

**TOTALLY
UNAUTHORIZED**

**ONLY
\$9.99**

STONEKEEP™ MAP GUIDE

**THE ADVENTURER'S GUIDE TO
KHULL-KHUMM'S REALM**

//// **BradyGAMES**

STONEKEEP MAP GUIDE

by Peter Jaye

/// **BradyGAMES**

Stonekeep Map Guide

Copyright 1996

Brady Publishing

All rights reserved, including the right of reproduction in whole or in part in any form.

Legal Stuff

Brady Publishing

An Imprint of

Macmillan Computer Publishing

201 West 103rd Street

Indianapolis, Indiana 46290

ISBN: 1-56686-529-8

Library of Congress Catalog No.:95-083420

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 96-1 shows that the first printing of the book occurred in 1996.

99 98 97 96

4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: The author and publisher of this book have used their best efforts in preparing this book and the programs contained in it. These efforts include the development, research, and testing of the theories and procedures to determine their effectiveness. **THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.**

Credits

Publisher

Rick Ranucci

Technical Editor

Dustin Sullivan

Licensing Manager

Maritza Gibbons

Cover Designer

Jean Bisesi

Editor-in-Chief

H. Leigh Davis

Book Designer

Kevin Spear

Development Team

David Bartley
David Cassady

Screen Shot Editor

Michael Owen

Project Editor

David Bartley

Production Team

Dan Caparo, Kim Cofer,
Dave Eason, Joe Millay,
Beth Rago, Christine Tyner

Acquisitions Manager

Debra McBride

Acknowledgments

Special thanks to Scott Stockner for his unique contributions, experiences, and hard work.

Contents

INTRODUCTION.....	6
GAME BASICS	8
STONEKEEP MAPS	10
Entrance to Stonekeep.....	10
Ruins of Stonekeep (Level One)	14
Ruins of Stonekeep (Level Two)	20
Sewers Beneath Stonekeep.....	28
Sharga Mines (Level One).....	32
Sharga Mines (Level Two).....	38
Entrance to the Temple of Throggi.....	42
Temple of Throggi	48
Feeding Grounds (Level One)	54
Feeding Grounds (Level Two)	58
Faerie Realm.....	62
Dwarven Realm	68
Ice Caverns.....	72
Gate of the Ancients.....	76
Pits.....	82
Palace of Shadows	86
Khull-Khumm's Tower (Level One).....	94
Lair of the Dark Dwarves	98
Khull-Khumm's Tower (Level Two).....	100
Khull-Khumm's Tower (Level Three).....	104
Khull-Khumm's Tower (Level Four)	106

Before your journey begins...

This book provides you with a complete set of maps for Stonekeep—each handcrafted with precise detail to include all items that you should take note of on your journey. It is unauthorized, unofficial, and uncensored. This is *not* a strategy guide—we respect your valor too much to hold your hand as you explore the dangers of Stonekeep. Instead, we've equipped you with a visual reference of everything you need to know in the game, so you can prepare for the bonuses and pitfalls without interrupting gameplay by toggling between the map and the action.

These maps display the entire level area and feature icons that identify the major items you'll encounter—monsters and traps, weapons and treasures, characters and conundrums. If you're a true explorer, this visual reference will be all you want to see before you venture into the level. However, if you require more than just a map, each level is also summarized into four categories: **Objectives**, **What's Ahead**, **Monster Watch**, and **Things to look for**. This gives you an overview of the level, without giving away all of the secrets.

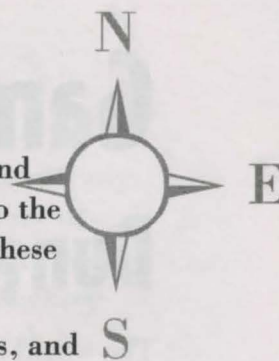
You'll find all the details you need, however, on the pages that immediately follow the map and level summary. These **Special Coordinates** list the exact (X,Y) coordinates of every item on each level of Stonekeep.

Every step is documented so you'll have a fighting chance with whatever might be lurking around the next corner—just what adventurers need when they're far away from home, turned around every which way from Throggi, and don't have a clue just where they are, or how to get back. Your time has come to avenge the lost souls that forged through the darkness to create these maps—use your wisdom to recapture the glory of those who perished for it.

About the Maps

Each map features symbols that show you approximately where to find various items throughout the level. Although you will want to refer to the Special Coordinates for the exact location of these and other items, these symbols will give you a general idea of what to expect at a glance.

These map symbols represent enemies, friends, weapons, secret walls, and other major items of interest. The following is a complete list of each symbol and what it stands for:



Armor



Magic



Bonus



Secret Wall



Enemy



Stairs



Fountain



Statue



Friend



Switch



Investigate



Trap



Key



Treasure Chest



Weapon

Game Basics

Dungeon Layout

The world consists of 23 different areas, all but the last of which will be mapped automatically as you move about.

Each level of Stonekeep is set up on a square grid comprised of 50 *possible* squares in the north-south direction and 50 in the east-west. Not all of the 2500 possible locations are used on all levels, nor can they be—you do need space for walls and stairs (generally, only a 37 by 37 grid area is accessible for investigating). Stonekeep's designers do, however, delight in maximizing the areas which you must explore, as most sections of the dungeon require you to crawl around a large part of the total possible terrain.

Charting Your Coordinates

Pressing the SHIFT and F8 keys simultaneously accesses a game secret that displays your exact coordinates in the dungeon. It is essential for you to know your coordinates at all times to locate the items noted on the maps in this book.

Direction
you're facing

X-coordinate
(how many squares from the bottom left of the map you are)



Level
you are currently on

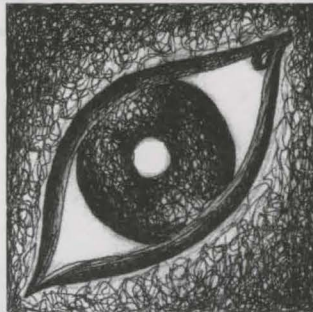
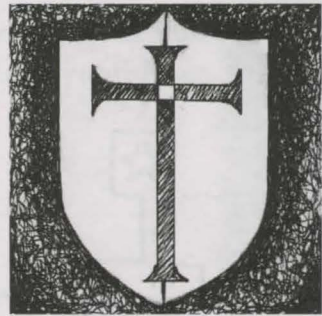
Y-coordinate
(how many squares from the top right of the map you are)

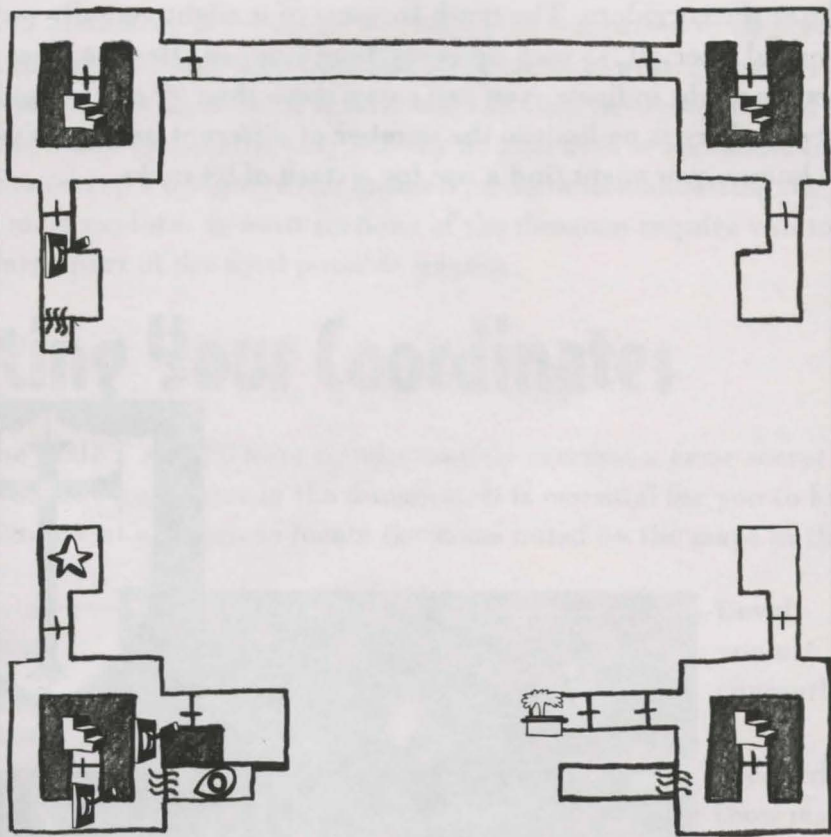
NOTE: The Entrance level is indicated as 15.

Combat and Discovery

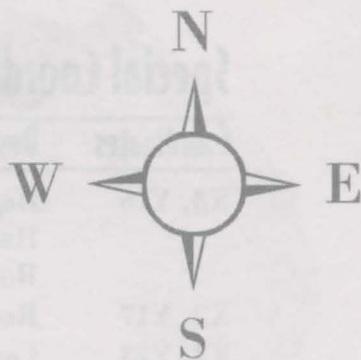
Virtually all combats happen only once and occur in specific locations. In any case, if you destroy an enemy, it's gone forever. Also, only a set number of monsters infest each dungeon level. Except in certain places, like where snakes or ants emerge from sewer pipes when you enter certain squares, Stonekeep isn't simply churning out an infinite supply of monsters for you to hack at. S

You will quickly discover the rocks, skulls, flowers, and other seemingly useless items that litter the corridors. The truth is, some of it might actually turn out to be quite useful after all, so pick up everything you can. Despite what the inventory screen might indicate, you can carry more than 99 of any specific item. Better yet, there is no limit to the number of different items you can lug about. Who knows, you might find a use for a stash of 99 rocks.





Entrance to Stonekeep



Objectives:

- ✧ Find some weapons and armor
- ✧ Discover the Healing Fountain

What's Ahead

At the start of Stonekeep, you will explore a small and self-contained level that ends with a set of stairs down to the ruins of Stonekeep. Down below you will discover four small separate areas with their own ways in, although two do connect via a long passage.

You will encounter a Giant Ant at the very beginning of this level, and several more as you continue to explore the dungeon's outer reaches. If you keep moving, most Ants can be avoided by simply walking away. You'll find Sharga Guards in some of the rooms—they are almost always in groups.

Consider this a *starter dungeon*—a place to practice; pick up your initial armor and weapons; and build up some strength, skills, and confidence.

Monster Watch

- ✧ Giant Ants
- ✧ Sharga Guards

Things to look for:

- ✧ Secret wall compartments
- ✧ Hidden areas
- ✧ Healing Fountain

Special Coordinates:

Coordinates	Description
X3, Y16	Begin game Healing roots Rock
X2, Y17	Rock
X3, Y23	Lever
X3, Y22	Stairs down to Ruins, Level 1 (X3, Y23)
X25, Y22	Stairs down to Ruins, Level 1 (X25, Y23)
X25, Y3	Stairs down to Ruins, Level 1 (X25, Y2)
X3, Y3	Stairs down to Ruins, Level 1 (X3, Y2)
X5, Y22	Secret wall compartment * Lever opens wall (X5, Y23)
X7, Y23	Secret wall compartment * Very sharp dagger
X8, Y23	Grenades * Rock
X25, Y23	Arrive from (X25, Y22) Sharga Guards (3) Swords Healing roots
X1, Y22	Dagger Rock
X5, Y20	Sign: Guardroom
X9, Y21	Treasure Chest Heal potion Scroll Dagger Healing roots
X8, Y22	Leather armor (upper)
X18, Y21	Healing Fountain
X23, Y21	Can hear fountain

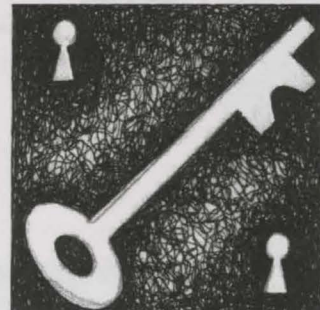
Special Coordinates:

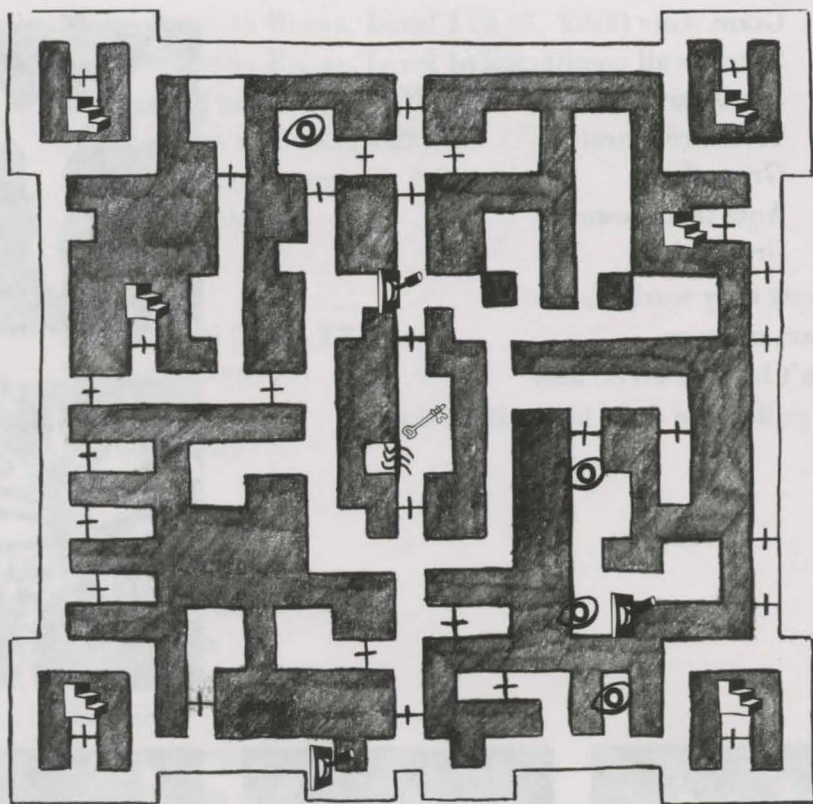
Coordinates	Description
X24, Y20	Sword
X26, Y18	Sharga Guard Sword Healing root
X26, Y16	Treasure Chest (needs key): Grenades
X21, Y2	Giant Ants (4) in corridor ahead
X2, Y7	Giant Ants (2) Secret wall compartment Lever, gives access to (X2, Y10)
X2, Y10	Treasure Chest: Grenades
X26, Y9	Ants from sewer Bronze key



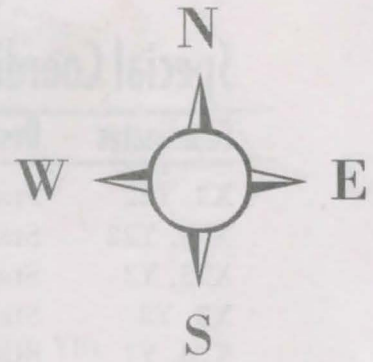
* These secrets only work if:

- 1) it's the start of game,
- 2) you haven't left the level, and
- 3) you have pulled the door lever three times.





Ruins of Stonekeep (Level One)



Objectives:

- ✧ Find the Journal
- ✧ Obtain Afri's Orb

What's Ahead

This is the first of two levels of ruins and it's much larger than the Entrance level. Both ruins levels make use of the entire available map area, making exploring and navigating quite lengthy and confusing at times.

This level gives access to the other three areas of the Entrance levels, one of which contains a Healing Fountain. Find it quickly—you'll need to return often during the early stages of Stonekeep.

The many locked doors in the Ruins of Stonekeep require three different kinds of keys to open them.

Monster Watch

- ✧ Giant Ants
- ✧ Sharga Guards

Things to look for:

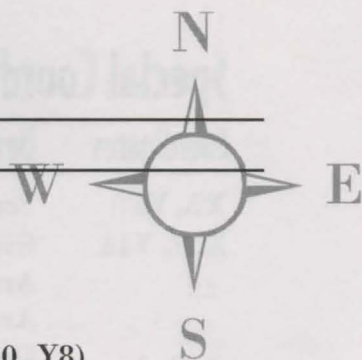
- ✧ Secret wall compartments
- ✧ Hidden areas
- ✧ Arrow Trap (don't forget to pick up the arrows!)

Special Coordinates:

Coordinates	Description
X3, Y22	Stairs up to Entrance Level (X3, Y23)
X25, Y22	Stairs up to Entrance Level (X25, Y23)
X25, Y3	Stairs up to Entrance Level (X25, Y2)
X3, Y3	Stairs up to Entrance Level (X3, Y2)
X24, Y7	Stairs down to Ruins, Level 2 (X17, Y2)
X5, Y10	Stairs down to Ruins, Level 2 (X2, Y6)
X7, Y22	Giant Ant in room
X8, Y19	Healing root Drain in wall
X8, Y20	Healing root
X21, Y21	Bag for throwing stones
X26, Y17	Healing root
X26, Y15	Arrow
X26, Y14	Sharga Guards (2) Healing roots Sharga swords Brass Key
X16, Y21	Leather armor (lower)
X17, Y21	Broken swords
X4, Y18	Sharga Guard Healing root Brass Key
X5, Y16	Barrels Wooden Shield
X3, Y7	Healing roots
X4, Y14	Giant Ants (2)
X5, Y14	Healing roots
X14, Y3	Healing root
X14, Y5	Healing roots
X22, Y12	Sharga Guard
X10, Y4	Journal
X11, Y4	Secret wall compartment (empty)
X23, Y2	Healing root

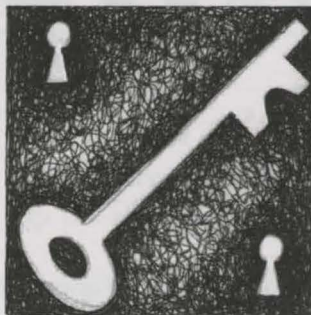
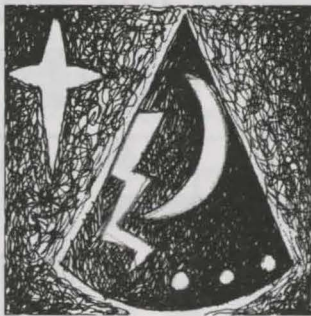
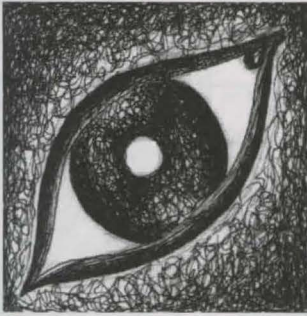
Special Coordinates:

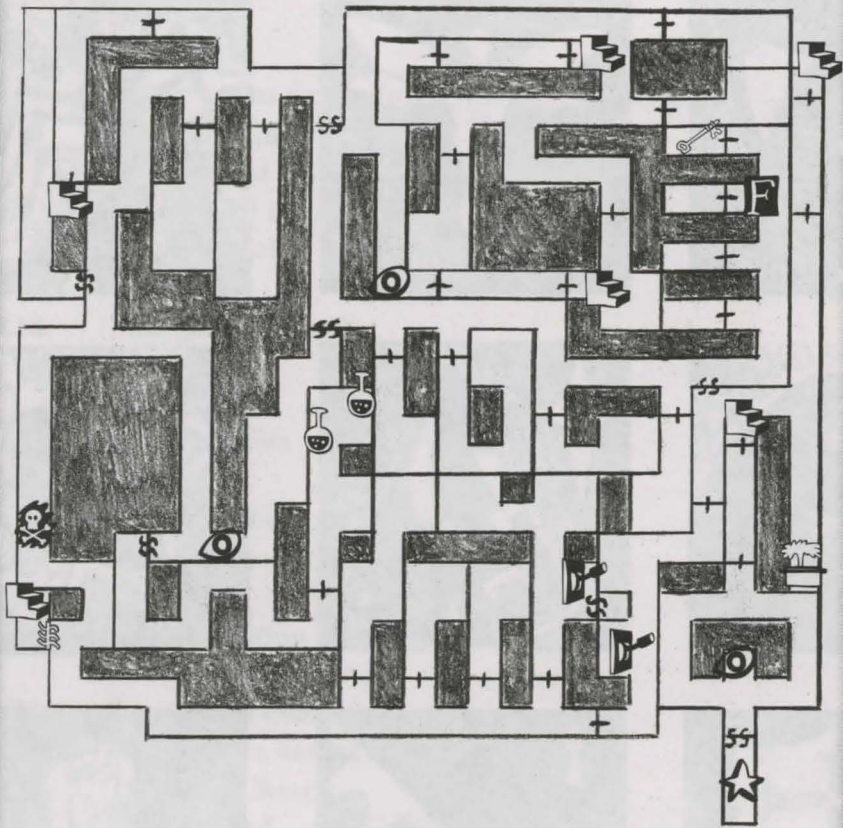
Coordinates	Description
X11, Y9	Sharga Guards (5) Healing roots
X12, Y10	Secret wall compartment Healing root
X13, Y9	Secret wall compartment lever, opens wall to (X10, Y8)
X10, Y8	Grenade Healing potion Green potion Throggish brew
X8, Y14	Fire Flame dagger
X7, Y14	Sharga Guard
X7, Y15	Treasure Chest: Green brew
X13, Y17	Sign: Council Room
X15, Y9	Sign: Council Room
X10, Y20	Healing root Gold coin
X17, Y12	Sharga Guards (2)
X19, Y12	Sign: Blacksmith
X23, Y12	Sign: Beware - Dangerous Materials
X18, Y9	Sign: Ale Room
X20, Y9	Sign: Great Hall
X17, Y7	Sharga Guard Hammer
X24, Y10	Sack, busting it brings Giant Ants
X8, Y12	Sharga Guard nearby
X8, Y10	Dagger
X8, Y7	Arrow trap Arrows
X8, Y5	Button, turns off/on Arrow Trap
X8, Y4	Sharga Guards (3) Healing roots
X8, Y3	Secret wall compartment Healing potion



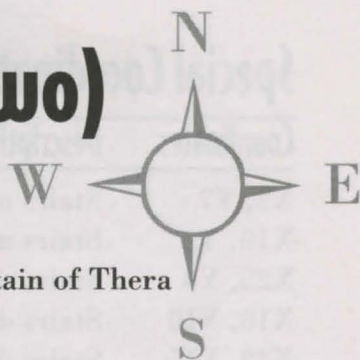
Special Coordinates:

Coordinates	Description
X7, Y4	Scrolls
X20, Y14	Giant Ants Armory; within armory: Arrows Quarterstaff Helm Throwing ax Dagger Knives
X20, Y19	Fire pit
X21, Y19	Lever, turns fire on/off
X24, Y18	Treasure Chest: Small metal shield
X23, Y20	Secret wall compartment Healing root
X23, Y15	Grenades
X14, Y13	Sharga Guards (2) Afri's Orb Steel Key Healing roots
X15, Y12	Scroll
X15, Y14	Secret wall compartment Lever, gives access to (X13, Y14)
X13, Y14	Grenades Healing potion Green potions
X11, Y23	Secret wall compartment Lever, gives access to (X9, Y22)
X9, Y22	Treasure Chest: Broadsword Healing potion





Ruins of Stonekeep (Level Two)



Objectives:

- ✧ Discover the way into the sewers beneath Stonekeep
- ✧ Drain the sewers
- ✧ Locate Farli
- ✧ Discover the Fountain of Thera (healing fountain)
- ✧ Open the way into the Sharga Mines

What's Ahead

The second Ruins level is where you first meet Wahooka, a source of clues and a more active character later in the game. You will also meet Farli, the Dwarf, who will join up with you. This is a large level full of long treks and a number of illusionary walls, and it's a very long way back to the Entrance Level Healing Fountain. Discovering the one here, especially before you enter the sewers, is highly recommended.

This level is the only way in and out of the sewers, and you will need to go there several times. To continue on to the Sharga Mines, you'll have to find your way into a secret area, the *key* to which is in the sewers. Of course, you'll need to find other new keys to open the locked doors.

You will also finally begin to learn magic, a system using runes and staffs, recharged by way of Mana Circles.

Monster Watch:

- ✧ Sharga Guards
- ✧ Blobs
- ✧ Snakes

Things to look for:

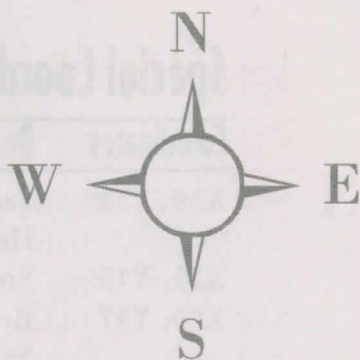
- ✧ Illusionary walls
- ✧ Disappearing wall
- ✧ Pit
- ✧ Arrow Traps
(don't forget to pick up the arrows)
- ✧ Healing fountain
- ✧ Secret walls
- ✧ Gems
- ✧ Runes
- ✧ Mana Circle

Special Coordinates:

Coordinates	Description
X2, Y7	Stairs up to Ruins Level 1 (X5, Y11)
X18, Y2	Stairs up to Ruins Level 1 (X25, Y7)
X25, Y3	Stairs down to Sewers (X30, Y9)
X18, Y10	Stairs down to Sewers (X24, Y17)
X23, Y15	Stairs down to Sewers (X28, Y21)
X23, Y26	Passage to Sharga Mines Lvl. 1 (X32, Y18)
X3, Y1	Wahooka
X14, Y4	Wahooka
X25, Y13	Wahooka
X25, Y9	Wahooka
X7, Y3	Blob
X8, Y5	Blob in room Green gem
X7, Y9	Leather armor (lower)
X7, Y10	Throwing dart
X10, Y3	Secret wall compartment Healing root
X10, Y4	Illusionary wall (facing S)
X10, Y5	Illusionary wall (facing N) Sharga Guard Healing roots Healing potion
X11, Y5	Sharga ambush
X12, Y10	Sign: Sewer Access
X10, Y11	Illusionary wall (facing S)
X10, Y12	Illusionary wall (facing N)
X9, Y13	Sharga Guards (X8, Y15), attack if you turn around
X9, Y14	Sharga Guards (X8, Y15), attack if you turn around
X8, Y15	Sharga Guards (2) Healing roots Grenade Treasure Chest (empty)
X6, Y19	Keyhole in wall, opens wall (facing W) (X5, Y9)

Special Coordinates:

Coordinates	Description
X3, Y10	Button, opens wall (facing W) Blob Healing root
X1, Y10	Blob ahead
X1, Y1	Treasure Chest: Healing potions Green potions
X1, Y12	Sharga Guard Healing roots
X1, Y19	Pit to Sewers (X6, Y26)
X1, Y22	From Sewers ladder (X6, Y28) Quarterstaff Button, opens wall (facing E) Blob
X2, Y22	West wall blocks corridor when leaving (X1, Y22)
X1, Y21	Ladder down to Sewers (X6, Y27)
X1, Y20	Button, closes/opens pit
X6, Y16	Sharga Guard throwing rocks
X21, Y4	Snakes (2)
X23, Y4	Healing root
X24, Y3	Snakes from sewer
X19, Y8	Blob in room
X19, Y10	Throwing dart
X20, Y11	Green gem
X14, Y6	Snake in room
X14, Y9	Healing root
X13, Y8	Secret wall compartment Green gem
X12, Y13	Sharga Guards (2)
X12, Y15	Sharga Guards (2)
X13, Y16	Throwing darts
X15, Y13	Sharga ambush (3) Healing roots
S16, Y12	Secret wall compartment Red gem

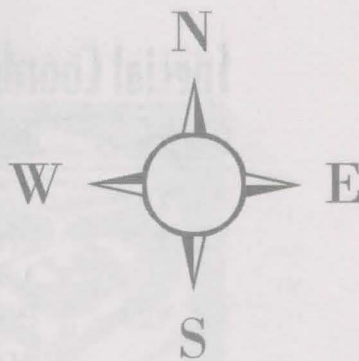


Special Coordinates:

Coordinates	Description
X19, Y13	Secret wall compartment Healing potion
X21, Y15	Snakes (2) in room
X20, Y17	Red gem Sewer Snakes (2)
X20, Y18	Sewer Snakes (2)
X22, Y5	Blob Ivory key
X21, Y5	Green gem
X23, Y7	Farli Dwarven sword
X22, Y9	Healing potion
X22, Y11	Blob
X21, Y11	Throwing ax Flame dagger
X22, Y14	Illusionary wall (facing N)
X22, Y13	Illusionary wall (facing S)
X17, Y15	Sharga Guards (2) in room
X20, Y15	Healing potion
X21, Y1	Sharga Guard ahead
X23, Y1	Sharga ambush (3)
X24, Y2	Treasure Chest: Chain Mail shirt Healing potions
X6, Y5	Blob Healing Potions
X5, Y8	Scroll Secret wall compartment Blue gem
X11, Y23	Blobs (2)
X11, Y20	Scroll
X13, Y18	Scroll
X13, Y17	Treasure Chest: Key ring Healing potion

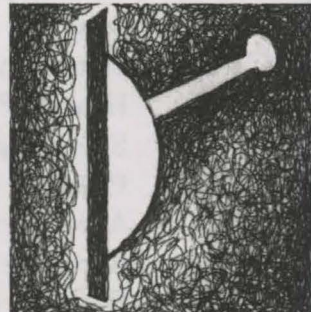
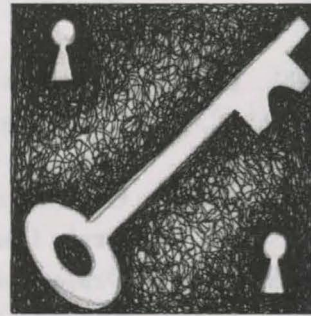
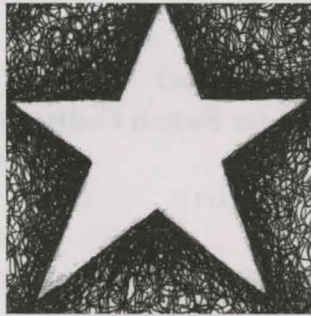
Special Coordinates:

Coordinates	Description
X11, Y25	Sharga Guard Healing herbs
X14, Y20	Green gem
X14, Y25	Secret wall compartment VVVVV Rune
X15, Y23	Snakes (8)
X16, Y21	Wineskin
X16, Y20	Red gem Healing potion
X17, Y25	Sharga Guard Healing root
X17, Y23	Blobs (2)
X17, Y22	Blob ahead
X18, Y20	Secret wall compartment Lever, gives access to (X19, Y21)
X19, Y21	Treasure Chest Healing potions Gems
X18, Y25	Sign: Sewer Flood Control
X20, Y25	Sign: Drain Cylinder Switch Controls
X19, Y23	Treasure chest Chainmail armor (Skirt)
X19, Y22	Drain Control #1
X19, Y19	Drain Control #2
X22, Y17	Sharga Guards (3) Healing potion Iron Key
X25, Y15	Sign: Fountain of There
X25, Y20	Healing Fountain (Fountain of Thera)
X4, Y19	Sign: Mage's Study
X4, Y22	Pressure plate Arrow Trap
X5, Y22	Arrow Trap
X6, Y22	Pressure plate Arrow Trap



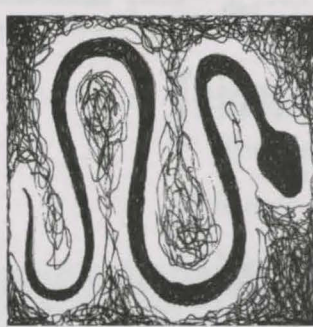
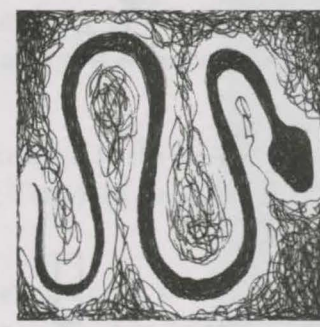
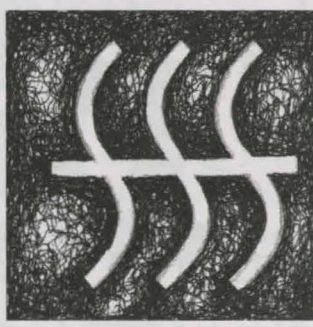
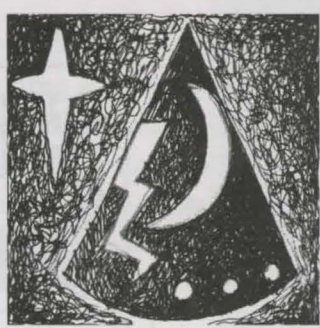
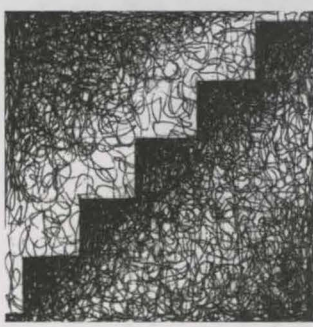
Special Coordinates:

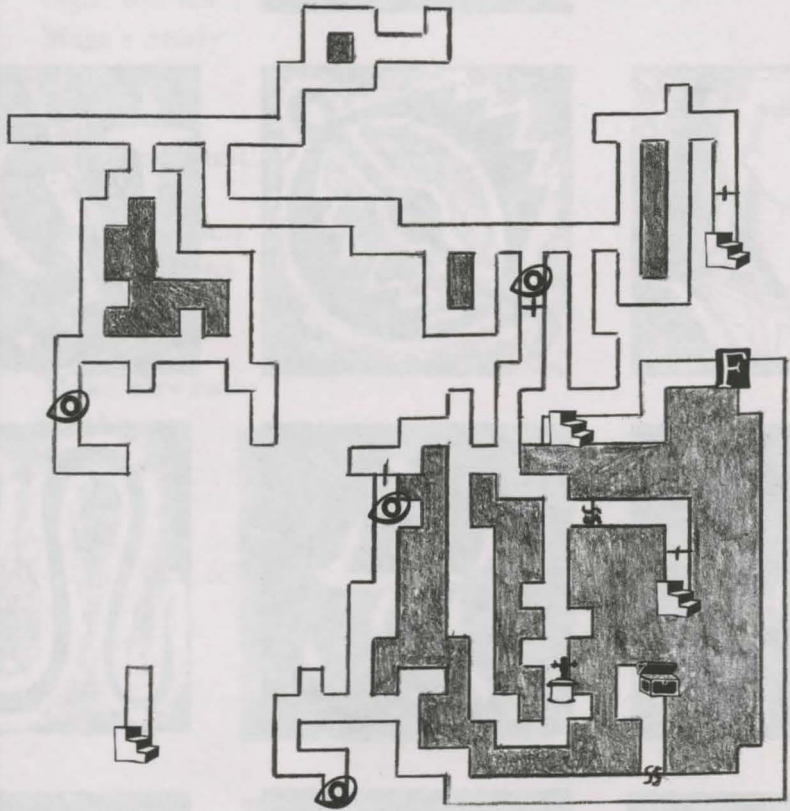
Coordinates	Description
X6, Y21	Arrow Trap
X6, Y20	Pressure plate Arrow Trap
X8, Y20	Pressure plate Arrow Trap
X10, Y22	Sign: Icarus
X10, Y20	Mage's Study Blobs (2)
X10, Y15	Runewand
X10, Y14	Treasure Chest: Scroll Healing potion Green potions
X11, Y14	Mana Circle
X11, Y18	Scroll Make Fire rune Heal rune
X23, Y23	Pedestal



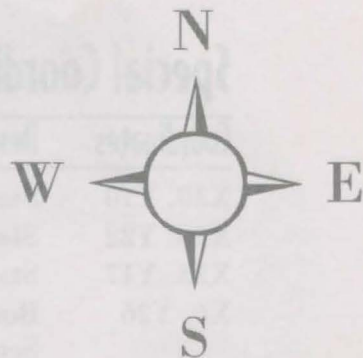
N

E





Sewers Beneath Stonekeep



Objectives:

- ✂ Find cylinders needed to drain the sewers
- ✂ Locate the marble statue

What's Ahead

A look at the map might give the impression that the Sewer level isn't that large, or particularly complicated—not true. The tunnels are teeming with snakes in two separate sections. When the water is drained, you discover the illusionary walls connecting them. The snakes swim freely over broad parts of the flooded areas, so it's impossible to locate all the attack points. Sometimes an encounter will end without all of the snakes being dispatched, which means they'll pop up on you later on. They can swim in groups in heavily infested areas, and if you stand around too long in one place they'll return.

Sometimes there is loot available for the searching in the water or after a water fight, but it won't be visible. If you miss it, it'll still be there (and will be easier to see) once the water is gone.

What makes the sewers larger than they seem is that you have to do them twice—once with water in them, once without. You'll meet your first Cthuloid (looks sort of like a mutant octopus). Get used to it, there's more later on.

There are also illusionary walls, a secret wall, places that can only be reached after the water is drained, and a secret area which must be uncovered in order to open the way to the Sharga Mines.

Monster Watch:

- ✂ Sewer Snakes
- ✂ Blobs
- ✂ Sharga Guards
- ✂ Cthuloid

Things to look for:

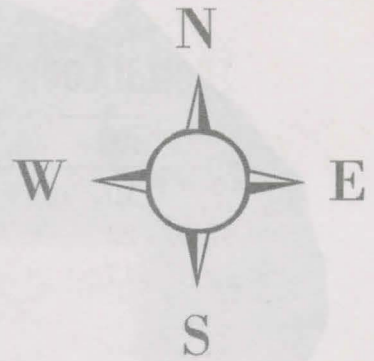
- ✂ Illusionary walls
- ✂ Secret walls
- ✂ Mana Circle

Special Coordinates:

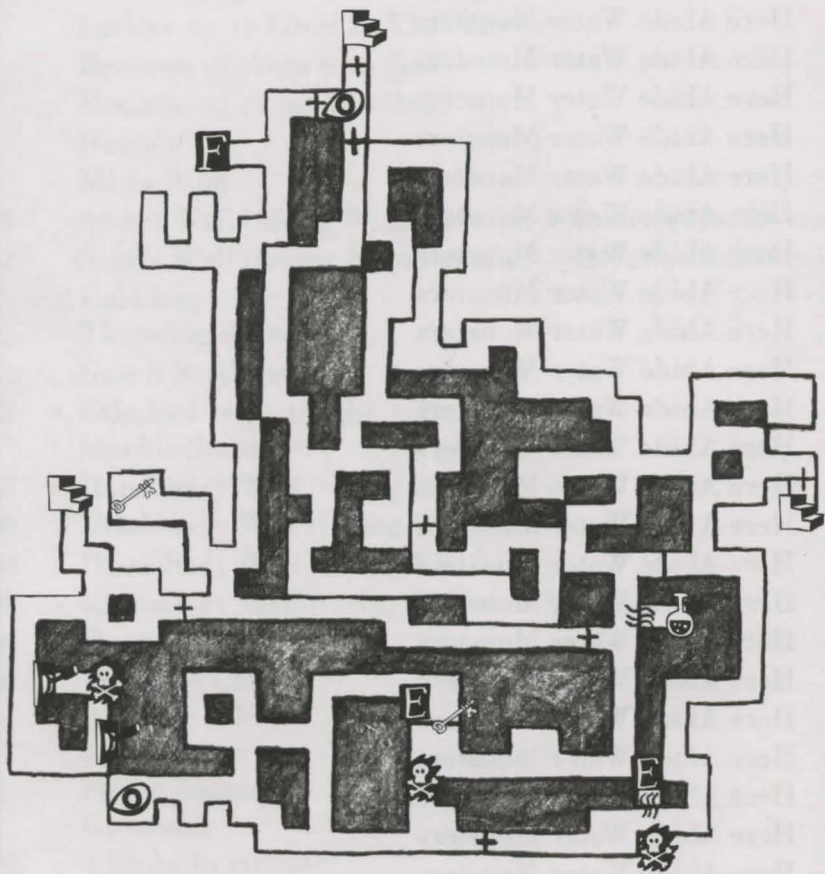
Coordinates	Description
X30, Y10	Stairs up to Ruins, Level 2 (X25, Y4)
X28, Y22	Stairs up to Ruins, Level 2 (X23, Y16)
X23, Y17	Stairs up to Ruins, Level 2 (X17, Y10)
X6, Y26	Bottom of pit Secret Compartment, lever opens wall (facing S)
X6, Y28	Ladder up to Level 2 (X1, Y22)
X1, Y6	Remains of those who fled
X2, Y6	Remains of those who fled
X5, Y9	Helmet
X5, Y18	Mana Ring
X16, Y18	Secret Wall (facing N) (open after cylinder switches reset)
X22, Y12	Secret Wall (facing E) (open after cylinder switches reset)
X18, Y3	Dart bag Throwing darts
X19, Y24	Green Mushrooms
X23, Y25	Cthuloid (very tough) Marble Statue
X24, Y20	Illusionary Wall (facing E)
X25, Y20	Illusionary Wall (facing W)
X27, Y30	Illusionary Wall (facing N)
X27, Y29	Illusionary Wall (facing S)
X26, Y26	Healing roots
X27, Y26	Treasure Chest: (triangle is key) Shrink rune Flame dagger Grenades
X10, Y14	4 Blobs in vicinity
X32, Y21	Sharga Healing roots
X32, Y29	Sharga Guards (2) Healing roots Healing potion
X19, Y30	Sharga Guards (2)
X15, Y24	Sharga Healing roots

Special Coordinates:

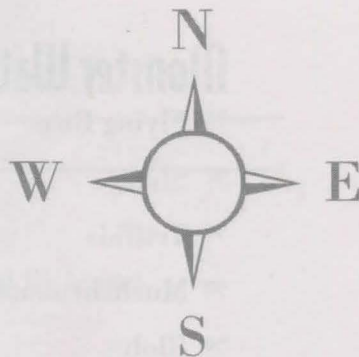
Coordinates	Description
X13, Y27	Sharga Guards (2) Healing roots
X30, Y15	Wahooka Triangle
X29, Y6	Here Abide Water Monsters
X28, Y12	Here Abide Water Monsters
X24, Y12	Here Abide Water Monsters
X24, Y14	Here Abide Water Monsters
X26, Y9	Here Abide Water Monsters
X20, Y10	Here Abide Water Monsters
X19, Y10	Here Abide Water Monsters
X18, Y13	Here Abide Water Monsters
X17, Y10	Here Abide Water Monsters
X15, Y10	Here Abide Water Monsters
X15, Y9	Here Abide Water Monsters
X16, Y9	Here Abide Water Monsters
X11, Y9	Here Abide Water Monsters
X9, Y8	Here Abide Water Monsters
X11, Y6	Here Abide Water Monsters
X12, Y6	Here Abide Water Monsters
X13, Y3	Here Abide Water Monsters
X14, Y2	Here Abide Water Monsters
X15, Y4	Here Abide Water Monsters
X15, Y3	Here Abide Water Monsters
X15, Y2	Here Abide Water Monsters
X16, Y3	Here Abide Water Monsters
X17, Y3	Here Abide Water Monsters
X9, Y6	Here Abide Water Monsters
X9, Y9	Here Abide Water Monsters
X14, Y9	Here Abide Water Monsters
X15, Y9	Here Abide Water Monsters
X16, Y10	Here Abide Water Monsters
X17, Y10	Here Abide Water Monsters



NOTE: Sewer Snakes roam freely in the area north and west of the entrance to this level. They don't seem to move past (X8, Y6) to the west, nor enter the area south below Y10.



Sharga Mines (Level One)



Objectives:

- ✧ Locate Aqila's Orb
- ✧ Free Karzak

What's Ahead

The Sharga Mines are a large series of underground passageways studded with number of pits, traps, mushrooms, and plants that throw things at you. Sharga Guards roam the passageways, often throwing rocks or shooting crossbows, guarding specific areas of the mines.

There are a number of places where the passage collapses behind you, and several spots where you will encounter rubble blocking your way. Most, but not all, must be cleared.

There is no Healing Fountain on this level and the nearest one is back at the Ruins, Level 2. Find Aquila's Orb right away—it completely heals the party. However, it only can be used two times on any specific level.

You need to find your way to the second level of the mines. There a couple of ways in, some concealed as pits, but only one set of stairs. This is the main entrance. There aren't any secret wall compartments in the mines; instead, there are round buttons in some walls designed to look just like the rock. They're easy enough to find if you look at every wall carefully. There's just one locked door, but you'll have to find the key.

There are two types of monsters here that can't seem to be killed. The flying bugs will leave you alone unless you attack them, otherwise they just keep multiplying and biting away at you. Stump and George kill you with one swipe—you don't have a chance against them. You'll have figure another way to get what they're guarding.

Monster Watch:

- ✂ Flying Bugs
- ✂ Sharga
- ✂ Triffids
- ✂ Mushshrooms
- ✂ Blob
- ✂ Stump and George

Things to look for:

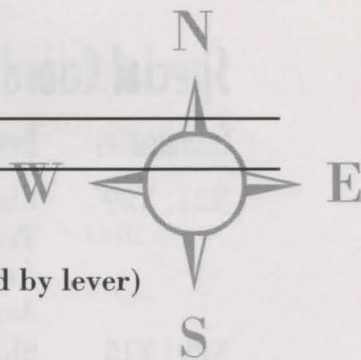
- ✂ Karzak
- ✂ Pits
- ✂ Tunnels closing behind you
- ✂ Buttons in walls
- ✂ Stump and George
- ✂ Aquila's Orb
- ✂ Mana Circle

NOTE: Always be on your guard, some encounters may take place anywhere within a few squares of the specified coordinates.



Special Coordinates:

Coordinates	Description
X17, Y30	Pit Trap to Mines, Level 2 (X17, Y30)
X18, Y28	Aquila's Orb
X4, Y27	Pit to Mines, Level 2 (X4, Y27) (only when activated by lever)
X3, Y20	Ladder down to Sharga Mines, Level 2 (X3, Y22)
X14, Y2	Stairs down to Sharga Mines, Level 2 (X16, Y19)
X32, Y18	Begin Underlands
	Flying bugs
X31, Y18	Flying bugs
X30, Y18	Flying bugs
X21, Y18	Sharga Guard
X25, Y22	Mushrooms
X26, Y22	Rubble
X29, Y22	Rubble
X30, Y24	Darts
X27, Y27	Gold coin
X26, Y32	Arrow Trap
	Concealed door
X26, Y31	Sharga Guard
	Crossbow
	Crossbow bolts
	Bolt quiver
X26, Y32	Button, opens concealed door at (X26, Y32)
X24, Y32	Button behind barrel, opens secret door at (X26, Y32)
X7, Y31	Rubble blocks passage back when first entered
X5, Y32	Green gem
	Poorly-made pick
X5, Y31	Healing roots
X8, Y27	Triffid
X17, Y28	Stump & George
X18, Y28	Treasure Chest:
	Throggish Key
	Aquila's Orb
	Gems
	Dwarven ax
X17, Y29	Treasure Chest (empty)

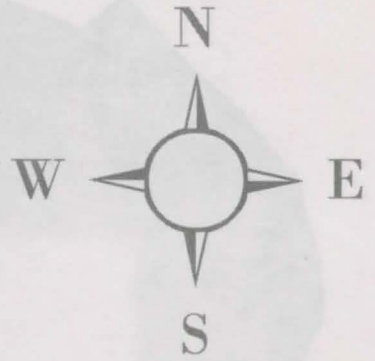


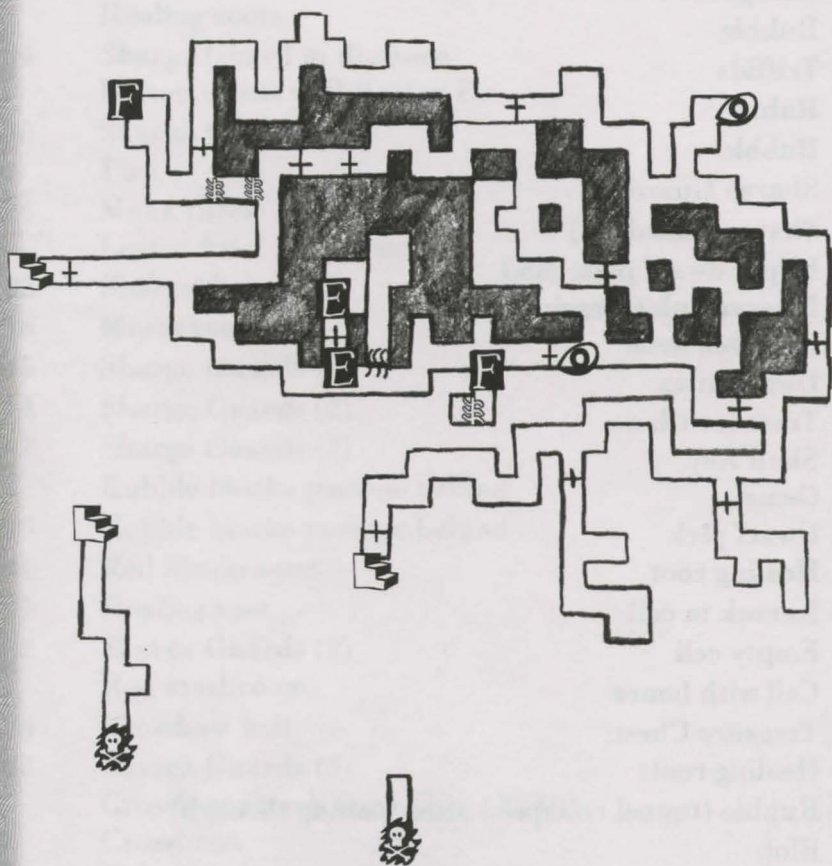
Special Coordinates:

Coordinates	Description
X21, Y29	Sharga Guard Treasure Chest: Arrow quiver Arrows
X29, Y15	Sharga Guards (2)
X32, Y16	Silence rune
X32, Y15	Treasure Chest: Grenades Healing roots
X25, Y24	Sharga Guard in distance Button opens wall (facing E)
X25, Y30	Sharga Guards (2) Pick
X27, Y24	Mana Circle Lesser Arial Magic rune
X24, Y22	Sharga Guards (2)
X24, Y16	Mushrooms
X21, Y15	Sharga Guards (2)
X17, Y14	Sharga Guards (2)
X16, Y11	Sharga Guards (2)
X18, Y7	Rubble blocks passage behind
X15, Y19	Rubble blocks passage behind
X15, Y21	Red Mushrooms
X16, Y21	Healing root
X19, Y22	Sharga Guards (3) Red mushrooms
X21, Y24	Crossbow bolt
X20, Y23	Sharga Guards (3) Crossbow attack from (X16, Y23) Crossbows Quiver Crossbow bolts Treasure Chest: Gold coins Money Bag

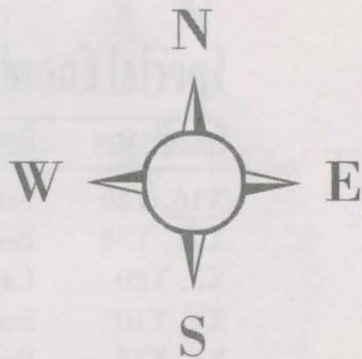
Special Coordinates:

Coordinates	Description
X13, Y18	Triffid
X11, Y14	Flying insects
X14, Y9	Triffid
X14, Y6	Button opens door (facing W)
X14, Y4	Sharga Guard Healing root
X13, Y4	Door to jail
X9, Y10	Sharga Guard
X9, Y15	Rubble
X10, Y18	Triffids
X10, Y19	Rubble
X10, Y20	Rubble
X8, Y22	Sharga Guard
X6, Y20	Sharga Guards (3)
X5, Y20	Upper dwarf plate mail Dwarven plate leggings Dwarven helm Dwarven ax
X5, Y19	Treasure Chest: Skull Key Gems Dwarf pick Healing root
X9, Y6	Karzak in cell
X8, Y8	Empty cell
X6, Y8	Cell with bones
X22, Y19	Treasure Chest: Healing roots
X18, Y8	Rubble (tunnel collapsed after passing through)
X16, Y19	Blob
X2, Y29	Firebolt rune
X4, Y29	Sharga Guard Lever; activates pit trap at (X4, Y27) to Mines, Level 2 (X4, Y27)
X2, Y27	Lever; activates pit trap at (X4, Y27) to Mines, Level 2 (X4, Y27)





Sharga Mines (Level Two)



Objectives:

- ✧ Find the way to the Temple of Throggi
- ✧ Befriend the SFL

What's Ahead

The second of the Sharga Mines is quite similar to the first one—rubble, hidden buttons, and Sharga Guards waiting around every turn. Snakes and Blobs also wait behind the rubble. Once Grug takes you to meet Skrag, though, the Sharga Guards will finally leave you alone. There is no Healing Fountain on this level, nor is there a Mana Circle. Your only saving grace is that this section of the mines is not as large as the first.

Explore the crack in the wall, be kind to Grug, mumble pleasantries with Skrag, keep banging on the SFL's front door, then press on to the Throggi Temple.

Monster Watch:

- ✧ Sharga Guards
- ✧ Snakes
- ✧ Blobs

Things to look for:

- ✧ Portcullis
- ✧ SFL base
- ✧ Tiny and friend
- ✧ Hidden buttons

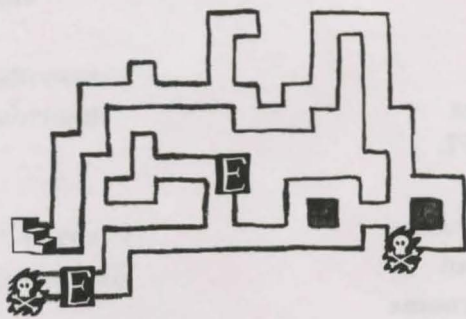
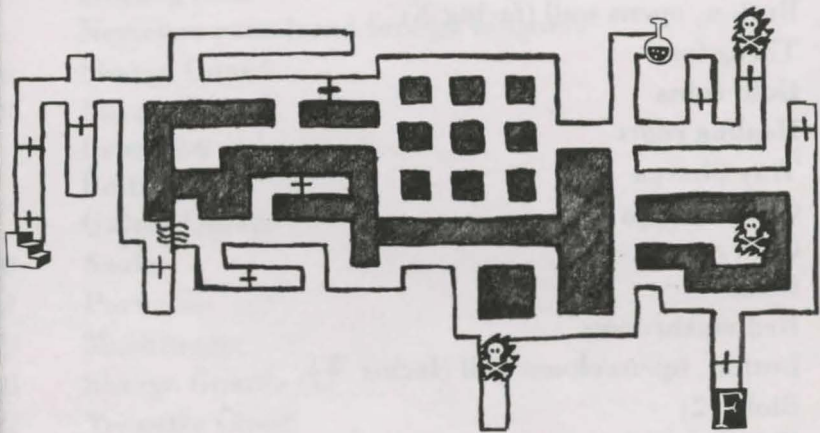
Special Coordinates:

Coordinates	Description
X16, Y20	Stairs up to Mines, Level 1 (X14, Y3)
X17, Y30	Bottom of pit from Mines, Level 1 (X17, Y30)
X3, Y20	Ladder up to Mines, Level 1 (X3, Y21)
X1, Y10	Stairs down to Temple Entrance (X32, Y5)
X4, Y27	Bottom of pit from Mines, Level 1 (X4, Y27) Runescepter (3/40) Healing rune Nameless rune (read foreign tongues)
X18, Y18	Sharga Guard
X16, Y19	Sharga Guard Crossbow Bolts Quiver Quiver
X27, Y20	Snake
X25, Y21	Portcullis
X32, Y19	Mushrooms
X32, Y20	Sharga Guards (4)
X32, Y22	Treasure Chest: Healing roots Grenade Gold coins
X31, Y14	Sharga
X35, Y9	Red mushrooms
X25, Y3	Red mushrooms
X36, Y10	Triffid
X36, Y11	Triffid
X31, Y4	Sharga Guards (2)
X32, Y4	Crack in the wall
X20, Y3	Snake
X17, Y3	Snake
X16, Y3	Rubble
X13, Y1	Ballista bolt
X12, Y4	Snake
X11, Y4	Rubble
X5, Y4	Grug

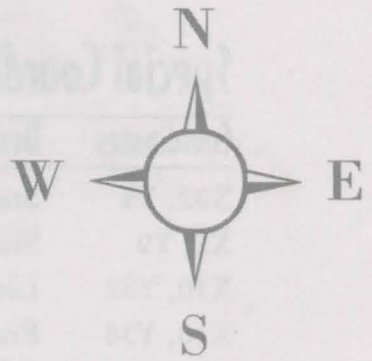
Special Coordinates:

Coordinates	Description
X9, Y7	Snake
X21, Y13	Skrag
X21, Y12	Fire
X21, Y15	Button, gives access to (X20, Y15)
X20, Y15	Treasure Chest: Potency meta rune Red gem
X16, Y14	Button, opens wall (facing N)
X16, Y9	Throg food
X17, Y9	Gold coins
X17, Y10	Healing roots
X14, Y13	Tiny Sharga
X14, Y12	Giant Sharga Gold coins Gems
X15, Y10	Red mushrooms
X9, Y12	Button, opens/closes wall (facing W)
X15, Y6	Blobs (2)
X17, Y5	Rubble Blobs (2)
X20, Y5	Blobs (2)
X21, Y5	Blob
X23, Y6	Blob
X30, Y9	Mushrooms
X25, Y13	Door to SFL
X27, Y22	Triffid
X27, Y23	Red mushrooms Healing root
X28, Y23	Red mushrooms Green mushrooms Spotted mushroom
X28, Y22	Healing root





Entrance to the Temple of Throggi



Objectives:

- ✧ Enter the Temple of Throggi
- ✧ Discover evidence of Farli's brother

What's Ahead

The next five levels of Stonekeep (Temple Entrance; Temple of Throggi; Feeding Grounds 1 & 2; and Dwarven Realm) can be looked at as one enormous area requiring a lot of trekking back and forth between levels. The Temple Entrance itself is made up of two separate areas, one of which can only be reached via pits from the Temple proper.

The initial trip through is relatively straightforward, except for a maze studded with arrow traps for those who stray from the correct path. Be careful of the roots you find here—some are poisonous. You can, however, take solace knowing that there's another Mana Circle.

In the main part of this level you will begin fighting Throgs—think of them as Sharga on steroids, only more deadly. The part entered from the Temple pits is compact, but it's big enough for three Cthuloids to gang up on you at once.

Monster Watch:

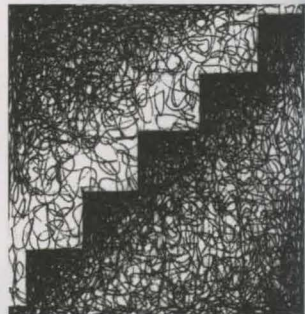
- ✧ Throgs
- ✧ Triffids
- ✧ Giant Ants
- ✧ Skeleton
- ✧ Cthuloids

Things to look for:

- ✧ Dombur's Helmet
- ✧ Arrow Trap maze
- ✧ Mana Circle
- ✧ Buttons in walls

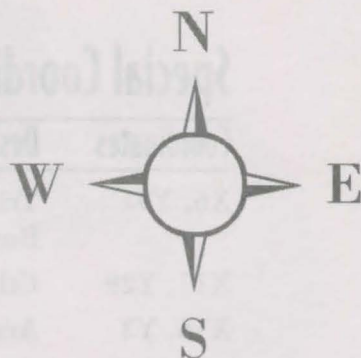
Special Coordinates:

Coordinates	Description
X32, Y4	Stairs up/down to Sharga Mines, Level 2 (X1, Y10)
X2, Y9	Stairs up to Temple of Throggi (X2, Y7)
X10, Y32	Ladder up to Temple (X10, Y29)
X10, Y34	From Pit above in Temple (X10, Y31) Cthuloids (3)
X24, Y32	From pit on Temple Level (X24, Y32)
X32, Y12	Triffids
X32, Y11	Triffid
X26, Y1	Blue gem Battle ax Scrolls
X28, Y3	Blue gem
X30, Y1	Musty roots
X22, Y5	Beginning of Arrow Trap Maze
X16, Y2	Trapped
X16, Y3	Trapped
X16, Y6	Trapped
X16, Y7	Trapped
X16, Y8	Trapped
X17, Y2	Trapped
X17, Y6	Trapped
X17, Y8	Trapped
X18, Y2	Trapped
X18, Y7	Trapped
X18, Y8	Trapped
X19, Y2	Trapped
X19, Y4	Trapped
X19, Y8	Trapped
X20, Y2	Trapped
X20, Y7	Trapped



Special Coordinates:

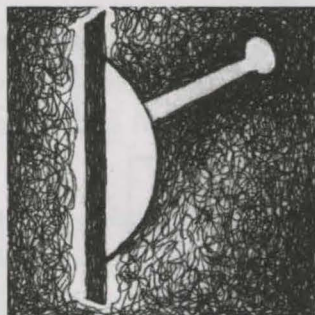
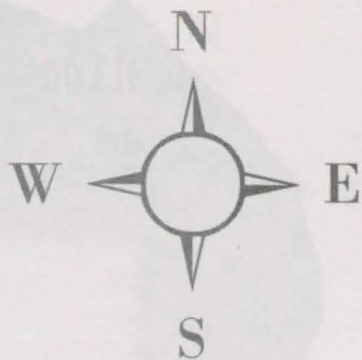
Coordinates	Description
X20, Y8	Trapped
X21, Y4	Trapped
X21, Y6	Trapped
X21, Y8	Trapped
X22, Y6	Trapped
X22, Y7	Trapped
X22, Y8	Trapped
X8, Y6	Helm of Farli's brother
X29, Y15	Wahooka
X29, Y16	Healing root
X30, Y9	Musty root, poison
X29, Y10	Healing root
X20, Y14	Arrow Trap
X20, Y17	Blue gem Healing root
X21, Y10	Triffid
X13, Y7	Skeleton Magical Black Arrow quiver Helm from Far East Sword
X12, Y11	Throg-holding-a-boulder vial
X7, Y12	Mana Circle
X13, Y3	Sign: Garderobe
X15, Y3	Healing root
X8, Y1	Giant Ants (3) in corridor to West
X4, Y5	Throgs (2) Throg Swords Leather shields
X4, Y7	Throg food Healing roots

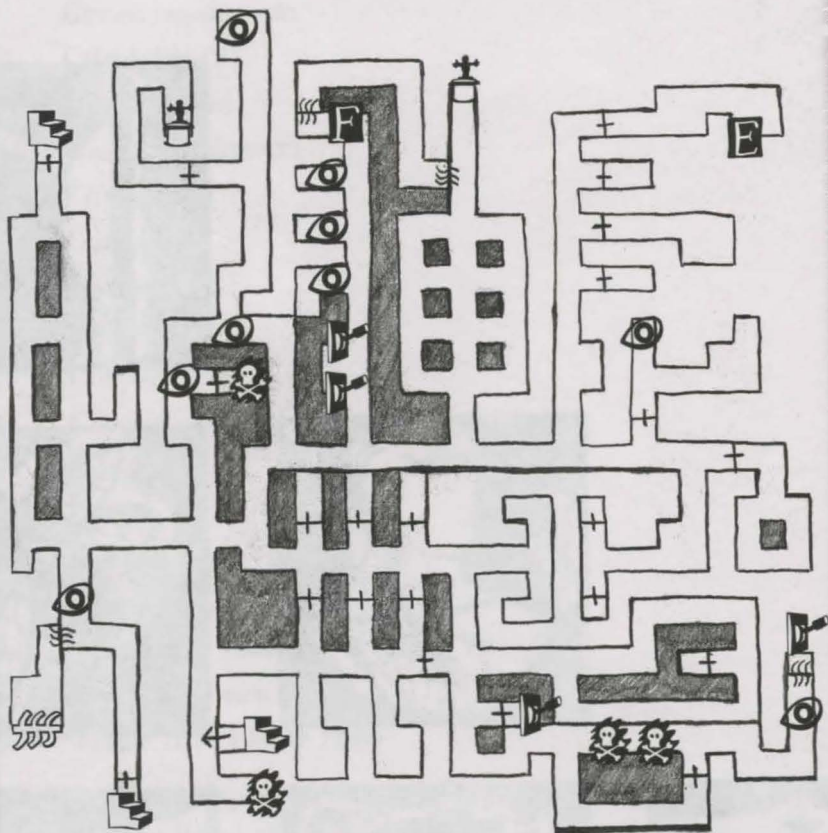


Special Coordinates:

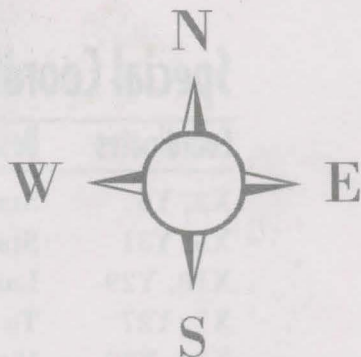
Coordinates	Description
X6, Y9	Triffids (3) Button, opens secret wall (facing E)
X17, Y29	Cthuloid ambush
X16, Y3	Arrow Trap
X25, Y32	Dart
X26, Y30	Green mushroom
X26, Y30	Cthuloids (3)
X14, Y25	Healing root
X12, Y26	Green Mushroom
X13, Y30	Corpse
X14, Y29	Corpse
X16, Y26	Corpse
X16, Y29	Corpse
X17, Y32	Corpse
X18, Y23	Corpse
X18, Y26	Corpse
X19, Y32	Corpse
X20, Y30	Corpse
X23, Y27	Corpse
X10, Y34	Bottom of Temple Pit (X10, Y31)
X13, Y34	Cthuloids lurk here
X22, Y30	Magic that Floats rune

NOTE: Most corpses in this area are poisonous if disturbed and have no items of value.





Temple of Throggi



Objectives:

- ✧ Free Dombur
- ✧ Gorda Karn's pendant

What's Ahead

The Temple of Throggi is one of the most challenging and time consuming levels of Stonekeep, serving as a connecting point to the Temple Entrance and the Feeding Grounds. Some areas of the temple can only be reached from these connecting sections.

Besides dealing with swarms of Throgs, you will also have to defend yourself against magical and physical attacks from several Throg Shaman. One, Gorda Karn, must be defeated in order to move further into the game.

There is no Healing Fountain here, nor a Mana Circle. Mana can be replenished, however, at a statue in the northwest section. There is also a new kind of locked door that requires its own unique key in the form of a small dowel. Lastly, you will find the third Orb.

Monster Watch:

- ✧ Throgs
- ✧ Throg Shaman
- ✧ Cthuloids (in some pits)

Things to look for:

- ✧ Statue of Throggi
- ✧ Mana Statue
- ✧ Throg Hermit
- ✧ Azrael's Orb
- ✧ Gorda Karn
- ✧ Dombur
- ✧ Buttons in walls

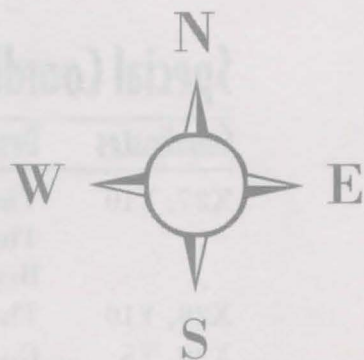
Special Coordinates:

Coordinates	Description
X2, Y6	Stairs down to Temple Entrance (X2, Y9)
X5, Y31	Stairs to Feeding Grounds (X28, Y13)
X10, Y29	Ladder down to Temple Entrance (X10, Y320)
X1, Y27	To Shadows
X24, Y29	Pit to Temple Entrance, Level (X24, Y32)
X25, Y29	Pit to Temple Entrance, Level (X25, Y32)
X10, Y31	Pit to Temple Entrance, Level (X10, Y34)
X2, Y9	Throg (3) patrol the X3 & X1 corridors ahead Gold coins
X3, Y23	Portcullis
X8, Y15	Small hole in wall
X9, Y15	Flame trap
X10, Y15	Healing roots Flame rune Blue gem
X5, Y16	Throgs (2)
X5, Y15	Treasure Chest: Healing roots
X12, Y28	Throg challenge
X12, Y30	Throg Gold coins Ivory key
X13, Y30	Healing root Throg dagger
X18, Y25	Throg
X21, Y20	Throwing hatchet
X22, Y20	Short Bow Longsword Throggish knife
X20, Y24	Blue gem Healing roots
X16, Y25	Gold coin
X16, Y19	Healing root
X12, Y22	Throg Healing root



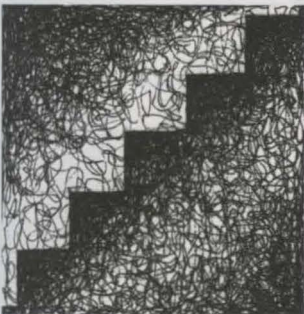
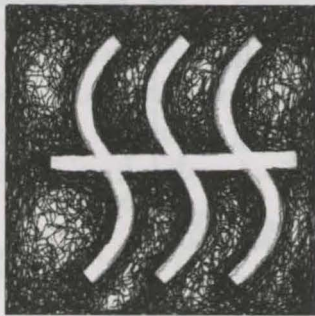
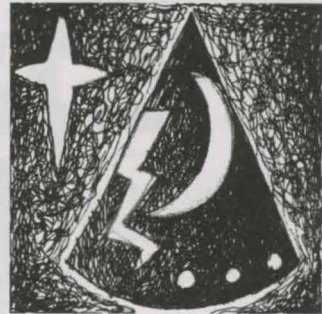
Special Coordinates:

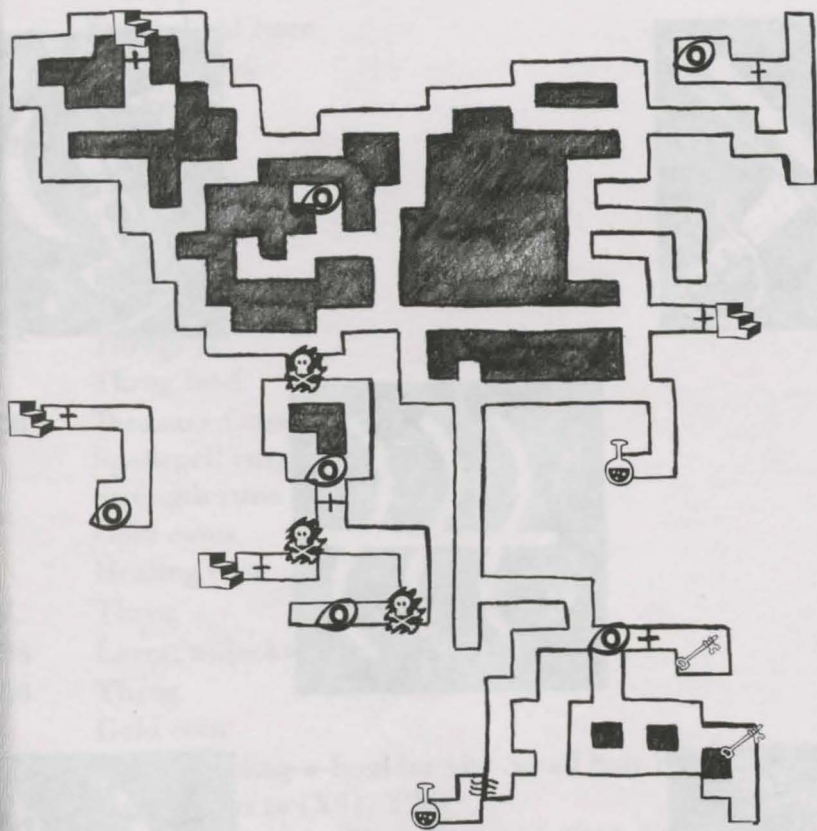
Coordinates	Description
X9, Y13	Throg Wooden dowl Throg food
X9, Y31	Sign: Something is below
X15, Y30	Throg Shaman Broken Runecaster
X14, Y18	Throgs (2), attack and run away
X13, Y15	Throgs (from X14, Y15) Lever, Up position (facing S)
X13, Y15	Lever, Down position (facing W)
X13, Y14	Lever, Up position (facing N)
X13, Y14	Lever, Down position (facing W)
X3, Y23	Portcullis bars progress S
X13, Y11	Portcullis bars progress W
X13, Y7	Portcullis bars progress W
X13, Y5	Portcullis bars progress W
X13, Y7	Dombur
X12, Y7	Throg food
X12, Y5	Button, opens wall facing N
X12, Y3	Button, opens/closes wall (X12, Y4)
X16, Y7	Button, opens/closes wall (X17, Y7)
X18, Y7	Throg in corridor
X18, Y9	Throgs (4) in area beyond
X18, Y4	Statue of Throggi Asrael's Orb Stone sword Stone spear Stone ax Stone hammer
X18, Y17	Door with mask above, howls behind
X25, Y13	Well
X29, Y13	Fire Broken Swor Magic armor ring
X22, Y15	Throgs (3)
X24, Y11	Throg



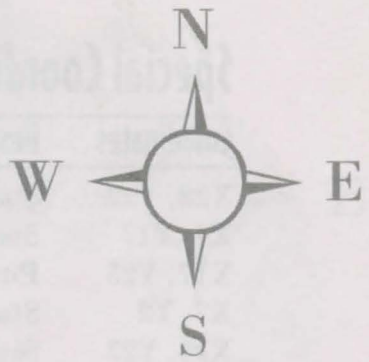
Special Coordinates:

Coordinates	Description
X27, Y10	Throg Shaman Throg knife Broken Runecaster
X28, Y10	Throg Shield rune
X29, Y5	Gorda Karn Throg runecaster Throg pendant
X30, Y5	Energybold rune Healing root
X26, Y21	Bucket
X27, Y22	Fire Throg food
X23, Y24	Throg food
X23, Y20	Throg food
X2, Y28	Healing roots
X22, Y27	Throgs (2) Throg food
X27, Y26	Treasure Chest: Spoilspell rune Strength rune Gold coins Healing root
X24, Y7	Throg
X20, Y28	Lever, unlocks door (X22, Y30)
X31, Y30	Throg Gold coin
X31, Y28	Throg-holding-a-boulder vial Small hole in the wall (facing E), gives access to (X31, Y26)
X31, Y26	Lever, closes pits (X24, Y29) and (X25, Y29)
X9, Y2	Lever, opens locked door (X7, Y4) Healing roots
X10, Y1	Healing root
X9, Y1	Dowel
X7, Y4	Mana Statue
X30, Y20	Throg Shaman in room (harmless)





Feeding Grounds (Level One)



Objectives:

- ✧ Discover entrance to the Dwarven Realm Clan Hall
- ✧ Locate pieces of key to free dragon
- ✧ Find parts for a secret weapon

What's Ahead

This section of Stonekeep connects the Dwarven Realm to the rest of the game world—it must be revisited several more times as you attempt to free the dragon Vermatrix Goldenhide on Level 2 of the Feeding Grounds. Once this task is done, a small section of this level will become accessible from Level 2.

Compared to previous levels, there is not a great deal of bloody battle in the Feeding Grounds. In fact, this is generally true of most of the other levels to come. There are several traps including one right out of “Indiana Jones.” Sharga, obviously not members of the SFL, will make an antagonistic reappearance. This being the case, it is also helpful to know there is a Mana Circle nearby.

Monster Watch:

- ✧ Sharga Guards
- ✧ Throg
- ✧ Throg Shaman
- ✧ Triffids
- ✧ Giant Ants

Things to look for:

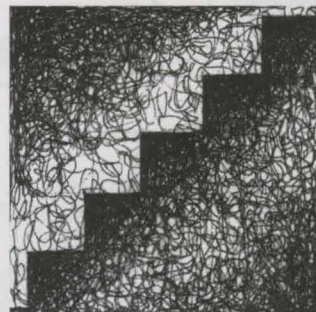
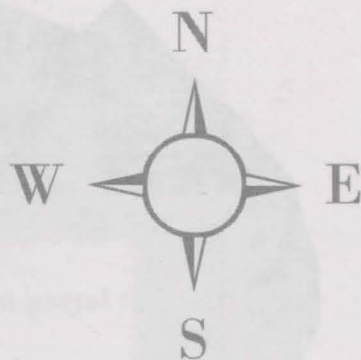
- ✧ Translocate Rune
- ✧ Mana Circle
- ✧ Doors with a Throggish Glyph
- ✧ Pieces of a strange device
- ✧ Half of a sturdy key
- ✧ Rolling boulder trap
- ✧ Feathers
- ✧ Buttons in walls

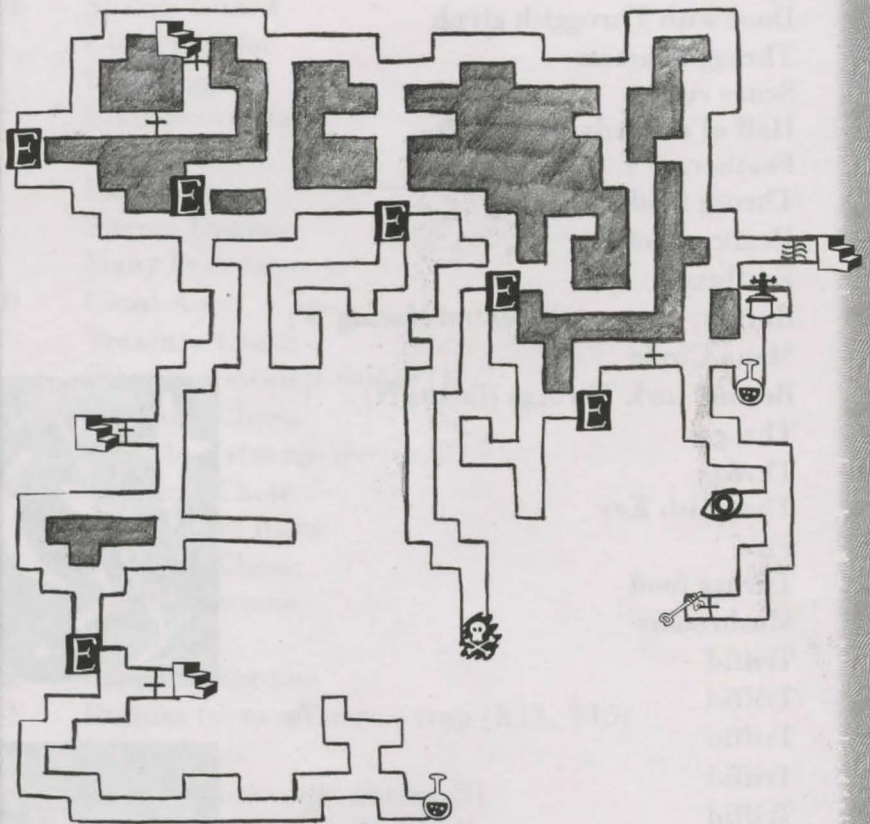
Special Coordinates:

Coordinates	Description
X28, Y13	Stairs to Temple Level (X5, Y31)
X4, Y17	Stairs to Feeding Grounds, Level 2 (X5, Y17)
X17, Y25	Pit from Feeding Grounds, Level 2 (X17, Y25)
X7, Y2	Stairs up to Feeding Grounds Level 2 (X7, Y3)
X11, Y23	Stairs to Dwarven Fortress (X8, Y5)
X27, Y13	Sharga Guard
X25, Y15	Sharga Guards
X25, Y13	Sharga Guard
X31, Y7	Giant boulder Plate leggings Plate breastplate Helmet Dagger
X28, Y3	Sharga Guards Many healing roots
X14, Y10	Giant Ants
X27, Y2	Treasure Chest: Piece to a strange device (1)
X14, Y8	Treasure Chest: Piece to a strange device (2)
X25, Y19	Treasure Chest: Translocate Rune
X29, Y33	Treasure Chest: Healing potions Small vial
X11, Y10	Green mushroom
X13, Y14	Button; turns off arrow trap (X13, Y15)
X13, Y15	Arrow Trap
X9, Y12	Rubble blocks way (facing N)
X9, Y11	Rubble blocks way (facing S)
X15, Y25	Rubble; pit (no passage)
X12, Y18	Trogg
X13, Y18	Fire
X15, Y19	Grenades
X14, Y20	Door with Glyph
X14, Y21	Button; turns off Arrow Trap (X13, Y22)
X13, Y22	Arrow Trap

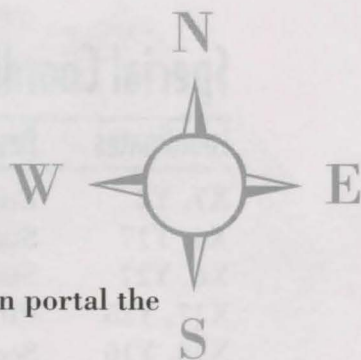
Special Coordinates:

Coordinates	Description
X27, Y9	Snake
X27, Y11	Healing root
X19, Y15	Giant boulder Healing root
X19, Y21	Boulder trap (boulder from N)
X19, Y26	Rolling boulder stops here
X23, Y26	Mushrooms
X25, Y26	Door with Throggish glyph
X27, Y27	Throgg Shaman Scare rune Half of a sturdy key Feathers Throgg food
X28, Y26	Healing root
X27, Y27	Feathers
X20, Y32	Button, opens wall behind (facing W)
X18, Y33	Mana Circle
X24, Y26	Beyond lurk Throggs (facing N)
X24, Y29	Throggs
X29, Y30	Throgg Throggish Key
F29, Y32	Fire Throgg food
X13, Y6	Mushrooms
X9, Y3	Triffid
X9, Y1	Triffid
X5, Y1	Triffid
X7, Y20	Triffid
X7, Y21	Triffid
X6, Y20	Triffid
X17, Y15	Triffid
X6, Y21	Treasure Chest: Potions Piece to a strange device (3)
X3, Y2	Green Mushroom
X6, Y5	Throggs
X7, Y5	Throgg Gold coin





Feeding Grounds (Level Two)



Objectives:

- ✧ Free the dragon Vermatrix Goldenhide
- ✧ Locate second half of key to free dragon

- ✧ Discover the hidden portal the Faerie Realm
- ✧ Find the stairs to the Ice Caverns
- ✧ Meet Scuz
- ✧ Find final piece to secret weapon

What's Ahead

The second level of the Feeding Grounds opens up much more of the Stonekeep world to you. A secret wall opens to allow access to the Faerie Realm, and a set of stairs takes you to the Ice Caverns. The purple flickers are faeries.

First, free the dragon—this will require visiting the Dwarven Realm, returning here to find some flint, going back to the Dwarves to have a key mended, then returning here once more.

Once Vermatrix is free, the entire center of this level opens up for exploration. Here you'll pick up Scuzz for the party, as well a lot of treasure and runes. There's not much combat on this level, but there are two Mana Circles.

NOTE: Due to a bug in the game (at least in the early versions) it is important to play the Faerie Realm level before the Ice Caverns.

Monster Watch:

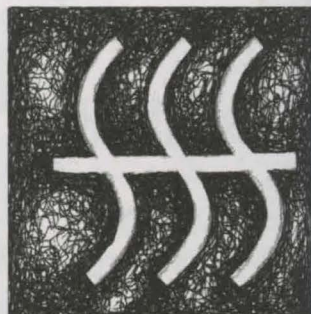
- ✧ Sharga Guards
- ✧ Throgs
- ✧ Throg Shamen
- ✧ Triffids

Things to look for:

- ✧ Faeries
- ✧ Dragon
- ✧ Chains binding the dragon
- ✧ Flowers
- ✧ Scuzz

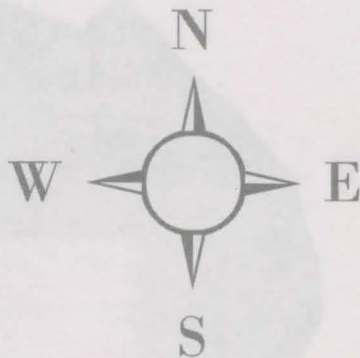
Special Coordinates:

Coordinates	Description
X7, Y2	Entrance from Feeding Grounds, Level 1 (X7, Y2)
X4, Y17	Stairs to Feeding Grounds, Level 1 (X5, Y17)
X6, Y27	Stairs to Ice Caverns (X17, Y12)
X17, Y25	Pit to Feeding Grounds, Level 1 (X17, Y25)
X28, Y10	Secret Wall (place to plant primroses)
X29, Y10	Teleporter to Faerie Realm (X39, Y1)
X8, Y5	Treasure Chest: Healing potions
X10, Y4	Throg Shaman disappears
X10, Y5	Feathers
X25, Y24	Treasure Chest: Armor rune Second half of key
X12, Y5	Empty Treasure Chest
X1, Y6	Dragon tail
X1, Y7	Dragon tail
X18, Y11	Dragon foot
X7, Y9	Dragon foot
X14, Y8	Dragon side
X21, Y16	Meet Dragon (Vermatrix Goldenhide)
X18, Y14	Gold coin*
X15, Y8	Gold coin*
X8, Y9	Gold coin*
X4, Y9	Gold coin*
X18, Y19	Green gem
X17, Y18	Gold coins Gems
X17, Y17	Treasure Chest: Major healing rune Shrink rune Wind rune Blue gem Coins Healing potion Healing potion Coins Gems

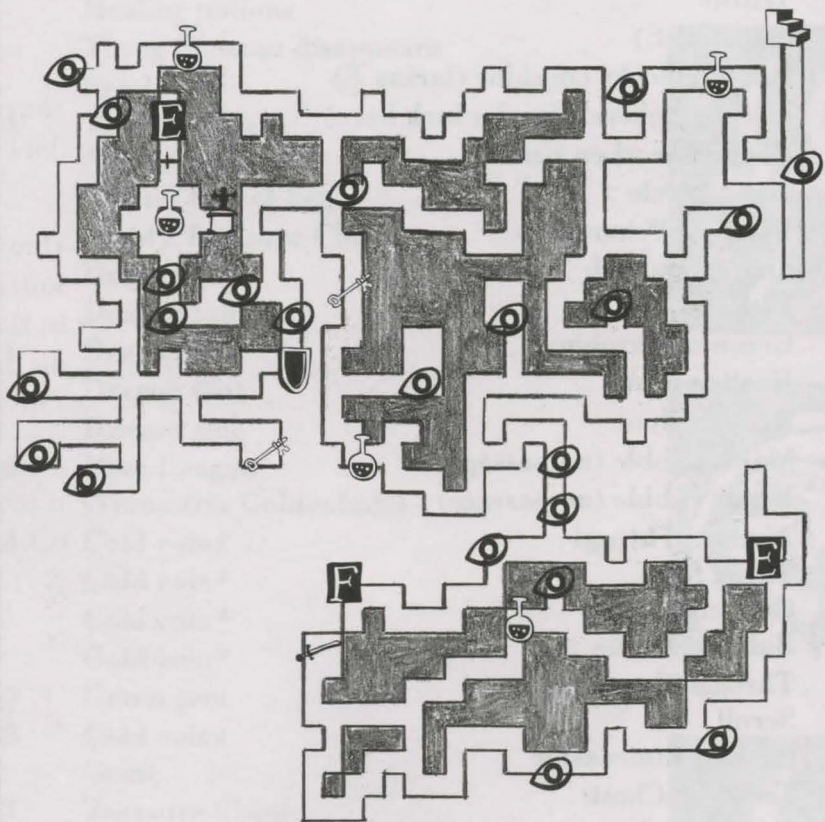


Special Coordinates:

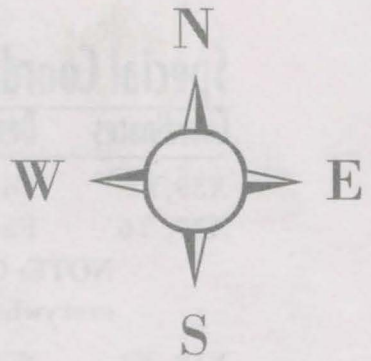
Coordinates	Description
X4, Y2	Triffid
X4, Y1	Triffid
X9, Y1	Triffid
X21, Y5	Triffids
X16, Y5	Triffids
X1, Y21	Triffid
X16, Y15	Triffid
X15, Y13	Triffid
X3, Y26	Scuz (NPC)
X5, Y1	Rubble blocks corridor (facing E)
X26, Y3	Purple flickers (Faeries lurk here)
X27, Y14	Rock slide when passed
X27, Y15	Mana Circle
X26, Y20	Patch of Primrose
X27, Y24	Sharga ambush Pick
X27, Y23	Green mushrooms
X20, Y9	Healing root
X13, Y12	Healing Root
X8, Y21	Major rubble (no passage)
X19, Y20	Major rubble (no passage)
X10, Y15	Abusive Throggi Throg food Gold coin Ball Meta rune
X6, Y32	Throggi Shaman Scroll Broken Runecaster
X8, Y31	Treasure Chest: Green mushrooms Red mushrooms
X12, Y28	Treasure Chest: "Increase of Time" Meta Rune Gold coins
X10, Y13	Healing root
X15, Y32	Mana Circle



* *Item not available until after dragon is free.*



Faerie Realm



Objectives:

- ✧ Meet the Queen of the Faeries
- ✧ Add Sparkle to party
- ✧ Obtain Yoth-soggoth's Orb

What's Ahead

The Realm of Faeries is quite wonderful—full of humor, delightful characters, and good characterizations. There is a lot of story background and lots of clues, so pay attention.

Most of the level is a treasure hunt—meet someone who wants something, find and return it, and get something as a reward (these encounters are noted with the “Investigate” icon on the Faerie Realm map). The only combat in the land of the faeries occurs in the southeast portion where a number of trolls are wandering around. These are tough fights, especially since the trolls are invisible if you're there at the wrong time.

There is an orb on this level. There are no buttons or secret areas to be found, nor is there a Healing Fountain or Mana Circle. Mana can, however, be restored twice at a statue.

NOTE: Due to a bug in the game, it is important to play this level before entering the Ice Caverns.

Monster Watch:

- ✧ Will 'o the Wisps
- ✧ Trolls

What to look for:

- ✧ Mana statue
- ✧ Faerie Players
- ✧ Lament
- ✧ Yoth-soggoth's Orb

Special Coordinates:

Coordinates Description

X39, Y1 To & from Feeding Grounds, Level 2 (X29, Y10)

X39, Y6 Faerie (Snort)

NOTE: Certain flowers (foxglove, primrose, and gladiola) are everywhere, so only coordinates for the other flowers is provided.

X18, Y3 Wild thyme

X11, Y3 Wild thyme

X11, Y11 Wild Thyme

X36, Y2 Faerie Players - initial encounter

X29, Y2 Faerie Players

X29, Y15 Faerie Players

X20, Y8 Faerie Players

X18, Y18 Faerie Players

X32, Y3 Faerie (Sweetie), wants Daisy Chain
4-leafed clover (correct one)

X14, Y12 Faerie (Sweetie)

Faerie cake

X9, Y1 Faerie (Murph)

Murphy's Rune

X2, Y18 Faerie (Winkle), wants Last Tome of the Elves

Iron spike

X24, Y6 Rowanberries

Daisy Chain (wrong one)

X22, Y20 Rowanberries

X23, Y16 Rowanberries

X24, Y3 Empty decanter

X4, Y6 Empty decanter

X24, Y2 Giant mushroom

X12, Y3 Giant mushroom

X21, Y13 Giant mushroom

X20, Y13 Giant mushroom

X31, Y17 Giant mushroom

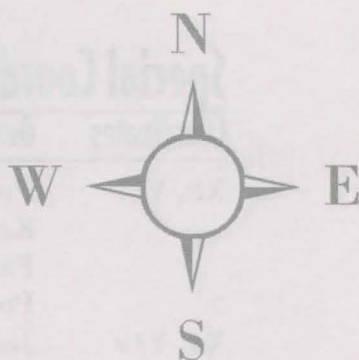
X34, Y9 Giant mushroom

X30, Y12 Giant mushroom



Special Coordinates:

Coordinates	Description
X6, Y19	Giant mushroom Iron Spike
X4, Y2	Fiddle Faerie cakes
X4, Y5	Faerie (Binkle), wants fiddle Faerie Pants
X18, Y6	Sticky moss (Brownie moss)
X6, Y11	Sticky moss (Brownie moss)
X15, Y7	Slippery
X16, Y7	Slippery
X18, Y8	Slippery
X17, Y7	Spinner/Slider
X18, Y7	Slippery
X18, Y5	Slippery
X12, Y6	Slippery
X17, Y11	Faerie (Giggle), wants Poem Book Large gold key
X21, Y15	Faerie (Chuckle), wants Snort's Brew Jester's cap Empty flask
X20, Y17	Healing root
X27, Y18	Troll Bridge
X25, Y12	Faerie (Murph) weapons practice
X36, Y8	Green mushrooms Spotted mushrooms Book of Poems
X30, Y11	Parchment
X4, Y13	Faerie (Winkle) wants drum Jester's cap
X13, Y18	Faerie (Surly) wants Faerie Cake Large silver key
X1, Y15	Snort wants moss, thyme & empty flask Snort's Brew
X11, Y11	Daisy Chain (correct one)



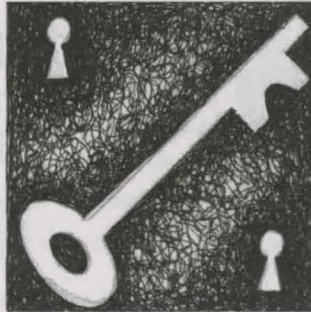
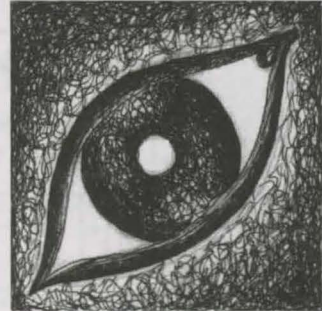
Special Coordinates:

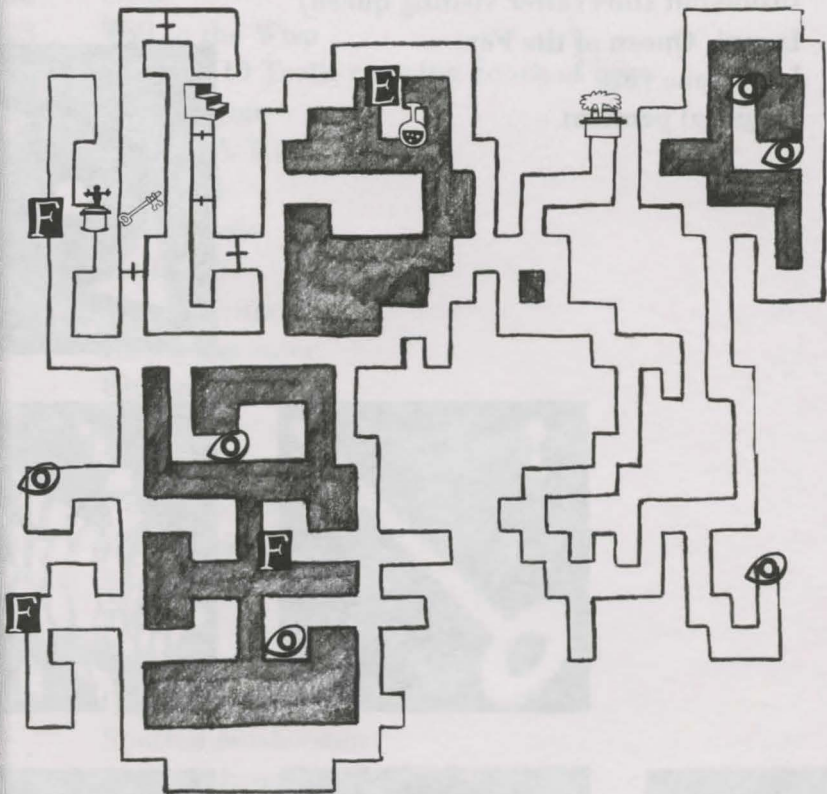
Coordinates	Description
X8, Y11	Porticullus (gate) Keyhole (use both silver and gold keys) Faerie (Chuckles), wants something to draw with Portrait of Queen
X4, Y19	Jester's cap
X5, Y15	Faerie cake
X24, Y22	Book
X38, Y23	Will 'o the Wisp About 8-10 Trolls roaming South of here
X34, Y29	Wild Thyme
X35, Y30	St. John's Wort Charcoal
X33, Y30	Mushrooms
X29, Y29	Trolls (2)
X27, Y31	Faerie Drum
X22, Y30	Empty decanter Blue gas Trolls
X20, Y32	Troll
X18, Y31	Nameless rune
X17, Y33	Green nushrooms Spotted mushrooms
X16, Y29	Troll
X15, Y29	Troll
X18, Y29	Green mushroom Spotted mushrooms
X16, Y27	Red mushrooms
X15, Y26	Elfstaff (5/60)
X20, Y28	Empty decanter Troll
X27, Y24	Horseshoe-shaped medallion
X28, Y26	Troll Yoth-soggoth's Orb
X32, Y27	Blue gas
X39, Y23	Will 'o the Wisp



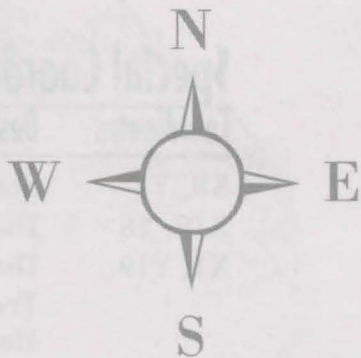
Special Coordinates:

Coordinates	Description
X39, Y21	Will 'o the Wisp
X37, Y19	Sticky moss
X17, Y24	Sparkle joins party
X10, Y8	Mana statue
X8, Y8	Magic barrier Faerie cake
X8, Y12	Inside-out shirt (after visiting queen)
X8, Y4	Iaenni, Queen of the Fey Luckstone ring Magickal pendant





Dwarven Realm



Objectives:

- ✂ Mend key to free dragon
- ✂ Aid the Dwarves
- ✂ Obtain second teleport rune

What's Ahead

This level comprises the clan hall of the Dwarves and is home to Karzak, Farli, and Dombur. Unless you like to pick fights with friendlies, there are only two encounters waiting in the corridors. The western half of the hall is where the Dwarves live, work, and shop. The eastern side is uninhabited, except for guards on patrol.

If you use Afri's Orb to help you get your bearings, you will notice a set of corridors in the southeastern section of the clan hall. Don't bother to look for a way to get there—you can't. It's just a piece of leftover dungeon that wasn't taken out of Stonekeep before the game shipped. A visual bug as it were—your very own.

The Dwarven Realm has a blacksmith who repairs the dragon's key—this is the main reason you are here. If you don't do this, you can go no further into Stonekeep. The other reason for visiting this level is to help the Dwarves so you can get the rest of what you need for teleportation.

If you find yourself in need of a health boost, use the Healing Fountain in the clan hall—there is no Mana Circle in the Dwarven Realm.

Monster Watch:

- ✂ Illusionary Dwarf
- ✂ Mummy

Things to look for:

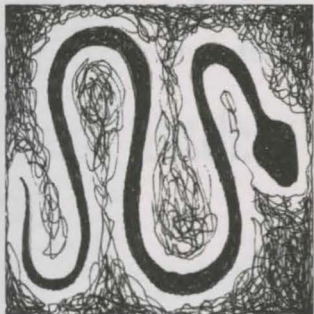
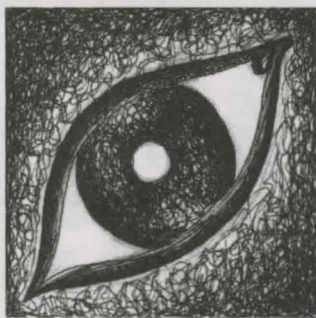
- ✂ Blacksmith
- ✂ Library
- ✂ Dombur
- ✂ Secret room
- ✂ Healing Fountain
- ✂ Unreachable corridors

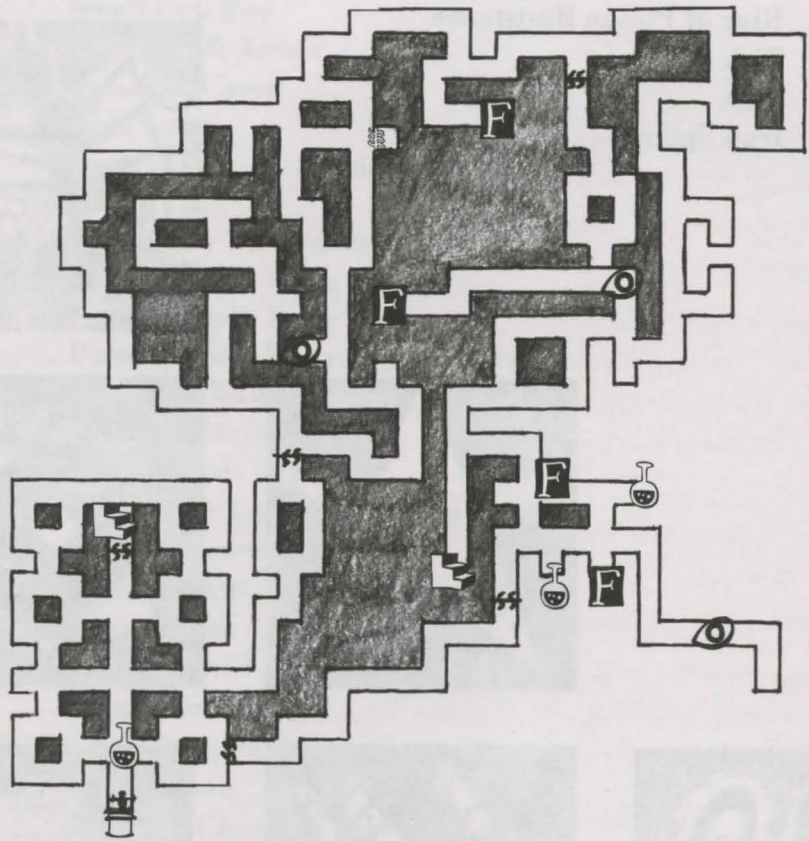
Special Coordinates:

Coordinates	Description
X8, Y4	Stairs up to Feeding Grounds, Level 1 (X11, Y23)
X10, Y8	Dwarf Guard meets party
X1, Y19	Dwarf Elder Treasure Chest: Home rune Magic shield
X5, Y7	Geldor's Shoppe Small Orb Key Weapons & Armor
X9, Y1	Treasure Chest: Gold coins
X16, Y3	Grak (Throg in disguise) Ax Illusionary wall (facing S)
X16, Y4	Power 2 Meta Rune Power 3 Meta Rune Potency Meta Rune Ball Meta Rune Duration Meta Rune
X13, Y6	Many guards in room
X14, Y7	Guards are hiding something here
X5, Y10	Sign in Dwarvish
X2, Y7	Torin (Blacksmith) Magic chisel
X9, Y20	Home-cooked meals
X10, Y24	Home-cooked meal
X11, Y20	Scroll from Farli
X12, Y19	Farli's room
X11, Y17	Treasure Chest: Grenades
X9, Y14	Dombur's room Translation rune Blank scroll Healing potion Magical stone shooter & instructions

Special Coordinates:

Coordinates	Description
X2, Y22	Magic horn
X2, Y15	Library (many scrolls to read)
X25, Y4	Healing Fountain
X27, Y10	"There's something evil about this place!"
X33, Y5	Portcullis (gate)
X31, Y3	Sarcophagus (Level Boss)
	Scroll
	Ring of Poison Resistance
X32, Y19	Pick
X32, Y18	Pick
	Iron Spike



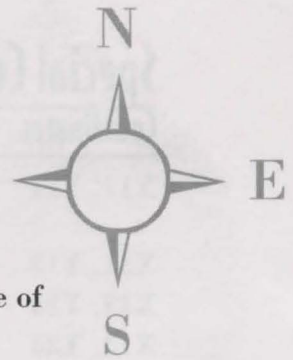


Ice Caverns

Objectives:

- ✧ Aid the cave Sharga
- ✧ Defeat Ice Queen

- ✧ Obtain Helion's Orb
- ✧ Free Enigma and Nigel
- ✧ Discover way to the Gate of the Ancients



NOTE: If you haven't played the Faerie Realm yet, do so before attempting this level. In theory, there is no reason why this cannot be completed first, but a bug in the game is reported to cause problems in some computers. It's best to avoid the potential problem.

What's Ahead

The Ice Caverns are unique in many ways, but also feature some familiar themes. This level is very cold, so you'll need to obtain the warming rune immediately. There are secret walls that you can smash open, except they can only be discovered by using Afri's Orb. You must also search every pile of snow just like you dug through the piles of bones on previous levels.

In the southern and western sections of this level you will be attacked by iceballs being launched from a distance. There are about 20 of these encounters, but the squares you're attacked on vary a bit—depending on where you enter the line of fire.

Sharga live in these caves, but they won't attack unless you are the aggressor. They all carry ice swords and if you want one, you'll have to provoke a fight. If you go for one of these weapons, prepare for fight to the death, and make sure you know where to find the one-use healing statue on this level.

Monster Watch:

- ✧ Skeleton
- ✧ Iceballs
- ✧ Ice Queen

Things to look for:

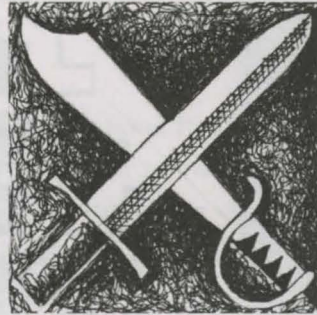
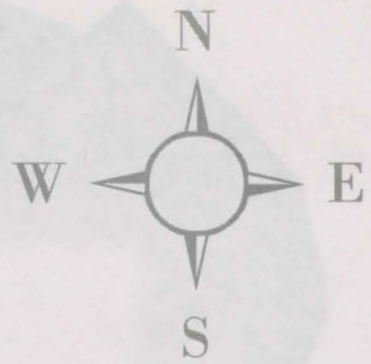
- ✧ Secret areas
- ✧ Muddy pools
- ✧ Helion's Orb
- ✧ Healing statue

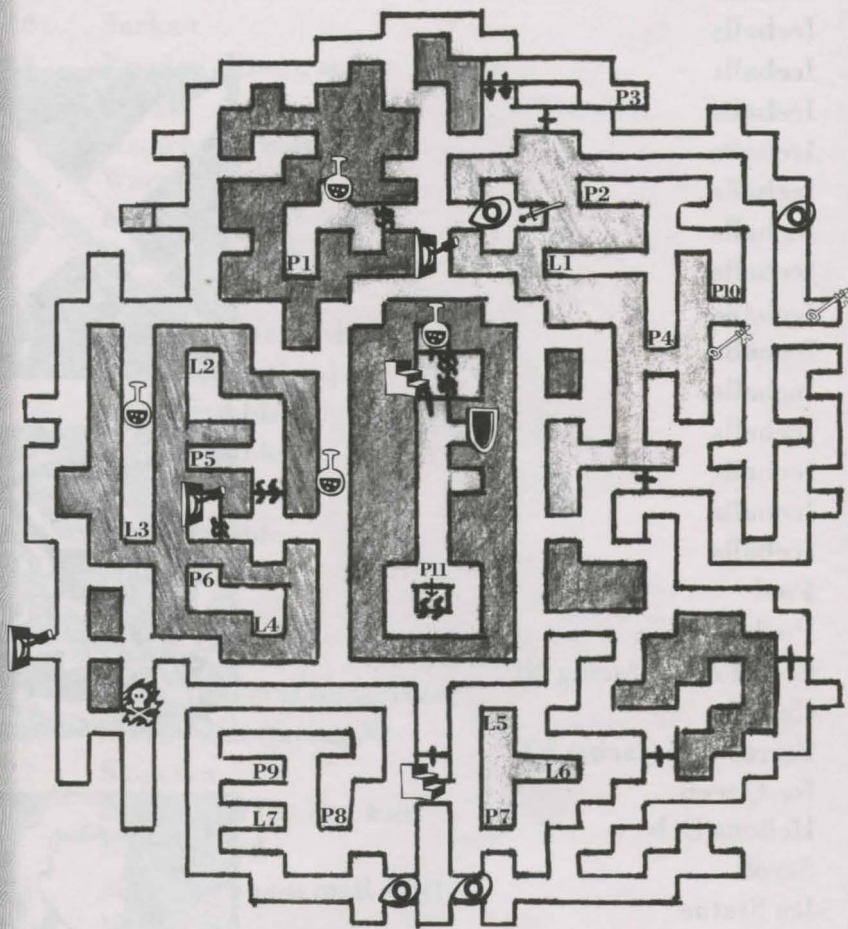
Special Coordinates:

Coordinates	Description
X17, Y11	Stairs up to Feeding Grounds, Level 2 (X5, Y27)
X31, Y13	Stairs down to Gate of the Ancients (X13, Y31)
X12, Y23	Rubble, caves-in when passed
X13, Y23	Rubble, caves-in when passed
X14, Y23	Rubble, caves-in when passed
X17, Y16	Sarkan
X14, Y14	Kandoc (King), wants weapon
X13, Y11	Gorza Magickal armor rune Warming rune Icy bolts rune Ball meta rune Ice sword
X11, Y11	Advisor, wants "different fire"
X10, Y14	Healer (one time)
X7, Y8	Major rubble
X4, Y24	Major rubble
X24, Y18	Major rubble
X6, Y26	Major rubble
X6, Y22	Major rubble
X16, Y30	Nigel
X20, Y22	Enigma
X11, Y23	"This tunnel is dangerous!"
X12, Y32	Secret wall (facing N)
X11, Y27	Skeleton Helm from the Far East Broadsword
X11, Y25	Magickal chain mail shirt Rings
X11, Y24	Fire Magickal fire
X21, Y27	Secret wall (facing W); Once on, can't walk off or back on
X20, Y27	Circle Ward rune Magickal chain mail skirt

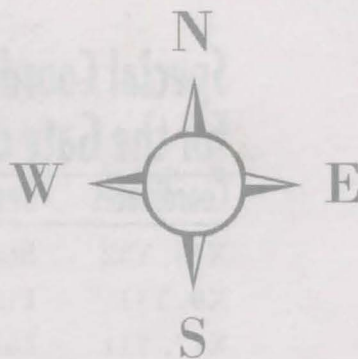
Special Coordinates:

Coordinates	Description
X23, Y20	Piece of parchment
X8, Y20	Iceballs
X21, Y31	Iceballs
X34, Y20	Iceballs
X28, Y30	Iceballs
X31, Y22	Iceballs
X29, Y11	Iceballs
X27, Y18	Iceballs
X21, Y28	Iceballs
X22, Y22	Iceballs
X19, Y18	Iceballs
X28, Y2	Iceballs
X35, Y8	Iceballs
X35, Y12	Iceballs
X27, Y14	Iceballs
X27, Y10	Iceballs
X24, Y11	Iceballs
X20, Y15	Iceballs
X31, Y7	Iceballs
X35, Y2	Iceballs
X30, Y25	Pool
X29, Y25	Pool
X15, Y10	Secret door (facing N)
X8, Y8	Cave-in
X26, Y3	Secret wall (facing E)
X31, Y3	Ice Queen Helions Orb
X31, Y2	Scroll
X31, Y1	Ice Statue





Gate of the Ancients & The Pits



Objectives:

- ☒ Obtain Saffrini's Orb
- ☒ Find Portal to the Palace of the Shadows

What's Ahead

The Gate of the Ancients and the Pits are really one very large level broken into two maps. Together, they make up perhaps the most difficult portion of Stonekeep—assuredly the most confusing. No monsters exist anywhere on these levels, so you can concentrate on figuring out where you are.

At the beginning, things seem normal, but it eventually becomes apparent that the only way to get into much of the Gate area is by first descending into the Pits, and vice-versa. There are lots of buttons; secret, illusionary, and one-way walls; and pressure plates on these levels. There are also two places where you keep getting teleported backwards a step or three. To make things even more confusing, many of the buttons and pressure plates trigger no immediately apparent effects. In a number of cases, the only way to get someplace is up through a pit without the benefit of ladder.

As you make your way through this complex maze, remember that the Portal into the Palace of Shadows is one-way. You'll find one Mana Circle in the Pits, and two more in the Gate area

Monster Watch:

There are no monsters on these levels

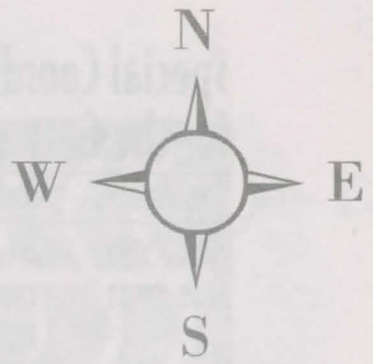
Things to look for:

- ☒ Buttons
- ☒ Fireball traps
- ☒ Mana circles
- ☒ Healing button
- ☒ Silver runecaster

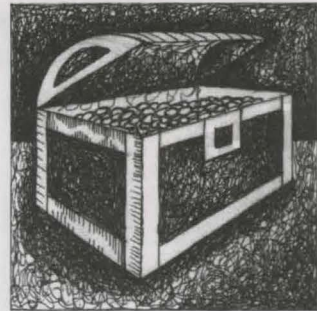
Special Coordinates for the Gate of Ancients:

Coordinates	Description
X13, Y32	Stairs up to Ice Cavern
X9, Y11	Pit to Pits (P1)
X17, Y11	Ladder to Pits (L1)
X18, Y8	Pit to Pits (P2)
X19, Y4	Pit to Pits (P3)
X20, Y14	Pit to Pits (P4)
X6, Y15	Ladder to Pits (L2)
X6, Y19	Pit to Pits (P5)
X4, Y22	Ladder to Pits (L3)
X8, Y26	Ladder to Pits (L4)
X6, Y24	Pit to Pits (P6)
X15, Y30	Ladder to Pits (L5)
X17, Y32	Ladder to Pits (L6)
X15, Y34	Pit to Pits (P7)
X8, Y34	Ladder to Pits (L7)
X10, Y34	Pit to Pits (P8)
X8, Y32	Pit leads to The Pits (P9)
X22, Y12	Pit of Pits (P10)
X13, Y25	Pit to Pits (P11)
X13, Y28	Sign
X18, Y26	Sign
X20, Y31	Sealed door (one way)
X24, Y27	Sealed door (one way)
X19, Y20	Need Wolf key
X18, Y18	Sign
X13, Y10	Pressure plate, opens Portcullis (X14, Y9)
X12, Y9	Secret wall (facing W)
X10, Y8	Mana Circle

Special Coordinates for the Gate of Ancients:



Coordinates	Description
X14, Y9	Portcullis
X16, Y9	Very sharp dagger (Dagger of Penetration) Healing potion
X16, Y5	Sign
X4, Y9	Very Cold rune (strange rune) Healing potion
X3, Y11	Feathers Ring Broken runecaster
X10, Y3	Skeleton
X1, Y17	Sign
X2, Y32	Black Slayer arrows
X4, Y34	Fire Scare rune
X4, Y29	Fireball trap
X9, Y22	Button, opens wall (X8, Y21)
X8, Y23	Button, opens wall (X7, Y22)
X6, Y22	Sign
X6, Y21	Lever, rotates between Portals (X4, Y17) & (X10, Y20)
X10, Y20	Portal device
X4, Y17	Portal device
X15, Y3	One-way wall (facing S)
X11, Y31	Magic black arrow quiver Scrolls
X12, Y37	Portcullis
X13, Y37	Portcullis Scroll
X13, Y34	Button, opens Portcullis
X22, Y36	Sign

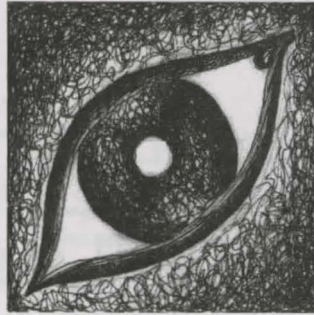
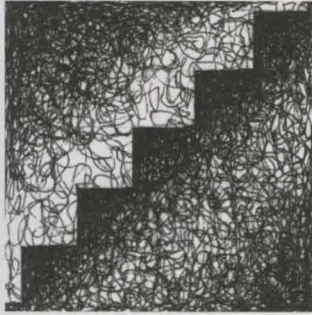
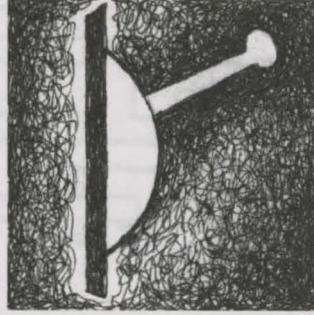
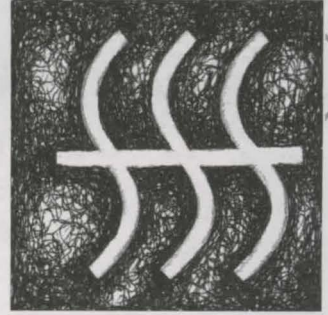


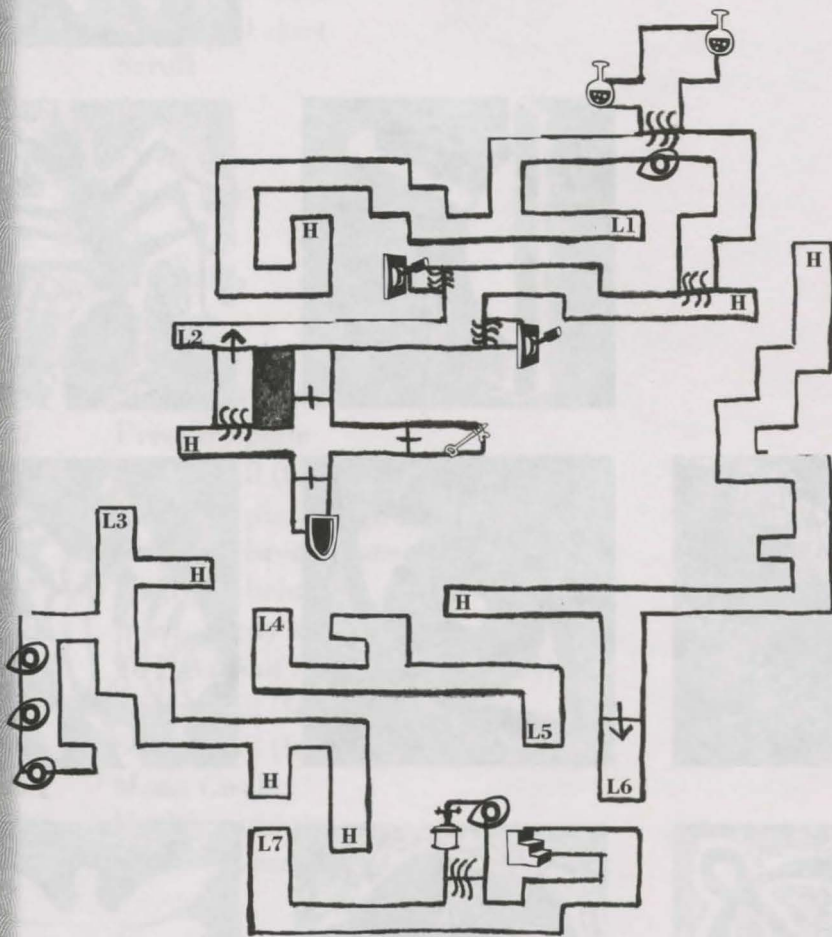
Special Coordinates for the Gate of Ancients:

Coordinates	Description
X21, Y35	Button
X25, Y21	Dwarven Helm Hammer Chainmail shirt Chainmail skirt Scroll
X25, Y15	Sign
X22, Y14	Fire Eagle key
X22, Y5	Sign
X24, Y9	Portcullis
X25, Y13	Button Sturdy key Stoptrack rune
X1, Y27	Pressure plate
X13, Y26	Secret wall (facing N)
X14, Y18	Magickal plate leggings Magickal breastplate Magickal helm
X13, Y17	Need sturdy key
X13, Y16	To Palace of Shadows (facing N) Secret wall (facing E)
X14, Y15	Secret wall (facing W)
X13, Y14	Mana Circle Health potions Silver runecaster

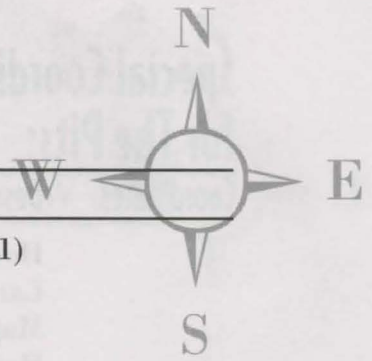
N

E





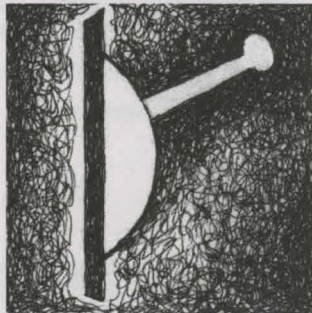
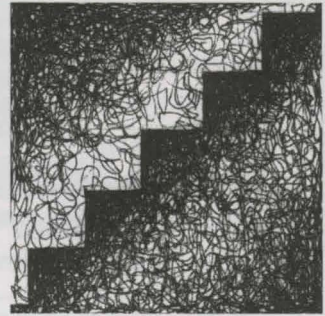
Special Coordinates for The Pits:

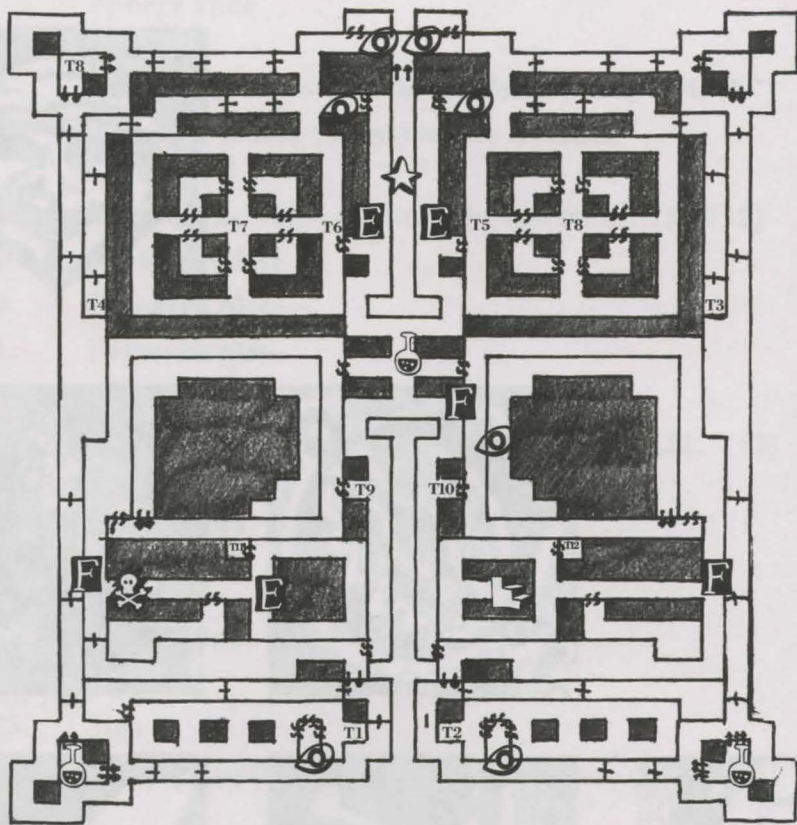


Coordinates	Description
X17, Y11	Ladder up to Gate of the Ancients (X17, Y11) (L1)
X6, Y15	Stairs up to Gate of the Ancients (X6, Y15) (L2)
X9, Y11	Ladder in roof to Gate of the Ancients (X9, Y11) Healing potion
X7, Y9	Sign
X15, Y11	Sign
X18, Y8	Pressure plate
X17, Y6	Mana Circle
X19, Y5	Sign
X14, Y4	Sign
X19, Y4	Safrinnis Orb
X13, Y14	Buttons (2)
X12, Y13	Button
X14, Y15	Button
X8, Y19	Sign
X7, Y19	Button, opens wall (facing N)
X13, Y19	Wolf key
X9, Y22	Magickal shield
X9, Y16	Ring of Poison Resistance
X4, Y22	Ladder up to Gate of the Ancients (X4, Y22) (L3)
X6, Y24	Through ceiling to Gate of the Ancients (X6, Y24) (L4)
X8, Y26	Ladder up to Gate of the Ancients (X8, Y28) (L5)
X15, Y30	Through ceiling to Gate of the Ancients (X15, Y30) (L6)
X17, Y32	Ladder up to Gate of the Ancients (X17, Y30)
X15, Y34	To Gate of the Ancients (X15, Y34)
X13, Y34	Duck Statue

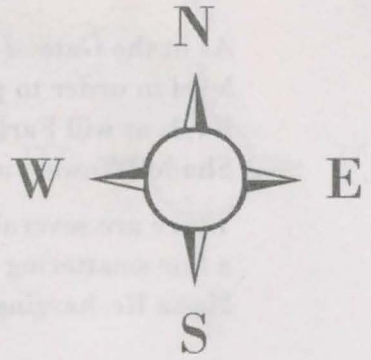
Special Coordinates for The Pits:

Coordinates	Description
	Horn
	Languages rune
	Magickal quiver
	Heal potion
X13, Y33	Duck ring
	Sphere rune
	Scrolls
X8, Y34	Ladder up to Gate of the Ancients (X10, Y34) (L7)
X10, Y34	Through ceiling to Gate of the Ancients (X10, Y34)
X8, Y32	Through ceiling to Gate of the Ancients (X8, Y32)
X2, Y27	Pressure plate
X2, Y29	Pressure plate
X2, Y31	Pressure plate
X3, Y31	Sign
X22, Y12	Through ceiling to Gate of the Ancients (X22, Y12)
X21, Y23	Warhammer
	Chain Shirt
	Chain Skirt
	Helm
	Heal potion
X22, Y25	Sign
X16, Y25	Sign
X15, Y34	Through ceiling to Gate of the Ancients (X13, Y35)





Palace of Shadows



Objectives:

- ✧ Create a Shadow weapon
- ✧ Locate Marif's Orb
- ✧ Penetrate the invisible barriers
- ✧ Defeat Scourge
- ✧ Discover the stairs to Khull-Khumm's Tower

What's Ahead

Unless you set up a teleport circle in the Gate of the Ancients area, there is no way back from here. (Actually, there are two places that will teleport you to either the Pits or the Temple of Throggi, but all there is to do there is to find your way back to the Palace.)

The Palace of Shadows is quite large and convoluted, requiring a lot of trekking back and forth. Almost as confusing as the Gate of the Ancients, at least you're only dealing with one map and one level here. Also, you must again deal with monsters—this level is teeming with them. Your respite from combat is over as you are deluged with undead skeletons and floating skulls. However, nearly all of these ghouls can be avoided if you fight them with shadow weapons—obtain one immediately, in case combat becomes necessary.

With one exception, the palace is laid out as a mirror image—east reflecting west. The monsters in the west appear normal, but their opposites are transparent. In general, the skeletons are found in specific locations or contained areas, but the skulls move much more freely through larger areas. Be careful—in some cases, the skulls will follow you through doors.

As in the Gate of the Ancients, you must find your way into the center of the level in order to progress any farther. Wahooka will join your party on this level, as will Farli. Do not attempt to move on Khull-Khumm's Tower (the Shadow Tower) until both of your friends are in your company.

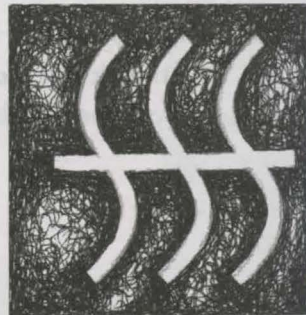
There are several secret walls, teleporters, and wall buttons about—along with a fair smattering of walls that close behind you as you pass. You'll also find a Mana Recharging Sphere and a Healing Sphere on this level.

Monster Watch:

- ✂ Flying Skulls
- ✂ Skeletons
- ✂ Scourge

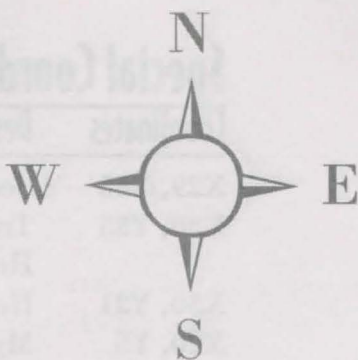
Things to look for:

- ✂ Pieces of Shadow
- ✂ Piece of mirrored glass
- ✂ Farli
- ✂ Wahooka
- ✂ Teleporters
- ✂ Healing and Mana Recharge Spheres



Special Coordinates:

Coordinates	Description
X15, Y2	Secret wall (facing N)
X15, Y1	Healing potions
X16, Y1	Healing potions
X13, Y3	Closes wall facing East (X14, Y2)
X10, Y3	Helms Broadwords
X14, Y5	Mystic symbol
X14, Y11	(T5) Teleporter to (X20, Y1)
X20, Y11	(T6) Teleporter to (X14, Y11)
X10, Y9	Secret wall (E and W)
X8, Y11	Secret wall (N and S)
X10, Y13	Secret wall (E and W)
X12, Y11	Secret wall (N and S)
X17, Y18	Marif's Orb
X10, Y11	If enter E or W, Teleport to (X3, Y3) If enter N or S, Teleport to (X3, Y38)
X3, Y3	Sign Broadsword Helm
X4, Y21	Treasure Chest: Healing potions
X3, Y38	Healing Sphere Broadsword Helm
X4, Y35	Treasure Chest: Healing potions
X5, Y35	Secret wall (facing E)
X13, Y36	Sign Secret walls N, E, W
X13, Y37	Piece of Shadow
X15, Y36	(T1) Teleport to (X19, Y36)
X19, Y36	(T2) Teleport to (X15, 36)
X21, Y37	Piece of Shadow
X21, Y36	Sign Secret walls (E, W)

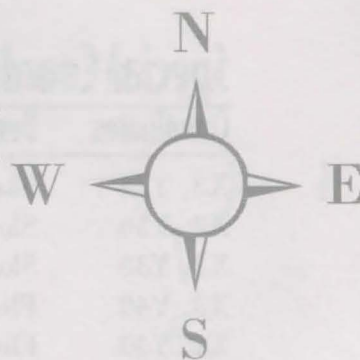


Special Coordinates:

Coordinates	Description
X29, Y35	Secret wall (facing W)
X30, Y35	Treasure Chest: Healing potions
X30, Y21	Healing potions
X20, Y5	Mystic Symbol
X4, Y15	(T4) Teleport to (X11, Y25)
X7, Y19	Quickness rune
X5, Y26	Secret wall (facing N)
X4, Y29	Wahooka
X5, Y29	Barrier (if you don't have Marif's Orb)
X7, Y32	Treasure Chest: Healing potions
X30, Y15	(T3) Teleporter to (X23, Y25)
X22, Y19	Scroll
X29, Y26	Secret wall (facing N)
X20, Y21	Piece of black mirrored glass
X29, Y29	Barrier (if you don't have Marif's Orb)
X27, Y32	Treasure Chest: Healing potions
X22, Y11	Secret walls (N, S)
X24, Y9	Secret walls (E, W)
X26, Y11	Secret walls (N, S)
X24, Y13	Secret walls (N, S)
X24, Y12	If enter N or S, teleport to (X31, Y38) If enter E or W, teleport to (X31, Y3)
X31, Y38	Mana Recharge Sphere
X31, Y3	Sign
X18, Y11	Khull-Khumm*
or	
X16, Y11	
X18, Y12	Button, opens wall (X19, Y12)
X17, Y18	Marifs Orb
X18, Y18	Button, opens wall (X19, Y18)
X16, Y18	Button opens wall (X15, Y18)

Special Coordinates:

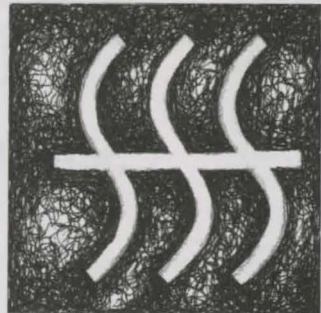
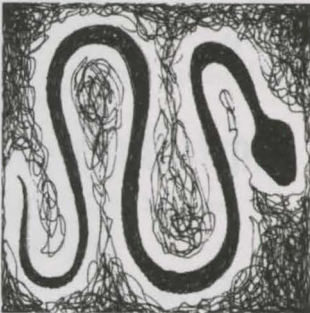
Coordinates	Description
X19, Y20	Farli
X18, Y24	Button, opens wall (X19, Y24)
X16, Y24	Button, opens wall (X15, Y24)
X16, Y30	Button opens wall (facing W)
X16, Y12	Button opens wall (X15, Y12)
X11, Y29	Scourge
X9, Y29	Button, opens wall (facing S)
X9, Y30	Strange mist
X5, Y31	Treasure Chest: Healing potions
X5, Y32	Treasure Chest: Healing potions
X11, Y31	Button, opens wall (X11, Y27)
X10, Y27	(T11) Teleporter to Pit (X19, Y29)
X15, Y29	(T9) Teleporter to (X19, Y29)
X19, Y29	(T10) Teleporter to (X15, Y29)
X23, Y31	Button, opens wall (X23, Y27)
X24, Y27	(T12) Teleporter to Temple of Throggi (X1, Y28)
X25, Y29	Button, opens wall (facing S)
X25, Y30	Strange mist
X29, Y31	Healing potions
X29, Y32	Treasure Chest: Healing potions
X20, Y29	Door to Khull-Khumm's Tower (facing E)
X23, Y29	Scourge
X20, Y21	Mirror
X4, Y2	Floating skull
X1, Y1	Floating skull
X2, Y4	Floating skull
X13, Y7	Floating skulls (2)
X14, Y11	Floating skulls (3)
X6, Y15	Floating skull

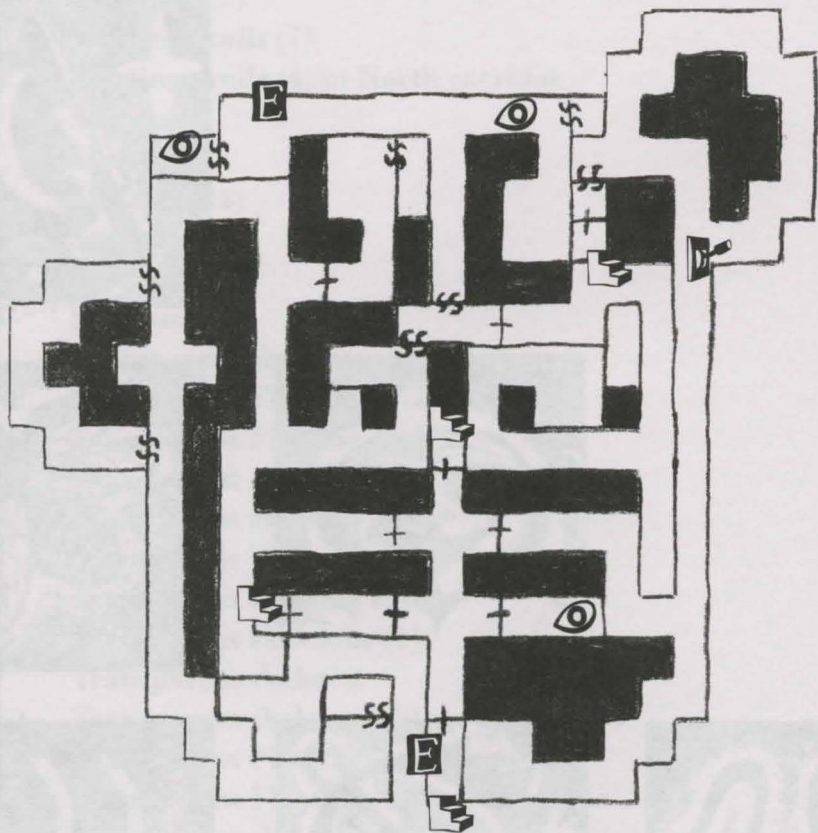


Special Coordinates:

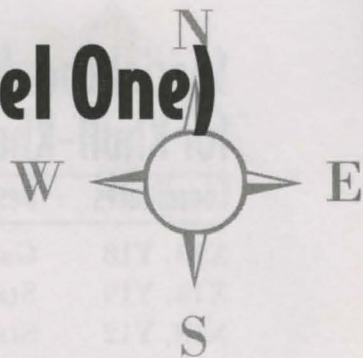
Coordinates	Description
X3, Y34	Skeleton
X3, Y36	Skeleton
X3, Y38	Skeleton
X3, Y40	Floating skulls (2)
X1, Y40	Floating skull
X10, Y38	Skeletons (2)
X15, Y37	Skeleton
X13, Y34	Skeletons (2)
X6, Y35	Floating skulls (7)
X3, Y22	Floating skulls (4) in North corridor
X9, Y5	Skeleton
X7, Y5	Skeleton
X4, Y10	Skeletons (2)
X5, Y25	Skeleton
X4, Y25	Skeleton
X14, Y26	Skeletons (2)
X31, Y3	Transparent skeleton
X31, Y5	Transparent Floating skull
X33, Y1	Transparent Floating skull
X24, Y3	Transparent skeletons (2)
X31, Y38	Transparent skeleton
X31, Y39	Transparent Floating skull
X33, Y40	Transparent Floating skull
X23, Y38	Transparent skeletons (2)
X19, Y37	Transparent skeleton
X23, Y34	Transparent skeletons (2)
X28, Y35	Transparent Floating skulls in area
X31, Y22	Transparent Floating skulls in corridor
X25, Y5	Transparent skeletons (2)
X30, Y10	Transparent Skeletons (2)
X30, Y26	Transparent skeleton

* Khull-Khumm will appear at whichever set of coordinates you reach first.





Khull-Khumm's Tower (Level One) & Lair of the Dark Dwarves



Objectives:

- ✧ Find the Silver Ankh
- ✧ Discover secret entrance to the Lair of the Dark Dwarves
- ✧ Obtain Dark Dwarves' scroll

What's Ahead

You are now beginning the final sections of Stonekeep. Khull-Khumm's Tower (the Shadow Tower) is four levels tall, none of them very extensive. As you go up, you will need to accumulate four specific artifacts which allow you to enter the endgame. And, of course, there is Khull-Khumm himself in the way.

There is a secret level that you must discover before reaching Khull-Khumm at the top of the tower—the Lair of the Dark Dwarves. Its entrance is hidden on the first tower level, and its only exit is to the same place, so it's best to treat these two areas together.

From now on, you will battle a fiercer breed of foe—the Spinner Spikes are dangerous, but the Flames (fire elementals) do massive damage. Big Spike is the most deadly—you may not be able to cause more than minor damage to him. Again, the monsters in this level are too numerous to count, so refer to your map coordinates only as a primer for the ferocity to come.

You will discover quite a few secret walls on the Tower level, and there is a Mana Circle in the Dark Dwarves' Lair.

Monster Watch:

- ✧ Spinner Spikes
- ✧ Flames
- ✧ Floating skulls
- ✧ Big Spike

Things to look for:

- ✧ Dead Dwarf
- ✧ Khull-Khumm's teleporter
- ✧ Silver Ankh
- ✧ Statue

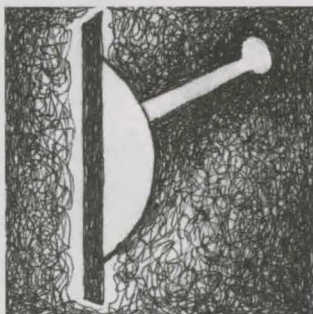
Special Coordinates for Khull-Khumm's Tower (Level One):

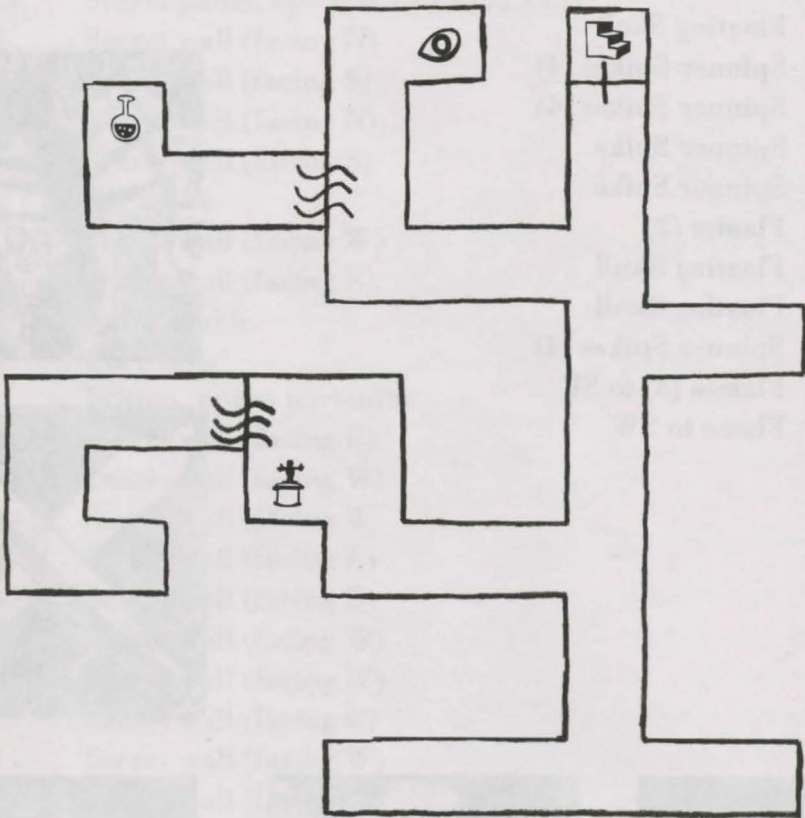
Coordinates	Description
X13, Y18	Gatekeeper
X13, Y19	Stairs down to Palace of Shadows
X13, Y12	Stairs up to KK's Tower, Level 2 (X7, Y8)
X8, Y15	Stairs up to KK's Tower, Level 2 (X2, Y13)
X16, Y15	Secret panel, opens door (X12, Y15)
X12, Y9	Secret wall (facing N)
X12, Y8	Secret wall (facing S)
X13, Y8	Secret wall (facing N)
X13, Y7	Secret wall (facing S)
X8, Y3	Big Spike
X7, Y4	Secret wall (facing W)
X6, Y4	Secret wall (facing E)
X6, Y4	Silver Ankh
X15, Y3	Portcullis Button, opens portcullis
X16, Y3	Secret wall (facing E)
X17, Y3	Secret wall (facing W)
X19, Y9	Secret wall (facing W)
X18, Y9	Secret wall (facing E)
X11, Y4	Secret wall (facing E)
X12, Y4	Secret wall (facing W)
X5, Y7	Secret wall (facing W)
X4, Y7	Secret wall (facing E)
X5, Y11	Secret wall (facing W)
X4, Y11	Secret wall (facing E)
X11, Y18	Secret wall (facing N)
X11, Y17	Secret wall (facing S)
X11, Y17	Teleporter to KK's Tower, Level 2 (X10, Y10)
X10, Y9	Sign
X22, Y2	Sign
X12, Y5	Healing potion
X14, Y18	Healing potion
X1, Y9	Secret wall (facing W)
X17, Y6	Stairs to Lair of the Dark Dwarves

Special Coordinates for Khull-Khumm's Tower (Level One):



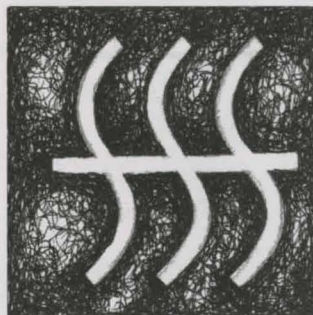
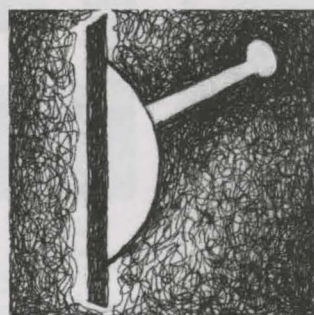
Coordinates	Description
X20, Y6	Dead Dwarf Lever Grenades Crowbar Ax
X11, Y15	Floating Skull
X10, Y13	Spinner Spikes (4)
X11, Y13	Spinner Spikes (4)
X11, Y5	Spinner Spike
X19, Y9	Spinner Spike
X14, Y8	Flames (2)
X6, Y9	Floating Skull
X4, Y9	Floating Skull
X16, Y3	Spinner Spikes (4)
X5, Y16	Flames (3) to SE
X20, Y16	Flame to SW

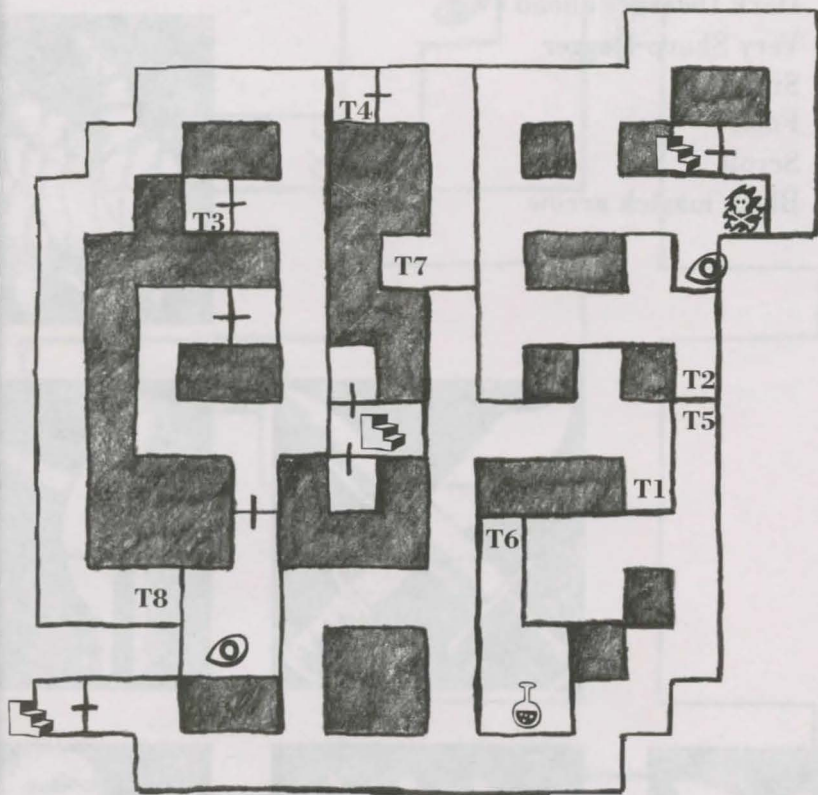




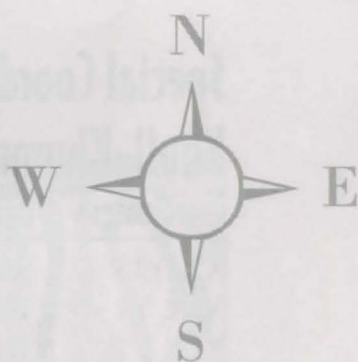
Special Coordinates for Lair of the Dark Dwarves:

Coordinates	Description
X8, Y2	Stairs to KK's Tower, Level 1 (X17, Y11)
X6, Y1	Well
X5, Y3	Button; opens wall (facing W)
X2, Y3	Black magick arrow
X2, Y2	Mana Circle
X8, Y8	Dark Dwarves ahead (W)
X4, Y6	Very Sharp Dagger
X4, Y7	Statue Food
X5, Y7	Scroll
X9, Y11	Black magick arrow





Khull-Khumm's Tower (Levels Two, Three, & Four)



Objectives:

- ✧ Collect the Silver Cross, Crescent, and Circle
- ✧ Defeat Khull-Khumm
- ✧ Collect the final Orb
- ✧ Return the Orbs to Thera

What's Ahead

Expect more of the same ahead in your trek up levels 2-4 of the tower—secret doors, teleporters, and Flames. To enter the final level, you need all three silver symbols. The Cross and Crescent are on Level 2, and the Circle is on Level 3

Monster Watch:

- ✧ Flames
- ✧ Khull-Khumm

Things to look for:

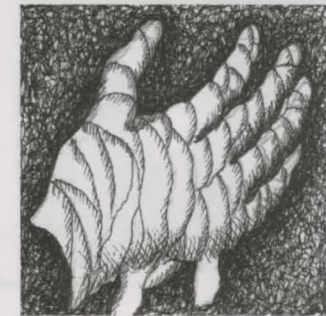
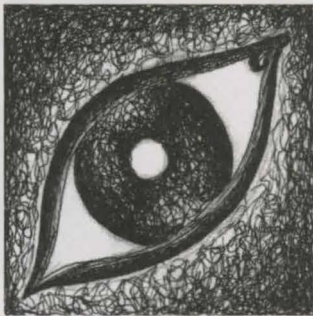
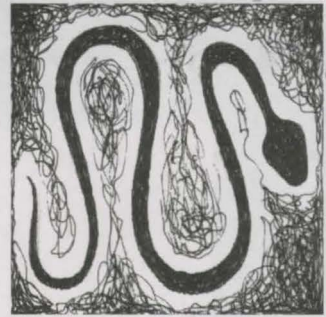
- ✧ Mana Circle
- ✧ Gate to Thera's Temple

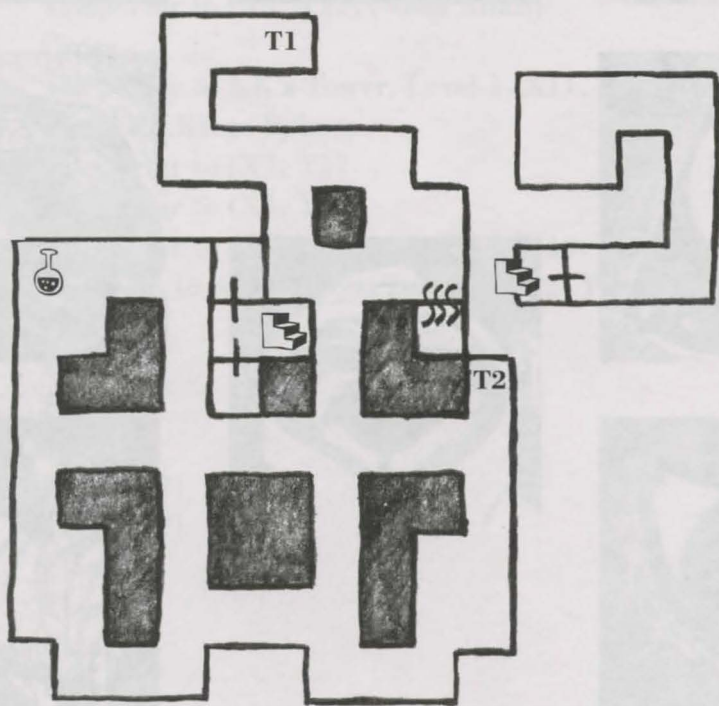
Special Coordinates for Khull-Khumm's Tower (Level Two):

Coordinates	Description
X2, Y13	Stairs down to KK's Tower, Level 1 (X9, Y15)
X13, Y9	Teleporter to (X14, Y7)
X14, Y7	Teleporter to (X13, Y9) Scroll
X15, Y4	Energy bolt trap
X14, Y5	Crescent
X14, Y8	Teleporter to (X3, Y11) (Need Ankh)
X4, Y12	Cross
X10, Y10	Teleporter to KK's Tower, Level 1 (X11, Y17) (Need Cross)
X11, Y13	Mana Recharge Sphere
X4, Y4	Teleporter to (X7, Y2)
X7, Y2	Teleporter to (X4, Y4)
X8, Y5	Teleporter to KK's Tower, Level 3 (X10, Y7) (Need Crescent)
X15, Y3	Stairs up to KK's Tower, Level 3 (X12, Y5)
X6, Y11	Flame
X9, Y13	Flame
X12, Y10	Flame
X11, Y11	Flame
X1, Y9	Flames (2)
X1, Y7	Flames (2)
X8, Y2	Flame
X9, Y8	Flame
X11, Y8	Flame
X16, Y4	Flame

N

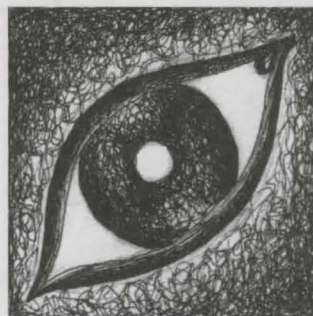
E

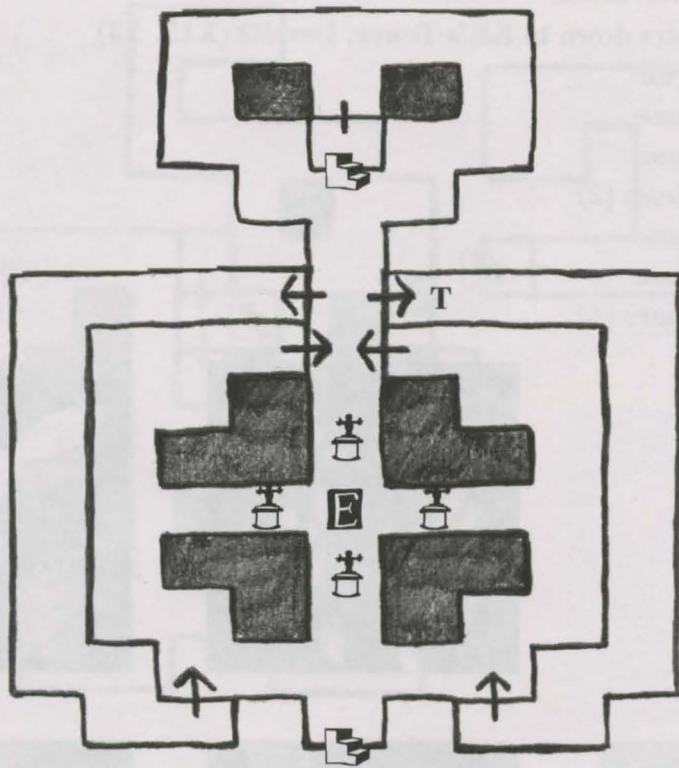




Special Coordinates for Khull- Khumm's Tower (Level Three):

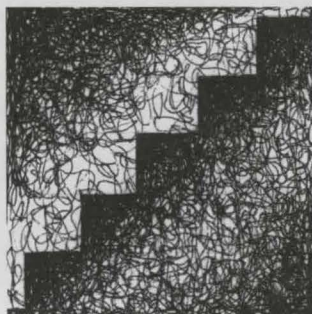
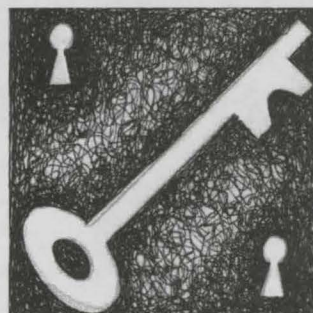
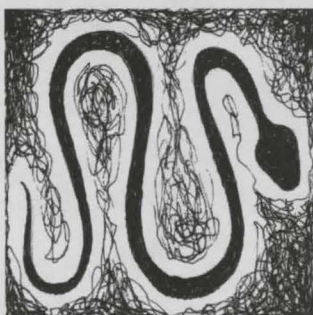
Coordinates	Description
X10, Y7	Teleporter to KK's Tower, Level 2 (X8, Y5) (Need Crescent)
X8, Y4	Button opens wall facing South (X9, Y5)
X6, Y1	Teleporter to KK's Tower, Level 4 (Need all symbols)
X1, Y5	Silver Circle
X12, Y5	Stairs down to KK's Tower, Level 2 (X15, Y3)
X11, Y2	Scroll
X9, Y11	Flame
X6, Y4	Flame
X6, Y3	Flames (2)
X5, Y3	Flame
X2, Y5	Flame
X1, Y10	Flames (4)





Special Coordinates for Khull-Khumm's Tower (Level Four):

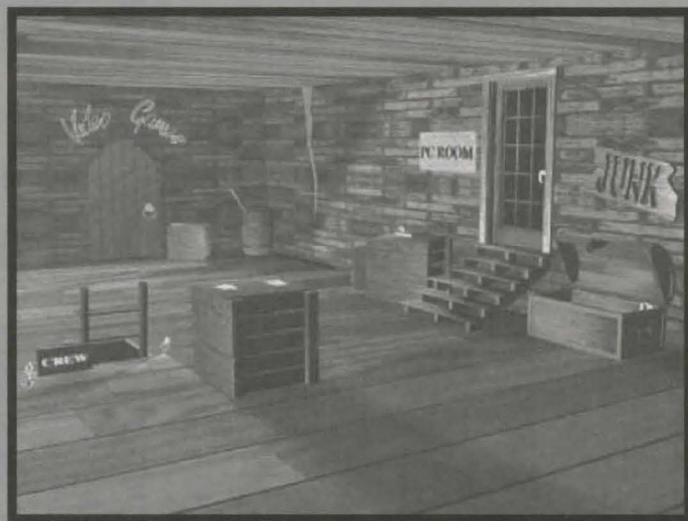
Coordinates	Description
X6, Y6	Teleport to KK's Tower, Level 3 (X6, Y1)
X7, Y14	One-way Secret wall (facing N)
X5, Y6	One-way Secret wall (facing E)
X4, Y7	One-way Secret wall (facing E)
X5, Y6	One-way Secret wall (facing N)
X3, Y14	One-way Secret wall (facing N)
X6, Y7	One-way Secret wall (facing W)
X5, Y2	Stairs down to KK's Tower, Level 3
X5, Y10	Khull-Khumm Khull Khumm's Orb Thera Orb Kor-Soggoth Orb
X5, Y14	Gate to Thera's Temple



DESCEND INTO

/// *Brady* GAMES

BASEMENT



THESE AIN'T NO REC ROOMS

PC GAME ROOM

- game shareware
- downloadable screen shots from the month's hottest games
- sample chapters of all the PC game guides
- game release lists updated weekly

VIDEO GAME ROOM

- downloadable screen shots from the month's hottest games
- sample chapters of popular video game strategy guides
- game release lists updated monthly
- new gaming tip featured daily, provided by Brady's gaming staff experts

JUNK TRUNK

- information on how to become a BradyGAMES author
- survey with chance to win strategy guides from BradyGAMES
- promotional updates
- ongoing contests

BRADY BUNCH ROOM

- meet the "cast" of BradyGAMES through pictures and profiles

SECRET ROOM

- get the most secret tips and exclusive news on gaming

<http://www.mcp.com/brady>

Put the Power of Rayden and Shao Kahn in Your Hands!

With the Limited Edition, Red Border
Mortal Kombat Kard Game



Rayden, Shao Kahn, Johnny Cage, Jax, Baraka and Mileena and all 17 Kombatants from both Mortal Kombat I and Mortal Kombat II are included in this fast-paced, challenging fighting card game. Choose to play as your favorite character, and then deplete your opponent's energy points using basic and special attack, defense, special effect, and combo for the ultimate in hand-to-hand combat.

- ★ Illustrations by well-known comic industry artists, Neal Adams, Joel Adams and Anthony Gleeson
- ★ Common, Uncommon and Rare Cards
- ★ 300 card set includes rare boss and hidden character cards

Coming in January, 1996 to a hobby or software store near you!

Computer Game Strategy Guides Now Available from BradyGAMES

Order Toll Free
1-800-428-5331

Lands of Lore 2	1-56686-288-4	19.99
The Great Game	1-56686-425-9	19.99
Wing IV	1-56686-414-3	19.99
Beavis And Butthead	1-56686-384-8	19.99
Virtual Stupidity		
Cyber Chess	1-56686-386-4	19.99
Terra Nova	1-56686-349-X	19.99
Official Guide to Harvester	1-56686-290-6	19.99
Mechwarrior II	1-56686-191-8	19.99
Modem.Games	1-56686-298-1	19.99
Rec.Games	1-56686-311-2	19.99
On-Line Games	1-56686-275-2	19.99
Doom Super Book	1-56686-438-0	19.99
Terminal Velocity	1-56686-344-9	19.99
RPG Compendium	1-56686-340-6	19.99
Blaster Fun	1-56686-297-3	9.99
Totally Unauthorized Guide to 11th Hour/7th Guest	1-56686-192-6	19.99
Doom II	1-56686-228-0	19.99
Top Gun	1-56686-314-7	19.99
Myst Solutions	1-56686-313-9	7.99
X-Com 2: Terron From the Deep	1-56686-302-3	9.99
Origin Wing Commander 3	1-56686-287-6	19.99
Guide to Flight Simulator Solutions & Cheats to the Hottest PC Games	1-56686-282-5 1-56686-277-9	19.99 19.99
Official Guide to Command and Conquer	1-56686-247-7	19.99
MUD'S	1-56686-246-9	19.99
Doom	1-56686-187-X	9.95
Star Trek: A Final Unity Corridor 7	1-56686-207-8 1-56686-219-1	19.99 19.99
Star Trek: Judgement Rites	1-56686-150-0	14.95
Return to Zork	1-56686-123-3	16.95
Sim City 2000	1-56686-205-1	19.99
The Lemmings Chronicles	1-56686-245-0	19.99
Tekken Pocket Guide	1-56686-441-0	7.99
Secret of Evermore	1-56686-328-7	9.99
Doom Players Guide	1-56686-396-1	9.99
Killer Instinct SNES Pocket Guide	1-56686-419-4	7.99
The Toy Story Official Game Book	1-56686-447-X	9.99
Gargoyles Official Game Book	1-56686-442-4	9.99
Pocahontas Official Game Book	1-56686-390-2	9.99
Virtua Fighter Pocket Guide	1-56686-393-7	7.99
Judge Dredd Official Game Book	1-56686-370-8	9.99
Mortal Kombat 3 Pocket Codes	1-56686-381-3	7.99

Totally Unauthorized Guide to Primal Rage	1-56686-345-7	9.99
Sega Games Guide 2	1-56686-342-2	9.99
NBA Jam Tournament Edition Pocket Codes	1-56686-279-5	7.99
Fighting Games Secrets II	1-56686-317-1	9.99
Guide to Killer Instinct	1-56686-320-1	9.99
Mortal Kombat 3 Fighters Kompanion	1-56686-319-8	9.99
Donkey Kong Country 2 Secret Room Guide	1-56686-437-2	7.99
Donkey Kong Country 2	1-56686-318-X	9.99
Donkey Kong Country Secret Room Guide	1-56686-280-6	8.99
Killer Instinct Arcade Pocket Guide	1-56686-295-7	7.99
NBA Jam Tournament Edition Super Book	1-56686-293-0	19.99
Mortal Kombat 3 Arcade Secrets	1-56686-283-3	9.99
NBA Jam Tournament Edition Pocket Codes	1-56686-279-5	7.99
NBA Jam Tournament Edition	1-56686-232-9	9.99
Mortal Kombat Super Book	1-56686-213-2	19.99
Bubsy 1 & 2	1-56686-220-5	9.99
Ecco: Tides of Time	1-56686-229-9	9.99
Ballz	1-56686-214-0	9.99
Donkey Kong Country	1-56686-216-7	9.99
The Lion King Official Game Book	1-56686-231-0	9.99
Sonic and Knuckles	1-56686-218-3	9.99
Troy Aikman Football	1-56686-212-4	9.99
Beavis and Butthead	1-56686-194-2	9.99
Mortal Kombat II Pocket Codes	1-56686-199-3	8.99
Mortal Kombat II Fighters Kompanion	1-56686-198-5	9.99
Mortal Kombat II Arcade Secrets	1-56686-185-3	9.99
Mortal Kombat	1-56686-140-3	9.95
SEGA Game Guide	1-56686-204-3	12.99
Double Dragon 5	1-56686-211-6	9.99
Fighting Games Secrets	1-56686-197-7	9.99
Super Street Fighter II	1-56686-196-9	9.99
Virtua Racing	1-56686-186-1	9.99
NBA Jam Pocket Codes	1-56686-200-0	8.99
NBA Jam	1-56686-145-4	9.95
Sonic 3 the Hedgehog	1-56686-146-2	9.95
Inside Madden '94 Football	1-56686-114-4	12.95
Inside NBA Showdown Basketball	1-56686-115-2	12.95
Inside NHL '94 Hockey	1-56686-113-6	12.95
Star Trek: Futures Past	1-56686-158-6	14.95
Battletech	1-56686-208-6	9.99
Mighty Morphin Power Rangers	1-56686-230-2	12.99

///BradyGAMES

Available
now!



RPG COMPANION

**Demystifying and Solving PC
Roleplaying Games**

by Ronald Wartow

STONEKEEP™ MAP GUIDE

DON'T BE A COWARD!

True warriors fight with honor. This book gives you the chance. Hand-holding walk-throughs are for cowards. This is what you get in this book:

MAPS—

hand-drawn, for every level of Stonekeep with call-outs to major items.

WISDOM—

passed down from those who have ventured to Khull-Khumm's Tower and lived to tell about it.

COORDINATES —

for exact locations of weapons, monsters, secret walls, and more!



**All the
Map
Secrets
Revealed!**

////BradyGAMES

Check out //// BradyGAMES on the Internet
<http://www.mcp.com/brady>

Stonekeep™ is a trademark of Interplay™.
©1995 Interplay Productions, Inc. All trademarks are properties of Interplay Productions, Inc. All rights reserved. This book is published without the license, official seal, authorization, or participation of Interplay Productions, Inc.

\$9.99 USA / \$12.99 USA

