Story

Map

ON

NW N NE

OW W BR E OE

SW S SE

OS

START

“Where is this place?”…

The fall through the chambers ceiling was painful enough, but the daunting moment of realisation that you have now entered an underground structure, matching those you would have found in Maps and Mummies from Wizards of the Ghost.

OS

In front you see a SWORD, a BOW and a STAFF, before the room opens to a corridor dark, and foreboding. To your rear, you see a large door, with a strangely out of place set of wires running into it, the switch must be somewhere!

Once an item is chosen, medieval torches upon the stone walls combust with a roar. You can now see down the corridor Infront. The remaining two items recess into the floor, gone from your reach.

OS

You are in a chamber with a corridor leading NORTH and a door leading SOUTH. The Southern door has wires attached to it.

\*OS After boss fight”

You are in a chamber You are in a chamber with a corridor leading NORTH and a door leading SOUTH. The Southern door is open you can see the light of the world.

S

You see a shimmering red barrier in front of you, the whir of mechanisms can be heard beyond its threshold. To your EAST, SOUTH and WEST, are 3 corridors with no distinguishing features other than the torches that light the way.

SW

The room is made of stone, to the NORTH and EAST are corridors leading away.

W

You enter the room. To the NORTH, WEST and SOUTH are corridors that lead further into the maze. To your EAST to see a large room with seemingly no floor, in the centre is a Pillar of stone and grinding gears, you can see no further way to continue this direction.

OW

\*As you enter the room, a cackle then cry comes from the corner, bearing two knives, and pale green skin, the creature lunges at you.\*

COMBAT WITH GOBLIN

\*As the goblin falls back you here a mechanised cacophony of sound radiating from behind you.\*

The room contains one exit to the EAST, the lifeless corpse of a Goblin like creature lays still. Above the exit you see a sign “All 3, you, they, be free.”

NW

The room is made of stone, to the EAST and SOUTH are corridors leading away.

N

You enter the room. To the WEST, SOUTH and EAST are corridors that lead further into the maze. To your SOUTH to see a large room with seemingly no floor, in the centre is a Pillar of stone and grinding gears, you can see no further way to continue this direction.

ON

\*As you enter the room, a cackle then cry comes from the corner, bearing two knives, and pale green skin, the creature lunges at you.\*

COMBAT WITH GOBLIN

\*As the goblin falls back you here a mechanised cacophony of sound radiating from behind you.\*

The room contains one exit to the SOUTH, the lifeless corpse of a Goblin like creature lays still. Above the exit you see a sign “All 3, you, they, be free.”

NE

The room is made of stone, to the SOUTH and WEST are corridors leading away.

E

You enter the room. To the NORTH, SOUTH and EAST are corridors that lead further into the maze. To your WEST to see a large room with seemingly no floor, in the centre is a Pillar of stone and grinding gears, you can see no further way to continue this direction.

OE

\*As you enter the room, a cackle then cry comes from the corner, bearing two knives, and pale green skin, the creature lunges at you.\*

COMBAT WITH GOBLIN

\*As the goblin falls back you here a mechanised cacophony of sound radiating from behind you.\*

The room contains one exit to the WEST, the lifeless corpse of a Goblin like creature lays still. Above the exit you see a sign “All 3, you, they, be free.”

SE

The room is made of stone, to the WEST and NORTH are corridors leading away.

BR

\*As you walk into the room, you can see a huge button displaying exit lit up in red. Underneath, is a small compact construct with a small head inside. The eyes begin to stare at you, as the construct slowly begins to rise, lifting two cannons on each arm and standing over 9 feet tall. “Computers are the future, the world will meet a new era of tyranny, for I am MECHAKIRILL”\*

COMBAT WITH MECHA KIRILL

\*“As little pops are heard of transistors and electronics breaking inside the looming structure, the hulking mass of metal and destruction calls back against the rear wall, conveniently catching the exit button, which now lights green. “Yoouu…ffaaaiillllll”, all signs of what could be considered life, cannot be considered no more. \*

You are in a large room with the remains of Mechakirill the light showing the activation of the exit button is glowing green. To your SOUTH you see the exit to another room, and a light in the distance.