

HERO QUEST



Inn of Chaos
INSTRUCTION
BOOKLET

This Quest can be played as a single adventure or as part of a campaign.

Setting up the Map

Unlike other Quests, this adventure does not take place in a dungeon. The inn is a two story building in a clear yard. The grey areas on the map are outdoors; ignore all walls in those areas. When the Heroes move upstairs, set up the upper floor in the top right area of the board. The Heroes begin on the ground floor squares marked with an "X".

New Tiles and Quest Map Symbols

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.



Pond

