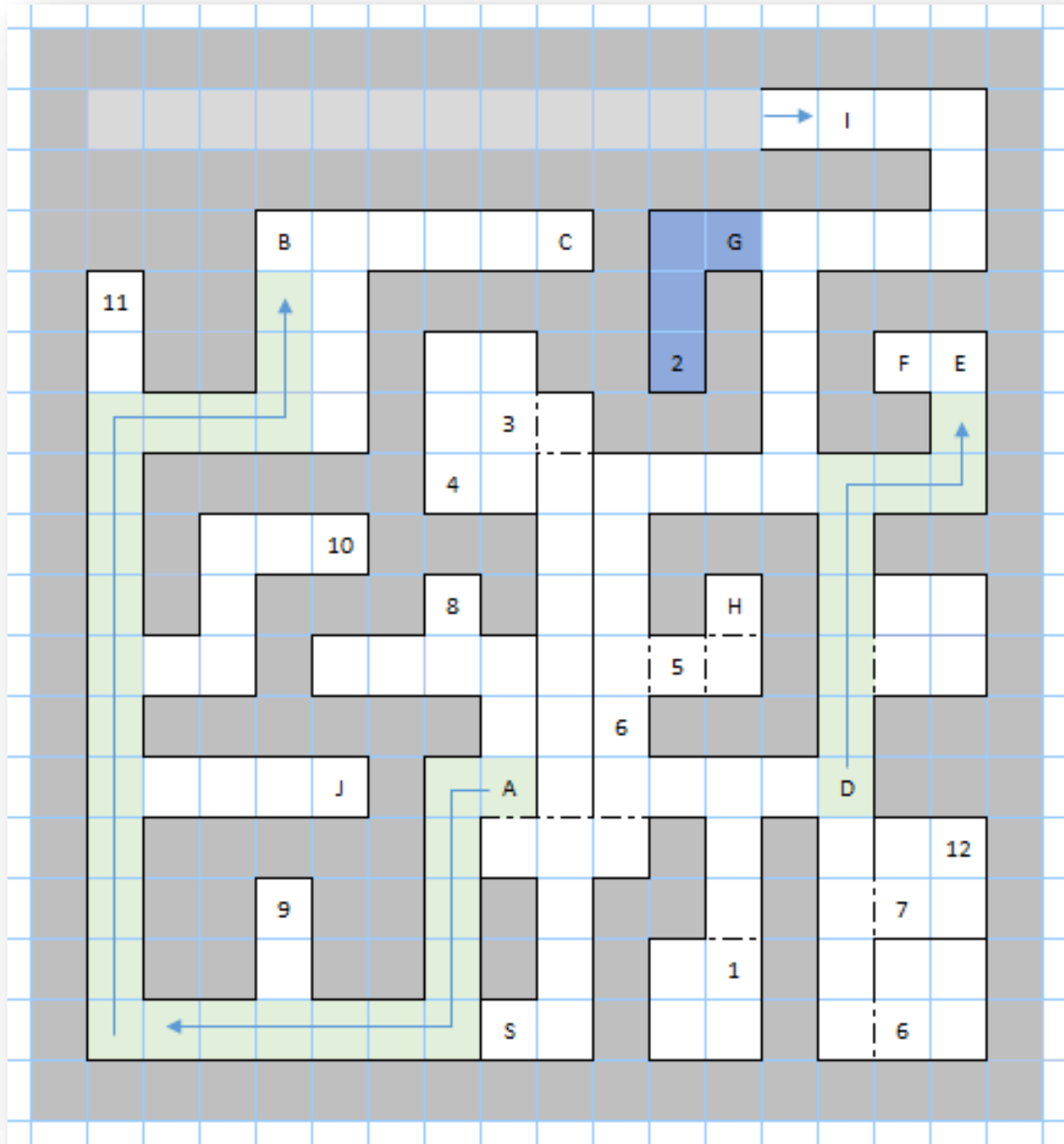


Cave Near Şorpigal (C-2)

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 Portsmouth. This is a one way trip.

Encounters

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

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.