

Temple of Dragon-servants level -1

- 1 – You are breathtakingly impressed at the sight of this enormous pillared hall.
- 2 – **You find the statue of a rearing dragon holding a staff. Would you like to take the staff (Yes/No)? (yes) You find something special: The Keystaff**
- 3 – The wooden object in front of you looks like a prayer-stool.
- 4 – These are the holy halls in which the high priest's sacred dentures are kept.
- 5 – These are probably the high priest's living quarters.
- 6 – On entering the dusty wings of a library, one of your group has to fight down a sneezing fit.
- 7 – Underneath a load of dusty parchments you find something interesting. You find something to read: Unknown scroll (Pergament)
- 8 – You find a wand: **Striking staff.**
- 9 – In front of you is a lofty fire-place, the top of which you cannot envisage.
- 10 – This looks like a bed.
- 11 – A minute ring glitters on the floor. You find a tool: Spellbook
- 12 – You very nearly slip on the steamy floor of the baths.
- 13 – This is the shower and massage room.
- 14 – This looks like a massage bench.
- 15 – Here is a pale of ice-cold water.
- 16 – This seems to be the dry-and-warm-up room.
- 17 – A changing room – it looks like this temple was built by human hands.
- 18 – Could this be the preparatory room for mass? At least that's the way it looks like.
- 19 – A mound of clerical clothing and pots for incense lie here.
- 20 – Judging from its size this is probably a great meeting room.
- 21 – This rostrum looks as if it's only been used by woodworm.
- 22 – You find yourselves in living quarters of unbelievable enormousness.
- 23 – You find a toll: Chest
- 24 – **A glowing sphere hovers in the middle of the room. You find something special: Mithril ball.**
- 25 – You stumble around in a damp, smelly, and dimly lit hall.
- 26 – At a guess, these could be the living quarters of a high priest.
- 27 – When seeked for, peace for meditation is found here, but not only then ...
- 28 – Here is a sword, the blade of which is definitely not pointed. You find a weapon: **Catchpole's hlt.**
- 29 – You find a wand: **Staff of light**
- 30 – You find a tool: Golden casket
- 31 – A Fire Elemental appears and asks: "What lies between myself and my opposite?" **(AND)**
- 32 – A spring babbles here. Who wants to drink (1-6)? **(all wounds heal up)**
- 33 – Someone has left footsteps in the dust. Next to them is a signature: "Arnie Schorgenegger woz 'ere."
- 34 – The tracks carry on around the corner.
- 35 – "Just a little gold, only 200G, and I'll tell you my secret. I also accept travellers cheques" Who should pay the 200G (1-6)? (after paying) he whispers: "There is a secret door in the South wall of the great library that allows entry into the rooms of the High Priest. Well, that was his secret, and now for mine: Nowadays I don't accept travellers cheques."