

# HERO QUEST™

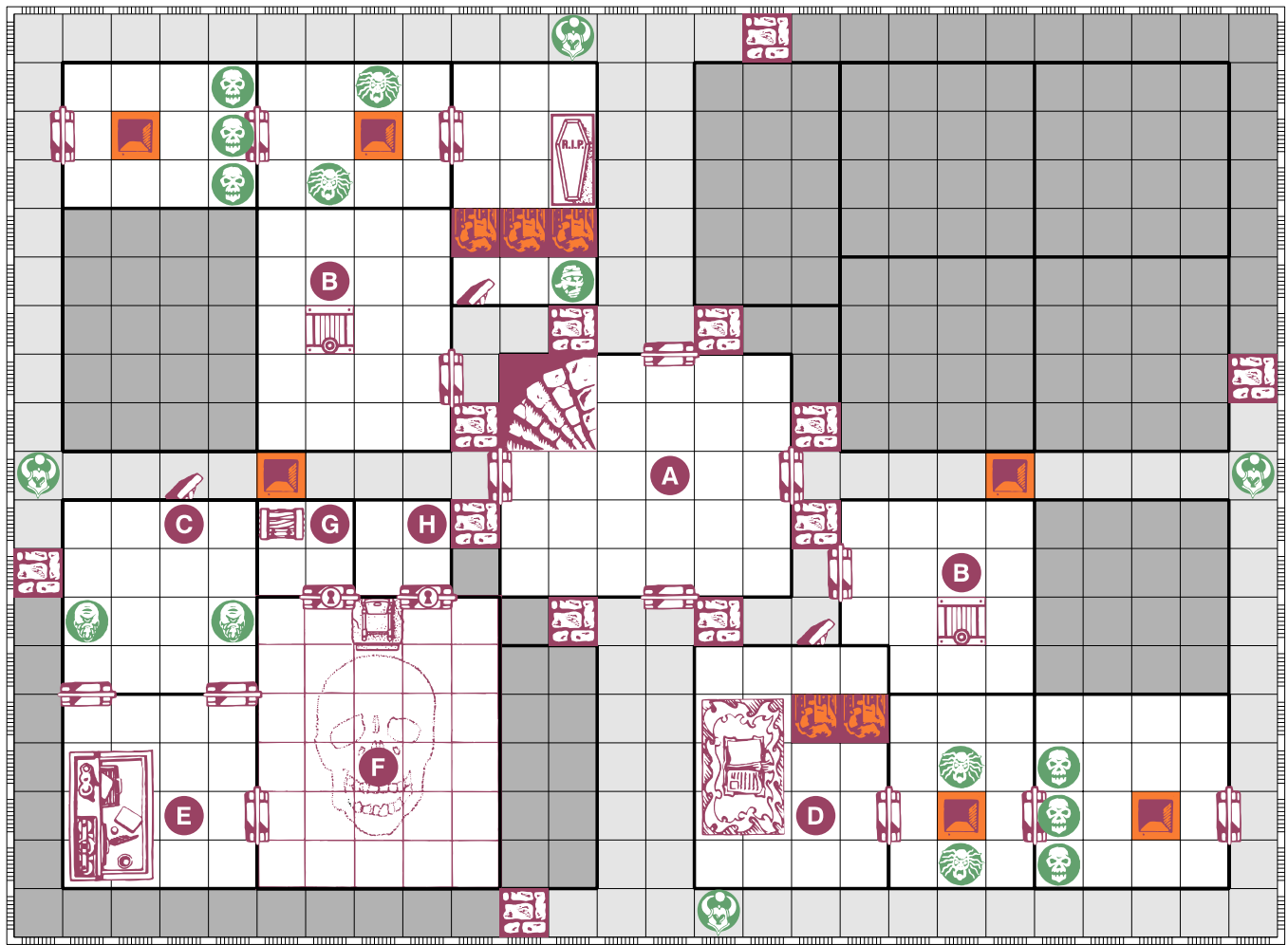
The Elixir of Beauty

Q U E S T



B O O K





## Single Quest

# The Elixir of Beauty

"Miss Evelayne, Sir Ragnar's wife-to-be, was kidnapped the night before the wedding. Ancient tomes describe the main ingredient for an elixir of beauty to be the blood of a virgin. It is rumored that Halveig, a dreadful hag, who resides just

outside the kingdom, has taken her prisoner and is slowly bleeding her to death. Sir Ragnar has promised to pay each of you 500 gold coins if you rescue his beloved and another 500 gold coins if you destroy Halveig the hag."

### NOTES:

- A** These doors are open. Once a Hero passes through a doorway it will shut. A closed door may not be passed through.
- B** This trap door will not be found unless a Hero searches for secret doors. This trap door leads to a similar door in another room.
- C** This secret door is special. It will be found but will not open unless all of the doors in room A are shut. If a Hero searches for secret doors and the doors in room A are open, tell him *"You have found a secret door but are unable to open it."* When the doors in room A are closed, the Heroes may pass through this secret door. When the Heroes pass through the secret door, open all of the doors in room A.
- D** If a Hero searches for treasure, he will find the tome of everlasting life and beauty. The book is opened to a page that reads: "The virgin's blood must be drained a night before her wedding day in order for it to be most prolific." Apparently, the rumors are true. Halveig plans to use Miss Evalayne's pure blood for her own devious ends.
- E** If a Hero searches for treasure, he will find the following: a bronze key, a flask

with green liquid, and two Potions of Healing. The healing potions will restore up to 4 Body Points if consumed. Do not tell the Hero what the green liquid is at this time. If he drinks the liquid, it will taste sweet and cause the Hero to temporarily turn invisible. Heroes and monsters will not see him for four turns. An invisible Hero is able to perform any action (as if he were visible), but he cannot be attacked or the target of spells.

- F** This is Halveig's throne room. Use the Chaos Warlock figure to represent Halveig and place her in front of the throne. Place one Fimir in front of each door. (Note: these doors are locked, but do not tell the Heroes until they have attempted to open the doors.) Halveig is a horrendous hag with gray hair and black talon-like claws. She has the ability to cast nine Chaos Spells and is extremely powerful. These are her stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	4	4	4	6

The nine Chaos spells are: Ball of Flame, Cloud of Chaos, Fear, Firestorm, Lightning Bolt, Rust, Sleep, Summon Undead, and Tempest. Refer to the Chaos Spell Cards for details.



Wandering Monster in this Quest: Skeleton

### NOTES continued:

Once Halveig is defeated and if a Hero searches for treasure, he will find a gold key in her pocket. This gold key will open both doors.

**G**

There is a locked treasure chest in this room. The bronze key in room E is the only key capable of opening it. If a Hero searches for treasure, he will find the ingredients for the Elixir of Beauty: chamomile flowers, two pearls (valued at 500 gold coins each), a peacock feather, and a single white rose.

**H**

This is the cell where Miss Evalayne lies near death on the floor. Use the Chaos Warlock figure to represent Miss Evalayne. (Heroes cannot search for treasure in the cell.) She is unconscious and may not move, attack, or defend. She has one Body Point left and must be carried out of the dungeon in order to collect the reward. Any Hero with six or more starting Body Points (i.e. Barbarian, Dwarf, and Elf) may carry her, but rolls with one red die to move and may not attack or defend.