

Eastern Sun 3.00 Maps

ES 3.00 R6C and later

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modified, rescued and converted by SpiKe.

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Teleport Restrictions

Forgotten Tower Level 5 No Teleport across the walls

Catacomb Level 4 No Teleport across the walls

Hall of the Dead Level 2 No Teleport across the walls

Durance of Hate Level 3 No Teleport across the walls

Chaos Sanctuary No Teleport across the walls

Special Dungeons/Areas

These are the special areas like the Secret Cow Level, where grants the best experience and drop. You are basically recommended to go these areas after you beat that difficulty, but it may be fun and rewarding for experienced players to visit these areas with low level characters.

Please note that you can get Viper Amulet without visiting Lost Farm (formely Lost City), and you can visit Bookstore Sarina (formely Ruined Temple) for the book after you beat Baal.

The Secret Cow Level

Open Field

Location: Act 1 The Secret Cow Level

Blood Raven's Workshop

Level 1 and Level 2

Location: Act 1 Tamoe Highland

Dark Magician's Chamber

Level 1 and Level 2

Location: Act 2 Rocky Waste

Andariel's Dressing Room

Level 1

Location: Act 2 Lost City

Lost Farm

Open Field

Location: Act 2 Lost City

Marsh of Pain

Open Field

Location: Act 3 Great Marsh

Bookstore Sarina

Level 1 and Level 2

Location: Act 3 Kurast Bazaar

Harpie's Nest

Level 1 and Level 2

Location: Act 3 Kurast Causeway

Moonshine Distillery

Level 1

Location: Act 5 Frigid Highland

Fake Note Factory

Level 1

Location: Act 5 Arreat
Plateau**Poppy Farm**

Level 1

Location: Act 5 Frozen
Tundra**Naraku**

Level 1-3

Location: Act 5 Ancients'
Way**GFraizer Dome**

Level 1

Location: Act 5 Naraku
Level 1&2**Bill Roper Memorial
Ballpark**

Level 1

Location: Act 5 Naraku
Level 3**Dead End**

Level 1

Location: Act 5 Naraku
Level 3**Nowhere**

Level 1

Location: Act 5 Dead End

Nihlathak's Domain

Level 1

Location: Act 5 Nowhere

CAUTION: Naraku and below are extremely difficult areas for super rich experts. Only uber players can stay alive there. You don't need to kill Nihlathak to clear a difficulty, and I believe 99% people don't use personalize. ;)

Act 2**Lut Gohlein**The Sewer
South Entrance**Maggot Lair**

Staff of Kings

Far Oasis**Maggot
Tunnels****Underground Maze****Maggot
Passage****Unholy
Alter**

Viper Amulet

**Temple
Passage**Level 2
Way Point**Temple
Passage**

Level 1

**Claw Viper
Temple**

Level 1

**Valley of
Snakes****Act 3****Flayer****Spider**

Forest
Way Point

Jungle
Way Point
You can't come
back
from The
Sewer Level 1

**Flayer
Tunnel**

The Sewer
Level 1

**Ruined
Fane**

**Flayer
Jungle**
Gidbinn Village
Gidbinn

The Sewer
Level 2
Khalim's Heart

Kurast Bazaar

Upper Kurast

**Bookstore
Sarina**
Level 1

Swampy Pit

**Flayer
Dungeon**
Level 1

**Bookstore
Sarina**
Level 2
Lam Esen's
Tome

**Flayer
Dungeon**
Level 2
Khalim's Brain

Act 5

**Bloody
Foothills**
Way Point

**Moonshine
Distillery**

**Frigid
Highland**
Way Point

**Arreat
Plateau**
Way Point

**Fake Note
Factory**

**Frozen
River**
Anya

**Dimensional
Gate**

Pindleskin
*Way Point**
*Taking this
WP makes
the Red Potal
disappear.

Poppy Farm

**Frozen
Tundra**
Way Point

**Ancients'
Way**
Way Point

Naraku
Level 1
Treant King
Way Point

**GFraizer
Dome**
Reziarfg

**Arreat
Summit**
*Ancient
Barbarians*

Naraku
Level 2

**Worldstone
Keep**
Level 1
Way Point

Naraku
Level 3

**Worldstone
Keep**
Level 2

**Bill Roper
Memorial
Ball Park**
Reporb

**Throne of
Destruction**

**The Dead
End**
The downstairs
are
hidden, but
there always
exists a

landmark. ;)
(Hint: Sp***ling
C****t)

**Worldstone
Chamber**

Nowhere

**Nihlathak's
Domain
Nihlathak**

Act 2 Sewer Level 1 and Palace Level 1 are removed. Other maps not mentioned here are unchanged.

Khalim's Eye is in Spider Cavern. **Khalim's Flail** is dropped by a council member in Travinca.

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