

*Wizardry 7: Crusaders of the Dark
Savant & Wizardry Gold*



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Változási lista

Változás a 1.1-es kiadáshoz képest:

- hibák javítása
- a térképek nem külön file-ban találhatók, hanem az ismertetőbe kerültek
- angol nyelvű végigjátszás

A **www.gog.com**-on a játék (Wizardry 6 + Wizardry 7 + Wizardry Gold egyben) megvásárolható.

Köszönet Azrakelnek a segítségért!

Készítette: bigjoe666

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www.bigjoe666.com

Fajok



Human (Ember)

Védelem: Az ember nem rendelkezik mágikus ellenállással.

Nincs különleges képessége, a tulajdonságai átlagosak. Mindezek ellenére mindent képes megtanulni, minden kasztban indulhat.

STR=9, INT=8, PIE=8, VIT=9, DEX=9, SPD=8, PER=8



Elf (Tünde)

Védelem: A Hypnosis és a Sleep varázslatok ellen mágia ellenállással rendelkezik.

Nagy jó a hallása, kiváló mágia használó. Kistermetű, ezért gyorsan és könnyedén mozog.

STR=7, INT=10, PIE=10, VIT=7, DEX=9, SPD=9, PER=8



Dwarf (Törpe)

Védelem: A robosztus teste miatt mérreg, az ősei miatt mágia ellenállása van.

A harcban nagyon jól jeleskedik, de papnak is kiváló.

STR=11, INT=6, PIE=10, VIT=12, DEX=7, SPD=7, PER=7



Gnome (Gnóm)

Védelem: A magas áhítat (Piety) és az eredete miatt mágia ellenállással rendelkezik.

Kicsi, erős, a kinézete gyakran becsapja az ellenfeleket a harcban. Gyakorlatilag mindent megtanul.

STR=10, INT=7, PIE=13, VIT=10, DEX=8, SPD=6, PER=6



Hobbit (Félszerzet)

Védelem: Mágia ellenállással rendelkezik.

Elegáns, apró, nagyon ügyes, barátságos, a beszéde mindenkit meggyőz.

STR=8, INT=7, PIE=6, VIT=9, DEX=10, SPD=7, PER=13



Faerie (Tündér)

Védelem: Mágia ellenállással rendelkezik.

A legkisebb és leggyorsabb teremtmény. A mérete és a gyorsasága miatt kicsi az AC-ja. Kiváló varázsló vagy tolvaj lehet belőle.

STR=5, INT=11, PIE=6, VIT=6, DEX=10, SPD=14, PER=12



Lizardman (Gyíkember)

Védelem: A bőre véd a savtól, az intelligenciája alacsony, így védve van a mentális támadásoktól.

A gyíkember eredete ismeretlen. Az emberre hasonlít, tud beszélni, de nem intelligens. Jól harcol, csak győzni akar. Erős, gyors, bátor, kiváló harcos.

STR=12, INT=5, PIE=5, VIT=14, DEX=8, SPD=10, PER=3

**Dracon** (Sárkányember)

Védelem: A sárkány rokonaként védelme van a savtól és a mentális támadások ellen.

A sárkány és emberi vér keveréként hihetetlen tulajdonságai vannak. Erős, bátor, így nagy vándor, tolvaj vagy harcos lehet belőle. Savat is képes köpni.

STR=10, INT=7, PIE=6, VIT=12, DEX=10, SPD=8, PER=6

**Rawulf**

Védelem: Vastag bundája miatt igen jól bírja a hideget.

Őszinte, bátor és ragaszkodó. A Rawulf mindig tanulni akar, nagyon áhítatos, így kiváló pap lehet.

STR=8, INT=6, PIE=12, VIT=10, DEX=8, SPD=8, PER=10

**Felpurr**

Védelem: A gyors reflexeinek köszönhetően félreugrik a lövedékek és a varázslatok elől.

Közeli rokona a nagymacskáknak, hátsó lábain jár, a testét végig sörény borítja. Gyors, intelligens és ügyes.

STR=7, INT=10, PIE=7, VIT=7, DEX=10, SPD=12, PER=10

**Mook**

Védelem: Mágikus természete miatt mágia ellenállása van. A bundája véd a hideg ellen.

Eredete ismeretlen, mivel mágikus lény. A Wizardry mitológiában jártasak azt mondják, hogy a Mook egy teljesen idegen létforma. Rendkívül intelligens és erős, egyéni tulajdonsága a bájolás.

STR=10, INT=10, PIE=6, VIT=10, DEX=7, SPD=7, PER=9

Kasztok**Priest** (Pap)

Varázskönyv: Priest

Képzettségek: Fegyveres: Mace & Flail, Pole & Staff, Sling, Shield

Fizikai: Scout, Oratory

Tudományos: Artifacts, Mythology, Scribe, Theology

Magas életerő pontot kap, speciálisan felszentelt fegyvereket, könnyebb páncélt használhat.

Minimum tulajdonságok: **PIE=12, PER=8**

**Thief (Tolvaj)**

Varázkönyv: nincs

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled
Fizikai: Scout, Oratory, Legerdemain, Skulduggery, Ninjutsu
Tudományos: Artifacts, Mythology, Scribe

Nagyon jó a veszélyes csapdák kijátszásában. Képes ajtókat feltörni és zsebmetszeni. A harcban elbújik az árnyékok közé és meglepetés szerűen támad, dupla sebzést okozva.

Minimum tulajdonságok: **DEX=12, SPD=8**

**Ranger (Vándor)**

Varázkönyv: Alchemist

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled
Fizikai: Scout
Tudományos: Artifacts, Mythology, Scribe, Alchemy

Megtalálja a titkos ösvényeket, álfalakat vagy csapdákat. Kiváló íjász, halálos pontossággal céloz. Harmadik szint környékén elkezd alkimista varázslatokat tanulni. Magas életerő pontot kap.

Minimum tulajdonságok: **STR=10, INT=8, PIE=8, VIT=11, DEX=10, SPD=8, PER=8**

**Alchemist (Alkimista)**

Varázkönyv: Alchemist

Képzettségek: Fegyveres: Wand & Dagger, Mace & Flail, Pole & Staff. Throw
Fizikai: Scout
Tudományos: Artifacts, Mythology, Scribe, Alchemy

Magas intelligenciával rendelkezik. Nem szükséges neki az ékesszólás (Oratory) és nem hat rá a Silence varázslat.

Minimum tulajdonságok: **INT=13, DEX=13**

**Bard (Bárd)**

Varázkönyv: Mage

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled
Fizikai: Scout, Music, Oratory, Legerdemain, Skulduggery
Tudományos: Artifacts, Mythology, Scribe, Thaumaturgy

Ékesszóló kalandozó, különböző hangszereken játszik, amikkel varázsolni is tud. Harmadik szint környékétől varázslói varázslatokat tanul.

Minimum tulajdonságok: **INT=10, DEX=12, SPD=8, PER=12**

**Psionic (Pszionista)**

Varázkönyv: Psionic

Képzettségek: Fegyveres: Wand & Dagger, Mace & Flail, Pole & Staff. Throw Sling
Fizikai: Scout, Oratory
Tudományos: Artifacts, Mythology, Scribe, Theosophy

Telepata és látnok, mindent tud a gondolatokról. Mentális erejével képes összezavarni, beledlátni mások fejébe.

Minimum tulajdonságok: **STR=10, INT=14, VIT=14, PER=10**

**Valkyrie** (Valkűr)

Varázkönyv: Priest

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled
 Fizikai: Scout, Oratory
 Tudományos: Artifacts, Mythology, Scribe, Theology

Csak nők számára lehet ezt a kasztot választani. Első osztályú lándzsa használó. A fegyveres képzettsége széleskörű. Harmadik szint környékétől papi varázslatokat tanul.

Minimum tulajdonságok: **STR=10, PIE=11, VIT=11, DEX=10, SPD=11, PER=8**

**Bishop** (Püspök)

Varázkönyv: Priest, Mage

Képzettségek: Fegyveres: Mace & Flail, Pole & Staff, Sling, Shield
 Fizikai: Scout, Oratory

Tudományos: Artifacts, Mythology, Scribe, Theology, Thaurmaturgy

A papi és varázslói iskolákat tanulja, ezért mindkettő varázslatait tudja használni. Lassabban lép szintet, mint a többi kaszt, páros szinten varázslóit, páratlan szinten papit.

Minimum tulajdonságok: **INT=15, PIE=15, PER=8**

**Lord** (Lord)

Varázkönyv: Priest

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled
 Fizikai: Scout, Oratory
 Tudományos: Artifacts, Mythology, Scribe, Theology

Kiváló harcos és istenfélő mágia használó. Mindenfajta fegyvert használhat. Harmadik szint környékétől papi varázslatokat tanul.

Minimum tulajdonságok: **STR=12, INT=9, PIE=12, VIT=12, DEX=9, SPD=9, PER=14**

**Samurai** (Szamuráj)

Varázkönyve: Mage

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled
 Fizikai: Scout, Oratory
 Tudományos: Artifacts, Mythology, Scribe, Thaurmaturgy, Kirijutsu

Igazi kardforgató, villámgyorsan használja a fegyverét, kritikus sebzéseket (azonnali halált) tud okozni. Harmadik szint környékétől varázslói varázslatokat tanul.

Minimum tulajdonságok: **STR=12, INT=11, VIT=9, DEX=12, SPD=14, PER=8**

**Monk** (Szerzetes)

Varázkönyv: Psionic

Képzettségek: Fegyveres: Wand & Dagger, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled, Hand & Feet

Fizikai: Scout, Oratory

Tudományos: Artifacts, Mythology, Scribe, Theosophy, Kirijutsu

Nagy harcos, aki a pusztakezes harcot alkalmazza. Mivel ismeri az emberi testet, így képes kritikus ütések bevitni. Harmadik szint környékén pszionista varázslatokat tanul.

Minimum tulajdonságok: **STR=13, INT=8, PIE=13, DEX=10, SPD=13, PER=8**

**Ninja** (Nindzsa)

Varázkönyv: Alchemist

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled, Hand & Feet

Fizikai: Scout, Legerdemain, Skulduggery, Ninjutsu

Tudományos: Artifacts, Mythology, Scribe, Alchemy, Kirijutsu

A kezét és a lábát használja a harcban, de más fegyverrel is kiválóan bánik. A tolvajhoz hasonlóan el tud bújni, majd a leshelyről támad. Alkimista varázslatokat használ magasabb szinten és képes kritikus sebzést okozni.

Minimum tulajdonságok: **STR=12, INT=10, PIE=10, VIT=12, DEX=12, SPD=12**

**Fighter** (Harcos)

Varázkönyv: nincs

Képzettségek: Fegyveres: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff. Throw, Sling, Bow, Shiled

Fizikai: Scout

Tudományos: Artifacts, Mythology, Scribe

Magas életerővel rendelkezik. Sokfajta fegyvert tud használni.

Minimum tulajdonságok: **STR=12**

**Mage** (Varázsló)

Varázkönyv: Mage

Képzettségek: Fegyveres: Wand & Dagger, Pole & Staff. Throw, Sling, Bow

Fizikai: Scout, Oratory

Tudományos: Artifacts, Mythology, Scribe, Thaumaturgy

Kévs az életeréje és korlátozva van az általa használt fegyverek és páncélok száma. De a varázslatai pusztítóak.

Minimum tulajdonságok: **INT=12**

Tulajdonságok

Strength (STR, erő): Magas erővel ajtókat lehet betörni, nagy a teherbírás és a stamina

Intelligence (INT, intelligencia): Varázslatok elmondásához és tanulásához magas intelligencia kell. A csapdákat könnyebb felismerni a kincsesládákon

Piety (PIE, áhítat): Fontos, varázslatok tanulásához, meghatározza a varázslatok erejét. Magas áhítat esetén gyorsabban lehet tanulni

Vitality (VIT, egészség): Kihat az életerőre, és a staminára. Ha magas, akkor kevésbé hat a mérgezés, bénítás, a halál vagy a nehezen gyógyítható betegség. Amikor feltámasztanak vagy visszaváltoztatnak kőből egy karaktert, akkor a vitalitása eggyel csökken. Ha lemegy nullára, akkor soha többet nem lehet feltámasztani

Dexterity (DEX, ügyesség): Minél nagyobb az ügyesség annál kisebb az AC, könnyebb a csapdákat hatástalanítani, kikerülni a fegyvereket

Speed (SPD, gyorsaság): Ugyanolyan fontos, mint az ügyesség. Hatással van az AC-ra, meghatározza, hogy a karakter hányszor támad egy körben

Personality (PER, személyiség): NPC-vel való találkozáskor fontos. Ha alacsony, akkor a karakter szerény, magába forduló, zárkózott. Ha magas, akkor a nyitott, karizmatikus

Karma (KAR, karma): Ha magas, akkor a karakter nagyon szerencsés. Ez hatással van szintlépéskor a képzettségpontokra. Csak a nőknek lehet 19-es karmájuk

Hit points (HP, életerő): Megmutatja, hogy mennyi sebzést tud elviselni a karakter. Ha lemegy nullára, akkor meghal

Stamina (STA, kitartás): A stamina megmutatja a karakter állóképességét. Minél magasabb, annál hosszabb ideig képes úszni, harcolni, menetelni, varázsolni. Ha a stamina alacsony, akkor a karakter elalszik (ez igen kellemetlen lehet harc vagy úszás közben)

Experience points (EXP, tapasztalati pont): Amikor a karakterek megölnek egy szörnyet, vagy használják a képességeiket, akkor tapasztalati pontot kapnak. Bizonyos ponthatárnál (ez minden kasztnál más) szintet lépnek. Ha a karakter képe melletti gyertyára ráklikklesz, akkor kiírja, hogy még hány pontot kell szereznie a következő szintlépéshez

Level (LVL, szint): A karakterek folyamatosan fejlődnek. Amikor egy karakter szintet lép akkor nő néhány képzettsége, életerője. A magasabb szintű karakter többször támad egy körben, erősebbek a varázslatai, jobban használja a fegyverét, többet tud úszni

Rank (RNK, rang): Megmutatja, hogy a karakter a szakmájában hol áll a ranglétrán

Monster kill statistic (MKS, szörnyirtási statisztika): Megmutatja hány szörnyet ölt meg a karakter a kalandozásai során

Gold pieces (GP, arany): Arannyal fizetsz a boltban, és arannyal fizetnek, ha eladsz valamit, aranyat kell adni az információkért

Life (Élet): Megmutatja, hogy a karakter hányadik életét éli (feltámasztás után nő eggyel)

Carrying Capacity (CC, teherbírás): Minden karakternek korlátozott teherbírása van. Ha túl van terhelve, akkor a szörnyek könnyen megsebeznek, gyorsabban fogy a staminája, nehezen tud harcolni, védekezni. A program figyelmeztetni fog túlterhelés esetén, úgy hogy változik a színe:

szürke: 66% alatt
világoskék: 67%-75%-os
sárga: 76%-90%-os
piros: 91% vagy több

Armor Class (AC, védettség): A páncélok védenek a fizikai vagy mágikus támadásoktól. A páncélok által nyújtott védelmet hívják AC-nak. Az AC egy skálán mozog +10-től (semmiféle páncél) –10-ig (Plate Mail-lal felvértezve). Három osztálya van:

- **Body AC** (Test AC): A karakter minden testrészének külön AC-ja van: fej, mellkas, kezek, lábak, lábfej



- **Natural AC** (Természetes AC): Függ a magasságtól ügyességtől, gyorsaságtól. Akinek van Ninjutsu képzettsége, annak alacsony a természetes AC-ja
- **AC modifier** (AC módosító): Három részből áll:
 - **Encumbrance penalty** (Terhelési büntetés): Ha a karakter túl van terhelve, az növeli az AC-ját
 - **Shield bonus** (Pajzs bónusz): Ha pajzsot vagy páncélt használ, az csökkenteni fogja az AC-t
 - **Magical penalty/bonus** (Mágikus büntetés/bónusz): Néhány mágikus tárgy növelni vagy csökkenteni fogja az AC-t

Képzettségek

Weaponary skills (Fegyveres)

Wand & Dagger (Varázspálca és tör): Varázspálcák, török, kések

Sword (Kard): Minden, ami kard, beleértve a katanát is

Axe (Fejsze): Harci vagy sima fejsze

Mace & Flail (Buzogány és láncos buzogány): Minden, amivel ütni lehet: kalapács, buzogány

Pole & Staff (Alabárd és bot): Botok, Bo és alabárd

Throw (Dobó fegyverek): Surikenek, dárdák, és minden dobható eszköz

Sling (Parittyta): Kis kövek vagy mágikus golyók kilövése

Bow (Íj): A pontos célzáshoz szükséges

Shield (Pajzshasználat): A helyes pajzshasználat csökkenti a találati esélyt

Hands & Feet (Pusztakezes harc): Nindzsák úgy sebeznek, mint más a mágikus fegyverrel

Physical skills (Fizikai)

Scout (Felderítés): Titkos ajtók, rejtett (be)járatok, elrejtett tárgyak felderítése

Music (Zene): Mágikus hangszerekkel zenélve különböző varázslatokat lehet előcsalni a hangszerből

Oratory (Ékesszólás): A varázslat elmondásához fontos, hogy helyesen ejtse ki a varázsszavakat a mágiahasználó, különben a varázslat fordítva sül el, vagy nem sikerül

Legerdemain (Zsebmetés): Magas szinten képes a karakter aranyat vagy tárgyat lopni az NPC-ktől

Skulduggery (Zárnyítás): Csapdák felderítése, hatástalanítása, ajtók kinyitása

Ninjutsu (Nindzsucu): Képessé teszi a karaktert, hogy elbújjon. A Nindzsa és a Monk számára viszont még az AC-t is csökkenti

Swimming (Úszás): Minimum 10-es legyen ez a képzettség, különben megfullad a karakter

Climbing (Mászás): Minimum 10-es legyen ez a képzettség, különben leesik a karakter

Academia skills (Tudományos)

Artifacts (Tárgyismeret): Ezzel a képzettséggel meg lehet mondani a (varázs)tárgy tulajdonságait. Így elkerülhető, hogy a varázstárgy nem okoz sebet és észre lehet venni, ha átkozott

Mythology (Mitológia): Szörnyismeret. Ha ismerik a szörnyet, akkor tudják a gyenge pontjait, milyen varázslatra immunis, könnyebb megölni

Scribe (Tekercs olvasás): Ha tekercsről mondanak varázslatot, akkor annak sikere függ ettől a képzettségtől

Alchemy (Alkímia): Aki alkimista varázslatokat használ, annak kötelező

Theology (Teológia): Aki papi varázslatokat használ, annak kötelező

Theosophy (Teozófia): Aki pszionista varázslatokat használ, annak kötelező

Thaumaturgy (Thaumaturgia): Aki varázslói varázslatokat használ, annak kötelező

Kirijutsu (Kiridzsucu): Ez a halálos képzettség és az emberi test ismerete végzetes fegyver minden harcok kezében. Ha magas, akkor könnyebb megtalálni a kritikus pontokat, ahová elég egy ütés, és meghal az ellenfél

Mapping (Térképészet): Magasabb szinten nő a térkép részletessége (ajtók, lejárók, kapuk, fák) Szükséges hozzá a térképkészlet.

Diplomacy (Diplomácia): Fegyverszünetet és szövetséget lehet kötni az NPC-vel, csoportokkal

Personal skills (Személyi képzettségek)

A karakterek az alap képzettségeken felül megtanulnak néhány speciális képzettséget az utuk során.

Firearms (Lőfegyver): A kisebb lőfegyvert úgy használja, mintha muskéta lenne

Reflexion (Tükröződés): Ezzel a képességgel a karakter kicsi ugrásokat végez nagyon-nagyon gyorsan (gyorsabban, mint ahogy a szem reagál), így az ellenfél úgy látja, mintha kettő lenne belőle. Ezt a harcban érdemes használni, általában a tükörkép a célpont

Snake speed (Kígyógyorsaság): A karakterek villámgyors reflexekkel mozognak, növeli a sebességet

Eagle eye (Sasszem): Ez a képesség egy szörnyet céloz meg, fegyverrel vagy varázslattal, bámulatos pontossággal csap le rá

Power strike (Erőcsapás): Maximális sebzést lehet vele okozni, néha még annál is többet

Mind control (Agykontroll): Aki ezt a képzettséget alkalmazza, az ura az elméjének. Az extra akarakterő megakadályozza, hogy a Sleep és a pszionista varázslatok hassanak a karakterre, megőrzi az épelméjűségét

Induló felszerelés

A karakterek az alábbi tárgyakat kapják kezdéskor:

Fighter: Long Sword, Leather Cuirass, Fur Leggings, Sandals, Buckler Shield

Mage: Staff, Robes (U), Robes (L), Sandals, 1 Magic Missile scroll

Priest: Quarterstaff, Robes (U), Robes (L), Sandals, 3 Lt. Heal potions

Thief: Cutlass, Cloth Shirt, Cloth Pants, Buskins, 6 Bite Daggers

Ranger: Short Bow, 100 Willow Arrows, Suede Doublet, Suede Pants, Buskins

Alchemist: Staff, Robes (U), Robes (L), Sandals, 1 Cherry Bomb potion

Bard: Sling, Bullet Stone (25), Cloth Shirt, Cloth Pants, Poet's Lute

Psionic: Dagger, Robes (U), Robes (L), Sandals, Shadow Cloak

Valkyrie: Spear, Fur Halter, Chamois Skirt, Sandals, Leather Helm

Bishop: Quarterstaff, Robes (U), Robes (L), Sandals, Mitre

Lord: Broadsword, Quilt Tunic, Quilt Leggings, Buskins, Steel Helm

Samurai: Katana, Wakazashi, Robes (U), Robes (L), Sandals

Monk: 15 Shurikens, Robes (U), Robes (L), Sandals

Ninja: Bo, 15 Shurikens, Ninja Cowl, Ninja Garb (U), Ninja Garb (L), Tabi Boots

Harci módosítók

Betegség: A betegség kihat a harcra. Ha a karakter rosszul van, akkor nem tud koncentrálni a támadásra, ha viszketetségben szenved, akkor állandóan vakarózik, és nem védekezik... Szóval arra ügyelj, hogy mindig egészséges legyen a csapat.

Terhelés: A karakter leterheltsége a következőképpen módosítja a harci jellemzőket:

Terhelési kapacitás (CC)	A szörny megsebzésének esélye	Természetes AC növelése
0% - 49% (szürke)	Nincs	Nincs
0% - 66% (szürke)	-5%	Nincs
67% - 75% (kék)	-10%	+1
76% - 90% (sárga)	-20%	+2
91% -től (piros)	-25% - 40%	+4

Támadási módok

Megnevezés	Találat	Áthatolás páncélon	Sebzés
Thrust (szúrás)	-2	+2	+1
Bash (ütés)	-2	-1	*
Melee (ketté vágás)	-4	-4	dupla
Throw (dobás)	-1	+1	dupla
Punch (ütés)	+1	-1	dupla
Kick (rugás)	-2	-1	+2*
Lash (korbácsolás)	+2	-2	+2*
Shoot (lövés)	+2	+2	+2*

* függ a karakter erejétől (STR)

Betegségek

Általában a betegségekből ki lehet gyógyulni, ha sokat pihen a karakter. Persze van kivétel, például a nagyon erős mérgek, vagy a nehezen gyógyuló betegségek, halál és a kővéválás.



Afraid (félelem): A megfélemlített karakter már a szörny pillantásától is elfut. Csökken a magabiztossága, a támadási kedve



Asleep (alvás): Az alvó karakter könnyű préda. Ha alvó karaktert sebeznek meg, akkor, az dupla sebzésnek számít. A megsebzett karakter felébred. Az alvó karakter a csatában nem vesz részt



Blindness (vakság): A vak karakter nem látja, mi folyik körülötte, így könnyű célpont. Csak szerencsével tudja a csatában az ellenfelet megsebezni



Poisoned (mérgezett): Ahogy a mérget terjed a véráramban, a karakter úgy lesz egyre gyengébb. Pihenő vagy ellenmérget nélkül a karakter meghal. A nagyon erős mérgek nem tisztul ki a szervezetből a pihenés során, ilyen esetekben az ellenmérget kötelező



Stoned (kővéválás): A kővévált karakter könnyű célpont, bár nehéz megsebezni. A kővé válás rosszabb, mint a halál: nem elég hogy veszít egy vitalitás pontot visszaváltoztatás közben a karakter, de még bele is halhat



Insanity (elmebaj): Az elmebajos karakter nekitámad a csapatnak, elfut, nem varázsol



Dead (halott): A halott karaktert mágikusan fel lehet támasztani, de veszít egy vitalitás pontot



Nausea (émelygés): A karakter nem védekezik, és nem támad, csak tátog és levegőért kapkod



KÉK Paralyzed (bénítás): A lebénult karaktert könnyű megsebezni, a sebzés akár dupla is lehet. De arra is esély, hogy legalább kibillentí a bénultságból



Irritation (viszketés): A védekezésről, támadásról eltereli a figyelmet



SZÜRKE Disease (nehezen gyógyuló betegség): Különböző hatásai vannak: a karakter energiája és vitalitása csökken, vakságot okoz, legyengül, stb. Ha nincs gyorsan meggyógyítva akár meg is halhat. Ha a halála előtt nem gyógyították meg, akkor a feltámasztás után újra meg újra meg fog halni.

Varázslatok

Költség: hány varázspontba kerül az elmondása szintenként (power level)

Használó: melyik varázsló osztály használja (MAG = mage, varázsló; PRI = priest, pap; ALC = alchemist, alkimista; PSI = psionic, pszionista)

Hatás: kire/mire hat, mit okoz (a FELHŐ hatásúak több körön keresztül hatnak)

ÉP: életerő pont (HP)

PL: power level (varázslat szint)



Fire (Tűz alapú)

Energy Blast (energia szikra)

Költség: 2

Használó: MAG

Hatás: 1 szörny

1-7 ÉP sebzés PL-ként

Blinding Flash (vakító villanás)

Költség: 2

Használó: ALC

Hatás: 1 szörny + PL

Ideiglenes vakságot okoz

Psionic Fire (pszionikus tűz)

Költség: 4

Használó: PSI

Hatás: 2 szörny + varázslat szintje

1-8 ÉP tűzsebzés PL-ként

Fireball (tűzgolyó)

Költség: 6

Használó: MAG

Hatás: 3 szörny + PL

2-10 ÉP sebzés PL-ként

Fire Shield (tűzpajzs)

Költség: 8

Használó: MAG

Hatás: csapat

Egy védőfalat csinál, ami véd a tűzalapú varázslatoktól

Dazzling Lights (káprázatos fények)

Költség: 6

Használó: PSI

Hatás: 1 szörny + PL

Többfajta betegséget okoz

Fire Bomb (tűzbomba)

Költség: 8

Használó: ALC

Hatás: 4 szörny + PL

Ez a robbanás 3-9 ÉP tűzsebzést okoz PL-ként

Lightning (villámcsapás)

Költség: 8

Használó: PRI

Hatás: 3 szörny + PL

1-10 ÉP sebzés PL-ként

Prismic Missile (prizma lövedék)

Költség: 9

Használó: MAG

Hatás: 3 szörny + PL

Több fajta hatása lehet

Firestorm (tűzvihar)

Költség: 12

Használó: MAG

Hatás: felhő

Több körön keresztül égeti a felhő belsejében lévő szörnyeket. Ha hatás függ a PL-től

Nuclear Blast (nukleáris robbanás)

Költség: 16

Használó: MAG

Hatás: minden szörny

Egy mini hidrogénbomba. 5-25 ÉP sebzés PL-ként

**Water** (víz alapú)**Chilling Touch** (fagyasztó érintés)

Költség: 2

Használó: MAG

Hatás: 1 szörny

1-6 ÉP sebzés PL-ként

Stamina (kítartás)

Költség: 2

Használó: PRI, ALC, PSI

Hatás: 1 karakter

Növeli a staminát

Terror (megfélemlítés)

Költség: 3

Használó: MAG, PSI

Hatás: 1 csoport

A szörnyekben félelmet kelt. Csökkenti a harci morált, sőt a szörnyek el is menekülhetnek

Weaken (gyengesség)

Költség: 4

Használó: MAG, PSI

Hatás: 3 szörny + PL

Csökken a reakció idő, lassabbak a támadások

Slow (lassítás)

Költség: 4

Használó: PRI, PSI

Hatás: 3 szörny + PL

Lassítja a szörnyet, könnyebb megsebezni, nehezen talál el

Haste (gyorsítás)

Költség: 5

Használó: PRI, PSI

Hatás: csapat

Gyorsítja a karaktereket, semlegesíti a Slow varázslatot

Cure Paralysis (bénulás gyógyítása)

Költség: 6

Használó: PRI, ALC, PSI

Hatás: 1 karakter

Megszünteti a karakter bénultságát. A hatás függ a PL-től

Ice Shield (jég pajzs)

Költség: 8

Használó: MAG

Hatás: csapat

A fagyalapu varázslatok ellen véd. A hatás és az időtartam függ a PL-től

Restfull (pihenés)

Költség: 8

Használó: PRI

Hatás: csapat

A staminát növeli minden karakternél egyszerre. A hatás függ a PL-től

Iceball (jéggolyó)

Költség: 8

Használó: MAG

Hatás: 4 szörny + PL

3-12 ÉP sebzés PL-ként

Paralyze (bénítás)

Költség: 5

Használó: PRI, PSI

Hatás: 1 szörny

Megszilárdítja a szörny testében lévő vizet, a szörny lebénul. Az időtartama függ a PL-től és hogy mennyi víz van a szörny testében

Superman (szuperember)

Költség: 7

Használó: PRI

Hatás: 1 karakter

A karakter egy hős akaratával, energiájával, ravaszságával, hatalmával fog harcolni

Deepfreeze (gyorsfagyasztás)

Költség: 6

Használó: MAG

Hatás: 1 szörny

Igen komoly, 3-39 ÉP sebzést okoz PL-ként

Drainig Cloud (elszívó felhő)

Költség: 8

Használó: ALC

Hatás: felhő

A felhő körülveszi a szörnyeket és elszívja a staminájukat. A varázslat időtartama és ereje függ a PL-től

Cure Disease (betegség gyógyítása)

Költség: 12

Használó: PRI, ALC

Hatás: 1 karakter

A betegségeket és hatásait próbálja megszüntetni. Az eredmény függ a PL-től



**Air** (Levegő alapú)**Poison** (mérég)

Költség: 2

Használó: ALC

Hatás: 1 szörny

Körönként mérgezést + 1-5 ÉP veszteséget okoz PL-ként

Missile Shield (pajzs lövedékek ellen)

Költség: 5

Használó: MAG

Hatás: csapat

A levegő megkeményedik a csapat körül, egy pajzsot hozva létre. Véd a dobófegyverektől, lövedékektől és a nyílvevesszőktől

Shrill Sound (éles hang)

Költség: 4

Használó: MAG, PSI

Hatás: 1 csoport

1-5 ÉP sebzés PL-ként

Stink Bomb (bűzbomba)

Költség: 8

Használó: MAG, ALC

Hatás: 3 szörny

1-6 ÉP sebzés PL-ként, hányingert, rosszullétet okoz

Air Pocket (levegőzseb)

Költség: 8

Használó: MAG, ALC

Hatás: csapat

Védi a csapatot a levegő alapú varázslatoktól. Az időtartama és ereje függ a PL-től

Silence (csend)

Költség:

Használó: PRI, PSI

Hatás: 3 szörny + PL

Megakadályozza a varázslást. Időtartama és ereje függ a PL-től

Poison Gas (mérégfelhő)

Költség: 7

Használó: ALC

Hatás: felhő

A szörnyek körül egy mérégfelhőt hoz létre, ami sebez és mérgez. Az időtartama és ereje függ a PL-től

Cure Poison (mérgezés gyógyítása)

Költség: 8

Használó: PRI, ALC

Hatás: 1 karakter

Megszünteti a mérgezést. A varázslat ereje függ a PL-től

Whirlwind (forgósél)

Költség: 8

Használó: PRI

Hatás: 3 szörny + PL

1-7 ÉP sebzést okoz PL-ként

Purify Air (tisztító levegő)

Költség: 10

Használó: PRI, ALC

Hatás: csapat

Megtisztítja a levegőt a levegő alapú varázslatoktól (pl: Poison Gas). A siker függ a PL-től

Dealy Poison (halálos mérég)

Költség: 8

Használó: ALC

Hatás: 1 szörny

Megöli a szörnyet vagy nagyon komoly mérgezést okoz + 3-15 ÉP sebzést PL-ként

Levitate (lebegés)

Költség: 12

Használó: MAG

Hatás: csapat

Egy 3 inch nagyságú levegőpárnát hoz létre a csapat alatt. ami megakadályozza a zuhanást, vagy csökkenti a zuhanásból adódó sebzést. A varázslat időtartama és ereje függ a PL-től

Toxic Vapors (toxikus gőzölgés)

Költség: 8

Használó: ALC

Hatás: felhő

Egy bűzfelhő veszi körül a szörnyeket, 2-6 ÉP sebzést okoz PL-ként

Noxious Fumes (veszedelmes gőz)

Költség: 10

Használó: MAG, ALC

Hatás: 3 szörny + PL

1-6 ÉP-t sebez PL-ként + hányingert okoz

Asphyxiation (megfullasztás)

Költség: 12

Használó: MAG, ALC

Hatás: minden szörny

Elyeli a levegőt a szörnyek körül, nem tudnak lélegezni, megfulladnak. Csak lélegző szörnyekre hat

Deadly Air (halálos levegő)

Költség: 16

Használó: ALC

Hatás: minden szörny

Belélegezhetetlen levegőt hoz létre a szörnyek körül, 4-16 ÉP sebez PL-ként

Death Cloud (halálfelhő)

Költség: 20

Használó: ALC

Hatás: felhő

Beborítja a szörnyeket és körölként megölni őket

**Earth** (Föld alapú)**Acid Splash** (savfröccsenés)

Költség: 2

Használó: ALC

Hatás: 1 szörny

1-7 ÉP sebzés PL-ként

Itching Skin (viszkető bőr)

Költség: 2

Használó: ALC

Hatás: 2 szörny + PL

Csökkenti a támadást, védekezést

Armor Shield (páncél)

Költség: 2

Használó: MAG

Hatás: 1 karakter

Egy mágikus pajzsot hoz létre a karakter előtt. Csökkenti az AC-t

Direction (iránytű)

Költség: 2

Használó: MAG

Hatás: csapat

Egy mágikus iránytűt hoz létre. A varázslat időtartama függ a PL-től

Knock-Knock (kop-kop)

Költség: 6

Használó: MAG, PSI

Hatás: ajtókat és kincsesládákat nyit ki

Mágikusan átalakítja a zárat. Talán hatástalanítja a csapdát is

Baldes (pengék)

Költség: 6

Használó: PRI, PSI

Hatás: 3 szörny + PL

2-8 ÉP sebzés PL-ként

Armorplate (fém páncél)

Költség: 6

Használó: PRI

Hatás: csapat

Egy mágikus fém páncélt hoz létre a csapat körül, csökkenti az AC-t. Az időtartam és a hatás függ a PL-től

Web (háló)

Költség: 7

Használó: MAG, PRI

Hatás: 1 szörny

Egy ragadós hálóba csavarja a szörnyet, gátolja a mozgást és a harcot

Whipping Rocks (kőzapor)

Költség: 7

Használó: MAG, ALC

Hatás: 1 csoport

1-6 ÉP sebzés PL-ként

Acid Bomb (savbomba)

Költség: 8

Használó: ALC

Hatás: felhő

Egy hatalmas sav felhő veszi körül a szörnyeket. Az időtartam és a hatás függ a PL-től

Armormelt (páncéolvastás)

Költség: 8

Használó: MAG, PSI

Hatás: a csoport

A fegyvereid könnyebben fognak behatolni az ellenség páncéljába

Crush (összezúzás)

Költség: 9

Használó: MAG, ALC

Hatás: 1 szörny

Akár 200 ÉP-t is sebez

Create Life (teremtés)

Költség: 10

Használó: ALC

Hatás: csapat

Megidéz egy csapat szerves szörnyet. A szörnyek száma és a varázslat ereje függ a PL-től

Cure Stone (kőből hús)

Költség: 18

Használó: PRI, ALC

Hatás: 1 karakter

A kövévált karakter visszaváltoztatja. A siker függ a PL-től

**Mental** (Mentális alapú)**Mental Attack** (mentális támadás)

Költség: 3

Használó: PSI

Hatás: 1 szörny

1-7 ÉP-t sebez PL-ként

Sleep (alvás)

Költség: 3

Használó: MAG, ALC, PSI

Hatás: 3 szörny + PL

A szörnyek elalszanak. A hatás és az időtartam függ a PL-től

Bless (áldás)

Költség: 4

Használó: PRI, PSI

Hatás: csapat

Mágikusan csökkenti az AC-t és növeli a sebzés esélyét

Charm (bájolás)

Költség: 5

Használó: PRI, ALC, PSI

Hatás: 1 szörny vagy NPC

A szörnyet megpróbálja kivonni a harcból. Ha nem harcban használod, akkor az NPC barátságosabb lesz

Cure Lesser Cnd (Kisebb bajok gyógyítása)

Költség: 4

Használó: PRI, ALC, PSI

Hatás: 1 karakter

Az alábbi varázslatokon segít: Afraid, Nause, Irritation. A siker függ a PL-től

Divine Trap (csapda felderítés)

Költség: 4

Használó: PRI, PSI

Hatás: kincsesláda

A csapda ezzel a varázslattal felderíthető

Detect Secret (titok felderítése)

Költség: 5

Használó: MAG, PRI

Hatás: használó

A használó mindent észlel, ami idegen vagy nincs a helyén a csapat közvetlen közelében. A szem villogni fog, ha talál valamit. Az időtartam függ a PL-től

Identifinity (azonosítás)

Költség: 8

Használó: PRI, PSI

Hatás: 1 szörny vagy tárgy

Elárulja az igazi nevét a szörnyek, tárgynak. A tárgyak speciális képességeit is megmutatja

Confusion (zavarodottság)

Költség: 6

Használó: ALC, PSI

Hatás: 1 csoport

Ez a mentális energia összezavarja a szörnyeket, elfutnak, egymást támadják

Watchbells (harangok)

Költség: 5

Használó: MAG, PSI

Hatás: csapat

Ez a pszichikai harang felébreszti a csapatot, ha elalszik vagy eszméletlen a harc alatt

Hold Monsters (szörnybénítás)

Költség: 6

Használó: PRI, PSI

Hatás: 3 szörny + PL

Lebénítja a szörnyeket

Mindread (gondolatolvasás)

Költség: 8

Használó: PSI

Hatás: használó

Megmondja mit gondol az NPC. A siker függ az NPC intelligenciájától és a PL-től

Sane Mind (józanész)

Költség: 10

Használó: PRI, PSI

Hatás: 1 karakter

Az elmebajos karaktert téríti észhez

Psionic Blast (pszionikus robbanás)

Költség: 8

Használó: PSI

Hatás: 3 szörny + PL

1-7 ÉP sebzés PL-ként, elmebajt okoz

Illusion (illúzió)

Költség: 10

Használó: PSI

Hatás: csapat

Szörnyeket idéz, a mennyiségük és erősségük függ a PL-től

Wizard's Eye (varázslószem)

Költség: 10

Használó: MAG, PSI

Hatás: használó

A használó képes a területet körbe kémlelni. A terület nagysága és a részletessége függ a PL-től



Spooks (kísértetek)

Költség: 7

Használó: MAG, PSI

Hatás: minden szörny

Egy illúziót idéz, ami megfélemlíti az ellenfeleket, csökken a harci kedvük

Death (halál)

Költség: 10

Használó: PRI, PSI

Hatás: 1 szörny

A szörnyet megöli. A siker függ a szörny erejétől/hatalmától és a PL-től

Locate Object (tárgy észlelése)

Költség: 8

Használó: PRI, PSI

Hatás: használó

A használó képes észrevenni elásott vagy elrejtett tárgyakat

Mind Flay (agyszívás)

Költség: 18

Használó: PSI

Hatás: minden szörny

4-16 ÉP sebzés PL-ként + elmebaj

Find Person (személy keresése)

Költség: 16

Használó: PRI, PSI

Hatás: használó

A közelben tartózkodó szörnyeket mutatja meg egy bizonyos távolságon belül

**Divine** (Isteni alapú)**Heal Wounds** (sebek gyógyítása)

Költség: 4

Használó: PRI, ALC, PSI

Hatás: 1 karakter

1-8 ÉP-t gyógyít PL-ként. Nem alkalmas betegség gyógyítására

Make Wounds (sebek okozása)

Költség: 3

Használó: PRI

Hatás: 1 szörny

1-8 ÉP sebzés PL-ként

Magic Missile (mágikus lövedék)

Költség: 4

Használó: MAG

Hatás: 1 szörny + PL

1-7 ÉP sebzés PL-ként

Dispell Undead (élőhalott elűzés)

Költség: 7

Használó: PRI

Hatás: 1 szörny + PL

Eltünteti az élőhalottakat

Enchanted Blade (varázspenge)

Költség: 4

Használó: PRI

Hatás: csapat

Mágikusan erősíti a fegyvereket, így nagyobb az esély a sebzésre

Blink (pislogás)

Költség: 7

Használó: MAG, PSI

Hatás: használó

A használó eltűnik, majd felbukkan időnként a harcban. A kiadott parancsokat végrehajtja

Magic Screen (mágikus ernyő)

Költség: 8

Használó: MAG

Hatás: csapat

Véd a különböző varázslatoktól

Conjuration (idézés)

Költség: 10

Használó: MAG

Hatás: csapat

Az éteri síkról idéz szörnyeket. A szörnyek száma és erőssége függ a PL-től

Anti-magic (anti mágia)

Költség: 7

Használó: MAG

Hatás: 1 csoport

Egy falat képez a szörnyek körül, ami megakadályozza a varázslatokat, illetve visszafordítja azokat

Remove Course (átok eltávolítás)

Költség: 4

Használó: PRI

Hatás: 1 karakter

Eltávolítja az átkozott és ragadós tárgyat a karakterről. A siker függ a PL-től

Healfull (gyógyítás mindenkin)

Költség: 12

Használó: PRI

Hatás: csapat

A csapat tagjain gyógyít egyszerre. Az ÉP mennyisége függ a PL-től

Lifesteal (életszívás)

Költség: 12

Használó: PRI, PSI

Hatás: 1 szörny és a használó

A szörny életerejét elszívja és gyógyít a használón annyit, amennyi ÉP-t elszívott. 4-16 ÉP-t sebez PL-ként

Astral Gate (asztrál kapu)

Költség: 8

Használó: MAG, PRI

Hatás: 1 szörny + PL

Megpróbálja száműzni a démon típusú szörnyeket

Zap Undead (élőhalott pusztítás)

Költség: 15

Használó: MAG

Hatás: 1 szörny

1 élőhalottat elpusztít, közel 1000 ÉP-t sebez

Recharge (újrátöltés)

Költség: 15

Használó: MAG, PRI

Hatás: tárgy

Feltölt egy mágikus tárgyat. A tárgynak a használó birtokában kell lenni, és 1 töltetnek kell benne lenni. Ha a varázslat nem sikerül, akkor a tárgy felrobbanhat

Word Of Death (a Halál szava)

Költség: 18

Használó: PRI

Hatás: minden szörny

Egy hatalmas csapást mér a szörnyekre, 4-16 ÉP-t sebez PL-ként

Resurrection (feltámasztás)

Költség: 20

Használó: MAG, PRI, PSI

Hatás: 1 karakter

Halott karakter feltámasztása. A siker függ a PL-től

Death Wish (a kívánság: Halál)

Költség: 20

Használó: PRI

Hatás: minden szörny

Minden szörnyet megöl. A hatás függ a PL-től

Varázslatok kasztok szerint:

Rövidítések: F = fire
W = water
A = air
E = earth
M = mental
D = divine
pl = power level (varázslat szint)
ppl = per power level (varázslat szintenként)

A költség ppl–enként kerül ennyibe

A Felhő varázslatok egy csapat szörnyre hatnak és körönként sebeznek

Alkimista (ALC):

Varázslat neve	Típus	Költség	Hatás	Leírás
Acid Bomb	E	8	felhő	sebzés minden körben
Acid Splash	E	2	1 szörny	1-7 ÉP sebzés ppl
Air Pocket	A	8	csapat	véd a levegő/felhő alapú varázslatoktól
Asphyxiation	A	12	minden szörny	minden lélegző szörnyet megöl
Blinding Flash	F	2	1 szörny + pl	megvakítja a szörnyet
Charm	M	5	1 szörny v. NPC	befolyásolja a szörnyet
Confusion	M	6	1 csoport	összezavarja a szörny gondolkodását
Create Life	E	10	csapat	elementálokat idéz meg
Crush	E	9	1 szörny	akár 200 ÉP-t sebez
Cure Lesser Cnd	M	4	1 karakter	kisebb betegséget gyógyít
Cure Stone	E	18	1 karakter	kővé változtatás ellen
Cure Disease	W	12	1 karakter	betegség gyógyítására
Cure Paralysis	W	6	1 karakter	lebénulást gyógyít
Cure Poison	A	8	1 karakter	mérgezést gyógyít
Deadly Air	A	16	minden szörny	4-16 ÉP sebzés ppl
Deadly Poison	A	8	1 szörny	azonnal öl vagy 3-15 ÉP sebzés ppl + mérgezés
Death Cloud	W	20	felhő	minden körben ölni próbál
Draining Cloud	W	8	felhő	életerőt szív
Fire Bomb	F	8	4 szörny + pl	3-9 ÉP sebzés ppl
Heal Wounds	D	4	1 karakter	1-8 ÉP gyógyítás ppl
Itching Skin	E	2	2 szörny + pl	csökkenti a támadást, védekezést
Noxious Fumes	A	10	3 szörny + pl	1-6 ÉP sebzés ppl + émelygés
Poison	A	2	1 szörny	1-5 ÉP sebzés ppl + mérgezés
Poison Gas	A	7	felhő	mérgez és sebez
Purify Air	A	10	csapat	tisztítja a levegőt a káros gázoktól
Sleep	M	3	3 szörny + pl	a szörnyek elalszanak
Stamina	W	2	1 karakter	a stamina pontokat állítja vissza
Stink Bomb	A	8	3 szörny	1-6 ÉP sebzés ppl és émelygés
Toxic Vapors	A	8	felhő	2-6 ÉP sebzés ppl
Whipping Rocks	E	7	1 csoport	1-6 ÉP sebzés ppl

Varázsló (MAG):

Varázslat neve	Típus	Költség	Hatás	Leírás
Air Pocket	A	8	csapat	véd a levegő/felhő alapú varázslatoktól
Anti-Magic	D	7	1 csoport	az ellenfél varázslata nem sikerül v. visszasül
Armor Shield	E	2	1 karakter	csökkenti az AC-t 1 ppl
Amormelt	E	8	1 csoport	növeli az AC-t 1 ppl
Asphyxiation	A	12	minden szörny	a lélegző szörnyeket megöli
Astral Gate	D	8	1 szörny ppl	elüldözi a démonokat
Blink	D	7	használó	a használó megjelenik/eltűnik
Chilling Touch	W	2	1 szörny	1-6 ÉP sebzés ppl
Conjuration	D	10	csapat	szörnyidézés
Crush	E	9	1 szörny	akár 200 ÉP sebzés
Deep Freeze	W	6	1 szörny	3-30 ÉP sebzés ppl
Detect Secret	M	5	használó	a használó látja a rejtett tárgyakat
Direction	E	3	csapat	iránytű
Energy Blast	F	2	1 szörny	1-7 ÉP sebzés ppl
Fire Shield	F	8	csapat	tűztől véd
Fireball	F	6	3 szörny + pl	2-10 ÉP sebzés ppl
Firestorm	F	12	felhő	tartós tűzfelhő
Ice Shield	W	8	csapat	véd a jég/fagy alapú varázslattól
Iceball	W	8	4 szörny + pl	3-12 ÉP sebzés ppl
Knock-Knock	E	6	ajtók, ládák	ajtót, ládát nyit
Levitate	A	12	csapat	lebegteti a csapatot
Magic Missile	D	4	1 szörny + pl	1-7 ÉP sebzés ppl
Magic Screen	D	8	csapat	védelem a varázslatoktól
Missile Shield	A	5	csapat	védelem a dobó fegyverektől
Noxious Fumes	A	10	3 szörny + pl	1-6 ÉP sebzés + émelygés
Nuclear Blast	F	16	minden szörny	5-25 ÉP sebzés ppl
Prismic Missile	F	9	3 szörny + pl	különböző betegséget okoz
Recharge	D	15	tárgy	feltölti a tárgyat
Resurrection	D	20	1 karakter	halott karakter feltámasztása
Shrill Sound	A	4	1 csoport	1-5 ÉP sebzés ppl
Sleep	M	3	3 szörny + pl	a szörnyek elalszanak
Spooks	M	7	minden szörny	megbolondítja a szörnyeket
Stink Bomb	A	8	3 szörny	1-6 ÉP sebzés ppl + émelygés
Terror	W	3	1 csoport	összezavarja a szörnyeket
Watchbells	M	5	csapat	felébreszti az alvó karaktert
Weaken	W	4	3 szörny + pl	gyengít, csökken a támadás, védekezés
Web	E	7	1 szörny	lebénítja a szörnyet
Whipping Rocks	E	7	1 csoport	1-6 ÉP sebzés ppl
Wizard's Eye	M	10	használó	a használó látja a helység térképét
Zap Undead	D	15	1 szörny	akár 1000 ÉP sebzés, eltünteti az élőhalottat

Pszionista (PSI):

Varázslat neve	Típus	Költség	Hatás	Leírás
Armormelt	E	8	1 csoport	növeli az AC-t 1 ppl
Blades	E	6	3 szörny + pl	2-8 ÉP sebzés ppl
Bless	M	4	csapat	csökkenti az AC-t, növeli a támadást
Blink	D	7	használó	a használó eltűnik/megjelenik
Charm	M	5	1 szörny v. NPC	befolyásolja a szörnyet
Confusion	M	6	1 csoport	összezavarja a gondolkodást
Cure Lesser Cnd	M	4	1 karakter	gyógyítja a kisebb betegséget
Cure Paralysis	W	6	1 karakter	gyógyítja a lebénulást
Dazzling Lights	F	6	1 szörny + pl	különböző mentális dolgokat okoz
Death	M	10	1 szörny	megöli a szörnyet
Detect Secret	M	5	használó	a használó látja a rejtett dolgokat
Divine Trap	M	4	használó + láda	a láda látszólagos szerkezetét mutatja
Find Person	M	16	használó	megpróbálja a közelben lévő személyeket felkutatni
Haste	W	5	csapat	gyorsítja a csapatot
Heal Wounds	D	4	1 karakter	1-8 ÉP-t gyógyít ppl
Hold Monsters	M	6	3 szörny + pl	szörnyeket bénít
Identify	M	8	1 szörny v. tárgy	tárgy/szörny tulajdonságait mutatja
Illusion	M	10	csapat	illúziót idéz meg
Knock-Knock	E	6	ajtók, ládák	ajtó, láda kinyitására
Lifesteal	D	12	1 szörny és használó	4-16 ÉP ppl x pl sebzés/gyógyítás
Locate Object	M	8	használó	a közelben lévő dolgokat mutatja meg
Mental Attack	M	3	1 szörny	1-7 ÉP sebzés + elmebaj
Mind Flay	M	18	minden szörny	4-16 ÉP sebzés ppl + elmebaj
Mindread	M	8	használó	megmutatja, mit gondol az NPC
Paralyze	W	5	1 szörny	lebénítja a szörnyet
Psionic Blast	M	8	3 szörny + pl	1-7 ÉP sebzés ppl + elmebaj
Psionic Fire	F	4	2 szörny + pl	1-8 ÉP sebzés ppl
Ressurrection	D	20	1 karakter	halott feltámasztás
Sane Mind	M	10	1 karakter	az elmebajt gyógyítja
Shrill Sound	A	4	1 csoport	1-5 ÉP sebzés ppl
Silence	A	4	3 szörny + pl	elnémítja a varázslatokat
Sleep	M	3	3 szörny + pl	a szörnyeket elaltatja
Slow	W	4	3 szörny + pl	lassítja a szörnyeket
Spooks	M	7	minden szörny	összezavarja a szörnyeket
Stamina	W	2	1 karakter	a staminát növeli
Terror	W	3	1 csoport	összezavarja a szörnyeket
Watchbells	M	5	csapat	felébreszti az alvó karaktert
Weaken	W	4	3 szörny + pl	gyengeséget okoz
Wizard's Eye	M	10	használó	látja a helyszín térképét

Pap (PRI):

Varázslat neve	Típus	Költség	Hatás	Leírás
Armorplate	E	6	csapat	csökkenti az AC-t
Astral Gate	D	8	1 szörny + pl	démon elűzésére
Blades	E	6	3 szörny + pl	2-8 ÉP sebzés ppl
Bless	M	4	csapat	csökkenti az AC-t, növeli a sebzési lehetőséget
Charm	M	5	1 szörny v. NPC	befolyásolja a szörnyet, bájolás
Conjuration	D	10	csapat	szörnyet idéz meg
Cure Disease	W	12	1 karakter	betegség gyógyítására
Cure Lesser Cnd	M	4	1 karakter	kisebb betegségekre
Cure Paralysis	W	6	1 karakter	bénulás ellen
Cure Poison	A	8	1 karakter	mérgezés ellen
Cure Stone	E	18	1 karakter	kővé változtatás ellen
Death	M	10	1 szörny	azonnali halál
Death Wish	D	20	minden szörny	azonnali halál
Dispell Undead	D	7	1 szörny + pl	eltünteti az élőhalottakat
Divine Trap	M	4	használó és láda	megmutatja a láda szerkezetét
Enchanted Blade	D	4	csapat	a fegyvernek extra erőt ad
Find Person	M	16	használó	a közelben lévő személyeket mutatja
Haste	W	5	csapat	gyorsítás
Heal Wounds	D	4	1 karakter	1-8 ÉP-t gyógyít ppl
Healfull	D	12	Csapat	mindenkin gyógyít
Hold Monsters	M	6	3 szörny + pl	a szörnyeket lebénítja
Identify	M	8	1 szörny v. tárgy	tárgy/szörny tulajdonságait mutatja meg
Lifesteal	D	12	1 szörny és használó	4-16 ÉP ppl x pl sebzés/gyógyítás
Lightning	F	8	3 szörny + pl	1-10 ÉP sebzés ppl
Locate Object	M	8	használó	a közeli tárgyakat megmutatja
Make Wounds	D	3	1 szörny	1-8 ÉP sebzés ppl
Paralyze	W	5	1 szörny	lebénítja a szörnyet
Purify Air	A	10	csapat	megtisztítja a levegőt a mérges gázoktól
Recharge	D	15	1 tárgy	feltölti a tárgyat
Remove Curse	D	4	1 karakter	átok eltávolítása
Restfull	W	8	csapat	mindenki stamináját növeli
Resurrection	D	20	1 karakter	halott feltámasztás
Sane Mind	M	10	1 karakter	elmebaj gyógyítása
Silence	A	4	3 szörny pl	a varázslatokat elnémítja
Slow	W	4	3 szörny + pl	lassítja a szörnyeket
Stamina	W	2	1 karakter	növeli a staminát
Superman	W	7	1 karakter	szuper hatalmat ad
Web	E	7	1 szörny	lebénítás
Whirlwind	A	8	3 szörny + pl	1-7 ÉP sebzés ppl
Word of Death	D	18	minden szörny	4-16 ÉP sebzés ppl

Fegyverek

Jelmagyarázat:

Kaszt	Faj
FMPTRABPVBLSMN	HEDGHFLDFRM
F – Fighter	H – Human
M – Mage	E – Elf
P – Priest	D – Dwarf
T – Thief	G – Gnome
R – Ranger	H – Halfing
A – Alchemist	F – Faerie
B – Bard	L – Lizardman
P – Psionic	D – Dracon
V – Valkyrie	F – Felpurr
B - Bishop	R – Rawulf
L – Lord	M - Mook
S – Samurai	
M – Monk	
N – Ninja	

Fegyver	Ár	Kaszt	Faj	Sebzés	Speciális
Wooden Dowel	0	Mindenki	Mindenki	1-3	
Notched Shaft	0	Mindenki	Mindenki	1-3	
Bullet Stone	1	Mindenki	Mindenki	1-4	
Willow Arrow	2	Mindenki	Mindenki	3-7	
Quarrel	3	Mindenki	Mindenki	3-9	
Staff	5	Mindenki	Mindenki	1-4	
Bite Dagger	5	F--TR-B-V-LSMN	Mindenki	2-6	
Shrike Arrow	7	Mindenki	Mindenki	4-7	
Quarter Staff	10	Mindenki	Mindenki	1-5	
Feather Darts	10	Mindenki	Mindenki	1-5	
Bo	12	-----SMN	Mindenki	1-6	
Hammer	15	F--TR---V-L---	HEDGH-LDFRM	2-5	
Dagger	15	FM-TRABPV-LS-N	Mindenki	1-4	
Sparkle Stix	15	-M-T-ABP-----N	Mindenki	1-8	ENERGY BLAST
Barbed Arrow	18	Mindenki	Mindenki	7-12	
Powder & Shot	20	-----	-----		
Spear	20	F---R---V-L--N	Mindenki	1-6	
Shuriken	20	-----SMN	Mindenki	2-7	
Main Gauche	30	F---R---V-L---	Mindenki	1-5	
Sling	35	Mindenki	Mindenki	0-0	
Tarnished Sword	35	F--TR-B-V-LS-N	HEDGH-LDFRM	1-5	
Armor Piercer	36	Mindenki	Mindenki	9-16	
Spike Stone	40	Mindenki	Mindenki	5-11	
Icicle Stix	40	-M-T-ABP-----N	Mindenki	2-12	CHILLING TOUCH
Hunter Quarrel	45	Mindenki	Mindenki	7-16	
Baselard	45	F--TR-B-V-L---	Mindenki	1-6	
Cutlass	50	F--TR-B-V--S--	Mindenki	2-7	
Bearded War Axe	50	F---R---V-L---	HEDGH-LDFRM	1-5	
Longsword	60	F---R---V-L---	HEDGH-LDFRM	2-8	
Mace	65	F-P-R---VBL---	HEDGH-LDFRM	2-7	
War Hammer	70	F-----V-L---	HEDGH-LDFRM	3-7	
Viper Arrow	75	Mindenki	Mindenki	8-14	
War Sceptre	75	F-P-R---VBL---	HEDGH-LDFRM	2-6	
Broadsword	85	F-----V-L---	HEDGH-LDFRM	3-8	
Stiletto	85	F--TR-B-V-L---	Mindenki	2-6	

Fegyver	Ár	Kaszt	Faj	Sebzés	Speciális
Poison Dart	95	FM-TRABP---SMN	Mindenki	4-8	
Powerpak	100	-----	-----		
Morning Star	100	F-P-R---VBL---	HEDGH-LDFRM	2-8	
Cracker Stix	100	-M-T-ABP-----N	Mindenki	2-16	ENERGY BLAST
Battle Axe	100	F-----V-LS-N	HEDGH-LDFRM	2-8	
Bastard Sword	120	F-----V-L---	HEDGH-LDFRM	3-9	
Mystic Arrow	125	Mindenki	Mindenki	8-20	
Ta-Li Stone	125	Mindenki	Mindenki	4-12	
Rapier	125	F--TR-B-V-L---	Mindenki	1-7	
Awl Pike	135	F---R---V-LS-N	HEDGH-LDFRM	3-8	
Halberd	135	F-----V-L---	HEDGH-LDFRM	1-10	
Impaling Stone	135	Mindenki	Mindenki	6-18	
Anointed Flail	140	F-P-R---VBL---	HEDGH-LDFRM	2-7	
Walriblade	145	F-----V-LS-N	HEDGH-LDFRM	3-9	
Longstem Spade	150	F---R---V-L--N	HEDGH-LDFRM	4-7	
Faerie Stick	175	Mindenki	----F-----	1-4	
Bullwhip	185	FMPTRABPVBL-MN	Mindenki	1-4	
Fire Stix	200	-M-T-ABP-----N	Mindenki	3-24	MAGIC MISSILE
Wakizashi	240	-----S-N	Mindenki	1-6	
Short Bow	250	FM-TRABPV-LSMN	Mindenki	0-0	
Medusa Stone	250	Mindenki	Mindenki	8-20	
Rocket Stix	350	-M-T-ABP-----N	Mindenki	5-40	MAGIC MISSILE
Lt. Crossbow	375	F--TR-B-V-L-M-	HEDGH-LDFRM	0-0	
Katana	400	-----S-N	Mindenki	2-7	
Poignard	420	F---R-B-V-L---	Mindenki	1-6	
Lance	450	-----V-L---	HEDGH-LDFRM	1-12	
Monstrance	450	--P-----B----	Mindenki	1-8	
Shock Rod	450	F---R---V-L--N	H-D---LDFRM	2-7	
Poison Dagger	450	FM-TRABPV-LS-N	Mindenki	3-7	
Long Bow	600	F---R---V-LSMN	Mindenki	0-0	
Claymore	600	F-----V-L---	HEDGH-LDFRM	4-10	
Ninjato	700	-----N	Mindenki	2-8	
Nunchaka	800	-----N	Mindenki	3-9	
Death Star	850	-----SMN	Mindenki	7-15	
Bec De Corbin	935	F-----V-L---	HEDGH-LDFRM	3-7	
Hv. Crossbow	1250	F---R---V-L-M-	HEDGH-LDFRM	0-0	
Lightning Bolt	1250	Mindenki	Mindenki	10-30	
Sai	1250	-----N	Mindenki	2-10	
Zizka Star	1400	F-P-R---VBL---	HEDGH-LDFRM	2-10	
Staff of Blessing	1500	--P----VBL-M-	Mindenki	1-8	BLESS
Hayai Bo	1750	-----SMN	Mindenki	4-9	
Enchanted Bow	2000	F---R---V-LSMN	HEDGH-LDFRM	0-0	
Fauchard	2000	F-----V-L---	HEDGH-LDFRM	1-12	
Wrist Rocket	2400	Mindenki	Mindenki	0-0	
Peacemaker	2500	Mindenki	Mindenki	12-42	
Naginata	2500	-----SMN	HEDGH-LDFRM	1-12	
Spear+2	2500	F---R---V-L--N	HEDGH-LDFRM	4-14	
Staff of Charming	2500	--P---PVBL-M-	Mindenki	1-8	CHARM
Stun Rod	2800	F---R---V-L--N	HEDGH-LDFRM	5-12	
Spear of Death	3000	F---R---V-LSMN	HEDGH-LDFRM	5-9	
Haunting Stick	3000	-M--R-B----SM-	Mindenki	3-7	SPOOKS
Crux of Crossing	3000	Mindenki	Mindenki	1-8	
Flamberge	3000	F-----V-L---	HEDGH-LDFRM	4-12	
Bipennis	3250	F-----V-L---	HEDGH-LDFRM	4-14	
Great Bow	3500	F---R---V-LSMN	Mindenki	0-0	

Fegyver	Ár	Kaszt	Faj	Sebzés	Speciális
Broadsword	3500	F-----V-L---	HEDGH-LDFRM	5-12	
Ymmu's Paw	3500	Mindenki	Mindenki	5-8	
Stave Pro Undead	4000	-MP----VBL--N	Mindenki	2-5	DISPEL UNDEAD
Zweihander	4000	F-----V-L---	HEDGH-LDFRM	3-15	
No-Dachi	4000	-----S-N	HEDGH-LDFRM	2-14	
Sword of Hearts	4000	---TR-B-----	Mindenki	5-11	
Mystery Ray	4500	Mindenki	Mindenki	0-0	
Stave of Silence	5000	-MP----PVBL--N	Mindenki	2-5	SILENCE
Staff Pro Paralysis	5000	-MP---PVBL-M-	Mindenki	2-5	
Saint Bastard	5000	F-----V-L---	HEDGH-LDFRM	7-13	
Dragon Slayer	6000	F-----V-L---	HEDGH-LDFRM	6-15	
Axe of Many Runes	6500	F-----V-L---	HEDGH-LDFRM	4-8	
Vorpal Blade	6750	F--TR-B-----N	HEDGH-LDFRM	4-14	
Bushido Blade	7500	-----S-N	Mindenki	4-16	
Maiden Head	7750	F-P-R---VBL---	HEDGH-LDFRM	1-16	CHARM
Seige Arbalest	8000	F--R---V-L-M-	HEDGH-LDFRM	0-0	
Musket	8000	F--TR---V-LS--	Mindenki	1-24	
Winterwand	8000	Mindenki	Mindenki	3-7	ICEBALL
Pandora's Wand	8000	-M----BP-B-SM-	Mindenki	3-7	DAZZLING LIGHT
Crystal Wand	8000	Mindenki	Mindenki	1-2	WIZARD EYE
Wand of Winds	8000	Mindenki	Mindenki	3-7	WHIRLWIND
Crusader's 2h Axe	8000	F-----V-L---	HEDGH-LDFRM	6-18	
Thieves Dagger	8500	---T-----	Mindenki	3-12	
Staff of Doom	8888	Mindenki	Mindenki	8-20	DEATH CLOUD
Holy Basher	12000	--P-----B----	Mindenki	5-12	
Vulcan Hammer	15000	F-----V-L---	HEDGH-LDFRM	7-16	FIREBALL
Blade Cuisinart	15000	F--R---V-L---	HEDGH-LDFRM	6-18	
Raven's Bill	17500	F-----V-L---	HEDGH-LDFRM	6-18	
Blunder Buss	20000	F--R---V-L---	HEDGH-LDFRM	2-48	
Cat'o Nine Tail	20000	FM-TRABPV-L-MN	HEDGH-LDFRM	6-18	
Stave of 12 Stars	20000	Mindenki	Mindenki	6-12	MAGICFOOD
Sword of Fire	20000	F-----V-L---	HEDGH-LDFRM	2-16	FIREBALL
Sword of 4 Winds	20000	F--R---V-LSMN	Mindenki	8-20	ASPHYXIATION
Wakizashi	20000	-----S-N	Mindenki	2-10	
Faust Halberd	25000	F-----V-L---	HEDGH-LDFRM	6-18	LIFE STEAL
Rammbus Staff	25000	--P-----B----	Mindenki	6-12	LIGHTNING
Fang	25000	F-----V-L---	Mindenki	10-24	STR+1
Rod of Sprites	25000	Mindenki	----F-----	4-16	
Diamond Eyes	32000	F-P-R---VBL---	HEDGH-LDFRM	7-16	PER+1
Blades of Aesir	32000	F-----V-L---	HEDGH-LDFRM	2-24	ICEBALL
Elven Bow	35000	F--R---V-LSMN	-E-----	0-0	SPD+1
Maenad's Lance	40000	-----V-----	Mindenki	2-24	STR+1
Estoc De Olivia	40000	----R-----	Mindenki	6-18	VIT+1
Frontier Phaser	50000	F--TR---V-LS--	Mindenki	3-30	
Coil of The Serpent	50000	Mindenki	Mindenki	6-24	
The Avenger	50000	F-----V-L---	HEDGH-LDFRM	7-28	LIGHTNING
Cane of Corpus	80000	-----N	----F-----	12-42	DEX+1; SPD+1
Cobaltine Powerglove	85000	Mindenki	Mindenki	8-32	
Zatoichi Bo	100000	-----SM-	Mindenki	9-24	BLINDING FLASH
Muramasa Blade	100000	-----S--	Mindenki	7-25	
Excaliber	200000	F-----V-L---	HEDGH-LDFRM	8-36	LIGHTNING
Light *Sword*	250000	F--R---V-LSMN	Mindenki	5-40	

Szörnyek

Név	Típus	Életerő	Tapasztalat pont	Előfordulási szám
Bambiphoots	Növény	4-7	106	2-3
Ravens	Vadállat	3-5	110	2-4
Mottle Cruds	Kocsonya	2-4	159	2-4
Bitterbugs	Rovar	3-6	162	1-3
Rattkin Rogues	Tolvaj	5-9	295	5-9
Night Rooks	Vadállat	6-10	344	3-5
Stag Weevils	Rovar	6-12	380	1-4
Dandiphoots	Növény	6-12	390	2-4
Dane Initiates	Pap	8-14	415	3-7
Cachre Sludges	Kocsonya	6-10	447	2-6
Gorn Spearmen	Harcos	8-14	544	3-9
Boring Beetles	Rovar	6-12	550	2-4
Glow Moths	Rovar	5-9	605	2-4
Rattkin Bandits	Tolvaj	9-15	605	3-9
T'rang Youngers	Harcos	10-16	620	2-5
Vultures	Vadállat	8-14	667	3-5
Crawling Wastes	Kocsonya	11-17	868	3-9
Gaseous Slimes'	Kocsonya	11-17	952	3-6
Dane Disciples	Pap	16 - 28	977	3-7
Skeletons	Élőhalott	20-36	1048	3-5
Demented Munks	Monk	15-24	1062	4-6
Skeletons	Élőhalott	20-36	1168	3-6
Alliphoots	Növény	20-32	1216	3
Alliphoots	Növény	20-32	1216	2-3
Umpani Ruffians	Harcos	33-54	1299	2-5
Spectral Moths	Élőhalott	11-20	1428	1-3
T'rang Wilders	Szamuraj	20-32	1504	3-7
Savant Guards	Android	20-32	1568	2-4
Savant Guards	Android	20-32	1568	6-7
Fungus Oozes	Kocsonya	20-30	1689	3-9
Gorn Lancers	Vándor	20-36	1736	4-6
Gorn Lancers	Vándor	20-36	1736	5-7
Rattkin Thieves	Tolvaj	19-29	1767	3-7
Ra-Sep-Re-Tep	Élőhalott	36-40	1835	1
Gorn Rangers	Vándor	21-36	1876	4-6
Vampire Rooks	Vadállat	20-35	1937	2-5
Frothing Munks	Monk	15-24	2033	3-9
Venom Weevils	Rovar	25-40	2068	1-3
Earth Golems	Növény	32-52	2160	1-2
Minoskell	Élőhalott	30-54	2217	3-5
T'rang Guarders	Harcos	36-60	2319	4-8
Almagorte	Varázsló	28-46	2425	1
Dane Canons	Varázsló	28-46	2425	3-5
Dungore	Monk	30-48	2660	1
Hog Beetles	Rovar	35-56	2676	2-6
Hog Beetles	Rovar	35-56	2676	9-9
Faerie Witches	Varázsló	30-48	2796	2-4
Faerie Witches	Varázsló	30-48	2796	2-4
Gumbiphoots	Növény	35-56	2940	1-2
K'borra T'rang	Szamuraj	70-88	3059	1
K'borra T'rang	Szamuraj	70-88	3059	1
Umpani Renegade	Harcos	55-90	3140	3-6
Glow Mothras	Rovar	30-48	3301	4-6
Dk. Forest Munks	Monk	30-48	3380	3-5

Név	Típus	Életerő	Tapasztalat pont	Előfordulási szám
Sogheim	Monk	30-48	3380	1
Brother Tshober	Monk	30-48	3470	1
Jelly Stingers	Növény	28-42	3484	3-9
Iguanadons	Vadállat	35-60	3580	1-3
Gorn Shamans	Püspök	25-40	4052	2-4
Zombie Skells	Élőhalott	40-72	4200	3-5
Dane Priests	Pap	38-62	4508	3-6
Puxic Oozes	Kocsonya	32-48	4535	3-7
Puxic Oozes	Kocsonya	32-48	4535	2
Ghosts	Élőhalott	30-48	4731	2-3
Spirits Of Dane	Élőhalott	30-48	4731	1
Spectral Ravens	Élőhalott	28-49	4761	2-6
Red Pirannhas	Vadállat	20-30	5076	3-9
Xenozoid Runner	Valkűr	36-54	5144	3-5
Rattkin Hunters	Vándor	31 -45	5530	3-7
T'rang Keepers	Harcos	48-80	5578	4-6
Dragon Rooks	Sárkány	33-51	5610	2-3
Savant Troopers	Android	35-56	5634	1-5
Boar Weevils	Rovar	45-72	5808	1-2
Cave Slimes	Kocsonya	32-48	5835	2-8
T'rang Tecniks	Nindzsa	45-72	5840	3-4
T'rang Watchers	Harcos	35-56	5986	3-5
Spirits	Élőhalott	30-48	6105	1-3
Mick The Pick	Vándor	39-53	6121	1
Dinkle Wisps	Növény	24-36	6150	2-4
Boar Weevils	Rovar	50-80	6349	1-3
Dream Weavers	Élőhalott	35-56	6628	1
T'rang Watchers	Harcos	39-60	6650	3-4
Water Nymphs	Varázsló	30-48	6859	2-5
Gelimagas	Növény	36-52	7458	2-4
Luna Mothras	Rovar	50-86	7586	1-2
Fire Crows	Sárkány	48-84	8295	2-3
Dragonlizards	Vadállat	56-96	9030	2
T'rang Wisers	Varázsló	45-72	9516	2-5
Capt. Boerigard	Harcos	54-90	9895	1
Paluke	Harcos	54-90	9895	1
Trickertrees	Növény	56-96	10484	1-2
Man O' Groves	Növény	63-108	10592	3-5
Gorn Ashigaru	Szamuraj	40-72	10662	3-4
Gorn Ashigaru	Szamuraj	40-72	10702	1-2
Rock Lizards	Vadállat	63-108	11119	1-3
Umpani Armsmen	Vándor	88-144	11156	2-4
Umpani Scouts	Vándor	88-144	11156	1-3
Mad Warders	Monk	45-72	11199	1-3
Gorn Leaders	Harcos	59-95	11535	1
Munk Ninjas	Monk	40-64	11698	1-3
Dragon Pups	Sárkány	42-72	11914	2-5
Dragon Pups	Sárkány	42-72	11914	4-8
Halloweeches	Növény	56-96	11997	2-3
Brother Moser	Monk	40-64	12117	1
Bantari	Vadállat	35-56	12242	1-2
Skeleton Lords	Élőhalott	60-100	12685	1-2
Mantraphoots	Növény	60-96	13377	1
Cave Thraxes	Rovar	88-160	13429	2-3
Komodo Dragons	Vadállat	70-120	14029	2-4

Név	Típus	Életerő	Tapasztalat pont	Előfordulási szám
Fetid Corpses	Élőhalott	60-100	14096	1-2
Flower O'ye Sea	Növény	52-82	14119	1-2
Sv. Berserkers	Android	50-80	14480	1
Skeleton Lords	Élőhalott	77- 125	14621	1-2
Nightmares	Élőhalott	40-64	14729	1
Rattkin Leaders	Harcos	52-72	15155	1-3
Xenozoid Flyers	Valkűr	48-72	15624	3-5
Pirannha Sharks	Vadállat	41 -77	15736	2-6
Furies	Pap	28-49	15799	1
Rattkin Ronin	Szamuraj	36-60	15869	3-5
Witch's Lights	Növény	44-64	16073	2-4
Ghosts Of Gorn	Élőhalott	40-64	18074	1
Shadow Crusts	Kocsonya	61-87	18257	1-3
Frost Giant	Óriás	128-216	18466	1-2
Gorn Samurai	Szamuraj	60-108	18719	4-6
Dane Apostles	Püspök	45-72	18758	2-4
Frothing Munks	Monk	15-24	20330	1
Sv. Controllers	Android	50-80	20537	1
Wood Dryads	Varázsló	49-76	21006	1-2
Forest Giant	Óriás	128-216	21059	2-3
D'rang T'rang	Harcos	140-176	21253	1
Belcanzor	Püspök	40-70	21419	1
Bear Weevils	Rovar	80-128	21850	1-2
Ratsputin	Nindzsa	74-94	22900	1
Bloodwyrms	Rovar	88-160	22979	1
Sv. Controllers	Android	50-80	23582	1
Sv. Controllers	Android	50-80	23582	3-4
Vampire Vulture	Vadállat	98-152	24205	1-3
Rossarian	Vándor	90-160	24994	1
Bantari	Vadállat	75-124	25501	1-3
Psi-Beast	Rovar	132-240	26159	1
Mtn. Thraxes	Rovar	235-275	27386	1
Ymmu	Élőhalott	132-180	27388	1
Lt. Gruntwrapper	Vándor	110-180	27455	1
Sgt. Balbrak	Vándor	110-180	27455	1
Umpani Trackers	Vándor	110-180	28522	1-2
Gorn Lords	Lord	50-90	29280	1
Xeno Rocketeers	Valkűr	60-90	29990	2-4
Wraith	Élőhalott	60-96	30352	1
T'rang Elders	Harcos	76-112	30404	2-4
Kymas Turan	Püspök	138-168	32302	1
Poison Dragons	Sárkány	108-192	33124	1
Prof. Wunderland	Nindzsa	45-75	35611	1
Carnosauri	Vadállat	198-288	36289	1-2
Tobagans	Növény	176-320	38203	1
Black Dragons	Sárkány	137-185	41135	1
Umpani Troopers	Harcos	132-216	41300	3 -5
Gruengard	Óriás	133-232	41743	1
T'rang Assassin	Nindzsa	100-142	42055	2
Vilet Kanebe	Élőhalott	154-210	42967	1
Munstachio	Óriás	160-270	43620	1
Kolidras	Démon	96-146	43860	1-5
Grimal	Nindzsa	45-75	44803	1
Shadow Guardian	Élőhalott	60-96	45528	1
Leper Giants	Óriás	212-344	48097	1

Név	Típus	Életerő	Tapasztalat pont	Előfordulási szám
Umpani Commando	Harcos	132-216	48932	1-2
Trk. Rhallick	Vándor	180-264	49402	1
Lime Dragons	Sárkány	108-192	49665	1-2
T'rang Assassin	Nindzsa	100-142	50560	2-3
Brunatz	Óriás	212-344	51728	1
Crust Thraxes	Rovar	224-280	52059	1
Father Rulac	Monk	70-112	55495	1
Psimunks	Monk	70-112	55495	1
Bertie	Vándor	42-70	56027	1
Boulder Giants	Óriás	212-344	59333	1-2
Rattkin Razuka	Nindzsa	71-101	59457	1-2
Sv. Kui'sa-Ka	Android	103- 148	66592	1-2
Lord Galiere	Lord	122-178	67282	1
Lord Galiere	Lord	122-178	67282	1
Conquilladas	Rovar	298-370	72374	5-8
Lords Of Dk. Forest	Monk	142-184	72587	1
Dragorras	Sárkány	160-244	73160	2-3
King Ulgar	Lord	140-204	74919	1
Fieros	Démon	112-192	87457	1
Helazoid Aces	Valkűr	80-128	88274	1-3
Bonehead	Óriás	236-412	89913	1
Q'ua-Tari	Vadállat	108-178	95996	1-2
Xen Xheng	Monk	262-304	98210	1
Yreguoths	Démon	132- 192	100453	1-3
T'rang C'tlu	Harcos	112-182	101609	5-7
Xen Xheng	Monk	262-304	102935	1
High Fathers	Püspök	70-100	107758	2
High Fathers	Püspök	68-104	117308	1
L'il Ogo	Óriás	424-688	118344	1
Barlone'	Nindzsa	283-313	131117	1
Myxlmynx	Mitológiai szörny	228-426	131960	1
Lt. Gromo	Harcos	200-305	136861	1
H'jenn-Ra	Rovar	668-758	141265	1
Umpani S.S.U.F.	Harcos	200-275	143841	5-6
Jan-Ette	Valkűr	181-229	155425	1
Tshober's Ghost	Élőhalott	266-320	169496	1
I.U.F. Grenadier	Harcos	165-270	170623	1
Fantasmagora	Démon	112-192	172220	1
Battle Droids	Robot	316-316	197244	1-2
Dragonessa	Sárkány	462-546	201020	1
Shritis T'rang	Nindzsa	914-1012	216309	1
Magna Dane	Püspök	228-282	228802	1
Dame Ke-Li	Valkűr	370-450	234107	1
Ungorn Daimyo	Élőhalott	266-338	235242	1
Blienmeis	Nindzsa	108-180	250760	1
Necromani	Démon	112-192	251495	1-2
Demon O'ye Deep	Tengeri szörny	338-536	267259	1
General Yamo	Lord	665-770	304668	1
Godzylly	Mitológiai szörny	1024-1480	328572	1
Rodan Lewarx	Vándor	815-920	366198	1
Cosmo-Bot	Robot	424-424	385212	1
Emerald Dragons	Sárkány	394-576	425793	1
Meta-Droids	Robot	520-520	432609	1
Myxlmynx	Mitológiai szörny	928-1236	549399	1
Rexx	Vadállat	2090-3440	677425	1

Név	Típus	Életerő	Tapasztalat pont	Előfordulási szám
Mega-Bots	Robot	824-824	762765	1
D'arboleth	Élőhalott	994-1102	1296450	1
Thing From Hell	Rovar	6698-6698	1807545	1
Dk. Savant	Istenség	522-522	2300097	1
Horragoth	Démon	900-1080	2304614	1
Godzylly	Mitológiai szörny	4100-6000	2592350	1
Beast Of 1000 Eyes	Növény	9099-9099	2880631	1
Fiend Of 9 Worlds	Tolvaj	1298-1298	3548834	1
?Statue?	Élőhalott	198-198	6000	1
?Aletheides?	Élőhalott	338-338	60000	1
?Vi Domina?	Élőhalott	258-258	60000	1
Spot	Vadállat	1045-1720	223874	1
Spawn	Démon	306-406	233989	1
Brombadeg	Tengeri szörny	448-712	543199	1
Doom	Sárkány	614-796	809012	1

Térkép index:

BEGINNER	Beginner dungeon - entrance on B-5
CRYPT -1	Crypt Isle - Hall of the Dead - entrance on C-7
CRYPT -2	- Chamber of Gorrors
CRYPT -3	- Hall of the Past Levels 1-4
CRYPT -4	- Hall of the Past Levels 5-8
CRYPT -5	- Tomb of the ASTRAL DOMINAE
DANE TOWER 1/2	Dane Tower - Levels 1-2 - entrance on A-4
DANE TOWER 3/4	- Levels 3-4
DANE TOWER 5/6	- Levels 5-8
DRAGON CAVE-NE	Dragon Mountain Cave - NE section
DRAGON CAVE-NW	- NW section - entrance on B-8
DRAGON CAVE-SE	- SE section
DRAGON CAVE-SW	- SW section
FUNHOUSE -1	Funhouse - Level 1 - entrance on Rattkin-2
FUNHOUSE -2	- Level 2
FUNHOUSE -1/2	- more Levels 1 and 2
FUNHOUSE -4	- Levels 3-4
GIANT CAVE	Giant Cave - entrance on F-3
LANDREAM OF DREAMS	Land of Dreams - entrance on Munkharama south
MUNKHARAMA NORTH	Munkharama - north - entrance on E-4
MUNKHARAMA SOUTH	- south - entrance of EF-6
NEW CITY NORTH	New City - north - entrance on B-5
NEW CITY SOUTH	- south - entrance on D-5
NYCTALINTH -NORTH	Nyctalinth - north
NYCTALINTH -SOUTH	- south - entrance on B-1
NYCTALINTH DUNGEON	Nyctalinth dungeon - entrances in Nyctlinth
OLD CITY	Old City - entrance in New City
ORKOGRE LEVEL 1	Orkogre Castle/dungeon - Level 1 - entrance on C-2
ORKOGRE 2/3	- Levels 2-3
RATTKIN 1	Rattkin Ruins - section 1 - entrance on D-1
RATTKIN 2	- section 2
RATTKIN 3	- section 3
SKY CITY	Sky City - entrance in Dragon Cave
SPHYNX CAVE	Sphinx (Whirlpool) Cave - entrance on F-4
TEMP-1A	Secret Temple - section Level 1 - entrance in Munkharama
TEMP 1-B	- section Level 1
TEMP 2/3	- Levels 2-3
UKPYR - NORTH	Ukpyr - north - entrance on FG-5
UKPYR - SOUTH	- south - entrance on F-7
WITCH CAVE - NORTH	Witch Cave - north
WITCH CAVE - SOUTH	- south - entrance n F-3

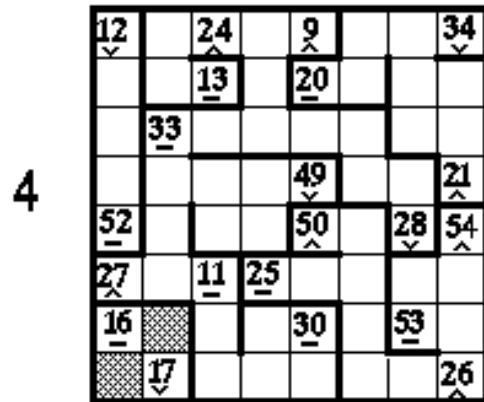
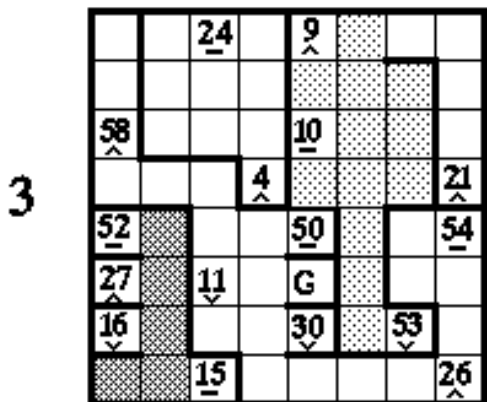
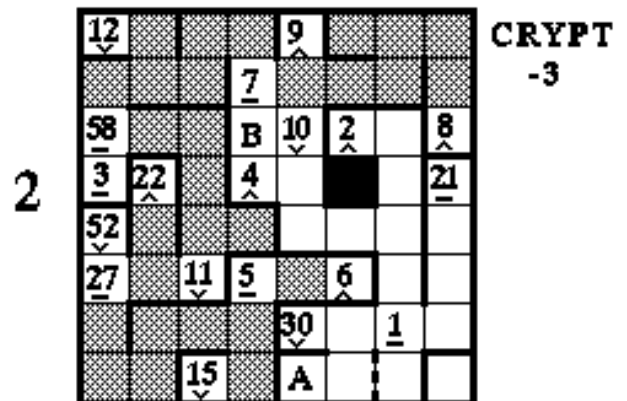
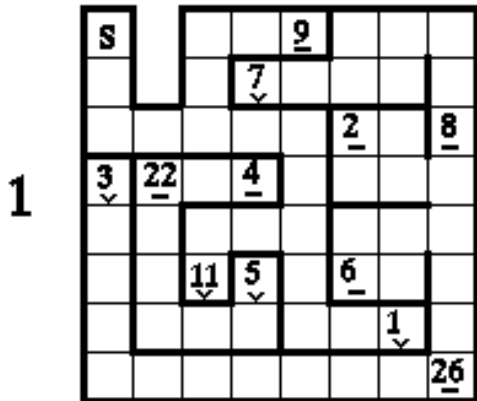
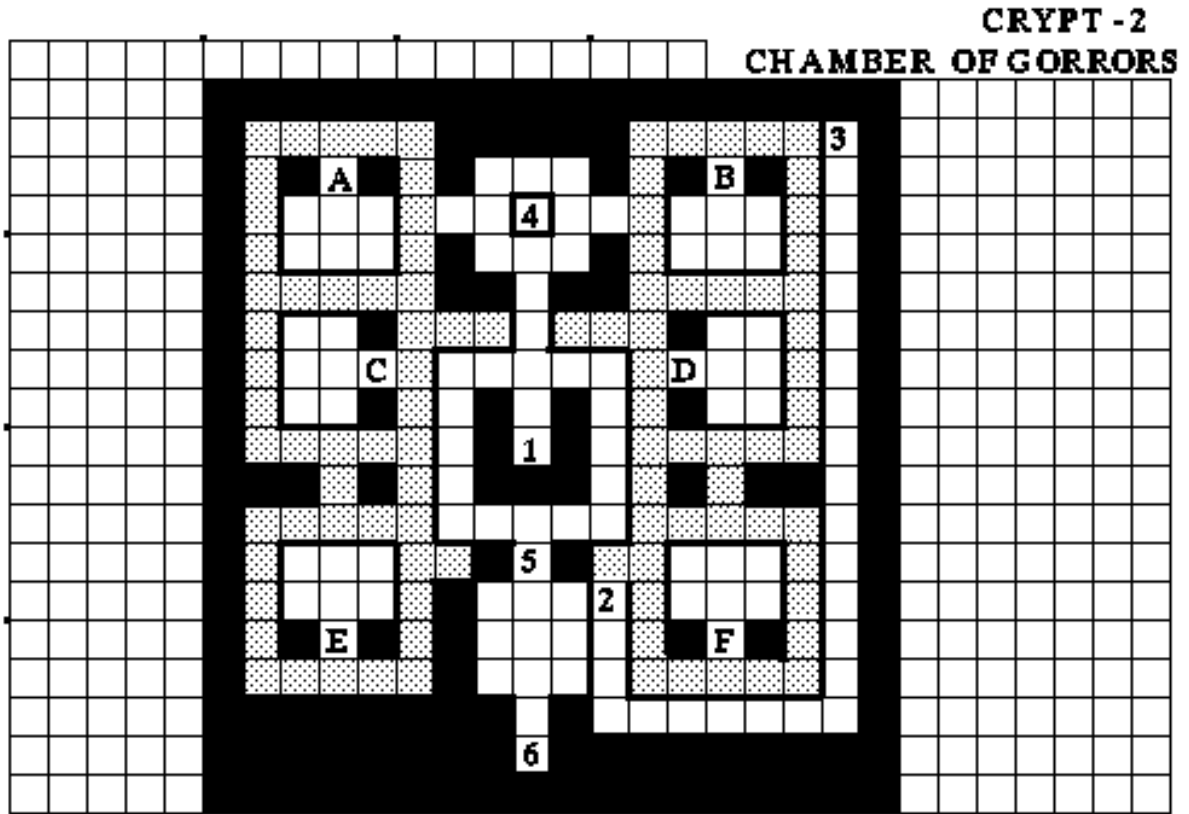
ALL Relative position of all 'forest' maps listed below

A-2, A-3, A-4, A-7
 B-1, B-2, B-4, B-5, B-6, B-7, B-8, B/C-0
 C-1, C-2, C-3, C-6, C-7, C-8
 D-1, D-3, D-4, D-5, D-6, D-7, D-8
 E-3, E-7, E-8, E/F-6
 F-2, F-3, F-4, F-7, F/G-8
 G-4

BEGINNER

UPPER **LOWER**

CRYPT-1
HALL OF THE DEAD



DANE TOWER 1/2

The maze is divided into two levels. Level 2 (top) contains starting points 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 15, 16, and 17. It also features paths labeled A, B, and C. Level 1 (bottom) contains starting points 1, 2, 3, 4, 5, 6, 7, 8, and 9.

DANE TOWER 3/4

The maze is divided into two levels. Level 4 (top) contains starting points 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 17, 18, 19, 20, 21, and 31. It also features paths labeled A, B, C, D, E, F, G, H, J, K, P, S, T, and X. Level 3 (bottom) contains starting points 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, and 14.

DANE TOWER 5/6

LEVEL 6

LEVEL 5

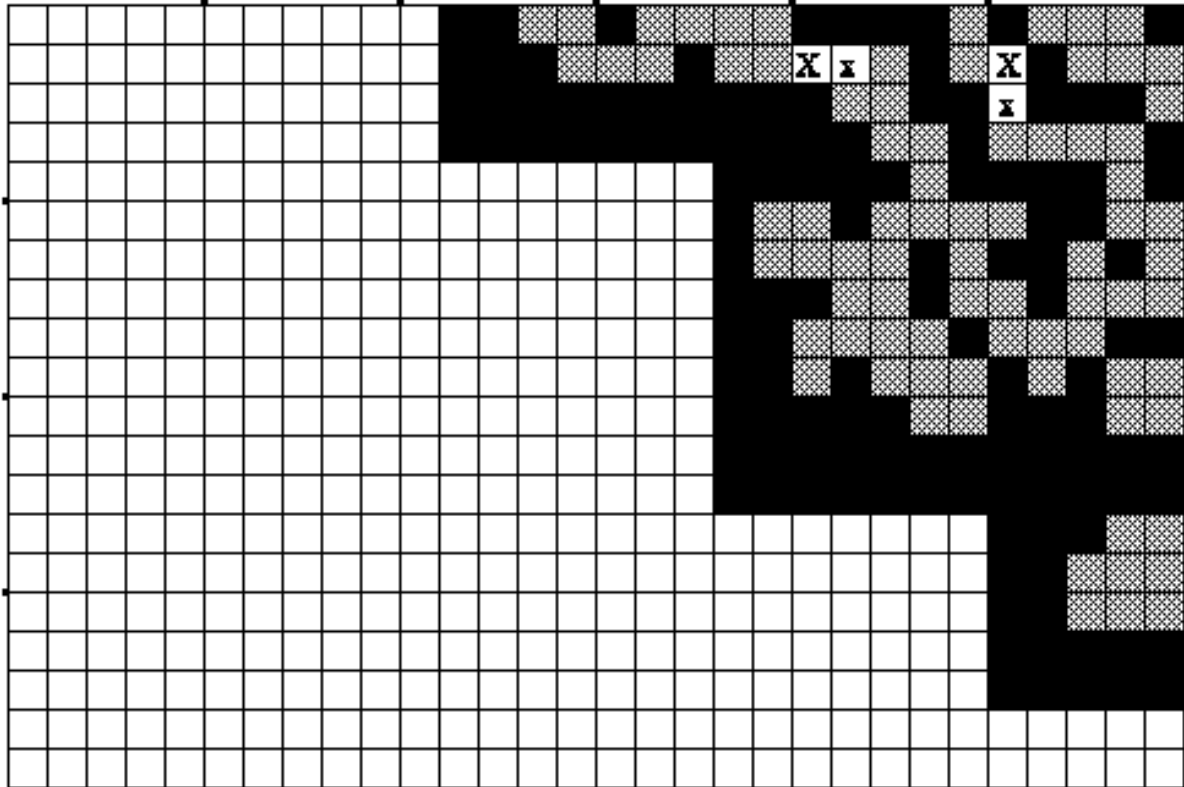
LEVEL 7

LEVEL 8

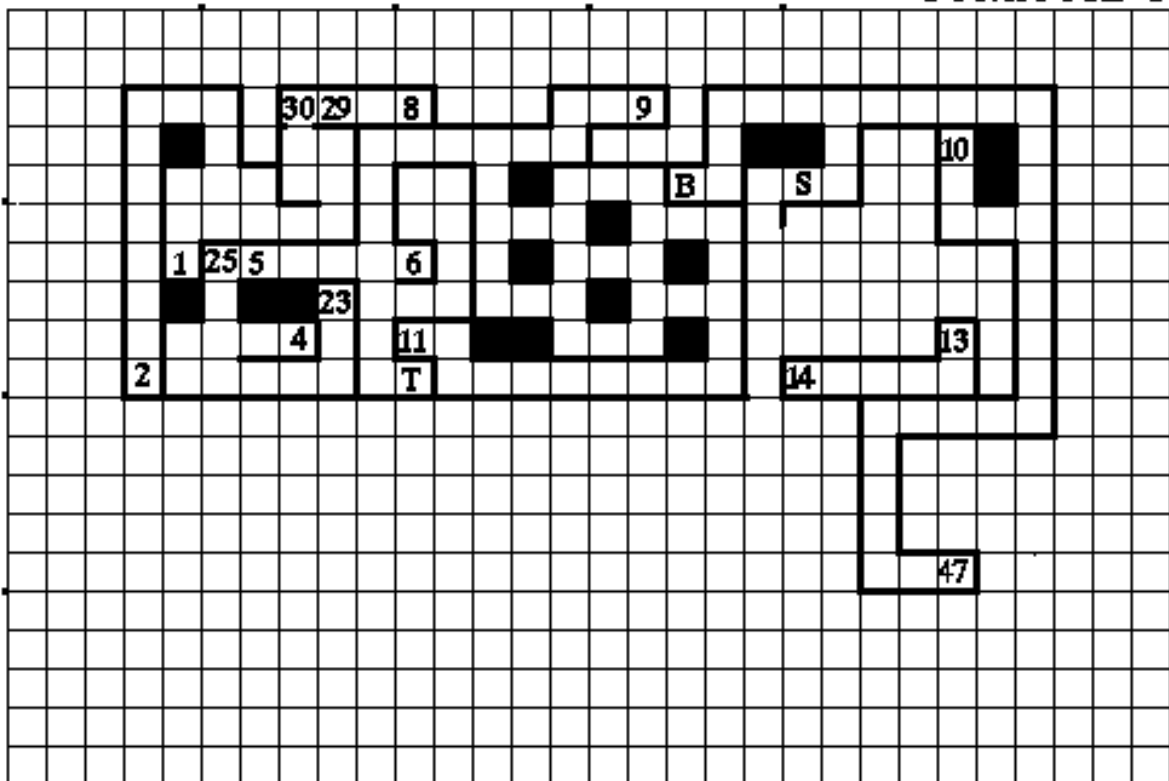
DRAGON CAVE -NE

3

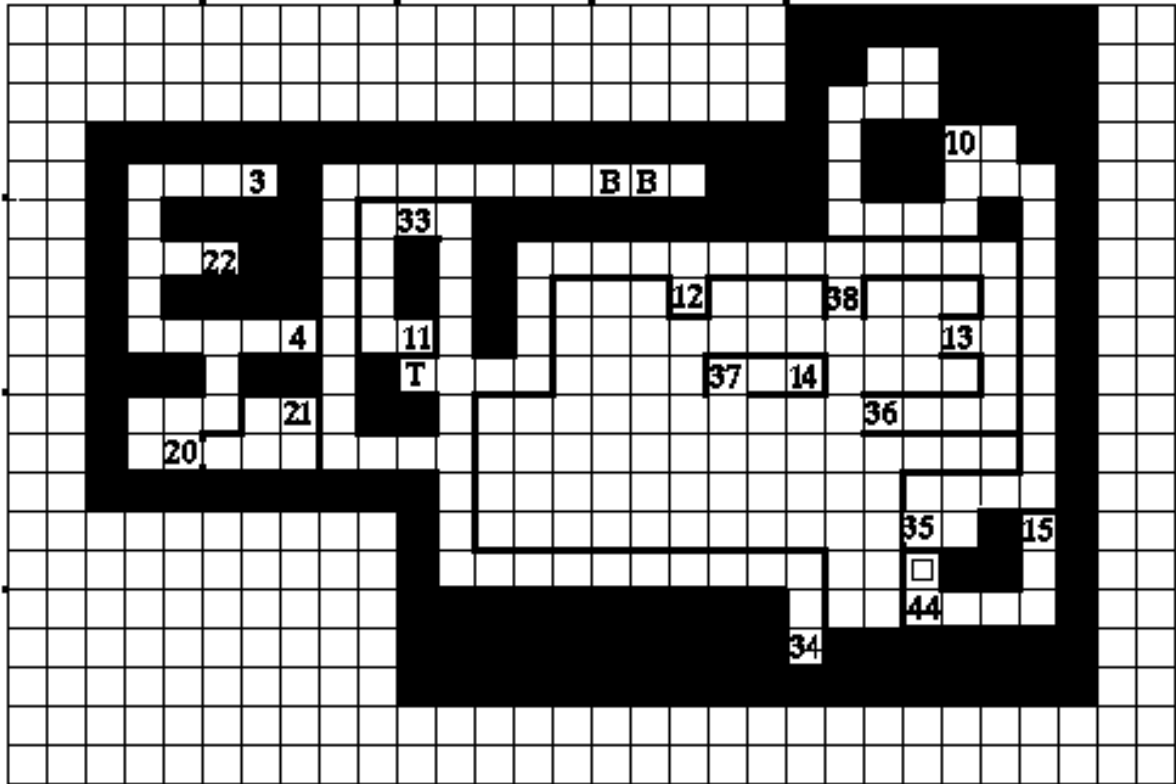
DRAGON CAVE -SW



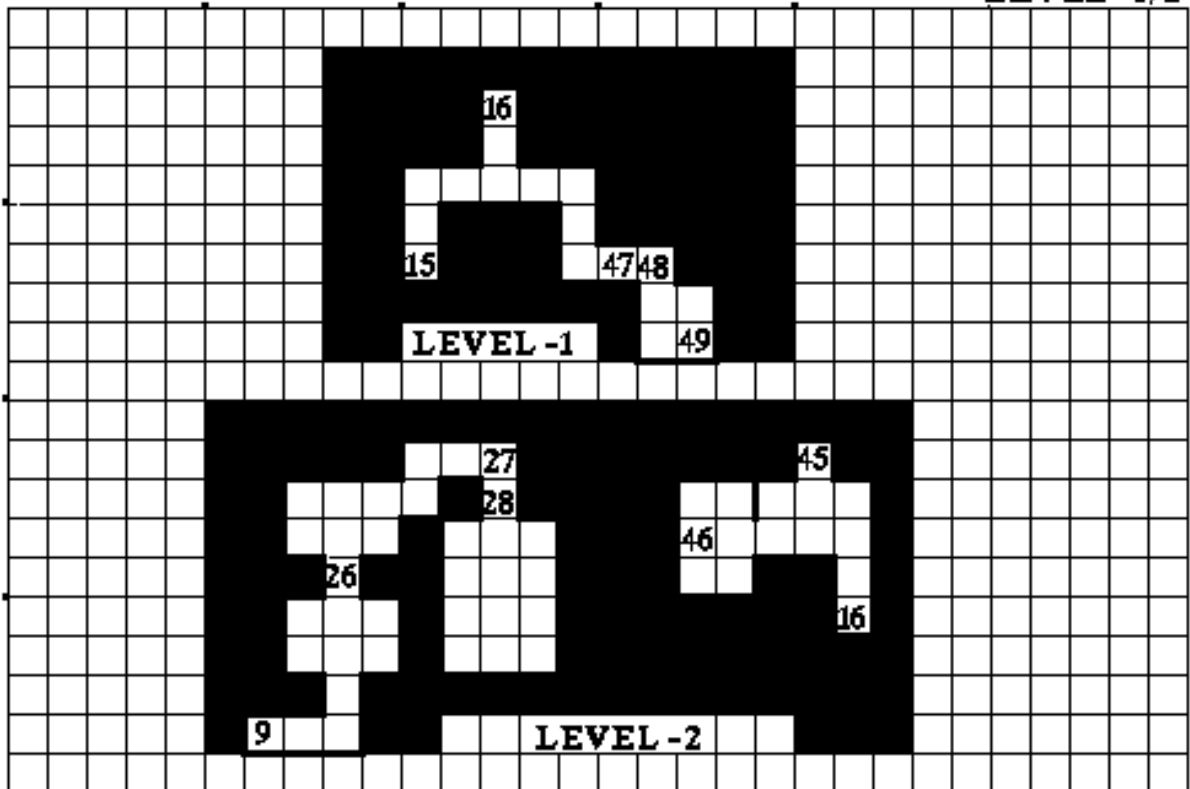
FUNHOUSE -1

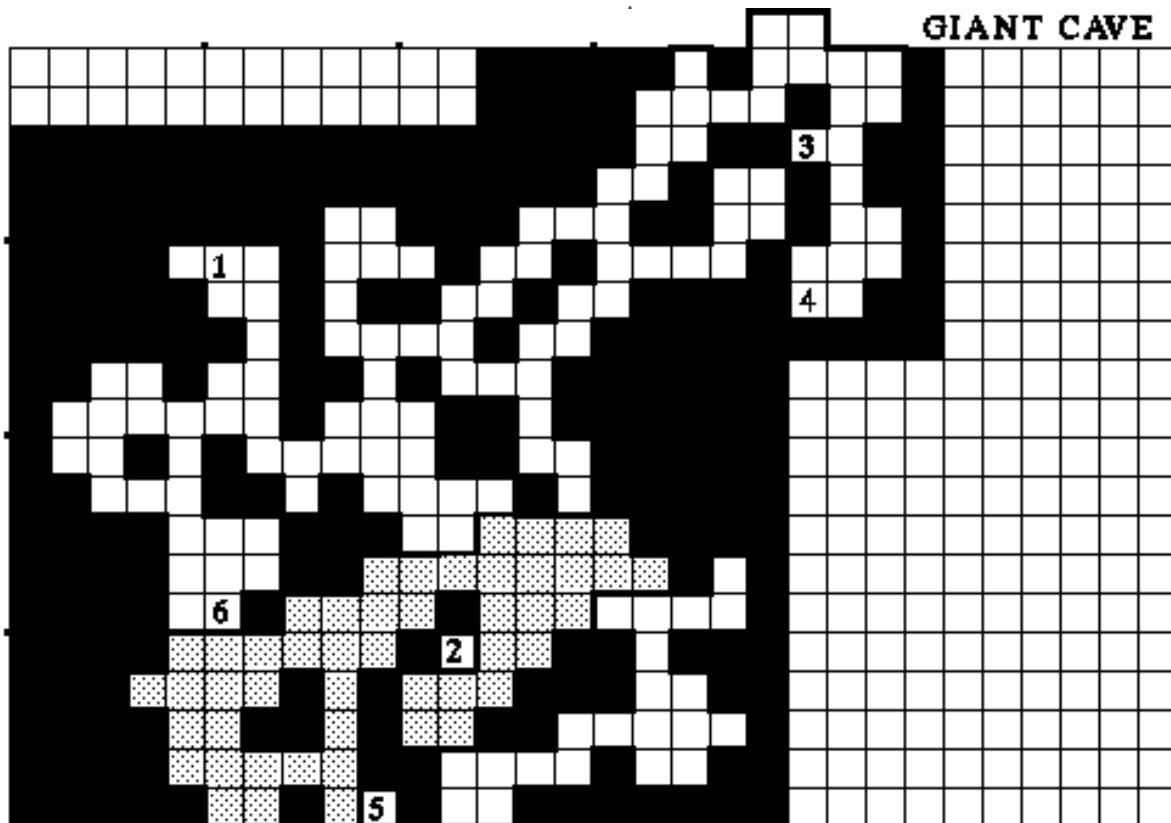
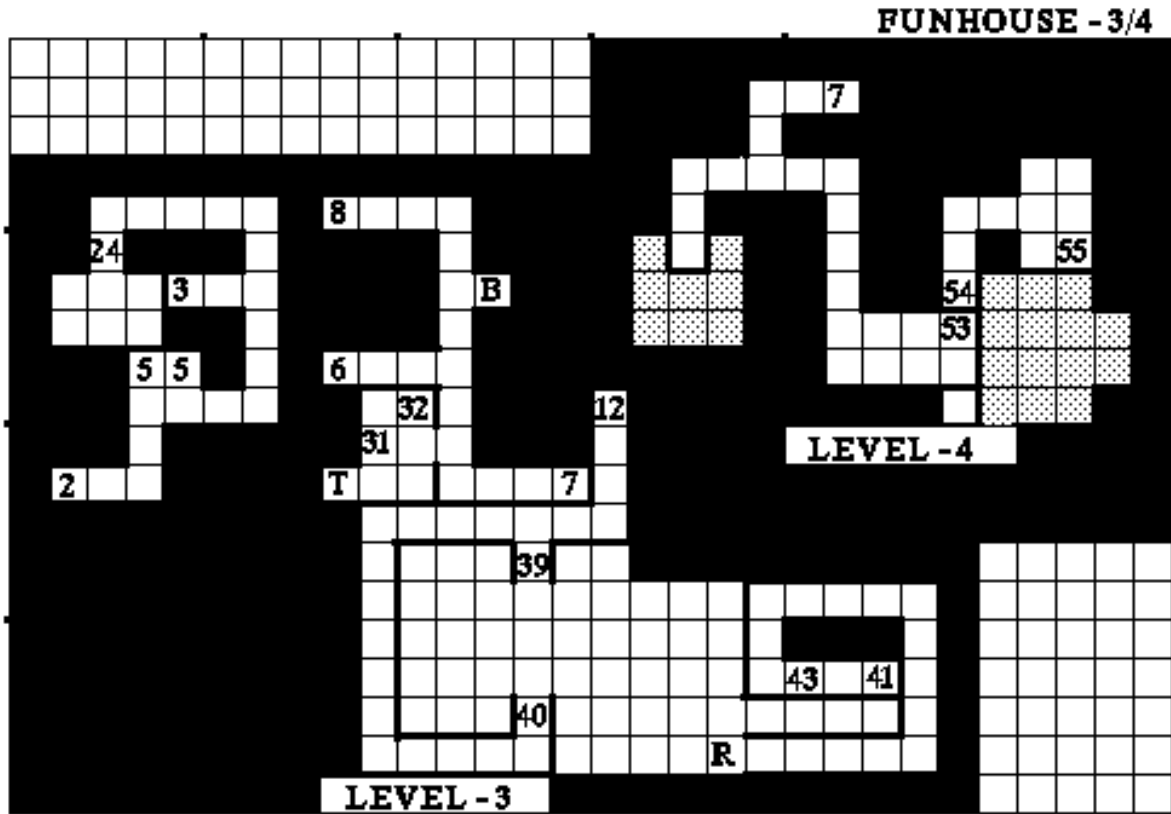


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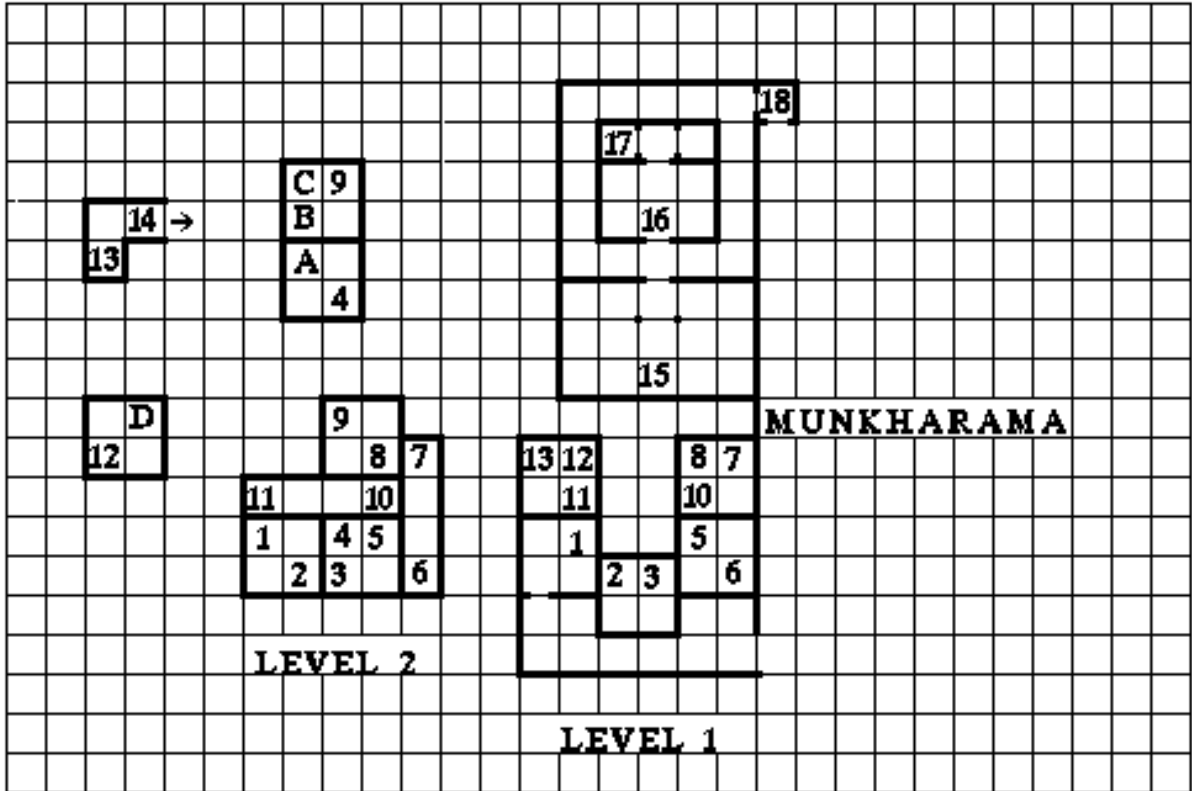


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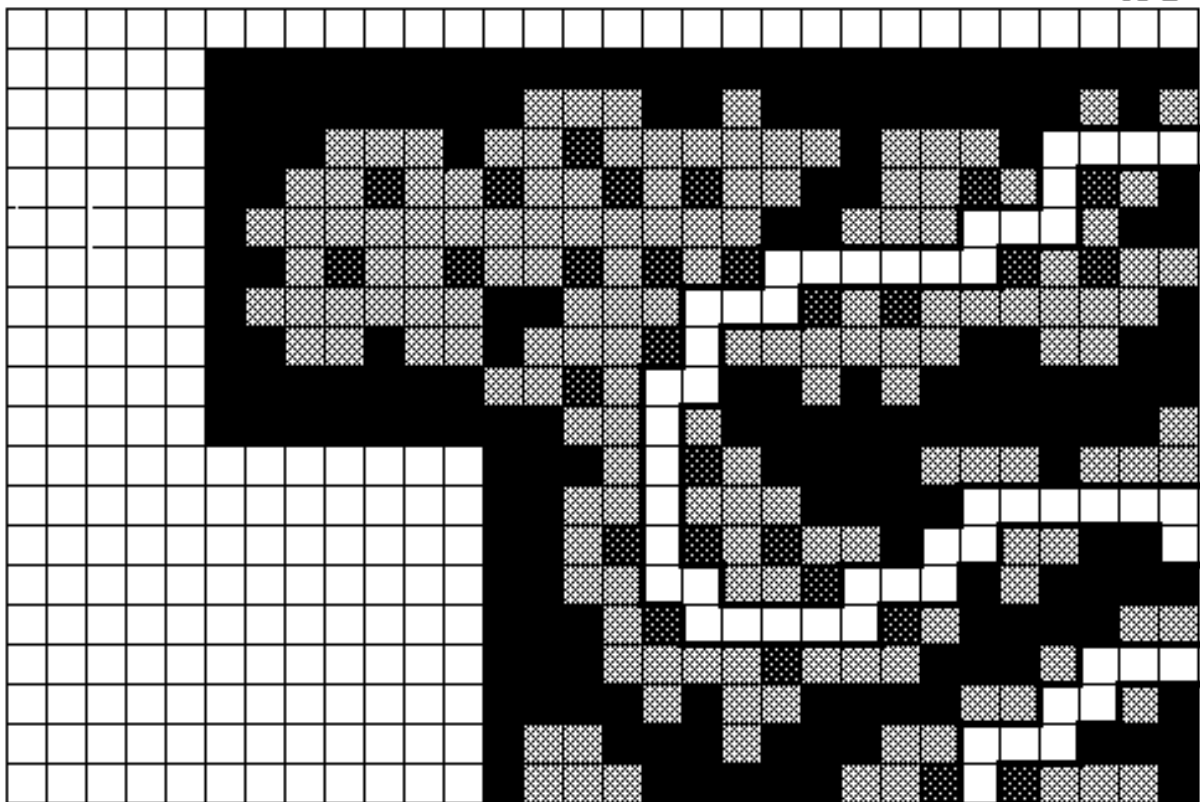




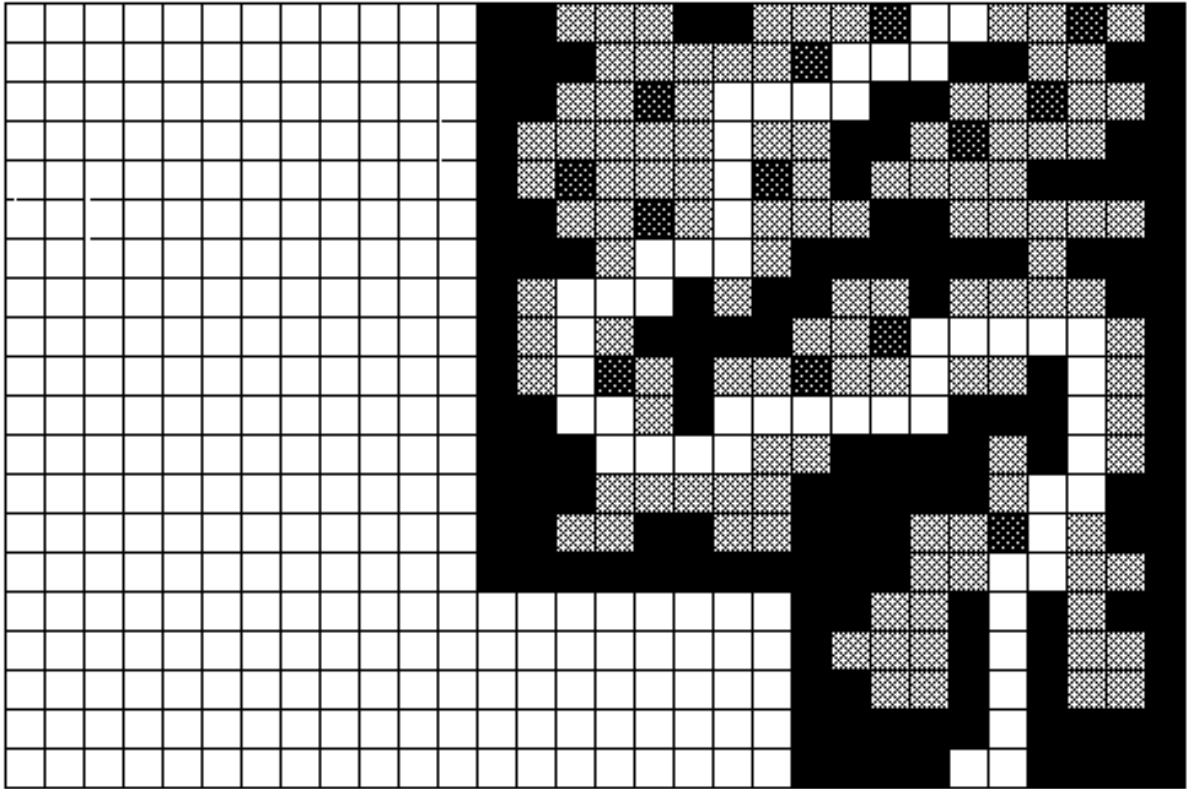
LAND OF DREAMS



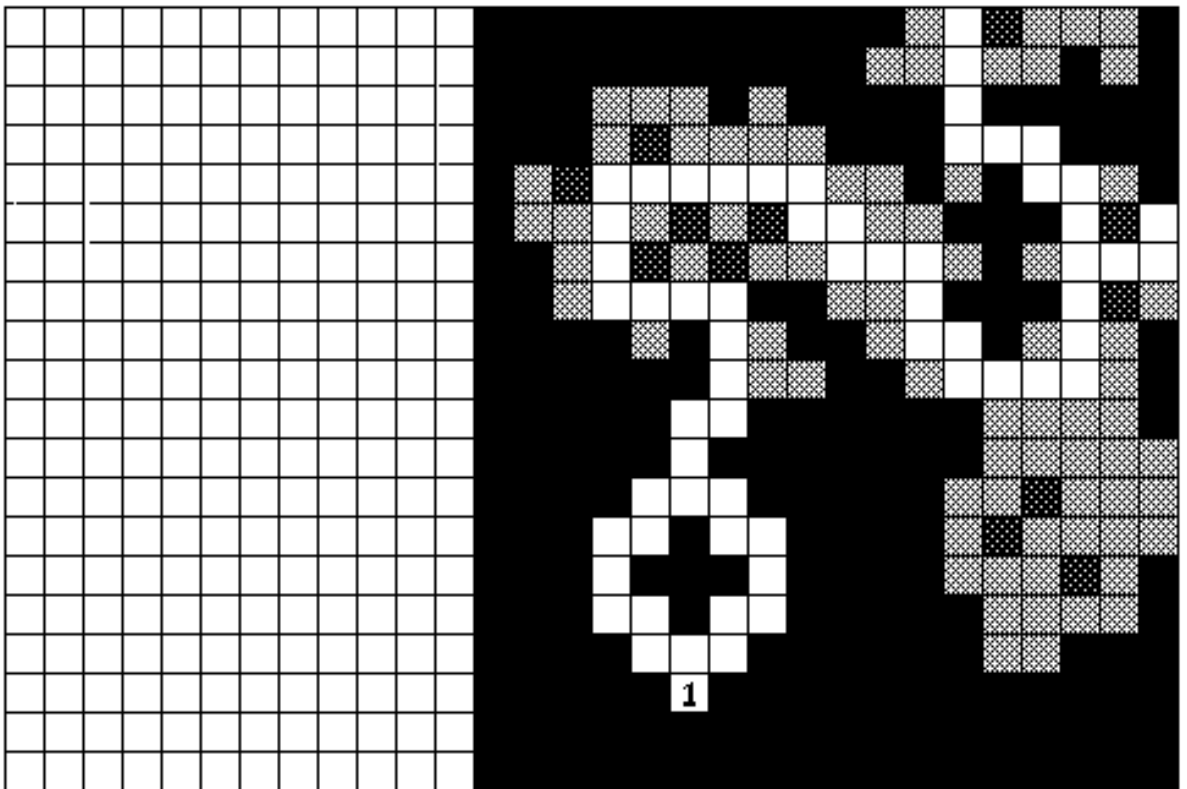
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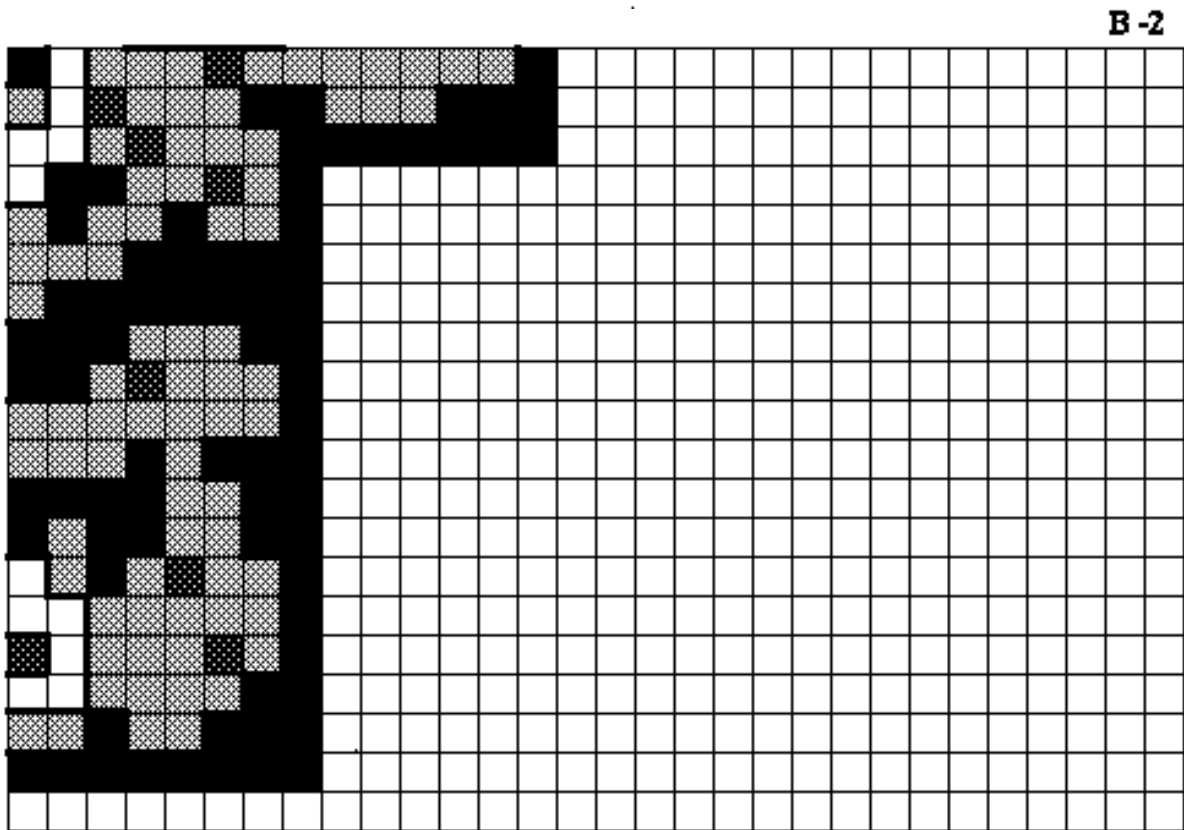
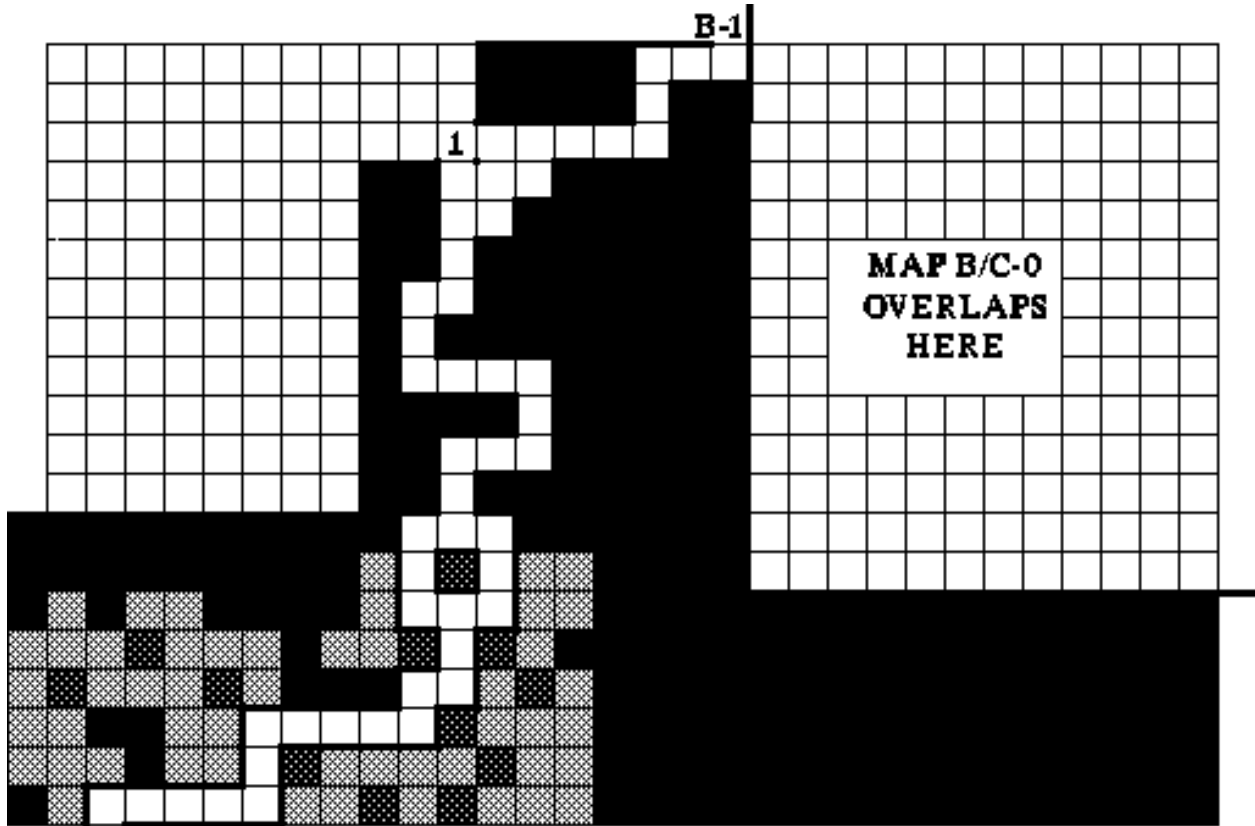


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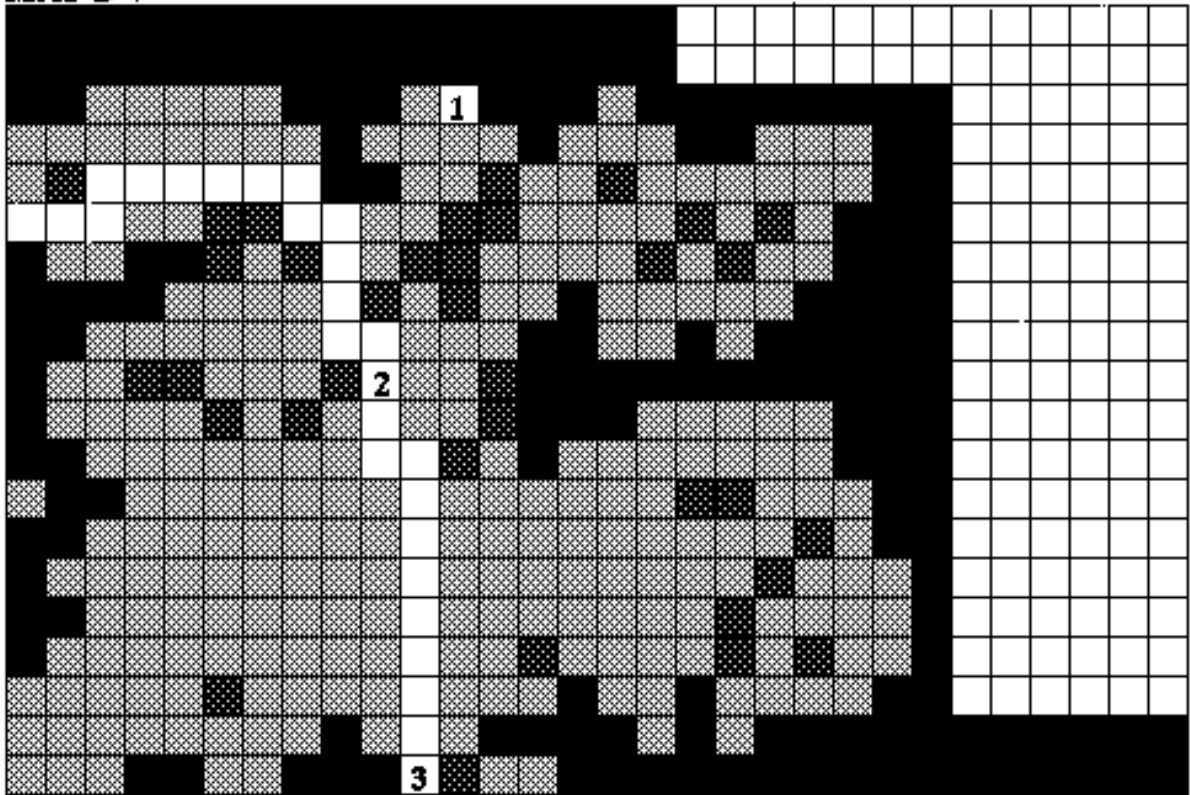


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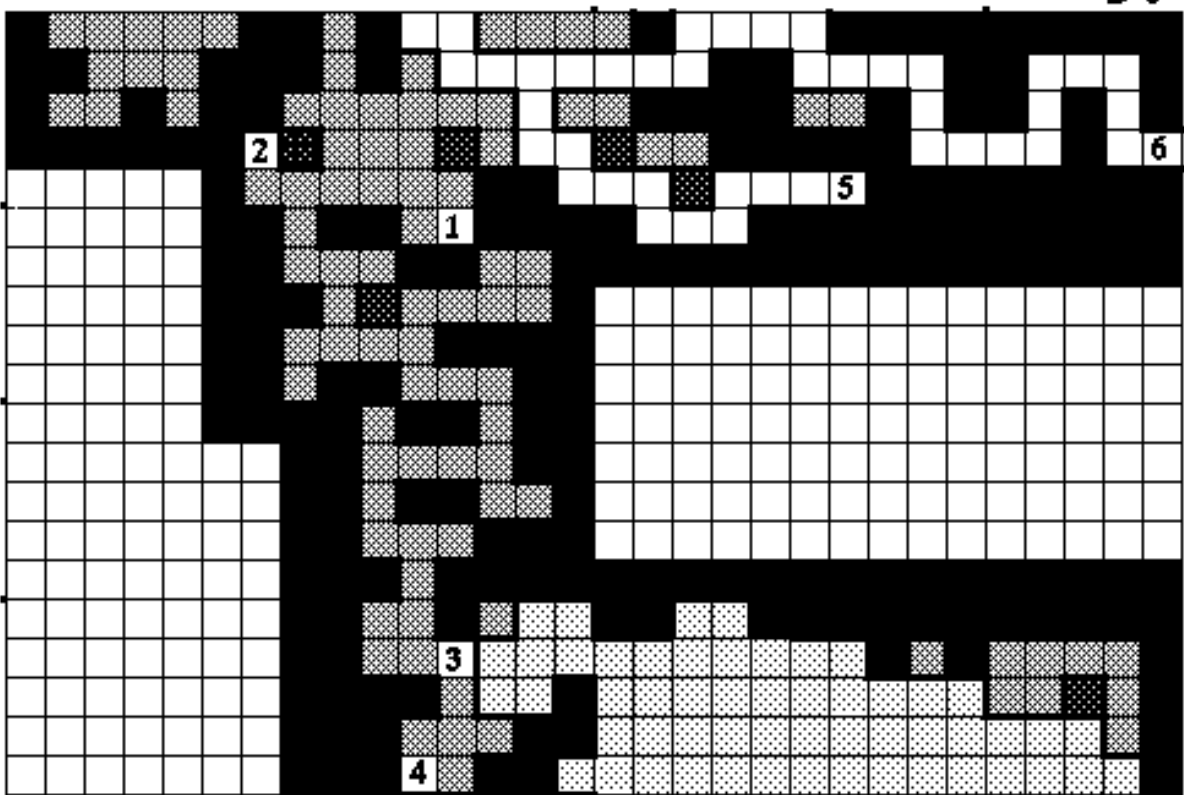




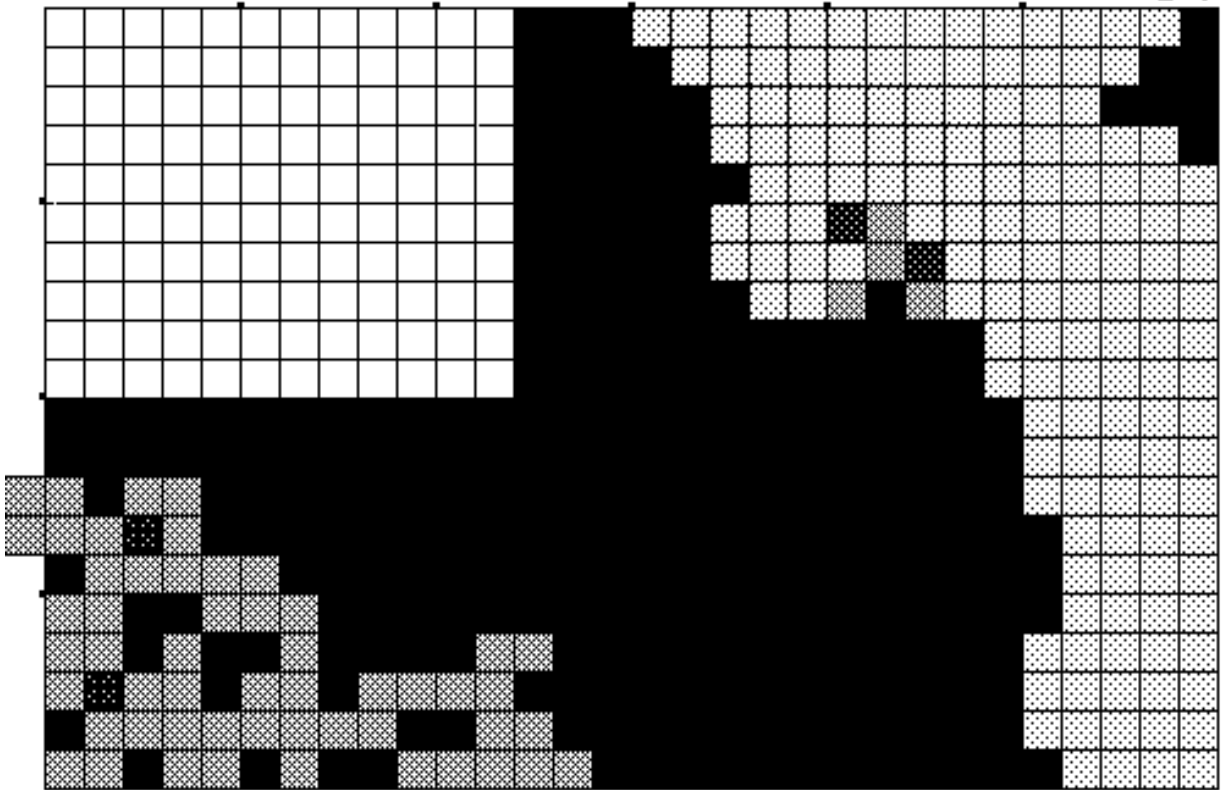
MAP B-4



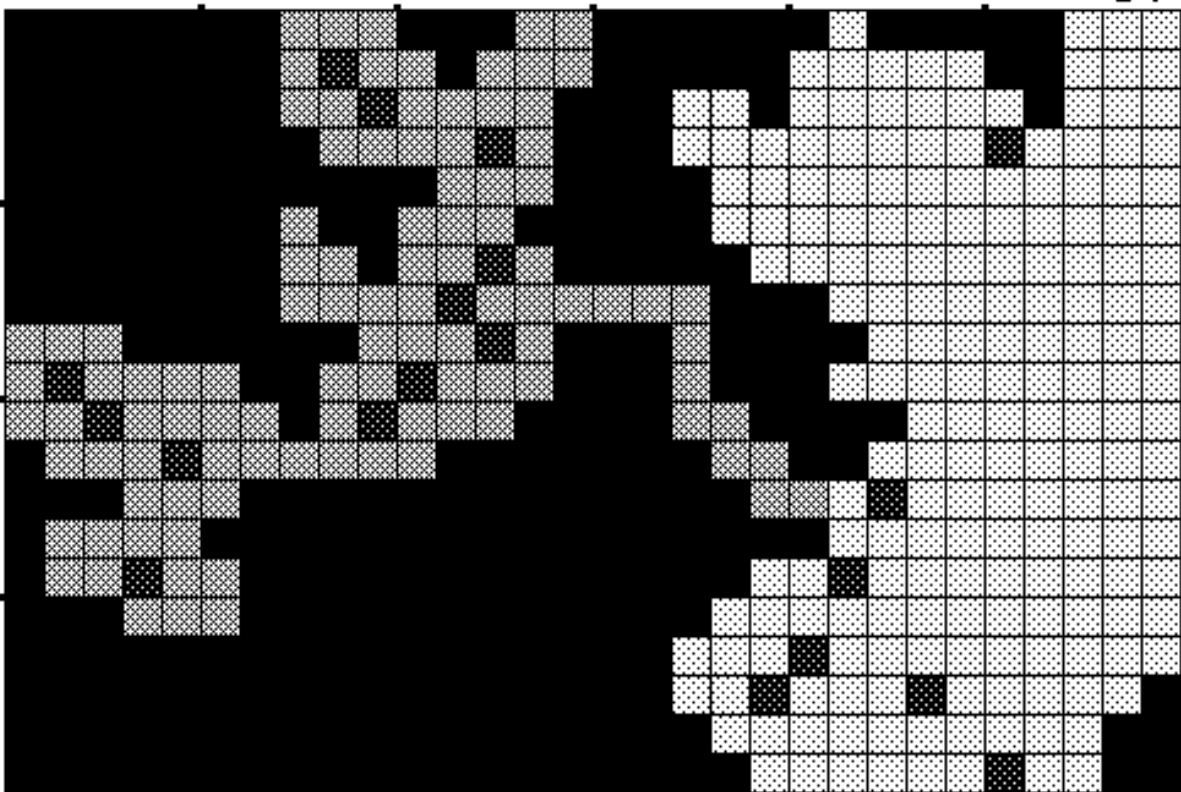
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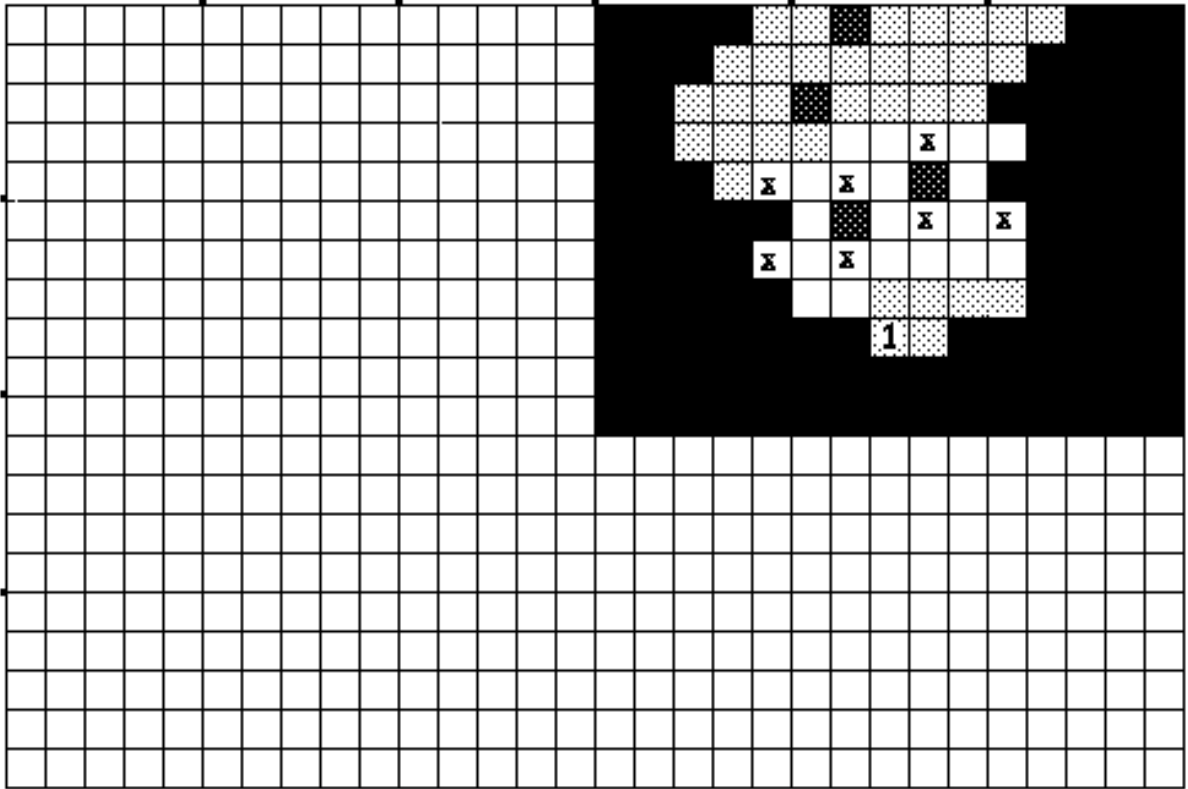
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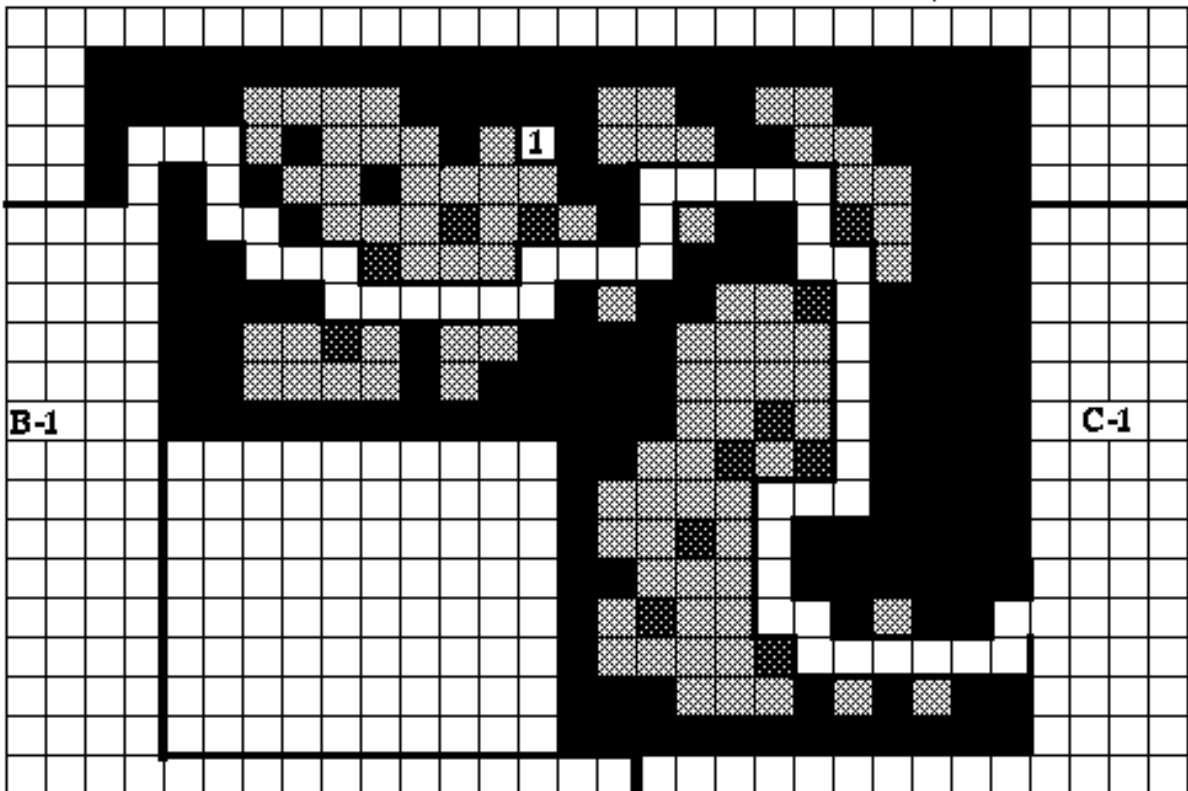
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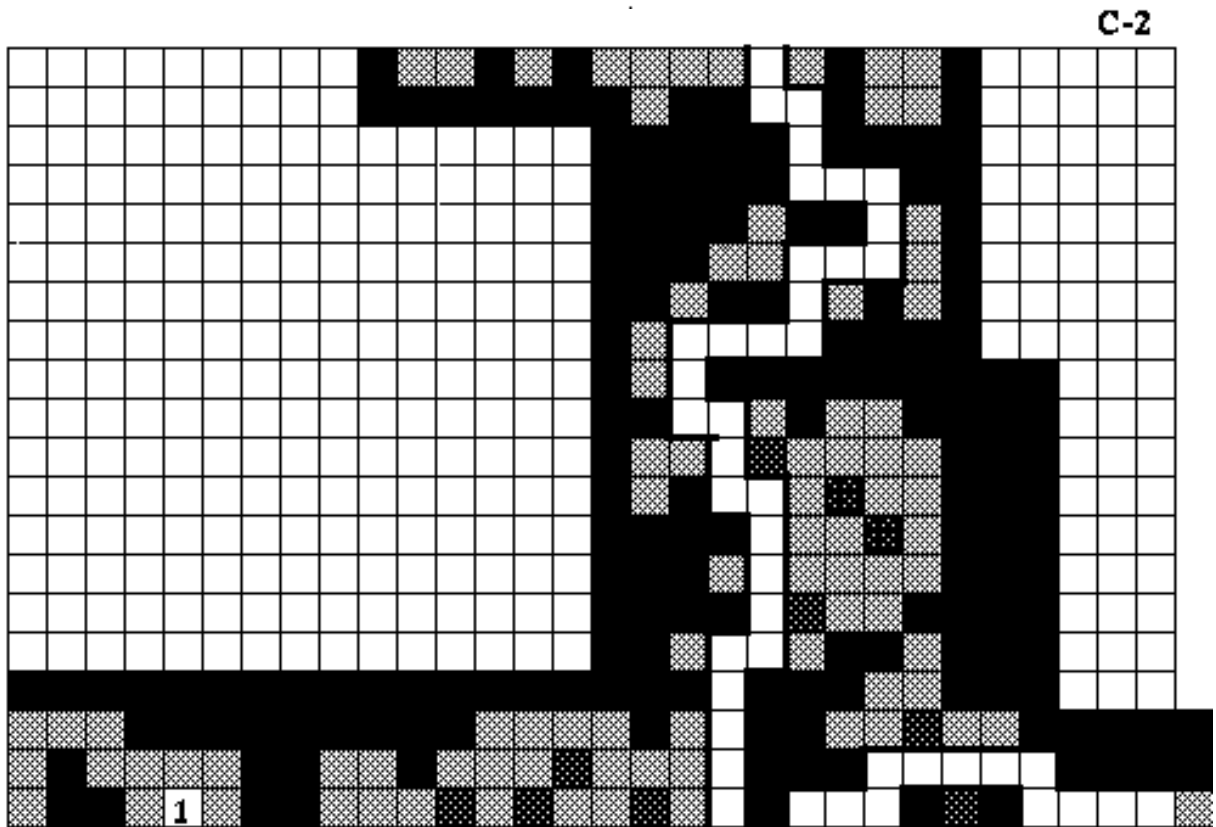
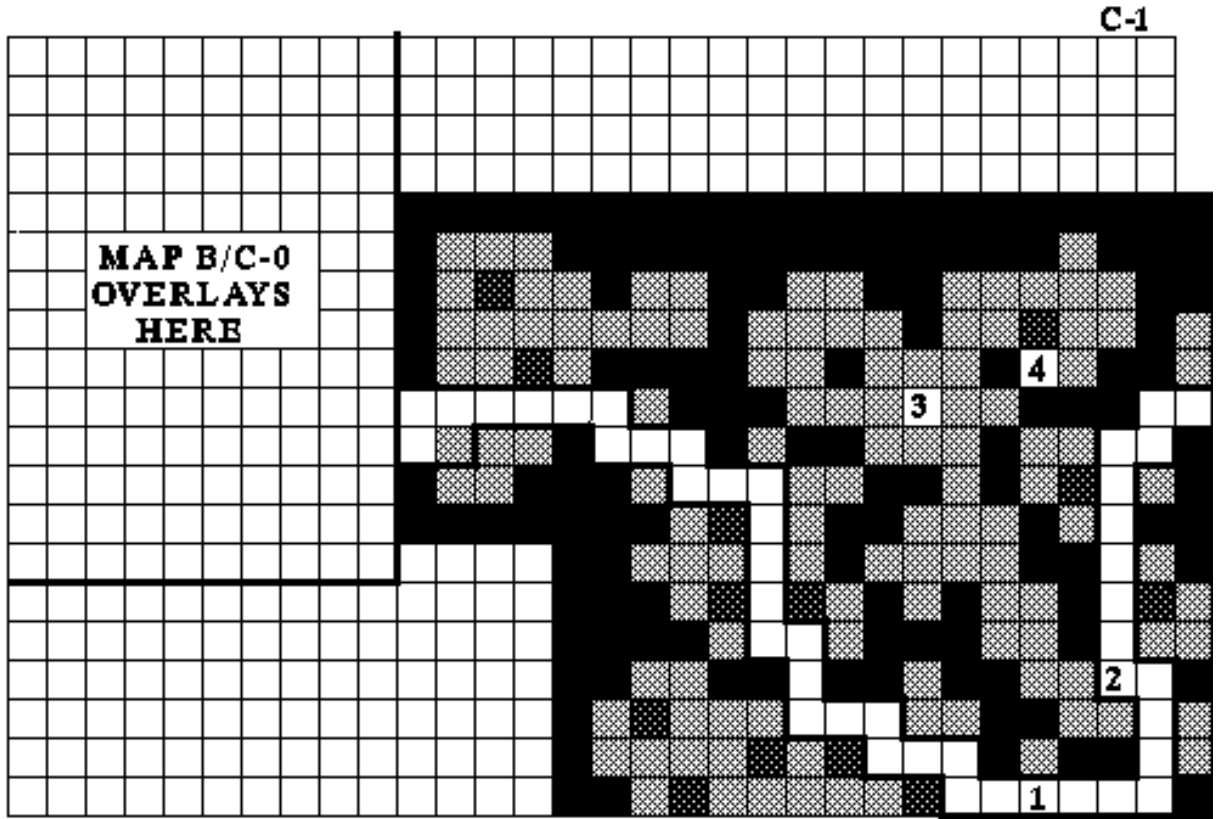


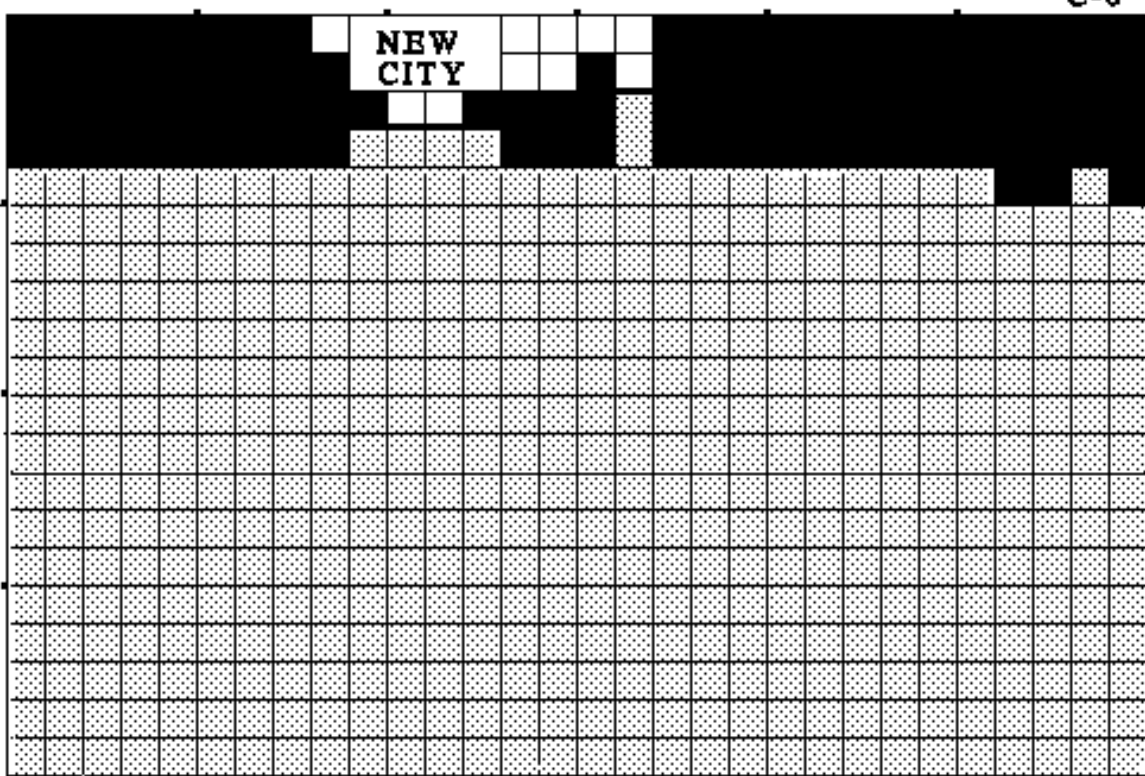
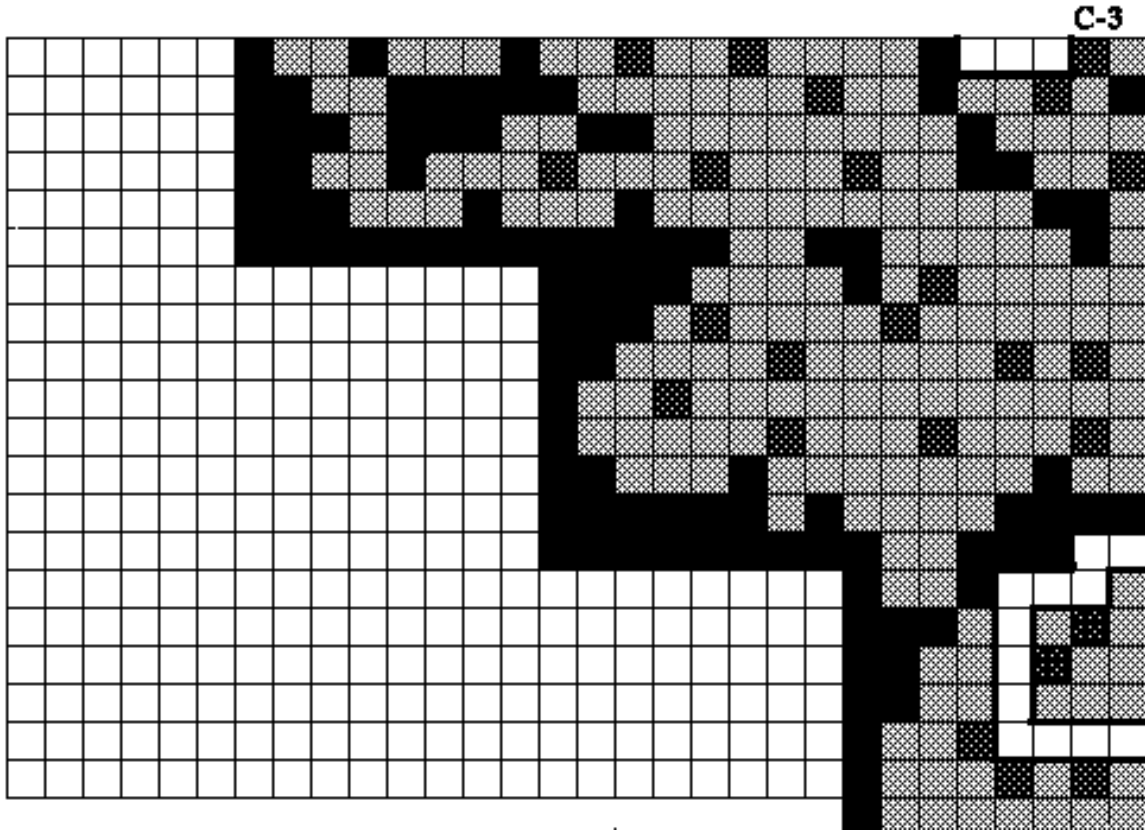
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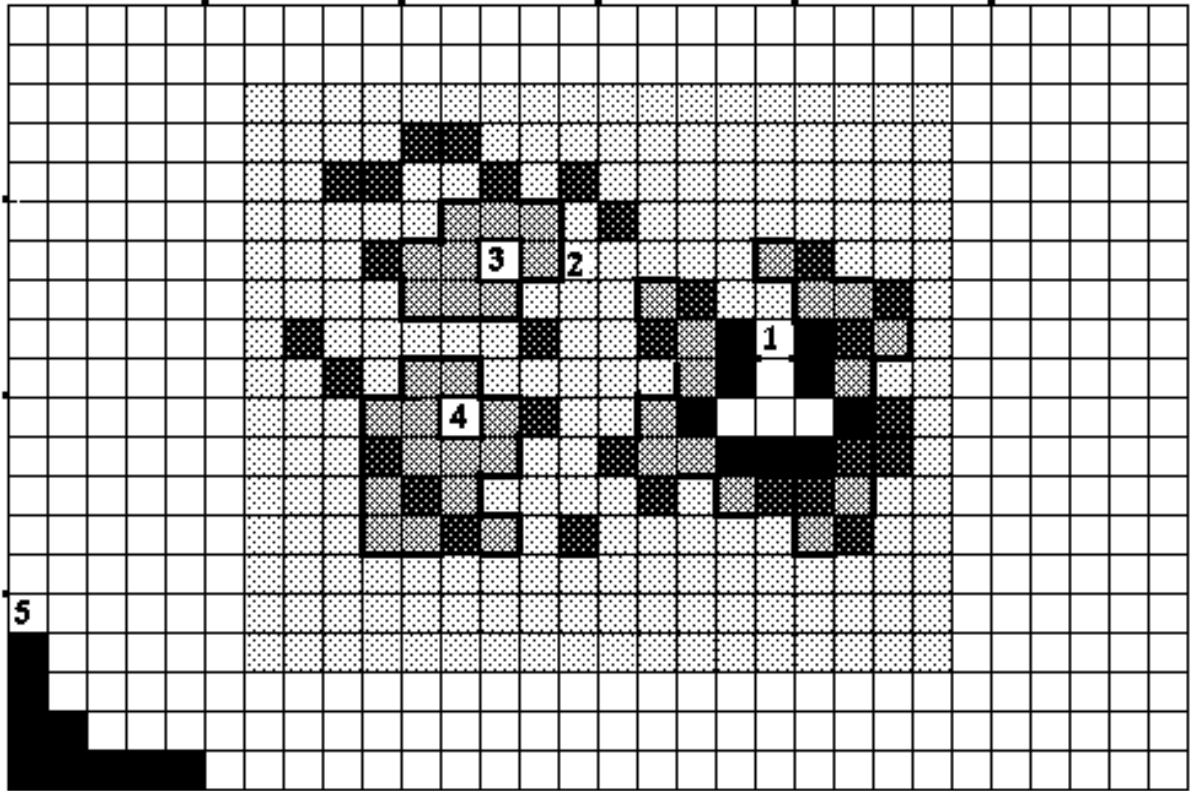
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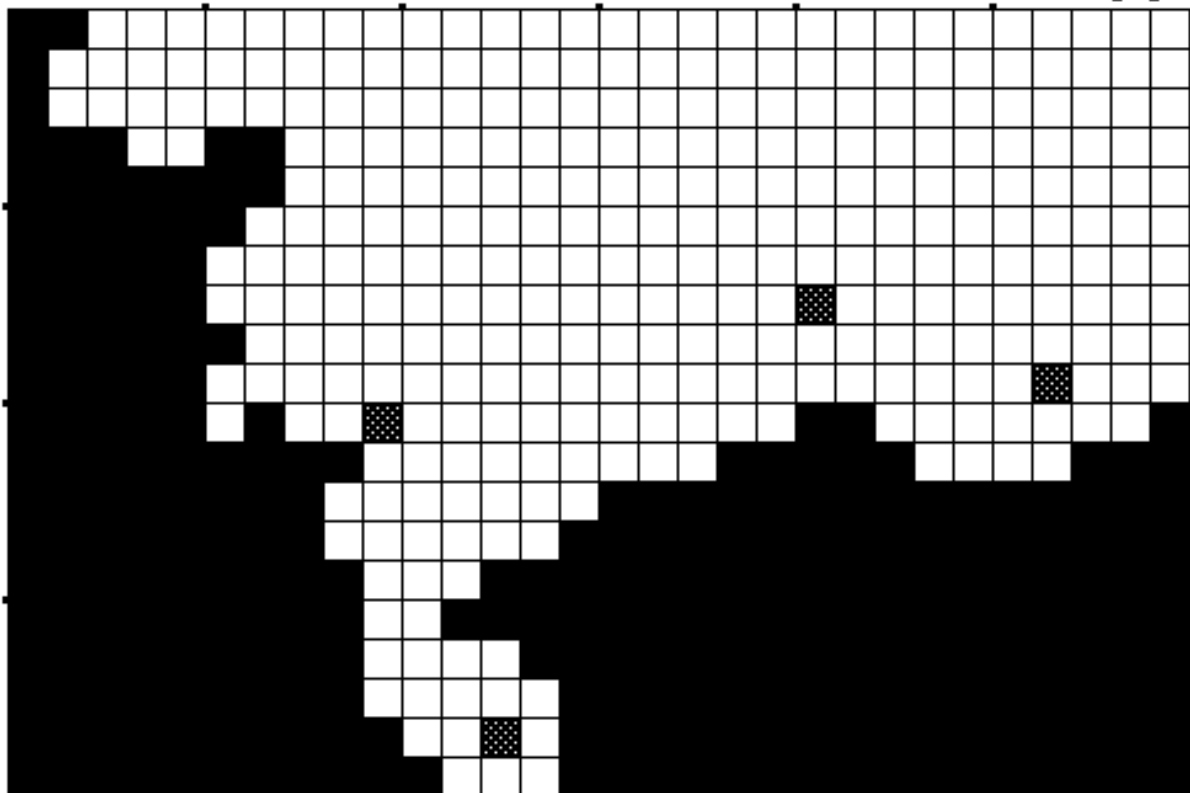




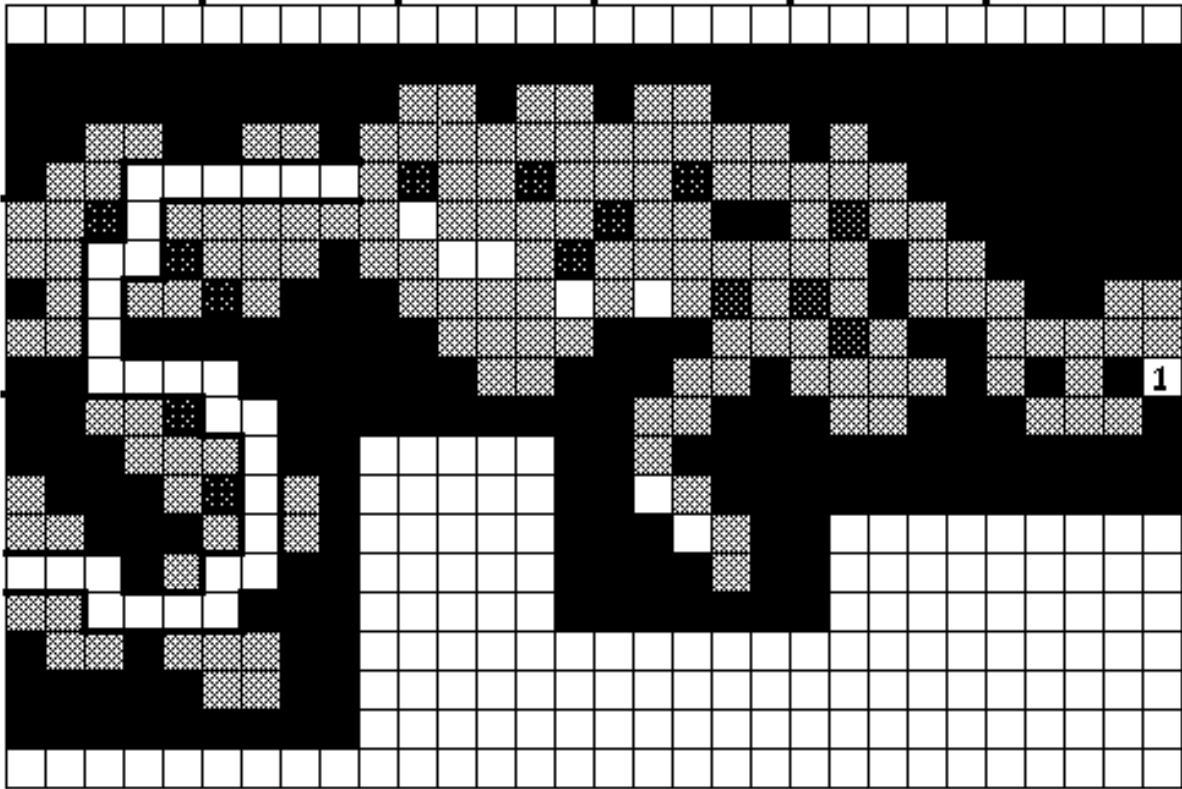
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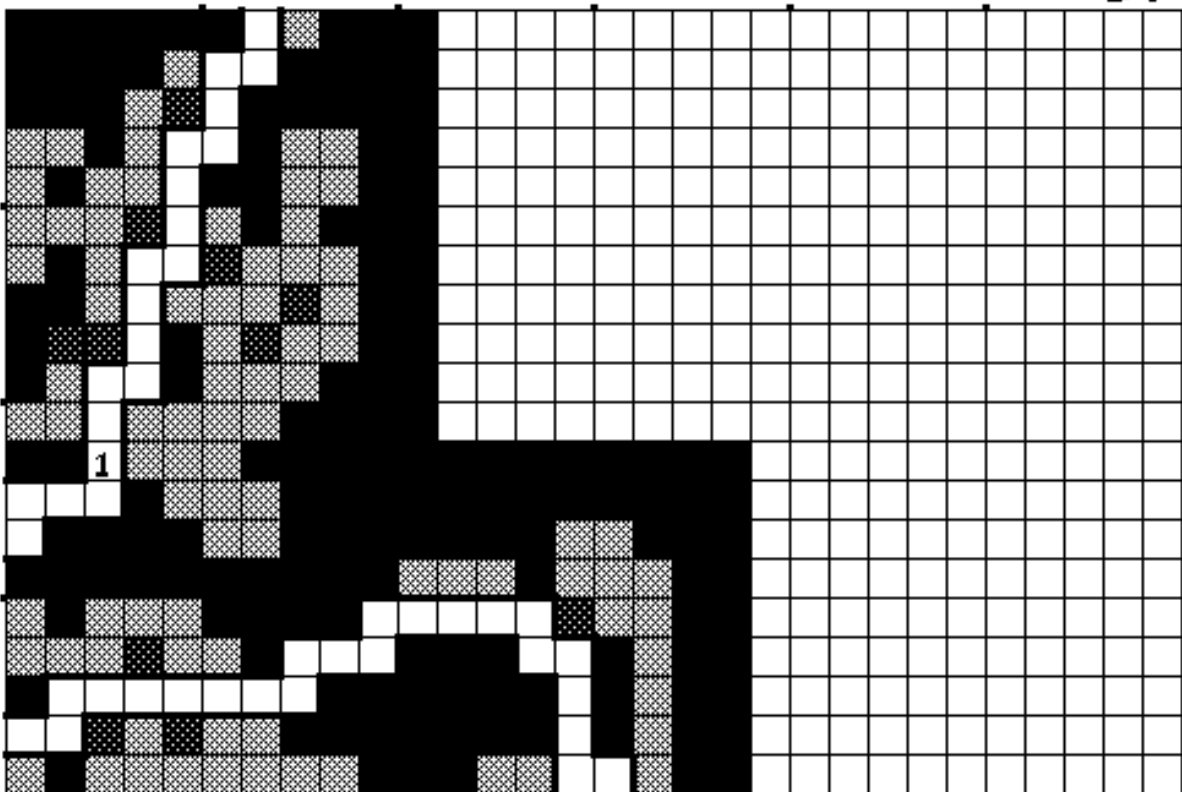
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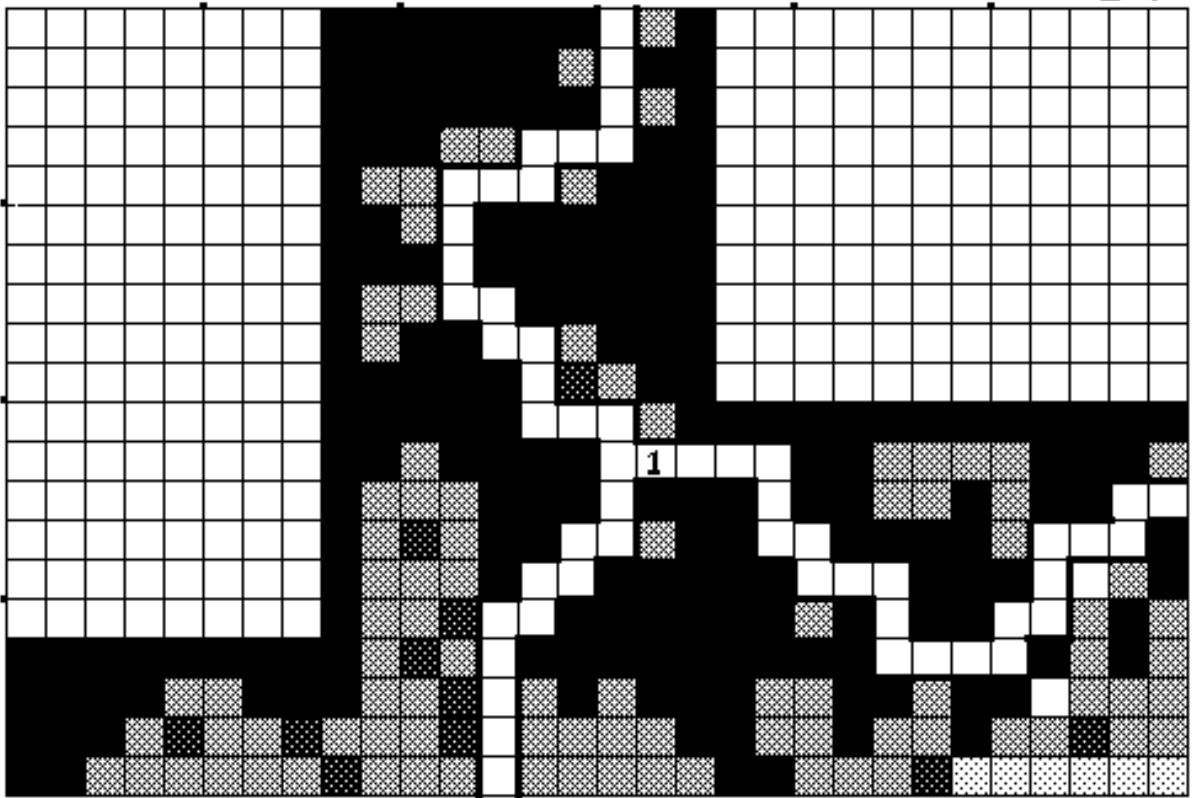
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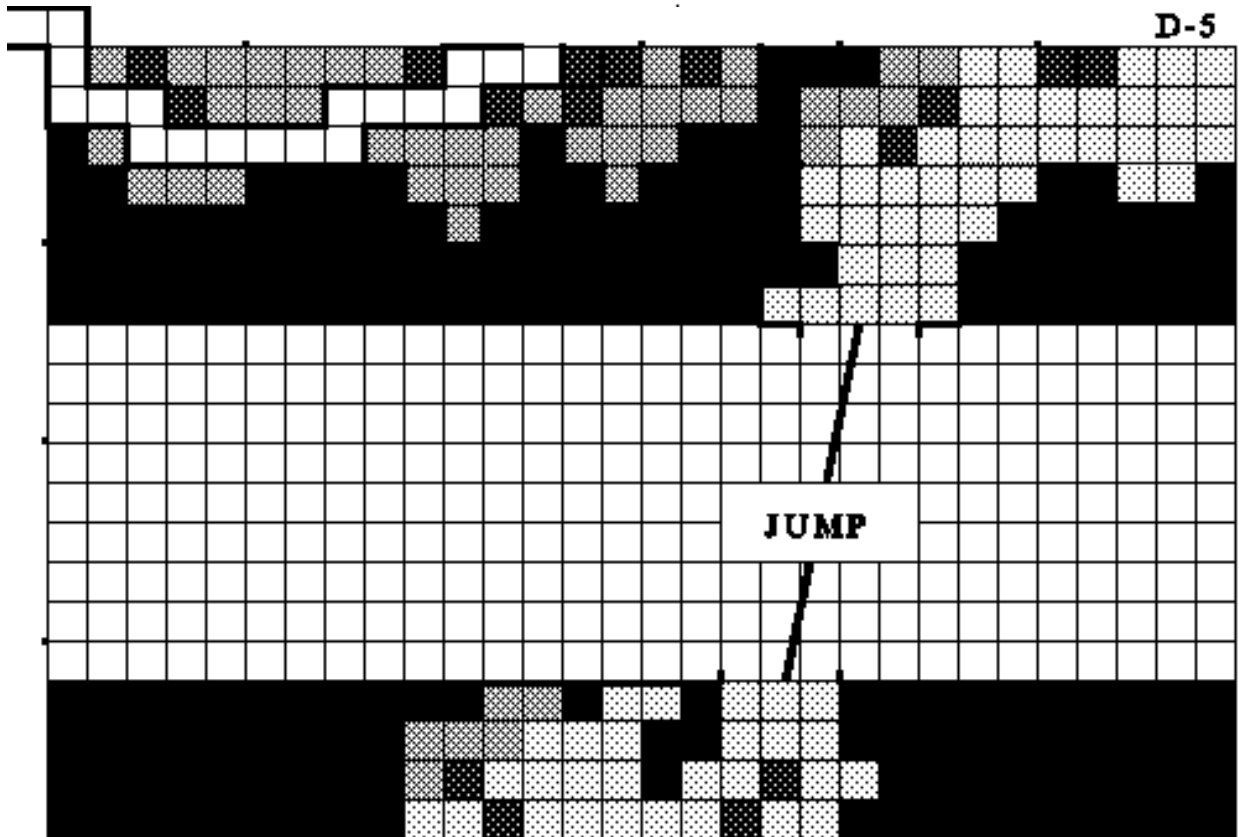
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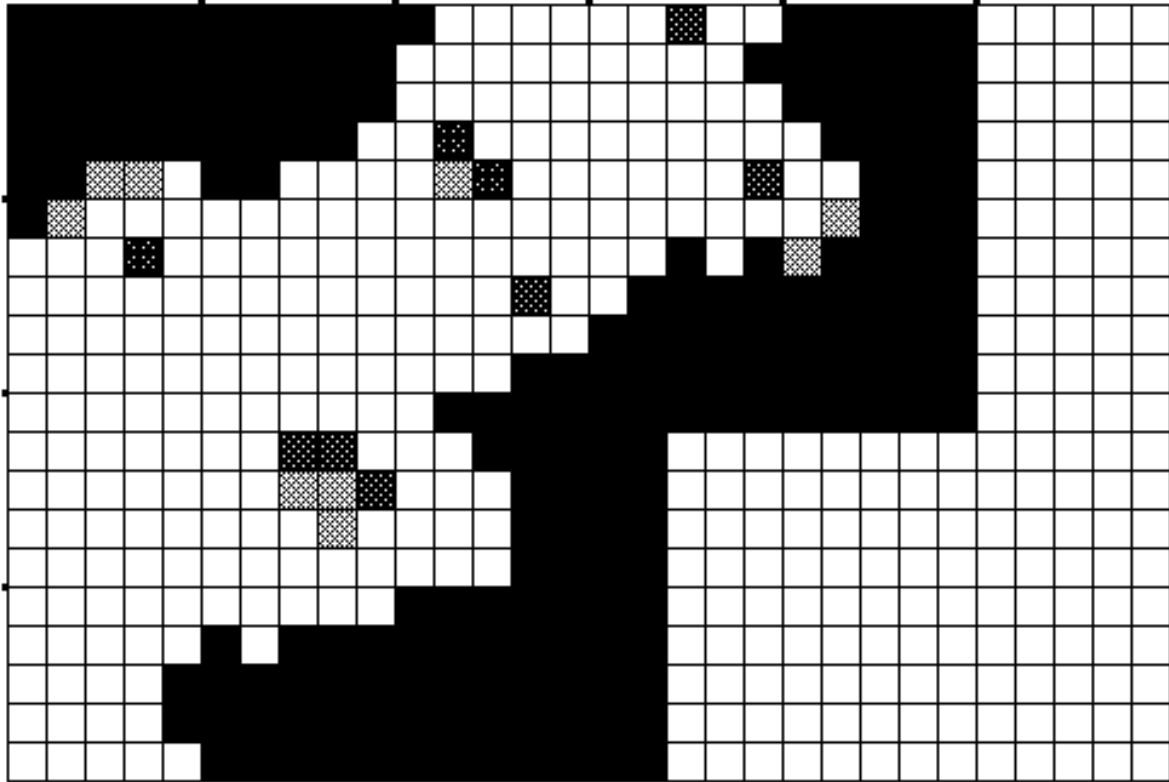
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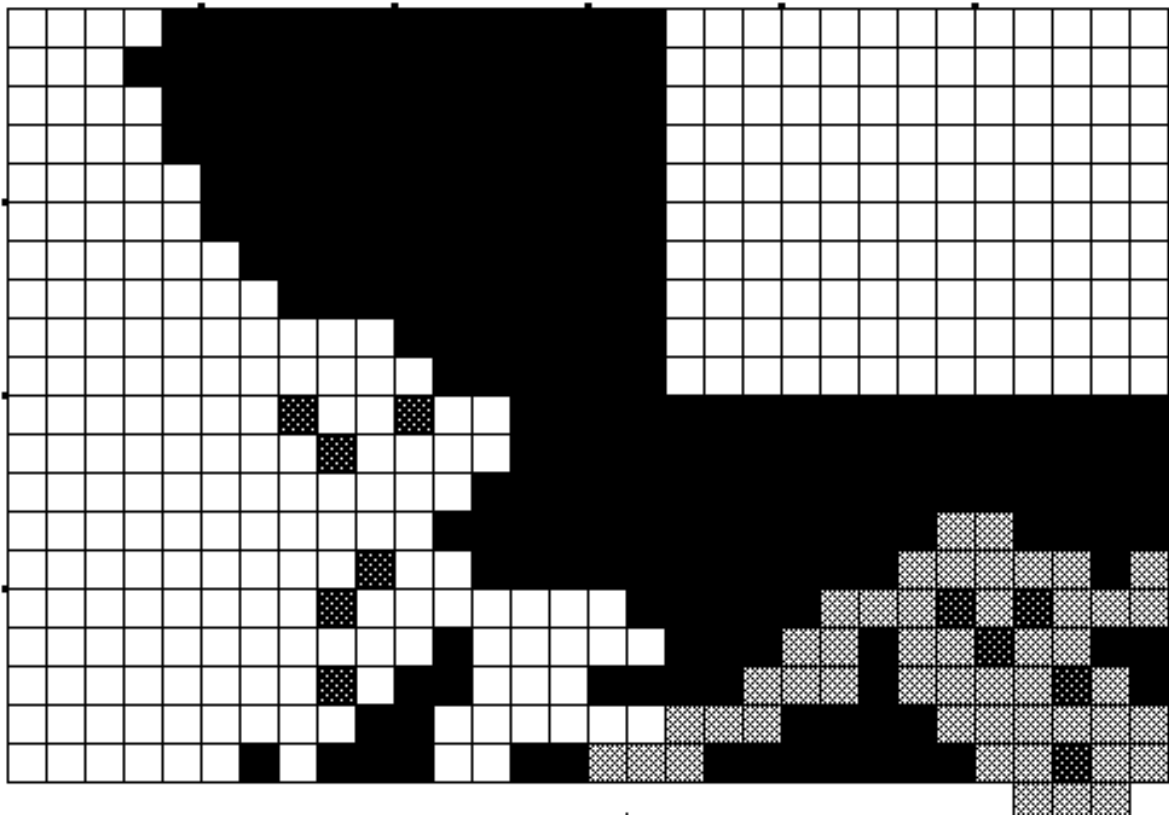
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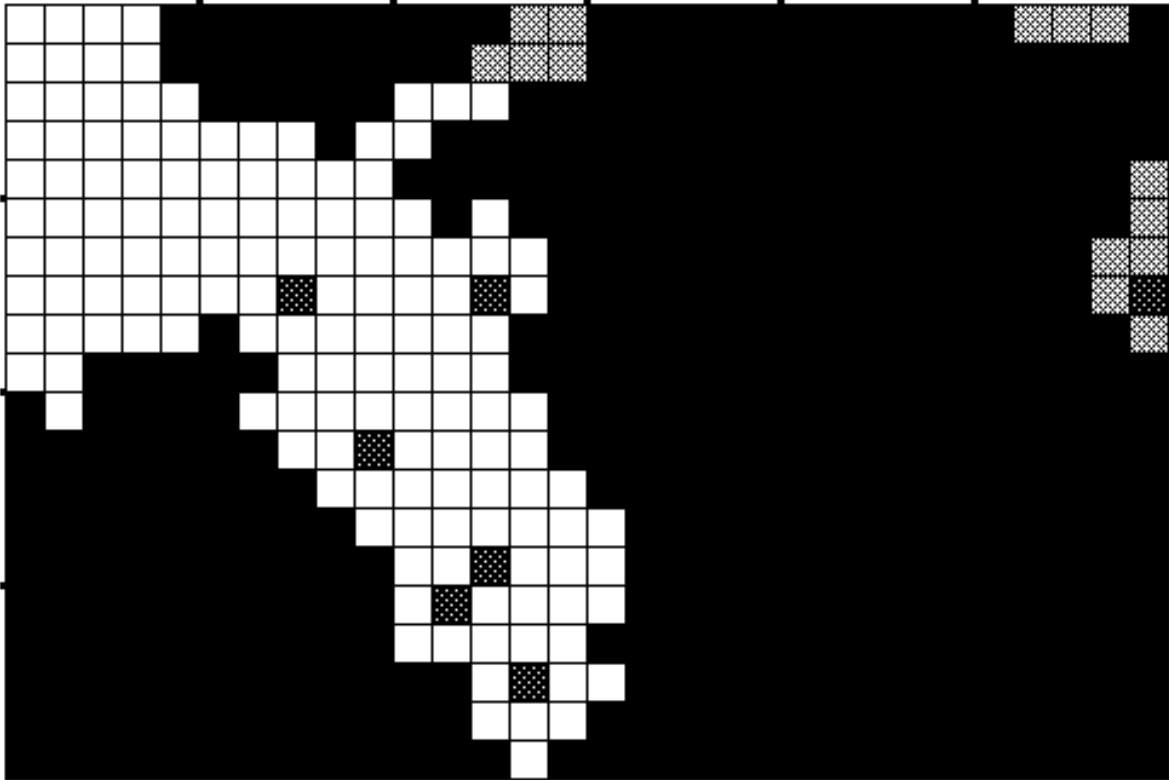
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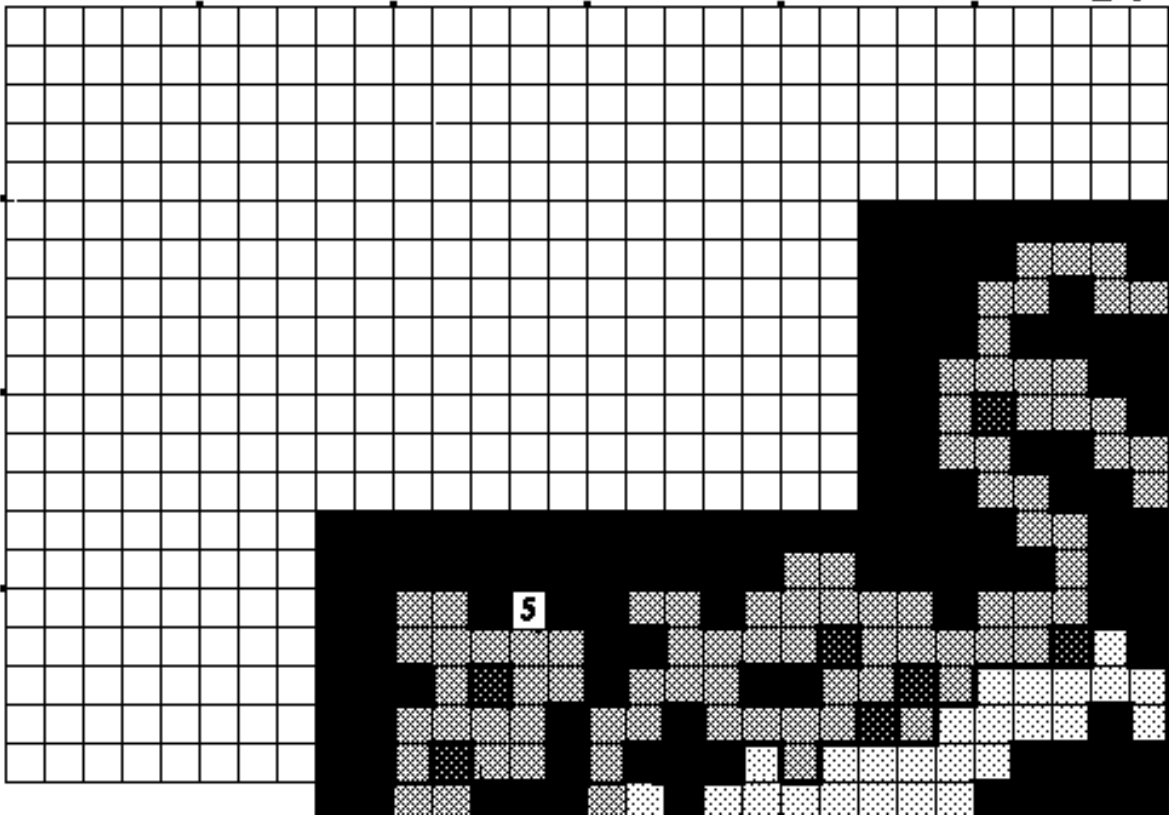
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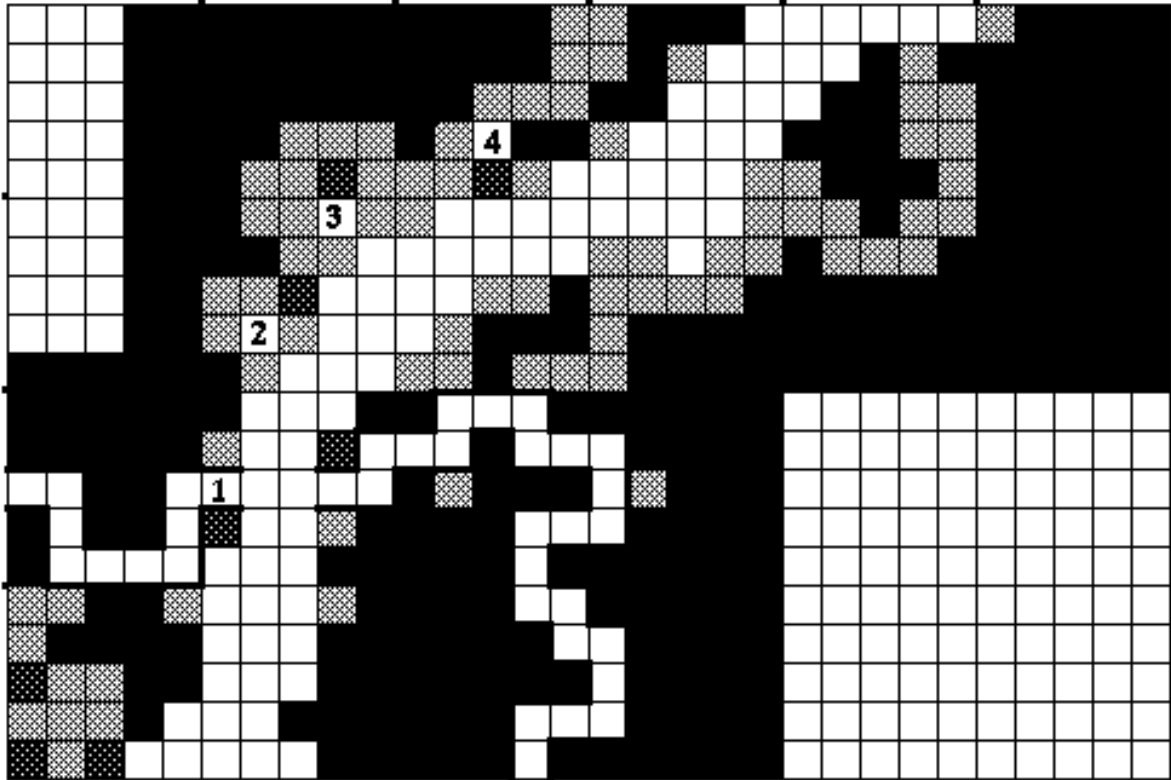
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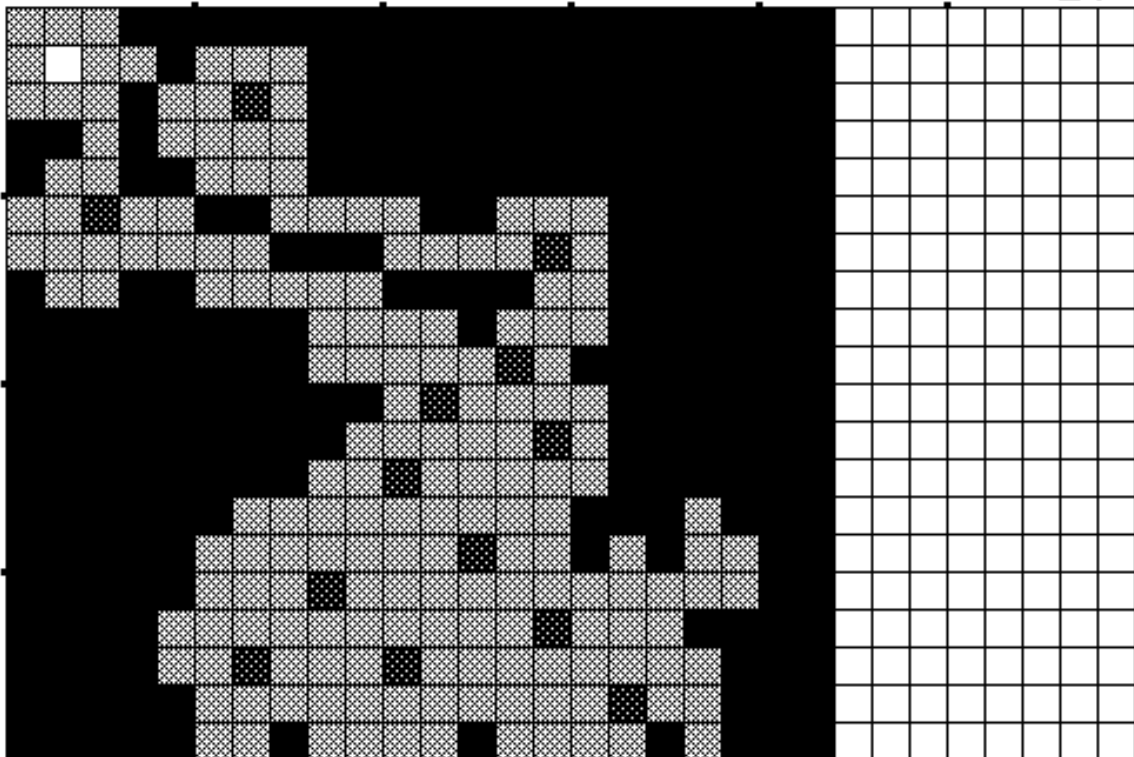
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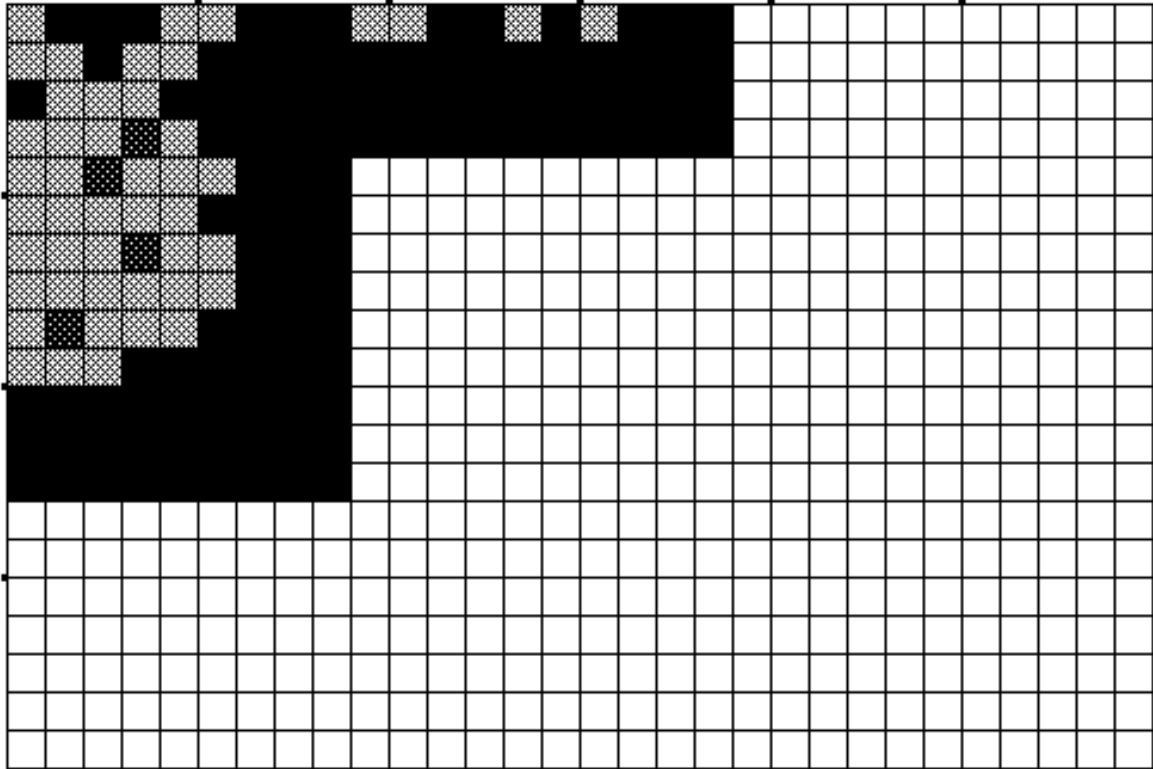
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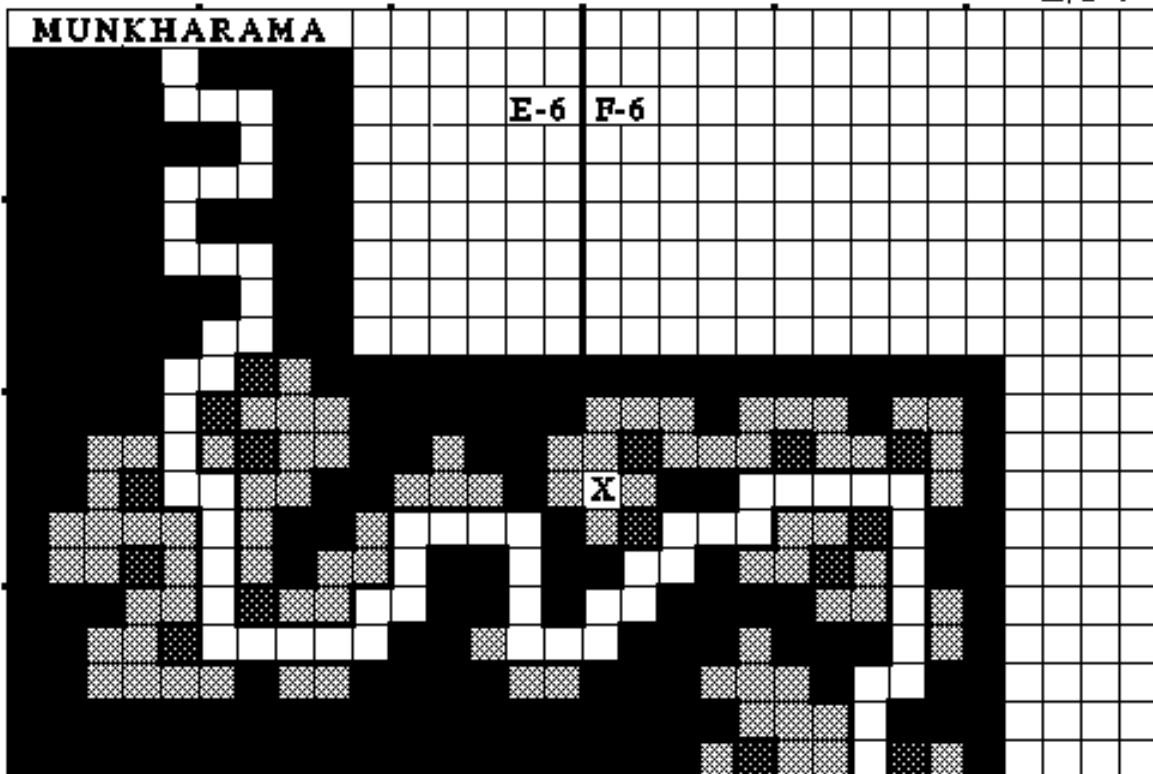
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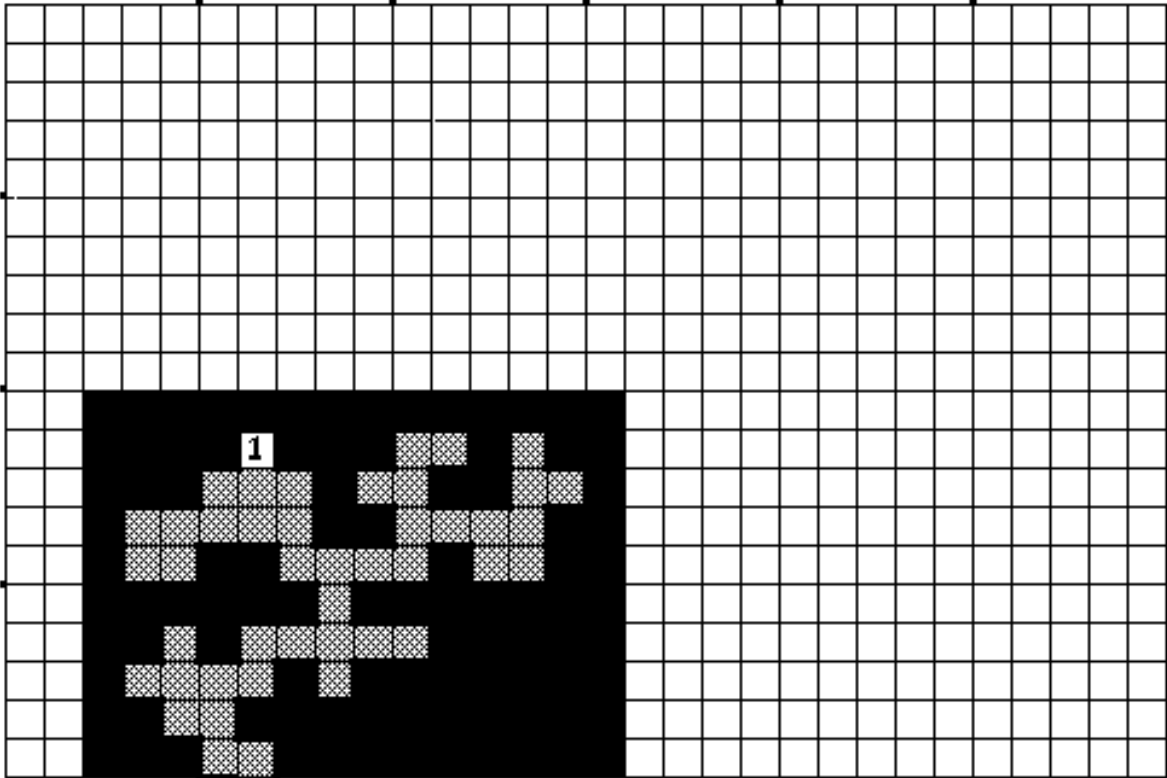
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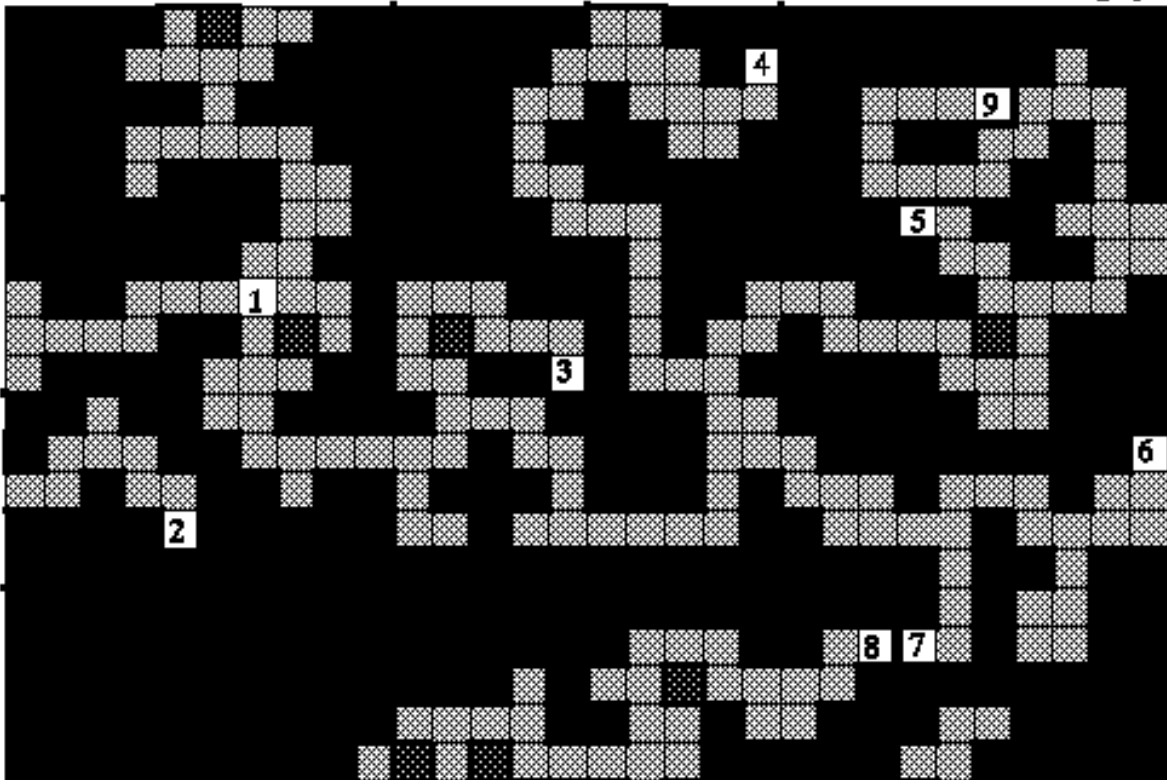
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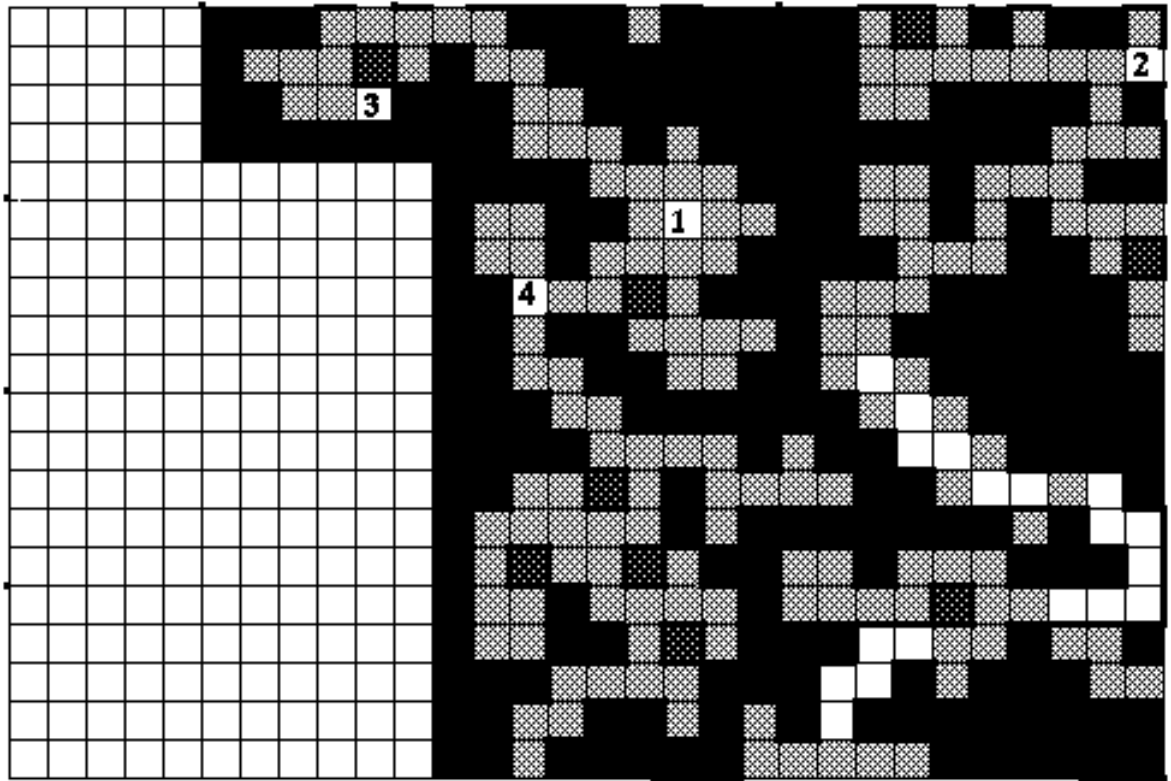
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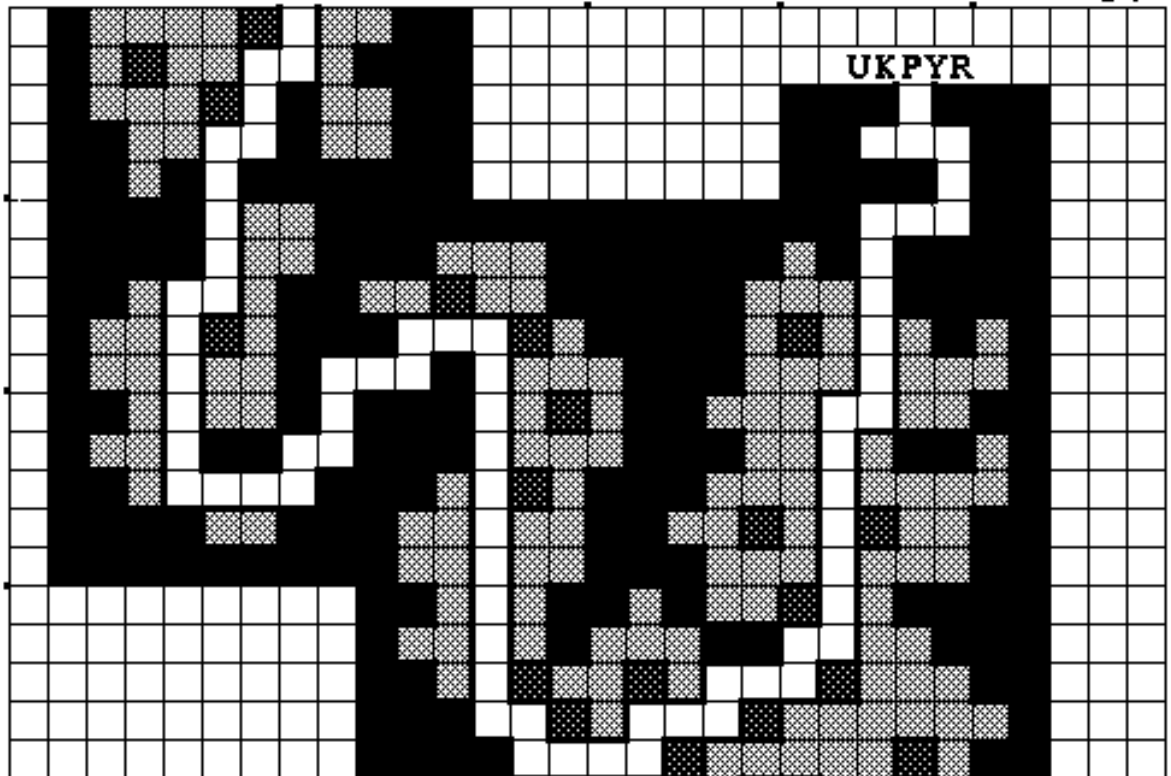
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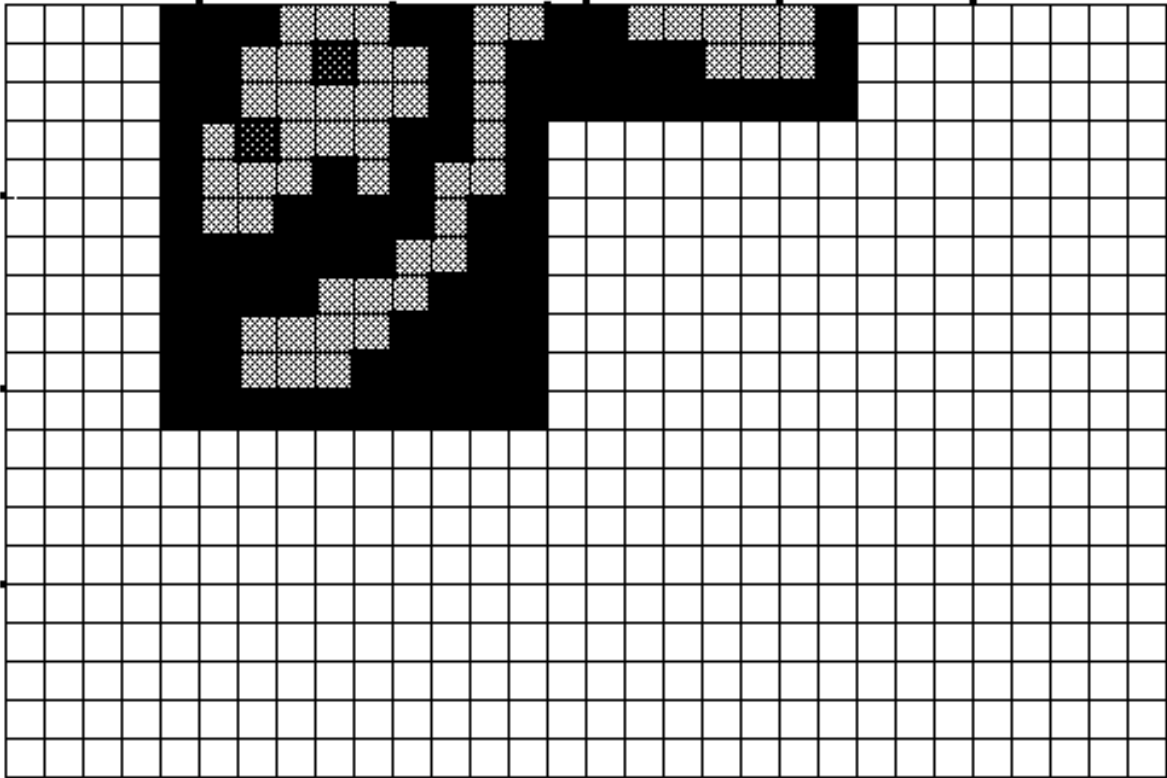
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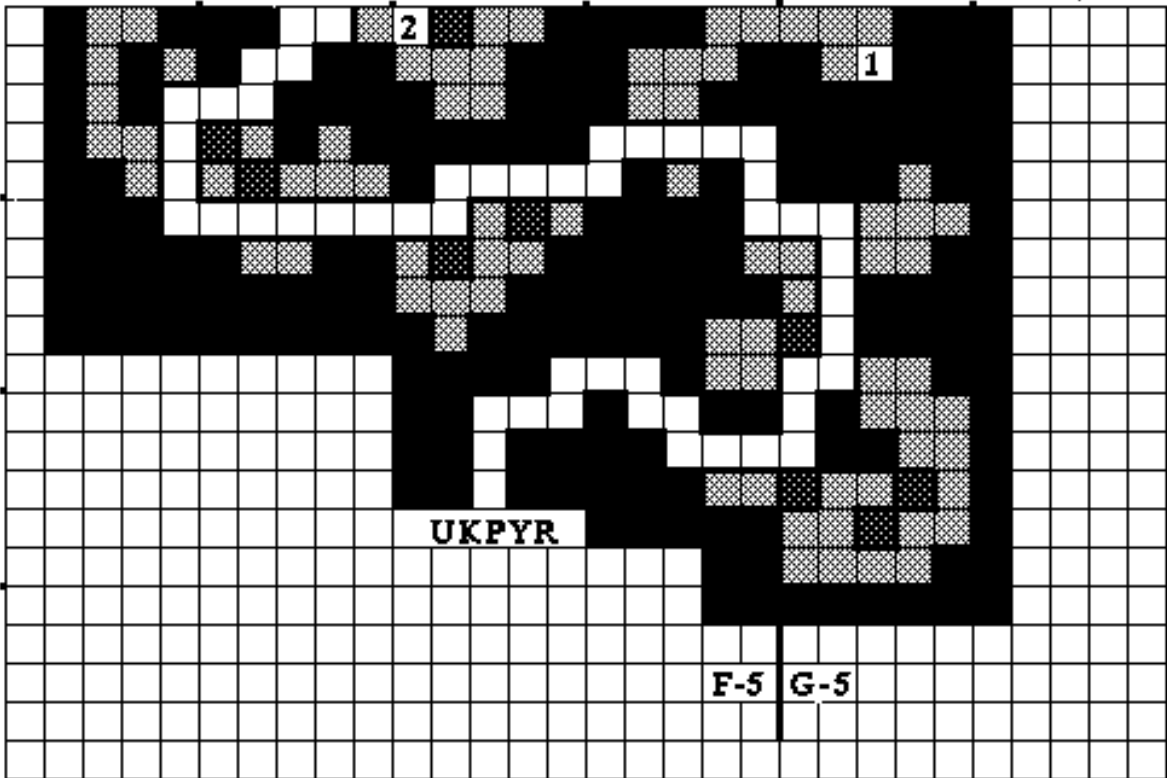
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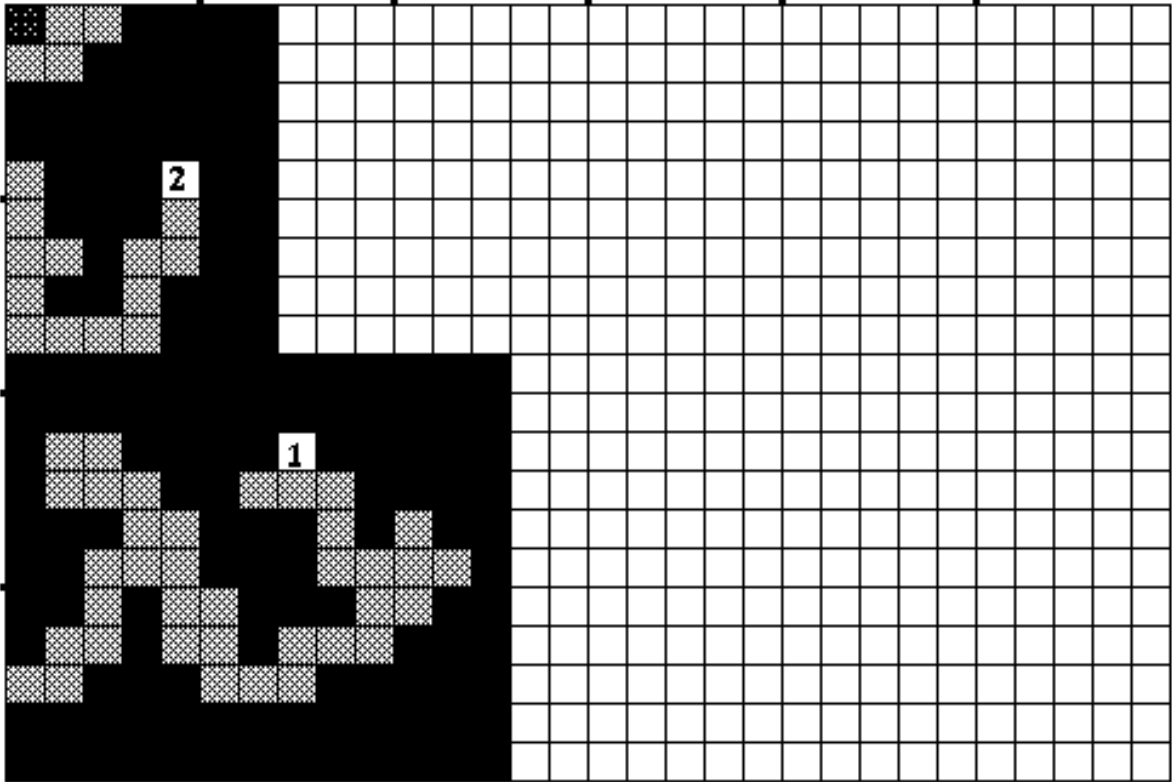
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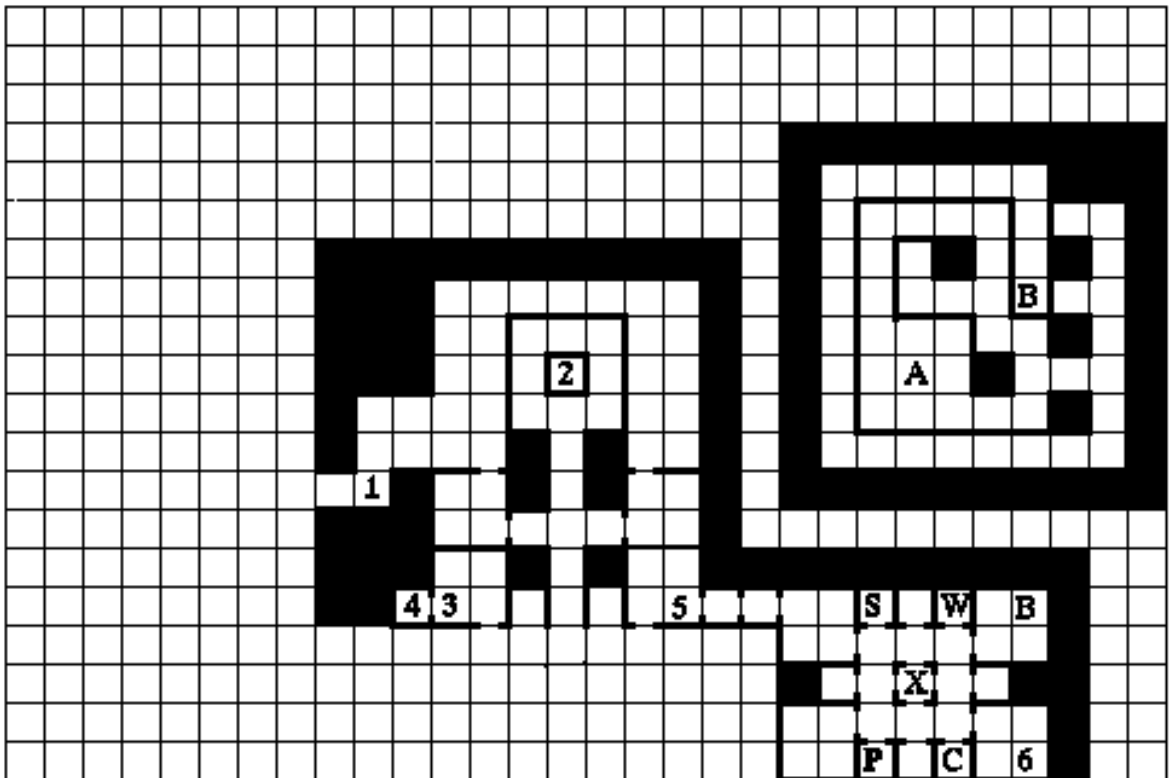
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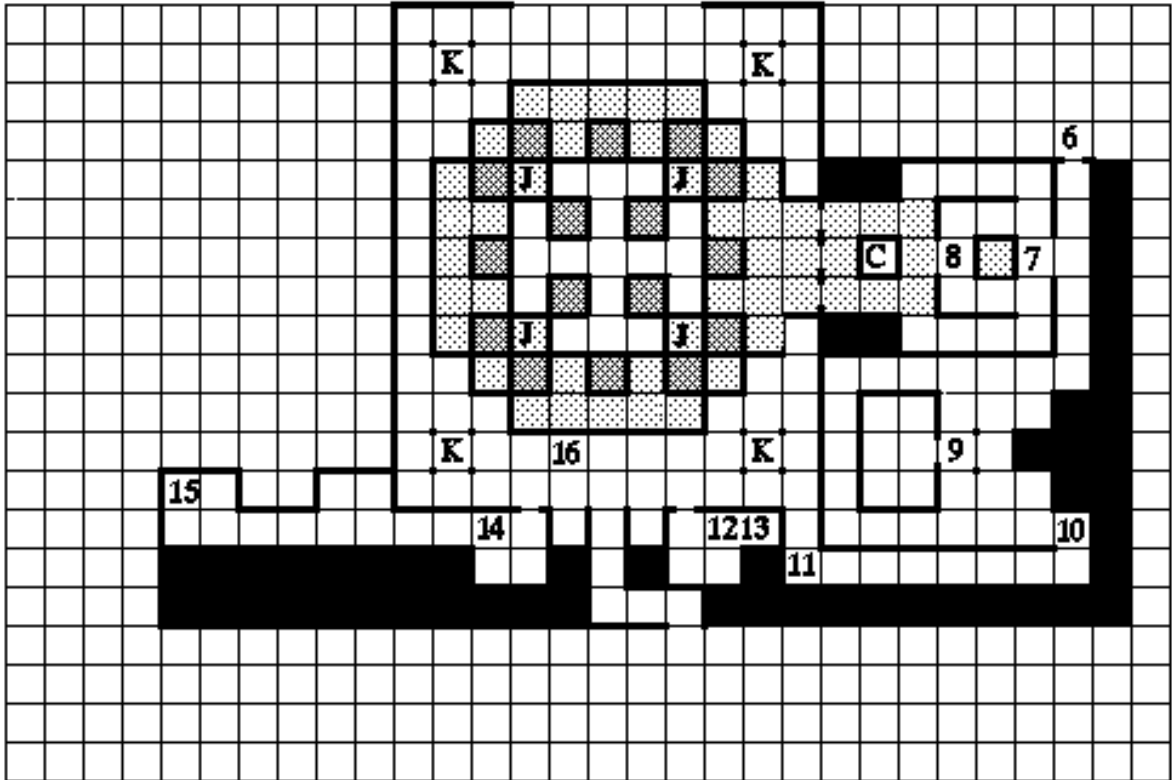
G-4



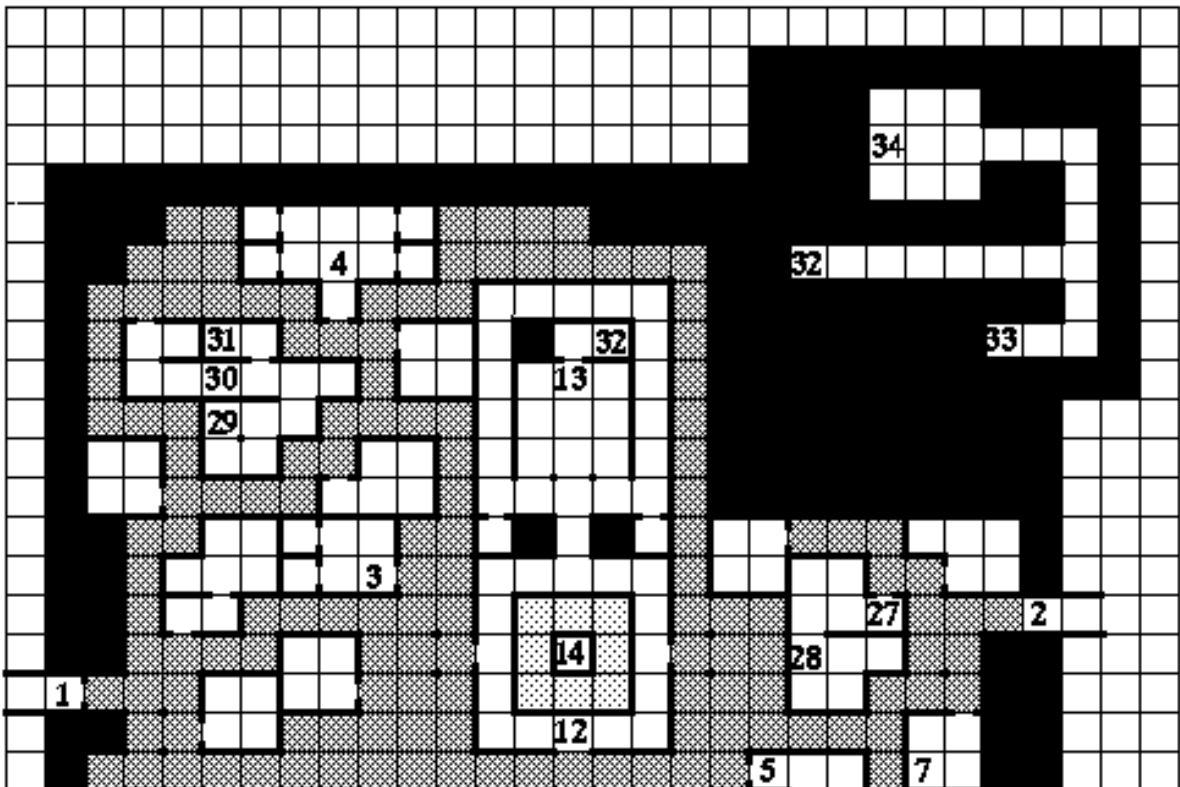
MUNKHARAMA NORTH



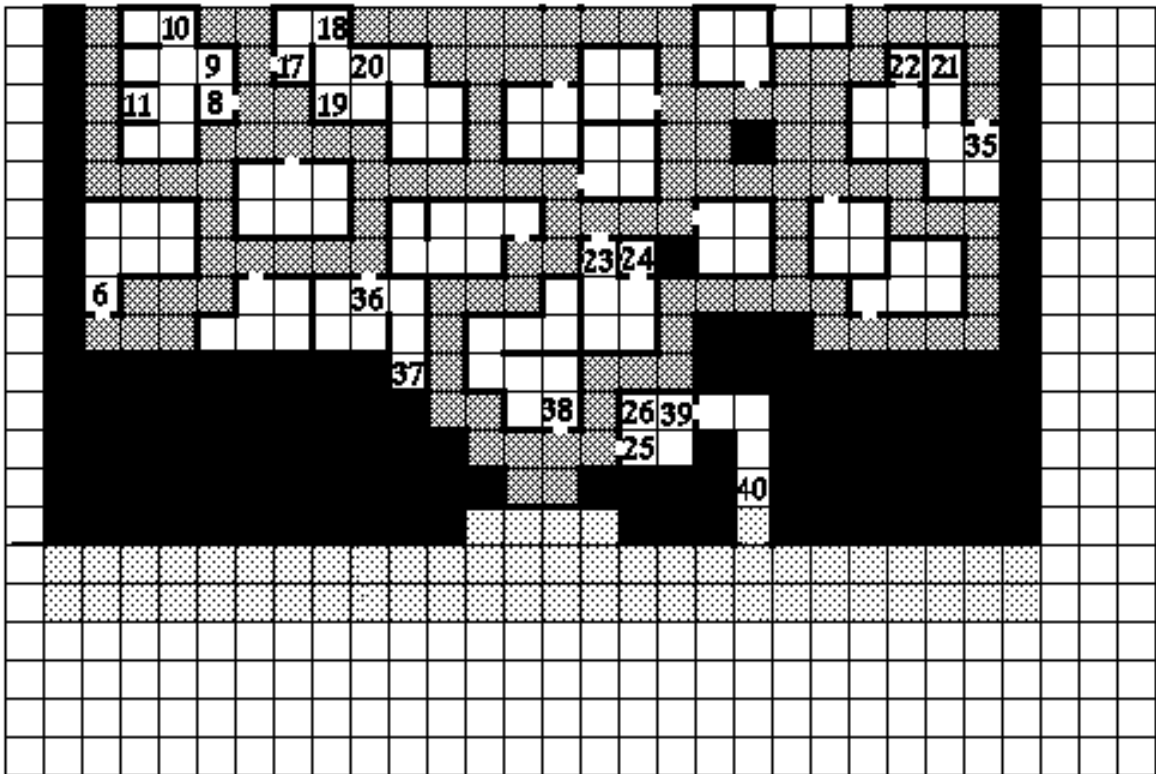
MUNKHARAMA SOUTH



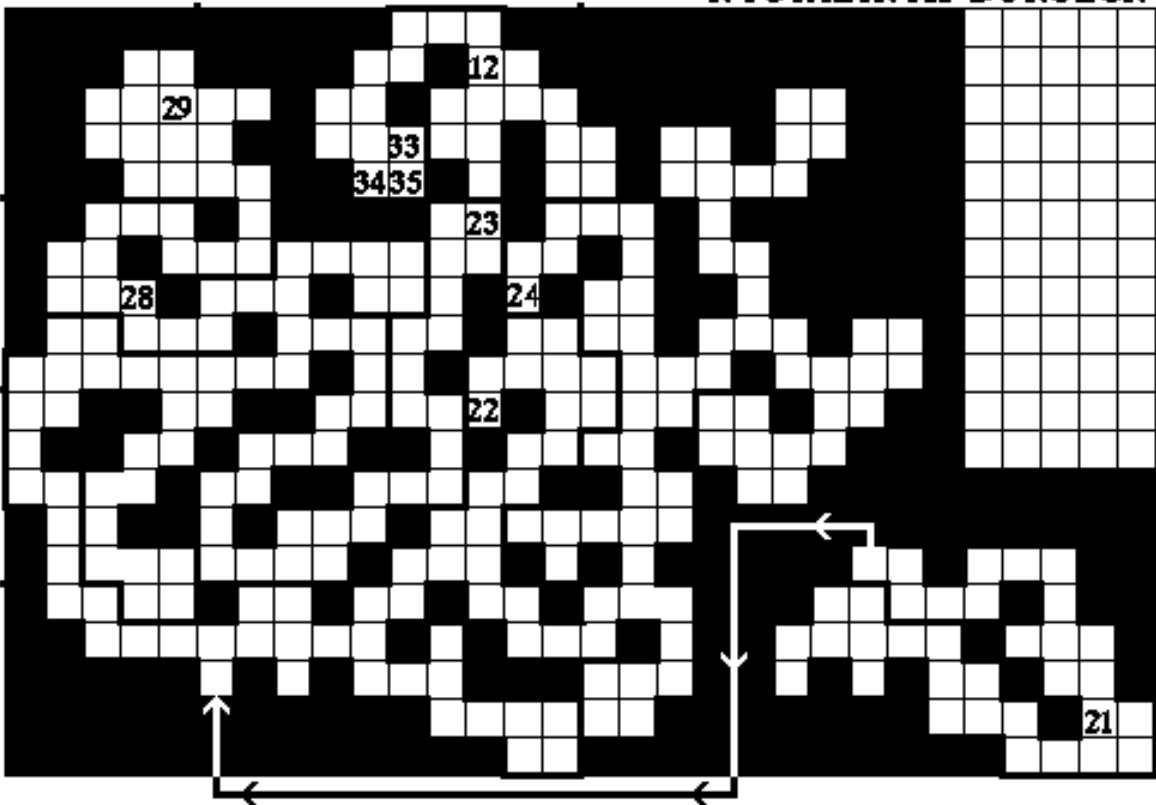
NEW CITY NORTH



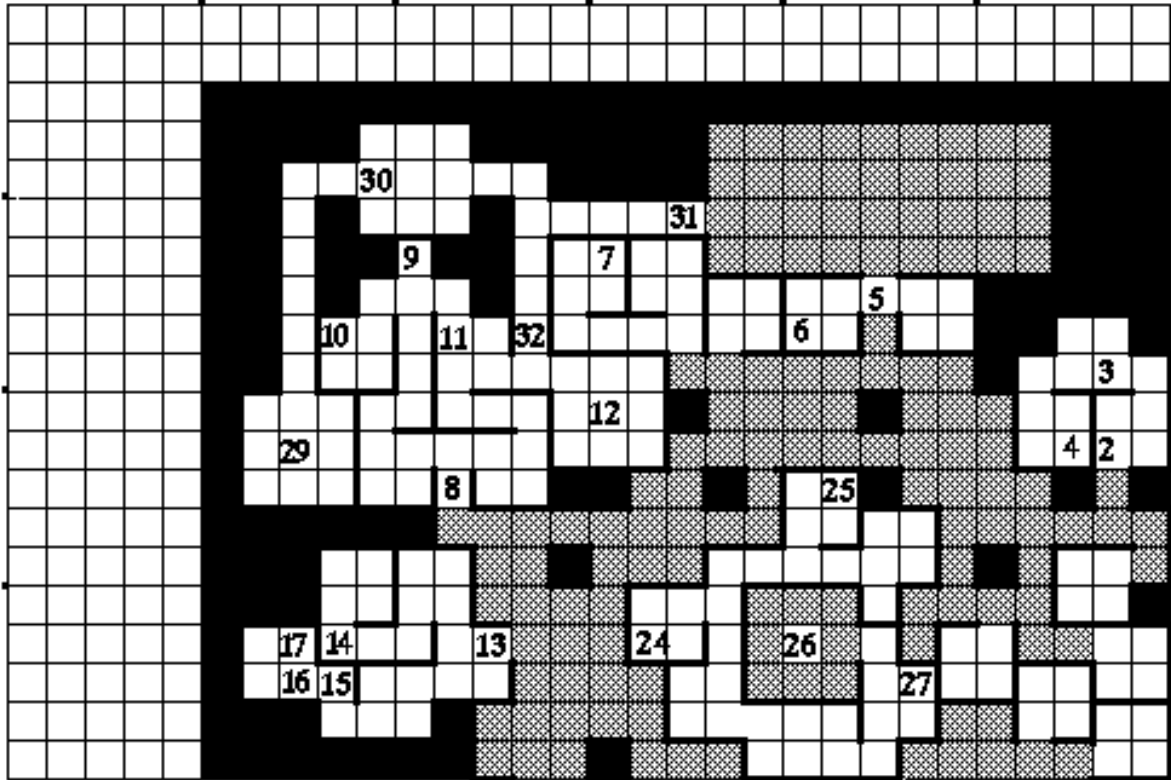
NEW CITY SOUTH



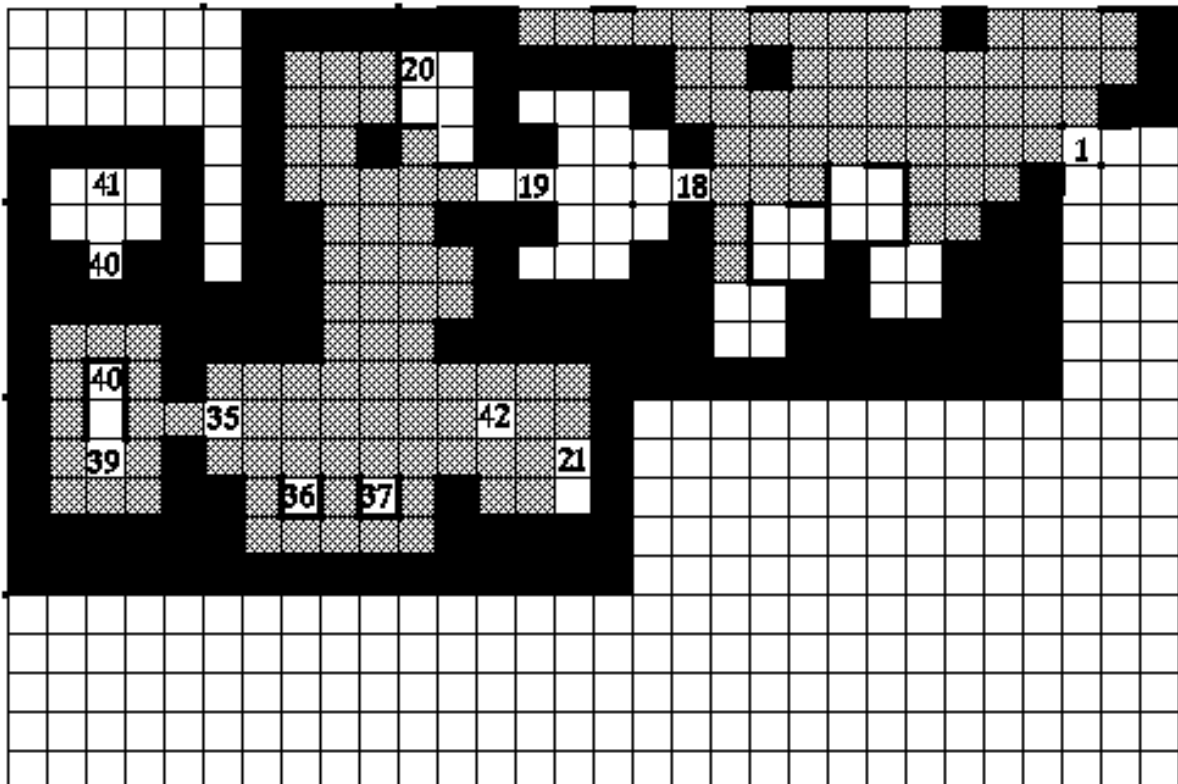
NYCTALINTH DUNGEON



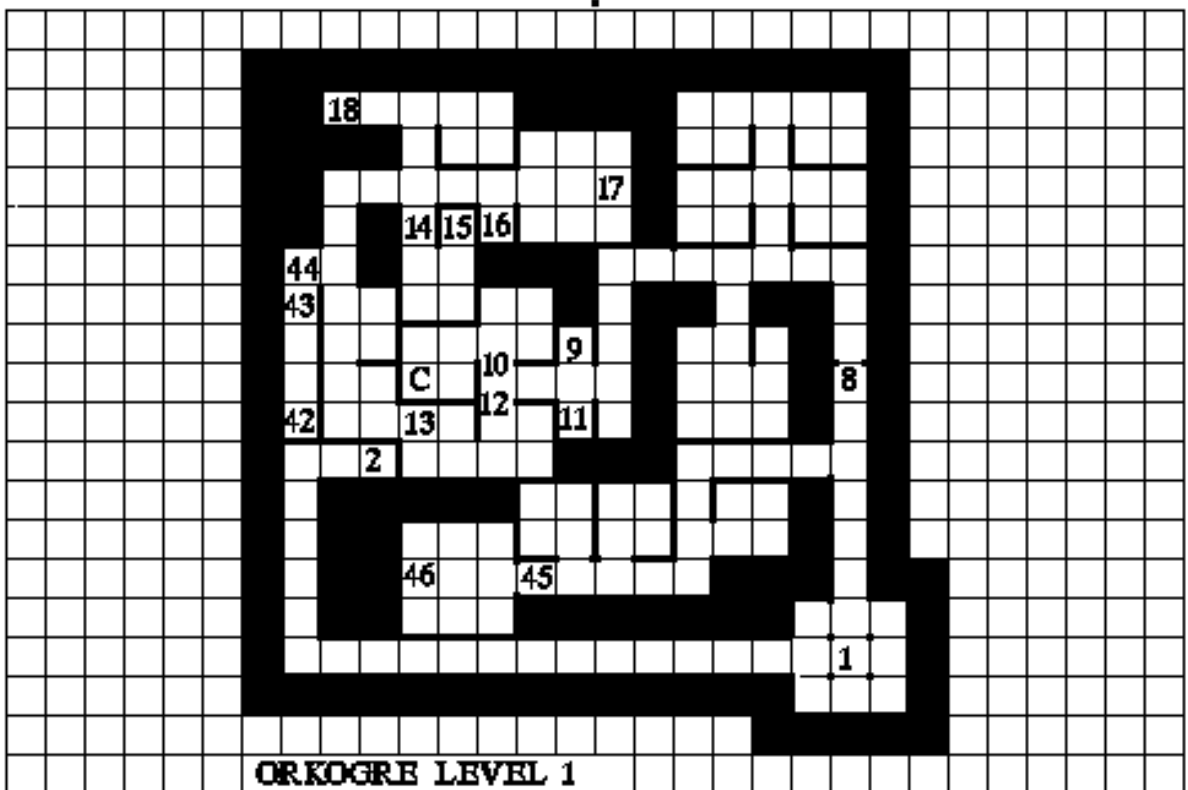
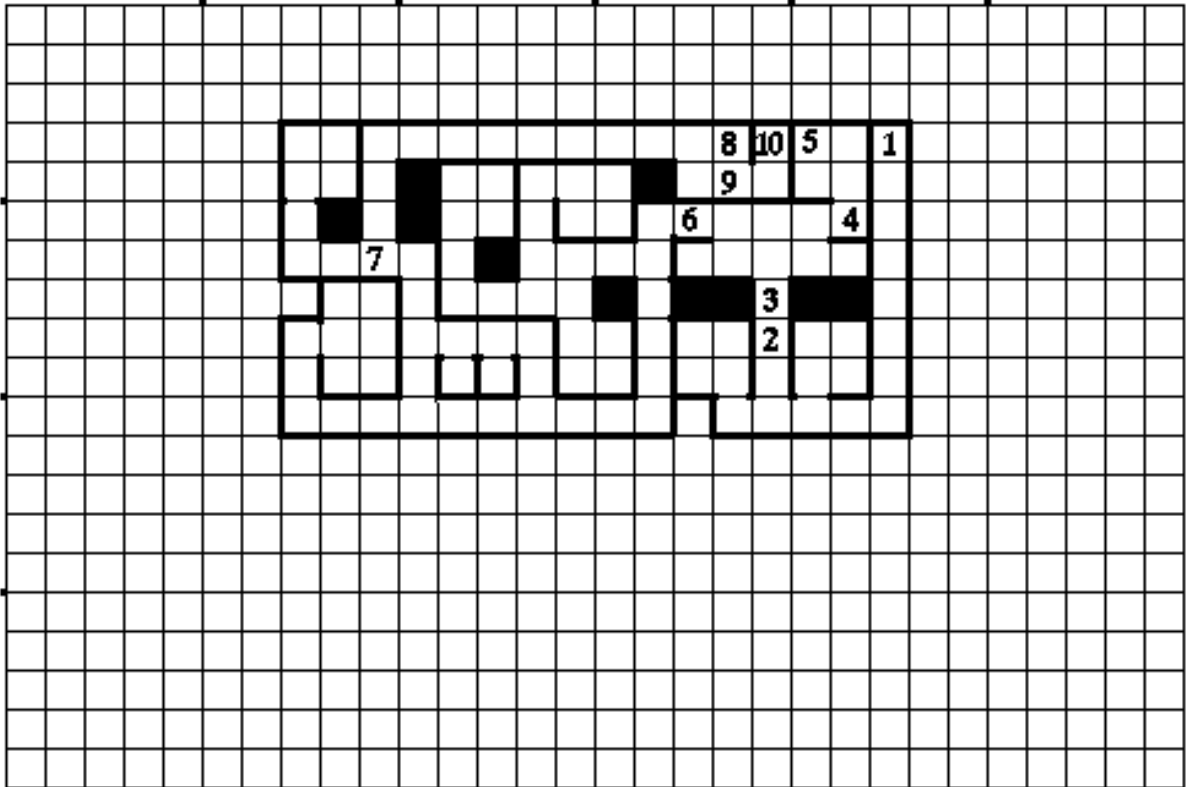
NYCTALINTH - NORTH



NYCTALINTH - SOUTH



OLD CITY



ORKOGRE LEVEL 1

ORKOGRE 2/3

ORKOGRE LEVEL 2

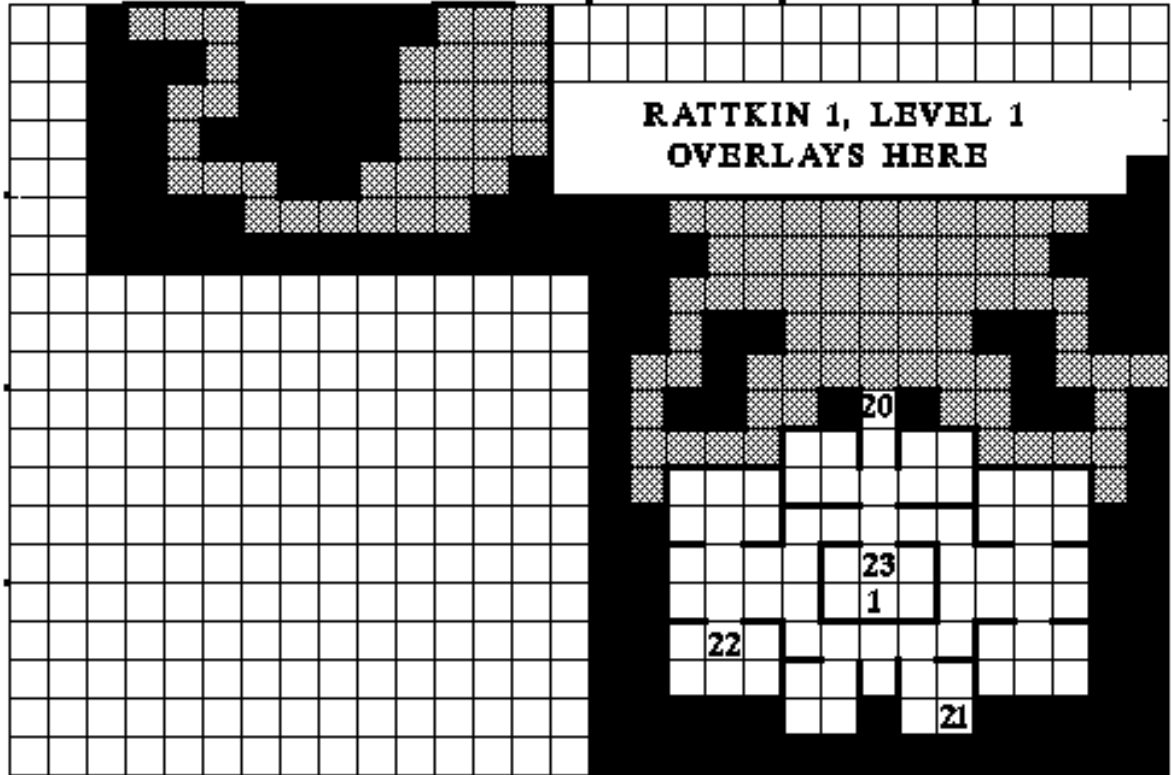
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RATKIN 1

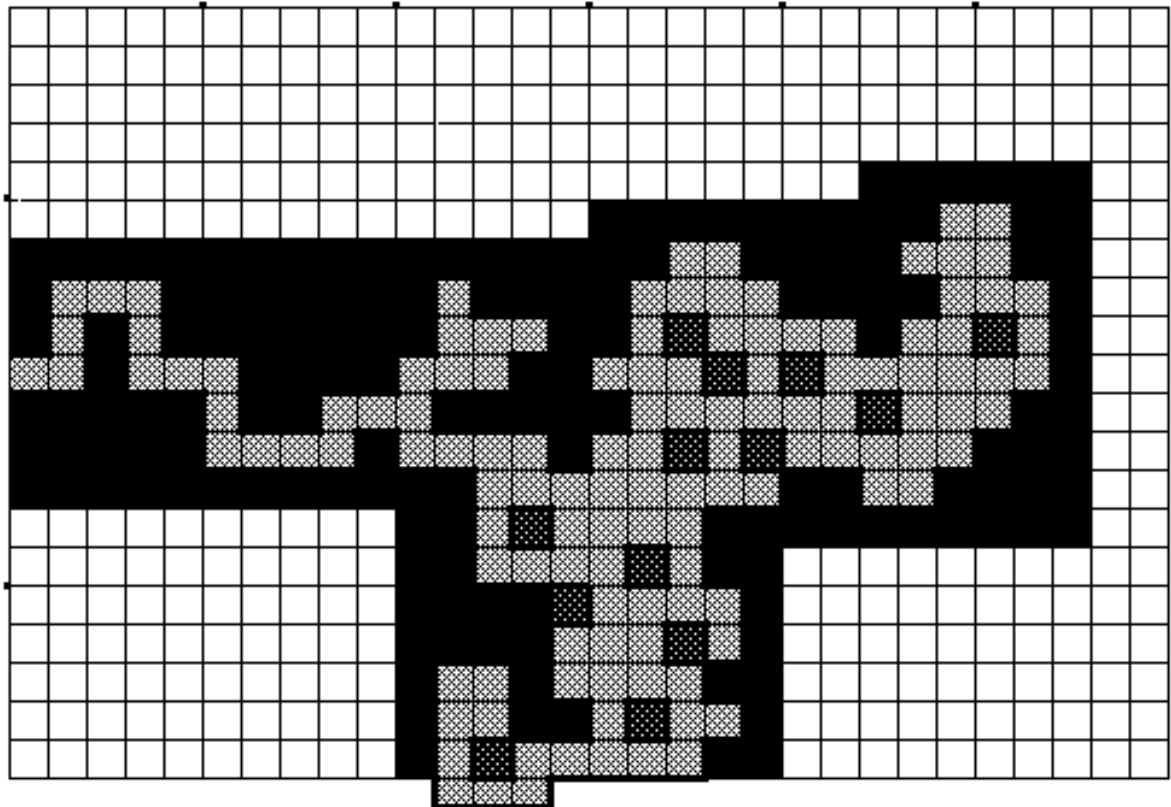
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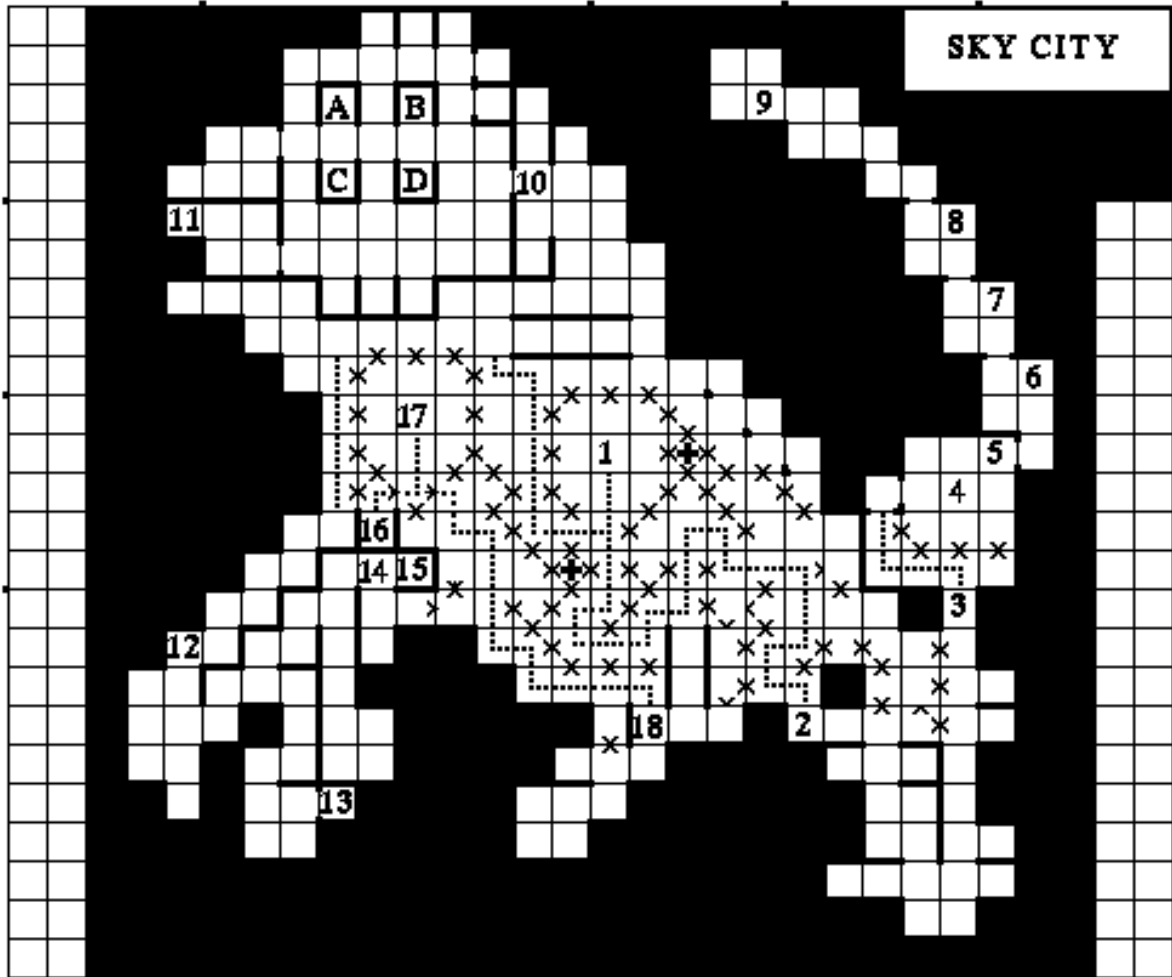
LEVEL 1

RATTKIN 2

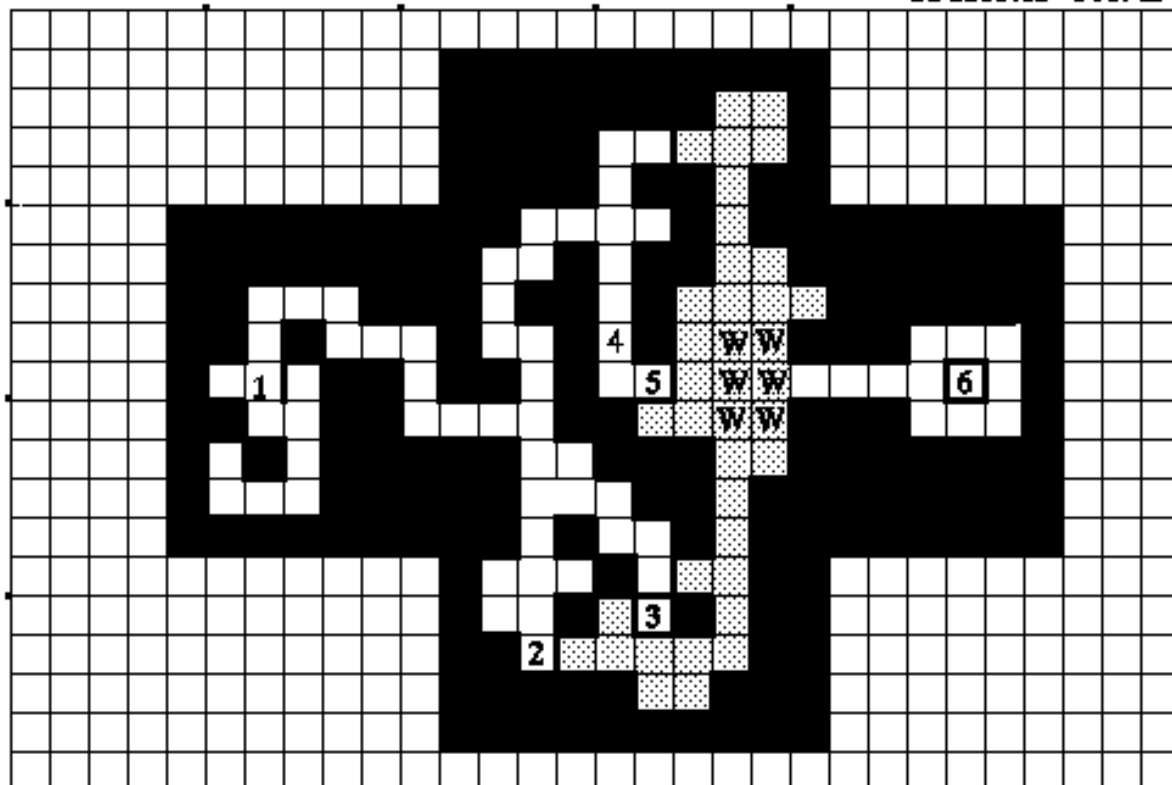


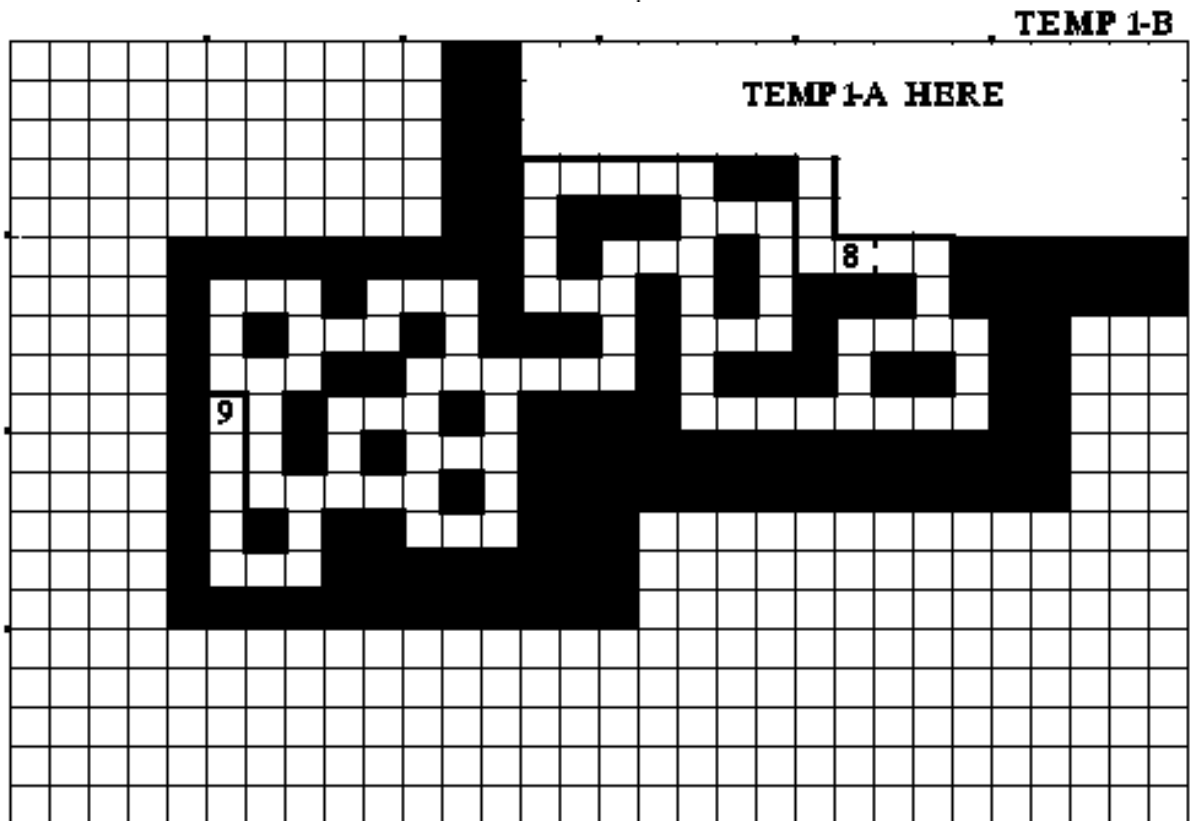
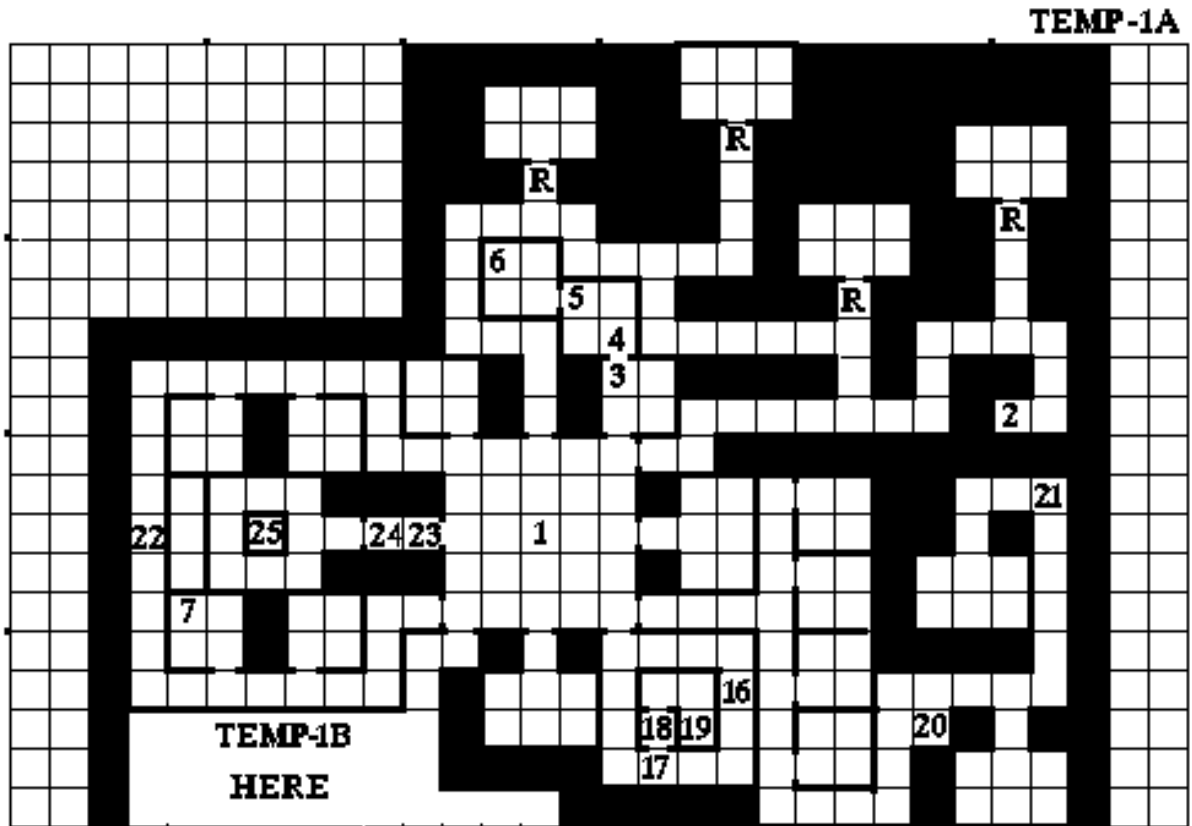
RATTKIN 3



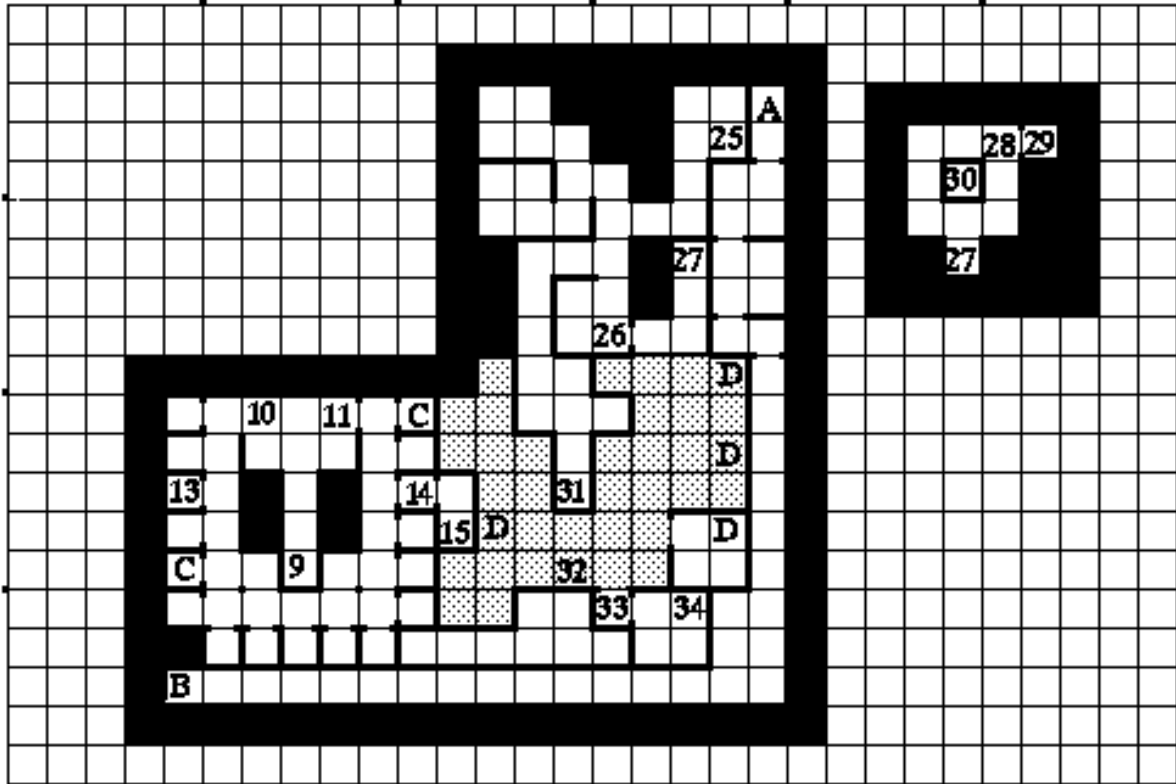


SPHINX CAVE

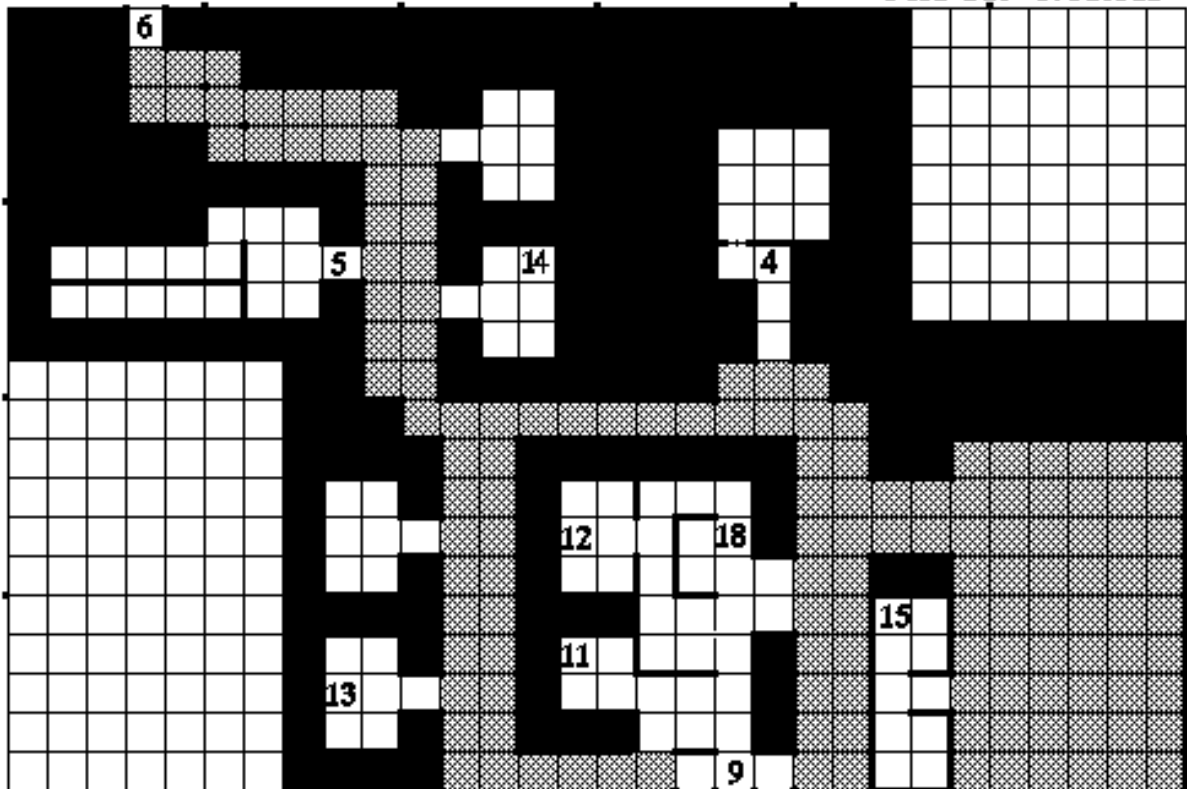




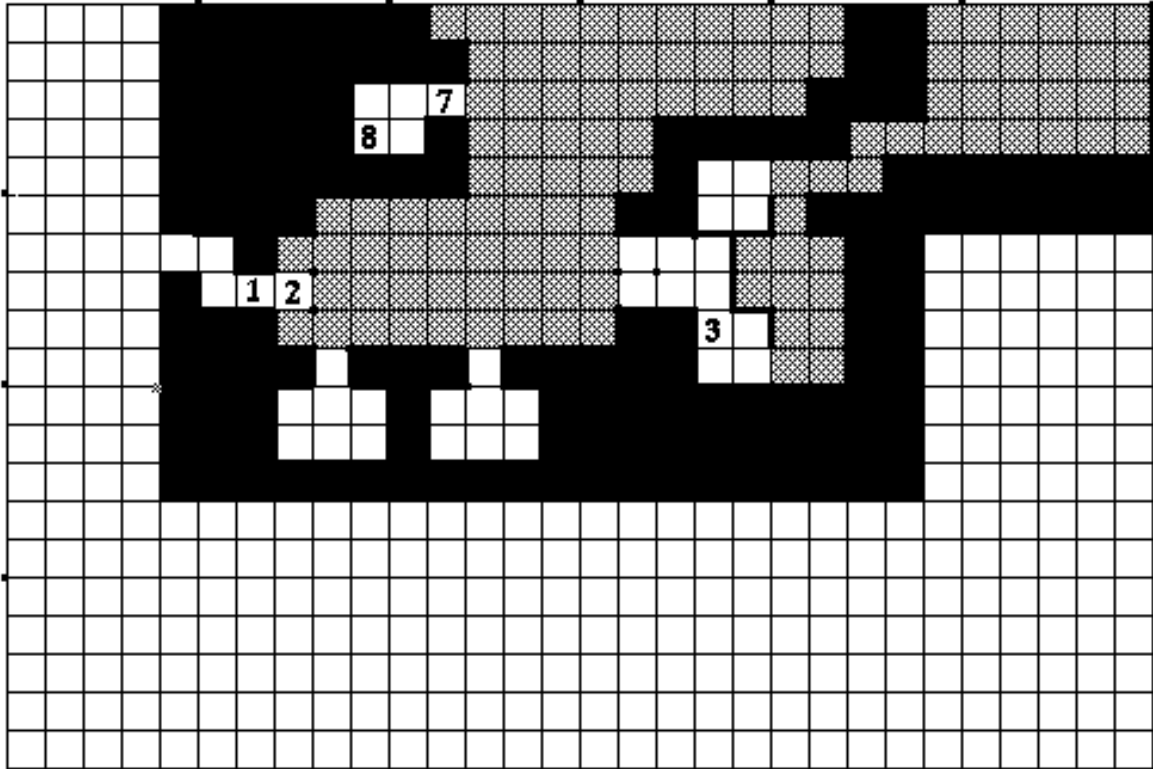
TEMP 2/3



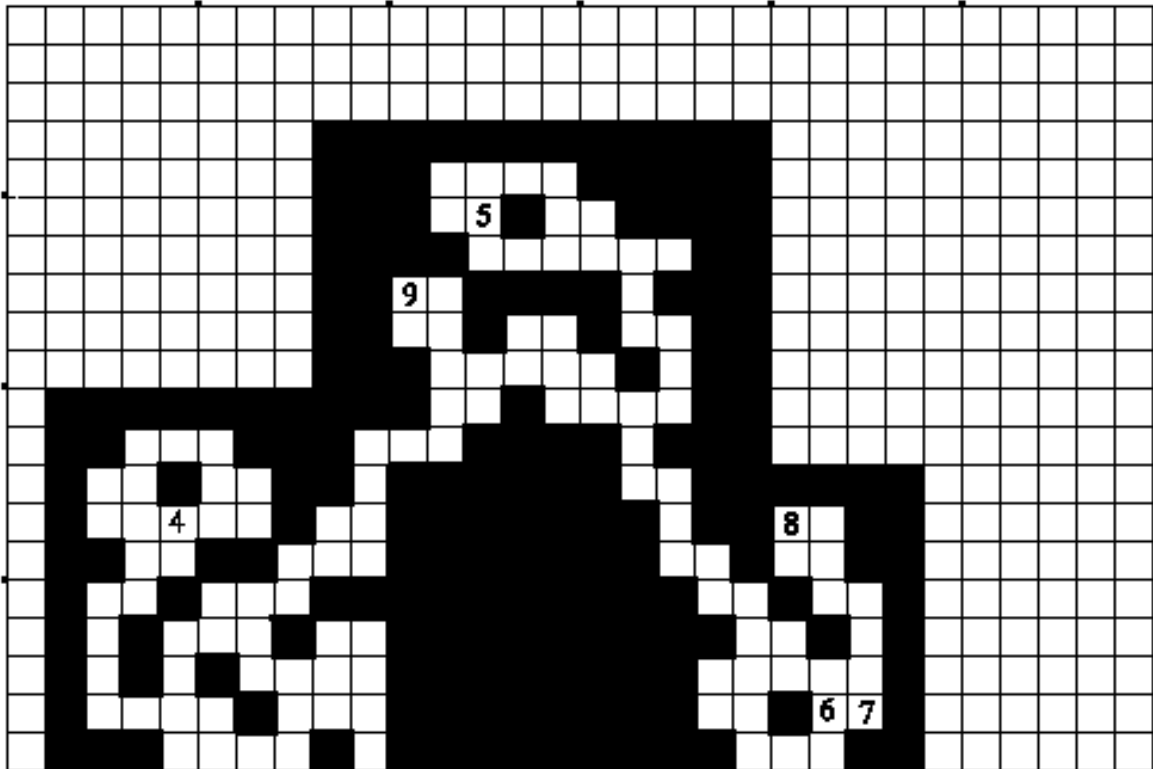
UKPYR - NORTH



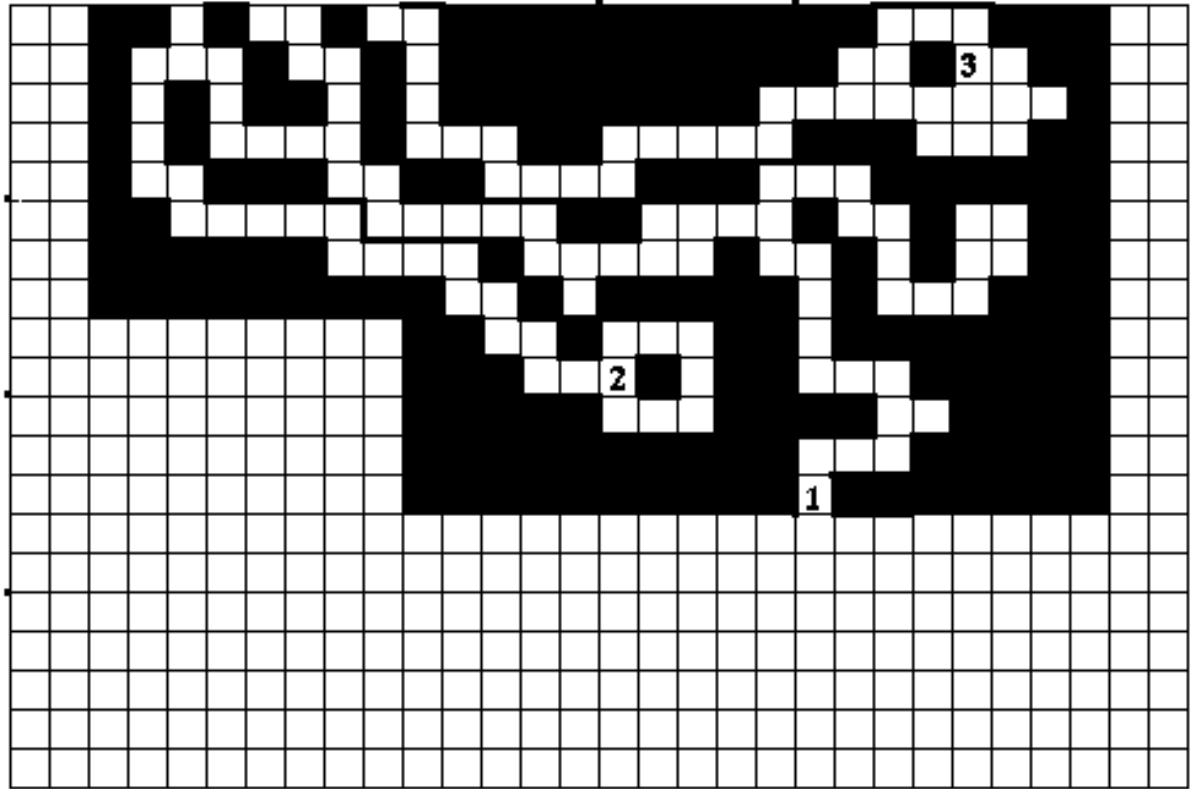
UKPYR - SOUTH



WITCH CAVE - NORTH



WITCH CAVE - SOUTH



Angol nyelvű végigjátszás:

This walkthrough written and the accompanying maps drawn by Tom Needham

CRUSADERS OF THE DARK SAVANT is a BIG game. Plan on playing for a couple of months, at least. It is also a very non-linear game. You can wander pretty much all over as you choose. But there are certain times when you must have a certain thing in hand to go on from where you are, and it could require a long search far across the countryside before you found it - and even then you might not recognize it. In order to avoid multiple cross-country searches, I have chosen to lead you along a much more linear path which will take you first to the required item, and later on we will come to the place where it is used. There is also a lot of randomness in the game. Even though you may choose to follow me step by step in this walkthrough, your game will NOT be exactly like mine. Where you come across happenings that I do not describe, you're on your own.

For example: This particular paragraph is being written as I (we, if you're following) am/are en route from Nyctalinth to Dionysceus. I have just met/traded with 'Mick the Pick' (an NPC) and also met 'Rodan Lewarx' (another NPC) from whom I bought the ?CRYPT? map. I can have no idea where/when/from whom you'll get it. (Or even IF you will!). In this connection, the only map which you must actually have in your inventory (at a point very late in the game) is the ?LEGEND? map. If you get it, guard it carefully. Other maps are important. Though called 'maps' they are not what you might expect - to use one, you click on the item, click on 'READ' and a valuable (but usually obscure) instruction appears on your screen. I will quote the essentials when it's time.

This walkthrough is intended to be used in conjunction with a set of 79 - count 'em - 79!!! maps. These maps are not perfect. There are a couple of missing squares in the Witch Mountains, and a couple more missing the Dragon Cave. They should suffice for finding your way around.

GENERAL HINTS AND TIPS

CHEAT - READ THE MANUAL! Your game package includes a very well-written manual. I am not about to include a re-write here. Build your party carefully - you'll be spending a long time with it. My team, if you care, is a vanilla combination of two fighters, a thief, a ranger, a bishop and a psionic. And I did not use the 'change profession' option which many players report having used to great advantage. I did use a couple of Dracons. I found their acid-breathing ability a big help in the early stages while I was still at low levels with poor weapons and armor.

FORESTED AREAS - This walkthrough will instruct you to 'leave city A by the east gate, and follow the road to the south gate of city B'. But you should pause and smell the flowers. The off-road forest contains many, many encounters. Most are battles, rewarding you with experience points, gold and other treasures. Some are trading/learning opportunities. Some are simply 'found' treasures. So, even though your main objective is to get from A to B, take the time to get off the road and explore the forest.

SAVE - QUIT/NO SAVE – RESTORE - The most useful survival technique. Many treasure chests contain random items. Some traps cannot be disarmed. Saving immediately before opening the chest allows you to back up to the save if you trigger the trap and are seriously hurt and/or if you don't like the goodies inside. But don't be greedy. While critical items will be re-offered each time the chest is opened, if you repeat when offered one good item along with a collection of losers, you may not ever be offered the good item again.

Item identification is costly. An 'assay' is free, but gives you only the name of the item, who can/cannot use it, effect on Armor Class (if any) and the like. Learning more of what it will do requires a level 3-6 Identify spell at 8 points per level. Saving before identifying, then restoring allows you to do it free.

Many combats take place at random times and in random locations. Many have a random number and assortment of monsters. Saving frequently as you move along allows the luxury of terminating a too-tough battle and either trying again or avoiding it altogether until your stats/equipment have improved (without having to go too far back).

INVENTORY MANAGEMENT

Each team member can carry 20 items in inventory. Of these, up to 8 are necessary to hold 1 or 2 weapons, a protective item such as a ring or amulet, a helmet, body armor, leg armor, shoes and gloves, leaving 12 open. 6x12, or 72 slots may sound like a lot, but not so. You will get items quite early in the game which are not used until much later. Especially until you acquire enough spell points, you need to carry potions to cure poison, disease, paralysis and the like. You need space to carry treasures to sell and you need space to accept treasure-chest items until you can decide what to keep. For some items (potions and keys, for example) identical items can be merged to save slots. But once merged, they cannot be 'unmerged'. They can be used one unit at a time, but if you have 12 merged potions, you cannot divide them between two members and you cannot sell half. If the member who is paralyzed during battle is the ONLY member carrying the 'cure paralyze' potions, he cannot cure himself during battle. (If the battle is won without his help, however, the potions can be transferred to another member who can accomplish the cure.)

DROPPING items is easy, but dangerous. In review mode, click on the item and click on drop. Going back to adventure mode, the item's symbol will appear in the lower right corner. (Easy to see if it's a bright colored potion - not so easy if a tan doublet.). Same for items you choose to 'leave' when unloading a treasure chest. They appear in the lower right corner. Click on an item there, and the cursor asks 'WHO?'. Click on a member and the item is added to his inventory.

If you are not sure whether a found item is critical to the game, you can attempt to sell it. If the item IS critical, you will get a message 'You need that!'. But a critical item CAN be DROPPED. And dropping is the only way to dispose of a critical item after it has served its purpose.

Most players choose one or more specific places to stash unneeded items they cannot or prefer not to sell. The Abbey in NEW CITY is one popular location. Partly because it is reputedly safe from thieves and looters, (tho I never lost any item anywhere) but also because it has enough squares to accommodate several piles. If you decide to retrieve an item you don't have to go through dozens to find the one you want. (Of course, if you think you might want to retrieve an item it would be well to write down what it is and where you left it. Nobody said life was easy!)

ARTIFACTS

The purpose of this walkthrough is to take the reader to a successful ending of the game. It does NOT attempt to evaluate all 500-some items available to be found, and I will comment on them only when they are significant or particularly interesting.

CRITICAL SKILLS

SWIMMING - You WILL need to swim, several times, to complete CDS. Start collecting swim points at the earliest opportunity. All team members need it. Anything less than 10 points and you drown instantly upon entering the water. Above 10, you gain one point of ability for each square of swimming. Each additional 10 points (to 50-60) allows an additional square of swimming. Even 100 allows only 5 or occasionally six squares of movement. Battle while swimming or heavy loads carried also drain stamina. The Restfull spell helps, but does nothing for the caster, who uses as much stamina to cast it as is gained by the spell. Best solution is to carry LOTS of 'Heavy Stamina' potions. Rest and SAVE before entering the water, and watch those points!

MAPPING - The member carrying the Journey Map Kit needs to increase Mapping skill as quickly as possible, up to about 70, to take full advantage of the kit.

ARTIFACTS - One member needs the Artifacts skill to be able to 'assay' found objects.

SCOUTING - One member needs the Scouting skill to notice buttons which will open secret doors and to find treasures buried in trash.

SKULDUGGERY - one member needs to build this skill for successfully opening doors and treasure chests

STARTING OUT

BANE OF THE COSMIC FORGE (Wizardry 6) had three different endings. If you finished BANE, your party can be imported to CRUSADERS OF THE DARK SAVANT. Your starting location in CDS depends on which BANE ending you experienced. A fourth starting location is for newly created parties not imported from BANE. Another major difference is that imported parties will have a Journey Map Kit (though not yet the mapping skill to use it) while new starts will have neither. NEW CITY is the real jumping-off location, and this walkthru will begin near there.

IMPORTED TEAMS will find themselves somewhere in a forested area. DON'T FORGET TO EQUIP BEFORE YOU MOVE.

1. If you finished with the 'best' BANE ending, you will start CDS in location 1 on map B-4. Move south 2, west 1, south 1 and west 2 to a road. Moving south on the road you will come to a field of Wild Orchids which will put you to sleep. You will wake at location 2 on map B-5.

2. If you travelled with the T'RANG you will start in location 1 on map B/C-0. Go west 1, south 4 to a road. Follow the road generally west (do NOT enter NYCTALINTH) then generally south (zig-zagging on the way). When you reach a left turn (east) on map A-4, follow the road east then south again until you reach the field of flowers which will put you to sleep. You will wake at location 2 on map B-5. Go south to 4 to find a treasure chest.

3. If you travelled with the UMPANI you will start in location 1 on map F/G-5. North 1, West 4, South 1, West 1 and South 2 to a road. Follow the road East, south and west to UKPYR. A guard will ask if you want to be a recruit - the answer is yes. Using the UKPYR map, travel easterly, then south to 1 and exit. GOOD LUCK - the monsters here are tough. Follow the road to MUNKHARAMA. Using the MUNKHARAMA map go north to location 1 and exit. Follow the road to New City. Using the NEW CITY map, go to location 1 and exit. You are now with the rest of us, on map B-5, at location 6. Go west, then south to 4 to find a treasure chest.

NEW TEAMS will start at location 1, map B-5. EQUIP. You NEED a Journey Map Kit. You are facing west. Carefully follow map B-5 to 4 at the southern tip of this small peninsula. Here you will find a treasure chest containing the Map Kit.

ALL - Just before reaching the chest, you will find skull bones on the beach at the water's edge AT 3. Take them. If you don't use them they can be sold. Imported teams should take the map kit even tho they don't need it. It too, is salable.

BEGINNER DUNGEON

At location 5 on map B-5 is a ladder leading to a small dungeon. Not a required exercise, but will provide some experience points (XP), some goodies (and some not so good - check 'em before using) and a good fountain.

After descending the ladder to location 1 on the BEGINNER map, explore the area to the north for some easy fights and XP. Search to find a parchment at A. Read it.

Next, west to 2 - press the button to open a secret door. Explore to find a chest. Returning to the ladder room go south and then west to find a fountain at 3 which will restore ALL points (may require multiple drinks). Go to 4 to find another button to open another secret door. Find a chest which will, among other things, contain the Old Gate Key. Use the key at 5 to open a grate and find the ladder to the lower level at 6. At the far end of the lower level maze is a grate leading to the lair of Ra-Sep-Re-Tep. Pull the lever at 7 to open the grate. After defeating the monster, find a chest at the east end of the pool. Notice that Ra-Sep's bones return to the pool - he will resurrect and you'll meet him again much later. This completes the BEGINNER DUNGEON and you can return to the surface. But remember the fountain. At this stage your hit, stamina and magic points are low and you may want to return here to get healthy again.

At location 6 on map B-5, find the entrance to



NEW CITY (1) (FIRST VISIT)

Two maps - NEWCTY_N and NEWCTY_S. Should be used together, as they make up one city. Explore the non-numbered areas for XP and loot. We will be here several times, and I will lead you to the critical items you will need for each foray into the hinterlands so that your inventory won't fill up early with items not needed until much later.

You will find that most locked doors in NEW CITY can be opened with either Iron or Pewter keys which you will get after battles with Rattkin. However, most are 'picked' fairly easily by a low-

level thief and each pick will build the skill so it's a good idea to SAVE and pick. If the pick fails and the lock jams, you can restore and try again. If you can't pick it and don't have a key, the knock-knock spell may work. If THAT doesn't work, then the door probably requires a special key, or it can't be opened from that side, or in some few cases, can't be opened at all. Doors which look like metal-barred prison cell doors (which I will refer to as 'grates') ALL require a special key or other opening technique. None can be picked or 'knock-knocked'.

Upon entering the city at 1, the guards will stop you and ask what you want. Recalling the parchment you found, you can say 'PALUKES' and they'll let you in. If you're feeling strong, you can tell them nothing and try to fight your way in.

Visit Paluke at 3 and trade as you like. Ask about RUMORS to learn that a prisoner has been taken. Visit the inn at 4 and learn there is a black market being operated at the Arms of Argus. Buy a bunch of bananas. (Critical for Orkogre) Visit Arms of Argus at 5 and when asked 'Who sent you?', say 'BLACK MARKET'. From now on you can talk/trade here. BELCAZOR's Magik Emporium is at 6. Here in New City, he's only open at night.

TRADING note: Anytime you have the opportunity to buy/sell, you can sell anything salable. The magic shop will buy weapons and the armor shop will buy magiks. Even 'Mick the Pick', who you will meet in the countryside, will buy off your whole inventory. He has unlimited gold and a MUCH bigger swag-bag than you. When you buy an item it disappears from the seller's inventory. If you should want more of the same (and in some cases you will) you must 'leave', then exit the shop and re-enter. His inventory will have been replenished. Only works in shops - when you meet a trader on the road and click 'leave' - he's GONE.

Search at 7 to find a Black Wafer. Now let's see about that prisoner. Go to 8 and battle the guards. The door at 9 has a combination lock with color buttons. Examine the Black Wafer. 'BYR' Press the buttons in that sequence - blue, yellow, yellow again and red. Find a ring of keys on the north wall at 10, and release the prisoner at 11. Before he leaves, he will give you a letter to get you past Lord Galiere at the border and he will give you a verbal message (critical for Orkogre) to take to the GORN King at

ORKOGRE

Leave NEW CITY by the east gate. Follow the road thru D-5, D-4, D-3, C-3, back into D-3 and at location 1 on D-3 (or thereabouts - may be random) meet LORD GALIERE and his troops. If you give him Capt. BOERIGARD's letter he will pass you through, and if asked, will tell you that ORKOGRE is to the west and a little north. You will also have the opportunity to talk/trade with him. (ALWAYS check out what's available - maybe there will be a map that you have missed getting - maybe other goodies. And anyone willing to sell will be willing to buy, so it's an opportunity to clear out your inventory if you need space or cash.)

You CAN also choose not to give the letter, and try to defeat GALIERE. Lots of XP if you win. Usually it's a bad idea to fight anyone who doesn't attack you - his friends don't like it - or you. In this case, it doesn't seem to matter. My first time thru, I met GALIERE before I even got to NEW CITY or met BOERIGARD, so I had no alternative but to tromp on him. Didn't run into trouble later.

Either way, go west into the forest (into C-3) and work your way to the far northwest corner. Go north into C-2, and find the entrance to ORKOGRE at location 1. It is a ladder down, in the middle of a 3x3 clearing in the forest.

ORKOGRE is a 3-level dungeon, illustrated on maps ORKOGRE LEVEL 1 and ORKOGRE 2/3. Remember once again that I have marked and will be describing only essential areas. You should explore all - for needed XP and loot.

Starting from location 1, level 1, go to 2 and descend to the cell block. Ignore it for now. Go to the far end and at 3 descend into the guard barracks. After a battle at 4 get the Armory Key and after a battle at 5 get the Crown Key. Use the Armory Key to open the grate leading to 6 and 7. LOTS of armor and weapons at 6 (several piles - search all squares). If your inventory space is crowded, you may want to haul it back and stash it at the foot of the ladder on level 1. At 7 find Munk Meat and Munk Innards. One package of Munk Innards is a critical item for DANE TOWER.

Return to level 1 and use the Crown Key to open the grate at 8. Pull the lever at 9 to open the grate into 10 and find a chest. Pull the lever at 11 to open the grate into 12. Press the button at 13 to open a secret door. Find the ape at 14. Use the bananas. After the ape has grabbed the bananas and gone, press the button at 15 to open a secret door at 16. Pull the lever at 16 to open the grate into the Throne Room. Meet the Gorn King at 17 and listen to his sad tale. When it's your turn to talk, deliver the message from Capt. BOERIGARD. Remember it? 'THE DARTAEN ALLIANCE IS BROKEN' (Spell it right - the CDS parser accepts nothing but perfection.) He will give you some instructions and the Key of the Gorn King. Use the stair at 18 to level 2. Find and pull the lever at 19 to open the grate at 20. Search the bedroom on the right (not marked) to get Bone Combs and Brushes, and a Polished Steel Plate. (Both critical items for later - the Bone Combs and Brushes for MUCH later.) Press the button at 21 to open a secret door. Use the Key of the King to open the grate at 22 and find a chest containing the ?TEMPLE? map. (For MUNKHARAMA.)

Return to level 1 by the stair at 18 and work your way back to the lood spot on the floor at 23. Search at 23 to learn there is a ray of light coming from overhead. Facing south, use the Polished Steel Plate to reflect the light onto the grate at 24 - the entrance to MURKATOS' OUTER SANCTUM. Search at 25 to open the secret door at 26. Search 26 to get a Ring of Steel Keys and a parchment containing Murkatos' Last Words. Read the parchment. 'THE PRISON IS THE KEY'. OK, let's do the prison.

Return to the stair at 2, descend to the cell block and start opening cell doors, using the ring of steel keys. At 27, find bread and (in case you didn't get them at the inn) some bananas. At 28 and 29 are battles. At 30, find a button to open a secret door at 31. At 31, pull the lever to open a hole in the floor at 32. (Now would be a good time to cast the 'levitate' spell if you have it.) Click on the hole to drop down to a different section of level 3. Find a button at 33 to open a secret door at 34, and find a ladder at 35. Up to level 2 and find the lever at 36 to open the grate at 37 leading into the Inner Sanctum. Defeat the Guardian and meet Murkatos' Ghost, who is sufficiently pleased with your progress that he has a quest for you. (To find the Tomb of Vilet Kenabe, in the Old Cemetery at NYCTALINTH) At 38 find some potions and a Bonsai Tree (critical for the Rattkin gate) At 39 press the button to open a secret door and find a chest containing the Key of Azure and the Gem of Power.

The Gem, when equipped, will provide one party member with the POWER STRIKE skill. At 40, pull the lever to open the grate at 41, leading to a ladder at 42 which will return you to level 1. A lever at 43 opens the grate at 44.

Use the Azure Key to open the grate at 45, where you will find a fountain which will restore Magic points. This completes the ORKOGRE castle/dungeon. The ladder at 1 will return you to the surface, and you can haul your excess loot back to the shops in NEW CITY, sell it off and buy better weapons/armor/spells. Might take a couple of trips - maybe pick up some XP along the way.

NEW CITY (2)

You no longer need BOERIGARD'S LETTER or the POLISHED STEEL PLATE. Might as well drop/stash them - we're headed for the Abbey anyhow. Enter at 12 (or either of the side entrances), go to 13 and meet Father Rulae who will talk to you about the Holy Work, MUNKHARAMA, what to say when you meet Brother Tshober and the statue near the entrance. I hope everyone has 15 or more Swim points by now. We've got to get to that statue. If not, go exploring around till you get them, then come back. Ready? Swim to the statue at 14 and search. Search again and get the MOONSTONE. (critical for MUNKHARAMA) Now head for the west gate out of the city.

BROTHER TSHOBER

Murkatos said to find a tomb in NYCTALINTH - but we are nowhere near ready for that. Next stop is MUNKHARAMA (which is where Father Rulae told us to go). At location 1 on map D-4 is the road east to meet Brother Tshober at 1 on E-4. When he gives you the to speak, say the words that Father Rulae gave you 'SLAY NOT HE THAT CANNOT HEAR'. Remember his response. (Critical for the Secret School) He will give you a Cable Trolley. Talk to about the Holy Work and get some tips on finding it. Trade him if you like. When he leaves, use the Cable Trolley to cross the river. Or maybe not.

SIDE TRIP

While you are right here, if your swimming skill is up to it, I can tell you about some pretty good loot. If not, remember this note and pick up on it later. If you examine this neighborhood on the map carefully, you will see that just to the north and east are a couple of forest areas that you can get to with two or three squares of swimming. The trick is to move (on land) to the square north of where the road meets the water. Sidestep and swim two squares north to a landing place. Rest, explore around 2 and rest. Then another two-square swim north. Now you can explore the area around 3. You can get to 4 on land, then go north to 5 on map E-3, where you will find a chest. Return to the road by retracing your steps.

FOOTNOTE HERE: If you didn't use the password and get the Cable Trolley from him, B.Tshober will charge a fee for helping you across the river. And he'll be stuck here forever in case you come back and need another ride. But since you did, he's now free to roam and you'll meet him from time to time, happy (and not so shober). He'll trade with you (might even have a map to sell). If you should decide to kill him (not really a GOOD idea because it will make Father Rulae unhappy) his ghost will lie in wait for you here. But you can kill the ghost for lots of points, go back out of the area (about to the north/south road) return here and kill the ghost again - and again - and again.

When you are ready, use the Cable Trolley to cross the river and follow the road south to

MUNKHARAMA

There are two maps for the surface level - MUNK_N and MUNK_S. They are not divided by a straight east/west line as you will see, in order to give each of two main puzzles its own undivided area.

After entering at 1, visit the well at 2. The answer to the question 'What do you shout' is COIN. You will get four Well Coins for your trouble. Go to 3 and open the door by using one of the coins. Pull the lever at 4 to open a secret door behind door 5. Use a coin to open 5 and get ready for the famous (infamous?)

BEAN PUZZLE

Study the southeast area past door 5. At the center is a room marked 'X'. To the NE, SE, SW and NW (clockwise) are four 1-square rooms marked 'W', 'C', 'P' and 'S'. In each of these rooms you will find a stone - the Bean of 'W'ands, 'C'ups, 'P'entacles and 'S'words. Further to the NE, SE, SW and NW are four 4-square rooms, each having a chalice in the corner adjacent to the nearest 'bean' room. The object is to collect the four beans, put (by 'using') a bean in each of the four chalices, then go to room X and pull the spindle. Whether you have placed the correct bean in the correct chalice is shown by a listing of BLACKs and WHITEs, NOT in meaningful sequence. BWWW simply means that one bean was placed correctly and three were not. If you have it, cast the levitate spell before entering room X. Anything but BBBB gets you dumped into a dungeon below at 'A' where you will eventually find a ladder at 'B' leading up to the NE 4-square room and the opportunity to try.

I have never heard of anyone getting all black on the first try. I think the first try will always result in four whites. To avoid the to blunder through all 24 possible combinations, I offer a more logical approach that worked for me. (The method, that is - the specific solution is not necessarily repeatable.)

	Chalice located	NW	NE	SE	SW	Result
Beans placed	first try	S	W	C	P	WWWW
	second try	W	S	P	C	BBWW
	third try	C	S	P	W	WWWW
	fourth try	W	P	S	C	BBBB

Explanation - on the first try (for lack of a better thought) each bean was placed in the chalice next to the room from which it came. Since all were wrong, all were moved. 'S' and 'W' were swapped and so were 'C' and 'P'. Two correct - two wrong. Third try - swap one pair only (but a different pairing). Swap 'C' and 'W'. All wrong again, BUT - it looks like the only possibility is that putting 'C' and 'W' back would give us two correct again, and that 'P' and 'S' are the ones in the wrong place and should be swapped. Result? Success! All black. Reward? A little gold, some XP and a secret door opened at 6 in the SE corner of the SE chalice room.

FOOTNOTE HERE: I replayed this, thinking that I knew the answer. After repeating the first try arrangement, I jumped straight to the previously successful fourth try arrangement but got all wrong - all white. I also think that different first try arrangements will lead to different final solutions. VERY clever design/programming.

Go through the newly opened door. Use the SOUTH map. Find a 1-square pool at 7. Try it if you like. SAVE FIRST! Facing west at 8 you will see a chest. Find in it a rubber bear. Equipping it and invoking its power will give one person 5 swim points. Visit Brother Moser's Apothecary at 9. Here is where you can buy the Heavy Stamina potions you will need later. Talk to Brother Moser and follow up on rumors about the Secret School and Land of Dreams. He won't tell you all he knows until you have found the Land of Dreams for yourself. Go through the door at 10, press the button at 11 to open a secret door and you are in the main pool-patio again. Use your third well-coin at 12 and pull the lever at 13. This opens a secret door behind 14. Use your final coin at 14 and go through to the 'Gran Melange' at 15. Click and the sign changes to read 'Land of Dreams'. You can enter, but you won't know 'what you are seeking' and will get thrown out. Now that you know where to find the Land of Dreams (at the Gran Melange) you can return to Brother Moser and he will lecture some more. If you listen carefully you will get the clues you need in order to get into the Land of Dreams. But if you go in now, you'll only get an important door slammed in your face at the end. We've another quest. Remember - Father Rulae at New City said to find the Holy Work.

THE HOLY WORK

Time to read the ?TEMPLE? map. 'Find the Builder' ??? - Maybe on the island in the middle of the pool? - we've been everywhere else. Find a landing spot before you start. Can't wast those precious swim points! At 16, for example, it's a straight shot from beach-to-beach. In the center of the island is the statue of a familiar figure. Search and you discover that he is also known as the Builder. Search (while swimming) at each corner of the island (J, J, J, and J) to find diamond, ruby, emerald and amber coins. Back to the shore.

In the four corners of the patio (at K) are four gazebos, each sheltering an urn. One silver, one cuprum, one viridian and one gold. Do a color compare and guess what to do with the coins. Make the offering as the map instructed. (Diamond to silver, ruby to cuprum, emerald to viridian and amber to gold. But it doesn't matter - the urn won't accept the wrong coin. There was something about opacity turning to radiance. Back to the statue and use the Moonstone you got from the similar statue back at New City. Some reward! KLUNK into a dungeon!

Fear not. Using TEMPL-1A map, you have been dropped at location 1. on level 1 of the dungeon. (TEMPL-1B joins at the SW corner of 1A.)

To the west, stay away from 23 for now. If you decide to explore it despite this warning, be prepared to be dumped painfully into Level 2 at A (map TEMPL-23). A long and tough trip south and then west will bring you to a teleport station at B (if you survive) which will return you to 2 back here on level 1.

Press a button at 3 to open a secret door. Search at 5 to pull the sconce and open another secret door. Find a chest containing the Munk Key. At 7, find a ring of Rusty Keys. (They fit four doors at R.) Moving to TEMPL-1B, use the Munk Key at 8 and find your way to the stairs at 9. BE SURE to be rested and 'saved', and have all possible protective spells in place. You are about to face the Lord of the Dark Forest Munks and his gang, and they are TOUGH!. Ready? - Go on down the stairs (TEMPL-23, level 2) and take him on.

Get the Key of Good Keep at 10 and the Key of the Temple at 11. (There are a couple more chests at C.) Press the button at 13 to open a secret door at 14. At 15, get a 'bo' (which when assayed will turn out to be a notched stick). OK? - Return to level 1 on map TEMPL-1A. Press the button at 16 to open a secret door at 17. Use the Key of Good Keep at 18 to get the Onyx Key at 19. Find a hole in the wall (looks a little like a button) at 22 and use the notched stick. (This locks that trap door.) Pull the lever at 23 to open the grate at 24 and go down the ladder at 25 to a different section of level 2 on map TEMPL-23.

Use the Onyx Key at 26 to get to a stair at 27 leading down to level 3. Press the button at 28 and pull the lever at 29. SAVE. An altar holding a black globe will rise out of the hole in the floor at 30. When you take the globe you will likely be gassed, one to most of the team will be paralyzed, and before you have a chance to recover you will have to fight. Be prepared to quit and restore. At the same time, a grate will close the exit. After the battle, you will discover that the globe is Wickum's Powerglobe - a critical item for the boat, much later. Pull the lever at 29 again to re-open the grate and return to level 2.

Go to 31 and look around. Directly south you will see a fountain at 32. Swim to it and have everybody drink to restore stamina. Beside the fountain to the left, find and press a button to open a secret door. Use the Key of the Temple at 33 to open the grate and find the Holy Work at 34. By the way - none of the grates at D can be opened from either side. Return to level 1. Find the lever at 20 to open the adjacent grate and find a ladder at 21 which is the exit from the dungeon. You will find yourself in a field at 'X' on map EF6. Follow the road west and north to return to MUNKHARAMA.

Now that we have the Holy Work and Brother Moser's clues, it is time to do the

LAND OF DREAMS

Go to 15 on the MUNKHARAMA map and enter. In answer to the question 'What do you seek?' reply 'INNER DREAMS'. In answer to the second question reply 'WALK THE LAND OF THE LIVING DEAD'.

Make a donation of 500 gold and you will be allowed access, but with a stern warning to stay away from the Black Door.

The upcoming maze of rooms with up and down ladders can be very confusing, especially since some ladders face north/south and others east/west. Be sure to cast the Direction spell and keep track of your orientation. Note that 1 in the first room is the bottom of the same ladder the top of which is numbered 1 in the second room.

Start Up ladder 1, down 2.
 Up 3 (3 ladders here)
 Down 4. Find a monk, then find a smoking pipe at A
 Return up 4
 Down 5 and up 6
 Down 7 (3 ladders here)
 Up 8 and down 9 to get a lecture at B and find a chest at C
 Return up 9 and down 8
 Up 10 and down 11 (3 ladders here)
 Up 12. Find a monk, then find a pouch (Pastille) at D
 Return down 12
 Finally, down 13 and around the corner to the Black Door at 14.

Stop here. You will shortly be offered the choice 'Do you take the SWORD, GOWN, STONE, STAFF or RING', with no idea what any of them might be. I suggest that you do a special save before you go on. When you pop out of the dungeon you can assay and identify the item you chose, and do a temporary save. You can then reload this special save and go through the routine again, selecting a different item. You can do it again and again, till you have seen each item. (My temporary saves were TGOWN, TSWORD etc.) When you have decided on the item you want to keep, you can reload that temporary game as your ongoing game and proceed from there.

As you step through the Black door, you will fall (but no damage), Move forward and see a vision. When the vision is done, move ahead again - and fall again. You are caught in a loop and can go 'round again if you like. To break the loop, as soon as you finish falling the second (or later) time, merge the pastille with the pipe, and 'use' the merged 'pipe and pastille'. Then go forward again. This time will be a different scenario, and you will get the sword/gown offer. Depending on the item you choose, each member will get a point increase in one statistic (all get the same). One choice gives Piety, another Vitality and so on. Then each member gets a point of Karma, regardless of selection. Finally, you are popped out at 15, where you can re-do if and as you choose.

When you have made your final selection and are ready to move on, meet Xen Xheng at 16. He will greet you with one of the passwords revealed to you by Father Rulae and Brother Tshober. Whichever he offers, respond with the other. (Slay Not He etc., and Be Thankful Ye etc.) He will ask for the Holy Work. He will ask if you would like to study in the School of Five Flowers. Might just as well - this quest can be accomplished along the way without detracting from other tasks, and there is a small reward. Finally he will tell you there's a chest available to you in the back room at 17. Then he's open to talk/trade/lore. When you go for the chest, don't be disconcerted by the 'disarm' anomaly. Xheng said to help yourself, so the chest is not trapped. Incidentally, one of the benefits of this quest is that Master Xheng will meet you from time to time hereafter, which will give you the opportunity to get the latest rumors and will give you the chance to sell off excess loot in wilderness places where there is no other such opportunity. At last, leave the area by pressing the button on the south wall at 17 to open a secret door and you will find yourself in the northwest corner of the MUNKHARAMA pool/patio.

If you didn't sell off to Master Xheng, you can do so at Brother Moser's, and I'll meet you at the south gate, where we can head for

UKPYR

Departing by the gate at 18, follow the road east, south and back to the north on maps EF-6, and F-7 to the UKPYR entrance. As usual, don't ignore the forest. Enter UKPYR at 1, meet the gate guard at 2 and tell him that you want to enlist. Go to the recruiting station at 3, get accepted and sent to the Supply Depot at 4 for outfitting, which will cost 8000 gold. (The Supply Sergeant will want 9000, but if you tell him you don't have it he'll give you a bargain - actually a REAL bargain - when you sell the outfit back, you'll get more than you paid.)

Next, to the firing range at 5, where you'll need 750 more for practice targets (no bargains here!). Ignore the comment that anybody who gets 3 hits gets a promotion from the Captain. I practiced repeatedly with one member, eventually got three hits - but never saw a Captain and never got a promotion. Each member who practices gets the firearms skill. Have the member carrying the targets 'use' them at the far end of the range. Have someone with a gun 'use' it. Three shots, get a report and do it again. Simply pass the gun from one member to the next. (Even tho the weapon will assay as 'unusable' for a profession, it gets used anyhow.)

Return to the recruiting station at 3 for your next mission - 'Find and kill the T'rang spies in the forest to the north'.

Exit the north gate at 6. I found the T'rang at location 2 on F-5, just past where the road ends. They will offer a reward if you will betray the Umpani and get the location of the Umpani space ship for the T'rang.

FOOTNOTE HERE: I lied and said I would. Every time I returned to the area they popped out of the bushes and asked if I had it yet. Had to say no, so they said they would wait. Returned to the recruiter

and admitted I had found the T'rang but had not killed them. He told me to 'go DO it'. Then I lied and told him I HAD killed the T'rang, but he simply took my typed 'YES' as tho I had said 'NO' and sent me back out again. Finally had to lie again to the T'rang, tell them I had the spaceship location, but refused to give it. That, at last, brought about the necessary battle - I tromped 'em, reported back that I had done so, and finally got the next mission.

I keep reminding you to explore the forest. While you're in this area, might as well find some of the flowers. On G-4, the blue flower is at 1 and the yellow one is at 2. The white flower is at 3 on F-4. At 1 on F-4, you will feel a cold chill and a blackbird will fly overhead crying 'AY-BIE'. (Maybe trying to say 'help me'? More about that later.) And don't go past 2 on F4. That's the entrance to the Sphynx (Whirlpool) cave, and we're not ready for it yet.

Your next mission is to carry a message to Rodan Lewarx. Note: read the message and see how obedient he is (not!) when he gets it. When given the message, you will also get a Humpa Card. Use the card at 7 and pull the lever at 8. You will be teleported to inside location 21 at New City. Show your orders and deliver the message. While you are here, exit into the New City street, then turn around and come back in. This is one of the doors you could not open before, but from now on you will be able to enter at will. And you can use the teleport device from now on to go back and forth between New City and Upkyr. Take note of the door at 22 with the combination lock. Use the teleporter to return to Upkyr to report to the recruiter.

Final UKPYR mission - 'Report to General Yamo'. Before you do, however, go back to the Supply Depot at 4 and sell off any excess inventory. Things are going to get exciting in a bit, and you'll need space. When you're ready, go to 9, find the general at 10 and report to him. After he has given you the Thermal Pineapple (critical for Nyctalinth) and the bombs have stopped falling, loot the city. Search at 11 to find a security code. Searching at 12 will show you a map emphasizing an island south of NEW CITY. Find chests at 13 and 14. Searching the star map on the wall at 15 will give you the starship coordinates the T'rang wanted - HORATHA Tracking S:48,9 D:34,82,+17 Using the WizardEye spell at the Firing Range and Supply Depot will show you there are areas beyond the locked doors. They can't be picked, but they CAN be forced, tho it takes tremendous strength. Don't bother. No goodies in either place.

If you explored the area in NEW CITY where you delivered the message, you found a door at 22 with numbered buttons. Wonder if that security code you just found would work? Use the teleporter back to NEW CITY and try. Yep, it does. (2723539). Behind the door find the Comm-Link device. (Critical for the Forbidden Area)

NEW CITY (3)

While you are here, you can sell off your excess inventory, and you can drop/stash some items you no longer need - the Pipe/Pastille, the IUF orders you got in UPKYR, the IUF badge, YAMO's dispatch and the Moonstone. Off again to more adventure! Next we go to NYCTALINTH, with a stop on the way.

GATE TO RATTKIN RUINS

Out the east gate - Follow the road thru D-5, north thru D-4, D-3, C-3, D-3 again and C-2 to location 1 on C-1 - at the T-intersection where the road enters C-1. Leave the road at 2, go north and a little west toward 3. As you approach, there will be a series of battles. When they are done, use the Bonsai at 3. When asked who craves a boon, give the name of your party leader. There's a chest at 4. Return to location 1 on the road and follow the road west thru B/C-0 and on to the entrance to NYCTALINTH at 1 on B-1.

NYCTALINTH

This area is mapped on NYCT-N and NYCT-S. Go to the Landing Port at 5 and get the T'rang Port Book at 6. Enter the Observation Control Tower at 2. Learn a Computer Access Code at 3 and find the TX-Coder at 4. (All critical for later.)

Enter the High Chamber at 8 and talk to H'Jenn-Ra T'rang at 9. Pull the lever at 10 to teleport to 29 in the T'rang house in New City. Meet Shritis T'rang at 30. Whether you accept or decline the mission he wants to give you seems to make no difference. He will leave. Find a chest at 31 and get a Control Card. (Critical) As with the Umpani quarters, exit to the street and re-entry will free up the door so you can use it (and this teleporter) anytime. Pull the lever at 29 and return to Nyctalinth. Report back to H'Jenn-Ra. and get a new mission to acquire the ?BOAT? map for him/her. Make a careful note of the spear code.

After this interview is over, be prepared for some tough battles. Get 1 Finger Rod at 11 and 2 more at 7. (Notice that tho they seem to be the same, they can't be merged, so they must be different.) Go to the Tactical Depot at 13. Use a Finger Rod to unlock the door at 14. (If one doesn't work, try another.) Nothing there but a battle. Use a Finger rod on the door at 15, and after a battle at 16, get a weapon. Search at 17 to learn that it emits a mysterious ray.

Now go to the LiveStock Breeding Grounds and use the last Finger Rod at 18. At 19, at what appears to be a solid wall, meet a 'familiar figure' (Murkatos' Ghost - remember - he sent you here) who says 'follow me' - and you can simply walk through the wall. Note - you can (and will) later walk thru again, in the same direction, but it's a one way trip. You cannot exit this way. At 20, find a chest containing a 'long-stemmed spade'. While exploring the graveyard, STAY OUT of location 36. Or, if you would like to see what happens there, SAVE, then enter. You NEED the object the fast-moving banshee stole - and having lost it, there's nothing to do but restore. At 21, find the grave of Notera Formi. First cast levitate, then dig. You will drop into the south end of the Nyctalinth Dungeon at 21. (The NYCT-DUN map shows a little bit of the south end offset.)

NYCTALINTH DUNGEON

Be prepared for LOTS of poisoning, tho fortunately when you pass thru each trap the first time, it exhausts itself and you can go thru again safely. There are two main tasks and one smaller (tho no less important) Least travel goes like this:

Clear out the chest at 22. Find a ladder at 24 and go up to Nyctalinth proper at 24. Find the chest at 25. Find the statue at 26. Search. Dig to get the little green statue with the funny name. Read the name backwards. 'Time Bandit' - Hmm - might help outwit that quick little guy back in the graveyard. Press the button at 27 to open a door. Back down the ladder to the dungeon at 24, and find some goodies at 23. Now for the real battle.

At 28 see some eggs. SAVE. Cast the Fire Shield spell if you have it, then use the Thermal Pineapple. If you burn up, restore and try again. Find another ladder up into the city at 29. Just before you round the corner to 30, rest, save and get ready to fight. At 30, you are in H'Jenn-Ra's chamber. Kill him/her to get one or more maps. This time, I got the ?FOOLS? map and the ?DRAGON? map. As I mentioned before, some maps are in fixed locations, others are random. For example, my first time thru, I got the ?FOOLS? map by killing Ratsputin. (?FOOLS? map has no use, tho one of the characters you meet on the road and trade with may buy it, but probably not.)

Buttons at 31 and 32 will open secret doors. Go thru 32 to get to a down ladder at 12. At 33, 34 and 35 you will find three seemingly dead Savants. Use the Mysterious Ray Gun on each in turn. (Don't equip it -just use it.) From one of the three, after re-killing him, you will get another Computer Access Code. Leave the vats alone. Back up the ladder at 12, find your way back to 18 and reenter the graveyard.

Enter the cubicle at 37 and use the little green statue to get the Crux of Crossing. This is what you need to get through the energy field at 38. Be sure you have the Remove Curse spell. The Crux is cursed, but must be equipped for it to be effective. While some cursed items are good, this one is not. Having equipped the Crux, go thru 38 and find the tomb of Vilet Kanebe at 39. Enter and go down the ladder at 40. Find a chest at 41. Murkatos' Ghost said that you would find 'a part of what you seek' here. In this case it is the ?SERPENT? map. Retrace your steps an when outside the energy field, remove the curse and uneq the Crux.

We've done all that needs doing except to get out of here and back on the road. You can't get out at 19, so it's back to the dungeon. At 21, again cast levitate, click on the hole to drop into the dungeon and find your way out. I preferred 24 to 29, but it doesn't matter. I'll see you at the NYCTALINTH exit at 1, from where we will head south to

DIONYSCEUS

En route, at or near location 1 on B-2 you should come across a battle. JAN'ETTE the Helazoid is being beaten on by a gang of T'rang. You will be asked if you want to help her - and you do. When you have won, and set her free, she will give you a token of her appreciation. Much later, when you follow her instructions and give it to the Helazoid Queen, you will gain a personal skill.

DANE TOWER

(Maps DANE-1/2, DANE-3/4 and DANE-5/6)

Find a ladder at 1 on map A-4. There are six levels here - one below ground and five above (tho you really can't tell the difference). I did a semi-permanent save just before entering each level (DANE1, DANE2, etc) so that if something went wrong, I could restart at the beginning of a level, and not have to restart the whole tower. So - down the ladder to

DANE LEVEL 1

From the ladder at 1, find the trading post at 2. Buy 2 packs (3 each - total 6) of Jonga Powder. Talk and join the fellowship. Dues - 100 gold. Press the button at 3 to open a secret door. Use the Jonga Powder at 4. (This protects against a poison gas trap at 5.) Find a chest at 6, defeat the Spirit of the Dane and get Ashes of DIAM (critical). Get a Golden Idol from the chest. Place the idol on the altar at 7 to open a door at 8. Go thru, pay a fee of 250 gold and find the stairs at 9 to go up to level 2.

DANE LEVEL 2

From the top of the stairs at 1, find an ad for BELCAZOR's Magik shop at 2. Use Jonga Powder at 3. Across the hall you enter a room with a bunch of open holes in the floor. DON'T MOVE YET! When you do move about, stepping on certain squares will cause various holes to open and close. If you step in a hole, you drop down, into the matching square on level 1. (The Jonga Powder on this level acts like a levitate spell, protecting you from harm.) The object right now is to get to C. I think there may be some randomness right after B - note the repeat of the 4-7-4-5 sequence - but what worked for me was this routine.

A - 4 - 5 - B - 4 - 7 - 4 - 5
- 4 - 7 - 4 - 5 - 8 - 5 - 6 - 5 - 9

and through to C. At 10 is BELCANZOR's Emporium. (Per the ad, he's here only in the daytime.) Press the button on the south wall at 11 to open a secret door; press another on the west wall at 12 and find a Golden Idol at 13. Use the idol at 14 to open the grate at 15. At 16, pay your fee of 500 gold and find the stair to the next level at 17.

DANE LEVEL 3

From the top of the stair at 1, follow the passage until you come to a black 'door'. From here on, this level is mostly dark. Find the urn at 2 and use Jonga Powder. Protects against a 'purple haze' which would otherwise clobber you here and there. A fountain at 3 will restore stamina. Go to 4 and be teleported to 5. At 6 you will find out you don't know 'the word' and be abandoned but you will find the Key of the Beast. Go thru the door at 7 (as far as you can) and search at 8 to find a Golden Idol. Exit from 8 to the west. Find a grate at 9 - the 'Lair of the Beast' and use the Beast key. Enter and defeat the beast. With his dying breath he says 'MOO'. Now you know the word. Go back through the routine at 4 and 5. When you get to 6 again you will be asked if you wish to meditate on the word. You do. One or more team members will probably fall asleep. Those who do not will get the Mind Control skill. All should have it, so step back to 5 when the sleepers awake. Step forward to 6 and do it again, until everyone has the skill. You can do this as many times as you like. Each time someone who already

has the skill stays awake, he/she gets another point in the skill, which protects against some spells and enables you to walk through the Orchid Field (north of NEW CITY) without falling asleep. When you are ready, go thru the door at 10, and walk right thru the wall to 11. Take the idol to the altar at 12 and use it, which will open the grate at 13. Enter, pay your fee of 1000 gold, and at 14 find the stairs to level 4.

DANE LEVEL 4

This is a teleport maze. I have tried to make the coding as clear as possible by matching numbered jump-spots with lettered landing spots. That is, you jump from 1 to A, from 2 to B, 3 to C and so on. (Although actually location 1 is the start-point at the head of the stairs from level 3.) 'X' marks two places that will drop you back to 13 on level 3. The numbered spots are NOT all in the order we will use them. Clear as mud? - Let's go.

From 1 go to 3 - jump to C. Westerly to 4 - jump to D. From 5 jump to E. West to 6 - jump to F. North to 7 - jump to G where you will find a chest containing the Key of Stone. Move a step to 4 - jump back to D. Find 9 and jump to I. Find 2 in the SE corner and jump to B. Open the grate at 31 with the Stone key, and open the chest to get (among other things) the Stone of Gates. From 20 jump to T. Get to a 4 in the SW corner and jump back again to D. From 13 jump into darkness (NW corner). Move 1 square north and see a vision of a black orb on a pedestal disappearing into the floor, then a girl making hand motions above it. You may not remember her from the game's introductory sequence, but she's Vi Domina and we'll meet her again. She's important. When she's gone, you'll get another Golden Idol. Move 1 square west and jump to P. Find the altar at 17 and use the idol to open the grate at 18. Go thru to 8 - jump to H. Head SW toward 10, meet the priest and pay your fee - 2500 Gold. From 10 jump to J and at 21 find the stair to level 5.

DANE LEVEL 5

From the stair at 1, enter the Chamber of Deadly Coffers at 2. ALL of the chests labelled A thru K are trapped - they will clobber you as soon as you approach them from the side showing the lock. The damage is random. The same chest that will kill several members of the party on one occasion will slightly wound only one or two on another. Be SURE to save before you approach each chest so that you can quit, restore, and try again if the damage is too great.

First, use Jonga Powder at 3 to protect against that purple haze. Get the key from C and use it on the grate at 4. Get the key from F and use it on the grate at 5. Get a Golden Idol at K. Get a key from G and use it on the grate at 6 to get to the altar. Use the idol there, which will open the grate at 7.

Before you leave, however, there is another chest at 10. When you get to it, it will likely be empty, with an indication that someone got there before you. (Wasn't me! - all three times I tried it was already empty.) Randomness here. Twice, for me, the key from A opened the grate at 9. Once, it was the key from B. At any rate, if you want to try (and you should), get a key, find a button at 8 and press it to open the secret door to 9. If the key works, open the chest at 10 and hope for the best. If not, restore (you DID save, didn't you?) and try the other key. Chests at D, E, J and H have nothing in them but keys that don't fit anywhere. I has a few low-calibre items in it, but is usually pretty damaging. Don't spend a lot of time on it. When you are ready, go thru the door at 7, pay your fee (5000 this time!) and find the stair at 12 for

DANE LEVEL 6

Actually, as you will see, Level 6 has two additional small levels associated with it. Level 6 has a couple of unique features, too. Be prepared to use the Map Kit OFTEN. The room at 2 spins you around and drops you in a different spot (tho fortunately in the same room) each time you enter it. And certain doors turn into walls (and walls into doors) as you move about. I have defined some, but not all, of these locations.

From the top of the stair at 1, go thru 2 to 3 to find a chest with a Chrome Key. Step into the alcove at 4 to open a door at 5. Same at 6 to open a door at 7. Go to 8 to open the door at 9. Around the corner at 10, stop. The four grates on the left are going to spewfire as you pass. The fire shield spell may help, tho I didn't see that it helped much. Rest and save at 10. I found that I could get all the way

to 12 and survive. Go into 11. Pull the lever on the west wall - JUST ONE TIME. (It re-sets itself and looks like it didn't work - but it did.) Rest and save again, because you're going to get scorched again when you come out and then be faced with a battle.

Use the Chrome Key on the grate at 12, and after a battle find a chest at 13 containing, among other things, the Book of IMMORTALS (critical). Go to 14 to find a chest with another Golden Idol. (If you can't get to 14, you didn't handle the lever at 11 properly. Go back and try again.)

Work your way through those opening/closing wall-doors to the northwest corner and find a button on the south wall of 15 to open the door to the altar. Use the Idol at 15 which opens the door at 16. Enter and pay your 10,000 fee. But you're not done yet.

MAGNA DANE

We've been hearing about this guy - now it's time to meet him. Step in at 17 to open a secret door at 18 and reveal a chest containing the Key of Ascension. Use it at 19 and be teleported to 20 on level 8. Don't pull the lever. Go down the stair at 21 to level 7 and down again at 22 to the northeast corner of level 6. Talk to (actually, listen to) the Magna Dane at 23. He will tell you how to summon the DEMONSPAWN and will tell you of the great reward that is yours when you bring him the Horn of Cornu. (These are the same instructions you can read in the Book of the Immortals.)

Go back up the stairs to 24 on level 8. SAVE and then pull the lever. You will be transported to the edge of the hole at 25. Cast levitate, then follow the instructions to summon the Demon. Use the Munk Innards. Use the Ashes of Diam. Use the Stone of Gates. When the battle starts, use the Book of the Immortals. When the battle is won, click on the hole to drop down to 26 on level 7. Search to get the Cornu. Learn that the Magna Dane is a double crossing so-and-so who isn't about to fulfill his promises. Follow the passage to 27 and drop back to level 6 at 28. (No fire from the grates this time.)

One more trip thru level 6 to 20 and back to level 8. Down the stairs again (21, 22) and before you round the corner to confront Magna Dane for the last time, set up all your best defenses and SAVE. Gonna be a heckuva battle (probably - random enough that you can never tell.) Meet the Dane and his gang at 23 and flail away. When you are victorious, search the Danes' body to get the Ring of Demons. Use it on the grate at 23 to enter his lair. Press the button at 29 to open a secret door and use the Cornu at 30 to get to the chest. The chest contains the Coil of Serpents (critical for later) and a Jewelled Cushion which can be sold. On the east wall at 31 is a restorative fountain. (Be careful - the one next to it on the left is poison.) Somewhere during this episode you should have gotten the ?CRYSTAL? map.

Up the stairs (22, 21) to 20. NOW pull the lever and drop back to 32 on level 6. We are finished with the Dane Tower. You CAN retrace your way back down all those stairs and through the various mazes, but the easy way out is to go to the EGRESS at 33 for the express transport down to the lobby with the exit ladder on level 1. You can sell off your excess inventory here, or at NEW CITY, which is our next stop. Following map A-4, turn east at the intersection, then east and south. On the way, we'll pass thru the Orchid Field (Mind Control protects here.) And should see a 'great gray whale' sail thru the sky overhead. Not sure what that's all about - may be a reference to one of the space ships.

NEW CITY (4)

Time to find out about Vi Domina. Enter the Forbidden Zone at 17, use the control card at 18 and find a computer terminal at 19. Check the two parchments with computer codes that you acquired in Nyctalinth. Use the Comm-Link Device on the computer. When it asks for SERVER, give it 023@41A2; and for HOST say BLACK SHIP COMMAND. Ask for PERSONNEL FILES, and then for VI DOMINA. Get her data and note particularly the reference to 'Pz'. Maybe Phoonzang? She will shortly appear, but the Dark Savant will toss her in the Security Cell. Notice that the door at 20 has flashing lights, and thru the adjacent window you can see Vi on the floor. Back to the computer - use the Comm-Link Device again, and this time use the other code - SERVER 018@67C1 and HOST - Central Security Access. Deactivate the Security Cell. The lights on the door at 20 will have gone out and you can enter. When Vi comes to, she rambles on about finding the Astral Dominae, 'located on a small island beneath a morgue' and about 'making a deal' with the Dark Savant. She will give you an item - Vitalia's Device - with which to call her when you find the globe.

You can now drop/stash the Comm-Link Device and the parchments with the codes. (Keep the Control Card.) The Cable Trolley is no longer needed. (If you want to cross the river again, you can now swim it.) The Cornu of Demonspawn, the Book of Immortals and the Ring of Demons can be kept or dropped as you choose. They have some utility as weapons, but have no further Critical use. (DON'T equip the ring, though - it will kill you.)

Go to the Bank at 23, break into the vault at 24 and search to find a Copper Penny. Take the Penny to the Curio Museum at 25 and use it to enter. Be sure you have the Cure Disease spell. At 26 try to take the Wand Majestik, but instead find a Rebus Egge - and get diseased. Cure the disease. (If you don't have the spell, Father Rulae at the Abbey (13) will cure you, but he'll want ALL your gold!)

If you don't have a Holy Water potion, visit Father Rulae and buy one. Go to the Library at 27. Inside, take the red book (Book of Fables) and at 28 meet Professor Wunderland, who will tell you a long story. Ask him about ARCHIVES, and he'll give you a Key of the Old City.

When you are ready, leave NEW CITY by either gate - the east gate to go north past the road to Munkharama or the west gate to go north past Nyctalinth then east. You can also go to the T'rang house herein NEW CITY and use the ANTHRACAX to teleport to Nyctalinth. I'll meet you at the 'T' intersection at location 1 on map C-1 and we'll head off for the

RATTKIN RUINS

Follow the road a little east then north and east again into msp D-1. (If you're cutting and pasting the maps, note that D-1 is offset 5 squares to the north.) Follow the road to its end, then work your way eastward thru the forest to location 1 on D-1, where you will find the 'smiling tree'. As soon as you approach the tree you will be picked up and tossed over the wall into a second story apartment of the RATTKIN RUINS (at location X on map RATKIN-1. This area is covered by three maps - RATKIN-1, -2 and -3. -1 covers the upper and lower levels of the structures. -2 is the western outdoor area and -3 is the eastern forest. A note here - If you step away from X and then back onto it, the tree will pick you up again and redeposit you on the outside. We will, however, use a different exit.

The structured area is a ladder-maze sort of like the early part of Land Of Dreams. Ladders are numbered 1 thru 10, same on the top and bottom ends. You should be able to handle it from here. There are chests at A, B and C. If your lockpick skill is not that great, be sure to get the Brass Key from B before going after C. At 16, near the top of ladder 4, is Bertie's Weapon shop. Whatever else you do, buy a Featherweight Potion.

After exploring the interior, EXCEPT 15, find your way to 17 at the southeast corner of level 1. In this vicinity you should meet Blienmeis. Go ahead and make a charitable donation (only 20 Gold). This guy we do NOT want to irritate - not yet, anyway. Talk (trade if you like). Ask about rumors. Follow up on, or ask directly about RAKUZA, FUNHOUSE, and REFLECTION. You may or may not get some good answers.

Now go to 15, around the corner from the top of ladder 9. You will be told to put your hands through the window to prove you are a genuine Thief! Do so, but they will find you not qualified, and you will be sent away. They said you were so dumb you couldn't steal from a blind man. Try to prove them wrong. Go back to 17 and meet Blienmeis again - attempt to steal from him. You will fumble, but you should get a ring. Equip it and you will be allowed into the Thieve's Guild. Lo and behold - old Blienmeis is the proprietor. Talk to him again about RAKUZA, FUNHOUSE, and REFLECTION. At this point, he should offer you the Ring of Reflexion (for 12000!) and should offer you a Nose (only 1000). You MUST have the Nose (shows in your inventory as a red rubber ball). I bought the Ring - had plenty of gold - it gives one member the Reflexion skill. But I never found that it did much good.. (Check the Manual.)

One more item on Blienmeis - If you have a fairy ninja, (or you just want the gold you can get for it) he has a Cane of Corpus. You have to kill him to get it, but he's very fast. Usually manages to run away and avoid the battle. If not (blind or no) he's supposed to be a tough opponent. I never managed to get him, but I understand some players have done.

Now go ahead and explore the rest of the outdoors for fun, adventure, XP and Gold, using maps RATKIN 2 and 3. When you're ready, I'll meet you at location 20, at the door of the

FUNHOUSE

Use the Red Rubber Ball on the door to gain entrance. Explore, but leave the door at 23 for last. Find a chest at 21 containing a 'bo' (which will assay to become a wooden dowel - critical). This chest sometimes also contains a LODESTONE. It has no use and you can't sell it - all it does is weigh you down. Dump it! At 22 find a 200-pound iron pyramid - also critical. You may need to do some inventory rearrangement in order to carry it, but carry it you must. Thru the door at 23 find a ladder at 1 and go down.

You are at 1 on Funhouse level -1. There are four levels, and I have numbered the ladders, stairs etc., identically on the top and bottom ends (1 through 16). Locations 20 and up are places to visit. You will need all of the maps at the same time, because there are many trips to make from level to level. There are four maps - FUN -1, -2, FUN -12 (some small areas that wouldn't fit on -1 and -2) and FUN -34 (combined). (Good practice for a later episode with 50-some up-n-downs on EIGHT levels!)

Go down 2 to level -3. At 5/5 find a teeter-board. Step on the right-hand end and a chain will descend thru the ceiling over the left end. Use the pyramid to attach it to the chain. Take the stair at 3 to level -2. Find a button at 20 to open a secret door and find a spool handle at 21. Use the spool handle at 22 to wind the chain up. Go up ladder 4 and around the corner at 23 find a Key. Down 4, down 3 and use the key at 24 to find a Rubber Band. Take that back up 3 and 4 - use it at 25 next to a grate which will not ever open. Back down 4 and 3 to the teeter-board. DON'T step on it yet!. Use the Featherweight potion, and THEN step on the right-hand end of the board. Clever!

Before we take on the major puzzle of the Funhouse - the Water Slide - we may as well handle a small side matter. Let's meet with BARLONE'. Take the stair at 9 down, and go to the grate at 26 to meet the Rakuza and Barlone'. He will offer a reward if you perform a task for him. Agree. After he tosses you out, back off to the foot of the stair and (in 'review mode') use the TX-CODER on the T'RANG PORTBOOK. You will learn of the next spaceship arrival that Barlone' wants. Go back to 26 and tell him '088:53'. He will tell you that a member of his family has placed a map in the Old City Archives, and will tell you that he may have another deal for you later. And out you go again.

Your choice here. If you go back to the foot of the stair and come in again, he will tell you that he and his party are leaving, and that for the small sum of 40,000 Gold you can have all the treasure he's leaving behind. The treasure is random, so I don't know what you might get. Suggestion: Save your ongoing game here, then do a save under a 'temporary' name. Pay the money (assuming you've got it), and after he leaves, search at 27 to pull the sconce and open the grate at 28. Get the treasure (4 chests) and decide what you want to keep. There is a large number of items and your inventory will be quite full. Go back up at 9 and down at 6, around the corner and up at 8. Pull the lever at 29 to open the grate at 30. Now you can take the ladder up at 1 and go off to Bertie's shop and sell off the residue. If you think you got a good deal, come back to the Funhouse and continue. If not, restore, bypass the treasure and continue from where you left off. Of course, you could also restore and do the deal a second time, hoping for a better selection.

On one time thru, I liked some of the treasure and kept it. Testing for you on a different trip, I took the treasure, kept it intact and sold it all. Result was that I lost 6000 gold in the deal. Not that it matters much - at this point I had around 200,000 and there wasn't much that I wanted to buy. As I said, your choice.

If you don't need to go back to Bertie's, you don't need to open the grate at 30. And it can always be done later. Whichever/whatever, meet me on level -1 at the top of ladder 6.

Go to the top of the 'troughs' at T, cast levitate and jump in. You will bounce off a grate on level -2 and land at T on level -3. Find a painted ball at 31. Pull the lever at 32 to open the adjacent grate. Take the ladder at 7 down to level -4. Swim around the corner from 53 to 54 and find a Bar and Rope at 55. Retrace your way back to 7. Up 7 and up 6 to level -1. Now find your way to ladder 11. Take it down and follow the passage, but stop at 33. SAVE, then go on until you see a brightly painted target. Use (throw) the ball. You may or may not hit the target, partly depending on the throwing skill of the thrower. If you miss, and had not saved, it would mean a trip back to 31 to get the ball to bring it back here and try again. With the save in place, you can restore to try again - as many times as need be

until you hit. There's some randomness here, too. My best thrower has missed and my worst has hit! When you DO hit you will open the grate that you bounced off when you went down the troughs.

Work your way back up 11 and around again to the troughs at T. Jump in again and wind up at T on level -2 (now that the grate is open). Go to 34 and use the Bar & Rope on the hole.

Now to set the switches on the water slide. (Yep - this ain't called the 'funhouse' for nothin'!) Start by going all the way around to 36, where you'll find a view of the water and a lever on the left.

A NOTE here: I'm not sure which way this lever should be set. There are FIVE of them (we'll soon see the rest) and the only thing that's sure is that all the left-hand ones should be the same, and all on the right-hand (as you face the water) should be the opposite. What worked for me when I tested for you was UP on the left and DOWN on the right. When you go down the slide you should catch the rope you just hung. If you wind up in the pool on level -4, just come back to this point and reverse everything.

So - set this lever UP. At 13 go up, down at 14 to find a lever on the right at 37. DOWN. Up 14, down 13 and at 38 is a lever on the right. DOWN. Go down at 12, find a lever on the left at 39 - UP, and a lever on the right at 40 - DOWN. OK - lets test it. Up at 12, and around on level -2 to BB. ride the belt up to B on level -1 and go around the corner to S - the top of the slide. Jump in and enjoy the ride. If you catch the rope, fine. (If not, go back and reverse the levers.) Follow the passage til you come to a strange device at 43. Move forward, and at 41 you should get a black ball. Go back around to the hole in the water and jump in. You will land in the pool on level -4. Climb out and take 7 to level -3. Ride the belt at B up to level -1. Go all the way around to 47 and use the black ball to put it into the tube. Come back and go down the ladder at 10. Use that wooden dowel you've been carrying all day on the hole in the wall at 35. Now to S, and another trip down the water slide. Grab the rope again on your way by, swing out and you're ready to go back around the corner to 43. THIS time when you step on the platform, you'll be glad the dowel is there.

Up-up and awaaayy - to 44 on level -2.

Around the corner and up on 15 - down on 16 and at 45 find a rack of spears. Do you remember what H'Jenn-Ra T'rang told you?

First is not before the Third nor the Second,
but first after the Sixth
It is the Fifth that is first
and the Fourth after the Third
which is second - then The Way is revealed.

Press the buttons as follows: 534261 - the grate will open and you can get the ?BOAT? map from the chest at 46. Up 16, pull the lever at 47 to open the grate at 48 and up the ladder at 49 to a field. You now stand at location 1 on map F-2. Work your way south to 1 on F-3, then west into E-3 and back east to 2 on F-3. This is the entrance to the

GIANT CAVE

This is a fairly small and simple cave. The red flower is at 2. Find and pull a lever at 3 to open the grate to SPOT's lair. Defeat him and find the Necromantic Helm at 4 (Critical). There is a chest at 5 containing some pretty good armor and weapons, but it's a long 7-square swim from the nearest point at 6. You will probably need at least 24 Heavy Stamina potions to make it out and back.

WITCH QUEST

Find your way back to location 1 of map F-3. Get a vine at 3. (When you try to climb it, it will fall into your hands.) Find two more vines at 4 and another at 5. These are heavy - watch out for an overweight condition. Find the purple flower at 6. Take the vines to 7, merge them and use them. Climb down to 8. (SAVE first, of course.) Work your way to 1 on F-4. (Where you heard the crow calling, remember?)

This next exercise gets a little tricky. Read the Book of Fables to learn about the witches. It says that they gather 'just before the witching hour'. But they won't gather if you are there. so go just to the west, at 4, and with a combination of 'resting' and pacing back and forth to use up some time, wait until the sky turns full black. Then equip the Necromantic Helm, and re-enter the chilly glade. If your timing is right, you will see a vision, and by moving to the squares north, south, east and west of 1, you will meet the companions of the four wicked witches, and will learn the names of the witches. At 1, the unfortunate good witch dances and says 'Help Me'. If this sequence of events doesn't happen, the time was wrong. Try again.

Go back to the steep cliff at 8 on F-3, climb to 7 and go to 9 for the entrance to the

WITCH CAVE

The map of this area is in two parts - WITCH-N and -S. From the entrance at 1, go to 2 and find a mirror to meet the bad witch of the South. Her name is 'Xandasa'. Pay the 1000 Gold, fight the battle and get the gold Teeth. At 3 is 'Barbana' of the east, at 4 is 'Carmela' of the West and at 5 is 'Naralda' of the north. Having acquired all four of the facial features see the image of the good witch at 6. Turn to 7 as she instructs and use the eyes, ears, nose and mouth. She will give you the ELYSIAD 'for the final battle'.

I never used it. By the time I got to the end-game I had a very powerful team and was fighting in 'easy' mode to take no chances. I understand that at that time, equipping the Elysiad will automatically resurrect any members who have been killed (assuming SOMEbody survived, and you won the battle) and gives them XP as though they had survived. I always restored and re-fought anytime anybody got killed, so I had no experience with that.

She will also open a secret door so that you can get to a chest at 8, containing the ?SPHYNX? map. There is also a chest with some goodies at 9. After leaving the Witch Cave, go back down the vine at 7/8 on map F-4 and go to location 2 on F-4 to enter the

SPHYNX (Whirlpool) CAVE

Read the ?Sphynx? map to learn that the Rebus Egge needs to be brought into contact with salt. From the entrance at 1, go to 2 and swim to 3. Pull the lever which will open a secret door at 4 so you can get to 5. Use the Egge there and the Sphynx will provide a bridge to 6. Search 6 to get the Wand Majestik (Critical). (Don't try to swim in the 'W'-marked water area - you'll drown in the whirlpool.)

When he gave you the 5-Flower quest, Xen Xheng said to return to him when you had collected them all. After leaving the Sphynx Cave, find your way south through UKPYR to MUNKHARAMA. Go to 15 at the school (Land of Dreams) and find a note left for you by Xheng. Follow the instructions. Merge the red and blue flowers. Merge the yellow and purple flowers. Merge the two combinations to get 'Orchid Ambrosia'. OK so far. Now you are to merge that whole thing with a 'solution' of the white flower. Takes liquid to make a solution, so merge the white flower with the Holy Water you've been carrying around to get 'Dahlia Water'. Now merge THAT with the Ambrosia to get a SNAKESPEED Potion, which will give that skill to one member.

He also said to report to Father Rulae the finding of the Holy Sacrament. On to

NEW CITY (5)

When you greet the good Father, simply say 'Holy Sacrament' and after he leaves, you can enter the door behind him and go down the ladder at 32 to find a healing fountain at 33 and a chest at 34. It has been said that this chest should contain the important ?LEGEND? map - but it never does. From now on, any time you want to use the fountain, say 'Holy Sacrament' to Father Rulae, the door to the ladder will be opened and the fountain will be available.

You have no further use for the following items, so you can drop/stash them if you choose - Book of Fables, TXCoder, T'rang Port Book, Spool Handle and the Note from Xen Xheng.

Barlone' said that the ?LEGEND? map was in the OLD CITY. Well, let's look.



OLD CITY

Find the 'Condemned Area' at NEW CITY location 36. If you can't pick the lock, a Pewter Key will work. Thru the door to the left, at 37 find an odd sign on the wall and a hole. Use the Old City Key to open a secret door and find a ladder down. You are now at location 1 on the OLD CITY map. Notice the footprints in the dust indicating that someone has been here. At 2, find a lever to open the grate at 3. At 4 find a button to open a secret door and give you access to a chest at 5. This chest should contain, among other things, another Old City Key. Use it to open the grate at 6. At 7, find a button to open a secret door. Find a chest at 8. Find a button at 9 to give access to a chest at 10. I don't know what you will find, but on three different tries, all I found was wrappings - the map was gone. After exploring the rest of OLD CITY, find your way back to the ladder at 1 and return to the surface.

Well - we've GOT to have that map. There are two possibilities – one legitimate and one cheat. First, you can use the 'Find Person' spell and go off to find all the people still alive, hoping that one of them has the map and will sell it to you or that you can fight for it or steal it. I'll tell you the other way if we can't get it using the right way.

Here's what I did. I used Find Person and learned that all of the T'rang NPCs were dead. The Umpani easiest to get to was Tracker Rhallik, in Ukpyr. By the time I got to Ukpyr, Find Person told me he was in Tremontaine (the forest north of Ukpyr). Sure enough, there he was, just a little way north. But he didn't have the map available for sale. LOREing with him told me that Rodan Lewarx had acquired the map from King Ulgar, and talking with Rhallik told me that Lewarx was hunting for Shritis T'rang. (Remember - he went storming off after Shritis when you delivered the message from General Yamo.) Find Person told me he was at the Old Cemetery in Nyctalinth. So I used the Humpa Card and teleported from Ukpyr to New City, then (using the T'rang Anthracax) teleported to Nyctalinth. I tramped up and down in the cemetery for a long while, but Lewarx was a no-show. Finally, Find Person told me he was in Nyctalinth proper. Down thru the underground and out to the surface. (Remember that's the only way out of the cemetery.)

After just a little exploration of Nyctalinth, Lewarx showed up and he DID have the ?Legend? map for sale! So I've got mine - and I hope you do too. It's gotta be there somewhere! The legitimate thing to do is check out each living person - maybe more than once - since the map passes from hand to hand. The far less satisfying way is to cheat - download DSEdit from CompuServe Gamers Lib 9 and give it to yourself.

So let's get the boat and take to the high seas. First, visit Sogheim at location 38 at the New City Dock and Marina. Ask about rumors to learn about BROMBADEG, the Demon of the Sea, who rises when the moon is full.

Now go back to the Curio Museum, and at 39 see three twisty heads. The clue to the sequence is in the ?BOAT? map. Read it to see –

When fear has turned to anger, thee has lost thy
soul and make the devil laugh. But to still thy
tongue and become amazed thou begets enlightenment
and thus know bliss.

Click on the heads as follows: scared imp, angry demon, laughing devil, silent devil, surprised imp, happy demon.

A secret door will open and around the corner at 40 is a boat. Go on board, Use Wikum's Power Globe. Move forward one square and press the button on the south wall to open the way to the sea.

Now you have some thinking to do and decisions to make. There are two main areas left in the game - the Dragon Mountains (Cave)/Sky City and Crypt Isle.

Your party should be up around level 20 or better. The sea provides LOTS of opportunity for battles and points - almost every second or third square. And there are two more forests - the Greater Wilds, entered on map B-7 and Lesser Wilds entered on map D-7. No treasure in either, but some tough battles with good point potential. A word of warning - if you decide to explore the sea for points,

be sure to keep careful track of your location. It's easy to get lost. And if you find a fog-bank stay out of it for now.

Crypt Isle is on map C-7, 23 squares due south from the boat dock. Work your way south between the islands, then go 11 squares west. In the southwest corner of C-7 is a promontory labelled 5. That is the start-point for our next adventure, whenever you are ready.

DRAGON CAVE

From 5 on C-7 follow the coastline east and south to the fog bank at 5 on B-8. Move straight south til you come out of the fog at 6. By the way - if you choose to move around in the fog bank, be warned that if you move into the squares marked 'x', you will run into a shoal and take considerable damage. (You, not the boat.) Now rest until the sky shows blackest night. While facing south, sidle east to 7 and notice a light on the cliff. Move to 8 and see the change in the light. Read the ?SERPENT? map. (Didn't make a lot of sense to me, either.) Use the Coil of the Serpent to open a secret door into the cliff.

The Dragon Cave is a big area, on four maps - DRAG-NW, -NE-SW and -SE. The whole area is 38 squares east-west and 32 squares north-south. Can be confusing, especially if you try to consult the maps separately. I suggest that if you have a printer which handles GIF files, you cut and paste these four together, otherwise that you hand-copy the four onto one sheet. In order to help clarify the map, I have shaded some of the caverns.

Before entering, be sure you are healed and have your defenses up - (Enchanted Blade, Magic Screen, Armor-plate, etc.) Be sure to save. Tough fight coming up. From the cave entrance at 1, move south and a little east to hear the siren's song and meet BROMBADEG! at 2.

There are 5 caverns, reachable from different landing spots (labelled 'L1-7') on the shores of the entry pool. As you move about, there can be cave-ins which will hit you with considerable damage (so stay well-healed) and will block the passage. (Blockages are marked 'X', trigger squares 'x') You will not be totally trapped. There will be another way out - you just can't retrace your steps. But don't park the boat at the westernmost landing spots (L2 and L3). After a certain cave-in you won't be able to get back there on foot, and it's a heckuva swim from the landing spot you WILL be able to get to (L4).

Read the ?DRAGON? map. (It means that in a couple of places you must go back to someplace you have already been, and 'look again' to find something new.)

Park the boat at L1 and explore the small cave. Nothing there but a battle.

Move the boat to L7. Explore to find a chest at 3. Good stuff.

Move to L5 and explore to find several battles.

Move to L4. Now things begin to get more complicated - and more rewarding. Walk east from L4, ignoring the first passage on the south. There's a cave-in site there. Find a chest at 4. There is talk about a 'pirate's curse'. You will find that when you opened the chest, the exit path was blocked at 5 - but a new path opened at 6. Face east at 6 (your scout should 'notice something') and search to open a secret door. Enter and pull the lever at 7. (Hard to see.) The lever has re-opened the passage at 5, and opened a new passage at 8. You will find four chests at 9, 10, 11 and 12. BE SURE to SAVE before opening each chest. The traps on these chests often trigger and cause great harm. Some good armor and weapons here, and in 11, the Dragon Key (critical for later). Work your way back to L4, avoiding the western part of this cavern to stay away from the cave-ins.

Now, finally, move to L6. This cavern leads to our chief reason for being here - the entrance to SKY CITY. Work your way to the southeast facing south at 13, search to open a secret door. Find a chest at 14. Around the corner at 15 is the ladder leading to

SKY CITY

The main puzzle in SKY CITY is the patio in which you arrive. The squares are bordered with a maze of invisible glass walls. You can pass through some of these walls, but not others. Even more interesting - some of the walls are passable in one direction only! So you may enter a square but not be able to back out again. What look to be 'X' marks on the accompanying map are actually opposing arrowheads. A few walls are marked with a single arrow. You can move in the direction of an arrow pointing away from you but not in the direction of one facing you. So an 'X' wall cannot be passed in either direction. An unmarked wall can be passed in both directions. There are two squares (marked with a cross) that cannot be entered at all and there are no squares from which you cannot escape. Confused? - well, I've gone one step further and put in dotted lines to show the necessary paths to follow.

You ARE going to save as you go, and keep a backup save too, aren't you?

I hate square-by-square instructions, but just to get you started, I'll give them to you for the first step - the vist to

DAME KE-LI

From the arrival point at location 1, go 4 squares south, 1 west, 1 south, 2 east, 1 north, 1 east, 2 north, 1 east, 1 south, 2 east, 2 south, 1 west, 1 south, 1 east, 1 south and you are at location 2. Follow the map to the entrance to the Queen's chamber at 3. More walls. Meet the Queen at 4. Give her the Halazoid Banner you got for rescuing Jan-Ette and get in exchange a pendant which will give the Eagle Eye skill to one team member. Sell off your excess inventory as you like - you should be loaded after the Dragon Cave. Buy whatever you want - there's not much use for gold after this point. The Ankhs and Amulets she has for sale will help your statistics. Be sure to buy at least two credit cards. Talk to her about rumors and the Great Test. When you have completed your business with the Queen, exit at 5 for the

FIRST TEST

Find a statue at 6. Search. You should know the answer to the question "What is my name?". If you've forgotten, it's PHOONZANG. Go through the next door to the

SECOND TEST

Search at the statue at 7, and find one of those push-button thingies reading as follows:

SERPENT	PYRAMID	CROSS
GATE	STAR	SKULL
WAND	DRAGON	MAP

The proper way to solve the sequence is to use the ?STAR? map, to be found on Crypt Isle in the Hall of the past, in conjunction with the Gaelin Stone - also on Crypt Isle, in the Hall of Gorrors. You could also use the trial-and-error approach (362,000 possibilities). If you have enough strength (and it takes plenty) you can skip the test by forcing the door. I've teased long enough. I don't want to interrupt this episode by making a trip to Crypt Isle and back. Besides - I've already been there. Push pyramid, cross, serpent, dragon, wand, skull, gate and star. (I'll show you how to get this answer when we get to Crypt Isle.) Get ready for a battle and go thru the door for the

THIRD TEST

Meet and defeat a METADROID. Tough. You'll meet a whole bunch of his brothers (and his sisters and cousins and aunts) later on. Search at the statue at 8 to learn that 'a part of the key lies ahead' - the usual hint that a map is in the offing. Go thru the door and at 9 find a

SPACE SHIP

You may not see it at first, but it's there. TALK to it and say PHOONZANG to get in. (You won't actually get to see the inside - this is handled in on-screen text.) Keep on answering 'yes' until you have acquired a parchment (the ?GLOBE? map) and a ring (Ring of the Globe). Then you can exit. Retrace your steps almost to the ladder at 1, but not quite. Follow the dotted line a couple of squares west then north til you are out of the glass-wall maze. Then at 10 find the

HALL OF PRESERVATION

Use one of the Credit Cards you bought from the Queen on the door and enter. Don't drool too much over the weapons you can see (but not touch) at A, B, C and D. You'll be able to get one (maybe two) of them later. In the rooms on the north and south sides of the main hall are some interesting views which may help in your understanding of the whole great background story. At 11, find a chest containing, among other things, the Storage Key. Go to the northwest corner of the glass-wall maze, follow the dotted line straight south then move southwest to 12 and use the Storage Key to enter the

STORAGE AREA

At 13 there is a vending machine (which accepts Credit Cards) for Power Packs. You don't need any now, but you may want some later. Be sure to save at 14. (A misstep in the next few squares could require a long trip to get back here.) Step into 15 and be teleported to 16. Now we are looking for the

LIGHT KEY

Follow the dotted line east 1, then go north to get the Key of Light at 17. Come back south and follow the dotted line east, south and southeast to 18. Trek on back to the Hall of Preservation to get your booty. The Light Key will open up any one of the four weapon lockers, but will then (as usual) disappear. You might want to save, get one, ASSAY and IDENTIFY it, quit/nosave/restore and try the next til you're sure which you want. If you have a party imported from BANE and you happen to have brought over the Diamond Ring, you can use it to get a second item, but the ring will be destroyed in the process.

If you chose a weapon requiring power packs, you may want to go back to 13 and get some (you may even want to go back to Dame KE-LI and get some more Credit Cards for even more Power Packs) In any event, when you're ready, work your way back to location 1. Go down the ladder to the Dragon Cave, find your boat and we'll be off to more adventure on

CRYPT ISLE

After leaving the Dragon Cave, move back to 6 on map B-8. Head straight north til you're out of the fog bank. Then hug the coast on your right til you're back to 5 on C-7. East 11 squares and you will find the islands. Land at 1 and use the Wand Majestik to meet the Sphynx who helped you get it. Doesn't matter what you respond to her riddle. (Correct 'question' is "What is man?") She'll babble on briefly, then open a door for you. Go down the ladder into CRYPT level 1, the

HALL OF THE DEAD (Map CRYPT -1)

Some unusual dangers here. An ugly spirit wants her 'BMOCYENOBBS'. (Remember the little green statue in Nyctalinh? Try reading this backwards.) A strange aura surrounds you, paralyzes everyone and puts you to sleep. (Fortunately, this sleep will cure the paralysis.) And EVILSPEAK will clobber you from time to time. Wander if you like, but you'll get hurt. I'm going to lead you as quickly as possible to the actions which will turn these things off.

From the entrance ladder at 1, go to 2, press the button to open a secret door and pull the lever at 3 to open the grate at 4. Go thru and find a button at 5 to open a secret door. Pull the lever at 6 to open the grate at 7. Go thru and head west, then south to 11, but circle around to avoid a fire-ball trap at 10. At 11, find the body of an ugly Gorn Queen. Remember where you got the Bone Comb (!!) Brush?.

(From the Gorn King's bedchamber) Use them here. Now go east to 12 to find an urn. Remember DANE Tower? Use that Jonga Powder you've been hauling around.

Now that the invisible traps have been turned off, you can go back to 1 and start exploring. You need to search every square maybe more than once around. There is some booty available, but what you're really after is 2 TOMB keys for the grates at A and B, 2 CRYPT keys for C and D and 6 GORROR keys (usable on the next level down). You may even have gotten some of these keys earlier in the game. I got one at Orkogre and a couple at Rattkin. And if you don't get enough now, they sometimes show up in the lower levels. None of these keys is critical to the game, but there are good battles to be had and good treasure to be acquired if you can get them.

A button at 16 will give you access to a chest at 17. Should be a couple of keys there. The fountains at 8 and 9 are poison. The ones at 13 and 15 restore stamina. The one at 14 restores hit points, but drains magic points. Remember - always save before testing a new fountain! At 18 you get a choice of unwrapping a mummy or leaving it alone. Best leave it alone - it carries the Ankh of Death.

The Key of the Dragon will open the grate at 19. Be prepared to meet the monster *DOOM*. When you are ready, go down the stair at 20 to the

CHAMBER OF GORRORS (Map CRYPT -2)

Let's take care of first things first. Read the ?CRYPT? map to learn that 'secrets lie along outskirting waters'. From the entry stair at 1, go around the corner and swim to 2. Press the button to open a secret door, then follow the passage to 3 to find a chest containing the Jewel of the Sun.

What to do with it? Go back upstairs and back to your boat. Move west and land at 2, where you will see a block at 3 which looks solid. But looks can be deceiving. Just walk into the west side of the block to find an odd fixture on the wall. Use the Jewel of the Sun - but nothing happens. Turn around and walk out. Walk and swim south to find another block at 4. Again enter from the west to find - nothing! Turn around and step out - Whoops! Not out! there's another statue of old Phooney. You know what to do, don't you? - Right. Search.

Listen to a long speech and get the Locket of the Tomb. Turn around and exit - to find yourself magically back at the block at 3. Your boat is around the corner. Use it to get back to 1, then come back to Crypt Level 2 - the Chamber of Gorrors.

And now - if you're ready - the GORRORS themselves. At the lettered spots on your map you will find grates (use Gorrors Keys) leading to the following monsters:

- A- The Spirit of DARBULLA
- B- The FIEND of 9 Worlds
- C- The HORRAGOTH
- D- The BEAST of 1000 Eyes
- E- The Thing from HELL
- F- The reincarnated Ra-Sep-Re-Tep (yep- from the very first)

Make no mistake - except for wimpy Ra-Sep, these guys are TOUGH. Very few players have been able to defeat the BEAST, and even fewer the FIEND. The other three can be had by most with a good fight. Do a backup save before you take off for each battle. Your stamina will be down from the swim when you reach the doorstep so rest and recuperate before entering the door. Do a temporary save just after opening the door, but before entering. That way, if you lose and want to try again, you don't have to re-do the swim. And if you decide to quit - either entirely or to come back later - you can restore the backup save. The monster won't show until you enter, so you can cast all the protective spells you want and really get ready before you step in. When you DO win a battle, save again before touching the chest. The traps often trigger with disastrous results. There are great treasures here, too, but they show up randomly. You may have to restore and re-try a number of times before you both survive the trap AND get the best goodies.

There are two more mazes to solve before the next-to-final episode. You can come back here whenever you like to hit on any GORRORS you left behind, and you will have to come back through

here in any event before the final episode. When you are ready to move on, use the ?LEGEND? map while facing the west side of the Gaelin Stone at 5 to get the Skull Key. Use the key at 6 to enter the

HALL OF THE PAST

and go down the stair at 7.

This is the area I meant when I said that the up-n-down ladders in the Funhouse were practice for the future. There are 8 levels here with more than 50 vertical teleports. There are holes in the floor and (hard to see) holes in the ceiling. A hole in the ceiling tells you that if you step into the square under it, (whether or not there is a floor-hole) you'll go up one or more levels. A hole in the floor with no ceiling hole above says you'll go down. (No need for Levitate here, these drops are harmless.) Most of Level 2 is dark, there are small dark areas on levels 3 and 4 and there's a water area on level 3.

Map CRYPT -3 covers levels 1-4 and Map CRYPT -4 covers levels 5-8.

This is the kind of puzzle I really enjoy working out. I spent several DAYS mapping it. I have numbered the teleport 'tubes' identically on each level. (For example - if you move into 9 on level 2, 3 or 4, you'll end at 9 on level 1.) An 'up' arrowhead below the number says you go up from here and a 'down' arrowhead says you go down. A solid bar says the tube stops here so you can walk across without teleporting.

One problem area - in the NW corner of level 6 is a 5x5 room with 5 down holes. Tho it looks like you should be able to get to 35 (in the middle) from any direction, you can get there ONLY from the west. Even then, about two times out of three, you'll jog to the side and hit 47 or 48 instead. Save while standing at the west wall. When you move east toward 35, and the jump takes place, if you don't see the entrance door just before you go down, you didn't make it. Restore and try again.

This area has LOTS of battles with lots of points and some pretty good treasure. And as I said, I thought it was real fun to explore and work out. I'd really like you do do this area on your own, but if you want the short step-by-step, here it is. Save often. Try not to step into or under holes by accident.

From the entrance on level 1, take 1 down to level 2. One square west, a button on the south wall gets you to a chest at A. Take 2 to level 1. Take 7 to level 2 (dark). Face south and search to press a button. One step south to chest B containing the Water Key.

Take 4 to level 1, 5 to level 2 (dark), 15 to level 3, 16 to level 4 (dark), 17 to level 5. Use the Water Key at C to get to a fountain at D which will restore Hit points.

Take 33 to level 4, 28 to level 6, 19 to level 5, 34 to level 6, 35 to level 7 (remember my warning about 35) and 38 to level 6 for chest E containing the Gate Key.

Take 43 to level 5. At F there is a always a battle, usually with high points. If you still need points you can step back after each battle, rest if necessary and step forward again for another - and another - and another.

Take 25 to level 4, Use the Gate key to get to 50, and take 50 to level 3. The chest at G contains the ?STAR? map for Test 2 back in Sky City. Now do you see why I didn't want to come all the way here to get it?

Take 30 to level 4, 28 to level 6 and 29 to level 5. In the four rooms north and south of the passage are buttons for Dragon, Skull, Cross, Tower, Egg, Moon, Sun and Star. Read the ?CRYSTAL? map to solve the puzzle. The DRAGON is 'D' etc. (Note that it spells out 'DOMINAE'.) Press Dragon, Tower, Moon, Cross, Skull, Sun. Star and Egg. Now equip the Locket of the Tomb and step into the pentagram at H to open a secret door to 61. Take 61 down to level 7 and 62 down to 8. Around the corner at 63 is the stair to the final (at last!) dungeon/maze.

FINAL DUNGEON MAP CRYPT -5

Remember the META-DROID back in Sky City? Here's where you'll meet his relatives - by the drove - around every corner. You may hear that you must 'step on every square' on this level - not so. At A thru G are eight symbols - CRYSTAL, DRAGON, TEMPLE, SERPENT, SPHYNX, STAR, CRYPT and BOAT. You MUST step on each of these. But those mechanical monsters Do provide tons of points. Exploring the whole area is certainly worthwhile. But rest often enough to stay well-healed. And keeping Armor Plate, Enchanted Blade, and Bless (among others) in force is very helpful.

At I find a button to open a secret door. Step into J and the grate will open. Remember? 'You are the Key'. Stop at J, not only to rest fully and set up your best defenses but to do a permanent save. I'll tell you now, there are four (five if you count a duplicate pair) endings to this game. The first dividing point comes at the end of this automated episode, so if you want to check out all the options (and save them for the probable sequel) you need to be able to re-start at this point. And depending on the roll of the random dice, the upcoming battle may be impossible. You need to be able to restart here for that reason, too.

When you're ready, go to the center of the chamber at K. Search to find a crack in the floor. Use Vitalia's Device to call her. Reply 'YES' to the questions she asks - "Do you have the keys? - Have you tried them? - Shall I try?" After all the action is over, Vi will ask "Did you find a space ship?" (Actually, kind of a dumb question, since that's where you got the ring she used to release the GLOBE. Well, maybe she doesn't know that.) For now, please answer truthfully - YES. (I'll tell you later what happens with a 'NO' answer, and you can decide if you want to play out the other endings.) She will tell you to go to the spaceship and call her when you're there.

Find your way back to the entrance and go up the stairs to 63. The quickest way out that I know of is this. Take 43 to level 5, 25 to level 4, 50 to level 3, 30 to level 4 and 9 to level 1 and there around the corner is the exit to the Chamber of Gorrors.

Pause here a moment - I promised I'd explain the solution to the Second Test in Sky City. Did you read the runes on the GAELIN Stone here? (At 4) If you did, you'll know that rearranged to read counter-clockwise from the south, they are as follows:

South	East	North	West
TEMPLE	BOAT	SERPENT	DRAGON
Man Pyramid Moon	Devil Boat Cross	Tower Serpent Lantern	Dragon Chest Key
SPHYNX	CRYPT	CRYSTAL	STAR
Egg Chimera Wand	Skull Jewel Statue	Cube Ball Gate	Tablet Statue Star

The ?STAR? map says 'find a man, then read rightly' (in conjunction with the buttons at the second test). To the right of 'Man' is 'Pyramid', which matches one of the test buttons. 'Devil' does not, nor does 'Boat, but 'Cross' does. 'Tower' does not but 'Serpent' does. 'Lantern does not but 'Dragon' does. So the first four buttons to push are Pyramid, Cross, Serpent and Dragon. The map then says 'when you have come full circle, go below 'Man' and read rightly'. Thus in like manner, we find Wand, Skull, Gate and Star. OK?

By the way - in this game we will not pass this way again, so if you have any of the GORRORS still alive and you want to have another go at them, now is the time. And there has been a lot of treasure available, so if you've stashed some here and there and want to haul it to Sky City for sale, this is the time to consolidate it near the entrance where you left the boat. Probably take several trips. Do as you like.

Next stop - SKY CITY. Find your way back to the boat, retrace your way to and through the Dragon Cave and through Sky City to the space ship for the

GRAND FINALE

You might want to do a save just before you reach the spaceship - it's all in automatic from that point and you might want to see it again. If you don't want to read about it - STOP HERE.



When you get to the space ship you will use Vitalia's Device once more to call her. But who shows up but the resurrected Dark Savant along with a badly beaten-on Vi Domina. No battle this time, But you have a choice - keep the GLOBE and Vi dies, or give up the globe to the Dark Savant and save the GIRL. If you did a save you can see both endings. The text strongly suggests that you be a hero and save the girl. You will have an opportunity to do a special end-game save for use in the sequel.

(If you do the unheroic thing and keep the globe, letting Vi die, you will 'float endlessly in space'.)

Alternate Endings - If you restore from just before getting the Globe, and lie - telling Vi you did NOT find a space ship, she will tell you to 'meet again where first we met' - The Forbidden Zone in New City. This is why you still have the Control Card which is necessary for entry. Again, there are two 'good' endings here, so set up a save before entering. After calling Vi, you will go through the same routine as at Sky City, except there will then be a great final battle between the UMPANI and the T'RANG. You must choose between aiding one side of the other. Either way, the side you support will win, and they will give you and Vi a ride to the sequel in their ship.