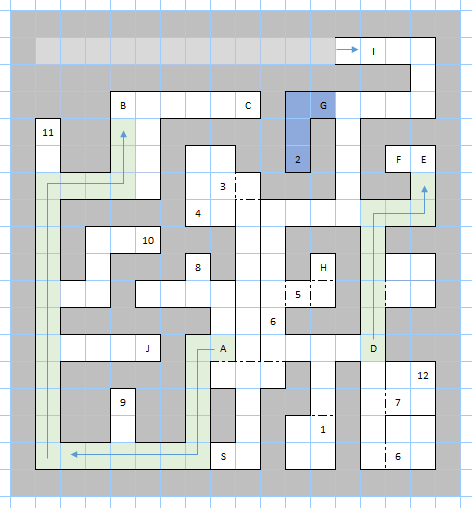
Cave Near Sorpigal (C-2)

# The Map



# Places of Note

S – Start, Entrance to the Cave.

A – Slide of acid, takes the party to B.

B – This is where the slide at A takes the party. Stepping on the path of the slide does damage and takes the party back to B.

C – Teleporter, transports the party to encounter #2.

D – Slide of acid, takes the party to E.

E – This is where the slide at D takes the party. Stepping on the path of the slide does damage and takes the party back to E.

F – Teleporter, transports the party to encounter #2.

G – This blue area is eternally dark. Torches and the Light spell do not work here.

H – A button here disables the two slides.

I – The corridor of infinite encounters. The party cannot advance past this point. Attempting to advance simply triggers a random encounter.

J – A portal. Takes the party to sector B-3, to the dungeon below the town of Portsmith. This is a one way trip.

|  |  |
| --- | --- |
| 1 – Barbarians  2 – Acidic Blobs  3 – Ogres  4 – Cyclops  5 – Caryatid Guard  6 – Giant Spiders | 7 – Militiamen  8 – Centaur  9 – Dinolizards  10 – Wild Boars  11 – Fire Beetles  12 – Druids |

# Encounters

# Other Notes

The **green area** are the paths of the slides. Slides do damage and take the party in one direction. The only way to get past them is to **push the button** **at location H**. Each time the party leaves the dungeon, this button and the slides reset.

The **blue area** is constantly dark and cannot be lit up.

I couldn’t figure out the corridor of infinite encounters yet.

The main goal of the dungeon is to fight the giant spiders at 6 and the caryatid guards at 5, and then push the button to activate the slides. After that, the rest of the dungeon can be explored.