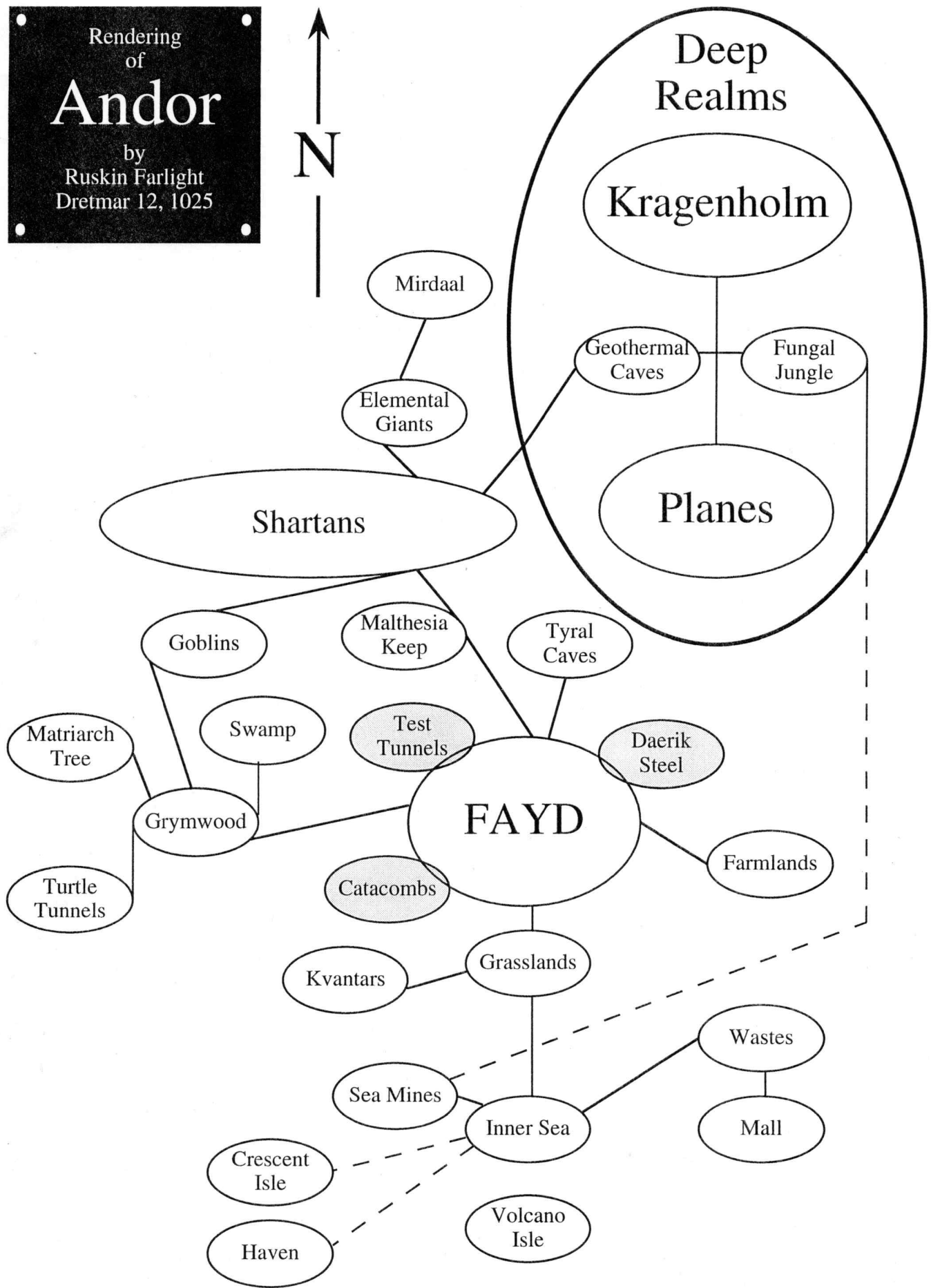
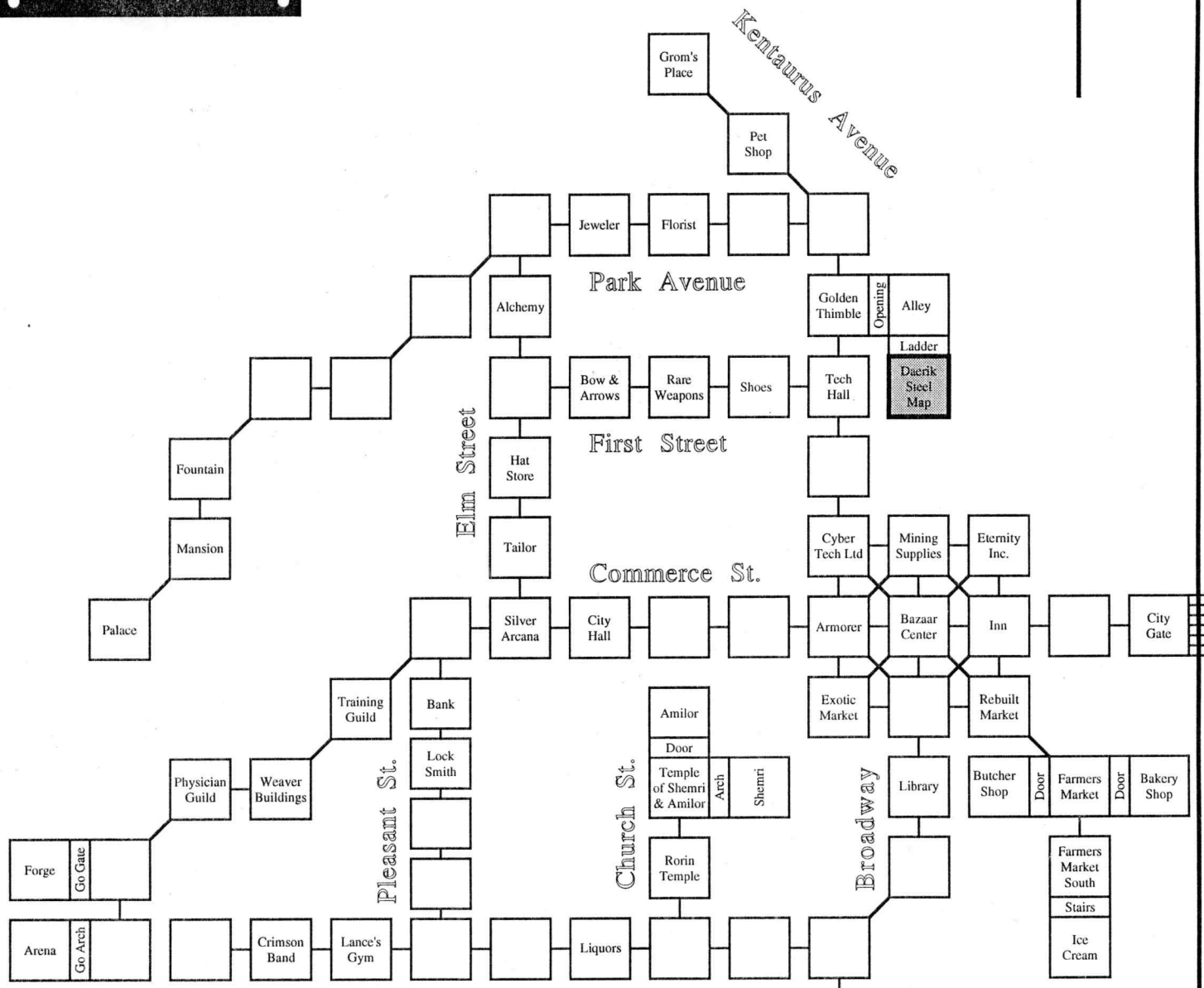


Rendering  
of  
**Andor**  
by  
Ruskin Farlight  
Dretmar 12, 1025



Rendering  
of  
**Fayd**

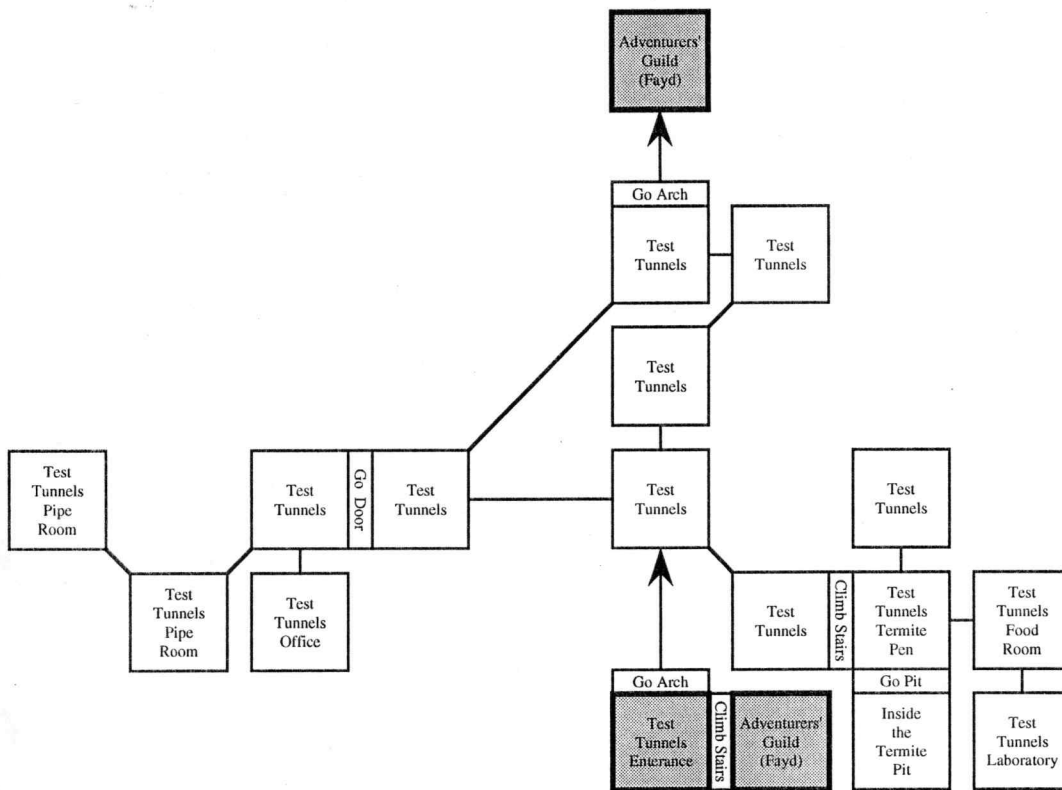
by  
Prophet Hunter  
Mixus 5,1016  
Ruskin Farlight  
Farnum 14, 1025



Poor  
Quarter  
Map

640  
398

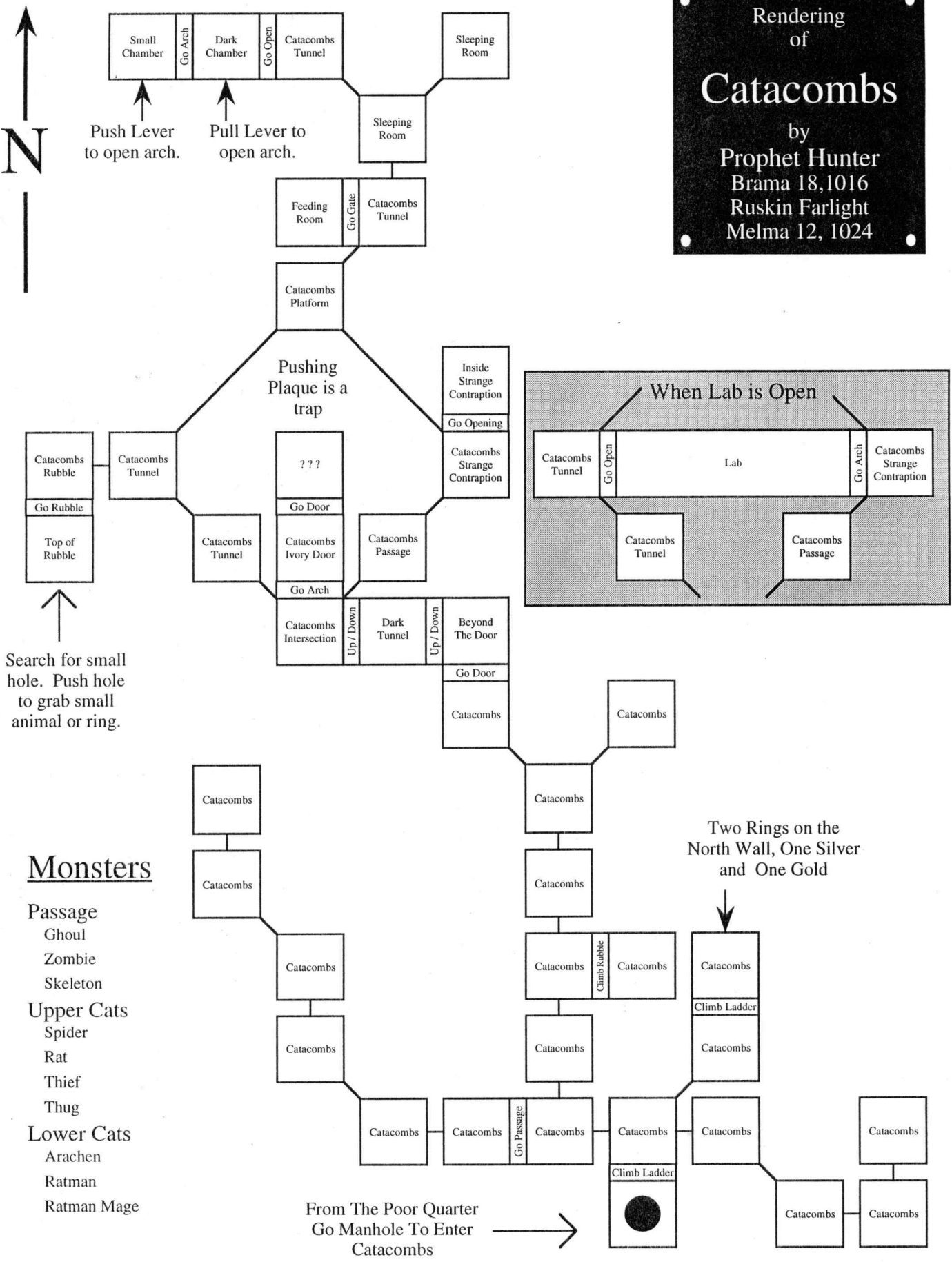
Rendering  
of  
**Test Tunnels**  
by  
Prophet Hunter  
Brama 18,1016  
Ruskin Farlight  
Farnum 14, 1025



Monsters

- Test Tunnels  
Kobald  
Metal Devil  
Giant Termite

Rendering of  
**Catacombs**  
 by  
 Prophet Hunter  
 Brama 18,1016  
 Ruskin Farlight  
 Melma 12, 1024



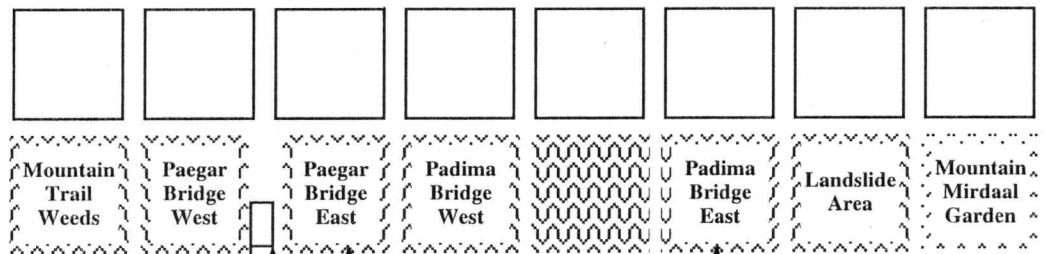
Search for small hole. Push hole to grab small animal or ring.

**Monsters**

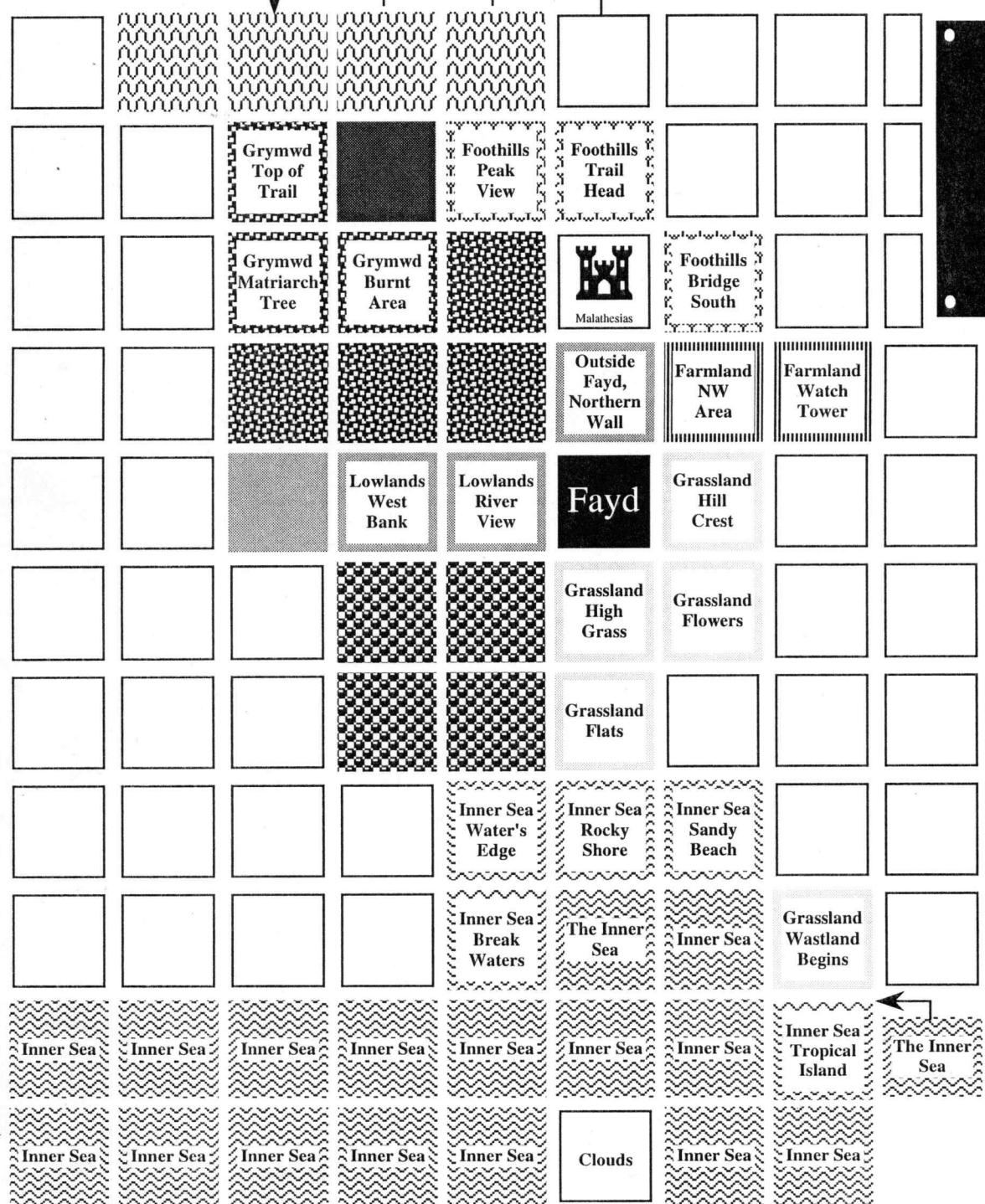
- Passage
- Ghoul
- Zombie
- Skeleton
- Upper Cats
- Spider
- Rat
- Thief
- Thug
- Lower Cats
- Arachen
- Ratman
- Ratman Mage

Two Rings on the North Wall, One Silver and One Gold

From The Poor Quarter  
 Go Manhole To Enter  
 Catacombs



Rendering  
of  
**Skies**  
by  
Prophet Hunter  
Dretmar 10,1016  
Ruskin Farlight  
Farnum 14, 1025

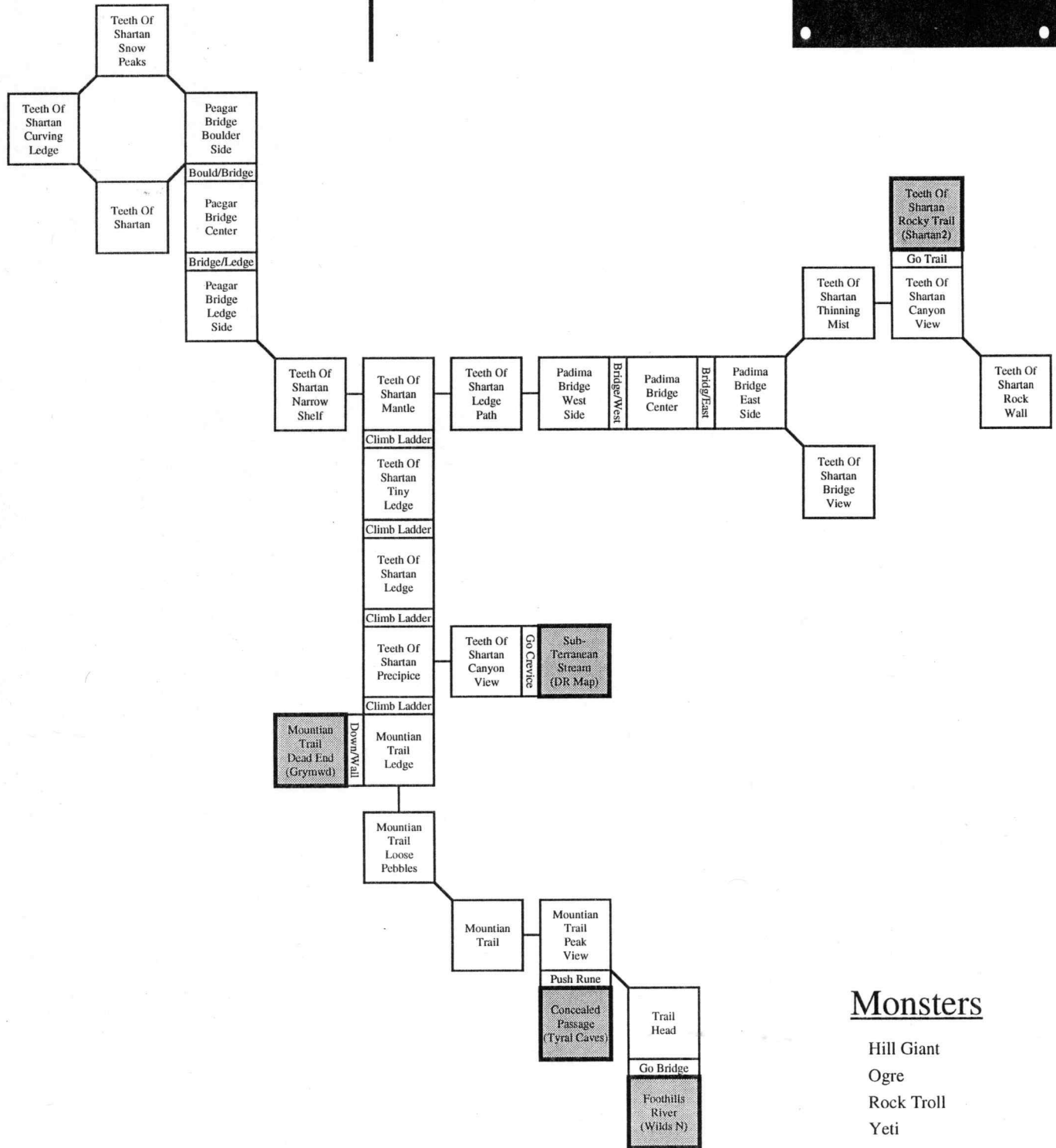


### Legend

- Northern Mountains
- Teeth of Shartan
- Foothills
- Farmlands
- Grassland
- Lowlands
- Swamp
- Woods
- Grymwood
- Seashore
- Wastlands

↓ To Volcano Island

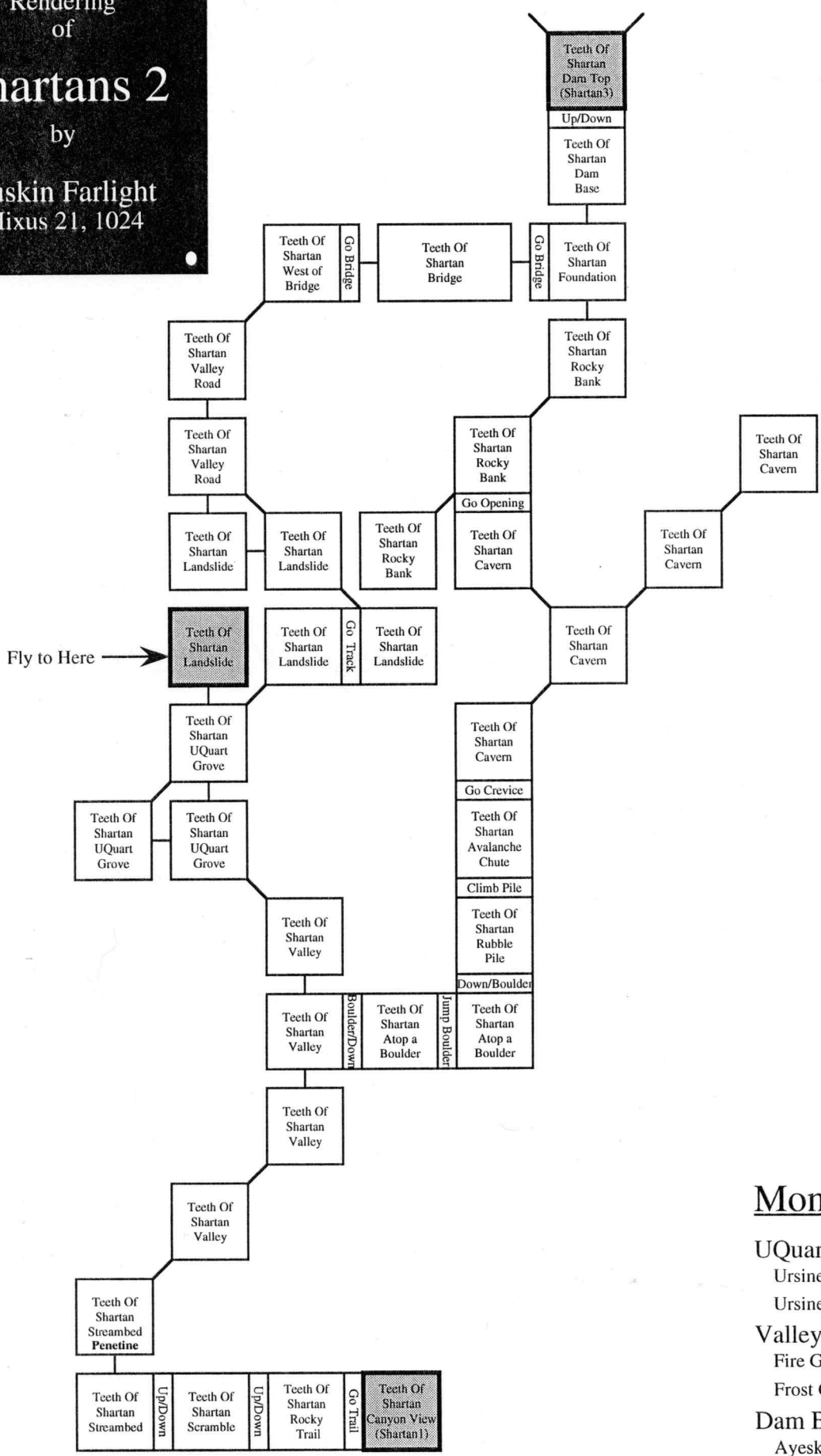
Rendering  
of  
**Shartans 1**  
by  
Ruskin Farlight  
Abra 12, 1024



**Monsters**

- Hill Giant
- Ogre
- Rock Troll
- Yeti

Rendering  
of  
**Shartans 2**  
by  
Ruskin Farlight  
Mixus 21, 1024

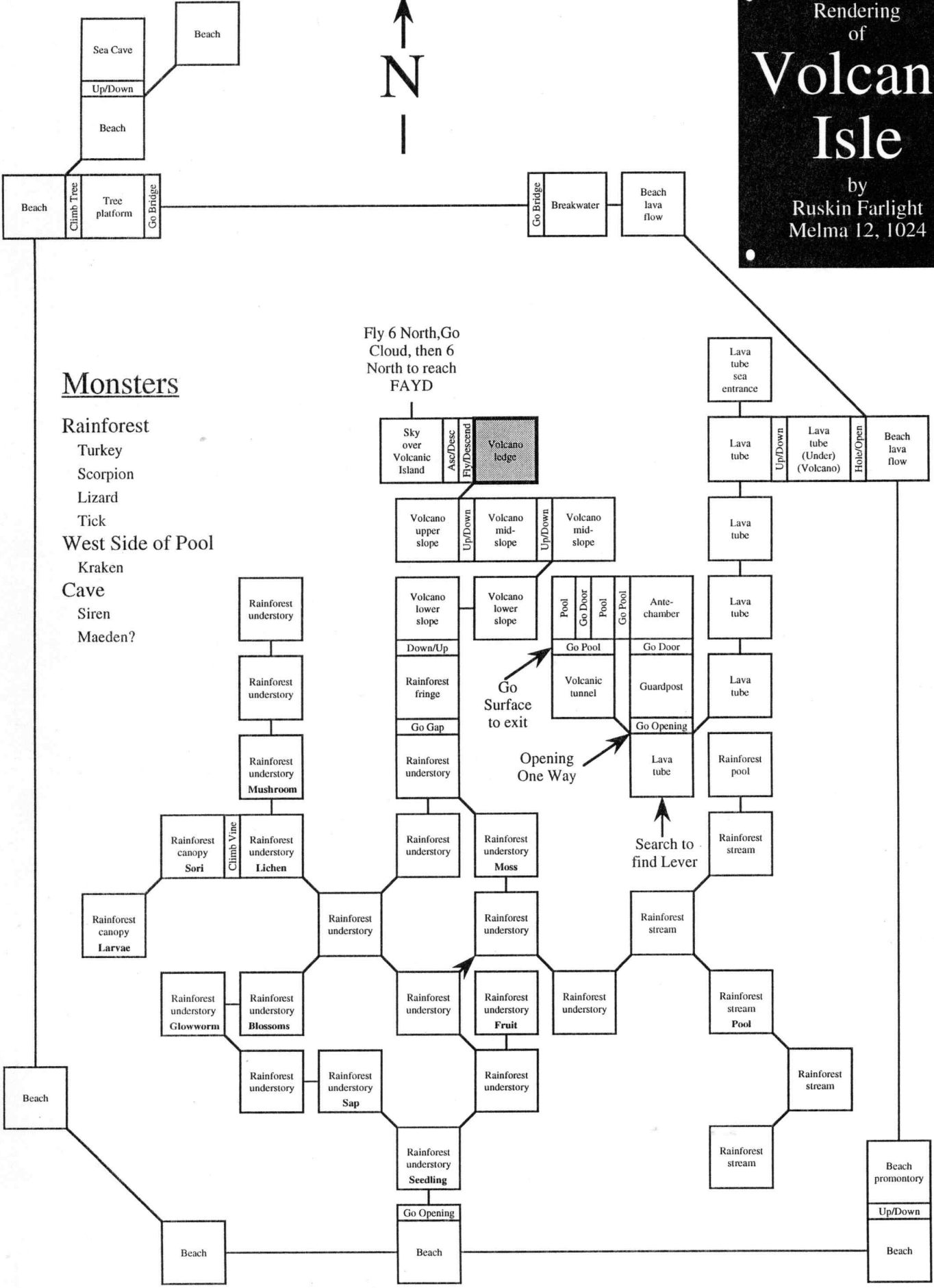


Monsters

- UQuart Grove, Cavern
  - Ursine
  - Ursine Mage
- Valley
  - Fire Giant
  - Frost Giant
- Dam Base
  - Ayeskrok



Rendering  
of  
**Volcano  
Isle**  
by  
Ruskin Farlight  
Melma 12, 1024



Monsters

Rainforest

- Turkey
- Scorpion
- Lizard
- Tick

West Side of Pool

- Kraken
- Cave
- Siren
- Maeden?

Fly 6 North, Go  
Cloud, then 6  
North to reach  
FAYD

Go  
Surface  
to exit

Opening  
One Way

Search to  
find Lever



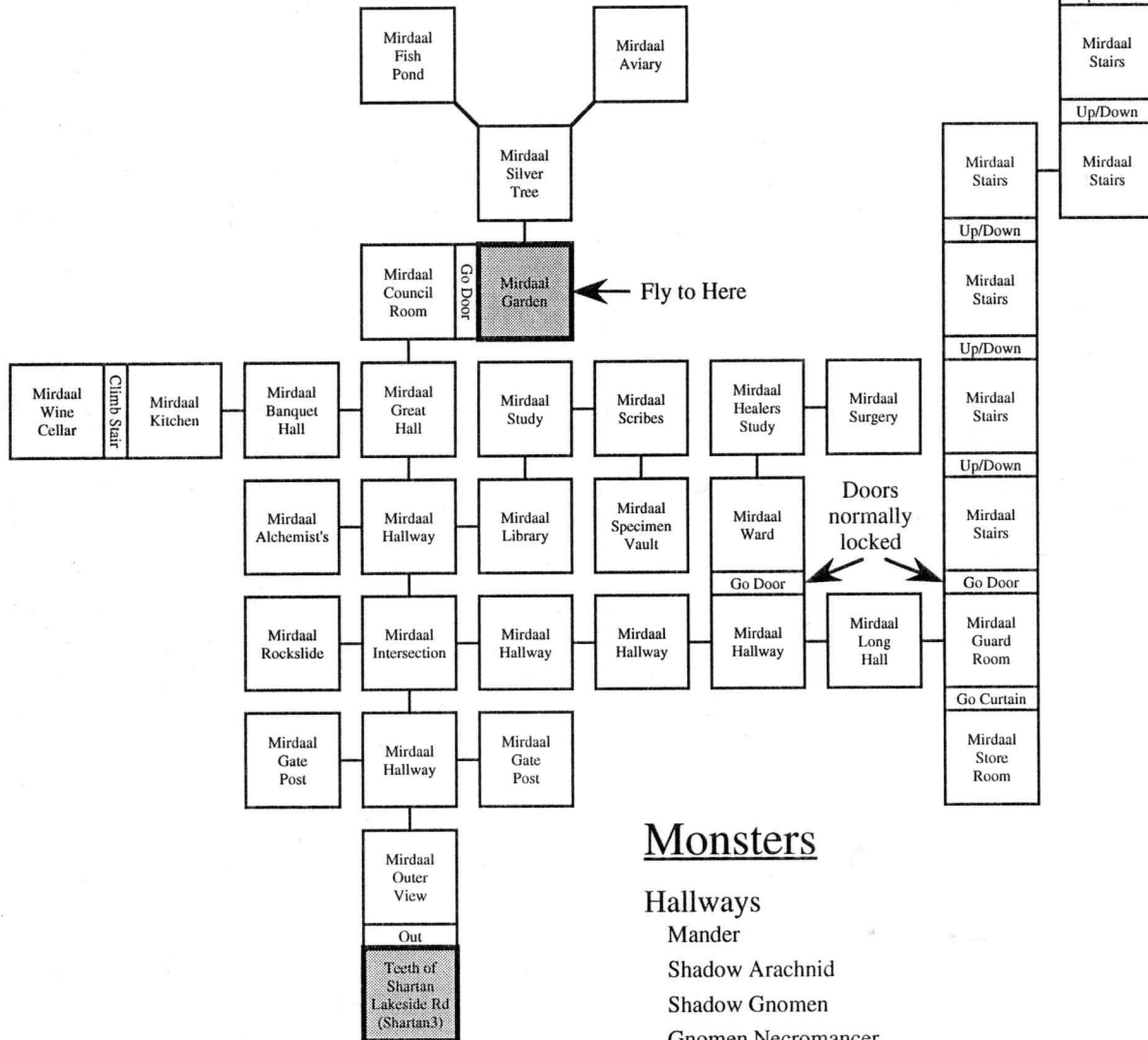




Rendering  
 of  
**Mirdaal**  
 by  
 A. Smith  
 1016  
 Ruskin Farlight  
 Farnum 14, 1025



Pull Lever  
 Turn Crank  
 to lower Ramp



## Monsters

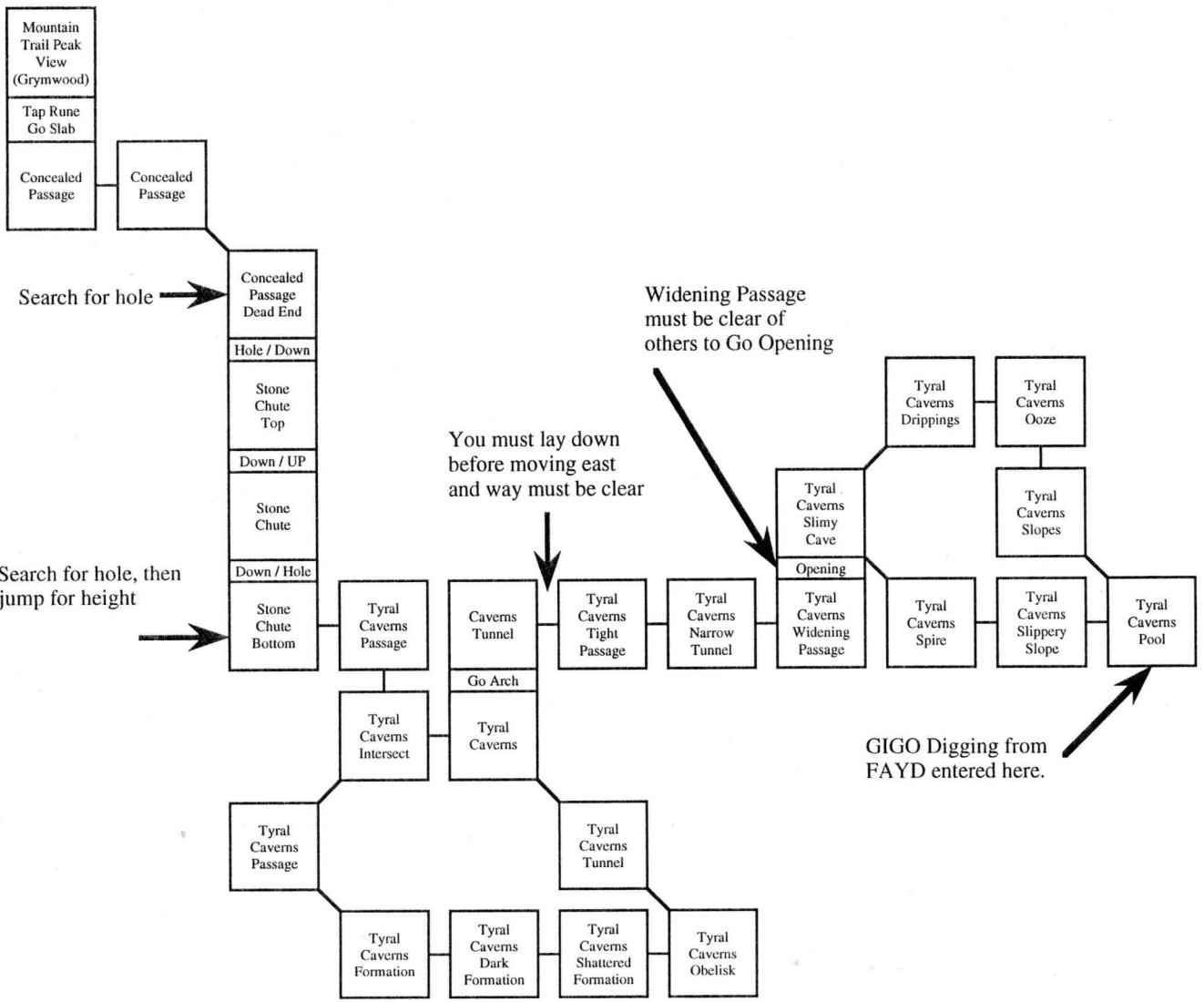
### Hallways

- Mander
- Shadow Arachnid
- Shadow Gnomes
- Gnomes Necromancer
- Screaming Head

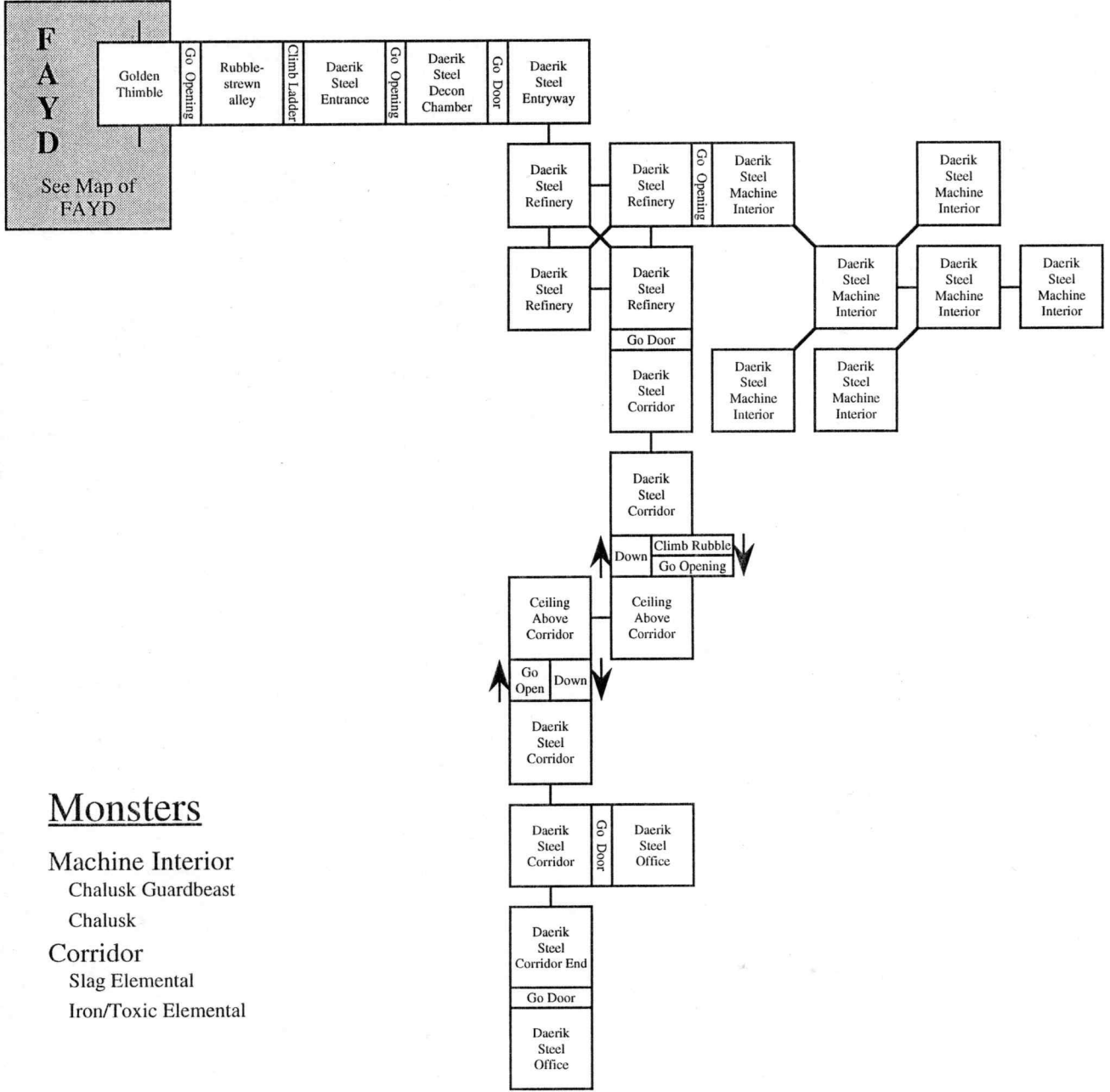
### Stairs

- Harpy

Rendering  
of  
**Tyral**  
by  
Prophet Hunter  
Mixus 5,1016  
Ruskin Farlight  
Detmar 14, 1024



Rendering  
of  
**Daerik  
Steel**  
by  
Ruskin Farlight  
Abra 12, 1024



Monsters

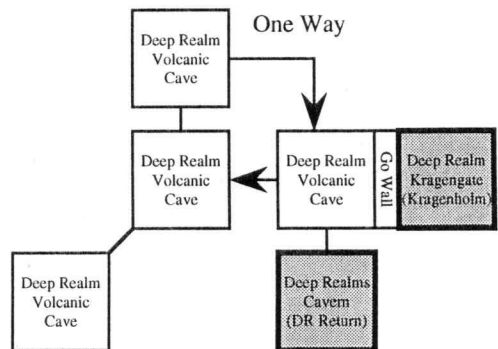
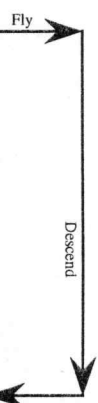
- Machine Interior
  - Chalusk Guardbeast
  - Chalusk
- Corridor
  - Slag Elemental
  - Iron/Toxic Elemental

Rendering of  
**Deep Realms 1**  
 by  
 Ace Smith  
 1015  
 Prophet Hunter  
 Mixus 5,1016  
 Ruskin Farlight  
 Mixus 12, 1024



- Subterranean Stream (Shartan1)
- Go Stream
- Subterranean Waterfall
- Climb Crevice
- Ledge Beneath Crevice
- Climb Vine
- Nook Beneath Ledge
- Climb Wall
- Subterranean Pool
- Go Arch
- Deep Realms Chamber of Fog
- Go Hole
- Deep Realm Hot Caves
- Deep Realm Geothermal Caves

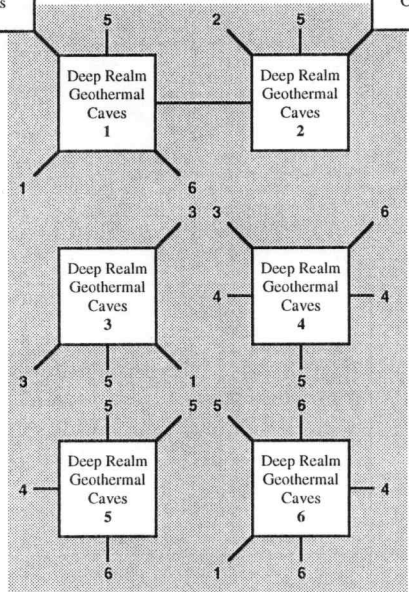
If you do not have climbing skills than you may slip and fall, there are 3 different climbs to make and with no training your chances are 45%, 38%, and 31% respectively. If you are a Drakin or under a fly spell or potion take advantage of flying down. A fall from any height will do either 112 or 225 points of body damage and it's likely to start bleeding.



- Deep Realm Natural Bridge West
- Go Shelf
- Deep Realm Top of Ledge
- Climb Ledge
- Deep Realm Blood of Andor
- Deep Realm Natural Bridge
- Deep Realm Natural Bridge East

2,500 Exp for crossing the first time.

You should have at least 5 ranks of Climbing Skill Before you attempt this climb. If you fall you will die. After 5 ranks of climbing, you can catch yourself and try again. Anyone with 5 ranks of climbing can also lead others up if joined.



From time to time, an exit from a room is blocked by a geyser. These will sputter out after only a few minutes, opening the exit.

**Monsters**

- Bridge, Caves
- Cave Haunt
- Sekleth
- Lurker

Rendering  
of  
**Kragenholm**  
by  
Prophet Hunter  
Mixus 5,1016  
Ruskin Farlight  
Mixus 24, 1024

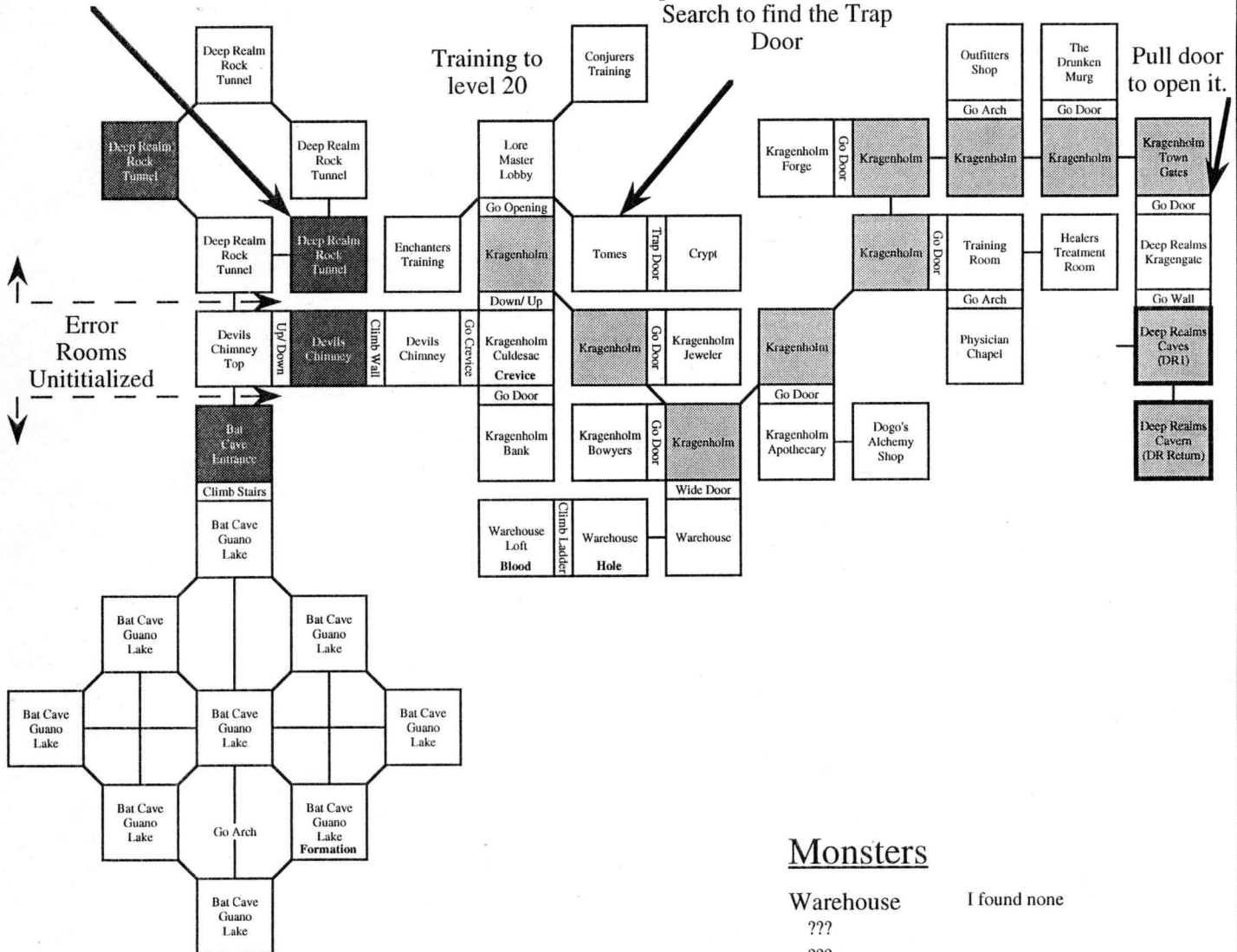
Dark Grey  
Squares  
Denote  
Excellent  
Mining Areas

Light Grey  
Squares  
Denote Main  
Street Through  
Town



In gap one can see large quantities of Randar, Elkyri, and Gold ore.

For Life Insurance place a Gurkin Pearl on the 3rd Pedestal.  
Gurkin Pearls can be purchased at the jeweler.  
Search to find the Trap Door

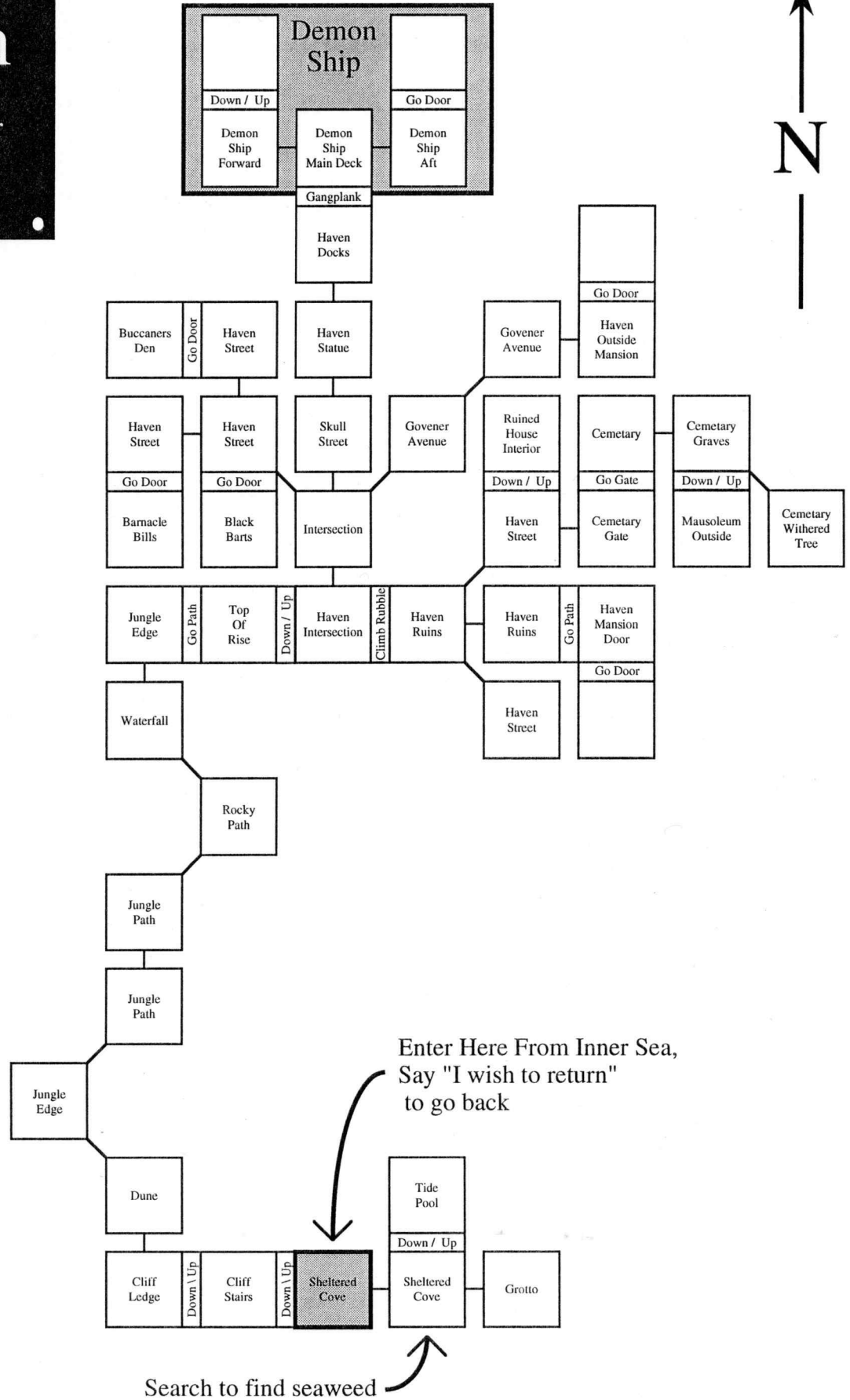


Monsters

- Warehouse I found none
- ???
- ???
- Rock Tunnel
- ???
- ???
- Bat Caves
- ???

Rendering  
of  
**Haven**

by  
Prophet Hunter  
Mixus 5,1016  
Ruskin Farlight  
Abra 12, 1024

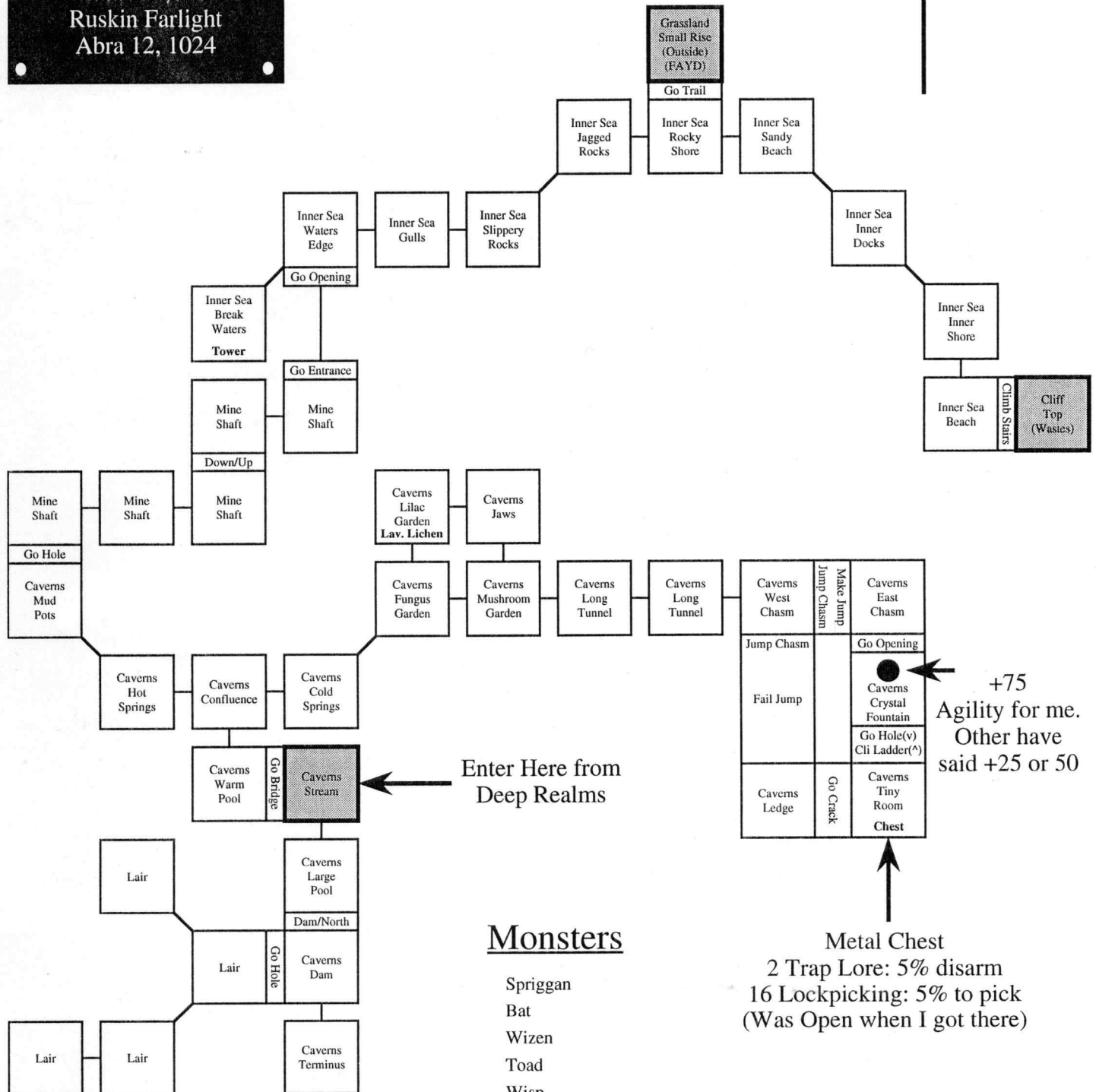


Monsters

- Jungle and Cove
- Constrictor
- Tiger
- Haven Streets
- Corsair
- Pirate
- Demon Ship
- ???
- Cemetery
- ???

# Rendering of Inner Sea and Mines

by  
Prophet Hunter  
Mixus 25,1016  
Ruskin Farlight  
Abra 12, 1024



Enter Here from Deep Realms

+75  
Agility for me.  
Other have said +25 or 50

## Monsters

- Spriggan
- Bat
- Wizen
- Toad
- Wisp

Metal Chest  
2 Trap Lore: 5% disarm  
16 Lockpicking: 5% to pick  
(Was Open when I got there)