

Derelict Castle level -1

- 1 – The strange runes on a stone say: “Stranger, turn back, there is nothing here for you.”
- 2 – You find a potion: Unknown potion (Poison I)
- 3 – You find something to read: Unknown scroll (Blue map)
- 4 – A powerful force pulls you back! (removed by the button 31)
- 5 – You’re standing in front of a massive stone door, behind which is probably a burial room.
- 6 – In front of you is a lonely hall filled with a creepy silence. In the distance you hear a choking sound.
- 7 – An inscription on the door says: “Here lie the immortal remains of Idrielle, the woman of my heart.”
- 8 – You enter an enormous crypt. Here lie the bones of the castle’s ancestors.
- 9 – You look down onto a stone plate embedded in the ground, but cannot decipher the writing on it.
- 10 – A voice reverberates: “He who disturbs will take up my heritage!”
- 11 – The voice coughs, then thunders again: “You have been warned!”
- 12 – You find a tool: Big Nugget
- 13 – Here is a very dusty coffin, but no feather duster is within reach.
- 14 – Here, a vial has just been waiting for you. You find a potion: Unknown potion (Healing II)
- 15 – You come across a small spring, who wants to drink (1-6)? (you feel refreshed)
- 16 – A small spring babbles here. Who wants to drink (1-6)? (replenish HP)
- 17 – You find a potion: Unknown potion X 3 (Holy water)
- 18 – You find a potion: Unknown potion X 3 (Holy water)
- 19 – You find a potion: Unknown potion (Healing potion)
- 20 – You find a tool: Bone
- 21 – You find a shield: Large shield +
- 22 – Another two ghosts float on by, one says: “You’re a liar, it’s not to the left and in the middle, but the other way around.” The second ghost says: “Don’t believe him, I tell the truth.”
- 23 – You’ve entered the balming room. Few have been here and lived long...
- 24 – Here, it smells strongly of balms and tinctures oils and death.
- 25 – Aah, could this be a magic potion or just a mystical laxative? You find a potion (Poison II)
- 26 – You find a ring: Friendship ring
- 27 – You find a wand: **Stormsceptre**
- 28 – Here lies the restless body of Count Covac, the present Lord of the castle.
- 29 – You find a tool: Nugget
- 30 – You find a tool: Golden casket
- 31 – A button with a sign: “Press me and save your feet.” (Removes the barrier in 4)
- 32 – A button with a sign: “Press me and you loose all you worries.” (It’s a trap, you loose HP)
- 33 – A button with a sign: “I double all angles.” (Turns all LO squares into O squares, removing darkness)
- 34 – A hammer on a golden cord hangs from the ceiling. You find a weapon: **God’s hammer** (for the smith)
- 35 – Landing square from the fall in the hole at level +3 square 11