

Monastery of Sagacita level -3

- 1 – You're standing at the beginning of a long passage way with many doors on both sides.
- 2 – The floor is covered with the remains of undead and Dwarves.
- 3 – A small spring quells here. Who wants to drink (1-6)? (replenish HP)
- 4 – A wonderful sword seems to have been just waiting for your arrival. You find a weapon: **Broadsword +2**
- 5 – You find a ring: Protection ring (+15% AC)
- 6 – You find an armour: **Elven cloak**
- 7 – A reverberating voice crows; 'Go back!'. In the distance you hear someone run up against a wall.
- 8 – **A stone sarcophagus is hidden in the shadows. You find something special: Sarcophagus**
- 9 – **You find a potion (Gain level)**
- 10 – A dead body, poked up on a wall, full of spears and wearing a big Stetson, and still clutching a whip, somehow comes clear in your mind. What was that? Oh yes, it was obvious that she knew too much about wands and sunshine...
- 11 – At first, you think that a snake is awaiting you in the corner, but it proves to be only a rope. You find a tool: **Rope**
- 12 – Green slime covers the floor.
- 13 – You find a tool: Golden casket
- 14 – At first sight this room seems to be empty.
- 15 – Here, it's obvious that a pitched battle has taken place between the undead and the dark-Dwarves.
- 16 – You find something to read: Unknown scroll (scroll of power)