

- Levels 1-12

7.) Credits, Thanks, Etc....

Updates

v.1.11 (09/05/03)

- Fixed various errors

v.1.10 (07/22/03)

- More FAQ's included

- More information

- New skill guide

- New submitted information

v.1.00 (03/29/03)

- Walkthroughs finished

v.70 - FAQ released

* Introduction *

Dungeons and Dragons: Eye of the Beholder for the Gameboy Advance system is a port from the SNES version of the same game released many years eariler. Though not that well recieved by the general public, Eye of the Beholder is an extremely fun "hardcore" role-playing game. The GBA version is slightly easier than the SNES version because of the addition of feats and the use of 3rd edition Dungeons and Dragons rules.

* 1.) FAQ - Frequently Asked Questions *
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Q: How do I equip items?

A: Press B to access the menus, go to items, and then go to equip items.

Q: How do I change my memorized spells?

A: Press B, Press R until you reach the character whose spells you would like to change, select rest, and then select Prepare Spells.

Q: Arrgh! I can't hurt Albrik! My fighters keep hitting for no damage! Why?

A: Use weapons with a '+1' or '+2' modifier. By the time you reach Albrik, you should have found a Light Mace +1, a Dagger +1, and a Longsword +1.

Q: I can't rest without getting into a confontation with enemies. What are some tips when resting?

A: When resting, it's best to rest with your party's back against a wall (so no enemies can sneak behind you), and preferably you should rest at the end of a dead end corridor.

Q: How do I revive a dead character?

A: To revive a dead character, you need to reach a Healer. Healers are located where you can buy and sell things. In order to revive a character, you need to talk to the healer with a person capable of doing so, and then you have to press R (or L) until you reach the character that need reviving.

Q: Dang, I don't have enough gold, any tips?

A: If you have a character with the Appraise skill, you can save and gain quite a bit a gold. For instance, a person with a level 9 Appraise skill can buy a Ring of Protection +1 for only 1600, a 800 gold savings. Note, when using a character with appraise, talk to the shopkeeper until the skill goes into effect.

Q: How do you get fifth level spells aside from buying 2 of them as scrolls?

A: (Correction) I don't think it's possible to gain any fifth level spells, unfortunately. According too one email, you can "level" past 7, though that is very doubtful in my opinion.

Q: What's the highest level characters can go?

A: All characters can gain 7 levels.

Q: Can you multiclass?

A: Yes, but I don't recommend it because each character can only gain 7 levels. A character that's a level 3 Rogue and a level 4 Wizard is MUCH worse than characters devoted to a certain type.

Q: Whoa! My CON went up to 250! Wow! How'd that happen?

A: It's a glitch in the game. If stats are brought down low enough, they cycle back up to enormous amounts. Note that this can cause undesired effects (negative hp, invulnerability, etc...)

Q: How do I save?

A: The game automatically saves when you successfully rest.

Q: Are you going to make a creature guide?

A: Probably not. Maybe. (Addition: No, it would be very time consuming and not very helpful).

Q: Where can I get more help?

A: The Gamefaqs.com messageboards or my email address.

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*   _ _ _ | _ _ _ | | _ | _ _ )   *
*   | _ | / _ \ | _ | _ \         2.) How to Play (The Basics) *
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*Note: Much of this information is based on information that can be found in the manual. ~~~~~

Button Listing:

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- L - Select Character (Rotate Left)
- R - Select Character (Rotate Right)

Select - Nothing
 Start - Display Map
 B - Access the menu
 A - Select Menu Item, Interact w/ object or environment
 Control Pad - Move around

Move around the world with the control pad. Use the A button to open doors and chests. To talk to something or use a skill on an object, you have to press B to access the menu.

Various Information:

Experience Levels:

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Level	EXP Necessary
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000

Feats:

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Feat	Prerequisite	Description
Alertness	None	Improves Listen, Spot skills
Armor Prof. (Light)	None	Can wear armor w/o penalty
Armor Prof. (Med)	Armor Prof. (L)	Can wear armor w/o penalty
Armor Prof. (Heavy)	Armor Prof. (Med)	Can wear armor w/o penalty
Combat Casting	Wizard/Cleric	Adept at casting in combat
Combat Reflexes	Dex of 12+	More Attacks of Opportunity
Exotic Wep. Prof.	Lvl 1 Fighter Lvl 2 others	No attack penalty for exotic weapons
Extra Turning	Cleric	Additional Turning
Great Fortitude	None	Helps w/ poison, death...
Improved Initiative	None	Quicker reaction in combat
Iron Will	None	Helps against magic
Lightning Reflexes	None	Faster reflexes
Martial Wep. Prof.	None	No attack penalty: Exotic w.
Point Blank Shot	None	+ to close ranged attacks
Precise Shot	Point Blank Shot	Negates cover bonus
Quick Draw	Lvl 1 Fighter Lvl 2 other	Change weapons at attack as your action
Rapid Shot	Point Blank Shot, Dex of 13+	Extra ranged attack per round. Less accuracy.
Scribe Scroll	Wizard/Cleric	Create scrolls of spells
Shield Prof.	None	Use shield w/o penalty
Simple Wep. Prof.	None	No penalty w/ simple weap.
Smooth Talk	None	+Diplomacy, Sense Motive
Thug	None	Quick reaction to combat
Toughness	None	+ 3 HP
Weapon Finesse	Weap. Prof.	Chooses higher bonus between Str, Dex for Small weapons

Skills:

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Key: F= Fighter Cost, R= Rogue Cost, W= Wizard Cost, C= Cleric Cost

\Skill Name	\F\R\W\C\	Description	\
Appraise	2 1 2 2	Determine an objects value (More \$\$\$)	
Bluff	2 1 2 2	Mislead w/ faulty information	
Climb	1 1 2 2	Climb out of a pit or trap door	
Concentration	2 2 1 1	Fewer fizzled spells in combat	
Decipher Script	- 1 - -	Read unknown languages (Rogue only)	
Diplomacy	2 1 2 1	Perssuade people to get your way	
Disable Device	2 1 2 2	Disarm traps, magical devices	
Escape Artist	2 1 2 2	Escape out of traps, etc...	
Forgery	2 1 2 2	Detect fake documents	
Heal	2 1 2 1	Keep wounded members from dying	
Intimidate	2 1 2 2	Get information from others	
Intuit Direction	2 1 2 2	Better sense of direction (map)	
Listen	2 1 2 2	Sense sounds, enemies	
Open Lock	2 1 2 2	Pick locked doors	
Search	2 1 2 2	Find secret doors and traps	
Sense Motive	2 1 2 2	Use to see if someone is Bluffing	
Spellcraft	2 2 1 1	Identify spells cast in combat	
Spot	2 1 2 2	Notice hiding enemies	
Tumble	2 1 2 2	Land softly from falls	
Use Magic Device	- 1 - -	Activate magical devices (Rogue only)	

Skill/Feat Guide (What to choose and what to not)

Unfortunately for us, many of the skills posted above are useless, absolutely useless. Here is a guide to each skill, just for you:

*Note, this list is just an alphabetically ordered list, skills and feats are mixed together.

Appraise - Determine an objects value (More \$\$\$)

+ Personally, I like to max Appraise with a Rogue (since they get so many skill points anyways), and then just buy and sell items with the rogue.

Bluff - Mislead w/ faulty information

+ Pretty much useless. In about 3-4 situations could you use this skill, but when you do, the rewards are non existant. Don't waste any skill points here.

Climb - Climb out of a pit or trap door

+ An okay skill, used very sparingly. Since you should make Orc fighters (who may only get one skill point), but your fighter's skill points into this.

Concentration - Fewer fizzled spells in combat

+ Max this with both your Wizard(s) and Cleric. This skill is essential, especially if your wizard/cleric gets hit while casting a spell. Having a fireball fizzle is not a good feeling.

Decipher Script - Read unknown languages (Rogue only)

+ Don't worry about this skill, just ignore it. Any points into here is a waste. If you want to, put a point in, but it won't do

anything. =)

Diplomacy - Perssuade people to get your way

+ I consider this another useless skill. Like Bluff, there are few opportunities to use this skill, and the skill isn't that good anyways!

Disable Device - Disarm traps, magical devices

+ A nice skill to have. I usually max it with a Rogue, because in some of the later levels traps on chests and in walls are fairly frequent. Having a few points in this skill saves you a little time.

Escape Artist - Escape out of traps, etc...

+ I don't really know how useful this skill could be to anyone, because most of the traps in the game aren't that damaging, so I'd recommend putting no points into this skill.

Forgery - Detect fake documents

+ I don't have a clue why they included this feat, it has no use whatsoever in this game. Another skill you want to ignore.

Heal - Keep wounded members from dying

+ Max this skill with your Cleric. If ever one of your fighters go down and you think you may be in for a long battle, you can use this skill to keep him around longer.

Hide - Hide from enemies

+ Max this with your Rogue. It will give you less unexpected encounters when you are trying to rest.

Intimidate - Get information from others

+ Suffers the same problems as Bluff and Diplomacy, there just aren't enough times to use this skill to make it worthwhile! No points.

Intuit Direction - Better sense of direction (map)

+ Useful. I like this skill quite a bit, and always max it with my Rogue. When you rest, a check is done with each character with their Intuit Direction skill. If all your characters fail, that's when your arrow points in all four directions and the map flips around. Putting points into this prevents that hassle.

Listen - Sense sounds, enemies

+ I always put some points into this because it sounds like a good idea. I don't really know how it works though, so it's up to your disgression whether or not you want to put points into this. If you have extra points, you could do much worse.

Open Lock - Pick locked doors

+ Max this with your Rogue. A pretty useful skill, you can even open doors for which you are supposed to have a key (thus, "pick locked doors").

Scribe Scroll - Copy a spell to a scroll

+ (Correction) Scribe Scroll can be useful. I was previously mistaken in thinking it could help you create scrolls, but what it really does is add charges to certain scrolls. Useful, if you use scrolls.

1	3	1	-	-	-
2	4	2	-	-	-
3	4	2	1	-	-
4	5	3	2	-	-
5	5	3	2	1	-
6	5	3	3	2	-
7	6	4	3	2	1

Wizard Level	Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4
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1	3	1	-	-	-
2	4	2	-	-	-
3	4	2	1	-	-
4	4	3	2	-	-
5	4	3	2	1	-
6	4	3	3	2	-
7	4	4	3	2	1

As you can see, wizards and clerics can't memorize that many spells, especially the very potent ones (lvls 3, 4), so resting often is recommended. Please note that this chart can be found in the game manual.

Magic Scrolls

Here are the scrolls you can find:

Acid Arrow, Acid Splash, Aganzr Scor, Blur, Cat's Grace, Cause Fear, Charm Prsn, Cone of Cold, Cure Lt Wnd, Dispel Magic, Eagle Splend, Feather Fall, Fireball, Flame Arrow, Hold Monster, Hold Person, Infl Lt Wnd, Infl Mnr Wnd, Light Bolt, L. Restore, Mage Armor, Remove Curse, R. Frost, Sleep, Snow Storm, Vamp. Touch, Web (Thanks to: Lee Eric Kirwan)

Spell Listing

Key:

Range- (Each space is 5')	Duration-
Personal = Self	Action = Instanteous
Touch = < 10 ft.	Rounds = Number of Rounds
Close = < 20 ft.	Minutes = # of minutes
Medium = < 40 ft.	Hours = # of hours
Long = < 60 ft.	Permanent = Forever

 # Cleric Spells #
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Level 0 Spells:

Cure Minor Wounds

Range: Touch

Duration: Action

Description: Cures 1 HP

Overview: This is an extremely weak healing spell. At higher levels, using a round to heal just one hp isn't very useful, especially when your figthers will have dozens of hitpoints.

Inflict Minor Wounds

Range: Touch

Duration: Action

Description: Inflict 1 HP

Overview: Very weak damage spell. 1 HP of damage is miniscule, and doesn't even have much use very early in the game.

Resistance

Range: Touch

Duration: Minutes

Description: Makes target stronger against magic attack

Overview: A mediocre spell, this can be useful if you are facing several magic users, but the effect is minimal and the duration is too low for the spell to be very effective.

Virtue

Range: Touch

Duration: Minutes

Description: Subject gains 1 temporary HP

Overview: Better than Cure Minor Wounds because you can raise the HP of a character over their normal limit but it still isn't very useful.

Level 1 Spells:

Bane

Range: Personal

Duration: Minutes

Description: Fill enemies with doubt

Overview: A fairly useful spell, but it is limited by it's short duration and short range.

Bless

Range: Personal

Duration: Minutes

Description: Fills allies with courage

Overview: Good spell, but it doesn't last very long.

Cause Fear

Range: Close

Duration: Round

Description: Fill enemies with fear

Overview: Not that useful because of the limited range and short duration.

Cure Light Wounds

Range: Close

Duration: Round

Description: Cures 1-6 HP (+1 for every level)

Overview: A very good basic healing spell, especially useful at higher levels. Devote several memorization slots to this spell.

Doom

Range: Medium

Duration: Minutes

Description: Fill target with dread

Overview: Fairly useful, but not that effective.

Inflict Light Wounds

Range: Touch

Duration: Action

Description: Inflicts 1-6 level damage (+1 for every level)

Overview: One of the Cleric's variety of damaging spells, this one is a poor selection because of its very small range. Don't use this spell unless your cleric is being used as a fighter.

Protection from Chaos

Range: Touch

Duration: Minutes

Description: Wards attacks from chaotic creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Protection from Evil

Range: Touch

Duration: Minutes

Description: Wards attacks from evil creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Protection from Good

Range: Touch

Duration: Minutes

Description: Wards attacks from good creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Protection from Law

Range: Touch

Duration: Minutes

Description: Wards attacks from lawful creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Remove Fear

Range: Close

Duration: Minutes

Description: Cures allies inflicted with fear

Overview: A fairly useful spell, but I would only memorize it if you know that the enemy you are about to face likes to cast Cause Fear on your characters.

Shield of Faith

Range: Touch

Duration: Minutes

Description: Makes target harder to hit (+2 AC)

Overview: Not terribly useful, but it could save your fighters if they have very low armor classes.

Level 2 Spells:

Aid

Range: Touch

Duration: Minutes

Description: Fills target with courage and 1-8 HP

Overview: Fairly useful if your fighters are doing poorly.

Bull's Strength

Range: Touch

Duration: Hours

Description: Adds 2-5 Strength

Overview: Can be useful, especially if you'd like to do more damage with a specific character or need a boost of strength to open a tough door.

Cure Moderate Wounds

Range: Touch

Duration: Action

Description: Cures 2-16 HP (+1 for every level)

Overview: A very good healing spell. Increases in potency as your Cleric gains levels, which is a major plus.

Curse of Ill Fortunes

Range: Touch

Duration: Hours

Description: Makes target ineffective in combat

Overview: A bad spell, if only because your cleric has to be touching the enemy. Since the corridors are only two spaces wide, Clerics often don't get to be in contact with the enemy.

Endurance

Range: Touch

Duration: Hours

Description: Adds 2-5 Constitution

Overview: A fairly good spell, but not worth memorizing or even learning because of it's limited use.

Hold Person

Range: Medium

Duration: Round

Description: Makes target stand in place helpless

Overview: A pretty good spell to use. You can stall the enemy, or even prevent several from reaching your group while you deal with others.

Inflict Moderate Wounds

Range: Touch

Duration: Action

Description: Causes 2-16 damage (+1 for every level)

Overview: This spell suffers from the same problem that the Cleric's other spells have. The range is simply too little.

Lesser Restoration

Range: Touch

Duration: Action

Description: Cures 1-4 ability damage

Overview: This spell has such limited use that I would not memorize it.

Remove Paralysis

Range: Close

Duration: Action

Description: Free target of paralysis effect

Overview: Memorize it if you believe (or know) that you are about to face an enemy that can paralyze your party members, otherwise, don't memorize it.

Spell Shield

Range: Touch

Duration: Minutes

Description: Helps protect target against spells

Overview: Not that useful. Don't memorize it unless your party is getting killed repeatedly by spells from enemies, but even then it won't make much of a difference.

Level 3 Spells:

Bestow Curse

Range: Touch

Duration: Permanent

Description: -6 to an ability, -4 on attacks, saves, & checks

Overview: A pretty bad spell because of the limited range (you have to be touching the opponent to cast the spell). It does have use if you are facing a boss though, because you could cast this spell, run away, and then start casting damage spells at him/her/it.

Blindness

Range: Medium

Duration: Permanent

Description: 50% chance to miss in combat

Overview: A good spell to cast on an enemy that keeps killing your fighters, otherwise, don't use it.

Cure Serious Wounds

Range: Touch

Duration: Action

Description: Cures 3-24 damage (+1 for every level)

Overview: Another awesome healing spell. Memorize this spell, because it is extremely useful in battle, to sustain the life of your fighters.

Deafness

Range: Medium

Duration: Permanent

Description: 20% miss chance, can't cast some spells

Overview: Fairly useful in some cases, but generally you don't want to have this spell memorized.

Dispel Magic

Range: Medium

Duration: Action

Description: Cancels magical effects

Overview: A very useful utility spell to help rid your characters of a variety of ailments.

Inflict Serious Wounds

Range: Touch

Duration: Action

Description: Causes 3-24 damage (+1 for every level)

Overview: This spell suffers from the same problem that the Cleric's other spells have. The range is simply too small.

Negative Energy

Range: Touch

Duration: Round

Description: Protection against undead creatures

Overview: Not that great of a spell because you should simply

"Turn" the undead. If you can't turn the undead enemies though, then using this spell is a pretty smart option.

Remove Blind/Deaf

Range: Touch

Duration: Action

Description: Removes Blindness and Deafness

Overview: Use this spell against enemies that blind and deafen your enemies, but otherwise you don't need to memorize it.

Remove Curse

Range: Touch

Duration: Action

Description: Removes curse bestowed on target

Overview: A good spell if you know that you are going to face an opponent(s) that enjoy cursing your characters. Otherwise, don't use this spell.

Level 4 Spells:

Cure Critical Wounds

Range: Touch

Duration: Action

Description: Cures 4-32 damage (+1 for every level)

Overview: A superb healing spell. With any luck, you could fully heal any of your characters in one or two castings of this spell.

Divine Power

Range: Touch

Duration: Round

Description: Target gains attack bonus of fighter and 1HP per lvl.

Overview: Nice spell, but not as good as some of the other level 4 spells.

Inflict Critical Wounds

Range: Touch

Duration: Action

Description: Causes 4-31 damage (+1 for every level)

Overview: This spell can do massive damage, but it is limited by it's small range. You have to actually be touching your opponent before you can cast this spell. Choose the healing spell instead.

Neutralize Poison

Range: Touch

Duration: Action

Description: Detoxify poison effects

Overview: Useful, especially if you know you are going to face some enemies with poison attacks/spells.

Poison

Range: Touch

Duration: Action

Description: Poisons target, causing 1-10 Constitution damage

Overview: Good spell with good damage, but it's main weakness is its range. Be careful if you use this spell, you don't want your cleric dead!

Restoration

Range: Touch

Duration: Action

Description: Restores drained levels

Overview: Useful if your levels have been drained ;).

Level 5 Spells:

Circle of Doom

Range: Close

Duration: Action

Description: 2-57 damage in all directions

Overview: This spell is very potent, but the problem is that it can hurt your teammates. Use with caution.

Flame Strike

Range: Medium

Duration: Action

Description: Smites foes with a divine fire (1-42 damage)

Overview: Very nice damage spell. One of the Cleric's few spells with a longer range. The damage of this spell is potentially huge!

Wizard Spells #
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Level 0 Spells:

Acid Splash

Range: Close

Duration: Action

Description: Orb of acid that does 1-3 damage

Overview: Not very useful, misses often, and has a very short range. Very low damage also.

Electric Jolt

Range: Close

Duration: Action

Description: Electical jolt that does 1-3 damage

Overview: Not very useful, misses often, and has a very short range. Very low damage also.

Ray of Frost

Range: Close

Duration: Action

Description: Freezing ice that does 1-3 damage

Overview: Not very useful, misses often, and has a very short range. Very low damage also. No effect on skeletons.

Level 1 Spells:

Charm Person

Range: Close

Duration: Hours

Description: Prevents enemies from attacking you

Overview: Fairly useful, but there are better level one spells to memorize (i.e. magic missile)

Detect Secret Door

Range: Personal

Duration: Minutes

Description: Detects secret doors and compartments

Overview: Useful only if you don't have a rogue with good searching skills. Don't waste spots memorizing this spell.

Feather Fall

Range: Close

Duration: Action

Description: Objects or creatures fall slowly

Overview: Not useful at all.

Mage Armor

Range: Touch

Duration: Hours

Description: Makes target harder to hit (+4 AC)

Overview: A superb spell if you don't want to attack primarily w/ your wizard and decide that you want to concentrate on your fighters. Personally, I don't use this spell because I prefer Magic Missile and a more offensively orientated wizard strategy.

Magic Missile

Range: Medium

Duration: Action

Description: One missile every 2 levels, causes 2-5 damage

Overview: The de facto standard of wizard spells, anybody who knows about Dungeons and Dragons knows about this spell. I would recommend devoting all of your wizard's level 1 memorization slots to this spell. At level 6 for instance, your wizard could deal 6-15 damage to a variety of creatures.

Protection from Chaos

Range: Touch

Duration: Minutes

Description: Wards attacks from chaotic creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Protection from Evil

Range: Touch

Duration: Minutes

Description: Wards attacks from evil creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Protection from Good

Range: Touch

Duration: Minutes

Description: Wards attacks from good creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Protection from Law

Range: Touch

Duration: Minutes

Description: Wards attacks from lawful creatures

Overview: All of the protection spells aren't very useful, especially since it is hard to tell whether an enemy is chaotic, evil, good, or lawful.

Ray of Enfeeblement

Range: Close

Duration: Minutes

Description: Makes target weak

Overview: Not that useful. This spell doesn't do very much to the strength of opposing creatures.

Sleep

Range: Medium

Duration: Round

Description: Causes a comatose slumber on target

Overview: A fairly good spell, but I wouldn't recommend using it because it only lasts one round and has a limited range.

Spider Climb

Range: Touch

Duration: Action

Description: Climb walls as a spider does

Overview: Use this spell if for some reason you can't climb up a pit or trap door. You should have a character with a high enough Climb skill level to climb most or all pits/trap doors.

True Strike

Range: Personal

Duration: Round

Description: Helps you hit your target

Overview: Not useful, especially since you shouldn't be trying to enter melee combat with your wizards.

Level 2 Spells:

Aganazzar's Scorchers

Range: Close

Duration: Action

Description: Fire stream causing 1-11 damage

Overview: A fairly weak damage spell, this spell is fairly useful early on. It shoots out a stream of fire, so don't cast this spell through your teammates because you will hurt them too.

Blur

Range: Touch

Duration: Minutes

Description: Makes target harder to hit

Overview: Don't worry yourself with this spell. It's fairly useful, but the duration is too short.

Bull's Strength

Range: Touch

Duration: Hours

Description: Adds 2-5 Strength

Overview: Can be useful, especially if you'd like to do more damage with a specific character or need a boost of strength to open a tough door.

Cat's Grace

Range: Touch

Duration: Hours

Description: Adds 2-5 Dexterity

Overview: A fairly good spell, but not worth memorizing or even learning because of it's limited use.

Eagle's Splendor

Range: Touch

Duration: Hours

Description: Adds 2-5 Charisma

Overview: A fairly good spell, but not worth memorizing or even learning because of it's limited use.

Endurance

Range: Touch

Duration: Hours

Description: Adds 2-5 Constitution

Overview: A fairly good spell, but not worth memorizing or even learning because of it's limited use.

Gedlee's Electric Loop

Range: Close

Duration: Action

Description: 1-18 points of damage in a 5 ft. radius

Overview: Be careful with this spell, it's short range might force you to hurt your teammates if you want to use this spell. I would forgo this spell.

Ghoul Touch

Range: Touch

Duration: Round

Description: Paralyzes target

Overview: Really only useful if your wizard is in the front lines fighting your opponents in hand-to-hand combat, which should NOT be happening.

Knock

Range: Medium

Duration: Action

Description: Opens locked, stuck, and barred doors

Overview: A good spell if your rogues and warriors can't bust down a specific door, otherwise, don't have this spell memorized. If you play correctly, at least one of your rogues should have a high enough open lock skill to open most doors.

Melf's Acid Arrow

Range: Long

Duration: Round

Description: Arrow which does 2-8 damage

Overview: Not a very good spell. The distance at which you can hit enemies with this spell is impressive, unfortunately the damage is poor.

Scare

Range: Medium

Duration: Round

Description: More powerful than Cause Fear

Overview: Fairly useful. Use it if it seems to help you win battles, otherwise just don't use it. I personally don't like any of the Cause Fear spells.

Snilloc's Snowball Swarm

Range: Medium

Duration: Action

Description: Snow erupts from target, 2-24 damage area

Overview: A very good damage spell (except against skeletons), which can damage several creatures at once. The radius of this spell is 2.

Web

Range: Medium

Duration: Round

Description: Entangles creatures making it harder to fight

Overview: If your characters have ever been "webbed", you would realize why this spell is a poor choice. It does very little to hamper combat skills.

Level 3 Spells:

Dispel Magic

Range: Medium

Duration: Action

Description: Cancels magical effects

Overview: A very useful utility spell to help rid your characters of a variety of ailments. I wouldn't recommend learning it with a wizard though. Let your Cleric cast this spell.

Fireball

Range: Long

Duration: Action

Description: 1-6 fire damage per caster level in a large area

Overview: One of the best damaging spells in this game. The damage is awesome and the radius of the blast is huge (5). Be careful when using this potent spell, it's very easy to accidentally hurt your own characters.

Flame Arrow

Range: Medium

Duration: Action

Description: Shoots a fiery bolt for 4-24 points of damage

Overview: Not as good as the other level 3 damage spells that the wizard can use.

Hold Person

Range: Medium

Duration: Round

Description: Makes target stand helpless

Overview: Limited use = unnecessary.

Lightning Bolt

Range: Medium

Duration: Action

Description: 1-6 lightning damage per caster level.

Overview: Another great level 3 damage spell, I would recommend using this frequently on tough opponents. At level 7, you could potentially do 56 damage!

Stinking Cloud

Range: Medium

Duration: Round

Description: Nauseates targets in the cloud

Overview: If you can shoot the cloud so that your characters are not effected, this spell can aid your fighters substantially.

Vampiric Touch

Range: Touch

Duration: Action

Description: Caster gains 1-6 damage every two caster levels

Overview: I wouldn't learn this, but that's because I don't use my wizard in the front lines. If you for some reason enjoy fighting in melee combat with your wizard, this spell may be for you.

Level 4 Spells:

Bestow Curse

Range: Touch

Duration: Permanent

Description: -6 to an ability, -4 on attacks, saves, & checks

Overview: A pretty bad spell because of the limited range (you have to be touching the opponent to cast the spell). It does have use if you are facing a boss though, because you could cast this spell, run away, and then start casting damage spells at him/her/it.

Enervation

Range: Medium

Duration: Hours

Description: Reduces 1-4 target levels

Overview: A very potent spell, you don't want this cast on your characters. I wouldn't recommend casting this spell.

Fear

Range: Close

Duration: Round

Description: More powerful than Scare (Cause Fear)

Overview: A useful spell if you really don't want to fight a specific creature.

Ice Storm

Range: Long

Duration: Action

Description: Causes 5-30 damage in a large area

Overview: This is a superb large radius huge damage spell. Don't cast it into a horde of skeletons though, because it wouldn't affect any of the creatures. Watch out, you can easily injure your own characters with such large radius damage spells.

Remove Curse

Range: Touch

Duration: Action

Description: Removes curse bestowed on target

Overview: A good spell if you know that you are going to face an opponent(s) that enjoy cursing your characters. Otherwise, don't use this spell.

Stoneskin

Range: Touch

Duration: Minutes

Description: Target gains damage resistance

Overview: This is good protective spell for your fighters if they seem to be dying to often in the midst of battle. If you fighters

die almost every battle, you definately need new armor!

Level 5 Spells:

Cone of Cold

Range: Close

Duration: Action

Description: Cold radiates from caster, 1-6 damage per level

Overview: Only use this spell if your wizard is surrounded by enemies (which should NEVER happen unless you want it to). It's similar to a short range fireball.

Hold Monster

Range: Medium

Duration: Round

Description: Holds a monster in place

Overview: A good spell if you want to stall for time or allow your fighters to concentrate on a few enemies.

```

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*   _ _ _ | _ _ _ | | _ | _ _ )   *
*   | _ | / _ \ | _ | _ \         4.) Combat Strategies/Tips *
*   | _ _ \ _ _ / \ _ | _ _ /     *
*                                     *
*****

```

In combat, each character can do two actions. The action can be moving, attacking, or casting a spell. You can only attack or cast a spell one per round (unless you have a skill that allows you to have multiple attacks).

Basic Tips:

- Don't use ranged attacks or cast spells if your character is within striking distance of an enemy because that enemy will get an attack of opportunity.
- Flank your enemies. If one of your characters is on the opposite side of an enemy as a rogue, the rogue will have a substantially higher change of hitting the enemy.
- Don't move too many times w/in striking distance of an enemy because they may get free attacks of opportunity.
- If a character is knocked down, use a Cleric to heal him/her and continue fighting the battle.
- Rest often between battles so your characters can heal and so that your wizards can memorize their spells.
- Try to make every character useful. Even if your wizard runs out of spells, try to launch ranged attacks with him/her, you may get a lucky hit.
- Weapons with a +1, +2, or +3 are much better than their normal counterparts.
- Position your fighters so that they recieve free attacks of opportunity. For instance, if you can, move a fighter near a ranged attacking enemy, so that when the enemy is about to attack you get a free hit.

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*   _ _ _ | _ _ _ | | _ | _ _ )   *

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```

5.) Party Info/Guide

Even though you can beat the game with the standard characters and by picking up various characters along the way, I would recommend creating your own party.

Building a good party:

*NOTE: This is just my idea of an ideal party. Obviously you could beat the game with a different party, multi-classing characters, etc... I would recommend experimenting for extra replay after initially beating the game.

You can have up to six adventurers, even though you can only start off with four (you can add more early in the game on the first level). I would recommend creating all six of the adventurers. Here is an ideal lineup:

2 Fighters
1 Cleric
1 Rogue
1 Rogue/Wizard (Lean toward Wizard)
1 Wizard

The reason for this lineup is because most corridors are only 2 spaces wide, so using more than 2 fighters isn't wise. Clerics are essential for their turning and healing abilities. Wizards are very nice for their ability to hit from a distance. Rogues are useful for their skills and ranged attacks.

Making the characters:

Fighters-

Best races: Half-Orcs , Shield Dwarves, and Humans
Important Statistics: Strength, Constitution, Dexterity

Cleric-

Best races: Human
Important Statistics: Wisdom (You MUST have over 13), Charisma

Rogue-

Best races: Lightfoot Halflings, Human, Moon Elves
Important Statistics: Dexterity, Constitution

Wizard-

Best races: Human, Moon Elves, Lightfoot Halflings
Important Statistics: Intelligence (13+!), Dexterity

Full Character Creation Walkthrough:

Go through this 6 times (to create 6 characters of course):

- 1.) Go to Roll New Character
- 2.) Enter a Name

- 3.) Male or Female? (No difference in stats)
- 4.) Choose Alignment (Doesn't matter too much)
- 5.) Choose Race:
 For your first character: Half-Orc
 2nd character: Human (Or Half-Orc)
 3rd character: Human
 4th character: Lightfoot Halfling
 5th character: Moon Elf
 6th character: Human
- 6.) Select a Potrait
- 7.) Select a Miniature
- 8.) Roll Stats (ideal stats, hard to achieve):
 1st Character: Ideal= 19-20 str, w/ 15+ con and 15+ dex
 2nd Character: Ideal= 17-18 str, w/ 16+ con and 15+ dex
 3rd Character: Ideal= 16+ Wis, 16+ Cha, 12+ con
 4th Character: Ideal= 18+ dex, 14+ con
 5th Character: Ideal= 18+ dex, 14+ con, 14+ int
 6th Character: Ideal= 16+ int, 14+ con
- 9.) Add Levels:
 1st Character: Fighter
 2nd Character: Fighter
 3rd Character: Cleric
 4th Character: Rogue
 5th Character: Rogue
 6th Character: Wizard
- 10.) Add Feats
 1st Character: Improved Initiative, Iron Will
 2nd Character: Improved Initiative, Iron Will, Great Fortitude
 3rd Character: Combat Casting, Extra Turning
 4th Character: Point Blank Shot
 5th Character: Point Blank Shot
 6th Character: Combat Casting, Improved Initiative
- 11.) Skills:
 1st Character: Climb
 2nd Character: Climb
 3rd Character: Concentration, Spellcraft, Diplomacy
 4th Character: Open Lock, Appraise, Search, Spot, Listen
 5th Character: Spellcraft, Concentration, Hide, Intuit Direction
 6th Character: Concentration, Spellcraft

If you follow these steps, you should have an easier time beating the game. Add the first four characters to your party and enter the dungeon; you can add the other two in the first level of the game.

```
#####
# Default Character Listing #
#####
```

Here is a listing of the default characters. They are randomized each time you clear a file and start a new game. Thanks to:
 Lee Eric Kirwan.

A '*' denotes something that a custom character can't have, or something very notable.

```
-----
Fighters
-----
```

Thyamin

Moon Elf Male
Chaotic Good
HP:16 AC:16

Abilities

STR:17 . DEX:15 . CON:17* . INT:11 . WIS:12 . CHA:12

If the most you can get on an unmodified stat is 18, and Moon
Elves have 2 CON less than normal, then how does he have 17 CON?

Feats

Combat Reflexes, Toughness

Skills

Appraise 2, Search 2

Equipment

Body: Studded Leather*, Right Hand: Longsword,
Left Hand: Sml Wooden Shield

Inventory

Dagger

...

Karl

Shield Dwarf Male
Neutral Good
HP:16 AC:16

STR:18 . DEX:15 . CON:17 . INT:10 . WIS:12 . CHA:8

Combat Reflexes*, Exotic Weapon Prof.*, Toughness*
Karl isn't human, how does he have three feats?

Appraise 2, Search 2

Body: Studded Leather*, Right Hand: Battleaxe*,
Left Hand: Sml Wooden Shield

Dagger

...

Eloc

Half-Orc Male
Neutral
HP:16 AC:16

STR:20 . DEX:15 . CON:17 . INT:7 . WIS:10 . CHA:8

Combat Reflexes, Toughness

Intimidate 2

Body: Studded Leather*, Right Hand: Short Sword*,
Left Hand: Sml Wooden Shield

Dagger

Clerics

Soma
Half-Elf Female
Neutral Good
HP:9* AC:15

STR:10 . DEX:12 . CON:14 . INT:14 . WIS:17 . CHA:15
If you've noticed, clerics can get up to 8 HP a level +
changes with CON. Since you always get max HP for first level,
making 8 so far, and from her CON she'd get an extra 2 HP,
it adds up to 10. Why 9 HP?

Combat Casting

Concentration 4, Diplomacy 4, Heal 4, Spellcraft 4

Body: Studded Leather*, Right Hand: Light Mace, Arms: Buckler

Holy Symbol

...

Guidan
Human Male
Lawful Good
HP:10 AC:16

STR:14 . DEX:14 . CON:15 . INT:14 . WIS:17 . CHA:12

Combat Casting*
Where's the extra feat? He's human...

Concentration 4*, Diplomacy 4*, Heal 4*, Spellcraft 4*
Where's the extra skill(s)? He's human...

Body: Studded Leather*, Right Hand: Light Mace, Arms: Buckler

Holy Symbol

...

Garon
Lf. Halfling Male
Lawful Good
HP:9 AC:17

STR:10 . DEX:14 . CON:12 . INT:15 . WIS:17 . CHA:18

Combat Casting

Concentration 4, Diplomacy 4, Heal 4, Spellcraft 4

Body: Studded Leather*, Right Hand: Light Mace, Arms: Buckler

Holy Symbol

Rogues

Flash

Lf. Halfling Male

Chaotic Good

HP:8 AC:18

STR:10 . DEX:19 . CON:15 . INT:13 . WIS:9 . CHA:15

Point Blank Shot

Bluff 4, Climb 4, Disable Device 4, Hide 4, Intuit Direction 4,
Search 4, Spot 4, Tumble 4, Use Magic Device 4

Body: Studded Leather*, Right Hand: Light Crossbow*,
Quiver: Crossbow Bolts*

Dagger

...

Kilrav

Shield Dwarf Male

Chaotic Neutral

HP:9 AC:16

STR:14 . DEX:16 . CON:16 . INT:13 . WIS:9 . CHA:10

Point Blank Shot

Bluff 4, Climb 4, Disable Device 4, Hide 4, Intuit Direction 4,
Search 4, Spot 4, Tumble 4, Use Magic Device 4

Body: Studded Leather*, Right Hand: Light Crossbow*,
Quiver: Crossbow Bolts*

Dagger

...

Rhodes

Human Female

Neutral

HP:8 AC:16

STR:12 . DEX:17 . CON:15 . INT:14 . WIS:14 . CHA:15

Point Blank Shot*

She's human... Only one chosen feat?

Bluff 4*, Climb 4*, Disable Device 4*, Forgery 4*, Hide 4*,
Intuit Direction 4*, Search 4*, Spot 4*, Tumble 4*,
Use Magic Device 4*

Yes, I know she has one more skill than the other rogues, but
I'm guessing that's from the INT bonus, not being human... Once
again, one skill short of what would be under normal circumstances.

Body: Studded Leather*, Right Hand: Light Crossbow*,
Quiver: Crossbow Bolts*

Dagger

Wizards

Argyle

Moon Elf Male

Chaotic Good

HP:5 AC:12

STR:11 . DEX:14 . CON:12 . INT:18 . WIS:10 . CHA:13

Combat Casting

Concentration 4, Heal 2, Intuit Direction 2, Sense Motive 2,
Spellcraft 4, Spot 2

Right Hand: Dagger, Quiver: Crossbow Bolts*

Light Crossbow*

...

Liddia

Moon Elf Female

Chaotic Neutral

HP:5 AC:12

STR:11 . DEX:14 . CON:12 . INT:18 . WIS:10 . CHA:15

Combat Casting

Concentration 4, Heal 2, Intuit Direction 2, Sense Motive 2,
Spellcraft 4, Spot 2

Right Hand: Dagger, Quiver: Blowgun Dart*

Blowgun*

...

Wobby

Rock Gnome Male

Neutral Good

HP:5* AC:13

STR:9 . DEX:14 . CON:14 . INT:18 . WIS:13 . CHA:10

5 HP like every other wizard, but 2 CON above any of the other
wizards... Once again...

Combat Casting

Concentration 4, Heal 2, Intuit Direction 2, Sense Motive 2,
Spellcraft 4, Spot 2

Right Hand: Dagger, Quiver: Sling Bullets

Sling

```

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*  | | / | \ | | | \                 *
*  | | \ | / | | | | /               *
*                                     *
*****

```

6.) The Full Walkthrough

Here's how the walkthrough works: There is a map for each level, and that should be enough for most people. Written help will be below the maps. The maps have key areas marked of course. Enjoy. =)

Note: This walkthrough won't help you find every single item in the game, though I may later update it in the future. What it does is tell/help you beat the game.

Remember:

- Explore every area and fight every enemy. The game will be much easier if you do this. If you want to rush through the game, it won't work.
- REST OFTEN! Rest after battles, rest after leveling, rest to memorize new spells, rest to heal, did I mention that you have to rest?
- Don't rush through the game. It's less fun, shorter, and more boring.
- When reading the maps, realize that when spaces are diagonally attached, there is no way to go from one to the other in one move.
- Some walls can't be shown in an ASCII map.
- If you can't open a door, try using a skill such as Open Lock or Strength. Many doors that require keys can be opened in this fashion.

Level 1:

```

-----
Level 1:
-----
              [1][ ]
              [ ][ ]
              [ ][ ][ ]   [ ][ ]
              [ ]   [ ][ ][ ]   [ ]
              [ ]       [ ][ ][ ][ ][ ]
              [!]           [ ][ ]
              [ ][ ][ ][ ][ ][ ]   [ ]
              [S]           [!]           [ ]   [!]
              [ ][ ][ ][ ][ ][ ]   [ ][ ][ ]   [ ]   [ ]
              [ ][ ][ ]   [ ][ ]   [ ][ ][ ]
              [ ][ ]           [ ][ ]   [ ]
              [ ][ ][ ]   [ ]   [ ]   [ ][ ]   [ ]
              [ ][ ][ ][ ][B][ ][ ][][ ][ ][ ][ ]   [!]   [ ][ ][ ]   [T]
              [ ]   [ ][ ][ ]   [ ]           [ ][ ]           [!]   [ ][ ][ ][ ]
              [ ]           [ ][ ][ ][ ][ ]   [ ][f][ ]   [ ]
              [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]   [ ]   [ ][ ][ ]   [ ]
              [ ]   [!]           [ ][ ]   [ ]   [ ][ ]
              [ ]   [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]+[ ][ ][E][ ][ ][f][ ][ ]
              [ ]   [ ][ ][ ]   [ ][ ][ ]           ^           [!]
              [ ]   [ ][ ][ ]   [ ]           [ ][ ][ ][ ][ ][ ][ ]
              [ ][ ][ ]           [ ][ ][ ][ ][ ][ ][ ]           ^
              [ ][ ][ ][ ][ ][ ][ ][ ]           Wall

```



```

Map 2a:      | Map 2b: (Room 4) | Map 2c:
(Room 3)     |                 |           [T]
[E][ ][ ]   |   [ ][ ][ ]   |           [ ]
  [ ]       |   [ ][ ][ ]   |           [ ][ ][ ][ ][ ]
  [ ][ ]    |   [ ]       | [L][ ][ ][ ][ ][ ]
  [ ]       |   t09[ ]t10   | |           [ ][ ][ ][ ][ ]
  [ ]       | [ ][ ][ ][ ][ ][ ] | |           [ ][ ]
[L][ ][ ]   |   t11[ ]t12   | | [ ][ ][ ][ ][ ][ ][ ][ ]
| [ ]       |   [ ]       | |           [ ]
| [t]       |                 |           [B]
|_____|

```

Level 2 Key:

```

[ ] or [ ] - Normal Space      } or { - Fake wall
S - Start                       T - Treasure
E - End of the level
L - Ladder
r# - Room #
B - Behr (Lvl. 2 Fighter)

```

Teleport Guide:

```

t1 - Goes to Room 1   t8 - Goes to Room 4
t2 - Goes to Room 4   t9 - Goes to Room 5
t3 - Goes to Room 4   t10 - Goes to Room 1
t4 - Goes to Room 2   t11 - Goes to Room 2
t5 - Goes to Room 1   t12 - Goes to Room 2
t6 - Goes to Room 4   t - Sends you near t1
t7 - Goes to Room 3

```

Another easy level, but it can be tricky and confusing. You start this level with a choice to go one of three ways. Open the chest to your left and enter one of the doors. Go through each one, picking up a silver and gold key down each path. Use the gold keys to open the series of three doors on the left path. Keep going and you will reach a teleporter. Go through it. You'll find yourself in a room of three teleporters. Take the teleports in this order: (2, 9). You will reach a hall with an enemy at the end. Defeat the enemy and open the chest. Go through the teleporter. Go through teleport 12. If you want, you can gain items and experience by going through the invisible walls in this room. Otherwise, go through teleport 7. Go down the ladder in this area. Open all the doors, fight all the enemies, open all the chests, add Behr to your team, and then go back up the ladder. You can now exit the level!

The enemies in this level are fairly easy. The goblins? from the last level reappear (though in greater numbers), and you will have to deal with skeletons and zombies. The easiest way to defeat the Zombies and skeletons is to use Turn Undead with your cleric, an awesome skill. Bashing/blunt weapons do better than edged weapons against skeletons (for instance, a light mace +1 would do more damage than a longsword +1 to a skeleton).

```

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Level 3:
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          []          [][]   [][][] [][]
[][[[]]] []  [][][]   []  [][]

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                []   [][][]                []   []
E]             [][][]   []   [][][][]   []
[]             [][][][]{}   []           []
[][][]        []           [][][]rg      [] []
[][][]{}     [][][][]                [][][]
[] []        [][][][]{}[][][]{}[][][]
[] []        [][][]                [][][]
E] [] []   s s s s   []   [][][]
            [][][][]{}[][][]   []   []   [][][]   [][]
            [][][][]   [][][]   [][][][]
[] []        [][][]   []           [][][]   []   [][]
[] []        [][][][]{}[][][]   []   [][]   [][][]
[][][]       []           []           [][][][]
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            [] []   []   []           []   [][]           [][][]
            []   [][][][]{}   [][][]   [][][][]   []
            [] []   [][][]BB[]   [][][][]   rg[] [] [] [] [] [] [] []
            []   []   []   []   [][][][]   [][][][]
[] [] [] []   [] [] [] []   [] [] []   []           -- Sub Area --
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[] []   [] [] [] [] [] [] [] [] [] []   []           |   [] []
            []   []           [] [] [] []   |           []   []-|
            []   [] [] []   [] []           [] [] [] [] []   | op   [] [] [] |
[] [] []   []   []   rg[]           [] []   | [] []   [] [] |
[] [] []   [] []   []   [] [] t1   []   rg   |   []   [] [] |
[]   [] [] [] []   [] []   |           [] [] []   |
                |_____|

```

Level 3 Key:

- S - Start
- E - End ladders
- | - Fake Wall
- t1 - Teleporter 1
- { - Wall that disappears when activated
- rg - Red gem
- op - Open Pit
- BB - Boss (Albrik)
- s - Socket

This level is fairly straightfoward. The main goal of this level is to find all four red gems and place them into the sockets. Use the above map to find the gems. One happens to be in a hidden area behind a fake wall. You will also face Albrik in this level, along with several of his cronies. There is one teleporter in this level, but it merely takes you to a sub area with a pit that leads you back to the main level.

The enemies include skeletons and the goblins from level one. They are easy to beat, especially if you utilize Turn Undead with your Cleric. The boss in this level can be tricky though. Make sure that your fighters have weapons with a +1 or +2 suffix so that they can actually do some damage when they hit Albrik. Magic Missile doesn't do anything to Albrik by the way, so you can't use that against him.

Level 4:

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[] []   [] []   [] [] [] [] [] [] []   [] []   [] t]

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```

Level 4 Key:

- S - Start
- E - End
- = - Last Door (Opens w/ adajacent switch!)
- B - Belchar (Ally, Fighter)
- SS - Stone Scepter
- t - Teleporter

This level is very straightfoward. Make sure you get the Stone Scepter, but after getting it, you can just continue on to the next level if you want to. I wouldn't recommend that though, because the next level is much more difficult than this one. Hunt out enemies and defeat them for the experience. There are a few puzzles in this level, but if you just hit every switch you find, open every door you can (using strength or open lock when needed), you should be able to explore the whole level.

Level 5:

```

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```

```

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[] 14 [] [] [] [] [] sr [] [] [] []
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```

Level 5 Key:

- S - Start
- E - End
- 14 - Ladder to Level 4
- t# - Teleport
- e1 - Exilir of Life (300 gold value)
- sr - Sweet Rose (ally)
- t1 - Goes to lvl. 4
- t2 - Goes to lvl. 8

This level is extremely easy if you can defeat the enemies easily. You aren't required to find any items in this level, so if you chose, you could simply run through this level using this map until you reach the end. I wouldn't recommend that though, because this level does have some things you might like to have. The ladder to lvl. 4 will take you to a secret area where you will find several different scrolls. There is a Dwarf Camp in this level, where you can buy items, sell items, recruit Sweet Rose on your team, etc... Take special note of teleport 2 in this level. You will use it later in the game and it will be important.

The enemies in this level aren't that difficult. Skeletons and zombies return, and the goblins are phased out. The blue spiders that cast the annoying Spider Web are also here, along with new black spiders that can't use Spider Web but can do some damage. There is no "boss" in this level.

 Level 6:

```

[] [] [] [] [] [] [] [] [] [] [] S [] [] []
[] [] [] [] [] [] [] [] [] [] [] [] [] []
7T [] [] [] [] [] [] [] [] [] [] [] [] []
[] [] BB [] [] [] [] [] [] [] [] [] []
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[] [] [] [] [] [] [] [] [] [] [] [] []
[] [] [] [] [] [] [] [] [] [] [] [] []
[] [] [] BB [] [] [] [] [] [] [] [] []

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[] [] []      [] [] []      [] [] []      []      [] [] [] [] [] [] []
[]      [] []      [] [] [] [] [] []      [] [] []
[] [] []      [] [] []      []
[] [] []      []      [] [] []
[]      []
[] [] []      [] []
[] [] []      [] []      -----
[]      [] []      Sub Map 1:      |      Sub Map 2:
[] [] []      []      [] []      |      [] [] []      []
[] [] []      []      [] []      [] [] [] [] []      |      [] [] [] [] []
==      [] [] [] [] []      []      [S      |      [] [] [] [] [] 11
[] [] [] [] []      [] []      [] [] []      |      [] [] [] [] []
[]      []      [] [] []      |      [] [] []      []
[] [] rk [] []      [] []      []      |
[] [] [] [] []      [] []      [] [] [] []      [] L3 |
[]      []      [] [] [] []      |
[] dk [] dk[]      L1      L2      |
[] [] [] [] [] [] []
[]      Sub Map 3
[] [] [] [] [] [] []      [] []
[] dk      dk[]      [] [] [] []
[] []
13 [] []

```

Level 7 Key:

- S - Start
- E - End
- dk - Drow Key
- rk - Red Glass Key
- = - Open Door w/ Drow Key
- } - Insert Red Glass Key
- L1-3 - Ladder
- 11-3 - Ladder destination
- BB - Boss

This level is fairly straightfoward (seems to be a theme in this game!) as are the others. There are plenty of chests in this level, so open them as youu find/see them. To beat this level, all you really need to do is to retrieve the 4 drow keys, and then, using them, unlock the door leading to the end of the level.

The enemies in this level include Hellhounds now. Hellhounds aren't very difficult to defeat, but they do have quite a bit of health and have some ranged attack spells (though those are very weak). The boss in this level doesn't say anything to you, but you can tell that it's a boss because of the difference of it from other groups of enemies. The boss is easy to defeat and should be no problem for a party that has made it this far.

Level 8:

```

[] [] [] k1      [] []
[] []      [] [] [] []
[] [] [] [] [] []      [] []
S] [] [] [] [] [] []      []
[]      []      [] []
11 [] [] [] [] k2      [] [] [] []
[]
k3 [] [] [] [] 12
[] [] []      []

```

```
[][][][][][][]
[][] [][][][]
```

Sub Map 1:

```
    [][]
    [][]
    12[]
    [][][][][]
[] []    [] [][][]
[] [] [] [] [] [] [] [] [] []
[] [] [] [] [] [] []
    ==    [] [] []
    [] [] [] []    k4 [] [] [] [] [] []
k9 [] E]    [] [] [] [] []
    [] [] [] t2    13
```

Sub Map 2:

```
[][]
[] [] t1
[]
[] 11
[]
[] []
```

Sub Map 3:

```
    [] [] []
    [] [] []
d1 d2 d3
    [] [] [] [] d4 [] []
t1 [] [] [] []
    [] [] [] [] d5 [] []
d8 d7 d6
    [] [] []
SS k8 []    [] [] [] [] [] []
                k7 [] [] [] []    13
[] [] [] [] [] [] [] [] [] [] [] []
[] [] [] [] [] [] [] [] [] [] [] [] []
    [] [] [] [] [] [] [] [] [] []
    [] [] [] [] [] [] [] [] k6 []
                [] [] [] [] [] [] []
                [] [] [] [] [] [] [] [] k5
                [] [] [] [] [] [] [] [] [] [] [] []
```

Level 8 Key:

- S - Start 11-3: Ladders.
- E - End t1-2: Teleports. (t2 -> lvl. 5)
- SS - Prince S. Stoneshield d#: Door #...
- == - Crystal Key Door

Keys: (Each key opens a corresponding door (d1-8))

- k1 - Orange Cell Key
- k2 - Blue Cell Key
- k3 - Grey Cell Key
- k4 - Pink Cell Key
- k5 - Green Cell Key
- k6 - Brown Cell Key
- k7 - Black Cell Key
- k8 - White Cell Key
- k9 - Crystal Key

This level is pretty complicated, but here is some instructions:
Collect all the cell keys in this level. Cells 1-6 only have
enemies, but I would recommend fighting them for the experience,

which is useful. Some of the cell keys are hidden behind false walls, but using the above map should allow you to find them. Open all the cells in order, and in the 7th you will find the key for the eighth cell. There you will find Prince Storn Stoneshield, very grateful to you for saving him. Now you need to return to level five, just trust me, you'll get a special gift from the dwarves. Fortunately, you don't have to walk all the way there. Go back to the start of this level, return to level 7, and the nearest teleporter will warp you to level 5. In level 5, go to the Dwarf camp, talk to everyone, sell items, etc... and then return to level 8 with that teleport I told you to remember about. You will be teleported near the exit of the level and near the crystal key. You don't even need it to exit the level after all! Pick it still, and then leave the level.

The enemies in this game are finally showing some variation! This level has several Drows, Hellbeasts, Rust Monsters, and Displacer Beasts. Rust Monsters are of specific concern, because their magic spell will destroy metal armor (I learned this the hard way, losing a full plate +2). The enemies in general should be easy for your party, which should be around level 6, if not at level 7. If they aren't this high, you should still be okay.

Level 9:

```

                []      []      []      []      h3
            [] [] [] [] [] [] [] [] [] []h2
11||[] [] [] [] [] [] [] [] [] [] [] [] [] []
            [] [] [] [] [] [] [] [] [] [] []h1
                []      []      []      []      h4
                    [] [] []
                    []tc[]
[]s1[]          [] [] []
[] [] []
            []      []          []          []12
[] [] [] [] [] [] [] [] [] [] [] [] [] []
[] [] [] [] [] [] [] [] [] [] [] []
[] [] [] [] [] [] [] [] [] [] [] []
            []      []      [] [] []      []
[] [] []          [] []          [] [] [] []
[]s2[]          [] [] [] []          [] []
                [] [] [] []          [] [] []
                    s1 s2

```

Sub Map 1:		Sub Map 2:		Sub Map 4:
[] [] []		[]		[] []
[] [] [] [] []E		[] [] [] []		[] []
[] [] [] [] [] []		sstp[]		[] [] [] [] []
[] [] [] []		-----		[] [] [] [] [] h3
[] [] [] []11		Sub Map 3:		[] [] []
[] [] [] [] []		ss[]		[] [] [] [] [] [] [] [] []
[] [] []		[]		[] [] []
[] [] []		12[] [] []		[] [] [] [] [] h4
		[]		[] [] [] [] []
		ss[] []		[] []
				[] []

Sub Map 5:

```

                [][]
                [][]
    [][]      [][]  []
    [][][][][][]  [][][]
[]      []      [][][]  []h2
ss[][][][]
[]      []      [][][]  []h3
    [][][][][][]  [][][]
    [][]      [][]      []
                [][]
                [][]

```

Level 9 Key:

S - Start l1 - Ladder
 E - End h1-4 - Holes
 || - Walls disappear w/ ss/s# - Switch
 switch tt/t# - Teleport
 tc - Treasure Chest
 (Battle Axe +3!)

This level is fairly straightfoward, but can be tricky if you aren't particularly good at puzzles. Remember this though, hit the switch(es) in the order that produces a teleport or changes something. You start in a room with a switch and a teleporter. Hit the switch and enter the teleport. Go to ladder 12 and hit the two switches in the next area. Go back to where you teleported teleport (if you can't, hit the switches in the other order), and teleport to the next room. Hit the two switches (2,1). Enter the teleporter. Hit the two switches in this area (1,2). Teleport.

You are now in a long corridor. Look at the map, and go to the chest so you can get the Battleaxe +3 and Longsword +3. Continue on. Ignore holes 3 and 4, and climb down hold 1 or 2. After climbing down, hit the switch in the area and climb back up the holes. Go back to the beginning of this corridor and a ladder will have appeared. That ladder leads to a room with a ladder that takes you to level 10!

The enemies in this level are relatively easy. Only Ghaunadan inhabit this level, and they shouldn't pose any risk to a skilled party. There is no boss in this level.

 Level 10:

```

    SS[][]  []  [][][][][][][][][][][][]  [][][]
[] []      [][][][][][][][][][]  []      [][][]  [][]s2
[][][][][]  []  [][][][]  []      [][][]!![][][]
    [] []      [][][]  []      Va
[] []      [][][][][]  [][][][]  [][]
[] []      []  [][][]  bk[][][]  [][]  [][][]  []
[]      []  []      s3[]  [][][]  [][][][][]
[] []      [][][][][][][]  [][][][][]  [][][]  []
[]      []      []      []      []      []
[]      [][][]  [] []      []      []  []  []s4  [][][]
[][][][][]  [][][][][][][]  []      [][][][][][]  [][][]
[]      [][][]  [] []      []      []  []  [][][]  []

```

```

[] [] [] []
[] [] [] []s1[]
[] [] [] [] [] [] []
[] [] [] []t2 [] [] [] []t2
[] [] [] [] [] []
[]
[] [] []
[] [] []

```

```

-----
Sub Map 1: | Sub Map 2:
  [] | []
  []BB[] | 12 [] [] []
  [] [] [] | [] [] [] [] [] [] []
  [] | [] [] []h2 h2 []
  [] [] [] | [] [] [] [] [] [] []
  == | h1 []
  [] [] [] | 11 []
  [] [] [] [] [] [] [] | [] [] [] [] [] [] []
  [] [] [] | [] [] []h1 [] [] []
  11 s5 12 | [] [] []

```

Level 10 Key:

```

-----
S - Start Va - Venna
BB - Boss (Last one) == - Use Xanathar Key
h1-2 - Holes !! - Use Bone Key
l1-2 - Ladders
s1-5 - Switches

```

The last level of this great game. I hope you've had fun. I'm going to sparsely talk about this level because I don't want to spoil the end for those who are looking ahead or those who haven't beaten the game (which should be everyone reading this...).

To beat this level, you'll need to hit the switches in the correct order. Use teleports as they appear. The switches all activate different telports. The teleports aren't listed because they would confuse more than help (most only appear if the correct switches are hit). You may notice that the Xanathar key isn't on this level, and it isn't. To beat this level, you have to actually go back to level 5 again (Hint: A teleport is activated by the last switch that creates a teleport that will take you there). The Xanathar key is in a "Secret Area," an area you reach by entering... guess what? A teleport.

The enemies in this level should be no problem to your characters. The boss at the end of this game is supposed to be very tough. (If you can't guess what it's going to be, look at the title of this game) A skilled party should be able to beat it handily. You can use a variety of strategies, charge at it with warriors and back them up with your ranged characters, or fireball (insert favorite spell first) them first. Have fun beating the game! I hope the Walkthrough helped.

```

*****
* | _ _ | _ _ | _ _ | _ _ ) *
* | _ _ | / _ \ _ _ | _ _ \ 7.) Credits, Extras, Thanks, etc... *
* | _ _ \ _ _ / \ _ _ | _ _ / *
* *

```

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All the emails I recieved concerning errors in my FAQ. I appreciate that, and it helps others too.

Email any:

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- Questions

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