

## on't Get Poisoned!

Monster(s): Venomous Skitter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s):  
Arrival room

Teleporter(s):  
Letters in the above map show the teleporter connections. These maps do not appear together in the game. They are combined here to show the layout of the level.

Objectives:  
Violet Invulnerability(temporary) Potion in the N center of the third area with the exit/advancing teleporter.  
Blue Clear Healing Potion at the center of the third area.  
Blue Clear Healing Potion at the SE corner of the fourth area.  
Blue Clear Healing Potion near (E) the SW corner of the fourth area.

Problem(s): None  
Solution(s): None