

## 8 Dosnebian Clerics Temple

- 1 – The Minotaur God speaks – “You are allowed to enter this great Temple.” (You need a Minotaur in your team)
- 2 – A large statue of a God. (Deface it / Leave it) (1 Minor Deity) (you can fight it, good xp)
- 3 – You can't open the door. (You need the key in 8) Your key opens the door.
- 4 – There is a large gate here. A voice demands – speak the sacred words & enter (STRATICON / REVENTONEM / TIMONPROTUN / SULP ELPA / KILMON) (Reven Tonem)
- 5 – An enormous statue of a God (Deface it / Leave it) (Zeus)
- 6 – A large statue of a Black Knight (Deface it / Leave it) (1 or 2 Black Knights)
- 7 – A small statue of a Minotaur (Deface it / Leave it) (Deface) (Opens 13)
- 8 – A large golden key. You find key (Opens 3)
- 9 – There is a small cord here (Pull it / Leave it) (Pull) A gong sounds and figures begin to enter the Temple (Fight)
- 10 – There is a great deal of gold in a chest here. The party gets some gold.
- 11 – You can't open the door (Opened by 16)
- 12 – No one can pick the lock
- 13 No one can pick the lock
- 14 – There is a gagged and tied man here. (Leave him / Free him) (Free) he says – “Thank you. I am Lord Wood. He hands you a Scroll and says – “Please rescue the Dwarf in the next cell.” Then he disappears. You find **Scroll 16**
- 15 – Here is a nice suit of magical armour. You find RING ML + 2
- 16 – There is a Dwarf tied up here. (Leave him / Free him) (Free) He says – “Thank you, I am Kilmor.” He hands you a key and says – “Use it well.” An alarm sounds and water begins filling the cell block. You hear muffled screams from the third cell. You find key (Opens 11)
- 17 – A damsel is chained to the wall and the water is up to neck level (Leave / Save her) (Save) She thanks you and says – “After you find the rings you may leave through a secret door.”
- 18 – The water is above your heads (created after 17 done) (water is in the cells block now)
- 19 – there is a small metal box here. (Leave it / Open it) (Open) You find Diamond A
- 20** – There are two rings in a case here (Leave them / Take them) You find **Ring G, Ring H**  
An alarm sounds and many guards enter the room.
- 21 – Stairs from level 1 to 2.