

Temple of Dragon-servants level 0

- 1 – Behind this door, the wilderness begins, do you want to turn back (Yes/No)?
- 2 – You hear the sound of murmured prayers and the quiet shuffle of feet – the prayer passages begin here.
- 3 – A strange creature says: 'For 150G I'll tell you a secret. Who should pay the 150G (1-6)? (After paying) He says: 'You can avoid one of the guards by using the secret door in the South. Behind this you may find great riches.'
- 4 – You find a tool: **Golden figurine**
- 5 – This room is not only a jumble, it makes you think of a mess room – most likely that of the temple troopers.
- 6 – Quite near, you hear low murmuring.
- 7 – Some way behind you, you hear the loud bang of a door slamming shut.
- 8 – A poorly clothed man who looks as if his face had been badly burned, sits hunched up, and on seeing you he holds up his biggest tin and murmurs: 'Have pity on a God, whose creators have damned him and even tried to kill him through the hands of thieves.' He sniggers and laughs to himself about his joke which you cannot understand, as you have no bard nearby who would be able to tell you the meaning of this old tale.
- 9 – You hear footsteps coming towards you
- 10 – Southward is a great portal.
- 11 – Here is the sweet smell of incense, you've entered the altar room.
- 12 – You meet the beggar once more who mumbles something about an executioner's blade.
- 13 – You find a potion: Unknown potion (**Holy water**)
- 14 – You hear laughter in the distance.
- 15 – You find a tool: Big Nugget
- 16 – The smell here is atrocious (and that's putting it mildly) – the rooms of the temple troopers captain.
- 17 – You find some ammunition: **Long arrows + 2**
- 18 – Well b..ger me! Here's another boring library.
- 19 – You enter the acolyte lodgings.
- 20 – This seems to be the most sacred object in the temple.
- 21 – The obligatory voice thunders 'Take a few steps nearer – to your death!'
- 22 – In the distance you hear a gong.
- 23 – You realise that here, a high priest has stowed his belongings.
- 24 – You hear voices... before long, you'll probably be seeing white mice and pink elephants,
- 25 – You can't get over the feeling that you're standing on the steps of the official great altar.
- 26 – You find a shield: **Large shield +**
- 27 – You find a tool: Golden casket
- 28 – A golden vial rolls across the floor. You find a potion: Unknown potion (**Strength potion**)