

		VILLAGE OF RHUDAUR	#. Black Serpent Key	SEWERS
		=====		[+]=====	
		INN	A-A-A-A-#-#%4	A-A-A-A-A-A	R-R-R-2-R-R-3-R-R-2-R-R-R
[+]:black serpent key to open	..2nd..			
	: # # :	A	A: # #+S H M-A O A	R	R R R R R
	: + + :		: :	+	
\$ bank (5 gold toll)	: D-# :	A	2+U-#:S-P-m-1-Z+A A	R	R 1-R-U-R R
1:missile weapons	: :		:	+	
2:exotic weapons		A	A 1 3 S-# # A &-W A	R	R R R R R
3:weapon shop					
4:armour shop		A-A-A-2	%S-S-4-F-1%A-A-A-A	3-R-R-R-R-R-R-R-R-4-R-R-R	
5:mystical items					
6:thiefs supplies (@search)		A	A 2 4-T-\$ 5 A A	R	R R R R R
t: trainer			+		
H: greedy healer		A	A-H S-2-t F A	R	R R R R R
%= go alley			@ +		
B: balthazar		3	S 6 H-#-A@B+F 3	R	U R R
m: manhole to sewers			^		
&: warped asylum (exit realm puts you outside)		P-P-P-3-P-3-M-3-P-3-P-P-P		1-R-R-R-R-R-R-R-R-R-R-1	
	L	3 3	F+F-F P F-D A D-F P	R Up to	R C U U C R
	+		+ +		
	*G	P	3+F+F D S P F@G-G-G@F P	3#R-R-R+U	R F-F F-F R
F: Shadow Fist	x x		+		
Temple --->	F F	P	3 F+S K P F@G-3-G@F 3	R SHADOW	R F-F F-F R
	x x		\$	FIST	
D:dread mystic	D	3	M-4+A+A+F-F P F-D U D-F P	R TEMPLE	R C U U C R
# open with skeleton key from thief store			P-P-P-3-P-P-P-P-P-3-P-P-P		R-R-R-R-R-R-2-R-R-R-R-R

WARPED ASYLUM turn carving in the 4 C rooms opens \$

C C-A C-A
| | |
A-C A-C A A-A-C
| | | |
A-A-A-A-A-A-A-A C C
| | | | |
A-C A-C A C C A-A-A
| | | | |
A C-A C-A-A-A-A C
| | | | |
A-C-A-C O C C A-A-A
| | | | |
A-A-A C C C C-A-A-A
| | | | |
C C A-A-A-A-C A-C A
| | | | |
A-A-E C C A C-A C-A
| | | | |
A C A-A-A-A-A-A-A-A
| | | | |
C-A-A A C-A C-A
| | | |
A-C A-C A

O:OLD MAN (find a padded cell with exit north
and walk in and out until you see the old man.
Exit the realm to leave asylum.