

A Gazetteer of NetHack 3.4  
Compiled by Dylan O'Donnell <psmith@spod-central.org>  
Archive date: 2007-10-16

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# A Gazetteer of NetHack 3.4

## Here be Dragons

[NetHack](#) is a large game. The Mazes of Menace consist of eight branches, containing between them up to 81 individual levels. Many of these are special predefined levels; all have their own challenges and dangers. This Gazetteer attempts to provide the intrepid hacker with an overview of them.

- [Asmodeus' Lair](#)
- [Astral Plane](#)
- [Baalzebub's Lair](#)
- [Big Room](#)
- [Castle](#)
- Delphi (see [Oracle](#))
- [DUNGEONS OF DOOM](#)
- [ELEMENTAL PLANES](#)
- Endgame (see [ELEMENTAL PLANES](#))
- [Fake Wizard's Towers](#)
- [FORT LUDIOS](#)
- [GEHENNOM](#)
- Gnome King's Wine Cellar (see [Mines' End](#))
- [GNOMISH MINES](#)
- [Juiblex' Swamp](#)
- Ludios (see [FORT LUDIOS](#))
- [Medusa's Island](#)
- [Minetown](#)
- [Mines' End](#)
- [Moloch's Sanctum](#)
- [Oracle](#)
- [Orcus-town](#)
- [Plane of Air](#)
- [Plane of Earth](#)
- [Plane of Fire](#)
- [Plane of Water](#)
- [QUEST](#)
  - Quest goal
- Quest home
- Quest locate
- [Rogue Level](#)
- Sanctum (see [Moloch's Sanctum](#))
- [SOKOBAN](#)
- [Top Level](#)
- [Valley of the Dead](#)
- [Vibrating Square](#)
- [VLAD'S TOWER](#)
- [Wizard's Tower](#)

### [Acknowledgements](#)

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# Legend to Maps

Where possible without ambiguity, the maps use the same symbols that NetHack itself uses in the ASCII tty interface (and documented in the Guidebook). The symbols used in the Gazetteer are as follows:

-	Vertical or horizontal walls	.	Open floor
<	An upstairs or upladder	>	A downstairs or downladder
+	A door (open or closed)	^	A trap or magic portal
}	A pool or moat	{	A fountain
_	An altar	\	A throne
B	Iron bars	C	A cloud
D	A drawbridge (open or closed)	I	Ice
K	A sink	L	Lava
S	A secret door	T	A tree
%	Food items	?	Scrolls
!	Potions	*	Gems
`	A boulder or statue		

Unless otherwise specified, blank space represents solid rock; lowercase letters are labels for special rooms, or else 'x marks the spot'.

---

# The Dungeons of Doom

This is a downward-extending branch consisting of between 25 and 29 levels; it is the branch in which the player begins the game.

The following dungeon branches connect to the Dungeons of Doom:

<a href="#">Elemental Planes</a>	(DL 1)
<a href="#">Gnomish Mines</a>	(DL 2 to DL 4)
<a href="#">Sokoban</a>	(DL 6 to DL 10)
<a href="#">The Quest</a>	(DL 11 to DL 16)
<a href="#">Fort Ludios</a>	(DL 11 to DL 27, not guaranteed)
<a href="#">Gehennom</a>	(DL 25 to DL 29)

The following special levels may be found in this branch:

<a href="#">Top Level</a>	(DL 1)
<a href="#">Oracle</a>	(DL 5 to DL 9)
<a href="#">Big Room</a>	(DL 10 to DL 12, 40% chance)
<a href="#">Rogue Level</a>	(DL 15 to DL 18)
<a href="#">Medusa's Island</a>	(2nd to 5th level from bottom, DL 21 to DL 28)
<a href="#">The Castle</a>	(Bottom level, DL 25 to DL 29)

(Note that some level ranges are interdependent, so certain combinations of branch/level locations are impossible; for more specific information, see individual entries.)

Most non-special levels consist of an "ordinary" room-and-corridor layout; some rooms may be special (see [room-343.txt](#)). Levels between Medusa's island and the Castle have a 4/5 chance of being mazes. All non-special, non-branching levels below DL 3 are eligible to leave bones files (which may result in maze levels being encountered outside the range just noted).

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# The Elemental Planes

This is a (nominally) upward-extending branch consisting of 5 levels; it is reached by going up from the [Top Level](#) of the [Dungeons of Doom](#) while carrying the Amulet of Yendor.

Each Plane is linked to the next by a magic portal; no return to previous levels is possible.

The Planes are, in successive order:

- [Plane of Earth](#)
- [Plane of Air](#)
- [Plane of Fire](#)
- [Plane of Water](#)
- [Astral Plane](#)

All levels in the branch are ineligible to leave bones files.

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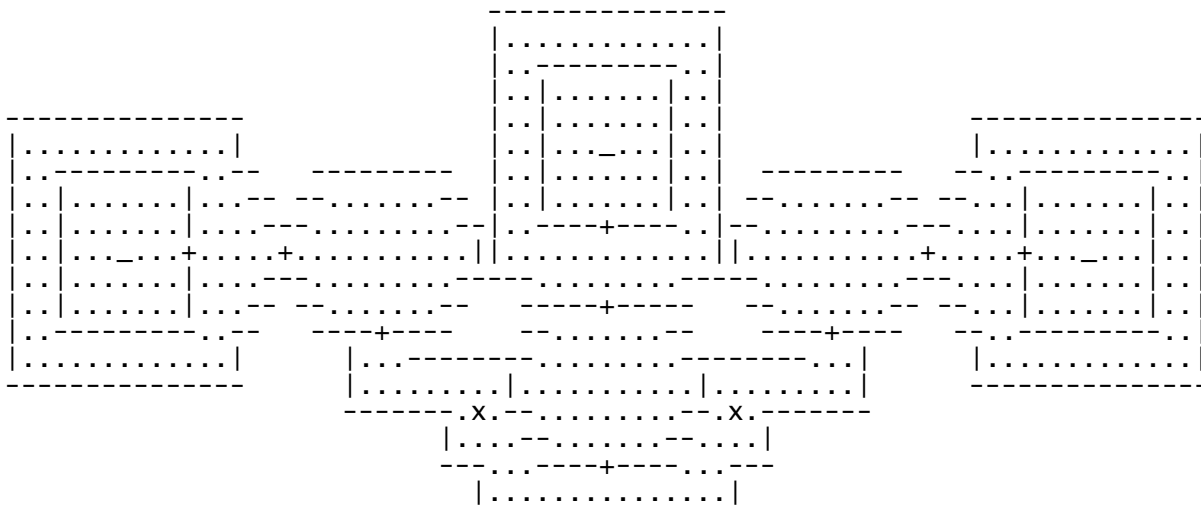
# Astral Plane

This is the fifth and final of the [Elemental Planes](#), reached by a magic portal from the [Plane of Water](#).

The Astral Plane is ineligible to leave bones files. The entire level is no-teleport and blocked to magic mapping; all walls and floors are undiggable and unphasable.

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## Map



### [Legend](#)

The three high altars are aligned one each of lawful, neutral, and chaotic; it is not discernable from a distance which is which (and the high priests in attendance are similarly anonymised).

The three Riders, Death, Famine, and Pestilence, are placed randomly in the centres of the three round rooms; in each round room there are also four priests and two Angels of Moloch. Each courtyard surrounding the high temples contains two priests and two Angels of each alignment (one each of your alignment will be peaceful). In addition, the level contains three random D, three random L, three random V, and three to six random player-monsters.

Arrival through the portal from the Plane of Water places you randomly at one of the spots marked 'x' in the curved bottom corridor. If you have the conflict intrinsic, one to four hostile Angels will be created around you; otherwise, if your alignment is at least "fervent" (9 or higher), a tame guardian Angel will be created (but will vanish and send in the hostile Angels if you later use conflict in its vicinity).

---

# Plane of Water

This is the fourth of the five [Elemental Planes](#), reached by a magic portal from the [Plane of Fire](#).

The Plane of Water is ineligible to leave bones files. The entire level is no-teleport and has an undiggable floor.

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The level is almost wholly water, with several moving air bubbles. You arrive on the level in a bubble on the left-hand side of the level; the magic portal to the [Astral Plane](#) is randomly placed in a bubble on the right of the level, and drifts with that bubble.

Randomly located around the level are nineteen water elementals, eight electric eels, eight giant eels, nine kraken, four sharks, four piranhas, four jellyfish, and four other random monsters.

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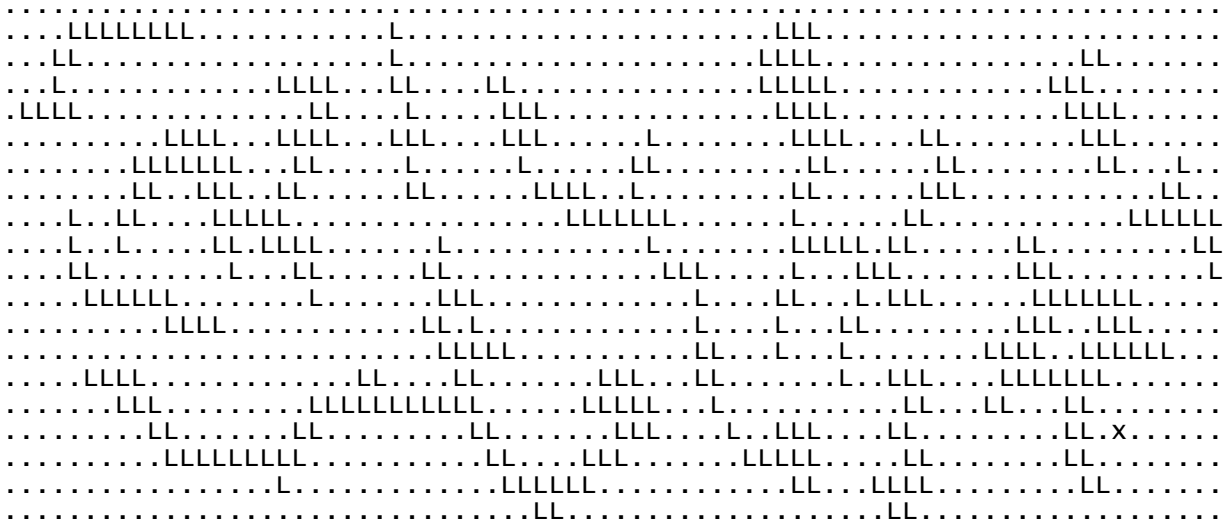
# Plane of Fire

This is the third of the five [Elemental Planes](#), reached by a magic portal from the [Plane of Air](#).

The Plane of Fire is ineligible to leave bones files. The entire level is no-teleport and has an undiggable floor.

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## Map



### [Legend](#)

You arrive on the level at the point marked 'x'; the magic portal to the [Plane of Water](#) is randomly located anywhere other than the lower right of the level. Randomly located around the level are a red dragon, a balrog, 19 fire elementals, six fire vortices, six hell hounds, two stone golems, three barbed devils, three pit fiends, five fire giants, a scorpion, a dust vortex, three pit vipers, eight salamanders, a minotaur, and two steam vortices. There are 40 fire traps placed randomly on the level.

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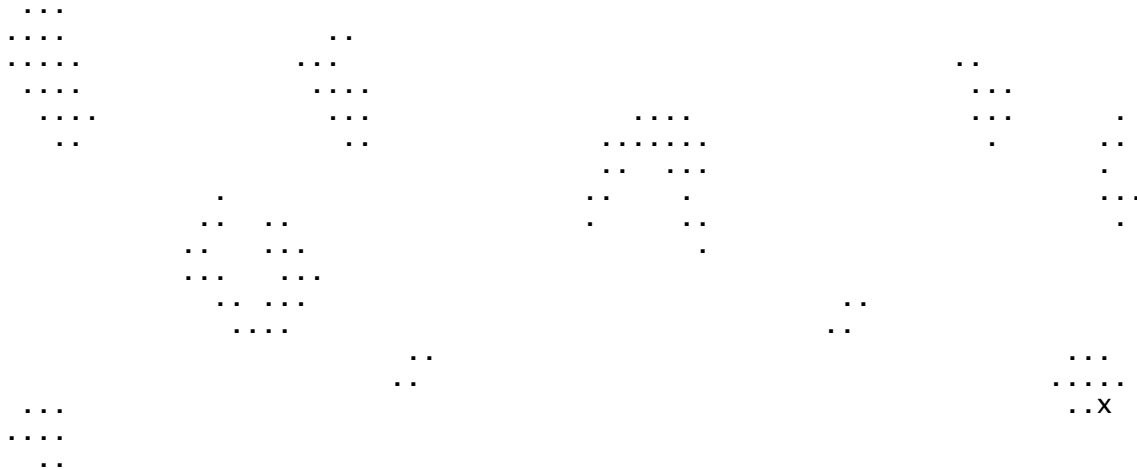
# Plane of Earth

This is the first of the five [Elemental Planes](#), reached by going up from the [top level](#) of the [Dungeons of Doom](#) while carrying the Amulet of Yendor.

The Plane of Earth is ineligible to leave bones files. The entire level is no-teleport and has an undiggable floor.

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## Map



### [Legend](#)

You arrive on the level at the point marked 'x'; the magic portal to the [Plane of Air](#) is randomly located in any of the caverns except the entrance one. On arrival, the Wizard of Yendor will put in an appearance (helpfully carrying a spellbook of digging); the entrance cavern is also occupied by an Elvenking carrying a guaranteed pick-axe, and a minotaur with a guaranteed wand of digging. The remainder of the level contains 27 earth elementals, eight rock trolls, five stone giants, five pit vipers, three barbed devils, three pit fiends, a rock piercer, an umber hulk, a dust vortex, four stone golems, a scorpion, and a minotaur, distributed fairly evenly through the caverns.

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# Top Level

This is the highest level of the [Dungeons of Doom](#), and so located on DL 1.

The top level (as for all levels above DL 4) is ineligible to leave bones files.

This is an ordinary [Dungeons](#) room-and-corridor level in almost all respects. It is the level on which the player character begins the game (at the upstairs); going up from the level will mean escaping the dungeon (and ending the game) unless you are carrying the Amulet of Yendor, in which case you instead arrive at the [Plane of Earth](#). Cursed potions of gain level can only be used if you are carrying the Amulet.

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# The Gnomish Mines

This is a downward-extending branch consisting of 8 or 9 levels; it is reached by a second downstair in the [Dungeons of Doom](#), between DL 2 and DL 4. If the top level is at DL 3, it is ineligible to leave bones due to its depth; otherwise, all levels except Mines' End may leave bones.

The following special levels are found in this branch:

[Minetown](#) (3rd or 4th level, DL 5 to DL 8)

[Mines' End](#) (Bottom level, DL 10 to DL 13)

All non-special levels are caverns, containing 7 gnomes, 2 dwarves, a gnome lord, 2 random G and one random h. (However, note that if you are playing a dwarf or gnome, two-thirds of these dwarves or gnomes respectively will be made random monsters instead.) 6 random traps are placed on each level, along with one random tool, 3 random loose gems (or piles of gems), and three random other objects; in addition, the rock is more heavily mineralised than the Dungeons of Doom. Monster creation in this branch is biased towards lawful monsters.

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# Minetown

This level is located on the 3rd or 4th level of the [Gnomish Mines](#) (and therefore between DL 5 and DL 8).

Minetown is eligible to leave bones files. Monster creation on this level is biased towards lawful monsters.

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## Map details

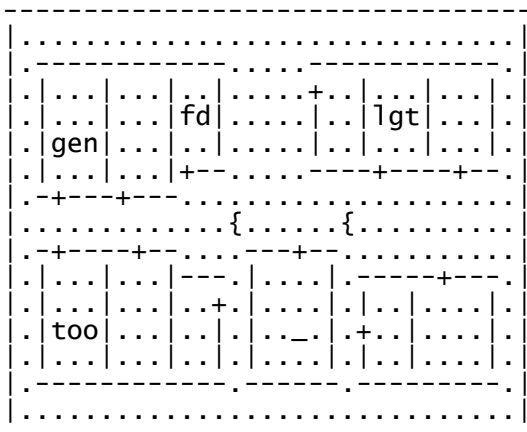
Minetown comes in seven different versions, each of which has an equal chance of being used:

- [Frontier Town](#)
- [Town Square](#)
- [Alley Town](#)
- [College Town](#)
- [Grotto Town](#)
- [Bustling Town](#)
- [Bazaar Town](#)

Bear in mind that, as elsewhere in the Gnomish Mines, if you are playing a dwarf or gnome, two-thirds of the dwarves or gnomes respectively that are listed in these descriptions will be made random monsters instead.

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### Frontier Town



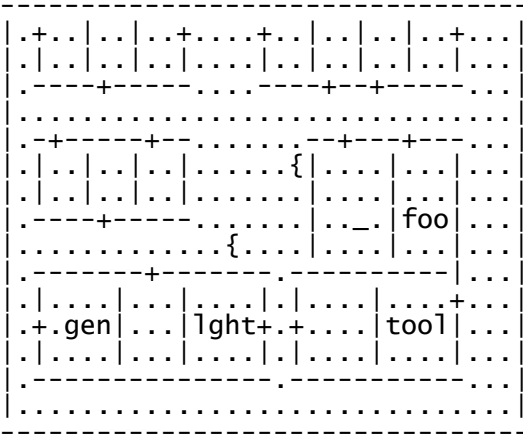
#### [Legend](#)

There are four watchmen and a watch captain randomly placed in the town; the temple has its attendant priest, and also contains two gnomish wizards. There are gnomes in the rooms to SW and NE of the open fountain space, and a gnome lord in the NE corner room. The lighting shop (marked 'lgt') is manned by a shopkeeper named Izchak; the remaining three shops each have a 90% chance of being filled and manned, namely the general store ('gen'), food shop ('fd'), and tool shop ('too').

There are four rooms to the sides of the mapped area, containing the stairs (in separate rooms), three gnomes and a dwarf, and two random traps; they are linked to each other and the town proper by corridors.

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## Town Square



### Legend

There are four watchmen and a watch captain randomly placed in the town; the temple has its attendant priest, and also contains two gnomish wizards. The lighting shop (marked 'lght') is manned by a shopkeeper named Izchak; the remaining three shops each have a 90% chance of being filled and manned, namely the general store ('gen'), food shop ('foo'), and tool shop. There are gnomes in the rooms to west of the open fountain space, between the site of the general store and the lighting shop, and the third in the row of rooms in the NE; there is a gnome lord in the room opposite the lighting shop.

There are four rooms to the sides of the mapped area, containing the stairs (in separate rooms), three gnomes and a dwarf, and two random traps; they are linked to each other and the town proper by corridors.

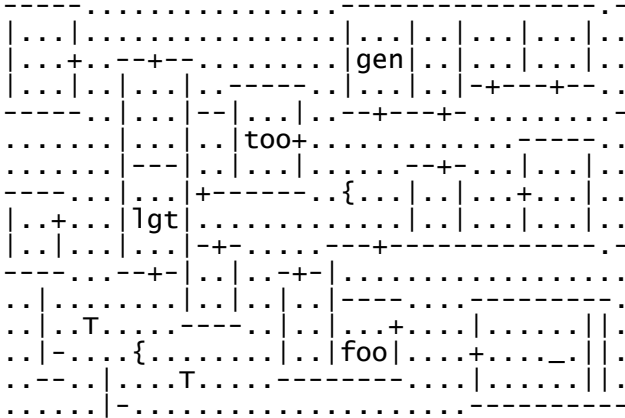








## Bustling Town



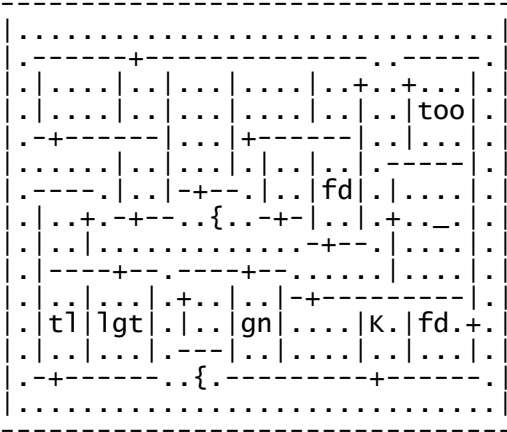
### [Legend](#)

There are three watchmen and two watch captains randomly placed in the town, along with six gnomes, three dwarves, and two gnome lords; the temple has its attendant priest. The lighting shop (marked 'lgt') is manned by a shopkeeper named Izchak; there is also a tool shop ('too'), a food shop ('foo') and a general store ('gen'). The dark room between the lighting shop and the tool shop contains a gnome lord and a gnome; the room to the right of the central fountain contains a gnome.

The mapped town area is surrounded by empty cavern level, which is lit and contains the upstairs (to the left of the town) and the downstairs (to the right).

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## Bazaar Town



### Legend

There are four watchmen and a watch captain randomly placed in the town, along with three gnomes, a gnome lord, and two monkeys; the temple has its attendant priest and also contains two gnomish wizards. The lighting shop (marked 'lgt') is manned by a shopkeeper named Izchak; there is a 50% chance each of two food shops ('fd'), a 50% chance of one tool shop ('tl') and 30% chance of a second ('too'), and a 60% chance of a general store ('gn'). Each of these chances is independent.

The large room immediately to the north of the central fountain contains a gnome and three monkeys; the room immediately to its right contains a random nymph, and the room to the right of that a gnome king. The room to the north of the lower fountain contains a random G.

There are four rooms to the sides of the mapped area, containing the stairs (in separate rooms), three gnomes and a dwarf, and two random traps; they are linked to each other and the town proper by corridors.

# Mines' End

This level is located on the bottom level of the [Gnomish Mines](#) (and therefore either their 8th or 9th level, and between DL 10 and DL 13).

Mines' End is ineligible to leave bones files. Monster creation on this level is biased towards lawful monsters.

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## Map details

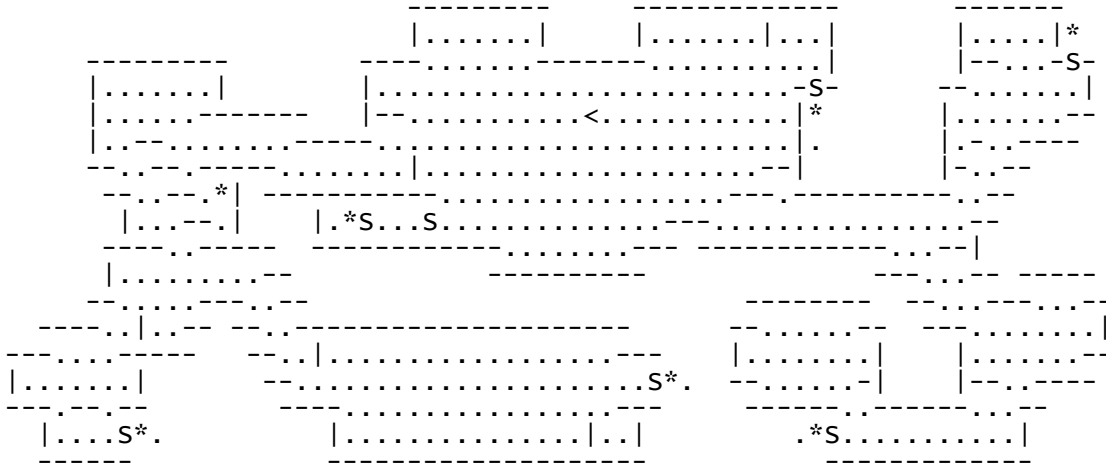
The end of the Gnomish Mines comes in three different versions, each of which has an equal chance of being used:

- [The Mimic of the Mines](#)
- [The Gnome King's Wine Cellar](#)
- [The Catacombs](#)

Bear in mind that, as elsewhere in the Gnomish Mines, if you are playing a dwarf or gnome, two-thirds of the dwarves or gnomes respectively that are listed in these descriptions will be made random monsters instead.

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## The Mimic of the Mines



### Legend

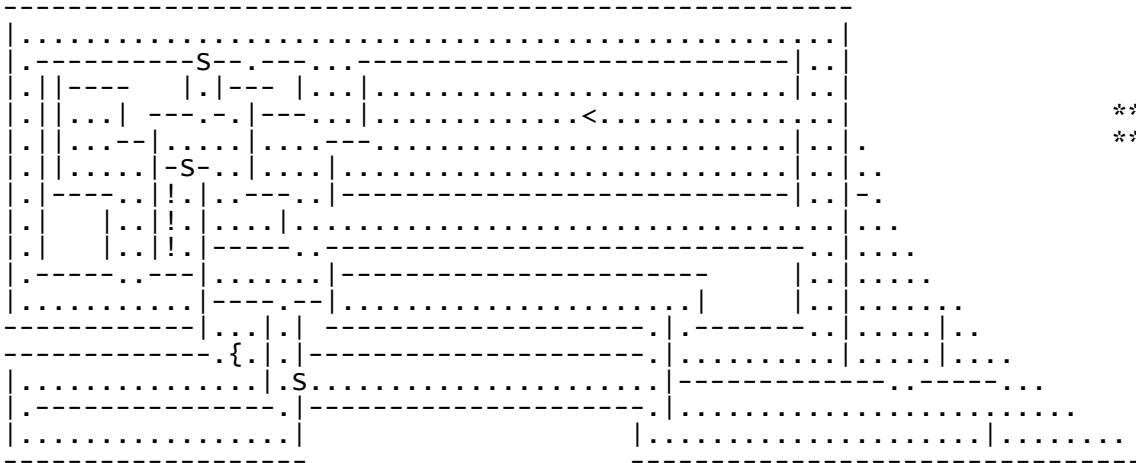
Randomly placed on the level are a gnome king, three gnome lords, two gnomish wizards, nine gnomes, two hobbits, three dwarves, and a random h. In addition to the items enumerated below, there are two random tools, seven random gems, and three other random objects; and six random traps. The walls of the level are undiggable.

Six of the seven spots marked '\*', randomly assigned, have a collection of gems or mimics pretending to be gems, as follows:

- A worthless piece of violet glass, an emerald, a diamond, and a mimic imitating a luckstone.
- An amethyst, a worthless piece of green glass, a diamond, and a mimic imitating a flint stone.
- An amethyst, an emerald, a worthless piece of white glass, and a mimic imitating a loadstone.
- A worthless piece of violet glass, an emerald, a worthless piece of white glass, and a mimic imitating a touchstone.
- A loadstone, a ruby, and a worthless piece of red glass.
- A luckstone, a worthless piece of red glass, and a ruby.

The seventh spot is empty.

## The Gnome King's Wine Cellar

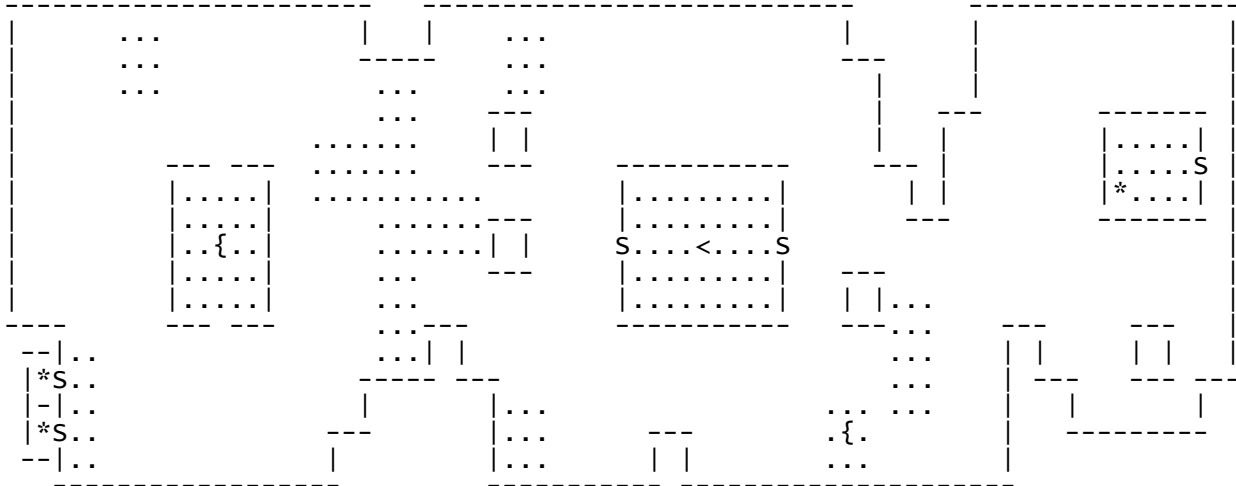


### [Legend](#)

Randomly placed on the level are a gnome king, three gnome lords, two gnomish wizards, nine gnomes, two hobbits, three dwarves, and a random h. In addition to the items enumerated below, there are two random tools, seven random gems, and three other random objects; and six random traps.

There is a collection of jewels in the marked cavity with the following minima: two diamonds, two random gems (NW); two emeralds, two random gems (NE); one ruby, one emerald, two random gems (SW); two amethysts, one ruby, one random gem, and a luckstone on top (SE). The Gnome King's Wine Cellar (the central-left room) contains nine potions; each marked location contains two potions of booze and one other potion, the northern two being random and the southernmost a potion of object detection. All walls are undiggable except the two vertical walls near the lower-right; the dark area to the right side of the map is unwalled, diggable rock.

## The Catacombs



### [Legend](#)

The blank space comprising the bulk of the above map is filled with a maze linking the marked chambers and open spaces, avoiding the marked pillars. Randomly placed on the level are an ettin mummy, four random e, five random M, and two random V; two diamonds, three emeralds, two rubies, two amethysts, seven other random gems, five random scrolls, four random spellbooks, and three other random objects.

The three spots marked '\*' have, randomly allocated, a flint stone, a luckstone, and nothing; the two spots with stones also have level teleport traps. The level is blocked from magic mapping, but the walls are diggable except those of the treasure chambers.

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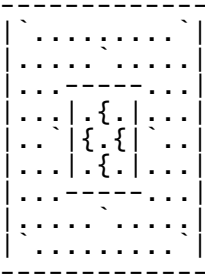
# Oracle

The Oracle is located between levels 5 and 9 of the [Dungeons of Doom](#).

The Oracle level is eligible to leave bones files. Monster creation on this level is biased towards neutral monsters.

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## Map detail



### [Legend](#)

There are five rooms to the sides of the above area, containing the stairs (in separate rooms), five random monsters, three random traps, and six random objects; they are linked to each other and to the mapped room by corridors. The Oracle is at the centre of the 3\*3 room ("Delphi"), amid the fountains; Delphi has a random empty doorway in one wall. The marked statues are two of forest centaurs (NW and SE), two of mountain centaurs (NE and SW), and four of plains centaurs (N, W, S, and E). There are two random monsters in the area surrounding Delphi.

#chatting to the Oracle can get you advice; the charge for a minor oracularity (from the true rumours file) is 50 zorkmids, for a major oracularity (specific, if highly cryptic, information) is 500 + (50\*XL); this exercises wisdom, and the first of each type gives a small amount of experience.

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# Sokoban

This is an upward-extending branch consisting of 4 levels; it is reached by a second upstairs in the [Dungeons of Doom](#) located on the level immediately below the [Oracle](#) level (and therefore between DL 6 and DL 10).

All levels in the branch are no-teleport and ineligible to leave bones files. Level teleport is also forbidden within the branch. Monster creation within this branch is biased towards neutral monsters.

On all Sokoban levels, diagonal movement between boulders or between boulders and walls, pushing boulders diagonally, or picking boulders up, are disallowed actions; all walls are undiggable and unphasable. Certain actions carry -1 Luck penalties:

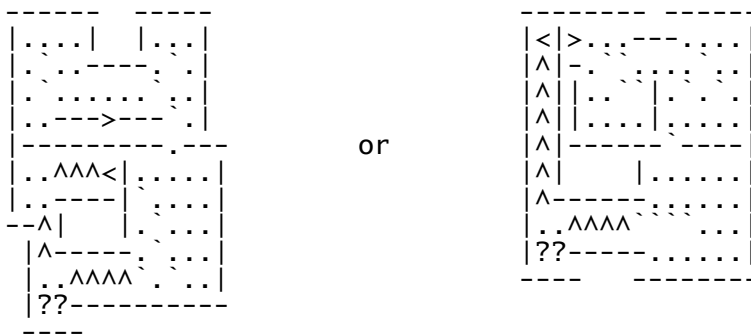
- breaking boulders
- turning boulders to flesh
- reading scrolls of earth
- jumping
- being pulled by a chain attached to a thrown iron ball
- movement by Newton's Third Law
- squeezing past boulders

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## Maps

Each level will be one of two variants, chosen with equal probability. Each level contains four random food items, one random ring, and one random wand (along with lots of boulders). The marked traps on each level are holes (with the exception of the bottom level, where they are pits), and are inescapable.

### Bottom level

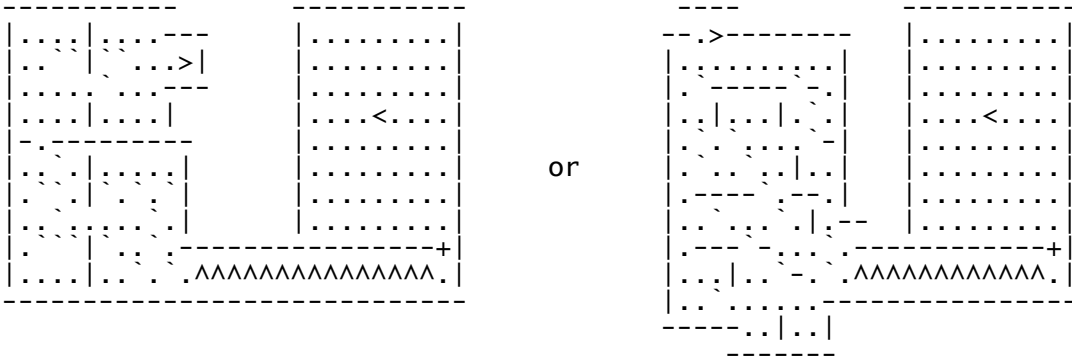


### [Legend](#)

In addition to the usual items on the level, there are two marked scrolls of earth. The marked traps are pits.

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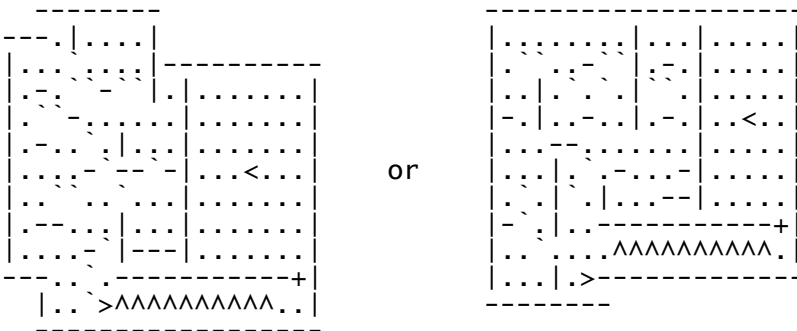
## Second level



[Legend](#)

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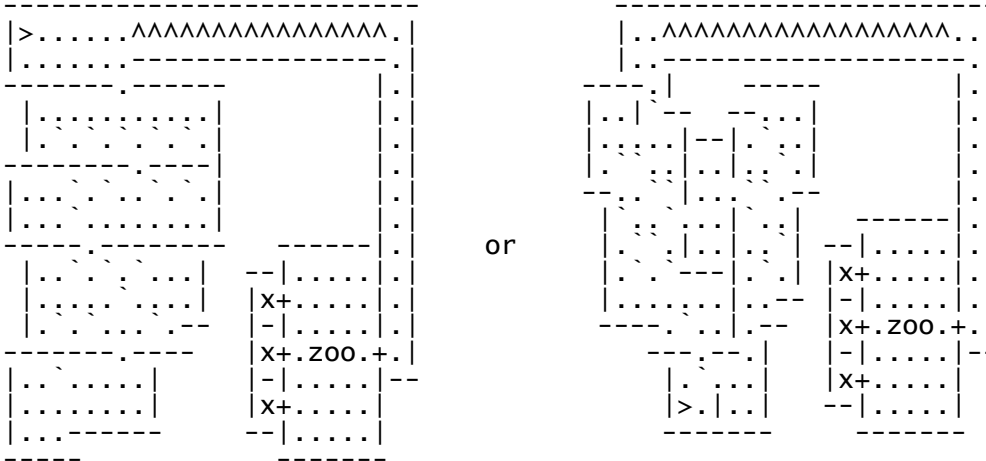
## Third level



[Legend](#)

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## Top level



### Legend

One of the points marked 'x' (chosen randomly) contains a bag of holding (in the left variant of the level) or an amulet of reflection (in the right variant). In addition to the monsters in the marked zoo, there are two giant mimics imitating boulders randomly placed on the level.

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# Big Room

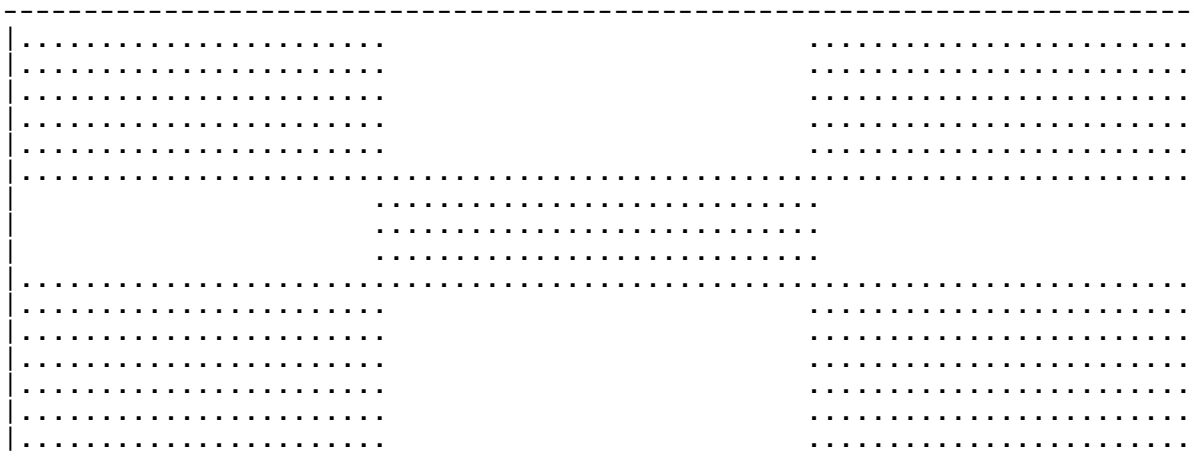
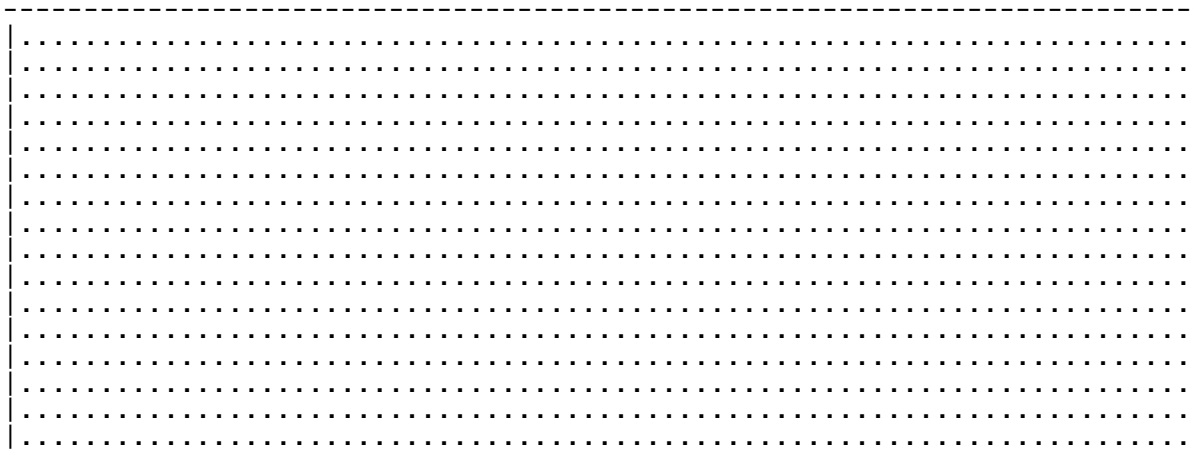
The Big Room has a 40% chance of existing in any given dungeon, and is located between levels 10 and 12 of the [Dungeons of Doom](#).

The Big Room is eligible to leave bones files, and may contain the [Quest](#) portal.

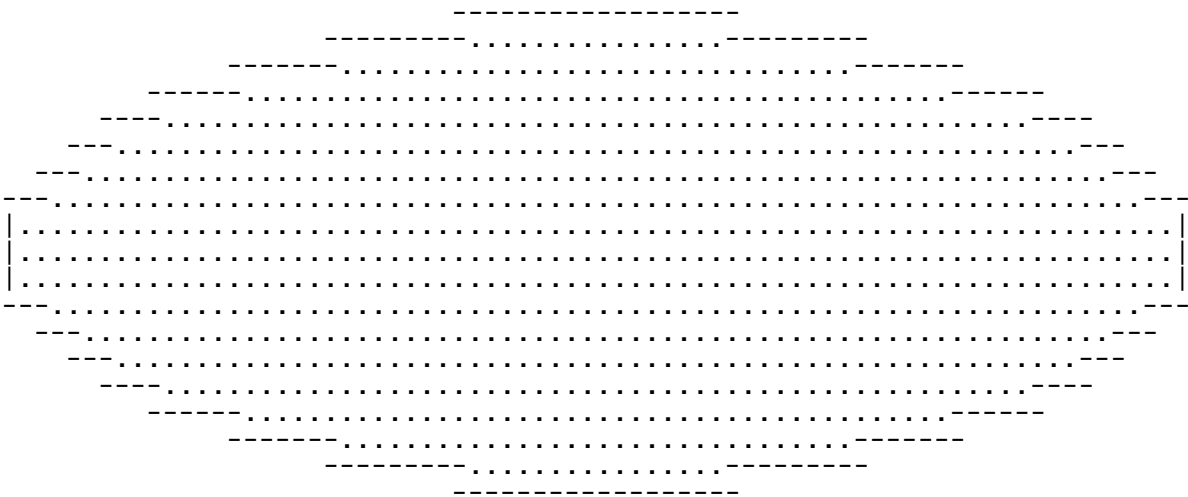
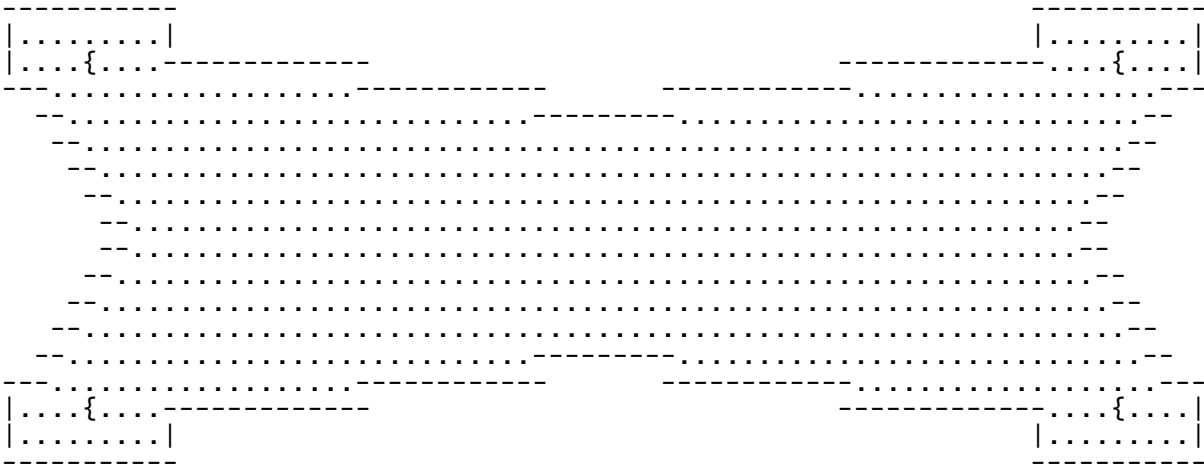
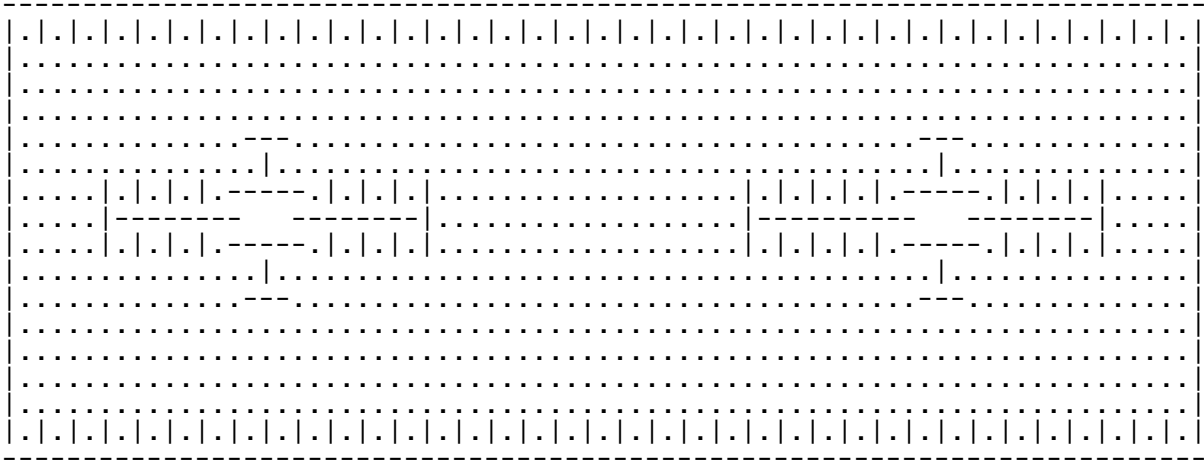
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## Maps

The layout of the room will be chosen with equal probability from the following five:



The dark areas in the above map represent unlit open space.



[Legend](#)

The Big Room is just what the name suggests, a big room; it contains six random traps, 28 random monsters, and fifteen random objects.

# The Quest

This is a downward-extending branch consisting of 5 or 6 levels; it is reached by a magic portal in the [Dungeons of Doom](#), 6 or 7 levels below the [Oracle](#) level (and therefore between DL 11 and DL 16).

The following special levels are found in this branch:

Quest home (Top level)

Quest locate (3rd level)

Quest goal (Bottom level, 5th or 6th)

The locate and non-special levels are eligible to leave bones; the home and goal levels are not.

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Each character class has its own Quest, with its own layout of levels and its own characteristic monsters. For specific details of each, see the individual entries below:

- [Archeologist](#)
- [Barbarian](#)
- [Cave\(wo\)man](#)
- [Healer](#)
- [Knight](#)
- [Monk](#)
- [Priest\(ess\)](#)
- [Ranger](#)
- [Rogue](#)
- [Samurai](#)
- [Tourist](#)
- [Valkyrie](#)
- [Wizard](#)

However, all Quests have certain things in common. The Dungeons level with the portal will be signalled by a telepathic message from your Quest Leader. Proceeding from the home level to the second level requires you to be at least XL 14, of pious alignment, have the same alignment (unmasked by a helm of opposite alignment) as you started with, and to have received permission from your Quest Leader (which cannot be obtained unless you meet the prior criteria). The Quest Nemesis on the goal level will be carrying the Bell of Opening, and the Quest Artifact will be generated on the same square; returning with the Artifact to your Leader will get it identified.

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# Archeologist Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The College of Archeology](#)

**Quest locate level** [The Tomb of the Toltec Kings](#)

**Quest goal level** [The Crypt](#)

**Quest Leader** Lord Carnarvon

**Quest guardians** students

**Quest Nemesis** The Minion of Huhetotl

**Quest Artifact** The Orb of Detection

Random monsters on this Quest are generated with the following frequencies:

24/35 (69%) random S

24/175 (14%) human mummy

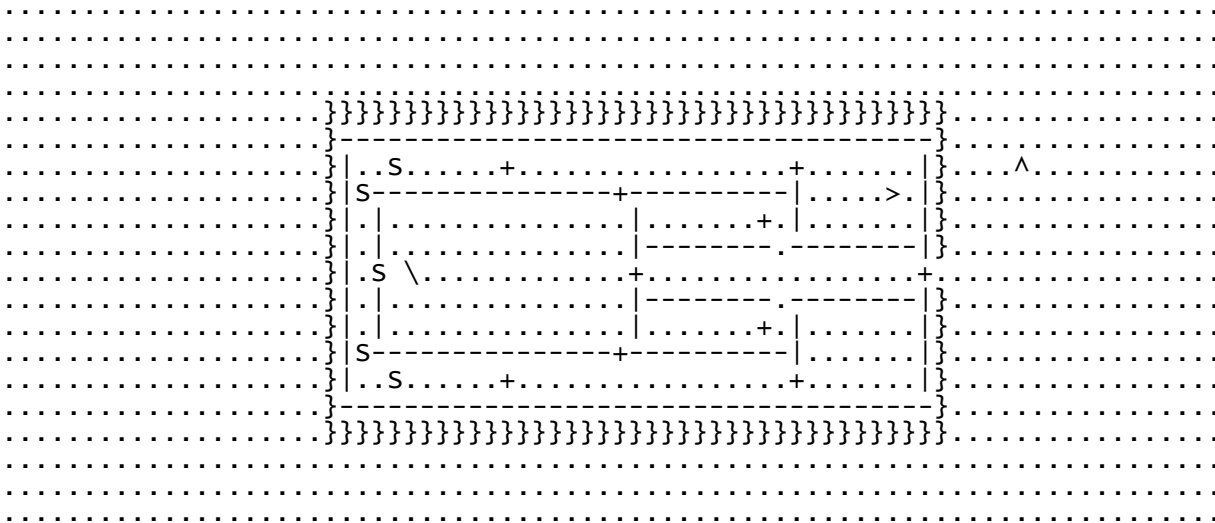
6/175 (3%) random M

1/7 (14%) normal random monster

---

# Maps

## The College of Archeology



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point. Lord Carnarvon occupies the throne, where there is also a chest; there are also eight students in the throneroom. A watchman occupies each of the front anterooms (both the one with the downstairs and without). There are three giant eels in the moat, and two random M and eight random S just outside the College door; there are three random S and one random M around the level further away from the building. The level contains six random traps. Note that each snake will have a random object generated at its location for it to potentially hide under.

The entire level is no-teleport and has undiggable walls and floor.

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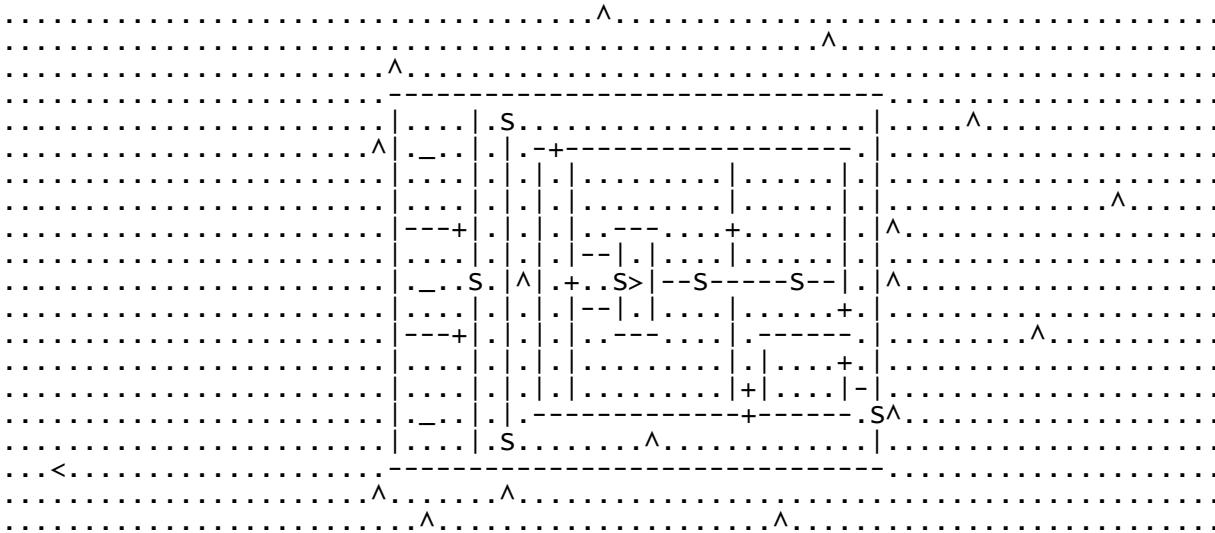
### Upper filler level

This is an "ordinary" room-and-corridor level, with six rooms, one human mummy, six random S (with hiding-objects), eight random other objects, and four random traps.

---



## The Tomb of the Toltec Kings



### Legend

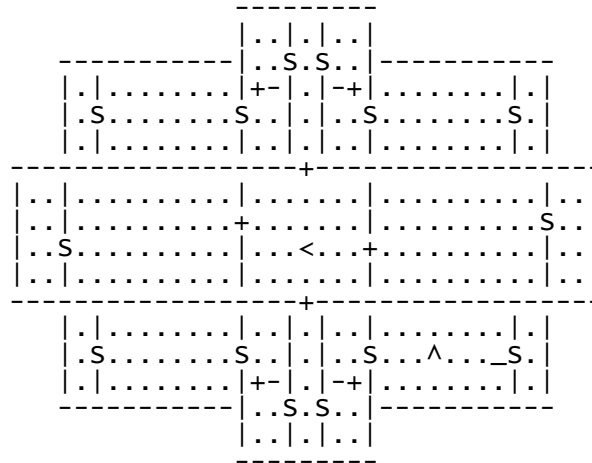
There is one altar of each alignment, randomly arranged; each room they are in is considered an abandoned temple. Randomly placed around the level are seven human mummies, two random M, and eighteen random S (with hiding-objects); there are fifteen other random objects. The tomb contains two marked rolling boulder traps; the marked traps outside the building are six spiked pits, five non-spiked pits, a magic trap, a statue trap, and an anti-magic trap; there are two further statue traps, two sleeping gas traps, and three dart traps randomly placed on the level. The scattered engravings "X marks the spot" are random and have no particular significance.

The entire level has undiggable walls and floor. Teleportation is permitted.

### **Lower filler level(s)**

These are "ordinary" room-and-corridor levels, with six rooms, one human mummy, three random M, three random S (with hiding-objects), nine random other objects, and four random traps.

## The Crypt



### Legend

The Minion of Huhetotl, with the Bell of Opening and the Orb of Detection, is at the marked chaotic altar; the room is considered an abandoned temple, and the marked trap in it is a rolling boulder trap. There are six random other traps placed around the level; additionally, eight human mummies, one random M, and eighteen random S (with hiding-objects); and fourteen random other objects. The walls of the Crypt are undiggable; teleportation is permitted.

---

# Barbarian Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Camp of the Duali Tribe](#)

**Quest locate level** [The Duali Oasis](#)

**Quest goal level** [The Lair of Thoth Amon](#)

**Quest Leader** Pelias

**Quest guardians** chieftains

**Quest Nemesis** Thoth Amon

**Quest Artifact** The Heart of Ahriman

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) ogre

24/175 (14%) random O

24/175 (14%) troll

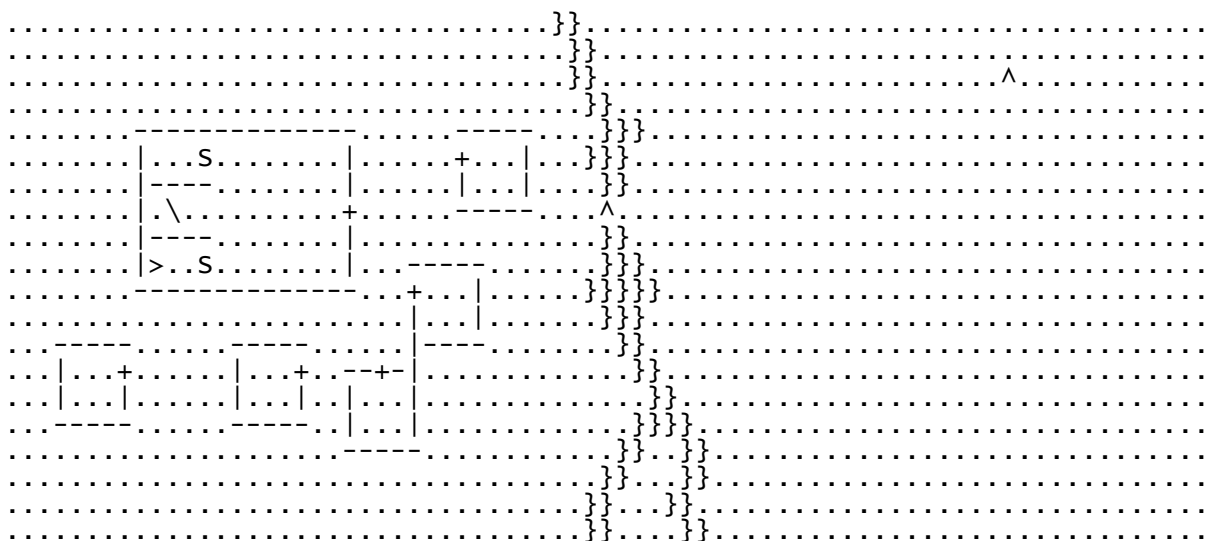
6/175 (3%) random T

1/7 (14%) normal random monster

---

# Maps

## The Camp of the Duali Tribe



### [Legend](#)

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point at the top right. Pelias occupies the throne; there are four chieftains in the same room, and two more each in the hidden alcoves (the upper of which contains a chest, the lower the downstairs). One giant eel is in the upper part of the river, and two in the lower; there are eleven ogres on the right bank of the river, in front of the crossing with the marked spiked pit.

The entire level is no-teleport and has undiggable walls and floor.

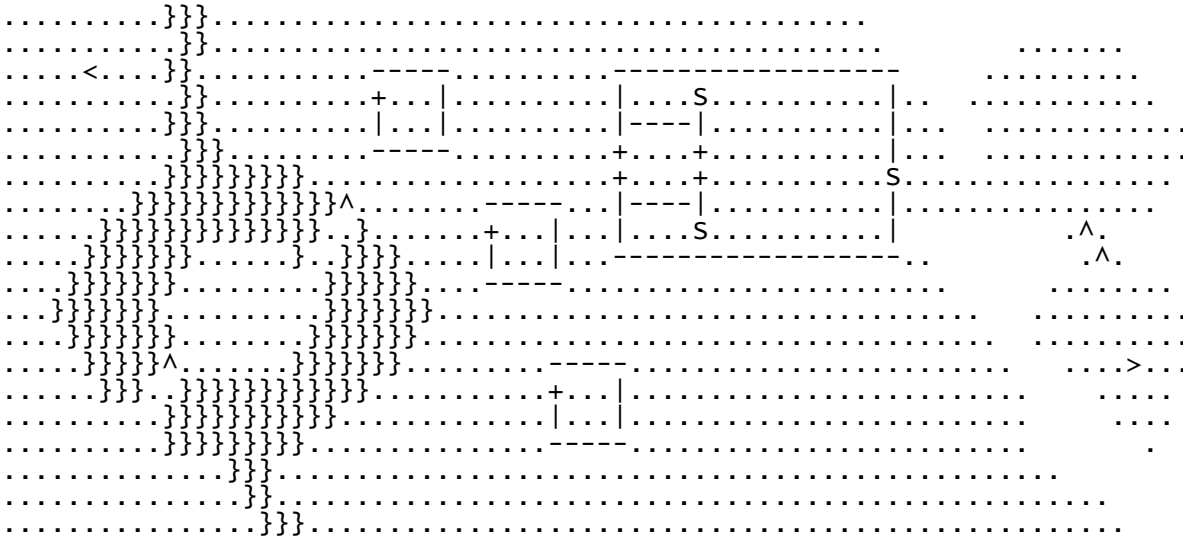
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### Upper filler level

This is a dark open level, with a rock troll, two ogres, and a random O; eight random objects; and four random traps.

---

## The Duali Oasis



### Legend

There are two ogres on the island, four ogres and two rock trolls in the large room of the main building, eight ogres and two rock trolls just behind the secret entrance to the caves, and another rock troll in the back cavern; there are a further three ogres, a random O, two rock trolls and two random T placed randomly around the level. In addition to the four marked spiked pits, there are four other random traps on the level. The two hidden side rooms above and below the entrance hall of the main building contain seven and five random objects respectively; there are a further three random objects in the back cavern near the downstair.

The entire level has an undiggable floor. Teleportation is permitted.

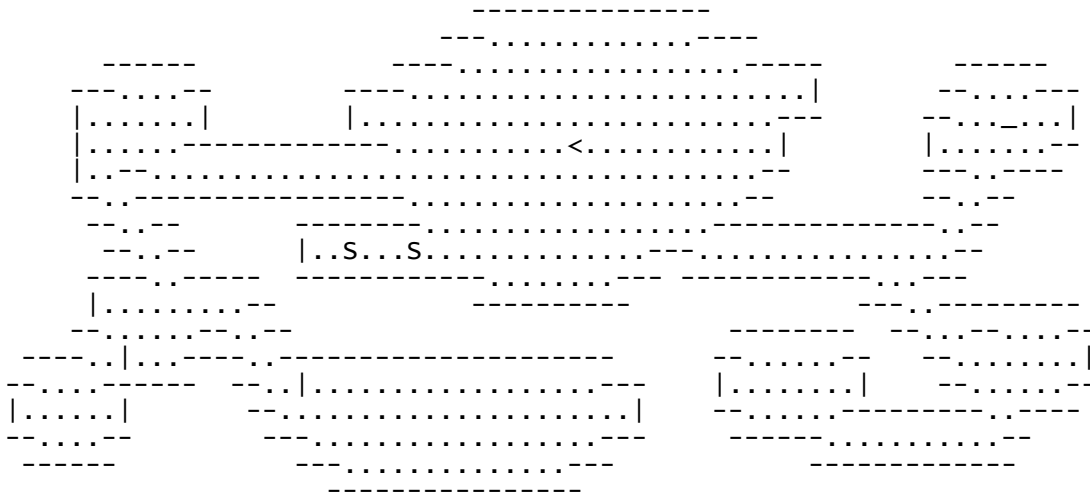
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### **Lower filler level(s)**

These are cavern levels, with three rock trolls, seven ogres, a random O, and a random T; eleven random objects; and four random traps.

---

## The Lair of Thoth Amon



### Legend

Thoth Amon, with the Bell of Opening and the Heart of Ahriman, is at the marked cross-aligned altar. Randomly placed on the level are sixteen ogres, two random O, eight rock trolls, and a random T; fourteen random objects; and six random traps. The walls of the Lair are undiggable; teleportation is permitted.

---

# Caveman Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level**    [The Caves of the Ancestors](#)

**Quest locate level**    [The Dragon's Lair](#)

**Quest goal level**    [Tiamat's Chamber](#)

**Quest Leader**    Shaman Karnov

**Quest guardians**    neanderthals

**Quest Nemesis**    The Chromatic Dragon

**Quest Artifact**    The Sceptre of Might

Random monsters on this Quest are generated with the following frequencies:

96/175    (55%)    bugbear

24/175    (14%)    random h

24/175    (14%)    hill giant

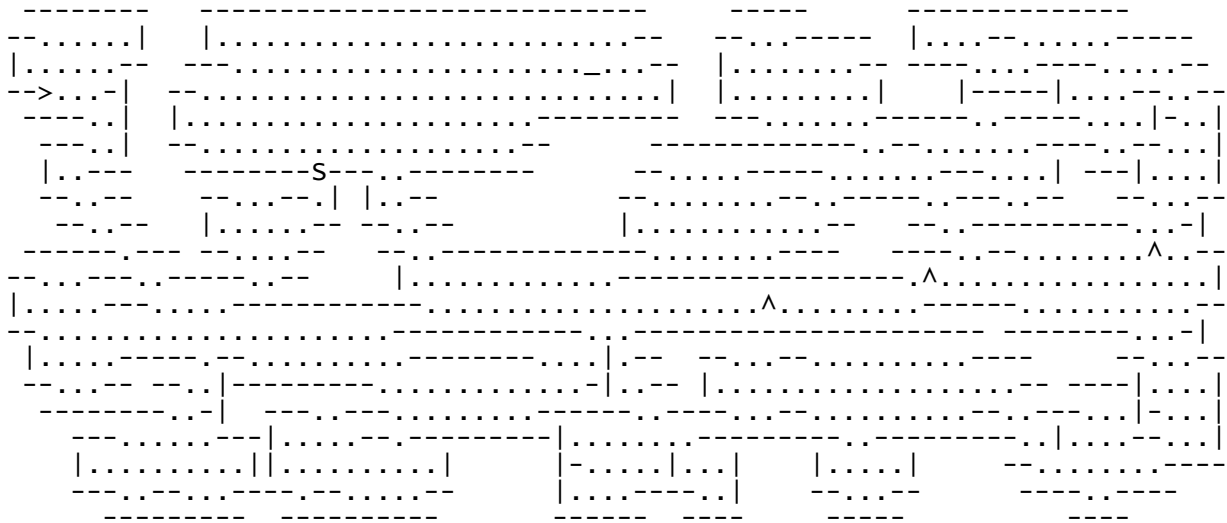
6/175    (3%)    random H

1/7    (14%)    normal random monster

---

# Maps

## The Caves of the Ancestors



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point at the far right. Shaman Karnov is next to the co-aligned altar, which also has its attendant priest (the right-hand end of that cavern being considered a temple); a chest is next to him. There are also seven neanderthals in the same large cavern, and one in its entrance passageway. There are a total of twelve bugbears distributed fairly evenly in four chambers of the right-hand side of the level. In addition to the two marked pits in the central passage, there are four other random traps on the level.

The entire level is no-teleport and has undiggable walls and floor. Note that there are several tight diagonal squeezes to be negotiated.

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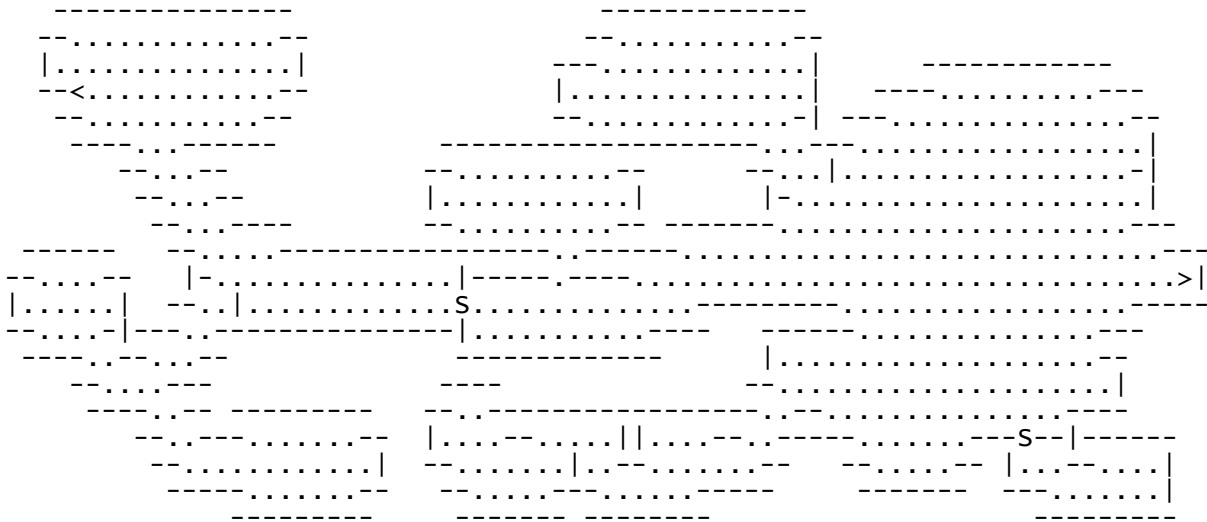
### **Upper filler level**

This is a cavern level, with a hill giant, five bugbears, and a random h; seven random objects; and four random traps.

---



## The Dragon's Lair



### [Legend](#)

There are four bugbears and a hill giant in each of the two caverns at lower left, and five bugbears and a hill giant in the upper-central chamber; there are a further four bugbears, four hill giants, two random h and one random H placed around the level, as well as fifteen random objects and six random traps.

The entire level has undiggable walls and floor. Teleportation is permitted.

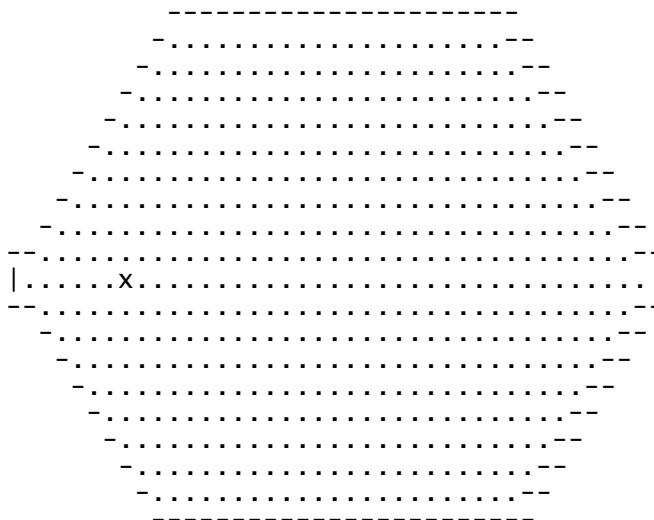
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### **Lower filler level(s)**

These are cavern levels, with four bugbears, two hill giants, and two random h; twelve random objects; and four random traps.

---

## Tiamat's Chamber



### Legend

The upstairs is located randomly within the hexagon. The Chromatic Dragon, with the Bell of Opening and the Sceptre of Might, is at the point marked 'x'. There are three shriekers on the level, and fourteen random objects. The walls of the Chamber are undiggable; teleportation is permitted.

---

# Healer Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Temple of Epidaurus](#)

**Quest locate level** [The Temple of Coeus](#)

**Quest goal level** [The Isle of the Cyclops](#)

**Quest Leader** Hippocrates

**Quest guardians** attendants

**Quest Nemesis** The Cyclops

**Quest Artifact** The Staff of Aesculapius

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) giant rat

24/175 (14%) random r

24/175 (14%) snake

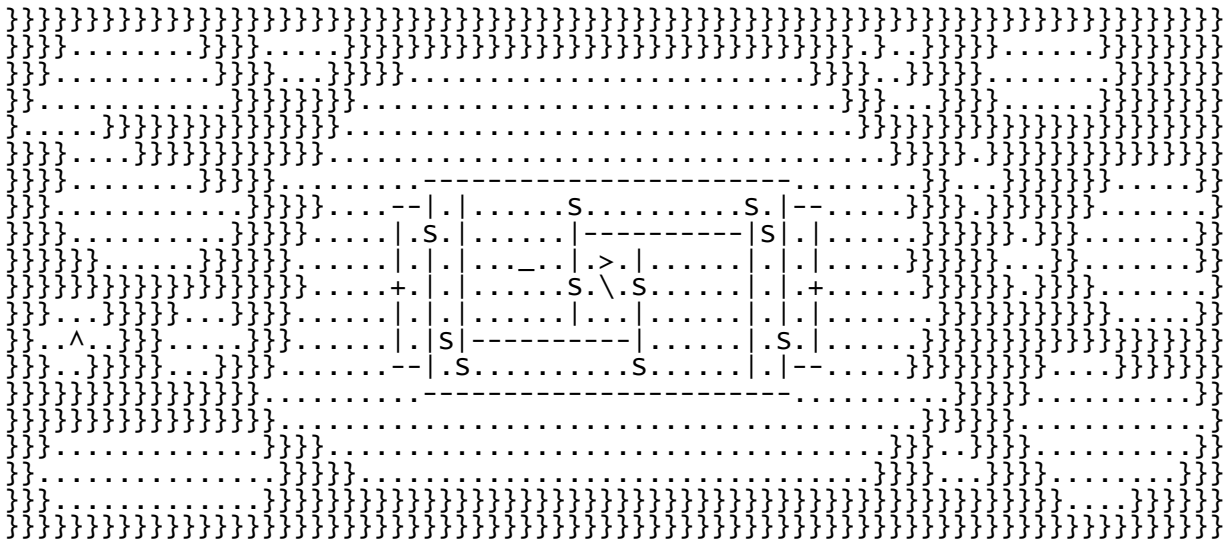
6/175 (3%) random Y

1/7 (14%) normal random monster

---

# Maps

## The Temple of Epidaurus



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point. Hippocrates occupies the throne, where there is also a chest; there are four attendants in each of the larger rooms flanking the throneroom, the left of which contains a neutral altar. Randomly placed about the level are ten rabid rats, a giant eel, a shark, five random D, five random S, and one other random monster; and six random traps. Note that each snake will have a random object generated at its location for it to potentially hide under.

The entire level is no-teleport and has undiggable walls and floor.

---

### Upper filler level

This is a swamp-water level, with a rabid rat, two giant eels, an electric eel, two random r, four random D, and three random S (with hiding-objects); eight random other objects; and four random traps.

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## The Temple of Coeus

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[Legend](#)

The above core of the level is surrounded by empty swamp. The chaotic temple has its priest; also in the mapped area are eight rabid rats, five giant eels, a kraken, two sharks, a random r, five random D, nine random S (with hiding-objects), and one random other monster; fifteen random other objects; and six random traps.

The entire level has an undiggable floor, and the temple chamber itself has undiggable walls. Teleportation is permitted.

## Lower filler level(s)

These are swamp-water levels, with two rabid rats, five giant eels, two electric eels, two random r, four random D, and three random S (with hiding-objects); eleven random other objects; and four random traps.

## The Isle of the Cyclops

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[Legend](#)

The above core of the level is surrounded by empty swamp. The Cyclops, with the Bell of Opening, the Staff of Aesculapius, and a wand of lightning, is at the point marked 'x'. Randomly placed in the mapped area are three rabid rats, six giant eels, two electric eels, three sharks, two random r, five random D, ten random S (with hiding-objects), and one random other monster; fourteen random other objects; and six traps. Teleportation is permitted.

# Knight Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [Camelot Castle](#)

**Quest locate level** [The Isle of Glass](#)

**Quest goal level** [The Dragon's Lair](#)

**Quest Leader** King Arthur

**Quest guardians** pages

**Quest Nemesis** Ixoth

**Quest Artifact** The Magic Mirror of Merlin

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) quasit

24/175 (14%) random i

24/175 (14%) ochre jelly

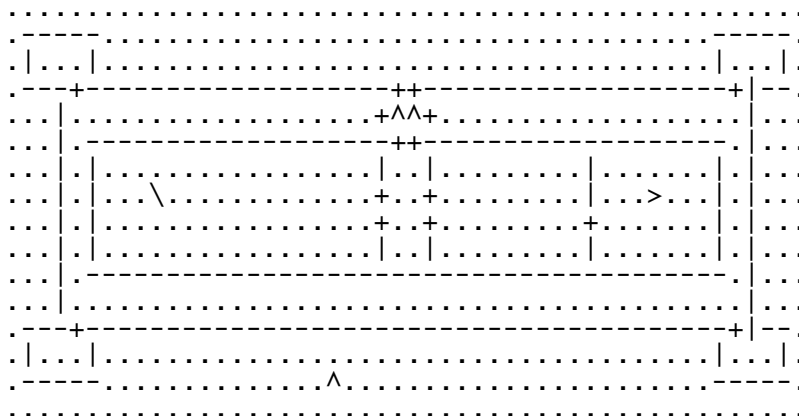
6/175 (3%) random j

1/7 (14%) normal random monster

---

# Maps

## Camelot Castle



### Legend

The above core of the level is surrounded by empty ground. The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point below the castle walls. King Arthur occupies the throne, where there is also a chest; there are six pages in the throneroom, a peaceful knight in each corner tower, and twelve quasits on the north side of the castle. In addition to the two marked sleeping gas traps inside the doors, there are four other random traps within the mapped area.

The entire level is no-teleport and has undiggable walls and floor.

---

## Upper filler level

This is a swamp-water level, with five quasits and an ochre jelly; eight random objects; and four random traps.

---







# Monk Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Monastery of Chan-Sune](#)

**Quest locate level** [The Monastery of the Earth-Lord](#)

**Quest goal level** [Master Kaen's Lair](#)

**Quest Leader** The Grand Master

**Quest guardians** abbots

**Quest Nemesis** Master Kaen

**Quest Artifact** The Eyes of the Overworld

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) earth elemental

24/175 (14%) random E

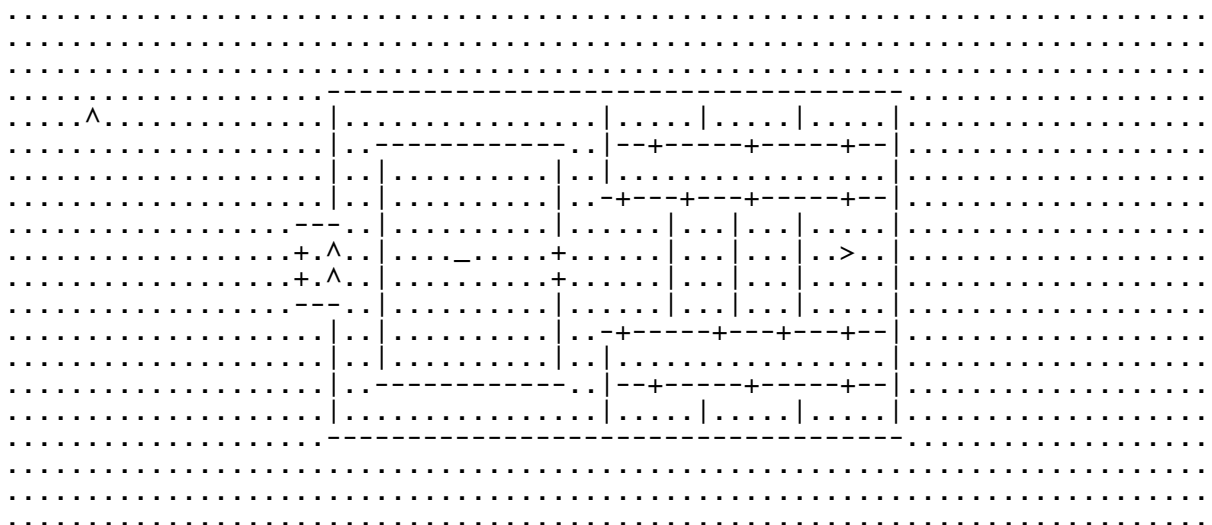
30/175 (17%) xorn

1/7 (14%) normal random monster

---

# Maps

## The Monastery of Chan-Sune



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point in the top left. The Grand Master is next to the unaligned altar; there are also eight abbots in this desecrated temple. Outside the Monastery are eight earth elementals and four xorns. In addition to the two marked dart traps inside the doors, there are four other random traps on the level.

The entire level is no-teleport and has undiggable walls and floor.

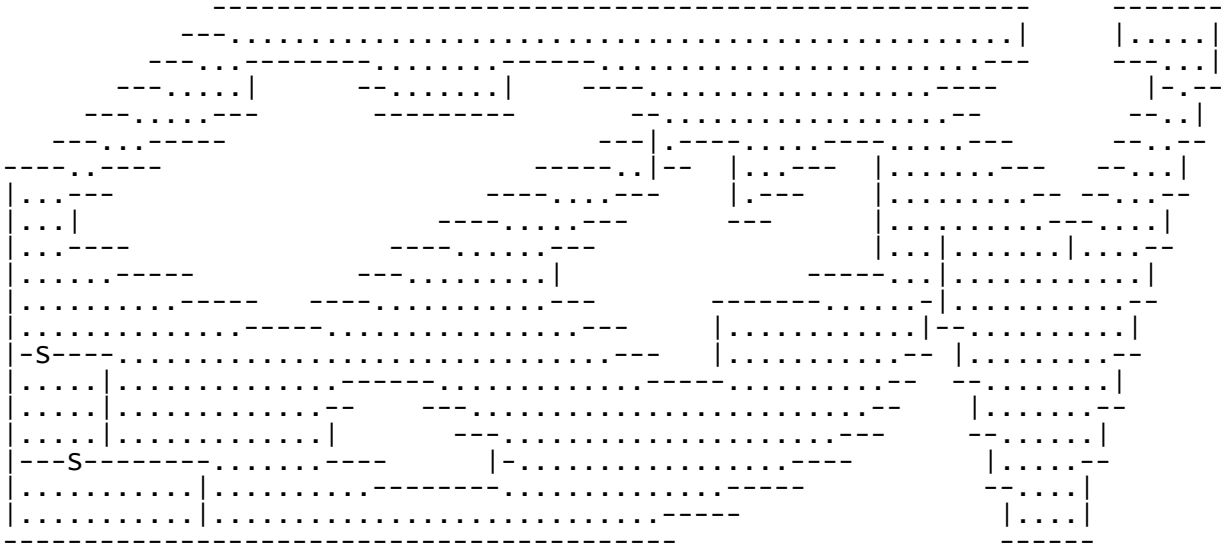
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### **Upper filler level**

This is an "ordinary" room-and-corridor level, with six rooms; three earth elementals, two xorns, and three random E; nine random objects; and four random traps.

---

## The Monastery of the Earth-Lord



### [Legend](#)

The stairs are located randomly on the level, as are fourteen earth elementals, nine xorns, six random traps, and fifteen random objects.

The entire level has undiggable walls. Teleportation is permitted.

---

## Lower filler level(s)

These are "ordinary" room-and-corridor levels, with six rooms; two earth elementals, three xorns, and two random E; eight random objects; and four random traps.

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## Master Kaen's Lair

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### [Legend](#)

The above core of the level is surrounded by empty lava plain. Master Kaen, with the Bell of Opening and the Eyes of the Overworld, is meditating at an unaligned altar located (with 50/50 probability) at one of the two marked spots (the other being blank). Randomly placed in the mapped area are nine earth elementals and nine xorns; fourteen random objects; four fire traps, and two other random traps. Teleportation is permitted.

---

# Priest Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry. All levels of the Priest Quest are considered graveyard levels for the purpose of undead monsters leaving corpses.

**Quest home level** [The Great Temple](#)

**Quest locate level** [The Temple of Nalzok](#)

**Quest goal level** [Nalzok's Lair](#)

**Quest Leader** The Arch Priest

**Quest guardians** acolytes

**Quest Nemesis** Nalzok

**Quest Artifact** The Mitre of Holiness

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) human zombie

24/175 (14%) random Z

24/175 (14%) wraith

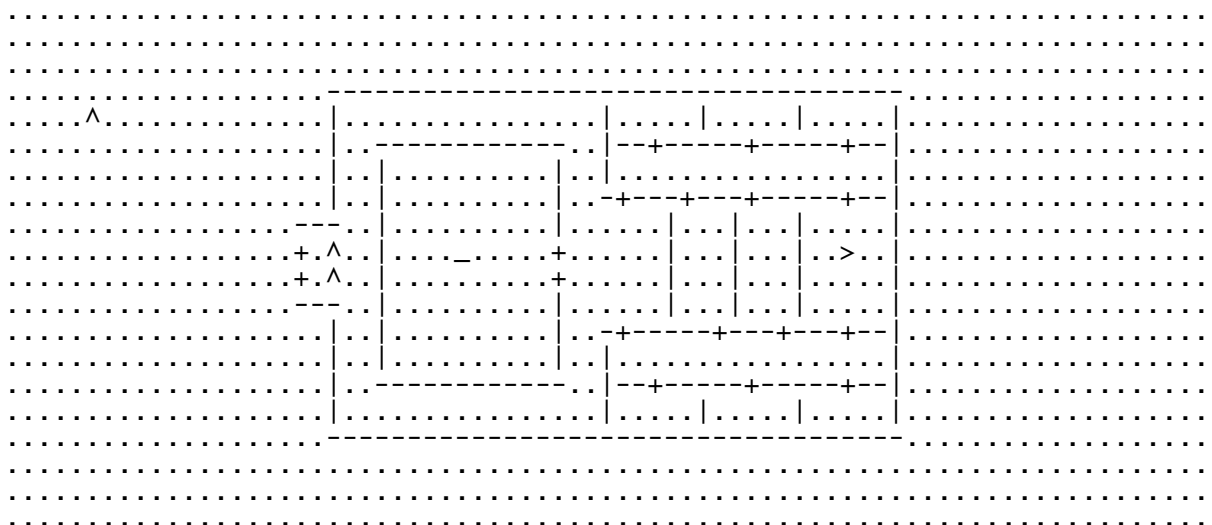
6/175 (3%) random W

1/7 (14%) normal random monster

---

# Maps

## The Great Temple



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point to top left. The Arch Priest is next to the unaligned altar, with a chest next to him; eight acolytes are also in the room, which is considered a desecrated temple. There are twelve human zombies surrounding the Temple. In addition to the two marked dart traps inside the doors, there are four random other traps on the level.

The entire level is no-teleport and has undiggable walls and floor.

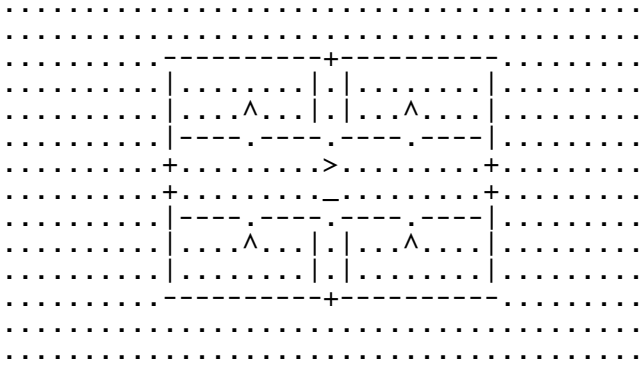
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### **Upper filler level**

This is an "ordinary" room-and-corridor level, with six rooms (two of which are graveyards). In addition to the usual undead and boxes in the graveyards, the level contains two human zombies and one wraith; nine random objects; and four random traps.

---

## The Temple of Nalzok



Legend

The above core of the level is surrounded by empty ground, containing the upstairs a little way to the right of the mapped area. The unaligned temple has both its attendant priest and another, hostile, priest of Moloch. The entire mapped area outside the temple is a graveyard, filled with the usual assortment of undead. In addition to the boxes of the graveyard, the four corner chambers of the temple each contain four random objects (except the NW, which contains three); each also contains a marked random trap, and there are two other random traps located in the mapped area.

The entire level has undiggable walls and floor. Teleportation is permitted.

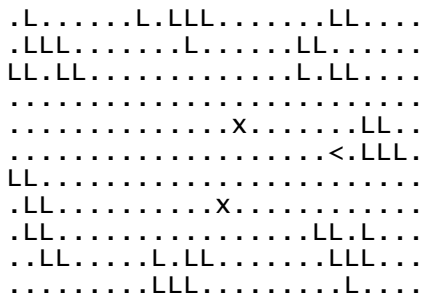
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## Lower filler level(s)

These are "ordinary" room-and-corridor levels, with six rooms (three of which are graveyards). In addition to the usual undead and boxes in the graveyard, each level contains three human zombies and three wraiths; eleven random objects; and four random traps.

---

## Nalzok's Lair



Legend

The above core of the level is surrounded by empty lava plain. Nalzok, with the Bell of Opening and the Mitre of Holiness, is at one of the two points marked 'x' (randomly chosen); also in the mapped area are sixteen human zombies, eight wraiths, two random Z, and one random W; fourteen random objects; four fire traps, and two other random traps. Teleportation is permitted.

---

# Ranger Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [Orion's Camp](#)

**Quest locate level** [The Cave of the Wumpus](#)

**Quest goal level** [The Cavern of Scorpius](#)

**Quest Leader** Orion

**Quest guardians** hunters

**Quest Nemesis** Scorpius

**Quest Artifact** The Longbow of Diana

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) forest centaur

24/175 (14%) random C

24/175 (14%) scorpion

6/175 (3%) random s

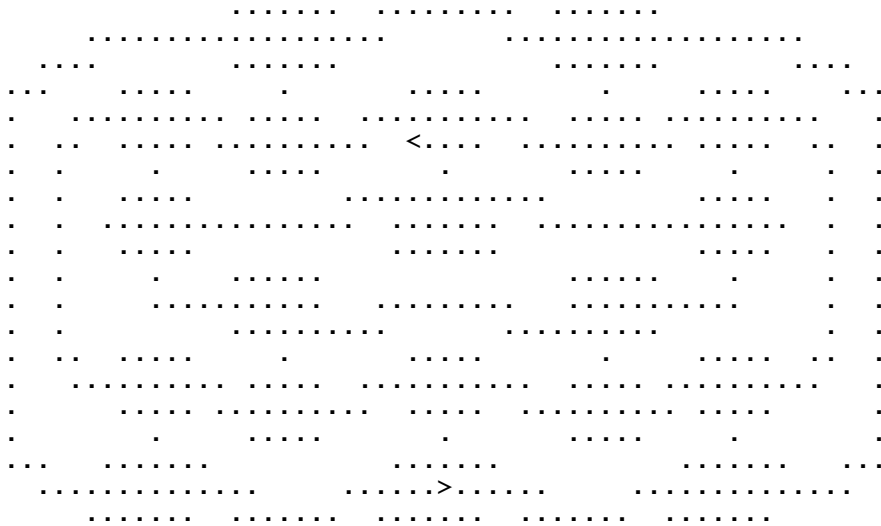
1/7 (14%) normal random monster

---





## The Cave of the Wumpus



### Legend

There is a wumpus sleeping at the downstairs; four giant bats, four forest centaurs, eight mountain centaurs, four scorpions and two random s are located randomly, as are eight random objects, and two spiked pits, two teleport traps, and two arrow traps.

The entire level has undiggable walls and floor. Teleportation is permitted.

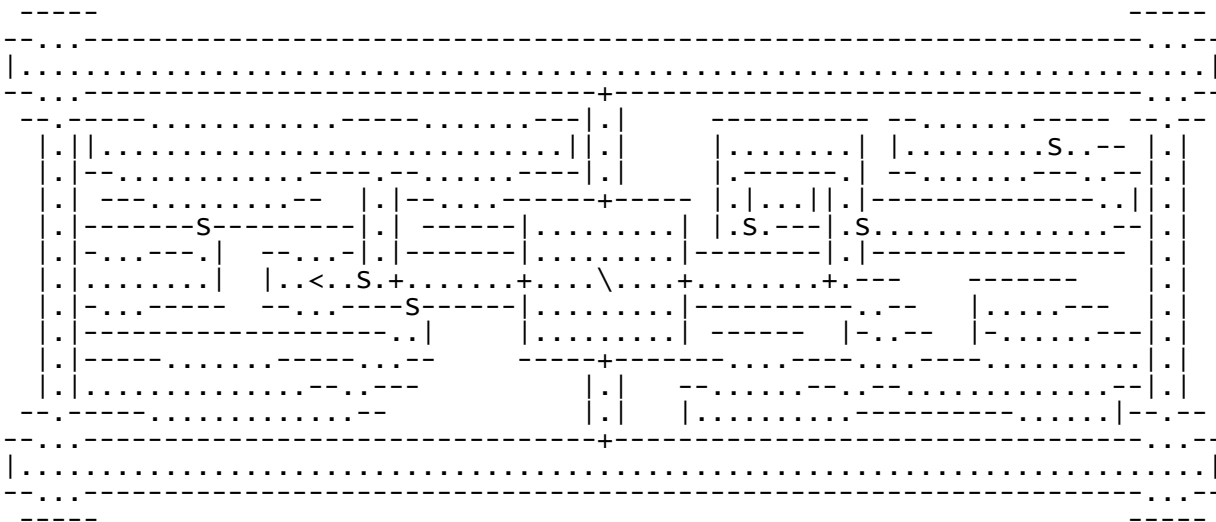
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### **Lower filler level(s)**

These are cavern levels, with four mountain centaurs, two scorpions, and one random C; eleven random objects; and four random traps.

---

## The Cavern of Scorpius



### [Legend](#)

Scorpius, with the Bell of Opening and the Longbow of Diana, occupies the throne, where there is also a chest; surrounding him are six forest centaurs and two mountain centaurs. In each of the corner chambers is a mountain centaur and a scorpion; there are an additional two forest centaurs, two mountain centaurs, two scorpions, two random C and one random s placed around the level. Each of the centaurs in Scorpius' room is standing on a random object; there are five further random objects located randomly around the level, as well as six traps.

The entire level has undiggable walls. Teleportation is permitted.

---

# Rogue Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Thieves' Guild Hall](#)

**Quest locate level** [The Assassins' Guild Hall](#)

**Quest goal level** [Stronghold of the Master Assassin](#)

**Quest Leader** The Master of Thieves

**Quest guardians** thugs

**Quest Nemesis** The Master Assassin

**Quest Artifact** The Master Key of Thievery

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) leprechaun

24/175 (14%) random n

24/175 (14%) guardian naga

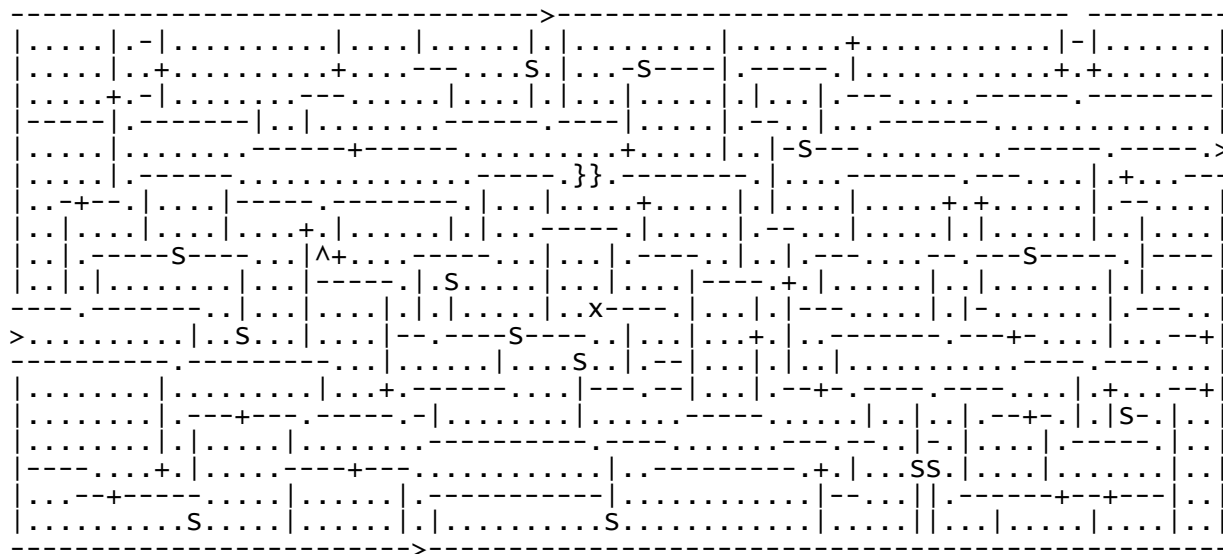
6/175 (3%) random N

1/7 (14%) normal random monster

---

# Maps

## The Thieves' Guild Hall



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point. The Master of Thieves is at the point marked 'x', where there is also a chest; two thugs are in the room with him, and three and four more in the two rooms immediately connecting to his. Three of the four marked downstairs are actually mimics; each of the four also has a water nymph and leprechaun next to it, and there are five more water nymphs and four more leprechauns distributed fairly evenly about the streets; there are also eight chameleons on the level, and sixteen random traps.

The entire level is no-teleport and has undiggable walls and floor.

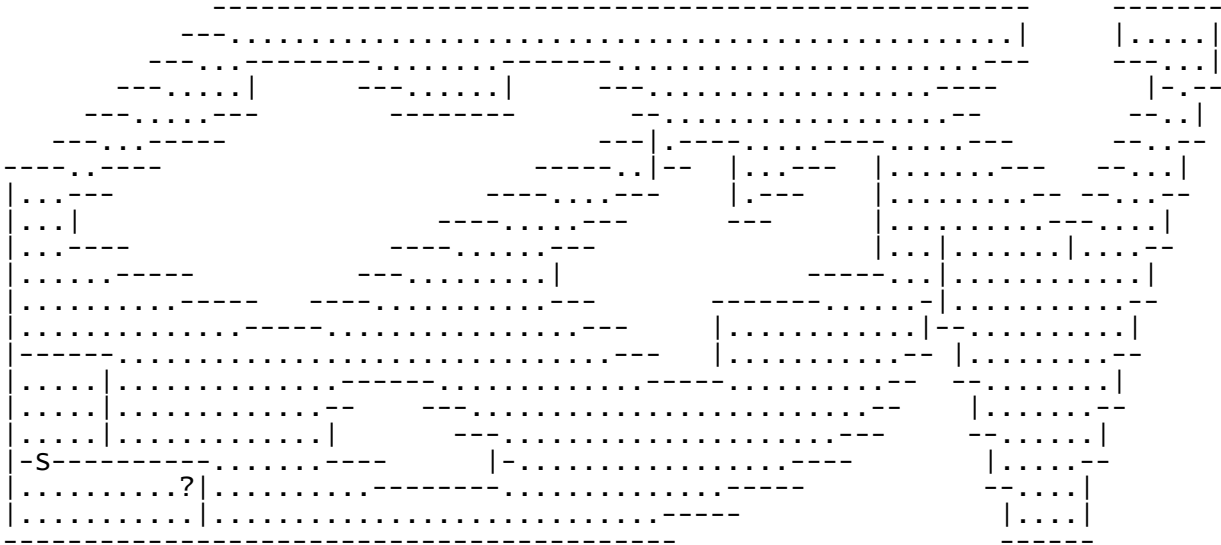
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### Upper filler level

This is an "ordinary" room-and-corridor level, with six rooms; five leprechauns, two water nymphs, and two guardian nagas; nine random objects; and eight random traps.

---

## The Assassin's Guild Hall



### [Legend](#)

The stairs are located randomly on the level, as are eighteen leprechauns, six guardian nagas, five chameleons, and three random N; six random traps; and fifteen random objects. There is a cursed scroll of teleportation at the marked spot in the lower left.

The entire level has undiggable walls. Teleportation is permitted.

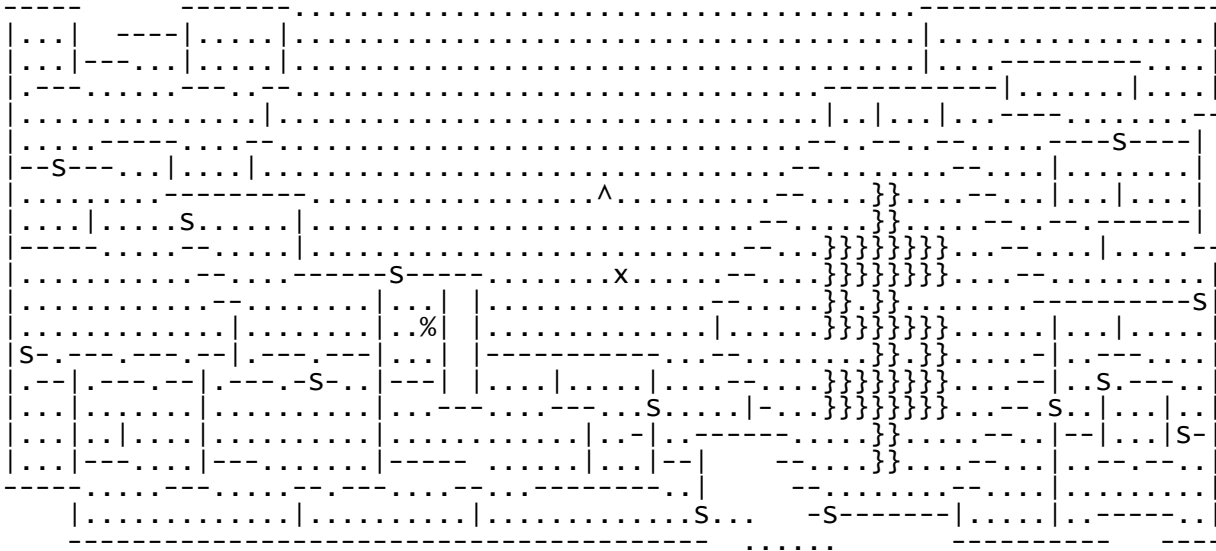
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### Lower filler level(s)

These are "ordinary" room-and-corridor levels, with six rooms; five leprechauns, two water nymphs, and two guardian nagas; nine random objects; and eight random traps.

---

## Stronghold of the Master Assassin



### Legend

The stairway into the level is randomly placed in one of the rooms on the left side of the level. The Master Assassin, with the Bell of Opening and the Master Key of Thievery, is at the point marked 'x'. The \$-shaped pool is stocked with four sharks. There is a tin of chameleon meat at the marked spot in a left-central room. Randomly placed around the level are eighteen leprechauns, eight guardian nagas, five chameleons, and three random N; thirteen random objects; and eleven random traps, in addition to the one marked spiked pit.

The entire level is no-teleport and has undiggable walls. Note that the stairs enter the level in one of the areas cut off from the Master Assassin; you will have to use sneaky means such as phasing, or falling from the level above and hoping (making sure to have a means of return), in order to complete this Quest. This is a deliberate and acknowledged design decision; Rogues are expected to be resourceful!

---

# Samurai Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Castle of the Taro Clan](#)

**Quest locate level** [The Shogun's Castle](#)

**Quest goal level** [The Donjon of Ashikaga Takauji](#)

**Quest Leader** Lord Sato

**Quest guardians** roshi

**Quest Nemesis** Ashikaga Takauji

**Quest Artifact** The Tsurugi of Muramasa

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) wolf

24/175 (14%) random d

24/175 (14%) stalker

6/175 (3%) random E

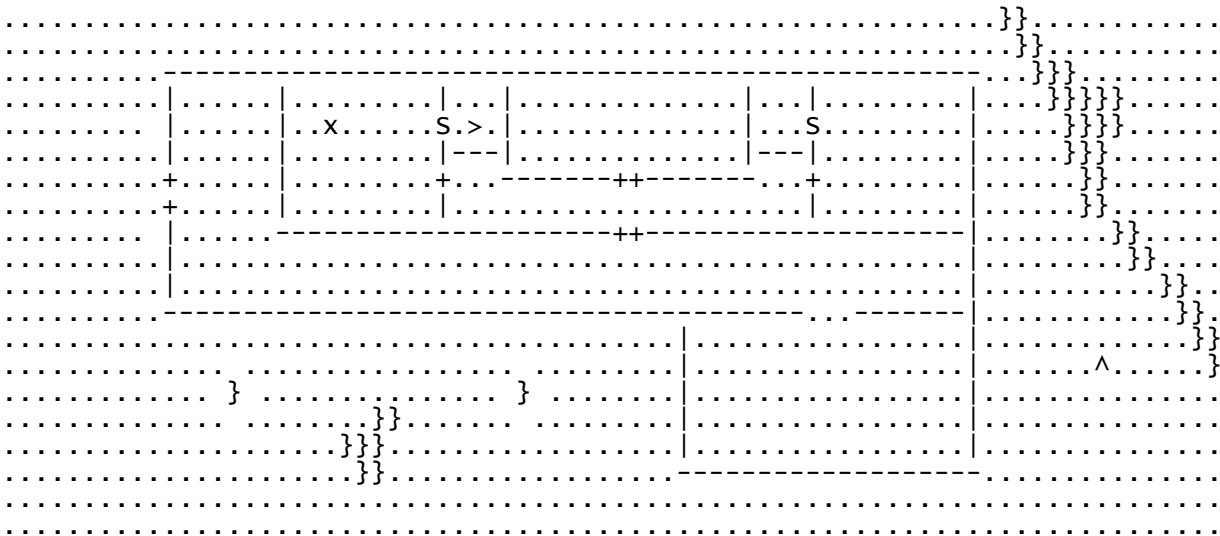
1/7 (14%) normal random monster

---



# Maps

## The Castle of the Taro Clan



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point. Lord Sato is at the point marked 'x', where there is also a chest; there are also eight roshi in the room. On the far side of the river are nine ninja and three wolves; there is also one stalker located randomly on the level, as are six random traps.

The entire level is no-teleport and has undiggable walls and floor.

---

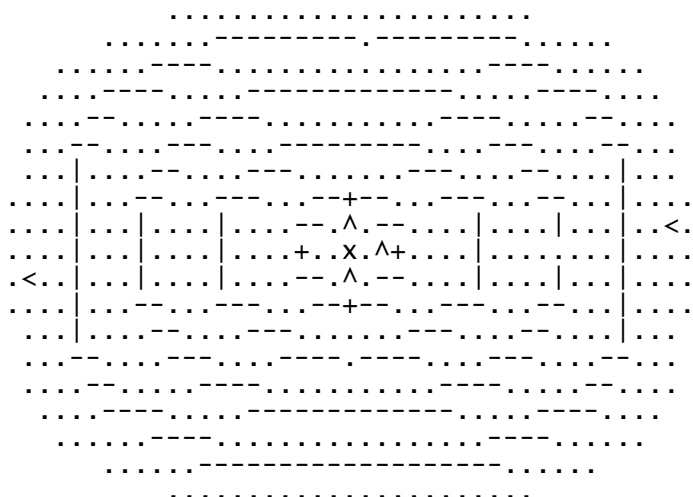
### **Upper filler level**

This is a swamp-water level, with five wolves, one stalker, and one random d; nine random objects; and four random traps.

---



## The Donjon of Ashikaga Takauji



### Legend

The upstairs is located at one of the two marked spots, chosen randomly. Ashikaga Takauji, with the Bell of Opening and the Tsurugi of Muramasa, is at the point marked 'x'. Randomly placed around the level are five samurai, five ninja, four wolves, nine stalkers, and two random d; fourteen random objects; and six random traps, in addition to the three marked squeaky boards.

The entire level is no-teleport, and has undiggable walls.

---

# Tourist Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level**    [Ankh-Morpork](#)

**Quest locate level**    [The Thieves' Guild Hall](#)

**Quest goal level**    [The Shades](#)

**Quest Leader**    Twoflower

**Quest guardians**    guides

**Quest Nemesis**    The Master of Thieves

**Quest Artifact**    The Platinum Yendorian Express Card

Random monsters on this Quest are generated with the following frequencies:

96/175    (55%)    giant spider

24/175    (14%)    random s

24/175    (14%)    forest centaur

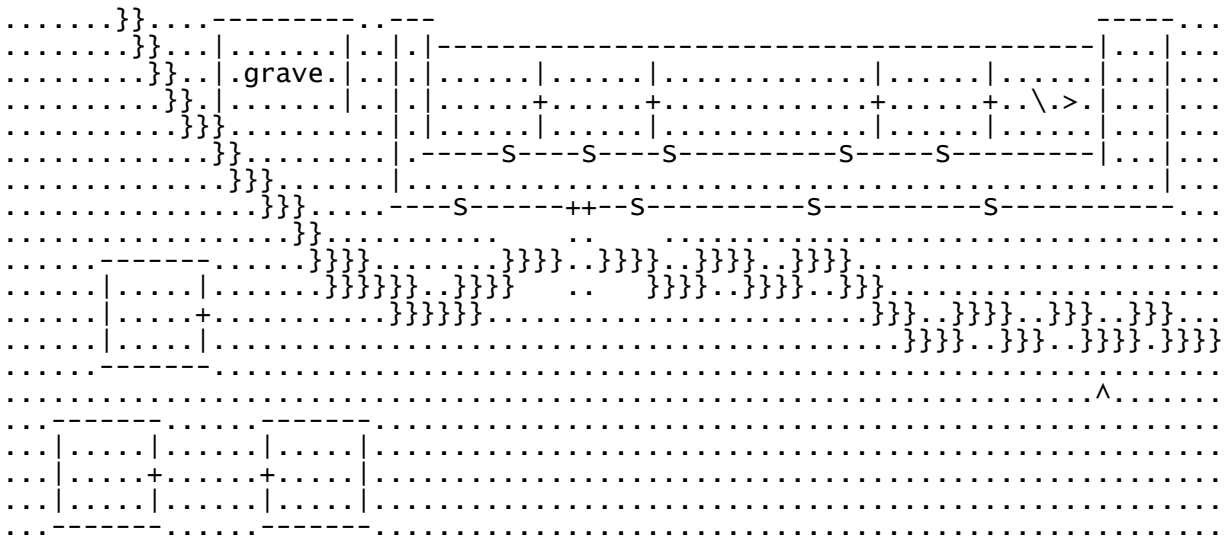
6/175    (3%)    random C

1/7    (14%)    normal random monster

---

# Maps

## Ankh-Morpork



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point. Twoflower occupies the throne, where there is also a chest; there are eleven guides distributed among the five rooms within the town walls. Outside the gate are two watchmen; in the river are two piranhas, two krakens, and a giant eel; in addition to the usual undead in the marked graveyard, there are twelve giant spiders, eight forest centaurs, two random s and one random C on the level, and nine random traps.

The entire level is no-teleport and has undiggable walls and floor.

---

### **Upper filler level**

This is a cavern level, with five soldiers, a random C, and a random H; seven random objects; and four random traps.

---

## The Thieves' Guild Hall

```

-----
|.....|.....|.....|.....|.....|.....|.....|.....|.....|.....|
|grav|---+---|.....|..-S-++---|..S...|..}..|.....|.....|.....|
|.....|.....|<...|.shop.|.....|.....|.....|.....|.....|.....|
|.....+...}}...+.....|.....|.....|.....|.....|.....|.....|
|-----+-----+-----+-----+-----+-----+-----+-----+
|.....+.....+.....S...|.....|.....|.....|.....|.....|.....| | |
|.....|.....|barracks.|.....|.....|.....|.....|.....|.....|
|.....|.....+.....S...|.....|.....|.....|.....|zoo..|+.....S.\..|
|-----+-----+-----+-----+-----+-----+-----+-----+
|.....+.....|.....|.....|.....|.....|.....|.....|.....| |
|.....|.....|.....|.....|.....|.....|.....|.....|.....|
|.....+.....+.....|.....|.....|.....|.....|.....|.....|
|..barracks.|.....|S...|.....|.....|.....|.....|.....|
|-----+-----+-----+-----+-----+-----+-----+
-----

```

### [Legend](#)

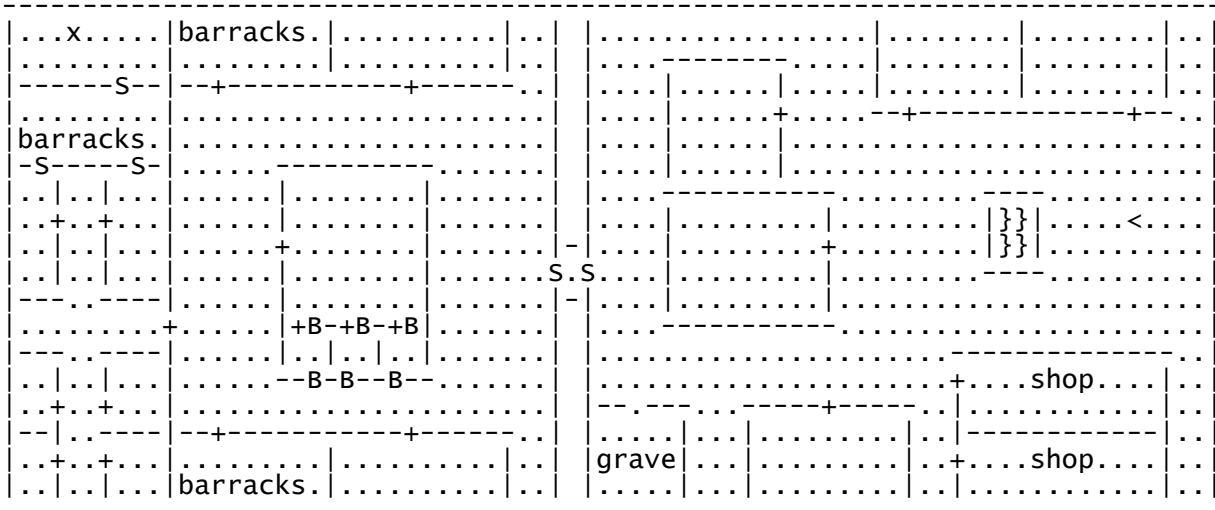
In addition to the usual occupants of the three barracks, the two general stores, the zoo, and the graveyard, there are sixteen giant spiders and two random s on the level; the marked temple is abandoned (without even an altar remaining). There are nine random traps, and fourteen random objects; in addition, there are two blank scrolls next to the throne (toilet paper...).

The entire level has undiggable walls and floor. Teleportation is permitted.

### Lower filler level(s)

These are cavern levels, with two captains, one soldier, two random H, one random s, and one random C; eleven random objects; and four random traps.

## The Shades



### Legend

The Master of Thieves, with the Bell of Opening and the Platinum Yendorian Express Card, occupies the point marked 'x'. The marked locations have their usual occupants (three barracks, two general stores, one graveyard); in addition, the four rooms to lower left have one incubus each, the two rooms at centre left have one succubus each, and the police station in the centre of the left half contains a Kop Kaptain, three Kop Lieutenants, and five Keystone Kops, with each of the three attached cells containing one prisoner. There is also a watchman just inside the left secret door at the halfway division, and randomly placed on the level are sixteen giant spiders and two random s; fourteen random objects; and six random traps. The entire Shades has undiggable walls; teleportation is permitted.

# Valkyrie Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Shrine of Destiny](#)

**Quest locate level** [The Cave of Surtur](#)

**Quest goal level** [Lord Surtur's Fortress](#)

**Quest Leader** The Norn

**Quest guardians** warriors

**Quest Nemesis** Lord Surtur

**Quest Artifact** The Orb of Fate

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) fire ant

24/175 (14%) random a

24/175 (14%) fire giant

6/175 (3%) random H

1/7 (14%) normal random monster

---





## The Cave of Surtur

```
}}}}.....          .....}}}}}.
}L}...          .}}LLL}
}}}} .....          }}LL}
..          .....   }}}}
.          .....   .
.          .....   .
.....>.....   .
.....
.          .....   .
.          .....   }}
.}}}} .....          }L}
.}LL}          ..}LL}
.}}}}..          .....}}}}}
```

### [Legend](#)

The above core of the level is surrounded by empty ice plain, with the upstairs off to the lower right; note that the only entrance to the cavern is at the left side. Randomly placed around the mapped area are seventeen fire ants, seven fire giants, two random H and one random a; fifteen random objects; four fire traps, and two other random traps.

The level has undiggable walls and floor. Teleportation is permitted.

---

## Lower filler level(s)

These are lava-plain levels, with three fire ants, three fire giants, and a random a; eleven random objects; five fire traps, and two other random traps.

---

## The Fortress of Lord Surtur

```
.L.....LLLLL
LLL.....LLLLL.LLLLL.....LLL
.LLL.....LLLLLLLLLLLLLLLLL.....LL.
.LLL.....LLL-----D-----LLL.....L...
..LL.....LL---.....---LL.....LLL
.....LL--.LLLLLLLLL.--LL.....L.
.....LL|...LL.....LL...|LL.....
.....LL--.LL.....LL.--LL.....
.....LL|...^...x...^...|LL.....
.....LL--.LL.....LL.--LL.....
.....LL|...LL.....LL...|LL.....
.....LL--.LLLLLLLLL.--LL.....
..L.....LL---.....---LL.....LL.
.LL.....LLL-----D-----LLL.....LLLLL.
.LLL.....LLLLLLLLLLLLLLLLL.....LLLLL.
.LLLL.....LLLLL.LLLLLL.....LLLLL...
..LL.....
```

### [Legend](#)

The above core of the level is surrounded by empty lava plain, with the upstairs off to the right. Lord Surtur, with the Bell of Opening and the Orb of Fate, occupies the point marked 'x'. There are ten fire giants in the outer ring of the Fortress, and a further two fire giants, four fire ants, two random a, and one random H located randomly around the mapped area, as are fourteen random objects. In addition to the two marked squeaky boards, there are four fire traps, another squeaky board, and two other random traps around the area.

The Fortress has undiggable walls, but the marked drawbridges start in the open position; teleportation is permitted.

---

# Wizard Quest

For information on the Quest branch in general, see the [Quest](#) Gazetteer entry.

**Quest home level** [The Lonely Tower](#)

**Quest locate level** [The Tower of Darkness](#)

**Quest goal level** [The Dark One's Dungeon](#)

**Quest Leader** Neferet the Green

**Quest guardians** apprentices

**Quest Nemesis** The Dark One

**Quest Artifact** The Eye of the Aethiopica

Random monsters on this Quest are generated with the following frequencies:

96/175 (55%) vampire bat

24/175 (14%) random B

24/175 (14%) xorn

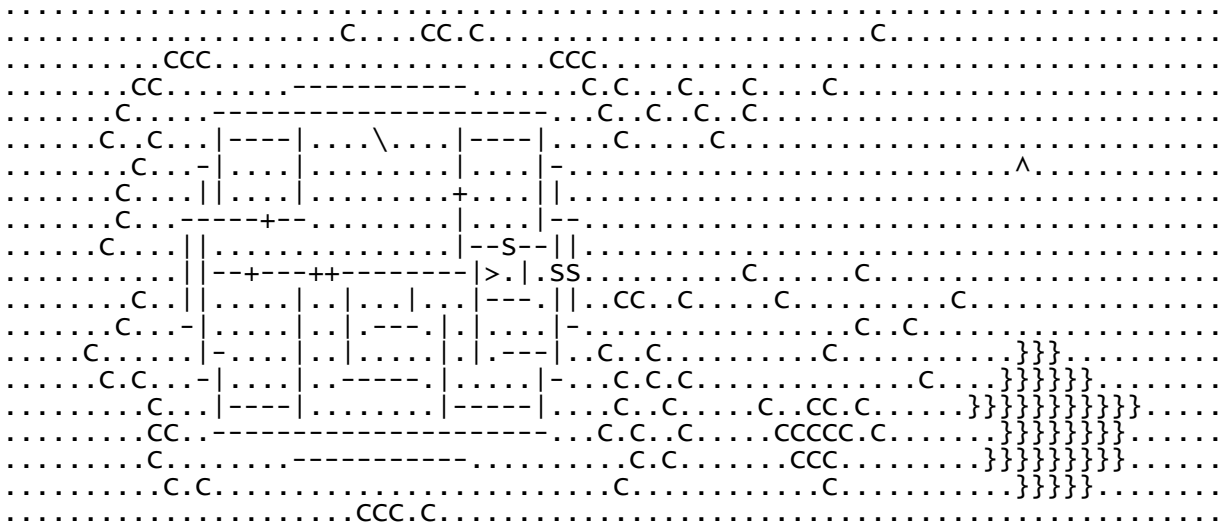
6/175 (3%) random W

1/7 (14%) normal random monster

---

# Maps

## The Lonely Tower



### Legend

The two-way magic portal back to the [Dungeons of Doom](#) is at the marked point. Neferet the Green occupies the throne, with a chest next to her; there are eight apprentices distributed through the Tower. The pond is occupied by three giant eels, and on its nearer bank is a pack of six random B, one random i and one random W; more distant are a further four random B, two random i, and one random W. There are six random traps on the level.

The entire level is no-teleport and has undiggable walls and floor.

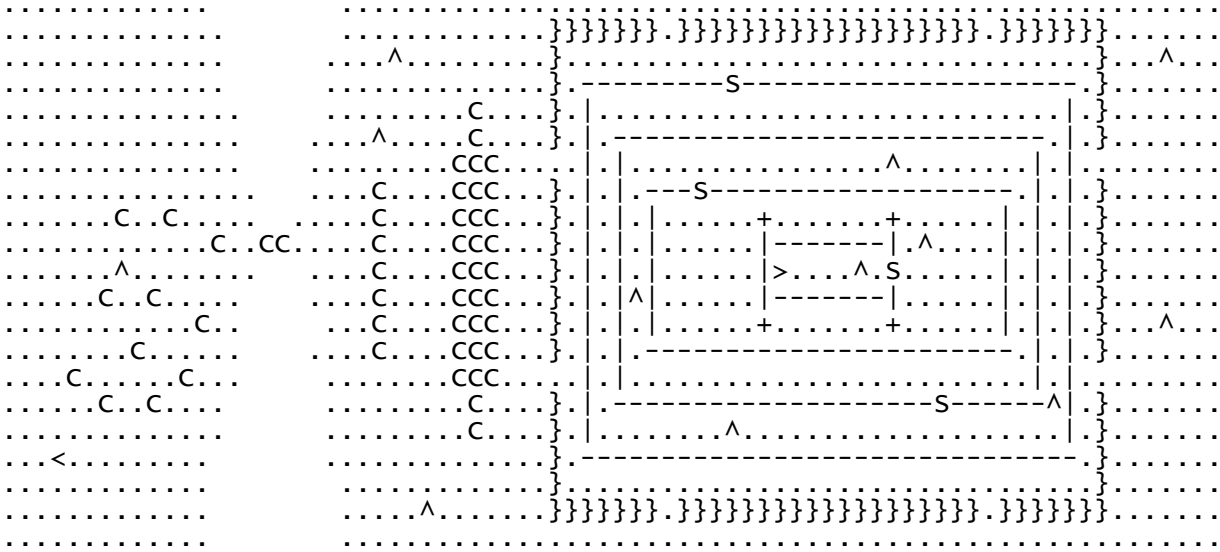
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### Upper filler level

This is an "ordinary" room-and-corridor level, with six rooms; four vampire bats and four random i; nine random objects; and four random traps.

---

## The Tower of Darkness



### Legend

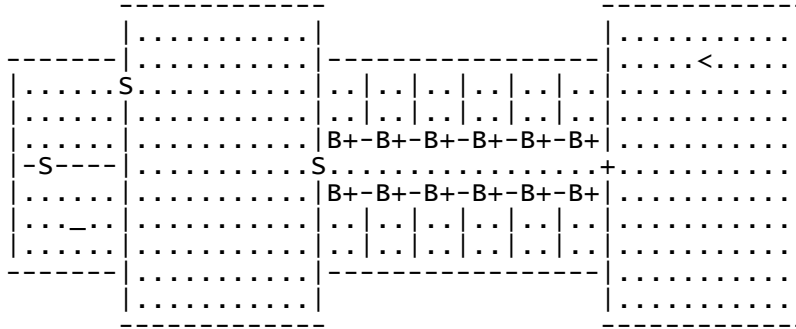
Randomly placed on the level are seven vampire bats, twelve random B, and eight random i; and fifteen random objects. The marked trap in the innermost chamber of the Tower is an anti-magic trap; the other five traps inside the Tower are falling rock traps, and the six outside are spiked pits. There are an additional two statue traps, a magic trap, a sleeping gas trap, a polymorph trap, and three dart traps, located randomly about the level.

The level has undiggable walls and floor. Teleportation is permitted.

### Lower filler level(s)

These are "ordinary" room-and-corridor levels, with six rooms; two vampire bats, two xorns, two vampire bats, and three random i; nine random objects; and four random traps.

## The Dark One's Dungeon



### [Legend](#)

The Dark One, with the Bell of Opening and the Eye of the Aethiopica, occupies the cross-aligned altar (the room being considered an abandoned temple). The small cells have the following (peaceful) occupants, from left to right: top row, empty, a rogue called Pug, a gnomish wizard, empty, empty, and an owlbear; bottom row, a wizard called Newt, a prisoner, empty, another prisoner (asleep), a Grey-elf, and a hill giant. The hostile monsters in the dungeon are placed randomly: eight vampire bats, eleven random B, and eight random i. There are fourteen random objects, and six random traps.

The Dungeon has undiggable walls; teleportation is permitted.

---

# Rogue Level

The Rogue level is located between levels 15 and 18 of the [Dungeons of Doom](#).

The Rogue level is eligible to leave bones files, and may contain the [Quest](#) portal.

---

This level is an homage to NetHack's ancestor, `rogue (6)`; like the levels in `rogue`, its layout is a 3\*3 grid, each space of which can contain either a room or a corridor node. There are no doors, but there may be secret doorways; each room is either lit or unlit.

Monsters randomly generated on this level will all be chosen only from those represented by upper case letters. No corpses will be left by monsters dying on this level.

There is a fake "bones pile", guarded by a ghost named (with equal chances) after one of the three primary authors and developers of `rogue` (Michael Toy, Kenneth Arnold, Glenn Wichman); this pile contains:

- d7 food rations (75% chance)
- either a mace (enchantment +1 to +3)  
or a two-handed sword (enchantment -1 to +3)
- a +1 bow
- 25 to 34 +0 arrows
- either a ring mail (enchantment +0 to +2; 1/3 chance of being rustproof)  
or a plate mail (enchantment -1 to +3; 1/3 chance of being rustproof)
- an identified cheap plastic imitation of the Amulet of Yendor (50% chance)

Each of these items except the food and the amulet has a 75% chance of being cursed.

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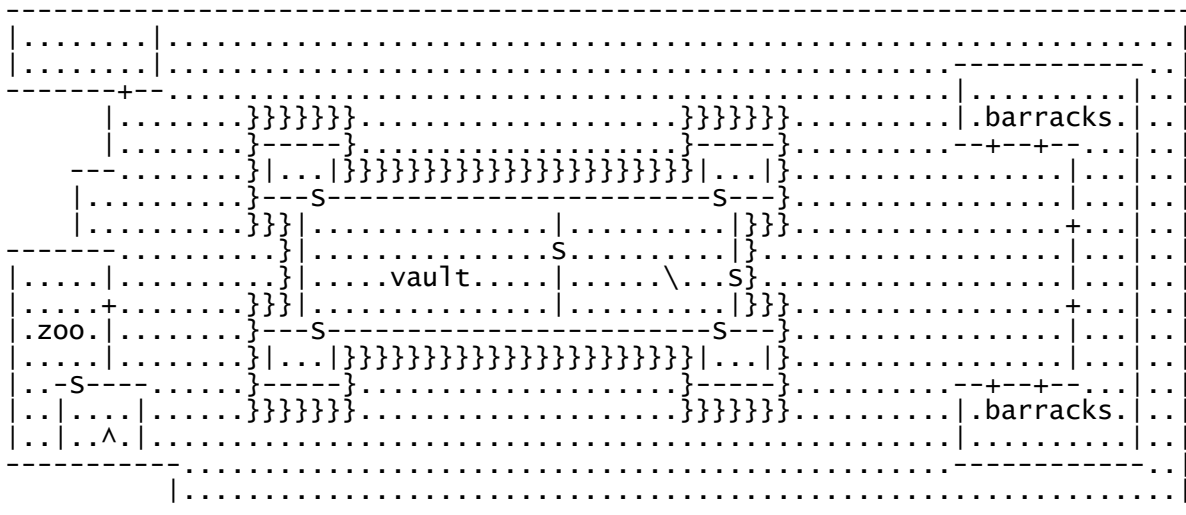
# Fort Ludios

This is a single-level branch reached by a magic portal from the [Dungeons of Doom](#) that is located in a vault between level 11 and [Medusa's Island](#) (and therefore between DL 11 and DL 27). Each vault created within that range has a 1/3 chance of containing the portal if it has not already been generated (except vaults created on the level with the portal to the [Quest](#); note further that no vaults will be created on the [Big Room](#) or [Rogue](#) levels). As a result, Fort Ludios may be inaccessible in any given game if no vault happens to contain the portal.

The Fort itself has a nominal depth of between DL 18 and DL 21 for the purpose of evaluating monster difficulty and other calculations dungeon depth is used for.

Fort Ludios is ineligible to leave bones files. The entire level is no-teleport.

## Map



### Legend

You arrive on (and leave) the level at the magic portal marked in the lower left. All walls on the level are undiggable.

Croesus occupies the throne, with the remainder of the throneroom being filled with the standard throneroom monsters; the zoo and barracks get their regular allocation of random monsters and soldiers and officers respectively. In addition, sixteen soldiers and a lieutenant are scattered around the courtyard surrounding the fort, together with four random dragons; four giant eels occupy the moat.

Each square of the vault contains 600 to 899 zorkmids, and has a 1/3 chance of containing a trap (2/3 land mine, 1/3 spiked pit). The four corner towers contain three diamonds (NW), three rubies (NE), three emeralds (SW) and three amethysts (SE).

# Medusa's Island

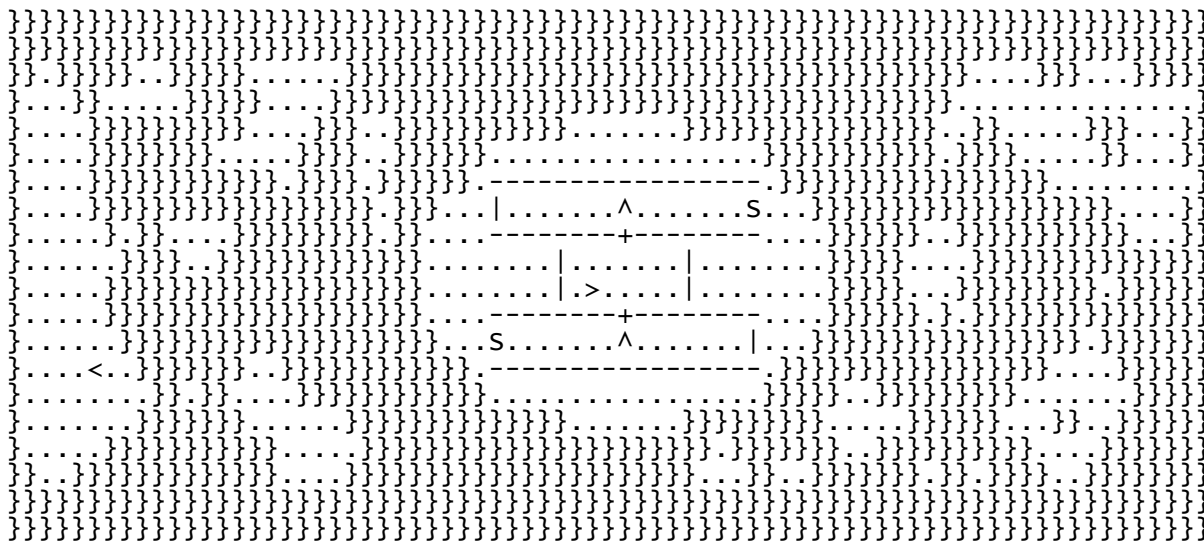
This level is located in the [Dungeons of Doom](#) between 1 and 4 levels above the [Castle](#) (and therefore between DL 21 and DL 28).

Medusa's Island is ineligible to leave bones files. The entire level is no-teleport. Monster creation on this level is biased towards chaotic monsters.

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## Maps

Medusa's island comes in two versions, each of which has a 50% chance of being used.

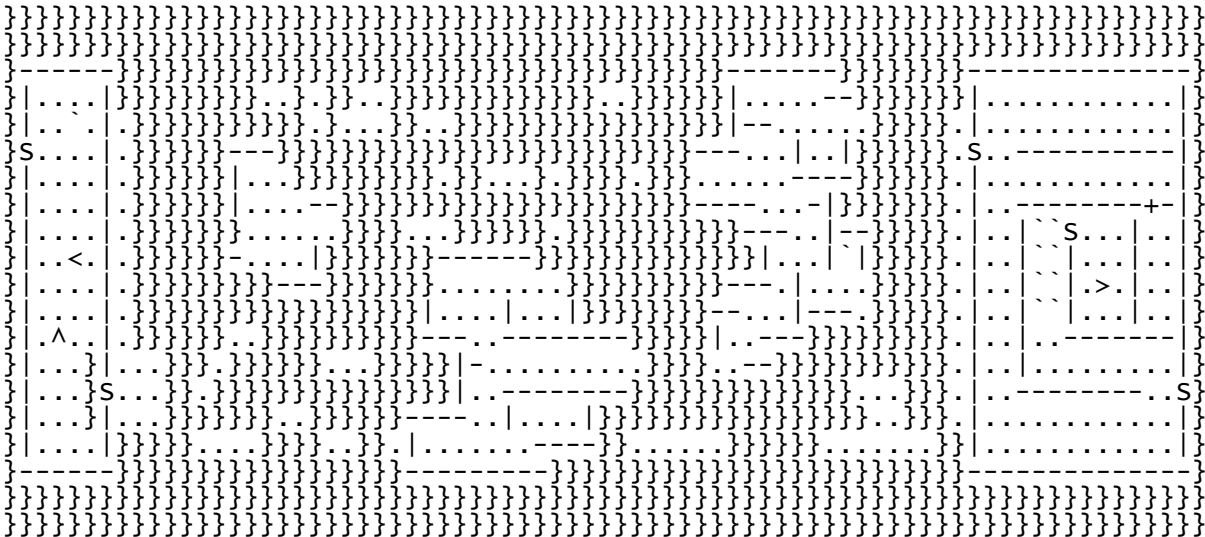


### [Legend](#)

Medusa is waiting on the downstairs; there is a random S in each of the top and bottom corridors of her hall, two water trolls in the water to the right of the level, three giant eels and three jellyfish in the water to the left of the level, and ten random other monsters. In addition to the two marked squeaky boards, there are five other random traps on the level.

The statue of Perseus on the downstairs has (independently) a 75% chance of containing a cursed +0 shield of reflection, a 25% chance of +0 levitation boots, a 50% chance of a blessed +2 scimitar, and a 50% chance of a sack; up to five other statues of player-monsters with names and classes from the top ten score list may be randomly created in Medusa's chamber, and will be empty. The seven random other statues around the level will contain any equipment their monster type might usually be issued with, but will not have the usual chance of containing a random spellbook.

The walls of Medusa's hall are undiggable.



Legend

Medusa is waiting on the downstairs; there is a titan and a gremlin in the entrance hall, six electric eels and three jellyfish in the water to the left of the level, four stone golems and two cobras immediately outside Medusa's room, a random A and a yellow light in the back room of Medusa's hall, and a further thirteen random monsters distributed fairly evenly across the level. In addition to the marked magic trap, there are four other random traps on the level.

The statue of Perseus on the downstairs has (independently) a 25% chance of containing a cursed +0 shield of reflection, a 75% chance of +0 levitation boots, a 50% chance of a blessed +2 scimitar, and a 50% chance of a sack; up to five other statues of player-monsters with names and classes from the top ten score list may be randomly created in Medusa's hall, and will be empty. The eight marked statues outside Medusa's room will contain any equipment their monster type might usually be issued with, but will not have the usual chance of containing a random spellbook.

There are marked boulders in the entrance hall and on the right-hand island; the latter has a random wand beneath it. The walls of both the entrance hall and Medusa's hall are undiggable.

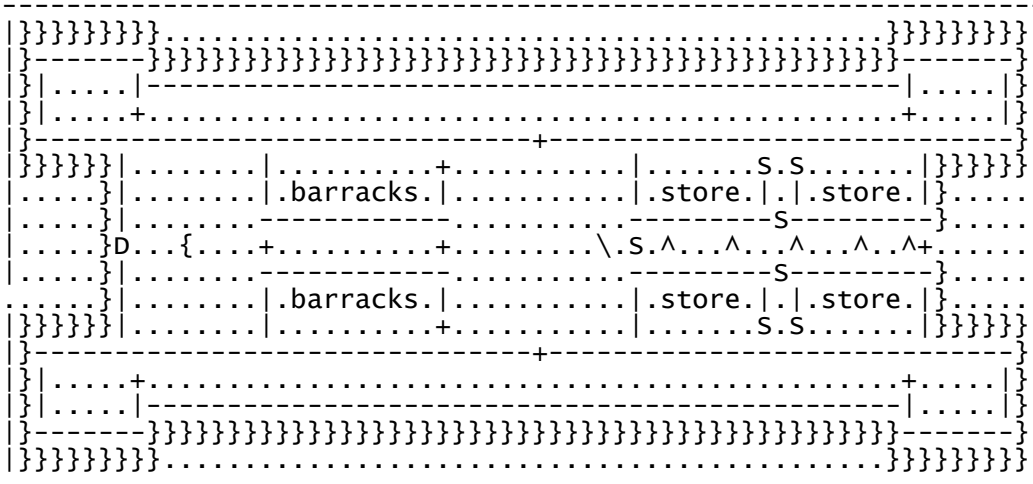
# The Castle

This is the lowest level of the [Dungeons of Doom](#), located between the 25th and 29th levels.

The Castle is ineligible to leave bones files. The entire level is no-teleport, and is considered a graveyard level for the purpose of undead monsters leaving corpses.

---

## Map detail



### Legend

This central section is flanked on both sides by narrow sections of maze; the upstairs is in the left-hand maze, and the one-way upstairs from the [Valley of the Dead](#) leads to a random location in the right-hand maze. The only way down to the Valley is through one of the five marked trapdoors in the Castle's back corridor; if these are blocked, the only access to Gehennom is via level teleport (the floor of the Castle level is undiggable through).

There are two entrances to the Castle proper. The drawbridge may be opened either by playing the correct tune on a musical instrument (either by listening to the "Mastermind"-like clues\*, or by being given the tune by your god); or by more direct means. The alternative is to use whatever means of crossing water you have available to go round to the back door, though the trapdoors in the back corridor will still need to be negotiated.

The Castle moat contains four sharks and four giant eels. The two marked barracks contain their usual complement of soldiers and officers; in addition, each corner tower contains two soldiers, and the atrium eight soldiers and a lieutenant. The throneroom contains 27 monsters, roughly equally chosen from EHLMNORTXZ; the chest is behind the throne. The alcoves between the marked storerooms contain two random dragons each; the storerooms themselves are filled with weapons, armour, food and gems (each of these in one storeroom, at random). Finally, one of the corner towers at random contains a chest holding a wand of wishing.

---

\*Any instrument capable of carrying a tune (bugles, flutes, harps, and horns other than horns of plenty), when played adjacent to either the portcullis square or the moat square where the drawbridge comes down, can open or close the drawbridge by playing the passtune (answer "no" when asked about improvisation). The passtune consists of five notes between A-G; incorrect guesses will give responses of "tumblers clicking" for correct notes in the wrong position, or "gears turning" for correct notes in the right position. Janis Papanagnou has written an [automated solver](#) for this version of Mastermind.

# Gehennom

This is a downward-extending branch consisting of between 20 and 24 levels; it is reached by the trapdoors found in the [Castle](#), the lowest level of the [Dungeons of Doom](#) (alternatively, the first level, the [Valley of the Dead](#), is accessible by level teleport from the Dungeons).

The following dungeon branch connects to Gehennom:

[Vlad's Tower](#) (9th to 13th level, DL 34 to DL 42)

The following special levels are found in this branch:

[Valley of the Dead](#) (1st level, DL 26 to DL 30)

[Asmodeus' Lair](#) (2nd to 7th level, DL 27 to DL 36)

[Juiblex' Swamp](#) (4th to 7th level, DL 29 to DL 36)

[Baalzebub's Lair](#) (6th to 9th level, DL 31 to DL 38)

[Orcus-town](#) (10th to 15th level, DL 35 to DL 44)

[Wizard's Tower](#) (11th to 18th levels, DL 36 to DL 47; three consecutive levels)

[Fake Wizard's Towers](#) (3rd to 6th levels from bottom, DL 40 to DL 51; two levels)

[Vibrating Square](#) (2nd level from bottom, DL 44 to DL 52)

[Moloch's Sanctum](#) (Bottom level, DL 45 to DL 53)

(Note that some level ranges are interdependent, so certain combinations of branch/level locations are impossible; for more specific information, see individual entries.)

All non-special levels are mazes. All non-special, non-branching levels are eligible to leave bones. Prayer to one's god is impossible throughout the branch; prayers will instead attract the attention of Moloch.

---

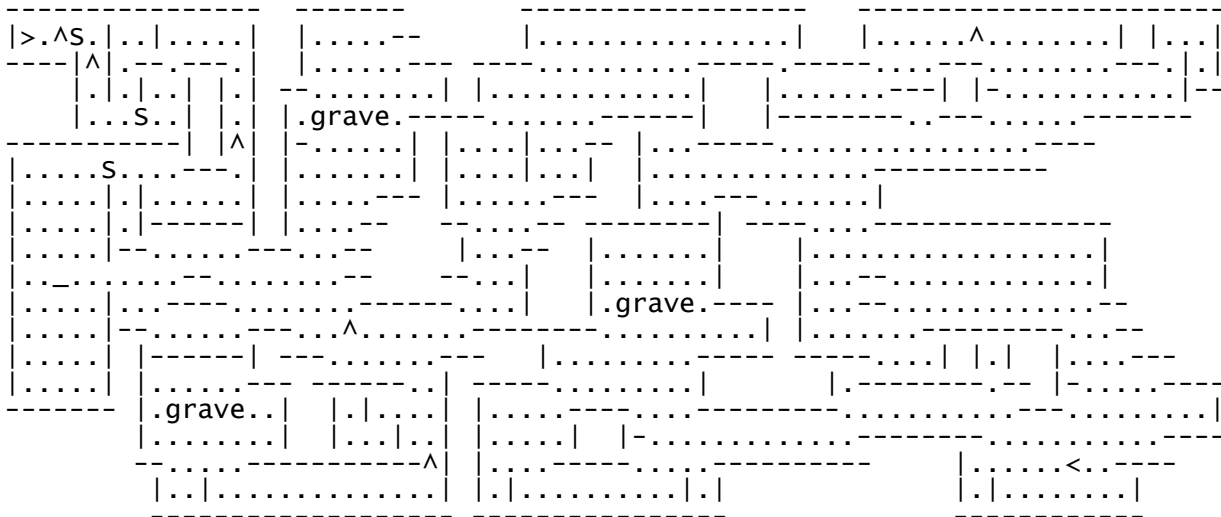
# Valley of the Dead

This is the first level of [Gehennom](#) (and therefore between DL 26 and DL 30).

The Valley is eligible to leave bones files. The entire level is no-teleport and blocked to magic mapping.

---

## Map



### [Legend](#)

If you arrive by falling or jumping through a Castle trapdoor, you will land within a few squares of the upstairs. The unaligned temple on the left is manned by a peaceful priest of Moloch. In addition to the inhabitants of the three marked graveyards, the level also contains six ghosts, three vampire bats, four random M, four random Z, three random V, and a random L. In addition to the boxes in the graveyards, there are four random pieces of armour, four random weapons, three random potions, three random scrolls, two random wands, two random rings, two random spellbooks, three random tools, a ruby, and two other random gems; in addition to the corpses in the graveyards, there are two other corpses of each character class save Monks and Priests. The marked traps: in the top left corridor are two spiked pits and a sleeping gas trap, as you go from the temple to the downstairs; the trap in the centre-left is a squeaky board; the other two are dart traps; there are a further two magic traps and two anti-magic traps randomly located.

The entire level has undiggable walls and floor.

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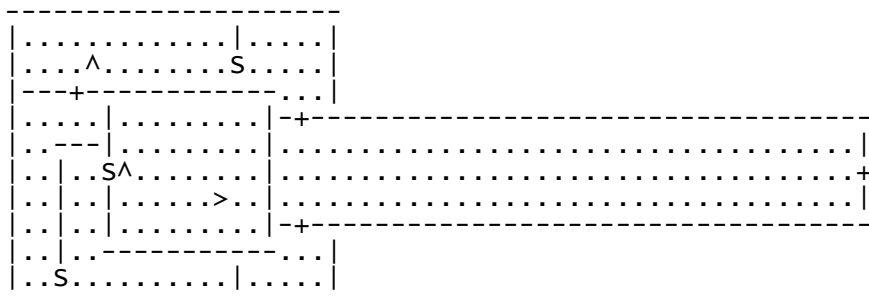
# Asmodeus' Lair

This demon prince's lair is located between the 2nd and 7th levels of [Gehennom](#) (and therefore between DL 27 and DL 36).

Asmodeus' lair is eligible to leave bones files. The entire level is no-teleport.

---

## Map detail



### [Legend](#)

This core of the level is surrounded by normal Gehennom-like maze, and has undiggable walls; the only entrance to the centre of the level is via the right-hand door. The upstairs is placed within the maze on the left side of the level.

The right-hand room contains three random &, and a fire trap, a magic trap, and an anti-magic trap, placed at random. The room with the downstairs is occupied by Asmodeus, a ghost, and a horned devil; three random V and a random L are placed randomly within the left side of this area. The marked traps are a fire trap just inside the door of Asmodeus' room, and a spiked pit in the top-left chamber; additionally, two magic traps, a sleeping gas trap, an anti-magic trap, and another fire trap are placed randomly within the left side of the area, as are three scrolls, two weapons, two pieces of armour, two potions, and a gem (all chosen randomly).

---

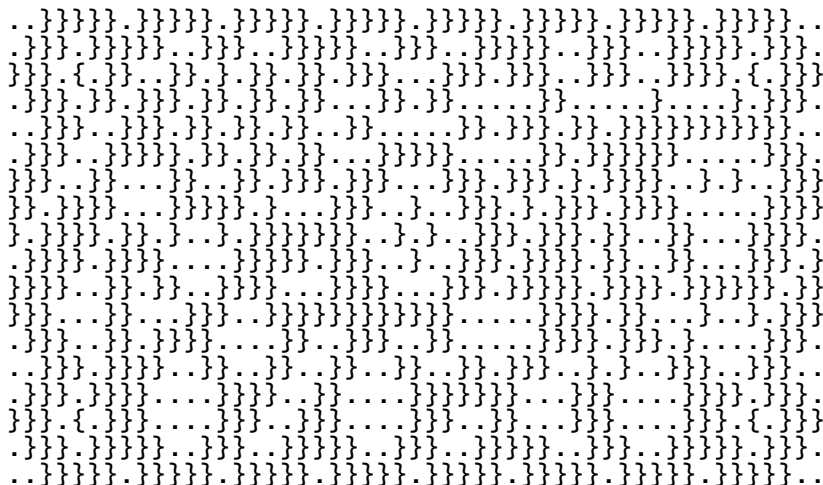
# Juiblex' Swamp

This demon lord's lair is located between the 4th and 7th levels of [Gehennom](#) (and therefore between DL 29 and DL 36).

Juiblex' swamp is eligible to leave bones files. The entire level is no-teleport.

---

## Map detail



### [Legend](#)

This core of the level is surrounded by a similar mixture of land and water (though with two guaranteed islands to ensure at least one place for each stair to go; the upstairs is to the right of the above area, and the downstairs to the left).

Juiblex is at the exact centre of the map; three lemures occupy the large island on the centre-right of the map above, and all but (a random) one of the marked fountains are actually giant mimics masquerading as fountains. The mapped area also contains six random P, five random b, five random j, five random F, two random m, and two jellyfish; two sleeping gas traps, two anti-magic traps, and two magic traps; six random potions, three random food items, one boulder and finally two random gems (or piles of gems) at the bottom of the pools on the lemures' island.

---





# Vlad's Tower

This is an upward-extending branch consisting of 3 levels; it is reached by a second upstairs in [Gehennom](#) located between the 9th and 13th levels (and therefore between DL 34 and DL 42).

All levels in the branch are no-teleport; only the middle level is eligible to leave bones files. Monster creation in this branch is biased towards chaotic monsters.

---

## Maps

The walls and floor of each level are undiggable.

### Bottom level

```

  ---  ---  ---
  |x|  |x|  |x|
  ---S---S---S---
  |xS.....Sx|
  ---|.....|---
  |.>.|.....+...|
  |---|.....|---
  |. |xS<.....Sx|. |
  |---S---S---S---|
  |...|x|. |x|. |x|...|
  ---|.....|---
  |.....|
  ---

```

#### [Legend](#)

There is a random dragon immediately inside the main door of the courtyard, and eight other random monsters on the level. Four of the ten niches marked 'x' will contain a long sword, a lock pick, an elven cloak, and a blindfold; these niches will also contain random traps.

---

### Middle level

```

  ---  ---  ---
  |x|  |x|  |x|
  ---S---S---S---
  |xS.....Sx|
  ---|.....+---
  |.....|. <|
  ---|.....|---
  |xS>.....+...Sx|
  ---S---S---S---
  |x|  |x|  |x|
  ---

```

#### [Legend](#)

The ten niches marked 'x' contain (one randomly assigned to each): two hell hound pups, a winter wolf, two random &, a chest containing an amulet of life saving, a chest containing an amulet of strangulation, a pair of water walking boots, a crystal plate mail, and a spellbook of invisibility.

---

## Top level

```
-----
|x| |x| |x|
---S---S---S---
|.....+.+.+...|
---+---+---+---
|...\.|.+.>|
---+---+---+---
|.....+.+.+...|
---S---S---S---
|x| |x| |x|
-----
```

### [Legend](#)

Vlad the Impaler, with the Candelabrum of Invocation, occupies the throne; a chest is behind it. Each of the six niches marked 'x' contains a random V and a chest.

---

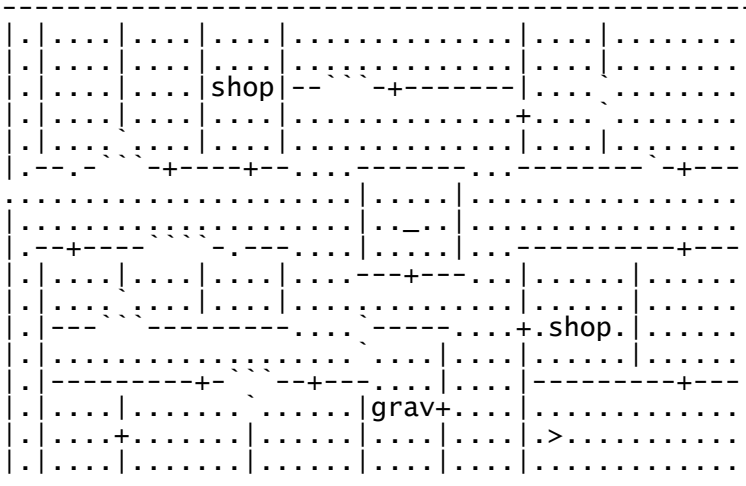
# Orcus-town

This demon prince's lair is located between the 10th and 15th levels of [Gehennom](#) (and therefore between DL 35 and DL 44). It may contain the stairs to [Vlad's Tower](#).

Orcus-town is eligible to leave bones files. The entire level is no-teleport.

---

## Map detail



### [Legend](#)

This area forms slightly more than half of the level, on the right-hand side; the left side is normal Gehennom-maze, and contains the upstairs. All walls on the level are diggable.

Orcus is on the downstairs, accompanied by two vampires, two vampire lords, two shades, and a human zombie; in addition to the usual undead in the marked graveyard, there are three vampires, two vampire lords, three human zombies, three ettin zombies, three giant zombies, four shades, five skeletons and five random other monsters randomly placed in the town. The abandoned shops contain standard general store items, and usually a large contingent of mimics; ten random other objects are created in the town. Two magic traps, three fire traps, a spiked pit, an anti-magic trap and a sleeping gas trap are placed randomly.

---

# The Wizard's Tower

This is an upward-extending set of 3 consecutive levels in [Gehennom](#), of which the bottommost is between the 13th and 18th levels, and the topmost between the 11th and 16th levels (and therefore the Tower is constrained to be between DL 36 and DL 47). The Tower proper is reached by a magic portal in one of the [Fake Wizard's Towers](#). The outer maze may contain the stairs to [Vlad's Tower](#).

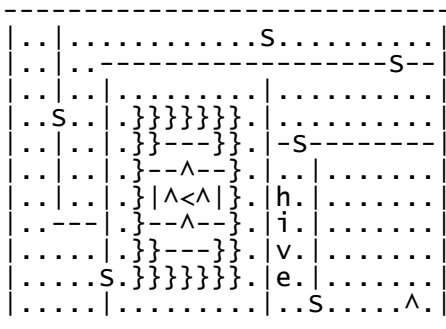
All three levels are no-teleport and have undiggable floors; only the middle level is eligible to leave bones files.

---

## Map details

Each level of the Tower consists of a central core (the Tower proper) surrounded by normal maze which contains the stairs allowing passage through Gehennom; it is impossible to reach one area from the other (the outer walls of the Tower being undiggable and unphasable). It is, however, possible to level teleport out of (but not into) the Tower.

### Bottom level



### [Legend](#)

You arrive in (and leave) the Tower at the magic portal marked in the lower right. The small central tower contains a vampire lord and a random L; the marked traps are squeaky boards. The moat surrounding it contains two giant eels and two krakens. There is a random D near to the portal, and the marked beehive is filled with its normal queen bee and nine killer bees; in addition, randomly placed around the mapped area (or the long corridor of the outer maze immediately to its right) are three random &, a random D, and a random L; two random scrolls, a random weapon, a random potion, and a random tool. There is a random amulet on the upladder. All walls are undiggable and unphasable save those of the small central tower.

---



# Fake Wizard's Towers

These are located between 1 and 4 levels above the [Vibrating Square](#) level (and therefore between the 15th and 22nd levels of [Gehennom](#), and between DL 40 and DL 51).

The level without the portal is eligible to leave bones files; the level with the portal is not.

---

## Map detail

```
. . . . .
. } } } } } .
. } } --- } } .
. } -- ^ -- } .
. } | ^ x ^ | } .
. } -- ^ -- } .
. } } --- } } .
. } } } } } .
```

### [Legend](#)

This core of the level is surrounded by normal Gehennom-like maze; the walls *are* diggable.

These towers are found on two levels; one tower contains a magic portal leading to the bottom level of the (real) [Wizard's Tower](#) at the point marked 'x', the other does not (an amulet being there instead). Both contain four squeaky boards (marked), a vampire lord, and a random L; a single kraken is found in the moat of each.

The name "fake wizard's towers" is a reference to earlier versions in which the Wizard of Yendor lived in a similar structure surrounded by maze; these days, he lives in a similar structure surrounded by a much *larger* tower. Such is upward mobility.

---

# The Vibrating Square

This is located on the second-from-bottom level of [Gehennom](#) (immediately above [Moloch's Sanctum](#)), and therefore between the 19th and 23rd level of that branch (so between DL 44 and DL 52).

The Vibrating Square level is ineligible to leave bones files.

This is an ordinary [Gehennom](#) maze level in most respects. Its floor is too hard to dig through, and there is (initially) no downstairs; the only way to proceed is to perform the invocation ritual (reading the Book of the Dead while carrying the lit Candelabrum of Invocation within five turns of having rung the Bell of Opening) standing on the Vibrating Square. Successfully doing so will create the downstairs to [Moloch's Sanctum](#) on the square itself, and demolish the maze in the vicinity to create a ring of fire traps, a ring of clear space, and a wide moat, in an outwards direction from you.

The Vibrating Square can only be located by the message given when passing over it; it cannot be detected by magic mapping, crystal ball, or any other remote means, and it has no special map symbol. There are some constraints on where it will be randomly placed when the level is created (and once placed, it stays where it is):

- in a corridor (not in a wall)
- at least five squares from the side of the map
- at least four squares from the top or bottom of the map
- not within a circle of eleven squares radius around the upstairs
- not in a straight line with the upstairs
- not on the same square as a trap

It may be on the same square as a boulder or another item.

---





# Acknowledgements

While the Gazetteer is an entirely new and independently-created set of spoilers, much is owed to those who trod similar paths in previous versions: this Gazetteer is therefore dedicated to Paul Waterman, author of the WCST Spoilers for NetHack 3.0; and Boudewijn Waijers, author of `dungeon.map` and `quests.map` for NetHack 3.1.3.

Useful criticisms and corrections were provided by: David Corbett, Michael Hedera, Kate Nepveu, Janis Papanagnou, Rast, runcible, Robert Schneck, Jason Short, Ste, Boudewijn Waijers, and Colin Watson.

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