

# HeroQuest™

Adventure in Arcania

Q U E S T



B O O K



## A Message from Mentor

**A**s I consult the great book Loretome, a serious threat becomes obvious. All that ever has happened, all that ever will happen, are recorded in the great book's countless pages. These pages are changing daily as I consult them, trying to plot Zargon's next move so that we may weaken his hold on the kingdom.

Fate renders the passage of time and the words of the great book inviolate, and the only way that this could be happening is if someone were to mess with the fabric of time itself.

I have already mentioned this problem to you, my Heroes, but it is getting far worse and I'm afraid we can wait no longer. We must find out why the pages of Loretome are changing. It is time to confront your old enemy, Lanmarr the Animator of Gargoyles.

Only a few passages from Loretome seem to remain constant. The nearby kingdom of Arcania, the abandoned tower called Formar's Bastion, and an even larger but remote city with great buildings as tall as the sky.

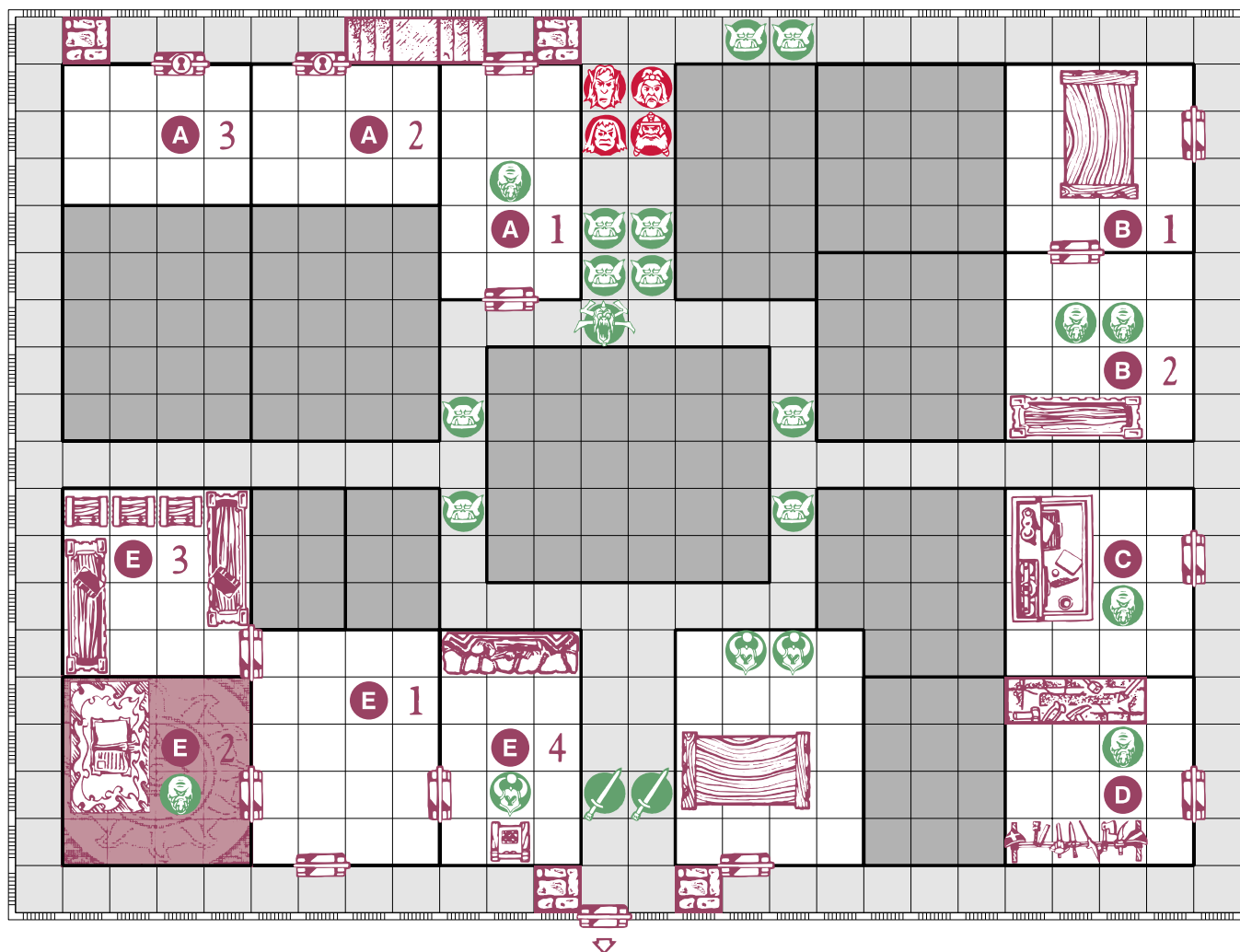
It is in Arcania that our journey must begin. A stranger has arrived at the inn, and he went to see the king of Arcania. I have no current fix on his location.

I will send you now Arcania's capital city of Thorndale. You must find out what Lanmarr's plan is and put a stop to it. The realm is counting on you to succeed. If you don't, I fear that time and reality may be forever destroyed.

Good luck my friends. Remember, if you need my guidance, listen deep within yourselves.

*Mentor*







## Conclusion

With one final stroke, you cut down the evil Chaos Warlock Lanmarr and end his threat forever. Their leader dead, the remaining enemies cease fighting and surrender. But you still hear the sounds of battle. This puzzles you and your enemies at first, but then you see a familiar face in the door.

Conner Phelps, his semi-automatic pistol in hand, peeks in the door to the throne room.

"Oh!" he exclaims. "I see you've taken care of our mutual enemy. My military forces are deployed throughout the bastion. We've secured the premises."

Phelps holsters his weapon and approaches you. You greet each other warmly, both happy that the other is alive and that this ordeal is over.

Phelps fills in the blanks for you. "I come from over 3000 years in your future," he says. "We've mostly forgotten magic exists, replacing it with technology like this." He pats his holstered gun.

He shrugs. "Or I don't know, maybe the source of magic just declines over the millennia. But one thing never changes: evil. Evil men like Leland Finley, for whom wealth and power just aren't enough. He wanted control, and he did enough for my superiors to put him on what we call the Terror Watchlist."

Only some of this makes sense to you. But Phelps doesn't stop to explain any of his terms.

"Finley's researchers were somehow able to weaken whatever barriers separate the past and the future, whatever makes time seem linear."

The Wizard gets it. "Fold your time back over ours like wrinkles in a sleeping skin?" he asks.

Phelps nods. "But they couldn't actually physically manifest."

"Until they were able to use the magic contained in the books within the old cathedral," the Wizard corrects him.

"Exactly," Phelps continues. "Finley somehow hooked up with Lanmarr. Finley needed an army, but he hadn't the money to finance one. Especially not for the

long game of conquering the entire planet. Our world is a much bigger place than this, I'm afraid."

This you understand. The men of the future must have explored a great deal more, filling in much of the blank edges of the map. They also must be far more numerous, for even now the population grows.

"Lanmarr provides an automated army of Gargoyles to Finley?" the Barbarian ventures.

"That's pretty insightful for you," the Dwarf scoffs with a wrinkled nose.

"Yes, I'm afraid that was exactly the deal," Phelps says. "We don't have many weapons that are designed to cut or destroy solid stone. It's just not a tactic that we need in our world." He sighs. "I think, given time, this plan would have resulted in Finley taking over our world."

"And Lanmarr ruling by his side," the Elf says.

"Not a world I'd want to live in," adds the Wizard.

"Nor I," agrees Phelps. "Anyway, it's over now and I thank you for your help."

Over the next few days, the four Heroes and Phelps manage to clear Formar's Bastion. Though it pains him, the Wizard destroys the magical texts and alchemical apparatuses that make time travel possible. Conner Phelps, your most interesting ally, returns to his own time for the last time.

Listening deep within themselves, the Heroes hear Mentor's voice...

"Great work, my Heroes! You have at last destroyed your enemy, Lanmarr. With the time travel accelerator destroyed and the processes to create it erased, Loretoime is no longer changing its text daily. For now, you may rest. But beware! More Quests await you in the future. The time will come when we must move against Zargon's forces."

## Quest 1

# Town of Thorndale

"I'm sending you first to the town of Thorndale, the capital city of the kingdom of Arcania. Seek the Stranger. He has a room at the inn and may be able to shed some light on Lanmarr's

dealings. If the Stranger is not in his room, Loretoime mentions he sought an audience with the king. Go then to the castle, through the wooden exit door."

### NOTES:

Place the Heroes where shown when this Quest begins. Place all monsters in line of sight of a Hero as well, then tell the Heroes that the Gargoyle points at them and shouts, "There they are! The master wants them dead!"

Play then proceeds as normal. On your (Zargon's) first turn, you may place the Orcs in the hallway behind the Heroes and they may move and attack normally.

When the Gargoyle is dead, Mentor informs the Heroes that the town has been taken by the forces at Formar's Bastion, and now things have become much more difficult.

**A** This is the Inn.

1. The innkeeper was killed by this Fimir. The first Hero to search for treasure in this room will find a guest registry that states the most recent occupant was upstairs in the second room on the left (room A3). He will also find a master key that will unlock the doors to rooms A2 and A3. Without that key, neither door can be opened.

2. This is an unoccupied room. There is no treasure in here.

**B** This is the General Store.

1. This room has seen better days. It has been ransacked, things tossed everywhere and everything is in total disarray. Heroes and monsters moving through this room do so at half of their normal move due to the difficult terrain.

2. The first Hero to search for treasure in this room will find a blood-red potion in a bottle. It is a Potion of Battle as described under the Alchemist's Shop.

**C** This is the Alchemist's Shop. The first Hero to search for treasure in this room finds a Potion of Restoration exactly as described in the Alchemist's Shop.

**D** This is the Blacksmith's Shop. The first Hero to search for treasure in this room finds a broadsword exactly as described on the Cardboard Platform in



Wandering Monster in this Quest: Orc

## NOTES continued:

the Game System.

**E**

This is the mansion of a great wizard – or at least, it was. The current occupants aren't as happy to see the Heroes as they might have hoped.

1. This is the room where the Wizard would receive his guests. It is currently unoccupied.

2. This Fimir has studied the magic books that the Wizard owned. It knows the Chaos Spells of Ball of Flame and Fire of Wrath, which it may cast once per turn instead of attacking. Once it is defeated, the first Hero to search for treasure in this room will find two spell scrolls on the Sorcerer's Table. Mix up the Spell Scrolls and have the Hero draw two at random.

3. This is the library. There is 100 gold coins in each of the treasure chests.

4. This Chaos Warrior also learned some magic from the Wizard's books. It can cast the Chaos Spells of Summon Orcs, Fear, and Command once per turn instead of attacking.

## QUEST #10 NOTES:

**A**

This spiral stairway leads to room C of Quest #9. Do not put the stairway on the board until a Hero opens the door to the room.

**B**

There are 200 gold coins in this treasure chest. The gold may be divided among the surviving Heroes.

**C**

There are 2 shortswords and 2 broadswords on this weapons rack. They are exactly like the ones described on the Cardboard Platform in the Game System. In the cupboard are 3 Potions of Healing which will restore up to 4 lost Body Points when consumed, however they will not give the Hero more than his starting number.

**D**

This treasure chest contains the gold key, however, it has a poison gas trap on it. If a Hero searches for treasure before the trap is disarmed, he and any other Hero in the room will lose 3 Body Points.

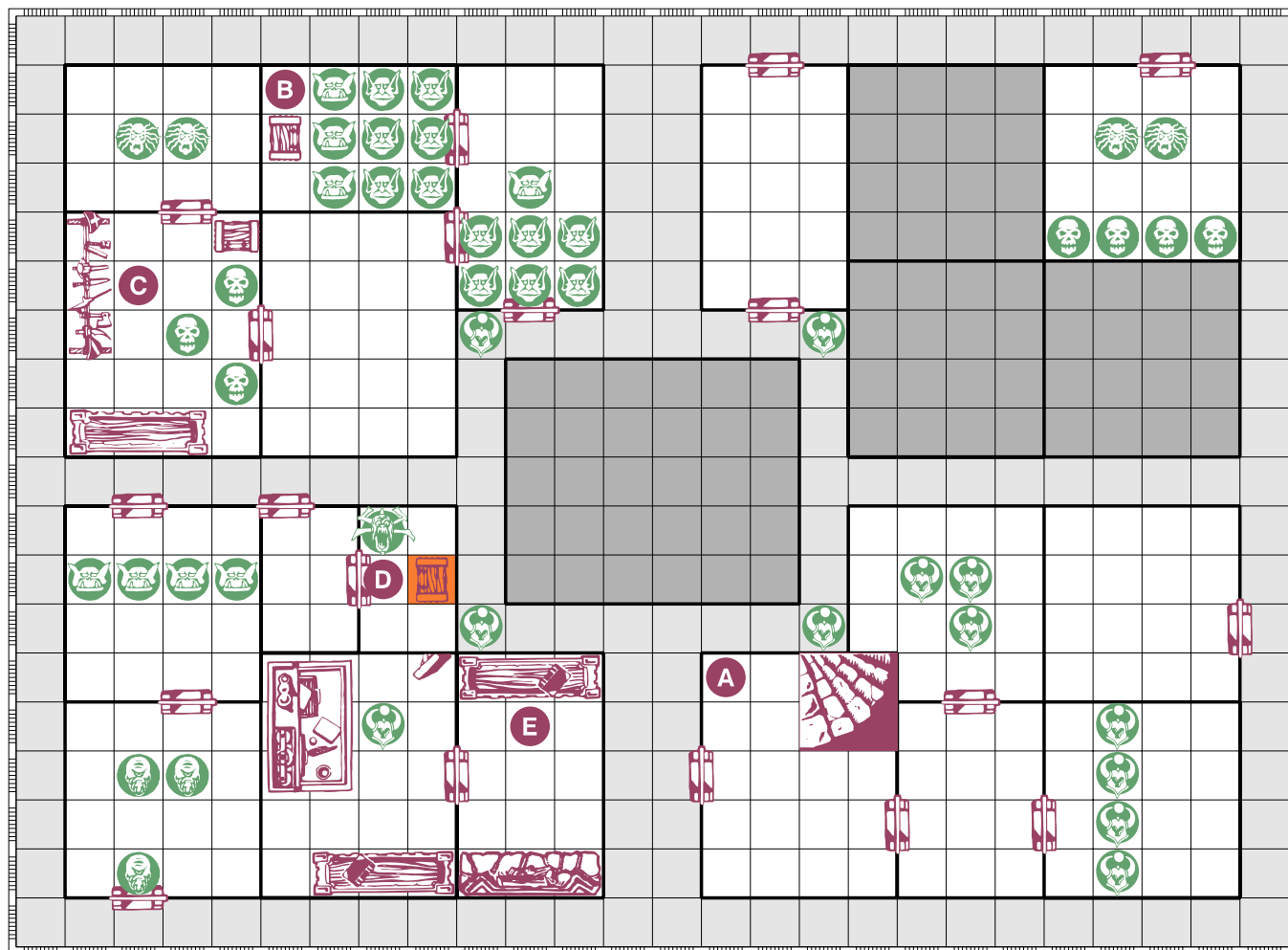
The Gargoyle knows the Chaos Spells of Fear, Ball of Flame, Fire of Wrath, Firestorm, and Lightning Bolt which it may cast on your (Zargon's) turn instead of attacking. This is an especially dangerous Gargoyle that is immune to fire spells and has 4 Body Points.

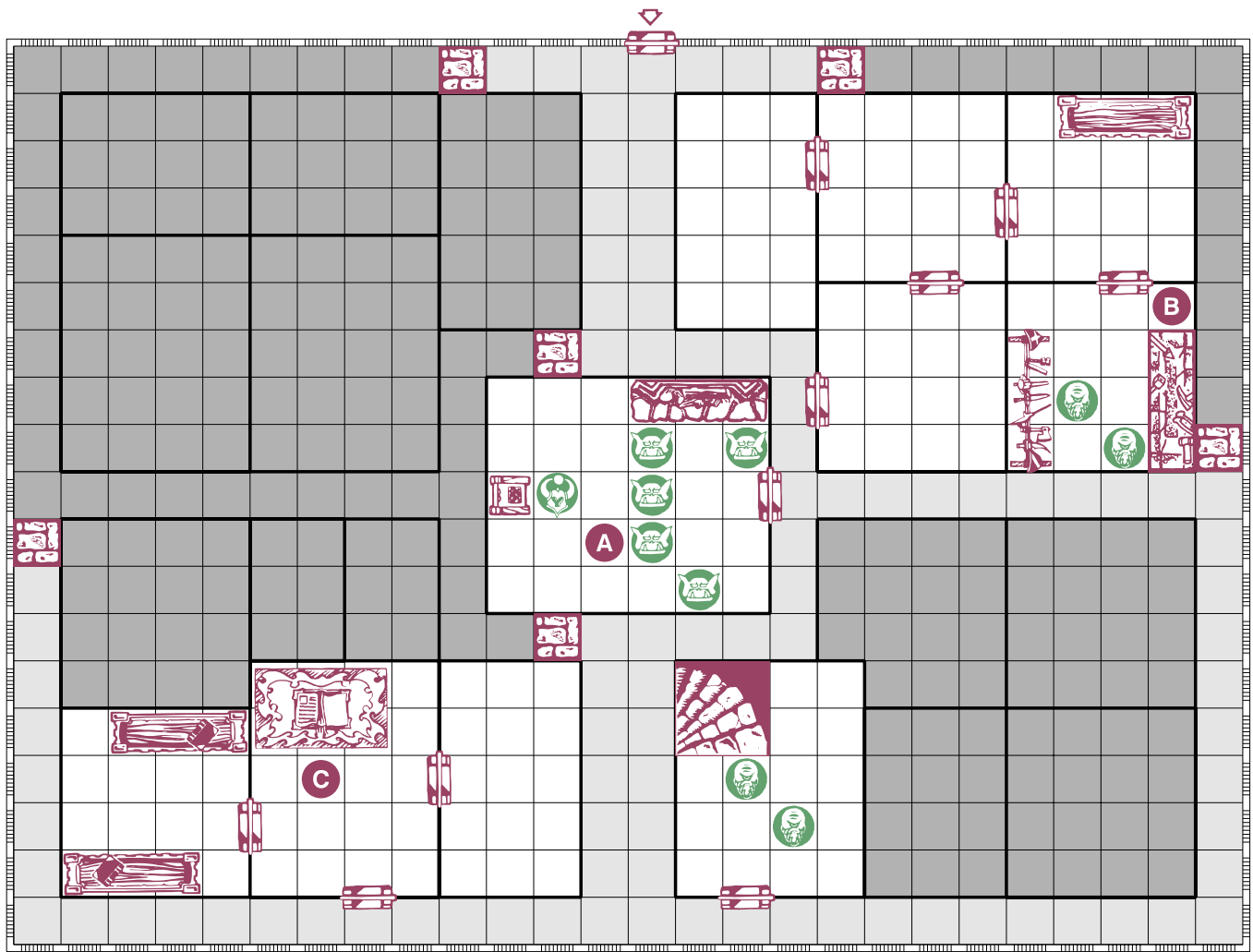
**E**

There are 2 Spell Scrolls on the bookshelf. Shuffle the Spell Scroll Cards and let the Hero draw 2 at random.









### QUEST #9 NOTES:

- A** This spiral stairway leads to room G of Quest #8. Do not place the stairway on the board until a Hero opens the door to the room.
- B** These treasure chests contain 400 gold coins, however, all are trapped. If a Hero searches for treasure before the trap is disarmed, the Gargoyle in this room will spring to life and immediately attack the Hero. Each Gargoyle knows the Chaos Spell of Firestorm, which it may cast on your (Zargon's) turn instead of attacking. If the trap is successfully disarmed, the Hero will discover (be told by you) what would have happened if he had searched for treasure first.
- C** This spiral stairway leads to room A of Quest #10. Do not place the stairway in this room until a Hero opens the door to the room. The Gargoyles in this room each know the Chaos Spells of Fire of Wrath and may cast them on your (Zargon's) turn instead of attacking.
- D** This door is locked and cannot be opened without the platinum key.
- E** Here Lanmarr awaits the final conflict. Use the Chaos Warlock to represent Lanmarr and place him on the square marked E. The falling block traps shown in this room aren't actually traps; they are placed on the board as shown when the Heroes enter the room. They do not block line of sight and moving through them costs a Hero or monster 2 squares of movement instead of 1.

On your (Zargon's) turns, Lanmarr has a choice of things that he can do: attack, cast a spell, animate a rock pile, or attack the mind of any Hero. Lanmarr knows the Chaos Spells of Fear, Sleep, Command, and Tempest.

To attack the mind of a Hero, Lanmarr selects a target in line of sight and rolls 1 red die for each of his Mind Points. For each 5 or 6 rolled, the defender loses 1 Mind Point. A Hero reduced to zero Mind Points in this way is knocked unconscious and removed from the game board.

To animate a rock pile, Lanmarr selects a rock pile in his line of sight and it

animates as a Gargoyle. If this Gargoyle is killed, it reverts to a rock pile and can be animated again on your (Zargon's) next turn.

If Lanmarr is killed, read aloud the conclusion that follows Quest #10.

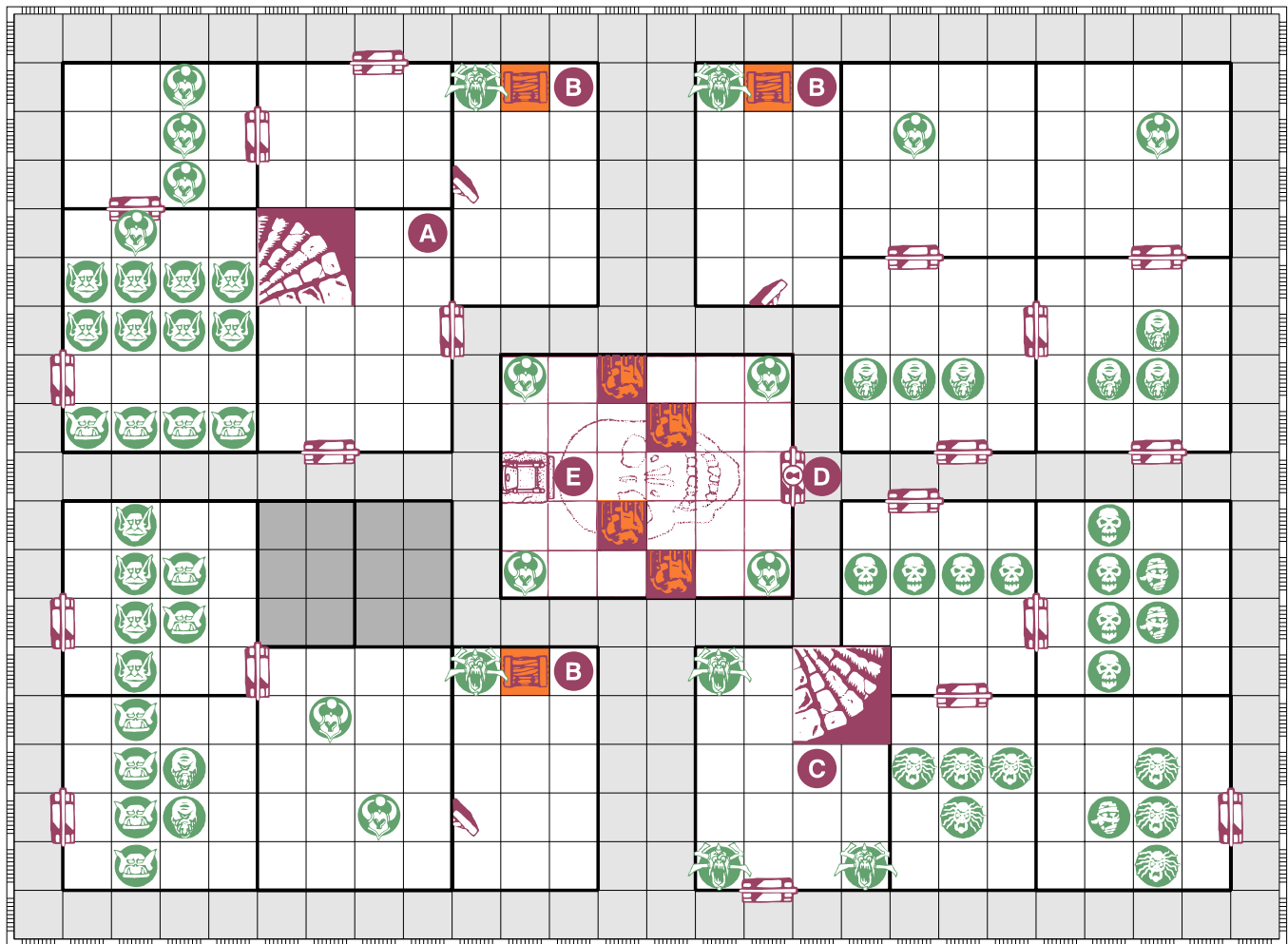
Lanmarr:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	6	3	8



Wandering Monster in this Quest: 2 Chaos Warriors





## Quest 2

# The King's Castle

"With the town under the control of the forces from Formar's Bastion, go quickly to the throne room to see the king and find

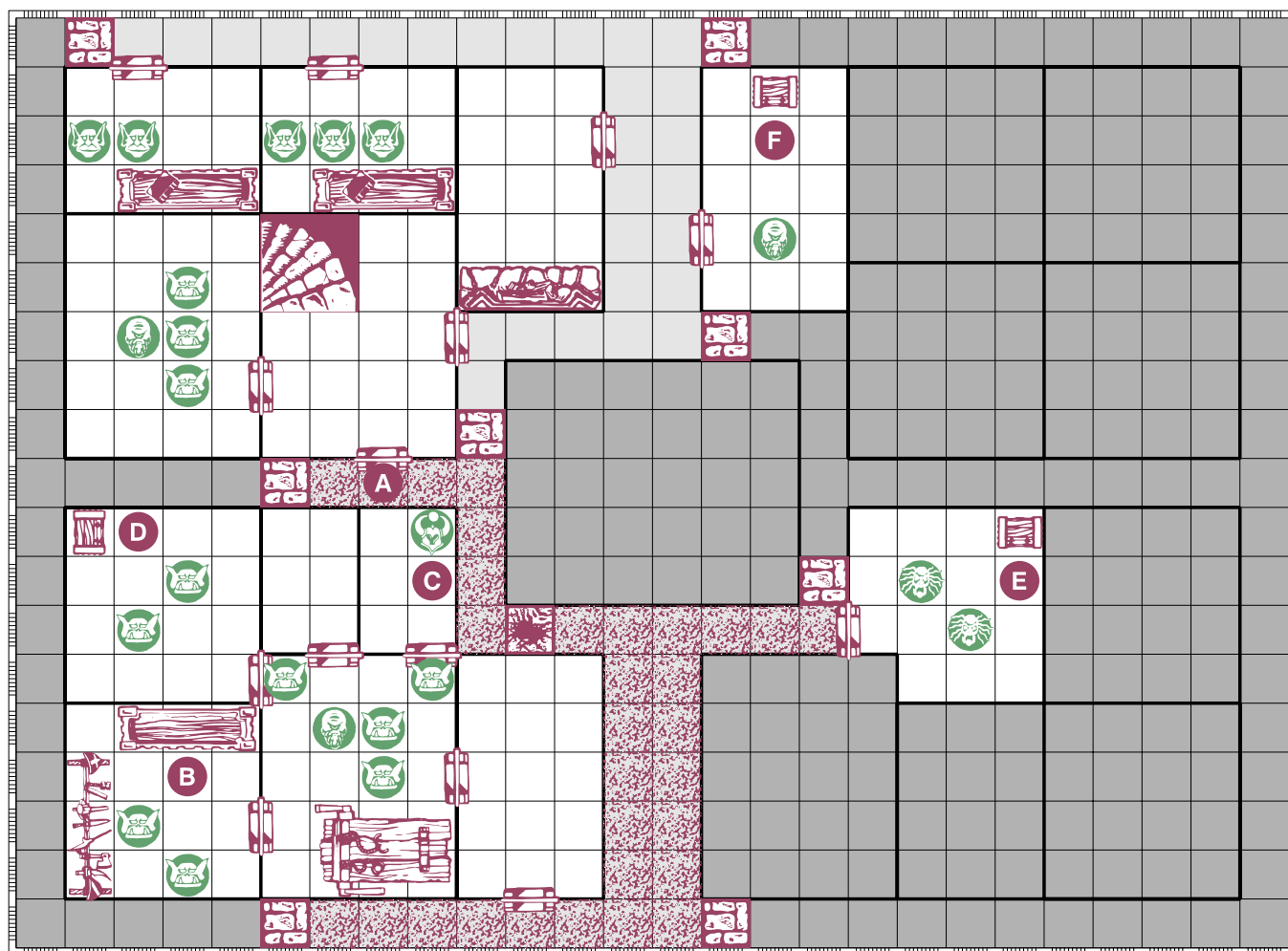
out what has become of the Stranger. Loretome shows that the army of Formar's Bastion has not breached the castle."

### NOTES:

- A** This group commands the monsters in Thorndale and the castle itself. When the Heroes enter this room, tell them even Mentor was blindsided. Loretome still says that the castle is not under the control of the enemy. When the Chaos Warrior is defeated, the Heroes learn that the Stranger was arrested and taken to the castle dungeon.
- B** Each of these Fimir has a longsword, forged from the fires within this room. They are exactly like the longwords described on the Cardboard Platform in the Game System. These swords enable the Fimir to roll 3 combat dice when attacking and attack diagonally.
- C** The first Hero to search for treasure in this room will uncover two spell scrolls from the sorcerer's table. Shuffle the Spell Scroll Cards and let the Hero draw two at random.



Wandering Monster in this Quest: 2 Orcs



## NOTES continued:

number. The potions may be divided among the surviving Heroes.

**G**

The Gargoyle in this room knows the Chaos Spells of Fear, Ball of Flame, and Firestorm. It may cast them on its turn instead of attacking.

The spiral stairway in this room leads to room A in Quest #9. Do not place the stairway on the board until a Hero opens the door to the room.

## Quest 3

# Castle Dungeon

"Search the castle dungeon for the Stranger, and then when you find him escape by returning to the spiral stairway. Though Loretome confirms the Chaos Warrior's story and places the

Stranger in the dungeon, I'm afraid we can no longer rely on the great book's guidance. Tread carefully my friends!"

## NOTES:

The Heroes enter on the spiral stairway.

**A**

A) Place the death mist tile on the game board as soon as it is visible to the Heroes. This mist is a breath of chaos that harms all who are not evil. The death mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridor.

When the death mist passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon's) turn. It will not affect monsters.

The mist cannot move onto the same square twice in a single turn. It also cannot end its turn on the same square with a Hero. (If this happens, the death mist must stop short on the square in front of the Hero.)

The mist is not affected by any weapons. It can only be destroyed by a Tempest spell. (Don't tell this to the Heroes!)

**B**

The first Hero to search for treasure in this room will find 2 Potions of Healing in the cupboard. The potions restore up to 4 lost Body Points when consumed. The potions may be divided between 2 Heroes.

**C**

The Chaos Warrior had guarded the Stranger – until he escaped the cell. After the Heroes defeat the Chaos Warrior, it will reveal that the Stranger was headed for Whenn's Cave.

**D**

This treasure chest contains 100 gold coins.

**E**

This treasure chest contains 2 Potions of Healing just like those described in note B. The potions may be divided between 2 Heroes.

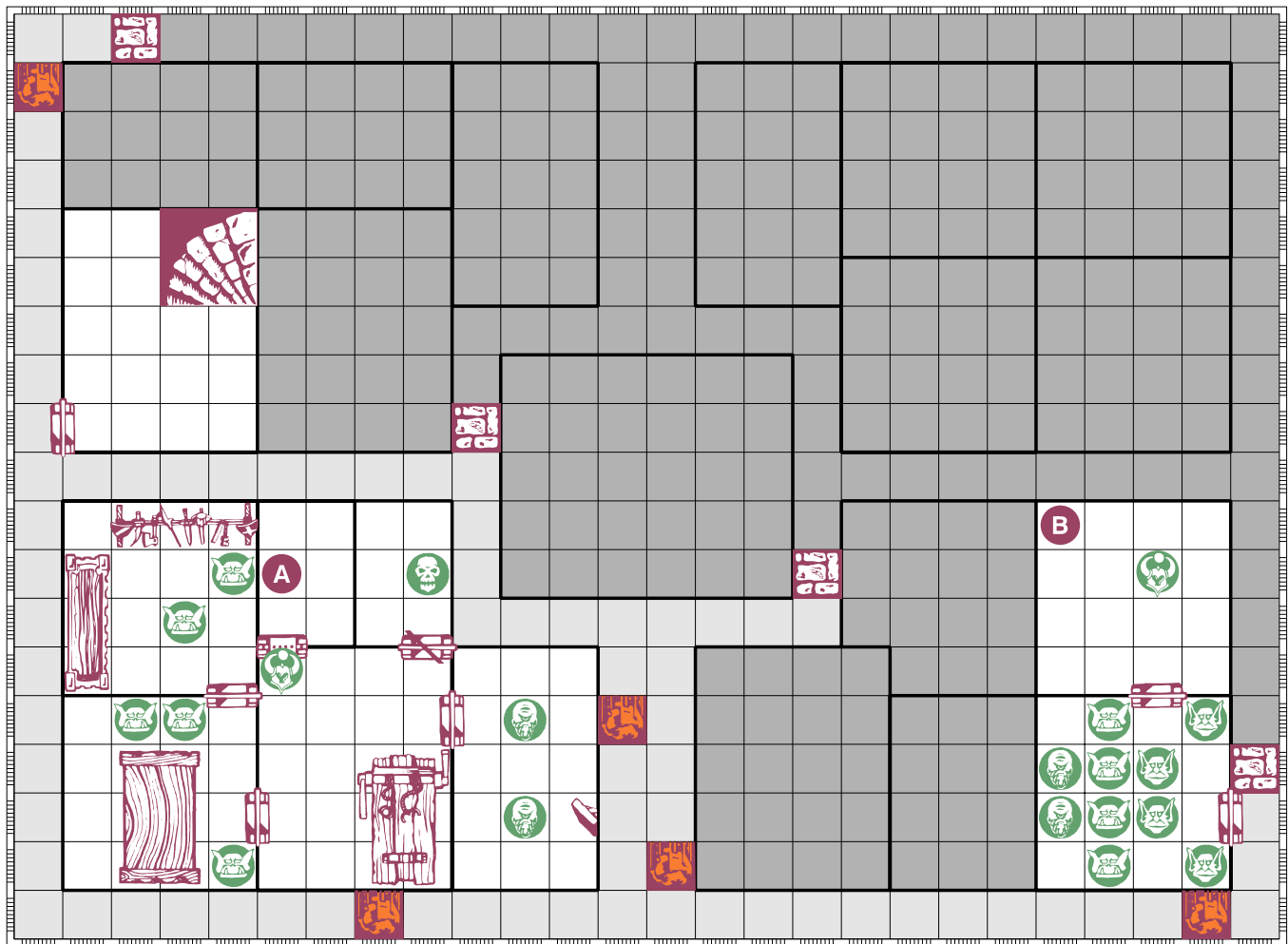
**F**

This treasure chest contains 140 gold coins.



Wandering Monster in this Quest: 2 Orcs





## Quests 8, 9 & 10 – Triple Quest

# Formar's Bastion

"This is it, my Heroes. Lanmarr is holed up in Formar's Bastion, awaiting a final battle with you.

There are three levels to the bastion. The throne room is on level two. However, there are many locked doors and you will have to explore each floor to find the keys and proceed to new

areas.

Good luck my friends. Mr. Phelps and the forces from the future will be here soon to aid you in securing the bastion. You must not fail to destroy Lanmarr, or reality will be undone and everything we've fought for so far for nothing."

### QUEST #8 NOTES:

Quests 8, 9 & 10 are actually one triple-sized Quest. The Heroes can move back and forth between these Quests by consensus. Body and Mind Points are not restored as Heroes move from one board to another. The Quest is over when the Heroes destroy Lanmarr.

- A** This door is locked and will not open without the silver key.
- B** The King is held prisoner behind the portcullis. The portcullis is locked and can only be opened with the brass key from Quest #7. The King should be moved by the Hero who opened the door and must make it back to the iron entrance door, at which point he is safe and removed from the game board. The King has 2 Body Points remaining and rolls 1 combat die to attack and 2 to defend.

On your (Zargon's) next turn after the King has been rescued, place a squad of 4 Chaos Warriors at the iron entrance door. These monsters may move and attack immediately. They will try to stop the Heroes from returning the King

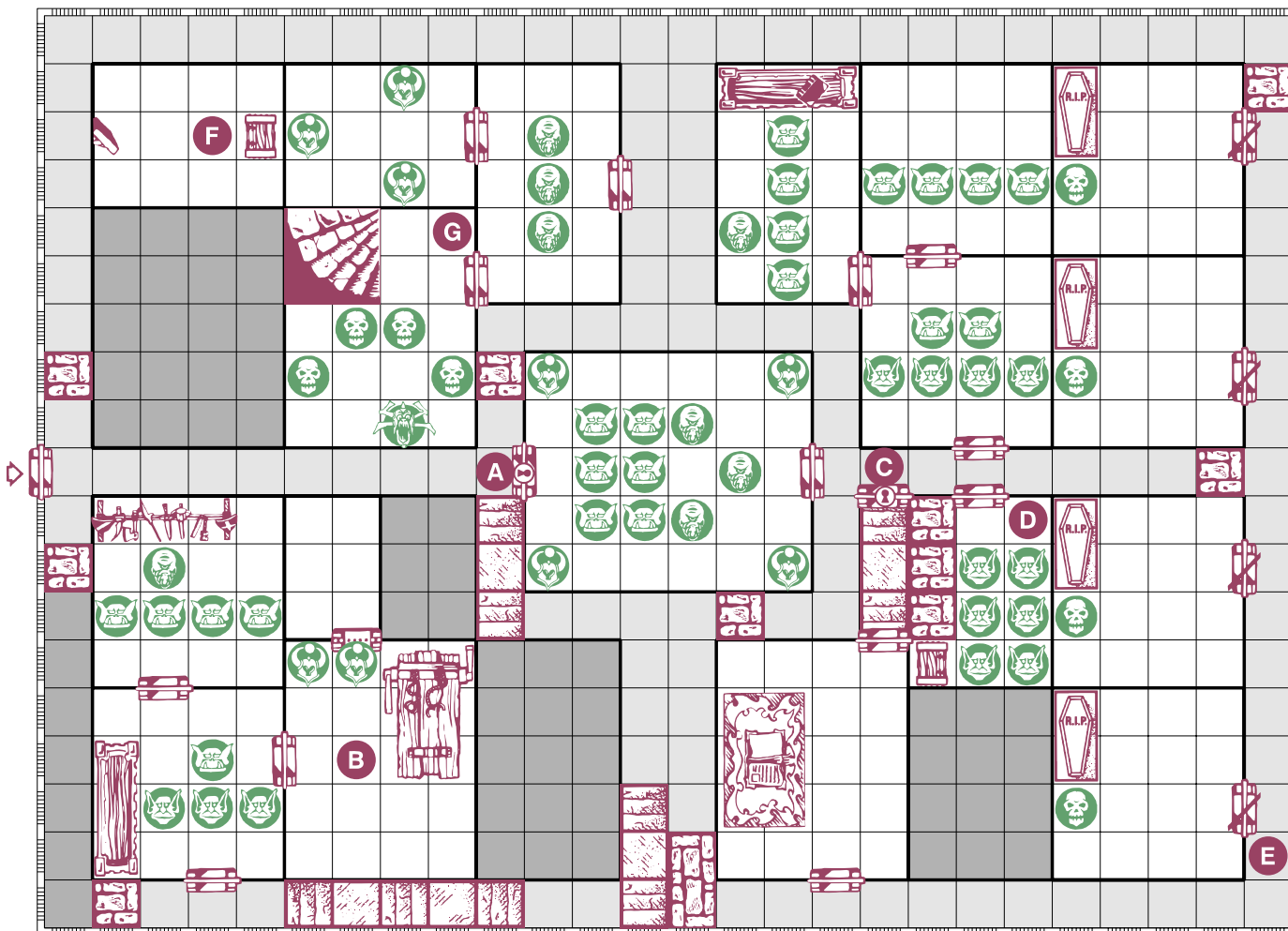
to safety.

The King will give the Heroes the silver key before he departs through the iron entrance door.

- C** This door is locked and cannot be opened without the gold key.
- D** This treasure chest contains 500 gold coins.
- E** As soon as the first Hero looks down this hallway, place the open doors and the contents of all the rooms on the board. The Skeletons activate immediately. They are part of Zargon's elite skeletal forces and have the same stats as Chaos Warriors. Once all of the Skeletons are dead, the first Hero to search for treasure in one of the rooms with a coffin tile will find the platinum key under the tile.
- F** This treasure chest contains 4 Potions of Healing that will restore up to 4 lost Body Points when consumed, but will not give a Hero more than his starting



Wandering Monster in this Quest: Chaos Warrior



## Quest 4

# Whenn's Cave

"The Stranger escaped and headed to Whenn's Cave. Loretome sees a connection between this cave and the chainmail-like barrier that surrounds the ruins of the old cathedral nearby. The connection isn't clear, but since we can't fully trust the

great book any more, you must talk to the Stranger yourselves.

"Be careful! This cave is unstable and I fear you may become trapped if you step wrong."

### NOTES:

The Heroes enter on the spiral stairway.

**A** The Stranger is in this cell. When the Heroes open the door, explain that the Stranger is dressed in a dark clothing unlike anything they have ever seen.

The Stranger explains his name is Conner Phelps and he is from a time far in the future. His mission was to watch the dealings of an industrialist named Leland Finley. His superiors had Finley on a "watchlist" for terrorism and were suspicious when he seemed to be buying up large quantities of stone since he had never required it for his work before. Phelps followed Finley through a portal in time, emerging in the old cathedral nearby.

Phelps needs to return to his own time to bring reinforcements. He urges the Heroes to help him get back to the cathedral, but first they need to cut power to the chainmail-like barrier. He calls this thing an "electric fence." The shut-off device is somewhere in this cave.

Phelps will accompany the Heroes after they rescue him. He can be moved by the Hero that found him by rolling 2 red dice. He is armed with a shortsword

exactly like the one described on the Cardboard Platform in the Game System. His remaining stats are listed below.

Mr. Phelps:

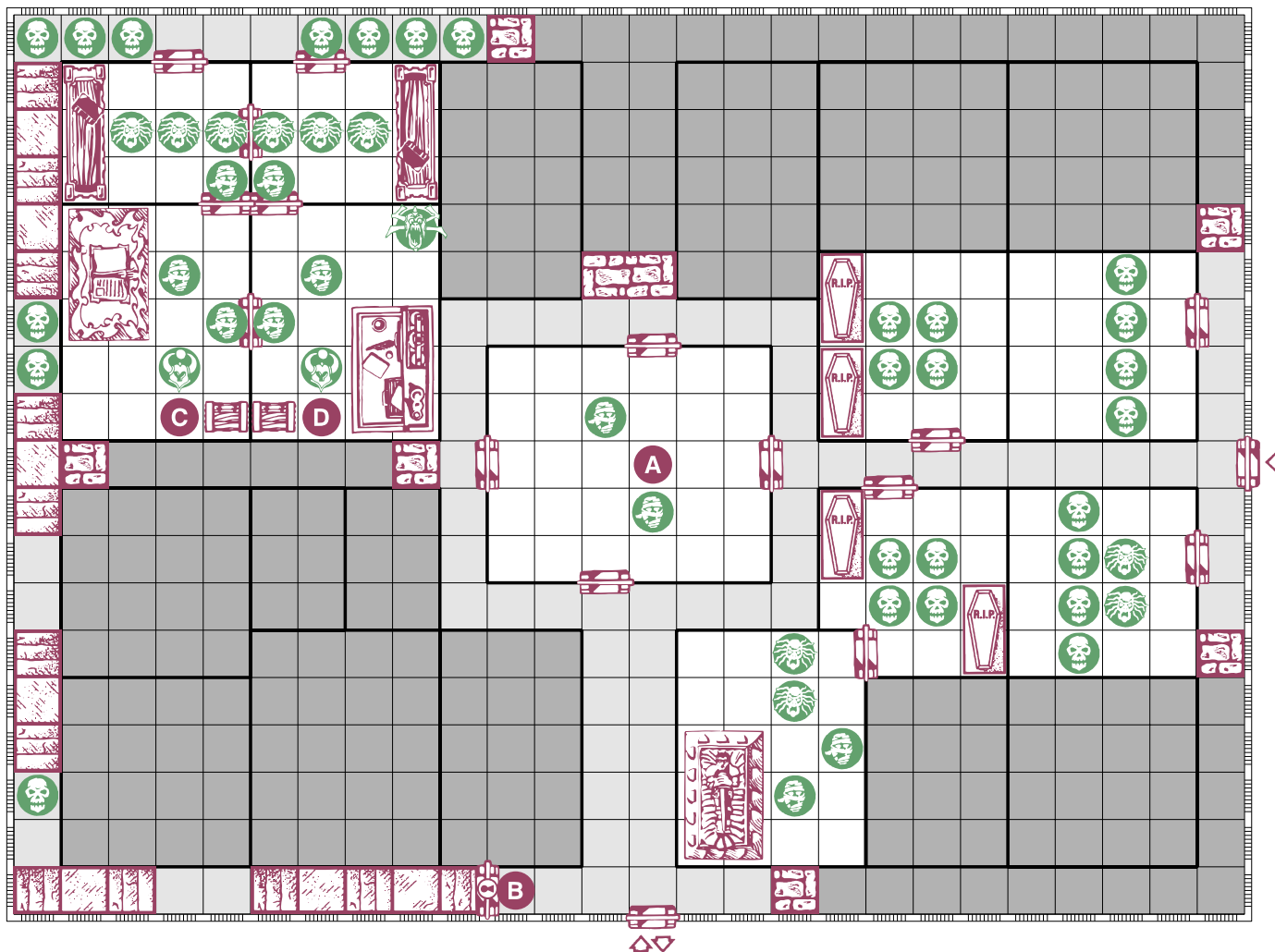
MOVEMENT	ATTACK	DEFEND	BODY	MIND
2 red dice	2	2	3	5

**B** The square marked B has the shut off switch for the electric fence. The first Hero to search for treasure in this room will find the lever and is invited to pull it. The lever is tough to move and each Hero who tries must roll 2 red dice. If the number rolled is less than his current number of Body Points, he succeeds and the fence is shut off.

When the fence is successfully shut off, a Gargoyle enters on the spiral stairway and will guard the exit. This Gargoyle knows the Chaos Spells of Ball of Flame, Fire of Wrath, and Command. He may cast one of these spells on your (Zargon's) turns instead of attacking.



Wandering Monster in this Quest: Fimir



## Quest 7

# Catacombs of Yohn

"With Mr. Phelps returned to his own time for reinforcements, he has left you with a clue to check the Catacombs of Yohn in the east.

This is the burial site of the warriors that had fought for

Arcania the last time that Zargon's forces swept the land. If their warrior spirits remain within their bones, they could be used to form much more powerful undead than you've faced before. Tread carefully, for I can find nothing in Loreto me about the current status of these tunnels."

### NOTES:

The Heroes enter on the spiral stairway.

- A** This treasure chest contains 200 gold coins, but it also has a poison gas trap on it. If a Hero searches for treasure before the trap is disarmed, he and any other Hero in the room will lose 3 Body Points.
- B** The cupboard contains 2 Potions of Healing that will restore up to 4 lost Body Points when consumed. They cannot give the Hero more than his starting number. The potions can be divided between 2 Heroes.
- C** Finley waits in here for the Heroes. He attacks adjacent Heroes with his bare fist. He is able to make a ranged attack with a 9mm pistol against nonadjacent Heroes in his line of sight. Heroes' armor isn't effective against the gun and they may only roll 2 combat dice when defending against the attack. If Finley does at least 4 Body Points of damage on a single hit, the armor the Hero is wearing is damaged beyond repair and lost (crossed off the character sheet). Artifacts are immune to this effect.

- A** If Finley is killed, the Heroes receive the brass key and they may proceed to Formar's Bastion.

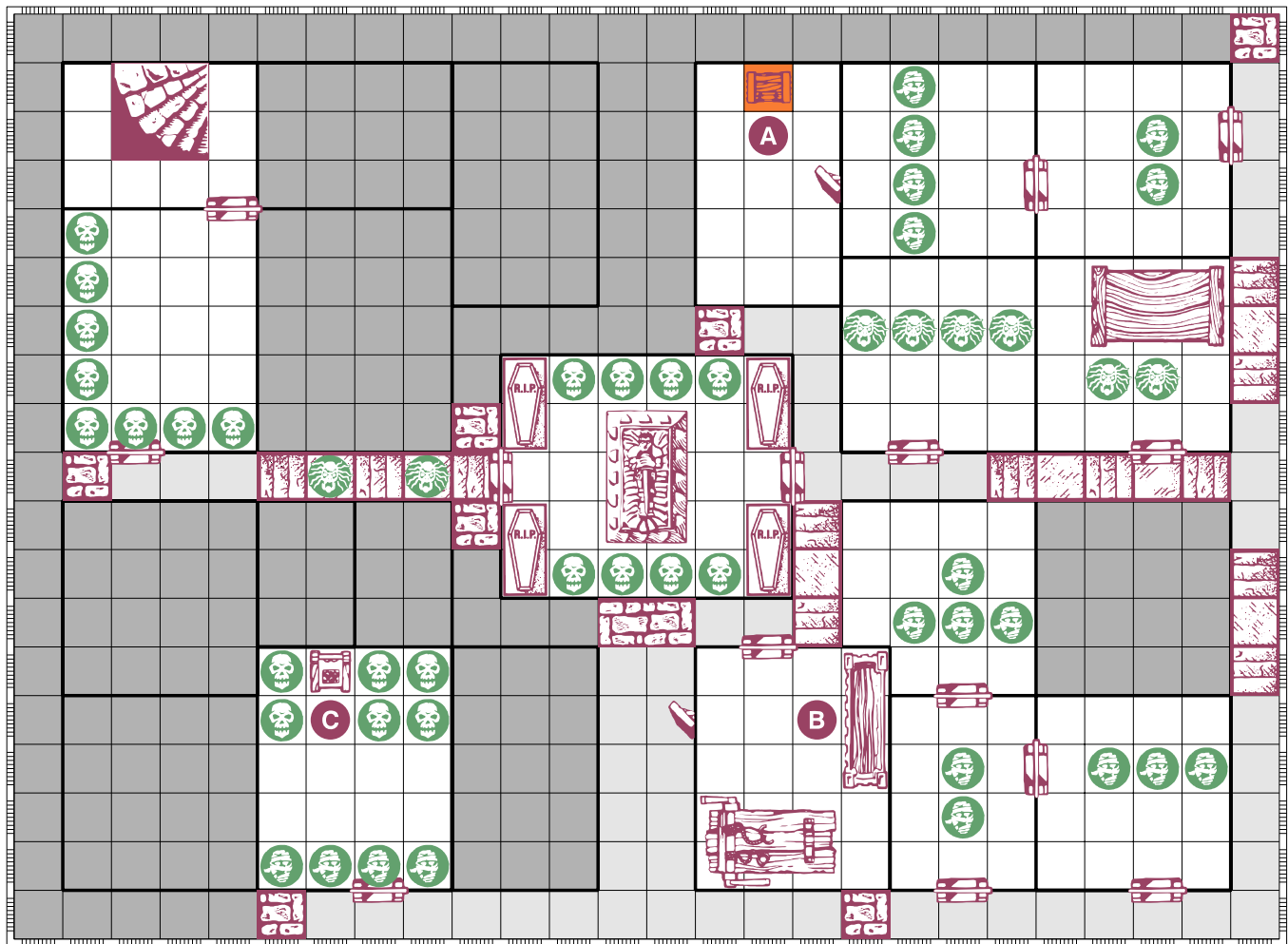
Finley:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1 (5)	4	3	6



Wandering Monster in this Quest: Mummy





## Quest 5 & 6 – Double Quest

# The Old Cathedral

"Time travelers from the future? Now it makes sense! To rewrite Loreto would take messing around with time. This scheme championed by Leland Finley has the potential to unravel reality itself. You must help Mr. Phelps get back to his own

time so he can return with reinforcements. Since I cannot see the locations of any of the main players in this, you must also seek this for yourselves."

### QUEST #5 NOTES:

Quests 5 & 6 are actually one double-sized Quest. The Heroes can move back and forth between these Quests by consensus. Body and Mind Points are not restored as Heroes move from one board to another. The Quest is over when the Heroes return Phelps to his own time through the time travel accelerator in Room A.

- A** This room used to be the sanctuary, and has been desecrated. The time travel accelerator used to move back and forth between here and the future now dominates the room. All searches for treasure, traps, or secret doors will come up empty and no information about the operation of the device is available in such searches. The Heroes can only activate the accelerator through the information found in rooms C & D.

Once the accelerator has been activated and Phelps has returned to his own time, he promises to return with reinforcements. Meanwhile, he suggests looking in the Catacombs of Yohn. He overheard that this tomb was somehow integral to the enemy's plans.

- B** The markings on this door indicate that it leads to the basement. It is locked and cannot be opened without the iron key found in the abandoned town

(Quest #6).

- C** The Gargoyle in this room knows the Chaos Spells Firestorm, Command, Fear, and Lightning Bolt. It may cast them once per turn instead of attacking.

The first Hero to search for treasure in this room notices that the book on the table is open to a series of spells that have to do with manipulating time. This, combined with the scientific papers from room D, will give the Heroes enough knowledge to run the accelerator in room A.

The treasure chest is empty.

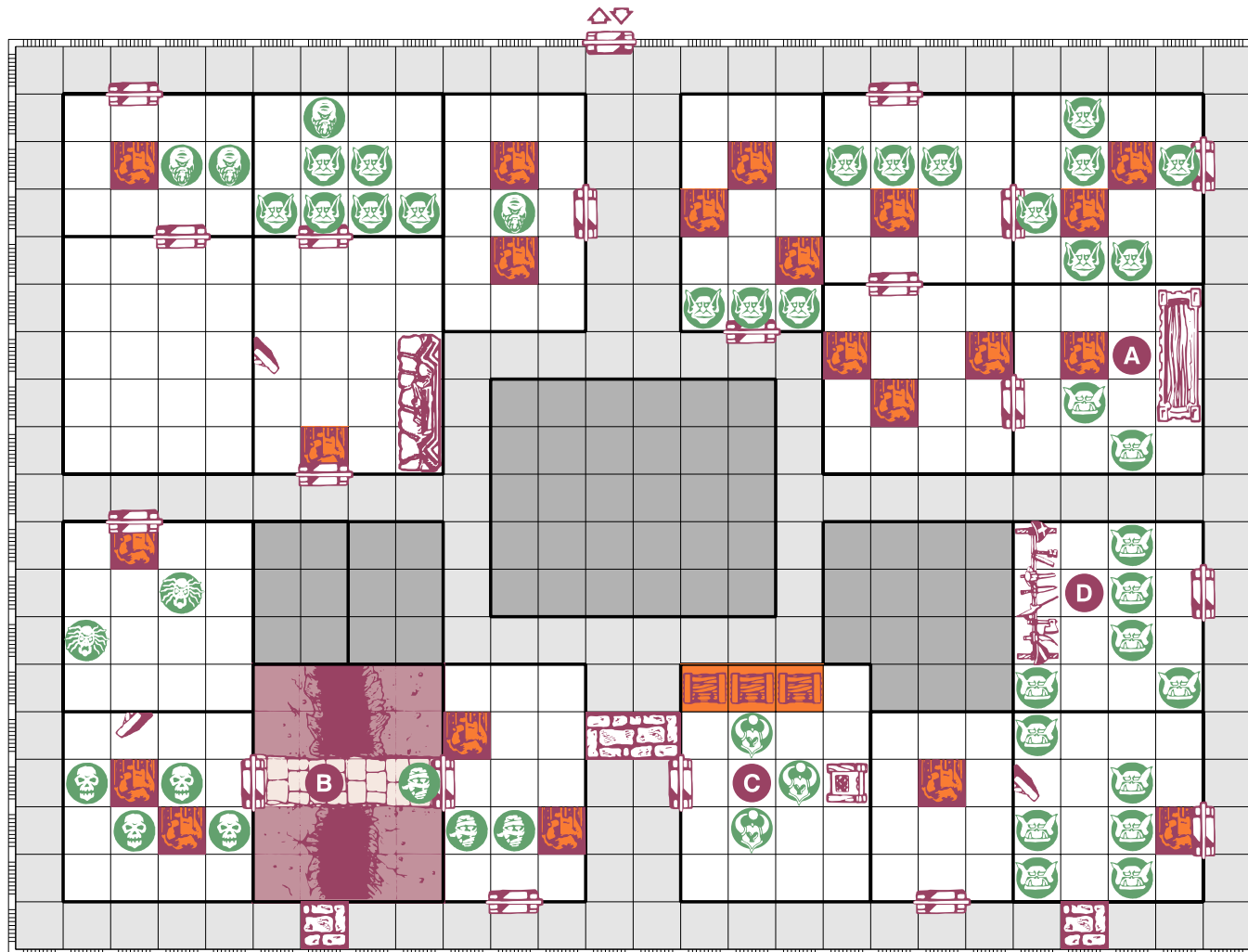
- D** D) The Gargoyle in this room knows the Chaos Spells Firestorm, Command, Fear, and Lightning Bolt. It may cast them once per turn instead of attacking.

The first Hero to search for treasure in this room finds papers that explain the temporal physics behind the time travel accelerator. This, combined with the magical incantations in room C, will give the Heroes enough knowledge to run the accelerator in room A.

The treasure chest contains 200 gold coins.



Wandering Monster in this Quest: 2 Skeletons



## QUEST #6 NOTES:

Upon entering this Quest, tell the Heroes that this looks like it might have once been a town or a village that has since fallen into ruin.

- A** The first Hero to search for treasure in this room will find 4 Potions of Healing in the cupboard. The potions restore up to 4 lost Body Points when consumed, but cannot give the hero more than his starting number. The potions may be divided among 4 Heroes.

- B** The bridge over this bottomless pit is precarious. Any Hero or monster that ends his turn over the pit must roll one combat die. If he rolls a black shield, he falls into the pit, forever destroyed.

- C** Each of these treasure chests contains 200 gold coins. The one on the far right also contains the iron key that opens the locked door in Quest #5.

In addition, each treasure chest activates a poison dart that shoots out of the wall. If a Hero searches for treasure before each trap is disarmed (one at a time), roll one combat die for each chest not disarmed. For each skull rolled, the Hero loses 1 Body Point.

- D** On the weapons rack hangs a helmet exactly like the one described on the Cardboard Platform in the Game System. All of the other items are chipped, broken, or otherwise useless.



Wandering Monster in this Quest: 1 Zombie & 2 Skeletons