

Sheet1

LOC,NTC,C,20	TN,C,20	TI,C,20	TRTDEFF,(EFLIDR,C,5
195 .D.DOWN.			0### DIS
223 .EXAMINE.SEARCH.	PILE OF BONES		0### MAK
267 .GET.TAKE.	SWORD		0### DIS
267 .EXAMINE.SEARCH.	BODY		0### MAK
289 .KNEEL.PRAY.			0### OPE N
288 .SEARCH.			0### MAK
275 .W.WEST.			0### DIS
325 .TAKE.GET.	MANDRAKE ROOT		0### DIS
402 .DROP.USE.	BOAT	BOAT	0### MAK
402 .DROP.USE.	BOAT	BOAT	0### OPE N
402 .N.NORTH.			0### DIS
421 .D.DOWN.			0### DIS
422 .U.UP.			0### DIS
597 .EXAMINE.SEARCH.			0### MAK
598 .PULL.	TORCH HOLDER		0### OPE N
598 .PULL.	TORCH HOLDER		0### OPE E
598 .PULL.	TORCH HOLDER		0### OPE S
763 .U.UP.			0### DIS
763 .U.UP.			0### DIS
764 .U.UP.			0### DIS
815 .D.DOWN.			0### DIS
873 .EXAMINE.SEARCH.			0### MAK
895 .D.DOWN.			0### DIS
1222 .EXAMINE.SEARCH.	BODY		0### MAK
1222 .EXAMINE.SEARCH.	BODY		0### DIS
1232 .N.NORTH.			0### DIS
1432 .AUTO.			0### REP LR
1431 .D.DOWN.			0### REP LR
1433 .AUTO.			0### REP LR
1434 .AUTO.			0### REP LR
1435 .AUTO.			0### REP LR
2 .DROP.GIVE.	SHEET OF MITHRIL	SHEET OF MITHRIL	0### MAK
2 .DROP.GIVE.	SHEET OF MITHRIL	SHEET OF MITHRIL	0### DIS CW
2 .DROP.GIVE.	SHEET OF MITHRIL	SHEET OF MITHRIL	0### DIS
2 .DROP.GIVE.	SHEET OF MITHRIL	SHEET OF MITHRIL	0### DIS
1238 .DROP.GIVE.	MANDRAKE ROOT	MANDRAKE ROOT	0### DIS
1238 .DROP.GIVE.	MANDRAKE ROOT	MANDRAKE ROOT	0### DIS
158 .WAIT.			0### MAK
158 .WAIT.			0### DIS
158 .WAIT.			0### DIS
158 .WAIT.			0### DIS
175 .PLAY.USE.	ETHEREAL FLUTE	ETHEREAL FLUTE	0### SUM
175 .PLAY.USE.	ETHEREAL FLUTE	ETHEREAL FLUTE	0### DIS
1504 .D.DOWN.			0### DIS
1507 .W.WEST.S.SOUTH.			0### SUM
1509 .SEARCH.			0### OPE D
1509 .D.DOWN.			0### DIS
1510 .SEARCH.EXAMINE.	BODY		0### MAK

Sheet1

1782 .N.NORTH.			0### SUM
1782 .N.NORTH.			0### DIS
1811 .WHISPER.SAY.	ABYSS		0### OPE N
1811 .WHISPER.SAY.	ABYSS		0### DIS
1987 .USE.	STONE	ROUND STONE	0### MAK
1987 .USE.	STONE	ROUND STONE	0### DIS
1987 .USE.	STONE	ROUND STONE	0### DIS
1988 .MOVE.SHIFT.PULL.	TAPESTRY		0### OPE S
1990 .OPEN.	COFFIN		0### OPE D
1990 .OPEN.	COFFIN		0### SUM
1998 .UNLOCK.OPEN.	BLACK DOOR	EYE	0### OPE N
1998 .UNLOCK.OPEN.	BLACK DOOR	EYE	0### DIS

DA,NDRDC,C,20	DN,C,20	DI,C,20 DM,C,79
0###		
96### .EXAMINE.SEARCH.	PILE OF BONES	
0###		
97### .EXAMINE.SEARCH.	BODY	
0### .KNEEL.PRAY		
98### .SEARCH.		
0###		
0###		
101### .DROP.USE.	BOAT	BOAT
0### .DROP.USE.	BOAT	
0### .DROP.USE.	BOAT	
0###		
0###		
104### .EXAMINE.SEARCH.		
0### .PULL.	TORCH HOLDER	
0### .PULL.	TORCH HOLDER	
0### .PULL.	TORCH HOLDER	
0###		
0###		
0###		
0###		
106### .EXAMINE.SEARCH.		
0###		
107### .EXAMINE.SEARCH.	BODY	
0### .EXAMINE.SEARCH.	BODY	
0###		
1###		
1###		
1###		
1###		
1###		
110### .AUTO.		
0### .AUTO.		
0### .AUTO.		
0### .AUTO.		
0### .AUTO.		
0### .AUTO.		
111### .AUTO.		
0### .AUTO.		
0### .AUTO.		
0### .AUTO.		
551### .AUTO.		
0### .AUTO.		
0###		
552### .AUTO.		
0### .AUTO.		
0###		
113### .AUTO.		

704### .AUTO.
0### .AUTO.
0### .AUTO.
0### .AUTO.
115### .AUTO.
0### .AUTO.
0### .AUTO.
0### .AUTO.
0### .AUTO.
817### .AUTO.
0### .AUTO.
0### .AUTO.

Sheet1

MP,C,79

You pass a sign which reads, "Welcome to the Dungeon Nightmare."
Sifting through the moldy bones, you discover a small key hidden among them.
You are unable to dislodge the rusty sword from the chest of the fallen guard.
Searching the fallen guard, you discover a skull key around his neck.
Lowering yourself to kneel, your knee hits a small button and a passage opens.
Sifting through the dust, you disturb a torn piece of a tattered scroll.
Moving west, your torchlight disperses a shadow, and you discover a passage.
"Get'yer grubby hands off'n me precious mandrake!" states the strange man.
You place the boat on the shore just enough to keep it floating here.

Staring out over the dark waves, you think that is a bad idea at this point.
You slide down the dark pit for what seems like several minutes ...
The pit that lead into this chamber lies high above you, unreachable.
You search the pile of rubble and discover a small key below a piece of wood.
Your first attempt fails, but the second holder slides neatly. Three passages
slide open from this chamber.

As you climb, you knock a small pebble from a ledge, and it disappears below
you, falling the great distance from here to the ground.
Grunting, you pull yourself up onto a ledge at the top of the mountain.
You pass a sign which reads, "Welcome to the Dungeon Dread."
Searching through the remains, you find a small, rusty key.
Leaping into darkness, you descend into the pit.
Searching the decayed body, you discover that the body is covered with decaying
leather armor, but the morning star in the grasp of the body looks useable.
A bolt of lightning strikes the ground nearby, and suddenly thunder roars out.

Halgen gazes upon the metal with wide eyes. His voice, when he eventually
speaks, is quiet. "You found it! Now I shall forge the suit of armor that
you require." Halgen disappears into the back room. Hours later, he returns
proudly carrying the magical suit of mithril plate mail you sought.
"Thou hast proven thy worthiness. Now I shall tell you how to DEFEAT the evil
Puffalow and his hordes of undead minions," states BranwenLlyr.
Sitting down, you begin to wait. After only a couple of minutes, the winds
suddenly change, blowing loudly. In the center of the morn, the trails of a
man's spirit begins to form. A voice whispers, "This is what you need."
The spirit vanishes soon after, leaving behind a long, white object.
Your notes echo across the lake, and suddenly a beautiful sorcerer rises from
the crystal waters of the lake.
Dark storm clouds form above you as you proceed down the hillside.
There is a roar from the crevice and a huge, black tentacles rises out.
Searching you discover a trapdoor that swings open, revealing stairs.
You pass a sign that reads: "Dungeon Fear."
You search the body and discover a black key around its neck.

Sheet1

Just as you are about to pass through the doors, a roar echoes from the dark and a huge, skeletal-dragon flies into the chamber, breathing flames. Whispering the Word of Passage causes the cavern to shake. Suddenly, a bridge forms from thin air, carved from stone, marble, and heat. You place the stone in the hole causing the lava to stop. As the lava drains you discover a key on the floor. You kick it into the center of the room just as the round stone melts, causing the lava to flow again. Shifting the position of the tapestry, you discover a hidden passage. Removing the cover, you discover a hidden passage leading down. At the same moment, you are thrown against the wall by a decaying skeleton that enters. You insert the eye into the missing socket engraved on the door. Suddenly the door slides open, releasing a burst of stale air that rushes past your face.

MR,C,79

LP MB,C,20

%A kneels and a passage opens to the north.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

%A places a wooden boat on the shore of the black sea.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

%A pulls on a torch holder, causing several passages to slide open.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

%A searches the body.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

%A places the mithril metal upon the counter.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

%A gives the mandrake root to BranwenLlyr.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

Everyone is waiting, and after a couple of minutes, the winds suddenly change.
A spirit of a man suddenly forms in the center of the Grove.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

A long, white object lies on the ground where the spirit once stood.
%A plays the magical flute, and suddenly a sorcerer rises from the waters.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

A massive black tentacle rises from the crevice, following a roar.
%A discovers a trapdoor that opens, revealing stairs that descend.

JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN
JEFF HOFFMAN

%A searches the body.

Sheet1

%A approaches the black doors and suddenly steps back as a roar enters the chamber preceeding a massive dracolich!	### JEFF HOFFMAN
%A whispers, "Abyss."	### JEFF HOFFMAN
A bridge forms across the abyss.	### JEFF HOFFMAN
%A plugs the hole with the round stone. The lava stops.	### JEFF HOFFMAN
	### JEFF HOFFMAN
	### JEFF HOFFMAN
%A moves the tapestry revealing a hidden passage.	### JEFF HOFFMAN
%A opens the coffin and suddenly a decaying skeleton leaps into the chamber.	### JEFF HOFFMAN
	### JEFF HOFFMAN
%A pulls open the black door, causing a stale breeze to blow down the hall.	### JEFF HOFFMAN
	### JEFF HOFFMAN