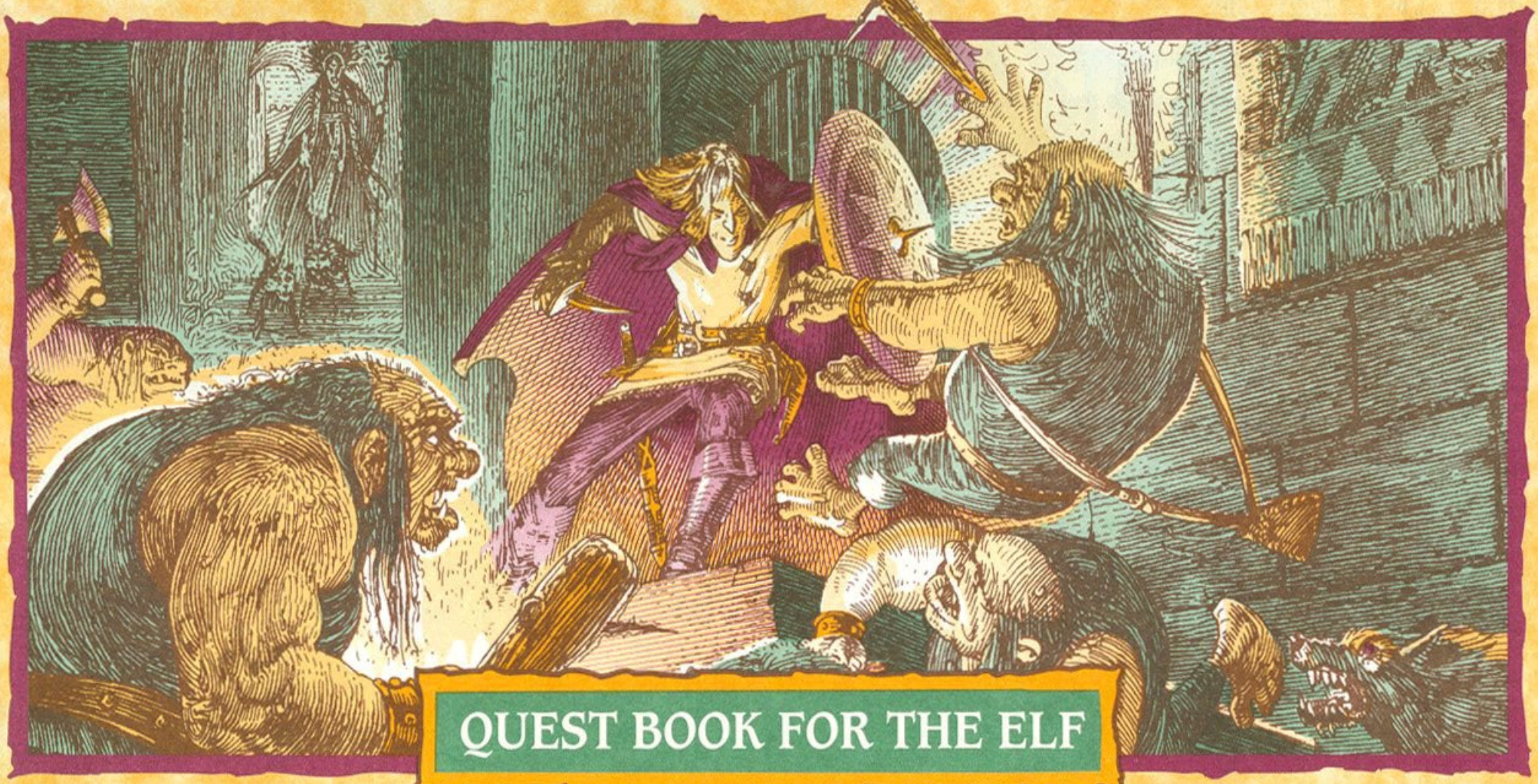
HeroQuest®

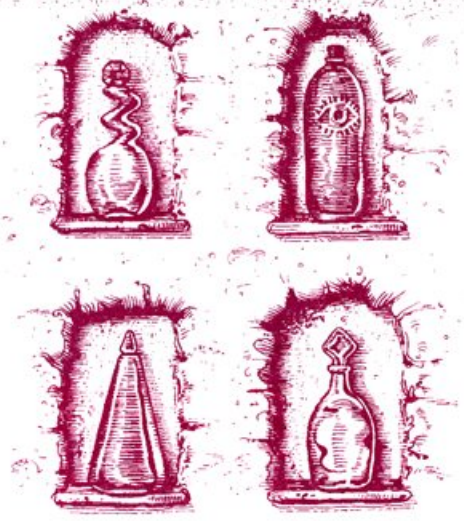


QUEST BOOK FOR THE ELF

The Mage of the Mirror™

These potions may be purchased only between Quests.

Alchemist's Shop



Potion of Recall

Cost: 400 Gold Coins

An Elf who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recall!

Potion of Speed

Cost: 500 Gold Coins

When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.

Potion of Vision

Cost: 500 Gold Coins

Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

Potion of Restoration

Cost: 800 Gold Coins

This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

Three of the above potions can be used only by the Elf. Different potions may also be purchased from the Alchemist's Shop in other Quest Packs.

HeroQuest®

QUEST BOOK FOR THE ELF

THE MAGE OF THE MIRROR™

The Quest Pack® for the Elf

The adventure continues! The Quest Pack for the Elf is an expansion set used with your original Hero Quest Game System. You must have the Game System in order to play the adventures in this booklet.

Contents:

Plastic Figures: 1 Female Elf, 1 Elven Archmage, 2 Elven Warriors, 2 Elven Archers, 3 Giant Wolves, 4 Ogres; 30 Game Cards, Cardboard Tile Sheet.

Cardboard tile sheet includes:

1 Iron Door
1 Wooden Door
4 Portcullis Tiles
2 Mirror Tiles
1 Sky Orb Tile
4 Sky Orb Tokens
14 Skull Tiles
2 Trap Door Tiles
4 Secret Door Tiles
6 Blocked Square Tiles
3 Double Blocked Square Tiles
4 Pit Trap Tiles
3 Long Pit Trap Tiles
4 Wolf Tokens
4 Weapon Pack Tiles
1 Moonsilver Flask Tile
1 Brass Key Tile
1 Prospector Tile
1 Princess Millandriell Tile
1 Inner Sanctum Room
1 Inner Sanctum Wall
1 Quicksand Room
1 Spiral Stairway Tile

All cardboard components should be carefully removed from the cardboard sheet. The plastic figures should be removed from their runners. Discard waste cardboard and plastic. New game components are described at right and on the following pages.

Note: The cardboard tiles listed above are two-sided. The front and back of many tiles are different.

New Components:

Monster Assembly

The Archmage and Ogres require assembly before they can be used. Assemble these monsters as shown below.



Archmage



Ogre

Take the front half of the Ogre and place the left and right arms into the shoulder sockets. Next, push the back of the Ogre into place, squeezing firmly. Finally, push the Ogre's head into its socket.

New Monsters

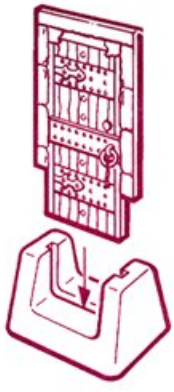
To learn more about the new monster figures, see the Monster cards in this Quest Pack as well as the Monster Chart on the inside back cover of this book.

Note: The new cardboard components are shown here and on the following pages. Next to most components is a matching Quest map symbol. These symbols appear on each map to show you where to place components on the gameboard. For example, the iron entrance door shown below is represented on the Quest map by the symbol shown to the right of the door.

These symbols are also the exact size needed for the blank, "create your own" Quest map provided in the Game System Quest Book. All you have to do is photocopy the symbols and cut them out.

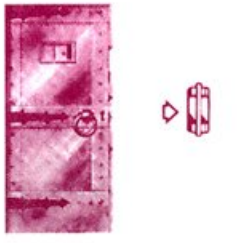
Door Assembly

Take 2 plastic door stands from the Game System. The 2 new doors in this Quest Pack should be fitted into the bases as shown. These doors are described above right.



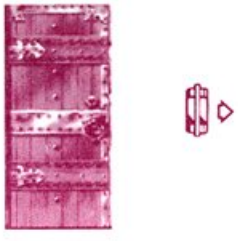
Iron Entrance Door

This iron door is placed on the edge of the gameboard in many of the Quests. Heroes line up outside the door to begin these Quests. In some Quests, this door also serves as an exit door.



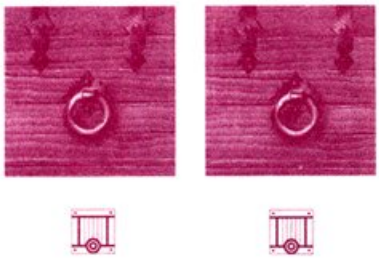
Wooden Exit Door

In many Quests, this special wooden door is used to exit the gameboard at the end of the Quest.



Trap Doors

The two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.



Sky Orb and Sky Orb Tokens



This artifact is a mystical crystal orb that protects the Hero who is carrying it from Mind Point damage. It can absorb up to 4 Mind Points of damage before it becomes useless. When a Hero finds the Sky Orb, he takes it and the 4 Sky Orb tokens. Whenever the Hero suffers Mind Point damage, he gives up one Sky Orb token for each Mind Point of damage. (Give up the token with 4 points of light first, then the one with 3 points, etc.) When the Hero has no more tokens, the Sky Orb is useless.

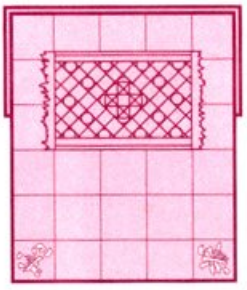
Mirrors

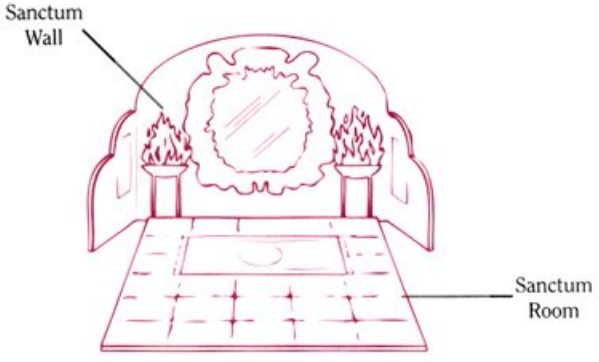


These stand-up mirrors are secret portals that lead to great treasure and hidden rooms. Fit these into the plastic door stands from the Game System when they are called for in a Quest.

Inner Sanctum and Sanctum Wall

This room is the Archmage Sinestra's center of power, the room from which she commands her minions to carry out her evil plans. The wall should be erected at the back of the sanctum, as shown below.

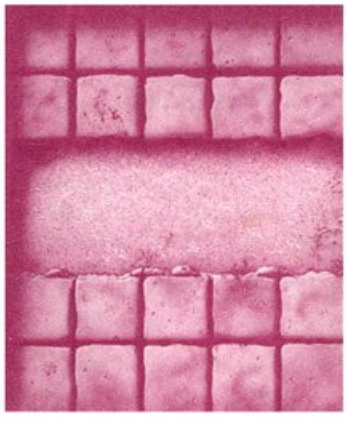


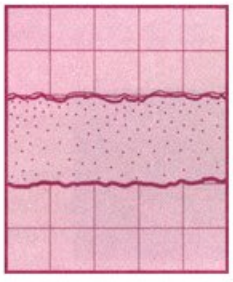


When a Hero has opened the appropriate door, place the sanctum room and wall on the gameboard as shown.

Quicksand

This area contains a bottomless pit filled with quicksand that threatens to suck in careless or unlucky Heroes.

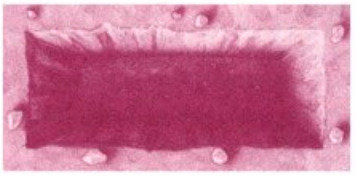




Long Pit Trap

If a Hero wants to jump over this pit the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.





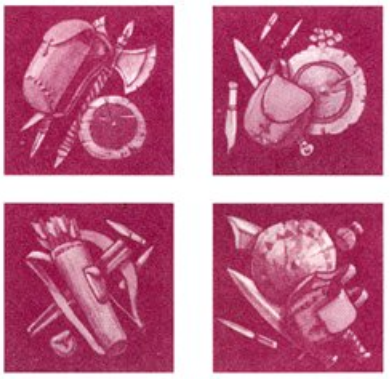
Moonsilver Flask

The glittering, silver liquid in this flask is the only means of opening a mirror entry into the Realm of Reflection, where Princess Millandriell is held captive. Only the Prospector can identify true Moonsilver.



Weapon Packs

These tiles represent weapons and other items dropped by the Heroes when they are transformed into Wolves.



Wolf Tokens

These represent Heroes in Wolf form.



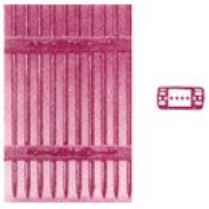
Prospector

This tile represents the old Prospector who appears in several Quests. The Prospector's tile is given to the Hero who finds him.



Portcullis

Some of these massive iron gates open when the Heroes spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



Brass Key

This key is used to open a portcullis in several Quests. The brass key tile is given to the Hero who finds the key.



Princess Millandriell

This tile represents the kidnapped daughter of Queen Terrellia. Princess Millandriell's tile is given to the Hero who first finds her.



Playing the Quest Pack® for the Elf

These ten new Quests are generally played the same way as the Quests in the Game System. As in the Game System, Heroes are returned to full strength between Quests. (All Body and Mind Points are restored.)

There are a few gameplay differences in the Quest Pack for the Elf.

1. The Quests

The first three Quests are solo adventures, designed for play by an Elf alone. These can be used as an introduction to Hero Quest for a new player or as fun Quests to play when only two players are available. Also, if a new Elf is to join a party of experienced characters, these three Quests will enable the Elf to catch up with the other Heroes by gaining gold, equipment and magical items.

The next five Quests are all group Quests. The last two Quests are also group Quests, but they are played as a single, double-sized Quest, as the Heroes must cross between the two Quests to achieve ultimate victory.

2. Female Elf

This Quest Pack includes a figure for a female Elf. Her statistics are the same as the Elf in the Game System. She can be used to replace the male Elf, if the player prefers to play a female character. Any reference to "Elf" in Quest Packs also applies to the female Elf. *A group of Heroes can contain only one Elf at a time.*



3. Starting and Ending a Quest

The Heroes do not always start and end their Quests on the spiral stairway. The message from Mentor at the beginning of each Quest tells where the Heroes start and end the Quest. When there is an iron entry or wooden exit door, it is indicated on the Quest map by an arrow (pointing into the map for the entry door, and out of the map for the exit door). When there is an entry door, it is always placed on the gameboard in its specified location before each Quest begins. At the start of an adventure, the Heroes line up outside the door and ask Zargon to open it.

Note: As with regular doors, an exit door is not placed on the gameboard by Zargon until a Hero looks down the appropriate corridor.

4. Mind Points

- When a Hero reaches zero Mind Points, he is not dead but in *shock*. (A Hero cannot go below zero Mind Points.) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armor, weapons and most artifacts do *not* increase the attack or defend dice when a Hero is in shock.) The Hero's attack and defend dice can be temporarily increased by some spells and spell scrolls.

- The extra Mind Points gained from certain artifacts (such as the Talisman of Lore) *can* be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of 3 Mind Points) goes into shock after he accumulates 3 Mind Points of damage.

- In this and other Quest Packs, it is important to keep track of Heroes' current Mind Points. Tell the players to use the bottom row of "Body Point" boxes on their Character Sheets to record Mind Point damage.

5. New Spell System

The Elven spell cards introduced in this Quest Pack are a new spell group for the *Elf's use only.* The Elf may choose either this spell group or any other after the Wizard chooses his first spell group. If the Elf does not choose the new Elven spell cards, they are removed from play.

If the Elf does choose the new Elven spell cards, he must pick only 3 of the 8 Elven spells to use in each Quest.

Note: The Wizard can choose a total of 3 spell groups. The remaining group(s) of spell cards are removed from play.

6. Rule Clarifications

• *Passing Items:* A Hero can pass a potion, artifact, weapon, or any other item to another Hero only if the 2 Heroes are in adjacent squares and neither Hero is adjacent to a monster.

• *Spiral Stairway:* During a Quest, if a Hero stands on a spiral stairway and attacks monsters, the monsters can attack back on Zargon's turn. When a spiral stairway is used as the exit at the end of a Quest, any Hero who moves onto that spiral stairway is immediately removed from the gameboard.

7. Wandering Monsters

Several Quests in this Quest Pack have multiple wandering monsters. These monsters may appear if a Hero draws a Wandering Monster card from the Treasure card deck or if a Hero moves onto a Wandering Monster trap as described above right. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

8. New Wandering Monster Trap



When a Hero moves onto a square with the trap symbol shown at right, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Otherwise the turn passes to the next player (or to Zargon). Each wandering monster trap can be activated only once. Monsters cannot activate it. Ignore the trap after the first time a Hero springs it. Wandering monster traps are so well concealed that they are not detected when a Hero searches for traps. There are no tiles for wandering monster traps.

9. Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

10. Selling Excess Items

As the Heroes gain better equipment, they can sell some of their old items to the Armory. Only items that are listed for sale in the Armory (on the cardboard platform in the Game System) can be sold back to the Armory. The Hero receives gold coins equal to half of the Armory's price when selling items to the Armory. Thus, a Hero who sells a longsword (which costs 350 gold coins) back to the Armory receives 175 gold coins. Items sold at the Armory for odd sums (the dagger at 25 gold coins, for example) can be sold back for half price, rounded down (12 gold coins for the dagger).

11. Treasure

To eliminate conflicts among the Heroes, large gold coin treasures found in treasure chests should be divided among all surviving Heroes.

12. New Artifact Cards

• *Elven Boots, Elven Bracers, Elven Bow of Vindication, Bone Wand, Ancient Staff and Sky Orb:* These artifacts are similar to the artifacts in the Game System. When a Hero finds one of these artifacts, he should record it on his Character Sheet.

• *Spell Scroll:* The Treasure Without Doom artifact card in this Quest Pack is a spell scroll. It is used just like the spell cards in the Game System. However, a spell scroll can be used by ANY Hero (not just the Wizard and Elf) who finds one. Note that a spell scroll can be used only once.

The Hero should record the spell scroll on his Character Sheet and return the scroll to the deck. After a spell scroll has been used, it must be crossed off the Hero's Character Sheet.

13. New Treasure Cards

The 4 new treasure cards should be mixed into the Game System's deck of treasure cards before play begins. Draw from this deck when a Hero searches for treasure.

14. Turning Heroes into Werewolves

In Quest 7, the Heroes may meet Werewolves. Use the Giant Wolf figures for these accursed monsters.

Note: Giant Wolves are considered Werewolves only in Quest 7.

If a Hero is affected by a Werewolf's Curse spell or injured by the attack of a Werewolf, the Hero becomes a Werewolf, cursed to switch between Hero form and Wolf form. At the start of every turn, the Hero must roll 2 red dice to see if he transforms into a Wolf. A roll of 2 through 9 means the Hero remains in Hero form and under the control of the player; the Hero may move and act normally. A roll of 10 through 12 means the Hero transforms into Wolf form and Zargon controls him as a monster for 1 turn (on Zargon's next turn).

When a Hero transforms into a Wolf, replace his figure with a Wolf tile. All of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the Hero's former possessions. The Weapon Pack tile stays on this space until the Hero returns to pick up his possessions. (Monsters cannot take the Weapon Pack.)

This Wolf is a true monster, with no Hero abilities and all the abilities of monsters (moves on Zargon's turn, attacks as a Giant Wolf, unaffected by traps or pits, cannot open doors, etc.).

At the end of Zargon's turn, the Wolf transforms back into the Hero and returns to the player's control. The Hero figure replaces the Wolf tile.

The Hero must roll for this transformation each turn until he is cured by drinking a Wolfsbane Potion (or the Potion of Restoration from the Alchemist's Shop).

15. Elven Archers

These monsters appear in several Quests and are under Zargon's control. Elven Archers may attack with 4 combat dice against any non-adjacent target in their line of sight. They attack with only 1 combat die if the target is adjacent. If an Elven Archer's bow becomes warped (from the Twist Wood spell, for instance), he rolls only 1 combat die to attack.

The Elven Archer's statistics are detailed on the cards that come in this Quest Pack, as well as in the Monster Chart on the inside back cover of this book.

Zargon, study this book carefully! While it is your guide to running these adventures, it may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your HERO QUEST world!

A Message From Mentor

Ah, you're here at last, my Elven friend. Our time together must be brief, for your skills are needed urgently. The Elven kingdom is in turmoil, as you may have heard. Queen Terrellia's five-year-old daughter, Millandriell, has been kidnapped. The Queen has secretly informed me that she has received a ransom note from her evil sister, the Archmage Sinestra. Sinestra has always been vain and proud, paying more attention to her mirrors than to the advice of the wise. Her vanity has led her to a diabolical plan. The note demands that the Queen abdicate the throne and turn all power over to Sinestra. Only then will Millandriell be returned unharmed.

The Queen has asked me to find an Elven Hero who has the strength and courage to lead a small band of Heroes into Sinestra's stronghold to rescue Millandriell. Because the girl's life would be forfeit if such a rescue mission failed, Queen Terrellia insists that the chosen Hero first prove his worth. The Queen has decided upon three Quests for this Elf to undertake on his own before she will agree to the rescue attempt.

I have chosen you to lead the rescue party. If you survive the three solo Quests the Queen proposes, your heroic companions will rejoin you and you will all embark on the mission to rescue Princess Millandriell.

You must succeed in this mission, for your entire race is in danger should Sinestra gain the throne. The safety of the Empire is also at stake, if what I fear is true. I suspect that Zargon is lurking behind Sinestra's schemes. As a willing servant of Zargon, she may call upon the forces of Chaos to thwart your mission.

Do not underestimate the importance of the tasks before you, brave Elf. If you fail, the Emperor will lose the power and strength of the Elven people to Zargon. That will surely mean the end of the Empire!

Mentor

Quest Map Guide

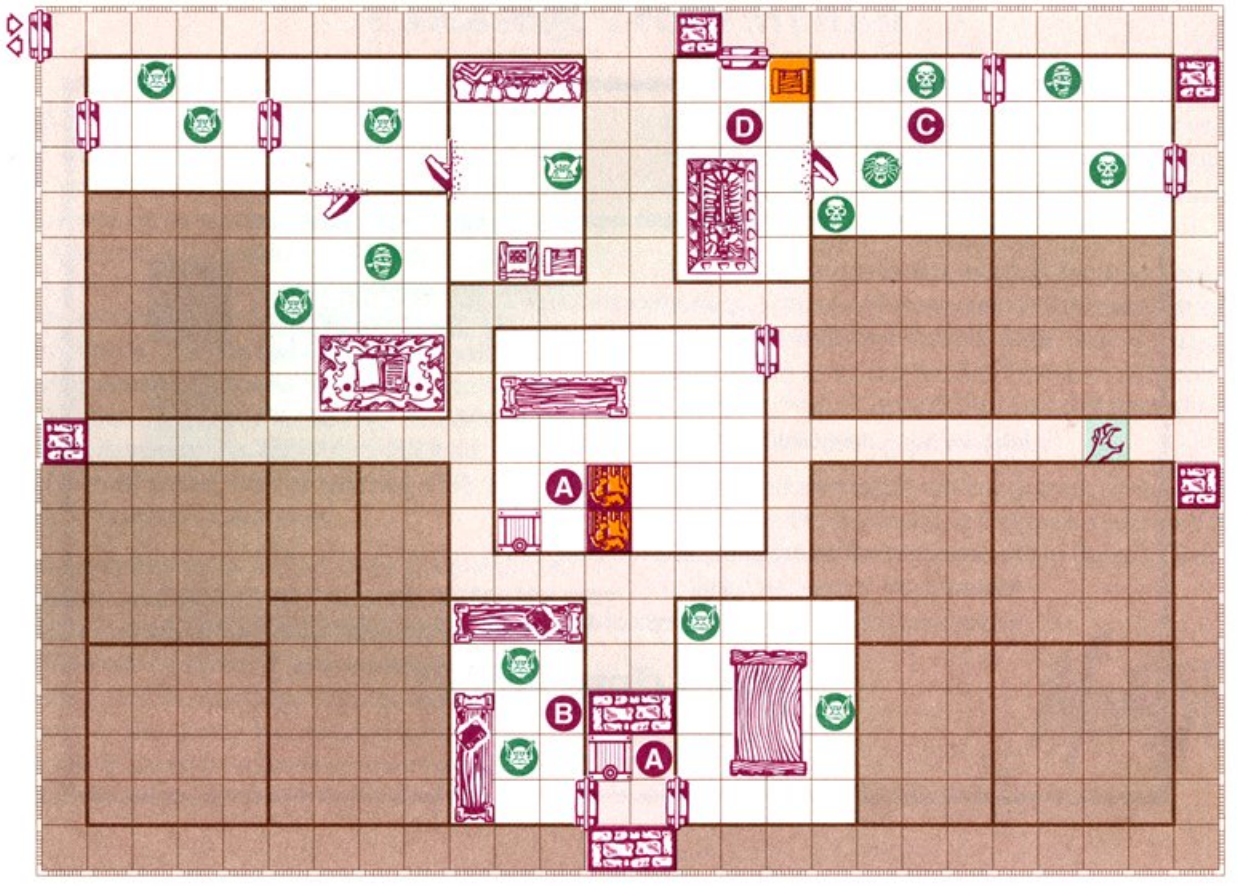
The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol colors mean.

Gold: This color is used to highlight traps that the Heroes can detect by searching.

Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.

Dark Green: This color is used to highlight monster symbols. See the Monster Chart on the inside back cover for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



At the beginning of each Quest, read aloud the parchment message from Mentor. The Quest notes that follow the message are for Zargon's eyes only!

QUEST 1 — SOLO QUEST

The Avenger Returns

"As a test of your abilities, Queen Terrellia wants you to retrieve a family heirloom that was recently stolen. No ordinary heirloom, this is the legendary sword known as The Avenger. The sword was stolen by agents of Zargon and taken to a small fortress along the southern border of the Empire. The iron door is the only way in or out of the fortress. Once you have found The Avenger, leave through the iron door and bring the sword to Queen Terrellia."

NOTES:

A Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After the Elf moves through it, he rolls 1 combat die. If a skull is rolled, the Elf loses 1 Body Point. After moving from one trap door square to the other, the Elf's or monster's turn is over.

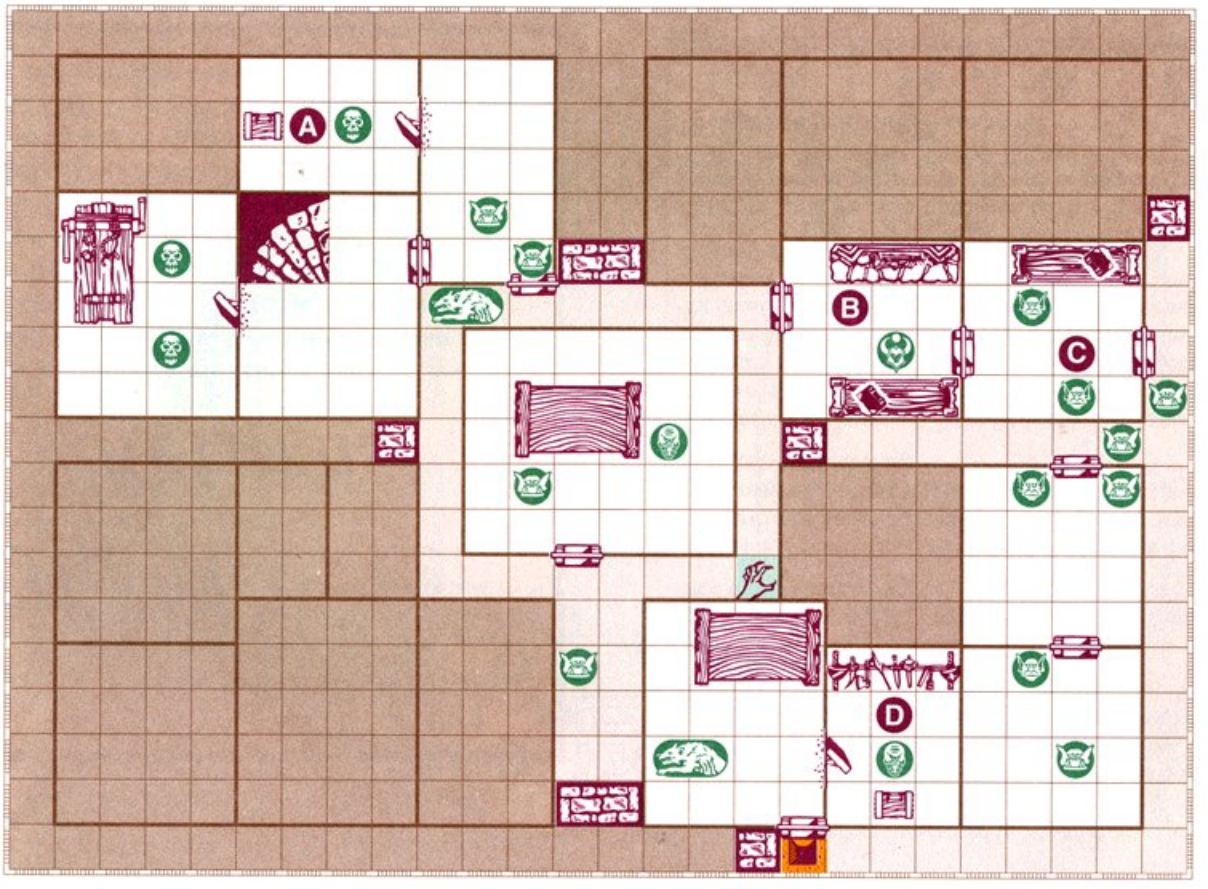
B If the Elf searches for treasure in this room, there is an Elixir of Life hidden in one of the bookcases. (See the matching artifact card in the Game System.)

C When the Elf enters this room, tell the player that the monsters here are immobile and are unaffected by the Elf's actions. (The room may be searched for treasure as long as the monsters aren't activated — see note D.)

D This chest has a trap on it. If the Elf searches for treasure before the trap is disarmed, the monsters in room C become activated and enter room D on Zargon's next turn. If the Elf searches for treasure after the trap is disarmed or the monsters are defeated, the chest is empty but the tomb holds *The Avenger* sword. Tell the Elf he has found what he sought, and that he may now return to Queen Terrellia.

After the Quest has been completed, tell the Elf that Queen Terrellia rewards his success with a set of magical Elven Chain Mail armor. This armor gives the Elf 2 extra defend dice. It may be combined with a helmet and shield.

Wandering Monsters in this Quest: Mummy



QUEST 2 — SOLO QUEST

On Sacred Ground

"Your second trial requires that you rescue two of the Queen's attendants who were kidnapped recently. Foul creatures of Chaos have taken these two women to an underground cavern south of the Elven Kingdom. The only entrance to this stronghold of Chaos is a spiral stairway that descends far underground. Starting from this stairway, you must fight your way to the women, free them, and then bring them back out through the stairway."

NOTES:

A If the Elf searches for treasure in this room, 300 gold coins are found in the chest. Tell the Elf that several dresses and smashed pieces of jewelry are strewn about on the floor. Neither the dresses nor the jewelry have any value.

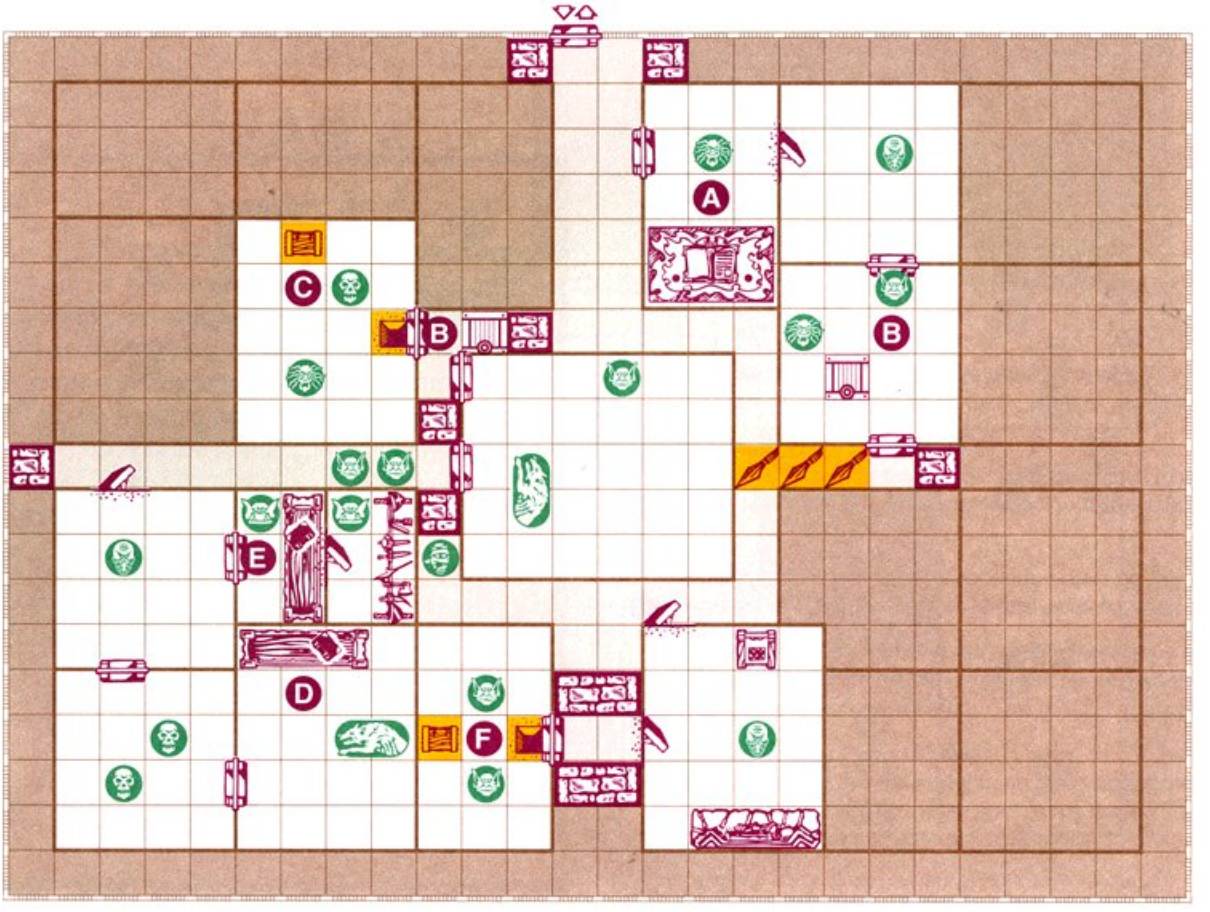
B If the Elf searches for treasure in this room, a protective helmet is found. Add this to the Elf's Character Sheet. (See the Armory on the cardboard platform in the Game System for this item.)

C If the Elf searches for treasure in this room, a Potion of Healing is found in the bookcase. This potion restores up to 4 lost Body Points.

D The Elf finds the two attendants in this room. After the monster in the room is killed, the Elf may lead the women to the spiral stairway.

After the Elf returns to the stairway, tell him that Queen Terrellia has a special reward of 150 gold coins for him.

Wandering Monsters in this Quest: 2 Orcs



QUEST 3 — SOLO QUEST

Terrellia's Maze

"As your final test, Terrellia has decreed that you must traverse a dangerous maze of her own devising. She has placed captured monsters within this maze, promising them their freedom if they can kill you. You will pass the test only if you find a golden book and leave the maze to tell of it. Terrellia's guards will bring you to the iron door that leads into the maze. Return to the iron door to leave the maze and end the test."

NOTES:

Tell the Elf that the treasure cards are not used in this Quest and that there are no wandering monsters in this Quest.

A If the Elf searches for treasure in this room, a note on the table is found that says, "All is not as it seems."

B Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After the Elf moves through it, he rolls 1 combat die. If a skull is rolled, the Elf loses 1 Body Point. After moving from one trap door square to the other, the Elf's or monster's turn is over.

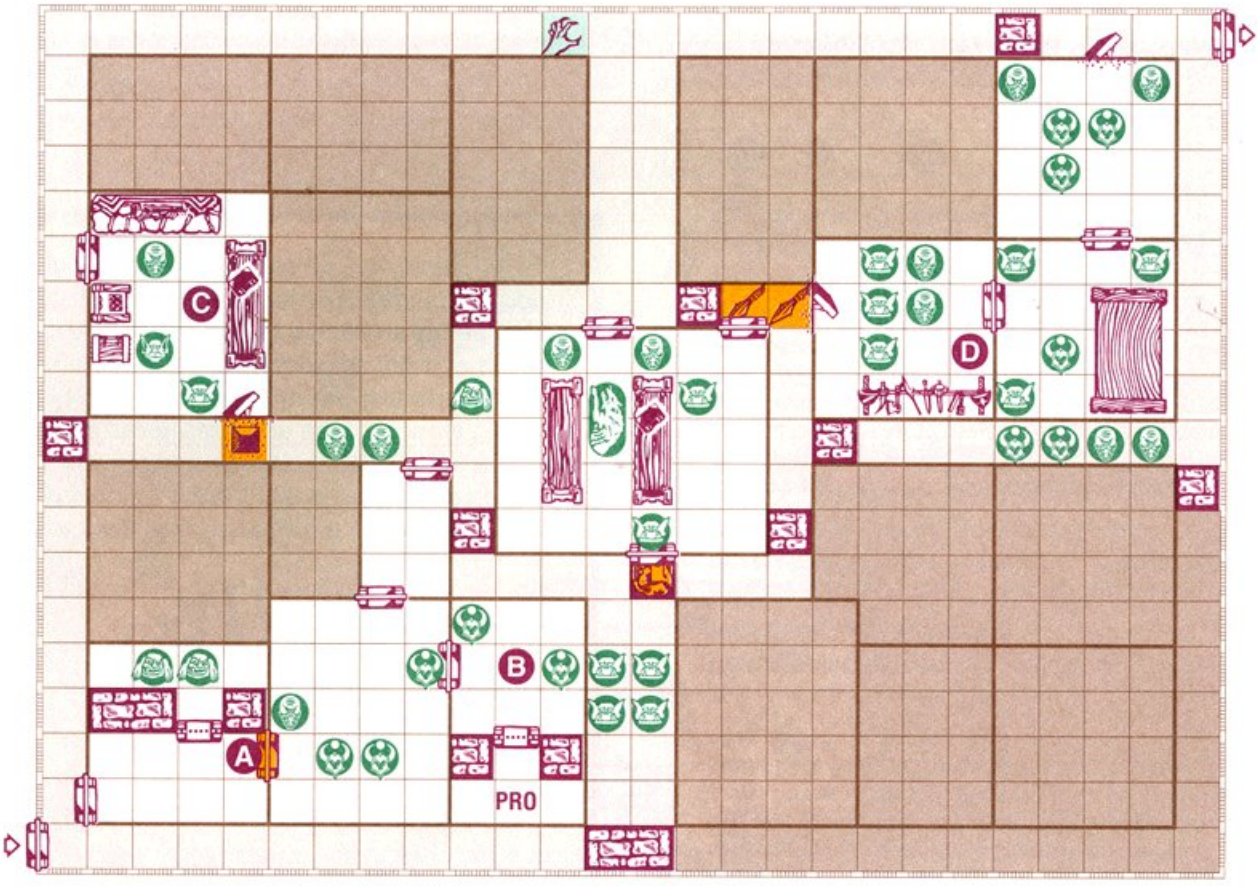
C This chest has a poison needle trap on it. If the Elf searches for treasure before the trap is disarmed, he loses 1 Body Point. The chest contains 200 gold coins.

D If the Elf searches for treasure in this room, a secret compartment in the bookcase opens to reveal a Potion of Healing. This potion restores up to 4 lost Body Points.

E If the Elf searches for treasure in this room, the golden book you've been looking for is in the bookcase. The book tilts forward, causing the bookcase to move up. This reveals a secret door. The room beyond this door holds a weapons rack. A sign above the rack says, "Choose one." If the Elf moves next to the weapons rack, he may choose any one of the weapons from the Armory on the cardboard platform in the Game System.

F This chest has an explosive trap on it. If the Elf searches for treasure before the trap is disarmed, the Elf loses 2 Body Points. The chest contains 300 gold coins.

Wandering Monsters in this Quest: None



QUEST 4 — GROUP QUEST

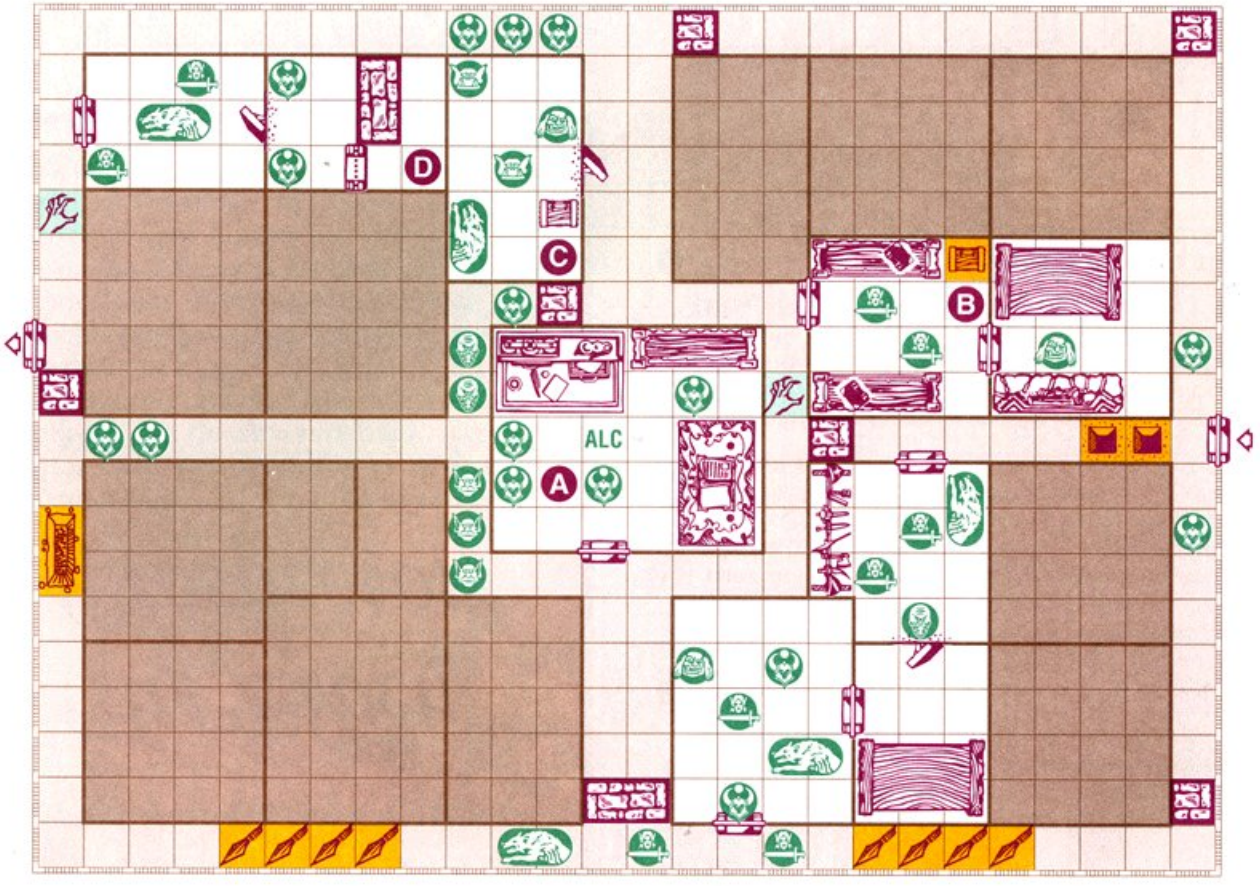
The Elven Prospector

"Your companions now join you as you begin the first part of your mission to rescue Millandriell. The Queen wants you to free the royal Prospector, who has been imprisoned inside an old mine by Zargon's minions. Only this Prospector can identify Moonsilver, a magical substance that is critical to rescuing the Princess. You must enter the mine through the iron door, find the Prospector, and then leave through the wooden exit door with the Prospector."

NOTES:

- **A** The door marked "A" has a trap on it. If a Hero opens this door before the trap is disarmed, the portcullis in this room rises and the Ogres attack on Zargon's turn (along with the monsters in the next room).
- **B** The Prospector is behind a locked portcullis. Place the Prospector tile on the square marked "PRO." He tells the Heroes that they must find the brass key to free him. Once the Heroes return here with the brass key, they can open the portcullis. Hand the Prospector tile to the Hero who had the brass key (and take the brass key tile back). If that Hero gets killed, the Prospector and brass key are returned to their original locations. If the Heroes need to retrieve the Prospector, two more Chaos Warriors are guarding him.
- **C** The first Hero to search for treasure in this room finds a Treasure Without Doom spell scroll, a brass key, and 800 gold coins in the chest. (See the new artifact card for the spell scroll.) Hand the player the brass key tile. Only one scroll is found, even if the Heroes must return to this room to regain the key.
- **D** The weapons on this rack are rusted beyond repair. There is nothing here the Heroes would want.

Wandering Monsters in this Quest: 2 Chaos Warriors



QUEST 5 — GROUP QUEST

The Alchemist's Laboratory

"The evil High Alchemist's laboratory on the western border of the Elven lands contains the only known supply of Moonsilver. You must take the Prospector to the laboratory and find a flask of Moonsilver. Only Moonsilver can open an entry into the Realm of Reflection where the Princess is held captive. Enter the laboratory through the iron door and find the wooden exit door to leave once you have located the flask of Moonsilver."

NOTES:

If the Hero who holds the Prospector's tile is killed during this Quest, monsters will take the Prospector to room "D." Don't reveal this information to the Heros until they enter room "D."

A The High Alchemist is in this room. Use the Chaos Warlock figure for him; place it on the square marked "ALC." His stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	3	4	4

The High Alchemist knows the following Chaos spells: Mind Blast, Restore Chaos, Summon Wolves and Werewolf's Curse.

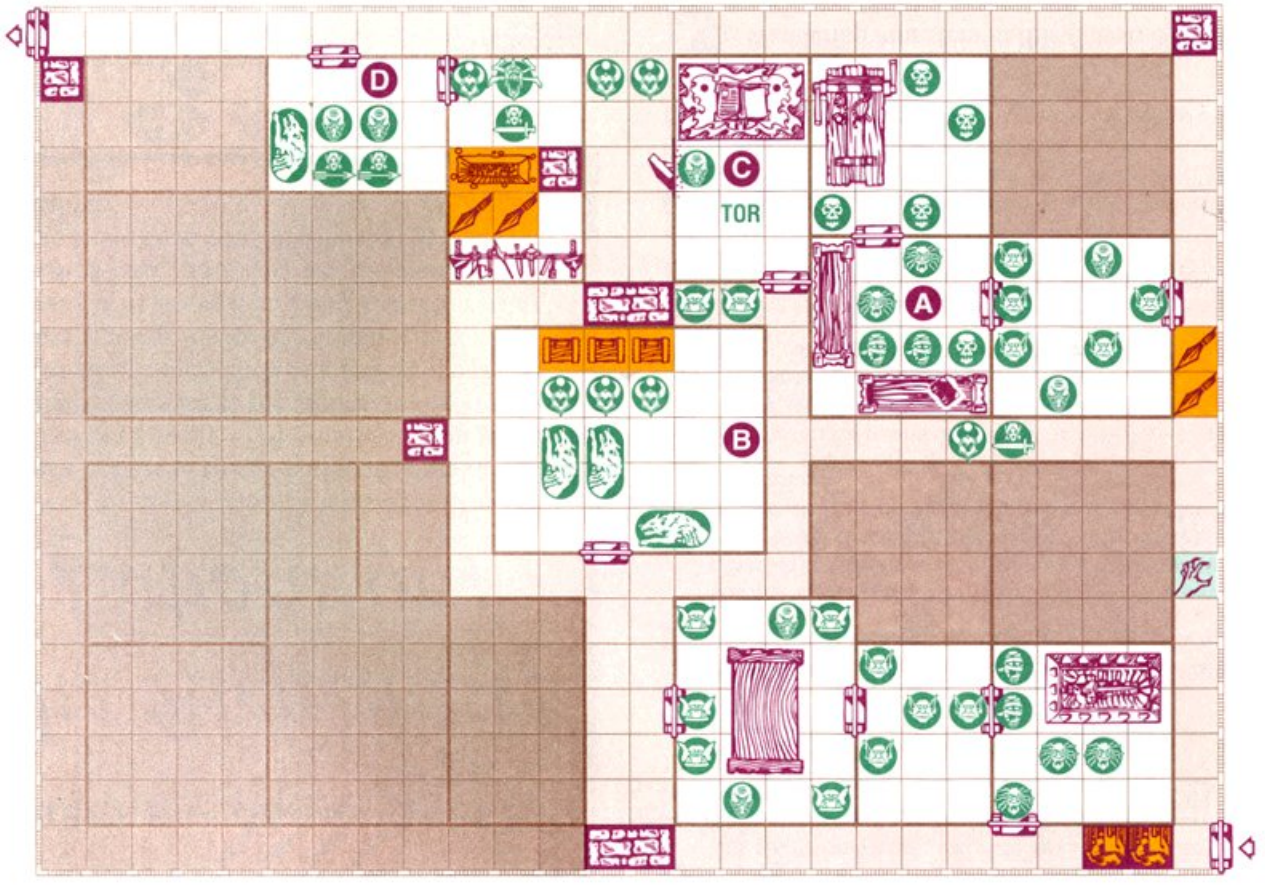
The first Hero to search for treasure in this room sees hundreds of bottles containing silver liquids. Only the Prospector can tell which bottle contains true Moonsilver. If the Prospector is with the Heroes, hand the Moonsilver tile to the first Hero to search for treasure.

B This chest has a poison dart trap on it. If a Hero searches for treasure before the trap is disarmed, that Hero loses 2 Body Points. The chest contains a brass key and Elven Boots. (See the new artifact card for this item.) Hand the player the brass key tile.

C The first Hero to search for treasure in this room finds 2 Potions of Healing and 750 gold coins inside the chest. Each potion restores up to 4 lost Body Points.

D If the Prospector has been captured, he will be imprisoned here. The Heroes must have the brass key (from room "B") to open the portcullis. If the Heroes need to rescue the Prospector more than once, there are always 2 new Chaos Warriors on guard here.

Wandering Monsters in this Quest: 3 Zombies



QUEST 6 — GROUP QUEST

Tormuk's Guests

"Sinestra has struck again! One of her servants, Tormuk the Necromancer, cast a spell upon two of Queen Terrellia's bodyguards, the finest Elven Archers in the kingdom. The Archers now fight alongside Tormuk. The Queen wants you to find the Archers. Once they are alone with you, the spell will be broken. Scouts say that Tormuk's base is in an old castle south of the Elven lands. Enter the castle through the iron door and leave through the wooden exit door."

NOTES:

A The first Hero to search for treasure in this room finds 2 Potions of Healing in the cupboard. Each potion restores up to 4 lost Body Points.

B Each chest in this room has a trap on it. If a Hero searches for treasure in this room before all three traps are disarmed, the Hero loses 2 Body Points for each trap that hasn't been disarmed. The first Hero to search for treasure finds 1,000 gold coins and the Ancient Staff. (See the new artifact card for this item.)

C Tormuk is in this room. Use the Chaos Warlock figure for him; place it in the square marked "TOR." His stats are as follows:

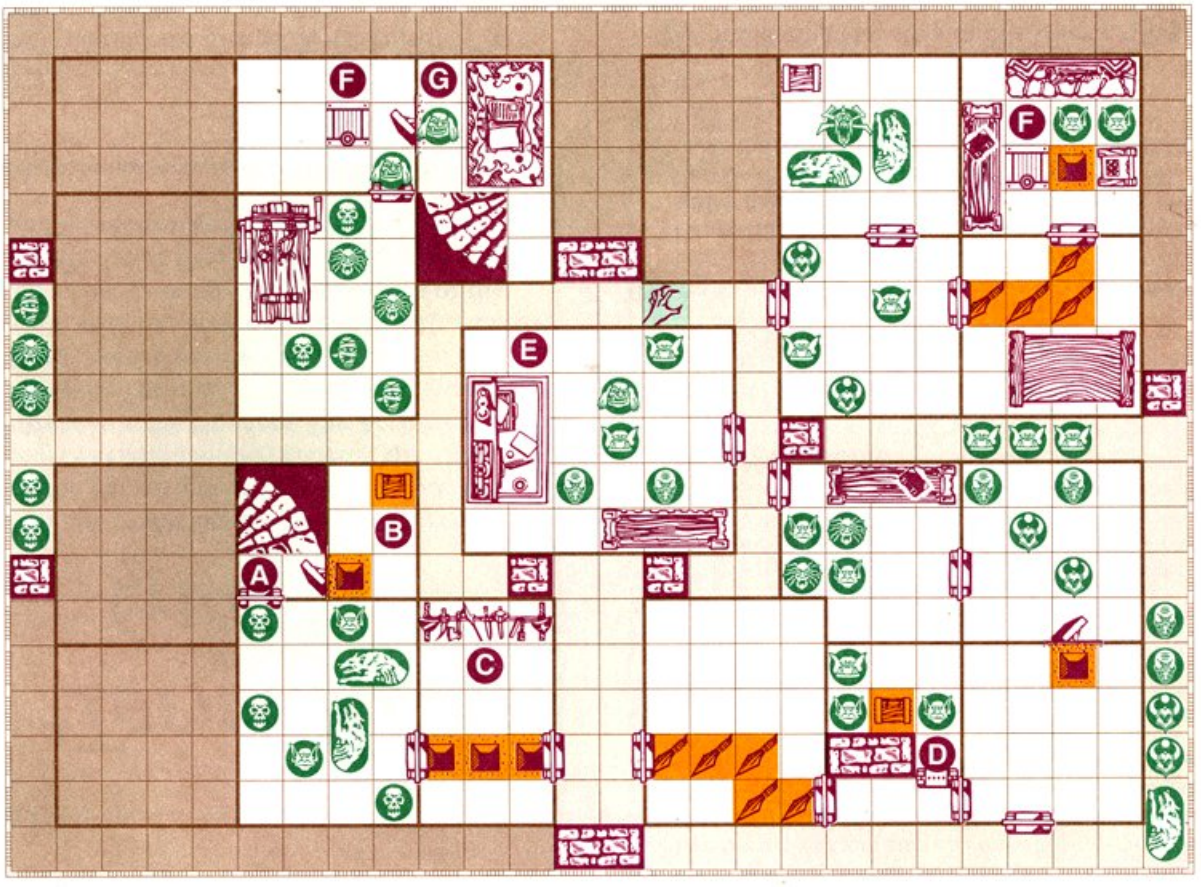
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	6	6

Tormuk knows the following Chaos spells: Command, Mirror Magic, Mind Blast, Reanimation, Summon Wolves and Werewolf's Curse.

The first Hero to search for treasure in this room finds a Treasure Without Doom spell scroll on the table. (See the new artifact card for this spell scroll.)

D The Elven Archers fight the Heroes to the best of their ability as long as the other monsters in this room are alive. Once the Heroes have killed the other monsters in this room, Tormuk's spell is broken. If the Elven Archers are still alive, they fight on the Heroes' side for the remainder of this Quest only. They are under the control of the Elf, and they move and attack after him.

Wandering Monsters in this Quest: Fimir



QUEST 7 — GROUP QUEST

Gliness Fen

"The time has come to assault Sinestra's stronghold. She lives deep within the marshes of Gliness Fen. You must enter her castle to begin your search for Princess Millandriell. Spies report that the gateway to the Realm of Reflection is in the castle's deepest dungeon. A spiral stairway winds down to the first level of the castle. Search for another spiral stairway to reach the next lower level. Millandriell's life is in your hands, my friends."

NOTES:

A The Heroes begin the Quest on this spiral stairway.

B This chest has a poisonous gas trap on it. If a Hero searches for treasure in this room before the trap is disarmed, each Hero in the room loses 1 Body Point. The chest contains 650 gold coins.

C The first Hero to search for treasure in this room finds a tool kit in the weapons rack. (See the Armory on the cardboard platform in the Game System.) This Hero also finds a brass key. Hand the player the brass key tile.

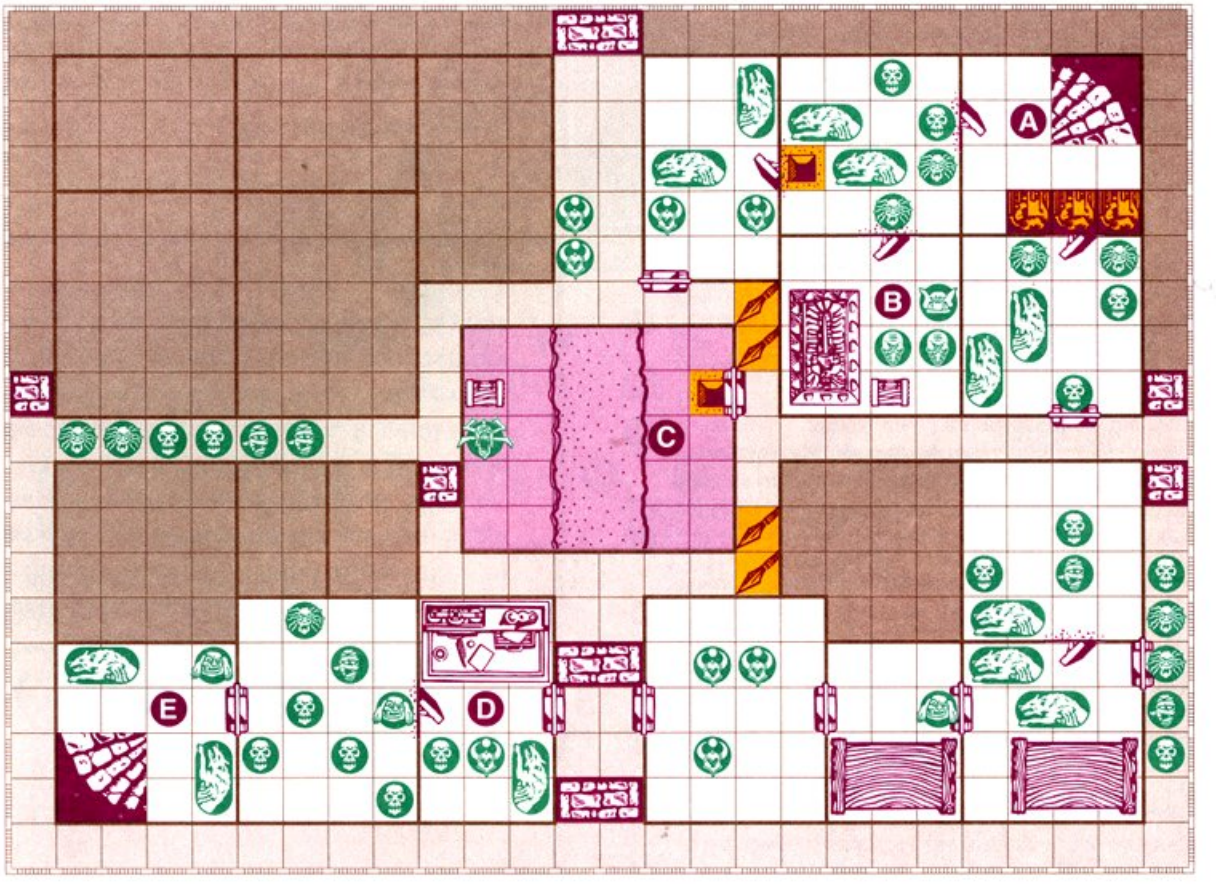
D The portcullis will not open unless a Hero has the brass key from room "C." The first Hero to search for treasure in this room finds 2 Potions of Healing in the chest. Each potion restores up to 4 lost Body Points.

E The first Hero to search for treasure in this room finds 2 Wolfsbane Potions. (See the new treasure card for these potions.)

F The trap door is linked by a tunnel to the trap door in the other room "F." Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, he rolls 1 combat die. If a skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

G The first Hero to search for treasure in this room finds the Sky Orb under the table. (See Page 4.) Give the Hero the Sky Orb artifact card, tile and tokens. The spiral stairway leads down to the second level of Sinestra's castle.

Wandering Monsters in this Quest: Werewolf



QUEST 8 — GROUP QUEST

The Gathering Storm

"Sinestra now knows of your mission. She is gathering her evil servants to oppose you. You must hurry on despite her efforts. The closer you get to the lowest level of the castle, the greater the danger to Millandriell. Speed is your only ally now. From the spiral stairway that brought you down from the first level, search this second level for another spiral stairway leading lower still."

NOTES:

A The Heroes begin the Quest on this spiral stairway. As the Heroes step off the stairway, read the following aloud: "As you enter this subterranean level, your feet sink slightly into the soggy ground. A wet, moldy smell permeates the air."

B The first Hero to search for treasure in this room finds a Bone Wand and 500 gold coins in the chest. (See the new artifact card.)

C The Gargoyle in this room can cast spells. It knows the Chaos spells Command and Firestorm.

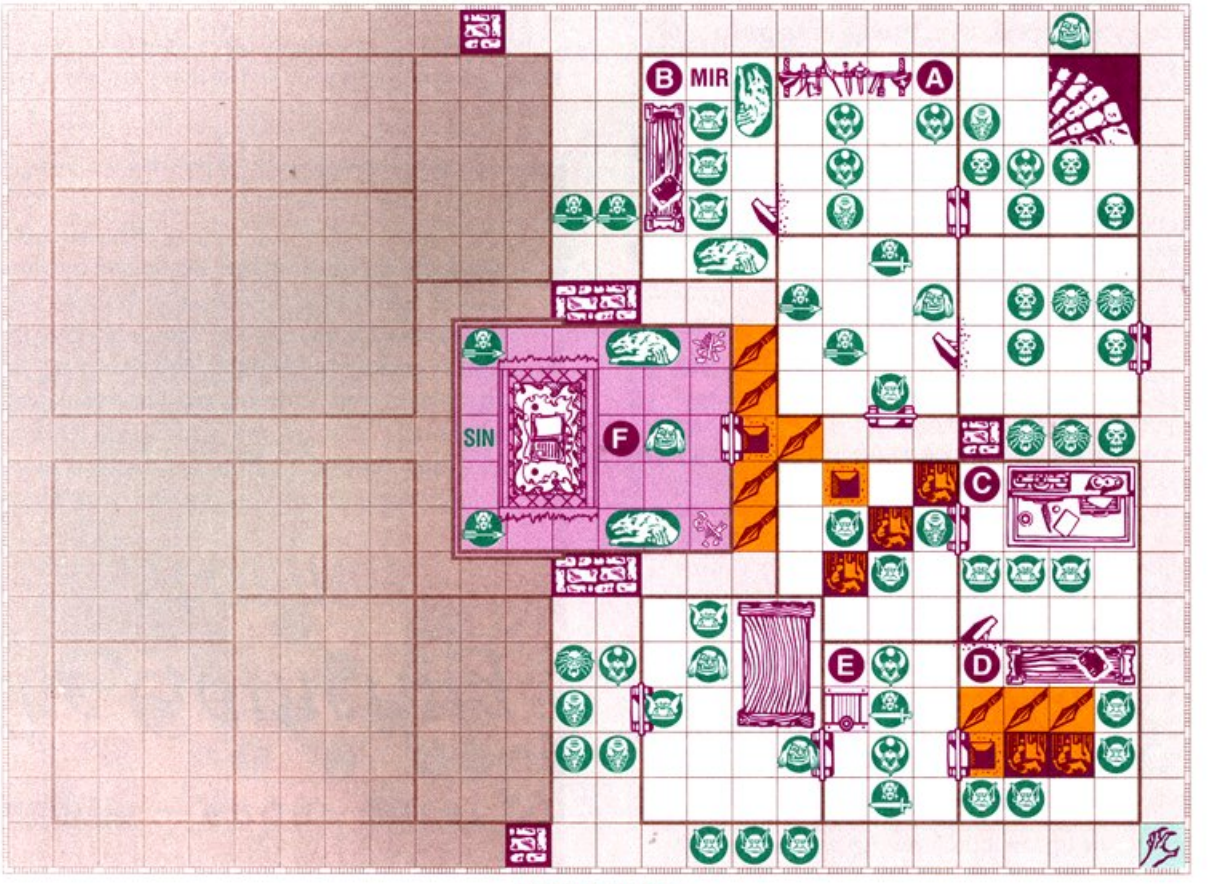
Dividing the room is a quicksand pit. To reach the other side of the quicksand pit, a Hero must stand adjacent to it and try to jump over the quicksand. The Hero rolls 1 combat die in the attempt. If a black shield is rolled, the Hero successfully lands on the square directly across from the square he left. Any other result means the Hero lands in the quicksand and starts to sink. To avoid a messy death, tell the Hero to immediately discard any 2 items (weapons, armor, potions, scrolls, etc.). This ends the Hero's turn. On the Hero's next turn, the Hero climbs out of the quicksand onto the square across from the square he left. This ends the Hero's turn.

The first Hero to search for treasure in this room finds a gem worth 900 gold coins in the chest.

D The first Hero to search for treasure in this room finds a bag of Heroic Brew. (See the matching treasure card from the Game System.)

E This spiral stairway leads down to the next level.

Wandering Monsters in this Quest: Chaos Warrior



QUEST MAP 9

Zargon, Quests 9 and 10 are actually one double-sized Quest. Notes A through F refer to the Quest 9 map; notes G through K refer to the Quest 10 map. The Heroes will be moving back and forth between these two Quests. Mind and Body Points are not restored when the Heroes cross between Quests 9 and 10. Since the two Quests use different parts of the gameboard, leave the Quest 9 rooms set up when the Heroes enter the mirror and cross over to Quest 10.

QUESTS 9 & 10—DOUBLE QUEST

Hidden Realms

"You have reached the depths of Sinestra's fortress. Look for a large mirror. It's the entry to the Realm of Reflection where Millandriell is imprisoned. Rub the Moonsilver on the mirror's surface to gain entry. Then enter the Realm to rescue Millandriell. But Sinestra must be dealt with also. Find the Elven Bow of Vindication, a magical weapon that will help you destroy her. Start at the spiral stairway and search for Millandriell and Sinestra."

QUEST 9 NOTES:

A The first Hero to search for treasure in this room finds a brass key among the weapons on the rack. Hand the player the brass key tile. (This key is used in room "G" in Quest 10.)

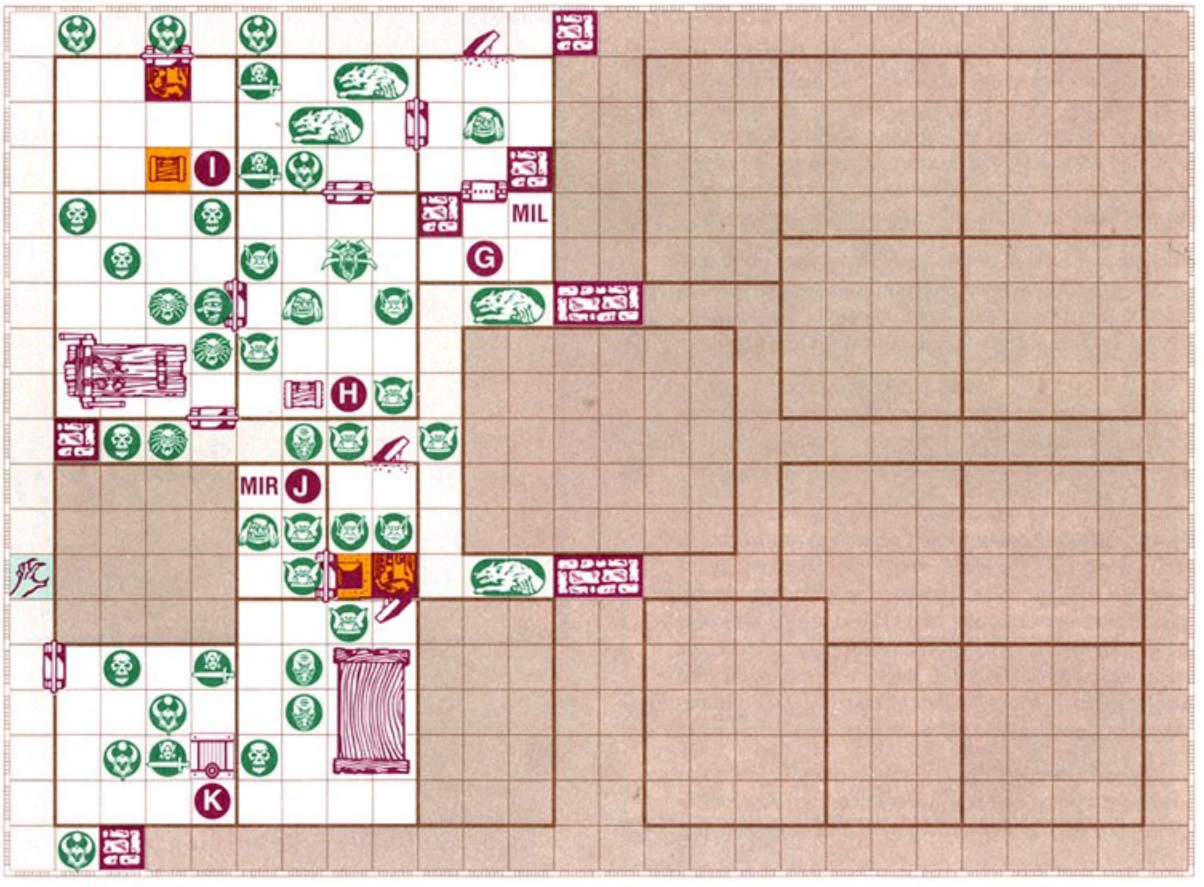
B Place the mirror with the image of Millandriell on the square marked "MIR", with Millandriell's side facing the Heroes. When the Hero with Moonsilver moves adjacent to the mirror, the mirror turns black. Turn the mirror tile so the dark side is facing the Heroes. Tell the players that any Hero can now pass through the mirror into the Realm of Reflection. (A Hero who enters the mirror is placed on the square marked "G" in Quest 10. That Hero can continue to move if he has movement left.) Heroes cannot return to room "B" via the mirror.

C The first Hero to search for treasure in this room finds an Elven Potion of Speed on the bench. This potion grants the Elf 12 squares of movement and 2 attacks per turn until the Elf suffers at least 1 Body Point of damage.

D The first Hero to search for treasure in this room finds an Elven Potion of Vision hidden in the bookcase. This potion enables the Elf to see all secret doors and gold-coded traps within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

E The trap door is linked by a tunnel to the trap door in room "K" in Quest 10. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, he rolls 1 combat die. If a skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

(QUEST 9 NOTES continue on next page)



QUEST MAP 10

QUEST 9 NOTES continued:

F This is Sinestra's inner sanctum. Place the inner sanctum room and wall on the gameboard when a Hero enters this room. Use the Elven Archmage figure to represent Sinestra and place her on the square marked "SIN." Sinestra's stats are as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	4	9

Sinestra knows the following Chaos spells: Dispel, Firestorm, Mind Blast, Mirror Magic, Reanimation, Restore Chaos, Summon Wolves and Werewolf's Curse.

Once Sinestra has been killed and Millandriell found, this Quest is over. Go to the conclusion on the next page.

QUEST 10 NOTES:

G Millandriell is in this cell. Hand the Millandriell tile to the first Hero into the cell. She is overjoyed to see the Heroes, as you might expect. The brass key will open the portcullis, but if the Heroes don't have the key, a Hero must roll less than his Body Points on 2 red dice to force the portcullis open. Each Hero may try once per turn until the portcullis opens.

H The first Hero to search for treasure in this room finds a large ruby worth 800 gold coins in the chest.

I This chest has a poison needle trap on it. If a Hero searches for treasure before the trap is disarmed, the Hero loses 3 Body Points. The chest contains a Potion of Speed. This potion grants the Elf 12 squares of movement and 2 attacks per turn until the Elf suffers at least 1 Body Point of damage.

J The mirror in this room has the image of the Bow of Vindication. If the Hero with the Moonsilver moves next to the mirror, the Hero can reach into the mirror and grab the bow. Hand the player the Bow of Vindication card. (At the end of this Quest, Queen Terrellia takes the bow, as it is a treasure of the Elven kingdom.)

K The trap door is linked by a tunnel to the trap door in room "E" on Quest map 9. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, the player rolls 1 combat die. If a skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

Wandering Monsters in these Quests: 2 Chaos Warriors

Conclusion

Fearless Heroes, a great celebration is about to be held in your honor. Queen Terrellia wishes to thank you for rescuing the Princess of the Elven people from a horrible fate.

Because of your valiant efforts, peace and order have been restored to the kingdom. You have ended a dire threat to the Elven people, at great risk to yourselves. You fought a mighty battle against the forces of Chaos and emerged victorious.

Queen Terrellia has decreed that your names be written down in the ancient Book of Elven Heroes, for your deeds have truly earned you a place among the most famous in their long history. Your names shall become synonymous with heroism and justice. Legends and songs will praise you for as long as Elves have voices to tell of your deeds.

The Queen is also thankful that you have returned the sacred Elven Bow of Vindication. As a token of her kingdom's gratitude, she has asked me to give you this ancient chest. Inside, you will find 2,000 gold coins. Take this treasure and divide it among you.

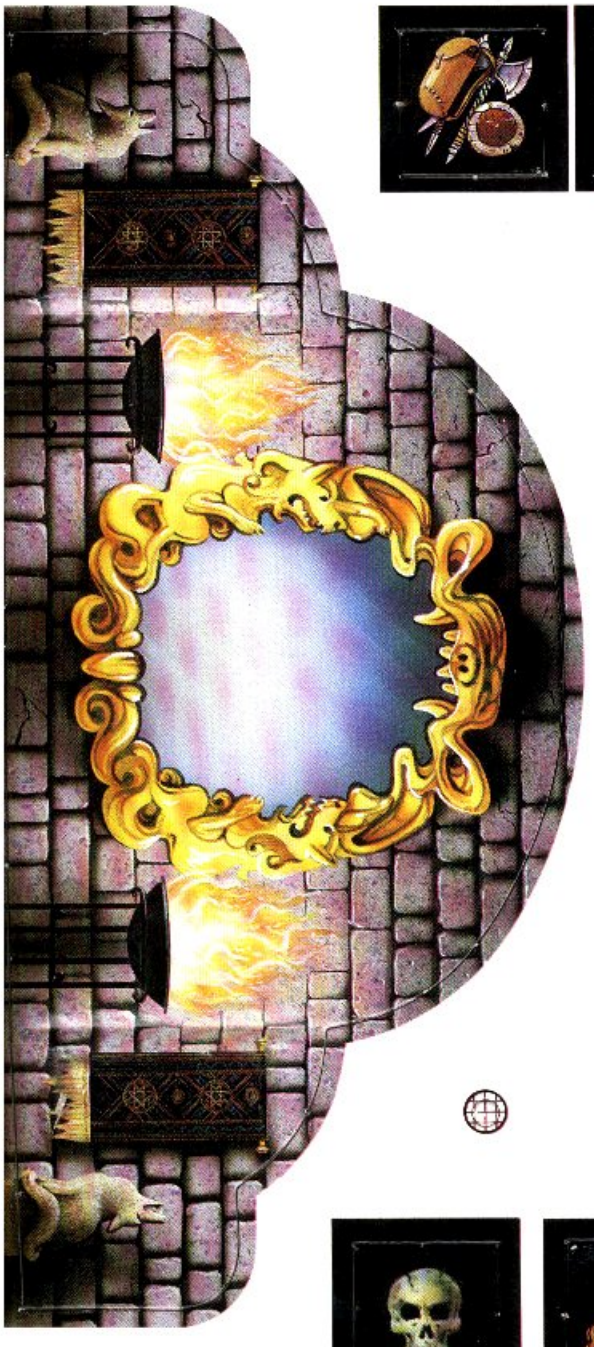
Go now, and join in the celebration. Until we meet again, take care my friends.

Mentor

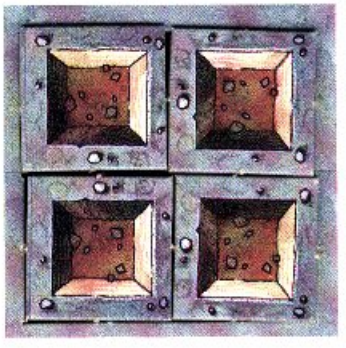
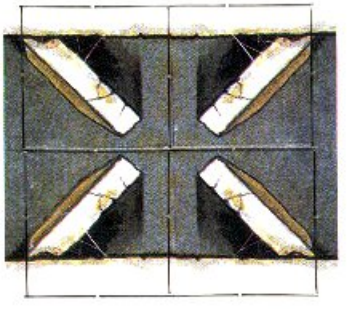
Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Elven Archer*		6	4(1)	2	3	2
Elven Warrior		6	4	3	3	2
Ogre		4	6	4	10	2
Giant Wolf		9	6	3	5	1

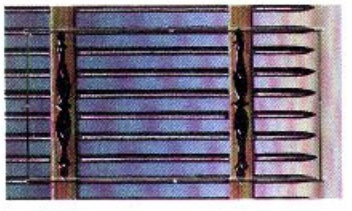
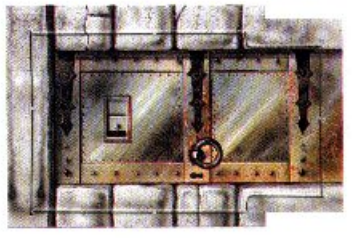
* Elven Archers attack with 4 combat dice against non-adjacent targets, but with only 1 die against adjacent targets.



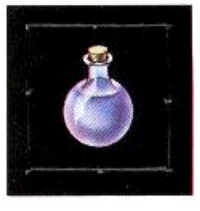
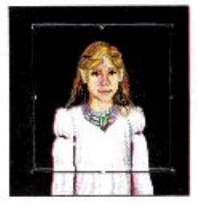


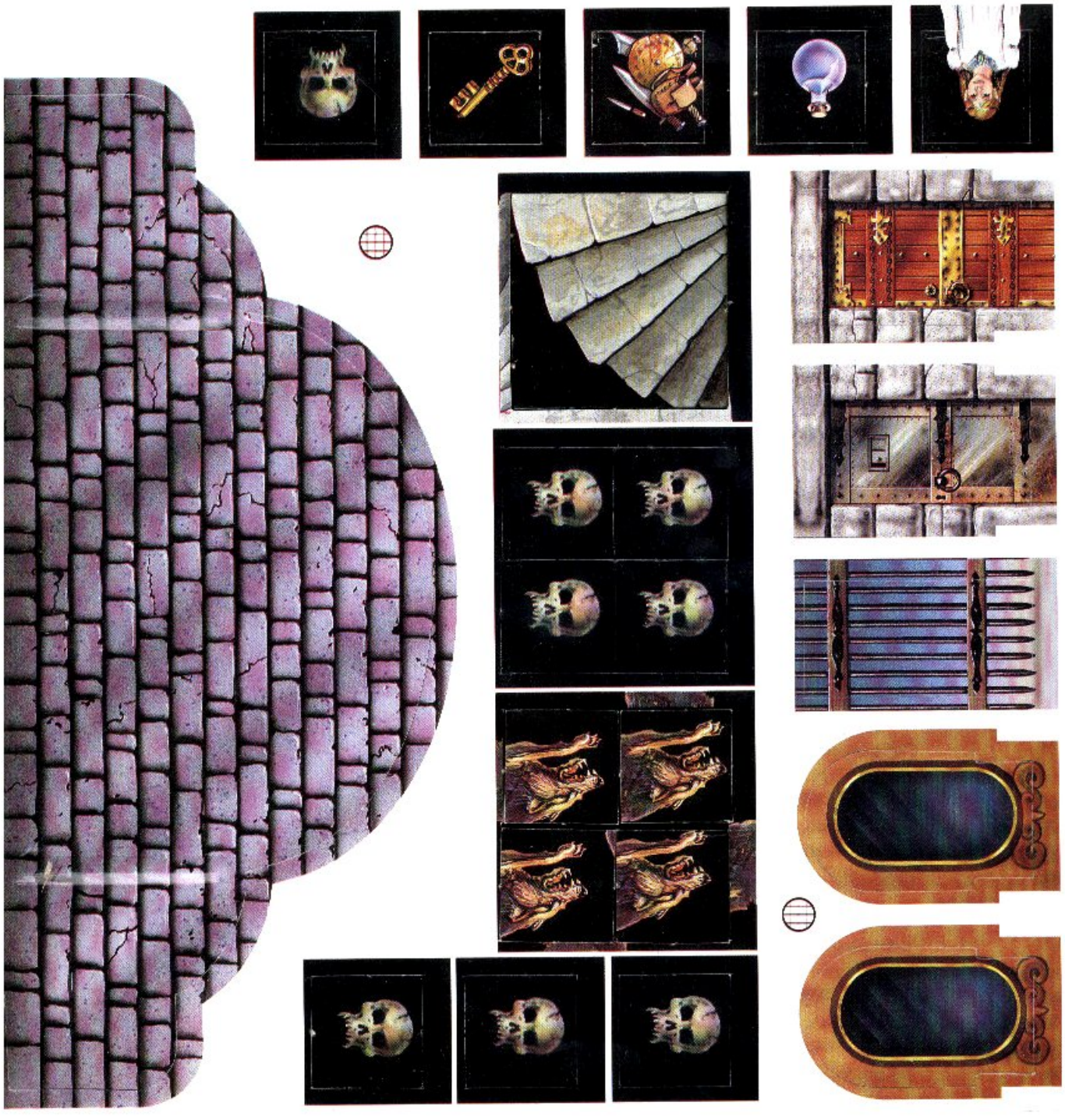





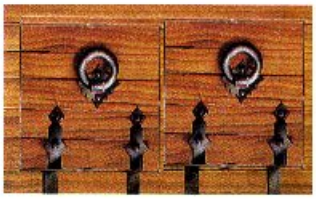




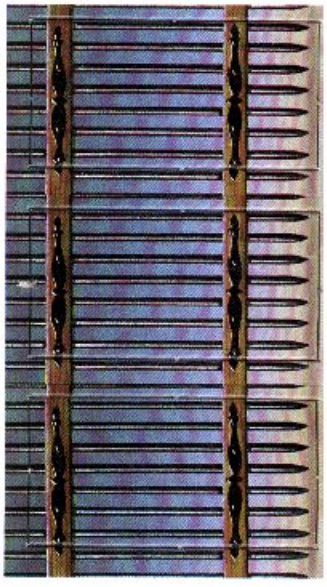


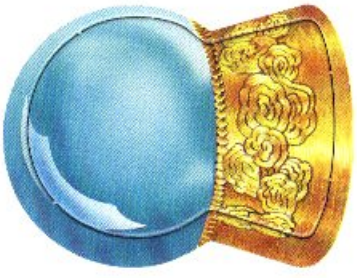




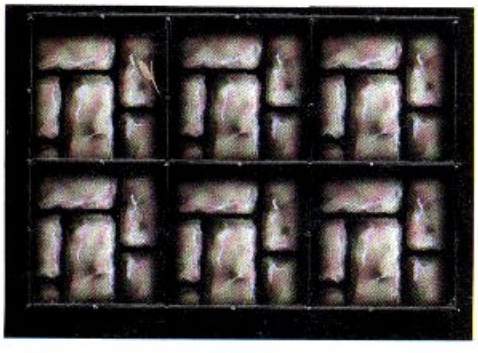


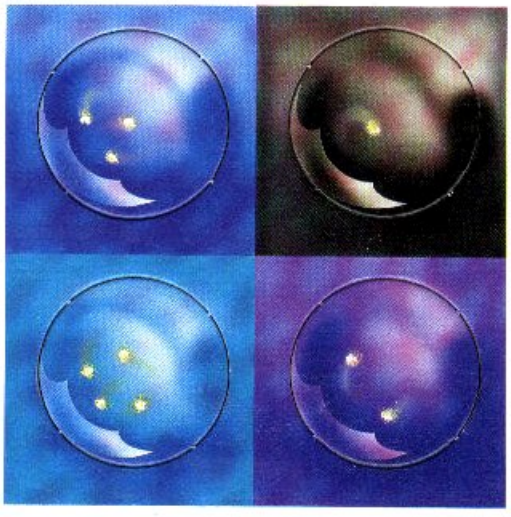


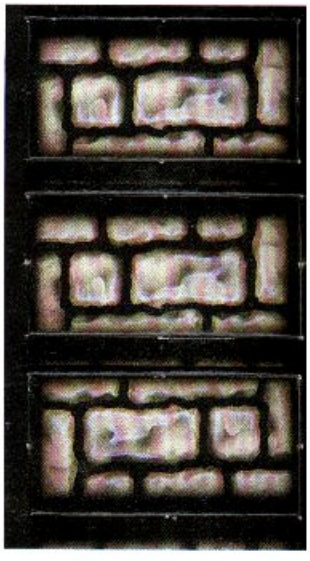












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