















- A = Need Thieves' Key & Level 20 Character To Open The Locked Door, All Quest Items Are Taken From You!
- B = Teleport To Level 1 Of The Labyrinth
- C = To The Mines
- D = To Dungeon Exit
- E = To Hall Of Doors
- F = To The Soldier's Quarters

General Key

- | | | |
|---|---|---|
|  |  | = Open Door |
|  |  | = Locked Door |
|  |  | = One Way Door |
|  |  | = Secret Door, Use Detect To Find |
|  |  | = Two Way Walk Through Wall |
|  |  | = One Way Walk Through Wall |
|  |  | = One Way Walk Through Wall, A Door Will Appear On The Other Side |