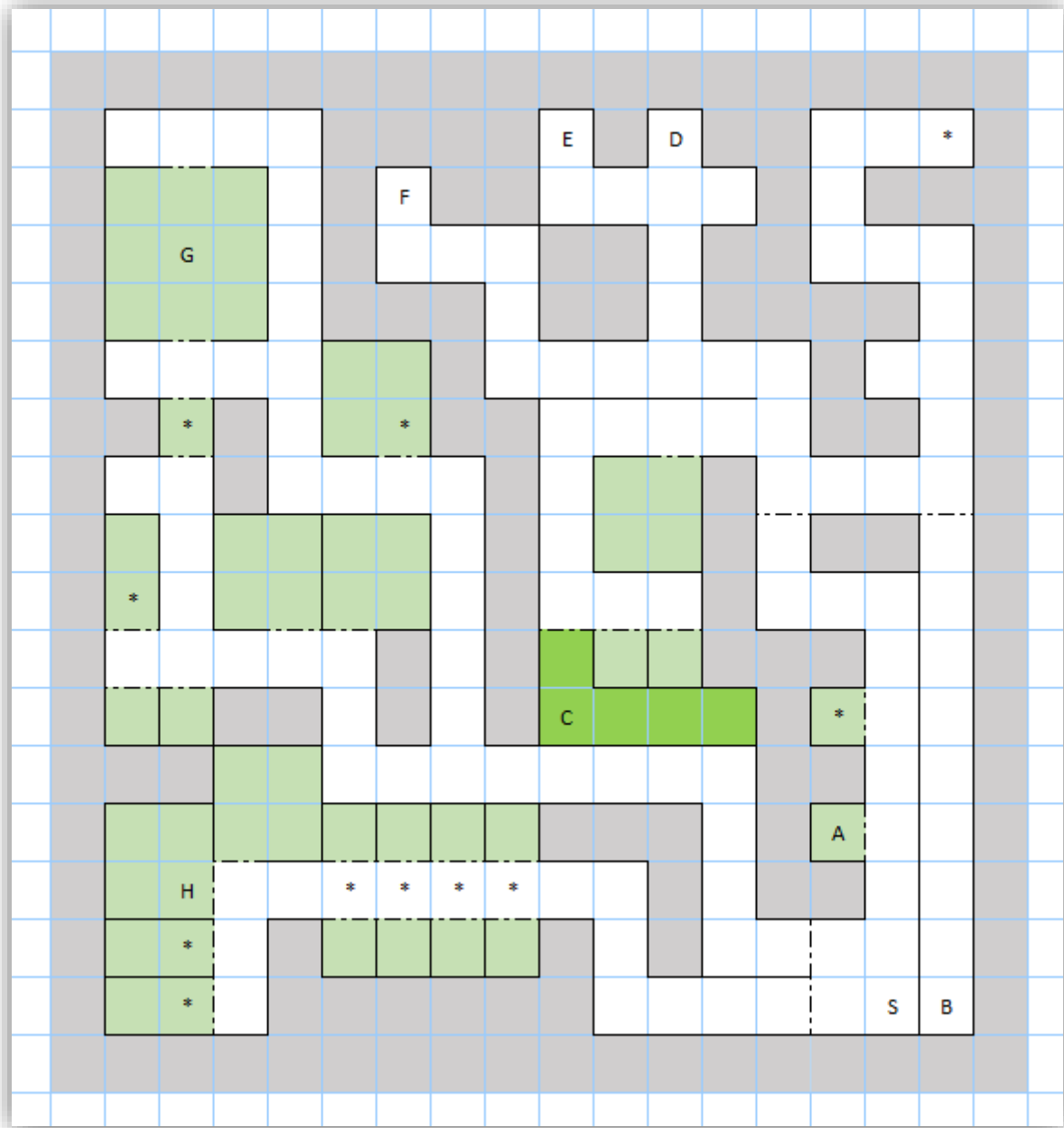


The Dungeon below Sorpigal



Places of Interest

S – Entrance, Stairs Up.

A – Scrawled on the wall, a message reads: The Jail above has many cells.

B – Portal, one way transport to a cave in the wilderness outside Sorpigal (C-2).

C – A room in constant darkness, with seemingly nothing inside.

D, E, F – Walls with messages saying not to turn around. Walk away backwards to avoid ambush.

G – The Arena. Take part in tough battles.

H – An old man with a quest to take a scroll to the wizard Agar in Eriquin

* – Potential fixed encounters