DARK-ELF CITY

```
                    ...D
                    :  +
                    :  A           A: Archmage and
                    :                 NPP portal
                    :..U              (drops dark blue orb
                       |               trade to Sleazy Shopkeeper
                     H-H+5             for moldy key and adamanite
                        \              key)
                         D
                         :
                         :
                         :  3 3
 ARCHMAGE TOWER          :  + +
                         :  H-H-D
                         :     /:
                         :....U :
                                :
                                :       U  <-- UP TO CIRCLE OF SKULLS
                      .....D    :       |   (rope and grapple required)
                      :    |\   :      [S] <-- Move statue (obsidian statue)
                      :  3+H U.:       `+`      -- kill to get gate key --
                      :    |            3       #: Shop (Sleazy Shopkeeper)
                      :  3+H            |       P: High Priestess
                      :             R-R-R-R-R           ROYAL PRISON
                      :            /    |    \     ..........U
                      :....U     S   #+S     R    :        / \          W: Wererat Emissary
                          /      |     |     |    :     F+2   2+F       $: Golden Key
                         D-H-H   2-A-A-3-B-A-2    :       |   |         G: Guardian
                         : + +   |     |     |    :     F+C-2-C+F       T: Treasure
                         : Q Q   S   D-S-C-P S  <--       | | |         &: Adamantite Key
                         :       |     |     |          F+C M C+F       Q: Dark-elf Queen
                         :..U2   S-S-S-J-S-S-S            |   |         (up to Treasure push
                              \  |     |     |          F+C-2-C+F        Button on throne to open up)
MOAT & CASTLE BASMENT          A+S     C     F+H+Q+Q+Q                   M: master Torturer
          ..........                     |       | + + +
      M-M-U-M-M    :..(go moat) <--   M       H+Q+Q+Q       UPSTAIRS     ROYALS
     /         \                       ^       |
    3   S I S   3                  H-H-G-H-H   H-M-M-P      H-H-H-H-H
   /    + + +    \                /    +    \  | | |       /         \
  M   H-H-H-H-H   M              H M-M 3 Q Q H H W A      H     U     H      D
  |   | + + + |   |              | | | | + + | |          |     |     |      |
  M   H S S S H   M              H+H-H-H-H-H+H H+C        H C-1+H+1-C H      2
  |   |       |   |              |   | | +   |            |     |     |      |
  3   H S S S H   3              3 S K H C S 3            H C W+H+Q   H      H     T
  |   | + + + |   |              | |\  |  /| |            | +   |     |     / \    $
  M   U-H-H-H-H   M  <---->      H D S 3 S U H            H H-H-H-H-D H    3 Q 3   G
  |     + + +     |              |  /  |  \  |            | +   |     |    | & |
  M     S S S     M              H S+H-H-H+S H            H C 4 H 4   H    H-6-H
   \    @ ...U   /                \    +    /              \  | | |  /
    3   D.:  |  3                 H-H-3-H-H  G:turn wheel  H-H-H-H-H
     \  .....U /                              (Out to town)
      M-D-3-M-M                               C: Captain of the Guard
        ^                                        (drops brooch: trade to
     moldy key                                    Sleazy Shopkeeper for
(entrance to CASTLE)                              glowing key to Archmage
 I: Iron ration                                   Tower)
 @: push button (in)
    search to get out
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