

SUNDAY QUEST

ADVENTURES



A collection of quests by Giles McNeill & Peter 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 10 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.

This Quest book also includes reference to elements from the Mythic Tier of the 2021 release and expansions *Crypt of Perpetual Darkness* and *Rise of the Dread Moon*, although these elements can be readily substituted for original game system elements.

Evil Wizard Players are reminded that with so many homespun additions to the base game it is impossible to foresee the consequence of every possible adaption to HeroQuest's original rules and those provided in the addenda of the four original expansion packs. You should use your own judgement to resolve issues.

Clarification of the Rules

In order to improve play a number of minor revisions have been made to the established Rules of Play and addenda contained within the expansion packs to resolve a number of anomalies.

Passing Items

On the whole, a Hero can pass Potions, Treasure card items, or any other small, light items in their inventory to another Hero when the 2 Heroes are in adjacent squares and neither Hero is adjacent to a monster, and not within twice the movement range of any monster. This is a free action and allows both players involved to take an action during their turn. These items may also be passed between players through a chain of Heroes and/or Men-at-Arms. However, for larger items such as Quest Treasures, Equipment or other significant items these may be passed but the Heroes are unable to move away from each other until both have expended an action and at no time during the passing of the item does a monster come within twice it's movement range. These items should not be passed through a chain of Heroes and Men-at-Arms. On occasion this may require some discretion from the Evil Wizard Player to determine the appropriateness of passing an item.

Mind Points

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

Hurricane Traps

Once a character passes the spot marked 'X', a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap. The 'X' indicating the direction of travel from the symbol.



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. 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 10*.

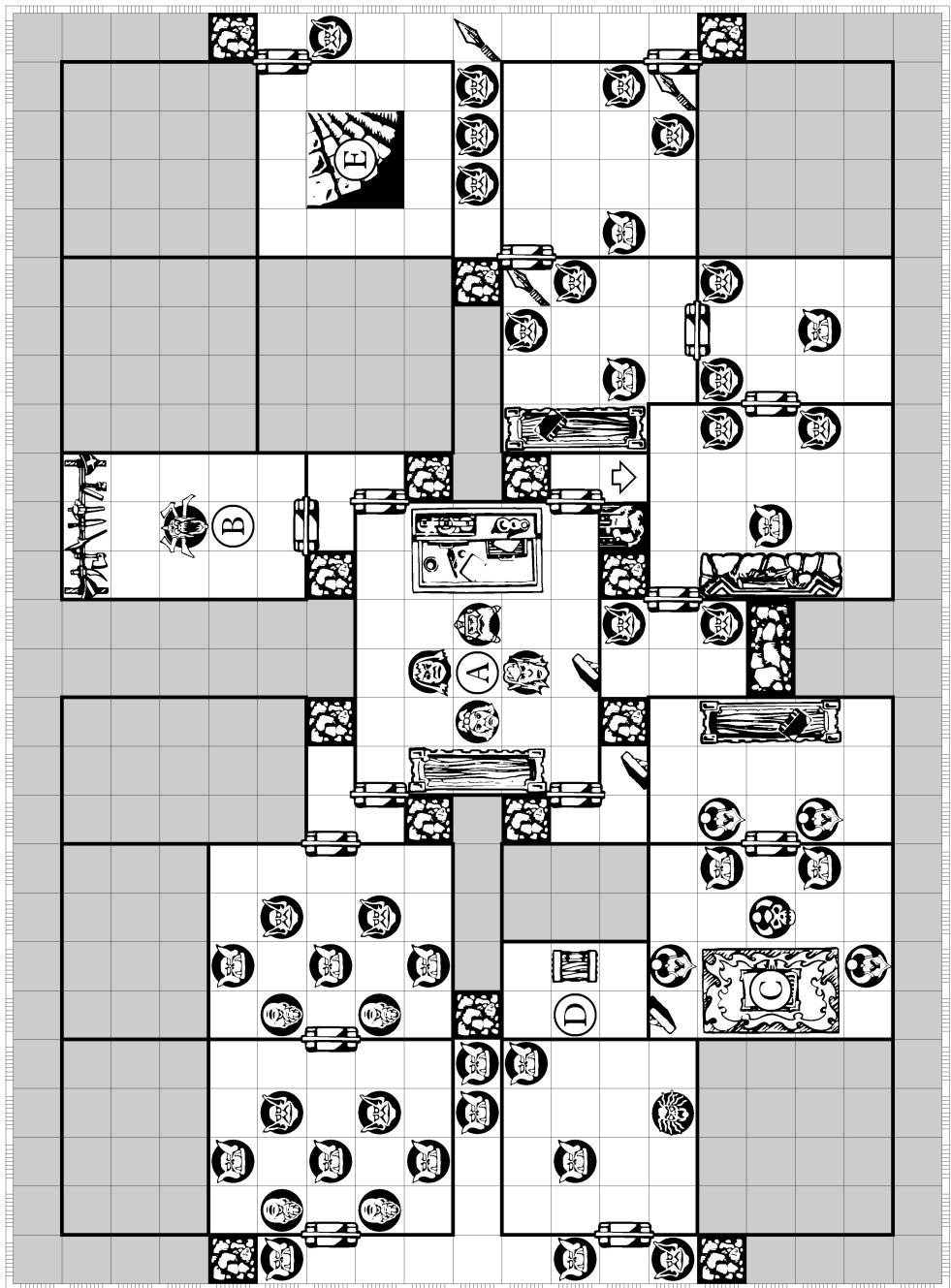
| Quest | No. | Title | Compatibility | Additional Items |
|--------------|------------|---|----------------------|--|
| | 109 | The Alchemist's Riddle | • | |
| | 110 | The Ophidian Nexus [❖] | • | Entry/Exit Doors |
| | 111 | The Sanguine Secret | • | |
| | 112 | The Fiery Forge of Dragon's Breath | • | Dwarven Forge tile |
| | 113 | Dread Cult of the Obsidian Spire | • | ❖ Cultists from <i>Rise of the Dread Moon</i> |
| | 114 | The Solstice and the Prince* | • | ❖ Various tiles & monsters |
| | 115 | The Moonlit Passage | • | Entry/Exit Doors |
| | 116 | The Warlock's Labyrinth | • | Stone Door |
| | 117 | Tundra of Frostfall | • | Various tiles & monsters |
| | 118 | Lair of the Water Mage | • | Hurricane Traps |
| | 119 | Remains of the Crystal Serpent [❖] | • | ❖ Dragon from <i>Crypt of Perpetual Darkness</i> |
| | 120 | Ancient Ruins of Söll Temple | • | Various tiles & monsters |

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. A '*' or '❖' indicates part of the 'Stormrider'/'Song of the Serpent' Questlines.

Key

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

❖ = Indicates use of a 2021 Release expansion element

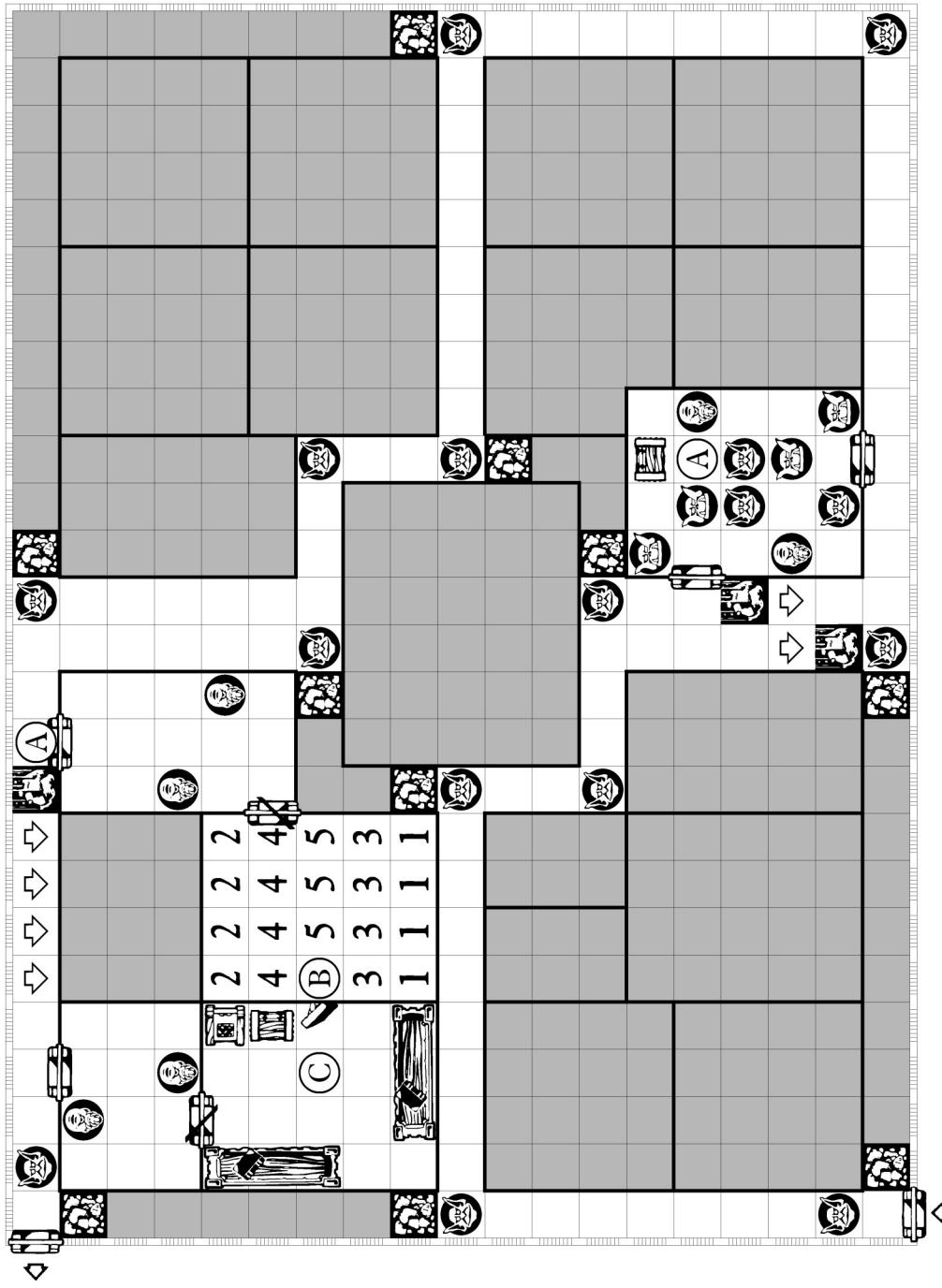


The Alchemist's Riddle

Last night you visited 'Ye Olde Inn and supped on the finest ales and ate of the best food that Alteldorf has to offer. As you were sharing a moment of respite with your fellow Heroes an elderly man in a long grey cloak approached you in the tavern and bumped into a member of your party and sent a flagon of fine mead flying. This caused a commotion. The stranger fled as a fight broke out. You and your comrades gave chase through the winding streets of the capitol. You caught up with the spry old man who had unwittingly turned into a dead-end alley. Your quarry caught you suddenly lost consciousness. Discovering yourselves in the room you now find yourselves in. You must escape.

NOTES

- A If a Hero searches the alchemist's bench, and has more than 3 Mind points, they find a cryptic parchment, say: "You are able to read the parchment: *'Unlock the hidden, or forever be confined. The Alchemist's wrath awaits those who remain blind.'*"
- B This goyle will explode when killed inflicting 3 Body points of damage on anyone in the room at that time, they may defend in the normal way. There is nothing of value on the weapon's rack.
- C This is the Chaos Sorcerer, known as The Alchemist. He knows 6 Chaos Spells (draw these at random from the deck at the beginning of the Quest). His characteristics are: Attack 4, Defend 6, Move 8, Mind 8, Body 6
- D This treasure chest contains 100 gold coins.
- E This is the exit to the Quest. The Quest is successfully completed when all Heroes have exited via this stairway.



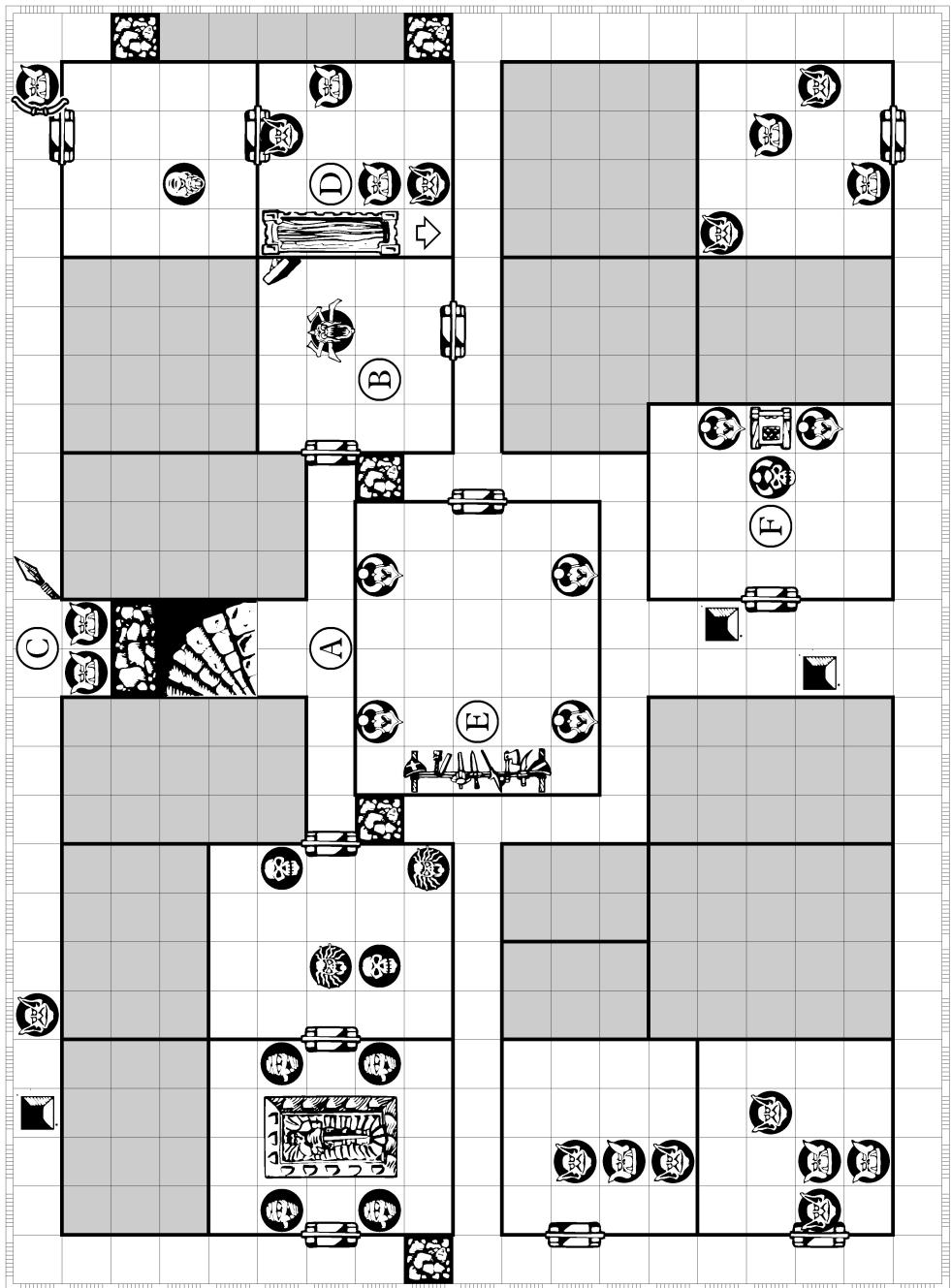
The Ophidian Nexus

Sign and portents are aligning pointing towards the Ophidian Nexus. Legend tells of a Crystal Serpent, veiled in ancient enchantments, who guards the secrets foretelling imminent doom. Assemble a fellowship of stalwart heroes to embark on a perilous quest. Journey into the heart of the Nexus, where the luminous serpent awaits, its crystalline form pulsating with arcane energy. To avert catastrophe, decipher the cryptic runes that shroud its purpose and retrieve the coveted Serpent's Eye. The fate of the realm hinges on your ability to unravel the prophecy and secure the Serpent's Eye. The first step towards salvation awaits those courageous enough to enter the Ophidian Nexus.

NOTES

This Quest has two doors that are already open (connecting to the rooms marked 'B' and 'C') when placed on the board, place the contents of these rooms on the board when they are discovered.

- A The chest contains a Crystal Key that has an intricate serpent design carved on it. The Door is locked and cannot be opened, except by using the Crystal Key. The Key is difficult to turn, the Hero with the Crystal Key can try to open the door by rolling a red die scoring less than their number of Mind points.
- B When a players' character opens this door tell them the roof is collapsing. On your turn roll a red die and place falling blocks on the squares 1, then 2, then 3, and so on up to 5. Any Hero caught under a falling block should be treated as if a falling block trap has fallen on them.
- C This is the Library of the Ungtoo'R on the shelves are many books and scrolls that have knowledge of the Ophidian Nexus, these should be taken to Mentor for study. In the treasure chest is the Serpent's Eye.



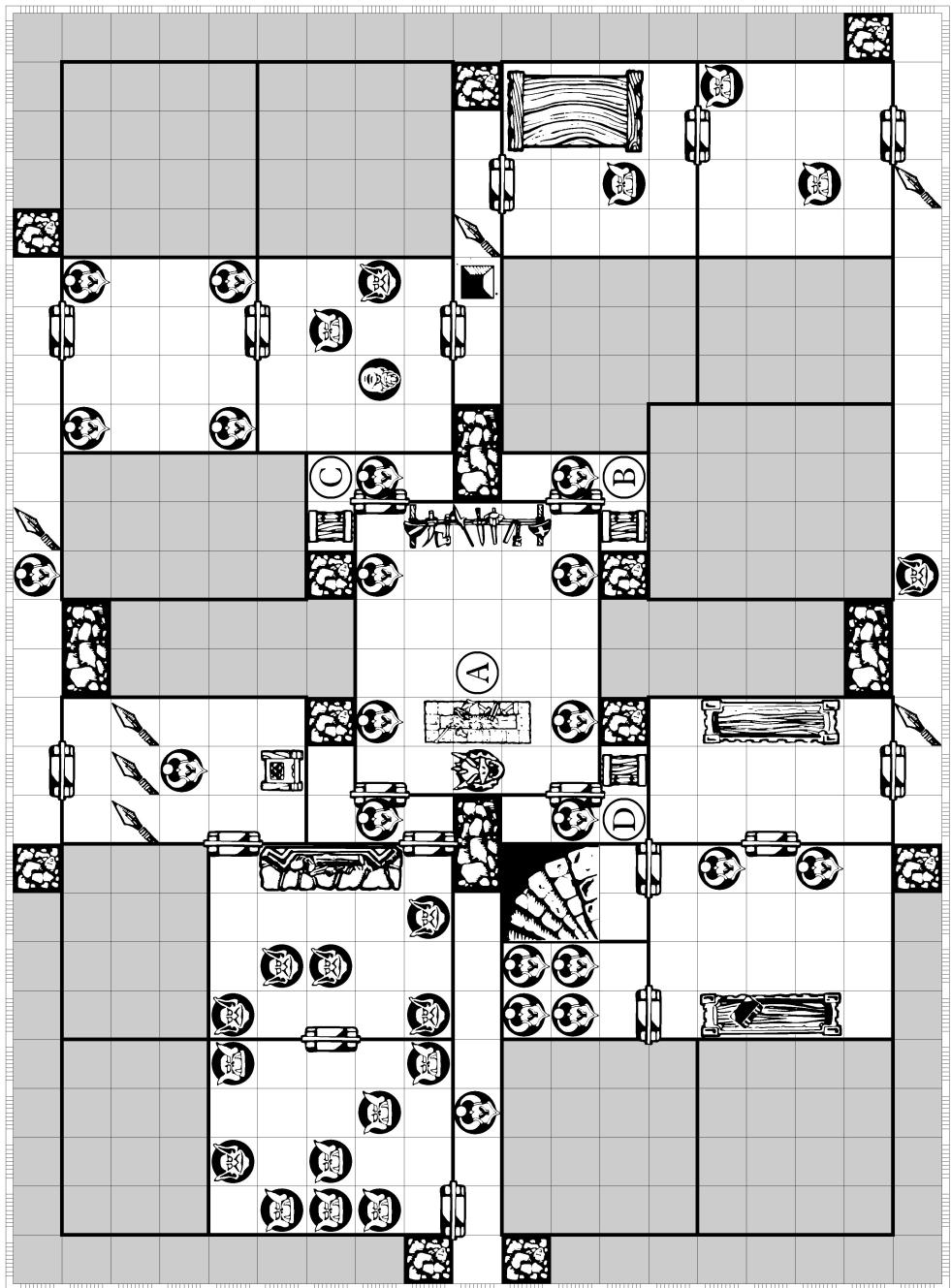
The Sanguine Secret

'Behold, the Crimson Bastion, lair of the foul Chaos Sorcerer, Morax the Red. You have proven yourselves as worthy Heroes of the Empire, but now is the time to test your reputation, will you succeed in defeating the agent of Chaos that lies within these towering walls? Good luck!



NOTES

- A When all players' characters have passed through either of the two doors in this corridor the stairway tile should be removed from the board. Say to the players: "*You become aware that your passage into this place has vanished behind you. Your only hope of escape from this dungeon rests on rediscovering the stairway that will allow you to exit this foul place.*"
- B This gargoyle appears to be a statue, he is immune to all attacks, spell potions and any other item the Heroes may possess until he is activated, upon both doors to the room being opened, when he will act as a normal gargoyle. The secret panel in this room can only be discovered by searching the room marked 'D'.
- C These two Orcs are part of Morax's Elite, they have +2 to the normal stats for an Orc. The Orc with the longbow may make a ranged attack with 3 combat dice.
- D If searched for secret panels the cupboard moves, as indicated by the arrow, to reveal the secret panel. Any player on the space marked with the arrow should be treated as if a falling block trap had fallen on them.
- E The Chaos Warriors in this room are part of Morax's Elite, they have +3 to the normal states for a Chaos Warrior. The Weapons rack contains a ornate dagger with a large ruby on the hilt. A Hero who searches for treasure may note it on there character sheet, using it in the same way as a dagger from the equipment deck. It is worth 500 gold coins.
- F This is Morax the Red, a Chaos Sorcerer. He has the following characteristics: Attack 5, Defend 5, Move 10, Mind 5, Body [] [] []. He has six Chaos Spells, choose these at random from the deck at the beginning of the Quest. If killed the stairway tile (see 'A') is returned to the board and the players' characters may use it to exit the dungeon.



The Fiery Forge of Dragon's Breath

Heroes! It is good to see you. You will doubtlessly have heard the tales of the Forge of Dragon's Breath, a dwarven forge spoken of with awe and reverence by the dwarves and respect by all others. It was here that some of the most impeccably crafted armour and weapons were made in the old times. Believed to have been lost when the karaks of the World Edge Mountains fell to greenskins I have received reports that a plume of smoke has risen above the ruins. You are to investigate and ensure that the forge is not in enemy hands!



NOTES

- A This room contains the Forge of Dragon's Breath, a dwarven forge. It is stood over by a large dragon, Vrexnor. He knows the Chaos Spells: Dread, Fear, Command, Firestorm, and Ball of Flame, His characteristics are Move 9, Attack 6, Defend 6, Mind 5, and Body

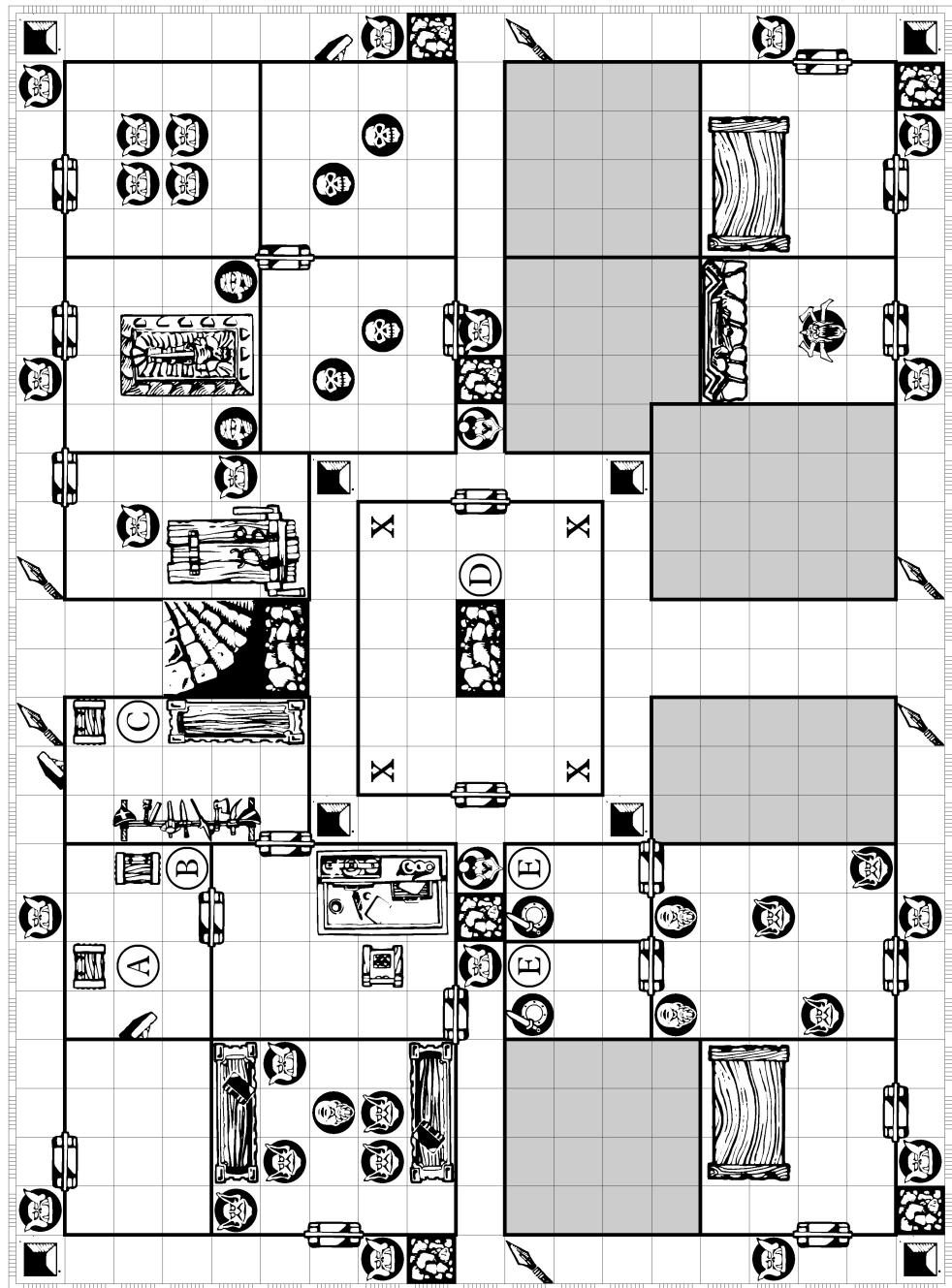
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- B This chest contains the dragon's horde of 1,200 gold coins.
- C This chest is a trap and will fill the entire dungeon with a choking black mystical smoke. The effect will last for three turns, on the first turn all players' characters lose 3 Body points, the second turn 2 Body Points and third, and final turn 1 Body point. There is no defence. The smoke also reduces movement to 1 movement die.
- D This chest is a trap. A dart flies from the chest causing 2 Body points of damage. If the trap is set off (not if it is disarmed) then a secret panel, into the room with the stairway, appears on the tile marked 'D'.

RARE MONSTER: Dragon

This icon represents a Dragon. A Dragon was not part of the original release of HeroQuest and was only included in the re-release for mythic tier backers. If you don't have a suitable piece for the Dragon, use a Gargoyle instead.





Dread Cult of the Obsidian Spire

Loretome reveals a Dread Cult assembling at the Obsidian Spire, deep within the long-abandoned citadel of Aphisguard. Once a mighty stronghold, Aphisguard now lies in ruins, shrouded in mist and shadow. The Obsidian Spire, a towering black edifice at the citadel's heart, is believed to have fallen from the stars in ages past. The cultists aim to tap into its cosmic power through profane rites, seeking to unleash a force that will engulf the realm in darkness. You must stop them before they awaken an ancient evil beyond our ability to counter.

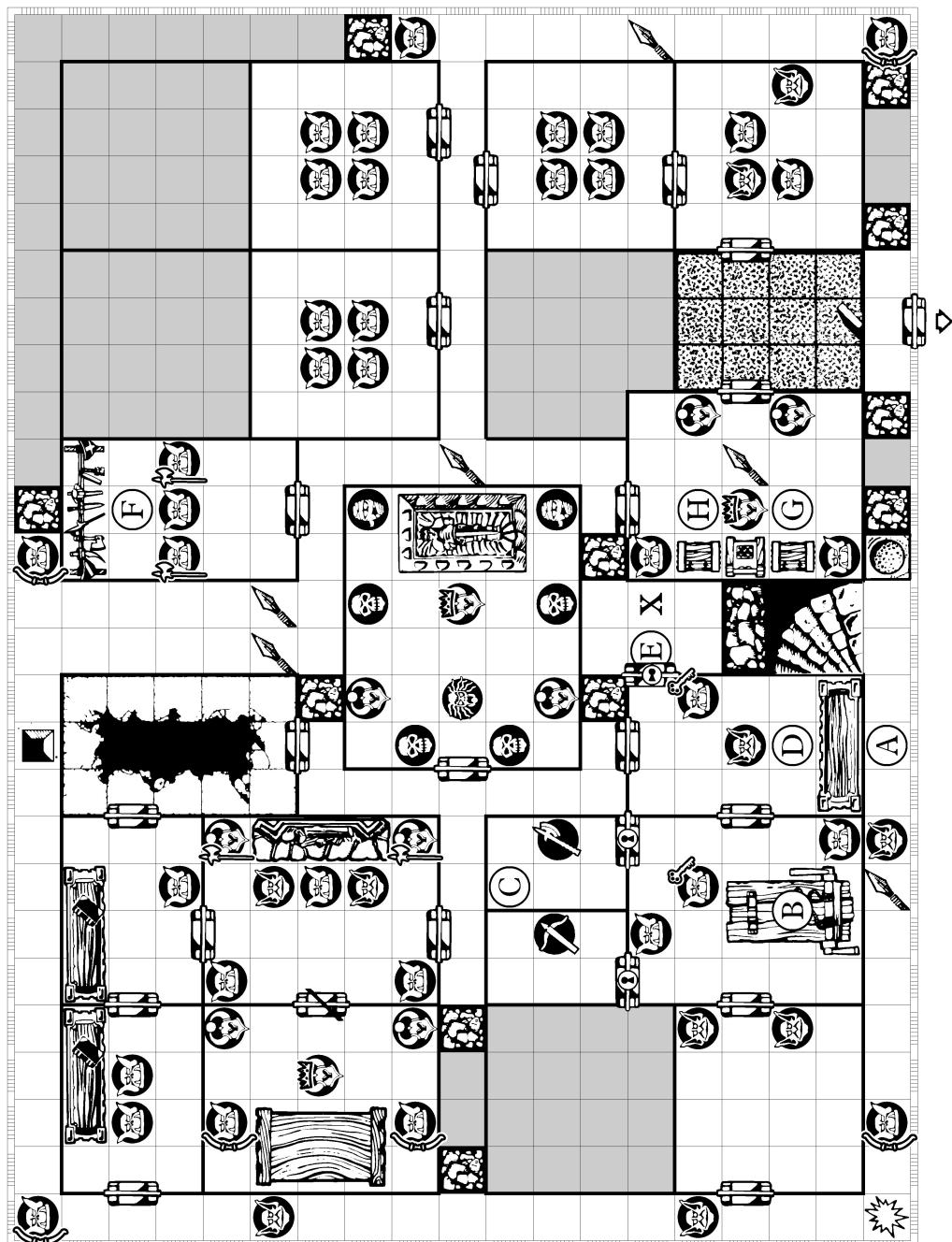


NOTES

- A This chest contains a spear, take the appropriate card from the equipment deck.
- B This chest contains a potion of speed.
- C This chest contain 150 gold coins.
- D The double block tile represents the base of the Obsidian Spire, its surface is smooth and dark, reflecting no light, and it hums with a low, malevolent energy. The Dread Cultists (marked 'X'), are performing their profane rites.
A Dread Cultist has the following characteristics: Attack 2, Defend 2, Move 7, Mind 2, Body 1.
Each Dread Cultist may cast the Spell 'Channel Dread' once.

Channel Dread: This spell may be cast on any one hero to exhaust their lifeforce. Roll 1 red die. For each monster adjacent to the caster that can cast this spell, add 1 point to the die total. One a 1, 2, or 3 = The Hero resists the spell. On 4 or 5 = the Hero loses 1 Body point. On 6+ = the Hero loses 2 Body points.

- E These Scouts have been imprisoned by the forces of Dread within Aphisguard. Each is grateful for their liberation, and will join the Hero who found them. If a suitable piece is not available then the Man-at-Arms has been corrupted by Dread and has become a Zombie.
Wandering Monster: Chaos Warrior



The Solstice and the Prince

The Solstice approaches, you have this once chance to rescue Prince Alarion from the icy stronghold of Frugelholm, for the fate of the prince will decide the fate of the Old World. Your journey will be perilous, there will be many trials, the restless spirits of the tri-crowned souls grow ever stronger as the solstice approaches. You must find and return with the Prince with great haste, for if the solstice occurs we are doomed.



NOTES

This Quest should only be played if 'The Unclaimed Throne' (Vol. 9, No. 105) has been successfully completed.

This Quest must be completed within 48 rounds, otherwise the Solstice has taken place and is automatically failed.

Monsters indicated to have a Longbow may make a ranged attack with 3 combat dice, whilst those with a Halberd may make a second, additional attack diagonally with 3 combat die. The Orcs marked with a Key have the keys to open the locked doors that are connected to the room in which the Orc is indicated to be in on the map. A Hero may find the key to a locked door if they search for treasure.

The tri-crowned souls are the forgotten kings of old. They are bound to Chaos by ancient magics. They may only be harmed by attack with the Spirit Blade.

- A When the last of the players' characters passes the square marked 'A' a large round boulder falls from the ceiling. Only place the boulder token on the appropriate space once activated. Roll 1 die to determine how far the boulder moves on the Evil Wizard Player's turn. If a player is in the path of the boulder roll 5 combat dice to determine the damage taken by the player's character. The boulders movement concludes, for that turn, if it makes a collision. When the boulder reaches the end of the corridor, marked with a star, the boulder smashes into rubble and forms a blockage.

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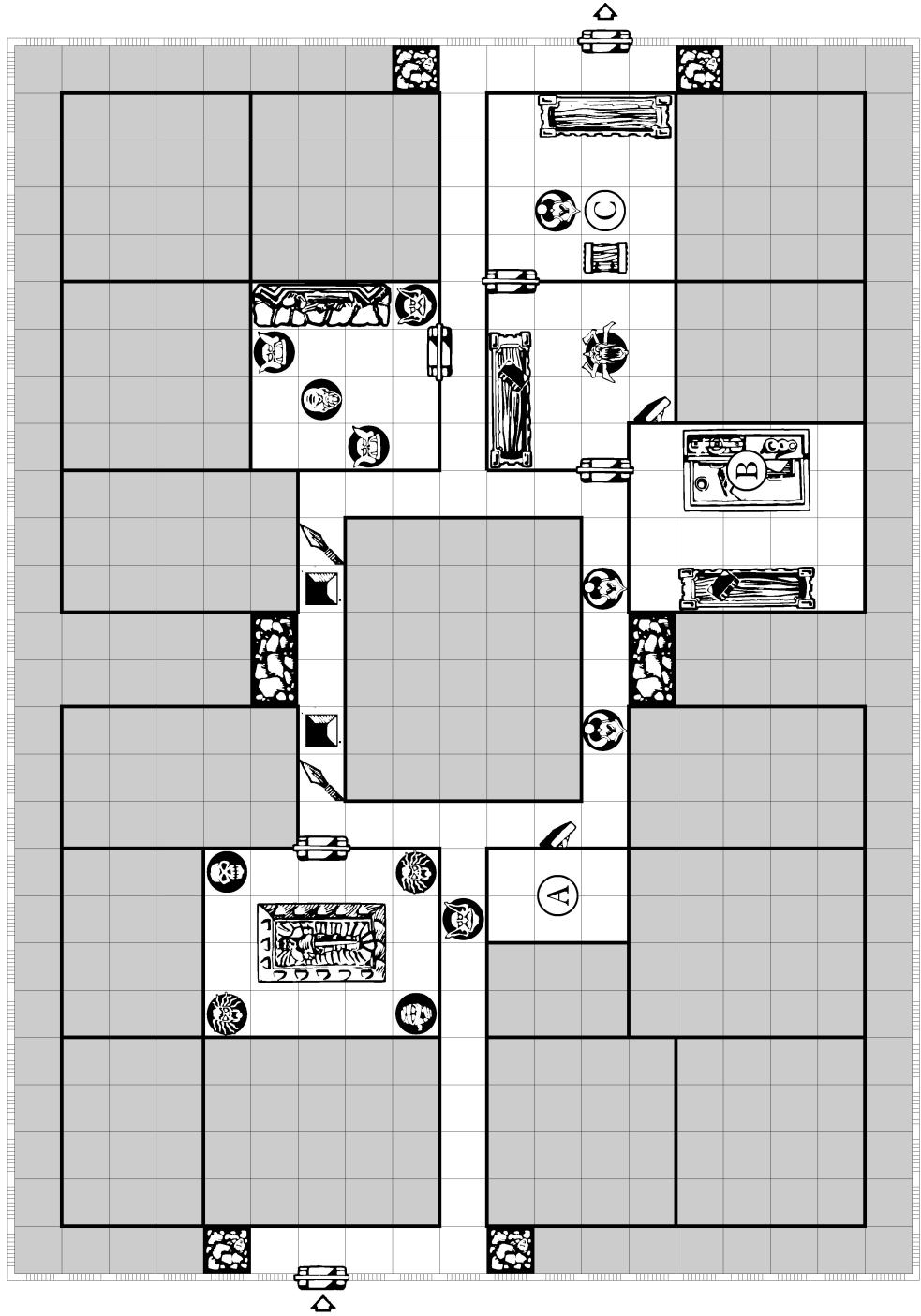


Cont.

- B If a Hero searches this room (for traps, secret panels or treasure) and has 3 or more mind points ask them to roll a dice. If the roll a number lower than their number of mind points you should say to them: “*As you conduct your search you notice upon the rack a small piece of torn fabric, it is of no common order, you suspect that Prince Alarion has been tortured in this filthy chamber.*”

Cont...

- C Any Hero who opens one of these cell doors may add to his retinue the appropriate Man-at-Arms. If no appropriate piece exists then they have been turned to chaos and become a Zombie.
- D This cupboard contains a number of items of equipment: A short sword, a shield and a Quest Treasure: Prince Alarion’s Mantle. Alarion’s Mantle is a cloak of protection that provides the wearer one additional combat die in defence. It also may be used once to ‘Pass through rock’ (in the same way as the spell). However, in so doing the cloak loses its power and is rendered useless, and must be discarded.
- E This is Prince Alarion. His characteristics are: Move x2 dice, Attack 1, Defend 1, Mind 4, Body . If a player has found the equipment in ‘D’ they may wish to return the items to their owner. The player who finds Prince Alarion should take control of the character and play him to the end of the Quest.
- F The weapons rack contains nothing, unless the Spirit Blade is in not amongst the Heroes’ armaments, in which case it hangs resplendent on the weapons rack for a Hero to take.
- G This chest is a trap. If triggered a foul-smelling brown smoke fills the room afflicting 1 Body point of damage before it dissipates.
- H This chest contains 250 gold coins and a stone tablet. Say to the players: “*You find a weighty bag of gold coin and a stone tablet, despite your best efforts you can not understand that which is written on it, you hope Mentor may be of assistance in reading the text chiselled into the stone.*”
- This Quest is successfully complete if the three Chaos Warriors, marked with Crowns, are defeated, Prince Alarion escapes the dungeon and 48 rounds have not elapsed. If 48 rounds elapse before the Quest is completed it is failed and the Old World will face a new terrible cataclysm.



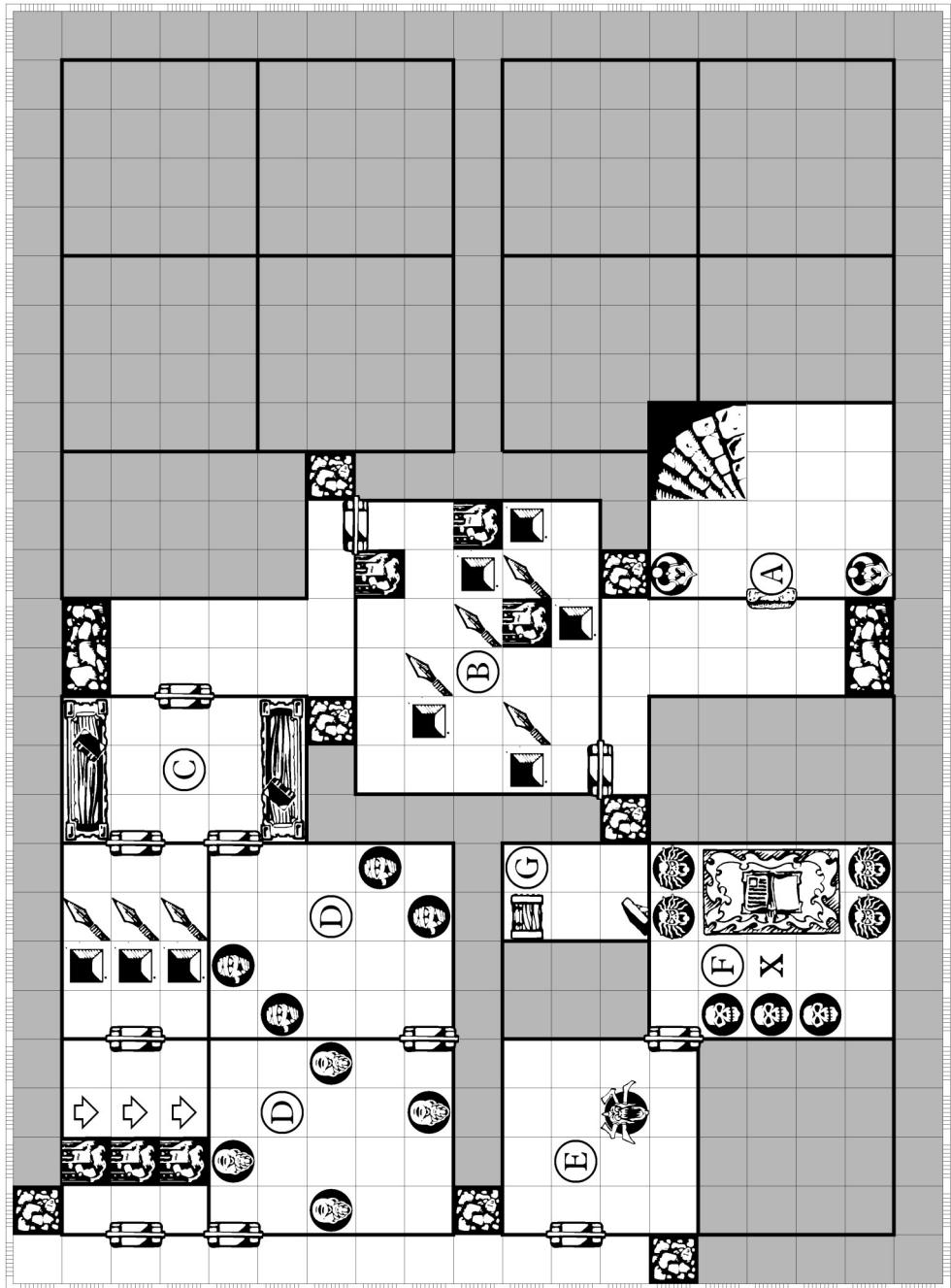
The Moonlit Passage

The ancient elven Moonstone has been stolen, and the Empire's fate depends on its retrieval. Under the full moon's light, you and your companions must traverse a hidden, perilous passage to recover the artifact before its power is used against you. Chaos has twisted the path, and ancient sentinels guard the way, growing stronger with every moment. Traps and illusions await, set to deceive and ensnare. Time is running out—the moonlight that reveals the path is fading. Heroes, you must act swiftly. Recover the Moonstone, or the Empire will fall into darkness. The moonlight wanes with each passing moment.

NOTES



- A This room appears empty. (See note 'B')
- B On this Alchemist's Bench a Hero may find a mysterious purple potion. If taken they will lose 1 Body point per round until they have in their possession the Moonstone. Which they are now able to find if they search for treasure in the room marked 'A'.
- C This Chaos Warrior is enchanted and on each turn he survives will add 1 to each of his stats (Movement, Attack, Defence, Mind and Body points) whilst there is a players' character within this room. He may not leave the room, for his is bound to protect the chest.
If a Hero searches the chest they find a note which reads: "*Fools! You will never find the Moonstone, it is far too well hidden!*"



The Warlock's Labyrinth

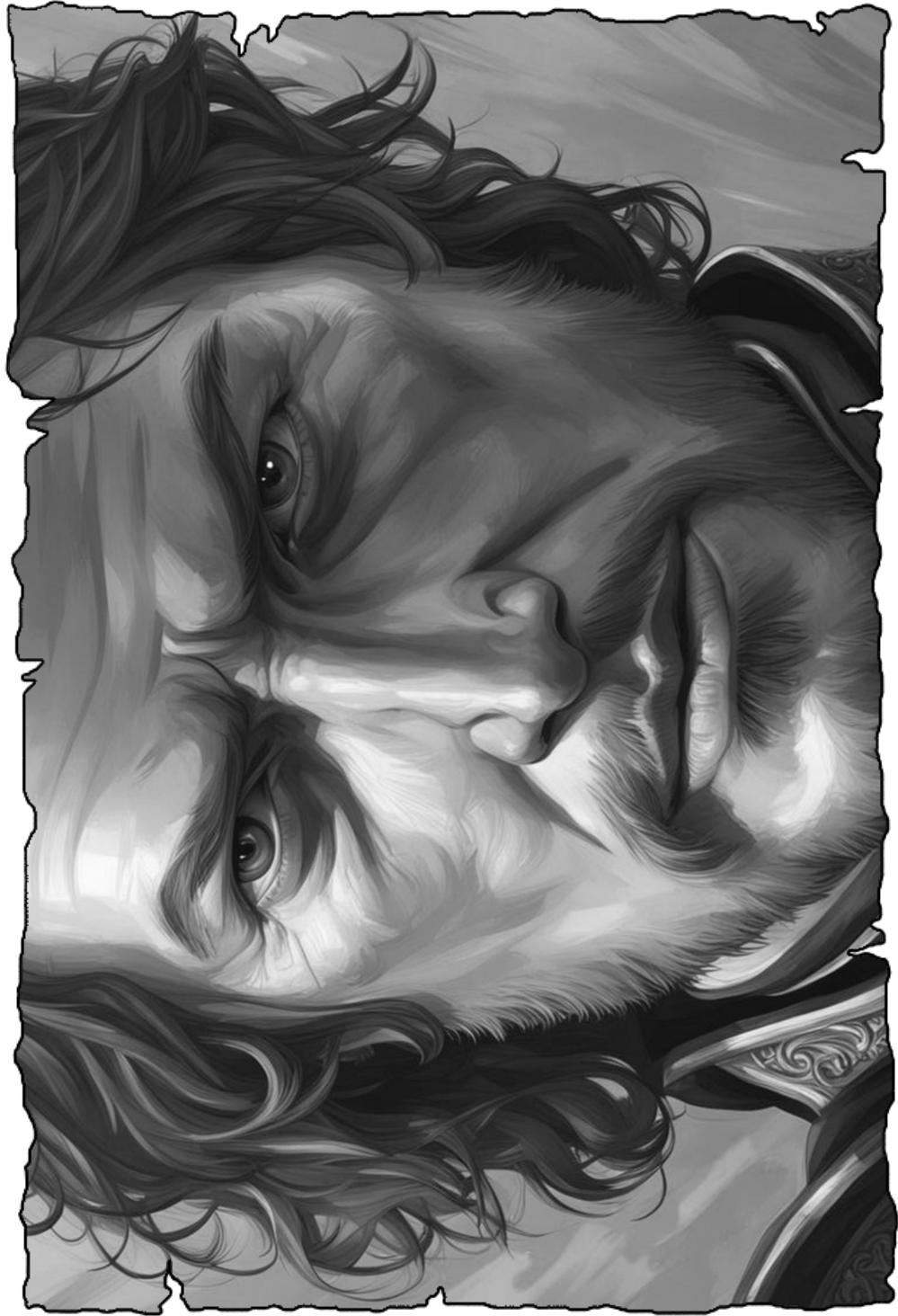
In the heart of a mountain, the malevolent Warlock Mordred has constructed a labyrinth filled with deadly traps and enchanted guardians. Mordred seeks to harness the power of an ancient artifact, the Amulet of Eternal Night, rumoured to grant its wielder unparalleled magical abilities. If Mordred succeeds, the realm will be plunged into everlasting darkness.



NOTES

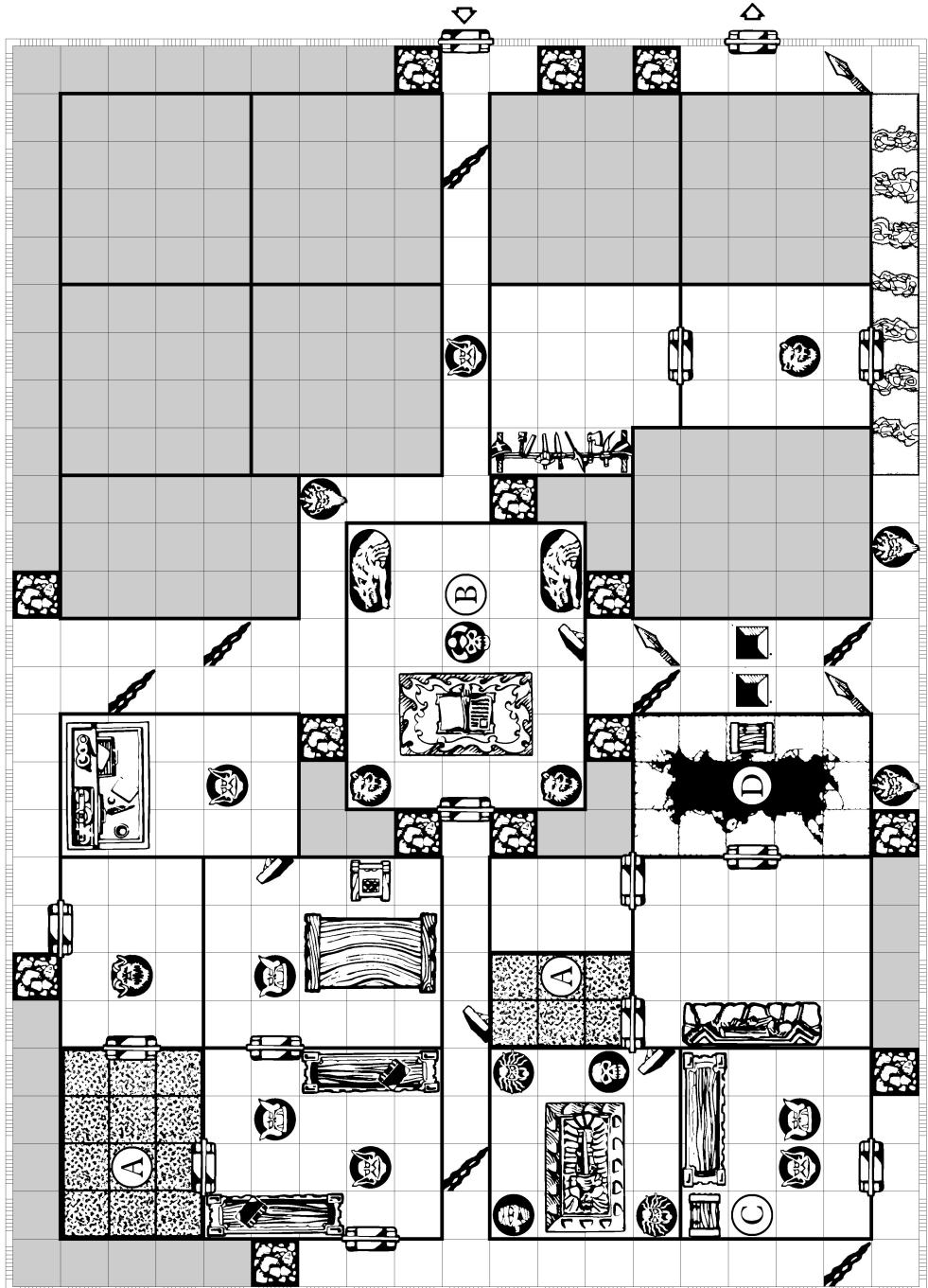
- A This stone door is the entrance to the Labyrinth, inscribed with magical runes. Brute force will not open it as it has been enchanted. The Chaos Warriors are stone statues and guard the entrance. A Hero must roll two dice and roll equal or less than their number of mind points, if they succeed the door opens otherwise the Chaos Warriors immediately come to life and attack.
- B This room has been filled with traps by the Warlock, they are exceptionally hard to find. When a Hero searches for traps in this room tell them only how many undiscovered trap are in the 8 squares around the tile they are currently on.
- C This is the Warlock's Library it is filled with magical tomes and scrolls. It is guarded by a ghostly librarian (represented by the Death Mist tile), place it on the square marked 'C'. Each Hero must answer one of the following questions correctly or lose mind points equal to the number on the roll of a die.
- ♀: What is your name? A: See what they have written on their character sheet.
 - ♀: What is your quest? A: To seek the Amulet of Eternal Night.
 - ♀: What is your favourite colour? A: Any true answer is acceptable.
 - ♀: What is the airspeed velocity of an unladen swallow? A: 20.1mph or 32.4kph or 29.5fps or 9ms-1.
- If the Hero asks the Librarian "African or European?" the Librarian says, "*I don't know that!*" and immediately screams and disappears.

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Cont.

- D These Monsters are illusions and cannot attack or defend, as they do not exist. Heroes can move through the squares occupied by them, but on the roll of a Black Shield (❸) lose a mind point.
 - E This Gargoyle has been enchanted by the Warlock and has +2 on all his statistics.
 - F This is Mordred's Sanctum. Mordred the Warlock has the following characteristics: Attack 4, Defence 8, Move 8, Mind 8 and Body  8.
 - G He know all the Chaos (Dread) Spells.
- Mordred's Sanctum contains the Amulet of Eternal Night on the sorcerer's table, when a Hero searches for treasure they find the Amulet it must be returned to Mentor or destroyed. Each turn a player has the Amulet they lose 1 Mind Point.
The amulet may be destroyed by rolling 3 or more skulls against it in attack, otherwise it is undamaged.
- G This treasure chest is empty.



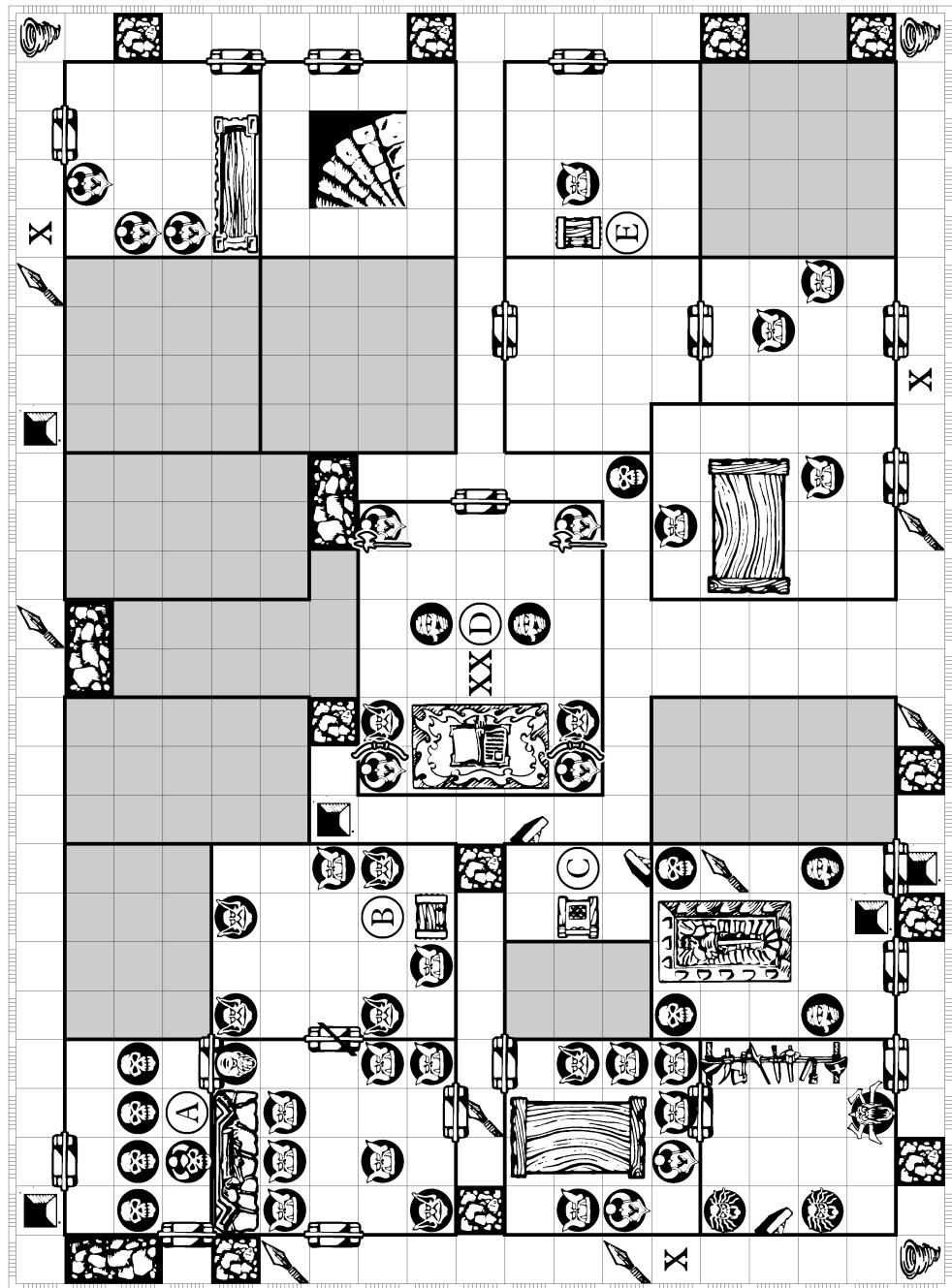
Tundra of Frostfall

In the frozen expanse of Norsca, where the tundra is as unforgiving as the icy winds, a Chaos Sorcerer has arisen. From his bastion, he supports marauding warbands, leading brutal raids against the local barbarian tribes. His chaos magic leaving villages in ruins and the people in despair. Desperate to protect their homeland, the tribal chieftains have called upon the Emperor to send his famed heroes. You must confront the sorcerer, and put an end to his sinister plans. The journey will be perilous, the cold relentless, and the enemy fierce. But the survival of the tribes depends on those who face this threat.

NOTES

- A These rooms are Ice Vaults, which drain heat from players' characters. For each turn a player's character enters or remains in these rooms, the player rolls 1 combat die. He loses 1 Body point if he rolls a Skull. Monsters are not affected by the heat-draining properties of these rooms.
- B This is Kaldreth, a Chaos Sorcerer. His characteristics are: Attack 5, Defend 5, Move 5, Mind 5 and Body [] [] [] [] []. He knows the following Chaos Spells: *Chill*, *Command*, *Fear*, *Ice Storm*, *Lightning Bolt*, *Mind Freeze*, and *Soothe*. Kaldreth may attempt to escape through the secret panel, heading towards the exit door, if he chooses to do so you should set out the contents of the gameboard as his makes his escape.
- C This chest contains a Potion of Healing that will restore up to 3 lost Body points and 2 lost Mind points.
- D The edge of this room is an Icy Ledge with a seemingly bottomless crevasse in the centre of the room. When a players' character enters this room he must roll 1 combat die. They are safe if they roll anything other than a Black Shield. If a Black Shield is rolled they begin slipping into the crevasse, suffering 1 Body point of damage. They then immediately roll a further combat die, if another Black Shield is rolled they fall into the crevasse and are lost. Otherwise they return to the ledge. At the start of any turn in which a players' character is in this room they must roll to see if they slip into the crevasse. Should a players' character be stood adjacent to the treasure chest in this room they may search it and will discover that it contains any available Quest Treasure (Artifact), 2 potions of healing that will restore a players' character to their maximum number of Body points, and 125 gold coins.

Wandering Monster: Giant Wolf



Lair of the Water Mage

The Blue Face Orcs on the Black Peninsula have been noted as undertaking raids at the same time as natural disasters, such as floods and storms. The storm-lashed coast of the Black Gulf is under siege. Lorecome reveals that a sorcerer, Thalor, a Water Mage, has allied himself with Chaos. One of the Emperor's Wizards discovered, much to his cost, that no Water magic can harm him. You have been chosen to confront Thalor in his stronghold, on the coast of the Lagoon of Tears. The Lair is a labyrinth of treacherous passages and chambers filled with traps. The Emperor offers 150 gold coins each for the capture of Thalor. Steel your resolve, Heroes. Confront the Water Mage and bring him to the Empire.

NOTES

Any player who has use of spells may not choose the Water spells for the Quest.

- A This is Thalor, a Chaos Sorcerer. He has the following characteristics: Attack 3, Defend 5, Move 8, Mind 7 and Body

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. He has 6 Water Spells: Veil of Mist, Water of Healing, Sleep, Escape, Flash Flood, and Thunderstorm (see pages 28 and 29, overleaf). In this room Thalor has a Wand of Recall with him and may cast a second spell. It is recommended that on the first Evil Wizard Player's turn after he is encountered by the Heroes Thalor uses the Escape spell as his second spell.
- B This chest is a trap. If searched without being disarmed a damp fog will spew forth from the chest filling the room, all players characters take 2 Body points of damage.
- C Under this throne a Hero may find a large diamond hidden in a compartment below the seat, it is worth 200 gold coins.
- D When the first player opens the door to this room say: “*This is Thalor’s Conjrium. The room from which his most powerful magics are performed. It is a cavernous chamber with water cascading down granite walls, there are echoes of persistent dripping and upon the sorcerer’s table you see a book of spells resting on a perpetual bubbling fountain of water.*” Thalor no longer has his Wand of Recall. He has however recovered any lost Body or Mind points.

- E The Chaos Warriors with longbows may make a ranged attack with 3 combat dice, whilst the Chaos Warriors with halberds may make an additional, diagonal attack on their turn with 3 combat dice.
- F This chest contains Thalor’s Wand of Recall. If no player has the Wand of Recall they may take the appropriate card from the Quest Treasure (Artifact) deck. If a player does have it already then it falls to dust in their hand.

Escape



The spellcaster may use this spell to move instantly to the square marked 'XX' on the gameboard.

Sleep



This spell puts a player's character into a deep sleep so they cannot move, attack or defend themselves. The spell can be broken at once or on a future turn by the player's character rolling one red die for each of their Mind points. If a 6 is rolled, the spell is broken.

Flash Flood



All players' characters in the same room as the spellcaster are washed out of the room into the nearest corridor, where they miss their next turn. This spell may only be cast in a room. Monsters are unaffected.

Water Spell



Water Spell

Thunderstorm



All players' characters in the same room as the spellcaster are washed out of the room into the nearest corridor, where they miss their next turn. This spell may only be cast in a room. Monsters are unaffected.

Veil of Mist



This spell may be cast on any one Monster, including the spellcaster.

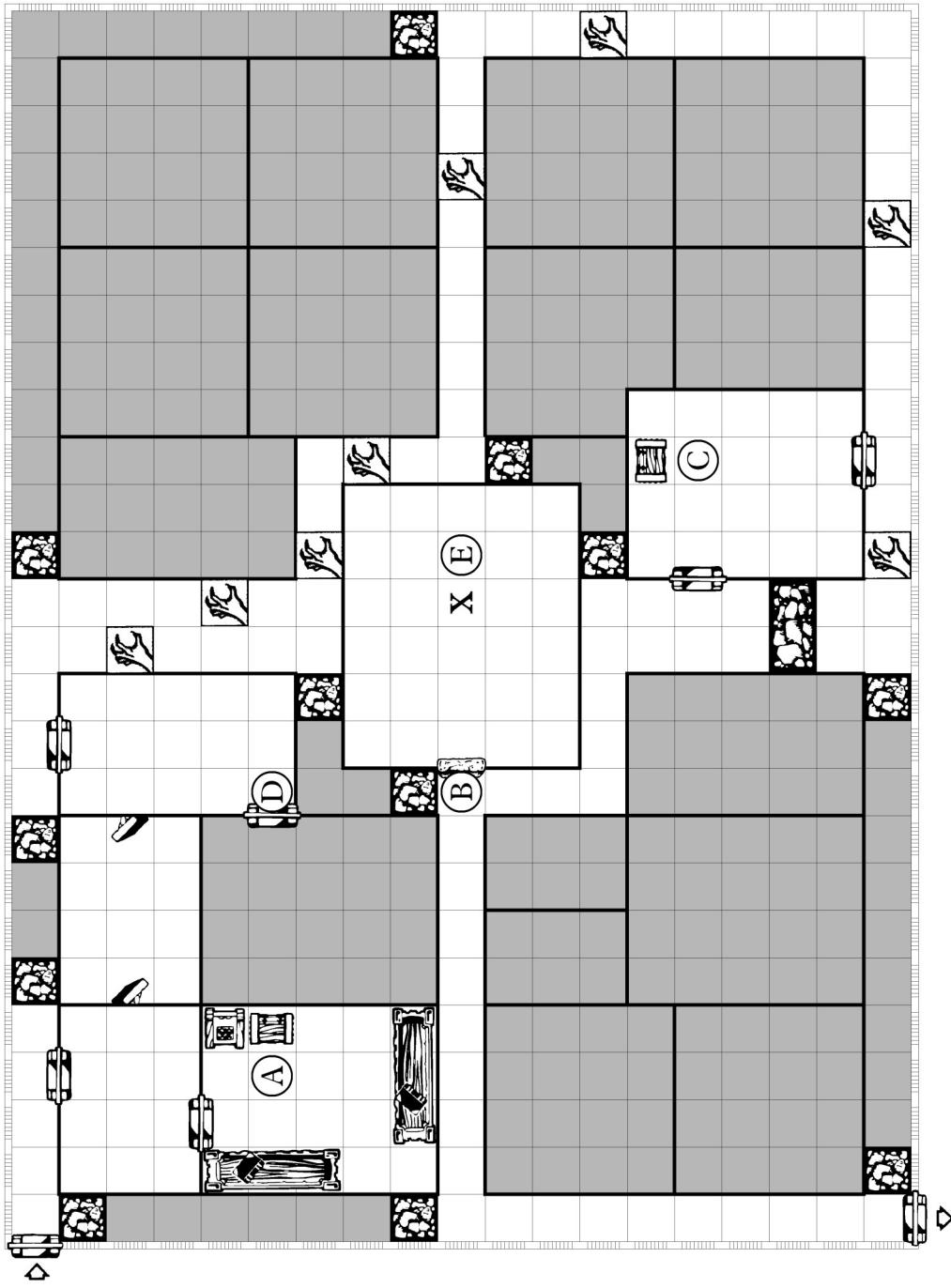
On that Hero's next turn, he may move unseen through spaces that are occupied by the players' characters.

Water of Healing



This spell may be cast on any one Monster, or the spellcaster.

Contact with this revitalizing water will restore up to four lost Body points, but may not give a Monster (or the spellcaster) more than their starting number of Body points.



Shattered Remains of the Crystal Serpent

Recently you recovered from the Library of the 'Ungtoo' R the Serpent's Eye and several books and scrolls while searching to find the Ophidian Nexus. I have studies the books and scrolls carefully and have found that you were so close to the Ophidian Nexus that you must return to find and destroy the Cristal Serpent.



NOTES

This Quest should only be played if 'The Ophidian Nexus' (Vol. 10, No. 110) has been successfully completed.

- A This is the Library of the Ungtoo'R, the shelves are empty. The treasure chest conceals a rat when a Hero searches for treasure place the rat in an empty square adjacent to the Treasure Chest. On the Evil Wizards turn move the rat 12 squares toward the exit doorway. The rat can move through occupied square and closed secret panels and doors. There is no need to lay out rooms as the Rat moves.

B Do not place this Stone Door on the board until a Hero searches for Secret Panels in either corridor, once revealed the Stone Door can only be opened on the roll of two skulls on combat dice equal to The Hero's starting attack dice.

C he chest is empty. But on closer inspection you see a piece of paper in the lid written on it is a short message - “*Morcear, where's my gold? Zargon.*”

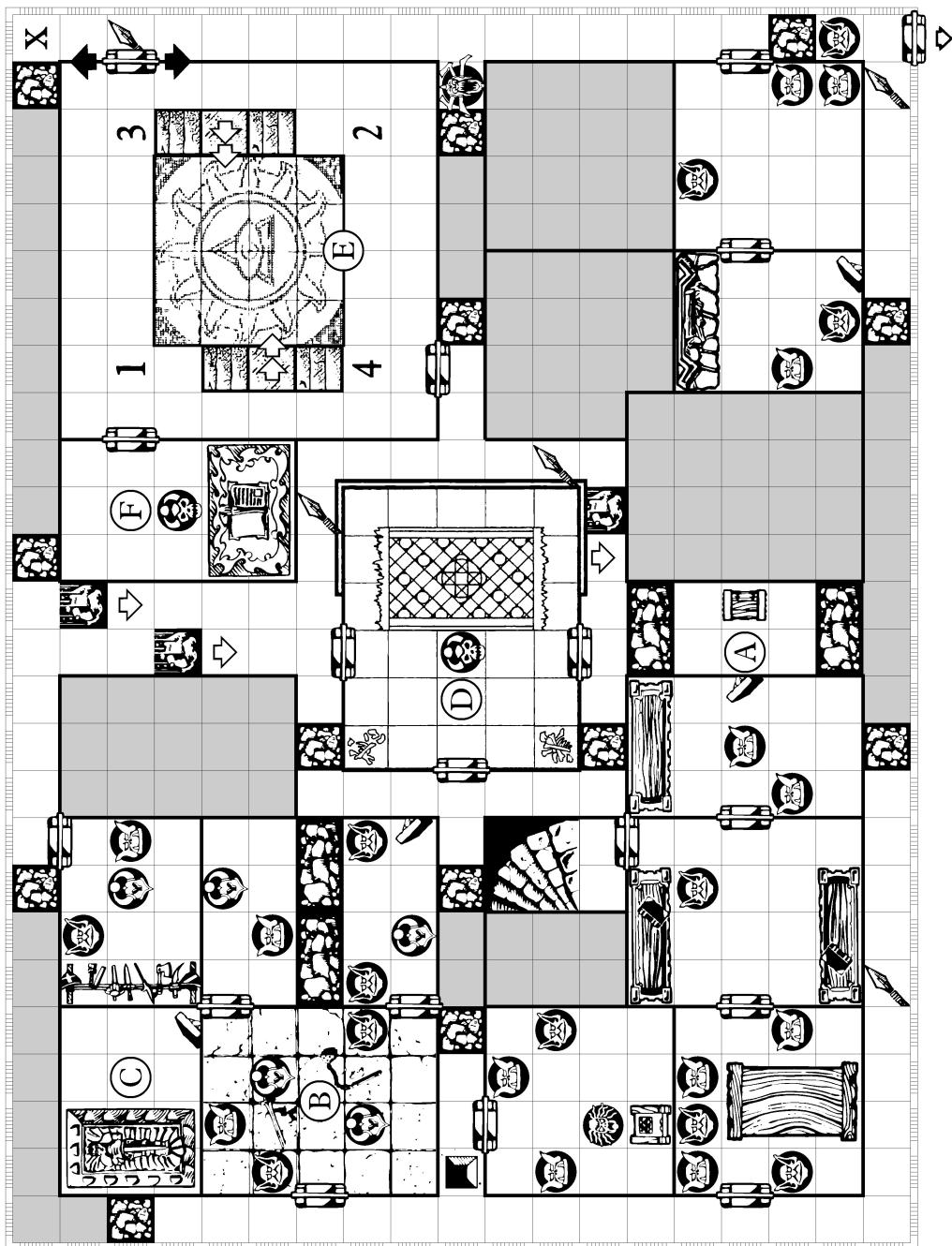
D When a player asks to open this door tell them that some great weight behind the door is preventing the door from opening, any effort to open this door fails.

E This is the Crystal Serpent, use a Dragon miniature (or Gargoyle) to represent him. His characteristics are: Attack 6, Defend 10, Move 2 Mind 8, and Body

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. Should the Heroes kill the Crystal Serpent tell them: “*The serpent's crystalline, pulsating form dims, there is a piezoic sound as once malleable crystal crystallises before it shatters spraying the room with razor sharp obsidian shards!*” All Heroes in the room and line of sight must immediately defend against an attack of six combat dice.

F Wandering Monster: Roll a red die to determine: 1 Fimir, 2 Orc, 3 Goblin, 4 Skeleton, 5 Zombie and 6 Mummy.



Ancient Ruins of Söll Temple

My heroes, you are needed now more than ever. No one else can undertake this crucial task. Scouts report that the ancient ruins of Söll Temple have fallen to the forces of Chaos. Loretome reveals little of their intent—whether they seek to enslave the temple's guardian, free the trapped sorcerer Azrak from his from his perpetuity in his Chamber of Solitude, or perform a dark ritual. The lone scout who returned confirmed they are led by the Chaos Sorcerer Malakar. You must cleanse the temple, but proceed with caution.



NOTES

- A This chest contains two potions, the first a Potion of Battle and the second a Potion of Battle Rage.
- B The Chaos Warriors in this room have been sparring, honing their battle skills. They have the ability to open any door to this room, and may choose to open either or both of the two doors in order to summon reinforcements, this, like the ability of the players' characters is a free action. They may continue their movement and attack in the normal way.
- C This tomb is an undetectable trap. When a hero searches the room say: “*A cold wind sweeps through the room, and the lid of the tomb breaks open slightly.*” The Hero must immediately roll a combat die.
On the roll of a Skull (💀), say: “*The ancient, desiccated form of the Temple of Söll's last priest - a mummy wrapped in sun-bleached bandages — rises from within, the Guardian of the Temple.*” Place a Mummy on any available square, which should immediately move and attack.
If a White Shield (🛡) is rolled undertake the action for rolling the Skull, and add “*A chill runs down your spine as you realise that the temple is now filled with a cursed aura that weakens those within.*” All players’ characters in the dungeon suffer a temporary penalty of -1 combat die to their attack rolls and defence rolls until the Guardian of the Temple is defeated.

If a Black Shield (⚔) is rolled undertake the actions for rolling both a Skull and a White Shield and add:

Cont...

Cont.

“But for you, your stomach turns over, you vomit and you realise that you have fallen victim of the Priest’s Curse.” The Hero that searched the tomb has their maximum number of Body points reduced by 2 and their other characteristics reduced by 1.

Guardian of the Temple: This Mummy is resistant to normal attacks (unless the Hero wields the Spirit Blade, which will inflict damage), spells may also cause him damage. He has two additional Body points to that of an ordinary Mummy.

Cursed Aura: This will only persist until the Guardian of the Temple is defeated.

Priest’s Curse: This will persist until such time as the inflicted Hero bathes in the Light of Söll on the Sun Eye Alter (see Note ‘E’).

THE CHAPEL OF SOLKAN

D The Chaos Sorcerer in this room will only appear to the players on the Evil Wizard Players’ turn.

When the Heroes open this room say: “*This is the Chapel of Söllkan. As you step into this long-abandoned chamber, once a sacred place dedicated to Söllkan. The air is thick with the scent of decay, sunlight streams in through the collapsed ceiling. At the far end of the room hangs a large, ornate mirror, its surface still catches the rays of the sun. This mirror once channelled the divine light of Söll, but now it reflects only the desolation of the ruined temple. Near the entrance are two piles of brittle bones, remnants of those who met their end within this forsaken sanctuary. In each corner, the bones are heaped unnaturally high, as if something had gathered them there. A tattered, dust-covered carpet lies before the mirror, its faded patterns barely visible, as though the power of the sun has bleached them away long ago.*”

On the Evil Wizard Players’ turn say: “*Beams of sunlight, reflected by the mirror, align, hitting a number of gemstones in the walls of the chapel. You realise a Chaos Sorcerer is manifesting!*” Place the Chaos Sorcerer on the game board.

This is Malakar, a Chaos Sorcerer. He knows the following spells: *Blazing Spear, Solar Flare, Radiant Shield, Mirage, Solar Infusion, and Wrath of Noon* (see pages 38 and 39, for these spells).

His characteristics are: Attack 6, Defend 6, Move 6, Mind 6, and Body

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On each of the Evil Wizard Player’s turns, whilst Malakar remains on the board (and on the turn after he is removed), you should roll 1 combat die. One the roll of a Skull (Skull icon) you may manifest two Skeletons, one on each pile of bones. On the roll of a White Shield (White Shield icon) you may manifest two Zombies and on the roll of a Black Shield (Black Shield icon) you may manifest two

Mummies. A players' character may prevent the manifestation of Monsters by occupying the squares which have the piles of bones either individually or with a companion occupying both squares.

THE GREAT EYE OF THE SUN, THE ALTER OF SÖLL

E These four 4x4 rooms are connected to form one large, single 8x8 room. In the centre of this large room is the Sun Eye tile, which represents a mosaiced dais. A powerful relic that channels the energy of Söll and can activate the ancient Solar Convergence.

Around the perimeter of the dais, there are 4 floor tiles (the Solar Reliefs), one near each corner of the large room. Each floor tile has a worn or damaged debossed symbol related to the phases of the sun. These floor tiles are the key to controlling the Sun Eye dais.

The Heroes and the Evil Wizard Player are both attempting to manipulate the dais to ensure the Solar Convergence, a powerful sun ritual centred around the Sun Eye tile, occurs to their benefit. The Heroes want to harness the power of Söll to purify the ruins and open the Sanctum of Azrak (see Note 'F'), while the Evil Wizard Player seeks to corrupt the ritual to summon a powerful army of the Undead.

When the first Hero enters this room say: “*This is the Alter of Söll, the great Eye of the Sun. In all your Questing you have never seen a room so vast, and are impressed by the skill required to construct such a room and the ornate design of the walls, domed roof and patterned design on the flagstone floor. As you step into the room you feel the flagstone beneath your feet drop slightly, before you can react a bell begins to toll in the distance and you hear the sound of enemies approaching.*” On subsequent Evil Wizard Player turns you may bring on up to 6 Monsters on the square marked ‘X’. You should roll a D6 to determine the number of Monsters arriving and a combat die to determine the type. On the roll of a Skull (⌚) they are Undead (Skeleton, Zombie, Mummy (in that order)), on the roll of a White Shield (🛡) they are Greenskins (Goblin, Orc, Fimir [/Abomination] (in that order)) and on the roll of a Black Shield (👎) they are from the legion of Chaos (Chaos Warrior, Gargoyle, [then Dragon, Dread Cultist] (in that order)). These Monsters may open the door into to the Alter of Söll room, however the door may also be moved along its wall by the Evil Wizard Player at the start of his turn, once it is discovered until the Sun Eye dais is either fully corrupted or the Solar Convergence is achieved.

Access to the Sun Eye Dais: The dais, represented by the Sun Eye tile, is elevated/retracted and requires specific access points. The stairways adjacent to the Sun Eye tile have different functions: Left Stairway (Descending): The stairway on the lower left side of the dais descends to the dais it allows characters to move down to the dais when it is corrupted. Right Stairway (Ascending): The stairway on the upper right side of the dais ascends to the dais it allows characters to move up to

the dais when it is being activated. Stairway Movement: Characters can move onto the dais by stepping onto the Cont...

Cont.

middle square of the three-square stairway tiles. Movement onto the dais is only possible through these middle squares, following accessing the square via the stairs to either side. When a character stands on the middle square of a stairway tile, they can then move onto the Sun Eye tile. This represents them climbing up/down to the raised platform. Ensure that the players are aware that the dais cannot be accessed from any other part of the room except through these specific stairways, once it has begun to raise/lower.

Activation/Corruption of the Solar Convergence:

HEROES: The four Solar Reliefs must be activated in sequence (1, then 2, then 3, and finally 4). A Hero may use their turn's action to examine 1 square within the room by standing on it and asking to “*Examine Square*”, they may do this regardless of if there are Monsters present in the room. Rolling 1 red die, if they score less than their number of Mind points, you may tell them if they have or have not discovered 1 of the four Solar Reliefs and, where appropriate, which one (1. Dawn, 2. Noon, 3. Dusk, 4. Night). Once the Heroes have discovered any or all of the Solar Reliefs they may activate each one by standing on it, using their turn's action, saying “*Activate Square*”. If they have done so, and the square is the correct one in the sequence, then place a Fireburst Trap token under the players' character and say: “*You have correctly activated this Solar Relief, the dais raises.*” If they have done so, and the square is not the correct one in the sequence say: “*Nothing happens.*” However, on the next Evil Wizard Player's turn you may explode all of the activated Solar Reliefs, the dais returns to its original position and the Heroes will need to begin again.

When two Solar Reliefs (Dawn and Noon) are activated the Sun Eye dais emits a radiant light, healing all heroes within the room by 1 Body point and granting a temporary additional attack die for three turns.

When three Solar Reliefs (Dawn, Noon and Dusk) are activated the Sun Eye dais fills the chamber with the purest, most radiant sunlight that weakens all Monsters in the room, reducing their defence by 1 die for three turns.

When all four Solar Reliefs (Dawn, Noon, Dusk and Night) are activated the Sun Eye dais reaches its highest point and the Solar Convergence is achieved. The door to the room marked ‘F’ appears, this is the Sanctum of Azrak.

EVIL WIZARD PLAYER: You may corrupt the Solar Convergence by activating the Solar Reliefs in reverse sequence (4, then 3, then 2, and finally 1). You may corrupt a Solar Relief by having a Monster stand on it, using their turn's action, saying “*Corrupt Square*”. You must only attempt to corrupt each relief in the proper sequence. To show that the Solar Relief is corrupted place an upturned blockage tile (which should be black) under the Monster and say: “*The dais lowers, it begins to*

dim, and cracks begin to appear, from which a purple light emanates and vapour whisks forth." If you have corrupted an activated Solar Relief, the Fireburst Trap explodes immediately. A corrupted Solar Relief may be re-activated by the Heroes. When two Solar Reliefs (Night and Dusk) are corrupted the Sun Eye darkens, the darkness boosts the Evil Wizard Player's forces. All Monsters in the room gain +1 attack die and can move an additional square for the next three turns. When three Solar Reliefs (Night, Dusk and Noon) are corrupted the Sun Eye turns black, filling the entire room with a shadowy darkness. All Heroes lose 1 body point and suffer a -1 penalty to attack rolls for three turns. Monsters may move about the darkness without being blocked by the players' characters.

When all four Solar Reliefs (Night, Dusk, Noon and Dawn) are corrupted the Sun Eye dais reaches its lowest point, you may summon an Army of the Undead. Place an Undead Monster on any unoccupied space within the room.

F This is the Sanctum of Azrak the Scorched. This room, including the door into it can only be discovered once the Solar Convergence is achieved (see Note 'E'). Azrak is a Chaos Sorcerer. His characteristics are: Attack 7, Defend 7, Move 8, Mind 8, and Body                              <img alt="A small icon of a human

Blazing Spear



The spellcaster may conjure a spear of pure sunlight and hurl it at a target, piercing through armour and flesh alike. The spear inflicts 2 Body points of damage which can not be defended against.

Radiant Shield



A shimmering barrier of sunlight forms around the spellcaster. The spellcaster gains an additional 3 combat dice in defence for the next two turns. Any attacker who scores against the spellcaster takes 1 Body point of damage themselves. The spell also grants its caster immunity from enemy spells for two turns.

Solar Flare



The spellcaster releases a burst of concentrated sunlight, blinding and scorching his enemies. All Heroes in a straight line from the spellcaster, in a single direction, must roll 1 red die and score less than their number of Mind points to avoid being blinded. Blinded heroes lose their next turn and take 1 Body point of damage.

Chaos Spell

Solar Infusion



The spellcaster channels the energy of the sun into themselves. Their movement is doubled, and they gain an extra action for the next two turns. After the effect wears off, the spellcaster cannot use any more spells for the remainder of the Quest, as the infusion temporarily burns out their magical reserves.

Summon Chaos



This spell conjures a number of Chaos Warriors to protect the spellcaster.

Roll one combat die:

- 💀 = 1 Chaos Warrior
- 🛡 = 2 Chaos Warriors
- 👑 = 3 Chaos Warriors

Scorching Vision



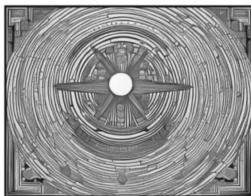
The spellcaster and target roll combat die equal to their number of Mind Points. The victor is he who scores the most Skulls. If the Hero fails, they lose 2 Mind points and are stunned, losing their next turn as they are overwhelmed by the burning images. If they succeed, they only lose 1 Mind point.

Sumburst



The spellcaster channels a concentrated beam of sunlight into a fiery explosion at one Hero who must roll a combat die. On a roll of a skull, they take 3 points of damage.

Mirage



The spellcaster bends light around themselves, creating a mirage that confuses their enemies. For the following two turns, any Hero attacking the spellcaster must roll 1 red die and score less than their number of Mind points. If they fail, their attack strikes at the illusion instead and fails.

Wrath of Noon



The spellcaster draws upon the intense energy of the sun at its zenith. For the next two turns, the spellcaster or a Monster gains the ability to reroll any failed attack dice once per attack. Any successful hits cause 2 Body points of damage. The spell dissipates if no Heroes are in line of sight.

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

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Quests 109 – 120



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