

MajorMUD Maps












The following maps are for the basic MajorMUD scenarios. Additional revisions of MajorMUD will include new maps for the realm. They will be covered in a separate section until they become widely used.

The maps shown also contain valuable information to assist you in transversing the areas as well as locations of important rooms.

The grid displayed behind the maps will assist you in describing to others where you are located in the all to common event that you get stuck in an area that requires a rescue team to be formed to either come and save you or get you items if you have died.

The first map is an overview of MajorMUD 1.1. It is not to scale and its only purpose is to provide you with a general overview of the Realm.

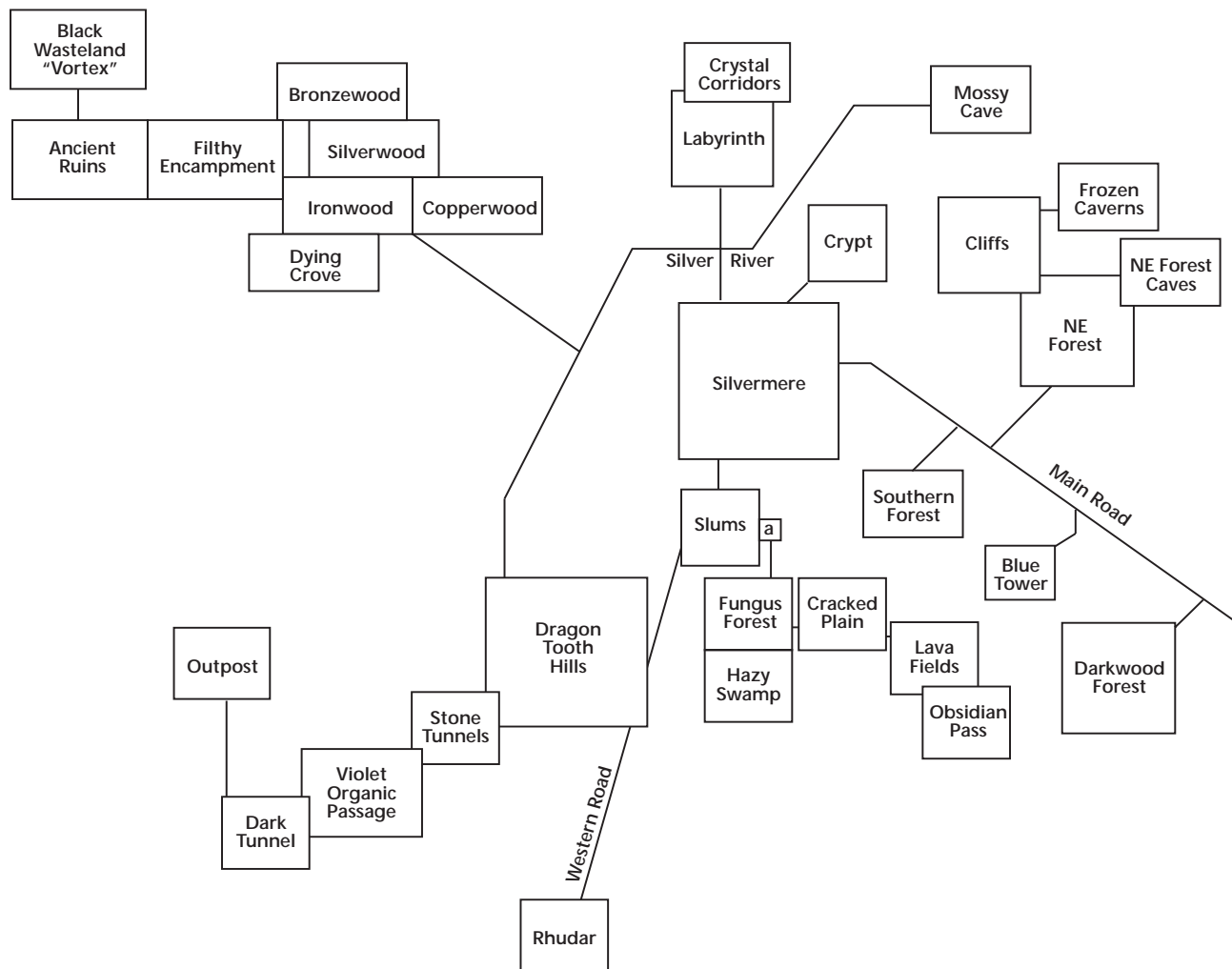
LEGEND:

-  Stairs going down. (D)
-  Stairs going up. (U)
-  Secret Passage (follow directions on map)
-  Door (BASH N, BASH S, BASH W, BASH E)
-  Locked Gate or door
-  One-Way Path
-  Boss Monsters
-  Shops
-  Training Rooms
-  Instructions
-  Notes and NPC

LOCATION DESIGNATORS:

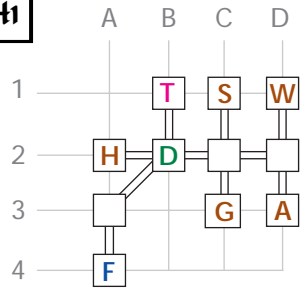
When the location is on a different map, location designators will be used to reference the location of the room on the following map. The symbology of the designator is (PG MAP-GRID) where; PG is the page of this handbook that the map can be found on, MAP is the map designator for the map, and GRID is the letter/number cross-reference indicator for the room. If no page number is shown, then the following map is on the same page.

Overview Map of MajorMUD 1.1



Newhaven

NH1

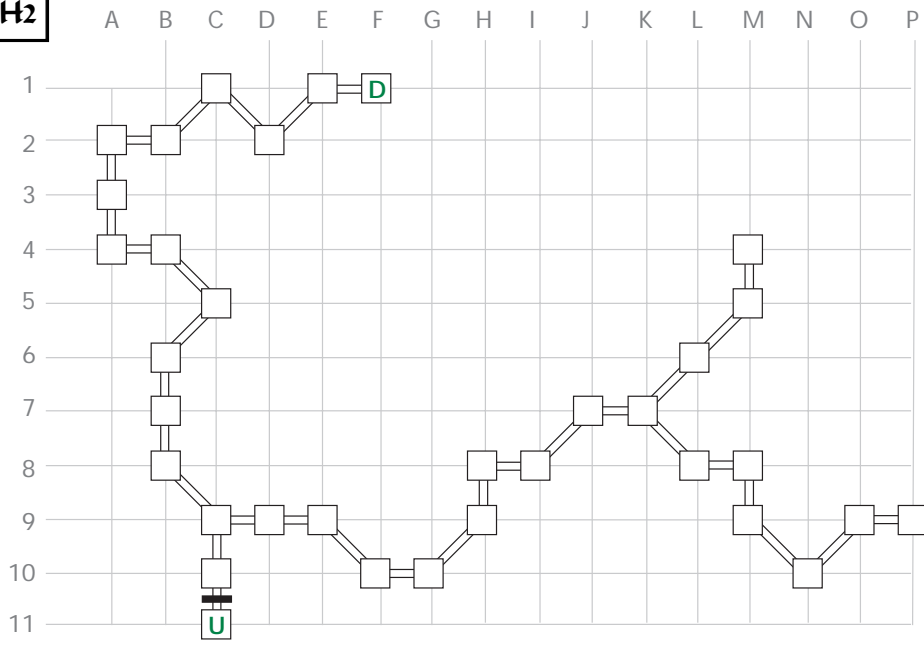


- H ... Healer
- T ... Guild (Training)
- S ... Spell Shop
- W ... Weapons Store
- G ... General Store
- A ... Armor Shop
- F ... Ferryman (GO SKIFF) -- to Silvermere (4 Si1-C1)

D to Dungeon - Level 1 (NH2-C11)

Newhaven Dungeon - Level 1

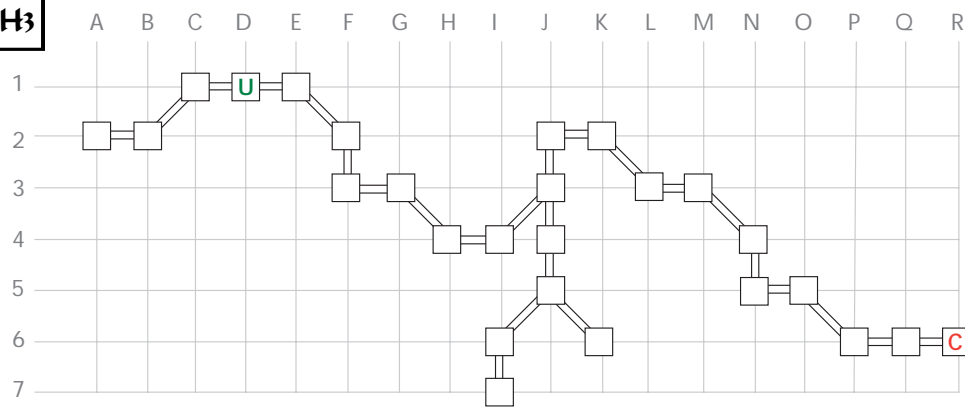
NH2



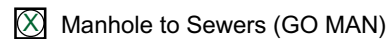
D to Dungeon - Level 2 (NH3-C1) U to Newhaven (NH1-B2)

Newhaven Dungeon - Level 2

NH3



U to Dungeon - Level 1 (NH2-F1) C - Cave Bear



Miscellaneous

GQ	Good Quest (D12)
NQ	Neutral Quest (M14)
EQ	Evil Quest (M4)
H	Healer (D12)
B	Boatman (E1)
GM	Guildmaster (M8)
BA	Big Arena (Q10) GO OBSIDIAN GO GOLDEN GO CRIMSON
SA	Small Arena (P12)

M1 - 4

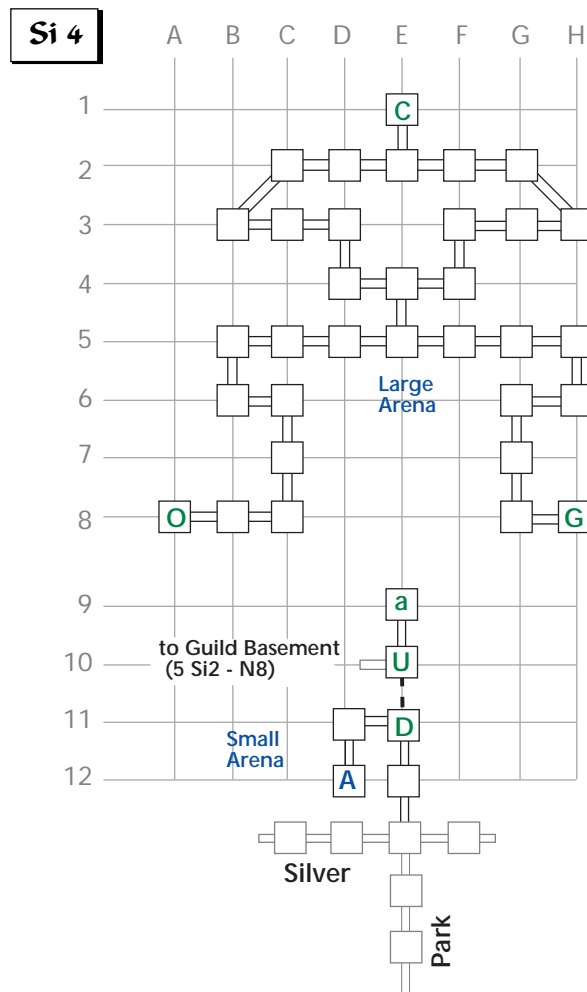
Si 2

- U1** UP to Main Floor
(4 Si1-L11)
- U2** UP to Small Arena
(4 Si1-Q1)
- P** Portal to Big Arena ... GO
CRIMSON, GO GOLDEN,
or GO OBSIDIAN
- DS** Druid Spell Shop (Q4)

Si 3

- B1** **Bard Trainer** (B1)
- B2** **Bard Songs** (B2)
- D** DOWN to 1st Floor
(4 Si1-L15)

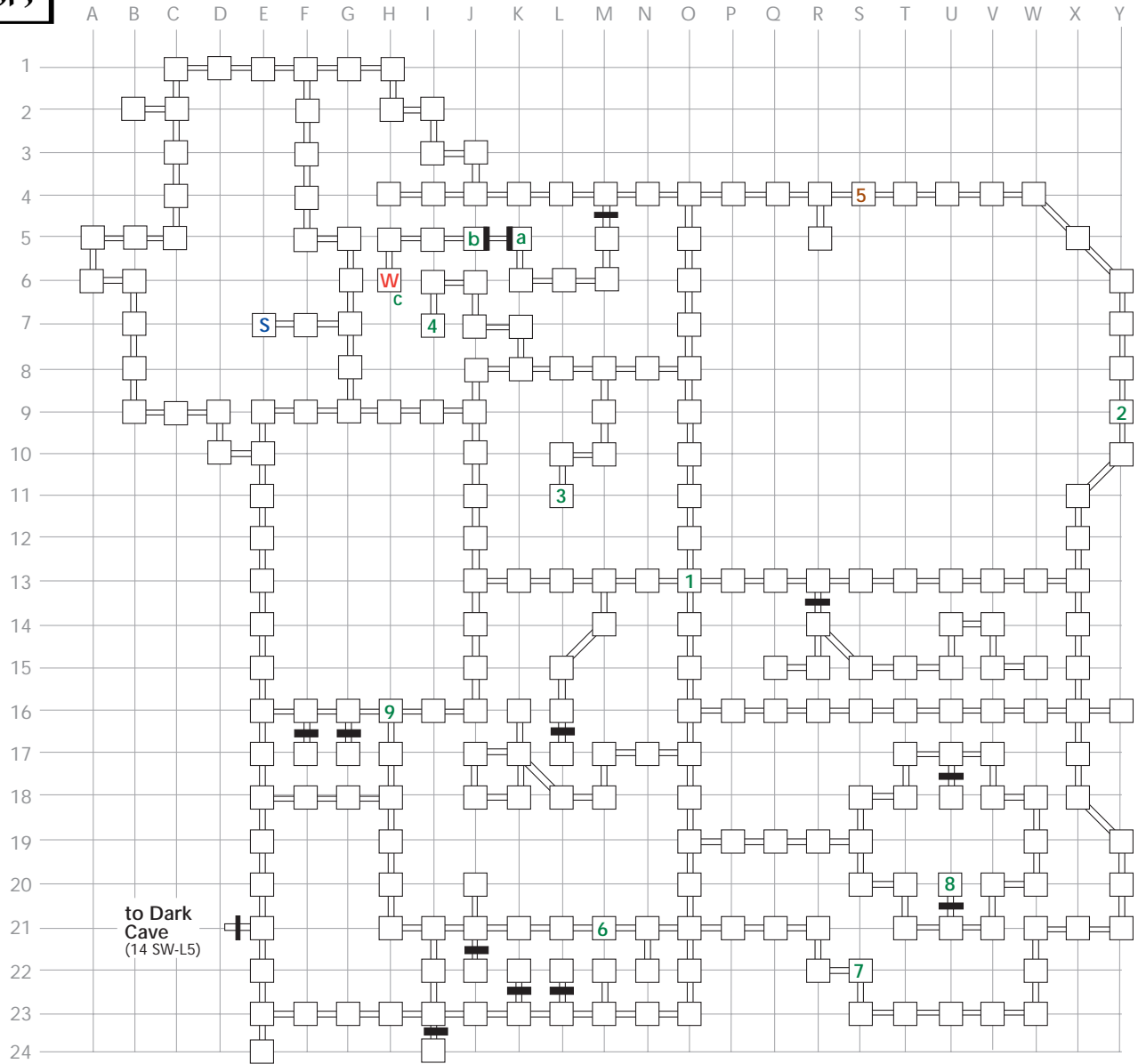
Arena



- a Big Arena**
 GO OBSIDIAN (A8)
 GO GOLDEN (H8)
 GO CRIMSON (E1)

City Sewers

Si 5



a PUSH SWITCH to open secret passage west

b SEARCH E to reveal secret passage east

c DOWN to Smugglers Wooden (8 SW-L5)

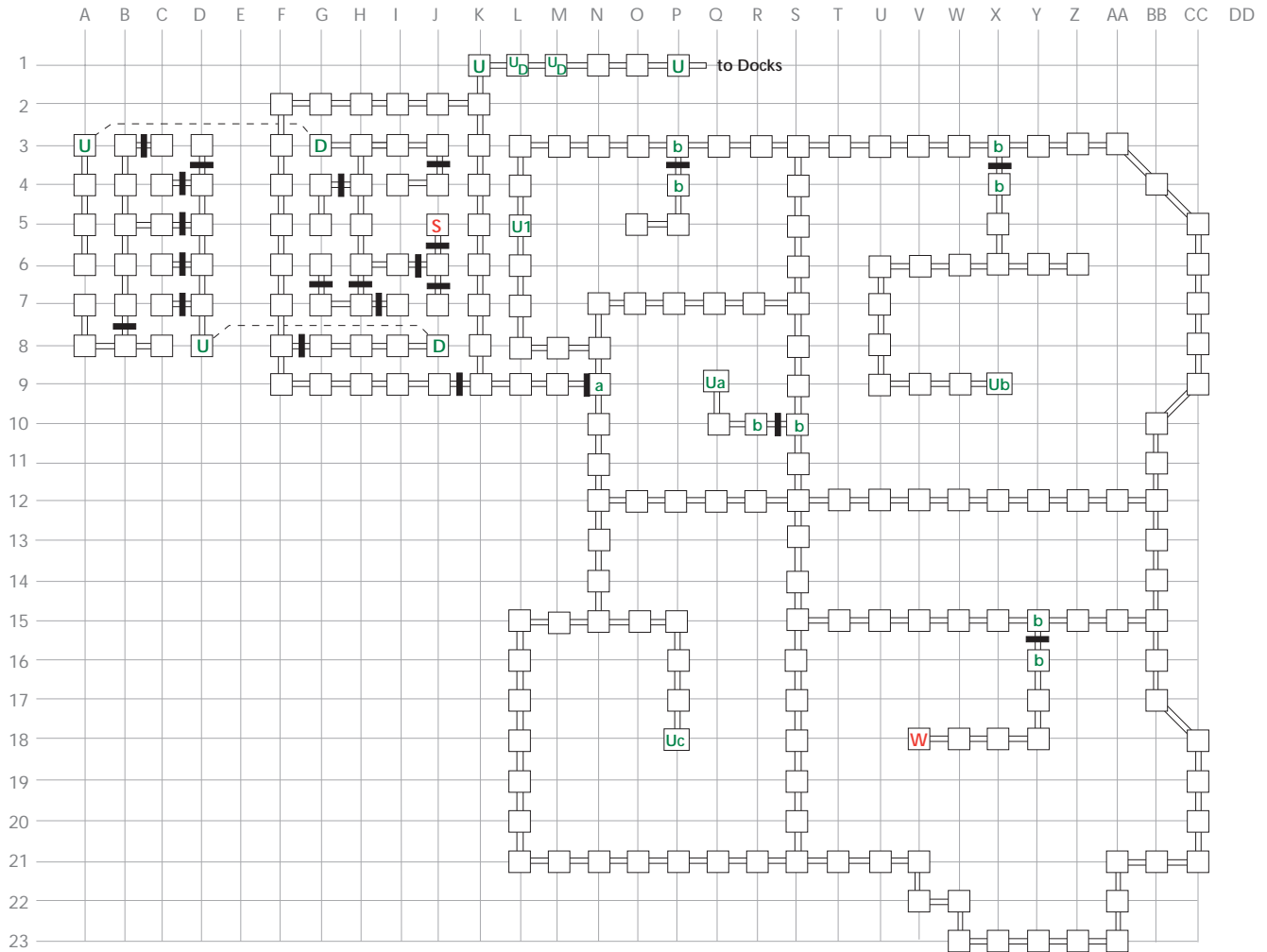
W - Mad Wizard

S - Shifty Dwarf

Numbered rooms have UP to Silvermere that correspond to the manhole numbers on the Silvermere map.

Smuggler's Wooden

SW



U Up to Mad Wizard (7 Si5-H6)

W - White Slime

Ua Up to Slums

S - Smuggler

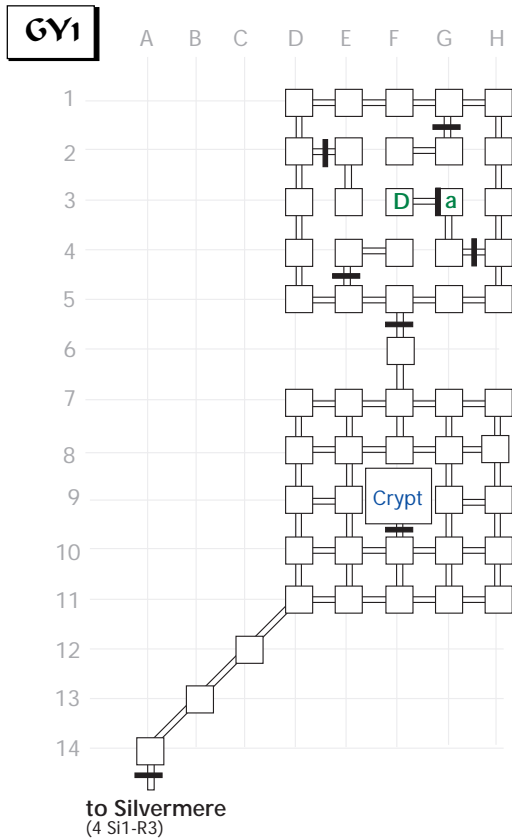
Ub Up to Witchhunters Training Room
(5 Si2-N6)

Uc Up to Slums

a SEARCH W to reveal secret
passage

b PULL LEVER to open doors

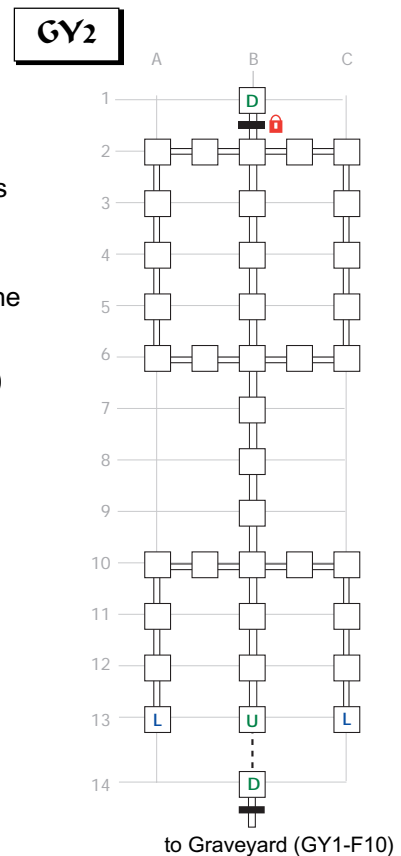
Graveyard



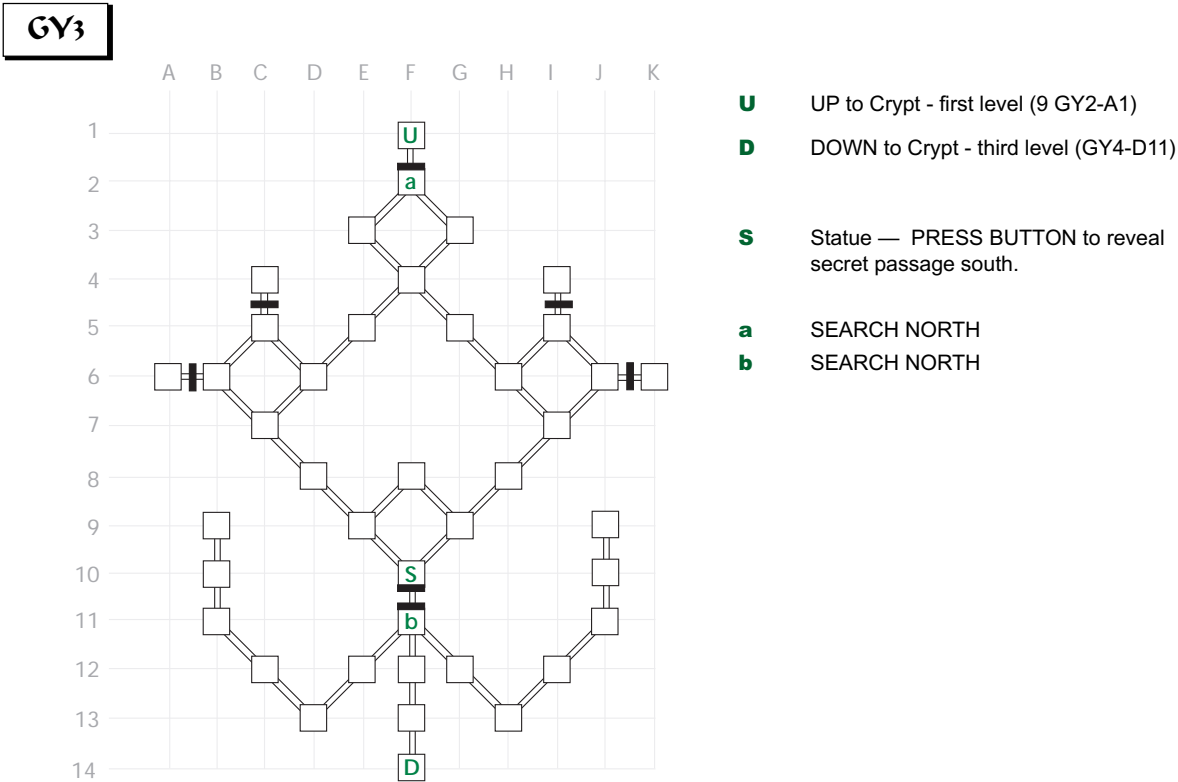
- a** PUSH COFFIN to open secret passage west
- D** DOWN to White Marble (Tmb1 - F6).

first floor - Crypt House

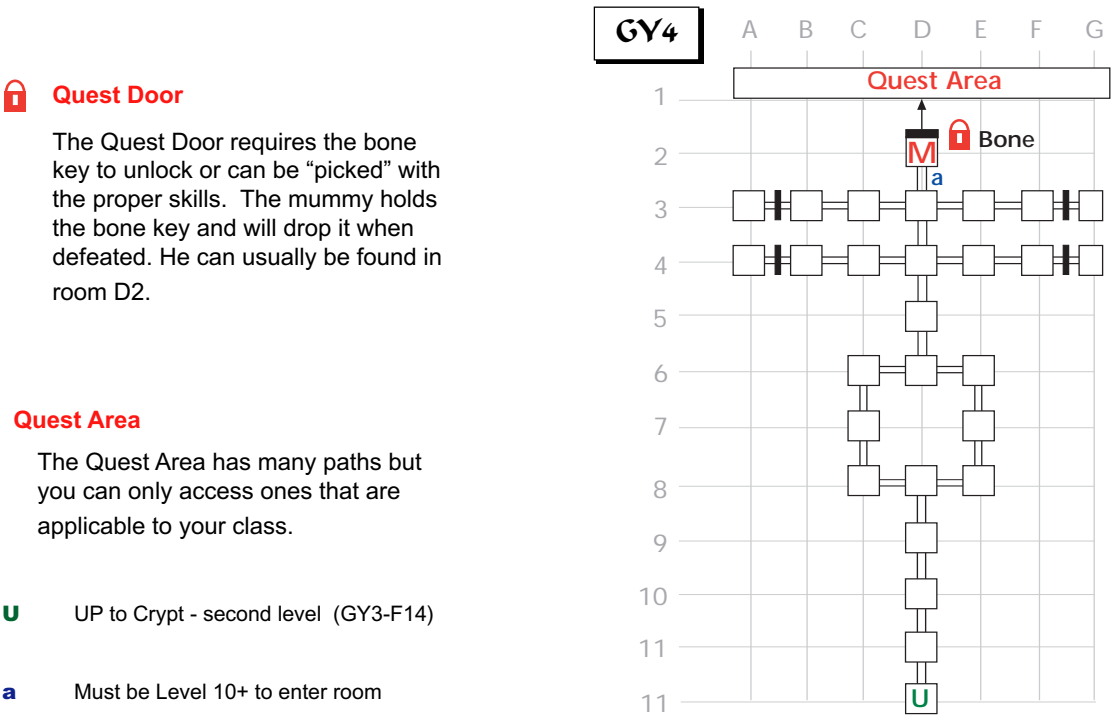
- i Gate**
The gate is closed until BOTH levers (**L**) are pulled and even then is only open for a limited time.
Pull both levels and run straight to the gate without stopping.
- D** DOWN to Crypt Level 2 (10 GY3-F1)



Second floor — Crypt House



Third floor — Crypt House

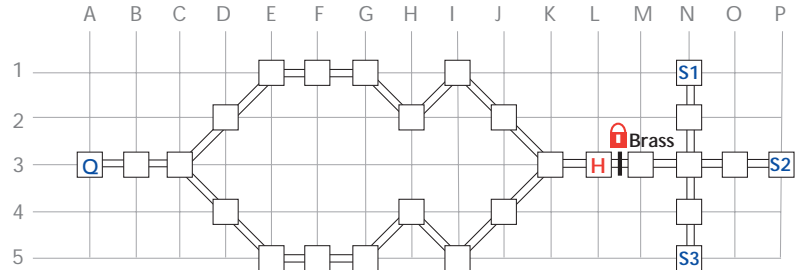


Quest Area

CQ1

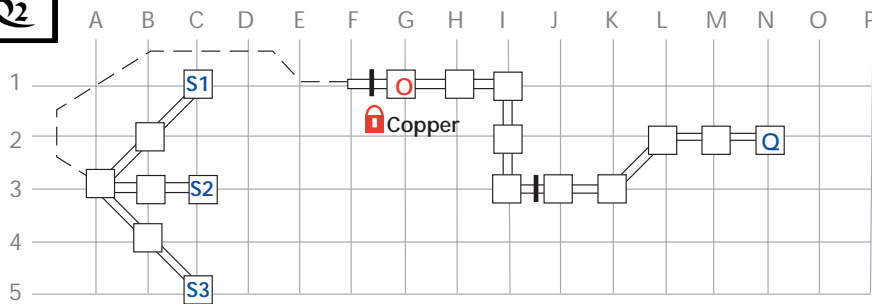
Quest Area - Warlock/Druid/Mage

- Q** Quest Hallway
- H** Two-Headed Hydra. Drops Brass Key to open door
- S1** Spirit Training
- S2** Spirit Training
- S3** Bard Spirit Training



Quest Area - Bard

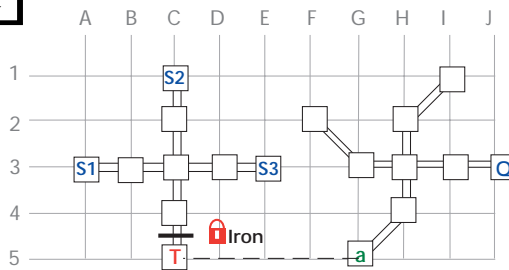
CQ2



- Q** Quest Hallway
- O** Owlbear. Drops Copper Key to open door
- S1** Spirit Training
- S2** Spirit Training
- S3** Bard Spirit Training

Quest Area - Witchhunter

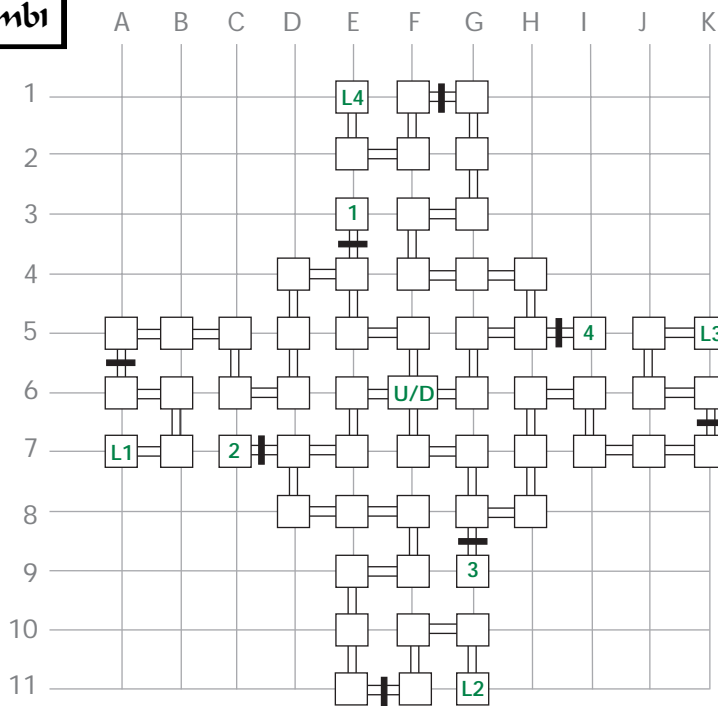
CQ3



- Q** Quest Hallway
- T** Troll. Drops Iron Key to open door
- a** PUSH BUTTON (go immediately to Troll)
- S1** Witchhunter Spirit Training
- S2** Spirit Training
- S3** Spirit Training

White Marble Tomb

Tmb1



L1-4 : PULL LEVER opens doors to corresponding numbered rooms

1-4 : PULL LEVER opens down at F6

U : UP to Graveyard (9 GY1-F3)

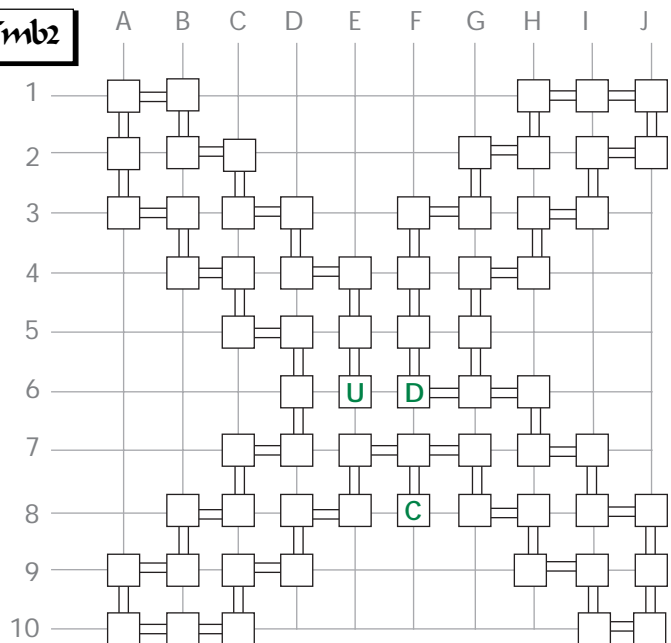
U : UP to Tomb (Tmb1-F6)

D : Go DOWN 2, UP 1,
SEARCH UP

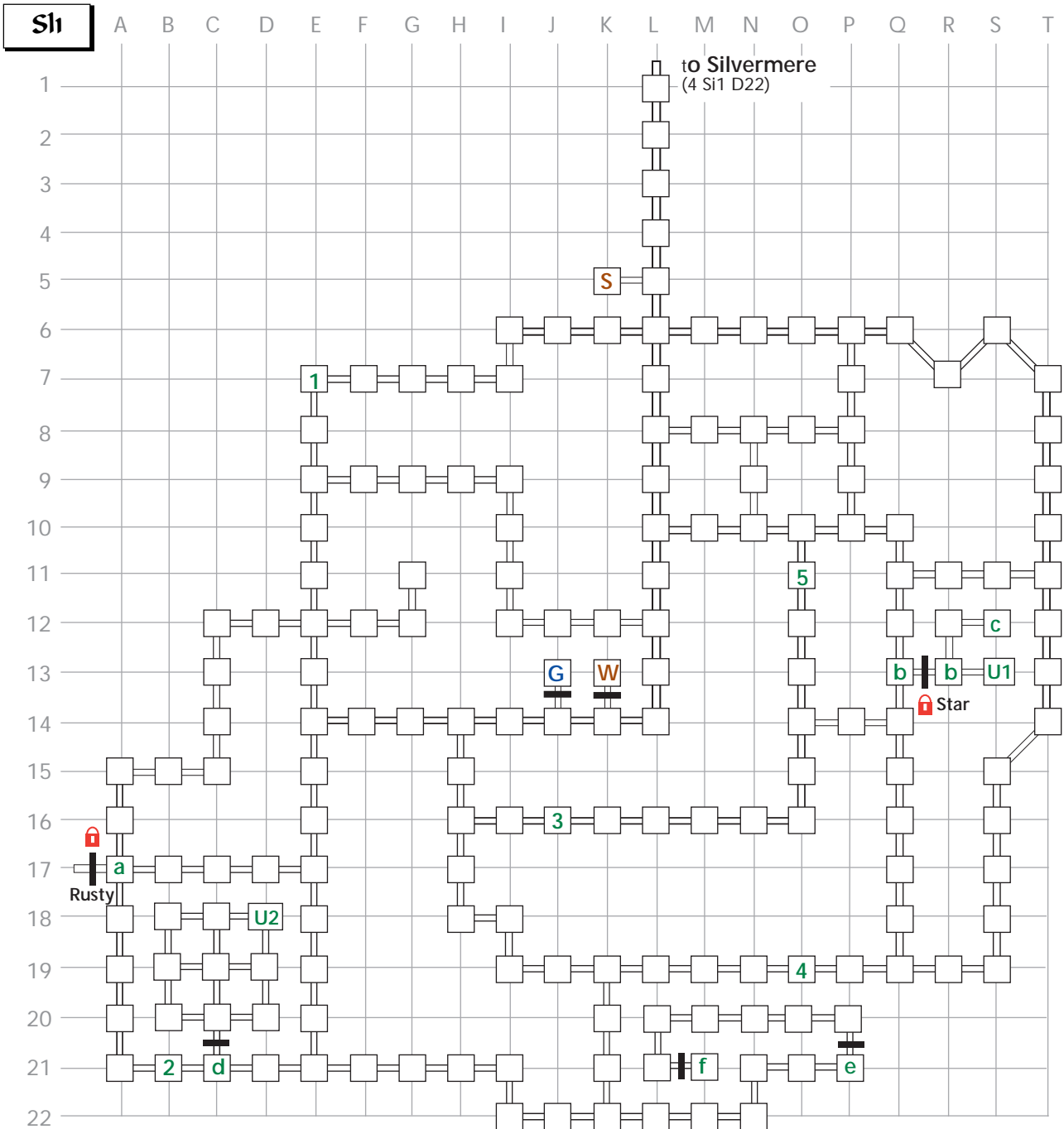
C : Small Chamber
ENTER
SOUTH
SOUTH
WEST
NORTH
EAST
PUSH BUTTON
(entrance to Spectral Knight)

SIT THRONE to open door

Tmb2



Slums



x GO MANHOLE to enter slums sewer

W Weapons Shop (K-13)

S Spells Shop (K-5)

G Shadowy Healer (J-13)

U1 UP to Black House 2nd Floor

U2 UP to Warehouse 2nd Floor

a USE RUSTY KEY W [dropped by Orc Warleader],
OPEN W (to 15 DTH1)

b USE STAR KEY E [dropped by Dark Cultists],
OPEN E/W

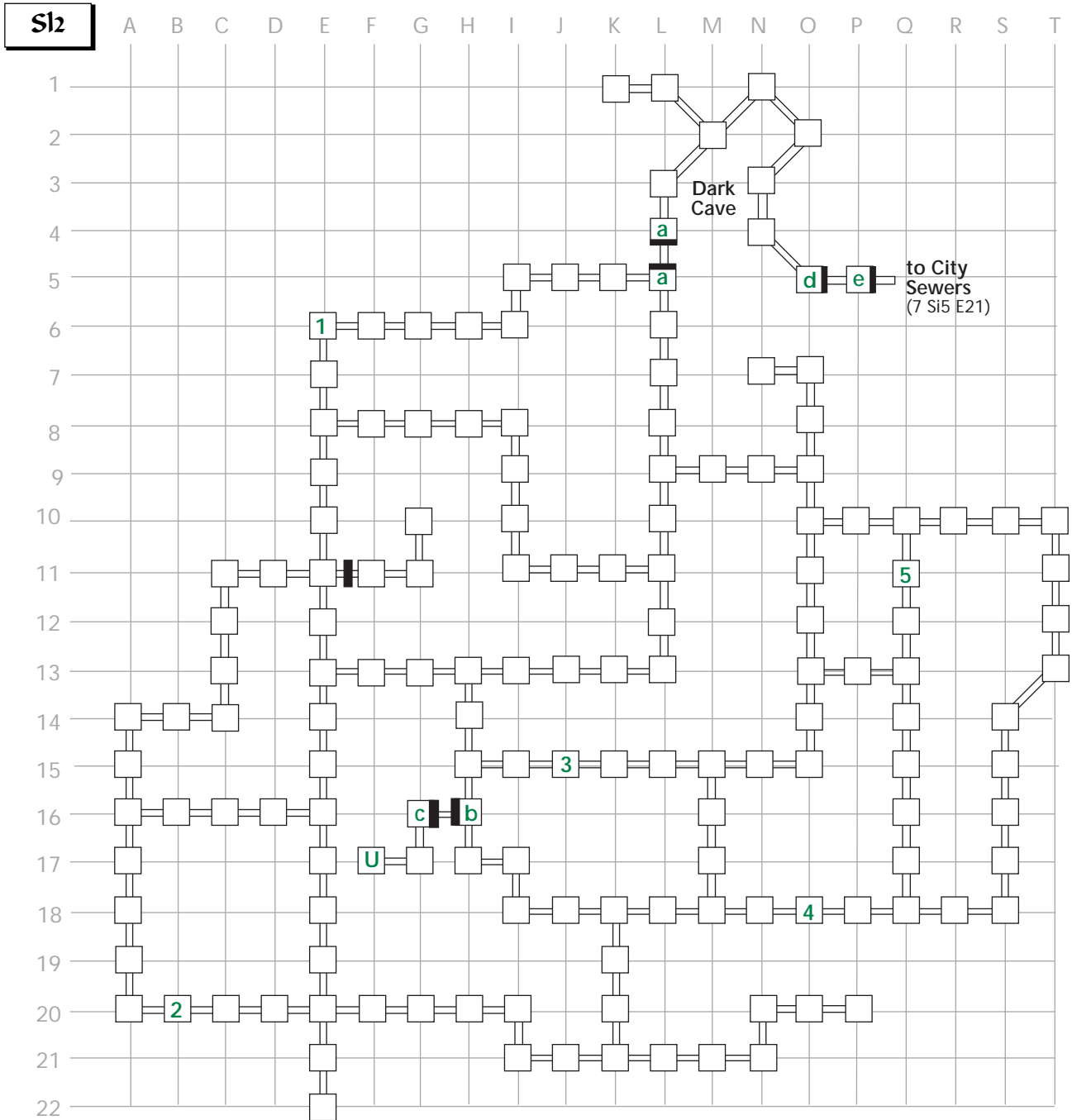
c PUSH BRICK to reveal down passage
(17 BH1-S1)

d SNAP CHAINS with a crowbar equipped to enter
warehouse

e BASH North

f PULL SWITCH to open UP TRAPDOOR
(to 16 Roof-J14)

Slums Sewers

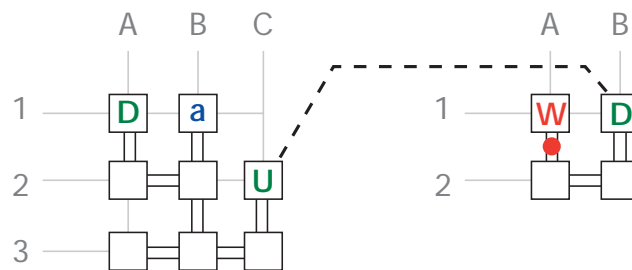


- x** GO UP to go to the corresponding number on the slums map.
- a** GO HOLE to go through secret passage north/south.
- b** PUSH STUD to reveal secret passage west
- c** SEARCH E to reveal secret passage east.
- d** SEARCH E to reveal secret passage east.
- e** SEARCH E to reveal secret passage east.

U UP to Orc Mansion (15 OM-A1)

Orc Mansion

OM1



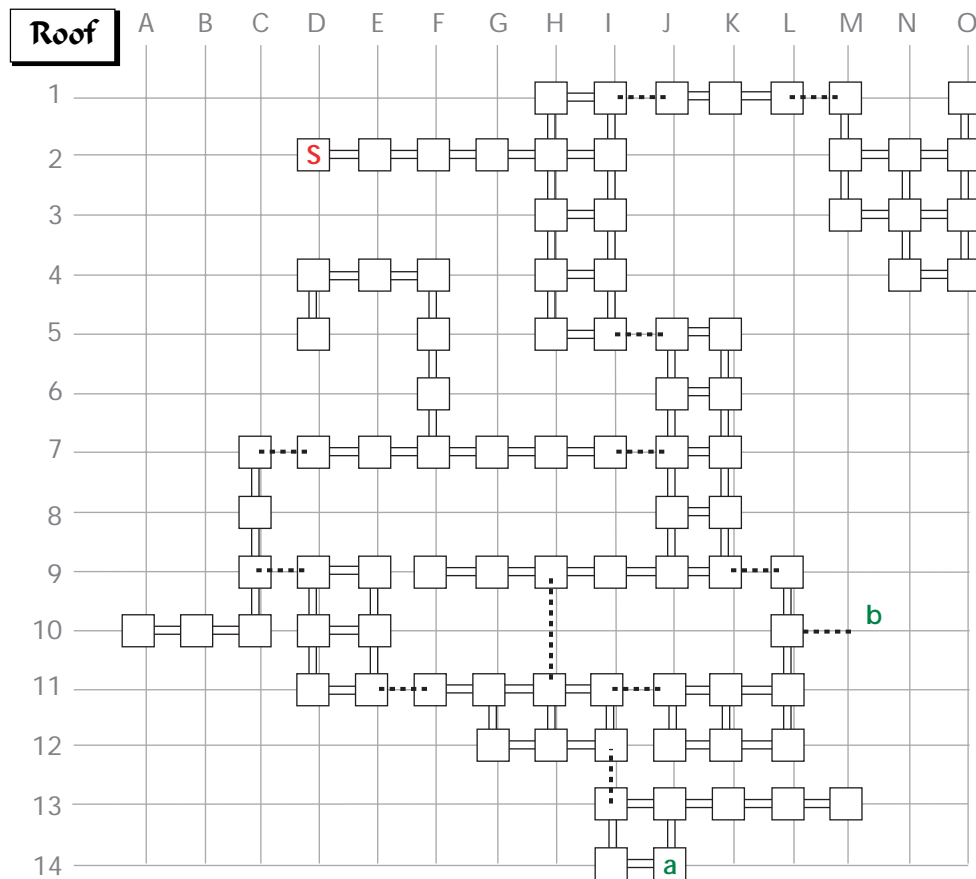
D Down to Slum Sewers
(14 SI2-F17)

a LOOK BOOK (doesn't do anything,
just interesting)

W Orc Warleader
(trapped - 25 hps to enter
room from south)

LOOK MAP (doesn't do
anything, just interesting)

Slum Rooftops



S : Slave Leader

After battle, ask Dying Slave Leader about the keep (ASK DYING KEEP) to get an amber talisman. The talisman allows entrance into the Hilltop Fortress. The talisman will "poof" from your inventory during evening clean-up. Stashed talisman's will not poof.

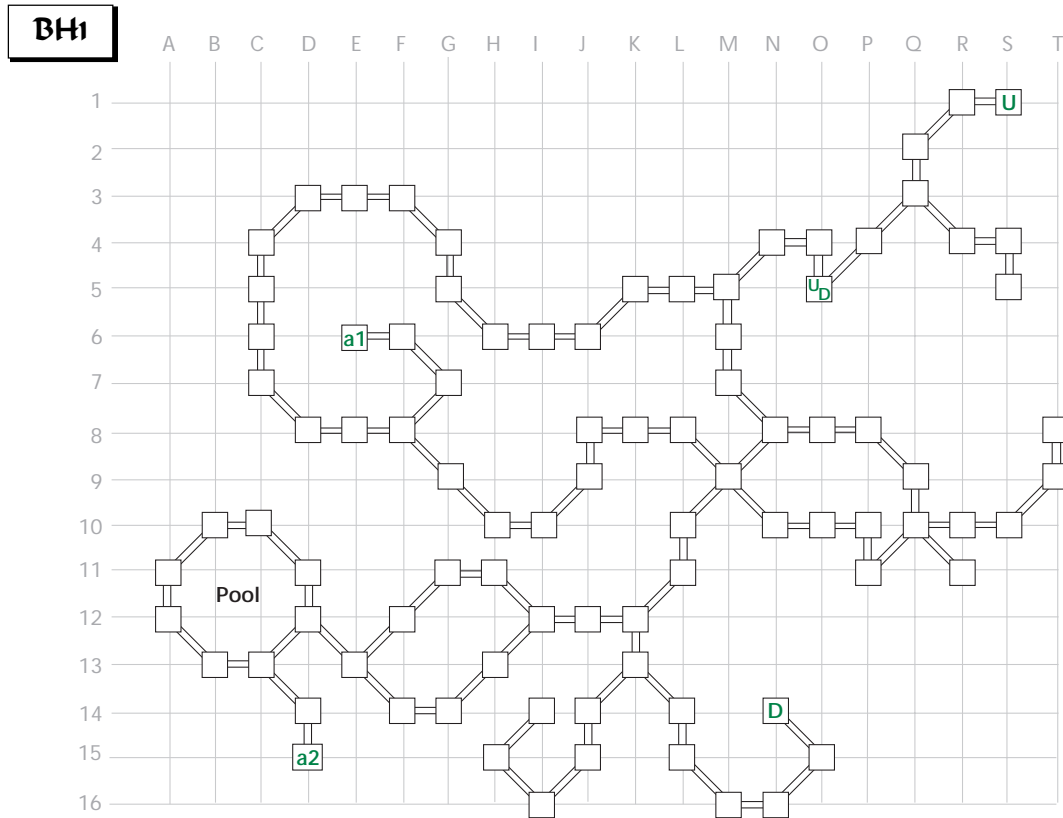
a : BASH DOWN to open trapdoor (13 SI1-M21)

b : Jumping here goes into Black House

— — : JUMP NORTH, SOUTH, EAST, or WEST
must spell out completely. Missed jumps go to the slums.

Black House Basement

first floor & Second floor



a1 : Down to Caveworm / Webbed Path
(19 CW-D1). Type GO HOLE to enter.
Need rope and grapple to get back up.

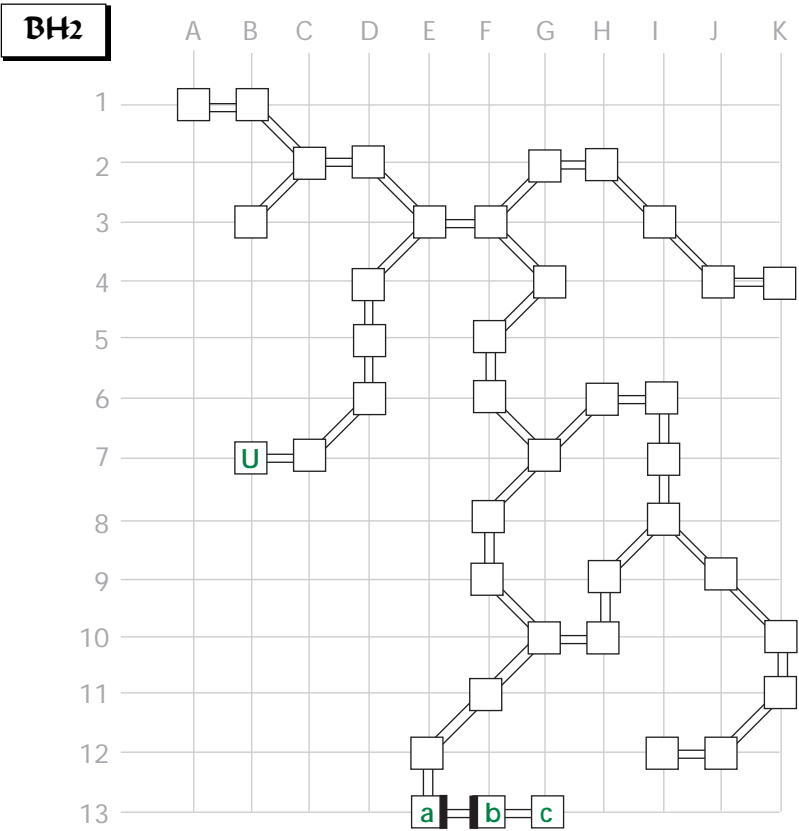
a2 : Down to Caveworm / Webbed Path
(19 CW-C10). Type GO HOLE to enter.
Need rope and grapple to get back up.

U : BASH UP to Black House (13 SI1-S12)

D : DOWN to Basement, Third Floor
(18 BH2-B7)

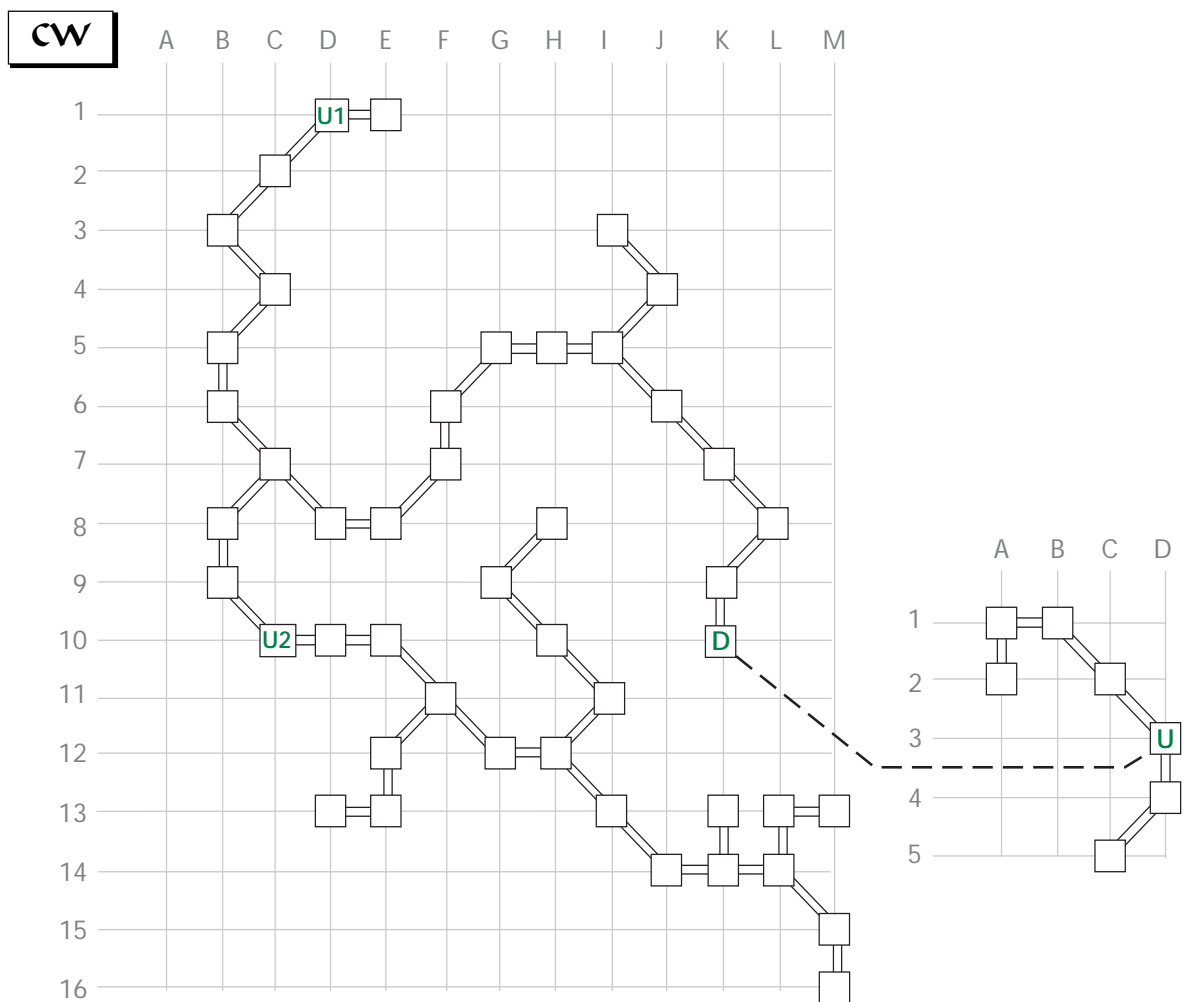
Black House Basement

Third floor



- a** : PUSH STONE to open passage to the east.
- b** : PUSH STONE to open passage to the west.
- c** : PUSH BUTTON to reveal passage down to Grand Stairs (20 GS-C3)
- U** : UP to Basement, Second Floor (17 BH1-N14)

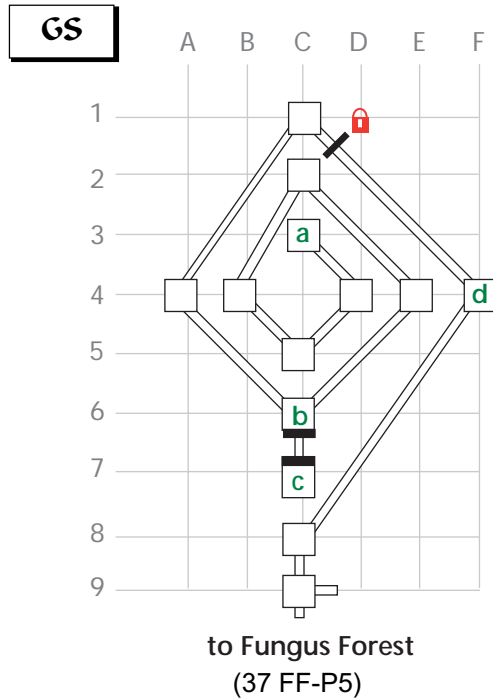
Cave Worms



U1 : UP to Basement, Second Floor (17 BH1-E6)
(must be carrying Rope and Grapple)

U2 : UP to Basement, Second Floor (17 BH1-D15)
(must be carrying Rope and Grapple)

Grand Staircase



To go down the Grand Staircase

(from **a** to **d**):

Follow the staircase clockwise from room **a**. When you get to room **b**, search south (SEA S) until the secret passage is revealed. Go south into room **c**. Search north (SEA N) until the secret passage is revealed. Pull the lever (PULL LEVER). Go north back into room **b**. Continue the clockwise movement to room **d**.

To go up the Grand Staircase

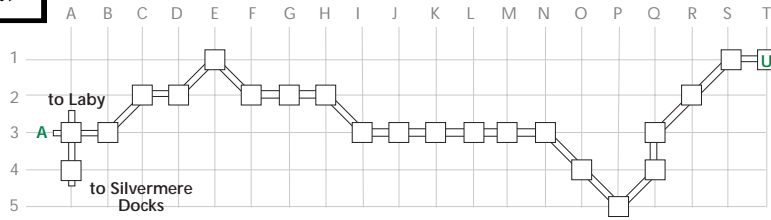
(from **d** to **a**):

Go to room **d**. Pull the lever (PULL LEVER) to open the passage. Continue going counter clockwise to room **a**. SEA U from room **a** to reveal passage up. (18 BH2-G13)

Silver River

Silver River (eastern route)

SR1

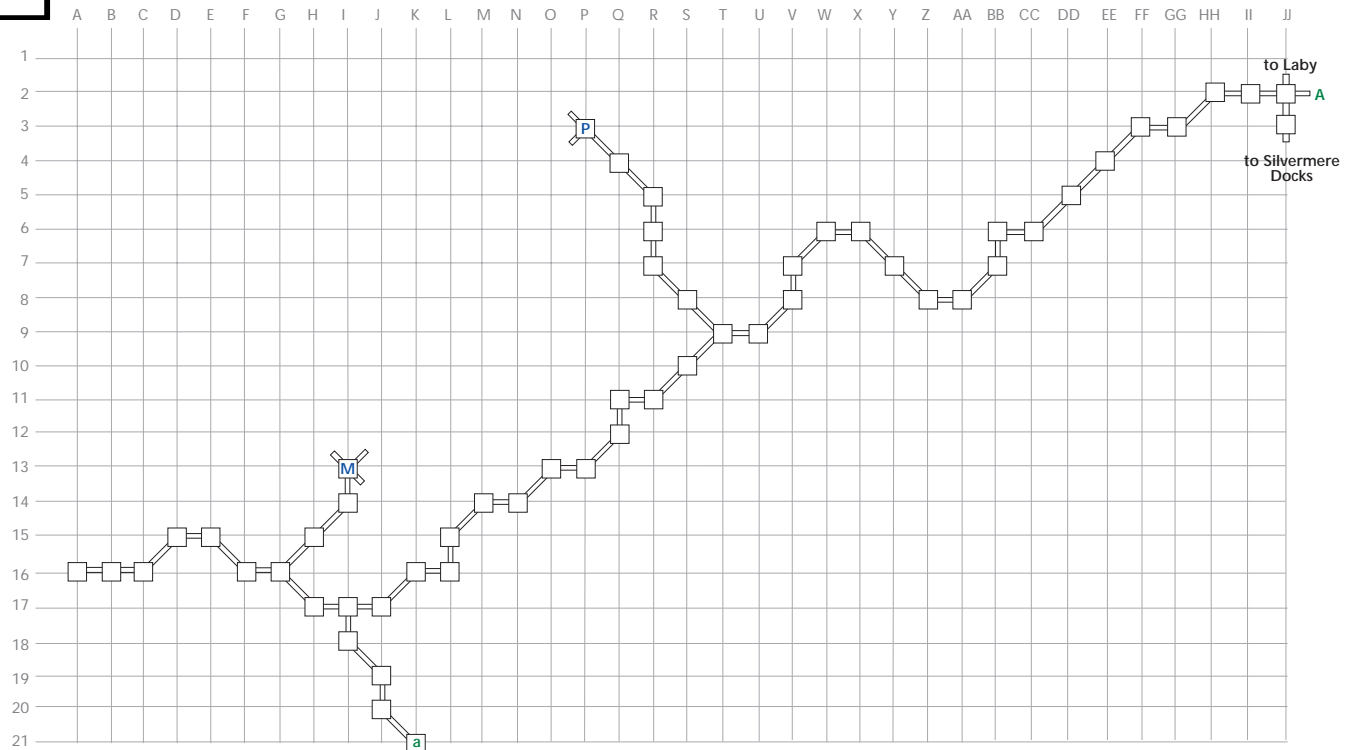


A: to Silver River, western route (SR2-II2)

U: to Mossy Cave (24 MC-A5)

Silver River (western route)

SR2



P: Silvery Pool (67 Wood-S21)

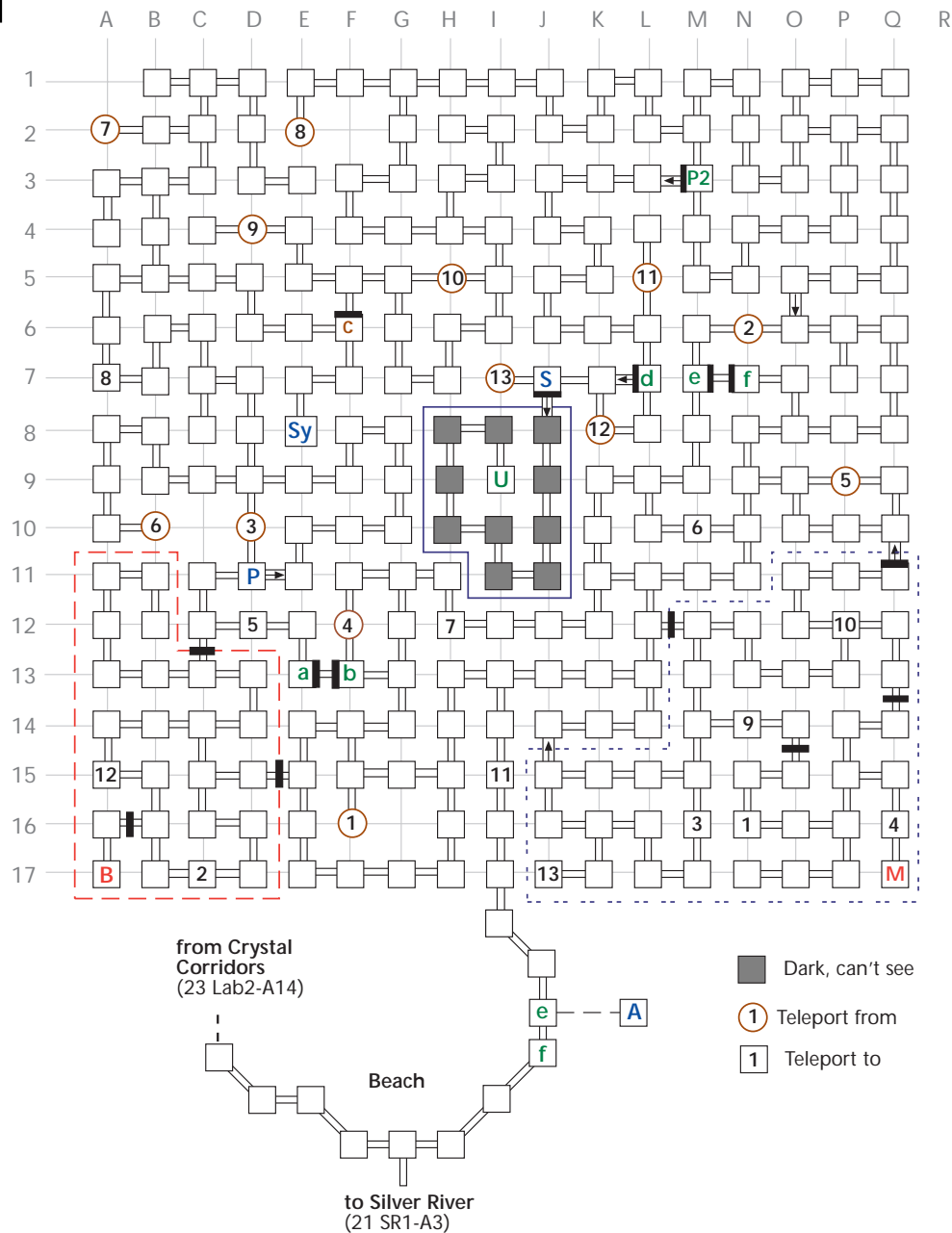
M: Mirky Pool (67 Wood-G21)

A: to Silver River, eastern route (SR1-B3)

a: GO PASSAGE to Dragon Teeth Hills (45 DTH-h)

Labyrinth

Lab1



U : Up to Crystal Studded Corridors (23 Lab2-B1)

a : Secret passage (SEA EAST)

b : Secret passage (SEA WEST)

c : Secret passage (opens by following directions at the Sy (Moon, Star, Sun Symbol - E8)

d : SEARCH W to reveal passage

e : SEARCH E to reveal passage

f : SEARCH W to reveal passage

P : Plaque (SAY RIVER to go east)

P2 : Plaque #2 (SAY HEARTBEAT to go west)

Sy : Moon, Star, Sun Symbol (TURN SUN RIGHT, PUSH MOON, PUSH STAR to open secret passage at F6)

S : Minotaur Statue (PULL RIGHT HORN, PUSH RIGHT EYE, PULL LEFT HORN, PULL NOSE RING to open secret passage south)

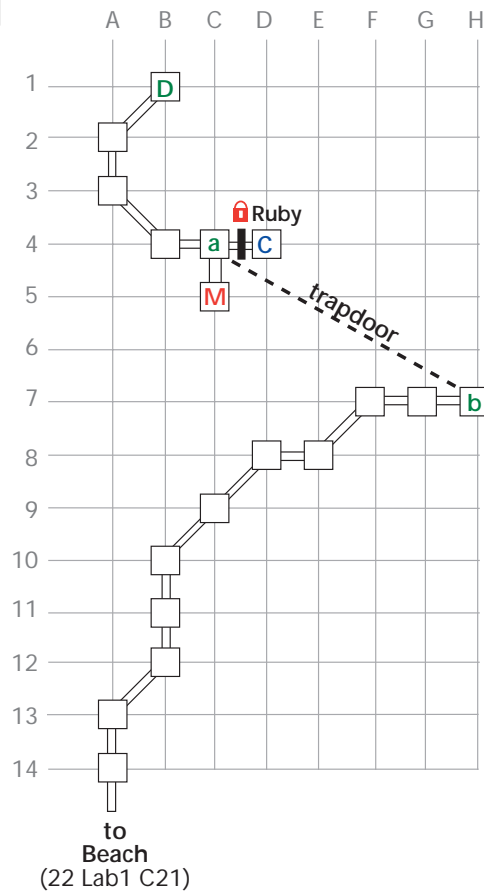
A : Crippled Adventurer

M : Minotaur Chieftan

B : Banshee

Labyrinth - Crystal Studded Corridors

Lab2



D - Down to Labyrinth (22 Lab1-I9)
(cannot exit out of dark corridors)

a - Needs Ruby Key to open door to the east.

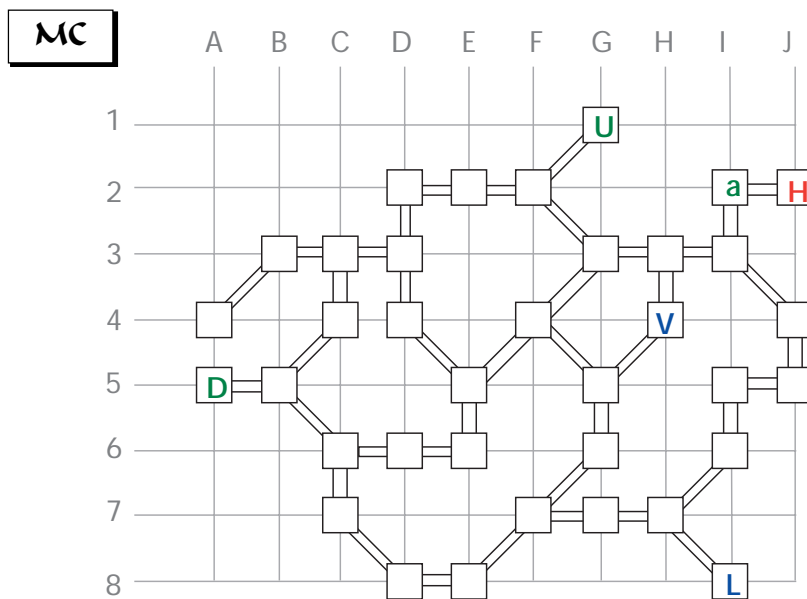
PULL LEVER to fall through trapdoor

b - GO HOLE to exit west

M - Minotaur Champion

C - Chest

Mossy Cave



H : Night Hag

a : PUSH EYES

U : Up to Foul Cave (1 room)

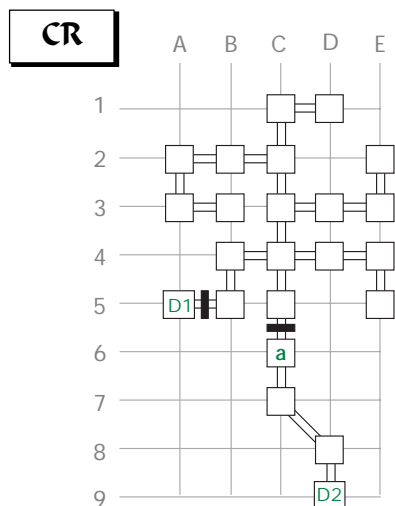
D : Down to Silver River
(SR1-T1)

USE XXX to go up to
Crumbling Ruins (CR-D9)

L : Lichen Patch (eat and become
dilerious)

V : GO VORTEX (69 BW-K20)

Crumbling Ruins

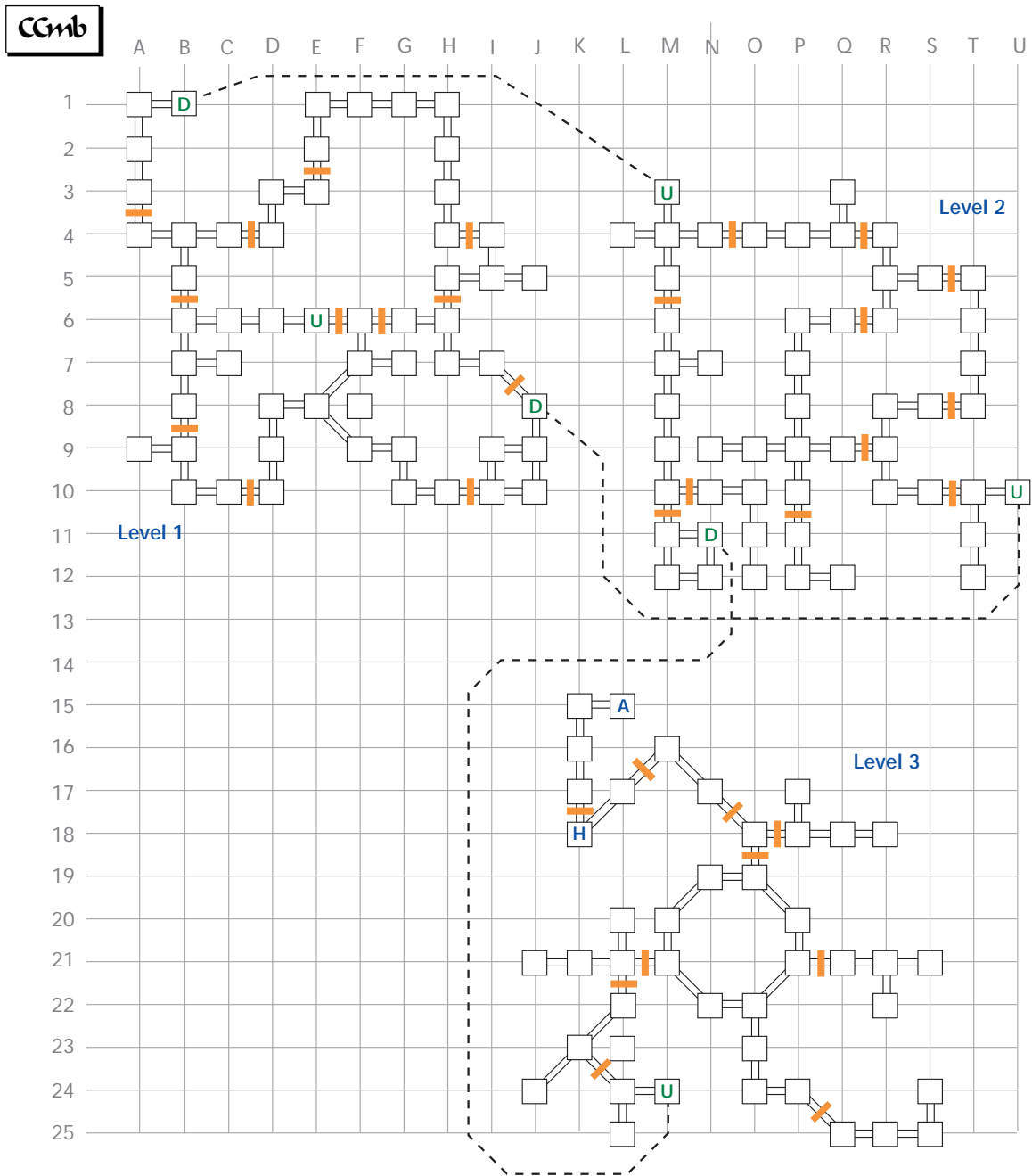


a : MOVE RUBBLE

D1 : DOWN to Catacombs (25 CCmb-B1)

D2 : DOWN to Mossy Cave (MC-A5)

Catacombs



U : UP to Crumbling Ruins (24 CR-A5)

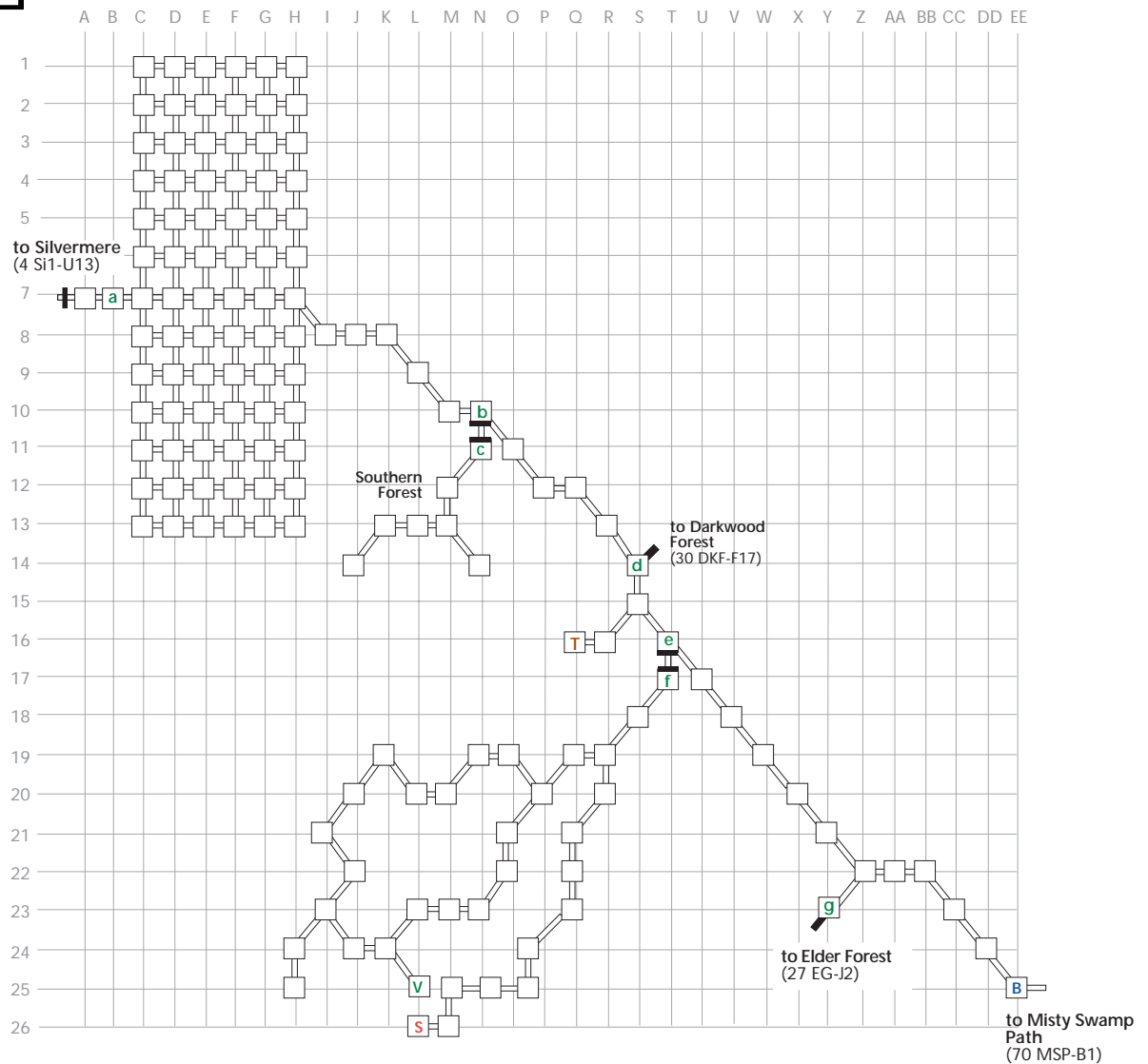
H : Haunted Spirit

A : s

— AIM FORK (Titanium Fork) to open passages

Main Road

MP



a : BASH W to open gate. (Costs 5 gold)

b : GO PATH to enter the Southern Forest.

c : GO PATH will also return you from the Southern Forest.

d : GO PATH to enter the Darkwood Forest. GO PATH will also return you from the Darkwood Forest.

e : GO PATH to enter forest.

f : GO PATH will also return you from the forest.

g : At the Knotted Tree Entrance, TWIST KNOT, then PUSH KNOT to open a path to the Elder Forest.

T : Blue Tower

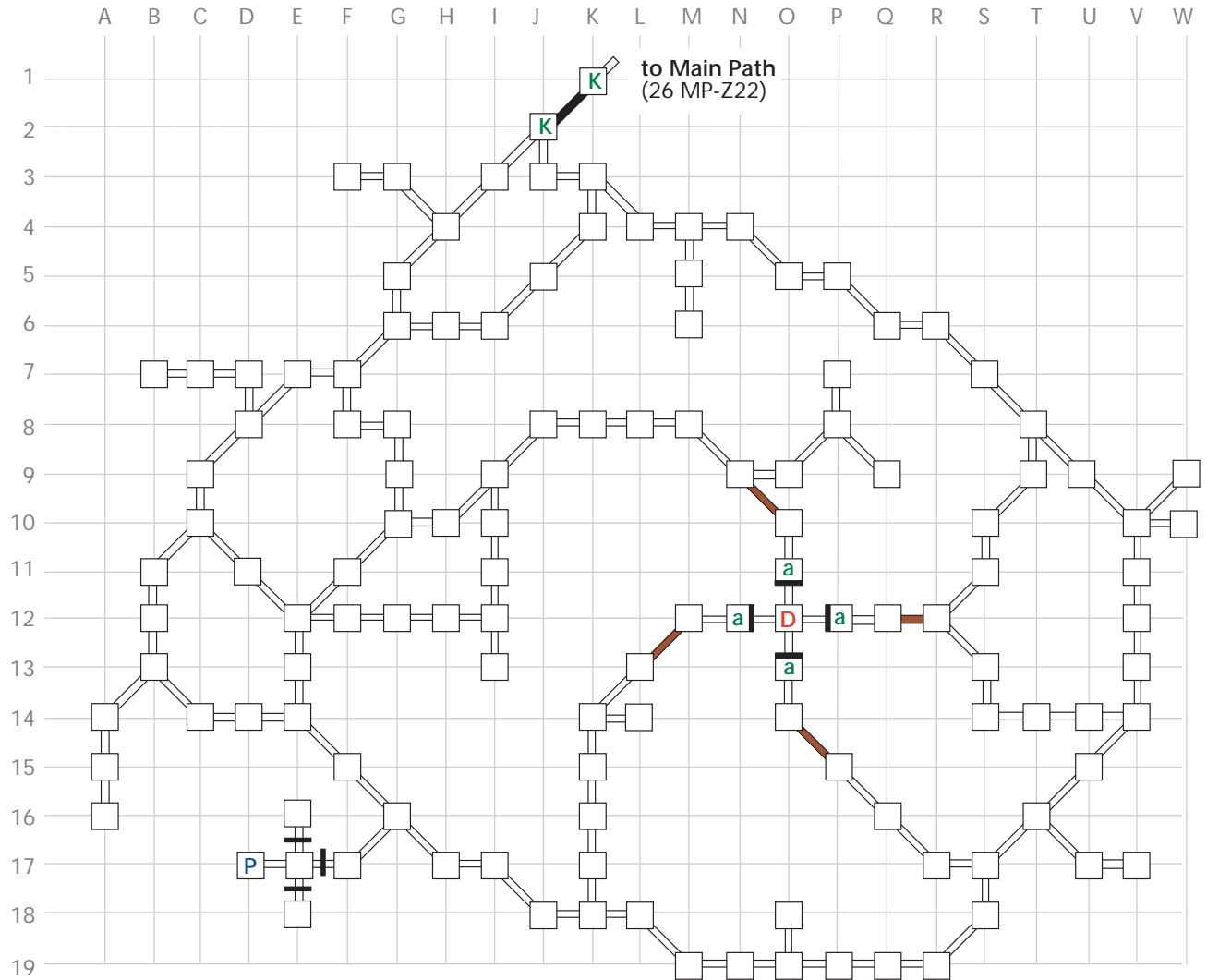
S : Giant Spider

B : Barricade. To Misty Swamp and Khazarad {Rope and grapple required}

V : GO VORTEX (69 BW-V14)

Elder Grove

EG



K : Knotted Tree (passage to Main Road)
[TWIST KNOT, PUSH KNOT]

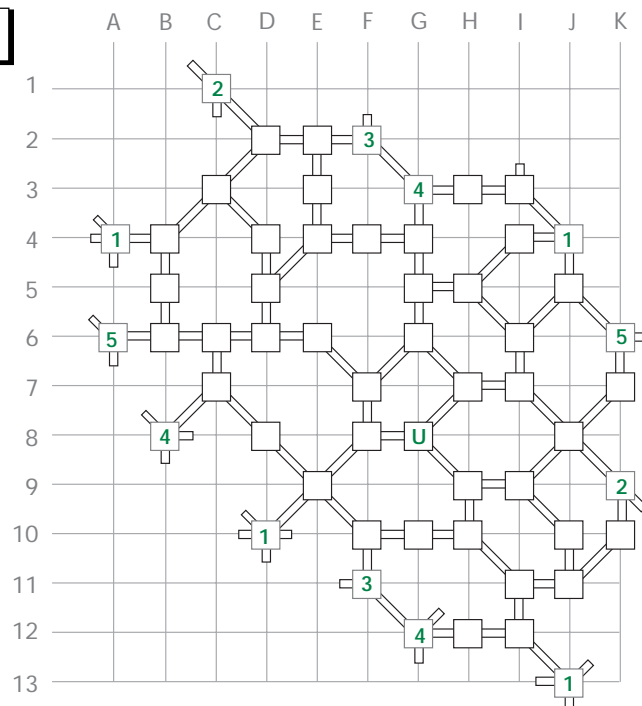
D : High Druid and Altar

a : GO ARCH to enter the High Druid Altar
Must be carrying a darkwood ring to enter this room.

P : GO PORTAL to Chaos Caves (28 CC)

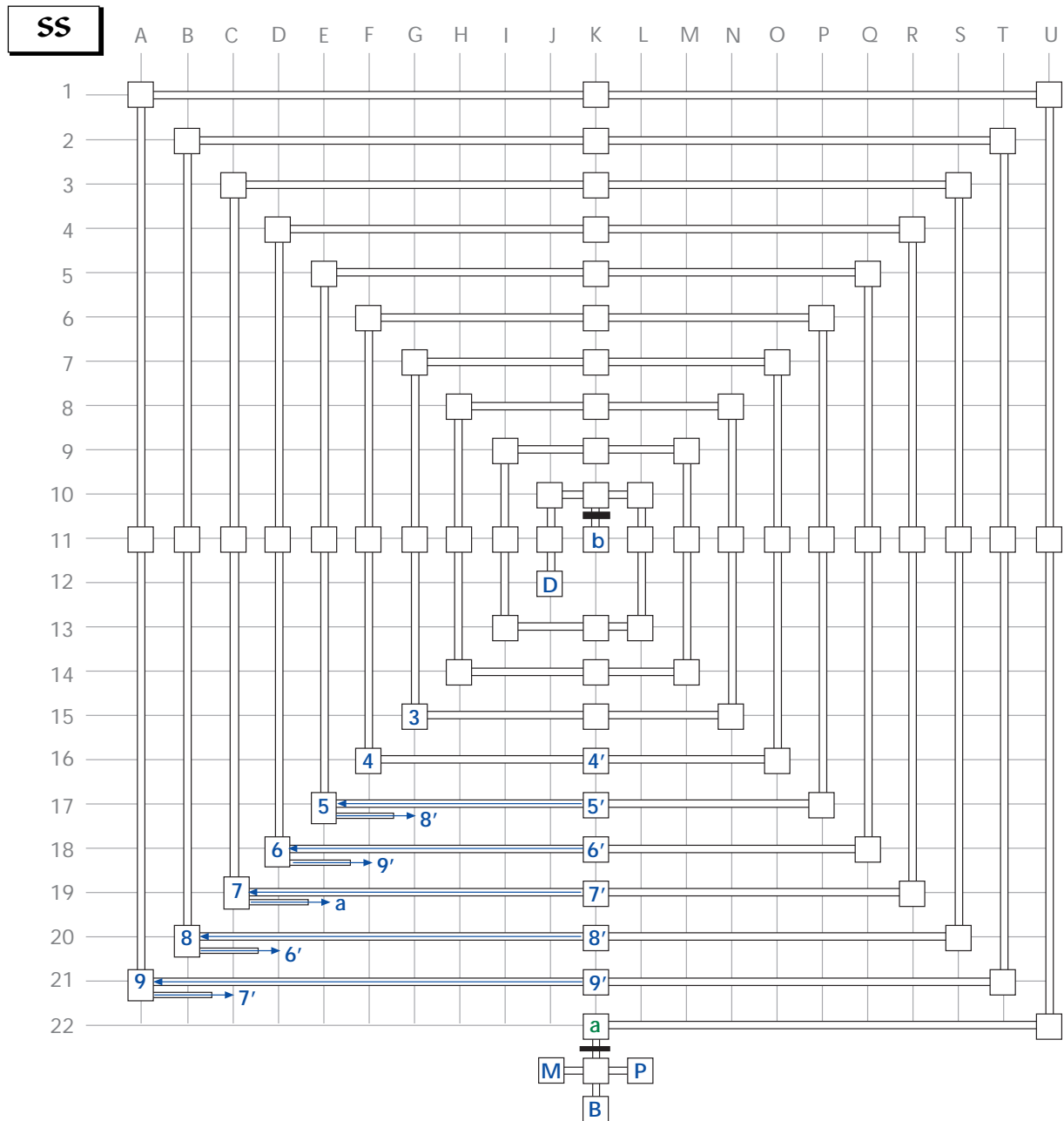
Caves of Chaos

CC



U : UP to Spiral
Staircase
(29 SS-J12)

Spiral Staircase



D : DOWN to Caves of Chaos (28 CC)

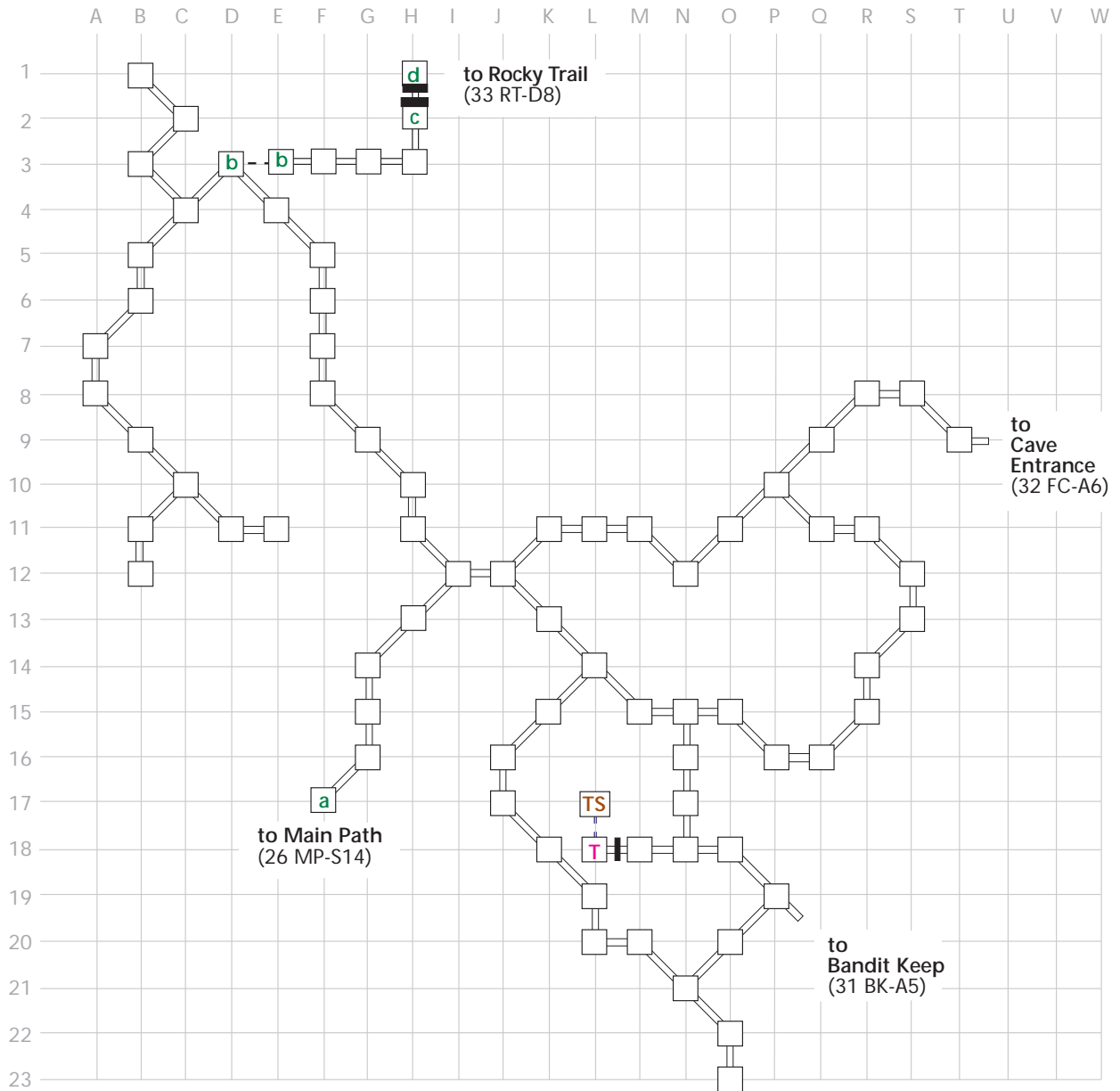
a : TWIST STATUE to reveal passage south

b : DOWN - exit stairs
UP (9x) to **B**

P : Portal

M : Morukai the Black

Darkwood Forest

DKF


a : GO PATH to enter the Main Path (26 MP-S14)

b : GO STUMP

c : SAY FAITH to reveal passage north

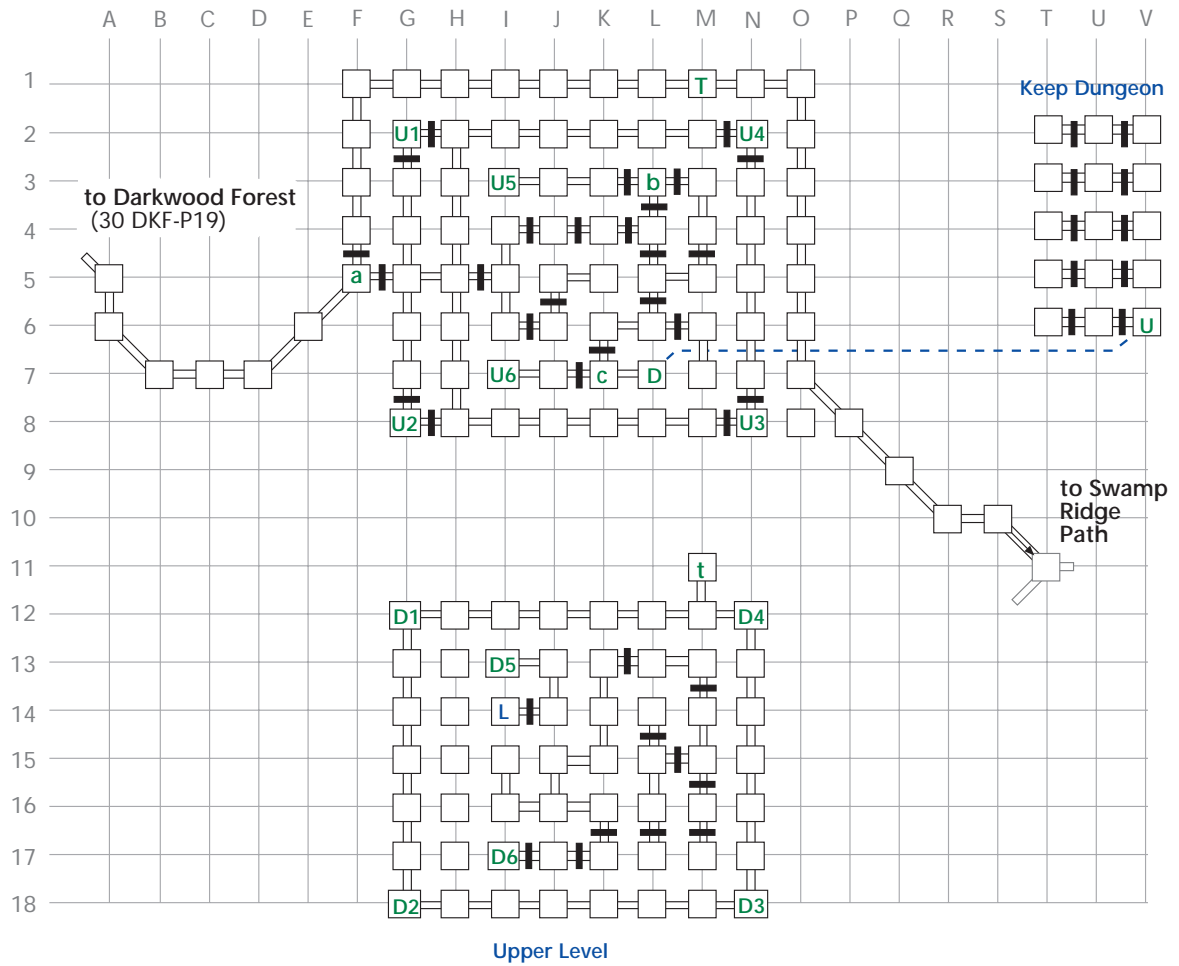
d : UP to Rocky Trail (33 RT-D8)
PULL LEVER to reveal passage south

T : Treehouse. Used for training L12-20. UP to go to Treehouse
Spell Shop.

TS : Treehouse Spell Shop. DOWN to go to Treehouse.

Bandit Keep

BK



a :

b :

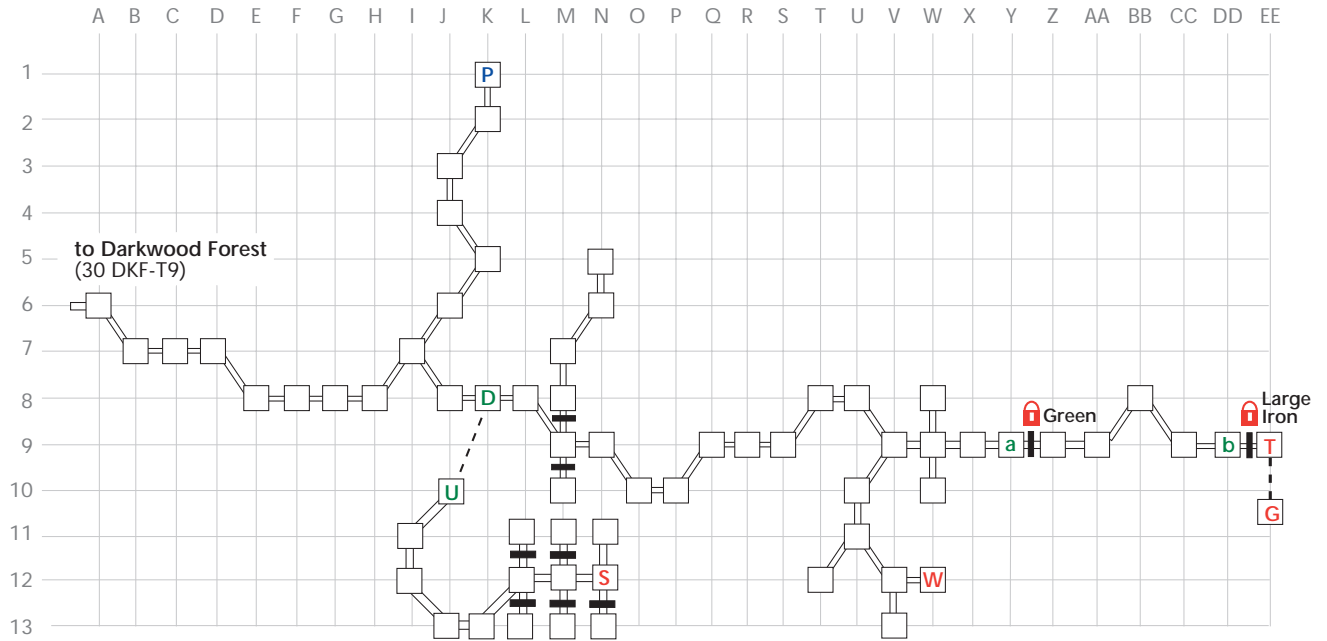
c :

T : CLIMB TREE ... to t (M11)

L :

forest Caves

FC



D : BASH D to open trap door to Kobold Slave Pit

U : BASH UP to open trap door

a Locked Door. USE GREEN KEY E.

b Locked Door. USE LARGE IRON KEY E.

P: Slime Pit

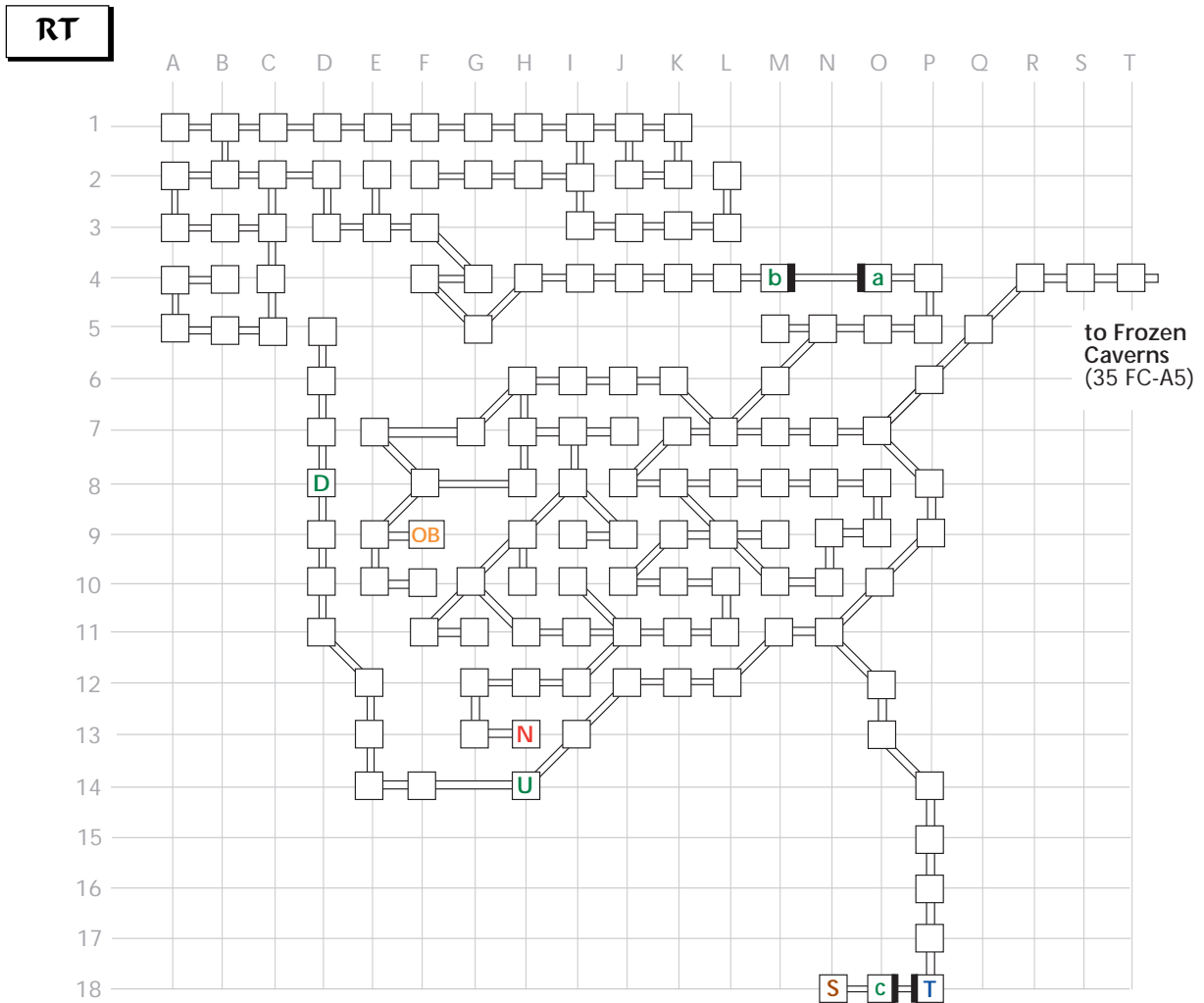
S : Slave-master (drops Green Metal Key)

W : Werewolf (drops Iron Key)

T : Thrag (PULL SWITCH to open trap door down)

G : Guardian Golem. SEARCH UP to open trap door up)

Rocky Trail



D : DOWN to Small Chamber
Darkwood Forest (30 DkF-H1)

a : Secret passage (PUSH STONE)

b : Secret passage (PUSH BUTTON)

c : Secret passage (SEARCH EAST)

T : Ancient Titan -- L 21+ training
SAY TEMAR ELDANTI to open passage to
west

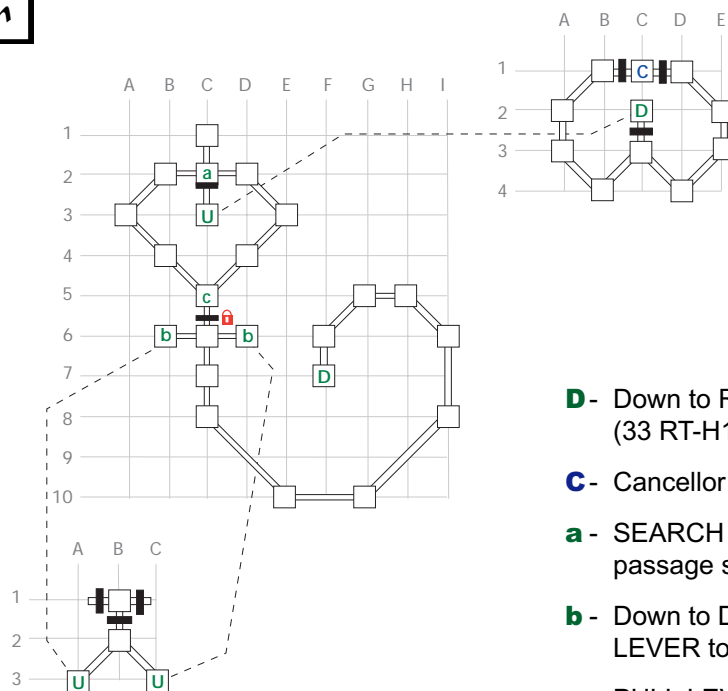
T : Titan Spell Shop

U : Up to Monastery (34 Mon - F7)

N : Nomad Chieftan

Monastery

Mon



D - Down to Rocky Trail
(33 RT-H14)

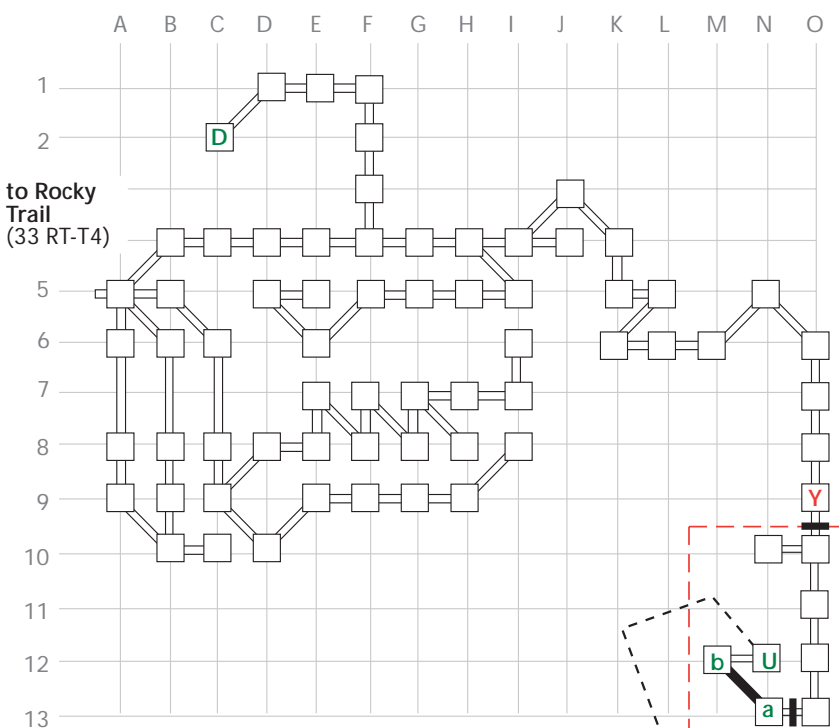
C - Cancellor Annora

a - SEARCH S to open secret
passage south

b - Down to Dungeon and PULL
LEVER to open gate.

c - PULL LEVER to open gate.

Frozen Caverns and Tower

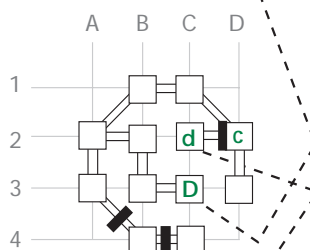
FC


D : DOWN to Ikey Lake
(Need Gnome-Fish Helm
from Gnome Inventor)
(36 IK-C3)

Y : Yeti

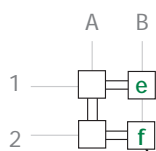
a : TURN CRYSTAL to reveal
passage nw

b : PUSH BUTTON to reveal
passage se



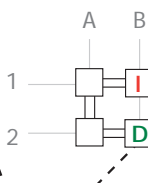
c : PUSH SWITCH to reveal
passage w

d : PULL ROPE to open trap
door up.
PUSH WALL to go east.



e : BASH DOWN

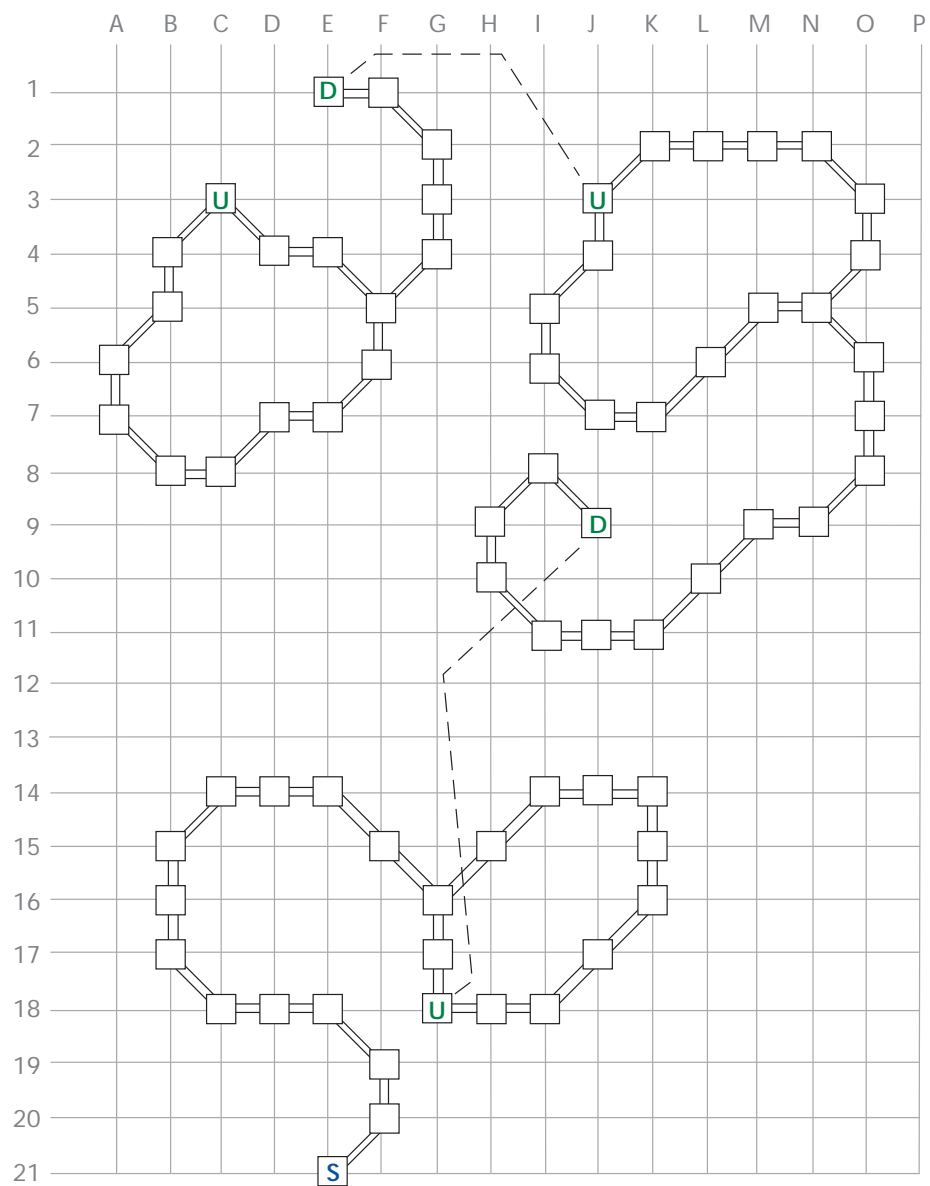
f : USE GLASS KEY to
unlock trap door up.



I : Ice Sorceress

Icey Lake

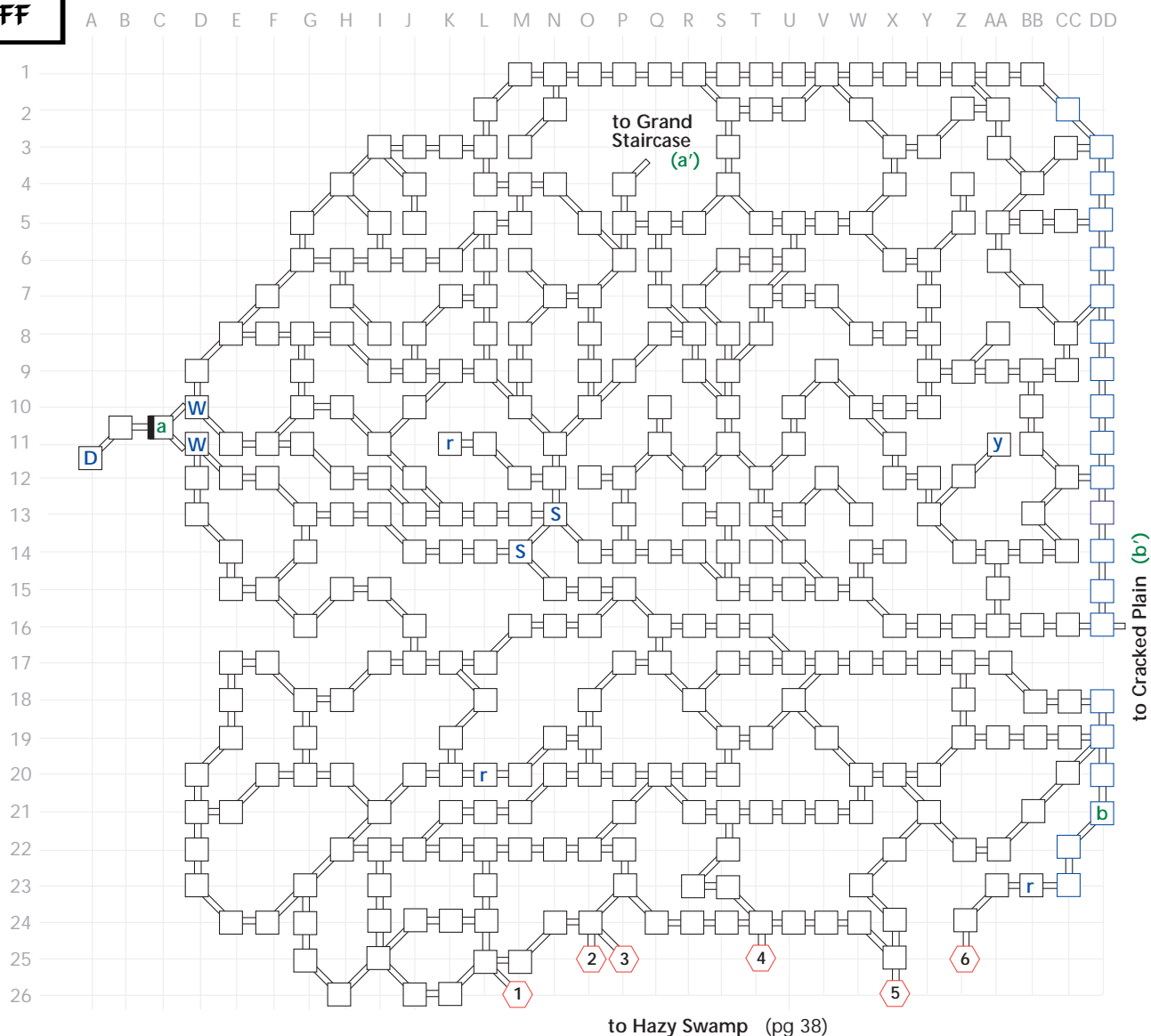
1K



S : Water Spirit

U : UP to Frozen Caverns (35 FC-C2)

fungus forest

FF


S : Stone Bridge

r : Red fungus (Poison)

y : Yellow fungus (Full HP)

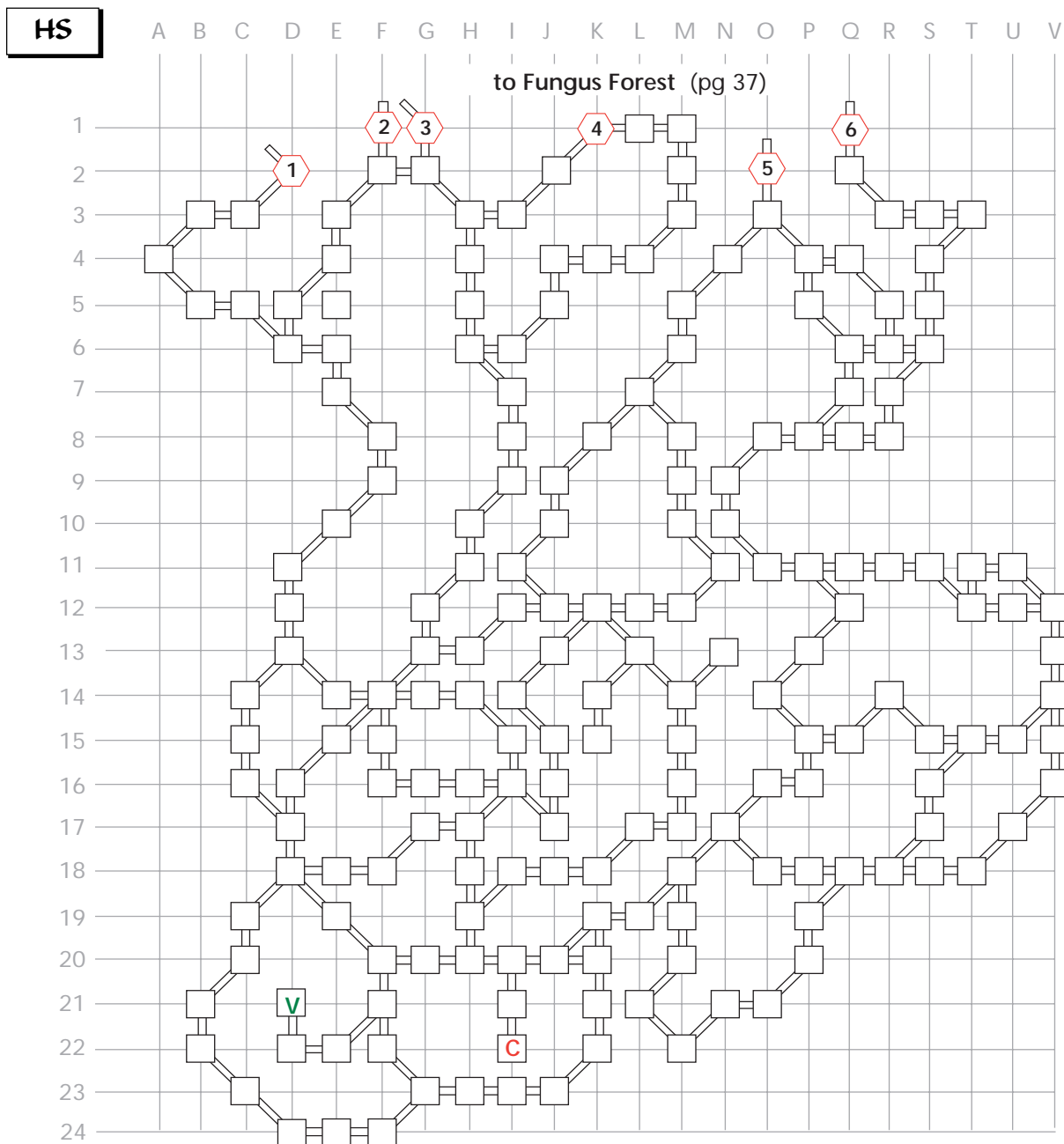
W : Waterfall (GO WATERFALL) to Delhvanen's hideaway

a : SEARCH W to reveal secret passage

b : GO STAIRS to go to secret passage to Serpentville (42 Ser-D4)

D : Delhvanen's. GIVE GREATER HELLHOUND HIDE TO DELHVANEN (must spell out completely) to trade hide for Magma Amulet

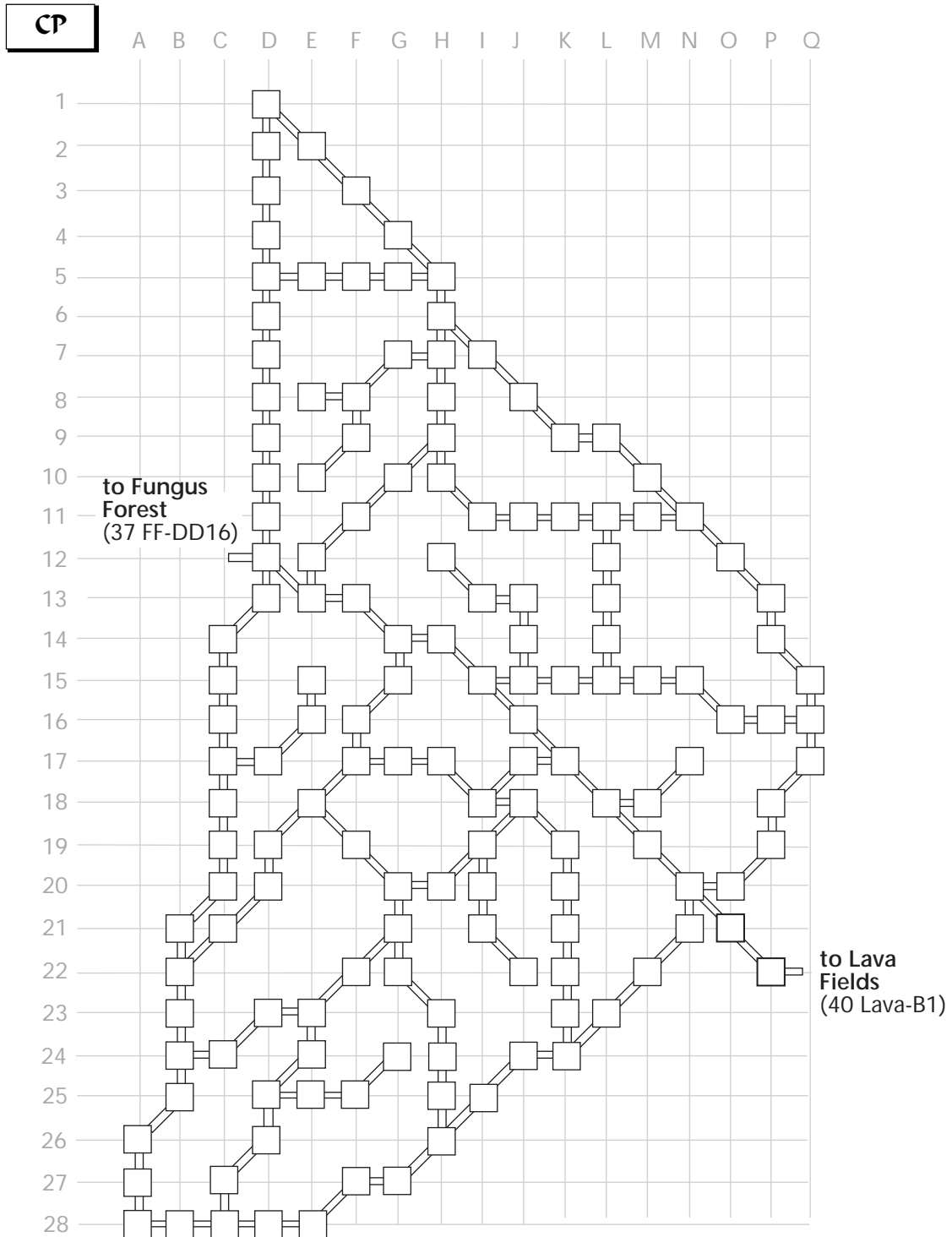
Hazy Swamp



C : Cyclops Island
Cyclops

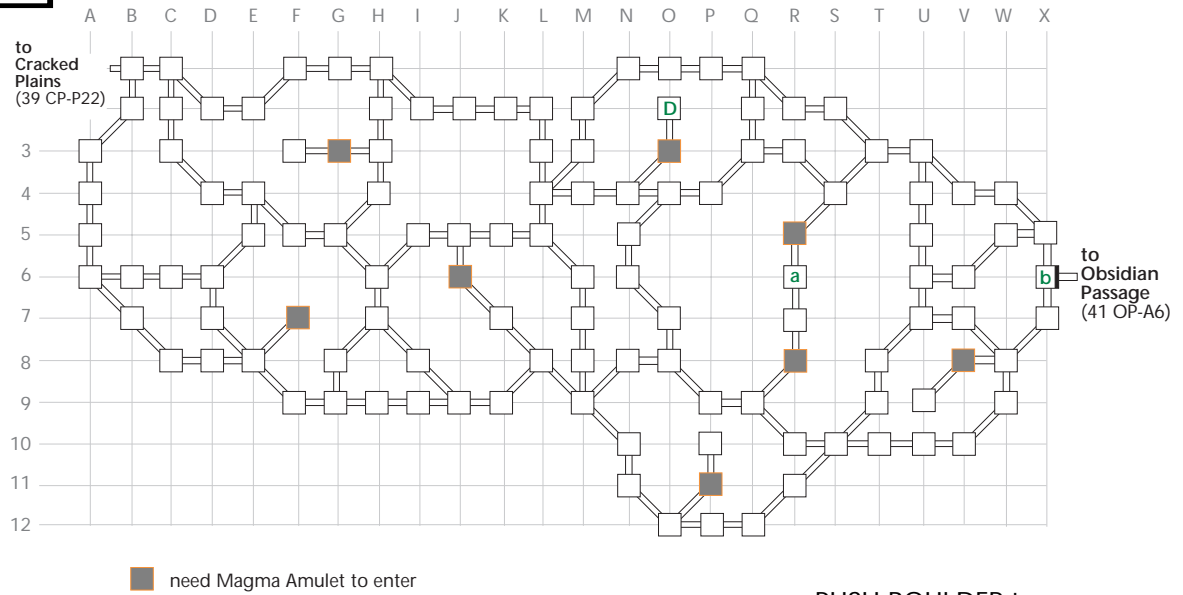
V : GO VORTEX (69 BW - S10)

Cracked Plain



Lava

Lava

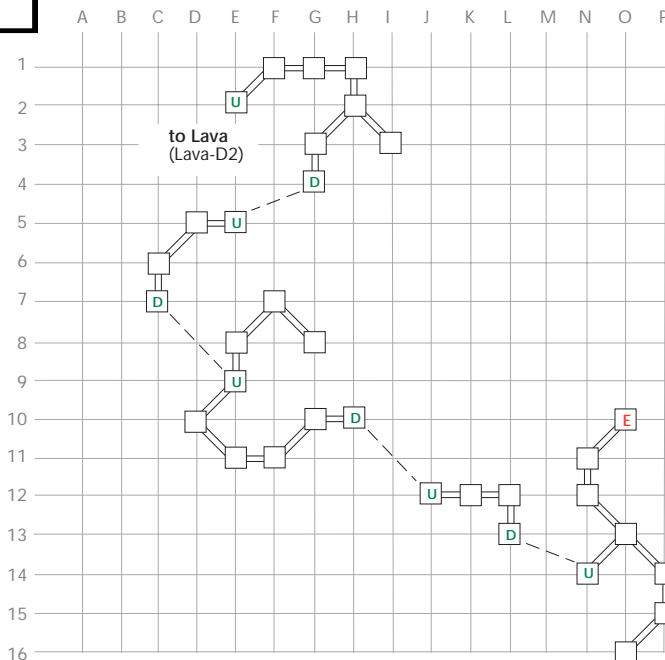


a : PUSH BOULDER to open secret passage at **b**.

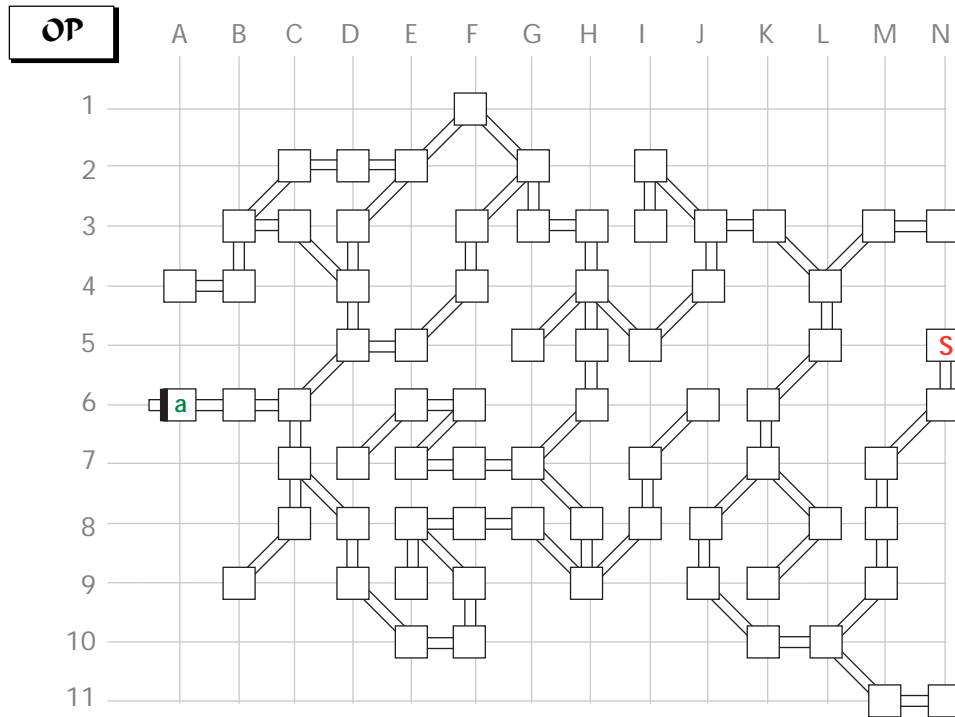
D : DOWN to lava tubes (LT-E2)
(Wear Magma Amulet)

Lava Tubes

LT



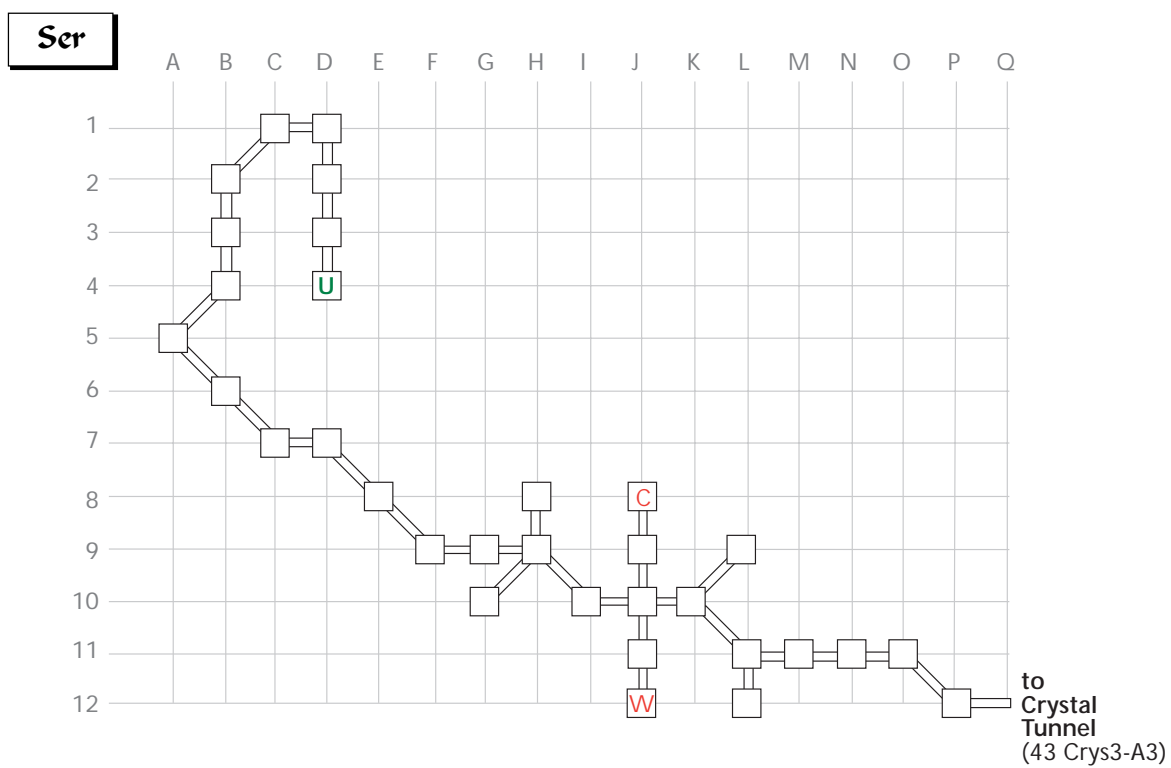
Obsidian Passage



S : She-Dragon

a : SEARCH W to
reveal secret
passage west
(40 Lava-X6)

Serpentville

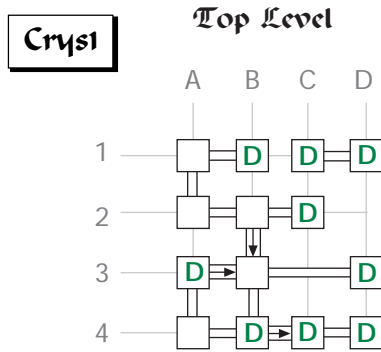


W : Witchdoctor

C : Chieftan

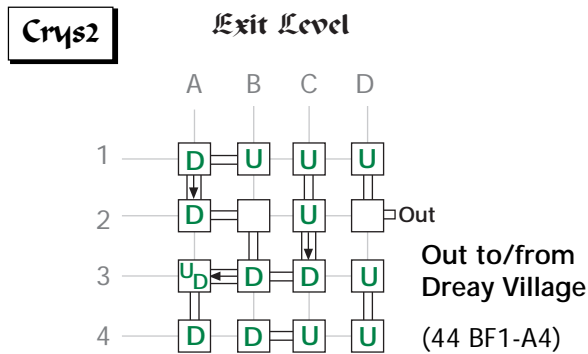
U : UP to Fungus Forest (37 FF-DD21)

Crystal Tunnels



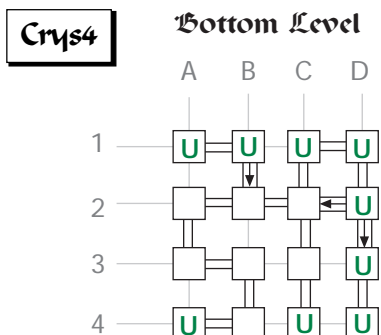
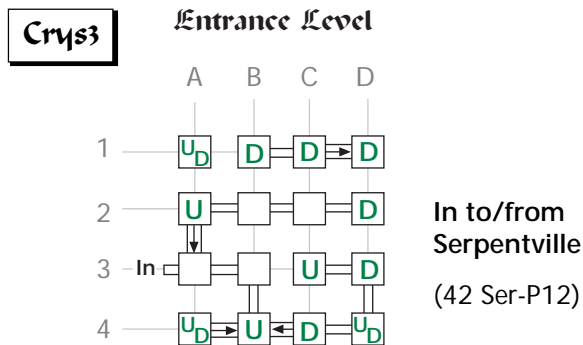
**From Serpentine Village
(In to Out)**

E, E, S, U, E, U, E, D, N, U, W,
S, W, N, D, S, D, D, E, N, W,
N, E, E, S, S, U, E, D, N, U, W,
U, W, N, W, D, E, E, E, D, N,
W, U, W, D, W, U, U, E, U, W,
S, E, E, D, N, U, E, D, S, E

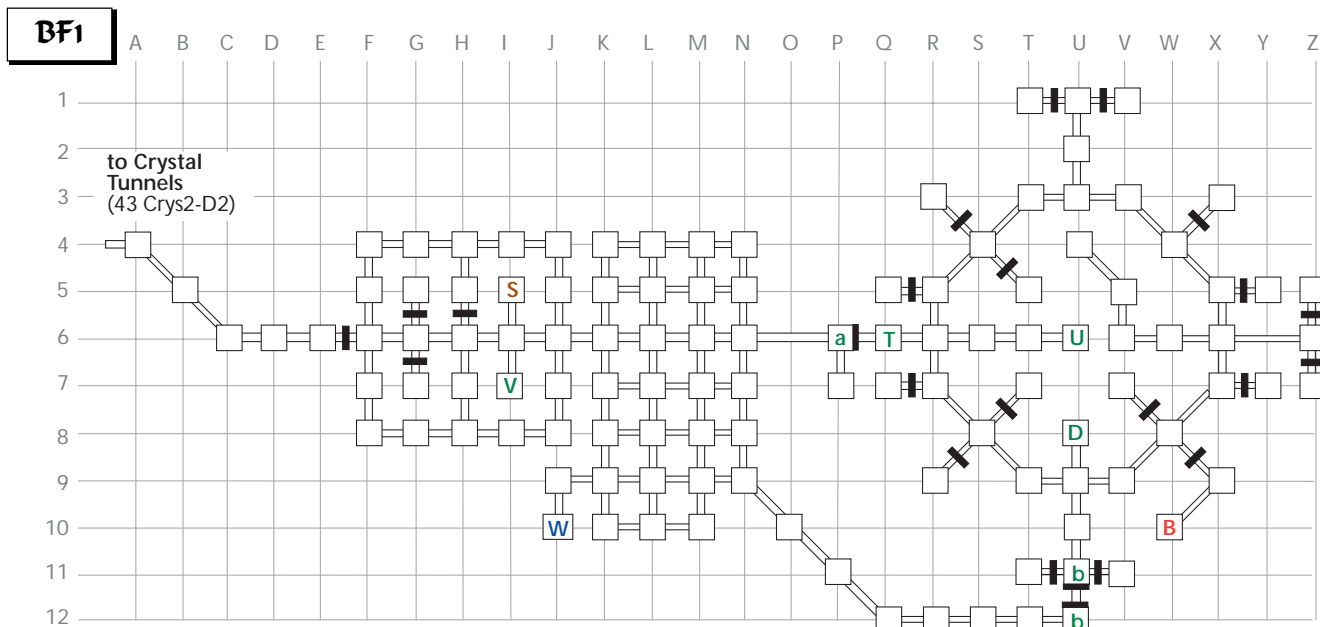


**To Serpentine Village
(Out to In)**

W, N, U, W, D, S, S, W, D,
W, W

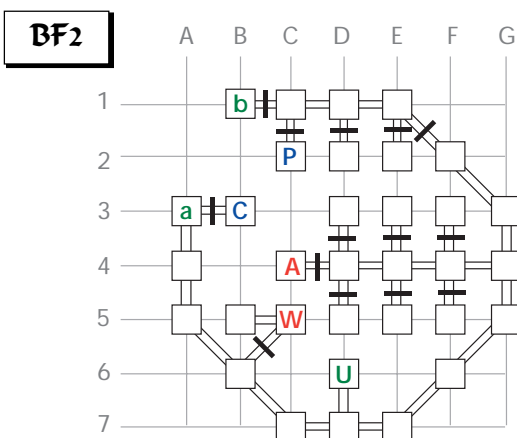


Dreary Village and Black Fortress



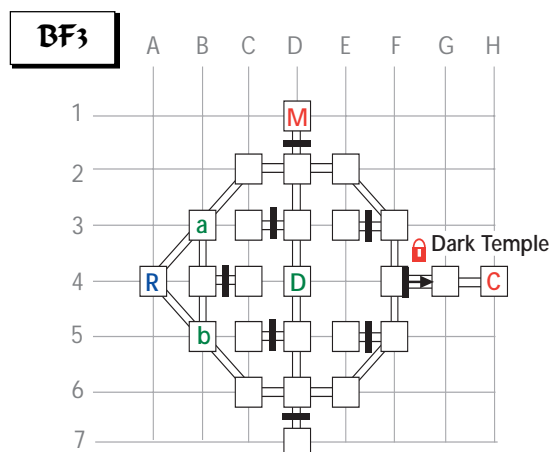
- a** : Secret Passage (SEARCH E)
- b** : Secret Passage (PUSH BRICK)
- W** : Wounded Worker
- U** : UP to second floor (BF3-D4)
- D** : DOWN to dungeon (BF2-D6)
- V** : GO VORTEX (69 BW-G6)
- T** : Trap for 60 - 70 damage
- B** : Dark Bishop
- S** : Dreary Villiage Shop

Dungeon



- P** : Prisoner
- U** : UP to Main Floor (BF1-U8)
- C** : Massive Chest
- a** : Glowing Red Amulet to open
- W** : Dark Wizard
- A** : Alchemist

Upstairs

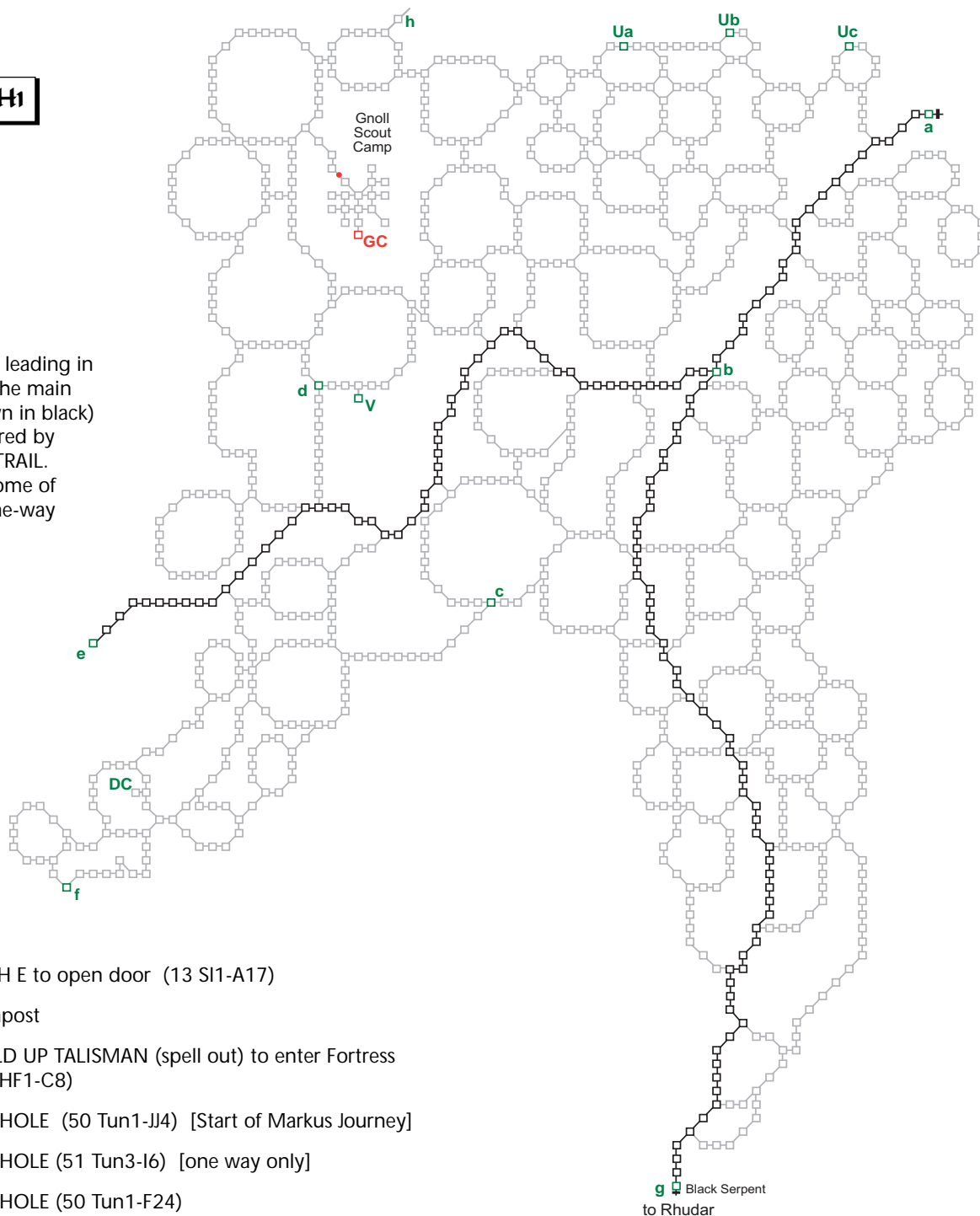


- a** : Secret Passage (SEARCH SW)
- b** : Secret Passage (SEARCH NW)
- R** : Room of Change (while carrying the Runed, Cross, and Skull keys type PUT KEYS IN DEVICE to get Dark Temple Key).
- D** : DOWN to Main Floor (BF1-U6)
- M** : Master Assassin
- C** : Chief of Blood

Dragon Teeth Hills

DTH1

Areas found leading in and out of the main roads (shown in black) can be entered by typing GO TRAIL. Note that some of them are one-way paths.



- a : BASH E to open door (13 SI1-A17)
- b: Signpost
- c: HOLD UP TALISMAN (spell out) to enter Fortress (58 HF1-C8)
- d: GO HOLE (50 Tun1-JJ4) [Start of Markus Journey]
- e: GO HOLE (51 Tun3-I6) [one way only]
- f: GO HOLE (50 Tun1-F24)
- g: USE BLACK SERPENT KEY S to unlock door to Rhudar. (48 Rhu1-G1)
- h: GO PASSAGE to enter Silver River (21 SR2-K21)
- Ua UP to Jagged (47 TT-A23)
- Ub UP to Jagged (47 TT-I22)
- Uc UP to Jagged (47 TT-R23)

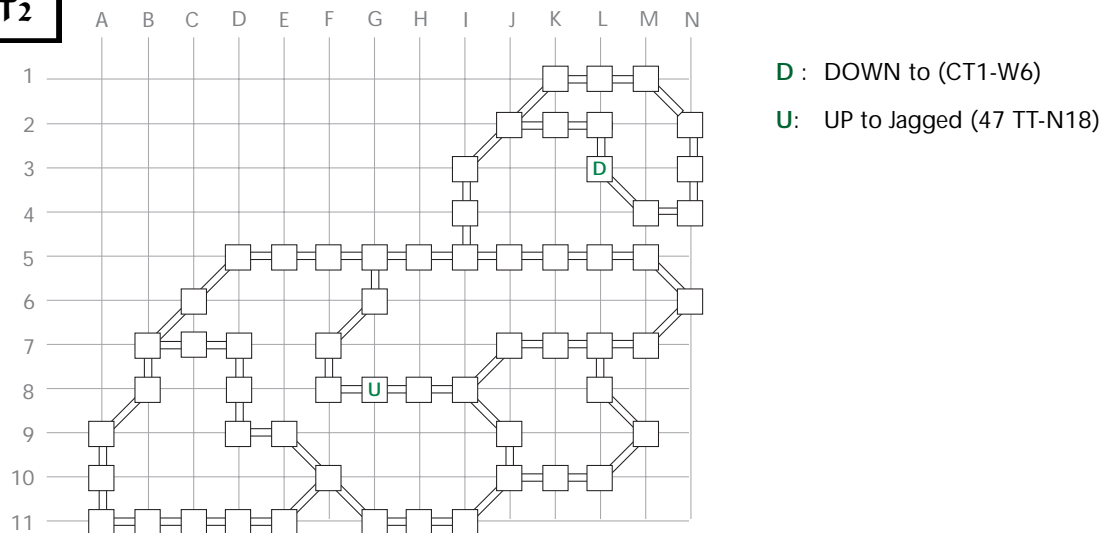
- V: GO VORTEX (69 BW - R16)
- DC: DOWN to Crater (49 Crat-C2)
- GN: Gnoll Chieftain

Crumbling Tunnels

CT1

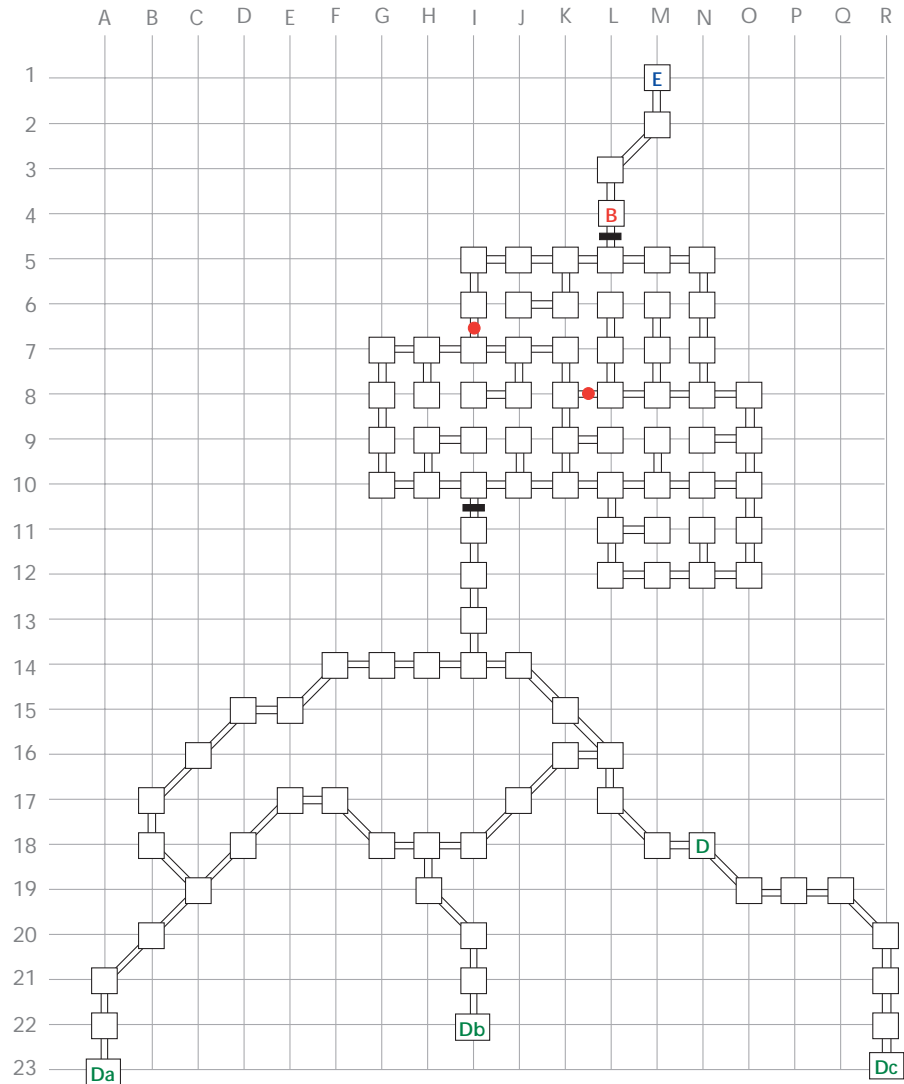


CT2



Torchlit Tunnels

TT



D: DOWN to Crumbling Tunnels (46 Ct2-G8)

Da: DOWN to DragonTeeth Hills (45 DTH1-Ua)

Db: DOWN to DragonTeeth Hills (45 DTH1-Ub)

Dc: DOWN to DragonTeeth Hills (45 DTH1-Uc)

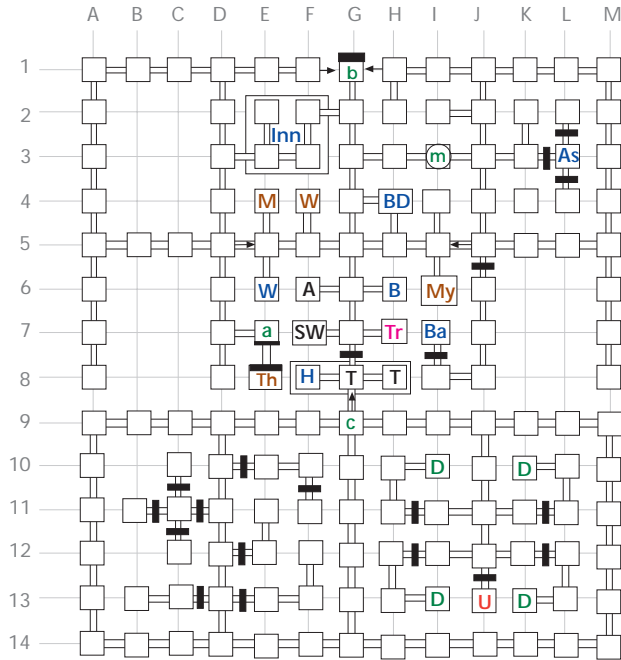
B:

E:

Rhudar

Rhu1

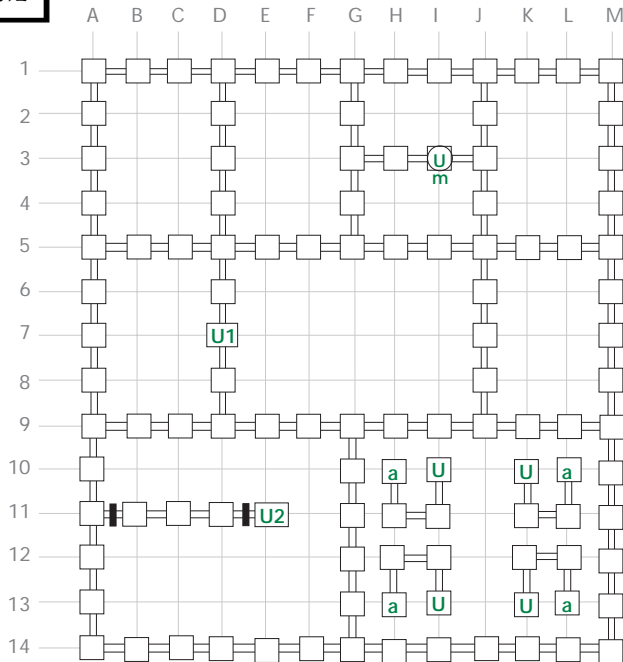
to Western Road
(45 DTH1-g)



- a** SEARCH SOUTH
- b** Massive Doors (USE BLACK SERPENT KEY)
- c**
- m** GO MANHOLE (Rhu2-I3)
- BD** - Bloody Dagger Tavern
- As** - Abandoned Asylum
- M** - Missile Weapons Shop
- W** - Weapon Shop
- E** - Exotic Weapons Shop (Huge Dwarven Witchuter)
- A** - Armor Shop
- B** - Bank of Rhudar (5 gold to enter)
- SW** - Screaming Wench Tavern
- Th** - Thieve's Guild
SEARCH NORTH to exit
- Tr** - Training
- Ba** - Balthazar
- H** - Healer
- My** - Mystical Items Store

Rhudar Sewers

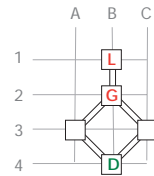
Rhu2



- U_m** UP to Rhu1-I3
U₁ UP to Rhu1-D7
U₂ UP to Rhu3-B4

Rhudar Upstairs

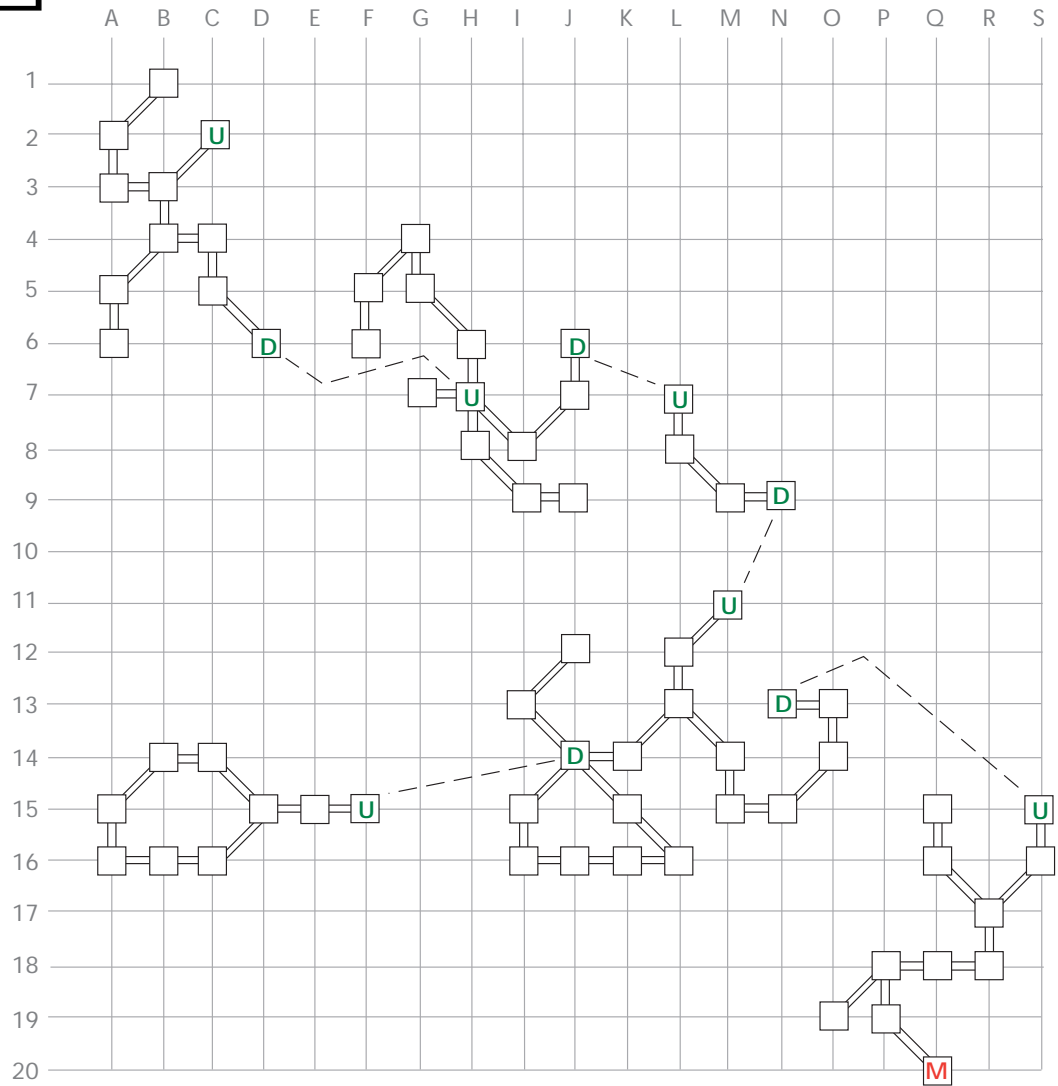
Rhu3



- D** DOWN to Rhu2-E11

Crater

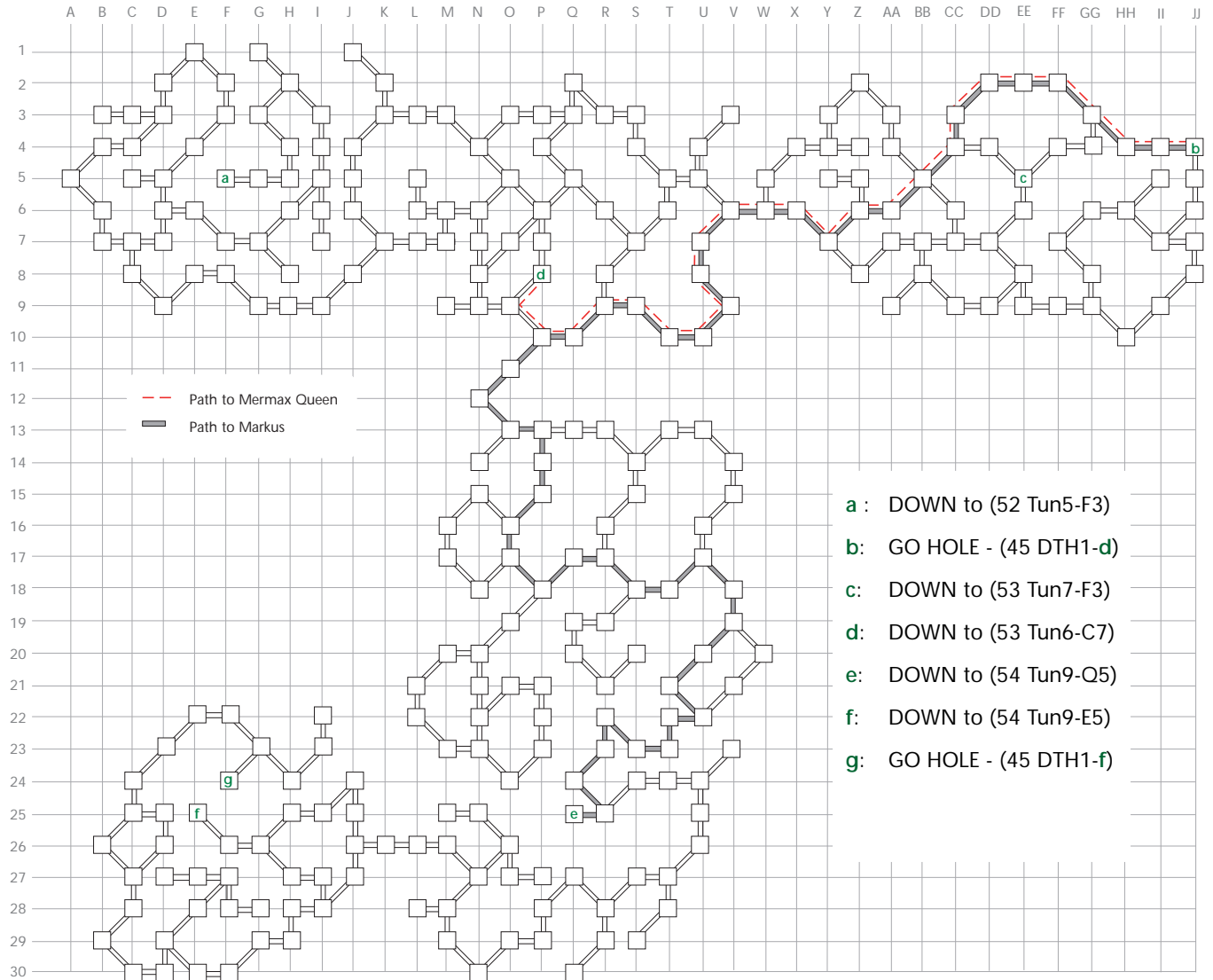
Crat



U: UP to DragonTeeth Hills
(45 DTH-DC)
M: Metallic Monstrosity

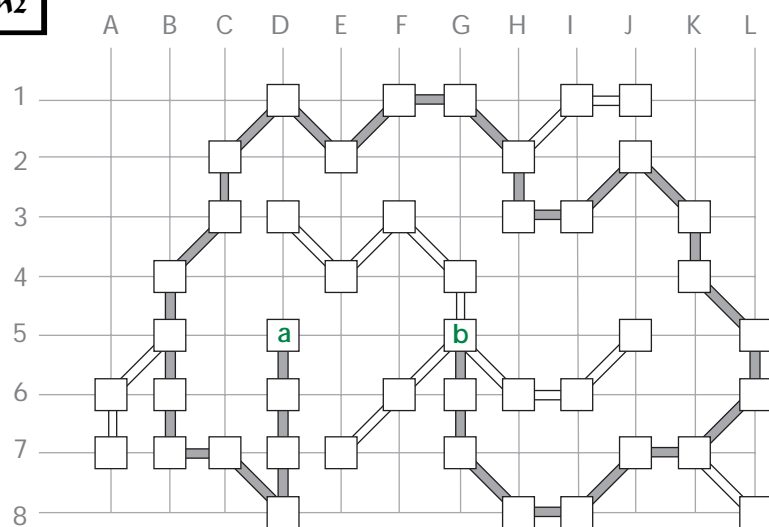
Stone Tunnels

Tun1



[15] Stone Tunnels

Tun2

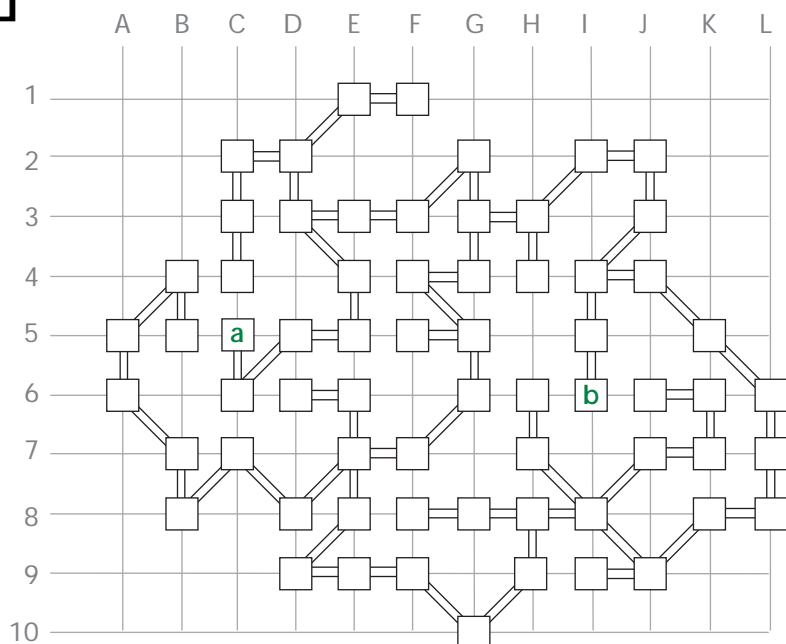


a: to Outpost {57 OutP-I46)

b: DOWN to (54 Tun8-G4)

[1C] Stone Tunnels

Тунз

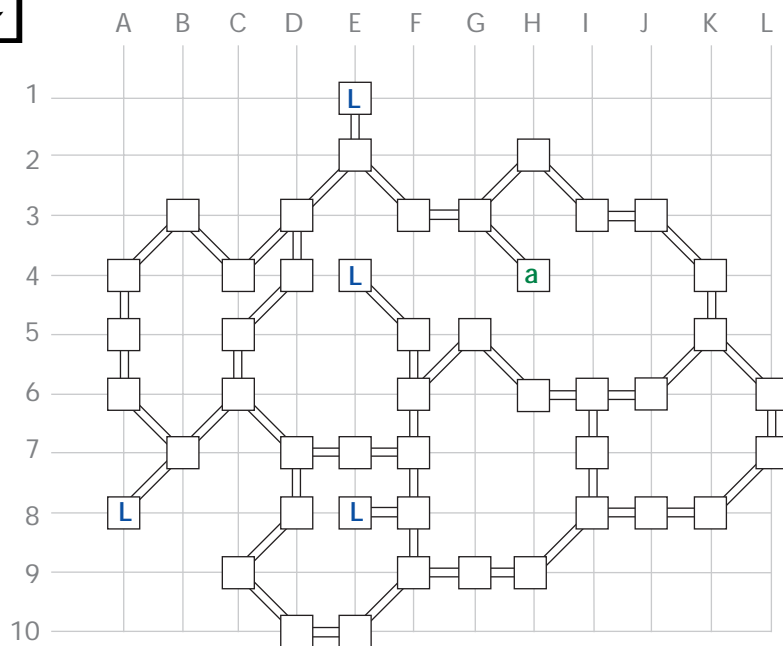


a: DOWN to (53 Tun7-B13)

b: In only!

[10] Stone Tunnels

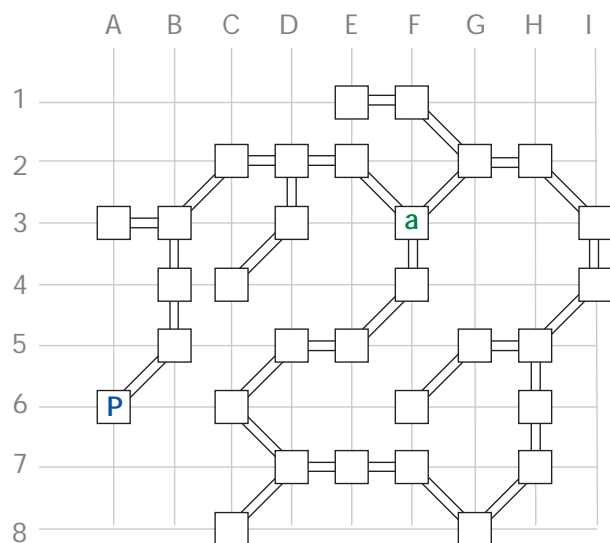
Tun4



a: DOWN to (55 Tun10-B3)

[2A] Stone Tunnels

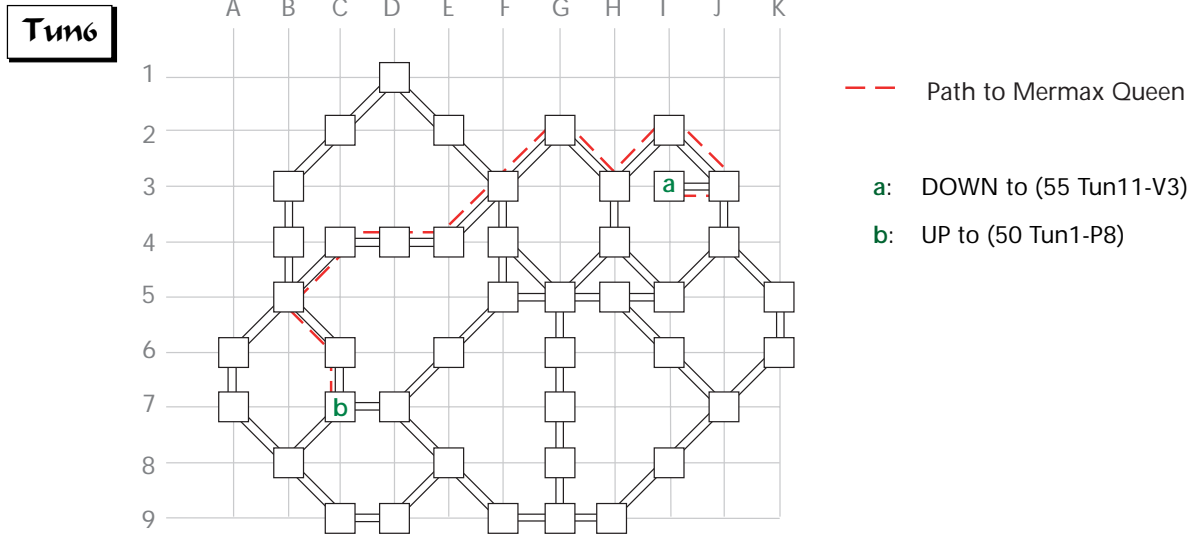
Tun5



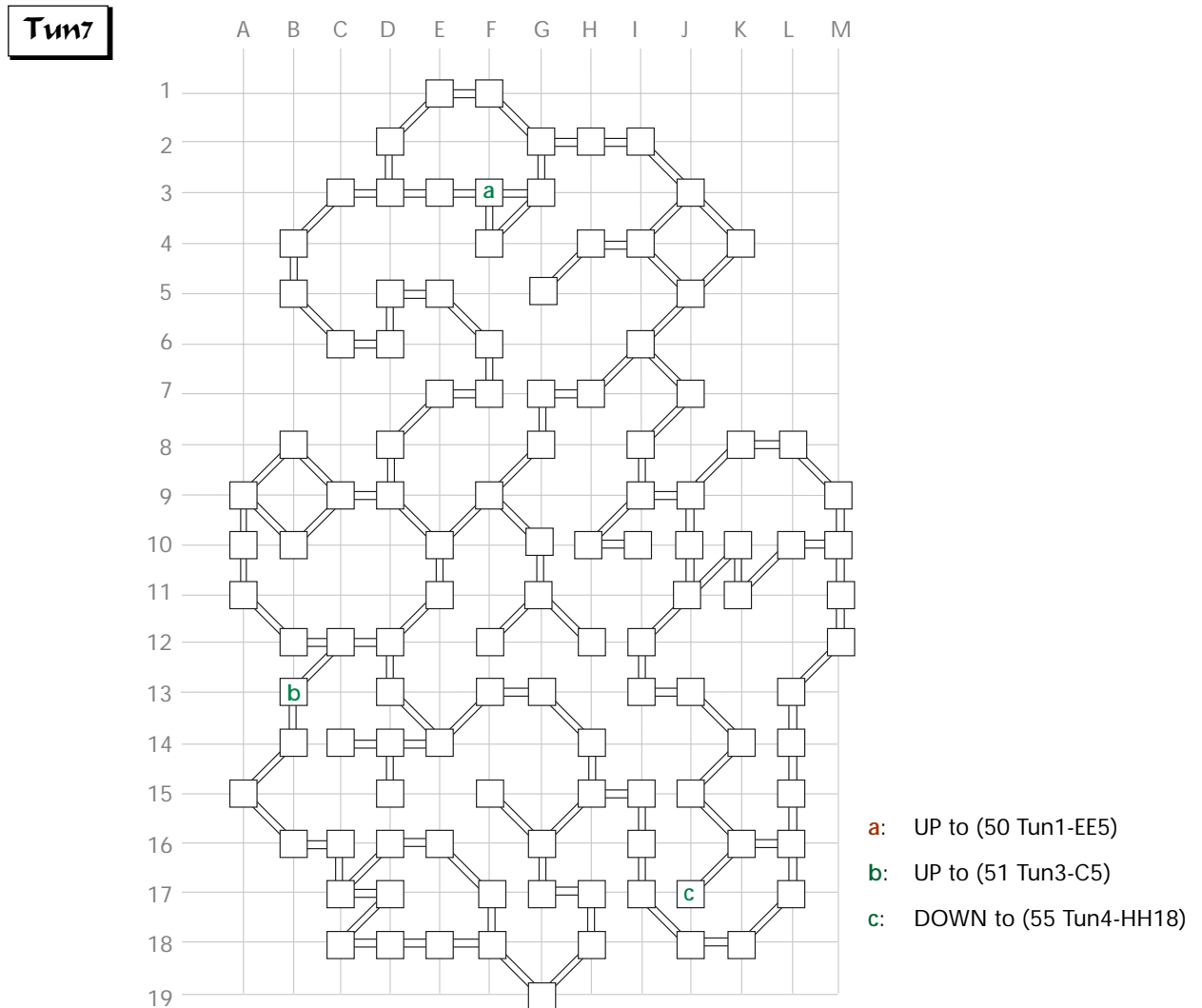
a: UP to (50 Tun1-F5)

P: Pool

[25] Violet Organic Passage

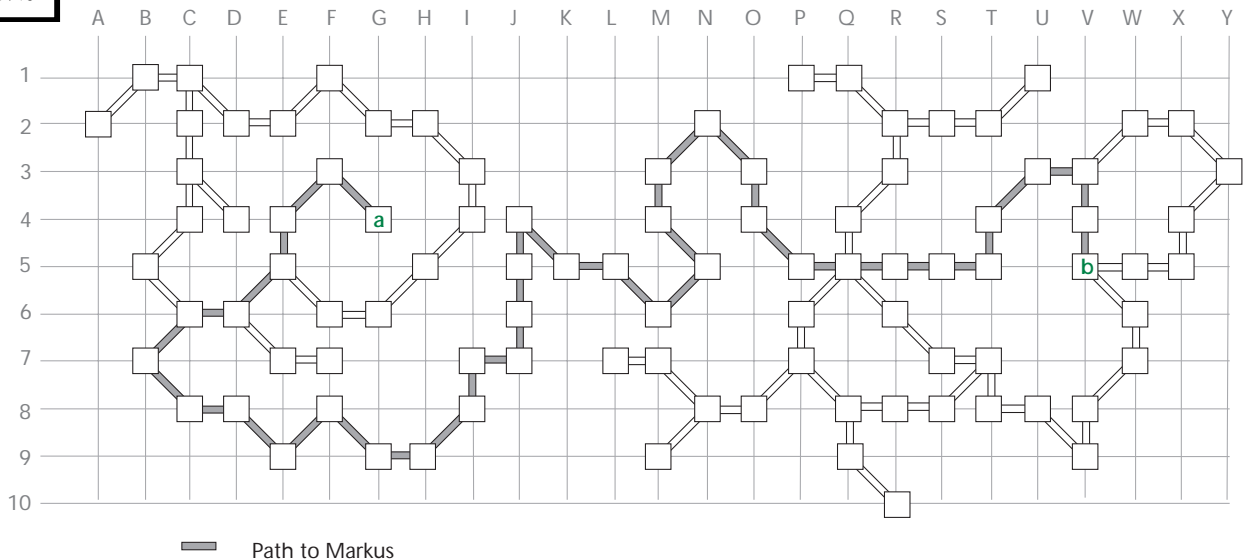


[2C] Violet Organic Passage



[2D] Violet Organic Passage

Tun8

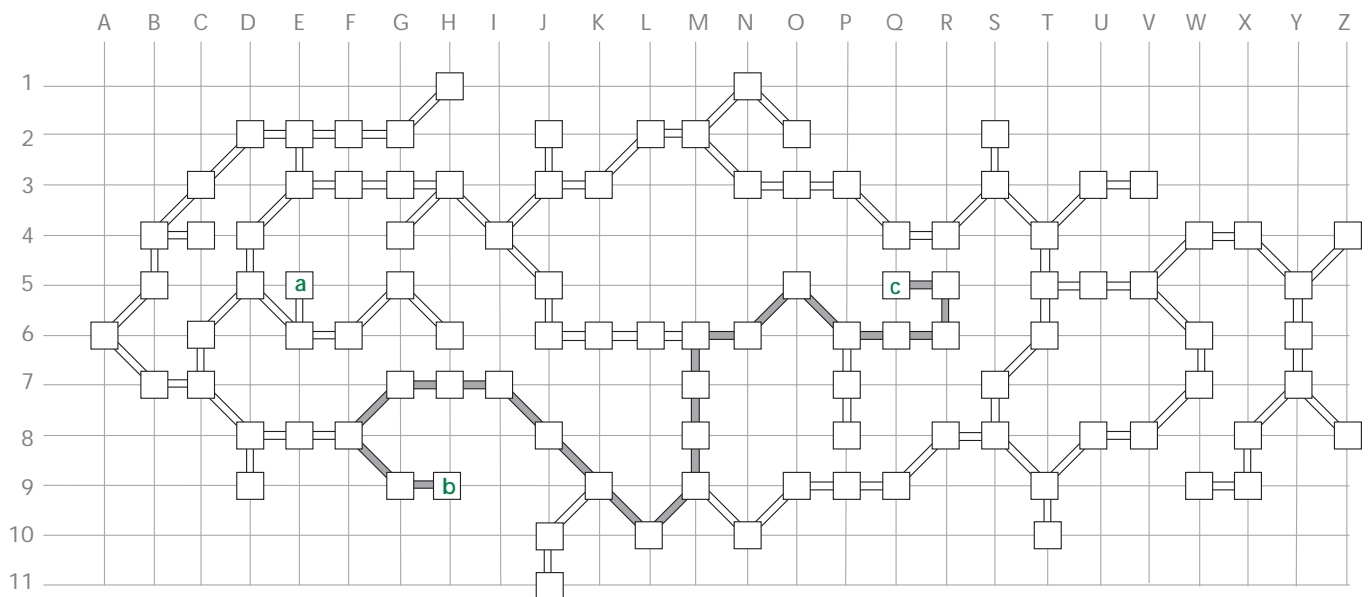


a: UP to (51 Tun2-G5)

b: DOWN to (56 Tun12-U4)

Tun9

[2E] Violet Organic Passage



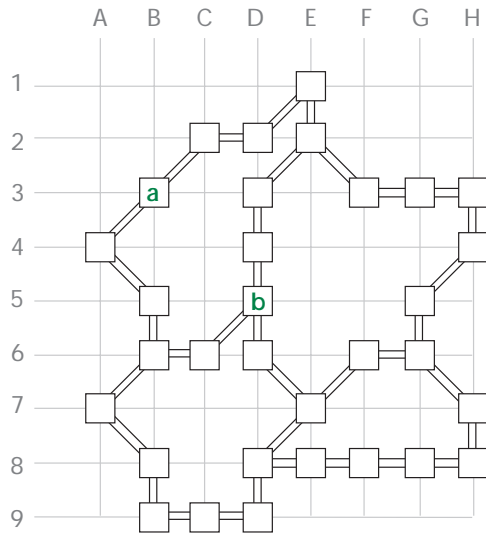
a: UP to (50 Tun1-E25)

b: DOWN to (56 Tun2-H17)

c: UP to (50 Tun1-R25)

Tumio

[25] Violet Organic Passage

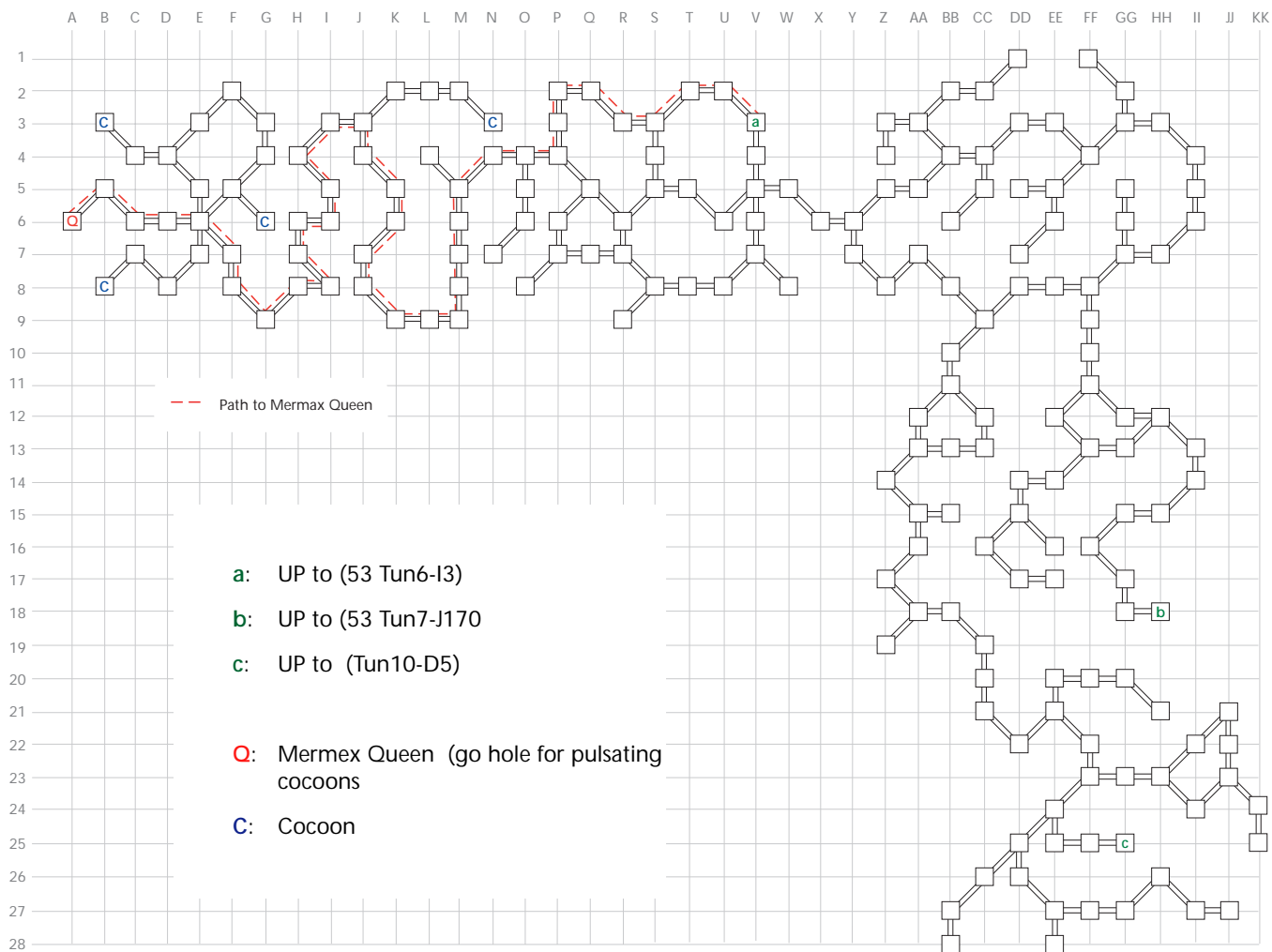


a: UP to (52 Tun2-H14)

b: DOWN to (Tun11-GG25)

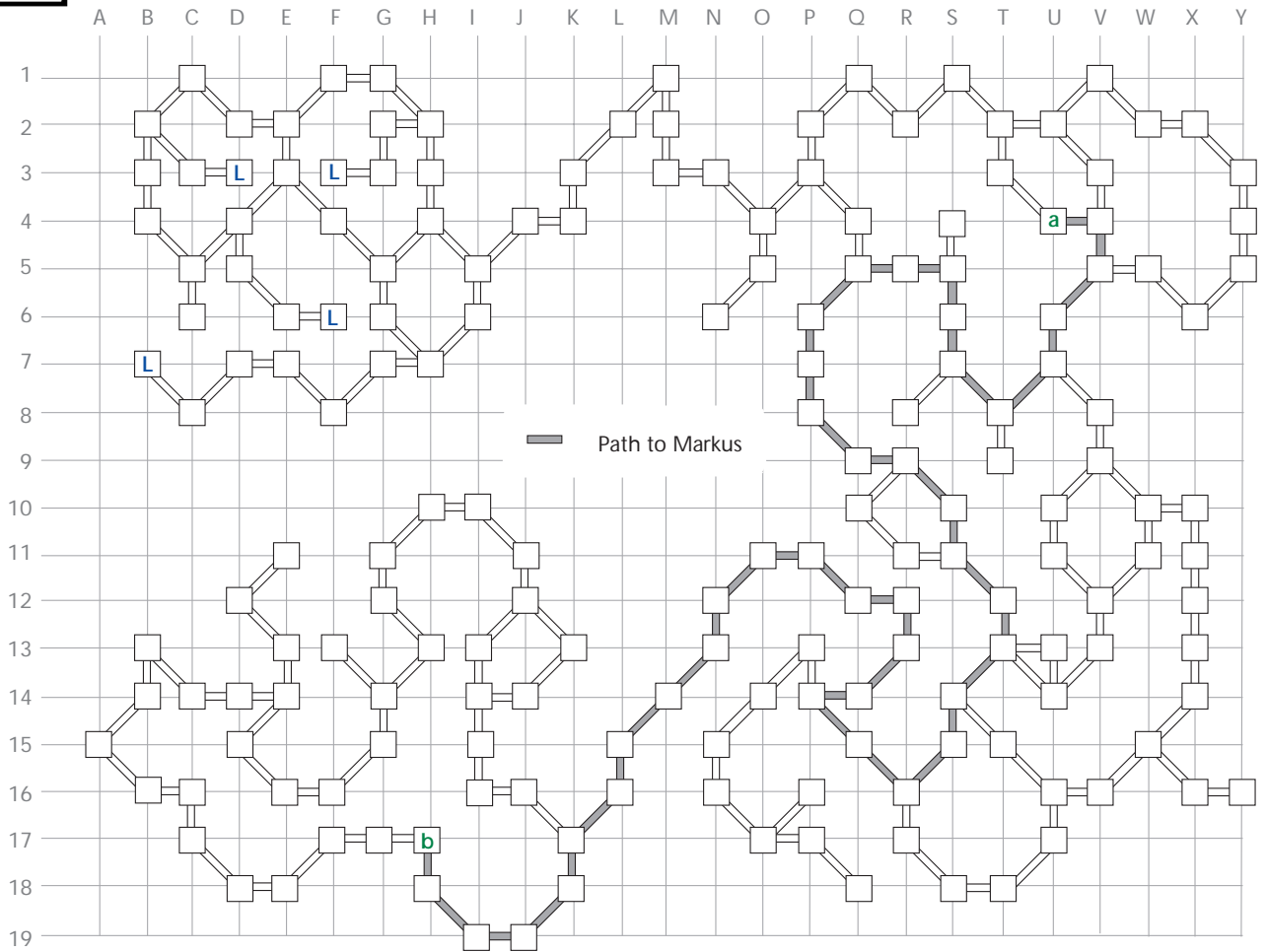
Tun11

[3A] Violet Organic Passage



[3B] Dark Tunnel

Tun12

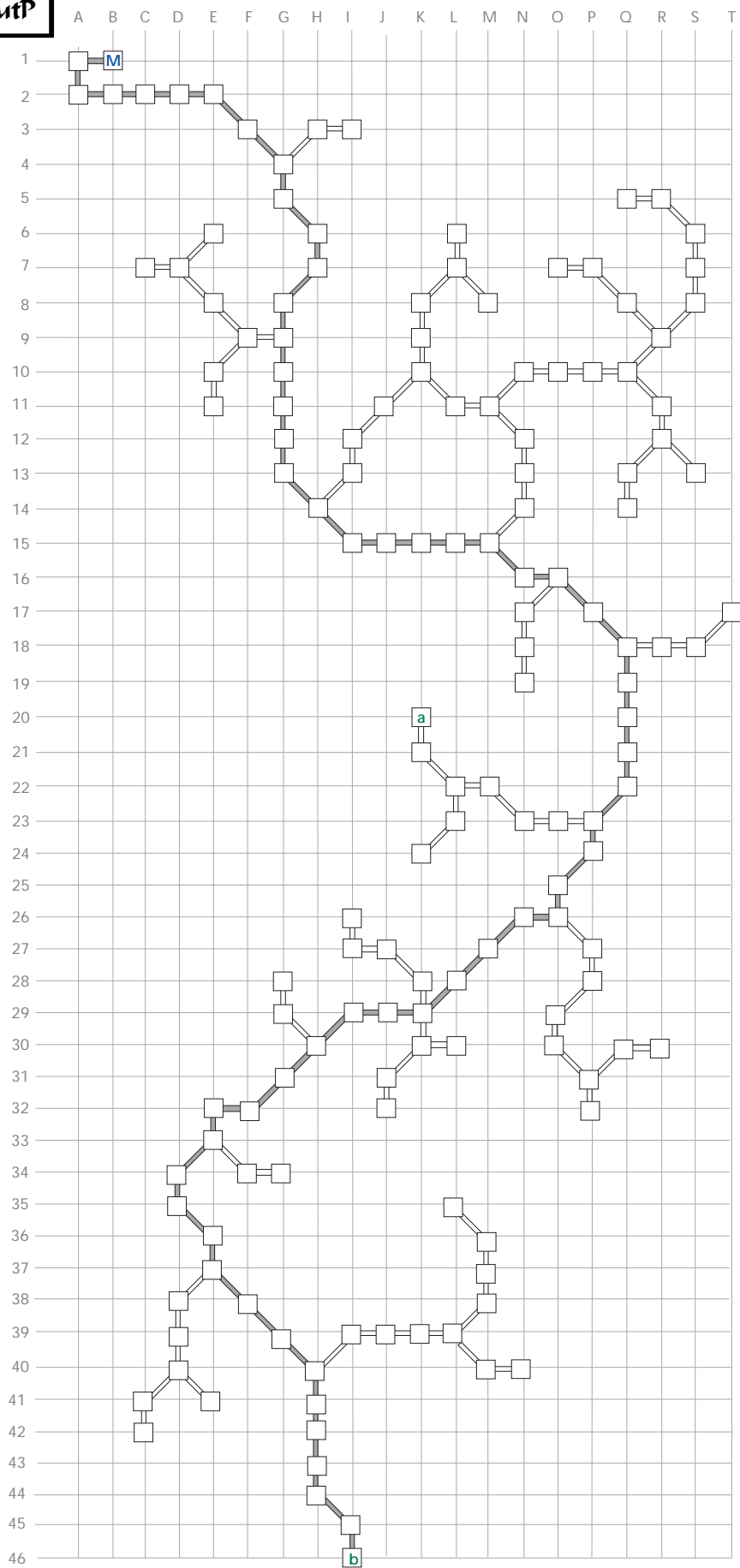


a: UP to (54 Tun8-V5)

b: UP to (54 Tun9-H9)

Outpost

OutP



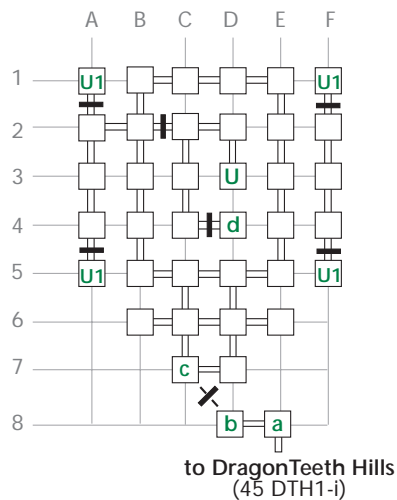
a: CLIMB CLIFF

b: DOWN to (51 Tun2-D5)

M: Commander Markus

Hilltop Fortress

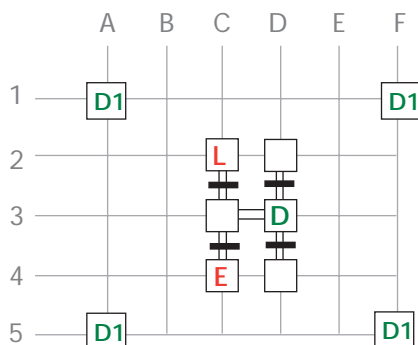
HF1



- U1** : UP to Guard Tower
- U** : Up to Tower
- a** : PULL LEVER
- b** : BASH Up
- c** : BASH DOWN
- d** :
DOWN to (HF3-C4)

Fortress Tower

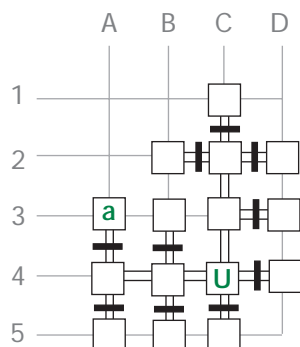
HF2



- D1** : Down from Guard Tower
- D** : Down to Fortress (HF1-D3)
- L** : Slave Lord
- E** : Dark-Elf Emissary

Fortress Dungeon

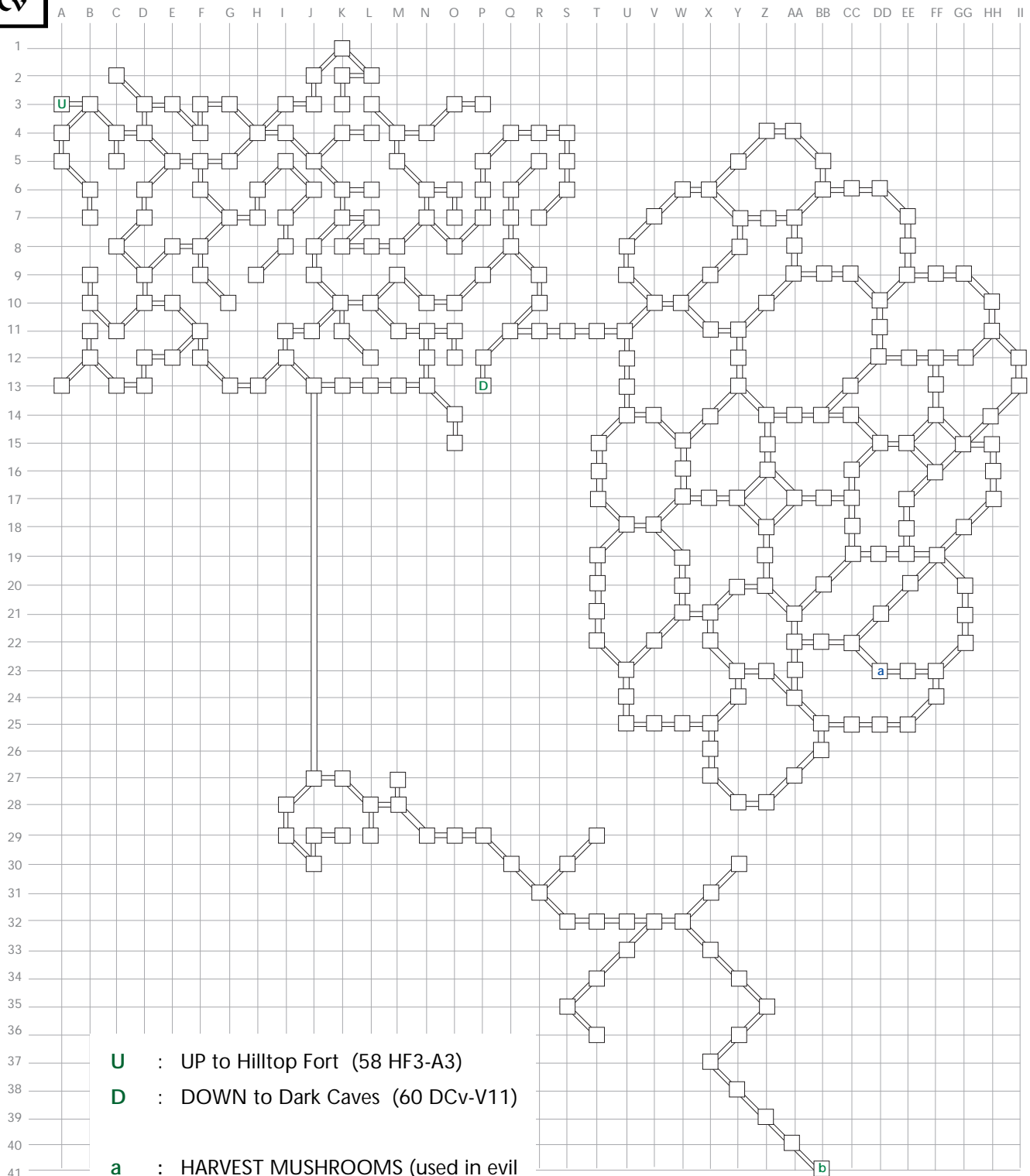
HF3



- U** : UP to Fortress (HF1-D4)
- a** : MOVE BONE to reveal trap door
leading to Black Cave, Level 1
(59 BCv-A3)

Black Cave

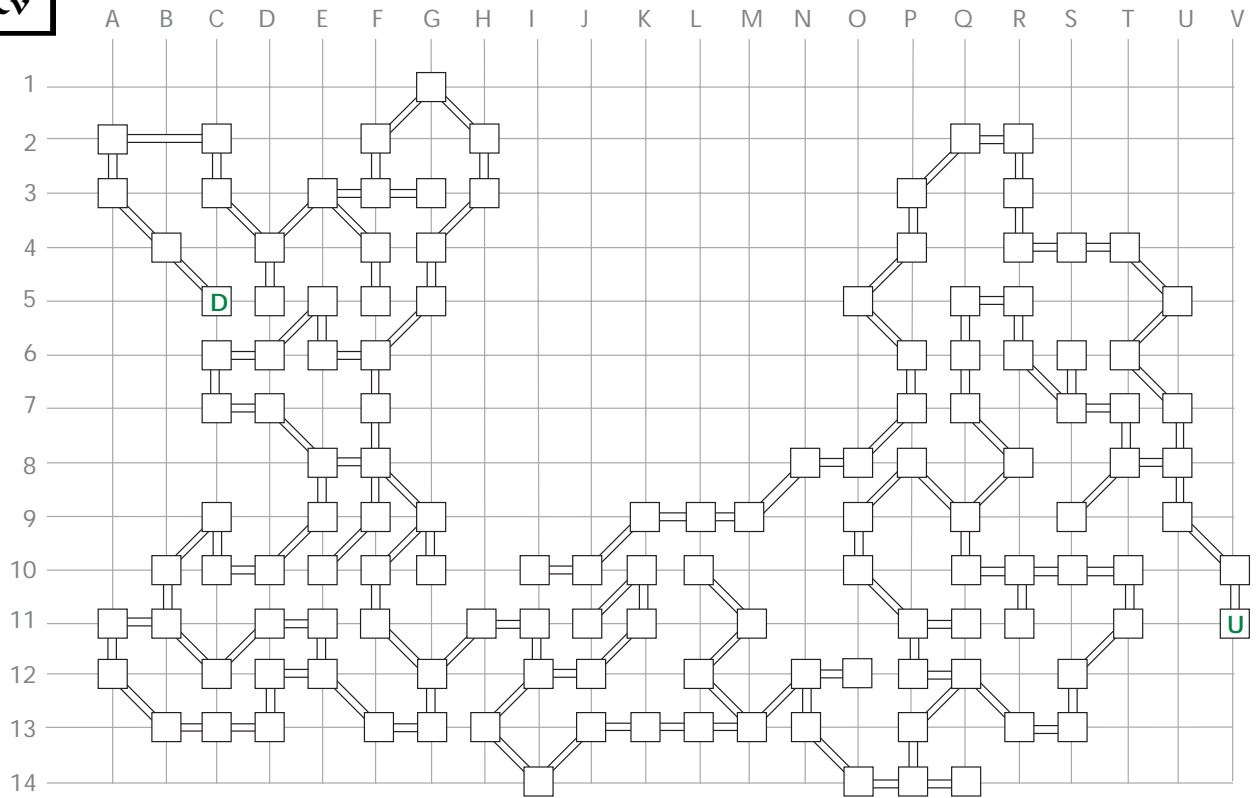
BCv



- U** : UP to Hilltop Fort (58 HF3-A3)
- D** : DOWN to Dark Caves (60 DCv-V11)
- a** : HARVEST MUSHROOMS (used in evil quest #3)
- b** : RUB GREASY BRACELET
opens up to Dragonteeth Path leading to Ancient Stronghold. (65 AS-H1)

Dark Cave

DCv

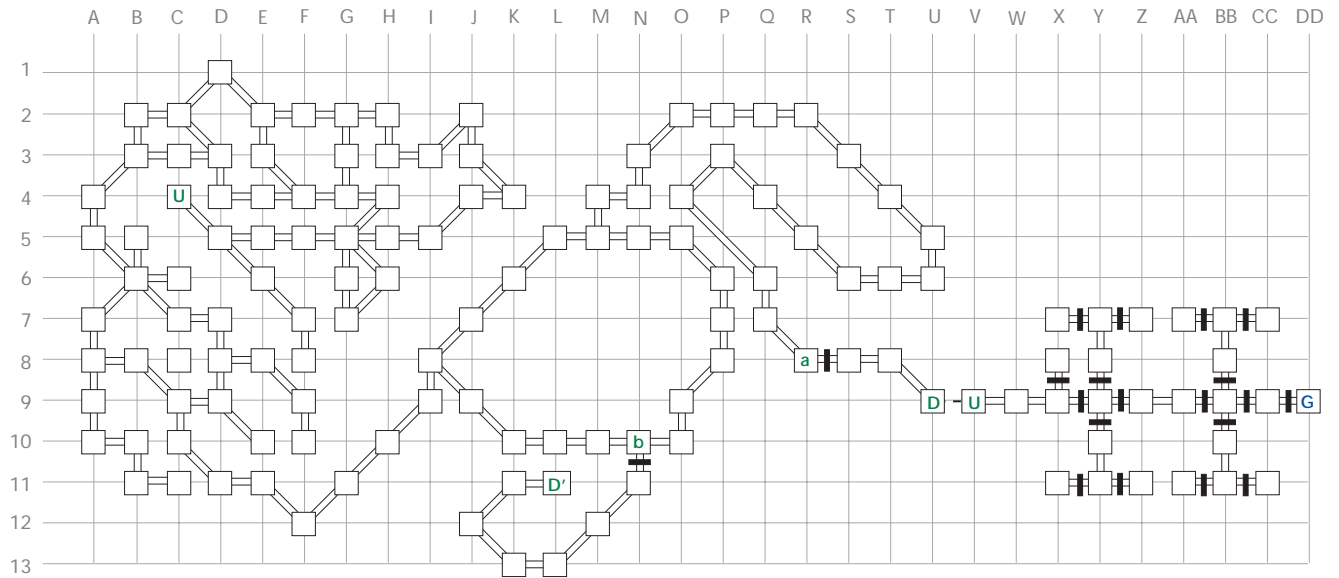


U : UP to Black Caves (59 BCv-P13)

D : DOWN to Lower Caverns (61 LC-C4)

Lower Caverns

LCa



a : STEP TILE

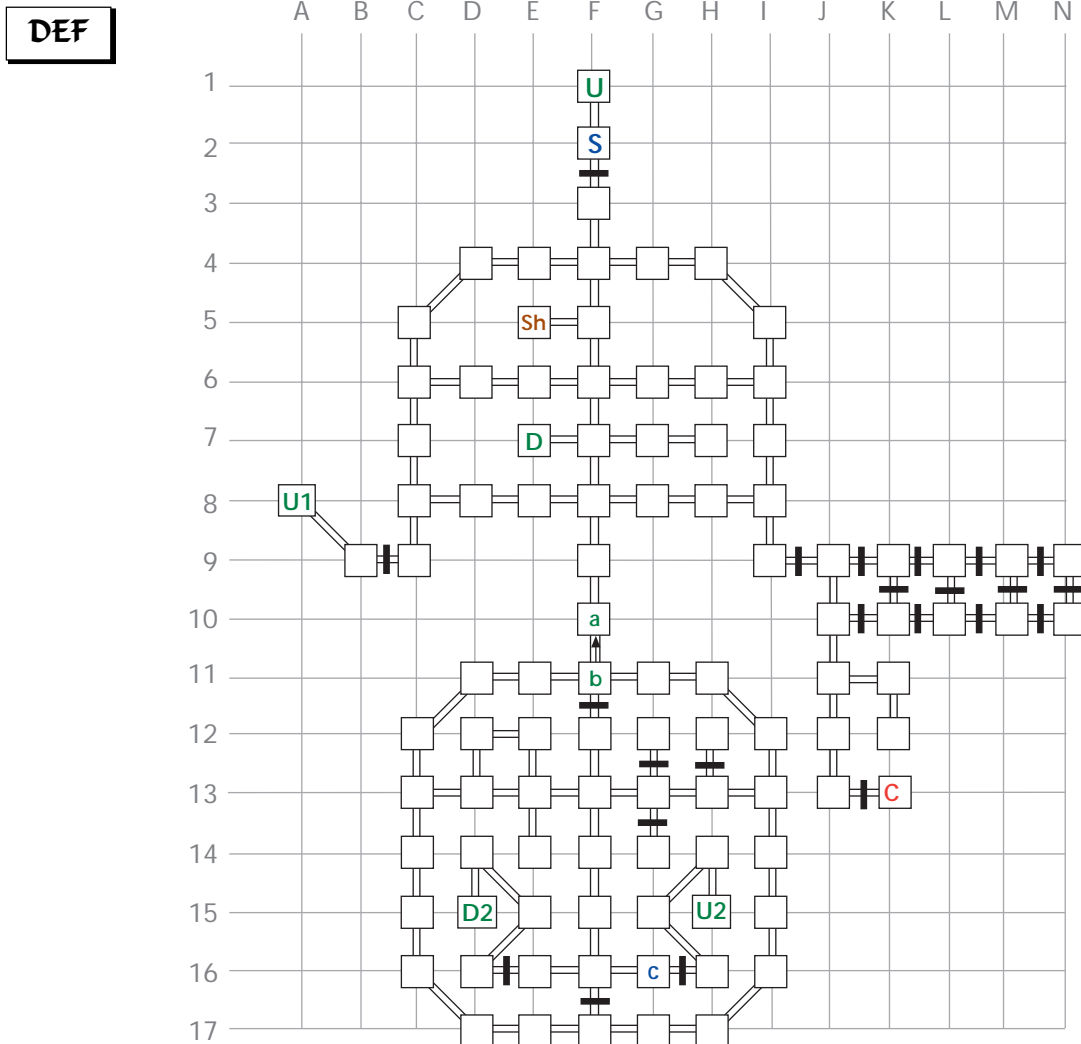
b : PULL LEVER

c : RUB BLOODSTAINED ORB

U : UP to Dark Caves (60 DCv-C5)

D' : DOWN to Dark-Elf Fort (62 DEF-F1)
(WARNING: Need rope to get back)

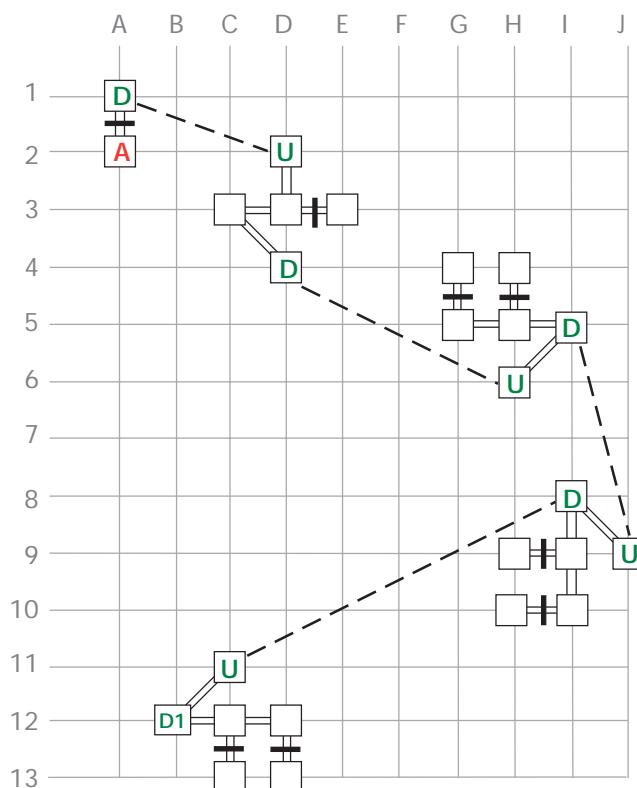
Dark-Elf Fortress & Castle



- | | |
|---|---|
| <p>D : DOWN to Royal Prison (63 RP-C1)</p> <p>D2 : DOWN to Castle Basement (64 CB-C7)</p> <p>U : UP to Lower Caverns (61 LCa-L11)</p> <p>U1 : UP to Archmage Tower (63 AT-B12)</p> <p>U2 : UP to Castle Upstairs (64 CU-F5)</p> <p>S : Obsidean Statue
MOVE STATUE, kill statue to get gate key</p> <p>C : Captain of the Guard
Drops opal brooch...take brooch to Sleazy Shopkeeper. ASK SLEAZY BROOCH to get Moldy Key</p> | <p>a : GO MOAT to Castle Basement (64 CB-E1)</p> <p>b : TURN WHEEL to open passage north</p> <p>c : Door can be opened only by picking the lock</p> <p>Sh : Sleazy Shop</p> |
|---|---|

Archmage Tower

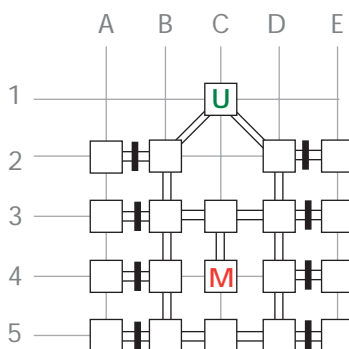
AT



- A** : Archmage Portal to Fallen Angel
Drops Dark Blue Orb. Take orb to Sleazy Shop, ASK SLEAZY DARK BLUE ORB to get adamantite key
- D1** : DOWN To Castle Main Floor (62 DEF-A8)

Royal Prison

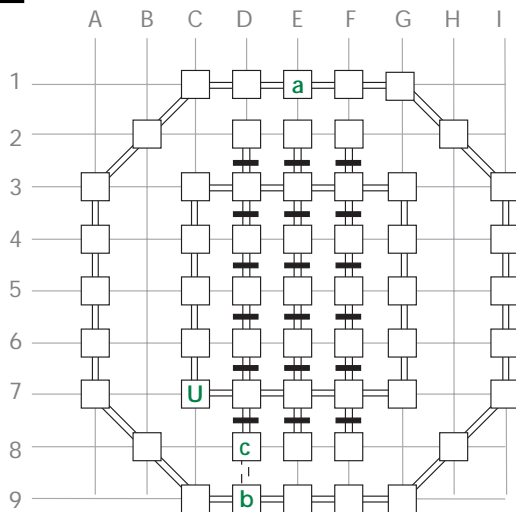
RP



- M** : Master Torturer
- U** : UP To Castle Main Floor (62 DEF-E7)

Castle Basement

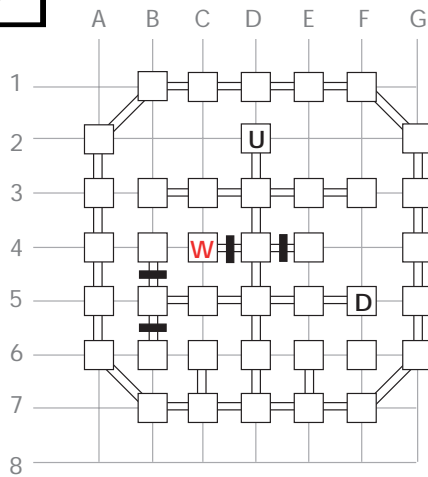
CB



- a** : GO MOAT to Castle (62 DEF-F10)
- b** : DOWN (needs Moldy Key) then take underground passage to c.
- c** : DOWN (PUSH BUTTON) to go north
- U** : UP to Castle Main Floor D2 (62 DEF-D15)

Castle Upstairs

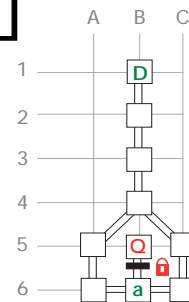
CU



- U** : UP to Castle Royal Floor (CRF-B1)
- D** : DOWN to Castle Main Floor (U2) (62 DEF-H15)
- W** : Wererat Emissary

Castle Royal floor

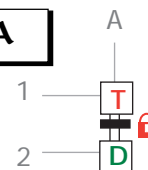
CRF



- D** : DOWN to Castle Upstairs (CU-D2)
- a** : Adamantite Key
- Q** : Dark-Elf Queen (Up to Attic) (CA-A2)

Castle Attic

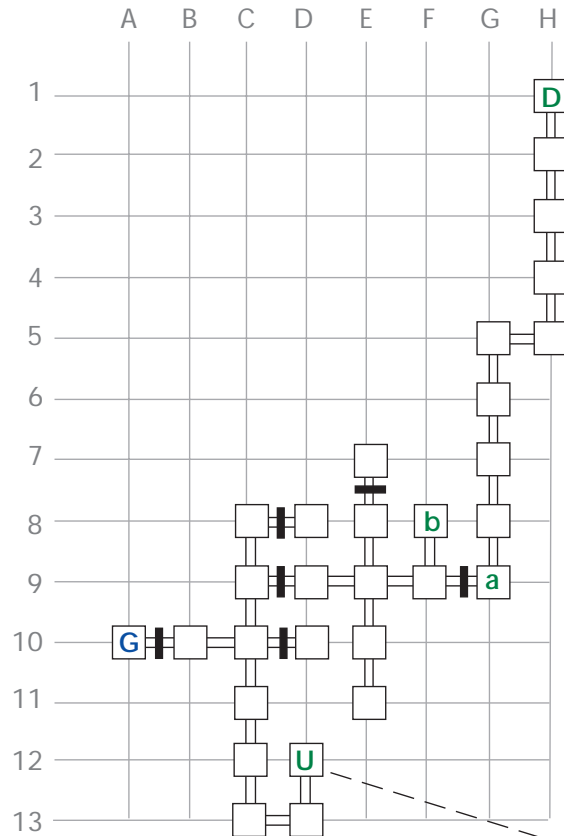
CA



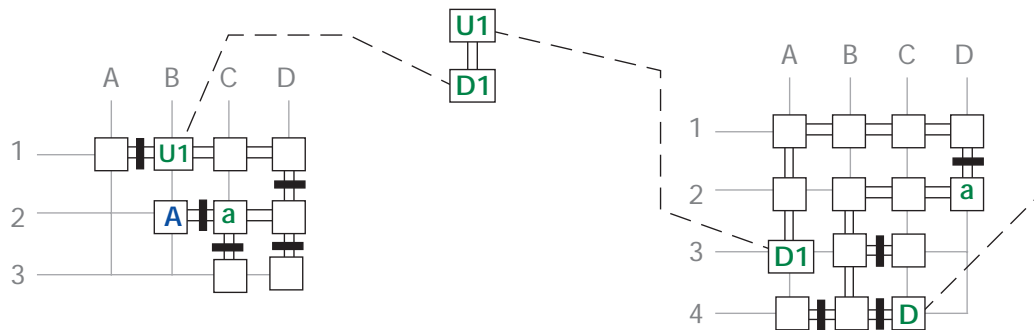
- D** : DOWN to Royal Floor (Queen's Room) (CRF-B5)
- : Guardian drops Golden Key to go north
- T** : Treasure

Ancient Stronghold

AS



- D** : DOWN to Black Caves (59 BCv-BB41)
- a** : MOVE PROTCILLUS
- b** : PULL LEVER to open gate
- G** : Ghost Knight (info only)

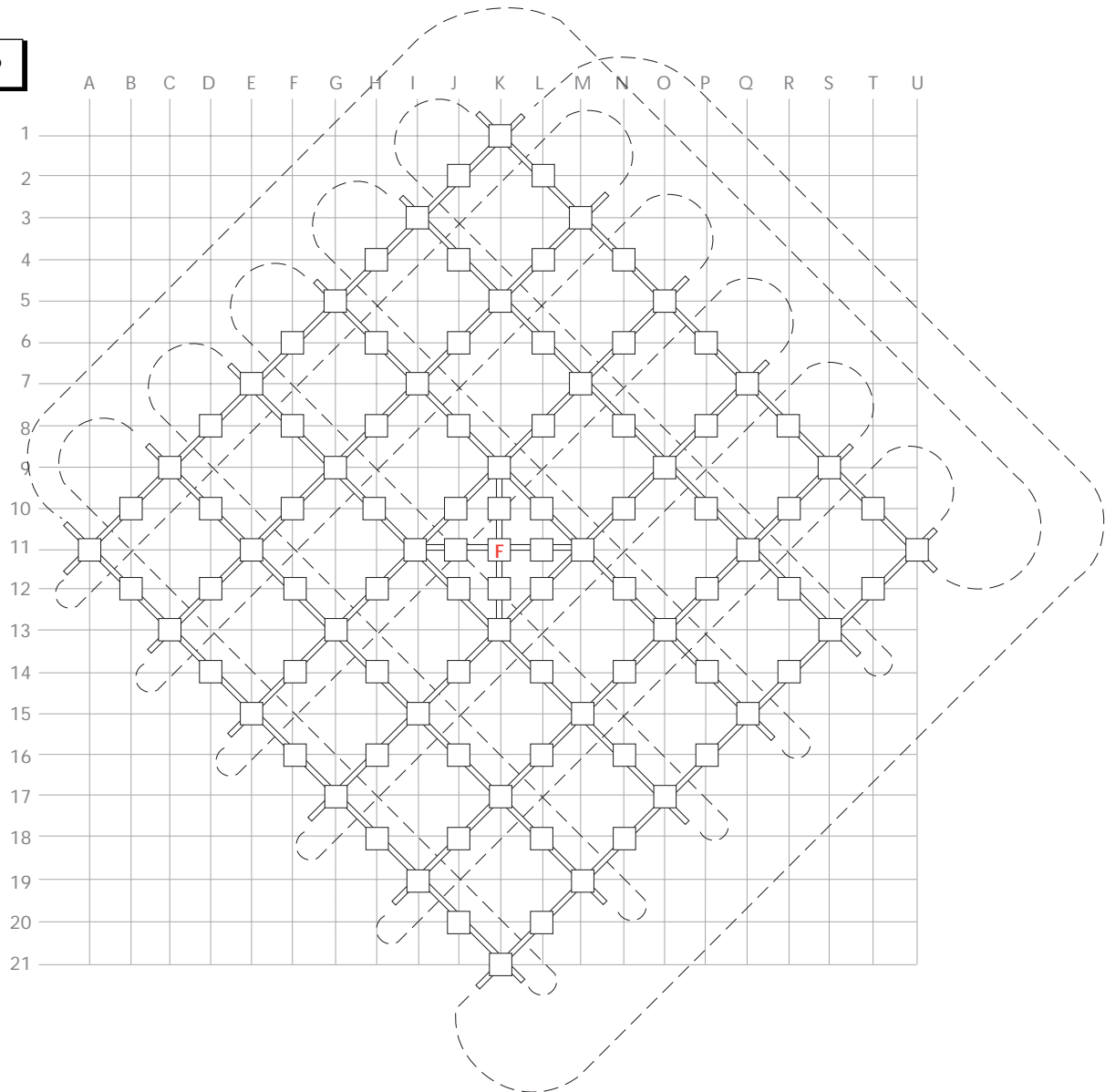


- a** : SEARCH SOUTH
- A** : Apparatus

- a** : TURN TORCH

Negative Power Plains (Archmage's Portal)

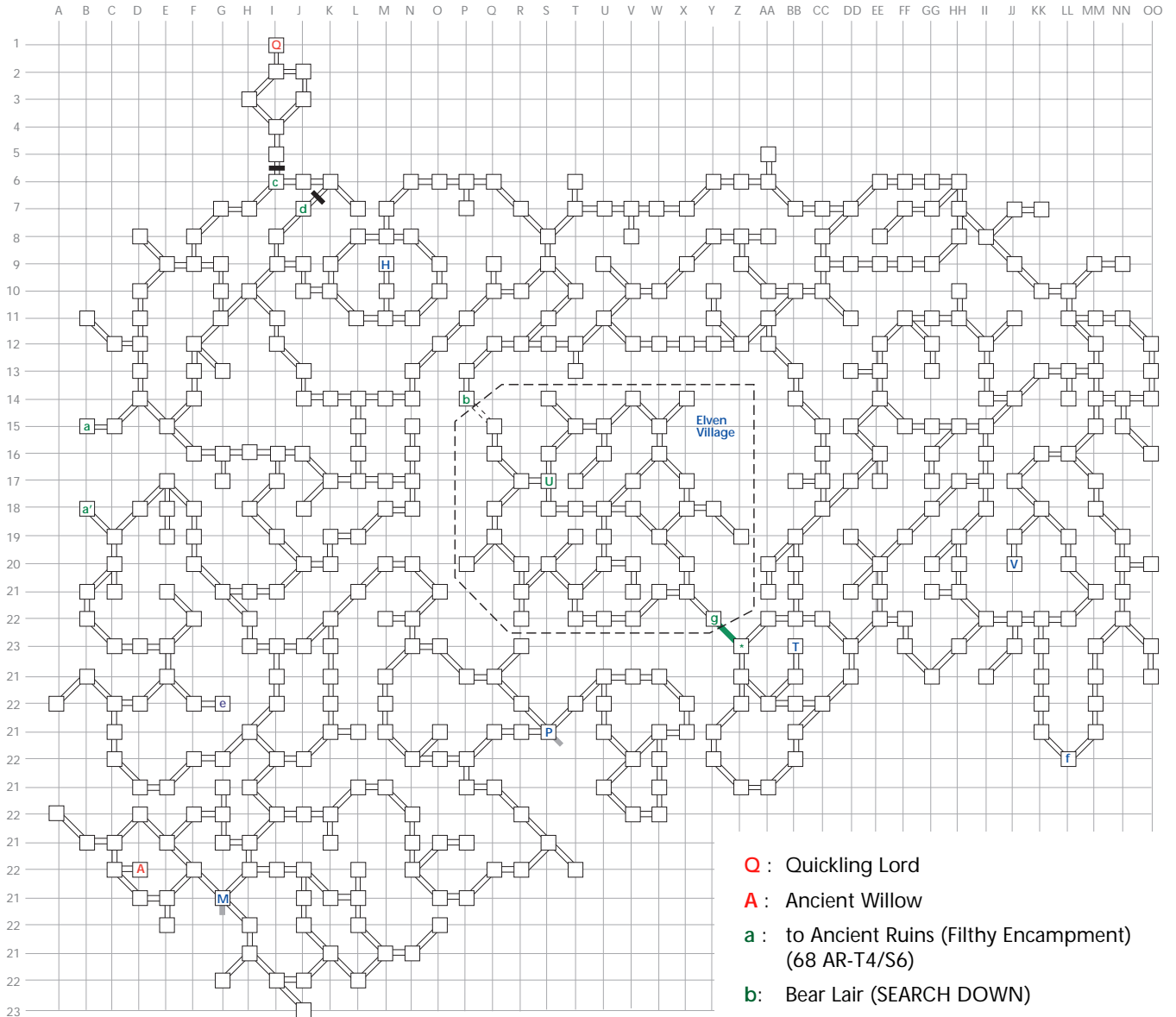
APo



F : Fallen Angel
: Up to Timelord

Woods

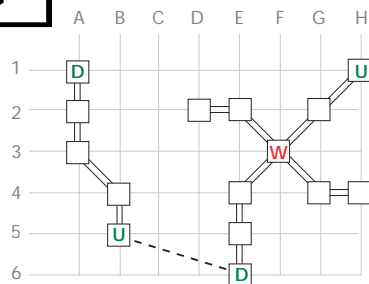
Woods



- Q** : Quickling Lord
- A** : Ancient Willow
- a** : to Ancient Ruins (Filthy Encampment) (68 AR-T4/S6)
- b**: Bear Lair (SEARCH DOWN)
- c**: SEARCH NORTH
- d**: GO PATH
- e**: CLIMB TREE (up); GO HOLE (down) (Golden Honeycomb)
- f**: CLIMB TREE (up); GO HOLE (down) (Handful of Nuts)
- g**: SEARCH SE
- U** : Up to Elf Town (EF-A1)
- P** : Silvery Pool [to Silvery River 21 SR2-P3]
- M** : Mirky Pool [to Silvery River 21 SR2-I13]
- H** : Stoney Hill
- T** : Tower ruins
- V** : GO VORTEX (69 BW-O5)
- *** : Secret Passage (just walk through it)

EF

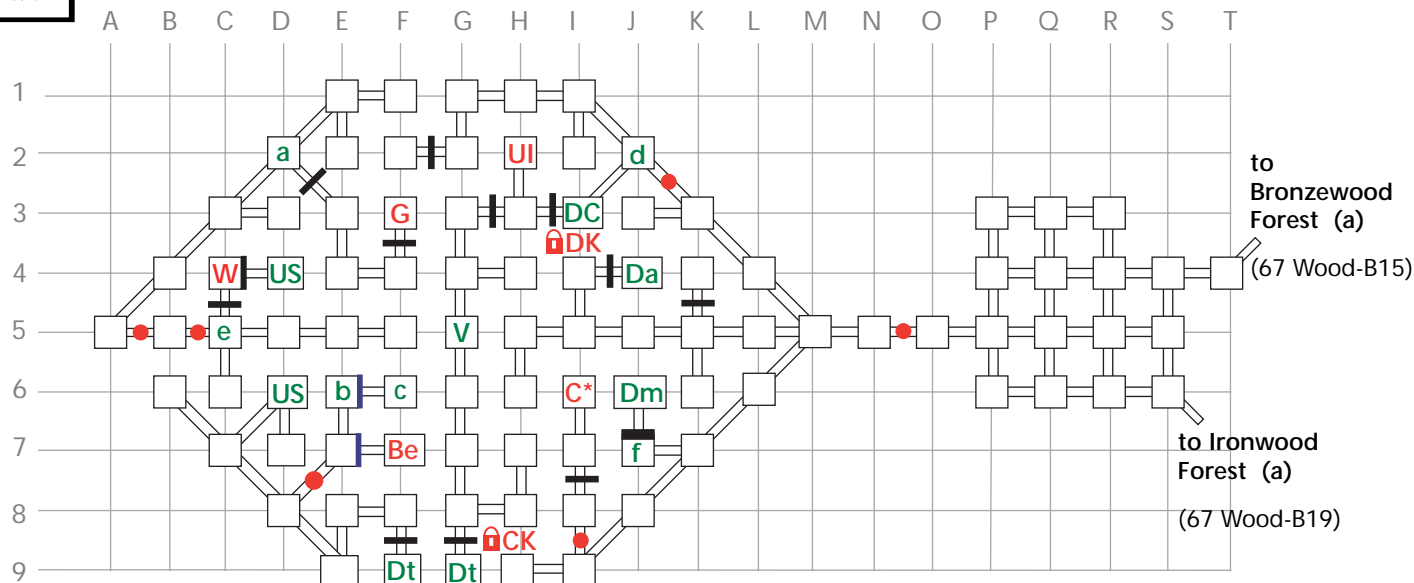
Elf Town



- D** : Down to Elven Village (Wood-S17)
- U** : Up to Elven Shop
- W** : Woodelf Lord

AR

Ancient Ruins



• : Traps

W : Wraithlord

Be : Beholder

UI : Unholy Idol

C* : Chimera (go UP 4 times)

G : Goru-Nezar

CK : Chrome Key (Basalisk)

DK : Dragon Key (Dragon Carving)

a : PUSH... DIAMOND, AMETHYST, SAPPHIRE, EMERALD, TOPAZ, ONYX, RUBY

b : Walk through wall to the east

c : MOVE PAINTING to open passage to Beholder

d : GO ALLEY

e : SAY SHADOW

f : TURN KNOB, PULL LEVER, PULL SWITCH, PUSH BUTTON

DC : Dragon Carving (insert fangs; white, black, green, blue, red)

V : UP to vortex (69 BW-L11)

US : UP to Stone Bridge

Dt : DOWN to Icy Tunnel

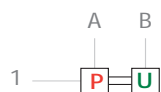
Dm : DOWN to Mirrored Hall SEA S to exit... Dark, take torch if needed

Da : DOWN to Arena

Stone Bridge

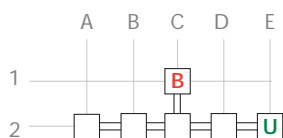


Arena



P : Prismatic Dragon

Mirrored Hall

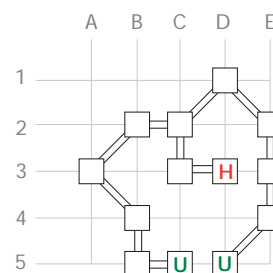


B : Huge Basalisk

To Huge Basalisk from U room:

w, w, w, w, w, e, e, w (search north)

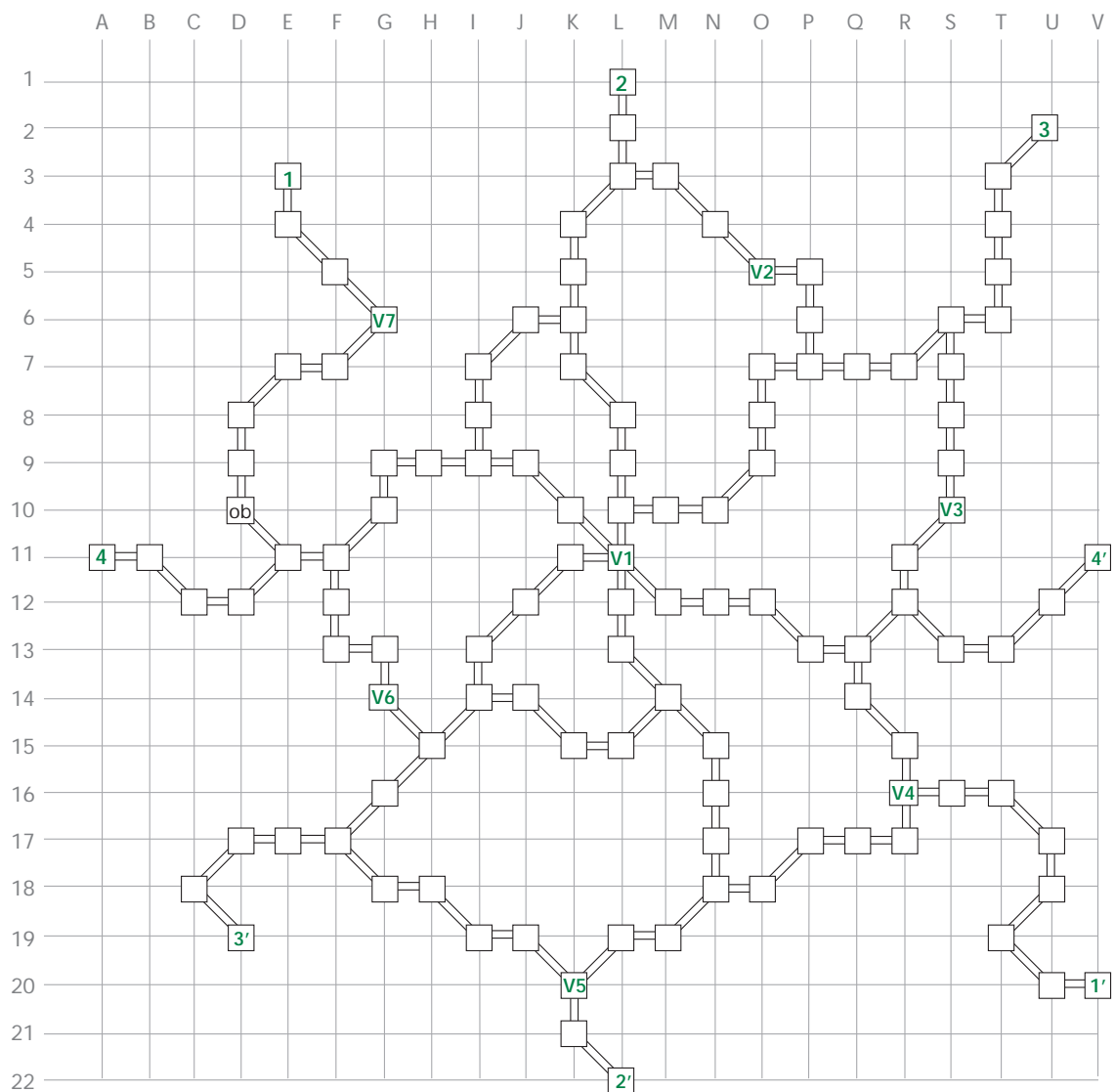
Icy Tunnel



H : Hydra

Black Wasteland (Vortex)

BW



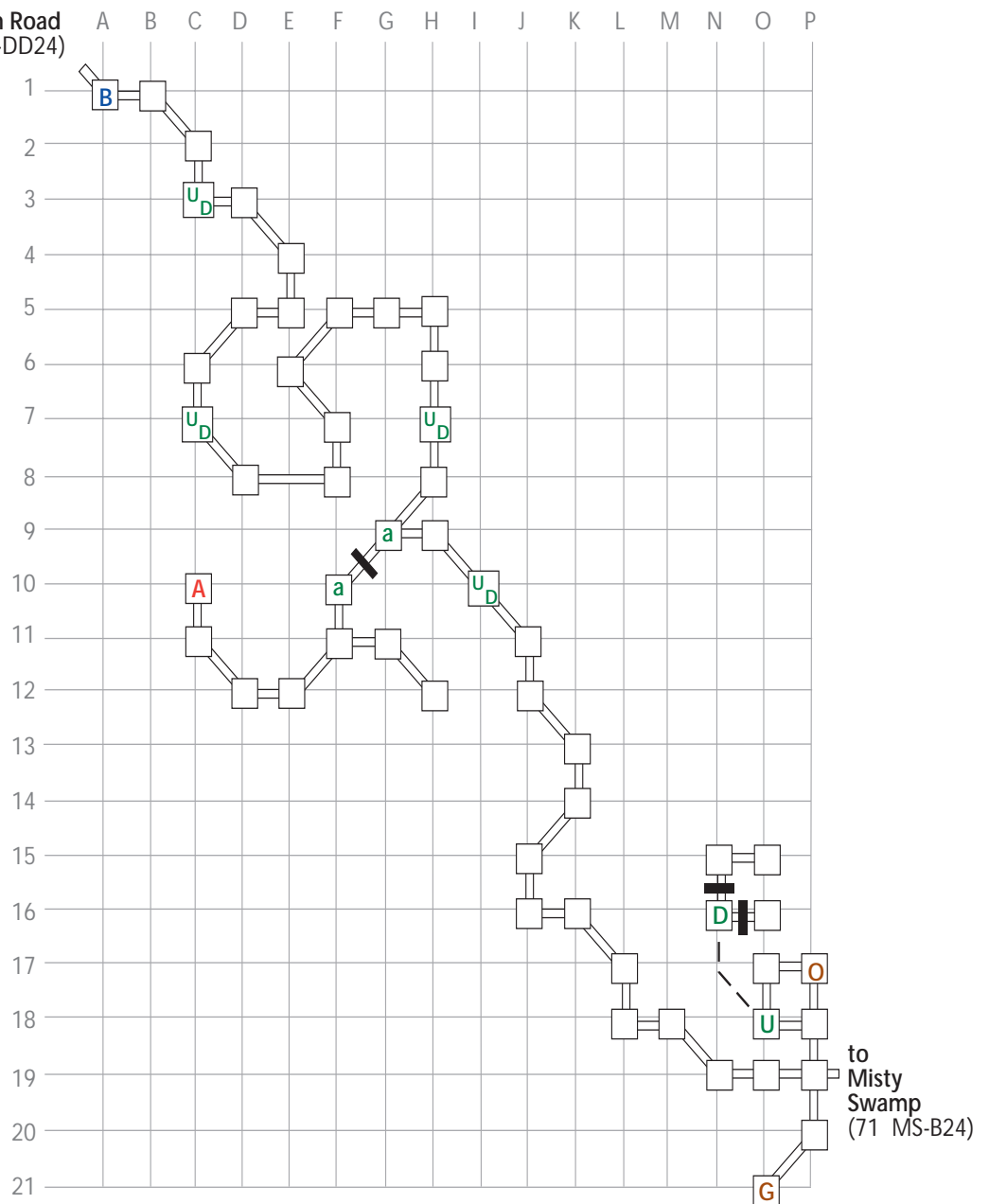
- L** : Lord of the Hunt...wanders...can be anywhere
- x, x'** : Rooms with same numbers are same room due to wrapping of the map
- ob** : Obsidian obelisk

- V1** : To Museum, Ancient ruins (68 AR-G5)
- V2** : To Copperwood Forest (67 Wood-JJ20)
- V3** : To Hazy Swamp (38 HS-D21)
- V4** : To Dragon's Teeth Hills (45 DTH1-v)
- V5** : To Mossy Cave (24 MC-H4)
- V6** : To Darkwood Forest (26 MP-L25)
- V7** : To Dreary Village (49 BF1-I7)

Misty Swamp Path



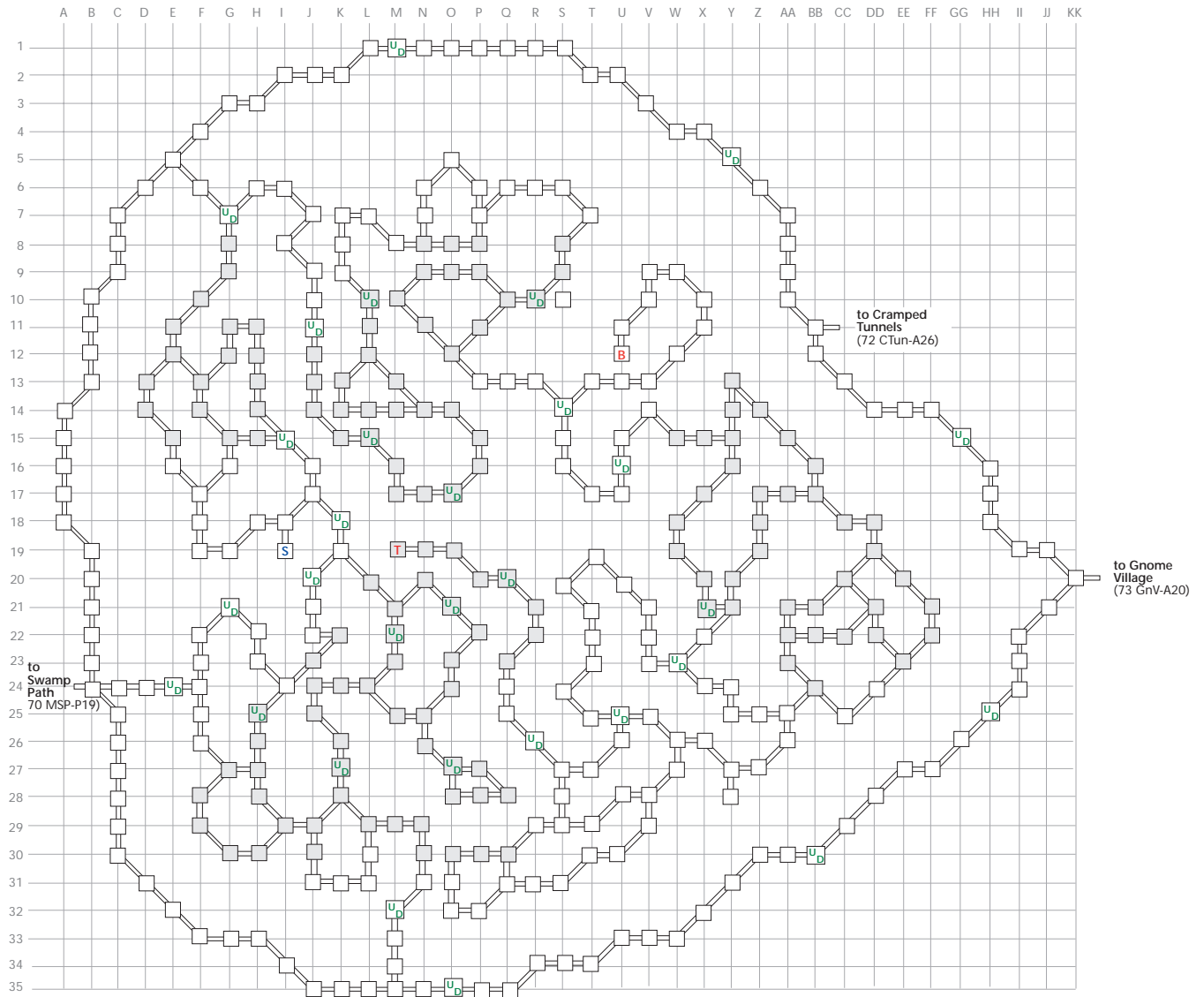
to Main Road
(26 MP-DD24)



- G** : Old Gypsy
Young Gypsy
- O** : Ofeo's
- A** : Aurumvorax
- a** : GO CRACK

Misty Swamp

MS

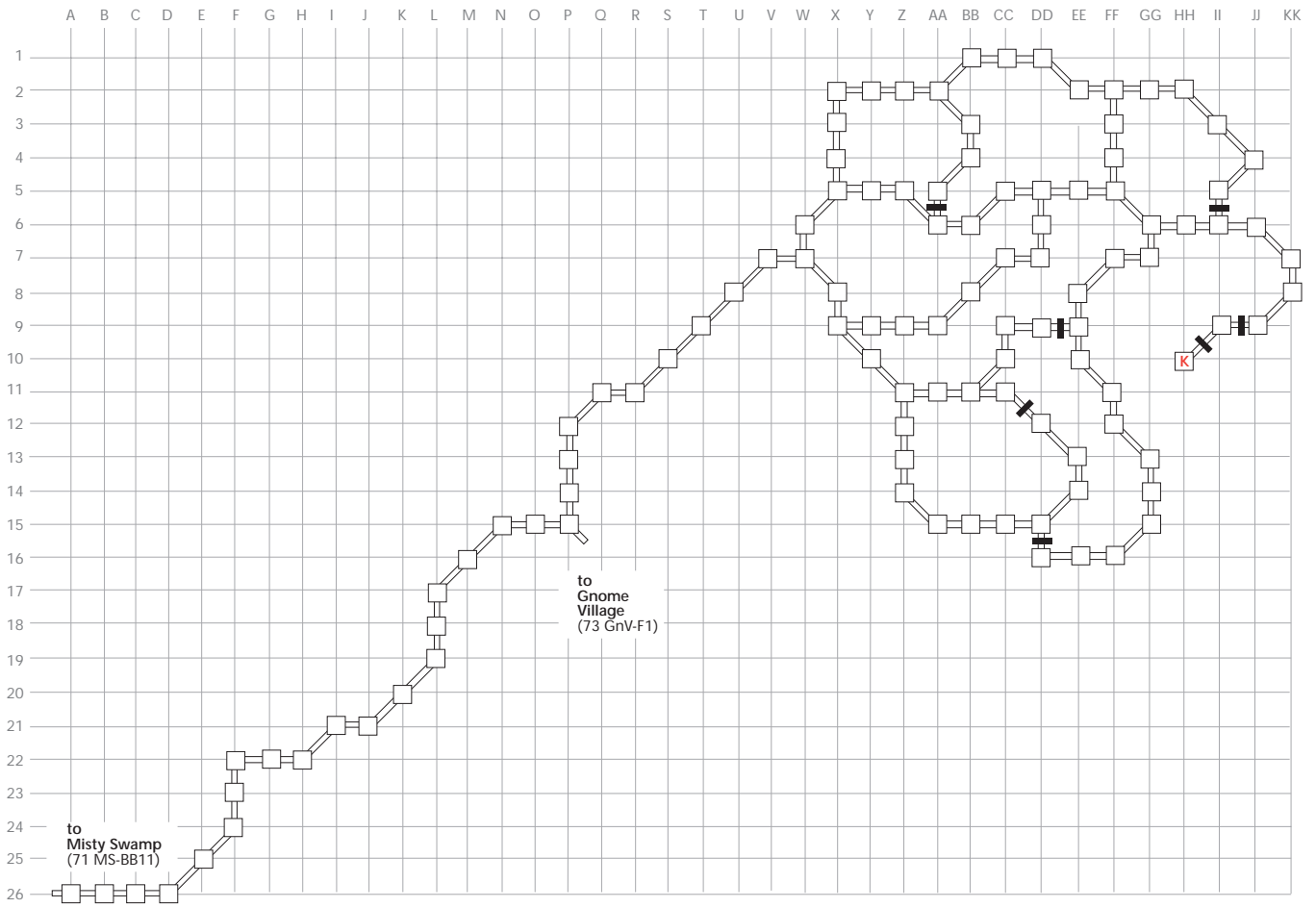


- S** : Overgrown Shrine
- B** : Black Dragon
- T** : Two-headed Troll

Greyed boxes indicate poisonous areas. Require Swamp Boots or being a Kang to avoid losing HPs.

Cramped Tunnels

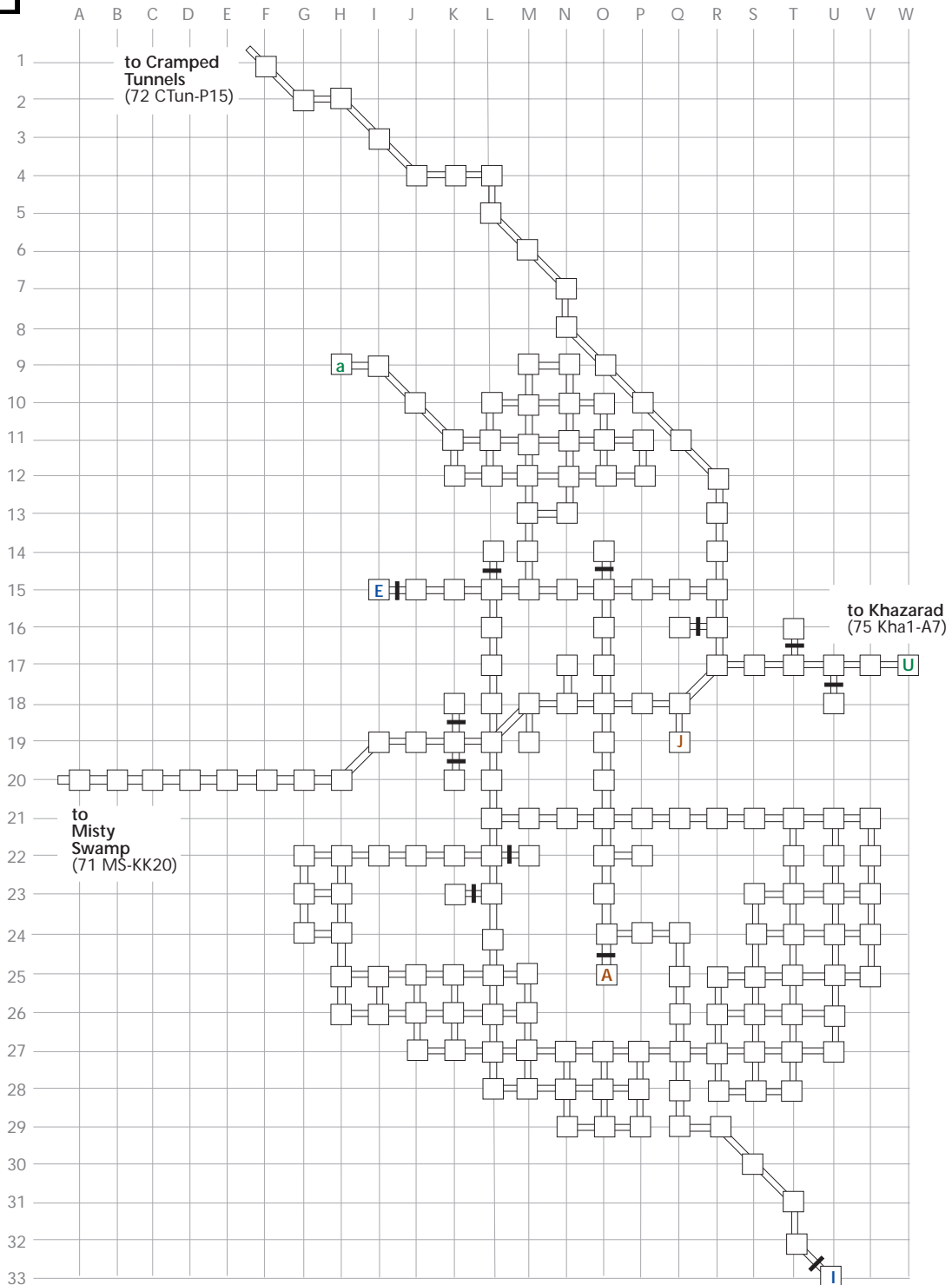
CTun



K : Kabold King

Gnome Village

GnV



E: Gnome Enchantress

I: Gnome Inventor

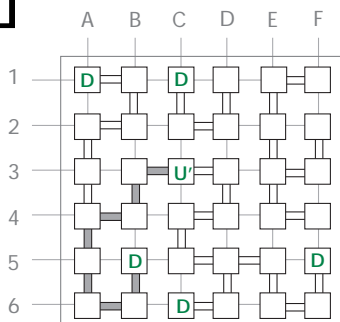
J: Gnome Jewelry

A: Gnome Alchemist

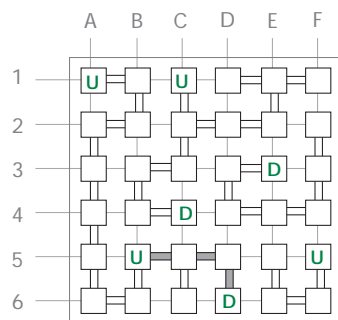
a: to Earthen Tunnel
(74 ET1-C3)

Earthen Tunnel

ET



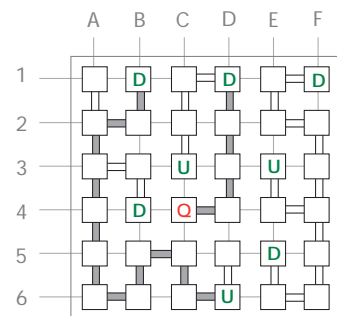
Level 1



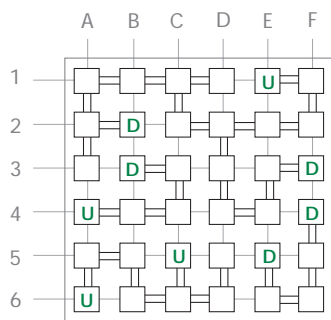
Level 2

Q Ant Queen

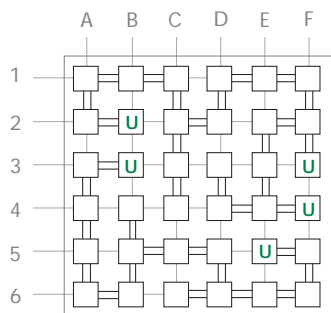
Grayed path indicates route to Queen



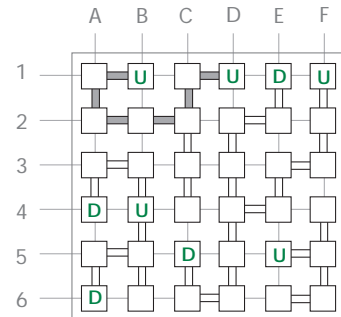
Level 3



Level 5



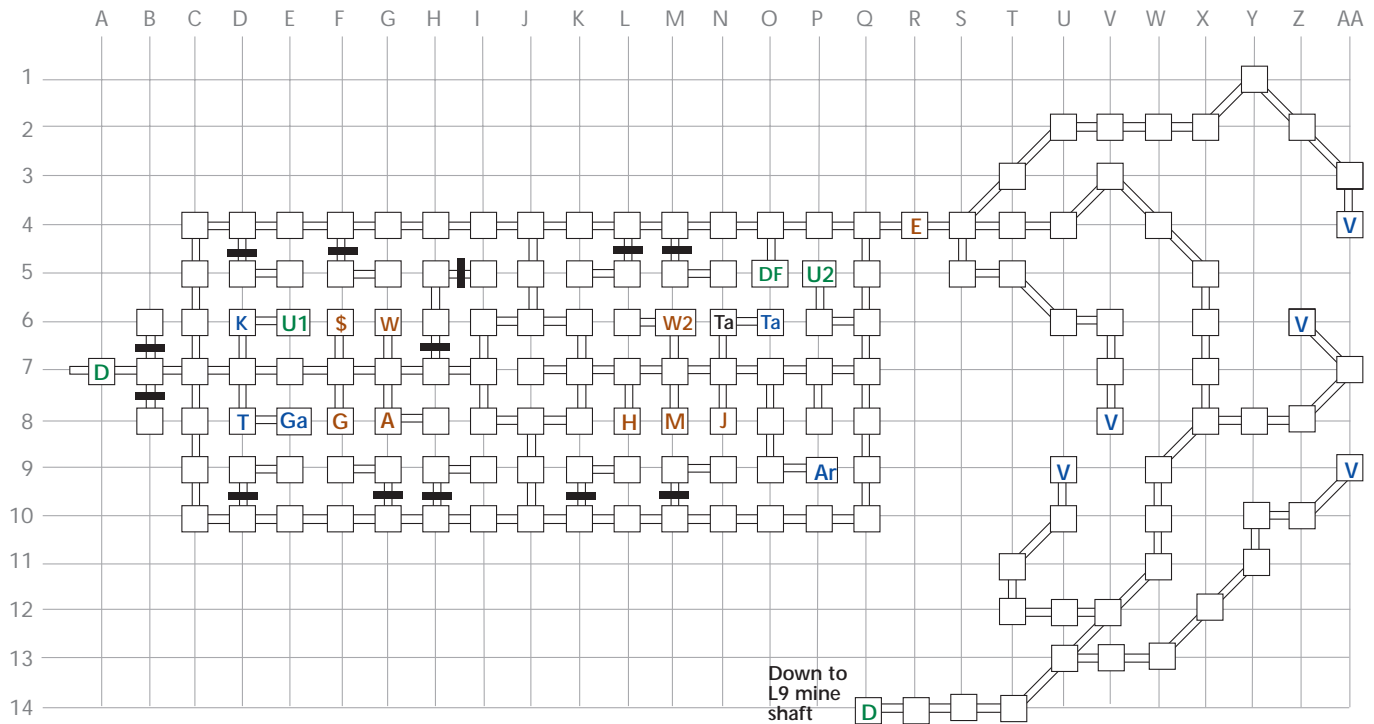
Level 6



Level 4

Khazarad

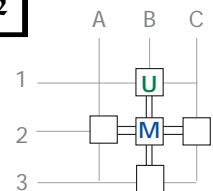
Kha1



- D** : to Gnome Village (73 GnV-W17)
- U1** : Up to Bedroom....need room ticket
- U2** : Up to Royal Area (Kha3-F1)
- DF** : DOWN to Forge (Kha2-B1)
- V** : Vein (MINE ORE with pickaxe)
- E** : Mine Entrance
- K** : Inn
- T** : Tavern
- Ga** : Gambling Hall
- G** : General Store
- \$** : Bank
- A** : Armour
- W** : Weapons
- H** : Haberdashery
- M** : Martoks Breastplate
- J** : Jewelry

Forge

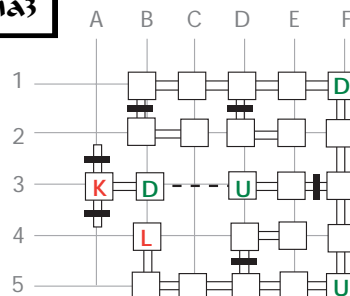
Kha2



- U** : Up to Khazard (Kha1-O5)
- M** : Master Smith

Royal Area

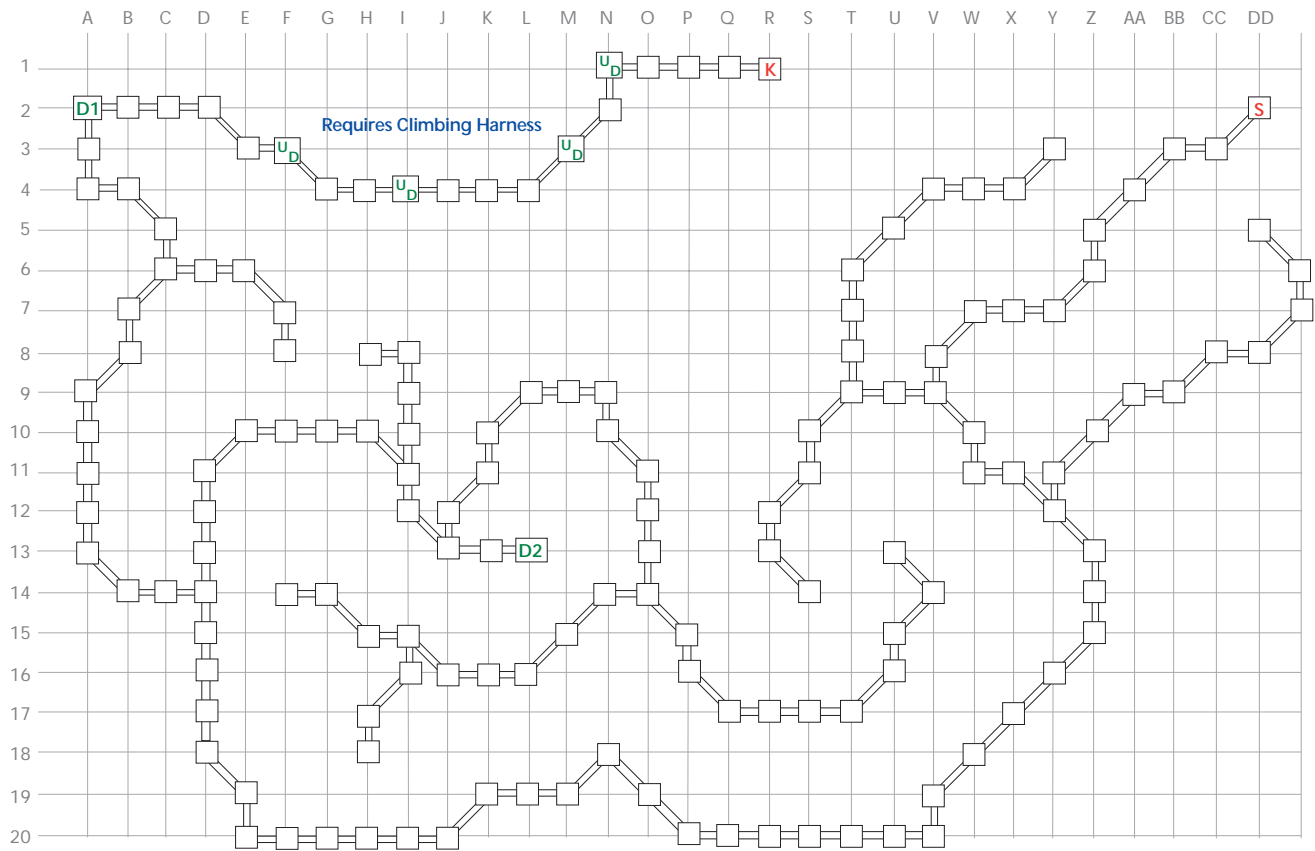
Kha3



- D** : DOWN to Khazarad (Kha1-P5)
- U** : Up 8 to Redstone Tunnels (76 RedT-L13)
- L** : Loremaster Thulgraf
- D** : King Kulgar

Redstone Tunnels

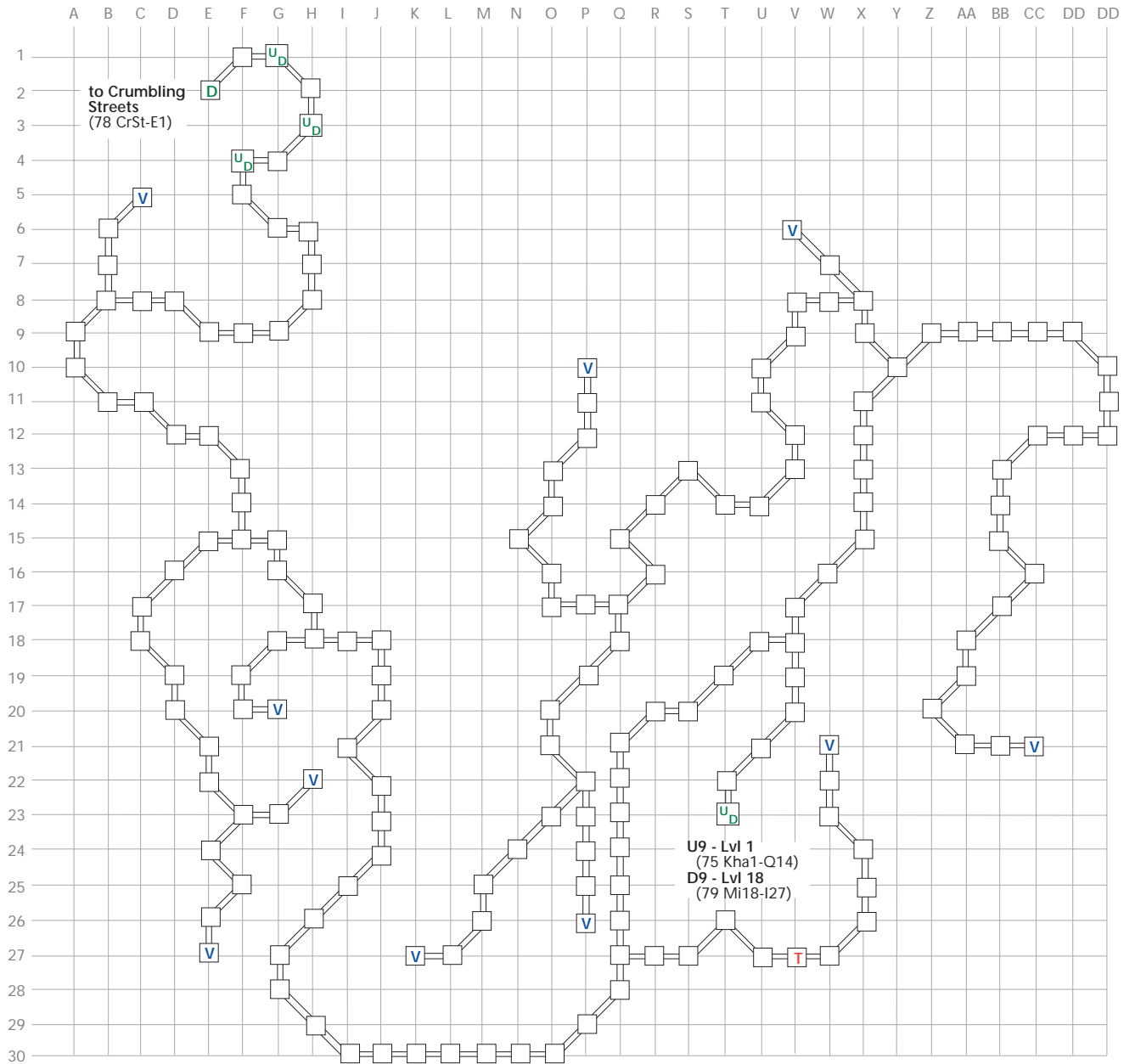
RedT



- K** : Kai Master
- S** : Sand Dragon
- D1** : DOWN to Mountain Trail
(86 MTr-A5)
- D2** : Down to Khazarad Royal
Area (75 Kha3-F5)

Mines Level 9

Mi9

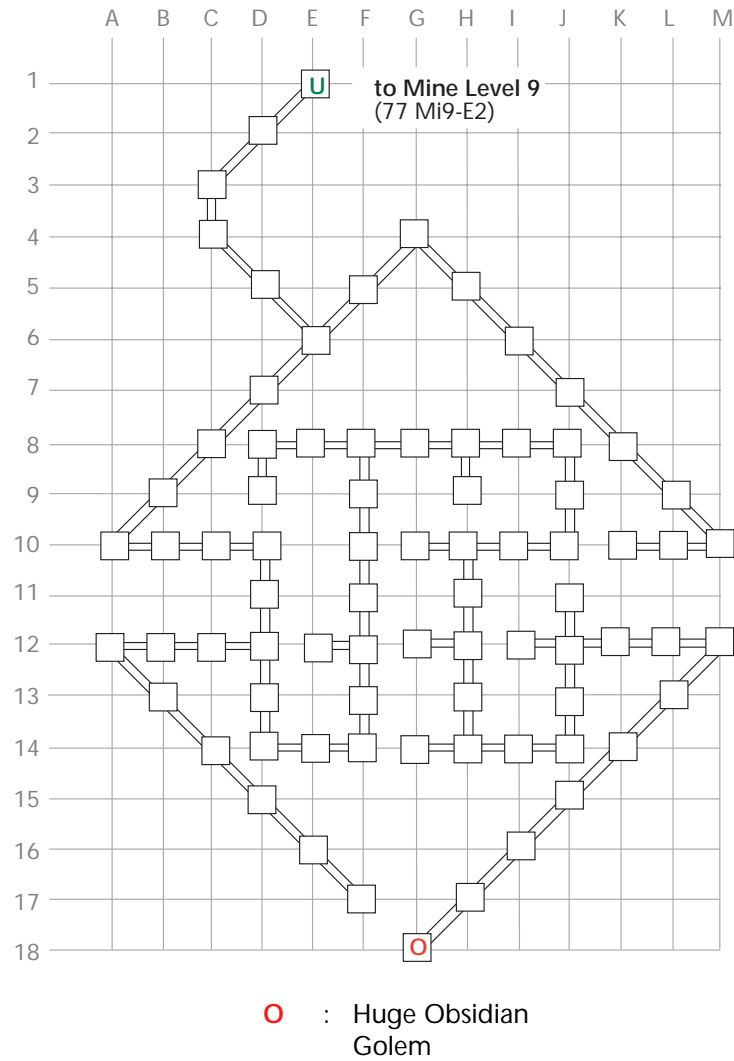


T : Troglodyte Leader

V : Veins (MINE ORE with pickaxe)

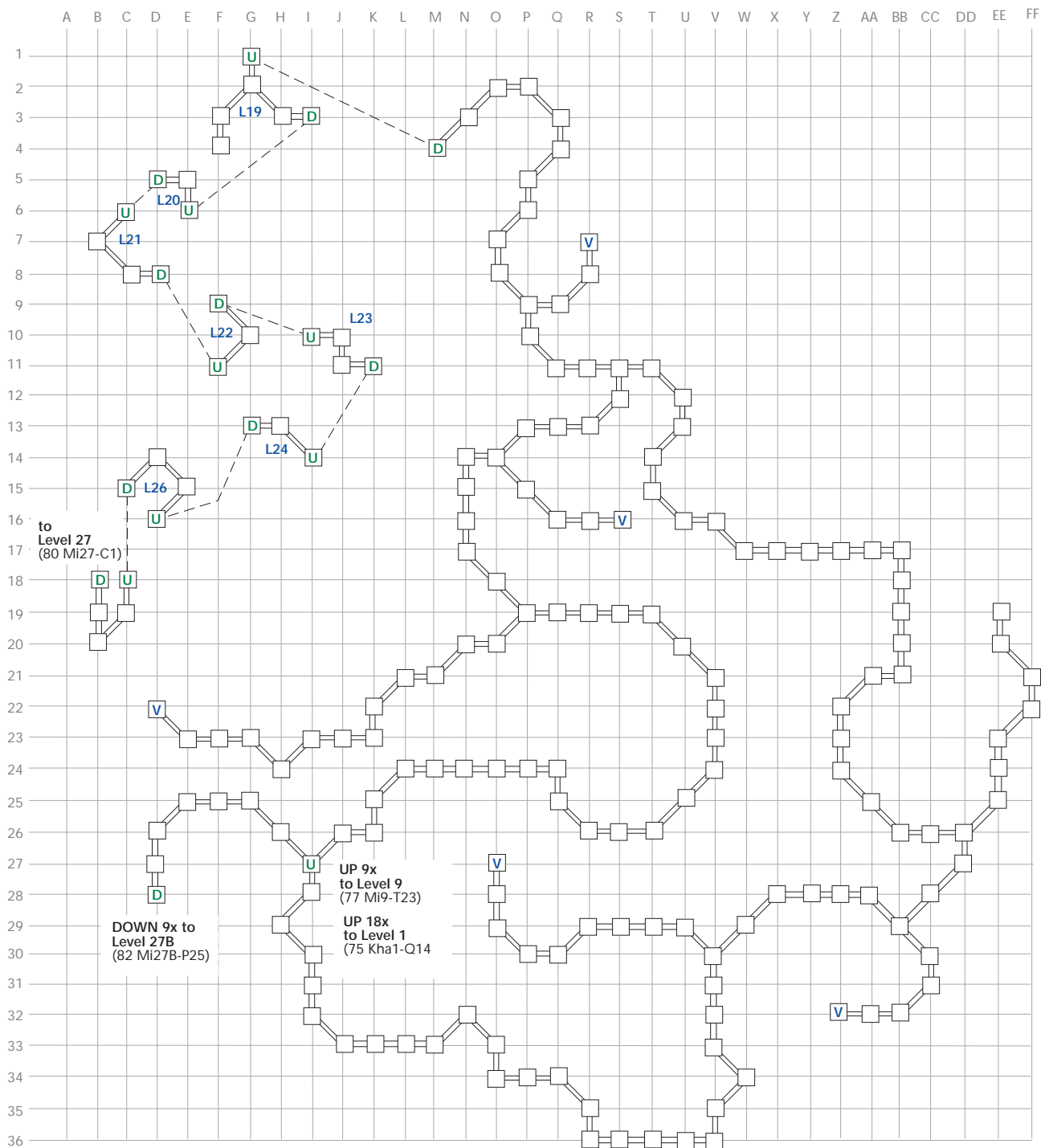
Crumbling Streets

CrSt



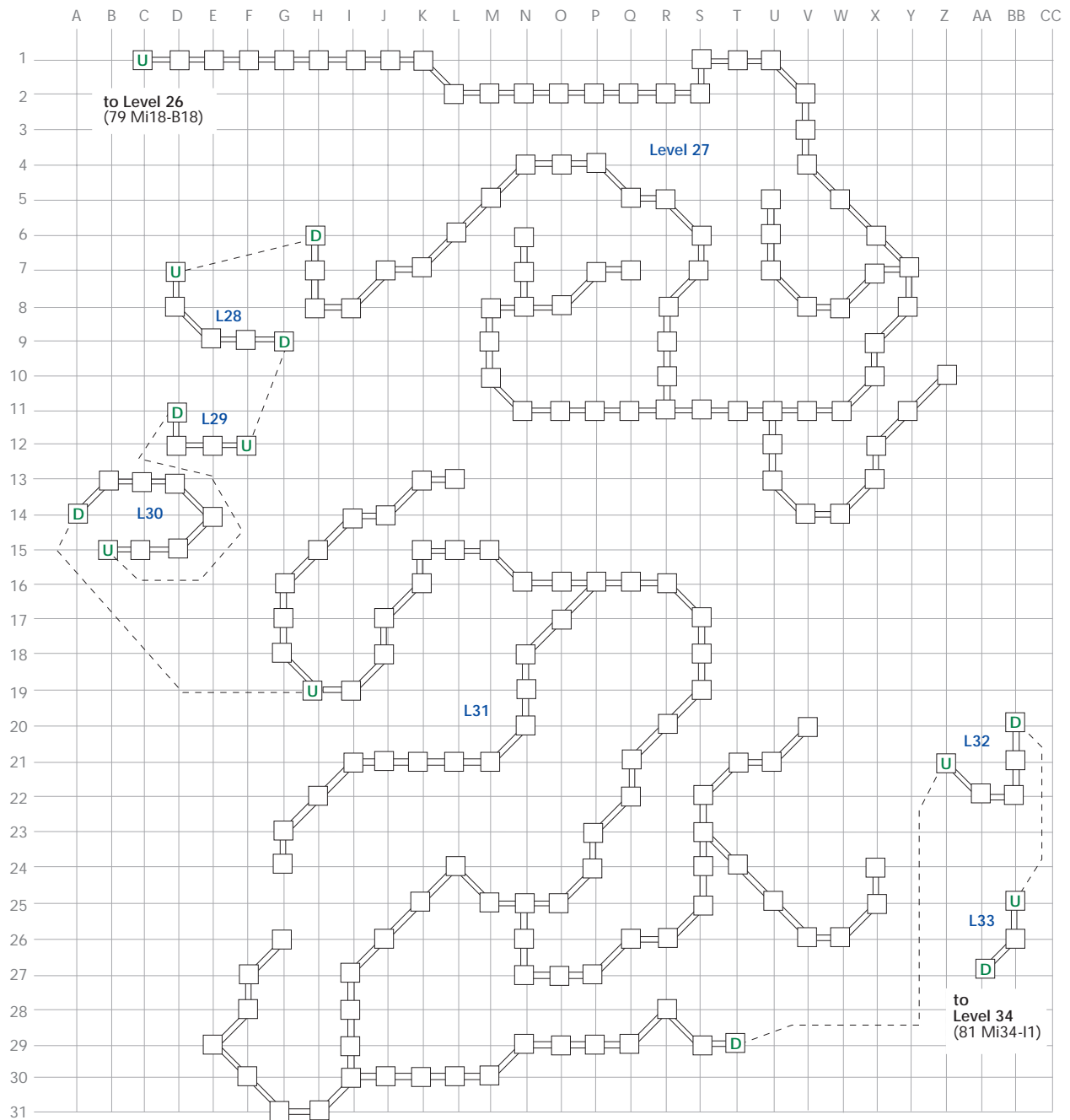
Mines Level 18

Mi18



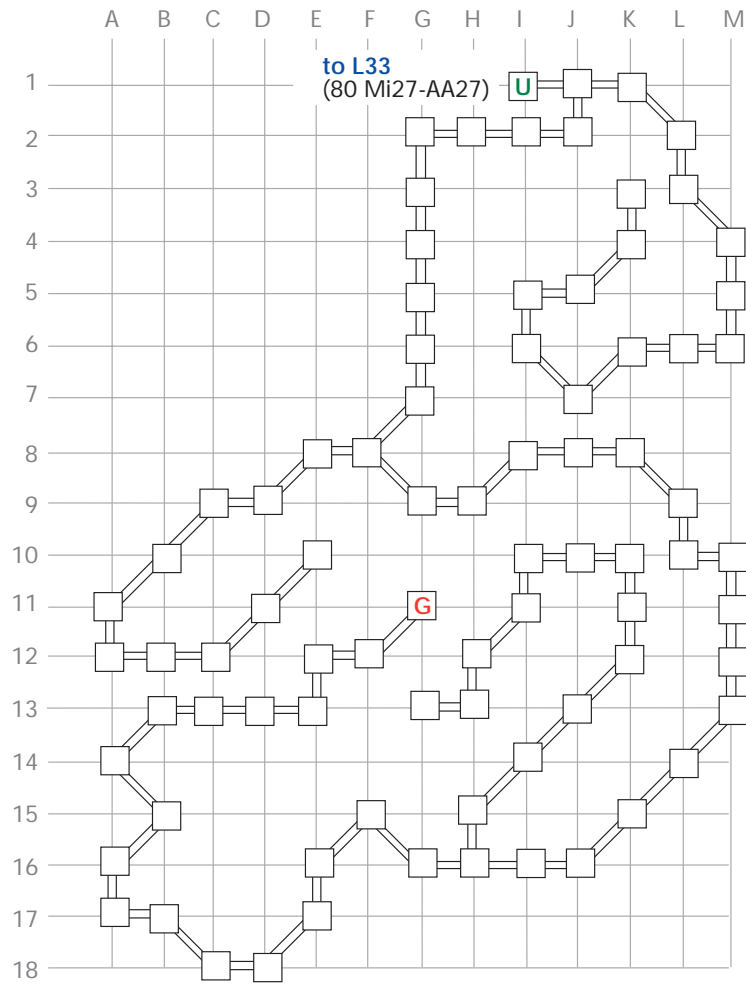
Mines Level 27

Mi27



Mines Level 34

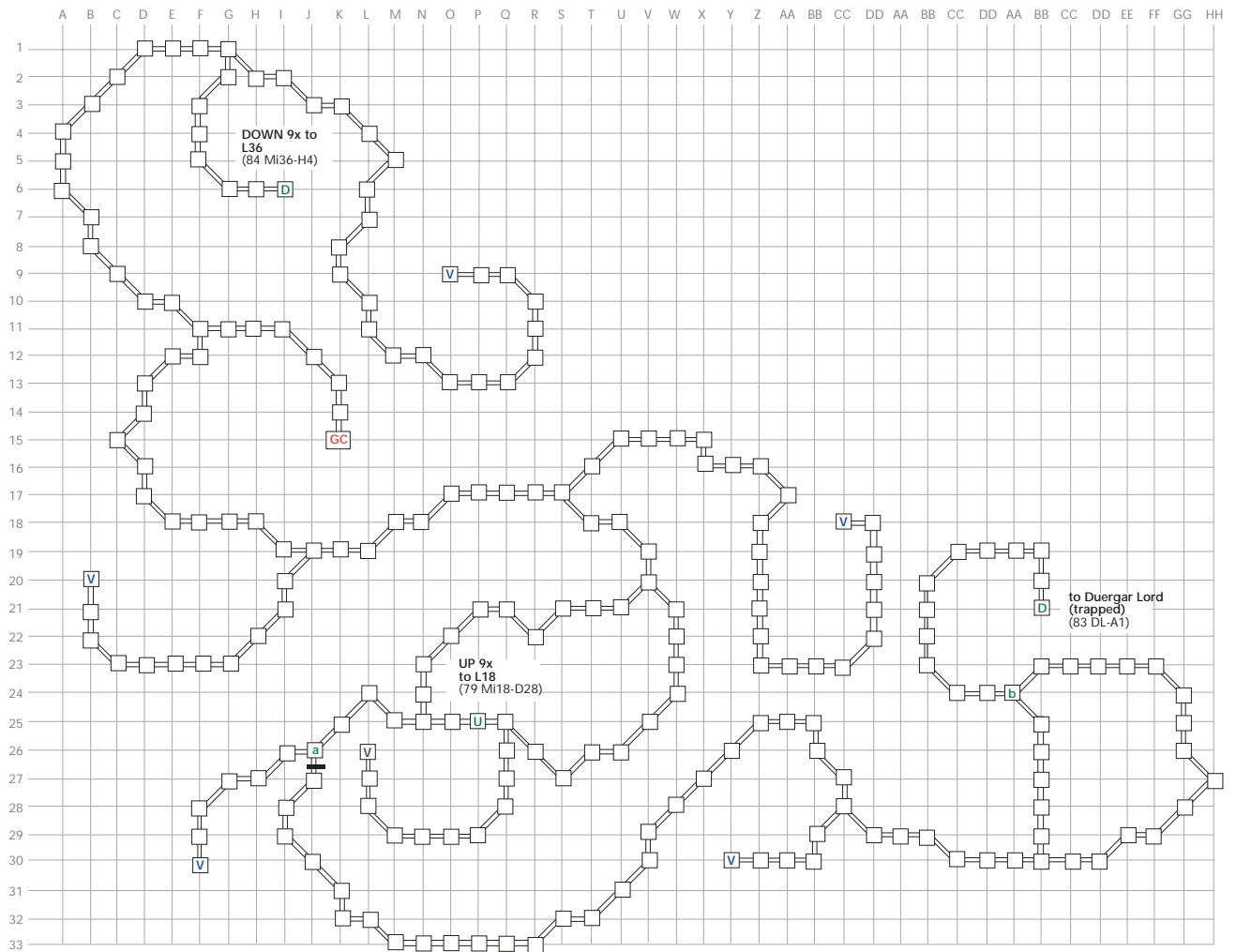
Mi34



G : Gemstone Juggernaut

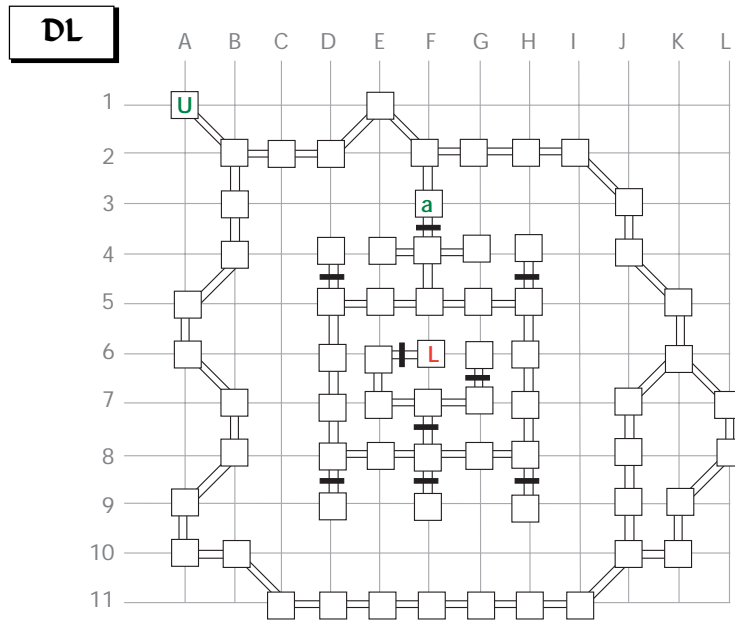
Mines Level 27B

M127B



- a** : PUSH BUTTON
- b** : SAY MIDNIGHT REVEALS
SECRET KNOWLEDGE

Duerger Lord



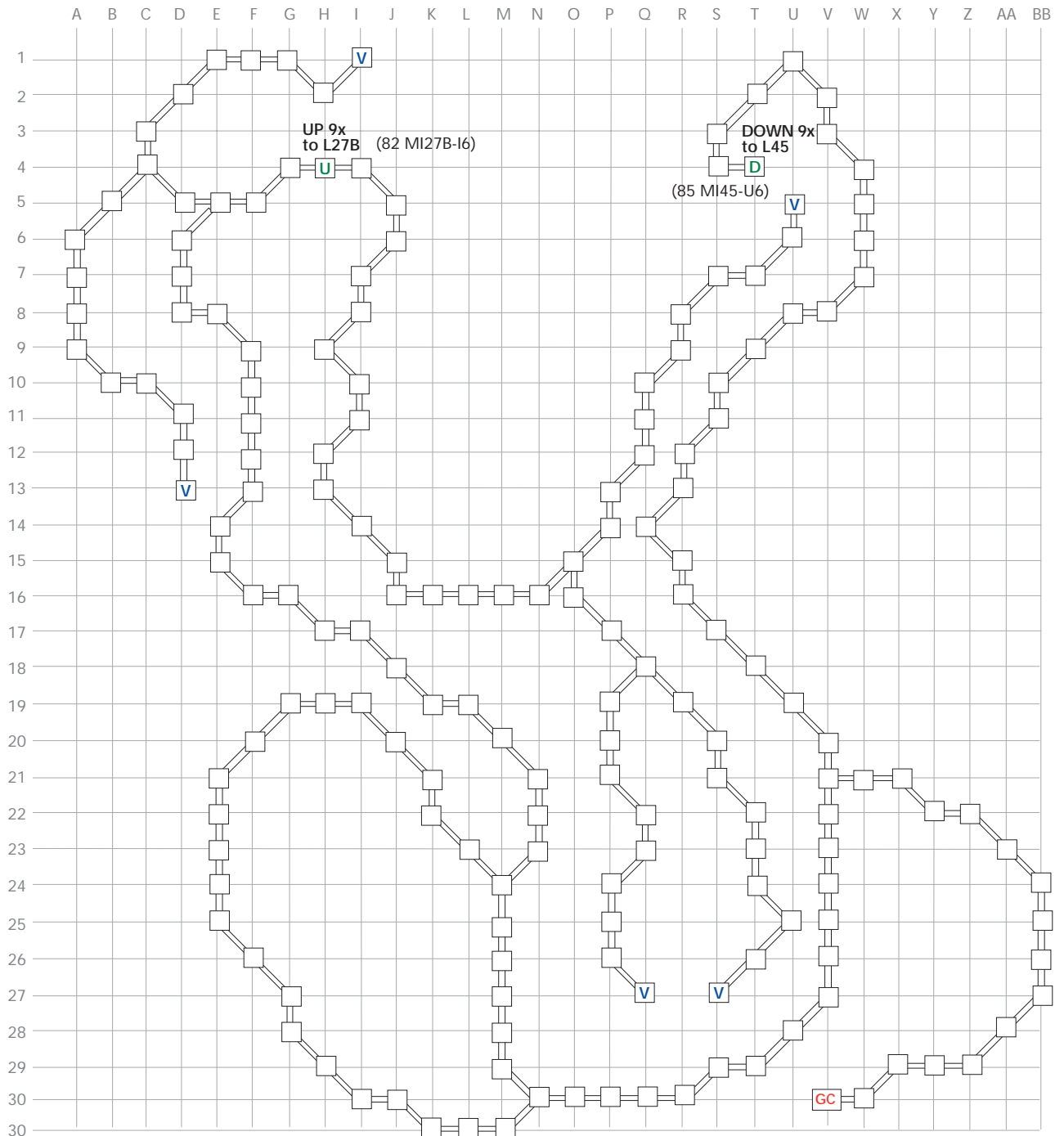
a: SHOW SIGNET RING

U: UP to Mine 27B
(82 Mi27B-BB21)

L: Duerger Lord

Mines Level 36

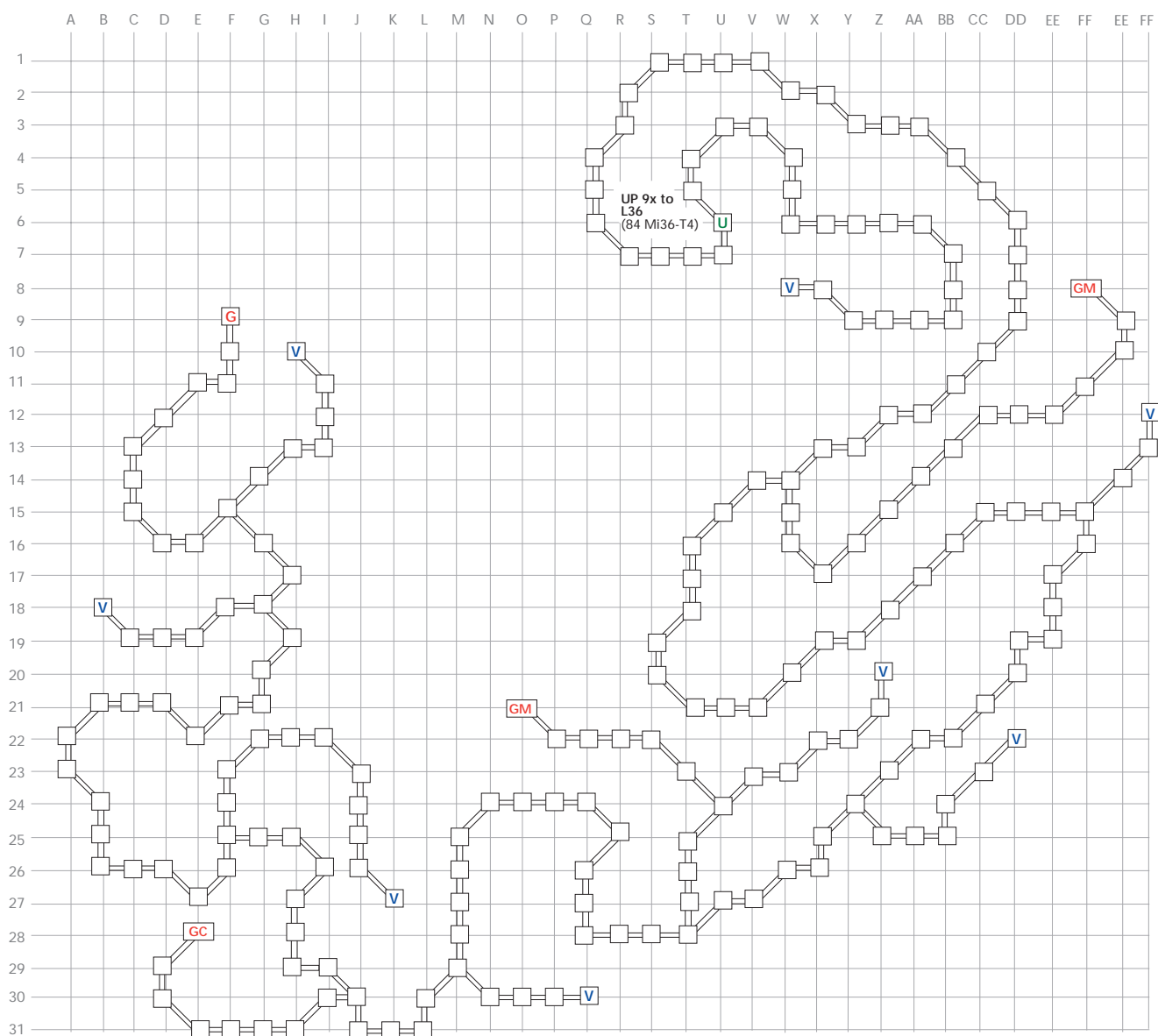
Mi36



V: Veins (MINE ORE with pickaxe)

Mines Level 45

Mi45

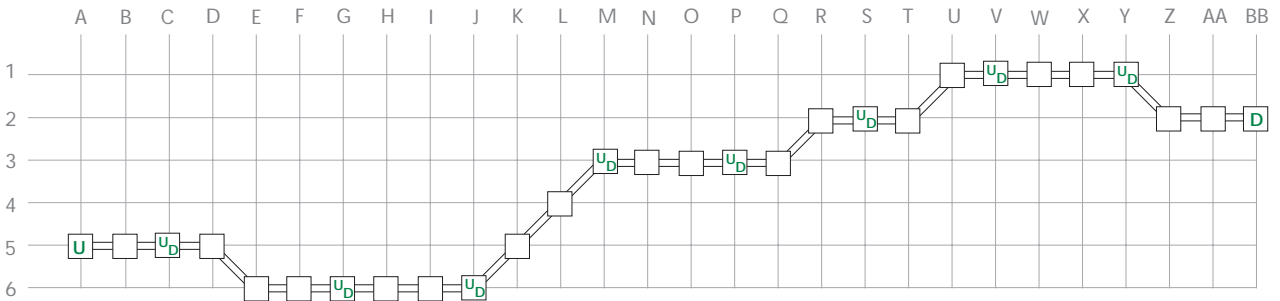


G : Gulgulthra

V : Veins (MINE ORE with pickaxe)

Mountain Trail

MTr

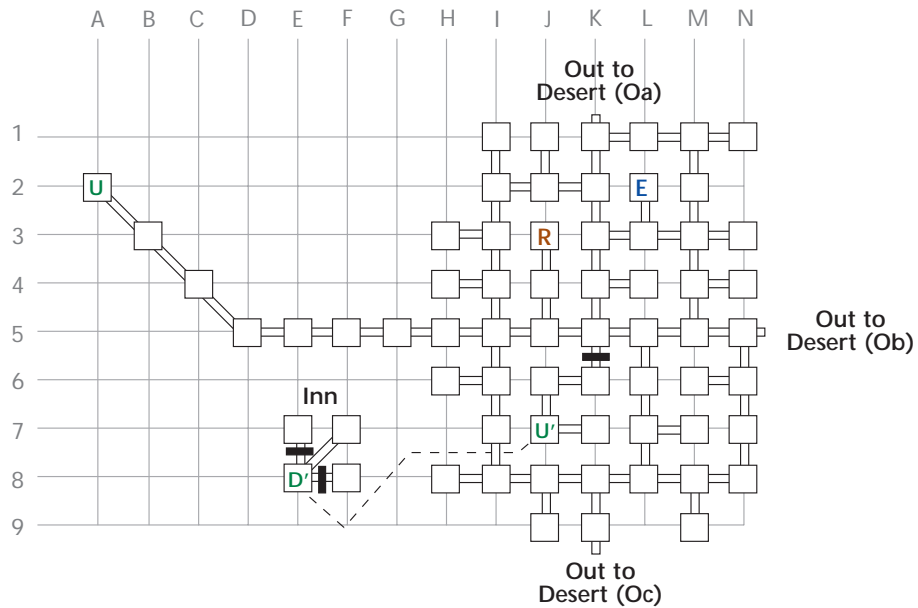


U: UP to Redstone Tunnels
(76 RedT-A2)

D: DOWN to Neko Village
(NV-A2)

Neko Village

NV



U: UP to Mountain Trail
(NV-BB2)

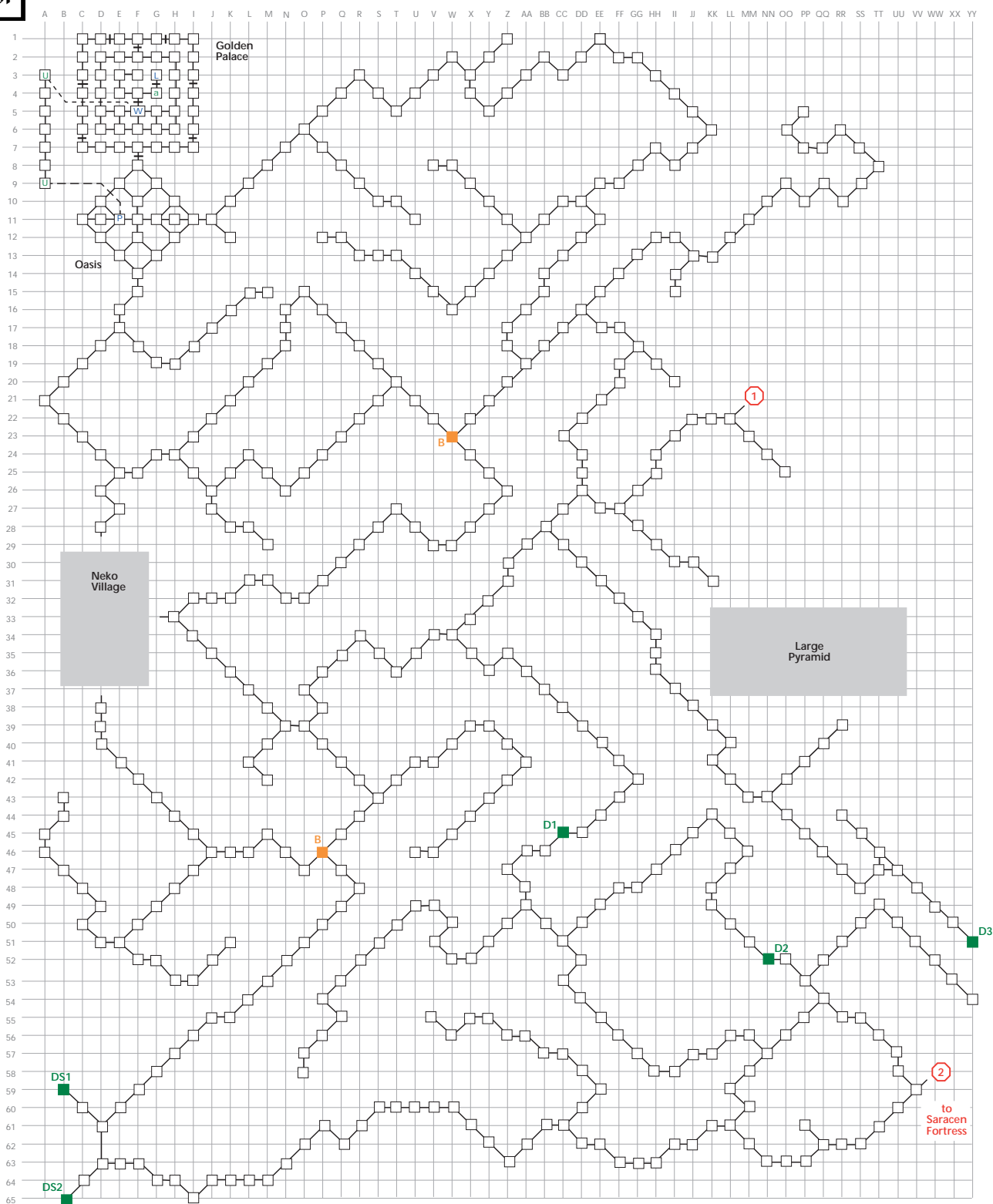
Oa: Out to Desert [take waterskins]
(87 SDes1-D28)

Ob: Out to Desert [take waterskins]
(87 SDes1-H33)

Oc: Out to Desert [take waterskins]
(87 SDes1-D38)

R: Neko Store

Scorched Desert



P: Oasis --- DIVE POOL

W: Palace --- DIVE WELL

a: Palace --- TURN BOOK-STAND

L: Palace Library
PERUSE BLUE BOOK
PERUSE RED BOOK

O1: to Neko Village (86 NV-K1)

O2: to Neko Village (86 NV-N5)

O3: to Neko Village (86 NV-K9)

D1: DOWN to Limestone (93 Lime1-O46)

D2: DOWN to Limestone (93 Lime1-Z53)

D3: DOWN to Limestone (93 Lime1-KK52)

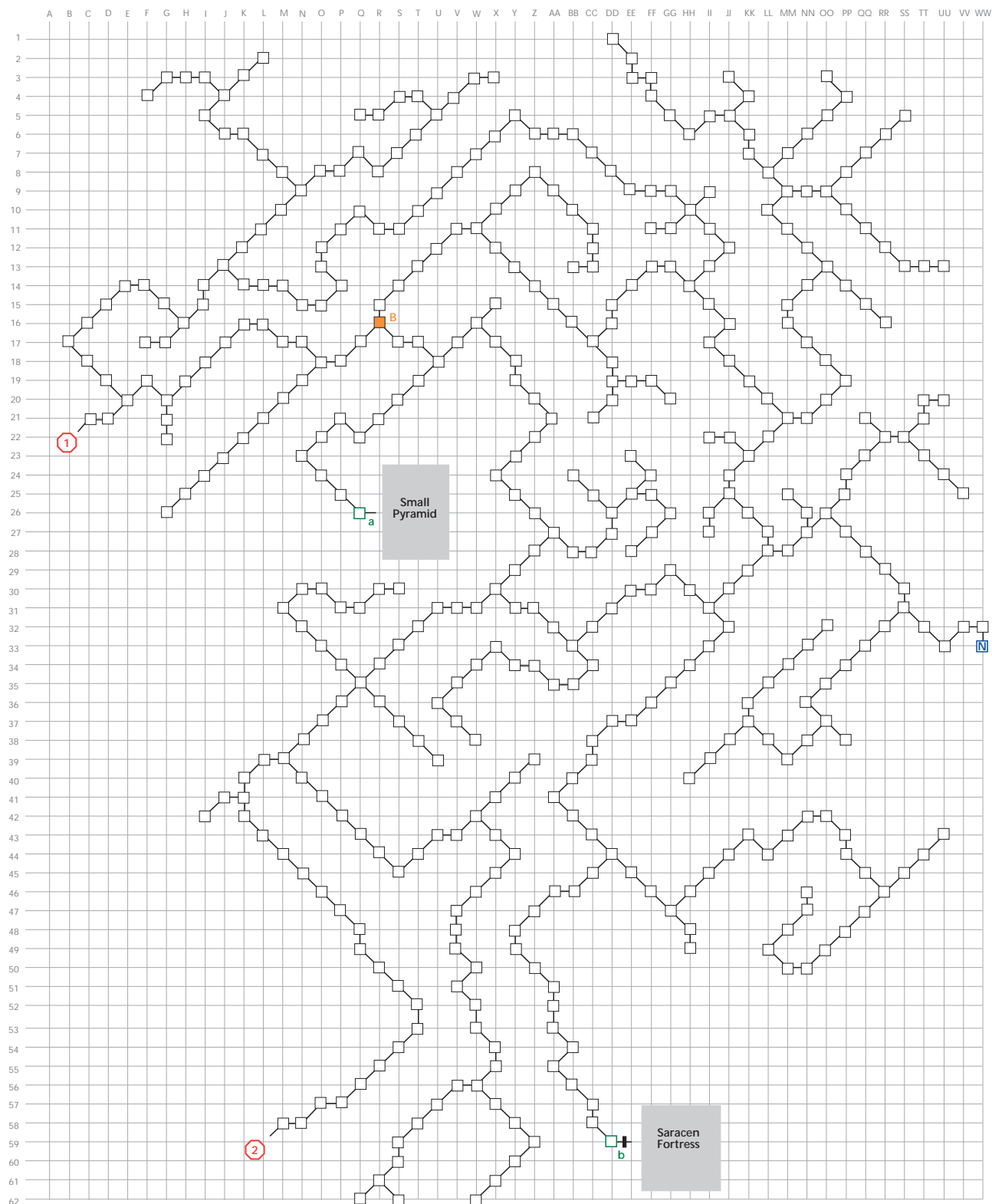
1: to Scorching Desert II (88 SDes2-C21)

2: to Scorching Desert II (88 SDes2-M58)

DS1: DOWN to Sandstone Mine
(91 SaMI-Q16)

DS2: DOWN to Sandstone Mine
(91 SaMI-Q25)

Scorched Desert II



a: to Small Pyramid (95 SmP-A3)

N: Nomad (Water)

b: to Saracen Fortress (92 SarF-A6)

1: to Scorched Desert I (87 SDes1-LL22)

2: to Scroched Desert (87 SDes1-W59)

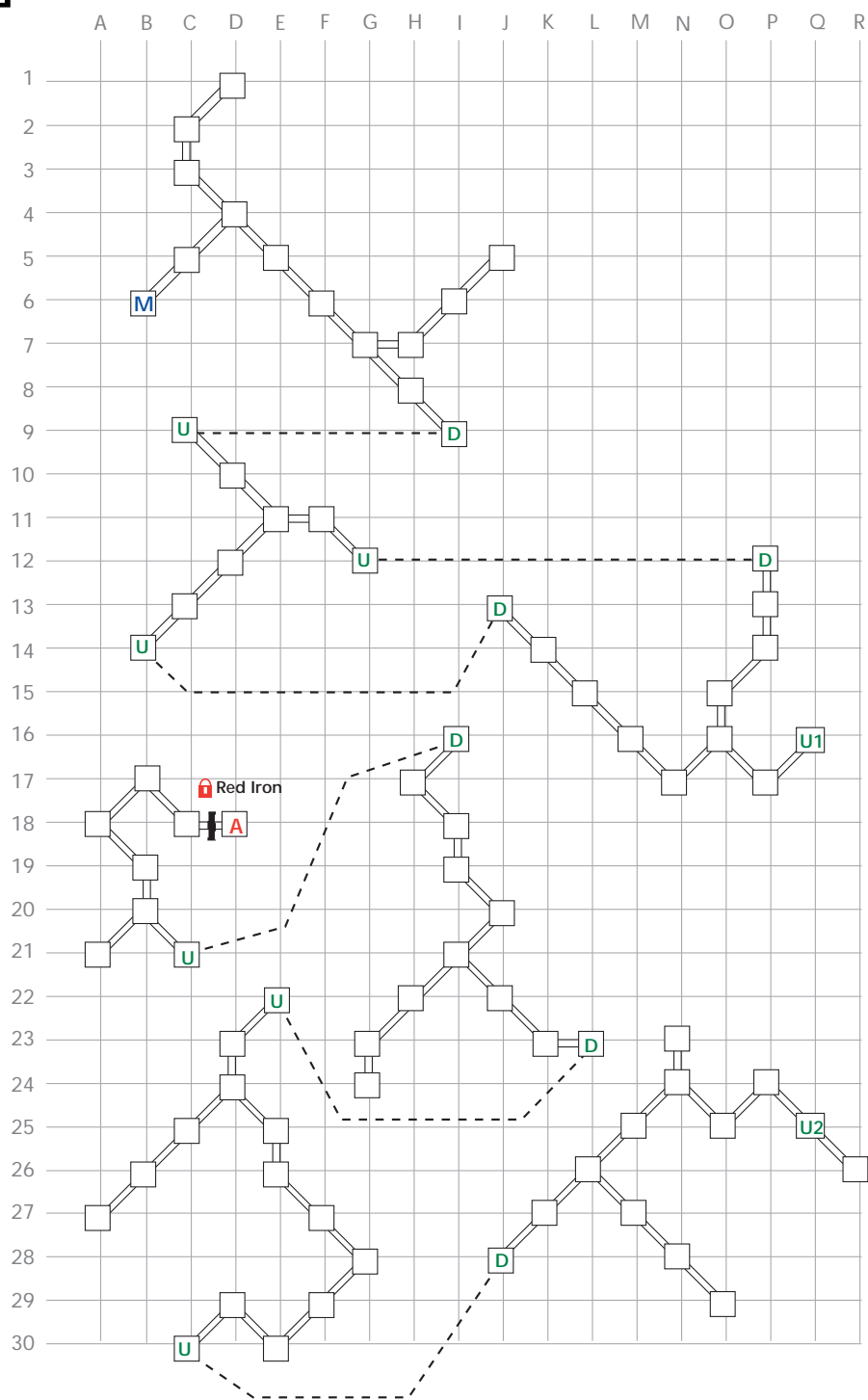
Scorched Desert Cross-Reference Chart

Sandstorms can cause you to be blown around in the desert. Find a 3-way room, look in the various directions and use the following chart to help determine your location.

Room Exits	Look - See	Look - See	Look - See	Look - See	Prob. Room
NE/NW/SE/SW	NE-SW	NW-W/SE	SE-NW/SE	SW-W/NE	88 HH10
NE/NW/SE/SW	NE-NE/SW	NW-NW/SE	SE-ENW/SE	SW-NE/SW	88 Q35
N-S-E	N-S/NW	S-N/SW	E-E/W		88 DD19
N-S-W	N-S/NE	S-N/SE	W-E/SW		88 K41
N-E-SW	N-S/NE/NW	E-N/E/SW	SW-NE/SW		87 D63
N-E-SW	N-S/NW/SE	E-W/NW/SE	SW-NW/NE		87 TT47
N-E-SW	N-S/NW	E-W/NE	SW-NE/SW		88 CC28
N-NE-SW	N-S/NW	NE-NE/SE/SW	SW-W/NE		88 NN27
N-SE-SW	(Obelisk in room)				88 R16
N-SE-SW	N-N/S	SE-E/NW	SW-NE/SW		87 DD26
N-SE-SW	N-S/NE/NW	SE-NW/SE	SW-NE/SW		87 E15
N-SE-SW	N-S/NE	SE-NW/SE	SW-S/NE		88 JJ25
N-SE-SW	N-S/NE	SE-NW/SE	SW-NE/SW		88 KK37
N-SE-SW	N-S/NW	SE-NW/SE	SW-NE/SW		87 AA49; 88 SS31
S-NE-NW	S-N/E/SW	NE-NE/SW	NW-NW/SE		87 D61
S-NE-NW	S-N/S	NE-NE/SW	NW-SE/SW		88 G20
S-NE-NW	S-N/SE	NE-NE/SW	NW-NW/SE		87 J26
S-NE-NW	S-N/SE	NE-NE/SW	NW-SE/SW		87 X3
S-NE-NW	S-N/SW	NE-E/NE/SW	NW-NW/SE		88 DD26
S-NW-SE	S-N/E/SW	NW-NW/SE	SE-W/NW/SE		87 TT46
E-NE-SE	E-E/W/NW/SW	NE-NE/SW	SE-NW		87 J11
E-NE-SW	E-W/SE	NE-NW/SW	SW-S/NE/NW		88 EE25
E-NW-SW	E-W/NE/SE	NW-NW/SE	SW-NE/SW		87 N39
E-NW-SW	E-W/NE/SE	NW-SE	SW-NE/SW		88 RR22
E-NW-SW	E-E/W	NW-SE	SW-W/NE		87 QQ62
E-NW-SW	E-E/W	NW-NW/SE	SW-NE/SW		87 J46
E-NW-SW	E-E/W	NW-NE/NW/SE	SW-NE/SE		88 MM9
E-NW-SW	E-W/NE	NW-W/SE	SW-S/NE		87 JJ13
E-NW-SW	E-W/NE	NW-W/SE	SW-NE/SW		88 018
E-NW-SW	E-W/NE	NW-NW/SE	SW-NE/SW		88 MM21; 87 E25
W-NE-SE	W-Neko Village				87 H33
W-NE-SE	W-E/W	NE-E/SW	SE-NW/SE		87 LL22
W-NE-SE	W-E/W	NE-NE/SW	SE-NW/SE		88 OO9
W-NE-SE	W-E/NW	NE-NE/SW	SE-NW/SE		87 FF27
W-NE-SE	W-E/SW	NE-E/SW	SE-NW/SW		87 DD10
W-NE-SE	W-E/SW	NE-NE/SW	SE-NW/SE		87 H24; 88 M39; 87 W34
W-NE-SW	W-E/SW	NE-NW/SW	SE-S/NW		88 JJ5

Room Exits	Look - See	Look - See	Look - See	Look - See	Prob. Room
W-NE-SE	W-E/NW/SW	NE-N/SW	SE-NW/SE		88 SS22
W-NE-SE	W-E/NW	NE-NE/SW	SE-E/NW		87 E31
W-NE-SE	W-E/NW	NE-NE/SW	SE-NW/SE		87 NN43
W-NE-SE	W-E/SW	NE-NE/SW	SE-NW/SE		88 W11
W-NE-SE	W-E/SW	NE-N/SW	SE-NW/SE		88 W56
W-NE-SE	W-NW/SW	NE-NW/SW	SE-NW/SE		87 039
W-NW-SE	W-N/E/SW	NW-NW/SE	SE-W/NW/SE		87 UU47
W-NW-SE	W-E/SW	NE-NE/SW	SE-E/NW		87 CC61
NE-NW-SE	(Obelisk in room)				87 W23
NE-NW-SE	NE-N/SW	NW-NW/SE	SE-S/NW		88 CC17
NE-NW-SE	NE-NE/SW	NW-N/SW	SE-E/NW/SW		88 LL8
NE-NW-SE	NE-NE/SW	NW-W/SE	SE-NW/SE/SW		87 PP53
NE-NW-SE	NE-NE/SW	NW-W/SE	SE-NW/SE		88 HH14
NE-NW-SE	NE-NE/SW	NW-NW/SE	SE-S/NW		88 GG44
NE-NW-SE	NE-NE/SW	NW-NW/SE	SE-NW/SW		87 CC51; 88 II31; 88 BB33
NE-NW-SW	NE-N/SW	NW-NW/SE	SW-W/NE		88 H16
NE-NW-SW	NE-E/SW	NW-N/SE	SW-NE/SW		87UU59
NE-NW-SW	NE-E/SW	NW-NW/SE	SW-NE/SW		88 N9
NE-NW-SW	NE-NE/SW	NW-N/SE	SW-NE/SW		87 AA18
NE-NW-SW	NE-NE/SW	NW-W/SE	SW-NE/SE		88 J4
NE-NW-SW	NE-NE/SW	NW-W/SE	SW-S/NE		88 KK23
NE-NW-SW	NE-NE/SW	NW-W/SE	SW-NE/SW		88 U5; 87 NN57; 88 U18
NE-NW-SW	NE-NE/SW	NW-NW/SE	SW-NE/SW		88 RR46
NE-NW-SW	NE-NE/SW	NW-NW/SE	SW-NE/SW		87 AA12; 87 S43
NE-NW-SW	NE-NE/SW	NW-SE/SW	SW-W/NE		88 E20
NE-SE-SW	NE-N/SW	SE-NW	SW-NE		88 R61
NE-SE-SW	NE-N/SW	SE-NW/SE	SW-N/NE/SW		88 OO26
NE-SE-SW	NE-SW	SE-NW/SE	SW-NE/SW		88 W16
NE-SE-SW	NE-NE/SW	SE-E/NW	SW-S/NE		88 J13
NE-SE-SW	NE-NE/SW	SE-E/NW	SW-W/NE		88 X30
NE-SE-SW	NE-NE/SW	SE-E/NW	SW-NE/SW		87 DD16
NE-SE-SW	NE-NE/SW	SE-NW/SE	SW-W/NE		88 W42
NE-SE-SW	NE-NE/SW	SE-NW/SE	SW-NE/SW		87 I06; 87 BB28
NW-SE-SW	(Obelisk in room)				87 P46
NW-SE-SW	NW-NE/NW/SE	SE-E/NW	SW-NE/SW		87 QQ54
NW-SE-SW	NW-W/SE	SE-NW/SE	SW-S/NE		87 GG18
NW-SE-SW	NW-NE/SE	SE-NW	SW-NE/SW		88 OO37
NW-SE-SW	NW-NW/SE	SE-E/NW	SW-NE/SW		88 AA27
NW-SE-SW	NW-NW/SE	SE-NW/SE	SW-NE/SW		87 T20; 88 OO13; 88 DD44

Sandstone Mines



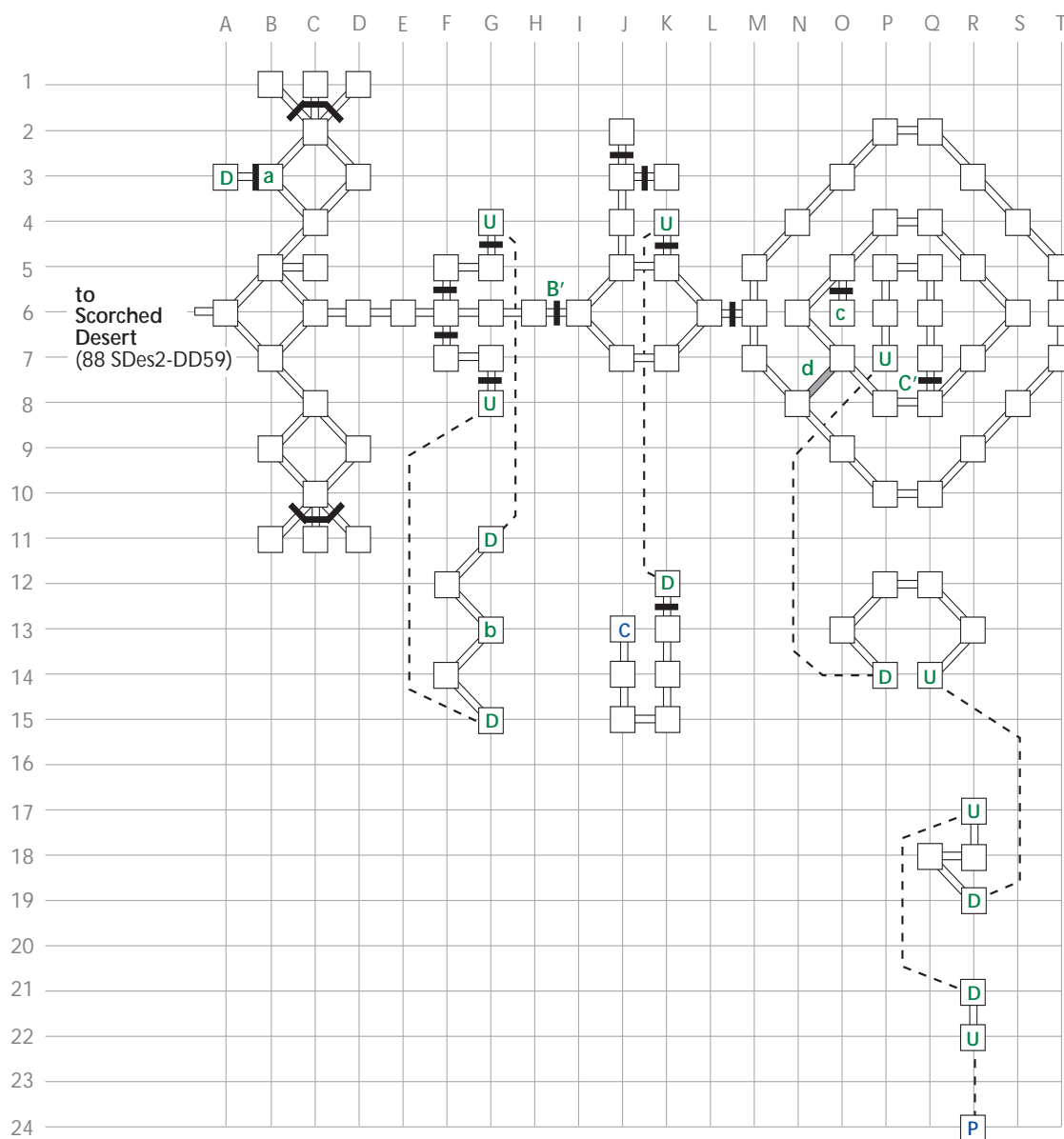
M: Mummified Miner (EXAMINE MINER to get Red Iron Key)

A: Hideous Abomination (after killing, MINE RED IRON w/pickaxe to get Red Iron Ore)

U1: to Scorched Desert I (87 SDes1-B59)

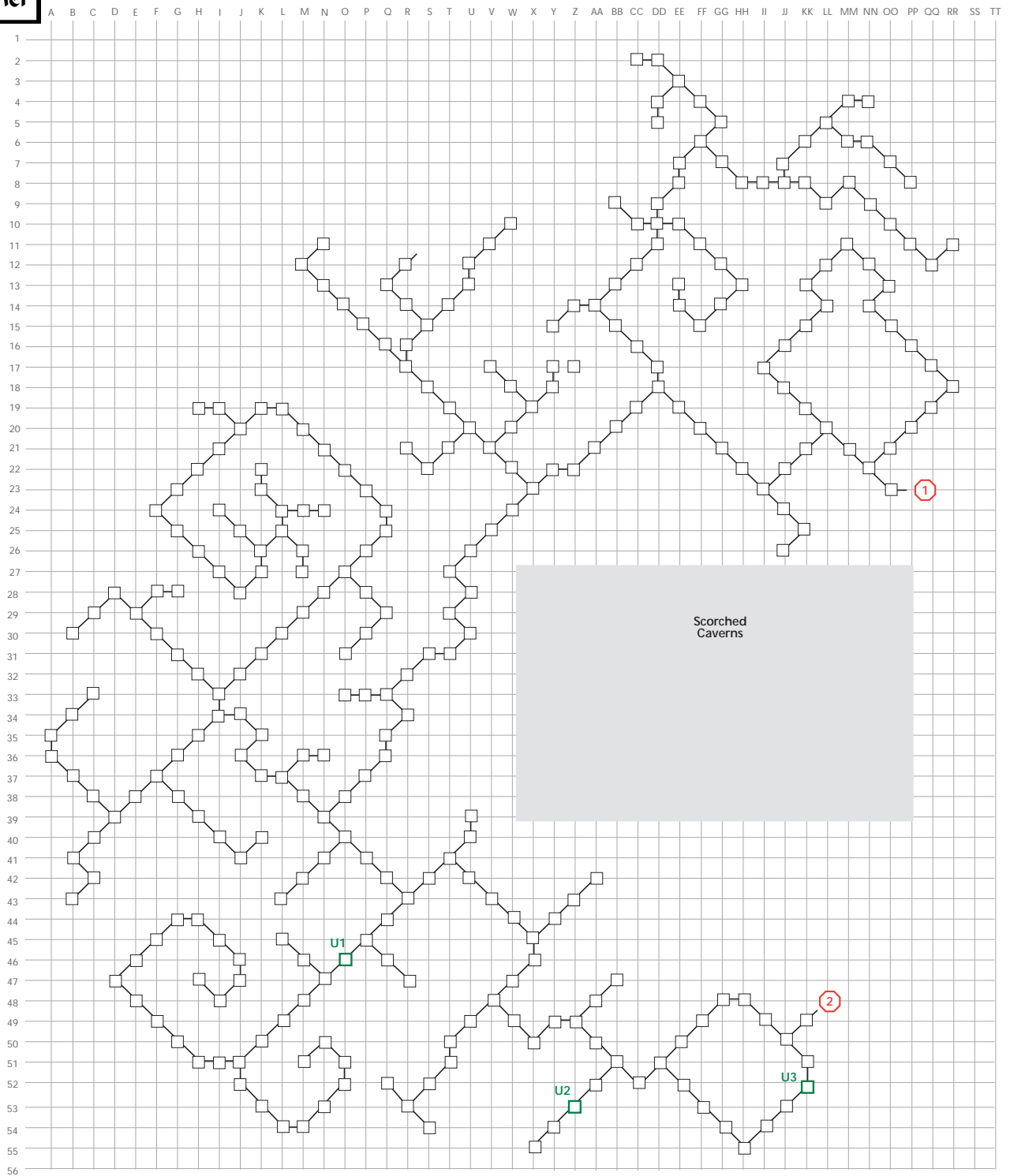
U2: to Scroched Desert (87 SDes1-B65)

Saracen Fortress



- a:** SEARCH WEST
- b:** PULL WINCH to open gate at **B'**
- c:** PUSH BUTTON to open gate at **C'**
- d:** Walk through
- C:** Saracen Commander
- P:** High Priest

Limestone Caverns



U1: UP to Scorched Desert I (87 SDes1-CC45)

U2: UP to Scorched Desert I (87 SDes1-NN52)

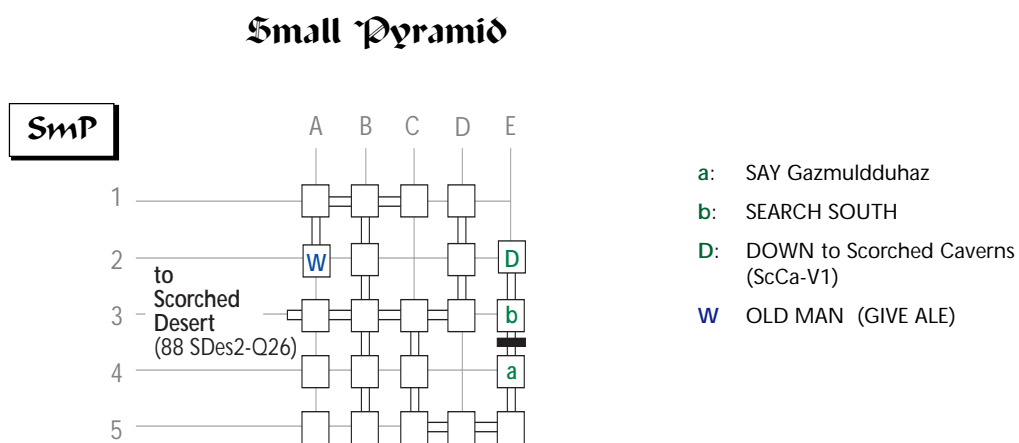
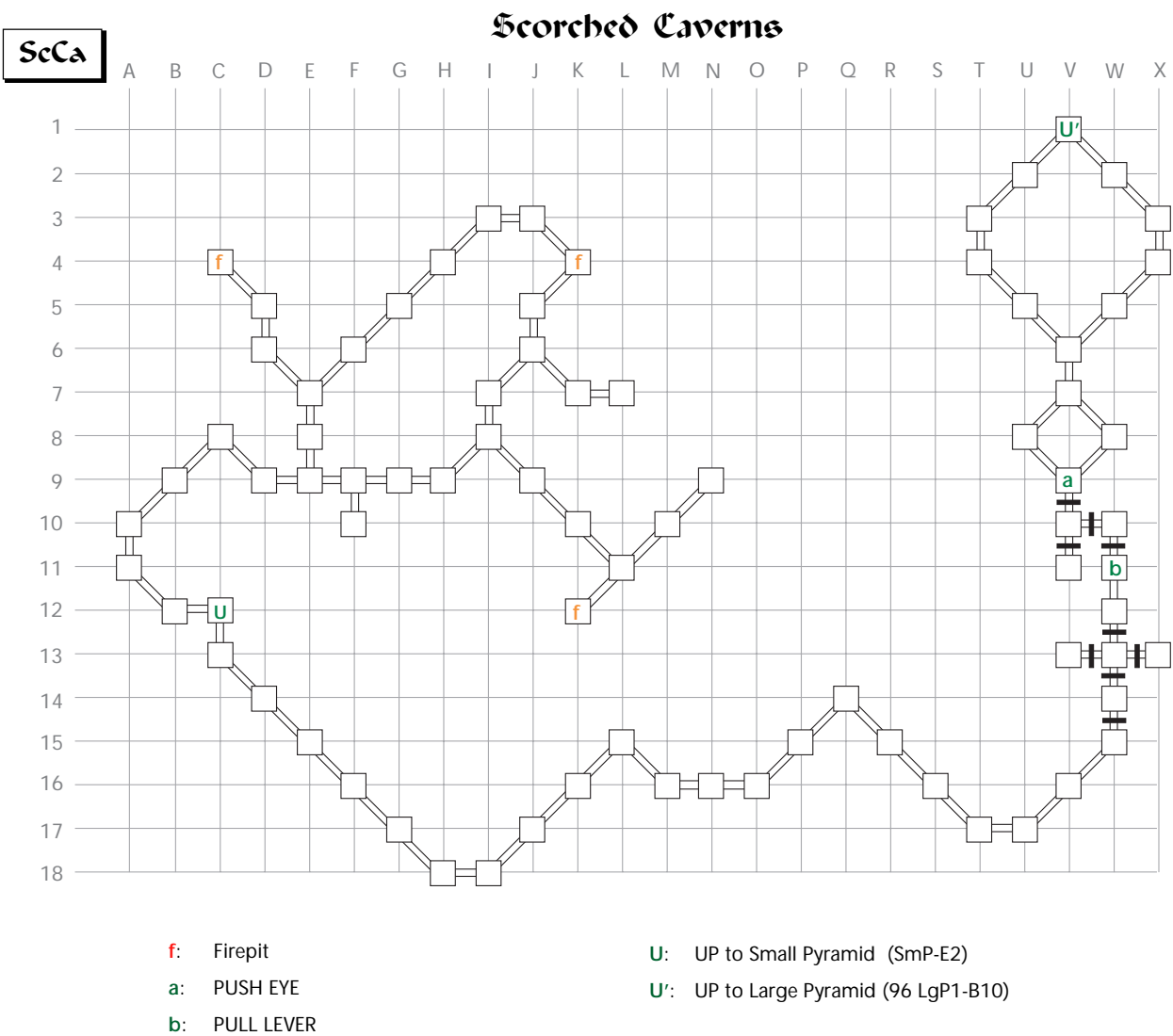
U3: UP to Scorched Desert I (87 SDes1-YY51)

1: to Limestone Caverns II (94 Lime2-L23)

2: to Limestone Caverns II (94 Lime2-H48)

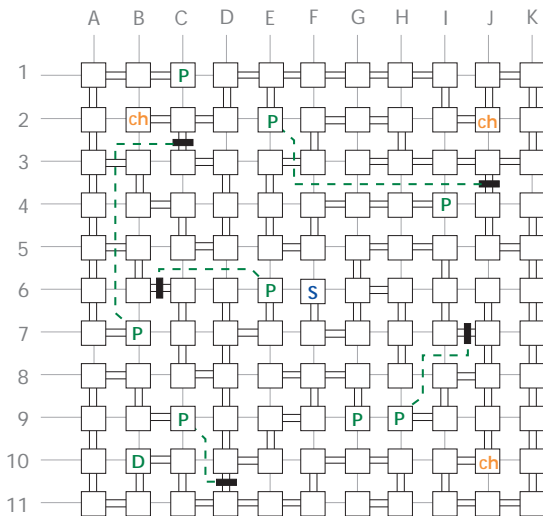
Limestone Caverns 33





Large Pyramid

LgP



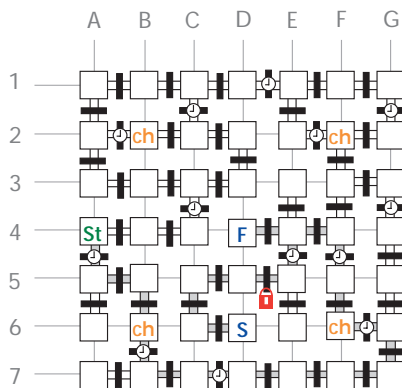
Lvl 1

- D:** DOWN to Scorched Caverns (95 ScCa-C12)
- P:** PUSH BLOCK to open doors
- S** Sphinx (SAY) (to Lvl2-E5)

Note: You have 4 minutes to complete this level. Failure to do so causes you to drop to Scorched Caverns.

Lvl 2

- St:** Start point (DOWN to Lvl1-F6)
- S** Sphinx (SAY) (to Lvl3-A4)



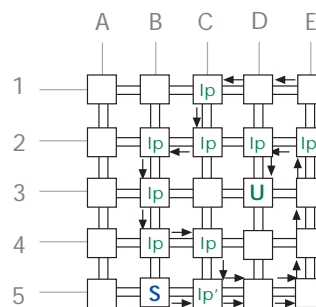
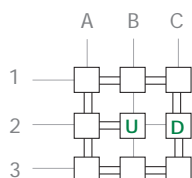
Lvl 3

- Timed Doors Open/Close Randomly (not pick/bashable)
- Lion Key

- St:** Start point (DOWN to Lvl2-B5)
- F** Floating Key. Kill and immediately pick up Lion Key.
- S** Sphinx (SAY) (to Lvl4-B5)

Lvl 4

- St:** Start point (DOWN to Lvl3-D6)
Follow the arrows and look at the plaques in order
- S** Sphinx (SAY) (to Lvl3-A4)



- Ip** LOOK PLAQUE
- Ip'** LOOK PLAQUE (wait until second pass through the room)

Lvl 5

- D:** DOWN to Lvl4-D3
- U** UP to Pharaoh (Only Red iron weapons will work.)