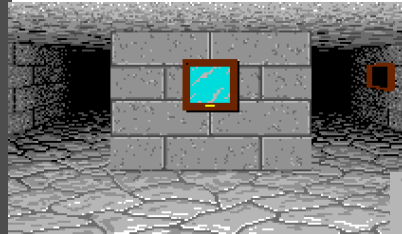
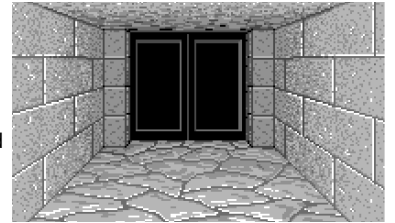


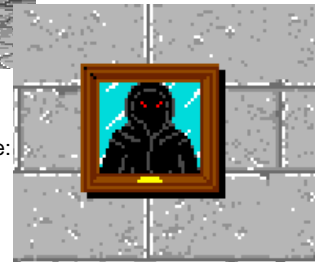
1. Entrance – shuts immediately
2. “Hall of Champions”
(White numbers refer to table)
3. VI – Altar of rebirth
4. Food

The black gate is closed



Mirrors w. Champions to
resurrect or reincarnate

Champion ready for adventure:
Gothmog.



Hero	HP	Stam	Mana	Load	Str	DX	Wis	Vit	Anti Mag	Anti Fire	Stat
1 Iaido	44	65	11	45	43	55	40	35	45	50	Appr. F, Nov. Pr
2 Chani	47	67	17	40	37	47	57	37	47	37	Nov. F, Appr. W
3 Hawk	70	85	10	46	45	35	38	55	35	35	Nov. F, Appr. Pr
4 Nabi	55	65	13	43	41	36	45	45	55	55	Appr. Pr, Nov. W
5 Alex	50	57	13	46	44	55	45	40	35	40	Appr. N, Nov. W
6 Hisssssa	80	61	5	57	58	48	35	35	43	55	Appr. F, Nov. N
7 Gothmog	60	55	18	42	40	43	48	34	50	59	Journ.m. W
8 Sonja	65	70	2	54	54	45	39	49	40	40	Journ.m F
9 Mophus	55	55	19	44	42	35	40	48	40	45	Journ.m Pr
10 Stamm	75	80	0	52	52	43	35	50	35	55	Journ.m F
11 Azizi	61	77	7	48	47	48	42	45	30	35	Nov. F, Appr. N
12 Darou	100	65	6	50	50	30	35	45	30	45	Appr. F, Neoph. W
13 Wu Tse	45	47	20	41	38	35	53	45	47	40	Nov. N, Appr. Pr
14 Leif	75	70	7	47	46	40	39	50	45	45	Appr. F, Nov. Pr
15 Wuuf	40	50	30	37	33	57	45	40	35	40	Appr. N, Nov. Pr
16 Leyla	48	60	3	42	40	53	45	47	45	35	Journ.m N
17 Gando	39	63	26	42	39	45	47	33	48	43	Appr. B, Nov. W
18 Syra	53	72	15	41	38	35	43	45	42	40	Nov. Pr, Appr. W
19 Linflas	65	50	12	49	45	45	47	35	50	35	Appr. F, Nov. W
20 Boris	35	65	28	38	35	45	55	40	45	40	Nov. N, Appr. W
21 Zed	60	60	10	42	40	40	40	50	40	40	Nov. all
22 Elija	60	58	22	44	42	40	42	36	53	40	Nov. F, Appr. Pr
23 Halk	90	75	0	54	55	43	30	46	38	48	Journ.m F
24 Tiggy	25	45	35	34	30	45	50	35	59	40	Nov. N, Appr. W

Spells

Adventuring

∟	Torch
⊗	Open door (negate)
⋄ ε *	Light
⊖ ε ∩	Darkness
⊞ ∩ ∪	Leave footprints
⋄ ∩ *	Magic vision
⊗ ∩ *	Zokathra

Protection

⊞ ε	Magic shield
∟ ∩ ±	Fire shield
⋄ ∩ ∩	Invisibility

Combat

∟ ε	Fireball
⊖ ∩	Poison ball
⋄ ∩	Poison cloud
⊖ ∩	Dispell
⋄ ∩ *	Lightning

Potions

⊞	△ Stamina (MA)
≈	≈ Heal (VI)
≈ ∩	∩ (blue) Cure poison (BRO)
⊞ ∩	⊞ Magic shield (YA)
⊗ ∩	∩ (green) Poison bomb (VEN)
∟ ∩ ×	× Strength (KU)
⋄ ∩ ∪	∪ Dexterity (ROS)
⊞ ∩ λ	λ Wisdom (DANE)
⊞ ∩ ±	± Vitality (NETA)
⊗ ∩ *	∩ Mana (MANA)

Lizzy the Serpentman												Dung lvl.
Up#	Level	STR	DX	WIS	VIT	A-M	A-F	HP	Stam	Mana	Load	
1	--	58	49	36	36	44	60	80	61	5	57	0
2	N1	59	50					85	64		58	1
3	W1			38		47	61	88	67	9		
4	F1	60	51					97	72			
5	N2		52		37			104	78			
6	W2			40	38	50		108	80	14		
7	N3	61	53				62	116	85		59	
8	F2	62	54		39			125	91		60	
9	P1			41			63	129	96	17		
10	N4		55					143	102			
11	P2							148	106	20		2
12	F3	63	56					166	113		61	
13	W3			43				170	117	26		
14	P3			44		52	64	176	122	30		
15	F4	64						191	132		62	
16	N5	65	58					209	139			
17	F5	67					65	229	148		63	3
18	P4					55		238	155	38	64	
19	W4			45	40	58		245	162	47		
20	N6	68	59					266	172		65	
21	F6	70	60		41			295	184		66	
22	P5			46	42			305	192	55		
23	F7	71	61				66	335	209			
24	W5			47		61		343	219	65		
25	P6							358	232	73	67	5
26	W6			49		64		366	241	85		
27	F8	72						401	257		68	
28	W7			51		67	67	411	268	100		
29	P7				43	70		428	280	109		
30	N7		63				68	451	296			
31	W8			52	44			461	307	124		7
32	F9	74	64				69	500	336		70	8
33	P8			53	45			515	355	135		9
34	N8	75	65		46			535	377			
35	W9			55				549	392	150		
36	W10			57	47	71		562	404	166		11
37	F10	76			48			608	438		71	
38	P9			58	49			630	462	178		
39	P10			59	50			648	489	190		12

Hisssssa was reincarnated as Lizzy

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

Hard to level up in the end.
None on levels 6 or 13,
Last one right before did off
with Chaos.



Level 1

Legend

- Standard door – open w. button
- Locked door – open w. key
- Special door
- Button or lever on wall
- Fountain
- Stairs up
- Stairs down
- Pressure pad (PP)
- Pit
- Teleporter (TP)
- Removable wall
- Coin slot
- Food



Mummies
Screamers (food)



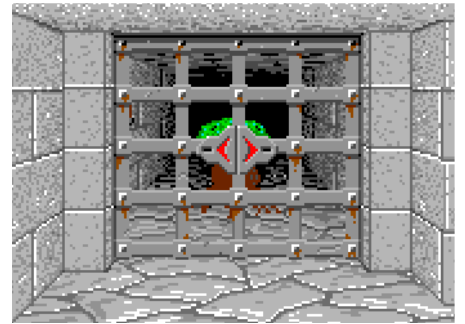
1. Club
2. Dagger + Falchion (sword) in secret niche
3. Leather boots
4. Torch, dagger, arrow, Elven doublet
5. First opens, second closes
(Step on first, then sidestep)
6. Falchion, leather boots
7. Ghi Trousers
8. PP1 opens door 1, PP2 opens door 2,
PP3 closes door 1, PP to right closes 2
(Step and sidestep until OK)
9. PP with boulder beside it. Obvious use
10. "Step inside – take a ride" (TP to / from A)
11. Apple
12. Place item on PP to close pit
13. "This wall says nothing" – Text appears
only when PP is in down position (use item)
14. Apple
15. Rock
16. Leather pants, three flasks, scrolls (heal
and cure poison)
17. Button opens door, PP closes it
18. Operate both levers to open door
19. "To close pit, leave a valuable on floor"
20. Throwing star + item left in TP.
21. Copper coin
22. "None shall pass" (Attack door)
23. "This fountain accepts one wish"
(Use copper coin on fountain.)
24. Food, water skin
25. Opens door by (27)
26. Throwing star
27. Falchion, lever opens secret wall (28)
28. Magic box
29. Buckler

Keys:


1. Gold
2. Topaz
3. Emerald
4. Solid
5. Iron
6. Key of B

Chests:

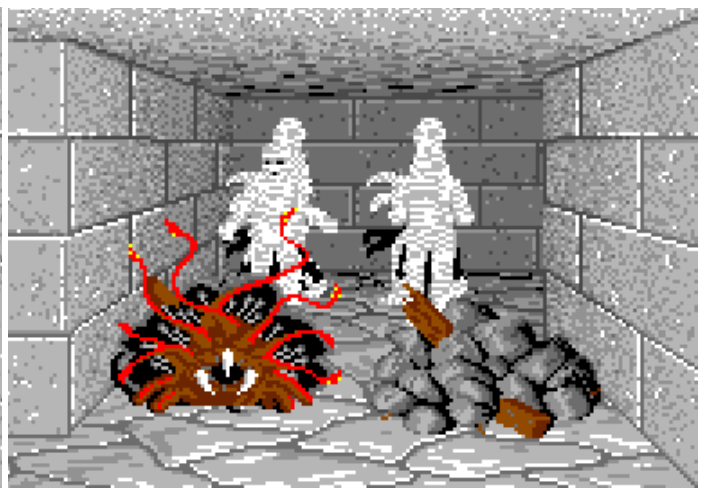
1. Two YA potions
2. Mostly food, flask, magic box





 Hole in roof (pit on level above)

Mummies
Trollin (Blue Men)
Rock monsters



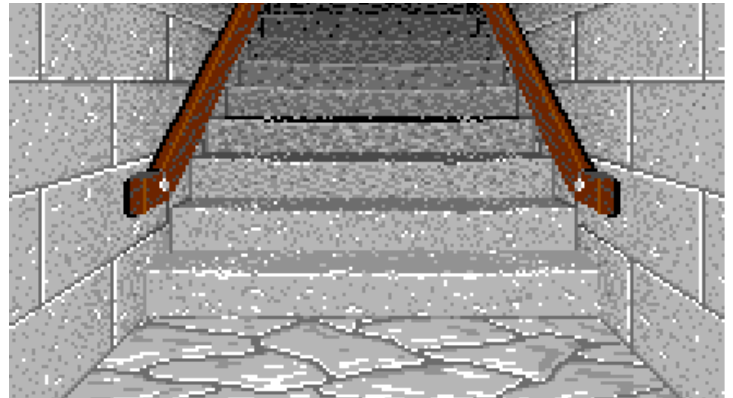
1. Opens secret wall
2. Bezerker helm, Leather pants, Leather jerkin
3. Arrow, Water skin, Food
4. TP flickers on / off. Run while off, or TP to ~1
5. Compass
6. "Choose your door – Choose your fate"
7. **"Creature Cavern"**
8. Arrow
9. **"Room of the Gem"**
10. "Step right up going down"
Put item on PP to close pit (in pit, TP back to 10)
11. Button opens door; first time also opens pit – beware!
12. Sling
13. Blue gem + food
14. Rabbit's foot
15. Blue gem opens door
16. Bezerker helm
17. **"Time is of the essence"**
18. "Hit and run"
Press button and run (slide) West
– if quick enough secret wall is open
19. Opens secret wall permanently (I think...)
20. Button activates TP for a short while.
Press button, quickly turn and throw item into TP
If OK, item is turned right and hits PP, which closes pit
21. Button closes pit for an instant only (no time to turn around – press and immediately move backwards.)
22. Button closes pits above permanently
23. Elven huke (pants)
24. Helmet (probably better than Bezerker helm)
25. **"The Matrix"**
Matrix area has spinners (and TPs?) in many of the intersections. No attempt to map this – completely confusing. Use compass and head south / west
26. Arrow
27. Button opens secret wall to (28)
28. Sabre; Fine Robe (U+L)
29. **"The Vault"**
30. "You must pay for your entrance" (2 Gold Coins in slot)
31. "Cast your influence. Cast your might."
Cast ZO spell at door, then throw item at PP which closes pit.
32. Silver coin in niche (taking it closes door, but can be replaced by any worthless item).
33. Use silver coin in slot to open door
34. Arrow
35. Copper coin in slot opens secret wall to right
36. Button opens secret wall SE
37. Leather pants
38. **"Chambers of the Guardian"**
39. Each button activates a TP in room to right of button.
If chest (C3) is in this room it's teleported to another room, until it eventually ends up outside door where it started.
40. Use Mirror of Dawn on eye to open secret wall
41. Leather jerkin, food
42. Flask + scroll: "Des ew weakens nonmaterial beings."
43. Torches
44. (Rock monsters); Flask, Mail Aketon.
Button opens secret wall to E.
45. (Trollin); Food + sword

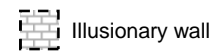
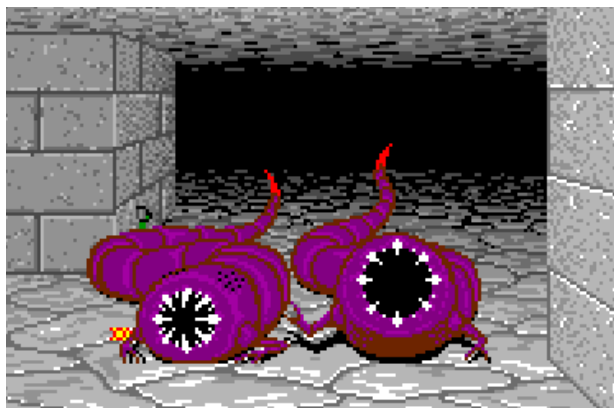
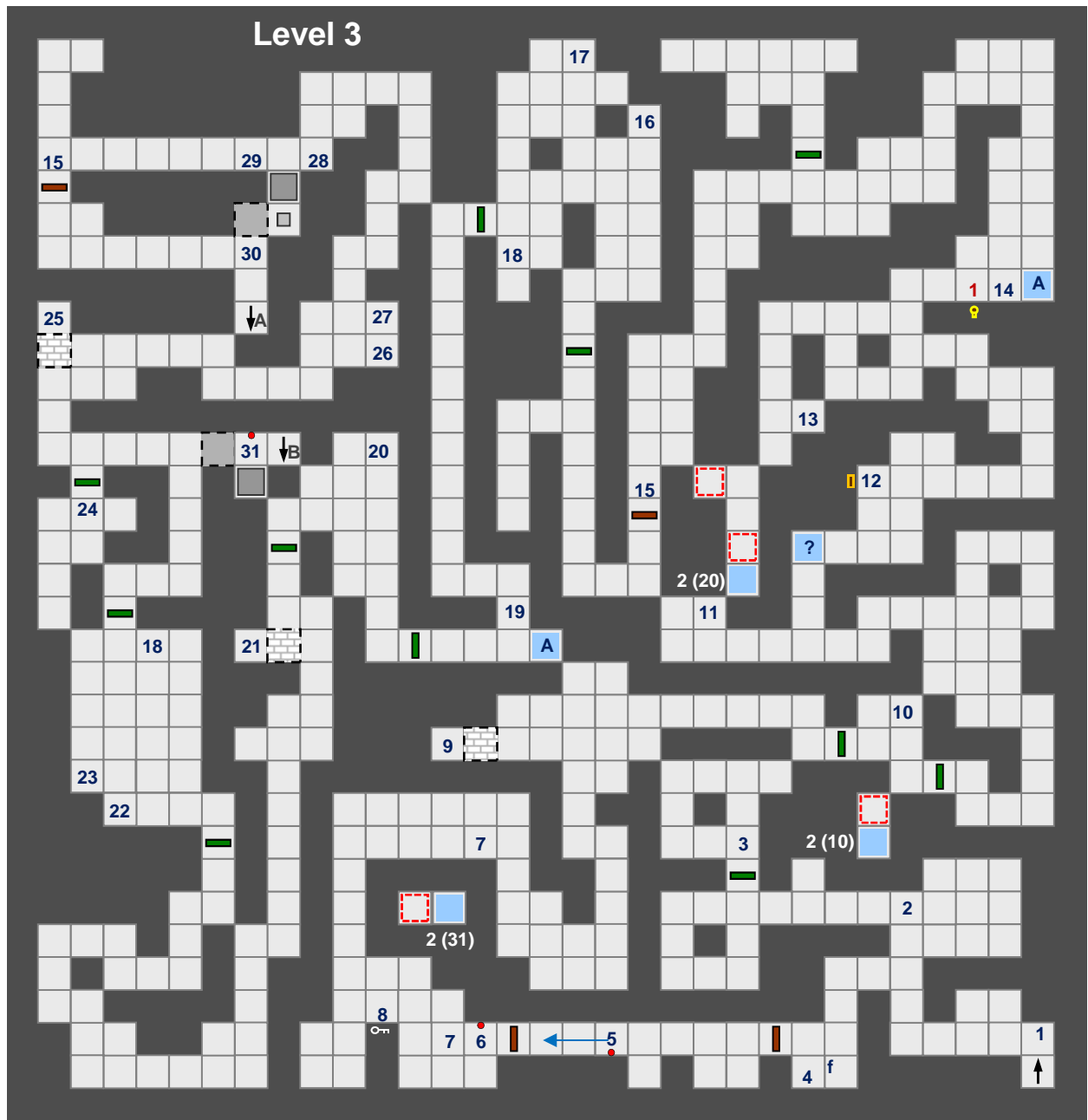
Keys:

1. Gold
2. Ra

Chests:

1. Food; 2 Gold Coins; 2 scrolls:
YA (Stamina), ZO (Open door)
2. 3 Copper Coins, Silver Coin, Magic Box
3. Mirror of Dawn



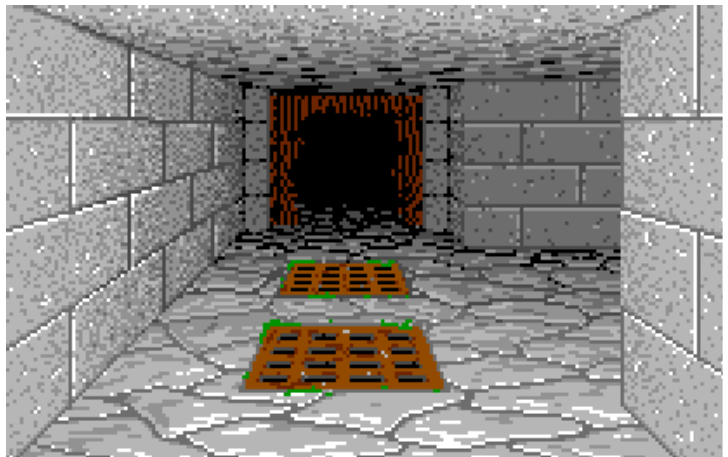
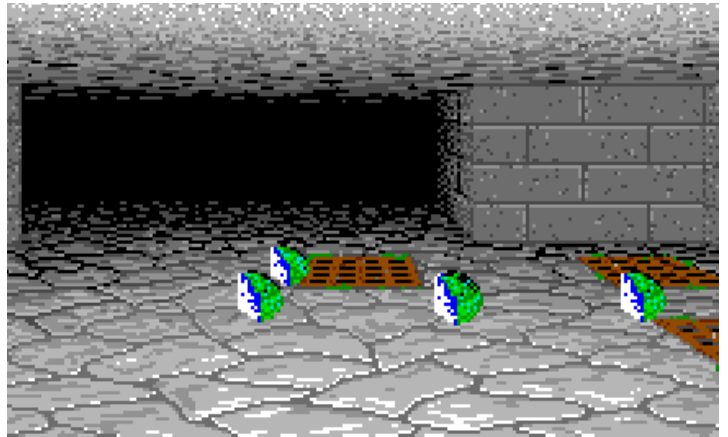


Mummies
 Screamers
 Rock monsters
 Giant worms (food)
 Mosquito
 Ghost

1. "Prepare to meet your doom"
2. Screamer dropped Gold Coin
3. Rock monster dropped Gold Coin
4. "Don't let a closed door stop you"
Water skin, Axe (Chop door)
5. Invisible PP opens door (stepping off closes)
Button TP to door – quickly slide through
6. Lever opens door (but still closes by (5))
7. Giant worm dropped Gold Coin
8. Gold key hidden in drain
9. Magic box, food
10. Scrolls: YA BRO and OH VEN
11. Teowand (+6 SP, doubles mana regeneration, casts Spellshield, Fireshield, and Calm)
12. Gold Coin in slot activates TP to SW, but didn't figure out what purpose it has (stops monsters from passing)
13. Small shield
14. "Short Cut"
Unlock to activate TP to A and back
15. Open door by chopping down (other attack modes didn't appear to work, and only axe did it – so keep for future use)
16. Basinet (helmet)
17. Leather jerkin & pants
18. Flask
19. "Shortcut back"
20. Rapier (appears to be better than axe, except against rock monsters)
21. Neta potion, food
22. Leg mail
23. Elven boots (Light, +5 Carry capacity)
24. Screamer generator (infinite food supply)
25. (Mail) Hosen, food, torch
26. Bow
27. Gold Coin
28. "This is my prisoner – Let him suffer"
Mummy stands on PP, after killed, releasing PP opens wall and lots of worms appear (would they have been by the stairs anyway?)
29. (After killed mummy) "You will regret that"
30. Flask, Horn of fear
31. Button opens wall (first access only by stairs from lv. 4)

Keys:

1. Gold

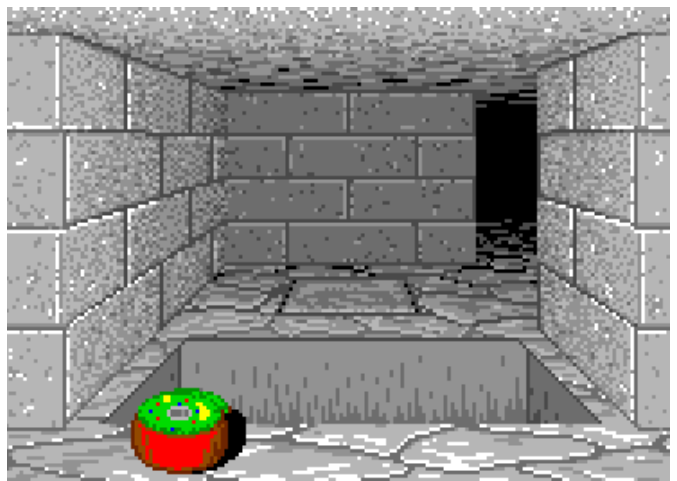


Lots of monsters on this level, especially giant worms. They appeared frequently after an area had been cleared, so looks like monsters are continuously respawned.

Also well-known monsters appear stronger – screamers e.g. require a lot more beating than those on lv. 1



Screamer generator



1. "Treasure stores"
2. Torch
3. Gold coin
4. Ekhard Cross (amulet) (incr. HP regen (??))
Blue gem, Mace
5. Gem of ages (amulet) (??)
Each button removes or closes a wall section. Logical order, except one / some of the earlier walls must be reclosed before NE wall opens (access to (6))
6. Dagger, hosen, mail aketon, helmet
7. Crossing room eastwards appears as an infinite struggle.
Button deactivates northernmost TP, so can cross here.
8. Choker (??), food
9. Casque 'n Coif (helm)
10. Staff of Claws (Slash / brandish, +4 mana)
11. Wall solidly shut first time I passed. Don't know what made it open.
12. Illumulet (amulet) (Light?)

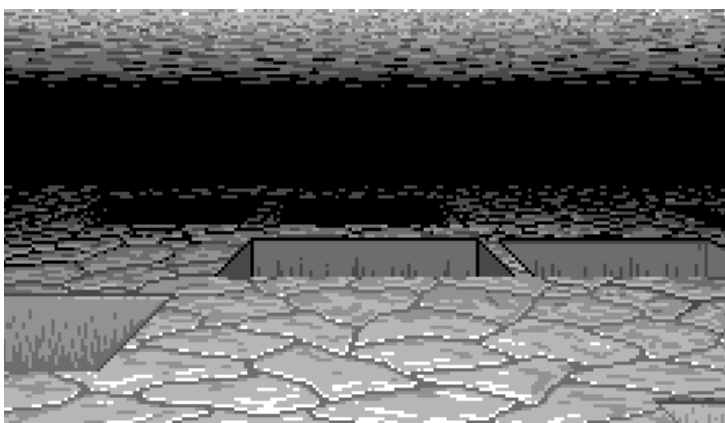
Teleporter room

TP from a to A, b to B, etc. (Shortest route b-c-d-e-f-g)

At B: Mirror of Dawn

At C: Poison dart

13. Button closes pit
14. "Store rooms" – PP opens / closes pit
15. Chop door (Lv 3 fireball also works, if left axe behind...)
16. Gold coin, rabbit's foot
17. Blue gem, helmet, 2 x Poison dart
18. Venom spam dropped VEN potion (poison bomb)
19. Entrance to pit room. Stepping on a square opens / closes some pits. Didn't take the trouble to map exactly how.
Take it slowly (don't panic-move when fighting snakes!), and progress to exits. If fall down pit, come to room (on lv 5) with TP back to (19).
20. Large shield
21. VEN potion
22. 2 x VEN potion
23. KU potion
24. DANE potion, Blue gem
25. Button opens wall to SW, with access to main hall

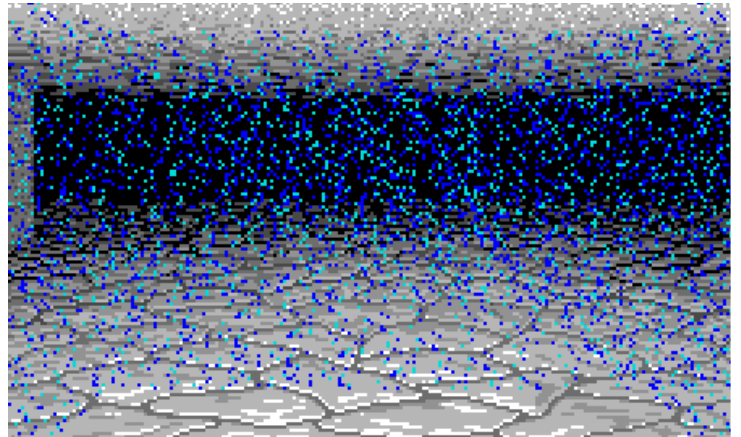


Pit room



Down to hall
below pit room
(by stairs B)

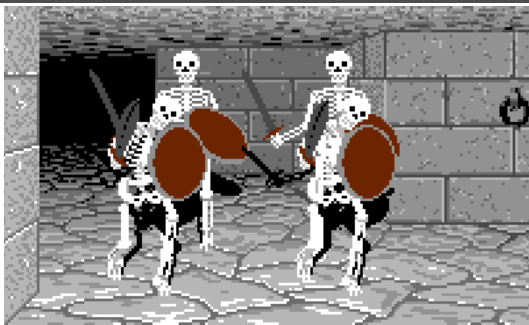
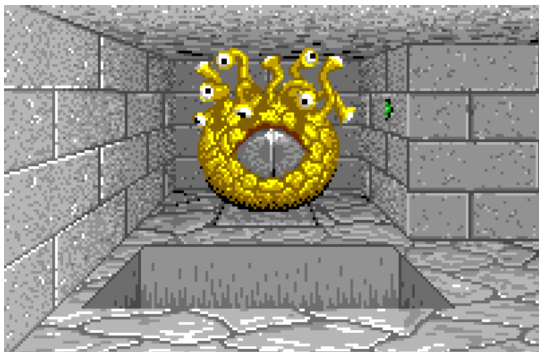
Chests:

1. BRO potion, FUL bomb (fire), Magic box





-  Significant niche
-  Secret niche



Beholders (imm. to fire, poison OK)
 Skeletons (vuln. to fire)
 Mosquitos (vuln. to fire)



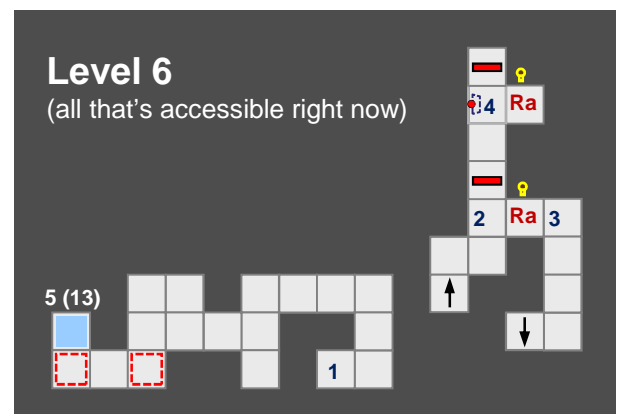
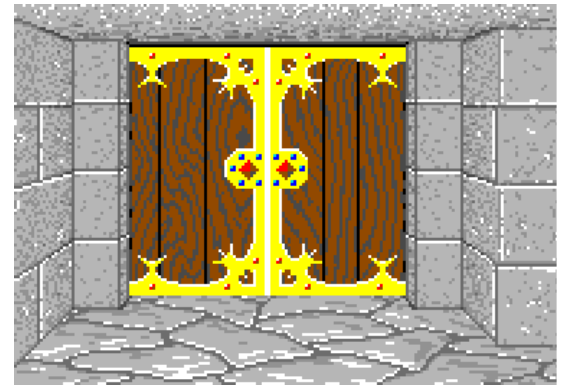
1. Ven potion
2. Button opens wall
3. "Ha ha ha"
4. Fall down to this room from pit room lv. 4
5. Teleporter back to pit room (lv. 4, (19))
(No access to rest of level 5 at this stage)
6. "The Riddle Room"
7. "Hard as rock, blue as sky – twinkle in woman's eye" (Blue Gem)
8. "I arch, yet have no back" (Bow)
9. "A golden head and tail, but no body" (Gold coin)
10. I am all – I am none (Mirror of Dawn)
Placing three of the items in niches opens door to E
Placing fourth item also reveals secret niche (11)
11. Secret niche with iron key
12. Large shield. Button opens wall
13. Opens door and pit
14. Closes door
15. Activates / deactivates TP
16. PP opens door, Button closes pit
Tricky puzzle. Walking into TP: TP to (16)
Throwing items into TP sends them through TP, to the right, a 180 degree turn and down the corridor northwards. (Also chest)
Solution: Loaded chest w. heavy items, and placed it on TP square when TP was off. Then turned on TP, and chest ended on (16) opening door.
17. "The Grave of King Filius. Expert of combinations"
Tried abcd abd, and wall opened
18. Mail Aketon
19. "The Grave of King Milias the Golden who even
in death thirsts for bullion"
20. Gold coin into crack in wall opens wall NE
21. "If you want to stay alive you better turn and run"
22. "I don't like to be ignored"
23. "I hate cowards"
24. Invisible PP somewhere here spawns monsters
25. Magic Box
26. Both buttons (27) must be pressed to open wall (A)
27. Torso plate
28. PP opens wall SW when stepped on (loading with lots of heavy items doesn't help). Solution: Attract skeletons, when they stand on PP, use magic cube and run towards open wall.
29. Button opens wall permanently. 2 x VI potion, food, torch
30. Magic box
31. Wall-mounted ring opens wall NE
32. Casque 'n coif
33. Yew Staff (+4 mana, Parry / Light / Dispell) (Useful vs. ghosts a.o.)
34. Opens wall N
35. Vorpal blade (+4 mana, Jab, Cleave, Disrupt) (incr. spell regen?)
(Rapier appears better in general combat, but may have special use)
36. Door B is open at first, PP closes it
37. TP flashes on/off. First task, run through when off and open door.
Next run through and stop in doorway. Repeat for next TP
38. PP opens door B (permanently)
39. "Test your strength" – Throw item down hallway at PP (C) which opens door north of C. Hallway can't be walked towards west.
40. Mithrail Aketon (U)
41. 2 x throwing star, food
42. Button opens wall to stairs (B)
43. Magic box
44. Opens door. At this time also two south walls **D** open, freeing skeletons
45. Opens door
46. PP closes door – many times monsters stand on PP east of door when operating lever (46). When door (finally) stays open, *run* through.
47. Crossbow
48. Mithrail mail (L)
49. 2 x Magic box

Keys:

1. Iron
2. Solid

Chests:

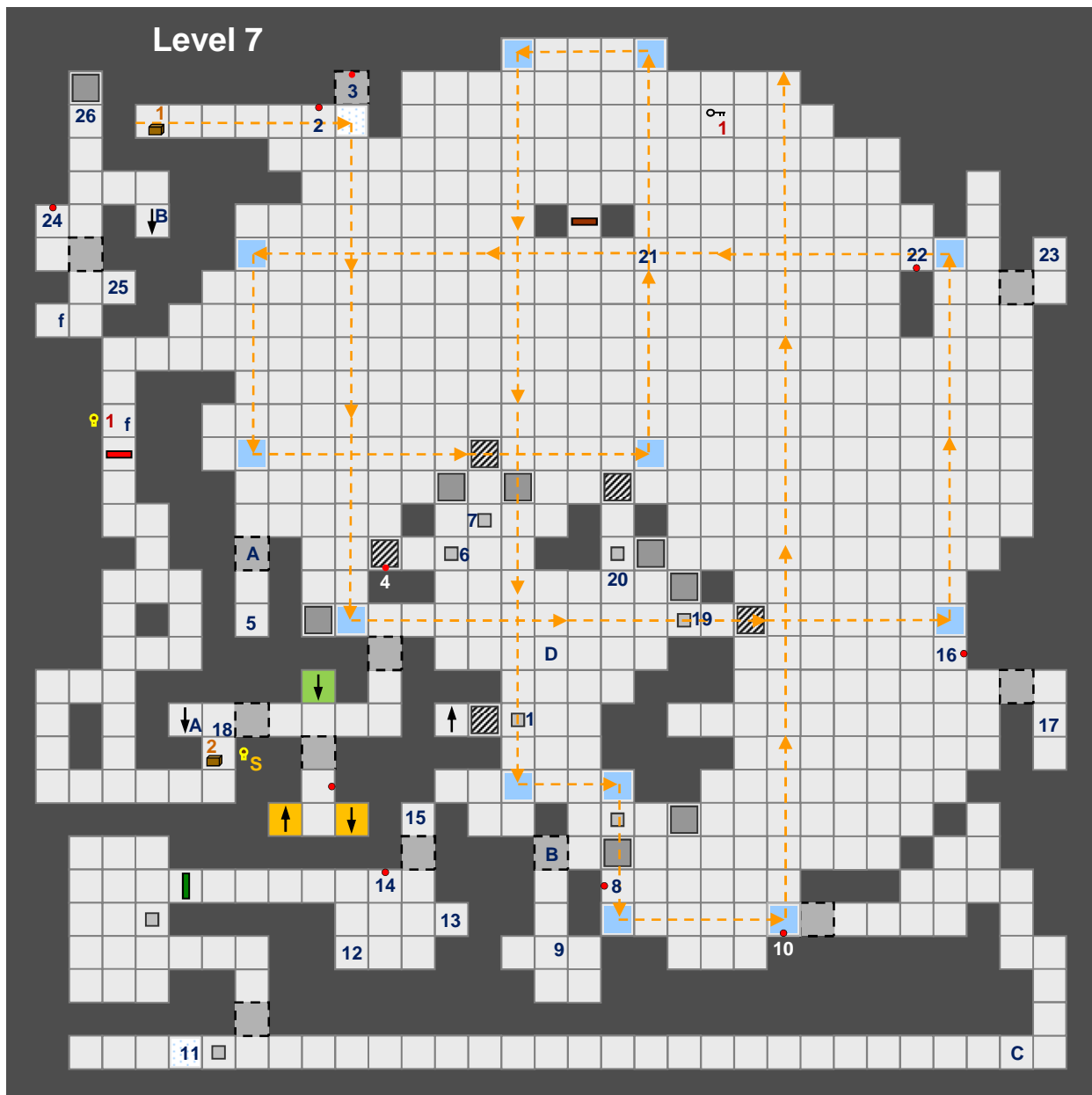
1. Flask w. water, slayer-arrow, food





1. Magic box
2. "The Tomb of the Firestaff"
3. Food, Scrolls:
Fireball & Fire shield
Light & Darkness
4. Button opens secret niche w. scroll:
"The keys to passage lie hidden deep."



Level 7



-  Stairs express-route to lv. 12 (initial access only from levels 6 and 12)
-  Stairs short-cut between levels. Access at each level (from outside) requires skeleton key

Fireball-puzzle:

At end of corridor by chest 1 is a fireball-cannon, sending out fireballs regularly. The fireballs are deflected in the TPs, and thereby follow the orange route. These are annoying, but can be shut off by disabling the first teleporter.

All teleporters in main room are actually spinners



- Mummies
- Skeletons
- Ghosts (imm. to std. weapons; dispell (spell or staff) and Vorpal Blade Disrupt works)
- Thieves (steal any in-hand items)

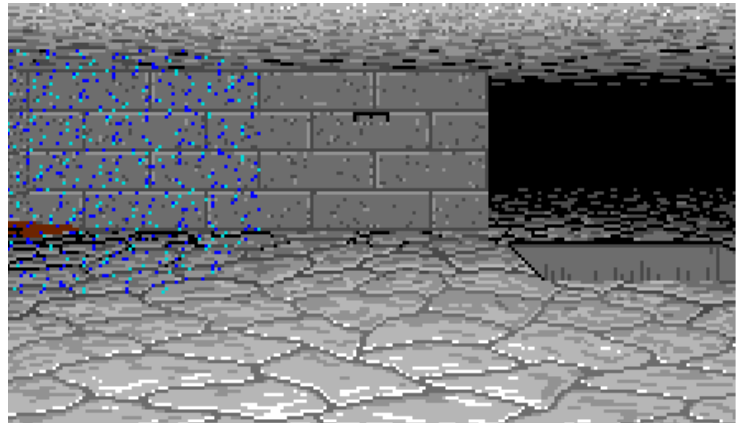
1. PP opens / closes pit
2. Opens wall to right
3. Turns off adjacent TP (and hence stops fireballs here)
4. Opens wall A
5. FUL bomb, rabbit's foot
6. Opens / closes pit to west
7. Opens / closes pit to north
8. Opens wall B
9. Scroll: ROS, DANE, NETA, KU potions; copper coin, torch
10. Opens adjacent wall
11. Confusing... (Invisible) PP appears to open wall, but not always. Step past PP to enter invisible TP to C.
12. Delta (sword) (Chop / Melee / Thrust, +1 mana). Appears to be about equally good as the rapier (a little better?)
13. Jewel Symal (+15 anti-magic)
14. Opens adjacent wall
15. Magic box, FUL bomb
16. Opens wall to SE
17. Mace of Order (swing / bash / stun, +4 carry cap.), 2 x FUL bomb
18. Skeleton key opens both walls with access to express stairs. Skeleton keys are needed on each level to access these stairs, and are not used for anything else.
19. Opens / closes pit to east
20. Opens / closes pit to north
21. Throwing star
22. Opens wall to east
23. Staff of Manar (Swing / Dispell / Fireshield)
24. Opens wall south
25. Magic box
26. Go down pit to arrive at lv. 8 (8)

Keys:

1. Solid
- S. Skeleton

Chests:

1. Skeleton key
2. MA potion, Scroll: Magic footprints



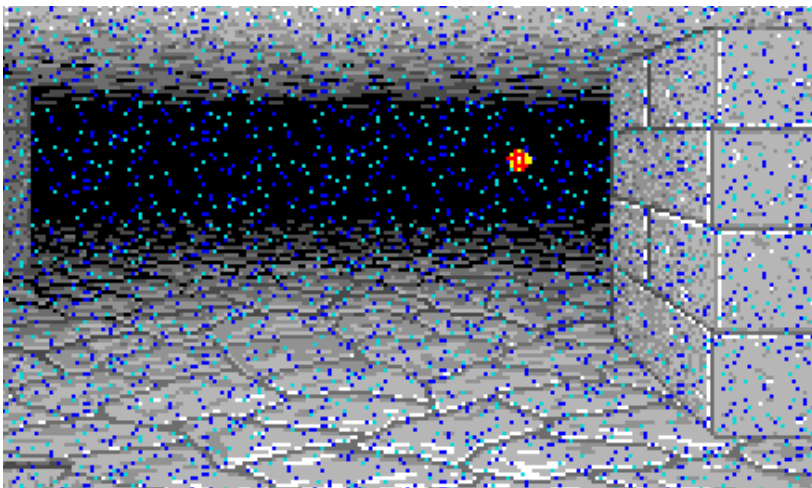
Typical view:
TP, pit and hidden button

Note: Used Yew Staff vs. Ghosts when low on mana. The dispell option had only a limited number of charges, whereafter the staff was useless. The Staff of Manar was therefore a good find. (But Vorpall blade Disrupt proved to be a good alternative.) Apparently, "Dispell" also dispelled my light spell (weakening it), as after a number of dispell spells, suddenly everything went dark.

Due to the thieves walked empty-handed most of the time, but a thief still managed to get hold of the Delta sword. After killing all the thieves, I still hadn't got it back, but then fell into a pit, and lo and behold – down there was the sword also. (So the thief must also have fallen in.) Also found a couple of VI potions down there. Returned to point D.



Dropped / stored items on lv. 6



Fireball on the way to a TP



Armadillos
 Wizards (drop food, items)
 Rats (food)

1. Scroll: Lightning bolt
2. "When is rock not rock"
3. Opens wall A
4. Magic box, Pendant Feral (amulet) (??)
5. Opens wall north
6. Food, torch, Stormring (Swing / Lightning)
7. Lever down opens pit by door (chest (C1) drops down pit)
Lever up closes pit.
To pass door, must go to stairs (B up) to access new area on lv. 7. Then jump down pit (or use rope if found). NB. Pit where C1 was must be closed, or the fall is lethal!
Got a "click" when the gem was placed on closed pit, but can't figure out what happened.
Don't think area behind the other pit can be reached.
8. Opens door
9. "What is under foot is soon overhead." (???)
10. Stepping on PPs releases fireballs (can't be avoided?)
11. Rope
12. Corbomite (0.0 kg)
13. Opens wall north
14. "Lighter than a feather" – Put corbomite in niche to open door (Corbomite can be retrieved afterwards)
15. Empty flask + Scroll: Magic vision

P1. Down from pit by (1) on level 7.

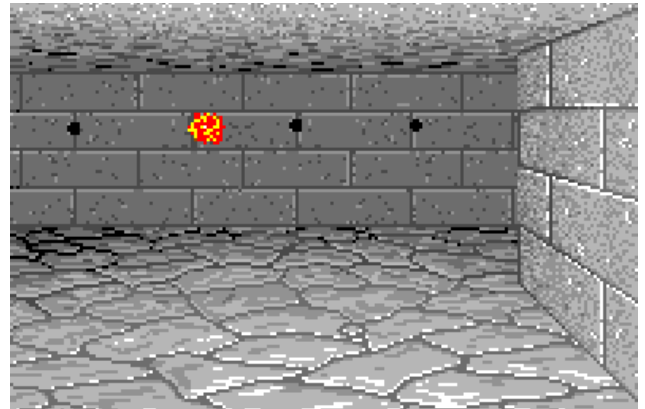
Main stairs are A. (From lv. 7 and to lv. 9)

Stairs B down: To small isolated area on lv. 9. Only used to return from drop into pit by (8).

Stairs B up: To small isolated area on lv. 7. Used to access area on other side of door by (7).

Chests:

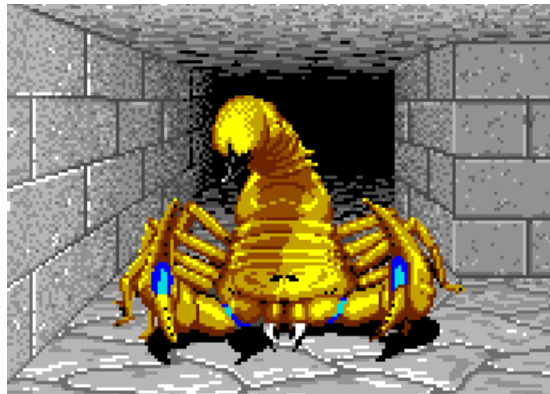
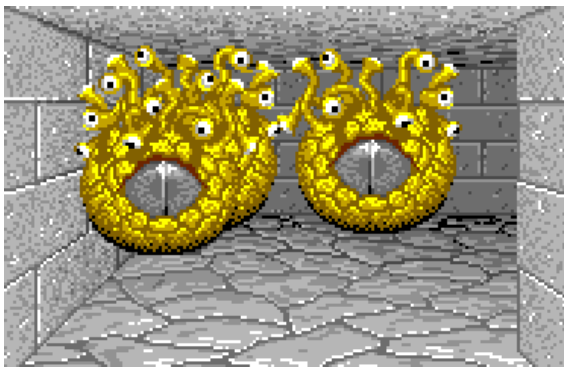
1. Green Gem + scroll:
"Put the Gem back"



Fireball trap (10)



Welcome committee at top of stairs B up.



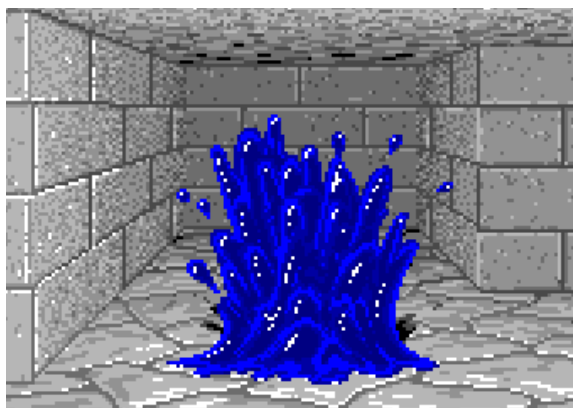
Skeletons
Beholders
Thieves
Scorpions (poison)

1. "Beware my twisted humor
The Deceiver
The Snake"
-- Invisible TPs between columns west of here
(TP party back here)
2. "Choose a door"
3. PP opens door (permanently)
4. "ZOOOOOM"
PPs move party to next PP, in an infinite loop. Step off at right place to get off.
5. TP to (1)
6. FUL bomb, water flask, food
7. Buttons activate TPs A1 and A2. Note: Both buttons must be pressed before anything happens.
A1 to A2 and vice versa
8. Opens wall west
9. Speedbow (X-bow)
10. Armet (helm)
11. Footplate & Leg plate
(probably better than present Mithrail, but heavy.)
12. Opens wall east.
13. Food + amulet "Moonstone" (+3 mana)
14. Opens wall by (15)
15. Scroll: Shield spell + shield potion spell
16. Opens adjacent wall, which releases beholder.
Beholder drops skeleton key
17. Shield of Lyte; Scroll: Mana potion
Button (probably) opens wall by (18)
18. Hardcleave (axe – better than Delta sword?)
19. Magnifier

Keys:

1. Key of B
- S. Skeleton





Mosquitos
Thieves
Water elementals (imm. to phys. harm.
Dispell or disrupt)
(Trollin)

First puzzle difficult. The following solution might not be entirely correct, but accounts for what's happening (detail position of PPs and TPs may be wrong):

Stepping on an invisible PP activates an invisible TP for one move only. The invisible TPs work as: a to A, b to B etc. This at least explains why you stay in first room forever if walking CCW, but end up in next hallway if walking CW.

At D inscription: "Turn back"

Near b inscription: "Clockwise"

1. Staff
2. Foot plate
3. Morning star
4. Sword

From stairs go to A, get iron key. Then to B, open door.

Get chest w. Solid key. Go to C, use solid key which opens wall at E (which also opens up for mosquitos...)

Then return to entry hall (D) and repeat to reach E.

5. Sword "Fury" (Chop / Melee / Fireball). Used this against mosquitos until no charges left. Then dropped it.
6. Apparent solution. First step on eastern invisible PP, then on western → opens secret wall to south
7. Button opens wall to south
8. Sword "Diamond Edge" (Stab / Chop / Cleave). Taking sword activates poison gas trap, which fills the entire corridor (marked green)
9. Poison darts (probably released by trap)

Find one Cross key near junction. Must then choose one of doors A, B, or C.

A: Water elements, trollin

B: Water elements (+thieves)

C: Mosquitos (+thieves)

In this walkthrough chose B.

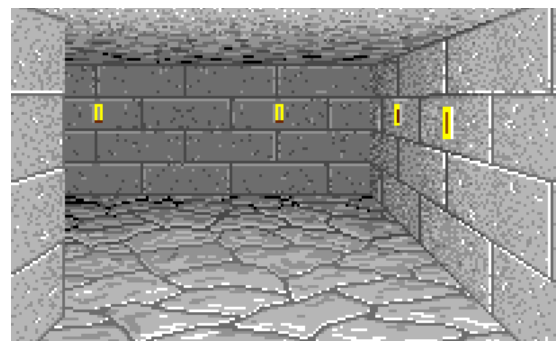
10. Copper coin
11. PP opens door permanently
12. Button opens wall south
13. Plate of Lyte, Greave of Lyte, Poleyn of Lyte. (Heavy but looks good...)
14. "Enlarge my view"
15. Eye on wall. Use magnifier from level 9, opens wall north. Series of PPs: Act as TPs to next PP (only CCW movement possible). After wall is opened step on first PP to arrive at niche with ruby key. Then get moved back to entry point.
16. Button opens hidden niche with scroll, "The only way out is another way in" (??)
17. Entrance to treasury. Use copper coins in slots to receive item:
 - a) Magic box
 - b) Food
 - c) Cross key (allows for another route at junctions – so this time took route C. (A mapped from previous play-through, so no items marked)
 - d) 2 x copper coin
 - e) Magic box, ful bomb
 - f) Ful bomb
 - g) Ven bomb

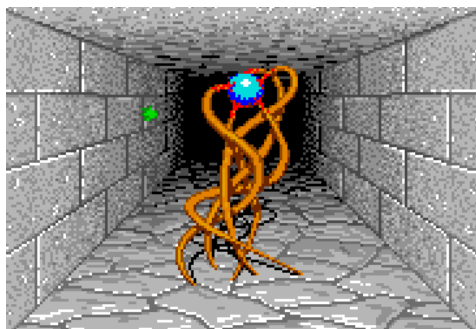
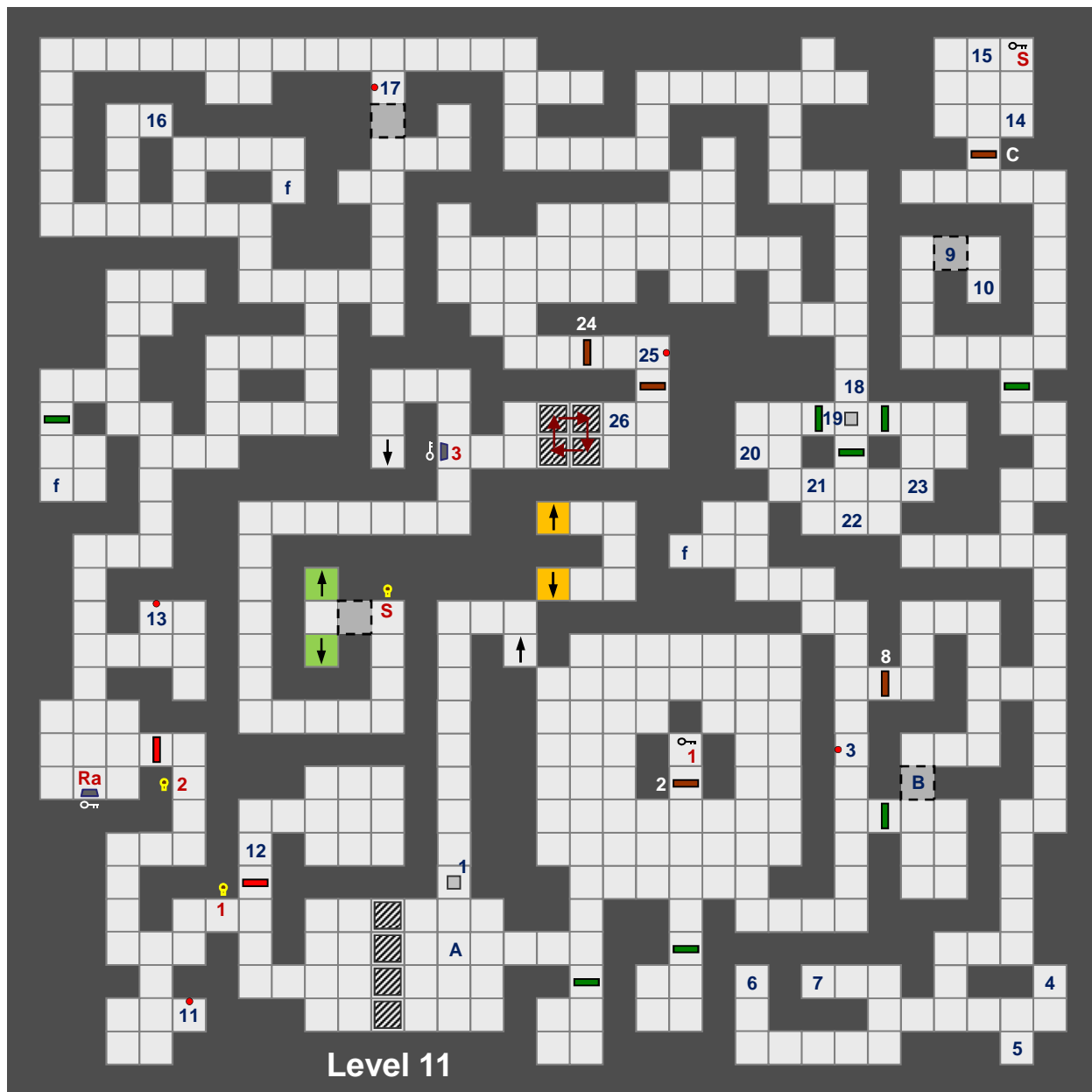
Keys:

1. Iron
2. Solid
3. Cross
4. Ruby (needed on lv. 6)
- S. Skeleton

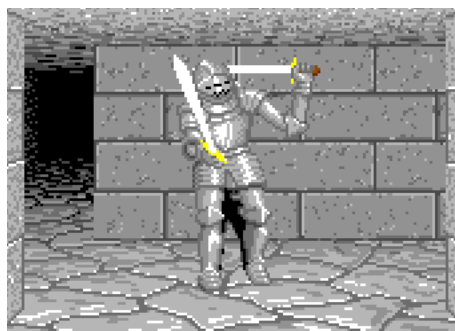
Chests:

1. Solid key





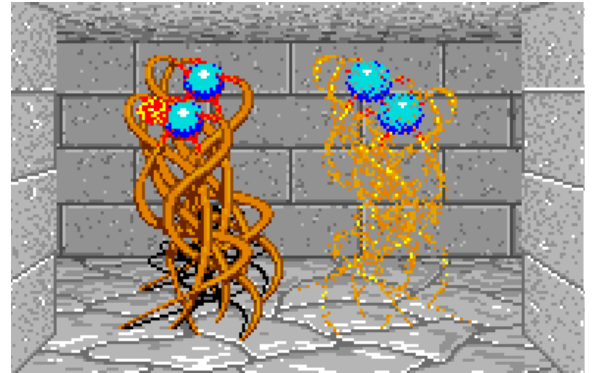
Materializer (Vine Ghost) (imm.
phys. att.; Poison ball, fireball)
Giant spiders
Death Knights



1. PP opens / closes invisible pits in large room south.
(First time pits are open, so inevitable not to fall in if no cheat)
TP from level below returns party to A.
2. Attempted to hack party in, but door is sturdy and shut.
3. Button opens wall B
4. Shield of Darc.
5. Greave of Darc
6. Plate of Darc
7. Poleyn of Darc
Darc equipment is heavy, but probably good. Used helm, shield and plate of Darc. (Poleyn of Lyte as legs not much attacked, and elven boots to gain +5 load. Still must rely on KU potions to wear the Darc armor.)
8. Door can probably not be opened – at least we couldn't do it.
9. Solid wall first time. After walking to door C and returning, the wall was open – probably an invisible PP somewhere here.
10. YA and VI potions, water flask, scroll: Invisibility
11. Button opens door (2) (and releases death knight)
12. Death Knight here – drops Emerald key (2)
13. Button opens door C. (Two Death Knights)
14. Food, slayer arrow
15. Helm of Darc, FUL bomb
16. Morning star
17. Button opens adjacent wall (S)
18. "Cowards will be hunted down and killed"
19. Stepping off PP opens all three doors and releases *lots* of Spiders. Stepping on PP later respawns spiders.
20. FUL bomb
21. Helm of Lyte
22. Boots of speed
23. Ven bomb
24. Door was opened when party arrived (due to ???)
25. Button opens adjacent door
26. The 4 pits open / close in a circular manner as shown by arrows
Run past at suitable time.

Keys:

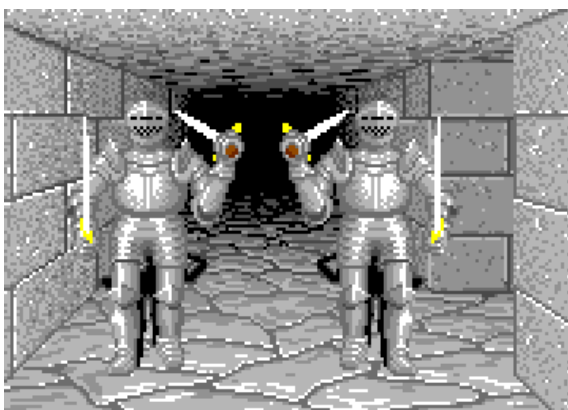
1. Topaz
2. Emerald
3. Master (needed on lv. 6)
- S. Skeleton

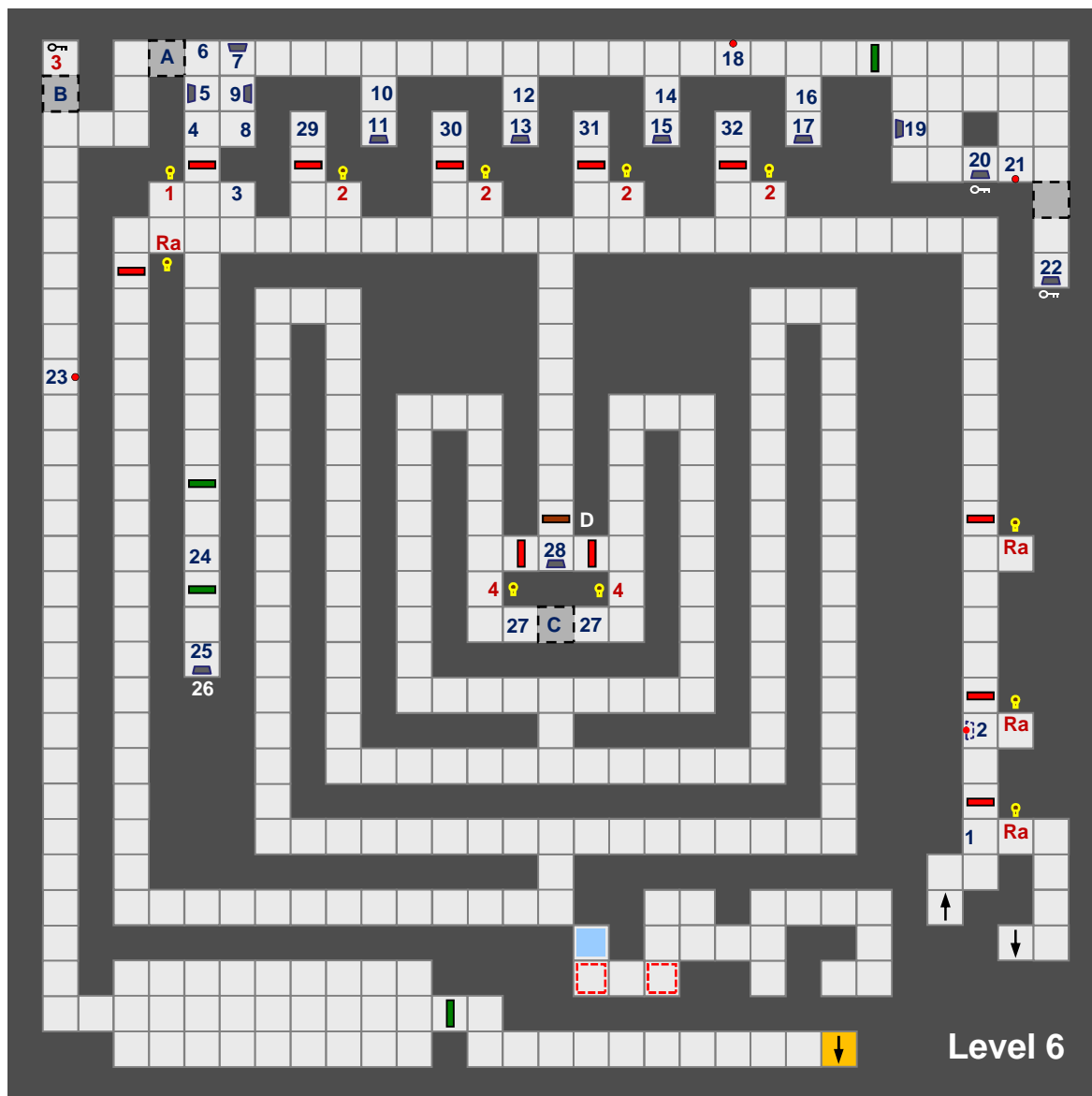


Vine has cast a poison cloud on spider – thanks!



One down – another one waiting





Stone giants (slow but hits hard)



After this level went all the way down to 13, did off with the dragon and got Firestaff before going to level 12 (except for some preparation, carrying chests and items down.)

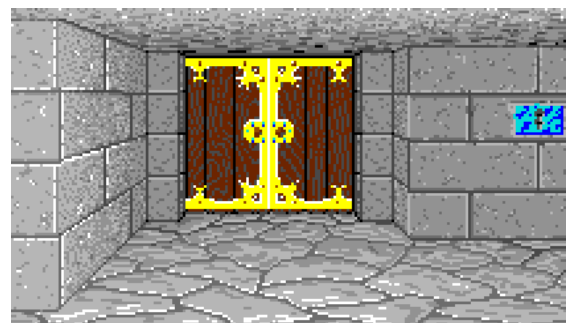
1. "The Tomb of the Firestaff"
2. Scroll: "The keys to passage lie hidden deep"
3. "Danger. Enter with caution"
4. "Clean flasks"
5. 3 x empty flask
6. "Sundry supplies"
7. Orange gem, corbamite, magnifier
8. "Notes, scrolls, formulas, spells"
9. Scrolls:
 - i. The power gem is sealed in the mountain by a strange magical force.
 - ii. The Firestaff can restore balance or destroy it.
 - iii. Neither Chaos nor Order is truly balanced.
10. "Fire elements"
11. Torch
12. "Earth elements"
13. Boulder
14. "Air elements"
15. Empty flask
16. "Water elements"
17. Water flask
18. Button opens wall A
19. Scroll: Balance is the ultimate good.
20. Tourquoise key hidden below ashes
21. Button opens adjacent wall
22. Ra key + scrolls:
 - i. Once fluxcaged, a being can be transmuted by the power of the staff, which should always be used for balance.
 - ii. The Firestaff can contain a being of pure alignment with its fluxcage.
 - iii. I have given the Firestaff much power. Power to do and undo. Power to break and mend.
 - iv. I fear for the people of the world should the power gem and Firestaff get in the wrong hands.
 - v. ZOKATHRA might create a plasma that could burn through the amalgam encasing the gem
23. Button opens wall B.
24. Magic box
25. FUL bomb, VEN potion
26. Sword "The Inquistor" (Swing / Thrust / Berzerk; +2 mana) (Probably best weapon in game)
27. Stone giant guardians – immobile before doors have been opened ("easy" fight), but act once Firestaff is taken.
28. The Firestaff (+2 all professions when equipped, but no increase in any stats)
Taking Firestaff opens wall C (and angers guards if not already ridded of)
Door D is jammed shut.

Note: There's only one tourquoise key, so must choose one of 29-32 to take (took 29 this time)

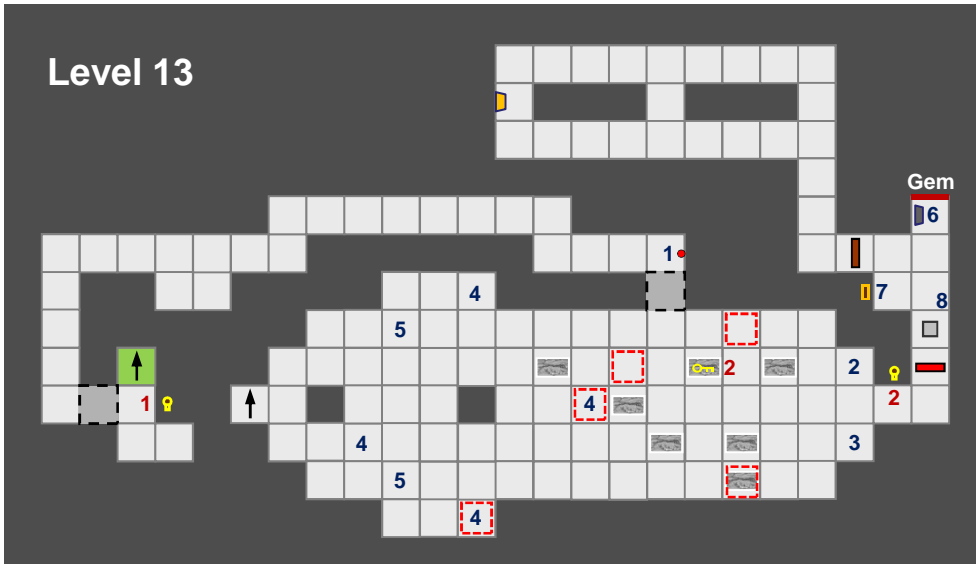
29. Bolt blade (Jab / Chop / Lightning)
Flamebain (torso) +12 antifire
30. Crown of Nerra (+10 Wisdom)
31. Dragon spit (sword) (+7 mana)
Boots of speed
32. Gem of ages / Illumulet
Sceptre of Ly (Heal / Light, +5 mana)

Keys:

1. Ruby (found on lv. 10)
2. Tourquoise
3. Winged (needed on lv. 13)
4. Master (found on lv. 11)



Level 13

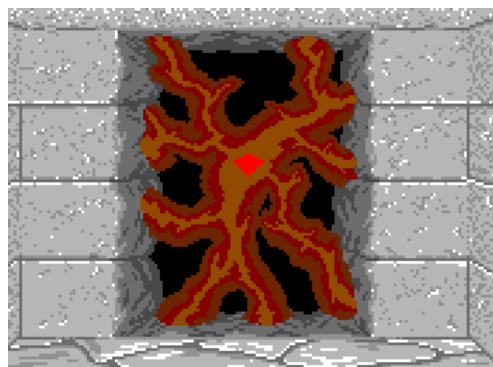
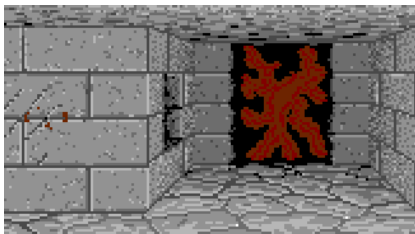


Keys:

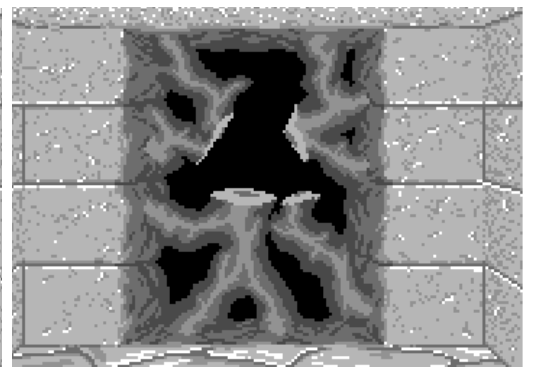
1. Winged (found on lv. 6)
 2. Square (under ash pile)
-
1. Button opens wall
 2. 3 x Copper coin, Gold Coin, Calista (worthless crown)
 3. Blue gem, 2 x green gem, Eye of time (ring: Freeze life)
 4. Copper coin
 5. Silver coin
 6. Scroll:
Only the touch of the proper spell will free the gem, and only the Firestaff can possess it.
→ ZOKATHRA spell, got shiny item, took gem w. Firestaff.
Firestaff now:
Invoke / Fuse / Fluxcage
 7. Silver coin opens door
 8. Stepping on PP while carrying the complete Firestaff shuts off all exits from level 12 upwards.
(To avoid: Throw Firestaff past PP before stepping on it. Not confirmed (forgot....))

 Ash pile

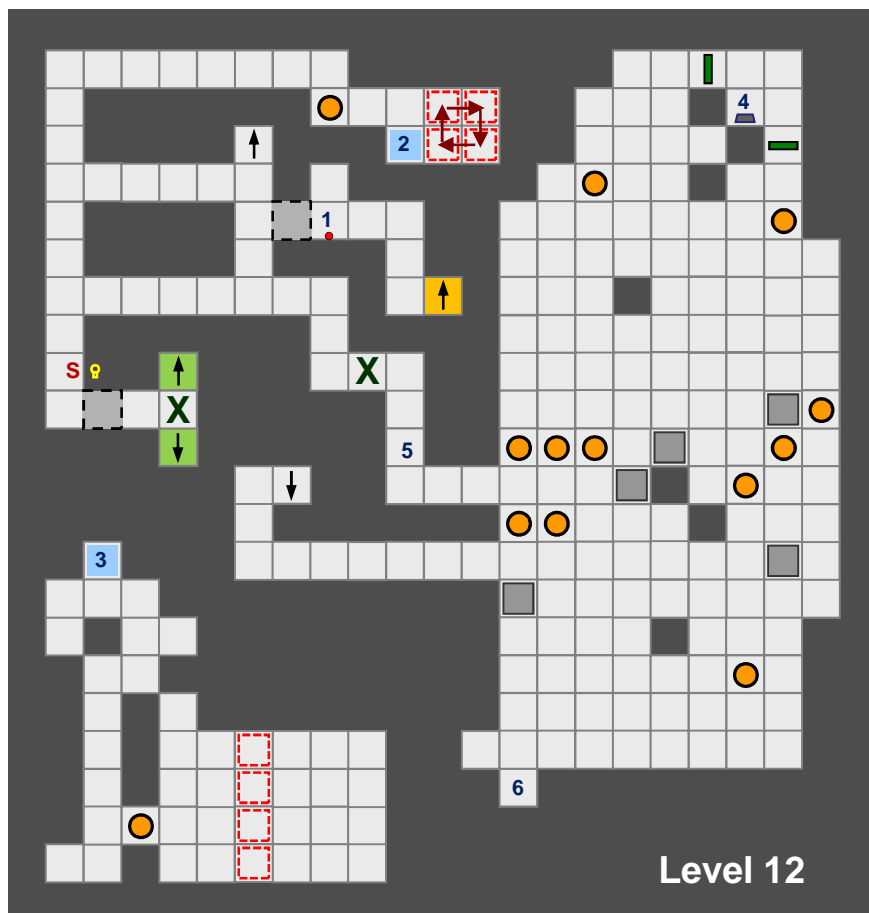
One Dragon (Imm. to fire & lightning)



Gem incapsuled





After we took the gem



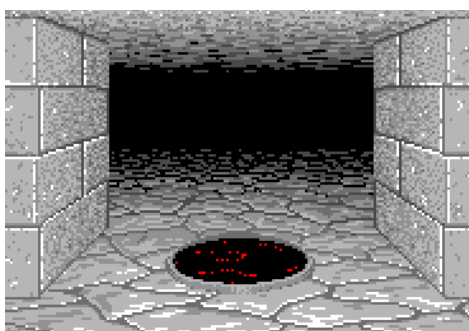
1. Button opens wall
2. TP to Lv 11 (26)
3. TP to Lv 11 (A)
4. The Hellion (amulet) (???)
Flamitt (hand-held "item")
(Swing / Fireball) (no use – no one here vulnerable to fire...)
5. Storage – had carried all food, water, flasks ++ down here. Also place for time-out and recovery when needed.

Disposed of all demons before going after Chaos. This took some time and effort. Fluxcaged him repeatedly, but he was always gone when did the invoke part. At last he moved into a trap.

6. Got'cha here. Only one fluxcage needed, and Chaos didn't manage to escape this time.

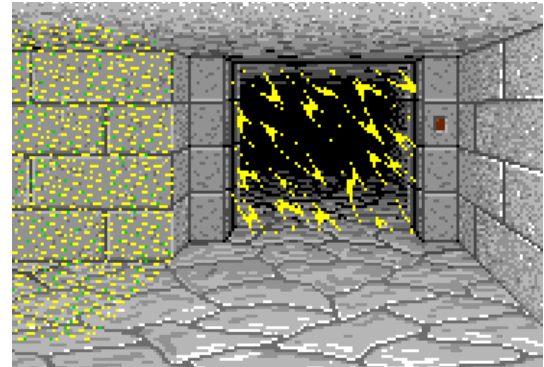
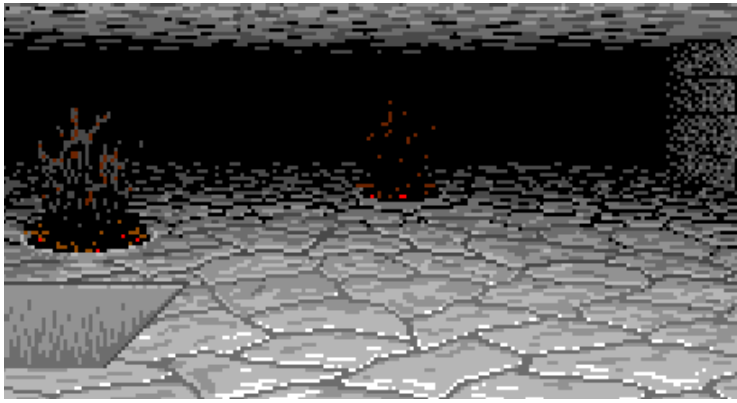
-  Fire elemental
-  Closed wall after returned with Firestaff

Fire elementals
Demons
Chaos

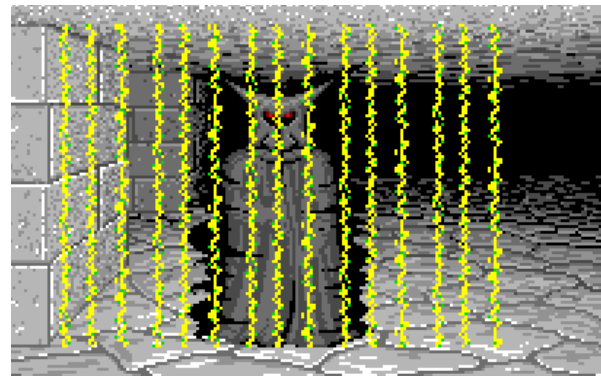
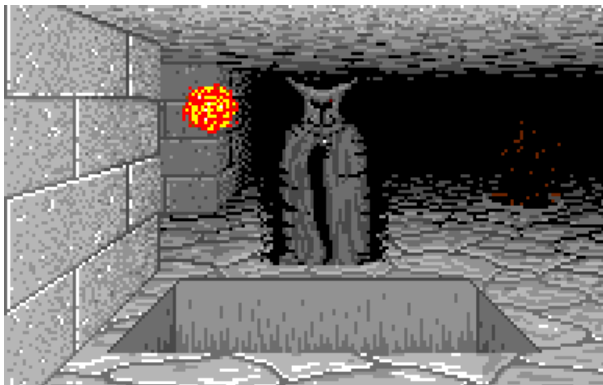


Three stages of Fire elemental: 1) Inactive – can be passed 2) Awaking 3) Active and harmful





Storage area



Fluxcaged; but as so many times before escaped.



Trapped and caught –
and in the transformation process



From end scenes – Theron ready to destroy staff



In the end, carrying

- Symal
- Darc shield
- Helm of Darc
- Flamebain
- Greave of Lyte
- Elven boots
- Inquisitor
- Firestaff
- Vorpai blade