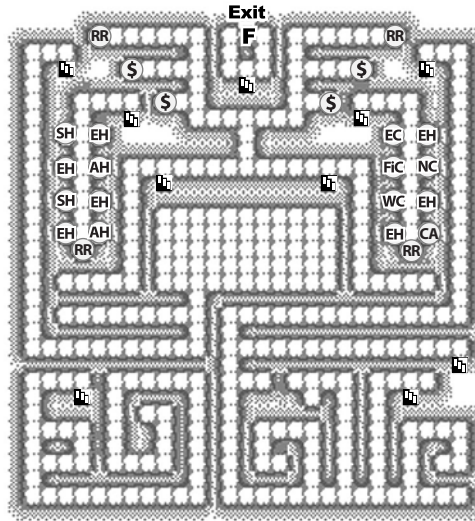




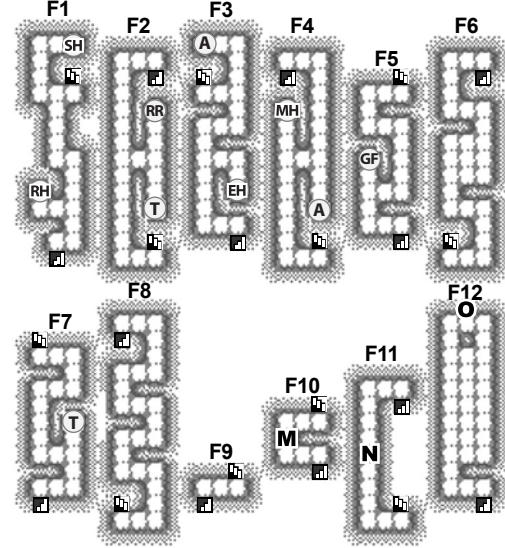
# All Dungeons

By: Tropicon  
www.vgmapper.com

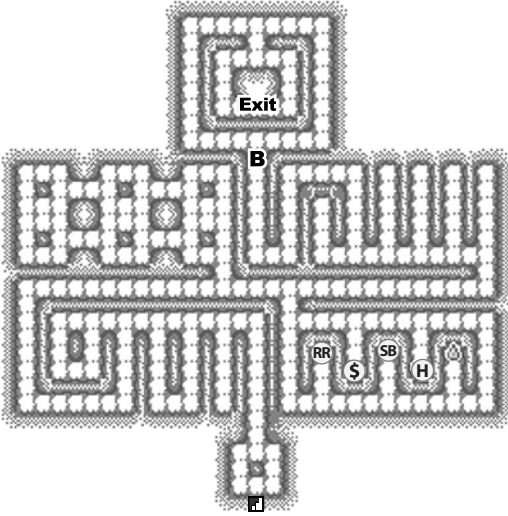
### Polar Dungeon



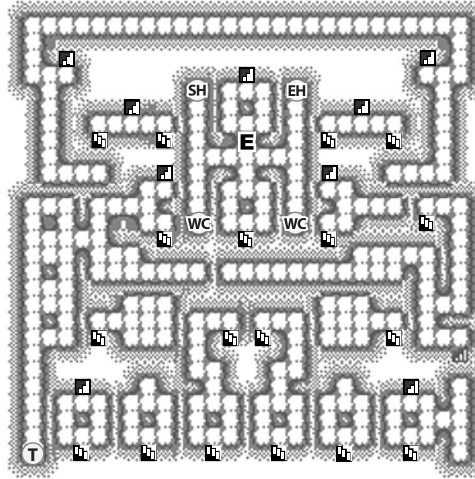
### Stavery



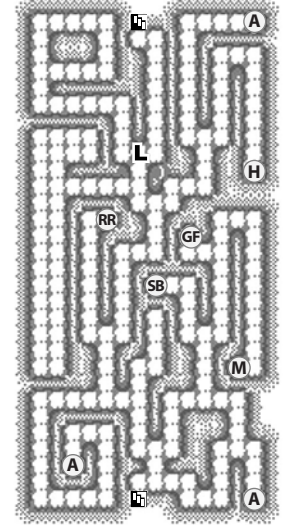
### Balnia Temple



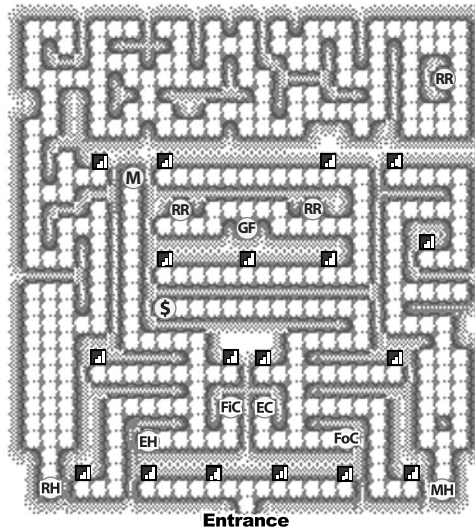
### Icicle Dungeon



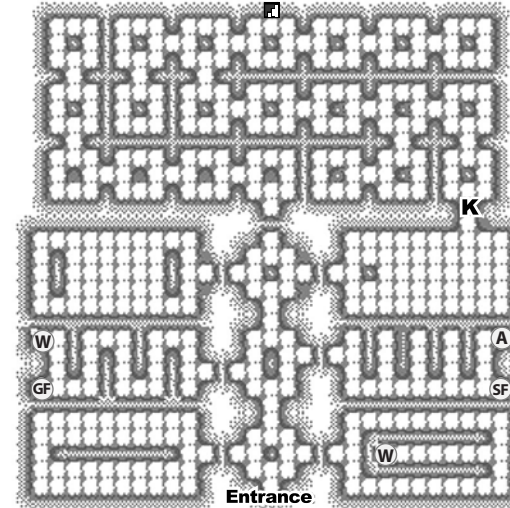
### A Tunnel



### Ice Mine

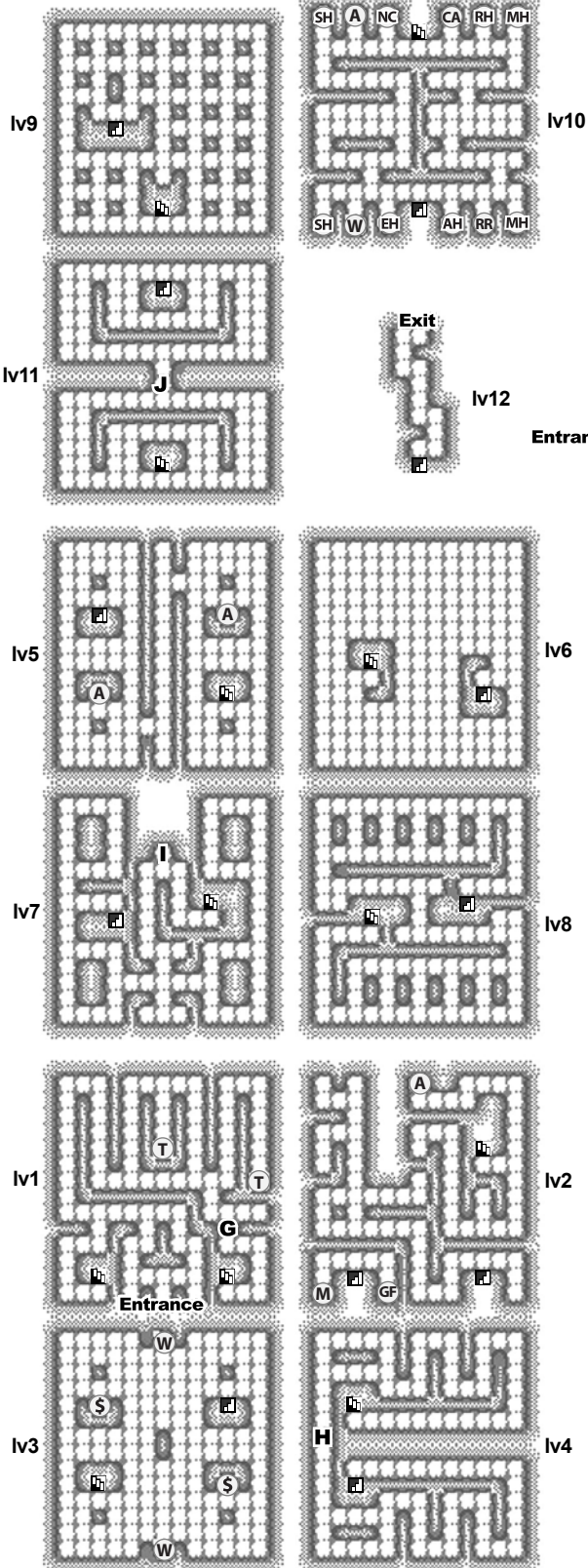


### Bintel Castle

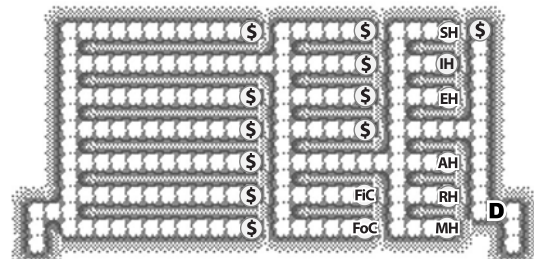




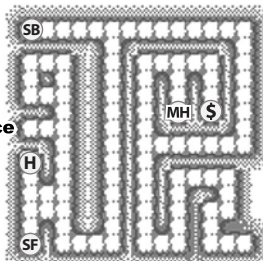
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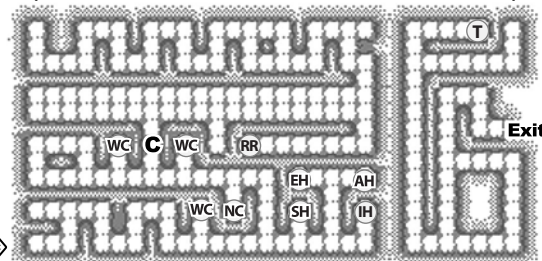
## Crimson Valley



## Draven Pass



## Forest of Doubt



## Legend



Treasure Chests



- (H) Herbs
- (SB) Sleeping Bag
- (T) Tent
- (SF) Silver Flask
- (GF) Gold Flask
- (M) Medicine
- (RR) Return Ring
- (W) Weapons
- (A) Armor

- (WC) Wind Card
- (FC) Fire Card
- (WC) Water Card
- (EC) Earth Card
- (FOC) Fog Card
- (NC) Null Card
- (CA) Call Amulet
- (S) Money

- (SH) Strength Honey
- (EH) Endurance Honey
- (IH) Intelligence Honey
- (AH) Agility Honey
- (RH) Restore Honey
- (MH) 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