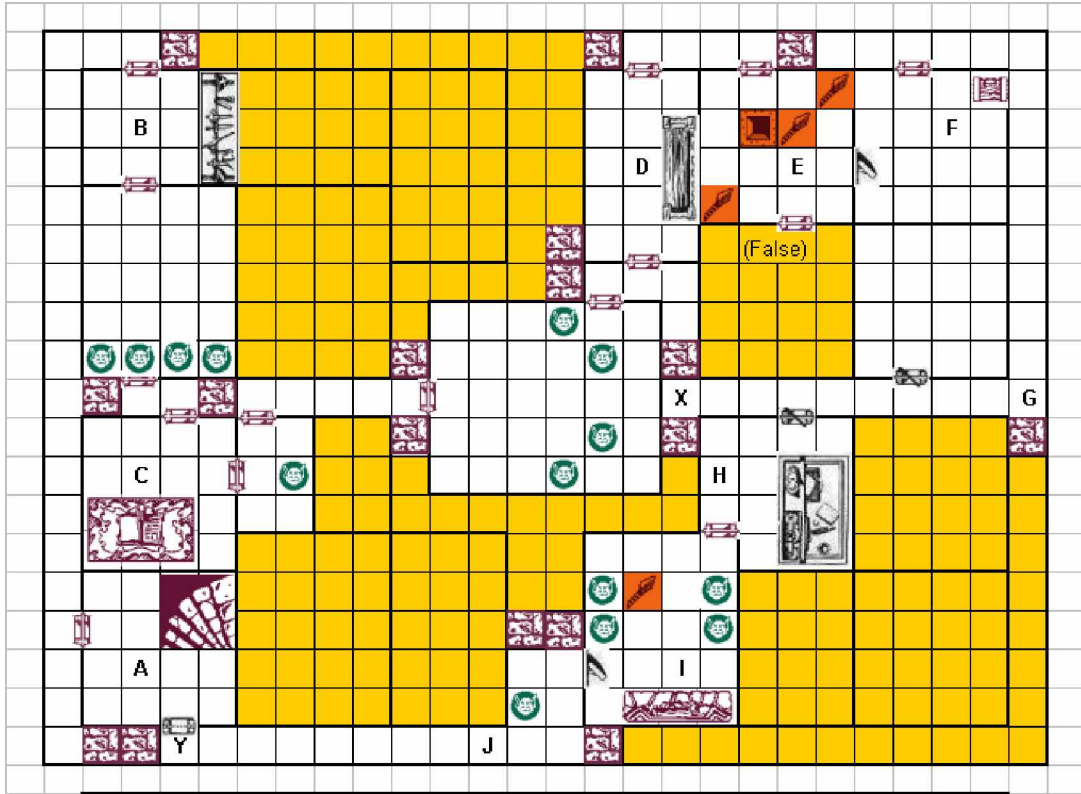


## THE ARENA

This quest simulates Mentor's training to the Heroes. It is also written so as to introduce new players to the game and the concepts involved in the game. If you are playing a timeline, this quest should come just before *The Maze*, the first quest in the original quest book.



Any *italicised* text marked in italics indicates a warning from Mentor that should be read to the players.

### A - Start

*"Heroes. Your challenge is to make you way around my arena. On your journey, you will learn everything you need to learn about being a Hero."*

The portcullis in this room is closed and may not be opened. A lever (impossibly out of reach) is visible in the tile marked Y.

### B – Weapons

*"Well done Heroes. You have taken your first steps towards becoming Heroes. You should now prepare yourselves for your first conflict."*

Once the Heroes reach this room, they may equip themselves with cudgels from the weapons rack. These weapons will allow the Heroes to attack and defend.

### C – Magic!

*"Excellent work. You are rapidly on your way to becoming legends. Now seize the chance to learn magic and exploit your natural talents"*

Once the Heroes reach this room, they may now use magic spells. If you are using Combat Cards, they may also use them.

### **D – Ambush**

There is a Goblin hiding in the cupboard, who will jump out and attack on the Evil Wizard's turn. The Evil Wizard player may place a Goblin next to the cupboard and move and attack with it on his turn. When the Goblin attacks, Mentor's voice rings out:

*"A good hero always checks his surroundings. You should look carefully for any oddities in your environment."*

Once the Goblin has been defeated, tells the Heroes that they may now search for traps and secret doors instead of attacking or casting spells.

### **E – Traps!**

The pit in this room is already open. There is the body of a dead Goblin at the bottom of it. The door in this room is false, the only exit is via the secret door.

### **F – Treasure Room**

*"You should never miss an opportunity to search for hidden treasure"*

Tell the Heroes that when they search, they may now search for treasure instead of traps and secret doors. The chest in this room contains four pieces of polished amber, each worth 10 Gold Pieces.

### **G – Ready for Anything**

*"Careful! A hero must be ready for anything."*

When the Heroes reach this point, tell the Heroes that they find a goblin dead on the floor with a dart sticking out of its neck.

Place the Chaos Sorcerer on the tile marked X. This is a statue of a chaos sorcerer. It has been endowed with the power to fire darts from its hands. Any Hero who is in the corridor during the Evil Wizard player's turn must defend against a two dice attack.

The doors in this corridor are both open. The Heroes should use this to their advantage to avoid the darts fired by the Chaos Sorcerer statue. The statue is indestructible. If a Hero attacks it, tells him that his weapon is completely ineffective. The challenge is for the Heroes to avoid being hit by the darts, not to destroy the statue

### **H – Healing**

The Alchemist Bench in the room contains a Potion of Healing which will restore up to 4 lost Body points to the hero that drinks it.

### **I – A Final Test**

*"Use everything you have learnt so far. Make me proud."*

The fireplace contains a secret compartment. Within this compartment the Heroes find 20 gold Pieces a scroll of *Genie*. The secret door is magically sealed. It can only be broken by magic (e.g. the *Genie* spell)

### **J – The Exit**

The square marked by a Y represents a lever. The Hero that pulls the lever, raises the portcullis and causes a small pouch of 20 Gold Pieces to fall from the ceiling onto the puller.

**Wandering Monster:** Goblin