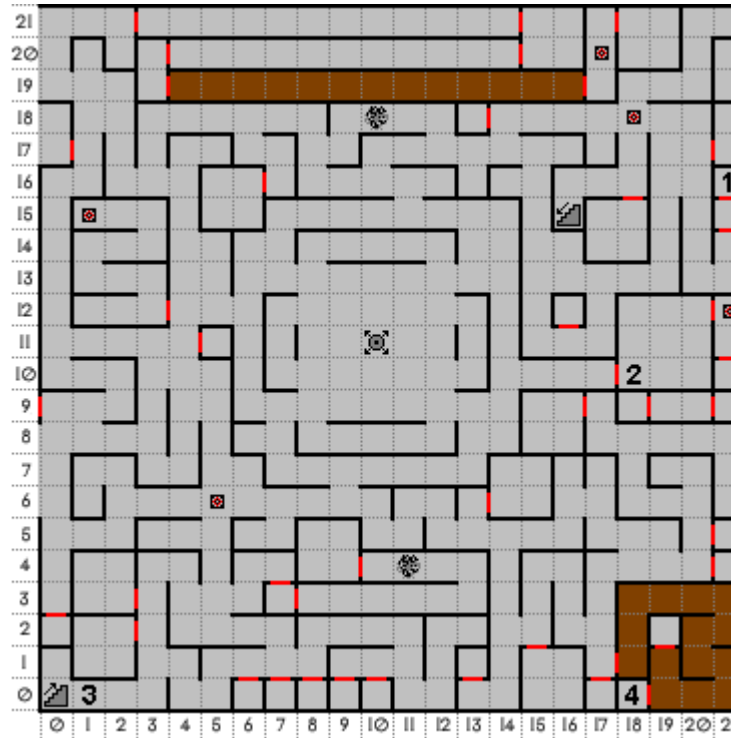


Dungeon: Temple of the Mad God

Legend:

	Wall		Anti-Magic		Down
	Door		Darkness		Up
	1-way Door		HitPts.-Drain		Trap
	Hints/Text		Telep. from #		Spinner
	Special		to #		Smoke
	  requires special action				

Level 1



Teleport [APAR] Spell: **IN / OUT / SAME LEVEL**

- 1: A message on the wall, scrawled in blood, says, "The ancient witch king yet lives..."
- 2: You have entered the burial preparation chamber. Few but the priests of the Mad God have seen this and lived.
- 3: Around you stretches miles of winding, twisting tunnels. The ancient bones of acolytes jut out of the earth.
- 4: On the wall is etched this rhyme: Fifteen doors east and thou art there / On souls they feast in the dark one's lair

A sign proclaims that you have entered the chambers of Bashar Kavilor, High Priest. Prepare to die!

A voice from no where proclaims: To the tower fly / A mad one die / Once lost the eye

Stasis chamber ahead: Those who venture ahead should prepare for a long stay!

Bashar Kavilor's pet dragon "Sphynx" [Grey Dragon] guards the treasure chamber -> Battle

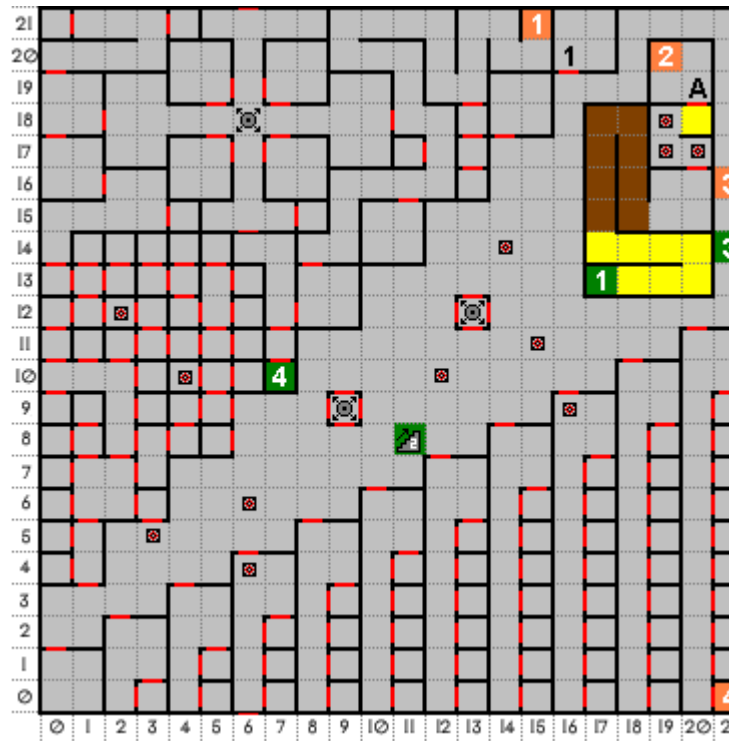
Bashar Kavilor [Master Sorcerer] -> Battle

Stasis Chamber: After entering you can't move anymore. But you can

still teleport out with the [APAR]-Spell.

D: Soul Sucker: A very dangerous creature, especially in this stage of the game. Avoid it at all costs! -> Battle

Level 3



Teleport [APAR] Spell: **IN** / **OUT** / **SAME LEVEL**

1: A message is scrawled on the wall in blood: Seek the Mad One's stoney self in Harkyn's domain.

A: Witch King [Spectre] -> Battle -> Important item: "Eye"

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