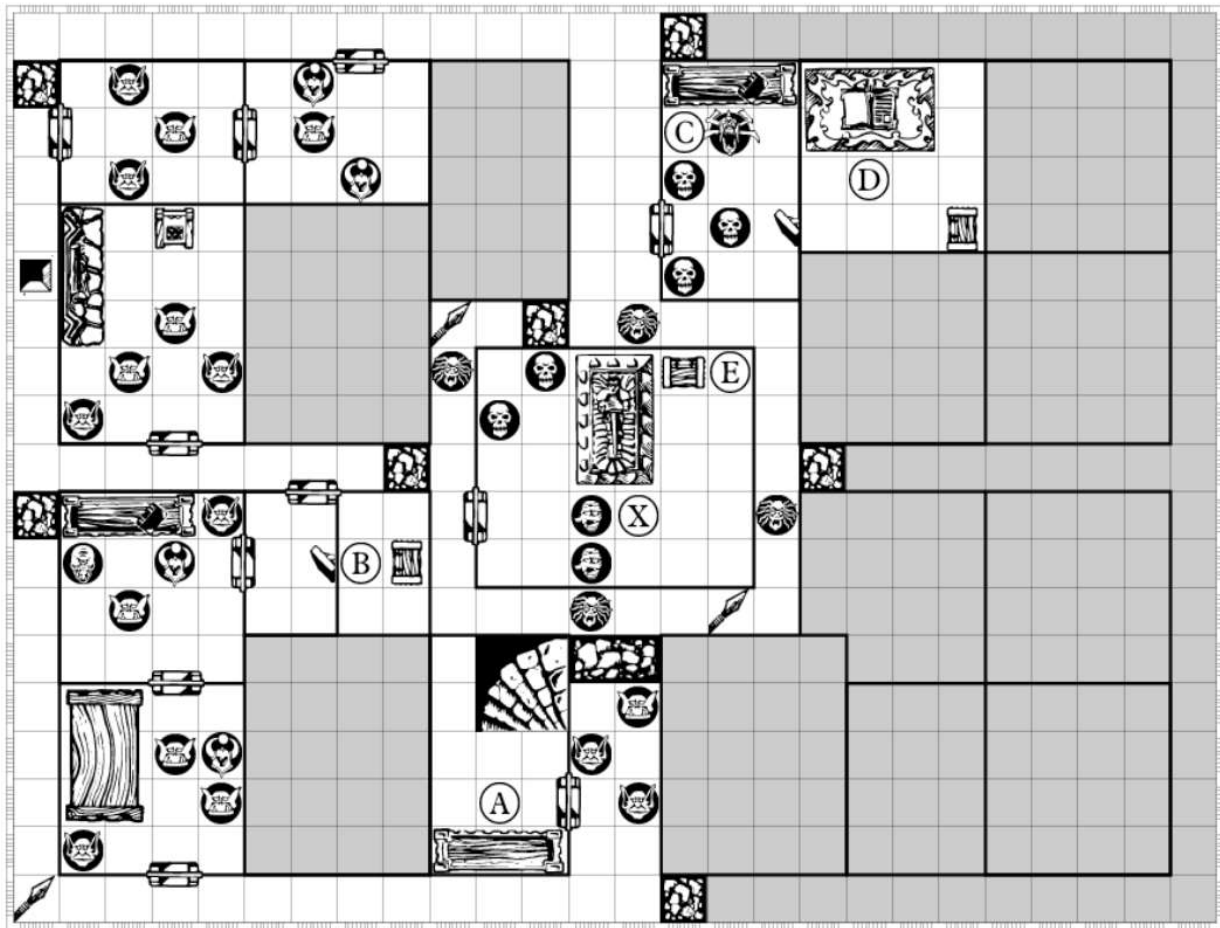




Q U E S T 1

Ladril's Sanctum

"Make haste heroes, for a distant mausoleum in the Elvish lands of Athelorn. Here is the final resting place of the Emporer's Champion Ladril, a fighter mage without peer. In this sanctum you will find

the powerful magic relic Ladril's Circlet. Shreds of historical research even suggest the Elven tomb may hold scrolls from a lost library of magic powers."

NOTES:

- A. The first hero to search this room for treasure finds a leather satchel stashed in the cupboard, containing 2 Potions of Healing that will restore up to 3 Body points each when consumed.
- B. This chest contains 180 gold coins.
- C. The first hero to search this room for secret doors, traps or treasure will discover a hidden lever in the bookcase, revealing the secret door shown in this room.
- D. The first hero to search this room for treasure will find 200 gold coins in the chest. Additionally, inform this hero that the tome on the altar appears to record the heroic deeds of Ladril the Elven Fighter Mage.
- E. This treasure chest contains 'Ladril's Circlet', a relic that allows the Elf character to select an additional set of spells each quest. Additionally it contains a weathered magic scroll that gives the Elf or Wizard access to the 'Spells of Protection' from the 'Wizards of Morcar' expansion.
- X. This is the spirit of Ladril the Elven champion. He has the base stats of the Elf hero and is equipped with a longsword. He will attack the heroes like any monster, but defends with White Shields. He has the Earth Spells and Spells of Protection available for use.