

# The Spiral

## A scenario for Arcane Journeys

Setting up the board - Layout the board in a spiral pattern so the ends don't meet. (any way the ends don't meet and you get a convoluted line is ok). With a city at each end. Remove the third city, and lay the tiles out random board side by random board side with the tower in the middle.



There are no sides of the board in this scenario! If a side of the board is referenced, read it as meaning within 4 tiles to either side of your current location, or the current tile of the thing referencing it.

Opposite side of the board means up the chain to the next matching terrain.

When setting up quests at the beginning, start at the city in the center, and work your way outward to the matching terrain of the card.

When you are setting up a new quest, after someone completes one during the game, or one is added another way, count outward from the current spot until you find the terrain matching the quest card. If the one you come to already has a quest on it, go on to the next matching terrain without a quest in it already. If you reach the end, loop around to the beginning and keep counting.

### Movement changes:

- You can't go past the end of the map. If you hit the end of the map and have extra move points from a die roll or something, you stop at the end.
- When you are leaving the city, a mage teleports you out: roll 4d6 and move that many spaces out from the city. Or you can pay 1 gold to bribe the guards to let you move out normally, ie walk or roll or use a special ability. Those are the only ways out of a city. No special abilities, magical or otherwise work unless you have bribed the guard.
- If on your turn you somehow move more than 3 tiles away from where you started (except when leaving a city by the mage, or rolling to move on a normal turn anytime) you lose 1 health. This "nerfs" the terrain teleport abilities on purpose.

When you enter a City, draw three items for sale instead of 1.

Definitely combine this scenario with The Hermit, to make it more forgiving in the middle of the map.

This is a great scenario to combine with “scrambled eggs”. And Rush the Boss, to speed it up.

You can't combine this with The River, and probably not The Camp. And probably not the quest gold increases, because there is a lot of gold in this scenario anyway, since quests don't get eliminated much.

<http://www.arcanejourneys.com/>

© 2015 Jim DuBois