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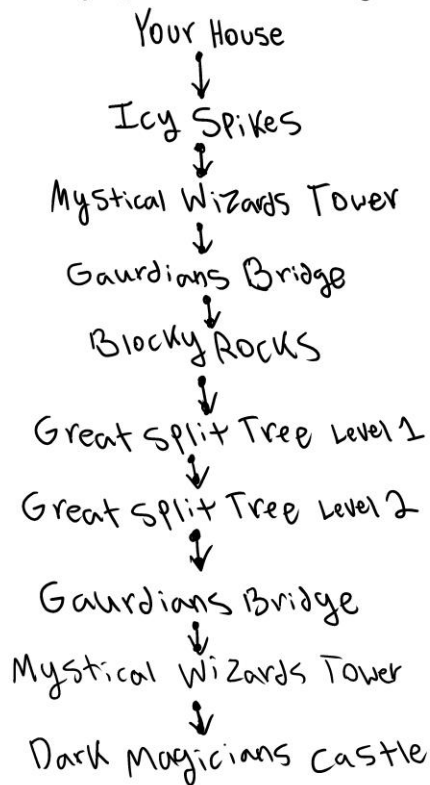
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Dark Magicians Castle Progression Guide



-Authors Note-

Thank you for downloading my game, [The Dark Magicians Castle!](#) If you're planning on being the game master, this guide is for you, feel free to change the game however you like.

If you are a player intending to play this game, I caution you not to read any further. Instead, send this guide to someone who can be the game master for you.

There is a second part out now, [The Dark Magicians Dungeon!](#)

CRYSTALS:

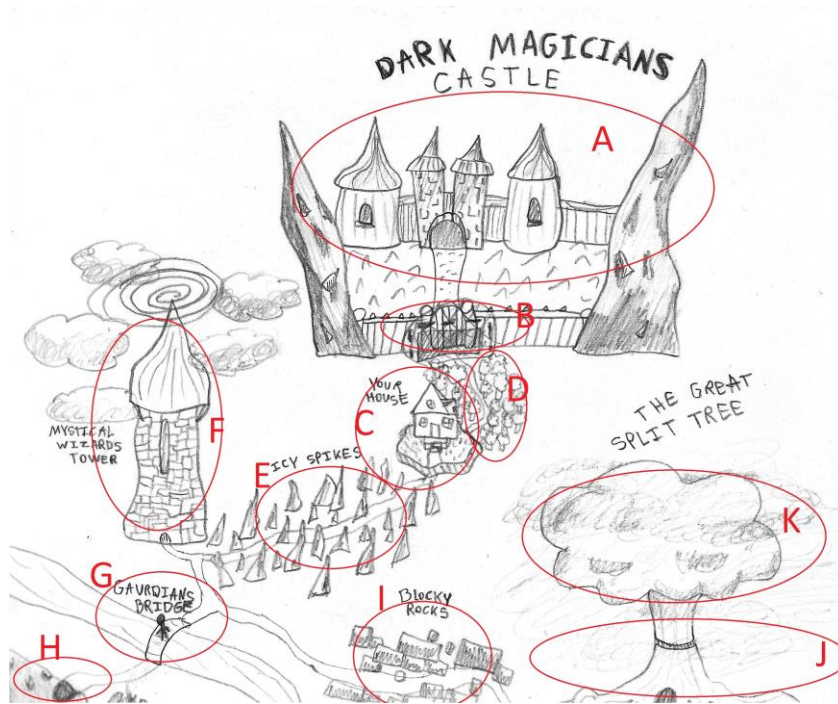
Ice- power to create and control ice.

Earth- power to create and control earthly objects like rocks, dirt, and vines.

Light- power to create and control light

Dark- power to create and control darkness and evil magic.

Full Map



This is the full map; all circled areas are places the player can visit. The player cannot leave the vicinity of this map.

The player should have access to the map at all times.

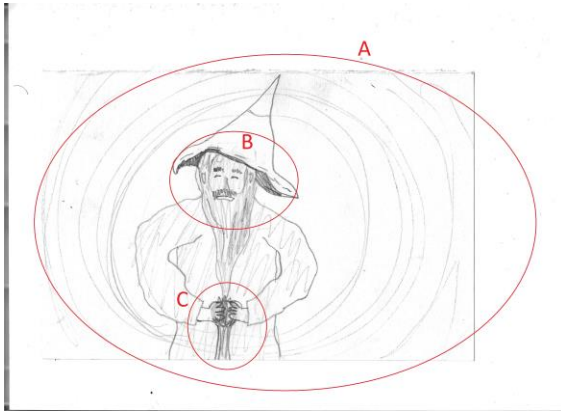
Some areas are not accessible until other areas are visited first, see the **progression guide** on page 2.

Your House

-(C) on the map (Refer to Page 3 Map)

The Player starts here, they will wake up in this unknown world confused, it seems like their house has been teleported to this new land.

After a moment, The Mystical Wizard will show up in front of the player in this screen:



(A) A Portal, the player can't put anything in but the wizard can put things through.

(B) The Mystical Wizard

(C) His magic staff

The Wizard will tell the player that this world is in trouble, the Dark Magician has taken over and his minions are everywhere. He also placed a spell on the land so magic can't be used outside, so the wizard's magic is useless unless he is in his tower. He used his magic to get someone from another world because they might be able to use magic.

The Wizard will then give the player a **Magic Staff**, the staff is empty, so it only has the NULL power to move objects a little bit. T

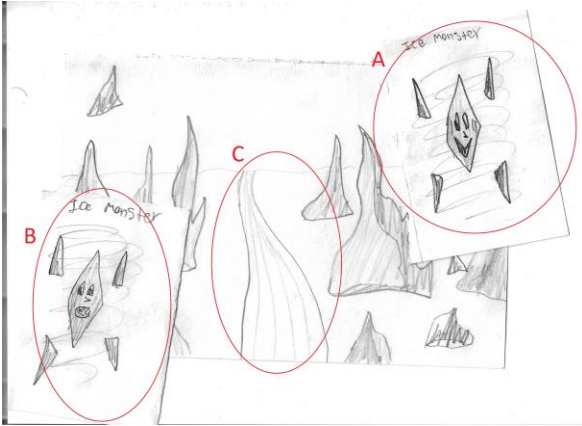
Then he will give the player a mission to visit him for further information and he will then disappear.

The player can now leave the house.

Icy Spikes

-(E) on the map (Refer to Page 3 Map)

The Player has to go through this area to get access to the Mystical Wizards Tower. Some areas are not accessible until other areas are visited first, see the **progression guide** on page 2.



(A) Ice Monster, his name is Bob

(B) Ice Monster, his name is Joe

(C) The pathway out

Description of area: cold, full of large spikes made of ice, there are two minions of the dark magician talking to each other next to an ice spike.

The ice monsters are pretty dumb, they are easily convinced but they also will attack very quickly. They have the power to shoot spikes made of ice. They can be defeated easily because they are so brittle.

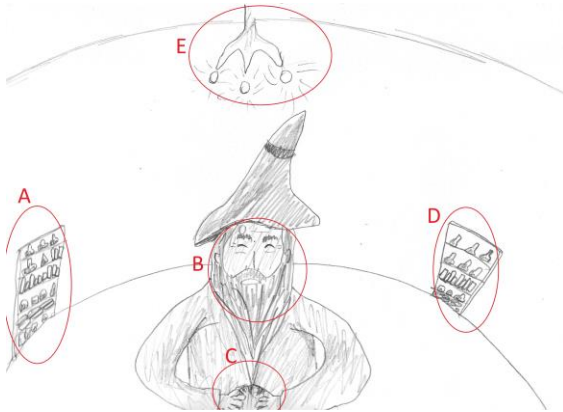
The player can do anything they want as long as they get past, they can convince the monsters to join them, or they can kill the monsters.

Upon killing the ice monsters, ONLY ONE will drop an **Ice Crystal**, crystals can be given to the mystical wizard to be infused into the players magic staff.

The Mystical Wizards Tower

-(F) on the map (Refer to Page 3 Map)

The Player can now either visit the Mystical Wizards tower immediately (recommended), or move on and come back later.



- (A) Various potions and books
- (B) The Mystical Wizard
- (C) His staff
- (D) More potions and books
- (E) A chandelier with lights made of magic.

Upon entering the player will be greeted.

Give the Wizard a wise personality, he is many centuries old and knows magic very well, he also has beef with the Bridge Guardian.

The Wizard will explain that the player needs to defeat the Dark Magician using any means necessary, the first thing the player needs to do is get the key for the castle gates from the Bridge Gurdian.

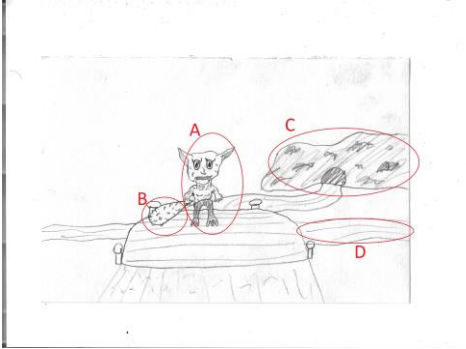
And the Magician will ask the player to give him any crystals they find so he can infuse them into the players staff, allowing the player to use **Magic**.

The Dark magician will explain that the player can use elemental magic, for example; an ice crystal will let the player use ice magic, and they can make any spell they want, such as shooting ice cubes, or turning the ground into ice.

Guardian's Bridge

-(G) on the map (Refer to Page 3 Map)

The Player can now go to the Guardian's Bridge immediately (recommended), or straight to Blocky Rocks.



(A) Bridge Guardian

(B) His club, it is extremely heavy

(C) His cave, where he lives, (H) on the map (Refer to Page 3 Map)

(D) River water

The player's goal is to convince the Bridge Guardian to give them the key to the Castle.

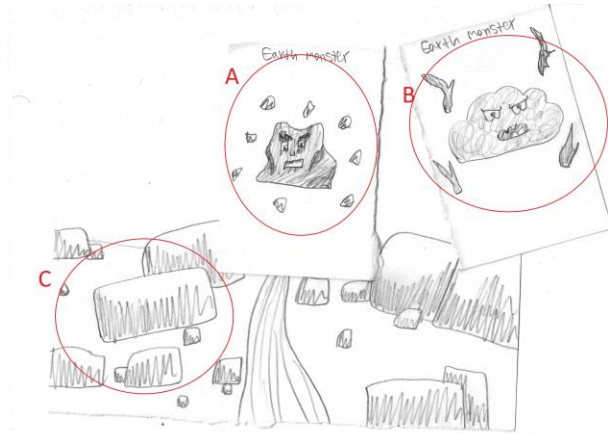
The Bridge Guardian is a tiny goblin with a big attitude, he will smush anyone who insults him with his club. He is very stubborn and he hates the Mystical Wizard.

The Guardian will not give the player the key unless they give him his **package** that is stuck in the Great Split tree, once they give him the **package**, he will give them the **castle gate key**.

Blocky Rocks

-(I) on the map (Refer to Page 3 Map)

To get to the Great Split Tree, the player has to go through this area. Some areas are not accessible until other areas are visited first, see the **progression guide** on page 2.



(A) Earth Monster, his name is Oliver, he is a boulder

(B) Earth Monster, his name is John, he is a bush

(C) Big, square-shaped rocks

The monsters are earth monsters, they are both minions of the Dark Magician, they are both pretty dumb. They can be defeated using magic. Oliver attacks by throwing high-velocity rocks, John attacks with 4 floating branch arms.

The player can do anything they want as long as they get past, they can convince the monsters to join them, or they can kill the monsters.

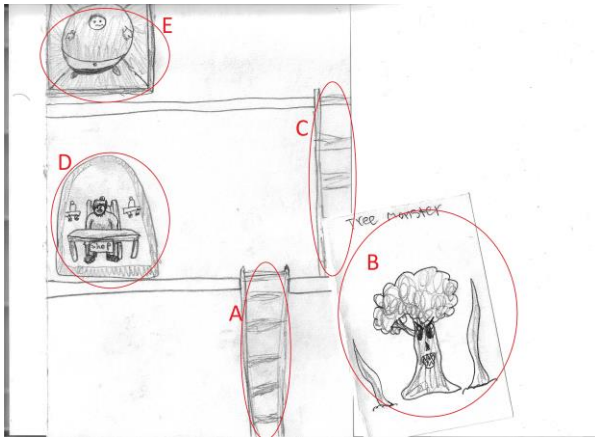
Upon killing the earth monsters, ONLY ONE will drop an **Earth Crystal**, the player can go back to the mystical wizard for the crystal to be infused into their magic staff.

The Great Split Tree Level 1

-(J) on the map (Refer to Page 3 Map)

Important: Before getting inside the tree, the player has to remove roots that have grown over the entrance (Preferably using magic).

To get to the Great Split Tree level 2, the player has to go through this area. Some areas are not accessible until other areas are visited first, see the **progression guide** on page 2.



- (A) Ladder guarded by earth monster
- (B) Earth monster, his name is Liam, he is a tree
- (C) Ladder to fat guy
- (D) Shopkeeper, he is sleeping
- (E) Fat guy stuck in the hallway to level 2 of the tree

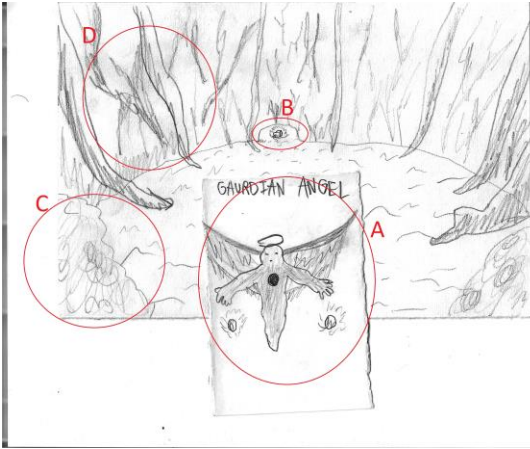
Once the player gets in, they will see the earth monster Liam, he is a minion of the Dark Magician, **he's pretty smart, and he won't attack right away unless provoked, he attacks with vines.** Killing him will drop nothing.

Once they climb ladder A, they can wake up the Shopkeeper. The Shopkeeper will explain that he's been stuck inside the tree because of the monster and the vines, and he's very grateful to the player for opening the way out, so he gives the player his last item in stock for free. He gives the player a bottle of **Slimfast**.

After this the player can go up Ladder C and talk to the fat guy. Fat guy will explain how he ate too much food while standing in the hall and he ended up getting stuck. The player can convince him to drink the **Slimfast**, then they can get past him and through the hallway to a ladder to the second level of The Great Split Tree.

The Great Split Tree Level 2

-(K) on the map (Refer to Page 3 Map)



- (A) Guardian Angel, a light monster, its name is just Guardian Angel
- (B) The Bridge Guardian's package
- (C) Bushes
- (D) Giant vines

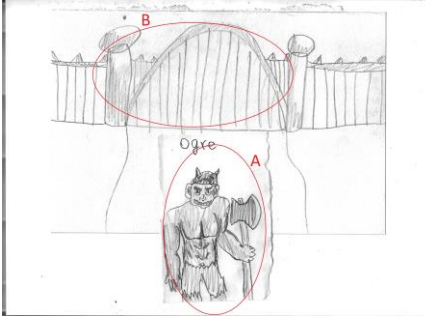
Description of room: Giant hollowed out tree trunk, many vines and bushes.

The player will be greeted by the Guardian Angel. *The Guardian Angel is a ghost-like figure, it will say that its only job is to protect the package, and it won't attack unless the player tries to get the package, it has a halo on its head, and it attacks using balls of light.* It will drop a **Light Crystal**; the player can go back to the mystical wizard for the crystal to be infused into their magic staff.

The player's objective is to retrieve the package and bring it back to the Bridge Guardian. Once they have given the package to the Bridge Guardian, he will run into his cave with it, and come back out with a Zoovac shirt on, claiming that it was what was in the package. He will then give the player the **Gate Key**.

The Dark Magicians Castle (and gate)

The Player will go through the forest behind their house, it's a very dense forest but it's possible to use light magic to fly over, or earth magic to move the trees and make a path. -(D) on the map (Refer to Page 3 Map), then the player will go to the Castle Gates. -(B) on the map (Refer to Page 3 Map)

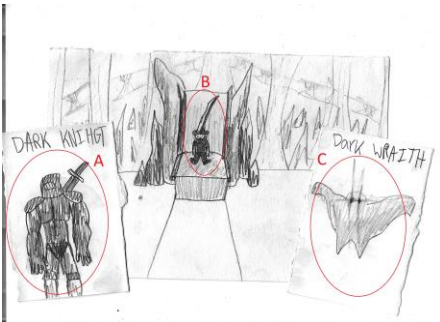


(A) Ogre, dark monster, his name is Ooga Booga

(B) Gate to the castle, needs Key to open

The ogre will attack player on sight, it gives off an evil aura, it will attack using its axe. Upon killing it, a **Dark Crystal** will drop, the player can go back to the mystical wizard for the crystal to be infused into their magic staff.

Now the player can enter the Dark Magicians Castle -(A) on the map (Refer to Page 3 Map)



(A) Dark Knight, dark monster giving off an evil aura, *wearing armor, uses a sword to attack.*

(B) The Dark Magician, very tiny, speaks with a tiny voice, has a large magic hat

(C) Dark Wraith, dark monster giving off an evil aura, *it is like a vampire bat, it uses its speed and fangs to attack.*

This is the final boss battle of the game, the Dark Magician will congratulate the player for coming this far, then he will send the two dark monsters to attack the player. While the fight is happening, the magician will give a few remarks about how the player can't win.

After the monsters are defeated, the Dark Magician will say that he has one final trick up his sleeve, then he will disappear in a cloud of smoke. Then, the floor under the player will open and they will fall in. **That's the end of the game.**