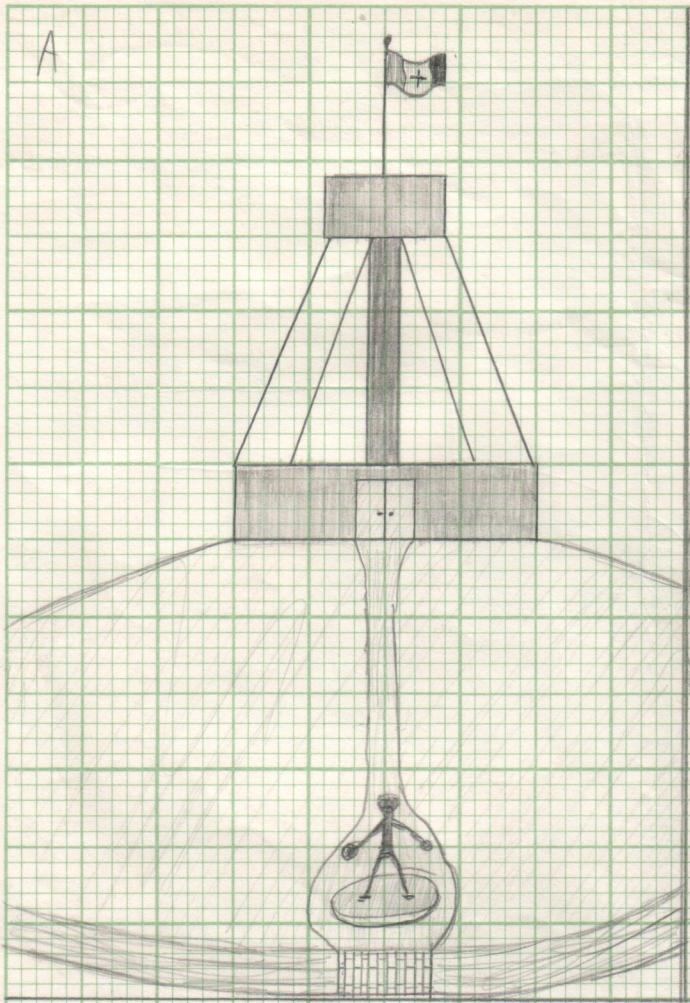
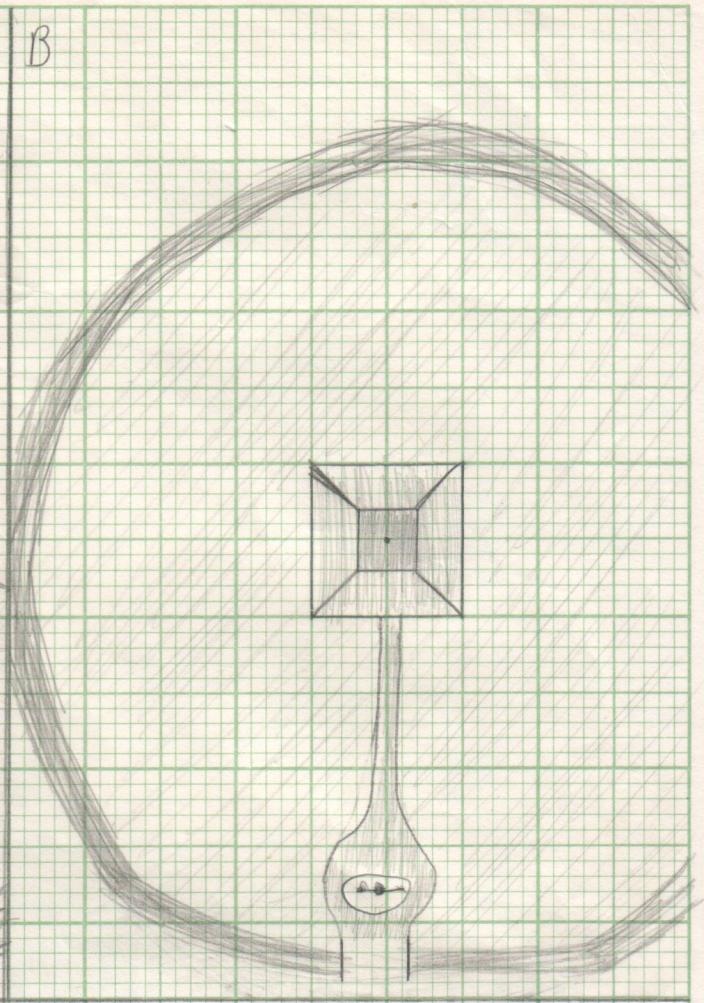


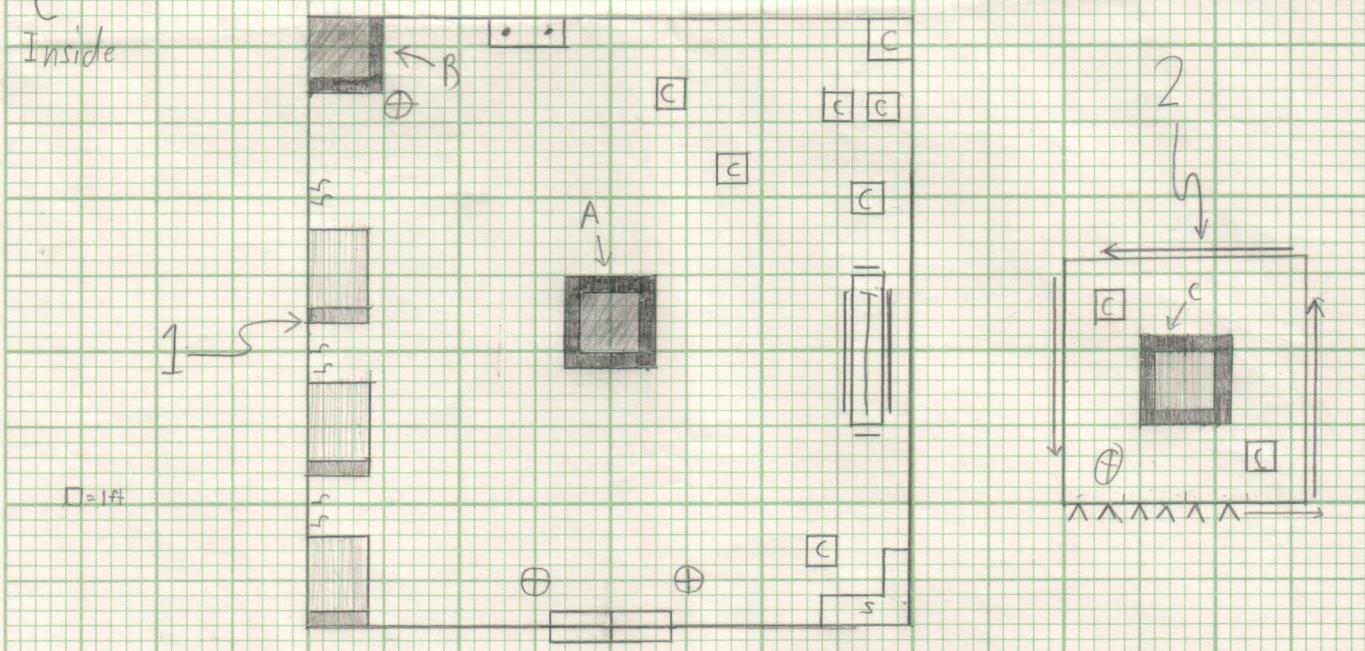
Front View



Air View



C
Inside



⊕ = Golem

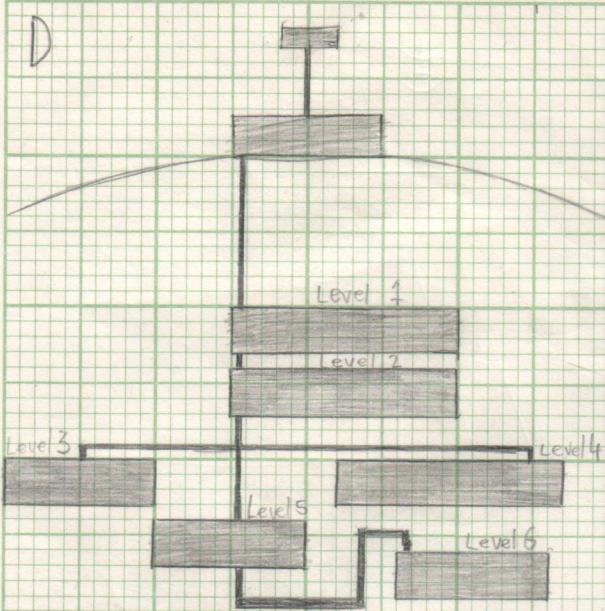
S = sofa

R = rack

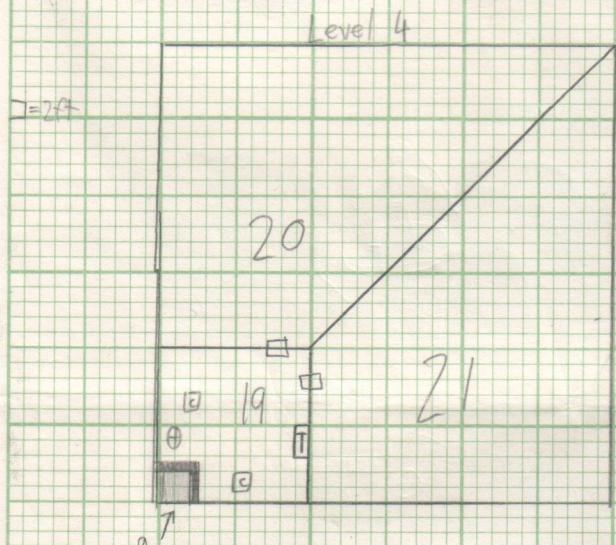
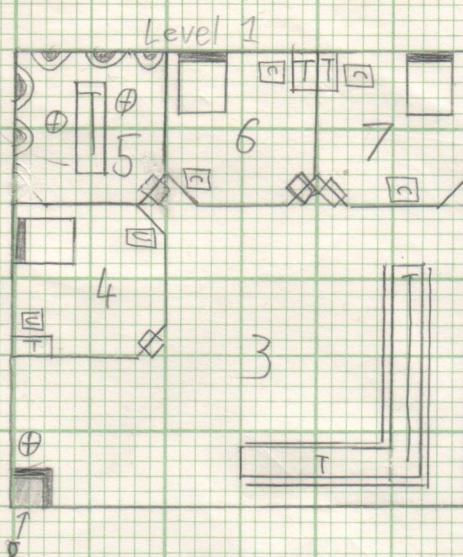
Map 1A,B+C

The Inverted Tower

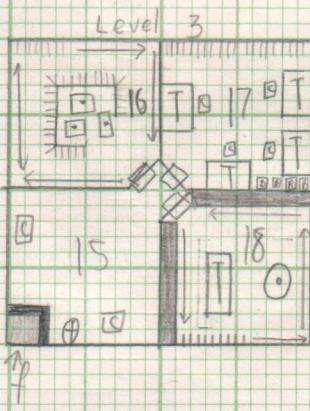
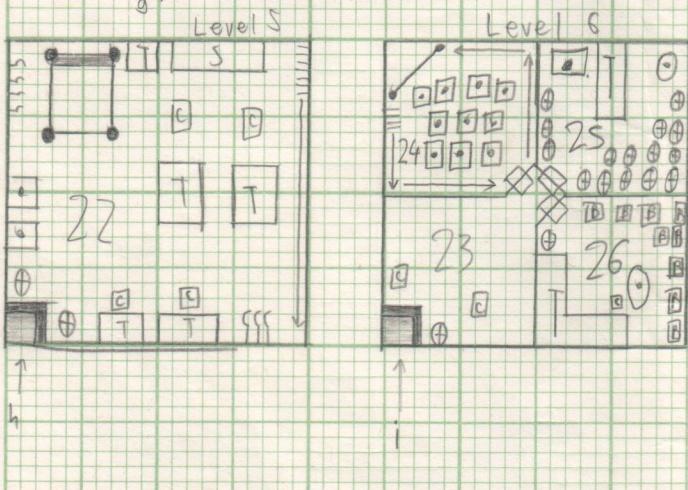
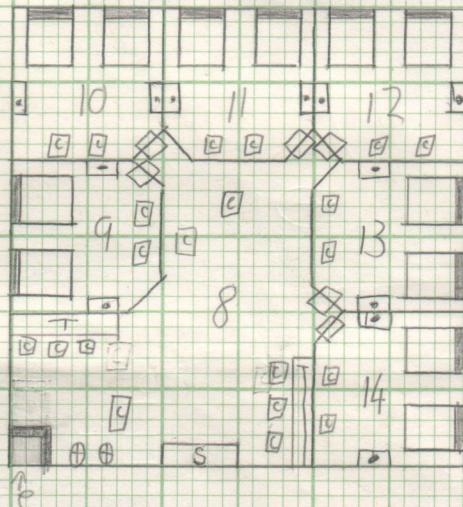
Side



E



Level 2



○ = oven

-r = cracks/rack

○ = golem

□ = chest

|||| = shelves

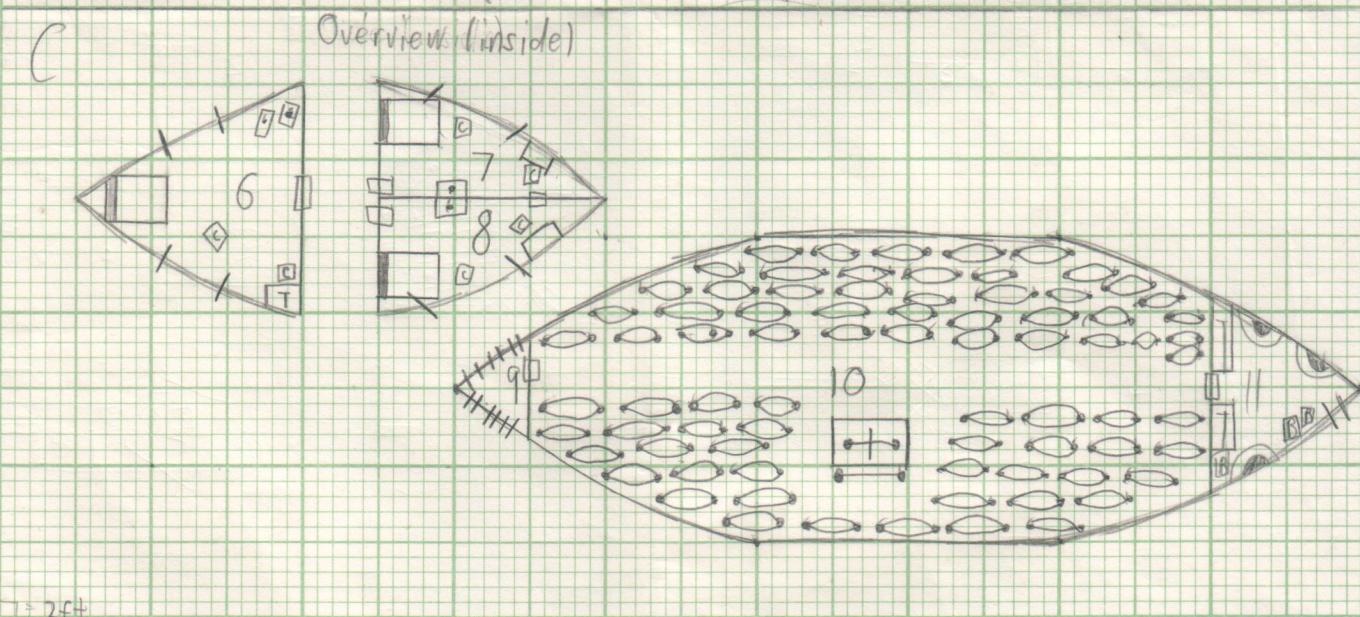
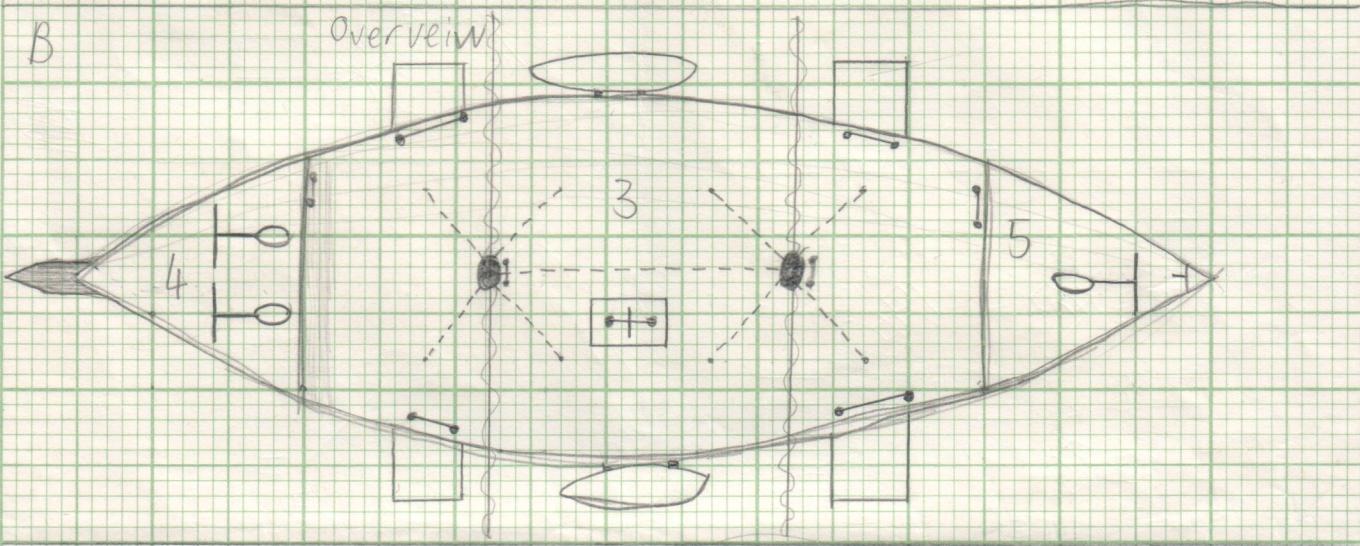
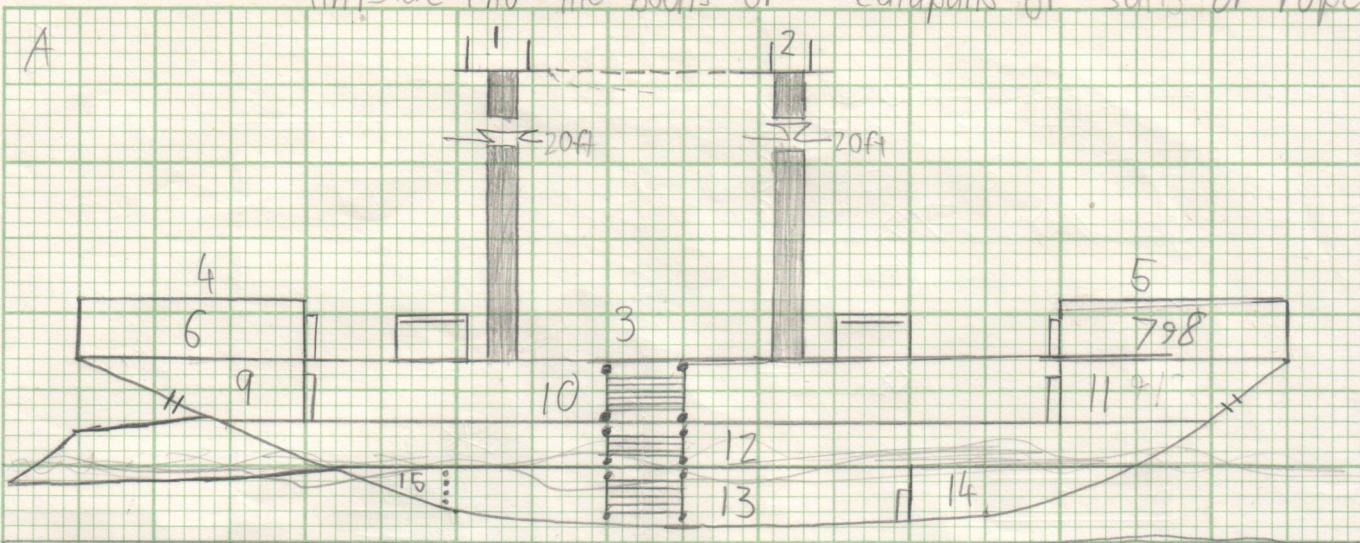
○ = cauldron

■ = Box

Map 1dse

The Inverted Tower

(in) Side (no life boats or catapults or sails or ropes)



1 = ladder

□ = hatch

○ = hammock

Map 2arbc

10 = catapult

■ = ladder

⋮ = bars

The Impervious

2 = sail

✗ = chute

--- = ropes

✗ = window

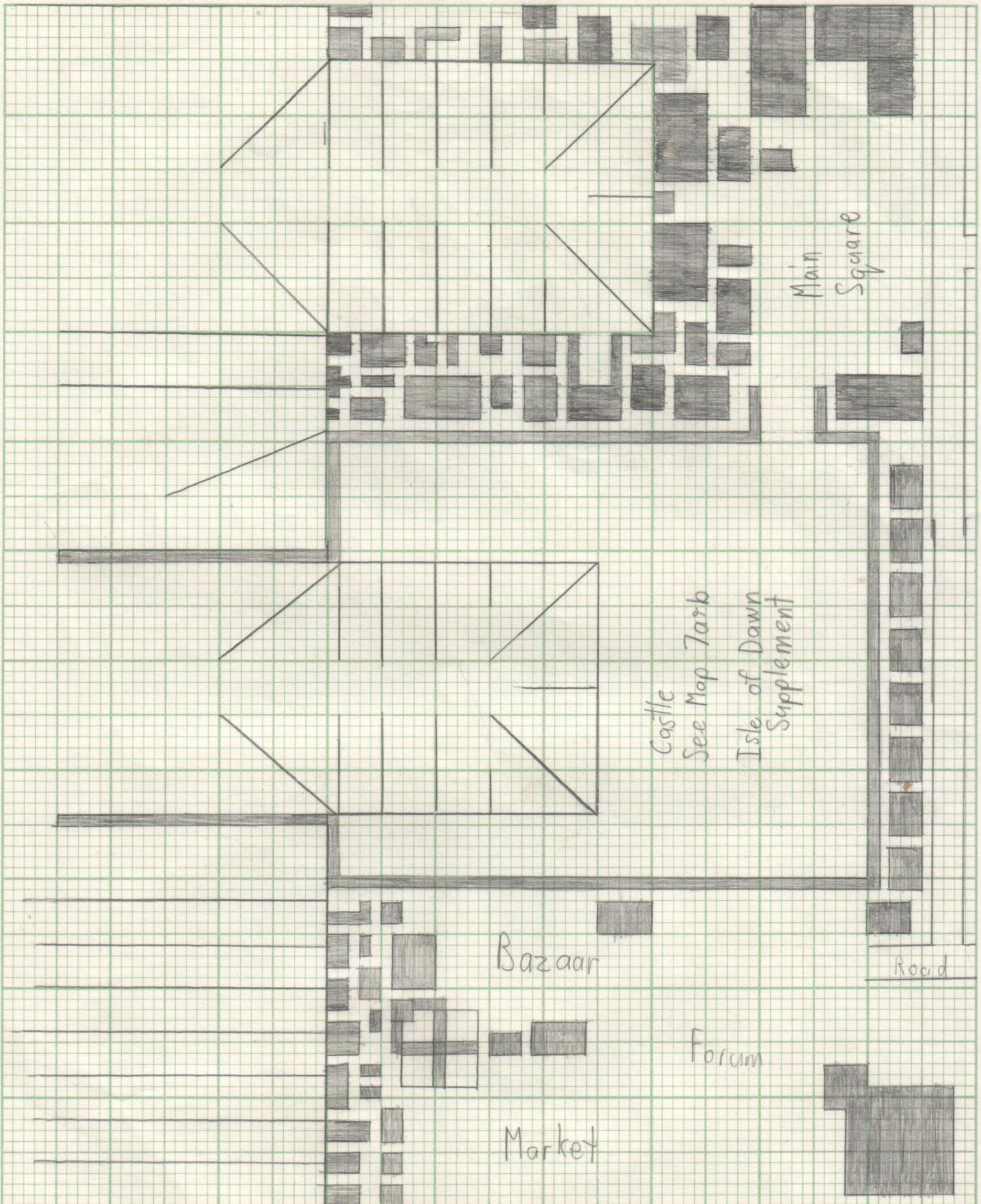
2 = rudder

□ = Box

1 = door

2 = oven





Map 4
Capital City