





Eowyn, F-dwarf Fighter – Valkyrie													Skills																				MAP #					
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	AC	Rank	W&D	Swd	Axe	M&I	P&S	Thr	Sling	Bow	Shld	H&F	Scou	Mus	Orat	Skuld	Ninj	Art	Myth	Scr	Alch	Theol	Theos	Thau	Kirij			
1		12	6	11	12	10	10	8	5	6	9	-		5			3			3		-		-	-	-	-										0	
2	1.2	13								15		Journey man		12			5				6								1								2	
3	2.0	14	7	12	13			9		25				20			11				7								2								1	
4	4.8							10		33		Warrior		29			17																					3E
5	8	15			14					43				40			21				13								4								4	
6	16		8					11		52				50			41				16								5								4D	
V1	0	11	6	11	12	10	11	8		52		-										-	-	-	-	-	-				-		-	-	-	-		
2	1.9				13					53		Lancer																					5				4D	
3	3.2	12	7	12	14	11	12	9		54																2							10				4D	
4	4.6							10		55		Warrior					42									3			6				17				4D	
5	9						13			56								50								4			7				24				3F	
6	17					12				61								60								9			8				30				4D	
7	35						14			68		Cavalier					69									12			9				34				6	
8	71	13	8	13	15					74								80									13						39				6	
9	143				16					82								97									14			11				48				7
10	296					13				89	8	Cheva lier					C									20			12				58				9	
11	565		9	14	17			11		96				88								17					33						62				12	
12	879	14		15		14				101	X			C								19					48			14			66				13	
13	1205		10	16		15	15			109																50			15			74				13		
14	1500		11							116		Cham pion														58						82				14		
15	1827				18					126																	64						88				13	
16																																						
17																																						
18																																						
19																																						

Equipped last part of game:

Maenad's Lance

Bone Necklace

Ebony Heaume

Jazeraint Tunic

Stud Chausses

Silver Gloves

Silver Solleret

AC 10 (0)

(-2) -6 -1 0 -4 -4

Spells ( name   level   when learnt (lv) )																		
F 12	Enrg blst	1		Fireball	3		Fire bomb	4		Prism msl	5		Nucl blast	7				
	Blnd flash	2		Fire shld	3		Lightning	5	15	Firestorm	6							
W 99	Chl touch	1		Terror	1		Slow	2	5	Cure paral	3	8	Iceball	4		Deep freeze	5	
	Stamina	1	7B	Weaken	2		Haste	3		Ice shield	3		Paralyze	4	14			
A 65	Poison	1		Air pocket	3		Cure poison	4	10	Deadly pois	5		Nox fumes	6				
	Mis shld	2		Silence	3	8B	Whirlwind	4		Levitate	5		Asphyx	6				
	Stink bomb	3		Poison gas	4		Purify air	5	13	Tox Vapors	6		Deadly air	7				
E 25	Acid splash	1		Armor shield	1		Knock-knock	2		Armorplate	3	12	Acid bomb	4		Create life	5	
	Itch skin	1		Direction	1		Blades	3		Web	3		Armormelt	4		Cure stone	6	
Me 98	Ment attack	1		Charm	1		Det. secret	2		Mindread	3		Illusion	4		Locate obj	6	
	Sleep	1		Cure ls cond	2		Identify	2		Sane mind	3	11	Wizard eye	4		Mind flay	7	
	Bless	1	4	Divine trap	2		Hold monstr	3	9	Psi blast	4		Death	5				
Ma 97	Heal wounds	1	3	Disp undead	2	6	Mag screen	4		Rem curse	5		Wrd of death	7				
	Mk wounds	1		Ench blade	2	7	Conjuration	4		Lifesteal	6		Resurrect	7				
	Mag missile	2		Blink	3		Anti-magic	5		Astral gate	6		Death wish	7				

Draco, M-Dracon Ranger – Ninja													Skills																												MAP #
Lv	KXP	Str	Int	Ple	Vit	Dx	Spd	Per	Kar	HP	AC	Rank	W&D	Swd	Axe	M&f	P&S	Thr	Sling	Bow	Shld	H&F	Scou	Mus	Orat	Skuld	Ninj	Art	Myth	Scr	Alch	Theol	Theos	Thau	Kirij						
1		14	9	9	12	11	10	8	6	7	10			1						5		-	6	-	-		2				3	-	*	-		0					
2	1.5			10	13	12	11			15		Woods man		2						11			9				4		3		4					3A					
3	2.8		10							25					9						20			12				6		4						4					
4	5.8			11						31		Scout		23						21			14				10		6		6					3F					
5	11					13				37	9				35						24	3		15				13				7				4					
6	22						12			47					48						26	6					20				10					4D					
7	45				14					56		Archer		59						28	14		16				25		8		16					6					
8	92		11		15					64					70						29	17		17				37				23					5				
N1	0	12	10	10	12	12	12	6			7	-																													
2	2.1	13	11		13					65	6	Genin											4				40									5					
3	3.1		12	11	14	13				66	5												8					43								5					
4	6.1					14				67	4		Execu tioner										11					45				26				6					
5	14	14								68													15					48		9					7						
6	24	15		12		15		7		69	3												18					49				30			1	7					
7	55					16				70	2	Assas sin		71									21				52				36				2	7					
8	99		13			17				78	1				72									22				57				42			4	8					
9	192				15	18				86	0				73									23				67				50			5	8					
10	391		14		17			8		95	-2	Chunin		78									24				75		10		54				6	9					
11	774	16		13	18					100					99									25				79		12		60				12					
12	1251	17	15	14						106	-4				C													90				66			7	13					
13	1722		16							113	-5																		91				73			8	15				
14																																									
15																																									

Equipped last part of game: AC -5 (0)  
 Bushido Blade (-4) -9 -12 -9 -9 -12  
 Sai  
 Ring of Stars  
 Ninja Garb (U)  
 Tabi Boots

Spells (name   level   when learnt (lv) )																					
F 49	Enrg blst	1		Fireball	3		Fire bomb	4	11	Prism msl	5		Nucl blast	7							
	Blnd flash	2	8	Fire shld	3		Lightning	5		Firestorm	6										
W 46	Chl touch	1		Terror	1		Slow	2		Cure paral	3	8	Iceball	4		Deep freeze	5				
	Stamina	1	6	Weaken	2		Haste	3		Ice shield	3		Paralyze	4							
A 119	Poison	1	4	Air pocket	3	7	Cure poison	4	12	Deadly pois	5		Nox fumes	6							
	Mis shld	2		Silence	3		Whirlwind	4		Levitate	5		Asphyx	6							
	Stink bomb	3	9	Poison gas	4	10	Purify air	5	13	Tox Vapors	6		Deadly air	7							
E 57	Acid splash	1	7	Armor shield	1		Knock-knock	2		Armorplate	3		Acid bomb	4		Create life	5				
	Itch skin	1	5	Direction	1		Blades	3		Web	3		Armormelt	4		Cure stone	6				
Me 56	Ment attack	1		Charm	1		Det. secret	2		Mindread	3		Illusion	4		Locate obj	6				
	Sleep	1	6	Cure ls cond	2	5	Identify	2		Sane mind	3		Wizard eye	4		Mind flay	7				
	Bless	1		Divine trap	2		Hold monst	3		Psi blast	4		Death	5							
Ma 46	Heal wounds	1	3	Disp undead	2		Mag screen	4		Rem curse	5		Wrd of death	7							
	Mk wounds	1		Ench blade	2		Conjuration	4		Lifesteal	6		Resurrect	7							
	Mag missile	2		Blink	3		Anti-magic	5		Astral gate	6		Death wish	7							

Tshober, M-Gnome Priest – Lord													Skills																				MAP #					
Lv	KXP	Str	Int	Ple	Vit	Dx	Spd	Per	Kar	HP	AC	Rank	W&D	Swd	Axe	M&f	P&S	Thr	Sling	Bow	Shld	H&F	Scou	Mus	Orat	Skuld	Ninj	Art	Myth	Scr	Alch	Theol		Theos	Thau	Kirij		
1		14	7	13	12	9	9	10	14	7	10			-	-	-	2		-		-		-		-	2	-	-				-	8	-	-	-	-	
2	1.2				13					14		Acolyte					11									4				1			14				2	
3	2.7	15	8		14					18							6	21									9				3			20			4	
4	5.1	16	9							23							18										12						25			3E		
5	10	17	10	14	15		10			28		Healer				34										14						30				2		
6	20	18	11					11		33							47									18				5			35			4D		
7	40		12		16		11	13		40							63										27			7			42			6		
8	80			15			12			48		Curate					45									42						51				6		
9	160		13		17			14		56								66									52			8			58			7		
L1	0	12	9	13	12	9	9	14					-														53									6		
2	1.9	13		14		10	10			57		Squire																				65				4D		
3	3.4	14					11			58																							74			6		
4	14	15	10		13	11	12	15		59			Gallant																				84			7		
5	14							16		60																							93			7		
6	23		11				13			61								68								55							99			7		
7	45	16					14			62		Knight					71								57				13			C				8		
8	94	17		15	14			17		63								78								64				17						8		
9	181					12	15	18		70							84									72			19							9		
10	363		13	16	16		16			79		Cheva lier					88					2				84			23							12		
11	729	18		17	17					86				34				C					9				C			29						13		
12	1137		14							97	5			87									22						33							13		
13	1533		16							107					C								28							40							14	
14																																						
15																																						
16																																						

Equipped last part of game: AC 5 (-4)  
The Avenger Ebony Plate U (-1) -6 -10 -10 -10 -10  
Dragon Kite Ebony Plate L  
Ruby Talisman Mantis Gloves  
Armet Mantis Boots Had sword skill 0 when started to use The Avenger, but it is so good.....

Spells (name   level   when learnt (lv) )																		
F 54	Enrg blst	1		Fireball	3		Fire bomb	4		Prism msl	5		Nucl blast	7				
	Blnd flash	2		Fire shld	3		Lightning	5	3	Firestorm	6							
W 94	Chl touch	1		Terror	1		Slow	2		Cure paral	3	13	Iceball	4		Deep freeze	5	
	Stamina	1	0	Weaken	2		Haste	3		Ice shield	3		Paralyze	4				
A 109	Poison	1		Air pocket	3		Cure poison	4	9	Deadly pois	5		Nox fumes	6				
	Mis shld	2		Silence	3	8	Whirlwind	4		Levitate	5		Asphyx	6				
	Stink bomb	3		Poison gas	4		Purify air	5	4	Tox Vapors	6		Deadly air	7				
E 84	Acid splash	1		Armor shield	1		Knock-knock	2		Armorplate	3	7	Acid bomb	4		Create life	5	
	Itch skin	1		Direction	1		Blades	3		Web	3		Armormelt	4		Cure stone	6	11
Me 174	Ment attack	1		Charm	1	8B	Det. secret	2		Mindread	3		Illusion	4		Locate obj	6	
	Sleep	1		Cure ls cond	2	5	Identify	2	6	Sane mind	3	10	Wizard eye	4		Mind flay	7	
	Bless	1	2	Divine trap	2		Hold monstr	3	9	Psi blast	4		Death	5				
Ma 266	Heal wounds	1	0	Disp undead	2	3	Mag screen	4		Rem curse	5		Wrd of death	7	6			
	Mk wounds	1		Ench blade	2	4	Conjuration	4		Lifesteal	6	5	Resurrect	7	12			
	Mag missile	2		Blink	3		Anti-magic	5		Astral gate	6	7	Death wish	7	8			

Frodo, M-Felpurr Thief – Ninja													Skills																				MAP #						
L v	KXP	Str	Int	Ple	Vit	Dx	Spd	Per	Kar	HP	AC	Rank	W&D	Swd	Axe	M&f	P&S	Thr	Sling	Bow	Shld	H&F	Scou	Mus	Orat	Skuld	Ninj	Art	Myth	Scr	Alch	Theol		Theos	Thau	Kirij			
1		14	10	7	12	13	13	10	3	5	10												-		-	-	11												
2	0.9					14				11		Rogue		4												18	6		2									1	
3	1.8							11		15				13													28	11		3									2
4	4			8			14			18			Trickster		20												36	15		5									
5	7.2	15								22				29													45	18											4
6	14	16		9	13	15		12		26				36				7									52	22	3	6									1
7	29		11							29		Hiway man		43				19								61	33	4											4
8	57	17		10						33				54				31									66	41	6	7									6
N 1	0	12	10	10	12	12	12	10		33	6	-																										6	
2	2.7	13								34	5	Genin											3				44											6	
3	3.1	14					13			35														7			67	47				2						6	
4	8.5						14	11		36	4	Execu tioner		55									10			68	49				5						1	6	
5	12					13				37				56										14				51										6	
6	23	15			13		15			38	2			59										17				52	7			6					2	6	
7	49		11				16	12		39	1	Assassin		63									18			69	54		8		11						4	7	
8	97		12	11	14					44	0			77										21				58	10	10		14						7	
9	198	16	13			14		13		52	-1			87										23				65		11		17						8	
10	385	17	14			15	17	14		56	-2	Chunin		C									26				71	66		13		20						9	
11	768	18			15	16		16		60	-4							47						29				77	80		17		23					12	
12	1258				16		18			68	-6													31				86	11			28					5	13	
13	1757		15	12	17	17		17		83														32				90		18		35						15	
14																																							
15																																							
16																																							

Equipped last part of game: AC -6 (0)  
 Bushido Blade Water Wings (-1) -7 -10 -10 -7 -14  
 Ninja Garb (U)  
 Ninja Garb (L)  
 Sai  
 Shadow cloak

Spells (name   level   when learnt (lv) )																		
F 11	Enrg blst	1		Fireball	3		Fire bomb	4		Prism msl	5		Nucl blast	7				
	Blnd flash	2	11	Fire shld	3		Lightning	5		Firestorm	6							
W 21	Chl touch	1		Terror	1		Slow	2		Cure paral	3		Iceball	4		Deep freeze	5	
	Stamina	1	7	Weaken	2		Haste	3		Ice shield	3		Paralyze	4				
A 22	Poison	1	6	Air pocket	3		Cure poison	4		Deadly pois	5		Nox fumes	6				
	Mis shld	2		Silence	3		Whirlwind	4		Levitate	5		Asphyx	6				
	Stink bomb	3		Poison gas	4		Purify air	5		Tox Vapors	6		Deadly air	7				
E 23	Acid splash	1	12	Armor shield	1		Knock-knock	2		Armorplate	3		Acid bomb	4		Create life	5	
	Itch skin	1	8	Direction	1		Blades	3		Web	3		Armormelt	4		Cure stone	6	
Me 29	Ment attack	1		Charm	1	13	Det. secret	2		Mindread	3		Illusion	4		Locate obj	6	
	Sleep	1	9	Cure ls cond	2	10	Identify	2		Sane mind	3		Wizard eye	4		Mind flay	7	
	Bless	1		Divine trap	2		Hold monstr	3		Psi blast	4		Death	5				
Ma 24	Heal wounds	1	5	Disp undead	2		Mag screen	4		Rem curse	5		Wrd of death	7				
	Mk wounds	1		Ench blade	2		Conjuration	4		Lifesteal	6		Resurrect	7				
	Mag missile	2		Blink	3		Anti-magic	5		Astral gate	6		Death wish	7				



Laurie, M-Felppurr Bard – Samurai													Skills																				MAP #				
L v	KXP	Str	Int	Ple	Vit	Dx	Spd	Per	Kar	HP	AC	Rank	W&D	Swd	Axe	M&f	P&S	Thr	Sing	Bow	Shld	H&F	Scou	Mus	Orat	Skuld	Ninj	Art	Myth	Scr	Alch	Theol		Theos	Thau	Kirij	
1		16	10	7	10	12	12	12	1	4	10	Minstrel											-		9			4				-	-	-	3	-	
2	1.2		11	8	11		13	13		7				1						6						14			5		1				5		2
3	2.7	17								12			Cantor		5					8	11					27			6		2					6	
4	5.1			9						17				8							18				32	1		7							9		3E
5	10		12							22				20						19	5				40	7				4					12		2
6	20			10			14			27			40								7			48	10		8		5					15		4D	
S 1	0	12	11	7	9	12	14	10		27		-	40									-		-		-					-	-	-				
2	1.4	13					15	11		28		Blades man		45											12										17	1	4D
3	3.1		12		10	13	16			29				51												13											4D
4	5.9		13			14		12		30	9	Shug enja		53											17				7						21	4	3F
5	11						17			31				61												21									26	7	4
6	23	14						13		38				71												26									30	8	6
7	45							14		43		Hata moto		86											28									35	10	6	
8	91		14							49				99												39				9					41	12	7
9	179		15		11		18	15		56	8	Daisho master		C											50				11					45	13	8	
10	370					15				61																68				14					50		10
11	725			8	13	16				67																84	24								57	15	12
12	1149	15		9	14	17				69							11									89	27								61	16	13
13	1628	16		11	15					74																94	37	18							69		14
14																																					
15																																					
16																																					
17																																					
18																																					
19																																					

Equipped last part of game: AC 8 (0)  
Muramasa Blade Hi-Kane-Do U (-1) 1 -5 -5 2 4  
Wakizashi+1 Hi-Kane-Do L  
Ankh of Youth Cuir Gauntlets  
Kabuto Buskins

Spells (name   level   when learnt (lv) )																					
F 73	Enrg blst	1	3	Fireball	3	8	Fire bomb	4		Prism msl	5		Nucl blast	7							
	Blnd flash	2		Fire shld	3	10	Lightning	5		Firestorm	6										
W 74	Chl touch	1		Terror	1	4	Slow	2		Cure paral	3		Iceball	4	11	Deep freeze	5				
	Stamina	1		Weaken	2	7	Haste	3		Ice shield	3		Paralyze	4							
A 58	Poison	1		Air pocket	3	13	Cure poison	4		Deadly pois	5		Nox fumes	6							
	Mis shld	2	5	Silence	3		Whirlwind	4		Levitate	5		Asphyx	6							
	Stink bomb	3	9	Poison gas	4		Purify air	5		Tox Vapors	6		Deadly air	7							
E 72	Acid splash	1		Armor shield	1	3	Knock-knock	2	7	Armorplate	3		Acid bomb	4		Create life	5				
	Itch skin	1		Direction	1	5	Blades	3		Web	3		Armormelt	4		Cure stone	6				
Me 31	Ment attack	1		Charm	1		Det. secret	2		Mindread	3		Illusion	4		Locate obj	6				
	Sleep	1	6	Cure ls cond	2		Identify	2		Sane mind	3		Wizard eye	4		Mind flay	7				
	Bless	1		Divine trap	2		Hold monstr	3		Psi blast	4		Death	5							
Ma 45	Heal wounds	1		Disp undead	2		Mag screen	4		Rem curse	5		Wrd of death	7							
	Mk wounds	1		Ench blade	2		Conjuration	4	12	Lifesteal	6		Resurrect	7							
	Mag missile	2	4	Blink	3		Anti-magic	5		Astral gate	6		Death wish	7							




















Pug, M-Elf Mage – Samurai													Skills																				MAP #					
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	AC	Rank	W&D	Swd	Axe	M&I	P&S	Thr	Sing	Bow	Shld	H&F	Scou	Mus	Orat	Skuld	Ninj	Art	Myth	Scr	Alch	Theol		Theos	Thau	Kirij		
1		14	12	10	10	11	11	8	17	4	10			-	-	-						-	-		-	4	-	-							10	-		
2	1.2				11					7		Magician														9				2	1					17		2
3	2.7			11				9		9								2		10							17				3					25		4
4	5.1				12		12	10		11		Conjurer					17									20				5						31		3E
5	10		13	12	13	12	13			15								28									28									38		2
6	20		14			13				17		Warlock					43									34				6						43		4D
7	40	15								19								56									52				7					52		6
8	80						14			23								68									66									57		6
9	160					14		11		26		-					77									77				8						66		7
S1	0	12	11	10	9	12	14	8																											68	1	7	
2	8.6		12	11			15			27			Blades man		4																							7
3	8.6		13							28					9																						72	
4	8.6			12	10			9		29		Shu genja		13																						75		7
5	12				11	13		10		30				17			78									78										80	4	7
6	25							11		31		Hata moto		21			79																			84	5	8
7	47	13	14	13		14	16	12		32	9			26												81										87		8
8	92	14		14			17	13		33				31			82									85										91		8
9	180	15					18			40	8			35			86									91										93		9
10	360				13	16				48		Daisho master		37			97								C				9							99		12
11	718			16						55				40			C																		C	9	13	
12	1132		15	17		17		14		60				41																10							18	13
13	1547	16	16			18				66				44																11							25	14
14																																						
15																																						
16																																						

Equipped last part of game: AC 8 (0)  
 Spear of Death Tosei-Do L (0) 2 -1 -1 3 5  
 Idol of Mau-Mu-Mu Cuir Gauntlets  
 Kabuto Buskins  
 Tosei-Do U Used Ankh of Sanctity for PIE+1

Spells (name   level   when learnt (lv) )																					
F 205	Enrg blst	1	0	Fireball	3	6	Fire bomb	4		Prism msl	5	7	Nucl blast	7	10						
	Blnd flash	2		Fire shld	3	5	Lightning	5		Firestorm	6	8									
W 149	Chl touch	1	8B	Terror	1	0	Slow	2		Cure paral	3		Iceball	4	3	Deep freeze	5	6			
	Stamina	1		Weaken	2		Haste	3		Ice shield	3		Paralyze	4							
A 130	Poison	1		Air pocket	3		Cure poison	4		Deadly pois	5		Nox fumes	6	11						
	Mis shld	2	4	Silence	3		Whirlwind	4		Levitate	5		Asphyx	6							
	Stink bomb	3	7	Poison gas	4		Purify air	5		Tox Vapors	6		Deadly air	7							
E 99	Acid splash	1		Armor shield	1		Knock-knock	2	8B	Armorplate	3		Acid bomb	4		Create life	5				
	Itch skin	1		Direction	1	2B	Blades	3		Web	3	5	Armormelt	4		Cure stone	6				
Me 77	Ment attack	1		Charm	1		Det. secret	2	9B	Mindread	3		Illusion	4		Locate obj	6				
	Sleep	1	2	Cure ls cond	2		Identify	2		Sane mind	3		Wizard eye	4		Mind flay	7				
	Bless	1		Divine trap	2		Hold monstr	3		Psi blast	4		Death	5							
Ma 184	Heal wounds	1		Disp undead	2		Mag screen	4	9	Rem curse	5		Wrd of death	7							
	Mk wounds	1		Ench blade	2		Conjuration	4	8	Lifesteal	6		Resurrect	7							
	Mag missile	2	3	Blink	3	4	Anti-magic	5	12	Astral gate	6	9	Death wish	7							



## Legend

	Floor
	Wall
	Darkness
	Pit (perm. open)
	Pit, closable
	Pit-hole in roof
	Chasm, "void" etc.
	Stairs up
	Stairs down
	Unlocked door
	Locked door
	Gate
	Portal (open gate)
	Removable wall
	Button
	Pressure Pad (PP)
	Fountain (Stamina / Heal / Mana / Poison)
	Alcove (all chests are in alcoves – not shown)
	Chest

Initial part of game is tricky. All the doors on the main level can be unlocked with **iron keys**, but these are not easy to get hold of. Rogues occasionally drop such, especially after fights in the basement – but these are far too tough for a starting party. Hence – a thief with pretty good lockpicking skill is a necessity. (Put all initial bonus skill point on skullduggery.)

Also note: Number of tumblers on locks is preset, but how hard the lock is to pick appears to be random. Hence, if a lock appears "impossible", quit (nosave), restart and try again. (After one attempt the difficulty is set, so it doesn't help to come back later, must load a game from before first attempt.)

Else a bard is useful in the start (plays lullabys), but not that useful after about level 5. Priest and mage are obviously musts, and a ranger is useful for his scouting skill. (Tried a Dracon, but the breath attack was puny – not that big asset, but it improves as the Dracon levels up!)

All party members are planned to change class to the advanced classes eventually (game system is such that it's a disadvantage *not* to change class en route). Rerolled all characters until they had (almost) enough for the planned second class, then distributed bonus points such that they can change class almost at will. (With one exception: There's a bug in this version, so that initial carry capacity never changes. Therefore all characters must have high initial strength, or they won't be able to carry even the obligatory items.)

It can be smart to use character races *not* especially suited for the profession. E.g., a Valkyrie has no minimum requirement for INT, hence the INT will be set to the class default value when changing class. Using a class with high initial value of INT gives the Valkyrie a head start. (I forgot to think that way on this play-through)



Key: 1. Iron

Creeping vine, Fuming vine  
Rat, Giant Rat  
Bat  
Rogue



1. Approaching the gate with confidence, you know if things get too hairy you can always turn and run back out...  
Hmmm... [Hearing gate close behind us]
2. You are in the entrance chamber of the castle. It appears to be empty, and a heavy coat of dust covers the floor. Small scampering noises echo down far distant corridors, a reminder that it is you who are the intruder here...
3. Neatly inscribed upon the metal face of the chest are these words: OPEN ME FIRST.  
Inside the chest are several items and a scroll which reads: "A cure but twice, and healing thrice. One life for thee times seven." [3 x Lt. Heal, 1 cure lesser cond., 1 cure poison, 1 amulet of life]
4. Neatly inscribed upon the metal face of the chest are these words: OPEN ME SECOND.  
Scroll: "Beware the narrow corridors of the mind"  
[1 Sword of Striking (FVL)]

Now attempted to pick all doors – those that were successfully picked are marked with an asterisk (\*). (*Forcing* a door is a no-chance attempt, even with a strength of 16, so that was never an option.)

5. Piles of rotted furniture lie strewn around the room. In the center rests the remains of a massive wood table, suggesting a former meeting chamber.  
Chest: [9 dirk, 1 scroll of Terror, 1 book of Directions]  
(Btw, the chest was really hard to disarm, needed four attempts before everyone survived the process.)

6. Only dust and cobwebs remain in this now empty room
  7. Fibrous shreds of stained rot cling to the walls where colorful tapestry once proclaimed sovereignty in this official chamber. With grim mockery, the sweeter taste of a mighty throne perched high above the room has long turned sour, as it sits condemned to languish in its own final sentence. If there is any last judgment to be decreed upon this fallen chamber and tarnished throne, it must be gleaned from the decay that it laps upon its own dais as itself festers and rots, bearing witness to emptiness, filth and stench, silently weeping tears of its owned despoiled substance.
  8. Although this small chamber seems as dilapidated as the others, peculiar obstructions up through the floor show signs of a more recent invasion made by entities unknown.
  9. (Search) Examining the obstructions, you detect a dried olive goo around some of the uplifted floorstones.
  10. A fallen desk and several chairs lie crumbled on the floor of this regal private chamber, no doubt a place of counsel and costly bargaining
  11. (Search) Searching through the remains of the desk, you find an old torn parchment which reads: "Summons of the Vicar and mistress, to be paid 100 gold pieces for the sale of the daughter Rebecca..." Other parts of the document are either missing or illegible.
  12. Opens gate (Gate closes in altar session, and cannot be opened again)
  13. Sign: "Keep gate closed during service hours"
  14. Pieces of old bone litter the ground, and deep red stains color the earth.
  15. Lodged within the throat of a crushed skull you discover a strange key, as if the deceased was trying to swallow it when...
- [1 Key of Ramm]

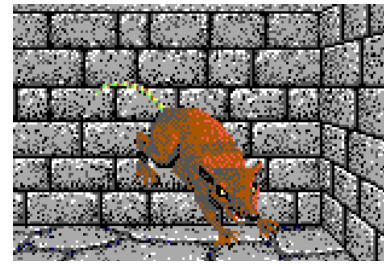
[1 Key of Ramm]

Need keys to proceed -- continued by attempting upper level.



(After completing all four towers, map 3:)

16. You hear some kind of rustle or flap from somewhere nearby. Perhaps it is only the wind descending from one of the towers...
17. The majestic splendor faded long ago from this grand hall. The corpse of a decaying dining table, long enough for half a hundred people, now rests crumbling upon the floor.
18. An old stone oven and fallen shelves tell of a kitchen where royal feasts were once prepared. Now it is "time" who is the chef, and the kitchen has become the meal.
19. Bare stone shelves line the walls of this former pantry.
20. A few remnants of broken chairs lie clumped in this once dainty parlor



Last room on this map must wait till we find another iron key.

Next: Up stairs (E) from this level (map 3)

After getting some iron keys from basement fights:

21. Rotted wood is all that remains of the broken furnishings scattered about the room.



After jumped into altar pit on level above, arrive at #14

You see something move behind the gate in front of you...

{North gate opens and a giant snake appears. South gate closes (permanently)}

Very tough fight, 1 [Giant Serpent](#).

(At second attempt, invoking Amulet of Night worked, and the serpent was blinded, switching the odds considerably in our favor...)

22. Gate opens when snake arrives  
Access to stairs down to dungeon  
(Only possible access at this stage of game)





Creeping vine, Fuming vine  
 Rat, Giant Rat  
 Bat  
 Rogue

Keys:

1. Iron
2. Copper
3. Chrome
4. Ramm

1. An old wooden table and several chairs are rotting away in the center of the room, and fragments of broken flagons and rubble covers the floor.
2. (Search) You found a ring with two odd looking black keys, each with a handle in the shape of a small spade.  
 [2 x Key of Spades]
3. A bunch of rotted crates have fallen into a heap upon the floor. Whatever they might have contained turned to dust a long time ago.  
 (Search) [2 x Copper Key]

Unable to pick more doors, proceeded to NE tower (stairs A)

4. This room was once a beautiful parlor with ornamental furniture and gayly painted walls. Now, its colors have faded and turned dull, and the chairs have all turned to dust.
5. This impressive looking suite appears to have been some kind of guest room, an inference made by examining a tiny placard behind the door which reads: "Checkout 10 AM"
6. The room is rather dull, having blank walls and no furnishings, save for a few decomposed cots.
7. Several rotted cots and an old flower pot are all that remains here. Within these simple quarters you recall the story of the servant girl, given with a child rumored to be an illegitimate son of the King. Although nothing was ever proved, supposedly the King came to her bed once a week every night of her 14<sup>th</sup> year. Despite the relentless efforts of the Queen, she never could catch him in the act, and soon it was whispered that the King had some kind of secret magical powers that enabled him to walk through walls.

Done all I can on this level for now – attempting basement.

After Belfry:

8. Even though the decay of many years, the magnificence of this former suite is still perceptible, and it is clear that this was the master's bed chamber. No doubt the Lord of the castle made this his personal quarters. The walls are a panorama of hand-painted murals and every nook and edifice shows the handiwork of finely skilled artisans. Even within this darkened ruin, a bit of the wondrous splendor that used to shine here still lives. The decomposed remnants of a towering bed have slumped against the far wall and remains of furnishings lie spread throughout the room.
9. Button removes wall.
10. Rotted shelves and decomposing books have fallen to the floor surrounding the walls of this former library and study. Against the wall ahead of you is a broken collapsed desk. Most of the books have totally deteriorated and it is impossible to read them. A few however have legible titles and you look them over:  
 "Ye Histry of ye Wurld"  
 "Academia Mathematica"  
 "15 lbs in a fortnight and how to keep it off"  
 "Tales of ye Magikals"  
 Of all these, only the last two show any promise, but unfortunately both are so blackened with rot that you get little from them except for an interesting recipe for cabbage.
11. (Search) Searching among the ruins of the desk you find a piece of wire leading from the desk into the wall...  
 {Stand back and pull the wire / Crouch low and pull the wire / Leave the wire alone}  
 (Stand back... -- You triggered a secret cache!)  
 Chest (Box):  
 Opening the jewel box, you find a key and a small book.  
 The book remains in good condition and appears to be some kind of diary or notebook, written in a strange undecipherable code  
 [ 1 King's Diary, 1 Gold Key ]



12. You step into a room whose walls are alabaster carvings of cherubs, roses and vines, and though the plaster has long turned dark, the detail of these ornamentations is still an impressive spectacle to behold. The fossil of a bed that spanned a width greater than the length of three men rests in a ruin upon the floor, and scattered through the room are piles of rotted woodwork that used to be furniture. This suite is most certainly the former chamber of the Queen, and it makes you wonder whether the rumors about her peculiar rituals with young men were true.
13. Brightly painted walls used to accent this small boudoir, and though it has lost its original luster, it has kept its lighthearted and festive appeal.
14. Button opens secret cache.  
Chest: Inside the trunk is a rather shocking article of, well, armor or something. It appears to be a heavy bra made of hard glossy black leather, and lined with sharp pointed metal studs around its edges. Although its use is not quite apparent, it does seem to have the "potential" for a certain kind of (\*ahem\*) appeal, if worn by the right person. Still even more perplexing, along with the strange bra, buried in the bottom of the box you find a long black whip. Hmmm, now what would these be doing in the Queen's boudoir?  
[ 1 [Stud-Cuir Bra +2](#), 1 [Bullwhip](#) ]
15. (You heard something go "bump" around the corner ahead...) (Ref map 3, Towers)

Finished here – back to basement.

After sub-basement and with Book of Ramm

16. (Chest) You find an odd mask which seems to be made from the head of a goat. It shows signs of decay, but otherwise seems to be fairly well intact. Along with the mask, a very ornate dagger is resting in the chest, apparently made of gold. Mounted into the hilt are several gems, and two runes are engraved underneath.  
[ 1 Goat's Mask, 1 Dagger of Ramm ] + 500 XP
17. You are standing upon a balcony which is overlooking the area below. As you look over the edge, you see an altar.
18. A great stone altar rises up from the floor, graven with runes and demonic figurines. Grotesque caricatures play in some bizarre ritual, and stains of deep red colour the surface. Ghoulish acts depict a story of horror, giving cold sobriety to its unholy purpose. These images brutally dispel any ideas of Gaelic charm the castle once held, an innocence consumed by the shocking nightmare of its reality.  
(Search) Examining the foul slab, you discover three special symbols which you can press into the altar like a kind of switch. The symbols are, respectively, an orb of flame, a goat's head, and a staff.  
{ Press which altar symbols: FLAMING ORB / MAGIC STAVE / GOAT'S HEAD / EXIT } (Exit for now – this must wait!)

Time to read <b>Book of Ramm:</b>	(switch)
O first night of Ramm	Goat's Head
and second born Ramm again	Goat's Head
Find third upon thy altar, burning bright	Orb of flame
Where fourth night of wands	Staff
bears fifth magik sun again	Orb of flame
is when thy graven altar shall blossom into night.	

For now return to basement to attempt remaining part. – After basement (21):

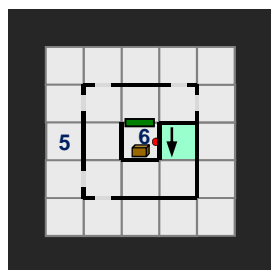
{ Pressed symbols in order of book: Goat – Goat – Orb – Staff – Orb }  
Altar surface begins to lower!  
The surface of the altar has opened, revealing a pit which descends into darkness.  
{ Jump into the altar pit / Leave the altar alone }

(Note: Jumping into pit moves party to an area with no immediate return, so be prepared.)

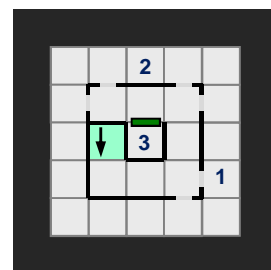
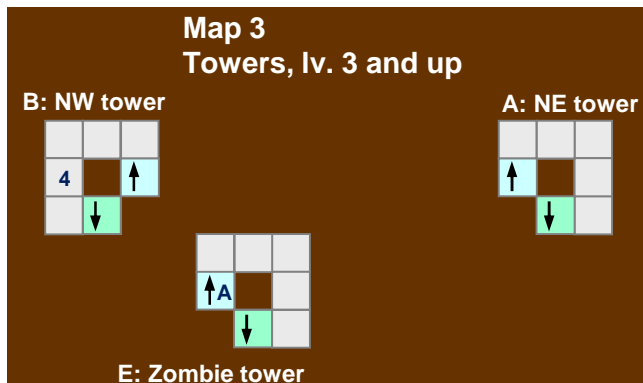
Jump: Arrive at main level (map 1) #14. (Continued there)

19. (Much later, after Pyramid)  
The cold air rushes through the bars of the gate, as if the wind were blowing into the castle from somewhere beyond the gate. You hear a rather haunting kind of bleat echoing from far away, but that is probably the wind just as well.  
  
(Use **Spire Key**) – Gate opens.

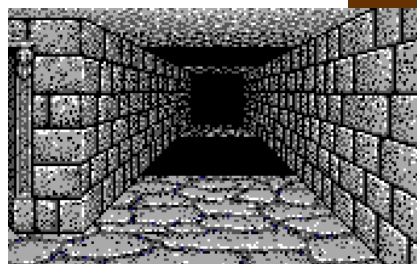




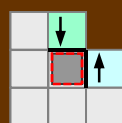
B lv. 4



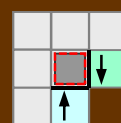
A lv. 4



F:Belfry



F lv. 4

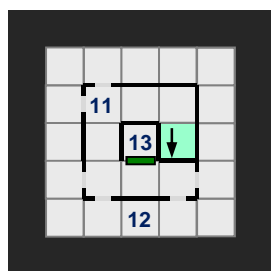


F lv. 5

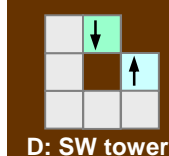


F lv. 6

Key:  
1. Bell



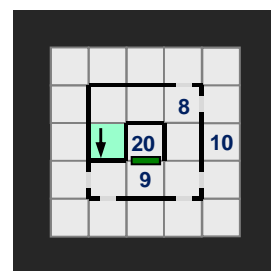
D lv. 4



D: SW tower

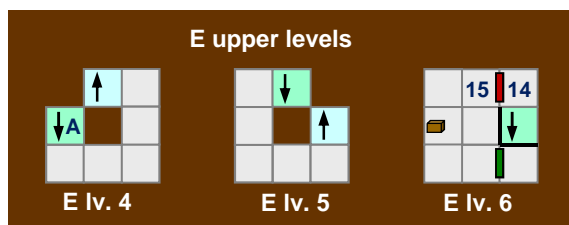


C: SE tower



C lv. 4

Creeping vine, Fuming Vine  
Rat, Giant Rat  
Bat, Vampire Bat, Huge Bat  
Zombie (only the one)



1. The smelly carcass of something dead is lying on the tower ledge directly overlooking the moat. It has decayed beyond the point of recognition with no indication of how it died.  
{ Search the carcass for details / Push the carcass off the tower / Leave the carcass alone }  
(Selecting Search: When you move the carcass, a horrible stench explodes from its body, giving everyone a full dose of its putrid remains (damage + nauseous))  
(Selecting Push: You push the remains over the edge of the tower, and moments later hear the faint splash as it hits the moat.)
2. Looking out across the tower's edge, the north forest spans as far as the eye can see.
3. Piles of old debris crowd this small tower room, most of it looking quite rotted.  
(Search) [Short Bow, 50 elven arrows]

Back to Map 2 (4)

4. Suddenly a tower rafter collapses! (damage – don't try this with low-level chars!)  
(Search) Inspecting the rafter, it is unclear whether the falling beam was a booby trap or whether it fell due to decay among the supporting timbers.
5. Plumes of smoke arise from the fiery pits far to the west, testament to an era which should have passed long ago...





6. Piles of old debris crowd this small tower room, most of it looking quite rotted.  
Button opens secret cache with chest, containing [ 2 x **iron key**, 1 **cloth shirt**, 1 **cloth pants** ]

**SE tower:**

(Main level (16): You hear some kind of rustle or flap from somewhere nearby. Perhaps it is only the wind descending from one of the towers...

(Upper level (15): You heard something go "bump" around the corner ahead...

7. You hear the clattering of footsteps running up the stairs ahead of you!
8. .... Suddenly a door slams shut to the right!
9. From behind the door you hear a very strange noise. It almost sounds like something is pressing up against it and breathing heavily... An odd voice speaks from behind the door: "Go away!" I said, "Go away", "I'm not coming out, whoever you are, and you can't make me! {Answer: \_\_\_\_ }
10. To the east is the edge of the swamp, a cold and gloomy place that forebodes a land of evil. Perhaps the tales of demons and witches aren't just rumors after all...

**SW tower:**

11. You sense that something is amiss.... that you're being watched... Suddenly the bats attack!
12. Looking southward, you see far beyond the castle gate into the distant blue mountains.
13. Piles of old debris crowd this small tower room, most of it looking quite rotted.  
(Search) You found a moldy old breastplate of leather, and though worn, seems good enough to be effective.  
[1 **Leather Cuirass**]

Returning to main level (map 1) with two new-found iron keys.

After map 1-session, to north center tower (E) (reveals itself as Zombie tower)

14. The door is solid black, and looks to be quite heavy. Bolted to the center of its face is a black iron spade.  
(Unlock with **Key of Spades**)
15. Encounter with Zombie – very hard. (Dispel Undead may work, but mostly has no effect.) After several attempts I discovered that paralysis wears off after a period or two of rest – which means I could have avoided quite a lot of quit / restores....  
Inside the castle spire, the contents of a bed, table and chair still remain intact after all these years. Bits of old hair and rotted flesh are evident upon the bed, probably from the corpse which you have recently put to rest.  
Chest: [ 3 x **Chrome Key**, 1 **Skullcap**, 15 **Sparkler**, 4 **Sneeze Powder** ]

Then to **Belfry Tower (F)**

16. "Keep Belfry closed"
17. Looking up the large well to the top, you see only darkness. On the floor, however you find the remains of many small rodents and some bits of blood, and what appears to be excrements that fell from above.
18. A large blackened bell hangs silently within the top of the belfry, covered with sooty molds and splotches of bat droppings. A long thick rope descends from the bell down into the well, and is used to ring it by holding on and jumping in. It also appears to be the only way across the well.  
{Hold rope and jump into the belfry / Attempt to swing across the belfry / Leave the rope and bell alone}  
Either of first two selections results in the same – swing across, and landing on either one or the other side (random), and ... The bell has disturbed the denizens of the belfry – here come the bats! (usually at least one vampire bat, which can do poison attacks). Nice place to practice fighting, as the supply of bats is infinite...

Door at west end of well is locked, so must return here later.

But now equipped with chrome keys, we can continue exploring map 2.

Much later, after found **Bell Key** in dungeon (map 4 (4D))

19. Chest: The trunk contains a coil of the long heavy bell rope, which appears to be quite strong and useful. [ 1 **Hv. Rope** ]

After rat-encounter (Map 4 #6) and found Stuffed Beagle, back to

9. Answer: Snoopcheri

--- "You found Snoopcheri?!" "Why didn't you say so!!" "Come in, come in!"

20. A tall, scruffy but stalwart man walks toward you and says, "I am L'Montes" "Did you find Snoopcheri?" (Yes)  
"If you can return her to me, I'll set the captain free, but not before!" (Give **Stuffed Beagle**)  
"Snoopcheri! Back in my arms at last! Thanks! Thanks! Thanks!" "Take this key to the captain's cage, and you may set him free... [1 **Silver Key**]

## Map 4 Castle basement and dungeon

Keys:

1. Jailer (5 uses)

Stairs A:  
To sub-basement  
(and River Styx)

1. Queequeg (Shop)  
After (11):  
Party: What's the password?  
Q: I'll tell you the password, but first I need information.  
Party: What information?  
Q: Where did the captain bury his treasure chest?
2. Old wooden racks, rotted and fallen to the floor were made for holding stock once upon a time. An old decaying armor dummy is slumped in the corner, slowly becoming powder.
3. (Search) Oops! The dummy just turned to dust!
4. Four stone tables divide the room, and are so regularly placed that they make you think of a mess hall.

Attempting room south of this one, encountered a bunch of pirates. This was a no-chance fight, so decided to explore the rest of the towers next.



After Queen's, map 2:

5. The walls of the room are covered with faded graffiti and scrambled writing. A few rotted tables lie clumped upon the ground.  
"Trebor Sux"  
"Orc Rumble Friday nights at 8"  
"When you want that something special, dial 1-900-LADY"  
"\$REWARD\$ -- Lost "Snoopcheri" -- Contact L'Montes"
6. You notice a small hole at the base of the wall. Mice probably

Creeping vine, Fuming vine

Slime

Rat, Giant Rat

Rogue, Scallywag, Bushwacker, Rogue Leader

Pirate, Brigand

**Note:**

Dungeon part of map with events repeated below.



23. Thick smoke fills the air inside this mangey den, and huddles about each of the tables, clutching a bottle of ale or steaming brew, is the wildest gang of thieves, rogues, brigands, pirates and cutthroats ever assembled under a single roof. As soon as you enter the room, action grinds to a halt, all eyes rivet onto you, and a deadly silence ensues...

Glancing at each of the tables, it is amazing how much you can notice within a single second; a pile of gold coins, the faces on a deck of cards, even the chip on a corner of a set of dice. All this, and every little detail of every nasty face staring at you as well. In the odd moment you have before you think you are going to die, something about the situation will stand out as if to tell you a secret, or solution to your impending demise. It is just such a moment, and you cast your gaze across the room, away from the faces and stink and smoke, and you behold a curious sight – mounted, behind steel bars, erect, sporting a twisted smile cum grimace, is the preserved figure of a man dressed in scarlet tailcoat, white ruffled shirt, blue knickers, a black tricorne hat, and wearing locks of black curly hair two feet long. It isn't the black patch which covers an eye, nor the stuffed green parrot on top of his shoulder, nor even the odd expression that haunts his queer face which holds your attention; it's that upon his right arm, just where a hand should be, there protrudes a polished hook made of bright steel.

It's all the time for a reverie you have, for suddenly, a great big fat stinking greasy pig of a toad stands up to you and belches,

"Ah'm captain Matey". "Avast ye swabs!"

"Me don't cotton to no strangers unless they's proved themselves in some kinda mortal contest! Round here we got two ways o' contest, tha' ole fashioned way bein' fight'n, an tha' more civilized way, which is o' course drink'n!!

Ya wants ta fight, or is it drink'n?" (Fight)

"So be it -- Get'em boys! [Captain Matey](#) attacks (& [pirates](#), [brigands](#)).

[1 [Cutlass](#), 1 [Leather Hauberk](#), 1 [Leather Legging](#), 1 [Tricorne Hat](#), 7 [Dirk](#)] + 2800 XP

24. Inside the gate stares the preserved corpse of the hook-handed pirate. It looks even more macabre up close.

(Use [Silver Key](#))

25. Apparently, the gate was locked with good reason. When you touch the body it disintegrates into a pile of ash and bone, leaving naught but a coat, a tricorne hat, a stuffed parrot, an eye patch, and, of course, the sinister steel hook.

[1 [Steel Hook](#), 1 [Suede Doublet](#), 1 [Eye-patch](#), 1 [Tricorne Hat](#), 1 [Green Parrot](#)] + 1000 XP

26. (Chest) [1 [Mod. Stamina](#), 1 [Cherry Bomb](#), 1 [Breastplate](#), 1 [Skull Dagger](#)]



### Map 4D Castle dungeon



Keys:

1. [Dungeon](#) (5 uses)

D: Stairs to room under altar on main level.  
Arrive here after snake fight.

[Slime](#), [Poison slime](#)

[Dungeon leech](#)

[Rat](#), [Rabid rat](#), [Killer rat](#)

[Zombie](#)

[Jungle vine](#), [Hydra Plant](#)



1. Sign: “\* HAZARD AREA\* Keep gate closed at all times
2. Scattered bones tell the tale of some poor fellow who wandered a little too far from safety...  
(Search) Searching through the scattered bones, you uncover an interesting key... [ 1 **Dungeon Key** ]  
(Note: Location of this appears random, as it was another place on earlier play-through.)
3. A pile of old bones and rags wait in the alcove, the remains of some soul long forgotten... (Search) The bones begin to rattle!  
A gaunt and ghoulish figure arises and in a groaty voice rasps, “Got’cha ‘gain!!” “Haugh haugh hawww...” [1 **Zombie bones**]
4. Piled in a heap are the old bones of a forgotten prisoner, who apparently died in his chains.  
(Search) Searching the bones, you discover an odd looking ring on one finger. Upon examining the ring, you see a circle of letters which read:

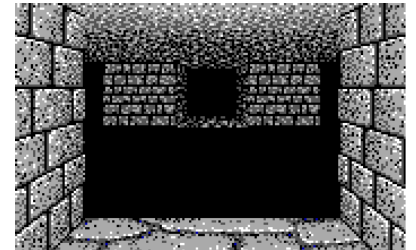
```

      OLLY ROGE
    J  *  *  *  R
  D  *  X  *  S
    E  *  *  *  G
      CODER RIN

```

[1 **J.R. Decoder**] (Use on log book, see below)

5. Strange looking obtrusions are poking out of the ground along the base edge of the wall... There is a slight tremor from somewhere behind the wall ... Suddenly the wall bursts ... [Many **Dungeon Leeches**]
6. Lots of old bones are lying throughout the lair, and the monster that dwelled here obviously ate very well. You see remnants of things left behind by the victims, all who were probably dragged here against their will...
7. Most of the debris seems to be rotted junk, but one item appears useful and looks to be in good shape... [ 1 **Miner's pick** ]
8. (Search) Inspecting the wall, you detect traces of a recent excavation, and subsequent replacement of stones. It looks as if someone dug a passage and then covered it back up. {Use Miner's pick – wall disappears}  
Chest: 1 **Katana**, 1 **Heater shield**, 2 **Mod. Heal**, 1 scroll: **Armor Shield**
9. Stones fallen from a cave-in block the passage through the tunnel. The rocks are too tightly packed together to try and move them by hand. {use Miner's pick}
10. Looking down the tunnel, you spy some very strange looking black women, with white marks painted on their faces and carrying spears and hide shields. One of the women suddenly points your direction and they quickly vanish into a passage on the left...
11. You are standing at the edge of a wide chasm, which gapes before you as if it were a gigantic bottomless pit. On the other side, you spot a group of the strange black women, hurrying away from the edge and hauling a long rope made of vines after them.
12. Overhead, a cavern ascends up into the darkness. Below, bones from many small animals cover the floor, the discarded remains of the winged cave dwellers. (Search) Inspecting the scraps of bones for any thing of interest, you note that there are shards of shiny metal and bits of glass. Obviously attracted by articles which glitter, it explains how the key lying at your feet was brought there. [ 1 **Bell Key** ]



Then to belfry – rat fight – Snoopcheri – Captain's Den, before returning for final session of game, part 1.

On returning: Merge **Hv. Rope** and **Steel Hook** -> **Rope & Hook**.

At #11, Use Rope & Hook: Heaving the hooked rope over the edge of the chasm, you succeed in snagging it onto a sizeable boulder...

13. You hear some kind of strange sucking noise from somewhere nearby... It's a slurpy kind of sound.
14. Something weird lies just ahead...  
It's just sitting there...  
It seems to be the source of the odd sucking noises.  
Cautiously approaching ... it looks like some kind of plant...  
Oh oh ... it looks like it's hungry!  
[ 2 **Hydra Plants** + many **jungle vines** ] (3660 XP)
15. E-Z lift \*DOWN\*  
Press button for lift down to Gorge area.



Use J.R. Decoder on Log book:

Using the pirate's decoder ring upon the scribblings in the book, you are able to read the following passages:

...DECIDED TO LEAVE THE SHIPWRECK AS NONE OF THE SCOUTING CREWS HAVE BEEN HEARD FROM. THOSE DAMN MISTS!

#### ENTRY 99

MAKING HEADWAY UPSTREAM ON A DINGHY, JUST THE 9 OF US LEFT NOW. MORGAN IS STARTING TO LOOK PALE LIKE THE OTHER ONES DID, AND I SUSPECT HE'S GOT THE SICKNESS TOO...

#### ENTRY 100

MORGAN WAS THROWING UP REAL BAD THIS MORNING AND LATER TODAY HE DIED. WE ARE ALL SCARED BECAUSE WE DON'T KNOW WHAT'S CAUSING IT AND I THINK IT MAY BE THE FOOD WE'VE BEEN EATING, WHICH IS MOSTLY RAT MEAT...

The next couple of pages are stained too badly to read, but you resume on the third page following:

#### ENTRY 106

THE CAPTAIN SAYS IF WE TRY TO RETURN TO THE SHIP THEN WE'RE ALL DEAD MEN, BUT EVERY ONE'S GETTING REAL SPOOKED ESPECIALLY BECAUSE WE CAN'T FIND OUT WHY THE BODIES KEEP DISAPPEARING...

#### ENTRY 107

GORUMOND DIED THIS MORNING, SAME WAY AS EVERYONE ELSE. NOW THERE'S ONLY 6 OF US LEFT, AND THE CAP'N SAYS WE'VE GOT TO BURY THE TREASURE CHEST CAUSE IT'S TOO HEAVY. I'LL BE GLAD WHEN WE GET OFF OF THIS DAMN MOUNTAIN...

#### ENTRY 108

ROSCONE SAYS HE SAW A MAN TODAY ON A LEDGE AND HE SAID IT WAS MORGAN, BUT WE ALL KNOW MORGAN IS DEAD AND MAYBE WE'RE ALL GOIN' A LITTLE CRAZY... AT LEAST ROSCONE IS, I THINK...

#### ENTRY 109

I SAW MORGAN TODAY TOO. I THINK I'VE GOT THE SICKNESS NOW, BECAUSE I KNOW MORGAN'S DEAD. HIS FACE WAS COVERED WITH BLOOD, AND HE JUST LOOKED AT ME DIDN'T SAY ANYTHING BUT JUST SMILED. I THINK I'M GOING CRAZY...

#### ENTRY 110

MAY THE GODS PROTECT US! WE WAS GOING DOWN THE MOUNTAIN TODAY RIGHT AFTER BURYING THE CHEST, WHEN THIS HUGE MONSTER, I MEAN I GUESS IT WAS A MAN OR SOMETHING, BUT IT STOOD OVER 12 FEET TALL AND HE JUST PICKED UP ROSCONE AND BIT OFF HIS HEAD WITH ONLY A SINGLE CHOMP AND THEN HE SPIT IT OUT AND LAUGHED AND WE ALL RAN TO WHEREVER WE ARE NOW. WE'RE LOST AND THAT'S SURE, BUT THE CAP'N SAYS BEST TO KEEP MOVING...

#### ENTRY 111

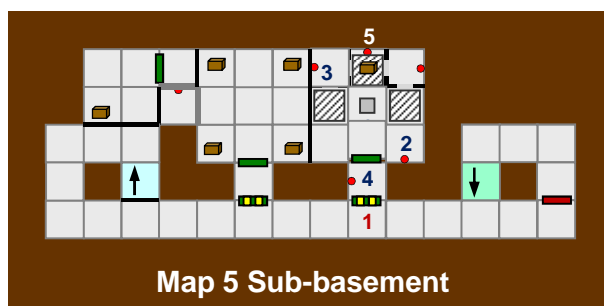
WE ARE ALMOST DOWN "GIANT MOUNTAIN", AT LEAST THAT'S WHAT I CALL IT, AND THERE'S SOME KIND OF HUGE GORGE WITH BRIDGES N' ROPE TRUSSES ALL OVER IT. WE CAN SEE A BUNCH OF MEN FROM HERE, AND IT LOOKS LIKE THEY'RE MINING FOR SOMETHING...

#### ENTRY 112

WE'RE GOING TO TRY TO TALK WITH THE DWARF MEN, AND SEE IF THEY CAN HELP US...

The Ink is barely legible on the few last words, and the remainder of the logbook is blank.

Remembering the skeleton where you found the logbook, it is clear that the dwarf men didn't help too much.



Rogue, Rogue Leader,  
Scallywag, Bushwacker

Keys:

1. Gold

Visited this area when we got the gold key. Only the part of the area accessed by gold key presented here (1).

Initially W. and E. pits are open, N. pit closed

1. PP opens N. pit
2. Closes W. pit
3. Closes E. pit
4. Closes N. pit
5. Opens secret cache with chest:  
[ 1 [Book of Ramm](#), 1 [Anointed Cloak](#), 1 [Amulet of Night](#),  
1 scroll: [Resurrect](#) ] + 250 XP.

Next: Upper level (map 2)





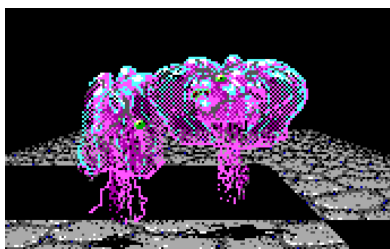
Gorge map will be presented after the Dwarven Mines. For now, party takes shortest route from E-Z lift to the mines.

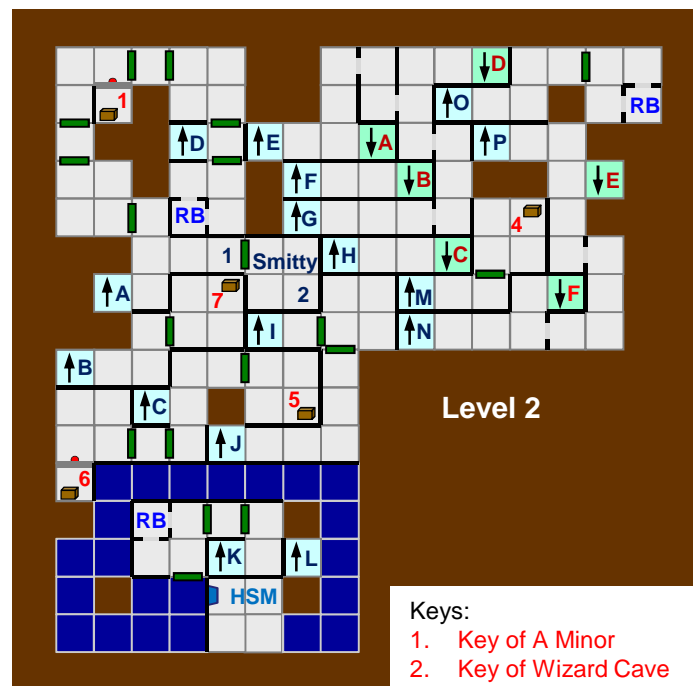
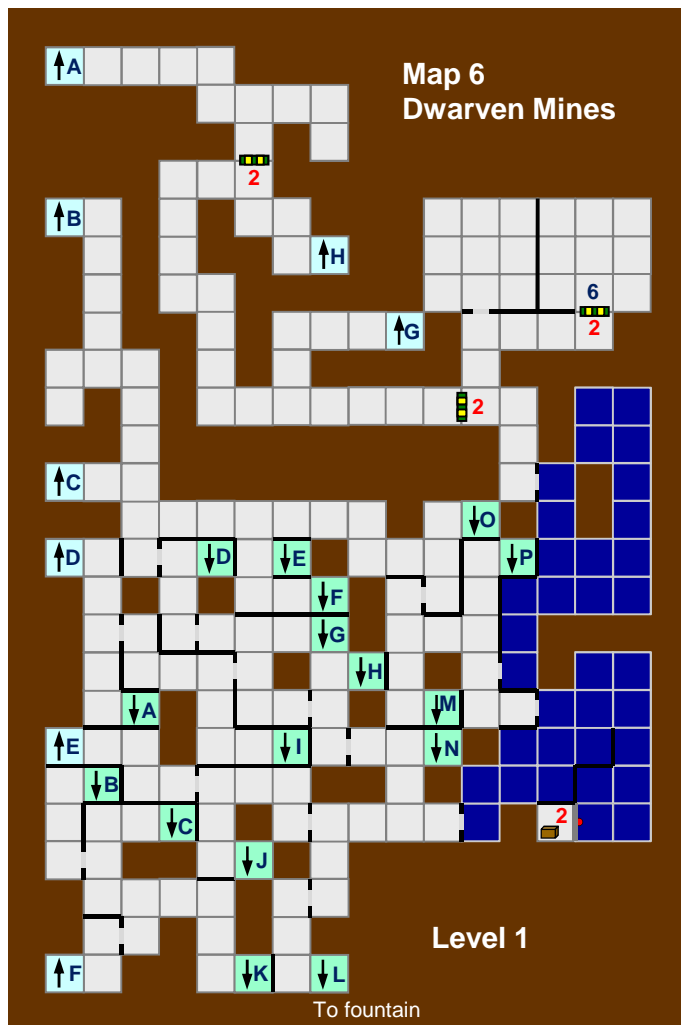
Next part of the game goes on in the mines.

1. E-Z lift \*UP\*  
Press button for lift to Castle Dungeon area.
2. The tunnel emerges out of the mountain and into the open expanse of a titanic gorge. A network of bridges spans over the deep gorge, and far across the sky you can see the jutting peak of a huge mountain, poking up into the center of the great cavern.
3. "Wizard's Cave. Trespassers not welcome"
4. "Entering the mines. Protective helmets required all times."

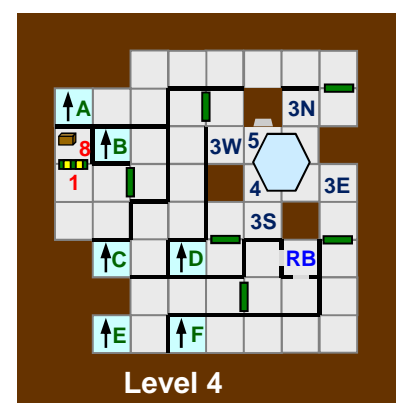
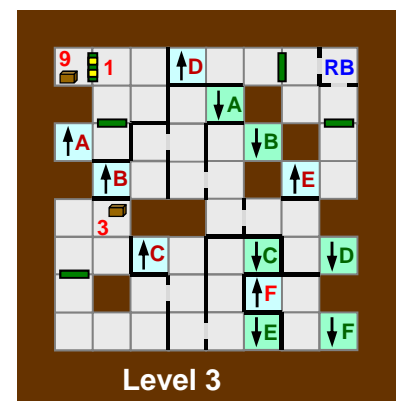
- A. To Wizard Cave (no access yet)
- B. Main entrance to mines.

Jelly Clouds, Gelatin Vapors





H: Later up to Wizard's Lair in Sub-basement



Jelly Cloud, Gelatin Vapor, Floater (vulnerable to fire)

Miner Dwarf, Major Dwarf (res. to magic)

Slime, Cold slime, Poison slime, Acid slime

(tough, do much damage, res. to magic)

Giant Ant, Vaspess, Forager (very hard, vuln. to fire)

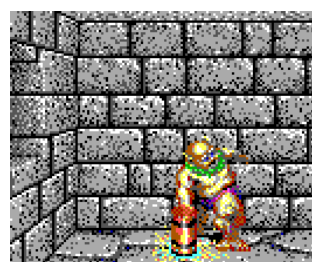
Giant Wyrn

(much tougher than those in dungeon, watch out for their shrieking, imm. to fire, res. to magic)

Trickster (Rogues casting fireball and other high-level spells)

Rubber Beast (RB) (Spews dark vapor which paralyzes).

Each RB leaves a Rubber Strand, four are needed.



1. "Welcome ta Smitty's Forge & Grill – Fine foods'n fixin's"
2. An old dwarf look up from behind an anvil, where he is busy hammering on a red hot piece of roasted corn, and says, "Dag nab it". "Can't you see I'm busy"

Has pretty good weapons. Bought a Fauchard for Eowyn and a Monstrance for Tshober. After Frodo converted to Ninja also bought No-Dachi and shuriken.

3. Same text and action on the four spots 3S, 3E, 3N, 3W on each side of the diamond.

You witness a most bizarre countenance within the confines of a great diamond crystal, a transparent gem whose edges form a barrier blocking entry into the chamber... After watching the odd head bobble for several minutes inside the raw diamond cell, you realize that this is no mere vision, but rather that some entity is actually trapped inside the giant gem. As it approaches the wall it seems to be trying to say something. (Use miner's chisel) A fracture has appeared in the diamond wall, but it has not broken. -- Must do this on all four sides, then finally another time at 3S:

The diamond shatters! The pieces are evaporating in the air, leaving naught but smokey stem...



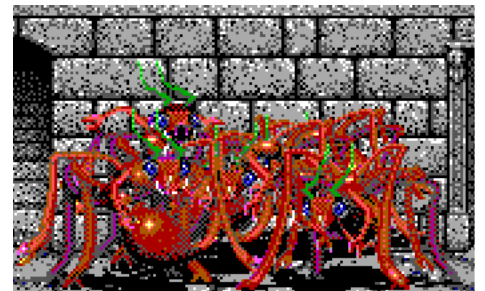
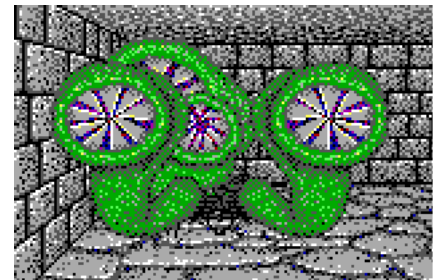


Not even at Smitty's we're safe....

#### Chests (red numbers)

1. 11 **Icicle**, 1 scroll "**Enchant Blade**", 1 scroll "**Dispel Undead**", 2 **Hv. Stamina**, 1 **deadlypoison potion**
2. 1 **Shadow Cloak**, 1 **Night Stick**, 1 **Key of A minor**
3. 1 **Claymore**, 1 **Steel Helm**, 1 **Angel's Tongue**
4. 1 **Nunchaka**, 5 **dirk**, 1 **Mail Mittens**, 1 scroll "**Terror**"
5. 1 **Nunchaka**, 1 **Cutlass**, 1 **Cloth Shirt**, 1 scroll "**Armor Shield**", 1 **Mod. Heal**
6. 1 **Hammer**, 1 **Miner's Chisel**
7. 1 **Lance**, 1 **War Sceptre**, 1 **Hoaxial Plate**, 1 scroll "**Terror**", 3 **Lt. Heal**.
8. 3 **Lt. Heal**, 1 **Mod. Heal**, 1 **Book of Mantras** (Stamina)
9. 1 **Crystal Wand**, 5 **Sneeze Powder**, 3 **Lt. Heal**, 1 **Cherry Bomb**, 1 scroll "**Hold Monsters**"

4. Free at last! I do not know thee, but I have known of thee, since the times when it all began... My time is short, for as you can see my body has long ago died, and it is through the last vestiges of my former power that my spirit has held this final grasp upon your world, so that I may speak to you now, and aid you in your quest. I will tell you a story, and let this story serve as a warning to you and they who will try to follow in your steps...  
I am half of the former Wizard known as Xorphitus, whose bones you see on the mantle before you. A hundred and twenty years ago, I engaged upon the quest for the Cosmic Forge, the bane pen from which are writ the workings of all the Universe. To speak of the pen, I must speak of the circle, the blessed altar from which the pen was stolen. To protect the power of the pen, it was written that the pen was only to be used upon the holy circle and thus it came to be. In order to wrest the pen from the circle, so as to free it from its mandate, it was necessary to contrive the exception, the singular exception which ensures the freedom of the pen, and likewise does not violate the original order. Thus the great exception was formed, that whosoever shall scribe with the pen not upon the Cosmic Circle, will suffer his writ as a bane, and shall not rest or be freed from it until a new generation has passed, that time being exactly 120 years, and after that shall he be of his own doing and free from the writ and the bane.  
My time is at end, for thee has come and set me free, and as my bones lie before you, this becomes my doing, a fate that releases me from my curse. Now listen, as I reveal to you those events which long ago transpired, so that you may act wisely and rightly. Once I was Xorphitus, a great Wizard of magik and power, and like all who taste of power, the more I drank of it, the greater became my thirst. So it was that I came to make an unholy pact with another whose hunger was a copy of my own, and together we held the dream of universal domination. When at last we heard of this cosmic pen, we knew that to make it our own would make our triumph complete, and so we plotted a scheme which yielded us the "Cosmic Forge". But how soon we learned of the bane that follows, should the forge be removed from the Circle as we had done.  
Yes, once I was Xorphitus, and I was determined to defy the fates, and so scribed the words which told of this mortal wizard which should be called Xorphitus, and how he shall know all things in the Universe, that he will then know how to evade that dreadful bane. And yes I came to possess full knowledge of everything, and with it I was ripped asunder, twain into two beings, for the nature of all things is divided, that which it is, and is not, and thus as the knowledge lived in me as one, thus it must pass that I then became divided. For as I know all, I must also know nothing. As it was that a man shall know "good", so was I compelled to also know "evil". Everything which is known is divided and that which is not dividable will never be known. Thus shall men forever seek to know, and thus will men always be divided. This is the nature of knowledge, and I tell you that this is how it lives inside of you. This is how you know, this is how you think, this is how a mind believes, and how a mind speaks unto itself.  
But time is short and there still remains much I must tell you. Though I, Xorphitus, am dead, Xorphitus, my other half lives on! And as I do but aid thee, he shall do but harm thee. His knowledge is incomplete, since I possessed its complement, and he can but stumble blindly, half-right, and half-wrong, in everything he does, a mind forever floating through a pool of darkened waters. He is insane, as am I, but you must seek him out, for as I know of the pen and why, and do tell you, he will know the where and the when of it, but not what, and he will not tell you. That is what must be discovered from him, and with him lives the fate of the Forge, the Pen and hand of destiny...  
I am free at last! And the vision slowly fades.



5. (Search bones in alcove) [ 1 **Key of Wizard Cave**, 1 **Wizard's Cone**, 1 **Wizard's Ring**, 1 **Staff of Missiles**, 1 **Book of Chills** (Chilling Touch) ]

We met monsters in the dark areas too...

6. Suddenly a giant serpent leaps out of the shadows and dashes towards you.

Well! It's about time someone came and let me out of here!

Do you have any idea how long I've been locked up in here!

Hu!?! Do you ?!!!

A hundred and twenty years, that's how long!

And let me tell you, if I ever get my hands on that stupid imbecile Xorphitus then I'll make mincemeat out of him!!

Well, anyway, um... thanks, for letting me out of here...

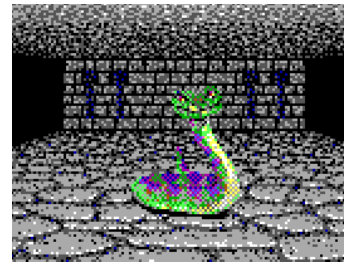
By the way, my name is Mystaphaphas... I was once the apprentice to Xorphitus the Wizard, that's until he locked me up in here and forgot about me... I know, I know, you're wondering just how did a big snake like me become the apprentice to such a great wizard??! I'll tell you how! Because I'm not a snake!!! Or at least I wasn't until that foul pen came along!! That accursed pen!! Oooo! That really burns my skin just thinking about it... All I did was to sneak in and use it just once... Just a few words to make me "dashing" and "attractive", so that the Queen might have me as one of her lovers... And that I would live in "safety" from the wrath of the King...

And now look at me! The Queen loves snakes!! So I was transformed into a snake!! And the wizard locked me in here! He thought I would make a good pet!! And so I was safe from the King!!! O! That stinking wretched pen!!!

(Party:) What's the wizard's ring for?

(M:) The wizard used a ring to open his lair

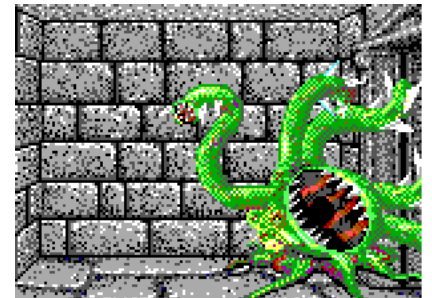
-- Bye.

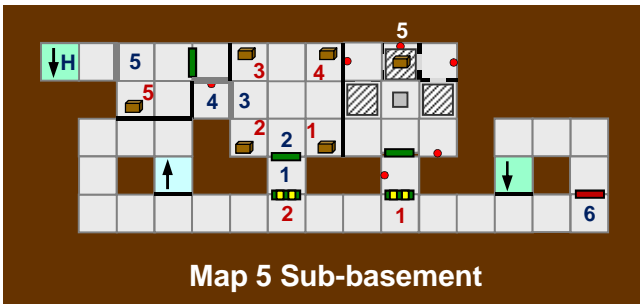


7. Skeletons lying within open alcoves of the room are so numerous that it seems likely this was the Castle morgue. One of the skulls has several cubes of bone removed, curt reminder that brain surgery has always been a hit and miss kind of proposition.

Preparing for later, Laurie first merged two of the rubber strands achieved from the Rubber Beasts, and voila got a rubber braid. Repeating this got party another rubber braid, and merging the two rubber braids resulted in a **Rubber Band**.

Hence all of the mines have been explored, and party went back to sub-basement to have a look at the Wizard Lair.





Map 5 Sub-basement

Rogue, Rogue Leader,  
Scallywag, Bushwacker  
Demon Hellcat (Blinks, res. to magic, casts  
high-level fireballs)

Keys:

- 1. Gold
- 2. Wizard's Ring



Much later we found out that when we mix a potion that explodes at #5, the explosion blows out the west wall, opening access to stairs H in Wizard's Cave (Map 6) – hence a short-cut to the mines.

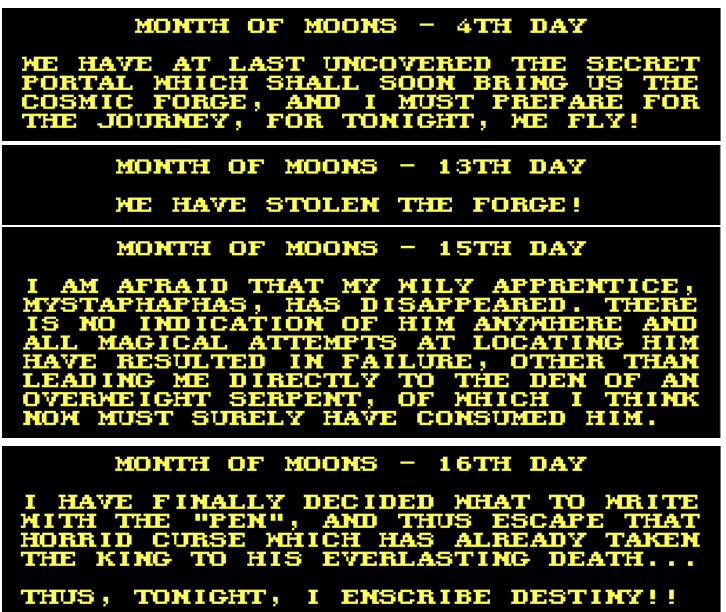
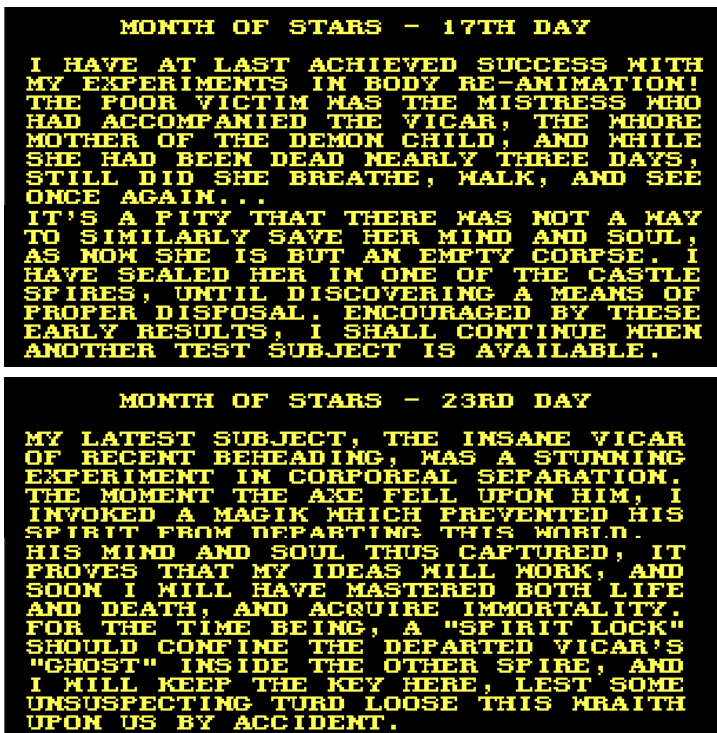
Returned to this area when we had got Wizard's Ring.

1. "Wizard's Lair  
\* \* \*  
Beware of Cat"
2. Inside all is quiet and peaceful....  
Until a demon-cat from Hell appears [1 [demon hellcat](#)]
3. (Search) – Activate lantern -> open secret wall
4. Stepping into the closet, you notice a crooked staff in the corner, obviously forgotten or overlooked.  
[ 1 Stave of Moons ]
5. A table full of potions, bottles, and other assorted chemicals sits quietly waiting for a master who shall not be returning...  
(Search) A few of the jars appear to be intact and well sealed, and possess contents which have not deteriorated or turned into hard lumps of blackened goop. An old little wooden stick is also lying on the table, and you notice that one end of it has been painted red.  
{ Can attempt to mix potions / powders of different colors. Tried a lot of different combinations, but everything just exploded in our faces, so we gave up eventually }
6. A black steel skull cast upon the face of the massive door stares blankly out into the corridor. The eye sockets are unnaturally deep, as if the skull once held a pair of jewels.

Chests (red numbers)

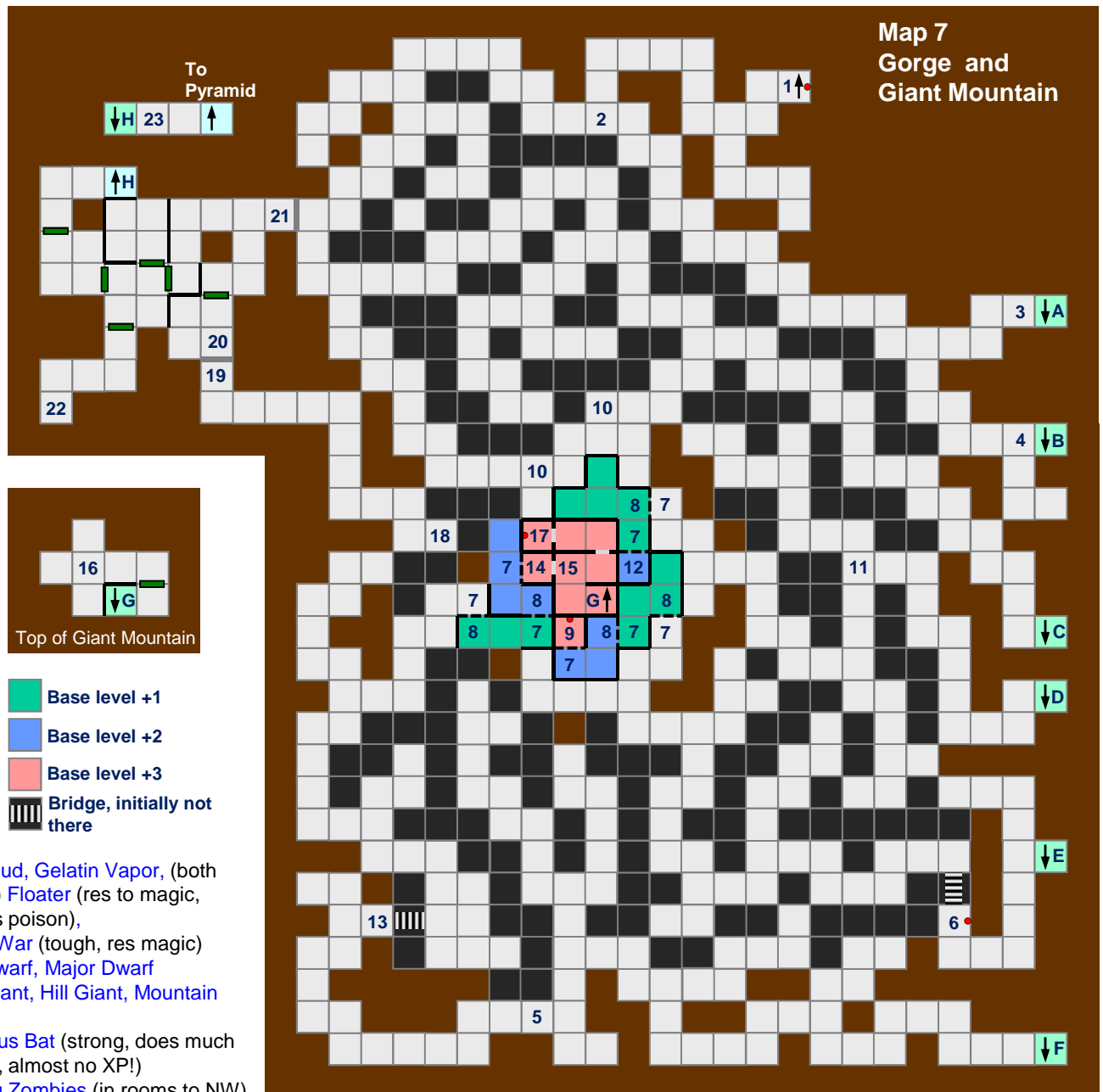
1. Scrolls "[Enchant Blade](#)", "[Fireball](#)", "[Conjuration](#)"
2. [Book of Knocks](#), [Book of Rapture](#) (Charm)
3. 1 [Wizard's Record](#), 1 [Spire Key](#) + 1000 XP
4. 1 [Cure Paralysis](#) potion, 1 [Resurrect](#) potion, 1 [Deadlypoison](#) potion
5. [Book of Silence](#), 1 [Ruby Talisman](#), 1 scroll "[Resurrect](#)", 5 [bottlerocket](#)

Opening the Wizard's Record, you are able to read the following passages:.



That is the last entry in the book, and all the other pages are blank.





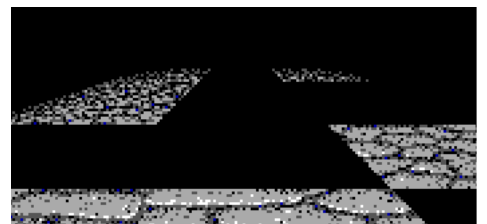
5. Hill Giant dropped Hv. Boulder (else found at 12)
6. Sign: "DRAW BRIDGE – CONTROL PANEL – PRESS TO OPEN"  
(Search) The control panel door has rusted and won't come open. (Use **Mystery Oil**) – Panel opens.  
Inside the control panel are six tiny buttons, each with a tiny label. Some instructions engraved on its face are as follows:  
\*CAUTION\*  
Safety detachment required prior to incohate winder advancement. Do not activate coilwrap until a wait of 5 seconds post pump nascency, over safety interdigitation.  
Truss ascension may follow, but under no circumstance should fall extrinsic to pump and winder immurement.  
Final winder engagement induction for draw bridge facilitation.

It is good to know that the engineers responsible for the bridge wanted its operation to be accessible by anyone, and thus took the time to create such specific instructions, in that unique way that only real engineers can do.

Control buttons:

- |                   |                   |
|-------------------|-------------------|
| Spring Winder (1) | Truss Drivers (2) |
| Auto-coilwrap (3) | Toggle Safety (4) |
| Translux pump (5) | Shutdown Exit (6) |

According to instructions the correct order is: 4 – 5 – 3 – 2 – 4 – 1.  
(And voila – drawbridge lowers)





7. There is a small foothold up the face of the mountain which may be climbed.  
{ Try to climb up the mountain / Remain here where it is safe }  
Note: High risk of slipping and falling, taking severe damage. Always save before attempting climb up or down.
8. There is a small foothold which leads down to the face of the mountain.  
{ Try to get down the mountain / Remain here where it is safe }
9. (#8 +) (Search) Reveals hidden alcove with chest: This chest property of capt. J.R. and company. May a curse be upon ye.  
Open chest: A little note reads as follows: Thanks for the info! – Queequeg –  
P.S. Please keep this gift as a token of my appreciation and gratitude.  
[1 Bauble & Trinkets ] + 2500 XP  
(Only way to avoid Queequeg reaching the chest first is to kill him immediately after having got the password. But we still need him to buy supplies, and the aggressive modus was not really our style...)
10. Before you looms the peak of the great mountain, and its many rocky crags and crevices bode a treacherous journey to the top.
11. A large ugly troll climbs from under the bridge and blocks your way!  
Finally he bellows, "I yare the Toll Troll! Pay the toll or heads will roll"  
"Arghh! Are ye gonna pay the toll?" (no) [Toll Troll attacks / calls for help] 8000XP
12. (#8 +) Huge piles of rocks and boulders cover the ground, probably the remains of a recent rockslide... You never can tell when one might come in handy...
13. The remains of a large wooden machine are resting upon the precipice. After looking it over, you decide it is for hurling heavy objects through the air much like a catapult. On the opposite side of the precipice, you see a tiny ringed target standing all by itself.  
(Search) Inspecting the machine, it appears to be operational, except for a sprocket which has cracked and fallen out, and a long band of rubber, which has lost its spring and begun to crumble...  
[ 1 Broken Sprocket ]  
(Use Rubber Band): The new rubber band fits perfectly!  
Took broken sprocket to Smitty: -- It's broken alright. Doesn't look too bad though... It'll cost you 1000 g to fix it. Ya's wants me ta fix it? (Yes) ... much whirr and noises and swearing ...  
Then Laurie got [ Sprocket ].  
Back to catapult: (Use sprocket). The repaired sprocket gently nestles into place on the old machine...  
Having repaired the catapult, you may now perform normal firing operations.  
{ Latch ladle / Wind up band / Release latch / Abort fire. }  
(Save first, use Hv. Boulder} – Bullseye! – And suddenly appeared a bridge!
14. (#8+) Sign: GYENT KRIEG. Haus af der Gryns Twyns
15. [1 Frytz Gryns, 1 Klaus Gryns] 5100 XP  
After this fight Tshober insisted that he converted to Lord. Therefore party had to take a detour to Smitty and Queequeg to equip him with Leather Hauber++ and a Fauchard.  
(Note: As a level 3 Lord, Tshober was eligible for level 7-spells, so only Theology skill counts, not exp-level.)
16. I am the Guardian of the Rock! Have you come to take the rock? (Yes) – Then I must slay you!  
[ 1 Guardian of the Rock ] [8600 XP, Ruby Eyeball]  
Now it was Pug who was dissatisfied with his role as Mage, and wanted to become a Samurai. Hence another roundtrip to equip him with leather armor and a Naginata. Also tried to wear Goat mask (AC-2), but discovered that it had negative HP-regeneration and soon enough died (fortunately not cursed).
17. Achtung! Press button fur das exit. (Press button -> Chute to #18)
18. Arrival from #17
19. The tunnel ends abruptly as apparently there was a cave-in some time ago. You might be able to dig through it, using the proper tool, of course... (Use Miner's Pick) – Wall opens.
20. This appears to be some sort of burial chamber, wrapped mummies being laid in alcoves cut from the earth. The ground is dirt and clay, and broken pieces of pottery lie scattered about the room.
21. This area has been chiseled out, as if someone were trying to tunnel into the rock for some reason. Investigating it further, you can feel a slight wisp of air seeping through a crack, possibly from another tunnel on the other side. (Use Miner's Pick) – Wall opens.
22. The tunnel is filled with sand, making further travel into it impossible.
23. Faded paintings depicting brown people engaged in growing crops, bathing, and dancing in costumes cover the walls, a record most likely of daily life.

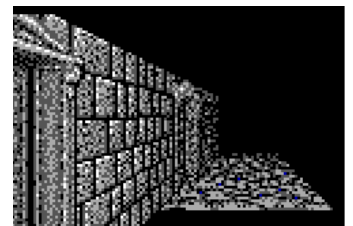




Level -2

Level -3

An illustration of four Native American figures standing in a stone corridor. They are dressed in traditional attire, including feathered headdresses and beaded jewelry. Each figure holds a long, white scroll with black text. The corridor is made of large, grey stone blocks, and a red door is visible on the left wall.



-

13. The head of a strange beast is hewn in the center of a circular emblem on the top of the gate, although somehow the face looks oddly familiar.

Back to Map 7 #22, use **empty sack**: You fill the empty sack with sand.

Time for pyramid dungeon (levels -1, -2, -3)

14. PP opens pit, btn. closes it.  
15. Btn. opens secret wall SW  
16. Btn. deactivates trap in corridor (else activated by PP)  
17. Btn. opens pit W, closes pit NE  
18. Btn. opens secret wall S  
19. Btn. closes pit by #17  
20. Arrival from pit jump (damage and immediate fight)  
21. Btn. teleports party to #17  
22. Btn. opens secret wall N and pit E.  
23. Btn. opens gate to N, and closes pit SW  
24. Btn. deactivates pit trap in room to E  
25. Btn. opens secret wall  
26. Encounter with Amen-tut-butt + some Undead Pharaos  
[1 Amulet of Life, 1 Ankh of Phyre, 1 Ankh of Youth, 1 Ankh of Sanctity]  
27. Btn. deactivates pit trap at #28. Note: PP S of #28 resets trap, also after pushing #27  
28. (Pit trap if not deactivated)

A clay idol figurine is resting within an alcove, enshrined with dried flower petals, bones and glass beads. { Try to take the idol / Leave the idol alone }

(Leave idol, then (use **sand bag**):

{Throw the sand bag at the idol / Exchange the sand bag for the idol / Leave the idol alone }

(Exchange): You deftly snatch the idol and replace it with the sandbag, so smoothly that even the flowers remain undisturbed. (Note: Successful exchange requires high-DX character!)

[1 **Idol of Mau-mu-mu**]

Now back to #22, where a solid wall has appeared S of pit, and no means to open it. Jump down pit, and arrive at #29

29. Down from pit near #20  
30. Btn. opens secret wall and pit (29)  
31. Btn. teleports party to #19, return to stairs (**D**).

Return to #13 – use **Idol of Mau-mu-mu**: The gate opens.

32. Perched high on a throne made of woven straw sits a watchful and stern girl. She wears a fancy headdress, and around her neck rest many necklaces made from small bones and glass beads. Directly at her side are several of the warrior women, each swaying a large fan. Also, behind her to the right, another woman wearing a giant spooky looking mask is eyeing you very carefully as the party approaches the throne. “I am the Queen of the Amazulu. Who dares enter our sacred grounds? Have you come to take the rock?” (No) “Did you bring me an offering?” (Yes) “Lay your gifts before me” {Smart to have some valueless trinkets to give her...} The Queen whispers to the women beside her – see, I told you they had soft bellies. Mau-mu-mu demands a sacrifice tonight!

--- The girl in the spooky mask approaches you and whispers, “Psssst! Wanna deal?”

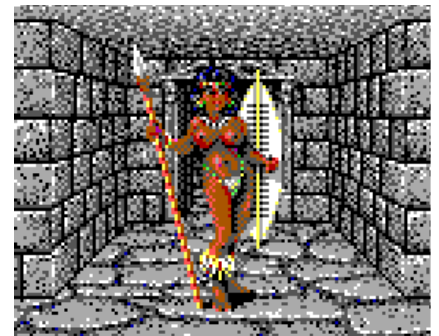
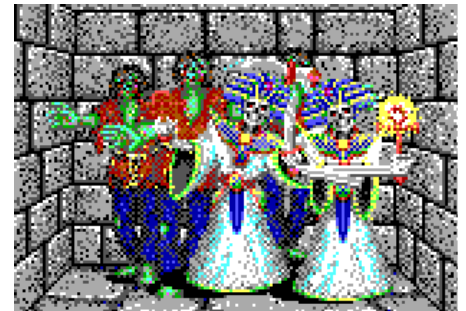
Kuwati Kubona – trade; Bought **foot powder** + Hv. Heal + **Book of Blinding** (she had many books, but didn't want to spend too much gold) “Watch out for Ole Hothead!”

33. Straight ahead lies the smoking top of a seething volcano. A bed of hot coals forms a bridge which leads to the edge of the volcano, making it the only way to cross over from the pyramid... (Use foot powder) .... Orange spots: “Though the coals are red hot, you feel no pain as you walk across them” (without foot powder the party would take much damage!)
34. The bridge of hot coals leads directly to the lip of the volcano, and extends out over the core of the molten lava. As you stand above the lava, you start feeling earth tremors arising from the volcano, as if it were going to erupt. .... Suddenly the volcano erupts! [**Mau-mu-mu** attacks] (Deep freeze worked wonders)  
[ 1 **Ruby eyeball** + 9100 XP ]

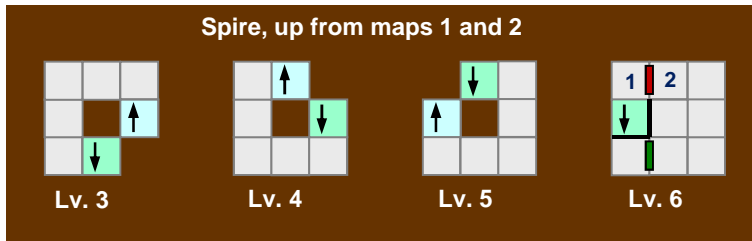
Back to 32, this time answered Yes to “come to take rock” –Then you must be sacrificed

**Amazulu Queen, Kuwali Kuboka, 7 natives** (Tough fight – Kuwali casts high level spells, and must be disposed of first – Queen was handled by a blinding flash) [**Spear of Death, Bone Necklace**]

Note: Say NO first time to get a chance to trade and buy foot powder, say YES second time to provoke fight and get spear of death.



Now returned to castle main level, and went up the stairs near and to the east of the Stamina Fountain. Arrived first at the closed gate (map 2, #19), unlocked the gate, and proceeded upwards.



1. The door is solid black, and looks to be quite heavy. Bolted to the center of its face is a black iron spade. (Use **Key of Spades**) -- door opens
2. The room is barren and quiet, looking quite undisturbed for over a century. As you cast a gaze about the chamber, you notice an eerie glow beginning to congeal within its center, taking the shape of a human figure. Soon you can discern a face, old and withered, and now it begins to speak...

Hello?  
Hello??  
Is that you, Annie?  
I can't see, Annie...  
Can you hear me Annie?  
Annie??

Why do you not speak to me, Annie?  
Don't you remember me?  
Annie, don't you remember??  
Don't you remember who I am?  
I am... I do not know who I am...  
I remember.... Yes I remember a long time ago...

I was...  
A holy man...  
A pious and revered man...  
I don't remember...  
I remember Annie, sweet Annie...  
Oh my Annie, we are lost!  
I broke my vows of sanctity for you, sweet Annie...  
and I am punished...

Our daughter...  
We must hide our little girl...  
They will come and take her away!

No!  
She is the Devil!

Oh, she who was conceived from sin...  
From our sin, fair lady Ann...  
And she is damned!  
And it is we who are damned...  
Sweet Annie...  
The King has found us!  
The King has taken our daughter!



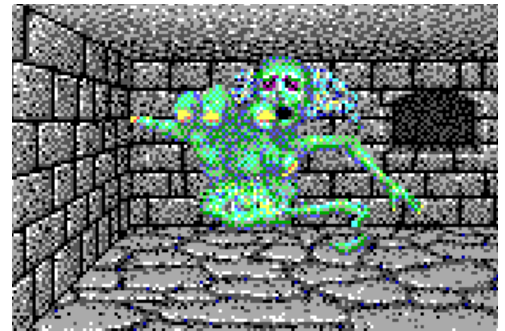


He will protect her...  
He will protect us, sweet Annie...

Such a long time ago...  
I am lost now, Annie.... but I still have the Horn!

I remember the cold around my neck...  
And the light!  
And I am walking into the light...  
But no! I am being pulled back!  
Something is keeping me from walking into the light...  
The Hand!  
The Hand from the light is holding something for me!  
It is holding the Horn!

Is it time?  
Is it time, sweet Annie? Is it time for the Horn?  
I will blow the Horn at last!  
(And the spectre holds up a dark horn and blows)  
I can see the light, Annie!  
The light is coming for me!  
Goodbye Annie ... I am stepping into the lighh...  
And the ghost suddenly vanishes, the dark horn falling to the ground with a loud clatter  
[ 1 **Horn of Souls** ]



Next, to sub-basement (map 5), and the door (#6)

(Use Ruby Eyeball) .... A glowing gem rests in one eye socket, the other is empty.

(Use Ruby Eyeball) .... A glowing gem rests in each eye socket, giving the skull a demonic face and sinister smile (the door opens)

Enter and descend stairs:

1. Stepping into the open air, your nose detects the scent of water, as if you were near a lake or something...  
And then you see it, surrounding your rock ledge, winding as far as the eye can see into an underground cavern in all directions, and then disappearing into the mists...
2. A circular emblem is engraved upon the floor, adorned with many strange runes and mystic symbols. Inside the circle, a scene depicts a boat carrying a tomb in flames across the water...

(Use **Horn of Souls**)

The horn issues a haunting call which echoes far across the water...  
Eventually the echoes fade away, and only the quiet rippling of the river is left to fill the silence...

From out of the mists a dark figure slowly emerges...

Riding atop a long slender boat, he gently guides it to the shore.

"I am Charron, Ferryman of ashes"

"Have you any ashes for me?" (No)

"Do you wish passage?" (Yes)

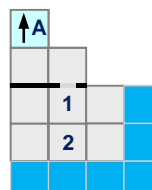
"The fee is 500 gold. Will you pay?" (Yes)

... This is the Isle of the Dead ...

... This is the Isle of the Damned .... The end of the ride for you.  
Charron leaves.

Arrival point: Text as #2.

A: Stairs to sub-basement (Map 5)



## Map 9 Isle of Damned



Keys:

1. **Key of Damned**  
Opens all unmarked gates on river level
2. **Key of Minos**
3. **Tomb Key**

Fountain HS also cures lesser cond.

1. Point of arrival after boat trip with Charron.  
A circular emblem is engraved upon the floor, adorned with many strange runes and mystic symbols. Inside the circle, a scene depicts a boat carrying a tomb in flames across the water...
2. "The Isle of Minos" – "Tomb of the Damned"  
Resting at the foot of the gate, you find a book and a key.  
[ 1 **Book of the Damned**, 1 **Key of the Damned** ]

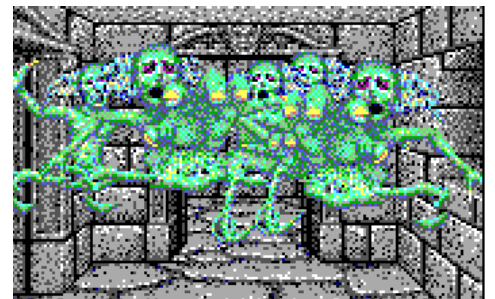
Book of the Damned:

**THE CURSE OF MINOS**

HE WHO DWELLS UPON THE ISLE OF MINOS IS DOOMED BY THE CURSE OF MINOS, AND SHALL BECOME MANIFEST IN THE FORM OF A DAEMON; AND HE SHALL BE GIVEN THE KNOWLEDGE THAT HIS FREEDOM LIES WITH THE DESTRUCTION OF OTHERS, AND THUS, SHALL HE LIVE OUT HIS DAYS, FOREVER IMPRISONED, AWAITING ONE WITH WHOM A BATTLE MAY BE FOUGHT AND WON, AND IN HIS TRIUMPH BE RELEASED FROM THE SAD CURSE UPON HIM; NEVER SHALL HE KNOW THAT IT IS ONLY BY THE VICTORY OF AN ENEMY, WHO SHALL KNOWINGLY RISK LIFE TO DESTROY HIS, THAT HIS FREEDOM CAN BE WON; AND SUCH AN ENEMY IN VICTORY MAY SUFFER HIMSELF IN THE DEED...

3. Fragments of bones lie heaped upon the alcove, the final remains of some lost soul doomed upon the Isle of Minos...  
(Search)  
[ 1 **Lance**, 1 **Steel Gauntlets**, 1 **Cure Stone potion**, 1 **Cylinder of ash** ]
4. (After opening gate) Outside the gate, a raft made of heavy planks is floating in the water. There is a heavy steel cable attached to the wall which then runs into and around a spool & crank device aboard the raft.  
{ Board the raft and turn crank / Leave the raft alone } (Left it for now.)

Nightgaunt ("Demonic figure")  
(sleep, terror, mag. missile, ...)  
Jelly Fish ("Water Gelatin")  
Zombie Guard  
Banshee ("Ghost") (cries: terror)  
Huge Spiders (casts web)





5. (A Mino-Daemon appears.) A thousand lambs shall be slaughtered to create the emptiness which from I, move death to lift the Bane of Minos all appeals to live, in peace to die! -- Mino-Daemon attacks! (casts powerful fireballs a.o.) ... (after victorious fight) ... Even as the dust settles from the dead mino-daemon, a ghostly visage appears, the soul of a man once held captive by the curse of the Isle of Minos...



Thee has released me!

For years I have been trapped upon the Isle of Minos, cursed not by deeds, but by words. Mine was the crime of spoken murder, for I did slay another by word alone, and with word alone did he die.

As surely as if I had wielded a sword, his eyes did turn dull and glaze over; his mind ceased to function and warmth drained from his smile, in that single moment I first said, "Believe". For as the essence of man is born unto wonder and his young eye lofts above meaning, long shall he live that can see things anew, where knowledge serves life, and not points of view. On that day, when I first spoke of "Truth", then did "I" die, this he that was me. And only the fading echoes of thoughts thought long ago, did serve as the reminder of life once remembered. Such was my curse, on the Isle of Minos, a lesson of distant voices which harken blackened water. A blessing be upon ye, ye who look anew, leave curses for the empty, the feeble blinded who must sayeth, "True"...

(and the spectre fades away) (Search)

[1 **Key of Minos**, 1 **Studded Hauberk**, 1 **Beastmaster**, 1 **Cylinder of ash**] + 5KXP  
(Eowyn equipped Beastmaster (and a shield), Tshober took the Spear of Death)



6. The small underground mausoleum smells of mold and ferment, and perhaps a bit of stale corpses. Your intrusion feels to be the first to disturb the rotting languor after many years of peace.
7. (Chest: 4 x (1 **Zombie Guard**))  
[ 16 **Cupid Arrow**, 1 **Sai**, 1 **Chain Hauberk**, 1 **Tomb Key** ]
8. Rows of stone sepulchres dot the room, private memorial chambers of the dead. Curious that such an arrangement might exist in a place known as "Isle of the Damned"...
9. Poor Mandy Helpful – So eager to please everyone hated her.
10. Don Maro Toughguy – Afraid of nothing – run over by Buick  
(Search) You have disturbed the bones! ( 1 **Maro's Ghost**, 2 x (1 **Zombie Guard**))  
[ 1 **Bipennis**, 8 **Butterfly axe**, 1 **Studded Hauberk** ]
11. Sad Happy Harpo – Made everyone laugh;  
Drank self to death. (Search) [1 **Coxcomb**, 1 **Midnight Choir**, 1 **Poison Bomb**, 2 **Hv. Stam.**, 2 **Mod. Heal**]
12. Sir Clyde Smallhead – Worked hard; never made a dime.
13. Mame Eila Pickymiss – Awaiting her hero; still waiting.  
(Search) You have disturbed the bones!  
(1 **Eila's Ghost**, 3 x (1 **Zombie Guard**))  
[1 **Book of the Sirens**, 1 **Chain of Despair**]
14. Don Juan Luvpuppy – Desired affection; died of infection
15. Built Barda Buxsum  
She was so popular that she got used up
16. Sir Issac Wisenstein  
All those brains, and he still didn't get it
17. Wild Billy Restless – Never stood still; never saw it coming
18. Abasoluti Li Averibodi – Cried that nobody understood him;  
as he whined they robbed him blind
19. Narcissus Godiluvmi  
Didn't need anybody; didn't have anybody (Search)  
You have disturbed the bones!  
1 **Narci's Ghost**, 4 x (1 **Zombie Guard**) (Tough, cast lifesteal, but silence and deep freeze helped...)  
[ **Book of Directions**, **Knock-knock scroll**, 7 **Skyrocket** ]
20. Mad Bomber Irarabi  
Fighter with a cause; killed mostly children
21. Grandfather Irarabi – Would die for cause; killed millions instead
22. Bulli Bigboss – Very well respected; they shot him 237 times  
(Search) You have disturbed the bones! 1 **Bulli's Ghost**, 2 x (1 **Zombie Guard**)  
[ 1 **Coxcomb**, 1 **Midnight Choir**, 1 **Poison Bomb**, 2 **Hv. Stam.**, 3 **Lt. Heal** ]

#### SONG OF THE SIRENS

WE ARE THE SIRENS  
SISTERS OF THE SEA,  
AND WE SING A SONG OF  
SADNESS O'ER THE BREEZE

THO' IN OUR HEARTS WE LOVE  
'TIS MADNESS SETS US FREE,  
ALLURING MEN TO NIGHTMARE  
WHO HEAR OUR GENTLE PLEAS...

ONLY THEY THAT KNOW  
THE SIREN'S SONG OF WOE,  
WILL 'SCAPE THE DEADLY HOUR  
WHICH DANCES FROM OUR THROATS

AND OTHERS THEY SHALL DIE  
'TIS MADNESS MAKES US HIGH,  
COME SIRENS! LURE THE MORTALS  
TO DEATH UPON THE SEAS...

SOLO : WHO ARE WE, SISTERS?

CHORUS: WE ARE THE SIRENS!

SOLO : AND WHY DO WE SING?

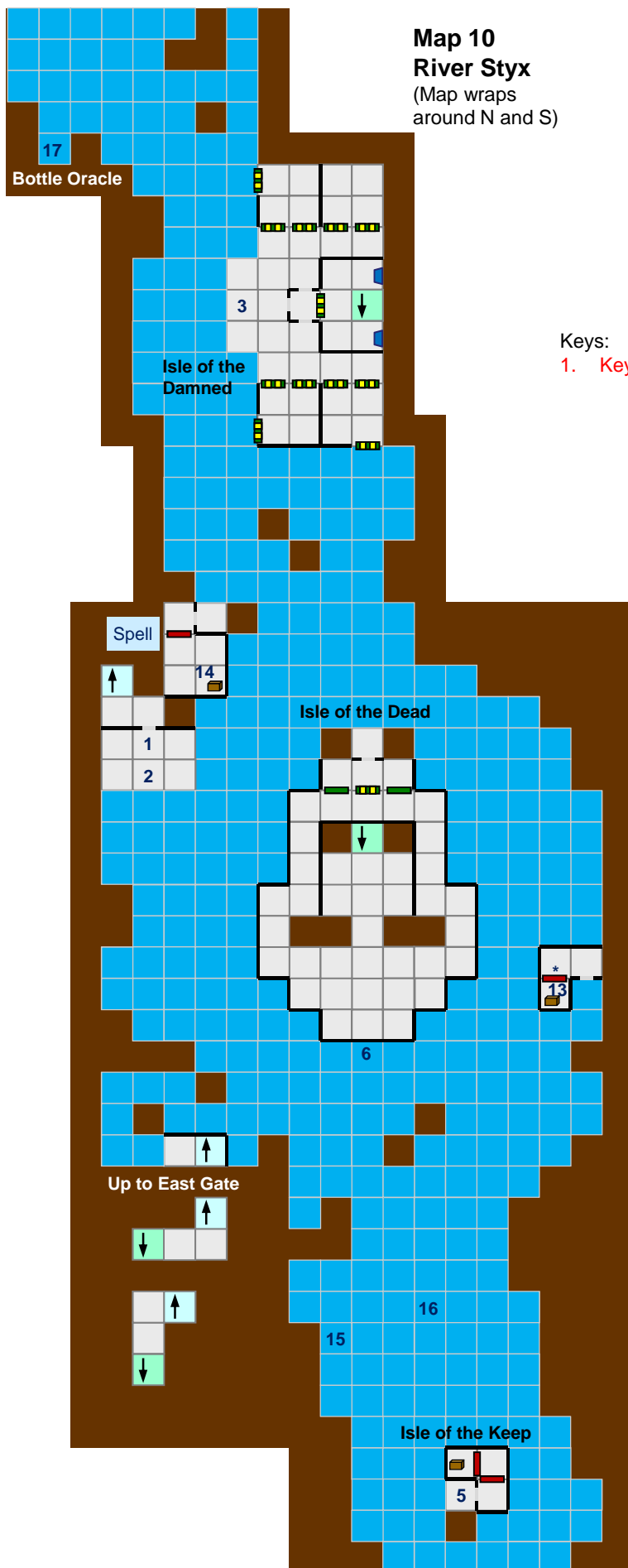
CHORUS: BECAUSE WE ARE MADNESS!

SOLO : WHAT DO WE SING, O SISTERS?

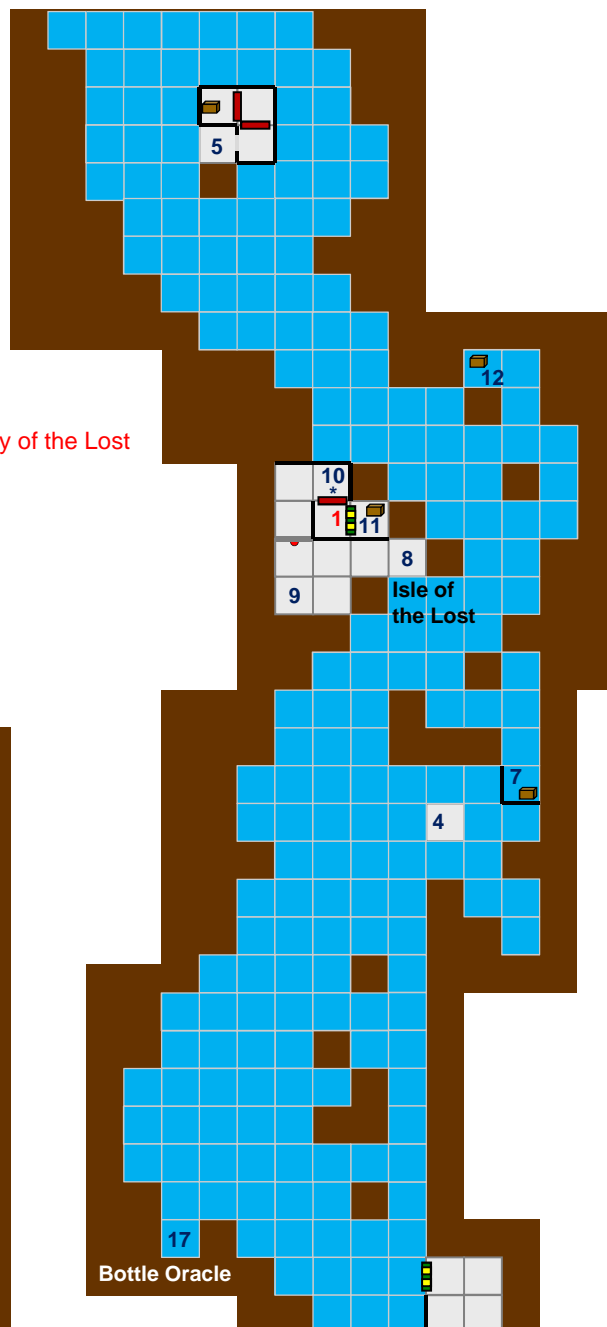
CHORUS: THE SIREN'S SONG OF WOE!

SOLO : AND WHAT IS THE SONG OF WOE?

CHORUS: 'TIS MADNESS MAKES US FREE!



Keys:  
 1. Key of the Lost



Sea Serpent, Water Dragon (breath poison)  
 Giant Crab, King Crab  
 Dragonfly, Giant Mosquito  
 Jelly Fish  
 Siren (sings: insanity), Siren Sorceress  
 Island Giant



1. Stepping into the open air, your nose detects the scent of water, as if you were near a lake or something...  
And then you see it, surrounding your rock ledge, winding as far as the eye can see into an underground cavern in all directions, and then disappearing into the mists...
2. A circular emblem is engraved upon the floor, adorned with many strange runes and mystic symbols. Inside the circle, a scene depicts a boat carrying a tomb in flames across the water...
3. Text as #2

From Isle of Damned #4, {Board raft}

Aboard the raft you turn the crank to release the cable, and the raft slowly begins to float downstream... → #4

4. "Siren's Cove" – Sailors beware!

The cove is very quiet and seems to be empty – when suddenly you are surrounded! From out of the depths comes a torrent of splashing bodies, part woman, part fish, moving through the water with an ease and grace as if they had lived in the sea all of their lives...

They completely surround the rock upon which the raft has landed, and after a few moments they become still, waiting for the water to calm, and then softly begin to chant this haunting song: {Song of the Sirens as in book, up to first solo}  
-- And the Sirens begin to wail in a most terrifying dissonant harmony, chills rushing through the air to break backs of might ships and sailors, and above their crying song, one of them shouts:

{Solo} And the voices cry back, "We are the Sirens!"

-- And again the low voice calls, "And why do we sing?"

And the hail of voices storms, "Because we are madness!"

-- And the song becomes a high fever, and the lone voice responds, "And what do we sing, my sisters?" And the chorus intones, "The Sirens' song of woe!"

-- And the song builds to a frenzy, when suddenly the lone woman-fish turns to you and screams, "And what is the Sirens' song of woe?" (You answer:) 'Tis madness makes us free!



O noble travelers! Thee knowest of our song of woe! Therefor, thou art free to return once more upon thy chosen path.

Remember, a Siren must forever lure men to madness, for only madness makes her free, and a mortal upon these waters must beware! But thee hast heard our song and still live, and so we are bound to aid thee in thy journey...

[ Got [Water Wings](#) (AC-7, all, fly) ] Take these magic wings, a gift to use when thou must travel about the river, for the legs of mortal men are useless upon the water. Now leave us, for soon our madness will make us free, and all that has transpired will be forgotten; for the freedom we seek is the freedom from the past, tis in the past lie all our chains and sorrows; and so we sing and we forget, and we thusly find that freedom, and its madness of no memory which makes us free...

(and the Sirens quietly slips back into the water, and all is quiet as if nothing of this ever happened.

(Boarded raft and returned to Isle of Minos)

5. "Isle of the Keep"

A beautiful tropic woman emerges from a small fortress and says,  
"Welcome to the Island Keep. However, I'm afraid we don't have any more room for storage here... Perhaps you should try back later! (Mai-Lai)  
Selling prices are lower than Queequeg (Q pays about 80% more).  
Buying prices are higher than Smitty for the items they both had  
(Vulcan Hammer; Smitty 18000, Mai-Lai 22500)  
{See separate table of items available}

6. Sign: "The River Styx"
7. (Chest) [ 1 [Amulet of Air](#), 7 [Skyrocket](#), 1 [Faerie Stick](#), 1 [Resurrect pot.](#), 1 [Poison Bomb](#) ]
8. "Isle of the Lost – Seek ye and find."

The island shore is covered with sand, a beach upon the water...

9. (Search) Digging into the sand, you discover an old metal key... [1 [Key of the Lost](#)]
10. A notice on the wall reads: [LOST AT SEA; D.J. Locker. Red X 3E 1N](#)  
(Door lock had four tumblers, but was easily enough picked)
11. (Chest) [ 1 [Cylinder of Ash](#), 1 [Blackblade](#), 1 [Bronze Cuirass](#), 2 [Resurrect scroll](#) ]



Returned to Isle of Damned #1 and blowed Horn of Souls. Pretty much the same as first time we blowed it, Charron arrived:

"Have you any ashes for me?" (Yes)

"Give the ashes to me"

1. cylinder: Got 500 G finders's fee

2. cylinder: All got +1 Vit, Draco & Frodo +1 Pers, Tshober +1 Int, Pug +1 Dxt.

3. cylinder: "Sorry but I can't touch this one! You'll have to return it yourself. Here take this [key to the Isle of Dead...](#)"



#### Price list Mai-Lai's items (selection)

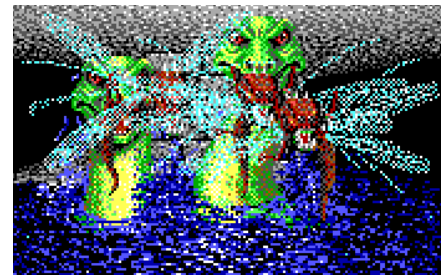
• Sword of Striking	1875
• Bushido Blade	11250 (bought 2)
• Chamois Gloves	900
• Dragonslayer (sword)	9000
• Bronze Greaves	2175
• Vulcan Hammer	22500
• Beastmaster	5250
• Hayai Bo	2625
• Dragon Kite (shield)	12000
• Cat O'nine tail	30000
• Stud Chausses (leg)	1350 (bought 3)
• Mustard Mace	3375
• Holy Basher	18000
• Helm&Coif	1125 (bought 1)
• Phrygian Cap	1312
• Silver Gloves	7500
• Maiden Head (Mace)	11625
• Tosei-Do (U)	4500 (bought 1)
• Tosei-Do (L)	4500 (bought 1)
• Silver Solleret	7500 (bought 1)
• Sword of Fire	30000
• Jazeraint Tunic	3000 (bought 2)
• Blade Cuisinart	22500
• Kabuto	1050 (bought 2)
• Burgonet helm	3375 (bought 2)
• Ravens Bill (Pole)	26250
• Full Plate (U)	6000
• Jazeraint Skirt	2750

12. (Chest) [ [Book of Airs](#) (Air Pocket), [Book of Lt. Cures](#), Scroll [Lifesteal](#), Scroll [Blades](#) ]
13. (Chest) [ 1 [Hayai Bo](#), 20 [Cupid Arrow](#), 1 [Chamois Gloves](#), 1 [Plate Mail](#) ]
14. (Chest) This chest is filled with some supplies abandoned long ago...  
[ 1 [Fishline](#), 1 [Fish Hook](#), 1 [Cork bobber](#) ]  
(Merge [Fishline](#) and [Hook](#) → [Fishline & Hook](#))
15. A bold red "X" has been painted on the surface of the rock, like some kind of special mark.
16. (Use [Fishline & Hook](#)) You snagged onto something!  
It feels heavy! You manage to pull up a heavy locker, which crumbles into shards of rust as you haul it up out of the water...  
[ 1 [Lynx Ring](#), 1 [Wand of Ghosts](#), 1 [East Exit Key](#) ]  
(Lynx ring: Has spec. power, but can't figure out what)

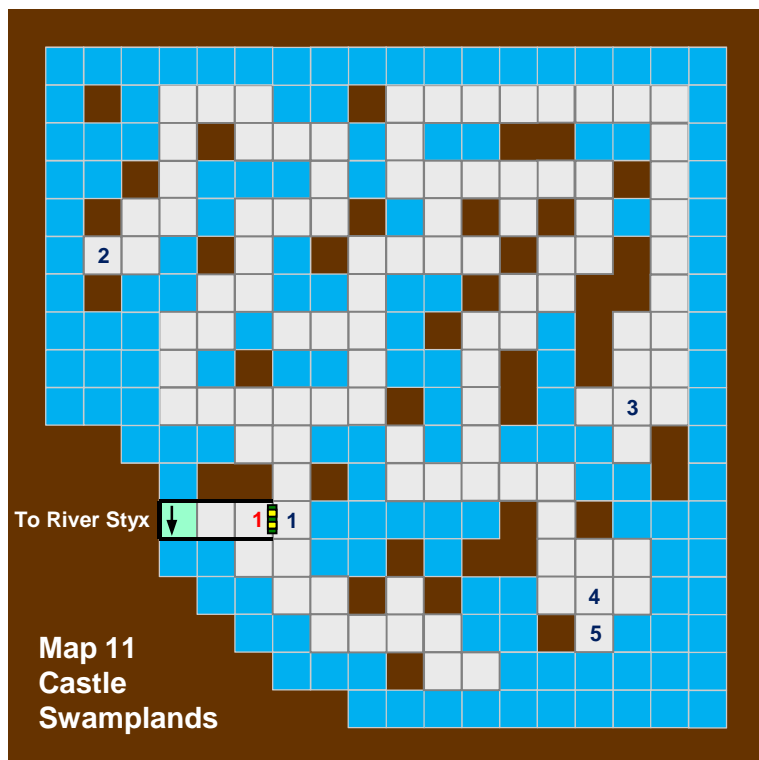
(After Castle Swamplands)

17. "Bottle Oracle"  
(Use botl w/msg+cork)  
You place the bottle in the water and watch it float away...  
Later, at #8: An old stoppered bottle has floated to the shore, just lying in the sand... [ 1 botl w/ans+cork ] (Use it):  
You unplug the bottle and discover a message inside which reads:  
38 – 23 – 36

(Note: When reclaiming pipe, Mai-Lai disappears for good. Be sure we don't want to trade any more before we do this. For now, head for Isle of Dead.)







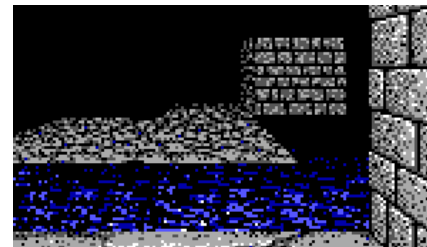
Keys:

1. East Exit Key

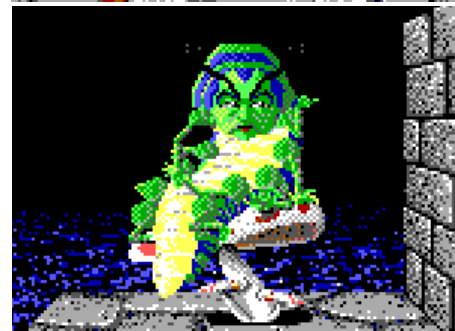
Yuan-Ti

Dragonfly

Drow Elf (Alchemist spells (can't be silenced), harmful arrows))



1. You emerge into the Castle swamplands, the spooky marshes of the castle. A path skirts in and out of its broody trees, enabling you to cautiously walk through the watery moor...
2. You can barely discern the silhouetted outline of the castle breaking through the mists, as it stands towering above the trees.
3. Just barely visible in the boggy earth are faint little footprints, made from some small hopping creature, and which trail off into the nearby bush. (Searched everywhere nearby, but there's just nothing here...)
4. Directly ahead, you see a most curious sight. A rather unusual oddity of many arms and legs is sitting atop one of the toadstools at the swamp's edge, looking somewhat nervous and agitated.
5. Perched high upon a fragrant mushroom, a huge worm-like creature is busy with pen and parchment, writing a series of very complex mathematical formulas... Suddenly, surprised at discovering your presence, he emits a small "snort" and momentarily dropping his paper, says: "Um - Oh my" His two tiny eyes look huge, magnified by a pair of spectacles which rest on his nose, and after a short deliberate glance at the party, he ventures, "You wouldn't have a smoke, would you?" (No) \*Sigh\* I'm ashamed to say it, but I've put my Hookah water pipe somewhere, and now I can't seem to remember where... As you can see, I've been working on the recalculations of my exact spatial and temporal locations in relationship to the last known physical coordinates of said hookah pipe in question, in an attempt to derive its current position in the universe... { Trade / communicate menu } (Tshober bought [incense](#)) (T: Where is your pipe?) "I remember taking it when I went on my island vacation last summer, and I put it somewhere for safekeeping, but now I can't remember where I left it. All I found in evidence is this little strip of paper which was in my pocket, and I quote from it as follows, "Please inform clerk you wish to make a 'reclamation' to redeem merchandise left in storage."" (T: At Isle of Keep?) "I remember a storage facility on the Isle of the Keep!" (T: What is the claim number?) "Claim number - claim number... Oh my goodness - I haven't the slightest idea! This sounds like a job for "bottle oracle". The bottle oracle is really very easy! All we need to do is to put a question in a bottle and let it go in the river at the sign saying "Bottle Oracle". After that, you then only need to find the bottle, and as if by magic you will have the answer inside! It's really wonderful - Oh, why didn't I think of this earlier? Here, take this [message](#) and seal it in a bottle and give it to the bottle oracle. Soon we'll have an answer! (Merged Special Message and bottle, and then with the cork bobber → [Botl w/msg+cork](#)))

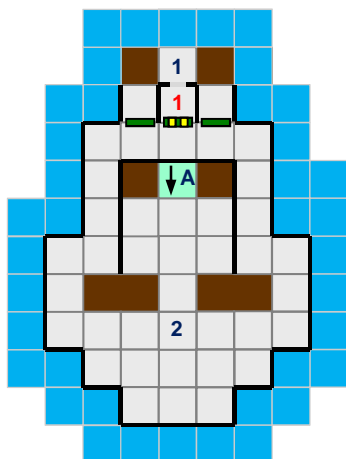


DEAR BOTTLE ORACLE,  
I FORGOT MY CLAIM # AT THE ISLE OF  
THE KEEP. DO YOU KNOW WHAT IT IS?  
SIGNED BUGBRAINS



Keys:

1. Key of the Dead
2. Skeleton
3. Key of Drow's
4. Key of Knight's
5. Key of Queen's
6. Key of Valkyrie's
7. Key of Evil



## Map 12 Isle of the Dead



Fountain **HMS** also cures  
lesser cond. and poison

Skeleton, Skeleton Lord  
Siren  
Nightgaunt  
Huge Spider, Tarantula  
Ghost, Banshee, Spectre  
Giant Mosquito  
Snake, Poison Viper, Monstrous snake  
Indigo bat  
Spirit

+: Set encounter

1. "Isle of the Dead"
2. Inside the bizarre crypt, your senses give you a creepy feeling, perhaps an early warning sign of an imminent danger or possibly just the reality of being surrounded by so many dead people...
3. "Hall of the Dead"
4. "The Lost Warrior" – In memorium – May he find his way home.  
(Search) Upon the altar sits a black urn filled with small mounds of fine ash. The ash has a pleasant fragrance, and it seems a contrast to the otherwise gloomy bow of these catacombs...  
(Use **Cylinder of ash**)  
You place the small cylinder of ash on the altar (Gate #3 opens)  
(Use incense) You insert the incense into the nearby candle, igniting it into a glowing pod of smokey sweet aroma, and gently drop it into the small urn... There is a sudden liteness to the air, as if the restless spirits had a brief moment of thankful calm... {Incense disables lots of traps down the main corridor, hence these are not shown here.}
5. You thought you heard something...
6. It sounds like a faint voice... LIIIIleave this place.... Return to your own world...
7. Skeletons dropped [1 **Flamberge**, 1 **Bascinet**]
8. Evil winds whip through the corridor! (some members got frightened, fortunately this only happens first time party passes this point).
9. "So you found me, eh!? -- We come for you! (1 **Insane Skeleton**, 3 **skeletons**)  
[ 1 **Jazeraint Tunic**, 1 **Flamberge**, 1 **Skeleton Key** ]



10. It's hard to say whether it's the cold pale skeletons that fill the catacombs, or the creepy horror of something else which may lurk under these chambers of the dead, but one thing is certain... you have the unmistakable sensation of being very near to great danger, and a more subtle sense of drawing closer to an answer... part of something evil... something at the heart of it all.
11. Candle holder = switch which opens secret wall.
12. (Search bones) You have disturbed the bones! (2 Ghosts). After encounter a chest appears in the alcove: [ 1 Key of Drow's, 1 Blackblade, 1 Bronze Cuirass ]
13. "Robin Windmarne. Highlander Drow. Guardian 1<sup>st</sup> order (Key of Drow's unlocks gate)  
On enter room;  
"O Darkest night; Be Death's delight; Arise ye Minions; Bones, come to life!"  
and the bones turn to flesh, saying: "The Guardian hears thy call, master!"  
(1 Robin Windmarne, 4 Highlanders) (ranger spells, no silencing) 7200XP,  
[ 1 Elven Bow, 2 Peacemaker arrow, 1 Chamail Doublet, 1 Chamail Pants, 1 Forest Cape ]  
(Can't use any of it, but sold bow for 45000 gold (!), arrows 1000 gold each, very good price for the rest also)
14. (Search bones) You have disturbed the bones! (3 Spectres) [1 Pixie stick]. After encounter a chest appears in the alcove:  
[ 1 Sword of Striking, 1 Cure Paralysis potion, 1 scroll: Blink, 1 Key of Knight's ]
15. "Sir Geoffrey Clayton. The Black Knight. Guardian 2<sup>nd</sup> order" (Key of Knight's unlocks gate) (On enter as #13) (1 Black Knight, 5 Dark Crusaders, 6 Knights of Death)  
(tough..., none of the high-level monsters on this map were affected by nuclear blast or word of death..., but Silence worked fortunately.)  
[ 1 The Avenger, 1 Ebony Plate (U & L), 1 Ebony Heaume ] + 24000 XP
16. "Tomb of the King – Lord Aram. Died: ..."
17. The chamber is bare, devoid of use, as if its "intended occupant" had not yet arrived...  
You feel a slight cool breeze, barely noticeable, but when it fades you have the sensation of being in the company of another's presence...  
"Looking for someone?" A deep, masterful voice speaks at your back, and you turn to face the unknown accoster... But nothing is there.... Then you hear a strange "whip" through the air and feel the breeze once again blowing in your face... And suddenly you see it! A giant black bat swoops in your face, as if to attack you...  
Do you attack (NO)  
The bat makes another swoop at you, as almost as if were testing you...  
What happens next is unbelievable, for you witness a most extraordinary scene almost too quick to be perceived... Suddenly the bat disappears, leaving a towering dark figure in its place... "Please allow me to introduce myself. I am Lord of this Castle... and it appears that you are uninvited guests, trespassers in my house... But perhaps there is a reason for you to be here...  
Why are you here?" (COSMIC FORGE)



Foolish mortals! You were warned to stay away! You are children, and you are meddling in affairs far beyond mortal men, far beyond your limited world...  
Come! I'll give you a test of what you're up against! Bane King attacks!  
(1 ?? Bane King ??) { A fight which goes bad or worse or terrible. All attacks are misses, Bane King attacks with bite which often drains HP (permanently), or gazes which binds a PC to fight party – first time Draco lost 7 HP, and 3 party members were slain by others (Critical hit is *not* an asset in this fight!) After a reload all members dropped their weapons before the encounter; this time Draco lost 2 HP, but everyone was alive, so accepted that.} .... After a while (random): Bane King turns into a cloud of mist...

(Search) Found [ 1 Key of Queen's ]

18. (Search bones) You have disturbed the bones! (2 **Spectres**). After encounter a chest appears in the alcove: [ 1 **Key of Valkyrie's**, 1 **Thieves Dagger** ]
19. "Brigerd Dens Woltan. High Maenad of Rose. Guardian 3<sup>rd</sup> order. (On enter as #13) (1 **Brigerd Woltan**, 7 **Valkyries**) 14000 XP,  
[ 1 **Maenad's Lance**, 1 **Armet**, 1 **Mantis Gloves**, 1 **Mantis Boots**, 1 **Horn of Prometheus** ]
20. Button opens adj. wall
21. (On enter as #13), then encounter (1 **Haiyato Daikuta**, 6 **Samurai**, 3 **Ninja**)  
(tough fight, Haiyato is quick, and throws high-level fireball before part can act.  
Needed several attempts on this fight)  
[ 1 **Muramasa Blade**, 1 **Wakizashi+1**, 1 **Hi-Kane-Do (U & L)**, 1 **Kabuto** ]
22. "Lord Haiyato Daikuta. Yojimbo Kaishakunin. Guardian 4<sup>th</sup> order.
23. "Tomb of the Queen. Goddess of Aram. Died: Year of Snakes"

At this stage party has attained all the "super-equipment" available, which will be used for the rest of the game (more or less). See listing in character sheets.

Further progress in the Hall of the Dead cuts off all hitherto explored areas permanently, so all trading and exploration should be complete before that.

Nesting up missing threads; Mai-Lai and pipe:

Returned to Isle of Keep and talked to Mai-Lai:

(Tshober) Reclamation

(Mai-Lai) You've come to reclaim something? Oooo! That's great! We sure need the space!

What's the claim number? (38 – 23 – 36)

Ohh – great. Wait a minute while I check it out.... -- .... Eeek Eeeek! – Help me!

And suddenly the tropic girl runs out of the fortress screaming, jumps into the stream, and swims away as fast as she can go...

Door behind Mai-Lai is now open, on entering next room: The room is a total mess ...

Bork has gone on a rampage!.... (Enc. **Bork** and 3 **Island Giants**) (14500 XP) After encounter can enter next room (storage) with a chest:

[ 1 Hookah Pipe, 1 scroll: **Lifesteal**, 1 **Wand of Razing** +++ ]

Next to **Swamplands** #5 (Caterpillar) ... Welcome as last time

– You wouldn't have a smoke, would you? (YES) "Did 'ja find it, huh? Did'ja did'ja??"

(Trade menu – Give **Hookah Pipe**) Thanks – and a lot of noises of enjoyment...

"Nothing like a good Toke, eh wot? Guess I'd better try a smoother blend...

And now for something really smooth... You wanna get "small"? (YES)

Then try this sometime [ 2 **red mushrooms** ]

Then back to Isle of Dead and final part of game.

24. (Search) – A ghostly image appears. **Queen's story**

Aaaaarrrrrggghhhhhh..... I seek revenge! – but you are not the ones I seek...

You are the ones who I await...

I shall tell you of the Bane evil that has transpired here, in this castle of darkness, a story to chill your bones and harden your veins... Many years ago, a lustful and powerful Lord ruled this land, a descendent of a descendent of an ancient king... But he was unsatisfied with merely the rule of this territory, and the blood of his ancestors cried within him once again to become a mighty king. To make a king requires more than just a crown, for a king must also have the power to control, or he will fail... True power is the power of control, to be without control, he is powerless... And so he studied of control, and then he did more than study, he put what he discovered into practice. And he found that the average man was easy prey for he that acted with authority; he found as long as he acted as if his was some divine power, other would bow to him, and submit to his rule, and never give thought to question his authority... And so he built the dark temple, which lies north of the castle, and adopted as its symbol the symbol of the Ram, a creature already viewed with suspicion and fear by the foolish and weak... And this would-be king went mad! His dream of power took control of him as such things are wont; and he began an unholy crusade, feeding upon those too weak to resist his call of majesty, and he then turned to darker powers...

Calling forth the demons of hell, soon his powers grew along with his desire, and as he drank of this well, he never suspected how it was fueled by his own inner soul... And one day he was asked to return the price of his power, to repay the favor to the secret darker forces which were behind his earthly conquests... And this favor was most foul indeed! And so he secured a woman, mistress of a holy man, and in a horrid ritual, at stroke of midnight, she was mated with a demon from hell, that this demon had then a legitimate claim to this world... And so the Demon Child was born! She was placed into the custody of the whore mother to raise her, guarded by the once holy man to ward off any harm that might befall her arising from his former liege and lord... And upon her thirteenth year, the king sent for her, for he had formed a bond with another powerful agent, and using her as bait for the trap, the demonic sire fell victim to their alliance...





**(Queen's story, cont'd.)**

Thus he was free to claim the girl for his own, that he could further his own power through those she inherited from her demon father... And then his lust for power became his lust for her ... for her! And I, who was his queen, high priest, and one-time lover, was discarded, and he took her instead. And I became nothing... It was after her fourteenth year, that she asked him of her powers, the story of her nature, and he told her, mother but a common whore, her father a demon of Hell, and she had but one wish... that they be put to death! She was a demon child! She had her own mother put to death! And the holy man, her lover, likewise was put to death... And then came the Bane Pen... When he had finished scrying his wish of the pen, three things happened:

First was my own death, suffered by a blow dealt by the demoness herself. Second, she became pregnant, carrying his son, a bastard-thing from Hell, and third, he himself was changed... his wish was to become immortal... but he did not reconcile the curse of the Bane Pen..

And I spit upon them! Him and her and hers... And I shall not rest while they live! You must destroy them! You must not listen to their lies! They will attempt to deceive you! But do not listen! I will give you something to help you against them, but you must not forget what I have told you! **[Got Key of Evil]**. Take this key, enter into the chamber where she seeps, and destroy her! **[Got Silver Cross]** And take this holy relic, that it may help protect you against their power. He will try to stop you, but this can stop him... Now you must go – Destroy them before they destroy you ... and I will have my revenge.

{One of the game endings is now determined by whether we believe the Queen's story. If we believe it, we keep the Silver Cross, if we don't we discard the Cross. Note: The Cross must be dropped immediately, later it's classified as an essential item, which cannot be dropped. Dropping it (and hence not believing the story) makes for a much easier ending. So party dropped the Silver Cross.}

25. Button opens wall A
26. "Tomb of the Child. Daughter of Aram. Princess of Darkness." (Use **Key of Evil**)
27. An open black coffin is resting within the small crypt, fresh and recent with the scent of perfume and lilacs.

And then she is there....

"Do you know who I am?" (YES) "What is my name?" (REBECCA)

"My lover told me to expect you. He said you might want to kill me.

Do you want to kill me? (NO). I am not sure I believe you. Perhaps you are smarter than you look. Will you follow me to him?" (YES) "Then come with me".

(Rebecca gazes – everyone hypnotized"). { Cut-scene following Rebecca to #28 }

28. (Rebecca and Bane King appears) "So we meet again.

A pity, you almost showed some sign of promise, a glimmer of intelligence, a quality lacking in so many... Ah, well...

I am thirsty and your necks are fresh, though I shall only take what I need, and nothing more.

(And he approaches, fangs bared, while everyone watches helplessly, totally transfixed by the hypnotic gaze of the demon child Rebecca... -- all bitten, damage, but still alive...)

Ahhh – I am refreshed. But the question remains of what shall I do with you... Rebecca?

(And after a brief pause, she whispers something in his ear...) – Ahh!, very well...

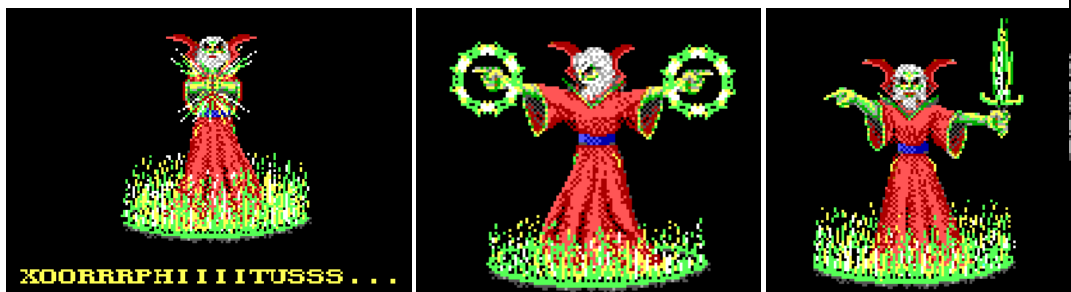
Goodnight..." (And a red glow emanates from his eyes momentarily bathing the party...)

And then everybody passes out... You dream of Angels...

And you see a figure dancing within a pool of flames. He looks at you menacingly, and he has

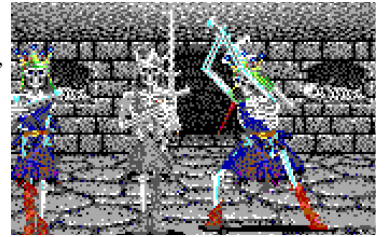
a wild gleam in his eye... He is evoking powerful spells, calling forth magiks to destroy you...

And then he whispers a word... You can barely hear it... It sounds like a name



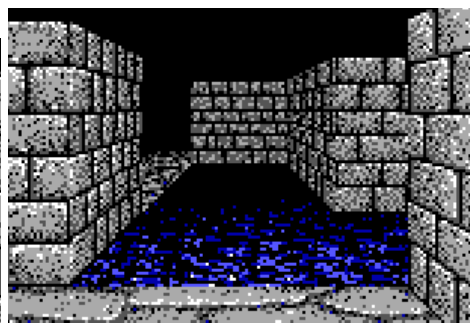
And then the scene changes... You are standing in the corner of some kind of prison. The room is bare, but you notice there is a small crack in the corner. You remember having the funny taste of something in your mouth... And the room begins to change... It is growing larger ... and larger... And you become engulfed in the room... You can no longer see the sky... And the small crack has become – a tunnel! ... And you run through the tunnel....

**\*\* Wake up at location #1, map 13... \*\***



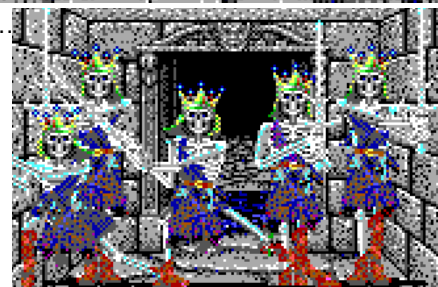
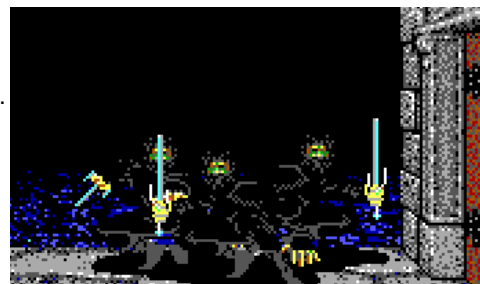


Rat, Jail Rat  
 Snake, Poison Viper, Monstrous snake  
 Indigo bat  
 Huge Spider, Tarantula  
 Ninja, Assassin  
 Knight of Death, Dark Crusader  
 Guardian of Ramm (fighter types)  
 Highlander  
 Yuan-Ti  
 Samurai  
 Goblin, Goblin Priest, Goblin Shaman, Gremlin  
 (HiLevel spells, much damage, fire bomb...)  
 Spirit, Haunt (crit. hit), Robed Figure,  
 Accursed one





1. After the meeting with Rebecca and Bane King.  
Eventually you awaken to find yourself in a small grimy chamber, smelling of stench and excrement
2. A guard on the other side of the gate is watching you very closely...  
"Hey you! Whatever ya're doin', stop it!"
3. (Search west wall) You notice a small crack at the bottom of the wall, just barely large enough for the rats to get through....  
(Use mushroom)  
The mushroom tastes funny... And the room is looking different...  
It's bubbling a bit... And now it's growing! No... It's you... getting smaller!  
And the crack is a huge crevice. But it is so far away!  
You are running for the tunnel... And the room begins to zoom back in!  
And you dive for the tunnel... You made it! ... Everything is normal once again...  
Except for a few pink elephants ... talking to the dancing strudel ...  
over by the funny colors.
4. After tunnel (crack) (Prison area: Many not-too-tough fights, much easy XPs)
5. Ninja dropped [Ninja Garb \(U\)](#) (→Frodo)  
You exit the small bunker to appear in the middle of a forest, full of trees, flowers, and the chitterings of small animals.
6. Across the water lies the half-sunken, broken skeleton of a small ship. It is barely afloat, and looks ready to sink any minute...
7. A large flat plank extends across the water up to the deck of the ship...
8. Ninja dropped [shuriken](#), [Ninja Garb \(U\)](#) (→Draco)  
Whatever it was that hit the ship, it must have been terrible, because only half of it is here...
9. Assassin dropped [Tabi Boots](#) (→Draco)
10. Ninja dropped [Ninja Garb \(L\)](#) (→Frodo)
11. The bones of those that probably died with the ship are resting in wait of the final plunge...
12. In the bow, a broken crucifix lies dangling from the wall, as if perhaps a makeshift chapel was constructed, a place of hope for the frightened, and of list rites for the dead...  
{If Search here: You touch the broken crucifix, and it falls to the floor with a shatter!  
Several pieces of the cross are sharp enough to serve as crude wood daggers or stakes, should the need arise... [3 Holy Stakes of wood] .. Needed for final fight with Bane King, but we don't plan for that ending... -- so didn't search this time.}
13. It is a moment before you realize that you are standing outside the north end of the castle, looming up from the bog and forest... (North exit key after one game ending)
14. \* The Enchanted Forest \* -- Do not tease the animals. Please, no smoking.
15. Accursed One dropped 1 [Ankh of Death](#), 1 [Book of Levitation](#).
16. Hundreds of tiny soft glows are flying about the damp marsh... They look like fireflies.
17. Stepping closer, they fly away...
18. The tiny lights have hidden themselves in the bushes and trees about you, and although you can see them clearly, you cannot get near them...
19. A small circle of stones has been laid surrounding this part of the bog, and half a dozen tree stumps stick up like small stools in its center...
20. Heaped within the small cove, you find the decayed remains of a human...  
(Search) Tattered fragments of rotted robes are dressed around the bones, and it seems likely this is the final resting place of an old feeble monk who has lived in the surrounding forest... [3 Holy H2O(+), 1 Jade Figurine, 1 Hayai Bo]
21. "The Rock of Truth" (Search) Oddly enough, thee face of the rock has been flattened and polished, and casts a mirrored reflection of the party  
(Use Miner's chisel: Break off reflective pieces of rock – needed in final fight with Bane King and Rebecca for alternative endings)
22. "The Dark Forest -- \*Beware!\*"
23. Gremlins dropped [Apples](#), [Rutabega](#), [Magic Cookie](#).
24. (Chest) [ 1 [Tinkerbell](#) ]



Back to #19: (Use Tinkerbell). Sitting yourself upon the tree stump, you proceed to ring the tiny bell... It doesn't take long before the little fireflies start descending from their hiding places, and cautiously approach the circle within you sit... "Hello" – {Queen of Faeries}  
(Trade menu. Queen has HP, stamina and SP restore food and drinks. Her sale prices are stiff, and buy prices low, but there's no competition here, right? The Delphi is going to take all our money in a while anyway, so better spend it here, especially stocked up on Magic cookies and the like.)

-- We would help you if we could, like any spiritual faerie should; But the help you seek lies apart, hidden deep in a forest dark!

(T) Help with dark forest.

(Q) You must seek the Delphi. The Delphi knows all!

(T) Where is the Delphi?

(Q) The Delphi lives in a cave in the Dark Forest.

(T) What does Delphi know?

(Q) To find the Delphi is a mystery,  
A task first met by questions three!  
First remember, "We are fascination"  
Then next state, "We seek divination",  
But only thee may answer the third,  
for it will cost thee every word;  
So listen there, and learn ye well.  
As speaks Delphi with story to tell!



## 25. "Temple of Ramm"

\* \* \* \*

Members Only"

-- Hey! Hold it right there! You're not supposed to be out there! Guards!

[ X [Guardians of Ramm](#) ] (These come each time we step on square, don't cast spells, and do mediocre damage at our present state – hence an excellent place for infinite training....)



26. It seems you have wandered into a cave of some sort, and the flickering light of a fire illuminates the rough walls, hewn into a rocky hill...

27. You enter the cave, expecting anything, but finding nothing...

28. Suddenly an apparition appears!!

Whoooo .... are .... youuuu .... ??

(T) We are fascination

Whyyy .... aree ... youuuu ... hereee ... ??

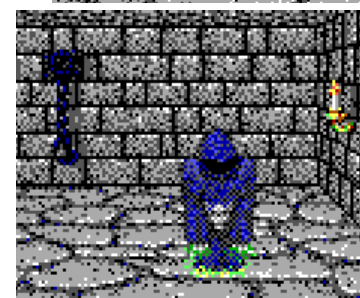
(T) We seek divination

Willll .... youuuuu .... paaaayyyyy .... ??

(T) Yes



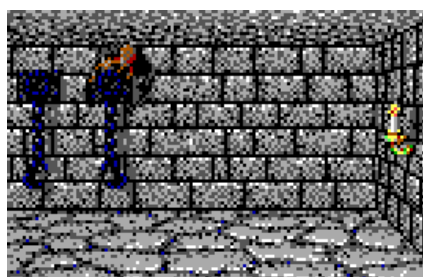
III... WILL... LOOOOKKK... INTOOO...  
THEEE... MISTTYYY... WATTEERRRSS...



And a vision swirls within the cavern, bringing once again the picture of the mad wizard...

... But then he is gone...

And another takes his place...



It is something evil...  
And it is very powerful....  
But you are standing against it  
You are holding something...  
A piece of shining glass...  
Pushing it back...  
And then you see a silver cross,  
held high in the air...







And the thing begins to die!

The vision fades, and you are standing alone within the cave....  
[ 1 **Staff of Aram** ] (All, 2D5+2, Regen-1, Poison, Crit. K.O.)



Now returned to the entrance to the Temple of Ramm (#25), and took a few fights with the guards to get everyone up to level 12.

Then donned **Goat's Mask** and **Staff of Aram**, which is what's needed to gain entrance to the temple.

29. Arrival point from end of corridor, ending 3.

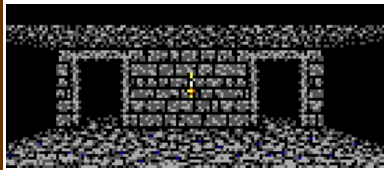


## Map 14. Temple of Ramm

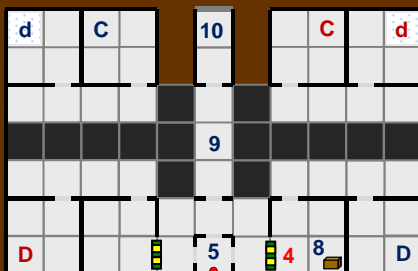


Level 1

Forest



Level 2



Level 3



Keys:

1. Key of ?Decision?
2. Key of 1<sup>st</sup> test
3. Key of ?Quandry?
4. Key of Finality

The temple route is symmetric. Invisible teleporters (a → A etc.) are shown in black for this play-through, red ones show route from earlier games. No difference between routes. Note that level can be identified by the outside walls (plain, skeletons, or fountains).

Fights are tough – extremely tough. Most fights were done several times to survive.

**Lesser Devil** (as Nightgaunt, no problem)

**Samurai**

**Ninja, Assassin, Chunin, Grandfather**

**Guardian of Ramm** (fighter types)

**Priest of Ramm** (~imm. to spells, casts death, lifesteal, word of death...)

**Undead pharaohs: Radames, Pharaoh of Phyre** (high level fire spells)

**Poison Giant**

**Faerie: Twisted Sylph, Will O'Wisp**

(Incredibly quick, almost impossible to hit, res. to magic, paralyzes, stones,...)

**Mind Flayer** (high level psionic spells)

1. The temple reeks of boiling oil, which is steaming up from the depths on each side of you...  
A catwalk leads over the pit and there are many strange costumed figures upon the ledges making weird gestures, like they were really trying to impress one another.
2. Suddenly a figure materializes...  
"Come sacrifices! Approach the fire, bold children step before darkness; without the power of mighty Ramm, faith shall fail thee o'er the abyss! { Could walk over what must have been an invisible bridge. Had to wear Goat Mask and Staff to succeed. But after this they could be removed (regen-1) }
3. (Chest) { All chests were close to impossible to disarm, in spite of 77 skullduggery)  
[ 1 **Key of ?Decision?** ]
4. (Chest) [ 1 **Key of 1<sup>st</sup> test**, 2 **Magic Cookie**, 1 **Ankh of Life** ]
5. Btn. teleports party to Ex.
6. Suddenly a figure materializes... "And so the children persevere, so brave upon their journey; Still I am he that rules these halls, and mighty Lords have I aplenty!
7. (Chest) [ 1 **Key of ?Quandry?** ]  
At D, Priest of Ramm dropped [ **Rambus Staff**, **Book of Silence**, Scroll: **Mag. missile** ]
8. (Chest) [ 1 **Key of Finality**, 3 **herbal patty**, 1 **Ankh of Arnie** ]
9. Suddenly a figure materializes...  
What? Still here? – How is this possible?  
Red Alert – Red Alert!!  
Intruders nine o'clock high!  
[ 1 **\*Xorphitus\***, 4 **Greater Demons** ] (Silence and Astral Gate had minor effect, Anti-magic and Fire Shield worked, Deepfreeze helped, but mostly melee attacks and hope their Nuclear Blasts, fireballs and firestorms didn't do too much damage...)  
[ 1 **Robe of Enchant U&L**, 1 **Staff Magicus**, 1 **Mystic's Ring** ]



-- After fight

Ohhh I can't believe it!

You killed me!

I'm dead – I'm really dead..

Why? – Why did you do it?

(T) The Cosmic Forge { Note: Any other answer than "Cosmic Forge" leads to "You have chosen an unsuccessful ending to "Bane of the Cosmic Forge", and game ends...}

The Cosmic Forge? You killed me over the stinking pen?

Oooo! I can't believe it!

At least you could've killed me for a good reason, like you didn't like the way I dress, or who I pray to... Just for that I'm not going to tell! And without me you'll never find it!

It could be right in front of you, but you'd never know it! You could even be 3 steps of it, and still you wouldn't find it!

Ha ha ha ha – You can search all you want to, and it just won't do you any good! And why? Because you can't push yourself past the limits of what you know to see the world that lies beyond... The world you see is an illusion, only a trick, a reflection of the operation of your own mind... Well, ahem, except that it's real too, except that it's not...! I mean, oh well, skip it! But let me ask you this... You're searching for the Cosmic Forge, the pen of destiny, and it sounds like powerful magic...

But what if it wasn't magic – what if it was...

And suddenly the visage looks outward, as if looking across space, across the echoes of time, across the boundaries that limit the evolution of perception and human consciousness... And then, he merely vanishes...

10. Walk into (illusionary) wall to chute → Map 15 #1.







Keys:

1. B.D. Key
2. Key of Stars

Really no encounters, but did meet a gang of.

Huge Spiders

1. Arrival point from chute (Temple of Ramm #10)  
Btn. teleports party to Temple of Ramm, Ex.
2. (If party hung on to Silver Cross, now a major encounter with Rebecca and Bane King)

Bane King appears – Ahh... How good of you to drop by! Please, accept my apology for the poor accommodations in which you were placed earlier, but the temple was all booked up for the weekend... The fact of the matter is, I am tired! A long time ago, I wished many things, all for myself, and all to make me the superior of those around me...

And so I plotted and schemed, and made plans and alliances, all to bring some great power into my grasp... But I was still afraid of death! How I feared that one day I would not be her, no longer able to touch this world, to move it, and to be moved by it... And so it was that I was dealt a blow far greater than death itself, I took the pen of destiny and cast aside the laws of nature and life... And, as I wished to live forever as I had done in the past, it came to pass by the writ of the Cosmic Forge... As I did rule by the blood of others, using it to further my own gain, so I was transformed forever more into the creature you see before you. Doomed forever to prowl the night and feed my never ending hungers, and all for what? I do not know... Although everything must eat to live, all that I touched withered and died, and soon all that I was did likewise. So I died anyway, even without death! And yet my corpse walked on, compelled by bane of the Forge to forever renew, nay only replenish itself... And what a curse it was! How can I begin to tell you of what it is like to merely survive, only endure and feel no warmth, feel no joy... Only to go on and on and on... And yet, we fear change, and thus fear the name of death... And as long as we fear death, we shall never be free to truly live... Strange words from one such as I, but my epitaph none the less!

<And the vampire takes a wooden stake from beneath his cloak, and without a change of expression, plunges it deep into his own heart... The bane be ended – and the vampire turns into mist...>



2. (cont'd)

<Rebecca appears. She finally descends from her place of hiding, somewhat cautiously, as if she might be afraid... "Is he gone?" (YES) (Answer "I love you" for diamond ring)

He was my protector and benefactor, as it was he that saved me from the hands of a harlot queen, lover of Xorphitus, seducer of my father, slayer of she my innocent mother and her lover... He was my only pleasure, and the queen hated our love together. She was as wicked a witch as ever drew breath, no colder after death than she was before, and as my mother and lover were slain at her command, so also she tried to slay me... How fitting that her writ of death for the "Demon Girl", by bane of the Forge would come to mean herself, and so she slipped and fell upon her own knife... And now you know the whole of it, so I leave you to take charge of the Cosmic Forge, pen and hand of destiny... Since I am not of the bane pen, but am borne of mortal mischief, it is for me to seek my own destiny elsewhere...

Oh, and one more thing – I have a half-brother, the issue of my father and the bane queen, from an eve when she seduced him into her womb... He means well, but he has her nose for mischief and trouble. Please look after him for me. He likes his privacy, and his room lies concealed directly in back of the altar of the Cosmic Forge... I'll leave you the key... <And she disappears into the mist...> [ Got 1 B.D. Key ]

[ 1 Vennal Robe (U&L), 1 Displacer Cloak, 1 Ring of Stars, 1 North Exit Key ]

(Use Ring of Stars on King's Diary:)

```
* PERSONAL LOG *

I HAVE NO RECOURSE EXCEPT TO LOCK UP
THE COSMIC FORGE, TO PREVENT ANOTHER
DISASTER FROM OCCURRING. I WISH I HAD
SOME WAY TO RETURN IT, BUT OUR SHIP,
SAD TO SAY, IS OUT OF FUEL...

SECURITY GATE CODE:

THE HAND OF DESTINY
```



3. "Chamber of the Cosmic Forge"

A whiney thin voice calls out from the gate: "Please state security code:" (The hand of Destiny)

4. A yellow glow is emanating from within the altar, and a bright radiant object is hovering there.

5.



Do you take the pen?

<ENDING 1: >

Answer YES (You reach for the pen →)



"I'LL TAKE THAT!",  
SAYS A STRANGE VOICE...

```
* CONGRATULATIONS *

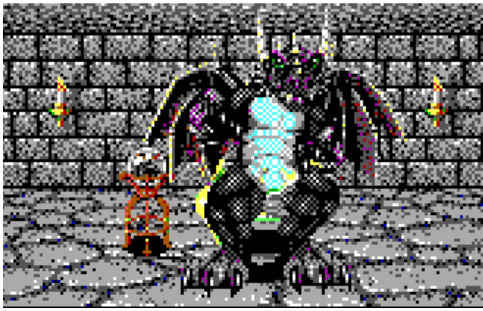
YOU HAVE TAKEN ONE OF THE SUCCESSFUL
CONCLUSIONS TO THE COSMIC FORGE. YOU
CAN SAVE THE GAME AT THIS POINT, FOR
RECORDING YOUR VICTORY. ALSO, MAKE A
COPY OF IT ONTO ANOTHER DISK SO THAT
YOU CAN TRANSFER THE CHARACTERS WHEN
MOVING THEM INTO FUTURE SCENARIOS.

YOU WILL NOW BE RETURNED TO THE GAME
SOMEWHERE IN THE ENCHANTED FOREST.
```

<ENDINGS 2 and 3:> Answer NO. -- ( The pen disappeared into thin air! )

Proceed through illusionary wall directly north and unlock door with B.D. Key.

6. Perched upon his throne, a great black dragon sits sulkily pondering the deep mysteries of the universe, glancing at his crystal ball on occasions for some obscure reference...



"Well", he says. "I think I know where they might be located..." And we can make fuel from the dinosaur remains up in the forest... But it'll take about a year to make it with our vessel... I guess all that remains is whether we have the guts to make the trip?  
 Me personally, I don't like to fly too much, but with everyone dead, it sure will be dull around here.  
 Do you want to chase a cosmic Lord?

< **ENDING 2:** > Answer YES:  
 Me too! C'mon let's get out of here!



All aboard! < To be continued fall 1991 ... >

< **ENDING 3:** > Answer NO:  
 Well, my, my, aren't we the dull ones... Listen sweeties, if you wanna hang out here, that's fine with me, but I think I'm gonna take the first flight out...  
 Here, take the key; lock up when you're finished < Bela leaves >  
 Got [ 1 Key of Stars ]

Can now unlock the gates to north, and follow the long corridor which eventually leads to location #29 in the Forest (Map 13)

Can also use North Exit Key to go back to castle, discovering that this area could have been reached really early in the game with the right key. And now all the maps are connected...

But the story has ended for now.

Weapon	Type	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	Mo	Ni	Bi		
Quarterstaff	P&S (E)	x	x	x	x	x	x	x	x	x	x	x	x	x	x		2 HD
Cutlass	Sword (S)	x			x	x	x			x	x						
Dirk	W&D, throw	x			x	x	x	x	x	x	x	x	x	x			
Bullwhip	M&F (E)	x	x	x	x	x	x	x	x	x	x		x	x	x	1D4, Hit+1	
Rapier	Sword (S)	x			x	x	x			x	x					1D7	
Katana	Sword (S)											x		x		1D7	
Halberd	P&S (E)	x								x	x						2 HD
Bastard sword	Sword (S)	x								x	x						
Skull Dagger	W&D	x		x	x	x	x	x	x	x	x	x		x			
Flamberge		x								x	x					2D5+2	2 HD
Claymore																2D4+2	
Spear of Death	P&S (E)	x			x					x	x	x	x	x		1D5+4, Hit+1, Poison, Crit.	1 HD
Beastmaster	Sword	x								x	x					1D8+4, Hit+1, sleep	
Bipennis	Axe															2D6+2	
Bec de Corbin	Mace (S)															2D3+1, Hit+1, K.O.	
Hayai Bo	P&S (E)											x	x	x		1D6+3, Hit+2, K.O.	2 HD
Stave of moons	W&D															2D4, Hit+1, Sleep 6	
Mustard Mace	M&F	x	x							x	x				x	1D6+3, Hit+1, Stink Bomb 7, K.O.	
Wand of Ghosts				x				x	x							5D3+2, Hit+2, Disp. Und. 6	
No-Dachi	Sword,															2D7, Crit.	2-HD
War Sceptre	M&F	x	x							x	x				x	1D6, K.O.	
Monstrance	M&F (E)		x												x	1D8, Hit-1, K.O.	
Holy Basher	M&F (E)		x												x	1D8+4, Hit+1, K.O.	
Stave of Missiles																1D4+2, Hit+1, Magic Missile 2	
Bushido Blade	Sword											x		x		2D7+2, Hit+1, Crit.	
Hammer+1.5		x			x		x			x	x					2D4+6, Hit+1, K.O.	
Blackblade		x								x	x					1D8+4, Hit+1, Poison, Regen -1	
Ninjato														x			
War hammer																1D5+1, K.O.	
Sword of Striking	Sword	x								x	x					1D8, Hit+2	
Elven bow (Elf only)		x			x				x	x			x			Hit+4, Crit. Spec. power	
The Avenger	Sword	x								x	x					3D8+4, Hit+3, Crit., Lightning	
Muramasa Blade	Sword											x				3D7+4, Hit+4, Crit., Spec. power	
Wakizashi+1	Sword											x		x		1D9+1, Hit+1, Crit.	
Blade Cuisinart																4D4+2, Hit+2, Crit.	
Nunchaka	M&F													x		1D5, K.O.	
Lance	P&S (E)															1D12, Hit-2	
Fauchard	P&S (E)	x								x	x					1D12	
Dragonslayer																1D10+5, Hit+1	
Sword of Fire																2D8, Hit+2, Fireball 12	
Maenad's Lance	P&S (E)									x						2D12+10, Hit+3, Crit., Regen+1	
Naginata	P&S (E)											x	x	x		1D12	
Sai	Sword													x		2D3+2, Crit.	
Wakizashi	Sword											x		x		1D6	
Ravens Bill	P&S (E)	x								x	x					4D4+2, Hit+2, Pois., Crit. Regen-2	2HD
Cat O'Nine Tail	M&F (E)	x		x	x	x	x	x	x	x	x		x	x		6D3, Hit+3	
Vulcan Hammer	M&F (S)	x								x	x					3D4+4, Hit+2, K.O., Fireball 9	
Rammbus Staff	P&S (E)		x												x	2D4+4, Hit+2, K.O., Lighnt. 2	
Staff Magicus			x					x	x							2D4, Hit+1, Mag. screen 6	

Armor	AC	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	Mo	Ni	Bi	
Leather helm	-3	x								x	x	x				
Leather Hauberk / Legging	-5	x				x	x			x	x	x				
Cuir Gauntlets	-5	x								x	x	x				
Leather Boots	-5	x			x	x	x			x	x					
Feathered Hat	-2	x			x	x	x			x	x					
Suede Doublet / Pants	-3	x			x	x	x			x	x					
Fur Legging	-4	x			x	x	x			x	x	x				
Buskins	-3	x	x		x	x	x			x	x	x			x	
Leather Cuirass	-5	x				x	x			x	x	x				
Skullcap	-1		x	x				x	x				x		x	
Buckler shield	-1	x			x	x	x			x	x					
Stud-Cuir bra +2	-6	x				x	x			x	x					
Quilt Tunic / Legging	-4	x	x							x	x	x			x	
Sandals	-1	x	x	x	x	x	x	x	x	x	x	x	x		x	
Robes (U) / (L)	-2	x	x	x	x	x	x	x	x	x	x	x	x		x	
Heraldic shield	-2	x								x	x					Spec. power
Chain Hauberk	-9	x								x	x					
Heater shield	-3	x								x	x					
Tricorne hat	-2	x				x	x			x	x					
Stud Hauberk / Chausses	-8	x				x	x			x	x	x				
Coxcomb	3															Cursed
Phrygian cap	-4	x				x	x			x	x					
Breastplate	-8	x								x	x					
Jazerant Tunic	-9	x				x	x			x	x					20.0
Silver Solleret	-12	x								x	x					
Round shield	-2	x								x	x					
Forest Cape	-3				x											
Chamail Doublet / Pants	-6				x											
Copper gloves	-10	x								x	x					
Bronze Cuirass	-6															
Mantis Boots	-14	x								x	x					9.0, Spec: Spd+1, Wat 25, Earth 12, Ment 12
Mantis Gloves	-14	x								x	x					6.0, Spec: DX+1, Fire 25, Ment 25, Air 37
Burgonet helm	-8	x								x	x					6.5
Kabuto	-6											x				5.5
Helm & Coif	-7	x								x	x					10.5
Tosei-Do	-9											x				24.0
Steel Helm	-4	x								x	x					4.0
Steel Gauntlets	-8	x								x	x					8.0
Mail Mittens	-6	x								x	x					6.0
Bascinet	-6	x								x	x					6.5
Dragon Kite	-4	x								x	x					16.5
Ebony Plate U	-14	x								x	x					30.0 Fire/wat/air 12% Earth 30%
Ebony Plate L	-14	x								x	x					30.0 Fire/wat/air 12% Earth 25%
Ebony Heaume	-14	x								x	x					30.0 Fire/wat/air 12% Earth 30%
Armet	-10	x								x	x					7.5
Silver Gloves	-12	x								x	x					9.5
Hi-Kane-Do (U&L)	-12							x	x	x	x	x	x		x	35.0 Fire 15% Earth 30%
Bascinet & Camail	-9	x								x	x					11.5
Robe of Enchant (U&L)	-6		x	x				x	x	x	x	x	x		x	Magic 25%



[illegible]