

level 2

Teleporter 1

Shelf 2
Amulet of Strength, AC:0, +2 strength

Shelf 3
Necklace of Health, AC:0, +10 hp

Teleporter 4
You arrive to the Tower level 2

Teleporter 5
You arrive to the Tower level 2

Barrel 6
Crown AC:1, Mana potion

Barrel 7
Money (20), Opal ring AC:0, Cure poison potion

Secret Switch 8

Barrel 9
Money (30), Necklace with medal AC:0, Healing potion

Sign 10
Servant of Ice - guarded by secrets

Shelf 11
Ring of Endurance
AC:0
+2 intelligence

Shelf 12
Scroll of Mass heal, Scroll of Firewall, Scroll of Teleport

Barrel 13
Money (50), Cure poison potion, Cure poison potion

Barrel 14
Quiver (5 wooden arrows) Damage: 4-5, Mana potion

Barrel 15
Money (50), Mana potion, Healing potion, Scroll of Teleport

Barrel 16
Mana potion, Cure poison potion, Scroll of Curse

Mage 17
Money (200), Green Small Key

Negar the Sly 18
O... Please don't kill me! I'll tell everything! I'll tell what I've discovered in this hellish tower! On the third level, you'll lose all indication of where you are, so be careful! There are some secret teleporters on that level, watch out for floor drains!

Barrel 19
Money (30), Mana potion, Scroll of Cure Paralysis

Stand 20
Spellbook (Curse)

Barrel 21
Money (20), Worm Leather Pants AC:1, Mana potion, Cure poison potion

Shelf 22
Necklace of Dexterity
AC:0
+3 dexterity

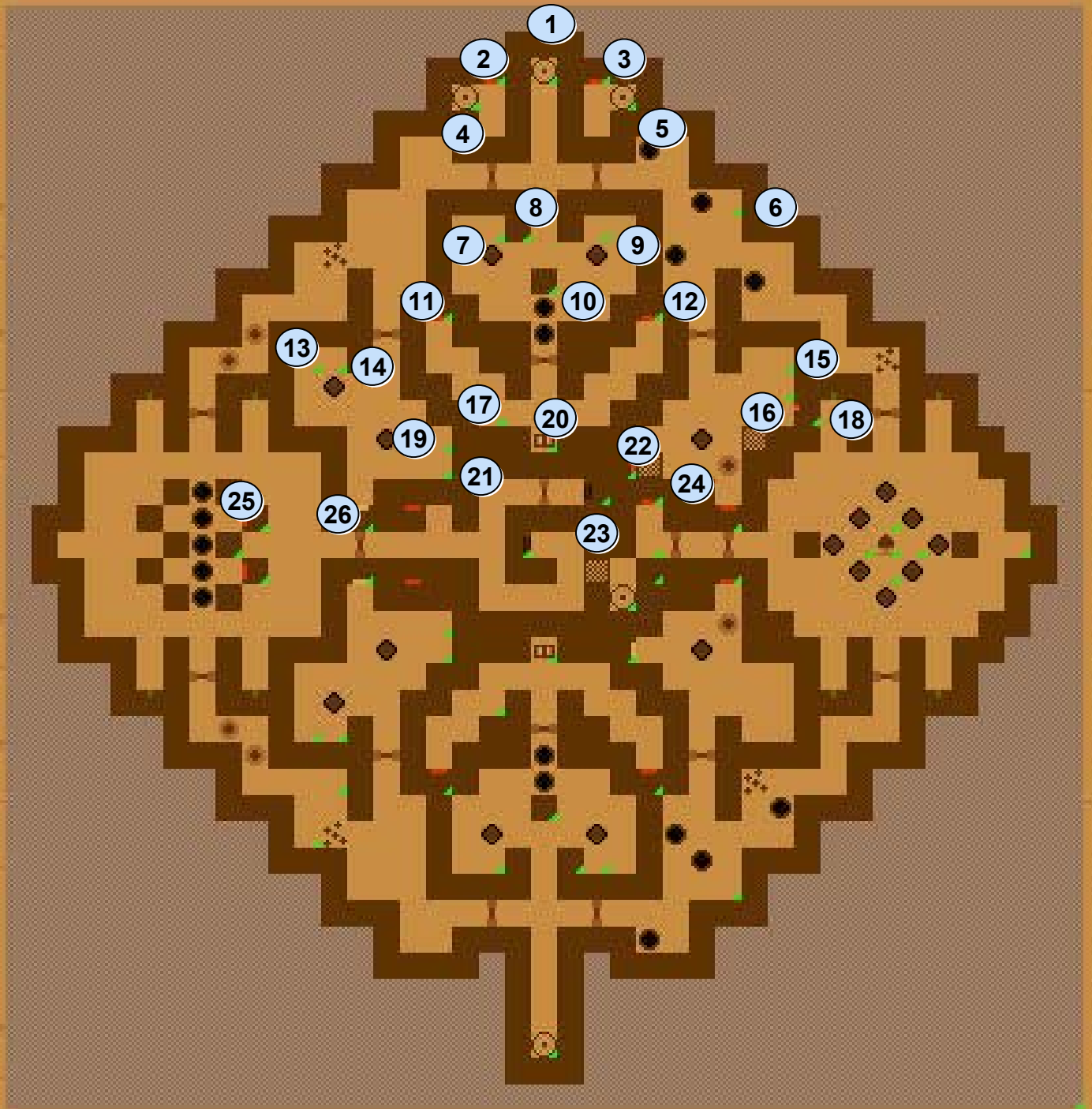
Ladder 23
Ladder to the Tower level 2

Shelf 24
Tower level 2 key

Shelf 25
Gray Key

Well 26
After drinking from the well, you feel you're blessed!

Tower Level 1



Shelf
Priest Necklace **27**
AC:0
+3 endurance

Mage
Money (180) **28**

Sign
Five holes, four switches, two keys and two ways - use your brain! **29**

Ladder and Shelf
Ladder to the City of Beraquel **30**
Shelf Mana potion, Cure poison potion, Healing potion, Remove paralysis potion

Warlock
Money (290) **31**

Sorcerer
Money (280), Gold Winged Key **32**

Sphere
You touch the sphere and feel your mana is restored. **33**

Warlock
Money (160) **34**

Tower Coin **35**

Shelf
Gray Key **36**

Well
After drinking from the well, you feel you're poisoned! **37**

Sign
Shortcut **38**

Shelf
Ring of Endurance **39**
AC:0
+2 endurance

Sorcerer
Money (230), Red Winged Key **40**

Teleporter
You arrived from the Tower level 2 **41**

Barrel
Money (20), Mana potion, Cure poison potion, Scroll of Fire blast **42**

Barrel
Worn Leather Shirt AC:1, Mana potion, Healing potion **43**

Stand
Spellbook (Fire Blast) **44**

Well
After drinking from the well, you feel better. **45**

Mage
Money (200), Green Small Key **46**

Barrel
Crown AC:1, Mana potion, Healing potion **47**

Barrel
Money (20), Necklace with medal AC:0, Mana potion, Cure poison potion **48**

Barrel
Mana potion, Cure poison potion, Scroll of Bless **49**

Shelf
Scroll of Raise dead, Scroll of Berzerker, Scroll of detect mind **50**

Shelf
Gnarled Staff **51**
Damage: 4-10
+4 poison damage

Sign
Servant of Fire - guarded by secrets **52**

Barrel
Money (20), Worn Leather Skirt AC:1, Mana potion **53**

Barrel
Money (30), Cure poison potion, Healing potion, Scroll of Sparks **54**

Secret Switch **55**

Barrel
Worn Leather Skirt AC:1, Cure poison potion, Healing potion **56**

Barrel
Money (50), Healing potion, Scroll of Curse **57**

Teleporter **58**

Tower Level 1



Shelf 1

Tower key

2

Hole

You arrive to the Tower level 1

3

Hole

You arrive to the Tower level 1

Door

Attack the door before opening

Gnome Master

Money (130)

Gnome Champion

Money (130)

Shelf

Scroll of Remove curse, Scroll of Firewall, Scroll of fireball

Mighty Spider

Warlock and Sorcerer

Money (180), Money (190), Gray Key

Sorcerer

Teleporter

You arrive to the Tower level 1

Shelf

Mail AC:6

Vase

Quiver (5 iron arrows) Damage: 4-6

Full mana potion

Remove paralysis potion

Spider and Mighty Spider

Well

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

Shelf

Gold Flail, Damage: 4-22

Rune Mail, AC:7

Warlock

Money (200)

Ladder

Ladder to the Tower level 1

and

Ladder to the Tower level 3

Sorcerer

Tower Level 2



Sorcerer (20)

Secret Switch (21)

Sign (22)
Shortcut

Hellana (23)
What do you want in this place, poor stranger?! I'm Hellana, a former consort of Mersant Orasare - so I must find him, not you, a babe-in-arms! Leave me alone angry!

Sorcerer (24)

Vase (25)
Remove paralysis potion, Scroll of Berzerker

Shelf (26)
War Staff, Damage: 5-12, Fireball(6 charges)
Crown of Mana, AC:1, +10 sp

Shelf (27)
Long Bow, Damage: 7-10
Necklace of Sanity, AC:3, +3 intelligence

Well (28)
After drinking from the well, you feel better.

Shelf (29)
Crown of Sanity, AC:1, +2 intelligence

Sorcerer (30)

Secret Switch (31)

Sign (32)
To the east: teleporters to teleporters.
To the west: holes to holes.
To the south: walls to wals.

Vase (33)
Money (260), Full mana potion, Full mana potion, Scroll of Cure poison

Vase (34)
Money (100), Leather Pants AC:2, Remove paralysis potion, Full healing potion.

Map made by Mervin and engine made by Markus Birth
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Tower Level 2



Teleporter **A**

Paladin **1**

400 coins

Shelf **2**

Armored Pants AC:4

Full Healing potion

Hidden Teleporter **3**

Looks like a duct cover, teleports to it's counterpart in the east

Switch **4**

Hidden Teleporter **5**

Looks like a duct cover, teleports to it's counterpart in the west

Teleporter **6**

Paladin **7**

400 coins

Teleporter **8**

Well

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

9

Sign

Enter if you can see through walls...

10

Sign

To the realm of Shol's greatest followers

11

Sphere

You touch the sphere and feel your mana is restored.

12

Ladder

Ladder to the Tower level 2

13

Shelf

Ebony Cutlass Damage: 7-20

14

Ladder

Ladder to the Tower level 4

15

Hidden switch

Removes wall to the south

16

Teleporter

17

Shelf

Quiver (20 iron arrows)

Carved ring of strength (AC:0, +2 strength)

Scroll of Stone skin

18

Switch **19**

Paladin **20**

400 coins

Tower Level 3



Stand ①
Spellbook (Mass heal)

Shelf ②
Tower key

Archmage ③
Money (500)

Wizard ④
Money (300)

Statue ⑤
Cellar key

Ladder and Shelf ⑥
Ladder to the Tower level 3
Amulet of Intelligence, AC:0, +2 intelligence

Mage ⑦
Money (200)

Shelf ⑧
Crown Dexterity, AC:1, +4 dexterity
Ancient amulet of spell Power, AC:0, +3 intelligence
Tower key

Mersant Orasare ⑨
At last, somebody from outside! I'm Mersant Orasare. Sohl's brother. He locked me in this tower months ago, and ab
we cannot defeat my brother.
Time presses, let's begone. I must talk with Sohl VERY closely... I shall wait for you in the tavern at swamp named Gr

Shelf ⑩
Tower key

Archmage ⑪
Money (500)

Wizard ⑫
Money (300)

Stand ⑬
Spellbook (Vampiric touch)

Map made by [Mervin](#) and engine made by [Markus Birth](#)
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Tower Level 4





Statue ①

Ancient Medal (AC:0, +25 hp)

Mana Sphere ②

③

Mighty Spider, Mighty Spider, Dominant Lizard, Purple Lizard, Fire Servant, Cave Lizard, Cave Man

Entrance ④

Entrance from City of Beraquel

Pressure Plate ⑤

Opens all three doors at the same time

⑥

Mighty Spider, Mighty Spider, Dominant Lizard, Purple Lizard, Fire Servant, Cave Lizard, Cave Man

Shelf ⑦

Ancient Sabre (Damage: 9-23, +50% to undead)

⑧

Mighty Spider, Mighty Spider, Dominant Lizard, Purple Lizard, Fire Servant, Cave Lizard, Cave Man

⑨

Stand

Spellbook (Harm undead)