



DUNGEON CRAWLER

THE BOOKLET

PLOT

by the by

The kingdom of Naashroom has fallen. The army of the Undead occupied the Lands of the Naashroom to use valuable resources for further expansion, to enslave other residents of the Egrana Lands.

You are not a hero, not a savior, just a traveler who went to these Lands in search of ancient relics of the destroyed Kingdom of Naashroom. However, you have been captured and imprisoned to become a part the army of the Undead. So that's not good at all, strictly speaking, but who said that everything should end this way?



OBJECTIVE

By the way

Your main goal is to get out of the dungeons alive. Searching barrels and chests, killing monsters, you can find various valuable items and equipment that will help you in passing the dungeon.

The main exit is located in the crater of the volcano, which is locked behind a large gate in an industrial area.

The exit is guarded by a powerful creature, so before fighting him, make sure that you well fed and trained, have good enough equipment to beat him down.



ITEMS LIST

by by by

WEAPONS

~ COMMON TIER ~

Wooden Sword

Wooden Bow

Stone Sword

Rusty Sword



~ RARE TIER ~

Crossbow

Shield

Broken
Trident



~ EPIC TIER ~

Fire Sword

Fire Bow



Golden Spade



Heaven Sword



Heaven Shield



PROJECTILES

Arrow



Crystal Ball



ARMOUR

Leather Set



Chainmail Set



Iron Set



FOOD & HEALING

Bandage (♥x2)



Healing Splash

Potion I (♥x2)



Healing Splash

Potion II (♥x4)



Lingering Regen
Potion





Milk Bucket



Pumpkin Pie



OTHER

Spyglass	
Hoe	
Lapis Lazuli	
Shiny Powder	
Potion of Strength	
Suspicious Potions	
Torch	
Cobweb	
Picklock	
Iron Bars	
Dungeon Key	
Splash Water Potion	
Amethyst Gemstone	
Ruby Gemstone	

CREATURES

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## UNDEAD



Prisoner



Undead Knight



Undead Archer



Drowned



Butcher



Cultist



Brainslime



Vaarnidas The  
Ender Lord



Naashur The  
First King



???





# NAASHROOM

Naashroom  
Miner



Naashroom  
Farmer  
(Trader)



Naashroom  
Archer  
(Trader)



Forest Spider



Vengeful  
Spirit



# GAME MECHANICS

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The presented List contains the main game mechanics provided in the game. If you notice that something is working differently than expected, please Let me know.

HEALTH & HUNGER

Natural health regeneration is disabled in the dungeon. Replenishment of health is carried out through the use of healing items and food.

A bucket of MILK restores ❤️ x 1.5 and 🍷 x 1.5.

Pumpkin pie restores ❤️ x 0.5 and 🍷 x 2.

IRON DOORS OPENING

Lockpicks allow you to open metal doors with some chance. They can be created from iron bars, and they also drop with a small chance from the prisoners,

the undead knights and the butchers.

Usage: right click on the iron door holding Lockpick in the main hand.

TORCH USAGE

Torches not only Light the way (Optifine is required) but also burn the cobweb. Arrows and Lapis Lazuli drop from the burned web with some chance.

Usage: Left click on the cobweb while holding torch in the main hand.

HARVEST YOUR CROPS

The hoe allows to break the spruce Leaves and harvest the pumpkins (harvested pumpkin = pumpkin pie).

Usage: Left click on the spruce Leaves/pumpkin while holding hoe in the main hand.

LOOTING TREASURES

The dungeon key allows to open treasure rooms hidden behind invisible walls.

The dungeon keys are hidden in ancient urns (end portal frames). To get the key, just click on the urn with a left click. The looting of the urn casts on the player one of two random negative effects (blindness or weakness) lasting 7 seconds.

Every **third** destroyed urn is guaranteed to *put a curse on the player* (you should try it out!).

Key usage: Left click to the center of the invisible wall (observer block) while holding dungeon key in the main hand.

NOT A FORETELLER

The crystal ball allows the player to move over short distances, throwing the ball into the desired location.

Usage: right click to throw crystal ball.

PUTTING DOWN FIRE

Splash water potion is able to extinguish burning blocks, as well as any burning entities within a radius of 3 blocks.

Usage: right click to throw splash potion.

TWO IS BETTER THAN ONE

Currently, ONLY paired swords are available.

Using a second sword equipped in an offhand increase the damage of a sword equipped in the main hand.

Wooden Sword: +1 additional damage.

Stone Sword: +1.6 additional damage.

Iron Sword: +2.3 additional damage.

YOU'RE A WIZARD HARRY

Shiny powder is the fuel for ancient portals (respawn anchors). It can be obtained from some containers and as a drop from the Naashroom Miner and as an exchange item from Naashroom Trader.

To teleport between different locations inside the dungeon, the player can use ancient portals (respawn anchors). To move between two portals, it is necessary that the number of charges on the first and second portal coincide. The portal charges are changed by right-clicking on it, *1 right click adds 1 sector*. When the desired value of charges on the portal is set, click on it with the left mouse button, holding a shiny powder in the main hand.

**Note: 1 move will take 1 shiny powder.*

IS THAT ALL, STRANGER?

You can exchange with Naashroom Traders. One of them is in the **Naashroom Shelter**, the other is imprisoned somewhere in the dungeon.




Available bids

1 st Trader	
Give	Get
	 x 6
 x 3 & 	
 x 20	
 x 3	
2 nd Trader	
 x 2	
 x 3	

HE IS NOSTRO DIS PATER

Offerings to **The Ancient God** take place on the altar at the Great Naashroom Tree (tree with amethyst Leaves).

The following offerings are available at this time:

Give	Get
	Health boost, regeneration, absorption effects
	

END OF THE LECTURE

You can always open this manual inside the dungeon! To do this, **right click on the nearest Lectern!**

FINAL PART

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If you encounter bugs, still have questions, or if you find inaccuracies in this manual, please contact me! My discord: [JUSTCOOP#9471](#).

**Happy dungeon-ing!**

THIS MANUAL

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