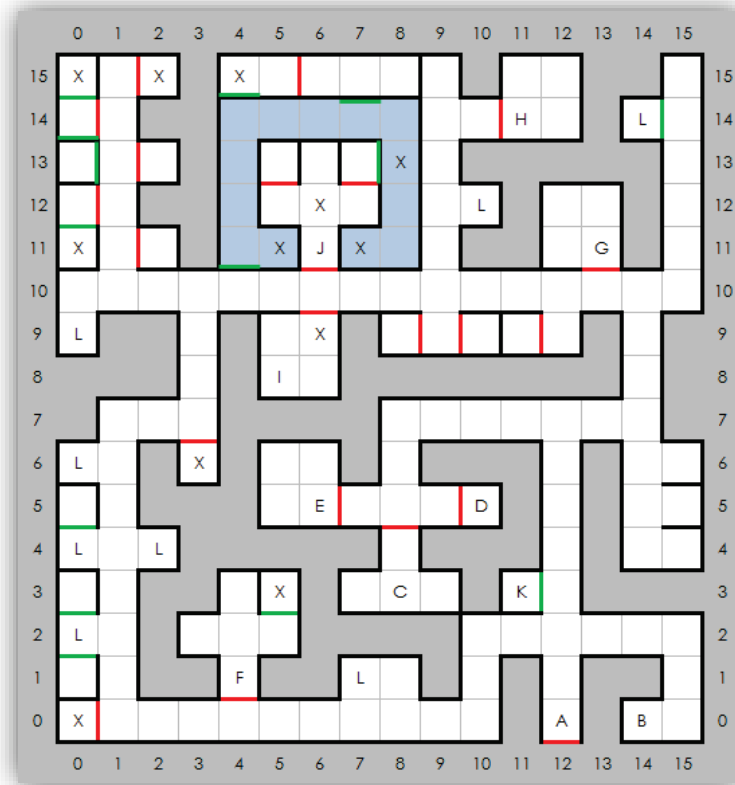




# Towns of Sorpigal and Erliquin with Dungeons

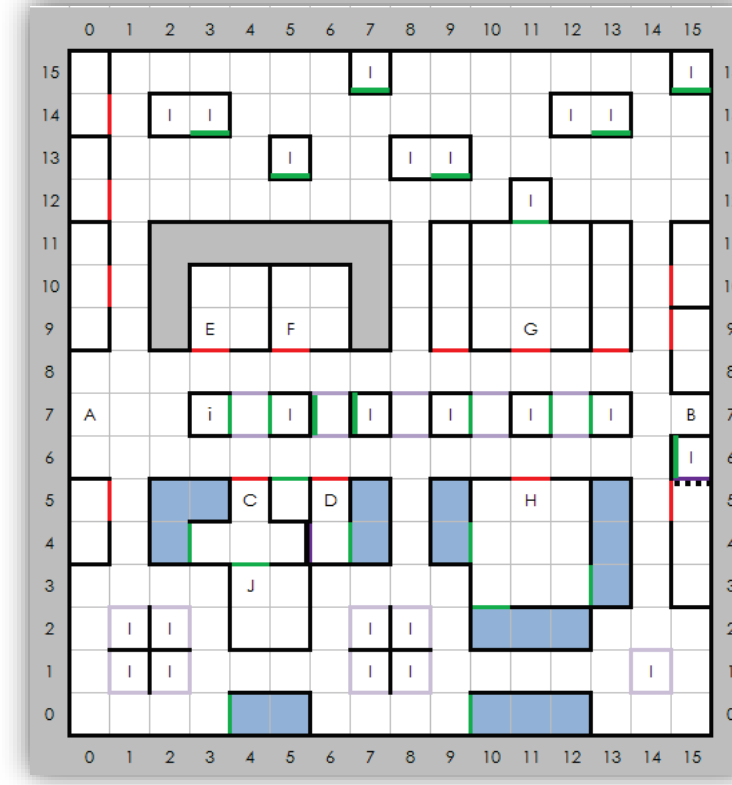
## SORPIGAL



Sorpigal is the starting town. The best approach is to find an easy fixed encounter and repeat it until you get some gear and experience. Then go to the dungeon below, get the quest and go to Erliquin.

- A. Entrance.
- B. Stairs down.
- C. The Inn of Sorpigal.
- D. Eulard's Fine Foods.
- E. B and B Blacksmiths.
- F. Temple Moonshadow.
- G. Otto's Training.
- H. Ye Olde Hogge Tavern.
- I. Trapdoor to the dungeon below.
- J. Jail.
- K. Leprechaun, teleports you to any town for one gem.
- L. Statues with inscription.

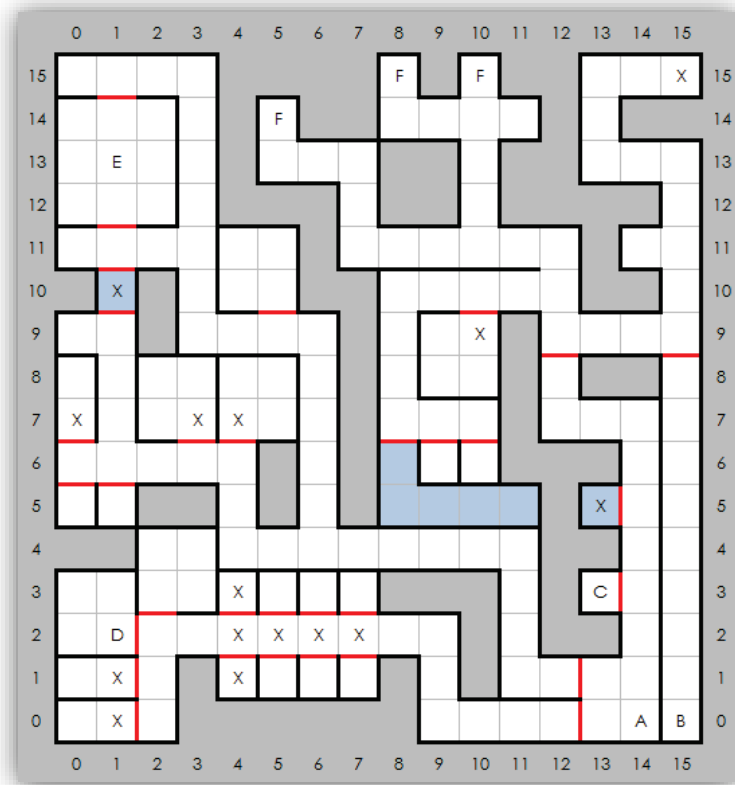
## ERLIQUIN



Erliquin has a lot of town treasure you can try to steal. It isn't worth it at low levels. The treasure is minor and then you constantly get attacked by diamond golems. Later, it's a good source of experience.

- A. Town entrance
- B. Stairs down to the vault
- C. Inn of Erliquin
- D. Four Star Foods
- E. Current Trends Ironworks
- F. Tavern of Tall Tales
- G. Superior Training
- H. Temple Gauche
- I. Town Treasure
- J. Wizard Agar

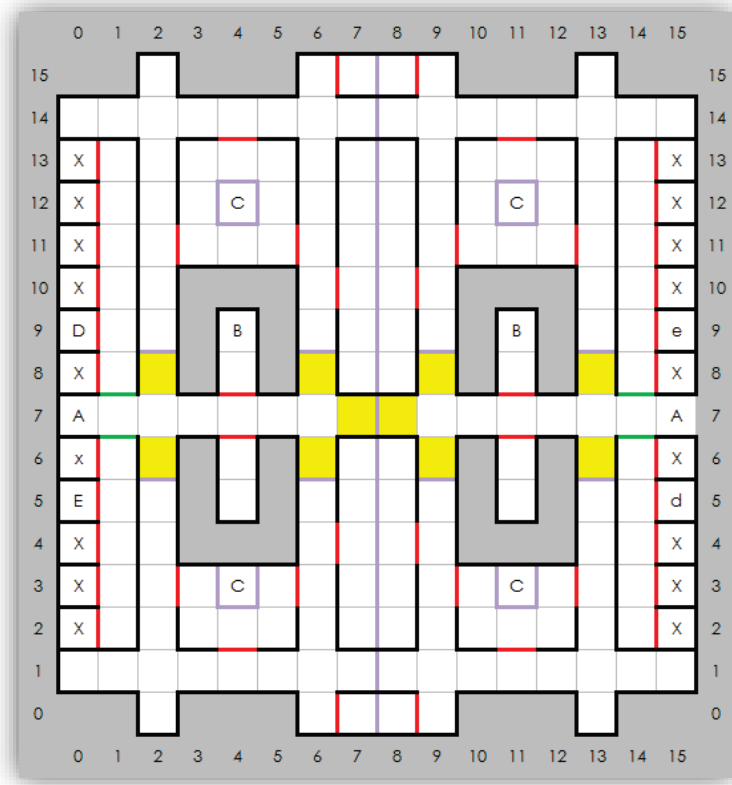
## SORPIGAL DUNGEON



The dungeon below Sorpigal is where you get your first quest, to take the scroll to Erliquin.

- A. Stairs up.
- B. Portal to cave in C-2 wilderness.
- C. A message: The jail above has many cells.
- D. An old wizard, starts the Two Brothers questline by sending you to Erliquin.
- E. The Arena.
- F. Turning around causes an encounter. Walk backwards.

## ERLIQUIN VAULT

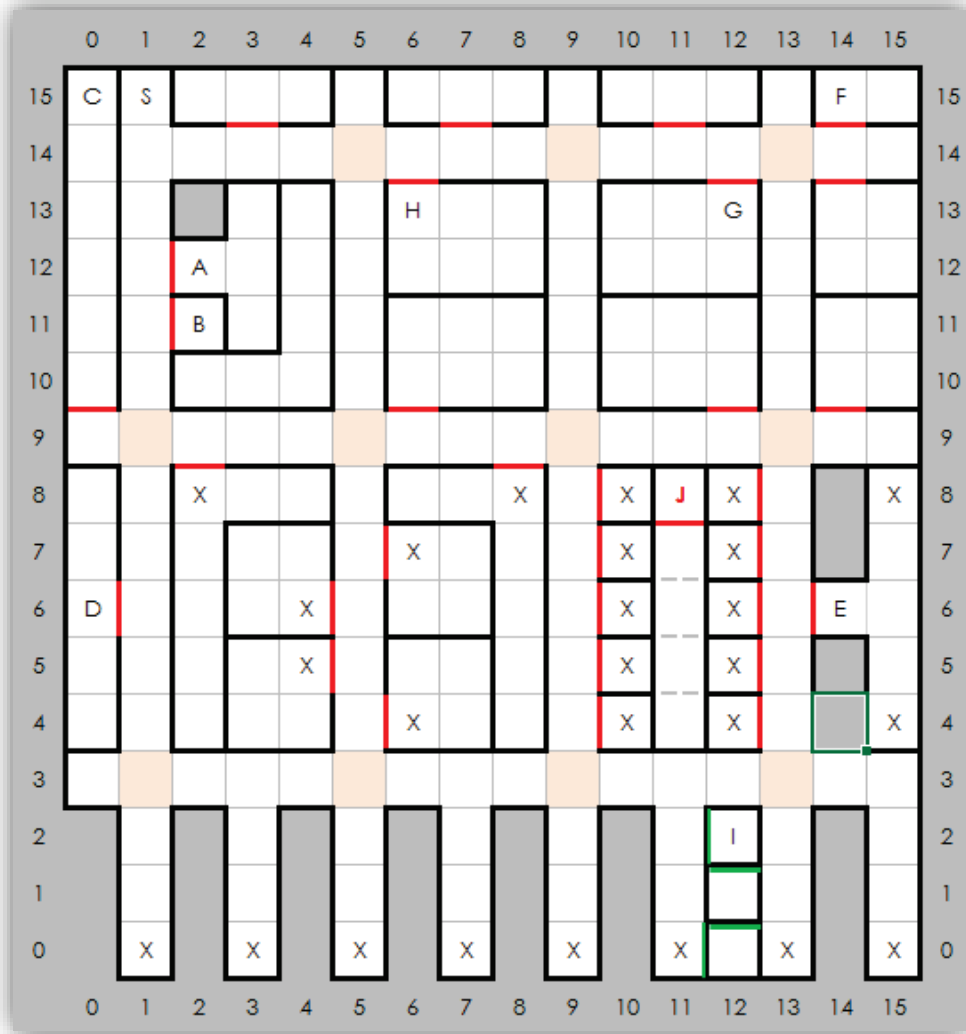


This dungeon has two entrances, one from inside Erliquin and the other from the wilderness of B-1, to the east of Erliquin.

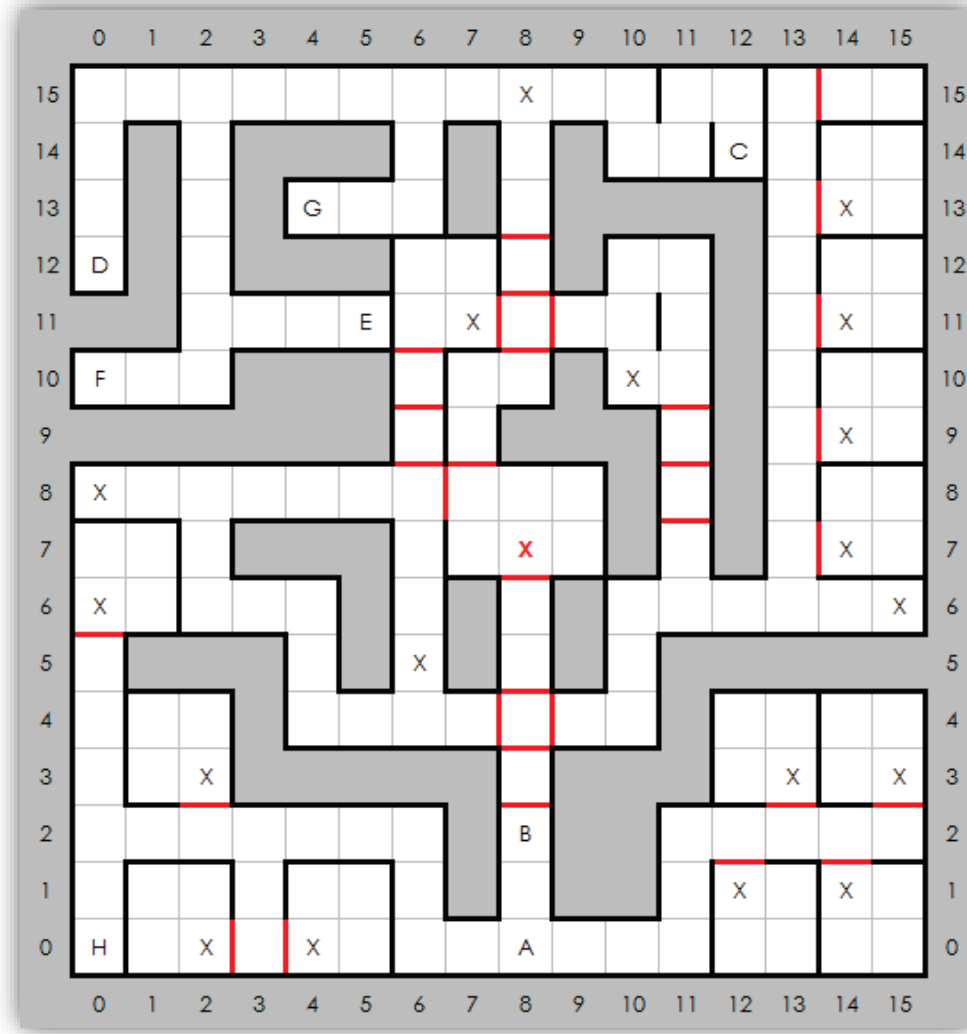
- A. Entrance
  - B. Access console. Typing in the wrong password twice causes you to get attacked. The correct password can be found in the tunnels below Dusk, behind a golden tapestry: YICU2ME3
  - C. Vault rooms. Each tile in this room contains treasure. The tile behind the barrier contains a silver chest.
  - D. You get teleported to the other side of the dungeon from here, past the barrier.
- The yellow tiles are flickering lights that zap you.

# Towns of Portsmouth and Algary with Dungeon

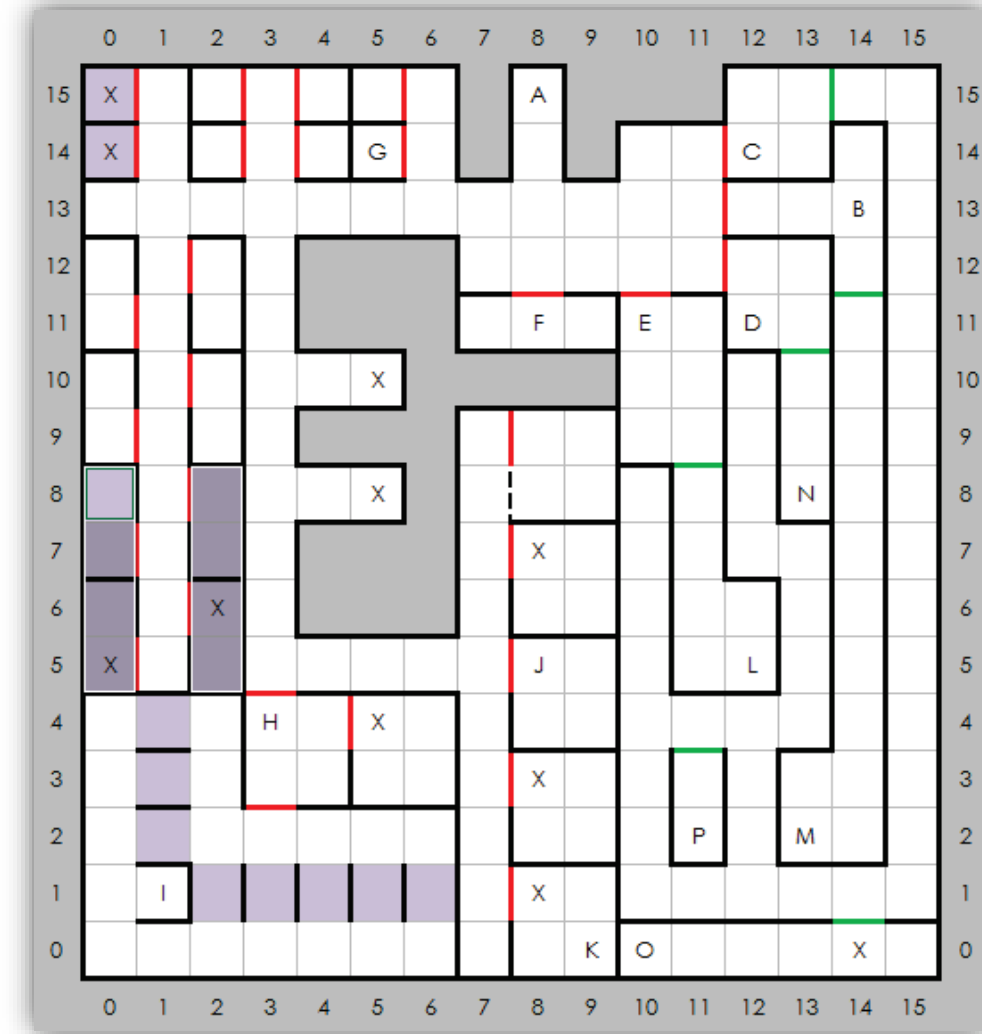
## PORTMISTH



## PORTSMITH DUNGEON



## ALGARY



- A. Inn of Portsmouth (Inn)
- B. Maid Marion's Market (Food)
- C. Stairs Down (Dungeon)
- D. Zorelda's Watering Hole (Tavern)
- E. Temple Succubon (Temple)
- F. Note: ZAM 12, 2
- G. B. Smith's Workshop (Shop)
- H. Amazonia's Training (Trainer)
- I. Zam, one of the two astral brothers for the main questline. His clue is C-15.
- J. The secret of Portsmouth. Encounter with a succubus queen and her demons. Very difficult.

The pink tiles are traps which drain males. There's a pool in the dungeon below which changes sex.

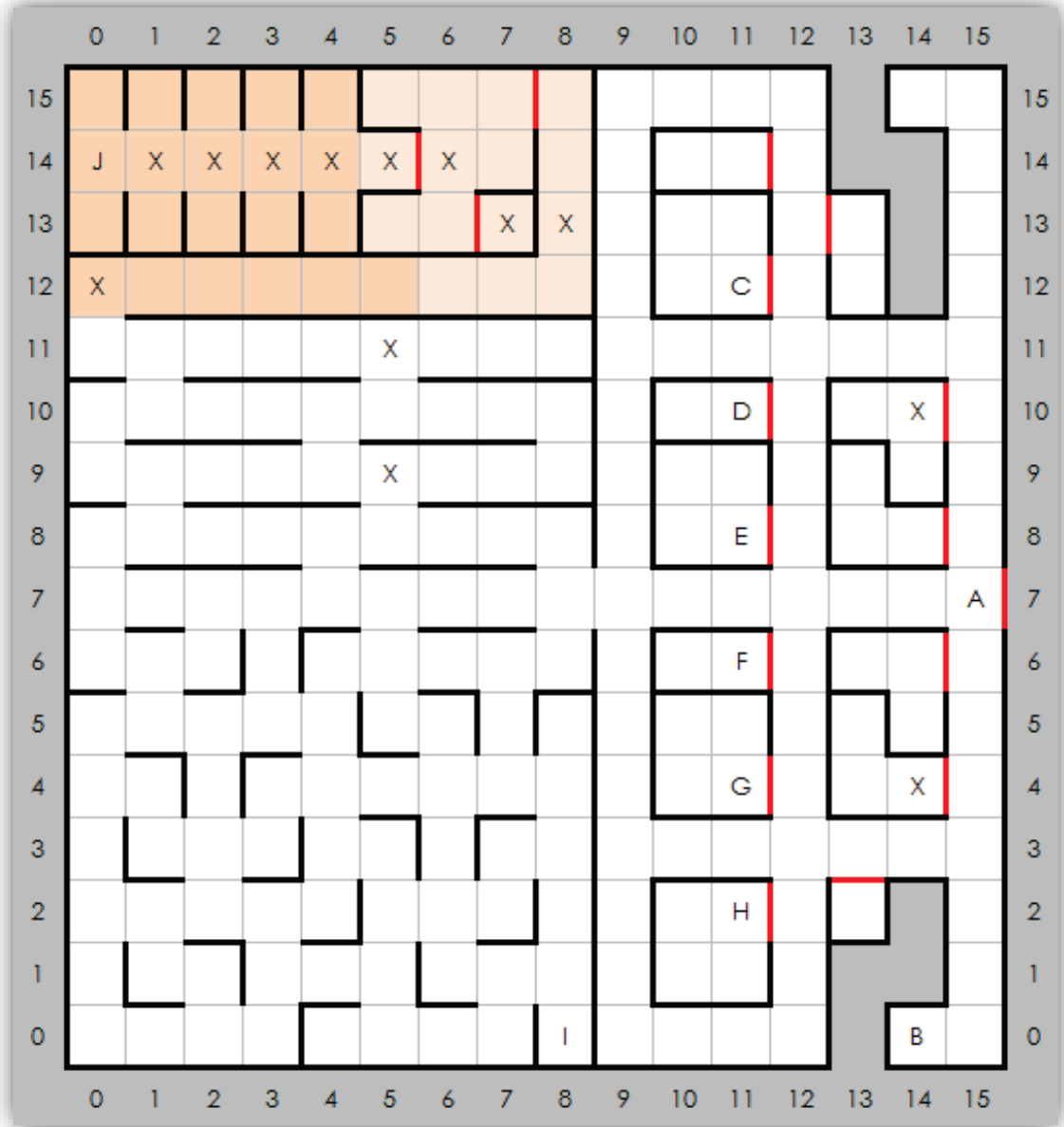
There's a stat increasing pool in the dungeon below Portsmouth, as well as a pool which reverses your sex. To get to either, you need a bronze key.

- A. Stairs up.
- B. A bronze gate, requires bronze key.
- C. Pool, reverses sex of everyone in the party.
- D. Pool, grants +4 Might to everyone.
- E. Pool, contains a treasure bag.
- F. Pool, inflicts disease.
- G. Pool, inflicts poison.

- A. Entrance
- B. The Inn of Algary
- C. Arcon's Slop (Food)
- D. Swampside Supplies
- E. Dragon's Claw Training
- F. Temple Half-Dead
- G. Morango the Mystic measures resistances.
- H. Ye olde docks.
- I. The other astral brother, Zom. His clue is 1-15.
- J. Jolly Jester Tavern
- K. A magic portal to Portsmouth, 8-4
- L. A magic portal to Sorpigel, 5-13
- M. Swaze pit (trapdoor down).
- N. Note: Zom 1-1.
- O. A magic portal to B-1 wilderness, 15-0
- P. A magic portal to E-4, 10-5, inside 0-0, the Fabled Building of Gold

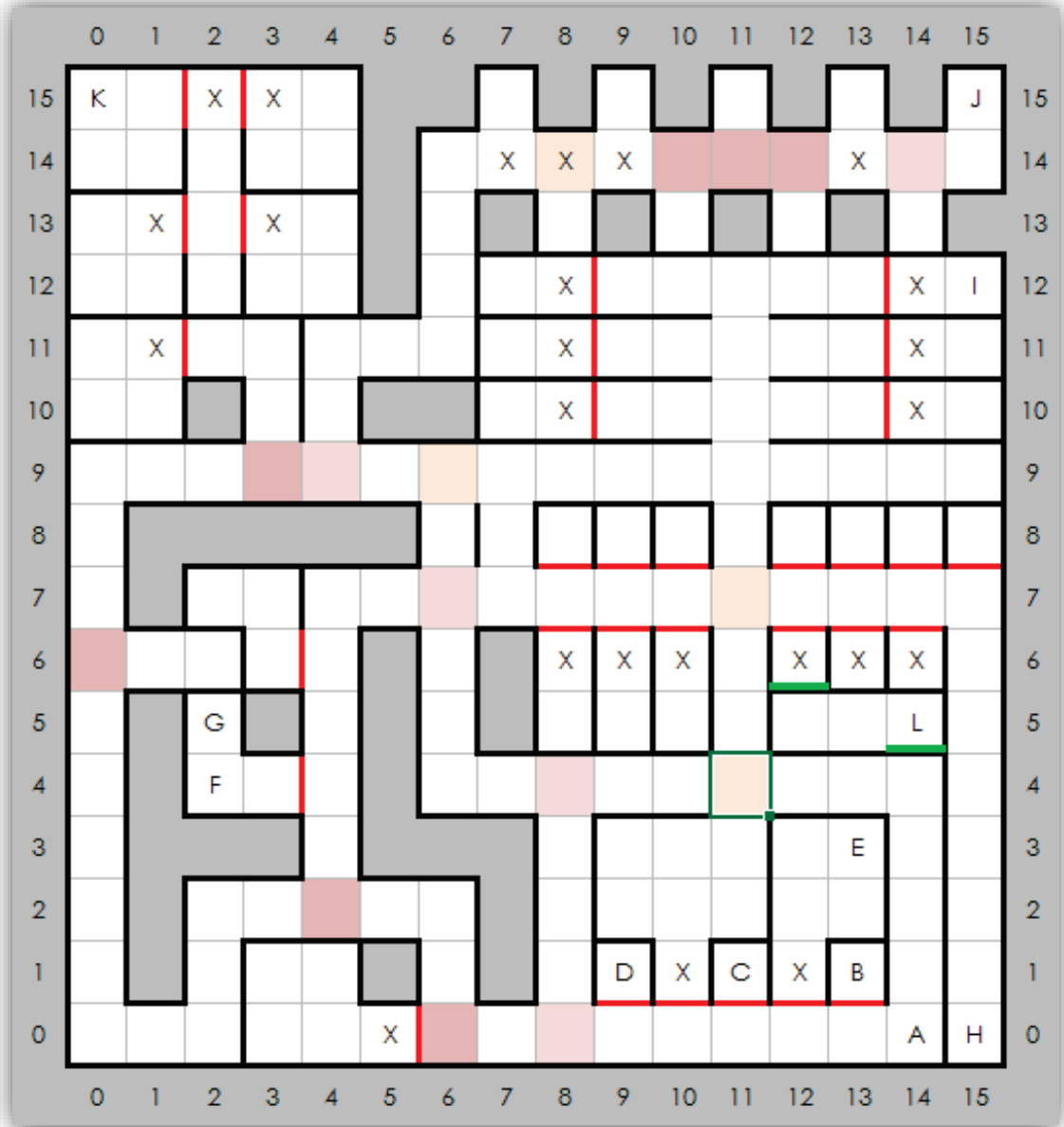
# Town of Dusk with Dungeon

## DUSK



- A. Entrance
- B. Stairs down
- C. Temple Geist
- D. Fewler's Feed
- E. The Inn of Dusk
- F. Casper's Fine Spirits
- G. Mystical Metal Works
- H. Clearman's Training
- I. An elf dressed in robes approaches... You are not the couriers!
- J. Forbidden Crypt
- K. Eternal resting place (ambush by vampires)

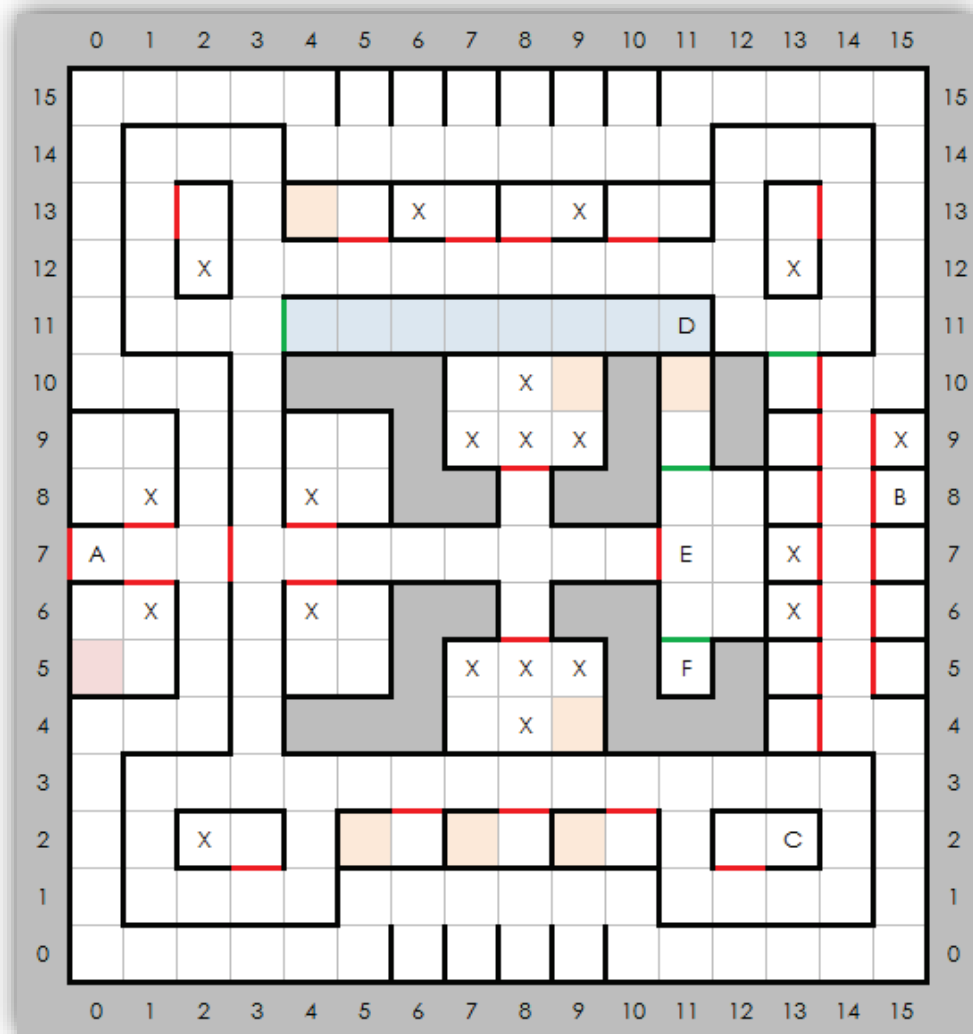
## DUSK DUNGEON



- A. Entrance
- B. Portal to B-2, cave at 8-4
- C. Portal to D-3, cave at 7-13
- D. Portal to B-3, Korin Bluffs Cave (0-7)
- E. Scrawled in stone: Character #1 leads the way. Beware, traps abound!
- F. Corak was here
- G. Behind an old tapestry, a message etched in gold reads: YICU2ME3
- H. Portal to Sorpibal, C-2
- I. A cavernous passage to Ruins of Castle Dalgadure (E-1, 12-12)
- J. +4 Accuracy
- K. Shrine of Okzar
- L. +4 Speed

# Castles Blackridge and White Wolf

## CASTLE BLACKRIDGE SOUTH

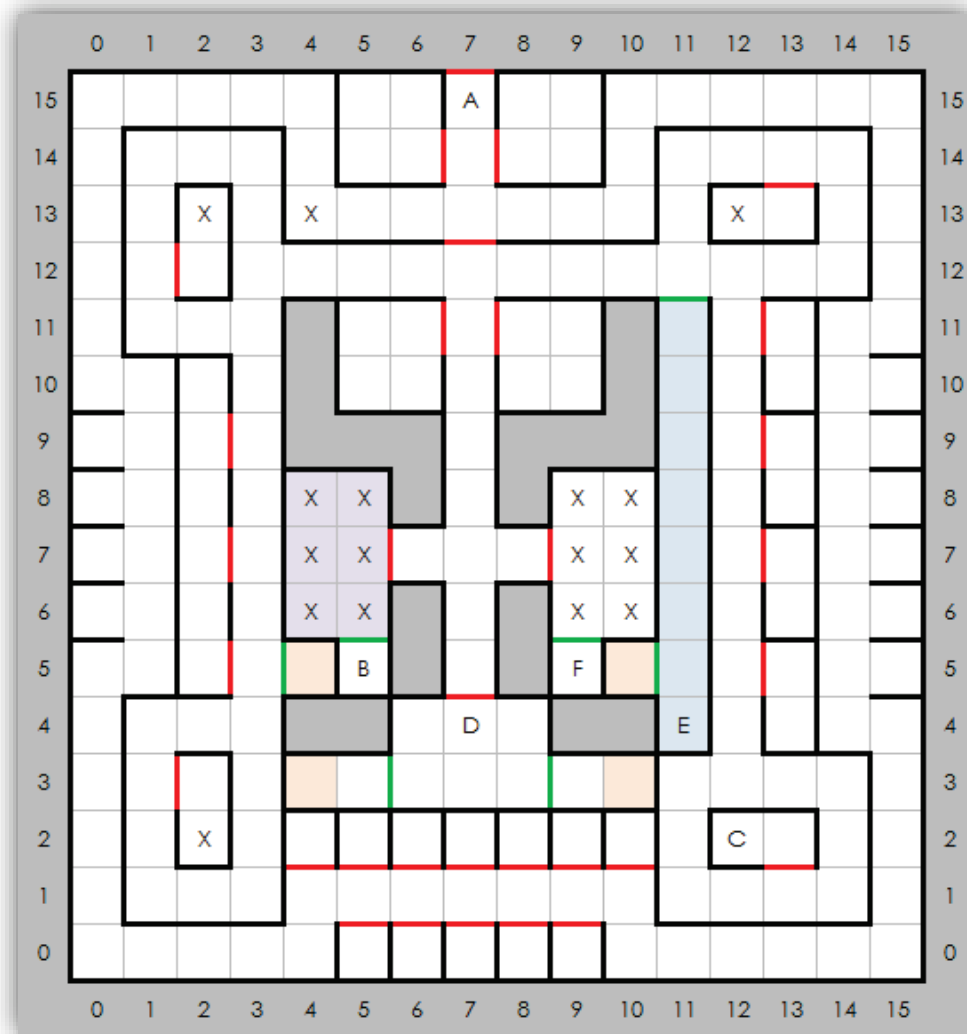


To get to the inner area, you need a Merchant Pass from the C-1 area.

- A. Entrance
- B. Silver message C: IAC1;-2;ONU--G,NOT2
- C. Prisoner.
- D. Slide, sends the party to B-1, 12,2
- E. Lord Hacker, offers quests.
- F. Pit of death. Takes you to Ruins of Castle Dragadune, E-1, Level 3, 7-4.

The blue area is magically dark, so lasting light is needed. The red areas are empty vaults which trigger alarms, causing frequent attacks by high-level enemies.

## CASTLE BLACKRIDGE NORTH

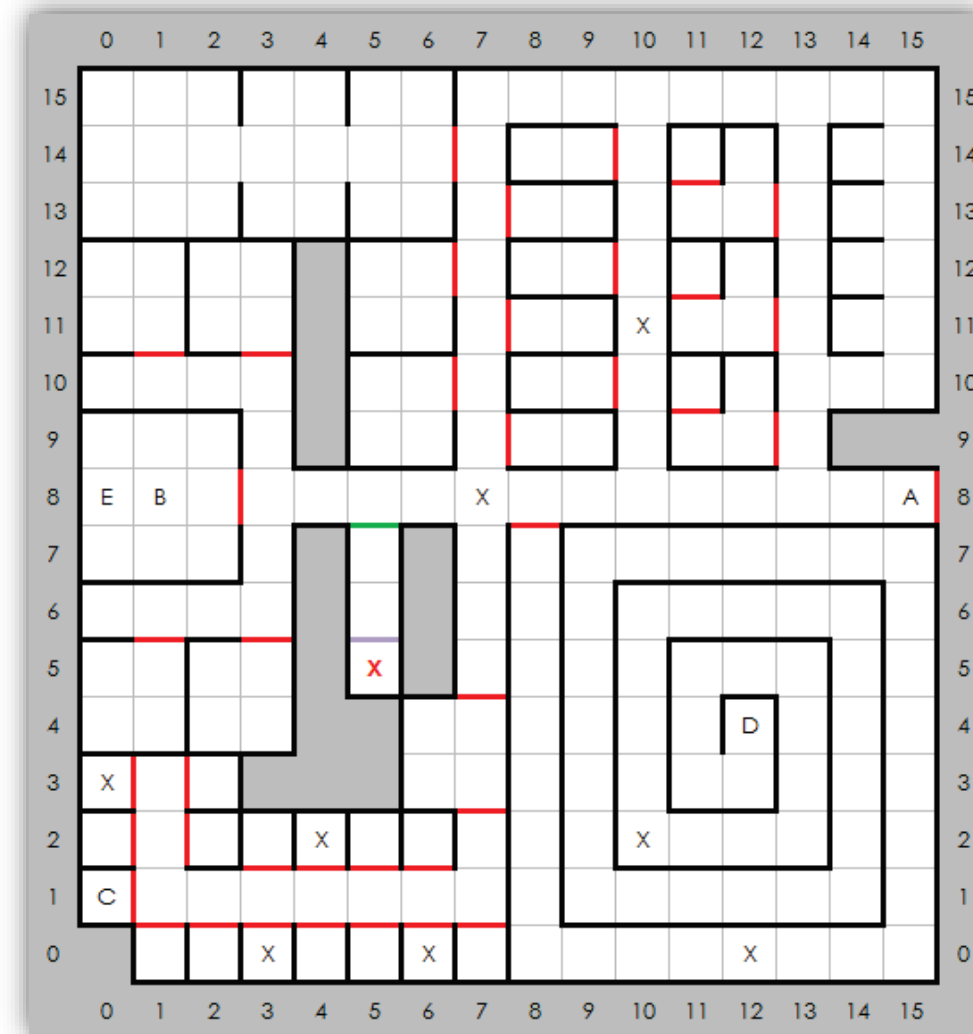


To get to the inner area, you need a Merchant Pass from the C-1 area.

- A. Entrance.
- B. Silver message A: ATIS-19-31UD54AEUPI1
- C. Prisoner.
- D. Lord Inspectron, offers quests.
- E. Slide, takes you to B-1,
- F. Minor treasure.

The blue area is magically dark, so lasting light is needed. The red areas are empty vaults which trigger alarms, causing frequent attacks by high-level enemies. The purple area is anti-magic and too dangerous to rest.

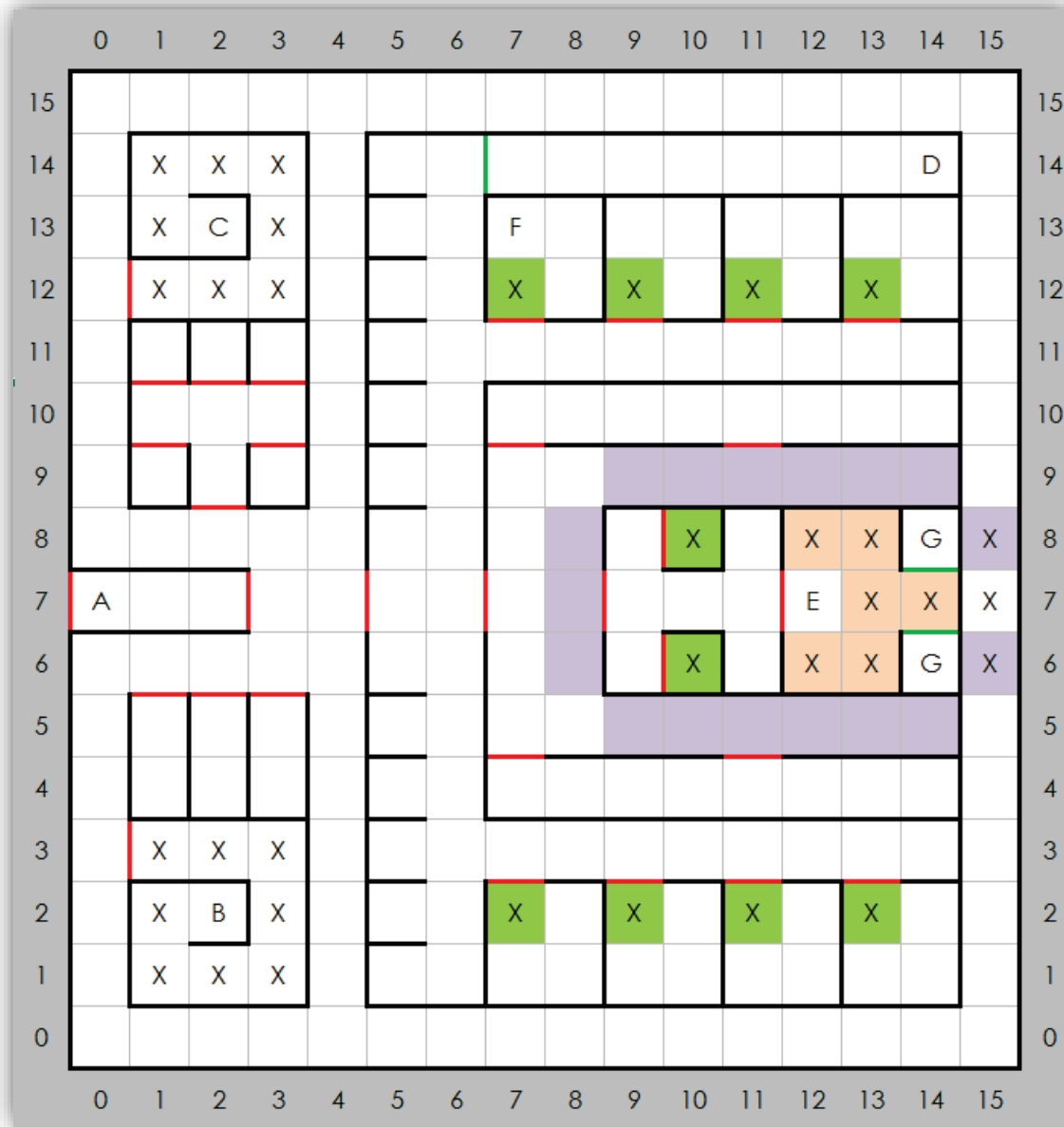
## CASTLE WHITE WOLF



- A. Entrance.
- B. Lord Ironfist, offers quests.
- C. Silver message B: RSTIA-,E1,;/11RN;/M-
- D. Prisoner.
- E. Button which removes the barrier at red X encounter, giving access to the castle treasure.

# Castles Alamar and Doom

## CASTLE ALAMAR

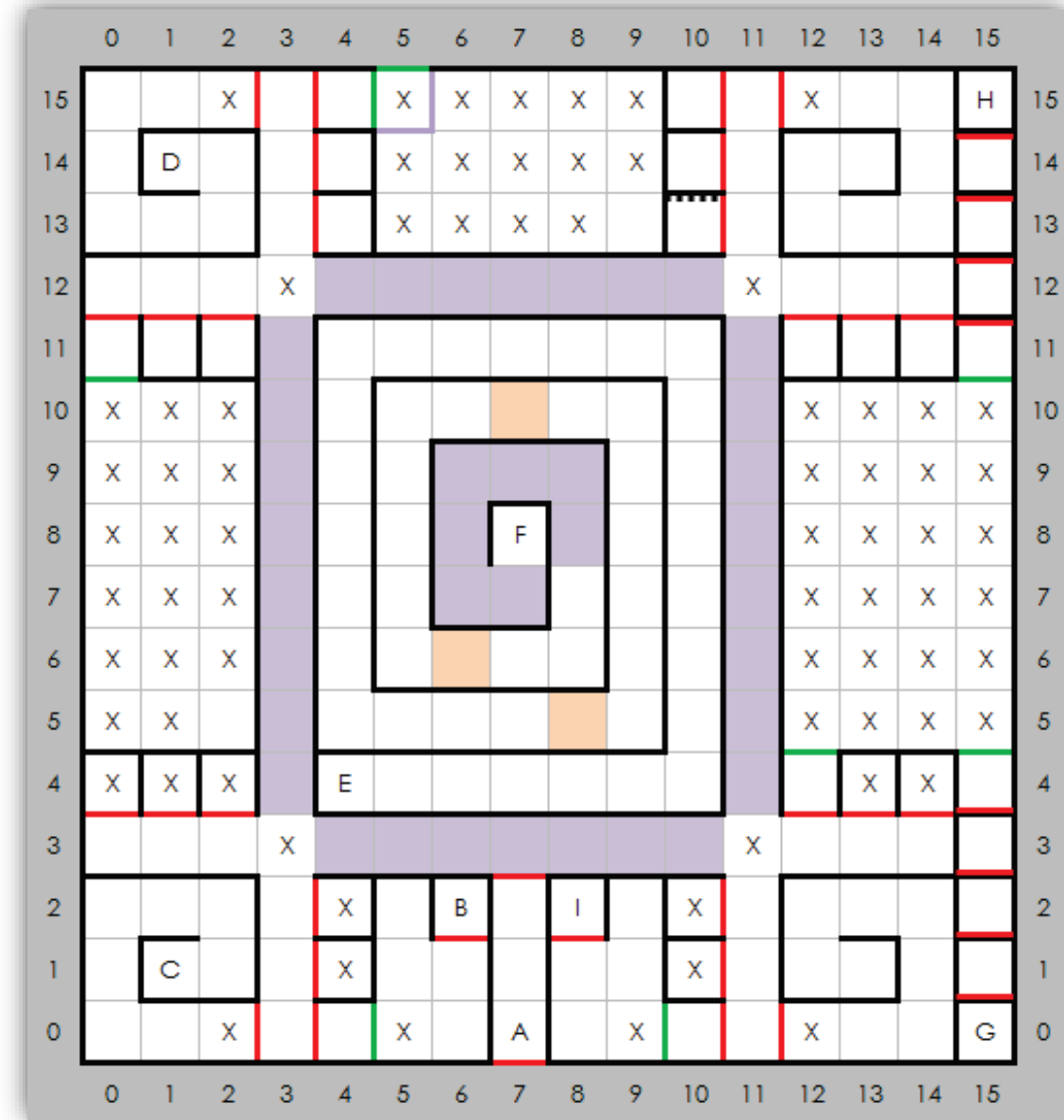


To solve Castle Alamar, you need to free the true King Alamar from Castle Doom and confront the impostor with the eye of Goros.

- A. Entrance
- B. Castle prisoner.
- C. Catapults ejects you into the wilderness.
- D. A chute, sends you to the wilderness, to the mountain area behind the castle.
- E. King Alamar. He's a fake. He gives you a quest you can't solve to stop you from doing other quests.
- F. Silver message E: OEI/:1-33-1EK5;D-ET
- G. Castle treasure. Feel free to loot.

The green areas are traps with encounters on top of them. Cast resistance spells to reduce the damage. The purple areas are anti-magic fields. The orange areas are too dangerous to rest. You need a Merchant's Pass from C-1 to get past the first door and a King's Pass from A-2 to get past the fourth door.

## CASTLE DOOM



To solve Castle Doom, you need to enter it via the secret entrance.

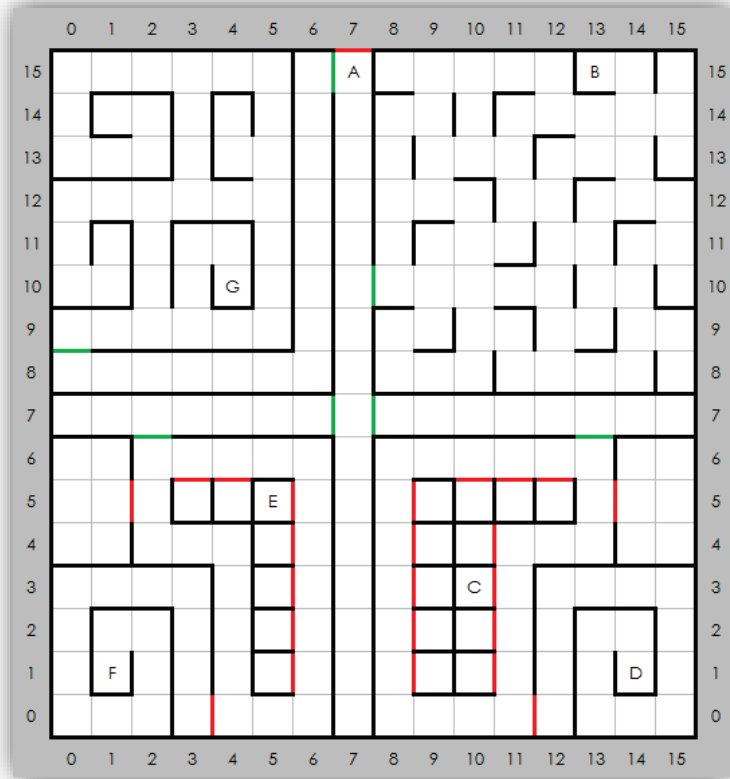
- A. Entrance.
- B. Strange machine.
- C. Silver message D: //SV/21; -22R, ;DU1RS0
- D. The prisoner.
- E. Secret entrance.
- F. True King Alamar. Take the eye and confront the fake king.
- G. Silver message interleave: FEDBAC

Purple areas are anti-magic fields. These basically force two requirements on you:

1. You need to enter Castle Doom through the secret entrance to get to the imprisoned King Alamar.
2. You need to possess the Golden Key to enter King Alamar's Cell.

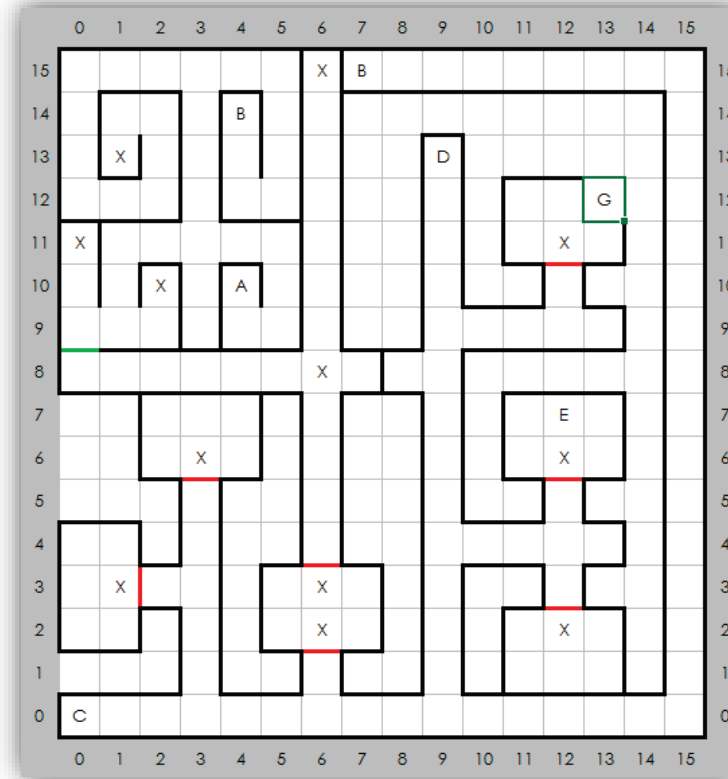
# Ruins of Castle Dragadune

## LEVEL 1



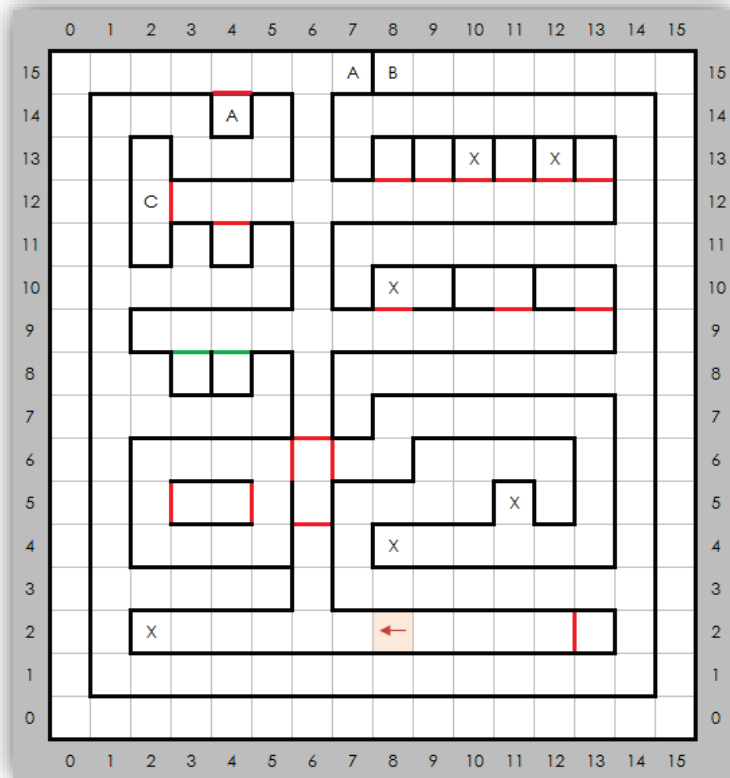
- A. Entrance.
- B. Fountain converts gold into experience. Needed for Lord Inspectron's quest.
- C. Silver message F: TSTST,E1,D-DS1A1DRH
- D. Prisoner.
- E. Trivia message: I be me
- F. The green clover grants those who are worthy +4 Luck
- G. Stairs going down.

## LEVEL 2



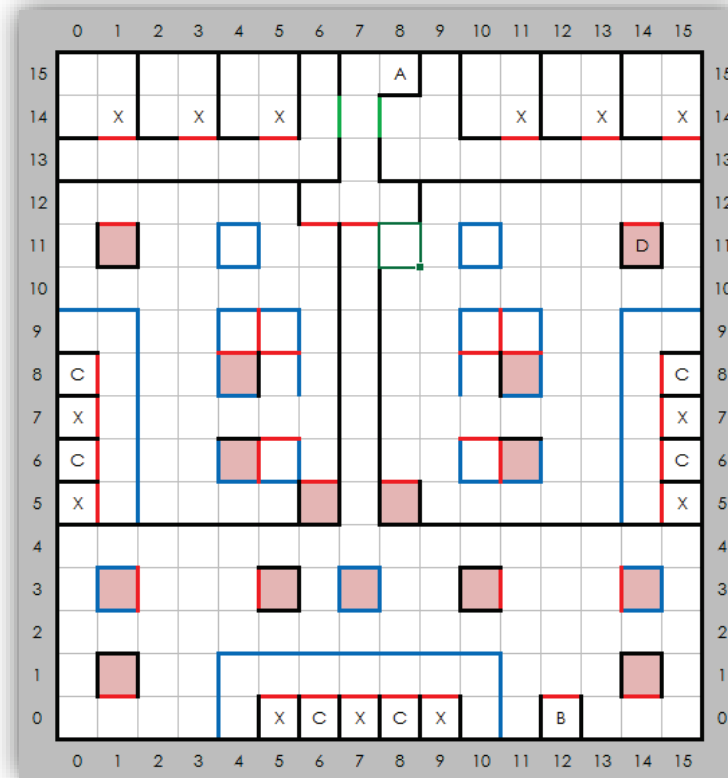
- A. Stairs to level 1
- B. Stairs to level 3
- C. Passage leading to Dusk Dungeon.
- D. Checkered hint: The last part is the first.
- E. Empty checkered room.
- F. Gold message 8: THE-ARE-QUESTS,-INCREASES-IDENTIFY,-APPLY.-LOCATIONS,-END-ATTAINED-MY-SEQUEL

## LEVEL 3



- A. Stairs to level 2
  - B. Stairs to level 4
  - C. Empty checkered room.
- Be careful with the western stairs up. If you enter their room, your way back will be blocked by a barrier, causing you to do a detour on level 1 if you don't have Teleport or Etherealize.

## LEVEL 4

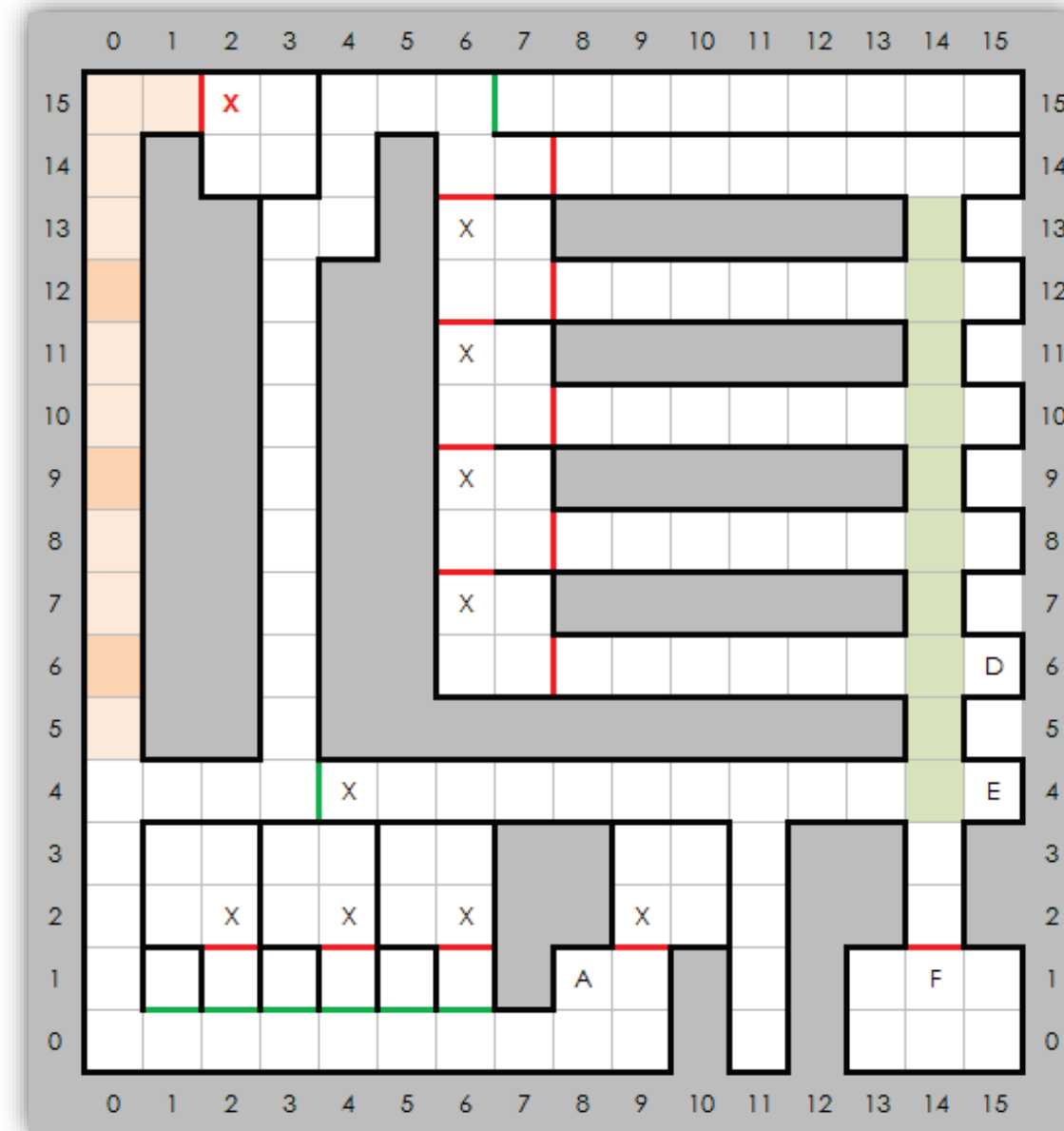
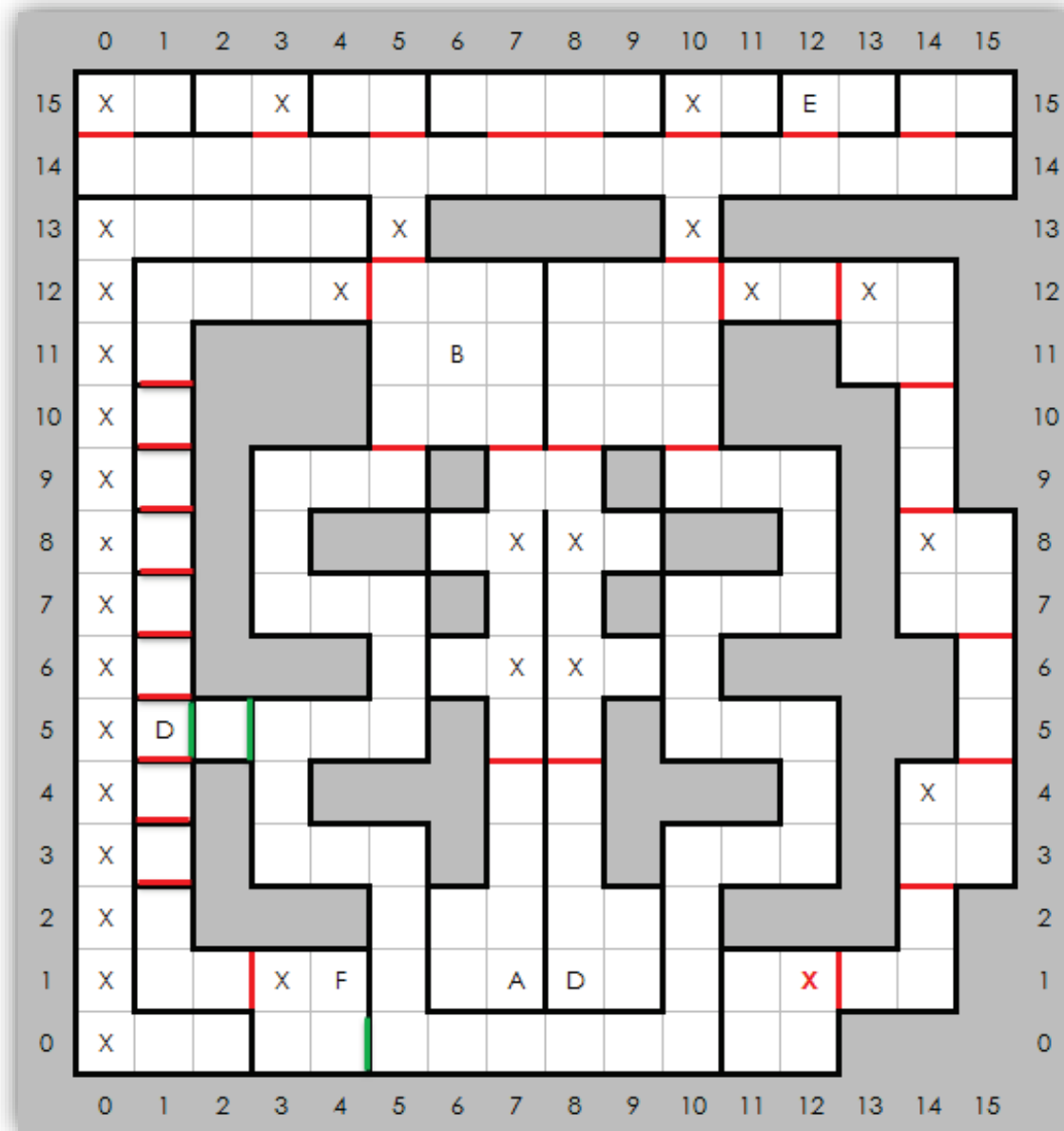


- A. Stairs to level 3
- B. The Clerics of the South will find you worthy and allow you to reuse the permanent stat increase locations in the game, if you ring the gongs.
- C. Keep hitting these gongs until you hear all three tunes - loud, mellow and sharp. Once you do, the Clerics of the South will find you worthy.

# Warrior's Stronghold in the Raven's Wood of B-2

LEVEL 1

LEVEL 2



- A. Entrance.
- B. The Ruby Riddle. The answer is *Crystal*.
- C. Stairs down.
- D. A silver door, needs silver key.
- E. Checkered room.
- F. Gold message 6: BOOK-DONE.-A-SELF-THAT-FROM-KEY-YOU-BE-TO-SEEMS.

- A. Entrance
- B. Giants throw boulders
- C. A boulder says: There should be 5 tests.
- D. Gold message 2: ONE, -RIDDLES-VALUE-YOU-YOU-5-CARD-MUST-CLAIMED.-DREAMS,-...
- E. Switch, disables the conveyor belt.
- F. Lord Archer, the Raven. He takes all your gold if you have any, or gives 30 000 if you don't. Then he sends you to Sorpigal. It's a tough battle otherwise.

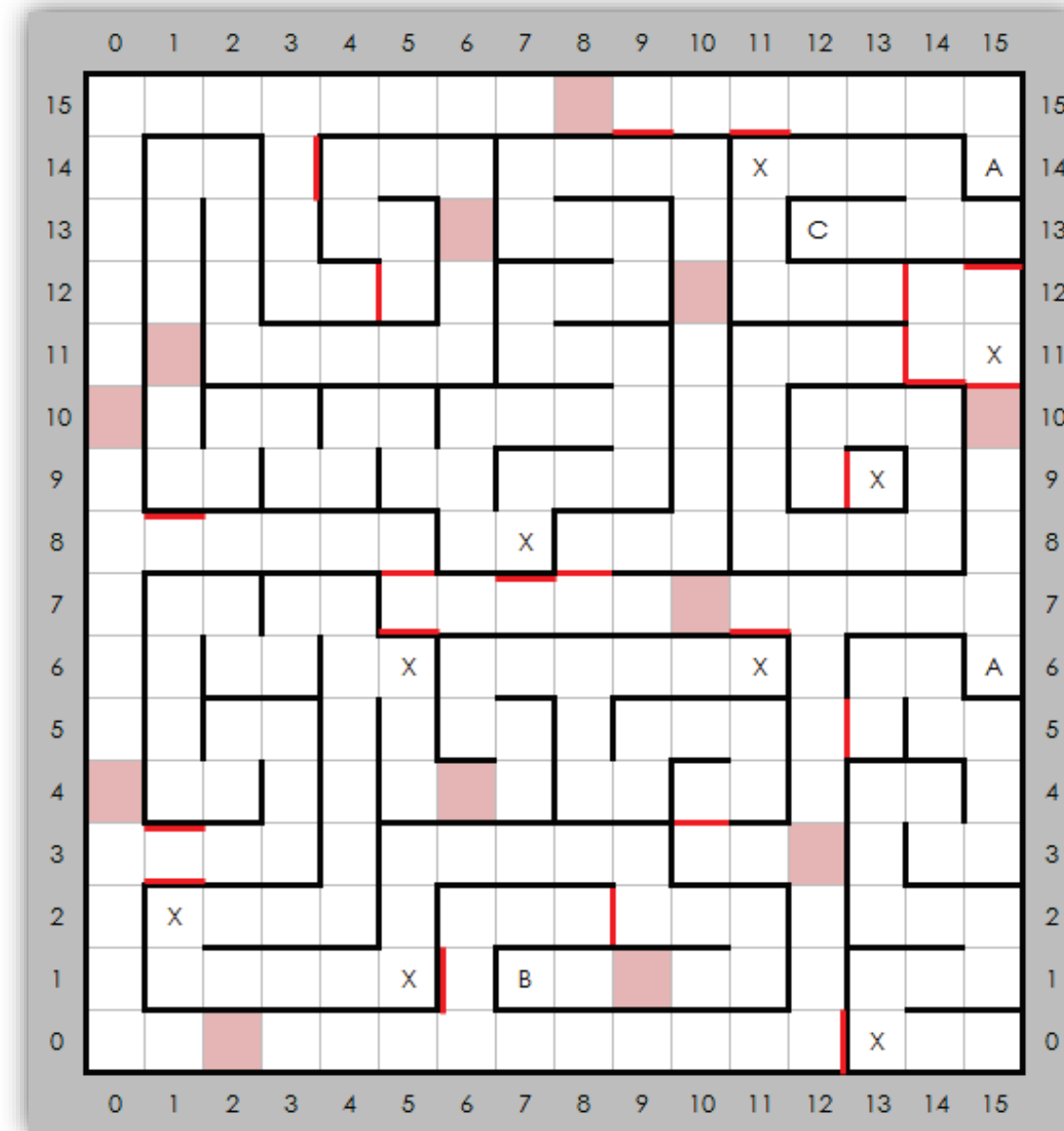
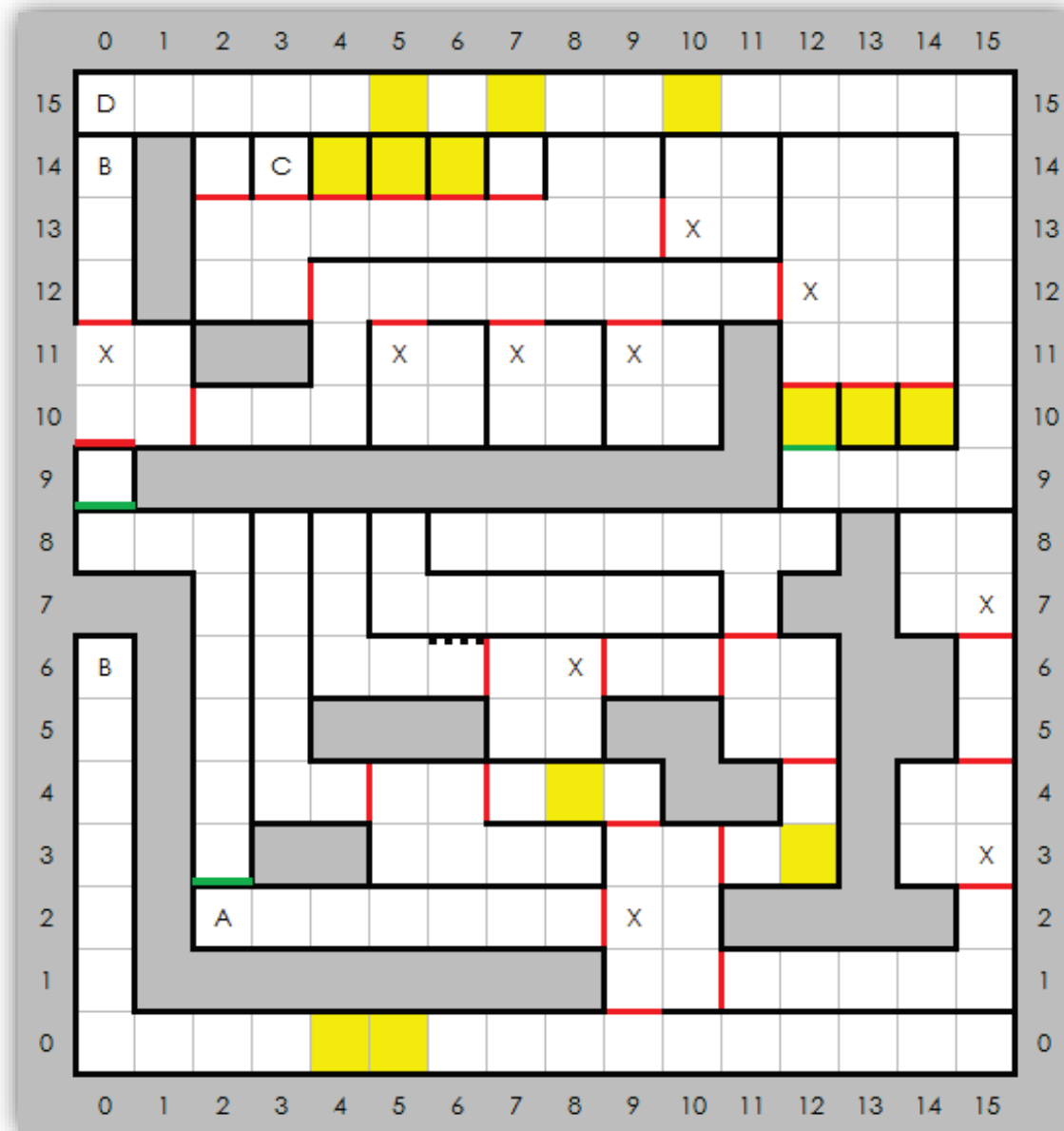
Green is a conveyor belt, moves you to the north and impales you on spikes. The note in the giant's room mentions five tests, but to my knowledge, there are only four, unless the fight against Lord Raven counts as the fifth. The four tests are the numbered encounters.

The red area is too dangerous to rest in. Jump over the dark red areas to avoid damage by boulders.

# Ancient Wizard's Lair in the Quivering Forest of B-1

## LEVEL 1

## LEVEL 2 - LABYRINTH OF LAZZERUTH



- A. Entrance
- B. Stairs down
- C. Gold message 1: COMPLETION-MUST-EACH-KINGS-OF-ASTRAL-WITH-9TH-SANCTUM-AND-WONDROUS
- D. Chekered room, search for Queen Idol B

- 1. Stairs up
- 2. Checkered room, empty.
- 3. Gold message 4: OF-BE-HAS-TRUE-KNOWLEDGE-PLANE-A-LEVEL-TO-REALITY-IT

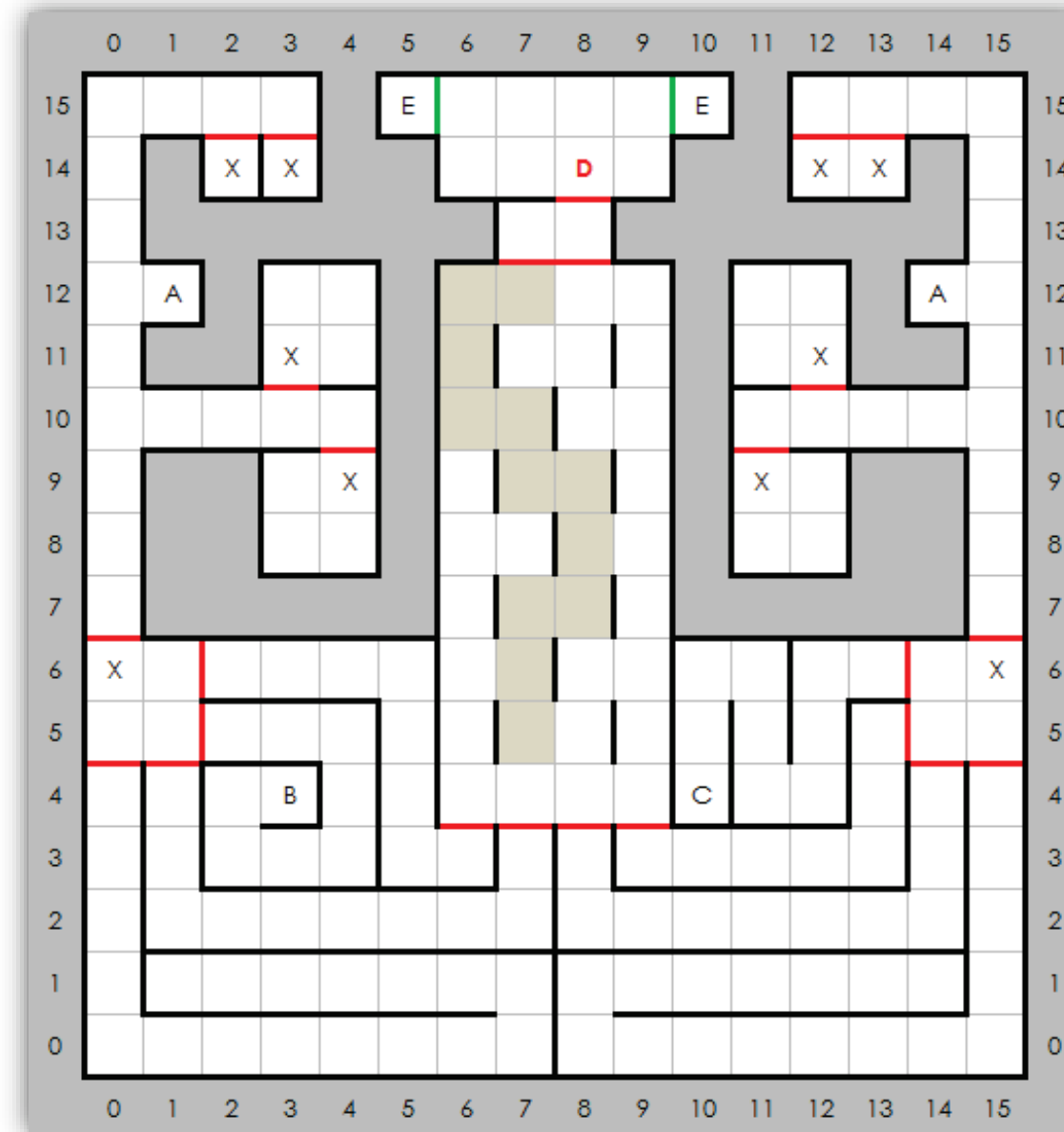
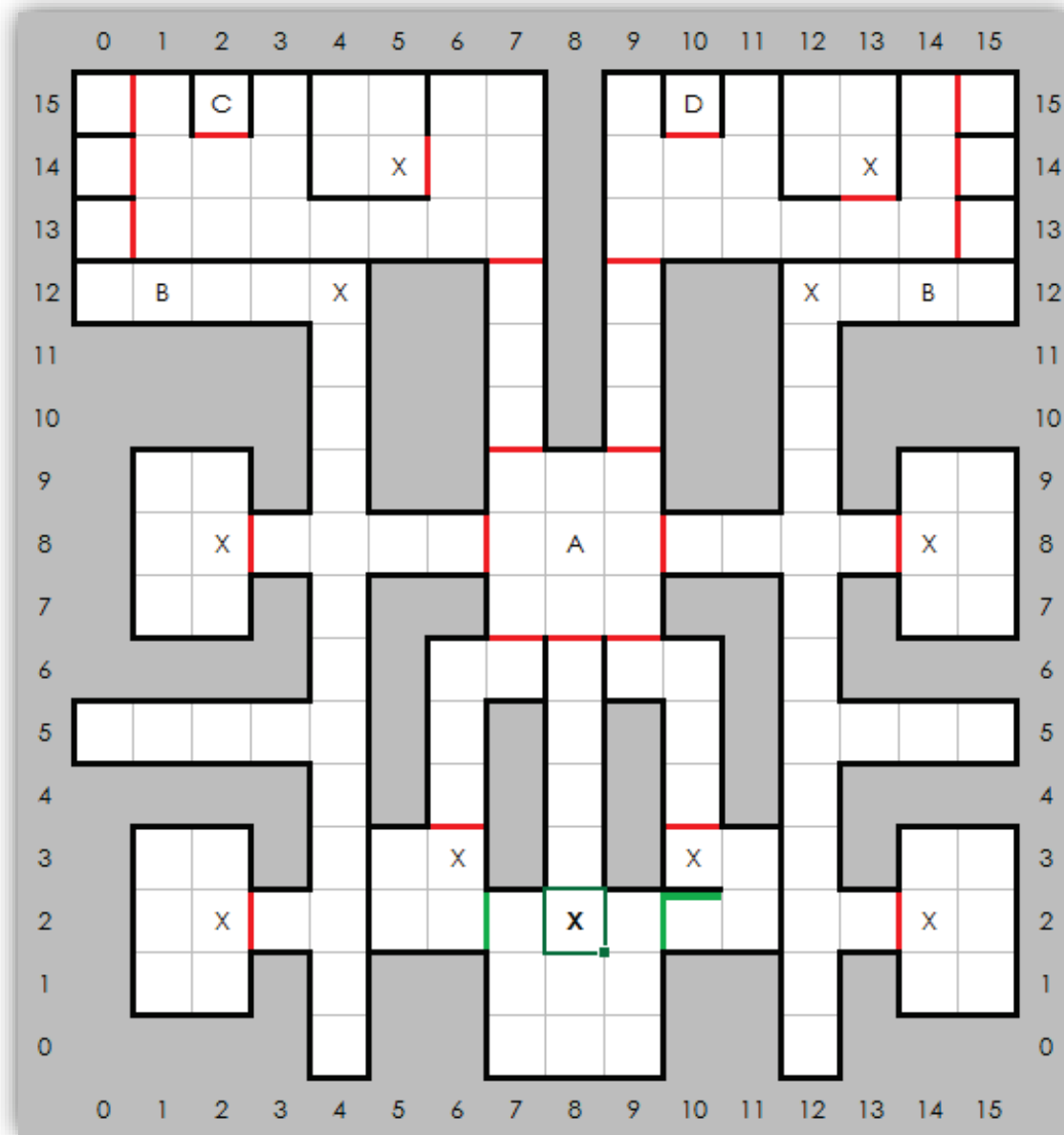
All of the traps are simply teleports which send you around at random.

The idea is to go down to level 2, through the maze and back up via the second set of stairs to find and defeat Okrim and get his ring. Alternatively, just Etherealize to the north and fight Okrim at location 12-12.

# Sealed (Minotaur) Stronghold in the Enchanted Forest of B-3

## LEVEL 1

## LEVEL 2



- A. Entrance
  - B. Stairs Down
  - C. Checkered Pattern
  - D. Gold message 3: FOR-TASKS-AND-RATING.-BE-FROM-6TH-FRUSTRATIONS!-THE-TO-IN
- The special encounter is against a large group of barbarians, warriors and a barbarian chief.

- A. Stairs up
- B. The end of the two brothers questline. Search after completing the quest to find a golden key.
- C. Gold message 9: SUCCESSFUL-THAT-TRAINING,-THE-WORTHY-THE-VISIT-YET-INNER-REALITY,-ORDER,
- D. Gray Minotaur and a large group of regular minotaur, the master of the stronghold. Defeat or escape to solve a quest.
- E. Treasure

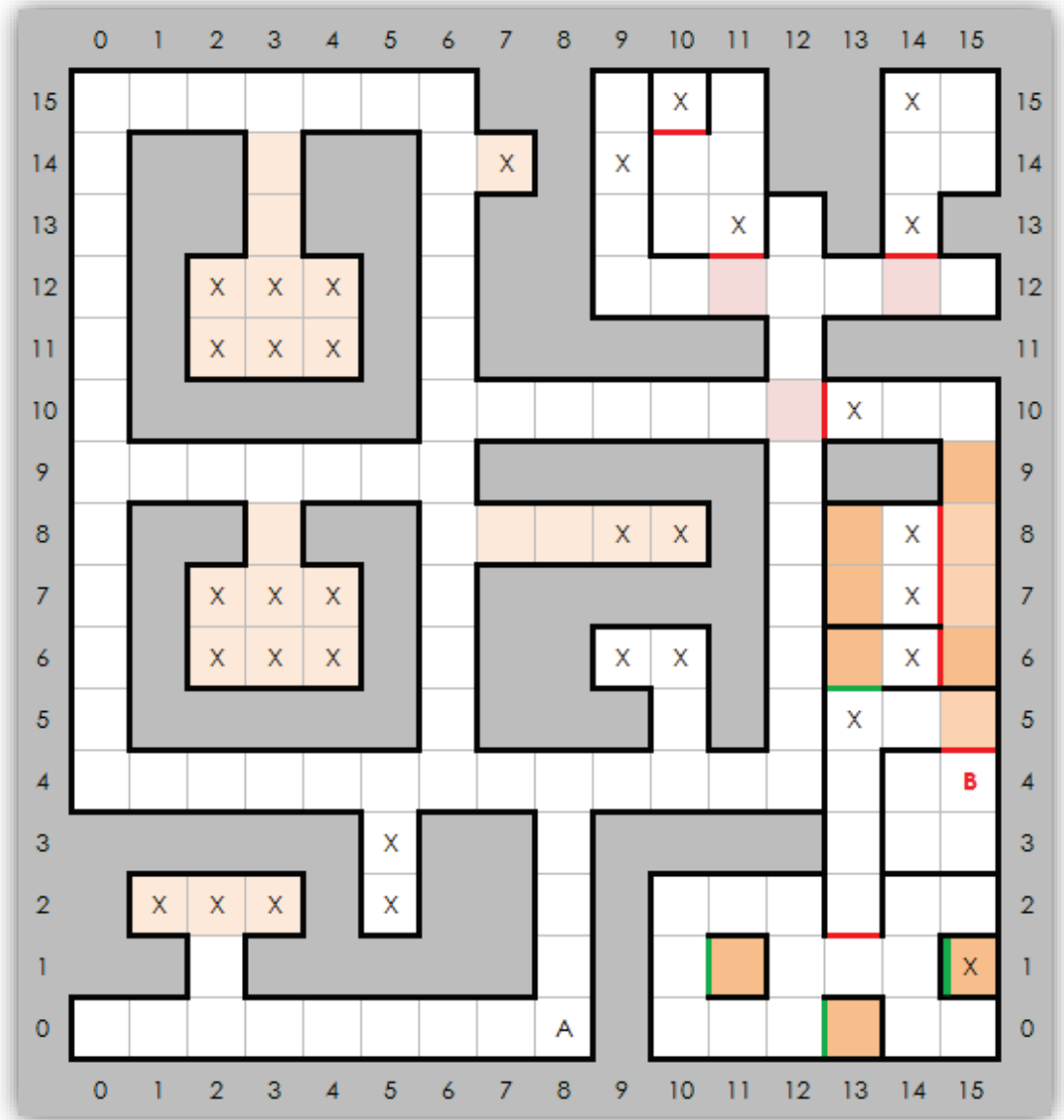
You need the ruby whistle from C-1 to get inside the stronghold, which is all part of the main questline. Be sure to search next to the dog statue at level 2 to get the golden key, which is the point of this questline.

The correct route through the maze is painted dark.

# The Medusa's Lair of B-2

- A. Entrance
- B. This group of medusas drops a head for the quest.

You can't rest in the red area. Dark red areas are traps avoidable with Levitate (Sorceror, 2-5). Blue areas are magical darkness and anti-magic.

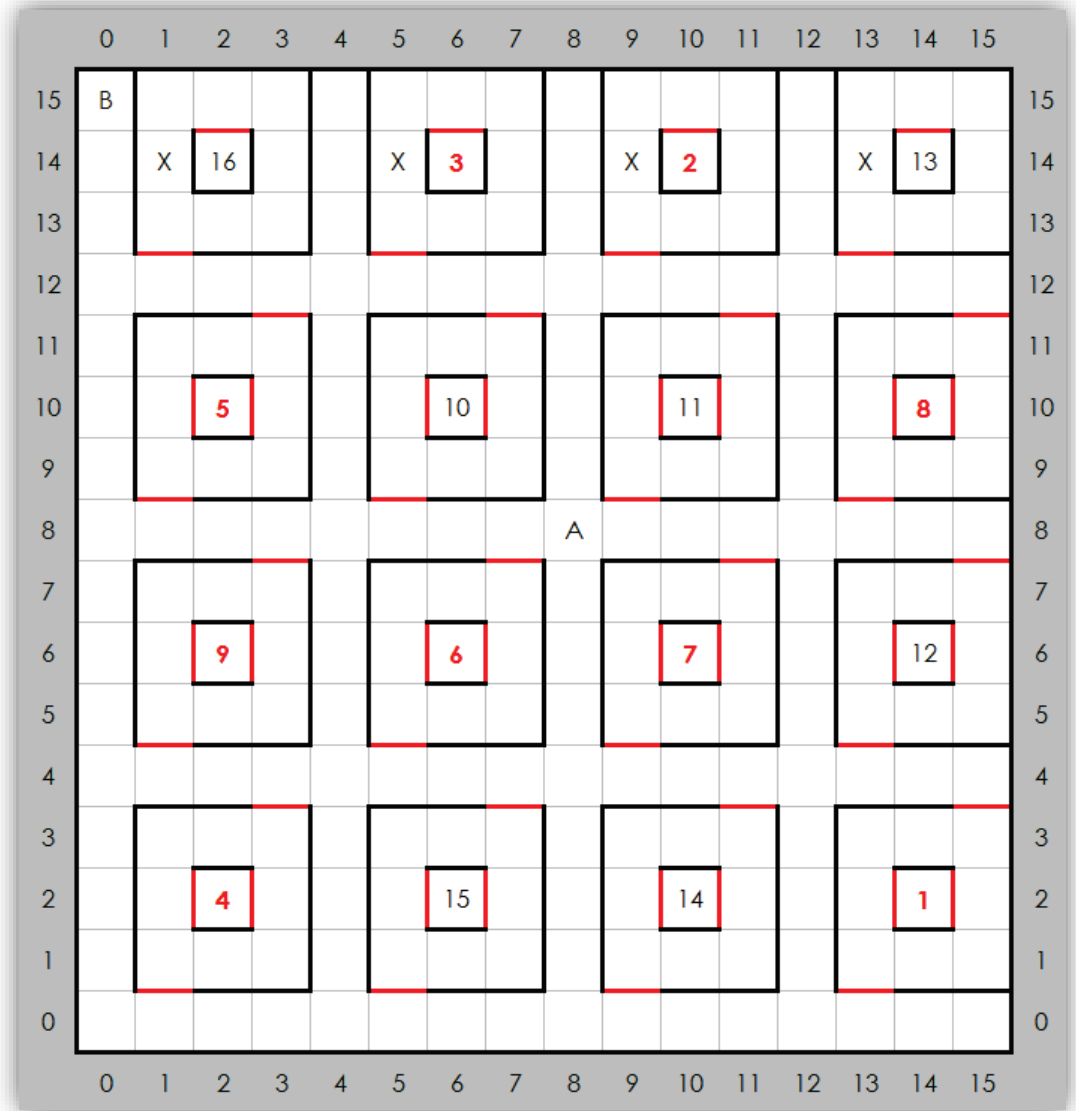


# The Magical Square of D-3

- A. Stairs up
- B. A platinum lever to attempt to solve the magic square. Reward for solving is 20 gems each, 200 gold each, 2000 experience each and **+2 intelligence each.**

The red numbers are the values of fixed squares. The solution is written in black on the map. For an easier readout, here it is in a smaller format:

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1



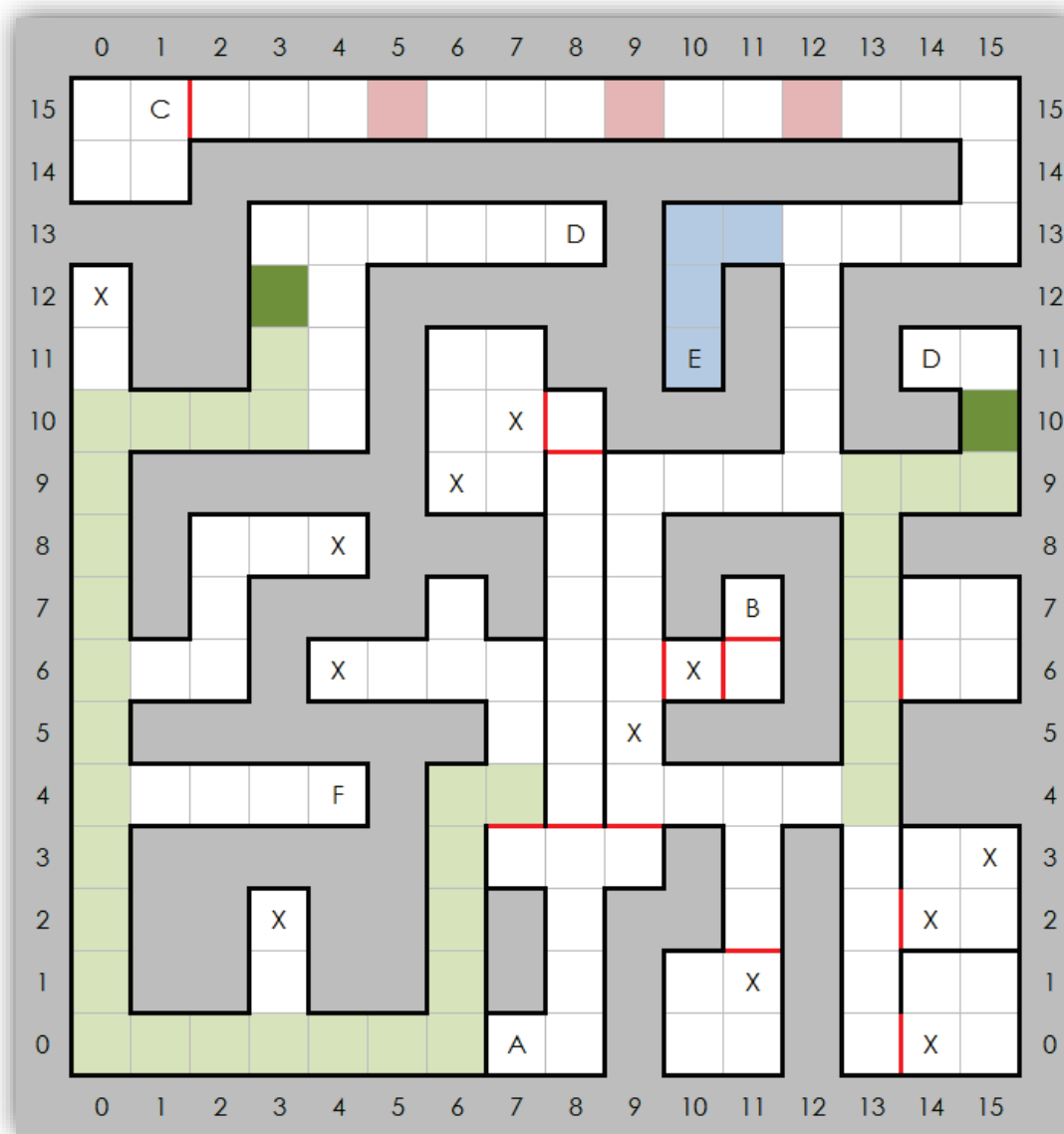


# The Crazy Wizard's Cave in C-2

The point of this cave is to first turn off the two slides at spot B, then fight all 13 fixed encounters and talk to the crazy wizard at C. The encounter at E also counts as one of the 13. The others are marked with X, as usual.

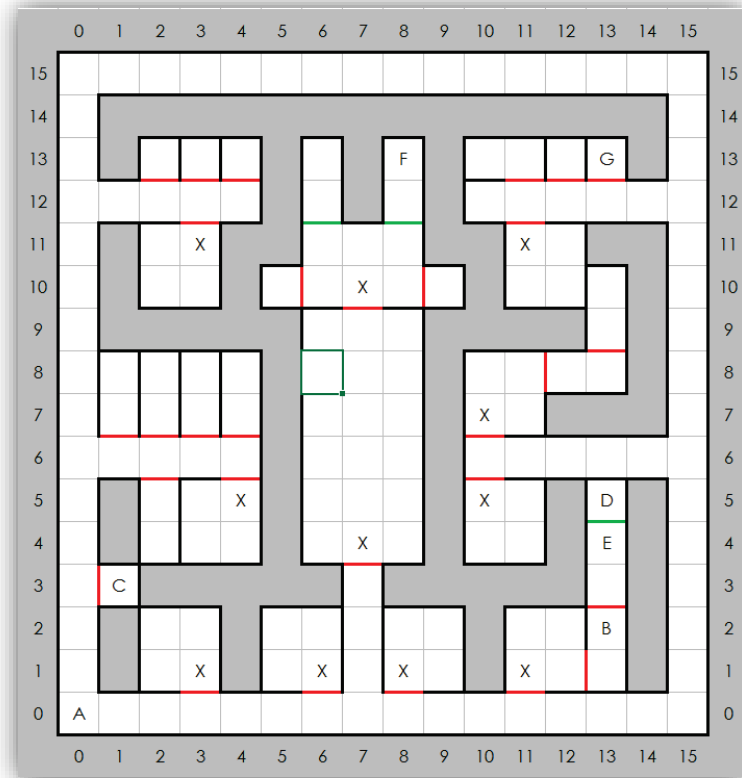
- A. Entrance.
- B. Switch to turn off slides.
- C. The crazy wizard.
- D. Teleporters which transfer you to E.
- E. Encounter with acidic blobs.
- F. A portal. Takes you to the dungeon below Portsmouth.

The blue areas are magically dark. The red spots are infinite encounters which transfer you a tile backwards, so you need to jump over them. The green area is a slide. It takes you from any point to the pool of acid at the end, indicated by a darker color.



# The Fabled Building of Gold

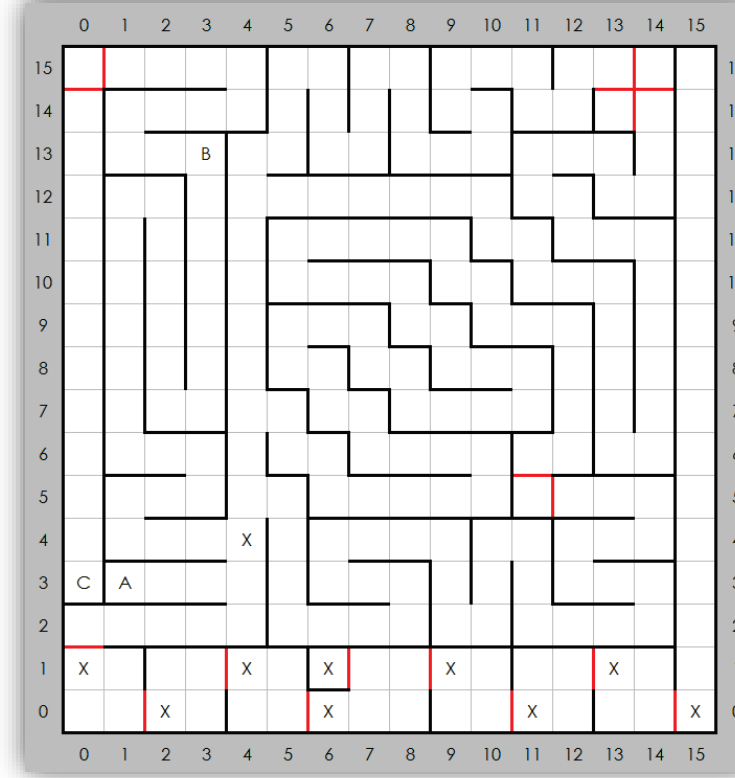
## LEVEL 1



- A. Entrance
- B. Crystal Gate, requires crystal key (or just Etherealize).
- C. Stairs to level 2
- D. Stairs to level 3
- E. Stairs to level 4
- F. Gold Message 7: THESE-AND-THAT-MUST-CAN-DIFFERENT-SHALL-HAVE-FROM-A-JVC
- G. Checkered Room

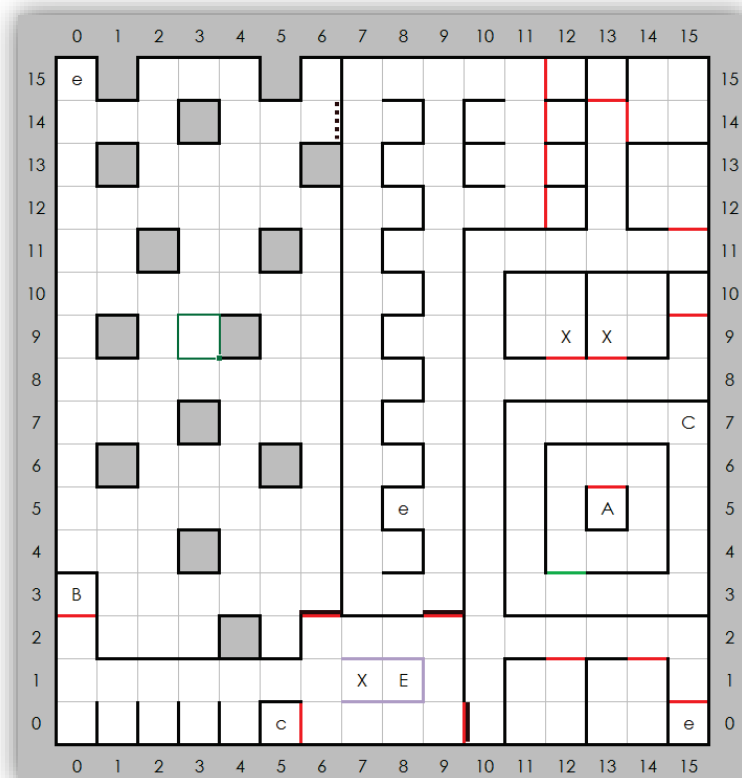
You can go directly to level 4 and explore it. The level 3 area the stairs lead to is isolated. To get to the rest of level 3, you need to enter from level 2

## LEVEL 2



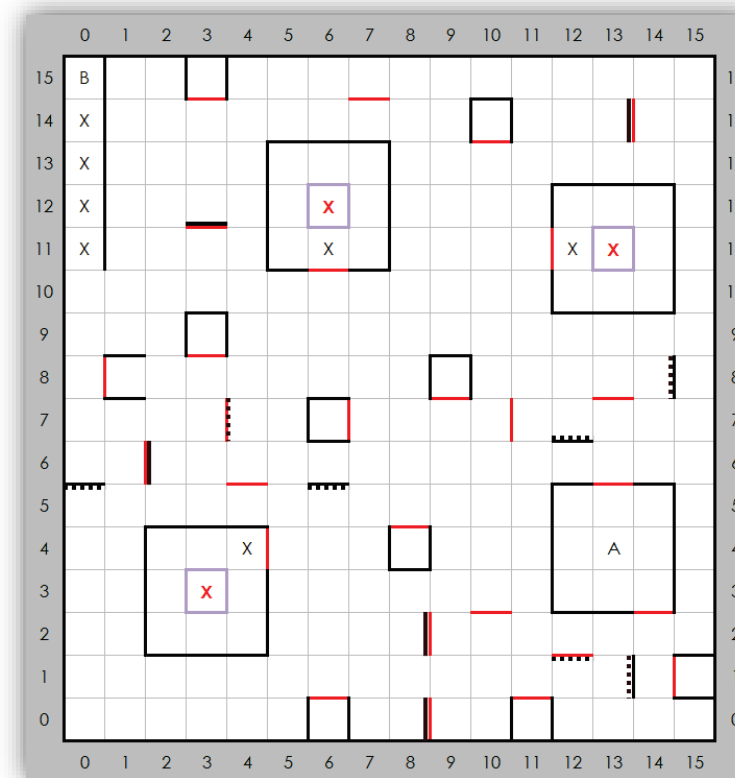
- A. Stairs up to level 1
- B. Checkered room. Seemingly empty.
- A. Stairs down to level 3

## LEVEL 3



- A. Stairs up to level 1
  - B. Stairs up to level 2
- The lower- and uppercase letters are one-way teleports. You get teleported from lower- to uppercase. The uppercase E always contains an encounter, after every teleportation.

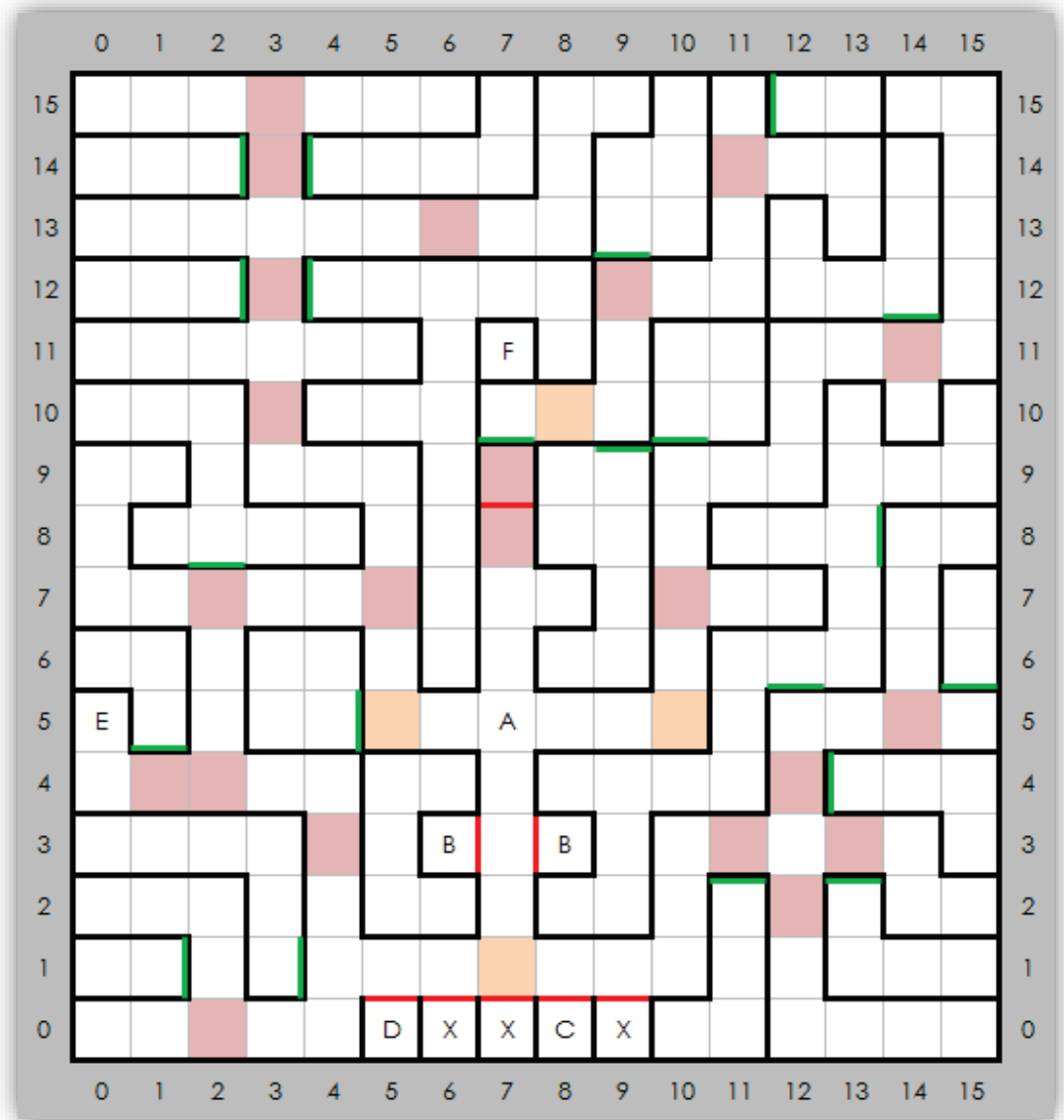
## LEVEL 4



- A. Stairs up to level 1
  - B. Checkered room. Searching gave White Queen Idol
- This level contains several rooms with difficult encounters behind barriers. They often drop black boxes. The hallway towards the queen idol is filled with dragon encounters.

# The Volcano of C-4

- A. Entrance
- B. Stabilization dials. Set them to B J (hint is at the dog statue in the Minotaur Stronghold).
- C. A hint: *This cavern is random until the dials are set.*
- D. A chained virgin. Kissing her gives you another hint: *Try setting 1B, 2J.* Freeing her makes the Volcano God attack.
- E. Checkered hint: *The second part is the most valuable.*
- F. The Volcano God. Ask for a riddle and answer *Gala* to get the Key Card. Ask for a clue to get teleported to E. Fighting him is optional and difficult.





# The Astral Plane

When entering the Astral Plane, you start at point A. The goal is to gain access to the room where point B is, but in order to gain access, you need to visit each of the five numbered rooms.

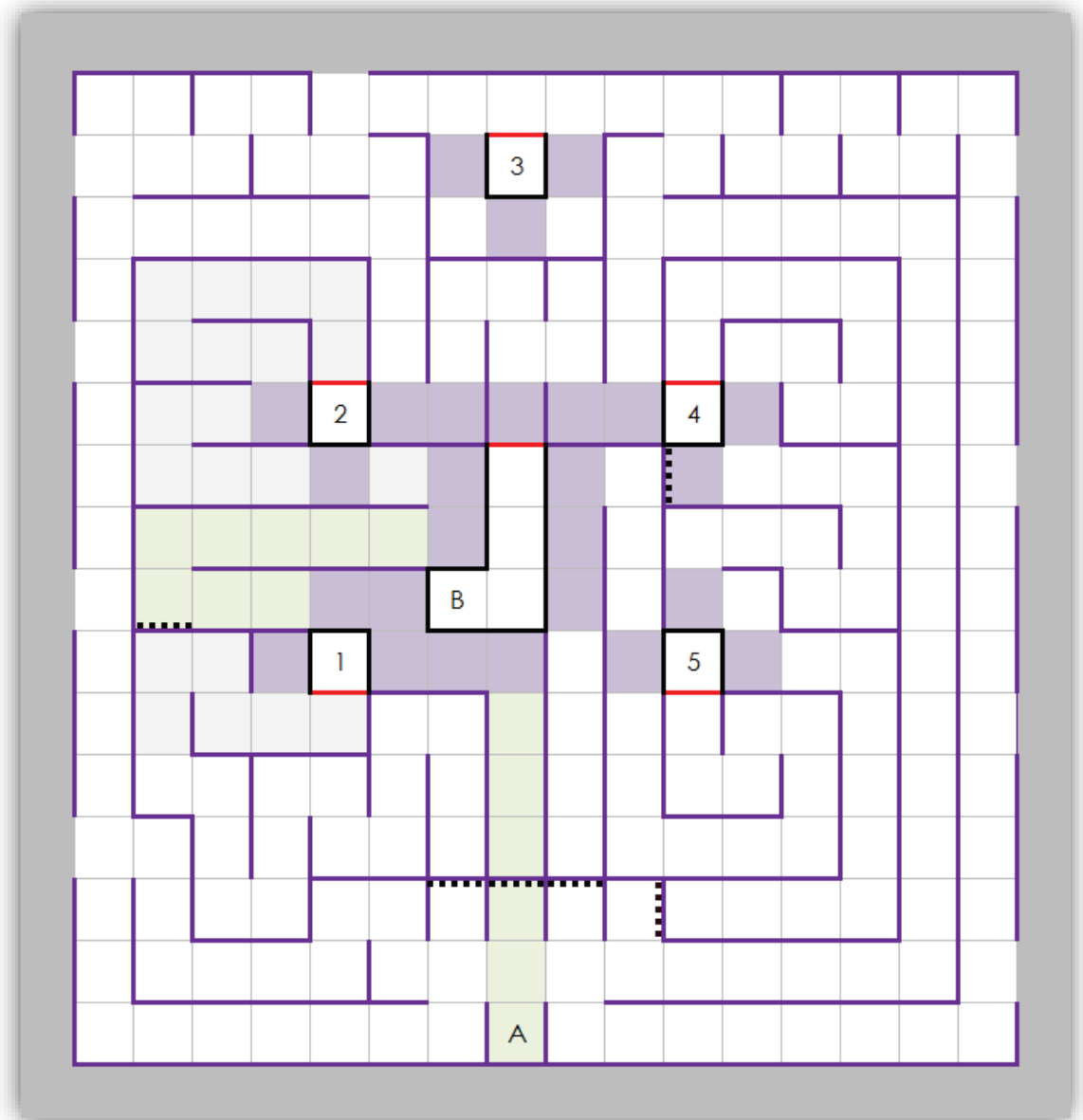
After visiting each room, you get teleported back to Sorpigal, so you need to reenter.

Finally, you also need the Key Card from the Volcano in C-4 to enter the final room.

The **dashed lines** are one way doors and the **purple tiles** are anti-magic. You cannot rest anywhere within the Astral Plane.

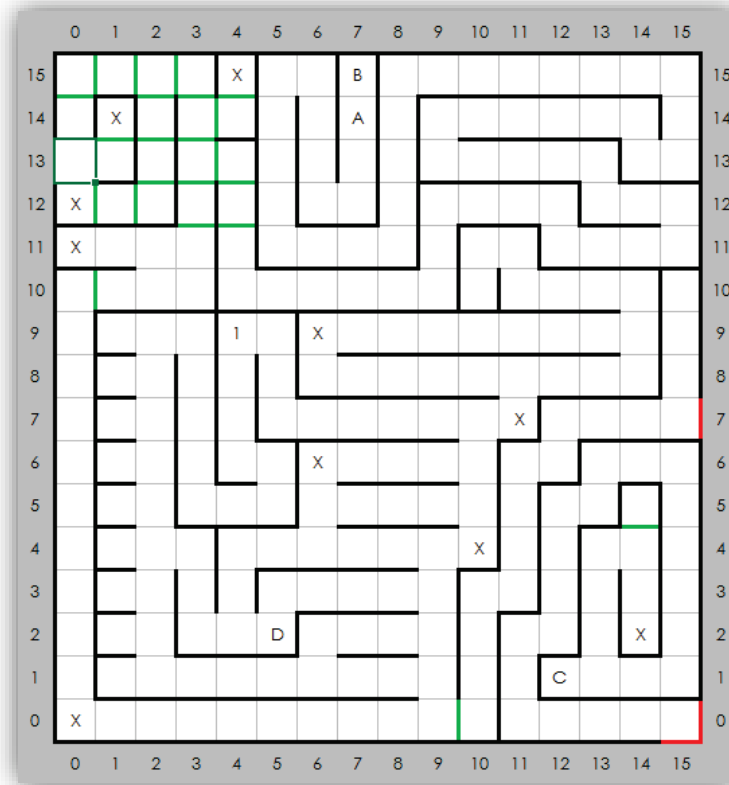
The map wraps around, but most of the points where you can get from one side to the other are one-way, as indicated on the map.

To get your bearings, look around when you arrive to the Astral Plane. You will see the doors of location #3 to the south of you, since the map wraps around. Once you do, rotate twice to look north.



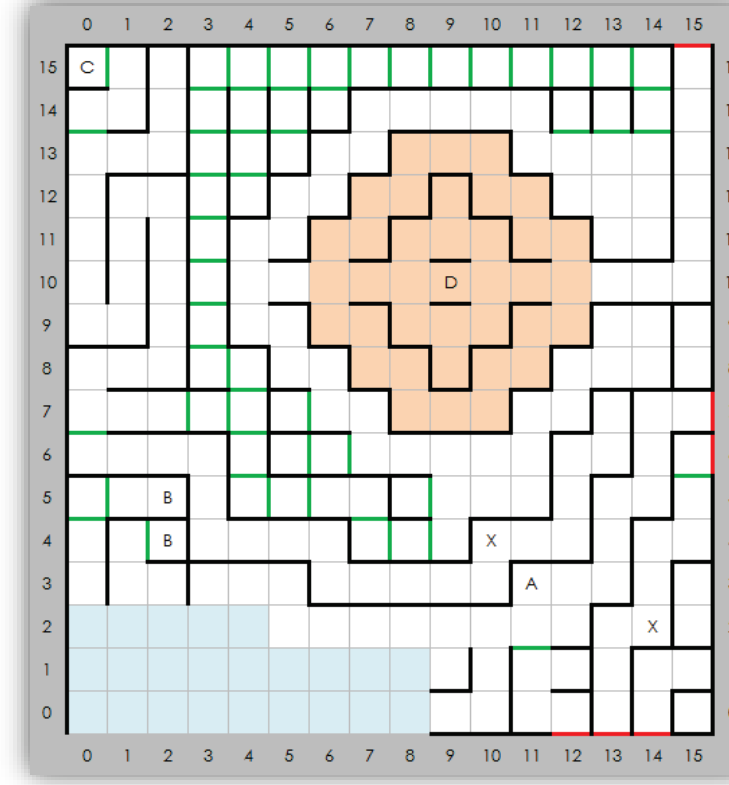
# Areas A-1, A-2, A-3 and A-4

## A-1



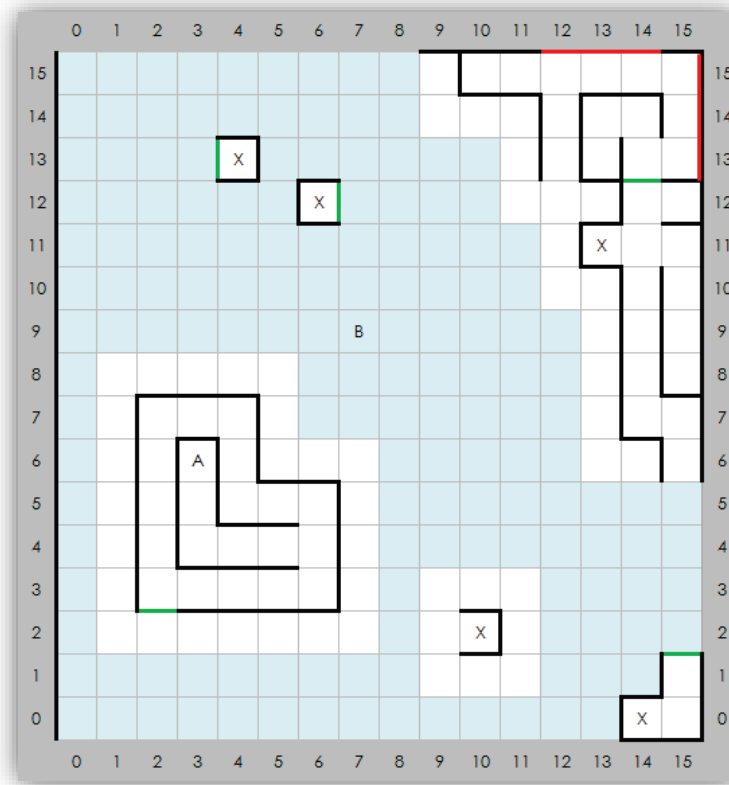
- A. Doom, secret entrance. To access this entrance, fly to this area (A-1) and walk from 15-7 to Doom without having to fly back to recover.
- B. Doom, main entrance.
- C. +4 Endurance
- D. The Dark Rider

## A-2



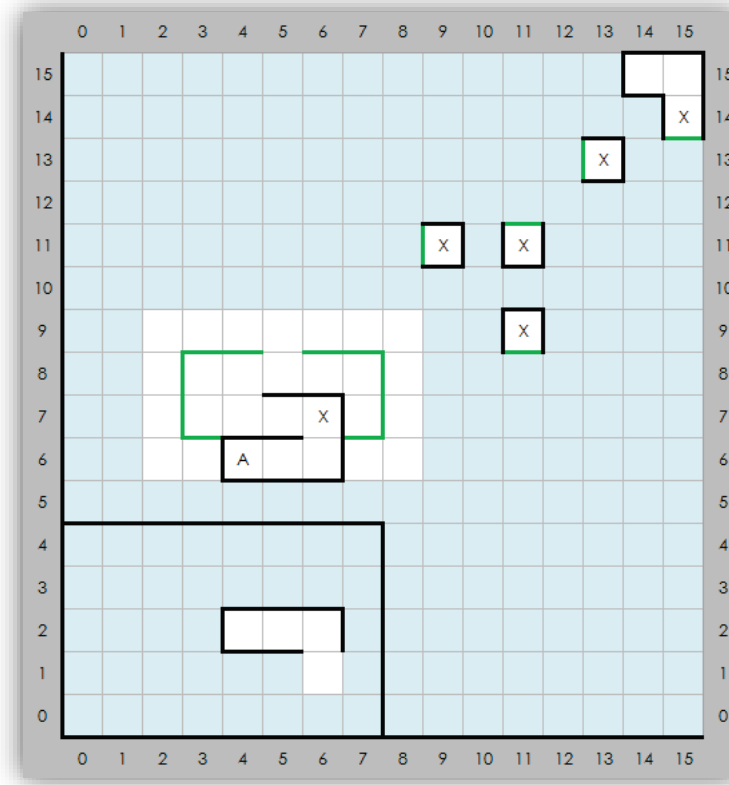
- A-2 is where you get the King's Pass, to be able to enter Castle Alamar.
- A. This encounter drops the Dragon Tooth for Lord Hacker's quest.
  - B. Pirate coves. Need Pirate Map A and B from the hermit in C-3 to search and find gold and gems.
  - C. Percella the Druid. Gives you the King's Pass.
  - D. This entire orange area is the Valley of Fire. You constantly get damaged here and encounter lava beasts.
- The fixed encounters here seem to be against groups of red dragons. If you have the speed, it's good for training.

## A-3



- A. The Wheel of Luck?  
Spinning this wheel gives random rewards to each characters. To spin it again, you need to kill one of the four great beasts. After spinning it, all the beasts come back to life.
- B. The Great Sea Beast.

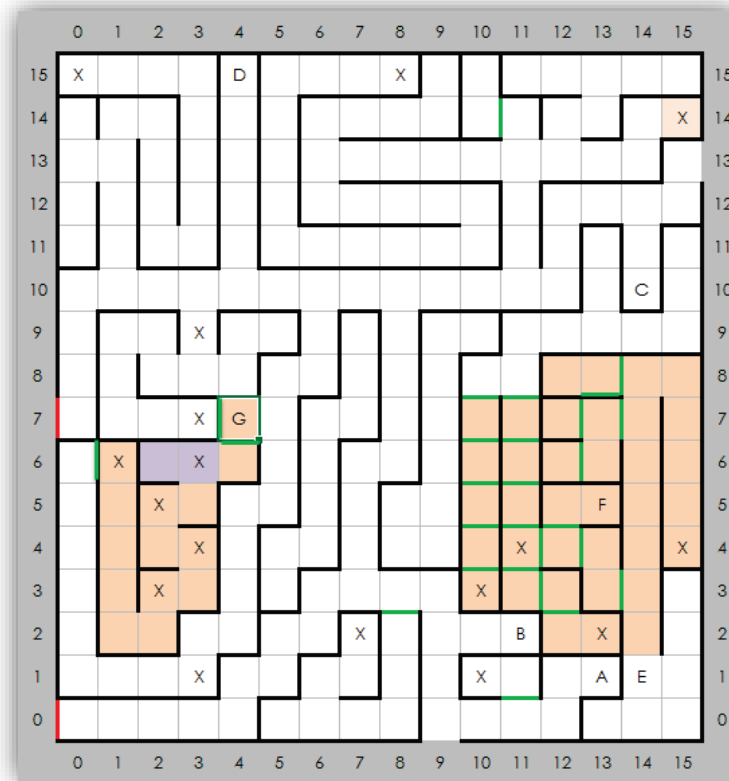
## A-4



- A. You need to answer what your character's signs are here. To find out what they are, go to C-2 and talk to the gypsy right next to Sorpiga. This changes when going to the inn, so do it one after the other. Answering correctly gives you the Coral Key, needed in C-4, to open the Volcano.

# Areas B-1, B-2, B-3 and B-4

## B-1

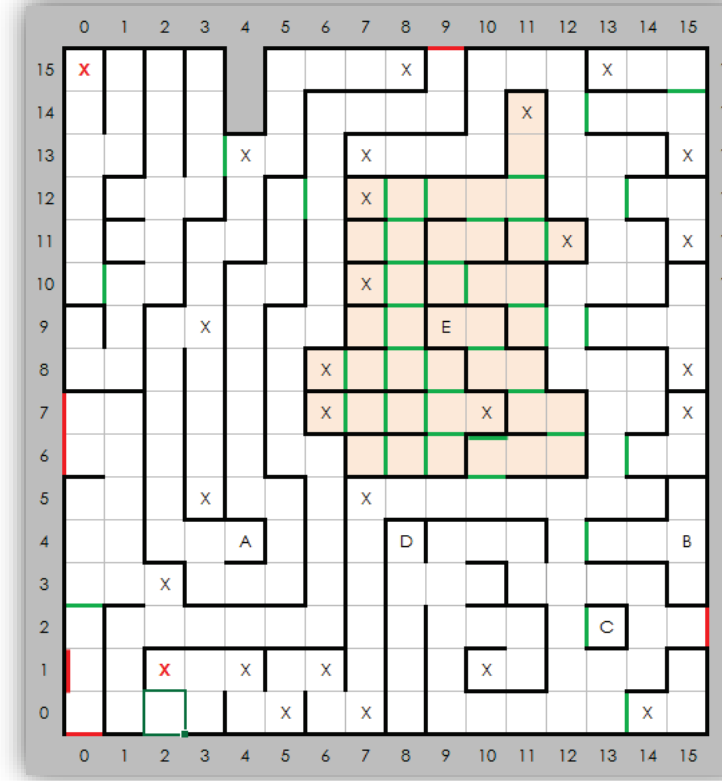


The area to the east of Erliquin can be teleported to, or it can be reached through the hidden slides in the two castles. Once there, you can't really get back at low level, except by running away from a fight.

- A. Entrance to Erliquin.
- B. Castle Blackridge, East.
- C. Castle Blackridge, North.
- D. The gates to another world.
- E. Second entrance to the Erliquin Vault. The first is from within Erliquin.
- F. Wizard's Lair.
- G. Chest, contains Silver Key for the Silver Door in B-2, Raven's Lair.

The red areas are where it's unsafe to rest. The dark red areas are where you also can't cast spells.

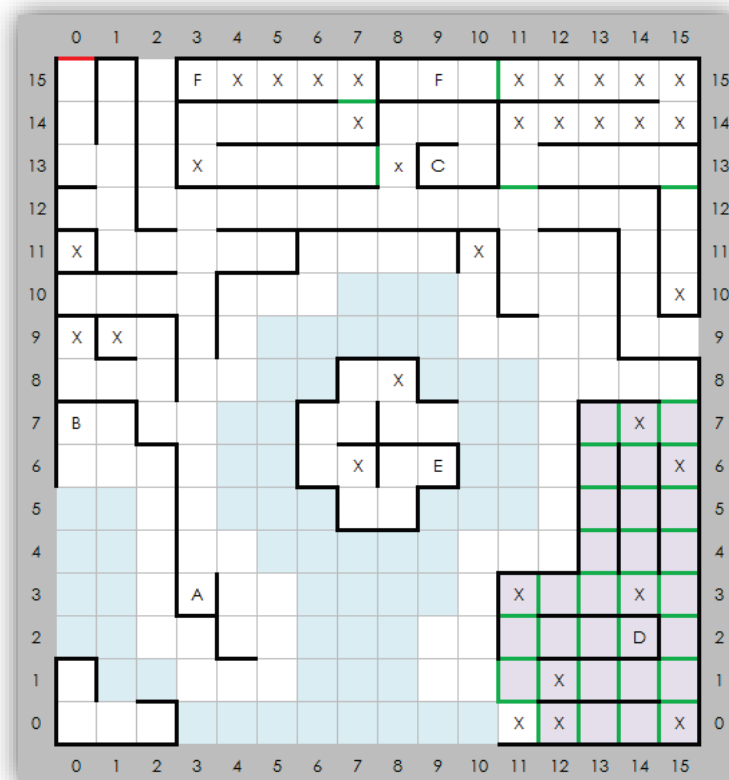
## B-2



- A. The ice princess, with a riddle. The answer is *Love*. The reward is the Diamond Key.
- B. This is where you end up if you provide the wrong answer.
- C. Carved on a tree: "9-9 Raven's Lair"
- D. Medusa's Lair.
- E. Raven's Lair, the Warrior's Stronghold.

The two special encounters are with a dark knight to the north, and a lich to the south. The red area is too dangerous to rest in.

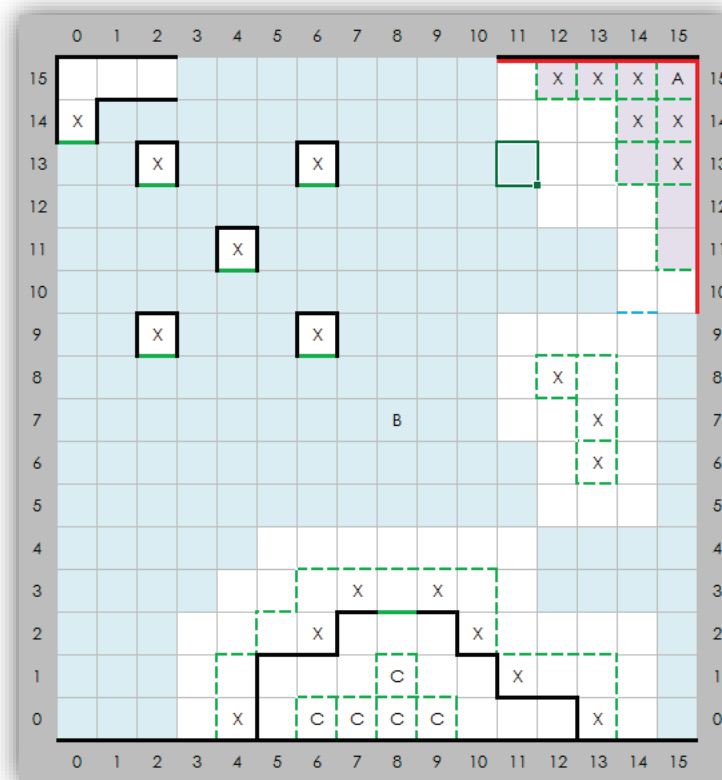
## B-3



You need to walk on water in order to get to Blithes Peak, which is part of a quest. The enchanted forest is too dangerous to rest, which is marked red.

- A. Portsmouth
- B. Korin Bluffs Cave, portals to all castles and towns.
- C. Castle White Wolf, Lord Ironfist
- D. Minotaur Stronghold in the Enchanted Forest. Needs Ruby Whistle to enter, from the main quest line.
- E. Blithes Peak, lookout point.
- F. Teleports to Blithes Peak

## B-4



- A. Pulling this gives a free trivia chance at the trivia island.
- B. The pirate captain and his followers.
- C. The trivia island. Each of these tiles asks you a question. Correct answer gives you 50 gems.

### Questions?

*Who rules castle W.W.?* **Lord Ironfist**

*Who is the voluptuous one?* **Lara**

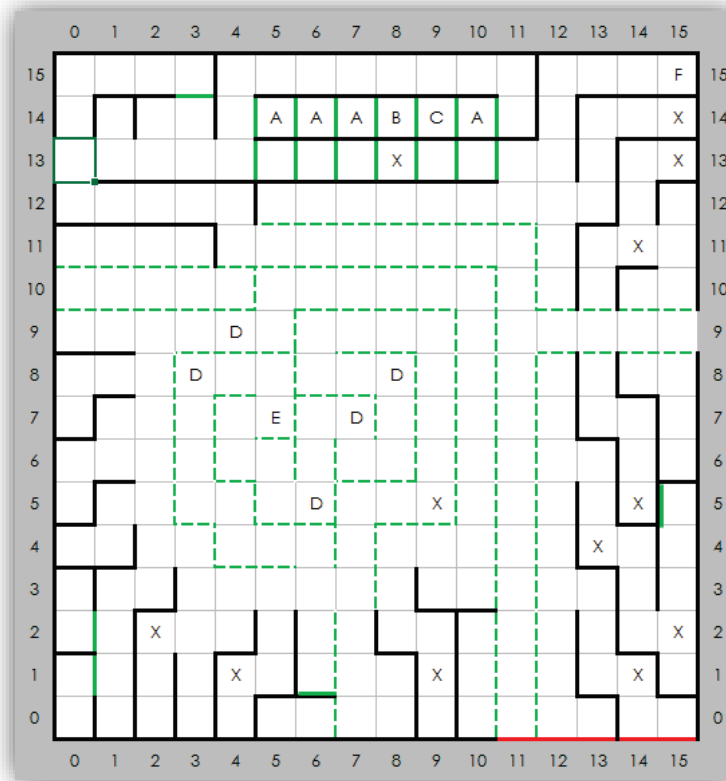
*Who's lost sight?* **Og**

*Where's the very latest?* **Current Trends**

*Who be ye?* **I be me**

# Areas C-1, C-2, C-3 and C-4

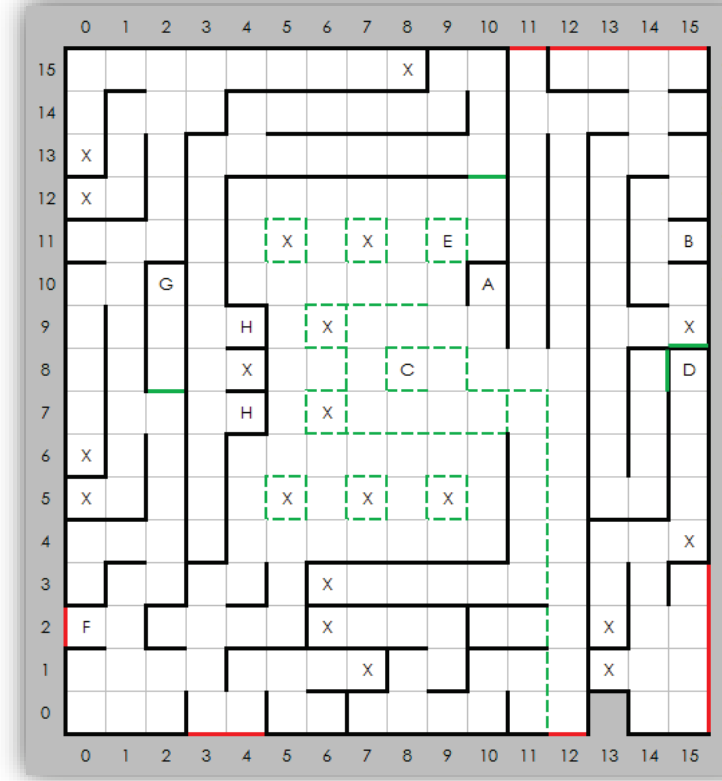
## C-1



The wilderness of C-1 is where you find the merchant pass, needed to visit the lords of the verious castles.

- A. Fountain, poisonous.
- B. Fountain, increases Might by 50 for a day.
- C. Fountain, grants all spells to all characters for a day. You still need SP to cast them.
- D. Deserted merchant caravan, searching causes ambush.
- E. Deserted merchant caravan, searching grants a Merchant Pass.
- F. The hidden chest with the ruby whistle. You need hints from Zam (Portsmith, B-3, 12-2) and Zom (Algary, D-4, 1-1) to find and open it. The ruby whistle is needed to find and open castle Doom.

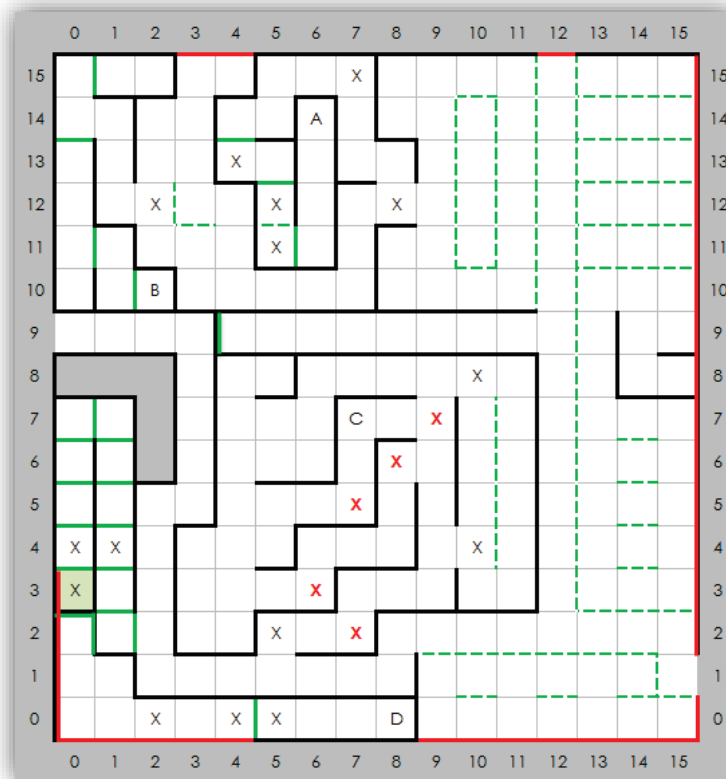
## C-2



The gypsy will be needed for something important later, but there's no need to write the signs down, since they reset.

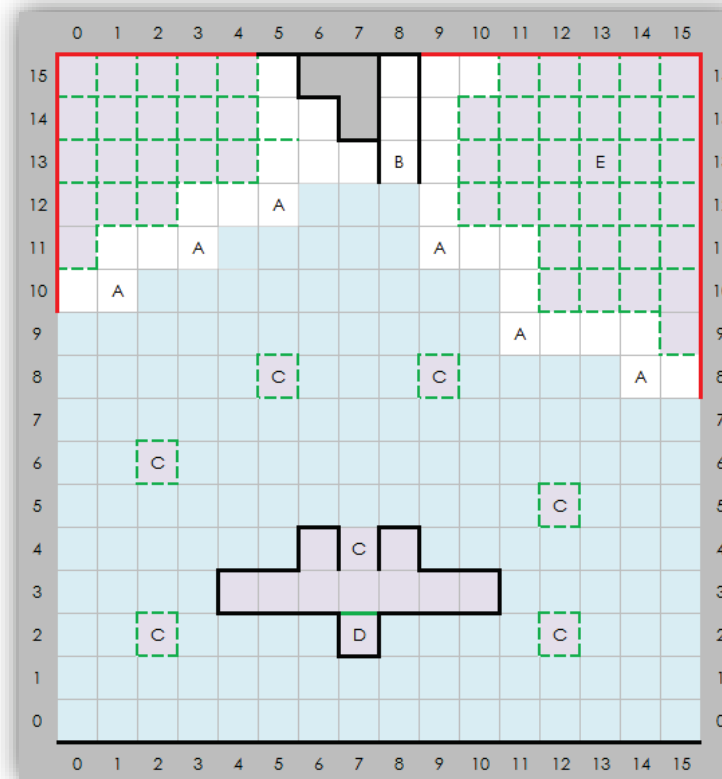
- A. Entrance to Sorpigal.
- B. A cave. The Mad Wizard's Lair.
- C. A portal. It takes you to a random spot in C-2.
- D. Careful. You cannot go back from this point due to an avalanche.
- E. A gypsy tells you which signs you are. It resets after an inn.
- F. An encounter with caryatid guards after breaking some statues.
- G. Treasure chest with bag of garbage, smelling salts and rope & hooks. It resets.
- H. Fountain. Raises random attribute to 30 temporarily. Bumping into a tree allows you to drink again.

## C-3



- A. Exiled Lord Kilburn, gives Desert Map and offers quest to explore the desert.
  - B. A hermit offers to trade. Trading removes all of your items, leaving you with Pirate Map A, Pirate Map B and a bunch of (Useless Items).
  - C. Wyvern Lair. Explore to fight a group of wyverns and an 8-headed hydra. Win or flee and come back to get a Wyvern Eye.
  - D. Painted in a black and white pattern: The first part is female.
- The special encounters are wyvern ambushes.

## C-4

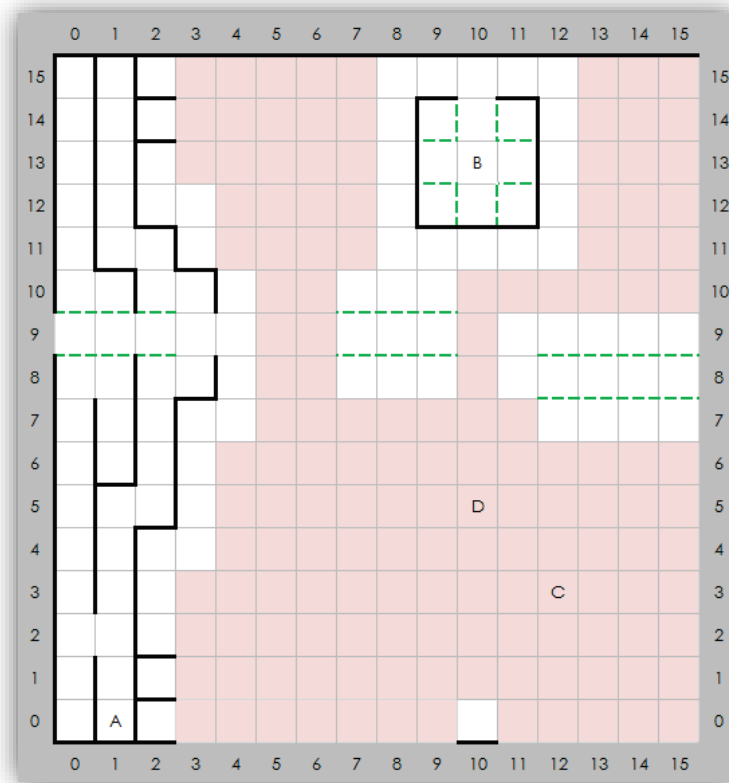


- A. Shipwrecks. Searching causes an attack.
- B. The shipwreck of the Jolly Raven.
- C. Natives attack you here.
- D. The Volcano, requires Coral Key from A-4.
- E. Portal of Power, takes you to the Fabled Building of Gold.

You can get attacked by pirates or sirens on the water. The purple area is anti-magic. Resting on the volcanic island makes you stuck, since you can't cast Water Walk to get away. Some sources say the location of the Jolly Raven is random among all the shipwrecks, but for me, it was always the same one (GOG PC version).

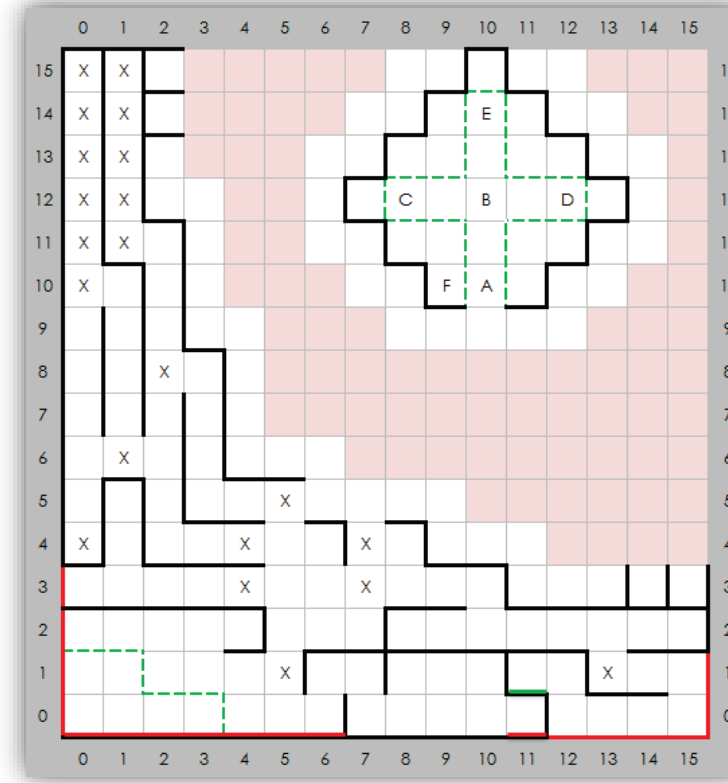
# Areas D-1, D-2, D-3 and D-4

## D-1



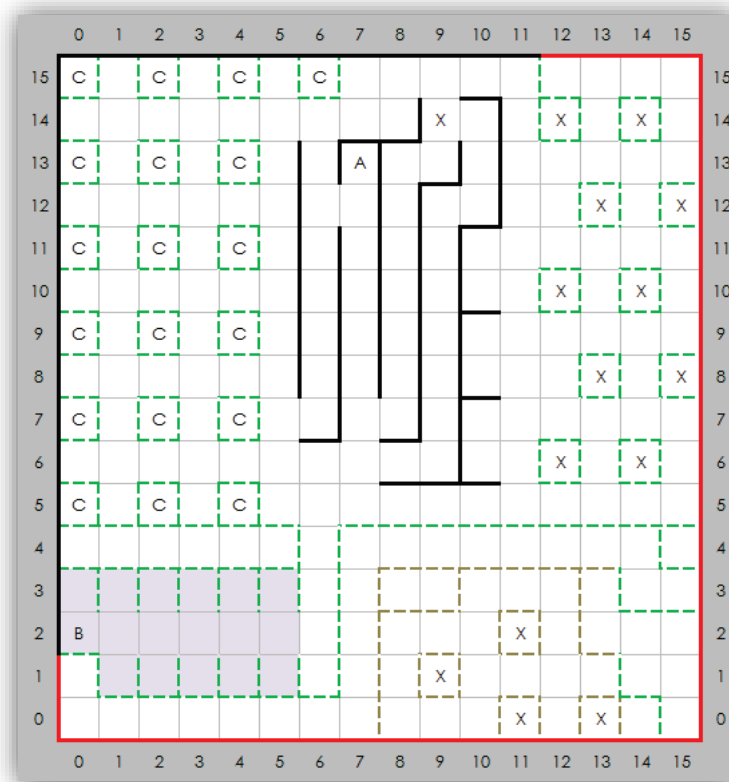
- A. Kilburn, C-3 6-14.
- B. A nomad tribe, you can trade here to get Cactus Nectar for the quest for Lord Inspectron, Castle Blackridge North.
- C. A sandstorm does damage to entire party.
- D. A random whirlwind in the desert can take you here.
- E. A large group of scorpions and giant scorpions. Walking through the desert spends food. If you run out, people outright die. Move from oasis to oasis. You should take Kilburn's map from C-3, or you will get lost.

## D-2



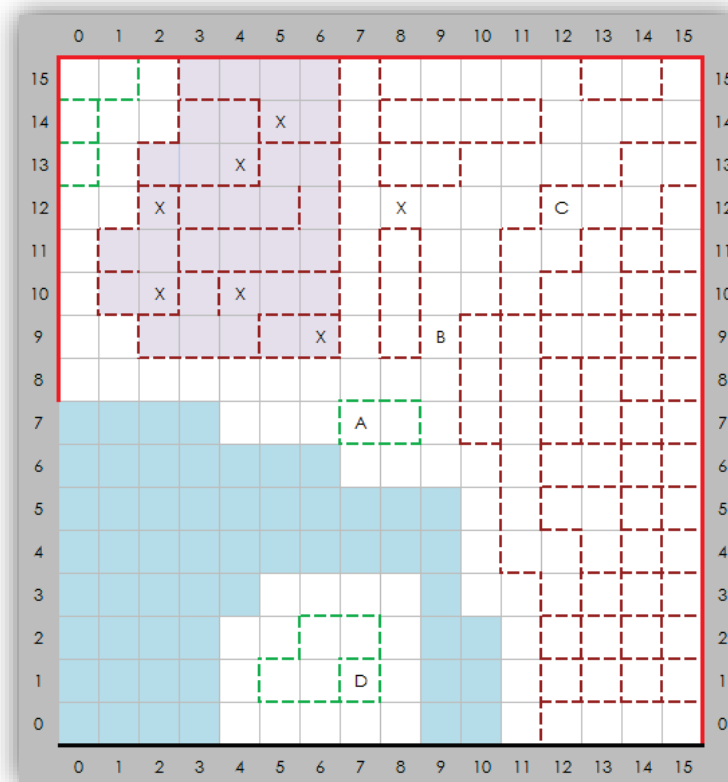
- A. Clerical retreat.
  - B. Pool of wisdom, +4 Personality to those worthy.
  - C. Clerics of the West remove all curses.
  - D. Clerics of the East restore alignment.
  - E. Clerics of the North cure everyone.
  - F. "The Clerics of the South shall deem you worthy, if you can find them!"
- The Clerics of the South are on the bottom level of the Ruins of Castle Dragadune in E-1.

## D-3



- A. A cave
  - B. Arenko Guire, talk to him and then climb the trees to get a reward
  - C. The trees you need to climb after talking to arenko
- Blue are areas in darkness and anti-magic., Green are areas unsafe to rest.  
Arenko's quest is definitely not worth it.

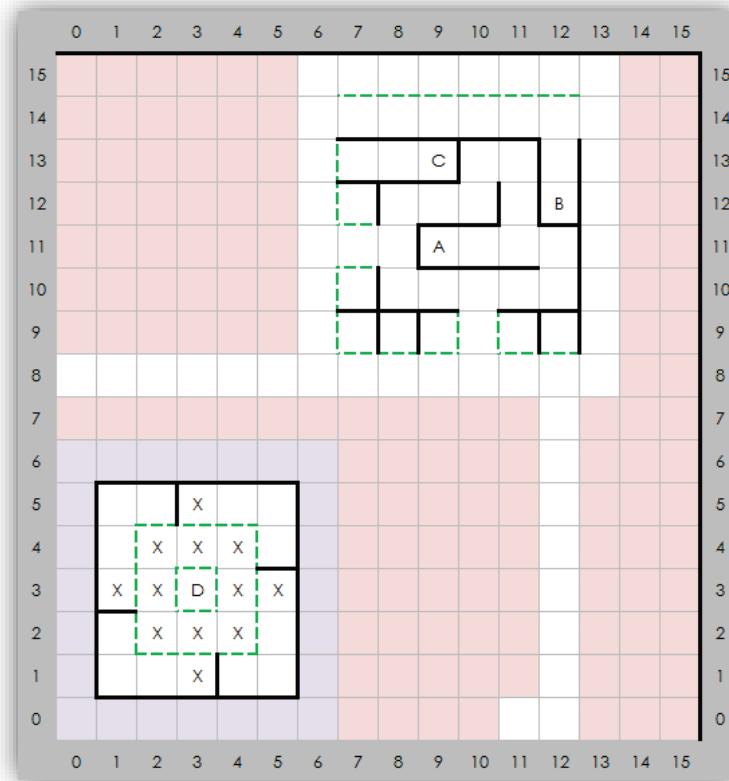
## D-4



- A. Algary
  - B. A huge winged beast exclaims, "This swamp is quite dangerous. Fly you to safety (Y/N)?"
    - A. Moved to C and attacked by Paul Pead and a large group of assassins.
    - B. Attacked by winged beast and a large group of celestial stags.
  - C. Paul Pead and a group of assassins, hostile.
  - D. Og, the Blind Seer. Part of the Queen Idol quest.
- B is actually one of the four great beasts, the Great Winged Beast.

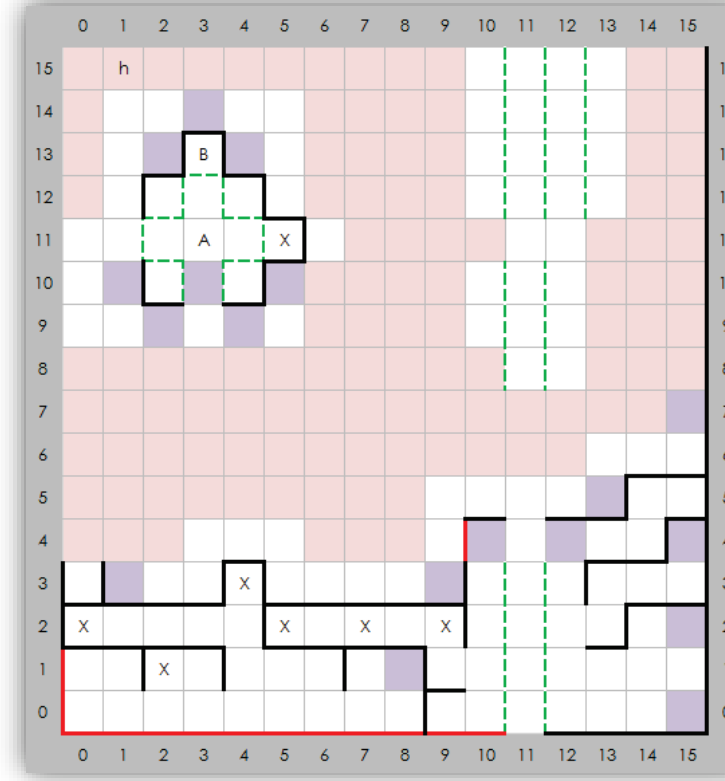
# Areas E-1, E-2, E-3 and E-4

## E-1



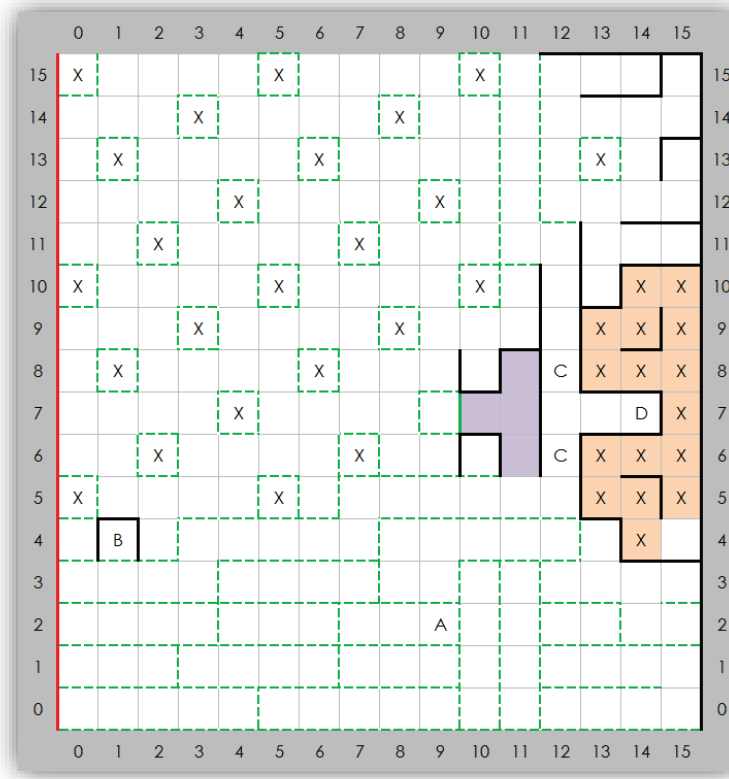
- A. Town of Dusk
- B. Ruins of Castle Dalgadure
- C. Statue of a Giant with Scales. Those worthy get something. Part of the Judgment quest.
- D. The Hourglass of Time. Touch it to restore the age of your entire party.

## E-2



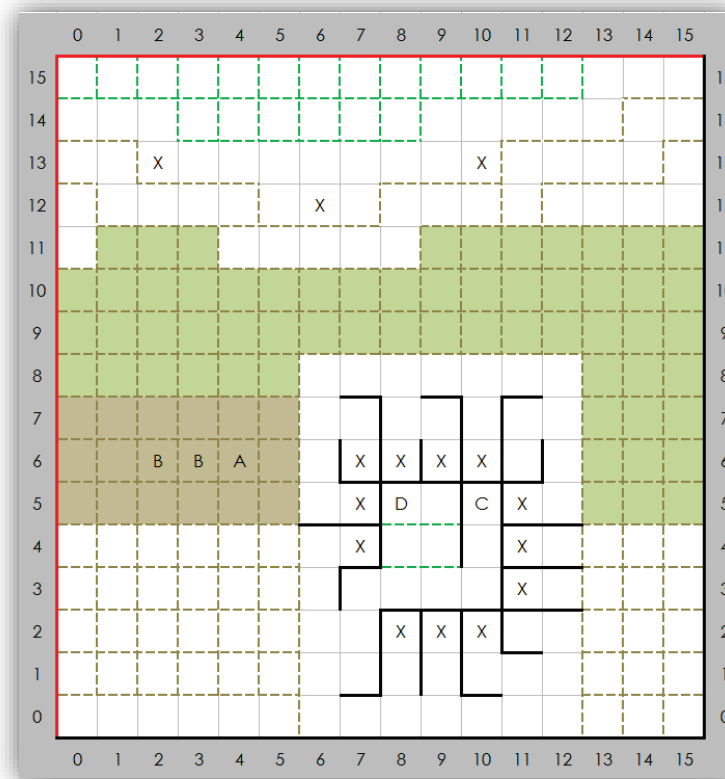
- Orange is desert.  
Purple are teleport traps, they teleport mostly at random, though some are fixed. Sometimes it can be an encounter instead of a trap.
- A. Crashed alien craft.
  - B. Alien device, +4 Intellect.

## E-3



- A. Heratio Harper. He provides the password. Leaving the area changes it.
- B. Diamond door. Leads to the Astral Plane. Need diamond key from the ice princess in B-2.
- C. Two lion statues ask for the password from Heratio Harper.
- D. King Alamar's Castle.

## E-4



- A. Half-buried corpse. Helping it gives you some gems.
- B. Crypt and coffin, with monsters and treasure.
- C. The Fabled Building of Gold
- D. A dragon town. Interrupting the town meeting causes a very difficult fight. Cast Levitate to deal with the swamp.