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Credits

DreamForge Intertainment

New World Computing

Editing and Layout Information Continuity James Namestka David J. Fielding Scot Noel David Kubalak Brian Busatti Gene Kohler

Deane Rettig Bryan Farina Mark Palczynski

Technical Support

New World Computing P.O. Box 4302 Hollywood, CA 90078

(818) 889-5650

9AM-Noon 2PM-5PM PS'

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Azariah's Warning

As you curl up in the comfort of your blanket and pillows, voices and visions disturb your slumber. The finger of the Fates stabs slowly downward out of the Void, setting in motion once again the eternal struggle. In your dreams, you hear again the voice of Azariah, the old sage and seer, speaking to you in haste and dire warning.

Hear me hero of Tempest!

The battle rages on and we the people of Tempest, near our end! Soon you will awaken and begin your great quest. This is no dream - no! - but a dreadful and deadly realisty.

As it was in the time of the beginning so it is in ours; the war of the gods rages on. Before the Age of Man, before the heaven's formed, there was the Storm Eternal, a void in which turned the existence of all. Within the Storm were the Immortal Ones, those whose names are the children of the void, or the gods, and they embodied both good and evil. The void granted these gods the secret of "Making."

It is spoken of in legends, how from within the center of darkness, there sprang forth a shaft of light. This was to be called the Anvil of Dawn. It was the essence, the forge of light and creation, and about it gathered the children of the void. They came to use the secret of making. By that secret, they first devised the elemental forces, those elements of Earth, Water, Wind, and Fire. These were lightningbound, fused to form the land known as Tempest.

In the time of the beginning, the world lay wrapped in

chaos. Each of the elemental forces fought to have Tempest as its own. But the children of the void intervened. Working together, in an unstable peace, they strove to keep the war of the elements from tearing the world apart. In the end they settled upon one last creation, a living pact to represent the joining of all their work and creative power. They forged the creature Man. His flesh was Earth. His blood was given the heat of Fire. The Wind gave him breath, Water his body's fluids, and mobility and thought flashed through his mind, a gift from the force of Lightning. From the mystery of the Void came the gift of Man's undying spirit.

Man found he possessed, through the power of the Void, an innate control of the natural forces. He was able to communicate with them, to speak to and manipulate the elements. He created a language one formed of mysterious symbols. And so in this way, through will and cunning. Man's mastery of the discipline of magic was born. Together Man and the elements lived an age and an age more in peace.

In time, this peace was usurped and corrupted by the fell and dire schemes of the dark gods. While the other gods roamed elsewhere, the dark ones threw their shadowy hands upon the face of the world, stabbing evil into the hearts of men. Thus they gave birth to the dark races of Tempest. The age of peace was ended, with the world battling evermore between the forces of light and dark.

Age after age, the gods of light have attempted to right the wrong of their darker brothers, and one by one era by era, each attempt has failed to tip the balance of forces.

So it is in this age. The shadow of the dark ones has arisen again to challenge the forces of Light, and the world of

Tempest is once again threatened by the forces of evil. And before them all, leading them with skill and terrible cunning is the newest Champion of evil, one who has come to be known as the Warlord! A great master of battle, he has arisen, full of hate and merciless evil. Along with him, all the dark races gather and take up the banner of war. Like an unending tide, they strike out, toward Tempest's peaceful lands, pushing across the chasm, that great wound in the earth known as the Scar. At the head of his armies, the Warlord stands, gloating. He believes his forces absolute and invincible. No Champion can stand against them. No army can defeat them.

The Warlord believes that, this time, the balance has tipped in favor of darkness. Indeed, it is said that the darkest of the gods has gifted the Warlord with a mysterious magic, one well able to grant him total victory! This source of the Warlords power lies in the land of Desolation, far across the Scar, in a land few have ever seen. It is an evil so strong that it could very well mean the end of all creation. Using such magic, this dark monster was able to send out his call, and the dark races have answered. Howling and shrieking until their throats are raw with hate and bloodlust, they scream out the name of the Warlord.

You must awaken now, my secret, my chosen one! For only you have within you the spirit and strength to defeat the Warlord and his evil armies. Awake and accept the challenge of Tempest!

Introduction

In the adventure Anvil of Dawn, your character is sent on a suspenseful and fear-filled mission to save a world from destruction at the hands of a terrible Warlord. This mighty warrior is the chosen Champion of the forces of Evil. You are the Champion of Light and Good. As you make your way on this arduous journey, you must deal with various characters, some helpful and some mysterious. You must avoid cunning and merciless traps; fight your way past vicious creatures and monsters; all while solving challenging rid-dles and puzzles.

Anvil of Dawn is a fantasy adventure where you —the player— use your skills of exploration, puzzle-solving, and combat, all while watching the action unfold before you on the computer screen. This clue book will help you face the challenges you must overcome during the course of the game.

Each section is filled with detailed information that helps you keep track of where you are, what you have accomplished, what you might have missed, and what puzzle solutions you need to know or actions you must complete before successfully finishing the game.

The information in this clue book is your guide to Anvil of Dawn. Use this book to aid you when a particular situation has you stumped. If you have questions about game play, check the game's Rule Book, or, if you have questions concerning installation, refer to the Game's Data Card.

The Scrolls of the Sage (A Walk Through the Adventure)

Long nights have I spent in fearful torment, dreading the events that now, finally, have come to pass. For though visions of what shall be is my gift, it is also my curse, the price of my knowledge. I am able to see the future, but I cannot act upon it. My influence must be felt through the actions of others.

I have always known when and how this new Champion of evil, this Warlord would arise and threaten our peaceful land. Just as I have always known the events and means of his destruction. Yet, I am unable to impart this knowledge, for to do so would tip the balance in our favor for but a brief time and upset the unfolding of this, our final hope. If evil should grow strong again in our land, then it would do so terrfold, and nothing could withstand it. No, I cannot reveal what I know, only write it down with a trembling hand, and hope our Champion has the strength, courage, and skill to brave the dangers that lie along that path fat has chosen. Within these few scrolls, now sealed and hidden aways are the very events and trials our Champion must face and overcome. If victory is to be ours, then he cannot fail at any portion of these tasks, for to do so would mean despair and death for himself and ourworld.

I cannot choose that path, only set the direction.

The Palace

The Champion shall awaken in a small bedchamber, well into the afternoon of the day following our council. This late awakening is of my design, for I know the Warlord has prior knowledge of the others we must send against him. Of the others, some will suffer terrible fates. We of Tempest mourn their loss, but each of us serves a purpose, and theirs is to distract the Warlord from our true Champion.

I have seen to it that a chest has been placed in the room where our Champion shall awake. It contains one potion of healing and one magia plant. These will aid him in times of need. Just outside the chamber I have set the loyal Wiglaf. He shall tell of the need to seek out the Court Magician and the Armorer, and how their aid must prove invaluable. He will tell also of myself, the Old One, for though I can do but little, still I must relay what knowledge I can safely impart.

Having found the level below the bedchamber, the Champion chances Shang-Rukh, the court magician. The magician delivers the gift of two spells. The first is the Blessed Weave of Healing Wounds, while the second is chosen by the Champion from the elemental disciplines of Fire, Water, Lightning, Earth, and Wind.

The basic spells offered in each of these disciplines are:

Fire:	Ash and Cinders
Water:	Shackles of Ice
Lightning:	Laughing Skull of Thunderous Might
Earth:	Iron Fist of Chaos
Wind:	Shrouded Gale of Vengeful Winds

Having acquired the two spells, the Champion locates the stairway leading to the lower level of the Palace. Here is the armory and its master, Tal, the weapon smith. Though our supplies are very low, he allows the Champion to pick a weapon from one of the four basic weapon types: slashing, hacking, thrusting, and ranged.

The weapons offered in each of the fighting styles are:

Slashing:	Broad-Bladed Sword
Hacking:	Battle Axe
Thrusting:	Spear
Ranged:	Throwing Blade

After having chosen a weapon and a spell, the Champion seeks out myself, the Old One. I await behind a doorway, in a room which I have specially enchanted so as to propel the Champion forward on the quest. I make certain the Champion has two spells and a weapon before allowing the adventure to begin. Without them there is no chance of success. With this condition satisfied, I reveal the existence of a small Keep which

lies behind the battle lines. I make it known as well that the Mage of the Dark Lantern possesses information key to capturing the Warlord's secret magic.

Finally, I reveal the magic portal by which the Champion shall take the first step, a void gate. The fates take their course. I do not force the decision to enter the gate, for it must be made by the one who has chosen this arduous task. Should the Champion enter the gate, within a single step the location changes to a hidden wine cellar in the stronghold known as Gryphon's Keep.



Gryphon's Keep

The Champion finds the commander of the Keep, Lord Gryphon, shackled and dying in a dungeon cell. Gryphon tells of the keep's fall and of a trusted friend, a ranger named Parsafal. The ranger escaped and awaits the chance to rescue his lord.

Gryphon gives the Champion his signet ring, for it is by this ring Parsafal will recognize Lord Gryphon's passing and obey his lord's last wish: that Parsafal give up any hope of rescuing Gryphon and instead journey to join the armies of Tempest. Lord Gryphon speaks as well of his personal chamber. He advises the Champion to seek it out, for personal items there would prove most valuable in the Champion's quest. Lord Gryphon's chamber rests in the upper level of the southwest tower.



After assuaging the dying Lord Gryphon, the Champion finds the stairs that lead up to the main level of Gryphon's Keep. Once on the upper level, the Champion heads southwest to the corner tower. It is here lay stairs leading to the tower's upper chamber, where Gryphon's personal quarters are located. In this chamber is a scroll: Heavenly Mend of Unseen Artisans. If the Champion has heeded well the words of Shang-Rukh, the scroll is read and becomes a part of the Champion's spell book. This spell is needed to mend the shattered causeway that leads to the Dark Lantern.

After exiting Gryphon's Keep, the Champion heads east toward the Dark Lantern. A short distance between the keep and the Dark Lantern, the Champion encounters Parsafal, the ranger friend of Lord Gryphon.

Parsafal's Encounter (Outside Node # 2)

The Champion turns and faces south. Parsafal, the ranger and tracker, emerges from the cover of a ruined structure. If the Champion has Lord Gryphon's signet ring he can convince Parsafal that Gryphon cannot be saved. Parsafal has feared and expected this, and agrees to find the armies of Tempest and join them in the fight against the Warlord's mighty hoard. Parsafal takes the signet ring and in return gifts the Champion with a sack containing a number of gold talons.

After the encounter with Parsafal, the Champion continues east toward the Dark Lantern.

The Causeway (Outside Node # 4)

The causeway that once led to the eerie tower known as the Dark Lantern lies in ruin, destroyed. The Champion must stand facing the causeway and the tower, then cast Heavenly Mend of Unseen Artisans. Only with the magic of this spell can the stone and earthen bridge be restored, allowing the Champion to cross the sea and enter the ancient halls of the Dark Lantern.

The Dark Lantern

The Dark Lantern consists of two parts: labyrinthine lower chambers and a tower of three stories rising above them. Upon entering these hallowed halls, the Champion proceeds to the upper-most level of the tower. It is here, high in the tower, that Khalid the Sea-Raven, Areth of Losari. . . he of a thousand names, once looked out over the lands of Tempest. But, alas, he is no more. Slain by the evil minions of the Warlord, he now exists as a ghostly spirit, trapped within the shell of his rotting corpse. His body rests next to a pedestal formed in the likeness of a great fish, its mouth open wide.

There is a large crystal orb to be found in the corner of the mage's room. The Champion takes the orb and places it in the mouth of the fish. In a chest our Champion will have found the Scroll of Arcane Command upon which are written the words of command. The Champion reads this scroll and speaks its words to the orb placed within the mouth of the fish. When this is accomplished, the spirit of the mage rises from the still form below and enters the orb. The Champion now speaks with the legendary mage of the Dark Lantern.

The mage tells of a demon chained in a Sunken Galley, a prisoner of the dark sailors who once trafficked in evil magic. By this tale, the Champion learns that a passage must be found to the galley, where the demon can be sought out. The demon knows of the key to the Warlord's power.

To find passage to the Sunken Galley, the Champion moves to the chambers below, rooms carved from the rock that serves as the Dark Lantern's base. Of the level below the tower, the Champion first explores the



area to the north. There the Champion finds an Enchanted Sea Conch. This proves useful later to summon a water elemental, one able to provide passage through the sea to the Sunken Galley. The Galley itself lies not too far from the Dark Lantern.

The Champion finds as well the Glass Lamp of Life Essence and the Horn of Summons. Both of these items are needed to get past the stone guardian that blocks passage to the southern half of the chambers beneath the Dark Lantern. The

Champion must stand before the guardian with the Glass Lamp of Life Essence in one hand and the Horn of Summons in the other. Using the horn sets in motion the magic of the lamp. Together they counter the forces that bind the guardian. The guardian disappears, granting the Champion access to the rooms beyond.

In chambers in the southeast corner, the Champion finds the means to teleport to a secret, isolated chamber. Within this chamber, guarded by traps and thunder demons, the Champion comes across a strange, living book chained to the walls and floor. This book can be tricked into teaching the Champion the Dark Cloak of Shadows spell.

After returning to the main level, the Champion leaves by an exit to the north.

The Water Elemental (Outside Node #7(North) and #8 (East))

A choice of rickety, unstable docks lead to the two places that look out toward the Sunken Galley. One can be approached by taking the northern exit from the Dark Lantern. The other is found by traveling east from the Underground City. From these points, a great Sunken Ship can be seen in the distance, its broken masts ascending from the shallow water like towering grave markers. This is all that remains of an evil sea-faring race, one that dealt with demons and transported goods between places whose very names are now lost in the shoals of antiquity. At the edge of either of these wooden docks, the Champion must place the Enchanted Sea Conch in one hand and use it. The call of the conch summons an elemental of water.

Erebanos, who parts the waves into a watery labyrinth. The Champion must enter the labyrinth and journey to the sunken ship.

Though the Champion may leave the watery passages at any time, reentering the underwater labyrinth can only be accomplished by once again summoning the water elemental.

Underwater Labyrinth

Here in this undersea maze, the Champion's goal is to travel to the very center of the labyrinth. Before attaining this goal, however, nine pearls must be collected to open the nine doors allowing passage to the center. These pearls are found scattered in various places throughout the watery lair. Once in the center, the Champion can complete the passage to the Sunken Galley.

While in this underwater realm, the Champion encounters the mysterious and forbidding Lady of the Sea. She is a mythical figure, sung of in legends and said to collect the souls of those who enter her watery domain. Once spoken to, she takes the Champion's life. Her lure is the promise of a powerful spell, Vampiric Mists of Innate Weakness. The Lady seduces and none can escape her embrace. She can, however, be tricked. The Champion must find the Soul Link figurine, place it in one hand and activate its magic before speaking to the Lady. When she slays the Champion, the magic of the soul link will return the Champion's soul back to its rightful place. The Champion will thus win both the spell and retain life, limb, and soul.



The Sunken Galley

Khalid, the Mage of the Dark Lantern, spoke of a demon, one imprisoned somewhere in the hull of the Sunken Galley. The Champion finds this demon hanging in chains, imprisoned in the stern, or the eastern



end of the ship. It is the demon who reveals the source of the Warlord's power, a gift from the dark gods: a piece of pure concentrated evil known as the Dark Slag Human flesh cannot withstand the Dark Slag's and the power, Champion would quickly be consumed if attempting to carry the Dark Slag. There is, however, a way. The demon. in exchange for the means to gain its freedom, promises the Champion the answer to the riddle of containing the Dark Slag.

The answer to the riddle is this: one needs to

forge a magical Coffer to hold the Dark Slag, a Coffer created from items of great elemental power. Not only will this Coffer seal away the evil of the Dark Slag until it can be destroyed, but it will protect the Champion from the flesh-consuming power of the evil.

The demon demands a price. He wishes to consume the bloated hearts of the sailors who once summoned and imprisoned him. The Champion must destroy the drowned sailors and find eight such hearts. For each heart, the demon gives the Champion a single line to the riddle; eight lines for eight hearts.

The lines of riddle are as follows:

- line 1 "It must be Bound in Thews of Invincible Iron."
- line 2 "Bejewel the Chest with the Hallowed Heart of Glittering Stone."
- line 3 "Gift it with the Essence of Dragon Amber, born of Earth and Root."
- line 4 "A Sacrifice of Clay. The Power to Bind its Parts."
- line 5 "Craft it from wood no Mortal Blade can carve. Find the Wicked Tree."
- line 6 "The Strength of Love Denied. The Soul of a Dead Hero shall Empower it."
- line 7 "Temper it in the Tears of the Weeping Moon."
- line 8 "Forged by the Legendary Black Gnarl, beneath his Binding Song."
- The items referred to by the riddles are:

line 1 - Thews of Invincible Iron are the iron shackles about the feet of the embedded giant in the Iron Titan.

line 2 - The Heartstone is found in the Mines beneath the Underground City.

line 3 - Dragon Amber is left behind after an appearance of the shy dragon, Mirabaesch, and preserved in a Stasis Jar.

line 4 - A Bead of Clay from one of the Clay Monks in Sanctuary.

line 5 - Wood carved by the blade SoulWrought from the Wicked Tree.

line 6 - The spirit of the Ivory Prince, trapped in a Soul House.

line 7 - Tears from the Oracle in the Temple of the Moon, collected in the Sacred Sipher.

line 8 - The above ingredients forged together into a magical Coffer by the Black Gnarl who lives in Fire Mountain.

Once the Champion has fed the hearts to the demon in return for the lines to the riddle, and once the demon is free, it is time to leave the Sunken Galley. East of the galley lies the way to the Underground City.

Underground City

The Underground City is the next destination of the chosen Champion. The hero must explore the ruins of this once proud and beautiful metropolis until finding an object called the Trumpet of Earthen Quake. Only by this item can the way to the Land of Roots be opened.

The Champion also finds the Sol Disc in the hallways of the Underground City. This object is one of four discs the Champion needs, for they are used to activate the Eye of Clay. It is the Eye of Clay which provides passage to the hidden shrine called Sanctuary.

In the northeast corner of the City the Champion discovers a large Lshaped structure. What once was home to the citv's mage is now but the resting place of his servant, a creature known only as Reylan's Imp. This imp was jealously kept by the mage, for it is gifted with magical dreams that, for reasons known only to the Void, have taken on a visual life of their own. When first encountered, the



imp dreams the spell of Fire Haven, which appears in a magical bubble above its head. However, the creature is a light sleeper and awakens at the Champion's approach, bursting the dream bubble and eliminating any chance of learning the spell.

To solve this dilemma, the Champion must find the Hourglass of Temporal Freeze and use it before entering the room with the imp. This wondrous item temporarily stops the flow of time. The Champion must then approach the imp in the brief gap of stopped time, standing in front of the imp until the effect of the hourglass wears off. Although the imp will remain asleep, the Champion can now interact with the imp and learn the Fire Haven spell.

To the northwest, in a remote corner of the Underground City, the Champion finds a small building with a stairway leading down into the city's Mines.

The Mines

Descending downward from the City, the Champion finds that many areas of the mines have collapsed. In order to pass, the Champion must stand in front of these collapsed sections and cast the spell Heavenly Mend of Unseen Artisans to open the way. Upon entering the Mines, the Champion immediately heads east and fixes the first collapsed wall. Just beyond is a miner, trapped behind the rubble when the city was over-run by the Warlord's forces. The Champion speaks to the miner, who tells of a wondrous item of rare an unearthly beauty: the Heartstone.



The Heartstone is one of the objects needed to craft the Coffer to hold the Dark Slag.

As thanks for his rescue. the miner will give the Champion the Lure of the Heart. This item glows whenever it is near the Heartstone. The Champion must place the lure in one hand and explore the mines, using the Heavenly Mend spell to fix collapsed areas until the Heartstone is found. The Heartstone is located in the south-central area of the Mines. But care must be taken, for the Mines are filled with strange energies in the living rock. These energies feed off of the Champion's spell power, and can soon drain them away into nothing.

Ianmyrth's Encounter (Outside Node #21)

Leaving the Underground City to the west, on the way to the Barrier, the Champion encounters lanmyrth, another of those whom we sent against the Warlord. The little mage is filled with despair, for though he still lives, he has failed to reach the Land of Roots, being unable to solve the puzzle of the Water Wheel. Our Champion offers words of hope and then departs, either onward toward the Barrier, or back through the Underground City and to the North. The latter way leads to the Land of Roots.

Note: If you chose to play lanmyrth as the Player Character, you will meet Daganoth the Mirelurk at this location.

One of OULL most impressive lines of defense is now nothing more than a shattered fortress. overrun by Clansmen and other creatures the Warlord has forced to do his bidding. The creatures are the Colossal Baboons. an extremely dangerous race, but one not previously known to take the side of evil. Through the wicked power of the Dark Slag, the Warlord has forced them to fight against their will. Their lord, whom they highly revere, has been captured and is being held prisoner within the Barrier.

The Barrier



The Baboon Lord's life is forfeit if his mighty warriors don't fight for the Warlord. He is encountered behind a magical prison wall, his cell found near the middle of the southern edge of the Barrier. There is a strange looking keyhole in the shape of a hand just north of the imprisoned Lord. The Champion finds the key, a withered hand, in the northwest section of the Barrier. The key lies within a metal chest which also contains a Draught of Heightened Mortality and a Magia plant. It is possible to acquire the key and free the Baboon Lord without having to fight any of his warriors. Once the Baboon Lord is free, he and all of his loyal subjects leave the Barrier.

The western exit of the Barrier is blocked by four doors. Each of these doors is opened by a button found in a control room in the southwest area of the Barrier. Access to each of the buttons is again blocked by two doors, an inner door and an outer door. The Champion must do two things to gain access to the buttons. First, there are four plates, one in each corner of the Barrier map. Each of these plates needs to be weighted down. Weighing down the plates opens the four inner doors to the buttons. The Champion must also find the four Ivory Lion Keys which open the four outer doors. Once inner and outer doors both are opened, the button can be pushed, opening the doors that block the western passage out of the Barrier.

The Champion finds the Spring Equinox Disc. It is one of four discs the Champion must find, because they alone activate the Eye of Clay, which is the only way to reach Sanctuary later in the journey.

The Temple of the Moon

Upon entering the temple the Champion encounters a quill floating above a writing desk. Before the



Champion can interact with this unique artifact, blank parchments must be found. A total of six such pieces are required.

The Champion must find two of the three Soul Houses hidden in the temple areas. These items will be of great use later, in the City of the Dead.

After learning of her existence from the quill, the Champion seeks out the Oracle. Her tears must be collected as she weeps. This is done by use of the Sacred Sipher, which can be found within the temple. The Oracle shall not weep while the Champion speaks with her, and the Champion must collect her tears only as they fall from her eyes.

A series of doors must be opened to reach the Oracle's chambers. The first five of these doors are opened with Gold Talons. The final door requires two Iron Marks to open it. One Iron Mark in an object hole to the south of the door activates another object hole to the north of the door. By placing the second Iron mark in the object hole to the north of the door, the Champion opens the door. Gold Talons and Iron Marks both can be found within the confines of the temple.

The City of the Dead

Here the Champion finds the final two discs, the Moon disc and the Fall Equinox Disc. The Moon disc is found in one of the underground vault chambers. The position of the Fall Equinox Disc is unclear in my vision. It rests either in a chest awaiting the Champion in the upper level of the burial vault in the City of the Dead, or in the possession of another of our brave adventurers, the black amazon known as Nalu. I'm afraid the truth of its position must await our Champion's discovery

Note: If you are playing one of the two female Characters, the Fall Equinox Disc is found in a wooden chest in the City of the Dead (specifically at column 24, row 32). If you are playing one of the three male Champions, the disc is in the possession of Nalu, who is found on Outside Node # 46, north of the City of the Dead.

This place holds as well a tale of ancient love, and of a hero and his lady torn apart by an evil the like of which the Warlord applaud. would Here. the Champion must seek out the Ivory whose Prince. grand burial vault lies waiting in the City of the Dead. The ghost of the ancient hero must ask of our Champion a favor,



to free the ghost of his great love from an evil spirit. In seeking out this spirit, the Champion must hold ready one of the soul houses found in the Temple of the Moon, for it alone can capture the evil spirit which separates the Ivory Prince and his love.

Unfortunately, this deed cannot remain pure. The Champion must return and use a second soul house to capture the essence of the lvory Prince.

The life essence of the Ivory Prince is one of the items needed to craft the Coffer to hold the Dark Slag!

The Forest Healer (Outside Node # 39)

When next the Champion meets one of Tempest's own, it is one of the old ones, one of the ancient priests of rock and tree. How tremendously important it is for the Champion to chance upon this one, for he holds that most important of artifacts: the Hallowed Wreath of Elder Leaves. This object is needed to get an ultimate win at the end of the game. The old man is hiding behind a rock formation.

The Eye of Clay (Outside Node # 37)

As I've said, before our Champion can successfully reach Sanctuary, all four discs must be found: the Sol disc, the Moon disc, the Spring Equinox disc, and the Fall Equinox Disc. Only then is it possible to activate the gateway known as the Eye of Clay. Each of the discs must be placed in one of the four altars that surround the Eye of Clay. Once activated, the Eye of Clay transports the Champion to Sanctuary.

The discs are placed on the following altars:

The Sol disc is placed in the altar to the east of the Eye of Clay. The Moon disc is placed in the altar to the west of the Eye of Clay. The Spring Equinox disc is placed in the altar to the south of the Eye of Clay. The Fall Equinox Disc is placed in the altar to the north of the Eye of Clay.

Sanctuary

Once having arrived in Sanctuary, the Champion gathers six Dragon Sigils fashioned from the elements. They are the Dragon Sigils of Void, Fire, Lightning, Wind, Water, and Earth. Leaving the entrance hall of Sanctuary is a challenge in itself. Each Sigil, when placed in the correct wall slot in the entrance hall, opens one in a series of doors that block the north passageway leaving the chamber. Once all the Dragon Sigils are in place and all the doors are open, the Champion may proceed to the council room where one of the clay monks awaits. Aware of our Champion's determination and heroic strength, the monk gifts the Champion with a Bead of Immortal Clay.

The Bead of Immortal Clay is one of the items needed to craft the Coffer that will hold the Dark Slag.

Upon leaving Sanctuary, the Champion proves wise to backtrack through the Barrier, to the northern exit of the



Underground City, and back outside where the raised drawbridge of the Land of Roots can be seen.

The Drawbridge and the Huge Boulder (Outside Nodes # 14 and 16)

In order to enter the Land of Roots, the Champion must find a way to lower the great drawbridge which provides entrance to that place where the Elder Tree rises. To the east of the drawbridge is lodged a great boulder, one jutting up from the earth to block the flow of water from the sea. In my vision, I see the Champion face the boulder and blow upon the Trumpet of Earthen Quake, that marvelous trumpet found earlier in the Underground City. So great a trumpet it is that the ground shakes and the boulder sinks back into the earth. The water is freed to follow its course. It rushes past, turning the water wheel that lowers the mighty drawbridge of wood and iron. The way to the Land of Roots awaits.



The Land of Roots

In the entrance chamber to the Land of Roots, the Champion chances upon two teleporters. One of these leads to the Elder Tree. Our Champion teleports to the Elder Tree and then ascends the many stairs that lead to a small balcony high in the branches of the tree. Form this vantage point, the Champion can see the Scar and beyond into desolation. It is here as well that one of the most curious of Tempest's inhabitants awaits. I speak of a tree sprite, the physical incarnation of the Elder Tree. It tells the Champion that even the great Elder Tree cannot long withstand the power of the Dark Slag. Though its inherent strength has saved it thus far, it is only a matter of time before the Elder Tree succumbs and dies.

Our Champion can help, and the tree sprite offers a most precious tool in the bargain. It is the Hallowed Staff of Elder Wood. The Champion must take the staff and return to the Land of Roots, there to heal the seven main roots of the Elder Tree. All are black and rotten with corruption. The Champion can and must heal all of these roots by finding them, facing them with the Hallowed Staff of Elder Wood in hand, and casting a Blessed Weave of Healing Wounds spell.

Even having healed the Elder Tree, our Champion's quest in the Land of Roots is not yet complete. For here as well, the Champion must capture the essence of the Amber Dragon of Earthen Light. In accomplishing this, the Champion finds a ruby shard which is well hidden in the Land of Roots, and also meets and converses with the caretaker of this once joyous place.

It is the caretaker who reveals the dragon's name, for it is by this name alone that the beast can be summoned from within its hiding place, a stone alcove. By using a teleporter at the entrance to the Land of Roots, The Champion arrives at the dragon's hiding place. Once there, the Champion uses the ruby shard, placing it in a waiting object hole and thus opening a door. Inside, the Champion finds a stasis jar within a chest

The stasis jar is of great importance, for the Champion must coax out the amber dragon, using its name. When this is done, the shy beast comes out of its alcove, and though it quickly retreats back in, it leaves some amber essence behind. The Champion must quickly put the amber dragon's essence in the stasis jar to keep it from fading away.

Dragon Amber is one of the items the Champion needs to build the Coffer that will hold the Dark Slag.

With Dragon Amber in our Champion's possession, and after the roots of the Elder Tree have been healed, the Champion can return to the tree sprite. With its roots healed, the Elder Tree aids in the greater quest, bending its immense limbs over the Scar and thus offering a passage into Desolation.



The Reed Plain

The Reed Plain is a vast, uncharted area of reed grasses, the whole of it surrounded by impassable walls of stone. Open areas do exist within it. The Champion can walk through the high reeds, tramping them to the earth on the way, but care must be taken to avoid the dangers. As I can see somewhat of the events to come, the Warlord has anticipated this move and has hidden a legion of Slog Riders in the Reed Plain. His hope is

to trap our Champion. Deadly spikes also lie hidden in the reeds, so the Champion must make careful passage across the plains, even if being pursued by the Warlord's forces.

While avoiding death at the hands of the Slog Riders, the Champion must find an ugly little creature known as a Skarac. The Reed plain is thick with them, but only one is necessary for a task the Champion may not even know of at this time. When a two-headed giant blocks the way, a Skarac can be a very useful little friend.



The exit out of the reeds lies in the northwest corner of the plains.

Two Headed Giant Encounter (Outside Nodes # 60 and 61)

At last our Champion comes across a bridge guarded by a two headed giant. Curious though it may be, one head is dumb and the other is smart. These two personalities in one body do not get along in the best of fashion, neither with strangers nor with one another. To get across the bridge, the Champion must place the Skarac in front of the giant and, by outwitting the beast, get the dumb head to knock out the smart head. The dumb head is terrified of the little creature. Without the smart head's support, it will stumble in fear and fall over the edge into the lava stream below.

The Iron Titan

Within this structure is one of the most tortured of all those who have fallen before the Warlord's evil wrath. Within the three levels of the Iron Titan stands the embedded body of a giant. This giant was once but a man. His form has been grown to its agonizing dimensions so that it might block the passage of any good army trying to move through the structure. Of course, the way of the Champion is also blocked. The Champion must shrink all three parts of the giant, beginning with his head. To do this, either a Cube of Magic Immersion or a Rod of Magic Immersion must be found and used, though that is but half the puzzle. Each part of the giant is protected by an anti-magic zone, making the artifacts of Magic Immersion useless unless further steps are taken.

The Champion must first find what buttons, levers, or plates turn off the anti-magic zones. Only then will the Cube or Rod of Magic Immersion, when used in the presence of the giant, counter the magic which enlarged him. To do this properly, the head must first be shrunk so that passage to the lower level may be cleared, then the midsection must be shrunk, so that a way to the next lowest level becomes available. Finally, the lower part of the giant must be shrunk, reducing him to his normal size. Once shrunk, the iron shackles about his feet are loosened and fall off. If understanding the riddles given by the demon in the sunken ship, the Champion will take these shackles and use them well.

The shackles are one of the items needed to build the Coffer that will hold the Dark Slag.

With the giant returned to his normal size and the shackles in inventory, the Champion ascends the stairs on the lowest level that lead back up to the first level. There, a northern exit can be found. Guarding this exit is one of the Warlord's messengers, who must be slain if the Champion is to pass. From this messenger of

evil, the Champion takes an encoded scroll with the spell Soul Link on its pages. The Champion reads this scroll so that the spell becomes a part of the spell book. Yet this task in itself requires imagination to complete, for the scroll is well coded.

To read the scroll containing the spell Soul Link, the Champion must wear the Reed Helm of Decipher worn by the messenger. Otherwise the spell text appears as gibberish.



The Quagmire

Like rats scurrying about with news of a rotting feast, the Warlord's messengers are everywhere. Upon entering the Quagmire, the Champion encounters yet another. The Champion discovers that this opponent holds a valuable prize, the Whistle of Fiery Beckons.

A magical sword awaits as well, and our Champion does not rest until it is found. A golden blade, the name of this sentient sword is SoulWrought. Though powerful, the sword lies trapped, bound by two magical hands. One hand represents "jealousy" and the other "greed." To free the sword, the Champion locates gold talons and places them in the object holes next to the sword. "Greed' must be appeased with three talons, and his brother "Jealousy" with twice as many. The total needed is therefore nine, yet all can be found within the borders of the Quagmire. With sword in hand and whistle safely tucked away, the Champion leaves the Quagmire, but not before encountering the Wicked Tree.



Located in the Eastcentral area of the Quagmire, the Wicked Tree holds yet one more element needed to construct the magical coffer, its evil wood. Here the power of SoulWrought is first tested, for it alone can carve from the Wicked Tree a piece of its unyielding wood. This answers one more line of the Demon's riddle:

"Craft it from wood no Mortal Blade can carve. Find the Wicked Tree."

Next the journey proceeds to the northeast

corner of the Quagmire, where an exit out of the swamp leads up a flight of stairs, into the palm of a great, hand-shaped pedestal. Here the Champion finally sets eyes on the home of the enemy of all that is good in Tempest. In the distance lies the Warlord's stronghold.

A Fiery Steed (Outside Node # 67)

To achieve the Warlord's stronghold, the Champion must stand high atop the hand-shaped pedestal, within the very palm of the structure, and blow upon the Whistle of Fiery Beckons. By this act, a fiery steed is summoned. It is a magnificent mount, one well able to carry the Champion to those stairs which ascend into the Warlord's stronghold.

The Warlord's Stronghold

Here the Dark Slag lies hidden. Though capturing that element of pure evil has been our Champion's goal, the way is not yet clear. Ahead lies still the task of forging the magical Coffer, else the Dark Slag would but destroy our Champion .

Entering the stronghold, the Champion travels a hallway which leads into a very large entrance chamber. To the east, west, and north of this chamber are teleporters behind locked doors. One of the Sword Thanes in the room is carrying a key. It opens the door to the eastern teleporter. Entering this teleporter, the Champion is taken to the eastern area of the stronghold. Here, the Champion finds a door that leads out of the stronghold, leading along a route to Fire Mountain. It is in this place that the Champion finds yet another inhabitant of Tempest willing to help in the struggle against the Warlord. For in Fire Mountain lives the Black Gnarl, a legendary dwarven smith who will forge the Coffer needed to hold the Dark Slag.



Fire Mountain

Once in Fire Mountain the Champion must seek out the Black Gnarl. He is found on a lower level. In order to reach the Black Gnarl, the Champion must first overcome two challenges. The first is to open the way.



The stairs to the lower level lie behind a sequence of four doors These doors are opened with iron marks, and our Champion must therefore find four iron marks so that all four doors can be opened. Iron marks sufficient to this task can be found within Fire Mountain.

The second challenge is yet more critical, for the lower level lies bathed in a natural heat so intense that no mortal, even under protection agains magical fire, can with stand it. In order to ques through the lower level the Champion must find

the enchanted Fire Sigil which rests on the main level. These Sigils were a gift to man, when, ages ago, the Black Gnarls were rumored to trade with those mortals living upon the surface of Tempest.

Once the forge of the Black Gnarl is reached, this friendly creature readily agrees to forge the Coffer needed. Though it is a great task, the Black Gnarl sets to it with a song, provided all of the requested objects are in the Champion's possession. Those items are:

Bead of Immortal clay Dragon Amber Heartstone Iron Shackles Sipher containing the blessed Tears of Weeping Moon Soul house containing the spirit of the Ivory Prince Wood from the Wicked Tree

The Black Gnarl crafts the Coffer from these seven objects and gives it to the Champion. The Champion then proceeds out of the bowels of Fire Mountain and back to the Warlord's stronghold.

Returning to the Warlord's Stronghold

Once our Champion is in possession of the Coffer, all attention turns to finding the Dark Slag, for now its evil can be contained. And once contained, the evil can be destroyed. In a southern tower of the strong-hold, safely kept on the upper level, the Dark Slag awaits.

All the dangers of the Warlord's Stronghold pale in comparison to one: the Castellan. When our Champion finally reaches the Dark Slag, it is the Castellan who guards it, for he is the most faithful and trusted subject of the Warlord. This foe is himself protected by an armor made from purple gems, an all but invincible shielding which bestows invulnerability against all mortal weapons. Neither can elemental magic harm the Castellan. It is only the sword known as SoulWrought that can bite into the armor and possibly slay the Castellan.

Once the Castellan is slain, the Champion retrieves the Dark Slag and quickly places it into the Coffer.

Note: Putting the Dark Slag in the Coffer is accomplished when either the Dark Slag or the Coffer is in one hand and the other item is picked up.

With the Dark Slag in the Coffer, the Champion leaves the Stronghold, returning to Fire Mountain, and from there continuing east to exit Fire Mountain. At last, our Champion arrives in the presence of the Anvil of Dawn.

Guardian of Ice Encounter (Outside Node # 76)

Here the Champion comes upon a giant figure of ice guarding the entrance to the Anvil of Dawn. The hands of the figure have long since succumbed to decay and have fallen into the icy wastes below. The Champion must cast the spell Heavenly Mend of Unseen Artisans to repair the figure, else the giant will be unable to pull upon the chain opening the gate to the Anvil of Dawn.

Repairing the Guardian is not quite enough to gain access to the Anvil of Dawn, for the Champion must know the Words of Opening to command the figure to open the entrance. These words are found on a scroll which rests in the main level of Fire Mountain. With hands repaired and words spoken, the Guardian of Ice giant pulls upon a mighty chain. After many an age, the way to the Anvil of Dawn is opened once again.

The Anvil of Dawn

Exhausted, mentally weary, perhaps at the edge of collapse, our Champion enters the Anvil of Dawn only to face the most difficult puzzle yet encountered.

There is a large room filled with invisible walls. It is a maze of sorts. Through these walls lies an unseen path leading to various illusionary walls bordering the maze. The Champion must find both the path and the illusionary walls to which it leads.

Our Champion locates several plates and weighs them down. By these actions some of the invisible walls disappear, opening up other possible passages through this invisible maze. One such plate, critical to success, rests in a circular room that represents a sun dial. The Champion must weight down the plate to the south, the one that represents the half-day.

Afterward, the Champion proceeds to a northern chamber in which the gods once created the universe. To the east of this room there is a chest that holds a silver chalice. This chalice is needed to open the door in the east of the invisible maze room. Once this door is open, the way to the heart of the Anvil of Dawn lies open.



The End (Outside Node # 78)

Though the cutting edge of both life and death has been with our Champion from the start, never is that blade more keenly felt that in this final confrontation. Our Champion arrives at the very edge of the Anvil. Here the Warlord awaits.

However uncertain I may have seemed at times in this narrative, here the difficulties multiply four times over. Four different possibilities present themselves in my vision, and there is nothing I can to clarify the ending of these efforts, save to detail them all.

In the first of my visions, the Warlord makes an offer of power to the Champion. If only our chosen one turns over the Dark Slag, the Warlord promises, then a generalship in the armies of darkness is assured. Oh, that our Champion should be such a fool! It must not be! If the Champion agrees, the Warlord but takes the Coffer and slays the Champion. He would have committed this last barbarism in any case, but hesitated out of fear the Champion might, in desperation, throw the Coffer and Dark Slag over the rim and into the Anvil of Dawn, destroying his source of dark magic.

In my second vision, the Champion realizes the Warlord's fear and does throw the Coffer into the Anvil of Dawn. The Warlord howls in rage and fear, realizing this may prove the end of his power and the loosening of his hold over the dark races. Though the Coffer tumbles down into the Anvil, it comes to rest on a large outcropping of rock. It is the only reprieve the Warlord needs. Using a magic all his own, the Warlord summons the Coffer back to his hand. His voice filled with new-found confidence, he sends the Coffer to safe-ty using the same magic that summoned it from the ledge. In this vision too, our Champion is slain, quickly dispatched by the Warlord.

In yet a third vision, our Champion undertakes the ultimate sacrifice. With Coffer in hand, the Champion leaps, unprotected, over the ledge and into the Anvil of Dawn. The Coffer is destroyed. The day is won for Tempest, but it is a hard-won victory. The lands and people have suffered dearly and our Champion has paid the greatest price, life itself. With the Dark Slag destroyed, the Warlord's power wanes and the tides of battle turn. Months later his hoard, previously invincible, is turned back by the trained warriors and magicians of Tempest. A long period of healing begins.

In the fourth and final of my visions, our Champion takes the wisest course. It is one of daring sacrifice, but one in which life is preserved. If the correct precautions are taken, it is possible to for the Champion to leap into the Anvil of Dawn and survive. Before jumping into the Anvil, two things must be accomplished. First the Hallowed Wreath of Elder Leaves must be worn about the neck. The power of this item carries the Champion's lifeless form back to the safety of the Palace once the spirit of the Champion is released in death. Second, the Champion must make certain that a Soul Link spell is active before jumping into the Anvil. Once the wreath carries the Champion's dead body back to safety, the spell returns the Champion's soul, rejoining it with the mortal form. In this way, the Coffer and the Dark Slag are destroyed by the forces within the Anvil, but the Champion escapes with both body and soul intact. In this vision too, the Warlord's power wanes and the tides of battle turn. Months later his hoard, previously invincible, is turned back by the trained warriors and magicians of Tempest. A long period of healing begins.

Alternative Route

As I've insisted, the turns in our Champion's path are too many and too varied for all of my visions to come to pass as stated. Other ways are possible. Instead of crossing the Scar with the aid of the Elder Tree and the Sprite, the Champion may try to make it through Gorge Keep. If this strategy is pursued, the Champion mus attempt the Land of Roots immediately after he has explored the Underground City. After the Land of Root is completed, the Champion can return to the Underground City, head west to the Barrier and so on. After Sanctuary is completed, the Champion can then head straight to Gorge Keep instead of backtracking all the way to the Land of Roots as previously described.

Gorge Keep

In this alternative route, our Champion fights through Gorge Keep, all the way to the northern exit of the place where a portcullis and drawbridge await. To achieve this, our Champion must endure a gauntlet of traps, spikes, and rolling balls. Though this exit represents another way across the Scar, raising the portcullis is not easy. The Champion must find the warrior trapped in ice and bring glowing embers to free the unfort tunate man. The embers must be placed next to the warrior in ice. In time, the Champion can wait or return later, the ice will have melted. Thankful for his freedom, the warrior gives the Champion the Crest of Tempest. This is needed to open the door to the room where the crank to open the portcullis is found. The Champion must then find the wooden crank shaft, place it in the crank and turn several times. This open the portcullis and allows passage out of Gorge Keep.


Combat and Encounter Strategies

Listed below are the various creatures that roam the landscape of Tempest. While most are violent and malicious, some prove easier to handle than others. None should be considered less than dangerous. What you may think will prove an easy victory may turn out to be the most deadly of encounters. Listed along with each creature are suggestions on how to engage it in combat.

Also listed along with each creature description is a Statistics Summary. What each entry in the summary stands for is listed here, though most are self-explanatory.

The number beneath the Statistic category is either the percentage chance of a creature's success with that attack, or the actual percentage strength of that particular ability.

Single digits always represent percentages in tens, thus 6 = 60 percentage points. Another way to think of them is 0 being the lowest (or null ability) and 10 being the highest or best chance of success in a particular ability category.

- **Poison:** Refers to the chance that the creature has of making a poison attack. A 0 indicates no ability to inflict poison.
- **Drain Str:** The ability, if possessed, to drain an opponent's Strength.
- Agility: Determines the odds of making a hit in battle. In combat, a Player Character's Agility is compared to that of his or her opponent and bonuses to hit are applied. Creatures in Anvil of Dawn possess their own Agility rating. If a creature has a higher Agility than the Player Character, the bonus to hit goes to the creature.
- **Spell Level:** Level at which a creature casts spells.
- **Base Hps:** The number of base hit points the creature possesses.
- **D6 Hps:** The number of die 6's of points added to a creature's base hit points.
- Weight: How much the creature weighs. (A 0 indicates a flying or weightless creature.)
- **+To Hit:** A modifier added to the base "roll" when the calculation is made to determine whether or not an attack is successful.
- **D6 Dmg:** The amount of damage dealt by a creature, in die 6's of points.
- **Range Attack:** Shows whether or not the creature possesses the ability to launch a ranged attack, and whether it is a form of spell or a ranged attack by a weapon type.

As you prepare yourself for the hard task ahead, Azariah's words creep into your mind, with the soothing tones of a father and the seriousness of a hardened mentor.

I will not presume to tell you of the how and why of the weapons you will use to aid you in your quest. That is why we have chosen you for this ability to do battle and emerge victorious. Guard you well your health and power! For when they are depleted then surely your life will end. Discretion is the better part of valor, so remember to move and not to stand toe to toe with a creature that may be stronger than yourself. Retreat and gather your strength and then return to the fight. Use your agility and quickness to your advantage. Move in to your opponent, strike, and then retreat. This has always proven effective in wearing down the strength of your foes.

Always be on guard and keep your ears open as well as your eyes. You may hear the attack before you see it!

Yet heed well these next words I speak, for you will need this knowledge to survive. The beasts of Tempest are many and all are dangerous. Some are naturally malignant, while others have been twisted and changed by the Warlord's magic to

serve the evil forces of his dark gods. Note well their descriptions so that you may recognize them as they are encount tered. Note their habits and abilities as this will serve you well in combat with them. Others that have done battle with these beasts have suffered much to relay these hard won strategies to you.

Aracinfant



With their heightened sense of smell, these ceiling-walkers search out their prey and attack with a whip-like tongue. The Aracinfant has the characteristic of making an evil, slurping noise with this awful natural weapon before an attack. If you are wise, you will listen for this sound and then move back quickly to avoid its strike. In combat, crossbows and spears can keep the beast's tongue at a safe distance. The shield Bloodhaven is also recommended, for when used it protects one from such poisoning as the Aracinfant can inflict.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
6	Ν	9	0	25
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
6	0	5	8	0

Beast of Trung



Many have been fooled by the Trung Beasts' seeming lack of intelligence, but ware you well the horrible nature of the creature's dangerous natural defense. Surprising unwary travelers, its attack proceeds not from its great mouth, but springs up out of the warts and mounds across its back. Here lurk dangerous parasites sporting long, clawed arms. Ranged weapons have been known to deal well with these creatures, as have direct assaults with spear and axe. Remember to retrieve what weapons you

have thrown! The Quagmire is not a place to be in without arms. These beasts prove slow, easy to maneuver around and hit. Simply run past them if circumstance allows.

Poison	Drain Str.	Agility	Spell L⊽I.	Base Hps.
1	N	5	0	200
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
15	100	4	20	0

Blood Spawn



The power of the Dark Slag has made these horrible things, yet if you are quick and agile you may attack them twice before they launch their own attack upon you. Strike quickly and then move, forcing them to follow and forego their own attack. At all costs, avoid standing fight, for this creature is likely to get the better of you in a toe to toe competition

Drain Str.	Agility	Spell Lvl.	Base Hps.
N	7	0	30
Weight	+To Hit	D6 Dmg.	Range Attack
30	3	6	0
	Drain Str. N Weight	Drain Str. Agility N 7 Weight +To Hit	Drain Str. Agility Spell Lvl. N 7 0 Weight +To Hit D6 Dmg.

Blood Thorns



Many a brave warrior has been lashed to a painful death by these dungeon weeds, the Blood Thorns. In combat, it lashes out with its tentacles, and its weed-like nature makes attacks from spear and crossbow futile. While a direct assault on the beas often proves best, remember they lurk in corners or in hiding places that make attacks difficult. Again, move in to strike and then back quickly away. This should help in wearing the creature down and save your own life in the process! Before was

ing your strength at all, pay attention to your surroundings. It may be quite possible to avoid these creature altogether.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
5	N	1	0	20
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
1	5	5	2	0

Braid Stone



Avoid them when you can and fight them only when necessary. Do not waste your strength and health on these creatures not in the service of the Warlord. One of the living elemental creatures of Tempest, the braid stone cannot be said to be inherently evil, but its territorial instincts prove so strong that avoiding its home areas is the only way to keep out of a fight with this terrifying creature. Remember to dart in and out on your attack with a Hacking weapon this should aid you with the Braid Stones.

Poison	Drain Str.	Agilit y	Spell L⊽I.	Base Hps.
N	N	6	0	50
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
10	100	4	20	0

Cacofiend

It is always best to over estimate your opponent. A demon of sorts, the Cacofiend wields lightning, as the nature of its plane of existence is strong in that element. Fortunately, the wings of the Cacofiend are nearly useless in the confined spaces of a dungeon and it is forced to hop in a clumsy fashion. It is not known whether the Warlord controls such horrible beasts, or if they have joined his evil fight on their own.

The magical nature of the Cacofiend is best countered by your own magic, yet do not rely on those spells from the Discipline of Lightning! The Reflections of the Lake spell is always a good defense with these demons, for it will turn its own attack back upon itself, thus saving you from its ill effect.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	Ν	7	10	50
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
15	100	4	14	LIGHTNING*

*Roaring Column of Lightning Wild.

Castellan



The most feared element of the dark army, second only to the Warlord himself, the Castellan has been charged with the defense of the Stronghold, for in that evil keep rests the Dark Slag. Gifted by the Warlord with a special, magically endowed armor, it is said that in combat the Castellan is unbeatable, impervious to all weapons and magic.

In battle the Castellan lands crushing blows with a massive, two-handed, bronze battle-axe; one with a pike blade fixed to the top of the haft. The only fear of this mighty warrior is the sentient sword known as SoulWrought. This weapon alone can pierce the Castellan's armor.

Confront him only when you are sure you have completed all that you must up to this point. You will never defeat him without SoulWrought, the sword that speaks. Again, be sure to guard your health and power, try to be at your fittest when you finally engage him. Hit and run away, far enough away to heal and return to attack again. Acquire and use as many defensive spells as possible, including Dark Cloak of Shadow and Granite Ward of Tempered Skin. Use all of your skill, and take down this evil servant of the Warlord.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	6	0	250
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
0	100	2	30	0

Clansman



A warrior race that live in the once wooded area near Gorge Keep, the clansmen allied with the Warlord, their respect for the strength of his armies greater than their hesitation regard ing his dark and ruthless nature. Deal with these evil men as quickly and ruthlessly as possible. Do not let them corner you, but always strike fast and move so that you can protect you self. Move in against them if they should pause in their attack. They have few magical defenses, and ranged spells such as Ghastly Howl of Mortal Anguish and Roaring Column of Lightning Wild work well against them.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	6	0	50
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
5	80	4	7	0

Colossal Baboon



It is said that these beasts are ruled by a mighty King and that they obey his ever command. Unfortunately, he has been captured by the Warlord. Should you be ab to free this lord of theirs, the Colossal Baboons would never harm you. Until the day, listen for the distinctive war cry of the Baboon. This will herald their appear ance and give you time to avoid their vicious attack. Many offensive spells will wor well against them, as they are not well versed in the art and ways of the elements

Poison Drain Str. Agility Spell Lvl. Base	Ips.
N N 8 0 1)
D6 Hps. Weight +To Hit D6 Dmg. Ran	Attack
10 100 5 10	0

Devourer of Souls



Woe to the creature defeated by these foul beasts! They have been known to be among the most difficult opponents in battle. Devourers reach out with their massive array of mouths, seeking to suck the soul from their opponents, and forcing many warriors and people of Tempest into a unending torment deep within the bodies of the beast. You must be cunning when dealing with them, using spells at range and then direct assaults with swords and other slashing weapons. Look for areas when

combat with these creatures can be engaged and disengaged quickly. Devourers of Souls prove exception ally fast for their size, but are not extremely intelligent. Though resistant to most magic, an effective spell use against the Devourer is the Shackles of Ice spell, for it will give the respite enough to turn the tide of bat the in your favor.

Poison	Drain Str.	Agility	Spell LvI.	Base Hps.
N	6	4	0	65
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
10	100	3	6	0

Drowned Sailor



Dead men tell no tales it is true, but do not allow these undead creatures force you into their ranks. When several are encountered at once, lure them away one at a time and engage them. They are swift combatants and seek to destroy at every opportunity. Be quick, strike and dance away. Also remember that while their watery nature is likely to dampen the effect of fire-based magics, spells of the Discipline of Lightning will aid you well against them.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	3	0	25
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
Do nps.	weight	+10 111	Do Ding.	Range Allack
6	80	4	5	0

Earthbile



Ware ye the ranged attack of the Earthbile, acidic and deadly poisonous it is. Unwise as it may be, the best strategy is one of direct assault, hacking with a good axe or broad-bladed spear and moving out of the radius of the beast's thrown globules of death.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
4	N	5	0	40
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
6	100	4	10	ROCK*

*Special ranged attack by this creature.

Fungus Man



Fused nightmares of human flesh, fungi, and various pieces of forest debris, and much like the Sword Thanes and the Clansmen, these creatures serve as shock troops for the Warlord's forces. In combat, they lash out with their wooden claws and are best dealt with surely and quickly. Use your sword or axe for maximum effect.

Poison	Drain Str.	Agilit y	Spell L⊽l.	Base Hps.
5	N	7	4	30
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
8	100	4	8	MUSHROOM*

*Special ranged attack made by this creature.

Hagborn



These ancient half-serpent, half-human daughters of the Earth are lightning-quick a merciless in defense of their lairs and territory. Though not inherently evil, they do atta anyone or anything intruding into their lairs. Be wary when entering their known hau for they will seek to attack through surprise. Spells of the wild nature of Lightning are us less against them and other Disciplines should be employed. Hack with axes and sword and crossbows would work well for initial strikes at range against these creatures.

Poison	Drain Str.	Agilit y	Spell L⊽l.	Base Hps.
N	N	7	8	150
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
20	100	5	14	LIGHTNING*

*Roaring Column of Lightning Wild.

Ice Worm



Ultimately frightening, these gigantic monsters are known to inhabit those dangerous are that are void of all magic, making spell use against them impossible in these places. In the few locations where magic can be employed, you will find the Ice Worm impervious to win and water magic, while spells from the discipline of Fire and the use of thrusting weapons of be used against them to good effect. The use of ranged attacks with spear and crossbow weaken the beast, then the thrust of a spear to complete the job are recommended tactions

The spear SteelRipper is of good use against the Ice Worm. The great size of the beast prevents them from moving to the attack, and this proves their greatest weakness.

Poison	Drain Str.	Agility	Spell L⊽I.	Base Hps.
Ν	Ν	6	0	200
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
20	100	4	40	0

Infernal Bones



The best defense is a good offense, a truism with all combat, and never so wisely follows than with the creatures called the Infernal Bones. Although infernal bones take the shap of skeletons, they are comprised entirely of the element of fire. Because of their natur these creatures prove immune to fire-based magic. Close quickly and attack, move an attack again, keeping close watch for their motion to counter, and use this to make quick feint backward out of their range. With this strategy you should be fairly competer in your elimination of these abominations.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	6	7	40
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
10	1	5	16	FIREBALL*

*Special ranged attack made by this creature.

Jester



Trust not what your eyes may see, and deal with these menaces as harshly and as quickly as possible. In combat, the Jester juggles flaming skulls, launching them at its opponents. These bizarre magical attacks can take a man's life in an instant. Make effect use of your defensive spells to ward off their magical attacks, and counter with your own ranged capabilities. Hacking weapons work well on these monsters. Get in close without getting hit and get out quickly.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.	
N	Ν	8	6	60	
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack	
10	75	4	8	SKULL*	

*Laughing Skull of Thunderous Might.

Juggernaut



Immobile and monstrous forges of stone and fire, it is rumored among the forces of Tempest that Juggernauts were once used as receptacles for sacrifices, perhaps even human sacrifice. In combat, the Juggernaut lashes out at its opponent with a dangerous, fiery tongue of flame. Spells whose effects damage flesh, (such as Bane's Boiling Blood) have little or no effect against Juggernauts. Direct physical attacks, especially with hacking weapons can produce an effective result.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	Ν	1	6	60
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
0	60	5	6	FIREBALL*

*Special ranged attack made by this creature.

Lurking Claw



A foul creature of the watery depths, this terror of the seas is reported to be impervious to most wind and water based spells, yet by its nature has few defenses against earth-based spells. In combat, the Lurking Claw snaps out at its opponent with two of the great claws from which it takes its name, while its hard shell easily blunts the effects of any bladed weapon used against it. The creature's attack is devastating, but infrequent. Use the spell Shackles of Ice to immobilize it, then attack until the Lurking Claw is dead or the spell wears off.

Poison	Drain Str.	Agility	Spell L⊽l.	Base Hps.
N	N	4	1	15
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
6	100	4	5	0

Lurking Stench



Found haunting the streets and paths of the City of the Dead, the Lurking Stench is ye another abomination created by the power of the Dark Slag. The Dark Slag has brought life the stench and disease surrounding a rotting corpse, coalescing it into a twisted for of the soldier from which it arose. The Lurking Stench is fond of weapons it favored in lif and most make sword attacks. The creature has proven susceptible to attacks of the sam sort and powerful spells are not wasted in trying to destroy the beast. Guard well again

the poisonous rot that the foul creature can impart with its attack.

Poison 7	Drain Str. N	Agility 8	Spell L⊽I. 0	Base Hps. 50
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
5	0	4	8	0

Messengers



Messengers relay information, especially battle orders, directly from the Warlor himself. Lightning quick and agile, the fighting ability of the messenger is not to b underestimated, for though they are lightly armored they are tough and well-sea soned battle veterans. In combat, the messenger fights with a staff and proves quil adept in the deadly use of such a light weapon. Wise combatants have made good us of spells and spell figurines to wear down these powerful foes.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	8	6	70
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
5	100	2	4	0

Minervan Harpy



Legendary as guardians of the Temple of the Moon and fierce defenders of the mysterious and divine Oracle, the Minervan Harpy is an owl-like flyin creature, swift and fierce in combat. In battle, it swoops and soars easi within the confines of a dungeon and makes raking attacks with its razore talons. Ranged attacks prove useless, as the harpy's flight is so swift an erratic. Hacking and slashing attacks do well against them.

Poison	Drain Str.	Agility	Spell L⊽l.	Base Hps.
N	N	8	4	40
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
5	0	5	5	0

Mirelurk



Though stories are told about a small number of these creatures who have devoted themselves to promoting justice and the ways of good, Mirelurks belong to one of the evil races of Tempest. These lizard-men needed little persuasion to join the forces of the Warlord. They are most often encountered in combat wielding swords, a weapon that is also put to good use on them. Most of your offensive spells will also aid in their defeat. As individuals they are fairly weak, and so they rely on large numbers to overcome their foes. Do not allow them to press this advantage.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	10	0	30
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
4	60	5	8	0

Murk Elemental



The Murk Elemental, an unusual and rare type of Water Elemental found mainly in that dark and ominous region of Tempest known as the Quagmire. Taking on the deceptive form of a human female, its lashing attacks with shapeless appendages have been the surprise and doom of many warriors in the past. Because of its nature, physical weapons do not prove nearly as effective against a murk elemental as does any type of magic, though spells based in the element of Fire prove the least useful.

Poison	Drain Str.	Agility	Spell L⊽I.	Base Hps.
3	N	7	7	30
D6 Hps.	Weight 50	+To Hit	D6 Dmg.	Range Attack
7		4	10	MUD*

*Special ranged attack made by this creature.

Packrat



The Packrat, while no true physical threat, is considered a danger for its habit of stealing those items most used and needed by adventurers. In combat, the packrat employs a clawing and swiping attack designed to acquire any items carried by its opponent. Though no adventurer has recorded a clear reason for it, the packrat is said to be immune to the spell Shackles of Ice. Deal with them only when you must, and avoid them when you can. Unless critical supplies are stolen, you cannot afford to waste time finding the lair of a Packrat while Tempest languishes under the power of the Dark Slag.

Poison	Drain Str.	Agility	Spell L⊽I.	Base Hps.
N	N	10	0	100
D6 Hps.	Weight 35	+To Hit	D6 Dmg. 15	Range Attack

Quivering Pool



Of all the horrors that the Warlord has created through his vile magic this is one of the most terrible and heart-breaking. Once peaceful ci zens of the City of Gems, they are now nothing more than a mindle mass of liquid flesh and bone, skittering across the floors of their hom land like some form of nightmarish ooze. In combat, the quivering po

attacks by unsheathing the remains of a bone from its flesh and using it as a blunt, striking weapon. Ea their pain and destroy them quickly, for though they are warped by the Dark Slag, they are relatively wea Slashing weapons work well, as do the spear and axe.

Poison	Drain Str.	Agility	Spell L⊽I.	Base Hps.
N	N	5	3	20
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
4	100	4	4	0

Slog Rider



Shunned by many of the human races of Tempest, dark and animal-like, the Slogs resid in remote lands. Skilled cavalry, they are put to good use by the Warlord as scouts an shock troops. It is known that in some areas, especially the Reed plain, the Slogs ride sa age, saber-toothed wolves bred for battle. Against cavalry, the only hope of the warm on the ground is to use crossbows, spears, and powerful magics.

Slog Rider				
Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	6	0	30
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
7	100	3	12	0
Slog Rider —	Reed Plain			
Poison	Drain Str.	Agility	Spell L⊽l.	Base Hps.
N	N	6	0	30
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
7	100	3	8	0

Slither Fist



A life-form dreamt of only in nightmares, the Slither Fist exists because of the Dark Slag's ability to unmake and warp the elements. Generally found in underground areas, they attack with knives in hand. The agility of the Slither Fist makes it a poor target for ranged and thrusting weapons. Spells such as Shackles of Ice and a hefty sword make a good defense. They are very quick. When facing more than one of

these creatures, attempt to heal yourself between individual combats, for if you are weak or wounded, a Slither Fist can end your life before you know it.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	8	0	10
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
6	6	5	2	0

Swarm Maiden



Huge congregations of swarming insects, these creatures come by their name by assuming a human female form. In this shape, they are resistant to slashing attacks, as these weapons pass easily through the swirling mass of insects, inflicting little damage. While in this shape they are capable of hurling balls of swarming insects at their opponents. Swarm Maidens are vulnerable to spell attacks based in the elemental magics of Wind and Fire.

Poison	Drain Str.	Agility	Spell L⊽l.	Base Hps.
N	N	8	0	40
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
7	5	10	10	INSECT*

*Swarming Insect Attack.

Sword Thane



The Thanes provide the backbone of the Warlord's army, his elite guard. They are often found as guards of specific sites, posted in areas where the Warlord wants assurance that neither enemy scouts nor patrols will break through the flank of his moving Horde. They are susceptible to normal weapons and spells. Watch and ward however, for they are famous for flanking opponents.

Sword Thane Poison Drain Str. Agility Spell Lvl. Base Hps. N N 0 15 6 D6 Hps. Weight +To Hit Range Attack D6 Dmg. 100 5 3 3 0

Sword Thane	e - Warlord's Strongho	old		
Poison	Drain Str.	Agility	Spell LvI.	Base Hps.
N	Ν	8	0	40
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
5	100	4	10	0

Thunder Demon



Summoned directly from the elemental plane of lightning, the Thunder Demon attacks is hurling spells from the element of its home plane. Because of its nature, lightning-based spel are less effective against this creature, whereas swords and axes are quite effective in dealing with them, banishing them back from whence they came.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
Ν	N	6	5	30
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
10	0	4	4	LIGHTNING*

*Roaring Column of Lightning Wild.

Tormented Soul



Another creation of the Dark Slag, the Tormented Soul is a victim slain by the Horde, by whose spirit is prevented from rejoining the void. Because of their ethereal state, the have an assortment of magical resistances and prove immune to weapons forged normal steel. Thus the ghostly nature of the tormented soul makes it slightly more su ceptible to magical attacks than to a direct assault with physical weapons. They a encountered in the City of the Dead, as the souls transformed into these creatures have

arisen from the stone burial vaults and graves. Take care to avoid their ranged attacks.

Poison	Drain Str.	Agility	Spell L⊽l.	Base Hps.
N	3	7	0	30
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
7	0	6	10	ARROW*

*Special ranged attack made by this creature.

Void Monk



Powerful creations of the Void, Void Monks are beings summoned to Tempest as assassins and agents of the Warlord. Their vicious attention has but only one purpose: to destroy those Champions out to steal away the power of the Warlord. Swift, powerful, and Elemental creatures, they have a number of spells at their disposal. In combat, the Void Monk strike with a leaping kick. Long known to be resistant to magic, the void monk's assault is best met with direct action, striking blow for blow in an attempt to block their wicked attacks.

Poison N	Drain Str.	Agility 10	Spell L⊽l. 10	Base Hps. 100
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
6	95	4	14	FIST*

*The spell Iron Fist of Chaos.

Will-O-Wisp



The gaseous, ethereal creatures called Will-o-Wisps are known to inhabit the Reed Plain. They attack by releasing a fiery flare that swings toward its target. If approached, the Will-o-Wisp will usually retreat and only halt when its pursuer stops, then it will sweep forward with a flaring, damaging assault. Battling the crea-

tures will drain your health if drawn into a prolonged confrontation, and if more than one Will-O-Wisp is involved, then this danger is multiplied by the number of attackers. Ply your skills well, and strike swiftly with your sword for great effect.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	5	10	200
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
8	0	3	6	WISP*

*Special ranged attack made by this creature.

Wither Priest



These henchmen of the Warlord are renowned for their magical abilities and greatly feared by the forces defending Tempest. In touch with the elemental forces of the universe, they have used their natural abilities to aid the dark forces in their escape from Desolation, and once across the Scar, to help destroy the green and fertile lands of Tempest.

Wither Priest

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	6	6	50
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
10	0	4	10	FIST*

*The spell Iron Fist of Chaos.

Wither Priest -	- Warlord's Strongh	nold ·		
Poison	Drain Str.	Agility	Spell L⊽I.	Base Hps.
N	N	6	10	200
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
10	0		10	FIREBALL*

*Special ranged attack made by this creature.

Wyvern

Creatures born of wizardly magic and foul-tempered in nature, the Wyw is a small flying dragon having the ability to breath a green torrent of fin its opponents. As might be expected with dragons of any kind, spells fr the elemental discipline of Fire have little effect against this creature St

quickly with ranged and slashing weapons, and strike well, for these beasts long to feed their raven hunger.

Poison	Drain Str.	Agility	Spell Lvl.	Base Hps.
N	N	7	6	20
D6 Hps.	Weight	+To Hit	D6 Dmg.	Range Attack
4	0	3	6	FIREBALL*

*Special ranged attack made by this creature.

Spell Use

listen well our chosen one, you who are our deadly secret against the Warlord! The others have left in great haste to begin their quest, but you are the last, and so carry with you the last of our hopes. To do what is required, to defeat the evil of the Warlord and his minions, you must arm yourself well! Bay close attention, for what I am about to tell you may save your life! The world of Tempest was forged by the magic of the gods and these forces reside within us all: the elemental forces of magic: Earth, Fire, Water, Wind, Lightning, Flesh, and the Void. Bwerful forces. all and by the grace of their powers will you be able to summon strength when you need it, to soothe and heal your flesh, to create firestorms and a skin of stone, to float on a cushion of air or call up a mist that will drain the life of your opponents.

No doubt you have met with ShangRukh, our Court Magician, who has given you the spell symbol that calls forth the magic of the Blessed Weave of Healing Wounds. whose effect is simple and true, the healing of the flesh. Be careful not to rely too heavily on this spell, for it will quickly sap the magic within you, and does not heal you entirely. As your power will increase, so will the effects of the Blessed Weave; but remember, you are not the only one to possess such power. Other beings and creatures of Tempest also can heal with the magic of the Flesh. You must conserve your skills and power wisely to complete your task.

tisten to the advice that has been passed down through the ages by other heroes, and then determine your own actions. Remember, the path is yours to choose, I have only set the direction! In the lands of Tempest there exist many traps and pitfalls, great dangers and deatly creatures that live in wait to thwart you in your quest. Keep your eyes and ears open, watch and ward against attacks from the rear and around corners. Always be ready for the unexpected. A slight misjudgment could mean your doom. With luck you will collect a wide range of spells beyond those given to you at the start of your mission. These can be used to great advantage when employed well and combined with other actions. Remember which ones are best for the offensive and those which serve for defense. Hear then the secrets of the elemental magical

Strategies for Using Spells

While on the dangerous quest to end the threat of the Warlord and to defeat the evil tide of his armies, important to learn the spells of elemental magic that are part of the very fabric of the world known Tempest.

The following section divides the spells from the seven Disciplines into Offensive, Defensive, Healing, Specialty spells. Stats are given as to the cost of power, duration, and effect.

Spells are listed by type, name and classification, along with descriptions of their effects and when bes use them.

Offensive Magic

Due to the unique nature of Tempest's magic, spells work as long as the gestures are made correctly and y have enough spell points to support the energy drain it takes to activate the magic. Always be mindful where you stand in relation to those offensive spells cast against opponents, as you may still be attacked take damage from your own magic if you are too close. A good rule of thumb is to be one square away from the area you wish to affect. Spells such as Ash and Cinders and Fountain of Scorching Vapors take so moments to reach full effect and creatures may attempt to move or attack while the spell is working.

Ash and Cinders (Fire)

Ash and Cinders brings into being hot, burning cinders. They form just under ceiling height and float to ground. Any living thing within the afflicted area suffers damage from the burning presence. It is knownt the spell Shrouded Gale of Vengeful Winds can cool the effect long enough to allow safe passage, while also sometimes possible to run through an afflicted area with minimal problems.

As the caster's experience in fire-based spells increases, so too does the damage and duration of this sp The spell is often used in spell traps, and powerful mages have been known to set never-ending barriers Ash and Cinders in place to protect their treasures. A Cube of Magic Immersion can be used to disperse area of Ash and Cinders set as a trap in a dungeon.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
168	1d2	1	4 seconds	1 second

Spell Effects: Damage dealt once each second in area.

Bane's Boiling Blood (Flesh)

By means of this magic, the blood of the target begins to boil, delivering terrible damage to the unfortune creature under attack. Some of the creatures of Tempest have developed a natural resistance to this degrous magic.

As the caster's experience in flesh-based magic increases, so too does the amount of damage inflicted by this spell.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
114	2	1	30 seconds	3 seconds

Spell Effects: Damage dealt once each second the spell affects its target.

Deadly Spores of Earthen Rot (Earth)

The symbol for Deadly Spores of Earthen Rot summons large, mushroom-like puff balls. By the elemental energy of the spell, they grow and swell, bursting to spew forth clouds of harmful spores. Lingering in the air, these spores inflict damage to any living creature passing through them, though it is sometimes possible to run through such an afflicted area with minimal problems.

The Deadly Spores have often found use in a variety of spell traps, and certain creatures of Tempest, such as Braid Stones, are known to be immune to this spell. A Cube of Magic Immersion can be used to disperse an area of Deadly Spores of Earthen Rot set as a trap in a dungeon.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
344	1d6	1d3	4 seconds	1 second	

Spell Effects: Damage dealt once each second in area.

Fountain of Scorching Vapors (Water)

When this spell is cast, the earth rumbles, splitting to release multiple clouds of searing steam. Any creature or opponent standing where the spell erupts takes damage. After angrily billowing out of the earth, the steam fades, leaving no trace of its damaging eruption behind.

As the caster's experience in water-based spells increases, so too does the damage of this spell. The nature of some creatures renders them impervious or less susceptible to damage caused by Fountain of Scorching Vapors.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
320	1d12	1d4	1 burst	1/2 burst

Spell Effects: None

Ghastly Howl of Mortal Anguish (Wind)

By means of this spell, a high-pitched, ghost-like wail shatters the surrounding air, injuring any creature standing before you. Creatures that do not have living bodies, such as Juggernauts and Infernal Bones, will suffer no damage from the Ghastly Howl of Mortal Anguish.

As with all elemental-based spells, the caster's experience increases the damage inflicted by this spell.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
456	5d10	1d5	1 howl	1 howl	

Spell Effects: None

Iron Fist of Chaos (Earth)

By employing the Iron Fist of Chaos, magic globules of liquid iron arise. In the shape of a gauntleted which speeds forward toward its target. Some earth-based creatures possess immunity to its effects, wh still others have the ability to cast this spell. It is also known to be used in spell traps laid by powerful mag

When the caster becomes more experienced in this and other earth-based spells, so too does the dama inflicted by these spells.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
90	1d10	1d5	1 fist	1 fist	

Spell Effects: None

Laughing Skull of Thunderous Might (Lightning)

By the magic gestures, Laughing Skull of Thunderous Might forms into a great skull forged of lightning. If apparition speeds away, generating a thunderous laugh as it surges toward its target. When the skull strike it erupts in a damaging explosion.

As the caster's experience in lightning-based magic increases, so too does the damage inflicted by this spell Lightning-based creatures are known to cast this spell, and it is often used in spell traps as a means to a fuse and confound adventurers.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
114	1d12	1d6	1 skull	1 skull

Spell Effects: None

Ritual of Unmaking(Void)

The Ritual of Unmaking proves itself either deadly or utterly ineffective. If a creature proves vulnerable the effects of this spell, it dissolves. The target becomes "unmade." If the target is immune to the spell, not ing happens and the creature remains undamaged. Choose your target well, for the Ritual of Unmaking costly to use. Only one creature is immune to this spell, but use it sparingly. A good use is to dispatch a creature whose next blow might well dispatch you!

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
600	None	None	None	None	

Spell Effects: None

Roaring Column of Lightning Wild (Lightning)

Roaring Column of Lightning Wild summons a tornado of raging thunder and light. Rising from the floor whirls in a fury as tendrils of lightning strike away from its great, energized column. The motion of the a umn carries it forward, inflicting heavy damage to any creature it encounters.

As the caster's experience in lightning-based magic increases, so too does the damage inflicted by this sp

Lightning-based creatures possess the ability to cast this spell, and it makes a deadly spell trap.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
240	2d12	1d12	1 burst	1 burst	

Spell Effects: None

Shackles of Ice(Water)

By means of this spell, you can hold an opponent in place for a limited time. When cast, a swirling maelstrom of frozen air circles before you, then rushes forward toward its target. A creature struck by Shackles of lee freezes to blue and is immobilized for a time. Some creatures born of fire or other powerful beasts may prove resistant to the effects of this spell.

As the caster's experience in water-based magic increases, so too does the duration and effectiveness of this spell. Fire oriented creatures prove impervious to the effect of Shackles of Ice.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
66	None	None	5 seconds	3 seconds	

Spell Effects: Immobilizes creature.

Unholy Conflagration (Fire)

by the magic gestures of Unholy Conflagration, blue-hued flames erupt from the floor, raging in volatile and unnatural flares. Burning in place, these flames inflict damage to any living creature that passes through them, though it is sometimes possible to run through such an afflicted area with minimal problems. The spell Shrouded Gale of Vengeful Winds can be used with great success against Unholy Conflagrations.

As the caster's experience in fire-based spells increases, so too does the range, damage, and duration of this spell. A Cube of Magic Immersion can be used to disperse an area of Unholy Conflagration set as a trap in a dungeon.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
258	1d4	1d2	4 seconds	1 second

Spell Effects: Damage dealt once each second in area.

Vampiric Mist of Innate Weakness (Water)

With both offensive and defensive qualities, this spell creates a wall of rolling, green-blue gas which drains life from any creature standing in its path, transferring that life force back to the spell's caster. While wounds and other injuries can be regenerated in this way, the spell cannot grant the caster a life force greater than his or her natural energies.

As the caster's experience in water-based spells increases, so too does the duration and effectiveness of this spell. Creatures which possess no natural life force of their own are unaffected by this spell.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
384	2	1	30 seconds	6 seconds

Spell Effects:

Damage dealt once each second that spell affects its target. Damage dealt to creature added to player's hit points.

Defensive Magic

Blessed Weave of Healing Wounds(Flesh)

The effect of this magic is simple and straightforward, it heals wounds.

As the caster's experience in flesh-based spells increases, so too does the amount of damage healed. It known that some creatures are capable of casting this spell, adding to their endurance as they battle for the own lives.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
78	None	None	None	None	

Spell Effects: Heals 3d10 base +1d10/level

The Dark Cloak of Shadow(Void)

The Dark Cloak of Shadow is of the Discipline of the Void. When used, the caster takes on the form a essence of shadow. This spell provides some defense against physical attacks, and can reduce the dama sustained from falling down a pit. It cannot protect against magical attacks.

As the caster's experience in void-based magic increases, so too does the duration and effectiveness of spell.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
160	None	None	60 seconds	12 seconds

Spell Effects: Attacking creatures get -2 to hit player and additional -1 to hit per 3 levels.

Dance Upon the Stones of Wind (Wind)

This spell allows its caster to avoid some traps such as pits and pressure plates. It forms a blanket of swift air beneath the feet, which acts as a barrier between the caster and the ground. When in effect, the caster footfalls may carry him or her safely over traps, pits, and pressure plates.

As the caster's experience in wind-based spells increases, so too does the duration of this spell. Depending upon the caster's experience, Dance Upon the Stones of Wind may allow safe passage over a pressure plat but not prevent the activation of another type of floor-based trap.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
29	None	None	30 seconds	10 seconds
Spell Effects:	Does not trigger pit	ts or plates, reduces sp	pike damage.	
		58		

Fire Haven (Fire)

This spell offers partial protection from fire-based spells. It surrounds its caster in a protective aura, one which reduces the amount of damage caused by magical fires.

As the caster's experience in fire-based magic increases, so too does the duration and effectiveness of this spell. For the duration of this spell, the Character Portrait is circled by an orange flare.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
308	None	None	90 seconds	9 seconds

Spell Effects: Reduces fire based damage by 10% base and by 5%/level.

Granite Ward of Tempered Skin (Earth)

By means of this spell, the caster's body grows hard as stone while maintaining the flexibility of flesh. This hardened shell dampens the impact and reduces the effectiveness of most normal weapons. It also offers protection against some spells.

As the caster's experience in earth-based spells increases, so too does the effectiveness and duration of this spell.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
540	None	None	20 seconds	5 seconds	

Spell Effects: None

Heightened Flesh of Strength and Hale(Flesh)

This protective spell allows wounds to heal naturally at a pace faster than would normally occur.

As the caster's experience in flesh-based magic increases, so too does the amount of damage healed, the rate of healing, and the duration of the spell. For the duration of this spell, the Character Portrait is surrounded by a flesh colored flare.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
260	None	None	60 seconds	6 seconds

Spell Effects: Doubles rate that player character regenerates hit points.

Rage of Fallen Heroes(Flesh)

Rage of Fallen Heroes is of the Discipline of Flesh. This spell temporarily enhances the fighting ability of the caster and improves the caster's proficiency with weapons. Rage of Fallen Heroes increases the likelihood of the caster landing a solid hit against his or her opponent and reduces the damage of blows received by the caster. Unfortunately, strength steadily decreases and it is impossible to launch spell attacks under the influence of this spell.

As the caster's experience in flesh-based spells increases, so too does the spell's duration and effectivene For the duration of this spell, the Character Portrait turns red.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
390	None	None	30 seconds	3 seconds

Spell Effects:On attack: +1 to hit base and +1 to hit per 3 levels. Reduces damage taken by 5% and
2%/level. Increases damage dealt by 10% base and 3% per level. Player loses 1 strength ev
30 seconds. Player cannot cast spells.

Reflections of the Lake(Water)

Reflections of the Lake offers protection against magical attacks. By this magic, you shall be encased wi in a rippling barrier well able to hurl back an opponent's spell in the direction from which it came. So creatures born of water use Reflections of the Lake as an effective defense, and it is known to be used keeps to prevent mages from effectively employing their magics.

As the caster's experience in water-based magic increases, so too does the duration of this spell. For duration of this spell, the Character Portrait is surrounded by a blue flare.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
196	None	None	30 seconds	15 seconds

Spell Effects: Changes direction of spell missile.

Shrouded Gale of Vengeful Winds (Wind)

A defensive magic, Shrouded Gale of Vengeful Winds creates a powerful current of air, blowing any car ture in the spell's path backwards. An effective spell in preventing creatures from getting close enough melee combat. Beware, for this spell is often used in setting spell traps. The effectiveness of some spells be blunted by casting this spell in response. If Shrouded Gale of Vengeful Winds travels through an a where Unholy Conflagration, Ash and Cinders, or Deadly Spores of Earthen Rot is present, its force subd and extinguishes the previous spell.

As the caster's experience in wind-based spells increases, so too does the range of Shrouded Gale Vengeful Winds.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
98	None	None	None	None

Spell Effects: Pushes player or creature.

The Strength of Titans(Flesh)

When cast, this spell temporarily enhances strength. When natural ability is reduced by affliction or attached the Strength of Titans can temporarily restore the strength needed to survive a battle.

As the caster's experience in flesh-based magic increases, so too does the duration and effectiveness of spell. For the duration of this spell, the Character Portrait is surrounded by a green flare.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
310	None	None	60 seconds	6 seconds	

Spell Effects: Increases player character's strength by 1 base + 1 per 3 levels.

Soul Link(Void)

Soul Link is of the Discipline of the Void. It creates a magical buffer of life force, one which is automatically drawn upon by the caster at the moment of defeat and death. When killed by an opponent, the caster finds him or herself resurrected in the same place, at reduced Strength and Hit Points.

As the caster's experience in void-based magic increases, so too does the duration and effectiveness of this spell. If the caster is poisoned, diseased, or suffering some other affliction at the time of death, the affliction remains upon resurrection. For the duration of this spell, the Character Portrait is surrounded by a gray flare.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level
306	None	None	120 seconds	24 seconds

Spell Effects: Restores Player Character after death at reduced strength and hit points.

Specialty Magic

Heavenly Mend of Unseen Artisans(Lightning)

By means of this spell, collapsed structures may be made whole, damaged monuments restored, and shattered bridges rebuilt. The effect is specific to damaged man-made structures and is not useful in treating naturally occurring disasters. Though of limited use, this special magic proves invaluable where it can be employed. Unlike many spells, the Heavenly Mend of Unseen Artisans works to its maximum effect, regardless of the caster's experience in Lightning-based magic.

Cost	Base Damage	Damage/Level	Base Duration	Duration/Level	
68	None	None	None	None	

Spell Effects: Repairs damaged works.

Spell Tables at a Glance

Spell	Cost	Base Dmg.	Dmg./Lvl.	Base Dur.	Dur./Lví.	Effects
Ash and Cinders	168	1d2	1	4 seconds	1 second	Damage dealt once each second in area
Bane's Boiling Blood	114	2	1	30 seconds	3 seconds	Damage dealt once each second the spe affects its target.
Blessed Weave of Healing Wounds	78	None	None	None	None	Heals 3d10 base +1d10/level.
Dance Upon the Winds of Stone	29	None	None	30 seconds	10 seconds	Does not trigger pits or plates, reduces spike damage.
Deadly Spores of Earthen Rot	344	1d6	1d3	4 seconds	1 second	Damage dealt once each second in area
The Dark Cloak of Shadow	160	None	None	60 seconds	12 seconds	Attacking creatures get -2 to hit player and additional -1 to hit per 3 levels.
Fire Haven	308	None	None	90 seconds	9 seconds	Reduces fire based damage by 10% base and by 5%/level.
Fountain of Scorching Vapors	320	1d12	1d4	1 burst	1/2 bursts	None
Ghastly Howl of Mortal Anguish	456	5d10	1d5	1 howl	1 howl	None
Granite Ward of Tempered Skin	540	None	None	20 seconds	5 seconds	None
Heavenly Mend of Unseen Artisans	68	None	None	None	None	Repairs damaged works.
Heightened Flesh of Strength and Hale	260	None	None .	60 seconds	6 seconds	Doubles rate that player character regenerates hit poim
Iron Fist of Chaos	90	1d10	1d5	1 fist	1 fist	None

<u>Spell</u>	Cost	Base Dmg.	Dmg./Lv1.	Base Dur.	Dur./Lvl.	Effects
Laughing Skull of Thunderous Might	114	1d12	1d6	1 skull	1 skull	None
Rage of Fallen Heroes	390	None	None	30 seconds	3 seconds	On attack: +1 to hit base and +1 to hit per 3 levels. Reduces damage taken by 5% and 2%/level. Increases damage dealt by 10% base and 3% per level. Player loses 1 strength every 30 seconds. Player cannot cast spells.
Reflections of the Lake	196	None	None	30 seconds	15 seconds	Changes direction of spell missile.
Roaring Column of Lightning Wild	240	2d12	1d12	1 burst	1 burst	None
Ritual of Unmaking	600	None	None	None	None	None
Shackles of Ice	66	None	None	5 seconds	3 seconds	Immobilizes creature.
Shrouded Gale of Vengeful Winds	98	None	None	None	None	Pushes player or creature.
Soul Link	306	None	None	120 seconds	24 seconds	Restores Player Character after death at reduced strength and hit points.
Strength of Titans	310	None	None	60 seconds	6 seconds	Increases player char- acter's strength by 1 base + 1 per 3 levels.
Vampiric Mist of Innate Weakness	384	2	1	30 seconds	6 seconds	Damage dealt once each second the spell affects its target. Damage dealt added to player's hit points.

General Hints and Strategies

Blocks and Pressure Plates

Movable blocks can be used to close the distance on creatures that use ranged spells. The blocks can wi stand various amounts of damage before they crumble into rubble. If a creature is at the end of a long n row hallway, casting spells that you can't get around, create a block in front of your character and push towards the creature. The block will act as cover. When the block reaches the creature, destroy the blo yourself and engage the beast in hand-to-hand combat.

If there is a large movable block in a room, chances are it is there for a reason. Don't push it until you so out the immediate area and attempt to find what the block may be used for. Pushing it in the wrong direction may make it impossible to use the block for its intended purpose. This would force you to use and er object or find rocks and boulders to weigh down a plate.

Pressure plates can require anywhere from 5 to 100 kg to be weighed down. No more than 40 kg should needed to weigh down a plate associated with a puzzle critical to finishing the game. The one exception occurs in the Barrier. The four corner plates in the Barrier must be weighed down with 100 kg each. If yo character has a high strength (and high stamina doesn't hurt either), it is a good idea to always carry about 40 kg of rocks and boulders. However, if this isn't possible, you can always find enough rocks and boulder on a map to weigh down the plates you will find there.

Some puzzles require throwing an object over an obstacle to weigh down a plate critical to getting past the obstacle. There are many variations of this type of puzzle. One example is a pit or slider that blocks yo path. Although you cannot walk over the pit or through the slider, there may be a plate beyond it that d ables the pit or slider. You could throw a boulder over the pit or slider, onto the plate beyond, disabling the device and allowing passage.

Harpies

It is difficult to fight the harpies in the Temple of the Moon because they move about quickly and errationally. This makes it hard to position the attack cursor of the creatures. So attack them by clicking on the "hand" icons beneath your character's portrait. This allows you to attack without having to position the cursor over the creature as it bobs and weaves.

Healing

If you use a Potion of Cure Poison every time you are poisoned, you run the risk of being poisoned with more potions to be found. So when your character is poisoned, avoid the temptation of immediately us a cure poison potion. Chances are there are more creatures close-by that will poison the character aga Use a healing potion or spell to keep the character alive until an area of poisonous creatures is cleared at then use a potion to counter the poison.

Upon finding a healing or magic altar, explore the area around the altar. Before moving on use any heal symbols or void halves to replenish your character's hit points or magic power. Do this instead of us potions and spells where possible. This allows you to save healing potions, magia plants, and magic power for casting the healing spells when your character is far from a healing or magic altar. This may prevent

need to backtrack, hunting for an altar because you have exhausted your other sources of healing or restoring magic power.

Magic Items and Spells

Save at least one charge of the Horn of Opening for the Anvil of Dawn map at the end of the game. With it you can avoid several ice worms that guard a chest containing a silver chalice. The silver chalice is needed to open a door leading to the Anvil itself. Once you get to the door, the horn can be used to open it. This eliminates the need to fight your way to the Silver Chalice.

The Staff of Unmaking is a great and powerful item. However, it is not a good idea to hold on to it until the end of the game. The Ice Worms that must be fought on the final map, the Anvil of Dawn, are very powerful. Even so, magical items that must be used while standing next to an opponent, such as the Staff, aren't very useful in combating the Worms because they are protected by "no magic" zones. Therefore, put the Staff of Unmaking to use on previous maps, where it can be of the greatest effect.

Instead of using potions of strength one at a time, save them and drink them all at once. This makes it possible for you to increase your character's strength considerably. The Ice Worms in the Anvil of Dawn map are very difficult. A high strength can make the fight with these creatures easier.

Use Cubes of Magic Immersion to get through traps laid with area of effect spells such as Unholy Conflagration or Deadly Spores of Earthen Rot. These types of spells have durations and run in cycles, so it is best if they are dispelled early in their cycle. If they are dispelled when they are about to disperse, the cube is wasted because the spell will start up again in several seconds.

be sure to hold onto the Hallowed Staff of Elder Wood after you have used it to heal the roots of the Elder Tree. In addition to its power to heal the roots, the staff can greatly increase the effectiveness of the spell Blessed Weave of Healing Wounds. The staff must be in your character's hand when the spell is cast for this to work.

Area of effect spells may not appear to be very effective initially. However, if you become experienced in a spell's discipline, they become potent weapons. They increase in range, duration and effectiveness. These spells are Unholy Conflagration, Ash and Cinders and Deadly Spores of Earthen Rot.

Reed Plain

Take your time walking through the reed plain one step at a time. There are spikes in the ground hidden by high reeds. They are capable of inflicting huge amounts of damage. It is easy to step on these if you're running straight ahead in one continuos movement.

Certain spells can be used to knock down a wall of reeds in the reed plain (they must be cast while standing one square back from a reed wall). The player can use this to his advantage by creating paths with the spell, so he can see what awaits without having to walk into the space. The following spells can be used to carve a path in the reed plain: Iron Fist of Chaos, laughing Skull of Thunderous Might and Roaring Column of Lightning Wild. The Iron Fist spell will create a path through the reeds while the other spells only knock down one reed wall and then explode.

Rolling Balls

There are several places where the character is faced with a series parallel hallways filled with rolling ball Before entering the first hallway in a series and attempting to find which way leads to the next passage, score the area out. The automap works according to line of sight. Stand near the entrance to the passage, let the ball roll by and quickly enter, looking left and right, then duck back out. You can now look at the automat to get a better idea of how the hall is designed. Wait for the ball to roll in a direction away from the direction you want to go, then quickly make your way to the next hallway in the series.



The World of Tempest



The Outside Map

- A. The Palace
- B. Gryphon's Keep
- C. The Dark Lantern
- D. Underwater Labyrinth (levels 1 & 2) J. The City of the Dead
- E. The Sunken Galley
- F. The Underground City (The Mines)

The Outside Nodes

1. Exit from Gryphon's Keep; landscape heading East toward the sea. To the North, a glimpse of the Elder Tree can be seen.

G. The Land of Roots

I. The Temple of the Moon

H. The Barrier

K. Sanctuary

L. Gorge Keep

- 2. Ruins: Parsafal the Tracker to the South; a glimpse of the Elder Tree to the North; landscape heading East.
- 3. Landscape heading East and West. To the East lies the entrance to the causeway to the Dark Lantern.
- 4. The Causeway, destroyed.
- 5. The docks at the entrance to the Dark Lantern.
- 6. Dark Lantern dock, heading North. A glimpse of the Sunken Ship can be seen to the North.
- 7. Broken dock and Erebanos, the Water Elemental; Southern entrance to the Sunken Galley.
- 8. Broken dock and Erebanos, the Water Elemental; Western entrance to the Sunken Galley.

M. The Reed Plain N. The Iron Titan O. The Quagmire P. Warlord's Stronghold O. Fire Mountain

- 9. Eastern entrance to the Underground City, landscape heading East.
- 10. Landscape heading South and West.
- 11. Landscape heading North and East. To the North lies the Underground City.
- 12. Southern entrance to the Underground City.
- 13. Northern exit from the Underground City. The Elder Tree looms on the horizon.
- 14. Southern entrance to the Land of Roots. The Waterwheel can be seen to the Northeast; the Temple of the Moon appears in the West.
- 15. Landscape and, to the North, the Water Wheel.
- 16. The Huge Boulder. The Sunken Ship can be seen to the South, while the Waterwheel can be seen in the North West.
- 17. Northern exit from the Elder Tree. To the West is the Tree Sprite encounter and a glimpse of a lavafall
- 18. Exit from the branches of the Elder Tree across the Scar.
- 19. Landscape heading West and South. To the North, a glimpse of the Anvil of Dawn.
- 20. Landscape heading West and East; the Eastern entrance to the Reed Plain. To the Northeast, the Anvior of Dawn grows brighter.
- 21. Western entrance to the Underground City and Ianmyrth, the Little Mage (or, alternately, Daganoth, the Mirelurk depending upon the Player Character chosen at the beginning of the game).
- 22. Landscape heading West and East between the Underground City and the Barrier. A body on a pike stands to the North, while the glimpse of a catapult can be seen to the east.
- 23. Landscape heading West and East between the Underground City and the Barrier. To the South are see eral impaled forms; to the West, a catapult.
- 24. Landscape heading West and East between the Underground City and the Barrier.
- 25. Landscape heading West, East, and North between the Underground City and the Barrier. To the not lie ruins and a glimpse of the Ward bridge. To the East lies the battlefield.
- 26. Eastern Entrance to the Barrier.
- 27. Landscape heading North and South. Ruins to the North. The Ward Bridge lies to the Northwest, while the Temple of the Moon can be seen in the distance.
- 28. Ruins and ShadowHand, the trader. ShadowHand is encountered to the West.
- 29. Eastern entrance to the Ward Bridge.
- 30. Western entrance to the Ward Bridge.
- 31. Western entrance to the Barrier.
- 32. Landscape heading East and West.
- 33. Landscape surrounding the Eye of Clay.
- 34. Landscape surrounding the Eye of Clay; to the North lies the altar for the Fall Equinox Disc.
- 35. Landscape surrounding the Eye of Clay. The Temple of the Moon can be seen to the North.
- 36. Landscape surrounding the Eye of Clay; to the West lies the altar for the Moon Disc.
- 37. The Eye of Clay.
- 38. Landscape surrounding the Eye of Clay; to the East lies the altar for the Sol Disc.
- 39. Landscape heading North and East; to the South waits the Forest Healer.
- 40. Landscape surrounding the Eye of Clay, to the South lies the altar for the Spring Equinox Disc.



- 41. Landscape surrounding the Eye of Clay.
- 42. Landscape heading North and South.
- 43. Landscape heading North, South, East, and West. To the North a lavafall and the Temple of the Moon can both be seen.
- 44. Landscape heading East and West.
- 45. Southern Entrance to the Temple of the Moon and the City of the Dead.
- 46. Landscape heading North, the Overlook, and Nalu, the despairing Amazon (note that Nalu is met only if the Player Character is not female).
- 47. Landscape heading East and West.

- Landscape heading North, South, and East. To the South lies the Waterfall. To the North, Gorge Keep lies in the distance.
- 49. Landscape heading North and South, entrance to the Cave and the Mysterious Old Man. The entrance to the Cave lies through the Waterfall.
- 50. Landscape heading South and West. Gorge Keep can be seen to the North.
- 51. Landscape heading North and East, and Brice, the Impaled Barbarian to the Northeast.
- 52. Landscape heading North and South.
- 53. Landscape heading North and South. To the North lies the Gorge Keep bridge.
- 54. Southern entrance to Gorge Keep.
- 55. Northern exit from Gorge Keep. To the North, across the bridge, can be seen the Iron Titan. The Waterfall lies to the East.
- 56. A bridge heading North and South. To the East can be seen the Waterfall and the Elder Tree.
- 57. Landscape heading North and South. To the North lies the Iron Titan. Gorge Keep is to the South.
- 58. Landscape heading North, South, and East. The Iron Titan is directly North.
- 59. Landscape heading East and West.
- Jinks and Bertol, The Two-Headed Giant who guards the bridge spanning the Lava River (Encounter heading East).
- Jinks and Bertol, The Two-Headed Giant who guards the bridge spanning the Lava River (Encounter heading West).
- 62. Western entrance to the Reed Plain.
- 63. Southern entrance to the Iron Titan.
- 64. Northern exit from the Iron Titan.
- 65. Landscape heading North and South. To the Northwest, in the distance, can be seen fog and the Quagmire.
- 66. Southern entrance to the Quagmire. To the North can be seen the Hand Pedestal of the Fire Steed.
- 67. The Hand Pedestal of the Fire Steed. From this vantage, to the East, can be seen the Warlord's Keep, Fin Mountain, and the Anvil of Dawn.
- 68. Southern entrance to the Warlord's Stronghold. To the East lies Fire Mountain and the Anvil of Dawn
- 69. Eastern exit from the Warlord's Stronghold. To the East lies a teleporter, while in the distance can be seen Fire Mountain and the Anvil of Dawn.
- 70. Western entrance to Fire Mountain.
- 71. Eastern entrance to Fire Mountain. To the East are ice flows and the Anvil of Dawn.
- 72. Landscape heading West and East. Fire Mountain rises to the West.
- 73. Landscape heading West and East. A glimpse of the Ice Guardian can be seen.
- Landscape heading West and East. To the East stands the Ice Guardian and the Anvil of Dawn. To the West lies Fire Mountain.
- 75. To the East stands the Sea of Ice Guardian
- 76. Landscape heading West and East. The encounter with the Sea of Ice Guardian.
- 77. The Anvil of Dawn is close to the East.
- 78. To the East, the Anvil of Dawn. To the North, the Warlord.
Adventurer's Guide To Anvil Of Dawn

Inefollowing maps provide a location by location description of all buttons, doors, objects, spell traps, teleporters and other items necessary to conquering the labyrinthine mazes and puzzles in Anvil of Dawn. North is always at the top of the page. While most of the monsters encountered in the game are placed in stationary areas, they are sometimes found moving about. Listed coordinates for creatures are approximate. The same is true for some of the rolling balls and the areas of effects for certain spell traps.

Map locations are determined by a system of column and row coordinates. A button at (33,20) is located at Column 33, Row 20. Column numbers run across the top of the map, while Row numbers run along the side. Though both column and row numbers can go as high as 64, you will note that the numbers on the map repeat in blocks of 0 to 9 for both columns and rows. The first set of 0 to 9 represents 1s, the second set 10s, and the third set 20s, etc..

location numbers represent the specific symbols that enable or disable certain events. For example, triggering a trap by depressing a pressure plate at (33,10) causes an Ash and Cinders spell to cover areas throughout a hall, or a button/lever at (05,23) must be flipped before stepping on the pressure plate at (25,15) in order to open the door at (41,33)

ltems or locations marked on the maps with symbols may also be manipulated in different ways. For example, a button/lever may be pulled/pushed several times to activate events in a chain. One pull open/enables the door at (20,08), another pull opens/enables the teleporter at (25,14), etc..

Note: Magic items, (potions, figurines, etc.) last only for their specific effects. For example, a Potion of Strength will last as indicated when the item is placed over the Eye icon on the character screen. An Iron Fist of Chaos Figurine will expend its spell energy and disappear.

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

To Win the Game

Anvil of Dawn has several encounters and puzzles which require special or specific items to solve. Be forewarned that using these items in another way than that which they are intended may make it more difficult to finish the game. We offer two suggestions:

First and foremost, we recommend that you save the game at the beginning of each level. This allows you to restore to an earlier saved position should you discover that you accidentally used a necessary item, or that your character is in danger of dying.

Second, we suggest you refer often to the list included below. This list contains all the useful items given in

Azariah's overview of the game, and the levels on which they can be found. Items listed here are indispenable, and must be found and used at a certain point in order to complete the adventure. Guard them we

a following maps provide a hotabica by loanteen description of all hands.
Items
2 Spells: Blessed Weave of Healing Wounds, and one other of player's choice, and a choice of starting weapon (broad-bladed sword, battle axe, spear, or throwing blade)
Lord Gryphon's signet ring
Scroll: Heavenly Mend of Unseen Artisans
Large Crystal Orb, and Scroll of Arcane Command
Enchanted Sea Conch, Glass Lamp of Life Essence, and a Horn of Summons
9 Pearls, Soul Link Figurine
8 Bloated Hearts
Trumpet of Earthen Quake, a Sol Disc, and a Hourglass of Temporal Freeze
Lure of the Heartstone, and the Heartstone
Hallowed Staff of Elder Wood, Ruby Shard, Dragon Amber and a Stasis jar, the latter of which allows the Player Character to capture some Dragon Amber
Withered Hand, Spring Equinox Disc
Gold Talons, Iron Marks, 6 Blank Parchments, 3 Soul Houses, Tears of the Oracle, and the Sacred Sipher, the last of which allows the Player Character to capture some of the Tears of the Oracle
Moon Disc, Fall Equinox Disc, and the soul of the Ivory Prince
Bead of Immortal Clay, Hallowed Wreath of Elder Leaves (Outside Not #39), and six Dragon Sigils
Glowing Embers, Crest of Tempest, and a Wooden Crank Shaft
Skarac
Iron Shackles, Scroll: Soul Link 72

The Quagmire	Whistle of Fiery Beckons, 9 Gold Talons, the sword SoulWrought, and wood cut from the Wicked Tree by using SoulWrought
The Warlord's Stronghold	The Dark Slag
Fire Mountain	Four Iron Marks, the Scroll containing the Words of Opening, an Enchanted Fire Sigil, and a meeting with the Black Gnarl
The Anvil of Dawn	Silver Chalice

In order for the player to properly complete the Fire Mountain portion of the game, the Player Character must have the following items in their possession before encountering the ancient Dwarven Smith known as the Black Gnarl.

Dragon Amber (contained in the stasis jar) Bead of Immortal Clay Wood from the Wicked Tree Soul House (containing the Spirit of the Ivory Prince) Sipher (containing the Blessed Tears of the Weeping Moon) Iron Shackles (known as the Thews of Iron) Heartstone

The Black Gnarl will craft the Coffer to hold the Dark Slag from these seven items and give it to the Player Character.

Dungeon Descriptions

Dungeon Legend

The following legend of 38 icons represent important items and locations in the labyrinths of Tempest

Not Accessible	Creature 1
Floor	Treature 2
Wall	Treature 3
Removable Wall	Creature at location with object
Collapsed Wall	MPC (Non-Player Character)
Illusionary Wall	Stone Block
T Entrance/Exit	Pit Pit
+ Stairs Up	Spikes
+ Stairs Down	Rolling Ball
Door	Filder
🕶 Keyhole	Spinner
Object Hole	Spell Reflector
Button/Lever	Teleporter
Pressure Plate	Magic Zone
Object	🖸 Void Gate
Chest	Reeds
😑 Magic Mouth	Root
THealing Alter	Crank
T Magic Point Alter	Wicked Tree

Palace Level 1



Chest Locations and Contents

(14.11) Potion of Healing, and a Magia Plant.

NPC's

(20,11), (17,16), (17,19), (38,28), (28,32), (30,32), (28,34), (30,34), (28,36), (30,36), (28,38), (30,38), (18,40) Queen's Guards (14,6) Wiglaf, the young serving boy (24,36) Shang-Rukh, the Court Magician

Palace Level 2



Stairs

- (3,22) Stairs Up to Palace 2 (3,9)
- (3,8) Stairs Down to Palace 2 (3,21)

(14,4) Stairs Up to Palace 1 (36,29)

Door Location

(10,7) (7,17) (10,20)

Opened by

Button/lever (10,8) Elderly Sage at end of encounter Buttons/levers (11,20) and (9,20)

Buttons/Levers

(10,8) (9,20) (11,20)

In Action

Opens door (10,7) Opens door (10,20) Opens door (10,20)

Out Action

Closes door (10,7) Closes door (10,20) Closes door (10,20)

NPCs

(11.3), (5,8), (7,8), (5,10), (7,10), (9,22), (11,22), (9,23), (11,23), (9,24), (11,24) Queen's Guards (13,9) Tal, the Weapon Smith and Armorer (8,18) Azariah, the Elderly Sage

Special

(5,17) The Void Gate, opened by Azariah, leads the Player Character to Gryphon's Keep Level 1

Gryphon's Keep Level 1



Bouncing Balls

(46,1) (42,35) (1,43)

(1,45) (1,47) (20,21) (50,33) East Direction

,33) West Direction

(32,33) Ball bouncing toggled by button/lever (39,32)

Buttons/Levers

In Action

(61,8)	Opens wall (61,5)
loggled by pressure plates(61	,6) and (61,7)
(19,11)	Opens door (18,11)
(18,23)	Opens door (19,23)
(20,23)	Opens door (19,23)
(39,24)	Opens door (40,24)
(41,24)	Opens door (40,24)
(36,28)	Opens door (35,28)
(30,30)	Toggles door (29,30)

Out Action

Closes wall (61,5)

Closes door (18,11) Closes door (19,23) Closes door (19,23) Closes door (40,24) Closes door (40,24) Nothing

(3	9,	3	2)
(1	.3	7)	

Bounces ball (32,33) to the east Toggles removable wall (2,34)

Chest Locations and Contents

(60,4) Draught of Heightened Mortality	(62,4) Draught of Heightened Magic Power
(34,6) Crossbow and 3 Crossbow Bolts	(50,6) Potion of Healing and Potion of Strength
(26,7) Throwing Blade	(4,8) Potion of Healing and Iron Fist Figurine
(23,8) War Armor	(37,16) Iron Fist Figurine and Potion of Healing
(39,16) Battle Axe and Iron Fist Figurine	(23,17) Potion of Healing and Magia Plant
(23,21) Broad Bladed Spear	(37,22) Potion of Healing
(39,22) Potion of Agility and Block Figurine	(35,31) War Shield and Iron Fist Figurine
(13,33) Symbol of Flesh - Red	(1,33) Roaring Column Figurine and Gold Talon
(47,20) 2 Magia Plants	(28,33) Broad-Bladed Sword and Symbol of Flesh - Gold
(47,18) 2 Magia Plants	(1,35) Amulet of Agility (+1) and Draught of Heightened Magic Pow
(4,30) Scroll: Heavenly Mend of Unseen Arti	sans, Magia Plant, and Potion of Healing

Creatures

Sword Thane and Messenger

Door Location	Tog	gled by	Opened by
(56,3)	Press	sure plates (56,2) and (56,4)	
(56,6)		sure plates (56.5) and (56.7)	
(49,4)		sure plate (44,1)	
(44,8)		sure plate (48,1)	
(25,9)		sure plates (25,8) and (25,10)	
(30,9)			Steel Circle Key
(32,9)			Steel Circle Key
(37,9)			Steel Circle Key
(43,9)			Pressure plate (39,7)
(18,11)			Button/lever (19,11)
(43,12)	Press	sure plates (43,11) and (43,13)	
(36,14)			Steel Circle Key
(40,14)			Steel Circle Key
(34,19)	Press	sure plates (32,19) and (36,19)	
(42,19)		sure plates (41,19) and (43,19)	
(46,19)			Pressure plate (45,19)
(45.21)			Steel Circle Key
(19,23)			Buttons/levers (18,23) and (20,23)
(36,24)			Steel Circle Key
(40,24)			Buttons/levers (39,24) and (41,24)
(35,28)			Button/lever (36,28) and pressure
			plate (39,33)
(43,29)			Pressure plate (46,37)
(23,30)	· Pres	sure plates (23,29) and (23,31)	IN THE MARK OF SECTION OF STREET, MILLION AND AND
(29,30)	Butto	on/lever (30,30)	
(5,34)	Press	sure plates (4,34) and (9,34)	
Door closed by pr		doos (19 25)	
(58,36)	Diedelmoch amoo		Object hole (57,36)

Entrances/Exits

Outside Node

1

(51,19)

Objects

objects										
Joulder Rock	(37.6) (33.6)	(23,7) (28,7)	(32,7) (30,7)	(34,7)	(37,8)	(20,28)	(14,32)	(21,34)	(9,35)	
Stel Circle Key Auton of Healing Nory Void Half	(16,2) (18,2) (44,29)	(46,10) (19,13) (59,35)	(27,16) (44,15)	(43,23) (30,24)	(30,24) (4,30)	(18,25)	(17,35)			
Gold Talon Var Armor Helm	(25,19) (16,8)	(57,35)								
White Leather Sack	(19,13)									
Wessenger Scroll Cube of Magic Immersion	(25,19) (46,31)									
symbol of Flesh - Red	(23,33)									
lark Cloak of Shadow Figu	urine	(25,19)								
Object Holes		Requi	res			Act	tion			
(57,36)		Gold Ta	lon			Op	ens door	(58,36)		
Pressure Plates		Down	Action			Up	Action			
44.1) weight = 25 kg.		Toggles	door (49,	4)		No	thing			
48,1) weight = 25 kg.		Toggles	door (44,	8)		No	othing			
56.2) weight = 100 kg.		Toggles	door (56,	3)		No	othing			
56,4) weight = 100 kg.		Toggles	door (56,	3)		No	othing			
7,5) weight = 100 kg.		Iron Fis	t of Chao	s to the e	ast	No	othing			
56,5) weight = 100 kg.		Toggles	door (56,	6)		No	othing			
7,6) weight = 100 kg.		Iron Fis	t of Chao	s to the e	ast	No	othing			
61.6) weight = 100 kg.		Toggles	button/le	ver (61,8)		No	othing			
56,7) weight = 25 kg.		Enables	pressure	plate (39	.7)	Dis	sables pre	ssure plate	e (39,7)	
99,7) weight = 25 kg. nabled by pressure plate	(36,7)	Opens of	door (43,9	9)		Clo	oses door	(43,9)		
56,7) weight = 100 kg.		Toggles	door (56,	6)		No	othing			
51,7) weight = 100 kg.		Toggles	button/le	ever (61,8)		No	thing			
25,8) weight = 100 kg.		Toggles	door (25,	9)		No	thing			
25,10) weight = 100 kg.		Toggles	door (25,	9)		No	thing			
13,11) weight = 100 kg.		Toggles	door (43,	.12)		No	thing			
13,13) weight = 100 kg.		Toggles	door (43,	.12)		No	thing			

(45,18) weight = 20 kg.	Opens door (46,19)	Closes door (46,19)
(32,19) weight = 1kg.	Toggles door (34,19)	Toggles door (34,19)
(36,19) weight = 1 kg.	Toggles door (34,19)	Toggles door (34,19)
(41,19) weight = 100 kg.	Toggles door (42,19)	Nothing
(43,19) weight = 100 kg.	Toggles door (42,19)	Nothing
(23,29) weight = 100 kg.	Toggles door (23,30)	Nothing
(23,31) weight = 100 kg.	Toggles door (23,30)	Nothing
(39,33) weight = 30 kg.	Opens door (35,28)	Closes door (35,28)
(4,34) weight = 100 kg.	Toggles door (5,34)	Nothing
(46,37) weight = 25 kg.	Opens door (43,29)	Closes door (43,29)
(6,34) weight = 30 kg.	Closes door (5,34)	Nothing
(9,34) weight = 5 kg.	Toggles door (5,34)	Nothing
(2,43) weight = 100 kg.	Ash and Cinders east from (22,13), (24,13), (26,13), (24,14), and (26,14)	Nothing
(4,43) weight = 50 kg.	Ash and Cinders south from (61,6)	Nothing
(6,43) weight = 100 kg.	Ash and Cinders east from (37,33), (35,33), and (33,33)	Nothing
(2,45) weight = 100 kg.	Ash and Cinders east from (45,34) and (45,35), west from (48,34) and (48,35)	Nothing
(9,47) weight = 100 kg.	Laughing Skull of Thunderous Might west from (46,27)	Nothing

Stairs

Stairs Down to Keep 1 (18,5) (5.5)Stairs Up to Keep 1 (4,5) (17,5)Stairs Up to Keep 1 (58,4) (46,5)Stairs Down to Keep 1 (46,6) (58,5)Stairs Down to Keep 2 (15,9) (21, 19)Stairs Down to Keep 1 (19,30) (7,3)Stairs Up to Keep 1 (7,32) (19,31)Stairs Up to Keep 1 (57.31) (44,31) Stairs Down to Keep 1 (43,32) (56, 31)

Removable Walls

(61,5) (2,34)

Teleporter Location

(60,43) (62,45)

Toggled by

Button/lever (61,8) Button/lever (1,37)

Destination

(1,43) (1,45)

Gryphon's Keep Level 2



Creatures Sword Thanes

Out Action

Closes door (12.3) Closes door (12.3) Nothing

Buttons/Levers

In Action

(12.2)(12.4)(27, 7)

Opens door (12,3) Opens door (12,3) Removes wall (28,6)

Chest Locations and Contents

(19,4) Steel Circle Key, a Spear and a Potion of Healing (6.10) Potion of Healing and the Book of War

Door Location	Toggled by	Opened by
(12,3) (6,5)		Button/lever (12,2) and (12 Steel Circle Key
(19,6)	Pressure plates (20,6) and (18,6)	
(8,11)	Part (2017) Anderson (2017) (2017) (2017) (2017)	Steel Circle Key
and the second second		

Objects

Potion of Healing	(18,9
Steel Circle Key	(5,3)
Broad-Bladed Sword	(24,6

2) (18.7)6)

Pressure Plates

(18.6) weight = 100 kg.

(20.6) weight = 100 kg.

(29.6) weight = 5 kg.

Down Action Toggles door (19,6)

Toggles door (19,6)

Removes wall (28,6)

Removable Walls

(28.6)

Opened by Pressure plate (29,6)

Stairs

(14.9) Stairs Up to Gryphon's Keep Level 1. (20,19)

81

2.4)

Up Action Nothing

Nothing

Nothing

Dark Lantern - Level 1



Bouncing Balls

(53,8) (57,10) (8,17)

) (28,23)

(1.26) East Direction(1.21) West Direction

Buttons/Levers

(26,7) (18,10) (21,10) (7,11) (51,12) (52,15) (56,12) (56,13) (56,14) (56,15) In Action

Pushes ball (30,7) north
Opens door (14,10)
Disables slider (25,8)
Disables pressure plate (2,26)
Enables pressure plate (51,8) and (51,6)
Opens door (52,14)
Opens door (52,14)
Opens door (52,14)
Toggles pressure plate (53,14)
Opens door (52,14)

Out Action

Nothing Closes door (14,10) Enables slider (25,8) Enables pressure plate (2,26) Disables pressure plate (51,8) and (51) Closes door (52,14) Closes door (52,14) Closes door (52,14) Toggles pressure plate (53,14) Closes door (52,14)

Chests

(4,5) 2 Potions of Healing(46,9) Iron Dragon Key and Potion of Healing(23,11) Elixir of Heroic Rage(25,12) Block Figurine and Potion of Healing(45,12) SteelSunder sword and Potion of Healing(6,13) Rod of Magic Immersion and Potion of Strength(8,13) Potion of Healing and 2 Magia Plants(51,13) Potion of Healing and Scroll: Arcane Command(25,15) Boulder, Rock, and Scroll: Shrouded Gale of Vengeful WindsVengeful Winds

Creatures

Wyverns, Thunderdemons, and Slitherfists

Door Location	Toggled by	Opened by
(25,4)		Pressure plate (30,1)
(7,5)		Pressure plate (12,4)
(25,5)		Pressure plate (38,9)
(25,6)		Pressure plate (30,17)
(35,6)	Pressure plates (34,6) and (36,6)	
(45,6)	Pressure plates (44,6) and (46,6)	
(6,7)		Second action of pressure plate (12,4)
(51,7)		Pressure plates (51,6) and (51,8)
(14,10)		Button/lever (18,10)
(3,11)		Pressure plate (4,8)
(53,11)	Pressure plates (54,8), (58,8) and (5	55,10)
(10,12)	Pressure plates (11,11), (9,12), and	
(35,12)	Pressure plates (34,12) and (36,12)	
(47,14)	Rentson (19.22) to	Iron Dragon Key
(52,14)		Buttons/levers (56,12), (56,13),
		and (53,14)
(11,15)	Pressure plate (10,17)	
Entrances/Exits	Outside Node	Heading

Induces/LAIts	Outside Node	neaung
(9,0)	26	North
(0,9)	5	West

NPCs

(50,15) Mage of the Dark Lantern

Objects

Boulders	(25,3)	(33,6)	(35,9)	(1,10)	(3,10)	(8,11)	(27,11)	(4,12)	(15,14)
Rock	(1,8)	(2,9)	(37,9)	(9,16)					
Large Crystal Orb	(50,17)								

Pressure Plates	Down Action	Up Action
(30,1) weight = 50 kg.	Opens door (25,4)	Closes door (25,4)
(61.2) weight = 100 kg.	Opens removable wall (49,2)	Nothing
(48,3) weight = 100 kg.	Pushes ball (61,1) south	Nothing
(61,3) weight = 100 kg.	Opens removable wall (50,2)	Nothing
(12,4) weight = 25 kg.	Opens doors (7,5) and (6,7)	Closes doors (7,5) and (6,7)
(61,4) weight = 100 kg.	Opens removable wall (51,2)	Nothing
(34,6) weight = 100 kg.	Toggles door (35,6)	Nothing
(36,6) weight = 100 kg.	Toggles door (35,6)	Nothing
(44.6) weight = 100 kg.	Toggles door (45,6) and removes wall (44,7)	Nothing

(51,6) weight = 100 kg. Enabled/disabled by 2nd action of button/lever (51,12)

(2,8) weight = 25 kg.

(4.8) weight = 10 kg.

(51,8) weight = 100 kg. Enabled/disabled by 1st action of button/lever (51,12)

(54.8) weight = 100 kg.

(58,8) weight = 100 kg.

(38,9) weight = 30 kg.

(43,9) weight = 100 kg.

(55,10) weight = 100 kg.

(11,11) weight = 100 kg.

(30,11) weight = 100 kg.

(9,12) weight = 100 kg.

(11,12) weight = 100 kg.

(30,12) weight = 10 kg.

(34,12) weight = 100 kg.

(36, 12)

(51, 14)

(53,14) weight = 100 kg. Toggled by button/lever (56,14)

(10,17) weight = 15 kg.

(30,17) weight = 50 kg.

(17,21) weight = 100 kg.

Opens door (51,7)

Disables teleporter (3,8)

Opens door (3,11)

Opens door at (51,7)

Toggles door (53,11)

Toggles door (53,11)

Opens door (25,5)

Enables teleporter (4,10)

Toggles door (53,11)

Toggles door (10,12), removes wall (11,9), removes wall (12,9), and removes wall (13,9)

Opens removable wall (30,14)

Toggles door (10,12), removes wall (11,9), removes wall (12,9), and removes wall (13,9)

Toggles door (10,12), removes wall (11,9), removes wall (12,9) and removes wall (13,9)

Closes removable wall (30,14)

Toggles door (35,12)

Toggles door (35,12)

Triggers a Player Character response

Closes door at (52,14)

Toggles door at (11,15)

Opens door at (25,6)

Iron Fist of Chaos west from (14,15)

Nothing

Enables teleporter (3,8) Closes door (3,11) Nothing

Nothing Nothing Closes door (25,5) Nothing Nothing Nothing Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing Closes door at (25,6)

10,23) weight = 100 kg.	Toggles removable wall at (27,12)	Nothing
1226) weight = 100 kg. Enabled/disabled by	Unholy Conflagration west from (9,12) and east from (7,12)	Nothing
hutton/lever (7,11)		
Removable Walls	Toggled by	Opened by
(49,2) (50,2) (51,2) (44,7) (11,9) (12,9) (13,9)		Pressure plate (61,2) Pressure plate (61,3) Pressure plate (61,4) 2nd actions of pressure plates (44,6) and (46,6) 2nd action of pressure plates (11,11), (9,12), and (11,12) 3rd action of pressure plates (11,11), (9,12), and (11,12) 4th action of pressure plates (11,11), (9,12), and (11,12)
(27,12)	Pressure plate (30,23)	(5,12), and (11,12)
(30,14)		Pressure plate (30,11) and closed by pressure plate (30,12)

Sliders

North (25,8) Enabled/disabled by button/lever (21,10)

Stairs

- (4.3) Stairs Down to Dark Lantern 2 (3,14)
- (9.9) Stairs Up to Dark Lantern 1 (31,9)
- (28,9) Stairs Up to Dark Lantern 1 (49,9)
- (50.9) Stairs Down to Dark Lantern 1 (8.9)
- (48.9) Stairs Down to Dark Lantern 1 (27,9)

Teleporter Location

Destination

(3,8)	(1,8)
Disables/enabled by press	ure plate (2,8)
(42,9)	(2,9)
(4,10)	(44,9)
Enabled by pressure plate	e (43,9)
(60,26)	(1,26)



Dark Lantern Level 2

Bouncing Balls

(19,10)	(29,10)	(29,10)				
	(7,8)	(25,13)				

(9,39) (1,41) East (25,26) (25,30) West (43,12) (40,15) North

East Direction West Direction North Direction

Buttons/Levers

	(32,6)	
Tog	gled by pres	ssure plate (33,7)
	(4,11)	
	(21,19)	
	(13,25)	
	(36,26)	
	(9,27)	
	(23,31)	
	(26,31)	

In Action

(19, 28)

(35, 13)

Opens door (29,7)

Opens removable wall (4,6) Nothing Opens removable wall (13,24) Opens removable wall (34,26) Disables sliders (7,25), (7,27), (6,27), and (5,27) Opens removable wall (20,31) Opens door (35,29)

Out Action

Closes door (29,7)

Nothing Nothing Closes removable wall (34,26) Nothing

Nothing Nothing

(26,33)	Opens door (31,29)
(26,35)	Opens door (33,29)
(28,36)	Opens door (35,28)
(30,36)	Opens door (29,29)
(32,36)	Opens door (35,27)
(34,36)	Nothing

Chest Locations and Contents

(16,5)	Potion of Healing	(14, 12)	Iron Fist Fi	gurine
(55,28)	Potion of Healing	(4,17)	Iron Fist Fi	gurine
(12,29)	Potion of Healing	(8,17)	Iron Fist Fi	gurine
(39,29)	Potion of Healing	(12,17)	Iron Fist Fi	gurine
(22,35)	Potion of Healing	(47,27)	Magia Plan	it
(47,35)	Potion of Healing	(10,33)	Magia Plan	it
(30,17)	2 Potions of Healing	(39,33)	Magia Plan	it
(16.1)	Symbol of Flesh - Red	(28,17)	2 Magia Pla	ants
(29,28)	Symbol of Flesh - Gold	(20,35)	Block Figu	rine
(35,1)	Scroll: Ash and Cinders			(31,28)
(3,4)	Iron Fist Figurine and Potion	of Heali	ing	(3,12)
(5,4)	Potion of Healing and Magia	Plant		(26,17)
(1.6)	Elixir of Heroic Rage and Poti	on of H	lealing	(24,17)

(39,27) Draught of Heightened Mortality

Creatures

luggernauts, Wyverns, and Thunderdemons

Door Location	Toggled by	Opened by
(29,7)		Button/lever (32,6)
(17,9)		Pressure plate (43,10)
		Closed by pressure plate (43,14)
(9.20)		Amethyst Hex Key
(18,20)		Amethyst Hex Key
(26,20)		Amethyst Hex Key
(1,22)	Pressure plates (1,21) and (1,23)	
(10,22)	Pressure plates (10,21) and (10,23)	
(19,22)	Pressure plates (19,21) and (19,23)	
(27,22)	Pressure plates (27,21) and (27,23)	
(35,24)	particul	Pressure plates (35,26) and (3,41)
		Closed by pressure plate (35,25)
(15,27)		Pressure plate (15,29)
(35.27)		Button/lever (32,36)
(35,28)		Button/levers (28,36)
(27,29)	Pressure plates (27,28) and (27,30)	
(29,29)	The second s	Button/lever (30,36)
(31,29)		Button/lever (26,33)
(33,29)		Button/lever (26,35)
(35,29)		Button/lever (26,31)
(10,30)	Pressure plates (10,29) and (10,31)	

Figurine

(15,23) Amethyst Hex Key (7.33) Amethyst Hex Key (24,35) Amethyst Hex Key (15,3) Enchanted Sea Conch (23,11) Horn of Summons (33,11) Glass Lamp of Life Essence (14,16) Elixir of Fire Resistance (13,5) Book of Shells (9,2) Scroll: Shackles of Ice

(31,28) Scroll: Iron Fist of Chaos and Magia Plant (3,12) Iron Fist Figurine and Potion of Healing (26,17) Potion of Strength and Potion of Healing (24,17) Chain Cloak Armor and Chain Coif (35,5) 2 Crossbow bolts, Potion of Healing, and Block Figurine

NPCs

(1,18) Stone Guardian

(39,31) Book Thing

Objects

Boulders:	(27,3)	(1,25)	(2,25)	(3,25)	(4,25)	(6,25)	(8,25)	(1,26)	(2,26)	(3,26
	(4,26)	(5,26)	(6,26)	(7,26)	(8,26)	(2,27)	(3,27)	(1,28)	(3,28)	(4,28
	(6,28)	(7,28)	(8,28)	(1,29)	(2,29)	(3,29)	(4,29)	(7,29)		
3 Boulders:	(5,2)									
Rocks:	(7,25)	(5,27)	(6,27)	(7,27)						
Potion of Healing:	(12,27)	(2,34)								
Potion of Strength:	(3,33)									
Block Figurine:	(5,10)									
Elixir of Fire Resistance:	(2,32)									

Pressure Plates

(28,1) weight = 10 kg.

(28,3) weight = 100 kg.

(7,4) weight = 30 kg.

(40.6) weight = 100 kg.

(33,7) weight = 100 kg.

(27,8) weight = 100 kg.

(43,10) weight = 25 kg.

(25,12) weight = 100 kg.

(29,12) weight = 100 kg.

(43,14) weight = 25 kg.

(1,21) weight = 100 kg.

(10,21) weight = 100 kg.

(19,21) weight = 100 kg. (27,21) weight = 100 kg.

(1,23) weight = 100 kg.

(10,23) weight = 100 kg.

(19,23) weight = 100 kg.

Down Action

Opens removable walls (29,2) and (29,4) Laughing Skull of Thunderous Might west from (35,3) Enables teleporter (11,4) Iron Fist of Chaos west from (35,8) Toggles button/lever (32,6)

Toggles teleporter (27,9)

Opens door (17,9)

Opens removable wall (26,12)

Opens removable wall (28,12)

Closes door (17,9) Toggles door (1,22)

Toggles door (10,22)

Toggles door (19,22) Toggles door (27,22)

Toggles door (1,22) Toggles door at (10,22)

Toggles door at (19,22)

Up Action

Closes removable walls (29,2) and (29,4)

Toggles removable walls (34,4) and (34,2)

Disables teleporter (11,4)

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

and the second second

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

(27.23) weight = 100 kg.

(55.23) weight = 25 kg.

(55.25) weight = 100 kg. Disabled by plate (33.23)

(55,26) weight = 100 kg.

(27,28) weight = 100 kg.

(10.29) weight = 100 kg.

(15.29) weight = 100 kg. Plate is covered by block, moving block releases action

(27.30) weight = 100 kg.

(10,31) weight = 100 kg.

(15,39) weight = 100 kg.

(21.39) weight = 100 kg.

(27,39) weight = 100 kg.

(55,39) weight = 100 kg.

(39,39) weight = 100 kg.

(3.41) weight = 100 kg.

Removable Walls

(29,2) (34,2) (29,4) (34,4) (4,6) (26,12) (28,12) (13,24)

(34, 26)

(20.31)

Disables pressure plate (35,25) Closes door (35,24) Opens door (35,24) Toggles door (27,29) Toggles door at (10,30) Nothing

Toggles door at (27,22)

Toggles door (27,29) Toggles door (10,30) Iron Fist of Chaos west from (35,31) Iron Fist of Chaos west from (35,32) Iron Fist of Chaos west from (35,33) Iron Fist of Chaos west from (35,34) Iron Fist of Chaos west from (35,35) Opens door (35,24)

Toggled by

Pressure plate (28,3)

Nothing

Enables pressure plate (35,25)

Nothing

Nothing

Nothing

Nothing

Opens door at (15,27)

Nothing Nothing Nothing Nothing Nothing Nothing

Laughing Skull of Thunderous Might west from (35,3)

Opened by

Pressure plate (28,1)

Pressure plate (28,1) Pressure plate (28,3) Button/lever (4,11) Pressure plate (25,12) Pressure plate (29,12) Button/lever (13,25) Button/lever (36,26) Button/lever (23,31)

Sliders

East	(27,20)	(28,20)	(6,28)	(7,28)	(1,29)	(3,29)	(4,29)				
	(7,25) Di	isabled by	button/	lever at (9	,27)						
	(5,27) Di	isabled by	button/	lever at (9	,27)						
South	(21,11)	(21,12)	(1,25)	(4,25)	(8,25)	(1,26)	(8,26)	(1,28)	(4,28)	(7,29)	
	(6,27) Di	isabled by	button/	lever (9,27	7)						
West	(3,25)	(3,26)	(4,26)	(6,26)	(3,27)						
North	(31,11)	(31,12)	(2,25)	(6,25)	(2,26)	(5,26)	(7,26)	(2,27)	(3,28)	(8,28)	(2,29)
	(7,27) Di	isabled by	button/	lever at (9	,27)						

2

Stairs

(4,14) Stairs Up to Dark Lantern 1 (5,3)

Teleporter Location	Destination 1	Destination
(27,1)	(32,1)	(30,1)
(31,1)	(28,3)	
(24,3)	(33,3)	
(11,4)	(7,1)	(13,2)
Enabled by pressure plate (7,4)		
(27,9)	(26,16)	(26,10)
Toggled by pressure plate (27,8)	
(1,33)	(1,23)	
(1,35)	(8,29)	(1,27)
(47,39)	(8,39)	
(62,41)	(57,43)	
(62,43)	(1,41)	
(24,15)	(27,8)	(28,16)
(30,15)	(27,8)	(26,16)
(35,22)	(48,31)	
(1,31)	(2,28)	(8,27)
(50,31)	(1,16)	

Underwater Labyrinth



Bouncing Balls

(11, 20)	(11,43)	(24,44)	(1,59)



East Direction West Direction North Direction

Chest Locations and Contents

(12,12) Potion of Healing	(13,14) Potion of Cure Poison	(25,14) Pearl		
(29,12) Potion of Healing	(35,14) Potion of Cure Poison	(9,18) Pearl		
(42,12) Potion of Healing	(43,27) Potion of Cure Poison	(37,19) Pearl		
(15,14) Potion of Healing	(3,31) Potion of Cure Poison	(29,26) Pearl		
(3,19) Potion of Healing	(9,40) Potion of Cure Poison	(12,36) Pearl		
(12,26) Potion of Healing	(5,42) Potion of Cure Poison	(7,40) Pearl		
(41,34) Potion of Healing	(39,46) Potion of Cure Poison	(46,42) Pearl		
(45,37) Potion of Healing	(22,47) Potion of Cure Poison	(12,49) Pearl		
(41,36) Soul Link Figurine	(34,49) Potion of Cure Poison	(10,49) Symbol of Flesh - Red		
(5,33) Elixir of Heroic Rage	(45,49) Potion of Cure Poison	(22,51) Symbol of Flesh - Red		
(3,17) Amulet of Power +1	(29,53) Potion of Cure Poison	(39,42) Symbol of Flesh - Gold		
(43,25) Aegis	(5,40) Potion of Stamina	(7,16) Jet Void Half		
(39,23) Backlash, and Potion of Healing (17,53) Pearl, and Elixir of Detect Monster				
(45,39) Draught of Heightened Mortality (33,14) Draught of Heightened Magic Power				
(23,49) Gold Talon, and Potion of Healing (11,18) Scroll: Reflections of the Lake				
(41,47) Scroll: Laughing Skull of Th	underous Might			

Creatures

Lurking Claws and Blood Thorns

Door Location

(8.11)Pressure plate (10,59) (24.11)Pressure plate (10,59) and (13,59) Pressure plate (13,59) (34.11)(46, 17)Pressure plate (2,61) and (5,61) Pressure plate (10,61) and (13,61) (2,25)(24, 24)Object hole (23,25) Object hole (31,25) (32.24)Object hole (16,26) (15, 25)(46, 31)Pressure plate (2,61) and (5,61) (33.32)Object hole (32,31) (2.39)Pressure plate (10,61) and (13,61) Object hole (16,36) (15.35)Object hole (32,39) (33, 40)Object hole (17,40) (16.41)Object hole (25,40) (24.41)Pressure plate (2,61) and (5,61) (46, 48)Pressure plate (2,59) and (5,59) (9,54)Pressure plate (2,59) and (5,59) (24.54)(37.54)Pressure plate (2,59) and (5,59)

8

7

Opened by

Entrances/Exits

Outside Node

(0,10) (46,59)

NPC's

(39,10) The Lady of the Sea

92

ect Hole	Requires	Action
(23.25)	Pearl	Opens door (24,24)
(31,25)	Pearl	Opens door (32,24)
(16,26)	Pearl	Opens door (15,25)
(32,31)	Pearl	Opens door (33,32)
(18,34)	Pearl	Opens door (17,33)
(16,36)	Pearl	Opens door (15,35)
(32,39)	Pearl	Opens door (33,40)
(17,40)	Pearl	Opens door (16,41)
(25,40)	Pearl	Opens door (24,41)

Objects

Obje

Vagia Plant	(35,18)	(29,20)
ktion of Cure Poison	(23,33)	
lution of Healing	(25,33)	

(29,20) (37,25) (24,43) (12,45) (26,47) (43,47)

Pressure Plates	Down Action	Up Action
9.14) weight = 100 kg.	Toggles door (9,15)	Nothing
13.14) weight = 100 kg.	Toggles door (23,15)	Nothing
9.16) weight = 100 kg.	Toggles door (9,15)	Nothing
(5.16) weight = 100 kg.	Toggles door (23,15)	Nothing
(9,16) weight = 100 kg.	Toggles door (39,17)	Nothing
(14,18) weight = 100 kg.	Toggles door (15,18)	Nothing
(16,18) weight = 100 kg.	Toggles door (15,18)	Nothing
(14,18) weight = 100 kg.	Toggles door (24,19)	Nothing
(10,18) weight = 100 kg.	Toggles doors (31,18)	Nothing
(12,18) weight = 100 kg.	Toggles doors (31,18)	Nothing
(39,18) weight = 100 kg.	Toggles door (39,17)	Nothing
(24.20) weight = 100 kg.	Toggles door (24,19)	Nothing
(23,32) weight = 100 kg.	Open/enable (24,56), (23,9), and (25,9)	Nothing
(24.32) weight = 100 kg.	Removes walls (24,56), (23,9), and (25,9)	Nothing
(25.32) weight = 100 kg.	Removes walls (24,56), (23,9), and (25,9)	Nothing
(23.33) weight = 100 kg.	Removes walls (24,56), (23,9), and (25,9)	Nothing
(25,33) weight = 100 kg.	Open/enable (24,56), (23,9), and (25,9)	Nothing

(2,59) weight = 100 kg.	Toggles doors (9,54), (24,54), and (37,54)	Nothing
(5,59) weight = 100 kg.	Toggles doors (9,54), (24, 54), and (37,54)	Nothing
(10,59) weight = 100 kg.	Toggles doors (8,11), (24,11), and (34,11)	Nothing
(13,59) weight = 100 kg.	Toggles doors (34,11), (24,11), and (8,11)	Nothing
(2,61) weight = 100 kg.	Toggles doors (46,48), (46,31), and (46,17)	Nothing
(5,61) weight = 100 kg.	Toggles doors (46,17), (46,31), and (46,48)	Nothing
(10,61) weight = 100 kg.	Toggles doors (2,39), and (2,25)	Nothing
(13,61) weight = 100 kg.	Toggles doors (2,25), and (2,39)	Nothing

Removable Walls

Toggled by

(23,9)	Pressure plates (25,33), (23,33), (25,32), (24,32) and (23,32)
(25,9)	Pressure plates (25,33), (23,33), (25,32), (24,32) and (23,32)
(9,15)	Pressure plates (9,14) and (9,16)
(23,15)	Pressure plates (23,14) and (23,16)
(39,17)	Pressure plates (39,16) and (39,18)
(15,18)	Pressure plates (14,18) and (16,18)
(31,18)	Pressure plates (30,18) and (32,18)
(24,19)	Pressure plates (24,18) and (24,20)
(24,56)	Pressure plates (25,33), (23,33), (25,32), (24,32) and (23,32)

Stairs

(24,0) Stairs Up to Sunken Ship (32,46)

Teleporter Location	Destination 1	Destination 2	1
(24,8)	(24,55) -		
(14,12)	(31,55)		
(24,26)	(31,39)		
(17,32)	(24,37)		
(31,32)	(31,26)	(26,26)	
(3,33)	(47,33)		
(17,33)	(31,26)		
(24,33)	(24,7)		
(45,33)	(1,33)		
(24,39)	(17,34)		
(31,53)	(14,10)		
(22,57)	(24,32)		

The Sunken Galley



Bouncing Balls

(16.7

)	(33,9)	(2,50)	East Direction
		(1,7)	Ball bounced by button/lever (11,9)
		(45,11)	Ball bounced by button/lever (42,7)
		(45,13)	Ball bounced by button/lever (42,7)

Buttons/Levers

In Action

(42,7)	Bounces ball west of (45,11) and west of (45,13)
(11.0)	
(11,9)	Bounces ball west of (1,7)
(11,20)	Disables pressure plate (11,11)
(41,32)	Enables pressure plates (22,34) and (22,36)

Out Action

Bounces ball east (45,11) and east of (45,13) Nothing Enables pressure plate (11,11) Disables pressure plates (22,34) and (22,36)

(42,32)	Enables pressure plates (26,34) and (26,36)
(43,32)	Enables pressure plates (30,34) and (30,36)
(44,32)	Enables pressure plates (34,34) and (34,36)
(45,32)	Enables pressure plates (38,34) and (38,36)
(20,35)	Toggles door (18,36)
(41,35)	Enables pressure plates (22,40) and (22,42)
(42,35)	Enables pressure plates (26,40) and (26,42)
(50,35)	Opens door (51,35)
(52,35)	Opens door (51,35)
(43,36)	Enables pressure plates (38,40) and (38,42)
(20,41)	Toggles door (18,40)

Disables pressure plates (26,34) and (26,36) Disables pressure plates (30,34) and (30,36) Disables pressure plates (34,34) and (34.36) Disables pressure plates (38,34) and (38,36) Nothing Disables pressure plates (22,40) and (22,42) Disables pressure plates (26,40) and (26,42) Closes door (51,35) Closes door (51,35) Disables pressure plates (38,40) and (38,42) Nothing

Chest Locations and Contents

(61,14) Potion of Healing	(13,19) Magia Plant	(5,12) Shell Plate Armor			
(13,19) Potion of Healing	(13,19) Captain's Log	(5,16) Shell Plate Helm			
(37,30) Potion of Healing	(21,30) Symbol of Flesh-Red	(14,32) Magic Block figurine			
(14,44) Potion of Healing	(37,46) Symbol of Flesh-Gold	(10,34) Wyvern's Blood			
(27,46) Potion of Healing	(47,20) Draught of Heightened Mortality	(29,30) Gold Talon			
(34,46) Potion of Healing	(10,42) Draught of Heightened Magic Pow	ver			
(60,13) Potion of Strength	(2,14) Potion of Healing and the Sea Maiden				

Creatures

Drowned Sailors

Creatures with Objects

(35,12)	Drowned Sailor with Pearl Serpent key	(53,13)	Drowned Sailor with Bloated Heart
(23,18)	Drowned Sailor with Bloated Heart	(34,18)	Drowned Sailor with Bloated Heart
(45,20)	Drowned Sailor with Bloated Heart	(38,31)	Drowned Sailor with Bloated Heart
(43,31)	Drowned Sailor with Bloated Heart	(52,36)	Drowned Sailor with Potion of Healing
(52,37)	Drowned Sailor with Bloated Heart	(45,38)	Drowned Sailor with Potion of Healing
(21,44)	Drowned Sailor with Bloated Heart		

Door Location

Toggled by

Opened by

Pressure plate (31,9) (25,8)(13.14)Pearl Serpent key (35, 21)Pressure plate (35,20) and (35,22) Pressure plate (19,32) (14, 34)Pressure plate (22,40) and (22,42) (22, 35)Pressure plate (26,40) and (26,42) (26.35)Pressure plate (30,34) and (30,36) (30, 35)Pressure plate (34,34) and (34,36) (34, 35)(38.35)Pressure plate (38,34) and (38,36)

(51,35)	
(10,36)	
(18,36)	
(5,38)	
(53,38)	Pressure plate (52,38) and (54,38)
(10,40)	
(18,40)	Pressure plate (22,34) and (22,36)
(22,41)	Pressure plate (26,36)
(26,41)	Pressure plate (26,40) and (26,42)
(30,41)	Pressure plate (30,40) and (30,42)
(34,41)	Pressure plate (34,40) and (34,42)
(38,41)	Pressure plate (38,40) and (38,42)
(51,41)	Pressure plate (51,40) and (51,42)
(14,42)	

R's

Caged Demon.

hects

ġ. iders wleather Sack (17.35)(19.35)(17, 41)(19.41)(13, 35)(24.37)(27,30)

hect Hole

(5.37)

Requires Gold Talon

Action

Opens door (5,38) and disables object hole (5,37)

hssure Plates

Tweight = 100 kg.

weight = 100 kg.

19 weight = 100 kg.

19 weight = 100 kg. abled by plate (31,20)

) weight = 100 kg.

119) weight = 100 kg.

 $\parallel \parallel \mid)$ weight = 100 kg.

(1.11) weight = 100 kg.

 \mathbb{R} II) weight = 100 kg.

Down Action

Closes removable wall (7,15)

Removes wall (7,15)

Enables pressure plate (18,20)

Opens door (25,8)

Shrouded Gale of Vengeful Winds east of (23.6)

Iron Fist of Chaos west of (37,6) and west of (37.7)

Shrouded Gale of Vengeful Winds south of (11,10) and removes wall (16,15) Toggles door (38,11)

Toggles door (38,11)

Up Action

Nothing

Nothing

Disable pressure plate (18,20)

Closes door (25,8)

Nothing

Nothing

Nothing Nothing

Nothing

Button/lever (50,35) and (52,35) Pressure plate (17,32) Pressure plate (18,38) Gold Talon

Pressure plate (17,44)

Pressure plate (19,44)

(42,11) weight = 100 kg.
(42,13) weight = 100 kg.
(11,14) weight = 100 kg.
(18,20) weight = 100 kg. Enabled by plate (18,9)
(31,20) weight = 100 kg. Enabled by plate (18,20)
(35,20) weight = 100 kg.
(35,22) weight = 100 kg.
(18,26) weight = 100 kg.
(20,26) weight = 100 kg.
(17,32) weight = 5 kg.
(19,32) weight = 5 kg.
(22,34) weight = 100 kg. Enabled by button/lever (41,32)
(26,34) weight = 100 kg. Enabled by button/lever (42,32)
(30,34) weight = 100 kg. Enabled by button/lever (43,32)
(34,34) weight = 100 kg. Enabled by button/lever (44,32)
(38,34) weight = 100 kg. Enabled by button/lever (45,32)
(22,36) weight = 100 kg. Enabled by button/lever (41,32)
(26,36) weight = 100 kg. Enabled by button/lever (42,32)

(30,36) weight = 100 kg. Enabled by button/lever (43,32) Removes wall (58,15) and enables Strength Zone (59,14), (59,15), (60,14) and (60,15)

Removes wall (55,14) and enables Strength Zone at (56,14), (56,15), (57,14) and (57,15)

Toggles removable wall (11,12) and toggles teleporter (11,19)

Enables pressure plate (31,20)

Enables pressure plate (31,9)

Toggles door (35,21)

Toggles door (35,21)

Disables teleporters (18,31) and (18,45)

Enables teleporters (18,31) and (18,45)

Opens door (10,36)

Opens door (14,34)

Toggles door (22,35)

Toggles door (26,35)

Toggles door (30,35)

Toggles door (34,35)

Toggles door (38,35)

Toggles door (22,35)

Toggles door (26,35)

Toggles door at (30,35)

Closes wall (58,15) and disable Strength Zone (59,14), (59,15), (60,14) and (60,15)

Closes wall at (55,14) and enab Strength Zone at (56,14), (56,15 (57,14) and (57,15)

Nothing

Disables pressure plate (31,20)

Disables pressure plate (31,9)

Nothing Nothing Nothing Closes door at (10,36) Closes door (14,34) Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

weight = 100 kg.

(%) weight = 100 kg. sied by button/lever (45,32)

III) weight = 20 kg.

weight = 100 kg.

(M) weight = 100 kg.

(4) weight = 100 kg. while by button/lever (41,35)

(A) weight = 100 kg. alled by button/lever (42,35)

(14) weight = 100 kg.

(44) weight = 100 kg.

140) weight = 100 kg. while by button/lever (43,36)

(4) weight = 100 kg.

142) weight = 100 kg. tabled by button/lever (41,35)

542) weight = 100 kg. while by button/lever (42,35)

(142) weight = 100 kg.

(442) weight = 100 kg.

(142) weight = 100 kg. Inhibited by button/lever (43,36)

1.42) weight = 100 kg.

1.4) weight = 5 kg.

9.44) weight = 5 kg.

50) weight = 100 kg.

50) weight = 100 kg.

Toggles door (34,35)

Toggles door (38,35)

Opens doors (18,36) and closes door (18,40)

Toggles door (53,38)

Toggles door (53,38)

Toggles door (22,41)

Toggles door (26,41)

Toggles door (30,41)

Toggles door (34,41)

Toggles door (38,41)

Toggles door (51,41)

Toggles door (22,41)

Toggles door (26,41)

Toggles door (30,41)

Toggles door (34,41)

Toggles door (38,41)

Toggles door (51,41)

Opens door (10,40)

Opens door (14,42)

Iron Fist of Chaos east of (9,35), west of (15,33), east of (13,43) and west of (11,41).

Iron Fist of Chaos east of (9,35), west of (15,33), east of (13,43) and west of (11,41). Nothing

Nothing

Opens door (18,40) and closes door (18,36)

Nothing

Closes door (10,40)

Closes door (14,42)

Nothing

Nothing

Removable Walls

(11,12) (55,14) (7,15) (16,15) (58,15)

Toggled by

Opened by

Pressure plate (11,14)

Pressure plate (42,13) Pressure plate (5,7) Pressure plate (11,11) Pressure plate (42,11)

Sliders

South (18,34) North (18,42)

Stairs

(42,18) Stairs Down to Sunken Ship Lower level (42,43)
(42,42) Stairs Up to Sunken Ship Higher level (42,17)
(70,47) Stairs Up to Up domates 1 (04,1)

(32,47) Stairs Up to Underwater 1 (24,1)

Teleporter Location	Destination 1	Destination 2
(38,2)	(33,9)	
(38,9)	(22,2)	
(11,19)	(16,11)	(11,41)
(18,31)	(18,38)	
Enabled by pressure plate (18,9	(26) and disabled by pressure plate (20,26)	
(18,33)	(17,32)	(19,32)
Enabled by pressure plate (18,9	(26) and disabled by pressure plate (20,26)	· Josefa
(18,43)	(17,44)	(19,44)
(18,45)	(18,38)	

The Underground City



bouncing Balls

(.1) (41,27)	(26,51)	(26,45)	East Direction	
		(20,26)	(34,48)	West Direction
			(11,8)	South Direction

Buttons/Levers	In Action	Out Action
(13,10)	Toggles door at (14,10)	Nothing
(15,10)	Toggles door at (14,10)	Nothing
(18,10)	Toggles door at (19,10)	Nothing
(54,10)	Toggles door at (54,11)	Nothing
(10,14)	Toggles door at (11,14)	Nothing
(12,14)	Toggles door at (11,14)	Nothing
(15,14)	Toggles door at (16,14)	Nothing
(17, 14)	Toggles door at (16,14)	Nothing
(20, 14)	Toggles door at (21,14)	Nothing
(22, 14)	Toggles door at (21,14)	Nothing
(25, 14)	Toggles door at (26,14)	Nothing
(27,14)	Toggles door at (26,14)	Nothing
(45,22)	Toggles door at (42,28)	Toggles door at (48,28)
(25,38)	Opens door at (25,37)	Nothing
(34,38)	Opens door at (34,37)	Nothing
(43,40)	Opens door at (42,40)	Nothing
(28,41)	Opens door at (27,41)	Nothing
(34,41)	Opens door at (33,41)	Nothing
(3,51)	Opens door at (3,52)	Closes door at (3,52)
(3, 53)	Opens door at (3,52)	Closes door at (3,52)
(44,55)	Pushes ball at (44,59) east	Pushes ball at (44,59) west
(3,56)	Opens door at (3,57)	Closes door at (3,57)
(52,57)	Opens door at (53,57)	Closes door at (53,57)
(54.57	Opens door at (53,57)	Closes door at (53,57)
(3,58)	Opens door at (3,57)	Closes door at (3,57)
(7,58)	Opens door at (7,59)	Closes door at (7,59)
(49,58)	Enables button/lever at (57,58)	Disables button/lever at (57,5
(57,58)	Disables teleporter at (53,58)	Enables teleporter at (53,58)

,58)

Chest Locations and Contents

- (14,28) 2 Laughing Skull of Thunderous Might Figurines and one Amethyst Hex Key
- (15,28) Potion of Healing, Magia Plant, and Ivory Void Half
- (17,38) Scroll: Orders of Command, and Potion of Healing
- (16,47) Magia plant and 2 Potions of Healing
- (8,52) Symbol of Flesh Gold
- (13,52) Potion of Stamina and War Hammer
- (17,52) Draught of Heightened Mortality
- (9,57) Potion of Healing and Jet Void Half
- (26,10) Elixir of Fire Resistance and Potion of Healing
- (34,10) Steel Circle Key
- (29,28) Emerald Leaf Key
- (31,28) Inferno, Potion of Healing, and Magia Plant
- (29,30) Potion Healing and Sol Disc
- (24,57) Emerald Leaf key and Potion of Healing
- (36,57) Emerald Leaf Key and War Journal
- (44,10) Great Sword, Battle Axe, and Throwing Blade
- (48,8) Ivory Void Half and Potion of Healing
- (48,10) Trumpet of Earthen Quake and 2 Magia Plants
- (42,29) Hour Glass of Temporal Freeze and Ivory Void Half
- (48,29) Roaring Column of Lightning Wild Figurine, Symbol of Flesh gold
- (53,28) Potion of Healing

- (#13) 2 Crossbow Bolts and a Potion of Healing
- (1.18) Steel Circle Key and Potion of Healing
- (8.43) Potion of Healing and Magia Plant
- ILIS) Hourglass of Temporal Freeze
- 41.50) Eye of Insight
- (550) Gold Talon and Wyvern's Blood
- (152) Symbol of Flesh Red and Magia Plant
- (559) Scroll: Unholy Conflagration
- (8.56) Copper Sun Key

Creatures

bod Spawn, Quivering Pool and Sword Thane

treatures with Objects

- (4.9) Quivering Pool with Orders of Command
- (5.16) Quivering Pool with Sapphire Tear Key
- (II.17) Quivering Pool with Emerald Leaf Key
- (5.18) Quivering Pool with Emerald Leaf Key
- (7.18) Quivering Pool with Stone Ankh
- Messenger with Encoded Scroll and Reed Helm of Decipher
- (33) Quivering Pool with Emerald Leaf Key
- (0.53) Sword Thane with Bronze Skeleton Key
- (137) Quivering Pool with Sapphire Tear Key
- (47) Quivering Pool with Amulet of Strength +1
- (11.49) Quivering Pool with Orders of Command
- (59) Quivering Pool with Emerald Leaf Key

Door Location	Toggled by	Opened by	
(28,8)		Emerald Leaf Key	
(32,8)		Emerald Leaf Key	
(43,6)		Steel Circle Key	
(55,9)	Pressure plates (55,8) and (55,10)		
(54,11)	Button/lever (54,10)		
(57,11)		Sapphire Tear Key	
(55,13)	Pressure plates (55,14) and (55,12)		
(11,14)	Button/levers (10,14) and (12,14)		
(16,14)	Button/levers (15,14) and (17,14)		
(21,14)	Button/levers (20,14) and (22,14)		
(26,14)	Button/levers (25,14) and (27,14)		
(3,16)	Pressure plates (2,16) and (4,16)		
(54,20)		Steel Circle Key	
(9,23)		Amethyst Hex Key	
(42,28)	Button/lever (45,22)		
(48,28)	Button/lever (45,22)		
(27,29)	Pressure plates (24,32) and (24,34)		
(34,29)		Bronze Skeleton Key	
(14,30)		Pressure plate (11,30)	
(5,31)		Emerald Leaf Key	
(45,31)		Sapphire Tear Key	
(55,31)		Emerald Leaf Key	
(24,33)	Pressure plates (24,32) and (24,34)		
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(14,35)	Pressure	plates (1	4,34) and	(14,36)				
(55,35)					En	nerald Lea	af Key	
(30,36)	Pressure	plates (3	50,35) and	(30,37)				
(25,37)					Bu	tton/lever	(25,38)	
(34,37)						tton/lever		
(43,38)						essure pla		
(47,38)					Pre	essure pla	te (43,41)	
(42,40)						tton/lever		
(27,41)					Bu	tton/lever	(28,41)	
(33,41)						tton/lever		
(49,41)					Ob	ject hole	(49,40)	
(14,42)	Pressure	plates (1	4,41) and	(14,43)				
(44,44)					Pre	essure pla	te (43,41)	
(46,44)					Pre	essure pla	te (43,41)	
(16,45)	Pressure	plates (1	5,45) and	(17,45)				
(3,52)					Bu	tton/lever	rs (3,51) and (3,53	
(14,54)					Pre	essure pla	te (17,55)	
(19,54)	Pressure	plate (17	7,55)					
(42,54)					Co	pper Sun	Кеу	
(3,57)					Bu	tton/lever	(3,56)	
(53,57)					Bu	tton/lever	s (52,57) and (54,	
(28,58)	Pressure	plate (31	1,58)					
(32,58)	Pressure							
(40,58)	Pressure	plates (3	9,58) and	(41,58)				
(7,59)					Bu	tton/lever	(7,58)	
(16,60)					Saj	pphire Tea	ar Key	
Entrances/Exits	Outside	Node			He	ading		
(0,33)	22				We	st		
(30,4)	13					orth		
(30,63)	12					uth		
(60,33)	9				Eas			
NPC's								
(22,16) Little Girl	(55,16) Re	evlan's S	leening Ir	nn	(30	60) Old)	Man of Chaos	
(22,10) Little Off	(55,10) R	cyluns o	iceping n	np	(50	,00) Old I	null of chuos	
Objects								
Boulders	(8,26)	(9,32)	(12.33)	(4,46)	(6,46)	(4,47)	(46,15)	
Rocks		(5,45)			(48,16)			
Magia Plant		(45,15)						
Scroll: Orders of Command	(48,15)							
Bronze Bound Chest	(7,36)							
Potion of Healing	(12,15)							
Object Holes	Require				0.00	lion		
 Mark 101 Deputy Separate Indexts/201 						Action		
(49,40)	Stone An	kh			Op	ens door	(49,41)	

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hessure Plates	Down Action	Up Action
11)weight = 100 kg.	Unholy Conflagration west from (55,59), east from (51,60),south from (55,58) and (51,58)	Unholy Conflagration north from (19,58) and (19,56)
11)weight = 100 kg.	Iron First of Chaos west from (59,6) and (59,62), east from (1,5) and (1,61)	Nothing
11) weight = 100 kg.	Unholy Conflagration north from (27,50) and (27,47)	Nothing
il)weight = 100 kg.	Unholy Conflagration north from (33,50) and (33,47)	Nothing
81)weight = 100 kg.	Unholy Conflagration north from (45,33)	Nothing
11) weight = 100 kg.	Iron Fist of Chaos west from (59,6), east from (1,5) and (1,61), and west from (59,62)	Nothing
(5.8) weight = 1 kg.	Toggles door (55,9)	Nothing
(5.10) weight = 1 kg.	Toggles door (55,9)	Nothing
(5.12) weight = 1 kg.	Toggles door (55,13)	Nothing
(5.14) weight = 1 kg.	Toggles door (55,13)	Nothing
216) weight = 100 kg.	Toggles door (3,16)	Nothing
4.16) weight = 100 kg.	Toggles door (3,16)	Nothing
(11.28) weight = 15 kg.	Enables pressure plate (11,30)	Disables pressure plate (11,30)
(828) weight = 15 kg . Inabled by plate (18,30)	Disables sliders (14,31) and (14,32) (direction south)	Enables sliders (14,31) and (14,32) (direction south)
(1.30) weight = 15 kg . inabled by plate (11,28)	Opens door (14,30)	Closes door (14,30)
(18.30) weight = 100 kg.	Enables pressure plate (18,28)	Disables pressure plate (18,28)
14.32) weight = 100 kg.	Toggles doors (27,29) and (24,33)	Nothing
1434) weight = 100 kg.	Toggles door (14,35)	Nothing
14.54) weight = 100 kg.	Toggles doors (27,29) and (24,33)	Nothing
10.35) weight = 100 kg.	Toggles door (30,36)	Nothing
14.36) weight = 100 kg.	Toggles door (14,35)	Nothing

(30,37) weight = 100 kg.	
(14,41) weight = 100 kg.	
(43.41) weight = 100 kg.	

(14,43) weight = 100 kg.
(25,43) weight = 10 kg.
(35,43) weight = 10 kg.
(15,45) weight = 100 kg.
(17,45) weight = 100 kg.
(17,55) weight = 100 kg.

(29,58) weight = 100 kg. (31,58) weight = 100 kg. (39,58) weight = 100 kg.

(41,58) weight = 100 kg. (43,59) weight = 100 kg.

(45,59) weight = 100 kg.

Sliders

South (14,31) (14,32) (19,55) (19,56)

Stairs

(5,11) Stairs Down to Mines (5,12)

Teleporter Location	Destination 1	Destination	Destination 2	
(59,1)	(1,1)			
(62,3)	(1,1)			
(28,5)	(30,61)			
(1,35)	(57,33)			
(59,35)	(3,33)			
(53,58)	(53,59)			
(28,62)	(30,7)			

Toggles door (30,36)

Toggles door (14,42)

Opens door (43,38) 2nd time opens door (47,38) 3rd time opens door (44,44) 4th time opens door (46,44)

Toggles door (14,42)

Disables pressure plate (5,1)

Disables pressure plate (7,1)

Toggles door (16,45)

Toggles door (16,45)

Closes door (14,54)

Toggles doors (28,58) and (32,58) Toggles doors (32,58) and (28,58) Toggles door (40,58) Toggles door (40,58) Pushes ball (42,50) east Pushes ball (42,50) west Nothing

Nothing

Nothing

Nothing

Enables pressure plate (5,1)

Enables pressure plate (7,1)

Nothing

Nothing

Opens door (14,54), toggles slider (19,55) south, toggles slider (19,56) south, and toggles door (19,54)

Nothing Nothing Nothing Nothing Nothing
The Mines



Creatures Jesters

NPCs

(8,15) Buried Miner

Stairs

(5,11) Stairs Up to Underground City (5,10)

Special

(15,26) HeartStone

Collapsed Walls (removed by spell Heavenly Mend of Unseen Artisans)

	(7,14) (11,21)	(2,16) (14,21)		 (9,17) (25,25)	 	 	(6,20) (9,29)	(19,20)	
bjec	ets								
oulde			(4,14)	(14,18)	 	 		(21,18)	

locks	(9,14)	(13,14)	(2,22)	(11,25)	(13,28)	(18,28)	(21,20)	(23,20)	
lagia Plant	(18,13)	(4,21)	(3,29)	(11,28)	(21,27)	(25,19)			
bulder and Magia Plant	(19,23)	(19,23)							
Magia Plants	(2.15)								

The Barrier



Buttons/Levers

(12.7)

(23, 14)

(32, 14)

(34, 16)

(34,18)(7,19)

(9,19)

(23, 19)

(2,20)

(8,20)(2,27)

(8,27)(2,29)

(29, 32)

In Action

Closes removable wall (15,9)
Disables continual spinner (21,17
Bounces ball (41,7), (42,9), (43,11)
and (41,13) east
Opens door (34,17)
Opens door (34,17)
Disables continual spinner (5,17)
Disables continual spinner (7,17)
Opens door (26,19)
Opens door (4,17)
Opens door (6,17)
Opens door (8,17)
Opens door (10,17)
Opens door (5,28)
Toggles door (29,31)

Out Action

Opens removable wall (15,9) Enables continual spinner (21,17) Stops balls from bouncing (41,7) (42,9), (43,11), and (41,13) Closes door (34,17) Closes door (34,17) Enables continual spinner (5,17) Enables continual spinner (7,17) Closes door (26,19) Closes door (4,17) Closes door (4,17) Closes door (6,17) Closes door (6,17) Closes door (8,17) Closes door (10,17) Closes door (5,28) Toggles door (29,31)

thest Locations and Contents

- 18) 2 Block Figurines
- 1.10) 2 Block Figurines
- 15.15) Potion of Healing
- (6.33) Spring Equinox Disc and Jet Void Half

18.96) Magia Plant and Cube of Magic Immersion

- 1429) Block Figurine and Magia Plant
- 17.25) Cube of Magic Immersion

- (7.9) 2 Potions of Healing and 3 Magia Plants
- (13,12) Elixir of Heroic Rage

(18,29) Cube of Magic Immersion and Magia Plant

(30,4) 2 Magia Plants and a Symbol of Flesh — Gold

(18,29) Cube of Magic Immersion and Magia Plant

- (28,26) Cube of Magic Immersion and Magia Plant
- (37,21) Cube of Magic Immersion and Magia Plant
- (\$33) Potion of Healing and Draught of Heightened Magic Power
- 16) Withered Hand Key, Draught of Heightened Mortality, and Magia Plant

treatures with Objects

12.13) Clansman with Bronze Skeleton Key(17,5)Clansman with Potion of Healing and Ivory Lion Key(620) Clansman with Potion of Healing(10,22)Clansman-with Ivory Lion Key(624) Clansman with Potion of Healing(5,25)Clansman with Ivory Lion Key(5.9) Clansman with Ivory Lion Key(20,26)Clansman with Copper Sun Key(20,26) Clansman with Cube of Magic Immersion

Door Location	Toggled by	Opened by
(15,4)	Up action of pressure plates (17,1)	
100 C 100 C 10 C 100 C	and (22,1)	
(10,9)	Pressure plates (9,9) and (11,9)	
(7,13)	Pressure plates (6,13) and (8,13)	
(21,15)	Pressure plates (21,14) and (21,16)	
(4,17)		Button/lever (2,20)
(6,17)		Button/lever (8,20)
(8,17)		Button/lever (2,27)
(10,17)		Button/lever (8,27)
(13,17)		Bronze Skeleton Key
(19,17)	Pressure plates (18,17) and (20,17)	
(30,17)	1st action of pressure plates (29,17)	
100 March 201 March 10	and (31,17)	
(34,17)		Button/levers (34,16) and (34,18)
(21,19)		Pressure plates (21,18) and (21,20)
(26,19)		Copper Sun Key and by
A 1100000000000000000000000000000000000		button/lever (23,19)
(3,20)		Pressure plate (3,3)
(4,20)		Ivory Lion Key
(6,20)		Ivory Lion Key
(7.20)		Pressure plate (7,20)
(17,22)	Pressure plates (16,22) and (18,22)	
(25,26)		Copper Sun Key
(3,27)		Pressure plate (3,33)
(4,27)	polyboli wights door (list titles al toyonan aut)	Ivory Lion Key
(6,27)		Ivory Lion Key
(7,27)		Pressure plate (37,33)
(5,28)		Button/lever (2,29)
(29,31)	Pressure plates (23,31), (24,31), (25,31), (26,31), and (27,31)	Button/lever (29,32)
(9,32)	Pressure plates (8,32) and (10,32)	

Entrances/Exits

Outside Node

(2,17) (38,17)

31 26

1.19

NPC's

(3,8), (5,8), (3,10), (5,10), (3,12), (6,12), (3,14), (6,14) Queen's Guard 2 (36,15) Dying Warrior (21,32) Imprisoned Baboon King

Objects

Boulders(12,30)Rocks(33,7)Block Figurine(32,9)Elixir of Detect Monster(35,16)

(37,9) (36,13)

Down Action

Pressure Plates

(17,1) weight = 100 kg.

(22,1) weight = 100 kg.

(30,1) weight = 100 kg.

(3,3) weight = 100 kg.

(19,3) weight = 100 kg.

(20,3) weight = 100 kg.

(37,3) weight = 100 kg.

(19,4) weight = 100 kg.

(20,4) weight = 100 kg.

(19,5) weight = 100 kg.

(20,5) weight = 100 kg.

(17,7) weight = 40 kg.

(43,7) weight = 100 kg.

(9,9) weight =100 kg.

(11,9) weight = 100 kg.

(43,9) weight = 100 kg.

(43,11) weight = 100 kg.

Heading

West East

(13,9) Mercenary Captain(9,14) Mercenary Second in Comm

Iron Fist of Chaos north from (19,7) and (20,7) Iron Fist of Chaos north from (19,7) and (20,7) Roaring Column of Lightning Wild east from (32,7), (32,9), and (32,11) Opens door (3,20) Bounces ball (18,1) east Bounces ball (18,1) east Opens door (7,20) Bounces ball (18,1) east Bounces ball (18,1) east Bounces ball (18,1) east Bounces ball (18,1) east Opens removable wall (15,9) Toggles removable wall (33,6) Toggles door (10,9) Toggles door (10,9) Toggles removable wall (37,8)

Toggles removable wall (34,10) 110 **Up Action**

Toggles door (15,4)

Toggles door (15,4)

Nothing

Closes door (3,20)

Stops ball (18,1) from bouncing

Stops ball (18,1) from bouncing

Closes door (7,20)

Stops ball (18,1) from bouncing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

\$13) weight = 100 kg.	Toggles door (7,13)	Nothing
(13) weight = 100 kg.	Toggles door (7,13)	Nothing
0.13) weight 100 kg.	Toggles removable wall (36,12)	Nothing
1114) weight = 100 kg.	Toggles door (21,15)	Nothing
M,16) weight = 100 kg.	Toggles door (21,15)	Nothing
a17) weight = 100 kg.	Enables teleporters (11,18) and (36,19)	Nothing
18.17) weight = 100 kg.	Toggles door (19,17)	Nothing
10.17) weight = 100 kg.	Toggles door (19,17)	Nothing
18.17) weight = 100 kg.	Toggles door (30,17) and toggles removable wall (23,16)	Nothing
11,17) weight = 100 kg.	Toggles door (30,17) and toggles removable wall (23,16)	Nothing
11.18) weight = 100 kg.	Toggles door (21,19)	Nothing
(11.20) weight = 100 kg.	Toggles door (21,19)	Nothing
(6.22) weight = 10 kg.	Toggles door (17,22)	Nothing
(18.22) weight = 100 kg.	Toggles door (17,22)	Nothing
(1,26) weight = 100 kg.	Shrouded Gale of Vengeful Winds south from (25,19)	Nothing
(3,27) weight = 100 kg.	Toggles slider (31,28)	Nothing
(3.29) weight = 100 kg.	Toggles slider (33,28)	Nothing
\mathbb{E}_{31}) weight = 100 kg.	Toggles door (29,31)	Toggles door (29,31)
(4,31) weight = 100 kg.	Toggles door (29,31)	Nothing
(15.31) weight = 100 kg.	Toggles door (29,31)	Toggles door (29,31)
(16.31) weight = 100 kg.	Toggles door (29,31)	Toggles door (29,31)
(27,31) weight = 100 kg.	Toggles door (29,31)	Toggles door (29,31)
(3.32) weight = 100 kg.	Toggles door (9,32)	Nothing
(10,32) weight = 100 kg.	Toggles door (9,32)	Nothing
(3.33) weight = 100 kg.	Opens door (3,27)	Closes door (3,27)

(7,33) weight = 10 kg.	Enables teleporter (7,31)	Disables teleporter (7,31)
(37,33) weight = 100 kg.	Opens door (7,27)	Closes door (7,27)
(2,37) weight = 100 kg.	Deadly Spores of Earthen Rot south from (9,17), (7,17), and (5,17)	Nothing
(6,37) weight = 100 kg.	Deadly Spores of Earthen Rot south from (11,28)	Nothing
(10,37) weight = 100 kg.	Deadly Spores of Earthen Rot south from (12,28)	Nothing
(14,37) weight = 100 kg.	Deadly Spores of Earthen Rot south from (13,28)	Nothing
(23,37) weight = 100 kg.	Roaring Column of Lightning Wild north from (28,33) and Deadly Spores of Earthen Rot west from (36,28), (34,28), (32,28), (30,28), (28,28), (33,29), and (33,27)	Nothing
(5,39) weight = 100 kg.	Roaring Column of Lightning Wild south from (9,25)	Nothing
Removable Walls	Toggled by	Opened by
(33,6) (37,8) (15,9) (34,10)	Pressure plate (43,7) Pressure plate (43,9)	Button (12,7) and pressure p Pressure plate (43,11)

plate (11) Pressure plate (43,11)

Pressure plate (43,13) 2nd action of pressure plates (29,17) and (31,17)

Sliders

(36,12)

(23,16)

East (31,28) Toggled by pressure plate (33,27) West (15,31) (17,31) (33,28) Toggled by pressure plate (33,9)

Teleporter Location	Destination 1	Destination
(11,18)	(36,17)	
Enabled by pressure plate (3,1	7)	
(36,19)	(11,17)	
Enabled by pressure plate (3,1	7)	
(7.31)	(12,28)	(18,31)
Enabled by pressure plate (7,3	(3)	
(19,31)	(16,28)	(12,31)
(14,29)	(18,31)	(10,32)
(16,29)	(18,31)	
(50,37)	(1,37)	(31.6) soon mildle group and

Temple of the Moon Level 1



Jouncing Balls

5.9) East Direction (5.11) West Direction

Button/Levers

In Action

(39,8)	Opens door (40,8)
(25,12)	Opens door (26,12)
(27,12)	Opens door (26,12)
(37,12)	Opens door (38,12)
(17,13)	Opens door (18,13)
(19,13)	Opens door (18,13)
(13,14)	Enables teleporters (51,15) and (13,15)
(19,28)	Removes wall (19,21)

Out Action

Closes door (40,8) Closes door (26,12) Closes door (26,12) Closes door (38,12) Closes door (18,13) Closes door (18,13) Nothing Closes wall (19,21)

Chest Locations and Contents

- (15.7) Draught of Heightened Mortality and Blank Parchment (26.17) Gold Ankh key and Blank Parchment
- 18.17) Gold Talon and Blank Parchment
- 10.18) Blank Parchment
- (1220) Draught of Heightened Magic Power
- (121) Key Stone of Safe Crossing and Symbol of Flesh-Gold
- (53.22) Thunar Mjolnir and Potion of Healing
- (41,24) Soul House
- (0.24) 2 Gold Talons, Symbol of Flesh-Gold, Potion of Healing and Magia Plant
- (42,17) Oold Ankh Rey and blank Parchinent (42,17) 2 Magia Plants and Potion of Healing
- (34,18) Iron Mark
- (53,20) Symbol of Flesh-Red
- (11,21) Gold Talon and Symbol of Flesh-Red
- (39,24) Symbol of Flesh-Red and Gold Talon
- (8,28) Soul House

Creatures

Devourer of Souls and Minervan Harpies

Creature's with Objects

(32,2)	Devourer of Souls with Opal Moon key	(19,12)	Devourer of Souls with Blank Parchment
(26,21)	Devourer of Souls with Opal Moon key	(52,21)	Devourer of Souls with Opal Moon key

Door Location

Toggled by

Outside Node

47

(26,8) (40,8) (26,12) (32,12)

Pressure plates (32,11) and (32,13)

(38,12) (18,13) (43,21)

(49,21) (10,25) (46,25) (7,26)

Entrances/Exits

(32,20)

NPC's

(32,16) Animated Quill

Objects

Bank Parchment (32,18)

Pressure Plates	Down Action	Up Action
(32,11) weight = 100 kg.	Toggles door (32,12)	Nothing
(18,12) weight = 10 kg.	Opens door (18,13)	Nothing
(32,13) weight = 100 kg.	Toggles door (32,12)	Nothing
(17,17) weight = 20 kg.	Toggles removable wall (13,17)	Toggles removable wall (13,17)
(47,17) weight = 10 kg.	Toggles teleporter (47,18)	Nothing
(17,21) weight = 100 kg.	Toggles removable wall (18,17)	Nothing
(18,21) weight = 100 kg.	Toggles removable wall (19,17)	Nothing
(48,21) weight = 100 kg.	Toggles door (49,21)	Nothing
(50,21) weight = 100 kg.	Toggles door (49,21)	Nothing

Opened by

Gold Ankh key Gold Ankh key Button/lever (27,12) and (25,12)

Button/lever (37,12) Button/lever (19,13) and (17,13) Opal Moon key Opal Moon key Opal Moon key Pressure plates (46,26) and (46,24) Pressure plate (7,25)

(46.24) weight = 100 kg.	Toggles door (46,25)	Nothing
1925) weight = 100 kg.	Opens door (7,26) and casts Unholy Conflagration west of (20,27)	Nothing
(51.25) weight = 100 kg.	Toggles removable wall (58,24)	Nothing
(32.25) weight = 100 kg.	Toggles removable wall (59,24)	Nothing
(44.26) weight = 50 kg.	Toggles teleporter (49,25)	Nothing
(46.26) weight = 100 kg.	Toggles door (46,25)	Nothing
(331) weight = 100 kg.	Ash and Cinders north of (45,18) and north of (45,15)	Nothing
(3331) weight = 100 kg.	Unholy Conflagration east of (18,26) and west of (20,27)	Nothing
(8.33) weight = 25 kg.	Roaring Column of Lightning Wild south of (23,19)	Nothing
Removable Walls	Toggled by	Removed by
(13,17) (18,17) (19,17) (19,21)	Pressure plate (17,17) Pressure plate (18,17) Pressure plate (19,17)	Button/lever (19,28)

Pressure plate (52,25)

Pressure plate (58,24)

Stairs

(58,24)

(59, 24)

(32.4) Stairs Up to Temple of the Moon 2 (12.3) (56.17) Stairs Down to City of the Dead 1 (4,35)

Destination 1	Destination 2
(50,15)	
(14,15)	
(45,15)	(47,17)
(45,15)	
(32,17)	
54,25)	
54,25)	(51,25)
54,25)	(48,25)
(52,33)	
1,31)	
	50,15) (14,15) (45,15) (45,15) (32,17) (54,25) (54,25) (54,25) (52,33)

Temple of the Moon Level 2



Bouncing Balls

(20.8)East Direction (20.10) (22.10)South Direction

Buttons/Levers

In Action

Toggled by

(7.11)(6.16)

Toggles door (7,10) Opens door (7,16) Opens door (7,16)

Out Action

Toggles door (7,10) Closes door (7,16) Closes door (7.16)

(8.16)

Chests

(42,1) Magia Plant and a Potion of Healing (29,8) 3 Jet Void Halves and a Magia Plant (29,10) 4 Magia Plants (29,12) 4 Magia Plants (51,13) Potion of Healing and 2 Magia Plants (17,15) Amulet of Power (+2) (11,19) Gold Talon and Jet Void Half

Creatures

Minervan Harpies

Door Location

(40.2)(38,6)(44,6)(32.8)(21,9)

(30,7) 3 Potions of Healing and a Symbol of Flesh-Gold (17,10) Staff of Lightning Wild (10,11) Symbol of Flesh-Red (10,13) Iron Mark (4.14) Soul house (5.18) Sacred Sipher (40,18) 2 Magia Plants and Scroll: Ghastly Howl of Mortal Anguish

Pressure plates (18,8) and (23,8)

Opened by

Object hole (40,3) Object hole (38,5) Object hole (44,7) Object hole (33,12)

116

(3.10)		Opal Moon key	
(7,10)	Button/lever (7,11)		
(50,11)		Object hole (49,11)	
(32,12)		Object hole (32,12)	
(34,15)	Pressure plate (38,15)		
(7,16)		Button/lever (6,16)	

NPC's

Obj

(41.10) Oracle

bject Hole	Requires	Action
(40,3)	Gold Talon	Opens door (40,2)
(38,5)	Iron Mark	Opens door (38,6)
(38,7)	Iron Mark	Enables object hole (38,5)
(44,7)	Gold Talon	Opens door (44,6)
(33,8)	Gold Talon	Opens door (32,8)
(49,11)	Gold Talon	Opens door (50,11)
(33,12)	Gold Talon	(1st time) Opens door (32,12)
		(2nd time) Removes wall (31,13)

Objects

Stroll: High Monk's Recollections (7,19)

Pressure Plates

(18,8) weight = 100 kg.	Toggles door (21,9)	Nothing
(23.8) weight = 100 kg.	Toggles door (21,9)	Nothing
(6.13) weight = 100 kg.	Toggles removable wall (3,12)	Nothing
(33.15) weight = 100 kg.	Toggles door (34,15)	Nothing
(35,15) weight = 100 kg.	Toggles door (34,15)	Nothing
(11.24) weight = 100 kg.	Toggles teleporter (13,8)	Nothing
(12.24) weight = 100 kg.	Toggles teleporter (13,9)	Nothing
(13.24) weight = 100 kg.	Toggles teleporter (13,10)	Nothing
(14,24) weight = 100 kg.	Toggles teleporter (13,11)	Nothing
Demourble Walls	Todaladha	

Removable Walls

(3, 12)(31,13)

Toggled by Pressure plate (3,12)

Opened by

2nd action of object hole (32,12)

Stairs

(17, 19)

(12,4)	Stairs Down	to Temple of	the Moon 1 (32,5)
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(10,17) Stairs Up to Temple of the Moon 2 (37,17)

(38,17) Stairs Down to Temple of the Moon 1 (11,17)

Teleporter Locations	Destination 1	Destination 2
(11,1)	(8,4)	
(13,1)	(15,4)	
(35,3)	(32,7)	
(45,3)	(50,8)	
(33,5)	(38,2)	
(49,7)	(42,2)	
(13,8)	(13,8)	
Toggled by pressure plate (11,24	4)	
(13,9)	(13,7)	
Toggled by pressure plate (12,24		
(37,9)	(35,17)	(42,18)
(45,9)	(45,9)	(42,18)
(13,10)	(13,7)	
Toggled by pressure plate (13,24		
(13,11)	(13,7)	
Toggled by pressure plate (14,24	4)	
(17,13)	(20,10)	
(22,13)	(22,10)	(17,18)
(35,13)	(41,13)	
(49,14)	(49,14)	
(20,15)	(20,10)	(17,12)
(37,15)	(50,13)	
(45,18)	(35,17)	

(22.10)

City of the Dead Level 1



Bouncing Balls

(49,1) South Direction(44,19) North Direction

Buttons/Levers	In Action	Out Action
(45,14)	Removes wall (44,15)	Nothing
(33,18)	Opens door (20,29)	Closes door (20,29)
(14,19)	Opens door (15,19)	Closes door (15,19)
(16,19)	Opens door (15,19)	Closes door (15,19)
(20,19)	Opens door (21,19)	Closes door (21,19)
(22,19)	Opens door (21,19)	Closes door (21,19)
(33,19)	Opens door (20,29)	Closes door (20,29)
(42,19)	Opens door (37,18)	Closes door (37,18)
(45,24)	Removes wall (44,23)	Nothing
(37,26)	Opens door (38,26)	Closes door (38,26)
(39,26)	Opens door (38,26)	Closes door (38,26)
(37,26)	Opens door (38,26)	Closes door (38,26)
(39,26)	Opens door (38,26)	Closes door (38,26)
(21,29)	Opens door (20,29)	Closes door (20,29)
(26,29)	Opens door (25,29)	Closes door (25,29)
(26, 30)	Opens door (25,29)	Closes door (25,29)
(19,31)	Opens door (20,29)	Closes door (20,29)

Chest Locations and Contents

(14,21) Potion of Cure Poison and Jet Void Half
(42,9) 2 Potions of Healing and 2 Magia Plants
(35,31) Potion of Healing and Potion of Cure Poison
(32,12) Jet Void Half, Roaring Column of Lightning Wild Figurine and Magic Block Figurine

Creatures

Tormented Souls and Lurking Stench

Creatures with Objects

(16,13) Lurking Stench with Onyx Raven key

Door Location

Opened by

48

Entrances/Exits

Outside Node

(27,0)

NPC's

(38,30) the Ivory Prince

Objects

Boulders	(20,12) (18,16)	(14,13) (25,16)	(24,13) (33,16)	(42,14) (29,25)	(16,15)	(21,15)
Hourglass of Temporal Freeze Potion of Cure Poison Gold Talon Wooden chest	(18,16) (21,8) (21,8) (21,8) (24,32)	(23,10)	(33,10)	(29,23)		
Pressure Plates	Down	Action			Up	Action
(49.2) weight = 100 kg.	Unholy	Conflagr	ation to th	he west (39	9,4) No	thing
(45,11) weight = 30 kg.	Remov	es wall (39	2,5)		Re	places wall to (32,5)
(49,30) weight = 100 kg.	Unholy	Conflagr	ation to th	he west (36	5,5) No	thing

Unholy Conflagration to the west (39,6)

Nothing

(49,30) weight = 100 kg.

(49.60) weight = 100 kg.

Removable Walls

Toggled by

(32,5)	Pressure plate (43,11)
(44,15)	Button/lever (45,14)
(44,23)	Button/lever (45,24)

Stairs

(15,8)	Stairs Down to City of the Dead 2 (15,9)	
(41,12)	Stairs Down to City of the Dead 2 (41,13)	
(41,21)	Stairs Down to City of the Dead 2 (42,21)	
(17,30)	Stairs Down to City of the Dead 2 (16,30)	
(17,32)	Stairs Down to City of the Dead 2 (16,32)	
(33,32)	Stairs Down to City of the Dead 2 (33,33)	
(4,36)	Stairs Down to Temple of the Moon 1 (56,18)	

Destination	1
(49,1)	
(51,1)	
	(49,1)





Section 1: SW (corner)

Chest Locations and Contents

(1,28) Potion of Strength (2,33) 2 Potions of Healing (2,29) Elixir of Heroic Rage (1,34) Potion of Cure Poison

Creatures

Infernal Bones

Objects

War Shield, Chain Cloak Armor and Broad-Bladed Sword(3,26)(5,26)(7,26)(3,36)(7,36)(7,36)War Shield, Chain Cloak Armor, Broad-Bladed Sword,(9,26)(9,36)(9,36)(9,36)Crossbow and 1 crossbow bolt

Stairs

(17,30) Stairs Up to City of the Dead 1 (18,30) (17,32) Stairs Up to City of the Dead 1 (18,32)

Section 2: NW (corner)

Chest Locations and Contents

(24.5)

(3.4) Potion of Healing and Potion of Cure Poison
(7.9) 3 Boulders
(7.11) Symbol of Flesh - Gold

(30,5) 2 Potions of Healing(30,9) Potion of Healing and Ruby Shard(7,13) Staff of Unmaking

Door Locations

Opened by

(8,12)

Object hole (8,13)

Objects

boulders

(8,13)

Pressure Plates

(21,3) weight = 5 kg.

(21,5) weight = 5 kg.

(26.5) weight = 100 kg.

(21,7) weight = 5 kg.

(29,7) weight = 100 kg.

(21,9) weight = 5 kg.

(23.9) weight = 100 kg.

(29.9) weight = 100 kg.

(23,10) weight = 100 kg.

(17.11) weight = 100 kg.

(19.11) weight = 100 kg.

(23,12) weight = 100 kg.

(24,15) weight = 100 kg.

(29,15) weight = 100 kg.

(27,5) (11,10) (9,11) (23,11) (29,11) (25,12) (9,13)

Requires

Ruby Shard

Down Action

Disables teleporter (29,5)

Disables teleporter (28,5)

Toggles teleporters (26,3) and (26,7), it also disables teleporters (26,4) and (26,6)

Disables teleporter (23,5)

Enables teleporter (29,6)

Disables teleporter (23,6)

Enables teleporter (23,7)

Toggles teleporter (29,10)

Enables teleporter (23,8)

Removes wall (18,11)

Removes wall (18,11)

Removes wall (22,15), this will activate a ball bouncing east

Roaring Column of Lightning Wild to the west

Roaring Column of Lightning Wild to the west, also removes wall (22,15) Action Opens door (8,12) and Closes door (8,12)

Up Action

Nothing

Nothing

Enables teleporters (26,4) and (26,6)

Nothing

Nothing

Nothing

Disables teleporter (23,7)

Nothing

Disables teleporter (23,8

Nothing

Nothing

Nothing

Nothing

Nothing

Removable Walls

(18,11) (22,15)

Toggled by

Pressure plates (17,11) and (19,11)

Enabled by

Pressure plate (23,12)

Spinners

(29,8) Spins north to south

Stairs

(15,8) Stairs Up to City of the Dead 1 (15,7)

Destination 1	
(21,3)	Toggled by down action of pressure plate (26,5)
(23,12)	Enabled by up action of pressure plate (26,5)
(23,12)	Disabled by down action of pressure plate (21,7)
(23,12)	Disabled by down action by pressure plate (21,5)
(23,12)	Disabled by down action by pressure plate (21,3)
(23,12)	
(23,12)	Disabled by down action by pressure plate (21,9)
(23,12)	Enabled by up action by pressure plate (26,5)
(29,9)	Enabled by down action by pressure plate (29,20)
(21,5)	Toggled by down action of pressure plate (26,5)
(21,7)	Enabled by down action of pressure plate (23,9)
(21,9)	Enabled by down action of pressure plate (23,10)
(23,11)	Toggled by down action of pressure plate (29,9)
(21,15)	
	(21,3) (23,12) (23,12) (23,12) (23,12) (23,12) (23,12) (23,12) (23,12) (29,9) (21,5) (21,7) (21,9) (23,11)

Section 3: NE (corner)

Creatures

Tormented Soul

NPC's

(41,4) Female Ghost

(41,7) Evil Spirit

Pressure Plates	ssure Plates Down Action	
(41,6) weight = 100 kg.	Toggles door (41,5)	Nothing
(40,8) weight = 100 kg.	Toggles door (40,9)	Nothing
(42,8) weight = 100 kg.	Toggles door (42,9)	Nothing
(40,10) weight = 100 kg.	Toggles door (40,9)	Nothing
(42,10) weight = 100 kg.	Toggles door (42,9)	Nothing

Stairs

(41,12) Stairs Up to City of the Dead 1 (41,11)

Section 4: NE (middle)

Chest Locations and Contents

(4,27) Draught of Heightened Magical power

Creatures

Lurking Stench

Objects

 Rocks
 (42,25)
 (42,27)
 (42,28)

 Magic Blocks
 (39,27)
 (39,28)

Pressure Plates	Down Action	Up Action
(4.24) weight = 15 kg.	Disables sliders (44,22) and (44,23), also enables teleporters (39,28) and (39,27)	Enables sliders (44,23)and (44,22)

Sliders

South (44,22) Disabled by down action of pressure plate (44,24) (44,23) Disabled by down action of pressure plate (44,24)

Stairs

(41,21) Stairs Up to City of the Dead 1 (40,21)

Teleporter Locations Destination 1

(39,27)(44,22)Enabled by down action of pressure plate (49,24)with Magic Block (places Magic block at (44,22) when activated by pressure plate (44,24))(39,28)(44,23)(39,28)(44,23)Enabled by down action of pressure plate (49,24)with Magic Block (places Magic block at (44,23) when activated by pressure plate (44,24))

Section 5: SE (corner)

Chest Locations and Contents

(41,35) Moon Disc and Potion of Healing

Stairs

(33,32) Stairs Up to City of the Dead 1 (33,31)

Sanctuary



Bouncing Balls

(7,14) (49,19)

(34,30) (1,59) (18,8) (37,33) East Direction West Direction

thest Locations and Contents

Image: M39 Steel Ripper(21,13) Symbol of Flesh-Gold and Soul Link FigurineImage: M39 Steel Ripper(21,13) Symbol of Flesh-Gold and Soul Link FigurineImage: M39 Steel Ripper(31,2) Draught of Heightened Mortality and Iron Dragon KeyImage: M31 Dragon Sigil of Void(11,16) Draught of Heightened magic power and Dragon Sigil of WaterImage: M32 Symbol of Flesh-Gold(50,11) Dragon Sigil of Earth and Hourglass of Temporal FreezeImage: M31 Dragon Sigil of Fire and Jet Void Half(33,19) Dragon Sigil of Lightning and Jet Void HalfImage: M31 Dragon Sigil of Wind, Elixir of Fire Resistance and Cube of Magic Immersion(54) Dragon Sigil of Wind, Elixir of Fire Resistance and Cube of Magic Immersion

Creatures

lesters and Void Monks

Door Locations

Opened by

(21,16)	Pressure plate (17,18)		
(19,18)	Pressure plates (19,19) and (19,17)		
(23,37)	Iron Dragon Key		
(27,40)	Placing the Dragon Sigil of Void in (29,52)		
(27,41)	Placing the Dragon Sigil of Fire in (26,53)		
(27,42)	Placing the Dragon Sigil of Lightning in (28,53)		
(27,43)	Placing the Dragon Sigil of Wind in (30,51)		
(27,44)	Placing the Dragon Sigil of Water in (24,51)		
(27,45)	Placing the Dragon Sigil of Earth in (25,52)		

Outside Node

34

Entrance/Exit (27,54)

NPC's

(4

(27.9) Clay Druid

Pressure plates	Down Action	Up Action
(35,4) weight = 100 kg.	Toggles teleporter (37,4)	Nothing
(8.8) weight = 100 kg.	Shrouded Gale of Vengeful Winds north of (7,10)	Nothing
(10,8) weight = 100 kg.	Shrouded Gale of Vengeful Winds north of (9,10)	Nothing
(12,8) weight = 100 kg.	Shrouded Gale of Vengeful Winds north of (7,10)	Nothing
(14.8) weight = 100 kg.	Shrouded Gale of Vengeful Winds north of (13,10)	Nothing
(16,8) weight = 100 kg.	Shrouded Gale of Vengeful Winds north of (15,10)	Nothing
(18,8) weight = 100 kg.	Shrouded Gale of Vengeful Winds north of (17,10)	Nothing
(45,10) weight 100 kg.	Toggles removable wall (41,7) 127	Nothing

(8,11) weight = 100 kg. Enabled by pressure plate (10,11)		
(10,11) weight = 100 kg. Enabled by pressure plate (12,11)	Enables pressure plate (12,11)	Nothing
(12,11) weight = 100 kg. Enabled by pressure plate (14,11)	Enables pressure plate (14,11)	Nothing
(14,11) weight = 100 kg. Enabled by pressure plate (16,11)	Enables pressure plate (16,11)	Nothing
(16,11) weight = 100 kg.	Removes walls (11,7), (11,15) and (15,15)	Nothing
(27,13) weight = 100 kg.	Enables teleporters (24,24) and (27,37)	Nothing
(8,14) weight = 100 kg.	Shrouded Gale of Vengeful Winds south of (7,12)	Nothing
(10,14) weight = 100 kg.	Shrouded Gale of Vengeful Winds south of (9,12)	Nothing
(12,14) weight = 100 kg.	Shrouded Gale of Vengeful Winds south of (11,12)	Nothing
(14,14) weight = 100 kg.	Shrouded Gale of Vengeful Winds south of (13,12)	Nothing
(16,14) weight = 100 kg.	Shrouded Gale of Vengeful Winds south of (15,12)	Nothing
(18,14) weight = 100 kg.	Shrouded Gale of Vengeful Winds south of (17,12)	Nothing
(19,17) weight = 100 kg.	Toggles door (19,18)	Nothing
(17,18) weight = kg.	Opens door (21,16)	Closes door (21,16)
(53,19) weight 100 kg.	Iron Fist of Chaos north of (37,13)	Nothing
(19,19) weight = 100 kg.	Toggles door (19,18)	Nothing
(27,20) weight = 100 kg.	8th time enables teleporter (44,25) 9th time enables teleporter (42,25)	Nothing
	10th time enables teleporter (40,25) 11th time casts Roaring Column of	
	Lightning Wild south of (27,16)	

1257) weight = 100 kg.	Unholy Conflagration north of (39,14), east of (40,14), north of (42,14), north of (44,14), north of (45,14), south of (42,11), north of (40,11) and south of (43,10)	Unholy Conflagration east of (39,8), east of (41,10), south of (42,8), south of (44,8) and south of (45,8)
(2.59) weight = 100 kg.	Ash and Cinders south of (39,8), west of (42,8), west of (43,9), north of (45,11)	Ash and Cinders south of (39,11), north of (40,14), north of (41,13), east of (42,13) and west of (45,12)
Removable Walls	Toggled by	Opened by
(11.7)		
(11,7)	Decentres elete (45.10)	Pressure plate (16,11)
(41,7)	Pressure plate (45,10)	Deserves aleta (10.11)
(11,15)		Pressure plate (16,11)
(15,15)		Pressure plate (16,11)
Teleporter Locations	Destination 1	Destination 2
(29,2)	(30,2)	(25,2)
(24,3)	(29,3)	(24,2)
(37,4)	(27,52)	(21,2)
loggled by pressure plate (35,4)		
(33,6)	(21,6)	(33,5)
(39,6)	(35,12)	(55,5)
(43,6)	(49,12)	
(21,7)	(33,7)	
(30,7)	(24,7)	
(47,8)	(37,13)	(41,16)
(35,10)	(42,16)	(41,10)
(49,10)	(42,16)	
(19,11)	(42,10) (27,52)	
(27,14)	(21,32) (21,27)	
		(37,10)
(31,14)	(33,14)	(37,10)
(37,14)	(47,9)	(07.50)
(35,16)	(33,18) (27,52)	(27,52)
(39,16) (23,18)		(07.51)
	(27,20)	(27,51)
(35,18) (31,20)	(27,29) (27,20)	(33,14)
(27,21)	(27,51)	(21 10)
(40,23)		(31,18)
Enabled by pressure plate (27,20	(27,17)	
(42,23)	(25,20)	
Enabled by 2nd down action of		
(44,23)	(26.20)	
Enabled by 3rd down action of		
(46,23)	(29.20)	
(40,25) Enabled by 4th down action of	(
(48,23)		
(48,25) Enabled by 5th down action of j	(27,16)	
		(07.53)
(24,24) Enabled by pressure plate (27,13	(27,52)	(27,53)
(40,25)		
(40,23)	(25,16)	

Enabled by 10th down actic	on of pressure plate (27,20)		
(42,25)	(28,20)		
Enabled by 9th down action	n of pressure plate (27,20)		
(44,25)	(29,16)		
Enabled by 8th down action	n of pressure plate (27,20)		
(20,27)	(27,13)		
(27,37)	(21,27)		
Enabled by pressure plate (27,13)		
(24,48)	(4,11)		
(30,48)	(18,4)		
(23,49)	(27,20)	(23,20)	
(31,49)	(42,16)		
(62,57)	(1,59)		
(62,59)	(1,57)		

Land of Roots



Bouncing Balls

(15,9)	(8,32)	(27,32)	(29,39)	(1,45)	East Direction	
				(13,34)	South Direction	
				(33,20)	West Direction	
			(7,21)	(36,27)	North Direction	

Buttons/Levers

In Action

Out Action

(36,20)

Action

Toggles removable wall (36,18)

Toggles removable wall (36,18)

Chest Locations and Contents

(8.8) Potion of Healing and Stone Claw key(55.17) Potion of Healing and Potion of Cure Poison(4.22) Copper Sun key

(34.8) Draught of Heightened Mortality(17,18) Stasis Jar(29,23) Ironroot helm and Banded Ironroot Armor

(33,23) Potion of Healing
(4,26) Potion of Healing and Eye of Insight
(37,32) Ruby Shard
(17,35) Magic Block figurine
(18,37) Potion of Cure Poison and Magic Block figurine

Creatures

Earth Bile and Fungus Man

Door Location

Opened by

Stone Claw key

Copper Sun key

Object hole (16,17)

Pressure plate (4,30)

Pressure plate (21,28)

Pressure plate (6,7) and (6,5)

action of pressure plate (8,35)

(6,6) (10,14) (16,18) (30,25) (7,28) (21,29) (6,36)

Entrance/Exit

Outside Node

14

(21,37)

NPC's

(13,16) Amber Dragon

(4,28) Figure of Stone

Object Holes

(16.17)

Requires Ruby Shard

Action

(13,25) Potion of Healing and Potion of Cure Poison

(37,36) Draught of Heightened Magical Power.

(35,34) Empty

(33,30) Elixir of Detect Monster and Potion of Cure Poison

Opens door (16,18)

Objects

Boulders	(17,11)	(20,17)	(34,26)	(10,33)	(20,33)		
Rocks	(34,5)	(29,10)	(22,32)	(21,33)	(27,35)	(13,37)	
Magia Plants	(18,11)	(18,12)	(17,13)	(19,13)	(22,15)	(23,15)	(24,15)
	(22,16)	(23,16)	(24,16)	(20,18)	(17,20)	(35,21)	(18,23)

Down Action

teleporter (4,5)

Opens door (6,6)

Enables pressure plate (27,9)

Closes door (6,6) and toggles

Enables pressure plate (33,11)

1st time modifies pressure plate (30,4)

2nd time toggles removable wall (32,5)

Pr	ess	sure	P	lates	

(30,4) weight = 10 kg.

(6,5) weight = 100 kg.

(36,6) weight = 100 kg.

(6,7) weight = 100 kg.

(27,9) weight = 100 kg. Enabled by pressure plate (33,11) **Up Action**

Disables pressure plate (27,9)

Nothing

Nothing

Nothing

atend

Nothing

13,11) weight = 100 kg. Inabled by pressure plate (27,9)	Enables pressure plate (36,6)	Nothing	
(11.23) weight = 100 kg.	Toggles removable wall (10,22) and toggles slider on (13,22), (14,22), (15,22) and (16,22)	Nothing	
(11.24) weight = 100 kg.	Toggles removable wall (10,22) and toggles slider on (13,22), (14,22), (15,22) and (16,22)	Nothing	
(92.27) weight = 30 kg.	Removes wall (30,23)	Closes removable wall (30,23)
(21.28) weight = 100 kg.	Toggles door (21,29)	Nothing	
(4.30) weight = 25 kg.	Opens door (7,28)	Closes door (7,28)	
(5.30) weight = 100 kg.	Iron Fist of Chaos to the west of (9,30)	Nothing	
(6,30) weight = 100 kg.	Iron Fist of Chaos to the west of (9,30)	Nothing	
(7.30) weight = 100 kg.	Iron Fist of Chaos to the west of (9,30)	Nothing	
(21,30) weight = 100 kg.	Toggles door (21,29)	Nothing	
(6.34) weight = 100 kg.	Deadly Spores of Earthen Rot south of (6,33), also enable pressure plate(8,35)	Nothing	
	Opens door (6,36) and removes wall (9,35 when enabled by pressure plate (8,35)	5)	
(8.35) weight = 10 kg.	Modifies pressure plate (6,34)	Nothing	
(30,39) weight = 100 kg.	Toggles teleporter (29,34)	Nothing	
(51,59) weight = 100 kg.	Toggles teleporter (30,34)	Nothing	
(30,41) weight = 100 kg.	Toggles teleporter (30,35)	Nothing	
(51,41) weight = 100 kg.	Toggles teleporter (29,35)	Nothing	
(4,45) weight = 100 kg.	Unholy Conflagration west of (20,27) and east of (22,27)	Nothing	
(14,45) weight = 100 kg.	Ash and Cinders west of (18,36)	Nothing	
(25,45) weight 100 kg.	Ash and Cinders south of (11,21), east of (11,22) and east of (13,22)	Nothing	
(54,45) weight = 100 kg.	Unholy Conflagration north of (7,21), west of (9,17), west of (9,18) and west of (9,19)	Nothing	

Removable Walls	Toggled by	Removed by
(32,5)	2nd action of pressure plate (36,6)	
(36,18)	Button/lever (36,20)	
(10,22)		Pressure plates (11,23) and (11,24)
(30,23)		Pressure plate (32,27)
(9,35)	Pressure plate (6,36)	
(0,00)	Tressure place (0.50)	

Sliders

West	(37,21)	
	(13,22)	Toggled by pressure plates (11,23) and (11,24)
	(14,22)	Toggled by pressure plates (11,23) and (11,24)
	(15,22)	Toggled by pressure plates (11,23) and (11,24)
	(16,22)	Toggled by pressure plates (11,23) and (11,24)
North	(30,21)	

Stairs

(21,1) Stairs Up to Elder Tree Holes (16,24)

Teleporter Location	Destination 1	Destination 2
(23,3)	(21.33)	
(4,5)	(7,9)	
(18,9)	(15,9)	(21,9)
(30,14)	(35,29)	
(13,20)	(21,33)	
(37,29)	(32,4)	
(17,33)	(13,18)	
(25,33)	(23,5)	
(29,34)	(29,32)	(29,35)
Toggled by pressure plate (30,39))	
(30,34)	(30,35)	(30,33)
Toggled by pressure plate (31,39))	
(29,35)	(29,36)	(29,33)
Toggled by pressure plate (30,41)	
(30,35)	(31,35)	(30,36)
Toggled by pressure plate (31,41)	
(59,45)	(1,45)	
(62,47)	(1,45)	

The Elder Tree



Northwest Section - 1st level

Creatures

Earthbile

Stairs

(15,16)Stairs Up to Tree (40,16)(16,25)Stairs Down to Land of Roots (21,2)

Teleporter Location

Destination

(13,14)

(38,30)

Northeast Section - 2nd level

Creatures

Fungus Men

Stairs

Stairs Down to Tree (14,16) (39.16)(38, 14)Stairs Up to Tree (16,29)

Southwest Section - 3rd level

Chest Location and Contents

(20,41) Scroll: Deadly Spores of Earthen Rot

Creatures

Fungus Men

Pressure Plates

(20.33) weight = 30 kg.

Removable Walls

(20.38)

Opened by Pressure plate (20,33)

Opens removable wall (20,38)

Down Action

Stairs

(16,38) Stairs Down to Tree (38,13) (17.36)Stairs Up to Tree (36,36)

Southeast Section - 4th level

Entrances/Exits

(38.27)

Outside Node 17 and the Tree Sprite

Creatures

Earthbile

Pressure Plates

(38,30) weight = 100 kg.

Down Action Enables teleporters (37,30) and (13,14)

136

Up Action

Nothing

(12, 16)

Stairs

(37,36) Stairs Down to Tree (18,36)

Teleporters

Destination 1 (12.26)

Destination₂

(37.30)

Closes removable wall (20,38)

Up Action

The Reed Plain



Chest Location and Contents

(14.9) Scroll: Ritual of Unmaking.

Creatures

Slog Riders and Will-O-Wisps

creatures with Objects

Sog Rider with Potion of Healing	(3,7)	(6,15)	(14,17)	(20,21)	(22,6)
14, 101	(26, 10)	(29.19)	(30,7)	(40.8)	

Intrances/Exits	Outside Node	Heading
(0,6)	65	West
(42,29)	21	East

PCs

(0,27) Nameless Thing

bjects

karac (6,18) (15,24) (18,16) (21,11) (26,8) (36,4)

ressure Plates

(0,29) weight = 100 kg.

Down Action

Up Action

Produces a Player Character response

Nothing

The Iron Titan Level 1



Bouncing Balls

(20,12) East Direction

Creatures Messengers and Aracinfant

NPC's

(14,15) Embedded Giant's Head

Objects

Boulders Cube of Magic Immersion (13,22) (8,23) ((9,5)

Drops to

(29,9) (20,17) (1,21)

Pits

Iron Titan 2 (29,9) Iron Titan 2 (20,17) Iron Titan 2 (1,21)

Out Action

Enables No Magic Zones (14,13), (14,14), (14,15), (14,16), (14,17) and (14,18) Closes removable wall (25,23)

(30.23)

(15.17)

Buttons/Levers

Chest Locations and Contents

(21,6)Potion of Stamina(5,19)Potion of Cure Poison(23,6)Potion of Stamina and a Potion of Cure Poison(25,6)Potion of Stamina(12,15)Potion of Healing(10,10)Symbol of Flesh- Red and Potion of Cure Poison

Disables No Magic Zones (14,13).

(14,14), (14,15), (14,16), (14,17)

Removes wall (25,23)

In Action

and (14,18)

Creatures with Objects

(15,4) The Messenger is carrying a Reed Helm of Decipher, an Encoded Messenger Scroll with Soul Link Spell

Entrances/Exits	Outside Node	
(15,3) (15,27)	67 66	
Pressure Plates	Down Action	Up Actions
(6,4) weight = 30 kg.	Closes pit (29,9)	Opens pit (29,9)
(2,10) weight = 30 kg.	Closes pit (1,21)	Opens pit (1,21)
(6,14) weight = 30 kg.	Closes pit (20,17)	Opens pit (20,17)
(4,16) weight = 100 kg.	Toggles door (4,17)	Nothing

(3.17) weight = 100 kg.	Removes wall (10,17)	Nothing
(4,17) weight = 100 kg.	Toggles removable wall (25,17)	Nothing
(16,17) weight = 100 kg.	Toggles removable wall (25,17)	Nothing
(4.18) weight = 100 kg.	Toggles door (4,17)	Nothing
(3.22) weight = 25 kg.	Removes walls (2,21) and (2,24)	Closes walls (2,21) and (2,24)
(12.22) weight = 15 kg.	Enables teleporter (15,23)	Disables teleporter (15,23)
(19.22) weight = 15 kg.	Enables teleporter (16,23)	Disables teleporter (16,23)
(12.24) weight = 15 kg.	Enables teleporter (15,24)	Enables teleporter (15,24)
(19.24) weight = 15 kg.	Enables teleporter (16,24)	Disables teleporter (16,24)
Removable Walls	Toggled by	Opened by
(4,17) (10,17)	Pressure plates (4,16) and (4,18)	Pressure plate (9,17)
(25,17)	Pressure plates (24,17) and (26,17)	1 cooure place (5,11)
(2.21)		Pressure plate (3,22)

Pressure plate (3,22) Button/lever (30,23) Pressure plate (3,22)

Stairs

(25,23)

(2,24)

(12,6)	Stairs Down to Iron Titan 2 (11,6)	(26,14)	Stairs Down to Iron Titan 2 (23,14)
(28,20)	Stairs Down to Iron Titan 2 (28,19)	(5,21)	Stairs Down to Iron Titan 2 (5,20)

Teleporter Location	Destination 1	Destination 2
(4,4)	(15,22)	(16,22)
(4,8)	(15,22)	(16,22)
(4,10)	(15,22)	(16,22)
(4,14)	(15,22)	(16,22)
(15,23)	(2,13)	(2,12)
Enabled by pressure plate (12,2	2)	
(16,23)	(6,11)	(6,12)
Enabled by pressure plate (19,2	2)	
(15,24)	(2,5)	(2,6)
Enabled by pressure plate (12,2	4)	
(16,24)	(6,7)	(6,6)
Enabled by pressure plate (19.2	4)	

The Iron Titan Level 2



Bouncing Balls

East Direction	(6, 28)	(1,30)	(1,32)	(7,32)	(1,34)
South Direction	(22,7)	(7,9)	(18,11)		
North Direction	(11,13)				

Buttons/Levers

In Action

Disables Magic Zone (14,17), (14,16), (14,15), (14,14), (14,13) and (14,12)

Chest Locations and Contents

(14,9) Potion of Cure Poison and Draught of Heightened Magical Power(19,15) Potion of Healing and Potion of Cure Poison(24,18) Potion of Healing, 2 Magia Plants and Potion of Cure Poison

Creatures

Packrats and Aracinfant

Door Location (20,6)

(23.6)

(26,6)

(29.6)

Opened by

Pressure plate (17,32) Pressure plate (20,32) Pressure plate (24,32) Pressure plate (28,32)

Out Action

Enables Magic Zone at (14,17), (14,16), (14,15), (14,14), (14,13) and (14,12)

(25,4) Whirlwind(17,11) Jet Void Half(26,22) Potion of Cure Poison

NPC's

(14.15) Embedded Giant's Body

Objects

Boulders (17.7) (16.9)(29.11)(30.11)(27.13)(29.14)(26.15)(1.16)(29.17)(4.18)(2.19)(1.20)Rocks (29.13) (2.18)(27.14)(28.14)(2.17)(21.21)(25.21)(23.22)(21.24)(25.25)Potion of Healing (16,7) (8.17)(15, 26)Cube of Magic Immersion (19.4)Elixir of Detect Monster (18.7)Potion of Cure Poison, Bloodbane (17.9)Magic Block figurine, broad-bladed spear (18.8)Gold Talon and Cube of Magic Immersion (18.9)The Dark Cloak of Shadow figurine and 2 Crossbow Bolts (16.8)

Pits

(14,19) (5,23) (5,26)	
(9,26)	
(13,26) (17,26)	

Pressure Plates

(24,11) weight = 5 kg.

(12,15) weight = 5 kg.

(10,19) weight = 30 kg.

(20,19) weight = 30 kg.

(8,20) weight = 5 kg.

(18,21) weight = 100 kg.

(23,23) weight = 100 kg.

(14,24) weight = 40 kg. (21,26) weight = 25 kg. (3.28) weight = 100 kg.

Drops to Iron Titan Level 3 (14.19)

Iron Titan Level 3 (5.23) Iron Titan Level 3 (5.26)

Iron Titan Level 3 (9.26)

Iron Titan Level 3 (13,26) Iron Titan Level 3 (17.26)

Down Action

Enables Magic Zone for (14,12), (14,13), Nothing (14,14), (14,15), (14,16), (14,17) and (14,18)

Disables sliders (12,17) and (12,16)	Noțhing
Toggles pit to open and close (14,19)	Nothing
Toggles pit to open and close (14,19)	Nothing
Disables sliders (8,19) and (8,18)	Nothing
Removes wall (18,20)	Nothing
Toggles teleporter (23,21)	1st time

Closes removable wall (18,20) Toggles slider (16,26) Toggles pit to open and close (5.23)

Toggled by

Pressure plates (10,19) and (20,19) Pressure plate (3,28) Pressure plates (13,28), (7,28), (10,28) and (8.28) Pressure plates (3,30), (5,30), (7,30), (8,30), (11,30) and (14,30) Pressure plates (4,32) and (5,32) Pressure plates (9,32), (13,32), (14,32)

Up Action

othing

t time toggles teleporter (23,21) 2nd time toggles teleporter (25,23) 3rd time toggles teleporter (23,25) 4th time toggles teleporter (21,23) and resets plate to repeat actions Nothing

Nothing

Nothing

(7,28) weight = 100 kg.	Toggles pit to open and close (5,26)	Nothing
(8,28) weight = 100 kg.	Toggles pit to open and close (5,26)	Nothing
(10,28) weight = 100 kg.	Toggles pit to open and close (5,26)	Nothing
(13,28) weight = 100 kg.	Toggles pit to open and close (5,26)	Nothing
(3,30) weight = 100 kg.	Toggles pit to open and close (9,26)	Nothing
(5,30) weight = 100 kg.	Toggles pit to open and close (9,26)	Nothing
(7,30) weight = 100 kg.	Toggles pit to open and close (9,26)	Nothing
(8,30) weight = 100 kg.	Toggles pit to open and close (9,26)	Nothing
(11,30) weight = 100 kg.	Toggles pit to open and close (9,26)	Nothing
(14,30) weight = 100 kg.	Toggles pit to open and close (9,26)	Nothing
(4,32) weight = 100 kg.	Toggles pit to open and close (13,26)	Nothing
(5,32) weight = 100 kg.	Toggles pit to open and close (13,26)	Nothing
(9,32) weight = 100 kg.	Toggles pit to open and close (17,26)	Nothing
(13,32) weight = 100 kg.	Toggles pit to open and close (17,26)	Nothing
(14,32) weight = 100 kg.	Toggles pit to open and close (17,26)	Nothing
(17,32) weight = 5 kg.	Opens door (20,6)	Closes door (20,6)
(2,34) weight = 100 kg.	Roaring Column of Lightning Wild west of (8,10), east of (5,11) and east of (1,9)	Nothing

Removable Wall

(18,20)

Opened by Pressure plate (18,21)

Sliders

East(16,26)Toggled by pressure plate (16,26)South(8,18)(8,19)Both are disabled by pressure plate (8,20)North(12,16)(12,17)Both are disabled by pressure plate (12,15)

Stairs

(12,6)	Stairs Up to Iron Titan 1 (13,6)	(5,7)	Stairs Down to Iron Titan 3 (5,8)
(24,14)	Stairs Up to Iron Titan 1 (27,14)	(5,13)	Stairs Down to Iron Titan 3 (6,13)
(28,20)	Stairs Up to Iron Titan 1 (28,21)	(11,22)	Stairs Down to Iron Titan 3 (10,22)
(5,21)	Stairs Up to Iron Titan 1 (5,22)		
Destin	ation		
---------	--		
(29,7)			
(17,5)			
(7,12)			
(25,11)			
(26,11)			
(14,10)			
(17,32)	Toggled by 1st up action pressure plate (23,23)		
(28,32)	Toggled by 4th up action pressure plate (23,23)		
(20,32)	Toggled by 2nd up action pressure plate (23,23)		
(24,32)	Toggled by 3rd up action pressure plate (23,23)		
(23,23)			
(23,23)			
(23,23)			
(23,23)			
	(29,7) (17,5) (7,12) (25,11) (26,11) (14,10) (17,32) (28,32) (20,32) (24,32) (23,23) (23,23) (23,23)		

The Iron Titan Level 3



Bouncing Balls

(11,8)	(26,20)	(22,30)	East Direction	
		(14,10)	East Direction is	activated by pressure plate (17,12)
(16,16)	(20,16)	(24,16)	South Direction	
		(1,24)	South Direction	Activated by pressure plate (3,23)
		(29,22)	West Direction	
		(22,19)	North Direction	

Buttons/Levers

(30,14)

(30, 20)

In Action

Opens doors (18,13), (20,13), (22,13), (24,13) and (26,13) Disables Magic Zones (14,14), (14,15), and (14,16)

Out Action

Nothing

Enables Magic Zones (14,14), (14,15), and (14,16)

Chest Locations and Contents

(1,16) Iron Dragon key
(16,14) Iron Dragon key
(10
(1,21) Ivory Void half
(5,21) Ivory Void Half
(6,3)
(24,29) Iron Dragon key and Potion of Healing
(28,23) Scroll of Strength of Titans and Potion of Healing
(28,25) Ivory Void Half and Amulet of Power Regeneration

(10,8) Iron Dragon Key (6,21) Symbol of Flesh - Red

(2,21) Symbol of Flesh - Red

Creatures

Swarm Maidens

r Location	Opened by
(10,4)	Iron Dragon Key
(14,4)	Iron Dragon Key
(18,4)	Iron Dragon Key
(22,4)	Iron Dragon Key
(28,4)	Iron Dragon Key
(18,13)	Button/lever (30,14)
(20,13)	Button/lever (30,14)
(22,13)	Button/lever (30,14)
(24,13)	Button/lever (30,14)
(26,13)	Button/lever (30,14)
(11,15)	Pressure plate (11,14)
(2.18)	Pressure plate (4,17)
(5,18)	2nd down action of pressure plate (3,17)

NPC's

1001

(4.15) Embedded Giant's Legs

Objects

(11,25)	(15,25)
(18,25)	(20,26)
(12,26)	
(27,8)	
	(18,25) (12,26)

Pressure Plates	Down Action	Up Action
18.10) weight = 25 kg.	Closes door (18,13)	Closes door (15,10)
10.10) weight = 25 kg.	Closes door (20,13)	Nothing
(12.10) weight = 25 kg.	Closes door (22,13)	Nothing
14,10) weight = 25 kg.	Closes door (24,13)	Nothing
(16.10) weight = 25 kg.	Closes door (26,13) and removes wall (15,10)	Unholy Conflagration to the east of (14,12)
(16,12) weight = 5 kg.	Opens doors (18,13), (20,13), (22,13), (24,13) and (26,13)	Nothing
(17,12) weight = 100 kg.	Removes wall (15,10) and pushes ball (14,10) east	Nothing
(11,14) weight = 100 kg.	Toggles door (11,15)	Nothing
(11,16) weight = 100 kg.	Toggles door (11,15)	Nothing
3.17) weight = 100 kg.	 1st time modifies pressure plate (4,17) 2nd time opens door (5,18) and closes door (2,18) 3rd time modifies pressure plate (4,17) 4th time opens door (2,18) and closes door (5,18) 	Nothing

(7.26)	Pressure plate (1,23) and (1,26)	
Removable Walls	Toggled by	Removed by
(29,30) weight = 100 kg.	Shrouded gale of Vengeful Winds north of (24,26) and west of (22,22)	
(1,26) weight = 25 kg.	Toggles removable wall (7,26)	Nothing
(3,23) weight = 25 kg.	Triggers bouncing ball (1,24) south	Nothing
(1,23) weight = 25 kg.	Toggles removable wall (7,26)	Nothing
(4,17) weight = 100 kg.	Opens door (2,18) and closes door (5,18)	Nothing

(15,10)

Stairs

(5,7)	Stairs Up to Iron Titan Level 2 (5,6)
(5,13)	Stairs Up to Iron Titan Level 2 (4,13)
(11.22)	Stairs Ilp to Iron Titan Level 2 (12.22)

Teleporter Location	Destination 1	Destination 2
(15,8)	(17,8)	(11.8)
(22,8)	(17,8)	(24,8)
(27,10)	(14,10)	

Pressure plate (17,12)

The Quagmire



Bouncing Balls

(8.38) (34.40) East Direction

Buttons/Levers (45.8)

(29, 18)

(29.43)

In Action

Enables teleporters (44,9) and (4,44) Disables teleporters (44,9) and (4,44) Enables teleporters (25,18) and (23,26) Opens removable wall (30,43)

Out Action

Disables teleporters (25,18) and (23,26) Closes removable wall (30,43)

thest Locations and Contents

(19,7) Potion of Healing

(42,33) Potion of Strength

(1.4) Potion of Healing (31.4) Potion of Strength (8.4) Chimes of Comprehension (36,10) Cube of Magic Immersion

(33,16) Potion of Healing	(35,8) I	Potion Cure Poison	(26,39) Draught of Heightened Mortality
(39,30) Potion of Healing	(33,14) A	Amulet of Agility +2	(44,31) Draught of Heightened Magic Powe
(50,5) 3 Potions of Healing	(24,23) 5	Soul Link Figurine	(50,21) Horn of Passage
(19,5) Gold Talon		(10,12) Serpent Scale A	rmor and Serpent Scale Helm
(30,23) Gold Talon		(45,23) Potion of Healin	ag and Potion of Cure Poison
(13,14) 2 Gold talons and Potion of	of Strength	(14,40) Gold Talon, Poti	ion of Healing, and Potion of Cure Poison
(13,10) 2 Gold Talons and Potion	of Strength	(19,38) Gold Talon, Poti	on of Healing, and Potion of Cure Poison
(46,33) Elixir of Detect Monster an	d Block Fig	urine	

Creatures

Mirelurk, Beasts of Trung, Murk Elementals and Messengers

Creatures with Objects

(12,43) Messenger with Potion of Healing, Whistle of Fiery Beckons, and Gold Talon

its			le Node							
		67 66								
		00								
rought - th	e Sentien	t Sword		(17,31)	Wind El	emental				
(48,6)	(47,8)	(50,8)	(50,10)	(49,11)	(47,14)	(49,14)	(47,15)	(48,15)	(47,16)	(49,18
(36,15)	(38,16)	(35,19)	(34,21)	(39,22)	(34,23)	(37,23)	(17,24)	(18,25)	(33,25)	(37,25
(7,29)	(5,30)	(6,30)	(8,30)	(18,30)	(5,31)	(6,31)	(7,31)	(4,32)	(7,32)	(16,5
			1.50							
										(38.2
									(29,31)	(30,3)
(29,33) (48,9)	(30,33) (47,11)	(33,42)	(4,45)	(7,44)	(6,46)	(13,45)	(11,47)	(29,44)		
		Requi	PPS			Act	ion			
		-						1 - 15 - 5 C -		
the Quagr	nire, begin					Re	leases 2110	I Hall Of S	entient 5	WOIU
tes		Down	Action			Up	Action			
100.		Toggies	removab	ne wall (1	1,0)	NO	tung			
(16,6) weight = 100 kg.		Roaring Column of Lightning Wild			Nothing					
		westind	0111 (20,0)							
				ble walls (10,6) Closes removable walls (10,6) and (11,6)			lls (10,6)			
00 kg.		Opens	removabl	e wall (12	,12)	Clo	oses remo	vable wa	[] (12,12)	
	(48,6) (36,15) (7,29) (6,33) (48,10) (27,27) (29,33) (48,9) (48,9) the Quagr tes 100. 00 kg.	rought - the Sentien (48,6) (47,8) (36,15) (38,16) (7,29) (5,30) (6,33) (6,45) (48,10) (48,14) (27,27) (6,29) (29,33) (30,33) (48,9) (47,11) the Quagmire, begin tes 100. 00 kg.	67 66 rought - the Sentient Sword (48,6) (47,8) (50,8) (36,15) (38,16) (35,19) (7,29) (5,30) (6,30) (6,33) (6,45) (11,45) (48,10) (48,14) (47,18) (27,27) (6,29) (7,30) (29,33) (30,33) (33,42) (48,9) (47,11) Requi 3 Gold 6 Gold the Quagmire, beginning on Res Down 100. Toggles 00 kg. Roaring west from 00 kg. Toggles and (11)	67 66 rought - the Sentient Sword (48,6) (47,8) (50,8) (50,10) (36,15) (38,16) (35,19) (34,21) (7,29) (5,30) (6,30) (8,30) (6,33) (6,45) (11,45) (48,10) (48,14) (47,18) (36,20) (27,27) (6,29) (7,30) (16,30) (29,33) (30,33) (33,42) (4,45) (48,9) (47,11) Requires 3 Gold Talons 6 Gold Talons 6 Gold Talons 8 Gold Talons 100. Toggles removab 100. Roaring Column west from (20,6) 00 kg. Toggles removab and (11,6)	$\begin{array}{c} 67\\ 66\\ \\ \end{tabular}$	$\begin{array}{c} 67\\ 66\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\$	$\begin{array}{c} 67\\ 66\\ \end{array}$ $\begin{array}{c} \text{rought - the Sentient Sword} & (17,31) & \text{Wind Elemental} \\ \hline \\ (48,6) & (47,8) & (50,8) & (50,10) & (49,11) & (47,14) & (49,14) \\ (36,15) & (38,16) & (35,19) & (34,21) & (39,22) & (34,23) & (37,23) \\ (7,29) & (5,30) & (6,30) & (8,30) & (18,30) & (5,31) & (6,31) \\ (6,33) & (6,45) & (11,45) & & & & & & & \\ (48,10) & (48,14) & (47,18) & (36,20) & (37,20) & (38,20) & (36,21) \\ (27,27) & (6,29) & (7,30) & (16,30) & (4,31) & (8,31) & (6,32) \\ (29,33) & (30,33) & (33,42) & (4,45) & (7,44) & (6,46) & (13,45) \\ (48,9) & (47,11) & & & & & & & & & & \\ & & & & & & & & $	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{c} 67\\ 66\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\$	$\begin{array}{c} 67\\ 66\\ \end{array}$ $\begin{array}{c} 67\\ 66\\ \end{array}$ $\begin{array}{c} (17,31) \mbox{Wind Elemental} \\ \hline (17,31) \mbox{Wind Elemental} \\ \hline (48,6) (47,8) (50,8) (50,10) (49,11) (47,14) (49,14) (47,15) (48,15) (47,16) \\ (56,15) (38,16) (35,19) (54,21) (59,22) (34,23) (37,23) (17,24) (18,25) (35,25) \\ (7,29) (5,30) (6,30) (8,30) (18,30) (5,31) (6,31) (7,31) (4,32) (7,32) \\ (48,10) (48,14) (47,18) (36,20) (37,20) (38,20) (36,21) (38,21) (36,22) (37,22) \\ (27,27) (6,29) (7,30) (16,30) (4,31) (8,31) (6,33) (11,47) (29,44) \\ \hline (29,33) (30,33) (33,42) (4,45) (7,44) (6,46) (13,45) (11,47) (29,44) \\ \hline (48,9) (47,11) \end{array}$ $\begin{array}{c} \textbf{Requires} \qquad \qquad \textbf{Action} \qquad Releases 1st half of Sentient Sweet for (30,33) \\ 6 \ Gold Talons & 6 \$

5.15) weight = 100 kg.	Opens removable wall (11,12)	Closes removable wall (11,12)
%20) weight = 100 kg.	Displays a character response	Nothing
31.20) weight = 100 kg.	Displays a character response	Nothing
100 kg.	Displays a character response	Nothing
M21) weight = 100 Kg.	Displays a character response	Nothing
3821) weight = 100 kg.	Displays a character response	Nothing
3622) weight = 100 kg.	Displays a character response	Nothing
17.22) weight = 100 kg.	Displays a character response	Nothing
18.22) weight = 100 kg.	Displays a character response	Nothing
34.38) weight = 100 kg.	Shrouded Gale of Vengeful Winds west from (37,44)	Nothing
42.38) weight = 100 kg.	Shrouded Gale of Vengeful Winds west from (37,44)	Nothing
(1,40) weight = 100 kg.	Shrouded Gale of Vengeful Winds east from (29,44)	Nothing
lemovable Walls	Toggled by	Opened by
(10,6) (11,6) (11,12) (12,12) (30,43)	Pressure plate (12,8) Pressure plates (14,6) and (12,8)	Pressure plate (15,15) Pressure plate (15,9) Button/lever (29,43)
Reporter Location	Destination 1	Destination 2
(4,44) Inabled by button (45,8)	(44.10)	
(44,9) Enabled by button (45,8)	(4,45)	
(25,18) Enabled by button (29,18)	(23,25)	
(23,26) Enabled by button (29,18)	(25,17)	
(44,35)	(33,25)	(27,42)
(30,39)	(42,28)	(33,35)
(30,38)	(42,22)	(33,35)
(37,31)	(47,21)	(38,27)
(37,30)	(33,35)	(27,42)
(42,27)	(44,35)	(33,35)
(42,26)	(38,27)	(50,18)
(46,21)	(33,35)	(44,33)
(17.01)	[mm mm]	(

(47,21)

(44,33)

(33,35)

The Warlord's Stronghold Level 1



Bouncing Balls

(44,22) Ball activated by pressure plate (44,16)

Buttons/Levers

(32, 19)	
(33,16)	
(39,14)	
(43,22)	
(45,23)	

In Action

Enables teleporters (36,14) and (31,15) Removes wall (32,17) Removes wall (34,19) Enables teleporter (46,19) Removes walls (44,23) and (44,18), disables teleporters (44,17) and bounces ball north (44,22)

Out Action

Disables teleporters (36,14) and (31.15 Closes wall (32,17) Closes wall (34,19) Disables teleporter (46,19) Closes and disables walls (44,23) and (44,18)

Creatures

Cacofiends

Pressure Plates	Down Action	Up Action
(44,16) weight = 100 kg.	Enables teleporter (44,17), opens door (44,18) and bounces ball north of (44,22)	Nothing
(51,18) weight = 100 kg.	Removes wall (52,18)	Nothing
(51,20) weight = 100 kg.	Removes wall (52,20)	Nothing

1.22) weight = 100 kg.	Removes wall (52,22)	Nothing	
128) weight = 100 kg. Weight by pressure plate (35,28)	Enables pressure plate (35,28)	Nothing	

Removed by emovable Walls (32.17)Button/lever (33,16) Button/lever (39,14) (34, 19)(44, 18)Button/lever (45,23) Button/lever (45,23) (44,23) (52,18) Pressure plate (51,18) Pressure plate (51,20) (52,20) Pressure plate (51,22) (52,22)

Stairs

1825) Stairs Up to Warlord Stronghold 2 (29,24)

leleporter Location	Destination 1	Destination 2
(31,15)	(24,24)	
inabled by button/lever (32,1	9)	
(31,16)	(36,16)	
(36,14)	(31,14)	
habled by button/lever (32,1	9)	
(44,17)	(44,19)	(44,24)
inabled by pressure plate (44	,16) and disabled by button/lever (45	5,23)
(46,19)	(44,15)	
inabled by button/lever (43,2	2)	

The Warlord's Stronghold Level 2



Bouncing Balls

(35,4)	(37,8)	(60,14)	(60,16)	(37,20)	East Direction
				(43,6)	West Direction
			(34,23)	(42,23)	North Direction

Buttons/Levers

(42,9)	
(30,19)	
(45,19)	
(47,19)	
(33,21)	
(31,24)	
(34,24)	
Enabled by pressure	plate (34,24)
(42,24)	
Enabled by pressure	plate (42,21)

Opens door (42,9) Removes walls (32,21) and (31,23) Opens door (46,19) Opens door (46,19) Closes removable wall (31,23) Removes wall (29,19) Removes wall (34,24) Closes door (42,9) Closes walls (32,21) and (31,23) Closes door (46,19) Closes door (46,19) Nothing Closes wall (29,19) Closes wall (34,24)

by pressure plate (34,24) 2,24) Removes wall (43,25)

Closes wall (43,25)

Chest Locations and Contents

(18,7) 2 Potions of Healing(45,8) 2 Potions of Healing

(10,5) Broad-Bladed Sword and 3 Crossbow Bolts (18,5) Amethyst Hex key and Block figurine (34,11) Copper Sun ker (41,14) Pearl Serpentie 11) 2 Potions of Healing(10,9) Roarin7.15) Potion of Healing(21,19) 2 Thro9) Symbol of Flesh-Red(18,9) Draugh15) Block figurine(24,16) War A(13) Cloudburst(17,19) War A322) Symbol of Flesh-Red and Onyx Raven key

(10,9) Roaring Column of Lightning Wild figurine (21,19) 2 Throwing Blades and Symbol of Flesh (18,9) Draught of Heightened Magic Power (24,16) War Armor helm and War Shield (17,19) War Armor and War Armor helm w Daven hey (21,15) Onyx Raven key (44,21) Opal Moon key

lreatures

hugh Sword Thane, Cacofiend and Wither Priest

leatures with Objects

(1.22) Tough Sword Thane with Steel Circle Key

(39,34) Tough Sword Thane with Gold Ankh Key

bor Location	Toggled by	Opened	by
(19,5)		Pressure p (20,8) and	blates (20,5), (22,6), (21,7), (22,8)
(13,7)		Steel Circ	
(19,7)		Pressure	plates (21,5), (20,6), (21,8),
		(20,9) and	
(24,7)	Pressure plate (26,7)		
(19,9)	and the second	Pressure p (22,7) and	blates (22,5), (21,6), (20,7), (21,9)
(40,9)		Pearl Serr	bent key
(13,11)		Pressure	olate (25,19)
(33,12)		Amethyst	Hex key
(49,12)	Pressure plate (49,8)		
(14,13)	and here there are a second and	Steel Circ	le key
(36,15)		Copper Si	un key
(38,19)		Pearl Serp	bent key
(46,19)		Button/lev	vers (45,19) and (47,19)
(32,27)		Onyx Rav	ren key
(38,27)		Pearl Serp	bent key
(44,27)		Onyx Rav	ren key
(35,31)		Opal Moc	on key
(41,31)		Gold Ank	h key
Intrances/Exits	Outside Node		
(62,10) (38,39)	72 71		

Objects

boulders	(37,4)	(41,6)	(37,9)
Block Figurine	(23,19)		

Pits

(51,11) (45,14) (51,16)

Drops to

Warlord Stronghold 1 (31,11) Warlord Stronghold 1 (45,14) Warlord Stronghold 1 (51,16)

(43.9)

Toggled by

Pressure plate (31,10) and (31,12) Pressure plate (61,14) Pressure plate (61,16)

Pressure Plates	Down Action	Up Action
(11,1) weight = 100 kg.	Roaring Column of Lightning Wild south of (20,5)	Nothing
(14,1) weight = 100 kg.	Roaring Column of Lightning Wild south of (21,5)	Nothing
(17,1) weight = 100 kg.	Roaring Column of Lightning Wild south of (22,5)	Nothing
(22,1) weight = 100 kg.	Enables teleporter (27,1)	Nothing
(23,1) weight = 100 kg.	Enables teleporter (28,1)	Nothing
(24,1) weight = 100 kg.	Enables teleporter (29,1)	Nothing
(25,1) weight = 100 kg.	Enables teleporter (30,1)	Nothing
(47,1) weight = 100 kg.	Toggles teleporter (39,5)	Nothing
(50,1) weight = 100 kg.	Toggles teleporter (39,5)	Nothing
(54,1) weight = 100 kg.	Toggles teleporter (37,7)	Nothing
(55,1) weight = 100 kg.	Toggles teleporter (43,7)	Nothing
(56,1) weight = 100 kg.	Toggles teleporter (37,7)	Nothing
(58,1) weight = 100 kg.	Toggles teleporter (43,7)	Nothing
(59,1) weight = 100 kg.	Toggles teleporter (37,7)	Nothing
(61,1) weight = 100 kg.	Toggles teleporter (43,7)	Nothing
(20,5) weight = 100 kg.	Toggles door (19,5)	Nothing
(21,5) weight = 100 kg.	Toggles door (19,7)	Nothing
(22,5) weight = 100 kg.	Toggles door (19,9)	Nothing
(20,6) weight = 100 kg.	Toggles door (19,7)	Nothing
(21,6) weight = 100 kg.	Toggles door (19,9)	Nothing
(22,6) weight = 100 kg.	Toggles door (19,5)	Nothing
(20,7) weight = 100 kg.	Toggles door (19,9)	Nothing
(21,7) weight = 100 kg.	Toggles door (19,5)	Nothing
(22,7) weight = 100 kg.	Toggles door (19,9)	Nothing
(26,7) weight = 100 kg.	Toggles door (24,7)	Nothing

E7) weight = 100 kg.	Disables teleporter (39,5), disables pressure plates (47,1) and (50,1) and also stops rolling ball at (48,1)	Nothing
188) weight = 100 kg.	Toggles door (19,5)	Nothing
11.8) weight = 100 kg.	Toggles door (19,7)	Nothing
22.8) weight = 100 kg.	Toggles door (19,5)	Nothing
(48) weight = 100 kg.	Toggles door (49,12)	Nothing
119) weight = 100 kg.	Toggles door (19,7)	Nothing
11.9) weight = 100 kg.	Toggles door (19,9)	Nothing
129) weight = 100 kg.	Toggles door (19,7)	Nothing
349) weight = 30 kg. inabled by pressure plate (36,11)	Enables pressure plate (36,11)	Nothing
\$1.10) weight = 100 kg.	Toggles pit (31,11)	Nothing
18.11) weight = 100 kg.	Nothing	Nothing
16.11) weight = 50 kg.	Removes wall (36,12)	Nothing
31,12) weight = 100 kg.	Toggles pit (31,11)	Nothing
13) weight = 100 kg.	Roaring Column of Lightning Wild south of (29,9)	Nothing
51.14) weight = 100 kg.	Toggles pit (45,14)	Nothing
15) weight = 100 kg.	Toggles removable walls (59,14) and (59,16)	Nothing
§7,15) weight = 100 kg.	Toggles removable walls (58,14) and (58,16)	Nothing
18,15) weight = 100 kg.	Toggles removable walls (57,14) and (57,16)	Nothing
(9,15) weight = 100 kg.	Toggles removable walls (56,14) and (56,16)	Nothing
61,16) weight = 100 kg.	Toggles pit (51,16)	Nothing
19) weight = 100 kg.	Opens door (13,11) and toggles teleporter (26,19)	Nothing
17,20) weight = 15 kg.	Toggles door (38,19)	Nothing
19.20) weight = 15 kg.	Toggles door (38,19) 155	Nothing

(34,21) weight = 40 kg.	Enables button/lever (34,24)	Disables button/lever (34,24)
(42.21) weight = 40 kg.	Enables button/lever (42.24)	Disables button/lever (42,24)
(42,21) weight = 40 kg.	Enables button/lever (42,24)	Disables button/level (42,24)
(60,23) weight = 100 kg.	Roaring Column of Lightning Wild west of (61,15)	Nothing
(58,26) weight = 100 kg.	Roaring Column of Lightning Wild south of (49,8)	Nothing
Removable Walls	Toggled by	Removed by
(36,12)		Pressure plate (36,11)
(56,14)	Pressure plate (56,15)	
(57,14)	Pressure plate (57,15)	

Pressure plate (58,15)

Pressure plate (59,15)

Pressure plate (56,15)

Pressure plate (57,15)

Pressure plate (58,15)

Pressure plate (59,15)

Pressure plate (31,24)	
Pressure plate (30,19)	
Pressure plate (30,19)	
Button/lever (34,24)	
Button/lever (42,24)	

Sliders

(58, 14)

(59, 14)

(56, 16)

(57, 16)

(58.16)

(59, 16)(29, 19)(32, 21)(31, 23)(33, 25)(43, 25)

East	(56,4)	(57,4)	(58,4)	(59,4)	(60,4)	
North	(53,14)	(54,14)	(53,15)	(54,15)	(53,16)	(54,16)

Stairs

(39,13)	Stairs Up to Warlord Stronghold 3 (9,11)
(29, 25)	Stairs Up to Warlord Stronghold 1 (29,26)

Telepo

tination

eporter Location	Destina
(19,1)	(9,1)
(27,1)	(25,8)
(28,1)	(26,8)
(29,1)	(27,8)
(30,1)	(28,7)
(40,2)	(38,27)
(16,4)	(38,29)
(61,4)	(37,2)
(39,5)	(55,4)
(37.7)	(55,4)
(43,7)	(55,4)
(60,8)	(38,29)
(26,19)	(23,19)
(38,25)	(37,2)
(33,31)	(14,4)
(43,31)	(60,12)

Enabled by pressure plate (22,1) Enabled by pressure plate (23,1) Enabled by pressure plate (24,1) Enabled by pressure plate (25.1)

Toggled by pressure plate (47,1) and (50,1) Toggled by pressure plate (54,1), (56,1) and (59,1) Toggled by pressure plate (55,1), (58,1) and (61,1)

The Warlord's Stronghold Level 3



Bouncing Balls

(20,25) (20,29) East Direction

(26,27) West Direction

Creatures

Cacofiends and Witherpriests

NPC's

(23,35) Castellan

Out Action

Closes door (27,5) Closes wall (20,6) Closes door (27,5) Closes door (40,9) Closes door (36,9) Closes door (36,9) Closes door (40,9) Nothing Nothing

Buttons/Levers

In Action

(21,2)	Opens door (27,5)			
(18,5)	Removes wall (20,6)			
(28,5)	Opens door (27,5)			
(40,8)	Opens door (40,9)			
(35,9)	Opens door (36,9)			
(37,9)	Opens door (36,9)			
(40,10)	Opens door (40,9)			
(22,35)	Toggles - Strength Zone (23,26)			
(22,37)	Toggles - Strength Zone (23,26)			

Chest Locations and Contents

(4.7) Gold Ankh key, 2 Potions of Healing and Jet Void Half (29,26) Draught of Heightened Mortality (17,26) 2 Potions of Healing (23,39) Dark Slag

Door Location

Opened by

(36.4)(27.5) Pressure plate (36,3) and (36,5) Button/lever (21,2) and (28,5) (36,9) (40,9) (23,12)

Pressure Plates

(36,3) weight = 100 kg.

(7,5) weight = 40 kg.

(36,5) weight = 100 kg.

(18.7) weight = 100 kg.

(23, 22) weight = 100 kg.

(25,22) weight = 100 kg.

(21,23) weight = 100 kg.

(21,24) weight = 100 kg.

(23,24) weight = 100 kg.

(25,24) weight = 100 kg.

Button/lever (35.9) and (37.9) Button/lever (40.8) and (40.10) Gold Ankh key

Down Action

Toggles door (36,4)

Removes wall (5,9)

Toggles door (36,4)

Toggles button (18,5)

Roaring Column of Lightning Wild east of (18,23) and toggles continual spinners (21,23), (23,23) and (25,23)

Roaring Column of Lightning Wild east of (18,23) and toggles continual spinners (21,23), (23,23) and (25,23)

Roaring Column of Lightning Wild east of (18,23) and toggles continual spinners (21,23), (23,23) and (25,23)

Roaring Column of Lightning Wild east of (18,23) and toggles continual spinners (21,23), (23,23) and (25,23)

Roaring Column of Lightning Wild east of (18,23) and toggles continual spinners (21,23), (23,23) and (25,23)

Roaring Column of Lightning Wild east of (18,23) and toggles continual spinners (21,23), (23,23) and (25,23) **Up** Action

Nothing

Closes wall (5,9)

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Stairs

- (23,4) Stairs Up to Warlord 3 (39,4)
- (38,4) Stairs Down to Warlord 3 (22,4)
- (7,7) Stairs Up to Warlord 3 (23,7)
- (22,7) Stairs Down to Warlord 3 (6,7)
- (9,12) Stairs Down to Warlord 2 (39,14)

Fire Mountain Level 1



Bouncing Balls

 (27)
 (10,7)
 (48,12)
 (23,16)
 (29,36)
 East Direction

 (29,6)
 Ball activated by button/lever (26,12)
 (26,12)
 (26,12)
 (26,12)

Buttons/Levers

In Action

(26,12)	Bounces a ball west of (29,6)
(46,22)	Enables teleporters (47,22) and (12,22)
(9,29)	Toggles removable wall (9,25)
(38,38)	Toggles teleporter (39,36)

Chest Locations and Contents

(15,10) Fiery Jazerant Armor, Jazerant Helm and Potion of Healing
(40,10) Iron Mark, Block figurine and Amulet of Protection
(30,12) Potion of Healing and Draught of Heightened Magic Power
(12,25) Symbol of Flesh-Gold and Jet Void Half

Out Action

Bounces a ball east of (29,6) Disables teleporters (47,22) and (12,22) Toggles removable wall (9,25) Toggles teleporter (39,36)

(41,15) WarRender and 2 Potions of Healing (33,17) Potion of Healing and Iron Mark (22,29) Scroll of Passage (41,34) Trade Journal (30,51) Iron Mark and Amulet of Strength and Hale (43,35) 3 Gold Talons and Sigil of Fire (44,34) 2 Potions of Healing, Potion of Strength and Magia Plant

Creatures

Braidstones and Hagborns

Door Loca	ation		Opene	d by							
(25.24			-	e plate (24	4.23)						-
(31,24				e plate (30	- Accord						
(37,24	4)		Pressur	e plate (30	6,23)						100
(43,24	4)			e plate (49							1.1
(26,28	3)				Mark in th						
(30,28			Placing the Iron Mark in the object hole (30,27)								
(34,28			Placing the Iron Mark in the object hole (34,27)								
(38,28	3)		Placing	the Iron	Mark in th	ie object l	hole (38,2	27)			
Entrances	/Exits		Outsic	le Node							
(6.24)	,		73								
(50,24	4)		77								
Object Ho	les		Requi	res			Act	tion			
(26,27	7)		Iron Ma				Or	ens door	(26,28)		
(30,27			Iron Ma					ens door			1
(34,27	7)		Iron Ma	ırk			OF	opens door (34,28)			
(38,27	7)		Iron Ma	ırk			Op	ens door	(38,28)		
Objects											
Boulders	(26,8)	(27,8)	(30,8)	(24,11)	(15,12)	(12,17)	(20,17)	(24,17)	(25,18)	(28,18)	(15.19)
	(10,20)	(16,20)	(23,20)	(27,20)	(15,21)	(32,21)	(40,21)	(24,23)	(25,27)	(22,28)	(12,29)
	(14,29)	(12,31)	(14,31)	(21,31)	(18,37)	(23,41)	(31,41)				
Rocks	(36,8)	(27,9)	(29,9)	(19,13)	(20,14)	(20,18)	(30,21)	(27,40)	(28,40)	(30,43)	
2 Rocks	(26,11)	(28,22)									
Magia Plant		(11,16)	(18,36)	(17,37)							
	ls of Opening		~		(23,34)						
	er, War Armor				(31,31)						
and the second second second	Broad-Bladed				(15,20)	I	L	(71 10)			
	Armor, Broad							(31,42)			
	Broad-Bladed rength, War Ar							(20,13) Void Half	f (43,15)		
						0					
Pits			Drops	to			To	ggled by	7		
(19,10)			Fire Mo	untain 2	(19,10)		Pre	essure pla	tes (18,10) and (20,	10)
(36,12)			Fire Mo	ountain 2	(36,12)		(51	essure pla ,12), (52,1	2), (53,12)	, (54,12), (
(28,14)			Fire Mo	untain 2	(98.14)			5,12), (57,1 essure pla			(6.7)
(20,12)			THE MC	amain 2	(-0,14)			d (3,7)		(10) (10)	(on)
(10,24)				untain 2				essure pla			
(14,24)			Fire Mo	ountain 2	(14,24)		Pre	essure pla	te (11,24)		

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(18,24) (30,34) (34,38)

Pressure Plate

(26,6) weight = 20 kg.

(50.6) weight = 20 kg.

(3.7) weight = 100.

(6.7) weight = 100.

(13,7) weight = 100.

(3.9) weight = 100 kg.

(5.9) weight = 100 kg.

(7.9) weight = 100 kg.

(18,10) weight = 100 kg.

(20,10) weight = 100 kg.

(5.11) weight = 100 kg.

(34,12) weight = 100 kg.

(38,12) weight = 100 kg.

(48,12) weight = 100 kg.

(49,12) weight = 100 kg.
(50,12) weight = 100 kg.
(51,12) weight = 100 kg.

(52,12) weight = 100 kg. (53,12) weight = 100 kg.

(54,12) weight 100 kg.

Fire Mountain 2 (18,24) Fire Mountain 2 (30,34) Fire Mountain 2 (34,38)

Down Action Removes walls (24,8) and (24,9) Removes wall (31,8) Toggles pit (28,14) Toggles pit (28,14) Shrouded Gale of Vengeful Winds west of (21,10) Toggles pit (28,14) Toggles pit (28,14) Toggles pit (28,14) Toggles pit (19,10) Toggles pit (19,10) Toggles pit (28,14) Toggles removable wall (36,17) Toggles removable wall (36,17) Enables pit (36,12)

Toggles pit (36,12) after pressure plate (36,16) is depressed

Enables pit (36,12)

Enables pit (36,12)

Enables pit (36,12) Nothing Toggles pit (36,12) after pressure plate (36,16) is depressed

Enables pit (36,12) Enables pit (36,12)

Endoies pir (50,12)

Enables pit (36,12) Nothing Toggles pit (36,12) after pressure plate (36,16) is depressed

Pressure plate (13,24) Pressure plates (32,36) and (29,36) Pressure plates (32,36) and (29,36)

Up Action

Closes wall (24,8) and (24,9)

Closes wall (31,8)

Nothing

Nothing

Nothing

Nothing Nothing Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

(55,12) weight = 100 kg. (56,12) weight = 100 kg. (57,12) weight = 100 kg.

(58,12) weight = 100 kg.
(54,14) weight = 100 kg.
(16,15) weight = 100 kg.
(36,16) weight = 10 kg.

(42,17) weight = 10 kg.
(45,17) weight = 10 kg.
(21,18) weight = 100 kg.
(36,18) weight = 100 kg.

(44,19) weight = 10 kg.
(12,20) weight = 100 kg.
(42,21) weight = 10 kg.
(45,21) weight = 10 kg.
(24,23) weight = 100 kg.
(30,23) weight = 100 kg.
(36,23) weight = 100 kg.
(42,23) weight = 100 kg.
(42,23) weight = 100 kg.
(11,24) weight = 100 kg.
(13,24) weight = 100 kg.
(27,24) weight = 100 kg.
(16,30) weight = 100 kg.

Enables pit (36,12) Nothing Enables pit (36,12) Nothing Enables pit (36,12) Nothing Toggles pit (36,12) after pressure plate (36,16) is depressed Enables pit (36,12) Nothing Iron Fist of Chaos south of (36.8) Nothing Enables teleporters (3.35) and (5.35) Nothing Modifies pressure plates (48,12), (54,12), Nothing (51,12) and (57,12). Also closes and disables pressure plates (49,12) and (50,12) Enables teleporter (3,41) Nothing Enables teleporter (5,39) Nothing Enables teleporters (3,37) and (5,37) Nothing Removes walls (35,15) and (37,15). Closes wall (35,15) and (37,15) also disables pressure plates (51,12) and (52,12) Disables spinners (43,17) and (44,17) Enables spinners (43,17) and (44,17) Enables teleporter (3,33) Nothing Enables teleporter (3,39) Nothing Enables teleporter (5,41) Nothing Opens door (25,24) Closes door (25,24) Opens door (31,24) Closes door (31,24) Opens door (37,24) Closes door (37,24) Opens door (43,24) Closes door (43,24) Toggles pit (10,24) Nothing Toggles pit (14,24) Nothing Toggles pit (18,24) Nothing Enables teleporter (3,31) Nothing Enables teleporter (10,30) Nothing 162

(31.31) weight = 100 kg.	Ash and Cinders west of (33,31), east of (30,31), east of (32,29), east	Disables pressure plate (31,31)
	of (32,28) and east of (32,27)	
(1.33) weight = 100 kg.	Enables teleporter (13,35)	Nothing
125,35) weight = 100 kg.	Enables teleporter (15,35)	Nothing
(9.36) weight = 100 kg.	Toggles pits (30,34) and (34,38)	Nothing
(\$2,36) weight = 100 kg.	Toggles pits (30,34) and (34,38)	Nothing
(18,39) weight = 100 kg.	Enables teleporter (5,33)	Nothing
15,41) weight = 100 kg.	Enables teleporters (15,37) and (18,34)	Nothing
Removable Walls	Toggled by	Opened by
(24,8)		Pressure plate (26,6)
(31,8)		Pressure plate (30,6)
(24,9)		Pressure plate (26,6)

Pressure plate (36,18)

Pressure plate (36,18)

Pressure plate (38,12) Button/lever (9,29)

Sliders

(35,15)

(37, 15)

(36,17)

(9,25)

East	(43,17)	Disabled	by pressure plate (44,19)
	(44,17)	Disabled	by pressure plate (44,19)
South	(45,18)	(45,19)	(45,20)
West	(43,21)	(44,21)	
North	(42.18)	(42,19)	(42.20)

Stairs

(12,27) Stairs Down to Fire Mountain 2 (13,27)

(43,28) Stairs Down to Fire Mountain 2 (42,28)

leleporter Location	Destination 1	Destination 2
(8,7)	(2,9)	(2,11)
(8,9)	(2,7)	(2,11)
(8,11)	(2,9)	(2,7)
(59,12)	(48,12)	
(24,15)	(36,24)	
(18,20)	(30,23)	(27,20)
(22,20)	(19,20)	(17,20)
(25,20)	(21,20)	(28,21)
(28,20)	(21,20)	(24,20)
(12,22)	(47,24)	
(47,22)	(8,24)	
(34,25)	(24,17)	
(19,26)	(24,24)	

(10,30)	(16,29)
Enabled by pressure plate (16,30)	
(3,31)	(24,24)
Enabled by pressure plate (27,24)	
(3,33)	(9,22)
Enabled by pressure plate (12,20)	
(5,33)	(22,39)
Enabled by pressure plate (18,39)	
(18,34)	(20,39)
Enabled by pressure plate (25,41)	
(3,35)	(16,21)
Enabled by pressure plate (16,15)	
(5,35)	(17,19)
Enabled by pressure plate (16,15)	101
(13,35)	(21,31)
Enabled by pressure plate (21,33) (15,35)	(05 77)
Enabled by pressure plate (25,35)	(25,33)
(3,37)	(27,18)
Enabled by pressure plate (21,18)	(21,10)
(5.37)	(24,18)
Enabled by pressure plate (21,18)	(24,10)
(15.37)	(23,38)
Enabled by pressure plate (25,41)	(20,00)
(3,39)	(31,21)
Enabled by pressure plate (42,21)	(
(5,39)	(36.21)
Enabled by pressure plate (45,17)	
(3,41) (34,21)	
Enabled by pressure plate (42,17)	

(24, 17)

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Creatures

Infernal Bones

Door Location

Opened by

(28,20)	Pressure plate (36,16)
(24,24)	Pressure plate (20,16)
(32,24)	Pressure plate (35,32)
(28.28)	Pressure plate (20,32)

NPC's

(28,24) The Black Gnarl

Objects

Boulders	(34,36) (34,37)	
Potion of Healing	(29,34)	
Symbol of Flesh-Red	(31,34)	
Potion of Strength	(29,35)	
Throwing blade	(30,35)	
Soul Link figurine	(29,36)	
Amulet of Strength +2	(30,36)	
Jet Void Half	(31,36)	
Roaring Column of Light	(31,35)	

Pressure Plates	Down Action	Up Action
(18,11) weight = 5 kg.	Enables teleporter (21,10)	Disables teleporter (21,10)
(29,12) weight = 5 kg.	Enables teleporter (26,14)	Disables teleporter (26,14)
(20,16) weight = 100 kg.	Opens door (24,24)	Closes door (24,24)
(36,16) weight = 100 kg. (15,24) weight = 100 kg.	Opens door (28,20) Toggles teleporter (16,24)	Closes door (28,20) Nothing
(17,24) weight = 100 kg.	Toggles teleporter (16,24)	Nothing
(20,32) weight = 100 kg.	Opens door (28,28)	Closes door (28,28)
(35,32) weight = 100 kg.	Opens door (32,24)	Closes door (32,24)

Stairs

(12,27) Stairs Up to Fire Mountain 1 (11,27)
 (43,28) Stairs Up to Fire Mountain 1 (44,23)

Teleporter Location	Destination		
(21,10)	(14,27)	Enabled by pressure plate (18,11)	
(38,12)	(14,27)	Enabled by pressure plate (29,12)	
(26,14)	(14,27)		
(10,22)	(14,27)		
(16,24)	(14,27)	Toggled by pressure plate (15,24) a	and (17,24)
(34,35)	(14,27)		
(30,37)	(14,27)		
(32,38)	(34,38)		
(36,38)	(34,38)		
(34,41)	(34,38)		

The Cave



Entrances/Exits	Outside Node
(10,15)	49
NPCs	

(13,24) The Mysterious Old Man

Objects

Boulders	(10,17)	(10,19)	(14,20)	(6,23)	(11,23)
Rocks	(7,20)	(6,22)			



Anvil of Dawn

Bouncing Balls

(8,26) Ball moved by button/lever (7,23) and (7,25)

Buttons/Levers

(18,12) (7,23) (7,25) (9,25)

In Action

Toggles removable wall (17,13) Pushes ball (8,26) south Pushes ball (8,26) north Removes wall (9,24)

Out Action

Nothing Pushes ball (8,26) south Pushes ball (8,26) north Closes removable wall (9,24)

Chest Location and Contents

(31,13) Silver Chalice

Creatures

Ice Worm

Intrances/Exi	ts		Outsic	le Node			
(4,24) (22,24)			77 78				
Object Holes			Requi	res			Action
(20,23)			Silver C	halice			Opens door (20,24)
Objects							
Boulders	(13,20)	(12,25)	(13,27)	(10,28)	(27,36)	(19,41)	
Pressure Plat	es		Down	Action			Up Action
(16,13) weight = 1	100 kg.		Toggles	removab	le wall (1	7,13)	Nothing
(8.22) weight = 25	5 kg.		Toggles	removab	le wall (9,	,22)	Nothing

(8,26) weight = 25 kg. loggled by pressure plate (8,26)

(27.33) weight = 10 kg.

(12,23) weight = 100 kg.

(26,34) weight = 10 kg.

(28,34) weight = 10 kg.

(16,35) weight = 50 kg.

(25,35) weight = 10 kg.

(29.35) weight = 10 kg.

(24,36) weight = 10 kg. Enabled by pressure plate (16,37)

(30,36) weight = 10 kg.

(16.37) weight = 100 kg.

(25,37) weight = 10 kg.

(29.37) weight = 10 kg.

(18,38) weight = 30 kg. Enabled by up action of pressure plate (16,37)

(26,38) weight = 10 kg.

Toggles removable wall (9,22) Toggles removable wall (12,26)

Toggles pressure plate (8,26)

Removes wall (30,37)

Removes wall (27,42)

Removes wall (30,38)

Removes wall (15,20)

Removes wall (27,43)

Removes wall (30,39)

Toggles teleporter (24,39), enables pressure plate (16,37) and enables teleporter (15,37)

Removes wall (30,40)

Enables teleporter (15,37)

Removes wall (29,43)

Removes wall (30,41)

Disables teleporter (15,37) and disables pressure plate (16,37)

Removes wall (30,43)

Nothing Toggles removable wall (16,28) Nothing Nothing Nothing Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Nothing

Toggles teleporter (24,39), enables pressure plate (16,37) and enables teleporter (15,37)

Nothing

(28,38) weight = 10 kg.

Removes wall (3

Removes wall (30,42) Nothing

(27,39) weight = 10 kg.

Teleporter Location

Destination 1

Removes wall (17,25)

 (20,35)
 (27,36)

 (18,36)
 (22,40)

 Enabled by pressure plates (24,36), (16,37) and (18,38)
 (15,37)

 (15,37)
 (16,37)

 (24,39)
 (18,37)

 Toggled by pressure plates (24,36) and (18,38)
 (18,41)

 (18,41)
 (16,37)

 (27,41)
 (16,30)

Closes removable wall (17,25)

Destination 2

(17, 37)

Gorge Keep



Bouncing Balls

(13,10) (13,22) East Direction (17,16) West Direction

Button/Levers

(20,3)

(21,3)	
(22,3)	
(7,8)	
(7,12)	
(23,12)	
(7,16)	
(23,16)	
(7,20)	
(23,20)	
(23,22)	
(7,24)	

In Action

Disables slider (15,7) Disables slider (15,13) Disables slider (15,19) Toggles door (7,7) Toggles door (7,7) Toggles door (23,12) Toggles door (23,15) Toggles door (7,19) Toggles door (23,19) Toggles door (23,23) Toggles door (7,23)

Out Action

Enables slider (15,7) Enables slider (15,13) Enables slider (15,19) Nothing Nothing Nothing Nothing Nothing Nothing Nothing Nothing Nothing Nothing

Chest Locations and Contents

(5,5) Glowing Ember(25,4) Wooden Crank Shaft and Scroll: Bane's Boiling Blood

Creatures

Slog Riders, Messengers, and Tough Sword Thane

Door Location	Opened by
(15,4)	Inserting Wooden Crank Shaft (17,4)
(19,6)	Using Crest from the Warrior in Ice
(7,7)	Pressure plate (8,7) and button/levers (7,12) and (7,8)
(22,7)	Copper Sun key
(7,11)	Pressure plate (22,23)
(23,11)	Pressure plate (22,11) and button/lever (23,12)
(7,15)	Pressure plate (8,15) and button/lever (7,16)
(23,15) Door opened by pre	
(7,19)	Pressure plate (8,19) and button/lever (7,20)
(23,19)	Pressure plate (22,19) and button/lever (23,20)
(7,23)	Pressure plate (8,23) and button/lever (7,24)
(23,23)	Pressure plate (22,23) and button/lever (23,20)
(12,28)	Bronze Skeleton key
(26,27)	Pressure plates (26,26) and (26,28)

Entrances/Exits	Outside Node
(15,2)	58
(15,32)	57

NPC's

(25,29) Warrior in Ice

Pressure Plates	Down Action	Up Action
(8,7) weight = 100 kg.	Toggles door (7,7)	Nothing
(8,11) weight = 100 kg.	Toggles door (7,11)	Nothing
(22,11) weight = 100 kg.	Toggles door (23,11)	Nothing
(8,15) weight = 100 kg.	Toggles door (7,15)	Nothing
(22,15) weight = 100 kg.	Toggles door (23,15)	Nothing
(8,19) weight = 100 kg.	Toggles door (7,19)	
(22,19) weight = 100 kg.	Toggles door (23,19)	Nothing
(8,23) weight = 100 kg.	Toggles door (7,23)	
(22,23) weight = 100 kg.	Toggles door (23,23)	Nothing

16.26) weight = 100 kg.	Toggles door (26,27)	Nothing
16.28) weight = 100 kg.	Toggles door (26,27)	Nothing
135) weight = 100 kg.	Unholy Conflagration east of (13,12)	Nothing
437) weight = 100 kg.	Unholy Conflagration west of (17,18)	Nothing
139) weight = 100 kg .	Unholy Conflagration east of (13,24)	Nothing

sliders

Tele

uth	(15,7)	Disabled by button/lever (20,3)
	(15,13)	Disabled by button/lever (21,3)
	(15, 19)	Disabled by button/lever (22,3)

eporter Location	Destination	
(62,35)	(1,35)	
(62,37)	(1,37)	
(62,39)	(1,39)	

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NPC's and Character Descriptions

You, the player, will meet throughout the adventure NPC's (Non-Player Characters) who will either aid you or try to stop you on your quest. Whether or not the NPC is friend or foe, they advance your progress either directly or inadvertently through dialogue. Pay close attention to the information they impart. If you converse with a creature or character and do not listen closely, you may miss important details of events or encounters you will come across later in the game.

Here then is a list of those NPC's encountered in the game, who they are, where they are encountered, what importance they have, and a brief description of each.

Amber Dragon

An enigma unto itself, the wondrous Amber Dragon is the source of an answer to one line of the eight riddles that have now become the core of the Player Character's quest. As the Demon from the Sunken Ship explained, one of the actions needed in forging the coffer to contain the Dark Slag is to:

"Gift it with the Essence of Dragon Amber, born of Earth and Rock."

The player must have encountered the Figure of Stone, Lijo, the guardian of the Land of Roots. He will give the Player Character the secret to luring the dragon out of its hiding place. By calling its name, Mirabaesch, the dragon emerges briefly and leaves behind glittering bits of its essence. Near the dragon's lair there is a chest containing a Stasis Jar into which the Player Character can seal the essence. To reach the chest the Player Character has to possess a Ruby Shard, a piece of treasure found in the Land of Roots.

Animated Quill

Within the entryway to the Temple of the Moon the Player Character sees a writing quill floating in the air. This rare item, a sentient tool of the Temple's monks, was used to greet visitors and to record events that were taking place inside the Temple. It now hovers and waits to relay information about its masters, about the temple and the Oracle. First, however, the Player Character must discover the locations of several pieces of parchment, six in all, on which the quill can write, for this is the only way it can communicate. Once these articles are found the Player Character can glean the information from this silent record keeper.

Arrow-Pierced Warrior Maiden [Foxwen PC]

Found within the haunted halls of the Temple of the Moon, this character lies dying from cruel arrows that have near to pierced her heart. (This encounter will not occur if the Player Character has selected to play either female character) Foxwen gives hints as to the location of another disc that will open the way to Sanctuary. She also reveals the location of her companion, Nalu, the Amazon warrior who, along with Foxwen, was at the Palace at the beginning of the adventure.

Azariah [The Elderly Sage]

Encountered on the lowest level of the Palace, this kindly old wise man is advisor to the Queen and keep er of the sacred knowledge of Tempest. He makes certain the player is both armed physically and magically before the quest continues. He relates information the player must know in order to defeat the Warlord specifically that a visit must be paid to the Mage of the Dark Lantern. There, the secret of how to destroy the evil magic of the Warlord can be learned.

Mack Gnarl

Rep within the awesome edifice that is Fire Mountain, the Player Character finds the Black Gnarl. He is the at surviving dwarven smith who can forge the elements the Player Character has gathered into the magic offer that will hold the Dark Slag.

Buried Miner

leneath the Underground City, in its once rich mines, the Player Character encounters the wounded form of a buried miner, the father of the little girl encountered in the city above. He thanks the Player Character or his rescue and tells him of the Heartstone, a rare item that is alive with goodness. Though he no longer has a taste for treasure hunting, he hopes the Player Character finds the Heartstone, for it might bring luck. Indeed, with the Lure of the Heart, an item that glows when close to the stone, the Player Character can ocate the fabled gem. The Heartstone is also an answer to a line of the riddle provided by the demon and herefore one more element needed in constructing the coffer to hold the Dark Slag.

"Bejewel the Chest with the Hallowed heart of Glittering Stone."

Once the Heartstone is found, the Player Character can exit the mines one step closer to completing the quest.

Book Thing

Captured long ago by Khalid, the Mage of the Dark Lantern, this creature is a repository of spell information. It has grown lonely in its isolation and longs for conversation and a companion. In exchange for a moment of company, it will teach the Player Character the Dark Cloak of the Shadow spell.

Caged Demon

In the stern of the first level of the Sunken Galley, the character encounters a horrible demon chained and bound by ancient magics. The demon promises a riddle for its freedom, a riddle composed of eight lines. In exchange for each line of the riddle it wants a heart of one of the dead sailors who imprisoned it, the sailors who even now haunt the ship. Once the hearts have been delivered, the demon will then recite his riddle, the lines of which are as follows:

Line 1 - "It must be Bound in Thews of Invincible Iron."

Line 2 - "Bejewel the Chest with the Hallowed Heart of Glittering Stone."

Line 3 - "Gift it with the Essence of Dragon Amber, born of Earth and Root."

Line 4 - "A Sacrifice of Clay. The Power to Bind its Parts."

Line 5 - "Craft it from wood no Mortal Blade can carve. Find the Wicked Tree."

Line 6 - "The Strength of Love Denied. The Soul of a Dead Hero shall Empower it."

Line 7 - "Temper it in the Tears of the Weeping Moon."

Line 8 - "Forged by the Legendary Black Gnarl, beneath his Binding Song."

Clay Druid

Within the hidden shrine known as Sanctuary waits the Clay Druid. This wise and noble creature gives the Player Character the final clue to destroying the Dark Slag by hurling it into the Anvil of Dawn, and he will also speak of the Black Gnarl, the one who can craft the coffer from the items mentioned in the demon's riddle. This coffer will contain the Dark Slag, allowing the Player Character to carry it without harm to himself. He will also give a part of himself, a Bead of Immortal Clay, one of the items needed by the Player Character to create the coffer.

Dying Warrior

Just inside the entrance to the Barrier, the Player Character comes upon the body of a dying warrior. He speaks of the valiant troops that were overrun by the Warlord's hoard and urges the Player Character to flee before it is too late. The Player Character comforts him in his last moments and sadly watches as the here expires.

Embedded Giant

It is the task of the Player Character to free this unfortunate man from his terrible fate. The Giant must be reduced in size and freed from his imprisonment in the Iron Titan. A Cube or Rod of Magic Immersion is necessary, but neither can function at first for the Giant is trapped within zones which negate the use of all magic. Only by finding the release buttons which turn off these zones can the Player Character free the embedded prisoner. Once the Embedded Giant has been shrunk to normal size, his bonds slip off. These are the Iron Shackles, one of the items spoken of in the eight riddles from the Demon of the Sunken Ship.

"It must be Bound in Thews of Invincible Iron."

Only by taking these shackles and the other items mentioned in the Demon's riddles to the Black Gnarl will the Player Character solve the puzzle to the construction of the magical coffer which can contain the Dath Slag.

Exotic Amazon [Nalu PC]

Encountered on the balcony-ridge outside the City of the Dead, this character is deep in despair over the loss of her friend and companion, Foxwen, the blonde warrior maid encountered in the Temple of the Moon. (This encounter will not occur if the Player Character has selected to play either female character.) She is holding the Fall Equinox Disc and will hand it to the Player Character during their conversation.

Evil Spirit

When the Warlord's forces overtook the City of the Dead they turned many of the spirits there into twisted evil shades of what they once were, but this malignant thing was black-hearted from the beginning. Jealous and petty, the Evil Spirit stole the love of the Ivory Prince and locked her away in a chamber beneath the Northeast area of the burial ground. To fulfill the quest, the Player Character must have acquired at two the three soul houses located in the monk's chambers in the Temple of the Moon. One of these items must be used on the Evil Spirit, thus freeing the female ghost and allowing the armor of the Ivory Prince to remain useful to the Player Character (see the listing for the Ivory Prince). Careful players will not waste time conversing with the Evil Spirit, for during conversation with the spirit it will lash out, draining a point of strength for each blow it lands.

Female Ghost

The lover of the Ivory Prince, this NPC is located in the lower Northeast section of the City of the Dead, held prisoner by the Evil Spirit. Once she is freed the Player Character can complete the bargain made with the Ivory Prince and collect the priceless Ivory Armor offered by the Prince. To free the Female Ghost, it is necessary to capture the Evil Spirit in one of the Soul Houses found in the Temple of the Moon.

Houre of Stone

Within the Land of Roots there is a chamber which serves as living quarters for a loyal yet fearful guardian. This being protects himself with the spell Granite Ward of Tempered Skin, by which he appears at first to be tpile of stones! The guardian, whose name is Lijo, when finally convinced the Player Character is not intent in causing harm, tells of his stewardship of the Land of Roots and of the wondrous Amber Dragon. He also eaches the Player Character the spell of the Granite Ward of Tempered Skin. Lijo tells of the days when the Amber Dragon, a shy beast, emerged from its lair just long enough for a brief glimpse. It would quickly turn all, but not before leaving behind a trail of glowing Dragon Amber. The Player Character should recognize his as one of the items needed to construct the coffer to hold the Dark Slag. Lijo gives the player the dragm's name, Mirabaesch, for the creature only responds to this call. Lijo also speaks of the Stasis Chamber hat some have used in the past to preserve the glowing essence of the amber dragon.

Forest Healer

found in the area that surrounds the Eye of Clay, hidden in the shadows of some tall stones, this mysterious figure is one of great aid to the player. He imparts information on the secret to opening the inactive ateway to Sanctuary and the Council of Clay. He also gives the Player Character the Hallowed Wreathe of Elder Leaves, an item that transports the slain body of warriors away from the scene of battle. This item is required, along with the Soul Link spell, if the Player Character wishes to return whole and victorious at the end of the adventure.

Guardian of the Sea of Ice

before entering the final phase of the adventure, the player must make it past this gatekeeper to the Anvil of Dawn. The guardian, frozen in ice, has long ago lost the means to open the gates it once could so easily, for its arms have dropped away into the frozen wastes below. The player must have found a Scroll with the Words of Opening: "Arras, bertold enigmas balirest!", this, along with the spell of Heavenly Mend of Unseen Artisans, repairs the guardian so that he may open the way into the Anvil of Dawn.

Impaled Barbarian [Brice PC]

West of the Temple of the Moon, the character runs across a gruesome sight, the impaled form of the barbarian who was one of the champions called to the Palace at the start of the adventure. (This encounter does not occur if the Player Character has selected to play this character.) The impaled barbarian stands as a sign of the difficulty in passing through Gorge Keep and as a warning that the Player Character should try to find an alternative route across the Scar.

Imprisoned Baboon King

Found in the Barrier and forced to sit helplessly by and watch his loyal people serve the Warlord in order to preserve his life, this NPC will gladly fight with all his strength if freed from his prison. In order to free the baboon Lord the Player Character must find the Withered Hand Key. Once this is accomplished the Baboon King and all of his people will leave the Barrier, saving the Player Character from wasting energy fighting these proud beings.

lvory Prince

Trapped in a state of limbo and forced to wait within the confines of his crypt, this noble spirit tried desperately to fight the influence of the Dark Slag upon the denizens of the City of the Dead. Unfortunately, the other souls proved not so strong willed and succumbed to the evil power of the stone. It transformed them into tormented souls and corrupt vapors. The strongest of these evil spirits has stolen the love of the lvory Prince and locked her away beneath the sepulchers and tombs, reveling in the sheer wickedness of his at The Ivory Prince pleads with the Player Character to rescue his love, for he cannot, confined as he is to his tomb. In exchange he will grant the Player Character the use of his armor, an ivory suit of plate mail. This armor reduces all damage taken by one half. However, if the Player Character captures the soul of the Prince before releasing the Prince's love from the evil spirit, the effects of the armor are reversed and all damage received is doubled. The Player Character should also recognize that the soul of the Ivory Prince's one of the components of the magical coffer which the demon of the Sunken Ship spoke of in his riddle:

"The Strength of Love Denied. The Soul of a Dead Hero shall Empower it."

The spirit of the Ivory Prince can be captured using one of the Soul Houses found in the Temple of the Moon. Once the Player Character has freed the Prince's love from the clutches of the evil spirit, it is then possible to return to gather the armor and capture the soul of this noble NPC.

Lady of the Sea

Of all the menaces encountered on the quest, the cryptic Lady of the Sea is one of the most deadly. If the Player Character is not careful, during their conversation, not only will she offer to teach the Player Character the spell Vampiric Mists of Innate Weakness, she will also take away the Player Character's soul. The only way the Player Character can safely learn the spell while retaining life and soul, is to have found and activated the Soul Link Figurine before engaging in conversation with the Lady of the Sea. In this way, the Player Character's spirit and body are reunited, even after the Lady of the Sea believes she has gained her prize. This action foreshadows the necessary use of the Soul Link spell at the end of the game.

Little Girl

Beneath the surface of the earth, between gates carved of living bone, there lies the ancient and once prosperous Underground City. Before the Warlord came, this city used to mine the earth for minerals and precious gems, sharing its wealth with all of Tempest and proudly displaying its handiwork in the arts. The very tools used by the citizens, and even their dwellings, were carved from valuable stones. Sadly, the city has fallen into the hands of evil and all of Tempest mourns this terrible loss. This is true for none more so that one little girl, whose father lies trapped deep below the city streets, in the mines. She aids the Player Character by telling of her brave father, who is still alive, though trapped. When the mines collapsed during the Warlord's attack, he had been searching for the most precious of legendary stones, the Heartstone.

Little Mage [lanmyrth PC]

This character will be encountered at one of two places: just outside the Underground City at its West entrance or as a prisoner at the feet of the Castellan. (These encounters will not occur if the Player Character has selected to play this character.) At the end of the conversation with the Castellan, this NPC is slain in a merciless fashion, once again demonstrating the depth of evil to which the Warlord and his men have fallen.

Lord Gryphon [the Tortured Prisoner]

Found broken and dying in one of the antechambers on the lower level of the Keep, this loyal commander is almost the last member of his garrison left alive. He at first mistakes the Player Character for his friend Parsafal, the only other member of the keep's forces to survive. When he realizes that the Player Character is not this stalwart warrior, he implores a favor, to take his Signet Ring. With the ring the Player Character's
useek out the tracker and urge him to join Tempest's other fighting forces, far from the Warlord's lines. He so offers a clue to a useful magic hidden in a secret room in his chamber on the level above.

lage of the Dark Lantern

the highest level of the impressive tower known as the Dark Lantern, the Player Character will come stoss the still, dead form of a man. After solving the puzzle of how to converse with the dead man's spirit, halid, the Sea Raven, converses with the Player Character. He tells of the demon in the Sunken Galley and that beast's riddle. It is a riddle which tells of the components which must be gathered in order to ensure the destruction of the Dark Slag.

Mercenary Captain

lapped in the Barrier along with a few of his men, this NPC is resigned to his fate, that of death in battle. He ifters supplies that he and his doomed men no longer need and which may be of use to the Player Character.

Mercenary Second in Command

nother of the soldiers trapped inside the fortress-prison of the Barrier, this warrior gives words of encourgement and hope to the Player Character.

Hirelurk Adventurer [Daganoth PC]

ust as with lanmyrth, the little Mage, this NPC will either be encountered either outside the West entrance to the Underground City, or held prisoner before the Castellan. (This encounter will not occur if the Player Character has selected to play this character.) Again providing atmosphere and pathos to the adventure, Daganoth serves as an impetus for the Player Character to push on and defeat the Warlord.

Hysterious Old Man

Hidden behind a waterfall South of the fortress of Gorge Keep, this NPC offers words of advice and a new yell, the Fountain of Scorching Vapors.

Nameless Thing

lust inside the entrance to the Reed Plain, the Player Character encounters a strange, eerie being hidden beneath grass and shadow. It gives information on how the Player Character can navigate the plain in relative safety by going slowly and keeping an eye out for the Slog Riders sent to capture the Player Character. It also speaks of a way out of the reeds, an exit which lies in the Northwest corner of the plain.

Old Man of Chaos

Another citizen of the Underground City who almost escaped the wrath of the Warlord, but not quite. His form has been warped and twisted by the Dark Slag, but still he retains his heart and soul. He tells the Player Character of the dangers that now lurk in the city, the rest of the population having been transmuted by the Warlord's evil into Quivering Pools and Blood Spawn, all of whom seek to eliminate the enemies of Chaos.

Parsafal [A Tracker]

Found just outside the Keep, in a section of ruins to the Player Character's right, this stout warrior admonishes the Player Character and himself for fleeing the Warlord's evil hoard. When told of Gryphon's demise he refuses to believe and only accepts the truth after being given the Signet Ring. In exchange for news of his lord, the tracker will give the Player Character a sack containing several Gold Talons, which will ad greatly later in the quest.

Queen's Guard 1

Encountered outside the Player Character's room in the Palace, this surly NPC blocks one of the passage ways that is closed. He brusquely informs the Player Character to move on in the quest.

Queen's Guard 2

Encountered in the Palace, this surly guard keeps the character headed on the right path to finding the Armorer, the Court Magician, and Azariah, the Old Sage.

Queen's Guard 3

Like his companion above, this NPC merely keeps the character headed on the right path to finding the Armorer, the Court Magician, and Azariah, the Old Sage.

Reylan's Sleeping Imp

In the now silent and tainted halls of the Underground City, there is a chamber that once housed the Cityle honored Mage, Reylan. He had an imp, one that would dream of spells and would in this manner transmit them to its master. This creature was asleep when the Warlord's men arrived, and so escaped their wrath Even now he sleeps and dreams of spells. He will awake when the Player Character enters his room, breaking the spell and denying the Player Character a chance to receive the benefits of the spell known as Fire Haven. In order to learn the spell, the Player Character must find an item called the Hourglass of Temporal Freeze, which will momentarily stop time long enough to enter the room, study the symbol in the imple dream and learn the spell.

Shadow Hand

Found in ruins North of the Barrier, this humorous being trades with the Player Character for some Gold Talons. For each Gold Talon offered, the NPC trades one of the following items:

- 1. Symbol of flesh gold.
- 2. Amulet of stamina +1.
- 3. Soul link figurine.
- 4. Draught of Heightened Mortality.
- 5. Scroll: Roaring Column of Lightning Wild.

He will trade with the character only five times. After the fifth trade the ShadowHand no longer has anything to trade.

hang-Rukh [the Court Magician]

incountered on the first level below the Player Character's sleeping quarters (game starting position), this warse yet kindly individual offers to teach the Player Character the symbols of magic. These symbols are meded to activate the inherent elemental magic that resides within each inhabitant of Tempest. Each symtol calls upon one of the spells of the elements. The basic spells offered by Shang-Rukh are:

Fire - Ash and Cinders Water - Shackles of Ice Lightning - Laughing Skull of Thunderous Might Earth - Iron Fist of Chaos Wind - Shrouded Gale of Vengeful Winds

The mage also speaks briefly of another elemental discipline, the magic of the Void.

soulWrought, the Sentient Sword

In the marshy terrain and walls of the Quagmire, the Player Character discovers a special area, where a word is held fast by two hands. Only by offering the correct number of Gold Talons to the hands will they release the sword, known as SoulWrought, into the possession of the Player Character. The hand of greed requires three Gold Talons, while the hand of jealousy requires twice that number, or six Gold Talons.

With the sharp edge of this magic blade the Player Character can cut into the hard word of the Wicked Tree, for this is mentioned in the riddle spoken by the demon of the Sunken Ship.

"Craft it from Wood no Mortal Blade can carve. Find the Wicked Tree."

This weapon is also the only known way to pierce the protective armor of the Castellan. Only by defeating the chief warrior of the Warlord's armies will the Player Character gain the Dark Slag.

Stone Guardian

blocking a passage in the lower level of the Dark Lantern, this creature can be removed only by the proper means. The secret to his removal lies in the two items known as a Glass Lamp of Life Essence and a Horn of Summoning. Once found, these items must be held in the Player Character's hands while facing the guardian. Then, blowing upon the horn shatters the Glass Lamp, returning the guardian from whence it came and freeing up the passage for the Player Character to explore.

Tal [Weapons Smith]

Encountered on the lowest level of the Palace, just before the encounter with Azariah, this soot-caked and fire-hardened laborer is almost at his strength's limit. He spends his waking moments before the forges, creating the weapons necessary for Tempest's defense. He offers one weapon only to the Player Character, hough that weapon is from a category of the player's choice. The weapon types offered in each of the fighting styles are:

Slashing - Broad-Bladed Sword Hacking - Battle Axe Thrusting - Spear Ranged - Throwing Blade Tal also imparts information on the doom which seems inescapable for the fighting forces of Tempest.

Temple of the Moon Oracle

The living embodiment of the divine consciousness of Tempest, this NPC may seem confusing at first. This is due to the enigmatic chain of thought that flows through her divine presence. Her words give clues to the inner secret of the Dark Slag, a way across the Scar, and the dire prediction that only one of the five adventurer's sent in the beginning shall survive the quest. Her tears must be caught if the Player Character is to fulfill yet another of the lines given in the riddle from the Demon of the Sunken Ship:

"Temper it in the Tears of the Weeping Moon."

The tears can be stored within the item known as the Sacred Sipher.

Tree Sprite

At the very top of the Elder Tree is encountered a Tree Sprite, the living spirit of that magnificent extension of Tempest's life-force. This being pleads with Player Character to heal the corrupted roots of the tree, and in exchange will grant the character safe passage across the Scar. To aid healing the roots, the Tree Sprite gives a gift to the Player Character, the Hallowed Staff of Elder Wood.

Two-Headed Giant

At the Bridge over the Lava River, the Player Character encounters an amusing and somewhat puzzling creature, a two-headed giant named Jinks and Bertol. This creature has been charged with allowing no one to cross the bridge unless they are part of the Warlord's horde. The only way the Player Character can cross safely is to get the dumb head, Jinks, to knock out his 'brother' head, Bertol. After learning that Jinks is deathly afraid of the creature known as a Skarac (several of which can be found in the Reed Plain), and placing the creature down in front of the giant, the Player Character causes Jinks to hurl himself from the bridge in terror. The Player Character can now safely continue on the journey.

Warlord

Finally, at the end of a terror-filled adventure, the Player Character confronts the cause of the land's pain and horror, the mighty Warlord himself. He attempts to taunt the Player Character into giving up the Dark Slag and joining him in the conquest of the land. Else he tries to convince the Player Character that the Dark Slag is merely a piece of useless rock. The key to defeating the Warlord and his evil lies in his own words "He who speaks first has already lost. Action alone wins."

Warrior Trapped in Ice

Deep in the interior of Gorge Keep, the Player Character finds a heroic warrior encased in a wall of ice. This brave soul must be freed, for when he is, he will bestow upon the Player Character the Crest of Tempest, the key to the chamber which holds the crank which opens the outer portcullis of the Keep. The Player Character can only free the warrior by placing Glowing Embers on the ground next to him. This will melt the ice, freeing the warrior.

Water Elemental

Leaving the Dark Lantern, the Player Character will find himself on a dock facing the open sea. In order to reach the Sunken Galley, the Player Character must have possession of the Enchanted Sea Conch found in

2 Dark Tower. Blowing on this item summons Erebanos, a Water Elemental who grants the Player haracter passage to the Sunken Galley through the Underwater Labyrinth!

liglaf [Young Serving Boy]

his loyal servant of the Lady is waiting just beyond the door to the Player Character's sleeping quarters. The layer Character has awakened late, well into midday. The others have already left on their missions to resue Tempest from the evil of the Warlord. Wiglaf tells the Player Character that the Armorer and the Court lagician wait to offer help in the levels below.

Wind Elemental

bund in the reeds and grasses of the Quagmire, this NPC is a living embodiment of the element of Wind. The is one of the friendlier sort, at least more so than the water elemental previously encountered on the lock outside the Dark Lantern. However, before the Player Character is able to communicate with the elemental, the Chimes of Comprehension must be found, for only they can grant speech between the two. This and spirit speaks words of encouragement and offers to teach the spell Dance Upon the Winds of Stone.

Creature Statistics Table

Numbers under Poison, Drain Strength, Agility, and Spell Level represent percentages, such that a 5 = 50%. Weight is in Kilograms. Hit Points and Damage do not have units but are related to one another as follows: 6 points of damage takes away 6 hit points from the damaged creature. +To Hit is a modifier added to the base "roll" when the calculation is made to determine whether or not a swing becomes a successful hit. If Weight is 0, it means the creature either does not touch the floor or is a flying creature.

	Poison	Drain Str	Agility	Spell Level	Base Hps	D6 Hps	Weight	+To Hit	D6 Dmg	Range Attak
Aracinfant	6	N	9	0	25	6	0	5	8	0
Beast of Trung	1	N	5	0	200	15	100	4	20	0
Blood Spawn	N	N	7	0	30	6	30	3	6	0
Blood Thorns	5	N	1	0	20	1	5	5	2	0
Braid Stone	Ν	N	6	0	50	10	100	4	20	0
Cacofiend	Ν	Ν	7	10	50	15	100	4	14	LTNG*
Castellan	Ν	Ν	6	0	250	0	100	2	30	0
Clansman	Ν	Ν	6	0	50	5	80	4	7	0
Colossal Baboon	Ν	Ν	8	0	100	10	100	5	10	0
Devourer of Souls	5 N	6	4	0	65	10	100	3	6	0
Drowned Sailor	Ν	Ν	3	0	25	6	80	4	5	0
Earthbile	4	Ν	5	0	40	6	100	4	10	ROCK*
Fungus Man	5	Ν	7	4	30	8	100	4	8	MSRM*
Hagborn	Ν	Ν	7	8	150	20	100	5	14	LTNG*
Ice Worm	Ν	Ν	6	0	200	20	100	4	40	0
Infernal Bones	Ν	Ν	6	7	40	10	1	5	16	FIRE*
Jester	Ν	Ν	8	6	60	10	75	4	8	SKLL*
Juggernaut	Ν	Ν	1	6	60	0	60	5	6	FIRE*
Lurking Claw	N	Ν	4	1	15	6	100	4	5	0
Lurking Stench	7	Ν	8	0	50	5	0	4	8	0
Messengers	Ν	Ν	8	6	70	5	100	2	4	0
Minervan Hrpy	Ν	Ν	8	4	40	5	0	5	5	0
Mirelurk	Ν	Ν	10	0	30	4	60	5	8	0
Murk Elemental	3	Ν	7	7	30	7	50	4	10	MUD*
Packrat	Ν	Ν	10	0	100	0	35	10	15	0
Quivering Pool	Ν	Ν	5	3	20	4	100	4	4	0
Slog Rider	Ν	Ν	6	0	30	7	100	3	12	0
Slog Rdr (RP)	Ν	Ν	6	0	30	7	100	3	8	0
Slither Fist	Ν	Ν	8	0	10	6	6	5	2	0
Swarm Maiden	Ν	Ν	8	0	40	7	5	10	10	INSCT*
Sword Thane	Ν	Ν	6	0	15	3	100	5	3	0
S. Thane (WS)	Ν	Ν	8	0	40	5	100	4	10	0
Thunder Demon	Ν	Ν	6	5	30	10	0	4	4	LTNG*

Ν	3	7	0	30	7	0	6	10	ARRO*
N	N	10	10	100	6	95	4	14	FIST*
N	N	5	10	200	8	0	3	6	WISP*
N	N	6	6	50	10	0	4	10	FIST*
Ν	N	6	10	200	10	0	4	10	FIRE*
N	N	7	6	20	4	0	3	6	FIRE*
	N N N N	N N N N N N N N	N N 10 N N 5 N N 6 N N 6	N N 10 10 N N 5 10 N N 6 6 N N 6 10	N N 10 10 100 N N 5 10 200 N N 6 6 50 N N 6 10 200	N N 10 10 100 6 N N 5 10 200 8 N N 6 6 50 10 N N 6 10 200 10	N N 10 10 100 6 95 N N 5 10 200 8 0 N N 6 6 50 10 0 N N 6 10 200 10 0	N N 10 10 100 6 95 4 N N 5 10 200 8 0 3 N N 6 6 50 10 0 4 N N 6 10 200 10 0 4	N N 10 10 100 6 95 4 14 N N 5 10 200 8 0 3 6 N N 6 6 50 10 0 4 10 N N 6 10 200 10 0 4 10

ley for Creature Notations:

RP = Reed Plain

WS = Warlord's Stronghold

key for Ranged Attacks:

ARRO = A magical arrow attack. The arrow disappears after being fired by the creature.

FIRE = A fireball or ring of fire attack launched by the creature.

FIST = The spell Iron Fist of Chaos.

INSCT = The swarming insect attack launched by this creature.

LTNG = The spell Roaring Column of Lightning Wild.

MSRM = A special mushroom attack launched by this creature.

MUD = A special mud attack launched by this creature.

ROCK = A special rock attack launched by this creature.

SKLL = The spell Laughing Skull of Thunderous Might.

WISP = A special fiery flare attack launched by this creature.

Spell Statistics Table

This table represents in percentages the effectiveness each combat-based spell has against creatures. The numbers represent one tenth of the total percentage, such that 5 = 50%.

Irn Deadly Fst Spores	Shrd Gale	Ghast Howl	Unhly Confg	Ash Cind	Shkl Ice	∇mpr Mist	Fntn Vapor	Lgh Skl	Roar Clm	Banes Blood	Rtl Unm
Aracinfant	oure		comp	Child	100	mot	ruper				carini
10 6 Beast of Trung	0	10	6	10	10	10	6	10	10	0	10
10 10	0	10	10	10	10	10	10	10	10	10	10
Blood Spawn 6 3	10	5	5	5	10	10	5	5	5	10	10
Blood Thorns											
10 10	0	10	10	10	10	10			10	0	10
Braid Stone											
10 0	0	0	10	10	10	10	0	3	3	0	10
Cacofiend					4						
10 10	10	10	10	10	4	8	8	2	2	0	10
Castellan											
0 0	0	0	0	0	0	0	0	0	0	0	0
Clansman											
10 10	10	10	10	10	10	10	10	10	10	10	10
Colossal Baboon											
10 10	10	10	10	10	10	10	10	10	10	10	10
Devourer of Souls											
6 6	10	10	6	6	10	6	6	6	6	0	10
Drowned Sailor											
10 0	10	10	3	3	10	3	10	10	10	0	10
Earth Bile											
10 0	3	10	6	6	10	10	5	6	6	0	10
Fungus Man											
10 0	10	3	10	10	10	4	5	10	10	0	10
Hagborn											
10 10	10	10	10	10	10	10	10	3	3	10	10
Ice Worm											
7 7	0	10	10	10	0	7	10	7	7	10	10
Infernal Bones											
10 0	10	6	3	3	0	10	3	10	10	0	10
Jester											
10 10	10	10	10	10	10	10	10	10	10	10	10
Juggernaut											
10 2	0	10	0	0	7	10	2	10	10	0	10
Lurking Claw											
10 10	10	10	10	10	10	10	10	10	10	10	10
Lurking Stench											
10 0	10	10	10	10	10	0	10	10	10	0	10

assengers	s 10	10	10	10	10	10	10	10	10	10	10	10
inervan H		10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10	10	10
irelurk												
10	6	10	10	10	10	10	10	10	10	10	10	10
urk Elem												
5	0	10	0	3	3	10	10	0	10	10	0	10
ickrat				1.11								
10		10	10	10	10	5	10	10	10	10	10	10
wivering !												
10	10	10	10	10	10	10	10	10	10	10	10	10
log Rider	10	10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10	10	10
log Rider	(Reed Pla 10		10	10	10	10	10	10	10	10	10	10
		10	10	10	10	10	10	10	10	10	10	10
ther Fist	10	10	10	10	10	10	10	10	0	10	10	10
warm Mai		10	10	10	10	10	10	10	0	10	10	10
3	3	0	0	10	10	10	0	10	5	5	0	10
ford Tha		0	0	10	10	10	U	10	5	5	U	10
	10	10	10	10	10	10	10	10	10	10	10	10
		ord's Stron		10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10	10	10
hunder De						-		6.01				
10	10	10	10	10	10	10	10	10	3	3	0	10
ormented	Soul											
10	0	10	10	10	10	10	10	10	10	10	0	10
oid Monk												
7	3	0	7	6	6	3	10	6	10	10	0	10
I-O-Wis	р											
10	10	10	0	10	10	10	0	10	10	10	0	10
ither Prie	est											
3	3	10	10	10	10	10	10	10	10	10	10	10
		rd's Strong										
10	10	10	10	10	10	3	3	3	10	10	10	10
yvern												
10	10	10	10	3	3	10	10	3	10	10	0	10

key for Spells

Irn Fst=Iron Fist of Chaos Deadly Spores=Deadly Spores of Earthen Rot Shrd Gale=Shrouded Gale of Vengeful Winds Ghast HowI=Ghastly HowI of Mortal Anguish Unhly Confg=Unholy Conflagration Ash Cind=Ash and Cinders ShkI Ice=Shackles of Ice Vmpr Mist=Vampiric Mist of Innate Weakness Fntn Vapor=Fountain of Scorching Vapors Lgh Skl=Laughing Skull of Thunderous Might Roar CIm=Roaring Column of Lightning Wild Banes Blood=Bane's Boiling Blood Rtl Unm=Ritual of Unmaking

Weapons Statistics Table

This table represents in percentages the effectiveness each weapon type has against creatures. The numbers represent one tenth of the total percentage, such that 5 = 50%.

	Hack	Thrust	Slash	Ranged	
Aracinfant	7	10	7	10	
Beast of Trung	10	10	8	8	
Blood Spawn	8	8	8	8	
Blood Thorns	7	3	10	3	
Braid Stone	10	3	4	2	
Cacofiend	10	10	10	10	
Castellan	0	0	0	0	
Clansman	10	10	10	10	
Colossal Baboon	7	10	7	10	
Devourer of Souls	10	10	10	10	
Drowned Sailor	10	5	8	3	
Earth Bile	10	5	7	5	
Fungus Man	10	6	8	6	
Hagborn	10	10	10	10	
Ice Worm	7	10	7	7	
Infernal Bones	7	7	7	7	
Jester	10	10	10	10	
Juggernaut	10	6	7	6	
Lurking Claw	10	10	7	10	
Lurking Stench	7	7	10	7	
Messengers	10	10	10	10	
Minervan Harpy	7	10	7	10	
Mirelurk	10	10	10	10	
Murk Elemental	5	3	4	3	
Packrat	10	10	10	10	
Quivering Pool	10	10	10	10	
Slog Rider	7	10	7	10	
Slog Rider (Reed Plain)	7	10	7	10	
Slither Fist	10	7	10	7	
Swarm Maiden	4	4	4	4	
Sword Thane	10	10	10	10	
Sword Thane (Warlord's Strongh	old) 10	10	10	10	
Thunder Demon	10	10	10	10	
Tormented Soul	10	10	10	10	
Void Monk	10	10	10	3	
Will-O-Wisp	7		10	5	
Wither Priest	10	10	10	10	
Wither Priest (Warlord's Strongho	old) 10	10	10	10	
Wyvern	7	10	7	10	

Player Character Base Statistics

	Strength	Stamina	Agility	Power
anmyrth, the little mage	3	4	5	8
ixwen, the blond Warrior-Maid	3	7	8	2
lrice, the Barbarian	8	7	4	1
lalu, the Amazon	8	5	6	1
laganoth, the Mirelurk	5	5	5	5

Characters' starting statistics, if the editing option is chosen.

	Strength	Stamina	Agility	Power
anmyrth, the little mage	1	2	2	5
foxwen, the blond Warrior-Maid	1	4	4	1
hice, the Barbarian	4	3	2	1
Valu, the Amazon	5	1	3	1
laganoth, the Mirelurk	2	2	3	3

Object and Treasure Glossary

Armor

War Armorweight = 10Kg* If worn, reduces damage inflicted on Player Character by 10%.

Shell Plate Armorweight = 12Kg* If worn, reduces damage inflicted on Player Character by 25%.

Chain Cloak Armor weight = 17Kg * If worn, reduces damage inflicted on Player Character by 20%.

Ivory Plate Armor

weight = 40Kg

* If worn, reduces damage inflicted on Player Character by 50%.

* Special Case: If Player Character has imprisoned the essence of the ghostly maiden in a soul house or has not freed her from the thrall of the evil spirit, then the ivory armor is cursed

Statistics for cursed armor: weight = 100Kg & damage is actually increased by 50%.

Fiery Jazerant Armor

weight = 33Kg

* If worn, reduces damage inflicted on Player Character by 40%.

* Reduces damage from fire based spells by 25%.

Serpent Scale Armor

* If worn, reduces damage inflicted on Player Character by 30%.

* Slows the effects of poison. Decreases frequency of poisoning. This means the Player Character take damage from being poisoned less frequently when wearing this armor.

Banded Ironroot Armor

* If worn, reduces damage inflicted on Player Character by 30%.

* Reduces the casting cost of all earth based spells by 50%.

weight = 20Kg

10-11-10-

weight = 25Kg

Weapons

lattle Axe tamage = 1d8

Var Hammer tamage = 1d12

lroad-Bladed Sword (one handed) iamage = 1d8

Great Sword (Two-Handed Sword) damage = 2d8

Crossbow damage = not applicable

hrowing Blade (oversized shuriken) damage = 1d6

Spear damage = 1d8

broad Bladed Spear (short haft) damage = 1d10

staff of Lightning Wild When used the staff casts the spell roaring Column of Lightning Wild. It has 8 charges. Each time the staff sused, 1 charge is expelled. When staff is used up it is removed from the game.

WhirlWind - Broad Bladed Sword weight = 1Kg found in Iron Titan) damage = 1d10Increases the Player Character's agility 1 point when the sword is in hand. Light weight allows the Player Character to attack repeatedly without tiring quickly.

SeaMaiden - Broad Bladed Spear found in the Sunken Galley)

damage = 1d10'Casts level 3 Shackles of Ice. Has 12 charges. weight = 8Kg

weight = 6Kg

weight = 13Kg

weight = 7Kg

weight = 1 Kg

weight = 2Kg

weight = 4Kg

weight = 2Kg

weight = 4Kg

CrimsonRage - Battle Axe

(found in the City of the Dead) damage = 2d6 *Casts a level 5 Rage of Fallen Heroes. Has 6 charges.

BloodBane - Throwing Blade

damage = 1d6 *When the throwing blade hits it also acts as a level 5 Bane's Boiling Blood.

BackLash - Throwing Blade

damage = 1d6 *Returns to the Player Character's hand immediately after it has struck a creature, wall, or anything that would stop its path of flight.

WarRender - Two-Handed Sword

damage = 2d20 *On a natural "to hit" roll of 19 or 20, multiply damage by 3 and temporarily reduce the Player Character's strength by 1.

SteelSunder - Broad Bladed Sword

(found in the Dark Lantern) damage = 1d12

ThunarMjolnir - War Hammer

(found in the Fire Mountain) damage = 3d6 *Casts a level 5 Roaring Column of Thunderous Might. Has 12 charges.

SkullScreamer - Crossbow

damage = not applicable

*Shoots level 3 Laughing Skull's of Thunderous Might. The weapon has 12 charges. After these charges are expended the weapon is removed from the game. "The crossbow SkullScreamer turns to dust."

Inferno - Crossbow

damage = special * Shoots fire rings that inflict 2d20 points of fire-based damage. The weapon has 12 charges. After all of the charges have been expended, crossbow is removed from the game. "The crossbow Inferno turns to dust"

SoulWrought - Broad Bladed Sword

(found in the Quagmire) damage = 3d12 *Increases the Player Character's power ability 2 points when in hand. *Is the only thing in game that can inflict damage on the Castellan and cut wood from the Wicked Tree.

Crossbow Bolt

damage = 1d8

weight = 0Kg

192

weight = 7Kg

weight = 1Kg

weight = 1Kg

weight = 6Kg

weight = 13Kg

weight = 8Kg

weight = 7Kg

-Theorem

weight = 7Kg

weight = 6Kg

Normal Keys

iteel Circle Key	weight = 0Kg	
ironze Skeleton Key	weight = 0Kg	
topper Sun Key	weight = 0Kg	
itone Claw Key	weight = 0Kg	
ion Dragon Key	weight = 0Kg	
liver Gryphon Key	weight = 0Kg	
fold Ankh Key	weight = 0Kg	
Pearl Serpent Key	weight = 0Kg	
hory Lion Key	weight = 0Kg	
lade Thorn Key	weight = 0Kg	
Onyx Raven Key	weight = 0Kg	
Opal Moon Key	weight = 0Kg	
Amethyst Hex Key	weight = 0Kg	
Emerald Leaf Key	weight = 0Kg	
Sapphire Tear Key	weight = 0Kg	

Misc. Objects

Gold Talon (coin)		weight = 0Kg	
Ruby Shard		weight = 1Kg	
Diamond		weight = 0Kg	
Stone Ankh		weight = 1Kg	
Silver Cup		weight = 1Kg	
Pearl	aphasistere may	weight = 0Kg	
Onyx Rose		weight = 0Kg	
Iron Mark		weight = 0Kg	
Rock		weight = 5Kg	
Boulder		weight = 10Kg	

Shields

War Shield

weight = 5kg

When in hand, gives opponent a -2 to hit.

legis - Shield, Sustains Strength

weight = 5Kg

When in hand, gives opponent a -2 to hit.

When in hand, the shield increases the rate at which a Player Character's drained strength is restored by 100%.

When in hand, the Player Character's Strength is increased by 1.

BloodHaven - Shield (offers Protection from Poison) weight = 5Kg "When in hand, gives opponent a -2 to hit. "When shield is in hand the Player Character cannot be poisoned.

CloudBurst - Shield (offers Protection from Lightning) weight = 5Kg ⁴When in hand, gives opponent a -2 to hit. ⁴When in hand the shield reduces damage from lightning based spells by 50%.

Helms & Head Gear

War Armor Helm	weight = 1Kg
* Reduces damage by 5% when worn.	
Shell Plate Helm	weight = 1Kg
* Reduces damage by 5% when worn.	film in hand, gires or ponent a -0 he hit
Chain Coif	weight = 1Kg
* Reduces damage by 5% when worn.	an a land the Flayer Clerester's Storigh is in
Ivory Plate Helm	weight = 2Kg
*Reduces damage by 10% when worn.	
Jazerant Helm	weight = 1Kg
*Reduces damage by 5% when worn.	
Serpent Scale Helm	weight = 1 Kg
*Reduces damage by 5% when worn.	
Ironroot Helm	weight = 1Kg
*Reduces damage by 5% when worn.	
Reed Helm of Decipher	weight = 1Kg
(Decodes Messenger Parchments)	
AD I I HAN I	

*Reduces damage by 10% when worn.

*Is needed to read the three messenger scroll objects. If scrolls are looked at without the Reed Helm of Decipher, an encoded scroll is displayed. If the Reed Helm of Decipher is worn when scrolls are looked at the readable version of scroll is displayed.

Scroll Parchments

All Scroll Parchments if put in the Player Character's hand and used, display a large blow up of the scroll. When this is done the spell described by the scroll is added into the Player Character's available spells. The spell description is also added into the Player Character's spell book.

Scroll: Heavenly Mend of Unseen Artisans	weight = 0Kg
Scroll: Iron Fist of Chaos	weight = 0Kg
Scroll: Deadly Spores of Earthen Rot	weight = 0Kg
Scroll: Shrouded Gale of Vengeful Winds	weight = 0Kg
Scroll: Ghastly Howl of Mortal Anguish	weight = 0Kg
Scroll: Unholy Conflagration	weight = 0Kg
Scroll: Ash and Cinders	weight = 0Kg
Scroll: Shackles of Ice	weight = 0Kg
Scroll: Reflections of the Lake	weight = 0Kg
Scroll: Laughing Skull of Thunderous Might	weight = 0Kg
Scroll: Roaring Column of Lightning Wild	weight = 0Kg
Scroll: Bane's Boiling Blood	weight = 0Kg
Scroll: The Strength of Titans	weight = 0Kg
Scroll: Ritual of Unmaking	weight = 0Kg

Misc. Parchments

Encoded Messenger Scroll

"To my commanders in the field and my loyal wither priests, a gift. By this scroll you shall invoke the power of the spell known as Soul Link. A rare Discipline of the Void, it creates a magical reservoir of life force, one drawn upon by the caster at the moment of death. If killed by an opponent, you shall find yourselves reurrected in the same place, though greatly weakened. It is yet more proof that we shall remain unbeatable. — The Warlord."

* Has two versions: encoded and readable. If Player Character is wearing the Reed Helm of Decipher, the readable version of the scroll is displayed.

* When viewed, this scroll also bestows upon the Player Character the Soul Link spell.

Encoded Messenger Scroll

"Reports from our informers in the Palace of the Lady tell me that four adventurers have left on a quest to strip me of my power. Such bold fools My Lady finds! Though the purpose of their quest remains unclear, it must be some desperate or secret plan to slow our conquest of Tempest. I cannot be certain that four alone move against us. Perhaps there are more. All must be found and killed, now! —The Warlord."

* Has two versions: encoded and readable. If Player Character is wearing the Reed Helm of Decipher, the readable version of the scroll is displayed

Encoded Messenger Scroll

weight = 0Kg

*Has two versions: encoded and readable. If Player Character is wearing the Reed Helm of Decipher the readable version of the scroll is displayed.

Scroll of Arcane Command

Piece of Parchment, text reads: "Khalid lasenti voicarious."

Blank Parchment

Blank Parchment

Scroll: Words of Opening

Abacus Key Parchment, text reads:

"The Words of Opening: Arras, bertold enigmas balirest."

Messenger Scroll

weight = 0

"An example is to be made of any commander captured in battle. A chord of fear must be struck in the hearts of our enemies, but especially in their generals and officers. Use whatever means are necessary to prolong their suffering and spread word of their deaths to the forces arrayed against us. —The Warlord."

weight = 0

weight = 0Kg

weight = 0Kg

weight = 0

1 212-4

weight = 0

Defenders of the Underground City, though you are prepared to give your lives in defense of your homes, ou are hereby ordered to evacuate the city. The approaching forces are overwhelming. Our only hope is a fall back and regroup, joining forces with other armies loyal to the good of Tempest. To make a stand gainst the Warlord here would prove a futile gesture. -Council of the City."

lade Journal

Ido not believe my men can survive the heat of the lower levels without a Sigil of Protection. The legends of Fire Mountain are clear. Long ago the Dark Dwarves traded with man, but in order to do so, they gifted wr kind with fiery Sigils of Protection. Only in this way could those valiant traders make their way into the lepths. No other natural or magical protection can turn away this intense heat. Still, the potential rewards outweigh the dangers. We press on."

Scroll: High Monk's Recollections

scroll: Orders of Command

In all the years of my priesthood, I have not seen the oracle weep so. She warns of a doom fast to fall upon us. Her people suffer, and as if her divinity could touch the pain in every human heart, she cries for all the ortured souls of Tempest. Such tears! I have thought of collecting them in a Sacred Sipher, for could not he tears of the Oracle in themselves possess a spark of her divinity?"

War Journal

For the record, I have passed on the order of the Council, yet though I command the forces of the Inderground City, few will listen to such cowardice. Leave and regroup they say, allow your homes to be destroyed by the greatest collection of evil scum ever to walk the good land of Tempest! We shall not. The commoners will not leave and my men will not. Together, we shall die defending the city."

War Journal

Gorge Keep must be fortified and held against the enemy at all costs. All losses are acceptable. If Gorge keep is lost, the commanders of my armies shall be executed at random and replaced by any officers with he initiative to stop the assault across the Scar and retake Gorge Keep."

lord Gryphon's Dispatch

My Lady, I had hoped never to send such news. My keep is all but overwhelmed. The enemy closes on three sides. Forgive me, but even your vaunted Palace Guard could not turn back these odds. I pray you rally the armies of Tempest about you, yet even then... the advance of this hideous horde may be but slowed. We cannot hold. It is my intent to send runners with copies of this dispatch, so that one might make it safely to you. As you know, I would have sent our trusted friend and my best tracker, Parsafal, but he has refused to leave my side. May all my remaining troops prove as loyal."

Scroll of Passage

"This scroll of passage, though old, calls not for gold. Mountain fire longs for neither jewels nor silver, but hungers for iron. We of the race of the Dark Dwarves have traded with men from the beginning of time, and our price has never been of glitter, but of good. Iron is but the symbol of honest work, and upon the use of four iron marks do we know the approach of an honest man."

Quill Parchment: Greeting

A quill too has its job to do. Welcome to the Temple of the Moon. I was created to greet visitors and answer whatever questions I could. Unfortunately, my supply of parchment is quite limited at the moment."

weight = 0

weight = 0

weight = 0

weight = 0

weight = 0

weight = 0

weight = 0

Quill Parchment: Monks

"I despair for my masters, for their fate is terrible. A great army approached, and with it a force of dark abilities. The monks still walk these halls, as do many of the visitors to our Temple. The dark powers transformed them, consuming their flesh and souls, bringing them together once again in the guise of evil beasts."

Quill Parchment: Warlord

"As a quill, I know little of the affairs of the outside world. Yet, I heard the screams of my masters. They cursed the name of the Warlord, even as they died, as they were transformed into beasts. The Warlord's forces ransacked the Temple. They moved on, to the far eastern tower and the City of the Dead. What terror they caused in that most noble of burial places, I know not."

Quill Parchment: Scar

"By listening to our travelers, I know of three ways across the Scar. To the northwest lies Gorge Keep, a formidable crossing into the heart of Desolation. To the east lies the Barrier and the Arching Bridge. Both lead to the Underground City and the sea. The Barrier is a terrible maze, but the Arching Bridge needs only a key to cross. I believe it is called the Key Stone of Safe Crossing."

Quill Parchment: Key

"Only that the High Priest of our Temple was reputed to own a Key Stone of Safe Crossing. His quarters are to be found in the central tower, on the level above the main floor."

Quill Parchment: Survivors

"I cannot say, not for certain, you understand. The Oracle is very powerful. It is said she is a part of the divine consciousness, set among men to bring the wisdom of the gods to Tempest. For her wisdom alone, many made the pilgrimage to the Temple of the Moon. I survived the Warlord's powers because I am but a quill. The Oracle may have paid his dark army no heed at all. If you wish to find her, look on the highest level of the central tower."

weight = 0

weight = 0

weight = 0

weight = 0

200

weight = 0

Book of Shells

Describing use of the sea shell needed to summon the water elemental at Dark Lantern.

"In order to use the Sea Shell of Summoning, one must face a source of water, such as a lake or the sea before using the shell. Water sprites and elementals of all sorts can be summoned in this way, some weak, some powerful. Sometimes the summons is answered and sometimes not. Sometimes it takes several tries, sometimes it works upon the first attempt."

Captain's Log

weight = 1Kg

weight = 1 Kg

weight = 1Kg

"A fierce storm has arisen. It is an evil omen, and as captain of this ship I shall make certain the Mage of the Dark Lantern pays well for the cargo we haul. He has summoned us to trade for the unearthly beast chained below, and though this trip might gain us great wealth, it might kill us too. To drown where the Lady of the Sea can gain our souls is no bargain at any price."

Book of Summons

'In this passage, we shall describe an elemental of particular fascination to the experienced mage, the Stone Guardian or Gargoyle. Two items are required for summoning the creature: a Glass Lamp of Life Essence and a Horn of Summons. The Glass Lamp imprisons the beast's life energy, preventing it from returning to its native plane. To unsummon, hold the horn in one hand and the lamp in the other. Use the horn. The lamp will shatter, allowing the essence of the Gargoyle to return to it and shattering its bonds to this world."

Book of War

weight = 1Kg.

Troops trained in the use of hacking weapons should be supplied with battle axes and war hammers. Those familiar with slashing weapons know best the use of the broad-bladed sword and the great sword. Spear and broad-bladed spear go to men skilled in thrusting weapons. Ranged weapons include cross bows and throwing blades. Remember, various weapon types prove effective against different types of opponents."

Containers

Brown Leather Sack	weight = 1Kg
Yellow Leather Sack	weight = 1Kg
White Leather Sack	weight = 1Kg
Iron Bound Chest	weight = 2Kg
Bronze Bound Chest	weight = 2Kg
Wooden Chest	weight = 2Kg

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Potions & Consumables

Elixir of Fire Resistance weight = 1Kg *Temporarily reduces fire based damage by 10%. This effect lasts for 1 minute.

Elixir of Heroic Rage weight = 1Kg *Has same effect as spell. The Rage of fallen Heroes. Lasts for 1 minute.

Potion of Stamina weight = 1Kg *Temporarily increases the Player Character's stamina by 1. Lasts for 1 minute.

Potion of Agility weight = 1 Kg*Temporarily increases the Player Character's agility by 1. Lasts for 1 minute.

Potion of Healing weight = 1Kg *Heals 1d10 of damage. Does NOT restore health above the current maximum.

Potion of Cure Poison *Unpoisons Player Character.

Potion of Strength weight = 1Kg *Temporarily increases the Player Character's strength by 1. Lasts for 1 minute.

Elixir of Detect Monster

*Displays automap. Shows only the area that has been explored but displays all locations of creatures throughout entire map. This means that monster markers appear in blank spaces. You can scroll through the map, but other map functions are disallowed. Lasts for 30 seconds or until you return to the game.

Draught of Heightened Mortality weight = 1Kg *Permanently increases the Player Character's current maximum hit points by 1d10.

Draught of Heightened Magic Power

*Permanently increases the Player Character's current maximum spell power points by 10d10 points.

Wyvern's Blood

weight = 1Kg *Temporarily bestows the effects of spell, Granite Ward of Tempered Skin for 1 minute.

Magia Plant

*Restores 10d10 of used spell power points. Does NOT increase spell power points above the current maximum.

weight = 1 Kg

weight = 0Kg

weight = 1Kg

weight = 1Kg

Block Figurine

*Though there are number of Block Figurines in the game, each can only be used once and is then removed from the game. Creates a movable wall in the space directly in front of the Player Character. This wall possesses 50 hit points.

Iron Fist Figurine

*Though there are a number of Iron Fist Figurines in the game, each can only be used once and is then removed from the game. Casts an Iron Fist of Chaos at level 5.

Laughing Skull Figurine

*Though there are a number of Laughing Skull Figurines in the game, each can only be used once and is then removed from the game. Casts a Laughing Skull of Thunderous Might at level 5.

Dark Cloak of Shadow Figurine

*Though there are a number of Dark Cloak of Shadow Figurines in the game, each can only be used once and is then removed from the game. Casts a Dark Cloak of Shadow upon the Player Character at level 5.

Roaring Column Figurine

*Though there are a number of Roaring Column Figurines in the game, each can only be used once and is then removed from the game. Casts a level 5 Roaring Column of Lightning Wild.

Cube of Magic Immersion

*Though there are a number of Cubes of Magic Immersion in the game, each can only be used once and is then removed from the game. Has same effect as the Rod of Dispel Magic.

Soul Link Figurine

*Though there are a number of Soul Link Figurines in the game, each can only be used once and is then removed from the game. Casts a level 5 Soul Link on the Player Character.

weight = 1Kg

weight = 1Kg

weight = 1Kg

weight = 1Kg

weight = 1Kg

weight = 1Kg

weight = 1Kg

Amulets & Neck Pieces

 Amulet of Strength (+1)
 weight = 1 Kg

 *The Player Character's strength is increased by 1 when the amulet is worn.

Amulet of Strength (+2)weight = 1 Kg*The Player Character's strength is increased by 2 when the amulet is worn.

Amulet of Stamina (+1) weight = 1 Kg *The Player Character's stamina is increased by 1 while the amulet is worn.

Amulet of Stamina (+2) weight = 1 Kg *The Player Character's stamina is increased by 2 when the amulet is worn.

Amulet of Agility (+1) weight = 1Kg *The Player Character's agility is increased by 1 while the amulet is worn.

Amulet of Agility (+2) weight = 1Kg *The Player Character's agility is increased by 2 while the amulet is worn.

Amulet of Power (+1) weight = 1Kg *The Player Character's power is increased by 1 while the amulet is worn.

Amulet of Power (+2) weight = 1Kg *The Player Character's power is increased by 2 while the amulet is worn.

Amulet of Protection weight = 1Kg *Melee damage is reduced by 10% while the amulet is worn.

Amulet of Power Regeneration weight = 1Kg *Increases the rate at which the Player Character regenerates spell power points by 50%.

Amulet of Strength and Hale weight = 1Kg * Increases the rate at which the Player Character regenerates lost hit points by 100%.

Healing & Magic Power Sacrifices

Ivory Void Half

*Used on the spell power altar. When used, the object disappears and a matching altar animation is displayed. There is a specific animation for the Ivory Void Half. When used, 25d10 spell power points are regenerated.

Jet Void Half

*Used on the spell power altar. When used, the object disappears and a matching altar animation is displayed. There is a specific animation for the Jet Void Half. When used, all of the Player Character's spent spell power points are restored.

Symbol of Flesh - Red

*Used on the healing altar. When used, the object disappears and a matching altar animation is displayed. There is a specific animation for the Symbol of Flesh - red. When used, 3d10 hit points are restored.

Symbol of Flesh - Gold

*Used on the healing altar. When used, the object disappears and a matching altar animation is displayed. There is a specific animation for the Symbol of Flesh - gold. When used all of the Player Character's lost hit points are restored. It also unpoisons the Player Character.

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weight = 1Kg

weight = 1Kg

weight = 1Kg

weight = 1Kg

Main Quest Objects

Dragon Amber *One element necessary to forge the magical coffer. Only	weight = 0Kg useful if contained in a Stasis Jar.
Stasis Jar *The item needed to hold the Dragon Amber	weight = 1Kg
Stasis Jar (Containing Dragon Amber) *One element necessary to forge the magical coffer.	weight = 1Kg
Bead of Immortal Clay *One element necessary to forge the magical coffer.	weight = 1Kg
Wood from the Wicked Tree *One element necessary to forge the magical coffer.	weight = 5Kg
Soul House *Needed to capture the Spirit of the Ivory Prince.	weight = 2Kg
Soul House (Containing the Spirit of the Ivory Prince) *One element necessary to forge the magical coffer.	weight = 2Kg
Sipher (Containing Blessed Tears of the Weeping Moon) *One element necessary to forge the magical coffer.	weight = 1Kg
Iron Shackles *One element necessary to forge the magical coffer.	weight = 3Kg
Heart Stone *One element necessary to forge the magical coffer.	weight = 1Kg
Coffer Completed Coffer (for transporting the piece of Dark Slag) *To transport the Dark Slag to its destruction in the Anvil of	
Sacred Sipher *To collect the Blessed Tears of the Weeping Oracle	weight = 1Kg
Dragon Amber *One element necessary to forge the magical coffer. Only	weight = 0Kg useful if contained in a Stasis Jar.

Dragon Amber

weight = 0Kg

*One element necessary to forge the magical coffer. Only useful if contained in a Stasis Jar.

Coffer Containing the Dark Slag

weight = 5Kg

*The object which must be destroyed in the Anvil of Dawn.

Misc. Magic Items

Eye of Insight

*Used once and then disappears. When used it displays the auto-map and reveals the entire map, not just the places explored by the Player Character. You can scroll around the map to look at things, but all other normal automap functions are disabled.

Horn of Passage

*If the Player Character stands in front of a door and blows the Horn of Passage, the door will open, no matter if it required a special action or key. The Horn has 3 charges. After the charges are expended the horn is removed from the game.

Hourglass of Temporal Freeze

*Used once and removed from the game. Temporarily freezes all actions in game (spells, rolling balls, etc.), other than those performed by the Player Character, for 10 seconds.

Staff of Unmaking

*Similar to Staff of Lightning Wild. When used the staff casts the spell, Ritual of Unmaking. The staff has 8 charges. Once all charges are expended the staff is removed from the game.

Rod of Magic Immersion

*Dispels all current magical effects on the Player Character (Bane's Boiling Blood, Dark Cloak of Shadow, and all active spells within a 3 square radius of the Player Character, including projectile oriented spells). The Rod has 3 charges. After all charges are expended the rod is removed from the game.

SteelRipper - Spear

damage = 1d8 (when used in hand-to-hand) *Special damage when thrown = 4d40

weight = 1Kg

weight = 1Kg

weight = 2Kg

weight = 2Kg

weight = 2Kg

weight = 1Kg

Quest Puzzle Objects

Skarac *Used to scare the Two-Headed Giant from the bridge it s	weight = 1Kg guards.
Lord Gryphon's Signet Ring *Given to Parsafal as a sign of Lord Gryphon's death.	weight = 0Kg
Sigil of Fire *Used to protect the Player Character from the heat of th	weight = 0Kg ne lower levels of Fire Mountain.
Bloated Heart *Eight bloated hearts must be acquired in combat with bloated hearts must be acquired he	weight = 1Kg Drowned Sailors, then given to the Demon in the
Large Crystal Orb *Placed in the mouth of the fish.	weight = 2Kg
Sol Disc *One of four Discs needed to activate the Eye of Clay.	weight = 1Kg
Moon Disc *One of four Discs needed to activate the Eye of Clay.	weight = 1Kg
Spring Equinox Disc *One of four Discs needed to activate the Eye of Clay.	weight = 1Kg
Fall Equinox Disc *One of four Discs needed to activate the Eye of Clay.	weight = 1Kg
Enchanted Sea Conch *Used to Summon the Water Elemental Erebanos.	weight = 1Kg
Glass Lamp of Life Essence *Used along with the Horn of Summons to free the Stone	weight = 3Kg e Guardian in the Dark Lantern.
Horn of Summons *Used along with the Glass Lamp of Life Essence to free	weight = 1Kg the Stone Guardian in the Dark Lantern.
Lure of the Heart *Used to find the Heartstone. This version of the object is	weight = 1Kg s glowing.

Whistle of Fiery Beckons *Used to Summon the Fiery Steed. weight = 1Kg weight = 1Kg weight = 1Kg weight = 2Kgweight = 1Kg **Hallowed Wreath of Elder Leaves** weight = 1 Kg**Key Stone of Safe Crossing** weight = 0Kg Soul House (Containing Spirit of Female Ghost) weight = 2Kg**Wooden Crank Shaft** weight = 1Kg

*Used, along with 5 other Dragon Sigils, in a wall slot in the entrance hall of Sanctuary to open the way deeper into Sanctuary.

Dragon Sigil of Fire weight = 1Kg *Used, along with 5 other Dragon Sigils, in a wall slot in the entrance hall of Sanctuary to open the way deeper into Sanctuary.

*Used to free the Warrior Trapped in Ice.

*Used to free the Colossal Baboon Lord.

Hallowed Staff of Elder Wood *If held in hand increases the effectiveness of Blessed Weave of Healing Wounds spell by 100%. The Hallowed Staff of Elder Wood is also used to heal the roots of the Elder Tree.

Chimes of Comprehension *Enables communication with the Wind Elemental in the Quagmire.

Soul House (Containing the Evil Spirit) *Capturing the Evil Spirit's soul in the Soul House frees the love of the lovry Prince.

*When the Player Character is killed upon jumping into the Anvil of Dawn, the Hallowed Wreath of Elder Leaves transports the Champion's body safely back to the Palace. When used in conjunction with the Soul

Link Spell, this object allows the Player Character to jump into the Anvil of Dawn while holding the coffer containing the Dark Slag and survive. **Crest of Tempest**

*The Key to the chamber in Gorge Keep where the Crank is stored which opens the portcullis across the Scar.

*Allows the Player Character to safely cross the Ward Bridge.

*Though possible, it is not necessary to capture the spirit of the Female Ghost.

* Special purpose described in quest list.

Dragon Sigil of the Void

weight = 1Kg

weight = 2Kg

weight = 0Kg

Glowing Ember

Withered Hand Key

Dragon Sigil of Lightning

*Used, along with 5 other Dragon Sigils, in a wall slot in the entrance hall of Sanctuary to open the way deeper into Sanctuary.

Dragon Sigil of the Wind

*Used, along with 5 other Dragon Sigils, in a wall slot in the entrance hall of Sanctuary to open the way deeper into Sanctuary.

Dragon Sigil of Water

*Used, along with 5 other Dragon Sigils, in a wall slot in the entrance hall of Sanctuary to open the way deeper into Sanctuary.

Dragon Sigil of the Earth

*Used, along with 5 other Dragon Sigils, in a wall slot in the entrance hall of Sanctuary to open the way deeper into Sanctuary.

Trumpet of Earthen Quake

weight = 1Kg *Causes the Huge Boulder to move, releasing water that spins the Waterwheel and lowers the drawbridge into the Land of Roots.

Lure of the Heart

weight = 1Kg *Used to find the Heartstone. This version of the object is not glowing.

Dark Slag

*The gift of pure evil given to the Warlord by the Dark Gods.

weight = 1Kg

weight = 1Kg

weight = 100Kg

weight = 1Kg

weight = 1Kg

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