

THE SUMMONING™

CLUE
BOOK



CONTENTS

INTRODUCTION	1	Crossroad Cavern	73
NOTE TO ROWENA.....	2	Green Domain	75
NON-PLAYER CHARACTERS.....	3	Teleport Maze.....	78
EXPLORER'S GUIDE TO THE SUMMONING	11	Ebon Domain	79
The Antechamber	12	Crimson Domain.....	81
Beginner One.....	13	End Four	85
Beginner Two	17	Below End Four.....	89
Beginner Three.....	21	Sewer One	93
Caverns Below Beginner Three.....	25	Sewer Two.....	95
Broken Seal Five	27	Sewer Three	97
Broken Seal Four.....	31	End Three.....	99
Below Broken Seal Four	35	End Two	103
Broken Seal Three	37	Lava Level.....	107
* Below Broken Seal Three	39	End Five	111
Underground Shortcut.....*	41	Citadel Basement.....	115
Broken Seal Two	43	Citadel Ground Floor	119
Broken Seal One.....	47	Citadel Floor Two	123
Below Broken Seal One	49	Citadel Floor Three	127
Elemental Barrier Three.....	51	Otherworld One	131
Elemental Barrier One	55	Otherworld Two.....	135
Elemental Barrier Two.....	59	Otherworld Three	139
Blue Domain.....	63	Lair of Shadow Weaver	143
White Domain	67	TREASURE GUIDE	147
Below White Domain.....	71	LEVEL LAYOUT MAP	157

INTRODUCTION



In *THE SUMMONING*, your character is sent on a secret mission to destroy Shadow Weaver. As you journey to this goal, you must wend your way through the labyrinth, deal with Non-Player Characters (NPCs), avoid cunning traps, and battle hordes of creatures that block your path.

THE SUMMONING is a real-time game where exploration, puzzle solving, and combat all happen continuously in the view window. This clue book helps you face the challenges you must overcome during the course of the game. The "Non-Player Characters" section describes the many people you meet. The "Explorer's Guide" section contains maps and descriptions of the various levels and encounters that make up the adventure. The "Treasure Guide" lists special items found throughout the game. And finally, the "Level Layout Map" allows you to track your progress throughout the game.

The information in this clue book is your guide to *THE SUMMONING*. Use this book to aid you when a particular situation has you stumped. If you have any questions about game play, check the Rule Book; or, if you have installation questions, check the Data Card.

NOTE TO ROWENA:

To Rowena, Leader of the Council —

Shivering and wounded, I write this from deep within the foul labyrinth I am not mortally wounded, yet a chill like I have never felt before sets deep within my bones. The reason — I have failed.

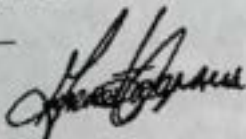
I toiled for many days, fighting my way through traps and fiends unimagined. Many characters aided me, many tried to profit by hastening my departure from this world. Ever deeper I went, taking careful notes to aid my return if possible. Finally, however, I made a fatal mistake.

A teleporter blocked the path forward — and I had gotten so far! I should have been more careful, but I was hurrying and stepped right into it. I assumed it would bring me closer to my goal, but instead it transported me to this room. I've searched for days, looking for a way out, but I've found nothing. My skeletal companions would seem to confirm this.

I failed you, my lady, and I only hope my failure will not shadow the world in darkness. I lost my chance, my pride... and my life in this desperate attempt. Yet, in the hope that there may be another chance, that there may still be time for another Champion to succeed in this quest, I write this now.

I am weak and close to entering the eternal darkness. Thus, I will soon attempt to send this journal to you. It will be my last act as your Champion, for the spell will drain me completely in my weakened state. I only pray I am not too late. I wish you well, Rowena, and I pray the darkness shall be banished by the light.

Your Champion —



☞ NON-PLAYER CHARACTERS ☞

The following are Non-Player Characters that you may meet on your journey. Use this section as a reference to all the different personalities you meet.



Alexis

Alexis is a talented healer who offers to aid you... for a price. For only one gold coin, he completely heals any damage you might have, including neutralizing any poison. Alexis can be found on Broken Seal Three, location 21.



Alfred

Alfred is a mercenary who is saddened by the loss of his friend, Owen. He thinks Owen may have found the fabled black pearl, but fell in a pit before he could return. Alfred can be found on Beginner Three, location 7.



Althea

Althea is another healer who offers to aid you. For only one gold coin, she completely heals any damage you may have taken, including neutralizing any poison. Althea can be found on Beginner Three, location 74.



Angus

Angus is a warrior who bemoans the loss of his father's sword. It was broken in two by Darius and his thieves, and the parts were hidden in the labyrinth. Angus can be found on Broken Seal Five, location 5.



Augustus

Augustus is a beggar who speaks with you. He tells you how Angus lost his sword to Darius. For one gold coin, he tells you of Darius, and tells you to ask him about the "sword". Augustus can be found on Broken Seal Five, location 38.



Balthazar

Balthazar is the only survivor of the nine wizards who teleported into the citadel to attack Shadow Weaver. The other eight were slain, but Shadow Weaver corrupted Balthazar's soul and spared him. He now serves as Shadow Weaver's top servant. Balthazar can be found on White Domain, location 11; Crossroad Cavern, location 29; Citadel Floor Two, location 8; Citadel Floor Three, location 19; and Lair of Shadow Weaver, location 7.



Chesschantra

The body of Chesschantra speaks with you. Chesschantra was the mother of Abighael. She reveals that Shadow Weaver is actually her daughter. She also tells you how to use the Staff of Summoning and asks that you summon *her* when the time comes. Chesschantra can be found on Citadel Basement, location 56.



Citadel Guard

The citadel guards block passage into the citadel. You must disguise yourself as one of Shadow Weaver's messengers to enter. The citadel guards can be found on End Five, location 52.



Conahl

Conahl is the last survivor of a band of mercenaries. He speaks of being attacked by Kruk and his men, and tells you about the use of the Broken Seals. Conahl can be found on Broken Seal Four, location 40.



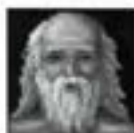
Darius

Darius is the leader of the thieves who stole Angus' sword. Asking him about the "sword" angers him and he attacks. Darius can be found on Broken Seal Five, location 21.



Duncan

Duncan is a magician whose sole purpose in life is activating spheres. He activates the spheres you need to pass the Elemental Barriers. Duncan can be found on Elemental Barrier Three, location 101.



Dunstan

Dunstan is a member of the council who has been imprisoned by Shadow Weaver. He asks you to free him so he can bring vital information before the council. This information consists of Shadow Weaver's plans to return the God of Magic to the world with the Staff of Summoning and take his place. He also tells you to go to Tristan for help and for your reward when you rescue him. Dunstan can be found on Below Broken Seal Three, location 12.



Earthborn

Earthborn is a dwarven miner who has chanced upon a small deposit of silverwhite, or Mithril ore. He tells you that the only thing he'd be willing to trade his ore for would be the enchanted battle axe named Mithras. Earthborn can be found on Below End Four, location 3.



Ehdrik

Ehdrik is a powerful but absent-minded mage who has mislaid his Staff of the Serpent. In return for finding his Staff, he teaches you the Dispel spell. Ehdrik can be found on End Two, location 13.



Erolf

Erolf is a hermit who warns passersby that the passage ahead is dangerous. He goes on to explain that the entire next level (Lava Level) is covered in magma. Erolf can be found on End Two, location 44.



Ghervass

Ghervass is a healer who has fallen into disfavor with the Raven for not paying a debt. He fears that you have been sent to kill him. For eight gold coins, he teaches you the Channel Healing Spell. Ghervass can be found on End Five, location 2.



Gildas

Gildas is a man who warns you of the many dangers of the labyrinth. He tells you about the pits, the balls, the many traps, and the horrid creatures you come across during the course of the game. Gildas can be found on Beginner Two, location 3.



Green Knight

The Green Knight holds one of the five Medallions you need to pass the Knight levels. He makes a pact with you, agreeing to give you the Green Medallion in return for the Ebon Knight's Head. The Green Knight can be found on Green Domain, location 6.



Greyreign

Greyreign is a warrior dying from a vicious dagger wound. He gives you a Silver Chalice in return for a

Mango. Greyreign can be found on Elemental Barrier One, location 13.



Guardian Swords

The Guardian Swords block your path to Shadow Weaver's personal quarters. You must return with

Warmonger (fully restored) to finally win entrance. The Guardian Swords can be found on Lair of Shadow Weaver, location 64A.



Hedda

Hedda is an assassin, second only in power to the Raven. She fears the Raven, and wishes him dead. She

offers you a reward for the Raven's Head. Hedda can be found on End Five, location 9.



Hiram

Hiram is a merchant who suffers under the Raven's rule. He gives you twelve pieces of gold in return

for the Raven's Head. Hiram can be found on End Three, location 3.



Honorah

Honorah is an adventurer who has been stabbed with the poisoned blade of a thief. She gives you the

Mirror in exchange for the antidote. The Mirror is the only protection against the gazers. Honorah can be found on Broken Seal Two, location 52.



Horsa

Horsa is a woman who warns you to be wary of strangers. She also gives you a Poison parchment.

Horsa can be found on Beginner Two, location 67.



Isadore

Isadore is a young woman whose love of magic caused her to run away from home. She tells you

about Moonstones, Mangos, Bloodstones, Ashwood wands, Rowan wands, apples of vigor, and rabbit's feet. Isadore can be found on Beginner One, location 57.



Jake

Jake is Duncan's grandson. He chatters about taking his grandfather's place one day as

master of the spheres. Jake can be found on Elemental Barrier Three, location 100.



Kern

Kern is a talented blacksmith. For five gold coins, a Holy Symbol, and a Silver Chalice, he makes you a

Silver Sword which can be used to fight ghouls. Kern can be found on Elemental Barrier One, location 7.



Kharmillia

Kharmillia mourns the loss of her friend, Caleb. She warns you of the gazers, hoping that you might avoid

the same fate. Kharmillia can be found on Broken Seal One, location 10.



Khenelm

Khenelm is one of Shadow Weaver's mercenaries. He tells you about the Broken Seals, the Elemental Barriers,

and the Knights who guard the citadel. Khenelm can be found on Broken Seal Two, location 11.



King Evermore

King Evermore is the King of the Otherworld. He tells you a little about Qasar and sends you back to your world when you wish. King Evermore can be found on Otherworld One, location 3.



Korguz

Korguz is the commander of the Blue Samurai. He attacks if you enter his quarters wearing shoes. Otherwise, he tells you about Warmonger. Korguz can be found on White Domain, location 46.



Korguz's Guard

Korguz's Guard warns you to be respectful when speaking to Korguz. In this case, this means you must remove your footwear before entering Korguz's quarters. Korguz's Guard can be found on White Domain, location 44.



Lagmane

Lagmane is a woodcarver. He tells you about the magic mouths that abound in the game. Lagmane can be found on Beginner One, location 2.



Lars

Lars is a thief seeking the Mirror. He tells you about its powers if you do not have it on your person; otherwise he attacks. Lars can be found on Below Broken Seal One, location 18.



Leander

Leander is a woman who sells nightshade. She sells you one branch per gold piece. Leander can be found on Beginner One, location 52.



Mael Lighthouse

Mael Lighthouse tells Balthazar's history. He explains that Shadow Weaver gained a hold over Balthazar by capturing his life essence in the Decanter of Lost Souls. Mael Lighthouse can be found on Crimson Domain, location 13.



Makabre

Makabre is a swordsman who tells you of the five Knights, and the use of their Medallions. Makabre can be found on Blue Domain, location 4.



Malachi

Malachi is the secret messenger of the council, and spy to the Green Knight. He tells you about the Broken Seals, and gives you a sack with five gold coins if you ask about "coins". Malachi can be found on The Antechamber, location 2.



Messenger

The Messenger is one of Shadow Weaver's most highly placed servants. He is angered by your speaking with him, but cannot stop to chastise you due to the urgency of his message. The Messenger can be found on End Two, location 83, and End Four, location 42.



Mistral

Mistral is an adventurer who was seeking to discover the secret of the pit puzzle. She believes that the only way to survive the puzzle (and discover what is held in the pit) is to use the Boots of Levitation. Mistral can be found on Broken Seal Four, location 45.



Murc'met

Murc'met is a leader of mercenaries. His band has just left him seeking greater fortune. He claims to be the greatest swordsman in the world, and speaks against one of his former men, Toh, for daring to challenge him. Murc'met can be found on Elemental Barrier Two, location 2.



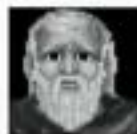
Murchad

Murchad is a bootmaker of the highest caliber. In return for six gold pieces and a chunk of sandstone he makes a pair of Boots of Fire Protection. Murchad can be found on End Two, location 23.



Nasir

Nasir is one of Korguz's men. He tells you Korguz's history, and explains that in order for Korguz to speak with you, you must show proper respect. In this case, this means you must remove your footwear before entering Korguz's quarters. Nasir can be found on White Domain, location 8.



Nigel

Nigel is an old man who speaks with you about alternate worlds. He believes that death is simply a release from this world to another, and suggests that there may be a way to travel between the worlds while alive. Nigel can be found on Elemental Barrier Two, location 71.



Ogotai

Ogotai is the master of the Djinn named Rukn. Ogotai offers to sell you the bottle containing the Djinn for ten gold coins. Ogotai can be found on Crimson Domain, location 41.



Otto

Otto is a novice sorcerer who speaks with you. He gives you the Kano spell. Otto can be found on Beginner One, location 21.



Padrake

Padrake is a weapons smith. If you give him four gold coins and both parts of Angus' blade, he repairs the weapon. The weapon can now be returned to Angus. Padrake can be found on Broken Seal Five, location 41.



Qasar

Qasar is the Guardian of the Staff of Summoning. He tells you the story of why the Staff was broken and hidden, and says that he may only aid a member of his own race. Qasar can be found on Otherworld One, location 63.



Raven

The Raven is the king of the assassins. His only rival is Hedda, and thus he offers a reward for Hedda's Head. He also demands the Mirror from you if you are carrying it. The Raven can be found on End Three, location 79.



Rhegad

Rhegad is a holy man who has turned his back on his vows and taken up the life of a mercenary. Be sure to ask him about the "symbol" Kern spoke of. If you give him a Book of the Sword, he gives you his Holy Symbol in return. Rhegad can be found on Elemental Barrier One, location 32.



Rowena

Rowena is the head of the council and the one who sent you on your quest. Through a rather interesting twist of storyline, she is also Abighael (Chesschantra's daughter), who is *also* Shadow Weaver. She aids you during your quest in her effort to gain the second half of the Staff. Rowena can be found on Beginner Three, location 72; Blue Domain, location 2; and End Four, location 2.



Rukn

Rukn is the Djinn sold to you by Ogotai. He gives you a choice of five powerful magical items or information in return for freeing him. Rukn can be found with Ogotai on Crimson Domain, location 41.



Shadow Weaver

Shadow Weaver finally meets you in person. She challenges you to make the Staff of Summoning whole, and to thus meet your destiny! Shadow Weaver can be found on Lair of Shadow Weaver, location 67.



Shirvan

Shirvan is a trader who covets the black pearl. He gives you magical runes in return for it. Shirvan can be found on Beginner Three, location 2.



Sidonius

Sidonius is a master Wizard who casts the Battlerage spell on Shadow Weaver's soldiers before battle. He offers to teach you how to cast the spell. Sidonius can be found on Green Domain, location 66.



Skulk

Skulk is a mercenary. He speaks of the eight Skulls and tells of their creation. Skulk can be found on Elemental Barrier Three, location 58.



Skull of Cloud Burst

The Skull of Cloud Burst is all that remains of Cloud Burst, one of the nine wizards that defied Shadow Weaver. Cloud Burst teaches you the fifth part of the Gateway spell and tells you to discover the spell of Mending. To aid you, the Skull tells you to ask the Skull of Fire Fang about "warmonger". The Skull of Cloud Burst can be found on Crimson Domain, location 78.



Skull of Erastus

The Skull of Erastus is all that remains of Erastus, one of the nine wizards that defied Shadow Weaver. Erastus teaches you the first part of the Gateway spell and tells you to travel to another plane to retrieve the first half of the Staff of Summoning. The Skull of Erastus can be found on Blue Domain, location 37.



Skull of Fire Fang

The Skull of Fire Fang is all that remains of Fire Fang, one of the nine wizards that defied Shadow Weaver. Fire Fang teaches you the sixth part of the Gateway spell. Be sure to ask the Skull about "warmonger". This reminds it to tell you that Warmonger is the only source for the Mending spell. The Skull of Fire Fang can be found on Green Domain, location 64.



Skull of Pale

The Skull of Pale is all that remains of Pale, one of the nine wizards that defied Shadow Weaver. Pale teaches you the eighth and final part of the Gateway spell and tells you to beware of Balthazar. The Skull tells you that the only way to destroy Balthazar is to shatter the Decanter of Lost Souls, and that the Decanter is probably in the citadel. The Skull of Pale can be found on Ebon Domain, location 19M.



Skull of Sea Raven

The Skull of Sea Raven is all that remains of Sea Raven, one of the nine wizards that defied Shadow Weaver. Sea Raven teaches you the third part of the Gateway spell and tells you to find the second half of the Staff of Summoning in Shadow Weaver's quarters. The Skull of Sea Raven can be found on Blue Domain, location 70.



Skull of Silvanus

The Skull of Silvanus is all that remains of Silvanus, one of the nine wizards that defied Shadow Weaver. Silvanus teaches you the seventh part of the Gateway spell and warns that you must be the one to summon somebody with the Staff of Summoning. The Skull of Silvanus can be found on Green Domain, location 54.



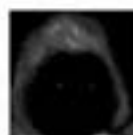
Skull of Zekiel

The Skull of Zekiel is all that remains of Zekiel, one of the nine wizards that defied Shadow Weaver. Zekiel teaches you the fourth part of the Gateway spell and explains why each Skull is only able to teach one part of the spell. The Skull of Zekiel can be found on White Domain, location 40.



Skull of Zona

The Skull of Zona is all that remains of Zona, one of the nine wizards that defied Shadow Weaver. Zona teaches you the second part of the Gateway spell and tells you to use the spell to travel to the Otherworld and retrieve the first half of the Staff of Summoning. The Skull of Zona can be found on Blue Domain, location 57.



Specter Guard

The Specter Guard blocks your path. You must say the password, "zarf", to pass. The Specter Guard can be found on Green Domain, location 54.



Staff Incarnate

The Staff Incarnate is the living incarnation of the Staff of Summoning. You must cast the Alteration spell on him to change him back into a Staff. The Staff Incarnate can be found on Otherworld One, location 60.



Steelsmelter

Steelsmelter is the chief armorer for Shadow Weaver. He is busy making a hundred suits of chain mail for the Horde. In exchange for a strip of cured leather, a chunk of iron ore, and a chunk of mithril ore, he makes you Enchanted Plate. Steelsmelter can be found on End Four, location 6.



Subotai

Subotai is one of Korguz's men. He tells you Korguz's history, and explains that in order for Korguz to speak with you, you must show proper respect. In this case, it means you must remove your footwear before entering Korguz's quarters. Subotai can be found on Blue Domain, location 87.



Syan

Syan is a woman who plays her lute. She tells you about the magic mouths. Syan can be found on

Broken Seal Two, location 5.



Tara

Tara is an Enchanter who teaches you how to cast the Magic Skill spell. Tara can be found on Ebon

Domain, location 16.



Thorfin Ironfist

Thorfin Ironfist is one of Shadow Weaver's mercenaries. He speaks of Shadow Weaver's messengers, and the dangers of obstructing them in any way.

Thorfin Ironfist can be found on End Two, location 19.



Toh

Toh is one of the men who left Murc'met. He speaks of his companions, and talks a little of

where Warmonger might be. Toh can be found on Elemental Barrier Two, location 33.



Torhan

Torhan was once a member of Shadow Weaver's elite guard, now banished for his excessive drinking.

In exchange for six full wineskins, he gives you the password ("zarf") to pass the Specter Guard. Torhan can be found on Green Domain, location 12.



Tristan

Tristan is Dunstan's contact in the labyrinth. Freeing Dunstan causes Tristan to reward you with some

magical items. Tristan can be found on Broken Seal Three, location 7.



Vortigern

Vortigern is an old man who has spent the past year mapping a teleporter maze. He gives you the

map in the hope of discovering if it is correct. Vortigern can be found on Ebon Domain, location 2.



Warmonger

Warmonger is a rusted blade when you first find it. It speaks to you in your mind, telling you to feed it by going into battle. You are forced to do this by your need for the Mending spell. The blade gives you one part of the spell per battle.



Warmonger in its strongest state helps you by defeating the Guardian Swords blocking the entrance to Shadow Weaver's quarters. Warmonger can be found on Crossroad Cavern, location 37.

EXPLORER'S GUIDE TO THE SUMMONING

The following maps and level descriptions provide a location by location description of all major events in the game. It is assumed that the direction north is always at the top of the page. The monsters encountered in the game are usually moving about, so their listed locations are approximate.

Location numbers with letters represent connected events. For example, triggering a trap at "1A" causes a Fireball to shoot from "1B", or lever "26A" must be flipped before stepping on plate "26B" in order to open the door at "26C."

Items or locations marked on the map with symbols may also be manipulated in different ways. For example, a magic mouth may be marked on the map with a magic mouth symbol *and* a number. In this case, doing something at a different location may somehow affect the mouth, perhaps by changing its message.

Note: All magic items in the game last for a certain duration, and disappear afterwards.

Locations which do not appear as described may need to have been previously activated. For example, a teleporter may not appear at a location until a lever or a plate is operated elsewhere in the labyrinth.

IMPORTANT NOTE:

THE SUMMONING has several puzzles which require specific items to pass or solve. Be warned that using these items in any other way than that which is needed may make it impossible to finish the game. We have two suggestions:

- First and foremost, we recommend that you save the game at the beginning of each level. This allows you to return to an earlier save should you discover that you accidentally used a needed item.
- Second, we suggest you refer often to the list included to the right. This list contains useful items and the levels they are found on. Items listed here are necessary at a later point in the game, and should be kept.

May you adventure long and well!

Necessary Items:

LOCATION	ITEMS
Beginner One	Kano parchment
Elemental Barrier One	Book of the Sword, Mango
White Domain	Branch of nightshade
Crossroad Cavern	Warmonger
Green Domain	Six full wineskins
End Four	Messenger's hat, messenger's pass, messenger's suit (May also be found on End Two.)
End Two	Messenger's hat, messenger's pass, messenger's suit (May also be found on End Four.)
End Five	Apple of vigor
Citadel Ground Floor	Fireball parchment, Swiftmess parchment, Lightning parchment, Invisibility parchment
Otherworld One	Top half of the Staff of Summoning, Isa rune, Sorcerer's Tome, two Kano runes, Flask containing Dr. Jojo's Snake Oil (Liquify a diamond to get this oil.)

THE ANTECHAMBER



	DOOR (opened by Kano spell)		TUNNEL (leads to another region)		Ladder Up
	DOOR (opened by Kano spell, as well as by a mechanism or puzzle)		Magic Mouth		Ladder Down
	DOOR (opened by a plate on either side)		Teleporter		Floor tile that drains hit points
	DOOR (opened by a lever on either side)		Destination of a Teleporter or Rune		Floor tile that drains spell points
	DOOR (opened by a mechanism or puzzle)		Inaccessible		Wall

❖ The Antechamber

1. You begin the game here, having been teleported to this location by Rowena, the leader of the Council.

2. Malachi, secret messenger of the Council, sits tending a fire. Be sure to speak with him and ask about the "coins" Rowena spoke of.

3. A falchion lies on the ground.

4. This tunnel leads to Beginner One, location 1.

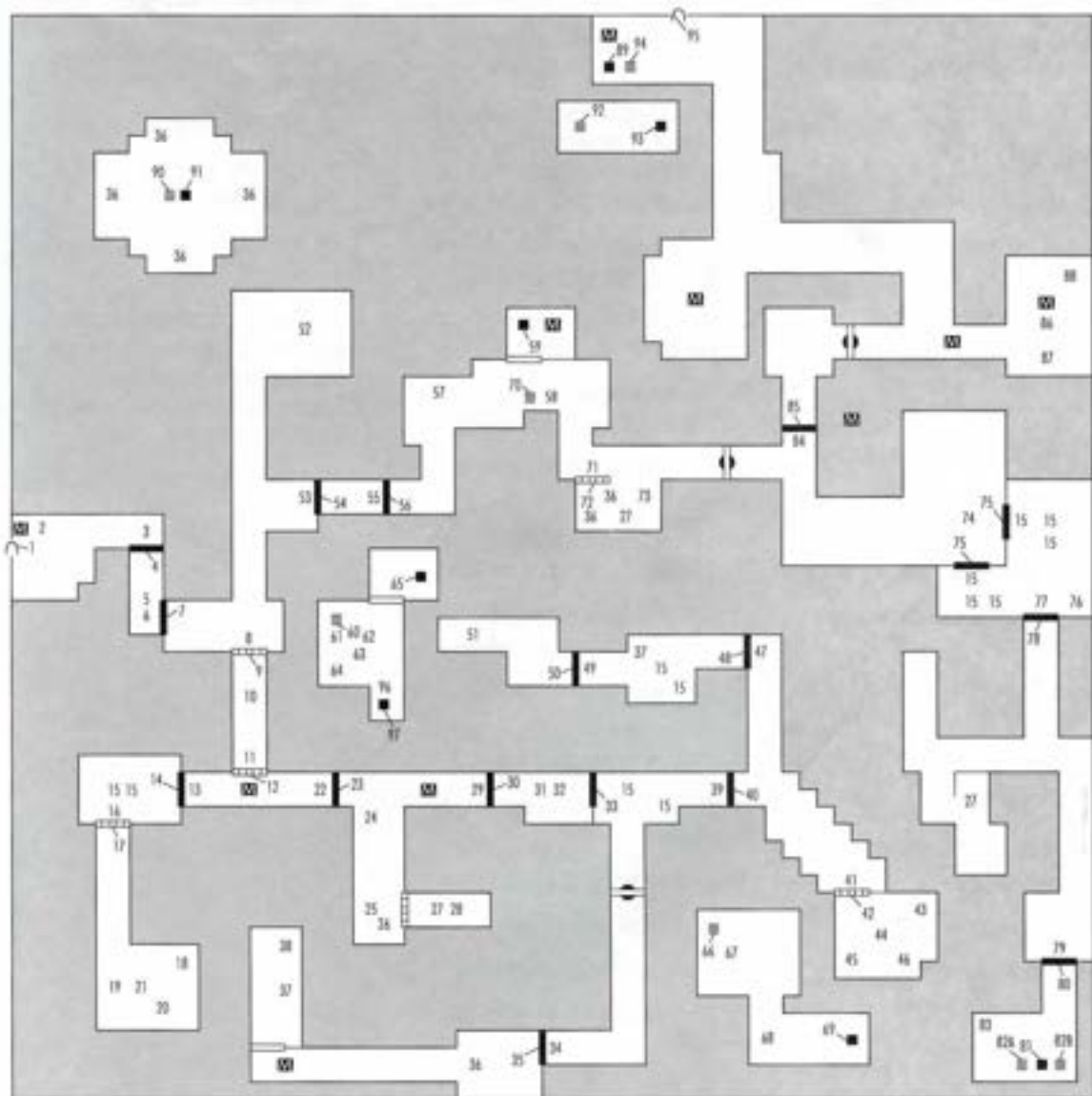
5. This tunnel leads to Broken Seal Two, location 57.

"Explorer's Guide" continues....

❖ Beginner One

1. This tunnel leads to The Antechamber, location 4.
2. You meet a wood carver named Lagmane. He speaks with you and explains what magic mouths are.
3. Stepping on this plate opens the door at 4.
4. Open this door by stepping on the plate at 3.
5. A weak mercenary attacks you. He drops an iron key and a Jera potion when slain.
6. This keyhole requires an iron key. The lock opens the door at 7.
7. Open this door by operating the lock at 6.
8. Flipping this lever left opens the door at 9.
9. Open this door by activating the lever at 8.
10. A weak mercenary attacks you. He drops a falchion, an iron key, and a Liquify parchment.
11. Flipping this lever right opens the door at 12.
12. Open this door by activating the lever at 11.
13. This keyhole requires an iron key. The lock opens the door at 14.
14. Open this door by operating the lock at 13.
15. A weak bat attacks you.
16. Flipping this lever left opens the door at 17.
17. Open this door by activating the lever at 16.
18. A gold key lies on the floor.
19. An iron key lies on the floor.
20. An iron token lies on the floor.
21. A magician named Otto is here. Speaking with him gains you the Kano spell.
22. This keyhole requires an iron key. The lock opens the door at 23.
23. Open this door by operating the lock at 22.
24. A stone lies on the floor.
25. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 26.
26. Open this door by depressing the plate at 25.
27. A weak mercenary attacks. He drops an iron key when slain.
28. A weak mercenary attacks. He drops a Flame Arrow parchment when slain.
29. This hole requires an iron token. The hole opens the door at 30.
30. Open this door by operating the hole at 29.
31. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 33.
32. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 33.
33. Open this door by stepping on the plate at 31. Step around the plate at 32 and proceed through the open door.
34. This keyhole requires an iron key. The lock opens the door at 35.
35. Open this door by operating the lock at 34.
36. A weak mercenary attacks.
37. A weak mercenary attacks. He drops an iron token when slain.
38. A spear lies on the floor.
39. This hole requires an iron token. The hole opens the door at 40.
40. Open this door by operating the hole at 39.
41. Flipping this lever right opens the door at 42.
42. Open this door by operating the lever at 41.
43. A weak mercenary attacks. He drops a round key when slain.
44. A weak mercenary attacks. He drops a bow when slain.
45. A weak mercenary attacks. He drops three arrows when slain.
46. A chest lies on the floor. In it is a Freeze parchment and a quiver.
47. This keyhole requires a round key. The lock opens the door at 48.
48. Open this door by operating the lock at 47.
49. This hole requires an iron token. The hole opens the door at 50.
50. Open this door by operating the hole at 49.
51. A weak mercenary attacks. He drops a gold key when slain.
52. An apothecary named Leander sells nightshade.
53. This keyhole requires a gold key. The lock opens the door at 54.
54. Open this door by operating the lock at 53.
55. This keyhole requires a gold key. The lock opens the door at 56.

BEGINNER ONE



— DOOR (opened by Kano spell)

--- DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

56. Open this door by operating the lock at 55.
57. A young woman named Isadore explains the importance of rabbit's feet, apples of vigor, Mangos, Moonstones, Bloodstones, Ashwood, Rowan wands, and magic.
58. A stone lies on the floor.
59. This teleporter transports you to 60.
60. This is the destination of the teleporter at 59.
61. A buckler lies on the floor.
62. A war axe lies on the floor.
63. An empty flask lies on the floor.
64. A branch of nightshade lies on the floor.
65. This teleporter transports you to 66.
66. This is the destination of the teleporter at 65.
67. A Teiwaz potion and a branch of nightshade lie on the floor.
68. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes several previously opened doors. These can be opened with Kano at any time.
69. This teleporter transports you to 70.
70. This is the destination of the teleporters at 69 and 97.
71. Flipping this lever right opens the door at 72.
72. Open this door by operating the lever at 71.
73. A weak mercenary attacks. He drops a Jera potion when slain.
74. This keyhole requires an iron key. The lock opens the doors at 75.
75. Open these doors by operating the lock at 74.
76. A chest lies on the ground. In the chest is an apple of vigor, an apple core, a branch of nightshade, a broken flask, an empty flask, and an iron token.
77. This hole requires an iron token. The hole opens the door at 78.
78. Open this door by operating the hole at 77.
79. This keyhole requires an iron key. The lock opens the door at 80.
80. Open this door by operating the lock at 79.
81. This teleporter alternates between transporting you to 82A and 82B.
- 82A-82B. These are destinations of the teleporter at 81.
83. A gold key lies on the floor.
84. This keyhole requires a gold key. The lock opens the door at 85.
85. Open this door by operating the lock at 84.
86. An emerald lies on the floor.
87. A ruby lies on the floor.
88. An amethyst lies on the floor.
89. This teleporter transports you to 90.
90. This is the destination of the teleporter at 89. Flipping this lever right activates the teleporter at 91.
91. This teleporter transports you to 92.
92. This is the destination of the teleporter at 91. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the teleporter at 91.
93. This teleporter transports you to 94.
94. This is the destination of the teleporter at 93.
95. This tunnel leads to Beginner Two, location 1.
96. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes several previously opened doors. These can be opened with Kano at any time.
97. This teleporter transports you to 70.

❖ Beginner Two

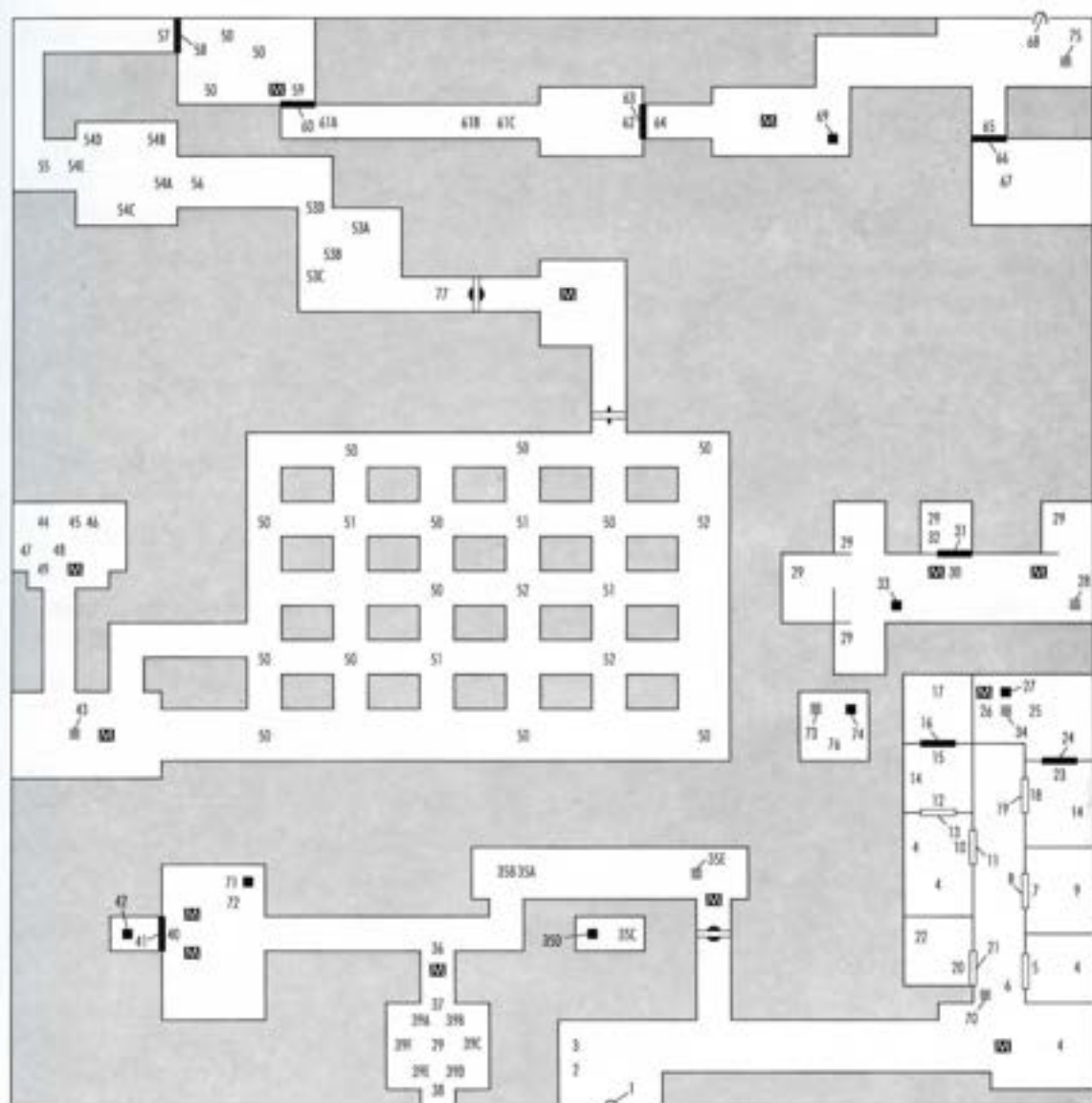
1. This tunnel goes to Beginner One, location 95.
2. A stone lies on the ground.
3. A man named Gildas speaks with you. He warns you about pits, traps, and monsters.
4. A weak mercenary attacks.
5. Flipping this lever in either direction opens and closes the door at 6.
6. Open this door by operating the lever at 5 or casting Kano.
7. Flipping this lever in either direction opens and closes the door at 8.
8. Open this door by operating the lever at 6.
9. A weak mercenary attacks. He drops a chest when slain. In the chest is a gold coin.
10. Flipping this lever in either direction opens the door at 11.
11. Open this door by operating the lever at 10.
12. Flipping this lever in either direction opens the door at 13.
13. Open this door by operating the lever at 12.
14. A weak mercenary attacks. He drops an iron key when slain.
15. This keyhole requires an iron key. The lock opens the door at 16 and closes the door at 13.
16. Open this door by operating the lock at 15.
17. A weak mercenary attacks. He drops a branch of nightshade, a cross key, and a falchion when slain.

18. Flipping this lever in either direction opens and closes the door at 19.
19. Open this door by operating the lever at 18.
20. Flipping this lever in either direction opens and closes the door at 21.
21. Open this door by operating the lever at 20 or casting Kano.
22. A weak mercenary attacks. He drops a quiver with seven arrows when slain.
23. This lock requires an iron key. The lock opens the door at 24.
24. Open this door by operating the lock at 23.
25. A weak mercenary attacks. He drops a branch of nightshade, a cross key, an apple of vigor, and a falchion when slain.
26. This keyhole requires two cross keys. The lock activates a teleporter at 27.
27. This teleporter transports you to 28.
28. This is the destination of the teleporter at 27. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 6, 8, 11, 13, 19, and 21.
29. A dead skeleton lies on the floor.
30. Flipping this lever in either direction opens and closes the door at 31.
31. Open this door by operating the lever at 30.
32. A round key lies on the floor.
33. This teleporter transports you to 34.
34. This is the destination of the teleporter at 33.

35A-35AN. To pass this puzzle, first step on the plate at 35AJ. Step south off of the plate and then back onto it a second time. Travel east, walking over the plate at 35AL. Walk northeast onto the plate at 35V. Step west onto the plate at 35U and then step east off of the plate. Travel west across plate 35U to plate 35R. Step on plate 35R and travel north to location 35B; stand just west of the pit at 35C. Throw an object west onto plate 35A. The pit at 35C disappears, allowing you to continue onto the ladder at location 36.

36. A magic mouth tells the status of the execution chamber.
37. Flipping this lever right activates the lever at 38.
38. This lever becomes inactive until you operate the lever at 37.
- 39A-39F. Fireballs hit the skeleton in the center of the room.
40. This keyhole requires a round key. The lock opens the door at 41.
41. Open this door by operating the lock at 40.
42. This teleporter transports you to location 43.
43. This is the destination of the teleporter at 42.
44. An empty flask lies on the floor.
45. A branch of nightshade lies on the floor.
46. A Jera portion lies on the floor.
47. A ruby lies on the floor.
48. An apple of vigor lies on the floor.
49. An Algit potion lies on the floor.
50. A weak spider attacks.

BEGINNER TWO



	DOOR (opened by Kano spell)		TUNNEL (leads to another region)		Ladder Up
	DOOR (opened by Kano spell, as well as by a mechanism or puzzle)		Magic Mouth		Ladder Down
	DOOR (opened by a plate on either side)		Teleporter		Floor tile that drains hit points
	DOOR (opened by a lever on either side)		Destination of a Teleporter or Rune		Floor tile that drains spell points
	DOOR (opened by a mechanism or puzzle)		Inaccessible		Wall

51. A strong spider attacks.

52. A poison spider attacks.

53A-53D. The plate at 53D requires 2.0 kilograms of weight to depress. When depressed, the plate stops the balls at 53A, 53B, and 53C from rolling.

54A-54E. Flipping lever 54A activates Bounce Fireballs at 54B, 54C, and 54D, and opens the door at 54E. The door closes when the Fireballs disappear. You may either run through the Fireballs to the door, or roll the balls at 53A, 53B, and 53C in front of the Fireball ports.

55. This plate requires 2.0 kilograms of weight to depress. When depressed, the door at 54E closes.

56. A gold key lies on the floor.

57. This keyhole requires a gold key. The lock opens the door at 58.

58. Open this door by operating the lock at 57.

59. Flipping this lever in either direction opens the door at 60, and closes the door at 58.

60. Open this door by operating the lever at 59.

61A-61C. Plate 61A requires 2.0 kilograms of weight to depress. When depressed, the plate activates a Bounce Fireball at 61B and 61C that travels west to location 61A.

62. Flipping the lever right opens the door at 63.

63. Open this door by operating the lever at 62.

64. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 63.

65. Flipping this lever in either direction opens or closes the door at 66.

66. Open this door by operating the lever at 65.

67. A woman named Horsa speaks with you. She gives you a Poison parchment.

68. This tunnel leads to Beginner Three, location 1.

69. This teleporter transports you to 70.

70. This is the destination of the teleporter at 69.

71. This hole requires a messenger's pass. The hole activates the teleporter at 72 and drops a messenger's pass at 76.

72. This teleporter transports you to 73.

73. This is the destination of the teleporter at 72. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 74.

74. This teleporter transports you to 75.

75. This is the destination of the teleporter at 74.

76. Operating the hole at 71 drops a messenger's pass on the floor.

77. Stepping on this plate sends the ball at 35C rolling east toward location 77.

◆ Beginner Three

1. This tunnel leads to Beginner Two, location 68.
2. An aged pirate named Shirvan speaks with you. He tells you that he'll trade you several runes, including a Raido rune, for a black pearl. He actually gives you a Raido rune, a Teiwaz rune, a Wunjo rune, and a Sowellu rune.
3. Flipping this lever in either direction opens and closes the door at 4.
4. Open this door by operating the lever at 3.
5. A strong spider attacks.
6. An iron token lies on the floor.
7. An old man named Alfred speaks with you. He tells you about his lost friend Owen, who he suspects has fallen into a pit. He also believes Owen has a black pearl.
8. This hole requires an iron token. The hole opens the door at 9.
9. Open this door by operating the hole at 8.
10. A weak skeleton attacks.
11. A weak skeleton attacks. It drops a jade key when slain.
12. This keyhole requires a jade key. The lock opens the door at 13.
13. Open this door by operating the lock at 12.
14. A dead skeleton lies on the floor.
15. Flipping this lever in either direction opens and closes the door at 16.
16. Open this door by operating the lever at 15.
17. A weak skeleton attacks. It drops a gold key when slain.
18. This keyhole requires a gold key. The lock opens the door at 19.
19. Open this door by operating the lock at 18.
- 20A-20K. This is a teleporter maze. To pass, enter teleporter 20L, which takes you to 20H. Wait for confusion to pass, then walk north to 20A.
- 21A-21C. Flipping lever 21A to the right deactivates the teleporter at 21B. Should you wish to enter the teleporter at 21B, it teleports you to 21C.
22. This keyhole requires a gold key. The lock opens the door at 23.
23. Open the door by operating the lock at 22.
24. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes a pit at 25. You must leave this plate weighed down.
25. Close this pit by operating the plate at 24.
26. A ladder leads down to Caverns Below Beginner Three, location 24.
27. A ladder leads down to Caverns Below Beginner Three, location 22.
- 28A-28F. Flipping levers 28A, 28B, and 28C to the right closes pits 28D, 28E and 28F.
29. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens a pit at 30.
30. A flanged mace lies on the floor here. Stepping on the plate at 29 opens a pit beneath it, causing it to fall. Enter the pit to retrieve it.
31. This ladder leads down to Caverns Below Beginner Three, location 2.
32. This teleporter transports you to 33.
33. This is the destination of the teleporter at 32.
34. A rock lies on the floor.
- 35A-35AN. This is a pit puzzle. To pass, step on the plate at 35AJ. Step back to 35B. Step again to 35A. This closes the pit at 35C. Step on plate 35D, then step north to plate 35E. Walk east to 35G, stepping on 35F en route. Walk west to 35E. Step to plate 35L. Walk north over 35M to 35N. Walk east to 35O. Face your character west, without leaving 35O. Throw an object westward to 35P. You may now walk across 35Q to the ladder at 36.
36. This ladder leads down to Caverns Below Beginner Three, location 6.
37. This ladder leads down to Caverns Below Beginner Three, location 9.
38. A Jera potion lies on the floor.
39. A chest lies on the floor. In it is a +1 Amulet of Strength and a Restore parchment.
40. A branch of nightshade lies on the floor.
41. A Fehu rune lies on the floor.
42. A Jera rune lies on the floor.
43. This ladder leads down to Caverns Below Beginner Three, location 15.
44. A gold coin lies on the floor.
45. This pit leads to Owen's body (and the black pearl) on Caverns Below Beginner Three, location 25.
46. This ladder leads down to Caverns Below Beginner Three, location 46.

47. This hole requires a gold coin. The hole opens the door at 48.
48. Open this door by operating the hole at 47.
49. A rock lies on the floor.
50. A random object lies on the floor. (It changes from game to game.)
51. A +2 Amulet of Endurance lies on the floor.
52. An Eye of Sight lies on the ground. This item has the same effect as the Sight spell, or turning Magnify on in the Game Options menu.
53. This keyhole requires a gold key. The lock activates the teleporter at 54.
54. This teleporter transports you to 55.
55. This is the destination of the teleporter at 54. Go and barter the black pearl with Shirvan. Among the items he gives you is a Raido rune. Use the rune; it transports you to 56.
56. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)
57. A strong skeleton attacks. It drops an iron key when slain.
58. This door is not operable.
59. This keyhole requires an iron key. The lock opens the door at 60. Move aside quickly to avoid the ball at 61, rolling through the door.
60. Open this door by operating the door at 59.
61. This ball rolls towards the door at 60 when opened.
62. A morning star lies on the floor.
63. A spiked helmet lies on the floor.
64. A pair of leather gloves lie on the floor.
65. A Jera rune lies on the floor.
66. Chainmail lies on the floor.
67. A +1 Amulet of Strength lies on the floor.
68. A buckler lies on the floor.
69. This teleporter transports you to 55.
70. This teleporter transports you to 71.
71. This is the destination of the teleporter at 70.
72. Rowena meets you here. She tells you to rescue the great Wizard Dunstan, found on the next level. She also opens the door at 73 for you.
73. Open this door by speaking with Rowena at 72.
74. A healer named Althea offers to heal you for one gold piece. If necessary, she also removes the effects of poison.
75. This is the entrance to Broken Seal Five, location 1.
76. This ladder leads down to Caverns Below Beginner Three, location 5.
77. This teleporter transports you to 78.
78. This is the destination of the teleporter at 77.
79. This pit leads to Caverns Below Beginner Three, location 18.
80. This ladder leads down to Caverns Below Beginner Three, location 19.
81. This pit leads to Caverns Below Beginner Three, location 16.
82. This ladder leads down to Caverns Below Beginner Three, location 17.
83. This teleporter transports you to 84.
84. This is the destination of the teleporter at 83.
85. This pit leads to Caverns Below Beginner Three, location 20.
86. This ladder leads down to Caverns Below Beginner Three, location 21.
87. This teleporter transports you to 88.
88. This is the destination of the teleporter at 87.
89. This ladder leads down to Caverns Below Beginner Three, location 31.
90. This teleporter transports you to 91.
91. This is the destination of the teleporter at 90.
92. This teleporter transports you to 93.
93. This is the destination of the teleporter at 92.

♦ Caverns Below Beginner Three

1A. This is where you fall from Beginner Three, location 30. A flanged mace also lies on the floor.

1B. This is where you fall from Beginner Three, locations 28D-28F.

2. This ladder leads up to Beginner Three, location 31.

3. This room is where you fall from Beginner Three, locations 35A-35AR.

4. A dead skeleton lies on the floor.

5. This ladder leads up to Beginner Three, location 76.

6. This ladder leads up to Beginner Three, location 36.

7. A strong spider attacks.

8. A gold key lies on the floor.

9. This ladder leads up to Beginner Three, location 37.

10. This keyhole requires a gold key. The lock opens the door at 11, and causes the balls at 12A-12C to roll.

11. Open this door by operating the lock at 10.

12A-12E. Run north, and avoid the balls at 12A, 12B, and 12C. (Casting Freeze on the balls may help.) Pick up the iron token at 12D, and go to 12E, avoiding the ball at 12A again. Pick up the iron token and proceed to 13.

13. This hole requires two iron tokens. The hole opens the door at 14.

14. Open this door by operating the hole at 13.

15. This ladder leads up to Beginner Three, location 43.

16. This is where you fall from Beginner Three, location 81.

17. This ladder leads up to Beginner Three, location 82.

18. This is where you fall from Beginner Three, location 79.

19. This ladder leads up to Beginner Three, location 80.

20. This is where you fall from Beginner Three, location 85.

21. This ladder leads up to Beginner Three, location 86.

22. This ladder leads up to Beginner Three, location 27.

23. This ball rolls north to south.

24. This ladder leads up to Beginner Three, location 26.

25. This is where you fall from Beginner Three, location 45. A sack lies on the floor. In the sack are seven gold coins.

26. A +1 Amulet of Agility lies on the floor.

27. Owen's dead body lies on the floor.

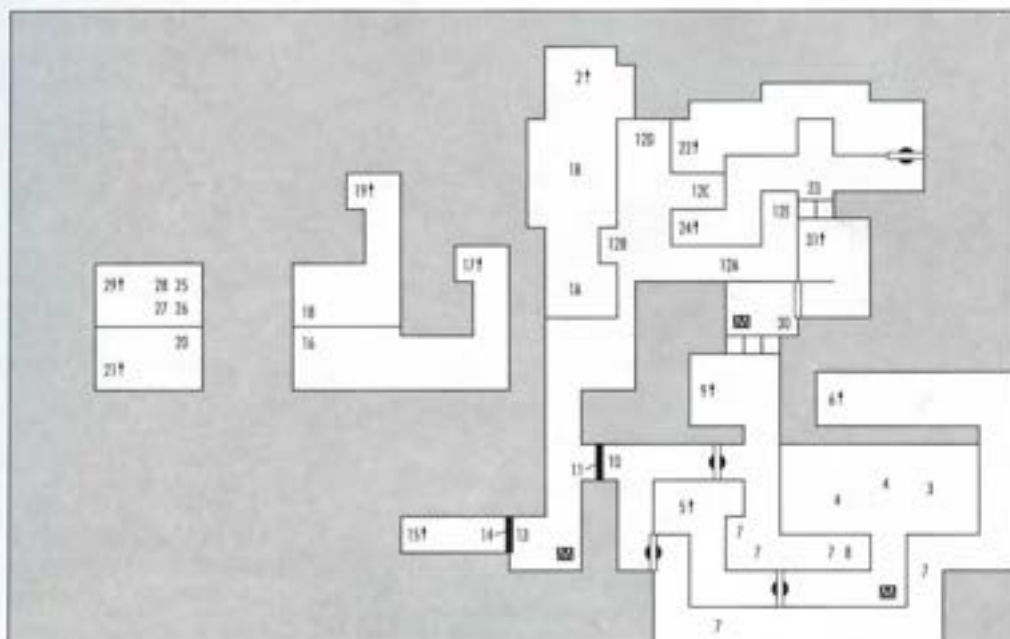
28. A black pearl lies on the floor. Take it to Shirvan on Beginner Three, location 2.

29. This ladder leads up to Beginner Three, location 46.

30. This where you fall from Beginner Three, location 25.

31. This ladder leads up to Beginner Three, location 89.

CAVERNS BELOW BEGINNER THREE



	DOOR (opened by Kano spell)		TUNNEL (leads to another region)		Ladder Up
	DOOR (opened by Kano spell, as well as by a mechanism or puzzle)		Magic Mouth		Ladder Down
	DOOR (opened by a plate on either side)		Teleporter		Floor tile that drains hit points
	DOOR (opened by a lever on either side)		Destination of a Teleporter or Rune		Floor tile that drains spell points
	DOOR (opened by a mechanism or puzzle)		Inaccessible		Wall

❖ Broken Seal Five

1. This tunnel leads to Beginner Level Three, location 75.

2. A weak creeper attacks.

3A-3D. Push a creeper body on plate 3A and 3B. Flipping lever 3C left opens the door at 3D.

4. A broken flask and a falchion lie on the floor.

5. A fighter named Angus speaks with you. He is sad because his father's sword has been broken in two. You may return his sword to him in two ways. If you give it to him in two pieces, he gives you a ruby, a Dagaz rune, and a +1 Amulet of Strength. If you return it to him whole, he gives you a chest and a shield. In the chest is a Jera potion, a +2 Amulet of Strength, a ruby, a Dagaz rune, and a Figurine of Resurrection. Using the Figurine allows you to die once with no ill-effects.

6A-6H. Stepping on plates 6A or 6C opens the door at 6B. The plates at 6D and 6F open doors at 6E, 6G and 6H.

7. A medium-strength skeleton attacks. It drops a scimitar when slain.

8. This teleporter transports you to 9.

9. This is the destination of the teleporter at 8.

10. A boulder lies on the floor.

11. This plate is weighed down by two boulders. Remove them from the plate to release it.

12. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 13. You must leave this plate weighed down.

13. This teleporter transports you to 14.

14. This is the destination of the teleporter at 13.

15. A dead skeleton lies on the floor.

16. A Book of Spears lies on the floor. Using it raises your polearm skill a level.

17A-17C. Push barrel 17A over the plate at 17B. This opens the door at 17C.

18. This teleporter transports you to 19.

19. This is the destination of the teleporter at 18.

20. A moveable barrel is here. Push it aside to continue.

21. Darius, King of the Thieves, speaks with you. Be sure to ask him about the "sword". After slaying Darius, you find a Bloodstone, a +2 Amulet of Protection, and a jade key.

22. Flipping this lever left activates the lock at 24.

23. A chest lies on the floor. In it is a gold coin and a sword hilt. (This is the first part of Angus' sword.)

24. This keyhole requires a jade key. The lock opens the door at 25.

25. Open this door by flipping the lever at 22, then operating the lock at 24.

26. A chest lies on the floor. In it are two branches of nightshade, a Freeze parchment, and Seal Six (needed to form the seal to enter the Elemental Levels).

27. A chest lies on the floor. In it are two apples of vigor.

28. A chest lies on the floor. In it are two falchions, and a broken blade. (This is the second part of Angus' sword.)

29. This teleporter transports you to 30.

30. This is the destination of the teleporter at 29.

31. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 44. You must leave this plate weighed down.

32. A medium-strength skeleton attacks.

33. A rock lies on the floor.

34. A barbed-arrow lies on the floor.

35. A boulder lies on the floor.

36. A ruby lies on the floor.

37. A moveable barrel is here. Push it aside to continue.

38. An old man named Augustus speaks with you. Pay him the gold piece he wants for information about Angus and Darius.

39. This teleporter transports you to 40.

40. This is the destination of the teleporter at 39.

41. A smith named Padrake speaks with you. He offers to mend Angus' sword (assuming you've found the two halves) for four gold pieces. Return the blade to Angus at 35 for a reward.

42. This teleporter transports you to 43.

43. This is the destination of the teleporter at 42. Walk from here to location 5, where Angus awaits.

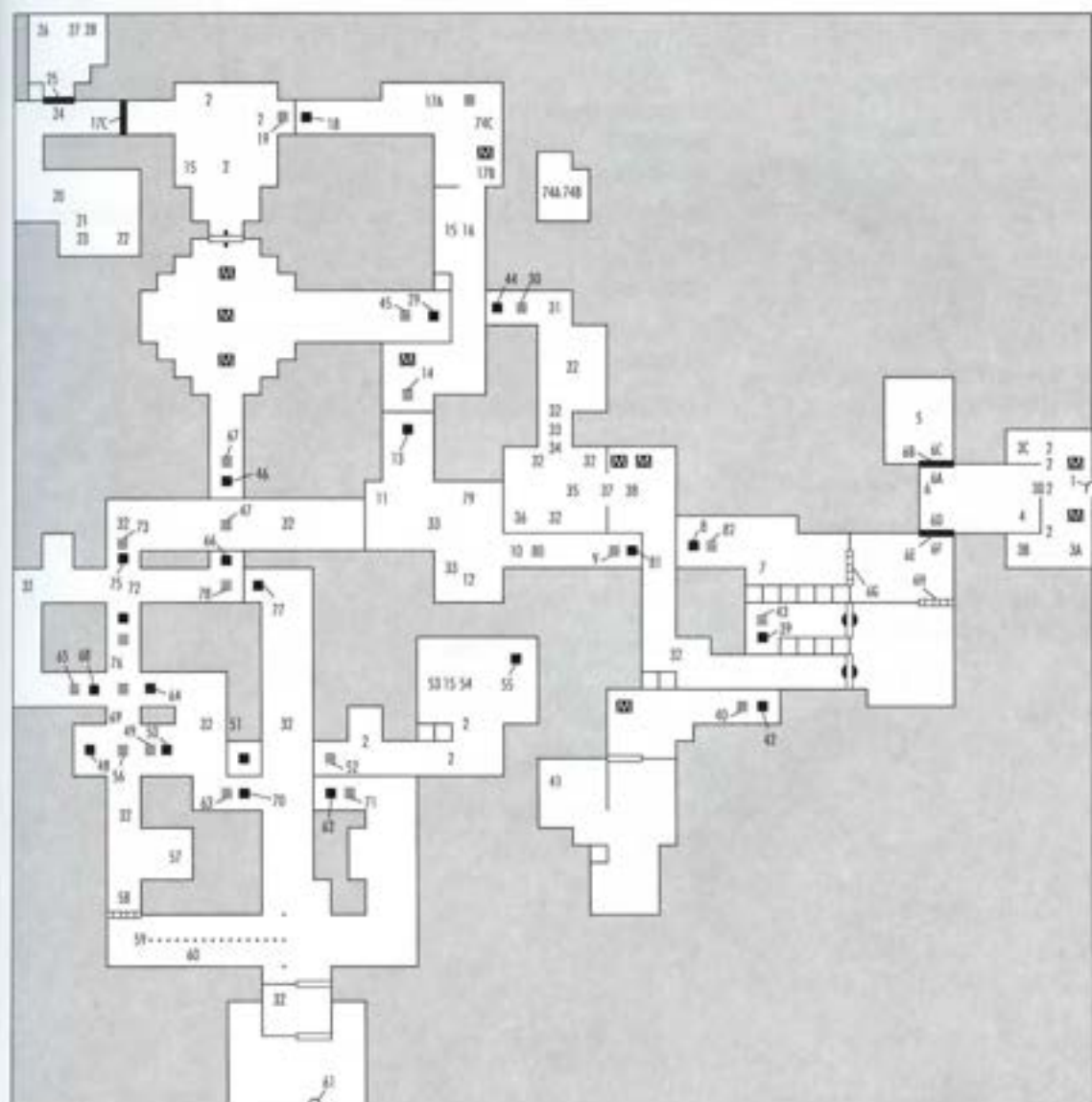
44. This teleporter transports you to 45.

45. This is the destination of the teleporter at 44.

46. Teleporter 46 alternates between transporting you to 47 and 78.

47. This is one of the destinations of the teleporter at 46.

BROKEN SEAL FIVE



— DOOR (opened by Kero spell)

— DOOR (opened by Kero spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

- 48. This teleporter transports you to 49.
- 49. This is the destination of the teleporter at 48.
- 50. This teleporter transports you to 51.
- 51. This is the destination of the teleporter at 50. There is another teleporter here which transports you to 52.
- 52. This is the destination of the teleporter at 51.
- 53. A rock lies on the floor.
- 54. A Healer's Tome lies on the floor. Using the book raises your Healing level by one.
- 55. This teleporter transports you to 56.
- 56. This is the destination of the teleporter at 55.
- 57. A medium-strength skeleton attacks. It drops a warboard when slain.

- 58. A medium-strength skeleton attacks. It drops a falchion when slain.
- 59. A moveable barrel is here. Push it aside to continue.
- 60. The floor tiles in this hall damage your character. Run across them as quickly as possible.
- 61. This tunnel leads to Broken Seal Four, location 1.
- 62. This teleporter transports you to 63.
- 63. This is the destination of the teleporter at 62.
- 64. This teleporter transports you to 65.
- 65. This is the destination of the teleporter at 64.
- 66. This teleporter transports you to 67.
- 67. This is the destination of the teleporter at 66.
- 68. This teleporter transports you to 69.
- 69. This is the destination of the teleporter at 68.
- 70. This teleporter transports you to 71.
- 71. This is the destination of the teleporter at 70.

- 72. This teleporter transports you to 73.
- 73. This is the destination of the teleporter at 72.
- 74A-74C. The skeleton at 74A wanders the room, occasionally triggering the pressure plate at 74B. This fires a Fireball at 74C.
- 75. This teleporter transports you to 76.
- 76. This is the destination of the teleporter at 75.
- 77. This teleporter transports you to 78.
- 78. This is the destination of the teleporters at 77 and 46.
- 79. Flipping this lever does nothing.
- 80. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate does nothing.
- 81. This teleporter transports you to 82.
- 82. This is the destination of the teleporter at 81.

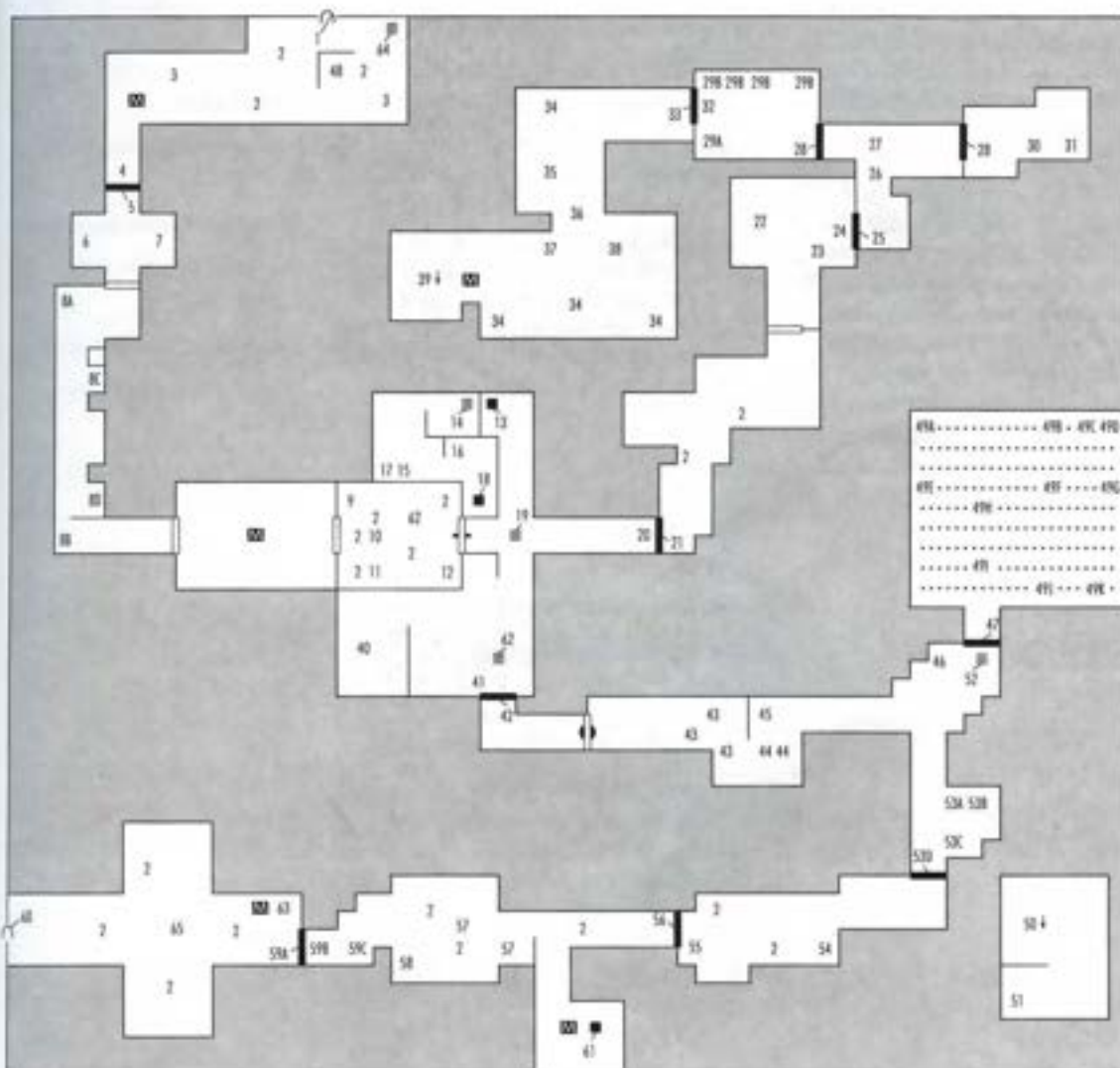
❖ Broken Seal Four

1. This tunnel leads to Broken Seal Five, location 61.
2. A poison spider attacks.
3. A Bloodstone lies on the floor.
4. This hole requires a gold coin. The hole opens the door at 5.
5. Open this door by operating the hole at 4.
6. An empty flask and a Kano rune lie on the floor.
7. A ruby lies on the floor.
- 8A-8D. Follow Ball 8A as it rolls south, while ball 8B rolls north. Duck into alcove 8C until ball 8A passes returning north. Quickly run south and enter alcove 8D. Wait for ball 8B to pass and run south, then east.
9. A boulder lies on the floor.
10. A stone lies on the floor.
11. A buckler and a horsehair helmet lies on the floor.
12. A Sowelu rune and a set of shirt and breeches lie on floor.
13. This teleporter transports you to 14.
14. This is the destination of the teleporter at 13.
15. A moveable barrel is here. See 16 for how to remove it correctly.
16. This teleporter transports you to 15, thereby destroying the barrel there.
17. Two branches of nightshade and a jade key lie on the floor.
18. This teleporter transports you to 19.
19. This is the destination of the teleporter at 18.

20. This keyhole requires a jade key. The lock opens the door at 21.
21. Open this door by operating the lock at 20.
22. A henchman attacks. He drops a gold coin and a scimitar when slain.
23. A henchman attacks. He drops a round key and a Uraz rune when slain.
24. This keyhole requires a round key. The lock opens the door at 25.
25. Open this door by operating the lock at 24.
26. A henchman attacks. He drops a ruby, a gold coin, and a round key when slain.
27. This plate requires 2.0 kilograms of weight to depress. Move a henchman body onto the plate. Once depressed, the door at 28 opens. Move aside quickly, as Flame Arrows begin to fire from 29A and 29B.
28. Open this door by operating the plate at 27.
- 29A-29B. Depressing the plate at 27 activates this Flame Arrow trap. Flame Arrows from 29A fire east, while Flame Arrows from 29B fire south.
30. A henchman attacks. He drops a sun key, chain gauntlets, and an apple of vigor once slain.
31. This keyhole requires a sun key. The lock deactivates the Flame Arrow trap at 29A and 29B.
32. This keyhole requires a round key. The lock opens the door at 33.

33. Open this door by operating the lock at 32.
34. A henchman attacks.
35. A henchman attacks. He drops a falchion and a warboard when slain.
36. A moveable barrel is here. Push it aside to continue.
37. A henchman attacks. He drops three pearls and a broadsword when slain.
38. A henchman attacks. He drops a pair of leather boots.
39. This ladder leads down to Below Broken Seal Four, location 1.
40. A man named Conahl speaks with you. He complains about being robbed by a band of thieves (if you have a piece of the Broken Seal with you), and explains the use of the six pieces of the Seal.
41. Flipping this lever right opens the door at 42.
42. Open this door by operating the lever at 41.
43. A boulder lies on the floor.
44. Nightshade leftovers lie on the floor.
45. A woman named Mistral speaks with you. She gives a clue about a use for the Boots of Levitation.
46. Flipping this lever right opens the door at 47.
47. Open this door by operating the lever 46.
48. A Magic Wall parchment lies on the floor.

BROKEN SEAL FOUR



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

49A-49K. This is a pit puzzle. You must be wearing the Boots of Levitation to survive this puzzle. (You can find the boots on Below Broken Seal Four, location 17.) Walk to the ball at 49H. Push the ball north to the wall. Walk northeast to 49B and cast Magic Wall directly to the right of the plate. Walk back to ball 49H, and push it east against the Magic Wall next to 49B. (This triggers the plate at 49B, which fires Fireballs east from 49A.) Push the barrel at 49I northeast to the plate at 49F. (This triggers the plate, fires a Fireball from 49J, and a Bounce Fireball from 49K.) Stand next to the plate at 49G, and cast Magic Wall directly onto it. Finally, stand over the now open pit at 49D and remove your boots!

50. This ladder leads down to Below Broken Seal Four, location 32.

51. This teleporter transports you to 52.

52. This is the destination of the teleporter at 51.

53A-53D. Weigh down these plates with the boulders at 43. The plates must be depressed in this order: 53A, 53B, 53C. Placing the last boulder on 53C opens the door at 53D. Be sure to leave the boulder on the plate at 53C to keep from being trapped.

54. A chest lies on the ground. In it are two rubies and a gold coin.

55. Flipping this lever right opens the door at 56.

56. Open this door by operating the lever at 55.

57. A stone lies on the floor.

58. A boulder lies on the floor.

59A-59C. Push a dead spider body on the plate at 59B. This activates the plate at 59C. Stepping on the plate at 59C opens the door at 59A. Be sure to weigh down the plate at 59C to keep from being trapped.

60. This tunnel leads to Broken Seal Three, location 1.

61. This teleporter transports you to 62.

62. This is the destination of the teleporter at 61.

63. This teleporter transports you to 64.

64. This is the destination of the teleporter at 63.

65. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

❖ Below Broken Seal Four

1. This ladder leads up to Broken Seal Four, location 39.
2. A weak creeper attacks.
3. A branch of nightshade lies on the floor.
4. Two branches of nightshade lie on the floor.
5. An iron key lies on the floor.
6. A Moonstone lies on the floor.
7. This keyhole requires an iron key. The lock opens the door at 8.
8. Open this door by operating the lock 7.
9. An apple core lies on the floor.
10. A Sight parchment lies on the floor.
11. A stone lies on the floor.
12. A chest lies on the floor. The chest holds a vest and breeches, and a surcoat and breeches.
13. This hole requires a pearl. The hole opens the door at 14. (The pearl can be found on Broken Seal Four, location 37.)
14. Open this door by operating the hole at 13.
15. A ruby lies on the floor.
16. A chest lies on the floor. In the chest is Seal One, a Perth rune, and a branch of nightshade.
17. A chest lies on the floor. In it are the Boots of Levitation. (The boots are needed to solve the puzzle at Broken Seal Four, location 48A-48K.)
18. A flanged mace, chainmail, and a chain coil lie on the floor.
19. A chest lies on the floor. In it are three gold pieces.
20. Flipping this lever in either direction opens and closes the door at 14.
21. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes door 14. (Note: To re-enter the room, you must operate the hole at 13.)
22. This is where you fall from Broken Seal Four, location 48D.
23. A strong skeleton attacks.
24. A weak skeleton attacks.
25. A Raido rune lies on the floor.
26. Seal Two lies on the floor.
27. A broadsword lies on the floor.
28. A boulder lies on the floor.
29. An apple of vigor lies on the floor.
30. A broken flask lies on the floor.
31. A war axe lies on the floor.
32. This ladder leads up to Broken Seal Four, location 50.
33. Flipping this lever left opens the doors at 34; flipping it right closes them.
34. Open these doors by operating the lever at 33.

BELOW BROKEN SEAL FOUR



 DOOR (opened by Kano spell)	 TUNNEL (leads to another region)	 Ladder Up
 DOOR (opened by Kano spell, as well as by a mechanism or puzzle)	 Magic Mouth	 Ladder Down
 DOOR (opened by a plate on either side)	 Teleporter	 Floor tile that drains hit points
 DOOR (opened by a lever on either side)	 Destination of a Teleporter or Rune	 Floor tile that drains spell points
 DOOR (opened by a mechanism or puzzle)	 Inaccessible	 Wall

❖ Broken Seal Three

1. This tunnel leads to Broken Seal Four, Location 60.

2. A hellhound attacks.

3A-3C. Push the barrel at 3A to the plate at 3B. This opens the door at 3C.

4A-4C. Push the ball at 4A to the plate at 4B. This opens the door at 4C.

5A-5B. Push a hellhound body onto the plate at 5A. This opens the door at 5B.

6A-6B. Push a hellhound body onto the plate at 6A. This opens the door at 6B.

7. Tristan asks you to rescue the Wizard, Dunstan. After rescuing Dunstan, return to Tristan. He gives you a chest. In it is a Berkana rune, a Perth rune, an Algit rune, a Fehu rune, and a +2 Amulet of Power.

8. Flipping this lever right opens the door at 9.

9. Open this door by operating the lever at 8.

10. A weak creeper attacks.

11A-11C. Throw something weighing two kilograms or more (or push a creeper body) into the teleporter at 11A. (Note: You will not get this item back.) This teleports the item to 11B, weighs down the plate, and opens the door at 11C.

12. A boulder lies on the floor.

13. A moveable barrel is here.

14. A ladder leads down to Below Broken Seal Three, location 1.

15. This door opens and closes intermittently. Wait, and pass when it opens.

16. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

17. A Fehu rune lies on the floor.

18. A +1 Amulet of Talent.

19. A Hagalaz rune lies on the floor.

20. These doors open and close intermittently. Wait, and pass when they open.

21. Alexis speaks with you. He completely heals you for one gold.

22. This plate requires 2.0 kilograms of weight to depress. When depressed, it activates the intermittent timer that opens and closes the doors at 15 and 20.

23. This plate requires 2.0 kilograms of weight to depress. Stepping off of this plate freezes the doors at 15 and 20. If you are quick enough, you can use this plate to freeze the doors open.

24. This teleporter transports you to 25.

25. This is the destination of 24.

26. A moveable barrel is here.

27A-27D. Weighing down the plate at 27D activates the teleporter at 27A. Teleporter 27A transports you to 27B the first time you enter it. Entering 27A for the second time transports you to 27C. A chest lies on the ground. In it is a Book of the Sword, a Bloodstone, and Seal Three.

28A-28C. Pushing a hellhound body onto the plate at 28A activates a teleporter at 28B. Entering the teleporter at 28B takes you to 28C.

29. This keyhole requires a jade key. The lock opens the door at 30. (The key is found on Below Broken Seal Three, location 16.)

30. Open by operating lock 29.

31A-31E. Push a hellhound body onto 31A. Then walk east across 31B, 31C, and 31D. This opens the door at 31E.

32. A chest lies on the floor. In it is chainmail and a horsehair helmet.

33. A moveable barrel.

34. A chest lies on the floor. In the chest is a prison key, a Fireshield parchment, a +1 Amulet of Endurance, and a gold key.

35. A chest holds an apple of vigor.

36. A chest lies on the floor. In the chest are two Gebo runes. At this point, go and set Dunstan free. (Below Broken Seal Three, location 12.)

37A-37M. Pick up any two of the boulders (37A-37J). Place the two boulders on the plate 37K. This opens the door at 37L. (Note: Removing the boulders from the plates releases a trap which transports a random number of hellhounds to 37M.)

38. This ladder leads down to Underground Shortcut, location 1.

39. This keyhole requires a gold key. The lock opens the door at 40.

40. Open by operating lock 39.

41. A chest holds a +1 Amulet of Strength and two Algit potions.

42. A chest lies on the floor. In it is an apple of vigor and a Berkana rune.

43. This tunnel leads to Broken Seal Two, location 1.

44. A stone lies on the floor.

45. Flipping this lever in either direction opens and closes the doors at 3C and 4C.

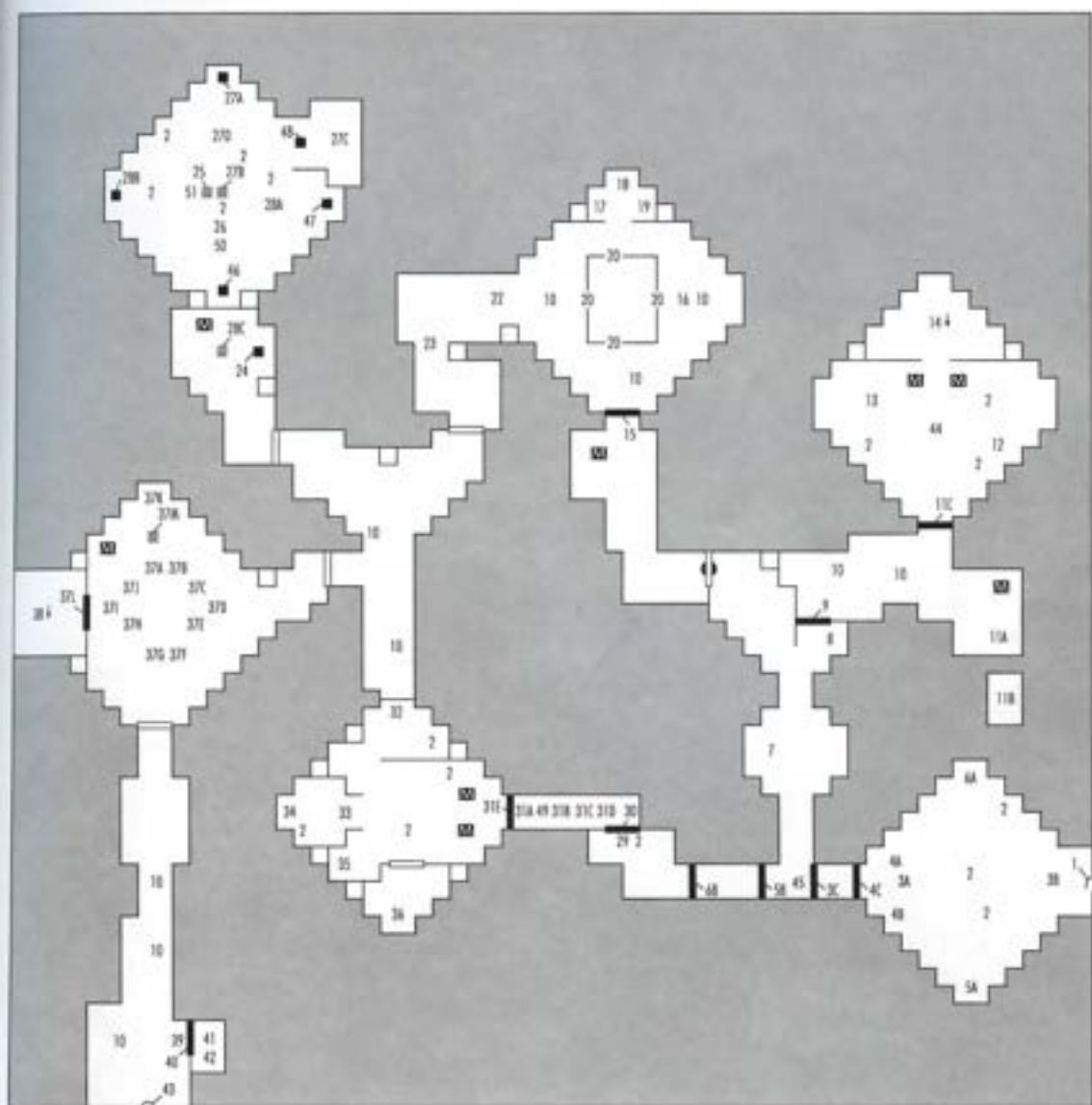
46-48. These teleporters transport you to 27B.

49. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

50. Weighing this plate activates teleporter 46.

51. Weighing this plate activates teleporter 57.

BROKEN SEAL THREE



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

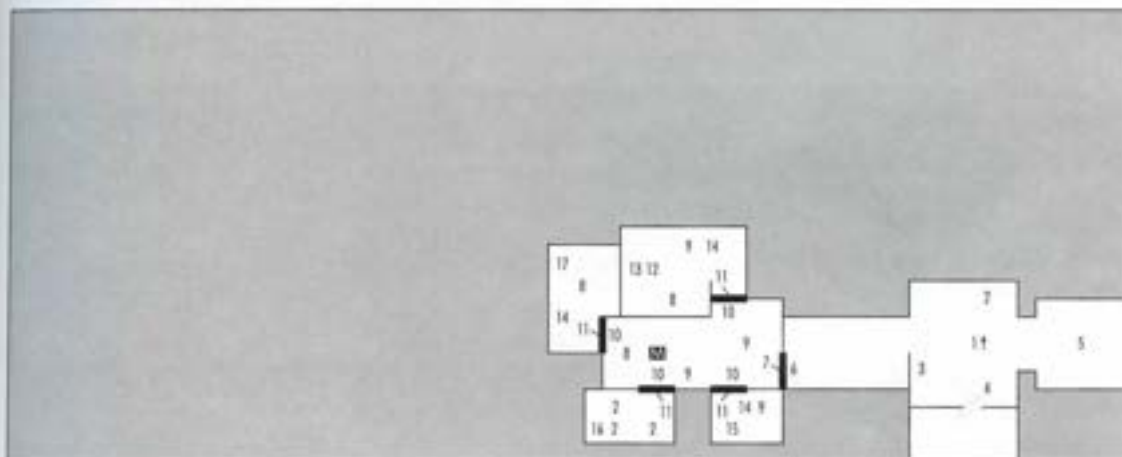
Floor tile that drains spell points

Wall

❖ Below Broken Seal Three

1. This ladder leads up to Broken Seal Three, location 14.
2. A weak skeleton attacks.
3. A weak skeleton attacks. It drops four iron keys when slain.
4. A weak skeleton attacks. It drops a scimitar and a warboard when slain.
5. A strong skeleton attacks. It drops a round key when slain.
6. This keyhole requires a round key. The lock opens the door at 7.
7. Open this door by operating the lock at 6.
8. A boulder lies on the ground.
9. A rock lies on the ground.
10. This keyhole requires an iron key. The lock opens the door at 11.
11. Open this door by operating the lock at 10.
12. A man named Dunstan is imprisoned here. After releasing him, return to Tristan at Broken Seal Three, location 7.
13. A stone lies on the floor.
14. A dead skeleton lies on the floor.
15. An arrow lies on the floor.
16. A scimitar, a buckler, a jade key, and a Raldo rune lie on the floor. (The key is used on Beginner Three, location 29.)
17. An apple core lies on the floor.

BELOW BROKEN SEAL THREE



— DOOR (opened by Kero spell)

— DOOR (opened by Kero spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

⤿ TURNEL (leads to another region)

☞ Magic Mouth

■ Teleporter

⊞ Destination of a Teleporter or Rune

■ Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

❖ Underground Shortcut

1. This ladder leads up to Broken Seal Three, location 38.

2. A rock lies on the floor.

3. A boulder lies on the floor.

4A-4I. Step on the plate at 4A; this activates the plate at 4C and deactivates the plate at 4E. Step to the plate at 4C, avoiding the plate at 4B. This deactivates plates 4D and 4B. (Plates 4D and 4B shoot Fireballs north, south, east, and west from 4I when active.) The plates at 4F and 4H open and close the door at 4G.

5. A Bloodstone lies on the floor.

6. A flytrap attacks.

7. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

8. Shell boots, shellmail, and a Shield of Teleportation lie on the floor. (The Shield allows you to teleport to the Gebo floor rune.)

9. A +3 Amulet of Endurance lies on the floor.

10. A Freeze parchment lies on the floor.

11. A chest lies on the floor. In it are four rocks and two Bloodstones.

12. This teleporter transports you to 13.

13. This is the destination of the teleporter at 12.

14. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

15. A ghoul attacks. (You should run or cast Freeze on the creature, since you cannot harm ghouls at this point. You need the Silver Sword, forged later in the game on Elemental Barrier One, location 7.)

16. A chest lies on the floor. In it are two branches of nightshade and two apples of vigor.

17. A gold coin lies on the floor.

18. A chest lies on the floor. In it are four broken flasks, a Teiwaz potion, and a flask containing Dr. Jojo's Snake Oil.

19. Padded chainmail, a claidhenih-mor, a shell helmet, and a shield lie on the floor.

20. An empty chest lies on the floor.

21. A quiver lies on the floor. In it are four barbed arrows.

22. Two Kano runes, a Perth rune, and a Nauthiz rune lie on the floor.

23A-23D. Flipping the lever at 23A opens the door at 23B and fires a Fireball from 23D west toward you. Step south and wait for the Fireball to pass. Next, flip the lever at 23C right and step south to avoid the second Fireball from 23D.

24. A Moonstone lies on the floor.

25. This teleporter transports you to 26.

26. This is the destination of the teleporter at 25.

27. This is a moveable barrel. Move it aside to continue.

28. This ladder leads up to Broken Seal Two, location 55.

29. Flipping this lever in either direction opens and closes the door at 30.

30. Open this door by operating the lever at 29.

31. This ladder leads up to Broken Seal One, location 36.

32. Flipping this lever in either direction opens and closes the door at 33.

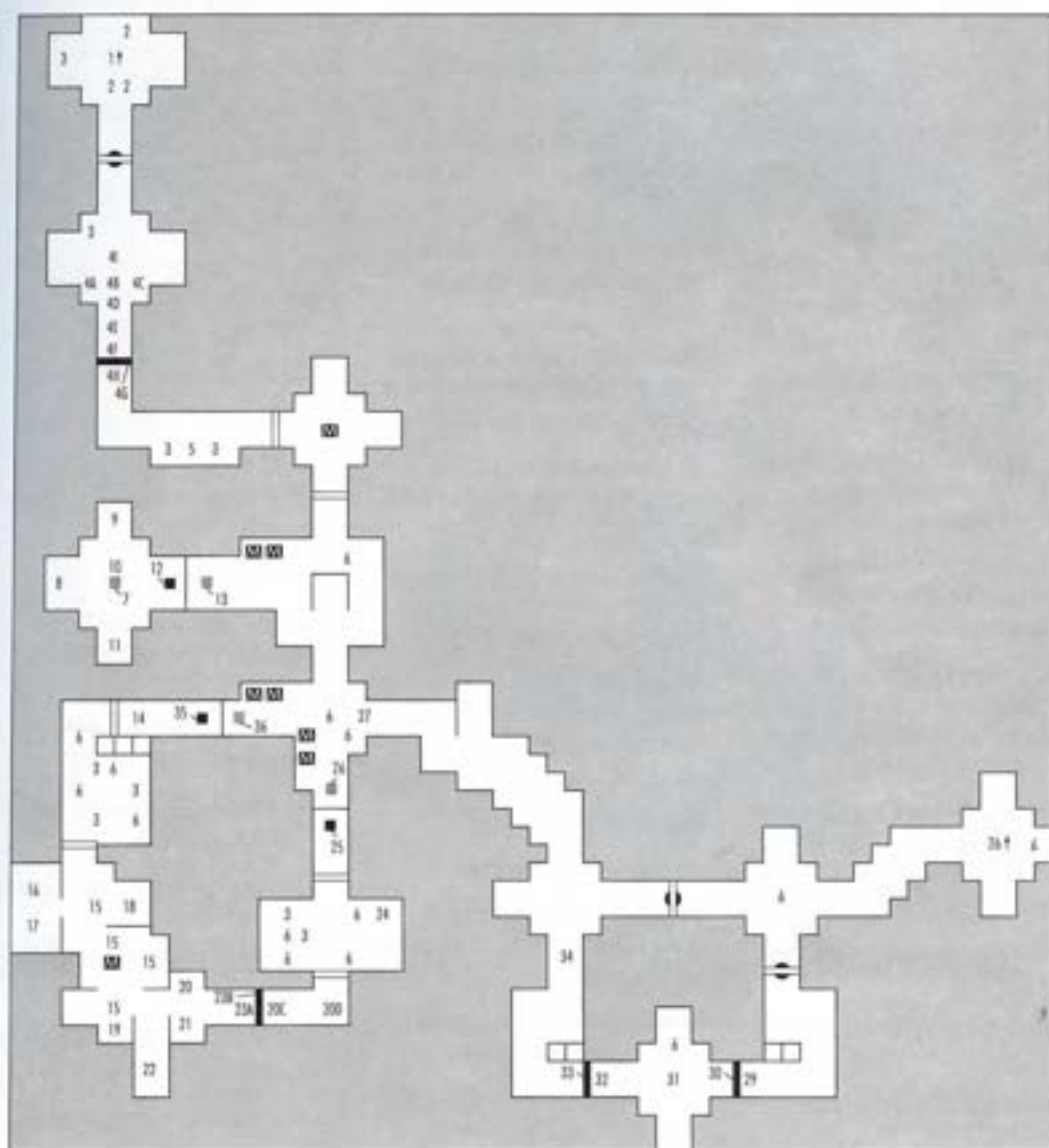
33. Open this door by operating the lever at 32.

34. This ball rolls from north to south.

35. This teleporter transports you to 36.

36. This is the destination of the teleporter at 35.

UNDERGROUND SHORTCUT



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

◆ Broken Seal Two

1. This tunnel leads to Broken Seal Three, location 43.

2. A boulder lies on the floor.

3. An empty flask lies on the floor.

4. A Liquify parchment lies on the floor.

5. A woman named Syan speaks with you about magic mouths.

6. A Kano parchment and a boulder lie on the floor.

7. A bow and a quiver lie on the floor. In the quiver are six arrows.

8. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the plate at 9.

9. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the plate at 10.

10A-10C. Place a boulder on the plate at 10A. This activates plate 10C and opens door 10B. Weigh down the plate at 10C to activate the lever at 12.

11. A man named Khenelm speaks with you. He tells you about the five Knights and the other barriers that block your way.

12. Flipping this lever right opens the door at 13.

13. Open this door by operating the lever at 12.

14. Open this door by casting Kano on it.

15. This plate requires 2.0 kilograms of weight to depress. When depressed, the door at 14 opens or closes.

16. A chest lies on the ground. In it are three rocks.

17A-17B. Flip the lever at 17A to the right, and drop a rock into the hole at 17B.

18A-18B. Flip the lever at 18A to the right, and drop a rock into the hole at 18B.

19A-19B. Flip the lever at 19A to the right, and drop a rock into the hole at 19B. This opens the door at 20.

20. Open this door by operating the lever and hole combination at 17, 18, and 19.

21. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 20.

22. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 23.

23. Open this door by activating the plate at 22.

24. A weak mercenary attacks.

25. A weak mercenary attacks. He drops a sack when slain. In the sack are two gold coins.

26. A weak mercenary attacks. He drops a gold key when slain.

27. This keyhole requires a gold key. The lock activates the lever at 32.

28. This plate requires 2.0 kilograms of weight to depress. When depressed, the door at 29 opens.

29. Open this door by activating the plate at 28.

30. A weak spider attacks.

31. A Flame Arrow parchment lies on the floor.

32. Flipping this lever in either direction opens and closes the door at 33.

33. Open this door by operating the lock at 27, then operating the lever at 32.

34. Flipping this lever in either direction activates the teleporter at 35.

35. This teleporter transports you to 36.

36. This is the destination of the teleporter at 35.

37. A moveable barrel is here. Move it aside to continue.

38. A moveable barrel is here.

39. This plate requires 2.0 kilograms of weight to depress. When depressed, the door at 43 opens.

40. A weak mercenary attacks. He drops a sun key when slain.

41. This keyhole requires a sun key. The lock activates the lever at 42.

42. Flipping this lever right deactivates the plate at location 56.

43. This door is opened by stepping on the plate at 39.

44A-44E. These Fireballs are controlled by operating the plate at 56.

45. A chain coil lies on the floor.

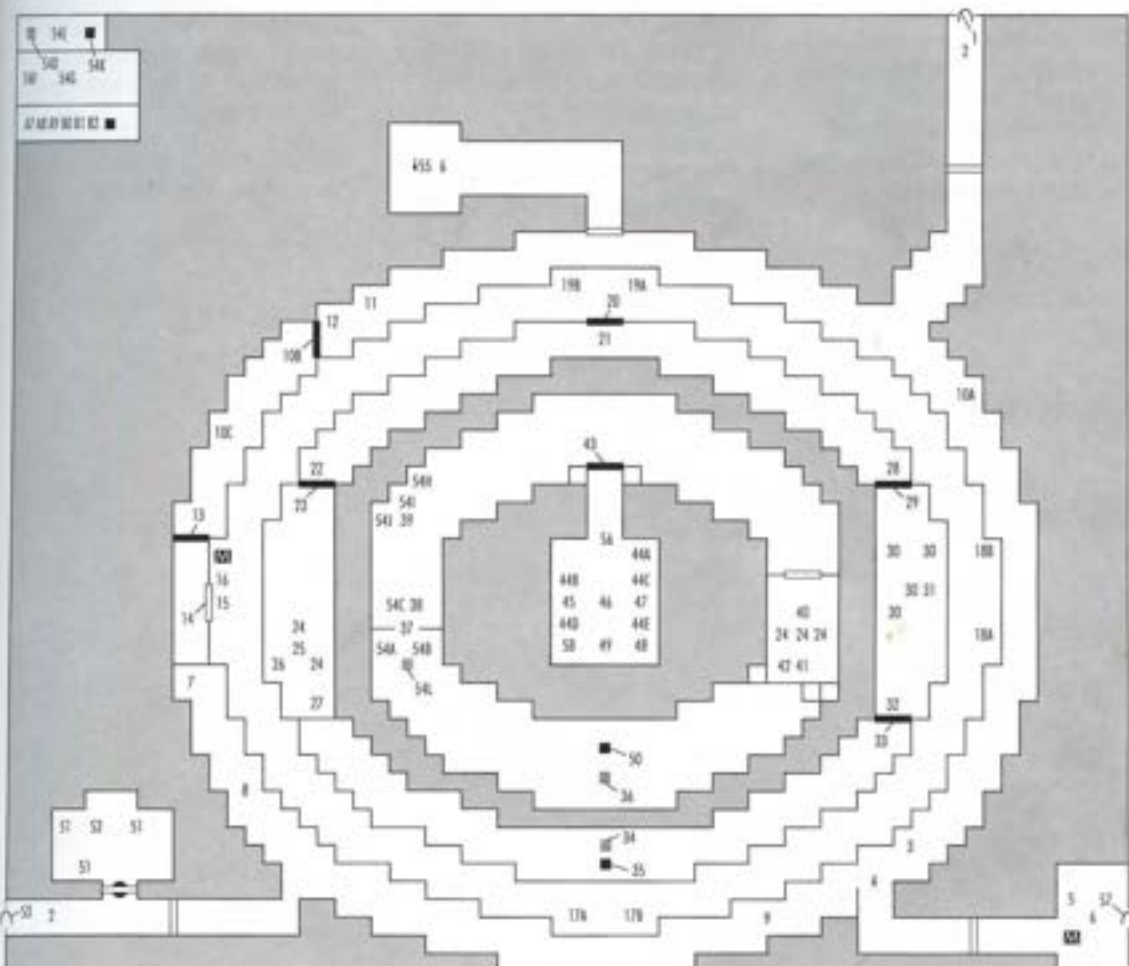
46. A falchion lies on the floor.

47. Chainmail lies on the floor.

48. A Restore parchment lies on the floor.

49. Seal Five lies on the floor.

BROKEN SEAL TWO



— DOOR (opened by Kane spell)

— DOOR (opened by Kane spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

50. This teleporter transports you to 34.

51. An apple core lies on the floor.

52. A poisoned woman named Honorah lies here dying. She needs the antidote from Below Broken Seal One, location 28. Once cured of poison, she gives you the Mirror. (Needed in Broken Seal One, starting at location 11.)

53. This tunnel leads to Broken Seal One, location 1.

54A-54D. Flipping the lever at 54A right closes the teleporter at 54C (38). Flipping the lever at 54B right opens the teleporter at 54C (38). Entering the teleporter at 54C transports you to 54D. Walk from 54D to 54E, which sets the ball at 54F rolling east onto plate 54G. Plate 54G fires Fireballs from 54H, 54I, and 54J. The teleporter at 54K transports you to 54L.

55. This ladder leads down to Underground Shortcut, location 28.

56. This plate requires 2.0 kilograms of weight to depress. When depressed, the ball at 57 rolls south, activating the Fireballs at 44A-44C.

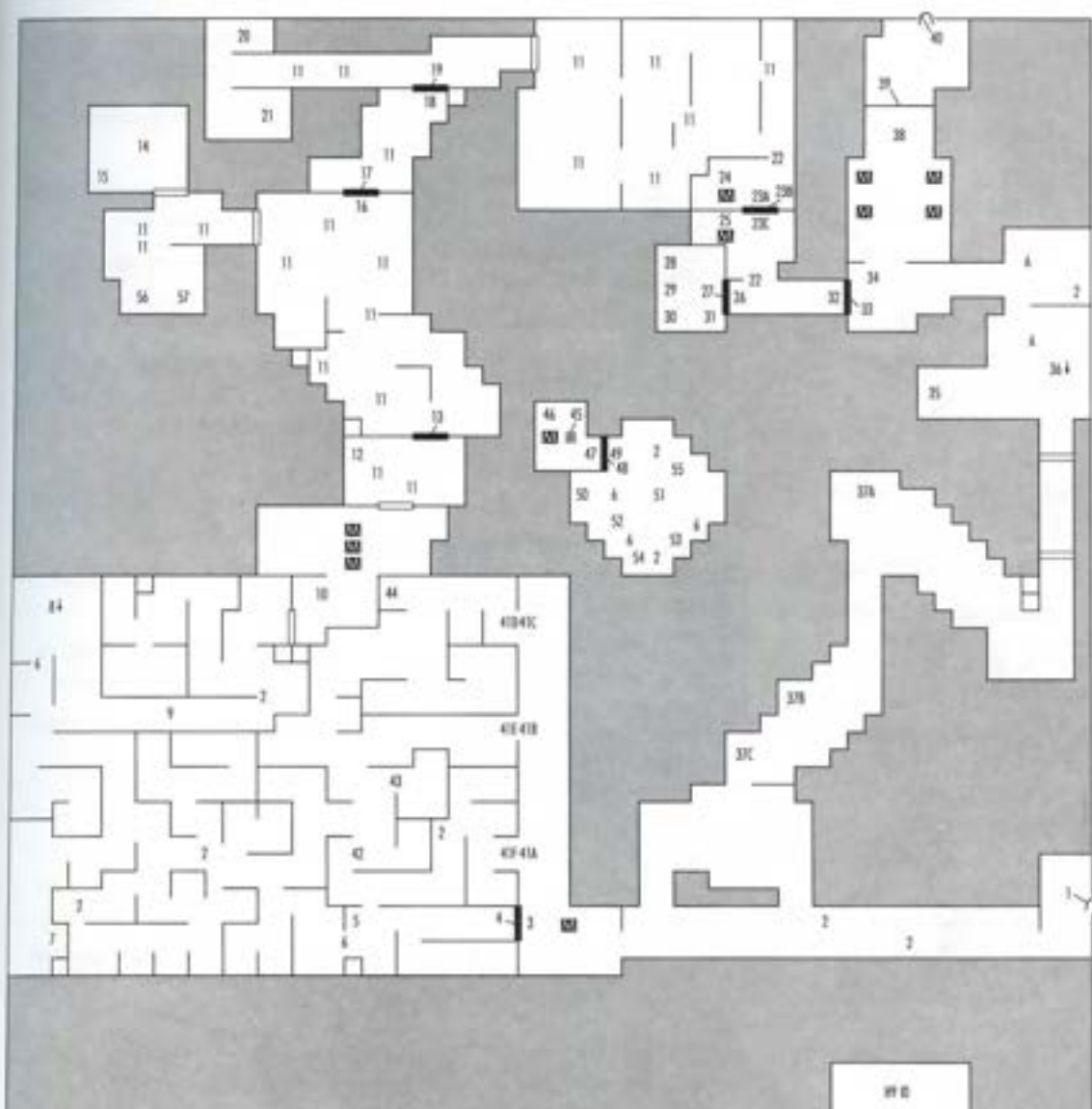
57. This tunnel leads to The Antechamber, location 5.

58. Chain gauntlets lie on the floor.

❖ Broken Seal One

1. Leads to Broken Seal Two, location 53.
2. A strong spider attacks.
3. This pressure plate requires 2.0 kilograms to depress. When depressed, the plate opens the door at 4.
4. Open this door with the plate at 3.
5. This ball rolls east to west.
6. A poison spider attacks.
7. A Cure Poison parchment.
8. This ladder leads down to Below Broken Seal One, location 1.
9. This ball rolls east to west.
10. A woman named Khamillia speaks with you. She is weeping from the loss of her friend to the gazers, and mentions that the Mirror affords protection from them.
11. A gazer attacks. (You need the mirror to protect yourself from the deadly eyes of the gazers. The mirror can be found on Broken Seal Two, location 52.)
12. Flipping this lever in either direction opens and closes the door at 13.
13. Open this door with the lever at 13.
14. A gazer attacks. It drops a cross key.
15. A gazer attacks. It drops a sun key.
16. This keyhole requires a cross key. The lock opens the door at 17.
17. Open this door with the lock at 16.
18. This pressure plate requires 2.0 kilograms to depress. When depressed, it opens the door at 19. Push a dead gazer body on the plate to hold the door open.
19. Open this door with the plate at 18.
20. A chest lies on the floor. In it is Seal Four and the Wizard's Hat. The hat restores spell points.
21. A +1 Amulet of Power lies on the floor.
22. This pressure plate requires 2.0 kilograms to depress. When depressed, it closes the door at 23B, activates the holes at 23A and 23B, and changes the messages of the magic mouths at 24 and 25.
- 23A-23C. Inserting a gold coin into either 23A or 23C opens the door at 23B.
24. Tells the status of the door fee.
25. Tells the status of the door fee.
26. This keyhole requires a sun key. The lock opens the door at 27.
27. Open this door with the lock at 26.
28. A chest lies on the floor. In it are two apples of vigor, an Ashwood wand, an Ansuz rune, and an Elhwaz rune.
29. A warboard and a claidhenih-mor lies on the floor.
30. Padded chainmail lies on the floor.
31. Three poison arrows lie on the floor.
32. Flipping this lever in either direction opens and closes the door at 33.
33. Open this door with the lever at 32.
34. A Gebo floor rune lies on the floor.
35. A chest lies on the floor. In it are two Raido runes.
36. This ladder leads down to Underground Shortcut, location 28.
- 37A-37C. 37A is a Lightning Bolt firing south. Stand close to the east wall as you walk south. Next, wait for the Lightning Bolt to hit the wall, then walk west past it. Walk southwest, and wait for the Fireball at 37B to pass. Walk south, and wait for the Poison Ball at 37C to fire. As it passes you, quickly walk south through the opening, then east.
38. An indentation lies on the floor. This is the location of the seal blocking the entrance to the Elemental Levels. Put the six Broken Seals into it. The wall at 39 opens.
39. Pass this wall by putting the Broken Seals into the indentation at 38.
40. Leads to Elemental Barrier Three.
- 41A-41F. Stepping on a plate at 41A-41C opens the door (41D-41F) directly in front of the plate. The other three plates (all which were not first stepped on) become inoperable.
42. This ball rolls north to south.
43. A moveable barrel is here.
44. A weak spider attacks.
45. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)
46. A chest lies on the floor. In it are three Gebo runes.
47. Flipping this lever in either direction opens and closes the door at 48.
48. Open this door with the lever at 47.
49. A broken flask lies on the floor.
50. A +2 Amulet of Endurance.
51. A poison spider attacks. It drops a ruby when slain.
52. A ruby lies on the floor.
53. An apple core lies on the floor.
54. A random object lies on the floor. (It changes from game to game.)
55. A boulder lies on the floor.
56. This pressure plate requires 2.0 kilograms to depress. When depressed, the plate opens a pit at 57. Weigh the plate down to keep the pit open.
57. This pit leads to Below Broken Seal One, location 13.

BROKEN SEAL ONE



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

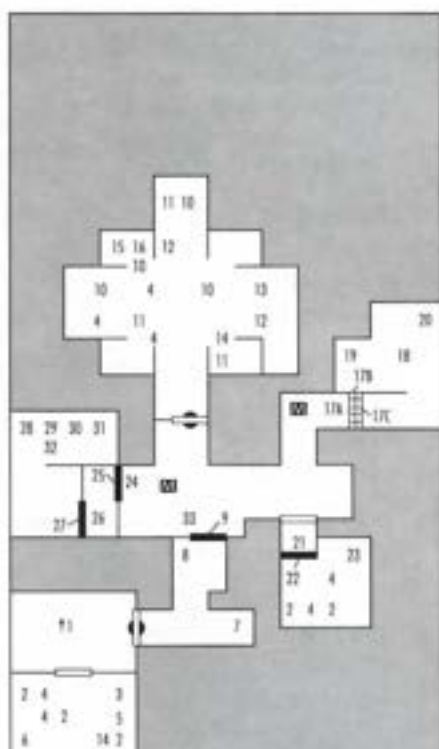
Floor tile that drains spell points

Wall

❖ Below Broken Seal One

1. This ladder leads up to Broken Seal One, location 8.
2. A hellhound attacks.
3. A warboard and a falchion lie on the floor.
4. A boulder lies on the floor.
5. A buckler and a bardiche lie on the floor.
6. A chest lies on the floor. In it is a jade key and two branches of nightshade.
7. This keyhole requires a jade key. The lock deactivates the Lightning Bolts shooting from 8, and opens the door at 9.
8. Lightning bolts fire south from here.
9. Open this door by operating the lock at 7.
10. A harpy attacks.
11. A harpy feather lies on the floor.
12. A dead skeleton lies on the floor.
13. A barbed arrow lies on the floor.
14. A rock lies on the floor.
15. Two rubies, an amethyst, and a broken flask lie on the floor.
16. A broken flask and a feather lie on the floor.
- 17A-17C. Dropping a boulder on the plate at 17A opens the door at 17C. Open the door at 17B with Kano.
18. You meet a man named Lars. He is looking for the Mirror. (Found at Broken Seal Two, location 52.) You must attack Lars to get the item he holds. Lars drops a gold key when slain.
19. A chest lies on the floor. In it are two throwing knives, chain leggings, chain gauntlets, an Ehwaz rune, and a round key.
20. Flipping this lever right secures the doors at 17B and 17C open.
21. This keyhole requires a round key. The lock opens the door at 22.
22. Open this door by operating the lock at 21.
23. A chest lies on the floor. In it is a diamond.
24. This keyhole requires a gold key. The lock opens the door at 25.
25. Open this door by operating the lock at 24.
26. This hole requires a diamond. The hole opens the door at 27.
27. Open this door by operating the hole at 26.
28. A chest lies on the ground. In it is the Antidote and a chain colf. (Take the Antidote to Honorah at Broken Seal Two, location 52.)
29. A chest lies on the floor. In the chest are two branches of nightshade and a Mango.
30. A morning star and a warboard lie on the floor.
31. A chest lies on the floor. In it are three gold coins and an Odin rune.
32. Elven Chainmail lies on the floor.
33. This lever does not move.

BELOW BROKEN SEAL ONE



— DOOR (opened by Kero spell)

— DOOR (opened by Kero spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

○ TUNNEL (leads to another region)

■ Magic Mouth

■ Teleporter

■ Destination of a Teleporter or Rune

■ Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

◆ Elemental Barrier Three

1. This tunnel leads to Broken Seal One, location 40.
2. A Magic Wall parchment lies on the floor.
3. Open this door by operating the lever at 47.
4. This teleporter transports you to 5.
5. This is the destination of the teleporter at 4.
- 6A-6P. Pushing the ball at 6A onto the plate at 6B opens the door at 6P, and activates the plate at 6D. Pushing the ball at 6C onto the plate at 6D opens the door at 6O and activates the plate at 6E. Pushing the ball at 6F onto the plate at 6E opens the door at 6N and activates the plate at 6H. Pushing the ball at 6G onto the plate at 6H opens the door at 6M and activates the plate at 6J. Pushing the ball at 6I onto the plate at 6J opens the door at 6K and 6L.
7. A Shield of Swiftness, a Fireball parchment, a falchion, a Poison parchment, and a bardiche lie on the ground. The Shield of Swiftness allows you to attack much more frequently than usual.
8. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 9.
9. Open this door by operating the plate at 8.
10. A centaur attacks. It drops a round key when slain.
11. A centaur attacks. It drops a round key and a Jera potion when slain.
12. A centaur attacks. It drops Elven chainmail and a Jera potion when slain.

13. This keyhole requires a round key. The lock opens the door at 14.

14. Open this door by operating the lock at 13.

15. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 14.

16. Flipping this lever right opens the door at 17.

17. Open this door by operating the lever at 16.

18. A centaur attacks. It drops a branch of nightshade when slain.

19. A centaur attacks. It drops a branch of nightshade leftovers when slain.

20. A moveable barrel is here. Move it aside to continue.

21. A sack lies on the floor. In it is an empty flask, two amethysts, and an emerald.

22. A chest lies on the floor. In it are two Jera potions.

23. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 14, deactivates the lever at 16, and activates the keyhole at 24.

24. This keyhole requires a round key. The lock opens the door at 25.

25. Open this door by operating the lock at 24.

26. A Thurisaz rune lies on the floor. Use this rune to go to 29, the first area of this puzzle.

27. A Gebo rune lies on the floor. Use this rune to go to 40, the second area of this puzzle.

28. A Raido rune lies on the floor. Use this rune to go to 50, the third area of this puzzle.

29. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)

30. This teleporter transports you to 31.

31. This is the destination of the teleporter at 30.

32. A centaur attacks. It drops a Kano parchment when slain.

33. A centaur attacks.

34. A chest lies on the ground. In it is a branch of nightshade and two branches of nightshade leftovers.

35. Flipping this lever right opens the door at 36.

36. Open this door by operating the lever at 35.

37. Flipping this lever right activates the teleporter at 38.

38. This teleporter transports you to 39.

39. This is the destination of the teleporters at 38 and 48.

40. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

41. This teleporter transports you to 42.

42. This is the destination of the teleporter at 41.

43. This teleporter transports you to 44.

44. This is the destination of the teleporter at 43.

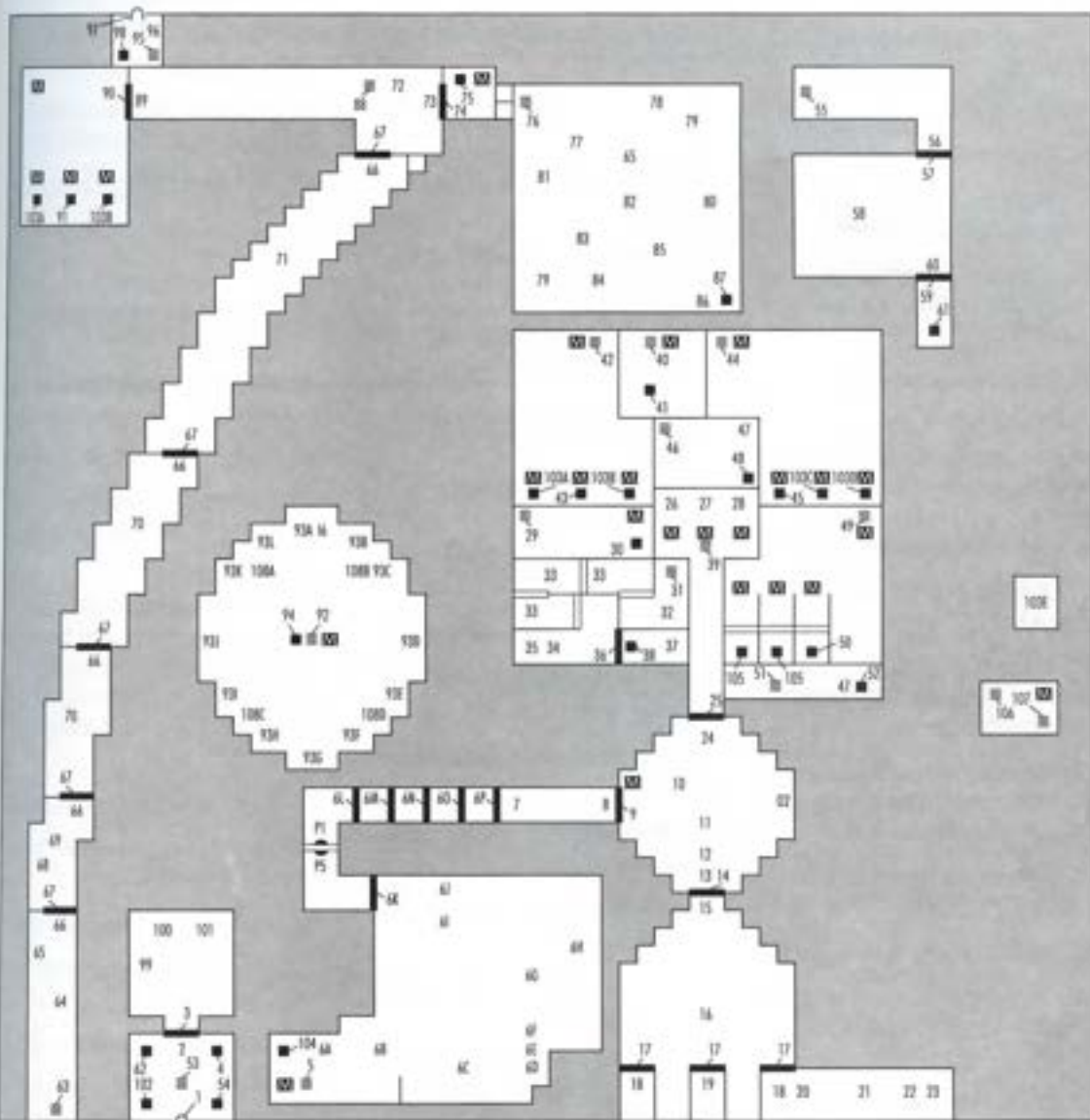
45. This teleporter transports you to 46.

46. This is the destination of the teleporter at 45.

47. Flipping this lever in either direction deactivates the Fireball trap at 103E and opens the door at 3.

48. This teleporter transports you to 39.

ELEMENTAL BARRIER THREE



— DOOR (opened by Kano spell)

— DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

49. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)
50. This teleporter transports you to 51.
51. This is the destination of the teleporter at 50.
52. This teleporter transports you to 53.
53. This is the destination of the teleporter at 52, 53, 98 and 104.
54. This teleporter transports you to 55. Activate this teleporter by operating the plate at 99.
55. This is the destination of the teleporter at 54.
56. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 57 and activates the teleporter at 62.
57. Open this door by operating the plate at 56.
58. A brigand named Skulk tells you about the eight magic skulls and warns you about Balihazar.
59. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 60.
60. Close this door by operating the plate at 59.
61. This teleporter transports you to 53.
62. This teleporter transports you to 63. (This teleporter is activated by plate 56.)
63. This is the destination of the teleporter at 62.
64. A harpy attacks. It drops a gold key when slain.
65. A harpy attacks. It drops a branch of nightshade when slain.
66. This keyhole requires a gold key. The lock opens the door at 67.
67. Open this door by operating the lock at 66.
68. A harpy attacks.
69. A harpy attacks. It drops a branch of nightshade leftovers and gold key when slain.
70. A harpy attacks. It drops a falchion and a gold key when slain.
71. A harpy attacks. It drops a +2 Amulet of Strength and a gold key.
72. A harpy attacks. It drops a spiked helmet, a gold key, and a sun key.
73. This keyhole requires a sun key. It opens the door at 74.
74. Open this door by operating the lock at 73.
75. This teleporter transports you to 76.
76. This is the destination of the teleporter at 75.
77. A centaur attacks. It drops a cross key when slain.
78. A harpy attacks. It drops an empty flask when slain.
79. A centaur attacks. It drops a branch of nightshade leftovers when slain.
80. A centaur attacks. It drops a Liquify parchment when slain.
81. A centaur attacks. It drops Rancor when slain. Rancor is a magical sword which allows you to cast Poison.
82. A centaur attacks. It drops a branch of nightshade when slain.
83. A harpy attacks. It drops a +2 Amulet of Protection when slain.
84. A centaur attacks. It drops a great plate helmet when slain.
85. A harpy attacks. It drops three arrows when slain.
86. This keyhole requires a cross key. The lock activates a teleporter at 87.
87. This teleporter transports you to 88.
88. This is the destination of the teleporter at 87.
89. This keyhole requires a gold key. The lock opens the door at 90.
90. Open this door by operating the lock at 89.
91. This teleporter transports you to 92.
92. This is the destination of the teleporter at 91. There are two boulders on this plate.
- 93A-93L. Go to the plate at 93H and weigh it down with a boulder. Walk north to the plate at 93A and weigh it down with another boulder. Stepping on the plate at 92 activates a teleporter at 94.
94. This teleporter transports you to 95.
95. This is the destination of the teleporter at 94 and 102.
96. An Energy Sphere lies on the floor.
97. This tunnel leads to Elemental Barrier One, location 1.
98. This teleporter transports you to 51.
99. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 54.
100. A small boy named Jake plays here. He is Duncan's grandson.

101. An old man named Duncan speaks with you. Take any spheres you find to him; he activates them.

102. This teleporter transports you to 95.

103A-103E. Teleporters 103A-103D all transport you to 103E. There is a plate at 103E which shoots Fireballs at you until you die. This is a bad place to go.

104. This teleporter transports you to 53.

105. These teleporters transport you to 106.

106. This is the destination of the teleporters at 105.

107. This teleporter transports you to 49.

108A-108D. Depressing the wrong plates at 93A-93L and then stepping on the plate at 92 shoots Fireballs from 108A-108D toward 92.

◆ Elemental Barrier One

1. This tunnel leads to Elemental Barrier Three, location 97.

2A-2E. Casting a Magic Wall on the plate at 2D activates the plate at 2B. Stepping on the plate at 2B opens the door at 2E.

3. A spear and a pair of chain gauntlets lie on the floor.

4. A buckler and a broadsword lie on the floor.

5. Chain leggings and a buckler lie on the floor.

6. A morning star lies on the floor.

7. A smith named Kern speaks with you. He tells you that for five gold, a Holy Symbol, and a Silver Chalice, he will make a Silver Sword (this is the only weapon effective against ghouls). The Holy Symbol can be found at location 32; the Silver Chalice can be found at location 13.

8. Flipping this lever right opens the door at 9.

9. Open this door by operating the lever at 8.

10. This teleporter transports you to 11.

11. This is the destination of the teleporter at 10.

12A. Entering the teleporter at 12A for the first time transports you to 12B. Entering 12A for the second time transports you to 12C.

12B. This is the first destination of the teleporter at 12A.

12C. This is the second destination of the teleporter at 12A.

13. A man named Greyreign is bleeding to death. He asks for a Mango to heal him. In return he gives you a Silver Chalice, used at location 7 to make the Silver Sword. Speaking to Greyreign opens the door at 40.

14. A moveable barrel sits here. Push it aside to continue.

15. A Raido rune lies on the floor.

16. A hellcat attacks.

17A-17E. Push the moveable barrel off of the plate at 17B. This activates the teleporter at 17A. The teleporter transports you to 18. The plate at 17D opens and closes the door at 17E.

18. This is the destination of the teleporter at 17A.

19. A Bag of Lightness lies on the floor. In it are six boulders and a war axe. The Bag of Lightness allows you to carry much more weight than usual.

20. Plate greaves, a pair of chain gauntlets, and a claidhenih-mor lie on the floor.

21. A chest lies on the floor. In it are four gold coins.

22. A chest lies on the floor. In it is a Mango, a Teiwaz potion, and an Aigít potion.

23. This teleporter transports you to 24.

24. This is the destination of the teleporter at 23.

25. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 26.

26. Open this door by operating the plate at 25.

27. A boulder lies on the floor.

28A-28C. Cast Kano on door 28C. Step on the plate at 28B. This closes

the door at 28A if it was open. Cast Kano on the door at 28A and continue onward.

29. Flipping this lever left closes the door at 30; flipping the lever right opens the door at 30 and 31.

30. Open this door by operating the lever at 29.

31. Open this door by operating the lever at 29.

32. An holy man named Rihagad speaks with you. Be sure to ask him about the "symbol". He then offers to trade his Holy Symbol for a Book of the Sword (found at location 48). This also opens the door at 41.

33. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 31.

34. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the doors at 37, 38, and 30.

35. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 38.

36. This plate does nothing.

37. Open this door by operating the lever at 39 or stepping on the plate at 34.

38. Open this door by operating the lever at 39.

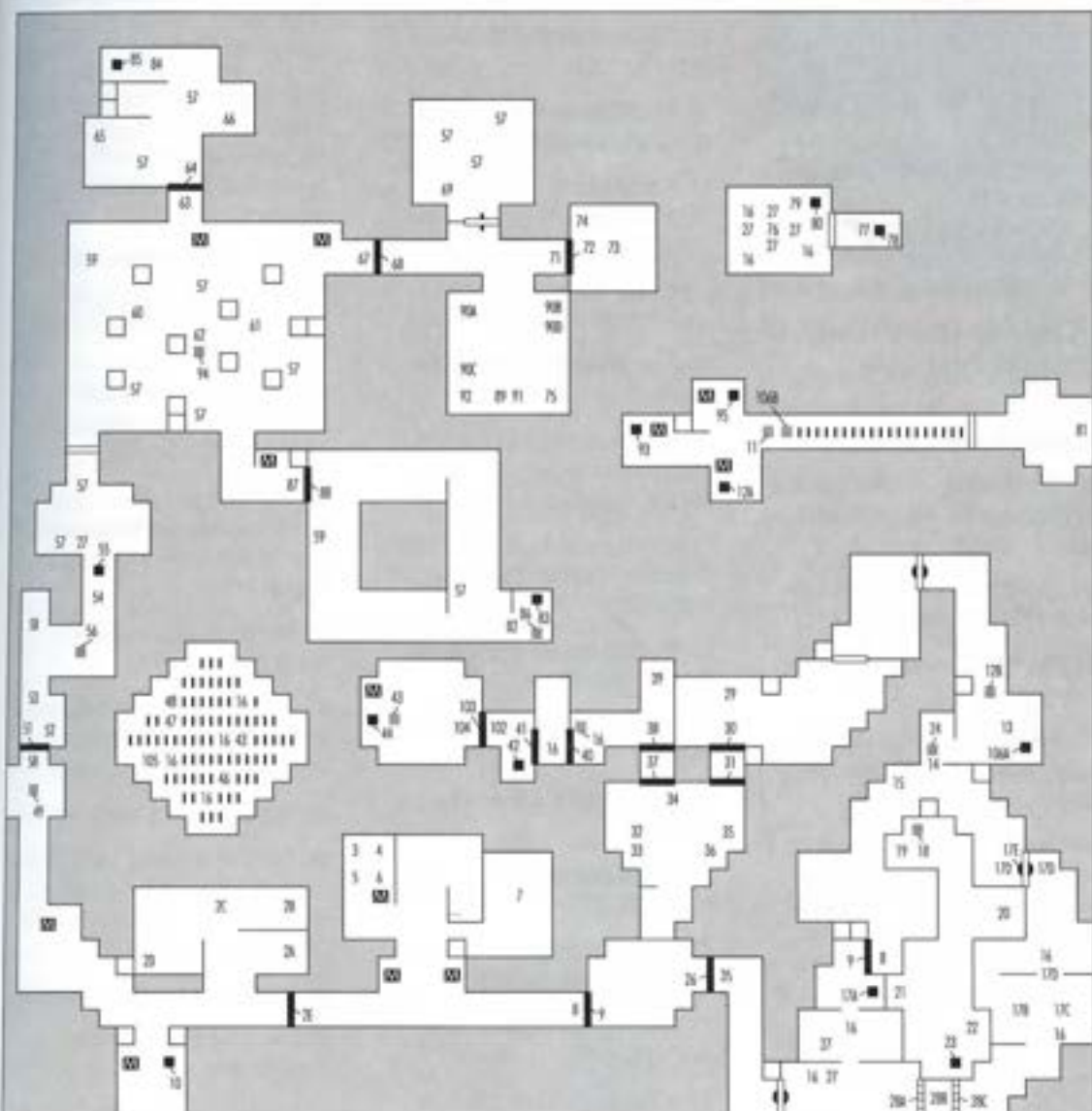
39. Flipping this lever right opens the doors at 37 and 38; flipping it left closes them.

40. Open this door by speaking with Greyreign at 13.

41. Open this door by speaking with Rihagad at 32.

42. This teleporter transports you to 43.

ELEMENTAL BARRIER ONE



— DOOR (opened by Kano spell)

XXXX DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

— Floor tile that drains hit points

— Floor tile that drains spell points

— Wall

43. This is the destination of the teleporter at 42.
44. This teleporter transports you to 45. Be sure to have either a Raido rune (recommended) or a Gebo rune, or you will be trapped.
45. This is the destination of the teleporter at 44.
46. A Jera potion lies on the floor.
47. A dead skeleton lies on the floor.
48. A Book of the Sword, a Mango, and an Uraz rune lies on the floor.
49. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)
50. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 51.
51. Open this door by operating the plate at 50 or the lever at 52.
52. Flipping this lever right opens the door at 51.
53. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 51.
54. Stepping on this plate activates the teleporter at 55 and opens the door at 58. The teleporter transports the barrel to 56. Stay on the plate until the two ghouls walk into the teleporter, killing themselves by teleporting into the barrel.
55. This teleporter transports you to 56.
56. This is the destination of the teleporter at 55.
57. A ghoul attacks.
58. Open this door by operating the plate at 54.
59. A ghoul attacks. It drops Gebo rune when slain.
60. A ghoul attacks. It drops a harpy feather when slain.
61. A ghoul attacks. It drops a branch of nightshade when slain.
62. A ghoul attacks. It drops an iron token when slain.
63. This hole requires a branch of nightshade. The hole opens the door at 64.
64. Open this door by operating the hole at 63.
65. A chest lies on the floor. In it are two pairs of brown boots, one pair of black boots, and a shirt and breeches.
66. A chest lies on the floor. In it are a Thurisaz rune and two branches of nightshade.
67. This hole requires an iron token. The hole opens the door at 68.
68. Open this door by operating the hole at 67.
69. A ghoul attacks. It drops a sun key when slain.
70. This location number was printed in invisible ink.
71. This keyhole requires a sun key. The lock opens the door at 72.
72. Open this door by operating the lock at 71.
73. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)
74. A Gebo rune lies on the floor.
75. Step on this plate **once**, removing the boulder on it. This deactivates the plate at 77. Stepping on it again triggers a Fireball trap at 90A, 90B, 90C, and 90D. Leave the rest of the room as it is.
76. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
77. This plate should have been deactivated at 75. If the plate has not been deactivated, it activates the teleporter at 78, which sends the chest lying there to 85. In turn, this teleporter transports the chest to 86.
78. This is the destination of the teleporter at 83. A chest lies on the floor. In it is the Rainbow Sphere and two Thurisaz runes.
79. Flipping this lever in either direction activates and deactivates the teleporter at 80.
80. This teleporter transports you to 49. To exit this level, take the teleporter at 10 to its destination at 11, and go to location 81.
81. This tunnel leads to Elemental Barrier Two, location 1.
82. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 83.
83. This teleporter transports you to 78.
84. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 85. Leave this plate weighed down.
85. This teleporter transports you to 86.
86. This is the destination of the teleporter at 85.
87. This hole requires a harpy feather. The hole opens the door at 88.
88. Open this door by operating the hole at 87.

89. This plate requires 2.0 kilograms of weight to depress. Depressing and releasing this plate once deactivates the plate at 82. Stepping on the plate again shoots Fireballs from 90A, 90B, 90C, and 90D; stops the ball at 91; and activates the plates at 82 and 77.

90A-90D. Fireballs shoot from these locations.

91. A stationary ball is here.

92. This plate requires 2.0 kilograms of weight to depress. Stepping on this plate shoots Fireballs from 90A, 90B, 90C, and 90D; stops the ball at 91; and activates the plates at 82 and 77.

Releasing the plate deactivates the plate at 84.

93. This teleporter transports you to 94.

94. This is the destination of the teleporter at 93.

95. This teleporter transports you to location 101.

96. This plate requires 2.0 kilograms of weight to depress. Stepping on this plate opens the door at 97.

97. Open this door by stepping on the plates to either side of it, or stepping on the plate at 96.

98. A broken flask lies on the floor.

99. This teleporter transports you to 100.

100. This is the destination of the teleporter at 99.

101. This is the destination of the teleporter at 95.

102. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 44 and closes the door at 103. Releasing this plate causes the teleporter to disappear, and also opens the door.

103. Open this door by operating the plate at 104.

104. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 103.

105. A broken flask lies on the floor.

106A-106B. The teleporter at 106A transports you to 106B.

❖ Elemental Barrier Two

1. This tunnel leads to Elemental Barrier One, location 81.
2. A man named Murc'met speaks with you. His band has just left him seeking greater fortune. He claims to be the greatest swordsman in the world, and speaks against one of his former men, Toh, for daring to challenge him. You must kill him since he attacks at the end of the conversation. He drops two gold coins and a jade key when slain.
3. This keyhole requires a jade key. The lock opens the door at 4.
4. Open this door by operating the lock at 3.
5. This teleporter transports you to 6.
6. This is the destination of the teleporter at 5.
7. A harpy attacks. It drops a harpy feather when slain.
8. A harpy attacks.
9. A harpy attacks. It drops two harpy feathers and a round key when slain.
10. This keyhole requires a round key. The lock opens the door at 11.
11. Open this door by operating the lock at 10.
12. This hole requires a gold coin. The hole activates the teleporter at 13A.
- 13A. This teleporter transports you to 13B.
- 13B. This is the destination of the teleporter at 13A.
14. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 15.

15. Open this door by operating the plate at 14.

16A-16C. The plate at 16A requires 50.0 kilograms of weight to depress. When depressed, the plate activates the plate at 16B. Stepping onto the plate at 16B opens the door at 16C.

17. A stone lies on the floor.

18A-18G. Throw an unwanted item into the teleporter at 18A. The item is transported to the plate at 18E, opening the door at 18C. Throw another unwanted item into the teleporter at 18A. The item is transported to the plate at 18F, which opens the door at 18D. The teleporter at 18B transports you to 18G.

19. A minotaur attacks. It drops a Teiwaz rune when slain.

20. A minotaur attacks.

21. A minotaur attacks. It drops a war axe when slain.

22. This teleporter transports you to 23.

23. This is the destination of the teleporter at 22.

24. A branch of nightshade lies on the floor.

25. A boulder lies on the floor.

26. A branch of nightshade leftovers lies on the floor.

27A-27S. Weighing down the plate at 27A opens the doors at 27B. Weigh down the plate at 27C; this opens the door at 27D. A chest lies on the floor at 27DA. In it are two rubies, two amethysts, a Sowellu rune, a Moonstone, and an emerald. Weigh down the plate at 27E; this opens the door at 27F. Weigh down the plate at 27G; this opens the door at 27H. Weigh down the plate at 27I; this activates the plate at 27J. Weigh down the plate at

27J to open the door at 27K. Weigh down the plate at 27L; this opens the door at 27M. Weigh down the plate at 27N to open the door at 27O. Weigh down the plate at 27P. This activates the plate at 27Q. Weigh down the plate at 27Q with the moveable barrel at 27R. This opens the door at 27S.

28. A chest lies on the floor. In it are Bracers of Regeneration, a shell helmet, and shell boots.

29. A chest lies on the floor. In it is the Shadow Sphere, a Perth rune, an Odin rune, and an Ashwood Wand.

30A-30D. Weighing down the plate at 30A activates the plate at 30B. Stepping on the plates at 30B and 30D now open and close the door at 30C.

31. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 32.

32. Open this door by operating the plate at 31.

33. A man named Toh speaks of the Elemental Barriers.

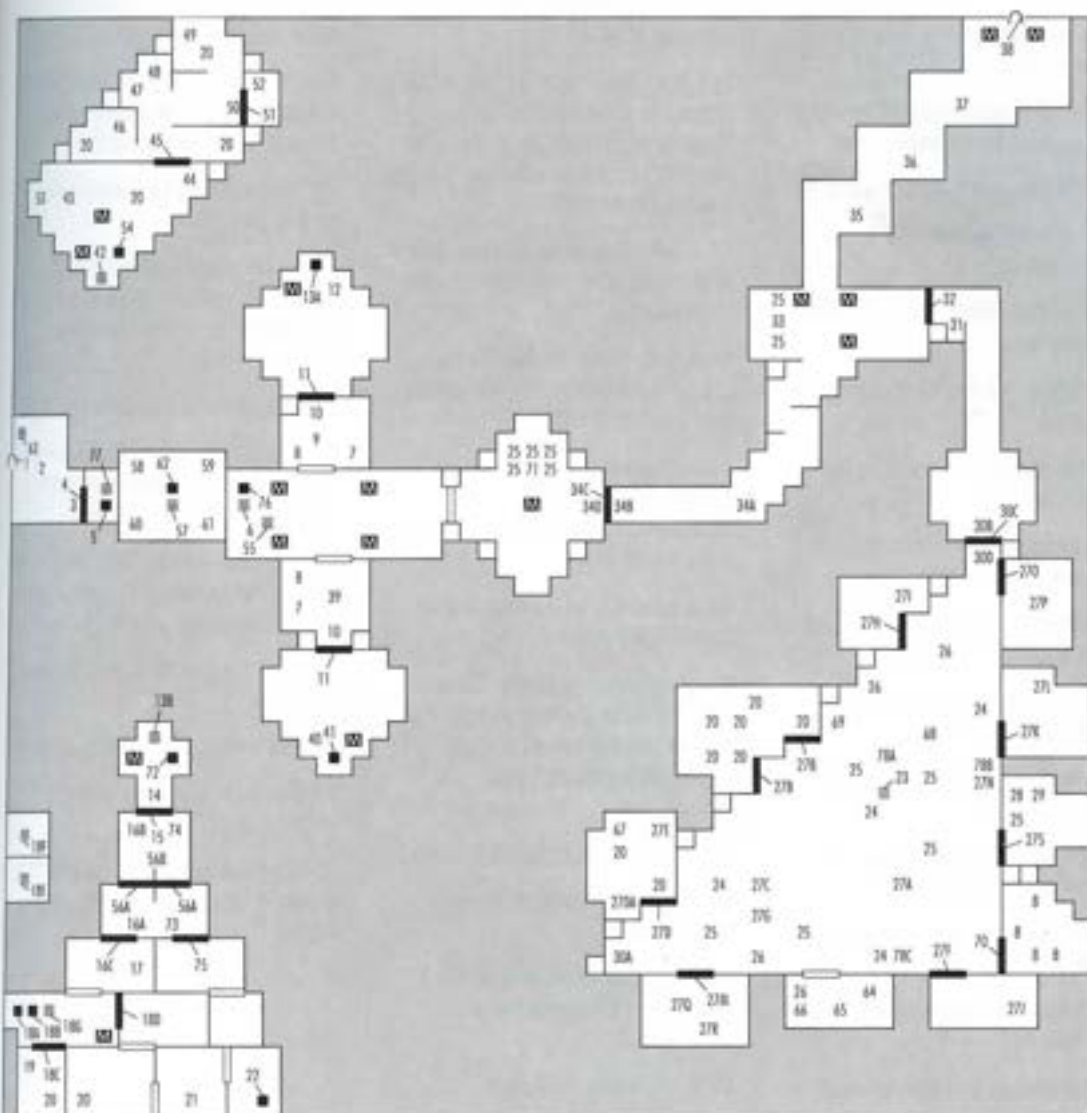
34A-34D. Stepping on plates 34B and 34D fire Poison Balls from 34A and opens the door at 34C. Stay close to the wall while walking across the plates at 34B and 34D to avoid the Poison Balls.

35. Throwing the Shadow Sphere at the Barrier allows you to continue. Activate the sphere at Elemental Barrier Three, Location 101.

36. Throwing the Energy Sphere at the Barrier allows you to continue. Activate the sphere at Elemental Barrier Three, Location 101.

37. Throwing the Rainbow Sphere at the Barrier allows you to continue. Activate the sphere at Elemental Barrier Three, Location 101.

ELEMENTAL BARRIER TWO



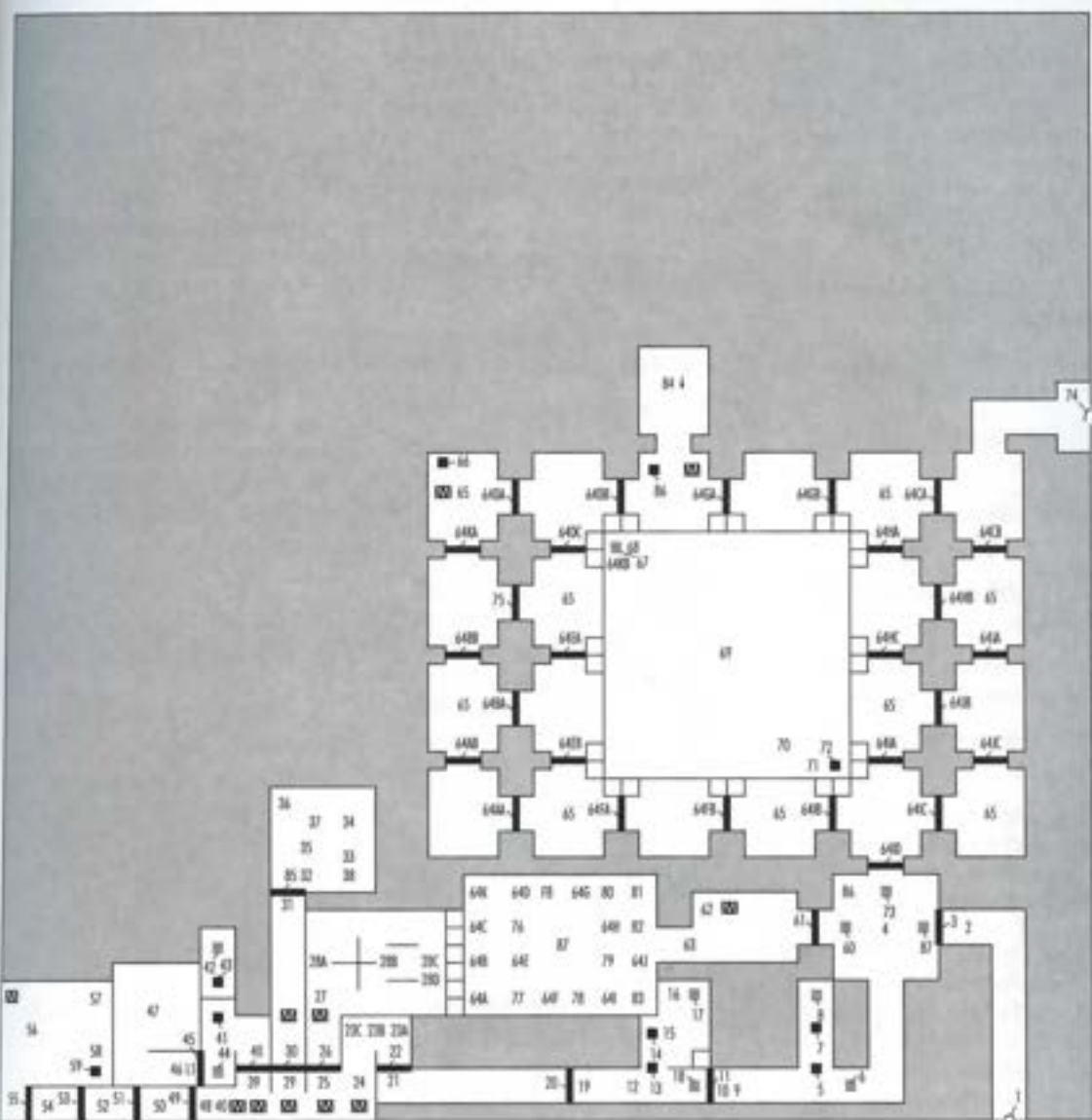
	DOOR (opened by Karic spell)		TUNNEL (leads to another region)		Ladder Up
	DOOR (opened by Karic spell, as well as by a mechanism or puzzle)		Magic Mouth		Ladder Down
	DOOR (opened by a plate on either side)		Teleporter		Floor tile that drains hit points
	DOOR (opened by a lever on either side)		Destination of a Teleporter or Rune		Floor tile that drains spell points
	DOOR (opened by a mechanism or puzzle)		Inaccessible		Wall

38. This tunnel leads to Blue Domain, location 1.
39. A harpy attacks. It drops a round key when slain.
40. This hole requires a gold coin. The hole activates the teleporter at 41.
41. This teleporter transports you to 42.
42. This is the destination of the teleporter at 41.
43. A minotaur attacks. He drops a war axe when slain.
44. Flipping this lever right opens the door at 45.
45. Open this door by operating the lever at 44.
46. A chest lies on the floor. In it is a +3 Amulet of Strength.
47. A minotaur attacks. It drops a gold key when slain.
48. A chest lies on the floor. In it are leather boots and chainmail.
49. A Ralido rune and two apples of vigor lie on the floor.
50. This key hole requires a gold key. The lock opens the door at 51.
51. Open this door by operating the lock at 50.
52. Flipping this lever right activates the lever at 53.
53. Flipping this lever right activates the teleporter at 54.
54. This teleporter transports you to 55.
55. This is the destination of the teleporter at 54 and 72.
- 56A-56B. Stepping on the plate at 56B closes one of the doors at 56A. Stepping on the plate again closes the previously open door while opening the previously closed door.
57. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
58. A chest lies on the floor. In it is a Lightning parchment, four branches of nightshade, and a Berkana rune.
59. A chest lies on the floor. In it is a random object, a Jera rune, a Bloodstone, a Moonstone, a Fehu rune, and a Nauthiz Rune.
60. A quiver lies on the floor. In it are seven barbed arrows.
61. Chain gauntlets, Ember, and a chain coil lie on the floor. (Ember is a magical bow that increases your archery skill and allows you to cast Fireballs.)
62. This teleporter transports you to 63.
63. This is the destination of the teleporter at 62.
64. A chest lies on the floor. In it is a +3 Amulet of Endurance and a Berkana rune.
65. A rock lies on the floor.
66. A chest lies on the floor. In it are six stones and a rock.
67. Three branches of nightshade lie on the floor.
68. A moveable ball is here.
69. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 70.
70. Open this door by operating the plate at 69.
71. A man named Nigel speaks of death. He suggests that there may be a way to travel to other worlds while alive.
72. This teleporter transports you to 55.
73. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the plate at 74.
74. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 75.
75. Open this door by operating the plate at 74.
76. This teleporter transports you to 77.
77. This is the destination of the teleporter at 76.
- 78A-78C. Stepping on the plate at 78A shoots Poison Balls from 78B, 78C, 69, and 26.

❖ Blue Domain

1. This tunnel leads to Elemental Barrier Two, location 38.
2. Rowena meets with you. She tells you of Shadow Weaver's plan to mend the Staff of Summoning and the purpose of the eight skulls.
3. This door opens when Rowena leaves.
4. A man named Makabre speaks of the five Knights.
5. This teleporter transports you to 6.
6. This is the destination of the teleporter at 5.
7. This teleporter transports you to 8.
8. This is the destination of the teleporter at 7. A samurai attacks. He drops a chest when slain. In the chest is a round key and a branch of nightshade leftovers.
9. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the teleporter at 7.
10. This keyhole requires a round key. The lock opens the door at 11.
11. Open this door by operating the lock at 10.
12. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the teleporter at 13 and 14.
13. This teleporter transports you to 18.
14. This teleporter transports you to 17.
15. A samurai attacks. He drops a round key and a branch of nightshade when slain.
16. A samurai attacks. He drops a cross key and a branch of nightshade when slain.
17. This is the destination of the teleporter at 14.
18. This is the destination of the teleporter at 13.
19. This keyhole requires a round key. The lock opens the door at 20.
20. Open this door by operating the lock at 19.
21. This keyhole requires a cross key. The lock opens the door at 22.
22. Open this door by operating the lock at 21.
- 23A-23C. Stepping on the plate at 23A opens the door at 23B. Stepping on the plate at 23C closes the door at 23B permanently.
24. An iron token lies on the floor.
25. This hole requires an iron token. The hole opens the door at 26.
26. Open this door by operating the hole at 25.
27. A chest lies on the floor. In it is an empty flask, a Jera potion, and a rock.
- 28A-28D. Put an empty flask in the hole at 28A. Put a rock in the hole at 28B. Put a broken flask in the hole at 28C. (Break the Jera potion flask if needed.) A chest appears at 28D. In it is an iron token and a harpy feather. Keep these items as they are needed later in the game.
29. This hole requires an iron token. The hole operates the door at 30.
30. Open this door by operating the hole at 29.
31. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 85.
32. A samurai attacks. He drops a samurai helmet when slain.
33. A samurai attacks. He drops samurai armor when slain.
34. A samurai attacks. He drops a harpy feather when slain. Keep this item, as it is needed later in the game.
35. A samurai attacks. He drops an iron token when slain. Keep this item, as it is needed later in the game.
36. An apple of vigor lies on the floor.
37. The Skull of Erastus lies on the floor. The Skull is all that remains of one of the nine wizards that defied Shadow Weaver. Erastus teaches you the first part of the Gateway spell and tells you to travel to another plane to retrieve the first half of the Staff of Summoning.
38. A samurai attacks. He drops an apple of vigor when slain.
39. This hole requires an iron token. The hole opens the door at 40.
40. Open this door by operating the hole at 39.
41. This teleporter transports you to 42.
42. This is the destination of the teleporter at 41. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 45. Weigh this plate down.
43. This teleporter transports you to 44.
44. This is the destination of the teleporter at 43.

BLUE DOMAIN



— DOOR (opened by Kano spell)

— DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

45. Open this door by operating the plate at 42 or operating the lever at 46.

46. Flipping this lever to the right opens the door at 45.

47. A samurai attacks. He drops a chest when slain. In it is an iron token and a harpy feather.

48. This hole requires a harpy feather. The hole opens the door at 49.

49. Open this door by operating the hole at 48.

50. This hole requires a harpy feather. The hole opens the door at 51.

51. Open this door by operating the hole at 50.

52. This hole requires a harpy feather. The hole opens the door at 52.

53. Open this door by operating the hole at 51.

54. This hole requires an iron token. The hole opens the door at 55.

55. Open this door by operating the hole at 54.

56. A samurai attacks. He drops a sack when slain. In it are four branches of nightshade, two branches of nightshade leftovers, and an iron token.

57. The Skull of Zona lies on the floor. The Skull is all that remains of one of the nine wizards that defied Shadow Weaver. Zona teaches you the second part of the Gateway spell and tells you to use the spell to travel to the Otherworld and retrieve the first half of the Staff of Summoning.

58. This hole requires an iron token. The hole activates the teleporter at 59 and opens the door at 61.

59. This teleporter transports you to 60.

60. This is the destination of the teleporter at 59.

61. Open this door by operating the hole at 58.

62. Flipping this lever right opens the door at 63.

63. Open this door by operating the lever at 62.

64A-64K. Flipping the lever at 64A right opens the doors at 64AA and 64AB. Flipping the lever at 64B right opens the doors at 64BA and 64BB and closes the door at 64AB. Flipping the lever at 64C opens the doors at 64CA and 64CB. Flipping the lever at 64D right opens the doors at 64DA, 64DB, and 64DC. Flipping the lever at 64E right opens the doors at 64EA and 64EB and closes the door at 64BA. Flipping the lever at 64F right opens the doors at 64FA and 64FB. Flipping the lever at 64G opens the doors at 64GA and 64GB. Flipping the lever at 64H right opens the doors at 64HA, 64HB, and 64HC. Flipping the lever at 64I right opens the doors at 64IA, 64IB, 64IC, and 64ID. Flipping the lever at 64J right opens the doors at 64JA, 64JB, and 64JC. Flipping the lever at 64K right opens the doors at 64KA and 64KB. The only closed doors should be 64BB, 64BA, and 64AB. Flipping the lever at 81 right opens the doors at 64CA and 64CB.

65. A will-o-wisp attacks.

66. This teleporter transports you to 67.

67. This is the destination of the teleporter at 66. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 64KB and 68.

68. Open this door by operating the plate at 67.

69. The Blue Knight attacks. He drops a sun key and the Blue Medallion when slain. Hint: The Cloak of Invisibility is a great help in this battle.

70. The Skull of Sea Raven lies on the floor. The Skull is all that remains of one of the nine wizards that defied Shadow Weaver. Sea Raven teaches you the third part of the Gateway spell and tells you to find the second half of the Staff of Summoning in Shadow Weaver's quarters.

71. This keyhole requires a sun key. The lock activates the teleporter at 72.

72. This teleporter transports you to 73.

73. This is the destination of the teleporter at 72.

74. This tunnel leads to the White Domain, location 1.

75. Open this door by operating the lever at 76.

76. Flipping this lever right opens the doors at 64DC, 64EA, and 75.

77. Flipping this lever right opens the doors at 64AA, 64EB, and 64FA.

78. Flipping this lever right opens the doors at 64FA and 64FB.

79. Flipping this lever right opens the doors at 64HC, 64IA, and 64JB.

80. Flipping this lever right opens the doors at 64CA, 64HA, and 64GB.

81. Flipping this lever right opens the doors at 64CA and 64CB.

82. Flipping this lever right opens the doors at 64AB, 64CB, and 64JA.

83. Flipping this lever right opens the doors at 64IC and 64JC.

84. This ladder leads down to Crossroad Cavern, location 1.

85. Open this door by operating the plate at 31.

86. Flipping this lever right opens the door at 64ID.

87. A man named Subotai speaks with you. He tells you about Korguz, and warns you to be respectful when speaking with him. In this case, being respectful means removing your shoes before entering Korguz's chambers.

❖ White Domain

1. This tunnel leads to the Blue Domain, location 74.

2. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

3. A samurai attacks.

4A-4B. Weighing down the plate at 4A with the samurai body from 3 opens the door at 4B.

5. This plate does nothing.

6. A samurai attacks. He drops a Jera potion when slain.

7A-7D. Throwing an item (2.0 kilograms or heavier) into the teleporter at 7A transports it to the plate at 7B. This opens the door to 7C. The teleporter at 7D transports you to 7E.

8. A man named Nasir speaks with you. He tells you about Korguz, and warns you to be respectful when speaking with him. In this case, being respectful means removing your shoes before entering Korguz's chambers.

9. This ladder leads down to Crossroad Caverns, location 47.

10. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 4B.

11. Balthazar speaks with you. He tells how much he hates you, and attacks you if you do not leave.

12A-12G. Step on plate 12A, 12B, 12C, 12D, 12E, and 12F, in that order. Weigh down the plate at 12F to open the door at 12G.

13. Flipping this lever right opens the door at 12G; flipping it left closes it.

14. A moveable barrel sits here.

15. This teleporter transports you to 16.

16. This is the destination of the teleporter at 15. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate shoots a Poison Ball from 17 and activates the teleporter at 24. Quickly step south to avoid it.

17. Poison Balls shoot from the wall.

18. A boulder lies on the floor.

19. A rock lies on the floor.

20. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 21, fires a Poison Ball from 17, and activates the teleporter at 24.

21. Open this door by operating the plate at 20.

22A-22D. Flip the lever at 22A and step aside; a Bounce Fireball shoots south from 22D. The plate at 22B is now active. Weigh down the plate at 22B with the moveable barrel from 14. This activates the teleporter at 22C. The teleporter at 22C transports you to 22D.

23. Two Thurisaz runes lie on the floor.

24. This teleporter transports you to 25.

25. This is the destination of the teleporter at 22C and 24.

26. A samurai attacks. He drops a pearl when slain.

27. A sack lies on the floor. In it are four gold coins.

28. A dead skeleton lies on the floor.

29. A Shield of Spell Absorption and a war axe lie on the floor.

30. A chest lies on the floor. In it are two Jera runes and a Kano rune.

31. A boulder and a branch of nightshade lie on the floor.

32. A branch of nightshade lies on the floor.

33. A chest lies on the floor. In it is an apple of vigor, a Mannaz rune, and a Mango.

34. Chain leggings, Tempest (a swan that shoots Lightning), Enchanted Chainmail, chain gauntlets, a chain coil, and an Eye of Sight lie on the floor.

35. A chest lies on the floor. In it is a rabbit's foot, a Fehu rune, and a ruby.

36. A great shield, a claidhenih-mor, and two throwing knives lie on the floor.

37. A chest lies on the floor. In it is a samurai helmet and an apple of vigor.

38. A chest lies on the floor. In it is a +2 Amulet of Endurance.

39A-39E. The hole at 39A requires a pearl. The hole at 39B requires a rabbit's foot. The hole at 39C requires an Eye of Sight. The hole at 39D takes a branch of nightshade; doing all of the above opens the door at 39E.

40. The Skull of Zekiel lies on the floor. The Skull is all that remains of one of the nine wizards that defied Shadow Weaver. Zekiel teaches you the fourth part of the Gateway spell and explains why each Skull is only able to teach one part of the spell.

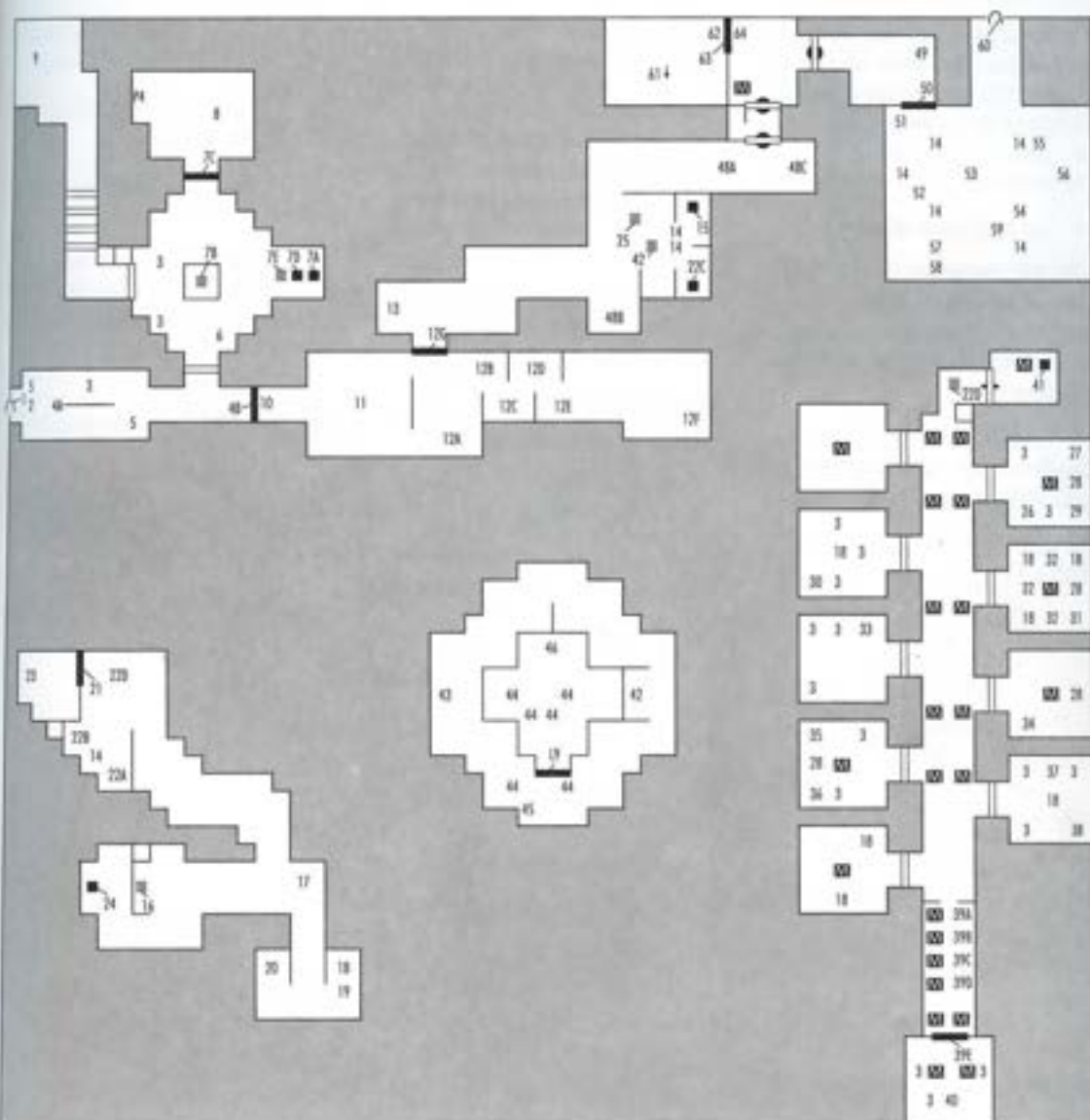
41. This teleporter transports you to 42.

42. This is the destination of the teleporter at 41.

43. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)

44. A Korguz guard speaks with you. He warns you to be respectful when speaking with Korguz.

WHITE DOMAIN



- | | | |
|--|---|---|
|  DOOR (opened by Kano spell) |  TUNNEL (leads to another region) |  Ladder Up |
|  DOOR (opened by Kano spell, as well as by a mechanism or puzzle) |  Magic Mouth |  Ladder Down |
|  DOOR (opened by a plate on either side) |  Teleporter |  Floor tile that drains hit points |
|  DOOR (opened by a lever on either side) |  Destination of a Teleporter or Rune |  Floor tile that drains spell points |
|  DOOR (opened by a mechanism or puzzle) |  Inaccessible |  Wall |

45A-45B. Flipping the lever at 45A right opens the door at 45B.

46. Korguz speaks with you. Be sure to remove your shoes before entering, or he attacks you for your lack of respect. Korguz warns you about Warmonger and speaks about the Staff of Summoning.

47. Two Raido runes lie on the floor.

48A-48C. Stepping on the plate at 48A fires two poison bubbles from 48B and 48C. Weighing the plate down keeps you from activating the trap every time you pass over it.

49. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the door at 50.

50. Open this door by operating the plate at 49.

51. This lever opens or closes the door at location 50.

52. A samurai attacks. He drops a rabbit's foot when slain.

53. A moveable barrel is here. Underneath it is a closed pit. The pit can be opened by operating the lock at 54. Entering the pit brings you to the White Knight on Below White Domain, location 1.

54. Activate this keyhole by moving the barrel at 57. This keyhole requires a sun key. The lock opens the pit at 53.

55. A samurai attacks. He drops a +2 Amulet of Endurance when slain.

56. A moveable barrel is here. Push it aside to find a Thurisaz rune.

57. Push this moveable barrel off of the pressure plate to activate the keyhole at 54.

58. A samurai attacks. He drops a sun key when slain.

59. A samurai attacks. He drops two branches of nightshade when slain.

60. This tunnel leads to the Green Domain, location 70.

61. This ladder leads down to Below White Domain, location 25.

62. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate opens the door at 63. Weigh this plate down to deactivate the plate at 64.

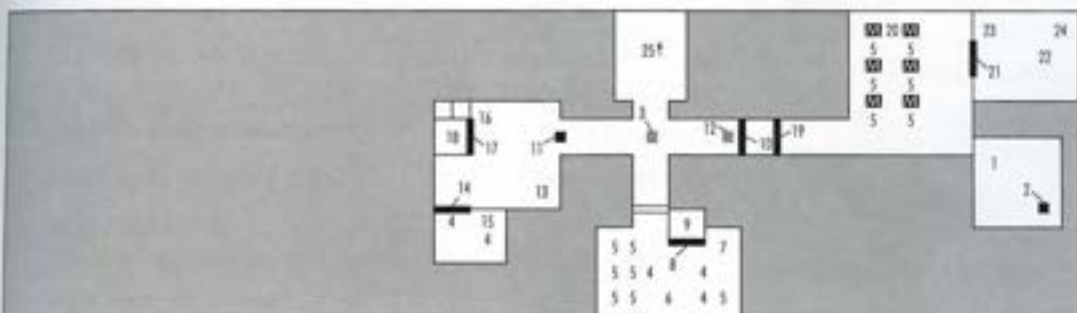
63. Open this door by operating the plate at 62.

64. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 63.

❖ Below White Domain

1. This is where you fall from White Domain, location 53.
2. This teleporter transports you to 3.
3. This is the destination of the teleporter at 2.
4. A centaur attacks.
5. A boulder lies on the floor.
6. A centaur attacks. It drops a cross key when slain.
7. This keyhole requires a cross key. The lock opens the door at 8.
8. Open this door by operating the lock at 7.
9. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 10 and deactivates the teleporter at 11.
10. Open this door by operating the plate at 9.
11. This teleporter transports you to 12.
12. This is the destination of the teleporter at 11.
13. Flipping this lever right opens the door at 14.
14. Open this door by operating the lever at 13.
15. A chest lies on the floor. In it is a flask containing Dr. Jojo's Snake Oil, two gold coins, a Figurine of Resurrection, and a gold key.
16. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 17.
17. Open this door by operating the plate at 16.
18. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 19.
19. Open this door by operating the plate at 18.
20. This keyhole requires a gold key. The lock opens the door at 21.
21. Open this door by operating the lock at 20.
22. The White Knight attacks. He drops the White Medallion when slain.
23. A chest lies on the floor. In it is a Kano rune, a +3 Amulet of Agility, an Ashwood wand, and a Lightning parchment.
24. A chest lies on the floor. In it is a diamond, an emerald, and two rubies.
25. This ladder leads up to White Domain, location 61.

BELOW WHITE DOMAIN



	DOOR (opened by Kano spell)		TUNNEL (leads to another region)		Ladder Up
	DOOR (opened by Kano spell, as well as by a mechanism or puzzle)		Magic Mouth		Ladder Down
	DOOR (opened by a plate on either side)		Teleporter		Floor tile that drains hit points
	DOOR (opened by a lever on either side)		Destination of a Teleporter or Rune		Floor tile that drains spell points
	DOOR (opened by a mechanism or puzzle)		Inaccessible		Wall

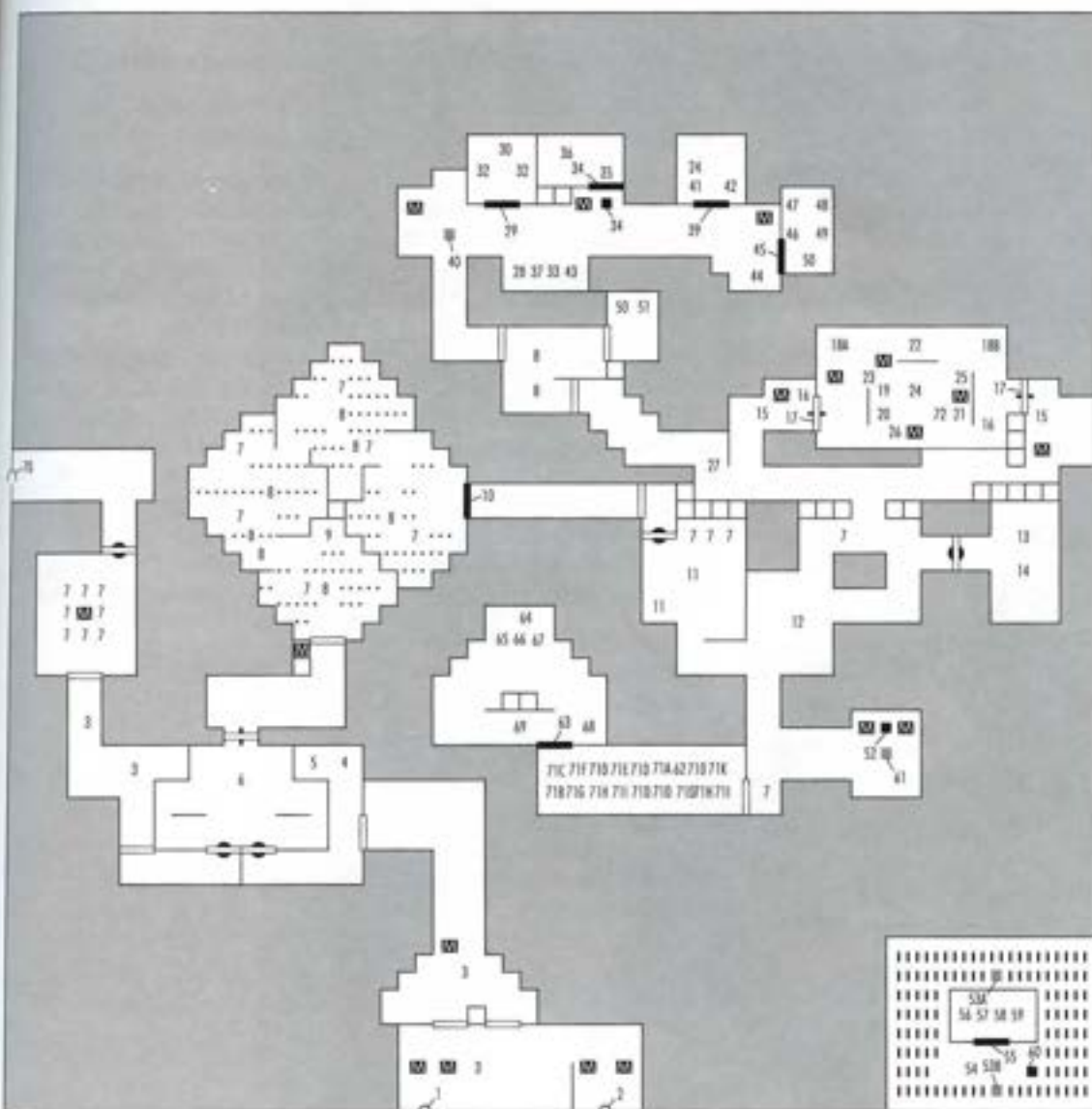
◆ Crossroad Cavern

1. This ladder leads up to Blue Domain, location 84.
2. This ball rolls east to west.
3. This ladder leads up to Crimson Domain, location 82.
4. This ladder leads up to White Domain, location 61.
5. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
6. A snake statue attacks.
7. A snake statue attacks. It drops a jade key when slain.
8. A Bloodstone and a Mango lie on the floor.
9. This keyhole requires a jade key. The lock opens the door at 10.
10. Open this door by operating the lock at 9.
11. A dead skeleton lies on the floor.
12. A Bloodstone lies on the floor.
13. A boulder lies on the floor.
14. A great shield and a war axe lie on the floor.
15. A snake statue attacks. It drops an amethyst when slain.
16. A snake statue attacks. It drops an emerald when slain.
17. A snake statue attacks. It drops a Fehu rune when slain.
18. A snake statue attacks. It drops a ruby when slain.
19. A snake statue attacks. It drops a pearl when slain.
20. A Wizard's Staff, a Figurine of Resurrection, and a shirt and breeches lie on the floor.
21. Put a ruby, an emerald, an amethyst, and a pearl into this hole. The door at 22 opens.
22. Open this door by operating the hole at 21.
23. A snake statue attacks. It drops three gold coins when slain.
24. A +2 Amulet of Protection and a flanged mace lie on the floor.
25. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 26.
26. Open this door by operating the plate at 25.
27. A snake statue attacks. It drops a Thurisaz rune when slain.
28. A Thurisaz floor rune lies on the floor. (Use the Thurisaz rune to get here.)
29. You meet Balthazar here. Run away from him quickly if you hope to survive.
30. This plate requires 10.0 kilograms of weight to depress. When depressed, the plate activates the lever at 31.
31. Flipping this lever right opens the door at 32.
32. Open this door by operating the plate at 30, and flipping the lever at 31.
33. Flipping this lever right opens the door at 32; flipping it left closes it.
34. A snake statue attacks. It drops a +1 Amulet of Endurance when slain.
35. A Bloodstone lies on the floor.
36. A snake statue attacks. It drops an invisibility parchment when slain.
37. A snake statue attacks. It drops what seems to be a rusty blade when slain. Actually, the blade is Warmonger. Use the sword; it will speak to you as the adventure continues.
38. This teleporter transports you to 39.
39. This is the destination of the teleporter at 38.
40. Teleporter 38 alternates between transporting you to 46 and 47.
41. This is the destination of the teleporter at 40.
42. This teleporter transports you to 43.
43. This is the destination of the teleporter at 42.
44. This teleporter transports you to 45.
45. This is the destination of the teleporter at 44.
46. This is one of the destinations of the teleporter at 40.
47. This is one of the destinations of the teleporter at 40.

♦ Green Domain

1. This tunnel leads to White Domain, location 60.
2. This tunnel leads to Ebon Domain, location 1.
3. A centaur attacks. It drops a Moonstone when slain.
4. This ball rolls north to south.
5. Two Algit potions and a Jera potion lie on the floor.
6. The Green Knight speaks with you. He says that he will give you the Green Medallion in exchange for the Ebon Knight's Head.
7. A boulder lies on the floor.
8. A will-o-wisp attacks.
9. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 10. Leave this plate weighed down.
10. Open this door by operating the plate at 9.
11. This ball rolls east to west.
12. A man named Torhan speaks with you. You need to get him drunk to get the password to pass the specter at location 54. Give him six wineskins; he speaks the password "Zarf".
13. A centaur attacks. It drops a gold coin and a war axe when slain.
14. A centaur attacks. It drops a +2 Amulet of Protection when slain.
15. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate flips the lever at 16 and closes the door at 17.
16. Flipping this lever opens the door at 17.
17. Open this door by operating the lever at 16.
- 18A. This plate requires 50 kilograms to depress. When depressed, it deactivates the Flame Arrows at 19, 20, and 21.
- 18B. This plate requires 50 kilograms to depress. When depressed, it activates Flame Arrows at 19, 20, and 21.
19. Flame Arrows shoot from this location.
20. Flame Arrows shoot from this location.
21. Flame Arrows shoot from this location.
22. A centaur attacks. It drops an empty wineskin when slain.
23. A centaur attacks. It drops an Ansuz rune when slain.
24. A centaur attacks. It drops a full wineskin when slain.
25. A centaur attacks. It drops two throwing knives when slain.
26. A centaur attacks. It drops a round key when slain.
27. This keyhole requires a round key. The lock does nothing.
28. Flipping this lever to the right opens the door at 29.
29. Open this door by operating the lever at 28.
30. A centaur attacks.
31. A centaur attacks. It drops an apple of vigor when slain.
32. A centaur attacks. It drops a war axe when slain.
33. Flipping this lever to the left opens the door at 34 and deactivates the teleporter at 38.
34. Open this door by operating the lever at 33.
35. A centaur attacks. It drops two gold coins and a full wineskin when slain.
36. A chest lies on the floor. In it is a cross key and three Jera runes.
37. Flipping this lever right opens the door at 39.
38. This teleporter transports you to 40.
39. Open this door by operating the lever at 37.
40. This is the destination of the teleporter at 38.
41. A centaur attacks. It drops an Odin rune when slain.
42. A centaur attacks. It drops an Eye of Sight when slain.
43. Flipping this lever to the left activates the keyhole at 44.
44. This keyhole requires a cross key. The lock opens the door at 45.
45. Open this door by operating the lever at 43 and operating the lock at 44.
46. A quiver lies on the floor. In it are two arrows and two poison arrows.
47. A warboard and a war axe lie on the floor.
48. Two full wineskins lie on the floor.
49. Elven Chainmail, a horsehair helmet, a pair of chain gauntlets, and a pair of chain leggings lie on the floor.
50. A chest lies on the floor. In it are two empty wineskins and a full wineskin.

GREEN DOMAIN



- DOOR (opened by Kano spell)
- DOOR (opened by Kano spell, as well as by a mechanism or puzzle)
- DOOR (opened by a plate on either side)
- DOOR (opened by a lever on either side)
- DOOR (opened by a mechanism or puzzle)

- TUNNEL (leads to another region)
- Magic Mouth
- Teleporter
- Destination of a Teleporter or Rune
- Inaccessible

- Ladder Up
- Ladder Down
- Floor tile that drains hit points
- Floor tile that drains spell points
- Wall

51. A chest lies on the floor. In it is an apple of vigor.

52. Teleporter 52 alternates between transporting you to 53A and 53B.

53A-53B. These are destinations of the teleporter at 52.

54. The Specter Guard blocks the door at 55. Giving the password, "Zarf", opens the door at 55.

55. Open this door by giving the password at 54.

56. A chest lies on the floor. In it is the Skull of Silvanus and a Wizard's Tome. The Skull of Silvanus is all that remains of one of the nine wizards that defied Shadow Weaver. Silvanus teaches you the seventh part of the Gateway spell and warns that you must be the one to summon somebody with the Staff of Summoning.

57. A chest lies on the floor. In it are two gold coins and three branches of nightshade.

58. A Teiwaz rune, a Raido rune, and an Eihwaz rune lie on the floor.

59. A chest lies on the floor. In it are two amethysts, two rubies, one emerald, and one diamond.

60. This teleporter transports you to 61.

61. This is the destination of the teleporter at 60.

62. This plate requires 10.0 kilograms of weight to depress. When depressed, the plate opens the door at 63.

63. Open this door by operating the plate at 62.

64. Two full wineskins and the Skull of Fire Fang lie on the floor. The Skull of Fire Fang is all that remains of one of the nine wizards that defied Shadow Weaver. Fire Fang teaches you the sixth part of the Gateway spell. Be sure to ask the Skull about "warmonger". This reminds it to tell you that Warmonger is the only source for the Mending spell.

65. A chest lies on the floor. In it are five branches of nightshade, a Healer's Tome, and a +3 Amulet of Talent.

66. A man named Sidonius speaks with you. He teaches you the Battlerage spell.

67. A chest lies on the floor. In it is a Wunjo rune, an Eihwaz rune, a Four-way Fireball parchment, a rabbit's foot, and a Berkana rune.

68. Flipping this lever right opens the door at 63.

69. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

70. This tunnel leads to Crimson Domain, location 1.

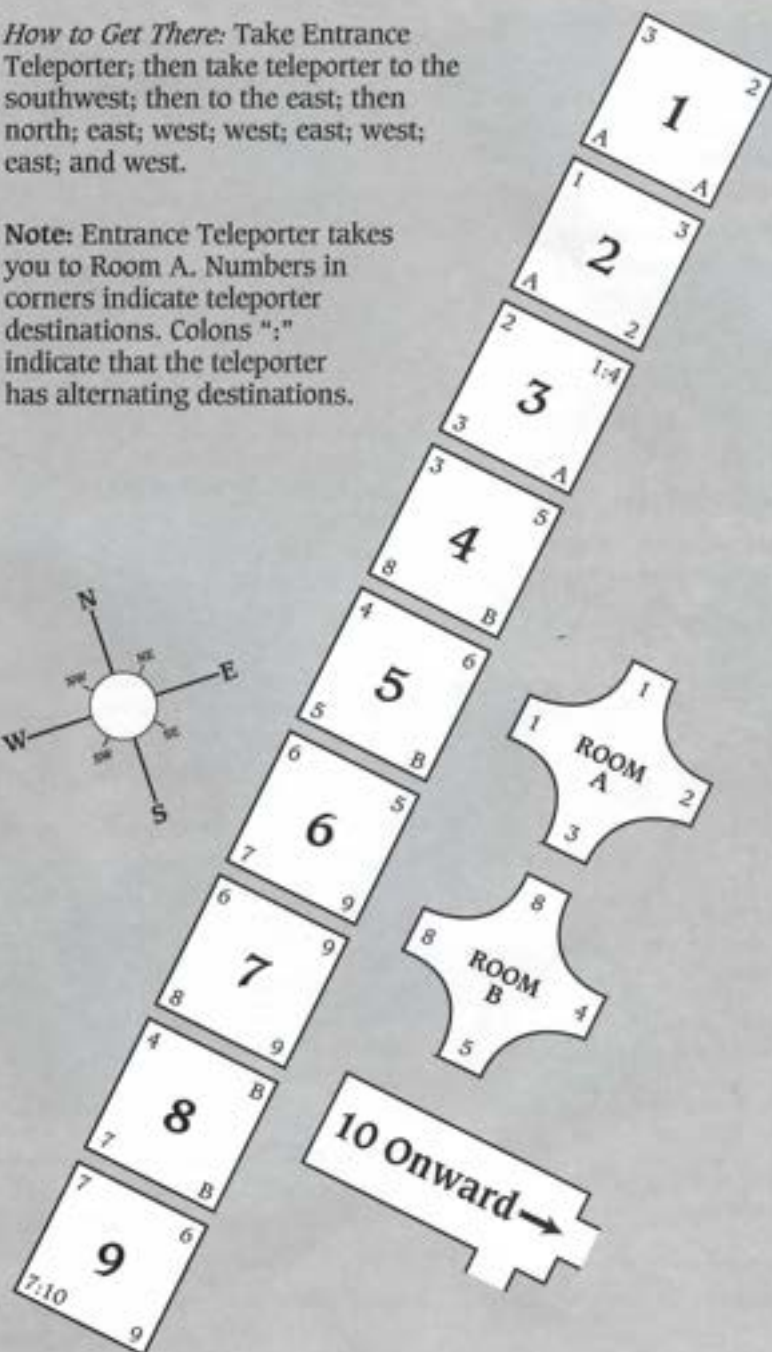
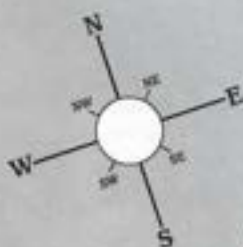
71A-71J. Stepping on the plate at 71A shoots a Bounce Fireball from 71B and a Fireball from 71C. The plate at 71D does nothing. Stepping on the plate at 71E shoots a Poison Ball from 71C. Stepping on the plate at 71F shoots a Poison Ball from 71B and a Lightning Bolt from 71C. Stepping on the plate at 71G shoots a Poison Ball from 71B and 71K, and shoots a Lightning Bolt from 71C. Stepping on the plate at 71H shoots a Lightning Bolt from 71B and 71C. Stepping on the plate at 71I activates the plate at 71E. Stepping on the plate at 71J shoots a Poison Ball from 71B.

72. A Mango lies on the floor.

TELEPORT MAZE

How to Get There: Take Entrance Teleporter; then take teleporter to the southwest; then to the east; then north; east; west; west; east; west; east; and west.

Note: Entrance Teleporter takes you to Room A. Numbers in corners indicate teleporter destinations. Colons ":" indicate that the teleporter has alternating destinations.



◆ Ebon Domain

1. This tunnel leads to Green Domain, location 2.

2. A man named Vortigern speaks with you. He gives you a map of the teleporter maze he made. Refer to the map on page 78.

3A-3B The teleporter at 3A transports you to 3B. 3B is room A in the teleporter maze on page 78.

4. The teleporter maze. See solution on page 78.

5A-5B. Entering the teleporter at 5A for the second time transports you to 5B.

6. An assassin attacks.

7. An assassin attacks. He drops a sun key when slain.

8. This keyhole requires a sun key. The lock opens the door at 9.

9. Open this door by operating the lock at 8.

10. Flipping this lever right opens the door at 11.

11A-11B. Open door 11A by operating the lever at 10. The hole at 11B requires an iron token. The hole opens the door at 11A after the plate at 12 has closed it.

12. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 11.

13. A griffin attacks.

14. A griffin attacks. It drops an iron token when slain.

15. A griffin attacks. It drops a sun key when slain.

16. A woman named Tara speaks with you. She teaches you the Channel Magic spell.

17. This keyhole requires a sun key.

18. Open this door by operating the lock at 17.

19A-19M. Flipping the lever at 19A right sends the Skull of Pale from the teleporter at 19B to its destination at 19C. Flipping the lever at 19D right sends the Skull of Pale from 19C to 19E, and sends the sandals from 19C to 19E. Flipping the lever at 19F right sends a chest, the Skull of Pale, and sandals from 19E to 19H, along with a rock from 19G. Flipping the lever at 19I left teleports the items (plus a barbed arrow) from 19H to 19J. Flipping the lever at 19I right teleports the items to 19K. Flipping the lever at 19L right teleports the items (minus the barbed arrow) to 19M, and activates the teleporter at 29. Finally, at 19M you find a chest, the Skull of Pale, and sandals. In the chest is a sun key. The Skull of Pale is all that remains of one of the nine wizards that defied Shadow Weaver. Pale teaches you the final part of the Gateway spell and tells you to beware of Balthazar. The Skull tells you that the only way to destroy Balthazar is to shatter the Decanter of Lost Souls, and that the Decanter is probably in the citadel.

20. This keyhole requires a sun key. The lock opens the door at 21.

21. Open this door by operating the lock at 20.

22. Flipping this lever right opens the door at 23 and closes the door at 24.

23. Open this door by operating the lever at 22.

24. Open this door by operating the lock at 25.

25. This keyhole requires a sun key. The lock opens the door at 24 and activates the teleporter at 26.

26. This teleporter transports you to 27.

27. This is the destination of the teleporter at 26.

28. The Ebon Knight attacks. It drops an Ebon Medallion, a sun key, and the Ebon Knight's Head. Giving the head to the Green Knight gains the Green Medallion.

29. This is the destination of the teleporter at 19K. This teleporter also transports you to 19M after the lever at 19L is operated.

30. This teleporter transports you to 19L.

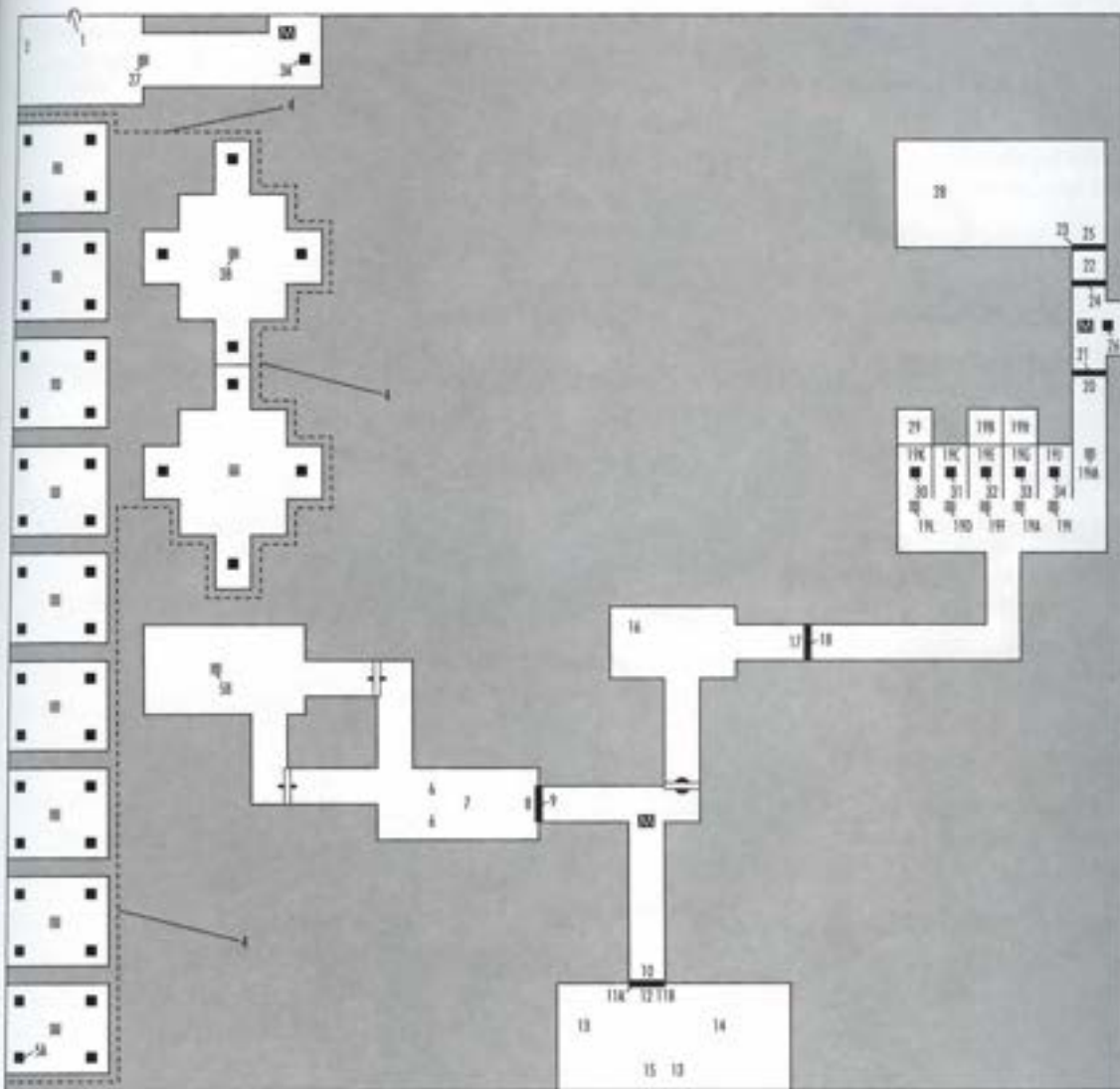
31. This teleporter transports you to 19D.

32. This teleporter transports you to 19F.

33. This teleporter transports you to 19A.

34. This teleporter transports you to 19I.

EBON DOMAIN



— DOOR (opened by Kano spell)

--- DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

❖ Crimson Domain

1. This tunnel leads to Green Domain, location 70.

2. A griffin attacks. It drops a jade key when slain.

3. This keyhole requires a jade key. The lock opens the door at 4.

4. Open this door by operating the lock at 3.

5. This teleporter transports you to 6.

6. This is the destination of the teleporter at 5. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the doors at 8, 9, and 10.

7. A griffin attacks.

8. Open this door by operating the plate at 6.

9. Open this door by operating the plate at 6.

10. Open this door by operating the plate at 6.

11. Flipping this lever in either direction opens and closes the door at 12.

12. Open this door by operating the lever at 11.

13. A man named Mael speaks with you. He has lost his arm, and because of this hates Balthazar. He also tells you of the Decanter of Lost Souls.

14A-14G. Weigh down the plate at 14G. Keep the plate weighed down; not doing so fires Poison Balls from 14A, 14B, 14C, 14D, 14E, and 14F. An iron key lies on the plate at 14G, and a quiver with seven barbed arrows lies on the ground at 14A.

15. A dead skeleton lies on the floor.

16. A moveable barrel is here.

17. A chest lies on the floor. It contains a gold key and a gold coin.

18. A glaive, a shield, and a cross key lie on the floor.

19. A chest lies on the floor. In it is a sun key, shellmail, a chain coil, and shell boots.

20. This keyhole requires a cross key. The lock opens the door at 21.

21. Open this door by operating the lock at 20.

22. This teleporter transports you to 23.

23. This is the destination of the teleporter at 22.

24. Stepping on this plate rolls the ball at 25A north; stepping off rolls it south.

25A-25E. The ball at 25A rolls north to south. Wait for the ball to roll north and cast Kano on the door at 25D. Dodge ball 25A as it rolls through the door. Push ball 25A to the plate at 25B. This activates the teleporter at 30. This also rolls the ball at 25C west. A chest lies on the floor at 25E. In it is a Bounce Fireball parchment.

26. This teleporter transports you to 27.

27. This is the destination of the teleporter at 26.

28. This keyhole requires an iron key. The lock opens the door at 29.

29. Open this door by operating the lock at 28.

30. This teleporter transports you to 31.

31. This is the destination of the teleporter at 30.

32. A griffin attacks. It drops an iron token when slain.

33. This hole requires an iron token. The hole opens the doors at 34.

34. Open these doors by operating the hole at 33.

35. This plate does nothing.

36. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the doors at 37. Leave this plate weighted down.

37. Open these doors by operating the plate at 36.

38. Teleporter 38 alternates between transporting you to 39 and 40.

39. This is one of the destinations of the teleporter at 38.

40. This is one of the destinations of the teleporter at 38.

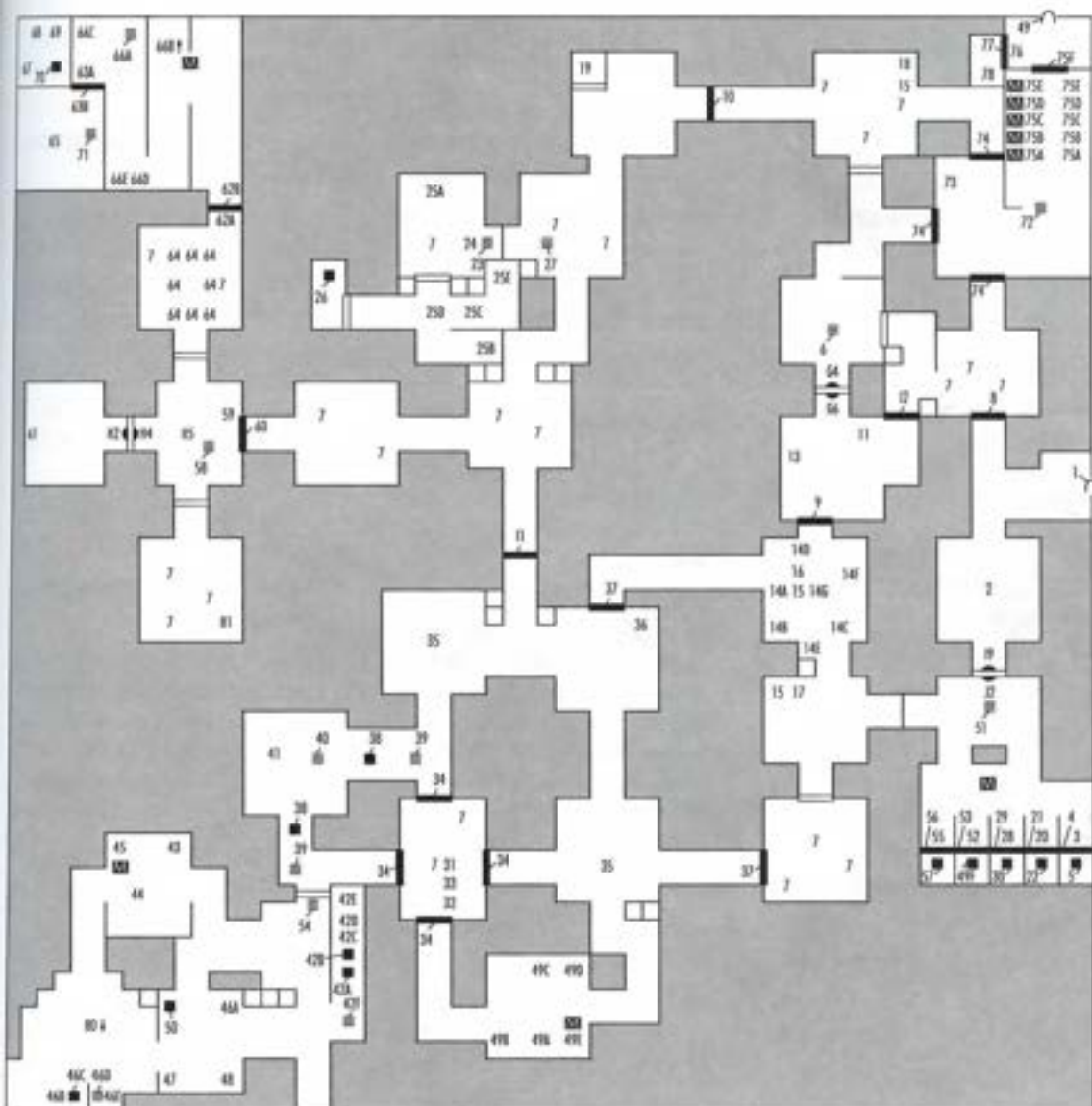
41. A man named Ogotai speaks with you. He sells you a Djinn (Rukn) for ten gold pieces. Put Rukn's bottle in your hand and release him. The Djinn offers you your choice of the following items: A Figurine of Resurrection, a Bag of Lightness, Elven Chainmail, a Cloak of Invisibility, Rancor, or knowledge. Selecting knowledge gives a hint about the eight skulls.

42A-42F. Cast a Kano spell over the teleporter at 42A and into the teleporter at 42B, which transports it to the teleporter at 42C. Push the ball at 42D onto the plate at 42E. The plate sets the ball at 43 rolling east to west. Teleporter 42A transports you to location 42F.

43. This ball rolls east to west.

44. A moveable barrel is here. Use the barrel to push the ball at 43 onto the plate at 45.

CRIMSON DOMAIN



DOOR (opened by Kero spell)

DOOR (opened by Kero spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

45. This plate is activated by the plate at 46A. The plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 57.

46A-46E. Cast a Magic Wall on the plate at 46A. This activates the teleporter at 46C. Push the ball at 46B into the teleporter at 46C; it is transported to 46D and stops on the plate at 46E. This activates the plate at 47.

47. This plate does nothing.

48. This ball rolls east to west.

49A-49F. Weigh down the plates at 49A, 49B, 49C, 49D, and 49E, consecutively. This activates the teleporter at 49F.

50. This teleporter transports you to 51.

51. This is the destination of the teleporter at 50.

52. This keyhole requires a gold key. The lock opens the door at 53.

53. Open this door by operating the lock at 52.

54. This is the destination of the teleporter at 49F.

55. This keyhole requires a sun key. The lock opens the door at 56.

56. Open this door by operating the lock at 55.

57. This teleporter transports you to 58.

58. This is the destination of the teleporter at 57.

59. Flipping this lever in either direction opens and closes the door at 60.

60. Open this door by operating the lever at 59.

61. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the keyhole at 62.

62A-62B. The keyhole at 62A requires a jade key. The lock opens the door at 62B.

63A-63B. Flipping the lever at 63A in either direction opens and closes the door at 63B.

64. A boulder lies on the floor.

65. The Crimson Knight attacks. He drops the Crimson Medallion, a Shield of Healing, and a Raido rune when slain.

66A-66E. Lead the Crimson Knight to just in front of the plate at 66A. Cast a Freeze spell on him and run to 66B. Wait as Fireballs shoot at him from 66C, 66D, and 66E. They stop once he is slain, and you can pick up the items he has dropped. The plate at 66A is one of the destinations of the teleporter at 70.

67. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

68. A chest lies on the floor. In it is a sun key and a Scepter of True Control.

69. A chest lies on the floor. In it is a Four-way Fireball parchment and a Zap Away parchment.

70. Teleporter 70 alternates between transporting you to 71 and 66A.

71. This is one of the destinations of the teleporter at 70.

72. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

73. Flipping this lever right opens the door at 74.

74. Open this door by operating the lever at 73.

75A-75F. Put the Blue Medallion in the hole at 75A. Put the Crimson Medallion in the hole at 75B. Put the White Medallion in the hole at 75C. Put the Green Medallion in the hole at 75D. Put the Ebon Medallion in the hole at 75E. The door at 75F opens.

76. This keyhole requires a sun key. The lock opens the door at 77.

77. Open this door by operating the lock at 76.

78. The Skull of Cloud Burst lies on the floor. Cloud Burst teaches you the fifth part of the Gateway spell and tells you to discover the spell of Mending. To aid you, the Skull tells you to ask the Skull of Fire Fang about "warmonger".

79. This tunnel leads to End Four, location 1.

80. This ladder leads down to Crossroad Cavern, location 3.

81. A chest lies on the floor. It contains two apples of vigor, a branch of nightshade, a Mango, an Ehwaz rune, and a jade key.

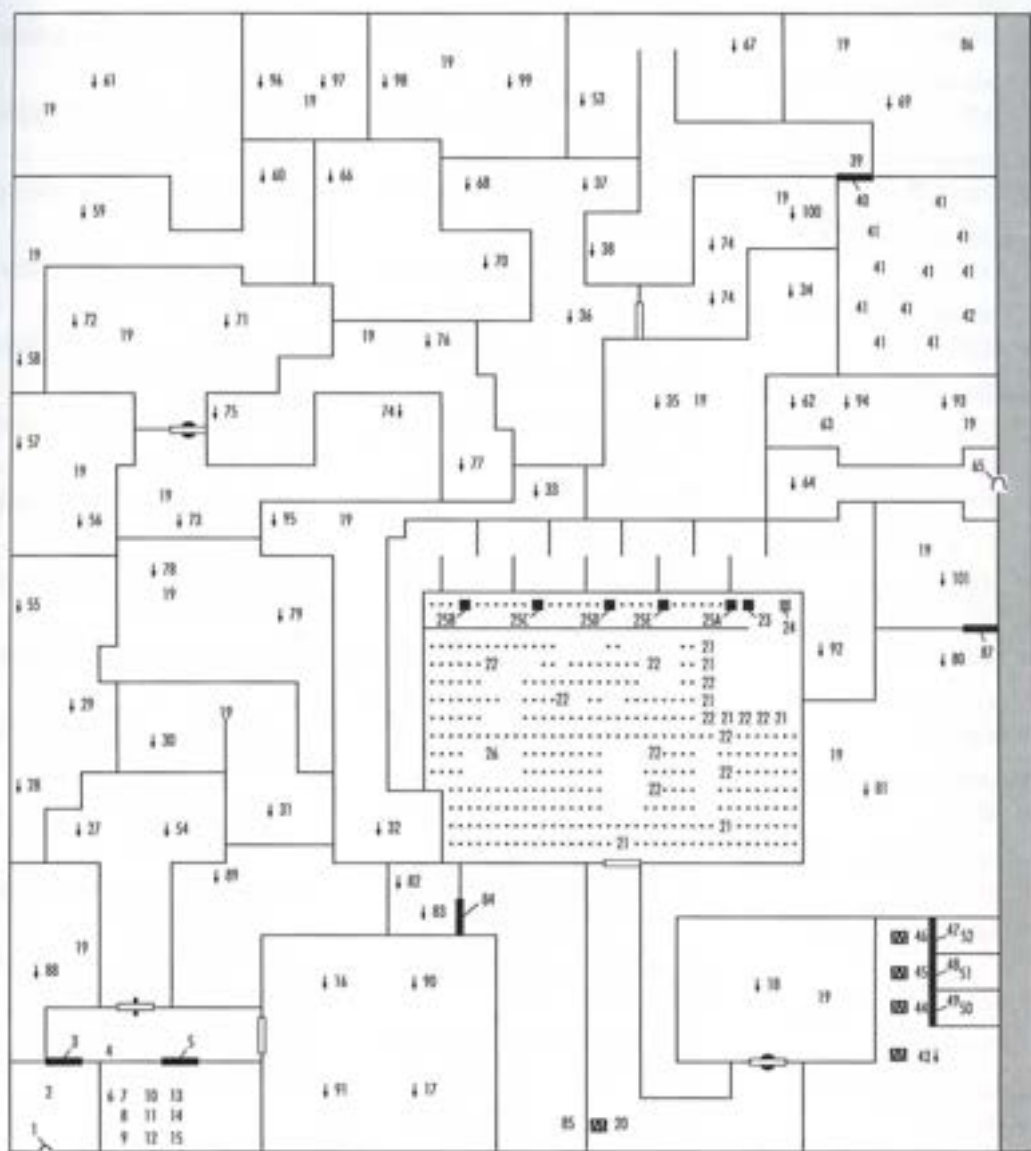
❖ End Four

1. This tunnel leads to Crimson Domain, location 79.
2. Rowena speaks with you. She tells you where half of the Staff of Summoning is, and how you can enter the citadel. She also opens the door at 3.
3. Open this door by speaking with Rowena at 2.
4. Flipping this lever right closes the door at 3 and opens the door at 5.
5. Open this door by operating the lever at 4.
6. Steelsmith, the Chief Armorer, speaks with you. He makes magical platemail for you in exchange for iron ore, mithril ore, and a leather strip.
7. Light plate lies on the floor.
8. Chainmail lies on the floor.
9. Padded chainmail lies on the floor.
10. A chain coil lies on the floor.
11. A spiked helmet lies on the floor.
12. A horsehair helmet lies on the floor.
13. Chain leggings lie on the floor.
14. A pair of leather gloves lies on the floor.
15. Chain gauntlets lie on the floor.
16. This ladder leads down to Below End Four, location 1.
17. This ladder leads down to Below End Four, location 4.
18. This ladder leads down to Below End Four, location 18A.
19. A cyclops attacks.
20. A gold key lies on the floor.

21. This pit opens and closes intermittently. It leads to Below End Four, location 17.
22. This pit leads to Below End Four, location 17.
23. This teleporter transports you to 24.
24. This is the destination of the teleporter at 23.
- 25A-25E. The teleporter at 25A transports you to 25B. The teleporter at 25B transports you to 25C. The teleporter at 25C transports you to 25D. The teleporter at 25D transports you to 25E. The teleporter at 25E transports you to 25A.
- Note: The teleporters at 25B -25E are invisible. These teleporters are transporting a cross key back and forth. You must wear the Boots of Levitation and stand over one of the teleporters. Wait for the cross key and take it as soon as it appears.
26. This pit leads to Below End Four, location 18B.
27. This ladder leads down to Below End Four, location 66.
28. This ladder leads down to Below End Four, location 67.
29. This ladder leads down to Below End Four, location 68.
30. This ladder leads down to Below End Four, location 69.
31. This ladder leads down to Below End Four, location 70.
32. This ladder leads down to Below End Four, location 71.
33. This ladder leads down to Below End Four, location 72.
34. This ladder leads down to Below End Four, location 73.

35. This ladder leads down to Below End Four, location 74.
36. This ladder leads down to Below End Four, location 75.
37. This ladder leads down to Below End Four, location 76.
38. This ladder leads down to Below End Four, location 77.
39. This key hole requires a cross key. The lock opens the door at 40.
40. Open this door by operating the lock at 39.
41. This pit leads to Below End Four, location 48.
42. A Messenger speaks with you then attacks. He drops a messenger's suit, a messenger's hat, and a messenger's pass when slain.
43. This ladder leads down to Below End Four, location 47.
44. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 47 and 48.
45. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 47 and 48.
46. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 48 and 45.
47. This door is closed by operating the plates at 44 and 45.
48. This door is closed by operating the plates at 44 and 46.
49. This door is closed by operating the plates at 45 and 46.
50. Three warboards lie on the floor.
51. Three shields and a Shield of Striking lie on the floor.

END FOUR



DOOR (opened by Keno spell)

DOOR (opened by Keno spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

52. Two great shields lie on the floor.
53. This ladder leads down to Below End Four, location 78.
54. This ladder leads down to Below End Four, location 64.
55. This ladder leads down to Below End Four, location 86.
56. This ladder leads down to Below End Four, location 111.
57. This ladder leads down to Below End Four, location 87.
58. This ladder leads down to Below End Four, location 88.
59. This ladder leads down to Below End Four, location 90.
60. This ladder leads down to Below End Four, location 94.
61. This ladder leads down to Below End Four, location 91.
62. This ladder leads down to Below End Four, location 79.
63. A cyclops attacks. He drops an iron key when slain.
64. This ladder leads down to Below End Four, location 80.
65. This tunnel leads to End Five, location 1.
66. This ladder leads down to Below End Four, location 95.
67. This ladder leads down to Below End Four, location 99.
68. This ladder leads down to Below End Four, location 97.
69. This ladder leads down to Below End Four, location 100.
70. This ladder leads down to Below End Four, location 107.
71. This ladder leads down to Below End Four, location 108.
72. This ladder leads down to Below End Four, location 89.
73. This ladder leads down to Below End Four, location 110.
74. This ladder leads down to Below End Four, location 65.
75. This ladder leads down to Below End Four, location 109.
76. This ladder leads down to Below End Four, location 106.
77. This ladder leads down to Below End Four, location 105.
78. This ladder leads down to Below End Four, location 112.
79. This ladder leads down to Below End Four, location 63.
80. This ladder leads down to Below End Four, location 102.
81. This ladder leads down to Below End Four, location 103.
82. This ladder leads down to Below End Four, location 84.
83. This keyhole requires a gold key. The lock opens the door at 84.
84. Open this door by operating the lock at 83.
85. Flipping this lever right deactivates the teleporters at 23 and 25A.
86. This keyhole requires an iron key. The lock opens the door at 87.
87. Open this door by operating the lock at 86.
88. This ladder leads down to Below End Four, location 85.
89. This ladder leads down to Below End Four, location 81.
90. This ladder leads down to Below End Four, location 82.
91. This ladder leads down to Below End Four, location 125.
92. This ladder leads down to Below End Four, location 104.
93. This ladder leads down to Below End Four, location 101.
94. This ladder leads down to Below End Four, location 83.
95. This ladder leads down to Below End Four, location 98.
96. This ladder leads down to Below End Four, location 92.
97. This ladder leads down to Below End Four, location 93.
98. This ladder leads down to Below End Four, location 96.
99. This ladder leads down to Below End Four, location 62.
100. This ladder leads down to Below End Four, location 116.
101. This ladder leads down to Below End Four, location 117.

◆ Below End Four

1. This ladder leads up to End Four, location 16.
2. A boulder and a sun key lie on the floor.
3. A dwarven miner named Earthborn speaks with you. Earthborn has found some Mithril ore. He tells you that the only thing he'd be willing to trade his ore for would be the enchanted battle axe named Mithras (found at location 14). The Mithril ore can be used to make Enchanted Armor at End Four, location 6.
4. This ladder leads up to End Four, location 17.
5. This keyhole requires a sun key. The lock opens the door at 6.
6. Open this door by operating the lock at 5.
7. Iron ore lies on the floor.
8. A Teleport parchment and iron ore lie on the floor.
9. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
10. A branch of nightshade leftovers lies on the floor.
11. A +3 Amulet of Strength lies on the floor.
12. A branch of nightshade lies on the floor.
13. An empty flask lies on the floor.
14. A sack lies on the floor. In it is Mithras and the Helmet of Fear. Mithras can be returned to Earthborn at location 3.

15A-15B. Stepping on the plate at 15A opens and closes the door at 16. Stepping on the plate at 15B closes the door at 16.

16. Open this door by operating the plate at 15A.

17. This is where you fall from End Four, locations 21 and 22.

18A-18B. The ladder at 18A leads up to End Four, location 18. A chest lies on the floor at 18B (where you fall from End Four, location 26). In it is a strip of cured leather.

19. Flipping this lever right opens the door at 20.

20. Open this door by operating the lever at 19.

21. This teleporter transports you to 22.

22. This is the destination of the teleporter at 21.

23. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

24. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 29, 30, and 31.

25. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 28, 30, and 31.

26. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 28, 29, and 31.

27. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 28, 29, and 30.

28. Close this door by operating the plates at 25, 26, and 27.

29. Close this door by operating the plates at 24, 26, and 27.

30. Close this door by operating the plates at 24, 25, and 27.

31. Close this door by operating the plates at 24, 25, and 26.

32. Carnage lies on the floor. (Carnage is a magical sword that can do up to 50 points of damage.) You also find three talchions.

33. Three scimitars lie on the floor.

34. Three broadswords lie on the floor.

35. Three claidhenih-mors lie on the floor.

36. Three spears lie on the floor.

37. Three glaives lie on the floor.

38. Three bardiches lie on the floor.

39. Three flanged maces lie on the floor along with three regular morning stars.

40. Battlecraft (a magical morning star) lies on the floor along with three regular morning stars.

41. Three war axes lie on the floor.

42. A bow and a quiver lie on the floor.

43. Three throwing knives lie on the floor.

44. Twelve barbed arrows lie on the floor.

45. Twelve poison arrows lie on the floor.

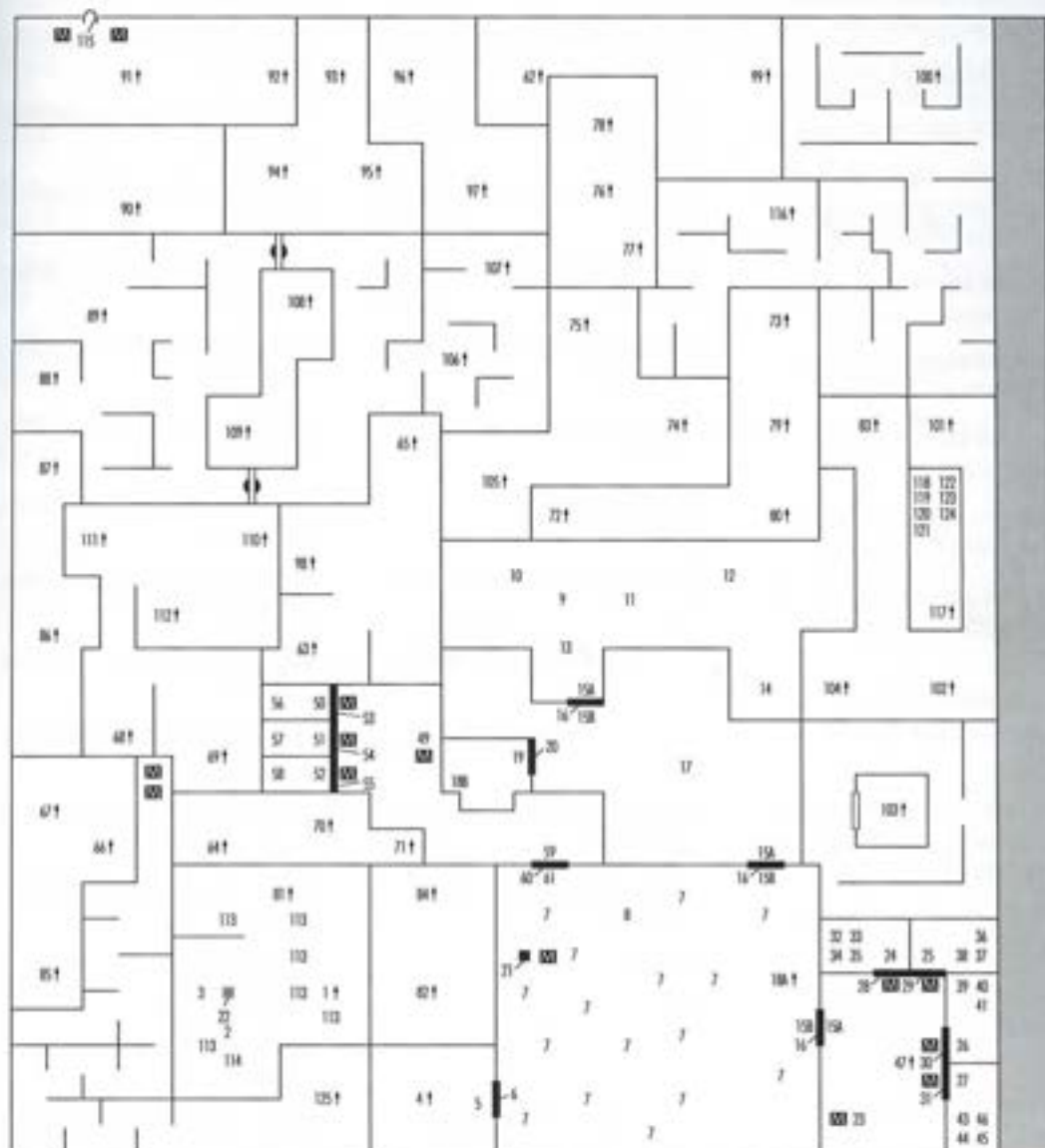
46. Twelve arrows lie on the floor.

47. This ladder leads up to End Four, location 43.

48. This is where you fall from End Four, location 41.

49. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)

BELOW END FOUR



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

50. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 54 and 55.

51. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 53 and 55.

52. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the doors at 53 and 54.

53. Close this door by operating the plates at 51 and 52.

54. Close this door by operating the plates at 50 and 52.

55. Close this door by operating the plates at 51 and 51.

56. Field plate, a great plate helmet, and plate greaves lie on the floor.

57. Shellmail, shell boots, a shell helmet, and chain gauntlets lie on the floor.

58. Padded chainmail, a spiked helmet, black boots, and black gauntlets lie on the floor.

59. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 60.

60. Open this door by operating the plate at 59.

61. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 60.

62. This ladder leads up to End Four, location 99.

63. This ladder leads up to End Four, location 79.

64. This ladder leads up to End Four, location 54.

65. This ladder leads up to End Four, location 74.

66. This ladder leads up to End Four, location 27.

67. This ladder leads up to End Four, location 28.

68. This ladder leads up to End Four, location 29.

69. This ladder leads up to End Four, location 30.

70. This ladder leads up to End Four, location 31.

71. This ladder leads up to End Four, location 32.

72. This ladder leads up to End Four, location 33.

73. This ladder leads up to End Four, location 34.

74. This ladder leads up to End Four, location 35.

75. This ladder leads up to End Four, location 36.

76. This ladder leads up to End Four, location 37.

77. This ladder leads up to End Four, location 38.

78. This ladder leads up to End Four, location 53.

79. This ladder leads up to End Four, location 62.

80. This ladder leads up to End Four, location 64.

81. This ladder leads up to End Four, location 89.

82. This ladder leads up to End Four, location 90.

83. This ladder leads up to End Four, location 94.

84. This ladder leads up to End Four, location 82.

85. This ladder leads up to End Four, location 88.

86. This ladder leads up to End Four, location 55.

87. This ladder leads up to End Four, location 57.

88. This ladder leads up to End Four, location 58.

89. This ladder leads up to End Four, location 72.

90. This ladder leads up to End Four, location 59.

91. This ladder leads up to End Four, location 61.

92. This ladder leads up to End Four, location 96.

93. This ladder leads up to End Four, location 97.

94. This ladder leads up to End Four, location 60.

95. This ladder leads up to End Four, location 66.

96. This ladder leads up to End Four, location 64.

97. This ladder leads up to End Four, location 68.

98. This ladder leads up to End Four, location 95.

99. This ladder leads up to End Four, location 67.

100. This ladder leads up to End Four, location 69.

101. This ladder leads up to End Four, location 93.

102. This ladder leads up to End Four, location 80.

103. This ladder leads up to End Four, location 81.

104. This ladder leads up to End Four, location 92.

105. This ladder leads up to End Four, location 77.

106. This ladder leads up to End Four, location 76.

107. This ladder leads up to End Four, location 70.

108. This ladder leads up to End Four, location 71.

109. This ladder leads up to End Four, location 75.

110. This ladder leads up to End Four, location 73.

111. This ladder leads up to End Four, location 56.

112. This ladder leads up to End Four, location 78.

113. A stone lies on the floor.

114. A rock lies on the floor.

115. This tunnel leads to Sewer One, location 1.

116. This ladder leads up to End Four, location 100.

117. This ladder leads up to End Four, location 101.

118. A Dagaz rune lies on the floor.

119. A Fehu rune lies on the floor.

120. A Nauthiz rune lies on the floor.

121. An Uraz rune lies on the floor.

122. An Odin rune lies on the floor.

123. A Teiwaz rune lies on the floor.

124. An Algiz rune lies on the floor.

125. This ladder leads up to End Four, location 91.

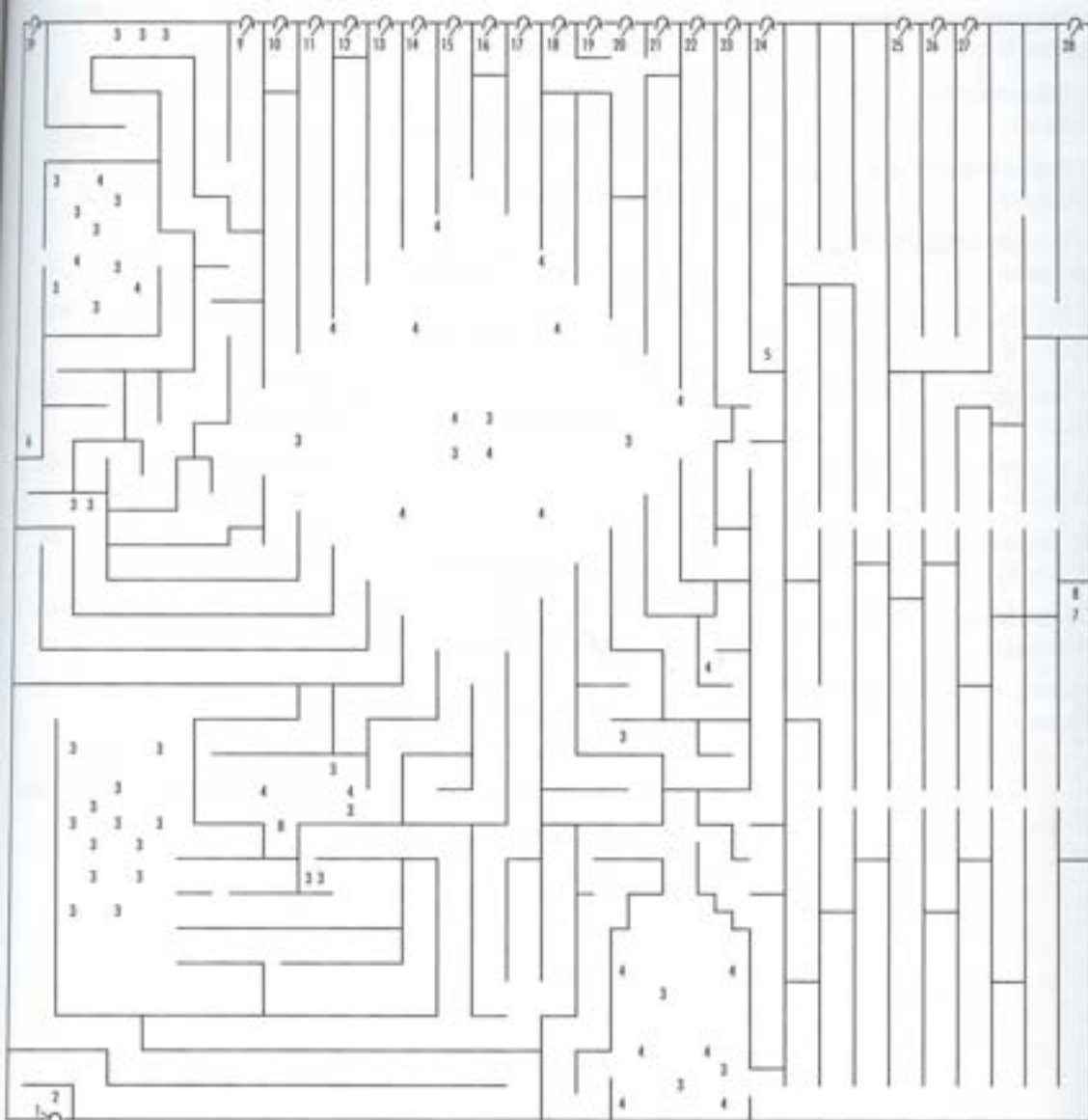
♦ Sewer One

1. This tunnel leads to Below End Four, location 115.
2. This plate does nothing. (I suppose it lets you stand above the muck.)
3. A poison bubble attacks.
4. An eel attacks.
5. A branch of nightshade leftovers lies on the floor.
6. A branch of nightshade and a branch of nightshade leftovers lie on the floor.
7. A branch of nightshade lies on the floor.
8. A dead skeleton lies on the floor.
9. This tunnel leads to Sewer Two, location 2.

10. This tunnel leads to Sewer Two, location 3.
11. This tunnel leads to Sewer Two, location 4.
12. This tunnel leads to Sewer Two, location 5.
13. This tunnel leads to Sewer Two, location 6.
14. This tunnel leads to Sewer Two, location 7.
15. This tunnel leads to Sewer Two, location 8.
16. This tunnel leads to Sewer Two, location 9.
17. This tunnel leads to Sewer Two, location 10.
18. This tunnel leads to Sewer Two, location 11.
19. This tunnel leads to Sewer Two, location 12.
20. This tunnel leads to Sewer Two, location 13.

21. This tunnel leads to Sewer Two, location 14.
22. This tunnel leads to Sewer Two, location 15.
23. This tunnel leads to Sewer Two, location 16.
24. This tunnel leads to Sewer Two, location 17.
25. This tunnel leads to Sewer Two, location 18.
26. This tunnel leads to Sewer Two, location 19.
27. This tunnel leads to Sewer Two, location 20.
28. This tunnel leads to Sewer Two, location 21.
29. This tunnel leads to Sewer Two, location 1.

SEWER ONE



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

◆ Sewer Two

1. This tunnel leads to Sewer One, location 29.

2. This tunnel leads to Sewer One, location 9.

3. This tunnel leads to Sewer One, location 10.

4. This tunnel leads to Sewer One, location 11.

5. This tunnel leads to Sewer One, location 12.

6. This tunnel leads to Sewer One, location 13.

7. This tunnel leads to Sewer One, location 14.

8. This tunnel leads to Sewer One, location 15.

9. This tunnel leads to Sewer One, location 16.

10. This tunnel leads to Sewer One, location 17.

11. This tunnel leads to Sewer One, location 18.

12. This tunnel leads to Sewer One, location 19.

13. This tunnel leads to Sewer One, location 20.

14. This tunnel leads to Sewer One, location 21.

15. This tunnel leads to Sewer One, location 22.

16. This tunnel leads to Sewer One, location 23.

17. This tunnel leads to Sewer One, location 24.

18. This tunnel leads to Sewer One, location 25.

19. This tunnel leads to Sewer One, location 26.

20. This tunnel leads to Sewer One, location 27.

21. This tunnel leads to Sewer One, location 28.

22. A poison bubble attacks.

23. A strong bat attacks.

24. A dead skeleton lies on the floor.

25. A branch of nightshade leftovers lies on the floor.

26. An arrow lies on the floor.

27. A chest lies on the floor. In it is a branch of nightshade leftovers, two branches of nightshade, and an apple core.

28. A chest lies on the floor.

29. This tunnel leads to Sewer Three, location 2.

30. A chest lies on the floor. In it is an apple core.

31. A chest lies on the floor. In it is a branch of nightshade leftovers.

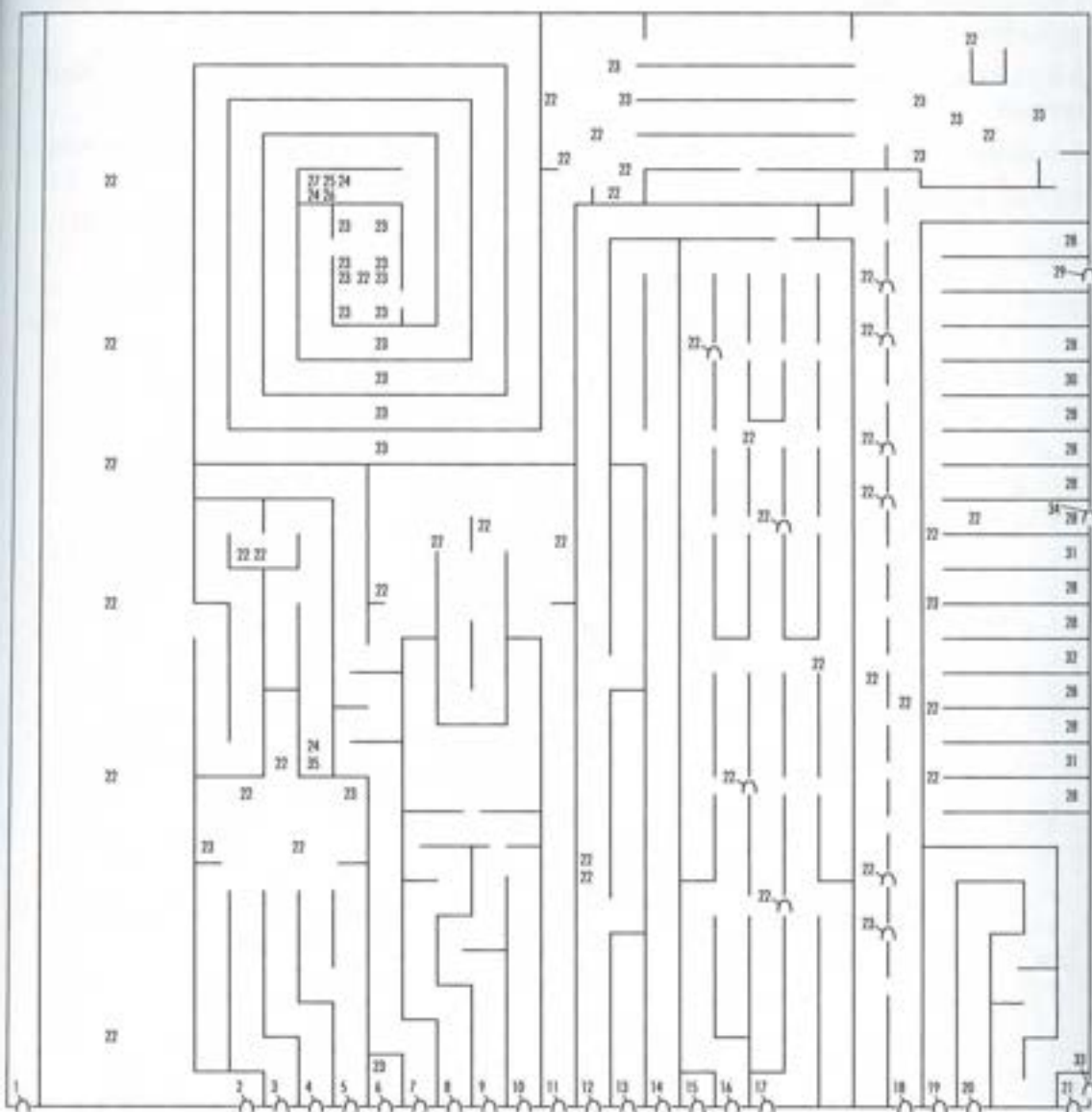
32. A chest lies on the floor. In it are two branches of nightshade.

33. This tunnel leads to Sewer Three, location 5.

34. This tunnel leads to Sewer Three, location 1.

35. Two branches of nightshade leftovers and one branch of nightshade lie on the floor.

SEWER TWO



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

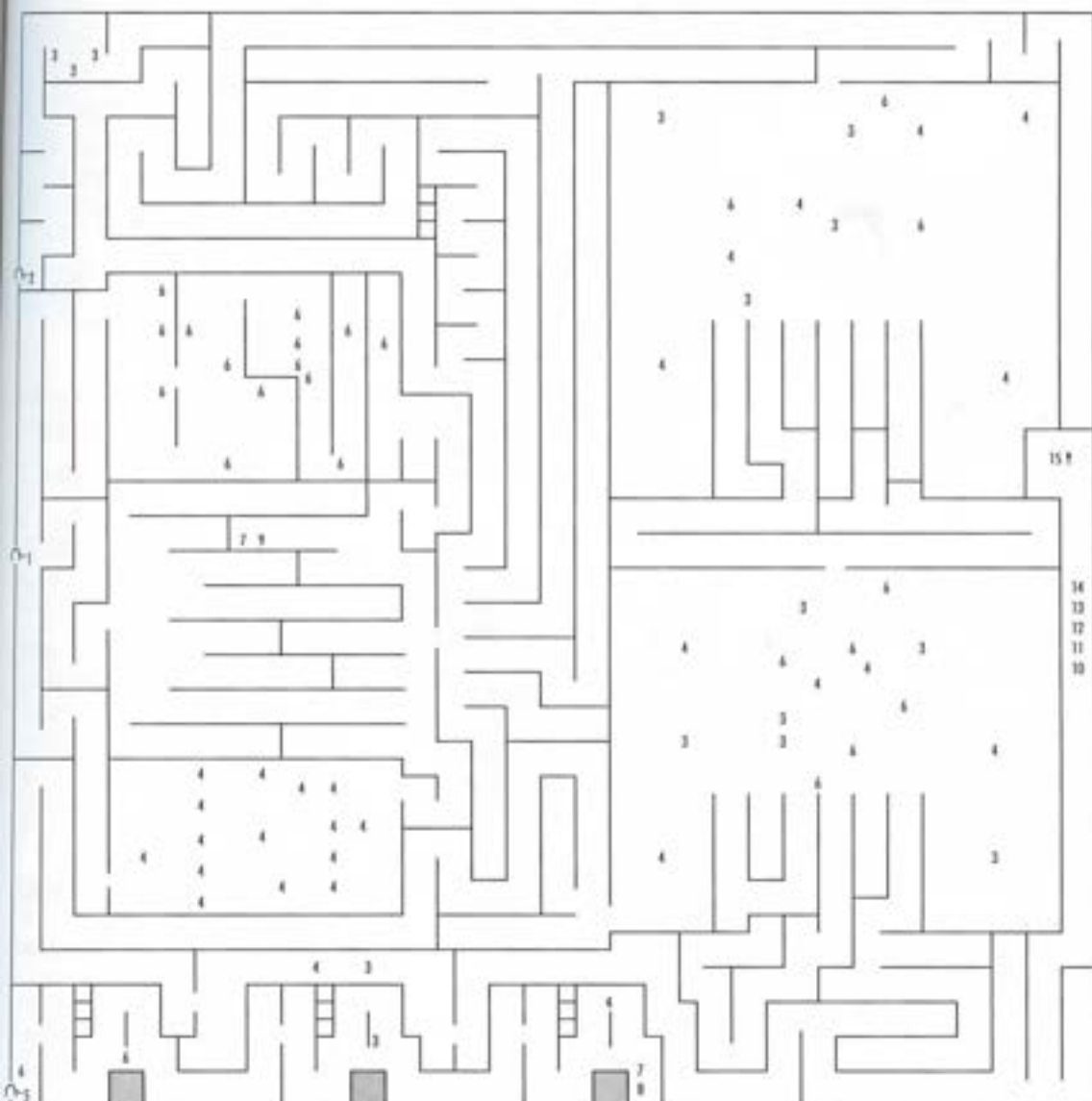
Floor tile that drains spell points

Wall

♦ Sewer Three

1. This tunnel leads to Sewer Two, location 34.
2. This tunnel leads to Sewer Two, location 29.
3. An eel attacks.
4. A Poison Bubble attacks.
5. This tunnel leads to Sewer Two, location 33.
6. A strong bat attacks.
7. A dead skeleton lies on the floor.
8. A sack lies on the floor. In it is light plate, two branches of nightshade, a branch of nightshade leftovers, and a throwing knife.
9. A buckler and a glaive lie on the floor.
10. A warboard lies on the floor.
11. A broadsword lies on the floor.
12. A branch of nightshade leftovers lies on the floor.
13. A chest lies on the floor. In it are three branches of nightshade.
14. A chest lies on the floor. In it are two Fehu runes.
15. This ladder leads to Citadel Basement, location 2.

SEWER THREE



— DOOR (opened by Kairo spell)

— DOOR (opened by Kairo spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

♦ End Three

1. This tunnel leads to End Four, location 65.
2. A Gebo floor rune is here. (Use a Gebo rune or the Teleport spell to get here.)
3. A man named Hiram speaks with you. He wants you to kill Raven (found on End Three, location 79). In return he gives you either twelve gold coins, or twelve gold coins, a Figurine of Resurrection, and a Book of Spears.
4. A cross key lies on the floor.
5. This hole requires three gold coins. The hole opens the door at 6.
6. Open this door by operating the hole at 5.
7. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 6.
8. An assassin attacks.
9. An assassin attacks. He drops a Algit potion when slain.
10. This hole requires a cross key. The hole opens the door at 11.
11. Open this door by operating the hole at 10.
- 12A-12B. Flipping the lever at 12A opens the door at 12B.
13. This ball rolls east to west. Roll this ball across the plates at 14A-14H.
- 14A-14H. Depressing the plate at 14A activates the teleporters at 15F and 15E, and deactivates 15A. Depressing the plate at 14B deactivates the teleporter at 15B. Depressing the plate at 14C activates the teleporters at 15A,

15B, and 15C. Depressing the plate at 14D activates the teleporter at 15A and deactivates the teleporter at 15C. Depressing the plate at 14E activates the teleporters at 15A and 15D. Depressing the plate at 14F activates the teleporter at 15C and deactivates the teleporters at 15B and 15E. Depressing the plate at 14G activates the teleporters at 15D, 15A, and 15B, and deactivates the teleporter at 15F. The teleporter at 14H transports you to 13.

Wait in front of the plate at 15A for the teleporters at 15A-15C to disappear. When they reappear, the teleporter at 15A disappears. Step to 15A and wait for the teleporter at 15B to disappear. Step to 15B when it does so, and continue in this manner to pass.

15A-15E. Teleporter 15A alternates between transporting you to 10 and 16. Teleporter 15B alternates between transporting you to 10 and 16. Teleporter 15C alternates between transporting you to 10 and 17. Teleporter 15D alternates between transporting you to 10 and 17. Teleporter 15E alternates between transporting you to 10 and 17. Teleporter 15F transports you to 18.

16. This is the destination of the teleporters at 15A and 15B.

17. This is the destination of the teleporters at 15C, 15D, and 15E.

18. This is the destination of the teleporter at 15F.

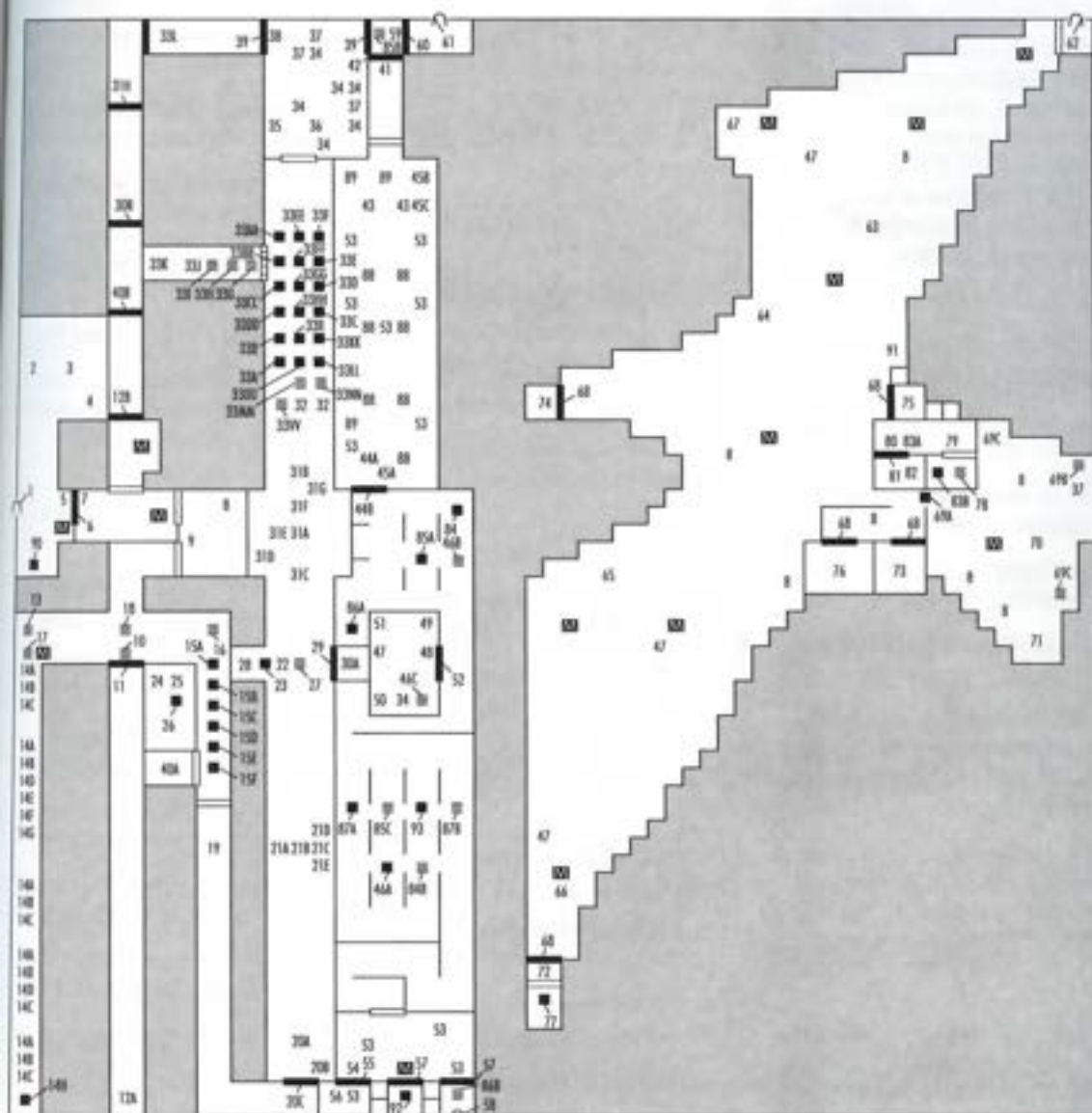
19. This ball rolls north to south.

20A-20C. Stepping on the plate at 20A shoots Fireballs from 20B and 20C. Avoid triggering this plate.

21A-21E. Stepping on the plates at 21A, 21B, or 21C shoots Poison Balls from 21D, 21E, and 21C.

22. A moveable barrel is here.
23. This teleporter transports you to 24.
24. This is the destination of the teleporter at 23.
25. This plate requires 130.0 kilogram of weight to depress. When depressed, the plate closes the teleporter at 23. Weigh this plate down with a Magic Wall.
26. This teleporter transports you to 27.
27. This is the destination of the teleporter at 26.
28. Push the moveable barrel from 22 onto this plate to open the door at 29.
29. Open this door by operating the plate at 28.
- 30A-30B. Flipping the lever at 30A right opens the door at 30B.
- 31A-31G. First flip the levers at 31A and 31B right, then flip the lever at 31C right. This stops the balls at 31D-31G from rolling. Flipping 31A right opens the door at 31H, and flipping the lever at 31B activates the lever at 31C.
32. A rock lies on the floor.
- 33A-33VV. Stand in front of the teleporter at 33A, facing north. Throw a rock over teleporter 33A to the teleporter at 33B. This causes the first two sets of teleporters to disappear. Stand in front of the teleporter at 33C and throw another rock north into the teleporter at 33D. The next two sets of teleporters disappear. Throw another rock north into the teleporter at 33F. The second to the last row of teleporters disappears. Enter the teleporter at 33F; it transports you to

END THREE



— DOOR (opened by Kano spell)

----- DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Impossible

↑ Ladder Up

↓ Ladder Down

- Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

33G. The three rocks you threw are here at 33G, 33H, and 33I. Step on the plate at 33J; this deactivates the teleporters at 33AA and 33F. Flip the lever at 33K; this opens the door at 33L. Finally, cast Kano on the last remaining door on the eastern wall! The teleporter at 33UU transports you to 33NN. The teleporter at 33LL transports you to 33VV. The teleporter at 33A transports you to 33MM.

34. An assassin attacks.

35. An assassin attacks. He drops a gold coin when slain.

36. An assassin attacks. He drops a scimitar when slain.

37. An assassin attacks. He drops a branch of nightshade when slain.

38. Flipping this lever right opens the door at 39.

39. Open this door by operating the lever at 38.

40A-40B. Flipping the lever at 40A right opens the door at 40B. (You may have to wait for the teleporter at 15F to disappear before you can do this.)

41. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 42.

42. This door is closed by the plate at 41.

43. These plates require 2.0 kilograms of weight to depress. When depressed, the plates activate the plate at 44A. Weigh these plates down.

44A-44B. Stepping on the plate at 44A opens the door at 44B. However, stepping off of this plate triggers Fireballs from 45A-45C.

45A-45C. Bounce Fireballs shoot from these locations.

46A-46C. Teleporter 46A alternates between transporting you to 46B and 46C.

47. An assassin attacks. He drops a branch of nightshade when slain.

48. An assassin attacks. He drops a diamond when slain.

49. A jade key lies on the floor.

50. A gold key lies on the floor.

51. Flipping this lever in either direction opens and closes the door at 52.

52. Open this door by operating the lever at 51.

53. A strong creeper attacks.

54. This keyhole requires a gold key. The lock opens the door at 55.

55. Open this door by operating the lock at 54.

56. Flipping this lever right opens the door at 57 and activates the teleporter at 90.

57. Open this door by operating the lever at 56.

58. This tunnel leads to End Two, location 1.

59. This keyhole requires a jade key. The lock opens the door at 60.

60. Open this door by operating the lock at 59.

61. This tunnel leads to End Five, location 1.

62. This tunnel leads to End Five, location 58.

63. An assassin attacks. He drops a jade key when slain.

64. An assassin attacks. He drops an iron key when slain.

65. An assassin attacks. He drops a round key when slain.

66. An assassin attacks. He drops a sun key when slain.

67. Flipping this lever right opens the door at 68.

68. Open this door by operating the lever at 67.

69A-69C. Teleporter 69A alternates between transporting you to 69B and 69C.

70. An assassin attacks. He drops a cross key when slain.

71. Flipping this lever right causes the teleporter at 69A to briefly disappear.

72. This keyhole requires a cross key. The lock activates the keyhole at 73.

73. This keyhole requires a jade key. The lock activates the keyhole at 74.

74. This keyhole requires a sun key. The lock activates the keyhole at 75.

75. This keyhole requires a round key. The lock activates the keyhole at 76.

76. This keyhole requires an iron key. The lock activates the teleporter at 77.

77. This teleporter transports you to 78.

78. This is the destination of the teleporter at 77.

79. A man named Raven speaks with you. He gives you Enchanted Chainmail, a +2 Amulet of Protection, and a Wizard's Hat in return for Haddi's Head. If you choose to kill him, he drops Raven's Head and a sun key.

80. This keyhole requires a sun key. The lock opens the door at 81.

81. Open this door by operating the lock at 80.

82. A Berkana rune, a war axe, and a Gebo rune lie on the floor.

83A-83C. Flipping the lever at 83A in either direction activates and deactivates the teleporter at 83B. Teleporter 83B alternates between transporting you to 69C and 83C.

84A-84B. Teleporter 84A alternates between transporting you to 46B and 84B.

85A-85C. Teleporter 85A alternates between transporting you to 85B and 85C. 85B is also the destination of the teleporter at 92.

86A-86C. Teleporter 86A alternates between transporting you to 46B and 86B.

87A-87B. Teleporter 87A alternates between transporting you to 85C and 87B.

88. This plate requires 2.0 kilograms of weight to depress. When depressed and released, the plate shoots Fireballs from 45A, 45B, 45C, and 89.

89. A Fireball shoots from this location.

90. This teleporter transports you to 86B.

91. An assassin attacks. He drops an apple of vigor when slain.

92. This teleporter transports you to 85B.

93. Teleporter 93 alternates between transporting you to 46B and 84B.

◆ End Two

1. This tunnel leads to End Three, location 58.

2. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Poison Ball west from 4A.

3A-3C. Open the doors at 3A-3C by operating the plates at 2, 5, 6, 7, 8, 9, 10, 11, and 12.

4A-4D. Stepping on the plate at 5 shoots a Fireball from 4B. Stepping on the plate at 6 shoots a Lightning Bolt from 4A. Stepping on the plate at 7 shoots a Poison Ball from 4A. Stepping on the plate at 8 shoots a Lightning Bolt from 4A and 4C. Stepping on the plate at 9 shoots a Poison Ball from 4B. Stepping on the plate at 10 shoots a Lightning Bolt from 4B. Stepping on the plate at 11 shoots a Poison Ball from 4B. Stepping on the plate at 12 shoots a Lightning Bolt from 4D.

5. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A, 3B, and 3C, and shoots a Poison Ball from 4B.

6. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Lightning Bolt from 4A.

7. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Poison Ball from 4A.

8. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Lightning Bolt from 4A and 4C.

9. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Poison Ball from 4B.

10. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Lightning Bolt from 4B.

11. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Poison Ball from 4B.

12. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the doors at 3A-3C and shoots a Lightning Bolt from 4D.

13. A man named Ehdrik speaks with you. He teaches you the Dispel spell in return for the Staff of the Serpent (found at location 73).

14. This teleporter transports you to 15. Cast Kano in the direction of the plate at 16. This opens the door, allowing you to throw an item weighing ten kilograms or more to the plate, deactivating this teleporter.

15. This is the destination of the teleporter at 14.

16. This plate requires 10.0 kilograms of weight to depress. When depressed, the plate deactivates the teleporter at 14.

17. A cyclops attacks.

18. A moveable barrel is here.

19. A man named Thorfin Ironfist speaks of Shadow Weaver's messengers.

20. A pair of sandals lies on the floor.

21. A pair of brown leather boots lies on the floor.

22. A chest lies on the floor. In it are three leather strips.

23. A bootmaker named Murchad speaks with you. She makes you Boots of Fire Protection in return for six gold pieces and sandstone.

24. A pair of black leather boots lies on the floor.

25. A pair of shell boots lies on the floor.

26. A cyclops attacks. It drops a jade key when slain.

27A-27F. Stepping on the plate at 27A shoots a Lightning Bolt from 27B. Stepping on the plate at 27C shoots a Poison Ball from 27D. Stepping on the plate at 27E shoots a Bounce Fireball from 27F.

28. A boulder lies on the floor.

29. A cyclops attacks. It drops a gold key when slain.

30. A cyclops attacks. It drops a Raido rune when slain.

31. This keyhole requires a gold key. The lock opens the door at 32.

32. Open this door by operating the lock at 31.

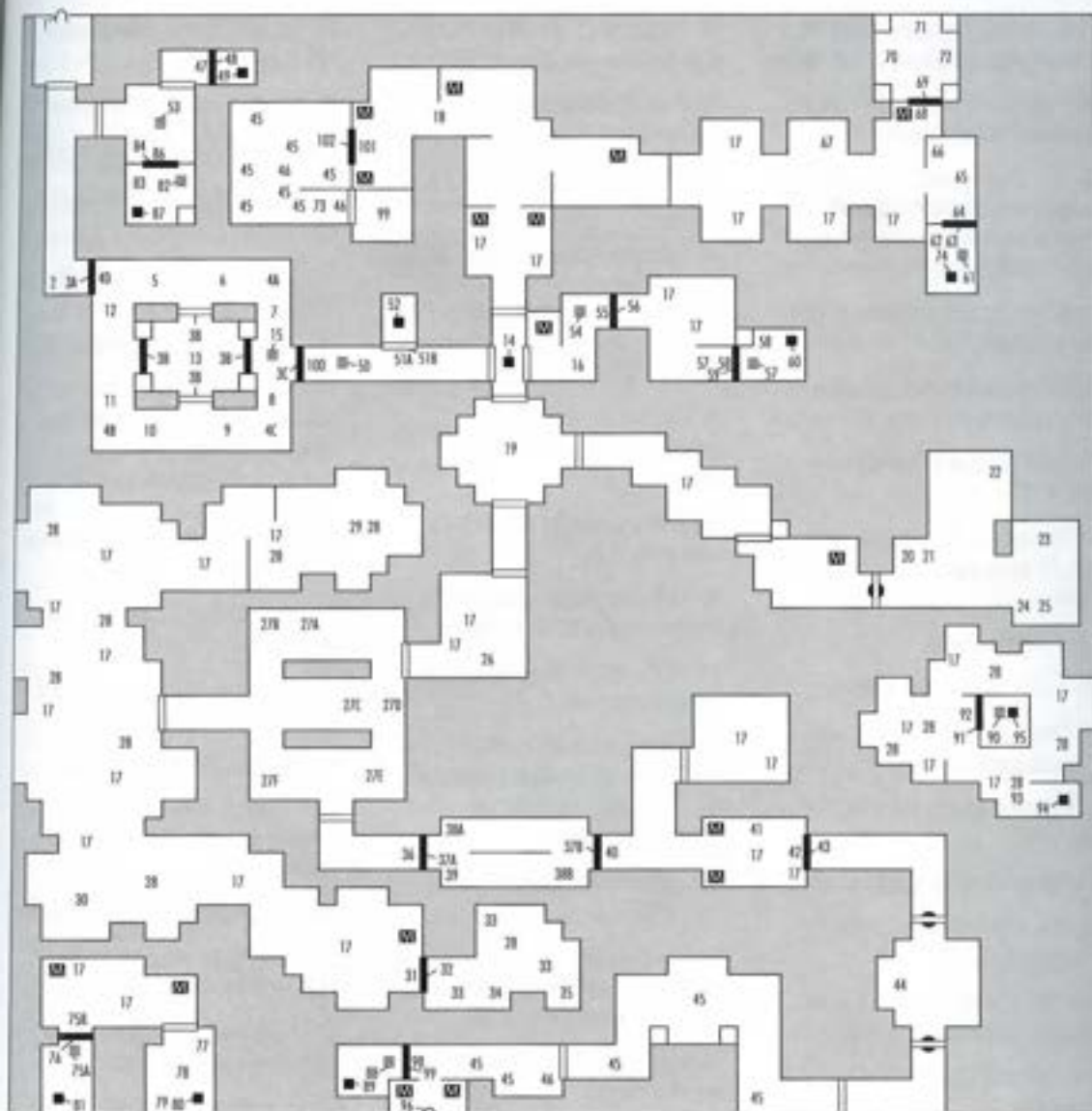
33. A branch of nightshade lies on the floor.

34. An apple of vigor lies on the floor.

35. A chest lies on the floor. In it is a stone and sandstone.

36. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate momentarily opens the doors at 37A and 37B and shoots Poison Balls from 38A and 38B.

END TWO



— DOOR (opened by Kano spell)

OOOO DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

- 37A-37B. Open these doors by operating the plate at 36.
- 38A-38B. Stepping on the plate at 36 shoots Poison Balls from 38A and 38B.
39. Flipping this lever in either direction opens and closes the door at 37A.
40. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the doors at 37A and 37B if closed.
41. A cyclops attacks. It drops an iron key when slain.
42. This keyhole requires an iron key. The lock opens the door at 43.
43. Open this door by operating the lock at 42.
44. An man named Eroll speaks with you. He warns you to not go to the Lava Level.
45. A phoenix attacks.
46. A dead skeleton lies on the floor.
47. This keyhole requires a sun key. The lock opens the door at 48.
48. Open this door by operating the lock at 47.
49. This teleporter transports you to 50.
50. This is the destination of the teleporter at 49.
- 51A. This keyhole requires a sun key. The lock opens the door at 51B.
- 51B. Open this door by operating the lock at 51A.
52. This teleporter transports you to 53.
53. This is the destination of the teleporter at 52.
54. A Gebo floor rune lies on the floor. (Use the Gebo rune to get here.)
55. This keyhole requires a jade key. The lock opens the door at 56.
56. Open this door by operating the lock at 55.
57. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 59. This is also one of the destinations of the teleporter at 74.
58. Flipping this lever in either direction opens or closes the door at 59.
59. Open this door by operating the lever at 58.
60. Teleporter 60 alternates between transporting you to 61 and 75A.
61. This is one of the destinations of the teleporter at 60.
62. Flipping this lever in either direction opens or closes the door at 63. This is also one of the destinations of the teleporter at 81.
63. Open this door by operating the lever at 62.
64. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 63.
65. A cyclops attacks. It drops a round key when slain.
66. A chest lies on the floor. In it is a flanged mace and a Wunjo rune.
67. A cyclops attacks. It drops a cross key when slain.
68. This keyhole requires a cross key. The lock opens the door at 69.
69. Open this door by operating the lock at 68.
70. Two Bloodstones lie on the floor.
71. An apple of vigor lies on the floor.
72. Two branches of nightshade lie on the floor.
73. The Staff of the Serpent lies on the floor.
74. Teleporter 74 alternates between transporting you to 57 or 82.
- 75A-75B. Flipping the lever at 75A in either direction opens or closes the door at 76. Stepping on the plate at 75B closes the door at 76. This is also one of the destinations of the teleporter at 60 and 95.
76. Open this door by operating the lever at 75A.
77. A chest lies on the floor. In it is a messenger's hat and a sun key.
78. An apple core lies on the floor.
79. Flipping this lever in either direction activates and deactivates the teleporter at 80.
80. This teleporter transports you to 54.
81. Teleporter 81 alternates between transporting you to 82 and 62.
82. This is one of the destinations of the teleporter at 81 and 74.
83. A messenger speaks with you and attacks. He drops a messenger's hat, a messenger's pass, a messenger's suit, and a sun key.

84. Flipping this lever in either direction opens or closes the door at 85.
85. Open this door by operating the lever at 84.
86. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the lever at 84.
87. Teleporter 87 alternates between transporting you to 61 and 88.
88. Flipping this lever right opens the door at 97. This is also one of the destinations of the teleporter at 87.
89. Teleporter 89 alternates between transporting you to 90 or 75A.
90. Flipping this lever in either direction opens or closes the door at 90.
91. Open this door by operating the lever at 90.
92. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 91.
93. Flipping this lever in either direction activates and deactivates the teleporter at 94.
94. This teleporter transports you to 54.
95. Teleporter 95 alternates between transporting you to 61 or 75A.
96. This tunnel leads to Lava Level, location 1.
97. Open this door by operating the lever at 88.
98. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 97.
99. A chest lies on the floor. In it is a sun key.
100. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 3C.
101. This keyhole requires a round key. The lock opens the door at 102.
102. Open this door by operating the lock at 101.

❖ Lava Level

1. This tunnel leads to End Two, location 96.
2. A fire giant attacks. It drops a sun key and an iron key when slain.
3. This keyhole requires a sun key. The lock opens the door at 4.
4. Open this door by operating the lock at 3.
5. Flipping this lever right shoots a Fireball from 6 and stops the ball at 7 from rolling.
6. A Fireball shoots from here.
7. This ball rolls north to south.
8. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate starts the balls at 9, 10, and 11 rolling.
9. This ball rolls north to south.
10. This ball rolls north to south.
11. This ball rolls north to south.
12. A dead skeleton lies on the floor.
13. An iron token and a +3 Amulet of Agility lie on the floor.
14. Shellmail and Bracers of Regeneration lie on the floor.
15. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate stops the balls at 9, 10, and 11 from rolling.
16. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 17.
17. Open this door by operating the plate at 16.
18. A fire giant attacks. It drops a boulder and a Mango when slain.
19. A fire giant attacks. It drops a rabbit's foot when slain.
20. A fire giant attacks.
21. A fire giant attacks. It drops a jade key when slain.
22. A moveable barrel is here.
23. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 33A.
24. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 48.
25. This plate does nothing.
26. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate activates the plate at 24.
27. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate activates the plates at 23, 25, and 29.
28. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate activates the plates at 26 and 27.
29. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate does nothing.
30. This keyhole requires a jade key. The lock opens the door at 31.
31. Open this door by operating the lock at 30.
- 32A-32B. The barrel at 32A weighs down the plate at the same location. Releasing the plate shoots a Bounce Fireball from 32B.
- 33A-33B. Open the door at 33A by weighing down the plate at 23. A Raido rune, an Algit rune, an Othila rune, and two Wunjo runes lie on the floor at 33B.
34. This keyhole requires an iron key. The lock opens the door at 35.
35. Open this door by operating the lock at 34.
36. A fire giant attacks. It drops a Hagalaz rune and a gold coin when slain.
37. A fire giant attacks. It drops a Hagalaz rune and a Thurisaz rune when slain.
38. A fire giant attacks. It drops a Hagalaz rune when slain.
39. Open these doors by operating the hole at 43.
40. This hole requires a Hagalaz rune. The hole activates the hole at 41.
41. This hole requires a Hagalaz rune. The hole activates the hole at 43.
42. A particularly nice corner of the Lava Level which has no particular function whatsoever.
43. This hole requires a Hagalaz rune. The hole opens the doors at 39.
44. A phoenix attacks.
45. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate shoots Poison Balls from 46 and 47.
46. This is a Poison Ball trap.
47. This is a Poison Ball trap.
48. Open this door by operating the plate at 24.
49. Enchanted Chainmail and black boots lie on the floor.
50. Two spears and a Shield of Striking lie on the floor.
51. A Jera potion and a Wizard's Staff lie on the floor.

52. A Uraz rune and two Isa runes lie on the floor.
53. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)
54. This hole requires two gold coins. The hole opens the door at 55.
55. Open this door by operating the hole at 54.
56. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens and closes the door at 55.
57. A fire giant attacks. It drops a cross key when slain.
58. This keyhole requires a cross key. The lock opens the door at 59.
59. Open this door by operating the hole at 58.
60. A fire giant attacks. It drops a Wunjo rune and a Gebo rune when slain.
61. A fire giant attacks. It drops a sun key when slain.
62. A fire giant attacks. It drops a broadsword when slain.
63. Flipping this lever in either direction opens and closes the door at 64.
64. Open this door by operating the lever at 63.
65. A snake statue attacks.
66. Plate gauntlets lie on the floor.
67. A dead skeleton lies on the floor.
- 68A-68B. A moveable barrel is at 68A. Underneath it lies field plate and plate greaves. A great plate helmet lies on the floor at 68B.
69. This keyhole requires a sun key. The lock activates the levers at 70, 72, 73, and 74.
70. Flipping this lever right transports a ball to 75 and starts it rolling north to south; flipping the lever left transports a ball to 76 and starts it rolling north to south.
71. Flipping this lever left transports a ball to 76 rolling north and a ball to 75 rolling south; flipping it right stops them both.
72. Flipping this lever left transports a moveable barrel to 77.
73. Flipping this lever left transports a moveable barrel to 78.
74. Flipping this lever left transports a moveable barrel to 79.
75. This ball rolls north to south.
76. This ball rolls north to south.
77. This is the destination of the barrel from 72.
78. This is the destination of the barrel from 73.
79. This is the destination of the barrel from 74.
80. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 89.
81. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 93.
82. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 90.
83. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 91.
84. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 87.
85. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 92.
86. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 88.
87. Open this door by operating the plate at 84.
88. Open this door by operating the plate at 86.
89. Open this door by operating the plate at 80.
90. Open this door by operating the plate at 82.
91. Open this door by operating the plate at 83.
92. Open this door by operating the plate at 85.
93. Open this door by operating the plate at 81.
94. A +2 Amulet of Endurance lies on the floor.
95. A Berkana rune and an Othila rune lies on the floor.
96. A Death Shield lies on the floor.
97. Three gold coins lie on the floor.
98. A +1 Amulet of Protection and a Great Shield lie on the floor.
99. A scimitar lies on the floor.
100. A falchion lies on the floor.
101. Chainmail and a chain coil lie on the floor.
102. Two spears lie on the floor.
103. A war axe lies on the floor.
104. A flanged mace lies on the floor.
105. A bow and four poison arrows lie on the floor.

106. Two throwing knives lie on the floor.
107. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)
108. Flipping this lever left stops balls 109 and 110 from rolling.
109. This ball rolls north to south.
110. This ball rolls east to west.
111. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 112. Weigh down this plate with ball 109 or ball 110.
112. Open this door by operating the plate at 111.
113. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate shoots a Fireball from 67.
114. Open this door by operating the plate at 116.
115. A chain coil and chain gauntlets lie on the floor.
116. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 114. Weigh this plate down with one of the balls from 109 or 110.
117. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 118. Weigh this plate down.
118. Open this door by operating the plate at 117.
119. A Gebo rune lies on the floor.
120. A Perth rune, a +2 Amulet of Power, and a +2 Amulet of Protection lie on the floor.
121. A moveable barrel is here. Beneath it lie brown leather boots, light plate, and a Shield of Lightness.
122. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
123. Flipping this lever right opens the door at 124.
124. Open this door by operating the lever at 123.
125. This plate does nothing.
126. Three branches of nightshade, a branch of nightshade leftovers, and an apple core lie on the floor.
127. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate changes the messages of the magic mouths by the door at 87.
128. Two Teiwaz potions lie on the floor.

◆ End Five

1. This tunnel leads to End Three, location 61.

2. A woman named Ghervass speaks with you. She tells you about the Raven, and in return for eight gold coins she teaches you the Channel Healing Spell.

3. This teleporter transports you to 4.

4. This is the destination of the teleporter at 3.

5. This hole requires a gold key. The hole opens the door at 37A.

6A-6E. Weigh down the plates at 6A-6D. This stops the balls at 6E from rolling, and activates the teleporter at 7.

7. Teleporter 7 alternates between transporting you to 8A and 8B.

8A-8B. These are destinations of the teleporter at 7.

9. An assassin named Hedda speaks with you. She offers to reward you well if you return with Raven's Head. Her reward is a +3 Amulet of Agility, a Fehu rune, and a quiver. A better option is to kill her, and take Hedda's Head to the Raven on End Three, location 79.

10. An iron key lies on the floor.

11. Flipping this lever in either direction activates and deactivates the teleporter at 12.

12. This teleporter transports you to 13.

13. This is the destination of the teleporter at 12.

14. This keyhole requires an iron key. The lock opens the door at 15.

15. Open this door by operating the lock at 14.

16. A cyclops attacks.

17. A moveable barrel is here.

18. This teleporter transports you to 19.

19. This is the destination of the teleporter at 18.

20. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 21.

21. Open this door by operating the plate at 20.

22. A hag attacks.

23. Flipping this lever in either direction activates and deactivates the teleporter at 24.

24. Teleporter 24 alternates between transporting you to 25A and 25B.

25A-25B. These are destinations of the teleporter at 24.

26. A cyclops attacks. It drops a round key when slain.

27. Flipping this lever in either direction activates and deactivates the teleporter at 28.

28. This teleporter transports you to 29.

29. This is the destination of the teleporter at 28.

30A-30B. The keyhole at 30A requires a round key. The lock opens the door at 30B, which reveals a plate underneath it at the same location. Stepping on the plate opens the doors at 34.

31. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 32.

32. Open this door by operating the plate at 31.

33. A cyclops attacks. It drops an apple of vigor when slain.

34. Open these doors by operating the plate at 30B.

35. This teleporter transports you to 36.

36. This is the destination of the teleporter at 35.

37A-37B. Open the door at 37A by operating the lock at 5. Teleporter 37B alternates between transporting you to 38A and 38B.

38A-38B. These are destinations of the teleporter at 37B.

39. Teleporter 39 alternates between transporting you to 40A and 40B.

40A-40B. These are destinations of the teleporter at 39.

41. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the doors at 42.

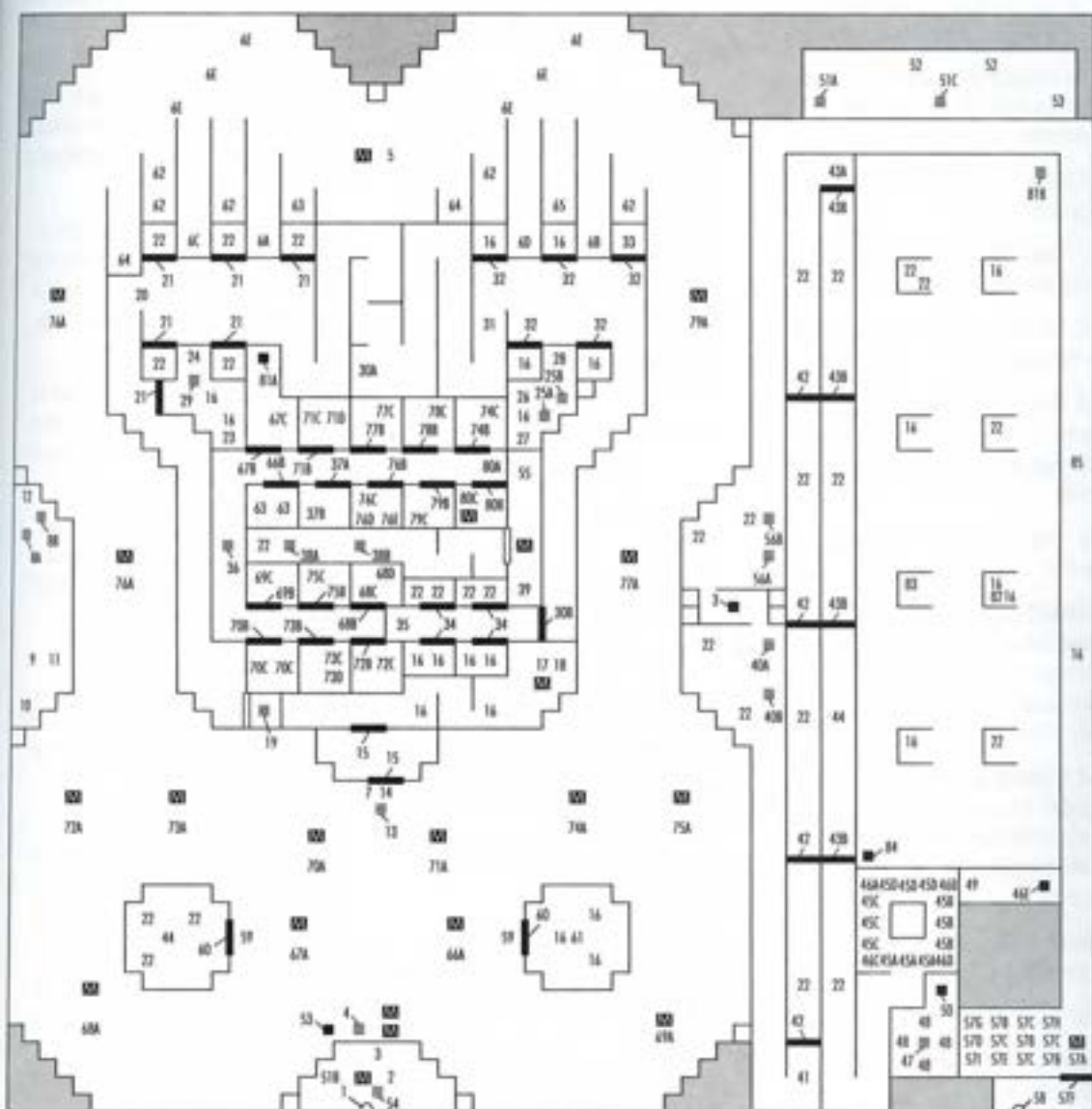
42. Open these doors by operating the plate at 41.

43A-43B. Flipping the lever at 43A right opens the door at 43B.

44. A hag attacks. It drops a branch of nightshade when slain.

45A-45D. Stepping on the plates at 45A activates the teleporters at 46A and 46B, and deactivates the teleporters at 46C and 46D. Stepping on the plates at 45B activates the teleporters at 46A and 46C, and deactivates the teleporters at 46B and 46D. Stepping on the plates at 45C activates the teleporters at 46B and 46C, and deactivates the teleporters at 46A and 46D. Stepping on the plates at

END FIVE



— DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

45D activates the teleporters at 46C and 46D, and deactivates the teleporters at 46A and 46E. You must weigh down three plates of the same kind, step off of the plates, and finally walk back over the plates to the nearest teleporter.

46A-46E. These teleporters transport you to 47.

47. This is the destination of the teleporters at 46A-46E.

48. The teleporters at 48 transport you to the plate at 49.

49. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the teleporters at 48.

50. This teleporter transports you to 51A.

51A-51C. 51A is the destination of the teleporter at 50. The plate at 51A activates the teleporter at 51B when depressed. The teleporter at 51B sends you to 51C.

52. Citadel guards block entry into the citadel. You must wear the messenger's hat and the messenger's suit, and give them the messenger's pass in order to enter.

Be warned: There is no turning back once you are in the citadel.

53. This teleporter transports you to 54.

54. This is the destination of the teleporter at 53.

55. Teleporter 55 alternates between transporting you to 56A and 56B.

56. These are destinations of the teleporter at 55.

57A-57F. The hole at 57A requires the Algit rune from 57B, the Sowelu rune from 57C, another Sowelu rune from 57C, an Algit rune from 57B, a Sowelu rune from 57C, another Sowelu rune from 57C, an Isa rune from 57D, and a Nauthiz rune from 57E, in that order. The hole opens the door at 57F.

58. This tunnel leads to End Three, location 1.

59. This hole requires a gold coin. The hole opens the door at 60.

60. Open this door by operating the hole at 59.

61. A cyclops attacks. It drops an iron token when slain.

62. A stone lies on the floor.

63. A boulder lies on the floor.

64. A rock lies on the floor.

65. A rock and a stone lie on the floor.

66A-66B. The hole at 66A requires a boulder. The hole opens the door at 66B.

67A-67C. The hole at 67A requires an apple of vigor. The hole opens the door at 67B. An apple of vigor lies on the floor at 67C.

68A-68D. The hole at 68A requires a great plate helmet. The hole opens the door at 68B. A great plate helmet lies on the floor at 68C, and a great shield lies on the floor at 68D.

69A-69C. The hole at 69A requires a Rowan wand. The hole opens the door at 69B. A Rowan wand lies on the floor at 69C.

70A-70C. The hole at 70A requires an Odin rune. The hole opens the door at 70B. An Odin rune lies on the floor at 70C.

71A-71C. The hole at 71A requires a harpy feather. The hole opens the door at 71B. A gold coin lies on the floor at 71C, and a branch of nightshade lies on the floor at 71D.

72A-72C. The hole at 72A requires an iron token. The hole opens the door at 72B. Three gold coins lie on the floor at 72C.

73A-73D. The hole at 73A requires a scimitar. The hole opens the door at 73B. A falchion lies on the floor at 73C, and a broadsword lies on the floor at 73D.

74A-74C. The hole at 74A requires a quiver. The hole opens the door at 74B. A quiver lies on the floor at 74C. In it are three barbed arrows.

75A-75C. The hole at 75A requires chainmail. The hole opens the door at 75B. Elven Chainmail lies on the floor at 75C.

76A-76E. The hole at 76A requires a diamond. The hole opens the door at 76B. Two gold coins lie on the floor at 76C, a flask containing Dr. Jojo's Snake Oil lies on the floor at 76D, and a Jera potion lies on the floor at 76E.

77A-77C. The hole at 77A requires a branch of nightshade. The hole opens the door at 77B. Two branches of nightshade lie on the floor at 77C.

78A-78C. The hole at 78A requires a pearl. The hole opens the door at 78B. A Fehu rune lies on the floor at 78C.

79A-79C. The hole at 79A requires a Zap Away parchment. The hole opens the door at 79B. Two Nauthiz runes lie on the floor at 79C.

80A-80C. The hole at 80A requires a gold coin. The hole opens the door at 80B. The teleporter at 80C transports you to 13.

81A-81B. The teleporter at 81A transports you to 81B.

82. Flipping this lever right activates the teleporter at 84.

83. A hag attacks. It drops a gold coin when slain.

84. This teleporter transports you to 13.

85. A hag attacks. It drops a branch of nightshade when slain.

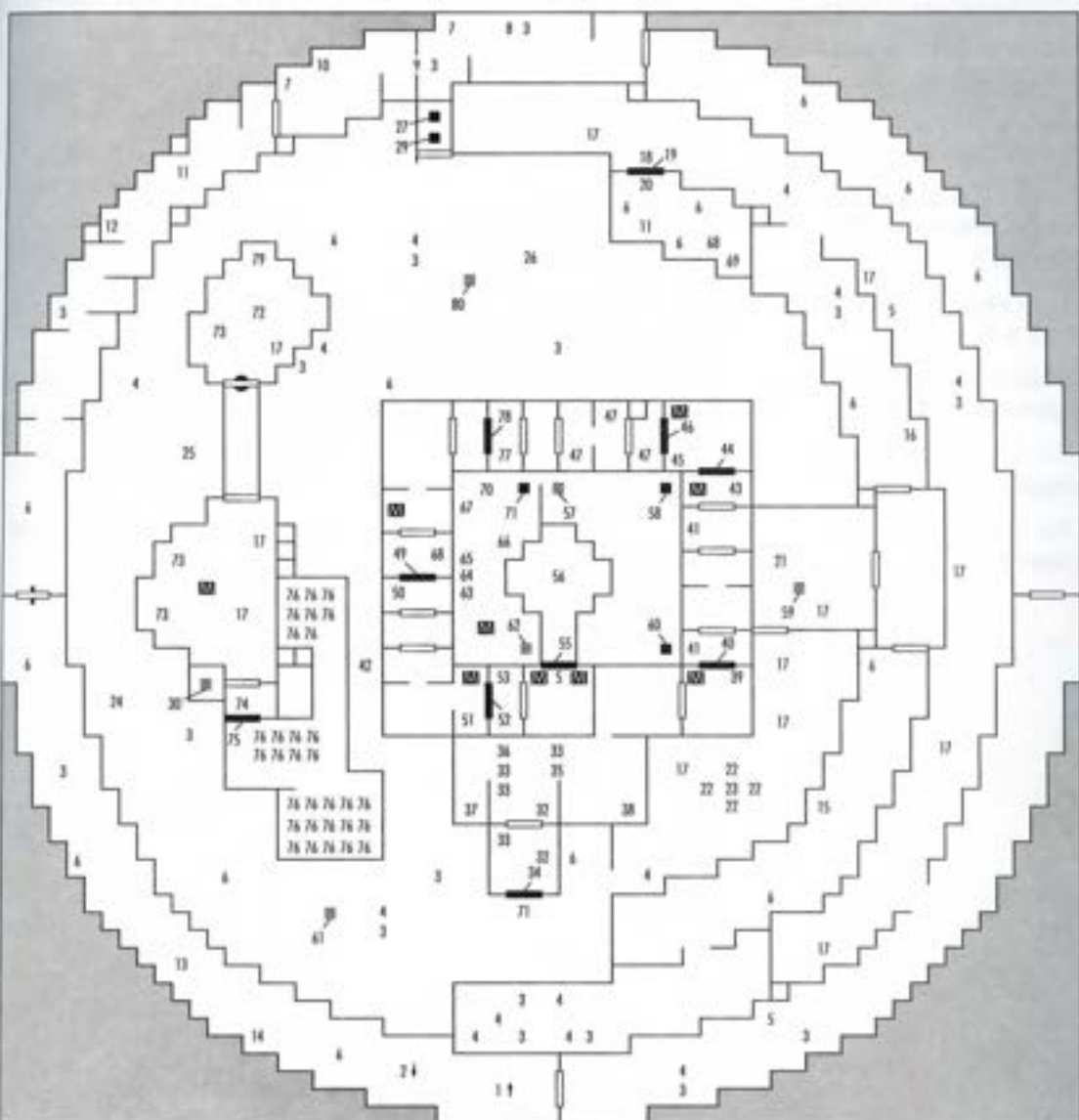
◆ Citadel Basement

1. This ladder leads up to Citadel Ground Floor, location 3.
2. This ladder leads down to Sewer Three, location 15.
3. A dead skeleton lies on the floor.
4. A random object lies on the floor. (It changes from game to game.)
5. A moveable barrel is here.
6. A strong skeleton attacks.
7. This ball rolls north to south.
8. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
9. A war axe lies on the floor.
10. This ball rolls east to west.
11. A strong skeleton attacks. It drops a scimitar when slain.
12. A strong skeleton attacks. It drops an iron key when slain.
13. A strong skeleton attacks. It drops a round key when slain.
14. A Bloodstone lies on the floor.
15. A moveable barrel is here. A sun key lies on the floor underneath it.
16. Flipping this lever in either direction activates and deactivates the plate at 18.
17. A specter attacks.
18. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the door at 19.
19. Open this door by operating the plate at 18.

20. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens or closes the door at 19.
21. A specter attacks. It drops a jade key when slain.
22. A boulder lies on the floor.
23. A sack lies on the floor. In it is a Perth rune, a Sowelu rune, a +3 Amulet of Strength, and an Ashwood wand.
24. A rock lies on the floor.
25. A skeleton attacks. It drops a warboard when slain.
26. Two random objects lie on the floor. (They change from game to game.)
27. This teleporter transports you to 30.
28. This teleporter transports you to 29.
29. This is the destination of the teleporter at 28.
30. This is the destination of the teleporter at 27. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 60.
31. Flipping this lever right opens the door at 34 and starts the balls at 32 and 33 rolling.
32. This ball rolls east to west.
33. This ball rolls north to south.
34. Open this door by operating the lever at 31.
35. A Perth rune lies on the floor.
36. An Isa rune lies on the floor.
37. An Inguz rune lies on the floor.
38. A Kano rune lies on the floor.

39. This keyhole requires a round key. The lock opens the door at 40, stops the balls at 32 and 33 from rolling, and starts the ball at 41 rolling.
40. Open this door by operating the lock at 39.
41. This ball rolls north to south.
42. A strong skeleton attacks. It drops a cross key when slain.
43. This keyhole requires a jade key. The lock opens the door at 44 and stops the ball at 41 from rolling.
44. Open this door by operating the lock at 43.
45. This keyhole requires a gold key. The lock opens the door at 46 and starts the ball at 47 rolling.
46. Open this door by operating the lock at 45.
47. This ball rolls north to south.
48. This keyhole requires an iron key. The lock opens the door at 49 and starts the ball at 50 rolling.
49. Open this door by operating the lock at 48.
50. This ball rolls north to south.
51. This keyhole requires a cross key. The lock opens the door at 52.
52. Open this door by operating the lock at 51.
53. This ball rolls north to south.
54. Flipping this lever in either direction stops the ball at 53 and opens and closes the door at 55.
55. Open this door by operating the lever at 54.

CITADEL BASEMENT



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

56. The body of Chesschantra speaks with you. She asks that you summon her with the Staff of Summoning when the time comes, and gives you her skull in order to be able to do this.

57. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)

58. This teleporter transports you to 59. This is also the destination of the teleporter at 71.

59. This is the destination of the teleporter at 58.

60. Teleporter 60 alternates between transporting you to 61 and 62.

61. This is one of the destinations of the teleporter at 60.

62. This is one of the destinations of the teleporter at 60.

63. The Helmet of Fear, bronze plate, and bronze gauntlets lie on the floor.

64. A claidhenih-mor, a bardiche, and a war axe lie on the floor.

65. A chest lies on the floor. In it are three throwing knives and Gloves of Archery Skill.

66. Enchanted Chainmail, a Shield of Striking, and a Figurine of Resurrection lie on the floor.

67. A chest lies on the floor. In it are two random objects, a Raido rune, a Mannaz rune, and an Odin rune. (The random objects change from game to game.)

68. A strong skeleton attacks. It drops a warboard when slain.

69. A chest lies on the floor. In it is a flanged mace, a gold key, an apple of vigor, and a Mango.

70. A chest lies on the floor. In it is an emerald, a Moonstone, a ruby, two amethysts, and a +2 Amulet of Protection.

71. This teleporter transports you to 58.

72. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

73. A specter attacks. It drops an iron token when slain.

74. This hole requires three iron tokens. The hole opens the door at 75.

75. Open this door by operating the hole at 74.

76. A branch of nightshade lies on the floor.

77. This keyhole requires a sun key. The lock opens the door at 78.

78. Open this door by operating the lock at 77.

79. This teleporter transports you to 80.

80. This is the destination of teleporter 79.

◆ Citadel Ground Floor

1. This tunnel leads to End Five, location 51C. Note: Once you leave here, the only way back in is through the sewer entrance at Below End Four, location 115.

2. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

3. This ladder leads down to Citadel Basement, location 1.

4. A citadel guard attacks.

5. A boulder lies on the floor.

6. This ball rolls east to west.

7. This hole requires a gold coin. The hole opens the door at 8.

8. Open this door by operating the hole at 7.

9. This teleporter transports you to 10.

10. This is the destination of the teleporter at 9.

11. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate shoots Poison Balls from 12 and 13.

12. This trap fires Poison Balls.

13. This trap fires Poison Balls.

14. A chest lies on the floor. In it are leather trews, a surcoat and breeches, and a vest and breeches.

15. A Book of the Spear and a quiver lie on the floor.

16. A chest lies on the floor. In it are leather boots and a vest and breeches.

17. A ruby lies on the floor.

18. A chest lies on the floor. In it are two apples of vigor.

19. A gate guard attacks. He drops a round key, a broadsword, and a +2 Amulet of Protection when slain.

20. A chest lies on the floor. In it is a shirt, breeches, and leather trews.

21. A chest lies on the floor. In it are chain leggings, a chain coif, and chain gauntlets.

22. A gate guard attacks. He drops a gold coin and a Kano rune when slain.

23. A gate guard attacks. He drops a gold key when slain.

24. A gate guard attacks. He drops a +3 Amulet of Endurance when slain.

25. This keyhole requires a gold key. The lock opens the door at 26.

26. Open this door by operating the lock at 25.

27. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate shoots Poison Balls from 27, 28, 29, 30, and 31.

28. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate activates the plate at 38.

29. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate activates the plate at 37. Weigh this plate down.

30. This trap fires Poison Balls.

31. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate activates the plate at 40. Weigh this plate down.

32. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate activates the plate at 41. Weigh this plate down.

33. This keyhole requires a round key. The lock opens the door at 34.

34. Open this door by operating the lock at 33.

35. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate shoots Lightning Bolts from 36.

36. This trap fires Lightning Bolts.

37. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate opens the door at 43.

38. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate opens the door at 42B.

39. This is a stationary ball.

40. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate opens the door at 45. Weigh this plate down.

41. This plate requires 50.0 kilograms of weight to depress. When depressed, the plate opens the door at 44. Weigh this plate down.

42A-42B. Flipping the lever at 42A right opens the door at 42B. The door at 42B can also be opened by operating the plate at 38.

43. Open this door by operating the plate at 37.

44. Open this door by operating the plate at 41.

45. Open this door by operating the plate at 40.

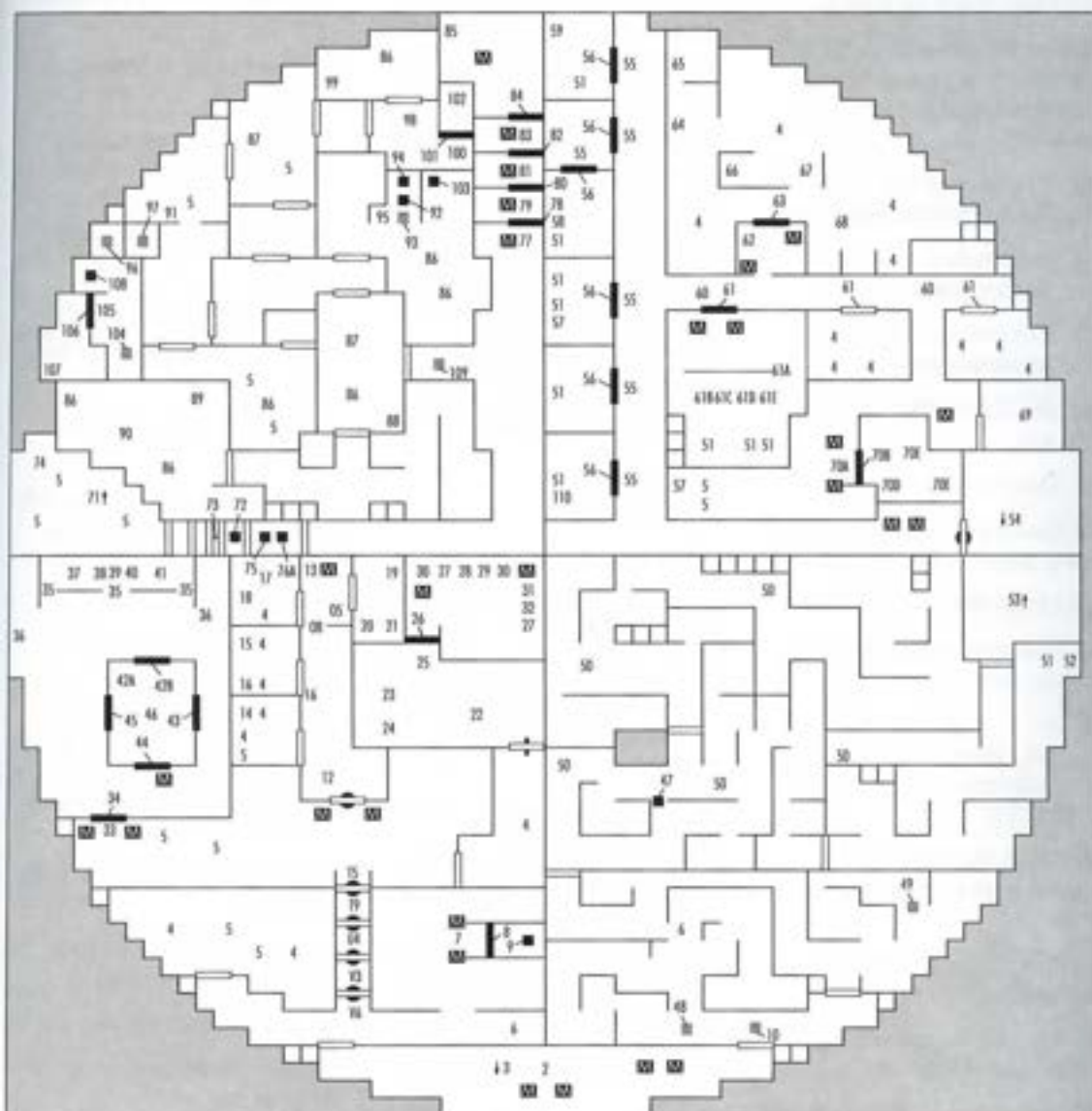
46. This ladder leads up to Citadel Floor Two, location 1.

47. Teleporter 47 alternates between transporting you to 48 and 49.

48. This is one of the destinations of the teleporter at 47.

49. This is one of the destinations of the teleporter at 47.

CITADEL GROUND FLOOR



— DOOR (opened by Kano spell)

— DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

— TUNNEL (leads to another region)

— Magic Mouth

— Teleporter

— Destination of a Teleporter or Rune

— Inaccessible

↑ Ladder Up

↓ Ladder Down

• Floor tile that drains hit points

• Floor tile that drains spell points

— Wall

50. This ball rolls north to south.
51. A dead skeleton lies on the floor.
52. A Book of the Axe and a Fireball parchment lie on the floor. Keep the Fireball parchment, as it is needed at location 77.
53. This ladder leads up to Citadel Floor Two, location 17.
54. This ladder leads up to Citadel Floor Two, location 54.
55. This keyhole requires an iron key. The lock opens the door at 56.
56. Open this door by operating the lock at 55.
57. A Moonstone lies on the floor.
58. Samurai armor, a samurai helmet, a shield, and a scimitar lie on the floor.
59. A broken flask lies on the floor.
60. Flipping this lever in either direction opens and closes the door at 61.
- 61A-61E. Flipping the lever at 61A shoots Lightning Bolts from 61B, 61C, 61D, and 61E.
62. Flipping this lever in either direction opens and closes the door at 63.
63. Open this door by operating the lever at 62.
64. A bow, a quiver, and three barbed arrows lie on the floor.
65. Five barbed arrows lie on the floor.
66. Three throwing knives lie on the floor.
67. Two throwing knives lie on the floor.
68. A citadel guard attacks. He drops a broadsword when slain.
69. A citadel guard attacks. He drops two iron keys when slain.
- 70A-70E. Flip lever 70A right and quickly step north. Flipping the lever opens the door at 70B, but also shoots a Bounce Fireball from 70C and a Poison Ball from 70D. A chest lies on the floor at 70E. In it is a Zap Away parchment, a Teleport parchment, a Swiftess parchment, a Sight parchment, a Magic Wall parchment, and a Kano parchment. Keep the Swiftess parchment as it is needed at location 83.
71. This ladder leads up to Citadel Floor Two, location 55.
72. This teleporter transports you to 73.
73. This is the destination of the teleporter at 72.
74. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the teleporter at 72.
75. This teleporter transports you to 72.
- 76A. Teleporter 76A alternates between transporting objects to 73 and to 76B. Throw an object weighing 2.0 kilograms or more over the teleporter at 75 and into the teleporter at 76A. Every other object thrown into the teleporter lands on the plate at 76B and deactivates the teleporters at 75 and 76A.
77. This hole requires a Fireball parchment. The hole opens the door at 78.
78. Open this door by operating the hole at 77.
79. This hole requires a Lightning parchment. The hole opens the door at 80.
80. Open this door by operating the hole at 79.
81. This hole requires an Invisibility parchment. The hole opens the door at 82.
82. Open this door by operating the hole at 81.
83. This hole requires a Swiftess Parchment. The hole opens the door at 84.
84. Open this door by operating the hole at 83.
85. A chest lies on the floor. In it is the Decanter of Lost Souls. Throw this against the wall to destroy Balthazar.
86. A hag attacks.
87. A hag attacks. It drops a Moonstone when slain.
88. A hag attacks. It drops a Rowan wand when slain.
89. A hag attacks. It drops an iron key when slain.
90. A hag attacks. It drops a cross key when slain.
91. A hag attacks. It drops a Fehu rune and a Nauthiz rune when slain.
92. This teleporter transports you to 93.
93. This is the destination of the teleporter at 92.
94. This teleporter alternates between transporting objects to 96 and 97, depending on which way the lever at 95 is set. Throw four items weighing two kilograms or more into this teleporter, flipping the lever each time. The second and fourth objects land on the plate at 97.

95. Flipping this lever right sets the destination of the teleporter at 94 to 98; flipping it left sets the destination to 97.

96. This is one of the destinations of the teleporter at 94.

97. This is one of the destinations of the teleporter at 94. This plate requires 20 kilograms of weight to depress. When depressed, the plate activates the teleporter at 103.

98. A hag attacks. It drops a round key when slain.

99. A chest lies on the floor. In it is a Rowan wand, a Mango, and an apple of vigor.

100. This keyhole requires a round key. The lock opens the door at 101.

101. Open this door by operating the lock at 100.

102. A chest lies on the floor. In it is a Berkana rune, a Light Shield parchment, three branches of nightshade, and one gold coin.

103. This teleporter transports you to 104.

104. This is the destination of the teleporter at 103.

105. This keyhole requires a cross key. The lock opens the door at 106.

106. Open this door by operating the lock at 105.

107. A Lightning parchment lies on the floor. Keep this item as it is needed at location 79.

108. This teleporter transports you to 109.

109. This is the destination of the teleporter at 108.

110. An Invisibility parchment lies on the floor. Keep this item; you need it at location 81.

❖ Citadel Floor Two

1. This ladder leads down to Citadel Ground Floor, location 46.

2. A hag attacks. It drops an Othila rune when slain.

3. A moveable barrel is here.

4. Open these doors by operating the plate at 6.

5. Open these doors by operating the plate at 6.

6. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the doors at 5 and closes the doors at 4; when released, the plate closes the doors at 5 and opens the doors at 4.

7. A hag attacks.

8. Balthazar finds you again. Run away from him to keep from being destroyed.

9A-9I. The plate at 9A requires 2.0 kilograms of weight to depress. When depressed, the plate shoots a Lightning Bolt from 9B-9I.

10. A stone golem attacks.

11. A boulder lies on the floor.

12. A dead skeleton lies on the floor.

13. A moveable barrel is here. Beneath it is a Moonstone.

14. A morning star and a buckler lie on the floor.

15. A chest lies on the floor. In it is an iron key.

16A-16F. Flipping the lever at 16A right opens the door at 16B and shoots a Lightning Bolt from 16B-16F.

17. This ladder leads down to Citadel Ground Floor, location 53.

18. This ladder leads up to Citadel Floor Three, location 20.

19. A stone golem attacks. It drops an iron token when slain.

20. A stone golem attacks. It drops a sun key when slain.

21. This keyhole requires a sun key. The lock opens the door at 22.

22. Open this door by operating the lock at 21.

23. Two Ilsa potions lie on the floor.

24. Two Algit potions lie on the floor.

25. Four branches of nightshade lie on the floor.

26. A Mango lies on the floor.

27. This teleporter transports you to 28.

28. This is the destination of the teleporter at 27.

29. This keyhole requires a jade key. The lock deactivates the teleporter at 27.

30. A Wizard's Tome lies on the floor.

31. A Sorcerer's Tome lies on the floor.

32. An Enchanter's Tome lies on the floor.

33. A chest lies on the floor. In it is a Flame Arrow parchment, a Magic Wall parchment, a Weapon Skill parchment, and a Freeze parchment.

34. A chest lies on the floor. In it is a Zap Away parchment, a Four-way Fireball parchment, and a Restore parchment.

35. A Healer's Tome lies on the floor.

36. A chest lies on the floor. In it is a jade key. (Use a Gebo rune or cast Teleport to leave here.)

37. These teleporters transport you to 36.

38. Throw an item weighing 2.0 kilograms or more into this teleporter. This deactivates the teleporters at 37.

39. This ladder leads up to Citadel Floor Three, location 54.

40A-40C. Teleporter 40A alternates between transporting you to 40B and 40C.

41. This teleporter transports you to 42.

42. This is the destination of the teleporter at 41.

43. This ladder leads up to Citadel Floor Three, location 21.

44. A hag attacks. It drops a Rowan wand when slain.

45. A stone golem attacks. It drops a gold key when slain.

46. A full wineskin lies on the floor.

47. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate shoots a Fireball from 48. Weigh this plate down.

48. This is a Fireball trap.

49. This keyhole requires a gold key. The lock opens the door at 50.

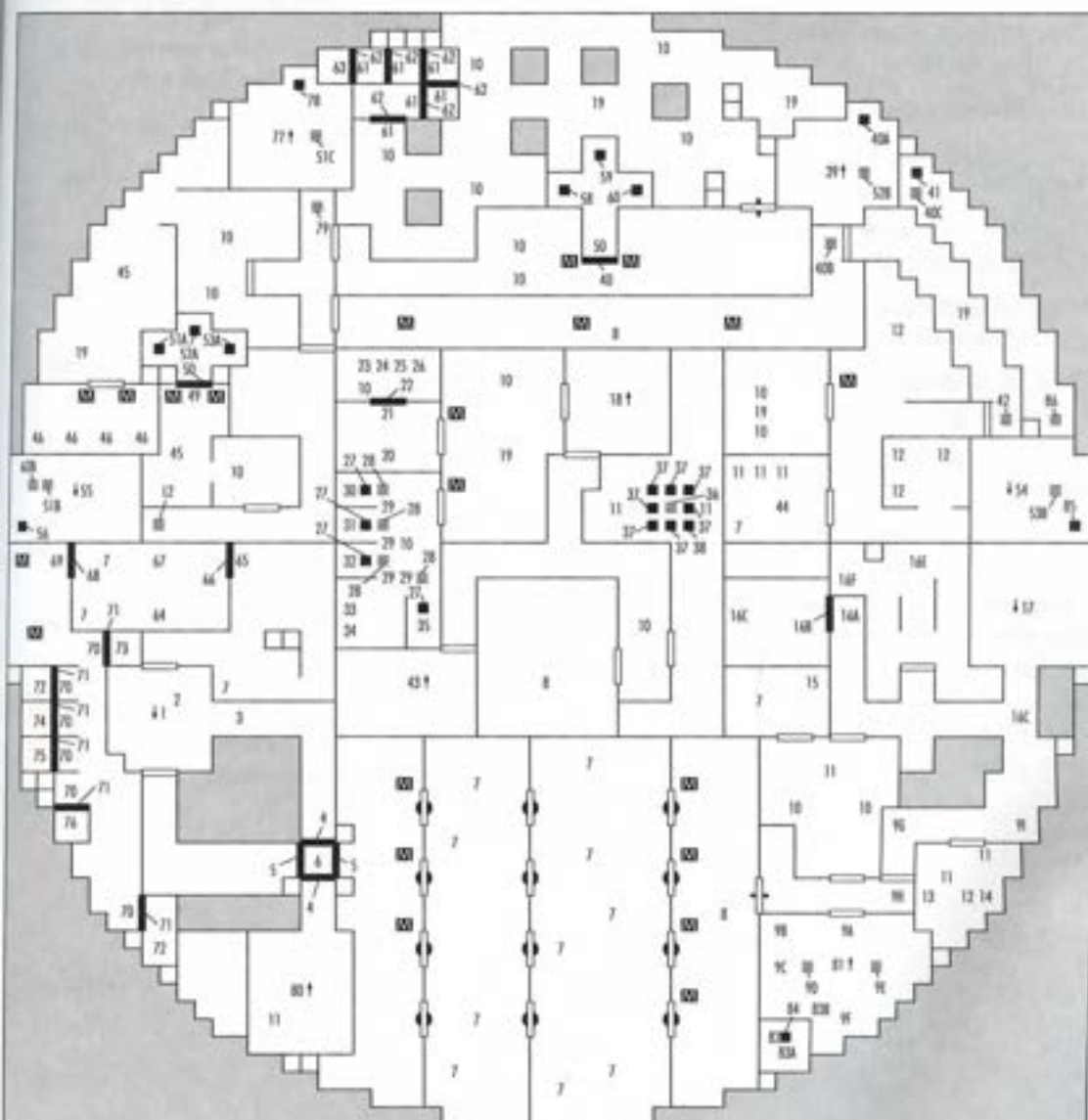
50. Open this door by operating the lock at 49.

51A-51C. Teleporter 51A alternates between transporting you to 51B and 51C.

52A-52C. Teleporter 52A alternates between transporting you to 52B and 51C.

53A-53C. Teleporter 53A alternates between transporting you to 52B and 53B.

CITADEL FLOOR TWO



- | | | |
|--|---|---|
|  DOOR (opened by Kano spell) |  TUNNEL (leads to another region) |  Ladder Up |
|  DOOR (opened by Kano spell, as well as by a mechanism or puzzle) |  Magic Mouth |  Ladder Down |
|  DOOR (opened by a plate on either side) |  Teleporter |  Floor tile that drains hit points |
|  DOOR (opened by a lever on either side) |  Destination of a Teleporter or Rune |  Floor tile that drains spell points |
|  DOOR (opened by a mechanism or puzzle) |  Inaccessible |  Wall |

54. This ladder leads down to Citadel Ground Floor, location 54.
55. This ladder leads down to Citadel Ground Floor, location 71.
56. This teleporter transports you to 57.
57. This is the destination of the teleporter at 56.
58. Teleporter 58 alternates between transporting you to 53B and 52B.
59. Teleporter 59 alternates between transporting you to 52B and 51C.
60. Teleporter 60 alternates between transporting you to 51C and 60B.
61. This hole requires an iron token. The hole opens the door at 62.
62. Open this door by operating the hole at 61.
63. A chest lies on the floor. In it are Bracers of Regeneration, a random object (that changes from game to game), an Odin rune, a Berkana rune, and a +3 Amulet of Strength.
64. A hag attacks. It drops a Moonstone when slain.
65. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens and closes the door at 66.
66. Open this door by operating the plate at 65.
67. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens and closes the doors at 66 and 68.
68. Open this door by operating the plate at 67.
69. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens and closes the door at 68.
70. This hole requires a gold coin. The hole opens the door at 71.
71. Open this door by operating the hole at 70.
72. A broadsword lies on the floor.
73. A morning star lies on the floor.
74. A throwing knife lies on the floor.
75. A claidhenih-mor lies on the floor.
76. A war axe lies on the floor.
77. This ladder leads up to Citadel Floor Three, location 55.
78. This teleporter transports you to 79.
79. This is the destination of the teleporter at 78.
79. This teleporter transports you to 80.
80. This ladder leads up to Citadel Floor Three, location 61.
81. This ladder leads up to Citadel Floor Three, location 1.
82. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)
- 83A-83B. Flipping the lever at 83A right shoots Lightning Bolts from 83B, 9B, 9C, 9F, 9G, and 9I.
84. Teleporter 84 alternates between transporting you to 9E and 9D.
85. This teleporter transports you to 86.
86. This is the destination of the teleporter at 85.

❖ Citadel Floor Three

1. This ladder leads down to Citadel Floor Two, location 81.

2. A jester attacks.

3. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the plate at 6 and deactivates the teleporters at 5.

4. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the plate at 6 and activates the teleporters at 5.

5. These teleporters transport you to 6.

6. This is the destination of the teleporters at 5. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporters at 5 and deactivates itself.

7. A jester attacks. It drops a gold key when slain.

8. This keyhole requires a gold key. The lock activates the lever at 9.

9. Flipping this lever right activates the plate at 10.

10. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 11.

11. Open this door by operating the plate at 10.

12. A stationary ball is here.

13. A chest lies on the floor. In it is a black pearl.

14A-14L. Stepping on the plate at 14A opens and closes the door at 14B. Stepping on the plate at 14C opens and closes the door at 14D. Stepping on the

plate at 14E opens and closes the door at 14F. Stepping on the plate at 14G opens and closes the door at 14H.

Stepping on the plate at 14I opens and closes the door at 14J. Stepping on the plate at 14K opens and closes the door at 14L.

15. Three Algit potions lie on the floor.

16. A chest lies on the floor. In it is a Cloak of Invisibility.

17. A Mango lies on the floor.

18. A jester attacks. It drops a white pearl when slain.

19. Balthazar speaks with you. Run away to keep from being destroyed.

20. This ladder leads down to Citadel Floor Two, location 18.

21. This ladder leads down to Citadel Floor Two, location 43.

22A-22C. Teleporter 22A alternates between transporting you to 22B and 22C.

23A-23F. The plate at 23A requires 2.0 kilograms of weight to depress. When depressed, the plate shoots Fireballs from 23B, 23C, 23D, and 23E. The plate at 23F deactivates Fireballs at 23B-23E.

24A-24C. Teleporter 24A alternates between transporting you to 24B and 24C.

25A-25B. Teleporter 25A alternates between transporting you to 23D and 25B.

26. A chest lies on the floor. In it is a black pearl, a Mango, and a +2 Amulet of Power.

27A-27C. Teleporter 27A alternates between transporting you to 27B and 27C.

28A-28C. Teleporter 28A alternates between transporting you to 28B and 28C.

29A-29C. Teleporter 29A alternates between transporting you to 29B and 29C.

30A-30C. Teleporter 30A alternates between transporting you to 30B and 30C.

31A-31C. Teleporter 31A alternates between transporting you to 31B and 31C.

32. This teleporter transports you to 33.

33. This is the destination of the teleporter at 32.

34. A jester attacks. It drops a sun key when slain.

35. This keyhole requires a sun key. The lock opens the door at 36.

36. Open this door by operating the lock at 35.

37. This teleporter transports you to 38.

38. This is the destination of the teleporter at 37.

39. This hole requires a gold coin. The hole opens the door at 40.

40. Open this door by operating the hole at 39.

41. A white pearl, one pair of plate gauntlets, plate greaves, a great plate helmet, and field plate lie on the floor.

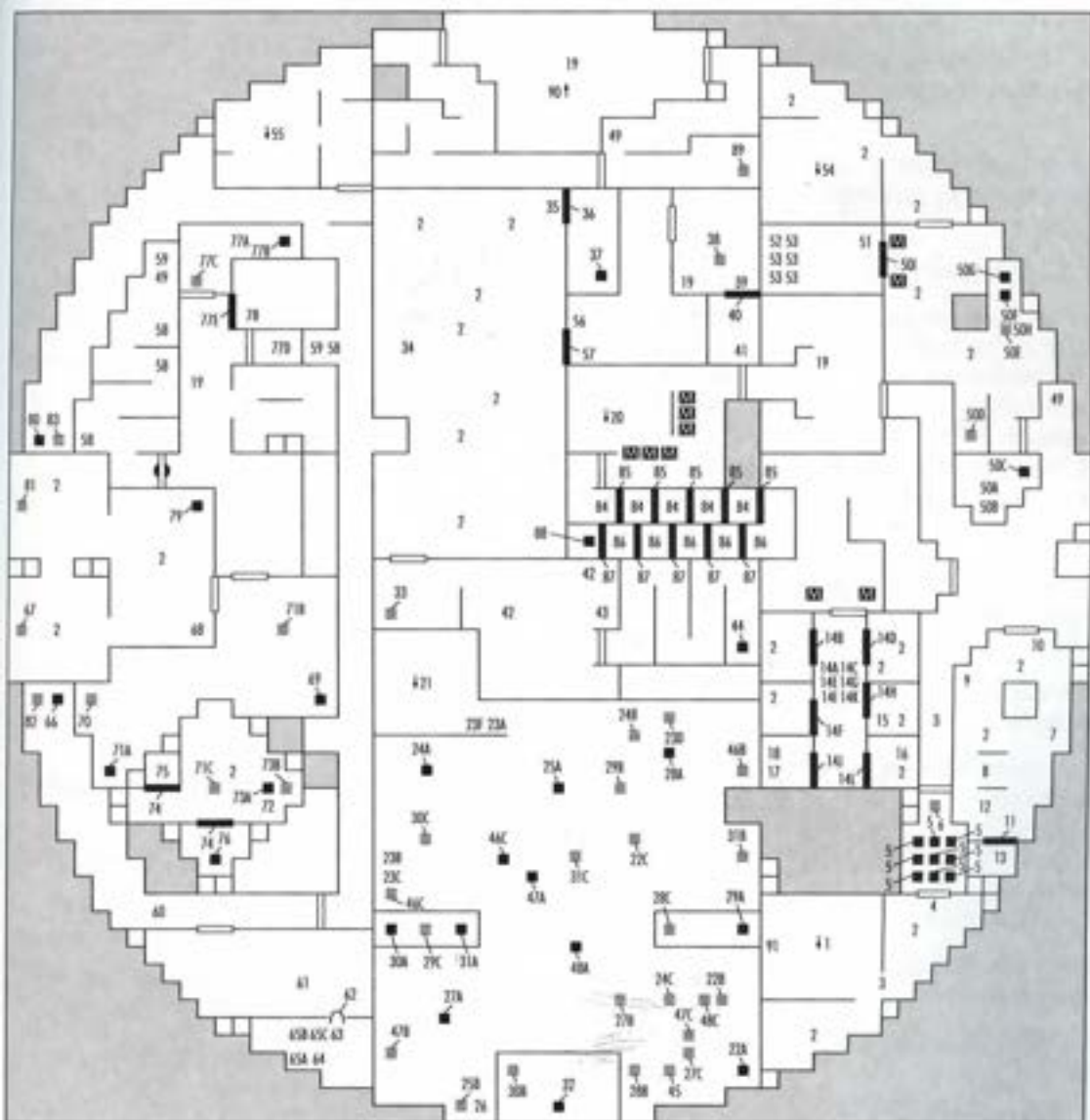
42. A boulder lies on the floor.

43. A ruby lies on the floor.

44. This teleporter transports you to 45.

45. This is the destination of the teleporter at 44.

CITADEL FLOOR THREE



DOOR (opened by Karo spell)

DOOR (opened by Karo spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

46A-46C. Teleporter 46A alternates between transporting you to 46B and 46C.

47A-47C. Teleporter 47A alternates between transporting you to 47B and 47C.

48A-48C. Teleporter 48A alternates between transporting you to 48B and 48C.

49. This ball rolls north to south.

50A-50I. A Raido floor rune lies on the floor at 50A. Flipping the lever at 50B right activates the lever at 50H. The teleporter at 50C transports you to 50D. The teleporter at 50F transports you to 50E. Stand in front of the teleporter at 50E and throw something weighing 5.0 kilograms or more over 50F. The item lands in an invisible teleporter at 50G. Flipping the lever at 50H activates the teleporter at 50G and opens the door at 50I.

51. A chest lies on the floor. In it are four Algit potions.

52. A chest lies on the floor. In it are four emeralds.

53. An emerald lies on the floor.

54. This ladder leads down to Citadel Floor Two, location 39.

55. This ladder leads down to Citadel Floor Two, location 78.

56. Flipping this lever right opens the door at 57.

57. Open this door by operating the lever at 56.

58. This ball rolls east to west.

59. A white pearl lies on the floor.

60. A jester attacks. It drops a Nauthiz rune when slain.

61. This ladder leads down to Citadel Floor Two, location 80.

62. This is a moveable barrel. Cast Zap Away on it to remove it.

63. This is a moveable barrel.

64. A dead skeleton lies on the floor.

65A-65C. The plate at 65A requires 2.0 kilograms of weight to depress. When depressed, the plate shoots Poison Balls from 65B and 65C. Bronze plate, bronze gauntlets, and a bronze helmet lie on the floor at 65A. Push a dead skeleton on the plate at 65A to deactivate the Poison Ball trap.

66. This teleporter transports you to 67.

67. This is the destination of the teleporter at 66.

68. Flipping this lever in either direction activates or deactivates the teleporter at 79.

69. This teleporter transports you to 70.

70. This is the destination of the teleporter at 69.

71A-71C. Teleporter 71A alternates between transporting you to 71B and 71C.

72. A jester attacks. It drops a cross key when slain.

73A-73C. Teleporter 73A alternates between transporting you to 73B and 71C. The keyhole at 73B requires a cross key. The lock opens the door at 74.

74. Open this door by operating the lock at 73B.

75. A Mannaz rune, a black pearl, and a flask containing Dr. Jojo's Snake Oil lie on the floor.

76. This teleporter transports you to 71B.

77A-77E. Push the moveable barrel at 77A into the teleporter at 77B, which transports it to 77C. Weigh down the plate at 77D with the barrel. This opens the door at 77E.

78. A jester attacks. It drops a black pearl when slain.

79. A black pearl lies on the floor. Be sure to get it before operating the lever at 68, for a teleporter appears at the same location. The teleporter alternates between transporting you to 82 and 83.

80. This teleporter transports you to 81.

81. This is the destination of the teleporter at 80.

82. This is one of the destinations of the teleporter at 67.

83. This is one of the destinations of the teleporter at 67.

84. This hole requires a black pearl. The hole opens the door at 85.

85. Open this door by operating the hole at 84.

86. This hole requires a white pearl. The hole opens the door at 87.

87. Open this door by operating the hole at 86.

88. This teleporter transports you to 89.

89. This is the destination of the teleporter at 88.

90. This ladder leads up to Lair of Shadow Weaver, location 1.

91. An apple core lies on the floor.

◆ Otherworld One

1. This is the destination of the Gateway spell.

2. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

3. King Evermore speaks with you. He is the King of the Otherworld. He tells you a little about Qasar and sends you back to your world when you wish.

4A-4J. The keyhole at 4B requires the jade key from 4A and activates the teleporter at 4D. The teleporter at 4C transports you to 4B. Stand at 4B and cast Kano over the teleporter at 4C and into the teleporter at 4D. The spell is transported to 4E, opening the door at 4F. Throwing an item weighing 2.0 kilograms or more into the teleporter at 4D causes it to be transported to 4G where it activates the plate. This deactivates the teleporter at 4H and closes the door at 4F. Cast Kano on the door to open it. The teleporter at 4H transports you to 4I.

5. An Ansuz rune and a Magic Wall parchment lie on the floor.

6. A Bag of Lightness lies on the floor. In it is a +1 Amulet of Talent, a Lightshield parchment, and a Nauthiz rune.

7. A Raido rune lies on the floor.

8. Teleporter 8 alternates between transporting you to 9 and 19.

9. This is one of the destinations of the teleporter at 8.

10. A crustacean attacks.

11A-11B. The plate at 11A requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 11B. The door can still be opened with Kano.

12. A Kano rune lies on the floor.

13. This hole requires a Kano rune. The hole opens the door at 14.

14. Open this door by operating the hole at 13.

15. An Eye of Sight and a Zap Away parchment lie on the floor.

16. Flipping this lever in either direction activates and deactivates the teleporter at 17.

17. This teleporter transports you to 18.

18. This is the destination of the teleporter at 17.

19. This is one of the destinations of the teleporter at 8.

20A-20J. The plate at 20A requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporters at 20B-20G. The teleporters slowly disappear, one after another. Walk north behind them as they disappear. When you arrive at the end of the row, run across the plate at 20H. This shoots Lightning Bolts from 20I, 20J, and 40.

21. An Ansuz rune lies on the floor.

22. Ball lightning attacks.

23. Flipping this lever in either direction opens and closes the doors at 24A and 24B.

24A-24C. Open the door at 24A by casting Kano or operating the lever at 23. Open the door at 24B by operating the lever at 23. A chest lies on the floor at 24C. In it are two branches of nightshade and an Eye of Sight.

25A-25H. Flipping the lever at 25A activates the teleporter at 25B. However, stepping on the plates at 25C-25E deactivates the teleporter and shoots Lightning Bolts from 25F and 25G. Cast Lightning Shield or hide behind a Magic Wall. Weigh down one of the plates and flip the lever at 25A right. This activates the teleporter at 25A again. Walk back across the weighted plate to the teleporter. The teleporter at 25B transports you to 25H.

26. This hole requires two Eyes of Sight. The hole opens the door at 27.

27. Open this door by operating the hole at 26.

28. Teleporter 28 alternates between transporting you to 29 or 64.

29. This is one of the destinations of the teleporter at 28.

30. This is the destination of the teleporters at 66E, 66F, 66G, and 66Y. A broken flask lies on the floor.

31. A distinctive absence of anything pertaining to the game highlights this particular cul-de-sac.

32. This teleporter transports you to 33. Walk north into this teleporter.

33. This is the destination of the teleporter at 32.

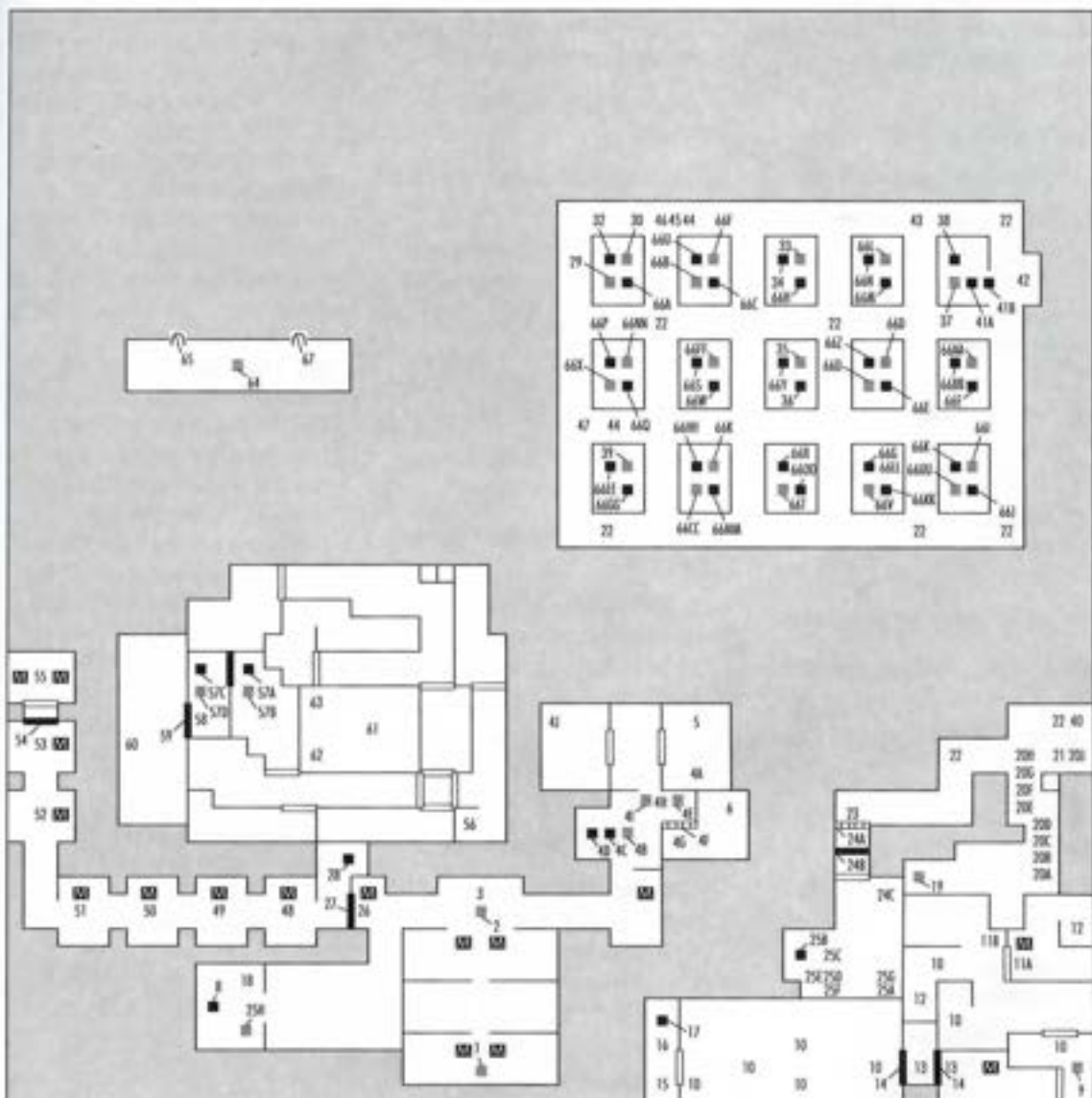
34. This teleporter transports you to 35. Walk north into this teleporter.

35. This is the destination of the teleporter at 34.

36. This teleporter transports you to 37. Walk south into this teleporter.

37. This is the destination of the teleporter at 36.

OTHERWORLD ONE



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

38. This teleporter transports you to 39.

39. This is the destination of the teleporter at 38. Flipping the lever right deactivates the teleporter at 41A and 41B.

Do the actions at 32-37 twice more.

40. Lightning Bolts shoot from here.

41A-41B. These teleporters should be deactivated by the above actions. If not, the teleporter at 41A transports you to 29, and teleporter 41B alternates between transporting you to 41A and 29.

42. An apple of vigor lies on the floor. Keep this item, as you need the apple core at location 50.

43. A branch of nightshade and a branch of nightshade leftovers lie on the floor.

44. A dead skeleton lies on the floor.

45. A Teleport parchment and a great shield lie on the floor.

46. Chain gauntlets lie on the floor.

47. Enchanted chainmail, a great plate helmet, Gloves of Archery Skill, and black boots lie on the floor.

48. This hole requires a black pearl. The hole activates the hole at 49.

49. This hole requires an Isa rune. The hole activates the hole at 50.

50. This hole requires a flask containing Dr. Jojo's Snake Oil. The hole activates the hole at 51.

51. This hole requires an apple core. The hole activates the hole at 52.

52. This hole requires a Sorcerer's Tome. The hole activates the lock at 53.

53. This keyhole requires a sun key. The lock opens the door at 54.

54. Open this door by operating the lock at 53.

55. A Thurisaz rune and a round key lie on the floor.

56. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)

57A-57D. Teleporter 57A alternates between transporting you to 57B and 57C. Teleporter 57C alternates between transporting you to 57D and 57B.

58. This keyhole requires a round key. The lock opens the door at 59.

59. Open this door by operating the lock at 58.

60. The Staff Incarnate speaks with you. You must cast Channel Staff to change him back into the top half of the Staff of Summoning.

61. A Raido floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

62. A Gebo rune lies on the floor.

63. You meet Qasar. Cast the Shapechange spell to speak with him. He gives you the Channel Staff spell, which you can use at location 60 to retrieve half of the Staff of Summoning.

64. This is one of the destinations of the teleporter at 64.

65. This tunnel leads to Otherworld Two, location 1.

66A-66NN. The teleporter at 66A transports you to 66B. The teleporter at 66C transports you to 66D. The teleporter at 66E transports you to 66F. The teleporter at 66G transports you to 30. The teleporter at 66H transports you to 66I. The teleporter at 66J transports you to 29. The teleporter at 66K transports you to 66L. The teleporter at 66M alternates between transporting you to 41A and 37. The teleporter at 66N transports you to 66O. The teleporter at 66P transports you to 30. The teleporter at 66Q transports you to 66R. The teleporter at 66S transports you to 66T. The teleporter at 66U transports you to 66V. The teleporter at 66W transports you to 66X. The teleporter at 66Y transports you to 30. The teleporter at 66Z transports you to 66AA. The teleporter at 66BB transports you to 66CC. The teleporter at 66DD transports you to 66I. The teleporter at 66EE transports you to 66FF. The teleporter at 66GG transports you to 30. The teleporter at 66HH transports you to 66D. The teleporter at 66II transports you to 66UII. The teleporter at 66KK transports you to 29. A broken flask lies on the ground at 66LL. The teleporter at 66MM transports you to 66NN. The teleporter at 66OO transports you to 29.

67. This tunnel leads to Otherworld Three, location 1.

♦ Otherworld Two

1. This tunnel leads to Otherworld One, location 65.

2. This tunnel leads to Otherworld One, location 67.

3. Flipping this lever right opens the door at 4.

4. Open this door by operating the lever at 3.

5. This keyhole requires a sun key. The lock opens the door at 6.

6. Open this door by operating the lock at 5.

7. A torn parchment, a sun key, and a +2 Amulet of Agility lie on the floor.

8. Teleporter 8 alternates between transporting you to 9 or 16.

9. This is one of the destinations of the teleporter at 8.

10. Flipping this lever left activates the teleporter at 15.

11A-11B. The teleporter at 11A transports you to 11B.

12A-12B. The teleporter at 12A transports you to 12B.

13. This teleporter transports you to 10.

14A-14B. Teleporter 14A alternates between transporting you to 15 or 14B. A diamond also lies on the floor at 14A, but is unattainable on this level. You may get a diamond from this room's twin on Otherworld Three, location 79G.

15. Teleporter 15 alternates between transporting you to 16 and 14B.

16. This is one of the destinations of the teleporter at 15. A Gebo rune lies on the floor.

17. A crustacean attacks.

18. Chain leggings and two branches of nightshade lie on the floor.

19. A dead skeleton lies on the floor.

20. A Nauthiz rune lies on the floor.

21. A jade key lies on the floor.

22. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)

23. A Swiftess parchment lies on the floor.

24. A Fehu rune lies on the floor.

25. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 26.

26. Open this door by operating the plate at 25.

27. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 26.

28. An Inguz rune lies on the floor.

29. Ball lightning attacks.

30. A light shield and a Lightning parchment lie on the floor.

31. Shell mail, a shell helmet, and shell boots lie on the floor.

32. A throwing knife and a glaive lie on the floor.

33. A chest lies on the floor. In it is a cross key, an emerald, a branch of nightshade leftovers, and an empty flask.

34. This keyhole requires a cross key. The lock activates the teleporter at 35.

35. This teleporter transports you to 36.

36. This is the destination of the teleporter at 35.

37. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the plate at 39. Weigh this plate down with the barrel at 38.

38. A moveable barrel is here. Push it onto the plate at 37.

39. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 40 and opens the door at 42.

40. This teleporter transports you to 41.

41. This is the destination of the teleporter at 40.

42. Open this door by operating the plate at 39.

43. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens and closes the door at 44.

44. Open this door by operating the plate at 43.

45. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 44.

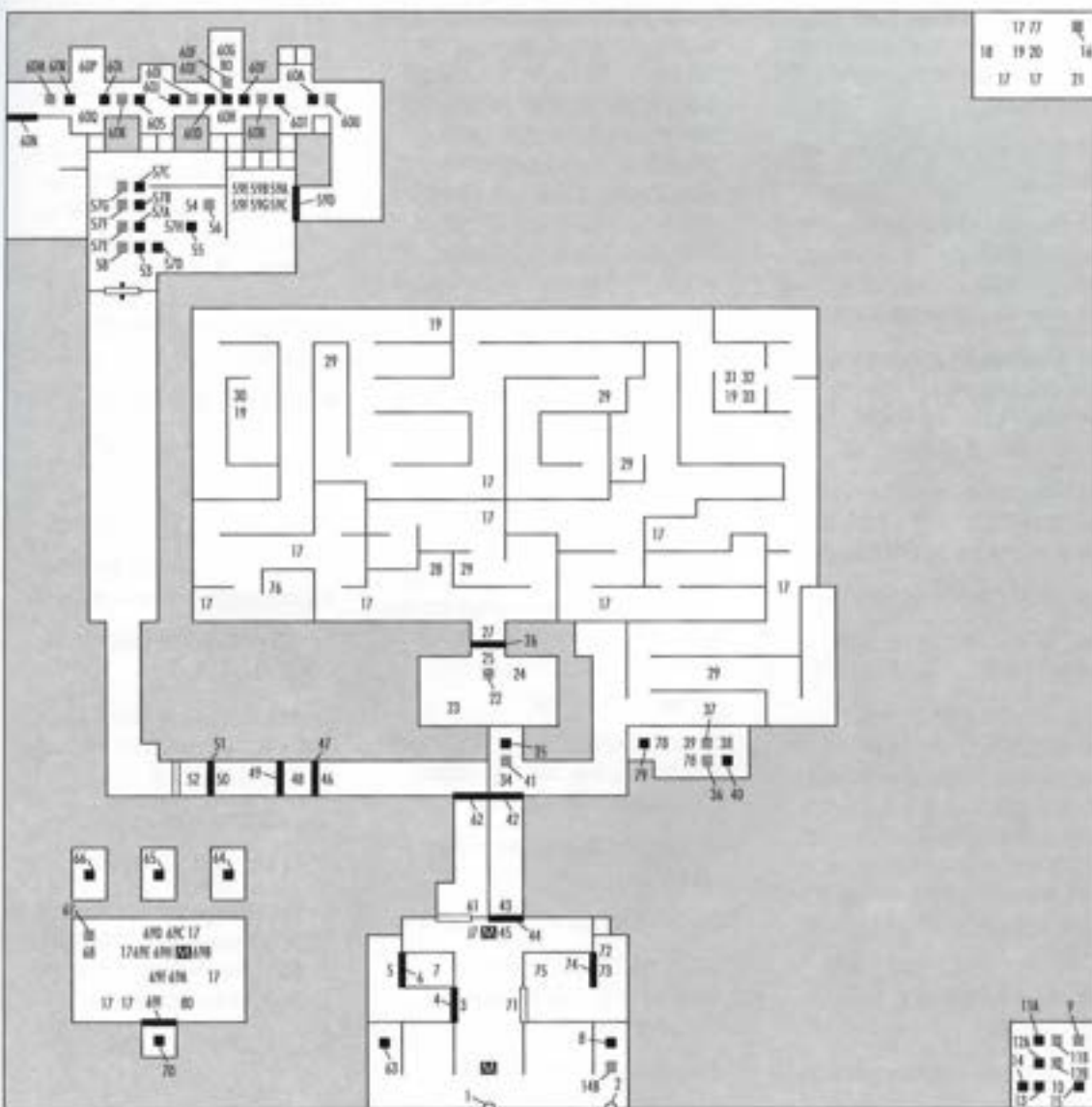
46. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 47. Weigh this plate down to keep the door at 47 from closing and damaging you on the way through.

47. Open this door by operating the plate at 46.

48. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the plate at 46, permanently opens the door at 47, and opens the door at 49.

49. Open this door by operating the plate at 48.

OTHERWORLD TWO



DOOR (opened by Kairo spell)

DOOR (opened by Kairo spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mouth

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

50. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 51. Weigh this plate down to keep the door at 51 from closing and damaging you on the way through.

51. Open this door by operating the plate at 50.

52. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the plate at 50 and permanently opens the door at 51.

53. This teleporter transports you to 58. Stand southwest of this teleporter and throw an object of 2.0 kilograms or more onto the plate at 54.

54. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the teleporter at 55.

55. This teleporter transports you to 56.

56. This is the destination of the teleporter at 55.

57A-57H. The teleporter at 57A transports you to 57E. Throw an item weighing two kilograms or more into the teleporter at 55. This deactivates the teleporters at 57A-57D. The teleporter at 57B transports you to 57F. The teleporter at 57C transports you to 57G. The teleporter at 57D transports you to 57H.

58. This is the destination of the teleporter at 53.

59A-59G. The moveable barrel at 59E is depressing a plate at the same location. Move barrel 59E to the plate at 59B. When depressed, the plate activates the plate at 59C. Stepping on the plates at 59C and 59G (in that order) opens the door at 59D. Stepping on the plate at 59G deactivates the plate at 59C.

60A-60U. The teleporter at 60A transports you to 60B. Weigh down the plate at 60B; this keeps the teleporters at 60C and 60D from appearing. The teleporter at 60E transports you to 60F, removing the door that once occupied that position. Stepping on plate 60G causes a sun key to appear at 60H and opens the door at 60N. Use a Gebo rune or the Teleport spell to continue. Return to the teleporter at 60A and enter it. The teleporter transports you to 60B. Remove any items on the plate at 60B. The teleporter at 60C transports you to 60I. The teleporter at 60J transports you to 60K. The teleporter at 60L transports you to 60M. Flipping the lever at 60O right when the rolling barrel at 60Q is over the plate at 60P deactivates the teleporter at 60E. You may now pick up the sun key. The teleporter at 60R transports you to 60K. The teleporter at 60S transports you to 60I. The teleporter at 60D transports you to 60B. The teleporter at 60T transports you to 60U.

61. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 62.

62. Open this door by operating the plate at 61.

63. This teleporter transports you 64.

64. This is the destination of the teleporter at 63. This teleporter transports you to 65.

65. This is the destination of the teleporter at 54. This teleporter transports you to 66.

66. This is the destination of the teleporter at 65. This teleporter transports you to 67.

67. This is the destination of the teleporter at 66.

68. An Enchanter's Tome lies on the floor.

69A-69I. Stepping on the plate at 69A activates the plate at 69B. Stepping on the plate at 69C activates the plate at 69D. Stepping on the plate at 69D activates the plate at 69E. Stepping on the plate at 69E activates the plate at 69F. Stepping on the plate at 69F activates the plate at 69G. Stepping on the plate at 69G activates the hole at 69H. The hole at 69H requires the palimpsest. The hole opens the door at 69I.

70. This teleporter transports you to 41.

71. This lever does not move. It does nothing.

72. An Ansuz rune lies on the floor.

73. This keyhole requires a jade key. The lock opens the door at 74.

74. Open this door by operating the lock at 73.

75. An invisibility parchment, a +2 Amulet of Protection, and a +3 Amulet of Talent lie on the floor.

76. A shield lies on the floor.

77. An Isa rune lies on the floor.

78. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 42 and deactivates the teleporter at 40.

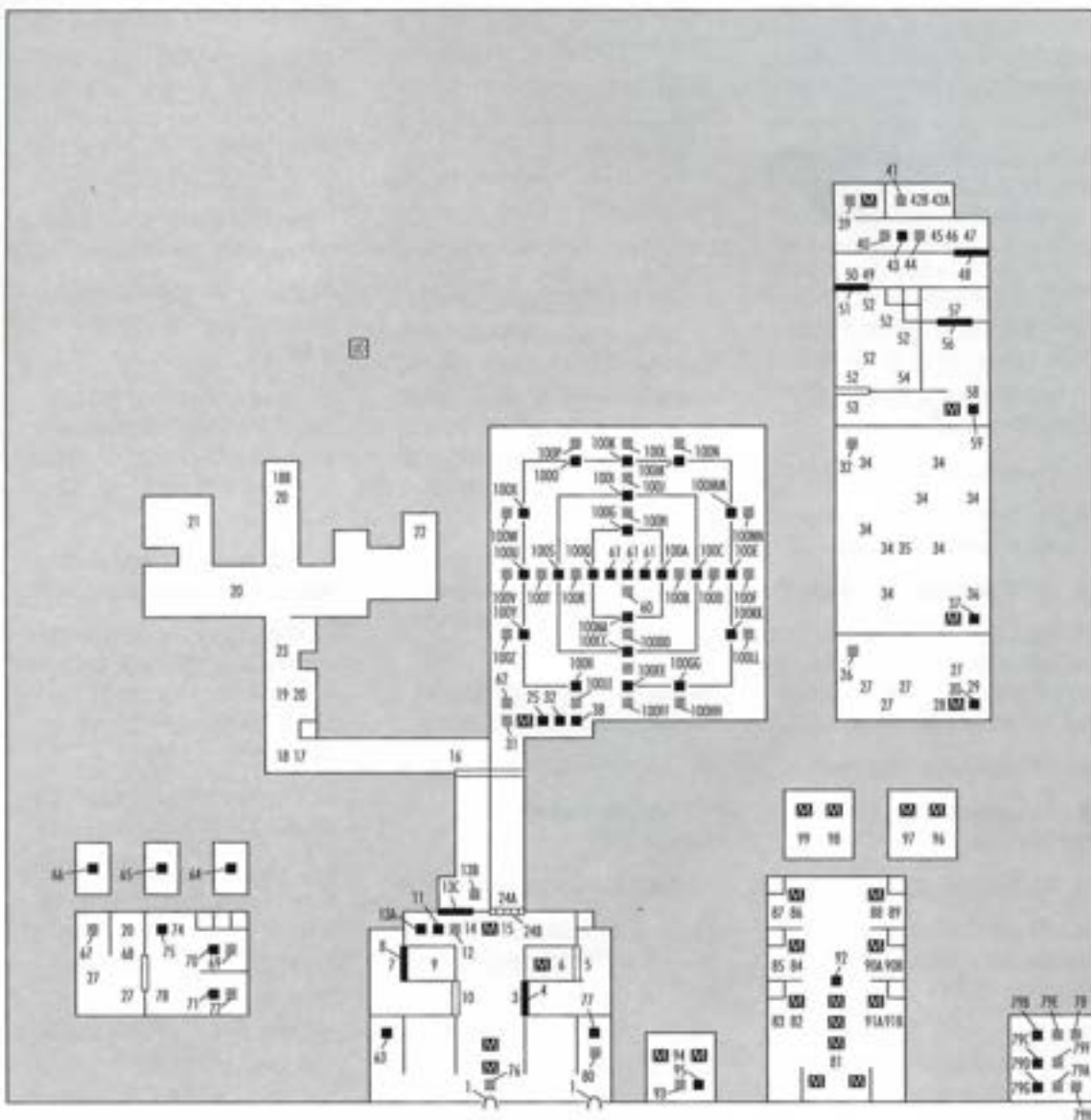
79. This teleporter transports you to 37

80 A +2 Amulet of Talent lies on the floor.

◆ Otherworld Three

1. This tunnel leads to Otherworld One, location 65.
2. Somebody, somewhere, sometime, stepped here. Other than that, this location is totally void of importance.
3. Flipping this lever in either direction opens and closes the door at 4.
4. Open this door by operating the lever at 3.
5. This keyhole requires an Eye of Sight. The lock does nothing.
6. A ruby lies on the ground.
7. This keyhole requires a cross key. The lock opens the door at 8.
8. Open this door by operating the lock at 7.
9. A +3 Amulet of Endurance and an Odin rune lies on the floor.
10. Flipping this lever does nothing.
11. This teleporter transports you to 12.
12. This is the destination of the teleporter at 11.
- 13A-13C. Throw an item weighing .5 kilograms or more into the teleporter at 13A. This transports it to the plate at 13B, which opens the door at 13C.
14. This plate activates teleporter 11.
15. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate does nothing.
16. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate stops the Fireballs shooting from 18B.
17. A Wunjo rune lies on the floor.
18. Stepping on the plate at 17A causes a Fireball and a Bounce Fireball to shoot from 18B.
19. A +3 Amulet of Endurance lies on the floor.
20. A dead skeleton lies on the floor.
21. An Invisibility parchment lies on the floor.
22. Two branches of nightshade leftovers and a branch of nightshade lie on the floor.
23. A Teiwaz potion lies on the floor.
- 24A-24B. The plate at 24A requires 2.0 kilograms of weight to depress. When depressed, the plate closes the door at 24B. The door can be opened with Kano.
25. This teleporter transports you to 26.
26. This is the destination of the teleporter at 25.
27. A crustacean attacks.
28. A crustacean attacks. It drops a round key when slain.
29. This keyhole requires a round key. The lock activates the teleporter at 30.
30. This teleporter transports you to 31.
31. This is the destination of the teleporter at 30.
32. This teleporter transports you to 33.
33. This is the destination of the teleporter 32.
34. Ball lightning attacks.
35. A Zap Away parchment and a round key lie on the floor.
36. This keyhole requires a round key. The lock activates the teleporter at 37.
37. This teleporter transports you to 31.
38. This teleporter transports you to 39.
39. This is the destination of the teleporter at 38.
40. This is the destination of the teleporter at 41.
41. Once activated, this teleporter transports you to 40. This is also one of the destinations of the teleporter at 43.
- 42A-42B. A moveable barrel covers the plates at 42A and 42B. Zap Away the barrels and step on the plate at 42B. This activates the teleporter at 41.
43. Teleporter 43 alternates between transporting you to 44 and 41.
44. This is one of the destinations of the teleporter at 43.
45. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates and deactivates the lever at 47.
46. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate deactivates the lever at 47.
47. Flipping this lever right opens the door at 48.
48. Open this door by operating the lever at 47.
49. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate opens the door at 51.
50. This plate requires 2.0 kilograms of weight to depress. When depressed and released, the plate closes the door at 51.
51. Open this door by operating the plate at 49.

OTHERWORLD THREE



DOOR (opened by Kano spell)

DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

DOOR (opened by a plate on either side)

DOOR (opened by a lever on either side)

DOOR (opened by a mechanism or puzzle)

TUNNEL (leads to another region)

Magic Mound

Teleporter

Destination of a Teleporter or Rune

Inaccessible

Ladder Up

Ladder Down

Floor tile that drains hit points

Floor tile that drains spell points

Wall

52. Rolling moveable barrels are here. Cast Freeze, then Kano to pass.
53. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate stops the barrels at 52 from rolling.
54. This plate requires 130.0 kilograms of weight to depress. When depressed, the plate opens the door at 56. Weigh this plate down with a moveable barrel.
55. Flipping this lever right activates the plate at 54 and opens the door at 56.
56. Open this door by operating the plate at 54 or operating the lever at 55.
57. A round key lies on the floor.
58. This keyhole requires a round key. The lock activates the teleporter at 59.
59. This teleporter transports you to 60.
60. This is the destination of the teleporter at 59. A chest lies on the ground. In it is a black pearl, a rabbit's foot, and two branches of nightshade.
61. This teleporter transports you to 62.
62. This is the destination of the teleporter at 61.
63. This teleporter transports you to 64.
64. This is the destination of the teleporter at 63. This teleporter transports you to 65.
65. This is the destination of the teleporter at 64. This teleporter transports you to 66.
66. This is the destination of the teleporter at 65. This teleporter transports you to 67.
67. This is the destination of the teleporter at 66.
68. A Dagaz rune, two branches of nightshade leftovers, a broken flask, a surcoat and breeches, and leather boots lie on the floor.
69. This plate is weighed down with two cross keys. When removed, the plate is released, activating the teleporter at 70. Cast a Magic Wall on the plate to leave this area.
70. This teleporter transports you to 69.
71. This teleporter transports you to 72.
72. This is the destination of the teleporter at 71. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates the plate at 73, and deactivates the teleporter at 71. A Sorcerer's Tome also lies on the floor.
73. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate activates and deactivates the teleporter at 71.
74. This keyhole requires a cross key. The lock activates the teleporter at 75.
75. This teleporter transports you to 76.
76. This is the destination of the teleporter at 75.
77. This teleporter transports you to 78.
78. This is the destination of the teleporter at 77. A diamond lies on the floor.
- 79A-79I. Flipping the lever at 79A right deactivates the teleporters at 79B, 79C, and 79D, which have their destinations at 79A, 79E, and 79F. A diamond lies on the floor at 79G. Flipping the lever at 79A left activates the teleporter at 79H. The teleporter at 79H transports you to 80.
80. This is the destination of the teleporter 79H.
81. A Gebo floor rune lies on the floor. (Use a Gebo rune or the Teleport spell to get here.)
82. Flipping this lever right causes Boots of Levitation to appear at 83. (Note: You may only get one of the items at 83, 85, 87, 89, 90B, or 91B.)
83. Operating the lever at 82 causes Boots of Levitation to appear on the floor.
84. Flipping this lever right causes Bracers of Regeneration to appear at 85.
85. Operating the lever at 84 causes Bracers of Regeneration to appear on the floor. (Note: You may only get one of the items at 83, 85, 87, 89, 90B, or 91B.)
86. Flipping this lever right causes a spear called Steadfast to appear at 87.
87. Operating the lever at 86 causes a spear called Steadfast to appear on the floor. (Note: You may only get one of the items at 83, 85, 87, 89, 90B, or 91B.)
88. Flipping this lever right causes a Cloak of Invisibility to appear at 89.
89. Operating the lever at 88 causes a Cloak of Invisibility to appear on the floor. (Note: You may only get one of the items at 83, 85, 87, 89, 90B, or 91B.)
- 90A-90B. Flipping the lever at 90A right causes a Figurine of Resurrection to appear at 90B. (Note: You may only get one of the items at 83, 85, 87, 89, 90B, or 91B.)
- 91A-91B. Flipping the lever at 91A right causes a Weapons Skill parchment to appear at 91B. (Note: You may only get one of the items at 83, 85, 87, 89, 90B, or 91B.)

92. This teleporter transports you to 93.

93. This is the destination of the teleporter at 92.

94. A torn parchment, two branches of nightshade, and a Raido rune lie on the floor.

95. This teleporter transports you to 76.

96. A Raido floor rune lies on the floor. (Use a Raido rune to get here.)

97. A Teleport parchment and a Helmet of Fear lie on the floor.

98. A Thurisaz floor rune lies on the floor. (Use a Thurisaz rune to get here.)

99. A Teleport parchment and a Cloak of Invisibility lie on the floor.

100A-100NN. The teleporter at 100A transports you to 100B. The teleporter at 100C transports you to 100D. The teleporter at 100E transports you to 100F. The teleporter at 100G transports you to 100H. The teleporter at 100I transports you to 100J. The teleporter at 100K transports you to 100L. The teleporter at 100M transports you to 100N. The teleporter at 100O transports you to 100P. The teleporter at 100Q

transports you to 100R. The teleporter at 100S transports you to 100T. The teleporter at 100U transports you to 100V. The teleporter at 100W transports you to 100X. The teleporter at 100Y transports you to 100Z. The teleporter at 100AA transports you to 100BB. The teleporter at 100CC transports you to 100DD. The teleporter at 100EE transports you to 100FF. The teleporter at 100GG transports you to 100HH. The teleporter at 100II transports you to 100JJ. The teleporter at 100KK transports you to 100LL. The teleporter at 100MM transports you to 100NN.

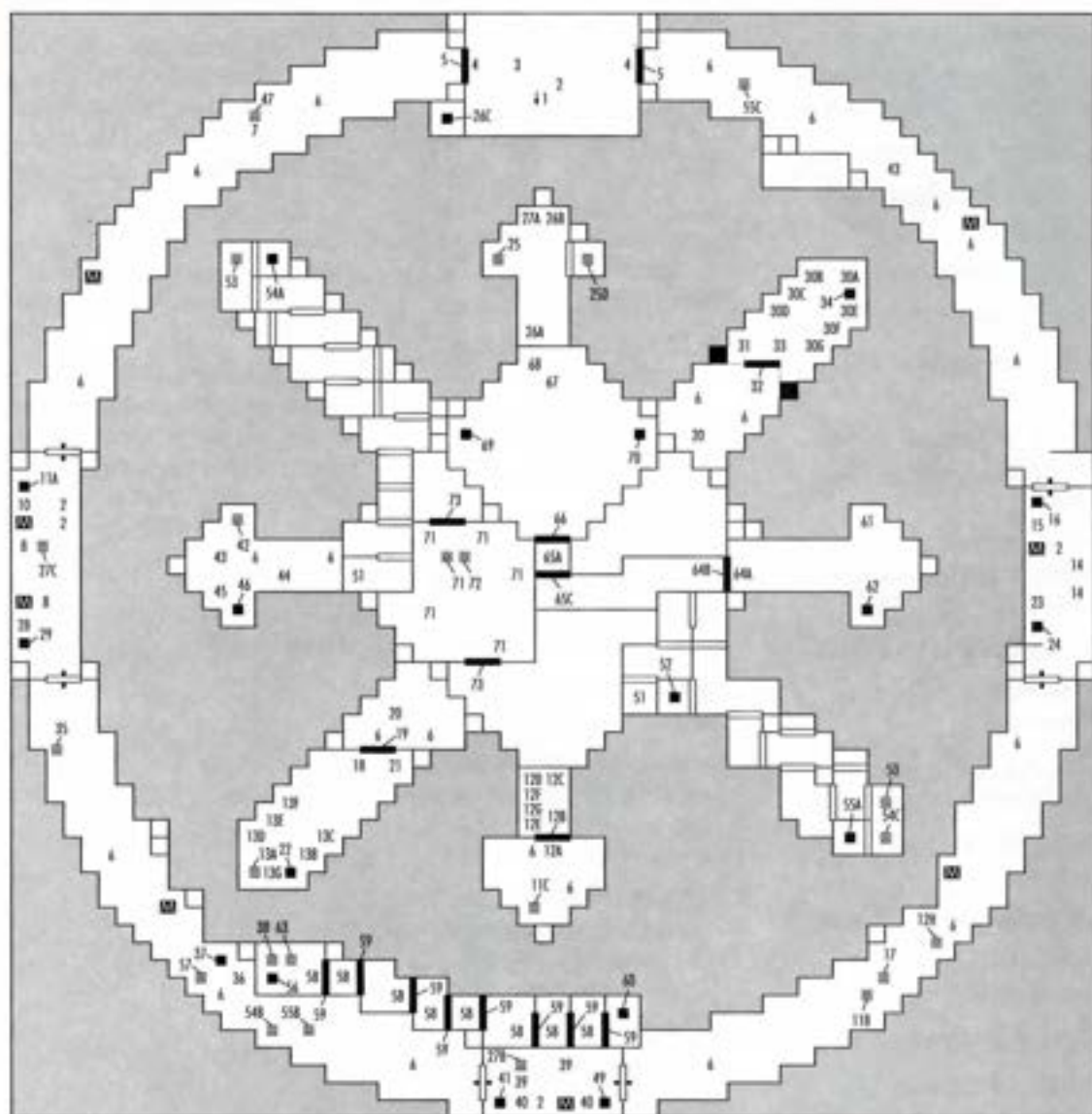
❖ Lair of Shadow Weaver

1. This ladder leads down to Lair of Shadow Weaver, location 90.
2. A citadel guard attacks.
3. A citadel guard attacks. It drops an iron token when slain.
4. This hole requires an iron token. The hole opens the door at 5.
5. Open this door by operating the hole at 4.
6. A strong skeleton attacks.
7. Balthazar speaks with you. Run away to keep from being destroyed. (Note: This only occurs if you have not destroyed the Decanter of Lost Souls.)
8. A gate guard attacks. It drops a gold key when slain.
9. These doors are unopenable.
10. This keyhole requires a gold key. The hole activates the teleporter at 11A.
- 11A-11C. Teleporter 11A alternates between transporting you to 11B and 11C.
- 12A-12H. Flipping the lever at 12A right opens the door at 12B and shoots a Poison Ball from 12C, 12D, and 12E, and activates the lever at 12F. An iron token lies on the floor at 12C. Flipping the lever at 12F right activates the teleporter at 12G. The teleporter at 12G transports you to 12H.
- 13A-13G. 13A is the destination of the teleporter at 16. The plate at 13A requires 2.0 kilograms of weight to depress. When depressed, the plate shoots Lightning Bolts from 13B-13G.
14. A citadel guard attacks. It drops a cross key when slain.

15. This keyhole requires a cross key. The lock activates the teleporter at 16.
16. This teleporter transports you to 13A.
17. This is the destination of the teleporter at 22.
18. Flipping this lever right opens the door at 19; flipping it to the left deactivates the Lightning Bolts at 13B-13G.
19. Open this door by operating the lever at 18.
20. A strong skeleton attacks. It drops an iron token when slain.
21. Flipping this lever right activates the teleporter at 22, shoots Lightning Bolts from 13B-13G, and closes the door at 19. The teleporter at 22 and the Lightning Bolts disappear after a few moments.
22. This teleporter transports you to 17.
23. This keyhole requires a cross key. The lock activates the teleporter at 24.
24. This teleporter transports you to 25.
25. This is the destination of the teleporter at 24.
- 26A-26D. Flipping the lever at 26A left shoots a Bounce Fireball from 26B and activates the teleporter at 26C. The teleporter at 26C transports the iron token at the same location to 26D.
- 27A-27C. Teleporter 27A alternates between transporting you to 27B and 27C.
28. This keyhole requires a gold key. The lock activates the teleporter at 29.
29. This teleporter transports you to 30A.

- 30A-30G. 30A is the destination of the teleporter at 29. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate shoots Fireballs from 30B-30G.
31. Flipping this lever right opens the door at 32 and stops the Fireballs shooting from 30B-30G.
32. Open this door by operating the lever at 31.
33. Flipping this lever right shoots Fireballs from 30B-30G, activates the teleporter at 34, and closes the door at 32.
34. This teleporter transports you to 35.
35. This is the destination of the teleporter at 34. This plate requires 2.0 kilograms of weight to depress. When depressed, the plate stops the Fireballs shooting from 30B-30G.
36. Flipping this lever right activates the teleporter at 37.
37. This teleporter transports you to 38.
38. This is the destination of the teleporter at 37.
39. A citadel guard attacks. It drops a round key when slain.
40. This keyhole requires a round key. The lock activates the teleporter at 41.
41. This teleporter transports you to 42.
42. This is the destination of the teleporter at 41.
43. A strong skeleton attacks. It drops an iron token when slain.
44. A strong skeleton attacks. It drops a round key when slain.
45. This keyhole requires a round keyhole. The lock activates the teleporter at 46.

LAIR OF SHADOW WEAVER



— DOOR (opened by Kano spell)

- - - DOOR (opened by Kano spell, as well as by a mechanism or puzzle)

— DOOR (opened by a plate on either side)

— DOOR (opened by a lever on either side)

— DOOR (opened by a mechanism or puzzle)

⤿ TUNNEL (leads to another region)

☒ Magic Mouth

■ Teleporter

⊞ Destination of a Teleporter or Run

■ Inaccessible

↑ Ladder Up

↓ Ladder Down

— Floor tile that drains hit points

— Floor tile that drains spell points

— Wall

46. This teleporter transports you to 47.
47. This is the destination of the teleporter at 46.
48. This keyhole requires a round key. The lock activates the teleporter at 49.
49. This teleporter transports you to 50.
50. This is the destination of the teleporter at 49.
51. An iron token lies on the floor.
52. This teleporter transports you to 53.
53. This is the destination of the teleporter at 52.
- 54A-54C. Teleporter 54A alternates between transporting you to 54B and 54C.
- 55A-55C. Teleporter 55A alternates between transporting you to 55B and 55C.
56. This teleporter transports you to 57.
57. This is the destination of the teleporter at 56.
58. This hole requires an iron token. The hole opens the door at 59.
59. Open this door by operating the hole at 58.
60. This teleporter transports you to 61.
61. This is the destination of the teleporter at 60.
62. This teleporter transports you to 63.
63. This is the destination of the teleporter at 62.

64A-64B. The Guardian Swords (at 64A) block the door at 64B. Warmonger chases the Swords off if strong enough, and opens the door as well. If Warmonger is too weak to deal with the Guardian Swords, you must feed it some more by taking it into battle.

65A-65C. The hole at 65A requires the top half of the Staff of Summoning. The hole opens the door at 65B and closes the door at 65C.

66. The top half of the Staff of the Summoning lies on the floor.

67. Shadow Weaver speaks with you. She dares you to join the Staff of Summoning and discover your destiny.

68. A chest lies on the floor. In it is the bottom half of the Staff of Summoning and the Necklace of Runes. You can mend the Staff with the spell of Mending and choose who to summon.

There are three possible endings for the game:

- Use the Staff and the Necklace to summon the God of Magic. The God kills you and Rowena/Shadow Weaver. (Not Recommended.)
- Use the Staff and Chesschantra's Skull to summon Chesschantra. Chesschantra kills you and Rowena/Shadow Weaver. (Not Recommended.)
- Use the Staff and Warmonger to summon Borel. Borel takes Rowena/Shadow Weaver to another plane. (Recommended.)

Rowena/Shadow Weaver drops her mask and cloak as she departs.

Put these on immediately! Enter one of the teleporters at 69 or 70.

69. This teleporter transports you to 71.

70. This teleporter transports you to 72.

71. This is the destination of the teleporter at 69. You meet End Guards here. You **must** also be wearing the cloak and mask here to survive and see the final ending.

72. This is the destination of the teleporter at 70. You meet End Guards here. You **must** also be wearing the cloak and mask here to survive and see the final ending.

Congratulations! You've forever destroyed the evil reign of Shadow Weaver, and taken her place as ruler of the world. It now falls to you to bring enlightenment to the land and lead your people to greatness. May you rule long and well!

TREASURE GUIDE

The following lists reveal all of the items in *THE SUMMONING*. If you find a lock that needs a specific key, or a hole that needs a specific item, use these lists to find the nearest place to get the item you need.

Location Items

• THE ANTECHAMBER

- 2 Five gold coins, sack
- 3 Falchion

• BEGINNER ONE

- 5 Iron key, Jera potion
- 10 Falchion, iron key, Liquify parchment
- 18 Gold key
- 19 Iron key
- 20 Iron token
- 21 Kano parchment
- 24 Stone
- 27 Iron key
- 28 Flame Arrow parchment
- 37 Iron token
- 38 Spear
- 43 Round key
- 44 Bow
- 45 Three arrows
- 46 Chest, Freeze parchment, quiver
- 51 Gold key
- 58 Stone
- 61 Buckler
- 62 War axe
- 63 Empty flask
- 64 Branch of nightshade
- 67 Teiwaz potion, branch of nightshade
- 73 Jera potion
- 76 Chest, apple of vigor, apple core, branch of nightshade, broken flask, empty flask, iron token
- 83 Gold key
- 86 Emerald
- 87 Ruby
- 88 Amethyst

• BEGINNER TWO

- 2 Stone
- 9 Chest, gold coin
- 14 Iron key
- 17 Branch of nightshade, cross key, falchion
- 22 Quiver, seven arrows
- 25 Nightshade, cross key, apple of vigor, falchion
- 44 Empty flask
- 45 Branch of nightshade
- 46 Jera potion
- 47 Ruby

Location Items

BEGINNER TWO CONTINUED

- 48 Apple of vigor
- 49 Algit potion
- 56 Gold key
- 67 Poison parchment
- 76 Messenger's pass

• BEGINNER THREE

- 2 Raido rune, Teiwaz rune, Wunjo rune, Sowelu rune
- 6 Iron token
- 11 Jade key
- 17 Gold key
- 30 Flanged mace
- 34 Rock
- 38 Jera potion
- 39 Chest, +1 Amulet of Strength, Restore parchment
- 40 Branch of nightshade
- 41 Fehu rune
- 42 Jera rune
- 44 Gold coin
- 49 Rock
- 50 Random object
- 51 +2 Amulet of Endurance
- 52 Eye of Sight
- 62 Morning star
- 63 Spiked helmet
- 64 Leather gloves
- 65 Jera rune
- 66 Chainmail
- 67 +1 Amulet of Strength
- 68 Buckler

• CAVERNS BELOW BEGINNER THREE

- 1A Flanged mace
- 8 Gold key
- 12D Iron token
- 25 Sack, seven gold coins
- 26 +1 Amulet of Agility
- 28 Black pearl

Location Items

• **BROKEN SEAL FIVE**

- 4 Broken flask, falchion
- 5 Ruby, Dagaz rune, +1 Amulet of Strength, chest, shield, Jera potion, +2 Amulet of Strength, Figurine of Resurrection
- 7 Scimitar
- 10 Boulder
- 16 Book of spears
- 21 Bloodstone, +2 Amulet of Protection, jade key
- 23 Chest, gold coin, sword hilt
- 26 Two branches of nightshade, Freeze parchment, Seal Six
- 27 Chest, two apples of vigor
- 28 Chest, two falchions, broken blade
- 33 Rock
- 34 Barbed arrow
- 35 Boulder
- 36 Ruby
- 53 Rock
- 54 Healer's Tome
- 57 Warboard
- 58 Falchion

• **BROKEN SEAL FOUR**

- 3 Bloodstone
- 6 Empty flask, Kano rune
- 7 Ruby
- 9 Boulder
- 10 Stone
- 11 Buckler, horsehair helmet
- 12 Sowelu rune, set of shirt and breeches
- 22 Gold coin, scimitar
- 23 Round key, Uraz rune
- 26 Ruby, gold coin, round key
- 30 Sun key, chain gauntlets, apple of vigor
- 35 Falchion, warboard
- 37 Three pearls, broadsword
- 38 Leather boots
- 43 Boulder
- 44 Nightshade leftovers
- 48 Magic Wall parchment
- 54 Chest, two rubies, gold coin
- 57 Stone
- 58 Boulder

Location Items

• **BELOW BROKEN SEAL FOUR**

- 3 Branch of nightshade
- 4 Two branches of nightshade
- 5 Iron key
- 6 Moonstone
- 9 Apple core
- 10 Sight parchment
- 11 Stone
- 12 Chest, two pairs of breeches, vest, surcoat
- 15 Ruby
- 16 Chest, Seal One, Perth rune, branch of nightshade
- 17 Chest, Boots of Levitation
- 18 Flanged mace, chainmail, chain coil
- 19 Chest, three gold coins
- 25 Raido rune
- 26 Seal Two
- 27 Broadsword
- 28 Boulder
- 29 Apple of vigor
- 30 Broken flask
- 31 War axe

• **BROKEN SEAL THREE**

- 7 Chest, Berkana rune, Perth rune, Algit rune, Fehu rune, +2 Amulet of Power
- 12 Boulder
- 17 Fehu rune
- 18. +1 Amulet of talent
- 19 Hagalaz rune
- 27C Chest, Book of the Sword, Bloodstone, Seal Three
- 32 Chest, chainmail, horsehair helmet
- 34 Prison key, Fireshield parchment, +1 Amulet of Endurance, gold key
- 35 Chest, apple of vigor
- 36 Chest, two Gebo runes
- 41 Chest, +1 Amulet of Strength, two Algit potions
- 42 Chest, apple of vigor, Berkana rune
- 44 Stone

• **BELOW BROKEN SEAL THREE**

- 3 Four iron keys
- 4 Scimitar, warboard
- 5 Round key
- 8 Boulder
- 9 Rock
- 13 Stone
- 15 Arrow
- 16 Scimitar, buckler, jade key, Raido rune
- 17 Apple core

Location Items

• UNDERGROUND SHORTCUT

- 2 Rock
- 3 Boulder
- 5 Bloodstone
- 8 Shell boots, shellmail, Shield of Teleportation
- 9 +3 Amulet of Endurance
- 10 Freeze parchment
- 11 Chest, four rocks, two Bloodstones
- 16 Chest, two branches of nightshade, two apples of vigor
- 17 Gold coin
- 18 Chest, four broken flasks, a Teiwaz potion, Flask of Dr. Jojo's Snake Oil
- 19 Padded chainmail, claidhenih-mor, shield, shell helmet
- 20 Chest
- 21 Quiver, four barbed arrows
- 22 Two Kano runes, Perth rune, Nauthiz rune
- 24 Moonstone

• BROKEN SEAL TWO

- 2 Boulder
- 3 Empty flask
- 4 Liquify parchment
- 6 Kano parchment, boulder
- 7 Bow, quiver, six arrows
- 16 Chest, three rocks
- 25 Sack, two gold coins
- 26 Gold key
- 31 Flame Arrow parchment
- 40 Sun key
- 45 Chain coil
- 46 Falchion
- 47 Chainmail
- 48 Restore parchment
- 49 Seal Five
- 51 Apple core
- 58 Chain gauntlets

• BROKEN SEAL ONE

- 7 Cure Poison parchment
- 14 Cross key
- 15 Sun key
- 20 Chest, Seal Four, Wizard's Hat
- 21 +1 Amulet of Power
- 28 Chest, two apples of vigor, Ashwood wand, Ansuz rune, Ehwaaz rune
- 29 Warboard, claidhenih-mor
- 30 Padded chainmail
- 31 Three poison arrows
- 35 Chest, two Raido runes
- 46 Chest, three Gebo runes

Location Items

BROKEN SEAL ONE CONTINUED

- 49 Broken flask
- 50 +2 Amulet of Endurance
- 52 Ruby
- 53 Apple core
- 54 Random object
- 55 Boulder

• BELOW BROKEN SEAL ONE

- 3 Warboard, falchion
- 4 Boulder
- 5 Buckler, bardiche
- 6 Chest, jade key, two branches of nightshade
- 11 Harpy feather
- 13 Barbed arrow
- 14 Rock
- 1 Two rubies, amethyst, broken flask
- 16 Broken flask, leather
- 1 Gold key
- 19 Chest, two throwing knives, chain leggings, chain gauntlets, round key, Ehwaaz rune
- 23 Chest, diamond
- 28 Chest, Antidote, chain coil
- 2 Chest, two branches of nightshade, Mango
- 30 Morning star, warboard
- 31 Chest, three gold coins, Odin rune
- 32 Elven Chainmail

• ELEMENTAL BARRIER THREE

- 2 Magic Wall parchment
- 7 Shield of Swiftness, Fireball parchment, falchion, Poison parchment, bardiche
- 10 Round key
- 11 Round key, Jera potion
- 12 Elven Chainmail, Jera potion
- 18 Branch of nightshade
- 19 Branch of nightshade leftovers
- 21 Sack, empty flask, two amethysts, emerald
- 22 Chest, two Jera potions
- 26 Thurisaz rune
- 27 Gebo rune
- 28 Raido rune
- 32 Kano parchment
- 34 Chest, branch of nightshade, two branches of nightshade leftovers
- 64 Gold coin
- 65 Branch of nightshade
- 69 Branch of nightshade leftovers, gold key
- 70 Falchion, gold key
- 71 +2 Amulet of Strength, gold key
- 72 Spiked helmet, gold key, sun key
- 77 Cross key

Location Items

ELEMENTAL BARRIER THREE CONTINUED

- 78 Empty flask
- 79 Branch of nightshade leftovers
- 80 Liquify parchment
- 81 Sword called "Rancor"
- 82 Branch of nightshade
- 83 +2 Amulet of Protection
- 84 Great plate helmet
- 85 Three arrows
- 96 Energy Sphere

• ELEMENTAL BARRIER ONE

- 3 Spear, chain gauntlets
- 4 Buckler, broadsword
- 5 Chain leggings, buckler
- 6 Morning star
- 7 Silver Sword
- 13 Silver Chalice
- 15 Raido rune
- 19 Bag of Lightness, six boulders, war axe
- 20 Plate greaves, chain gauntlets, claidhenih-mor
- 21 Chest, four gold coins
- 22 Chest, Mango, Teiwaz potion, Algit potion
- 27 Boulder
- 32 Holy Symbol
- 46 Jera potion
- 48 Book of the Sword, Mango, Uraz rune
- 59 Gebo rune
- 60 Harpy feather
- 61 Branch of nightshade
- 62 Iron token
- 65 Chest, two pairs of brown boots, one pair of black boots, shirt and breeches
- 66 Chest, Thurisaz rune, two branches of nightshade
- 69 Sun key
- 74 Gebo rune
- 78 Chest, Rainbow Sphere, two Thurisaz runes
- 98 Broken flask

• ELEMENTAL BARRIER TWO

- 2 Two gold coins, jade key
- 7 Harpy feather
- 9 Two harpy feathers, round key
- 17 Stone
- 19 Teiwaz rune
- 21 War axe
- 24 Branch of nightshade
- 25 Boulder
- 26 Branch of nightshade leftovers
- 27DA Chest, two rubies, two amethysts, Sowelu rune, Moonstone, emerald

Location Items

ELEMENTAL BARRIER TWO CONTINUED

- 28 Chest, Bracers of Regeneration, shell helmet, shell boots
- 29 Chest, Shadow Sphere, Perth rune, Odin rune, Ashwood wand
- 39 Round key
- 43 War axe
- 46 Chest, +3 Amulet of Strength
- 47 Gold key
- 48 Chest, leather boots, chainmail
- 49 Raido rune, two apples of vigor
- 58 Chest, Lightning parchment, four branches of nightshade, Berkana rune
- 59 Chest, random object, Jera rune, Bloodstone, Moonstone, Fehu rune, Nauthiz rune
- 60 Quiver, seven barbed arrows
- 61 Chain gauntlets, Bow called "Ember", chain coil
- 64 Chest, +3 Amulet of Endurance, Berkana rune
- 65 Rock
- 66 Chest, six stones, rock
- 67 Three branches of nightshade

• BLUE DOMAIN

- 8 Chest, round key, branch of nightshade, leftovers
- 15 Round key, branch of nightshade
- 16 Cross key, branch of nightshade
- 24 Iron token
- 27 Chest, empty flask, Jera potion, rock
- 28D Chest, iron token, harpy feather
- 32 Samurai helmet
- 33 Samurai armor
- 34 Harpy feather
- 35 Iron token
- 36 Apple of vigor
- 38 Apple of vigor
- 47 Chest, iron token, harpy feather
- 56 Sack, four branches of nightshade, two branches of nightshade leftovers, iron token
- 69 Sun key, Blue Medallion

• WHITE DOMAIN

- 6 Jera potion
- 18 Boulder
- 19 Rock
- 23 Two Thurisaz runes
- 26 Pearl
- 27 Sack, four gold coins
- 29 Shield of Spell Absorption, war axe
- 30 Chest, two Jera runes, Kano rune
- 31 Boulder, branch of nightshade
- 32 Branch of nightshade
- 33 Chest, apple of vigor, Mannaz rune, Mango

Location Items

WHITE DOMAIN CONTINUED

- 34 Chain leggings, sword called "Tempest",
Enchanted Chainmail, chain gauntlets, chain coil,
Eye of Sight
- 35 Chest, rabbit's foot, Fehu rune, ruby
- 36 Great shield, claidhenih-mor, two throwing knives
- 37 Chest, samurai helmet, apple of vigor
- 38 Chest, +2 Amulet of Endurance
- 47 Two Raldo runes lie on the floor
- 52 Rabbit's foot
- 55 +2 Amulet of Endurance
- 56 Thurisaz rune
- 58 Sun key
- 59 Two branches of nightshade

• BELOW WHITE DOMAIN

- 5 Boulder
- 6 Cross key
- 15 Chest, flask of Dr. Jojo's Snake Oil, two gold coins,
Figurine of Resurrection, gold key
- 22 White Medallion
- 23 Chest, Kano rune, +3 Amulet of Agility, Ashwood
wand, Lightning parchment
- 24 Chest, diamond, emerald, two rubies

• CROSSROAD CAVERN

- 7 Jade key
- 8 Bloodstone, Mango
- 12 Bloodstone
- 13 Boulder
- 14 Great shield, war axe
- 15 Amethyst
- 16 Emerald
- 17 Fehu rune
- 18 Ruby
- 19 Pearl
- 20 Wizard's Staff, Figurine of Resurrection, shirt and
breeches
- 23 Three gold coins
- 24 +2 Amulet of Protection, flanged mace
- 27 Thurisaz rune
- 34 +3 Amulet of Endurance
- 35 Bloodstone
- 36 Invisibility parchment
- 37 Sword called "Warmonger"

Location Items

• GREEN DOMAIN

- 3 Moonstone
- 5 Two Algit potions, Jera potion
- 6 Green Medallion
- 7 Boulder
- 13 Gold coin, war axe
- 14 +2 Amulet of Protection
- 22 Empty wineskin
- 23 Ansuz rune
- 24 Full wineskin
- 25 Two throwing knives
- 26 Round key
- 31 Apple of vigor
- 32 War axe
- 35 Two gold coins, full wineskin
- 36 Chest, cross key, three Jera runes
- 41 Odin rune
- 42 Eye of Sight
- 46 Quiver, two arrows, two poison arrows
- 47 Warboard, war axe
- 48 Two full wineskins
- 49 Elven Chainmail, horsehair helmet,
chain gauntlets, chain leggings
- 50 Chest, two empty wineskins, full wineskin
- 51 Chest, apple of vigor
- 56 Skull of Silvanus, Wizard's Tome
- 57 Chest, two gold coins, three branches of
nightshade
- 58 Telwaz rune, Raldo rune, Eihwaz rune
- 59 Chest, two amethysts, two rubies, one
emerald, one diamond
- 64 Two full wineskins, Skull of Fire Fang
- 65 Chest, five branches of nightshade,
Healer's Tome, +3 Amulet of Talent
- 67 Chest, Wunjo rune, Eihwaz rune, Four-way
Fireball parchment, Berkana rune, rabbit's foot

• EBON DOMAIN

- 7 Sun key
- 14 Iron token
- 15 Sun key
- 16 Channel Magic parchment
- 19M Chest, Skull of Pale, sandals
- 28 Ebon Medallion, sun key, Ebon Knight's Head

Location Items

• CRIMSON DOMAIN

2	Jade key
14A	Quiver, seven barbed arrows
14G	Iron key
17	Chest, gold key, gold coin
18	Glaive, shield, cross key
19	Chest, sun key, shellmail, chain coil, shell boots
25E	Chest, Bounce Fireball parchment
32	Iron token
41	Djinn (Rukn)
64	Boulder
65	Crimson Medallion, Shield of Healing, Raido rune
68	Chest, sun key, Scepter of True Control
69	Chest, Four-way Fireball parchment, Zap parchment
78	Skull of Cloud Burst
81	Chest, two apples of vigor, branch of nightshade, Mango, Ehwaz rune, jade key

• END FOUR

6	Magical Platemail
7	Light plate
8	Chainmail
9	Padded chainmail
10	Chain coil
11	Spiked helmet
12	Horsehair helmet
13	Chain leggings
14	Leather gloves
15	Chain gauntlets
20	Gold key
25E	Cross key
42	Messenger's suit, messenger's hat, messenger's pass
50	Three warboards
51	Three shields, Shield of Striking
52	Two great shields
63	Iron key

• BELOW END FOUR

2	Boulder, sun key
3	Mithril ore
7	Iron ore
8	Teleport parchment, iron ore
10	Branch of nightshade leftovers
11	+3 Amulet of Strength
12	Branch of nightshade
13	Empty flask
14	Sack, battle axe called "Mithras", Helmet of Fear
18B	Chest, strip of cured leather

Location Items

BELOW END FOUR CONTINUED

32	Sword called "Carnage", three falchions
33	Three scimitars
34	Three broadswords
35	Three claidhean-mors
36	Three spears
37	Three glaives
38	Three bardiches
39	Three flanged maces
40	Morning star called "Battlecraft", three morning stars
41	Three war axes
42	Bow, quiver
43	Three throwing knives
44	Twelve barbed arrows
45	Twelve poison arrows
46	Twelve arrows
56	Field plate, great plate helmet, plate greaves
57	Shellmail, shell boots, shell helmet, chain gauntlets
58	Padded chainmail, spiked helmet, black boots, black gauntlets
113	Stone
114	Rock
118	Dagaz rune
119	Fehu rune
120	Nauthiz rune
121	Uraz rune
122	Odin rune
123	Teiwaz rune
124	Algiz rune

• SEWER ONE

5	Branch of nightshade leftovers
6	Branch of nightshade, branch of nightshade leftovers
7	Branch of nightshade

• SEWER TWO

25	Branch of nightshade leftovers
26	Arrow
27	Chest, branch of nightshade leftovers, two branches of nightshade, apple core
28	Chest
30	Chest, apple core
31	Chest, branch of nightshade leftovers
32	Chest, two branches of nightshade leftovers
35	Two branches of nightshade leftovers, one branch of nightshade

Location Items

• SEWER THREE

- 8 Sack, light plate, two branches of nightshade,
branch of nightshade leftovers, throwing knife
- 9 Buckler, glaive
- 10 Warboard
- 11 Broadsword
- 12 Branch of nightshade leftovers
- 13 Chest, three branches of nightshade leftovers
- 14 Chest, two Fehu runes

• END THREE

- 3 Twelve gold coins, Figurine of Resurrection,
Book of Spears
- 4 Cross key
- 9 Algit potion
- 32 Rock
- 35 Gold coin
- 36 Scimitar
- 37 Branch of nightshade
- 47 Branch of nightshade
- 48 Diamond
- 49 Jade key
- 50 Gold key
- 63 Jade key
- 64 Iron key
- 65 Round key
- 66 Sun key
- 70 Cross key
- 79 Enchanted Chainmail, +2 Amulet of Protection,
Wizard's Hat, Raven's Head, sun key
- 82 Berkana rune, war axe, Gebo rune

• END TWO

- 13 Dispel parchment
- 20 Sandals
- 21 Brown leather boots
- 22 Chest, three cured leather strips
- 23 Boots of Fire Protection
- 24 Black leather boots
- 25 Shell boots
- 26 Jade key
- 28 Boulder
- 29 Gold key
- 30 Raldo rune
- 33 Branch of nightshade
- 34 Apple of vigor
- 35 Chest, stone, sandstone
- 41 Iron key
- 65 Round key
- 66 Chest, flanged mace, Wunjo rune
- 67 Cross key

Location Items

END TWO CONTINUED

- 70 Two Bloodstones
- 71 Apple of vigor
- 72 Two branches of nightshade
- 73 Staff of the Serpent
- 77 Chest, messenger's hat, sun key
- 78 Apple core
- 83 Messenger's hat, messenger's pass,
messenger's suit, sun key
- 99 Chest, sun key

• LAVA LEVEL

- 2 Sun key, iron key
- 13 Iron token, +3 Amulet of Agility
- 14 Shellmail, Bracers of Regeneration
- 18 Boulder, Mango
- 19 Rabbit's foot
- 21 Jade key
- 338 Raldo rune, Algit rune, Othila rune, two
Wunjo runes
- 36 Hagalaz rune, gold coin
- 37 Hagalaz rune, Thurisaz rune
- 38 Hagalaz rune
- 49 Enchanted Chainmail, black boots
- 50 Two spears, Shield of Striking
- 51 Jera potion, Wizard's Staff
- 52 Uraz rune, two Isa runes
- 57 Cross key
- 60 Wunjo rune, Gebo rune
- 61 Sun key
- 62 Broadsword
- 66 Plate gauntlets
- 68A Field plate, plate greaves
- 68B Great plate helmet
- 94 +2 Amulet of Endurance
- 95 Berkana rune, Othila rune
- 96 Death shield
- 97 Three gold coins
- 98 +1 Amulet of Protection, great shield
- 99 Scimitar
- 100 Falchion
- 101 Chainmail, chain coil
- 102 Two spears
- 103 War axe
- 104 Flanged mace
- 105 Bow, four poison arrows
- 106 Two throwing knives
- 115 Chain coil, chain gauntlets
- 119 Gebo rune
- 120 Perth rune, +2 Amulet of Power, +2
Amulet of Protection

Location Items

LAVA LEVEL CONTINUED

- 121 Brown leather boots, light plate, Shield of Lightness
 126 Three branches of nightshade, branch of nightshade leftovers, apple core

• END FIVE

- 9 +3 Amulet of Agility, Fehu rune, quiver, Hedda's Head
 10 Iron key
 26 Round key
 33 Apple of vigor
 44 Branch of nightshade
 61 Iron token
 62 Stone
 63 Boulder
 64 Rock
 65 Rock, stone
 67C Apple of vigor
 68C Great plate helmet
 68D Great shield
 69C Rowan wand
 70C Odin rune
 71C Gold coin
 71D Branch of nightshade
 72C Three gold coins
 73C Falchion
 73D Broadsword
 74C Quiver, three barbed arrows
 75C Elven Chainmail
 76C Two gold coins
 76D Flask containing Dr. Jojo's Snake Oil
 76E Jera potion
 77C Two branches of nightshade
 78C Fehu rune
 79C Two Nauthiz runes
 83 Gold coin
 85 Branch of nightshade

Location Items

• CITADEL BASEMENT

- 4 Random object
 9 War axe
 11 Scimitar
 12 Iron key
 13 Round key
 14 Bloodstone
 21 Jade key
 22 Boulder
 23 Sack, Perth rune, Sowelu rune, +3 Amulet of Strength, Ashwood wand
 24 Rock
 25 Warboard
 26 Two random objects
 35 Perth rune
 36 Isa rune
 37 Inguz rune
 38 Kano rune
 42 Cross key
 56 Chesschanta's Skull
 63 Helmet of Fear, bronze plate, bronze gauntlets
 64 Claidhenih-mor, bardiche, war axe
 65 Chest, three throwing knives, Gloves of Archery Skill
 66 Enchanted Chainmail, Shield of Striking, Figurine of Resurrection
 67 Chest, two random objects, Raido rune, Mannaz rune, Odin rune
 68 Warboard
 69 Chest, flanged mace, gold key, apple of vigor, Mango
 70 Chest, emerald, Moonstone, ruby, two amethysts, +2 Amulet of Protection
 73 Iron token
 76 Branch of nightshade

• CITADEL GROUND FLOOR

- 5 Boulder
 14 Chest, leather trows, surcoat and breeches, vest and breeches
 15 Book of the Spear, quiver, leather trows, surcoat and breeches
 16 Chest, leather boots, vest and breeches
 17 Ruby
 18 Chest, two apples of vigor
 19 Round key, broadsword, +2 Amulet of Protection
 20 Chest, shirt and breeches, leather trows
 21 Chest, chain leggings, chain coil, chain gauntlets
 22 Gold coin, Kano rune
 23 Gold key

Location Items

CITADEL GROUND FLOOR CONTINUED

- 24 +3 Amulet of Endurance
- 52 Book of the Axe, Fireball parchment
- 57 Moonstone
- 58 Samurai armor, samurai helmet, shield, scimitar
- 59 Broken flask
- 64 Bow, quiver, three barbed arrows
- 65 Five barbed arrows
- 66 Three throwing knives
- 67 Two throwing knives
- 68 Broadsword
- 69 Two iron keys
- 70E Chest, Zap Away parchment, Teleport parchment, Swiftmess parchment, Sight parchment, Magic Wall parchment, Kano parchment
- 85 Chest, Decanter of Lost Souls
- 87 Moonstone
- 88 Rowan wand
- 89 Iron key
- 90 Cross key
- 91 Fehu rune, Nauthiz rune
- 98 Round key
- 9 Chest, Rowan wand, Mango, apple of vigor
- 102 Chest, Berkana rune, Light Shield parchment, three branches of nightshade, gold coin
- 107 Lightning parchment
- 110 Invisibility parchment

• CITADEL FLOOR TWO

- 2 Othila rune
- 11 Boulder
- 13 Moonstone
- 14 Morning star, buckler
- 15 Chest, iron key
- 19 Iron token
- 20 Sun key
- 23 Two Isa potions
- 24 Two Algit potions
- 25 Four branches of nightshade
- 26 Mango
- 30 Wizard's Tome
- 31 Sorcerer's Tome
- 32 Enchanter's Tome

Location Items

CITADEL FLOOR TWO CONTINUED

- 33 Chest, Flame Arrow parchment, Magic Wall parchment, Weapon Skill parchment, Freeze parchment
- 34 Chest, Zap Away parchment, Four-way Fireball parchment, Restore parchment
- 35 Healer's Tome
- 36 Chest, jade key
- 44 Rowan wand
- 45 Gold key
- 46 Full wineskin
- 63 Chest, Bracers of Regeneration, random object, Odin rune, Berkana rune, +3 Amulet of Strength
- 64 Moonstone
- 72 Broadsword
- 73 Morning star
- 74 Throwing knife
- 75 Claidhenih-mor
- 76 War axe

• CITADEL FLOOR THREE

- 7 Goldkey
- 13 Chest, black pearl
- 15 Three Algit potions
- 16 Chest, Cloak of Invisibility
- 17 Mango
- 18 White pearl
- 26 Chest, black pearl, Mango, +2 Amulet of Strength
- 34 Sun key
- 41 White pearl, one pair of plate gauntlets, plate greaves, great plate helmet, field plate
- 42 Boulder
- 43 Ruby
- 51 Chest, four Algit potions
- 52 Chest, four emeralds
- 53 Emerald
- 59 White pearl
- 60 Nauthiz rune
- 65A Bronze plate, bronze gauntlets, bronze helmet
- 72 Cross key
- 75 Mannaz rune, black pearl, flask containing Dr. Jojo's Snake Oil
- 78 Black pearl
- 79 Black pearl

Location Items

• OTHERWORLD ONE

- 5 Ansuz rune, Magic Wall parchment
- 6 Bag of Lightness, +1 Amulet of Talent, Lightshield parchment, Nauthiz rune
- 7 Raido rune
- 12 Kano rune
- 15 Eye of Sight, Zap Away parchment
- 21 Ansuz rune
- 24C Two branches of nightshade, Eye of Sight
- 30 Broken flask
- 42 Apple of vigor
- 43 Branch of nightshade, branch of nightshade leftovers
- 45 Teleport parchment, great shield
- 46 Chain gauntlets
- 47 Enchanted Chainmail, great plate helmet, Gloves of Archery Skill, black boots
- 55 Thurisaz rune, round key
- 60 Top half of the Staff of Summoning
- 62 Gebo rune

• OTHERWORLD TWO

- 7 Torn parchment, sun key, +2 Amulet of Agility
- 16 Gebo rune
- 18 Chain leggings, two branches of nightshade
- 20 Nauthiz rune
- 21 Jade key
- 23 Swiftness parchment
- 24 Fehu rune
- 28 Inguz rune
- 30 Light shield, Lightning parchment
- 31 Shell mail, shell helmet, shell boots
- 32 Throwing knife, glaive
- 33 Chest, cross key, emerald, branch of nightshade leftovers, empty flask
- 60H Sun key
- 68 Enchanter's Tome
- 72 Ansuz rune
- 75 Invisibility parchment, +2 Amulet of Protection +3 Amulet of Talent
- 76 Shield
- 80 +2 Amulet of Talent

Location Items

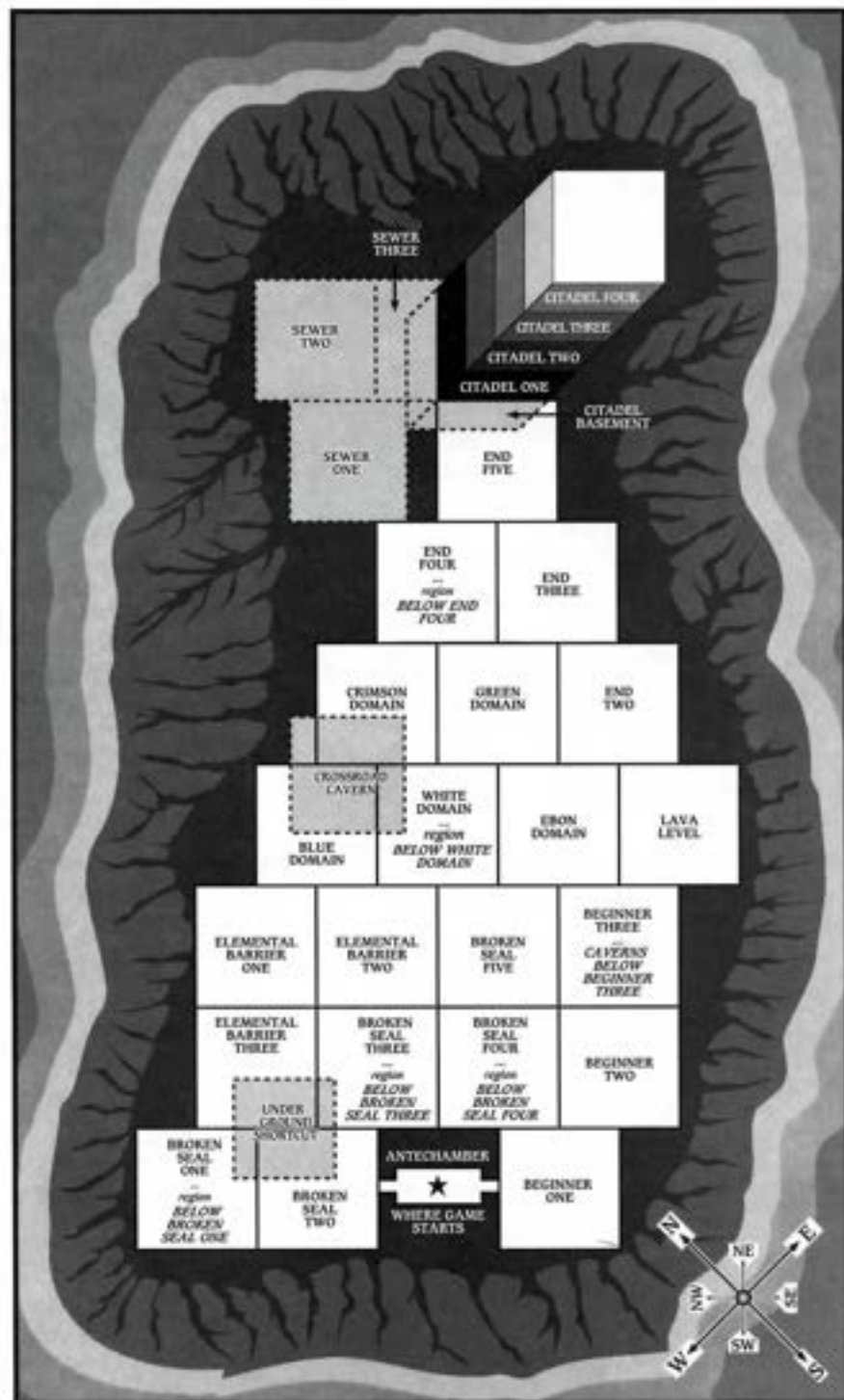
• OTHERWORLD THREE

- 6 Ruby
- 9 +3 Amulet of Endurance, Odin rune
- 17 Wunjo rune
- 19 +3 Amulet of Endurance
- 21 Invisibility parchment
- 22 Two branches of nightshade leftovers, branch of nightshade
- 23 Teiwaz potion
- 8 Round key
- 35 Zap Away parchment, round key
- 57 Round key
- 60 Chest, black pearl, rabbit's foot, two branches of nightshade
- 68 Dagaz rune, two branches of nightshade leftovers, broken flask, surcoat and breeches, leather boots
- 72 Sorcerer's Tome
- 78 Diamond
- 79G Diamond
- 83 Boots of Levitation
- 85 Bracers of Regeneration
- 87 Spear called "Steadfast"
- 89 Cloak of Invisibility
- 91 Figurine of Resurrection
- 94 Torn parchment, two branches of nightshade, Raido rune
- 97 Teleport parchment, Helmet of Fear
- 99 Teleport parchment, Cloak of Invisibility

• LAIR OF SHADOW WEAVER

- 3 Iron token
- 8 Gold coin
- 9 Gold coin
- 12C Iron token
- 14 Cross key
- 20 Iron token
- 26D Iron token
- 39 Round key
- 43 Iron token
- 44 Round key
- 51 Iron token
- 66 Top half of the Staff of Summoning
- 68 Bottom half of the Staff of Summoning, necklace of runes

LEVEL LAYOUT MAP



CLUE BOOK CREDITS

Author

André Vrignaud

Co-author

Christina M. Watson

Editor

Eileen Matsumi

Technical Verification

Chris Warshauer

The Summoning

Event Horizon Software, Inc.

Producer

Nicholas Beliaeff

Associate Producer

David A. Lucca

Special Thanks to:

Thomas Holmes of Event Horizon Software, Inc.

Carole Johnson, Linda Matsumi, Al Brown

Art, Graphic Design, and DTP:

Louis Saekow Design: David Boudreau, Mark D. Pule,

Leedara Sears, Rob Goodman, Chris Mischak

Printing

Banta ISG

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded). NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a stamped self-addressed envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.



STRATEGIC SIMULATIONS, INC. reserves the right to make improvements in the product described in this clue book at any time and without notice.

Strategic Simulations, Inc. makes no warranties, express or implied, with respect to this clue book, its quality, merchantability or fitness for any particular purpose. This clue book is provided "as is."

©1992 Strategic Simulations, Inc. All rights reserved.

This clue book is copyrighted and includes proprietary information belonging to Strategic Simulations, Inc. No one is permitted to sell copies of this clue book to any person or institution except as provided for by written agreement with Strategic Simulations, Inc. No one may copy, photocopy, reproduce, translate, or reduce to machine-readable form this clue book without the prior written consent of Strategic Simulations, Inc.

Any persons reproducing any portion of this clue book for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal action at the discretion of the copyright holder(s).

WHAT TO DO.

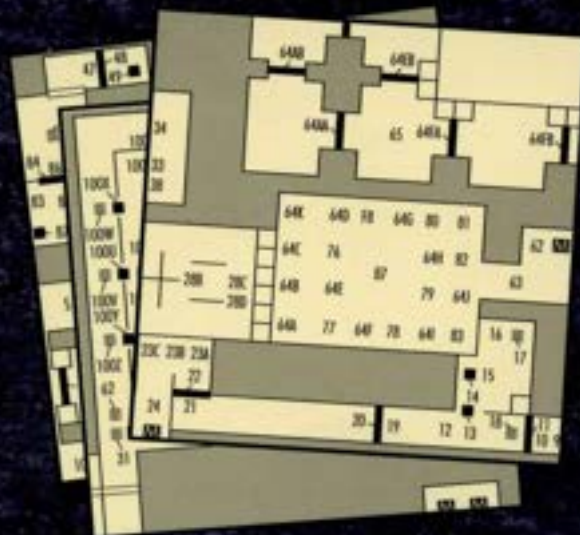
Your task: to single-handedly make it through 40 levels of a huge, mind-bending adventure filled with mazes, castles, secret passageways, clues, puzzles, dungeons, and a mesmerizing cast of monsters and NPCs.

And there's more. Along the way you will be trapped, lost, poisoned, baffled, ambushed, betrayed, attacked, misled, and, in general, not treated very well.

You're on your own in *THE SUMMONING*. The odds are decidedly against you. Countless confrontations, tough decisions, perplexing encounters and tight situations will certainly tax your abilities. You'll undoubtedly find yourself wishing for a magical item that has the unfailing power to reveal the most vital information of all – *what to do*.

Well, as the saying goes, "Poof!"

You are now holding that magical item. *THE SUMMONING CLUE BOOK* contains everything you need to make your way through this complex and exciting adventure successfully and in one piece –



- ◆ 40 levels of incredibly detailed maps – including locations of all major events in this grand adventure.
- ◆ Lists of all major magical items and their locations.
- ◆ Descriptions of encounters and treasures – you won't miss any of the adventure or loot!
- ◆ With maps like these, you'll always know what to do!

©1992 Strategic Simulations, Inc.
All rights reserved. MADE IN U.S.A.

