

# HERO QUEST



Adventure in Arcania  
INSTRUCTION  
BOOKLET



# HERO QUEST



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## Author's Note

Adventure in Arcania – Take 23!

Maybe.

I had the idea for the basic plot of this Quest Pack back in the 90's when I was writing the original "MVP" trilogy. Assuming you've played the MVP trilogy, you're undoubtedly tired of the story: I had a dream of a series of HQ Quest Packs that came with a giant miniature and three Quests, yadda yadda yadda.

As I was writing those, I invented the villain Lanmarr. In "Skraggmar," Lanmarr found the ancient magic to animate Gargoyles. In "Warnoc," he fought the Heroes and one of his possible actions was to animate rock piles that were scattered around the room into Gargoyles. He was absent for "Ograk," but his presence was felt and the urgency to track him down intensified.

I knew he had to be the star of his own Quest Pack.

And then I saw "Baltar's Staff," a nonlinear RPG-style approach to HeroQuest by Dewayne Agin of Agin's Inn. I wanted to duplicate the feat – maybe even do something bigger. And the conclusion of Lanmarr's story, I thought, would be perfect.

But it was not to be. I may have been too ambitious, creating a design that required several all-new boards: a town setup, an outdoor setup, and dozens of new tiles. I just didn't have the patience to design all of the new components, nor did I have the artistic talent to pull it off.

Dammit, Jim, I'm a writer, not an artist!

I attempted this again in 2011 using only the game board for everything. The site that hosted "Skraggmar" and "Warnoc," Agin's Inn, actually had an outdoor board available for download. Maybe I could use that!

But I'm a starter of projects, not a finisher. Once again, I put this on hold until something wholly unexpected happened.

Out of the blue, I was contacted by someone who had recently played "Skraggmar" and "Warnoc." He had wondered if I had ever written the sequel with Lanmarr.

Well, I certainly had not, but I still had many notes about the direction it would take.

I dusted off the notes and considered my options. I could finish my complete vision, design the new boards, and do the full nonlinear story as I wrote it. Or, I could just use the HQ board-only designs that I had concocted when I took my second run.

Truthfully, I didn't like either option. Nonlinear HQ sounds cool in theory, but in practice it seems like an awful pain in the ass for players. I mean, why should anyone have to roll dice to walk backwards through a completed board? It's annoying enough in computer RPG games.

Maybe there was an unexplored middle option. Why not make a linear Quest Pack as per usual, but incorporate some of the nonlinear elements that I had already wrote about?

That left me with two areas for nonlinear game play: the Old Cathedral and the Abandoned Town, and the three levels of Formar's Bastion. Some of my vision remains intact, while enabling me to realize it within a week or two instead of months. No new boards, no sprawling world to explore. But Lanmarr's story will be told. Really, that's what's important here.

"Adventure in Arcania" is a Quest Pack for the HeroQuest Game System. It is meant to expand the Game System and is not a stand-alone game. It is assumed that you have also have access to the Quest Packs "Return of the Witch Lord" and "Kellar's Keep." The additional monsters and components from those Quest Packs are used throughout this one.

## New Rules

### Beginning Quests

Unlike the Quests that come with the Game System, many Quests begin at the Iron Entrance Door. At the beginning of such Quests, Zargon will place the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes will line up outside. Some Quests begin on the Spiral Stairway included with the Game System, and that will be noted in the Quest Notes.

### Ending Quests

In the Game System, Quests ended when the Heroes achieved their objective and returned to the Spiral Stairway. In this Quest Pack, some Quests still follow

that rule. Others end when all of the Heroes locate and move through the Wooden Exit Door. A few have another win condition listed in the Quest Notes and will end when that is achieved.

### Between Quests

Between Quests, Heroes may purchase items from any of the stores of other Hero Quest supplements as you see fit, or from the Cardboard Platform in the Game System.

### Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

## New Tiles and Quest Map Symbols

### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



### Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



### Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



### Locked Door

These doors are locked and will require a key to be opened.



### Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



### Open Door

These doors are already open.



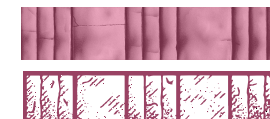
### Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



### Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



### Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



### Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



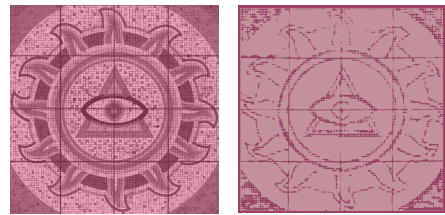
### The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.

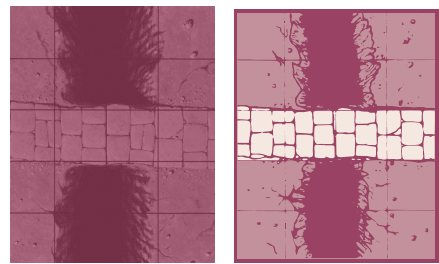




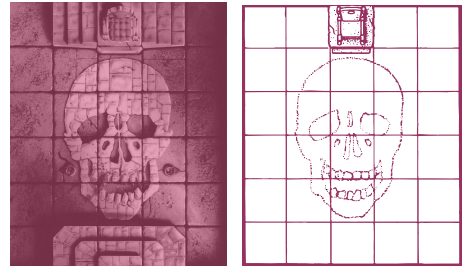
Sun Eye Room



Stone Bridge Room



Throne Room



# Alchemist's Shop

Potion of Restoration

Cost: 500 Gold Coins

Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!

Potion of Battle

Cost: 200 Gold Coins

If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.

