

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

WARPED ASYLUM

C C-A C-A	
A-C A-C A A-A-C	
A-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-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.