

Elven Pyramid level 0

- 1 – You are standing in front of the entrance portal, would you prefer to go back into the wilderness (Yes/No)?
- 2 – You are in the guards room.
- 3 – You look into the weapons room.
- 4 – You find an armour: **Elven chain**
- 5 – You enter a smithy, on the wall is a bundle of various weapons.
- 6 – This is the Elven blacksmith's hearth.
- 7 – A hammer lies on an anvil. You find a tool: Sledge-hammer
- 8 – Here, its as dark as night, you stumble over pieces of coal.
- 9 – You find a sack of potential diamonds – a sack of coal. You find a tool: **Coal sack**
- 10 – You look into a blacksmith's, different kinds of armour are hanging on the wall.
- 11 – A body less voice whispers 'The mountain will only open after the night.'
- 12 – You are standing in the spartanic soldier's quarters.
- 13 – If less people dressed up as cooks would be running around here, one could not imagine this to be the kitchen.
- 14 – You find a tool: 12 rations
- 15 – Ah! In no other role-playing game are there magical Elf toilets to be found, but here is one!
- 16 – You are standing in a washroom containing a marble sink.
- 17 – You stumble into the army headquarters, but nobody seems to notice you.
- 18 – A small creature says: 'I'll give you some good information for 250 gold pieces'
Er sagt: 'Only gem, corona and staff make the key to the mountain.'
- 19 – You are standing in an officer's room.
- 20 – Because of the runes on the floor and the walls you come to the conclusion that a literate magician lives here.
- 21 – You seem to have discovered a treasure room, there are only a few seconds left to take what you can.
- 22 – You find a wand: **Rod of fear, Striking staff**
- 23 – You find a potion: Unknown potion (healing II)
- 24 – The 'aroma' in the air makes you conclude that you've come upon the horse stables. Someone says 'Aw horseshit!'
- 25 – You discover an extremely closed, very locked door.
- 26 – Here, a few strategic maps are found but none of you can read them.
- 27 – The floor is thickly covered with dust. The Elves have obviously sacked the charwoman.
- 28 – Parts of an old battle waggon lie strewn across the floor, the charwoman hasn't been here either.
- 29 – This is the great dining room, now empty.
- 30 – Someone has left a sword here. You find a weapon: Bastard sword