Map #3 of IF Game "Curses"

```
                              ┌─────────────┐
                              │   Druid[2]  │
                              │  ShrineBear │
                              │    mascot   │
                              └──────┬──────┘
         ┌─────────────┐      ┌──────┴──────┐
         │ Premonition ├──────┤   GenTent   │
         │     **      │      └─────────────┘
         └──────┬──────┘
    ┌───────────┤      ┌─────────────┐
    │  CampFire ├──────┤  blue stone │
    │           │      │  NearDolmen │
    └───────────┘      │ wake up [1] │
                       └─────────────┘


         ┌─────────────┐ ┌───────────┐ ┌─────────────┐
         │ Melancholy  ├─┤ SolidSand ├─┤  Octagonal  │
         │     ***     │ └───────────┘ │hieroglyphics│
         └─────────────┘               └─────────────┘
```
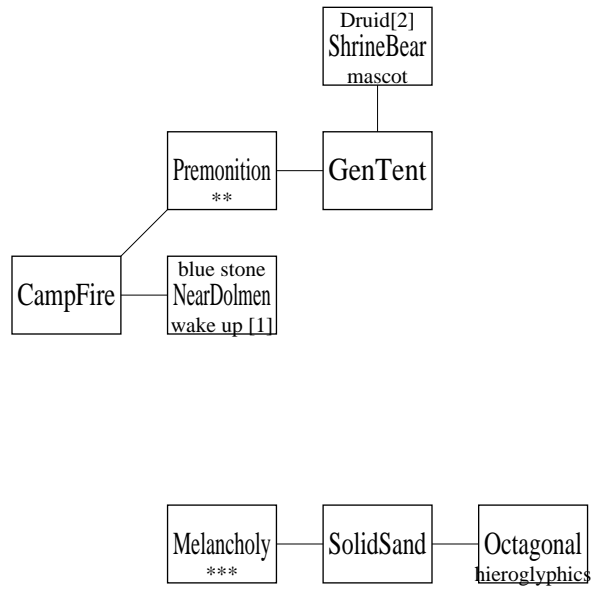
Created by Jeffrey Rosenthal, using "admap" by Fredric Ihren.
** Arrive here after sleeping in Servant's Quarters.
*** Arrive here after sleeping in AlisonWriting (return with 'pinch me').
[1] Must drop mascot first, else lose 50 points.
[2] Apparently, "painting, lagach" transports you to painting (etc.).