

The Adventurers' Guild
http://www.bardstale.de

Solution for: Bard's Tale III, submitted by Richard J. Hutchison
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BARD'S TALE III THIEF OF FATE SOLUTION AND MAPS.

Object of Quest: Kill Tarjan (The Mad God from Bard's Tale I)

Overview: You start in the wilderness, in the Adventurers Camp. From there you need to go into the ruins of Skara Brea and go to the review board (see map). You will be instructed to destroy a certain nasty character located in the dungeons underneath the Temple.

Comment: The whole purpose of the Skara Brae Dungeons is to develop the characters into superhuman proportions. There is nothing to be done here that will solve the main quest. Once the Player party has destroyed Brilhasti, all mages except Chronomancers become Arch Mages.

My advice is that you do not need a Chronomancer until the first quest is completed. So it would be to your advantage to keep all mages out of that class until its time to go on the main quest. This aids in building Hit and Magic points. When you create your party, you will need (minimum) 1 rogue and 1 bard. The thief will be needed at the final battle and the bard is needed for 1 song (Sir Robins). I found that a Fighter/Paladin is also needed (to become a Geomancer) and that 1 magic user will become a chronomancer. That leaves 2 others with a slot open for special characters (need to keep that slot open). I made them Arch Mages. Overall, the party was O.K. but I'd be open to better suggestions.

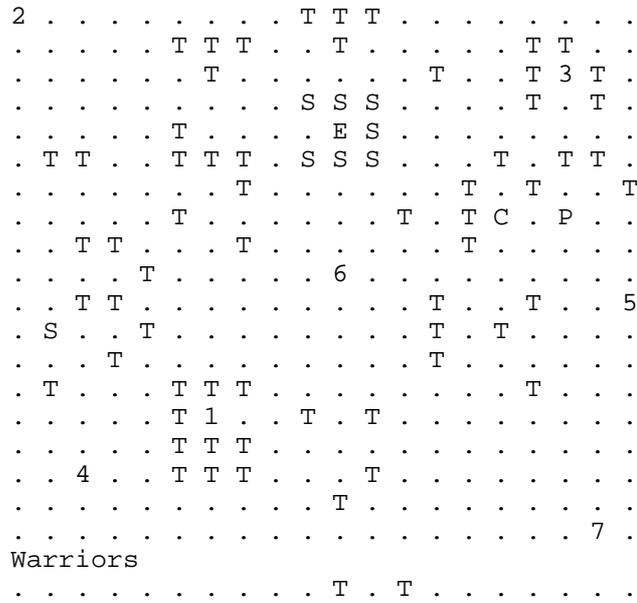
Caveat: The information here is accurate for the most part. There may be something missing, but it will be a minor omission and not affect the overall play. (ie: missing a darkness area or a spinner here or there.)

Here is a diagram of the dungeons in Skara Brae:

```
Temple Entrance
  to
Mad Gods Dungeon
  |
  |-- Password:TARJAN -----> Level 1
  |                               -----> Level 2 ( find word "chaos" )
  |
  |-- Password:CHAOS -----> Level 3 ( Password:BLUE )
  |                               -----> Level 4 ( Password:SHADOW )
  |                               -----> Level 5 ( Password:SWORD )
  |                               -----> Level 6 ( Kill Brilhasti )
```

Levels 1 and 2 can be skipped if the player knows the "chaos" password and the magic users can cast mibl (else the monsters are too powerful to survive very long).

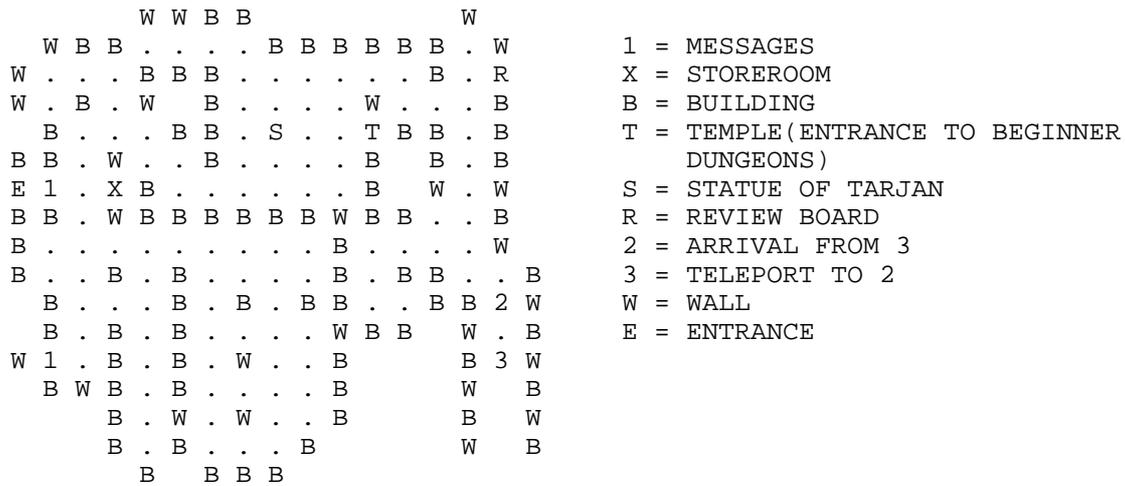
Diagram of Wilderness:



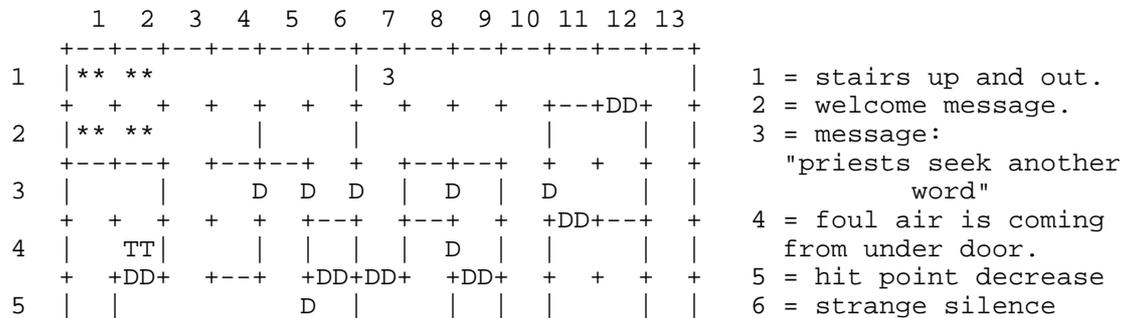
- Legend:
- T = Tree
 - S = Skara Brae Wall
 - E = Skara Brae Entrance
 - C = Adventurers Camp
 - P = Tavern
 - A = Healing Temple
 - 1 = Twilight Copse (Arboria)
 - 2 = Cold Peak (Gelidia)
 - 3 = Crystal Springs (Lucencia)
 - 4 = Old Dwarf Mine (Kinestia)
 - 5 = Shadow Rock (Tenebrosia)
 - 6 = Vale of Lost (Tarmitia)
 - 7 = Sulfur Springs (Malefia)

Each of the numbers above is the spell casting spot to get to each of the other worlds. The worlds are numbered in the order you must complete them.

DIAGRAM OF SKARA BRAE:



NAME OF DUNGEON: MAD GOD
LEVEL: 1



ahead

```

+--+ +--+ + +DD+ + +--+DD+-----+ 7 = quiet(stills
bardsong)
6 | D D | | | | DTT D | 8 = stairs down to L2
+DD+ + +dd+ +--+ + + + + + +
7 | | | | D | | D D | |
+DD+ +--+ + + +--+DD+--+ +--+--+ +
8 | | D | | | | | | | |
+DD+ +--+ + +--+ + + + + + + +
9 | | | | | 5 | | | | |
+DD+ + +--+DD+DD+ + +--+--+DD+--+ +
10 | | | | 4 | | | D D | |
+DD+ + + + + + + + +--+ +--+ +
11 | 8 | | | | | | D | 7 | |
+--+DD+--+ +--+--+--+ + + + + +
12 | | D | D | | | | 6 | 2 |
+ +--+--+ + +DD+ + + +--+ + + +
13 | D D | D | | | | D | 1 |
+--+--+--+--+--+--+--+--+--+--+--+

```

LEGEND:

- D OR DD = Door
- @@ = Spinner
- ** = Darkness
- TT = Trap
- < OR > OR /\ OR \/ = ONE WAY WALLS - ALLOWABLE DIRECTION WITH ARROW

NAME OF DUNGEON: MAD GOD
 LEVEL: 2

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17 18 19 20 21 22
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
1  5  5  5  |  4  D 6  3 | | | |10D 4D 9 | | 5
+DD+ +--+DD+DD+--+--+--+ + +DD+--+DD+DD+--+DD+--+ + +DD+DD+
+
2  | | 6 | D@@D 4D | | 6 | D@@D | 10 | | 4 4
|
+ +--+--+DD+--+ + +DD+--+--+--+DD+DD+ +--+DD+DD+--+--+--+--+
+
3  D | 6 4 | | D | 6 | 3 | | DTT|10 | D 4
D
+--+DD+DD+--+ +DD+--+DD+ +DD+DD+DD+ + + +--+ + +DD+--+DD+--+
+
4  | 6 | 4 | D | D 6 3 | | TT | 10 | DTT | 4
+DD+--+DD+DD+--+ + +--+DD+--+--+ +--+/\+--+--+--+--+--+--+ +--+
+
5  4 | 7 | | | 6 | 3 | | 10 | D D
+--+--+--+DD+--+--+DD+ + +--+DD+--+--+--+--+--+ + + +--+ +--+
+
6  4D 7 | D D 6 | 3 | | | |10 | | 2
+--+--+--+--+DD+DD+DD+--+DD+DD+--+DD+--+ +--+DD+ +--+--+--+DD+--+
+
7  6 | 4 | | | 6D 3 | 2 | | |10 | 3 | | 4
+DD+--+DD+DD+--+--+DD+--+--+--+--+DD+--+DD+DD+DD+--+DD+--+ +--+
+
8  6 | 4D D D D | 6 | | D | 10 | D 4
+--+DD+--+DD+DD+--+DD+--+ +/\+/\+ + + +--+--+--+--+DD+ +DD+--+
+
9  | 2D 9 | 4 | D D | 6 | 2 | | |10 D 2 4 | D
+DD+DD+--+DD+--+--+DD+--+--+DD+ +DD+--+--+--+DD+--+DD+ + +--+DD+--+
+DD+

```



```

4 | | | | D | | ** | ** ** | | 7 = stairs down
+ +DD+ + + +---+DD+ + +---+ + +---+DD+---+8 = hit decrease
5 | | | | | | | | | | D D D 2 |
+ + + +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
6 | | | | | | | | | | TT 3 | 4 4 | |
+ + + +DD+DD+DD+---+---+---+---+---+---+---+---+---+---+---+---+---+
7 | | | | D | D | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
8 | | | | | | | | | | | | | | | |
+ + + +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
9 | | | | 5Z TT | TT | | | | | | |
+ZZ+ZZ+ + + + + + +---+---+---+---+---+---+---+---+---+---+---+
10 | 7 | Z 5Z @@ | | | | | | | |
+ + + + + + + + + + + + +---+---+---+---+---+---+---+---+---+---+
11 | 2 | Z 5Z 3 3 | | | | | | | |
+ + + + + + +ZZ+ZZ+ZZ+ZZ+ + + +ZZ+ZZ+ZZ+ZZ+
12 | D 6 5 5 Z 4 | | | | | | | |
+ZZ+ZZ+ZZ+ZZ+ + + + + + + + + + + + + + + + + + + + + + + + +
13 | Z | | | | | | | | 8 8 8 | | |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
14 | Z | | 8 8 | | | | | | | | | |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
15 | | | | | | | | | | 2 | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: mad god
LEVEL: 5

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15
1 | | | | | | | | | | 4 4 4 | | | | 1 = stairs up
+ +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ 2 = messages
2 | | 2 | | | D D | | D | | 3 = magic decrease
+ +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ 4 = hit decrease
3 | | | | | | | | | | D | | | | 5 = explosion
+ +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ 6 = riddle: sword
4 | | D | | | | | | | | | | | | 7 = portal down
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
5 | | | | | | | | D D D | | 2 |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
6 | | | | | | | | | | TT | | | |
+ + + +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
7 | | | | 4 4 | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
8 | 3 3 3 @@ @@D 3 D | | | | D |
+ +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
9 | 2 | | | | | | | | TT | | | |
+ + + + + +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
10 | 1 | 5 | | | | 2 | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
11 | | | | | | | 3 | | TT D | | |
+ + + + + +DD+---+---+---+---+---+---+---+---+---+---+---+---+---+
12 | | | | | D | | | | | | | |
+ + + +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
13 | 5 | | | | 2D | | 5 5 | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
14 | | | TT 5 | | D | | TT | | |
+ + + + + +---+---+---+---+---+---+---+---+---+---+---+---+---+---+
15 | 7 2D 6 | | 4 4 4 4 | | | D | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: mad god
LEVEL: 6

not going to bother. If you do not have a decoder wheel, the game stops here for you. That is, unless your a champ at unlocking the secrets of a program by going into the disk.

If you can get into Arboria, complete the quest in that universe, and get back to the review board, the old man awards everyone 600000 exp. Now in this game, that isn't really alot, (about 2 to 4 levels?) but here is a glitch: if you go back outside, conjure up an air wolf or another creature and put it in slot 1, then go back in again, you will get another 600000 exp!! This can be done forever, so it kind of makes the rest of the game pointless. After 20-30 trips and your characters have enough hits and magic to destroy a world, the only battles you HAVE to fight are in Malefia (where Tarjan is). But you have to solve each alternate universes quest to get the spells allowing you to get to the next universe. I would like to know if this glitch is present in any other version (ibm, c-64, etc) besides the Apple IIe version I used.

IF YOU HAVE ANY QUESTIONS/COMMENTS THAT WILL IMPROVE THIS SPOILER PLEASE SEND THEM TO ME AT UCAS407 AT UNLVM. THANKS, RICK.

=====
 ====
 Arboria

Alternate Universe 1 OF 7

Map of Arboria:

```

. H . T . T . T . . 1 .   1 = arrival/exit to/from arboria spot
. L . T . . . T . T T T   2 = leaves that let you breath underwater
. . . . . . T . T 2 .   3 = acorns
T T T . . . . . T . .   V = valarians tower (4 levels)
. . . . . W . W . . . .   P = festering pit (2 levels)
. . . . . W E W . . T .   E = entrance to ciera brannia
. . . . . W W W . T T .   H = hut
. V . . . . . . . . . .   L = lake (1 level)
. . . . . 3 T T . . P . .
. . . . . . . . T . . . .
. . . . . . . . T T . .
. . . . . T T T . . . .
  
```

Ciera Brannia

```

. B B B B B B B . B B B B B B
B . . . . . . . . . . B   H = Temple
B . B B B B B B . B B B B B . B   K = King
B . B . . . . . . . . . B . B   B = Empty Building
B . B . B B B B K . . . . B . B   I = Taverns
B . B . H . . . . . . . B . B   T = Tree
B . B . B . T G . . . . . B . B   G = Grove ( king will let you in
once
B . B . B . T T . B B B B B . B   you have completed his quest )
B . B . B . T T . B . . I B . B   W = Wizards Guild
B . B . B . . . . B . . B B . B
B . B . B B W B B B . . B B . B
B . B . . . . . . . . . B B . B
B . B . . . . . . . . . B B . B
  
```

```

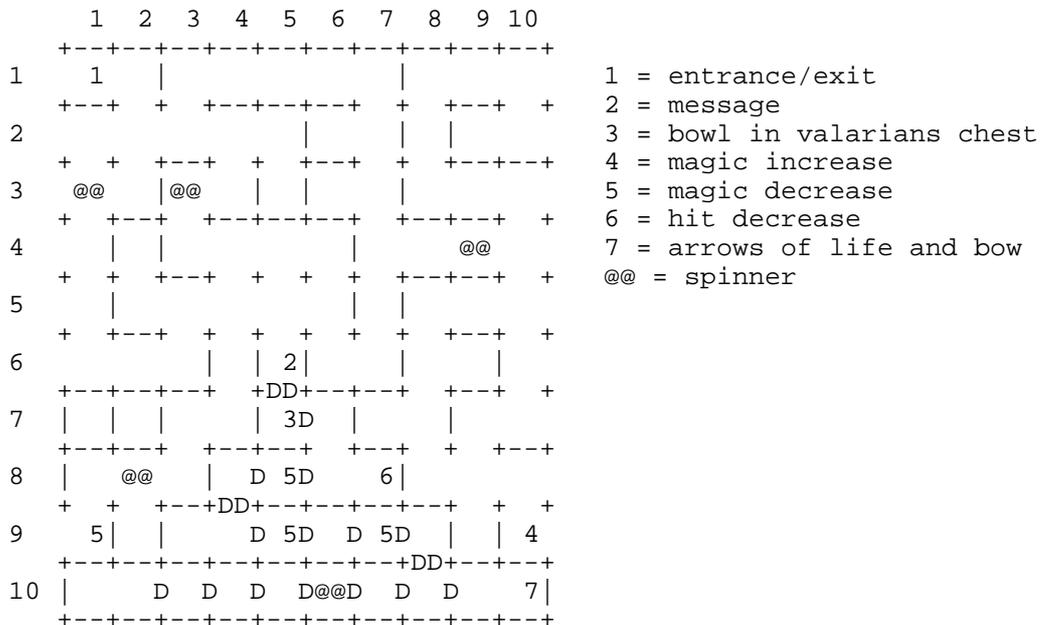
B . B I B B B B B B B B B B . B
B . . . . . . . . . . . . . . B
  B B B B B B B B B B B B B B

```

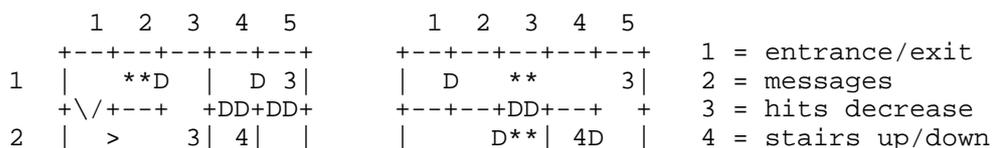
Steps to solving Arboria:

1. Meet Hawkslayer upon entering Arboria, have him join party.
remember the word "iceberg" that he tells you. It will be used later
2. go into town and get gill spell from wizards guild.
3. talk with king who will set you on quest.
4. go out of town and get acorn.
5. go to lake, enter crystal palace and get water of life.
6. go to tower and on level 3 put acorn in hole and water with the water of life.
7. get nightspear on level 4.
8. exit tower and go to festering pit.
9. use spell apar to get near Tslatha Garnath and kill him.
10. take *everything* laying around, it will be used later.
11. go back to king and get access to grove.
12. enter grove and go to bowl in cavity of valarians chest.
13. put heart of tslatha in bowl and water with water of life.
14. door opens to left and get arrows of life and bow.
15. take items to old man in main universe.
hawkslayer will not teleport with you when you go back, so strip him of all possessions before leaving.

NAME OF DUNGEON: sacred grove
LEVEL: 1



NAME OF DUNGEON: valarians tower
LEVEL: 1 thru 4



```

+---+---+DD+---+DD+      +---+---+DD+---+---+
3 | 1|  D@@D | | |      | 4D |@@| | |
+DD+ +DD+DD+DD+      +---+ +DD+DD+ +
4 | 2 | | ** |      | 2|**D D |      ** = darkness
+DD+DD+DD+DD+DD+      +DD+---+DD+---+ +      @@ = spinner
5 | | > | | |      |TTD @@| **|      TT = trap
+---+---+---+---+      +---+---+---+---+
      level 1              level 2

      1 2 3 4 5          1 2 3 4 5
+---+---+---+---+      +---+---+---+---+
acorn
1 | 2D 3 | | |      | D 6| 3|      5 = acorn slot - drop
next
+---+---+DD+---+ +      +---+DD+---+---+ +      level
2 | D@@ @@ | | |      |TTD | | |      6 = nightspear
+---+ +---+ + +      +DD+---+DD+ +DD+
3 | 4 5| 4| D |      | D | 4| 2D |      AM = anti magic zone
+---+ +---+ + +      +DD+---+DD+ +DD+      EE = explosion
4 | D@@ | | |      |EE EE|AM | |
+---+---+DD+---+DD+      + + +---+---+ +
5 |TTD | | |      |@@ EED D**D@@|
+---+---+---+---+      +---+---+---+---+
      level 3              level 4

```

NAME OF DUNGEON: crystal palace (under lake)
LEVEL: 1

```

      1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
+---+---+---+---+---+---+---+---+---+---+---+---+---+
1 | 4D D D D 6 4| | | | | | | | | | | | | | | | | | | | | | | | | | |
+ +DD+---+---+---+---+---+---+ + + + +DD+DD+DD+
2 | | 5D D @@ D | D@@ D@@| | | | | | | | | | | | | | | | | | | |
+---+---+---+ +---+---+---+---+---+---+ +---+---+DD+
3 | 3 3 3| | @@| 4| | | | | | | | | | | | | | | | | | | | | | | | |
+ + + + + + +DD+ + + + + + + +---+ +
4 | 3 3 3| | | | | | | | | | | | | | | | | | | | | | | | | | |
+---+---+DD+ +---+DD+DD+ + + + + + +---+---+---+
5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
+ + + +---+---+ + + + + + + + + + + + + + + + + + + + + + + + +
6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
+DD+---+ +---+---+---+---+---+ + + + + + + +---+---+---+
7 | D | | | | D** **D | | | | | | | | | | | | | | | | | | | | |
+---+---+ + + + +DD+ + + + + + + +---+---+ +
8 | D | | | | **| | | | | | | | | | | | | | | | | | | | | | | | |
+DD+DD+ +DD+---+ + + +/\+---+---+DD+ + +---+ +
9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
+---+---+DD+---+DD+ +---+---+ + + + +---+---+ +
10 | D DTTD@@| D**D | D | | | | | | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: festering pit
LEVEL: 1

```

      1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
+---+---+---+---+---+---+---+---+---+---+---+---+---+
1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
+ + + +DD+ + + + + + + + + +DD+---+---+      up = stairs up
2 | | | | D | | | | | | | | | | | | | | | | | | | | | | | | | | |
+DD+---+---+---+---+---+---+ +/\+/\+ + + + + + + + + + + + + + +
decrease
3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
      dn = staired down
      pd = portal down
      md = magic
      hd = hit decrease

```



```

+---+DD+---+DD+---+DD+---+---+DD+---+DD+---+
8 |           D           D           2 |
+ + + + +DD+---+---+DD+DD+---+---+---+
9 |   1   |   |MD MD|   |   |   DMU|
+ + + + + + + + + +DD+DD+---+
10|  DN   2|   |   |   |   DPA|
+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: ice keep
LEVEL: 2

```

      1  2  3  4  5  6  7  8  9 10 11 12
+---+---+---+---+---+---+---+---+---+
1 |  ?? ?? ?? |   |   DN |   |  ?? |
+---+---+---+---+---+---+---+---+---+
2 |   D   |   |   |   |   |   |   |
+ + + + + + + + + + + + + +
3 |   |   |   |   |   |   |   |   D |
+ +---+DD+DD+---+DD+---+DD+---+DD+---+ +
4 |   |   |   |   |   |   |   |   |
+ +---+---+---+---+---+---+---+---+ +
5 |   | 1 1| 1 1 1| 1 1 1| 1 1|   |
+ +---+---+---+---+---+---+---+---+ +
6 |   |   |   |   |   |   |   D   D |
+ +---+---+---+---+---+---+---+---+ +
7 |   | 1 1|   | 1| 1| 1| 1|   | 1| 1|
+ +---+---+---+---+---+---+---+---+ +
8 |   |   |   D   |   |   |   |   DN |
+ + + + + + + + + +DD+---+---+---+
9 |   |   |   |   |   |   |   |   |
+ + + + + + + + + + + + + +---+
10|   |   |DN   |   |   |   |   < |
+---+---+---+---+---+---+---+---+---+

```

dn = stairs down
?? = unexplored
1 = nasty spots usually
resulting in a loss
of hits and/or magic.

This level is useless to
solving the gelidia quest.

NAME OF DUNGEON: ice dungeon
LEVEL: 1 - 2

```

      1  2  3  4  5  6  7  8  9
+---+---+---+---+---+---+---+---+
1 |   UP|**DMD  QU|  DN|
+ + + +---+ +---+---+DD+ + +
2 |   |   |   |   |   |   |
+---+---+---+---+---+---+---+---+
3 |   |** **|AM|  |AM|  |
+ + + + + + + + + + + +
4 |   D   |AM|  |TT|  |
+---+---+ + +---+---+---+---+DD+
5 |   D   |HD HD HD|
+ + + + + +---+ + + + +
6 |   |   |   D |HD HDD
+---+---+---+---+---+---+---+---+
7 |   |   |   |   |   D |
+ + + + + + + + + + + +
8 |   |   |   |   |   |
+ + + + + + + + + + + +
9 |   |   |   |   |   |
+---+---+---+---+---+---+---+---+
      level 1

```

```

      1  2  3  4  5
+---+---+---+---+---+
1 |UP  |   |   |
+ + + + + + +
2 |   |MU  1|
+DD+---+DD+---+DD+
3 | 3 3|**|
+ + + + + + +
4 | 3 3|**|
+ + + + + + +
5 | 3 3D**| 2|
+---+---+---+---+---+
      level 2

```

dn = stairs down
qu = silence(quiets bardsong)
md = magic decrease
mu = magic increase
hd = hit decrease
am = anti magic zone
** = darkness
1 = riddle:try lanatir, go

door anyway(invisible)
2 = wand and sphere.
up = stairs up.

through

NAME OF DUNGEON: white tower
 LEVEL: 1 to 4

	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5	
	+---+---+---+---+---+						+---+---+---+---+---+						+---+---+---+---+---+					
1					DUP		??	??	D		1		??	??	??	3		1
	+ + + +DD+---+						+ + + + + + +						+ + + +---+DD+					
2		D			@@D		??	??	MD				??	??	??	**		**
	+ +---+---+---+DD+						+ + +---+DD+---+						+ + + +---+---+					
3	MD		MD		DTT		??	??	??	2			??	??	??	??	??	??
	+ + + +DD+---+						+ + + + + + +						+ + + + + + +					
4					DTT		??	??	??		QU		??	??	??	??	??	??
	+ +---+DD+---+DD+						+ +---+---+ +DD+						+ + + + + + +					
5	DN		QU				??		DHD				??	??	??	??	??	??
	+---+---+---+---+---+						+---+---+---+---+---+						+---+---+---+---+---+					
	level 1						level 2						level 3					

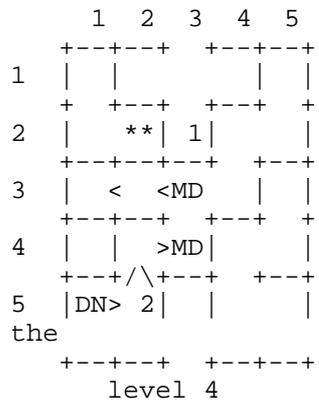
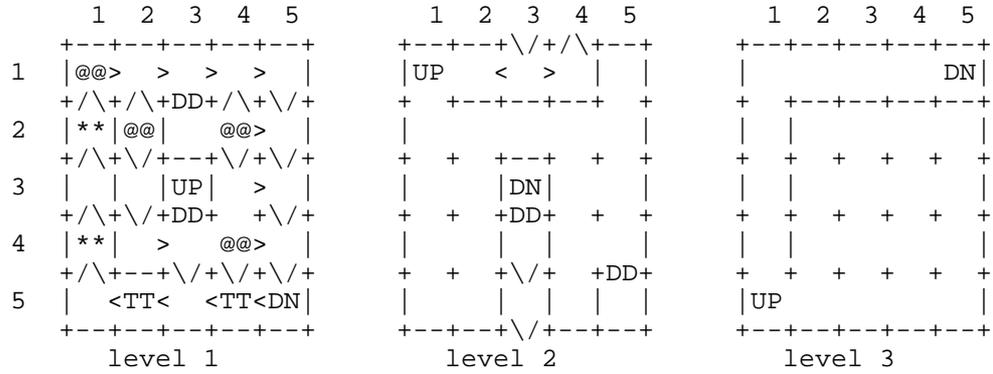
	1	2	3	4	5		
	+---+---+---+---+---+						up = stairs up
1			D		DN		dn = stairs down
	+ + +DD+---+ +						qu = silence
2			D**	**	**		md = magic decrease
	+---+ +---+---+/\+						@@ = spinner
3		D	2D				TT = traps
	+ +---+---+ + +						1 = stairs up and down
4	QU		D	>			2 = spinner and magic decrease
	+ +---+ +DD+ +						3 = message(name Cala may be important)
5			>		4		** = darkness
	+---+---+---+---+---+						?? = unexplored
	level 4						4 = wizards and lens

NAME OF DUNGEON: black tower
 LEVEL: 1 to 4

	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	+---+---+---+---+---+						+---+---+---+---+---+						+---+---+---+---+---+				
1	DN	**	**	@@	**									D		D	
	+ + + + + + +						+/\+---+ + + +						+ + + +---+ +				
2	**	**	**	**	**		MD	MD		AM						UP	
	+ + + + + + +						+---+---+---+ +---+						+DD+---+---+ + +				
3	**	**	@@	**	UP		UP	MD	@@	<	DN		DN<			MD	
	+ + + + + + +						+ + +---+---+---+						+---+ + + + +				
4	**	**	**	**	**				>				QU	QU		MD	
	+ + + + + + +						+ + + + + + +						+ +---+---+---+ +				
5	**	@@	**	@@	**				>								
	+---+---+---+---+---+						+---+---+---+---+---+						+---+---+---+---+---+				
	level 1						level 2						level 3				

	1	2	3	4	5		
	+---+---+---+---+ +						1 = black wizards and lens
1				1			AM = anti magic zones
	+---+---+---+---+---+						mu = magic increase
2	??	??	??	DN	??		
	+---+---+---+---+/\+---+						
3	MD		MD				
	+---+---+---+---+/\+---+						
4							
	+ + + + + + +						
5					MU		
	+---+---+---+---+ +						
	level 4						

NAME OF DUNGEON: grey tower
 LEVEL: 1 to 4



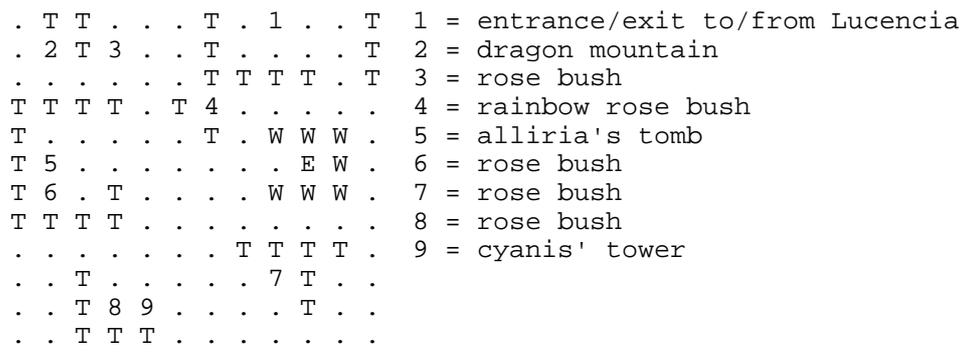
1 = grey wizards and lens. use apar to get to the spot 1 north of here.

2 = messages

note: the level 4 map is not complete and may contain a few errors. The location of the wizards is correct.

=====
 =====
 LUCENCIA
 Alternate Universe 3 OF 7

MAP OF LUCENCIA:



Solution to Lucencia:

- go to town and be taught devine intervention spell at wizards guild
 even the chrono can learn this spell (handy to have later). also have bard learn new song in bards guild.
- go to dragon mountain and kill dragon on 2nd level.
- get crystal key and dragon blood.
- go to tower and go to third level. DO NOT KILL Cyanis. Use a staff of Lor OR cast a heal spell on him. If he charges you and tries to start a combat, run away and reenter the room. Bard song Sir Robin should be started before entering the room. Get the triangle from

- him and exit the tower.
5. collect a rose from all the bushes. To get the rainbow rose, pour the dragon blood on the bush to cause bush to bloom.
 6. with all 5 roses in hand, enter alliria's tomb.
 7. get crown of truth and belt. (see maps for solving problems)
 8. head back to old man in skara brae.

Map of Celaria Bree:

```

W W W W W W W W W W W W W W
W . . . . . W
W . T T T T T I T B T T T T . W
W . . . . . W
W . T T T T T T T T T T T T . W
W . . . . . W
W . T T T T T T T T T T T T . W
W . T T T T T T T T T T T T . W
W . T T T T T T T T T T T T . W
. . . . . W
W . T T T T T T T T T T T T . W
W . . . . . W
W . T T T G T T T T T T T T . W
W . . . . . W
W . T T T T T A T T T T T T . W
W . . . . . W
W W W W W W W W W W W W W W

```

w = wall
t = tree

g = wizards guild
b = bards guild
i = tavern
a = temple

NAME OF DUNGEON: dragon mountain
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17 18
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
1 |      MD|MD      | | | | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
2 | |HD MD|MD      | | | | |HD|      MD|MD      | | | | |HD|
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
3 |A5      | | | | |MD|MD MD|MD      | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
4 | | | | | | | | |MD| | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
5 | | | | | | | | | | | | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
6 | | | | |HD| | | | | | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
7 | | | | |QU AM      | | | | |AM      |QU      | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
8 |MD|MD      | | | | | | | | | | | | | | | | | | | ** |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
9 |MD|MD      HD|HD      | | | | |**|**      | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
10 | | | | |HD      | | | | |A2 A1| | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
11 | | | | | | | | |T3 T4| | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
12 | | | | | | | | |UP      | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
13 | | | | | | | | |AM      | | | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
14 | | | | | | | | |**| | | | | | | | | | |T5      | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
15 | | | | | | | | |**|T2 T1|**| | | | | | | | | | ** |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
16 |HD      |HD| | | | |HD|A3 A4|HD| | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```



```

      +-----+-----+-----+
1  |           |HD HD MU|      2 = cyanis - do not kill, if he charges,
corner                               run. When he is huddled into the
      + +---+ + + +---+ +
2  | |         |DN|HD HD|MU|      cast a heal spell.(or cure insanity)
      +---+ +-----+ + +      get triange from him when cured.
3  | |         |HD|MU|      dn = stairs down
      + +---+ + + + +---+ +      t1 = teleport to corresponding al
4  | |         |HU|MU|      hu = hit increase
      +---+ + +DD+ + + +      mu = magic increase
5  | |**| D 2D |HU|MD|      md = magic decrease
      + + +---+DD+---+ + +      hd = hit decrease
6  | |         |HU HU HU|MD|      qu = silence
      +---+ + +---+---+ + +      am = anti magic zone
7  |AM         QU MD MD|      ** = darkness
      +-----+-----+-----+      up = up stairs
      level 3                          ?? = unexplored

```

NAME OF DUNGEON: alliria's tomb
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9 10 11 12 13
      +-----+-----+-----+
1  |AM  |  |  |  |  |  |  |  |  |  |  |  |
      + + + + + + +---+ + +---+ + + +
2  | |  |  |  |QU| | 1| |QU|  |  |  |  |  | 1 = crystal door,
destroy                               by using triange.
      + +---+---+ + +---+ +---+ + +---+---+ +
3  | |  |  |  |  |  |  |  |  |  |  |  |
      +---+ +---+ + + + + + + + + +---+ +      @@ = spinner
4  | |  |  |  |**|HD HD HD|**| |  |  |
      +---+ + + +-----+---+ + +---+ +
5  | |  |  |  |  |  |  |  |  |  |  |
      + +---+ + +---+ + + +---+ +---+ + +
6  | |  |  |  |  |MD| |MD|  |  |  |
      + + +---+ + +-----+---+ +---+ +---+ +
7  | |  |  |  |  |MD| |MD|  |  |  |
      +---+ +---+---+ + + + + + +---+---+ + +
8  |AM|  |  |  |AM AM AM|  |  |  |AM|
      + + + +---+ + +---+ + + + + +---+
9  |  |QU|QU| |**|  |MU|  |**|  |QU|QU|  |
      +-----+ + +-----+---+---+---+ +
10 | |  |  |  |  |  |MU|  |  |  |  |
      + + + + + + +---+ + + + +---+ +
11 |UP  |  |  |  |  |  |  |  |  |  |
      + +---+ + + +---+DD+---+---+---+ + +
12 | |@@|  |  |  |HD HD HD|  |  |  |  |
      + + +---+ +---+ + + +-----+---+ +---+
13 | |  |  |  |  |  |  |  |  |  |  |
      + + +-----+---+ + +---+ +---+---+ +
14 | |  |MU|  |MD|  |MD|  |  |  |  |
      +---+ + + +-----+---+ + + +---+---+
15 | |  |  |  |HD|  |  |  |  |  |  |
      +-----+---+ + + +---+ +---+ + +
16 | |  |  |  |  |  |  |  |  |  |  |
      + + +---+ + +---+ + + + +---+ +
17 | |  |  |  |MD|  |MD|  |  |  |  |
      +-----+-----+-----+

```

NAME OF DUNGEON: alliria's tomb
LEVEL: 2

1 2 3 4 5 6 7 8 9 10 11 12 13


```

3 |           HD                       EX EX                       |           |
+---+---+---+ +---+---+---+---+---+ + + + + + + + + + + + + + +
4 |           D                       |           |           |           |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
5 |           | D                       |           AM           |           |
+---+---+---+ +---+---+---+---+---+ +---+DD+---+---+---+ + + + +
6 |           DAM AM                   |@@ @@ @@           |           |
+---+DD+---+ + + + + + + + + + + + + + + + + + + + + + + + + + +
7 |           |           |           | 2                       |           5 |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
8 |           D           @@ AM       |           |           |           |
+---+---+---+ + + + + + + + + + + + + + + + + + + + + + + + +
9 |           AM HD           @@ AM       HD|@@ @@ AM AM       |           |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
10 |          AM HD           @@ AM       HDD @@ AM AM       | D           |
+---+---+---+ + + + + + + + + + + + + + + + + + + + + + + + +
11 |           D           @@ AM       HD| @@ AM AM       |           |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
12 |           |           |           |           |           |           |
+---+---+---+ + + + + + + + + + + + + + + + + + + + + + + + +
13 |           D                       |@@ @@ @@           |           |
+---+---+---+ +---+---+---+---+---+ +---+DD+---+---+---+ +---+---+---+
14 |           D |TT           |           |           |           |TT 5 |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
15 |           | D                       |           |           | D           |
+---+---+---+ +---+---+---+DD+---+---+ + + + + + + + + + + + + + +
16 |           HD 3                       EX EX           |           |
+---+---+DD+---+---+---+DD+---+---+DD+---+ +---+DD+---+DD+---+---+
17 |           2|           D           |           |TT           |           |
+ + + + + + + + + + + + + + + + + + + + + + + + + + + + + +
18 | 1           |           |           |           | 4           |           |
+---+---+---+ +---+---+---+---+---+ +---+---+---+---+---+ +---+---+---+

```

- 1 = entrance/exit from kinestia
- 2 = messages
- 3 = hawkslayer password:iceberg allow him to join.
- 4 = passage to barracks
- 5 = passages to privates quarters
- 6 = passage to workshop

NAME OF DUNGEON: privates quarters
LEVEL: 1

```

      1 2 3 4 5 6 7 8 9
1 |           D D           |           |           |           |
+---+---+---+ +---+---+ +---+DD+
2 |           2| D           |           |           |           |
+ + + +---+ +---+---+ +---+DD+---+
3 |           D HD           | D           |           |
+---+---+DD+ +---+---+ + + + +
4 |           |HDD           |           |           |           |
+---+---+---+ +---+---+ +---+DD+---+
5 |           D           | D           |           |           |
+ + + + + + + + + + + + + + + +
6 |           | D           | D 3       |           |
+---+---+---+ +---+---+ +---+---+
7 | 1 2           @@           @@|           |           |
+---+---+---+ +---+---+ + + + +
8 |           | D           |MDD           |           |
+ + + + + + + + + + +---+---+
9 |           D           |MDD           |           |
+---+---+---+ +---+---+ + + + +
10 |           DMD|           |@@|           |           |

```

- 1 = passages back to ferofists
- 2 = messages
- 3 = left key

```

+ + + + + + + +DD+--+
11 |   |   |   |   |   |   |   |
+---+---+---+ +---+---+ + + +
12 |   |   |MD|   |   |   |   |
+ + + + + + + +---+DD+
13 |   |   |   |   |   |   |   |
+---+---+DD+ +---+---+ + + +
14 | 1 |   |   |   |   |   |   |
+---+---+---+ +---+DD+ +---+DD+
15 |   |   |   |   |   |   |   |
+---+---+---+ +---+---+ + + +
16 |   |   |   |   |   |   |   |
+---+---+DD+ +DD+---+ +---+---+
17 |   |   |   |   |   |   |   |
+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: barracks
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9 10 11 12
+---+---+---+---+---+---+---+---+---+
1 |   |   |   |   |   |   |   |   |   |   |   |
+ + + + + + +---+DD+DD+ + +---+---+ +
2 |   |   |   |D@@|   |   |   |   |   |   |   |
+---+---+---+ +DD+---+DD+---+ + + + +
3 |MD MD MDD |   |   |   |   |   |   |   |   |
+ + + +---+ +---+DD+---+DD+ +---+---+ +
4 |MD MD|   |   |** ** ** **   |   |   |   |
+---+---+ + +DD+---+DD+---+---+---+---+
5 |   |   |   |@@|   |   |   |   |   |   |
+ + + + + +---+DD+---+DD+ +---+DD+ +
6 |   |   |   |   |   |** ** ** ** ** |   |   |
+---+---+---+---+---+---+---+---+---+
7 |   |   |DMD|   |   |   |   |   |MD MD|   |
+ + + + + +---+---+---+---+---+---+ + +---+
8 |   |   |MDD|   |   |   |   |   |MD|   |
+---+---+ +---+---+ +---+---+ + + + +
9 |@@|   |   |** ** ** ** ** |   |MDD|   |
+---+---+---+ +---+---+ +---+ +---+ +---+
10 |   |   |   |   |   |   |   |   |   |   |
+---+---+---+ +---+---+ + + +---+---+ +
11 |   |   |   |   |   |   |   |   |   |   |
+DD+---+---+ + + +DD+---+ + +DD+---+---+
12 |   |   |   |@@|   |   |   |   |   |   |
+DD+ +---+---+ +---+---+---+---+ +---+
13 |   |   |   |   |   |   |   |   |   |   |
+ + + +---+---+---+ + +---+---+---+ + +
14 |   |   |   |   |   |** ** ** @@|   |   |
+ + + +---+DD+---+ +DD+---+ +DD+---+ +
15 |   |   |   |   |   |   |   |   |   |
+---+---+---+---+---+---+---+---+---+

```

1 = passage in/out
2 = right key

NAME OF DUNGEON: workshop
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9
+---+---+---+---+---+---+---+---+---+
1 |   |   |   |   |   |   |   |   |   |
+---+DD+DD+DD+DD+DD+DD+DD+ +
2 |  D |   |   |   |   |   |   |   |   |
+---+ +---+---+ +---+ + +---+
3 |  D |   |   |   |   |   |   |   |   |
+---+ + + + + + + + +---+
4 |  D |   |   |   |   |   |   |   |   |

```

1 = entrance/exit
2 = portal down
right key 18 turns
left key 15 turns
opens passageway to urmechs

```

+---+ + +---+ + + + +---+
5 | D@@ @@ @@ |      D |
+---+ + + + +---+ + +---+
6 | D@@  @@      D |
+---+ + + + +---+ +---+
7 | D@@ 2  @@      D |
+---+ + + + +DD+ +DD+---+
8 |TTD          |MD| |      |
+ +DD+DD+DD+DD+ + + + +
9 | | | | | | | 1|      |
+---+---+---+---+---+---+

```

NAME OF DUNGEON: urmech's
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15
+---+---+---+---+---+---+---+---+---+---+---+---+---+
1 | | | | | | | | | | | | | | | |
+ +---+DD+---+DD+---+DD+DD+DD+---+DD+---+DD+---+ +
2 | | | | | | | | |HD| | | |HD| | | | |
entrance/exit
+ + +---+ +---+ +---+ +---+ +---+ +---+ + + +
3 | | | | | | | | | | | | | | | |
+ +---+ + +---+ + + + + + +---+ + +---+ +
4 | D | | |MD| | | @@ | ** | | D |
+ +---+ +---+ +---+ + + + +---+ +---+ +---+ +
5 | | | |MD MD MD| | | | ** ** ** | | |
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
6 | D | | |MD| | | | ** | | D |
+ +---+ + +DD+ +---+ +---+ +DD+ + +---+ +
7 | | | | | D | | | | | | | | |
+ +---+ + + + +---+ +---+ + + + +---+ +
8 | D | | | @@ | | | | @@ | D |
+ +---+ + +---+ + +---+ + +---+ + +---+ +
9 | | | |MU| | | | | | | | | |
+ +---+ +---+ +---+ + + + +---+ +---+ +---+ +
10 | D | |DMU MU MU| | @@ | D | | | D |
+ +---+ +---+ +---+ +DD+ +---+ +---+ +---+ +
11 | | | |MU| | | | | | | | | |
+ +---+ + +---+ +---+ +---+ +---+ + +---+ +
12 | D | | @@ | | 2 | | @@ | D |
+ +---+ + + + +---+---+---+ + + + +---+ +
13 | | | | | | | | | | | | | | |
+DD+---+ +---+ +---+ +---+ +---+ +---+ +---+DD+
14 | | | | | | | | | | | | | | |
+ + +---+DD+---+DD+---+DD+---+DD+---+ + + +
15 |@@ D | | | 1 | | | | D @@ |
+---+---+---+---+---+---+---+---+---+---+---+

```

1 =
2 = stairs to level 2

NAME OF DUNGEON: urmech's(viscous plane)
LEVEL: 2

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15
+---+---+---+---+---+---+---+---+---+---+---+---+---+
1 | | | | | | | | 1 | | | | | | | | | |
1 | | | | | | | | | | | | | | | |
+ + + + + +---+ + + + + + +---+---+ +
3 | | | | | | | | | | | | | | | |
2 | @@ | | | | | | | @@ | | | | | |
+ + +---+ +---+ +---+---+---+ + +---+ + + +
3 | | | | |MD MD MD MD| | | | | | |
+ +---+ +---+---+---+ + + +---+ +---+ +---+ +
4 | | | | | | | | | | | | | | |
+ +---+---+---+---+ + +---+---+ + +---+ +

```

1 = to/from level
2 = to/from level
3 = messages

```

5 |HD HD HD | | 3 HD @@ | | |
+---+---+---+ + +---+---+ +---+---+ +---+---+ +
6 | | | @@ | | | | |
+ +---+---+ + + + +---+ +---+---+ + + +
7 | | | | | | | | |
+---+---+ + + + +---+---+---+---+ +---+ + +
8 | | | | | | @@ | | |
+ + + +---+---+ + + + +---+---+ + + +
9 | 2 | | @@ | | | | |
+---+---+---+---+---+---+---+---+---+---+---+

```

NAME OF DUNGEON: urmech's
LEVEL: 3

```

      1  2  3  4  5  6  7  8  9 10 11 12 13
+---+---+---+---+---+---+---+---+---+---+---+
1 | | | | | | | | | | | | | | |
+ + + + + + + + + + + + + + + 1 = entrance/exit
2 | | | | | | | | | | | | | | | 2 = urmech - do not
kill
+ + +---+ +---+ +DD+ +---+ +---+ + + 3 = helm and hammer
3 | | | TT|MD|TT| | TT|MD|TT| | | 4 = geomancer generator
+ + +---+---+ +---+ +---+ +---+ +---+ + +
4 | | | TT| | | | | | TT| | |
+ + +---+ + + + + + + + +---+ + +
5 | | | MD | | | | | MD | | |
+ + +---+ +---+---+DD+---+---+ +---+ + +
6 | | | TT| | | 2 | | TT | | |
+ + +---+ + + + + + + + +---+ + +
7 | | | MD | | | | | MD | | |
+ + +---+ + + + + + + + +---+ + +
8 | | | TT| | | | | | TT | | |
+ + +---+ +---+---+---+---+ +---+ + +
9 | | | MD | | | | | MD | | |
+ + +---+ + + + + + + + +---+ + +
10 | | | TT| | | 3 | | TT | 1 |
+ + +---+---+ +---+ +---+ +---+ + +
11 | | | TT|MD|TT| 4|TT|MD|TT| | |
+ + +---+ +---+ +---+ +---+ +---+ + +
12 | | | | | | | | | | | | |
+ + + + + + + + + + + + + + +
13 | | | | | | | | | | | | |
+---+---+---+---+---+---+---+---+---+---+

```

=====
=====

TENEBROSIA
Alternate Universe 5 OF 7

MAP OF TENEBROSIA (NOWHERE):

```

. . . . T 1 . . . . . t = tree
. . T . . . . W . W . w = wall
. . . . . T . W E W T e = entrance to black scar
. . 2 . . . . . W W W .
T . . . . . . T T . 1 = entrance/exit to/from Tenebrosia
. . . . . 5 . . . . . 2 = tar pit
. . . . . . T . . . . 3 = dense forest
. 3 . . T . . . T . . 4 = canyon
. . . . . . 4 . . . . 5 = middle of nowhere
. T . T . . . . .
. . . . . T . . . . .

```

Steps to solve Tenebrosia:


```

+ + + + + + + + + + + +
13 |                                     TT |
+ + + + + + + + + + + +
14 |TT TT TT TT TT TT TT TT TT TT |
+ + + + + + + + + + + +
15 |                                     TT |
+ + + + + + + + + + + +
16 |      TT TT TT TT TT TT TT TT TT |
+ + + + + + + + + + + +
17 |                                     |
+-----+-----+-----+-----+

```

Dark Copse layout:

```

T T . . . E . . . T T
. . . T T T T T . . .   e = entrance/exit
T . T . . T . . . . .   t = tree
T . . . . . T T . .     * = black door - burn south tree with tar to
. . . T T T T . . .     get access to this spot.
T T T . T * T . T T T
. . . . T T T . . T .
. T . T . . . . . T .
. . T . . T T T . . .
. T T . . T . . . T T
. . . . . T . . . T .

```

NAME OF DUNGEON: shadow canyon
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9 10 11 12 13
1  |      |UP      | |      QU|      | up = entrance/exit
+ + + +---+ + +---+ +---+---+ +---+ + qu = silence
2  |      |      | |      |      | hd = hit decrease
+---+ + + + +---+ + + + + + + hu = hit increase
3  | | |      |      |      |HD HD HD| md = magic decrease
+ +---+ + +---+---+---+ + + + + + mu = magic increase
4  |      |      | |      |      | ++ = both magic and hit
+ + +---+---+ + + + +---+ +---+ + increase
5  |      |      HU|      | HU|      | AM = anti magic zone
+ + + + + +---+---+---+ + + +---+ +
6  |      |      |      QU|      | @@ = spinner
+ + + + + +---+---+---+ + + +---+ + 1 = messages
7  |QU  | 1      |AM AM| HU|      | 2 = shadow lock
+ + + +---+ +---+---+---+ + +---+ + X = wall that will be
8  |      @@ @@      1 @@      passable with a
+ + + + + +---+---+---+ + + + + + wawa spell.
9  |      @@ @@|++ MU MU|      @@ MD
+ + + + + +---+ + + + + +---+---+---+
10 |      @@ @@ MU MU MU|HD HD HD|
+ +---+ + +---+ + + + + + + + + +
11 | |HU|@@ @@|MU MU MU| MD |HU|      |
+---+ + + + + +---+---+---+ + + +---+ +
12 | |@@ @@|MU|      MD |      |
+ + + + + +---+---+---+ + + + +---+ +
13 | |@@ @@|MU MU MU|      X
+ + +---+ +---+---+---+ + + + +---+ +
14 |      |      1      |      |
+ + + +---+ + +---+---+---+ + + + +
15 |      2|      |      |      |
+---+---+---+---+---+ + + + + + +
16 |      HU|      |      |      |
+ + + + + +---+---+---+---+---+
17 |      | 1

```

```

+ + +---+ +---+ +---+ +---+ +---+
18 |   |   |   |   |   |   |   |   |   |
+ + +---+ + +---+ + + + + + + + +
19 |   |   |   |   |   |   |   |   |   |
+ + + +---+ + +---+ + + + + + + +
20 |   |   |   |   |   |   |   |   |   |
+ + + +---+ + +---+ + + + + + + +
21 |   |   |   |   |   |   |   |   |   |
+ + + +---+ + + +---+ + + + + + +
22 |   |   |   |   |   |   |   |   |   |
+ + + +---+ + +---+ + +---+ + +

```

NAME OF DUNGEON: sceadu's domain
LEVEL: 1

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15
1  +  +  +  +  +  +  +  +  +  +  +  +  +  +  +
   MD MD
2  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
3  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
4  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
5  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
6  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
7  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
8  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
9  +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
   |   |   |   |   |   |   |   |   |   |   |   |
10 +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
    **|   |   |   |   |   |   |   |   |   |   |
11 +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
    @@   |   |   |   |   |   |   |   |   |   |   |
12 +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
    EX   |   |   |   |   |   |   |   |   |   |   |
13 +  +  +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
    1|** |   |   |   |   |   |   |   |   |   |   |
14 |UP 1  |   |   |   |   |   |   |   |   |   |   |
   +---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+
15
+  +  +  +  +  +  +  +  +  +  +  +  +  +

```

md = magic
decrease
@@ = spinner
ex = explosion
** = darkness
mu = magic
pd = portal down
1 = messages

NAME OF DUNGEON: sceadu's domain
LEVEL: 2

```

      1  2  3  4  5  6  7  8  9 10 11 12 13 14 15
+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+
1  +  +  +  +  +  +ZZ+ + + + + + + + + +
2  +  +  +  +  +  D 2Z + + + + + + + +
spell
3  +  +  +  +  +  +ZZ+ + + + + + + + +
to
4  +  +  +  +  +  +  +  +  +  +  +  +  +  +

```

1 = messages
2 = sceadu
XX = use wawa
here to get
sceadu.

Symbols common to all maps:

MU = magic increase
 MD = magic decrease
 HU = hit increase
 HD = hit decrease
 ++ = hit and magic increase
 ## = hit and magic decrease
 ** = darkness
 QU = silence (quiets bardsong)
 @@ = spinner
 TT = trap
 DD = Door
 >, <, /\, \/ = one way walls or doors

NAME OF DUNGEON: Berlin

```

      1  2  3  4  5  6  7  8  9 10 11 12
      +---+---+---+ + + + + + + + +
1  |   |   |   |   |   |   |   |   |
  + + + + + + + +---+---+ + +---+DD+
2  |   3   |   D   |   D   |   |   |
  + + + + + + + + + + + + + + + +
3  |   |   |   |   @@|   |@@  D   |
"ares"
  +---+---+---+ + +---+---+ + +---+---+
4  +---+---+ + +DD+---+---+ + + +---+DD+
question
5  |   D   |   |   |HD   HD|   |
  +---+---+ + + + + + + + +---+---+
6  |   @@D   |@@ HD @@  4
  +---+---+ + +---+---+ + + + +---+
7  |   |   |   2   |HD   HD  D
  + + + + + + + + + + +---+ + +
8  |   D   D   |   7 HD|   |   |
  +---+---+ + +---+---+ + +DD+ +---+
9  |   @@ MU MU MU @@   5
  +---+---+---+DD+ + +---+---+---+DD+ + +
10 |   |   |   |   |   |   |   |
  + + + + + + + + + + + + + + +
11 |   |   |   6|   |   |   |   |
  + + + + + + + +---+DD+---+---+ + +
12 | 1   |MD MD MD MD MD
  +---+---+---+ + + + + + + + + +

```

1 = worn ground
 2 = passage to nottingham
 3 = passage to rome
 4 = passage to wasteland
 5 = message
 6 = voice whispers
 7 = ghost head question
 Answer: tyr
 ghost head next
 answer: werra

NAME OF DUNGEON: Rome

```

      1  2  3  4  5  6  7  8  9 10 11 12
      + +---+ + + + + + + +---+---+ +
1  |   MD|   |   |   @@
  + +DD+ + +DD+ + +---+ + +DD+ +
2  |   |   |   |   |   |   D   |   |
  + + + +---+DD+---+ +---+ +---+DD+---+
stalingrad
3  |   |   |   4   |   |   |
  + + +---+---+ + +DD+ + + + + +
4  |   |   |   |   |   |   1   |
  + +DD+---+---+ +---+ +---+ +---+---+
5  |   MD   |   |   |@@ MD
  + +DD+---+ +---+ + + +---+ +---+---+
6  |   |   2|   D   6   D   D   |
  + + + + +---+ + + +---+ +---+---+

```

1 = passage to berlin
 2 = passage to hiroshima
 3 = passage to troy
 4 = message
 5 = arrival from
 ghost head teleport
 voice whispers
 "st. george"
 6 = ghost head question
 answer: mars
 teleports party to
 K'un Wang

```

7 | | | | | | | |
+ + + +---+ +---+ +---+ + +---+---+
8 | | | D @@ | | 4 @@ MD
+ +---+---+ + +DD+ +---+DD+---+ +
9 | | | MD | | |
+ +---+DD+---+ +---+---+ + + + +
10 | | | D | | |
+ +---+---+ +---+---+ + + + +
11 | | MD HD HD | | |
+ +/\+ +---+DD+---+ + + + + +
12 | 5 | | 3 | HD HD | | |
+ +---+ + + + + + +---+---+ +

```

NAME OF DUNGEON: Hiroshima

```

      1  2  3  4  5  6  7  8  9 10 11 12
1  +  +  +  +  +  +  +  +---+---+---+ +
   | | | | | | @@ HD HD
+ +---+---+ + +---+ +---+---+ + + +
2  | | | 3 | | | HD HD
   +---+ + + + +---+ +DD+---+ +---+---+
wasteland
3  | | | @@ | | D
   + + + +DD+---+ +---+---+ + + +
4  D | | | 5 | 2 D |
   +---+ +---+---+ +\/+---+---+ +---+---+
5  MU @@ | | @@ 4 HD HD
   + + +---+DD+---+ +---+---+ + + +
troy
6  MU MU | | D HD
   +---+ +---+ +---+---+ + +---+ +---+---+
7  | | D D | | |
   +---+ +---+ +---+---+ +---+ +DD+ + +
8  | | MD MD MD MD MD MD | |
   + + +---+---+---+---+ +DD+ +---+ +---+
9  @@ @@ | | 4D | | | 1 |
   + + + + + + + + + +---+ +
10 | | | | | 4 @@
   + + +---+---+---+---+ + +---+---+ +
11 | | | | | 6 |
   + +---+---+---+---+ + + + + + +
12 | | | D | | |
   + + + + + + + +---+---+---+ +

```

- 1 = passage to rome
- 2 = passage to troy
- 3 = passage to stalingrad
- 4 = message
- 5 = arrival from
- ghost head teleport
- voice whispers "tyr"
- 6 = ghost head question
- answer: susa-no-o
- teleports party to

NAME OF DUNGEON: Wasteland

```

      1  2  3  4  5  6  7  8  9 10 11
1  +  +  +  +  +  +  +  +  +  +  +
2  +  +  +---+---+---+---+ + +---+ + +
   | 6 | | MD MD MD
+ + + + + + + + + + + +
3  | | | MD MD MD
   + + + + + + + + + + +
4  | | | 3 |
   + + + + + + +---+---+ + + +
5  | | | | |
   +---+ + + + + + + +---+---+
6  | | @@ | | @@
   + +---+---+---+---+ + +---+ +---+
7  | | | | | | |
   + + + + + + + + + + +
8  | | | | | | |
   + + + + + + + + + + +

```

- 1 = passage to nottingham
- 2 = passage to K'un Wang
- 3 = passage to Berlin
- 4 = messages
- 5 = arrival from K'un Wang
- ghost head teleport
- voice whispers "mars"
- 6 = ghost head question
- answer: sdiabm
- teleports party to
- hiroshima

```

9      |           |   @@| 1 HD
+ + +-----+ + +-----+ +
10
+ + + + +-----+ + +-----+ +-----+
11 | | | | | | | | | | | | | | | | | | | | | |
+ + + + +-----+ + +-----+ + + + + +
12                                     4
+ +-----+ + +-----+ + +-----+ +
13 | | 2 |MD MD| |HD HD|HD HD|
+ +-----+ + + + + + + + + +
14 | | |MD MD MD| |HD HD HD HD|
+ + + + + + + + + + +-----+
15                                     @@
+ +-----+ + + +-----+ +-----+ +-----+
16 | 5| | | | | | | | | | | | | | | |
+ +\/+ + + + + + + + + + + + + +
17      4
+ + + + + + + + + + + + + +

```

NAME OF DUNGEON: Nottingham

```

      1 2 3 4 5 6 7 8 9 10 11 12
+ +-----+ + +-----+ + + + + +
1  @@|           |@@           @@
+ + +-----+ +-----+ +-----+ +-----+ + +
2  | |MD MD | | | | | | | | | | | |
+ +DD+ + + +-----+DD+ +DD+ + +
3  @@ MD 4
+ +-----+DD+---+ +DD+---+ +/\+ + +
4  | 1 | | | | | | | | 5|
+ +-----+ + + + +-----+ + +
5  @@ | |@@
+---+ +DD+ +---+ +---+ + +-----+ +
6  | D | | | | 6| | D | | |
+---+ +---+ +DD+ + +---+ +-----+ +
7  HD HD
+ +-----+ +---+DD+---+ +---+ +-----+ +
8  | D | | | | |HD| D | | |
+ +-----+ +-----+ + + + + + +
9  | HD HD 4|HD| | | | |
+ + +-----+ +---+ + +-----+ +
10 @@ D | |HD HD|HD
+ + + + + + + +DD+---+ +-----+ +
11 | 3 | | | | D 2|
+ + +-----+ +DD+---+ +-----+ +
12 4 @@ HD | | |
+ +-----+ + +-----+ + + + + +

```

- 1 = passage to stalingrad
- 2 = passage to berlin
- 3 = passage to wasteland
- 4 = message
- 5 = arrival from troy
ghost head teleport
voice whispers
"yen-lo-wang"
- 6 = ghost head question
answer: st. george
teleports party to
stalingrad

NAME OF DUNGEON: Stalingrad

```

      1 2 3 4 5 6 7 8 9 10 11 12
+-----+ + +-----+ + +-----+ +
1 | | | D | | | | | 3 | | |
+ + + + + + + + + + + + + +
2 | D | | | D D | | |
+-----+ + + + + + + +-----+ +
3  Nottingham @@| |@@ @@
+-----+ + +-----+ + +---+ + +
4 | | | | | 4< 5| | |
"sdiabm"
+ + +-----+ + +-----+DD+---+ + +
5 D | | | | | | | D
+ + + + + + + + + + + + + +

```

- 1 = passage to hiroshima
- 2 = passage to K'un Wang
- 3 = passage to Nottingham
- 4 = messages
- 5 = arrival from

ghost head teleport
voice whispers
- 6 = ghost head question
answer: svarizic
teleports party to

```

rome
6 |          1 |          |          |          |
  +-----+DD+---+ + +DD+---+---+ + + +
7  ## MD MD ## MD MD MD MD MD MD MD MD
  + + + + +---+DD+---+ + +---+DD+ +
8  @@ HD |          |@@ |          |
  + + + + +---+---+---+ + + + + +
9  HD      HD          4 |          |
  +-----+DD+ +---+---+ + + + +---+
10 |          |          |          |          2 |
  +---+ + + + + + + + + +---+---+
11 |          | D          D @@
  + + +DD+ + + + + + +---+DD+ +
12 |          | 4 |          |          6 |
  +-----+ + +---+---+ + +---+---+

```

NAME OF DUNGEON: Troy

```

      1  2  3  4  5  6  7  8  9 10 11 12
1  + +---+---+ +---+---+ +---+---+ +
  |          D | 5 | | | | |
2  + + + +---+ +\/+ +DD+ +---+ + +
  |          |@@ 4 @@ | |
  + + + + +---+DD+ + + +DD+ +
hiroshima
3  |          | | 1 |          |
  + + + + +---+---+ +DD+---+ +
4  |          |          @@ |          |
  + +---+---+ +---+ +DD+ + + + + +
5  |          D | | | | | |
  + + +DD+ +---+ + + +---+ + + +
6  |          |@@ | 4 | @@ |          |
  + + + +---+ +---+ +---+ +---+ +
7  MD MD | | | | 2 |
  + + + + +---+ + + + +---+---+ +
8  MD MD | 6 D          D          |
  + + +---+---+---+---+ + + + +
9  MD MD HD HD HD 4 |          |
  + +---+---+ +---+---+ + +---+ + +
10 |          DHD | 3 |          | |
  + + + + +---+DD+---+ + + +DD+ +
11 |          |@@ @@ |          |
  + +---+---+ + +---+DD+---+ +DD+---+ +
12 |          |          |          |
  + +---+---+ +---+---+ +---+---+ +

```

- 1 = passage to K'un Wang
- 2 = passage to rome
- 3 = passage to hiroshima
- 4 = messages
- 5 = arrival from
- ghost head teleport
- voice whispers
- "svarazic"
- 6 = ghost head question
- answer: ares
- teleports party to
- nottingham

NAME OF DUNGEON: K'un Wang

```

      1  2  3  4  5  6  7  8  9 10 11 12
1  + + + + + + + + + + + + +
2  + + +---+---+---+---+ +---+---+ +
3  + + + + + + + + + + + + +
4  + + +---+---+ + + +---+---+ +
5  |          2 |          |          |
  + + + + +---+ + + +---+ + + +
6  |          D MD MD MD D          |
  + + +---+---+---+DD+---+---+---+ +
7  + +---+---+---+ +---+---+ +---+---+

```

- 1 = passage to wasteland
- 2 = passage to troy
- 3 = passage to stalingrad
- 4 = messages
- 5 = arrival from rome
- ghost head teleport
- voice whispers
- "susa-no-o"
- 6 = ghost head question
- answer: yen-lo-wang
- teleports party to
- wasteland

```

8 | | 3 | | D | DHD HD HD |
+ +---+DD+ + + +---+---+ +---+ + +
9 | | | D | | | | | |
+ +---+ +---+---+ +---+---+ + + +
10 | | | @@ | 4 | HD | | 1 |
+ +DD+ + + + +---+ + + +---+---+
11 | | | @@ | | D | | | |
+ +---+---+---+ + +---+ + + +---+---+
12 | | | D D | HD | | | |
+ + + +---+---+ +---+---+---+ + + +
13 | | | | 6 | | | @@ | | |
+ +---+---+---+ +---+ + +---+ + +
14 | | | | | HDD | D | | |
+ +DD+ +---+ + + +---+ +---+---+---+
15 | | | 4< 5 | | | | |
+ +---+ +---+ + +---+---+ + + +

```

NAME OF DUNGEON: Tarmatia

```

      1  2  3  4  5  6  7  8  9 10 11 12
+---+---+---+---+---+---+---+---+---+---+---+---+
1 | 1  2 | | | | | | | | | | 2  3 |
+---+---+ + + + + + + + + +---+---+
2 | | | | | | | | | | | | |
+ +DD+---+DD+---+DD+---+DD+---+---+DD+---+
Brae
3 | | | | | D | | | | |
+---+DD+---+---+DD+---+DD+---+DD+---+ + +
4 D@@ | | | | ** ** ** ** | | D
+---+---+---+---+---+DD+---+---+---+---+---+DD+
5 | | | | | D | | | | |
+ + + +---+DD+---+---+DD+---+DD+---+ + +
6 D | DMD | MD | | | D D | D
+ + + +---+---+---+---+---+---+---+---+---+DD+---+
7 | | | DMD MD MD | | | D | |
+DD+---+---+---+DD+---+---+---+DD+---+---+DD+
8 | | | | DMD MD | | | | @@ |
+---+DD+---+---+---+---+DD+---+---+---+ + +
9 D D | | | DMD | MU 4 | MUD
+DD+---+DD+---+---+DD+ + +---+DD+---+---+
10 | | | D | | | | | | |
+---+ + +---+DD+---+DD+---+ + + + +
11 | 5 | | MU MU | DHD | | | |
+ +DD+---+ + +---+ + + + + + +
12 | 4 | D | | HD HD | | | |
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```

- 1 = arrival from berlin
ghost head teleport
- 2 = messages
- 3 = teleport to Skara
- 4 = Werra and 10 guards
* one tough battle *
- 5 = shield

=====
=====
Malefia
Alternate Universe 7 OF 7

Note: prior to entering this universe, I would suggest stocking up the bard on spirits, 10 drinks should do. He should have a constant sir robins song playing. Run at all times until you get to the final battles. This is to keep your mages fresh for the fight. They will need to be at 100% magic AND 6 harmonic gems apiece. I think that if extras can be carried by anyone, gems should be it. Then make sure every spell caster has 3-4 gems before each of the final battles. there are a total of 3 battles with the last a double battle.

Also, remember to pick up all the items you have been sent on quests for in the storage room at the entrance to Skara Brae. The old man

left them there before he died.

Steps to solve this universe:

1. go to each of the 6 statues on the first 3 levels and use items listed
on map of level. this allows door on level 3 to go from faint outline
to a usable door.
2. through the door is the first major battle. * piece o' cake *
3. go to just before door of next battle and save game.
4. Backup disk here if your system trashes disk when characters die.
5. fight battle - warning - vortexes are magic resistant and if they get
close enough are deadly. an eama spell will swallow warriors.
6. save game just before final battle and backup disk.
7. cast wawa spell to get at center square of level 4.
the final battle is 2 seperate battles.
the key to beating tarjan is to have your thief sneak up to him
and
stab in back. To keep tarjan from making your life tough, you
need
to cast a >successful< prec spell. 2 diva spells are also
helpful.
the rest is up to you.
8. sit back and read the accolades heaped upon you.

Symbols used:

- MU MD = magic increase or decrease
- HU HD = hit increase or decrease
- ++ = both hit and magic increase
- %% = both hit and magic decrease
- @@ = spinner
- ** = darkness
- EX = explosion
- QU = silence (quiets bardsong)
- ZZ = invisible wall
- DD = door
- PU PD = portal up or down
- PP = both portal up and down
- UP = stairs up
- DN = stairs down
- SS = both up and down stairs
- > < /\ \/ = one way walls

NAME OF DUNGEON: Malefia
LEVEL: 1

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- 1 = worn ground
- 2 = hawkslayers body (get the nightspear from him)
- 3 = teleport to level 3 item 1
- 4 = arrival from level 3 item 2
- 5 = arrival from level 2 item 4
- 6 = alliria's statue. use belt to melt statue.
- 7 = teleport to level 3 item 6
- 8 = arrival from level 3 item 7 and portal down
- 9 = teleport to level 2 item 6

NAME OF DUNGEON: malefia
LEVEL: 2

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```

- 1 = lanatir's statue. use sphere to melt.
- 2 = valarian's statue. use bow to melt.
- 3 = arrival from level 3 item 4.
- 4 = teleport to level 1 item 5
- 5 = teleport to level 3 item 11
- 6 = arrival from level 1 item 9

NAME OF DUNGEON: Malefia
LEVEL: 3

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```

- 1 = arrival from level 1 item 3
 - 2 = teleport to level 1 item 4
 - 3 = Sceadu's statue. use cloak to melt.
 - 4 = Teleport to level 2 item 3
 - 5 = Ferofist's statue. use helm to melt.
 - 6 = arrival from level 1 item 7
 - 7 = teleport to level 1 item 8
 - 8 = faint outline of door on wall that will become a door when all
- 6 statues are melted.
- 9 = werra's statue. use shield.
 - 10 = teleport to level 2 item 3.
 - 11 = arrival from level 2 item 5.
 - 12 = first major battle.
 - 13 = second major battle.
 - 14 = teleport to level 4 item 1
- NAME OF DUNGEON: Malefia
LEVEL: 4

```

1 2 3 4 5 6
+---+---+---+---+---+
1 |MD MD MD MD MD| 1 = arrival from level 3
+ +---+---+---+---+ + 2 = chicken gate to skara brae
2 | |HD @@|MU| (like at space mountain in Disneyland)
+ + +---+---+ + + 3 = message
3 | |HD| 3| |MU| 4 = Tarjan - final battle
+ + + +XX+ + +
4 | |HD| | 4| |MU| XX = spot to cast wawa
+ + + +---+ + +
5 | 1|HD| |MU|
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