















- A = To & From Labyrinth I
- B = Mage's Overlook
- C = Warm Updraft
- D = One way Tunnel To Level 7 (K)
- E = Mage Door To Castle Wizard Room (A)
- F = Zephyr Wind
- G = To Labyrinth Thieves' Chamber
- H = Torbriar's Treasury
- I = Information
- J = Pit To Wind Hollow Level 8 (A)
- K = Teleport To Wind Hollow
- L = Door To Wyn Sanctuary Level 6 (O)
- M = Moon Hollow, Arrive From Level 6 (U)
- N = The Leap
- O = Fight For Jack Of Spades
- P = Moon Hollow, Arrive From Level 6 (Y)
- Q/Q2= Enter Secret Door To Find Moon Prism inside
- R = Jump To Exodus Level 8 (G)
- S = Arrive From Level 8 (Q)
- T = Pit To Castle Gate Bazaar Level 9 (Q)

U = Torbriar's Fountain
V = Fight For Voranti's Key
W = Pit To Wind Hollow Level 8 (W)
X = Major Fight
Y = To Heaven's Fury
Z = Back Alley Door
1 = To Labyrinth Back Alley
2 = Fight To Win Flex Metal
@ = Nasty Wind
* = Moon Hollow Wind
⋮ = Lava
⋮ = Pit
⋮ = Moving Wall

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