# Advanced Dungeons & Diagrams
by Zach Barth

1. Shade squares to create **walls** and complete the map of the dungeon.
2. Printed **numbers** indicate the number of walls in that row or column.
3. Every unshaded square is either a **hallway** or part of a **treasure room**.
4. Treasure rooms are always 3x3 with a single entrance and a single piece of **treasure**. The treasure can be in any square within the treasure room.
5. Hallways are always one square wide. This means that, outside of treasure rooms, there will never be a 2x2 block of unshaded squares.
6. Every dead end contains a **monster**. Every monster is in a dead end.
7. All unshaded squares are connected into a **single contiguous shape**.
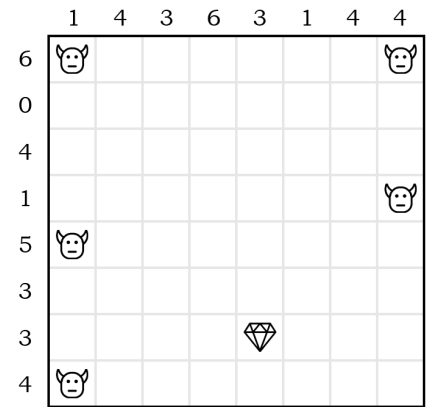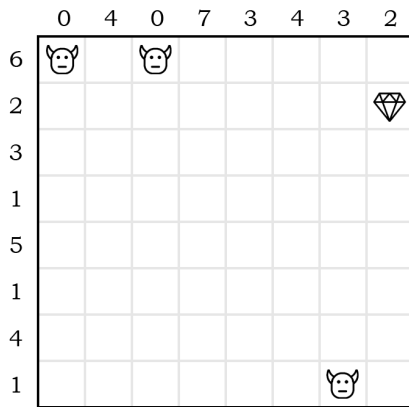8. Diagonally adjacent squares are **never** considered to be adjacent.
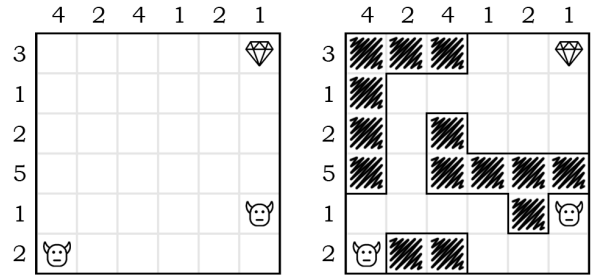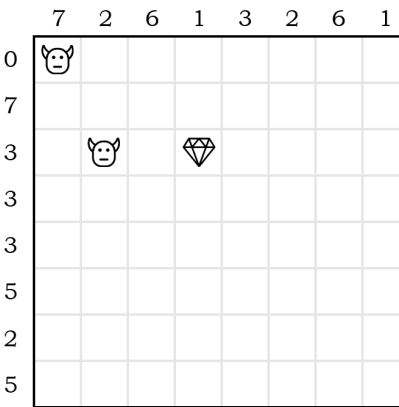
Tenaxxus's Gullet
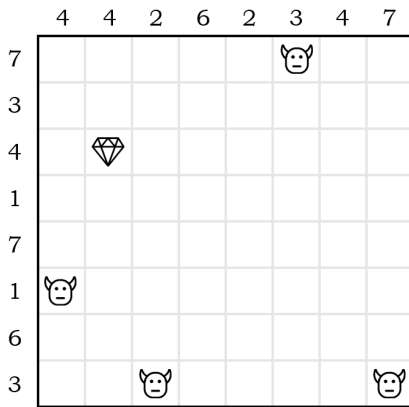
The Twin Cities of the Dead
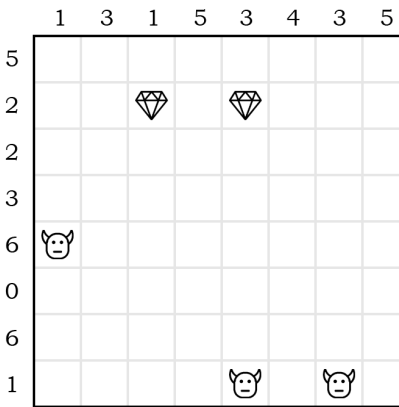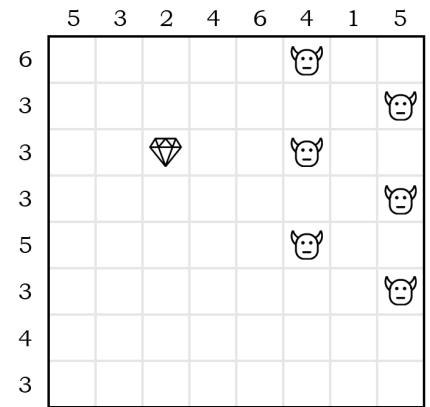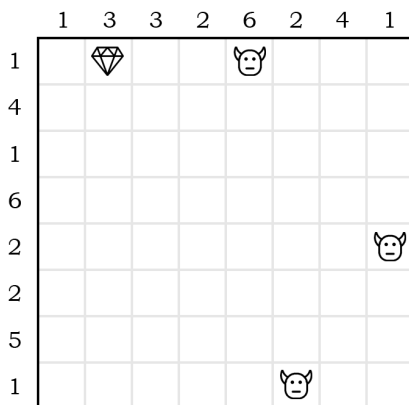
The Gardens of Hell

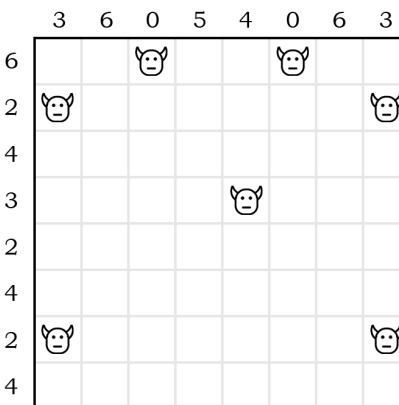## The House Penumbral

The Maze of the Minotaur

The Halls of the Golemancer

The Tomb of the Broken God

The Hive of Great Sorrow

The Lair of the Elemental King