

alternate REALITY[®]

The Dungeon[™]

This is the only legible portion of a tattered diary found on a Dungeon staircase, near the portal they call Death's Door.



Day Five

I wandered through a sparkling crystal corridor for a couple of days. As I grew tired, I got careless and scratched my arm on the sharp edge of an archway. I didn't think much of it, it was such a minor injury. But, gradually, my weariness lessened and I could feel my strength growing and growing. The further I walked, the heavier I felt, and the slower my steps became. It was becoming difficult to breathe.

I knew I had to get help or the Crystal Poisoning would be the end of me. Finally, after frantic searching, I discovered a Potion that cured what ailed me. What a close call!



Day Eleven

It's hard to believe, but I found a maze even trickier than the one leading to the Star Wizard's Guild in The City! After wandering around for what seemed like an eternity, I made an exciting find. It's called Lucky's Potion Brewery. Here, a traveller can select from all the varieties of Potions and get the specific ones he needs. Naturally, a transfer of funds is required.

Day Seventeen

When I entered The Dungeon I had many weapons, strong armor, and heaps of experience; but my soul was an embarrassment to my fellow humans. Staying alive in The City had taken away my moral sensibility. Ironically, the gloom in The Dungeon lit my awareness: I was evil and I was sorry for it. Was it too late to redeem myself?

As I reflected on my condition, I stumbled into a doorway. I looked around to discover I was inside a small Chapel! Were those tears in my eyes?



I took a deep breath and listened to what the chaplain had to say. If I gave up all my worldly possessions, I could have this black spot removed from my soul! It wouldn't make me perfect, but would set me back on the right track. But I was rich! What a choice: My soul or my wealth.

Alternate Reality

...the adventure continues!