

		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	..2nd..						
to open	: # # :		A	A:# #+S H M-A O A		R	R R R R
	: + + :			:   :		+	
\$ bank (5 gold toll)	: D-# :		A	2+U-#:S-P-m-1-Z+A A		R	R R 1-R-U-R
1:missile weapons	:.....:			:....		+	
2:exotic weapons			A	A 1 3 S-# # A &-W A		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
t: trainer						+	
H: greedy healer			A	A-H S-2-t F A		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					\$	
D:dread mystic	D		3 M-4+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-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.