

## Special Areas

Here is a short list of special areas you can find early in the game. I will just give you some X: Y: locations as to how to get there. How to complete each area is up to you.

X:10 Y:0 Giant Worm Caves.

Inside Worm Caves:

X: 8 Y: 4 Mega Worm. Have fun with this guy.

X:36 Y:28 Bee Cavern.

Inside Bee Cavern:

X: 34 Y: 2 Treasure chest of a crazed man.

X: 40 Y: 21 This cave leads north towards some fun.

X: 57    Y: 12    Bee Hive

X:7   Y:78    Shop.

X:85   Y:10    Shop: This shop will not be around long. It's destroyed when the 3rd coming of doom arrives.

X:15   Y:76    Temple: There is a lot to do inside the temple. There is a secret entrance to a underground cult (Vrack Cult). Once inside the underground cult, there is ALSO a secret entrance to a sleeping Demi Lich inside the cults chambers.

X:5   Y:55    Tavern of cutthroats. Be careful. If you end up in the spider pits your doomed. There is no way out of that pit of spiders. Its a terminal dead end.

X:7   Y:63    Whirlpool: Search the cave it leads to. There are some IMPORTANT items there. These same items can be found at a gravesite at X:64   Y:18 inside the Grekle caves. If you get these items at one location, they will not be available at the other location.

X:71   Y:62    Diseased Dwarves: If handled correctly, they tell you of a secret tunnel that leads to a huge area of fun known as the WEB WALLS AREA.

X:86   Y:41    This leads to the 4th bastion. You can't get there until you register both the scenario AND have waited at least 50 game days.

X:68   Y:79    Big battle.

X:80   Y:79    Big battle/Point of interest.

X:52   Y:48    Jail Cell If you play your cards right, you can walk away from this encounter with a magic item. The EYE SPY. It will come in handy later in the scenario.