Dungeon

 Sewers

Cave

Garrison

Courtyard

Great Hall

Tower

Wall

Starting Cell

First Platforming Challenge

1. Platform in the decreasing light

2. Light candle on torch in hallway – learn candle attack

3. Platform with torches around – use weapon to fight enemies

4. Platform with enemies in dark again – teach limited candle use

5. Mini-boss

Vorbo’s Cell

1. Vorbo explains some plot + beacon torches

2. Vorbo’s cell requires X beacon torches to enter

3. Room contains 1 beacon torches

# Dungeon

Enemies: Chained Gremlit, Glowb

Obstacles and Puzzle Elements: Wood Crates

# Sewers

Enemies: Glowb, Ceiling Glowb

# Garrison

Enemies:

Obstacles and Puzzle Elements: Switches to let in and block out light from windows