

BLACK CRYPT

GENERAL TIPS

NEW PLAYERS

If you are new to role playing adventure games, there are several tips that will increase your enjoyment of the game.

A key element in role playing adventures is to write down all the information you find. This includes messages scrawled on walls, scrolls, or anything else you find. In short, **WRITE DOWN EVERYTHING!** Some of the information will be purposely misleading, the forces of evil don't want to make things easy for you. That is part of the fun and challenge of role playing games. You can destroy false scrolls with the spells Reveal Truth or Dispel Illusion.

You will find it useful to map all the locations you explore. Doing so will prevent your party from running in circles, and it comes in handy if you return to a location later in the game. Be sure to have a pencil, an eraser, and plenty of graph paper on hand when adventuring. The Wizard Sight and Compass spells will be indispensable as you journey through the crypt. Complete maps are available in the Black Crypt manual if you do not want to draw them yourself.

Be sure to explore everywhere including walls. The most important items in role playing games are often hidden behind secret walls and guarded by powerful creatures. You will also find many switches and buttons along the walls that activate devices or open passages. You can usually determine the importance of an area by how well it is protected. You want to make sure your party is strong enough before entering these locations.

Building a strong party takes time and patience. When a party is relatively weak, choose your battles wisely. Don't be too proud to turn tail and run away when the odds are against you. Most important...**SAVE YOUR GAME OFTEN.** Saving actually becomes more important the stronger your party becomes. You certainly don't want to invest all your time building strong characters and then have them killed before saving.

Finally, you will undoubtedly find times when you just can't figure out what to do. That's the time to experiment with items you have found or try to solve a puzzling maze. Such experimentation is often hazardous to the health of your characters. Such is the nature of role playing games. However, if you carefully follow the previous advice, you should eventually find the solution.

The information provided by this service is available whenever you come to a point you just can't solve. We trust you will find everything you need and hope you enjoy your experience with your first Electronic Arts role playing adventure.

GENERAL OVERVIEW

The Black Crypt is a deep dungeon consisting of twenty-eight levels. Some levels are very small, but the majority of them will require hours of hard work to complete. Several levels are grouped together, requiring you to journey up and down through the crypt before you can access the next group of lower levels.

In the broadest sense, the crypt is divided into three sections. The first twelve levels are the upper

levels. Surviving these levels will give your party the experience, skills, and resources necessary to tackle the core of the crypt. Levels thirteen through twenty-six comprise the Nether region, the domain of Estoroth's four lieutenants. Level thirteen will be your base of operations from which you will begin four separate quests to defeat each of the lieutenants and retrieve the four artifacts needed to banish Estoroth. Estoroth himself waits at the bottom of the crypt on level twenty-eight.

GAME PLAYING TIPS

To avoid getting lost and disoriented, always try to keep the Compass and Wizard Sight spells active. You will eventually find some Rings of Location that will replace your need for Wizard Sight.

The coordinates given on this service and listed in the manual are standard X, Y coordinates. The first number corresponds to the numbers running horizontally. The second number corresponds to the vertical numbers. The starting point of each level does not necessarily correspond to the coordinates on the level above it.

Whenever you find high level scrolls for dispelling magic or removing glyphs, save them for when you really need them. Always let your Magic User or Cleric attempt to use his own spell before using the scroll. You may want to save your game before using such scrolls in case they don't work. That way you haven't lost the scroll forever.

A final tip that will help you at the end of the game. Try to save two potions of Invincibility for the final battle with Estoroth. Doing so will give you a tremendous advantage.

UPPER LEVELS: 1-12

LEVELS 1 AND 2

OVERVIEW

The ultimate goal of these two levels is accessing the third level. To do so, you must have the Emerald Key carried by the two-headed ogre on level two. You cannot kill the ogre until you have retrieved the Ogre blade on level one. The only problem is, you must have a key from level two before you can get the Ogre blade.

The best course of action is to explore as much of the first level as possible, gaining experience and collecting items along the way. When ready, go to level two. The ogre only patrols the northwest portion of the level. A teleport device will send your party to the remainder of level two where you can adventure without encountering the ogre.

Once you have the key you need, return to level one and retrieve the Ogre blade. Defeat the ogre and get the Emerald Key. Before leaving for level three, make sure you thoroughly explore both levels.

LEVEL 1

Entrances and Exits

You begin the game in level one at coordinates 8, 21. The only exit from this level are the stairs at 5, 18. They will lead you to coordinates 9, 28 on level two.

Teleports

Three teleports are located on the first level. One teleport at coordinates 20, 18 will not be activated until you operate the switch at 22, 18. Once activated, this teleport will send you to 18, 17.

The teleport at 3, 9 will send the party to 18, 4. The third teleport at 18, 4 will return you to 3, 9.

Items and Keys

The first level contains a lot of basic supplies including weapons, armor, scrolls, food, and water. Be sure to look everywhere to gather these items.

A primary item to locate on this level is the Heart Key that opens the door at 14, 19. This key is located at 8, 12.

One other locked door will be revealed at coordinates 5, 9. The key to this door is on the second level at coordinates 2, 12. Once you open this door, you will be able to teleport to the section of level one containing the Ogre blade. You must have the Ogre blade to have any chance of accessing the third level of the crypt.

Walls and Doors

Several walls and doors cannot be opened by keys. One of the first locations you want to visit is the switch at 11, 4. This opens a secret wall at 15, 6, revealing a switch at 17, 6. Activating this switch will create a switch at 6, 8.

The switch at 6, 8 will reveal a locked door at coordinates 5, 9. The key to this door is located on the second level of the crypt at coordinates 2, 12.

The door at 24, 8 is opened by activating the pressure plate at 25, 10.

LEVEL 2

Entrances and Exits

Coming down the stairs from level one, you enter the second level at coordinates 9, 27. The stairs leading to level three are located at 21, 23. The door blocking access to the stairs can only be opened by the Emerald Key held by the two-headed ogre. You must defeat him before you can continue to level 3.

A quick route back to level one is possible using the teleport at 3, 14. If the switch at coordinates 4, 14 is set to the right, this teleport will send your party to coordinates 6, 9 on level one.

Teleports

Seven different teleports are located on the second level, one of which can send you to two different

destinations.

The most important teleport device is located at coordinates 4, 17. Activating the switch will immediately teleport your party to 15, 18. Unless you want to die at the hands of the ogre, you should quickly make your way to this switch as soon as you arrive at level two.

The teleport at 3, 14 can send the party to two different locations, determined by the switch located at 4, 14. When the switch is set to the right, the teleport will send the party back to level one, coordinates 6, 9. With the switch set to the left, you will teleport to coordinates 27, 23 on the second level. A teleport at 28, 23 will return you to 4, 14.

Stepping on the pressure plate at 8, 2 will teleport the party to 10, 3. Activating the switch at 8, 3 will send you to 14, 13.

The teleport at 26, 13 will teleport you to 8, 20. Stepping on the pressure plate at 16, 13 sends the group to 18, 15.

Items and Keys

The first important item to retrieve is the key for the door on level 1. The key is located at coordinates 2, 12. This key will allow you to retrieve the Ogre blade located on level 1.

Another important key to retrieve is the Emerald Key held by the two-headed ogre. You must destroy the ogre to retrieve the key, and you can only kill the ogre once you have the Ogre blade. The Emerald Key opens the door at coordinates 14, 23.

Of the many valuable items you will want to retrieve on this level, the most important is the Cleric Spell Book at 17, 24.

Other Walls and Doors

A set of walls starting at 15, 5 block your way to the key for level 1. An invisible pressure plate at 15, 5 will remove the walls in a timed sequence. After twelve seconds, your path will be cleared. The walls will reappear if you step on any of the invisible pressure plates at 14, 3; 12, 3; or 10, 5.

A switch at coordinates 5, 9 will remove another set of walls blocking your path.

The locked door at 3, 23 is opened by stepping on an invisible pressure plate located at coordinates 18, 8 on level one. You will automatically trigger this plate when you retrieve the Ogre blade.

The magic field blocking access to level three can only be removed by answering the question on the plaque at 19, 22. Since the question is random, we are unable to provide the answer here. The information is located in the manual.

LEVELS 3, 4, AND 5

OVERVIEW

The first thing to know about these levels is that they have several resident thieves that teleport in and out very quickly. You will need to be very quick yourself to catch and kill these creatures. Once killed,

your stolen items will reappear. Try to avoid losing too many weapons or these levels will be extremely difficult.

The primary objective is to retrieve the Red Key that opens the way to level six. This key lies inside level three which is patrolled by several deadly invisible creatures. Your only hope of surviving the level is to have the Mask of True Sight. The room containing the Mask can only be accessed after the Eyes of True Sight have been placed in the panel at 25, 15.

The Eyes of True Sight are located on level four. You will need to retrieve four water skins which are hidden behind four locked doors. Each door is open by a special fork-shaped key. Only after you have found the four keys and used the water skins appropriately will you receive the Eyes of True Sight.

Return to level three and use the Eyes to access the Mask of True Sight. Your Magic User must wear the mask and be the party leader for the remainder of level three. Find the two Dispel Magic scrolls and use them to bring down the magic fields guarding the Red Key. With the Red Key in your hands, you are able to continue to level six.

LEVEL 3

Entrances and Exits

You initially enter level three at 25, 20. There are two stairways leading off the level. The stairway at 29, 17 goes to level four. You will be using these stairs in short order.

The second stairway at 27, 24 leads to level six. These stairs are blocked by the door requiring the Red Key. You must complete all of levels three, four, and five before you can get the Red Key.

Teleports

You will discover six invisible teleports on level three located close together. You will want to avoid these as they will all teleport your party to the same location, coordinates 27, 20. The teleports are located in the room beyond the door at 27, 13. Their exact coordinates are 29, 11; 29, 8; 29, 6; 27, 6; 26, 3; and 25, 3.

Items and Keys

Your primary goal is the Red Key on level three that opens the door at 27, 21. This key is located at 12, 7.

You will need the Mask of True Sight to survive the chamber where the key rests. The only way to get the Mask is to complete level four and retrieve the Eyes of True Sight. These will open the door at 27, 13, allowing you access to the mask at 27, 3. We recommend using a Detect Traps spell in this room. You should also avoid the six invisible teleports in the room.

Once you have the Mask, you should retrieve the Dispel Magic scrolls located at 7, 19 and 17, 19. You will need these to dispel the two powerful Magic Fields protecting the Red Key.

The other major items you do not want to miss on level three are two magic user spell books. One will be found with the Mask of True Sight. The other spell book is resting with the Red Key.

Other Walls and Doors

The major key to this level is opening the door at 27, 13. To do so, you must have the Eyes of True Sight found on level four at coordinates 10, 3. Place the Eyes in the panel at 25, 15 to open the door. The room beyond contains the Mask of True Sight that allows your party to see the "Unseen Ones". Only your Magic User can wear the mask and he must be the leader.

When you get the mask, you will step on an invisible pressure plate that will open three walls inside the "Unseen Ones" chamber. Specifically these walls are at 12, 13; 17, 22; and 7, 22.

You will need two high level Dispel Magic scrolls to access the Red Key. These scrolls are located at 7, 19 and 17, 19. Use these to dispel the Magic Fields protecting the Red Key.

"Unseen Ones"

Before you adventure into the domain of the Unseen Ones, you need the Mask of True Sight located at 27, 3. In order to access the room containing the Mask, you must complete level four and retrieve the Eyes of True Sight. When you place the Eyes in the panel at 25, 15, the door at 27, 13 will open, allowing you to get the Mask of True Sight.

LEVEL 4

Level four is very long and complex. We strongly recommend using the map in the manual for assistance.

Entrances and Exits

You enter level four at coordinates 22, 18. The stairs there are your only way back up to level three.

You will go to level five via the teleport at 27, 23. You will arrive at coordinates 29, 6 on level five.

Objectives

Your primary objective on level four is to secure the Eyes of True Sight. To do so, you must find four water skins and trigger several important invisible pressure plates.

The first goal is to find and use the Box Key. This key allows you to access the first of five doors that lead you to the water skins. The remaining four doors are opened by four different Fork Keys scattered throughout the level. Each key requires you to accomplish several steps in exact order.

Once you have the water skins, you can teleport to the southwest corner of the level and retrieve the Eyes of True Sight.

Box Key

The first key you must retrieve is the Box Key at coordinates 15, 6. This area is guarded by some very difficult and deadly monsters. We strongly recommend saving the game before opening the door at 22, 8.

The Box Key will open the door at 22, 11 which provides access to a switch. Activating this switch is the first in a series of steps that will lead you to the first Fork Key and water skin.

First Fork Key

Use the Box Key to open the door at 22, 21, then press the switch at the end of the corridor. You can now use the switch at 20, 19 that will momentarily move the pillar at 19, 20. Move quickly to enter the corridor blocked by the pillar, press the switch at 18, 22, and immediately walk to the door to the west. The switch beyond the door activates an adjacent teleport that will send you to coordinates 20, 24 where the first Fork Key lies. A teleport around the corner will return you to 19, 22.

Use the Fork Key to open the door at 17, 19. Walk in and get the first water skin. You will automatically activate an invisible pressure plate that enables you to begin your quest for the second Fork Key.

Second Fork Key

Before attempting to get the second Fork Key, you must have used the first key and retrieved the water skin.

Now go to the switch at 24, 19 which will momentarily move the pillar at 25, 20. Get to the corridor before the pillar moves back. Go to coordinates 27, 24. An invisible pressure plate will activate the adjacent teleport. Step into the teleport to go to coordinates 29, 6 on level 5.

There are three invisible pressure plates on this level: number one is at 28, 9; number two is at 31, 9; and number three is at 31, 7. To leave level five you must step on the plates in this order: step on plate one once, plate two three times in a row, plate three times in a row, and number one two more time. The door at 27, 4 will now be open. Press the switch at 31, 2, then use the adjacent teleport to return to level four, coordinates 28, 22.

To leave this area, step on the invisible pressure plate at 27, 21. This enables a plate at 25, 21 that will move the pillar back permanently. Use the switch at 25, 18 to momentarily slide the pillar back from 26, 16. Once again, make a mad dash for the corridor. Be careful of the anti-magic square at 31, 16. To deactivate it, press the switch at 32, 14, then the switch at 32, 18. Now dispel the magic field at 32, 16. The second Fork Key will be at 33, 17. Be sure to step on the invisible pressure plate at 33, 15.

Use the Fork Key on the door at 27, 19 and pick up the water skin. You are now ready to go after the third Fork Key.

Third Fork Key

You should have found the second Fork Key and retrieved the second water skin before looking for the third key.

Begin your quest for the third Fork Key by pushing the switch at 22, 14, then quickly move to the corridor that was blocked by the pillar at 25, 12.

The five magic fields in this area are interconnected. Dispelling one will dispel them all, giving you access the Fork Key AND freeing the three monsters. Your best tactic is to dispel the field at 30, 8, quickly turn around, and back into the end of the hall. This allows you to keep all the monsters in front of you. Once the monsters are destroyed, collect all the items including the Fork Key. You also want to use the switch at 29, 10. Invisible pressure plates will permanently move the pillar at 25, 12.

Use the Fork Key on the door at 27, 13 and retrieve the water skin. You are now ready to get the fourth and final Fork Key.

Fourth Fork Key

You must have already retrieved the first three Fork Keys and the water skins before you can get the final Fork Key.

Begin this quest by pressing the switch at 20, 15 which momentarily move the pillar at 19, 12. Quickly enter the corridor and follow it all the way around to the switch at 8, 16. This switch activates the teleport at 7, 17. Before entering the teleport you want to activate the switch at 12, 15.

Now comes the tricky part that requires fast action. The switch at 12, 15 will move the pillar at 18, 16 for three seconds. In that span of time, you must get into the teleport at 7, 17 AND move through the opening where the pillar was. The best way to do this is to enter the teleport facing west. After you are teleported, move to the right until you see the opening. Then walk straight into it. This may take you a couple tries to get the timing. Save your game before doing this to save time if you fail.

Once inside this room, you need to place one item in each of the three alcoves. This will expose the fourth key at coordinates 15, 16. Use the switch at 16, 17 to activate the pressure plate that moves the pillar back.

Use the final key on the door at 17, 13 and retrieve the last water skin. You are now ready to go to the teleport at 24, 15 and retrieve the Eyes of True Sight.

Eyes of True Sight

The Eyes of True Sight are secured in the southwest corner of level four. You must have retrieved all four water skins before attempting to retrieve the Eyes. Once you have the skins, go through the teleport at 24, 15. You will teleport to coordinates 9, 4, an area with three locked doors and one open passage leading to an alcove. Place one of the water skins in the alcove. Your party will be teleported back to 9, 4 and another alcove will be exposed.

Continue this process until all four water skins have been placed in each of the four alcoves. You will then find the Eyes of True Sight at coordinates 10, 3.

Use the teleport at 9, 5 to return to coordinates 24, 16. You are now ready to return to level three and place the eyes in the panel.

LEVELS 6, 7, 8, AND 9

Level eight is an adjunct of level seven requiring no additional information.

OVERVIEW/LEVEL 6

Coming down the stairs from level three, you will enter level six at coordinates 9, 2.

There are three additional ways off level six. Your ultimate goal are the stairs at 4, 16 that lead to level ten. However, you must complete level seven and nine first. These two levels are accessible via teleports.

The teleport at 8, 21 will send the party to coordinates 13, 10 on level seven. Your objective is to retrieve the Moon Key.

The teleport at 11, 20 will send the party to coordinates 25, 1 on level nine. The objective there is the Sun Key.

Once you have both keys, use them in the Druid Panel at 5, 18. This will remove the two walls blocking your way to level ten. Be sure to retrieve the items too, especially the Helm of Triton which you will need much later in the game.

LEVEL 7

Overview

You arrive on level seven at coordinates 13, 10. The adjacent teleport at 13, 9 will send you back to level six.

Your primary objective is the Moon Key that fits in the panel on level six. To do so, you must first find three Gold Keys. These keys open the doors at 16, 11; 18, 11; and 19, 8. The Moon Key will be found at 21, 3.

First Gold Key

From the spot you materialize in level seven, go to coordinates 13, 15. Face south and press the button at 13, 13. This will remove the pillar at 16, 13. Proceed to coordinates 15, 22 and stand on the pressure plate. This will simultaneously open the wall at 19, 21 and trigger a fire trap. Be sure your party is healthy before triggering this device.

With the wall open, go to coordinates 22, 23. The invisible pressure plate there will activate a pressure plate at 21, 16, hold the party, and summon a monster. Again, be sure your party is healthy. You will find it useful to back into this corner so you are facing the summoned monster.

Once you are free to do so, go to the plate at 21, 16 which will remove the pit blocking the button at 18, 18. Like the others, this plate also presents a bad situation by summoning a monster AND teleporting your items to the adjacent square.

Again, when you are able, press the button at 18, 18 which opens the door at 22, 19. Proceed to coordinates 23, 15 where you will find the first Gold Key and the Druid "Manual of the Planes."

A button should now appear at 14, 12 that will let you start your quest for the second Gold Key.

Second Gold Key

Begin the quest for the second Gold Key by pressing the button at 14, 12 which removes the pillar blocking the corridor at 13, 16. If you have not retrieved the first key, you will find this impossible to do.

Your next task is to remove the wall blocking the path at 12, 19. Switching the bow and the coffer in the two alcoves should open the way.

The next trick is to reach the stairs at 9, 15 without suffering too much damage. Your best bet is to try outrunning the creatures that come after you.

The stairs lead you to a switch on level eight that removes the pillar blocking the stairs at 7, 15. Once you have used the switch, run back down to level seven and get to those stairs which lead you back to

level eight. Follow the horse shoe bend around to yet another set of stairs that run back down to level seven.

Had enough running up and down the stairs? Well, you have a few more to go! Go to the stairs at 1, 15 and go back up to level eight. You should not use the stairs at 3, 15; they only lead to trouble.

Once you are back on level eight, go to the alcove and remove the mace. Now go back down the stairs, run across the room, and go up the stairs at 1, 23. There you will find a hammer. Take the hammer and put the mace in its place. Then run back to the other side and put the hammer in the alcove where you found the mace.

What have you accomplished? Your reward will be found back on level seven at coordinates 5, 19. There you will find the second Gold Key and some other goodies. In addition, a button now appears at 12, 12 that will start your quest for the final Gold Key.

Third Gold Key

The quest for the last Gold Key begins with the button at 12, 12 which removes the pillar at 10, 13. If you have not found the other two Gold Keys, this button will not be accessible.

Go down the corridor at 10, 13 and read the plaque at 7, 12. If you are well-versed in The Lore of the Black Crypt, you will already know the Black War lasted forty hours. Walk through the opening that appears at 7, 12 and continue down the corridor to the door at 11, 7. SAVE YOUR GAME. The area beyond the door is an anti-magic zone. You will only be able to defeat the monster beyond the door with weapons.

When you pass through the door walk straight through the wall at 11, 5. Once you walk through the wall, your only way out is to defeat the monster within. Once the monster is gone, get the Rectangle Key and Druid Spell Book from the alcove at 11, 1. To exit this area, press the button at 9, 3.

The Rectangle Key opens the door at 16, 2. The Gold Key lies beyond the door in an alcove at 22, 6.

You now have all three Gold Keys and can retrieve the Moon Key from 20, 3.

LEVEL 9

Overview

You begin level nine at coordinates 25, 1. The teleport at 26, 1 will return you to level six.

Your primary objective is the Sun Key. To do so, you must first get past the Hall of Skulls. You must then locate a series of three keys that will gradually get you closer to the Sun Key. Your final task is to answer two riddles. Only then will you be able to retrieve the Sun Key and return to level six.

Hall of Skulls

Upon entering level nine, walk past the door to the end of the corridor. You will find a button on the north wall at 20, 1. Press the button to reveal more of the corridor. Proceed to the plaque at the end of the hall which contains a clue. Another button on the south wall will reveal still more corridor and a second plaque with additional information. Using this information go to the Hall of Skulls which lies beyond the door at 23, 2.

You must remove the correct skulls in exact order to remove the wall at the end of the hall. Going up the west side of the hall, remove the second and fourth skulls. When you reach the end of the hall, remove the skull on the east wall at coordinates 24, 14. Come back down the hall and remove the fourth skull on the east wall, that is, the skull at coordinates 24, 8. The wall at the north end of the hall should now be gone.

First Iron Key

The first Iron Key is located at coordinates 20, 3. You will need this key to open the door at 14, 13 which leads to the Rectangle Key.

Retrieving the Iron Key is really not hard. The main trick is that the corridor leading to it is very hot. You will want to move your party in and out of the area as fast as possible. The door leading to this corridor is located at 20, 13. Run all the way down the hall and around the corner to find the key.

Rectangle Key

The Rectangle Key is located at coordinates 12, 1. You will need to use the Iron Key on the door at 14, 13. Once this door is open, you will have to navigate a maze of illusionary walls. Be sure you have an operating Wizard Sight spell or a Ring of Location before attempting this maze.

The path to the key is fairly direct with only a couple possible dead ends. The trick is to walk into every wall possible. If you did not hear a bump, you probably just moved a square. Continually look at the automap to chart your progress. This is one place in particular where you may find it useful to use the map provided in the Black Crypt manual.

Second Iron Key

You should have the Rectangle Key from coordinates 12, 1. This key opens the door at 23, 17. From there walk to 26, 19. The second Iron Key rests inside the area to the south, an area that is mostly shrouded in darkness. To make things easier, your Cleric should be equipped with a couple Light spells.

The Iron Key is located at 29, 13. A secret wall blocks the way at 31, 10. This wall is removed using the button at 31, 13. While in the area, check location 33, 18 for other valuable items.

The Iron Key unlocks the door at 23, 21.

Sun Key

Use the second Iron Key to open the door at 23, 21. Two walls will block your access to the Sun Key. The first wall is removed by answering "Oakraven" at 21, 22. The second wall requires the answer "Whiteoak" at 25, 22. The Sun Key is located at coordinates 28, 19. You will also find the "Wisdom of the Druids".

You can return to level six using the teleport located at 35, 20.

LEVEL 10

OVERVIEW

You will arrive on level ten at coordinates 15, 5.

This level requires you to locate the three Idols of Temin. Before you can retrieve these dreaded idols of evil, you must first have the Gauntlets of Temin and the Chest of Temin to protect your party.

The basic order of tasks you must accomplish are as follows:

First, get the Dragon Key that opens the door at 18, 6. Then solve the puzzle to retrieve the Gauntlets of Temin. As you do this, you will find several powerful scrolls that you will need later in the level.

Next, get the first Stronghold Key, then the Night Key that accesses the first Idol of Temin. Before retrieving the first Idol, get the Chest of Temin and the second Stronghold Key. You now have everything you need to get the first two Idols.

In the same room as the second Idol is the second Dragon Key that accesses the third Idol.

Once you have all three idols, go to area 15, 26 and place one idol in each of the three alcoves.

Before placing the third Idol, save your game and prepare your party for combat. As soon as you place the Idol, turn immediately to the left and battle the Dragonlich blocking the stairs to level eleven. After you have defeated the Dragonlich, proceed down the stairs.

DRAGON KEY

Your first goal upon arriving on this level is to find the first Dragon Key. Begin by pressing the button at 18, 9, then push the button at 13, 11. Watch out for traps while walking to the next button at 14, 15. You will then need to back track to the button at 12, 13.

The next part gets tricky. Go to the button at 18, 15. When you press this button, the walls to the north will disappear in a time delay sequence. A pillar blocking the corridor at 15, 17 will also disappear for three seconds. You need to get into that corridor before the pillar reappears. If you fail the first time, use one of the available buttons to escape the area and try again.

After you have accomplished this task, dispel the magic field and get the Dragon Key from 17, 21. This key opens the door at 18, 6. Feel free to read the plaques and look around. You will return to this area after you find the three Idols of Temin.

GAUNTLETS OF TEMIN

The Gauntlets of Temin allow your Cleric to touch the Idols of Temin without being harmed. To begin this quest, open the door at 18, 6 with the Dragon Key you found at 17, 21.

The Gauntlets are located at 24, 13. All four corridors leading to them are blocked by teleport devices. You must enter each teleport, press the button located in the area, and teleport back. Three of the four rooms also contain valuable items, so be sure to search everywhere.

The teleport at 26, 13 sends you to 32, 23. The button is located at 29, 23. The return teleport is at 32, 24.

The teleport at 24, 11 takes you to 2, 5. The button is located at 5, 5. This room does not have a return teleport. Walk through the one-way wall at 8, 6 to re-enter the main level.

The teleport at 22, 13 sends the party to 31, 30. The button is located at 30, 28. The return teleport is at 26, 28.

The teleport at 24, 15 takes you to 31, 33. The button is located at 30, 32. The return teleport is at 27, 33.

You should now be able to press the button at 32, 13 that deactivates all four teleports. Walk into the chamber and retrieve the Gauntlets of Temin and the Cleric Spell Book.

CHEST OF TEMIN

The Chest of Temin is located at coordinates 21, 23. You must use the Chest to carry the three Idols of Temin.

The journey towards the Chest begins with the doors at 10, 6 and 9, 8. A Death Glyph blocks the path at 9, 13. You must use the 23rd Level Remove Glyph scroll found earlier on the level. Once you pass the glyph, continue winding through the corridor. Beyond the second door is a wall and a button. Press the button exactly five times. If you press it a sixth time, all the walls you just removed will reset.

Continue straight north past the door at 5, 20. Two Magic Fields will require the 15th Level Dispel Magic Scrolls found earlier on this level. One more door, an area darkness, and a few assorted monsters are all that now stand between you and the Chest of Temin. While there, go to coordinates 19, 25 and get the first Stronghold Key.

FIRST IDOL

You must have the Gauntlets of Temin and the Chest of Temin before attempting to pick up and carry any of the Idols.

Your first step towards retrieving the first idol is to get the second Stronghold Key located at 2, 6. Head west from the intersection where you removed the five walls, coordinates 5, 18. Follow the corridor south until you reach the teleport at 2, 9. This will send you to 1, 8 where you will quickly find the key. The return teleport is at 3, 8.

The Stronghold Key opens the door at 10, 17 which leads you to the Night Key at 7, 16. The Night Key opens the door at 16, 32. To get there, go through the door at 3, 20 and follow the winding corridors. The area has a few traps, so be sure to cast a Detect Traps spell before you go much further. A couple spinners will also cause some confusion, so a Compass spell and Wizard Sight spell should also be cast.

The Idol of Temin rests beyond the Night Key door at coordinates 20, 32.

SECOND IDOL

The second Idol of Temin is the easiest to obtain. The first Stronghold Key you found near the Chest of Temin opens the locked door at 26, 6. The Idol of Temin is located at 30, 6. You should also retrieve the Dragon Key from coordinates 29, 4. This key will open the last locked door on the level that leads to the third Idol.

THIRD IDOL

If you have retrieved the previous two Idols and thoroughly searched the areas around them, you are ready to get the last Idol. You should have a Dragon Key found near the second Idol. This key opens the only remaining locked door at coordinates 10, 22. Once through the door, go to the teleport at 13, 19. Your party will be sent to 23, 32. The third Idol of Temin is at 24, 32. The return teleport is at 26, 32.

You are now ready to place the Idols in their alcoves and battle the fierce Dragonlich. Good luck!

LEVELS 11 AND 12

LEVEL 11

You enter level eleven at 1, 7.

This level contains the defiled tombs of Runetek, Kaolic, Dverger, and Oak Raven. Neither their remains nor the four powerful artifacts will be found. However, other important items remain including all remaining spell books and several powerful tablets.

Since no monster patrol here, you should be able to explore the entire level in peace. This is a good chance to completely rest and heal your characters as you prepare to enter the next phase of the crypt.

The teleport to level twelve is located at coordinates 18, 17. An illusionary wall at 16, 19 hides the entrance.

LEVEL 12

Level twelve begins at coordinates 1, 5. The teleport at 1, 6 will send you back to the eleventh level.

You must answer the question on the plaque at 1, 2 to get past the magic field. Since this is a random question from the manual, we are unable to provide any hints.

The stairs leading to level thirteen are located at 6, 1. A few valuable items are scattered around the surrounding corridors.

Your party should be completely healed and well rested before continuing. This spot is ideal for saving your game.

NETHER LEVELS: 13-26

Estoroth's four lieutenants control different sections of the crypt. Each section is accessible from the thirteenth level.

LEVEL 13

OVERVIEW

You enter level thirteen at coordinates 17, 20.

The thirteenth level serves as the base of operations for levels fourteen through twenty-six. You cannot access the twenty-seventh level until you have defeated all four of Estoroth's lieutenants and retrieved the four artifacts needed to banish Estoroth.

To access each of the domains you must have one of the four Orbs of the Planes. Each orb will open the path to one domain. The domain of the Possessor Demon is accessed from the east side of level thirteen. The Ram Demon's domain is located in the north. The Water Lord's domain is entered from the southwest sector, and the Medusa's domain is accessed in the southeast.

On the thirteenth level you will also locate four Nether Keys. These will open four doors on the level that each lead to another locked door. These doors require an Octa Key which will be found in each of the four domains. Beyond these doors you will find useful items and trigger invisible pressure plates that will allow you to enter level twenty-seven.

NETHER & OCTA KEYS

General Information

Four pairs of doors on level thirteen are opened by the Nether and Octa keys. The first door of each pair is unlocked with the Nether Key; the second door requires an Octa Key. Beyond each set of doors your party will find useful items.

All four Nether Keys are located on the thirteenth level. One Octa Key is located within each of the four domains.

Nether Keys

The four Nether Keys are scattered throughout the thirteenth level. One will be found at coordinates 4, 18. Another lies at 3, 5. A third Nether Key is located at 34, 20. The remaining key will be found at coordinates 33, 30.

Octa Keys

One Octa Key will be found in each of the four domains.

In the Possessor's domain, the Octa Key is located on level fifteen, coordinates 35, 25.

In the domain of the Ram Lord, you will find the Octa Key on level twenty, coordinates 8, 13.

The key located in the Water Lord's domain is found on level twenty-three, coordinates 1, 2.

The Medusa's Octa Key will be found on the twenty-fourth level at 22, 7.

Nether Doors

Four pairs of doors are opened with the Nether and Octa keys. The first door in each pair requires the Nether key. These doors are located at the following coordinates:

14, 15

12, 2

24, 26

and 31, 12

You must open all four pairs of doors and walk down the corridors to trigger invisible pressure plates that permit access to level twenty-seven.

FOUR LIEUTENANTS

Possessor Demon

The stairs to the Possessor Demon's domain are located at 1, 13. The wall blocking access to the stairs must first be removed.

To begin, retrieve the Orb of the Planes from 8, 24. Then step onto the pressure plate at coordinates 1, 15. You will be teleported to 1, 30. Place the orb in the alcove at 0, 30. This will teleport your party back to 2, 15 and remove the wall blocking the stairs. You can now proceed to the domain of the Possessor Demon.

Ram Demon

The stairs to the Ram Lord's domain are located at 20, 31. The wall blocking access to the stairs must first be removed.

To begin, retrieve the Orb of the Planes from 11, 29. Next, walk beyond the illusionary wall at 19, 30 and step onto the pressure plate at 21, 30. You will be teleported to 19, 34. Place the orb in the alcove at 20, 34. This will teleport your party back to 20, 30 and remove the wall blocking the stairs. You can now proceed to the domain of the Ram Lord.

Water Lord

The stairs to the Water Lord's domain are located at 14, 1. The wall blocking access to the stairs must first be removed.

To begin, retrieve the Orb of the Planes from 6, 1. Then step onto the pressure plate at coordinates 16, 1. You will be teleported to 12, 34. Place the orb in the alcove at 12, 33. This will teleport your party back to 15, 2 and remove the wall blocking the stairs. You can now proceed to the domain of the Water Lord.

Medusa

The stairs to the Medusa's domain are located at 35, 1. The wall blocking access to the stairs must first be removed.

To begin, retrieve the Orb of the Planes from 32, 1. Then step onto the pressure plate at coordinates 34, 2. You will be teleported to 43, 2. Place the orb in the alcove at 42, 2. This will teleport your party back to 35, 2 and remove the wall blocking the stairs. You can now proceed to the domain of the Medusa.

ACCESSING LEVEL 27

You cannot go to level twenty-seven until you have defeated the four lieutenants and retrieved the four artifacts. You must also open all four pairs of doors on level thirteen that require the Nether and Octa Keys. Each corridor beyond these doors has an invisible pressure plate that must be triggered.

After you have accomplished all these tasks, go to the center of level thirteen where you should find four pressure plates. Step on the pressure plate at 20, 15. Then proceed to step on the other three pressure plates in a clockwise direction; that is, step on 19, 16; 20, 17; and 21, 16 in order. The final pressure plate will teleport the party to 43, 7.

Follow the corridor through the area of darkness until you reach the stairs at 37, 7. These stairs will take the party to level twenty-seven.

LEVELS 14 AND 15

OVERVIEW

Levels fourteen and fifteen are ruled by the Possessor Demon. Your ultimate goal is to defeat the Possessor and retrieve Soulfreezer, one of the four artifacts needed to banish Estoroth.

You will enter level fourteen at coordinates 9, 10. The door to the north blocks access to the stairs leading to the East Wing of level fifteen where Soulfreezer is kept. To unlock this door, you must have the Darkness Key which is sealed behind a secret wall. The only way to open the wall is to collect three crowns and use them on the special panel at 21, 11. When you have done so, you will find the Darkness Key at 24, 11. You will then be able to access level fifteen.

Beware the Possessor Demon! He will not die easily and will possess members of your party that are not protected. When possessed, a character will die, but his Death Gem will not appear. You will only receive the Death Gems after the Possessor is destroyed. It is highly desirable to not lose a single party member to the Possessor. You should therefore save your game frequently, as you will never know when the Possessor will appear next.

The Possessor has the key to the door on level fifteen that leads to Soulfreezer. You must destroy him to get the key.

LEVEL 14

Three Keys

Your first goal upon arriving on this level is to find three keys that open the locked doors at 12, 12; 8, 19; and 5, 13. The keys are inside a chest at coordinates 16, 11. The entrance to the room is hidden

by an illusionary wall at 17, 14.

The walk from the stairs to the room includes a long corridor where the Possessor Demon waits. Be ready for combat before you journey into this area.

First Crown

Begin the quest for the first crown by unlocking the door at 5, 13. Follow the corridor to coordinates 4, 9. Three teleports appear to the south, east, and west. The west teleport should disappear, allowing you to press the button at 2, 9. This button turns off the east teleport, giving you access to the button at 6, 9. Pressing this button will turn off the south teleport for three seconds, requiring you to move quickly past that point. Once through, go to coordinates 6, 7, where you will step on an invisible pressure plate. This plate removes a teleport at 5, 3 for only three seconds. You must get past that point quickly to avoid the teleport.

From here, go first to the alcove at 9, 8 and retrieve the Horn of Destruction and Remove Glyph scroll. Both will be useful on this level. Now go to the teleport at 1, 1 which will send the party to 26, 14. Go to 27, 11 and press the button. A series of invisible pressure plates must be hit several times to open the south wall. Continue walking around the corridor until the wall opens. Seven times should suffice.

When you walk into the southern portion, walk over the square at 27, 5 seven times to open another wall to the south. The crown will be found at 28, 1.

You will now have access to a teleport at 28, 14 which will return the party to coordinates 9, 12.

Second Crown

The quest for the second crown begins by unlocking the door at 8, 19. Proceed to the teleport at 11, 22 which will send the party to 4, 22. Press the button on the north wall to deactivate the teleports at 5, 22 and 11, 22. Walk back to 11, 22 and wait for the south wall to disappear. Save your game.

You are now ready to press the button at 11, 21. Doing so will remove the pillar at 10, 23; however, it will also teleport the party to 10, 22, drop all possessions, and hold the party momentarily. When you are able, pick up your possessions and walk to the north. Remove the trap at 9, 24, then press the button at 8, 24. Don't bother removing the Glyph at 7, 24. Instead, go north and remove the Glyph at 9, 26, then proceed through the door at 8, 27.

You need two more keys before you can get the crown. The first key to retrieve is located at 1, 9. Proceed to the west and south. You will find two pressure plates at 2, 18 and 2, 17. Step on the north plate, 2, 18, to open the south wall, then press the button at 3, 18. **DO NOT PRESS THE BUTTON UNLESS THE WALL IS OPEN!** You will now be able to retrieve the key. Take the key to the door at 12, 28 and open it.

The second key will be found at coordinates 10, 19. A button at 13, 28 will open a corridor leading south. Three more buttons lie along the west wall of this corridor that will move the walls blocking your way to the key. After you have the key, proceed to the door at 28, 26. To get there, follow the northern corridor from 13, 28, past the Magic Field. You will need to press buttons at 21, 28; 23, 26; and 26, 25.

The crown will be found at 27, 28. You can leave this area quickly by pressing the button at 28, 19 and following the corridor that opens up. Walk through the illusionary wall.

Third Crown

The quest for the third crown starts with the door at 12, 12. Unlock this door and proceed to the teleport at 14, 1. You will arrive at 16, 4. To the south lies a pit, to the north a door. Go through the door and find the switch. Activating the switch will close the pit for a short time, allowing the party to run to the next teleport. The best tactic is to flip the switch and run backwards. Turning around will take too much time.

You will run through this same series two more times. The last teleport will send the party to coordinates 23, 9. Follow the winding corridor around to find the crown at 24, 1. Watch out for the spinner at 24, 4. After you get the crown, use the teleport at 22, 9 to go back to 14, 12.

Darkness Key

The Darkness Key opens the door at 9, 13 which leads to level fifteen. To access this key, you must first have all three crowns. Take the crowns to the panel at 21, 11 and place them on the three skulls. A wall will open at 23, 11. The Darkness Key lies in an alcove at 25, 11.

LEVEL 15

West Wing

The West Wing of level fifteen is accessed by falling through one of the three pits on level fourteen. You can return to level fourteen by entering the teleport at 11, 36. Before doing so, you may want to search the area for illusionary walls.

Soulfreezer

Soulfreezer lies in the East Wing of level fifteen. You can only access this wing by using the Darkness Key on level fourteen. You must also defeat the Possessor Demon and receive his key before you can get Soulfreezer.

The stairs from level fourteen will place you at coordinates 31, 2. Go through the illusionary wall at 34, 4 and proceed directly to the locked door at 38, 18. This door requires the key from the Possessor Demon. Beyond this door are four teleports. Enter the northeast teleport, coordinates 42, 20, which will send the party to 36, 23. Soulfreezer rests at 35, 25 along with one of the Octa Keys. The teleport in this room will return the party to level fourteen.

POSSESSOR DEMON

The Possessor Demon is very dangerous beast. If any party member dies while fighting him, their soul will be possessed. No red Death Gem will be found when the battle is over. You will only recover the Death Gem after the Possessor is destroyed. Therefore, it is best to not lose any party members to the Possessor. If you do, reload your previous saved game.

You will have to fight the Possessor several times before he is destroyed. A Horn of Destruction is very handy for combatting this foe. When he is ultimately destroyed, the Possessor will drop a key and any Death Gems he possesses. The key is required to access the artifact Soulfreezer.

LEVELS 16 THROUGH 20

OVERVIEW

Levels sixteen through twenty comprise the domain of the Ram Lord. He waits for your party on level twenty, but several lesser Ram Demons patrol the upper levels.

You start out on level sixteen at coordinates 8, 2. Levels sixteen, seventeen, and eighteen form a multi-level labyrinth that will eventually lead you to a teleport on level sixteen that sends the party to level nineteen. Your journey through these levels will include several sets of stairs and pits which you must fall through. These levels also feature vicious creatures that look like walls, giving a whole new meaning to the term "dead end."

Level nineteen has its own maze, but the pathway should be known by the time you get there. After you defeat the Ram Lord on level twenty, you are free to retrieve Vortex and an Octa Key.

LEVEL 16

Silver Key

You will not be able to journey too far without the Silver Key that rests at 7, 4. The corridor leading to the key is blocked by a pillar. To remove the pillar, you must press a series of buttons along the western wall of the level while simultaneously fighting off an exhausting stream of plant creatures.

The first button is at 1, 4. The next button to press is at 1, 10. Now go to the button at 1, 7 and press it twice. This will set off a fire trap, but also enable one of the next buttons.

Now go to the button at 1, 13 and press it once. Finally, go to 4, 16 and press the button there. All the pillars along the east side of the room are now removed giving you access to several items and the Silver Key.

One last trick remains, however. The corridor leading to the Silver Key has an illusionary wall at 7, 6. Immediately beyond the wall is another plant creature. You must destroy the creature before you can walk through the wall.

The Silver Key unlocks the door at 11, 3.

Stone Key

The Stone Key sits in an alcove at 8, 17. The only way to reach this area is by way of the stairs on level seventeen, coordinates 12, 14. The Stone Key opens the door on level eighteen at coordinates 6, 8.

Route to Level 19

The teleport that sends the party to level nineteen is located on level sixteen at coordinates 9, 8. There is no direct route to this location.

The general path you must take begins with the pit on level sixteen at 15, 15 which drops you to level eighteen. While on eighteen, find the "O" Key, then take the stairs at 5, 2 up to level seventeen.

After you get another key, go up the stairs at 11, 11 to level sixteen, then drop back down to seventeen using the pit at 7, 15. Walk to the stairs at 12, 14 that lead back up to level sixteen. Get the Stone Key.

Now drop down to level seventeen using the pit at 10, 15. Take two steps to the pit at 15, 16 and drop down to level eighteen. Go to the door at 6, 8 and use the Stone Key. Beyond the door is a stairway that winds around past level seventeen to the teleport on level sixteen. Be sure to pick up the scroll along the way.

Following this plan will get your party to level nineteen. However, it does not cover all of levels sixteen through eighteen which may contain other valuable items.

LEVEL 17

First Key

A minor Ram Demon holds the key to the door at 10, 4. The demon patrols the area beyond the door at 16, 5.

"O" Key

The door at 9, 9 can only be opened with the "O" Key. You will find this key on level eighteen at coordinates 1, 1. Ideally, you should have this key before you arrive on level seventeen.

Ways Off Level

When you arrive on level seventeen, you should already have the "O" Key from level eighteen. After you locate another key on level seventeen, you should go up the stairs at 11, 11, then return via a pit on level sixteen which will land you at 11, 15. From there, take the stairs at 12, 14 back up to level sixteen.

You will return to level seventeen one more time through another pit which will place the party at 14, 15. Take the adjacent pit at 15, 16 down to level eighteen.

LEVEL 18

"O" Key

The "O" Key is located in an alcove at coordinates 1, 1. A wall blocking the way at 1, 7 can be removed by pressing the adjacent switch at 2, 7. The "O" Key opens the door on level seventeen at coordinates 9, 9. You should have this key before leaving level eighteen.

Stairs to Level 17

Before you attempt to locate the stairs up to level seventeen, be sure you have retrieved the "O" Key.

The path to the stairs begins with an illusionary wall at 15, 8. After you pass through the wall, press the button at 16, 9 which will remove the wall to the south. Follow the winding path until you reach the Glyph of Poison. Remove the glyph, then defeat the minor Ram Demon. Now press the button at 12, 2 which will remove a series of walls in a timed sequence. The stairs are located at 5, 2, but the path is blocked by a pillar at 5, 4. Invisible pressure plates at 6, 1 and 4, 1 will remove a wall at 5, 5. You may have to step on these more than once; listen for the wall to move. Beyond the wall is a plaque which requires the answer "NINTH." The pillar will now be gone, allowing your party to venture forth to level seventeen.

Stone Key

The Stone Key opens the locked door at 6, 8 which ultimately leads to the teleport to level nineteen. The key is located on level sixteen, coordinates 8, 17. The only way to reach the key is by way of the stairs on level seventeen at 12, 14.

LEVEL 19

Maze

You should have found a scroll just before the teleport sending you to level nineteen. The directions on the scroll gives you the correct path for navigating the maze. If you make a mistake, you will be teleported back to level eighteen.

In case you missed it, the path is four steps West, two steps North, six steps East, two steps North, three steps West, then straight North as far as you can go. A Ram Demon may greet you in the maze; be sure not to step off the path.

Stairs to Level 20

Teleport to Level 16

After you have defeated the Ram Lord on level twenty, you can quickly return to level sixteen by way of the teleport at 13, 17. Your party will arrive at the stairs leading back to level thirteen.

LEVEL 20

Upon arriving on level twenty at 4, 2, you will be greeted by the Ram Lord himself. You should be prepared for immediate combat; if not, back up the stairs.

Once you have disposed of the Ram Lord, you will find the keys to the locked doors on this level. The two most important items are at the far north end of the level. Vortex, one of the four artifacts, is at 4, 17; an Octa Key will be found at 8, 13. Other useful items will be found on this level. When you are done, go back up the stairs to level nineteen.

LEVELS 21 THROUGH 23

OVERVIEW

You will arrive on level twenty-one at coordinates 27, 15. The domain of the Water Lord is quite naturally filled with water. Your party should therefore be equipped with Rings of Water Breathing, Helms of Triton, or Water Breathing potions. Without a means to breathe water, your party will take continuous damage. Combined with the deadly creatures that lurk in the water, your visit will be very short. Note also that fire based spells will not operate in this domain.

Once you have the means to survive, you must find the four Black Pearl Keys that open the doors leading to level twenty-three. Each key is hidden behind a secret wall that is opened by placing a pearl in one of four oyster panels.

When you have the keys, proceed to level twenty-three and defeat the Water Lord. Then retrieve the Octa Key and the White Pearl Key. This key opens the one remaining locked room on level twenty-one that contains Protector, one of the four artifacts needed to banish Estoroth.

LEVEL 21

Water Breathing

Three different items will permit your party members to survive under water: the Helm of Triton, the Ring of Water Breathing, and the Potion of Water Breathing. Because potions are only temporary, it is desirable to have helms or rings. Fortunately, there are two helms and two rings available in the crypt.

One Helm of Triton should have been picked up on level six at coordinates 1, 18. The other helm will be found on level twenty-one at 32, 1. You will want to retrieve it as soon as possible upon entering the level. An illusionary wall at 34, 2 hides the way.

The first Ring of Water Breathing is located on level thirteen at 37, 14. The alcove is hidden by an illusionary wall. The doors at 31, 12 and 33, 12 that lead to the alcove can only be opened with a Nether Key and an Octa Key, respectively.

The other ring is hidden on level twenty-one in an area that is not readily accessible. To get there, you must go down the stairs at 38, 6 to the prison. There you will find a second stairway that leads back up to level twenty-one. There you will find the second Ring of Water Breathing.

First Black Pearl Key

The quest for the first Black Pearl Key includes garnering two water breathing devices.

When you enter level twenty-one, move as quickly as possible west, then south past the door at 25, 10. You should only bother fighting the sea creatures if they block your way. Otherwise, run away from them. Once past the door, wind your way east, north, and south to coordinates 34, 3. If you are not using the maps in the manual, you should be mapping as you go. The key here is to move quickly. Don't be surprised if you find yourself reloading the game a few times before succeeding.

Walk through the illusionary wall to the south at 34, 2. The alcove beyond contains a Helm of Triton. Now walk through the illusionary wall at 35, 3 and proceed to the stairs at 38, 6. You must kill the guard to retrieve his keys, then go down to level twenty-two, The Brig.

Use one of the keys to open the door at 3, 4. You will find a button in the next room at 4, 9. Pressing this button will open an adjacent secret wall at 5, 9. It will also release the prisoners. Don't worry! These guys are good and will thank you for your good deed. Walk into the newly opened corridor and go up the stairs. There you will find two alcoves containing a pearl, a Ring of Water Breathing, and other useful items.

Return to the main section of level twenty-one via The Brig and proceed to the Oyster shell panel at 19, 8. An illusionary wall at 21, 7 hides the corridor. Place the pearl in the alcove, then retrieve the Black Pearl Key from the room that opens to the west.

Second Black Pearl Key

To begin your quest for the second Black Pearl Key, go through the door at 14, 10, then proceed due south to 13, 4. From here you want to walk west, but you should note that squares 12, 4; 6, 5; and 3, 5 will hold your party. If you hear creatures in the vicinity, you may want to wait for them to come to you

rather than be held at their mercy for a few moments. The pearl is in an alcove at 4, 2. After you retrieve it, place it in the oyster shell panel at 1, 7, then get the Black Pearl Key from the room that opens to the north.

Third Black Pearl Key

Go through the door at 14, 21 and proceed to 13, 26. An invisible pressure plate on that square will open a close a series of doors leading to the pearl. After twenty seconds, you will be teleported back to 13, 25, so you must secure the pearl within that time.

The most direct route to the pearl from 13, 26 is three steps east, three steps south, two steps east, two steps north, two steps east, one step north, two steps east, two steps south, two steps east, three steps north. The pearl is in an alcove to the north at 24, 26. Because the doors along these corridors open and close in a timed sequence, you may have to wait a few moments for a door to open. Move as quickly as possible.

You will find two more alcoves in the area. If want to retrieve items from them, you will need to run through the corridors again.

After you have retrieved the pearl, place it in the oyster shell panel at 9, 28, then get the Black Pearl Key from the room that opens to the north.

Fourth Black Pearl Key

Walk through the door at 25, 21 and leave it open. The other three doors that lead to the Black Pearl Keys must also be open. Those doors are at 14, 21; 14, 10; and 25, 10.

The pearl is located in an alcove at 31, 18. Several pillars block the way. These pillars should disappear after you visit the three alcoves at 27, 18; 26, 24; and 28, 25. The pearl should be placed in the oyster shell panel at 33, 20. The Black Pearl Key is in the room that opens to the south.

Stairs to Level 23

The stairs to level twenty-three are located at 3, 22. You cannot access them until you have the four Black Pearl Keys. The first key opens the locked door at 13, 18. Proceed from there to reach the stairs.

You should prepare your party for combat and save the game before going down the stairs. The Water Lord will quickly engage you in battle.

Protector

Protector, one of the four artifacts needed to banish Estoroth, is located in a locked room at 21, 16. The door at 22, 16 can only be opened with the White Pearl Key, located on level twenty-three at 2, 10. You must defeat the Water Lord before you can get the key.

LEVEL 23

Upon entering level twenty-three you will be greeted by the Water Lord. The best tactic is to wait next to the stairs and let the Water Lord come to you. If you get in trouble, you can escape up the stairs quickly.

After you have defeated the Water Lord, pick up the key he drops and open the locked door at 4, 5. At the end of the corridor you will find a door to the south and an illusionary wall to the north. The southern room contains an Octa Key and a Rod of Resurrection. The northern room contains armor and the White Pearl Key. This key opens the door on level twenty-one at coordinates 22, 16. Beyond the door you will find Protector, one of the four artifacts you need to banish Estoroth.

LEVELS 24 THROUGH 26

OVERVIEW

You arrive on level twenty-four at coordinates 6, 3.

The Medusa may be the most dangerous and deadly of all the lieutenants. She roams the vast central section of level twenty-four, an area you should avoid whenever possible. The Medusa can only be destroyed with the Mirror Shield. If you encounter her before you have this weapon, you should run away.

The Mirror Shield is sealed in the center of level twenty-four. You must have three Mirror Keys to unlock the Medusa's treasure trove. Once you have the shield, you can easily defeat the Medusa. When she dies, she will drop Forcehammer, one of the four artifacts necessary to banish Estoroth.

KEYS

Mirror Key 1

The first Mirror Key is located in the northeast corner of level twenty-four, requiring you to make the treacherous journey across the central core.

Begin by going to the door at 13, 8. Beyond this door is the core area where the Medusa roams. Once you have passed through the door, proceed quickly to 28, 5 and pick up the Greengold Key which you will need later. Then continue to the door at 31, 12. You will probably encounter other monsters; take them out as fast as possible since any delays increase the chance of the Medusa finding you.

Go through the door. An invisible pressure plate will be activated at 32, 12. Step on the plate a second time; you will be teleported to 18, 17. You should immediately teleport the party back to the door and step on the plate a third time. You will now be able to walk into the teleport device at 34, 12 which sends the party to 34, 16.

Press the button on the east wall twice. This should remove a pit at 36, 17 and allow you to press the button there. This button may drop you through the pit the first time. A return teleport will take you back to the door at 30, 12, requiring you to step on the plate three times. When you return to the button, it will teleport the party to 36, 21. You will find four buttons in this area; you should only press the one at 35, 21. This will remove the wall at 37, 20 for four seconds. Quickly run past there into the next corridor.

When you pass the point at 38, 21, you will have twenty seconds to retrieve the Mirror Key at 35, 29. A pillar blocks the way at 36, 24 which is removed by pressing the button at 35, 23. When the twenty seconds have expired, you will go back to 36, 20. If you have the key, cast a teleport spell to return to the vicinity of 11, 8; that is, the west side of the level where you first entered. Use the Greengold Key to unlock the door at 6, 13 and retrieve the Ring of Demajen. An illusionary wall at 6, 14 hides the door.

Mirror Key 2

You should have retrieved the Mirror Key from the northeast corner and acquired the Ring of Demajen by now.

Your next task is to go through the door at 13, 17 without getting killed by the Medusa. If successful, you will find an area with three teleports. Go into the middle teleport, the one at 5, 18. The party will arrive at 2, 29. Avoid the invisible pressure plate at 2, 28 by stepping onto the plate at 3, 29. This plate will summon a monster. Once you have disposed of it, step onto the invisible plate at 2, 25. Two pits will appear. Drop down either pit to level twenty-five. Search the room for the Eye Key that opens the door at 20, 25. Flip the switch at the north end of the room to activate the teleport that will send you back to 7, 29 on level twenty-four. Leave this area by stepping into the teleport at 2, 30.

You are now back at 5, 19. Use a teleport spell to go to 18, 17; from there, go to the door at 20, 25 and use the Eye Key. An illusionary wall at 21, 24 hides the door. Beyond the door you will find the second Mirror Key.

Mirror Key 3

You must have the Ring of Demajen to complete the quest for the third Mirror Key.

Once you have the ring, go to the teleport device at 29, 22. If you have just retrieved the second Mirror Key, you will not have far to walk. The party will be sent to level twenty-six, coordinates 2, 3. Before you step anywhere, place the Ring of Demajen in the alcove to the north. This deactivates a series of lethal traps that pervade this level.

Now walk to the east side of the level and retrieve the Eye Key at 9, 3. Walk back to 1, 3 and take the return teleport to 28, 22. Immediately cast a teleport spell and send the party to 5, 19, then step into the teleport at 5, 18.

You are back at 2, 29. If you have the second Mirror Key, you are already familiar with this room. This time, go to 3, 21 and press the button. Now walk around to the magic field at 6, 24 and dispel it, then unlock the door at 6, 23 with the Eye Key. Follow the corridor around to find the Mirror Key at 5, 21.

Eye Key 1

You will need the Eye Key to retrieve the second Mirror Key. Go through the door at 13, 17 then enter the teleport at 5, 18. The party will arrive at 2, 29. Avoid the invisible pressure plate at 2, 28 by stepping onto the plate at 3, 29. This plate will summon a monster. Once you have disposed of it, step onto the invisible plate at 2, 25. Two pits will appear. Drop down either pit to level twenty-five. Search the room for the Eye Key. Flip the switch at the north end of the room to activate the teleport that will send you back to 7, 29 on level twenty-four. Leave this area by stepping into the teleport at 2, 30.

Eye Key 2

You must have the Ring of Demajen to retrieve the Eye Key.

Once you have the ring, go to the teleport device at 29, 22. If you have just retrieved the second Mirror Key, you will not have far to walk. The party will be sent to level twenty-six, coordinates 2, 3. Before you step anywhere, place the Ring of Demajen in the alcove to the north. This deactivates a series of lethal traps that pervade this level.

Now walk to the east side of the level and retrieve the Eye Key at 9, 3. Walk back to 1, 3 and take the return teleport to 28, 22 on level twenty-four.

Greengold Key

The Greengold Key is needed to retrieve the Ring of Demajen. The key is located at 28, 5. The door it opens is at 6, 13. The door is hidden by an illusionary wall at 6, 14.

MIRROR SHIELD & RING OF DEMAJEN

Mirror Shield

The Mirror Shield is the only known weapon that can destroy the Medusa. She has safely locked it away in the center of level twenty-four. To get it, you must have the three Mirror Keys that unlock the doors at 22, 16; 2, 14; and 22, 12. The Mirror Shield is in an alcove at 22, 6. You will also find an Octa Key.

Ring of Demajen

You must have the Ring of Demajen to complete the quest for one of the Mirror Keys. The ring is locked away in an alcove at 8, 10. An illusionary wall at 6, 14 hides the door leading to the ring.

The door is locked and can only be opened with the Greengold Key. The key is located at 28, 5.

MEDUSA

The Medusa patrols the vast central core of level twenty-four. Until you have the Mirror Shield, your best defenses are fast feet. Do not even attempt to fight the Medusa because you cannot kill her without the shield.

Once you have the Mirror Shield, give it to your fighter and make him the leader. When you encounter the Medusa, use the shield as a weapon. One shot with the shield should be sufficient. When she is destroyed, the Medusa will leave Forcehammer behind. Be sure to take the artifact with you.

ESTOROTH'S DOMAIN: LEVELS 27 AND 28

LEVEL 27

You enter level twenty-seven at 20, 17. Here you must fight at least four of Estoroth's toughest minions. Each holds a key you need to access level twenty-eight, Estoroth's Domain.

The guards are summoned in four different rooms. Each room has a door opened by a pull-chain. Pulling the chain twice summons the guard. Throw everything you have at the guard, you will be able to rest and heal after each battle. When the guard is destroyed, you will find a key.

The four doors are at 17, 11; 11, 5; 11, 17; and 5, 11. Two other guards patrol the northeast and southwest corners of the level.

Once you have the four keys, unlock the door at 11, 15. Step into the room to activate the hidden

plate. Now go to the door which appears at 8, 11 and do the same thing. Proceed to the door at 11, 7 and finally the door at 14, 11. This last door will lead you to the stairs at 11, 11.

Before you descend the stairs, prepare for battle and save your game. Every member should have full hit points and stamina. You don't need to worry about spells, because you won't be able to use them in Estoroth's Domain

ESTOROTH

You finally made it to Estoroth's Domain! Lucky you! Now prepare to die!

Your party should have full hit points and stamina before arriving on level twenty-eight. Of course, you also saved your game just before going down the stairs. Remember, magic spells will have no effect on Estoroth so keep that in mind when making battle plans. Each member of your party should have their artifact in hand. If you have any Potions of Invincibility available, give them to your front row.

When you reach the bottom of the stairs, let Estoroth come to you. Turn to face him. You will now be able to run up the stairs immediately if you are near death. Begin striking him with your weapons; you will not be able to invoke the magic of the artifacts immediately.

Once Estoroth is weakened, the artifacts will begin to glow. As soon as you see this happening, immediately invoke the special power of Protector, followed by Soulfreezer, then Vortex, and finally Forcehammer. You must use the artifacts in that order. Protector will shield the party from further attacks; Soulfreezer will bind Estoroth; Void will open a dimension gate to another plane of existence; and Forcehammer will push Estoroth into the Void.

After you have disposed of Estoroth, you are free to explore the remainder of level twenty-eight. Well done! You have saved the world from Estoroth Paingiver.