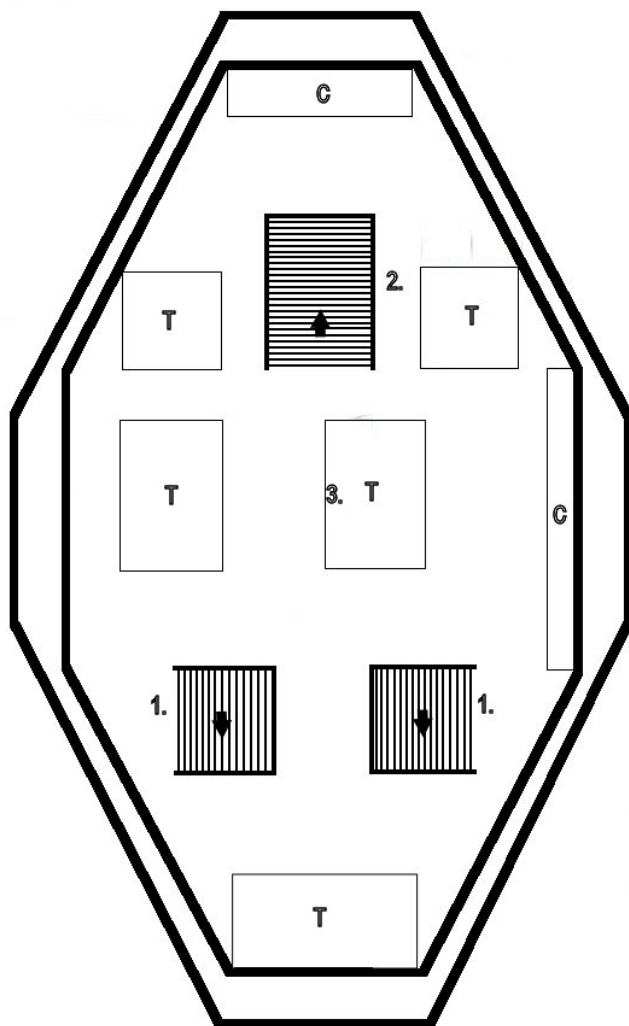


—| = 5 feet

T = Table

C = Closet

2 nd floor



1. Stairs down

2. Stairs up

3. Workshop

T = Table

O = Golem

C = Closet

Tr = Golem trigger

B = Bookshelf

1. Stairs down

2. Stairs up

3. Room of the Magic

3 rd floor

