

HeroQuest™

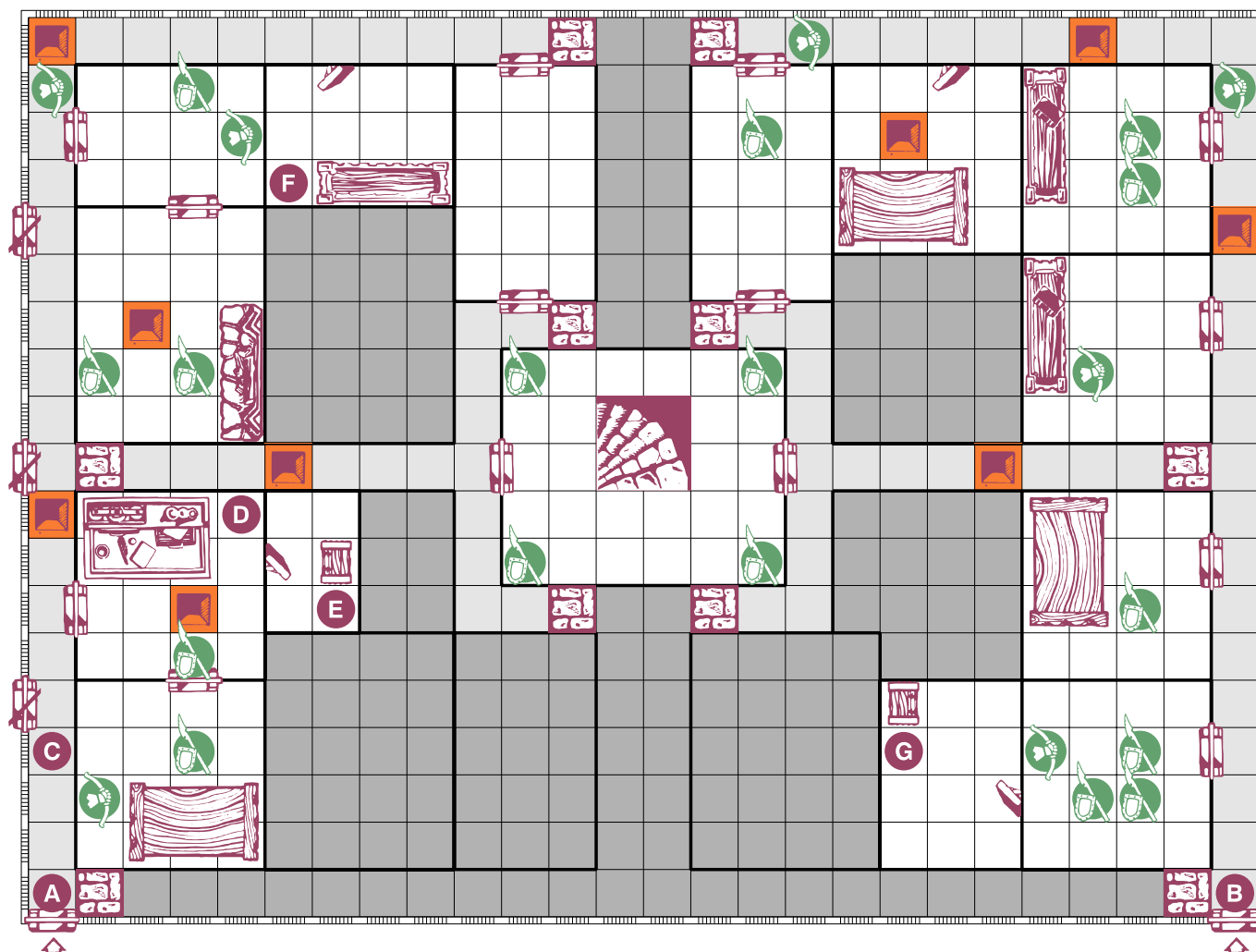
The High Elves

Q U E S T



B O O K

A HeroQuest Encounter



Quest 2

Tower of the Mists

Your search for answers has led you to the Tower of the Mists, a High Elven tower on a small isle many miles off the coast. The Elves have manned this small outpost for centuries, it is the nearest High Elf location to the Empire. You slipped ashore

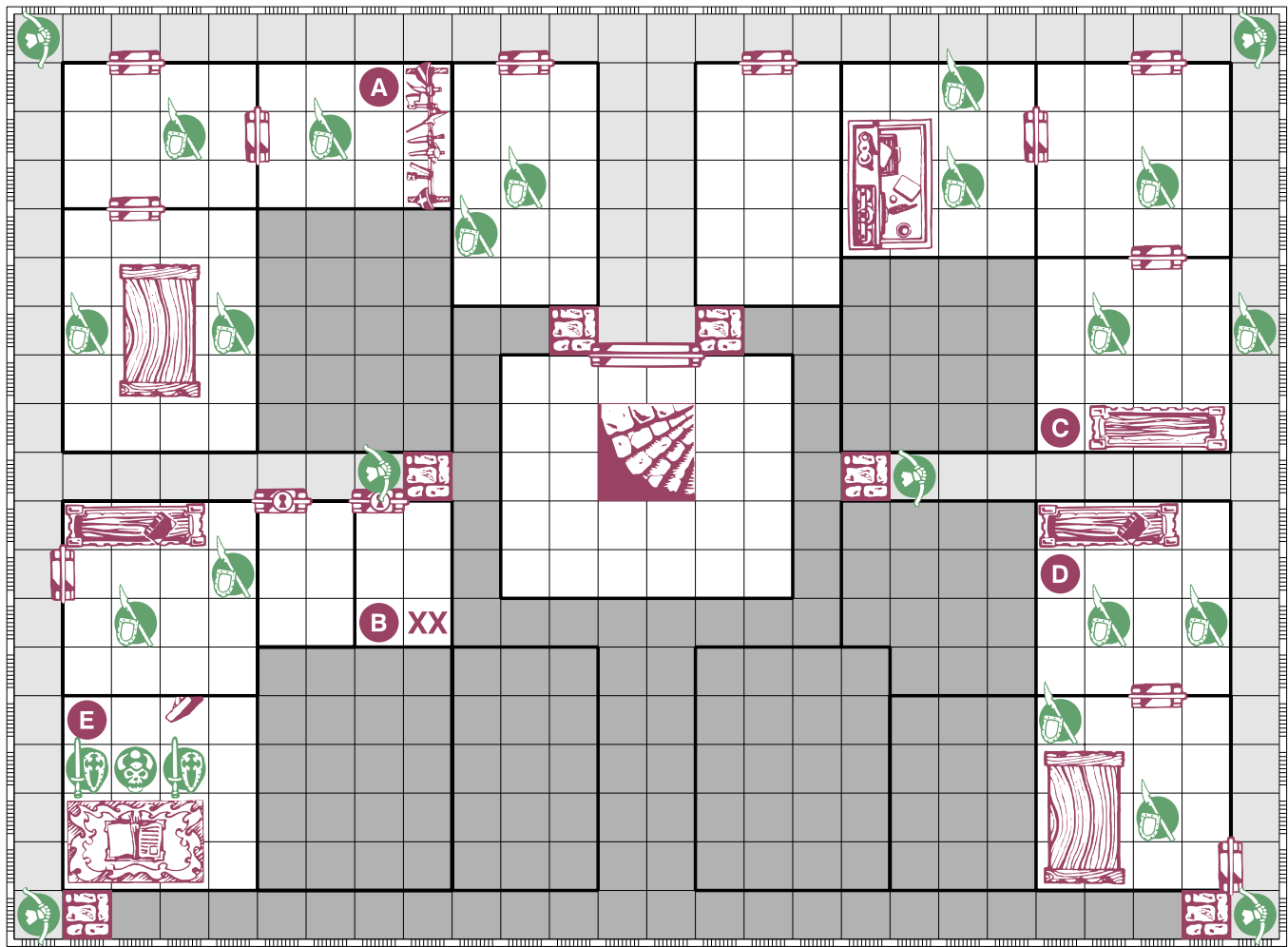
under the cover of night. The Elves you saw in the Orc outpost must have come from here. If answers can be found anywhere, it is in this outpost!

NOTES:

- A** If the Heroes did NOT kill any of the Elves in the last Quest, they start here.
- B** If the Heroes killed any of the Elves in the last Quest, they start here.
- C** These doors represent open windows looking out onto a hidden harbor below. When a Hero looks out the window, tell him that he sees a ship with black sails. It is clearly a Dark Elf ship. They must be involved in this somehow!
- D** The first Hero to search for treasure finds a letter on the desk and a small golden key in a drawer. The letter describes the unexpected arrival of a Dark Elf Sorcerer to the tower. You realize he must be responsible for the behavior of the Elves!
- E** This chest contains 150 gold coins and a Potion of Healing. It will restore 4 lost Body Points when consumed.
- F** The first Hero to search for treasure in this room will find a Potion of Healing in the cupboard. It will restore 4 lost Body Points when consumed.
- G** This chest contains 75 gold coins.



Wandering Monster in this Quest: High Elf Spearman



Quest 3

The Amber Eye

Continuing your journey up the Tower of the Mists brings you to the upper level. Here you hope to find and recover the Amber Eye. Hopefully you can discover why the High Elves would risk

a conflict with the Empire to recover a relic they have no use for.

NOTES:

- A** The first Hero to search for treasure will find 2 Enchanted Daggers on the weapons rack.
- B** These cells can both be opened with the key found in the previous Quest. On the square marked XX is the Elven Sorcerer of this tower. He is too weak to move. He tells the Heroes of the coming of a Dark Elf ship with a Sorcerer on board who used the Chaos spell Command to enslave the elves of the tower. He pulls up a loose flagstone and gives the Heroes 3 spell Scrolls of Restore Discipline and asks them to use the scrolls to help save his people. If successfully cast on a High Elf, they will be free of the enchantment. The Hero who cast the spell should control that High Elf for the remainder of the Quest.
- C** The first Hero to search for treasure will find an Elixir of Life in the cupboard.
- D** The first Hero to search for treasure will find 2 random Spell Scrolls on the bookshelf.
- E** This is the Dark Elf Sorcerer Salarin. He knows the following Chaos Spells that he may cast on Zargon's turn: Command x2, Rust, Lightning Bolt and Firestorm.

The Quest is over after Salarin is defeated. The Amber Eye is found on the sorcerer's table. The Emperor rewards the Heroes with 200 gold coins each for the recovery of the Eye. If the Heroes successfully redeemed at least 1 High Elf, the Elves will express their eternal gratitude to the Heroes for saving the Tower and will give the Heroes 4 Enchanted Daggers to divide.



Wandering Monster in this Quest: High Elf Spearman

Across the World's Oceans

Following your stunning victory over the Dark Elf sorcerer, Salarin, the elves of the Tower of the Mists set about rebuilding. With no ship to carry you back to Imperial lands, you have spent the past week helping the Elves in this task. On the eve of your 8th day on the isle, an Elven ship, The Althinia, sailed in to port. The Althinia has only started an extended patrol from the High Elf homeland to the farthest Elven Outpost. The captain, a highly intelligent and charismatic man, along with his crew, quickly set about repairs. After several weeks the Tower stands ready, no evidence of the Dark Elf incursion remaining. To help garrison the tower after the loss of so many during the conflict, Captain Teclis has decided to leave several of his crew behind. "The Althinia must continue her patrol mission," he tells you one evening. "I have admired you and the way you have helped my people rebuild. If you are interested, I would welcome you aboard my ship. It will be some time before a ship bound for the Empire comes to port here." He stares at you intently, a warm smile across his face. "In gratitude of all that you have done, I will happily take you to port at Lugren. However, if you have the desire to see the far side of the world, I would welcome you into my crew. Upon our return to these waters, I will return you home. We are going far and we have many stops to make, you could find adventure and reward if you choose to come!"

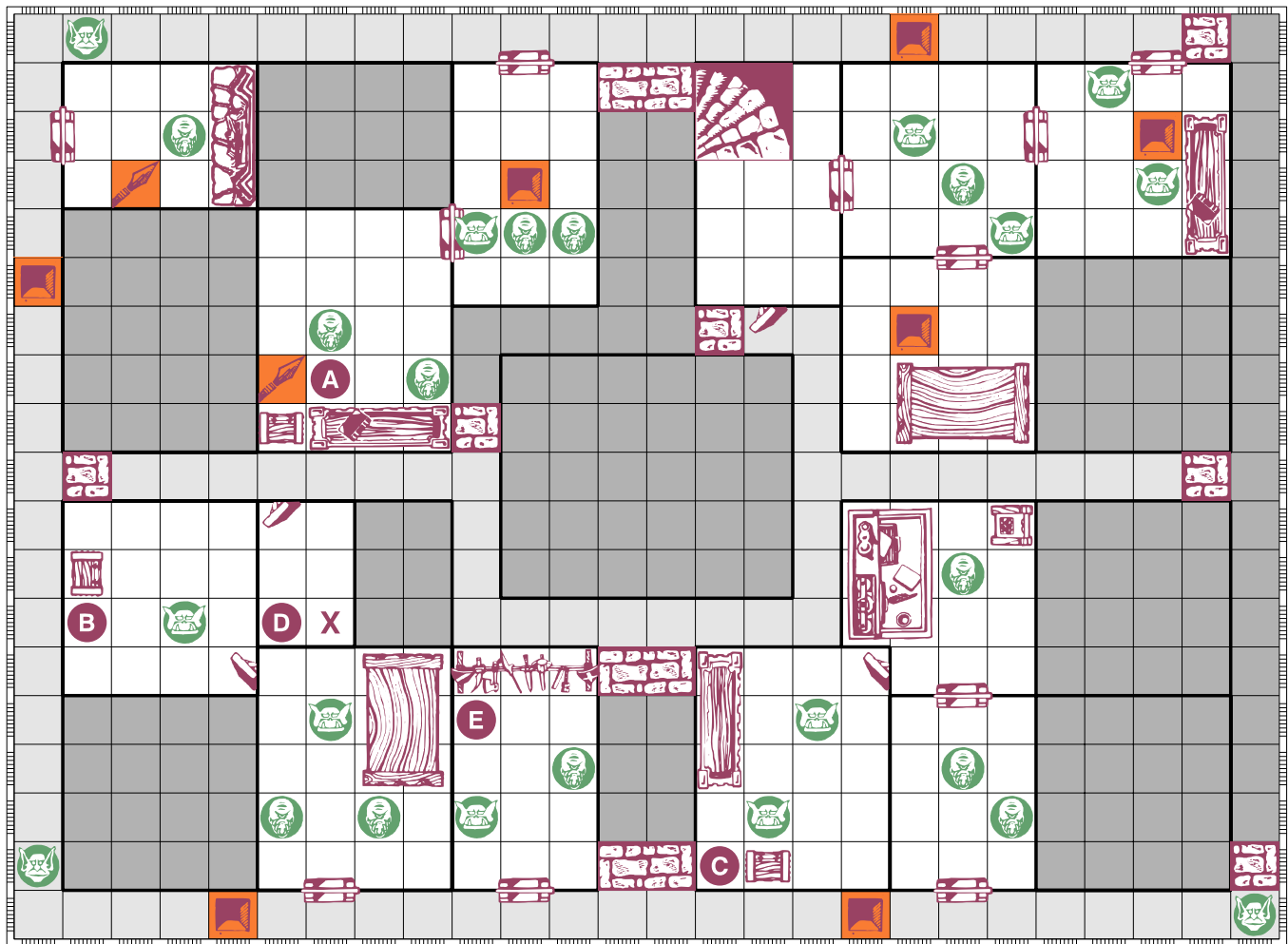
Playing High Elf Encounters

1. Starting the Journey

If the Heroes choose to take the Captain up on his offer of joining his crew, the number of Encounters must be selected. Encounters represent the out-of-the-ordinary occurrences that happen on the voyage. The Encounters to be played can be chosen in any way; Zargon may choose, the Heroes may choose – based on the description provided by Zargon or the number and choice of Encounters may be selected at random. For example, you could roll 1 red die to determine the number of Encounters, (let's say 3 is rolled). Then you could roll 3 red dice to select the 3 Encounters based on the order in this Quest Book (re-roll any duplicates). Following the selection of the Encounters, the Althinia makes a stop at the nearest port city. The Heroes may purchase any needed equipment or potions at this time. There will not be any opportunity to make purchases between encounters (you're at sea), unless noted in the Encounter map. Once the Heroes have decided to start this journey they may not change their mind and exit the encounter series unless all 4 Heroes are killed – or – perhaps they decide to depart the adventure at an Encounter location and make their way back home via a series of custom Quests! It's all in your hands!

2. Lost Weapons and Dead Heroes

If needed, before each Encounter the Heroes may visit the ship's armory and borrow equipment. This can be a short sword, shield, helmet and chain mail. At the end of the Encounter series any borrowed equipment must be returned. Any Heroes that die during the course of the Encounters cannot be replaced. Have the player control a High Elf during subsequent Encounters. At the conclusion of the encounter series a new Hero may join the Heroes as normal.



Encounter 1

A Treasure Hunt

As the Althinia is coming around the coast of Araby, a large pillar of black smoke could be seen rising from the New Coast. You have slipped ashore to investigate. There you found a small hamlet, almost entirely burnt. The survivors tell of a large band of Fimir coming out of the coastal swamps. They

stole the three sacred gems of the village. They beg you to please recover the gems. They have nothing to give you but thanks. Your Elf companion insists that the villagers be helped!

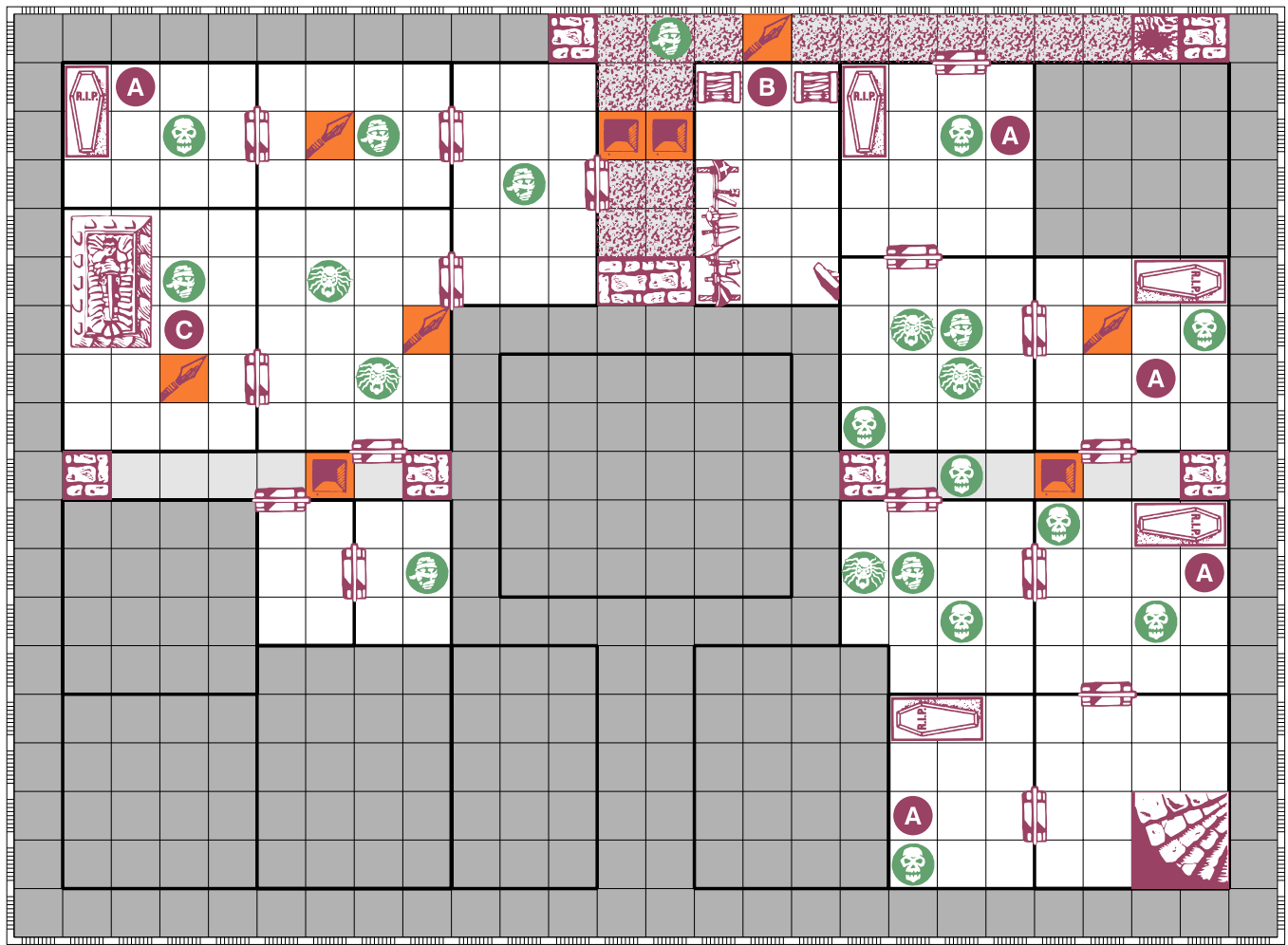
NOTES:

The Heroes may choose 1 High Elf to accompany them. The Heroes may choose to exit this Encounter at any time by returning to the stairway.

- A** The first gem is in the chest.
- B** The second gem is in this chest.
- C** The third gem is in this chest.
- D** When this door is opened, tell the Heroes that there is young woman here. You may use any figure available to represent her. She tells the Heroes that she is the daughter of the village blacksmith and was kidnapped in the recent raid. She moves with 2 red dice, defends with 2 combat dice and has 2 Body Points. If the Heroes are able to rescue her, the blacksmith will offer the Heroes any weapon from the Armory, or 400 gold coins. The Hero who found her should claim this reward and move her out of the Quest.
- E** All the weapons on the rack are too rusted or dented to be useable.



Wandering Monster in this Quest: Orc



Encounter 2

A Tomb in the Dark

You and a group of Elves have put into shore on an uninhabited island deep in the Great Ocean. You are helping to gather extra supplies to take back to the Althinia in preparation for the next leg of the journey. While you are

tracking some deer through the woods you stumble upon a partially collapsed and concealed underground entrance. You decide to explore this unlooked for mystery while your Elvish comrades finish gathering supplies.

NOTES:

The Heroes may choose to exit this Encounter at any time by returning to the stairway.

The Death Mist tile moves up to 6 squares on each of your (Zargon's) turns and can only move within the shaded corridors. When the Death Mist tile 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 1 turn. It also cannot end its turn on the same square with a Hero. (If this happens, the Death Mist tile must stop short on the square in front of the Hero.) The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don't tell this to the Heroes!)

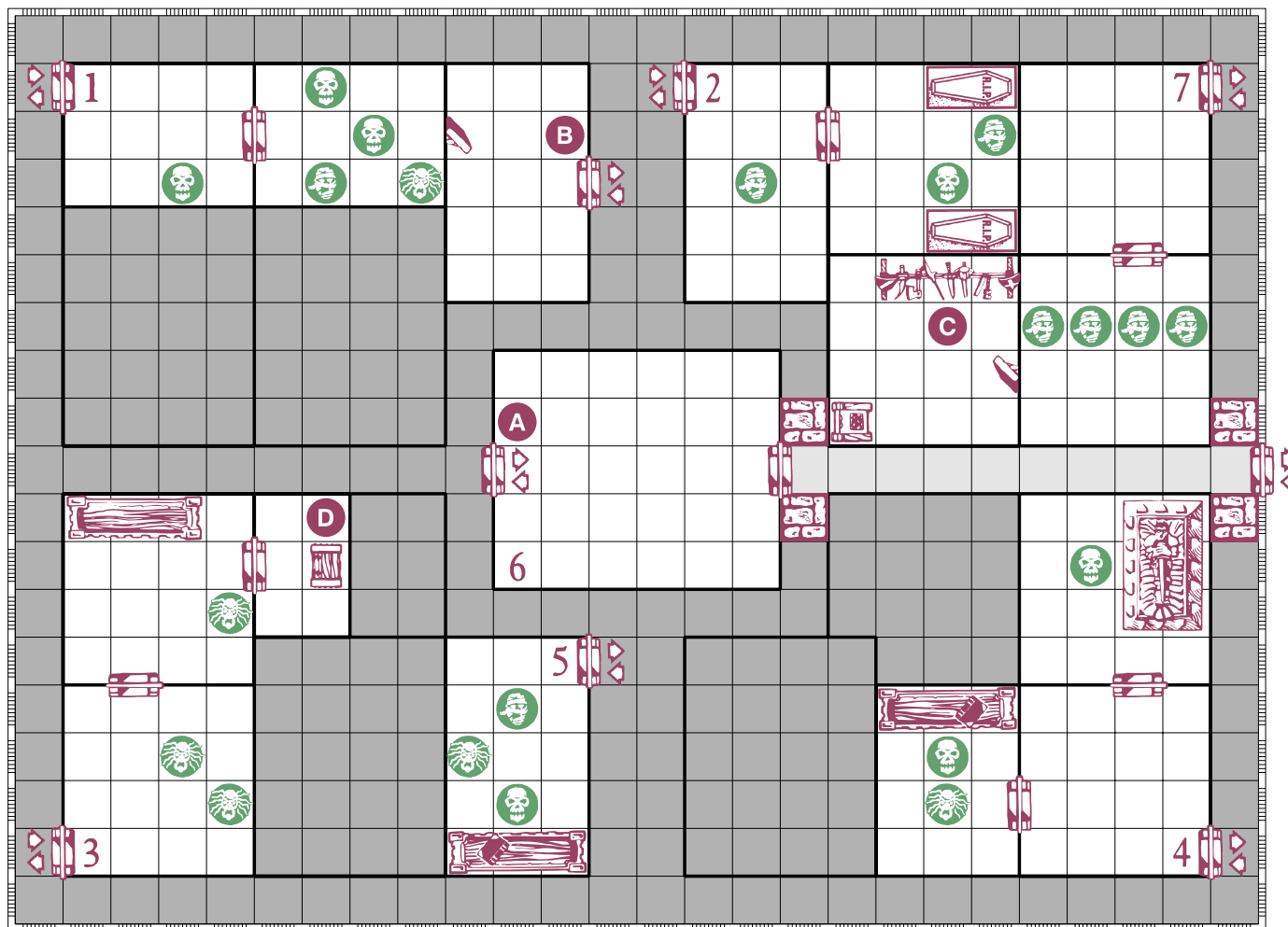
C This is the tomb of an ancient warrior prince. The Mummy in this room is the guardian of his tomb. This Mummy defends with white shields. The tomb contains a beautiful circlet worth 300 gold coins.

A The Skeletons in each of these rooms are carrying a shield and roll 1 extra combat die in defense.

B Each chest in this hidden room contains gems and gold worth 300 gold coins. On the weapons rack is an Enchanted Broadsword. Its use is described on the matching Artifact Card.



Wandering Monster in this Quest: Skeleton



Encounter 3

The Unnamed Isle

One evening as you sit in Captain Teclis' cabin having a drink, he tells you a story. "When I was a child in Uluthan, my parents would tell me legends. Stories about Heroes, monsters and long lost treasures. My favorite, one I would ask to hear every night, was about the adventurer Lorne. He sailed far, throughout the whole of the world. One day he found an isle in the southern sea. The isle had no name – to this day – it still is

unnamed, a small spit of land in the Straits of the World. He found an ancient maze there, inside he saw a beautiful emerald that reflected the light of the stars, but when he returned to claim it, the maze had changed and it was lost! Tomorrow we will pass this unnamed isle, I want to visit this maze of my childhood legends!

NOTES:

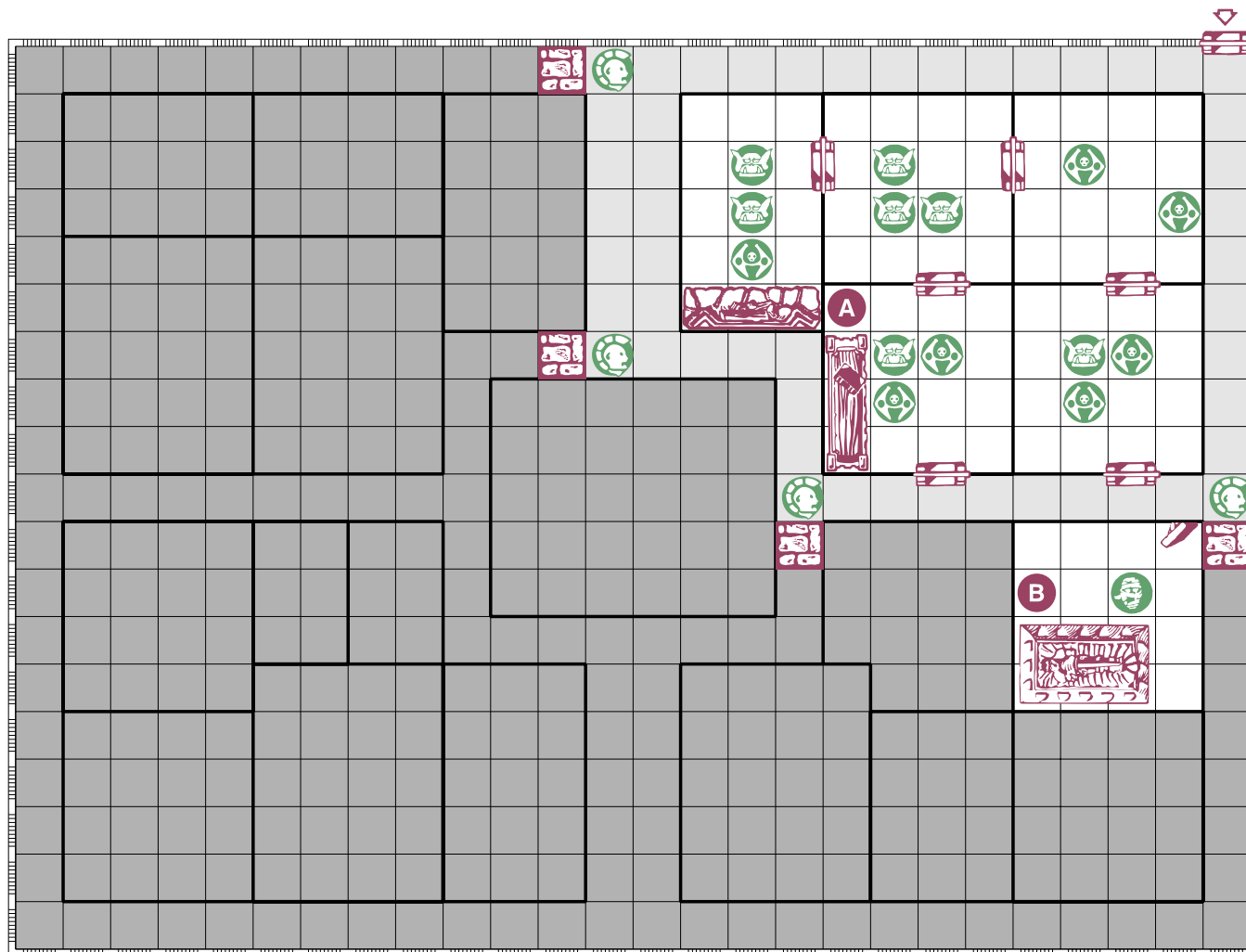
The Heroes are accompanied by Captain Teclis on this Encounter. He may be controlled by any player. The Heroes may choose to exit this Encounter at any time by returning to the exit door.

- A** Whenever a Hero moves through this door, roll 1 red die. He emerges at the door with the matching number.
- B** Whenever a Hero moves through this door, roll 1 red die. He emerges at the door with the matching number, unless a 1 is rolled. On a 1 he emerges in room 7.
- C** The first Hero to search for treasure in this room finds a giant emerald laying on the throne. This emerald is immediately claimed by Captain Teclis. However, Lorne's Bow is also found. Its use is described on the matching Artifact Card.

- D** The chest contains 125 gold coins.



Wandering Monster in this Quest: Skeleton



Encounter 4

The Chaos Foothold

As the Althinia pulls into port at the Tower of the Rising Sun, the Captain calls for all hands on deck. He announces that he has been informed of an incursion by the forces of Chaos onto the isle. "They have come from the Lost Isles of Elithis!" he announces. "These Isles, many leagues south of the Tower of the Rising Sun, were filled with beautiful forests and the city – Tor Elithis was the only High Elven city in this part of the world. A century ago the forces of Chaos overtook those large

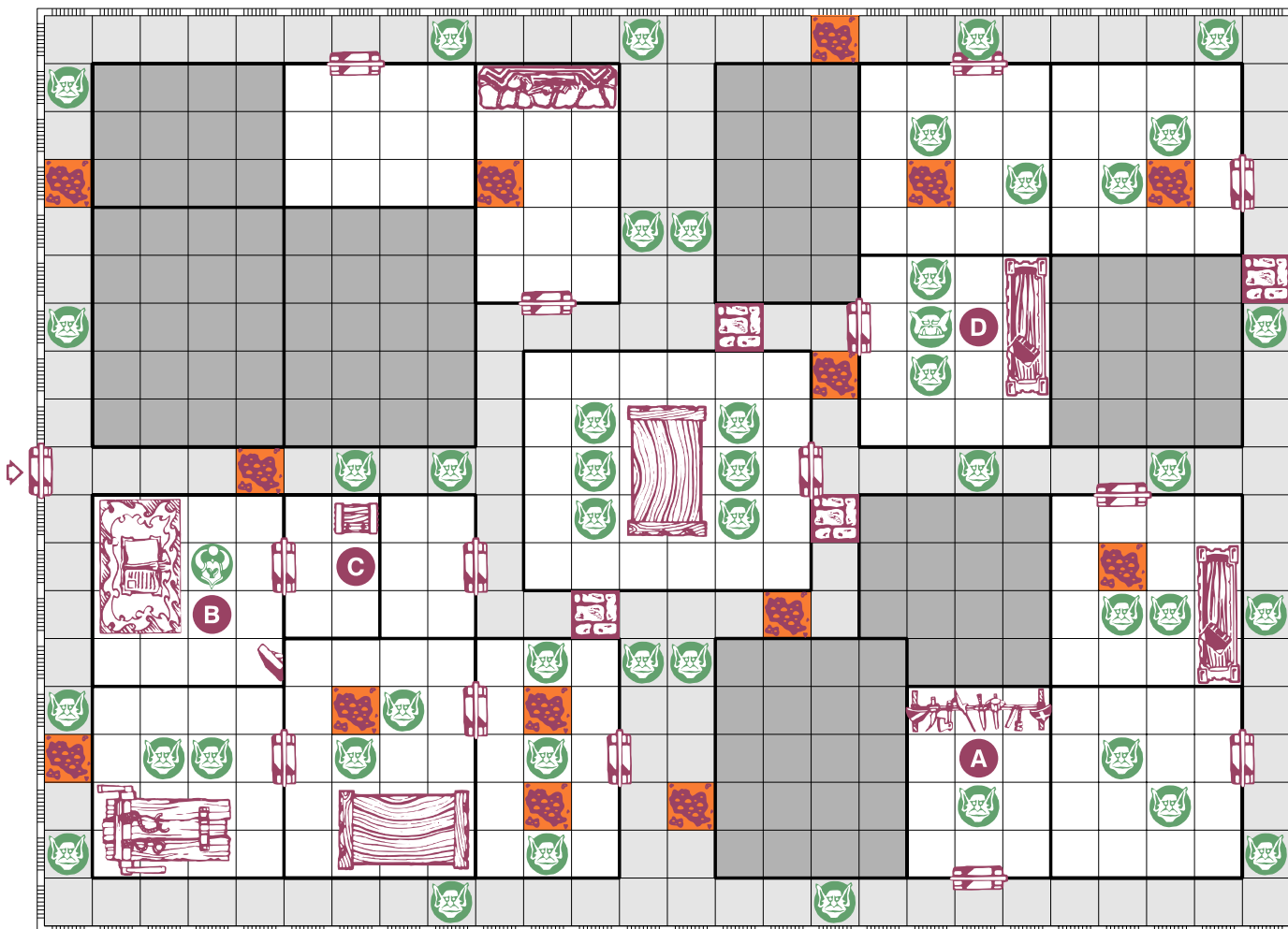
isles, corrupting and killing all those who lived there." Now they have come farther north, establishing a foothold in an abandoned keep only a few miles away from the Tower. The Elves dividing into groups, prepare to drive the forces of Chaos off this Island. While several groups head for the outbuildings, you eagerly join your Elvish hosts and march straight towards the keep itself!

NOTES:

The Heroes may take 2 High Elves with them in any combination of High Elf Spearman or High Elf Archer. The Encounter (and the battle) is considered won when all the Chaos Warriors are destroyed.

- A** The first Hero to search for treasure in this room will find a random Spell Scroll and a Potion of Healing (4 Body Points) on the bookshelf.
- B** The first Hero to search for treasure in this room will find an Enchanted Staff in the tomb. This staff is enchanted with the Fireball spell.





Encounter 5

Into the Warrens

The Althinia has stopped off at the Citadel of Dusk on its way back towards the Old World. The local garrison tells of recent attacks by a group of Goblins. Their leader, a large Orc, has been using acid in their attacks. It's surprising that Goblins or even their Orc leader would know how to make and use this

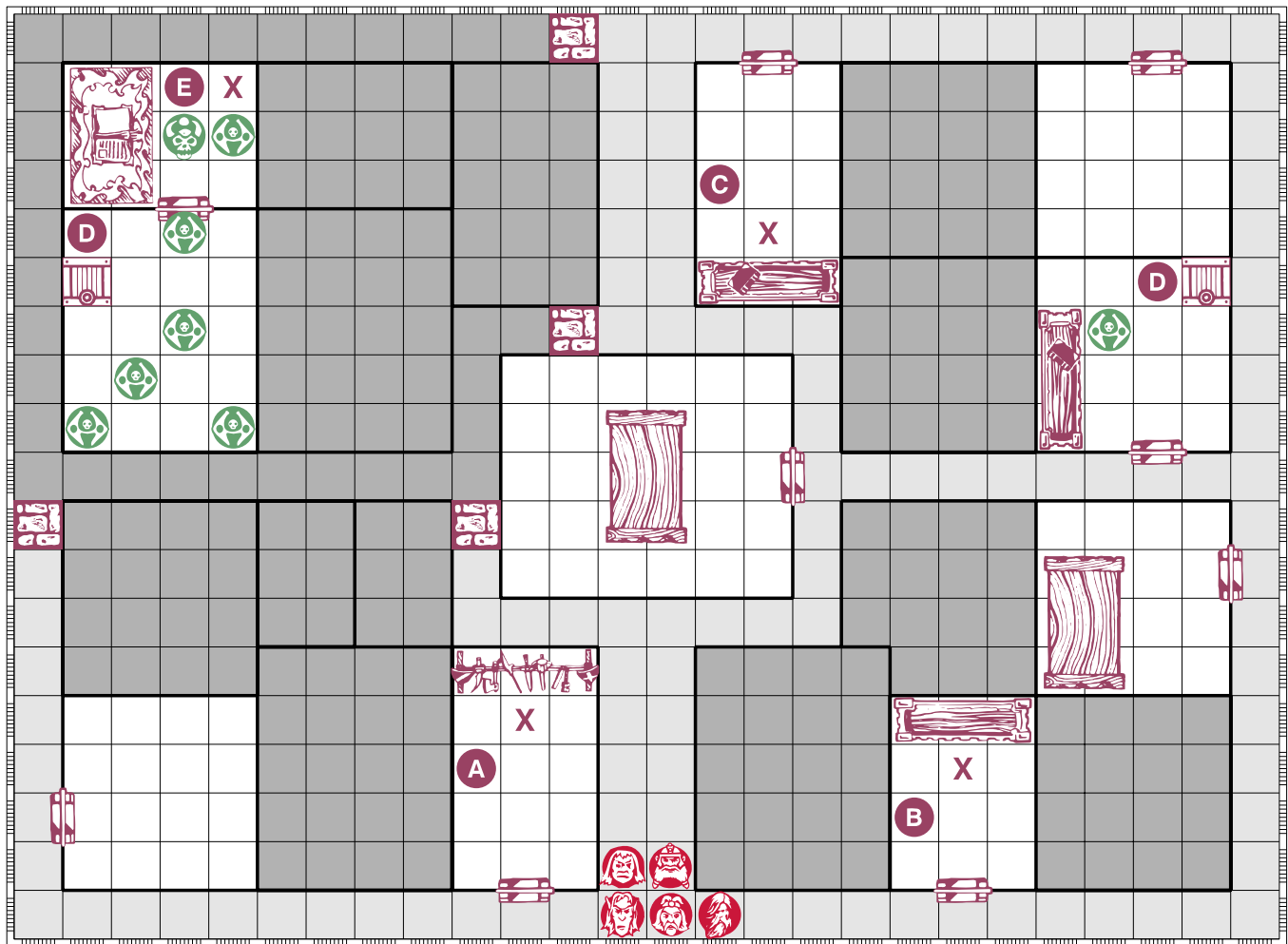
type of weapon. The local Elves have tracked the Goblin band back to its warren. While the Elves of the fortress and those from the Althinia clear the surrounding forest of Goblins and traps, you descend into the Warren to clear it and solve this mystery!

NOTES:

- A** The weapons on this rack are all rusty and dented.
- B** This Chaos Warrior must be the one who has taught Gorlfen how to make acid and traps.
- C** This chest contains 300 gold coins.
- D** The Orc in this room is Gorlfen. Use the Orc with the large notched sword to represent him. He has the same stats as a regular Orc except that he has 2 Body Points. Once per turn, instead of attacking, Gorlfen may throw a vial of acid at any Hero he can see. Treat this as though the Hero has triggered an Acid Trap.



Wandering Monster in this Quest: Orc



Encounter 6

The Lost Steward

Alas! You are nearly home. As the Althinia comes on its closest approach to the New Coast, Rinel, the steward of the ships Wizard, suddenly steals a shore boat and flees into the coastal town of Akka. His disappearance startles the Captain and Ships Wizard, Lastern. Though not a wizard, Rinel knows much about

High Elven magic and could cause great damage should he fall into the wrong hands. The Wizard fears for him, telling you that he has been acting strangely lately, talking to himself or unseen others. Fearing the worst you and the Wizard pursue him to shore.

NOTES:

Lastern, the ships Wizard accompanies the Heroes on this Encounter. He is a capable Wizard and may choose 6 of the High Elf spells to use. Zargon: This is a town with shops. Please allow the Heroes to have opportunity to purchase rare items that they would not otherwise be able to purchase in the Armory. When searching for treasure, nothing will be found or drawn from the treasure deck – except for room C.

trapdoor automatically moves to the other.

- A** This is the town armorer. He is selling weapons and armor. The Heroes may purchase a selection of items from him.
- B** This is the alchemists shop. The Heroes may purchase potions from him.
- C** This shop sells magical scrolls. Draw 5 random Spell Scrolls. These can be bought for 200 gold coins each. If a Hero searches for treasure in this room, the proprietor will offer to sell him the High Elven Spellbook for 1500 gold coins.
- D** This trapdoor drops into the basement of this store. A Hero standing on 1

- E** The Chaos Sorcerer in this room has Rinel under a spell. He is attempting to steal the secrets of High Elven magic. He knows the Chaos spells Lightning Bolt and Firestorm. He has the same stats as a Doomguard Chaos Warrior.

Wandering Monster in this Quest: None

The Road Home

Y our journey has come to an end. The Althinia has sailed into port at Lugren, Captain Teclis accompanies you to shore. Upon the wharf at a favored tavern and inn you look upon the land. Thoughts of Mentor and the work yet to be done here flood your mind. Despite being on the dangerous border of the Badlands, it is still a welcome sight. It is here that he gives you the thanks of him and his crew. "You have been a great service to me and my people!" he tells you. "Please know, if ever you need an ally, you have one in me and the Elves of Uluthan." In thanks for being a part of the crew, Captain Teclis gives you 400 gold coins to split amongst yourselves. Over the last year you have sailed around the whole of the world and have made friends and enemies, in every corner of it. Perhaps someday you will revisit this journey, but for now, you are home and the Empire will always have need of your services. With a last embrace, Captain Teclis turns and boards the boat that will take him back to the Althinia. As the boat fades from view you hear a commotion arising behind you. You turn to look, seeing locals fleeing from the Waterfront Tavern, screams of "Orcs!" coming out the windows. With a sigh, you unsling your weapons and head towards the tavern. A Hero's work is never done.