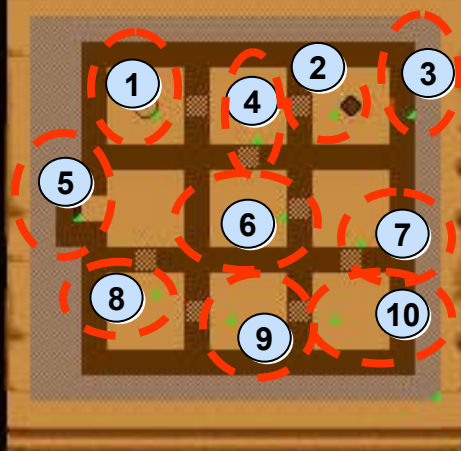


## *level 2*

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## Abandoned Cellar



### Teleporter ①

You arrive to the Grendelmoore

### Ogre Leader ②

Hand Axe, Damage: 4-12

### Shelf ③

Gold Blade, Damage: 7-21  
Serpent Shield, AC:8

### Archmage ④

### Ladder ⑤

Ladder to the City of Beraquel

### Paladin ⑥

### Druid Master ⑦

### Gnome Master ⑧

Money (100)

### Fire Servant ⑨

### Bandit Chief ⑩

Money (200)



Beraquel forest



Path to the Ogre Forest ①

City Coin ②

Red Buddha statue ③

Plate Mail ④

Armor AC:10

Barbar Hammer ⑤

Weapon

Damage: 8-21 +3strength

Hole in Tree ⑥

Leads to the Barbar-Amazon-Cave

Sign ⑦

"To the west: Male region

To the east: Female domination

To the north: Monster territory

To the south: Peaceful district"

Fine Battle Skirt (female) ⑧

Armor AC:4

Bush ⑨

Eat the mellow fruits

Yellow Buddha statue ⑩

Hole ⑪

Leads to the Barbar-Amazon-Cave

God Staff ⑫

Weapon

Damage: 3-9

Hour of Gods (9 charges)

Path to the City of Beraquel ⑬

Othase's letter ⑭

Bring it to him in order to get Lucretia's necklace

Armor and Jewelry shop

(closed at night)

1

Smith

(closed at night)

2

Ladder

Leads to the Tower Level

3

Path to Beraquel Forest

4

Teleporter

5

Sign

"To the forest"

6

Barrel

contents vary

7

Lucy the Rash

"Welcome here, adventurer. Need some information...? Ask the bartender, a little bit southward from here.

Need some work? Go to the west corner of Beraquel, and talk to the beautiful but desperate Seireenan Seniel, or Dearmor, the growling old dwarf.

Need some luxury, precious goods and great adventurers? Go to the east corner. And avoid the southwest corner, please: in it lurk those of ill repute, thieves and rogues run amok there...

Good luck!"

8

Door

150 coins

9

Door

100 coins and another item

10

Dearmor the Great

"Greetings, tall stranger. I'm Dearmor the Great: the strongest dwarf of our village. Our enemy, the Ogre Lord captured our magic battle hammer months ago... And I don't know where to find that ugly brute. You have the aspect of a hero, if you can find our hammer, please bring it to me. I have a very important reward for you, pertaining to your mission in the Tower..."

11

Magic shop

(closed at night)

12

Vase

contents vary

13

Barrel

contents vary

14

Barrel

contents vary

14

Door

200 coins and 3 items

15

Seireenan Seniel

"Oh my Lord, please, please aid me! Some weeks ago, a barbarian horde kidnapped my twin sister, Jojush Inel! She was so kind... so innocent... She is helpless, and I dare not go outside Beraquel city! She's alive! I know it!

Please bring her back! I must give her something very important!"

16

Sign

"Entrance of the Tower"

17

Gorwar the Strong

"Trust not the East quarter's Barkeep. He sports in testing adventurers... Last month was I chosen, and until I recover I must abide in this dull city. So, if you meet him, please arse-kick the pig, with my compliments."

18

Father Hasmus

"Care not what Lady Criennen says - she always exaggerates and holds herself high. But if you really want to leave this city to go further, you must find the exit. Take this for help. I reveal one secret: it is not in caves, forests or towers... It is not guarded by anyone.

No.

It is in this city, behind a simple door.

Maybe you should check some places where residents don't like to go..."

19

Door

an item

20

Blood Lucretia

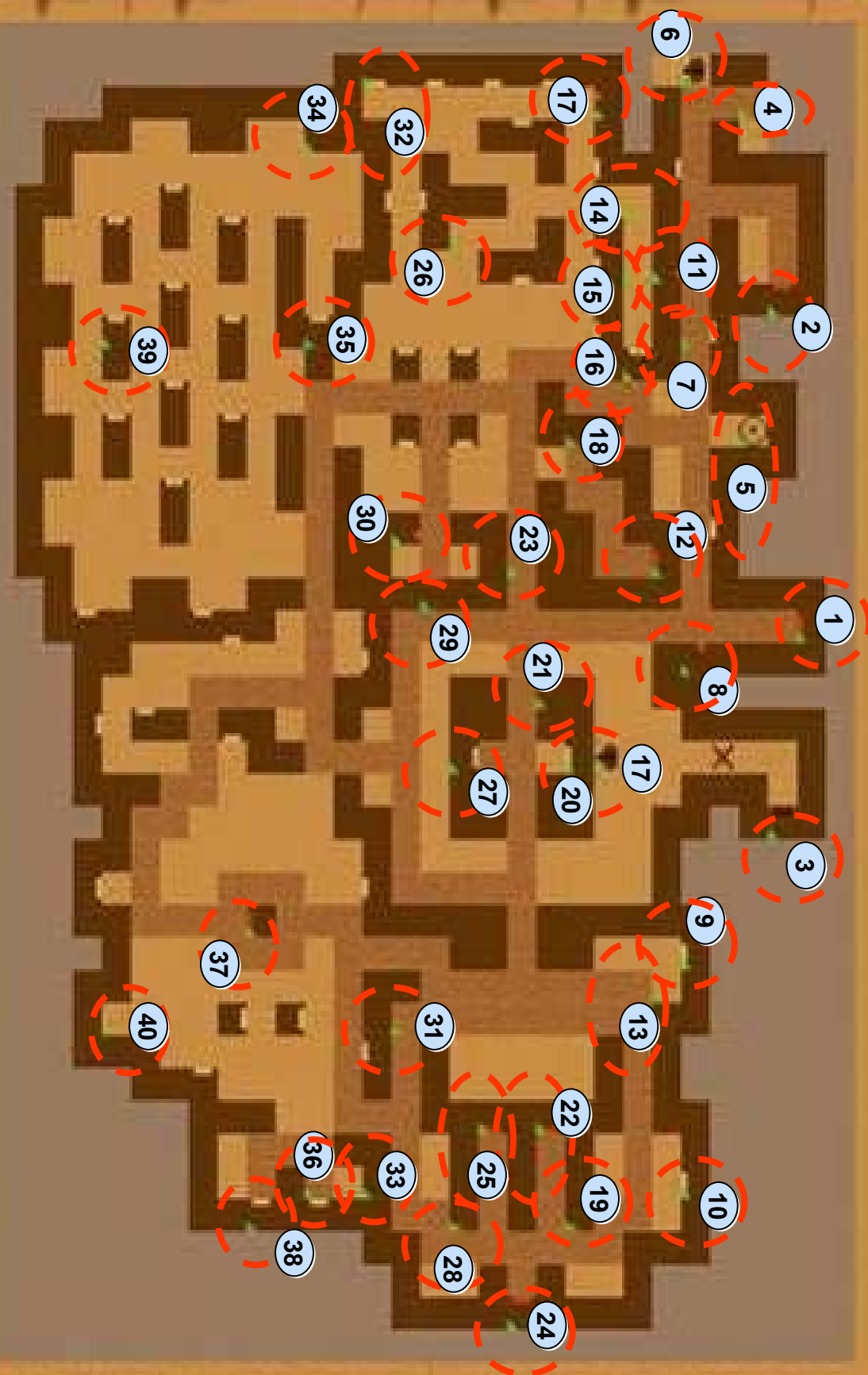
"Listen handsome **21** had a busy, rough night out on the streets last night. When I woke this morning, I could not find my necklace! This necklace is from my last keeper, so this is very important for me. Somebody stole it - steal it back, please! Your reward will be very... enjoyable!"

You'll have to get Othase's letter from Beraquel Forest first. Othase has Lucretia's necklace.

22

Smith

(closed at day)



2 Barrels **23**  
contents vary

Inn **24**  
(closed at day)  
3 people waiting, card game bid is 300  
If you sleep here, you will wake up in the morning

Armor and Jewelry shop **25**  
(closed at day)

Barrel **26**  
contents vary

Door **27**  
an item

Lady Criennen **28**  
"Get out, poor stranger! This place is not for beggar trash such as you!"

Inn **29**  
(closed at night)  
4 people waiting, card game bid is 50  
If you sleep here, you will wake up in the evening.

Drunken Othase **30**  
"Hmn-hm... Well... Hic! Welcome here. Or there. Or anywhere. I have a... hic! a little whorr... I mean, work! yes, work for you, madam... or lord... or something  
Ho, I just was eject... er... Hic-left you inn. so... Hic! maybe... What was I saying? Uh-ohh... Okay, so, it's hard to think when the city is spinning. Hic! Urp! Last week - or month - I lost my beautiful granddaughter's letter. In the forest. Hic! Yes, forest. Could you bring it back to me? She praised so nicely my virtues, my sobriety and my path of life...  
I have a... a... a very nice reward for you, I think... Or not. Ugh... Let's talk about it later, I must go now... I need to view the gutter more intimately... Hic! HIC! URP! EeeEEEEAAWWWW!  
Hm. Don't you think we've met somewhere before?"

Vase **31**  
contents vary

Door **32**  
150 coins and two items

Door **33**  
an item

City Coin **34**  
(somewhere in row 18 on this map...)

Door **35**  
700 coins

Barrel **36**  
contents vary

Magic shop **37**  
(closed at day)

Locked Door **38**  
Entry to Unknown Cellar  
(You need the Bartender's Key!)

Locked Door **39**  
Entry to Grendelmoore

Barrel **40**  
contents vary

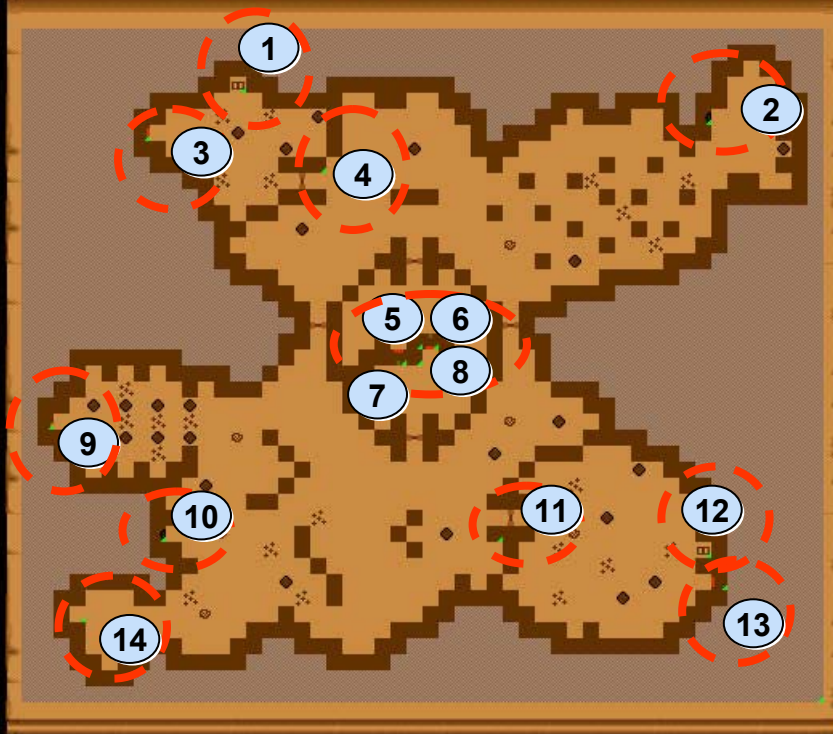
Map and engine made by Markus Birth  
<[mbirth@webwriters.de](mailto:mbirth@webwriters.de)>



City of Beraguél



Giant Cave



Stand 1

Hole in wall 2

(You arrive Beraquel Forest)

Shelf 3

Store 4

Sign 5

To the left - First Guardian of the Tower

To the right - Magical Refreshment

Well 6

After drinking from the well, you feel Gods are with you for an hour.

Well 7

After drinking from the well, you feel you're full of power.

Sign 8

To the left - Second Guardian of the Tower

To the right - Magical Refreshment

Jojuish Ine 9

Hole in wall 10

(You arrive Beraquel Forest)

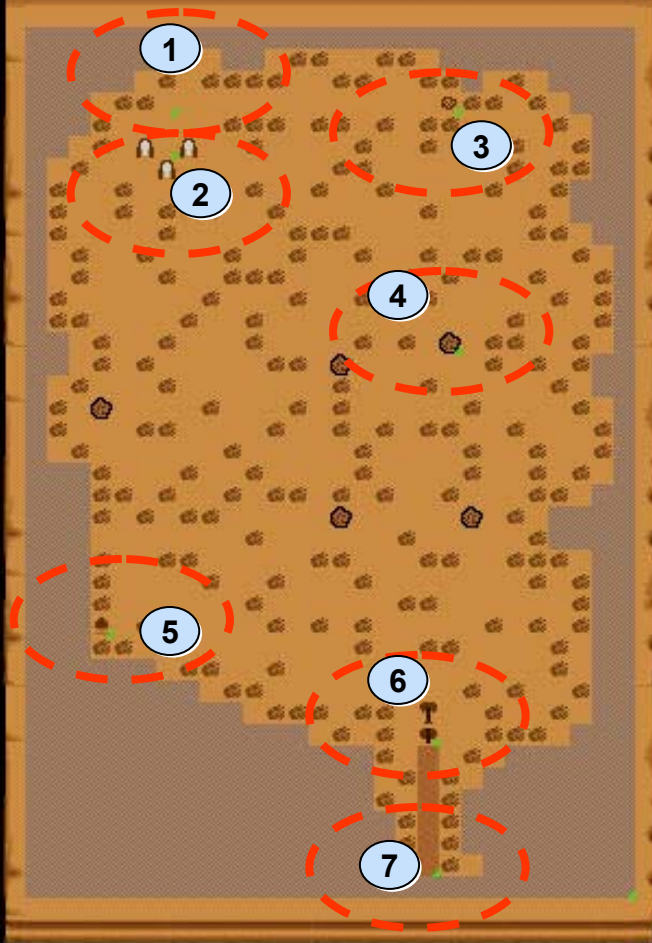
Store 11

Stand 12

Shelf 13

Barbar Coin 14

## Ogre Forest



Ogre Coin ①

Ogre Lord's Hammer ②

Damage: 7-21  
+4 strength

Magic stone ③

By touching the magic stone, one of the characters reached the next level.

Ogre Ring ④

AC: 0  
+10 sp

Sphere ⑤

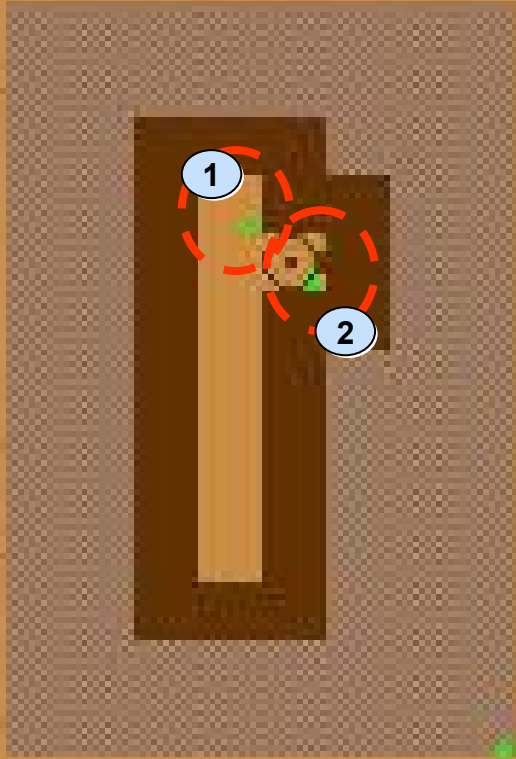
You touch the sphere and feel your mana is restored.

Sign ⑥

"Ogre Domain"

Path to Beraquel forest ⑦

# Tower Cellar

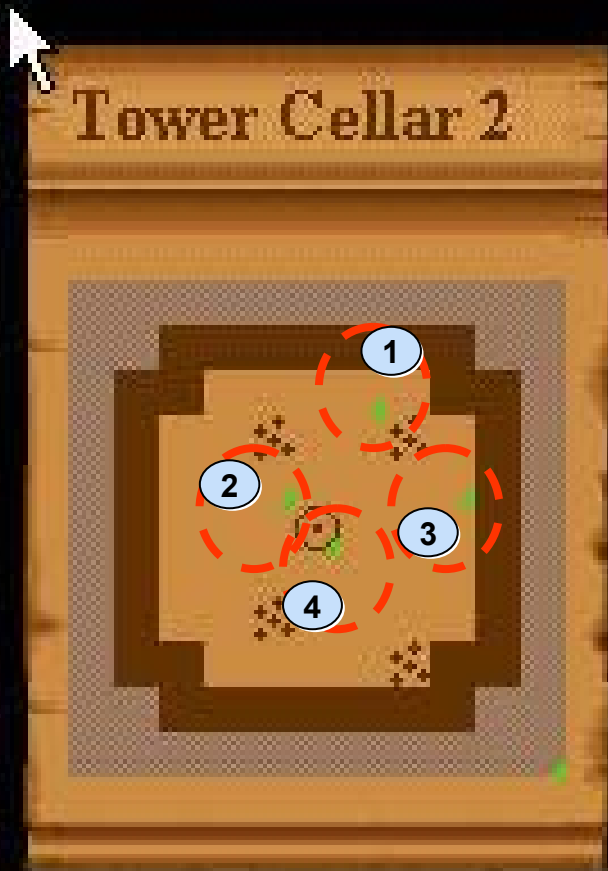


Bronze Sword <sup>1</sup>

Damage: 3-14

Teleporter <sup>2</sup>

You arrive to the Tower level 1



Dagger ①  
Damage: 4-8

Leather Shirt ②  
AC: 2

Club ③  
Damage: 2-10

Teleporter ④  
You arrive to the Tower level 1