

Legend of Grimrock 1 V1.3.7

This is the original legend of Grimrock game, released in 2012 by Almost Human. This old-style grid-based game features classic dungeon crawling. Expect many puzzles to solve while you engage in challenging combat using spells and medieval weapons.

You are one of four chained prisoners aboard an airship rising to the summit of Mount Grimrock. Guards toss you into the circular Gaping Maw at the top of the mountain. Discover many secrets inside the mountain and somehow find a route to your freedom.
May 2, 2019 – Chris@Customwalkthrough.org

Create Your Characters

I recommend you assign a Minotaur Fighter and an Insectoid Mage to the front row. The front fighters take the most damage. The Minotaur should wield heavy weapons and the Insectoid should cast spells. Behind them assign a Human Rogue and a Lizardman Rogue. The Human will serve you well as a light weapons specialist. Develop the lizard as a throwing-weapons specialist.

After the introduction, choose New Game and then put an 'X' in the Create Character window. Build the four avatars you will be controlling. You move through the game in a square formation. In the Character Creation window, as you construct your avatars, consider spending these ten Attribute points. Choose these Traits and Skills. Think of a name for each of your companions.

Minotaur Fighter

Attributes: Strength 4, Dexterity 6
Traits: Head Hunter, Agile
Skills: Armors

Insectoid Mage

Attributes: Vitality 6, Dexterity 4
Traits: Aura, Natural Armor
Skills: Fire Magic 2, Spellcraft 1

Human Rogue

Attributes: Vitality 5, Dexterity 5
Traits: Aggressive, Athletic
Skills: Missile Weapons 4

Lizardman Rogue

Attributes: Vitality 5, Strength 5
Traits: Aggressive, Agile
Skills: Throwing Weapons 3

Level 1 – Into the Dark

After you click the Start Game button and have watched the introductory slides, find yourselves in a dark dungeon. Right-click on one of your mage's hands, to get a Spell Menu. Select the icon on the upper-left part of that menu. Then select the blue orb on the right half of that menu, to learn the Fireburst Spell. Take a torch from the wall sconce, which opens the gate north. Have someone equip the torch. Before you leave this room, look for a loose stone on the south wall. Press that button to open a secret room south. Inside, find a pair of Lurker Boots and a Shuriken throwing weapon for your Lizardman. Then walk along the dark passage north, to a pull-chain gate. Past it, in a northern nook, find Peasant's Breeches and a Peasant's Tunic. From a shelf, take a poorly-constructed Cudgel and have your Minotaur equip it. Open the gate by pulling the iron lever.

Farther south, drop the handy Throwing Rock on the floor pressure plate, to open the gate ahead. Click on the lower part of your screen to drop objects. Click on the upper part of your screen to throw objects. Collect all rocks you find, to use as weapons and to help solve puzzles.

At the intersection past the now-open gate east, turn south to find a Brass Key. The east fork takes you past another Throwing Rock, to a wooden door. All keys in the game are single-use items. In your inventory, left-click your cursor on the Brass Key. It will float in the air. You can still close your Inventory. Click the keyhole in the middle of the wooden door, which opens automatically.

Farther east and north of the doorway, white text scribbled on the wall tells you to look for loose rock. One small piece of cracked stone in the wall east is another button. Push it, to open a hidden cubicle with the Iron Key for a locked gate south.

East and north of there, you come to face-to-face with a shiny green Giant Snail. Have every party member attack (right-click) the snail. Then back up from its counter-attack while your weapons cool down. Then repeat your attack until the snail disappears and perhaps leaves a Snail Slice, delicious food for your group. All food in the game partially fills your Hunger Bar. How heavy it is and how filling it is depends upon the type of food. If your Food Bar turns red, you no longer regenerate Health or Energy. The snail was guarding Leather Pants, Leather Boots and a Knife.

South of there, pull an iron lever to open a gate. Past it, find a Throwing Knife resting on a shelf. All ranged weapon projectiles can be retrieved, but only after the monster you were fighting has died. Projectiles can sometimes fall down holes. Around the corner west, kill another two snails.

At the intersection, the west fork takes you past a locked wooden door to a room with another Throwing Rock, some Sandals, a Loincloth and a tasty Baked Maggot on a stick. Back at the intersection; the north fork takes you by a pull-chain gate, to a package of Pitroot Bread and a rock. On your way back to the wooden door, open the pull-chain gate. Past it, find an open trapdoor blocking your path. Throw any item onto the pressure plate past the trapdoor, which closes the trapdoor. Take the Iron Key from the shelf.

Back at the locked wooden door, open it with the Iron Key. At the end of the hallway past the door, see a stone gargoyle head on the wall next to another locked wooden door. The sign next to the head says "Heal my sight". This is a clue to solving a puzzle – how to open the door.

A passageway south of the gargoyle takes you to another open trapdoor. Drop down through the hole, suffering some minor damage. In the room below, kill another snail. Take a Peasant's Cap and a Throwing Rock. You cannot yet get past the gate in that room. So, enter the sparkling blue windgate portal, which puts you back in front of the open trapdoor. On the wall in front of you, pull an iron lever, which closes the trapdoor.

Past the trapdoor, you can see two or three snails trapped behind a gate. The pressure plate next to the gate opens it. You could throw any item onto the plate, releasing the snails. However, one or two more snails wait to ambush you in the corridors east or west of that pressure plate. So deal with them first. The east room has a Scroll of Fireburst. Spell Scrolls tell you what runes must be selected for each spell. However, you must first learn the prerequisite skills as you level up. On the floor there, find a Loin Cloth, a Tattered Cloak and another rock. Note that you can reorder your party by clicking and dragging their portraits to any other of the four positions.

Then open the locked gate to kill the trapped snails. Past the gate, find a Blue Gem under a wooden bench. A hidden button in that room will open the gate. It will stay open if an object is lying on both pressure plates. Alternatively, while you are standing on the second plate, put any item on the first plate. Safely on the other side of the gate again, take back your objects.

North of the gargoyle head, the passage takes you to a pull-chain gate. Behind it, you can see one or two of the four Herders in that room. They are giant walking mushroom plants. After you kill one, it might drop a heavy Herder Cap, food for your group. On the floor nearby, find a pair of Grim Cap mushrooms and a Tar Bead plant. You will use Tar Beads later, to make Health Potions. An obvious lever in that room opens the gate in the room. Past it, pick up a second Blue Gem. Next to the gem, find a Rectangular button on the wall. After you push it, a stone door opens north. This secret area contains another Tar Bead, two Cave Nettles and a Dagger (Attack Power 7, Accuracy +5, Speed 20). Note that Attack Power and Accuracy increase every time you level up.

Return to the gargoyle head and then insert the two Blue Gems into its eye sockets. This action opens the wooden door and places you in immediate danger. On the other side of the door, stands a Skeleton Trooper. So, as soon as you have placed the second Blue Gem, back up to give your party a bit of room to fight. You have a long hallway along which to retreat if you need to do so.

Past the door west, you come to a room with the first of ten giant Doors of Iron in the game. It may look like it is made of copper, but the scroll on the shelf tells you otherwise. Press two buttons that look like chips of rock on the walls of the room, to open the door. Behind the door, find a secret cubby with a Whitewood Wand (+ 5 Energy). Put this in the hand of your spell-caster to increase his supply of Energy for casting spells. A scroll tells you about the wand.

South of there; find a giant blue glowing Crystal of Life and a scroll telling you about the crystal. It will heal any of your crew's injuries, poisonings or diseases. It will even bring crewmembers back from the dead, as long as at least one of you remains alive. The crystal takes two minutes to recharge and then you can use it again. As a general rule, mark the location of these crystals on your map (Tab key). Click in a square on the map near that crystal, to bring up a window where you can type a few words identifying that location. There is a scroll of Poison Cloud on a shelf to the south, near a stairway that takes you down to Level 2.

Spells

As your mage levels up, at various levels, you will see rows of question marks (???). These indicate that, after you reach that level, you will be able to cast that spell. However, because the level-up menu does not tell you the *name* of that spell, making level-up choices can be frustrating. To help you build a character more suited to your needs, I have included the chart below.

Shock
Air Magic Level 4



Shock Arrow
Air Magic Level 9



Lightning Bolt
Air Magic Level 14



Invisibility
Air Magic Level 19



Shock Shield
Air Magic Level 22



Poison Cloud
Earth Magic Level 3



Poison Bolt
Earth Magic Level 7



Poison Arrow
Earth Magic Level 11



Poison Shield
Earth Magic Level 13



Fireburst
Fire Magic Level 2



Fire Arrow
Fire Magic Level 7



Fireball
Fire Magic Level 13



Fire Shield
Fire Magic Level 16



Ice Shards
Ice Magic Level 3



Ice Arrow
Ice Magic Level 7



Frostbolt
Ice Magic Level 13



Frost Shield
Ice Magic Level 19



Light
Spellcraft Level 5



Darkness
Spellcraft Level 5



Note that you can use the Fire Arrow and Ice Arrow Spells to enchant Crossbow Quarrels as well as standard arrows.

Level 2 – The Old Tunnels

At the bottom of the stairway, kill a Giant Snail. A lever opens the gate north, but if you dropped down the trapdoor hole on the level above, you already got the treasure. The pull-chain gate south, opens to hallway that takes you past a locked wooden door and then around a corner west, to a cubby with a Throwing Rock. Across the hallway, a lever opens the gate to a room with a Doublet (jacket), Silk Hose (pants), Mole Jerky and another Dagger.

West of there; a wooden door to the east opens after you pull its chain. Beyond that door, you can already hear the sounds of a Herder and two small Spore Herders. These spit poison spores at you. You could retreat to the pull-chain gate. After that fight, everyone will likely have leveled-up for the first time. Find a Machete (Attack Power 9, Speed 15), a working Compass and an Iron Key.

Backtrack east to the locked wooden door. Open it with the key and then read the sign on the wall of the next room. It says "Shelter left, Cells right". Place a torch, even a used one, into the sconce on the left wall. That will open a secret area with a heavy Iron Basinet helmet (+8 Protection).

The levered gate south opens to a hallway with Giant Snail, which guards three prison cells and a locked gate. Reach through the bars of the second cell to get a Sandmole Hide Vest (+3 Protection) and a Brass Key. You cannot yet reach the three Poison Arrows.

Use the Brass Key to open the locked gate, to a room with two pressure plates and a rock. The wall near the rock has a small button that opens the back wall of the cell with the arrows. Even if you do not intend to use arrows, keep one for an important use later. Place any object on the two pressure plates, opening the wooden door between them.

The corridor north has a giant bird, called a Crowern, waiting to attack you. You see two locked inline gates north, past which is another Crystal of Life. Two corridors go east to more gates. One corridor ends at a sign that says "No weapons allowed inside". Place any weapon on the shelf, to open the gate. Kill the two snails inside the room and then take the Grim Cap mushroom, a rock and an Iron Key. A small button on the west wall gives you access to a pair of iridescent green Pointy Shoes (+1 Protection, +1 Dexterity).

The other east hallway ends at a pull-chain gate. Past it, find two signs. One of them says "Enter thy grave". The other sign says "Holding Cells". Past a pull-chain gate at that sign, enter the windgate. Come to a long corridor with six jail cells. One of them has a Sack. Another cell has a trapped Skeleton Warrior. Two brass buttons on the north wall briefly turn on six windgates, one in each cell. This moves the Sack and the warrior to different cells. The westernmost button moves the cell contents clockwise. The east button moves the contents counter-clockwise. Eventually, the skeleton and the Sack appear on the square at the east end of the hallway. Kill the skeleton and open the Sack to find Pitroot Bread, a Leather Cap and an Iron Key. Keep the Sack for storage.

In the 'Enter thy grave' room, if you stand on the lone pressure plate in the center, three walls open inside the room, releasing three Skeleton Troopers. To defeat them singly, stand three squares back from the pressure plate and then throw a torch onto the pressure plate. The gate closes and the three walls open. Open the gate again, by pressing the brass button on the wall near the gate. After you have killed the troopers, find a Tattered Cloak, a Bone Amulet that has an important use later and a Scroll of Ice Shards. If the gates are closed, pull all three levers on the three walls, to open the gate and allow you to exit the room. Note that torches have other uses besides providing light. Keep an inventory of at least three torches, even if you use a Light Spell.

Now return north to the pair of inline gates. Use the two Iron Keys to open them, giving you access to the Crystal of Life. Mark it on your map. In that room, you may be able to see one of two Crowerns behind the west pull-chain gate. Kill them and then look for a Rectangular button on the west wall of the dead-end room south. The button opens a cubby north. In there, push a second button, closing one door and opening another, just to the north. Past that door, kill a Crowern and then push yet a third button, opening a cubicle in the south room. There, find a Throwing Knife and a Brass Key. Then return to the crystal room.

Past the east pull-chain gate, find a windgate that will not let you pass. To do so, turn your back on the windgate to find a button on the wall. It will turn off the windgate, but only for two seconds. So, push the button and then go backward into the room, all in one smooth motion.

In that room, at the bottom of the open trapdoor, find a Grim Cap mushroom. The windgate down there takes you back up near the Crystal of Life. Again pass through the east windgate to the room with the trapdoor. Throw any object past the trapdoor to the pressure plate beyond. Walk across the now-closed trapdoor to a pull-chain wooden door. In the next room, kill a Crowern and then find a Hand Axe (Attack Power 10, Speed 11) and a Brass Key, both on a shelf. Find a Cave Nettle lying on the floor inside a cubicle.

Back in the crystal room; insert the two Brass Keys into the locks to either side of the gate north. Then enter the windgate, which takes you to a room with a Scroll of Poison Bolt on a shelf and a Throwing Knife on the floor. Push a small button on the wall near the gate, to open it. Past the gate, hunt down three large Herders. Then find some Pitroot Bread north and west, at a dead end.

A brass button on the wall near the wooden door east, opens that door, but also opens a wall behind you west, to a room with a large Herder and a small Herder. In that room, find a barely visible Sling, used to fling rocks more forcefully. Past the doorway east, watch out for three more large Herders in an area with many hallways. A room to the north has a Tar Bead, a Brass Key and a lever. It opens a room just to the west, but you must circle around to it. In that secret room, find a small and large Herder guarding Leather Pants, a Tar Bead, a Phalanx Helmet (+6 Protection) and a Skull which grants +3 to Attack Power, but only for a Minotaur with the Head Hunter trait.

A room to the southeast has Grim Cap, a pair of Nomad Boots (+2 Protection, +5 Resist Cold) and a Cave Nettle. This room has a keyhole on the wall. On the wall two squares west of it, a button opens a secret room just to the west, but you have to circle around to it. In the room find the Golden Chalice artifact, first of seven. Then return to the room with the keyhole.

Put the Brass Key into the lock and then go all the way to the dead-end south, where you find a lever that opens a stone wall back to the area near the Crystal of Life, just to the west. Backtrack north and west to a locked wooden door with a pressure plate in front of it. After you step on the plate, wait four seconds for the door to open. Past it, a Skeleton Warrior will attack you. Farther into that room, be wary of a phalanx of four Skeleton Warriors. The north end of the room has another gargoyle head. Read a message on the wall that says "Only the patient man can defeat the Daemon's gaze". Then turn to face the gargoyle. Wait patiently for 20 seconds until the door opens. Behind it, find four Skeleton Warriors inside a cubby with three Fire Bombs.

Opposite the pull-chain gate, look for a small button. After you press it, a wall opens next to you, revealing a Skeleton Warrior. There find a secret Wooden Box with a Healing Potion, a Leather Brigandine and a Scroll of Poison Shield. Then open the pull-chain gate to find a Sack on a shelf.

The Sack has a Cave Nettle, two Tar Bead, two Empty Flasks and a Mortar and Pestle. Right-click on it in your Inventory, opening a small pop-up window. **Put an Empty Flask and a Tar Bead into empty slots at the top of the window, to brew a Health Potion. A Cave Nettle and an Empty Flask combine to make Antivenom.** Remove the torch from the sconce to open the gate to level three.

Level 3 – The Pillars of Light

At the bottom of the stairway, notice three empty wall sconces on the central pillar. Place three torches in them, even used ones, as long as you remove the lit torch already in that room. The wooden door opens. Past the gate, kill a Crowern and then take a Frost Bomb from a shelf. The room to the west has a Skeleton Archer hiding in the shadows and two more Crowerns. The archer may drop a Frost Arrow. This room also has a pair of open trapdoors. A passage takes you south around a corner to the other side of the trapdoors, putting you near the skeleton. Drop down one of the holes and then kill one or two Giant Snails. Take a Tar Bead plant and a Skull for your Minotaur. Even if you do not have a Minotaur in your party, keep one Skull for an important use later. Pull a lever on the wall, to create a windgate that takes you back up to the trapdoors.

Facing west, with the two holes in front of you and a closed gate on your right, walk south, west and then north one step, to find a Rectangular button on the wall. After you push it, a wall opens just to the east. In the small space beyond, find a Shuriken on a shelf. Opposite the shelf, push a small button that opens the wall next to you *and* opens the closed gate near the trapdoors. Throw any object onto the pressure plate past that now-open gate north, to close the trapdoors.

To select a single item from many, hold down the Shift key.

Now you have access to a secret area that has a Short Bow (Attack Power 12, Speed 16) and three Broadhead Arrows. From the secret area, go west and north, back to the closed wooden door and the second room with pressure plates. The brass button on the wall opens the gate. After you step inside the room onto the pressure plate, four panels open, releasing three or four Skeleton Warriors. The gate, now behind you, closes.

You could fight the skeletons inside the room or use a bit of trickery. *Before* you open the gate, place any item on the plate, releasing the skeletons. Then open the gate to face the skeletons one-at-a-time. After the battle, search the four side nooks inside the room to find a Brass Key, a Shuriken, a lever, a Cave Nettle and an Empty Flask. There are only few flasks in the game, but after you drink a potion, you can recycle the flask. You have already been to the room below the open trapdoors, so pull the lever to open a wall at the southwest corner of the room. There, find a Baked Maggot and two Tar Bead plants.

The Brass Key opens the wooden door northwest. Past it, on your left, read a note from Toorum. He walked these hallways before you and left many notes behind. Around the corner north; find a pull-chain gate. Past it, find a Crystal of Life and then mark it on your map. The dark hallway east of the crystal has a Giant Spider lurking. After you have dealt with it, drop down one of the open trapdoors. At the bottom, kill a large Herder and then find a pair of Leather Greaves (light armor with +4 Protection). Windgate back up to the trapdoors.

Now go east to a room with a pull-chain gate. Past it, find a room with two open trapdoors and another spider. Note that spiders can poison you, slowly draining your health. You could drink a Health Potion or rest (R key), to keep you alive for three minutes until the poison wears off. You could cure the poison at a Crystal of Life or you could use an Antivenom potion.

One trapdoor has a brass button on the wall next to it. The other trapdoor has a Rectangular button on the wall next to it. That button closes both trapdoors, but only for four seconds. So, push that button, turn 180°, sidestep left three squares, push the brass button and then sidestep left again. Do all of this smoothly to fit the four-second window. One tactic I use is to practice the keystrokes while the game is paused (Esc). Then I concentrate *only* on the keyboard, until the task is done. This opens a wall south of the first trapdoor, where a windgate takes you to a secret area with a Tome of Health (+25 to Health) and another Shuriken.

Windgate back to the trapdoors and then drop down one of them. Behind a gate north, see two inline pressure plates. Place any item on the plate just past the bars. Then go around the corner east, to find a Rectangular button on the wall. It turns off the windgate behind the bars west of you, allowing you to place an item on the second pressure plate. Finally, place any item on the pressure plate at the end of the hallway west, to open the gate that prevented you from taking the Serpent Bracer (+2 Protection, +50 Resist Poison) from the secret area. Then windgate back topside.

Next, open the pull-chain gate east of the two open trapdoors. In the next room, two windgates move opposite each other, in a counter-clockwise circle. If you step into the path of either windgate, it pushes you out of the room. There are two pressure plates in the room. One of them you can see easily. Another is slightly hidden in the darkness east of the open trapdoor in the middle of the room. That hidden pressure plate closes the trapdoor. So, face east and then, after the windgate passes by, sidestep right, go backward once, sidestep right, throw an item onto the pressure plate and then step forward onto the now-closed trapdoor. That is a safe spot.

From the safe spot in the center of the room, face south. After the windgate passes by, sidestep right, throw an object on the other pressure plate, sidestep left and then run through the now-open gate south, to the next area. The gate only stays open for two seconds.

Past that gate, east to the corner, find two Broadhead Arrows lying on the floor next to four Spider Eggs. You can destroy the eggs, but you get no Experience for it. Circle around west and north to pull a lever that opens a gate back to the puzzle room. Take the item you threw onto the pressure plate, which again opens the trapdoor but also closes another trapdoor north. Before you cross it north, pick up a Throwing Rock and find two Poison Bombs on a shelf. Past that trapdoor north, find a Cave Nettle and a third Door of Iron that you cannot yet open. Instead, backtrack south and east to a wooden pull-chain door. Behind that door, a spider waits to ambush you. The north wall of that room has a locked door that needs two keys.

South of there, open a pull-chain door to a large room with four Giant Spiders. If you get into trouble, pull the chain to close the door and heal up. Find a Longsword (Attack Power 14, Speed 15) on a shelf and an Iron Key on another shelf. A Loincloth, Sandmole Hide Vest and two Blooddrop Blossoms lie on the floor. **Combine a Blooddrop Blossom with an Empty Flask to brew an Energy Potion.** Open a levered wooden door on the north wall of this room. Past it, take three steps north, to find a sign on the wall that tells you "I demand a sacrifice".

Drop any item onto the plate and then push the brass button on the wall next to the gate. A Brass Key and Silk Hose (pants) drop at your feet. Keep the key but put the pants on the pressure plate. Then press the brass button again. This gives you back the pants and adds a secret pair of Nomad Mittens (+1 Protection, +5 Resist Cold). Then return west and north to the door with the two keyholes. Use the Iron Keys to open the door. Past the door, kill two roaming Giant Spiders.

That room has a central pillar with three empty torch sconces. The east and west walls both have sconces as well. Put a lit torch in the east sconce and then the west sconce, which opens a stone wall north. Past that new opening, pull a lever. Then *backtrack* south, west and north to the Door of Iron, which is now open. Take a Huntsman's Cloak (+4 Evasion, +1 Dexterity) from the shelf. Then return to the room where you placed the two torches. Take back the torches to open the door north. Past that doorway, at an intersection, go west to find a Shuriken and a Tar Bead plant.

Back at the intersection; note the brass button on the wall. Push it to see that the second gate east opens, for three seconds. Very near that button, find a rectangular Stone Button on the wall. Prepare for a fight and then push that Stone Button, which opens a wall and releases another spider. After you have killed the spider, stand facing the brass button. Prepare for another fight with two more spiders. Then push the button, sidestep right, go forward twice, sidestep left and then go forward past the temporarily-open gate, which drops down behind you, locking you in.

After you have killed the spiders, push the brass button on the west wall, to open the balky gate again, but now it stays open. A pull-chain gate north opens to one or two more spiders, but you can close the gate again if you get into trouble. At the intersection past that gate, the east fork takes you to a dead-end with a Grim Cap and a Boiled Crag Beetle. Back at the intersection; the west fork takes you to a large area. As you search many dark passages, watch out for three to five roaming Giant Spiders. Be *very* careful not to let the spiders surround you in these hallways, or be poisoned to death. Have them chase you back to the pull-chain gate.

However, as you reach the southwest section, near where you see spider eggs, listen for a secret door opening in your rear, releasing one or two spiders that will try to blindside you. Backtrack north to deal with them. One of those spiders drops a Gold Key. The room has two Tar Beads. Note that resting (R key) can heal a character faster than poison can steal life points. But also note that a character's Hunger Bar needs refreshing more often when resting, because resting uses up food faster. You may also have weird dreams.

You will find pair of pull-chain gates to a room with many spiders. However, you would be *well advised* to destroy the roaming spiders and clear this *entire* section of dungeon before you open either of the two gates. During your travels, find a pair of Leather Gloves and a Round Shield (Evasion +7). Near where you find a Grim Cap, a pull-chain door opens to a room with a Wooden Box. Inside the box, find Mole Jerky, two Tar Beads, a Fire Bomb, a Scroll of Shock and a scroll written by a would-be alchemist trying to create a potion from a Grim Cap and a Witch Flower (there is no such flower in the game).

Back in the secret north room where you found the two Tar Bead plants; on the north wall of that room, push a small button which opens a nearby stone wall. A stairway takes you down to an isolated section of Level 4, The Archives. At the bottom of the stairs, find a gargoyle and a sign that tells you "Feed Me". Past the nearby pull-chain door, a room is divided into sections by iron bars. The seven creatures in here are called Green Slimes. They can spit green goo at you through the bars, for a distance of one square. The goo can cause sickness, which can be cured by waiting for two minutes or by drinking an Antidote (see below). The disease does not drain your health like poisoning so, as long as you have plenty of food, take advantage of the pull-chain door. Rest behind it, and then open the door to continue the battle, which takes quite a bit of patience. Once you have reduced their numbers by two, however, the remaining slimes are easier to kill.

After you have cleared the room of slimes, search the maze for a Golden Deity Figurine artifact and three Slime Bell plants. **Combine a Slime Bell with a Tar Bead plant, to create an Antidote, which cures sickness.** Then push a Rectangular button on the wall in the southeast corner. A stone panel opens nearby, revealing a Green Gem.

Take the Green Gem to the gargoyle and then place it into its mouth, which opens the nearby wooden door to a secret area with two Poison Bombs, a nice Crossbow (Attack Power 20, Speed 9) and six single-use Poison Quarrels to use with the bow. After one use, they are just quarrels. You have been using a Short Bow. Keep the crossbow though, for when you get more quarrels.

Back at the top of the stairway, the dangerous spider room with two pull-chain gates is west of there. Toorum's note on the floor near that room tells you that spiders can blindsides you, but you know that by now. Open one of the two pull-chain gates. In the fairly small room behind the gate, five Giant Spiders wait for you. Use the gate to your advantage. Close it when you must heal.

After you have cleared that spider threat, enter the room to find a Cave Nettle. A pull-chain door opens to a small room with a sign that says "Spectral Relay". If you step on the pressure plate, a harmless magical ball shoots from the gargoyle head north of the closed gate, hitting the gate. Open the gate by placing any item on the pressure plate past the gate. Walk along that hallway past the gate, to pick up a Baked Maggot. On your way back across the plate, sidestep left, to allow the magical energy ball to hit the receptacle in the wall, opening the wooden door west.

Past that door, you arrive in the same room you found at the bottom of the Level 2 stairway. Pull a lever to close one trapdoor, giving you access to the Crystal of Life. Take a Leather Cap and read the note from Toorum, who dropped his breeches. Your Gold Key opens a wooden door to a secret nook that has a Knoffer Mace (Attack Power 14, Speed 11) and Ring Boots (heavy +6 Protection). You could keep the key for a better use later. The stairway here takes you down to Level Four.

Level 4 – The Archives

At the bottom of the stairway, find a short hallway to a long room. At the entrance, after you step on the pressure plate, a gate crashes down behind you, locking you in with a pair of red-topped Elder Herders. Unfortunately, placing an item on the pressure plate is ineffective. So, enter the room and then realize that the two creatures are so slow that you can easily outrun them. If you stand in front of one, it will spew poison gas at you. Use ranged weapons, or hit them with a melee weapon and then dodge quickly sideways to avoid the gas. After they get to your end of the room, run to the other end and then set up your next attack. The Ice Shard Spell works well here.

One Herder drops an Iron Key, which opens *both* locked gates, giving access to the Crystal of Life at the top of the stairway. Further north, find a room with two shelves, one with an Empty Flask and the other with a **recipe for an Energy Potion (Flask + Blooddrop)**. Pick up a tasty Grim Cap.

Farther south, past a pull-chain wooden door, enter a large room with four windgates at the corners. At the east end of the room, carefully locate four Skeleton Archers and then eliminate them. Each of the windgates takes you to a different place, with different challenges in each one.

Beast Gardens and Menagerie

Enter the northwest windgate to see a room with a gargoyle head and a stone receptacle in the wall opposite the head. A brass button on the wall opens the gate to a room with a pacing Skeleton Warrior. However, the button also causes the gargoyle to fire a magical ball of energy into the receptacle, closing the gate before you can enter the room.

So, push the button and then sidestep right two squares so that your body stops the magical ball. The gate stays open and now you can battle the skeleton. Note that you can use the same method in reverse, to close the gate. After you have destroyed the skeleton, notice that the room has three empty prison cells. Two of them are in a cell block on the east side of the room. Rectangular buttons on the east and west sides of that cell block open the cells. A third cell, on the west side of the room, also has a Rectangular button that opens the cell. If you step inside any cell, its pressure plate causes the gates to lock you in. However, you can easily escape, because a brass button on the inside wall of each cell opens its gates.

Skeleton Warriors spawn constantly in this room. You can kill them for the experience points if you like, but the real reason they are here is to allow you to trap three of them in the cells. To do that, push the three Rectangular buttons on the walls, opening all three cells. Then, as you fight the skeletons, one will occasionally step into an open cell and become trapped. After all three cells contain a skeleton, the wooden door on the south wall opens. Behind it, there are *four* flying Crows, two of which may sometimes come into the cell block room.

Search the room for three Blooddrop Blossoms in two separate side cubicles. A note on the floor against the east wall is a diagram of the Green Slime room where you picked up the Golden Deity Figurine. Open the cell in the southeast corner, kill the Skeleton Trooper and then push a secret button inside the cell. It opens a secret cubby in the northwest corner, hiding Leather Boots, Pitroot Bread and Ring Gauntlets (heavy, +6 Protection).

In the large room south, you can only go so far before you get to a windgate that takes you back to the gargoyle room. So, pick up the scroll, which is part of a set, and then drop down one of the open trapdoors to kill three or four skeletons, a mix of archers and troopers. You cannot yet open the gate down here. Find a Baked Maggot on the floor and then step into the windgate, which returns you to the room with four windgates in the corners. Save your game.

On Easy difficulty, only the Minotaur needs the Light Armor skill. On Normal difficulty, all four companions need at least the Light Armor skill. Minotaurs can handle the weight of Heavy Armor.

Time and Tide

In the southwest corner of the four-windgate room, enter the windgate to find a small room with a pressure plate. After you step on it, hear three clicking sounds. Instead of a fourth click, you see a windgate appear above the open trapdoor ahead of you, but only for a fraction of a second. Have one of your party throw any weapon into the windgate, to have that object land on the pressure plate ahead and left of you, closing two of the trapdoors. Note that you *cannot* achieve success by taking an item from your Inventory and then throwing it. That item will instead land upon the stone floor just to your left, not on the pressure plate. Someone has left three Throwing Knives on the shelf next to you, just in case you need something to throw. If you fall into an open trapdoor, find only a Baked Maggot. A windgate takes you back up to the pressure plate. Note that a good idea for a throwing weapons specialist is to keep a record of how many projectiles you have. They can get lost in the dark, underneath dropped shields and down holes.

Walk onto the first closed trapdoor and then turn around to face the pressure plate. Drop any item onto the plate, turn around 180° and then quickly enter the windgate. It takes you to a secret area behind the iron bars east. Take a Book of Infinite Wisdom (+5 Skill Points). Ride a windgate back.

Save your game. Farther south and east; come to a pressure plate at the beginning of a long corridor full of trapdoors. After you step on the pressure plate, the trapdoors close in sequence, but only for four seconds. A Crowern inhabits the room at the other end of the corridor and, if you are fortunate, it will fly to attack you before you attempt to run across the trapdoors.

Two squares past the pressure plate, on the south wall, press a rectangular button. Three squares east, a section of the south wall opens, allowing you to enter. Step south, turn west, find a shelf with a brown Chitin Mask (+9 Protection) and then fall down to the dungeon, where you must defend against an attack by three Skeleton Archers and a Skeleton Warrior. Run left, to find a defensive corner. After that battle, search the floor for a Burrow Rat Shank, Tar Bead and a Cave Nettle. A lever to the east opens a wall to an extension of a dungeon you visited previously. The windgate there takes you back to the room with four windgates, where you must make your way back through the Time and Tide windgate and back to the long corridor of open trapdoors.

Again standing at the beginning of that long corridor; take any item from your Inventory, hanging in the air ready to throw. Close your Inventory window so you can better see. Then step onto the pressure plate, walk along the corridor over seven trapdoors all the way to the corner, sidestep right three squares, throw the item onto a pressure plate east (opening a gate) and then sidestep right two more squares, putting you past that gate, on a safe square with no trapdoor.

Around the corner north, find a Shuriken lying on the ground. Open a pull-chain wooden door. Past it, find the large room you visited earlier, with a windgate in the center. Take another scroll, second of four, and then enter the windgate to return to the room with four windgates.

Backtrack through the Trails of Thought windgate until you get to the locked door north of where you found the Iron Key. Use it to open the wooden door and then destroy a Skeleton Trooper waiting for you past the door. Pick up the third scroll from near the central windgate, but wait a bit before entering that windgate. There is treasure to be had.

Five squares east of the windgate, a nook has a small button. After you push it, two trapdoors in the west room close for six seconds. On the east wall next to the second of those trapdoors you can see a Rectangular button that briefly disables the central windgate and opens the trapdoor beneath that windgate. Below the trapdoor is a secret area. Timing is critical. Save your game.

Stand in the nook. Push the button, turn left, take one step forward, sidestep right four squares, step forward two squares, turn left, push the Rectangular button, sidestep left two squares and then step backward two squares to fall through the central trapdoor.

At the bottom, take the Gear Key from the shelf and then pull the lever to exit the cage. Take the windgate back up to the four-windgate room. Just past where you arrive, a creature called Tentacle pops up from the floor grating. Nobody knows what the rest of the creature looks like. It can paralyze you and is best killed with ranged attacks. If it drops down its hole, then step toward the creature, causing it to pop back up – attack it and then step back. After you have killed it, go all the way east and then north, to the Door of Iron. Use the Gear Key to open the door, past which is a set of nice Chitin Greaves (light armor, +9 Protection).

The Catacomb

In the northeast corner of the four-windgate room, enter the windgate. The first room has a row of three closed trapdoors. When you stand next to the trapdoors, they open. So do a pair of walls. Behind the north wall are three or four Skeleton Archers. Behind the south wall is a Trooper. Defend from the northeast corner. Kill the trooper first. After this battle, drop down the first of the trapdoor holes. At the bottom, find a Tar Bead and two Crossbow Quarrels. A button on the north wall opens a wall to a Skeleton Trooper. A passage connects to a dungeon you have already cleared. Windgate up to the 4-windgate room. Re-enter the northeast windgate, to The Catacomb.

Explore the rest of this dungeon. Find a note from Toorum, two more Skeleton Archers and perhaps another Skeleton Trooper. Two Crossbow Quarrels lie on the ground in an alcove west.

In the center of the dungeon, a Burrow Rat Shank lies upon a pressure plate. After you remove the shank, the first of three inline trapdoors past the gate closes. The northwest part of the dungeon has a pressure plate with rock lying upon it. After you remove the rock, the farthest of the three inline trapdoors closes. The southwest part of the dungeon has a locked cell, inside of which you see four Skeleton Troopers. The wall opposite the skeletons has a lever which opens the cell. After the skeletons step off the plate, the third inline trapdoor at the center of the dungeon closes.

Inside the cell, push a Rectangular button to open a wall next to you, where a Skeleton Trooper waits. In that hallway, find a Sack that has another Burrow Rat Shank, two Tar Bead plants and a pair of Leather Gloves. A redundant Bone Amulet lies on the floor underneath the Sack.

A bit northeast of the cell, push a small button on the south wall. This releases four more Skeleton Troopers from an alcove at a dead end to the northwest. If you cannot hear them marching toward you, push the button again. The door imprisoning them will only stay open for six seconds and sometimes they do not exit their cubicle immediately.

After you have dealt with the troopers, return to the small button. Push it again and then sidestep left, step backward, sidestep left, take two steps backward, sidestep right four times and then step backward into the cubby before the door closes. In that secret area, take a Fire Bomb and a Flare Feather Cap (+1 Protection, +2 Dexterity).

Return east to the entrance windgate, opposite which you see the three now-closed trapdoors. Walk to the end of the hallway east and then open the pull-chain gate. Enter the big room with the windgate in its center. Pick up the fourth and final scroll. Step into the windgate to return to the four-windgate room. Notice that the four large columns that hold up the ceiling in the center of the room have text scribbled on them. These are lyrical stanzas which must be completed by placing the correct scroll on its corresponding shelf.

So, on the column where it says "Crimes forgotten", place the scroll that says "but never forgiven". On the column where it says "Caverns still echoing", place the scroll that says "by his call". On the column where it says "Put to sleep", place the scroll that says "but still dreaming". On the column where it says "Eternally imprisoned", place the scroll saying "to depths beyond measure". After you have done that, run to the other side of the pull-chain wooden door west. The walls north and south release eighteen green ground-hugging, many-toothed monsters called Scavengers. Do not allow them to surround you. Use the door to your advantage.

After you have destroyed all of the Scavengers, enter the north opening to find a Tar Bead plant, a Cave Nettle and a Battle Axe (Attack Power 20, Speed 9, requires Axes 5). The south opening has a Tar Bead plant and a lever which only turns the four windgates back on, nothing else.

The hallway east is now accessible. At its end, find a Crystal of Life. Mark it on your map. The crystal room also contains two shelves that hold a Scroll of Frost Bolt and a *Frost Bomb*. Set one of these aside for an important use later. A Burrow Rat Shank lies on the floor. The stairway east of the crystal takes you down to Level 5.

Level 5 – Hallways

At the bottom of the stairway, find a room with ten stone statues of warriors and four iron gates. Pull a lever to open the gate east. Inside the small room past the gate; push a small button on the south wall, opening the wall north, to a room with an Iron key and a Wooden Box. Inside it, find two baked Maggots, two Tar Beads, A Cave Nettle, a Slime Bell and a Scroll of Light. The lever opens the gate back to the room with the statues. On the wall between the two rooms, push a button that opens a section of wall east. Inside that secret area, find a Scaled Cloak (+8 Evasion).

Back in the statue room; pull the lever northwest to open a gate to another small room. Find two Crossbow Quarrels and a Scroll of Fire Shield. Then use the Iron Key to open the locked gate in the southwest part of the statue room. Past it, be wary of a dark open pit to the west. The only thing at the bottom is a note from Toorum apologizing for the lack of treasure.

A few barrels and crates block one passageway south. East of there, find a Shuriken on the floor. One room has a beautiful statue of a dragon. Make a note on your map of its location. In that room find two loaves of Pitroot Bread on the shelves.

East of the statue, a pull-chain gate opens to a room with a locked wooden door, two brass buttons and a lever. Past a pull-chain gate south, discover a room with nine open trapdoors. The wall on this side of the holes has two brass buttons. The other side of the room has one brass button. Drop down one of the holes to the dungeon below. The small button on the wall next to the windgate opens two walls behind you, releasing a Crowern and a Wyvern. The latter is a larger version of the Crowern, differentiated by its blue-green color and the fact that it fires Lightning Bolts at you. Put your back to the windgate, to give yourself an escape route. The small alcove from where they came has two Fire Bombs and two Lightning Bombs.

Back up in the room with nine trapdoors; push the brass buttons in a particular order, to close the trapdoors on the south side of the room, allowing you to access the brass button on the other side. Facing the two buttons; push the right button, the left button and then the right button again. Then walk across the room to push that button once. Walk back to the two buttons you already pushed. Then push the right button and the left button again. This creates a zigzag path to the single button on the other side. Push it again, to create a path west, to the shelf with an Iron Key. Before you take the key, prepare for a battle with a Crowern and a Wyvern. The route back has been blocked by an open trapdoor. Push the button on that side to close the trapdoor.

From the alcoves where the birds flew, find a Blooddrop Blossom and another note from Toorum, although you will have to push the left brass button to close a trapdoor in front of the note. Return to the previous room, the one with the locked wooden door. Save your game.

Toorum's previous note gave you a clue how to open the wooden door.

1. Pull the lever down.
2. Push the brass button near the gate south.
3. Pull the lever seven more times, leaving it in the up position.
4. Push the button next to the wooden door. The door opens.

Hiding silently in that small room behind the door are two small Spore Herders and a large red cap Elder Herder. The concentration of poison they throw at you will kill some members of your group if you try to fight them at the doorway. Inside that room are a Herder Cap and a Conjuror's Hat (+1 Protection, +2 Willpower).

West of the dragon statue, the locked wooden door opens with the Iron Key. Behind it, you can hear the sound of flapping wings. Waiting for you are two Wyverns and two Crowerns. Remember that a Crystal of Life is near the top of the Level 4 stairway. From where the birds came, collect a Blooddrop Blossom and a Tattered Cloak. A Crystal of Life sits in front of a pull-chain gate, behind which are two Giant Crabs. The dangerous open pit is opposite the gate. A button on the south wall opens an alcove south, where you find a Fist Dagger (Attack Power 12, Speed 20). Also in there, you can see another part of the room where the two crabs live.

Save your game and then pull the chain to confront the crabs. This fight is made much easier because you can close the gate and heal at the Crystal of Life. However, crabs have 600 Hit Points and no special weaknesses. Take this opportunity to learn their habits, as you will see more of them later in the game. After you have killed them, past the door, find a set of Ring Greaves (heavy, +6 Protection) on the floor of a cubicle north and a Shuriken on the floor of a hall south.

From there, a pull-chain gate opens to a room west. It has four stone statues, two piles of barrels and crates, a Door of Iron, a note that tells you how to open the door, a sign on the wall that says "Deserted Tunnels, another sign that says "Chamber of Pits, a brass keyhole and three gates, two of them with pull-chains. Before you do anything else, backtrack four squares from the entrance square, to the wall. Stand on that square and then *Rest – for eight seconds*, which opens the Door of Iron because the dragon statue is facing this square, among others (but this is the only one that opens the door). The secret area behind the Door of Iron has a Lurker Vest (+5 Evasion).

The Chamber of Pits

Next, open the pull-chain door to the Chamber of Pits. The room has 20 open trapdoors. There is a brass button and a lever on this side of the room. Your challenge is to cross the room to the other side and enter the hallway in the southwest corner. There is another brass button and a lever on that side. The levers determine from which side of the room the trapdoors begin closing.

The first thing you should do, however, is to drop down one of the holes and destroy the two Skeleton Archers and five Skeleton Troopers down there. Deal with the archers first. There is plenty of space in this large room to avoid the troopers. Pick up a Grim Cap, Blooddrop Blossom and a Burrow Rat Shank. A stairway takes you up to a room with a Boiled Crab Beetle and a Short Bow on a shelf. A lever in that room opens a wall, past which is the Chamber of Pits.

1. To get across the room, first pull the lever down. Then push the brass button, quickly turn left, sidestep left, go forward two squares, sidestep right once, go forward two squares, sidestep left two squares, go backward two squares, sidestep right two squares, go forward two squares and then *immediately* pause your game. This breaks the puzzle up into three manageable segments.

2. Now that you are paused, look at the wall to see a white square button. This button temporarily closes a trapdoor in the southeast corner of the room. A shelf next to that trapdoor has a secret treasure. Note that the *Resume* button on your screen is very close to the square button on the wall.

So, to get to the secret square from your paused game: Push the Resume button, push the square button on the wall and then immediately sidestep left two squares, then backward two squares, then sidestep left two squares and then step back once, to the safe square.

3. The shelf has a Brace of Fortitude (+1 Strength, +20 Health Regen, +20 Food Consumption). A small button on the wall next to the shelf restarts the trapdoor-closing sequence. Wait for it to cycle around to you and then continue your journey west three squares and then sidestep left, onto the safe square at the southwest corner of the room.

At the southwest corner of the room, open the pull-chain gate and then kill a roaming Giant Crab. In the room from where it came, find an Ornate Key. As soon as you take it from the shelf, a stone wall drops down to block your exit and four walls open at the sides of the room, releasing a Giant Crab, a large Herder and two small Spore Herders. Kill the Herders first, so that you can better maneuver around the crab. Alternatively, place any other object on the shelf before you take the key, avoiding the fight altogether. You could also take the key from the shelf, wait for the monster doors begin opening (you can hear them) and then put the key back on the shelf. This reopens the exit wall, so that you have more room to move around and have access to the pull-chain gate. In the cubicles from where the monsters came, find a Tar Bead plant, a Grim Cap and two Lightning Bombs. Save about 10 of these for the end of the game if you can.

At any rate, once you have the key, you could pull the lever, press the brass button and then return across the trapdoors opposite the way you came. However, an easier and much less stressful way to return would be to drop into the closest hole and then take the stairway back up to the other side of the puzzle.

The Deserted Tunnels

Back in the entryway with the ten statues; open the pull-chain gate to the Deserted Tunnels. Past the gateway, pick up a rock. A corridor takes you past a closed wooden door, a lever and then around the corner to a pressure plate at a dead-end. The lever opens the wooden door, but closes a gate, preventing you from going through the doorway. In addition, the wooden door stays open for only five seconds. A ticking sound gives you a countdown. The pressure plate opens the gate, but the door is too far away for you to get there before it closes. Trying and failing to open the door causes a wall panel to open north of the plate. The sign on the wall inside that cubicle tells you "Your *feet* may never carry you here hastily enough".

To solve this puzzle, with the rock hanging in the air at the end of your cursor, pull the lever, swivel around 180°, step forward, sidestep right once, throw the rock onto the pressure plate, again swivel around 180°, sidestep right two squares past the gate just as it opens and then step forward past the open door before it closes. Use two hands; one just to throw the rock.

In the corridor past the door, a sign tells you "There is no turning back". At the end of the hallway, find an empty room that has a side room west, with a pull-chain gate. In that room, find a Tar Bead plant and Ring Gauntlets (heavy, +6 Protection). This room is an excellent defensive position, because you control the gate. North of these two rooms is an intersection with a Small Herder.

Two squares east of barrels blocking a hallway, you trigger the opening of a wall west of the barrels, releasing a Giant Crab guarding a Shuriken. In addition, you trigger the opening of a cubicle on the east wall, releasing a large Herder and a red top Elder Herder. The square *just* east of the barrels opens a south wall near your defensive gate, releasing a Spore Herder and a large Herder. You still have time to run back behind the pull-chain gate before that door fully opens.

As you explore the tiles along the east wall, you trigger the opening of the large pillar west, releasing another Giant Crab. As you further explore the east room, a section of the wall west opens, releasing another small Herder and a red top Elder Herder.

After you find a Grim Cap, your first Milkreed Plant, two Fire Bombs and a shelf with a Warhammer (Attack 18, Speed 11), pull a lever to open the wooden door west. Past it, find another stone dragon and a shelf with an Ornate Key. The lever does not open the gate. Instead, it opens a shortcut south. Fight eight or nine re-spawned Skeleton Troopers and one, two or three Skeleton Archers. To open the gate in the north room, pull the *southernmost* of the two nearby levers. Then turn 180°, step forward one square, sidestep right four squares, and then go forward two squares past the gate. Past it, find a Grim Cap, three Fire Arrows and a Huntsman's Cloak. Return south and west to the room with the ten statues. Use both Ornate Keys to open the two gates, past which is a stairway to Level 6.

Level 6 – Trapped – (Please, Br'er Fox, don't fling me in dat brier-patch)

At the bottom of the stairway, after you step on the pressure plate, a gate crashes down behind you locking you inside a huge dark room with many passages. There are many monsters hiding in those passages. To give your party a fighting chance against them, immediately run across the room to the pull-chain gate marked by a lit torch. Until you open the doors in the passage beyond, this is an excellent defensive position. That is because, once you are behind it, all enemies that step into the square beyond your gate have their side toward you, giving you the first shot in a fight. From the safety of the gate, make forays out into the huge room to begin battling six or seven Giant Spiders, a Giant Crab and a very large, very tough and *very* fast Ogre.

As you search the main floor, find two Throwing Knives and a Milkreed on the floor. The Ogre drops a heavy Ogre Hammer (Attack Power 36, Speed 8) and a Sack. Inside it, find a Burrow Rat Shank, Mole Jerky, two Herder Caps and a Gold Key.

The Maze of Madness

After you have cleared the *entire* main floor of Level 6, deal with the two pull-chain gates in the hallway behind your defensive gate. Pass by, for now, the gate marked "Haunted Halls". At the end of the north hallway open a pull-chain wooden door. Past it, kill seven to ten Giant Snails crammed into a small room. West of there, come to a room full of windgates. A sign says "Maze of Madness". Press a button on the south wall. Return to the entrance and then go north to the corner. Step into the windgate west. Then step backward once, sidestep left once and sidestep right once. Ahead of you is a shelf that contains a Round Key. Next to that shelf, push a small button on the north wall. Then walk into the windgate east. From there, turn south and then take one step south. Then turn west to enter a cubicle with a shelf that has the Spirit Mirror Pendant (gain Experience 25% faster). Backtrack east along the hallways to the Haunted Halls gate.

The Haunted Halls

Open the pull-chain gate. Past it, find a Skeleton Trooper, one of many that re-spawn in these halls. That is because you need one of them to solve a puzzle. Search the hallways until you find a single pressure plate. If you or a trooper steps on that plate, a stone door to the west opens, but only as long as you or a trooper remains standing on the plate. You could try to run to that open doorway. Start facing north, while standing on the plate. Then step backward once, sidestep left three times, go forward once and then sidestep left into a small room with four Skeleton Troopers. However, the game's designers have made the timing so critical that you will need the help of a trooper to give you enough time to get through the doorway.

Have a Skeleton Trooper follow you across the pressure plate. Meanwhile, run around to stand at the doorway and wait for it to open. If even this does not work, throw a Frost Bomb at the trooper as it stands upon the pressure plate, giving you plenty of time. Inside the room, collect a Blooddrop Blossom, a Cave Nettle, two Tar Beads and a Round Key. A lever opens the door.

Just north of the pressure plate; find a small button on the wall. It opens a stone door south. Behind it though, two Skeleton Archers wait for you in a room with a Frostbite Necklace (+50 Resist Cold). Find a Shuriken on the floor east of the entrance. Also, four squares east of the entrance, the east wall has a small button that opens a secret room north of the switch. Four to eight Skeleton Troopers inhabit the room. Find Ring Boots and a Heavy Shield (+10 Evasion).

Sequencis

Back on the main floor; behind the south pull-chain gate marked Sequencis, fight another two Giant Crabs. In that room, the west wall has a locked gate, behind which you see a Crystal of Life. To get the Round Key that opens that gate, go through the windgate east of the crystal. As you stand in the windgate, two destinations flash in sequence in front of you. One has a gargoyle head and a button on the wall that causes the gargoyle to shoot a poison cloud at you.

The other destination shows a wooden pull-chain door. After you pull the chain, find that you cannot move because a Giant Snail blocks your path. Every four flashes, you get a chance to attack the snail. After it dies, step into the square it occupied. Pull a lever that gives you access to a fourth destination. Back inside the windgate; face north to see both your exit room and a small room defended by a Giant Crab. That room is where you find the Round Key you need. Take the key back to the Crystal of Life. Use the key to unlock the gate.

Five steps north of the entrance to the crystal room and then two steps east, find a cubby with an empty torch sconce. Put a torch into it, which opens a wall just north of there, releasing a Skeleton Trooper who is guarding a pair of Fire Bombs. The northwest part of the level has a room with spiders, spider eggs and Burrow Rat Shank on the floor. A shelf south of there has a nice Cutlass (Attack Power 19, Speed 15).

Walkabout

The north side of the main floor has a sign on the wall above an iron floor grate - "Walkabout". Save your game. To get some treasure, go west to hear a clicking sound. Continue all the way west and then north, to hear a second click. Continue east, jog north and then east to hear a third click and then go south to complete the circuit. Now repeat the same circuit, finding a rock where you hear the second click. Pick up the rock and then complete the circuit. Again walk the entire circuit.

After you hear the second click, a Skeleton Trooper appears in front of you. After you have destroyed it, complete the circuit. Finally, walk the circuit one more time, to find a Sack at the second click. Inside it, find a Speed Potion and a recipe that tells you how to make more of that potion. **Combine a Blooddrop Blossom and a Milkreed to make a Speed Potion (cuts cool-down time in half, but only for 45 seconds).** Note that the walkabout works best if you walk the circuit perfectly: *No* backtracking or taking a bad turn. Otherwise, reload your save *or* do more walking around the circuit to get the treasure.

Halls of Fire

A room on the west wall of the huge chamber has *two* pull-chain gates and a Fire Bomb. The room south of there constantly spawns new Giant Crabs. Kill the crabs and then drop down the hole in the center of the room. At the bottom, you hear the sound of flapping wings. In the next complex area you must fight four or five Crowerns and two or three blue-green Wyverns shooting Lightning Bolts. Find a pair of Lurker Pants (Evasion +5) and a Shuriken, both on a shelf. After you empty the shelf, the wooden door next to you opens. The northwest corner of this area has a pair of Sandals and Peasant's Breeches. A shelf has a scroll that says only "Westmost", referring to the westernmost pit in a room you will soon visit. East of the scroll, a room has two Tar Beads. Southeast of there, a dead end has a Wooden Box that contains a Healing Potion and an Antidote. To the south, find a windgate that takes you back up to Level 6, but wait before you do that.

The Vault

Instead, drop down the hole in the floor near the windgate, putting you in The Vault. At the bottom, find another windgate, a Boiled Crag Beetle and a Baked Maggot. A hallway takes you to a room with a cage where six green Scavengers are trapped. To release them, place any item on the pressure plate past the bars. Then run for cover. After you have killed them all, pick up a pair of Tar Bead plants and a Blooddrop Blossom. Take three Frost Bombs from a shelf. Open the big steel door by placing a second object on the other side of the plate. Remove the first object from the plate. Remove the second object. Behind the door, find a Full Helmet (heavy, Protection 12). Ride *both* windgates up to Level 6.

The Wizard's Challenge

Just west of where you arrive on Level 6, again enter the room with two pull-chain gates and then the room with the hole in the middle. There, a hall takes you to a pressure plate. On the wall next to it, push a button to open a cubicle. After you step on the pressure plate, step into the cubicle to dodge out of the way of a Fireball coming from a gargoyle head at the end of the hallway. The gargoyle then shoots a new Fireball every four seconds. Two squares south of that cubicle, a small button on the *east* wall opens a second cubicle just behind you. Inside that cubby, a button opens a wall to a stairway in the *first* cubby. It takes you up to two Uggardians. They float over obstacles, are immune to fire and throw Fireballs. Activate your Fire Shield before you climb the stairway. Find a Plate Cuirass and Gauntlet set, both with +12 to Protection.

To get past the gargoyle safely, activate your Fire Shield. Run to the gargoyle at the end of the hallway. Push the small button on the east wall, back up inside the second cubby, push the small button and then return to the first cubicle to access the stairway. Get the treasure upstairs. Back downstairs; take from two shelves near the gargoyle, a recipe for a Fireball and a Fireblade (Attack Power 14, with nine special charges). Run back to the room with the two pull-chain gates and then learn the Fireball Spell if you have not already.

Then, west of the sign that says “Mage’s Entrance”; shoot a Fireball at the gargoyle at the end of the hallway, closing the trapdoor. This second gargoyle will also shoot a Fireball at you after you activate its pressure plate. Throw any item on it and then dodge the Fireball, to stop future Fireballs. At the intersection, go south and east to a room with two hovering Uggardians. Try to lure them into the corridor, where you have the advantage. Keep your Fire Shield active as much as possible. Use hit-and-dodge tactics, using ranged projectiles.

After you have cleared this room full of open pits, notice the Round Key on a shelf northwest. You cannot get to that key without closing some of the trapdoors and that will not be easy. On the central pillar of the room, notice that there are four brass buttons, one on each side of the pillar. There is also a fifth button, in the southeast corner of the room. After you press that button, a trapdoor on the east side of the pillar closes for four seconds.

To get to the key, save your game and then stand at the brass button. Push it, turn left, go forward one square, sidestep right twice and then *immediately* pause your game. Three squares ahead of you is the temporarily-closed trapdoor. You can see the brass button above the plate. After you push the Resume button, go three steps forward, push the button, sidestep two squares left, go forward two squares and then sidestep right three squares. This puts you on a safe square at the shelf with the Round Key, but it also spawns another one, two or three Uggardians. After you have taken care of the Uggardians, take the key and then take the torch from the sconce, closing a trapdoor east. As you exit that shelf, pick up a Milkreed plant.

The westernmost pit in this room is the entrance to a secret area. Drop down there to only a single square with a sign that says “Golden Grave” and a gate that will open ten seconds after you hit the bottom, releasing a Giant Crab. On the shelf, find a golden Crown of Kings artifact. After you take it, the wall opens to give you access to a dungeon you have already cleared. Ride the windgate up.

The First Almost-Impossible Puzzle

Return to the room with all the trapdoors. Deal with any re-spawned Uggardians. After you have made the room safe, return to the single brass button in the southeast corner of the room. All the brass buttons are located at the same elevation on your screen. So, after you press the first button, do not move your cursor. As you come to the next button, your cursor will already be aligned.

Save your game. Push the first brass button, turn left, step forward, sidestep right twice, go forward three squares and then hit the second brass button, sidestep left twice, go forward twice, turn right, go forward two squares, turn right, push the third brass button, sidestep left once, go forward once, turn right, press the fourth brass button, step back twice, run around to press the fifth brass button on the south side of the pillar and then finally back off the trapdoor. Behind you, a stone wall opens up to a room with more Uggardians. In that room, find Ring Armor and the Sword of Nex (Attack Power 24, Accuracy +10, Speed 13).

Sequencis Redux

Return south to the Crystal of Life. To the south of it, use two of your Round Keys to open two gates. Past the first gate, find a scroll recipe for Antidote. Past the second gate, you come to another Door of Iron. It opens with your third Round Key. Behind it, find Chitin Mail (+9 Protection).

Exit the room and then continue down the hallway to enter the Treasure Store. Your Golden Key(s) will fit any of the three treasure gates. Behind one of them is a Crossbow. Behind another gate, find a Fire Tome (requires Spellcraft 5: Fire Magic +3 and Resist Fire +10). Behind a third door, find an Empty Flask, Cave Nettle, Tar Bead and a Blooddrop Blossom.

The Fighter's Challenge

Return to the safe room with two pull-chain gates. At the Mage's Entrance, go along the hallway west, to the gargoyle at the intersection. This time turn north and then around a corner west. Look for a small, crude drawing of a man on the wall. That is a button that opens a wall to a stairway. Prepare for a major battle. Have two or three blue Energy Potions for your mage and Health Potions for everyone. Have the Sword of Nex in your Inventory; otherwise the door at the bottom of the steps will not open. Save your game. At the bottom of the stairway, an invisible windgate takes you into the center of a large room, where 25 or more green Scavengers surround you.

As soon as you kill a Scavenger, another will take its place, making movement in any direction difficult. However, if you hold down a movement key while you are fighting, your character will move into the spot vacated by the enemy. Try to fight your way to the brightly-lit gate. To the right of it, find a keyhole. If you saved a Gold Key, then open the gate, to fight from there. Otherwise fight your way to either corner of the room, so that you reduce your exposure to two sides.

After the battle, besides the two Fire Bombs on the floor in front of the gate, find a Poison Bomb on the floor in the middle of the room and a Gold Key at the base of the east wall. If you did not open it already, use the key to open the gate, past which you find a Shield of Valor (Evasion +10, Strength +2, Resist Fire +20). A small button on the west wall opens a cubicle with a Poison Bomb, and an Ancient Apparatus artifact. Use the windgate in the center of the room to exit.

In the room where you solved the almost impossible puzzle, if you walk another 300 steps after each battle with them, three Uggardians will re-spawn in that room, worth 500 Experience Points. One of the Uggardians spawns only if you go to the area near the shelf northwest, where you found the Round Key. The Giant Crab in the two pull-chain room also re-spawns and is worth 450 Experience Points. The room north of the Maze of Madness re-spawns Giant Snails, which keep you well stocked with food. You may later need a Poison Shield (+35 to Poison Resistance for 50 seconds). This would be a good time to use some level-ups to complete that upgrade.

Level 7 – Ancient Chambers

Return to the Crystal of Life on Level 6 and then go south to the Level 7 stairway. At the bottom, find and then destroy five or six Green Slimes. Open all four push-button steel doors. One of the rooms has a Tar Bead and a Grim Cap. Another room has two or three more Green Slimes and a note from Toorum, underneath a Tattered Cloak. After you have opened all four doors, return to the bottom of the entrance stairway. Then close the door nearest that stairway, which opens the secret stash that Toorum hid in the southeast room. There find three Throwing Knives, Ring Greaves (heavy, Protection +6) and a Battle Axe (Attack Power 20, Speed 9).

The Maze of Shadows

Now, to the north, open the pull-chain wooden door and then enter the Maze of Shadows. There are invisible windgates scattered all about this maze of passageways. You must get to the other side of the room. If you step into any windgate, it transports you back to the entrance.

So, at the entrance, turn right and then walk to the corner. Then go west six squares, past a note from Toorum. Then take one step south, to find a shelf that has a Hardstone Bracelet (Protection +1, 20% higher Attack Power, 20% slower cool-down). From there, backtrack one square north, two squares east and three squares south, to a Scroll of Darkness on a shelf. Around the corner south and west, go two squares to pick up a Slime Bell. Then go three squares south, two squares west and three squares south, to find a Wooden Box that contains food: Two Herder Caps, Mole Jerky, Pitroot Bread, a Boiled Crag Beetle and a Burrow Rat Shank. Save your game.

On the wall near the Wooden Box, find and then press a small button, which opens a stone wall near the box. Past it, find a windgate that takes you to a room guarded by two Spore Herders. There, find Mole Jerky, two Crossbow Quarrels and a pair of Throwing Axes (Attack Power 15, Speed 9). Look on the walls for a small crude drawing of a man. It is a button that allows you to access the four Frost Bombs you saw outside of the windgate. *Do not go into the east windgate.* Instead, after you take the bombs, step backward once, go north two squares and then use the west windgate, putting you back where you found the Wooden Box.

From where you found the Wooden Box; go north four squares and west three squares, to find another Slime Bell. Backtrack east one square, north four squares and then west two squares to a lever at a closed gate, behind which you can see a gargoyle head. Past the gate, watch out for a Uggardian hiding just east of the gargoyle. Drop down into the hole next to the gargoyle. At the bottom, on a shelf, find the Bracelet of Tirin (15% Faster Cool-down). Ride the windgate back up.

Along the corridor north of the gargoyle and then west, come to a small room with a pressure plate. Face the exit north and then *step backward* onto the plate, releasing five or six Green Slimes from cubbies in the walls. Run forward to kill the lone slime and then turn around 180° to face the other four slimes. They can give you a disease, turning your Health Bar yellow for 1.5 minutes.

While you are diseased, you cannot regenerate lost health. An Antidote Potion cures you. A shelf has an Iron Key. The slime room has a Diviner's Cloak (Evasion +5, Energy Regeneration +20%, Food Consumption -10%). On the floor, find a Boiled Crag Beetle.

Return east, to a keyhole where you can use the Iron Key to close the trapdoor. East and south of there, you can hear three Uggardians waiting to ambush you past an open trapdoor on your left. Further on, find a brass button on a wall next to a gate. The button fires two harmless white balls of magical energy from the mouths of two gargoyles. The north gargoyle fires first. Two seconds after that, the west gargoyle fires a white ball. You must open the gate.

So, push the button, sidestep left and then step backward once. After the white ball has passed in front of you, step forward and then sidestep right, allowing the second ball to pass through the gateway, hitting the stone receptor and closing the trapdoor past the gate.

Beyond the gate, find a pull-chain gate. Past that gate is a large room with the first of six or seven Green Slimes. A room north has a windgate, through which the other Slimes come. Pick up a Throwing Axe lying on the floor. Find a Crystal of Life and mark it on your map. Lying on the ground near it, find a Fire Torc (+50 Resist Fire) and a Milkweed growing against a wall.

South of the crystal, a hallway has a gargoyle head that shoots a Fireball if you press the brass button next to one of two wooden doors. So do not do that. The pull-chain wooden door opens to a small room with two pressure plates. Facing the plates, step on the left one to open the gate. Sidestep right and then quickly sidestep left onto the first pressure plate again. This fires a magical ball from the gargoyle past the gate. The ball enters the receptor hole, opening the gate and releasing three Uggardians, in front of you *and* behind you. Run for the exit to find cover.

After that battle, find a passage that takes you behind the gate to a shelf with a nice Shaman's Staff (Energy +20, Willpower +2, and Earthbound – adding damage to poison weapons). From the floor nearby, take a Scroll of Invisibility. The room west has only a note from Toorum and a lever that opens a wooden door, completing the circuit of hallways.

At the very north of this dungeon, find a room with three inline holes and two windgates. Drop down one of the open trapdoors. As soon as you hit bottom, the pressure plate you landed upon shoots a poison bolt from one of three gargoyle heads along the east wall. A Poison Shield could help you here. The three east-west lanes each have six pressure plates. Each one shoots another poison bolt if you step on that plate. Run to the east side of the room, to a safe area near the gargoyles. There, find a shelf with the Boots of Valor (heavy, Protection +15). The lever on that side of the room releases the two Giant Spiders and two Giant Crabs trapped behind cages on the west side of the room. They will come after you, but will *not* trigger the poison traps.

After you have killed the four enemies, stand at the southernmost lane. You may need your alchemist to brew some antidote for the spider poison. Then, fully healed, run across the six pressure plates west of you. At the last plate, sidestep left into a cubicle before the six poison bolts chasing behind you can catch up to you. There, pick up a Burrow Rat Shank. Enter the windgate to get back up to the room with three inline holes and two windgates.

Enter the windgate on this side of the holes to get to the other side. There, enter the windgate on that side of the room, which takes you to an identical room in the northwest corner of the map. There, a shelf has a Sack containing an Empty Flask, two Blooddrop Blossoms and a Tar Bead. Then drop down any of the three holes in that room to fight an Ogre, who guards a Heavy Shield, a Crossbow Quarrel, a Milkreed and a Grim Cap. After the Ogre runs into your small room, run east into a large room. There, you have much more maneuvering space. The stairway east gets you up to a landing with a lever which opens a wall, putting you in an area between two puzzles.

Go east to find a room with five levers on the walls. Leave all the levers untouched except for the third and fifth lever. Pull those down, which opens the walls blocking the center of the room. There, find the Assassin's Dagger (Attack Power 15, Accuracy +10, Speed 17, Life Leech).

Now backtrack west, to find a large room that has 15 trapdoors rhythmically opening and closing as a gargoyle head shoots magical balls across the room into a stone receptacle. Run three squares forward to block the balls with your body. Then turn around to see a shelf near the entrance. It has a Brace of Fortitude (Strength +1, +20% Health Regeneration, +20% Food Consumption). If you fall through any of the holes, kill a Giant Spider and then use the stairway to get you back up. In fact, you might want to do that anyway, to retreat from two Uggardians that come from behind the wooden door after you press a button. Stand on the plate in the center of the room, blocking the balls and facing the receptacle. Two squares left of it; see the square white button on the wall. After you press it, the door opens. After you have destroyed the Uggardians, exit the room at the southwest corner, where you now see a safe square in front of a pull-chain wooden door.

Past the door, find a complex series of hallways to explore. Find two Milkreeds. Be on the lookout for a Tentacle monster that pops up from a floor grate. At the same time, a Uggardian spawns in the hallway behind you. The shelf that has a Flail (mace, Attack Power 25, Accuracy -5).

The Second Almost-Impossible Puzzle

The east corridor takes you to a pull-chain door, behind which you can hear three Uggardians. In that room, find three inline holes in the floor and three inline gargoyle heads on the wall. Past the row of gargoyles, open a pull-chain wooden door, behind which is a Skull on a shelf and one of two stairways down to Level 8. Around the corner west, come to a pull-chain gate at the south side of the room with three gargoyles. After you step past the gate, the gargoyles begin spitting magical balls of energy into the stone receptacles.

Your job is to stop the magical balls long enough that the nearby Door of Iron opens, allowing you access to a pair of Chitin Boots and a Scroll of Fire Arrows. This is another of those insanely difficult puzzles that requires super-quick reflexes and a good memory, because the magical balls come at you with increasing speed. The balls always follow the same sequence. If you fail to stop all of the balls, the game puts you back at the starting gate.

Level 8 – The Vault

As I mentioned earlier, there are two entrances to Level 8 and you would be well-advised to know the location of both of them because you may want to use them to escape from a rampaging Ogre. So, before you go down the stairway near the three-gargoyle room, backtrack a bit to the room where you fought the Tentacle and found the Flail on a shelf.

On the wall north of the shelf, find a primitive drawing of a man. Press that switch, turn around 180°, sidestep left three squares and then go forward four squares to find a temporarily-open door. Behind it, find the second stairway down to Level 8. At the bottom, find a room with two closed gates and a lever which, after you pull it, opens one of the gates. Past it, find a room with a Crystal of Life. *Mark this location on your map* and then go back up the stairway to Level 7. Then make your way back to the three-gargoyle room and down the first stairway to Level 8.

At the bottom of this stairway note that, on your map, you can now see the location of the other stairway. Pick up two Cave Nettles and a Scroll of Shock Shield. Push a small button on the west wall to open a stone wall to a room with a Giant Spider, Milkweed, Grim Cap and a Blueberry Pie. West of there, come to a sign “The Vault of the Dismantler” and the Crystal of Life you found at the bottom of the other stairway. You have come full circle. West and north of the crystal, find a Door of Iron, a Cave Nettle and a stairway down to Level 9. You will use it later.

For now, find the base of the other stairway up to Level 7. East and south of it, trigger the opening of stone walls that release a Uggardian and the Ogre I mentioned earlier. Quickly backtrack to the base of the stairway, so that you can use it to escape up to Level 7 if needed. Then you could walk down the *other* Level 7 stairway, circle around to the Crystal of Life and continue the Ogre battle.

After you have dealt with the Ogre, return to the area where you released it. There, find a sign “Lightning Conduit”. Lightning balls will come from a gargoyle head at the end of the long corridor behind the gate. A brass button opens the gate, so quickly step back out of the way after you push that button, to avoid being hit by the lightning balls. Only the gate can stop them.

Two steps past the gate, on the north wall, open a pull-chain gate before the lightning balls kill you. Past the gate, quickly destroy a Uggardian. That room has a Baked Maggot. A shelf has three Lightning Bombs. The wooden door south is opened by a lever on the wall north. Just past that door south, you can see the lightning balls passing by.

Standing at the wooden door threshold, you must now get to a pull-chain gate on the north wall of the passageway and two squares east. Past that gate, a button on the south wall opens a stone panel, behind which is a pressure plate. Place any item on that plate. Then open the pull-chain gate that extends the room east, past which you can see a Uggardian and two Giant Spiders. After you have dealt with them, push two buttons in that room, one on the west wall and one on the pillar. Both of these buttons open stone walls, behind which are pressure plates and some Mole Jerky. Put any item on the two plates, opening a wall to a secret area northeast with Plate Gauntlets and Plate Boots, both heavy armor with Protection +12.

The lever on the central pillar in that room opens *two* gates to a room just across the main hallway south. The gate on your side of the hallway does not open, but if you stand there, the three Uggardians and a Giant Spider in that room come out to stand on the other side of your gate. The lightning balls will kill them too, but you will not get Experience Points for those kills.

Run across the lightning hallway and into that room, where you find a button on the west wall. It opens a stone wall farther along the hallway east. Pull the lever too. It opens a wooden door west of this room, on the south wall. However, leave that door until later. Instead, on the north wall of the lightning hallway, one square west of the *eastern* gate; a button on the wall opens a stone wall at the end of the hallway, right next to the gargoyle. However, that wall opens so slowly that you cannot enter the room past it without taking a lot of lightning damage while you wait. This is important because the room behind that wall has an angry Ogre. Save your game.

So, step out of the *eastern* gate, go one square west, push the button and then return to this room. Heal any lightning damage while you wait for the door near the gargoyle to open. Then with your back to the *eastern* gate, step out into the hallway, sidestep two squares left and then one square forward, into the entryway to the room with the Ogre. A short hallway gives you only a short time to get your bearings. *Do not dawdle*. After the Ogre detects your presence, it will come running and knock you into the hallway, where you will likely die from lightning or blows from his giant axe. Instead, run into the room with the Ogre. There are only six squares in the room but they are still enough to keep you out of the way of his attacks.

After you have killed the Ogre, collect the Gear Key and a Lightning Rod staff (Attack Power 14, Speed 10, 9 Special Charges). Heal up and then take the three Lightning Bombs from a shelf near the gargoyle. Return to the room two squares west, where you pulled the lever and pushed the button. From the *western* gate, step backwards into the hallway sidestep right four squares and then go forward one square, into a room with two Giant Spiders. This room has two exits. First go left to find a shelf with three Throwing Axes. Then, back in the entry room, the south corridor takes you to an intersection. The west fork takes you to a room with two Frost Arrows and a note from Toorum. Back at the intersection; the south fork continues to a closed gate. Beyond that gate you may see some of the three or four Uggardians wandering many hallways.

Pull the lever to open the gate, kill three or four Uggardians and then hunt the area for a pair of Ogres. During your search, pick up three Tar Bead plants in three separate locations. Find a pair of Lightning Bombs on the floor. Find a loaf of Pitroot Bread on a shelf. Save your game.

The southeast corner of this complex dungeon has a windgate that takes you to a large room full of toxic Herders. The big square room has a pillar in its center. *First* defeat six small fast Spore Herders which try to blind you with their ranged spores. Then hunt down four large Herders and, finally, two red-top Elder Herders. Try to stay at least two steps away from the Red-tops, so that they cannot swamp you with toxic poison gas. Try not to let them herd you into a corner or otherwise surround you. The Frost Bolt is particularly useful in this fight, for its ability to freeze. On Easy difficulty, this fight is easy. On Normal difficulty, you *must* use a Poison Shield.

After the battle, look on the floor for two Throwing Axes, four Milkcreeds, a Skull and a Brass Key. Find a second Brass Key on a shelf. Use one of the keys to open the gate preventing you from using the windgate, which takes you back to the dead-end hallway where you started.

The Gear Key you found earlier opens the Door of Iron at the northeast corner of the map, near the Crystal of Life. To get there, you will have to run through the lightning corridor, there and back. Your map can be very helpful to you on that journey. Inside the room behind the Door of Iron; find a Helmet of Valor (heavy, Protection +15) and four Frost Quarrels.

After that, go all the way back to the south-central part of the level, to a locked wooden door. Use the second Brass Key to open that door, behind which is a room shaped like a modified figure-8. Four pressure plates lie on the floor, at the corners on the southern half of the room. Place any item on the four plates, but make certain that the last plate is the one closest to the room's entrance. After you drop the fourth item, walls open in the center of the room, releasing a Uggardian and four Giant Spiders. A lever on a column opens a wooden door north, to a room with four more Uggardians and one or two Giant Spiders.

After that battle, find Mole Jerky on a northern shelf. Another shelf, in a room east of there, has a Leather Cap. From the floor, take a Shuriken, Pitroot Bread, a Grim Cap and a Knife. Push a button on the wall of the west pillar, to open two inline walls north. There, find a Wooden Box with two Throwing Axes and three Crossbow Quarrels.

Then open a pull-chain gate north, past which is a room with a Giant Spider skittering around on pressure plates, causing Lightning Balls to fire out of the mouths of five gargoyle heads on the other side of the room. The spider cannot attack you because the room is divided by a row of open trapdoors. Quickly move to stand as close as possible to the row of holes and stay *always* opposite the spider. As it moves sideways, you move too, because opposite the spider is the only safe spot for you to stand. Use ranged weapons to kill the spider before the lightning kills you.

After the battle, drop down one of the holes to kill a Giant Snail at the bottom. Then collect two loaves of Pitroot Bread and two Throwing Knives. Windgate back up to the trapdoor room.

One lever opens a gate to the Crystal of Life. Then push two small buttons, one on the north wall, near a note from Toorum. The other button is on an east wall. These buttons combine to open the gate south, past which is a second lever which closes one of the trapdoors, allowing you to retrieve your ranged projectiles.

A gate has a sign "The Vault – Thieves Beware". Next to the gate is a brass button that opens the gate and then you can access a secret room with a white altar, upon which sits a sword. Four gargoyles protect the sword. If, before you take the sword, you do not first place an item on the altar, the gate behind you crashes down and the gargoyles begin shooting Lightning Balls around the room. Everyone in your party will die and the game ends. The Legendary Dismantler Sword has Attack Power 27 (highest in the game), Speed 12 and a chance to inflict lightning damage. The southeast corner of the room has a small button that opens a wall to an extra secret area with a Golden Dragon artifact. Finished on Level 8, now return north, east and north again, to the Crystal of Life. Just west of it, find a stairway that takes you down to Level 9.

Level 9 – Upper Goromorg Temple

At the bottom of the Level 8 northwest stairway, a sign tells you this is the "Temple Entrance". Watch out for a Uggardian as you come to a room with two exits. Go west to a dead end. Slash a faded green tapestry to reveal a shelf with a loaf of Pitroot Bread. South of there a sign next to a steel door says "Holy Scriptures". A peephole window in the door allows you to see a Uggardian on the other side of the door. Slash the tapestry to reveal a square button on the wall. After you push it, the door opens and the Uggardian attacks. It drops an Ornate Key. In that short corridor, find two shelves. One of them has a scroll with directions on how to solve a future puzzle. The other shelf has a scroll that describes the mission of the Order of Sacred Fire.

Farther east; come to a pull-chain gate. A sign next to the gate says "Checkered Room". The gate opens to a room with twelve pressure plates. A scroll behind a tapestry tells you how to open the gate on the other side of the room. Put any six items you no longer need upon specific pressure plates that form a checkerboard pattern. Start with the pressure plate in front of the north gate and then work your way back to the entrance, so that *every other* plate has an item. The gate opens.

Past the gate, you come to a room that has two exits. The west fork takes you to a wooden pull-chain door with a sign next to it saying "Armory". Past it, defeat a Uggardian. Inside the armory, you have a selection of treasures on six shelves: Five Broadhead Arrows, a Lightning Bomb, a Longsword, Ring Mail (heavy, Protection +6) and an Iron Basinet helmet. Break some barrels and crates to find a small button on the wall. After you push it, a wall opens south, releasing a Uggardian. In that secret cubicle, find Norja (axe, Attack Power 24, Speed 8).

Go east, north and east to a four-square room with a tapestry and two exits. The south fork takes you back to the Checkered Room. Stand facing the north fork exit. Take two steps north to the corner and then four more steps to the next corner. From there, take one step south. See the wall in front of you flicker as it reconfigures. If you continue, you end up where you started. Instead, after you notice the flicker, take one step backward and then go forward again. Four more steps east and north along the hallway, the effect occurs again. After you get past this second minor obstruction, you come to a pull-chain wooden door with a sign "Temple Grounds – Trespassers Will Be Hunted Down". This is not a joke, so save your game here and remember this location as a good place to which you might retreat. Past the door, another sign says "You Have Been Warned".

The very large dungeon you are about to explore is filled with fifteen to twenty very hardy blue Ice Lizards, each one worth 675 Experience Points. Sometimes they drop a frozen Ice Lizard Steak. Lizards are immune to cold and re-spawn over time. They move quickly and quietly and, after they detect you, will try to surround you in the narrow corridors. One of them will drop a Gold Key. You come to a room with two exits, although the west fork soon leads to a dead end.

Start by clearing the entire southwestern side of the dungeon and then the northeastern side. You find a lever in the south-central section. It opens a steel door west of there. *Remove* a Scroll of Lightning Bolt from the shelf. A small button in a cubicle at the very center of the dungeon opens a cubby just to the northeast, but you have to circle around to get to it. In that secret area, find a Lightning Bomb, Fire Bomb and a pair of Pit Fighter Gauntlets (Protection +3, Strength +2).

Very close to the northeast corner of the dungeon, find a Circlet of War (crown, Protection +1, Strength +3) lying on the floor. To the south and east, find a Tar Bead and just east of there another Tar Bead. At the *exact* northeast corner, at the end of a north hallway, find two Lightning Bombs.

The Outer Sanctum

Far to the southeast, find a pull-chain gate which opens to a hallway that takes you to a steel door with a sign that says "Outer Sanctum". Use the Ornate Key to open the door. After you enter the room, the door crashes down behind you, locking you in with three Uggardians.

After you have defeated them, explore the three side rooms, each with its own windgate and each with a sign labeling that room. Step into the west windgate and be transported back to the entry room with the three white marble statues. Pick up a scroll that now sits at the feet of the nearest statue. The scroll has some Roman numerals: III – II – I – III, the sequence in which you should enter the three windgates. All you need now is to discover how the rooms are numbered.

The south room is #1, because it is a single "Sun of Hatred".

The north room is #2 because it is two things "Hands that Slaughter – Eyes that Deceive"

The west room is #3 because it is three things "Three Ancient Beings of Deep"

So, enter the west, north, south and then west windgates, putting you into a new hallway where you stand upon a pressure plate. From there, you can see the exit windgate, two gargoyle heads, a gate and two trapdoors, one of them opening and closing rhythmically every two seconds.

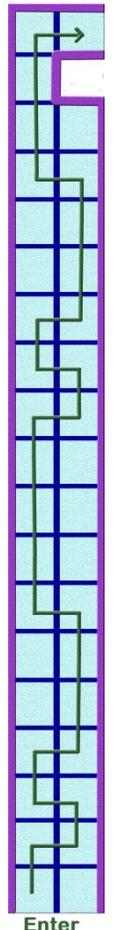
If you step off the pressure plate onto the closed trapdoor, it opens, dropping you down to a basement. Down there, find a Tar Bead and a loaf of Rotten Pitroot Bread. If you eat it, it gives you a disease. Reach past the bars of the closed gate to get a scroll that tells you how to open the gate, but only if you have three good torches. Put them into the three sconces around the room. The shadows of the flames fall across each other near the windgate. This is easier to see if you are not carrying a torch or using a Light Spell. Stand where the torch shadows cross and then equip any item that you can throw in the *hand* of one party member. Toss one item north and another item east, which opens the gate, past which is the Cuirass of Valor (heavy, Protection +15). If you do not have any working torches, then stand two squares east of the windgate and one square north.

After you windgate back up to the pressure plate, put an item on it, so that when you step forward, you do not fall below again. Then face south and put an object at the end of your cursor so that it hangs in the air ready to use. After the rhythmic trapdoor closes, sidestep right, drop the object onto the pressure plate behind the gate and then sidestep left to safety. If you fall because you were not quick enough, just use the windgate below to get back up.

Now, after the trapdoor closes again, step past the now-open gate. There find a small button on the wall. After the trapdoor closes, push that button to *keep* the trapdoor closed. Then, just around the corner, pull the lever. Then face the windgate north. Notice that it pulses on and off. Anticipate when the windgate will turn off and then take two steps north, past the windgate to a corridor with another lever. After you pull it, hear the sound of the steel door opening. Return through the windgate and then go past the doorway west, to find a shelf with an Ornate Key.

Re-enter the windgate east, putting you back in the Outer Sanctum room where you started. Look on the southwest wall of the entry room to find a square white button. After you push it, the exit door opens east. After you exit, go south. Along your way, a dead end side corridor east takes you to a pair of Tar Bead plants. Farther south, find a room with a sign "Pillared Hallway". A cryptic scroll you picked up earlier attempts to tell you how to navigate the hallway. Decoded, the scroll says:

Go two steps forward, sidestep right, go one step forward, sidestep left, go one step forward, sidestep right, go three steps forward, sidestep left, go four steps forward, sidestep right, go one step forward, sidestep left, go one step forward, sidestep right, go three steps forward, sidestep left and then go forward three steps to the next corridor.



Past the hallway, come to an intersection. Prepare to fight two Uggardians hiding in the hallways and a pair of Shrakk Torr, which are very large flying insects waiting for you in a room east. These quick-moving flies can infect you with disease, but are relatively easy to kill. In that room, behind a green tapestry, a shelf has a Lurker Hood (Evasion +5). One dead end has a rock and a note from Toorum. The wall two steps back from the steel door north has a button that opens that door. Past that door, find a Tome of Infinite Wisdom. After you take it from the shelf, the walls to either side of the shelf open. If not, then you earlier failed to take the Scroll of Lightning Bolt from the shelf. Note that an Ice Lizard may have re-spawned in this previously-cleared area.

After you enter the room, step on a pressure plate, to open a steel door. From a shelf, take a Sulfurous Potion (Attack Power +10, Evasion -10). **Create a Sulfurous Potion by combining a Blooddrop Blossom, a Cave Nettle and a Grim Cap.** Past the doorway, find a Crystal of Life. Mark it on your map. In the room with the crystal, four cubicles each have shelves with names.

Games Bane with Head of Steel – Place any arrow upon the shelf

Unraveller of Mysteries – Place the Ornate Key upon the shelf

Tear of the Land – Place a common rock upon the shelf

Severed Dread – Place a Skull upon the shelf

As you place each item, you hear a clicking sound. After you place the fourth item, a wooden door to the west opens. Take back your items from the shelves. Past the doorway, a scroll on a shelf praises your effort so far, but warns you of greater challenges ahead. Farther south, come to a pull-chain wooden door, marked as a Treasury. Open the gate and then decide which of three gated cells you want to open with your Gold Key(s). Your choices are:

Flarefeather Cap and a Serpent Bracer

Plate Greaves and two Frost Bombs

A Book of Infinite Wisdom

Farther south and east, go all the way to the end of the corridor, where you find a Door of Iron with a sign “Made from the dead Guillotined Man – does not need me”, giving you a clue as to how to open the door. Place a Bone Amulet upon the shelf. The door opens to a shelf with Zhandul’s Orb (Energy +35, Willpower +5). In the hand of your mage, it also enhances the Fireburst and Fireball Spells and you may soon come to appreciate that.

Backtrack a bit west, to a locked gate. Use your Ornate Key to open the gate and then save your game. You now travel a long series of corridors that constitute a square spiral. The corridors get shorter as you get closer to the center. After you make the first turn west, look for a small button on the wall and then mark it on your map so that you can easily find it later. After you make the first turn east, be surprised by an Ogre. Have it chase you all the way back to the Treasury pull-chain gate, if necessary, which is conveniently near the Crystal of Life.

Heal up behind the gate and then continue the battle with the Ogre. After you have defeated it, return along the hallways of the spiral until you get very close to the center. Just around one of the few lit corners, find a second Ogre waiting for you and then run back along the hallways as you did earlier. However, this time find that a wall has fallen into place, blocking your retreat. Look on your map to find the small button you marked and then push it to open the blocked hallway. Then defeat the second Ogre as you did the first.

Level 10 – Lower Goromorg Temple

At the end of the spiral hallway, find a stairway down to Level 10. At the bottom, turn south at the intersection, which very quickly takes you around a corner to a locked gate and a shelf with a Round Key, but the key does not open this gate. Backtrack to the stairway and then pull a lever to open a gate north. Past that gate, find a Baked Maggot in a large room divided into two sections by a wide pillar in the center of the room. Slash a tapestry on that central column to reveal a keyhole. Use your Round Key there, releasing an Ice Lizard and two or three Shrakk Torr insects. In the cubicle west, find three Tar Beads and a gargoyle head which will become important later.

Then enter the room with white marble statues, east and south of you. Slash the tapestries to find a Red Gem. Place it on the shelf in the same room and then place any item on the pressure plate, which opens one gate south. Past it, take a Round Key from the shelf. Farther east, around a corner, pull a lever to open a gate to a room with three more Shrakk Torr. The lever also opens a wall behind you south, releasing a Uggardian.

Find a note from Toorum on the floor of that room. Collect the Gauntlets of Valor (heavy, Protection +15). Notice that this room is a mirror image of the room to the west. Insert the Round Key into a lock to open a wall on the west side of the room, releasing two Ice Lizards and a Shrakk Torr. From where they came, find some Mole Jerky.

Note that a short hallway connects both rooms. In that hallway, slash the two tapestries, revealing two brass buttons. The west button fires a magical ball from the gargoyle head in the west room. The east button opens one gate and, at the same time closes the other gate. You must push the buttons in such a way that the magical ball travels all the way from the gargoyle in the west room, to the stone receptacle in the east room, which opens the door north.

So, with the west gate open, push the west button to fire the ball, turn 180°, sidestep left twice and then push the east button. Quick reflexes are critical, so do *not* move your cursor after you push the first button. Retrieve the Red Gem from the shelf. You need to use it again inside the Inner Sanctum, coming up next.

The Inner Sanctum

Just past the doorway, see a pressure plate. After you step on it, seven doors ahead of you begin to open sequentially, revealing a large room with 14 columns. Stand on the plate long enough to see two living black-clothed incarnations of the white marble statues you have been seeing. Each one carries a lantern in its left claw, making it easier to see at a distance. After they detect you, they will attack. These Goromorgs are ranged spell-casters. They use Fireballs, Poison Bolts, Lightning Bolts and Ice Shards against you. They can conjure a spherical shield to defend against your attacks, but a determined attack can break the shield. They can also do what no other enemy in the game can do – open doors and gates. They are so sturdy that you get 1,000 XP for defeating one.

They can be frozen. You can damage them with ranged and melee weapons, but try not to fight more than one of them at a time. The levered gates in the two previous rooms can be excellent defensive locations for you, because the levers are located only on one side of the gates.

After you have defeated the Goromorgs, enter the 14-column room and then open the pull-chain gate on the east wall. Past the gate search a small room for two Crossbow Quarrels. Back in the 16-column room; the pressure plate at the north end spits poison from the two gargoyle heads if you are foolish enough to step on the plate. Open the pull-chain gate on the west wall. Past the gate, find a Baked Maggot and two Throwing Axes. A brass button on the wall of that room activates a windgate in the 14-column room and three Goromorgs come through it to attack you. If you fight them in this smaller room, remember that they can open this pull-chain gate. You may be better off running back to a room with a levered gate instead.

After you step into the windgate, arrive in a room that has a Crystal of Life. Slash the tapestry next to the Door of Iron, revealing a shelf. Place the Red Gem upon the shelf, opening the door. Behind it, find a Throwing Axe and a Crookhorn Longbow (Attack Power 19, Speed 11).

The south half of the room has two richly-detailed metal doors, a stairway and a brass button. Push the button to open the east door, behind which is a complex area with two Goromorgs and a Shrakk Torr. Search one room for a Longsword and another room for a Cave Nettle. Three pull-chain steel doors all open to a small room at the center of this maze of corridors, defended by a pair of Shrakk Torr insects. On a shelf behind those doors, find the Greaves of Valor (heavy, Protection +15), completing the set. A pull-chain gate to the northeast opens to a Goromorg and three Shrakk Torr. Find two Shurikens on the floor.

Drop down the open trapdoor to a short hallway, which leads to a room with four Giant Crabs. Find a Tar Bead, two Shurikens, three Frost Bombs and a Milkreed. A stairway takes you up to the other side of the hole, where you find a secret area with the Shield of the Elements (Evasion +10 and +15 Resistance to Fire, Cold, Poison and Shock). The pressure plate opens the steel door west, but it closes if you step off the plate without placing an object on the plate.

Past the door, go north to get three Poison Bombs and two Frost Bombs, all on shelves. At the end of the long hallway south, a pull-chain gate west opens to a room with a Full Helmet on the floor. A small button on the south wall of a column opens a wall south, to the other side of the Crystal of Life. In that secret area, find two Blooddrop Blossoms, four Fire Quarrels and a note from Toorum.

The steel door north of the column opens after you step on the pressure plate but, after the door opens, a Lightning Bolt shoots from the mouth of a gargoyle in the next room. To avoid this irritation, place any object upon the pressure plate and then jump out of the way. Now you can go back and forth through this doorway without injury. In that room, besides the gargoyle, find two brass keyholes on a wall, a locked ornate door on the west wall and a side room north that has two pull-chain wooden doors. Signs near the doors say "The Caverns" and "The Shrine". You can hear an Ogre stomping around past one of these doors.

The Caverns

Past the pull-chain door, you will likely see one of four Ogres in the hallway. Use the door to your advantage. After you kill the beast, carefully continue along the hallway to a huge room that has three more Ogres and seven Scavengers. Have each of them chase you back to the pull-chain door. One of the Ogres drops a Sack with two Cave Nettles, two Tar Beads and a Slime Bell. After you have dealt with them, carefully search the entire room. There are nine holes in the floor that you should *avoid* falling through. On the floor, find two Throwing Knives and a loaf of Pitroot Bread near the first three holes. Against the north wall, lies another note from Toorum.

There are two pull-chain steel doors, one on the north wall and one to the south. Behind the north door, two Ice Lizards guard a Throwing axe. Behind the south door, five Scavengers guard a note from Toorum, who mentions the odd location of five pillars near five levers.

The northwest corner of the huge room has that row of five levers. To get to a shelf that holds an Ornate Key southwest of the levers, you must close the trapdoor in front of the shelf. To do that, pull down the two northernmost levers and the second from easternmost lever (VVVVA). The nearby pillars are your clues here. After that, when you get to within one square of the shelf that holds the key, three Goromorgs spawn near the shelf and three more Goromorgs spawn near the Crystal of Life. So, before you pull the levers, you might want to practice running to the entrance of the room without falling down the holes. Then, after you pull the levers, run to the pull-chain door to The Caverns. Close that door and then hunt down the three Goromorgs waiting to ambush you near the crystal. Only then, hunt down the three remaining Goromorgs inside the huge room.

West of the huge room's entrance, two of the holes serve as markers for a small button on the west side of the first pillar in the room. After you press the button, a wall east and south of the button opens to a secret area with a note from Toorum.

Inside the cubicle where he was finally trapped, read Toorum's last note. Find a Phalanx Helmet, a Hardstone Bracelet, a Tattered Cloak, the Ancient Axe (Attack Power 36, Speed 7) and the remains of Toorum. Take those remains with you to the Crystal of Life. There, pick up Toorum's remains and then touch them to the Crystal of Life. Get a secret message that you hear a sigh of relief.

Toorum is now a single-player character. Start a new game, type his name in the Create Character window and then hit Enter. He is fast and has high stats.

Level 11 – The Tomb

Back in the huge room; the second hole in from the entrance drops you down to a basement area. At the bottom, land in a corridor with two locked gates and an elaborate pull-chain wooden door. Usually, you can see a Green Slime behind the gates. Save your game. Past the door, find a room with two permanently-locked inline gates.

To the south, a hallway takes you to around a corner east and north, through one empty room, through a second room and into a third room, putting you on the other side of the two inline gates. After you step onto the square in front of a shelf where you see a mace, a section of the wall opens in this room. Two walls also rise up in the previous room. Behind those walls are two small Spore Herders, perhaps a large Herder, one or two red top Elder Herders and three or four Giant Crabs.

So, practice running to the pull-chain door before you step on the square next to that shelf. Even so, a crab will likely block your route to the door. Knock the crab out of your way and then get behind the door to safety. Pull the chain and then heal up.

Now notice that one of the gates that was keeping seven Green Slimes at bay has also opened. Help eliminate this threat in your rear by dealing with the slimes now. Clear the entire western section of this basement. Along the way, find the fifth and final Skull, a loaf of Pitroot Bread, three Tar Beads, a Shuriken, a Boiled Crag Beetle, a Slime Bell, three Poison Bombs on a shelf and a stairway that takes you up to the southwest corner of the huge room. If you want to keep the stone door open, however, you must place an object onto the pressure plate.

With your route of retreat safely cleared, return to the pull-chain door and then defeat the remaining enemies past it, one-at-a-time. Find two Throwing Knives and the Icefall Hammer (mace, Attack Power 35, Speed 8, Accuracy -5). Use the stairway at the west end of the basement to return to the huge room and then east to the room that houses the pull-chain door to The Shrine.

The Shrine

Open the door to find a large room with four dragon statues, two of which narrow the access to the room. Near there, pick up two Throwing Axes. Explore the entire room to find it otherwise empty, except for an Ornate Key lying atop an altar. After you take the key, two Goromorgs enter through temporary windgates and six Tentacle monsters spawn under the metal floor grates.

So, after you take the key, spin around 180° and then run for the exit before your enemies can stop you. Take on the Goromorgs one-at-a-time. You could also kill the Tentacles, for 320 Experience Points each though, at this point in the game, that experience will not help you much.

After you have completed The Shrine, return south, to the room with the two brass keyholes on the wall, *but* be aware that another Tentacle has spawned under one of the floor grates in that room. Insert the two Ornate Keys into the two keyholes, to open the door west. The small room beyond has a trapdoor in the middle and a windgate on top of the trapdoor. Push a small button on the north wall to turn off the windgate and open the trapdoor. Drop down the hole.

At the bottom, find a secret room with a pair of shelves. They have a Scaled Cloak and a Sack that contains a Tar Bead and two Burrow Rat Shanks. *However*, if you take either of those items before you push a button on the west wall, the gargoyle shoots four Lightning Bolts at you in quick succession, possibly killing members of your party. Back up top, push the button to turn the windgate back on and then step into it, putting you inside a large room decorated with stained glass panels. Take the Prison Key from the white marble altar. Then push the brass button on the wall next to the elaborately-decorated door, putting you back in the temple. Take three steps east to find a stairway that takes you down to the prison.

Level 12 – The Prison

At the bottom of the stairway, find a shelf with a scroll that says “This level is sealed”. Nearby, another stairway takes you down to the entry corridor of the very dark prison. The walls are lined with metal plates, behind which you can sometimes see pipes and gears. A sign next to a steel door at the end of the corridor says “Prison”. A viewing hole in the door sometimes allows you to see part of a large mechanical monster stomping around on the other side. Save your game.

Use the Prison Key to open the door and then go briefly into a dream state where you see a message “You are close enough now”. After you end the dream, the door opens to another huge room, with three columns and twelve holes in the floor. Waiting for you at the back of the room are two Goromorgs. Walk as far as the column in front of you and take note of the hole to the right of that column. Between the door and that column, you have plenty of room to move around left and right. Send a ranged attack toward a Goromorg to have it come to you, rather than expose your party to other dangers inside the room. If you get into trouble, go up the stairway to rest. Kill the two Goromorgs and then update your save.

A column east of you has a scroll that says “The seals of the gates will burst open if the shackles of the prisoner are broken”. This cryptic message attempts to tell you that there is only one prisoner in this prison. It is guarded by four Wardens, mechanical monsters that swing flails and move much like Ogres. If you stand in the same *row* of squares as one of those monsters, it can quickly run along those squares to smash you. It can also hit you from the side if you try to run past it.

However, just like the Ogres, Wardens usually move very slowly. You have found two columns in the room. The Wardens are standing in cubicles on all four sides of the third column, each robot facing in a different direction. That column is in the northwest section of the huge room.

Do not go blundering into that northwest area. Otherwise, you will activate all four of the huge Wardens, a fight that may be impossible for you to win. Instead, three squares in front of the entrance door, at the first column, notice the row of three holes in the floor, left of the column. If you can lure one of the Wardens onto the other side of that row of holes, while you are standing at the center hole, the Warden will become confused about which direction to go.

So, start with the Warden on the east side of the northwest pillar. You can see that pillar if you walk north from the entry door. Stand well back from that pillar. You can also see the Warden standing in its cubicle. Send a ranged projectile at the Warden and then quickly step out of that line of squares, so that the monster does not *run* to you. Instead, after you have woken it, the monster will *slowly* come clanking after you.

The other Wardens remain inside their cubicles, but each time you activate one of them, another Goromorg spawns in the prison. Quickly run to the prison entrance, and then lure the Goromorg there, so that you can destroy it before the Warden gradually follows you to the prison entrance.

Ranged weapons do limited damage to this metal monster. Upgraded ranged spells, however, do substantial damage. Lure the Warden to the area in front of the prison entrance. Use the stairway to heal and save when you have success against the Warden. It will then remain in the vicinity of the doorway, waiting for you to come down the stairway. If you give it some time, it will start wandering in the south portion of the room. Eventually, it will move to the other side of the row of three holes I mentioned above. After it does that, take up a position opposite the Warden, with the holes between the both of you. Then use all of your ranged options to destroy it.

After you have finished off the first Warden, release the one standing on the south side of the column. Quickly deal with the Goromorg you spawned and then destroy the Warden. The one on the west side of the column should be next, saving the Warden on the north side of the column for last, because you have to get fairly close, to irritate it into following you.

After you have destroyed all four mechanical monsters, enter one of their cubicles and then get a message "They destroyed the mechanism". Translated, this message tells you that this mechanism *is* the prisoner and it was partially disassembled. The Wardens were standing in front of the machine that fills the inside of the column. You must now reassemble the machine.

Level 13 – The Cemetery

Assuming that you avoided falling down any of the holes in the floor, you must now do so. The parts that you need in order to repair the machine are in the basement area below the prison. So, drop down there and then clear it of monsters. Flying around this graveyard of metal parts are eight or nine Shrakk Torr. In addition, five Tentacles inhabit the areas below some of the floor grates. As you search the graveyard floor, find a Crag Beetle, a torch, Ring Gauntlets, a Tattered Cloak and a Baked Maggot. Also find many parts that you do *not* need, among them a Steam Canister, two Fume Nozzles, two Shafts, two bent Pipes, two Metal Frames and three Large Gears.

Two of the four items that you *do* need, to repair the machine above are a **Bladed Gear**, found on the floor in the center of the cemetery and a **Lump of Yellow Ore** which sits on a *shelf* on the west side of this dungeon, near a Sack with three torches. The third item is an **Infusor**, located on a *shelf* in the southwest corner of the dungeon. The fourth item you need is a small **Steel Gear**, found on the floor in the northwest part of the dungeon.

A small button in the southeast corner of the graveyard opens a door northeast of the button. The secret room past that door has a Burrow Rat Shank, a Baked Maggot and four Fire Bombs. North of there, a dead end east has a button that opens a door north and east of the button. The secret room past that door has a Wooden Box with two Empty Flasks, four Tar Beds and a Slime Bell.

So now you have the Steel Gear, the Ore, the Infusor and the Bladed Gear. Push one of two buttons near the windgate to open the gates. *Mark this location on your map.* The windgate takes you back up to the prison. However, you may want to get some treasure and find the last Crystal of Life, past a doorway marked “No Entry” in the northeast corner of the basement graveyard. To open that door, push a small button on the northwest wall.

Past that No Entry doorway, find eight Giant Spiders and two Giant Crabs, one of which drops a Gold Key. At a dead end where you fought the crabs, find a Wooden Box that has Pitroot Bread, two lumps of Mole Jerky, an Empty Flask and two torches. A button on the wall next to the box opens a secret area eight squares west of the box. In that secret cubicle, find a Globe of Tetharion artifact. Farther north, a dead end hallway south, takes you to a pair of Ice Lizard Steaks on a shelf. At the end of all the passageways, find a room with a Crystal of Life. Also in that room, find three locked cells, each one with different treasure. You have at least one Gold Key. Inside the cells are:

1. Two Fire Bombs, two Lightning Bombs and a Fire Blade.
2. A full heavy Plate Set; including Cuirass, Helmet, Boots and Greaves.
3. Two Sacks that have three Tar Beads, three Blooddrop Blossoms, four Grim Caps, a Healing Potion, and an Energy Potion. Three torches lie on the floor.

Then use your map to navigate back to the windgate, which takes you up to the prison floor.

With your four machine parts in hand, begin reassembling the machine. On the east side, insert the Bladed Gear. A successful installation gives you a clicking sound. On the north side of the machine, insert the Ore. On the west side of the machine, insert the Steel Gear. Finally, on its south side, insert the Infusor. The machine awakens and then speaks to you.

This is the voice you have been hearing in your dreams all throughout the game. It mocks you for being so foolish. "Aaahh, I am whole again". "Hahahahaha", "You fool. You only lived so I can be set free". "The only freedom you shall have is death". "Step aside or be crushed". It means this literally. The cube exits the column and then falls onto its sides in a kind of rolling motion.

It comes after you at a fast pace. In addition, many of the monsters you have been fighting in the game begin to spawn in the prison, starting with Uggardians.

There is no point in fighting them because more of them will take their place and you do not have *time* to battle them because the fast-moving cube is always only steps away from crushing you. So, run to the entrance of the prison. The cube continues to provoke you "Stop struggling", "You cannot stop me", "Come here you coward", "Die". Three steps north of the prison entrance and four steps east, discover that a windgate has spawned in a nook. Enter the windgate.

The windgate takes you to a safe area. A stairway takes you up to a room that has a sign "Tomb of Designers". A rock lies on the floor. North of there, a hallway has two gargoyle heads that you can see and past them a pressure plate. Past the plate are another two gargoyles that you cannot see. If you step on the plate, two wooden doors slam down, locking you into the hallway. The four gargoyles release clouds of green poison. You and your crew all die a horrible agonizing death.

Instead, stand next to the first pair of gargoyles and then face the wall east. The button you see, and another two buttons at the end of the hallway, combine to open the two wooden doors that crash down after you step on the plate, allowing you to escape north into the next room.

Those two buttons are on opposite sides of the hallway, next to the north door.

So, to get safely past the poison gauntlet, sidestep left two squares onto the plate, sidestep right two squares and then push the first button, sidestep left four squares, push the second button on the east wall, spin around 180° and then push the third button on the west wall, which opens both doors. The three buttons are all at the same elevation on the walls, so do not move your cursor after you push the first button, because the gas makes it hard for you to see.

In the room past the poison gauntlet, notice two keyholes and a special door that they open. Two corridors take you to the Ornate Keys you need. The east corridor takes you to three sets of gargoyle heads and three pressure plates. The solution here is simple, put something on each plate as you walk along the corridor. At the end, find the first key on a shelf.

On your way back; on the wall notice a crude drawing of a man. Push the button to open a wall east. Past it, find a Goromorg Miniature artifact to complete your set of seven golden treasures.

The corridor west of the keyhole room has a pair of trapdoors with a pulsing windgate in between them. Throw any object or shoot an arrow past the windgate and onto a pressure plate at the end of the hallway during the one second that the windgate turns itself off, which closes the first trapdoor. Then stand on that trapdoor, facing west. Hold down your right mouse button and then move your mouse in such a way that you can see the location of a button on the wall to your right.

You now know the location of the button. You have one second to sidestep right and then hit the button to close the second trapdoor before the windgate puts you back at your starting point. Then run past the windgate to the end of the hallway. There take the second Ornate Key.

Use the two keys to open the special door, to a room guarded by an extra-tough Uggardian. The room has a pair of scrolls on shelves. One of them is a message from the prison designers, whose names are inscribed on the walls: Irtep, Illo, Ohuj and Ittna. Reverse the order of the letters in these names to see the names of the game designers: Petri, Olli, Juho and Antti at Almost Human.

The second scroll says "The Weapon of Power is hidden in the shadows of this tomb, but to truly hurt the Undying, you need to take him apart piece-by-piece. When he is incomplete, he can be slain". That message tells you that, in order to destroy the cube, you must first attack it with the Weapon of Power, which briefly stops the rampaging machine – long enough for you to remove one of the four parts that you spent so much time collecting. To get that Weapon of Power, you must extinguish all of the light in the room, including your Light Spell and the torch on the wall. Only then does the weapon appear atop the altar.

Save your game before you step into the windgate that just appeared. You may have survived the entire game without any of your party having to die. That good fortune ends here. The cube is unstoppable and the spawning monsters can trap you until the cube comes along to crush you. You must now remove the four machine parts. Until then, the cube will be impossible to defeat.

Step into the windgate, which transports you to the floor of the prison. Shoot the Weapon of Power at the cube, which freezes it for a few moments. Use the time to remove one of the four parts you installed and then drop down one of the holes in the floor – to safety.

Down in the basement cemetery, heal up, save your game and then use the windgate there to return to the prison floor. Again try to stand near a hole, shoot the cube with the Weapon of Power and then take one part from the cube. Again fall down a hole to recuperate and update your save. Back up on the prison floor; shoot the Weapon of Power at the cube a third time. Take a third part from the cube and then quickly drop through a hole in the floor. Update your save.

Back up on the prison floor again; shoot the Weapon of Power at the cube for a fourth time and then take the final part from the cube. Drop down a hole, heal up and then update your save.

The cube machine is most vulnerable to Lightning-based weapons, so have at least one member of your group equip Lightning Bombs or a Lightning Staff or a Lightning Spell. One member could also equip the Weapon of Power – also lightning-based. Lighten your load enough that you can run at full speed. Back up on the prison floor; make one lightning-based attack. Finally, you are doing some damage to it. However, more monsters have spawned and you may not have time for a second attack before those monsters trap you and the cube crushes you. Again drop down a hole, recover your health and then update your save.

From now on, until you have destroyed the cube, always stand near a hole, your escape route. If you run out of food because you rested too much, remember that there is a Crystal of Life below. However, note that every time you use the windgate down there, it takes you up to a different part of the prison floor. Also note that the cube is very good at anticipating your next move. Also note that, after you have removed the four parts from the cube, the Weapon of Power no longer freezes the motion of the cube. This is a particularly cruel twist, ensuring that you will die many times.

You may notice three Prison Keys lying on the floor of the prison. Sometimes they hide under Ice Lizard Steaks. The keys open three steel doors along the walls of the prison. The north door opens to a cubicle with a Sack that has four Health Potions. The east door opens to a cubicle with four Lightning Bombs. The west door opens to a cubicle with a Lightning Rod staff. However, the keys are difficult to pick up before the cube catches up to you. In addition, the cubicles are good places to get trapped. They are the kinds of places that only a completionist will likely care to enter.

On Easy difficulty, it takes about six Lightning Bombs to destroy the cube. On Normal difficulty, it takes about ten Lightning Bombs to terminate the cube. After you have seriously damaged the cube, it says “This cannot be happening”. You will likely soon destroy the cube. In its death throes, the cube begins shaking the mountain apart. Dodge the spawned monsters for a few seconds more, or drop down a hole, until your screen turns white. At that point, slides show you what happened. You see your crew escaping the mountain. The cube is shown convulsed with fire. Grimrock Mountain is shown shattering and exploding, leaving behind a huge smoking crater.

However, to enjoy more exciting grid action from Almost Human, be sure to play Legend of Grimrock 2. In it, enjoy much dungeon crawling, some very creative puzzles and a wide variety of colorful *outdoor* landscapes – a party for your eyes.

Chris Barton – Customwalkthrough.org – 05.02.2019