



# All Dungeons

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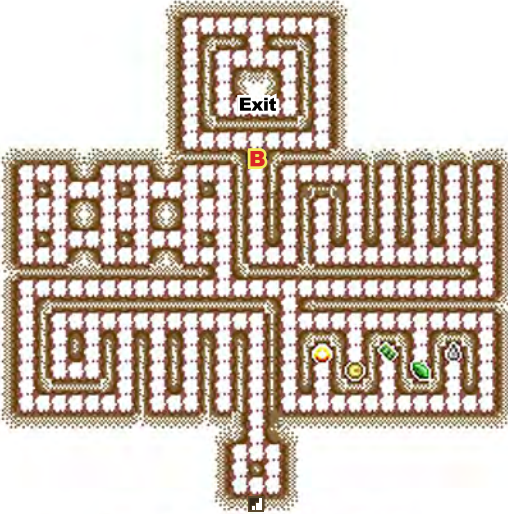
### Polar Dungeon



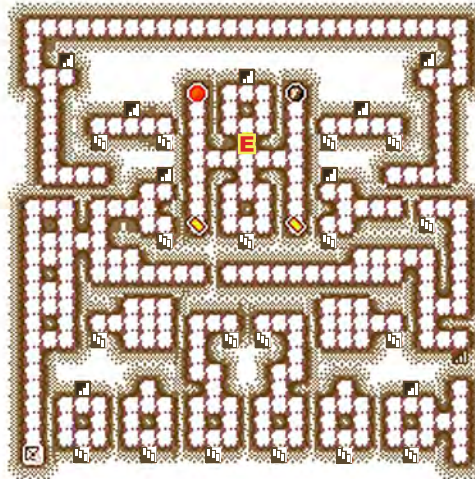
### Stavery



### Balnia Temple



### Icicle Dungeon



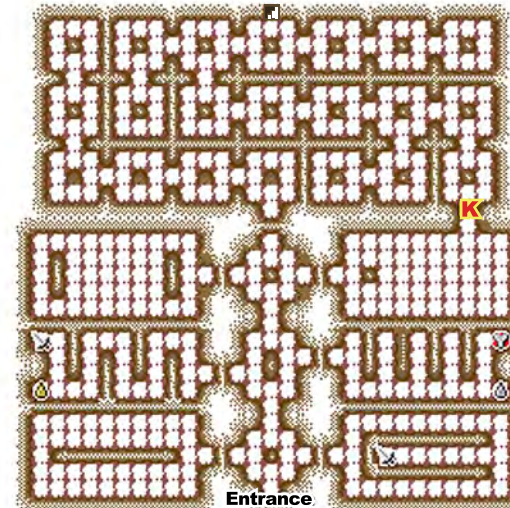
### A Tunnel



### Ice Mine

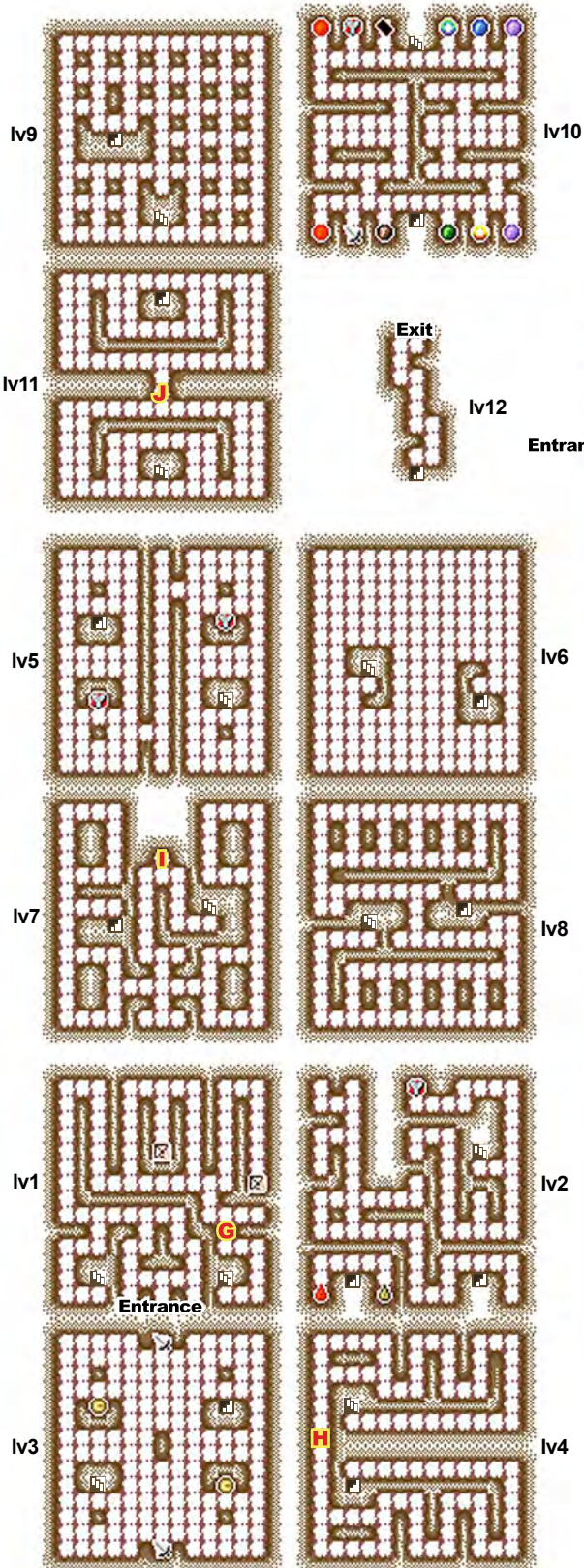


### Bintel Castle

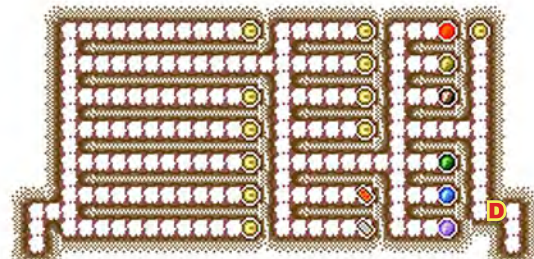




## Stavery



## Crimson Valley



## Draven Pass



## Forest of Doubt



## Legend



Treasure Chests



Herbs



Sleeping Bag



Tent



Silver Flask



Gold Flask



Medicine



Return Ring



Weapons



Armor



Wind Card



Fire Card



Water Card



Earth Card



Fog Card



Null Card



Call Amulet



Money



Strength Honey



Endurance Honey



Intelligence Honey



Agility Honey



Restore Honey



MP Honey

## Symbols

**Entrance** An entrance

**Exit** An exit

↔ A link between two dungeons

## Bosses

**A** Stone Guardian-150 HP **B** Iron Guardian-300 HP **C** Cyclops-200 HP

**D** Efrite-300 HP **E** Hydra-600 HP **F** Sauza-750 HP **G** Darama-450 HP

**H** Darah-450 HP & Barah-800 HP **I** Ariel-750 HP **J** Teefa-400 HP

**K** Karul-750 HP **L** Galneon-600 HP & Galenon (2<sup>nd</sup> fight)-900 HP

**M** Blue Guardian-0 HP & Red Guardian-0 HP **N** Tiamat-0 HP

**O** Rimsala-1500 HP & Rimsala (2<sup>nd</sup> fight)-3500 HP