

Derelict Castle lvl 0

- 1 – You enter the entrance half of a dark castle. A tiny amount of light makes its way through a few shafts high in the ceiling. The heavy door creaks shut, and on closer examination proves to be locked. The spooky atmosphere and the nearing of a thunderstorm don't improve your feelings much, and you jump at every clap of thunderbolt and lightning.
- 2 – Servants waiting for work used to sit in this room.
- 3 – This seems to have been a pantry, empty barrels and shelves are found everywhere.
- 4 – You find a tool: 12 rations
- 5 – This part of the castle was probably the servant's quarters, now deserted.
- 6 – Someone touches your shoulder: 'Don't you want to buy a secret, only 150G!'
(After paying) He whispers behind an aforeheld hand: 'There exists, between the Soul-hunter and the Tower of Sin, a connecting passage in the form of a small bridge.' the form of a small bridge.' (I think it's a typo bug)
- 7 – You find something to read: Unknown scroll (Document)
- 8 – The objects and furnishing of this room lead to the conclusion that this was a kitchen.
- 9 – You find a tool: Chest
- 10 – This room seems to have not been used for years – for decades?
- 11 – Someone has left a filled quiver here, perhaps not of his own free will. You find some ammunition:
Long arrows + 2
- 12 – Here is a really droll mirror – when you admire yourself in it, you see your own skeleton.
- 13 – You enter the bathroom, the mirror is damaged. You find a tool: **Ladle**
- 14 – Something about this room unnerves you. Only the Gods (all three) know of its purpose.
- 15 – Huh? A clump of gold? You find a tool: Big nugget
- 16 – A group of adventurers were obviously too bold, the only usable object left of their equipment is a sword. You find a weapon: **Broadsword +**
- 17 – If you've ever seen an enormously huge, terrifyingly large hall – this one's a bit bigger.
- 18 – One of the companions tries to touch the armour but his hand reaches through it, accompanied by ghostly laughter.
- 19 – You're standing in front of a large fire-place that hasn't been used or cleaned for a long time.
- 20 – Your footsteps echo through a dining room with two fire-places.
- 21 – This is the smoking and music room, it is comfortably furnished, but well kept.
- 22 – You sneeze as you disturb the dust that then rises from the leather couch,
- 23 – Hammered into the wall are the words: 'the Tower of Souls. No guided tours on Sundays, bank-Holidays or week-days.' (the door behind you turns into a wall)
- 24 – The loopholes have been nailed up here, forks of lightning can be seen through the cracks.
- 25 – Someone says: 'For 100G I'll tell you a secret.' (After paying) He says: 'Examine Idrielles room, it's the key to the Hammer of the Gods and to darkness.'
- 26 – This was most likely the fencing and training room. The weapons and armour on the walls support this notion.
- 27 – You find a weapon: **Broadsword +**
- 28 – A suit of armour waits for you here. You find an armour: **Elven chain**
- 29 – This area looks like a dentist's waiting room, skeletons reading old newspapers are found sitting on dusty benches.
- 30 – This small chapel has been damaged and robbed of all holy artefacts.
- 31 – A crystal vial splits the light of your torch. You find a potion: Unknown potion (**Poison II**)
- 32 – You find a potion: Unknown potion (**Holy water**)
- 33 – You find a potion: Unknown potion (**Holy water**)
- 34 – You're standing in a smelly chapel, the altar is covered in dust.
- 35 – Portraits of more or less vicious looking relatives of the castle's Lord hang on both sides. – The ancestral gallery.
- 36 – A powerful force pulls you back.
- 37 – Here is a small button on the wall, do you want to press it (Yes/No)? (**Removes 36**)
- 38 – The entrance portal seems to be barred forever.
(Use door key found in Castle level +1 square 40) The door opens
- 39 – You're standing at the exit of the castle, do you want to return to the wilderness (Yes/No)?