

*level 3A*

---

Money ①  
(100)

Magic Stone ②  
By touching the magic stone, one of the characters reached the next level.

Money ③  
(100)

Money ④  
(100)

Fire Dragon ⑤  
Mersant's Ancient Book  
Fire Dragon Key

Money ⑥  
(100)

Stand ⑦  
Spellbook (Teleport)

Shelf ⑧  
Ebony Battle Axe, Damage: 10-32

Shelf ⑨  
Dragon Plate Mail (male), AC:12

Money ⑩  
(100)

Shelf ⑪  
Mithril Chain Shirt, AC:7

Shelf ⑫  
Dragon Boots, AC:7

Money ⑬  
(100)

Well ⑭  
After drinking from the well, you feel Gods are with you for an hour.

Ladder ⑮  
Ladder to the Fire Catacombs

Shelf ⑯  
Ancient Dragon Blade, Damage: 4-16

# Dragon Lair



17

Door

Attack the door before opening

18

Sign

Yes, you arrived: prepare for fast and kind death, against my most time-honored servants  
Sohl Orasare

19

Shelf

Ice Dragon Helm, AC:8

20

Shelf

Ancient Shield, AC:12

21

Shelf

Dragon Plate Mail (female), AC:12

22

Shelf

Ebony Sabre, Damage: 9-23

23

Money

(100)

24

Stand

Spellbook (Raise dead)

25

Ice Dragon

Mersant's Mysterious Book

Ice Dragon Key

26

Money

(100)

27

Money

(100)

28

Magic Stone

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

29

Redshift Key

30

Money

(100)

31

Money

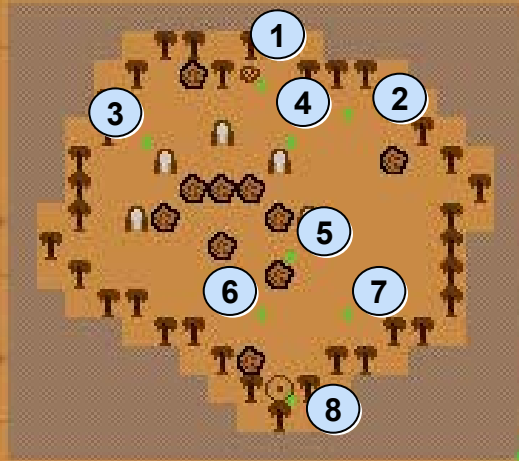
(100)

32

Money

(100)

## Dragon Swamp



### Magic Stone

1

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

### Money (100)

2

### Money (100)

3

### Money (100)

4

### Swamp Dragon

5

Money (200)

Mersant's small book

### Medusa Master

6

Scroll of Cure paralysis

### Medusa Master

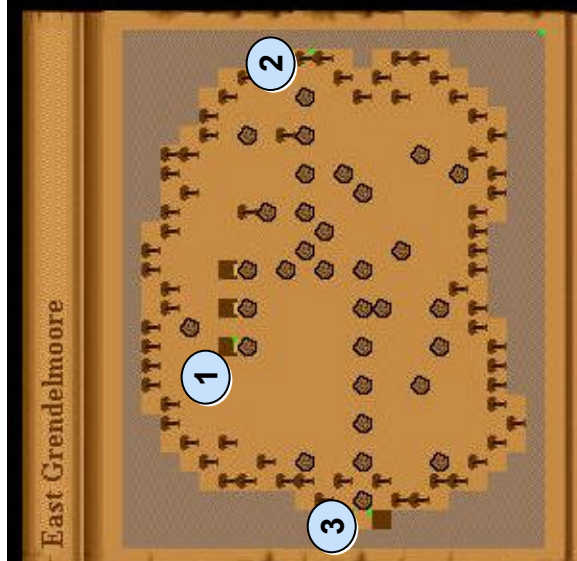
7

Scroll of Cure paralysis

### Teleporter

8

You arrive to the North Grendelmoore



### Mother Arm

Good day, my dear... How are you? Yes, I can help you to defeat the great and vicious monster that plague us. But Okaraso, my grandson went out at morning, and he took the ladder key. That is the place where I store my dear husband's old weapons. You know, I don't want to leave those deadly tools about where young, innocent people may find them. So, if you see Okaraso, tell him that I sent you for the key. Bring it back, and I'll give you my husband's Blade.

### Hole in tree

Path to the Fire Empire

### Path to the Grendelmoore

## Teleporter ①

You arrive to the Fire Empire

## Vase ②

Money (600)

Quiver (10 poisoned arrows), AC: 5-6

Rusty Armored Pants (male), AC:2

Full mana potion

## Vase ③

Remove paralysis potion, Scroll of Mental Shield

## Teleporter ④

You arrive to the Frozen Catacombs

## Well ⑤

After drinking from well, you feel you're poisoned!

## Shelf ⑥

Dragon Crown, AC:1, +5 endurance

Dragon Necklace, AC:0, +30 hp

Dragon Amulet, AC:0, +6 strength

## Shelf ⑦

Green Key

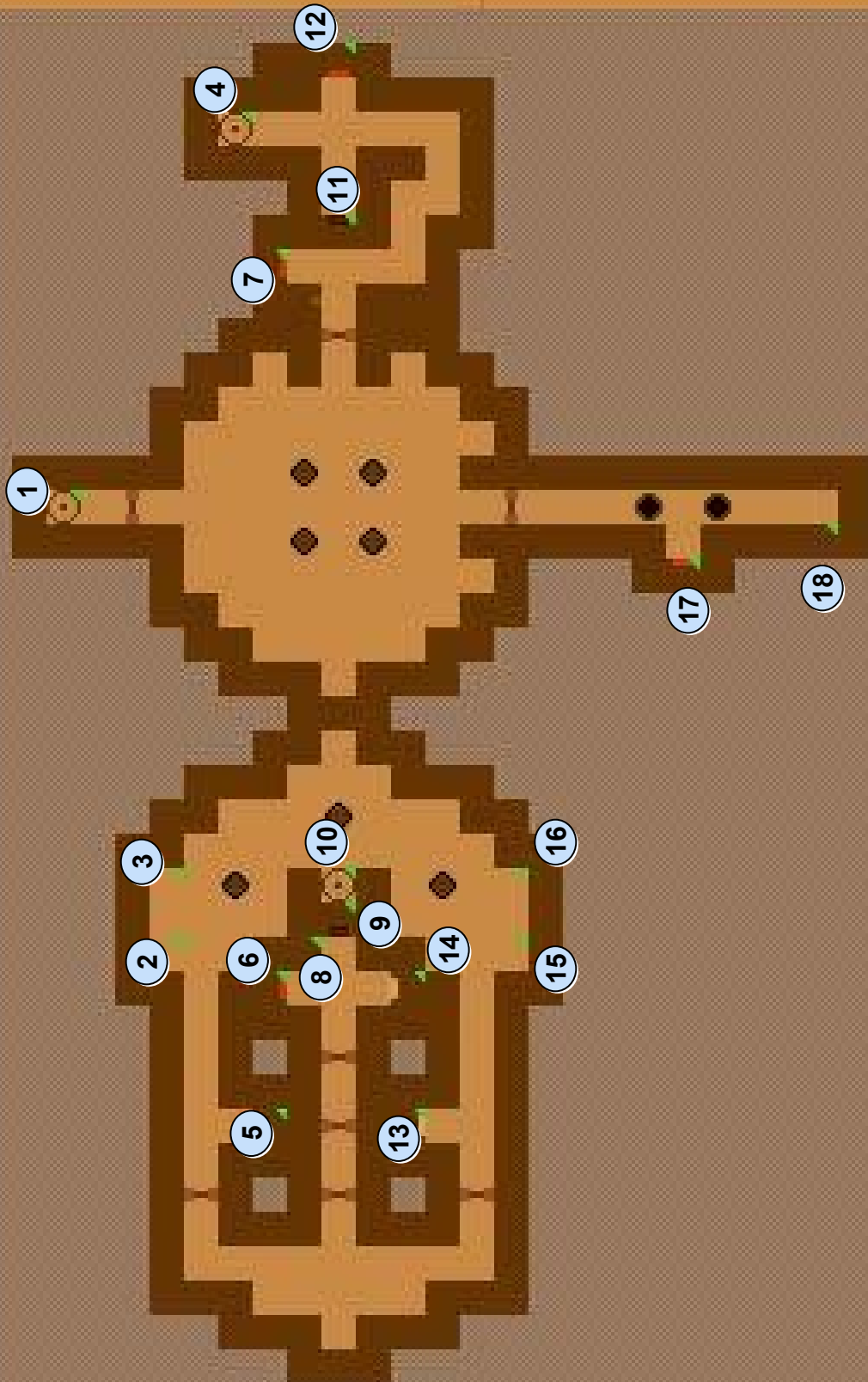
## Sign ⑧

Go and choose your death

## Ladder ⑨

Ladder to the Dragon Lair

## Fire Catacombs





Teleporter ⑩

You arrive to the Fire Empire

Ladder ⑪

You arrive to the Fire Empire

Shelf ⑫

Lightblue Skeleton Key

Well ⑬

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

Well ⑭

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

Vase ⑮

Quiver (10 poisoned arrows), AC: 5-6

Rusty Armored Pants (male), AC:2

Full mana potion

Vase ⑯

Full mana potion, Remove paralysis potion

Shelf ⑰

Ring of Mana, AC:0, +15 hp

Blue Skeleton Key

Secret Switch ⑱

Shelf

Ebony Plate Boots  
AC:7

Sign

Choose one - forget the other

Shelf

Fire key

Ancient Amulet

AC:0  
+5 Dexterity

shelf

Amulet of Life  
AC:0  
+15 hp

Botts of Knowledge

AC:4  
+15 Sp

Ring of Healt

AC:0  
+20 Hp

Ebony Searpent Shield

AC:10

Shelf

Quiver (20 poisoned arrow), Damage: 5-6  
Crown of Fire, AC:1, +15 sp

Sign

Choose one - forget the other

Sign

Choose one - forget the other

Gnareld Staff

+15 Sp

Shelf

Fire key

Sign

Choose one - forget the other

Shelf

Fire key

Mithril Rune Mail

(male)  
AC:10

Sign

Choose one - forget the other

Gothic Staff

Damage 3-9

**Lighting Bolt**  
(8 charges)

Necklace of Inteligence

AC:0  
+4 Inteligence

Stand

Spelbook (Paralyze)

Well

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

Shelf

Ebony Battle Axe  
Damage 10-32

Vase

Fine Shirt, AC:2  
Rusty Armored Pants (male), AC:2  
Full mana potion  
Full healing potion

Vase

Leather Shirt, AC:2  
Full mana potion  
Remove paralysis potion

Shelf

Fire key

Well

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

Well

After drinking from well, you feel you're blessed!

Hole in wall

You arrive to the East Grendelmoore

Sign

Hell in Earth - leave if you fea the flame

Statue

Fire ring of dexterity, AC:0, +5 dexterity

Shelf

Frozen Key

Sphere

You touch the sphere and feel your mana is restored.

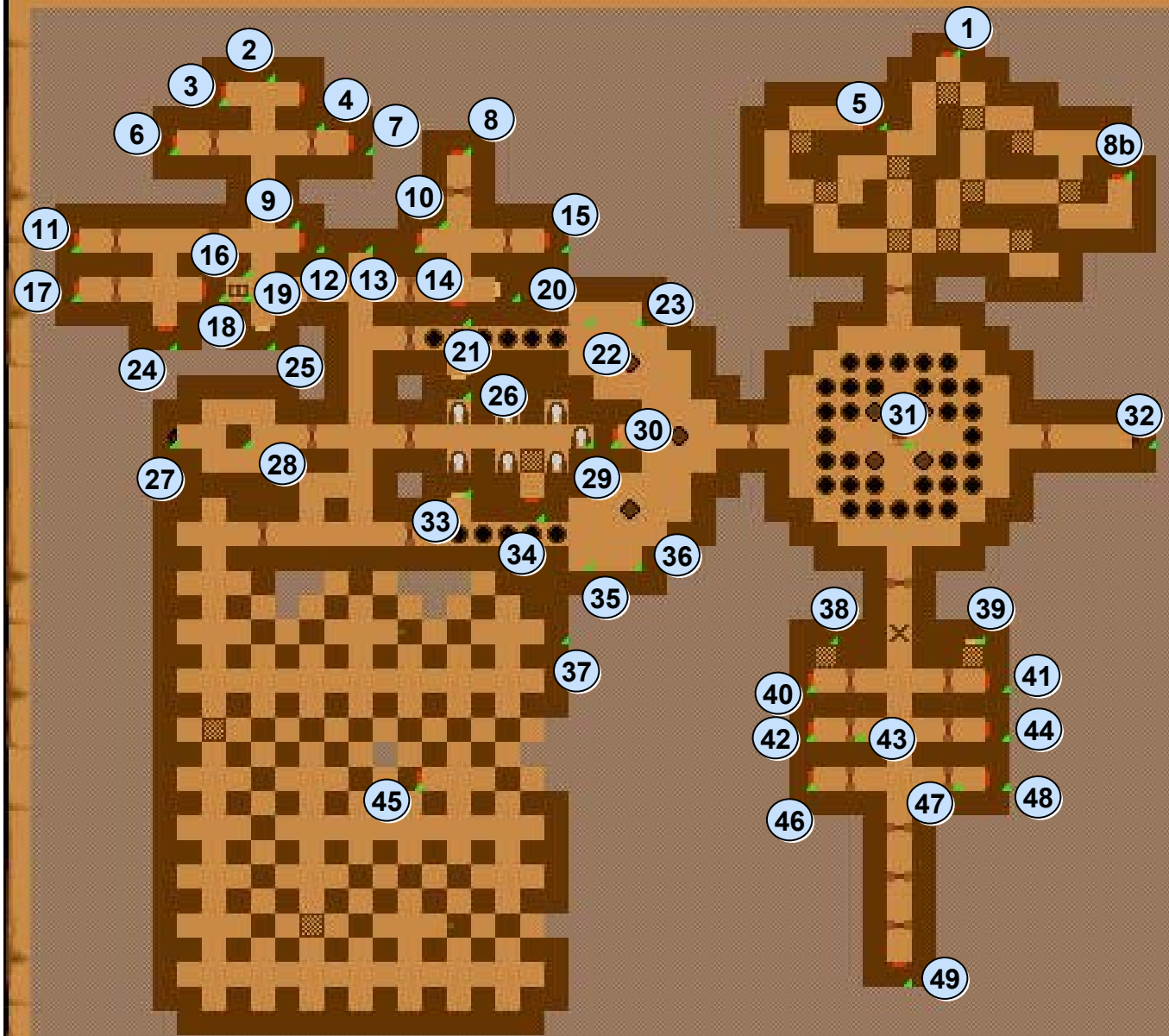
Ladder

You arrive to the Fire Catacombs

Well

After drinking from well, you feel better.

# Fire Empire



Shelf 34

Firestaff, Damage: 5-12, Fireball (5 charges)

Vase 35

Remove paralysis potion, Remove paralysis potion, Scroll of Hour of Gods

Vase 36

Full mana potion, Full healing potion, Scroll of Firewall

Secret Switch 37

You hear a hole disappearing...

Sign 38

Pair of colours - pair of shelves

Deprive the full ones - feed the hungry ones

Well 39

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

Shelf 40

Put to the shelf Fire Necklace (Every item opens 1 door in the right shelf)

Shelf 41

Fire Helm, AC:1

Shelf 42

Fire Hammer, Damage: 3-10

Door 43

Attack the door before opening

Shelf 44

Put to the shelf Fire Helm (Every item opens 1 door in the right shelf)

Shelf 45

Fire key

Shelf 46

Fire Necklace, AC:0

Door 47

Attack the door before opening

Shelf 48

Put to the shelf Fire Hammer (Every item opens 1 door in the right shelf)

Shelf 49

Frozen Skeleton Key