

Elven Pyramid level +2

- 1 – You enter a room, the torch on the wall is just going out.
- 2 – You hear the stillness of the meditation room.
- 3 – This looks like a stone altar. Perhaps it is one...
- 4 – You find a tool: **Drum of fear (can be used by monks and smiths)**
- 5 – This room reminds you fatally of a high priest's living quarters.
- 6 – You find something to read: Unknown scroll (**scroll of power**)
- 7 – **Here is a ring-shaped button, would you like to press it (yes/no)?**
(Press) The button changes and becomes a ring. You find a ring: **Antimagic ring**
- 8 – The door in front of you is locked (**Use key of earth found in 30**)
- 9 – A statue is here, on the base is written: 'Our ruler'.
- 10 – A statue is here, on the base is written: 'Our great ruler'.
- 11 – A statue is here, on the base is written: 'Our greatest ruler'.
- 12 – You're standing in front of a definitely not open door. (**Use key of fire found in 19**)
- 13 – A locked door impedes your progress (**Use key of air found in 23**)
- 14 – It smells awful here, you've found an un-magical Elven toilet.
- 15 – You are standing in a washroom containing a marble sink.
- 16 – You enter a round corridor.
- 17 – The air is filled with incense.
- 18 – This is the sacrificial room, no lit torch here.
- 19 – An Elf is concentrating on his work at a table. Without turning his head he says: 'Here's the key you wanted back.' You find a tool: **Key of fire**
- 20 – This altar is obviously for sacrificing small animals on. You find a weapon: **Sacred dagger**
- 21 – You look out of a window down at the forest.
- 22 – There are the meagre quarters of the priests.
- 23 – A key has been welded onto a hook on the wall, would you like to take it (yes/no)?
Something moves. You find a tool: **Key of air**
- 24 – In front of you is a room filled with bookcases reaching the ceiling.
- 25 – Two books seem to have been just waiting for your arrival. You find something to read: 2 unknown scrolls (**The capital**) (**Book of herbs**)
- 26 – You find something to read: Unknown scroll (**Enchant armour**)
- 27 – **Here is a button on the wall, would you like to press it (yes/no)? (Press) Click.**
(It creates a wall in 38 blocking the way out, use gunpowder possible)
- 28 – You find something to read: Unknown scroll (**True scroll**) (**Use it**) Try not to extinguish the flames of the dark fires armed with water alone, - the flames would burn that much more... but seek for Holy water, then only this is able to break the bond.
- 29 – A key hangs on a hook on the wall. You find a tool: **Key of water**
- 30 – Something creaks on the ground. You find a tool: **Key of earth**
- 31 – **Here is a button on the wall, would you like to press it (yes/no)? (Press) Click.**
(I don't know what this one does, it doesn't remove the wall in 38)
- 32 – You find a wand: **Polymorph wand**
- 33 – You find a tool: Golden casket
- 34 – You find an armour: **Dragon chain**
- 35 – An indefinable object lies here. You find a tool: Holy symbol
- 36 – You find an armour: **Dragon leather**
- 37 – (**Use key of water found in 29**)