

# Somnus

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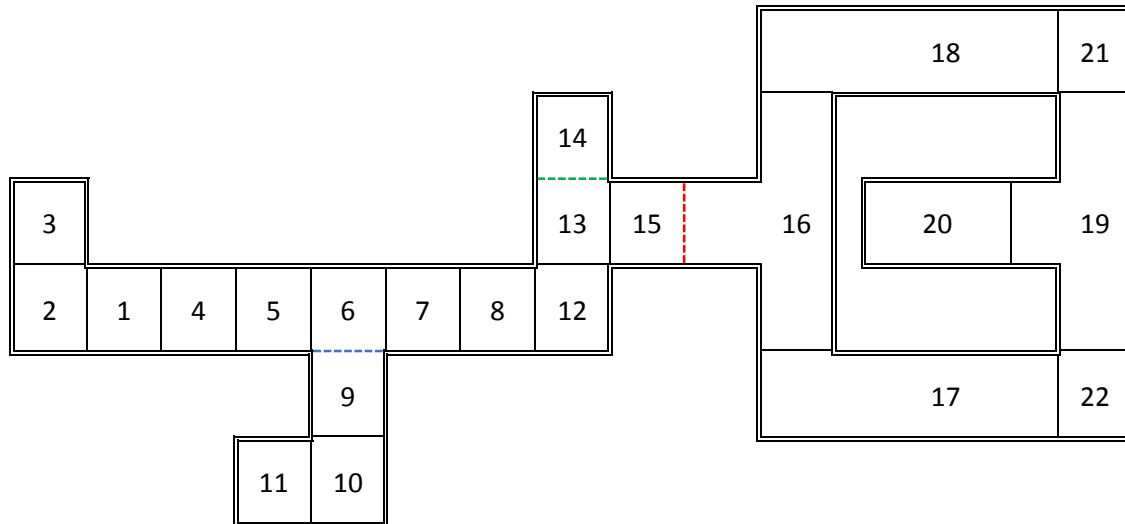
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## Story

The story is set in medieval times. Natalie is sick and no one can help her. You are Nathan, Natalie's husband and you are desperate to help her. You know that there is an elixir of life which can help her. You went to the castle to get this elixir.

## Map



## Items

- 1 – letter
  - letter from Matthew, it says more about player's intentions
- 2 – rusty sword
  - sharp weapon used for slaying goblins
- 3 – blue key
  - blue doors are leading to the sewers
- 4 – red key
  - red doors are leading to bigger rooms
- 5 – teleport rune
  - player can use this to teleport to previously selected room
- 6 – mace
  - blunt weapon used for slaying trolls
- 7 – dragonslayer
  - weapon which can only be used against dragons
- 8 – painting
  - secret key leading to secret room
- 9 – health potion
  - player can heal by using this item
- 10 – elixir of life
  - this item cannot be taken

## Enemies

- 1 – goblin
  - fast enemy, it is too fast for a mace

- 2 – troll
  - trolls have thick skin so swords are useless
- 3 – dragon
  - final boss, the only way of killing it is with the dragonslayer

## Walkthrough

west. north. take. south. east. east. east. east. east. east. east. west. take. east. north. south. west.  
 west. west. west. west. west. west. take. east. east. east. east. south. south. west. take. east. north.  
 north. east. east. east. take. north. east. east. west. west. south. take. north. east. east. south. use.  
 north. west. west. north. take. south. leave. south. west. take. east. north. east. east. north. east.  
 west. south. west. west. take. east. east. north. east. south. west.

## Room description

### Room 1

- Starting room, entrance hall of the castle.
- There is a mirror in this room which reveals more about the player.

### Room 2

- Small boring room
- Item: blue key [3]

### Room 3

- Armory room
- Item: rusty sword [2]

### Room 4

- First enemy, there is a dead adventurer in this room.
- Enemy: goblin [1]

### Room 5

- Vampire's den, coffin and some blood
- Item: health potion [9]

### Room 6

- Smelly room
- There is blue door to leading to sewers in the south

### Room 7

- Blinding room with a dead vampire
- Item: health potion [9]

### Room 8

- Room with a dead adventurer and mace
- Item: mace [6]

### Room 9

- Sewers 1

### Room 10

- Sewers 2, there is some manual on how to use teleport
- Item: teleport rune [5]

### Room 11

- Sewers 3
- Item: painting [8]

### Room 12

- Dining room
- Enemy: goblin [1]
- Item: red key (after defeating the enemy) [4]

### Room 13

- Library, passage to hidden room
- Enemy: troll [2]

### Room 14

- Hidden room
- Item: dragonslayer [7]

### Room 15

- Another room with a dead adventurer
- There is red door to the east

### Room 16

- T-shaped room
- Item: health potion [9]

### Room 17

- Hall of paintings but one of them is missing

### Room 18

- Hall of painting
- Item: health potion [9]

### Room 19

- Boss room
- Enemy: dragon [3]

### Room 20

- Final room
- Item: elixir of life [10]

### Room 21

- Tower
- Enemy: goblin [1]

### Room 22

- Destroyed tower

- Enemy: troll [2]

## Useful commands

- help
- info
- north, south, west, east
- take, leave
- inspect
- use