

Player Saves

A: 3 + ☐ W:
D: 2 + ☐ A:
S: 3 ☐

Name: Spoon

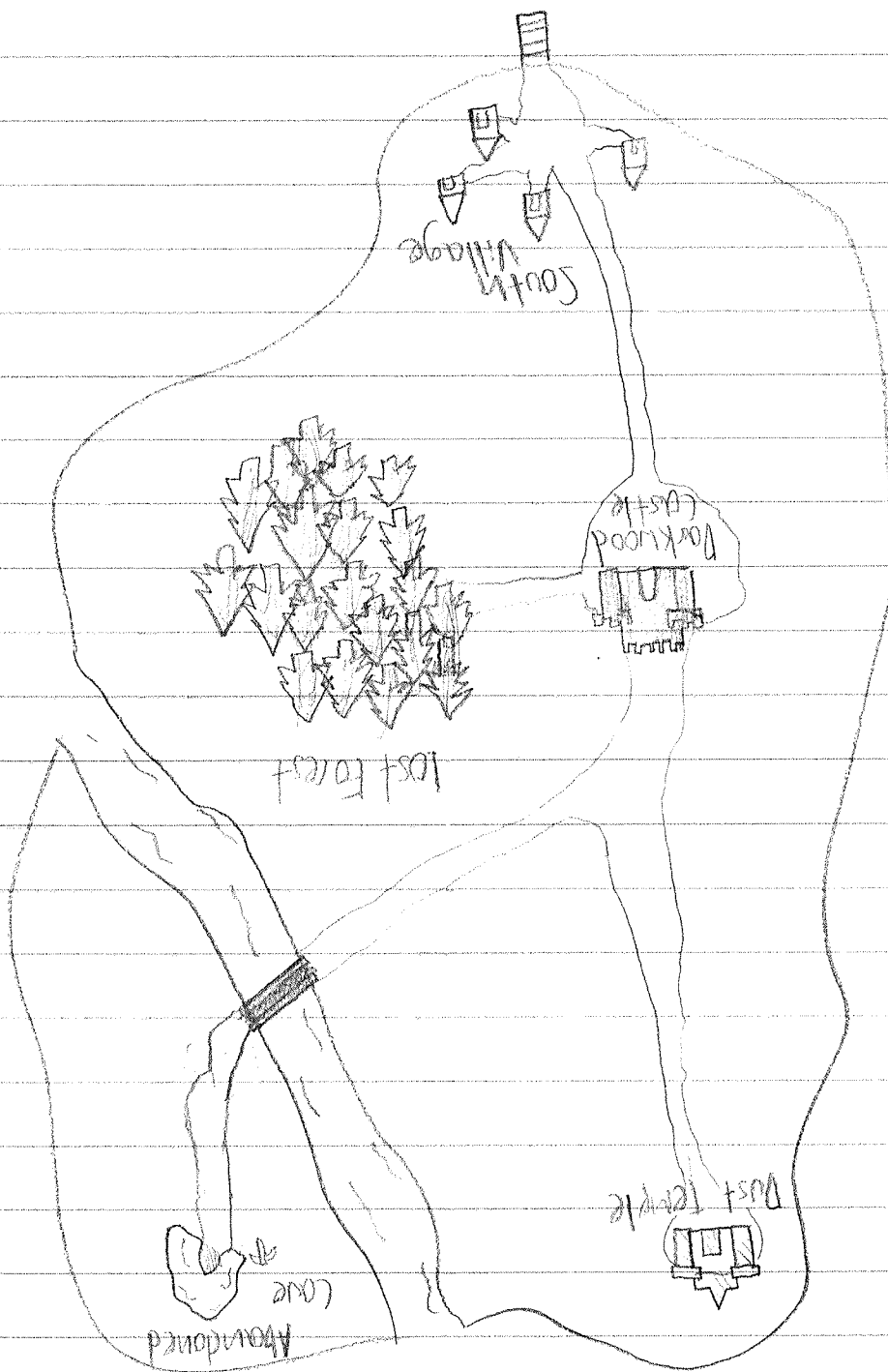
Location:

+ ☐ W:
+ ☐ A:

A:
D:
S:

Name:

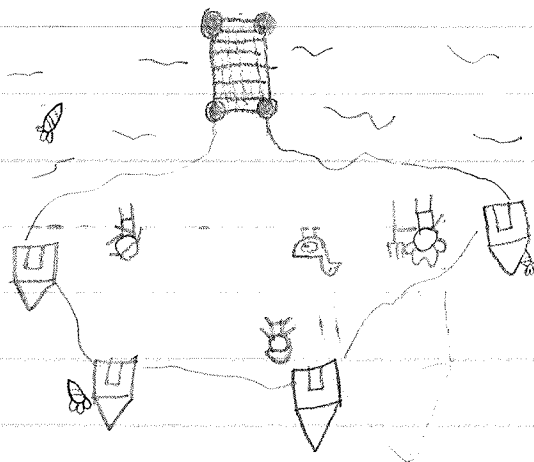
Location:



Map

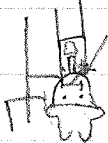
South Village

Threat: 1



Characters

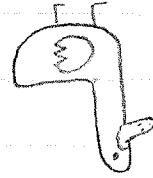
Farmer Joe
A:2
D:4
S:2



"Hello S.K, can you help
we find my carrots
I'll reward you for it!"

find 5x5
Reward: 5
Garden Spade
+ 1 Attack

A:1
D:3
S:3



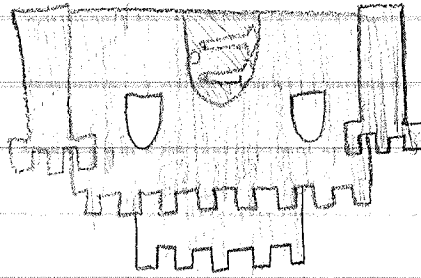
Duck

Spawns:



Darkwood Castle

Threat: 2



Characters:

Spawns:

Barkmite



A: 2

D: 1

S: 5

Spike



S: 5

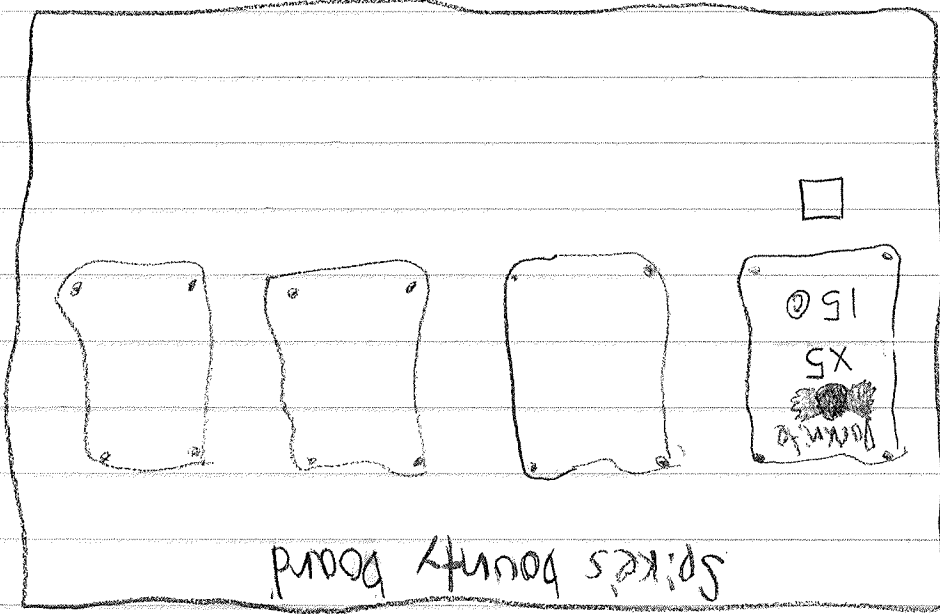
D: 4

A: 6

"Hello Traveler you

Interested in bounty

Hunting... could make
you some extra gold..."



Darkwood Castle

(page 2)

Threat: 2

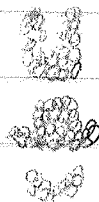
Shopkeeper
A: 9
D: 9
S: 10



welcome to my
store where you
can buy great stuff
at reasonable prices!

Armors:

(Chainmail) Armor



15 @
+ 2 Defense

Darkwood Knight



25 @
+ 4 Defense

Weapons:



Rusty Sword
15 @
+ 2 Attack



One-handed Spear
20 @
+ 3 Attack



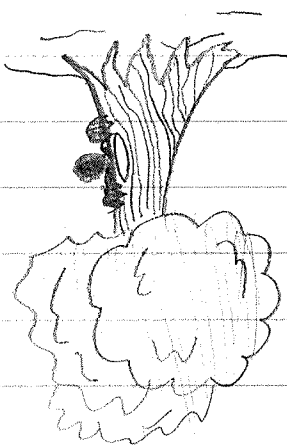
Kings Sword
65 @
+ 10 Attack



Warhammer
35 @
+ 6 Attack

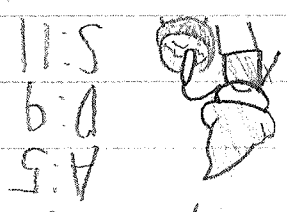
Lost Forest

Threat: 4



Characters:

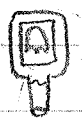
Lonely Witch



A: 5
D: 9
S: 11

"I can enchant your
stats with my various
brews..."

15 @
+1 Defence
Defence Up



15 @
+1 Speed
Speed Up



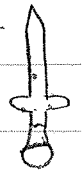
Park: 12 AG



A: 7
D: 5
S: 10

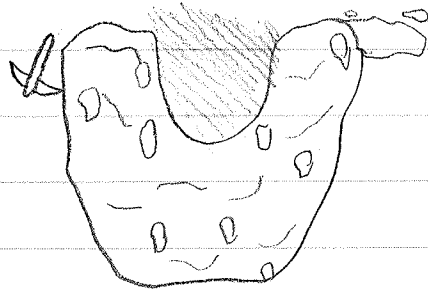
Spawns:

15 @
+1 Attack
Attack Up



Abandoned Cave

Threat: 4



Characters:

Spawns:

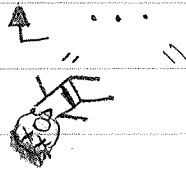
Dead Man

Backbite

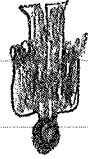
A:0
D:0
S:0

A:2
D:1
S:5

"..."
"you have received a amulet!"



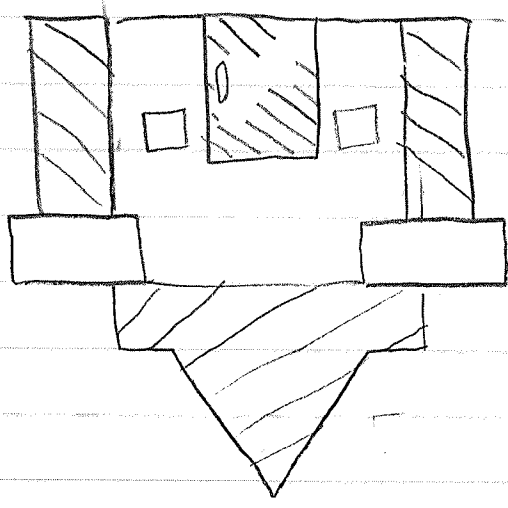
Backbite AG



A:7
D:5
S:10

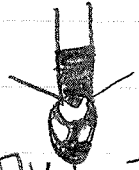


Dust Temple



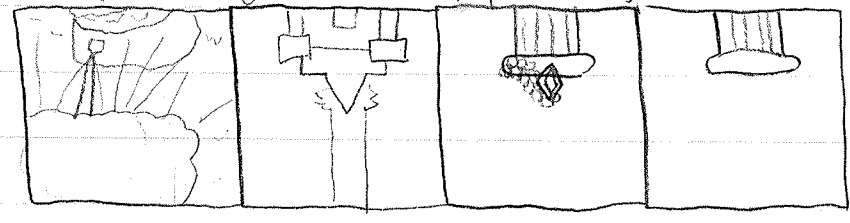
Characters:

~~Protector of Light~~
THE FALLEN AG



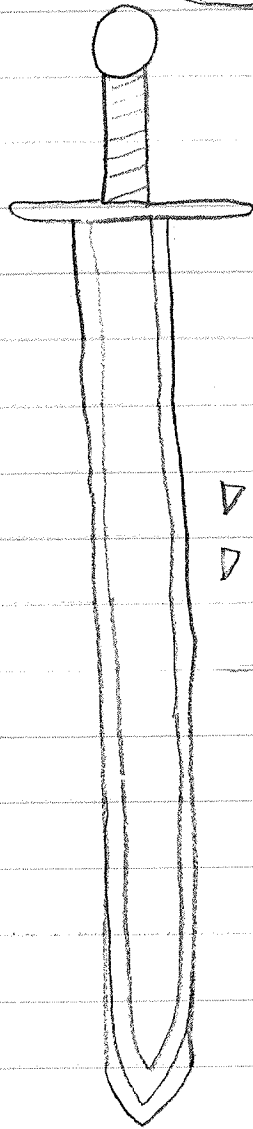
A:12 D:14 S:12

If you have the anulet
If you don't you need to get it!



congratulations for restoring
the light of the world! The end.

Knight



▷ Start

▷ Saves