

**Has the first problem
got you groping
in the dark?**

The Clue:

You need to shed some light on your situation. One of your monster allies may be able to cast a spell that would help. If you are still stumped, lift this flap for the answer to the first problem.



Still in the dark? Open this flap.

The Clue:

You need to shed some light on your situation. One of your monster allies may be able to cast a spell that would help. If you are still stumped, lift this flap for the answer to the first problem.

ANSWER: You are trapped in a room with no doors that you can see. So you need some help seeing. One of your possible monster allies is a group of Level 1 Priests, who are able to cast the MILWA spell. Choose this group as one of your three groups of allies, then wander around the room until you get an encounter. With some luck, one of your priests may cast a MILWA spell and then you will be able to see the door. If you don't seem to be getting any encounters, try saving your game and restoring. This gives your guards time to reorganize themselves, and increases the probability that one of them will "drop in" on you.

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