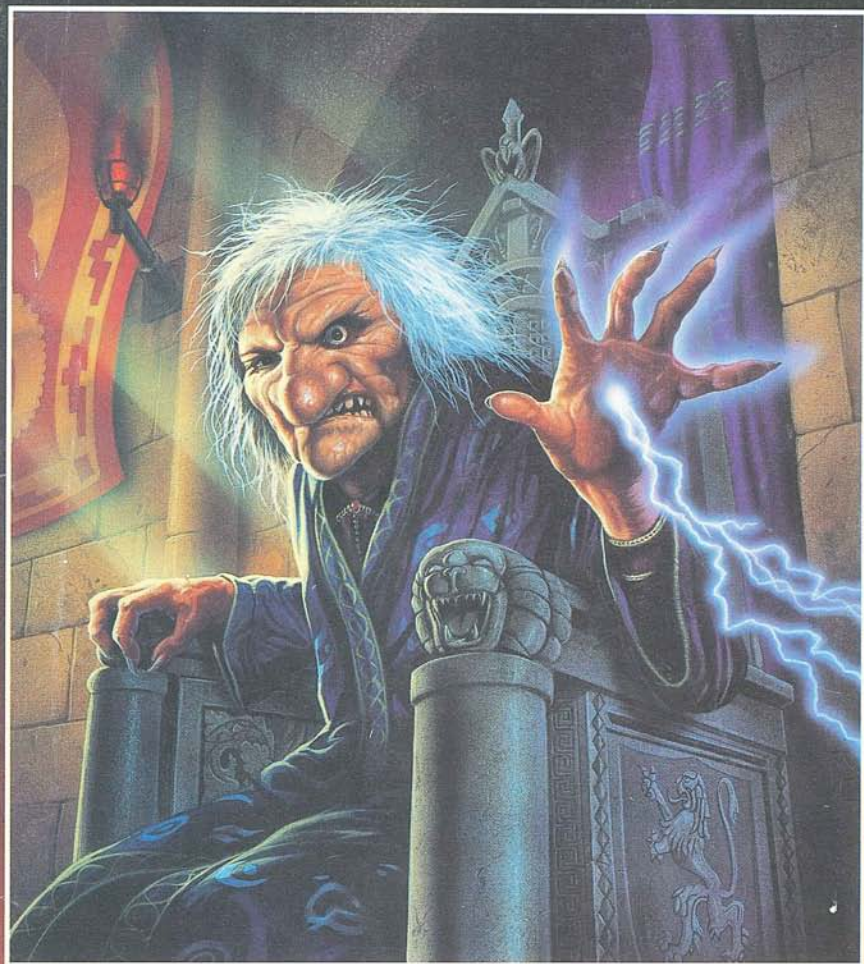


LANDS OF LORE™

THE THRONE OF CHAOS



Clue Book

Westwood™
STUDIOS

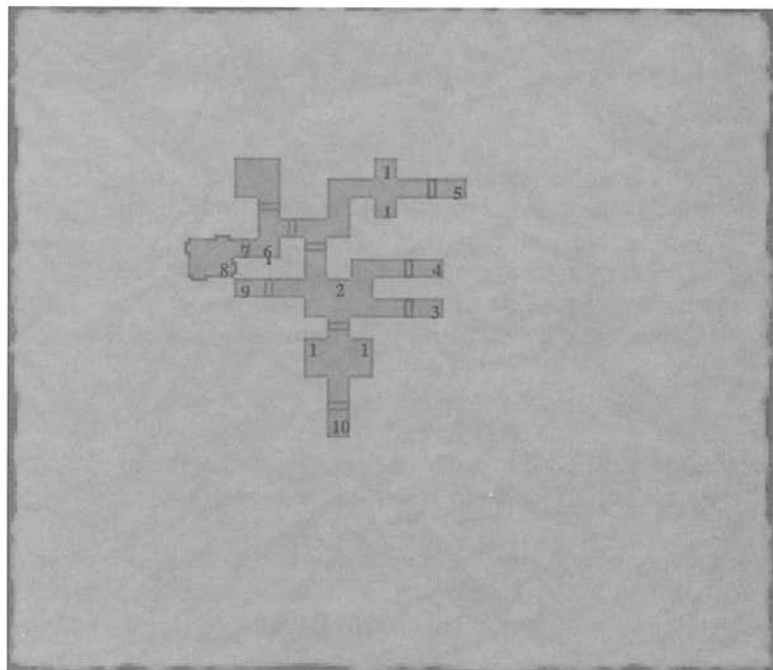
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GLADSTONE KEEP



Your adventures begin in Gladstone Keep, where you have been summoned by King Richard to assist in solving the problems plaguing the lands. Once you have been greeted by the Keep Guards, they will prevent you from leaving until you've seen the King in his Throne Room. Keep going north (the direction you were facing as the game began). You'll know you're near the Throne Room when you meet a second brace of guards who remind you of the need to see King Richard. They stand just in front of the golden doors to the Throne Room.

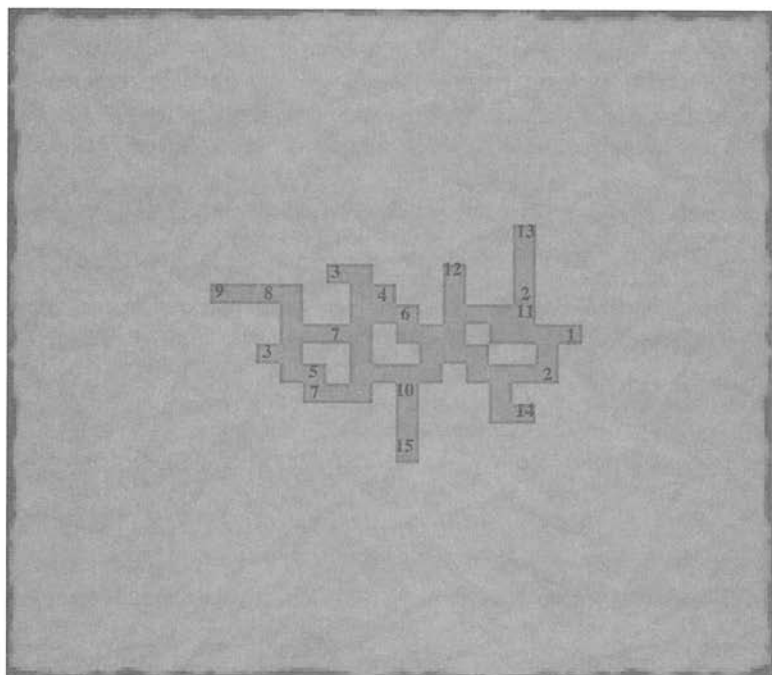
After you've seen the King, use the key he has given to you to pick up the Magic Atlas, which will be enormously useful in your adventures. Before you leave the keep, you will also need to see Geron in his office, to pick up the Royal Writ which grants you passage to the Southlands. You cannot leave the Keep without this writ.

You may also visit the armorer and the herbalist before leaving the Keep. From these you may purchase weapons and medicinals to help you on your journey. You can visit them later when you return to the Keep.

GLADSTONE KEEP

1. Guard at regular post.
2. Fountain. Sometimes there may be a silver crown in the fountain.
3. Royal Herbarium, managed by Nathaniel. Salves, ginseng, and aloe can be purchased here.
4. Royal Armory, supervised by Victor. Daggers, maces, rapiers, and long swords can be purchased here. Victor will also buy items from you, and pay you in silver crowns.
5. Throne Room. You must report here when you first begin your adventures. Here, King Richard will give you your mission to go to Roland in the Southland Forest. The king also gives you the Library Key for the Royal Library (see 6 and 7), in which you can find the Magic Atlas. After you return from Roland's Manor, here you will witness Scotia's attack on Richard. Baccata will then replace Timothy as your guide to further adventures.
6. Using the Library Key (see 5) on this lock will open the door to the Royal Library (at 7).
7. This door is opened when the Library Key is used on the lock at 6.
8. The Magic Atlas is here on a pedestal. Click on the book to pick it up.
9. Geron's office. You must see Geron to get the Royal Writ. Without this, you cannot leave the Keep.
10. To the Northland Forest outside. The Keep guards will not let you leave until you have the Royal Writ (from 9).

NORTHLANDS



After you leave the Keep, you will wander through the Northlands. Primarily, your object is to get to the Gladstone Marina, where you will use the Royal Writ to get you to the Southlands. There are many useful and interesting diversions for beginning adventurers in the Northlands. There are a number of odds and ends lying in some hollows and nests in the forest. You might find these items useful, and you might also want to sell them back to Victor inside Gladstone Keep for extra pocket money.

There are wild boars roaming the forest. Don't hold your hand when you encounter them; they'll try to kill you anyway, so you might as well kill them. Don't forget, though, if the fighting gets bad, you can always back out. Fighting boars is a good way to start building your skills.

You can also practice Magic and Fighting skills against a few thugs who are hiding in the forest. You'll encounter at least one, who will try to hold you up. Later, if you're feeling particularly aggressive, you can fight the thugs at their own hideout. Afterwards you can loot their hideout and "recover" some

NORTHLANDS

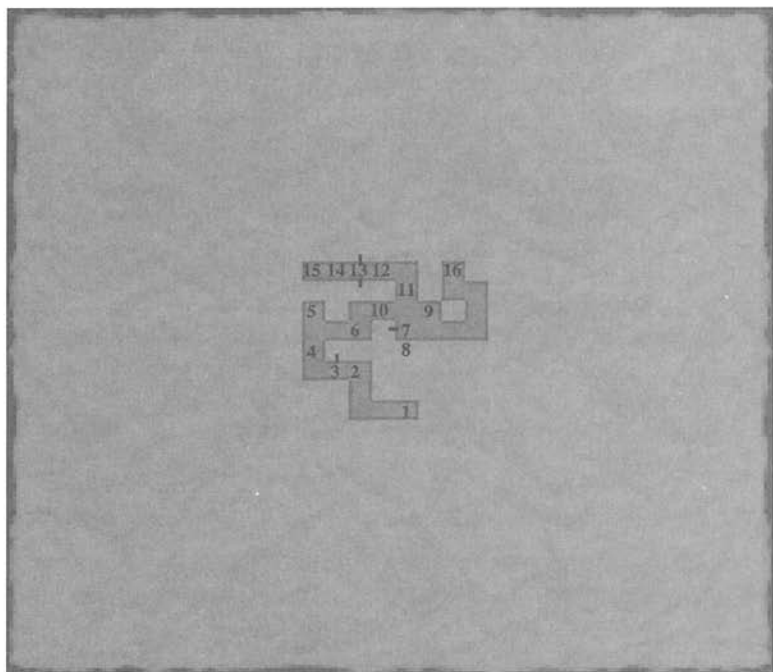
useful Gladstonian items that you're sure Richard would want you to use for the quest. Once you purge the Northlands, you might want to return to Gladstone before heading to the marina. Selling the valuable Swarm items to the armorer will gain you enough crowns to buy the mighty longsword!

1. Swarm, and either a weathered dagger or a pouch with 5 silver crowns.
2. In the nest there is a chance of getting aloe, salve, silver coins, or Swarm.
3. Swarm.
4. Aloe in the hollow.
5. Rock.
6. Weathered dagger.
7. A thug may accosts you here, demanding money. You can either give in, bluff, or outright defy him. Giving in will prevent a fight, even if you have only one silver crown left to give him. If you have more than one silver crown and you want to hold onto the cash, try bluffing, and give him only one crown. He might buy it. He might not. If he doesn't, you'll still have a fight on your hands.
8. Here you run into a couple of thugs yukking it up over a campfire. You have the options of leaving, sneaking past them into their hideout, or attacking them.
9. Entrance to the Thugs Hideout.
10. A woman awaits you here, explaining that she has forgotten the password to admit her into Gladstone Keep. She asks to accompany you back to the Keep. When you refuse, she uses the power of the Nether Mask to transform into a bird and flies away before you can do anything. It's Scotia!

NORTHLANDS

11. After visiting the Draracle, you find Timothy here, in his last moments. He tells you about the fall of Gladstone Keep, and beseeches you to find Dawn and save the King.
12. To Gladstone Keep.
13. To the Draracle Caves. After visiting the King to report the fate of Roland, you will need the help of Dawn's apprentice to enter the Caves.
14. Lake Dread. After visiting the Draracle, Victor will be waiting for you at Lake Dread and will arrange transportation for you across the lake and will give you a longsword.
15. Gladstone Marina. To get to the Southland Forest you'll need to book passage through the Gladstone Marina. The Royal Writ, acquired from Geron, should grant you free passage.

THUGS HIDEOUT



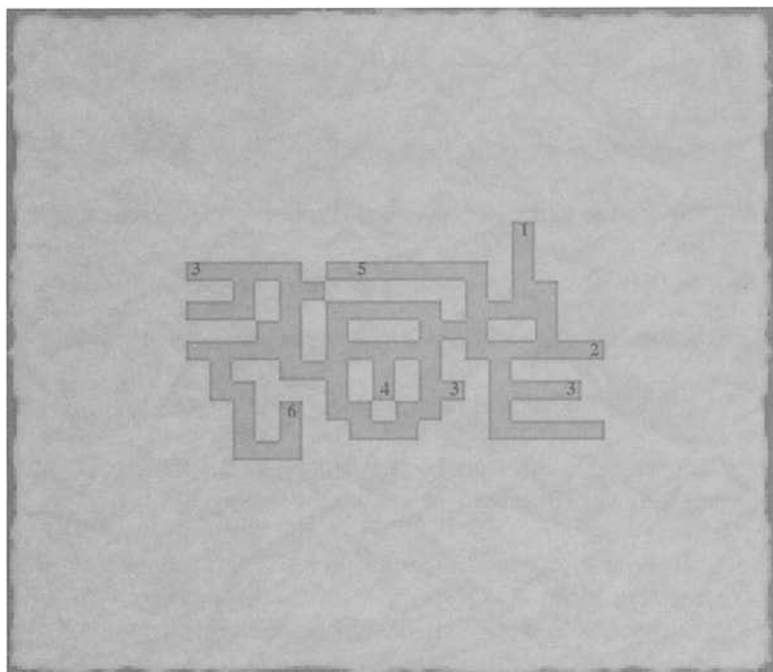
After beating up the thugs at the campfire, you are free to go into their hideout and "recover" their loot- all in the name of good King Richard, of course. If you crept past them to get into the hideout, you may run into them in the caves, or on your way out again. If you took care of them outside the cave, well, you won't have to worry, then.

There are a few minor puzzles to loosen up your "dungeon puzzle" thinking and to get you used to night vision. Barring that, however, there is a lantern here, which will prove very useful in your spelunking in later adventures.

THUGS HIDEOUT

1. To the Northlands.
2. Rock.
3. This lever opens the wall at 4.
4. This wall is removed when the lever is pulled at 3.
5. Lantern.
6. Torn shirt and weathered dagger.
7. A hidden button on this wall opens a niche at 8.
8. This niche is opened by the button at 7. Inside the niche is a key for the chest at 15.
- 9-11. Thugs vault. There is already a rock weighing down a pressure plate at 9. To open the passageway at 11, remove the weight from 9, and place two objects to weigh down the pressure plate at 10.
12. This pressure plate temporarily opens a passageway at 14. Stepping on the plate is the only way to trigger it.
13. A sequence of secret buttons will open the wall again. First, a button appears on the south wall. Press this button, and another button will be revealed on the north wall. Press this button and then depress the final button on the west wall to open the passage at 14.
14. This wall is permanently removed when the sequence of buttons is completed at 13.
15. This chest is opened by the Thugs Key found in the niche at 8. The chest contains: lockpicks, salve, a Bezel cup, and 10 silver crowns.
16. Pouch with silver crowns.

SOUTHLANDS



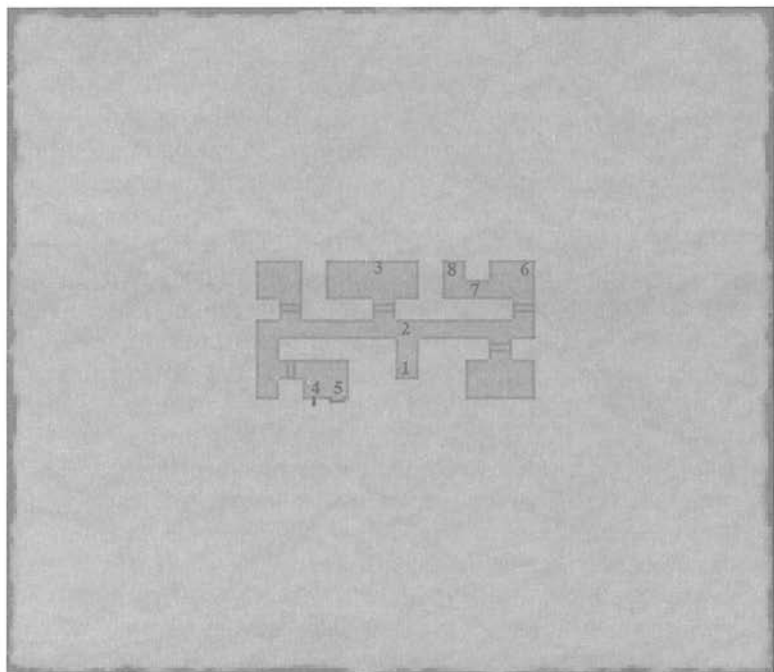
In the Southlands, your primary goal is to find Roland and recover the Ruby of Truth so that you may return it to King Richard at Gladstone. Timothy, an experienced guide and friend of Gladstone, can be found in the Grey Eagle Inn and would be happy to help you. In the Southlands you'll run into a lot of trouble from giant Lizards and Orcs. Again, it's a good opportunity to brush up on your fighting skills, and most adventurers will find Timothy's sword arm invaluable in these fights. Don't forget that whenever Timothy (or any other companions you encounter in the lands) successfully wounds or dispatches an enemy, it is your companion who benefits, not you! It's a good idea to visit the Grey Eagle Inn, which is near the Southlands Marina as you first enter the forest. Even if you don't want Timothy's company (if you don't, do not click on the yellow-haired fellow sitting at the left end of the bar), you should see Philip, who can be found inside the right-hand door inside the tavern. After you chat with Philip, he'll give you a Magnet Stone (a compass, basically), which can be very useful in your adventures.

SOUTHLANDS

Tucked away in the middle of the forest is Buck's Skins. You can find some useful odds and ends in here. Of course, you'll have to pay for them, and Buck usually doesn't buy things back (as you might have guessed, given his limited inventory). Again, you'll encounter trouble with some giant Lizards, and some Orcs, in the Southlands. This infestation of Orcs is quite heavy, and unexpected in the "neutral" Southlands. You'll know you're getting close to Roland's manor when the infestation of Orcs is particularly dense. Rest up and save your game before entering Roland's Manor. You won't be able to leave the Southlands before seeing Roland, simply because the price of the ship ride home is too high. Visiting Roland is the only way to get enough money for the trip home. Also, this is your only visit to the Southlands through the game, so if there was something in Buck's that you really want to pick up, get it before you buy passage. If you don't buy the bow in Buck's, it will be awhile before another opportunity arises to get one.

1. Southlands Marina. Though allies of Gladstone, the Southlands Marina won't recognize Richard's Royal Writ as payment for passage. Besides, Lynn at the Gladstone Marina took it. Passage costs 100 silver crowns per passenger. You can get the money by visiting Roland at his manor.
2. Grey Eagle Inn. Timothy, an ally of King Richard's, is found here. If you want him to join you to seek out Roland, click on the yellow-haired person eating at the bar. He'll join you when you exit the tavern. Click on the door on the right to talk to Philip. He'll give you a magnet stone compass, which will show up on the game screen after you exit the tavern.
3. Swarm.
4. Buck's Skins. Bucklers, bows, boots, and salves may be purchased here.
5. Rock.
6. Entrance to Roland's Manor.

ROLAND'S MANOR

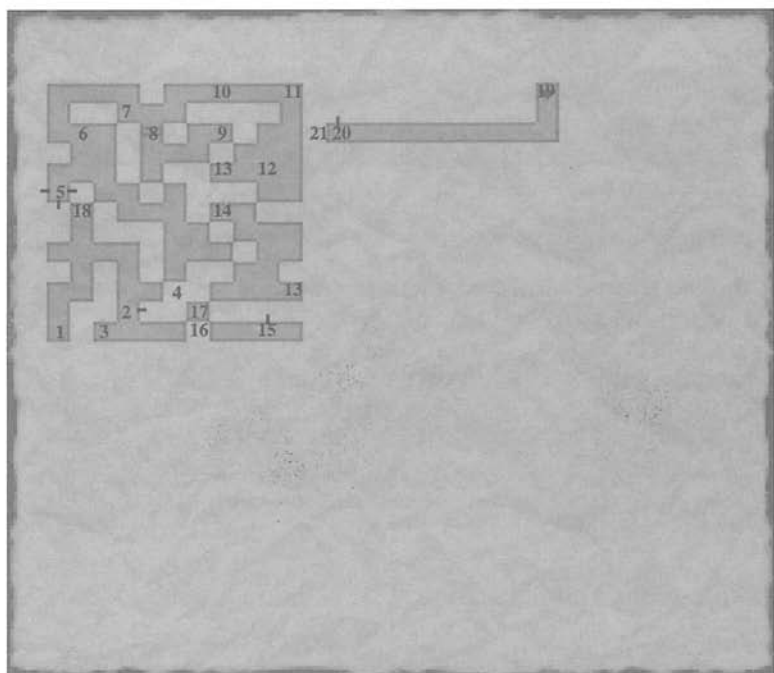


Rolands Manor is in a sorry state when you find it in the Southlands. Given all that trouble you had with those Orcs in the forest, it's not hard to guess what happened. The Orcs, minions of the Dark Army and Scotia's lackeys, have also been looking for the Ruby of Truth. You can't very well go to the King empty-handed, so you should investigate the manor and see what you can come up with. Or course, the easiest way to do this is to go from room to room. There are Orcs everywhere in the manor, the same ugly variety that you encountered in the forest. When you open a room, expect an Orc's dart to fly out. Even after you've cleared a room, don't mark it as "safe" yet; they'll just open the doors and attack if you try to hide in one of the rooms to rest. There are some minor items of interest in some of the other rooms, but you'll want to find the room where the Orc leader set up his command base. You'll have to get rid of him--by force or guile--in order to find Roland, the fate of the Ruby, and the money to get you home again.

ROLAND'S MANOR

1. To the Southlands.
2. Rock.
3. Fireplace: Clicking three times will turn up a burned scroll. It's a fragment of Roland's hastily burned notes. Right-click the scroll over your character's portrait to read it.
4. The button here opens a hidden niche at 5.
5. This niche is opened by the button at 4. The niche contains aloe and two oil flasks.
6. Orc Leader. The Orc leader has established his command post here in what used to be Roland's library. When you burst into the room, you'll have to explain your business. You can fight, bluff, or leave. Choosing to leave gets you out of the situation without getting hurt. The Orcs kick you out of the room, and you'll continue wandering around the Manor as if nothing happened. You might want to choose this option if you like Orc-bashing and want to build up your Fighter and Mage skills. You'll never find Roland or the Ruby this way, though. If you choose to bluff, your chance of success is random, though it can be influenced by your Rogue skill. If the bluff fails, then you'll have to fight the Orc leader and his minions. (Of course, that's what you've been doing all along. But the Orc leader is tougher than the other Orcs.) If the bluff succeeds, then the Orc leader leaves without a fight. Choosing to fight yields the obvious results. The result is the same as failing a bluff. You'll fight the Orc leader and two of his goonies.
7. Touching this wall opens a passageway to Roland's hiding place.
8. Roland's hiding place. With his dying breath Roland will tell you the fate of the Ruby of Truth. The Dark Army has taken it and was last seen heading for the Swamps. Roland leaves you the key to his chest, which contains his last few treasures. The chest contains a magnet stone compass (if you haven't already picked it up at the Grey Eagle Inn in the Southlands), a saber, and a hoard of silver crowns.

DRARACLE CAVES, LEVEL 1



After you return to Gladstone Keep and watch Scotia confront King Richard and Dawn, you learn that you need to visit the Draracle, an Ancient oracle with second sight, and seek his wisdom to help save the King. The Draracle doesn't entertain just any petitioners. He hides himself deep in his mysterious, danger-ridden lair. Your objective is to hack your way through these monster-packed halls and make it to the cave of the Draracle. You must also recover one of the Draracle's treasures, hidden somewhere within his caves. Once you reach the room of the Dragon Walls, you are faced with two choices. In your journeys prior to reaching this area, you should have picked up an Emerald (dropped by one of the Ratmen you killed) and a Sapphire (found in one of those chests on the second level of the caves). When you come to this wall, you must make the choice between which route you'll take the Draracle's Lair.

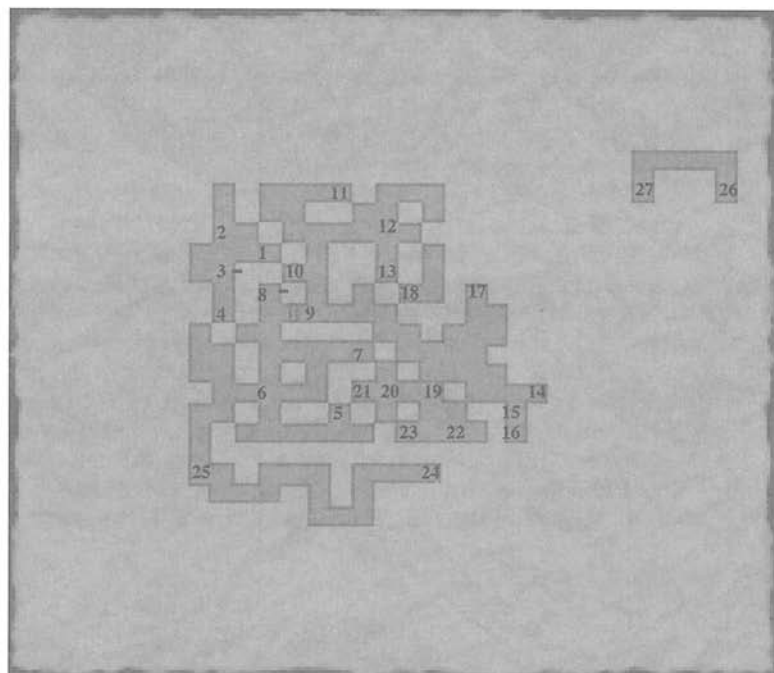
DRARACLE CAVES, LEVEL 1

1. To the Northlands.
2. Lever toggles the passageway at 4 open/shut.
3. Lantern. If you already picked one up in the Thugs Cave, the lantern won't be here.
4. Becomes a passageway when the lever at 2 is moved.
5. These buttons control the movement of the pits to the northeast. To open a path, first press the blue (east wall) button, then green (south wall), then red (west wall).
6. Pit. This pit is closed when the three buttons at 5 are depressed, but once you pass through the corridor near 9, this pit reopens. The first time you go to Level 2, you will need to fall through this pit.
7. Pressure Plate, while depressed, opens the door at 8.
8. Door, opened by the depressed pressure plate at 7.
9. Lock picks, ginseng, and oil flask.
10. Pressure plate triggers darts shot from 11. Every time weight is taken off the plate, this trap resets, so place some item on the ground here before you step off the plate.
11. Shoots darts westward when triggered by the pressure plate at 10.
12. One of the Ratmen in this area has the Emerald Eye for use on the Dragon Wall (at Draracle Caves, Level 2, Reference 9). To get the Emerald Eye, you will have to kill the Ratman carrying it.
13. Crumbly wall to the south. To break open a passageway, use a sledge (from Draracle Caves, Level 2, Reference 1).

DRARACLE CAVES, LEVEL 1

- 14.** Oil flask, two ginseng.
- 15.** Secret button opens a passageway at 16.
- 16.** Wall becomes a passageway by secret button at 15.
- 17.** Pit. This is the only way to progress to the main section of the Draracle Caves, Level 2.
- 18.** Trapdoor entrance from Draracle Caves, Level 2 (only accessible after dropping to Level 2 from pit at 17).
- 19.** After you visit the Draracle, this is the stairway from Draracle Caves, Level 2.
- 20.** After you visit the Draracle, move the lever on the north wall to open wall at 21.
- 21.** Wall becomes a passageway by moving lever at 20.

DRARACLE CAVES, LEVEL 2



1. Sledge. You will need this to knock down the crumbling walls throughout the Draracle Caves.
2. You land here after falling through the pit at Draracle Caves, Level 1, Reference 6. The secret button on the north wall opens a passageway to the north, leading to the trapdoor to the Draracle Caves, Level 1.
3. Secret button opens a passageway to the sough, leading to the Pod Room.
4. Pod Room. If you cut open the pod at the right, Lora, a pilgrim from Grisbl, will be freed. In thanks for saving her, she will join you in your search for the Draracle.
5. Landing from pit at Draracle Caves, Level 1, Reference 17.
6. Spin square. When you step into this square, you'll spin around. Use your magnet stone compass and the Magic Atlas to keep track of where you are.

DRARACLE CAVES, LEVEL 2

7. Chest (opened by picking or bashing) containing two stars, oil flask (though, if you bashed the chest open, this will be destroyed), and a Sapphire Eye for use on the Dragon Wall at 9.
8. This button opens the door west of 9.
9. Dragon Room. Place the Emerald Eye (carried by one of the Ratmen, Draracle Caves, Level 1, Reference 12) in the east dragon's eye to open a passageway to the east. To open a passageway to the north, place the Sapphire Eye (found in the chest at 7) in the north dragon's eye. If you choose to use the Sapphire Eye, the Emerald Route, taken by following the corridor at the east dragon wall, will be sealed off. If you choose the Emerald Eye, the Sapphire Route will be sealed off. You may choose either of the two paths. They both lead to the same destination, but the route they take there is different.

Emerald Route

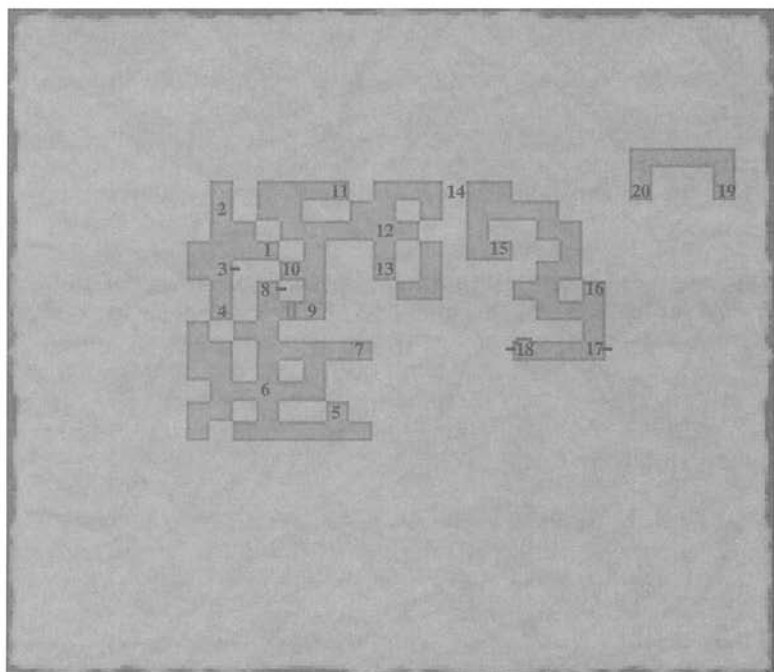
If, at the Dragon Room, you place the emerald in the east dragon's eye first, then you should follow the Emerald Route to the Draracle's Lair. This path will lead you to the resting place of the Jeweled Dagger, a powerful weapon that you can use until it's time to return it to the Draracle in exchange for his wisdom.

10. Rock.
11. Leather jerkin.
12. Spin square.
13. Chest containing 10 silver crowns, salve, and a Treant stick.
14. Pit trap button. When you encounter the pit to the west of this button, throw a rock (or other item you don't need) towards the east. This will hit the button at 14 and move the pit to 14. This will allow you to get to the stairs at 16.
15. Pouch with silver crowns, and the dagger "Stiletto."

DRARACLE CAVES, LEVEL 2

16. To Draracle Caves, Level 3.
17. "Dagger In...Dagger Out." There is a niche on the east wall with a note ("dagger in...dagger out") and a button on the north wall. Take the note out of the niche. Put a dagger in the niche (the niche will disappear) and then click the button on the north wall. A lever will appear where the niche was. Pull this lever (the lever will disappear), and then click on the button on the north wall again. This time a lock will appear. Use the lock picks to pick this lock (the lock will disappear), then press the north wall button again. A niche will appear. Place something you don't need (like that "Dagger" note) in the niche. The niche will disappear. Press the button on the north wall a final time, and a passageway to the west will open.
18. Chest containing a helm, Freeze scroll, and a Jeweled Dagger (a suitable gift for the Draracle at Draracle Caves Emerald Route, Level 3, Reference 20).
19. The wall to the south becomes an illusionary wall after you move into the area at 20.
20. Spin square.
21. Secret switch opens a niche on the west wall. Two ginseng are in the niche.
22. When pulled, this lever activates a fireball trap.
23. This button (concealed as a stone) opens a passageway to the south. Once you pass through, the passageway will close behind you again.
24. The star "Shining."
25. This button opens a passageway to the north.
26. From the Draracle Caves, Level 3 (used after seeing the Draracle).
27. To the Draracle Caves, Level 1 (used after seeing the Draracle).

DRARACLE CAVES, LEVEL 2



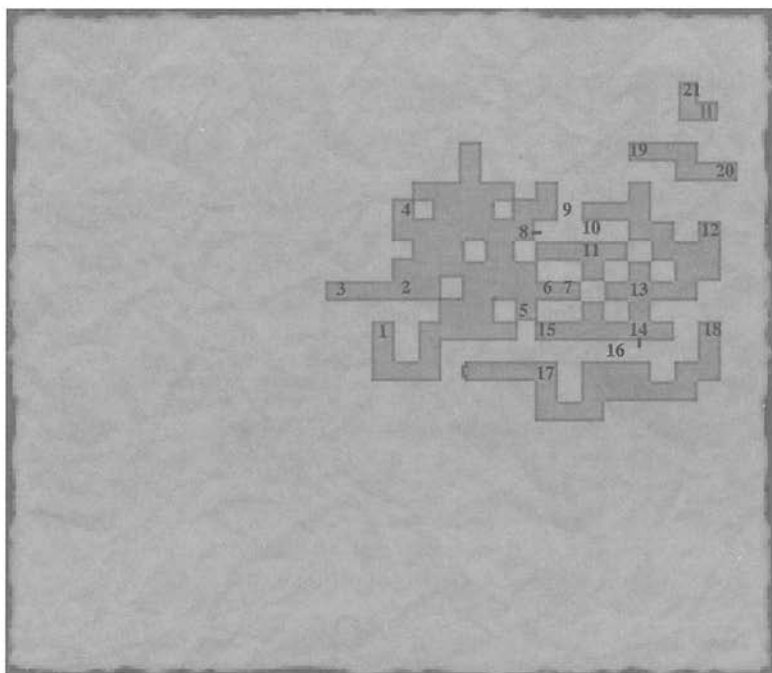
Sapphire Route

If, at the Dragon Room, you place the sapphire in the north dragon's eye first, then you should follow the Sapphire Route to the Draracle's Lair. This is the easier of the two routes to the Draracle, although the Silver Goblet you find along the way is by no means a lesser artifact. This shining chalice is able to restore your party to full health with only a small amount of your magic lost. Just click the goblet over your character portrait to see the amazing results! Sadly, this item must be given up to the Draracle once you find him in his lair. Wisdom does, after all, have its price.

DRARACLE CAVES, LEVEL 2

- 10.** Rock.
- 11.** Leather jerkin.
- 12.** Spin square.
- 13.** Chest containing ten silver crowns, salve, and a Treant stick.
- 14.** Secret Passage.
- 15.** To the Draracle Caves, Level 3.
- 16.** Chest containing aloe, the mace "Bouncer," a Silver Goblet (a suitable gift for the Draracle at Draracle Caves Sapphire Route, Level 3, Reference 24), and a Freeze scroll.
- 17.** Pressing the button triggers a fireball trap. There's also a rock here to throw at the button at 18.
- 18.** Pit trap. Throw something (like that rock at 17) west so that it hits the button at 18. This will close that pit so that you can get the Worn Key in the niche on the north wall. This key opens the lock in the Draracle Caves, Level 3, Reference 2.
- 19.** From the Draracle Caves, Level 3 (used after seeing the Draracle).
- 20.** To the Draracle Caves, Level 1 (used after seeing the Draracle).

DRARACLE CAVES, LEVEL 3



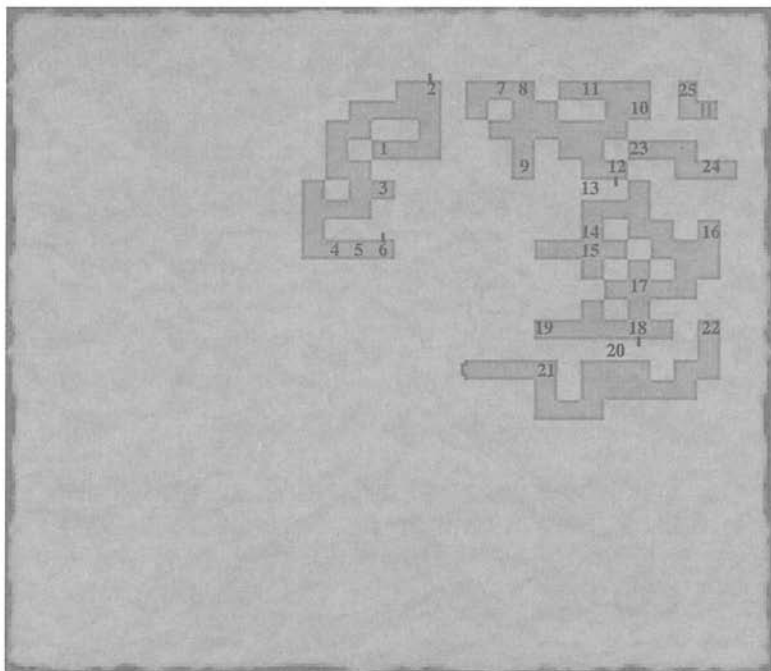
Emerald Route

1. From Draracle Caves, Level 2.
2. Rock.
3. Secret button on the west wall opens the niche to the north, which contains aloe and the dagger "Razor."
4. Iron Key (opens the chest at 7 or 15).
5. Empty flask.
6. Illusionary pit.
7. Chest (opened by Iron Key from 4) containing silver crowns, the rapier "Dicer," scale mail, and an oil flask.
8. Opens the passageway at 9.
9. Opened by the button at 8.
10. Secret passage.

DRARACLE CAVES, LEVEL 3

11. Axe.
12. The saber "Cutter."
13. Spin square.
14. Red Lock, opened by the Red Key found in the chest at 15, which opens a passageway at 16.
15. This chest is opened by the Iron Key found at 4 if you didn't use it at 7. If you did, then you must smash or pick this chest open. It contains the Red Key (which opens the Red Lock at 14), aloe, boots, and an oil flask.
16. Passageway opened by the Red Lock at 14.
17. Weight on this pressure plate closes the niche to the west. If you place a dagger in the niche to the west it will become the dagger "Backbiter."
18. To Draracle Caves, Level 4.
19. From Draracle Caves, Level 4 (not accessible from the main area of Level three).
20. The Draracle's Lair. When you meet the Draracle, click in the archway and place either the Silver Goblet (from Draracle Caves, Level 2, Sapphire Route, Reference 16) or the Jeweled Dagger (from Draracle Caves, Level 2, Emerald Route, Reference 17) on the altar. When the gift is accepted, the Draracle will tell you how to make the Elixir.
21. To the Draracle Caves, Level 2 (after seeing the Draracle).

DRARACLE CAVES, LEVEL 3



Sapphire Route

1. To Draracle Caves, Level 2.
2. Lock, opened by the Worn Key from Draracle Caves, Level 2, Sapphire Route, Reference 18. Opens passageway to the east. Once you step through the passageway, it will close behind you.
3. Pouch with three silver crowns.
4. Dagger.
5. Spin square.
6. Secret button on the north wall opens the niche to the east. The niche contains a Freeze scroll.
7. Illusionary pit.

DRARACLE CAVES, LEVEL 3

- 8.** Empty flask.
- 9.** Chest (opened by the Iron Key at 11) containing two oil flasks, the rapier "Ripper," scale mail.
- 10.** The star "Shining."
- 11.** Iron Key, which opens the chest at 19 or the chest at 9.
- 12.** Button opens passageway at 13.
- 13.** Passageway opened by button at 12.
- 14.** Secret passageway.
- 15.** Axe.
- 16.** The saber "Cutter."
- 17.** Spin square.
- 18.** Red Lock, opened by the Red Key found in the chest at 19, which opens a passageway at 20.
- 19.** Chest (opened by the Iron Key found at 11) containing Red Key (which opens the Red Lock at 18), aloe, boots, and an oil flask.
- 20.** Passageway opened by the Red Lock at 13.
- 21.** Weight on this pressure plate closes the niche to the west. If you place a dagger in the niche to the west it will become the dagger "Backbiter."
- 22.** To Draracle Caves, Level 4.
- 23.** From Draracle Caves, Level 4 (not accessible from the main area of Level three).

DRARACLE CAVES, LEVEL 3

- 24.** The Draracle's Lair. When you meet the Draracle, click in the archway and place either the Silver Goblet (from Draracle Caves, Level 2, Sapphire Route, Reference 16) or the Jeweled Dagger (from Draracle Caves, Level 2, Emerald Route, Reference 17) on the altar. When the gift is accepted, the Draracle will tell you how to make the Elixir.
- 25.** To Draracle Caves, Level 2 (after seeing the Draracle).

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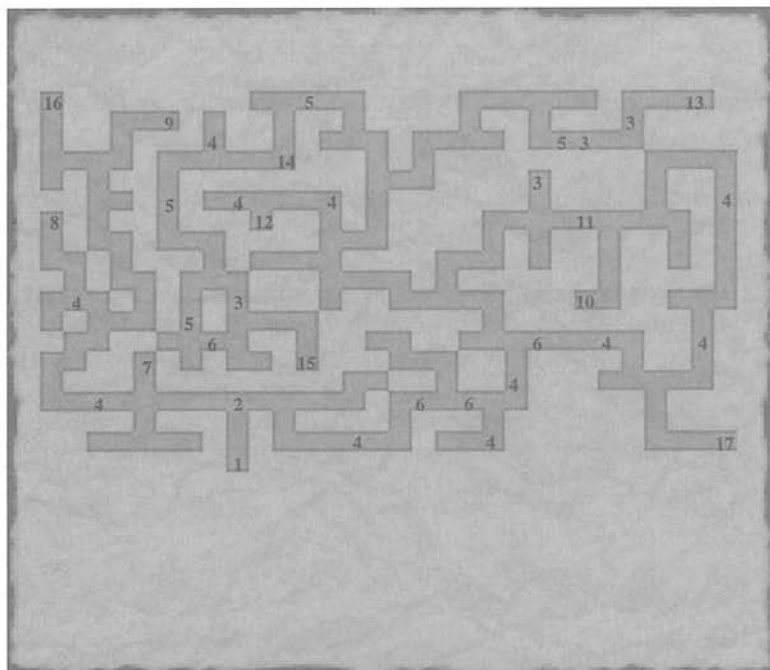
DRARACLE CAVES, LEVEL 4

1. To Draracle Caves, Level 3.
2. Chest (with no key: pick the lock or bash the chest open) containing a crossbow and 10 silver crowns.
3. Triggers fireball trap.
4. Loose stone on the west wall opens a passageway when moved.
5. Triggers fireballs to be shot from 6.
6. Dragon on west wall shoots fireballs when triggered by 5. Chest (with no key: pick the lock or bash the chest open) containing salve and a Bezel ring.
7. Crumbly wall, which can be opened when struck by the sledge (see Draracle Caves, Level 2, Reference 1). The wall can be smashed from either the north or south sides.
8. When the button is depressed, this activates the pressure plate at 9. Anytime you stop on or off of 9, a fireball shoots at you from the north. You can move quickly to sidestep this trap, but it's better just to avoid it entirely.
9. Pressure plate activated by the button at 8.
10. Rock.
11. Crumbly wall to the north. A passageway is opened when the wall is struck by a sledge.
12. Pressure plate. When weighted, a fireball is shot at you from the west. Stand in the passageway just to the south, throw a rock or other item to weigh the plate down. Wait for the fireball to pass before you walk onto the pressure plate.
13. Triggers fireball from the east. Place weight on it, as in 12.
14. Triggers fireball from the south. Place weight on it, as in 12.

DRARACLE CAVES, LEVEL 4

15. Secret button at the west opens a niche, which contains 24 silver crowns and items from the "dagger in...dagger out" niche if the Emerald Route was taken. (See Draracle Caves, Emerald Route, Level 2, Reference 17.)
16. To Draracle Caves, Level 3. You must go up these stairs to meet the Draracle on Level 3. When you meet the Draracle, click in the archway and place either the Silver Goblet (Draracle Caves, Level 2, Sapphire Route, Reference 16) or the Jeweled Dagger (Draracle Caves, Level 2, Emerald Route, Reference 17) on the altar. When the gift is accepted, the Draracle will give you a Riddle scroll with clues as to the nature of the four ingredients of the Elixir. If you rescued Lora from the Pod Room, she will leave your party at this time too services for the Draracle for her village.

OPINWOOD



Opewood lies on the other side of Lake Dread, and is on the way to the Gorkha Swamp. You can also get to the Urbish Mines from here, but we recommend you don't enter the mines yet! Opewood is the home of some very nasty Pentrogs, ram-like beasts that pack a nasty punch. They also have deadly cross-bows that they use to strike at you from long distances. The level IV spark spell is particularly effective against the Pentrogs, but a flurry of sword blows can work as well. Beware the ferocious strength of these creatures, for it is said that they can kill a warrior with a single blow! This forest is also home to groups of marauding orcs, who travel through Opewood on their way to the foul castle Cimmeria.

A number of chests are scattered throughout Opewood, hiding many valuable treasures. Of particular interest is the Green Skull, which can be especially useful against the Larkhon in the upper levels of the Urbish Mining Company. Before you attempt the mines, you'll first want to make it to the Gorkha Swamp and retrieve the Ruby of Truth. A green skull can be

OPINWOOD

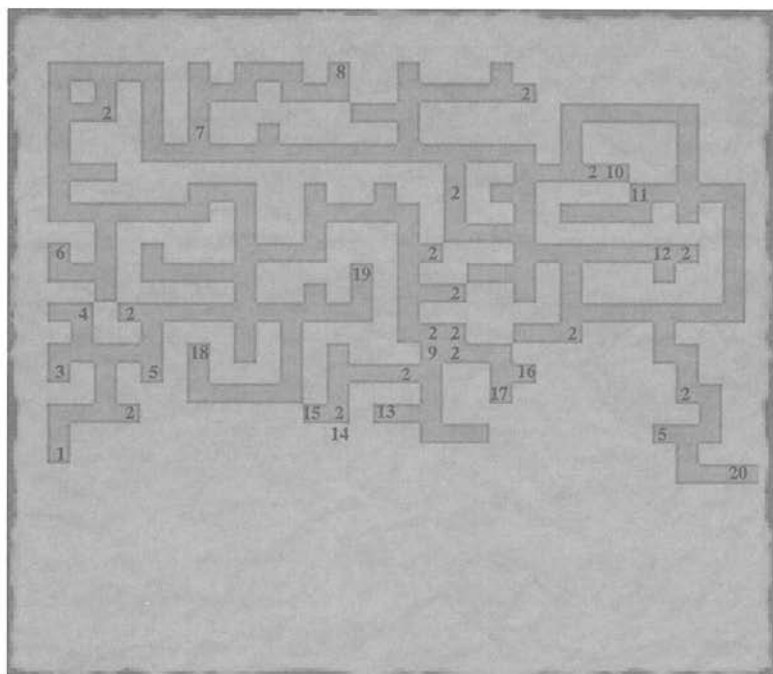
extremely helpful against the fearful Larkhon, so try and have one before you attempt the mines. You can find a green skull in one of the chests in Upper Opinwood if you don't find one here.

1. Lake Dread.
2. Orcs near the drop off point carry the mace "Puma."
3. Hollow, which may contain a variety of items.
4. Stump, which may contain a variety of items.
5. Nest, which may contain a variety of items.
6. Secret passage.
7. Rock.
8. The star "Shining."
9. Chest containing salve, bracers, Bezel cup, and the saber "Gutter."
10. The longsword "Flayer."
11. Stump which may contain a Green Skull. Green skulls can be used effectively against the horrific Larkhon guarding the entrance to the Urbish Mines.
12. Beggar. When you come across this poor traveler, you have the options to help him, leave, or attack. Choosing to attack has the obvious results. Don't worry: he really is an old, helpless man and he can't fight back. If you choose to leave, he won't come after you and beat you up for your money. If you choose to help the traveler, you will only part with 5 silver crowns. He may be able to help you with one of the riddles, if you click the Riddle Scroll on him after you've helped him out. (The answer to one of the Riddles will be written on the scroll.) Later, if you meet him in the Bruno's lodge in the City of Yvel, he will give you the Whisper Cloak in thanks.

OPINWOOD

13. Chest containing "Kane" leather jerkin and a Lightning scroll.
14. Stump which may contain a Bezel Ring.
15. Droek's wagon. Droek knows where Dawn is, but he won't let you near her until you have the Ruby of Truth (which can be found in the Gorkha Swamp).
16. To the Swamp.
17. To the Urbish Mines.

GORKHA SWAMP



The Swamp has long been known as the home of the Gorkha, a peaceful tribe of amphibious folk who can be quite helpful. They are protective of their home territory, and can be a nightmare to fight if threatened. It's best if you stay on their good side, because they can be quite a bit of help in your quest. Remember, if you steal from them, or attack one of their kind, even by accident, the entire tribe will wage war on you. Throughout the swamp you'll find sinkholes (marked accordingly on your map). **DO NOT WALK OVER THE SINKHOLES.** You'll sink and die if you do. To get past them, cast the level 1 Freeze spell. The atmosphere will change color a bit, indicating that the "swamp" is frozen, and thus all sinkholes are frozen solid, allowing you to walk over them safely. Once you get some empty vials, use one to collect swamp water from one of these sinkholes. This water is one of the ingredients needed to make the elixir to heal King Richard.

GORKHA SWAMP

Upon entering the swamp, you will initially want to find the Gorkha Chieftain, and try to get the Ruby of Truth from him. If you make a deal with the Gorkha Chieftain, then you will have to hunt down and destroy their ancient enemies, the Hurzels, who have stolen the Gorkha's prized ceremonial mask. You'll find this mask being carried by one of the Hurzels in the central area of the swamp. You won't be able to find the mask if you choose to war against the Gorkha. If you handle things diplomatically, the Gorkha will not wage war against you, and will even make you a hero of their tribe. You'll find it to your advantage to deal with some of the Gorkha merchants, especially if you've been made a hero. There's also a witch doctor in the swamp who can help you with the Draracle's riddle.

1. To Opinwood.
2. Swamp-water sinkhole. Cast the Freeze spell in order to cross the sinkholes safely. If you don't freeze the sinkholes, your party will sink and drown.
3. Chest containing the axe "Slitter," a Duble Ring, and a salve.
4. The staff "Beater."
5. Gorkha guard at regular post. Remember, if you kill any of the Gorkha in the swamp, even by accident, the entire Gorkha race will wage war on you!
6. Chest containing the dagger "Assassin" and an oil flask.
7. Gorkha Guard. This fellow will insist that you remove all of your weapons before you are granted audience with the chief. To do this, move your weapons into your inventory, leaving your weapon hand(s) empty. Once you have done this, the guard will retreat, allowing you to pass.

GORKHA SWAMP

8. Gorkha Chieftain. The Ruby of Truth is in the Chieftain's possession. The Gorkha have taken it from the band of Orcs crossing the Swamp. He will ask to trade for it, and you must pick an item and click it on the Chieftain to give it to him.

The Chieftain will refuse your initial offer, because he is no fool. He knows you want the Ruby, and is willing to trade it for their sacred Ceremonial Mask, which has been stolen by one of the Hurzels in the Swamp. You have the options of stealing the Ruby, attacking, or accepting the quest. If you have a high Rogue skill, your chances of sneaking the Ruby out are greater. If you aren't so slick, however, the Gorkha will wage war against you. (Remember what they did to those Orcs!)

Choosing to attack will have the obvious results. You will have to fight the Gorkha in addition to the rest of the Swamp denizens. You can get the Ruby by killing the Chieftain.

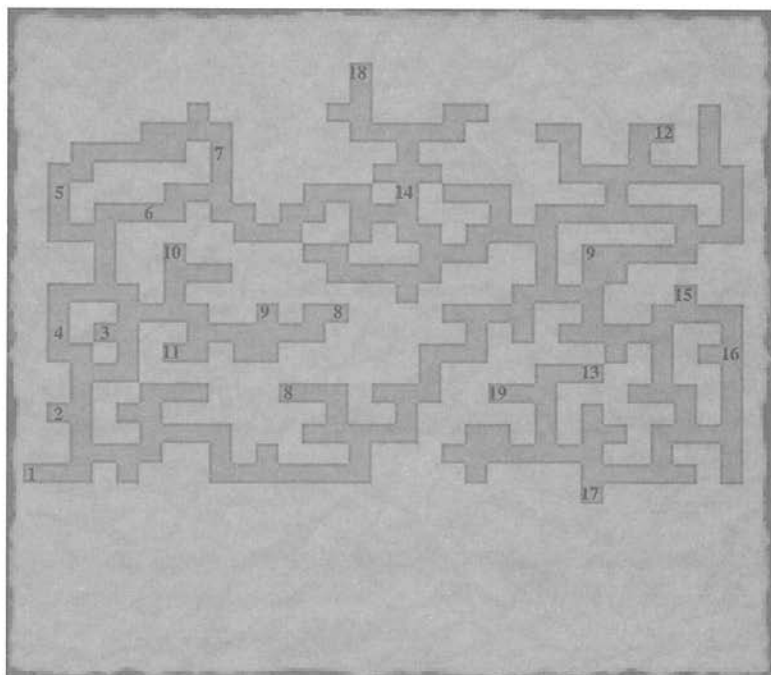
If you accept the quest, you have to hunt down the tree-like Hurzels and kill them. One will be carrying the Ceremonial Mask. Return this to the Chieftain, and you will be named Heroes of the Swamp. You will also be given the Ruby of Truth and the trident "Mantis." As Heroes of the Swamp, you will be entitled to a 50% discount on all items and services in the Swamp.

9. The Hurzel with the Ceremonial mask will be found in this area. The mask has no special properties other than it's importance to the Gorkha.
10. Dwarvish buckler.
11. Stone Idol: Ra'Tol the Fortunate. Place an item in her mouth, click the nose, and the item will be replaced by a purse of 60 silver crowns. BE CAREFUL! The idol is placed right over a sinkhole! Cast a Freeze spell before attempting this profitable transaction.

GORKHA SWAMP

12. Glint mail.
13. Bronze horseshoe (a worthless item).
14. Stone Idol: Ba'Del the Healer. Place an item in his mouth, click the nose, and Ba'Del will heal the party and restore all magic. Your item will be kept by Ba'Del as payment. BE CAREFUL! The idol is placed right over a sinkhole! Cast a Freeze spell before attempting to summon the restorative powers of Ba'Del.
15. The bow "Scout."
16. Pouch with four silver crowns.
17. Gorkha Blacksmith. A variety of weapons are available here. He will also buy weapons from you. If you are at war with the Gorkha (as a result of bad manners, per 8), the patriotic blacksmith will not deal with you.
18. Witch Doctor. The Witch doctor specializes in solving riddles. If you click the Riddle Scroll on him, he will solve one of the four Draracle riddles for 100 silver crowns. (The answer will be written on the scroll.) Also, the Witch doctor will sell you Fireball wands at 300 silver crowns each.
19. Gorkha Fletcher. A variety of bows are available here. He will also buy weapons from you. If you are at war with the Gorkha (as a result of bad manners, per 8), the patriotic fletcher will not deal with you.
20. To Upper Opinwood.

UPPER OPINWOOD



Hopefully, you'll visit Upper Opinwood before attempting to explore the Mines. The treasure chests here are formed like tree trunks, and are much the same as regular trunks, with the exception of their contents. There are some particularly valuable goodies here that you'll want to take into the Mines with you. The most important thing here is the Green Skull, which is the best way to get past the Larkhon guarding the Mines. Also, you will find the crossbow "Valkyrie," which is one of the most potent weapons in the lands. Once you have this fireball flinging crossbow in your possession, it's best to hold on to it until the bitter end. You'll find Scotia here as well, blocking your way into the Yvel Woods. After trying to scare you off, she'll erect a magical barrier that can only be dispelled by Vaelan's Cube. You should be able to find the cube with Paulson, after solving the Urbish Mines, or with Dawn back in Opinwood. Also in Upper Opinwood are hives full of hornet honey. This is one of the vital ingredients in the Elixir to heal King Richard.

UPPER OPINWOOD

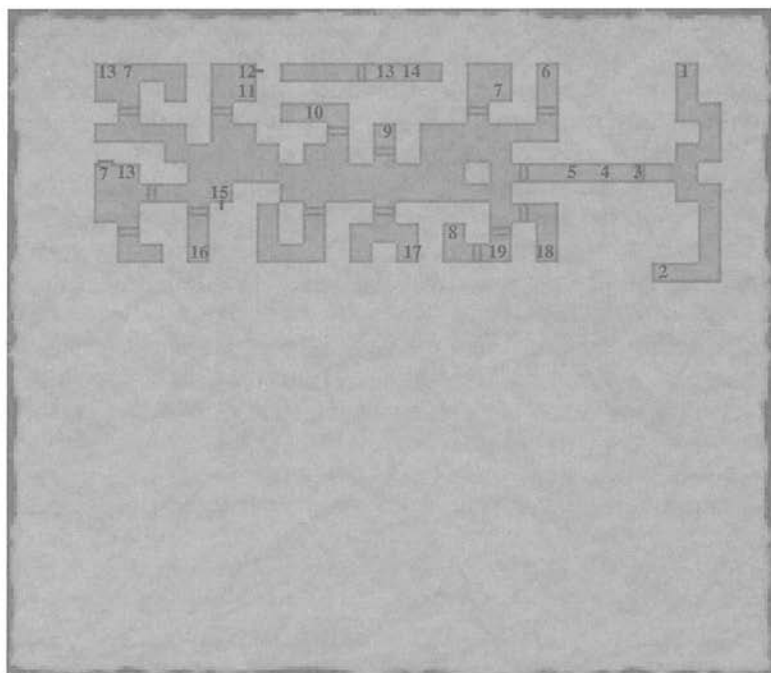
1. Entrance to the Swamps.
2. Stick.
3. Birds nest.
4. Hollow.
5. Hollow.
6. Hollow, rock.
7. Birds nest.
8. Hornet's nest, from which you can get Hornet's Honey, a necessary ingredient for Richard's Elixir. A Swarm can also be found here.
9. Stick.
10. Chest containing a jade necklace, 28 silver crowns, and a Bezel cup.
11. Chest containing an ebony staff, 10 silver crowns, an Emerald Blade, and a Green Skull.
12. Chest containing the crossbow "Valkyrie," Dwarvish chain mail, and 23 silver crowns. A moulder near here may drop a worn key, which may open one of the chests in the woods. (The key is so old and worn that it might not work.)
13. Empty chest.
14. Scotia's Barrier. Use a Vaelan's Cube to dispel the barrier.
15. Hornet's nest, from which you can get Hornet's Honey, a necessary ingredient for Richard's Elixir. A Swarm can also be found here.
16. Rock.
17. Entrance to the Urbish Mines.
18. Yvel Cave, leading to the Yvel Woods.
19. The dagger "Assassin."

URBISH MINING Co.

The Urbish Mines are a creepy place, indeed. This is where the evil sorceress Scotia uncovered the Nether Mask. The locals say that the mines are infested with monsters and the ghosts of long dead prospectors. This is said to be the reason for the mines premature closing years ago. But, you don't care. You've got a mission to accomplish. You'll need to find Paulson, and get his Pyramid Key. He may also have a Vaelan's Cube with him. The Cube is needed to get past the barrier in Upper Opinwood, so if Paulson doesn't have one, perhaps Dawn will. The Pyramid Key is one of four needed to free King Richard from the Crystal Casket. The Urbish Mines is a complex, twisted place. You'll have to go up and down levels several times before you're able to get to Paulson. Keep track of where you are and how the teleporters work. Paulson is located in the deepest level of the mines.

In sum, you must do the following: Visit Dwight on the first level and make sure you get a pick from him. You can also get a pick on Level 3, but it is surrounded by a nest of deadly avian worms, and difficult to retrieve. Kill the rock beasts on Level 4 to get the Bloodstone, another ingredient for the Elixir. Then you will need to find the gear and the staircase. Go down the cleared stairs, and get the Shiny Key. Once you have the Shiny key and the Rusty key (hidden in Orin's remains on Level 4), make your way back to Level 4 and unlock the hidden door to the south. Beyond this door you will find Paulson. Make certain that you get his Pyramid Key and his Vaelan's Cube (if he has one) before leaving the mines.

URBISH MINING Co.

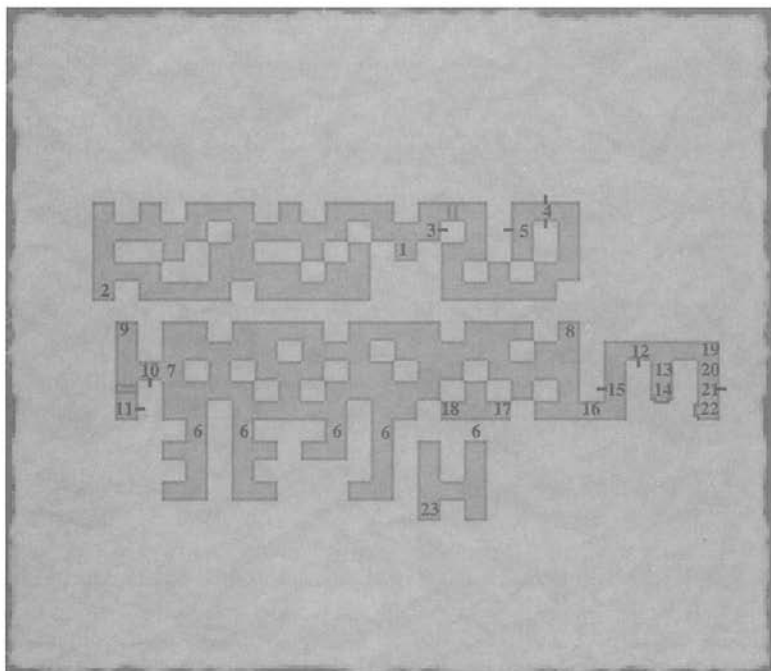


1. To Upper Opinwood.
2. To Opinwood.
3. The Larkhon. When you open this door for the first time, a Larkhon is released. The Larkhon is a very tough creature that can be killed with the Green Skulls (very easy) or with thrown weapons (very hard). To use the Green Skulls against the Larkhon, right click the skull over the character's portrait. This is the easier way to kill it. If you want to use thrown weapons, you'll have to stay quick on your toes and be very patient; the Larkhon can withstand many hits from thrown weapons. You can also outmaneuver the Larkhon if you leave by one of the forest exits, circle around through the Swamp, and enter through the other forest opening.
4. Stairs to the lower section of the Urbish Mining Company, at 5.

URBISH MINING Co.

5. Stairs to the upper section of the Urbish Mining Company, at 4.
6. Desk and file cabinet, both of which may contain a variety of useful items.
7. Desk, which may contain a variety of useful items.
8. Chest containing a Silver Key and the mace "Bouncer."
9. Stairs to the first level of the Urbish Mines.
10. Lock picks.
11. Helm.
12. Button on the east wall, when clicked, will reveal a passageway to the east.
13. File cabinet, which may contain a variety of useful items.
14. The clerk, Dwight, is here. Make sure you look beneath his desk and get the Great Helm and the mining pick (which will be very useful later on).
15. This lock must be picked.
16. Old Machine. This old pump is missing a gear and some coal for fuel. When the gear (found at Urbish Mines, Level 4, Reference 23) and the coal (found at Urbish Mines, Level 3, Reference 22) are found and clicked on the machine, pull the lever. When the pump is functioning again, the passage at Urbish Mines, Level 2, Reference 43 will be drained of water, allowing you to pass.
17. Pouch with two silver crowns.
18. File cabinet, which contains a salve.
19. Security access doors. One must be closed before the other can be opened.

URBISH MINES, LEVEL 1



1. To the Urbish Mining Company level.
2. Note to Orin.
3. Use the Silver Key found in the Urbish Mining Company, Reference 8, to open this lock.
4. Wheel levers, which change the effect of the teleport south of area 5. These levers have three different operable positions. When the north and south levers are either both up or both down, a pit will appear to the west, but no teleporter will appear when the button at 5 is pressed. When the north lever is up and the south lever is down, a pit will appear one square west and a teleporter (to Urbish Mines, Level 2, Reference 36) will appear one square west and two squares south when the button at 5 is pressed. When the north lever is down and the south lever is up, a pit will appear one square west and a teleporter (to Urbish Mining Company, Reference 13) will appear when the button at 5 is pressed.

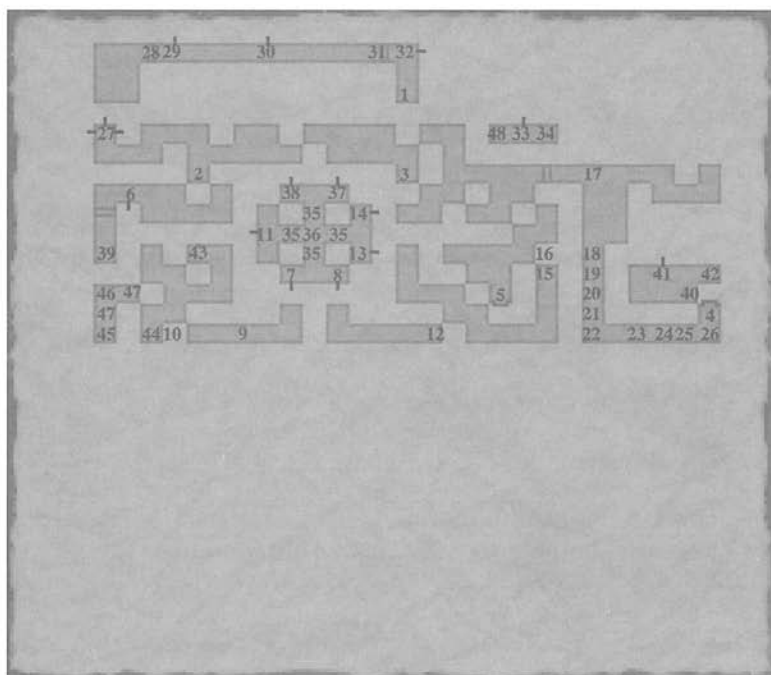
URBISH MINES, LEVEL 1

5. A pit is opened one square north, and if the levers at 4 are in the correct position, a teleporter will appear one square south.
6. Secret passageway.
7. Rock. Remove this rock (i.e., throw it away from the sign) to open the secret wall at 17. (The rock is considered a weapon. Heed the sign.)
8. Emerald Blade, Mine Key 2, and humanoid bones.
9. Stairs to Urbish Mines, Level 2, Reference 39.
10. Lock opened by Mine Key 2 found at 14 or 8. Opens the door one square west and one square south.
11. Lever on the east wall opens a pit under the party. Falls to Urbish Mines, Level 2, Reference 45.
12. Lever on the south wall closes the pit at 13.
13. Pit toggled open/shut by the lever at 12.
14. South wall niche holds Mine Key 2 for the lock at 10 or 15. When the key is removed from the niche, the pit at 13 opens. Mine Key 2 must be thrown north for the pit to close.
15. Lock (opened by Mine Key 2 found at 8 or 14) opens the secret wall at 16.
16. One-way secret passage (west to east), until it is opened by the keyhole at 15.
17. This block moves north to allow access to the secret passage to the south when pressure is removed from the invisible pressure plate at 7.
18. The mace "Puma" and the saber "Wolf."
19. If you have the key from 14 and walk in this area, the pit at 20 will close.

URBISH MINES, LEVEL 1

- 20. Pit. If you have the key from 14 and step on 19, this pit will close.
- 21. This lever starts in a down position. When pulled, it reverses the effect of the pit at 20. The lever breaks upon first use and cannot be used again.
- 22. Mine Key 3.
- 23. Chest containing "Hale" leather jerkin and the maul "Hammerhead."

URBISH MINES, LEVEL 2



1. Chest containing Dwarvish helm, Bezel cup, the star "Shooting," and 25 silver crowns.
2. Chest containing an oil flask, ginseng, empty flask, bracers.
3. Chest containing an oil flask and a Lightning scroll.
4. Niche containing a Fireball wand.
5. Mine Key 5, used to open the lock at 6.
6. Lock opened by Mine Key 5, from 5.
7. Button opens the wall to the south.
8. Button opens the wall to the south.

URBISH MINES, LEVEL 2

9. When weight is on this pressure plate, a niche opens at 10.
10. This niche opens when there is weight on the pressure plate at 9. The niche contains Mine Key 4 for the lock at 11.
11. This lock is opened by Mine Key 4 found at 10. When unlocked, passageways to the northeast and southeast open.
12. Another note from Orin to Geof, and bones.
13. Button opens wall to the east.
14. Button opens wall to the east.
15. Gas smell. Stand back at least 3 squares (to avoid damage) and throw a fireball. This will ignite the gas and destroy the wall at 16.
16. Wall will be destroyed when a fireball is thrown from the south (see 15).
17. Pressure plate closes and locks the door to the west. The door reopens when you have the Fireball wand from Reference 4 of this level.
18. Pressure plate which works with 20 and 22. An odd number of depressed pressure plates will turn off the fire jets at 19 and 21.
19. Fire jet, activated when none or two of 18, 20, and 22 are depressed.
20. Pressure plate which works with 18 and 20. An odd number of depressed pressure plates will turn off the fire jets at 19 and 21. Also works with 23 and 25. An odd number of these will turn on the fire jets at 24 and 26.
21. Fire jet, activated when none or two of 18, 20, and 22 are depressed.

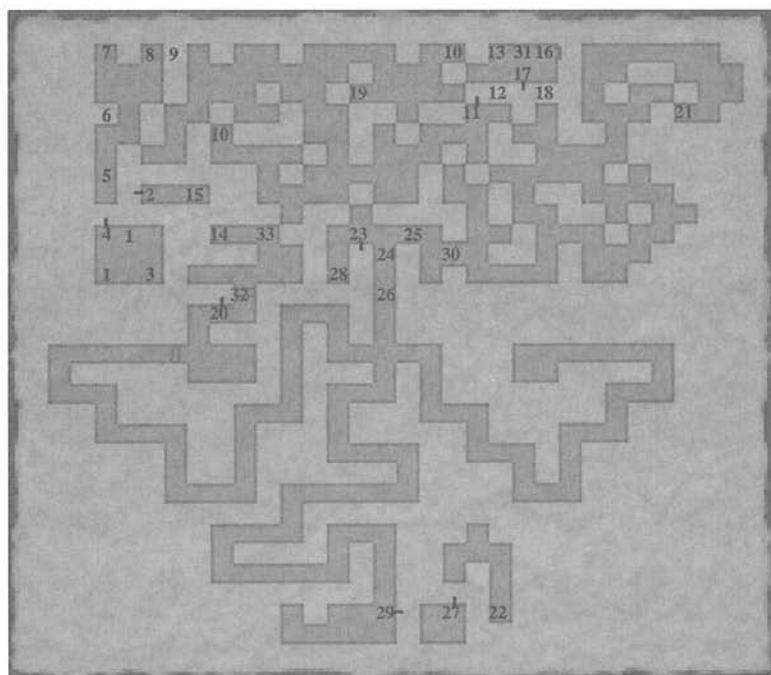
URBISH MINES, LEVEL 2

22. Pressure plate which works with 18 and 20. An odd number of depressed pressure plates will turn off the fire jets at 19 and 21. Also works with 23 and 25. An odd number of these will turn on the fire jets at 25 and 26.
23. Pressure plate which works with 22 and 25. An odd number of depressed pressure plates will turn off the fire jets at 24 and 26.
24. Fire jet, activated when one or three of 22, 23, and 25 are depressed.
25. Pressure plate which works with 22 and 23. An odd number of depressed pressure plates will turn on the fire jets at 24 and 26.
26. Fire jet, activated when one or three of 22, 23, and 25 are depressed.
27. Vault combination. A passageway to the north will open only when the west lever is pulled, then the east lever, and then the north lever.
28. This door, once closed, by the button at 29, will only open if the door at 31 is closed. (See 30 to open the door.)
29. Button closes door at 28.
30. Pressure plate and two levers on the north wall. Place an unwanted item to keep the pressure plate weighted. The door at 31 will open if the door at 28 is closed, the pressure plate is depressed, the left lever is down, and the right lever is up. The door at 28 will open if the pressure plate is depressed, left lever is up and the right lever is down.
31. This door opens only if the door at 28 is closed. (See 30 to open the door.) This door is closed by pushing the button at 32.
32. Button closes the door at 31 and causes arrows to be shot from the north at 32. To close this door without getting trapped inside, throw a useless item at the button from the east.

URBISH MINES, LEVEL 2

- 33. Button opens a pit directly beneath the party.
- 34. Pit, which drops you to Urbish Mines, Level 3, Reference 31.
- 35. Secret passageway.
- 36. Destination of the teleporter at Urbish Mines, Level 1, Reference 5, if the north lever is up and the south lever is down.
- 37. Secret button opens a passageway north.
- 38. Secret button opens a passageway north.
- 39. Goes upstairs to Urbish Mines, Level 1, Reference 9.
- 40. Landing for pit at Urbish Mines, Level 1, Reference 20.
- 41. Pressure on this plate, and pressing the button, will activate the teleporter at 42.
- 42. Teleporter activated by 41. Its destination is the Urbish Mining Company, Reference t.
- 43. Flooded staircase. You cannot access the stairs down until the pumping machine in the Urbish Mining Company, Reference 16, is fixed and running.
- 44. The sword "Flayer."
- 45. Landing of pit at Urbish Mines, Level 1, Reference 11.
- 46. Weight on this pressure plate opens the pits at 47.
- 47. Pits opened when the pressure plate at 46 is weighted.
- 48. Landing for pit at Urbish Mines, Level 1, Reference 4.

URBISH MINES, LEVEL 3



1. Landing from Urbish Mines, Level 2, Reference 47.
2. Spin square and button. The button opens a niche in the north wall, which contains the "Shiney" Key for the lock at Urbish Mines, Level 4, Reference 15.
3. Avian worm nest. Use a fireball on the nest to stop these monsters from generating.
4. Button opens a passageway to the north.
5. Pressure plate which fires a missile trap from 6 (one time only).
6. A missile fires from here when the pressure plate at 5 is triggered.
7. Bones and a pick. If you didn't already get the pick from Dwight at the Urbish Mining Co., take this pick to use at 8 and 22.

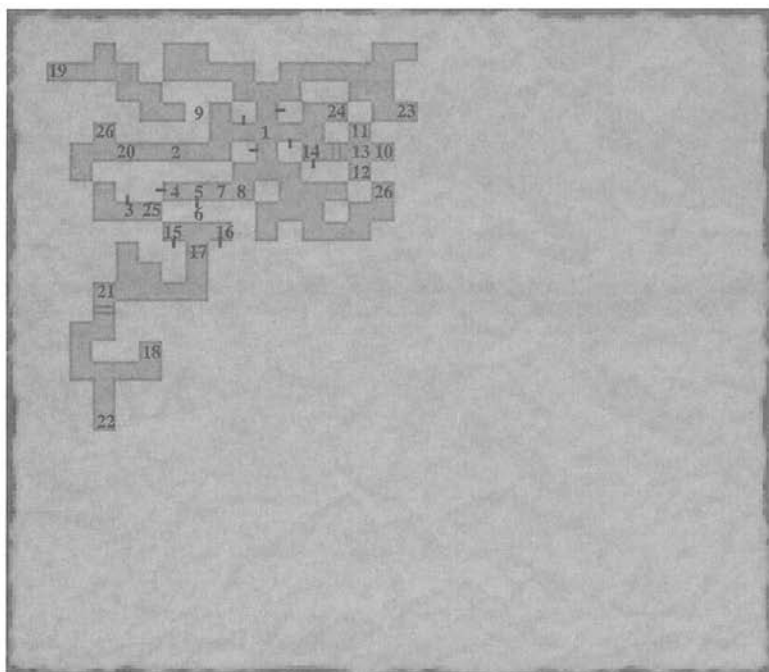
URBISH MINES, LEVEL 3

8. The east face of the wall is not complete. You'll need a pick found at 7 to open 9 as a passageway.
9. Passageway opened when a pick is used at 8.
10. Oil flask.
11. Secret button opens a passageway at 12.
12. Wall opens into a passageway by button at 11.
13. Teleporter transports you to the Urbish Mining Company.
14. Stairs down to Urbish Mines, Level 4, Reference 25.
15. Stairs up.
16. Niche containing the Silver Key for the lock at 17. This is also the landing for Urbish Mines, Level 2, Reference 34.
17. Keyhole opens a passage at 18. Opened by the Silver Key found at 16.
18. Wall opens into a passageway by keyhole at 17.
19. Avian worm nest. Use a fireball on the nest to stop these monsters from generating.
20. Pick this lock to open the door to the northeast at 32.
21. Note: PISCATA ROSEA 4 4 5. (Red herring!!!)
22. Use the pick on the south wall to get a piece of coal, which you'll need to fuel the machine in the Urbish Mining Company.
23. Mine cart levers: Both levers down (the initial setting) locks the cart in place. When the left lever is up and the right down, the cart is directed to the east path. When the right lever is up and the left down, the cart is directed to the west path. Both levers up directs the car to the south path.
24. Door to the mine cart. Opens only when the gold gem from 28 to open the door at 24.

URBISH MINES, LEVEL 3

- 25.** Gem hole that requires the gold jewel from 28 to open the door at 24.
- 26.** Mine cart. Set the levers at 23 to choose a path, then climb into the mine cart and click the forward movement button to get the cart moving.
- 27.** Pressing the button will open a passageway to the north.
- 28.** Chest containing a gold jewel (for use at 25) and an empty flask.
- 29.** Pressing the button will open a passageway to the east.
- 30.** Secret passageway.
- 31.** Landing for pit at Urbish Mines, Level 2, Reference 34.
- 32.** This door locks behind you unless you depress the secret plate at 33.
- 33.** Secret plate opens the door at 32.

URBISH MINES, LEVEL 4



1. This set of levers changes the number of spins for the spin square that they surround. All levers must be down to deactivate the spin square.
2. Stepping on this square triggers the rock slide at 20.
3. Button activates the teleporter to the west, which transports you to 4.
4. Destination of teleporter near 3. Button on the west wall disarms the missile hole at 8.
5. Button opens a passageway to the south. Unless disarmed at 4, the missile hole at 8 will fire if you walk here.
6. Wall turns into a passageway by pressing the button at 5.
7. Unless disarmed at 4, the missile hole at 8 will fire if you walk here.

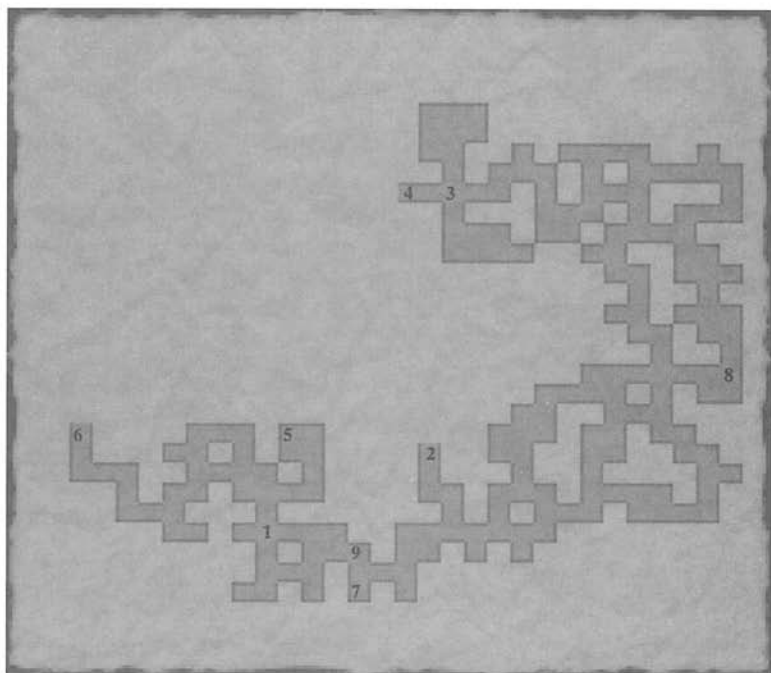
URBISH MINES, LEVEL 4

8. Missile hole triggered at 5 and 7. Disarmed by button at 4.
9. Rock slide. Use a pick (found at Urbish Mines, Level 3, Reference 7 and Urbish Mining Company, Reference 14) to get around this.
10. Teleporter to 13.
11. Teleporter to Urbish Mining Company, Reference 5.
12. Teleporter to Urbish Mines, Level 2, Reference 36.
13. Destination of the teleporter at 10.
14. Keyhole opens door to the east. The key is in Paulson's possession.
15. Keyhole opens door at 17 only if keyhole at 16 is also unlocked. Use the "Shiney" Key from Urbish Mines, Level 3, Reference 2 accessible by stairs from the area accessed from Urbish Mines, Level 2, Reference 43.
16. Keyhole opens door at 17 only if keyhole at 15 is also unlocked. Use Rusty Key from 19.
17. Door opened if locks at 15 and 16 are unlocked.
18. Paulson. This noble from King Richard's court joins you. Make sure you pick up his Pyramid Key for Richard's Crystal Casket. As you leave the area, Paulson directs you to his cache (at 22).
19. Orin's ghost. After the warning to stay away, you can rummage through his bones for the Rusty Key that will open the lock at 16.
20. Rock slide caused by stepping on 2.
21. Fireball trap (which is always firing) and spin square.
22. Paulson's cache. Vaelan's Cube (but only if you have not found the great maul "Hammerhead." Otherwise Dawn will have it in Opinwood, Reference 15), Dwarvish boots, chain mail, kite shield, the axe "Vixen," Mine Key 4 (which opens 14), a great helm, two oil flasks, and a Bezel cup.

URBISH MINES, LEVEL 4

- 23.** Water pump note and gear for the machine in the Urbish Mining Company.
- 24.** Teleporter to 3.
- 25.** Up to Urbish Mines, Level 3, Reference 14.
- 26.** A Rockling in this area will drop a Bloodstone (a necessary ingredient for Richard's Elixir) if you kill it.

YVEL WOODS



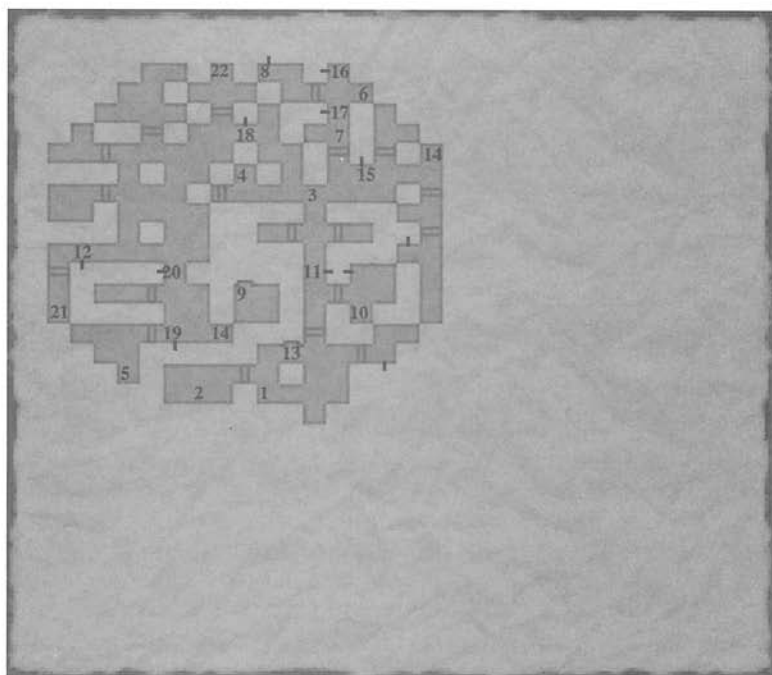
If you haven't returned to Opinwood and seen Dawn in Droek's wagon, now is the time to do it. You should also have completed your exploration of the woods, the swamp, and the Urbish mines at this point. Once in Yvel Woods, you should make your way north to Vulture's Chasm. Although there is no way to cross this ravine, you will find another Valean's Cube here after killing one of the huge orcs guarding the chasm. Beware the ferocious strength of the great orcs that roam Yvel Woods, as they are far more formidable than the orcs of Opinwood. Now make your way to the White Tower, and locate the Crucible of Faith. Once you have the Crucible, you'll have to use up your Valean's cube to dispel another one of Scotia's barriers to get to the City of Yvel. When you dispel this barrier, you can get into Yvel and get the final ingredient for the Elixir, Earth Powder, from Sadie. Return to the White Tower and mix the Elixir to heal King Richard. After doing so, you'll want to return to the city, meet Geron, and then find Dawn. You'll run into her just as you're returning to

YVEL WOODS

Opinwood. She'll ask for her key, but don't give it to her: it's really Scotia! You may have to fight her (in her ugly lizard form) before returning to the city to find Geron again.

1. The barrier to Yvel City. Use Vaelan's Cube here. It is advisable to complete the White Tower first, using the cube on the wraiths on the third level, since using it on the barrier will destroy the cube. A cube can be found in the possession of one of the great orcs guarding Vulture's Chasm at 3.
2. White Tower.
3. In this area, a great orc can be found who has a Vaelan's Cube. He will drop it when killed.
4. Vulture's Chasm. There is no way to cross over to Castle Cimmeria once the Dark Army severs the bridge (and they always do).
5. Chest containing the Shield of Stealth and the arbalest "Equalizer" (a cursed weapon).
6. To the City of Yvel.
7. To Upper Opinwood.
8. Stump.
9. Scotia (disguised as Dawn) will try to get Dawn's Key here after you have been sent by Geron (who now resides in Yvel City) to find her. You will have to choose between three options here. If you choose to give her the key, she will take it and leave. (You will find the key again in Castle Cimmeria, Level 3, Reference 16). If you argue, she will become angry with you and you will end up with a fight on your hands. When she receives more than 50% damage, she will change form and fly away. Fighting her will yield the same results as arguing.

WHITE TOWER, LEVEL 1



The White Tower is home to the warrior maiden, Jana, and her Amazons. You will need to locate the thief Lyle and get the Amber Ring from him to open the passage into Jana's secret chamber. Once you have fought your way past these formidable foes, use your Valean's Cube to battle the undead spirits that haunt the highest reaches of the tower. On Level 3, you will find the keys needed to enter the sub-level of the tower, and find the Crucible of Faith. Use it to plunder the treasure found beyond the doors of faith back on Level 3. Once you have succeeded in your task, it's time to head to Yvel City. After gathering all four ingredients for the Elixir, return to the tower. Replace the Crucible upon the Altar DeBlanca (it's pretty obvious how this works), and use the healed altar to mix the King's Elixir. Once you have the Elixir, it's time to return to Yvel City yet again.

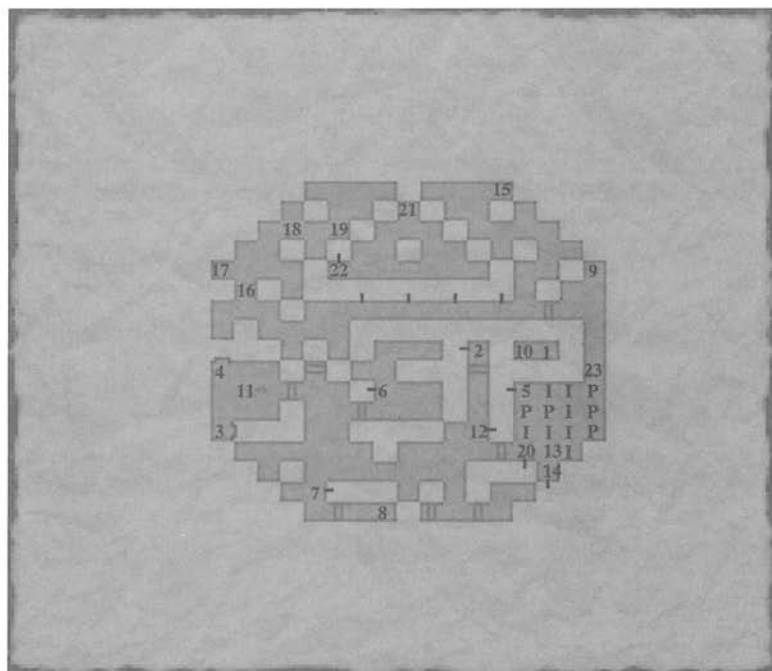
WHITE TOWER, LEVEL 1

1. The rapier "Talon."
2. A warrior in this room will drop a Brown Mystic Key, which opens the door near 5.
3. The throwing star "Vega."
4. Empty chest.
5. Grey Mystic Key.
6. Lockpicks, dagger.
7. A warrior in this room will drop a Grey Mystic Key for use on the lock at 16.
8. Prisoner Lyle. You have to choose between three options here. If you help him, he will give you some silver crowns in return for his freedom. If you attack him, you will find a pouch full of silver crowns. If you decide to leave him, he will offer you an Amber Ring, and you are then faced with three more options. If you help him a second time he will give you the Amber Ring. For whatever reason, if you do not recover the Amber Ring from Lyle, you can find it in the Niche on the west wall, which is revealed by pressing the button on the north wall.
9. The Amazon Queen Jana. Defeating Jana in combat may earn you the great sword "Trouble." There is also a niche containing a Brown-Grey Mystic Key for the lock in the White Tower, Level 3, Reference 14. When the Mystic Key is picked up, the wall to the west will open to reveal a passageway.
10. Chest containing Dwarvish great helm and a Jade Necklace.
11. Button activates a bolt trap.
12. Requires Ivory Key (from White Tower, Level 3, Reference 13) to unlock. Leads to White Tower sub-level.
13. Niche containing the note "Ring for Admittance." Place the Amber Ring (found at 8) in the niche to open a passageway to the left, allowing access to Jana's room.

WHITE TOWER, LEVEL 1

14. Slimy grate. Close this to stop the Archer slugs from generating.
15. Pickable lock opens door to the northwest.
16. Mystic lock. Open this with the Grey Mystic Key, carried by one of the warriors in the same room. You'll have to kill her to get it from her.
17. Button used to open door after Mystic Key at 16 is placed in lock.
18. Mystic lock. Use Mystic Key found in the White Tower, Level 2, Reference 2 or 4.
19. Mystic lock, opened by using lockpicks or the key from 2.
20. Lock, opened by using lockpicks.
21. Stairs to White Tower Sub-Level.
22. The Altar DeBlanca. Place the Crucible of Faith (found at White Tower, Sub-Level, Reference 8) on the neck of the altar. Place the four Elixir ingredients in the Crucible. Then take the Crucible to Geron in Yvel City when the Elixir is complete.

WHITE TOWER, LEVEL 2



1. Light-blue Mystic Key, which opens the lock at 6.
2. Darkroom. The door must be closed for the button to reveal niche containing light-blue/brown/grey Mystic Key. For use on the lock at 7 or in the White Tower, Level 1, Reference 18.
3. Niche containing a Fireball scroll.
4. Niche containing a light-blue/brown/grey Mystic Key. For use at 7 or in the White Tower, Level 1, Reference 18.
5. Brown/grey Mystic Key (for lock at 20), illusionary pit, and button that closes the pit at 13.
6. Lock opened by the Mystic Key found at 1.
7. Lock opened by the Mystic Key found at 2 or 4.

LANDS OF LORE™

THE THRONE OF CHAOS

CLUE BOOK ADDENDUM CARD

DRARACLE CAVES, LEVEL 2

NW SECTION-PAGES 15 & 18

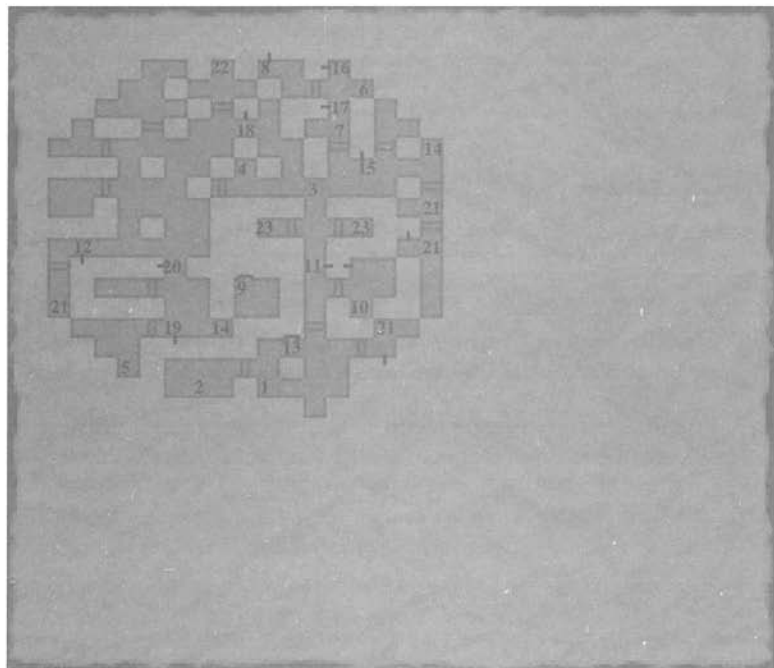
1. Sledge. You will need this to knock down the crumbling walls throughout the Draracle Caves.
2. You land here after falling through the pit at Draracle Caves, Level 1, Reference 6. The secret button on the north wall opens a passageway to the north, leading to the Pod Room at 4.



3. Secret button on the East wall opens a passageway to the South, leading to a trapdoor to the Draracle Caves, Level 1.
4. Pod Room. If you cut open the pod on the right, Lora, a pilgrim from Grisbl, will be freed. In thanks for saving her, she will join you in your search for the Draracle.

WHITE TOWER, LEVEL 1

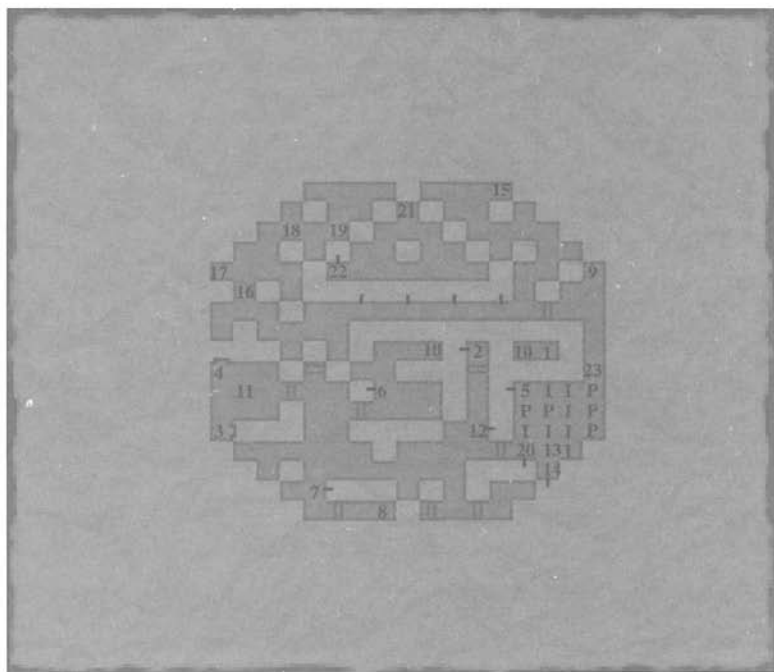
PAGE 55



This map appears on page 55 of the Clue Book. Please note the addition of the number 23 to this map. Areas marked "23" indicate stairways to White Tower, Level 2.

WHITE TOWER, LEVEL 2

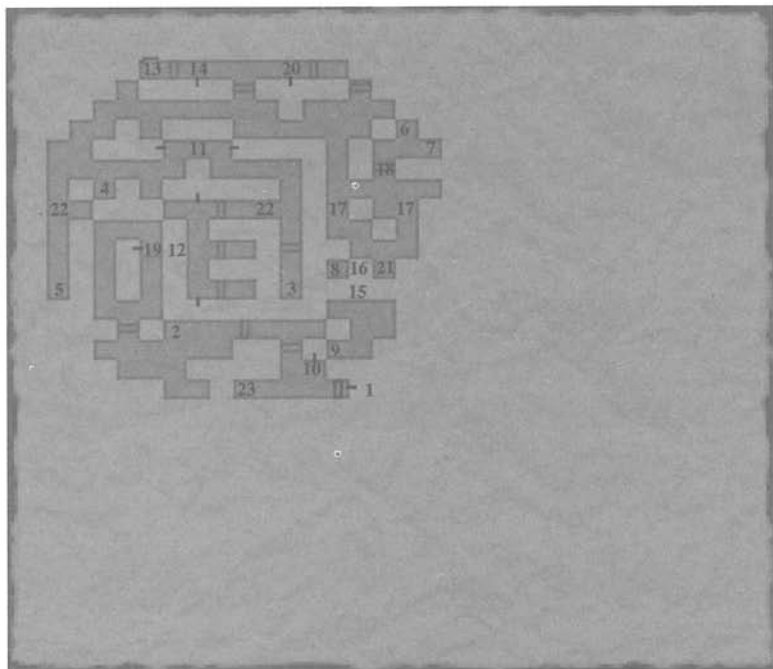
PAGE 59



This map appears on page 59 of the Clue Book. A second number "10" has been added to the original map. The areas marked "10" indicate stairways to White Tower, Level 1.

WHITE TOWER, LEVEL 3

PAGE 61



This map appears on 61 of the Clue Book. Please note the addition of the number 22 to this map. The area marked "22" represents a secret passageway.

CITY OF YVEL

PAGE 65

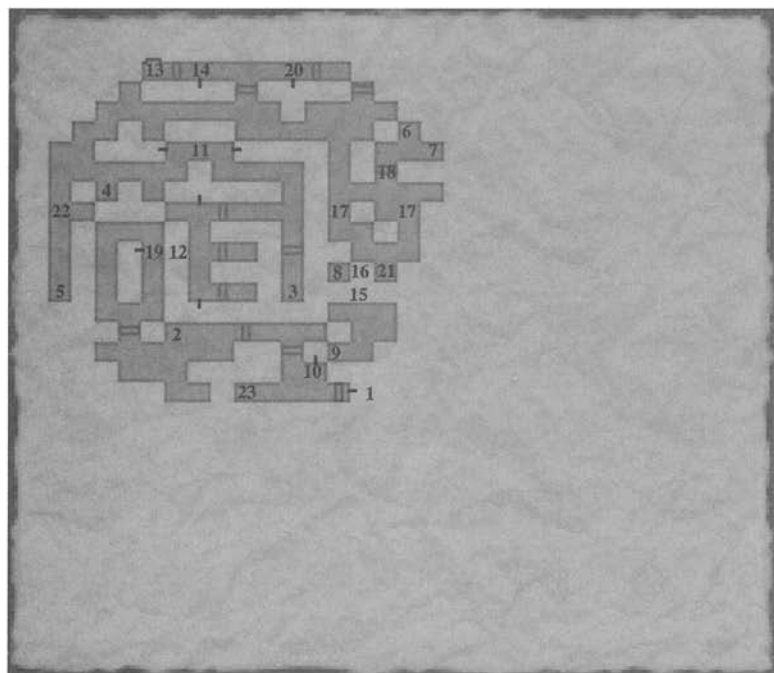
The item numbered 20 should read: "This lock is opened with the **Speckled** key from 4."

The item number 21 should read: "This is the room containing Plate mail, kite shield, great helm, and **Jade** key which opens the lock at 22."

WHITE TOWER, LEVEL 2

- 8. To White Tower, Level 3.
- 9. The rapier "Talon."
- 10. To White Tower, Level 1.
- 11. Fireball room. To avoid the fireballs in this room, enter the room backwards until you hit the wall. Then turn left and back into the alcove to the south. Turn towards the alcove and grab the scroll. Then turn to face west and move along the wall to the niche to the north wall.
- 12. Pickable lock.
- 13. Pit, until the button at 5 is pressed.
- 14. Illusionary pit and button that closes pit south of 23.
- 15. The helm "Prentis."
- 16. Pressure plate triggers fireballs to be shot from 17.
- 17. Fireball trap.
- 18. Pressure plate triggers fireballs to be shot from 19.
- 19. Fireball trap.
- 20. Mystic lock. Opens west door when the Mystic Key from 5 is used.
- 21. Minotaur. After defeating the beast you will get the great maul "Thunder," Dwarvish scale mail, and a minotaur horn to use as a key for 22.
- 22. Lock, opened by the minotaur horn from 21. Opens the wall to the west.
- 23. Secret passageway.
- P. Pit.
- I. Illusionary pit.

WHITE TOWER, LEVEL 3

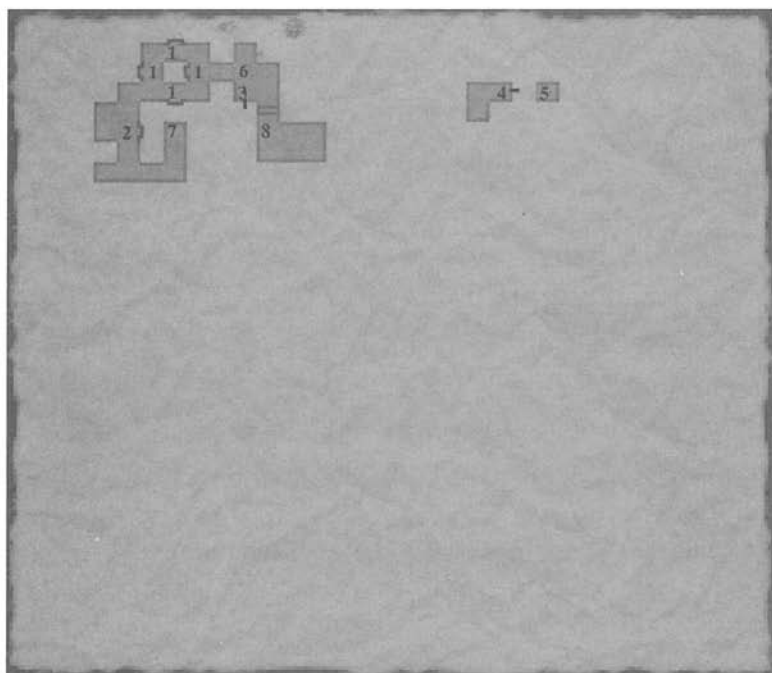


1. Secret switch in the floor opens a niche containing: light blue/grey Mystic Key for use on lock at 10.
2. Chest containing dagger "Fang," salve and pouch with 4 silver crowns.
3. Chest containing longsword "Protector."
4. Chest containing longsword "Entropy" (cursed) and pouch with 8 silver crowns.
5. Chest containing Dwarvish boots, staff "Tarsal," blue Mystic Key (opens lock at White Tower, Sub-Level, Reference 3).
6. Chest containing Dwarvish chain mail, rapier "Talon," and star "Polaris." If you open this chest, the chest at 7 will disappear.
7. Chest containing Galenian plate mail, arbalest, and great axe "Reaper." If you open this chest, the chest at 6 will disappear.

WHITE TOWER, LEVEL 3

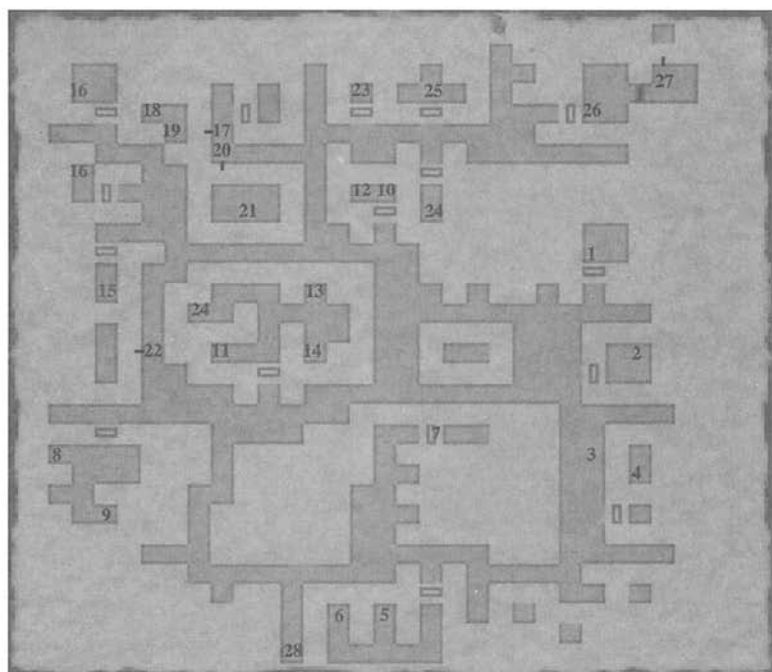
8. Chest containing wand of lightning, 2 Bannon's reserves, and pouch with 400 silver crowns.
9. Salve, Bannon's reserve, and saber "Cougar."
10. Lock opened by Mystic key at 1.
11. Both buttons have to be pushed to close the pit. Press the button near you, and throw something to hit the button on the far wall. This pit will drop you into the Minotaur room on Level 2.
12. Passageway is revealed when button at 19 is pushed.
13. Ivory Key, which opens passageway in White Tower, Level 1, Reference 12.
14. Lock opened by the Mystic key gained after defeating Jana on White Tower, Level 1, Reference 9.
15. Secret passageway.
16. Block at 16, shifts west to reveal the chest at 8 when pressure plates at 17 are weighted.
17. Pressure plates (see 16 for more information).
18. Faith Door: This door cannot be opened unless you have the Crucible of Faith in your inventory.
19. When this button is pushed, the wall at 12 opens.
20. Pickable lock.
21. Bow "Gemini." Get this before weighing down the pressure plates at 17, otherwise you won't be able to get it.
22. Secret passageway.
23. Stairs up from Level 2. A ghost here warns you of the perils of the White Tower.

WHITE TOWER, SUB-LEVEL



1. There are four niches and four items that "roam" around this area. Turn to face a niche, and as an item moves past on the floor, pick up the item and place it in the niche (1 item per niche). When each niche is filled, all of them will close. This will deactivate the invisible teleporter at 6.
2. The items placed in the niches at 1 will appear in this niche after the puzzle at 1 is completed.
3. This Mystic lock can be opened with the Blue Mystic Key from White Tower, Level 3, Reference 5.
4. This secret button opens the wall and allows access to the teleporter at 5.
5. This teleporter returns you to the stairway at 7.
6. The invisible teleporter here will transport you near 4.
7. This stairway leads up to White Tower Level 1.
8. The old woman here gives you the Crucible of Faith.

CITY OF YVEL



At Yvel, you'll want to visit Sadie's shop after you get the last part of the riddle scroll deciphered. If she can read it, she'll give you the last ingredient for the Elixir. After you get this, return to the White Tower in Yvel Woods. When you've made the Elixir, meet Geron inside the Council Hall. He'll tell you to find Dawn, whom you can find outside in Yvel Woods. When you return to Geron again, he'll tell you the city is under attack. Fight in the city until you hear Orc's battle horns sounding, "retreat." Then go to Bruno's Lodge and go through the back door (which is now open). Beat the Great Orcs camped out there, and enter the Catwalk Caverns through the secret passage beyond.

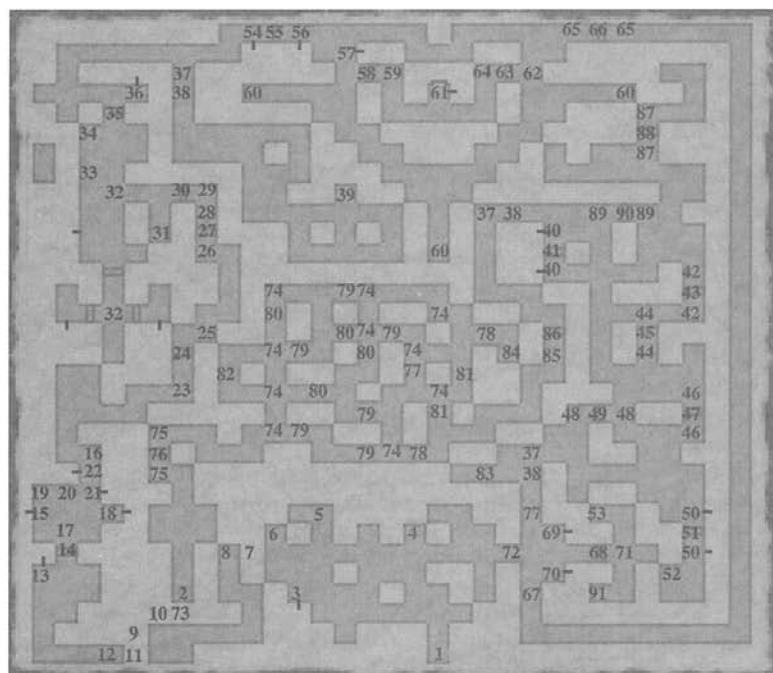
CITY OF YVEL

1. Sadie: Sadie is an herbalist, and the aunt of Lora, the girl you may have rescued from the Draracle caves. She has earth powder, but will only give it to you after you have solved the Mother Earth riddle on your riddle scroll. If you helped Lora, the powder is free. If not, it will cost you 500 silver crowns. Sadie will also heal your party for a 50 silver crown fee, or sell you Salve for 20 silver crowns.
2. Dwarvish plate mail.
3. The boards on this door are loose. Click on them a few times and you'll be able to pry them off.
4. Hand of Fate scroll and speckled key (opens door at 20).
5. Ace of Dominion.
6. Torn shirt.
7. Victor's Shop: When you first enter his new shop, Victor mistakes you for someone else. He has some nice items for sale, including the great sword "Justice." Victor will also buy your surplus items at cut rate prices.
8. Shirt.
9. Ace of Oblivion and oil flask.
10. Arbalest "Redemption."
11. Torn shirt.
12. Sandals.
13. Chest containing Silent sandals and Bezel cup.
14. Chest containing Oil flask, granite rock, bracers, and silver crowns.
15. Fletcher's shop: Bows, crossbows, and arbalest can be purchased here, including the crossbow "Swift." The fletcher will also buy items from you if you are in need of some extra silver crowns.
16. Aegis helm.
17. This lock can be picked.

CITY OF YVEL

18. Halberd "Sever."
19. Halberd "Widow."
20. This lock is opened with the jade key from 4.
21. This room containing Plate mail, kite shield, great helm, and jake key which opens the lock at 22.
22. The lock is opened with the Jade key from 21.
23. Ace of Infinity.
24. Oil flask.
25. Council of Yvel: Geron is here. If you haven't made the Elixir yet, show him the riddle scroll the first time you come here. He will send you to the White Tower to make after making sure you have all the ingredients. After you have made the Elixir, Geron will inform you to go and get Dawn. After you meet Dawn/Scotia in the Yvel woods, Geron will inform that the Yvel militia has fallen and then send you out to fight the minions of the Dark Army. After the enemy sounds their retreat (you will need to roam the city and conquer the invaders), the door to the council chambers will be locked. A note from Geron tells of a secret route into castle Cimmeria through Bruno's lodge.
26. Bruno's Lodge: The old beggar from Opinwood is here (if you didn't kill him) and has a whisper cloak for you if you aided him earlier. After the battle for Yvel, the door to the Catwalk Caverns will appear in the rear of the tavern. Go through these caverns to get to Castle Cimmeria.
27. This secret panel opens to reveal the entrance to the Catwalk Caverns.
28. To Yvel Woods.

CATWALK CAVERNS, LEVEL 1



You'll need to defeat the Dark Commander Frendor to get Geron's Key, the black Statuette, and the Dark Gauntlet. Use these artifacts to make your way through this sinister maze. The activate-and-replicate puzzle in the north does not need to be completed, but if you succeed in solving it, the great sword "Justice" and the Valkyrie crossbow are excellent choices for mystical duplication. The dangerous electrical elementals here in Catwalk can only be defeated with powerful lightning magic, which overloads them. Beware these creatures, for they can sap your party of their magic! If all else fails, use the Wand of Lightning that you found in the White Tower Level 3. Collect the two keys needed to open the locked door to the east of the entrance. Beyond this door you will meet the Xeobs and the Knowles, other-dimensional beings eternally at war with one another. You will be requested to help defeat one of the two races. The outcome of your quest will be the same no matter which of the two races you pick, but you might note that the Knowles are easier to defeat. Both races will reward you for defeating their respective enemy: the Knowles will reward you with an advance in magic skill, whereas the Xeobs will advance your fighting skill. Once you choose an alliance, you'll make it to the Dungeons of Castle Cimmeria.

CATWALK CAVERNS, LEVEL 1

1. Stairway leading to Yvel.
2. An invisible pressure plate here closes the wall section at 73. This can only be triggered by the weight of the party.
3. Secret button on the South wall opens the niche in the West wall. The niche contains one salve.
4. Placing the Dark Commander's statuette on the pedestal on the North wall will open the secret passage at 72.
5. Here you will find the Dark Commander, Frender, who will attempt to recruit you for the Dark Army. After the encounter, you will be engaged in combat with Frender and two of his lieutenants. When you defeat the Dark Commander, he will drop a granite statuette and his Gauntlet of Force. You will need to both of these items to complete this level. Frender also has Geron's Key.
6. Click the Gauntlet of Force (see 5) on the impression in the west wall. This will open the secret wall at 7.
7. This secret wall is opened if the conditions at 6 are met.
8. An invisible pressure plate here closes the wall section at 7. This can only be triggered by the weight of the party.
9. Click the Gauntlet of Force (see 5) on the impression in the West wall. This will open the secret wall at 11.
10. Click the Gauntlet of Force (see 5) on the impression in the North wall. This will open the secret wall at 73.
11. This secret wall will open if the conditions at 9 are met.
12. An invisible pressure plate here closes the wall section at 11. This can only be triggered by the weight of the party.
13. The button on the North wall toggles open and closed the door at 14.
14. This door is opened and closed by the switch at 13.

CATWALK CAVERNS, LEVEL 1

- 15-22.** Pit trap: This trap contains a series of buttons and moving pits. To proceed, do the following:
Press the button on the East wall at 18. This will move the pit from 15 to 19, allowing access to the West wall button at 15. Press this button (at 15) to move the pit from 21 to 22, allowing access to the button on the East wall of 21. Press this button (at 21) to move the pit from 22 to 16, allowing access to the West wall button at 22. Press this button (at 22) to move the pit from 16 to 21, opening the way out of the trap.
- 23.** This pressure plate opens/closes the door at 24.
- 24.** This door is toggled open/closed by the pressure plates at 23 and 25.
- 25.** This pressure plate opens/closes the door at 24.
- 26.** This pressure plate opens/closes the door at 27.
- 27.** This door is toggled open/closed by the pressure plates at 26 and 28.
- 28.** This pressure plate opens/closes the door at 27.
- 29.** Click the Gauntlet of Force (see 5) on the impression in the North wall. This will open the door at 30.
- 30.** This door is opened by using the Gauntlet of Force at 29.
- 31.** Stairs down to Catwalk Caverns, Level 2.
- 32-36.** Teleporter trap: This is a complex trap with a simple solution. Move to the pressure plate at 33, and click an item on it a few times until the plate is depressed. Then move to the teleporter at 34, which will teleport you to 36, and out of the trap. If you pull the lever at 36, the door at 35 will open, and you may recover your item from the plate at 33. Ignore all other pits, teleporters, switches and plates. If you accidentally fall into a pit, take the stairs at Catwalk Caverns, Level 2, Reference 1, which will bring you to Catwalk Caverns, Level 1, Reference 31.

CATWALK CAVERNS, LEVEL 1

- 37. Cancels the effect of 38 below.
- 38. Passing this point causes the party's magic to slowly drain away. (You may rest to regenerate magic normally.)
- 39. Chest (pickable) containing Staff "Death Stick," "Mist of Doom" scroll, ginseng, kite shield George's," one Bannon's reserve (restores spell points), and a yellow key (opens the lock at 69).
- 40. This button on the east wall opens/closes the door at 41.
- 41. This door is opened/closed by the button at 40.
- 42. This pressure plate opens/closes the door at 43.
- 43. This door is opened/closed by the pressure plate at 42.
- 44. This pressure plate opens/closes the door at 45.
- 45. This door is opened/closed by the pressure plate at 44.
- 46. This pressure plate opens/closes the door at 47.
- 47. This door is opened/closed by the pressure plate at 46.
- 48. This pressure plate opens/closes the door at 49.
- 49. This door is opened/closed by the pressure plate at 48.
- 50. This button opens/closes the door at 51.
- 51. This door is opened/closed by the buttons at 50.
- 52. The chest against the north wall cannot be picked or smashed open. It must be opened by the blue key found on the Cabal warrior wandering the eastern corridors of this area. Chest containing Great axe "Master," 2 Bannon's reserves (restores spell points), small key for the lock at 70, oil flask, and a Guardian globe.
- 53. If you decide to side with the Knowles, enter this teleporter.

CATWALK CAVERNS, LEVEL 1

- 54.** The button on the South wall opens/closes the door at 55.
- 55.** This door is toggled open/closed by the buttons at 54 and 56.
- 56.** The button on the South wall opens/closes the door at 55.
- 57.** The button on the West wall opens/closes the door at 58.
- 58.** This door is toggled open/closed by the button at 57, or closed by the pressure plate at 59.
- 59.** This pressure plate closes the door at 58.
- 60.** Necrosap locks: By using the Hand of Fate spell, Level 1 or the Dark Commanders Gauntlet, you must push a Necrosap down the corridor into each of these three locks. There they will be trapped, and a gem will light up at 61. When all three Necrosap locks are activated, and all three gems are lit, a special niche will become active at 61.
- 61.** Note: Activate and replicate. See 60. When the special niche to the west is activated, place an item in the niche, press the button on the east wall, and the item placed there will be duplicated. This will only work once, so choose wisely.
- 62.** This pressure plate closes the door at 63.
- 63.** This door is toggled open/closed by the plates at 62 and 64.
- 64.** This pressure plate opens the door at 63.
- 65.** Click the Gauntlet of Force (see 5) on the impression in the south wall. This will open/close the door at 66.
- 66.** This door is opened by the Gauntlet at 65.
- 67.** This area is only passable from South to North.
- 68.** This door will only open when the two locks at 69 and 70 are unlocked.

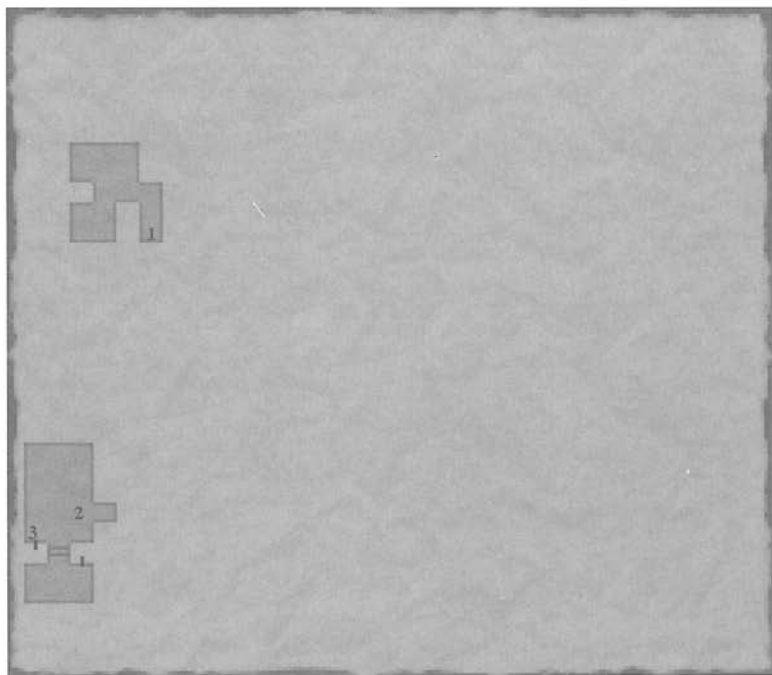
CATWALK CAVERNS, LEVEL 1

- 69.** The keyhole on the west wall requires the Yellow Key from the chest at 39.
- 70.** The keyhole on the west wall requires the Small Key found in the chest at 52.
- 71.** Knowles and Xeobs encounter:
Representatives from the warring tribes of the Knowles and the Xeobs will try to win your alliance and make you choose between them. If you choose to fight for the Knowles and step into their teleporter, you will be transported to fight the Xeobs. If you choose to fight for the Xeobs and enter their teleporter, you will be transported to fight the Knowles. The Knowles reward you with magic levels, and the Xeobs with fighting levels. The Xeobs are the tougher of the two.
- 72.** This area only allows passage from east to west. It will be removed if the conditions are met at 4.
- 73.** This secret wall opens if the conditions at 10 are met.
- 74.** Spin square.
- 75.** This pressure plate opens/closes the door at 76.
- 76.** This door is toggled open/closed by the pressure plates at 75.
- 77.** This area only allows passage from north to south.
- 78.** This area only allows passage from west to east.
- 79.** This area only allows passage from east to west.
- 80.** This area allows passage from both directions.
- 81.** This area only allows passage from south to north.
- 82.** The teleporter from 84 teleports you here.
- 83.** A Cabal warrior in this area will drop a blue key used on the chest at 103.

CATWALK CAVERNS, LEVEL 1

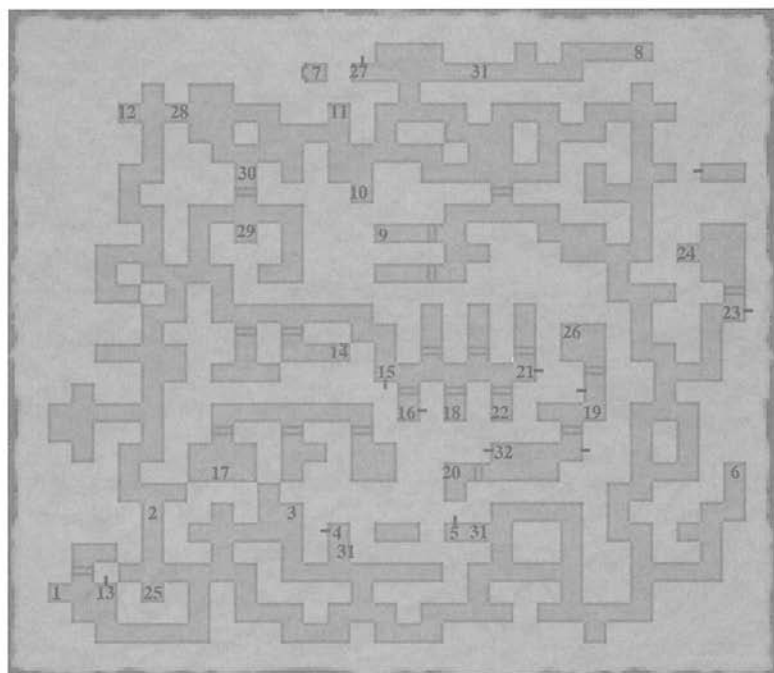
- 84.** The teleporter here teleports you to 82.
- 85.** Click the Gauntlet of Force (see 5) on the impression in the west wall. This will open the door at 86.
- 86.** This door is opened by the Gauntlet at 85.
- 87.** This pressure plate opens/closes the door at 88.
- 88.** This door is toggled open/closed by the pressure plate at 87.
- 89.** This pressure plate opens/closes the door at 90.
- 90.** This door is opened/closed by the pressure plate at 89.
- 91.** If you decide to side with the Xeobs, enter this teleporter.

CATWALK CAVERNS, LEVEL 2



1. This stairway leads back up to Catwalk Caverns, Level 1, Reference 31.
2. This teleporter will return you to the Catwalk Caverns, Level 1, Reference 17.
3. This button has been deactivated by Scotia's minions!

DUNGEONS



Once in the dungeons, you must defeat the enemies of the race that you sided with in Catwalk Caverns. Save your game often here, as the members of both races are tough, and occasional setbacks are almost certain. You must kill each and every remaining member of your chosen enemies. Once you locate the teleporter to the home world of your allies, you have the opportunity to betray and attack them. If you do this, you will get the key to Castle Cimmeria immediately, but you will have forfeited the level bonuses that would have been granted to you by your sponsors. It is best to finish out this minor quest, and reap your rewards before you move on to the stairs leading up into Castle Cimmeria. Your patrons will also give you yet another Valean's Cube, which will be useful in the first level of the castle. Make sure you get Nathaniel's Pyramid Key, and then find the diamond that can be used to free Dawn before ascending into the castle.

DUNGEONS

1. Chest containing Kite shield "George's," chain mail "Protector."
2. This pressure plate triggers the mouth at 25 to fire deadly ice bolts up the corridor. The plate cannot be weighted down by objects.
3. Copper key, which opens the lock at 23.
4. Button on west wall toggles niche on the east wall that contains a Bezel cup.
5. Button on the north wall toggles the west wall and the niche on the south wall that devours anything you put into it.
6. Teleporter to Catwalk Caverns.
7. Niche with Nathaniel's Key.
8. Chest containing Dwarvish boots, Galenian plate mail.
9. Chest containing Trident "Mandible," silver crowns, Dwarvish plate mail, and 2 Bannon's reserves (restores spell points).
10. Gold key which opens lock at 13.
11. Chest containing Steel bracers, Ace of Dominion, 2 Guardian globes.
12. Spike spitter (triggered by invisible pressure plate at 28.)
13. Lock opened by gold key found at 10. This leads to a teleporter which takes you to the Xeob home world (if you fought the Knowles). Once you destroy the Knowles, you get a Valean's cube, the great sword "Justice," the key to the lock at 21, and one fighter level for each party member.
14. Chest containing Salve, diamond (required to free Dawn).

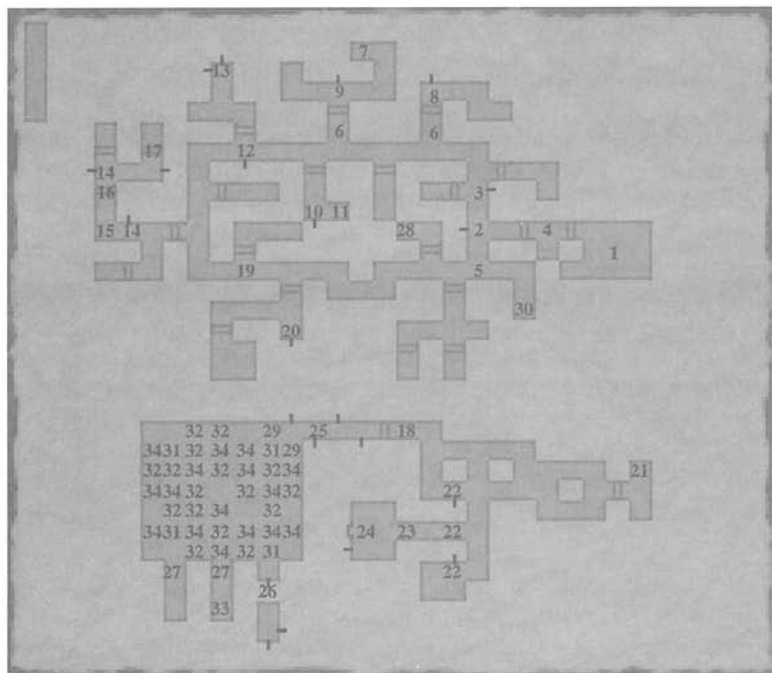
DUNGEONS

15. Must throw this lever in order to be able to throw items through the doors in Castle Cimmeria, Level 1, Reference 8 and 9 (to get the great sword "Doom").
16. Chest containing Salve, diamond (required to free Dawn).
17. Guardian globe.
18. Chest which teleports (first time clicked on only) to 26. Chest containing great helm "Nestor," and the crossbow "Elayne."
19. Killing these creatures may get you the key to 32.
20. Teleport to 21.
21. Door to the north is opened with the key given to you by the Xeobs (Reference 13) or the Knowles (Reference 23). The stairs lead up into Castle Cimmeria.
22. Teleport to 26.
23. Lock (use copper key found at 3) opens door to the north. Teleporter behind door teleports you to the Knowle home world (If you fought the Xeobs). Once you destroy the Xeobs, you get a Valean's cube, a death stick, the key to the lock at 21, and one mage level for each party member.
24. Bannon's reserve (restores spell points), Ace of Oblivion, and bones.
25. Ice bolt projector, triggered by pressure plate at 2.
26. Destination of teleporters at 18 and 22.
27. Button to the north opens/closes wall to the west.
28. Pressure plate fires trap at 12.
29. Spike ball projector, triggered by pressure plate at 30.

DUNGEONS

- 30.** Pressure plate fires trap at 29.
- 31.** Secret passageway.
- 32.** Unlocks door to the west. Use the key from 19 if you get it, or pick the lock.

CASTLE CIMMERIA, LEVEL 1



Castle Cimmeria is where you will end your quest, heal King Richard, and catch up with Scotia. Once out of the Dungeons, find the Crystal Ball imprisoning Dawn, and use the diamond to free her. Then recover the Cobra figurine on Level 1, the Dragon figurine, also on Level 1, the Unicorn statuette found on Level 2, and the Humanoid figurine, well hidden on Level 3 of Cimmeria. Once you have all four figurines, return to Level 2 of the castle, where you will find the room where King Richard's tainted crystal casket has been left. Place the figurines so that the beam of light dispels the tainted shroud on the casket, and place the four Pyramid Keys (Dawn's, Geron's, Nathaniel's, and Paulson's) on the Crystal Casket in their proper locations. This will free King Richard from the protection of the Crystal Casket. Now you must act quickly, and apply the Elixir to Richard's resting form. Once he awakens, Richard will give you his ring, the Shard of Truth. Merge the Shard of Truth with the Ruby of Truth to create the Whole Truth. Then, armed with the Whole Truth and your instincts, you must hunt down Scotia in the heights of the castle, and defeat her once and for all!

CASTLE CIMMERIA, LEVEL 1

1. Crystal ball, with Dawn trapped inside. Use the diamond found in the dungeon on the crystal ball to free her.
2. Button opens the door to the west.
3. This switch toggles a wall to appear at 5.
4. To open this door, the door to the west must be closed and vice versa.
5. This wall is toggled by the switch at 3.
6. These two doors can be opened by throwing items through the doors to hit the switches behind them.
7. Ornamental swords. Click on them to get the great sword "Doom."
8. Toggles open/closed the door to the south.
9. Toggles open/closed the door to the south.
10. Secret button activates teleporter at 11.
11. This teleporter, when activated by the secret button at 10, transports you to 21.
12. Stepping here from the east causes a wall to appear 2 squares to the west and 1 square to the east, trapping you inside (see 13 for more information). The switch on the wall to the south opens the door to the north.
13. There are 2 switches here. The switch to the west, when hit twice, causes a pit to open to the south. The switch to the north causes a niche to appear in the wall to the east. This niche contains the Cobra statuette. The pit drops you into the dungeons and is the only escape from this area if you entered from the east and had the walls close behind you. From the dungeon, you can re-enter castle Level 1.
14. This switch stops the iron tooth doors at 16 from moving.
15. Stepping on this area causes the doors at 16 to start moving again.

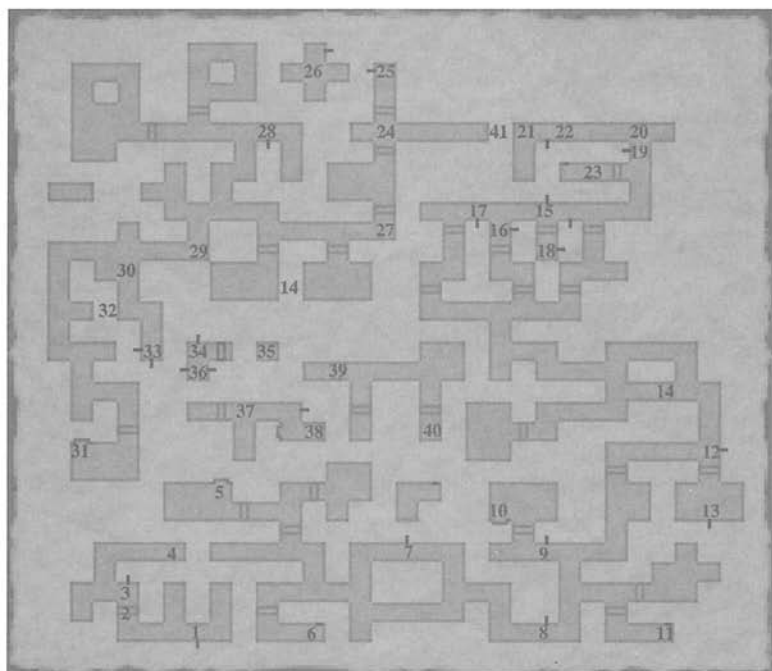
CASTLE CIMMERIA, LEVEL 1

16. Iron tooth doors.
17. This door can not be opened.
18. This is the entrance to the pit room. Once you open the door, do not flip any of the tongue switches as you move forward down the corridor beyond.
19. This door does not open. Hitting the switch causes monsters to appear. Avoid it.
20. This switch causes monsters to appear. Avoid it.
21. Destination for the teleporter at 11.
22. A combination of hitting the switch to the north, then the south, then the north again, then finally the south, causes the pit to disappear.
23. Dropping an item causes the pit here to disappear.
24. Placing an item in this niche causes it to disappear. Hitting the switch to the south causes the niche to reappear with the item transformed into silver coins.
25. This area will not show on your Magic Atlas. You will be teleported to the center of this room after you loose your atlas (don't worry! You'll get it back). You must locate the four pressure plates in this chamber and place an item on each of them. You must move slowly because most of the room is trapped with confusing spin squares, and treacherous pits. Place items on the ground to help keep track of your relative location. Once you depress all four plates, you will have access to the three secret corridors along the south wall. The center corridor leads to stairs going up to Castle Cimmeria, Level 2.
26. Press the button on the wall to enter this corridor. Press the south button, then the east button. A niche will open to the west. Take the dragon figurine in the niche and leave the alcove without pressing the buttons again. If you accidentally do, and the corridor is blocked, place an item you don't need in the niche and press the buttons close the niche and reopen the alcove.

CASTLE CIMMERIA, LEVEL 1

- 27.** Secret passage.
- 29.** Teleporter to center of room at 25.
- 30.** Stairs to dungeon.
- 31.** Pressure plates.
- 32.** Spin squares.
- 33.** Stairs to Level 2.
- 34.** Pit.

CASTLE CIMMERIA, LEVEL 2



1. Stepping here will trigger a fireball trap. The switch on the south wall here opens the door at 2.
2. Door opened by the switch at 1.
3. Switch opens and closes the door at 2.
4. Pressure plate will open a passage to the east. This can't be weighted down, and the wall closes behind you permanently.
5. Placing an item in the niche here causes the item and the niche to disappear.
6. There is a pickable chest here that contains the staff "Gustavus" and the dagger "Riposte."
7. Switch on the wall has been deactivated; it does nothing when you hit it.

CASTLE CIMMERIA, LEVEL 2

8. Hitting the switch here causes a niche to appear in the wall directly south of you. The niche contains the trident "Plague."
9. This ornate lock is pickable and opens the door to area 10.
10. There is a niche in this room that is empty.
11. There is a pickable chest here that contains Bracers of Defense, the Ace of Infinity, the Ace of Oblivion, and silver crowns.
12. This ornate lock is pickable and opens the door to the south.
13. This switch opens a niche containing the unicorn figurine.
14. There are a set of spikes here that cannot be crossed and can cause damage when crossed.
15. This area has a lock and a switch. The lock requires the Noir key found later on this level. When the lock is unlocked and you hit the tongue switch the door to the south will open.
16. This tongue switch opens the door to the south.
17. This tongue switch opens the door one square to the west and south.
18. This switch causes you to be teleported to 39.
19. Need Adder Key from 26 to open this lock.
20. This pressure plate causes a spiked ball to fly at you from the west.
21. This pressure plate causes a spiked ball to fly at you from the east.
22. This switch will open a passageway two spaces to the west.

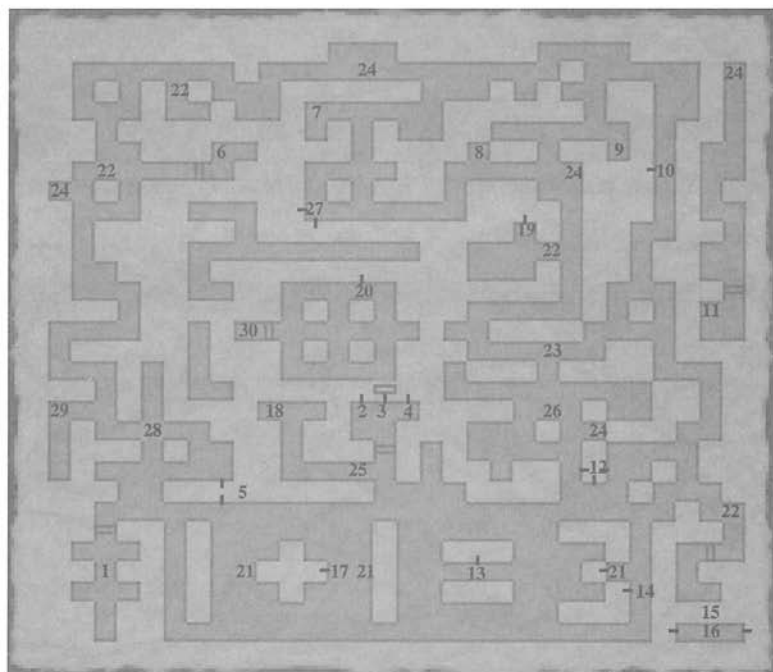
CASTLE CIMMERIA, LEVEL 2

23. Chest containing the Westwood stick, aloe, and the great helm "Aegis."
24. There are two doors here. Hitting the switch on one door opens the opposite door.
25. The switch on the west wall opens a passage.
26. To get the item from the niche and walk out of the trap, first push the button at 25, and then throw an item west. Walk west and pick up the item. Then walk north and press the second button on the east wall. Then walk south, get the Adder Key (which opens the lock at 19) from the niche, and place an item on the plate to the west. Then leave the room.
27. When you walk here a spike ball will fly at you from the west.
28. The tongue switch here causes a pit to appear to the immediate west. This pit will disappear when you step on the space east of the switch.
29. When you walk here an ice bolt spell will fly at you from the west.
30. When you walk here a fireball will fly at you from the south.
31. There is a niche in this area that contains the Noir Key.
32. There is a set of spikes here.
33. There are two switches here. The switch on the west wall opens the wall to the east. The switch on the south wall opens a pit beneath you that plunges you into the dungeon level.
34. This ornate lock can only be opened by the key found at 38. Once the wall to the south of 36 is open, a spiked ball will fly from the south when you step here.
35. King Richard lies in here. To free him you must have the four figurines (cobra, dragon, unicorn, and humanoid) and the Elixir.

CASTLE CIMMERIA, LEVEL 2

- 36. Pressing both of these switches here will open a passageway to the south.
- 37. Throw an item over the pit to the east to hit the switch on the wall. This will cause a teleporter to appear across the pit to the south. The pit is an illusion. Walk across it to the teleporter to be taken to area 38.
- 38. Destination of the teleporter at 37. There is a niche ahead that contains the Carrion key. Place a useless item in this niche to close the pit trapping you in this area.
- 39. Area to which the teleporter at area 18 takes you.
- 40. Stairs to the third level of the castle.
- 41. Disappearing wall.

CASTLE CIMMERIA, LEVEL 3



1. Each alcove here has a sign. Leave the requested item in each alcove, and when all four alcoves are full, go to the niche at the south end of the room. Get the Dull Key, which opens the chest at 7. You may recover all your items before leaving.
2. Ornate lock that can be unlocked with Silver Key from 7.
3. Button turns the wall into a door.
4. Ornate lock, opened by gold key from 13.
5. These switches cause the wall to disappear. Replaced by a Toadulus monster.
6. Oily key found here.
7. Chest (opened with the Dull Key) containing Silver Key, salve, and silver crowns.

CASTLE CIMMERIA, LEVEL 3

8. Death Key.
9. Chest here opened by the Death Key, found at 8. Contains the halberd "Death's Hand," Aegis plate mail, and silver crowns.
10. Button opens the wall to the east.
11. Chest is pickable, contains the helm "Talamar," ginseng, and silver crowns.
12. Three switches all make the wall disappear, to reveal a Toadulus monster.
13. Button causes niche to open in the south wall. The niche contains the Gold Key to open the lock at 4.
14. Sum Puzzle. Click the button on the wall to move the wall west one square. Walk west and press the button again to move the wall west again. When you view this section from the Magic Atlas, the expression " $1 + 1 = 2$ " reads across the bottom of the map.
15. This wall disappears when Sum Puzzle is solved. (See 14.)
16. A combination of hitting these buttons causes a niche to open, containing the humanoid figurine, as well as Dawn's key (if you gave it to Scotia/Dawn in Yvel Woods.)
17. Button opens niche two spaces east on the other side of the pit.
18. Chest here is pickable, containing the arbalest "Eternity," the plate mail "Bastion," and silver crowns.
19. Causes wall to appear one space south.
20. Opened by the switch on the wall.
21. Pit.
22. Dripping acid, which will cause damage if you run into it.

CASTLE CIMMERIA, LEVEL 3

- 23. Pressure plate permanently closes the hall to the south.
- 24. Toadulus monster.
- 25. Secret passage.
- 26. Spin square.
- 27. Stepping here causes walls to appear to the north and east. The switches that appear will remove the walls.
- 28. Stepping here causes a fireball to come from the east.
- 29. Stepping here causes an ice bolt to come from the south.
- 30. Scotia! Combine the Ruby of Truth (found in the Swamp) with the Shard of Truth, the ring give to you by King Richard in Castle Cimmeria, Level 2, Reference 35. To do this, click one on top of the other in your inventory. When Scotia appears, click the newly created Whole Truth on a character portrait. When you use the Whole Truth like this, you'll have destroyed the Nether Mask, which you must do in order to defeat Scotia.

If you fail to use the Whole Truth in time, Scotia will begin fighting you, using the Nether Mask to transform into powerful, hideous monsters. The only opportunities to use the Whole Truth to destroy the Nether Mask come when Scotia is in the middle of these transformations. You see a very visible blue glow around Scotia, and that is the time to use the Whole Truth. After you've done so correctly, the Whole Truth will vanish, she will permanently return to her original hag form, and you can defeat her in combat!

Note that after Scotia makes her third and final transformation to the Executioner Beast, she is virtually unbeatable. Use the Whole Truth on her before she reaches this stage!

CHAMPIONS OF THE LANDS



The Dracoid **Ak'Shel**, like most of his race, is predisposed toward magic. He will gain control over more magic and recover from magic use more quickly than the other champions. Fighting is more of a struggle for Ak'Shel. It is not that he cannot fight, he just isn't as good at it as the other champions. You should try to have Ak'Shel fight some of the early battles without using his magic advantage. This will increase Health levels. This will be important when in conflict with more powerful monsters. If powerful magics are your wish, guide Ak'Shel through the Lands.



Kieran, the Huline, is potentially the most powerful of all of the champions. His skills must be more carefully developed, however. Hulines are exceptionally quick. Kieran will learn to strike nearly twice as fast as the other champions. Take some time and develop Kieran's skills. He is quite capable if given enough training. If you are looking for a champion that can outwit and outmaneuver his opponents, Kieran's the one.



Michael is a descendant of a warlike Human tribe. He is the mightiest of the champions. If you plan on slicing your way through the Lands, he's your man. Magic is not impossible for Michael, he just learns more slowly than the other champions. If you want Michael to gain experience as a mage, you must have him practice. Use Swarms and the Spark spell to finish his adversaries.



Conrad exemplifies a jack-of-all-trades. This human exhibits a healthy knowledge and ability in all of the ways of the Lands. While not as proficient in any individual discipline as those more skilled in those areas, Conrad can near the apex of all disciplines if he practices. If you are unsure of which champion to choose, pick Conrad.

SUPPORTING CHARACTERS

Timothy is a human tracker from the woodlands in the service of King Richard. He commonly finds reasons to visit taverns and inns. Timothy is an accomplished Knight and has also been known to talk his way out of a fight once in a while. He has never spent much time with his nose in the books. If you want Timothy to join you in the Southland, visit him in the Grey Eagle Inn.

Starting Attributes:

Might:	20	Protection:	20
Knight:	3	Rogue:	2
		Mage:	1

Starting Equipment:

Rapier • Leather Jerkin • Buckler • Sandals

Baccata is a rare creature indeed. Not only is he a Thomgog, but Baccata has cast aside the aggressive nature of his kin and apprenticed himself to Dawn. Baccata has managed to do something most Thomgogs never do--he has become an adequate mage. Though he has not studied use of weapons, Baccata's nature and physical attributes lend themselves very well to physical combat. Baccata will join you before you are sent to the Draracle's Lair.

Starting Attributes:

Might:	20	Protection:	20
Knight:	1	Rogue:	1
		Mage:	3

Starting Equipment:

Staff • Helm • Leather Jerkin • Buckler • Sandals

SUPPORTING CHARACTERS

Lora is a peasant girl, sent by her village to serve in the household of the Draracle for a period of one year. The Draracle will then give the people of Grisbl the weather forecasts needed for planting and harvesting the crops. She has learned to find traps and negotiate her way out of trouble. Unfortunately for Lora, the Scavenger that caught her wasn't interested in small talk. If you want Lora to join you, you must free her from the hanging pods in the Draracle's caves.

Starting Attributes:

Might:	20	Protection:	20
Knight:	1	Rogue:	4
		Mage:	1

Starting Equipment:

Torn Shirt

Paulson is a member of the Royal Council of Gladstone. He was once the royal blacksmith and has since given these duties over to Victor. Paulson has learned some magic from Dawn, but prefers to use a sharp blade to settle his affairs. Paulson has little use for diplomacy. He will choose to join you when you find him in the Urbish Mines.

Starting Attributes:

Might:	20	Protection:	20
Knight:	3	Rogue:	1
		Mage:	3

Starting Equipment:

Leather Jerkin • Buckler • Boots

BEASTS IN THE LANDS



Amazons are mercenaries who will work for anyone. They attack twice as fast as most other warriors, but they wear little armor and are vulnerable to Freeze spells.

Ethereal apparitions attack with their own arsenal of spells, and they cannot be harmed by most of cold-based spells. Cutting weapons do only half their normal damage when used against apparitions.



When threatened, **archer slugs** fire poisonous darts. Large blunt weapons are the best to use against these dangerous creatures.

Squirmish **avian worms** are difficult to hit with most conventional combat weapons. Worm hunters will have much better luck relying on their spellbooks.



All thugs want to be **bandits** when they grow up. Bandits brandish better weapons, wear better armor, and are better at "thug-ging," in general, than thugs.

Large **wild boars** roam the forests of Gladstone. Huntsmen have always favored thrusting weapons against these vicious little beasts.



Boglytes are animated swamp muck. If you cannot avoid these creatures while travelling in the Swamps, have a good mage with you who knows what to do with a Freeze spell.

BEASTS IN THE LANDS

Cabal warriors make up the more elite arms of the Dark Army. They're tough, they're excellent swordsmen, and they will not flee. When "killed" the first time, a cabal warrior comes back and gets a second chance at you as an Ethereal warrior.



Cave dwellers are primitive humanoids who lurk in the caves near Gladstone. They move very slowly but pack quite a wallop behind those huge clubs they like to drag around.

The **Dark Commander** and his lieutenants make up the elite corps of the Dark Army. That fact alone should warn you to keep away from them. They are immune to some types of spells, and they know a little magic of their own. Oh, and they know how to fight, too.



The blades on the **Death Disk** will rip the weapon out of the hands of all but the strongest warriors. The most effective blows will come from edged weapons. Ranged magical attacks can be helpful, too.

Ethereal warriors are the animated souls of dead cabal warriors--so if you had fun with live cabal warriors, you'll just love these. They're tougher to "kill" the second time around.

The bite of a **flying spider** is quite painful and is often poisonous. A good Fireball spell--and a good supply of medicinals -- is recommended.



BEASTS IN THE LANDS



Gimlets are irritating subterranean creatures who have the annoying habit of poking their poisoned daggers at innocent passers-by. They are very difficult to hit, but just one or two good hits is enough to get rid of them.

The **Gorkha** are excellent warriors, especially when fighting in their native swamps. They are particularly susceptible to impaling damage. Gorkha have a strong resistance to magic attacks.



The **giant hornet's** sting can pierce even the stoutest armor. Fire is fairly effective against them.

Greater **multipedes** are the venomous ancestors of modern centipedes. Slashing damage does little to them; they are most susceptible to impact damage.



Hachucks are weapons animated by Dark Army sorcerers as a better alternative to watchdogs. Most magical attacks do nothing to them.

Hurzels can inflict great damage when they swing those limbs of theirs. They have a good resistance to most spells, with the notable exception of electrical types.



When these **metal scavengers** drool, it's not only gross, but it can also destroy metal weapons and armor. Attack them at a distance if you want to keep that nifty sword of yours.

BEASTS IN THE LANDS

Knowles know powerful spells. They can protect themselves from most kinds of offensive magic except fire and acid-based spells.



An encounter with a **larkhon** is a nightmare because it is invulnerable to just about everything except acid. Casting Caustic Fog from the Green Skull is the only known way to kill a larkhon.

Giant lizards have prehensile tongues which can grab weapons and items out of opponents' hands. It is best to use blunt weapons against these beasts.



The best attack on a **magic mirror** is to smash it with an impact weapon. Spells will work, too, but the magic mirror's favorite trick is to reflect any spells back to the attacker, so be careful.

Manthas like to stun their victims before moving in for a juicy bite. So why risk it? Attack these things from a good distance with some kind of ranged attack, like spells or projectiles.



A **minotaur** not only has a bad complexion and a pretty ugly family tree, but his singing voice—well, his roaring, actually—can actually inflict damage. Don't even try to make friends with this one.

BEASTS IN THE LANDS



Molders are hunch-backed rotting corpses immune to cold and acid. Fire-based spells are the best to use on them.



Moribunds are susceptible to fire and cold spells, as well as impaling damage.



Necrosaps are animated masses of energy which drain the life from their victims. They are susceptible to power surges, such as Spark and Lightning spells.

Orcs are monstrous humanoid creatures with little intelligence. Fighting is all they know. Use blunt weapons against their thick hides.



Great Orcs are oversized in-bred cousins of the Orcs. It is nearly useless to pound on their massive frames with blunt weapons.

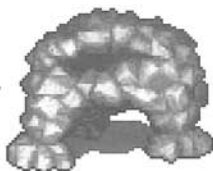
Pentrogs aren't as tough as they look, but they do have fairly good protection against cold-based spells. Fire is the best way to defend yourself from them.



A **ratman's** claws may inflict a toxic wound that festers quickly. If you encounter one of these abominations, strike quickly with an edged weapon.

BEASTS IN THE LANDS

Rocklings are animated rock formations impervious to slash and impale damage. Rocklings are rather slow but extremely powerful.



effective.

Scavengers shoot sticky webs to trap their victims. Their thick, scaly hides make them virtually fireproof, but they abhor the cold. Hacking away at them with edged weapons does little damage to them; large bashing weapons are more

Starks literally breathe fire, so fire-based attacks against them will do nothing. They will also attack with their sharp and sometimes poisoned talons. The Freeze spell will do the most damage to starks.



Thugs frequenting the paths of the Northlands are common street thieves and robbers. They usually arm themselves with clubs and maces.

Trez are particularly susceptible to fire, as well as attacks from thrusting weapons. Bashing weapons do less damage.



Undead **wraiths** are resistant to most types of magic, though they like to attack with a cold spell of their own. A nick from a wraith's sword can sometimes do more than physical damage, but can actually drain magic from a person.

Xeobs cast a variety of nasty spells to defend themselves and are resistant to most types of magic attacks.



BEASTS IN THE LANDS

Beast	To Hit	Dodge	Attack Speed	Magic
Amazon	100	80	200	0
Amazon Queen	120	90	200	0
Apparition	130	60	100	50
Archer Slug	82	50	100	0
Avian Worm	100	70	100	0
Bandit	100	65	125	0
Boar	90	35	90	0
Boglyte	90	25	75	0
Cabal Warrior	90	43	100	0
Cave Dweller	90	50	75	0
Chull	91	50	100	25
Dark Commander	175	75	150	75
Death Disk	185	80	200	0
Ethereal Warrior	160	65	125	25
Executioner	175	90	175	150
Flying Spider	105	75	100	0
Giant Lizard	100	40	75	0
Giant Hornet	66	80	125	0
Gimlet	90	60	100	0
Gorkha	100	50	100	0
Great Orc	160	50	100	0
Greater Multipede	80	40	75	0
Hachucks	100	100	200	0
Creeping Horror	124	75	100	0
Hurzel	95	45	90	0

BEASTS IN THE LANDS

Beast	To Hit	Dodge	Attack Speed	Magic
Iron Grazer	78	50	100	0
Keep Guard	200	100	200	0
Knowles	124	75	150	100
Larkhon	100	45	125	200
Magic Mirror	108	45	100	0
Mantha	175	80	125	0
Minotaur	125	50	100	50
Molder	115	37	75	0
Moribund	85	50	80	0
Necrosap	100	95	100	0
Orc	100	50	100	0
Orc Leader	110	55	105	0
Pentrog	90	40	100	0
Ratman	110	65	120	0
Rockling	100	50	80	0
Scavenger	100	45	85	0
Scotia	100	50	100	200
Serpentis	150	85	150	100
Stark	86	55	100	0
Thug	100	55	100	0
Toadulus	150	75	100	100
Trez	100	50	100	0
Xeob	124	75	150	100
Wraith	100	65	100	25

BEASTS IN THE LANDS

Beast	Armor Factor	Hit Points	Experience
Amazon	20	100	200
Amazon Queen	30	125	300
Apparition	50	90	200
Archer Slug	10	34	60
Avian Worm	30	55	70
Bandit	12	40	50
Boar	5	26	25
Boglyte	20	95	70
Cabal Warrior	40	100	175
Cave Dweller	5	30	40
Chull	30	83	200
Dark Commander	50	150	250
Death Disk	40	105	300
Ethereal Warrior	40	185	300
Executioner (Scotia)	60	n/a	1000
Flying Spider	10	20	25
Giant Lizard	7	40	30
Giant Hornet	20	34	65
Gimlet	15	30	45
Gorkha	15	80	85
Great Orc	40	150	100
Greater Multipede	25	125	100
Hachucks	10	50	300
Creeping Horror	55	150	200
Hurzel	25	85	100

BEASTS IN THE LANDS

Beast	Armor Factor	Hit Points	Experience
Iron Grazer	30	90	90
Keep Guard	10	200	200
Knowles	12	125	300
Larkhon	25	80	125
Magic Mirror	25	60	100
Mantha	40	100	350
Minotaur	35	155	200
Molder	20	200	100
Moribund	25	68	75
Necrosap	10	1	100
Orc	8	30	40
Orc Leader	20	50	50
Pentrog	25	78	90
Ratman	20	35	50
Rockling	40	95	95
Scavenger	20	75	75
Scotia	50	300	1000
Serpentis (Scotia)	45	350	500
Stark	15	40	60
Thug	5	20	20
Toadulus (Scotia)	50	250	200
Trez	30	110	100
Xeob	40	150	200
Wraith	40	150	200

SPELLBOOK

HEAL

The basic Heal spell will usually restore health to an injured person. This spell works on most higher, sentient races. But not even the most powerful mages have been able to raise the dead with Heal--so don't try it.

When Dawn gives you the spell book in Gladstone Keep, Heal is already written on the pages.

- Heal I:** Will restore 25 points to the target character's health.
- Heal II:** Will restore 45 points to the target character's health.
- Heal III:** Will restore all points to the target character's health and cure any poison.
- Heal IV:** Will restore to full health all characters in the party and cure all poisoned characters.

SPARK

Spark discharges a small electrical shock from the hands of the caster. Basic as it is, Spark is still a very handy spell to know in the more dangerous areas of the Lands.

Spark is a basic spell already known at the beginning of the adventure by any of Richard's champions. To cast it before you have a spell book, click on the spell button and then choose a level (dependent upon your character's Magic attribute).

- Spark I:** Inflicts 7 points of electrical damage to one opponent.
- Spark II:** Inflicts 15 points of electrical damage to one opponent.
- Spark III:** Inflicts 25 points of electrical damage to one opponent.
- Spark IV:** Inflicts 60 points of electrical damage to one opponent.

FIREBALL

This spell unleashes fiery orbs into the spell caster's field of vision, striking whatever is in range. It is, alas, probably the most popular spell in times of war, as some fire-scarred landscapes attest.

A fireball can be used to ignite gasses (in mines, for example) to blow open new passageways.

A fireball scroll can be found in one of the chests in the Urbish Mining Company.

SPELLBOOK

- Fireball I:** Throws one small fireball, inflicting 20 points of fire damage.
- Fireball II:** Throws two small fireballs, inflicting 40 points of fire damage to one target. Can ignite gasses trapped in the mines to open doors.
- Fireball III:** Throws three small fireballs, inflicting 80 points of fire damage to targets.
- Fireball IV:** Throws two large fireballs, inflicting 100 points of fire damage to targets.

FREEZE

This spell lowers the local temperature below freezing level. This is a popular household spell, used to preserve food. Some malcontents, it has often been reported, employ this spell for more destructive uses.

Use Freeze to freeze and solidify any quicksand in the swamps. Otherwise, the party will instantly sink through. The higher level the spell, the longer the quicksand will remain frozen and able to bear weight. All levels of freeze will work to this effect.

A freeze scroll can be found on the second level of the Draracle Caves.

- Freeze I:** Inflicts 10 points of cold damage to all local targets.
- Freeze II:** Inflicts 20 points of cold damage to all local targets.
- Freeze III:** Inflicts 30 points of cold damage to all local targets.
- Freeze IV:** Encases local targets in a wall of ice and inflicts 55 points of cold damage. Also creates a temporary ice wall in some areas, useful for walling off monsters. If the monster is strong enough, he will break out of the ice after a couple of moments. If not, and the monster is dead, you'll have to shatter the ice yourself by striking it.

LIGHTNING

By the Lightning spell the caster can summon lightning and direct it as his will dictates. When Lightning is cast a powerful electrical jolt will strike directly in front of the caster.

A Lightning scroll can be found in one of the chests in Opinwood.

SPELLBOOK

- Lightning I:** Inflicts 18 points of electrical damage to one target.
- Lightning II:** Inflicts 35 points of electrical damage to one target.
- Lightning III:** Inflicts 50 points of electrical damage to all local targets.
- Lightning IV:** Inflicts 72 points of electrical damage to all local targets.

HAND OF FATE

By Hand of Fate, the caster can extend his will and manipulate a giant hand to harm or protect.

The Hand of Fate scroll can be found in one of the chests in a building in Yvel.

- Hand of Fate I:** Pushes enemies away from you.
- Hand of Fate II:** Pushes enemies away and can do 75 points of damage.
- Hand of Fate III:** Forms a fist and pounds a target for 125 points of damage.
- Hand of Fate IV:** Crushes a local target in its grasp for 175 points of damage.

MISTS OF DOOM

Mists of Doom call upon the ancestors of the caster to rise from their ancient graves and destroy his enemies.

A Mists of Doom scroll can be found in one of the chests in the Catwalk Caverns.

- MOD I:** Inflicts 30 points of damage.
- MOD II:** Inflicts 70 points of damage.
- MOD III:** Inflicts 110 points of damage.
- MOD IV:** Inflicts 200 points of damage.

ARMOR (ALPHABETICAL)

Armor	Name/Type	Defense Factor	Cost
Boots	Dwarvish	7	75
Boots	generic	5	10
Helm	Aegis	11	30
Helm	Dwarvish	8	15
Helm	generic	5	10
Helm	Prentis	7	10
Helm	Talamar	7	150
Helm, great	Aegis	20	50
Helm, great	Dwarvish	15	25
Helm, great	generic	10	10
Helm, great	Nestor	10	5
Jerkin, leather	generic	10	20
Jerkin, leather	Hale	10	125
Jerkin, leather	Kane	15	25
Mail, chain	Dwarvish	40	125
Mail, chain	generic	30	100
Mail, chain	Protector	45	100
Mail, plate	Aegis	50	400
Mail, plate	Bastion	50	300
Mail, plate	Dwarvish	50	300
Mail, plate	Galenian	40	400
Mail, plate	generic	40	200
Mail, scale	Dwarvish	28	75
Mail, scale	generic	20	50
Mail, scale	Glint	23	60
Sandals	generic	1	5
Sandals	silent	0	100
Shield, buckler	Dwarvish	7	15
Shield, buckler	generic	5	10
Shield, buckler	Shield of Stealth	6	6
Shield, kite	generic	12	35
Shield, kite	Georges	12	500
Shirt	generic	5	10
Shirt	torn	4	5
Shirt	Whisper Cloak	7	100

ARMOR (BY DEFENSE FACTOR)

Armor	Name/Type	Defense Factor	Cost
Mail, plate	Aegis	60	400
Mail, plate	Bastion	50	300
Mail, plate	Dwarvish	50	300
Mail, chain	Protector	45	100
Mail, chain	Dwarvish	40	125
Mail, plate	Galenian	40	400
Mail, plate	generic	40	200
Mail, chain	generic	30	100
Mail, scale	Dwarvish	28	75
Mail, scale	Glint	23	60
Helm, great	Aegis	20	50
Mail, scale	generic	20	50
Helm, great	Dwarvish	15	25
Jerkin, leather	Kane	15	25
Shield, kite	generic	12	35
Shield, kite	Georges	12	500
Helm	Aegis	11	30
Helm, great	generic	10	10
Helm, great	Nestor	10	5
Jerkin, leather	generic	10	20
Jerkin, leather	Hale	10	125
Helm	Dwarvish	8	15
Boots	Dwarvish	7	75
Helm	Prentis	7	10
Helm	Talamar	7	150
Shield, buckler	Dwarvish	7	15
Shirt	Whisper cloak	7	100
Shield, buckler	Shield of Stealth	6	6
Boots	generic	5	10
Helm	generic	5	10
Shield, buckler	generic	5	10
Shirt	generic	5	10
Shirt	torn	4	5
Sandals	generic	1	5
Sandals	silent	0	100

WEAPON (ALPHABETICAL)

Weapon	Name/Type	Weapon Factor	Notes
Arbalest	Equalizer	40	Always misses
Arbalest	Eternity	60	
Arbalest	generic	40	
Arbalest	Redemption	56	
Axe	Butcher	15	
Axe	Dominance	10	5% chance to kill
Axe	generic	10	
Axe	pick	7	used to dig out cave-ins in the Urbish Mines
Axe	Slitter	11	Damage rating is 15 when used by Thomgogs
Axe	Splitter	11	Damage rating is 15 when used by Thomgogs
Axe	Vixen	14	
Axe, great	Brimstone	42	
Axe, great	Death	39	
Axe, great	Executioner	45	
Axe, great	generic	30	
Axe, great	Master	30	Adds 1 to Rogue skill level
Axe, great	Reaper	36	
Bow	Gemini	10	2 arrows shot side-by-side
Bow	generic	10	
Bow	Scout	11	
Bow, great	generic	20	
Bow, great	Peregrin	24	
Coal		2	fuel pump in the Urbish Mines
Crossbow	Elayna's	23	
Crossbow	generic	15	
Crossbow	Swift	17	
Crossbow	Valkyrie	15	Shoots fire arrows

WEAPON (ALPHABETICAL)

Weapon	Name/Type	Weapon Factor	Notes
Dagger	Assassin	12	
Dagger	Back Biter	7	
Dagger	Fang	8	
Dagger	generic	5	
Dagger	jeweled	45	a suitable gift for the Draracle
Dagger	Razor	9	
Dagger	Riposte	5	Adds 25 to Protection
Dagger	Stiletto	6	
Dagger	weathered	4	
Halberd	Death's Hand	60	
Halberd	generic	40	
Halberd	Sever	44	
Halberd	Widow	52	
Horseshoe	bronze	5	
Horseshoe	generic	5	
Mace	Bouncer	11	Adds 1 to Protection
Mace	generic	10	
Mace	Puma	12	
Maul, great	Armaggeddun	60	
Maul, great	generic	40	
Maul, great	Hammerhead	44	
Maul, great	sledge	7	knocks down walls in Draracle's cave
Maul, great	Thunder	56	25% chance to call thunder and do triple damage
Rock	generic	2	
Rock	granite	3	
Rock	smooth	3	
Sickle	generic	15	
Staff	Beater	11	
Staff	Death Stick	15	5% chance of inflicting triple damage
Staff	Gainful	12	

WEAPON (ALPHABETICAL)

Weapon	Name/Type	Weapon Factor	Notes
Staff	generic	10	
Staff	Gustavus	10	
Staff	Tarsal	13	
Star	Fire	10	
Star	generic	7	
Star	Polaris	12	
Star	Shining	8	
Star	Shooting	9	
Star	Vega	11	
Stick	generic	2	
Stick	Treant	5	
Stick	Westwood	10	25% chance to kill foes with one blow; one use only
Sword, great	Doom	56	
Sword, great	Eagle	52	
Sword, great	generic	40	
Sword, great	Justice	60	
Sword, great	Trouble	48	
Sword, long	Entropy	40	Chance to strike bearer every 7th blow
Sword, long	Flayer	22	
Sword, long	generic	20	
Sword, long	Gnarl	24	
Sword, long	Gnash	24	
Sword, long	Life Taker	30	
Sword, long	Protector	20	Adds 5 to Protection
Sword, long	Snarl	24	
Sword, rapier	Dicer	12	
Sword, rapier	generic	10	
Sword, rapier	Ripper	11	
Sword, rapier	Talon	13	
Sword, sabre	Cougar	16	

WEAPON (ALPHABETICAL)

Weapon	Name/Type	Weapon Factor	Notes
Sword, sabre	Cutter	13	Damage rating is 15 when used by Thomgogs
Sword, sabre	generic	15	
Sword, sabre	Wolf	14	
Trident	generic	30	
Trident	Manible	39	Adds 3 to Protection
	Mantis	36	
	Plague	42	Subtracts 1 from Knight skill

WEAPON (BY WEAPON FACTOR)

Weapon	Name/Type	Weapon Factor	Notes
Arbalest	Eternity	60	
Halberd	Death's Hand	60	
Maul, great	Armaggeddon	60	
Sword, great	Justice	60	
Arbalest	Redemption	56	
Maul, great	Thunder	56	25% chance to call thunder and do triple damage
Sword, great	Doom	56	
Halberd	Widow	52	
Sword, great	Eagle	52	
Sword, great	Trouble	48	
Axe, great	Executioner	45	
Dagger	jeweled	45	a suitable gift for the Draracle
Halberd	Sever	44	
Maul, great	Hammerhead	44	
Axe, great	Brimstone	42	
Trident	Plague	42	Subtracts 1 from Knight skill
Arbalest	Equalizer	40	Always misses
Arbalest	generic	40	
Halberd	generic	40	
Maul, great	generic	40	
Sword, great	generic	40	
Sword, long	Entropy	40	Chance to strike bearer every 7th blow
Axe, great	Death	39	
Trident	Manible	39	Adds 3 to Protection
Axe, great	Reaper	36	
Trident	Mantis	36	
Axe, great	generic	30	

WEAPON (BY WEAPON FACTOR)

Weapon	Name/Type	Weapon Factor	Notes
Axe, great	Master	30	Adds 1 to Rogue skill level
Bow, great	Darkness	30	
Sword, long	Life Taker	30	
Trident	generic	30	
Bow, great	Peregrin	24	
Sword, long	Gnarl	24	
Sword, long	Gnash	24	
Sword, long	Snarl	24	
Crossbow	Elayna's	23	
Bow, great	Tracker	22	
Sword, long	Flayer	22	
Bow, great	generic	20	
Sword, long	generic	20	
Sword, long	Protector	20	Adds 5 to Protection
Crossbow	Swift	17	
Sword, sabre	Cougar	16	
Axe	Butcher	15	
Crossbow	generic	15	
Crossbow	Valkyrie	15	Shoots fire arrows
Sickle	generic	15	
Staff	Death Stick	15	5% chance of inflicting triple damage
Sword, sabre	generic	15	
Axe	Vixen	14	
Sword, sabre	Wolf	14	
Staff	Tarsal	13	
Sword, rapier	Talon	13	
Sword, sabre	Cutter	13	Damage rating is 15 when used by Thomgogs
Mace	Puma	12	
Star	Polaris	12	
Sword, rapier	Dicer	12	

WEAPON (BY WEAPON FACTOR)

Weapon	Name/Type	Weapon Factor	Notes
Axe	Slitter	11	Damage rating is 15 when used by Thomgogs
Axe	Splitter	11	Damage rating is 15 when used by Thomgogs
Bow	Scout	11	
Mace	Bouncer	11	Adds 1 to Protection
Staff	Beater	11	
Star	Vega	11	
Sword, rapier	Ripper	11	
Axe	Dominance	10	5% chance to kill
Axe	generic	10	
Bow	Gemini	10	2 arrows shot side-by-side
Bow	generic	10	
Mace	generic	10	
Staff	generic	10	
Staff	Gustavus	10	
Star	Fire	10	
Stick	Westwood	10	25% chance to kill foes with one blow; one use only
Sword, rapier	generic	10	
Dagger	Razor	9	
Star	Shooting	9	
Dagger	Fang	8	
Star	Shining	8	
Axe	pick	7	used to dig out cave-ins in the Urbish Mines
Dagger	Back Biter	7	
Maul, great	sledge	7	knocks down walls in Draracle's cave
Star	generic	7	
Dagger	Stiletto	6	
Dagger	generic	5	

WEAPON (BY WEAPON FACTOR)

Weapon	Name/Type	Weapon Factor	Notes
Dagger	Riposte	5	Adds 25 to Protection
Horseshoe	bronze	5	
Horseshoe	generic	5	
Stick	Treant	5	
Dagger	weathered	4	
Rock	granite	3	
Rock	smooth	3	
Coal		2	fuels pump in the Urbish Mines
Rock	generic	2	
Stick	generic	2	

SPECIAL ITEMS

To "use" most of these items, take the item in-hand (left click on it) and then right-click it over the character to use it. Items that actually cast spells when you use them may require a minimum Magic from the character using it. If you get the message, "Not enough magic," the character using it is either not developed enough in Mage skill, lacks the requisite Magic, or needs to rest to restore Magic.

Ace of Dominion: Casts level IV of Hand of Fate. Can only be used once.

Ace of Oblivion: Casts level IV of Mists of Doom. Can only be used once.

Ace of Infinity: Restores all magic to the character using it.

Amber ring: Used to open a passage on the first level of the White Tower.

Bannon's Reserve: Restores all Magic to the character who drinks it.

Bezel Cup: Restores all Health and cures poison of character who uses it. The Bezel Cup can be used as many times as there are gems on the cup.

Bezel ring: Forged by the magic of Bannon Mastercraft, this ring protects the bearer from being poisoned.

Bloodstone: One of the spell ingredients for the Elixir of Tybal. When a rockling is killed (in the Urbish Mines), it will sometimes leave a bloodstone. When thrown, it will do damage as a regular rock would.

Ceremonial Mask: The Gorkha will trade the Ruby of Truth in their possession for this bronze helmet. It is found in the Swamp, carried by one of the Hurzels.

Dark Commander's Statuette: Used to open the path to the Xeob-Knowles area. Place it on the pedestal near to Dark Commander to open the passage.

Diamond: Used to free Dawn from the Crystal Ball trapping her in Castle Cimmeria.

SPECIAL ITEMS

Duble ring: This ring improves the recovery of health points for the wearer.

Earth Vial: Holds Earth Powder, an ingredient for the Elixir of Tybal. Earth Powder is only sold at Sadie's in the City of Yvel.

Ebony Staff: Casts 5 charges of Swarm.

Emerald Blades: These twin blades are quite useful when engaging dead spirits such as apparitions, wraiths, and the haunts of slain cabal warriors. Emerald blades provide excellent defense against undead creatures.

Emerald eye: Carried around by Ratmen, who roam the first level of the Draracle Cave. When placed in the eye of the north-wall dragon in the second level of the Draracle's Cave, it opens a passageway to more fun in the Draracle's playhouse.

Empty Vial: Use to collect ingredients for the Elixir of Tybal.

Enemy Vial: A vial holding Hornet Honey, and thus used as an ingredient for the Elixir of Tybal. The Hornet Honey can be found in Upper Opinwood.

Enchanted Crucible: The ingredients for the Elixir of Tybal must be mixed in this crucible, in the White Tower.

Figurines: Cobra, Dragon, Unicorn, Humanoid: All four of these figurines must be used in order to remove Scotia's dark shroud surrounding the Crystal Casket.

Gear: Fixes the mechanism of the pump (machine) in the Urbish Mining Co.

Gauntlets of Force: Can be retrieved from the Dark Commander. Pushes enemies back when used. To use it, place it in the weapon slot in the equipment screen. When used on hand-shaped impressions in the Catwalk Caverns, it will act as a key to open passages.

Gold jewel: Used to open the door to the mine cart in the third level of the Urbish Mines.

SPECIAL ITEMS

Green Skull: Casts Caustic Fog spell, which does 15 acid damage points. The Larkhon in the Urbish Mining Co. is very vulnerable to acid.

Guardian Globe: Conjures a Guardian Sword, which will strike at enemies in the immediate area. It can harm creatures only affected by magic, and does 200 points (average) damage to enemies in the immediate area. It is consumed upon use unless there are no enemies to attack.

Hornet Honey: An ingredient for the Elixir of Tybal. It can be found in Upper Opinwood, and it must be collected in a vial.

Jade Necklace: This green necklace, when donned, improves the wearer's Rogue skill by one level.

Jeweled dagger: If you take the Sapphire path in the Draracle's Caves, present this as a tribute to the Draracle. When used as a weapon, the jeweled dagger does more damage than regular daggers.

Lockpicks: Take in-hand and right-click over the lock. Can be used for door locks as well as chest locks. Success of lock picking attempt depends on the difficulty of the lock and the Rogue skill of the active character. (See instruction manual p. 9.) Some locks cannot be picked.

Lump of Coal: Fuels the machine in the Urbish Mining Co.

Magnet stone: Compass that tells you what direction you're facing. Philip at the Grey Eagle Inn or Roland, both in the Southlands, will give you a magnet stone when you meet him.

Oil: Used to replenish lantern, and found in ample quantity throughout the Lands.

Pyramid keys: Dawn, Paulson, Geron, Nathaniel: All four of these pyramid keys must be used in order to free King Richard from the Crystal Casket.

Riddle Scroll: This scroll is given to you by the Draracle, and initially lists the ingredients for the Elixir of Tybal as a riddle. The witch doctor in the Swamps, Dawn, and Paulson in the Urbish Mines can help decipher the riddle. Sadie in the City of Yvel has to see this before she will give you the Earth Powder.

SPECIAL ITEMS

Ruby of Truth: Part of the Whole Truth. The Ruby can be found in the Gorkha Swamp. When worn as a necklace, it adds 5 to Protection.

Sapphire eye: Found in a chest on the second level of the Draracle Caves. When placed in the eye of the east-wall dragon in the second level of the Draracle's Cave, it opens a passage through the caves.

Scroll (spell): Right-click the scroll over your character to inscribe that scroll in your spellbook. The Fireball scroll can be found in the Urbish Mining Company. The Freeze scroll can be found on the second level of the Draracle Caves. The Hand of Fate scroll can be found in one of the buildings in Yvel. The Lightning scroll can be found in a chest in Opinwood. The Mists of Doom scroll can be found in a chest in the Catwalk Caverns.

Scroll (non-spell): Right click the scroll over your character to read the scroll or message.

Shard of Truth: Part of the Whole Truth. King Richard gives you this when he is recovered from his illness. When worn as a ring, it adds 5 to Protection.

Silver goblet: If you take the Sapphire path in the Draracle's Caves, present this as a tribute to the Draracle. Silver goblet, when used, can also heal characters.

Swarm: Summons a swarm of insects to attack enemies in the immediate area. Does 10 points damage to most beasts. Insects, ethereal creatures, and stone creatures are not affected by Swarm.

Vaelan's Cube: When black, Vaelan's Cube can absorb magic by damaging magical beings and destroying magical barriers. When white, Vaelan's Cube can transmit magic, and thus can be used on any character to restore up to 25 points of magic.

Wands: When used, cast a specified spell (e.g., Fireball Wand casts fireballs) at a power level corresponding to the number of charges the wand has. As the charges are consumed, the power level decreases. Do not equip a character to use this as a weapon. It must be in-hand and right-clicked over the character using it.

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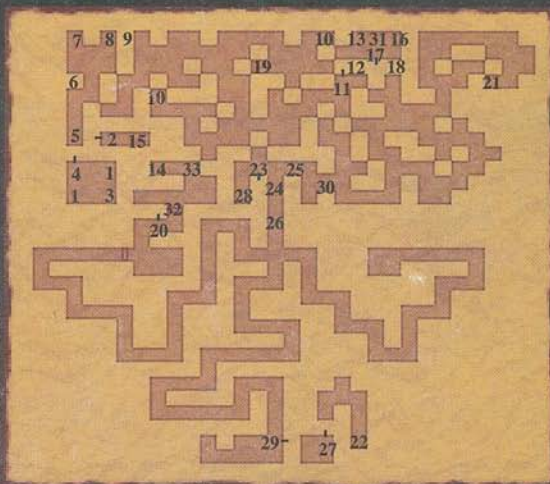
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