WHAT HAPPENED

There are 3 sets of underground stuff "Underneath the great tower he the crypts of Viriling where the anceastor tokens etc. lie.

(2.) Under 33. aim the storerooms which open up into the ancient Wizard's (the original owner of the island) dunogeons and workplaces.

(3.) Under 32, is the pits etc. dug by Viriling for his

I & years ago, Viriling (who is mad) entered the crypts of his cureastors and spened the heavily sealed coffins. To his dismay, the occupants were not long-dead but unlead a form of Choul in fact. He fled as they awoke and tore his helpers (orcs) to bits: In his panic, he forgot to close the entrana and the ghools soon roamed throughout the whole Manse; sneet for the dungeone under 33, and under 32, which where the surviving Occasionally.

After a while the choods ate all the human folk available (they eat only man-meat) and started going down to the town during nights. They can't abside sunlight and stay out of the lit places of the Manse, but wander the gloomy and dark ways.

Their secret is the fact that they rest for 12 yes, at a time on the clay of their homerand which is radio active - this keeps them employed.

Occasionaly, Virilong puts a continual light upon himself and is, thus protected from the Ghorus he wounders the Manne, now thouroughy muts. He hides himself in the green upper levels of the great tower. Not only is Virilung mad but he is also possessed by one of his creature (several of which roam the dungeons) named Frix, who drives him to incomprehensible deeds. There are several other Frixi who have possessed if some Ores and others wounder the halts of the Maine, ignored by and ignoring the Ghout, searching for hosts.

As said before, some of Virilungo creatures escaped from

his dungeons and now also wander the Manse Julie others wrender the dongeons). Also, giant rests and other wild things have local occasion to enter a talograp residence. The orce leave occasionaly in force to hunt for food and for see if they view Rhandel to so il conditions are Ok for an escape to the mainland Library Stairs dam up Entrance Hall Diving Hall Trophy Room Sleeping Rooms Magic Rooms Lounge