

[Prison cell] floor, bag, doorway, door, lock, N.

i { it's short sword } x me: { green hairy beast, lying down } &

x sword { give a goblin? } N -> [Cell corridor] ~~with~~ w (more cells), E (turn left),

you cell S, another cell N. E/S/W. W -> [Western cell corridor] cells N+S, S open

S -> [Southern cell] evil smell, skulls (one crushed), S of them take skulls (cut; there screens)

N.E.E. [Eastern corridor] w, w, fight dead N -> [Wide corridor] N/S

fall swordman, spearman, arrow goblin, spear goblin, knife goblin (can anyone hear cut, etc?)

N -> [T-bone junction] w (Pit), S (rat), E (dog) W -> [Western T-bone corridor] footprints, door W

x mud. (thing!) take thing. x door (silver pull ring, rotten at bottom) open door.

W -> [Goblin guard room] torches, chair, purple w, goblin guard.

W -> [Long corridor] candles, doors N+W, E, in W -> [Western purple way] ~~carving~~, statues, W, E, S.

W -> [Western end of the passageway] door W with 2 keyholes (brass & copper).

// S of Western purple way -> [Armoury] shield rack, sword rack. take steel shield { attempts to wield sword or x sword useless }

// N of long corridor -> [Northern bedding room] beds, table, one bottle of beer. x beer { food ready, closed }

// in fur long corridor -> [Mushroom cave entrance] yellow mushrooms, S, out, walls.

S -> [Mushroom corridor] N, E. E -> [Fungi crossroads] w, NW, S (cave), E (door)

E -> [Large fungi room] beds, red beast, goblin haircutter (with scythe)

E of Fungi crossroads -> [Wooden door fungi room] food stools, door i breakfast. open door (now cage E)

E -> [Goblin study room] chair, desk, bookcase N. desk { ink veil, parchment, ink pen, apple }

read parchment { it's in goblin; y control it } read pages (in bookcase) { evil creatures } wear blanket { handkerchief }

W of Fungi crossroads -> [Small fungi case] wheelbarrows, goblin farmer.

x wheelbarrows (key) take key. x key (brass) // E of T-bone junction -> [Eastern T-bone corridor] E/W

E -> [Garbage room] garbage, grate (30' up) x garbage (small book, trash, copper key) take small book, read it.

// [Western end of the passageway] put copper key in door. put brass key in door. open door.

W -> [One throne room] skulls, throne, drapes, one warlord. kill one warlord

x drapes (draft from one of them?) { combat doesn't seem to work. }

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