into this room may not be discovered by the players' characters by any means that they would normally possess. It will however, open at the command of the Evil Wizard Player (at a time of his choosing or when all 4 Zombie (Cultists)) are removed from play. Each Mummy has 6 Body points, as they were once mighty warriors in Wargar's Elite.

Wandering Monster: Orc





## Geheimnisnacht

*’Tis Twilight’s Tide my friends. The dark moon, Morrslieb, and the white moon Munnslieb will both soon be full. The veil between this world and beyond will thin. Peasants from outlying villages have made their way to the citadel for protection in the Ore Kingdoms. Vast cauldrons of bloody meat are being sacrificed to appease the Great Maw. Beneath Zhusflar, ill-famed caverns are sealed tight by Runesmiths, their exits guarded by four Ironbreakers and eager Slayers. In the depths of Athel Loren, prayers are whispered in the light of the sacred Phoenix Flames. Rich and poor, young and old, all hope that the evils of Geheimnisnacht will pass over them. You, however are ordered to go to the Great Augury. Take these candles, one each, and light them when you are inside. Good luck.*



### NOTES

You should find any character sheets that belonged to Heroes who have been slain during their Questing. You will need these.

If you don't have any to hand, prior to play, you should duplicate the character sheets of the players.

A This treasure chest is an undetectable trap. When a Hero searches for treasure the corridor fills with toxic

smoke. Any player within the corridor must roll their usual movement die and flee from the corridor,

taking 2 Mind points of damage as the do so. They miss their next turn's movement. Any player that is unable to flee the corridor is under the control of the Evil Wizard Player until they roll a Black Shield on a combat die.

B This alchemist bench contains a Potion of Healing that will restore up to four lost Body points and a Spell Scroll of Physic Recovery. One of the treasure chests contains a spear trap, whilst the other contains 95 gold coins.

C Upon opening the door say to the players: **“This is the Great Augury. You must step into the room and light your candles together.”**

When all the players have entered the room say: **“The Great Augury, a sanctum of divination, enchants with its towering vaulted ceiling adorned in celestial motifs. An ethereal glow emanates from suspended crystal orbs, casting an illuminating dance upon the indigo and gold-hued chamber. At its heart lies a colossal altar, a scrying orb reflecting a kaleidoscope of patterns.**

**Surrounding it, an intricate runic circle amplifies the potency of divinations. Fragrant herbs and incense linger, as the Great Augury beckons seekers to unravel the tapestry of fate within its mystical confines. You light your candles.”**

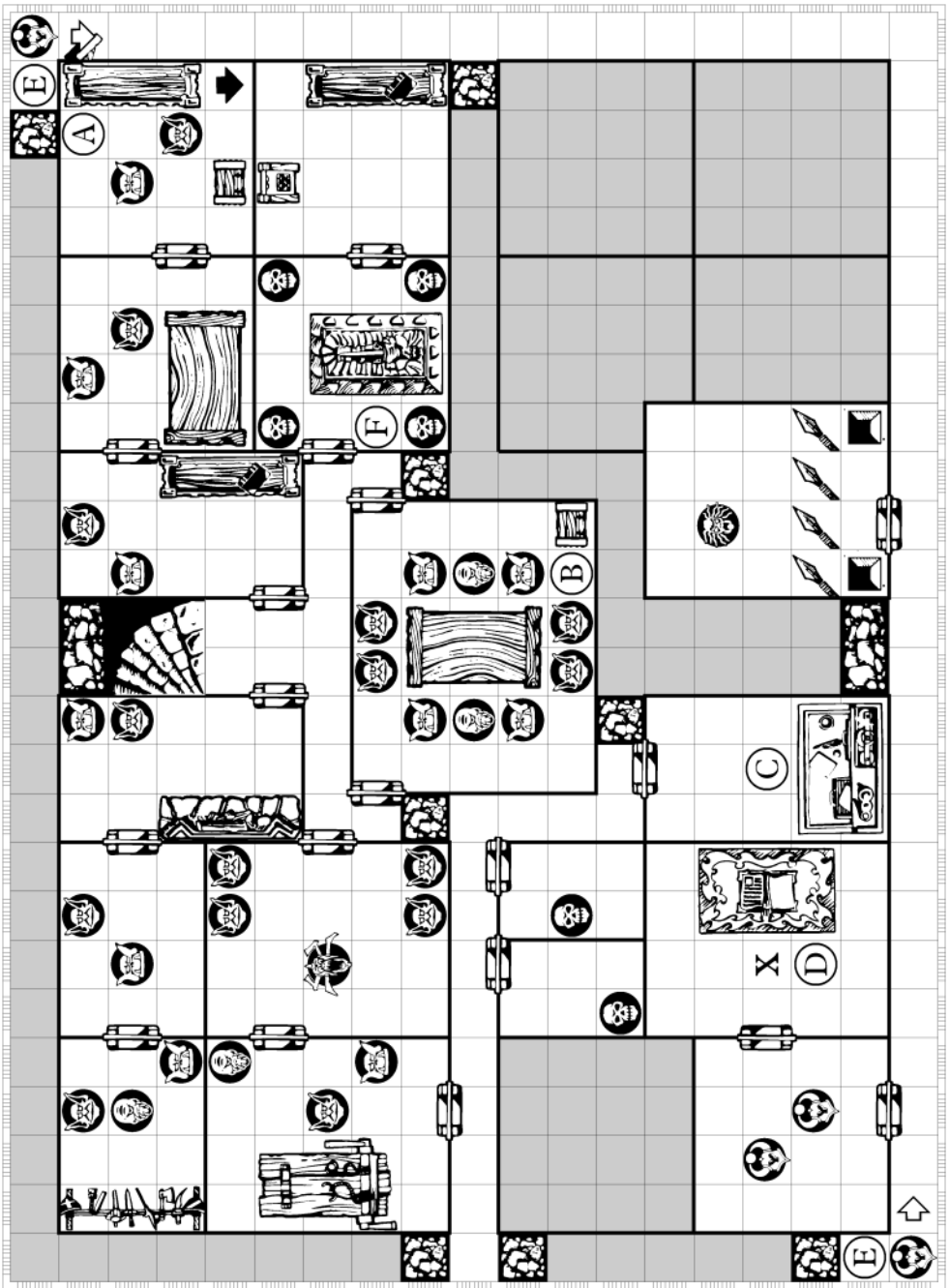
You should draw, at random, one Hero, from the available character sheets to manifest, for each of the players’

characters in the room, on their turn. Should an appropriate Hero piece be available roll a combat die, if you roll a

Black Shield they spawn (on the X or XX) as a Hero, under the players’ control, on any other roll, or if no appropriate

piece is available, they spawn as a Zombie, with their character’s characteristics. The Heroes will need to defeat them.

Wandering Monster: Chaos Warrior



## Curse of the Unseen Crypt

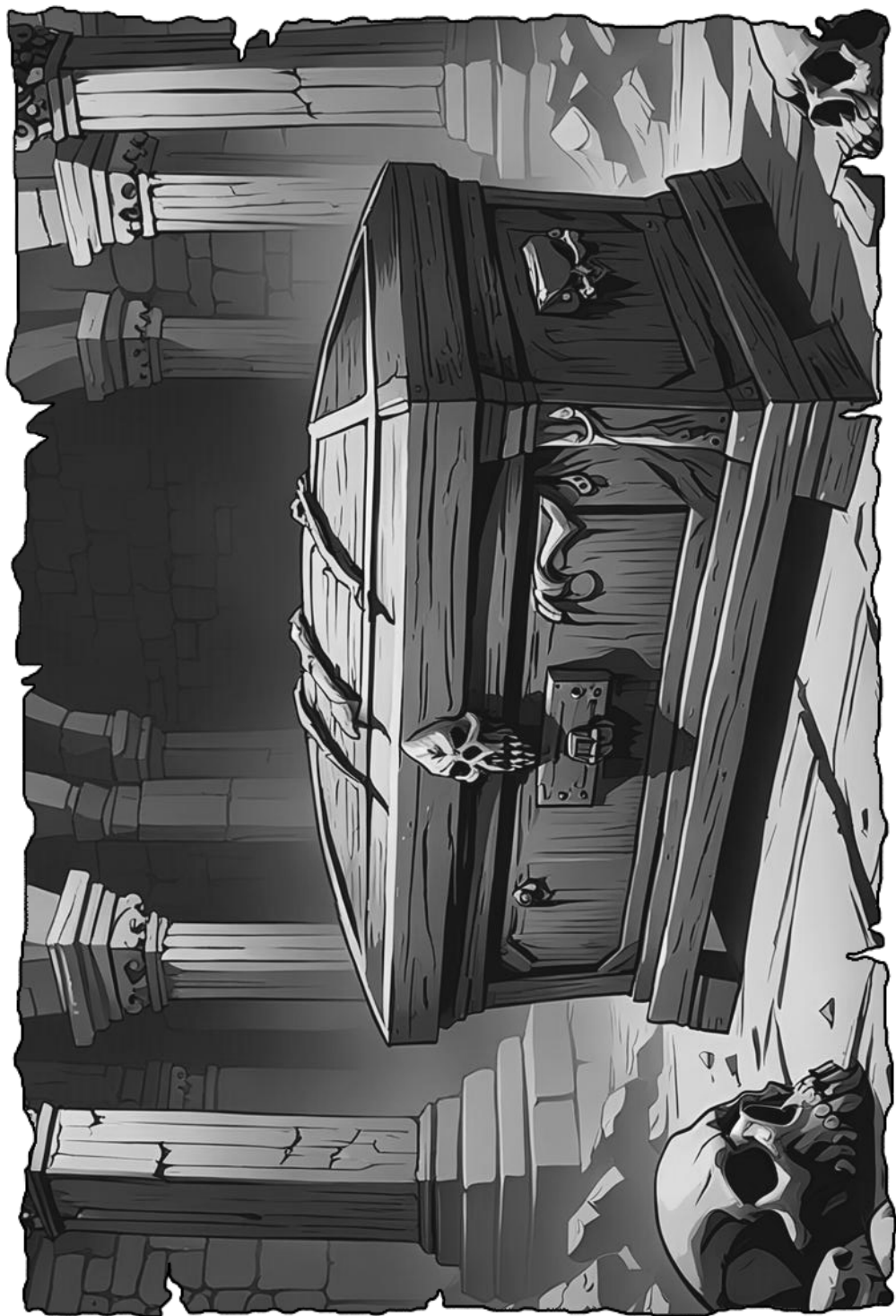
*Long ago you fought the King of the Dead, the Witch Lord, with the mighty Spirit Blade, and won. After your triumph I took his remains and, using some of the most powerful magic I know, bound those remains in a wooden casket and placed them in the heart of a long forgotten secret tomb. Recently my scouts report that the forces of Morcar may have taken an interest in the area. I fear Morcar may find the Witch Lord's remains and resurrect him - The destruction of the Witch Lord was a mighty blow to the Power of Morcar and Chaos we cannot allow the return of the Witch Lord again.*



### NOTES

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

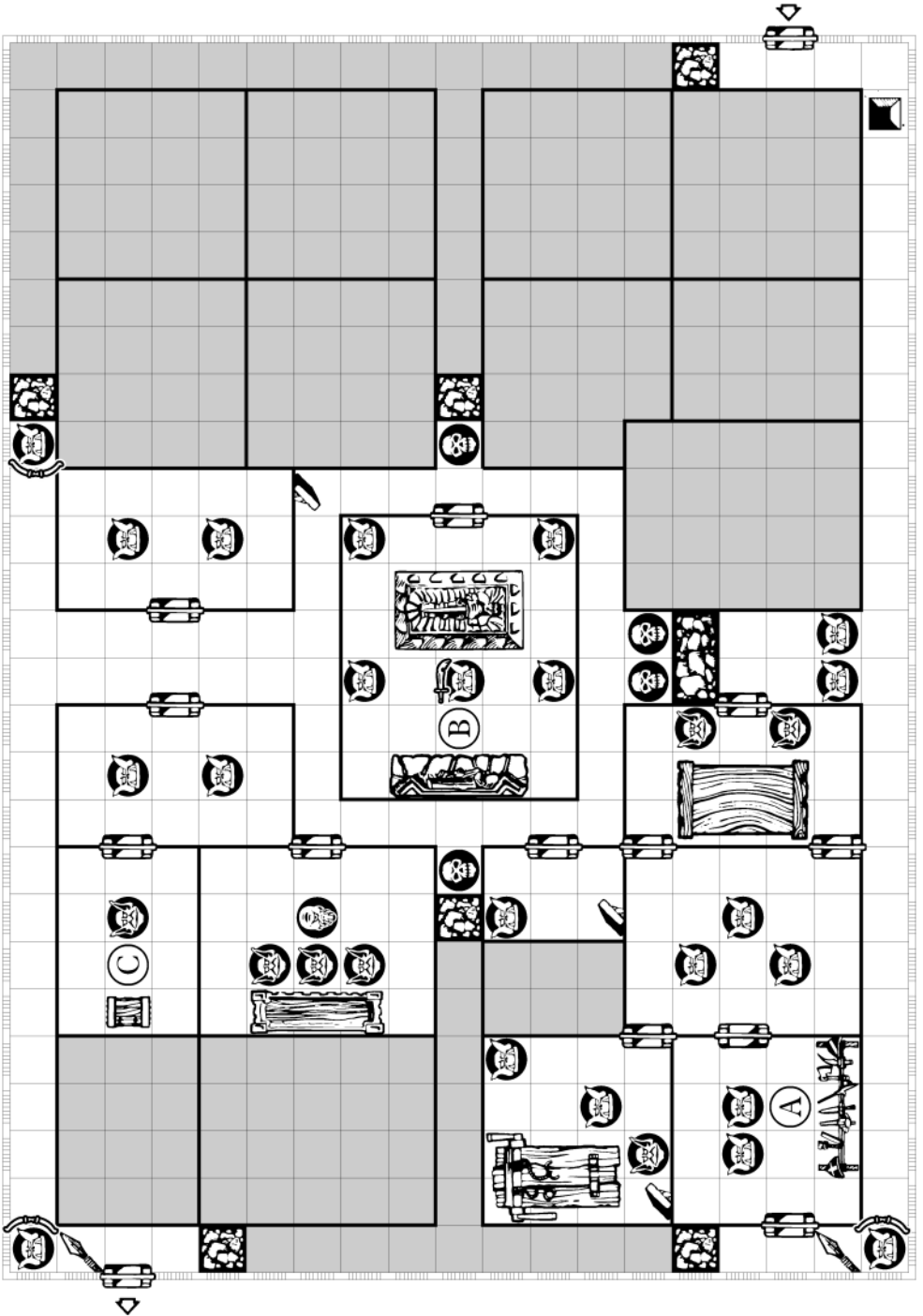
- A This is a Death Mist, a breath of Chaos which will harm all who are not evil. The Death Mist moves 6 squares on the Evil Wizard's turn and must remain in the shaded corridors. When the Death Mist passes over a Hero, they lose 1 Body Point. The Death Mist may only affect a Hero once per turn. The Death Mist cannot end its movement on an occupied square. The Death Mist can only be destroyed by a Tempest spell or the Spirit Blade.
- B The Chest is magically sealed and cannot be opened unless the hero carries a Bone Key. The chest contains something wrapped in a ragged and torn Black Banner - it is a silver-grey helmet with two horns either side, it is the Which Lords Crown. With out the power of the Crown the Witch Lord will have extraordinarily little power, ensure it is returned to the Empire. The Hero who returns it will receive 500 gold coins.
- C When a Hero first investigates this room, they will not see any of the monsters. This is a very cold and dry room. There is an unnatural darkness. While the monsters are hidden Heroes can search the room as if it were empty of monsters. If a hero is standing on a square marked with a monster on the Evil Wizard's turn you should tell Cont.



Cont.

- the player, **“You feel an icy chill, as if the cold hand of death touched you for but a moment.”** the players’ character loses a Mind point.
- D This Door is magically sealed and cannot be opened unless the players’ character carries a Bone Key (See note ‘F’).
- E The chest contains the Globus Cruciger Ossibus, the Orb of Crossed-Bones, it is a powerful artifact said to be referenced in the Book of Armaments. The Orb is filled with Holy Water, when a hero is within 2 squares of an Undead monster, they may throw Holy Water from the Orb and destroy the Monster. The Orb contains enough Holy Water to destroy 4 monsters, when empty the Orb may be refilled by a donation of 1,000 gold coins to Brother Maynard at the Monastery near the Empire’s Capital. Brother Maynard will pay handsomely for the Orb as it is a holy relic, if a Hero chooses to sell the Orb, they receive 5,000 gold coins. The Orb cannot be bought back once sold.
- F The chest is a trap, a trap that cannot be detected by searching nor can it be disarmed, any attempt to do so will trigger the trap. A howling mist escapes the chest as you open it, it is the last vestiges of the Witch Lord, which was bound in the chest by Mentor and laid to rest in this accursed place. You must return to Mentor and report the Witch Lord escape. The power of the Witch Lord raises the Undead in centre room ‘C’ place all these monsters on the board. The Chest also contains a bone carved into an elaborate key, it is one of the Witch Lord’s Bone Keys, he uses them to magically secure doors and treasures.

Wandering Monster: Zombie and Skeleton



# The Crypt of the Orc Champion

*Shozbog lives! Destroy him!*



## NOTES

Should a player have retained the map of the Crypt of the Orc Champion (from *Coronation of the Undead King—Part II*, note 'C' (*SundayQuest* Vol. 6, No.67)), then set out the rooms marked 'A', 'B', and 'C' plus any room directly connected, together with the corridors. Do NOT set out any of the Monsters on the board.

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

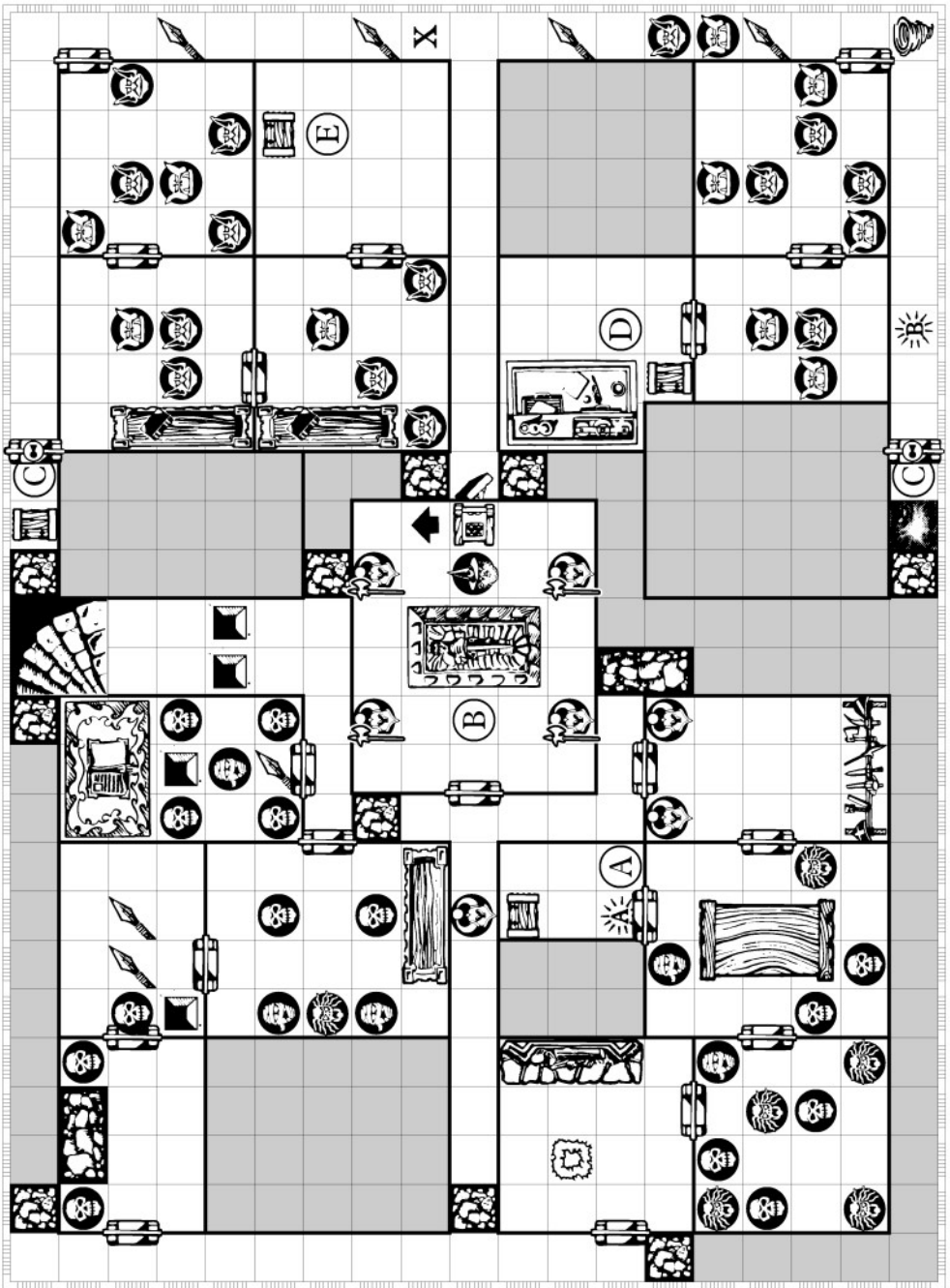
- A The weapons rack has little of any real value, upon a close inspection you find a pouch with 25 gold coins.
- B This is Shozbog, the Orc Champion, use the Orc piece with the large sword to represent him. He has the following characteristics: Move 10, Attack 4, Defend 5, Mind 4 and Body 

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 Shozbog know three Choas Spells, draw these at random from the deck before play commences. When Shozbog is defeated 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.**"  
The Orcs here are the elite Ushtar ro ul Zutaagon (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.

- C This treasure chest contains Shozbog's journal, coronation robe and a small pouch of 35 gold coins. There is little of any value in the journal, however, the player should decide if they wish to take it to give to Mentor for study. If they do, at the conclusion of the Quest, tell them: "**I have studied the Journal of Shozbog. It holds little of any real significance, save that there is mention of a planned meeting at the Greenskin Stronghold of Mount Bloodhorn in the Badlands.**"

Wandering Monster: 2 Orcs






## The Tomb of Zavrath

*Long ago Morcar sent four lieutenant sorcerers to engage the Heroes of the Empire. They were believed all slain. Loretoine reveals that the High Mage of Sarako has risen from his tomb. Zavrath has quietly been restoring himself at his mystical castle in the Tarak Mountains. The Emperor has commanded that you investigate this occurrence and remove the threat posed by the High Mage with all due rapidity. Make haste!*



### NOTES

You should familiarise yourself with the Magical Reference Chart prior to commencing this Quest.

- A This treasure chest contains a potion of magical resistance and 45 gold coins.
- B This is the Tomb of Zavrath. He knows all six of the High Mage Spells (or choose 6 Chaos Spells at random) His characteristics are: Attack 5, Defend 5, Move 5, Mind 7 and Body | | | | 

The Chaos Warriors in this room are armed with Halberds and may make an additional attack each turn with 3 combat dice. The Throne moves as indicated when the secret panel is discovered, crushing any players' character like a falling block trap.

- C (See note D below) This chest contains a Key that will open the door to the vestibule that contains the Death Mist (marked 'C').
  - The Death Mist may move up to nine spaces per turn, although it may not move over the same space more than once per turn, it inflicts 1 Mind Point of damage on any players' character it passes over. It may be destroyed with a tempest spell of use of the Spirit Blade.
  - D This chest contains a note that reads: 'Dangerous.' And a key. The key opens the door to the vestibule with the treasure chest marked 'C'.
  - E This treasure chest is empty.
- Wandering Monster: Mummy

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

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Volume 8  
Quests 85 – 96



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