

(a W&W RPG fantasy; PC is an assassin for Bureau of Magic)

{will approach BOM for a job} {help: can PUT VIAL ON WEAPON}

[town square] of Belwin; NW to ally, NE to temple, SW to trading post, SE to Bureau HQ.

i {talk {equivocal, crinkly scroll {magic missile spell}, four legs, sword (116)},  
spells: memorise (cost 3)} x vial (2d4+2 STR)

se [Outside the HQ building] N/NW. N(in) locked. {knock" not understood}

//NW from square: [back ally] goblin c dagger (1d20) - even battle?

take dagger. take dusty vial (2d6+2 STR)

//NE from square: [temple] symbols, statue of Takame (1st priest)

PRAY {now afflicted by BLESS. Also, I can now BLESS allied CURSE enemies}

i {black scroll - curse spell; gold leaf scroll - bless spell}

//SW of square: [trading post] owner. ask owner abt trading.

{don't know: temple, bureau, magic, goblin}

give dagger to owner {get broad sword, +6}

//take gold-leaf. cost memorise on gold-leaf (+6 pts, -3 str) {walking around doesn't refresh STR}

take crinkly. cost ~~memorise~~ memorise on crinkly (+6 pts, -3 str)

i {magic missile (cost 6, requires wood)} cast missile on door (+12, but door understood)

//talk to owner. ask owner abt batter. ask owner for shiny scroll.

NW. SE. memorise shiny scroll. {curse-vent lock - cost 2 STR, requires metal}

cost curse-vent lock on door (+4 pts; door to 15 STR)

N [entrance] S, SW, portraits {Tarlok, Garthryn, Nyrhaxe, Malddherne}

SW [main office] NE (new?), president. talk to president {for job, himself,

magic Tournament, <sup>self</sup> abt yourself} tell president abt me {Toback of Belwin, 29}

; himself {Gunder Bloodheart, but y can't call him that}

, Tournament {not magestournament} {won <sup>2nd</sup> with chess and Detered Trip}

ask president for job {assassin; details in a week; y go home}

(3 days later - still at strength 15?!) )

[Sleeping Chamber] sanctuary - enter sanctuary

[Sanctum Sanctorum] rest (now at 20) out.

N [hallway] N/S, N [sitting room] sofa, table, N6

N6 [entryway] receptacle, suit of chain mail. x suit (?) x chain mail (-)

open receptacle { letter, dusty sword, guilt-edged sword, orange vial }

take all from it. Read letter { 1st: kill mayor of Gulewin, Doyelle of Danjeth;

2nd: kill warlock in Leavada }

x dusty - hard spell (cost 2, requires flesh)

x guilt-edged - exorcise undead. (cost 7, requires metal)

x orange vial - 3d4 STR.

// memorize guilt-edged: memorize dusty sword, memorize gold-leaf, etc.

enter sanctuary - rest. // take chain mail - wear it.

N6 [outside you have] pick N, donkey & cart. (one item ~~3~~, empty)

N [garden] apple. take apple. S. close door.

after cart  $\Rightarrow$  [Path] sw (to home?), N6 (to mayor)

sw [Forest] wolf! (chain mail absorbs ~~3~~)  $\{ \pm 9$  pts for defeat, wolf, but ~~10~~ ~~STR~~ }

{ wolf drops nothing, no expts but pits }

N6 for path [Police gate] guard attacks! (after defeat auto moved to

[police foyer]  $\Rightarrow$  [dungeon] werewolf (STR 12), N, S, E, W.

(after werewolf defeat = LVL 2. ~~AT~~ drink area, 7 pts, but stuck at 12 STR?!)

N [stony room] monster S, D.

// S of [dungeon]  $\Rightarrow$  [troll cave] cave troll; doesn't drop anything.

// W of dungeon  $\Rightarrow$  [cold room] frost giant (STR 25)