The Arena

An introductory Group Quest by: Jacob Busby
In 1989, Milton Bradley released the greatest fantasy board game of all-time, HeroQuest. During the next few years fans of the game would photocopy their blank maps and icon pages, cut and paste, or pencil in to design their own elaborate Quests in order to continue their heroic adventures. Then something miraculous happened… the dawn of the Internet. It was in 1998 that a small Website was born. Dedicated to HeroQuest fans the world over, many gathered at Agin’s Inn, sharing their greatest adventures with everyone.

We’ve come a long way since then… No longer are we dependant on the likes of bitmap programs like MSPaint®. Software has improved greatly in the last decade and graphical programs such as Photoshop® and CorelDRAW!® are more common place. Through these, we may now reproduce these great adventures in likeness of the ones we grew up with. The ones that so deeply grabbed our interest and drew us into this great world that is HeroQuest.

It is our pleasure to present to all HeroQuest fans, the great Quests of Old. Throughout the year, we will be releasing the Agin's Inn Classic Series. Great Quests re-created in a modern, universal format that is not only pleasing to the eye, but will once again draw us back into the glory days of our youth and keep our great fantasy game alive for generations to come.

~The Innkeepers of Ye Olde Inn

The Arena

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

The Arena

NOTES:

Any italicized text indicates a warning from Mentor that should be read aloud to the players.

Start

“Heroes, your challenge is to make your 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 on the tile marked “J”.

Weapons

“Well done Heroes. You have taken your first steps toward 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.

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 Spells. If you are using Combat Cards, they may now use them too.

Ambush

There is a Goblin hiding in the Cupboard, which will jump out and attack on your (Zargon’s) turn. Place a Goblin next to the cupboard. You may move and attack with it on your next 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, tell the Heroes that they may now search for Traps and Secret Doors instead of attacking, or casting Spells.

Wandering Monster in this Quest: Goblin
E Traps!
The Pit in this room is already open. The body of a dead Goblin lay at the bottom. 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.

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. The Chaos Sorcerer at the end of the corridor is a statue. It has been endowed with the power to fire darts from its hands. Any Hero who is in the corridor during your (Zargon’s) turn must defend against an attack of two Combat Dice.

H Healing
The Alchemist Bench in the room contains a Potion of Healing, which will restore up to 4 lost Body Points of damage for the hero who drinks it.

I A Final Test
“Use everything you have learnt thus far. Make me proud!”

The Fireplace contains a secret compartment. Within this compartment the Heroes find 20 gold and a Genie Spell Scroll. The Secret Door is magically sealed. It can only be broken by a Spell (e.g. the Genie spell).

J The Exit
The square marked represents a lever. The Hero that pulls the lever raises the Portcullis and causes a small pouch containing 20 gold to fall from the ceiling. The Hero who pulls the lever may take the gold.

Wandering Monster in this Quest: Goblin