# Tower

## Enemies

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits

# Keep

## Enemies

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits

Tower

# Wall

## Enemies

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits

# Courtyard

## Enemies

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits

# Moat

## Enemies

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits

# Dungeon

## Enemies

Prison Guards?

Bats

## Puzzle Elements

Traps

## BOsses

Skeleton (of deceased prisoner)

Prison Guard

## Beacons

## Prisoners

Old Man Vorbo – Wizard imprisoned (behind a 1 beacon door) for predicting the fall of King Drakorok to a simple villager. Uses the magic beacons the player can light to open doors. When you free him he enchants your candle to make it breathe fire.

## Exits

Sewers – Blocked by 5 beacon door.

Deep Dungeon

Keep – Blocked by 2 beacon door.

# Sewers

## Enemies/Challenges

Green Blobs

Water Spitting Enemies

Deep Water – Bottomless pits for platforming

## Puzzle Elements

Waterfalls (put out candle)

## BOsses

## Beacons

Giant Ooze

Giant Octopus

## Prisoners

## Exits

# Cave

## Enemies

Bats

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits

# Deep Dungeon

## Enemies

## Puzzle Elements

## BOsses

## Beacons

## Prisoners

## Exits