

## Monastery of Sagacita level 0

- 1 – This door opens out into the wilderness, would you like to go back (Yes/No)?
- 2 – You stand in front of a church entrance, one of the massive doors has been broken open.
- 3 – The choral box has been demolished by savaged hands.
- 4 – The aisles begin here.
- 5 – On the ground in front of you, you see the body of a murdered priest, his clothing blowing in the wind.
- 6 – The monk stutters: 'My name is Melian, Oh, and I'm sorry about the mess around here, but we've just been attacked by a horde of Dark Dwarves. Our High Priestess, the Lady Miriam is underway and could not protect us, but I'll make you an offer, in that you lot do away with the rest of these Dwarves, and I, in return will be helpful to you with good advice.'
- A monk appears and offers himself as a guide, do you accept his offer (Yes/No)? (ELJOT)
- 7 – Barbarian axe**
- 8 – You are standing in the entrance to the main tract of the monastery. The floor is covered with deep scours.
- 9 – Murmurings can be heard in the distance.
- 10 – Here, an injured monk receives treatment.
- 11 – A badly injured priest lies in bed, unconscious.
- 12 – The cell of a high priest is barely furnished.
- 13 – A ring rolls across the floor. You find a ring: Protecting ring.**
- 14 – You are standing in the monastery kitchens, supplies have been thrown about the room. You find a tool: 12 rations.
- 15 – An injured monk lies here.
- 16 – A terrifying scream numbs you.
- 17 – A wounded priest says: 'As you probably know by now, we were attacked by a horde of Dark Dwarves. And now they've probably fought their way to the old catacombs, and it looks as if they're going to plunder the ancient graves!'
- 18 – A small shield lies in the corner. You find a shield: Small shield +**
- 19 – A Dark Dwarf with a broken neck lies at your feet.
- 20 – You find something to read: unknown scroll (Lord of rinse)
- 21 – A small vial is found on the ground. You find a potion: Unknown potion (Healing potion)
- 22 – You feel rather light-headed (you now face north)
- 23 – In front of you you find the plundered altar.
- 24 – You find an exquisite case, containing a mysteriously glowing sword. You find a weapon: Lightbringer**
- 25 – You quite nearly stumble over a case of treasure. You find a tool: Golden Casket**
- 26 – You are standing in the aisles, a few beams of light make their way down from high above.
- 27 – Within the circumference of the absis you can see a statue, the head of which has been broken off.