

1 Intro Dungeon

- 1 – Here is a gate which you can not open no matter what you try. **(removed by 5)**
- 2 – **There is an old man sitting here. (Attack/Talk/Leave) (Talk) He says - “There are 4 kinds of runes earth air water and fire. The runes represent great power. I am the keeper of the air rune which I now present to you.” He casts a strange spell. (When you inspect your characters, they all have the rune of Air)**
- 3 – There are about 250 gold pieces here that appear to be coated with liquid (Take/Leave) **(Take)** As you approach the gold, it fades and you are attacked **(and the event ends) (if you choose to leave it you can come back and get it)**
- 4 – There is a lever on the wall. Pull it / Leave it? **(Pull)** a loud alarm begins ringing and you hear someone approaching. **(Fight)**
- 5 – There is a button on the wall. Push it / Leave it (Push) You hear a noise in the distance **(1 disappears)**
- 6 – There is a scroll here on a table (Read it / Burn it / Leave it) **(Read it)** It says something in Orcish about a valve. **(if you burn it:) Smoke fills the air (you take small damage)**
- 7 – You find **Scroll 1, Scroll 2, Scroll 3**
- 8 – The party is washed downstream by the heavy current.
- 9 – This room contains a set of armor and a weapon with “Kilmor” written on them.
- 10 – On the wall here is written **“NIFLE SCRO” (you need to remember this name for dungeon 2)**
- 11 – There are some items on the table **(Scroll 9)**
- 12 – There is a lever here. A sign reads – “Use only in emergencies” **(after pulling 8 disappears)**
- 13 – The passage crosses a cavern which contains a small murky stream.
- 14 – The cavern stops here except for a thin crack through which the water exits.
- 15 – The cavern stops here. The water is bubbling up through a small hole in the floor.