

Blasphemous Update V1.0.13



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(I have finally gotten around to updating the blasphemous map. I'm sure it will be the last update on this map, and also my last update for the year...probably.... *laughs* So, I went to work on the map, not knowing what to do with it. I eventually came up with the idea to make a gallery of maps, so that it can be used as a resource of maps for people to play. If you can't see the maps, there is a link in the center of the page which will take you to them. Also, on my "guild" or users page (I have posted every map I have made so far, with pictures and such, if anyone is interested in playing any of the maps. I have also added some quick notes about the map, such as what level it was, what kind of monster it was, or even simple stuff like where the monsters spawn, or what hole they are in. Hopefully, this will be a good resource for people to use. If you would like to contact me, please feel free to do so via my website or on my forums. The updates will continue to be free, but they will start to get quite expensive in the near future. I'm not sure how much they will be, but I'll try to keep the price down. Oh, and if you have any comments, please let me know! I'll do my best to keep this up to date, but I have to work. Thank you for reading this. See you next time! Chifz blasphemous update notes: -5% of map area for mods -5% of map area for npcs -5% of map area for books -5% of map area for chests -5% of map area for journal pages -5% of map area for keyholes -5% of map area for hidden treasures 82157476af

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