



Q U E S T 1 - S O L O Q U E S T

The Imperial Library

“There is movement inside the Imperial Library. You must enter it and find out who or what is there. Look for the master librarian Drizendel, for he possesses much knowledge and, if still

awake, would be very beneficial to our search for a remedy to this unnatural plight we are facing. But be warned, it might not only be the librarian you find in the library.”

NOTES:

A. This is the master librarian Drizendel. He has turned to the side of Chaos. Drizendel knows the following spells which he may use once during the Quest: Ball of Flame, Escape, Fires of Wrath, Reanimate Undead, Summon Skeletons, and Summon Zombie. (Refer to the Chaos Spell Cards for details.) The Escape spell will teleport him to the square marked in room “G”. If Drizendel uses the escape spell, do not put him onto that square until the Wizard opens the door. His has the following stats:

| MOVEMENT | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 2 | 3 | 3 | 5 |

B. The Wizard finds 3 random spell scrolls if he searches this special room for treasure.

C. The mercenaries in this room are fighting the undead. The Wizard gains control of them for the remainder of the Quest. They will not leave the library.

D. These treasure chests contain 350 Crowns, the artifact called the Tome of Earth Magic, and 2 of the artifacts called Magical Throwing Dagger. Their use is explained on their matching Artifact Cards.

E. The cupboard contains a Potion of Healing. The Potion will restore up to 4 lost Body Points when consumed.

F. Drizendel will be in this room if he cast Escape during your first encounter with him. There is a book on the altar about eclipses by Nathaniel Gremlinar. Tell the Wizard he should take it to Mentor.



Wandering Monster in this Quest: Skeleton