

```

.....:
STONE BRIDGE: D1: DOWN TO PREPARATION CHAMBER
               :      (PRISMATIC DRAGON)
D6 : D2: DOWN TO MIRRORED HALL
|   :
|   : U1: UP TO DOME OF STARS (CHIMERA)
SB : U2: UP TO MUSEUM VORTEX
|   : U5,U6: UP TO STONE BRIDGE
|   :
D5 : AR--AR AR--AR--AR
.....: / | \
        / | \
        PG DM RS++AA *UI RS AR
       / @5 \ @1 t
       / x \ t
    AR--RS RP *GN AR++UT+1DA RS--AR
     / + | \
    / + | \
AR *TC--U6 RP--RP AR--RS AC++D AR AR
 / @4 \
 / @ \
ARttDTttAR--AR--AR--AR U2 AR--AR--AR--AR--AR--AP--AAttE--Encampment
 | | | | | | | |
AR AR U5 GL}-CC AR BB *U1 D2 BS AR
 \ / | | \ /
  AR SO GL@3HB* AR RM TS DL--AR
   \ t | | + /
    \ t | | +
      AR RB--BH AR--RM WC AR
       \ + | + /
        \ + + t /
          AR D4 D3 CH--AR

```

Key to  
MIRRORED HALL

MOVES		exit	exit
w		West Room#	East
w	2 - (1) -	U	
w	3 < (2) -	1	
w	4 - (3) >	4	
w	5 < (4) -	3	
e	4 < (5) -	6	
e	5 - (6) >	7	
w	8 - (7) >	6	

search n  
to \*Basilisk  
Basilisk @  
2 < (8) - 7

Filthy  
Encampment

E-  
E-

tt: traps (damage up to 200)

ROOM CODES

AA: Ancient Ruin, Inside Arch

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      IT
    /  \
*IF: Ice Forge      :
(Frozen Giant &      :
Frozen Hydra)      IT--IT      IT      :
move anvil          |          |      :
wakes hydra         |          |      :
touch giant IT      IT--IF*      IT      :
wakes giant         |          |      :
                    IT          IT      :
                    |          /      :
U3: Up to D3        |          /      :
U4: Up to D4        |          /      :
To Ancient Ruins IT--U4  U3      :

```

- AA: Ancient Ruin, Inside Arch
- AC: Ancient Coliseum
- \*AC: Prismatic Dragon
- AP: Ancient Ruin, Plaza
- AR: Ancient Ruin
- BH: Bloodstained Hallway
- BS: Burned Stables
- CC: Concealed Chamber (book)
- CH: Crumbling House
- DA: Dark Alleyway (dragon carving)
- DB: Destroyed Blacksmith
- DL: Destroyed Laboratory
- DM: Destroyed Mansion
- GL: Grand Library
- \*GN: Goru-Nezar Vortex in this room leads to wastelands  
at darkwood forest vortex, hang up or exit realm  
in this room and re-enter at [PG](#) outside gates
- \*HB: Hidden Bookroom (Beholder)
- IN: Ruined Inn
- PG: Palace Gates
- RP: Royal Palace
- RB: Ravaged Butcher's
- RM: Rotting Mansion
- RS: Ruined Shop
- SB: Slender Stone Bridge
- SO: Sacked Office, Bone Pile
- \*TC: Torture Chamber (Wraithlord)
- TS: Tower of the Stars, Foyer
- \*UA: Unholy Altar (Unholy Idol)
- UT: Unholy Temple
- WC: Weed-Filled Courtyard