Room 1

Traps and hidden chest/ rewards

room 2

An object guarded by enemy that has to be taken / pushed to a different location to activate a reward. – Also little traps and bits.

Room 2

A player has to kill a number of enemies to get a reward.

Room 3

There is a hidden passage that will activate if a certain condition is met. Like hidden switch or item found is

Room4

There are random unique object to collect and when collected it will give a item/reward.

Room5

Quest. When defeat 3 enemies before they run away.

Room6

Random hidden traps before enemy 6 fight

Room7

Quest -After 50 enemies have been defeated on room 7 there will be a random item drop chance (15% chance) from that enemy to give an item that revives the boss on room 6. When boss is killed again it drops a really good item.

Room8

Traps and hidden rooms with chests.

Room 9

The player has a choice to chose to go back or go forward and if they chose to go forward they will be sent back. The choice is given by a laying statue.