```
                D........U                Dark-elf City
                +        |
                A      H-H+5
                        \
                         D
                         :  3 3
 ARCHMAGE TOWER          :  + +
                         :  H-H-D
A:Archmage and NPP       :     /:
  portal                 :....U :
  (drops dark blue               :       U  <-- UP TO CIRCLE OF SKULLS
  orb, trade to        .....D    :       |   (rope and grapple required)
  Sleazy shopkeeper    :    |\   :      [S] <-- Move statue (obsidian statue)
  for moldy key and    :  3+H U.:      `+`     -- kill to get gate key --
  adamantite key)      :    |            3       #: Shop (Sleazy Shopkeeper)
                       :  3+H            |
                       :             R-R-R-R-R           ROYAL PRISON
                       :            /    |    \     ..........U          2-2-2-D...
                       :....U     S   #+S     R    :        / \          | | | |  :
                           /      |     |     |    :     F+2   2+F       2-2-2-2  :
                         D-H-H   2-A-A-3-B-A-2    :       |   |         | | | |  :
                         : + +   |     |     |    :     F+C-2-C+F       2-2-2-2  :
                         : Q Q   S   D+S     S  <--       | | |         | | | |  :
                         :       |     |     |          F+C M C+F       2-2-2-2  :
                         :..U2   S-S-S-J-S-S-S            |   |         | | | |  :
    $: glowing key            \  |     |     |          F+C-2-C+F       2-2-2-2  :
MOAT & CASTLE BASMENT          A$3     C     3+H+Q-Q-Q-U.......................:
           ...................../....  |       | + + +
       M-M-U-M-M               M    :..M       H+Q-Q-Q-Q         UPSTAIRS     ROYALS
      /         \             /        ^       |       |
     3   S I S   3           M     H-H-G-H-H   H-M-M-P Q        H-H-H-H-H
    /    + + +    \          |    /    +    \  | | |   |       /         \
   M   H-H-H-H-H   M         M   H M-M 3 Q Q H H W 3   Q      H     U     H    ..D
   |   | + + + |   |      ! |   | | | | + + | |       |      |     |     |   .  |
   M   H S S S H   M      D M   H+H-H-H-H-H+H H+C     Q      H C-1+H+1-C H  .   2
   |   |       |   |      ! |   |   | | +   |         @      |     |     | .    |
   3   H S S S H   3   ..-D$M   3 S K H C S 3   M-M-M-M      H C W+H+4   H      H     T
   |   | + + + |   |   :  | |   | |\  |  /| |   |     @      | +   |    .|     / \    $
   M   U-H-H-H-H   M   :    M   H D S 3 S U H   M 2-T-T-T-T  H H-H-4-H-D H    3 Q 3   G
   |     + + +     |   :    |   |  /  |  \  |   | | | | | |  | +   |     |    | & |
   M     S S S     M   :    M   H S+H-H-H+S H   M T-T-T-T-2  H C 4 H 4   H    H-6-H
    \    @ ...U   /    :    |    \    +    /    | | | | | |   \  | | |  /
     3   D.:  |  3     :    M     H-H-3-H-H     M 2-T-T-T-T    H-H-H-H-H
      \  .....U /      :     \                 /  | | | | |
moldy  M-D-3-M-M        :      M               M   T-2-T-2-T     &: Adamantite Key
key......^              :       \             /    | | | | |     W: Wererat Emissary
 @push button (in)      :        M-M-M-M-M-M-M     T-T-2-T-2     $: Golden Key
  Search to get out     :              |                         G: Guardian
                        :              E                         T: Treasure
                        :              +                         Q: Dark-elf Queen
 ~ ~ ~ ~ ~ ~ ~ ~        :      P       3       P                 (up to Treasure push
 ~D!D!D!D!6~D!D!D~      :      +      / \      +                  Button on throne to open up)
  ! ~ ! ~ ~ | ! |       :    P H   3-H   H-3   H P               M: master Torturer
 ~D!D~D~D!D~1~D~D~      :    +  \   \     /   /  +
  ~ ! ! ! ! ~ ! !       :  P H   H   H   H   H   H P
 ~D!D~D!D~D!D~D~D~      :  +  \   \ /     \ /   /  +
  ! ~ ~ ~ ~ ! ! ! |     :  H   H   3 2   2 3   H   H
 ~D!D~D-D~R&7~2~D$M....:   \   \ / / \ / \ \ /   /              C: Captain of the Guard
  ! ! ~ | ~ ~ ~ ! |         H   H 2   P   2 H   H                (drops brooch: trade to
 ~5~D!D~D-D!D~D!D~  !:trap   \ / \+   |   +/ \ /                 Sleazy Shopkeeper for
  ~ ! ! ~ ! ! ! !   ~:fall    H   3   L   3   H  L:10 regen       glowing key to Archmage
 ~D!D~D!D~D~D~D~D~    into      / \   +  / \          room       Tower)
  ! ~ ~ ! ! ! ! !     moat     H   H-3-H   H                      P: Dark-Elf High Priestess
 ~4~3!D!D!D~D!D!D~ 1-7:levers   \         /                       $: place adamantite ring on wall
  ~ ~ ~ ~ ~ ~ ~ ~  opens &       H       H                          walk through wall to get out
     R: Remik of the Ebon Blade   +     +                           drops from dark-elf assassins
                                   P   P
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