

Derelict Castle level -2

- 1 – A spring fountains here. Who wants to drink (1-6)? You feel refreshed
- 2 – A spring babbles here. Who wants to drink (1-6)? Suddenly feels all wounds heal up
- 3 – A nice big bone lies here. You find a tool: **Bone**
- 4 – A voice from above: 'You haven't wiped your feet.'
- 5 – A notice on a wall: 'Pantry, wipe your feet.'
- 6 – It looks as if someone has lost ring and finger here. You find a ring: **Ring of shelter**
- 7 – Glugging and blubbing sounds come from all sides – you've entered a laboratory.
- 8 – The foot-tracks on the floor reveal that this room has been frequently used.
- 9 – You hear a door falling into the lock.
- 10 – Someone says: 'For 100G I'll tell you a secret.' Who should pay the 100G (1-6)?
(After paying) He says: Examine Idrielles room, it's the key to the Hammer of the Gods and to darkness.
- 11 – A piece of paper lies on the ground, on it is written: 'He who fights evil with hate is a servant of evil, for he uses violence. He who confronts evil with love is holy, for he reduces violence. He who avoids evil is a coward, for he bows down to violence; And he who unites evil forces into peace is a wise man, for he destroys violence.' Beneath this is written: 'Good lies to the left of the Lord of the castle.'
- 12 – The cell door stops your progress. (Use tin key found in 14) The door opens.
- 13 – You look into a corridor, cells are on both sides.
- 14 – a key-ring hangs on the wall, the key is large and rusted. You find a tool: **Tin key**
- 15 – The stretcher and thumb-screws all over the place lead you to the idea that you've entered the torture chamber.
- 16 – Here is a jug of water. You find a tool: **Water jug**
- 17 – A prisoner is chained to the wall here, and asks for some water. (Use Water jug) He drinks and tells you that there is a map in his pocket. You find something to read: Unknown scroll (**Ugly map**)
- 18 – You find a tool: Chest
- 19 – You find something to read: Unknown scroll (scroll) (**Weaponry, Part XV Magical weapons and armour, Scroll II ...**)
- 20 – Here is a **glass button**, do you want to press it (Yes/No)? Ting! (**Makes all the walls invisible**)
- 21 – A notice warns: 'Caution – vicious dog.'
- 22 – A big watchdog growls at you and won't let you through. (Use Bone found in 3) The dog is occupied with the bone.
- 23 – A small vial waits just for you, on it is written "Antidote II" You find a potion: Unknown potion.
- 24 – You find a tool: **Drum of fear**
- 25 – You find a tool: Golden casket
- 26 – You find a ring: **Antimagic ring**
- 27 – Here is a solid **stone button**, would you like to press it (Yes/No)? Clack. (**Makes all the walls visible**)
- 28 – All kinds of books lie strewn over the floor.
- 29 – A forgotten prisoner has been left here, rotten bones and strips of clothing lie on the ground.
- 30 – A small prisoner pleads for his freedom. Do you help him (Yes/No)? (Yes) He thanks you and says: "In the room to the right of the torture chamber there is a hidden gangway. At the end of this there may be something of great worth,"
- 31 – This looks like a fallen-in escape tunnel, underneath some earth is a rotting corpse.
- 32 – A great cauldron hangs here over a fire-place.
- 33 – A shelf reveals a poison-green coloured vial, on it is written "Drink me!" You find a potion: Unknown potion (Drain level)
- 34 – Here is a vial in all colours of the rainbow, on it is written: "Drink me!" You find a potion: Unknown potion (**Gain level**)