















- A = Teleport Across Corridor To The Other A
- B = Stairs To Level 1 The Hall Of Doors (A)
- C = Teleport To Level 1 The Hall Of Doors (G)
- D = Stairs To Level 1 The Soldiers' Quarters (B)
- E = Teleport To Level 1 The Soldiers' Quarters (B)
- F = Stairs To Level 1 The Soldiers' Quarters (B)
- G = Teleport To Level 3 The Great Corridor (E)
- H = Healing Fountain
- I = General Info
- J = Use Yellow Lockpick On The Locked Door
- K = Major Battle With Good Treasure
- X = Major Battle
- 1-13= Arrival Points From The Trapdoors With The Same Number
In Level 1 The Treasury

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