



Passage of Conflict

by *Luminis Draconis - Albion Guinevere*

Three Daemon Bosses have staked their claim inside of Passage of Conflict, each taking a separate portion of the zone for them selves. One Daemonsess controls the souls of these three Bosses, presumably from within the neutral section of the dungeon, though she has not yet been located.

Watchers, vigilantly protect the neutral section of the dungeon from high above—where they can be neither mezzed, taunted or attacked—making sure that the monsters from one Boss's domain do not cross over into another Boss's domain. When Watcher's spot intruders they relentlessly send Shades to eliminate the threat.

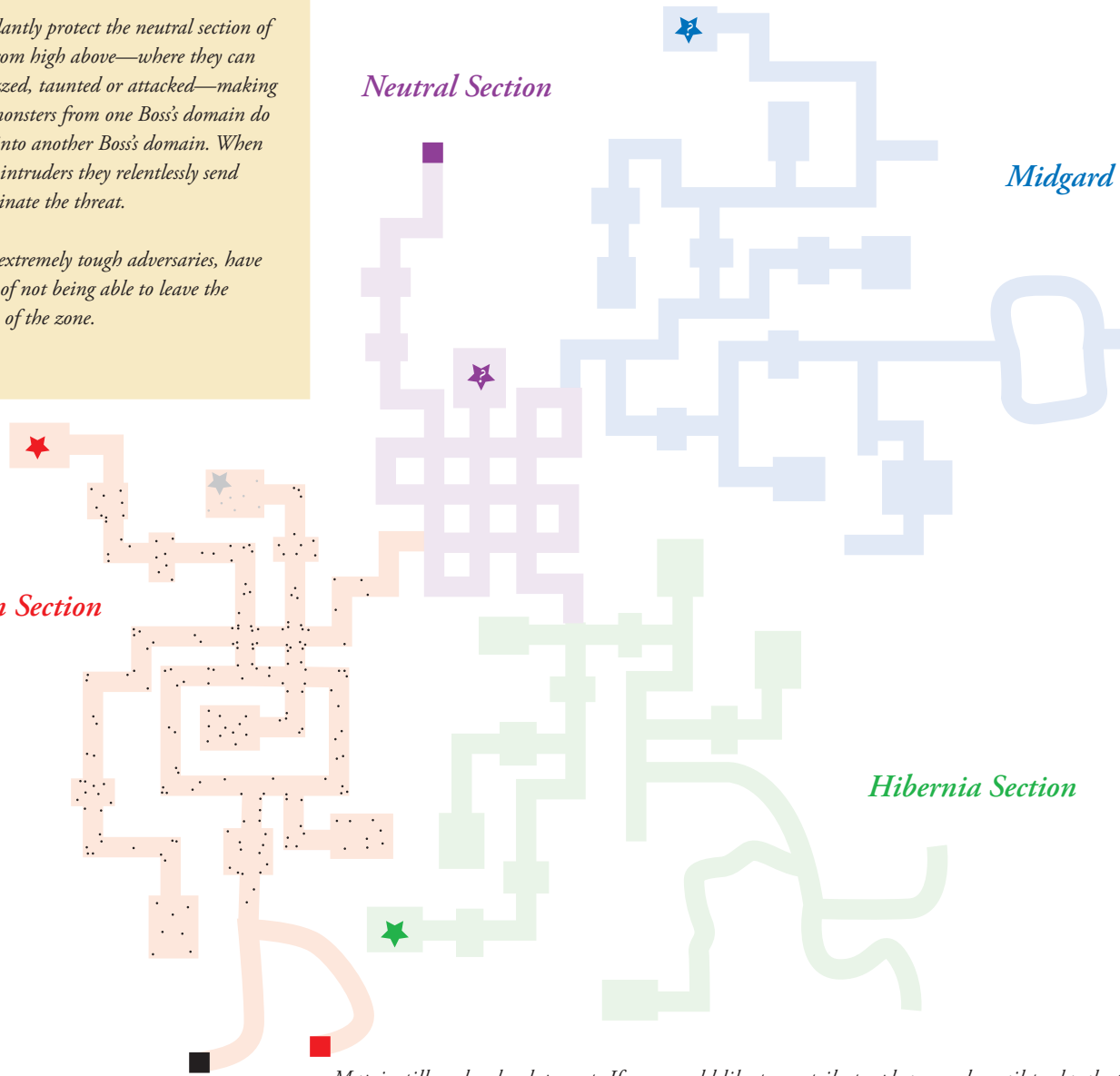
Shades, while extremely tough adversaries, have the limitation of not being able to leave the neutral section of the zone.

Neutral Section

Midgard Section

Albion Section

Hibernia Section



Map is still under development. If you would like to contribute, please send email to: laraler@daocguild.org

Legend

- ★ Zilistiphle Daemonsess ???
- ★ Rheton - PoC Albion Daemon
- ★ Busiv - PoC Midgard Daemon ???
- ★ Drevaul - PoC Hibernia Daemon
- ★ Arrow Merchant
- Aggressive Mob Representations (not exact)
- Neutral Mob Representations (not exact)
- Dungeon Entrance
- Dungeon Exit
- Enternce to Summoner's Hall ???

Local Mobs

- | | |
|--------------------|-------------------------|
| accursed brigand | doomed raider |
| accursed fanatic | energy mass |
| accursed hound | life retriever |
| accursed marauder | manifestation of terror |
| accursed plunderer | plague fiend |
| accursed raider | redeemed outlaw |
| condemned outlaw | redeemed fence |
| demonic spawn | redeemed magician |
| doomed brigand | redeemed outlaw |
| doomed fanatic | redeemed solider |
| doomed marauder | shade |
| doomed plunderer | watcher |

Levels: 49-62+