

5 – Castle of Lord Wood

- 1 – An old man sitting here tells you “All is not well within”
- 2 – A butler greets you saying “Welcome to the Castle of Lord Wood. His Lordship is not in but you may wander around and make yourselves at home.”
- 3 – A mean looking old man says “Leave!” (Leave / Talk to him) (Talk = Fight and nothing)
- 4 – Down the hall you see several Ogres having a meeting. They see you and run up the hall. (Fight)
- 5 – A chest (Open it / Leave) (Open) There is a large key in the chest. You find key. (Opens 25)
- 6 – A chest (Open it / Leave) (Open) The party gets some gold. You find Emerald E, Sapphire E
You spot a trap. (you can disarm it)
- 7 – Stairs from level 1 to 2.
- 8 – Stairs from level 2 to 3.
- 9 – A sign above the passage to the East reads “Keeper of the Magic Pools”
- 10 – As you enter this room a large wave suddenly washes you back into the hall.
- 11 – To the South is an enormous room with several large tiles covering the floor.
- 12 – The floor opens and you fall to a stone surface and slide to a small room. (you take damage and are TP to 13)
- 13 – TP from 12
- 14 – A chest (Open it) You find **Scroll 6, Scroll 7**
- 15 – This message is engraved on the wall – “SWWSSESSWWWSSEEEEEENEEE”
- 16 – A bunch of rowdy soldiers yell “Go away punks.” (Leave / Stay) (Stay = Fight)
- 17 – An inscription on some armour here reads “JRT”
- 18 – A group of men in robes say “You are in the wrong room.” (Leave / Stay) (Stay = Fight)
- 19 – A plaque on the wall reads – “Welcome to our humble Castle”
- 20 – You find a gem under a bed. You find Ruby A
- 21 – Here is a large wooden box. You find LR SHLD+2, SPETUM, RING MAIL, LNG SWORD, MAGIC 6
- 22 – You are in a large room containing four jail cells.
- 23 – A Goblin gratefully thanks you for his freedom.
- 24 – Two Elves in this cell tell you “The key to the other cell is West of the Great Hall”
- 25 – Your key opens the cell door (key found in 5)
- 26 – The old man awakens and says “Thank you brave adventurers; I am Lord Wood’s aid and the Castle has been overtaken by J. R. Trolkin.” He continues “Lord Wood has gone to the Temple of the evil Dosnebian clerics trying to obtain three of the nine rings needed to defeat the Black Knights and Nikademus.” You should go to the Castle of J. R. Trolkin to get three other rings. To aid you I give you these.” He says handing you four scrolls. “Remember” he adds “The Castle is well guarded.” You find **Scroll 6, Scroll 7, Scroll 13, Scroll 15.**
- 27 – There are several bags of gold here and these words are etched into the wall – “To visit Gods teleport to Blank Town” The party gets some gold.
- 28 – An old man standing here says “I give thee the Water rune; the most sacred of the Elemental runes.”