

Monastery of Sagacita level -2

- 1 – Above you, is the hole through which you've arrived here.
- 2 – A light breeze carries the smell of dark foulness with it.
- 3 – A horrible little Gnome appears from the shadows and says: 'I've got something nice for you for only 200 goldies.' Who should pay the 200g (1-6)?
(after paying) You find something to read: Unknown scroll (small map)
- 4 – The floor is covered with the bloody ends of a dissected corpse.
- 5 – The half-eaten remains of a Dark-Dwarf are found 'artistically' arranged on the floor... You choke unintentionally.
- 6 – A big pile of bones is awaiting the end of the universe or the charwoman which probably amounts to the same anyway.
- 7 – One half of a ripped up book lies here in the dust. You find something to read: Unknown scroll (2nd bookhalf)
- 8 – As you appear around the corner, two ghouls flee from their victim, still chewing...
- 9 – A few rats scamper off from the remains of a Dark-Dwarf.
- 10 – You find a potion: Unknown potion (Healing II)
- 11 – A minute character does not pull at your dress, but offers you a secret for 150 gold pieces. Who should pay the 150g (1-6)? (after paying) He says: Seek in the south of the Dwarven mines. There, you will find what you are looking for...
- 12 – You find a tool: **Chest**