

## 4 - Woodville

- 1 – A priest standing here says “If you push the wrong numbers you die.”
- 2 – There is a statue of a God here (Damage it / Leave) (if you damage it you’ll fight a God...)
- 3 – There are nine buttons on the wall. A priest says “select the first digit”
- 4 -(where is 4?)**
- 5 – An old man says “Would you like to buy some history scrolls for 250 gold?” (Scroll 1, 2, 3)
- 6 – There are three scrolls in a chest. (Scroll 4, 5, 14)
- 7 – A Dwarf says “I am Kilmor; may I help you?” NISCOTTAN, SINTANCOS, NISCOSNAT  
(pick NISCOSNAT from Dungeon 2)
- He says “First go to the Temple and push 79”
- 8 – When you enter you are arrested by a Titan for trespassing. (You are TP to 9)
- 9 – TP from 8
- 10 – A Titan says “You have served long enough.” He opens the door, takes you out, fines you 500 gold and lets you go. (You are TP to 11)
- 11 – TP from 10
- 12 – No one can pick the lock
- 13 – Three Dwarves thank you for their freedom.
- 14 – Written on the wall here are the words “The sacred number is 45”
- 15 – You are in a large tavern with 4 tables. At the Northwest table are some rowdy Hill Giants. At the Southeast table are some cute Elves.
- 16 – A Halfling at the bar says “Another Brandy please”
- 17 – A Gnome at the bar says “This is a spooky tavern”
- 18 – A Trolkin at the bar says “Did you hear what happened to Lord Wood?”
- 19 – A Dwarf at this table says “Watch out for those Elves.”
- 20 – 4 Hill Giants playing cards sneer at you (Ask to join / Sneer back / Leave)  
(Ask to join – They laugh and throw the cards in your face, small damage taken)  
(Sneer back – Fight them)
- 21 – 4 cute Elves at the table smile at you. (Attack them / Smile back / Leave)  
(Smile back) They say “We are staying at the inn room three.” Then they leave.
- 22 – There is a nice looking item here (Steal it / Leave) (if you leave nothing happens and you can’t get it)
- 23 – There is a nice looking item here (Steal it / Leave) (if you leave nothing happens and you can’t get it, if you steal it you get Emerald B)
- 24 – There is a statue of a God here (Damage it / Leave)
- 25 – An old priest standing here says “Good work my friends What did Lord Wood’s uncle say?” (we left him / STRATICON / TRASTICON) (STRATICON from Dungeon 3) He says “This information will be of great value, now you must go into unknown lands to fight the Black Knights; this Scroll will guide you to Lord Wood who will help you; be careful of J. R. Trolkin” (Scroll 12)
- 26 – Enter the First Digit
- 27 – Enter the Second Digit  
**number 48 allows you to go to 25**  
**number 79 opens 28 and 35**  
**number 45 opens 30**
- 28 – Opened by 26-27
- 29 – You find Scroll 19
- 30 – Door created by 26-27
- 31 – On the wall is written “Only the foolhardy will go farther”
- 32 – TP to 33
- 33 – TP from 32
- 34 – You find God Knife**
- 35 – Door created by 26-27