

# The Rollwind Dungeon

The Rollwind Dungeon is a name given to a mystery dungeon found at Rollwind Valley. The dungeon is known for its reputation to be the dungeon that has, to this day. Never been fully explored. If its even is considered a dungeon at all, because of its empty quietness of missing hostile wild pokemon which mystery dungeons are basically known for.

Now that maybe an unlikely scenario. But this dungeon is known for its deaths and disappearances of thousands of explorers for a century since March 15, 1910 of its discovery.

Entering the terror:

The dungeon consists of 40 floors in total.

Those who entered noticed its claustrophobic paths and unusual triangular complexity of its structure. Those entering the 4th floor of the dungeon recalled the air of uneasiness. Their point of their scare factor hits at the 7th floor as the pathways begin to get more claustrophobic. Rooms contain hieroglyphics containing a peculiar symbol will be found. Treasures are random in any room, almost like a typical mystery dungeon fashion. But remember as I said before, there are no wild pokemon anywhere in the dungeon. Just pure silent nothingness but you and your team.

Any pokemon that can dig reported that rocks began harder and harder to dig as they progress. Even with a lot of advanced ways to dig, it still becomes harder and harder to smash through. Even through a one-room orb is almost useless but it becomes weak when you start reaching to the 15th floor.

Reaching at the 8th floor, explorers began to hallucinate not just noises that range from pitches, ringing, and grinding. A feeling that something might be watching you through the darkness and tiny spaces. As you continue, an out of place distant scream can occasionally be heard. Some Explorers think it does not happen most of the time.

At the 15th floor is where the claustrophobia began to creep in, this is where some spaces will be more smaller and your digging or anything that can make space for your team will begin to be useless, you are rewarded with your belly to the ground and shift through the tight spaces of what will be your soon-to-be tomb. For those who have one room orbs, you'll begin to notice your orb beginning to weaken as you keep crawling through.

At the start of the 16th floor, trip and warp traps will appear. Trip traps maybe annoying but for warp traps, well if it says in the description that it will teleport you into a random floor tile. Well you or your partner will eventually get lost or be lucky enough to be sent to the 1st floor (even if you're team or you are still in the Rollwind Dungeon, if you or your friend(s) are some selfish moron(s). from 17th to 18th, it becomes like the same, but laid with cerebral terrors such as the obsession which it can hold yourself to become lost in bliss to continue further, and sometimes hallucinations in the form of lost explorers whom suddenly never seen again.

At the 19th floor is where it'll become terrifying. The floor has a large round rock, but however there is something off about this rock. This is the floor where the explorers vanish without a trace. Last entry of every lost explorer says the oddity of the large soft rock's presence. One stated that it once moved by itself, a breeze feeling entering through the thin tiny gap, enough to send a chill down your spine.

If the breeze gets more acute. It's time for you get out of there, luckily you and your team have the will to break your explorer guts to say "screw this dungeon, I'm out of here" with an almost broken sanity as your reward.

What's that, you want to continue further because of some obsessive will to continue forward but in reality, you and your team's psyche are actually shattered? Your funeral.

It is unknown yet what lays beyond the 20th - 40th floors.

Any attempts to exit back the dungeon suddenly begin to feel something that is going to take a hold of their feet. Something trying to get you, but it isn't there, is it close? Is it still far away? You may never know. Because you can't see it, but it is there. It can be there, it might be there, it would be right there trying to get a hold of you. You just don't know it yet.

No, it is like the dungeon is trying to get a hold of you. The dungeon is alive, in a sense that it is not going to let you escape, the style of the floors you and your team have previously entered is unchanged. But the layout is the only thing that is changed.

It Wants You and Your Entire Team..

It is reported that not even guildmasters can brave from 19th - 40th floor. Irony at its finest...

But it was recorded throughout history that 1065 explorers and 759 guildmasters went there.

Nobody came back...