

A1	A2	A3	A4	A5
B1	B2	B3	B4	B5
C1	C2	C3	C4	C5
D1	D2	D3	D4	D5

A

A1 to D5

"safe rooms": (A1?, A2?), A4, (B1?), B4, B5, C1, C2, C4, D1, D3, D4, D5

"land mines": A3, B2, B3, (and C3?)

Gelatinous Cube (floats around, does acid damage)

orc faced brooch

A5: trapdoor D -> Open Pit

N -> Stairs

(suggest one goes to B5, then "JUMP OVER A5" to get to Stairs)

C1: W -> Circular Room

C5: ~ ancient torch

E -> Treasure Trove (but opening door triggers trapdoor!)

D -> Brine Pit (once trapdoor is open)

D2: S -> Dark Hall (but be prepared to get shot by the crossbow trap!)

D5: S -> Blasted Hall

A3 -> heat/fire
B3 -> cold

Altar Balcony

Peave (will retreat to Altar Room)

ash torch

ash quarterstaff

black sleep dart

blue sleep dart

◇ bronze torque

copper key

◇ copper torque

green dart (throws this first)

purple dart (throws this second, poison)

red dart

shallow ~~dart~~ chest

sleep wand

steel mesh bag

~ thin candle

white dart

~ chandelier

W -> Priest Chamber

E -> Sentinel Room

S -> ~~??~~ Circular Stairs Up

D -> Altar Room

"I wonder what happened to the other three quarters?"

(open i copper key)

(unlocks shallow chest)

chest & yellowed scroll (put reader to sleep)

(PIZER someone, to put them to sleep)

& flint (used to light a torch)

Altar Room

granite altar (doesn't open)

~ sputtering torch

statue of Setmoth

N -> Circular Room

W -> West Hall

E -> East Hall

S -> Circular Stairs

U -> Altar Balcony (risk of falling)

Armory

anvil

large hammer

~ kiln (doesn't open)

sword hilt


old leather pouch

pink potion (cure poison)

E -> Dark Hall

S -> Trash Room

Ash Room

silver ring (ashes rise in warning!) 

(barely visible)

N -> Old Store Room (unlock with ash room key)

S -> Bone Room

B

Back of Fountain

protruding brick

N -> secret door *to Med Room*

W -> Fountain

(put something in fountain, brick will glow green; then push brick)

Banquet Hall

rosewood chair

small keg

beer

walnut bench

walnut table

wool tapestries (move to reveal W passage)

W -> Bolt Hall

E -> East Alcove

S -> Main Chamber

Blasted Hall

empty

N -> D5

S -> Blasted Room

Blasted Room

~ old iron lantern (immovable)

N -> Blasted Hall

E -> Bone Room

Bolt Hall

hidden lever (not always seen; pull to open N passage)

oil lamp

rusted lever (opens trapdoor to Spiked Pit!)

N -> Bolt Hole

E -> Banquet Hall

D -> Spiked Pit

Bolt Hole

small bed

blanket

Wild Wizard

copper bracers

old scroll (teleport reader to where scroll last read)

potion of sleep

ransom note

ruby ring

soft leather bag

gem ball

(don't break it)

steel rapier

teleport potion (teleport to any previous location)

wooden ring (slow healing)

curvy dagger

deerskin boots (falling protection)

small dresser (move to reopen S passage)

inlaid book

wax blob

water barrel

murky water

tarnished key (opens iron bound chest)

silk pouch
gem of true seeing
thick potion (switches souls with Grue!)
W -> Shroom Room
S -> Bolt Hall

Bone Room
empty
N -> Ash Room
W -> Blasted Room

Brine Pit
grimy key (opens wooden war chest)
wooden war chest (unlock with grimy key)
large shield (on top on wooden war chest)
blue glass vial
dry torch
green glass vial
red glass vial
invisible lever (pull to reopen pitdoor) ; *not always seen*
U -> C5 (*risk of falling*)

C

Cave Entrance

Titus

- broadsword
- match
- pretzels
- sleep potion
- small lantern (closed)
 - ~ oily candle
- small torch

Skeletal Remains (a.k.a. Jaroo)

- coin (see game package)
- old ring (levitation)
- parchment (see game package)
- small leather pouch
 - bronze key (for S of Passageway Down)
- small potion (poison!)

S -> Passageway Down

Circular Room

Granite Statue (attacks anyone who tries to leave by a different door)

- lock wand (FROBIK a closed unlocked door to lock it for a time)
- mace of destruction
- potion of vitality (for granite statues it is; for humans it's poison)

- N -> Short Hall
- W -> L Hall
- E -> C1
- S -> Altar Room

Circular Stairs

- empty
- N -> Altar Room
- W -> West Hall
- E -> East Hall
- U -> ~~locked~~ Circular Stairs Up (locked)

Circular Stairs Up (empty)

- N -> Altar Balcony*
- W -> Altar Balcony*
- E -> Altar Balcony*
- D -> Circular Stairs*

D

Damp Hall

Huge Spider (poison attack!)
W -> Quandry (bulk restriction)
E -> Main Chamber N

Dark Hall

pink quarrel
crossbow trap (immovable?)
N -> D2
E -> Armory
S -> Store Room

Deadfall Room

elven cloak
W -> Guard Chamber (not always open)
E -> Short Hall

Dining Area

jewelled dagger (appears ceremonial only)
large cupboard
 breadfruit
 cup
 plate
 stale bread
large table
 fruit cake
~ small stove
 roast duck
water trough
 trough water
N -> L Hall
S -> Sleeping Chamber

E

East Alcove

Insane Druid

berserker sword

W -> Banquet Hall

East Hall

empty

W -> Altar Room

S -> Circular Stairs

Elbow Passage

trip wire (not always seen)

N -> Shrine Hall

W -> Lower Main Chamber

S -> T Passage

F

Fog Chamber

empty
N -> Fog Room (poison gas!)
W -> Smokey Chamber
E -> Smokey Chamber
S -> Foggy Room

Fog Room

empty, poison gas in room!
N -> Misty Room
W -> Misty Room
E -> Smokey Room
S -> Fog Chamber

Foggy Chamber

empty
N -> Fog Room (poison gas!)
W -> Smoke Chamber
E -> Mist Chamber
S -> Pentagram Room

Foggy Room

empty
N -> Smoke Room
W -> Foggy Room
E -> Foggy Room
S -> Misty Room

Fountain Room

fountain (water attack if you remove any object from fountain)
diamond (magic!)
fresh water
gaudy ring
resist cold ring
W -> Shrine
E -> Back of Fountain

put something in fountain to enable brick to work (magic?)

G

Gas Room

wall crescent
 ~ dusty torch
N -> Foggy Chamber
W -> Fog Room (poison gas!)
E -> Gas Room
S -> Mist Chamber

Gouged Hole

identify wand (GURZ key; ODEEPS wand; FALP scroll; NESOE potion)
U -> Spiral Death
D -> Small Hall

Guard Chamber

Punker

biker boots
leather armour
leather bludgeon
leather dog collar
leather gloves
leather helmet

bunk beds

cards

card table

cheese wheel
silver key (for maple chest)
wine bottle
 sweet wine

Spike Slipshod

chain mail
metal cap
rusted mace
smoky potion (teleport to sleeper)

maple chest (unlock with silver key; trapped with poison needle!)

poison needle
red potion (cure poison)

- wall sconce

E -> Deadfall Room

Guest Room

Eolene

black potion (cure poison)
elven gourd
 elven wine

quiver

black arrow
blue arrow
green arrow
purple arrow
white arrow

short bow
tinderbox

straw pile

N -> Rec Room

H

Hairpin Passage

empty

N -> Lower Main Chamber

E -> T Passage

S -> Long Passage

L

L Hall

empty

E -> Circular Room

S -> Dining Area

Long Passage

resin torch

W -> Twisting Passage (bulk restriction!)

E -> Hairpin Passage

Lower Main Chamber

empty

N -> Main Chamber N

E -> Elbow Passage

S -> Hairpin Passage

M

Main Chamber N

- closet (empty, enterable)
- N -> Banquet Hall
- W -> Damp Hall (bulk restriction!)
- S -> Lower Main Chamber

Mist Chamber (cure poison mist, but you fall to Gas Room and take falling damage)

- empty, no map maze
- N -> Pentagram Room
- W -> Fog Room (poison gas!)
- E -> Fog Room (poison gas!)
- S -> Fog Chamber
- D -> Gas Room

Misty Room

- empty, no map maze
- N -> Stairs
- W -> Smokey Room
- E -> Smokey Room
- S -> Fog Room (poison gas!)

Musty Hall

- empty
- E -> Quandry
- S -> Twisting Passage

Mud Room (floor is strongly green)
muddy lever (pull to open S (or if that's open, N passage))
S -> Back of Fountain
N -> Treasure Vault East (Leave someone here
~~be careful~~; it'll close
and there's no trigger on the other side!)

O

Old Store Room

pottery jar (empty)

Grue

ash room key

paper scrap (rough map of A1 to D5)

ring of sustenance (delays hunger, thirst & sleep)

S -> Ash Room (unlock with ash room key)

"It hurts so good"

Open Pit

empty

U -> A5 (risk of falling)

P

Passageway Down

- carved inscription
- N -> Cave Entrance
- S -> Quandry (unlock with bronze key)

Pentagram Room

- iron pentagram
- scrawled note (can't budge)
- N -> Smokey Room
- W -> Mist Chamber
- E -> Throne Entrance
- S -> Pentagram Room

Priest Chamber

- desk *(doesn't open)*
- hemp rug
- Quenlin**

- black gem
- gold torque
- mithral mace
- mithral shield
- rusty iron key
- slime potion
- weapons rack key
- white goggles

(resists sleep attacks)

Σ for iron box, treasure chest, door upwards at circular stairs up (keys!)

- Succubus** (floating)
- frothy potion
- gold neck chain
- leather bra
- leather panties
- mithral earrings
- scroll case
- small whip

*(resists sleep attacks), attacks with fangs
(detect magic)*

E -> Altar Balcony

Q

Quandry

Bruno

- food ration
- gnarly club
- gold brooch (cursed!)
- leather belt
- leather bracers (strength?)
- leather headband

~ large lantern (immovable)

N -> Passageway Down

W -> Musty Hall

E -> Damp Hall (bulk restriction!)

S -> Rec Room

R

Rec Room

Chief Torturer (when dead, overturn him to get iron key)

- black whip

- iron key (for iron cage, manacles, iron bound chest, south door)

- ornate ring (changes colour?)

- rye bread

Druid Guard

- redwood staff

- scarab of insanity (wear it to change sex)

~ fire pit

- ashes

- hot poker

iron cage (Chief Torturer and Druid Guard retreat to here if pressed)

iron maiden

manacles (open; immovable; unlock with iron key, or break it)

plain wooden chest (push chest to open it)

- red garnets (seven)

rack (open; immovable)

thumb screws (open; immovable)

N ->

S -> Guest Room (unlock with iron key, or break it)

S

Sentinel Room

round table
 pewter pitcher
 fortified wine
straw bed
weapons rack (locked)
W -> Altar Balcony

Short Hall

empty
N -> teleport to B3 (cold damage mine!)
W -> Deadfall Room
E -> Small Hall
S -> Circular Room

Shrine

pearly plaque
sepulchre
 wax candle (on top)
 Grand Druid
 detect evil potion (mislabelled detect magic potion)
 mithral bracelet
 oak quarterstaff
 sickle
 small pouch
 glowing gems
 white robe
E -> Fountain Room
S -> Shrine Hall

Shroom Room

mushroom (67)
N -> Bolt Hole

Sleeping Chamber

Boffo
 maple quarterstaff
dirty robe
oaken barrel
 grapes
Rufo
 light boots
 nasty mace
 rusty lantern
 worn leather jerkin

Small Hall

north torch (pulling it does *something!*)
rock
south torch (pulling it does *something!*)
W -> Short Hall
U -> Gouged Hole

Smoke Chamber

empty
N -> Smoke Room

W -> Fog Chamber
E -> Smoke Room
S -> Smoke Room

Smoke Room

empty
N -> Fog Room (poison gas!)
W -> Smoke Chamber
E -> Smokey Chamber
S -> Smoke Chamber

Smokey Chamber

empty
N -> Fog Chamber
W -> Smoke Chamber
E -> Fog Room (poison gas!)
S -> Smoke Chamber

Smokey Room

empty
N -> Misty Room
W -> Misty Room
E -> Mist Chamber (cure poison, but falling trap too!)
S -> Fog Room (poison gas!)

Spiked Pit

iron catch (break to reopen pitdoor)
spikes
U -> Bolt Hall (risk of falling)

Spiral Death

empty; enter at risk of falling to Gouged Hole
W -> Wide Passage
D -> Gouged Hole

Stairs

bronze bracelet
gaudy scroll (detect magic; can't read it as it's in Veldi)
S -> A5
D -> Misty Room

(head N, 90° turn to E, end at 52nd step)

W -> secret

Store Room

brandy keg (closed)
brandy
oil barrel (closed)
oil
wooden crate (empty)
N -> Dark Hall
E -> Trash Room

T

T Passage (wind blows out open torches)

crushed skull

N -> Elbow Passage

W -> Hairpin Passage

E -> Wide Passage

Throne Entrance

ancient runes

small hole

stone bin (closed)

black ball

blue ball

brown ball

green ball

grey ball

mauve ball

orange ball

pink ball

purple ball

red ball

white ball

yellow ball

W -> Pentagram Room

E -> secret door

Thumbs Up

empty

E -> Treasure Vault West

Trash Room

tattered filthy robe ?

N -> Armory

W -> Store Room

Treasure Trove

empty; doesn't map

W -> C5

Treasure Vault East

empty

W -> Treasure Vault West

S -> secret door to Mud Room??

Treasure Vault West

iron bound chest (unlock with iron key or tarnished key)

diadem

golden bracelet

golden necklace

little bag (enter it to go to Guest Room)

W -> Thumbs Up

E -> Treasure Vault East

Twisting Passage

empty

N -> Musty Hall

E -> Long Passage (bulk restriction!)

W

West Hall

empty

E -> Altar Room

S -> Circular Stairs

Wide Passage

empty

W -> T Passage

E -> Spiral Death (falling damage)

Safe Room

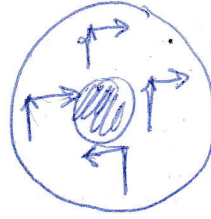
pentagram teleport
restores max hp.

Glass Pentagram

- Trident {
- Cloak of Protection
 - Leather Shield
 - Potion of Healing
 - ✓ Trident

Dial (can turn to left or right (R, R))

N → locked without door

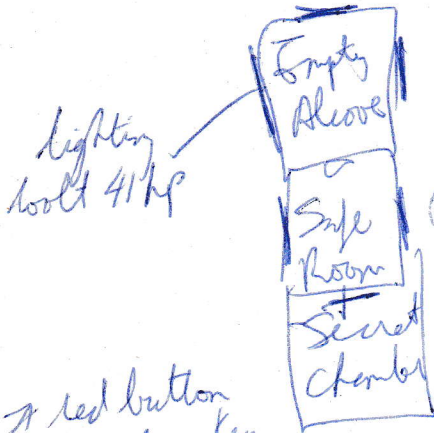


disappears when door
unlocks

R, R [click] R, R, R [click]

L [click] R [click, click] Red Plaque appears!

"Go home before you get hurt!"



lighting
bolt 41 hp

(pull plaque to open)

red button
Vant Room key

push
to register
N passage

Empty Above
Lightning Rod (can't budge)
(open)

The Trident (intense inner heat, fire eyes, 7' tall)
leather shield (griffon in combat & lizard)

dying in glass pentagram sends you back
to non pentagram