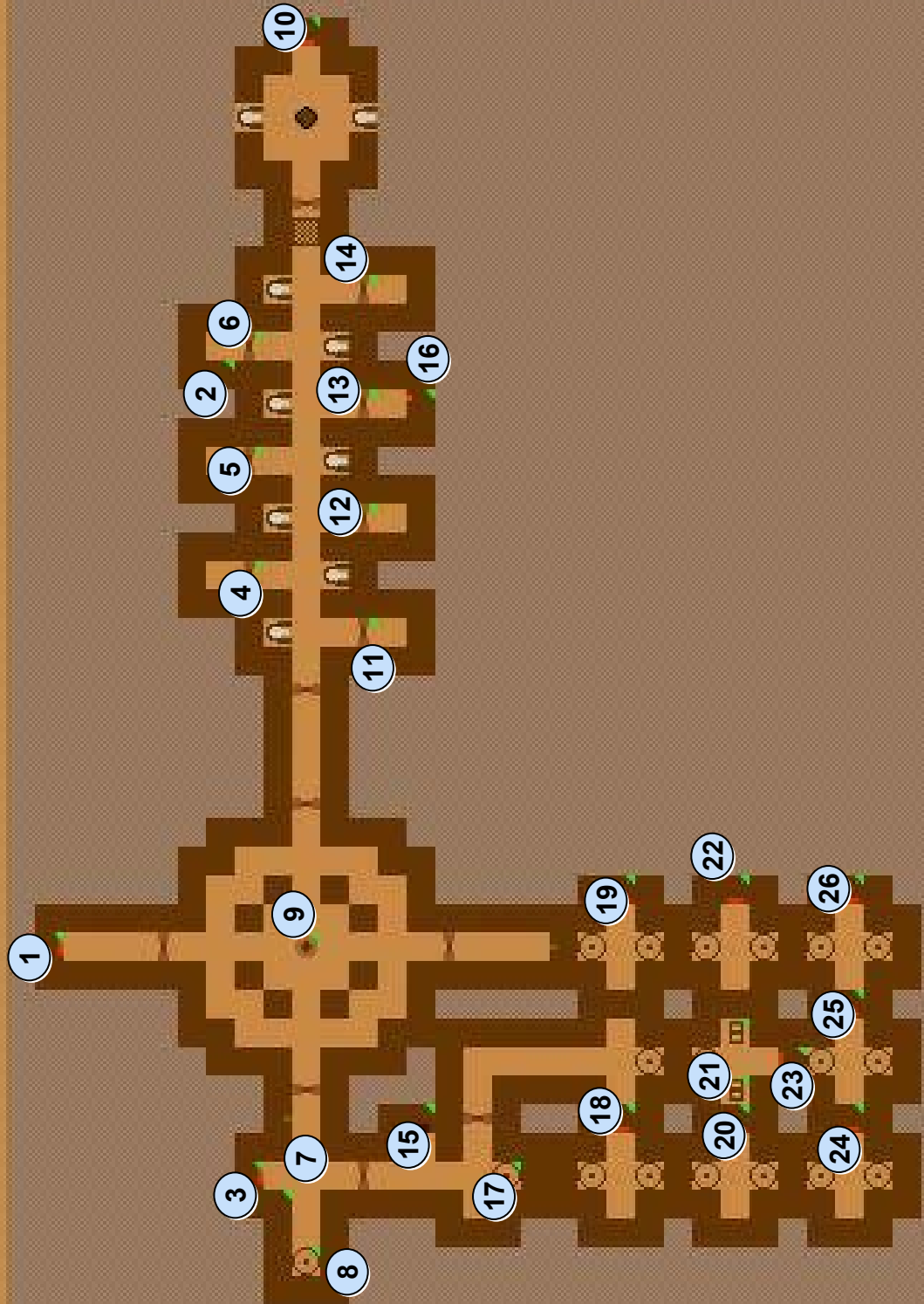


level 3B

- 1 Shelf
Gray Winged Key
- 2 Secret Switch
- 3 Shelf
Full mana potion, Full mana potion, Full healing potion, Full healing potion, Scroll of Hour of Gods, Scroll of Clean Way, Scroll of Harm undead
- 4 Door
Attack the door before opening
- 5 Door
Attack the door before opening
- 6 Door
Attack the door before opening
- 7 Sign
Just get what you see - you will need them all
- 8 Teleporter
You arrive to the Frozen Empire
- 9 Switch
Drop a heavy object on it
- 10 Shelf
Gold Dragon Key
- 11 Door
Attack the door before opening
- 12 Door
Attack the door before opening
- 13 Door
Attack the door before opening

Frozen Catacombs



14	<u>Door</u>	Attack the door before opening
15	<u>Ladder</u>	Ladder to the Frozen Empire
16	<u>Heresa</u>	Leave me... Just left me die... Last time I tried to escape, I pulled the secret switch in the north-east cell, and I failed, like always. Many hellish creatures caught me and... and performed upon me unspeakable atrocities. I just cannot talk about it. I was violated, I am ruined. I will never want to escape again. I just want to die in peace. Just let me die.
17	<u>Teleporter</u>	You arrive to the Fire Catcombs
18	<u>Shelf</u>	Full healing potion
19	<u>Shelf</u>	Full mana potion
20	<u>Shelf</u>	Scroll of Vampiric touch
21	<u>Stand</u>	Spellbook (Lightning bolt)
22	<u>Stand</u>	Spellbook (Harm undead)
23	<u>Shelf</u>	Full healing potion
24	<u>Shelf</u>	Red Dragon Key
25	<u>Shelf</u>	Scroll of Stone skin
26	<u>Shelf</u>	Scroll of Bless
27	<u>Shelf</u>	Scroll of Berzerker

Shelf

Frozen key (3)

Door in wall

Open door with Frozen key (2)

Stand

Spellbook (Vampiric touch)

Shelf

Frozen Doorkey (green key)

Shelf

Fire key

Teleporter

(Red)

Door in wall

Open door with Frozen key (3)

Switch

Northeast

Switch

Northwest

Switch

Drop a heavy object on it.

Stand

Spellbook (Fireball)

Switch

Drop a heavy object on it.

Sign

Northeast - Southeast - Center

Switch

Drop a heavy object on it.

Elemental

Frozen key (1)

Switch

South

Door in wall

Open door with Frozen key (1)

Stand

Spellbook (Hour of Gods)

Shelf

Frozen key (2)

Shelf

Winged Helm, AC:4

Teleporter

(Gray)

Sign

Northeast - Northwest - South

Door

Attack the door before opening

Stand

Spellbook (Remove curse)

Teleporter

(Red)

Sign

One is the key - two is your death
Green like the illness
Red like the blood
Gray like the mortality

Ladder

Ladder to the Frozen Catacombs

Shelf

Scroll of Curse, Scroll of Fireball, Scroll of Lighting bolt

Shelf

Heavy Gauntlets, AC:2

Teleporter

(Green)

Shelf

Mana potion, Full mana potion, Healing potion, Full healing potion.

Sign

If you should see the invisible...

Sphere

You touch the sphere and feel your mana is restored.

Sign

Frozen Empire - leave if you fear frost through to your heart.

Frozen Empire



Hole in wall

34

Path to the West Grendelmoore

Vase

35

Remove paralysis potion, Scroll of Mass heal

Vase

36

Money (400)

Chain Shirt, AC:3

Remove paralysis potion

Full healing potion

Scroll of Mass heal

Well

37

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

Well

38

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

Well

39

After drinking from well, nothing happens.

Vase

40

Full healing potion, Scroll of Harm undead, Scroll of Lighting bolt

Vase

41

Leather Pants, AC:2

Full mana potion

Vase

42

Money (260), Full mana potion, Remove paralysis potion, Scroll

Shelf

43

Frozen Doorkey (Brown Door)

Teleporter

44

(Gray)

Sign

45

Twenty-five rooms - one lever

Shelf

46

Mana potion, Cure poison potion, Full mana potion, H

Well

47

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

Well

48

After drinking from well, you feel better.

Well

49

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

Telepo

50

(Green)

Shelf

51

Frozen key (Blue Door)

Shelf

52

Frozen Doorkey (Gray Door)

Shelf

53

Fire Key

Well

54

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

Vase

55

Money (260), Full mana potion, Remove paralysis po

Shelf

56

Purple Dragon Key

Shelf

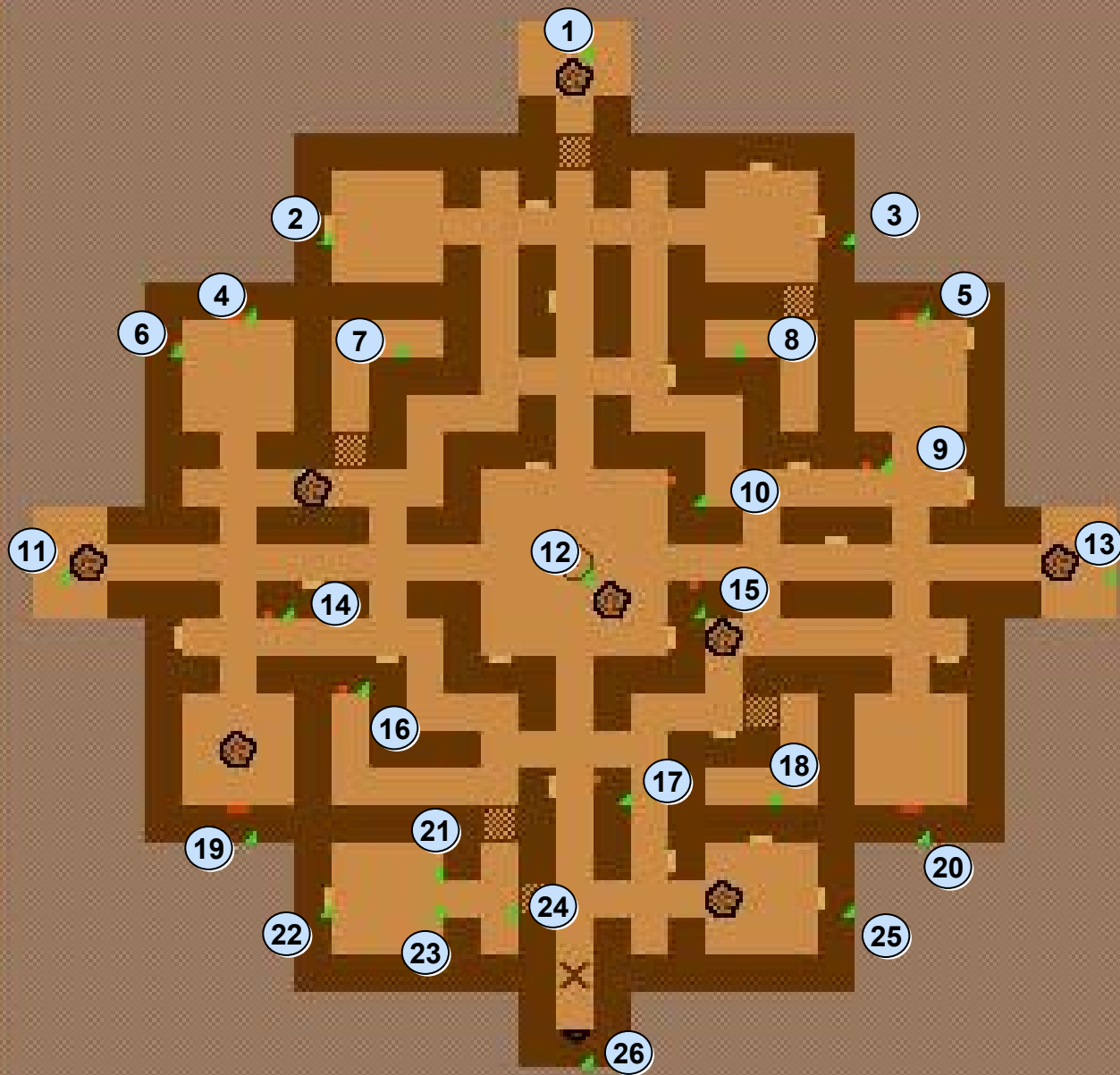
57

Gnareld Staff, Damage: 4-10, Mass heal (5 charges)

War Staff, Damage: 5-12, Fireball (7 charges)

- Path to North Grendelmoore **1**
- Small House **2**
Serpent War Boots, AC:5, +5 hp
Money (200)
- Small House **3**
Staff of the Vampiric, Damage: 4-10, Vampiric touch (9 charges)
Money (250)
- Inn **4**
3 people waiting.
card game bid is 1000
If you sleep here, you will pay 120.
- Smith **5**
- Mersant Orasare **6**
Listen, my friend! We must hurry, there is almost not time left - my brother, Solit overwhelmed the world with hordes of undead creatures. We must stop him. So, collect all three of my spellbooks, and bring them to me, as fast as you can. I think Solh entrusted them to his Dragons. I know, I know. Dragons are very horrible creatures, but they are not indestructible! If I have my books, I can relearn my lore, and I can help you defeat Solh.
- Armored Pants (male) **7**
AC:4
- Cheap Battle Hammer **8**
Damage: 6-18
- Ade Al Hama **9**
Yes, stranger, we have come on hard days... Our once beautiful town is in ruins, as you can see, and nobody can make anything to stop this hellish waste... Nobody DARES to make anything.
My family disappeared weeks ago. I amble all the environs. I pace the streets. I plod through the swamp, but nothing...
Please, if you meet a beautiful, black haired woman, or a lovely little boy, tell them, that I'll wait and search forever!
- Regar **10**
A Dragon can be destroyed only with Dragon Blade! believe me: my brother died, when he tried to defeat them without the right weapon. Triple Dragon - triple Blade.
- Path to West Grendelmoore **11**
- Teleporter **12**
You arrive to the Abandoned Cellar

Grendelmoore



Path to West Grendelmoore 13

Teleporter 14

You arrive to the Abandoned Cellar

Path to East Grendelmoore 15

Nogay Mor 16

Leave this town, if you don't want to die, or live like the dead. Just leave.

Ines 17

...mpfh... mpff... pfh...

Negan 18

I think I have something you need badly... So let's make a deal: you give me what I need, and I give you what you need.
A Blade - for Blade. I'm a collector of antique items, so bring me some real rarity.

Jessenura 19

I saw them... Yes, yes. I saw them, all around us...! Oh my God! those eyes!
Their bodies! No, I don't ever want to see them again.
Leave me! Leave me alone!

Rune Mail 20

AC:7

Magic shop 21

Armor and Jewelry shop 22

Money (350) 23

Small House 24

Ancient Axe, Damage: 5-24, +50% to undead

Zombie 25

Zombie 26

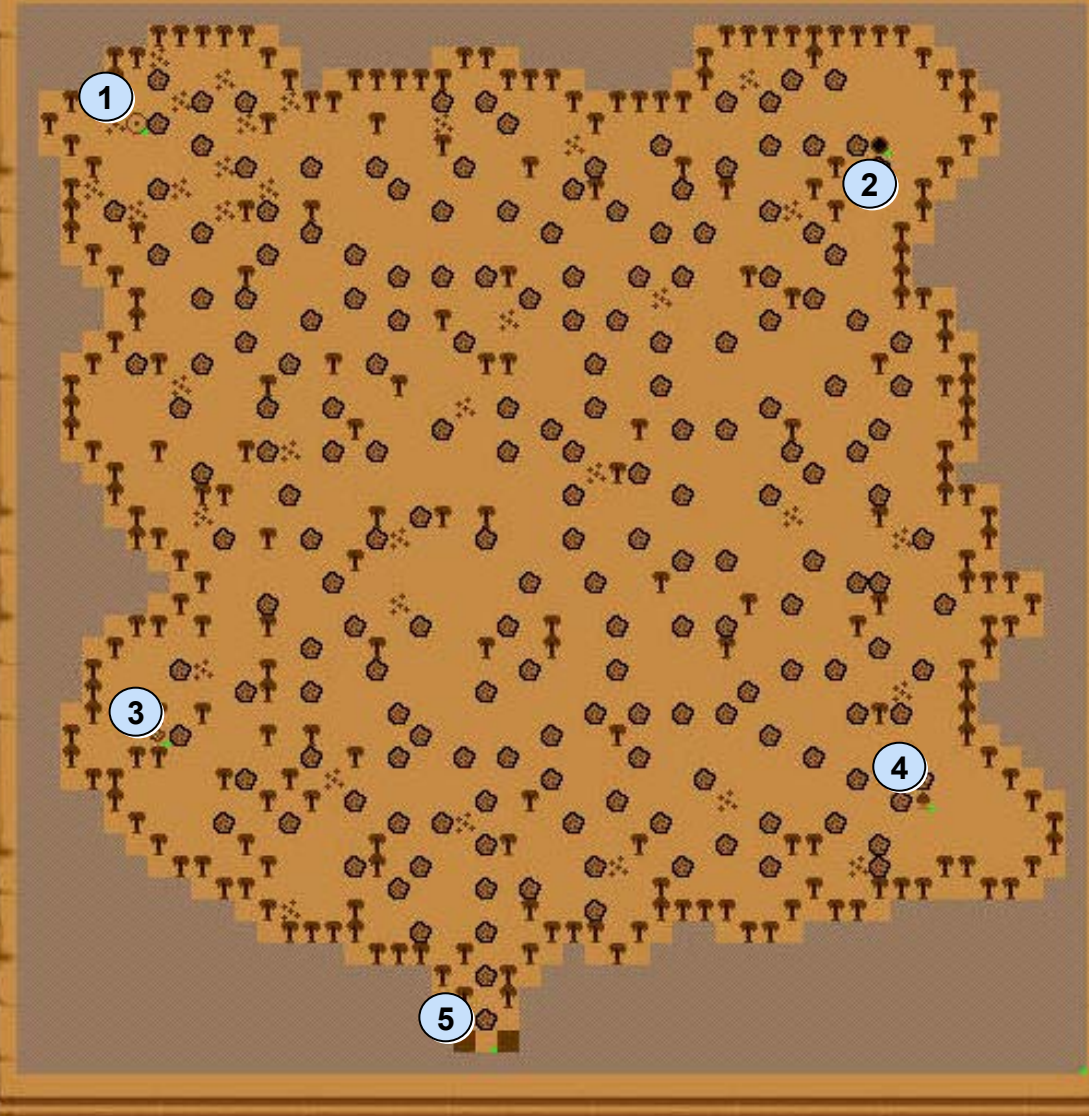
Small House 27

Armor of the Living Dead, AC:6, +2 endurance
Money (350)

Hole in wall 28

Path to the Sohl's Cave

North Grendelmoore



Teleporter

1

You arrive to the Dragon Swamp

Hole

2

You arrive to the Swamp Cave

Magic Stone

3

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

Sphere

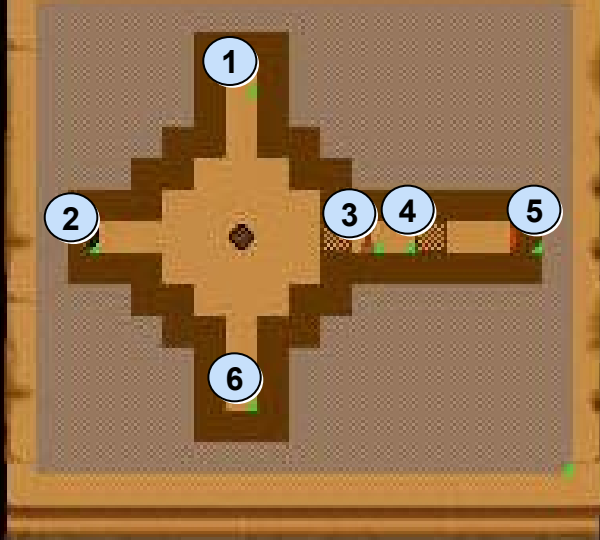
4

You touch the sphere and feel your mana is restored.

Path to the Grendelmoore

5

Swamp Cave



Ring Mail 1

AC:7

Hole in wall 2

(You arrive North Grendelmoore)

Door 3

Attack the door before opening

Ancient Zombie 4

Shelf 5

Mucous Dragon Blade

Damage: 9-24

Round Shield 6

AC:6



Hole in tree 1

Path to the Frozen Empire

Path to the Grendelmoore 2

Inn 3

3 people waiting,

card game bid is 300

If you sleep here, you will pay 80.

Okaraso 4

(You will get Larder Key and 1500 Xp.)

"Please, leave me alone. I'm just wandering around here. I don't know anything you need."