

Derelict Castle level +2

- 1 – You hear a mysterious groaning. You quickly look about you in case you've trodden on someone.
- 2 – Leant against a wall, a skeleton says: "Haven't you got a good tot for an old veteran, eh?"
- 3 – A notice hung up here says: "Do not knock." Would you still like to (Yes/No)? (Yes) After a load of knocking, the sign falls down.
- 4 – You find a weapon: **Quaterstaff +**
- 5 – Huh? A clump of gold? You find a tool: Big Nugget
- 6 – It's quite a windy affair here, no wonder that it's falling apart.
- 7 – Could these have been friends of yours? Again you meet adventurers whose bones have been gleaned.
- 8 – You see a loophole in the wall. Do you want to examine it (Yes/No)? (Yes) You find something. You find a tool: **Bird's nest**
- 9 – Here is a mound of cannon balls, would you like to take one (Yes/No)? (Yes) After some have rolled over your feet you rethink it again.