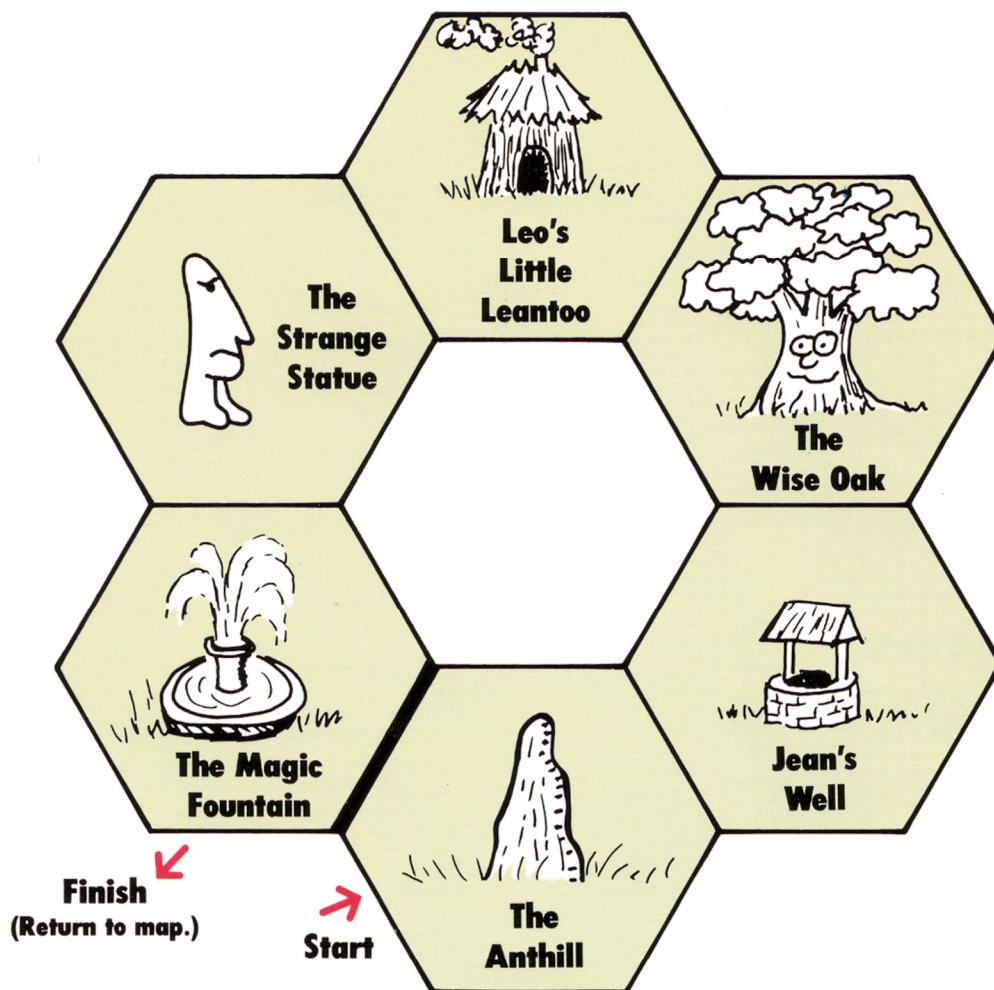


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MYSTIC VALE

It is rumored that a wizard or wizardess lives in this shady little valley. A trip through the vale is usually a rewarding experience.

Movement: Move one space per turn, then roll the die and consult the chart for the space you occupy. You may not skip a space. When you reach the Finish space, put your marker back on the game board. A trip through the Mystic Vale will take seven turns.

The Anthill

10	Encounter
7, 8, 9	Treasure
5, 6	Nothing
1, 2, 3, 4	Ant attack (apply one wound)

Jean's Well

10	Encounter
5, 6, 7, 8, 9	Treasure
3, 4	5 gold pieces or free magic draw
1, 2	No luck

The Wise Oak

10	Encounter
6, 7, 8, 9	5 gold pieces or free magic draw
1, 2, 3, 4, 5	Heal one wound

Leo's Little Leantoo

9, 10	Encounter
8	Treasure
5, 6, 7	Black Box (requires key)
1, 2, 3, 4	Trap! (possible lose of party member)

The Strange Statue

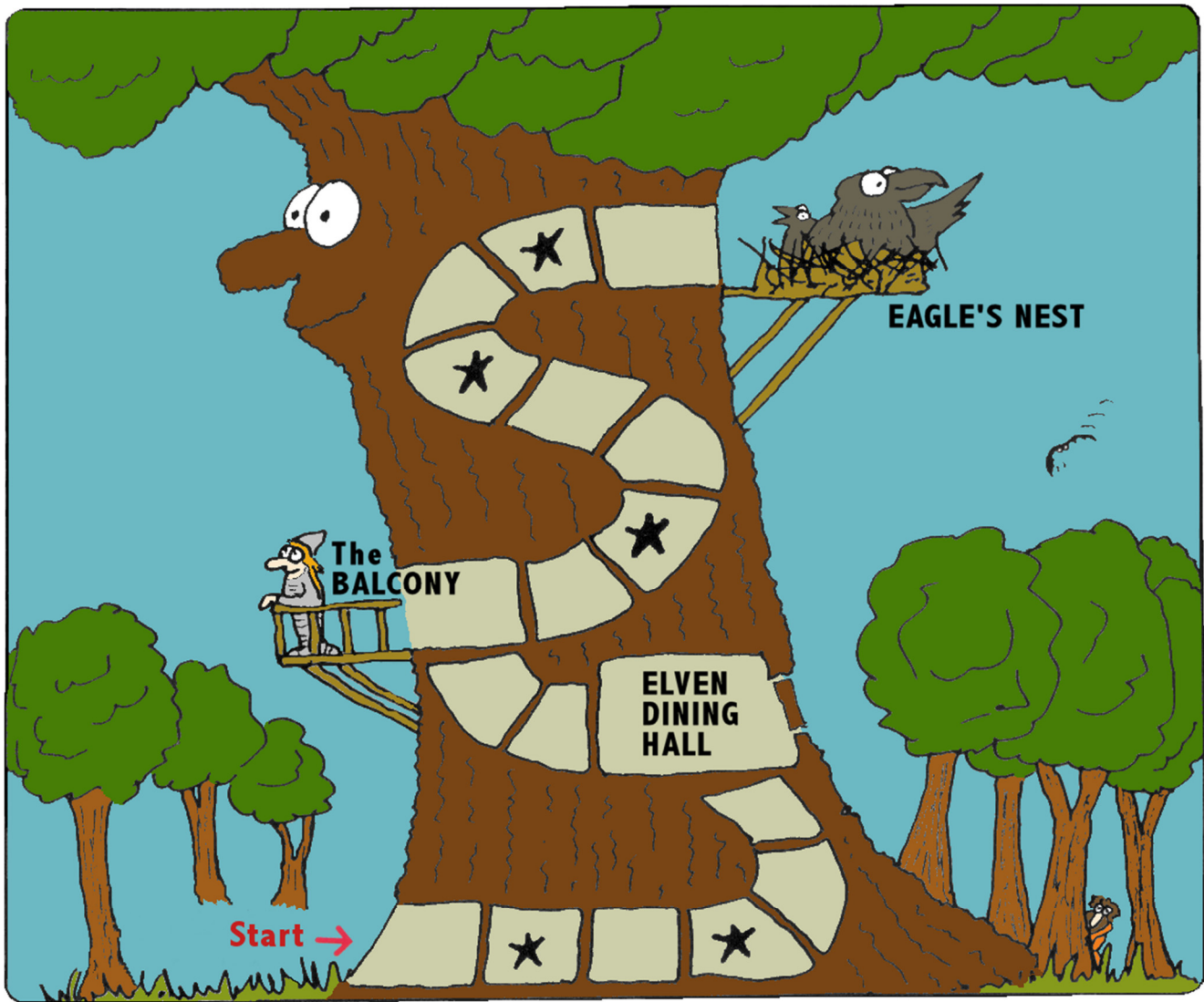
9, 10	Encounter
6, 7, 8	1 gold piece
3, 4, 5	10 gold pieces or heal one wound
1, 2	Curse! (apply one wound)

The Magic Fountain

10	Encounter
6, 7, 8, 9	10 gold pieces or one treasure
3, 4, 5	5 gold pieces or free arms draw
1, 2	1 gold piece

Black Box: If you have a key, you can use it to open the box (discard your key). Inside the box are two treasures (draw two treasure cards)!

Trap!: Randomly select any one member of the party (not the Player Character). Then roll a die. If the result is 0 or exceeds the character's defense value, that character is trapped (remove from the party and place in the discard pile).



TALLEST TREE IN THE FOREST

This famous old tree is a happy place, inhabited by elves, eagles and many other creatures. A powerful magic surrounds the tree and you may not enter if you have any evil characters in your party. By the same token, you may never have an evil encounter while at the tree.

Movement: Roll the die and move the full amount indicated. You may NOT move less than the die roll unless you choose to stop in one of the two named rooms or in the Eagle's Nest. If you roll a 0, you do not move, but have an encounter instead. A trip through the tree should take you four or five turns.

Special: If you brought the Magic Plant Spike with you, first thing, you collect your reward, and then you have the option of subtracting one from any and every die roll you make while in the tree. This improves your chances for treasure and decreases your chance of an encounter!

Elven Dining Hall: Any party with 1 or more elves may subtract one from this die roll.(cumulative with Spike)

- 0, 9 Encounter
- 8, 7 THIEF (Lose 4 gold or 1 arm or apply 1 wound)
- 6, 5 Elf Charm : 5 Gold or free magic draw
- 4, 3 Elvin Box : Treasure
- 2, 1 Big Elvin Box : 2 Treasures

The Balcony: Great view, so inspiring, in fact, that all wounds on everyone in your party are healed if you land here. Then roll a die

- 0, 9, 8 Encounter
- 7, 6 THIEF (Lose 4 gold, 1 arm or apply 1 wound)
- 5, 4 Elf Charm : 5 gold or free magic draw
- 3, 2, 1 Elvin Box : Treasure

The Eagle's Nest: The Great Eagle and his friends live here. They are more than willing to fly you and your party a goodly distance toward your goal. Move a die roll in the direction of your choice (right now). You may not, however, be flown directly into another adventure area.

Star Spaces: Not as nice as they look! When you land in a star space, the encounter player must play a starred encounter on you (remember no evil allowed in the Tree). If he has no starred encounter, or no starred encounter that isn't evil, he passes the Encounter Player card to the left and that person must play a starred (not evil) encounter on you.

If the Encounter Player card completely circles the table (returns to it's original holder) you are lucky and there is no encounter after all. Remember, you can never play an encounter on yourself, so if the card comes to you, immediately pass it to the left.



THE TOWN

Movement: Roll one die and move any number of spaces, up to the full amount you rolled, in a clockwise direction. You must move at least one space. If you roll a 0 you can move up to 10 spaces (there are no encounters in town). You can leave town through one of the three gates, or by paying one gold piece (to the bank) and leaving by water through the docks. You can start your move in town and finish it outside of town if you exit through the gate or the docks.

Special: If you land in a space with a red cross, you may heal a wound (if you have one). If you land in a space with one or more character symbols, you may draw that many character cards and decide whether you wish to hire them. The arms and magic symbols are only for use with the optional arms and magic decks.



HEAL: You may heal a wound (if you have one).



HIRE: Draw one character card for each character symbol, then decide whether you wish to hire them.



ARMS: Draw one arms card for each arms symbol, then decide which items you wish to purchase.



MAGIC: Draw one magic card for each magic symbol, then decide which items you wish to purchase.



FERRY: You may pay one gold piece to the bank to leave from this space.