

Floor -1

1 – In the room is a silver statue of a bear with horns and long fangs. On the wall by the statue is a message (partially obscured) that appears to have been left by passing elves. It is hardly legible, but some comments warning about ghosts and demons can still be made out. Will you search (Y/N)?

(yes) (You get Key of Silver)

2 – A large sign on the wall reads: ** area out of bounds! **

3 – A strange glow seems to emanate from this room. In the centre, a smallish man in a long robe turns towards the party and shouts “Begone, strangers!” He slowly waves his hands, and chants “MAPIRO MAHAMA DIROMAT !!” **(and you are TP to the Castle)**

4 – There is a gem encrusted statue of a hooded man here. A golden light emanates from the hood. In front of the statue is an altar, in which pungent incense is burning. Will you search (Y/N)? **(yes) (Fight 1 Unseen Entity who becomes Murphy’s Ghost, but only fight him when he is not friendly. If you fight him as friendly one of your characters can change alignment later on.)**

5 – In this room is a statue of a monster with the body of a chicken and the head of a cat. The statue is made of bronze, and lies on an onyx pedestal. There are unusual runes on a plaque thereon. Will you search (Y/N)? **(you get Key of Bronze)**

Lift A This is the Lift from A to D, in other words from Floor -1 to Floor -4
(Here it’s A for Level -1)