



The Infinite Labyrinth

Oldschool Dungeon Crawler Gamebook [#NaNoGenMo](#)

Introduction

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. Use the Adventure Sheet to record the details of an adventure. On it you will find boxes for recording your **SKILL**, **STAMINA** and **LUCK** scores.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the **SKILL** box on the Adventure Sheet. Roll two dice. Add 12 to the number rolled and enter this total in the **STAMINA** box. There is also a **LUCK** box. Roll one die, add 6 to this number and enter this total in the **LUCK** box. For reasons that will be explained below, **SKILL**, **STAMINA** and **LUCK** scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your Initial scores. Although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your Initial scores, except on very rare occasions, when you will be instructed on a particular page. Your **SKILL** score reflects your swordsmanship and general fighting expertise; the higher the better.

Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your **STAMINA** score, the longer you will be able to survive. Your **LUCIK** score indicates how naturally lucky a person you are. Luck -and magic -are facts of life in the fantasy kingdom you are about to explore.

Adventure Sheet

NAME: Condal

RACE: Male Halfling

CLASS: Fighter

- **SKILL:**

- **STAMINA:**

- **LUCK:**

WEAPONS:

EQUIPMENT:

ARMOR:

TREASURE:

Introduction

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to Reel may be given, but if not –or if you choose to attack the creature anyway –you must resolve the battle as described below.

1. Roll both dice once for the creature. Add its **SKILL** score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to do additional damage (see over). Proceed to step 6.
5. The creature has wounded you, so subtract 2 points from your own **STAMINA** score. Again you may use **LUCK** at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own **STAMINA** score (and to your **LUCK** score if you used **LUCK** – see over).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the **STAMINA** score of either you or the creature you are fighting has been reduced to zero (death).

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on

your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous. The procedure for using your luck is as follows: roll two dice. If the number rolled is less than or equal to your current **LUCK** score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current **LUCK** score, you have been Unlucky and you will be penalized. This procedure is known as Testing your Luck. Each time you Test your Luck, you must subtract 1 point from your current **LUCK** score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

In certain paragraphs of the book you will be told to Test your Luck and will be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound your opponent has just inflicted on you. If you have just wounded the creature, you may Test your Luck as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's **STAMINA** score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's **STAMINA** (i.e., instead of scoring the normal 2 points of damage, you have now scored only 1). If the creature has just wounded you, you may Test your Luck to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow; restore 1 point of **STAMINA** (i.e. instead of doing 2 points of damage, it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra **STAMINA** point. Remember that you must subtract 1 point from your own **LUCK** score each time you Test your Luck.



EQUIPMENT

You start your adventure with the basic tools of your trade a fine sword, clothes suitable for travelling, a backpack to hold your Provisions and any tresasure you may come across. You can not carry more than 5 items in your inventori.

DUNGEON MAP

The Infinite Labyrinth Map

@ : Room 1 (Start)

■ : Room



BACKGROUND

Your name is Condal. You are a male halfling fighter you traveled for two weeks to find the place where Panwrick, your halfling boyfriend is kidnapped by evil forces. A Human Monk of Chaotic evil alignment's temple, in the vaults below a local temple. Rumor has it that the location was cursed by the gods and shunned. You need to find Panwrick inside this dungeon and escape with him before the sun goes down beneath the mountains.

Turn to Room 1.

Room 1 (Start)

You delve into the deeps of this dungeon.

You enter a silent room. Rusting spikes line the walls and ceiling of this chamber. Mushrooms grow in clusters of hundreds all over the floor. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby.



You can see an open door to the North:

If you go through the north door, turn to [Room 210](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 209](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 129](#).

Room 2

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense.



You can see an open door to the North:

If you go through the north door, turn to [Room 3](#).



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 50](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 136](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 81](#).

Room 3

You enter a medium room. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh.



You can see an open door to the North:

If you go through the north door, turn to [Room 135](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 2](#).

Room 4

There's a hiss as you open this door, and you smell a sour odor. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 138](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 194](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 178](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 218](#).



You can see an abominable **SNAKE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 4

STAMINA 3

Room 5

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 160](#).

Room 6

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. A huge iron cage lies on its side in this room, and its gate rests open on the floor. In the center of this chamber, the statue

of a giant spider is skillfully crafted. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 217](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 52](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 169](#).

Room 7

You enter a small room. A large forge squats against the far wall of this room, and coals glow dimly inside. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 70](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 66](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 15](#).



You can see a disgusting GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

Room 8

You open the door to a huge room. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. Mushrooms grow in clusters of hundreds all over the floor. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 105](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 137](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 235](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 1](#)

Room 9

You open the door, and the reek of garbage assaults your nose. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. This chamber holds a large tomb carved on the east side wall. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the South:

If you go through the south door, turn to [Room 227](#).



You can see an abominable **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 4

You can see a **CHEST**



Once you have killed the Skeleton you can open this chest, turn to [Chest 2](#)

Room 10

The door to this room swings open easily on well-oiled hinges. A huge iron cage lies on its side in this room, and its gate rests open on the floor. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel.



You can see an open door to the North:

If you go through the north door, turn to [Room 160](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 45](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 216](#).

Room 11

As the door opens, it scrapes up frost from a floor covered in ice. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. A large forge squats against the far wall of this room, and coals glow dimly inside. This chamber holds a large tomb carved on the east side wall.



You can see an open door to the North:

If you go through the north door, turn to [Room 141](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 14](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 183](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 3](#)

Room 12

You open the door to a small room. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Three low, oblong piles of rubble lie near the center of this room.



You can see a closed door to the North:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 24](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 98](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 155](#).



You can see an abominable ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 5

Room 13

You catch a whiff of the unmistakable metallic tang of blood as you open the door. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. At the room's center lies a squat stone altar, its top covered in recently spilled blood. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the North:

If you go through the north door, turn to [Room 52](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 231](#).



You can see a closed door to the South:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 139](#).

Room 14

You open the door to a small room. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. The stinking corpse in the middle of the

room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state.



You can see an open door to the North:

If you go through the north door, turn to [Room 11](#).

Room 15

You open the door to what must be a combat training room. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 7](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 47](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 98](#).

Room 16

A chill wind blows against you as you open the door. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. Small cages containing small animals and large insects line

the walls. Some of the creatures look sickly and alive but most are clearly dead. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see a closed door to the North:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 65](#).



You can see a closed door to the East:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 126](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 232](#).

Room 17

You enter a huge room. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 133](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 94](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 189](#).



You can see an open door to the West:



If you go through the west door, turn to [Room 249](#).

Room 18

You enter a huge room. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to [Room 58](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 233](#).

Room 19

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. You hear a low rumbling and cracking noise.



You can see an open door to the South:

If you go through the south door, turn to [Room 208](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 55](#).



You can see an abominable **GIANT SPIDER** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 8

STAMINA 7

Room 20

This hall is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the West:

If you go through the west door, turn to [Room 230](#).

Room 21

There's a hiss as you open this door, and you smell a sour odor. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the East:

If you go through the east door, turn to [Room 104](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 95](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 118](#).

Room 22

You enter a small room. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. Three low, oblong piles of rubble lie near the center of this room.



You can see an open door to the North:

If you go through the north door, turn to [Room 137](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 215](#).



You can see a cruel ICE DEMON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 3

Room 23

You open the door, and the reek of garbage assaults your nose. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the East:



If you go through the east door, turn to [Room 244](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 226](#).



You can see a disgusting ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 3

Room 24

You enter a medium room. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 96](#).



You can see a closed door to the East:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 70](#).



You can see a closed door to the South:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 12](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 185](#).

Room 25

You open the door to a small room. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the North:

If you go through the north door, turn to [Room 150](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 216](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 199](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 202](#).

Room 26

You enter a huge room. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh.



You can see an open door to the North:

If you go through the north door, turn to [Room 92](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 165](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 163](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 47](#).



You can see a cruel **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 7

Room 27

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. Rough fighting circles are scratched into the surface of the floor. You hear a low rumbling and cracking noise.



You can see an open door to the East:

If you go through the east door, turn to [Room 91](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 159](#).



You can see an abominable **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 7

Room 28

You enter a small room and your steps echo. Winches and levers project from every wall, and chains with handles dangle from the ceiling. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby.



You can see an open door to the North:

If you go through the north door, turn to [Room 93](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 186](#).

Room 29

You enter a smelly room. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. This chamber holds a large tomb carved on the east side wall.



You can see an open door to the North:

If you go through the north door, turn to [Room 90](#).



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 79](#).



You can see a closed door to the South:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 144](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 203](#).



You can see a cruel **ZOMBIE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 30

You open the door to confront a room of odd pillars. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. The corpse of a minotaur lies on the floor, its belly carved out. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the East:

If you go through the east door, turn to [Room 60](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 214](#).



You can see an abominable **GIANT SPIDER** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 4

Room 31

You enter a small room and your steps echo. A huge iron cage lies on its side in this room, and its gate rests open on the floor. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved

with the visage of a warrior lying in state. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the North:

If you go through the north door, turn to [Room 71](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 85](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 39](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 236](#).

Room 32

A chill crawls up your spine and out over your skin as you look upon this room. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby.



You can see a closed door to the East:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 158](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 114](#).

Room 33

You enter a big room. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 216](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 45](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 42](#).



You can see an awful ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 5

Room 34

You enter a medium room. A huge iron cage lies on its side in this room, and its gate rests open on the floor. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head.



You can see an open door to the North:

If you go through the north door, turn to [Room 219](#).



You can see a closed door to the East:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 229](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 207](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 158](#).

Room 35

You enter a small room. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby.



You can see an open door to the East:

If you go through the east door, turn to [Room 56](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 80](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 4](#)

Room 36

You enter a medium room. This chamber holds a large tomb carved on the east side wall. At the room's center lies a squat stone altar, its top covered in recently spilled blood. A large forge squats against the far wall of this room, and coals glow dimly inside.



You can see an open door to the North:

If you go through the north door, turn to [Room 103](#).



You can see a closed door to the East:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 156](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 62](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 134](#).



You can see a cruel **GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 3

STAMINA 4

Room 37

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the North:

If you go through the north door, turn to [Room 240](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 154](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 161](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 51](#).

Room 38

You enter a smelly room. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Three low, oblong piles of rubble lie near the center of this room. A large forge squats against the far wall of this room, and coals glow dimly inside.



You can see an open door to the East:

If you go through the east door, turn to [Room 169](#).



You can see a hairy **GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 3

STAMINA 6

Room 39

This room is a small antechamber before titanic bronze doors. The manacles set into the walls of this room give you the distinct

impression that it was used as a prison and torture chamber. A huge iron cage lies on its side in this room, and its gate rests open on the floor. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes.



You can see an open door to the North:

If you go through the north door, turn to **Room 31**.



You can see an abominable GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 3

Room 40

You poke your head through the break in the wall and look upon a room of titanic size. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. Armor and weapon racks line the walls and rusty and broken weapons litter the floor. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour.



You can see an open door to the North:

If you go through the north door, turn to **Room 200**.



You can see an open door to the West:

If you go through the west door, turn to **Room 125**.



You can see a gruesome ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 41

You open the door, and the reek of garbage assaults your nose. A large forge squats against the far wall of this room, and coals glow dimly inside. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table.



You can see an open door to the West:

If you go through the west door, turn to [Room 188](#).



You can see a disgusting ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 5

Room 42

A chill wind blows against you as you open the door. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the North:

If you go through the north door, turn to [Room 33](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 233](#).



You can see a cruel GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.



SKILL 4

STAMINA 4

Room 43

You open the door, and the reek of garbage assaults your nose. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Mushrooms grow in clusters of hundreds all over the floor. Three low, oblong piles of rubble lie near the center of this room.



You can see an open door to the South:

If you go through the south door, turn to [Room 250](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 213](#).

Room 44

Rats inside the room shriek when they hear the door open, then they run in all directions from a putrid corpse lying in the center of the floor. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces.



You can see an open door to the South:

If you go through the south door, turn to [Room 213](#).



You can see an open door to the West:



If you go through the west door, turn to [Room 86](#).



You can see a gruesome **GIANT BAT** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 3

Room 45

You poke your head through the break in the wall and look upon a room of titanic size. In the center of this chamber, the statue of a giant spider is skillfully crafted. Winches and levers project from every wall, and chains with handles dangle from the ceiling. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head.



You can see an open door to the North:

If you go through the north door, turn to [Room 10](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 109](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 33](#).



You can see a gruesome **ORC** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 46

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 154](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 205](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 161](#).

Room 47

Rats inside the room shriek when they hear the door open, then they run in all directions from a putrid corpse lying in the center of the floor. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust.



You can see an open door to the North:

If you go through the north door, turn to [Room 66](#).



You can see an open door to the East:



If you go through the east door, turn to [Room 26](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 108](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 15](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 5](#)

Room 48

You catch a whiff of the unmistakable metallic tang of blood as you open the door. Armor and weapon racks line the walls and rusty and broken weapons litter the floor. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room.



You can see an open door to the North:

If you go through the north door, turn to [Room 204](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 117](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 220](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 222](#).



You can see a cruel **GIANT BAT** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 4

Room 49

A pungent, earthy odor greets you as you pull open the door and peer into this room. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. A large forge squats against the far wall of this room, and coals glow dimly inside. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state.



You can see an open door to the East:

If you go through the east door, turn to [Room 190](#).



You can see a gruesome **GOBLIN** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 6

Room 50

As the door opens, You enter a medium room. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see a closed door to the North:



This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 125](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 234](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 2](#).

Room 51

You poke your head through the break in the wall and look upon a room of titanic size. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 72](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 37](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 172](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 91](#).



You can see a gruesome ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.



SKILL 4

STAMINA 6

Room 52

You open the door to a huge room. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh.



You can see an open door to the North:

If you go through the north door, turn to [Room 224](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 101](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 13](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 6](#).



You can see an abominable **STONE GOLEM that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 8

STAMINA 14

Room 53

This room is a small antechamber before titanic bronze doors. The manacles set into the walls of this room give you the distinct

impression that it was used as a prison and torture chamber. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the East:

If you go through the east door, turn to [Room 220](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 237](#).



You can see a cruel GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 3

Room 54

You enter a medium room. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. The corpse of a minotaur lies on the floor, its belly carved out.



You can see an open door to the North:

If you go through the north door, turn to [Room 195](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 135](#).

Room 55

You open the door to a huge room. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.



You can see an open door to the East:

If you go through the east door, turn to [Room 19](#).



You can see an awful ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 5

Room 56

You enter a huge room and your steps echo. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. Winches and levers project from every wall, and chains with handles dangle from the ceiling. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 67](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 141](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 35](#).

Room 57

You enter a huge room. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 91](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 172](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 168](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 174](#).

Room 58

You open the door to a small room. At the room's center lies a squat stone altar, its top covered in recently spilled blood. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 199](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 18](#).



You can see a disgusting **ORC** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 5

Room 60

You open the door to a small room. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes.



You can see an open door to the North:

If you go through the north door, turn to [Room 77](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 221](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 150](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 30](#).



You can see a cruel **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 61

This room is shattered. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood. A large forge squats against the far wall of this room, and coals glow dimly inside. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes.



You can see a closed door to the North:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 74](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 180](#).



You can see a closed door to the West:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 64](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 6](#)

Room 62

You open the door to a small room. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. Rusting spikes line the walls and ceiling of this chamber. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby.



You can see an open door to the North:

If you go through the north door, turn to [Room 36](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 75](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 74](#).



You can see an abominable GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 6



You can see a CHEST

Once you have killed the Giant Spider you can open this chest, turn to [Chest 7](#)

Room 63

You enter a smelly room. The corpse of a minotaur lies on the floor, its belly carved out. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room.



You can see an open door to the North:

If you go through the north door, turn to [Room 100](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 128](#).



You can see a disgusting ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 3

You can see a CHEST



Once you have killed the Zombie you can open this chest, turn to [Chest 8](#)

Room 64

Rats inside the room shriek when they hear the door open, then they run in all directions from a putrid corpse lying in the center of the floor. Rough fighting circles are scratched into the surface of the floor. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see a closed door to the North:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 126](#).



You can see a closed door to the East:

This door is closed. You need the \blacktriangleright key to open it. If you have the \blacktriangleright key, turn to [Room 61](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 191](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 232](#).

Room 65

You enter a small room and your steps echo. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state.



You can see an open door to the East:

If you go through the east door, turn to **Room 89**.



You can see a closed door to the South:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to **Room 16**.



You can see an open door to the West:

If you go through the west door, turn to **Room 101**.



You can see a cruel **SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 7

STAMINA 4

Room 66

You open the door to a small room. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the East:



If you go through the east door, turn to [Room 92](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 47](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 7](#).

Room 67

The door to this room swings open easily on well-oiled hinges. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor.



You can see a closed door to the North:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 159](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 56](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 149](#).



You can see an awful GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 3

Room 68

You open the door to reveal a foot-by-foot room with a floor studded with spikes. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust.



You can see an open door to the South:

If you go through the south door, turn to [Room 240](#).

Room 69

A pungent, earthy odor greets you as you pull open the door and peer into this room. In the center of this chamber, the statue of a giant spider is skillfully crafted. You hear a low rumbling and cracking noise. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 111](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 239](#).

Room 70

There's a hiss as you open this door, and you smell a sour odor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. In the center of this chamber, the statue of a giant spider is skillfully crafted. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table.



You can see a closed door to the North:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 243](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 7](#).



You can see a closed door to the West:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 24](#).

Room 71

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up.



You can see an open door to the North:

If you go through the north door, turn to [Room 115](#).



You can see a closed door to the East:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 146](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 31](#).



You can see an open door to the West:



If you go through the west door, turn to [Room 119](#).

Room 72

You open the door to a small room. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the South:

If you go through the south door, turn to [Room 51](#).



You can see an abominable GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 5

Room 73

There's a hiss as you open this door, and you smell a sour odor. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 215](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 107](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 124](#).



You can see a cruel **SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 7

STAMINA 7

Room 74

You open the door to a small room. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head.



You can see an open door to the East:

If you go through the east door, turn to [Room 62](#).



You can see a closed door to the South:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 61](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 126](#).



You can see an abominable **GIANT SPIDER that is coming towards your position. You must defeat the**



monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 75

You catch a whiff of the unmistakable metallic tang of blood as you open the door. Rough fighting circles are scratched into the surface of the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled.



You can see an open door to the North:

If you go through the north door, turn to [Room 62](#).



You can see a closed door to the East:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 128](#).



You can see an awful MINOTAUR that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 8

STAMINA 11

Room 76

You open the door to a small room. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. Winches and levers project from every wall, and chains with handles dangle from the ceiling. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.

You find the ♥ key on the floor of this room.



You can see an open door to the West:

If you go through the west door, turn to [Room 193](#).

Room 77

Rats inside the room shriek when they hear the door open, then they run in all directions from a putrid corpse lying in the center of the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up.



You can see an open door to the South:

If you go through the south door, turn to [Room 60](#).

Room 78

You enter a medium room. In the center of this chamber, the statue of a giant spider is skillfully crafted. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 194](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 239](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 178](#).

Room 79

You enter a huge room. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes.



You can see an open door to the South:

If you go through the south door, turn to [Room 188](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 29](#).



You can see a gruesome **GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 4

Room 80

You open the door to reveal a foot-by-foot room with a floor studded with spikes. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the North:



If you go through the north door, turn to [Room 35](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 137](#).

Room 81

You open the door to a small room. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state.



You can see an open door to the North:

If you go through the north door, turn to [Room 106](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 2](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 140](#).



You can see a hairy **GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 3

STAMINA 6

Room 82

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. The water pools near the base of the wall, and a

rivulet runs along the wall and out into the hall. The water smells fresh. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 130](#).



You can see a gruesome **GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 4

STAMINA 3

Room 83

There's a hiss as you open this door, and you smell a sour odor. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. Armor and weapon racks line the walls and rusty and broken weapons litter the floor. A large forge squats against the far wall of this room, and coals glow dimly inside.



You can see a closed door to the North:

This door is closed. You need the ♥ key to open it. If you have the ♥ key, turn to [Room 127](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 135](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 106](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 160](#).

Room 84

There's a hiss as you open this door, and you smell a sour odor. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces.



You can see an open door to the North:

If you go through the north door, turn to [Room 153](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 94](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 133](#).

Room 85

You enter a smelly room. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom.



You can see an open door to the West:

If you go through the west door, turn to [Room 31](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 9](#)

Room 86

A chill wind blows against you as you open the door. A large forge squats against the far wall of this room, and coals glow dimly inside. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the East:

If you go through the east door, turn to [Room 44](#).



You can see a closed door to the South:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 201](#).



You can see a cruel GOBLIN that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 3

Room 87

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Rounded green stones set in the floor form a

snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to **Room 144**.



You can see an open door to the East:

If you go through the east door, turn to **Room 247**.



You can see an open door to the South:

If you go through the south door, turn to **Room 186**.



You can see a closed door to the West:

This door is closed. You need the ► key to open it. If you have the ► key, turn to **Room 93**.



You can see a gruesome GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 88

A chill wind blows against you as you open the door. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh.



You can see an open door to the North:



If you go through the north door, turn to [Room 179](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 185](#).



You can see a gruesome **STONE GOLEM that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 16

Room 89

As the door opens, it scrapes up frost from a floor covered in ice. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the North:

If you go through the north door, turn to [Room 170](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 134](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 126](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 65](#).



You can see a gruesome **STONE GOLEM** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 14

Room 90

You open the door to what must be a combat training room. This chamber holds a large tomb carved on the east side wall. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls.



You can see an open door to the South:

If you go through the south door, turn to [Room 29](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 251](#).

Room 91

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel.



You can see an open door to the East:



If you go through the east door, turn to [Room 51](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 57](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 27](#).

Room 92

You enter a silent room. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes. Rusting spikes line the walls and ceiling of this chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 112](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 26](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 66](#).



You can see a gruesome ICE DEMON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 7

STAMINA 9

You can see a CHEST



Once you have killed the Ice Demon you can open this chest, turn to [Chest 10](#)

Room 93

You enter a small room. At the room's center lies a squat stone altar, its top covered in recently spilled blood. Rough fighting circles are scratched into the surface of the floor. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see a closed door to the East:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 87](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 28](#).

Room 94

You open the door to a huge room. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Mushrooms grow in clusters of hundreds all over the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 84](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 129](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 17](#).

Room 95

This room is a small antechamber before titanic bronze doors. A large forge squats against the far wall of this room, and coals glow dimly inside. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. Rusting spikes line the walls and ceiling of this chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 21](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 124](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 200](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 223](#).



You can see a gruesome **GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 6

Room 96

You poke your head through the break in the wall and look upon a room of titanic size. Rusting spikes line the walls and ceiling of this chamber. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. Corpses and pieces of corpses hang from hooks that dangle from

chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the East:

If you go through the east door, turn to [Room 243](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 24](#).



You can see an awful **ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 4

STAMINA 3

Room 97

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. A huge iron cage lies on its side in this room, and its gate rests open on the floor. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled.



You can see a closed door to the South:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 230](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 227](#).

Room 98

You enter a huge room. Winches and levers project from every wall, and chains with handles dangle from the ceiling. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room.



You can see an open door to the North:

If you go through the north door, turn to [Room 12](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 15](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 217](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 152](#).



You can see a cruel ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6



You can see a CHEST

Once you have killed the Orc you can open this chest, turn to [Chest 11](#)

Room 99

You enter a medium room. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken

bodies are batlike and buglike at the same time. Each had six legs. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 191](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 111](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 239](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 194](#).



You can see a gruesome **GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 8

STAMINA 5

Room 100

You enter a huge room. This chamber holds a large tomb carved on the east side wall. Mushrooms grow in clusters of hundreds all over the floor. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled.



You can see an open door to the South:

If you go through the south door, turn to [Room 63](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 151](#).



You can see an abominable **SNAKE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 4



You can see a **CHEST**

Once you have killed the Snake you can open this chest, turn to [Chest 12](#)

Room 101

A chill crawls up your spine and out over your skin as you look upon this room. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the North:

If you go through the north door, turn to [Room 108](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 65](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 231](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 52](#).

Room 102

You open the door to a small room. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state.



You can see an open door to the East:

If you go through the east door, turn to [Room 246](#).

Room 103

You enter a silent room. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. In the center of this chamber, the statue of a giant spider is skillfully crafted.



You can see an open door to the North:

If you go through the north door, turn to [Room 230](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 36](#).

Room 104

As the door opens, You enter a medium room. The corpse of a minotaur lies on the floor, its belly carved out. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down

from the ceiling almost to the floor. Rusting spikes line the walls and ceiling of this chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 190](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 215](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 124](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 21](#).



You can see a disgusting GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 3

Room 105

This room is shattered. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the East:

If you go through the east door, turn to [Room 149](#).



You can see an open door to the South:



If you go through the south door, turn to [Room 8](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 186](#).

Room 106

You open the door to reveal a foot-by-foot room with a floor studded with spikes. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. This chamber holds a large tomb carved on the east side wall.



You can see an open door to the North:

If you go through the north door, turn to [Room 83](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 81](#).



You can see a disgusting GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 8

Room 107

You enter a big room. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom.



You can see an open door to the North:

If you go through the north door, turn to [Room 73](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 142](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 167](#).



You can see a gruesome **GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 5

Room 108

You open the door to reveal a foot-by-foot room with a floor studded with spikes. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 47](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 101](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 224](#).



You can see a gruesome **FIRE SKULL** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 7

Room 109

You poke your head through the break in the wall and look upon a room of titanic size. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 45](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 140](#).



You can see an awful **ZOMBIE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 4

Room 110

You peer into this room and spot the white orb of a skull lying on the floor. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. The columns of stone are

carved as tree trunks and seem placed at random like trees in a forest. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes.



You can see an open door to the North:

If you go through the north door, turn to [Room 235](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 215](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 190](#).



You can see an awful **SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 7



You can see a **CHEST**

Once you have killed the Skeleton you can open this chest, turn to [Chest 13](#)

Room 111

This room is a small antechamber before titanic bronze doors. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. Armor and weapon racks line the walls and rusty and broken weapons litter the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor.

You can see a closed door to the North:





This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 180](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 69](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 99](#).



You can see a cruel SNAKE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 2

Room 112

You catch a whiff of the unmistakable metallic tang of blood as you open the door. A huge iron cage lies on its side in this room, and its gate rests open on the floor. This chamber holds a large tomb carved on the east side wall. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the South:

If you go through the south door, turn to [Room 92](#).

Room 113 (Goal)

You enter a huge room. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh.

You find your ♥ LOVE ♥ Panwrick laying in the middle of this chamber. You can see a crack in the ceiling, a perfect hole to escape of this dungeon. Well done! THE END.



You can see an open door to the South:

If you go through the south door, turn to [Room 127](#).

Room 114

A chill wind blows against you as you open the door. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to [Room 248](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 32](#).

Room 115

You open the door to a small room. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the East:



If you go through the east door, turn to [Room 205](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 71](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 197](#).



You can see an awful GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 7

STAMINA 5

Room 116

You enter a small room. The corpse of a minotaur lies on the floor, its belly carved out. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the East:

If you go through the east door, turn to [Room 119](#).



You can see an abominable GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

You can see a CHEST



Once you have killed the Giant Spider you can open this chest, turn to [Chest 14](#)

Room 117

You enter a small room. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. Winches and levers project from every wall, and chains with handles dangle from the ceiling. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table.



You can see an open door to the North:

If you go through the north door, turn to [Room 208](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 175](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 48](#).

Room 118

A chill crawls up your spine and out over your skin as you look upon this room. You hear a low rumbling and cracking noise. Mushrooms grow in clusters of hundreds all over the floor. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the East:

If you go through the east door, turn to [Room 21](#).



You can see a closed door to the South:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 223](#).

Room 119

You enter a huge room and your steps echo. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust.



You can see an open door to the East:

If you go through the east door, turn to [Room 71](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 116](#).



You can see a gruesome SNAKE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 4

Room 120

You open the door, and the reek of garbage assaults your nose. Rough fighting circles are scratched into the surface of the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom.



You can see an open door to the East:

If you go through the east door, turn to [Room 214](#).

Room 121

You open the door to a small room. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the West:

If you go through the west door, turn to [Room 219](#).

Room 122

You peer into this room and spot the white orb of a skull lying on the floor. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the South:

If you go through the south door, turn to [Room 187](#).

Room 123

A pungent, earthy odor greets you as you pull open the door and peer into this room. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes.



You can see an open door to the East:

If you go through the east door, turn to [Room 181](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 209](#).



You can see an awful **GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 6

Room 124

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 104](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 73](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 167](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 95](#).



You can see an abominable **GIANT SPIDER** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 8

STAMINA 8



You can see a **CHEST**

Once you have killed the Giant Spider you can open this chest, turn to [Chest 15](#)

Room 125

As the door opens, it scrapes up frost from a floor covered in ice. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene.



You can see an open door to the East:

If you go through the east door, turn to [Room 40](#).



You can see a closed door to the South:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 50](#).

Room 126

You open the door to reveal a foot-by-foot room with a floor studded with spikes. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons

jut from the slain or lie discarded on the floor. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to [Room 89](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 74](#).



You can see a closed door to the South:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 64](#).



You can see a closed door to the West:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 16](#).

Room 127

A chill wind blows against you as you open the door. Rough fighting circles are scratched into the surface of the floor. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table.



You can see an open door to the North:

If you go through the north door, turn to [Room 113](#).

You can see a closed door to the South:





This door is closed. You need the ♥ key to open it. If you have the ♥ key, turn to **Room 83**.

Room 128

You enter a silent room. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene.



You can see an open door to the North:

If you go through the north door, turn to **Room 151**.



You can see an open door to the East:

If you go through the east door, turn to **Room 63**.



You can see a closed door to the South:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to **Room 131**.



You can see a closed door to the West:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to **Room 75**.



You can see an awful GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 6

Room 129

This room is a small antechamber before titanic bronze doors. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. In the center of this chamber, the statue of a giant spider is skillfully crafted. You hear a low rumbling and cracking noise.



You can see an open door to the North:

If you go through the north door, turn to [Room 94](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 1](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 189](#).

Room 130

You catch a whiff of the unmistakable metallic tang of blood as you open the door. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel.



You can see an open door to the East:

If you go through the east door, turn to [Room 235](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 82](#).

Room 131

You enter a huge room and your steps echo. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust.



You can see a closed door to the North:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to **Room 128**.



You can see an abominable ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 132

You peer into this room and spot the white orb of a skull lying on the floor. Mushrooms grow in clusters of hundreds all over the floor. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom.



You can see an open door to the West:

If you go through the west door, turn to **Room 206**.

Room 133

You enter a big room. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. This small room contains several pieces of well-

polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes.



You can see an open door to the North:

If you go through the north door, turn to [Room 175](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 84](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 17](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 177](#).



You can see an abominable GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 5

Room 134

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. This chamber holds a large tomb carved on the east side wall.



You can see an open door to the North:



If you go through the north door, turn to [Room 171](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 36](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 89](#).



You can see a disgusting SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 6

Room 135

You enter a medium room. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 54](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 241](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 3](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 83](#).

Room 136

You enter a huge room. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes.



You can see an open door to the North:

If you go through the north door, turn to [Room 2](#).



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 234](#).



You can see a cruel FIRE SKULL that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 137

You enter a huge room. Winches and levers project from every wall, and chains with handles dangle from the ceiling. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white.



You can see an open door to the North:

If you go through the north door, turn to [Room 8](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 80](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 22](#).



You can see a disgusting ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 5



You can see a CHEST

Once you have killed the Orc you can open this chest, turn to [Chest 16](#)

Room 138

You enter a medium room. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Rusting spikes line the walls and ceiling of this chamber. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene.



You can see an open door to the North:

If you go through the north door, turn to [Room 173](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 225](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 4](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 198](#).



You can see an abominable ICE DEMON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 6

Room 139

You catch a whiff of the unmistakable metallic tang of blood as you open the door. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head.



You can see a closed door to the North:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 13](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 198](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 242](#).

Room 140

A chill wind blows against you as you open the door. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish

without ever thinking about where it goes. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to [Room 81](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 193](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 109](#).

Room 141

You peer into this room and spot the white orb of a skull lying on the floor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Three low, oblong piles of rubble lie near the center of this room. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces.



You can see an open door to the North:

If you go through the north door, turn to [Room 56](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 192](#).



You can see an open door to the South:



If you go through the south door, turn to [Room 11](#).



You can see a disgusting **ZOMBIE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 3

Room 142

You open the door to a small room. Armor and weapon racks line the walls and rusty and broken weapons litter the floor. In the center of this chamber, the statue of a giant spider is skillfully crafted. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table.



You can see an open door to the North:

If you go through the north door, turn to [Room 107](#).

Room 143

You catch a whiff of the unmistakable metallic tang of blood as you open the door. Rough fighting circles are scratched into the surface of the floor. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead.



You can see an open door to the South:

If you go through the south door, turn to [Room 195](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 157](#).

Room 144

You enter a huge room. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.



You can see a closed door to the North:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 29](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 188](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 87](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 17](#)

Room 145

You enter a big room. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. In the center of this chamber, the statue of a giant spider is skillfully crafted. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls.



You can see an open door to the East:



If you go through the east door, turn to [Room 148](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 156](#).

Room 146

You peer into this room and spot the white orb of a skull lying on the floor. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Armor and weapon racks line the walls and rusty and broken weapons litter the floor. Burning torches in iron sconces line the walls of this room, lighting it brilliantly.



You can see an open door to the East:

If you go through the east door, turn to [Room 155](#).



You can see a closed door to the West:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 71](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 18](#)

Room 147

You catch a whiff of the unmistakable metallic tang of blood as you open the door. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. You hear a low rumbling and cracking noise. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the South:

If you go through the south door, turn to [Room 176](#).

Room 148

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. In the center of this chamber, the statue of a giant spider is skillfully crafted.



You can see an open door to the West:

If you go through the west door, turn to [Room 145](#).



You can see a disgusting **STONE GOLEM that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 8

STAMINA 13



You can see a **CHEST**

Once you have killed the Stone Golem you can open this chest, turn to [Chest 19](#)

Room 149

You enter a medium room. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Three low, oblong piles of rubble lie near the center of this room. A cluster of low crates surrounds a barrel in the center of this

chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up.



You can see a closed door to the North:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 162](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 67](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 105](#).

Room 150

You enter a small room and your steps echo. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead.



You can see an open door to the North:

If you go through the north door, turn to [Room 60](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 25](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 214](#).

Room 151

You open the door to a small room. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room.



You can see an open door to the North:

If you go through the north door, turn to [Room 156](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 100](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 128](#).

Room 152

You enter a small room and your steps echo. A huge iron cage lies on its side in this room, and its gate rests open on the floor. You hear a low rumbling and cracking noise. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state.



You can see an open door to the East:

If you go through the east door, turn to [Room 98](#).

Room 153

You enter a huge room. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. Armor and weapon racks line the walls

and rusty and broken weapons litter the floor. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 242](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 84](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 175](#).

Room 154

The door to this room swings open easily on well-oiled hinges. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 201](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 46](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 37](#).

Room 155

You enter a medium room. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the East:

If you go through the east door, turn to [Room 12](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 146](#).



You can see a cruel **SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 6

STAMINA 6

Room 156

This hall is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Rusting spikes line the walls and ceiling of this chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 145](#).



You can see an open door to the South:



If you go through the south door, turn to [Room 151](#).



You can see a closed door to the West:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 36](#).



You can see a disgusting GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 7

Room 157

You inhale a briny smell like the sea as you crack open the door to this chamber. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 143](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 20](#)

Room 158

You enter a smelly room. You hear a low rumbling and cracking noise. Stalactites drip down from the ceiling in sharp points while flowstone

makes strange shapes on the floor. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the East:

If you go through the east door, turn to [Room 34](#).



You can see a closed door to the West:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 32](#).

Room 159

You enter a small room. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. Three low, oblong piles of rubble lie near the center of this room.



You can see an open door to the East:

If you go through the east door, turn to [Room 27](#).



You can see a closed door to the South:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 67](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 162](#).

Room 160

You enter a small room. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. The corpse of a minotaur lies on the floor, its belly carved out. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces.



You can see an open door to the North:

If you go through the north door, turn to [Room 187](#).



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 83](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 10](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 5](#).



You can see a gruesome ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 6

Room 161

You enter a huge room and your steps echo. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the North:

If you go through the north door, turn to [Room 37](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 46](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 172](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 21](#)

Room 162

The metallic tang of blood assaults your nose as you enter this room. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head.

You find the ► key on the floor of this room.



You can see an open door to the East:

If you go through the east door, turn to [Room 159](#).



You can see a closed door to the South:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 149](#).

You can see a closed door to the West:





This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 247](#).



You can see an awful **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 163

You enter a small room and your steps echo. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes.



You can see an open door to the North:

If you go through the north door, turn to [Room 26](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 170](#).

Room 164

There's a hiss as you open this door, and you smell a sour odor. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 242](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 175](#).

Room 165

This room is shattered. In the center of this chamber, the statue of a giant spider is skillfully crafted. Three low, oblong piles of rubble lie near the center of this room. The manacles set into the walls of this room give you the distinct impression that it was used as a prison and torture chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 176](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 212](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 170](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 26](#).



You can see an awful ORC that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 166

A chill wind blows against you as you open the door. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. At the room's center lies a squat stone altar, its top covered in recently spilled blood. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the North:

If you go through the north door, turn to [Room 167](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 22](#)

Room 167

You peer into this room and spot the white orb of a skull lying on the floor. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour.



You can see an open door to the North:

If you go through the north door, turn to [Room 124](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 107](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 166](#).



You can see an open door to the West:



If you go through the west door, turn to [Room 200](#).



You can see a **CHEST**

If you decide to open this chest, turn to [Chest 23](#)

Room 168

There's a hiss as you open this door, and you smell a sour odor. The corpse of a minotaur lies on the floor, its belly carved out. Rusting spikes line the walls and ceiling of this chamber. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the North:

If you go through the north door, turn to [Room 57](#).



You can see a closed door to the East:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 197](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 238](#).



You can see an abominable **ZOMBIE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 6

Room 169

You enter a medium room. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. This chamber holds a large tomb carved on the east side wall. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead.



You can see an open door to the East:

If you go through the east door, turn to [Room 6](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 206](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 38](#).



You can see a gruesome **FIRE SKULL that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 7

STAMINA 8

Room 170

Rats inside the room shriek when they hear the door open, then they run in all directions from a putrid corpse lying in the center of the floor. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood.



You can see an open door to the North:



If you go through the north door, turn to [Room 165](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 89](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 163](#).

Room 171

You peer into this room and spot the white orb of a skull lying on the floor. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled.



You can see an open door to the South:

If you go through the south door, turn to [Room 134](#).

Room 172

You enter a silent room. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 51](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 161](#).



You can see an open door to the **South**:

If you go through the south door, turn to [Room 197](#).



You can see an open door to the **West**:

If you go through the west door, turn to [Room 57](#).



You can see a cruel **FIRE SKULL** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 6

Room 173

You enter a medium room. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Winches and levers project from every wall, and chains with handles dangle from the ceiling.

You find the \triangle key on the floor of this room.



You can see an open door to the **East**:

If you go through the east door, turn to [Room 232](#).



You can see an open door to the **South**:

If you go through the south door, turn to [Room 138](#).



You can see an abominable **GIANT SPIDER** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 6

Room 174

You enter a huge room and your steps echo. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the East:

If you go through the east door, turn to [Room 57](#).



You can see an abominable GOBLIN that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 3

Room 175

As the door opens, You enter a medium room. You hear a low rumbling and cracking noise. This chamber holds a large tomb carved on the east side wall. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 164](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 153](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 133](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 117](#).



You can see a hairy GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 4

Room 176

The metallic tang of blood assaults your nose as you enter this room. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead.



You can see an open door to the North:

If you go through the north door, turn to [Room 147](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 165](#).

Room 177

You inhale a briny smell like the sea as you crack open the door to this chamber. In the center of this chamber, the statue of a giant spider is skillfully crafted. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 133](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 249](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 220](#).

Room 178

You enter a huge room. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 4](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 78](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 210](#).



You can see an awful ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 4

Room 179

You poke your head through the break in the wall and look upon a room of titanic size. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 213](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 250](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 88](#).

Room 180

You open the door to what must be a combat training room. In the center of this chamber, the statue of a giant spider is skillfully crafted. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces.



You can see an open door to the North:

If you go through the north door, turn to [Room 61](#).



You can see a closed door to the South:



This door is closed. You need the ► key to open it. If you have the ► key, turn to **Room 111**.

Room 181

You enter a huge room and your steps echo. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust.



You can see an open door to the West:

If you go through the west door, turn to **Room 123**.



You can see a disgusting ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 4

Room 182

You open the door to a small room. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. In the center of this chamber, the statue of a giant spider is skillfully crafted. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the North:

If you go through the north door, turn to **Room 192**.

You can see an abominable MINOTAUR that is coming towards your position. You must defeat the





monster before go ahead in the dungeon.

SKILL 8

STAMINA 12

Room 183

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. A large forge squats against the far wall of this room, and coals glow dimly inside.



You can see an open door to the East:

If you go through the east door, turn to [Room 11](#).



You can see a gruesome FIRE SKULL that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 184

A chill wind blows against you as you open the door. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult.

You can see a closed door to the North:





This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 207](#).



You can see an abominable **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 7



You can see a **CHEST**

Once you have killed the Skeleton you can open this chest, turn to [Chest 24](#)

Room 185

You open the door to a small room. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. Many small desks with high-backed chairs stand in three long rows in this room. Everything is covered with dust.



You can see an open door to the North:

If you go through the north door, turn to [Room 88](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 24](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 205](#).

You can see an awful **ZOMBIE** that is coming towards your position. You must defeat the monster





before go ahead in the dungeon.

SKILL 3

STAMINA 6

Room 186

You enter a huge room and your steps echo. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up.



You can see an open door to the North:

If you go through the north door, turn to [Room 87](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 105](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 235](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 28](#).



You can see a disgusting **STONE GOLEM that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 5

STAMINA 10

Room 187

You enter a huge room and your steps echo. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. A huge iron cage lies on its side in this room, and its gate rests open on the floor. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 122](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 160](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 221](#).

Room 188

As the door opens, it scrapes up frost from a floor covered in ice. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 79](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 41](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 247](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 144](#).



You can see a hairy GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 3

Room 189

You inhale a briny smell like the sea as you crack open the door to this chamber. Rusting spikes line the walls and ceiling of this chamber. Three low, oblong piles of rubble lie near the center of this room. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby.



You can see an open door to the North:

If you go through the north door, turn to [Room 17](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 129](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 244](#).



You can see a cruel GOBLIN that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 6

Room 190

You enter a huge room. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white.



You can see an open door to the East:

If you go through the east door, turn to [Room 110](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 104](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 49](#).



You can see a disgusting GOBLIN that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 4

Room 191

You open the door to a huge room. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour.



You can see an open door to the North:

If you go through the north door, turn to [Room 64](#).





You can see an open door to the South:

If you go through the south door, turn to [Room 99](#).

Room 192

A chill wind blows against you as you open the door. You hear a low rumbling and cracking noise. In the center of this chamber, the statue of a giant spider is skillfully crafted. Mushrooms grow in clusters of hundreds all over the floor.



You can see an open door to the South:

If you go through the south door, turn to [Room 182](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 141](#).



You can see an abominable SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 4

Room 193

You enter a medium room. In the ceiling above it is a small hole that is roughly as wide as two human hands. No doubt some city dweller high above disposes of his rubbish without ever thinking about where it goes. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 140](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 76](#).

Room 194

You enter a silent room. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour.



You can see an open door to the North:

If you go through the north door, turn to [Room 225](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 99](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 78](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 4](#).

Room 195

This room is shattered. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. A cluster of low crates

surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up.



You can see an open door to the North:

If you go through the north door, turn to [Room 143](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 54](#).



You can see a disgusting FIRE SKULL that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 6

Room 196

A chill wind blows against you as you open the door. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. The corpse of a minotaur lies on the floor, its belly carved out. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the West:

If you go through the west door, turn to [Room 233](#).

Room 197

You enter a huge room and your steps echo. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. Rusting spikes line the walls and ceiling of this chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 172](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 115](#).



You can see a closed door to the West:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 168](#).



You can see an abominable SKELETON that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 4

Room 198

You enter a huge room. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. The water pools near the base of the wall, and a rivulet runs along the wall an out into the hall. The water smells fresh. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls.



You can see an open door to the North:

If you go through the north door, turn to [Room 139](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 138](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 218](#).

Room 199

You enter a medium room. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous. A pile of elves' bodies lie set in the center of the room, and the floor is sticky with dried blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 25](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 58](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 228](#).



You can see an abominable GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 8

STAMINA 8

Room 200

You enter a smelly room. At the room's center lies a squat stone altar, its top covered in recently spilled blood. Rusting spikes line the walls and ceiling of this chamber. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 95](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 167](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 40](#).

Room 201

A chill wind blows against you as you open the door. The corpse of a minotaur lies on the floor, its belly carved out. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour.



You can see a closed door to the North:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 86](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 154](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 240](#).



You can see a gruesome ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 4

Room 202

You enter a small room and your steps echo. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 25](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 228](#).



You can see a gruesome KOBOLD that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 5



You can see a CHEST

Once you have killed the Kobold you can open this chest, turn to [Chest 25](#)

Room 203

The door to this room swings open easily on well-oiled hinges. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. Dozens of dead, winged beings lie scattered about the floor, each

about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to **Room 251**.



You can see an open door to the East:

If you go through the east door, turn to **Room 29**.

Room 204

This room is shattered. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh. The corpse of a minotaur lies on the floor, its belly carved out.



You can see an open door to the South:

If you go through the south door, turn to **Room 48**.



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to **Room 211**.



You can see a cruel ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 4

Room 205

A chill wind blows against you as you open the door. Three low, oblong piles of rubble lie near the center of this room. At the room's

center lies a squat stone altar, its top covered in recently spilled blood. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead.



You can see an open door to the North:

If you go through the north door, turn to [Room 46](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 185](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 115](#).



You can see a disgusting **ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 4

STAMINA 5

Room 206

A chill wind blows against you as you open the door. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby. Mushrooms grow in clusters of hundreds all over the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 169](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 132](#).



You can see an abominable **ZOMBIE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 5



You can see a **CHEST**

Once you have killed the Zombie you can open this chest, turn to [Chest 26](#)

Room 207

A chill wind blows against you as you open the door. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head.



You can see an open door to the North:

If you go through the north door, turn to [Room 34](#).



You can see a closed door to the South:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 184](#).



You can see an abominable **SKELETON** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 7

STAMINA 7

You can see a **CHEST**





Once you have killed the Skeleton you can open this chest, turn to [Chest 27](#)

Room 208

This room is a small antechamber before titanic bronze doors. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room.



You can see an open door to the North:

If you go through the north door, turn to [Room 19](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 117](#).

Room 209

You open the door, and the reek of garbage assaults your nose. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult. A large forge squats against the far wall of this room, and coals glow dimly inside. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 123](#).





You can see an open door to the West:

If you go through the west door, turn to [Room 1](#).



You can see a CHEST

If you decide to open this chest, turn to [Chest 28](#)

Room 210

A pungent, earthy odor greets you as you pull open the door and peer into this room. Unlike the flagstone common throughout the dungeon, this room is walled and floored with black marble veined with white. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. A large forge squats against the far wall of this room, and coals glow dimly inside.



You can see an open door to the North:

If you go through the north door, turn to [Room 218](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 178](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 1](#).

Room 211

You open the door to confront a room of odd pillars. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh. This room is a tomb. Stone sarcophagi stand in five rows of three, each carved with the visage of a warrior lying in state. Tapestries decorate the walls of this room.

Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to **Room 204**.

Room 212

You open the door, and the reek of garbage assaults your nose. The water pools near the base of the wall, and a rivulet runs along the wall an out into the hall. The water smells fresh. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the West:

If you go through the west door, turn to **Room 165**.



You can see an abominable GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 7

STAMINA 5

Room 213

You enter a small room and your steps echo. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. Three low, oblong piles of rubble lie near the center of this room. It looks like the orcs and ogres were fighting. The bodies are largely

stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor.



You can see an open door to the North:

If you go through the north door, turn to [Room 44](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 43](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 179](#).



You can see a gruesome FIRE SKULL that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 8

STAMINA 6

Room 214

You open the door to confront a room of odd pillars. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Rusting spikes line the walls and ceiling of this chamber.



You can see an open door to the North:

If you go through the north door, turn to [Room 30](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 150](#).



You can see an open door to the West:



If you go through the west door, turn to [Room 120](#).

Room 215

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the North:

If you go through the north door, turn to [Room 110](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 22](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 73](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 104](#).



You can see a cruel ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 4

Room 216

You open the door to reveal a foot-by-foot room with a floor studded with spikes. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. A huge iron cage lies on its side in this room, and its gate rests open on the floor. Three low, oblong piles of rubble lie near the center of this room.



You can see an open door to the East:

If you go through the east door, turn to [Room 10](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 33](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 25](#).



You can see a gruesome **GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 4

STAMINA 6

Room 217

You inhale a briny smell like the sea as you crack open the door to this chamber. The liquid lies about feet below your feet and is so murky that you can't see its bottom. The room smells sour. Four skeletons dressed in aged clothing and rusting armor lie on the floor in the room against the walls. Forge tools hang in racks nearby, and a barrel of water and bellows rest on the floor nearby.

You find the ♣ key on the floor of this room.



You can see an open door to the North:

If you go through the north door, turn to [Room 98](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 6](#).



You can see an awful ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 218

You enter a medium room. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. This chamber holds a large tomb carved on the east side wall. You see benchlike seats on all the walls. The seats all have holes in their top, like a communal bathroom.



You can see an open door to the North:

If you go through the north door, turn to [Room 198](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 4](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 210](#).



You can see a cruel GIANT SPIDER that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 8

Room 219

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. Three low, oblong piles of rubble lie near the center of this room.



You can see an open door to the East:

If you go through the east door, turn to [Room 121](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 34](#).

Room 220

There's a hiss as you open this door, and you smell a sour odor. At the room's center lies a squat stone altar, its top covered in recently spilled blood. A huge iron cage lies on its side in this room, and its gate rests open on the floor. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk.



You can see an open door to the North:

If you go through the north door, turn to [Room 48](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 177](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 246](#).



You can see an open door to the West:



If you go through the west door, turn to [Room 53](#).



You can see an awful **MINOTAUR** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 7

STAMINA 10

Room 221

As the door opens, it scrapes up frost from a floor covered in ice. Three low, oblong piles of rubble lie near the center of this room. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes.



You can see an open door to the East:

If you go through the east door, turn to [Room 187](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 60](#).

Room 222

You enter a medium room. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the East:

If you go through the east door, turn to [Room 48](#).



You can see a gruesome **GIANT SPIDER** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 8

STAMINA 6

Room 223

You catch a whiff of the unmistakable metallic tang of blood as you open the door. Small cages containing small animals and large insects line the walls. Some of the creatures look sickly and alive but most are clearly dead. A huge iron cage lies on its side in this room, and its gate rests open on the floor. The water pools near the base of the wall, and a rivulet runs along the wall and out into the hall. The water smells fresh.



You can see a closed door to the North:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 118](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 95](#).



You can see a closed door to the South:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 241](#).



You can see a cruel **ORC** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 3

Room 224

The strong, sour-sweet scent of vinegar assaults your nose as you enter this room. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. The corpse of a minotaur lies on the floor, its belly carved out. Armor and weapon racks line the walls and rusty and broken weapons litter the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 108](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 52](#).

Room 225

As the door opens, it scrapes up frost from a floor covered in ice. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 232](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 194](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 138](#).

Room 226

As the door opens, You enter a medium room. You hear a low rumbling and cracking noise. You gaze into the room and hundreds of skulls gaze coldly back at you. They're set in niches in the walls. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor.



You can see an open door to the East:

If you go through the east door, turn to [Room 23](#).



You can see a furry GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 6

Room 227

This room is shattered. A huge iron cage lies on its side in this room, and its gate rests open on the floor. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. The stinking corpse in the middle of the room looks human, but the damage both time and the rats have wrought are enough to make determining its race by appearance an extremely difficult.



You can see an open door to the North:

If you go through the north door, turn to [Room 9](#).



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 97](#).

Room 228

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense.



You can see an open door to the North:

If you go through the north door, turn to [Room 202](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 199](#).

Room 229

This hall is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. Stalactites drip down from the ceiling in sharp points while flowstone makes strange shapes on the floor. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel.



You can see a closed door to the East:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 237](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 245](#).



You can see a closed door to the West:

This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to [Room 34](#).



You can see a cruel ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 5

Room 230

You catch a whiff of the unmistakable metallic tang of blood as you open the door. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense. In the center of this chamber, the statue of a giant spider is skillfully crafted. A huge iron cage lies on its side in this room, and its gate rests open on the floor.



You can see a closed door to the North:

This door is closed. You need the \blacktriangleright key to open it. If you have the \blacktriangleright key, turn to [Room 97](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 20](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 103](#).

Room 231

As the door opens, it scrapes up frost from a floor covered in ice. This chamber holds a large tomb carved on the east side wall. A huge iron cage lies on its side in this room, and its gate rests open on the floor.

At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 101](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 13](#).



You can see an awful ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 4

STAMINA 6

Room 232

You enter a silent room. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby.



You can see an open door to the North:

If you go through the north door, turn to [Room 16](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 64](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 225](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 173](#).

Room 233

You poke your head through the break in the wall and look upon a room of titanic size. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see an open door to the North:

If you go through the north door, turn to [Room 42](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 196](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 18](#).

Room 234

Rats inside the room shriek when they hear the door open, then they run in all directions from a putrid corpse lying in the center of the floor. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh.

You find the ♀ key on the floor of this room.



You can see an open door to the North:

If you go through the north door, turn to [Room 50](#).



You can see a closed door to the West:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 136](#).

Room 235

You poke your head through the break in the wall and look upon a room of titanic size. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. This chamber is clearly a prison. Small barred cells line the walls, leaving a foot-wide pathway for a guard to walk. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest.



You can see an open door to the North:

If you go through the north door, turn to [Room 186](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 8](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 110](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 130](#).

Room 236

This hall is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby.



You can see an open door to the East:

If you go through the east door, turn to [Room 31](#).



You can see a cruel GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 5

Room 237

As the door opens, it scrapes up frost from a floor covered in ice. A rotting corpse that looks to be a hobgoblin rest in the center of this chamber. It lacks a head. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. Corpses and pieces of corpses hang from hooks that dangle from chains attached to thick iron rings. Most appear humanoid but a few of the body parts appear more monstrous.



You can see an open door to the East:

If you go through the east door, turn to [Room 53](#).

You can see a closed door to the West:





This door is closed. You need the \triangle key to open it. If you have the \triangle key, turn to **Room 229**.



You can see a CHEST

If you decide to open this chest, turn to **Chest 29**

Room 238

You catch a whiff of the unmistakable metallic tang of blood as you open the door. The dusty floor shows no sign that the walls move over it, but you can see the skeleton of some humanoid impaled on some wall spikes nearby. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling.



You can see an open door to the East:

If you go through the east door, turn to **Room 168**.



You can see a gruesome GIANT RAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 3

Room 239

A pungent, earthy odor greets you as you pull open the door and peer into this room. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. One corner of

the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled.



You can see an open door to the North:

If you go through the north door, turn to **Room 99.**



You can see an open door to the East:

If you go through the east door, turn to **Room 69.**



You can see an open door to the West:

If you go through the west door, turn to **Room 78.**



You can see a gruesome GIANT BAT that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 4

Room 240

A chill crawls up your spine and out over your skin as you look upon this room. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh. Three low, oblong piles of rubble lie near the center of this room. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to **Room 68.**



You can see an open door to the East:

If you go through the east door, turn to **Room 201.**



You can see an open door to the South:

If you go through the south door, turn to [Room 37](#).

Room 241

You open the door to reveal a foot-by-foot room with a floor studded with spikes. Mushrooms grow in clusters of hundreds all over the floor. A pile of elves bodies lie set in the center of the room, and the floor is sticky with dried blood. This small room contains several pieces of well-polished wood furniture. Eight ornate, high-backed chairs surround a long oval table.



You can see a closed door to the North:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to [Room 223](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 135](#).



You can see a disgusting ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 3

STAMINA 4

Room 242

There's a hiss as you open this door, and you smell a sour odor. A cluster of low crates surrounds a barrel in the center of this chamber. Atop the barrel lies a stack of copper coins and two stacks of cards, one face up. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Two male humans, a male elf, and a female dwarf lie in drying pools of their blood.



You can see an open door to the East:

If you go through the east door, turn to [Room 139](#).



You can see an open door to the South:

If you go through the south door, turn to [Room 153](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 164](#).

Room 243

You enter a big room. At the room's center lies a squat stone altar, its top covered in recently spilled blood. It looks like the orcs and ogres were fighting. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. The corpse of a minotaur lies on the floor, its belly carved out.



You can see a closed door to the South:

This door is closed. You need the ♣ key to open it. If you have the ♣ key, turn to [Room 70](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 96](#).

Room 244

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. In the center of this large room lies a foot-wide round pit, its edges lined with rusting iron spikes. This chamber of well-laid stones holds a wide bas-relief of a pastoral scene. At the room's center lies a squat stone altar, its top covered in recently spilled blood.



You can see an open door to the North:

If you go through the north door, turn to [Room 249](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 189](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 23](#).

Room 245

You enter a small room and your steps echo. In the center of this chamber, the statue of a giant spider is skillfully crafted. The columns of stone are carved as tree trunks and seem placed at random like trees in a forest. When looking into this chamber, you're confronted by a thousand reflections of yourself looking back. Mirrored walls set at different angles fill the room.



You can see an open door to the North:

If you go through the north door, turn to [Room 229](#).



You can see an abominable **STONE GOLEM that is coming towards your position. You must defeat the monster before go ahead in the dungeon.**

SKILL 6

STAMINA 16

Room 246

You inhale a briny smell like the sea as you crack open the door to this chamber. Burning torches in iron sconces line the walls of this room, lighting it brilliantly. In the center of this chamber, the statue of a giant spider is skillfully crafted. Tapestries decorate the walls of this

room. Although they may once have been brilliant in hue, they now hang in graying tatters.



You can see an open door to the North:

If you go through the north door, turn to [Room 220](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 249](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 102](#).

Room 247

You open the door to confront a room of odd pillars. This chamber holds a curious array of machinery. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Three low, oblong piles of rubble lie near the center of this room. Every surface bears scorch marks and ash piles on the floor. The room reeks of fire and burnt flesh.



You can see an open door to the North:

If you go through the north door, turn to [Room 188](#).



You can see a closed door to the East:

This door is closed. You need the ► key to open it. If you have the ► key, turn to [Room 162](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 87](#).



You can see a disgusting ZOMBIE that is coming towards your position. You must defeat the monster before go ahead in the dungeon.



SKILL 5

STAMINA 4

Room 248

You enter a smelly room. Tapestries decorate the walls of this room. Although they may once have been brilliant in hue, they now hang in graying tatters. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. The water pools near the base of the wall, and a rivulet runs along the wall an out into the hall. The water smells fresh.



You can see an open door to the South:

If you go through the south door, turn to [Room 114](#).

Room 249

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Winches and levers project from every wall, and chains with handles dangle from the ceiling. Several white marble busts that rest on white pillars dominate this room. Most appear to be male or female humans of middle age. One is spread across the floor in a thousand pieces. A dozen statues stand or kneel in this room, and each one lacks a head and stands in a posture of action or defense.



You can see an open door to the North:

If you go through the north door, turn to [Room 177](#).



You can see an open door to the East:

If you go through the east door, turn to [Room 17](#).



You can see an open door to the South:



If you go through the south door, turn to [Room 244](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 246](#).



You can see an awful **FIRE SKULL** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 7

STAMINA 7

Room 250

This hall is choked with corpses. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. This chamber holds a large tomb carved on the east side wall. Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. Dozens of dead, winged beings lie scattered about the floor, each about the size of a cat, their broken bodies are batlike and buglike at the same time. Each had six legs.



You can see an open door to the North:

If you go through the north door, turn to [Room 43](#).



You can see an open door to the West:

If you go through the west door, turn to [Room 179](#).



You can see an abominable **ZOMBIE** that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 6

STAMINA 4

Room 251

You pull open the door and hear the scrape of its opening echo throughout what must be a massive room. Huge rusted metal blades jut out of cracks in the walls, and rusting spikes project down from the ceiling almost to the floor. Rounded green stones set in the floor form a snake's head. The body of the snake flows back and toward the wall to go round creating a spiral pattern on the floor. Looking inside, you see a pile of refuse and offal that nearly reaches the ceiling.



You can see a closed door to the East:

This door is closed. You need the ♀ key to open it. If you have the ♀ key, turn to **Room 90**.



You can see an open door to the South:

If you go through the south door, turn to **Room 203**.



You can see an awful KOBOLD that is coming towards your position. You must defeat the monster before go ahead in the dungeon.

SKILL 5

STAMINA 3

CHESTS

Chest 1

The copper chest squeak when you open it. You find a coins at the bottom of the chest.



Shining Gold Coins

+69 gc.

Once you have picked up the coins the chest is empty. Turn back to, **Room 1**

Chest 2

The golden chest squeak when you open it. You find a scroll at the bottom of the chest.



Web Spell

+1 SKILL rolls. The scroll disappears after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 3](#)

Chest 3

The stone-carved chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Speed

Drink to gain +1 LUCK. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 10](#)

Chest 4

The golden chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Cure

Drink to remove POISON effect. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 15](#)

Chest 5

The golden chest squeak when you open it. You find a armor at the bottom of the chest.



Gauntlets

Reduce only 1 STAMINA if a ZOMBIE attacks you..

Once you have picked up the armor the chest is empty. Turn back to, [Room 33](#)

Chest 6

The marble-made chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Speed

Drink to gain +1 LUCK. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 45](#)

Chest 7

The wood-made chest squeak when you open it. You find a arrows at the bottom of the chest.



King Crossbow

+2 SKILL Rolls. Require 1 AP to charge.

Once you have picked up the arrows the chest is empty. Turn back to, [Room 47](#)

Chest 8

The cobalt chest squeak when you open it. You find a armor at the bottom of the chest.



Large Elf Wood Shield

Reduce 1 STAMINA to a creature in the Room if you were wounded in combat..

Once you have picked up the armor the chest is empty. Turn back to, [Room 58](#)

Chest 9

The cobalt chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Greater Healing

Drink to recover +2 STAMINA. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 66](#)

Chest 10

The golden chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Cure

Drink to remove POISON effect. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 98](#)

Chest 11

The stone-carved chest squeak when you open it. You find a coins at the bottom of the chest.



Electrum Coins

+95 ec.

Once you have picked up the coins the chest is empty. Turn back to, [Room 102](#)

Chest 12

The wood-made chest squeak when you open it. You find a armor at the bottom of the chest.



Armor Of Vulnerability

The enemies can not wound you for a turn. Destroy the Armor after use.. Destoy the armor after 3 impacts.

Once you have picked up the armor the chest is empty. Turn back to, [Room 103](#)

Chest 13

The stone-carved chest squeak when you open it. You find a sword at the bottom of the chest.



Holy Sword

+1 SKILL Rolls to Undead. Remove 1 STAMINA extra to Undead

Once you have picked up the sword the chest is empty. Turn back to, [Room 115](#)

Chest 14

The onyx chest squeak when you open it. You find a scroll at the bottom of the chest.



Lighting Bolt

Inflict 2 STAMINA wound to a monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 118](#)

Chest 15

The stone-carved chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Healing

Drink to recover +1 STAMINA. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 147](#)

Chest 16

The cobalt chest squeak when you open it. You find a armor at the bottom of the chest.



Chain Shirt

Reduce only 1 STAMINA if any crature wounded you..

Once you have picked up the armor the chest is empty. Turn back to, [Room 150](#)

Chest 17

The diamond chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Speed

Drink to gain +1 LUCK. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 155](#)

Chest 18

The cobalt chest squeak when you open it. You find a scroll at the bottom of the chest.



Scroll Of Fire

Inflict 1 STAMINA wound to any monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 174](#)

Chest 19

The iron-made chest squeak when you open it. You find a scroll at the bottom of the chest.

Scroll Of Fire





Inflict 1 STAMINA wound to any monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 181](#)

Chest 20

The wood-made chest squeak when you open it. You find a scroll at the bottom of the chest.

Scroll Of Fire



Inflict 1 STAMINA wound to any monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 196](#)

Chest 21

The wood-made chest squeak when you open it. You find a axe at the bottom of the chest.



Greataxe

+1 SKILL Rolls.

Once you have picked up the axe the chest is empty. Turn back to, [Room 241](#)

Chest 22

The onyx chest squeak when you open it. You find a arrows at the bottom of the chest.



King Crossbow

+2 SKILL Rolls. Only 3 attack rolls

Once you have picked up the arrows the chest is empty. Turn back to, [Room 246](#)

Chest 23

The marble-made chest squeak when you open it. You find a armor at the bottom of the chest.



Sentinel Shield

Reduce only 1 STAMINA if a SKELETON attacks you. STUNTS have no effects.

Once you have picked up the armor the chest is empty. Turn back to, [Room 249](#)

Chest 1

The stone-carved chest squeak when you open it. You find a axe at the bottom of the chest.



Greataxe

+1 SKILL Rolls.

Once you have picked up the axe the chest is empty. Turn back to, [Room 8](#)

Chest 2

The onyx chest squeak when you open it. You find a scroll at the bottom of the chest.

Fireball Scroll



Inflict 2 STAMINA wound to any monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 9](#)

Chest 3

The onyx chest squeak when you open it. You find a sword at the bottom of the chest.



Sword Of Vengeance

+1 SKILL Rolls to Demons.

Once you have picked up the sword the chest is empty. Turn back to, [Room 11](#)

Chest 4

The golden chest squeak when you open it. You find a armor at the bottom of the chest.



Large Elf Wood Shield

Reduce 1 STAMINA to a creature in the Room if you were wounded in combat..

Once you have picked up the armor the chest is empty. Turn back to, [Room 35](#)

Chest 5

The diamond chest squeak when you open it. You find a armor at the bottom of the chest.

Chain Mail Of Resistance



Reduce only 1 STAMINA if any creature wounded you..
BITE attacks inflict no damage.

Once you have picked up the armor the chest is empty. Turn back to, [Room 47](#)

Chest 6

The diamond chest squeak when you open it. You find a scroll at the bottom of the chest.

Scroll Of Fire



Inflict 3 STAMINA wound to any creature. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 61](#)

Chest 7

The stone-carved chest squeak when you open it. You find a armor at the bottom of the chest.



Large Steel Shield

Reduce only 1 STAMINA if any crature wounded you..

Once you have picked up the armor the chest is empty. Turn back to, [Room 62](#)

Chest 8

The onyx chest squeak when you open it. You find a scroll at the bottom of the chest.



Divine Light

Inflict 2 STAMINA wound to a monster 4 STAMINA to ZOMBIES. Destroy the scroll after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 63](#)

Chest 9

The copper chest squeak when you open it. You find a armor at the bottom of the chest.



Large Elf Wood Shield

Reduce 1 STAMINA to a creature in the Room if you were wounded in combat..

Once you have picked up the armor the chest is empty. Turn back to, [Room 85](#)

Chest 10

The iron-made chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Cure

Remove POISON effect. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 92](#)

Chest 11

The copper chest squeak when you open it. You find a coins at the bottom of the chest.



Plate Coins

+65 pc.

Once you have picked up the coins the chest is empty. Turn back to, [Room 98](#)

Chest 12

The iron-made chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Cure

Drink to remove POISON effect. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 100](#)

Chest 13

The wood-made chest squeak when you open it. You find a scroll at the bottom of the chest.



Fireball Scroll

Inflict 2 STAMINA wound to any monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 110](#)

Chest 14

The onyx chest squeak when you open it. You find a item at the bottom of the chest.



Elixir Of Health

Drink to recover +2 STAMINA. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 116](#)

Chest 15

The marble-made chest squeak when you open it. You find a scroll at the bottom of the chest.



Lighting Bolt

Inflict 2 STAMINA wound to a monster. The scroll burns after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 124](#)

Chest 16

The stone-carved chest squeak when you open it. You find a coins at the bottom of the chest.



Plate Coins

+58 pc.



Once you have picked up the coins the chest is empty. Turn back to, [Room 137](#)

Chest 17

The iron-made chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Greater Healing

Drink to recover +2 STAMINA. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 144](#)

Chest 18

The cobalt chest squeak when you open it. You find a coins at the bottom of the chest.



Plate Coins

+4 pc.

Once you have picked up the coins the chest is empty. Turn back to, [Room 146](#)

Chest 19

The marble-made chest squeak when you open it. You find a coins at the bottom of the chest.



Plate Coins

+56 pc.



Once you have picked up the coins the chest is empty. Turn back to, [Room 148](#)

Chest 20

The golden chest squeak when you open it. You find a item at the bottom of the chest.



Elixir Of Health

Drink to recover +2 STAMINA. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 157](#)

Chest 21

The wood-made chest squeak when you open it. You find a coins at the bottom of the chest.



Electrum Coins

+57 ec.

Once you have picked up the coins the chest is empty. Turn back to, [Room 161](#)

Chest 22

The marble-made chest squeak when you open it. You find a scroll at the bottom of the chest.

Divine Light





Inflict 2 STAMINA wound to a monster 4 STAMINA to ZOMBIES. Destroy the scroll after use.

Once you have picked up the scroll the chest is empty. Turn back to, [Room 166](#)

Chest 23

The golden chest squeak when you open it. You find a coins at the bottom of the chest.



Plate Coins

+10 pc.

Once you have picked up the coins the chest is empty. Turn back to, [Room 167](#)

Chest 24

The golden chest squeak when you open it. You find a armor at the bottom of the chest.



Sentinel Shield

Reduce only 1 STAMINA if a SKELETON attacks you. STUNTS have no effects.

Once you have picked up the armor the chest is empty. Turn back to, [Room 184](#)

Chest 25

The iron-made chest squeak when you open it. You find a arrows at the bottom of the chest.



King Crossbow

+2 SKILL Rolls. Require 1 AP to charge.

Once you have picked up the arrows the chest is empty. Turn back to, [Room 202](#)

Chest 26

The wood-made chest squeak when you open it. You find a sword at the bottom of the chest.



Holy Sword

+2 SKILL Rolls to Undead. Remove extra HP to Undead

Once you have picked up the sword the chest is empty. Turn back to, [Room 206](#)

Chest 27

The golden chest squeak when you open it. You find a armor at the bottom of the chest.



Armor Of Vulnerability

The enemies can not wound you for a turn. Destroy the Armor after use.. Destoy the armor after 3 impacts.

Once you have picked up the armor the chest is empty. Turn back to, [Room 207](#)

Chest 28

The copper chest squeak when you open it. You find a armor at the bottom of the chest.



Chain Shirt

Reduce only 1 STAMINA if any crature wounded you..

Once you have picked up the armor the chest is empty. Turn back to, [Room 209](#)

Chest 29

The iron-made chest squeak when you open it. You find a item at the bottom of the chest.



Potion Of Healing

Drink to recover +1 STAMINA. Destroy item after use.

Once you have picked up the item the chest is empty. Turn back to, [Room 237](#)



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