

Elven Pyramid level +3

- 1 – You find a tool: **Glassy key**
- 2 – A thundering voice says: 'Oh, how nice, some new playthings for me!'
- 3 – Here stands a ruby statue, its realistic aura could make one believe that it's alive.
- 4 – And again, a locked door.
- 5 – The large claw tracks in the ground make you conclude that this is the landing area of dragons.
- 6 – A barred prison door blocks your passage (**Use Glassy key found in 1**)
- 7 – A small creature says: 'I'll tell you a secret for only 250goldies.' Who should pay the 250g (1-6)?
(After paying) He says: 'The key to the old Elven King lies near his books. Look for a secret door in the South.'
- 8 – Here is a locked door.
- 9 – You enter a quiet meditation room.
- 10 – You are in a nicely furnished lounge.
- 11 – You unknowingly meet 1 Mask bearer What will you do? (A)ttack
- 12 – Here are the charred remains of the Mask bearer. The mask glows as from an inner fire.
(Use leather pouch given by Ihl Kazar in the Cyldane area 6)
you put the mask in its leather bag. **You find something special: Death mask**
- 13 – You find something to read: Unknown scroll (**Enchant weapon**)
- 14 – You find something to read: **Lord of Rinse**