

Elven Pyramid level +1

- 1 – This studio has been converted into a mapping room. It used to be used for painting, now it's used for drawing.
- 2 – Various drawings lie on a table.
- 3 – Next to the wall is a desk.
- 4 – This room is completely empty. It's useless.
- 5 – You find a tool: 12 rations
- 6 – Sacks full of animal food lie on the floor.
- 7 – You enter the rest room of the animal keeper.
- 8 – The smell of the door makes one conclude that it leads to an animal cage.
- 9 – All of a sudden you find yourself in a sandy area, here and there are a few bloodstains.
- 10 – Bones are strewn on the floor.
- 11 – A dead lion lies in the sand. You find a tool: 12 rations
- 12 – A notice on the wall: 'Officers quarters'
- 13 – This looks to be the living room of an officer.
- 14 – You find an armour: **Elven chain**
- 15 – You find a tool: Nugget
- 16 – You're standing in front of a locked door. **(Use Ruby key found in 17)**
- 17 – A key lies on top of a cupboard. You find a tool: **Ruby key**
- 18 – Here is a cold buffet. A dead Elf lies across the table with a fork in his back... barbaric manners here, you know!
- 19 – A rest room for guards is in front of you, on the table are some dice and a pipe.
- 20 – You look into a stone hearth.
- 21 – You enter a well supplied armoury.
- 22 – You find a shield: **Large shield+**
- 23 – You enter a guardsroom, at the moment not occupied.
- 24 – An Elven warrior says 'Say something!' **(Something)** He answers: 'You know it, take the key.' You find a tool: **Iron key**
- 25 – You are standing at the beginning of a well lit wing of cells.
- 26 – You're standing in front of a locked prison door **(Use Iron key found in 24)**
- 27 – Inside this prison cell, a Dwarven warrior is awaiting his death. As you open the cell door and he sees that you are not carrying a whip, he jumps up amazed, but calms down very quickly after catching a glimpse of the amulet you're wearing. He says: 'So, you've made it this far, but let me tell you that the amulet you're wearing is not genuine. It was forged by Dwarves from an imprint of the original and therefore it's back to front, the same is true of the greetings written on the back. However, this I have kept hidden for you...'. He gives you a key. 'The second part of the key to the Depths is to be found on Verengar. Oh yes, you haven't by chance met an old companion of mine, a halfling-Thie..., I mean Halfling-Archer by the name of Springo, have you?' **(no)** Pity I'd like to have known how he is. You find a tool: **Ring key**
- 28 – Here is a load of straw.
- 29 – The ground is covered with animal and human bones.
- 30 – A lizard warrior thanks you for his freedom and gives you two maps. You find something to read: Unknown scroll (Strange map) (map scrap)
- 31 – Some prisoner has tried to tunnel his way out here, but did not succeed with a broken spoon.
- 32 – **(Use Ring key)**
- 33 – A small creature whispers: 'I've got some info that could save your lives - only 150 gold pieces (after paying) He whispers: 'This once good-willed man had a soft spot for hidden things. Think of this at every step in his rooms – it could cost you your life.'
- 34 – This is obviously the gladiator's training room
- 35 – You see the primitive rooms of the gladiators.
- 36 – You enter the massage parlour.
- 37 – This looks like a stretching apparatus, but it might only be a massage table.
- 38 – Steam drifts towards you, you are in a tiled bathroom.
- 39 – The bathrobe of an officer hangs here.
- 40 – An officer sits in the bath with soap in his eyes and can't see you.
- 41 – You discover the sleeping niche of an officer.
- 42 – You find a tool: Chest