

The cellar proves to be mostly empty, dusty and coated in cobwebs. There's a path ahead of you, but finding your way around in the dark proves tricky. You see a candle resting on a counter top, but as you reach out to it, the egg that you are already holding begins to glow with an inner light, as if by magic. As you stare at it in wonder, your thoughts are interrupted by a sound.

"Who's there?"

Someone must have been in the room and was woken up by the warm, flickering light of the candle you look around – is it another gargoyle, carved into the corner of a wall somewhere? Or a gnome, hidden in plain sight?

"Come down here, where I can see you," the voice compels and you find it, only to recoil in shock when you see where it is coming from.

It is a talking skull.

"Come now," it scolds you, "is that any way to greet someone? How rude. You would never see me treat someone with that sort of disrespect! Of course...I'm not entirely myself anymore." Somehow the skull's eyes seem to light up, despite the fact that it hasn't got any. "I don't suppose you'd be willing to help me track down the rest of my bones, would you? I've left them scattered all over the place – haven't a clue where to look, really, and of course, in the state I'm in, I can't do much by myself."

You look around and, indeed, you do see a few bones strewn about the place. You also find a sack, and the skull asks if you can collect up all its pieces take them with you.

"I'd really appreciate it," it tells you, "because there's still a lot of me left to find. And also, you're taking the light with you, and I'm sort of afraid of the dark."

So, you stuff it and its bones in the sack and head deeper into the basement.

*As you make your way out of the winding cellar, see how many bones you can find.*



