

Derelict Castle level +1

- 1 – On the door is written: 'Private'.
- 2 – The runes on the floor inform you that this is called the 'Passage of Sin'.
- 3 – The thickness of the walls of this tower lead to the conclusion that it was once a defending front.
- 4 – You enter a large hall with big windows. The windows are closed with large shutters.
- 5 – A hidden mechanism in the wall is used to pull up the window shutters, but the crank-handle is missing. (Use **Crank-handle from 47**) The shutters slowly move, groaning. (If you now stay in 49 your HP replenish)
- 6 – Innumerable paintings hang on the wall opposite windows.
- 7 – This portrait tries to show a front view of the Lord of the castle.
- 8 – On this wall is a painting of the mad Graf von Tanelle.
- 9 – Here is a painting of a dark-skinned folk group by the name of 'Nos feratus'.
- 10 – You recognise the Graph of Sine&Cosine in this oil painting.
- 11 – This broad painting depicts Graf Steffi playing outdoor chess.
- 12 – This painting shows the Countess of Thurn inventing the taxi.
- 13 – This painting shows the Count Stradh of Zarovich.
- 14 – You deduce from the mysterious runes on the floor that this is named the 'Passage of Awakening'.
- 15 – You feel a slight whisp of air.
- 16 – Here is an amulet that no-one has had the courage to wear. You find a tool: **Talisman (Healing item)**
- 17 – You're standing in front of a very strange archway.
- 18 – You enter a room containing a large organ, however there is nobody playing a sinister tune on it.
- 19 – This large organ was never 20000 leagues under the sea.
- 20 – The Lord of the castle starts to play the organ, acknowledges your presence and turns round, surprised. (Use **Mithril ball**) The sphere sucks, and absorbs the vampire. You find a tool: **Caught vampire**
- 21 – As if by magic or by the hands of an undead charwoman, this room is clean. You see a ring: **Seal ring.**
- 22 – A hole in the ceiling lets a beam of light through.
- 23 – You find a weapon: **Broadsword +**
- 24 – The reading room would be more comfortable if was heated.
- 25 – On top of this rostrum are a few books and reading glasses.
- 26 – The dust on the books is inch-thick, this part of the castle was also rarely used.
- 27 – You find something to read: Unknown scroll (**Lord of rinse**).
- 28 – You hear the bubbling way down the corridor.
- 29 – You find an interesting scroll between two books. You find something to read: Unknown scroll (**Protection**).
- 30 – Above the fire-place is a coat of arms, in the middle of which is a recess. (Use **Seal ring**) The ring fits. Something creaks in the distance. (Opens passage 48 south)
- 31 – Here is a vial, on it is written: 'Drink me!' You find a potion: Unknown potion (**Antidote I**)
- 32 – You find a tool: **Diadem.**
- 33 – A glass case on the wall contains a sword. Do you break it in (Yes/No)? (Yes) The glass turns to dust. Strange... You find a weapon: **Inquisitor.**
- 34 – A large four-poster bed has one side up against the wall. The silk tapestry of the beadhead bears a coat of arms.
- 35 – Could this have once been a royal bedroom? – The answer to this lies a long way back in the past.
- 36 – One of the companions tries to touch the armour but his hand reaches through it, accompanied by ghostly laughter.
- 37 – This castle seems to be full of large, dusty halls. You enter another one.
- 38 – This bedroom belongs to a woman, or at least used to.
- 39 – You find something to read: Unknown scroll (Map scrap)
- 40 – Here is a hidden key. You find a tool: **Door key (to be used to get back to Thyn on the level below 38)**
- 41 – You see the second tower through a small window.
- 42 – The long tables and large cupboards lead to the conclusion that this was once the banqueting hall.
- 43 – This was once a meditating room.
- 44 – A broken holy symbol lies on the floor.
- 45 – Here is a prayer-stool, well used and full of woodwork.
- 46 – The solid door in front of you looks exotic enough as it is, with its carvings in the form of a face, but not enough, it even asks you a question!:'What tries to go up, but stops short, has but one foot and cannot talk?'
STAIRS The door opens with a creak. (Opens passage 46 north)
- 47 – A forgotten crank-handle lies here in a corner. You find a tool: **Crank-handle**
- 48 – Passage south opened by 30
- 49 – (After opening the shutters in 5) The daylight does you good (replenish HP)