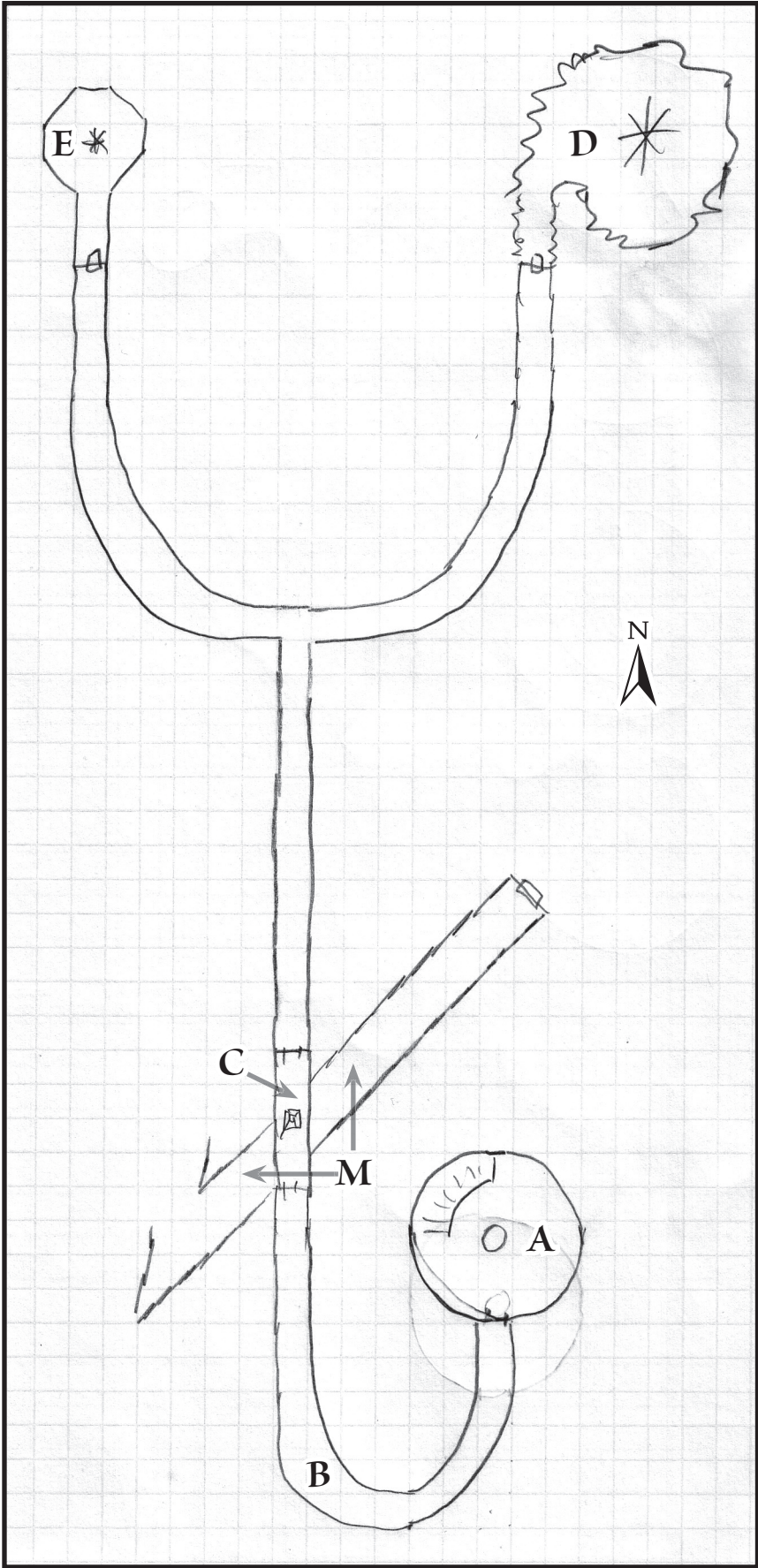
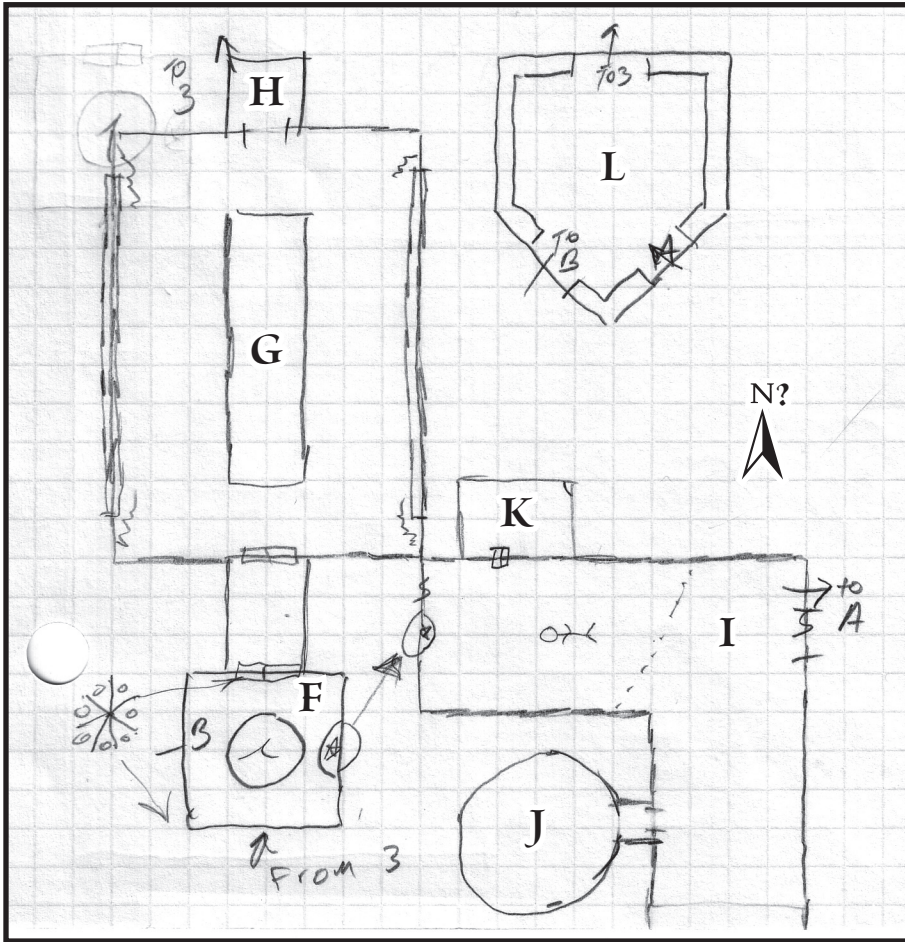


Lupus Dunne's Maps (Deloco 12-14, C.Y. 756)



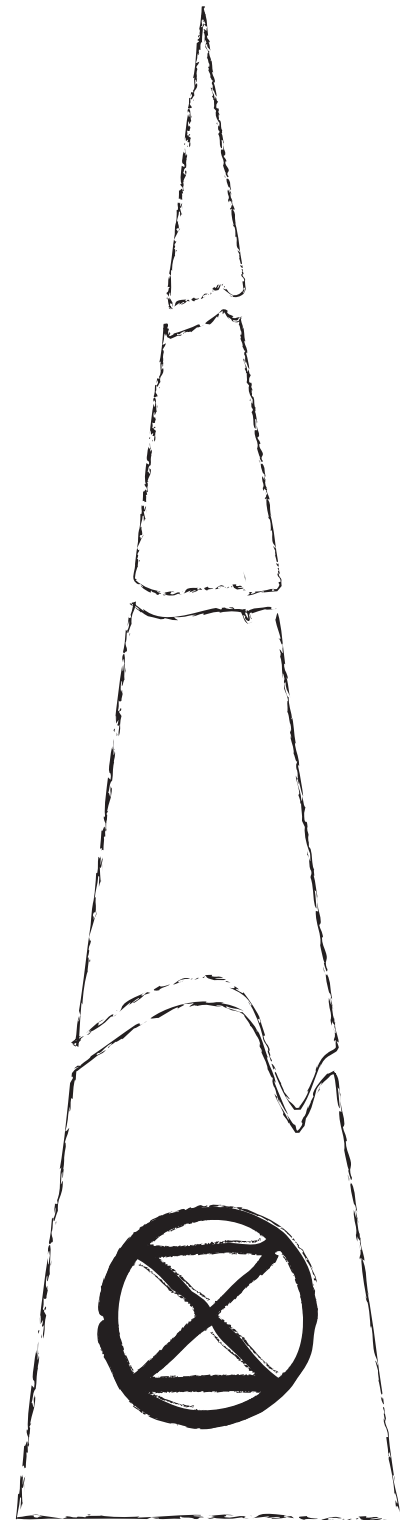
- A. Tower basement
- B. Flaming corridor
- C. Bloodstone chamber
- D. Warped cavern
- E. Chapel (Shadow battle)
- M. Passwall corridor (Chain Devil battle)

Nalinquar Stronghold



Morian's Rooms

- F. Foyer with fountain and "statue".
- G. Dining hall
- H. Alcove (exit to Tower Level 3)
- I. Laboratory (Gauth battle)
- J. Summoning chamber
- K. Tattooing studio (exit to Tower Level 3)
- L. Library (exit to Tower Level 3)



Drawing found
in Library