

CHAOS

STRIKES BACK



Lizzy the Serpentman												Dung lvl.
Up#	Level	STR	DX	WIS	VIT	A-M	A-F	HP	Stam	Mana	Load	
1	F10											
2	N9											
3	P10											
4	W10	78	60	59	51	71	70	673	515	190	73	
5	F11	79						719	557		74	K1
6	W11			60		72	71	733	577	208		K1
7	P11			61				756	610	222		D1
8	W12		60 ^B	63		74		772	632	242		K2
9	F12	81 ^A						812	683		75 ^A	K2

Lizzy was imported from DM.

Levels:

- 1. Neophyte
- 2. Novice
- 3. Apprentice
- 4. Journeyman
- 5. Craftsman
- 6. Artisan
- 7. Adept
- 8. Expert
- 9. « Master
- 10. □ Master
- 11. = Master
- 12. ◇ Master

A: Strength 91 & Load 83 wearing Power Towers
B: Dexterity 78 wearing Dexhelm & Cloak of Night

Spells

Adventuring

- ⌈ Torch
- ∞ Open door (negate)
- ⋄ ε ✱ Light
- ∘ ε ∪ Darkness
- ⌘ ∪ ∪ Leave footprints
- ⋄ ∪ ✱ Magic vision
- ∞ ⌘ ✱ Zokathra

Combat

- ⌈ ε Fireball
- ∘ ✕ Poison ball
- ⋄ ✕ Poison cloud
- ∘ ∪ Dispell
- ⋄ ⌘ ✱ Lightning

Protection































- ⌘ ε Magic shield
- ⌈ ∪ ± Fire shield
- ⋄ ∪ ∪ Invisibility

Potions

- ⌘ Stamina (MA)
- ≈ Heal (VI)
- ≈ ∪ (blue) Cure poison (BRO)
- ⌘ ∪ Magic shield (YA)
- ∞ ✕ (green) Poison bomb (VEN)
- ⌈ ∪ ✕ Strength (KU)
- ⋄ ∪ ∪ Dexterity (ROS)
- ⌘ ∪ λ Wisdom (DANE)
- ⌘ ∪ ± Vitality (NETA)
- ∞ ∪ ✱ Mana (MANA)

NOTE: [dmweb](#) refers to “mapping spells”. These were not available in this version

Legend

	Floor
	Wall
	Illusionary wall
	Removable wall
	Pit (perm. open)
	Pit, invisible
	Pit, closable
	Pit, "random" open
	Illusionary pit
	Pressure pad (PP)
	Invisible PP
	Pit-hole in roof
	Teleporter (TP)
	Invisible TP
	Switchable TP
	Stairs up
	Stairs down
	Standard door
	Locked door
	Special door
	Button / lever
	Water fountain
	Altar of VI
	Alcove
	Hidden alcove
	Keyhole
	Coin slot
	Spinner
	Key (found)
	Chest

The walkthrough and maps are based on my own experience when exploring and mapping the dungeon – i.e. only places I have visited have been mapped and described.

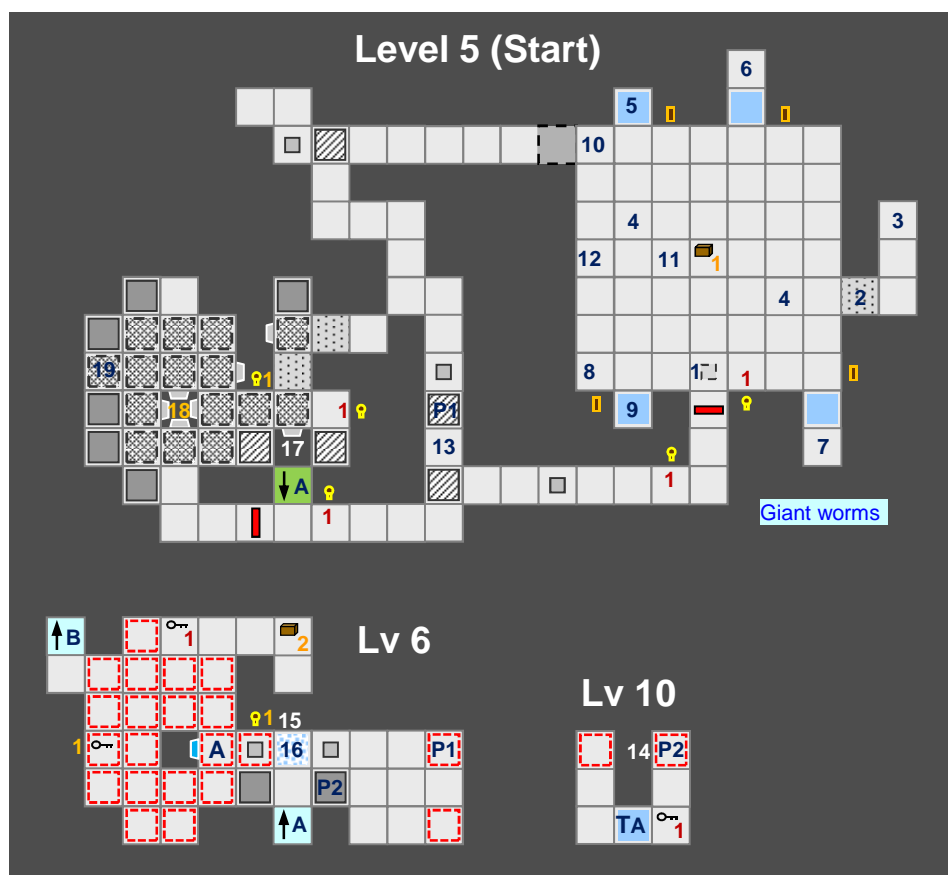
"Random" occurrence of monsters and items is handled in a complex and nice manner in this game, through monsters operating in hidden rooms. E.g. a key may appear in a certain spot because a monster carrying that key wandered into a teleporter in a hidden room, was teleported to a square with a pit, so dropped down and was killed by the fall, leaving the key for you to find.

For detail explanation of all such actions, see dmweb.free.fr/?q=node/249

I have only documented what I experienced, not tried to explain why or how this happened. If e.g. I see a wall that wasn't there last time I was in the area, I deduct there must be a hidden pressure pad somewhere, but really don't know (or interested in) exactly where.

Post-play comment:

I've only played this game twice, and must conclude that the replay-experience was not that great. The real fun in this game lies in the surprises – the "where the h... am I now?" factor – completing more and more of the entire picture as you map the dungeon. With all the maps available, and no surprises waiting, ... well some of the fun and excitement was lacking.



Part 1: Surviving the first room and getting to the Junction

Keys:

1. Iron

Chests:

1. Clothes
2. Food

Locks by (17) closes pit
south of keyhole

All coin slots take gold coins

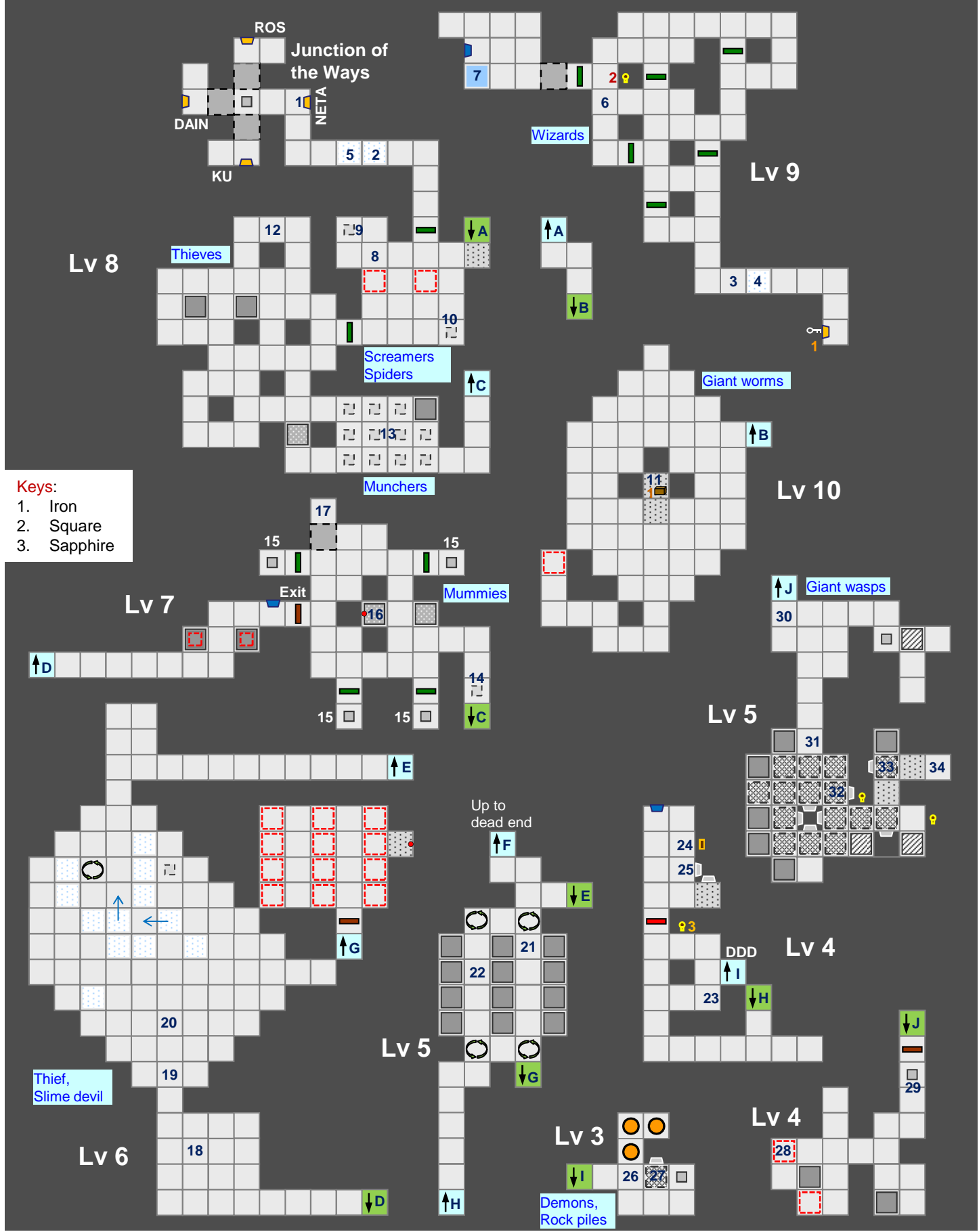
Note: Can't drink directly
from fountains in this game,
so need flask or skin.

Stairs B:

Up to dead end – where we
end up when falling down pit
in Dragon's lair below DDD

1. Game starts with party standing on the invisible PP, which is a worm generator. Unequipped and in complete darkness, surrounded by three giant worms. First task: Kill one of the worms and get off PP to at least prevent a family reunion of worms. Then run for illusionary wall 2.
2. Essential illusionary wall!
3. Armor: [Leg Mail](#), [Hosen](#), [Mail Aketon](#), [Casque 'n Coif](#).
4. [GOR coin](#)
One of the worms dropped two [GOR coins](#) and one [iron key](#).
Use the coins to get needed items, recommend to first go for bombs (6) which helps vs. the worms
5. [Rope](#), [Compass](#)
6. 2 x [FUL bomb](#), 2 x [VEN bomb](#)
7. 3 x [Magic box](#) (didn't take, not enough gold coins for everything)
8. "Two coins"
9. Sword "[Sturm](#)" (Jab / Chop / Lightning)
10. [Leather boots](#)
11. [Torch](#)
12. Empty torch holder. Put torch in holder to open wall by (10). By wall inscription "Run and Jump"
Run westwards, but not *too* quick – watch the pit to cross at right moment. Then southwards, crossing the pits at the crucial moments.
13. [Empty flask](#) – the most essential prize at this early stage. Stopping to pick up the flask unfortunately opens both pits permanently, but we really need that flask. Stop to mix heal and cure potions. Made it this far and still alive and unpoisoned calls for a celebration and short time-out.
Climb into one of the pits (we do have that rope don't we?) and arrive at level 6. Without further ado we'll now end up at the Junction, but we don't want that quite yet. Climbed into pit P2 which was a very long fall (110 damage), actually all the way down to the lowest level (10).
14. "Surrender your possessions" – If we do that we can activate a teleporter back to level 5, but no way we leave anything. The other TP took the party back to A at level 6. Almost same place as before, but a significant difference.
Iron key beside (16) deactivates TP, and allows party to take the stairs back to level 5 (of course after getting the two keys and chest in the room).
15. "To the Junction of the Ways"
16. TP to Junction, activated by PPs, can be temporarily deactivated by lock.
At top of stairs unlocked door to pit room and proceeded. Room is full of supplies, but very little time to fetch them before a pit swallows party. (A lot of quit / restarts here to map the area.)
17. Alcove contains [Teowand](#), [FUL bomb](#), [food](#), and [waterskin](#). Didn't manage to grab waterskin.
18. Center alcove: [Bow](#), [Staff of Claws](#), [Staff of Manar](#), [Sword](#). Grabbed sword (Swing / Parry / Chop) and fell into pit. (→ Jct.)
19. [Axe](#), [Mace](#)

2. NETA route to DDD



Junction of the Ways:

Party arrives at Junction standing on PP, with the route in the direction the party is headed visible. Party can take one step off PP only – then the wall closes behind. Standing on PP and turning opens another of the routes. Walk up to appropriate Vi altar to start the route. In this case, the NETA route.

Note: In all the routes you pass two invisible teleporters which are randomly turned on or off. Where party ends after walking corridor (here past 4 and 5) will therefore vary from game to game, and also if party chooses to re-do one of the routes. Here described what my character experienced, with some comments on alternatives.

1. VI altar contains [Horn of Fear](#) (Note: Items in alcoves must often be taken by grappling *below* the item. (Small bug?))
2. Invisible TP to 3
3. From main NETA route
4. TP back to NETA route (5)
5. From (4). Note: After door SE has been opened, TP 2 is disabled – triggered by something on the round trip.
Get [iron key](#) at VI altar while available
6. Wizard (with lots of HPs) dropped [Cape](#), [Waterskin](#), [Square key](#) (2). Use key to open wall behind door.
7. TP to (8) on main NETA route
8. Arrival point and screamer fight
9. Spawns Spiders
10. Spawns Screamers
11. Detour through illusionary wall and down two levels. Room behind illusionary walls contains [iron key](#), [GOR coin](#) and chest. For some reason can't turn around and walk back out, but backing out southwards worked. Must be a worm-generator somewhere, as suddenly party was surrounded by giant worms.
12. Thief dropped [Storm ring](#), [onyx key](#)
13. Invisible PPs spawn Munchers (Tri-headed Serpents) (a lot!) (easily taken by low-level fireball)
14. Invisible PP spawns Mummies
15. All four PPs must be depressed, and items don't work. Solution: Spawn Mummies, use Horn of Fear (or war cry) to scare them into room with PP – then close door. When all four PPs are down, door "Exit" opens, and invisible pit 16 closes
16. Button opens wall by (17)
17. [Cross of Neta](#) (staff: Heal / Calm / Brandish)
18. [Torquoise key](#) (Essential item NETA route)
Scroll: "Holy One, Step forward with purpose and trust that I will guide you through the purgatory that awaits"
19. Thief dropped [Sapphire key](#) (3) and [rabbit's foot](#)
20. This room is full of TPs and spinners and Slime Devils. Followed advice on scroll, just walked straight northwards, and by being spun and TP'ed, arrived at north end without much ado.
21. Gas clouds fired from walls at all sides – just adjust direction after the spinners and run through.
22. [Flamebain](#) (good torso armor with +12 fire protection). After getting it cure poison and heal before proceeding (Button behind ill. wall in room below opens door – only relevant if fell down.)
23. "Diabolical Demon Director" (DDD)
24. Slot takes GOR coins
25. [Dragon steak](#) in alcove after paying gold coin (I spent one sapphire key and one coin for *that?*)
26. Killed a couple of Demons and a bunch of Rock piles. Planned to explore a little, but
27. Taking [water flask](#) in alcove opened pit and down we fell.
28. Down from pit above – unfortunately went to
29. PP opens door – walked through door which shut solidly behind us (and we left some chests in DDD!) Didn't quit and restart, but took it from there.
30. Back in starting area, on other side of where we left off last time. Wasp generator in here, as they were readily respawned.
31. "Supplies for the quick" (As if we hadn't already figured...)
32. Food in alcove
33. [Vorpal blade](#) (yes! – now ready for non-material creatures)
In alcove: [Food](#), [FUL bomb](#), [Storm ring](#), [Water flask](#).
34. [Plate of RA](#) (golden, looks good), [Waterskin](#), [Diamond Edge](#) (sword), [Iron key](#), 4 x [VEN bomb](#)

Keys:

1. Iron
2. Square
3. Sapphire

Chests:

1. VI potion, Calista (crown),
Shank, Moonstone (+3 mana)



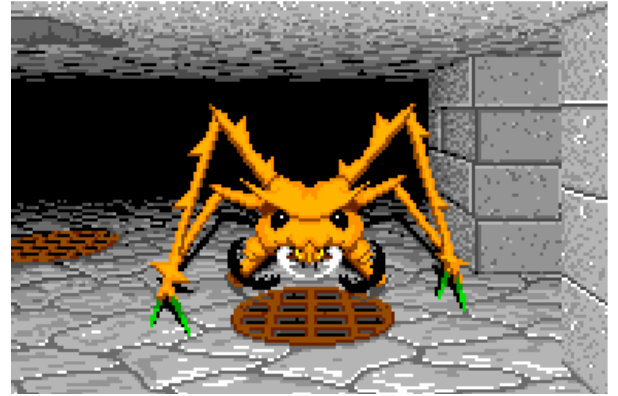
Start of NETA route



Wizard (6)



Screamer / Spider room (~8)



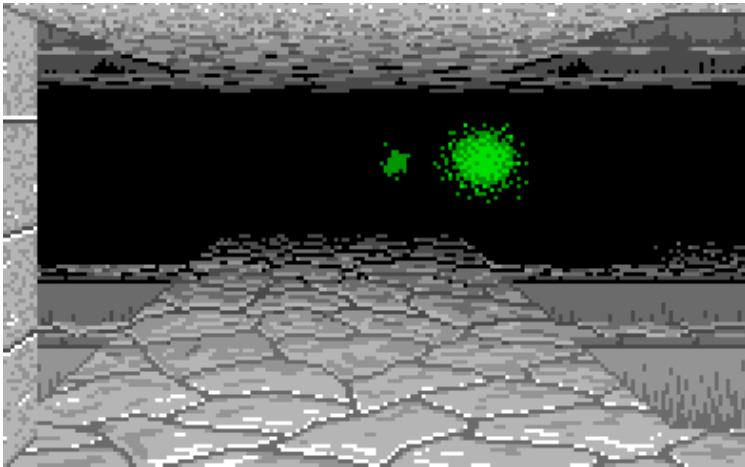
Detour to level 10



Munchers



Spawning a mummy – directing it to the destination – trapped!



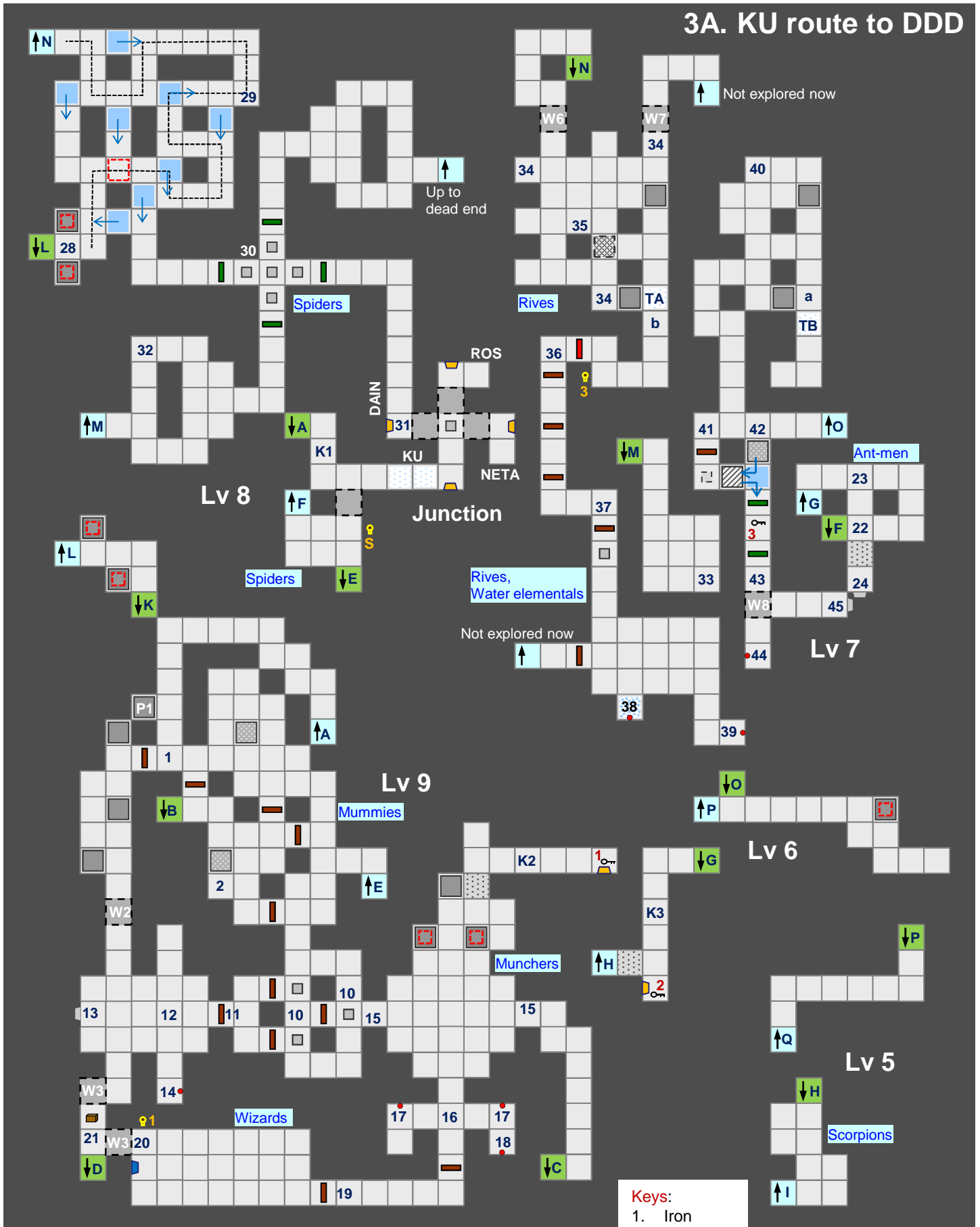
Pit and gas cloud room

In Diabolic Demon Director

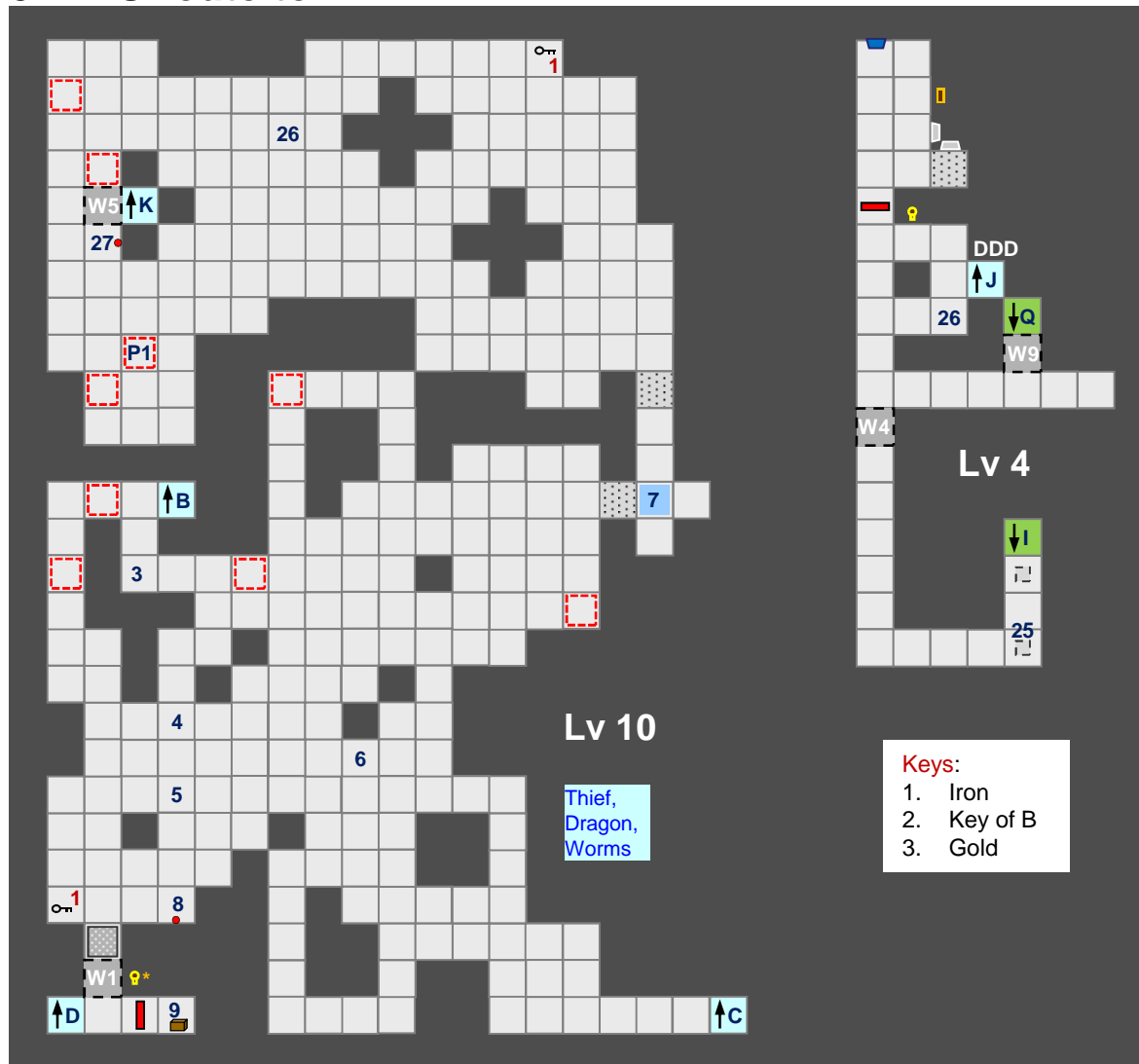


Almost back at starting point –
giant wasps

3A. KU route to DDD

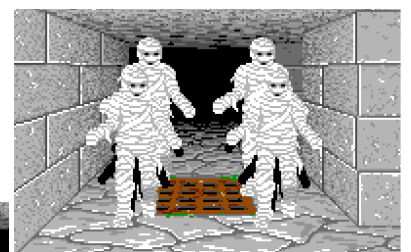


3B. KU route to DDD

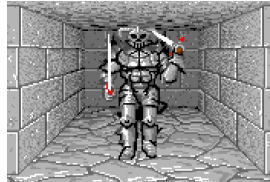


Vi altar contains cursed sword "Biter". Two invisible teleporters randomly on/off takes party to K1, K2 or K3 (As I did the KU route several times to go back and fetch dropped items all alternatives were tried). At K2 find key and [small shield](#). This description continues from K1 and down stairs A. Note pit **P1** on the way to (1).

1. Area is crowded with mummies that continuously regenerate
All the doors can be chopped open
2. [Falchion](#), [halter](#)
Went down stairs B to room with Dragon, one or a few thieves, and lots of giant worms
3. Fought dragon by sidestepping and retreating upstairs to heal.
Dragon dropped [9 dragon steaks](#), [Mithrail mail](#), [Basinet](#), [Hosen](#), [Solid Key](#) (essential item from KU route)
4. Thief dropped [lockpicks](#)
5. [Rapier](#)
6. [Cloth pants](#)
7. TP to Junction behind illusionary wall
8. Button opens wall W1
Lock here was picked with lockpicks (don't know which key else works)
9. Chest with [5 coins](#), [5 Ful bombs](#) and a bunch of [Slayer arrows](#)
Stairs D led to a dead end (as we'll see in a while). Went back up by stairs B, and southwards
10. Pressure plates closes adjacent door, which reopens when stepping off.
Step off, sidestep and go through door before it shuts.
11. Door is open on entering room
12. Each of the four alcoves contain a Death Knight, which doesn't move before you enter the alcove.
Enter one alcove, engage Knight, lure him to one of the doors (10), and let the closing door do half the job.
Dispose of all knights the same way, one at a time
13. [Axe "Executioner"](#). Taking it closes door (11), and also activates all Knights (which is why it's a bad idea to take it before all Knights have been eliminated). Also opens door **W2**, connecting the areas.



14. Button for ??? (Never found out how to (if at all possible) to reopen (11))
15. Inscription "NO FIREBALLS"
Lots of Munchers that also appear to be respawned by some action, e.g. walking close to (16)
In spite of sign, best taken by low-level fireballs. Note, they *always* poison, so have a good supply of antidote.
16. (At least) two wizards, thief, death knight here. They stand at (17), and teleport around. Magic is no use here, as something deflects / turn missiles so they never hit. Use melee and retreat when necessary (and meet more munchers...)
17. Pressing both buttons opens center door
18. Apparently, this button spawns a Death Knight.
19. Chop door, release lots and lots and lots of wizards.
After battle found dropped items:
[Rabbit foot](#), [Jewel Symal](#), [Choker](#), [Magic Box](#), [Ful bomb](#), [Ven bomb](#), [Gold key](#), [Onyx Key](#), [Iron key](#).
20. Unlocking opens walls W3
21. Scroll,
"Grynzin
Ernum Quey kz
Skebow redmzm
u dos dey
wefna enocarn
Aquantana" ---- according to other sources can't be decoded and has no purpose
Chest: [Magnifier](#) (no use), [3 coins](#)
Short route north means don't have to bother with Muncher room any more.
So next ascended stairs E, and came up to Spider reunion. Stand in stairs and fight, go back down as needed.
With room cleared continued to stairs F, ending in an area crowded with Ant-men. Use same tactics (stand in stairs).
22. A one-time invisible teleporter – moves party to (23), surrounded by Ant-men.
23. Destination from (22), Ant-men dropped [Gold key](#), [Waterskin](#).
24. More ant-men, [Topaz key](#), [Illumilet](#), [Ven bomb](#).
Up stairs G (to one of the KU-route starting points). From here an easy route to DDD, fighting some scorpions on the way.
25. (Or somewhere near). Invisible PPs which opens wall **W4** and closes other corridors, setting the route to DDD.
But at this time I hadn't discovered the illusionary wall, so had to find an alternative route.
The only option I saw was by going down pit P1, which should be directly above a non-visited area on level 10.
So went back to P1, used the rope and went down, to P1 on level 10.
26. [Leather pants](#).
27. Button opens wall **W5**. Stairs K and then L up.
28. Room with lots of teleporters. Follow dotted route to stairs N further up.
29. [Kirtle](#) and [Gunna](#) (useless clothes)
30. Ouch-area! All four doors are closed when arrive here, center PP opens all four doors, and each of the surrounding PPs spawn spiders from adjacent corridor (every time depressed...) Careful not to be surrounded – close doors to keep groups of spiders away while fighting others in the corridor.
31. Back door to DAIN Vi altar – [Yew staff](#)
32. [Shank](#) (food).
33. [Waterskin](#)
Back to teleporter area and up stairs N. Wall W6 open when arrive here
34. [Magic Box](#)
Lots of Rives (Ghostly) in area – only dispel and Vorpal blade of any use – wouldn't stand a chance without it.
35. Inscription "LAUGHING PIT"
Wait until pit closes – advance and sidestep quickly. Portal to **a** and back to **b**.
36. Three doors southwards blasted by fireballs (also an invisible PP that opens door (37) in area)
37. Door open on arrival, firmly shut by stepping on PP south. Lots of Rives and Water elementals here – tried to finish off as many as possible before door shut behind me and stopping retreat possibilities.
38. Button activates teleporter back to **b**.
39. Lever opens doors by (36) and west exit.
Went back north and found that now wall **W6** had closed, while **W7** was open.
40. [Cheese](#)
TP'ed TA to **a** and turned north, entering unexplored corridor to west.
41. Closed door, and "nothing" could open it. Saw glimpses of Ant-men behind the door
42. Fell down invisible pit and restored. Threw a rock at teleporter; it was deflected to right. Remembering the Ant-Men behind the door, cast a couple of high-level fireballs at the teleporter, and the door opened. Apparently, the Ant-Men stood on a PP which kept the door shut. Next entered open door, and cast a Zo-spell on teleporter; this was deflected southwards and opened door. At the same time some action has closed the pit south of (42), so could now safely walk down the corridor (encountered some more ant-men).
43. [Orange Gem](#). Wall **W8** opens if the orange gem is in our inventory.
44. Button, nothing. (Consulted hint: You can cast a spell here which makes device on other side of wall cast dispel. But that room has already been cleared, so no use now.)
45. [Ven bomb](#), [Dragon plate](#). This was very good, but heavy, so by deciding to wear it Lizzy is from now on dependent on using KU-potions to increase strength.
Retraced and ascended by stairs O, and further P, Q; and were back at DDD yet another time.





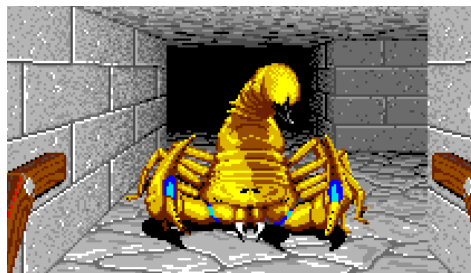
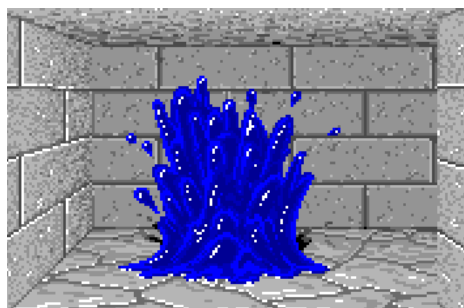
Fighting Ant-men at top of stairs F



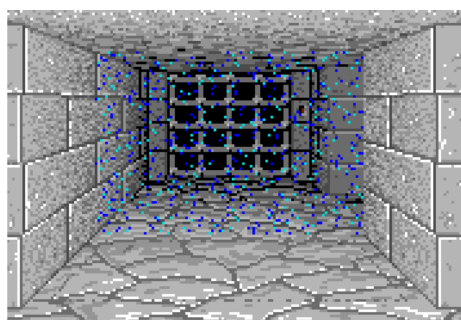
Rives



By (36). Water elemental, with “resting” Rives in the back. Note that all these creatures can also be harmed in “resting” position.



Hit, retreat down stairs, recoup, up stairs, hit,...

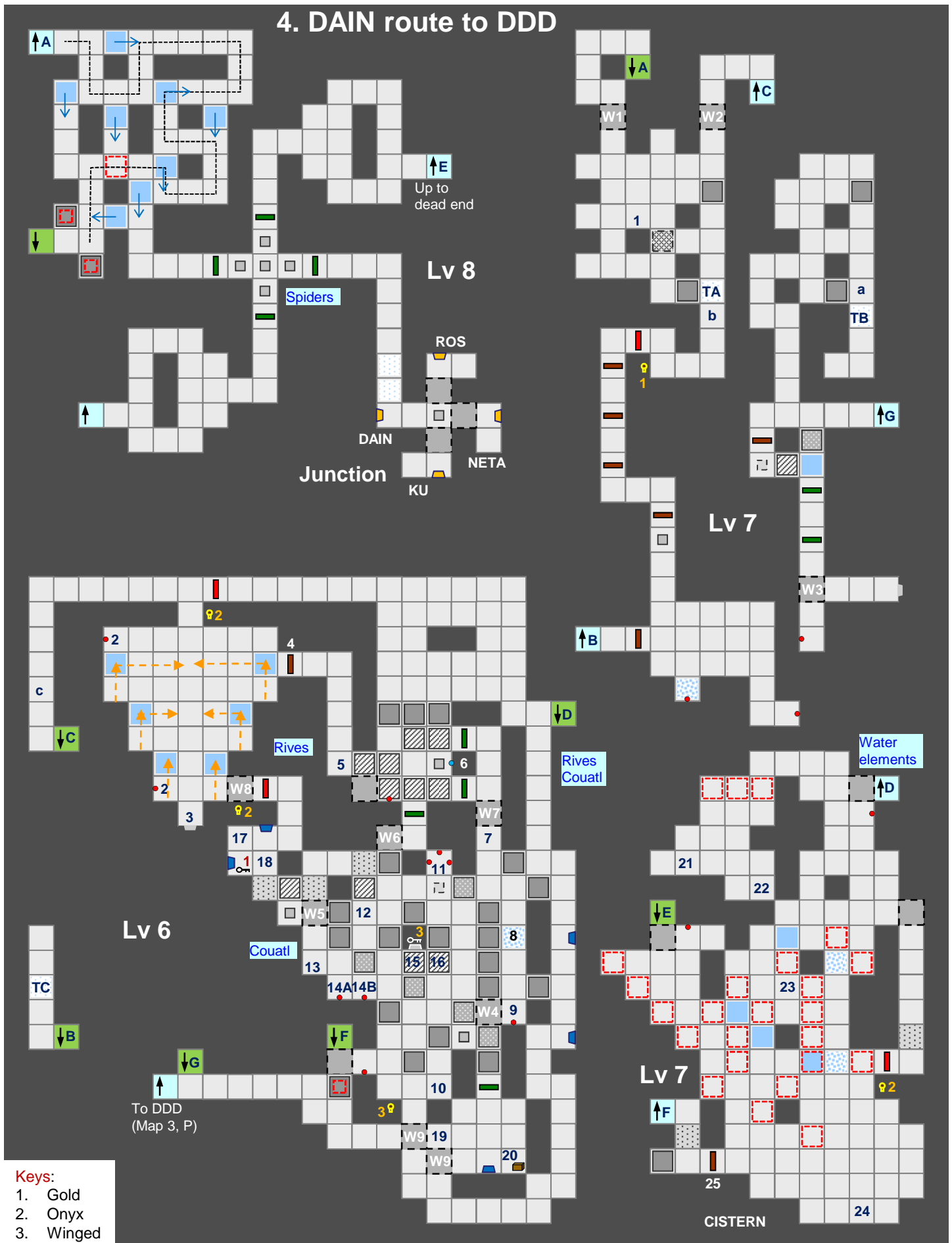


Door / teleporter puzzle at (41, 42). Item / spell at TP is turned down hall to right.

In DDD grabbed the chests I left on previous visit, dropped them down hole to Dragon's Den and jumped after. Fought dragon for a while, then dropped chests into hole and jumped after, eventually arriving down stairs B on map 1, and stored lots of items in the area – not needed, at least not until later. Then redid the KU route (and now found the secret passage, by the argument “there must be a simpler way...”). Picked up more items left on previous round, and repeated procedure from DDD to storage area.

As I've now apparently done a large portion of the DAIN route (*not!*), this is the natural next choice.

4. DAIN route to DDD



Vi altar contains **Yew Staff**.

Passed directly through the invisible teleporters to Spider junction were we'd been before.

(Another start to DAIN is in a corridor west of point **c** (teleport destination). These are the only two I have experienced)

Walked through the explored and cleared areas to stairs **B**, went up and through the invisible teleporter to **c**, close to stairs **C**.

1. "LAUGHING PIT"

First room, south of locked door:

2. Pressing button spawns Slime Devils

Fireballs fly back and forth continuously, deflected by teleporters

Rives seem to be constantly regenerating in here.

Crossed the room to alcove

3. **Onyx key**, **Vorpall blade**. Took only key.

Unlocked door and explored outer accessible halls, fighting Couatl (flying snakes, poison).

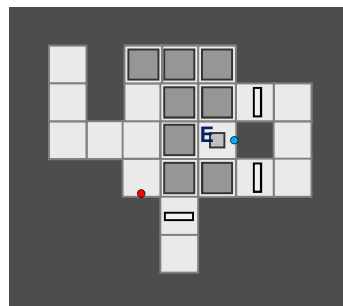
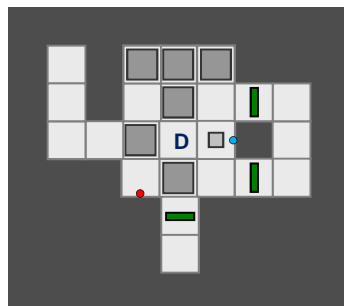
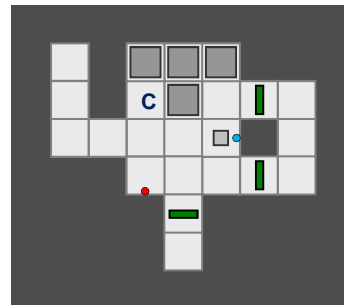
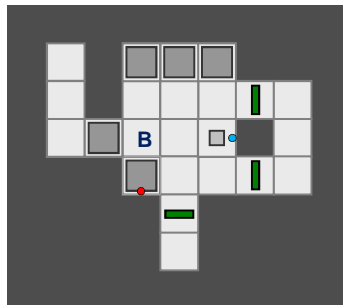
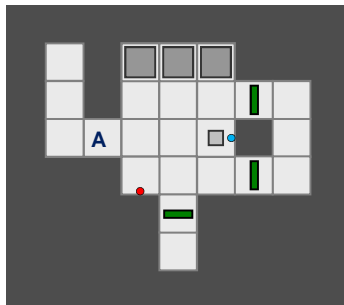
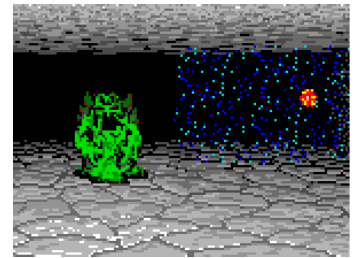
No way in this way, so tried "back door":

4. Blast door w. fireball

5. Ahead of me, one of the toughest puzzles in the game. Before standing on the other side of this puzzle, numerous restores and the entire CISTERN had been mapped due to many falls down.

Short description: The route from (5) to (6) is clear, but as you step on each square, pits open around you. On PP you're surrounded by pits, and the PP opens all doors, releasing lots of Couatl. Surrounded and nowhere to go you don't last long... When stepping on PP a message appears: "PROVE YOU ARE A WIZARD". On pillar in front of you is an eye.

Solution in detail:



Map sections show the actual location of pits as we advance from A to B, C, D, E

(The button in SW corner is supposed to open wall directly west, but I never figured out how this can be done, if possible at all)

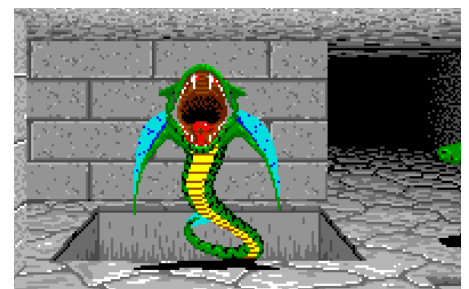


To dispose of as many of the Couatl as possible before they're released, from C cast a few powerful poison clouds eastwards. They will pass through the door and eventually eliminate the Couatls behind the door.

From D, repeat procedure southwards.

Walk to E, don't waste time on fighting the snakes now. Instead, cast a Zokathra spell, which makes a Zokathra Orb. Pick up the orb and show it to the eye. You're then teleported to (7), but not safe, as the released Couatls will pursue you.

At least you're not surrounded here...



When the Couatls have been eliminated, walk southwards, through the invisible (and inactive) teleporter at (8), where you get a message, "BRIDGE". Continue south to button (9). Pressing this opens wall W4, which is a red herring. The button also activates teleporter (8) for a few seconds. So quickly step back three squares, and be teleported to (10).

From (10) make your way northwards, staying clear of the pits (note some invisible), to arrive at (11) with three buttons and a scroll:

N
W E
S

C
B B
AOC
A

which means: You stand at **O**, pressing buttons **A**, **B**, **C** will open walls **A**, **B**, **C**.

Referring to map, West button (**A**) opens wall **W5**, North button (**B**) opens **W6**, and East button (**C**) opens **W7**.

B and C will only release even more snakes, so press only **A**.

Go to (12), and be met by more Couatl. One of these will drop an [Orange Gem](#) (and a [rabbit foot](#)), needed if we don't have the one we found earlier. (Note: If the Couatls die above a pit, their items will drop down the pit, and can be found below, in the Cistern.) About this time I also figured out something "interesting" – Whenever meeting Couatl in this area I retreated to the alcove (11) to avoid being surrounded. But apparently there's a hidden Couatl-generator-PP there, which is why I always had to fight three or four in stead of the single one I was fleeing from...

(After this fight leveled up as Priest)

Anyway, with the area once again clear, go to (12). As the wall **W5** now has disappeared, we can see the PP behind it.

Throw something at the PP, which closes pit directly north of (12). Go through the two illusionary walls to reach **W5**, and

find the inscription at (13): "WRONG RIGHT LEFT" (??). Button 14B opens pit (16) (releasing Couatl), while button 14A

closes pit (15), which gives access to the central pillar containing the [Winged Key](#). A little too eager here, I fell into the

Cistern for the umpteenth time, but as mana was at a minimum I considered it time for a time-out anyway. Had a couple of Onyx keys stored in the slot machine area below DDD, so went and fetched those.

Then went back to altar (3), and took the [Vorpall blade](#).

Result: Fireballs were bigger and more frequent. Put the Vorpall blade back on the altar (any item will do), and wall **W8** opened. Unlocked door with Onyx key, and at (17) found [Helm of Ra](#).

Carrying an [Orange gem](#) at (18) closes the pit SE, so could then proceed through illusionary wall, around pits and up to pillar to claim the prize, the [Winged key](#).

Next had to go back and show the eye another Zokathra Orb to reach (10), and from there a few squares west to unlock the Couatl den using the Winged key. (Unlocking opens both wall **W9**.) In addition to giving access to the den, also the route found previously (with stairs G and up to DDD) has been connected to the Couatl area.

A single Couatl guarded the den, and when killed, dropped a [Ra key](#).

Inside the den, chest containing [FUL bomb](#), [VEN bomb](#), 2 x [GOR coin](#), [Magic Box](#), [Ruby Key](#) (essential item DAIN route)

Then could take stairs G up to DDD, this route complete.

The Cistern:

Where you fall down whenever stumbling into a pit above. Described here at the end, although the exploration and mapping was done throughout the exploration / testing / failed attempts of Coatl area above. Lots of Water elements, but avoided them whenever possible.

21. [Apple](#)

22. [Compass](#)

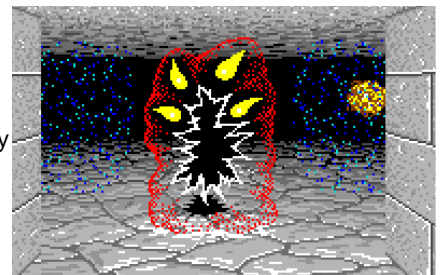
23. (bones) [Clothes](#)

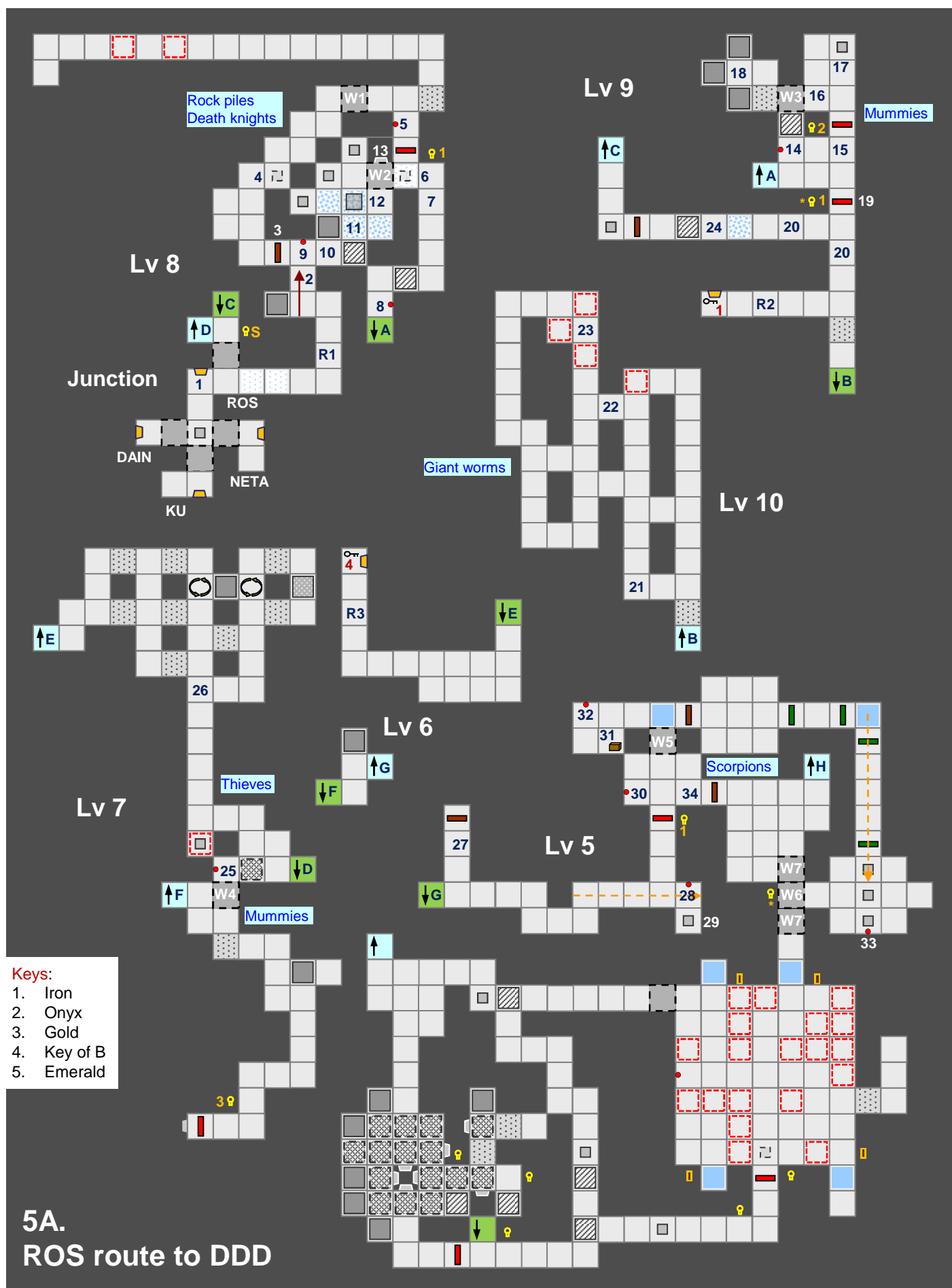
24. Inscription "THE CISTERN"

25. Chop door to open

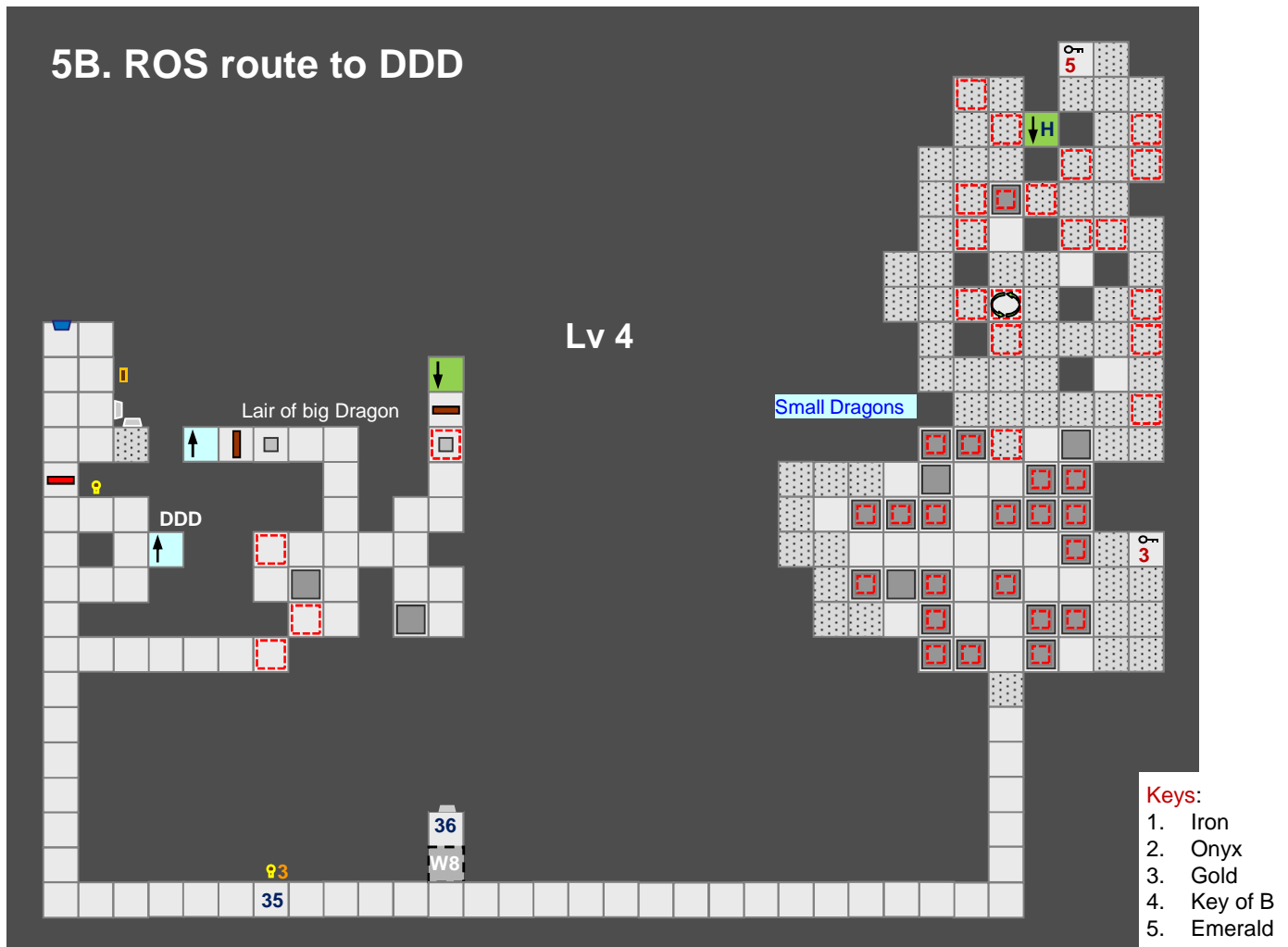
Eliminated dragon below DDD on the way back to storage area.

Discovered a "feature" (bug) while stowing away the dragon meat – it simply vanished. Apparently, there's a limit to the number of items you can store in an area, and when that limit is exceeded, you don't get feedback of the kind "No room to drop that item here", but the item disappears – utterly and completely out of this game world.

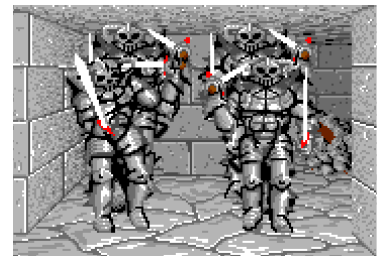




5B. ROS route to DDD



1. Vi altar with 3 **poison darts**
Standard start: Two random invisible teleporters take party to **R1**, **R2**, or **R3**. This time I ended up at R1.
2. Inscription: "GIVE UP, PULL THE LEVER". Didn't do that right now (see later).
Stepping on (2) sends daggers at the party from south (fine, we need daggers...)
3. Chop door open
Many rock piles in area behind door.
4. If you try to enter this area from stairs **A** (from start **R2** or **R3**) you'll find the route blocked by wall **W1**. I never saw this wall this time, so somewhere around here must be an invisible PP that opens **W1**. Near **W1** lots of rock piles and 4 + 2 death knights. After disposing of the rocks, the knights pursued me, all the way back to (1), where further escape was blocked. Difficult battle, but after a couple of reloads the knights were no more. One knight dropped **Onyx key**. Going back to **W1**, more of the same – first a couple of groups of rock piles, and then two more knights. But two is easier than four, so this one was rather easy. One of the knights dropped **Gold key**.
5. Lever opens / closes door
Note: Coming from south an iron key is needed
6. Heard a PP click here, but to what purpose?? Items dropped at this place are teleported to (7)
7. Destination for various item teleporters
8. Lever opens / closes adjacent pit. (Can be used to our advantage, but too late now.)
9. Back to lever. After a few trials and failures found that it's just as well to leave lever alone.
10. Stand here, throw item northwards to hit PP, which closes pit east of (10). This requires accurate timing, such that the item passes (11) when the teleporter isn't there (Throw just when the teleporter arrives, then with some luck it disappears just as your item passes.) On failure party is teleported to (2).
Now I found that if you *pull the lever when the pit has closed, it reopens and can't be closed anew*. (Some advice!)
11. Teleporter which moves about in the room to stop you from throwing items at the PPs. Items that are caught by the teleporter are delivered at (7). After first successful hit, the teleporter at (11) disappears.
Stand here to throw at PP north as described above. On success teleporter east of you vanishes, allowing access.
12. Stand here to throw item at PP west as before. On success wall **W2** opens.



13. **Cloak of night** (+8 DEX). Decided to wear this one in lieu of the +12 anti-magic amulet. Having now got access to the eastern area, I see I did this in the wrong order. If I'd done this *before* fighting the knights, I could have drawn them to here, and to the pit (8), then pulled lever to send them to their end down the pit. And at least I'd have an escape route down the stairs if the going got too tough. (this is how I did it on another play-through, when I came the other way).

But what's done is done, I'm still alive, so why bother... Now went down stairs **A**.

14. Lever opens / closes pit north.

15. **Arrows**.

Opening door releases lots of mummies, that appear tougher than the ones on the KU-route.

One mummy dropped **GOR coin**.

16. **Arrows, Dragon shield**

17. PP opens wall **W3**. (But it appears it doesn't work before all mummies have been eliminated.)

18. **Dex Helm** (lower AC than Ra Helm, but +10 DEX, so donned this).

19. Door can be opened with iron key or lockpicks, but stays open only a fraction of a second, so have to be quick.

20. **Throwing star**

Went down stairs B, but this area is obviously only a place to fall down and go back up – nothing interesting

21. **Sling**

22. **Leather jacket**

23. **Bow**

24. Pit and flashing teleporter, and a PP behind door. The teleporter sends items thrown into it back. Trying to throw a dagger through door from (24) also turns dagger and sends it back. But standing at (24) and throwing a dagger eastwards (into TP) works fine – the dagger is deflected, and lands on PP, opening door.

So ascended stairs **C**. At top of stairs a thief stole my Dragon shield.

25. Remove torch from holder to open wall **W4**. Release lots of mummies.

In the heat of the battle dropped into pit and found myself near the Spider junction close to the DAIN altar.

Instead of reloading, tried to put the Yew staff that was lying there back into altar, and the junction walls opened! So changed to the KU-route and proceeded to DDD to get rid of some redundant items. Then redid start of ROS route, this time conveniently starting at **R2** (almost where we left off). So first tracked down the thief, killed at:

26. Thief dropped **Gold key**, **VEN potion**, **water skin** (and my Dragon shield)

Explored area and found the third starting point, **R3**.

Went back to (25) and cleared the area for the remaining mummies. Then proceeded up stairs **F** and **G**.

27. Inscription "DEATH ROW". No entry (must fall down from above).

28. Button turns on TP in square NW for a small while. Didn't see significance.

29. Stepping on PP launches (a single) fireball down corridor.

Went north to door and saw lots of scorpions in room behind door. Tried poison cloud trick to weaken or eliminate as many as possible before unlocking door (couldn't be picked). Then ran back to (28) and released a fireball. A scorpion would of course constantly occupy the square north of the PP, but forced it away with a poison cloud, then stepped north – south. (Got poisoned myself, but small harm compared to the scorpions). That way could generate new fireballs all the time, which killed of all the scorpions without too much trouble.

30. Button opens wall **W5**.

31. Chest w. **Water flask**, **GOR coin**, **Magic box**, **VEN bomb**.

32. Opens door directly east, releasing a scorpion.

33. **Green gem**. Taking gem, or stepping on PP activates fireballs down north corridor.

At this time wall **W6** was closed, but stepping on center of room carrying green gem opens it.

Used lockpicks on keyhole there, and both walls **W7** opened, hence connecting a large area, giving access to the start room, and an easy route from this area to the DDD.

For now went up stairs **H**, and met a dragon near the pit south of the stairs. Compared to the two dragons we have met earlier in the game this one was easily taken care of.

Brought the dragon steaks back to base of **H**, and further to storage (to test the new route), then redid ROS route and were quickly back in scorpion room (30, 34).

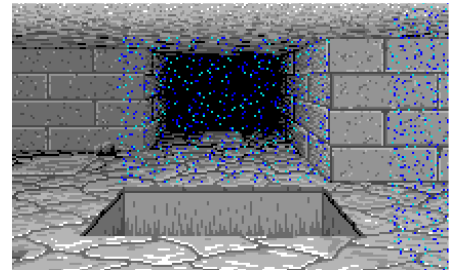
34. Having green gem in inventory when standing here opens door.

Returned upstairs and explored the illusionary wall-area. Met some more dragons, and found **Emerald key** in NE corner. (Essential item from ROS route). One dragon dropped a **Gold key**, which I already had plenty enough of. (If Emerald key has not been taken a Dragon may drop one). Didn't bother to kill all the Dragons here, but can come back for more when / if short on food.

35. Lock here unlocks wall **W8**.

36. **GOR coin**

Note: Now have an easy route both ways between storage and DDD, so by using this and no other routes, keep it open.



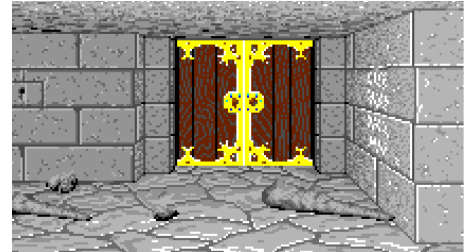
6. DDD to Corbum Pillar: KU



NOTE: The DDD, the Corbum Pillar room, and the room below (w. (13)) are larger than appears here.
Only the parts of the room that we could "see" from this route are shown.



1. Every time we enter the Diabolic Demon Director we are met by new Rock piles and Demons. Seems they are regenerated without end. After a while fighting these creatures leveled up as Wizard. In-between these battles, also fought the adjacent Black flame (fire elemental) (Shown as orange circles). But every time it was beaten it regenerated during fractions of a second, so had to kill it a lot of times before I could enter the square where it stood and press button.
2. Button closes adjacent pit SE
3. Inscription: "FIGHTER CHARGE"
This is exactly what I did, turned eastwards and ran. Don't know what happened, but through turning and teleporting and whatever, by continuously pressing the forward key, I ended up at (5).
4. Inscription: "TRUST ME, ENTER PIT" (Didn't see neither inscription nor pit during charge from (3).)
5. Arrival after charge. A stone golem in corridor west (did we pass him, or did he appear from nowhere?). Don't want to leave any lurkers, so disposed of it before proceeding.
Unlocked door w. **Solid key**, and went south. At south bend, inscription: "DEAD END"
Went eastwards and came to the foretold dead end.
Turning back met four fierce Death Knights. Possible explanation to what goes on:
6. Invisible PP spawns four Knights at west end of corridor
Retreated while fighting, and suddenly we had a clear escape route behind us:
7. Invisible PP opens wall **W1**, but *can only be operated by the Death Knights*.
Now having a long corridor to fight them in, the battle became manageable.
Near end of corridor an invisible teleporter to similar corridor at north edge of map.
8. Button opens wall **W2**. Down stairs **A**.
9. Inscription: "DRAGON DEN". Door into den is open on arrival.
10. Battle ground, as we'll readily see. Behind each of the three doors a dragon could be seen. Blasted the western door with a fireball, and planned to fight the dragons one at a time. As the dragon entered the center room, the exit (9) slammed shut.
After a long and tough fight the dragon was transformed to a pile of steaks, and just as we started the celebration and planned a little rest, the next dragon attacked. There are five dragons in all, one in each room, and they feel free to wander through the illusionary walls connecting the rooms. So this turned out to be a very long fight (fortunately only one dragon at a time in the central room, but dragons in the side rooms blasted fireballs at me through the doors). After a while was very low on stamina, and discovered that this affected my fighting skills seriously, so had to mix some stamina potions (Executioner berserk delivered some 10-20 damage when stamina was low, more than 100 after regaining max stamina).
In the end the dragons were no more and I could explore all the rooms. Found three **square keys**, and the chests:
NW room: **Eye of time**. S room: 2 x **FUL bomb**, **Gold key**
11. Chest with foot plate "**Power Towers**" (AC 88, +10 strength) – a treasure!
12. Inscription: "DO YOU HAVE THE POWER". Show Power Towers to the eye, and wall **W3** opens. Up stairs **B**.
13. In pillar alcove: **Greave of Ra**, **Sword "Storm"**, **Water skin** (full). Donned the greaves, and the water was much needed as I was almost literally dying from thirst...
Stairs **C** ended at a door needing a **skeleton key**, which I don't have, and never would have used here anyway.
So went back down, and to stairs **D** then **E**.
14. Hell hounds dropped **shank** (but I had the food I needed from the dragon fights...)
15. Corbum door. The door opened automatically when I returned here after having obtained the Corbum.
16. A matter of reflexes and keyboard agility.
PP closes the pit north of Corbum pillar "some time" later, and then it stays open a fraction of a second.
Step on PP, back – right – right – forward – forward – grab **Corbum** in pillar.
Got it at about seventh attempt, and don't even think about getting back before falling down pit.
Land at (13).



Now could have continued up the stairs behind the Corbum door for new challenges, but instead jumped down a pit adjacent to (13) and landed in the starting room, from where I could make my way back to the storage area below the DDD.

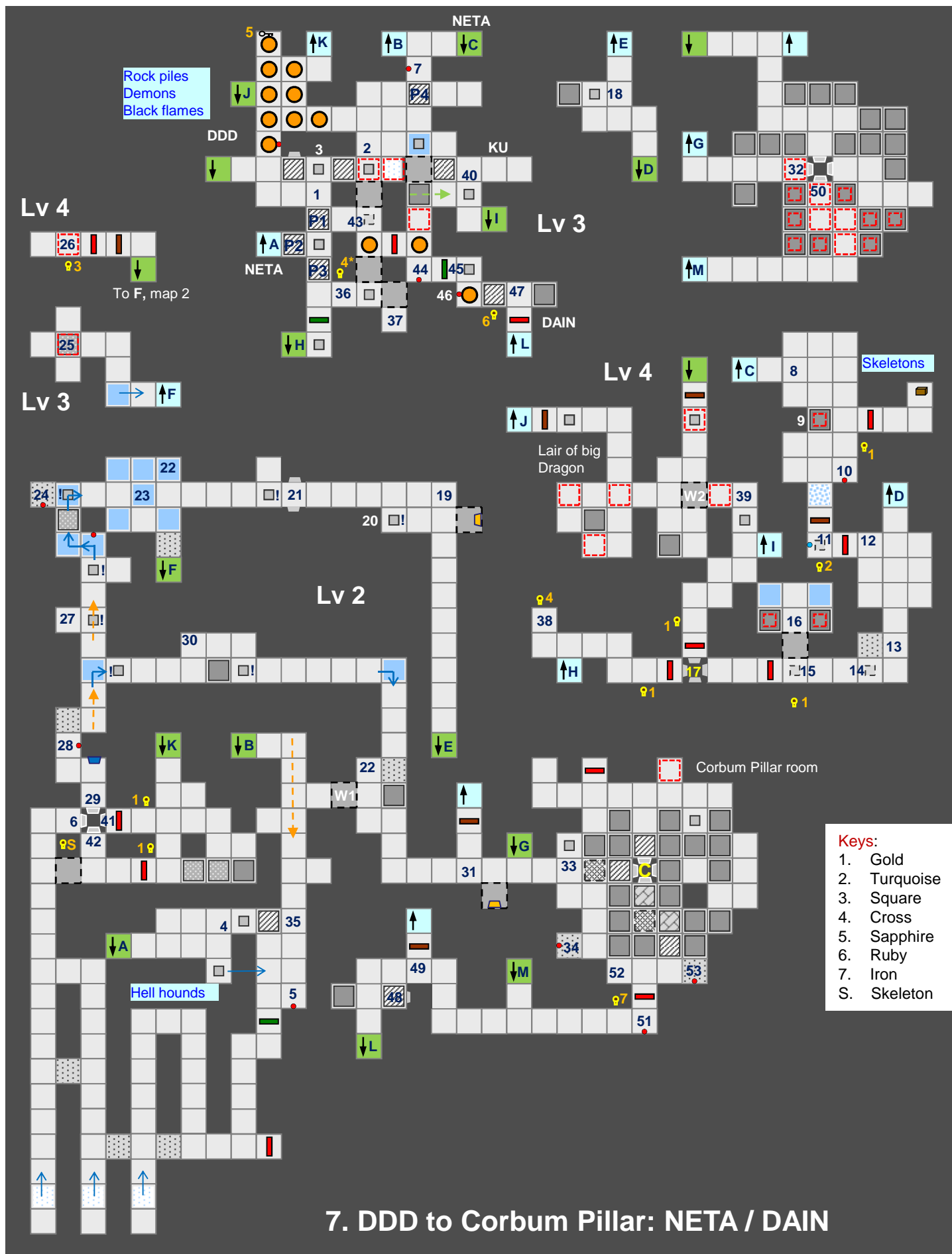
In retrospect: Should have gone up and fetched the **Dragon Fang** sword before returning to DDD (without approaching main room)



Corbum door



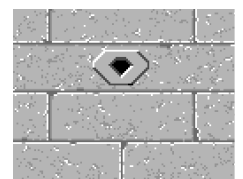
Corbum pillar
with Corbum



As apparently each coming to the DDD spawns new monsters I decided to move the stored items up to the DDD, near the entrance, hence not having to leave each time I need something. The plan was now to go southwards, but no way could I get the first pit (P1) to close. Eventually understood that we need a demon to stand on the PP north of the pit, but I'd done it... As the PP (2) can't be operated by the demons (only ourselves), the pit between (2) and (3) is for now permanently open, effectively stopping any demon that would want to enter the SW part of DDD. So once that was figured out, had to walk around to (2) by the black flame route to close the pit, return to (3) and take it from there.

(Found an easier way afterwards though, see below)

1. Stand here and wait for a demon to appear to the north
2. PP controls adjacent pit to west – every time we step on PP, the pit opens or closes (not the standard on = close / off = open)
3. Inscription: "FIGHTER CHARGE". This time fell down pit, so it wasn't always safe...
The PP closes pit **P1**, but can only be operated by a monster.
Pit **P2** closes when adjacent PP is weighted. Put a rock here.
Pit **P3** is held open by the PP behind the door south – a demon stands on the PP.
Remove it by casting ZO on the door, releasing it; or better, cast poison ball through door, killing demon there.
Proceeded up stairs **A**.
4. After fighting hellhounds, Northern PP opens adjacent pit. Southern PP moves party east to next room – met by more hellhounds.
5. Button turns on fireballs from north. The fireballs do a fine job versus the hellhounds, but also makes progress northwards more challenging. First explored area SW.
6. **Dragon steak**. Then went through the fireball corridor, and down stairs **B**, arriving in northern part of DDD.
7. Button toggles teleporter on PP directly south. Continued down stairs **C**.
8. Room contained lots of rocks spread around (hint, hint). Something in here spawns skeletons, for every now and then the room would be completely overcrowded.
We need one, but this is overdoing it...
9. Pit, fall down to junction.
Chest behind gold key-locked door contained 4 x **Magic box**, **Gem of Ages**.
10. Button turns on a teleporter in SW square for a little while. A little experimenting revealed that the teleporter would move a skeleton south to the other side of the door (but doesn't work on anything else). Throw rocks / darts / daggers whatever you have through the door on the skeleton until dead. Door then opens.
Only possible explanation: The door opens when a Falchion is put on an invisible PP (skeleton carries Falchion). Nothing else dropped on this square opened door.
11. An eye – show any item to the eye – closes pit **P4** above (north in DDD), hence easing access to / from DDD considerably.
Also a keyhole taking **Turquoise key** here, which I had left in the DDD. So had to go back up and get it, and on return the door was of course once again closed, and this time really struggled to get a skeleton to stand at the right spot.
(At least got lots and lots of fighting experience...).
12. Inscription: "NETA".
13. Encounter skeleton, *much* tougher than the ones met before.
14. **Shield of Ra** here – weighs invisible PP, such that taking shield releases (strong) fireballs from east.
15. On unlocking door, standing on invisible PP opens secret wall, a thief pops out and takes something – pursuing him he's gone.
16. Only way out of here is down the pits or by the teleporters, and you don't know which route the thief took. Time for a restore...
17. **GOR coins** in all sides of pillar.
All in all – nothing we need, but lots of bad consequences in the corridor, so really don't need enter at all.
In stead restored in room by (12), and ascended stairs **D**.
18. PP closes pit. Continue **E**.
19. **Blue gem** in wall hole opens secret altar of Vi
Inscription "NONE SHALL PASS THE CORRIDOR OF FIRE"
Note: All PPs marked with "I" launch a fireball, which is deflected in the various TPs and ends up at (19).
21. **Bread** in alcove on each side of corridor.
22. **Blue gem**
23. Intricate pattern for fireball deflection – passes most of the squares in the room before continuing eastwards
24. Illusionary wall doesn't open immediately, but shortly after walking into it. Inside a button which closes the invisible pit a fraction of a second. Obviously the first time party won't find the button, or be too late, so fall down onto pit (25)
25. Land here from pit trap above, find 1 – 3 thieves. After a second or two the pit opens, party falling further down, to (26)
26. Meet skeleton. When skeleton has been killed, the eastern door opens. Skeleton drops the needed **Square key** to unlock the western door. Stairs lead to the poison ball room on first KU-route, so if possible better to restore at this point.
Replaying from (24), press button, quickly cross invisible pit (get hit by fireball, but don't bother...), then find button SE which closes the pit permanently.
27. Mummy (easily eliminated, but stopping you from escaping from fireball), **Magic box**
28. Oh beautiful button! Stops fireball generation permanently
29. **Empty flask**.
First PP in east corridor turns on TP, hence turning fireballs east (but no problem any more)



30. [Magic box](#)

31. Corbum in inventory opens Corbum door north. On S wall hole for blue gem to open Vi altar
Went down stairs **G** to pillar below Corbum pillar, find:
32. [Poleyn of Ra](#), [Sword "Side Splitter"](#), [Dragon steak](#). The sword has lower damage potential than the Executioner, but lighter and quicker, so decided to use it. Back up to Corbum Pillar room.
33. PP closes pit in front of pillar "a while" later, and it stays closed for only a short time
34. Button changes the two marked pits from being open to flashing open / closed continuously.
Hence, getting the Corbum is just like previous time, only even a little more difficult, as we have to time both pits.

Got the Corbum at last (don't know how many attempts I needed), and planned to return the route I came. Near (22) the wall **W1** had opened, don't know which action caused that. Then entering the fireball corridor we found the fireballs had stopped.

35. Pit had now closed, and new hellhounds welcomed us.
Returned to starting point down stairs **A**. But there's no easy route back to central part of DDD (No demon standing on PP now, and as no demon can see us here, none will come either.) So had to jump down pits to proceed, and explored area.
36. Inscription "VALUE IN EXCHANGE FOR VALUABLES". Leave four "valuables" on PP. (Poison darts, greaves accepted; throwing star not). Items disappear when dropped on PP, and after four accepted, wall opens.
37. Find all dropped items here, plus a [Cross key](#).
Cross key can be used to open lock at (36), but the lock can also be picked. Opens door NE between black flames.
Note: Cross key can be used two places, so if desired, go downstairs (stairs **H**) first.
38. Use Cross key here – hear a "click", but you still have the key. Nothing happens (official guide: Turns on a teleporter in a hidden and inaccessible room, moving a rock out of there – don't see the point.)

No way to go, dropped down pit **P1** to dragon's lair, came up stairs **J**, and had to fight the black flames. When done, found [Sapphire key](#) in NW corner. Then tried the "TRUST ME ENTER PIT"-pit again, but this time fell down.

39. PP opens wall **W2**, which closes behind you when you enter lair.
Ascended stairs **I**, and tried to take it from there.
40. Stepping on PP releases poison balls, and can't cross pit, so called it a day.
Returned to DDD once again by stairs **J**, and as the final exercise, went up stairs **K**. Nothing interesting up there, so this area can be optional.
41. [Magic box](#)
42. (Stone golem) [Mithrail mail](#)

Returned to DDD entrance area.

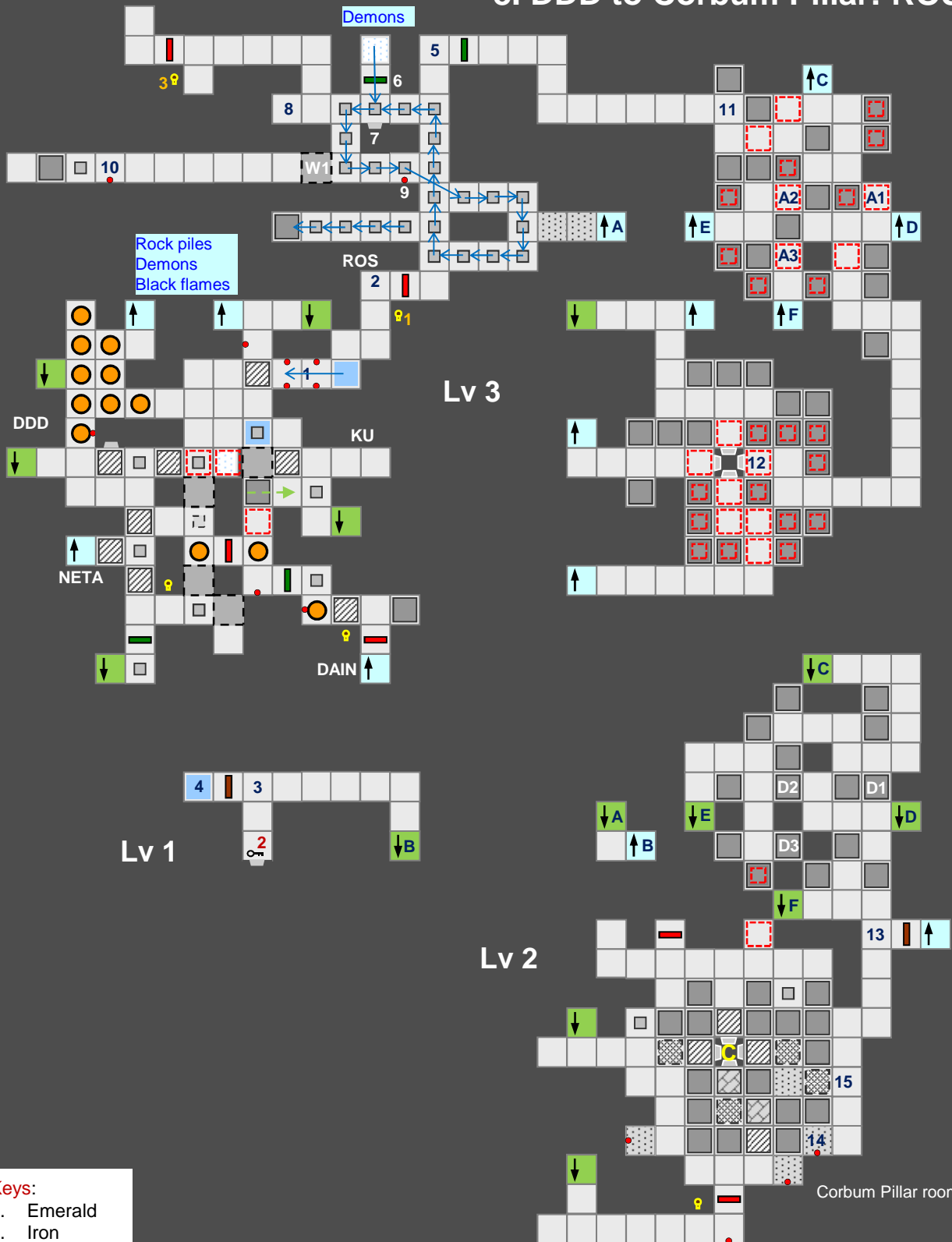
Now needed to open pit **P1** another time, but this time found a much simpler solution. Went down exit stairs, and as new monsters are spawned every time I enter DDD, a rock pile was already standing on the PP when I returned. So just a matter of reaching **P1** before the rock pile moved.

(DAIN)

43. PP opens walls north and south
44. Button – don't press! Activates fireballs from south in square (46), hence healing and strengthening black flame there.
45. PP closes door – just a minor inconvenience when fighting black flame; can be reopened any time
46. Lever closes pit east.
47. Inscription "DAIN". Stairs **L** up.
48. In alcove: [Crown of Nerra](#), [Fine Robe U&L](#), [Sandals](#) – if you take all, the pit opens and down you go...
49. Corbum door
50. [Dragon steak](#), [Flamitt](#)
51. Button opens / closes door
52. Inscription "EYES LIE"
53. Button closes adjacent pit NW
This one was easy once you use the hint. From the recently closed pit northwards to what's revealed as an illusionary pit (looks like a pit but can safely be stepped on). Then wait until the flashing pit west is closed, and step left then forward. The "pit" in front of the pillar is also illusionary (or it became solid when we stepped left – whatever). So get Corbum and return.
Short route and easy return to DDD

Three of four OK.

8. DDD to Corbum Pillar: ROS



1. Press all four buttons to turn off TP
2. Inscription "ROS"
After door, meet an area of teleporting PPs. Turned down PC speed to lowest to map the pattern. Most of options are unneeded or dangerous, so described here for completeness. In practice only need to head for demon at (5) and exit there. Illusionary wall leading to stairs **A**. Up all the way to level 1 (top level / Fulya pit).
3. Door opens if party carries Corbum
4. Portal into central part of level 1. (Not used now)
5. A demon is standing here, and acts as a fix-point when doing the roundabouts.
6. Door must be opened with standard button. Used a few rounds to position hand pointer in correct position to press button when passing by, then pressed, and on the next round could enter. Found a [rope](#) in here, and was then moved back to "conveyor belt"
7. [Slayer arrows](#) in alcove
8. Two demons stand here – another fix point. Stop and fight if you feel like it.
Behind gold-key-locked door find some useless items...
9. Button opens wall **W1**. Discover button – position pointer – press button – discover what's new...
10. Inscription: "LAUNCH IT – CATCH IT – SNATCH IT".
Interesting puzzle: Press button to release a [Speed Bow](#) from "somewhere". Move to PP to send Speed Bow towards you. Pit closes, and bow lands on pit. Fetch bow and return before pit reopens. But I have no interest in Bows, however good they may be.

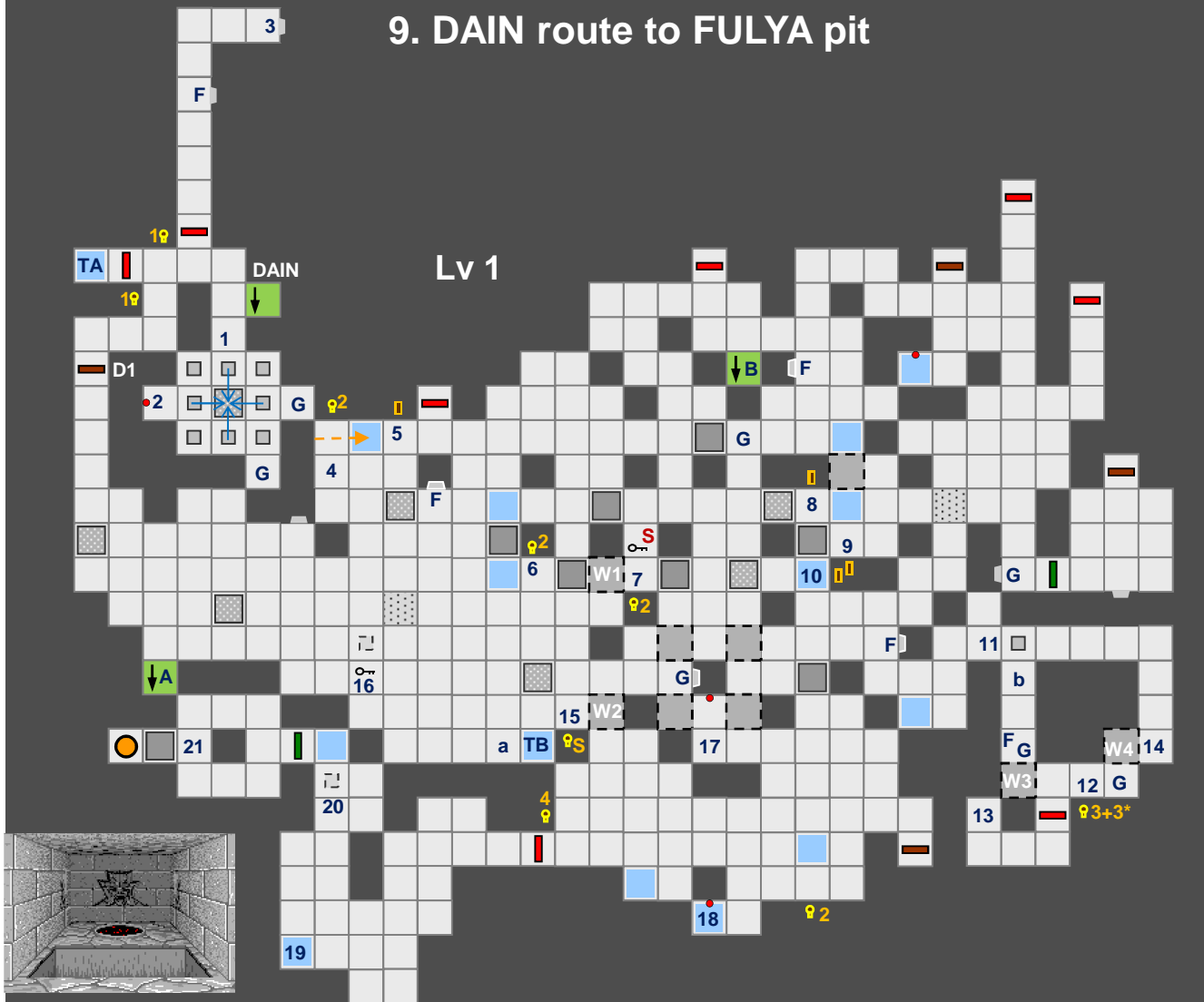
So exited roundabout by demon at (5), and eliminated it to proceed eastwards.

11. After a little exploration you discover that this area appears to lead nowhere, so you obviously have to jump down some pits to gain land (explains the rope I found). Key observation here is that the pits in floor and roof must be mapped first, to plan which pits to go down without falling past the lower room.
This is the route I used:
 - i) Up stairs **C**, down pit **D1**, arrive at A1
 - ii) Up stairs **D**, down pit **D2**, arrive at A2
 - iii) Up stairs **E**, down pit **D3**, arrive at A3
 - iv) Up stairs **F** to Corbum Pillar room
(when at top of stairs D took the detour to (12))
12. [Gold key](#), [Dragon steak](#)
13. Corbum door
14. Button closes pit east of Corbum Pillar
15. Stand here, watch the flashing pits. When nearest pit is closed, step west and into illusionary wall. Then with heading west watch next flashing pit (north) and when it's closed step north then west. Pit in front of Pillar looks open, but is actually safe. This one was so easy that I actually made it back to (15) with the Corbum.

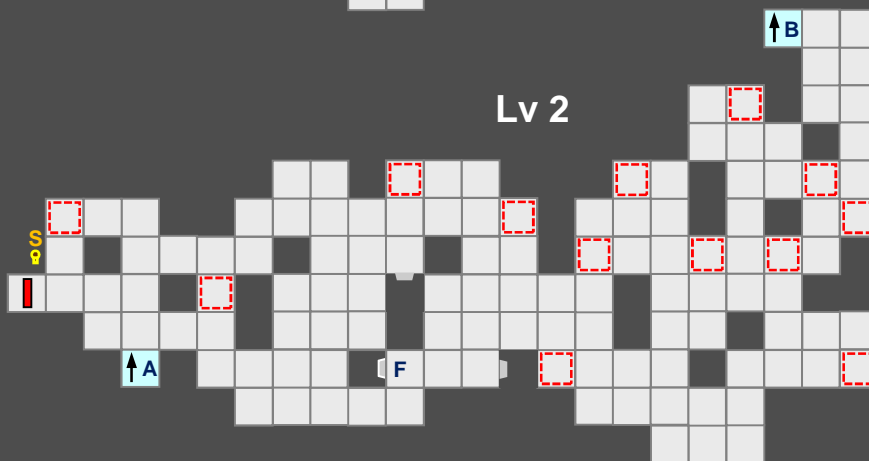
No way I was going to retrace back to DDD, so found a pit which led to the Illusionary rooms Dragon area, and back to DDD from there.

We now have all four Corbums, and next must carry all our stuff up to the top level where we plan to spend the rest of the game.

9. DAIN route to FULYA pit



Lv 2



Keys:

- 1. Ra
- 2. Iron
- 3. Key of B
- 4. Master
- S. Skeleton



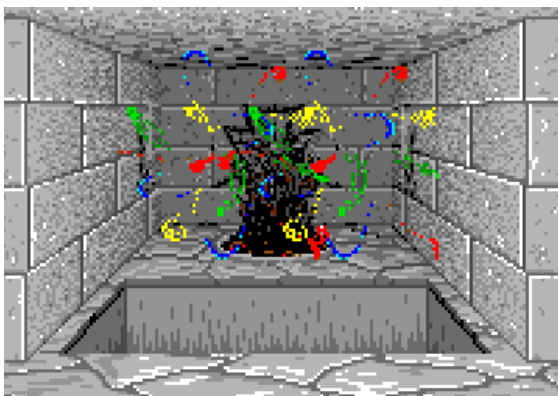
By the chosen strategy we now have all four Corbums this first time we visit the top level. Chose to enter by the DAIN route (easiest from DDD), but then found that we were shut off from the parts of the top level that can only be reached through the Corbum doors from the other routes. So only the part of the level we actually used is shown here. Encountered lots of Zytaz (evil eyes) in this area. According to other sources, some benefits are gained by having selected items in the inventory (or wearing). Crown of Nerra, Orange gem, Dexhelm, Powertowers, Ekhard Cross, Pendant Ferral each contribute towards preventing Zytaz or Demon generation various places, while Flamebain prevents fireballs at (4). Ref. e.g. [dmweb](#) for details.

- F. Food
- G. GOR coin

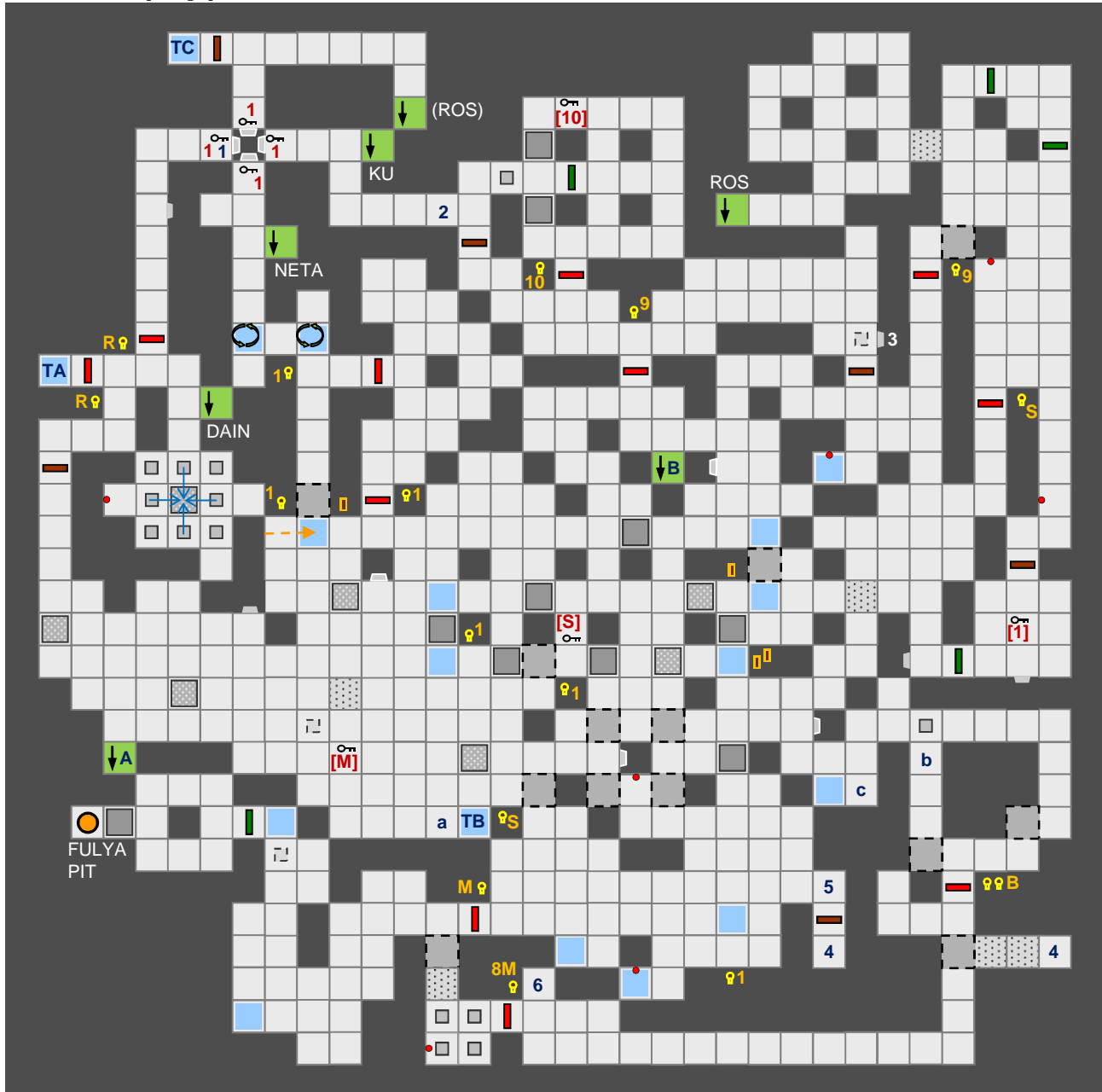
1. Each PP allows you to stand there a short while, then moves you to invisible center pit.
2. Button opens door D1.
3. [Dragon greaves](#), [Dragon helm](#), [Dragon poleyn](#), [Iron key](#).
4. Fireball launcher, and tricky puzzle. All the slots and iron key keyholes spread around the level either open walls or switch teleporters on/off. By setting all the switches to "correct" position and turning on the fireball launcher, the fireballs can be directed into the Demon Chamber, aiding you in fighting the monsters in there. I didn't bother...
5. Coin turns off TP in square W.
6. Turns on TP in square W.
7. Opens wall **W1**. Also found a [Skeleton key](#) here. Coincidence? These are supposed dropped by a thief, but never saw any.
8. Opens wall E
9. Toggles TP N
10. Toggles TP in square we're standing
11. PP opens walls **W3** and **W4**. **W3** closes if walking from (14). **W4** closes if walking from (12)
12. Lock requires *two* [Keys of B](#). Picked it.
Should open wall directly south of door also (back entrance to Fulya pit), but didn't see or find it.
13. [Compass](#)
14. [Rocks](#), [stick](#)
15. Having acquired the essential Skeleton key (luck?) opened the only entrance which allowed us to proceed.
On opening wall **W2**, a horde of monsters poured out – mostly Demons, but also lots of Zytaz and Worms.
So repeatedly retreated to western part of room (by stairs A), and battled monsters. Went down stairs when the going got too tough, but had to quit that strategy. Apparently, the stone golems below had multiplied since first visit down there. Moreover, while the axe Executioner finished a golem in a few swings, the Side Splitter did them close to no harm at all.
16. After quite a few encounters, a demon dropped the [Master Key](#), which we know is the one item we must get hold of to finish this game. Having acquired this, made directly for the end game.
17. Inscription "DEMON CHAMBER"
Button opens both walls adjacent to it
18. Button toggles TP WNW.

Encountered several Zytaz, Demons, and Lord Chaos in here, but tried to run away, always heading towards the western part (were moved eastwards by invisible TPs a couple of times), found the Master Key door, and was almost there.

19. Teleporter to DDD entrance
20. TP just north moves party to Junction, but invisible PP turns it off so we can pass.
21. Inscription "FULYA PIT"
Stand facing west, throw Corbum at Fire Pit behind pit – after four Corbums, receive end game congratulations.....



Level 1 (top)



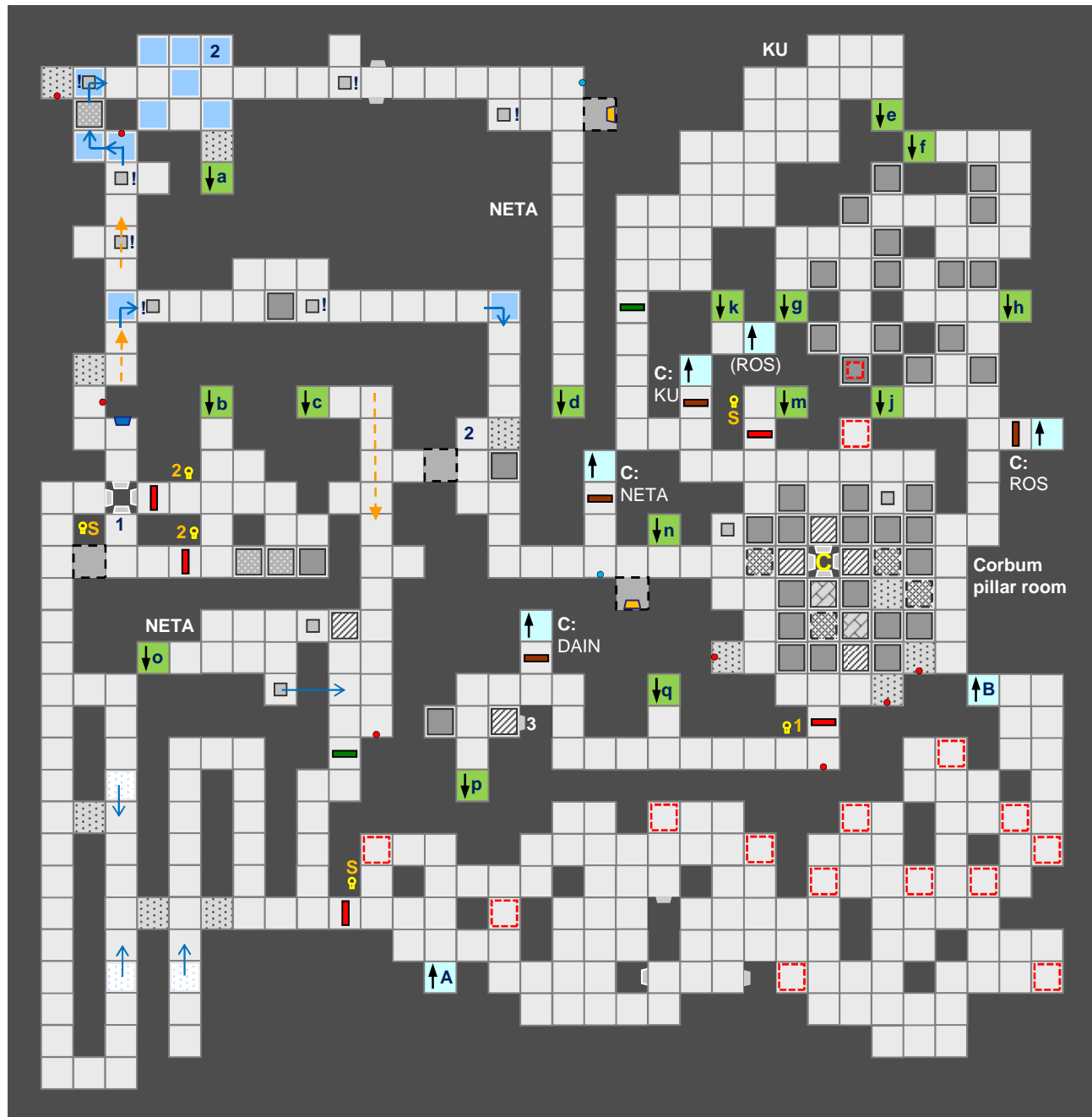
Keys:

- | | |
|--------------|-------------------------|
| 1. Iron | +. Cross |
| 2. Gold | B. Key of B. |
| 3. Solid | M. Master |
| 4. Turquoise | R. Ra |
| 5. Emerald | S. Skeleton |
| 6. Ruby | W. Winged |
| 7. Sapphire | [x]. Dropped by monster |
| 8. Topaz | |
| 9. Onyx | |
| 10. Square | |

Selected items:

1. Dragon greaves, Dragon helm, Dragon poleyn
2. Boulder in inventory opens door
3. Sword "Dragon Fang"
4. Boots of Speed
5. Boots of Speed in inventory opens door
6. Unlock w. Topaz key, Master key or picklocks. Topaz also deactivates fireballs.

Level 2



Keys:

1. Iron
2. Gold
3. Solid
4. Turquoise
5. Emerald
6. Ruby
7. Sapphire
8. Topaz
9. Onyx
10. Square

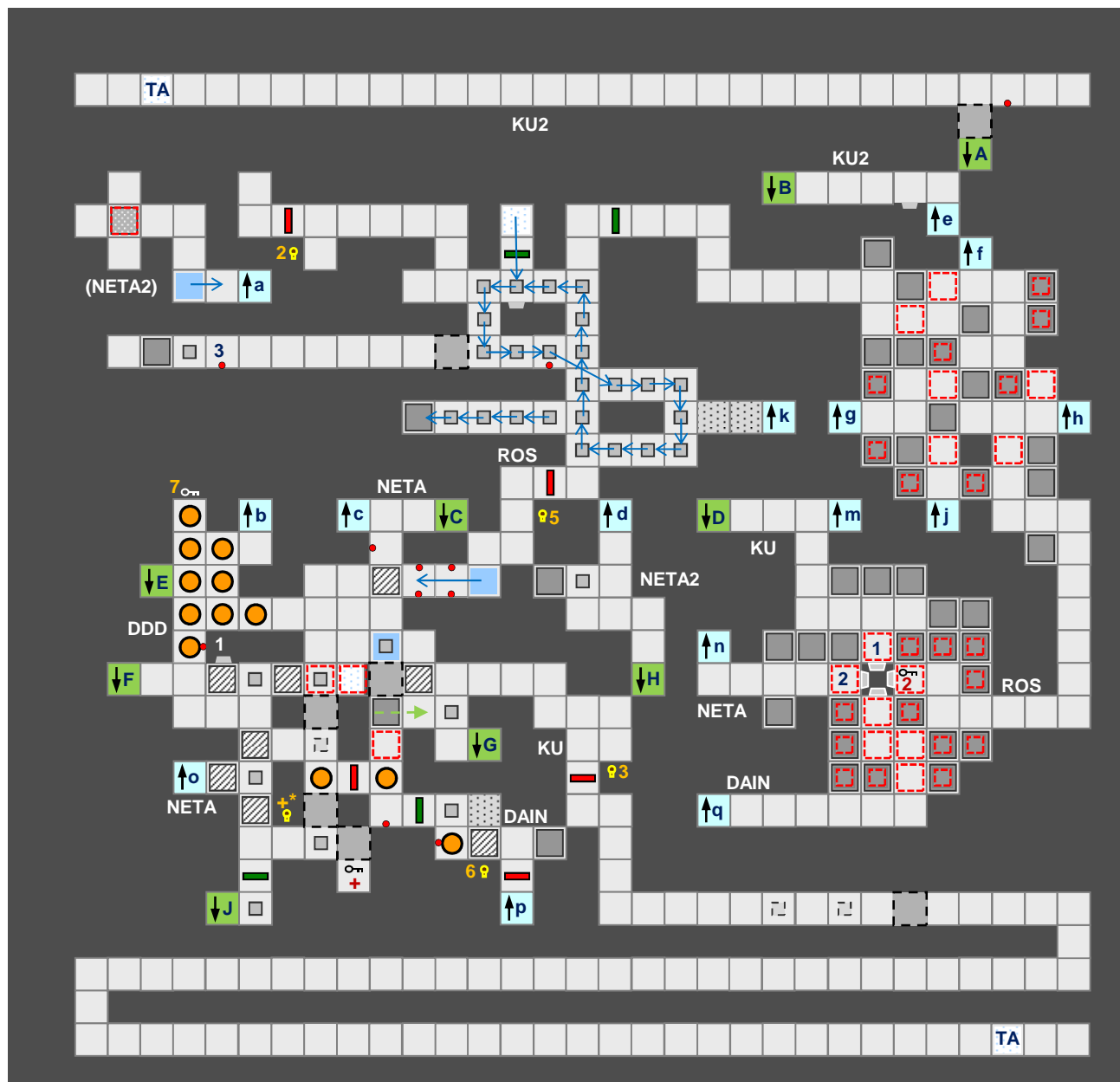
+

- B. Key of B.
- M. Master
- R. Ra
- S. Skeleton
- W. Winged
- [x]. Dropped by monster

Selected items:

1. Mithrail mail
2. Blue gem
3. Crown of Nerra

Level 3



Keys:

1. Iron
2. Gold
3. Solid
4. Turquoise
5. Emerald
6. Ruby
7. Sapphire
8. Topaz
9. Onyx
10. Square

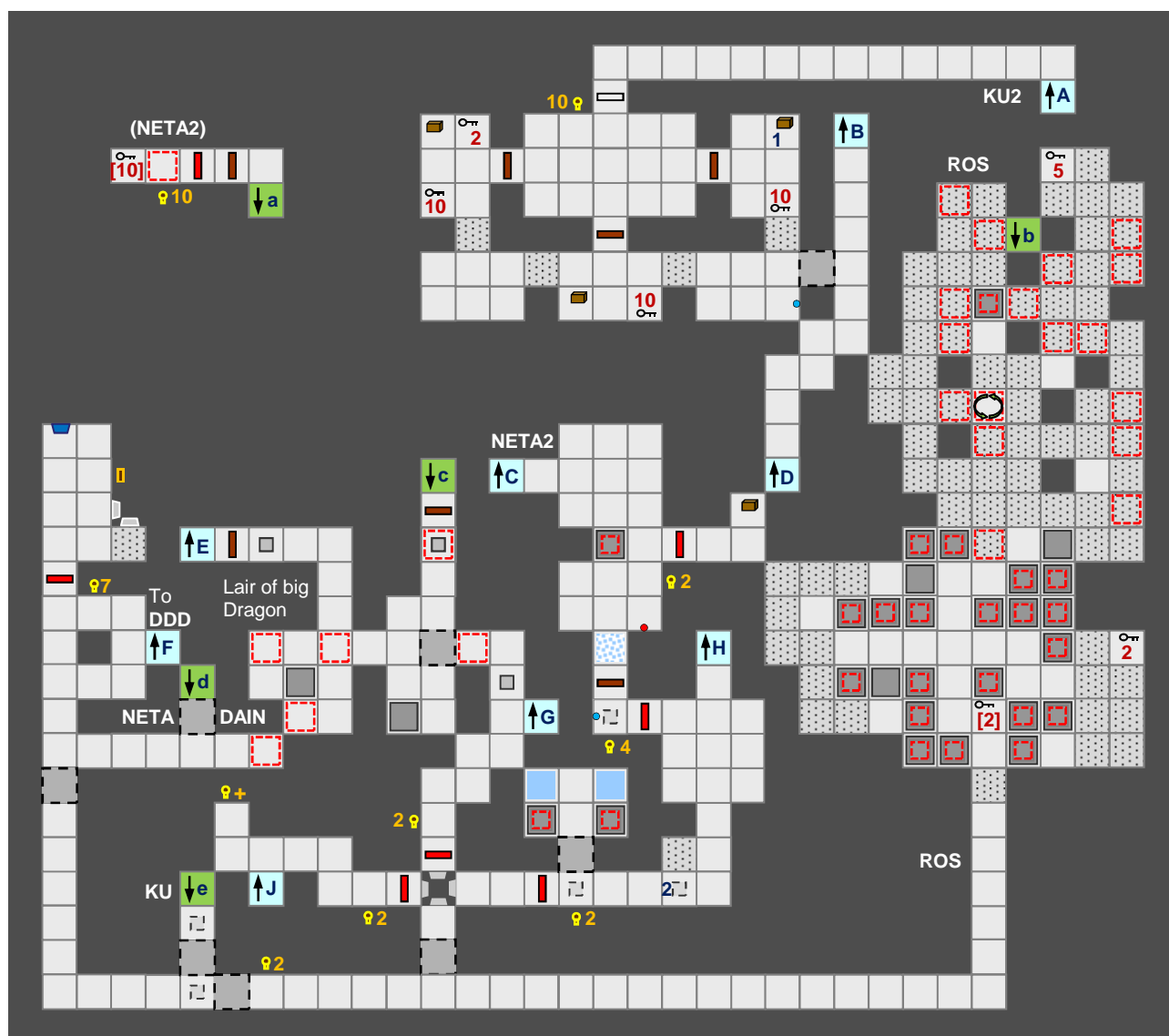
+

- +. Cross
- B. Key of B.
- M. Master
- R. Ra
- S. Skeleton
- W. Winged
- [x]. Dropped by monster

Selected items:

1. Greave of Ra, Water skin, Sword "Storm"
2. Poleyn of Ra, Sword "Side Splitter"
3. Speed Bow

Level 4



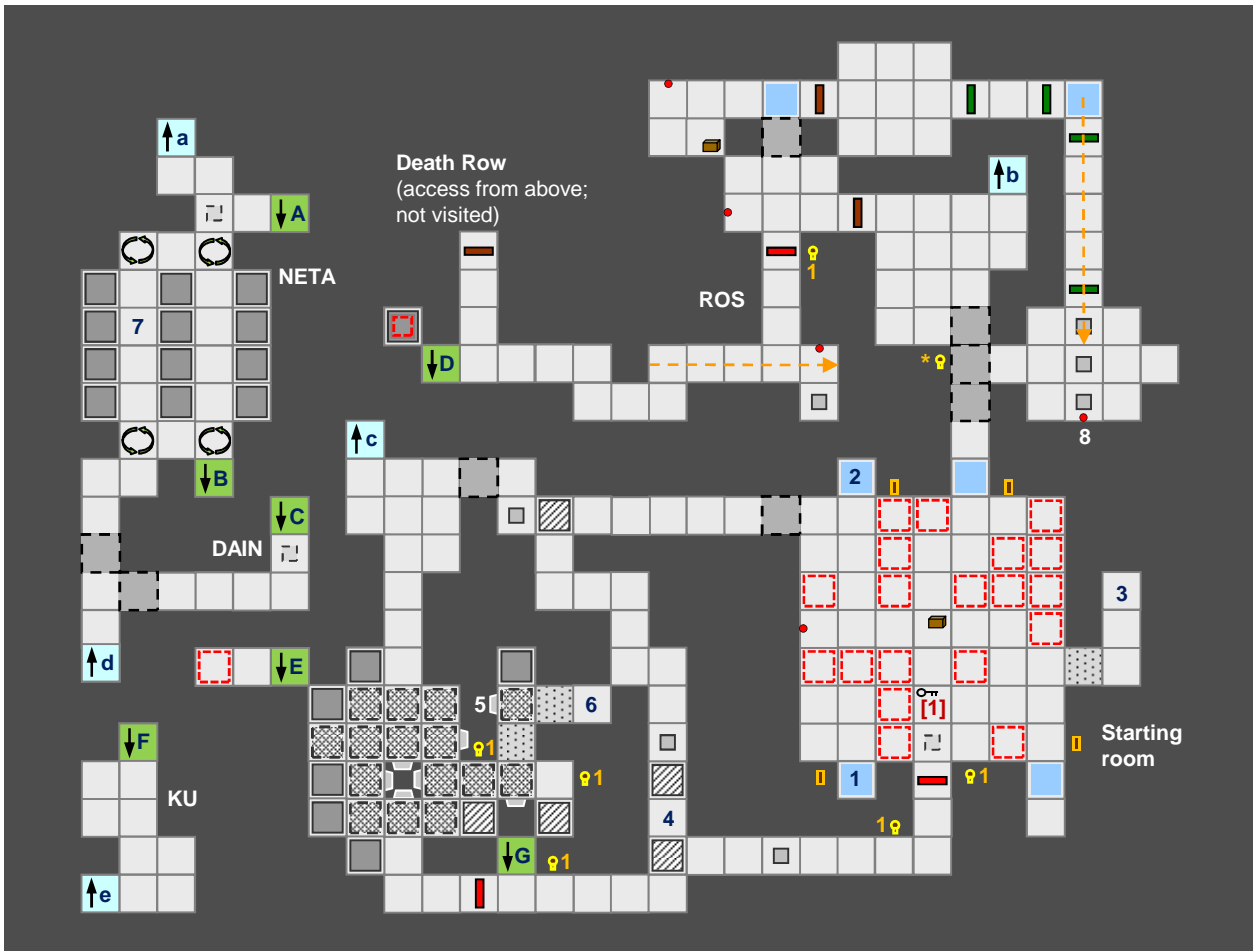
Keys:

- | | |
|--------------|-------------------------|
| 1. Iron | +. Cross |
| 2. Gold | B. Key of B. |
| 3. Solid | M. Master |
| 4. Turquoise | R. Ra |
| 5. Emerald | S. Skeleton |
| 6. Ruby | W. Winged |
| 7. Sapphire | [x]. Dropped by monster |
| 8. Topaz | |
| 9. Onyx | |
| 10. Square | |

Selected items:

1. Power Towers
2. Shield of Ra

Level 5



Keys:

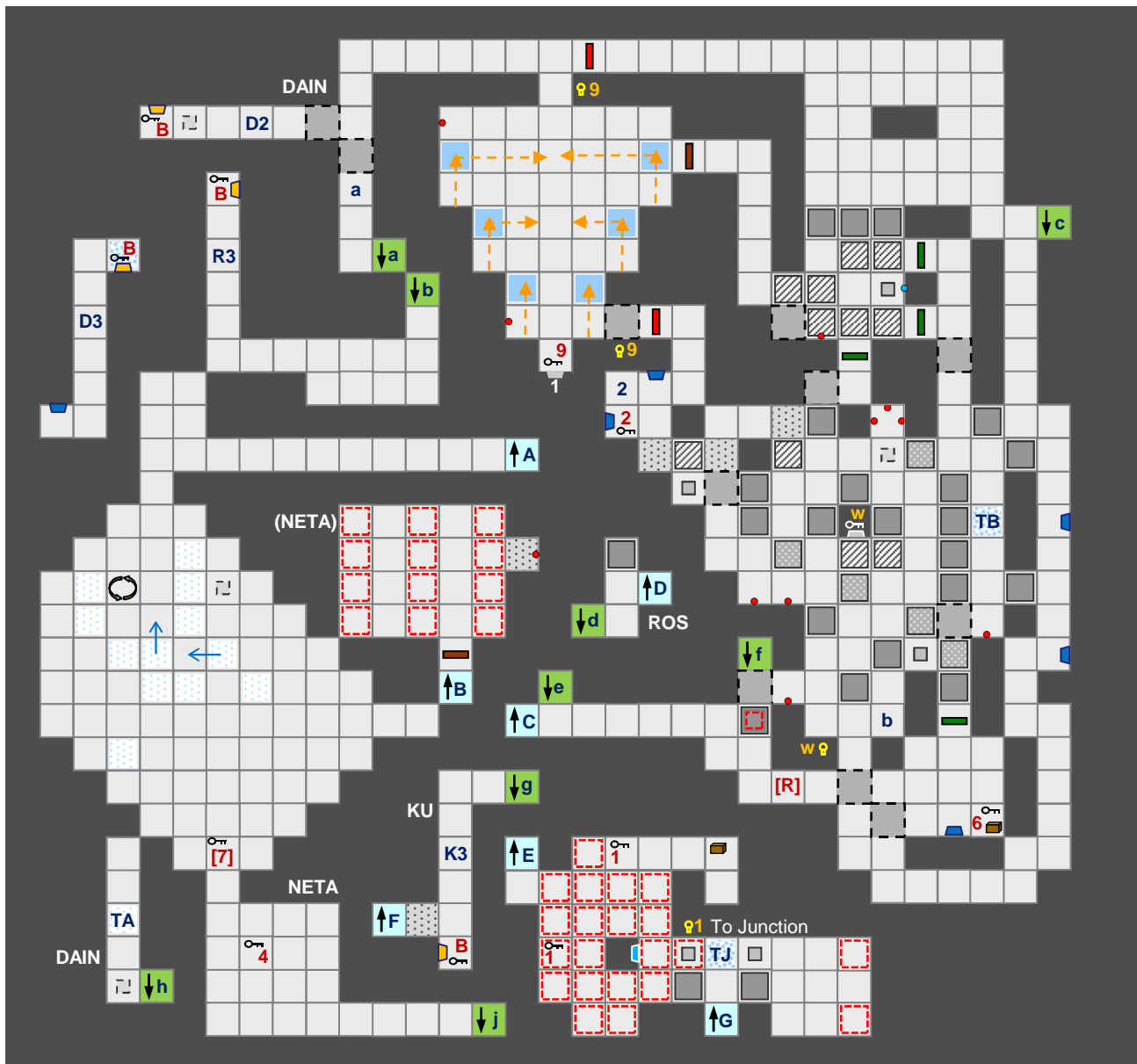
1. Iron
2. Gold
3. Solid
4. Turquoise
5. Emerald
6. Ruby
7. Sapphire
8. Topaz
9. Onyx
10. Square

- +. Cross
- B. Key of B.
- M. Master
- R. Ra
- S. Skeleton
- W. Winged
- [x]. Dropped by monster

Selected items:

1. Sword "Sturm"
2. Compass, Rope
3. Armor
4. Empty flask
5. Vorpal blade, Water flask
6. Plate of Ra, Water skin, Sword "Diamond Edge",
Iron key
7. Armor "Flamebain"
8. Green gem

Level 6



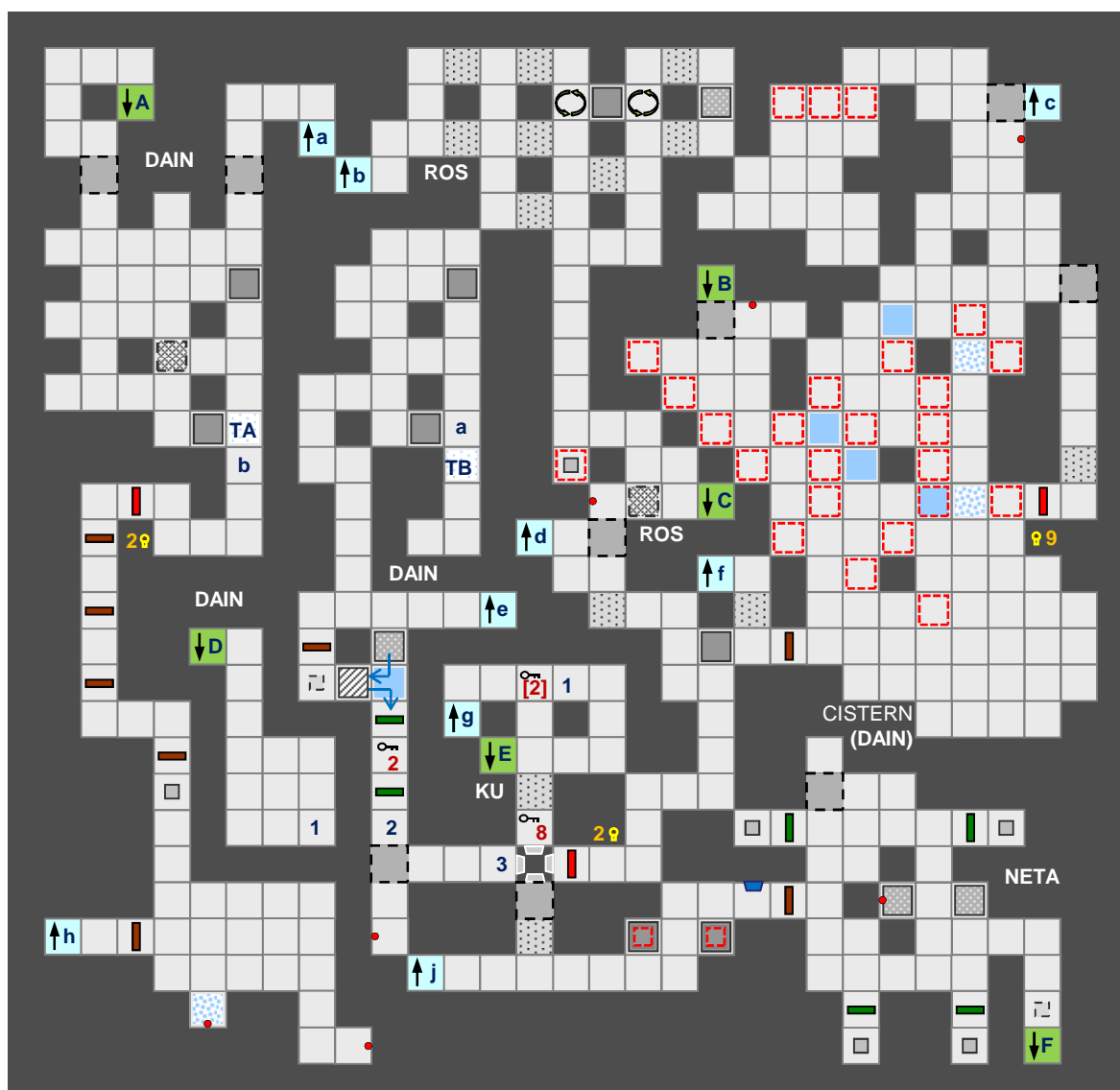
Keys:

- | | |
|--------------|-------------------------|
| 1. Iron | +. Cross |
| 2. Gold | B. Key of B. |
| 3. Solid | M. Master |
| 4. Turquoise | R. Ra |
| 5. Emerald | S. Skeleton |
| 6. Ruby | W. Winged |
| 7. Sapphire | [x]. Dropped by monster |
| 8. Topaz | |
| 9. Onyx | |
| 10. Square | |

Selected items:

- | |
|-----------------|
| 1. Vorpil blade |
| 2. Helm of Ra |

Level 7



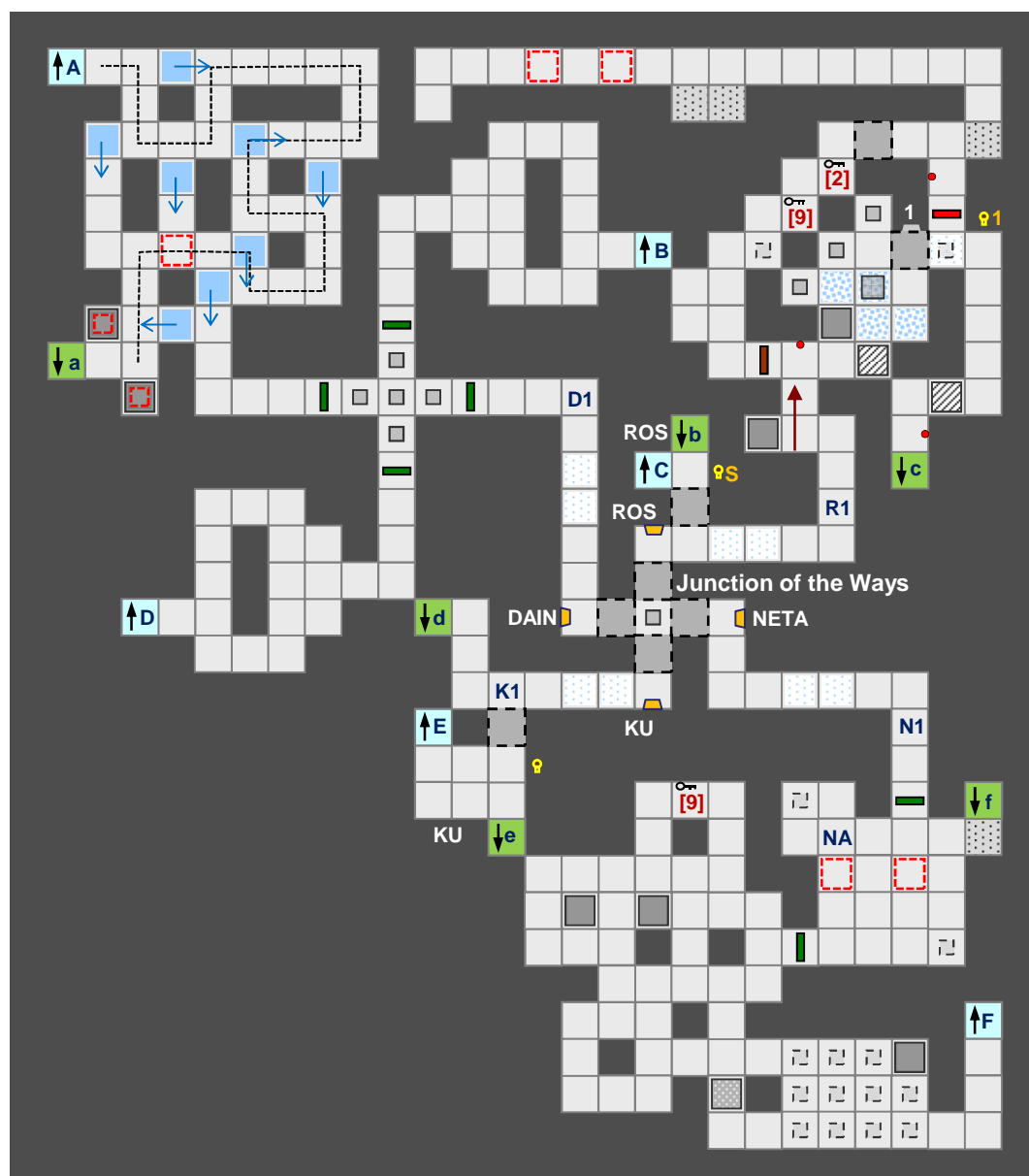
Keys:

- | | |
|--------------|-------------------------|
| 1. Iron | +. Cross |
| 2. Gold | B. Key of B. |
| 3. Solid | M. Master |
| 4. Turquoise | R. Ra |
| 5. Emerald | S. Skeleton |
| 6. Ruby | W. Winged |
| 7. Sapphire | [x]. Dropped by monster |
| 8. Topaz | |
| 9. Onyx | |
| 10. Square | |

Selected items:

- | |
|-----------------|
| 1. Water skin |
| 2. Orange gem |
| 3. Dragon plate |

Level 8



Keys:

1. Iron
2. Gold
3. Solid
4. Turquoise
5. Emerald
6. Ruby
7. Sapphire
8. Topaz
9. Onyx
10. Square

+. Cross

B. Key of B.

M. Master

R. Ra

S. Skeleton

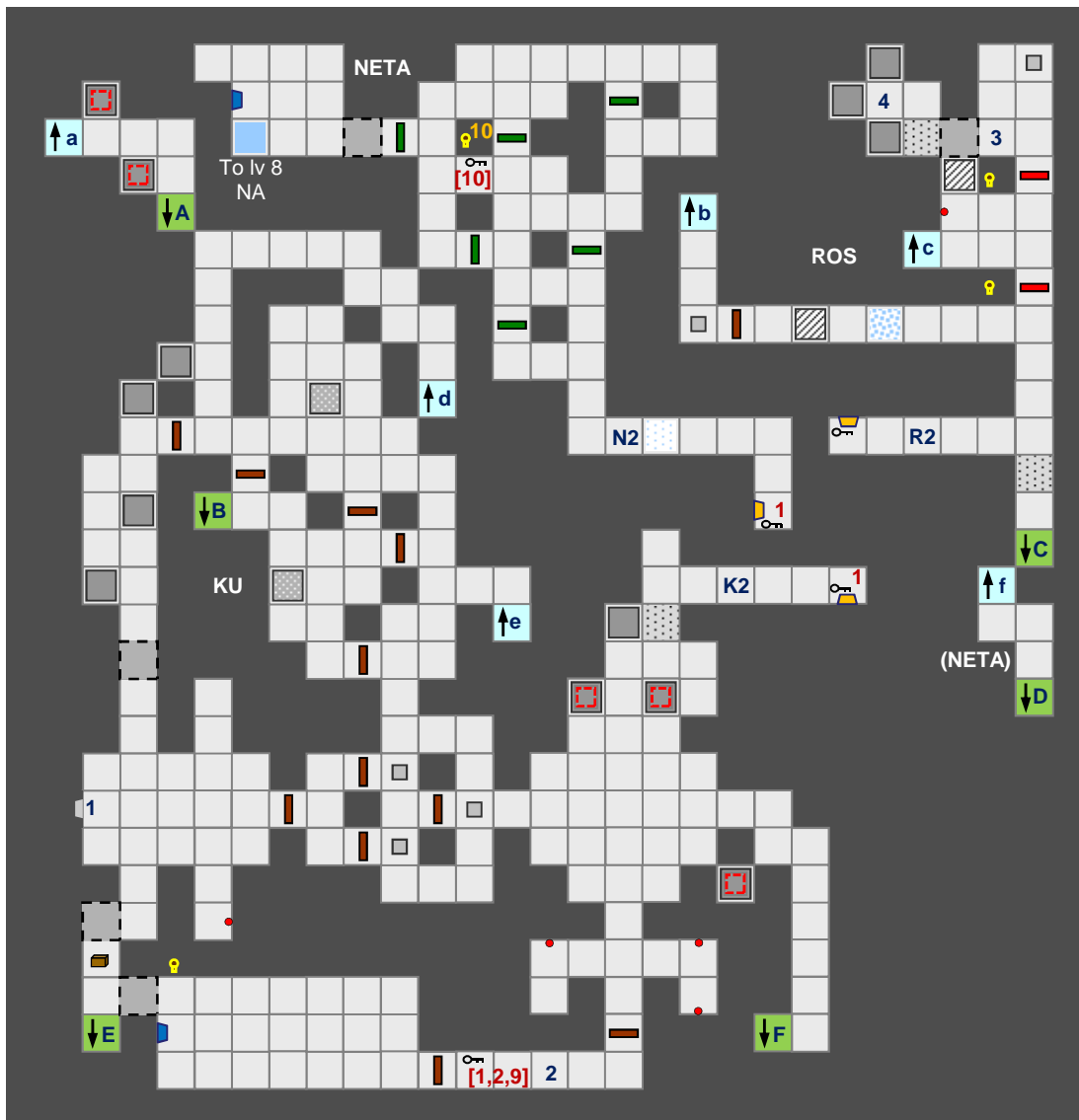
W. Winged

[x]. Dropped by monster

Selected items:

1. Cloak of Night

Level 9



Keys:

- | | |
|--------------|-------------------------|
| 1. Iron | +. Cross |
| 2. Gold | B. Key of B. |
| 3. Solid | M. Master |
| 4. Turquoise | R. Ra |
| 5. Emerald | S. Skeleton |
| 6. Ruby | W. Winged |
| 7. Sapphire | [x]. Dropped by monster |
| 8. Topaz | |
| 9. Onyx | |
| 10. Square | |

Selected items:

- | |
|----------------------|
| 1. Axe "Executioner" |
| 2. Jewel "Symal" |
| 3. Dragon shield |
| 4. Dex helm |

1. Iron
2. Gold
3. Solid
4. Turquoise
5. Emerald
6. Ruby
7. Sapphire
8. Topaz
9. Onyx
10. Square

- +. Cross
- B. Key of B.
- M. Master
- R. Ra
- S. Skeleton
- W. Winged
- [x]. Dropped by monster

1. Dragon dropped Mithrail mail

Some items w. stats (thanks to [dmweb](#))

Weapons

Storm	Jab (8) / Chop (48) / Lightning	
Ra blade	Chop (48) / Melee (60) / Fireball	
Side splitter	Chop (48) / Melee (60) / Thrust (66)	
Diamond edge	Stab (48) / Chop (48) / Cleave (48)	Reduces opponent's armor 25%
Vorpal blade	Jab (8) / Cleave (48) / Disrupt (55)	+4 Mana / vs. nonmaterial beings
Dragon Fang	Swing (16) / Thrust (66) Berzerk (96)	+2 Mana
Executioner	Chop (48) / Cleave (48) / Berzerk (96)	Reduces opponent's armor 12.5%

Armor

Cloak of Night	+8 Dex	Can be worn around neck
Crown of Nerra	AC 5, +10 Wis	

Helmet	AC 17	
Basinet	AC 20	
Casque'n Coif	AC 25	
Armet	AC 40	
Helm of Ra	AC 62	
Dragon helm	AC 76	
Dexhelm	AC 54	+10 Dex
Wood shield	AC 20	
Small shield	AC 35	
Sar shield	AC 56	
Shield of Ra	AC 85	
Dragon shield	AC 100	
Boots of speed	AC 16	
Hosen	AC 30	
Mail Aketon	AC 35	
Mail leg	AC 35	
Flamebain	AC 60	+12 Anti-fire
Torso plate	AC 65	
Leg plate	AC 56	
Foot plate	AC 37	
Plate of Ra	AC 125	
Poleyn of Ra	AC 90	
Greave of Ra	AC 50	
Dragon plate	AC 160	
Dragon poleyn	AC 101	
Dragon greave	AC 60	
Power Towers	AC 88	+10 Str
Mithrail Aketon	AC 70	
Mithrail leg	AC 70	

Jewels

Gem of Ages	+1 Priest skill: heal
Ekkhard cross	+1 Priest skill: defend
Moonstone	+1 Priest skill: influence / +3 mana
Pendant ferral	+1 Wizard skill
Rabbit foot	+10 luck
Symal	+15 Anti-magic

Skills (hidden)

Fighter:

Swing	Thrust	Club	Parry
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Ninja:

Steal	Fight	Throw	Shoot
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Priest:

Identify	Heal	Influence	Defend
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Wizard:

Fire	Air	Earth	Water
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