

2 Temple of the Gelnor priests

Teleporters (TP=Departure A=Arrival)

TP1 → A1 TP2 → A2 TP3 → A3 TP7 → A4 TP9 → A5
TP4 → A2 TP6 → A3
TP5 → A2
TP8 → A2

1 – A priest sitting here says – “Would you give a small offering?” (yes) He takes your money and says “You must be clean to see the High Priest”

2 – A priest here says to you – “Welcome to the Temple of the Gelnor priests. Use the teleporters to look around if you wish.”

3 – To the South there is a large room with many coffins along the walls.

4 – There is a coffin here (Leave it / Open it) (Open) The coffin is empty

5 – There is a coffin here (Leave it / Open it) (Open) Fight

6 – There is a coffin here (Leave it / Open it) (Open) You find MD SHLD+1, Magic7 and monsters

7 – The passages ahead contain many black doorways.

8 – A sign on the door reads- “The keeper of the Earth rune”

9 – The room is empty except for a locked box. (Pick lock / Burn box / Leave) (The choice to burn it becomes available as soon as you’ve got the Fire rune from Dungeon 3)

(Burn it – Right choice) The box burns brightly and a man steps out of the smoke and says “You are worthy to have the Earth rune” Then he casts a spell and disappears. (When you inspect your characters, they all have the rune of Earth)

10 – A priest sitting here says “The High Priest does not speak to fools”

11 – A priest sitting here says “We have very few secrets”

12 – Some sly looking orcs say “Would you like to buy a secret?” (pay) They take your money and hand you a key (opens 13)

13 – The door is locked and can not be opened (you get them from 12) The door is locked but your key opens it.

14 – Some Trolkins say “If you let us go we will sell you a valuable scroll” (Buy it) You find Scroll 20

15 – The door is locked and can not be opened

(After getting key in 19) The door is locked but your key opens it.

16 – An old Gnome cooking here says “I like adventurers. Do you know the great Kilmor?” (No, Yes, ILFIN ROCS, NIFLE SCRO, FINLE CORS, FLINI SCRO)

(NIFLE SCRO from Dungeon 1) The Gnome replies – “Tell him that NISCOSNAT said Hello (You need to remember this name for Dungeon 4)

17 – There are three Scrolls on a table here (Scroll 1, Scroll 2, Scroll 3)

18 – An old man is sweeping with a broom (Attack / Ignore) (Ignore) He unlocks a secret door on the southern wall and walks in.

19 – A key hangs on a wall here, keep it? (it opens 15)

20 – The door is guarded by robed men (Bribe / Attack / Leave) (Bribe - You are TP to the Exit which can be useful)

21 – A distinguished priest is sitting here (Attack / Talk) (Talk) The High Priest speaks – “I have a mission for you my friends. The uncle of the great Lord Wood has been captured. You must rescue him and take him to the Temple in Woodville. These two scrolls will aid you.” He hands you two scrolls (Scroll 10, Scroll 11). **(You will rescue HIM, and not HER, in Dungeon 3).**