

Battle Master Walkthrough

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Battle Master for Sega Genesis
Walkthrough, v2.0 (1/13/2010)
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- Changed, added or fixed since v1.3 (6/06/2005):
- * various textual improvements and section reorganization
 - * introductory summary
 - * general information:
 - * GP item icons
 - * identification of healing potions
 - * initial equipment types
 - * more info on passcodes
 - * in-depth information:
 - * function of Optimise
 - * table of equipment types
 - * ring and jewel functions
 - * damage modifier depends on weapon/armor pairing
 - * damage reduction of wands and skill penalty for non-wizards
 - * damage reduction of all enemy attacks
 - * chance to hit depends on skill, armor rating, and rings/jewelry
 - * advice on picking equipment
 - * walkthrough:
 - * explanation of walkthrough format
 - * stages are numbered and have enemy count and quota
 - * table of enemy groups for each stage
 - * parley prices for wilderness stages
 - * found missing treasure, including Sulrandir's Fist in stage #50
 - * improved guide for many stages
 - * new passcode set for dwarf warrior
 - * old section on equipment is obsolete and has been removed

See here for the Lua script that was used for much of the new research:
<http://lua.pastey.net/144828-1xf0>

Lua scripting requires the Gens-rr emulator:
<http://code.google.com/p/gens-rerecording/>

TABLE OF CONTENTS

- I. INTRODUCTION
 - 1. SUMMARY
 - 2. FROM THE MANUAL

II. GENERAL INFORMATION

1. THE BARS
2. COMBAT
3. MANAGING YOUR TROOPS
4. CLEARING STAGES
5. GP AND PARLEYING
6. HOSTILITY
7. CHOOSING YOUR CHARACTER
8. PASSCODES

III. IN-DEPTH INFORMATION

1. EQUIPMENT TYPES
2. RINGS AND JEWELRY
3. DAMAGE FORMULA
4. CHANCE-TO-HIT FORMULA
5. EQUIPMENT ADVICE

IV. THE WALKTHROUGH

- Chapter 1: The Southlands ~ 14 stages
- Chapter 2: Elven Woods ~ 6 stages
- Chapter 3: The Sunset Spires ~ 8 stages
- Chapter 4: The Great Plain ~ 6 stages
- Chapter 5: Mountains of Shadow ~ 7 stages
- Chapter 6: Valley of the Kings ~ 5 stages
- Chapter 7: The Saltplains ~ 6 stages

V. SAMPLE PASSCODES

CLOSING

I. INTRODUCTION

1. SUMMARY

Battlemaster is a squad-oriented combat RPG made for Amiga, Atari ST, and DOS PCs and ported to Sega Genesis. It's very easy to get killed and hard to figure out how to avoid getting killed. This guide completely breaks down the game mechanics, while also offering practical survival advice.

2. FROM THE MANUAL

BATTELMASTER: The Age of Conflict

Not much is known about the creation of the world. The best we have to go on is the ancient book of Atan, passed down through thousands of generations, whispering to us the secrets of the Legend of Creation. This is its story.

The Four Lords of Creation shaped the world from the random dynamics of time and space. This we know, thanks to the chronicles written by Aran, the first king and potentate of all Magic. It was he who possessed the Keystone of Life set deep into a golden crown. With it he determined the flux of Magical power. He was the chronicler of this world's past, and his chapters are known as the Age of Peace.

Just before his death--after all of his kind had died--he crafted a final entry into the Book of Aran and placed it in a

crystal case to protect his words from the scars of time. In a final act of despair, he shattered his crown with the Keystone of Life, splitting it into uncountable shards, left behind in his Tower.

All life ended for a time, but as things go, life returned to our planet, four races led by four kings, wearing crowns bearing the main shards of the splintered Keystone of Life. Each had a queen at his side; all wandered from Aran's Tower to build their kingdoms and weave their own tapestry in the world. And in time, other dark and nameless creatures crept from the cauldrons, bearing the tiny shards of the Keystone that created them, following the kings into a new world.

Four races developed and prospered: Elves, Dwarves, Humans and Orcs. As time passed, the four territories crossed, and their differences spilled out of the shadows.

The Elves are a natural people, loving sunlight and forest shade--a tall, fair and elegant species, always vigilant against attack. They have one skill on their side--a knowledge of Magic. They protect their culture with the double-edged sword of defense and art. Their's is the first great empire, sprawling the central forest of Aldarien and the vast tree belt of the Southlands.

The Dwarves, too, are a solitary race. They are short and stocky, and few in number. As creatures of habit--mainly miners, builders and smiths--their psyche is governed by a desire to delve forever deeper for the magical core metal of the world. They are a disparate, hostile people, going wherever the mining is good, given to territorial defense. Their main settlements are close to the Tower, the place now known as Naugarth, the Dwarf realm.

Men are the Land's farmers. They breed quickly because their lifespan is short, and this makes them more desperate than most. They rejected the power of Magic long, long ago, choosing instead the path of science. They have always been an expansionist species and they soon spread their corruption into the Great Plain and east into Hardor.

Finally, this world hosts Orcs. These creatures, as has been well recorded elsewhere, are warriors--efficient fighting machines who live and die by sword and statecraft, craving power and glory. An Orc runs from battle when it calculates that the odds are against it.

So, the world was divided among the races. The ELves ruled the forests, the Dwarves held the underworld, Men ploughed the plains and the Orcs held sway over the wastes and mountains. The Age of Conflist begins.

After many years of interracial conflict had devastated the land and its inhabitants, the Watcher came and settled in Aran's Tower. From warring and poverty, all four races have slowly declined, their economies and towns crumbling in unison. Once there were great cities here; now there are villages and settlements. Once there were huge

nations; now there are dwindling rows of stragglers. Once there were empires; now there are memories.

No one knows from where the Watcher came. Or why. Perhaps he was an emissary from the Lords of Creation-- a restorer of balance. He has withdrawn the gift of Magic--wizards have no power, and the only sorcery in the land emanates from artifacts fashioned before he arrived. It is a time for union: to this end, he has cast a spell of apathy upon the four kings, and spoken this prophecy:

"Where there is chaos, there will be order; where discord, harmony will flourish. From the south will come a hero to conquer the land and unite the crowns. Where there were fragments, there will be a whole. Then will a new age begin."

The land awaits its hero.

II. GENERAL INFORMATION

1. THE BARS

Health ~ red bar

The HP bar indicates how close you are to getting killed. Health is damaged by getting hit by melee or missile attacks and is restored by using food or healing potions. The healing points from healing items is preferentially distributed to the most wounded members of the group.

Health starts at 70/72 and the maximum increases by 2 for each new level visited, regardless of whether you forced or bought your passage.

Morale ~ green bar

Low morale causes troops break formation and wander off, but morale seems to have no other effect. It goes up when you hurt/kill enemies and goes down when you or your troops get hurt/killed.

Whether it goes up or down, it eventually equilibrates to 31/125 and the equilibrium increases by 1 for each new stage you visit, regardless of whether you forced or bought your passage.

Skill ~ blue bar

Skill affects a character's chance to hit and chance to avoid getting hit in combat.

It starts at 41/255 (warriors get a +10 bonus) and increases by 1 for each stage in chapters 1-2, 2 for each stage in chapters 3-6, or 3 for each stage in chapter 7, regardless of whether you forced or bought your passage.

In all cases, you don't earn the bonus until you travel to a stage you haven't been to before.

The bars you see for your troops are the average values for all the troops. If the health of one troop is low but all the others is high, the bar will appear to be high. This makes it hard to tell if one of them needs healing. If you see the red bar going down and then suddenly increase, that means one of your guys just got killed. Get into the habit of using a healing item every few seconds when your troops are in intense melee combat.

2. COMBAT

There are two types, melee and missile. To use your missile effectively,

approach the enemy from one of the eight cardinal directions. Even if you are confident in your sword you should always try to line up a few shots because it is basically free damage. Enemy missiles are generally weaker than yours.

Melee happens, whether you want it or not, when the enemy gets close to you. If you are being melee'd you can't move or shoot; you can only melee back, though you can opt not to defend yourself. Melee is more effective if you push the button fast, but there's a limit to how much good this does, and your troops always seem to be better at melee than your own character. (The game's heavy lag can result in many of your button presses and releases to go missed.) A good tactic is to have them melee while you support them with missiles.

For both attack types, there is a chance that the attack will fail: The enemy doesn't flicker and doesn't take damage. This depends on the Skill stats of both opponents, the attacker's weapon, the defender's armor, and random factors. See section III.4 for details.

3. MANAGING YOUR TROOPS

This game can be very hard or not so hard depending on how well you can control your troops. On many stages you have to fight enemies that are plain better than you. In order to beat them you need to have a well controlled army so that you can get as many swords on them at once as possible, otherwise you get taken out one by one.

Battle Master has the distinction of having some of the worst AI pathing ever. Troops will get lost and literally grope their way along if you try to do something wild like walk along a wall or through a door. The best way to prevent them from getting lost is to make sure they only walk where you walk. You can do this by leading from the rear and choosing single file formation. Waggle the stick up and down, left and right repeatedly. In their attempt to get ahead of you your troops will eventually settle on top of you. As long as you keep moving they should remain this way.

If your troops start going after enemies when you need them to be following you, Rally them. This makes them ignore enemies and follow you for a few seconds. Rallying is good for keeping your troops together until you are ready to attack. Do not rally when they are in melee unless you are trying to pull them out of combat. Rallying in no way cures the horrible pathfinding. You cannot rally if you can parley or access the travel map.

You can save yourself a lot of trouble by telling your troops to wait behind when you are doing something they can't help you with, like scouting and getting treasure. Sometimes you have to make them stay put for their own good.

You can only buy troops when parleying with someone of the same race. The cost for each man is twice the cost of safe passage. You can buy more than four at a time by leaving the parley screen then returning to it.

If you can properly line up just one or two shots with a strong missile you can devastate entire parties of enemies. There is a trick you can use to take out enemies at a distance with your missile:

Stack up your troops as described above, then make them wait at a location where they are lined up to hit enemies. Approach the enemies until they start attacking you. Your guys should start firing, and not many enemies can survive being hit by 10 or more missiles. Try to get the enemy to chase you so your troops can keep shooting them. You can also do this trick while moving: if everyone's shot is synchronized, you can retreat while they are reloading and face the enemy just before they fire.

4. CLEARING STAGES

You are free to leave a stage when you've killed 3/4 of initial number of residents, rounded up. That includes humanoids and monsters. Once you've done this you can come and go at will. You can also buy safe passage, but this is only good once per purchase. Whenever you leave a stage, any stage-specific items (such as keys) are returned to their original places, and all triggers

(like pit traps) are reset.

You get the same bonus to your stats whether you pay for passage or kill every last monster, so consider just getting what you want and leaving. If you choose what treasure is important ahead of time (by using this guide) you can decide which stages to skip by parleying, saving a lot of time and trouble. While you don't need to go through every stage, it's a good idea to parley through the uninteresting stages just to get the stat bonus. This only works for non-wilderness stages, though wilderness stages tend to be a little easier.

So, try to visit every stage but don't fight through all of them. It takes too long and you'll end up with more gold than you can spend.

5. GP AND PARLEYING

GP is used to buy healing items, equipment, troops and safe passage during Parley. Therefore, GP gives you the choice to skip some levels you don't want to deal with and still get the benefits. GP is collected in stages cleared by force and spent in stages cleared by parley. It doesn't do you any good unless you spend it, so plan on where and when to spend it to make the game easier.

The icon of a treasure item is automatically determined by the quantity of GP it holds.

Table 1: GP item icons

GP amount	icon
0-24	coin pile
25-49	small pouch
50-99	large sack
100-4095	chest

Merchants get discounts on their purchases. This means less GP is needed to buy passage and other goods, which means that fewer stages need to be raided for money.

Table 2: Merchant discounts

You	Them				
	Human	Elf	Dwarf	Orc	wild
Human	15%	10	5	10	-
Elf	10	15	10	5	-
Dwarf	5	10	15	-	-
Orc	10	5	-	20	-

Dwarves and Orcs will never parley with each other, not even with merchants. Also, Elves and Orcs will charge each other double for safe passage, but not for other goods. Parleying is not available in wilderness stages.

6. HOSTILITY

Besides the distinctions when parleying, some races will attack others without provocation.

Table 3: Racial hostility

You	Them				
	Human	Elf	Dwarf	Orc	wild

Human	-	-	-	X	X	
Elf	-	-	X	X	X	
Dwarf	-	X	-	X	X	
Orc	X	X	X	-	X	

For example, if you have an Elf party in the presence of Dwarves, your troops and their troops will spontaneously attack each other. Orcs are at a disadvantage because they are hated by every other race, while Humans are the least unwelcome. Wilderness stages are hostile to everyone.

Hostility does not prevent parleying, as long as no blood has been shed. Taking GP and items, even zero-value items like keys, causes hostility to break out, and also disables parleying for every class except thieves. Getting hit by missile traps also causes hostility but oddly enough it's still cool if characters get killed by pit traps.

7. CHOOSING YOUR CHARACTER

You need to pick a race and a class. There are four choices of each. Race affects hostility and parleying, and also the starting stage. Class affect starting conditions, and each class gets except warriors get special abilities.

Table 4: Initial conditions of each class

class	troops	gold	skill	missile
Thief	4	50	41	+0 bow
Warrior	0	0	51	+0 bow
Wizard	2	50	41	+30 wand
Merchant	3	100	41	+0 bow

Table 5: Initial equipment types by race and class

class	race			
	Human	Elf	Dwarf	Orc
Thief	[A0][W3][M2]	[A0][W2][M1]	[A1][W4][M0]	[A1][W4][M0]
Warrior	[A1][W3][M1]	[A0][W0][M2]	[A1][W1][M0]	[A1][W0][M0]
Wizard	[A0][W2][M3]	[A0][W2][M4]	[A0][W1][M3]	[A0][W4][M5]
Merchant	[A0][W3][M1]	[A0][W3][M2]	[A1][W0][M2]	[A1][W4][M2]

See section III.1 for details on equipment types.

Thieves can take items and still be able to parley. In this way they can "steal". However, the enemy still attacks you and your troops as if they had seen it anyway, so the peace doesn't last long.

You can steal something and immediately buy passage and leave. If for some reason you come back the enemy will no longer be hostile. You can also push your luck by hiding your troops out of the way and cleaning the stage out, trying not to get hit, then buying passage. Since the implementation of stealing is so poor, the thief is probably the worst class. A similar concept is more reliably demonstrated by the merchant class.

Warriors start with an extra 10 skill points that may give them an edge in the long run, but no money or friends. Those extra points will not prevent you from getting killed at the beginning of the game, so get some troops as soon as possible. Warriors don't seem to have any special ability.

Wizards start with a +30 wand: fire for the human and dwarf, lightning for

the elf and poison for the orc. Wizards are the only class that can use wands effectively, and all the races use them equally well. Non-wizards have a high failure rate with wands: You hit the enemy with the projectile but nothing happens. See section III.3 for details on this. Because only they can exploit the powerful wands effectively, wizards may be the best class.

Wizards are also the only class that can identify healing potions: other classes see "(???)" in place of the number. But this is trivial since potions can also be identified by color and cost.

Table 6: Healing potion identification

Price	Color	Healing
25	blue	(100)
37	green	(150)
50	orange	(200)
62	red	(250)

Merchants get Parley discounts as shown in table 2. Since less GP and less fighting is needed to fund parleying through stages, merchants may be the class that can get through the game the fastest.

8. PASSCODES

A passcode is a sequence of symbols that codes for the party's current state. They are only given at the end of chapters. You can resume play at the beginning of the chapter by entering the passcode at the main menu.

The symbols are drawn from a pool of sixteen. The passcode is divided into blocks of five/four/four symbols per line, and there are six lines for a maximum length of 78 symbols. The block and line divisions do not mean anything. The length is always an even number and each pair of symbols codes for one byte of a particular parameter. The number of pairs required depends on the size of your inventory, and the last two pairs are never used.

Table 7: Functions of passcode symbols

symbols	function
1- 2	checksum
3- 4	max health
5- 6	current troop health
7- 8	number of troops
9-10	race and class
11-12	chapter and number of items
13-14	equilibrium morale
15-16	skill
17-18	GP, upper byte
19-20	GP, lower byte
21-22	affects identity of items?
23-24	equipped armor
25-26	equipped weapon
27-28	equipped missile
29-74	up to 21 inventory items
75-78	unused

The checksum byte is what prevents any otherwise valid passcode from being accepted: the given checksum must match the checksum generated from the

particular sequence of the other symbols or the passcode is rejected.

See section V for some sample passcodes.

III. IN-DEPTH INFORMATION

Understanding how combat works at a fundamental level can make Battle Master much less aggravating and more playable. This section explains what equipment and jewelry does, how damage is computed, and how hits or misses are decided.

1. EQUIPMENT TYPES

Every object in the game world has a two-part identification number, which indicates the item's main type and subtype. Some examples of main types are armors, healing items, and keys. The main type determines, among other things, what happens when you pick the item up and how it is sorted in inventory. The subtype determines the icon and other subtype-specific properties.

The Optimise command in the inventory menu checks for multiple equipment items of the same subtype and automatically throws away everything but the strongest item. There's no benefit to keeping weaker items of the same subtype, so Optimise is always safe to use. It won't appear unless there's something it can throw away.

This guide will represent IDs in the format of [XY], where X shows the main type and Y is the subtype. The main types of interest here will be called A (armor), W (melee weapon), M (missile weapon), R (rings), and J (jewelry). The following table explains what each equipment subtype looks like and where to find the best specimen. (Some are not found anywhere in the game.) The meaning of the plus values is different for each type and will be explained in this section.

Table 8: Equipment types

ID	icon appearance	stage	best example
[A0]	brown with hat	5.34	+20 Orcish Battle Armour
[A1]	chain with hat	7.45	+30 Bladebane
[A2]	gray with hat	7.47	+30 Dwarven Plate Armour
[A3]	brown with closed hat	6.36	+21 Full Chainmail
[A4]	green without hat	??	not in game?
[A5]	gray with helmet	??	not in game?
[A6]	brown with an arrow	7.49	+30 Naugar's Armor
[A7]	green with hat	4.37	+20 Feadil's Bladewall
[A8]	red breatplate	4.32	+20 Firearmour
[A9]	green breastplate	3.23	+5 Brown Mages Armour
[W0]	curved sword	2.27	+20 Headbringer
[W1]	single-headed axe	3.18	+15 Dwarven Runeaxe
[W2]	right-pointing sword	6.36	+22 Longsword
[W3]	left-pointing sword	6.42	+25 The Dreamsword
[W4]	club	3.22	+8 Club
[W5]	double-headed axe	7.45	+30 Orcruth
[W6]	green spiky sword	4.37	+10 Norbane
[W7]	crucifix sword	5.44	+30 Peacebringer
[W8]	gray sword	??	not in game?
[W9]	red sword	??	not in game?
[M0]	small brown crossbow	5.31	+20 Elf Shafter
[M1]	left-pointing bow	6.42	+40 The Dreambow
[M2]	right-pointing bow	1.02	+5 Superior Bow

[M3]	fire wand	6.43	+100	Sulrandirs Hand
[M4]	lightning wand	7.50	+120	Sulrandir's Fist
[M5]	gas wand	5.31	+80	Orcish Rankbuster
[M6]	large gray crossbow	2.26	+15	Elrins Hunting Bow

[R0]	small red stone	6.46	+25	Warshield
[R1]	small blue stone	5.44	+30	Normellon
[R2]	small green stone	7.48	+30	Sulandir
[R3]	small light blue stone	2.27	+10	Lightning Ring
[R4]	small dark red stone	6.36	+0	Nendil
[R5]	double red stone	6.46	+0	Gondrim
[R6]	large pink stone	??		not in game?
[R7]	large green stone	??		not in game?
[R8]	large gray stone	??		not in game?

[J0]	diamond red stone	3.17	+20	The Ruby Star
[J1]	blue stone set in gold	4.37	+1	Diamond Star
[J2]	cross, no stone	3.19	+10	Holy Necklace
[J3]	peace sign, no stone	2.15	+0	Faith
[J4]	triangle green stone	5.28	+20	Emerald Star
[J5]	round red stone	6.40	+15	Maledil's Gem
[J6]	small gray stone	5.33	+10	Magicbane
[J7]	blue stone set in black	??		not in game?

2. RINGS AND JEWELRY

Unlike other item types, each ring and jewel subtype has a unique function.

Table 9: Ring and jewel functions

ID	function

[R0]	resist all attacks
[R1]	resist fireballs
[R2]	resist gas
[R3]	resist lightning
[R4]	walk safely over water and lava
[R5]	walk safely over pits and lava
[R6]	unknown and not in game
[R7]	unknown and not in game
[R8]	unknown and not in game

[J0]	resist fireballs*
[J1]	resist fireballs*
[J2]	resist scorpion attacks*
[J3]	unknown
[J4]	resist gas*
[J5]	resist fireballs/gas/lightning*
[J6]	resist fireballs/gas/lightning*
[J7]	resist lightning*

The only ring/jewel actually found in the game that has no known function is [J3] Faith. Since it's +0 it probably has a non-combat effect like Nendil and Gondrim.

The only ring/jewel that protects against a specific race is the [J2] Holy Necklace. It resists any attack from any scorpion. Refer to table 14 for the details on attack resistance.

3. DAMAGE FORMULA

For the player group attacking enemy groups, the damage dealt is:

$$[\text{damage}] = [\text{weapon power}] * [\text{wand/crossbow reduction}] + [\text{armor modifier}] + 1$$

For enemy groups attacking the player group, the damage dealt is:

$$[\text{damage}] = ([\text{weapon power}] + [\text{armor modifier}]) * [\text{enemy reduction}] + 1$$

Skill and armor power affect whether the attack connects, but not the damage done. However, the armor type plays a big role in damage. For each combination of the attacker's weapon and the defender's armor there is a modifier added or subtracted to the damage. (Pluses are good for the attacker and bad for the defender.)

Table 10: Damage modifiers from weapon/armor pairings

attack	armor										
	[A0]	[A1]	[A2]	[A3]	[A4]	[A5]	[A6]	[A7]	[A8]	[A9]	
[W0]	+9	+4	0	+8	0	0	0	-32	0	0	
[W1]	+4	+4	+9	0	0	0	0	-16	0	0	
[W2]	+4	+9	0	+4	0	0	0	0	0	0	
[W3]	+6	0	0	0	0	0	0	-16	0	0	
[W4]	+8	+4	0	+4	0	+10	0	-32	0	0	
[W5]	+4	+4	+10	0	+64	0	0	-16	0	0	
[W6]	+4	+8	0	+8	0	0	0	+64	0	0	
[W7]	+4	0	0	+8	0	+64	0	0	0	0	
[M0]	0	0	0	0	0	0	-128	-32	0	0	
[M1]	0	+8	0	0	0	0	-128	0	0	0	
[M2]	+8	0	0	0	0	0	-128	-16	0	0	
[M3]	0	0	0	0	0	0	0	-16	-32	0	
[M4]	0	0	0	0	0	0	0	0	0	-32	
[M5]	0	0	0	0	0	0	0	0	0	0	
[M6]	0	0	0	+22	0	0	0	0	0	0	

The base damage of wands ([M3], [M4], [M5]) and heavy crossbows ([M6]) is less than advertised. The plus value of the missile weapon is multiplied by \$570A/\$10000, or about 33%, rounded down. This applies to all classes and puts wands only marginally above bows in terms of damage.

Table 11: Wand and heavy crossbow damage reduction

missile type	nominal	actual
	+20	+6
	+30	+10
[M3] [M4] [M5]	+40	+13
wands	+60	+20
	+80	+27
	+100	+33
	+120	+40
[M6]	+5	+1
big crossbows	+15	+5

Furthermore, for non-wizards only, the wand is used at a skill level equal to the reduced damage level, which is always much lower than base skill. This

means that non-wizards have a high chance of missing with wands and should stick to bows. Wizards take no penalty and use wands at normal skill. Any class can use heavy crossbows at normal skill.

The wand/crossbow reduction only applies to the player group attacking enemy groups. Enemy groups attacking the player get a different damage reduction.

Before adding the final +1, the damage is multiplied by $\$4CCC/\10000 , or about 30%, rounded down. This is applied after the armor modifier, so the damage reduction of the player's armor is greatly reduced.

4. CHANCE-TO-HIT FORMULA

Whether an attack hits or misses is determined by the following algorithm.

Table 12: Chance to hit formula

operation	notes
start from zero	
- defender group's skill	
+ attacker group's weapon power	wand/crossbow power is reduced
+ attacker group's skill	wand skill is reduced for non-wizards
- defender group's armor power	
+ weapon/armor damage modifier	
+ formation bonus	only applies to melee attacks
+ random number from 0 to 31	
+ random number from 0 to 31	
- ring/jewel protection	only applies to the player's group
- 25	

If the result is greater than zero, the attack succeeds. (This algorithm does not account for the neutralization effect that happens when the opponents are attempting to melee one other simultaneously.)

The formation bonus only applies to melee attacks and the formations of each group are only relevant if both groups have more than one member. If the attacker is alone, the bonus is 6. If there's more than one member in the attacker's group and the defender is alone, the bonus is 12. Otherwise, the bonus is looked up from the following table.

Table 13: Group formation chance to hit bonuses

attacker	defender					
	column	wedge	line	single	open	huddle
column	0	5	9	5	5	5
wedge	5	8	11	5	10	5
line	0	5	0	0	5	0
single	0	0	0	0	0	0
open	0	0	0	0	0	0
huddle	0	5	0	5	5	0

The best offensive formations are column and wedge, the best defensive formations are column and huddle, and being alone is very disadvantageous.

You can't directly do anything with the rings and jewels in your inventory. The combat-oriented rings and jewels are used automatically when you are attacked, and each one protects against certain attacks.

Table 14: Ring/jewel attack resistances

attack	ring resistance				jewel resistance						
	[R0]	[R1]	[R2]	[R3]	[J0]	[J1]	[J4]	[J5]	[J6]	[J7]	
[W0]	X	
[W1]	X	
[W2]	X	
[W3]	X	.	.	.	X	X	.	X	X	.	
[W4]	X	X	X	X	
[W5]	X	X	X	X	.	
[W6]	X	
[W7]	X	
[M0]	X	
[M1]	X	
[M2]	X	
[M3]	X	X	.	.	X	X	.	X	X	.	
[M4]	X	.	.	X	.	.	.	X	X	X	
[M5]	X	.	X	.	.	.	X	X	X	.	
[M6]	X	

The plus value of the item is subtracted from the quantity that will determine if you get hit. You can only get the ring/jewel bonus from one item. If multiple bonuses are applicable, only the best one is applied. For example, if you have both The Emerald Star ([J4]) and Sulandir ([R2]), and you get attacked by gas ([M5]), you get the +30 bonus from Sulandir while the +20 bonus from The Emerald Star is overridden.

Unlike rings, the jewels that protect against magic also protect against melee weapons with the same ID number. For example, the Ruby Star protects against fire [M3] but also certain swords [W3]. This is clearly a glitch.

5. EQUIPMENT ADVICE

Picking the right equipment for the situation can make the difference between certain doom and a chance at winning. The most important thing is to have the best armor or weapon ready to counter the opponent's equipment. (Refer to table 10.) The weapon/armor matchup not only affects damage but the chance to hit. Although the modifier along with the base damage is scaled down to 30% for the enemy's attacks, you still get the full benefit or penalty for the chance to hit calculation.

Leather and chainmail ([A0] and [A1]) are available with large plus values but have poor modifiers, whereas dragonskin ([A7]) offers superb protection. The best you can do for most of the game is gray armor ([A2]).

All the common melee weapon types are good against certain armors, so you should keep strong weapons of various types ready for different situations.

Despite the base damage reduction, [M6] crossbows have a hefty bonus against [A3] armor, which is common on wild creatures. Otherwise bows tend to be pretty similar. Wizards should generally use wands, but be ready to use something other than fire if the enemy has [A7] or [A8]. The scattershot effect of gas wands can be good or bad depending on the tactical situation. Non-wizards should not even touch wands.

Don't hang onto worthless rings and jewelry. You can only benefit from one item at a time, and the shield rings work against everything, so anything that isn't better than your shield ring should be tossed. Even then, magic attacks are somewhat uncommon.

Try to observe the enemy's formation and pick a counter-formation to maximize offense or minimize risk. (Refer to Table 13.) Formation only matters for melee, so you can change it right before engaging the enemy.

IV. THE WALKTHROUGH

The following information is available for each stage:

- * The stage number according to the internal numbering
- * The other stages that can be reached by Travel from this stage
 - * Travel that leads to the next chapter is one-way.
- * The initial number of enemies
- * Quota, the max number of enemies that may be left alive in order to Travel
 - * You must kill at least (initial - quota) to leave by force.
- * A table of enemy groups that includes the number of members, race, formation, max HP, skill, and equipment types and pluses for each group
 - * Hidden groups are indicated with a "*". Some hidden groups may be missing.
- * The total amount of GP programmed in the stage
 - * Some GP in stages 2.15, 3.16, 3.23, and 5.34 is unreachable or invisible.
- * A table of items available by parley along with their prices and attributes
 - * Parley is not available in wilderness stages without some kind of cheat.
 - * Items marked with a "*" are initially unavailable and must be uncovered.
- * Some hints on playing through the stage

Additionally, the highest stats possible at the beginning of each chapter are given. (Warriors have 10 higher skill.) These stats are achieved by visiting every stage in all the previous chapters.

***** Chapter 1: The Southlands ~ 14 stages *****

Initial stats:
70 max health
31 equilibrium morale
41 or 51 skill

~~~~~  
#0 Dorin's Delve ~ dwarves ~ elf parties start here  
travel: #3 Axehead Hill, #1 Dullham

initial enemies: 13    quota: 3

|      |         |        |       |       |      |      |      |      |      |       |
|------|---------|--------|-------|-------|------|------|------|------|------|-------|
| 4    | dwarves | line   | 10 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+0)  |
| 2    | dwarves | line   | 10 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+0)  |
| 4    | dwarves | single | 10 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+0)  |
| 2    | dwarves | line   | 10 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+0)  |
| 1    | dwarf   | column | 50 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+10) |
| * 1  | dwarf   | column | 10 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+0)  |
| * 10 | dwarves | line   | 10 hp | 10 sk | [A1] | (+0) | [W1] | (+0) | [M0] | (+0)  |

200 GP available

|    |      |                  |      |
|----|------|------------------|------|
| 20 | +0   | Chainmail Armour | [A1] |
| 20 | +0   | Battle Axe       | [W1] |
| 5  | (10) | Bottle           |      |
| 5  | (10) | Water Carrier    |      |
| 10 | (15) | Carrots          |      |
| 10 | (40) | Corn             |      |
| 10 | (40) | Corn             |      |
| 10 |      | Safe passage     |      |

There is a chest of 100 GP guarded by arrow traps and pits to the right of the starting location. Make your troops wait behind if you want to get it. In the cave to the N, walk straight N to avoid the pit. Check the mirror in the rooms beyond to find equipment and a 100 GP chest.

~~~~~  
 #1 Dullham ~ humans ~ orc parties start here

travel: #3 Axehead Hill, #0 Dorin's Delve, #2 Brightleaf, Trollforge

initial enemies: 15 quota: 3

1 human	column	10 hp	10 sk	[A0] (+0)	[W2] (+0)	[M1] (+0)	
6 humans	open	10 hp	10 sk	[A0] (+0)	[W2] (+0)	[M1] (+0)	
6 humans	open	10 hp	10 sk	[A0] (+0)	[W2] (+0)	[M1] (+0)	
1 human	open	40 hp	20 sk	[A0] (+0)	[W3] (+0)	[M1] (+0)	
1 human	column	10 hp	10 sk	[A0] (+0)	[W3] (+0)	[M2] (+0)	

45 GP available

30	+0	Old Chainmail	[A1]
50	+5	Blue Steel Broadsword	[W3]
1	(5)	Bottle	
2	(10)	Apple	
2	(10)	Tomato	
10	(40)	Melon	
10		Safe passage	

There is a pit trap at the end of the main road. The Old Iron Key to the locked hut is in the hut to the N of it. Check downstairs in the locked hut for equipment and a 45 GP pouch.

~~~~~  
 #2 Brightleaf ~ elves ~ dwarf parties start here

travel: #1 Dullham, #7 The Lonely Isle

initial enemies: 9    quota: 2

|         |        |      |      |           |           |           |  |
|---------|--------|------|------|-----------|-----------|-----------|--|
| 2 elves | single | 5 hp | 5 sk | [A0] (+2) | [W2] (+2) | [M1] (+2) |  |
| 2 elves | column | 5 hp | 5 sk | [A0] (+2) | [W2] (+2) | [M1] (+2) |  |
| 3 elves | wedge  | 5 hp | 5 sk | [A0] (+2) | [W2] (+2) | [M1] (+2) |  |
| 2 elves | huddle | 5 hp | 5 sk | [A0] (+2) | [W2] (+2) | [M1] (+2) |  |

45 GP available

|     |     |              |      |
|-----|-----|--------------|------|
| 100 | +20 | Lightfinger  | [M4] |
| 50  | +5  | Superior Bow | [M2] |
| 1   | (5) | Elvish Ale   |      |
| 10  |     | Safe passage |      |

Go south across the bridge then left to the cave. Use the Small Glowing Rocks to get past the spikes. Follow the passage to get a pouch of 45 GP. Back outside, walk east to get teleported to the items and a Tree Rooters Spade. You can use it on the hill tree to get out of the teleport trap area.

~~~~~  
 #3 Axehead Hill ~ orcs ~ human parties start here

travel: #0 Dorin's Delve, #1 Dullham

initial enemies: 26 quota: 6

```

+-----+-----+-----+-----+
| 6 orcs      line | 10 hp  10 sk | [A0] (+0) [W0] (+0) [M0] (+0) |
| 1 orc       column| 10 hp  10 sk | [A0] (+0) [W0] (+0) [M5] (+20) |
| 8 spiders   open  | 5 hp   5 sk  | [A3] (+0) [W4] (+0)             |
| 1 orc       column| 10 hp  10 sk | [A0] (+0) [W0] (+0) [M0] (+0) |
| 1 orc       column| 10 hp  10 sk | [A0] (+0) [W0] (+0) [M0] (+0) |
| 1 orc       column| 10 hp  10 sk | [A0] (+0) [W0] (+0) [M0] (+0) |
| 1 orc       column| 10 hp  10 sk | [A0] (+0) [W0] (+0) [M5] (+20) |
| 1 orc       column| 10 hp  10 sk | [A0] (+0) [W0] (+0) [M5] (+20) |
| 6 orcs      open  | 5 hp   5 sk  | [A0] (+0) [W0] (+0) [M0] (+0) |
+-----+-----+-----+-----+

```

90 GP available

```

+-----+-----+-----+-----+
| 50 | +5 | Orcish Leather | [A0] |
| 100 | +20 | Orcish Wand | [M5] |
| 8 | (8) | Carrots | |
| 10 | (10) | Corn | |
| 5 | (25) | Corn* | |
| 20 | | Safe passage | |
+-----+-----+-----+-----+

```

Flip the switch in the cave on the left to turn off the pit trap in the cave on the right. The wand is partially hidden behind a spike in a room at the end of the cave. Hug the left wall in this room to avoid another pit.

After exiting the cave, go N and enter the cave on the right. There is a sack of 90 GP and some spiders in a hidden passage on the left, behind the water. The rest of the action is in the cave on the left

~~~~~  
#4 Trollford ~ wilderness

travel: #1 Dullham, #5 Dullmouth, #6 Ironhome

initial enemies: 13 quota: 3

```

+-----+-----+-----+-----+
| 1 ogre      column| 40 hp  25 sk | [A3] (+0) [W4] (+0) [M0] (+10) |
| 6 dragonflies open  | 5 hp   5 sk  | [A3] (+0) [W4] (+0)             |
| 1 ogre      column| 40 hp  20 sk | [A3] (+0) [W4] (+0) [M0] (+0) |
| 5 dragonflies open  | 5 hp   5 sk  | [A0] (+0) [W4] (+0)             |
+-----+-----+-----+-----+

```

90 GP available

```

+-----+-----+-----+-----+
| 50 | +5 | Orcish Scimitar | [W0] |
| 80 | +5 | Lesser Shield Ring | [R0] |
| 1 | (5) | Food of Some Kind | |
| 5 | (20) | Fish | |
+-----+-----+-----+-----+

```

You start off near an ogre (there aren't any trolls here) and some dragonflies. Enter the cave and head E to find the door key, then turn around and go back to the intersection. Walking between the spikes will cause pits to appear. Head left to find the food. Use the key and follow the path for a 90 GP sack, the ring and the scimitar.

~~~~~  
#5 Dullmouth ~ humans

travel: #4 Trollford, #8 Riverdale

initial enemies: 16 quota: 4

```

+-----+-----+-----+-----+
| 3 humans      wedge | 15 hp  20 sk | [A0] (+20)  [W3] (+0)  [M0] (+15) |
| 6 humans      column | 20 hp  10 sk | [A0] (+20)  [W4] (+20)  [M0] (+20) |
| 6 humans      column | 15 hp  20 sk | [A0] (+20)  [W4] (+20)  [M0] (+15) |
| 1 human       line   | 20 hp  50 sk | [A1] (+20)  [W1] (+50)  [M1] (+30) |
+-----+-----+-----+-----+

```

25 GP available

```

+-----+-----+-----+-----+
| 45 | +10 | Leather Armour | [A0] |
| 50 | +10 | Scimitar       | [W0] |
| 15 | (10) | Bottle         |      |
| 20 | (15) | Tomato         |      |
| 5  | (10) | Corn           |      |
| 20 |      | Safe passage   |      |
+-----+-----+-----+-----+

```

There is a Well Used Spade to the east of the great hall, which is locked. Use it to enter the brownish patch to the SW. The Door Key and items are upstairs, along with a 25 GP pouch. There is also another Spade.

~~~~~  
#6 Ironhome ~ dwarves

travel: #4 Trollford, #9 Maggot's Pit

initial enemies: 13 quota: 3

```

+-----+-----+-----+-----+
| 1 ghost       open  | 20 hp  30 sk | [A0] (+50)  [W0] (+40)  [M2] (+30) |
| 1 ghost       open  | 20 hp  30 sk | [A0] (+50)  [W0] (+40)  [M2] (+30) |
| 1 ghost       open  | 40 hp  30 sk | [A0] (+50)  [W0] (+40)  [M2] (+30) |
| 1 dwarf       open  | 30 hp  30 sk | [A2] (+0)   [W1] (+20)  [M0] (+20) |
| 8 dwarves     huddle | 30 hp  25 sk | [A2] (+0)   [W1] (+10)  [M0] (+10) |
| 1 dwarf       open  | 30 hp  30 sk | [A2] (+0)   [W1] (+20)  [M0] (+20) |
+-----+-----+-----+-----+

```

150 GP available

```

+-----+-----+-----+-----+
| 100 | +15 | Dwarf Chain   | [A1] |
| 75  | +10 | Scimitar     | [W0] |
| 10  | (40) | Corn         |      |
| 15  | (60) | Small Pie    |      |
| 20  |      | Safe passage |      |
+-----+-----+-----+-----+

```

Use the ladder to climb the castle wall on the W. Once past the castle check the walled in room to the W for a 50 GP sack. The armor is in the mines at the far N with some ghosts. In the far E mine shaft, hidden behind the S wall, is a 100 GP chest.

~~~~~  
#7 The Lonely Isle ~ elves

travel: #2 Brightleaf, #8 Riverdale, #11 Balmir's Glen

initial enemies: 18 quota: 4

```

+-----+-----+-----+-----+
| 5 elves       wedge | 10 hp  10 sk | [A0] (+3)   [W2] (+3)   [M1] (+3) |
| 4 elves       huddle | 10 hp  10 sk | [A0] (+3)   [W2] (+3)   [M1] (+3) |
+-----+-----+-----+-----+

```

6	elves	column	10 hp	10 sk	[A1] (+4)	[W2] (+4)	[M1] (+4)
1	elf	open	10 hp	10 sk	[A0] (+3)	[W2] (+3)	[M1] (+3)
2	elves	line	10 hp	10 sk	[A0] (+3)	[W2] (+3)	[M1] (+3)

90 GP available

55	+5	Elven Chain Shirt	[A1]
30	+3	Longbow	[M1]
1	(5)	Elven Ale	
2	(10)	Tomato	
1	(5)	Elven Ale	
20		Safe passage	

There is a 15 GP pile in the farmhouse to the SW, a 50 GP sack in the hut at the S end of the road, and a 25 GP pouch in the hut at N end of the road.

~~~~~  
#8 Riverdale ~ humans

travel: #5 Dullmouth, #7 The Lonely Isle, #9 Maggot's Pit, #10 Blind Ridge

initial enemies: 29 quota: 7

|   |        |        |       |       |           |           |            |
|---|--------|--------|-------|-------|-----------|-----------|------------|
| 6 | humans | wedge  | 20 hp | 20 sk | [A1] (+5) | [W3] (+5) | [M0] (+5)  |
| 4 | humans | line   | 40 hp | 20 sk | [A1] (+5) | [W3] (+5) |            |
| 8 | humans | open   | 20 hp | 20 sk | [A1] (+5) | [W3] (+5) | [M0] (+5)  |
| 1 | human  | open   | 40 hp | 30 sk | [A1] (+5) | [W3] (+5) | [M3] (+10) |
| 5 | humans | column | 20 hp | 20 sk | [A1] (+5) | [W3] (+5) | [M0] (+5)  |
| 5 | humans | single | 20 hp | 20 sk | [A1] (+5) | [W3] (+5) |            |

180 GP available

|     |      |                        |      |
|-----|------|------------------------|------|
| 600 | +10  | Black Steel Broadsword | [W3] |
| 7   | (30) | Carrots                |      |
| 1   | (5)  | Bottle of Ale          |      |
| 5   | (20) | Apple                  |      |
| 1   | (5)  | Bottle of Ale          |      |
| 5   | (20) | Apple                  |      |
| 40  |      | Safe passage           |      |

Approach the standing stone to cross the river to some food, a 30 GP pouch, and a Spike Key. Get back across by walking around south of the larger flat stone. Use the key to get into the keep and get a 150 GP chest.

~~~~~  
#9 Maggot's Pit ~ orcs

travel: #6 Ironhome, #8 Riverdale, #10 Blind Ridge

initial enemies: 30 quota: 7

8	orcs	wedge	10 hp	20 sk	[A0] (+5)	[W0] (+5)	[M0] (+5)
6	orcs	huddle	40 hp	20 sk	[A0] (+5)	[W0] (+5)	
6	orcs	line	20 hp	20 sk	[A0] (+5)	[W0] (+5)	[M0] (+5)
4	orcs	column	20 hp	20 sk	[A0] (+5)	[W0] (+5)	
3	orcs	single	20 hp	20 sk	[A0] (+5)	[W0] (+5)	[M0] (+5)
3	orcs	huddle	20 hp	20 sk	[A0] (+5)	[W0] (+5)	[M0] (+5)

170 GP available

```

+-----+-----+-----+-----+
| 125 | +10 | Orcish Leather Armour | [A0] |
| 100 | +10 | Orcish Battle Blade | [W0] |
| 200 | +40 | Skirmisher Wand | [M5] |
| 5 | (20) | Tomato | |
| 5 | (20) | Apple | |
| 1 | (5) | Bottle | |
| 1 | (5) | Bottle | |
| 7 | (30) | Carrots | |
| 40 | | Safe passage | |
+-----+-----+-----+-----+

```

To the NW is a bottle half-shadowed by a fake cave entrance. To the E of that hidden in the dirt is a 45 GP pouch.

Once in the cave to the N, avoid the E/W passage at the far N because of the pits. There's a 60 GP sack in a central chamber and a 45 GP pouch E of there. Follow the passages south to a 20 GP pile but don't take it yet. To get to the wand, head W along the northern passage to avoid pits. Go around the long way to the wand, then leave by the southern passage with the crucified person on the wall and finally get the coins.

```

~~~~~
#10 Blind Ridge ~ dwarves
travel: #8 Riverdale, #9 Maggot's Pit, #13 Wind Pass

```

initial enemies: 46 quota: 11

```

+-----+-----+-----+-----+
| 16 dwarves        wedge | 20 hp 10 sk | [A1] (+5) [W1] (+5) [M0] (+5) |
| 16 dwarves        column | 20 hp 10 sk | [A1] (+5) [W1] (+5) [M0] (+5) |
| 2 dwarves         line | 40 hp 30 sk | [A1] (+5) [W1] (+5) [M0] (+5) |
| 12 dwarves        open | 20 hp 20 sk | [A1] (+5) [W1] (+5) |
+-----+-----+-----+-----+

```

180 GP available

```

+-----+-----+-----+-----+
| 100 | +10 | Dwarf Nailer | [M0] |
| 1 | (5) | Dwarvish Ale | |
| 1 | (5) | Dwarvish Ale | |
| 7 | (30) | Carrots | |
| 3 | (10) | Tomato | |
| 7 | (30) | Carrots | |
| 40 | | Safe passage | |
+-----+-----+-----+-----+

```

Cross the bridge and enter the cave. Off to the E there are two more cave entrances which lead to the same large room, where there are five piles of 20 GP and a shovel. Leave the cave and bring the shovel back W to the suspicious N end of the road. This brings you to a hidden cave with an 80 GP sack and other goods.

```

~~~~~
#11 Balmir's Glen ~ elves
travel: #7 The Lonely Isle, #12 The Black Hills, #14 The Bloodwaste (ch.2)

```

initial enemies: 29 quota: 7

```

+-----+-----+-----+-----+
| 4 elves            wedge | 25 hp 25 sk | [A1] (+6) [W2] (+6) [M1] (+6) |
| 4 elves            column | 25 hp 25 sk | [A1] (+6) [W2] (+6) [M1] (+6) |

```

4 elves	line	25 hp	25 sk	[A1] (+6)	[W2] (+6)	[M1] (+6)	
4 elves	huddle	25 hp	25 sk	[A1] (+6)	[W2] (+6)	[M1] (+6)	
4 elves	single	25 hp	25 sk	[A1] (+6)	[W2] (+6)	[M1] (+6)	
4 elves	wedge	25 hp	25 sk	[A1] (+6)	[W2] (+6)	[M1] (+6)	
4 elves	column	25 hp	25 sk	[A1] (+6)	[W2] (+6)	[M1] (+6)	
1 elf	open	50 hp	35 sk	[A2] (+6)	[W2] (+6)	[M4] (+10)	
*13 chompers	open	25 hp	25 sk	[A0] (+6)	[W4] (+6)		

225 GP available

110	+10	Elven Chainmail	[A1]	
100	+10	Elven Longsword	[W2]	
210	+40	Firehand	[M3]	
1	(5)	Elvish Ale		
10	(40)	Corn		
5	(20)	Apple		
3	(10)	Tomato		
11	(45)	Melon		
1	(5)	Elvish Ale		
50		Safe passage		

There is a 30 GP pouch SE of your starting position and a 25 GP pouch to the SW. There is a 120 GP chest in the fenced off area to the NW. Approaching it will cause green monsters to appear to the E. Finally, there's a 50 GP sack near the standing stones to the NE.

~~~~~  
#12 The Black Hills ~ orcs  
travel: #11 Balmir's Glen, #13 Wind Pass

initial enemies: 45    quota: 11

|                |        |        |       |            |            |            |  |
|----------------|--------|--------|-------|------------|------------|------------|--|
| 10 orcs        | open   | 30 hp  | 30 sk | [A4] (+8)  | [W0] (+8)  |            |  |
| 8 orcs         | huddle | 30 hp  | 30 sk | [A4] (+8)  | [W0] (+8)  | [M0] (+8)  |  |
| 1 orc          | open   | 60 hp  | 40 sk | [A4] (+8)  | [W0] (+8)  | [M5] (+10) |  |
| 1 giant spider | open   | 180 hp | 50 sk | [A3] (+10) | [W4] (+25) | [M5] (+80) |  |
| 8 orcs         | column | 30 hp  | 30 sk | [A4] (+8)  | [W0] (+8)  | [M0] (+8)  |  |
| 8 spiders      | open   | 30 hp  | 30 sk | [A3] (+8)  | [W0] (+8)  | [M5] (+8)  |  |
| 8 spiders      | huddle | 30 hp  | 30 sk | [A3] (+8)  | [W0] (+8)  |            |  |
| 1 orc          | open   | 40 hp  | 35 sk | [A1] (+0)  | [W0] (+0)  | [M5] (+20) |  |

270 GP available

|     |      |                  |      |  |
|-----|------|------------------|------|--|
| 120 | +10  | Spiney Elfslicer | [W0] |  |
| 130 | +10  | Geek Bow         | [M0] |  |
| 15  | (60) | Small Pie        |      |  |
| 7   | (30) | Carrots          |      |  |
| 10  | (40) | Corn             |      |  |
| 12  | (50) | Spider Food      |      |  |
| 60  |      | Safe passage     |      |  |

Approach the nearby altar to make the Holy Bone of Aegrog appear across the river in the spider's lair. I recommend you leave your troops on the other side of the river to shoot at the spiders. Go across and lure the big one to your guys. Use the bone in the cave to the north to get the treasure, including sacks of 55 GP and 65 GP, and a chest of 150 GP.

~~~~~  
#13 Wind Pass ~ wilderness

travel: #10 Blind Ridge, #12 The Black Hills, #14 The Bloodwaste (ch.2)

initial enemies: 27 quota: 6

* 1 dragonfly	column	30 hp	30 sk	[A3] (+7)	[W4] (+7)	[M3] (+30)	
1 ogre	column	120 hp	40 sk	[A3] (+7)	[W4] (+7)	[M1] (+37)	
6 dragonflies	open	30 hp	30 sk	[A3] (+7)	[W4] (+7)		
4 bats	line	30 hp	30 sk	[A5] (+7)	[W1] (+7)	[M0] (+37)	
10 spiders	open	30 hp	30 sk	[A3] (+7)	[W4] (+7)	[M5] (+17)	
6 dragonflies	column	30 hp	30 sk	[A3] (+7)	[W4] (+15)		
* 1 dragonfly	column	30 hp	30 sk	[A3] (+7)	[W4] (+7)	[M3] (+30)	

70 GP available

110	+10	Dwarven Chain Armour	[A1]
100	+10	Dwarven Battle Axe*	[W1]
210	+40	Lighthand*	[M4]
5	(20)	Mountain Apple	
10	(40)	Mountain Apple	
10	(40)	Mountain Apple	
10	(40)	Mountain Apple	
5	(20)	Bottle of Smelly Stuff	
5	(20)	Fresh Fish	

Kill the ogre and cross to find a 70 GP sack, chainmail, and food.

To the N there is a Stout Pole which you will need to push the slab. Across the river, there's some Pretty Flowers on the W. Go between the rocks to the NE where the pillar is and you'll reach a shrine. Bring the flowers to the cave and you'll get the axe and wand. If you try to enter the cave without bringing flowers, or approach the shrine from the N instead of the W, you'll get killed.

To the N and NE are some spiders guarding some apples.

***** Chapter 2: Elven Woods ~ 6 stages *****

Best stats at this point:

- 100 max health
- 51 equilibrium morale
- 55 or 65 skill

~~~~~  
#14 The Bloodwaste ~ wilderness

travel: #24 Silverwood (one-way trip)

initial enemies: 51    quota: 12

|               |        |       |       |           |           |            |  |
|---------------|--------|-------|-------|-----------|-----------|------------|--|
| 6 ghosts      | single | 70 hp | 35 sk | [A5] (+9) | [W0] (+9) |            |  |
| 10 giant eyes | open   | 35 hp | 35 sk | [A5] (+9) | [W0] (+9) | [M4] (+15) |  |
| 6 giant eyes  | huddle | 35 hp | 45 sk | [A5] (+9) | [W0] (+9) | [M4] (+15) |  |
| 5 chompers    | open   | 35 hp | 35 sk | [A5] (+9) | [W0] (+9) | [M5] (+15) |  |
| 4 ghosts      | column | 35 hp | 35 sk | [A5] (+9) | [W0] (+9) |            |  |
| 10 ghosts     | wedge  | 35 hp | 35 sk | [A5] (+9) | [W0] (+9) |            |  |
| 10 chompers   | open   | 35 hp | 35 sk | [A5] (+9) | [W0] (+9) | [M3] (+15) |  |

315 GP available

```

+-----+-----+-----+-----+
| 150 | +10 | Orcish Heavy Bolter | [M0] |
| 25 | (100) | Large Pie | |
| 11 | (45) | Melon | |
| 10 | (40) | Corn | |
| 15 | (60) | Small Pie | |
+-----+-----+-----+-----+

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You are immediately attacked by a ghosts and giant eyes. There is a 10 GP pile to the SE, a 60 GP sack to the SW, and a 45 GP pouch to the NW. Go between the doorway-like stones to teleport. To the W is a 150 GP chest and the crossbow, and to the NE is a 50 GP sack.

~~~~~  
#24 Silverwood ~ elves
travel: #30 Silver Hollow, #27 Gizzard's Gorge, #26 The Screaming Wilds

initial enemies: 69 quota: 17

```

+-----+-----+-----+-----+-----+-----+
| 1 ogre | open | 55 hp | 55 sk | [A2] (+16) | [W4] (+14) | |
| 1 ogre | open | 55 hp | 55 sk | [A2] (+34) | [W4] (+14) |
| 1 ogre | open | 55 hp | 55 sk | [A2] (+14) | [W4] (+14) |
| 1 ogre | open | 110 hp | 55 sk | [A2] (+14) | [W4] (+14) |
| 1 ogre | open | 55 hp | 65 sk | [A2] (+14) | [W4] (+14) |
| 1 ogre | open | 1 hp | 1 sk | [A2] (+1) | [W4] (+1) |
| 1 ogre | open | 1 hp | 1 sk | [A2] (+1) | [W4] (+1) |
| 1 ogre | open | 1 hp | 1 sk | [A2] (+1) | [W4] (+1) |
| 6 chompers | wedge | 55 hp | 55 sk | [A0] (+14) | [W4] (+14) |
| 10 chompers | open | 55 hp | 65 sk | [A0] (+14) | [W4] (+14) |
| 8 chompers | column | 110 hp | 55 sk | [A0] (+14) | [W4] (+14) |
| 4 elves | line | 110 hp | 55 sk | [A1] (+14) | [W2] (+14) | [M1] (+14) |
| 1 elf | open | 110 hp | 65 sk | [A1] (+14) | [W2] (+14) | [M4] (+35) |
| 10 elves | wedge | 55 hp | 55 sk | [A1] (+14) | [W2] (+14) | [M1] (+14) |
| 10 elves | column | 55 hp | 55 sk | [A1] (+14) | [W2] (+14) | [M1] (+14) |
| 2 elves | column | 110 hp | 55 sk | [A1] (+14) | [W2] (+14) | [M1] (+14) |
| 1 elf | open | 110 hp | 65 sk | [A1] (+14) | [W2] (+14) | [M1] (+16) |
| 5 elves | line | 55 hp | 55 sk | [A1] (+14) | [W2] (+14) | [M1] (+14) |
| 4 elves | huddle | 55 hp | 55 sk | [A1] (+14) | [W2] (+14) | [M1] (+14) |
+-----+-----+-----+-----+-----+-----+

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495 GP available

```

+-----+-----+-----+-----+
| 800 | +15 | Elven Breastplate | [A2] |
| 900 | +20 | Viliras Bow | [M1] |
| 25 | (100) | Large Pie | |
| 1 | (5) | Lager | |
| 38 | (150) | Large Fish | |
| 8 | (30) | Carrots | |
| 11 | (45) | Melon | |
| 2 | (7) | Water Carrier | |
| 3 | (10) | Tomato | |
| 10 | (40) | Corn | |
| 10 | (40) | Corn | |
| 5 | (20) | Apple | |
| 5 | (20) | Apple | |
| 5 | (20) | Apple | |
| 15 | (60) | Small Pie | |
| 15 | (60) | Small Pie | |
| 110 | | Safe passage | |

```

+-----+-----+-----+-----+-----+
Beware the green monsters on this stage. Avoid letting your guys melee through walls, because they usually end up killed. Rally them if they do this.

The Square Key, which unlocks the compound, is found to the north. There's a 40 GP pouch in the hut. Once down the ladder, there's a 55 GP sack to the far W, a 200 GP chest to the far N, and a 150 GP chest to the far S near the bow. If big pits appear on the left and right sides of this area, there's enough space next to them to squeeze by.

There's a 50 GP sack in the bedroom to N of the ladder room, but a pit will trap you inside. You can get out by touching the W mirror behind the beds, then the E mirror, then the S wall across from mirror in the ladder room. You might want to do this after eliminating the enemies.

~~~~~  
#27 Gizzard's Gorge ~ orcs

travel: #24 Silverwood, #30 Silver Hollow, #26 The Screaming Wilds

initial enemies: 45    quota: 11

|                |        |        |       |            |            |            |  |
|----------------|--------|--------|-------|------------|------------|------------|--|
| * 1 orc        | open   | 120 hp | 60 sk | [A4] (+35) | [W0] (+15) | [M4] (+80) |  |
| 1 giant beetle | column | 240 hp | 60 sk | [A2] (+35) | [W4] (+30) | [M5] (+60) |  |
| 1 orc          | open   | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 3 orcs         | wedge  | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 3 orcs         | column | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 5 orcs         | line   | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 5 orcs         | line   | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 1 giant beetle | wedge  | 240 hp | 60 sk | [A2] (+35) | [W4] (+15) | [M5] (+40) |  |
| 5 orcs         | column | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 5 orcs         | column | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 5 orcs         | column | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 10 orcs        | open   | 60 hp  | 60 sk | [A4] (+15) | [W0] (+15) | [M0] (+15) |  |
| 1 orc          | open   | 120 hp | 60 sk | [A4] (+35) | [W0] (+15) | [M5] (+40) |  |

540 GP available

|     |       |                  |      |
|-----|-------|------------------|------|
| 220 | +20   | Headbringer      | [W0] |
| 200 | +10   | Lightning Ring   | [R3] |
| 25  | (100) | Healing Potion   |      |
| 25  | (100) | Healing Potion   |      |
| 20  | (80)  | Leg of Something |      |
| 20  | (80)  | Leg of Something |      |
| 25  | (100) | Large Trail Cake |      |
| 15  | (60)  | Fish             |      |
| 25  | (100) | Large Trail Cake |      |
| 20  | (80)  | Fish             |      |
| 20  | (80)  | Fruit            |      |
| 120 |       | Safe passage     |      |

Watch out for the humongous bug on your way N to the cave. Once inside, keep left as the message says. This cave is a long, unbranching spiral. You can cut to the end by touching the torch in the NW corner. The only thing you'll miss is some pit traps and another bug. If going the long way, be sure to keep right after the torch to avoid a pit.

The door at the end of the tunnel leads to a new cave area. There's another door just to the NE which leads to a 120 GP chest. There's a 30 GP pouch to the NW, a 20 GP pile to the NE, another at the E end, and a 40 GP pouch to the SE.

The door at the S end of this room leads to a shrine with a pit that traps

you with a very tough orc. Besides the other items, there's a 310 GP chest here. To leave the shrine, walk toward the altar, then move to one side and head back to the door. The pit should be gone.

~~~~~  
#30 Silver Hollow ~ elves

travel: #24 Silverwood, #27 Gizzard's Gorge

initial enemies: 73 quota: 18

12 elves	open	70 hp	40 sk	[A1] (+17)	[W2] (+17)	[M1] (+17)	
12 elves	open	70 hp	40 sk	[A1] (+17)	[W2] (+17)	[M1] (+17)	
10 elves	line	70 hp	40 sk	[A1] (+17)	[W2] (+17)	[M1] (+17)	
8 elves	huddle	80 hp	50 sk	[A1] (+17)	[W2] (+17)	[M1] (+17)	
16 elves	open	60 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)	
3 elves	line	50 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+20)	
3 elves	line	70 hp	40 sk	[A1] (+20)	[W2] (+10)	[M1] (+10)	
8 elves	column	69 hp	40 sk	[A1] (+15)	[W2] (+10)	[M1] (+15)	
1 elf	open	80 hp	45 sk	[A1] (+25)	[W2] (+10)	[M4] (+50)	
* 1 elf	column	140 hp	80 sk	[A1] (+17)	[W2] (+32)	[M4] (+65)	

630 GP available

200	+20	Elven Platemail	[A2]
300	+60	Lightfist	[M4]
64	(255)	Dragon Steak	
62	(250)	Healing Potion	
1	(5)	Milk Bottle	
5	(20)	Apple	
12	(50)	Healing Potion	
25	(100)	Healing Potion	
37	(150)	Healing Potion	
7	(30)	Carrots	
25	(100)	Large Pie	
5	(20)	Apple	
140		Safe passage	

There's a 55 GP sack off to the W, and SW across the river is a 45 GP pouch. Approaching the treasures to the NE will teleport you into the caves. Inside, there's an 80 GP sack nearby to the NE. The stone arches don't lead anywhere yet. There's a 100 GP chest at the W end of these caves, and another by the exit to the SE.

Find your way to three crucified guys. Go right until another victim at the dead end talks to you. Now go back to the crossroads and go left this time. You should get a Diamond Key at the dead end. (Sometimes this doesn't work, and you get killed anyway by the pit trap on the left.)

Return with the key to the archways and walk through the one on the left, which now leads to the treasure. Bring your troops, because an angry elf on smack will appear and attack. Among the other goods is a 250 GP chest.

The bottle that appears half buried in the hillock by the cave exit seems to be unreachable.

~~~~~  
#26 The Screaming Wilds ~ wilderness

travel: #15 Marshport, #24 Silverwood, #27 Gizzard's Gorge

initial enemies: 63    quota: 15

|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|



|                |        |        |       |            |            |            |
|----------------|--------|--------|-------|------------|------------|------------|
| 10 dragonflies | wedge  | 60 hp  | 60 sk | [A3] (+15) | [W0] (+15) |            |
| 6 dragonflies  | single | 120 hp | 60 sk | [A3] (+15) | [W0] (+15) |            |
| 10 dragonflies | open   | 60 hp  | 70 sk | [A3] (+15) | [W0] (+15) |            |
| 1 troll        | open   | 120 hp | 60 sk | [A0] (+17) | [W4] (+15) |            |
| 1 troll        | open   | 60 hp  | 60 sk | [A0] (+17) | [W4] (+15) |            |
| 1 troll        | open   | 60 hp  | 70 sk | [A0] (+17) | [W4] (+15) |            |
| 1 ogre         | open   | 120 hp | 70 sk | [A2] (+15) | [W4] (+15) |            |
| 1 ogre         | open   | 120 hp | 70 sk | [A2] (+15) | [W4] (+15) |            |
| 10 snakes      | column | 60 hp  | 60 sk | [A3] (+15) | [W0] (+15) |            |
| 10 snakes      | wedge  | 60 hp  | 60 sk | [A3] (+15) | [W0] (+15) |            |
| 6 snakes       | line   | 120 hp | 70 sk | [A3] (+15) | [W0] (+15) |            |
| 1 troll        | open   | 120 hp | 70 sk | [A0] (+17) | [W4] (+15) | [M0] (+15) |
| 5 dragonflies  | huddle | 60 hp  | 60 sk | [A3] (+15) | [W0] (+15) |            |

540 GP available

|     |       |                    |      |
|-----|-------|--------------------|------|
| 750 | +15   | Elrins Hunting Bow | [M6] |
| 25  | (100) | Large Pie          |      |
| 64  | (255) | Dragon Steak       |      |
| 7   | (30)  | Carrots            |      |
| 11  | (45)  | Melon              |      |
| 10  | (40)  | Corn               |      |
| 63  | (250) | Dragon Steak       |      |

Heading NW you will come across the crossbow. Past the trolls is a 120 GP chest. All the way to the NW is a 20 GP pile. Enter the house from the N and, after fighting off the snakes, you'll find food, a Gold Key, and a 100 GP chest. Back outside, there is a 50 GP sack to the far NE. Go back in the direction of where the bow was and look for a place to go E into the swamp. The path leads to two huts. The one to the N a 80 GP sack. Use the Gold Key to open the one to the S. Inside there's food and a 170 GP chest.

~~~~~  
#15 Marshport ~ humans

travel: #26 The Screaming Wilds, #16 Wetwych (ch.3)

initial enemies: 47 quota: 11

4 humans	column	35 hp	35 sk	[A1] (+9)	[W3] (+9)	[M2] (+9)
6 humans	wedge	70 hp	35 sk	[A1] (+9)	[W3] (+9)	
2 humans	line	70 hp	45 sk	[A1] (+9)	[W3] (+9)	
16 humans	open	35 hp	35 sk	[A1] (+9)	[W3] (+9)	[M2] (+9)
10 humans	line	35 hp	35 sk	[A1] (+9)	[W3] (+9)	
4 humans	huddle	70 hp	35 sk	[A1] (+9)	[W3] (+9)	[M2] (+9)
5 humans	line	35 hp	35 sk	[A1] (+9)	[W3] (+9)	

315 GP available (missing: 50 GP sack, 120 GP chest)

25	(100)	Large Pie	
7	(30)	Carrots	
1	(5)	Bottle of Ale	
10	(40)	Corn	
5	(20)	Apple	
1	(5)	Bottle of Ale	
11	(45)	Melon	
70		Safe passage	

The Grey Key, which unlocks the compound, is in the far NE corner. In the far NW hut there is a 145 GP chest and a pendant, +0 Faith [J3], the use of which is unknown.

***** Chapter 3: The Sunset Spires ~ 8 stages *****

Best stats at this point:
112 max health
57 equilibrium morale
62 or 72 skill

~~~~~  
#16 Wetwych ~ wilderness  
travel: #17 The Sorcerer's Isle, #18 Deep Forgings, #20 The Great Cleft

initial enemies: 49 quota: 12

|                |        |       |       |            |            |           |
|----------------|--------|-------|-------|------------|------------|-----------|
| 10 dragonflies | open   | 40 hp | 40 sk | [A3] (+10) | [W0] (+10) |           |
| 8 dragonflies  | line   | 80 hp | 40 sk | [A3] (+10) | [W0] (+10) |           |
| 6 snakes       | open   | 40 hp | 40 sk | [A3] (+10) | [W0] (+10) |           |
| 4 snakes       | huddle | 80 hp | 50 sk | [A5] (+10) | [W0] (+10) |           |
| 10 ghosts      | wedge  | 40 hp | 40 sk | [A5] (+10) | [W0] (+10) |           |
| 8 ghosts       | column | 40 hp | 40 sk | [A4] (+20) | [W0] (+10) |           |
| 3 giant eyes   | wedge  | 80 hp | 40 sk | [A5] (+0)  | [W5] (+10) | [M5] (+0) |

360 GP available (missing: 20 GP pile, 20 GP pile, 40 GP pouch)

|     |       |                 |      |
|-----|-------|-----------------|------|
| 155 | +15   | Elven Runesword | [W2] |
| 64  | (255) | Dragon Steak    |      |
| 11  | (45)  | Melon           |      |
| 5   | (20)  | Apple           |      |

There's a 20 GP pile near the start position and a Gardeners Spade in the center of the map. There is a teleport maze by the hut to the NE that you need the shovel to bypass. Walk between the dancing flowers, then N a bit, then E past the rock, then S, using the shovel to pass the leafy plant. Then go W. You'll be teleported to an apple, the Earth Mages Spellbook, and a 60 GP sack. The book opens the door to the house to the SW. Inside that house is food, the sword, and a 200 GP chest. If a pit is blocking the door, Travel away and come back.

~~~~~  
#17 The Sorcerer's Isle ~ elves
travel: #16 Wetwych, #19 Westhaven

initial enemies: 61 quota: 15

16 spiders	open	40 hp	40 sk	[A0] (+0)	[W4] (+20)	
16 spiders	open	40 hp	40 sk	[A3] (+10)	[W4] (+25)	
4 elves	line	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)
1 elf	column	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)
1 elf	column	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)
2 elves	line	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)
2 elves	column	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)
2 elves	column	40 hp	40 sk	[A1] (+10)	[W2] (+1)	[M1] (+10)
6 snakes	open	40 hp	40 sk	[A3] (+10)	[W4] (+25)	

1 elf	column	80 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)	
1 elf	column	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)	
4 elves	line	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)	
1 elf	wedge	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)	
3 elves	line	40 hp	40 sk	[A1] (+10)	[W2] (+10)	[M1] (+10)	
1 elf	wedge	120 hp	40 sk	[A1] (+10)	[W2] (+10)	[M3] (+60)	
* 1 ghost	open	40 hp	40 sk	[A5] (+10)	[W4] (+10)	[M5] (+20)	

320 GP available

150	+15	Elven Runesword*	[W2]
300	+5	Greenfletch*	[M6]
200	+10	Minor Shield Ring	[R0]
400	+20	The Ruby Star*	[J0]
100	+5	Emerald Necklace	[J4]
25	(100)	Healing Potion*	
5	(20)	An Apple	
5	(20)	An Apple	
5	(20)	An Apple	
10	(40)	Carrots	
5	(20)	Corn	
5	(20)	Corn	
5	(20)	An Apple	
5	(20)	Wine	
10	(40)	Small Pie	
5	(20)	Wine	
5	(20)	Corn	
15	(60)	Large Pie	
5	(20)	Corn	
80		Safe passage	

The archway to the NE near the start leads to a 10 GP coin pile and an Iron Key. It unlocks the bedroom that is reached by going through the double arch in the center of the island. In the bedroom is a 10 GP pile and a Storeroom Key. The storeroom is two levels down and has a 120 GP chest.

The archway in the SE has a Guardroom Key, which unlocks the room on the right. Hidden in the SW corner is the Priests Key, which opens the other door. In there is the Priests Prayer Book, and downstairs there is a 40 GP pouch and an 80 GP sack.

The far NW archway leads to a 50GP sack. The archway S of the shrine leads to a room with a 10 GP pile and a false bookcase. The bookcase door just leads to the shrine outside. Approach the blue orb with the book to make the treasure appear, including the Ruby Star. The lightning traps should be deactivated. Walking all the way to the N wall of the shrine will result in death.

One of the tombstones on the W on the island hides a random ghost.

~~~~~  
#18 Deep Forgings ~ dwarves  
travel: #16 Wetwych, #21 The Whispering Deep

initial enemies: 74    quota: 18

|           |        |        |       |            |            |            |
|-----------|--------|--------|-------|------------|------------|------------|
| 4 snakes  | open   | 40 hp  | 40 sk | [A3] (+0)  | [W4] (+10) |            |
| 1 snake   | open   | 100 hp | 50 sk | [A3] (+15) | [W4] (+10) | [M5] (+50) |
| 4 dwarves | line   | 40 hp  | 40 sk | [A1] (+10) | [W1] (+10) | [M0] (+10) |
| 4 dwarves | line   | 40 hp  | 40 sk | [A1] (+10) | [W1] (+10) | [M0] (+10) |
| 4 dwarves | line   | 40 hp  | 40 sk | [A1] (+20) | [W1] (+0)  | [M0] (+10) |
| 1 dwarf   | single | 60 hp  | 60 sk | [A1] (+40) | [W1] (+20) | [M0] (+0)  |

|             |      |        |       |            |            |            |  |
|-------------|------|--------|-------|------------|------------|------------|--|
| 1 dragonfly | open | 160 hp | 80 sk | [A1] (+10) | [W4] (+10) | [M3] (+60) |  |
| 1 dwarf     | open | 40 hp  | 60 sk | [A1] (+10) | [W1] (+10) | [M0] (+10) |  |
| 2 dwarves   | line | 160 hp | 40 sk | [A1] (+0)  | [W1] (+10) | [M0] (+40) |  |
| 1 dwarf     | open | 40 hp  | 40 sk | [A1] (+10) | [W1] (+10) | [M0] (+10) |  |
| 1 dwarf     | open | 80 hp  | 40 sk | [A1] (+10) | [W1] (+40) | [M0] (+10) |  |
| 1 ghost     | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) |            |  |
| 6 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 6 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 3 ghosts    | open | 20 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 6 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 3 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 6 ghosts    | open | 10 hp  | 20 sk | [A1] (+10) | [W5] (+10) | [M4] (+20) |  |
| 3 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 6 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 3 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+20) |  |
| 2 ghosts    | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+10) |  |
| 1 ghost     | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+10) |  |
| 2 ghosts    | open | 20 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+10) |  |
| 1 ghost     | open | 10 hp  | 20 sk | [A5] (+10) | [W5] (+10) | [M4] (+10) |  |
| 1 ghost     | open | 160 hp | 20 sk | [A5] (+30) | [W5] (+10) | [M3] (+60) |  |

600 GP available

|     |       |                      |      |  |
|-----|-------|----------------------|------|--|
| 155 | +15   | Dwarven Full Chain   | [A1] |  |
| 150 | +15   | Dwarven Runeaxe      | [W1] |  |
| 400 | +80   | Lighthammer          | [M4] |  |
| 5   | (20)  | Corn                 |      |  |
| 5   | (20)  | Corn                 |      |  |
| 5   | (20)  | Carrots              |      |  |
| 10  | (40)  | Dwarven Trail Pie    |      |  |
| 1   | (5)   | Ale                  |      |  |
| 10  | (40)  | Dwarven Trail Pie    |      |  |
| 5   | (20)  | Water Flask          |      |  |
| 10  | (40)  | Dwarven Trail Pie    |      |  |
| 10  | (40)  | Melon                |      |  |
| 15  | (60)  | Trail Cake           |      |  |
| 4   | (15)  | Apple                |      |  |
| 50  | (200) | Super Healing Potion |      |  |
| 80  |       | Safe passage         |      |  |

There are three keeps in this area, to the E, SW and NW, and a huge main gate to the N. The Portcullis Key to the E keep is in the bushes to the NE.

Inside in the unlocked central room there is a Bronze Key, which unlocks the wooden door the the E. To the N is an 80 GP sack and a Small Key. The door to the W unlocks from behind, without a key. There are three 10 GP piles but beware the pits that appear if you walk along the door's wall. There are stairs to the SW and SE. The SE stairs lead to food. The SW stairs leads to a trap room. Flip the far left and far right switches to open the door. Other combinations result in pits. Walking along the wall of the switches results in gas traps, so approach them from below. There's a 50 GP sack partially hidden in the SE of the next room. The wooden door is opened with the Small Key from upstairs. In the far S room is another Portcullis Key, armor, and a 50 GP sack, as well as a button on the wall, Gate Control No 1.

Take the key to the SW keep. Flip the switch on the wall and go through the door that opens. There is a 30 GP pouch here, and a Strongroom Key hidden under the table. Downstairs, unlock the strongroom and find a third Portcullis Key, an axe, a 40 GP pouch, and Gate Control No 2. There is a Bedroom Key hidden to the SW. It opens the wooden door that was locked upstairs, revealing

a 70 GP sack.

Now you can go to the NW keep. Inside there's a 50 GP sack and a Gold Key which opens the locked room with food downstairs. Down another level there is a second switch room. You have to get all the switches to go down. There is a 200 GP chest and Gate Control No 3.

With the three gate controls pressed, you can now flip the Master Gate Control by the main gate. After a long, dark passage and a whole lot of ghosts, you can finally teleport to the Lighthammer wand. However, there's a shortcut to the wand: walk E through the rocks at the main gate.

~~~~~  
#19 Westhaven ~ humans

travel: #17 The Sorcerer's Isle, #21 The Whispering Deep,
#23 Brown Mage's Demesne, #22 Blackgorge Bowels

initial enemies: 61 quota: 15

```

+-----+-----+-----+-----+
| 10 humans      wedge | 40 hp  40 sk | [A0] (+10)  [W2] (+10)  [M0] (+10) |
| 10 humans      line  | 40 hp  40 sk | [A0] (+10)  [W2] (+10)  |
| 6 humans       huddle| 40 hp  40 sk | [A0] (+10)  [W2] (+10)  [M0] (+10) |
| 8 humans       column| 80 hp  40 sk | [A0] (+10)  [W2] (+10)  [M0] (+10) |
| 4 humans       open  | 40 hp  50 sk | [A0] (+10)  [W2] (+10)  [M0] (+10) |
| 8 humans       wedge | 40 hp  40 sk | [A0] (+10)  [W2] (+10)  |
| 10 humans      single| 40 hp  40 sk | [A0] (+10)  [W2] (+10)  [M0] (+10) |
| 1 human        open  | 80 hp  40 sk | [A0] (+10)  [W2] (+10)  [M3] (+20) |
| 4 humans       column| 40 hp  40 sk | [A0] (+10)  [W2] (+10)  [M0] (+10) |
+-----+-----+-----+-----+

```

360 GP available

```

+-----+-----+-----+-----+
| 100 | +10 | Leatherjerkin | [A0] |
| 100 | +10 | Leatherjerkin | [A0] |
| 700 | +10 | Repentance     | [W7] |
| 90  | +9  | Longsword      | [W2] |
| 120 | +10 | Longbow        | [M1] |
| 200 | +10 | Holy Necklace  | [J2] |
| 10  | (40) | Corn           |      |
| 38  | (150) | Smelly Fish    |      |
| 7   | (30) | Carrots        |      |
| 1   | (5)  | Holy Water     |      |
| 1   | (5)  | Holy Water     |      |
| 5   | (20) | Apple          |      |
| 2   | (10) | Tomato         |      |
| 2   | (7)  | Water Carrier  |      |
| 11  | (45) | Melon          |      |
| 7   | (30) | Carrots        |      |
| 80  |      | Safe passage   |      |
+-----+-----+-----+-----+

```

There is quicksand in the SE corner of the map, not that there's any reason to go there. To get to the uninhabited island where Repentance is, walk between the two trees to the NW.

There's a 50 GP sack in the NE corner of the village. In the NE hut there's a 55 GP sack and an Arrow Key. The unfinished building has a 35 GP pouch, a 200 GP chest, and a 20 GP pile. The key unlocks the door here. The passage connects to a hut on the SW island, which has only enemies on it.

~~~~~  
#20 The Great Cleft ~ orcs

travel: #16 Wetwych, #23 Brown Mage's Demesne

initial enemies: 57    quota: 14

|  |   |      |        |  |     |    |    |    |  |      |       |      |       |      |       |  |
|--|---|------|--------|--|-----|----|----|----|--|------|-------|------|-------|------|-------|--|
|  | 1 | ogre | open   |  | 180 | hp | 45 | sk |  | [A3] | (+12) | [W4] | (+12) | [M0] | (+42) |  |
|  | 3 | orcs | line   |  | 45  | hp | 45 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 5 | orcs | line   |  | 45  | hp | 45 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 5 | orcs | line   |  | 45  | hp | 45 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 5 | orcs | line   |  | 45  | hp | 45 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | ogre | open   |  | 180 | hp | 45 | sk |  | [A3] | (+12) | [W4] | (+12) | [M0] | (+42) |  |
|  | 6 | orcs | line   |  | 45  | hp | 45 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 3 | orcs | line   |  | 90  | hp | 45 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | ogre | open   |  | 180 | hp | 45 | sk |  | [A3] | (+32) | [W0] | (+12) | [M0] | (+12) |  |
|  | 5 | orcs | line   |  | 45  | hp | 35 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 5 | orcs | line   |  | 45  | hp | 35 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | orc  | open   |  | 180 | hp | 75 | sk |  | [A4] | (+30) | [W0] | (+30) | [M0] | (+30) |  |
|  | 1 | orc  | open   |  | 180 | hp | 65 | sk |  | [A4] | (+30) | [W0] | (+30) | [M0] | (+30) |  |
|  | 1 | orc  | column |  | 45  | hp | 25 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | orc  | column |  | 45  | hp | 25 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | orc  | column |  | 45  | hp | 25 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | ogre | column |  | 90  | hp | 45 | sk |  | [A3] | (+12) | [W0] | (+12) | [M0] | (+42) |  |
|  | 5 | orcs | line   |  | 45  | hp | 25 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 5 | orcs | line   |  | 45  | hp | 25 | sk |  | [A4] | (+12) | [W0] | (+12) | [M0] | (+12) |  |
|  | 1 | orc  | column |  | 90  | hp | 45 | sk |  | [A2] | (+40) | [W0] | (+20) | [M5] | (+80) |  |

470 GP available

|  |     |  |       |  |                    |  |      |  |
|--|-----|--|-------|--|--------------------|--|------|--|
|  | 150 |  | +15   |  | Skull Splitter     |  | [W0] |  |
|  | 150 |  | +15   |  | Grums Bow          |  | [M0] |  |
|  | 300 |  | +60   |  | Orcish Battle Wand |  | [M5] |  |
|  | 5   |  | (20)  |  | Carrots            |  |      |  |
|  | 5   |  | (20)  |  | Corn               |  |      |  |
|  | 10  |  | (40)  |  | Fish               |  |      |  |
|  | 5   |  | (20)  |  | Melon              |  |      |  |
|  | 20  |  | (80)  |  | Leg of Something   |  |      |  |
|  | 10  |  | (40)  |  | Fish               |  |      |  |
|  | 40  |  | (160) |  | Healing Potion     |  |      |  |
|  | 5   |  | (20)  |  | Corn               |  |      |  |
|  | 50  |  | (200) |  | Healing Potion     |  |      |  |
|  | 25  |  | (100) |  | Healing Potion     |  |      |  |
|  | 5   |  | (20)  |  | Apple              |  |      |  |
|  | 90  |  |       |  | Safe passage       |  |      |  |

Across the bridge there is a small cave to the W that just has carrots. A bit to the N there is another with just corn. N of that there is one with fish and a 30 GP pouch. The northernmost cave takes you across the river. From here follow the river north and you get teleported to the SE part of the map. At the end of the trail is a cave.

The E path in the cave leads to treasure including a 30 GP pouch and a 80 GP sack, but stay in the center of the tunnel to avoid pits. The W path at the intersection goes outside to a new area. To the N is a cave behind some bushes with treasure, including a 110 GP chest.

Outside, farther N is cave leading to the Gnak Brothers Pit. The messages say they are invincible, but they happily fell before my weapons. There's a 100 GP chest S of the torture chamber. The wand and a 120 GP chest is in the SW room. At the NW there's an exit that just leads to an apple and more orcs.

travel: #18 Deep Forgings, #19 Westhaven

initial enemies: 80 quota: 20

|            |        |        |       |            |            |            |  |
|------------|--------|--------|-------|------------|------------|------------|--|
| 13 dwarves | line   | 50 hp  | 40 sk | [A1] (+13) | [W1] (+13) | [M0] (+42) |  |
| 13 dwarves | line   | 50 hp  | 40 sk | [A1] (+13) | [W1] (+13) | [M0] (+42) |  |
| 13 dwarves | line   | 50 hp  | 40 sk | [A1] (+13) | [W1] (+13) | [M0] (+42) |  |
| 10 dwarves | column | 50 hp  | 50 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 6 dwarves  | line   | 50 hp  | 50 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 2 dwarves  | line   | 100 hp | 50 sk | [A1] (+32) | [W1] (+13) | [M0] (+13) |  |
| 3 dwarves  | open   | 50 hp  | 30 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 1 dwarf    | wedge  | 50 hp  | 50 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 1 dwarf    | wedge  | 50 hp  | 50 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 2 dwarves  | line   | 50 hp  | 50 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 2 dwarves  | open   | 50 hp  | 30 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 6 chompers | open   | 200 hp | 30 sk | [A3] (+32) | [W4] (+42) |            |  |
| 1 dwarf    | open   | 50 hp  | 30 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 1 dwarf    | column | 50 hp  | 30 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 1 dwarf    | column | 50 hp  | 30 sk | [A1] (+13) | [W1] (+12) | [M0] (+13) |  |
| 1 dwarf    | column | 50 hp  | 30 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 1 dwarf    | column | 50 hp  | 50 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |
| 3 dwarves  | open   | 50 hp  | 30 sk | [A1] (+13) | [W1] (+13) | [M0] (+13) |  |

410 GP available

|     |       |                        |      |  |
|-----|-------|------------------------|------|--|
| 210 | +0    | Lokrist                | [W2] |  |
| 160 | +15   | Dwarven Heavy Crossbow | [M0] |  |
| 100 | +5    | Ruby Necklace          | [J0] |  |
| 10  | (40)  | Trail Cake             |      |  |
| 25  | (100) | Healing Potion         |      |  |
| 5   | (20)  | Beer                   |      |  |
| 5   | (20)  | Beer                   |      |  |
| 5   | (20)  | Beer                   |      |  |
| 20  | (80)  | Dwarven Trail Cake     |      |  |
| 20  | (80)  | Large Melon            |      |  |
| 25  | (100) | Healing Potion         |      |  |
| 25  | (100) | Healing Potion         |      |  |
| 100 |       | Safe passage           |      |  |

The Gate Key is to the NE. Once through the gate you can clean out the huts. The House Key is in the SE corner. The locked house is a little to the N and has a 180 GP chest, a 150 GP chest, and a 80 GP sack.

~~~~~  
#22 Blackgorge Bowels ~ orcs

travel: #19 Westhaven, #25 Hell's Gate (ch.4)

initial enemies: 63 quota: 15

1 orc	open	100 hp	60 sk	[A4] (+13)	[W0] (+13)	[M5] (+30)	
1 ogre	open	100 hp	60 sk	[A3] (+13)	[W1] (+43)		
6 orcs	line	50 hp	50 sk	[A4] (+13)	[W0] (+13)	[M0] (+13)	
10 orcs	column	253 hp	50 sk	[A4] (+13)	[W0] (+13)		
8 orcs	open	100 hp	50 sk	[A4] (+13)	[W0] (+13)	[M0] (+13)	
9 orcs	line	100 hp	50 sk	[A4] (+13)	[W0] (+13)		
4 orcs	huddle	50 hp	50 sk	[A4] (+13)	[W0] (+13)	[M0] (+13)	
10 orcs	line	50 hp	50 sk	[A4] (+13)	[W0] (+13)		
7 orcs	wedge	50 hp	50 sk	[A4] (+13)	[W0] (+13)	[M0] (+13)	

	7 orcs		single		50 hp	50 sk		[A4] (+13)		[W0] (+13)	
+-----+-----+-----+-----+											
450 GP available											
+-----+-----+-----+-----+											
	120		+12		Leatherjerkin			[A0]			
	100		+10		Leather Armour			[A0]			
	150		+15		Throatmangler			[W0]			
	100		+10		Scimitar			[W0]			
	80		+8		Club			[W4]			
	100		+10		Battle-Axe			[W1]			
	100		+10		Crossbow			[M0]			
	25		(100)		Large Pie						
	11		(45)		Melon						
	38		(150)		Smelly Fish						
	7		(30)		Carrots						
	2		(10)		Tomato						
	10		(40)		Corn						
	25		(100)		Large Pie						
	11		(45)		Melon						
	100				Safe passage						
+-----+-----+-----+-----+											

The Diamond Key is sitting to the E of the wall. It unlocks the door on the W side of the river, which leads to the Arrow Key in the SW corner. That unlocks the jail cell in the NE fort to reveal the Grey Key, which in turn unlocks the gate leading to the cave.

Downstairs, to the SW is the Square Key, which opens the door to the NE. Through the door is a 15 GP pile, and to the SE is the Spike Key, which opens the door to the SW. Through there is a 150 GP chest, and to the NW is a 50 GP sack and a Gold Key.

Upstairs, the N exit goes outdoors to the feasting hall and a 200 GP chest. You can walk S around the dividing wall to reach the W section. The Gold Key unlocks the door for a 35 GP pouch.

~~~~~  
#23 Brown Mage's Demesne ~ humans

travel: #20 The Great Cleft, #19 Westhaven, #25 Hell's Gate (ch.4)

initial enemies: 76 quota: 19

|                           |           |  |        |  |        |       |  |            |  |            |            |  |
|---------------------------|-----------|--|--------|--|--------|-------|--|------------|--|------------|------------|--|
| +-----+-----+-----+-----+ |           |  |        |  |        |       |  |            |  |            |            |  |
|                           | 1 human   |  | open   |  | 220 hp | 65 sk |  | [A0] (+14) |  | [W2] (+14) | [M3] (+35) |  |
|                           | 1 troll   |  | open   |  | 110 hp | 65 sk |  | [A0] (+14) |  | [W4] (+16) |            |  |
|                           | 10 humans |  | wedge  |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) |            |  |
|                           | 9 humans  |  | line   |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
|                           | 10 humans |  | open   |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) |            |  |
|                           | 10 humans |  | huddle |  | 110 hp | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
|                           | 8 humans  |  | line   |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
|                           | 6 humans  |  | wedge  |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) |            |  |
|                           | 10 humans |  | column |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
|                           | 4 humans  |  | single |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
|                           | 2 humans  |  | open   |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
|                           | 1 human   |  | open   |  | 110 hp | 55 sk |  | [A0] (+14) |  | [W2] (+44) |            |  |
|                           | 4 humans  |  | wedge  |  | 55 hp  | 55 sk |  | [A0] (+14) |  | [W2] (+14) | [M0] (+14) |  |
| +-----+-----+-----+-----+ |           |  |        |  |        |       |  |            |  |            |            |  |

495 GP available (missing: 150 GP chest, 25 GP pouch)

|                           |     |  |     |  |                    |  |  |      |  |  |  |
|---------------------------|-----|--|-----|--|--------------------|--|--|------|--|--|--|
| +-----+-----+-----+-----+ |     |  |     |  |                    |  |  |      |  |  |  |
|                           | 650 |  | +5  |  | Brown Mages Armour |  |  | [A9] |  |  |  |
|                           | 125 |  | +12 |  | Leather Armour     |  |  | [A0] |  |  |  |



|  |     |  |       |  |                |  |      |  |
|--|-----|--|-------|--|----------------|--|------|--|
|  | 180 |  | +18   |  | Chainmail      |  | [A1] |  |
|  | 25  |  | +3    |  | Brown Armour   |  | [A1] |  |
|  | 50  |  | +5    |  | Blunt Scimitar |  | [W0] |  |
|  | 120 |  | +12   |  | Longsword      |  | [W2] |  |
|  | 20  |  | +2    |  | Club           |  | [W4] |  |
|  | 130 |  | +13   |  | Longbow        |  | [M1] |  |
|  | 15  |  | (60)  |  | Small Pie      |  |      |  |
|  | 2   |  | (10)  |  | Tomato         |  |      |  |
|  | 10  |  | (40)  |  | Corn           |  |      |  |
|  | 7   |  | (30)  |  | Carrots        |  |      |  |
|  | 1   |  | (5)   |  | Bottle         |  |      |  |
|  | 25  |  | (100) |  | Large Pie      |  |      |  |
|  | 5   |  | (20)  |  | Apple          |  |      |  |
|  | 5   |  | (20)  |  | Apple          |  |      |  |
|  | 37  |  | (150) |  | Fish           |  |      |  |
|  | 1   |  | (5)   |  | Bottle         |  |      |  |
|  | 2   |  | (7)   |  | Water Carrier  |  |      |  |
|  | 11  |  | (45)  |  | Melon          |  |      |  |
|  | 7   |  | (30)  |  | Melon          |  |      |  |
|  | 2   |  | (7)   |  | Water Carrier  |  |      |  |
|  | 15  |  | (60)  |  | Small Pie      |  |      |  |
|  | 5   |  | (20)  |  | Apple          |  |      |  |
|  | 110 |  |       |  | Safe passage   |  |      |  |

+-----+-----+-----+-----+

Climb down the pit, approaching the ladder directly or you'll die. In the barracks, work your way E and find a 95 GP sack in a SE room. This passage leads to the Guardroom Key which was visible from the entrance. It opens the door in the central part of the barracks. The Iron Key is in the NW corner.

Outside, head E you'll find a 15 GP pile in the hut N of the large thatched building. In the hut to the E of that there is a 20 GP pile and a Spike Key. Unlock the fence outside to the NE with the Iron Key, and teleport. There is a 30 GP pouch here. The Spike Key unlocks the compound. In the hut is a 60 GP sack. Through the arch is a new area with a 100 GP chest. Through the arch to the N you'll find the armor on the tiny island.

\*\*\*\*\*  
 \*\*\*\*\* Chapter 4: The Great Plain ~ 6 stages \*\*\*\*\*

Best stats at this point:  
 128 max health  
 65 equilibrium morale  
 78 or 88 skill

~~~~~

#25 Hell's Gate ~ orcs
 travel: #32 Hell's Kitchen, #29 Northholme

initial enemies: 80 quota: 20

+-----+-----+-----+-----+

	1 dragon	column		220 hp	65 sk		[A7] (+14)	[W4] (+29)	[M3] (+75)	
	8 orcs	line		55 hp	45 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	8 orcs	line		55 hp	45 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	8 orcs	line		55 hp	45 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	8 orcs	line		55 hp	45 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	9 orcs	wedge		55 hp	45 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	1 orc	open		55 hp	45 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	4 orcs	open		55 hp	55 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	4 orcs	open		55 hp	55 sk		[A4] (+14)	[W0] (+14)	[M0] (+14)	
	2 orcs	line		110 hp	55 sk		[A4] (+34)	[W0] (+14)	[M0] (+14)	

1 orc	column	55 hp	55 sk	[A4] (+14)	[W0] (+14)	[M0] (+44)	
7 orcs	column	55 hp	45 sk	[A4] (+14)	[W0] (+14)	[M0] (+14)	
6 orcs	wedge	55 hp	55 sk	[A4] (+14)	[W0] (+14)	[M0] (+14)	
6 orcs	line	55 hp	55 sk	[A4] (+14)	[W0] (+14)	[M0] (+14)	
6 orcs	line	55 hp	55 sk	[A4] (+14)	[W0] (+14)	[M0] (+14)	
1 orc	wedge	55 hp	55 sk	[A4] (+34)	[W0] (+14)	[M5] (+75)	

495 GP available

300	+60	Firefist	[M3]	
200	+10	Lesser Battle Ring	[R0]	
50	(200)	Healing Potion		
20	(80)	Ripe Corn		
20	(80)	Leg of Something		
20	(80)	Large Fish		
25	(100)	Large Fresh Leg		
20	(80)	Magic Apple		
110		Safe passage		

There's a dragon just N of your position. Pick your weapons carefully and try to take it out with missiles. Its hoard includes a 50 GP sack and a Gate Key. The gate is to the NW. In the new area, there are two keeps, each with two locked doors. The Gate Key for each is right in front of them. The Iron Key for each is in the courtyard of the other keep. You will need to explore the E keep first.

In there is a Brass Key and a 50 GP sack. Bring the key to the W keep and use it to get into the storeroom, which contains a Gold Key. Back in the E keep, this key unlocks a door that leads to a 100 GP chest. Watch out for the pit trap at the bottom of the stairs. Take a step left to trigger it then wait for it to disappear. In this room there are some punk teleport traps, but eventually you'll make it to the potion, ring, and a 295 GP chest.

~~~~~  
#29 Northholme ~ dwarves

travel: #25 Hell's Gate, #37 Mount Fang

initial enemies: 74 quota: 18

|            |        |        |       |            |            |            |  |
|------------|--------|--------|-------|------------|------------|------------|--|
| 10 dwarves | line   | 65 hp  | 65 sk | [A1] (+16) | [W1] (+16) |            |  |
| 10 dwarves | line   | 65 hp  | 65 sk | [A1] (+16) | [W1] (+16) | [M0] (+16) |  |
| 16 dwarves | wedge  | 130 hp | 65 sk | [A1] (+16) | [W1] (+16) | [M0] (+16) |  |
| 10 dwarves | column | 65 hp  | 75 sk | [A1] (+16) | [W1] (+16) |            |  |
| 8 dwarves  | single | 130 hp | 65 sk | [A1] (+16) | [W1] (+16) | [M0] (+16) |  |
| 16 dwarves | line   | 65 hp  | 65 sk | [A1] (+16) | [W1] (+16) | [M0] (+16) |  |
| 3 dwarves  | single | 130 hp | 75 sk | [A1] (+16) | [W1] (+16) | [M0] (+16) |  |
| 1 dwarf    | column | 65 hp  | 65 sk | [A1] (+16) | [W1] (+16) |            |  |

585 GP available

|    |       |              |  |  |
|----|-------|--------------|--|--|
| 64 | (255) | Dragon Steak |  |  |
| 64 | (255) | Dragon Steak |  |  |
| 25 | (100) | Large Pie    |  |  |
| 3  | (10)  | Tomato       |  |  |
| 7  | (30)  | Carrots      |  |  |
| 1  | (5)   | Dwarvish Ale |  |  |
| 15 | (60)  | Small Pie    |  |  |
| 10 | (40)  | Corn         |  |  |

|     |      |              |  |  |
|-----|------|--------------|--|--|
| 5   | (20) | Apple        |  |  |
| 3   | (10) | Tomato       |  |  |
| 15  | (60) | Small Pie    |  |  |
| 130 |      | Safe passage |  |  |

In the hall to the NW there is a 150 GP chest. There is another in the unlocked hut to the NE. Approach the table in the hut and you'll be told where to find a key. There is an 85 GP sack in the false cave to the E, along with the Gold Key. It unlocks the other hut to the NE, which contains a 200 GP chest.

~~~~~  
#32 Hell's Kitchen ~ orcs
travel: #25 Hell's Gate, #41 The Burning Waste

initial enemies: 80 quota: 20

1	scorpion	column	150 hp	75 sk	[A6] (+38)	[W1] (+18)	[M3] (+65)
10	orcs	open	75 hp	75 sk	[A4] (+18)	[W0] (+18)	[M0] (+18)
1	orc	open	75 hp	75 sk	[A4] (+18)	[W0] (+18)	[M0] (+18)
9	orcs	column	75 hp	75 sk	[A4] (+18)	[W0] (+18)	[M0] (+18)
6	orcs	line	75 hp	75 sk	[A4] (+18)	[W0] (+18)	[M0] (+18)
6	orcs	line	75 hp	75 sk	[A4] (+18)	[W0] (+18)	[M0] (+18)
6	orcs	line	75 hp	75 sk	[A3] (+18)	[W0] (+18)	[M0] (+18)
6	orcs	line	75 hp	75 sk	[A4] (+18)	[W0] (+18)	[M0] (+18)
1	scorpion	open	75 hp	75 sk	[A2] (+18)	[W1] (+18)	[M3] (+18)
2	scorpions	line	75 hp	75 sk	[A1] (+18)	[W1] (+18)	[M5] (+55)
4	scorpions	line	75 hp	75 sk	[A2] (+18)	[W1] (+18)	[M5] (+55)
8	scorpions	wedge	75 hp	75 sk	[A1] (+18)	[W1] (+18)	[M3] (+55)
6	scorpions	line	75 hp	75 sk	[A2] (+18)	[W1] (+18)	[M3] (+55)
6	scorpions	line	75 hp	75 sk	[A2] (+18)	[W1] (+18)	[M3] (+55)
1	scorpion	wedge	150 hp	75 sk	[A2] (+48)	[W1] (+18)	[M3] (+75)
1	scorpion	wedge	150 hp	75 sk	[A2] (+48)	[W1] (+18)	[M3] (+75)
1	orc	wedge	150 hp	85 sk	[A1] (+28)	[W0] (+18)	[M0] (+38)
1	orc	wedge	150 hp	85 sk	[A1] (+28)	[W0] (+38)	[M0] (+18)
4	scorpions	wedge	150 hp	85 sk	[A2] (+18)	[W1] (+18)	[M3] (+55)

675 GP available

400	+20	Firearmour		[A8]
420	+0	Absolution		[W7]
25	(100)	Leg of Something		
25	(100)	Leg of Something		
50	(200)	Healing Potion		
50	(200)	Healing Potion		
25	(100)	Leg of Something		
50	(200)	Strange Drink		
75	(255)	Super Healing Potion		
150		Safe passage		

The lava bridge is covered by numerous fireball traps which you can't dodge because there's no room. Walking off the bridge into the fire results in death. On the island at the end of the bridge, guarded by a mean scorpion, is the Portcullis Key.

If you walk off the N of the island you will be teleported over to the W to the group of scorpions guarding the sword. If you try taking your troops, some will throw themselves into the lava trying to get over to you. If you want

Absolution without losing troops, either buy it or take out the scorpions by yourself little by little, doing teleport hit & runs with your missile.

In any case you can now enter the gate with the key. In the dormitory are three 50 GP sacks and a 100 GP chest. The path to the E leads to food.

The cave at the N end of the dormitory leads to a track with lava on either side, only this time the scorpions are attacking from the lava. You should immediately tell your troops to halt and try to lure the scorpions onto the tracks so your guys can nail them with missiles. There is a 225 GP chest and a 200 GP chest in the room at the end of the tracks, along with the super healing potion and armor.

~~~~~  
#37 Mount Fang ~ wilderness

travel: #29 Northholme, #35 Magewood

initial enemies: 71    quota: 17

|                |        |        |       |            |            |            |  |
|----------------|--------|--------|-------|------------|------------|------------|--|
| 10 dragonflies | open   | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) | [M3] (+55) |  |
| 16 dragonflies | line   | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) | [M3] (+55) |  |
| 10 dragonflies | wedge  | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) | [M3] (+55) |  |
| 10 dragonflies | huddle | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) | [M3] (+55) |  |
| 10 snakes      | open   | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) |            |  |
| 5 snakes       | open   | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) |            |  |
| 10 snakes      | column | 75 hp  | 75 sk | [A3] (+19) | [W0] (+19) |            |  |
| * 1 dragon     | open   | 255 hp | 95 sk | [A7] (+50) | [W4] (+20) | [M3] (+75) |  |

675 GP available

|      |       |                    |      |  |
|------|-------|--------------------|------|--|
| 700  | +20   | Feadil's Bladewall | [A7] |  |
| 125  | +10   | Norbane            | [W6] |  |
| 1000 | +1    | Diamond Star       | [J1] |  |
| 64   | (255) | Dragon Steak       |      |  |
| 64   | (255) | Dragon Steak       |      |  |
| 64   | (255) | Dragon Steak       |      |  |
| 64   | (255) | Dragon Steak       |      |  |
| 1    | (5)   | Dragon Ale         |      |  |
| 25   | (100) | Dragonfly Pie      |      |  |

The ladder to the E of the start doesn't seem to lead anywhere. In the NW corner is the Diamond Star, which is practically worthless because of its low plus value. More useful is the non-steaming heap of Dragon Dung. In the cave to the NE there is A Handy Lever on the far side of the river. From the close side, follow the river W and use the lever to open the door from behind. Flip the switch that you find down the ladder.

The switch makes a door appear in the wall just N of the starting position. The door leads to four dragon steaks, Norbane, and the armor. The dung will open the door by the switch, and that door will teleport you to the bridge near the dragon. Past the dragon (easy with Norbane), there's a new cave entrance, which leads to a total of 675 GP.

There are no more dragons in the game, so Norbane isn't so useful now, but don't miss out on the best armor in the game, Feadil's Bladewall.

~~~~~  
#41 The Burning Waste ~ wilderness

travel: #32 Hell's Kitchen, #35 Magewood

initial enemies: 78 quota: 19

--	--	--	--	--	--	--	--

1 armored giant	open	255 hp	90 sk	[A5] (+20)	[W4] (+20)	[M4] (+60)	
1 troll	open	160 hp	80 sk	[A3] (+20)	[W4] (+20)	[M0] (+20)	
1 ogre	open	255 hp	80 sk	[A3] (+20)	[W4] (+20)	[M0] (+20)	
1 ogre	open	160 hp	80 sk	[A3] (+20)	[W4] (+20)	[M3] (+60)	
1 troll	open	80 hp	80 sk	[A3] (+20)	[W4] (+20)	[M0] (+20)	
8 scorpions	wedge	80 hp	80 sk	[A2] (+40)	[W0] (+20)		
8 scorpions	column	160 hp	80 sk	[A2] (+20)	[W0] (+20)	[M5] (+40)	
8 scorpions	wedge	80 hp	90 sk	[A2] (+20)	[W0] (+20)		
10 scorpions	line	80 hp	80 sk	[A2] (+20)	[W0] (+20)	[M5] (+40)	
9 scorpions	open	80 hp	80 sk	[A2] (+20)	[W0] (+20)		
6 scorpions	line	160 hp	80 sk	[A2] (+20)	[W0] (+20)	[M5] (+40)	
6 scorpions	single	160 hp	90 sk	[A2] (+20)	[W0] (+20)	[M5] (+60)	
8 scorpions	huddle	80 hp	80 sk	[A2] (+20)	[W0] (+20)	[M5] (+60)	
8 scorpions	line	80 hp	80 sk	[A2] (+20)	[W0] (+20)		
1 armored giant	open	160 hp	80 sk	[A5] (+20)	[W4] (+20)	[M3] (+80)	
1 ogre	open	160 hp	80 sk	[A3] (+40)	[W4] (+20)	[M0] (+20)	

720 GP available

500	+25	Bowbane	[A1]	
64	(255)	Dragon Steak		
37	(150)	Healing Potion		
25	(100)	Healing Potion		
37	(150)	Smelly Fish		
30	(30)	Carrots		
40	(40)	Corn		
45	(45)	Melon		

This stage is a huge brawl. Try to take each party of monsters individually. Make your approaches straight on to maximize damage from your missiles.

At the N of this area is some food and a cave entrance. The rest of the food is lying around the cave. At the far N is a 165 GP chest. You probably tripped the pit barriers in front of the altar when you entered. You can avoid triggering them by hugging the right wall, or you can teleport to the altar from the spidery-looking rock in the room in the E side of the cave. By the altar is a total of 555 in gold, and Bowbane.

~~~~~  
#35 Magewood ~ elves

travel: #41 The Burning Waste, #37 Mount Fang, #33 Northmarch (ch.5)

initial enemies: 80    quota: 20

|            |        |        |       |            |            |            |  |
|------------|--------|--------|-------|------------|------------|------------|--|
| 10 elves   | open   | 75 hp  | 75 sk | [A1] (+37) | [W2] (+17) | [M4] (+55) |  |
| 10 elves   | open   | 75 hp  | 75 sk | [A1] (+37) | [W2] (+17) | [M4] (+55) |  |
| 1 fireball | open   | 75 hp  | 75 sk | [A3] (+37) | [W4] (+17) | [M5] (+75) |  |
| 10 elves   | line   | 75 hp  | 75 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 3 elves    | single | 150 hp | 85 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 4 elves    | line   | 75 hp  | 75 sk | [A1] (+17) | [W2] (+47) | [M1] (+17) |  |
| 10 elves   | open   | 150 hp | 75 sk | [A1] (+17) | [W1] (+17) | [M1] (+17) |  |
| 1 elf      | column | 75 hp  | 75 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 1 elf      | column | 75 hp  | 75 sk | [A1] (+17) | [W1] (+17) | [M1] (+17) |  |
| 1 elf      | column | 75 hp  | 75 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 10 elves   | column | 75 hp  | 75 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 8 elves    | column | 75 hp  | 75 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 8 elves    | column | 75 hp  | 75 sk | [A1] (+17) | [W2] (+17) | [M1] (+17) |  |
| 1 elf      | open   | 150 hp | 75 sk | [A1] (+37) | [W2] (+17) | [M4] (+55) |  |
| 1 elf      | column | 150 hp | 75 sk | [A1] (+37) | [W2] (+17) | [M4] (+75) |  |

|       |        |       |       |            |            |            |  |
|-------|--------|-------|-------|------------|------------|------------|--|
| 1 elf | column | 75 hp | 75 sk | [A1] (+37) | [W2] (+37) | [M1] (+17) |  |
|-------|--------|-------|-------|------------|------------|------------|--|

675 GP available

|     |       |                     |      |  |
|-----|-------|---------------------|------|--|
| 400 | +80   | Firehammer          | [M3] |  |
| 200 | +10   | Fire Ring           | [R1] |  |
| 550 | +20   | Greater Shield Ring | [R0] |  |
| 100 | +5    | Lesser Magic Bane   | [J6] |  |
| 37  | (150) | Healing Potion      |      |  |
| 30  | (120) | Elven Waybread      |      |  |
| 30  | (120) | Elven Waybread      |      |  |
| 30  | (120) | Elven Waybread      |      |  |
| 30  | (120) | Elven Waybread      |      |  |
| 30  | (120) | Elven Waybread      |      |  |
| 37  | (150) | Healing Potion      |      |  |
| 20  | (80)  | Fish                |      |  |
| 25  | (100) | Healing Potion      |      |  |
| 150 |       | Safe passage        |      |  |

The column in the NW corner leads to the pendant. The caves to the NW, E, and S are all connected. There is a 230 GP chest, a 45 GP pouch, and the fire ring down here, and a door in the NE part of the cave that leads to Firehammer and 250 GP. The cave entrance in the SE of the forest leads to a 150 GP chest and the shield ring.

\*\*\*\*\*  
 \*\*\*\*\* Chapter 5: Mountains of Shadow ~ 7 stages \*\*\*\*\*

Best stats at this point:  
 140 max health  
 71 equilibrium morale  
 90 or 100 skill

~~~~~  
 #33 Northmarch ~ humans
 travel: #28 Orcwatch, #44 Kingshold

initial enemies: 59 quota: 14

1 will-o-wisp	open	255 hp	85 sk	[A5] (+19)	[W0] (+19)	[M4] (+75)	
16 humans	open	75 hp	75 sk	[A1] (+19)	[W3] (+19)	[M2] (+19)	
10 humans	huddle	75 hp	75 sk	[A1] (+19)	[W3] (+19)	[M2] (+19)	
5 humans	single	75 hp	75 sk	[A1] (+19)	[W3] (+19)	[M2] (+19)	
8 humans	column	75 hp	75 sk	[A1] (+19)	[W3] (+19)	[M2] (+19)	
10 humans	single	75 hp	75 sk	[A1] (+19)	[W3] (+19)	[M2] (+19)	
2 humans	open	75 hp	75 sk	[A1] (+19)	[W3] (+19)		
6 humans	wedge	75 hp	85 sk	[A1] (+19)	[W3] (+19)	[M2] (+19)	
1 human	open	150 hp	85 sk	[A8] (+39)	[W3] (+19)	[M3] (+55)	
* 8 will-o-wisps	open	250 hp	85 sk	[A5] (+20)	[W4] (+20)	[M4] (+65)	

675 GP available

200	+10	Magicbane	[J6]	
25	(100)	Healing Potion		
37	(150)	Healing Potion		
50	(200)	Healing Potion		
62	(250)	Healing Potion		

	25		(100)		Large Pie		
	7		(30)		Carrots		
	10		(40)		Corn		
	5		(20)		Apple		
	3		(10)		Tomato		
	11		(45)		Melon		
	15		(60)		Small Pie		
	3		(10)		Tomato		
	5		(20)		Apple		
	10		(40)		Corn		
	1		(5)		Bottle of Ale		
	11		(45)		Melon		
	150				Safe passage		
+-----+-----+-----+-----+							

Teleport from the standing stones to the E or walk across the bridge to reach two other standing stones. You should get a message about a horn. Go to the SW corner to find the Horn of the Gatekeeper. Watch out on the bridge: you have to walk along the middle or you die. The horn will open the main gate of the castle.

In the northern area there's a 100 GP chest and a Diamond Key. The key unlocks the door on the W, near a 75 GP sack. Past the door and upstairs, go S for a Grey Key and a 125 GP chest. Back in the courtyard go E for a 25 GP pouch. You can unlock the door here with the Grey Key. Upstairs and S you'll find the pendant and chests worth 350 GP.

~~~~~

#28 Orcwatch ~ humans  
travel: #33 Northmarch, #38 Orckingspit, #31 Gutrippers End

initial enemies: 78    quota: 19

|                           |    |  |         |  |        |  |                                                 |
|---------------------------|----|--|---------|--|--------|--|-------------------------------------------------|
| +-----+-----+-----+-----+ |    |  |         |  |        |  |                                                 |
|                           | 8  |  | spiders |  | wedge  |  | 65 hp 65 sk   [A3] (+16) [W0] (+16) [M5] (+35)  |
|                           | 10 |  | spiders |  | open   |  | 65 hp 65 sk   [A3] (+16) [W0] (+16)             |
|                           | 6  |  | spiders |  | column |  | 130 hp 65 sk   [A3] (+16) [W0] (+16) [M5] (+35) |
|                           | 7  |  | spiders |  | line   |  | 65 hp 65 sk   [A3] (+16) [W0] (+16)             |
|                           | 8  |  | humans  |  | line   |  | 65 hp 65 sk   [A1] (+16) [W3] (+16) [M2] (+16)  |
|                           | 4  |  | humans  |  | single |  | 130 hp 75 sk   [A1] (+16) [W3] (+16) [M2] (+16) |
|                           | 6  |  | humans  |  | huddle |  | 65 hp 65 sk   [A1] (+16) [W3] (+18)             |
|                           | 2  |  | humans  |  | open   |  | 130 hp 75 sk   [A2] (+16) [W3] (+46)            |
|                           | 1  |  | human   |  | open   |  | 255 hp 75 sk   [A1] (+16) [W3] (+16) [M3] (+45) |
|                           | 10 |  | humans  |  | column |  | 65 hp 65 sk   [A1] (+16) [W3] (+16) [M2] (+16)  |
|                           | 6  |  | humans  |  | huddle |  | 65 hp 65 sk   [A1] (+16) [W3] (+16)             |
|                           | 5  |  | humans  |  | wedge  |  | 65 hp 65 sk   [A1] (+16) [W3] (+16) [M2] (+16)  |
|                           | 5  |  | humans  |  | line   |  | 65 hp 65 sk   [A1] (+16) [W3] (+16) [M2] (+16)  |
| +-----+-----+-----+-----+ |    |  |         |  |        |  |                                                 |

585 GP available

|                           |     |  |       |  |                  |  |      |  |
|---------------------------|-----|--|-------|--|------------------|--|------|--|
| +-----+-----+-----+-----+ |     |  |       |  |                  |  |      |  |
|                           | 500 |  | +0    |  | Dragonskin Armor |  | [A7] |  |
|                           | 400 |  | +20   |  | Emerald Star     |  | [J4] |  |
|                           | 10  |  | (40)  |  | Corn             |  |      |  |
|                           | 10  |  | (40)  |  | Corn             |  |      |  |
|                           | 10  |  | (40)  |  | Corn             |  |      |  |
|                           | 5   |  | (20)  |  | Apple            |  |      |  |
|                           | 3   |  | (10)  |  | Tomato           |  |      |  |
|                           | 64  |  | (255) |  | Dragon Steak     |  |      |  |
|                           | 7   |  | (30)  |  | Carrots          |  |      |  |
|                           | 25  |  | (100) |  | Large Pie        |  |      |  |
|                           | 62  |  | (250) |  | Healing Potion   |  |      |  |

|  |     |  |      |  |               |  |  |
|--|-----|--|------|--|---------------|--|--|
|  | 11  |  | (45) |  | Melon         |  |  |
|  | 15  |  | (60) |  | Small Pie     |  |  |
|  | 3   |  | (10) |  | Tomato        |  |  |
|  | 1   |  | (5)  |  | Bottle of Ale |  |  |
|  | 10  |  | (40) |  | Corn          |  |  |
|  | 130 |  |      |  | Safe passage  |  |  |

In this stage there are two separate underground networks, both with many entrances from the surface. It's a mess. In one of the networks, which I will call network A, there is a pit trap room to the S with a 100 GP chest. The passage to the SE of the room leads to a cave with a 200 GP chest and the Staff of Flight. There is also 20 GP pile to the SW and 80 GP sack to the NE in network A.

The staff will teleport you across a long pit in the central part of network A. The passage leads to the armor. If you return to where the pit was it is now gone, unblocking the exit that leads to the jewel. Don't use the staff before you are ready to Travel, because the programmers forgot to remove the teleportation tiles after the staff has been used.

Network B has a 50 GP sack in the SW room and a 100 GP chest in the NW room, a 35 GP pouch in the central room.

~~~~~  
#31 Gutrippers End ~ orcs
travel: #28 Orcwatch, #38 Orckingspit, #34 The Black City, #39 Silver Delving

initial enemies: 78 quota: 19

	1	orc	open		255	hp	80	sk		[A4]	(+17)	[W0]	(+17)	[M5]	(+50)	
	8	orcs	line		140	hp	70	sk		[A4]	(+18)	[W0]	(+18)	[M0]	(+18)	
	10	orcs	wedge		70	hp	70	sk		[A4]	(+17)	[W0]	(+17)	[M0]	(+17)	
	10	orcs	column		70	hp	70	sk		[A4]	(+17)	[W0]	(+17)	[M0]	(+17)	
	3	orcs	open		70	hp	70	sk		[A4]	(+17)	[W0]	(+17)	[M5]	(+40)	
	1	ogre	open		140	hp	80	sk		[A3]	(+18)	[W4]	(+18)			
	8	orcs	huddle		70	hp	70	sk		[A4]	(+17)	[W0]	(+17)	[M0]	(+17)	
	10	orcs	line		70	hp	70	sk		[A4]	(+18)	[W0]	(+18)			
	7	orcs	wedge		70	hp	70	sk		[A4]	(+17)	[W0]	(+17)	[M0]	(+17)	
	10	orcs	single		140	hp	70	sk		[A4]	(+18)	[W0]	(+18)			
	5	orcs	open		140	hp	70	sk		[A4]	(+17)	[W0]	(+17)	[M0]	(+17)	
	5	orcs	single		140	hp	80	sk		[A4]	(+18)	[W0]	(+18)			

630 GP available

	200		+20		Elf Shafter		[M0]	
	400		+80		Orcish Rankbuster		[M5]	
	64		(255)		Dragon Steak			
	64		(255)		Dragon Steak			
	64		(255)		Dragon Steak			
	37		(150)		Smelly Fish			
	11		(45)		Melon			
	5		(20)		Apple			
	140				Safe passage			

There's a 155 GP chest in the SE corner, a 50 GP sack to the SW, and a 45 GP pouch in the NW corner. "The gate never opens," but there is a cave in the NE corner that leads behind it.

The back area has a pit trap that opens when you take a step N, which will probably kill some orcs and not you. There's a 130 GP chest to the W and

another cave entrance here. The cave leads to a 250 GP chest and the wand.

~~~~~

#34 The Black City ~ orcs

travel: #31 Gutripper's End, #44 Kingshold

initial enemies: 78    quota: 19

|  |    |       |        |  |     |    |    |    |  |      |       |      |       |      |       |  |
|--|----|-------|--------|--|-----|----|----|----|--|------|-------|------|-------|------|-------|--|
|  | 1  | ogre  | open   |  | 150 | hp | 75 | sk |  | [A3] | (+19) | [W4] | (+19) |      |       |  |
|  | 1  | troll | open   |  | 150 | hp | 85 | sk |  | [A3] | (+19) | [W4] | (+49) |      |       |  |
|  | 10 | orcs  | column |  | 75  | hp | 75 | sk |  | [A4] | (+19) | [W0] | (+19) | [M0] | (+19) |  |
|  | 10 | orcs  | wedge  |  | 75  | hp | 85 | sk |  | [A4] | (+19) | [W0] | (+19) |      |       |  |
|  | 10 | orcs  | huddle |  | 150 | hp | 75 | sk |  | [A4] | (+19) | [W0] | (+19) | [M0] | (+19) |  |
|  | 1  | ogre  | open   |  | 150 | hp | 85 | sk |  | [A3] | (+19) | [W4] | (+49) |      |       |  |
|  | 16 | orcs  | open   |  | 75  | hp | 75 | sk |  | [A4] | (+19) | [W0] | (+19) |      |       |  |
|  | 9  | orcs  | single |  | 75  | hp | 75 | sk |  | [A4] | (+19) | [W0] | (+19) | [M0] | (+19) |  |
|  | 4  | orcs  | open   |  | 255 | hp | 85 | sk |  | [A4] | (+39) | [W0] | (+19) | [M0] | (+19) |  |
|  | 6  | orcs  | column |  | 75  | hp | 85 | sk |  | [A4] | (+19) | [W0] | (+19) | [M0] | (+19) |  |
|  | 4  | orcs  | line   |  | 150 | hp | 75 | sk |  | [A4] | (+19) | [W0] | (+19) | [M0] | (+19) |  |
|  | 6  | orcs  | open   |  | 150 | hp | 85 | sk |  | [A4] | (+19) | [W0] | (+19) | [M0] | (+19) |  |

675 GP available (missing: 150 GP chest, 80 GP sack, 150 GP chest)

|  |     |  |       |  |                      |  |      |  |
|--|-----|--|-------|--|----------------------|--|------|--|
|  | 201 |  | +20   |  | Orcish Battle Armour |  | [A0] |  |
|  | 62  |  | (250) |  | Healing Potion       |  |      |  |
|  | 37  |  | (150) |  | Smelly Fish          |  |      |  |
|  | 7   |  | (30)  |  | Carrots              |  |      |  |
|  | 64  |  | (255) |  | Dragon Steak         |  |      |  |
|  | 25  |  | (100) |  | Healing Potion       |  |      |  |
|  | 3   |  | (10)  |  | Tomato               |  |      |  |
|  | 25  |  | (100) |  | Large Pie            |  |      |  |
|  | 7   |  | (30)  |  | Carrots              |  |      |  |
|  | 10  |  | (40)  |  | Corn                 |  |      |  |
|  | 5   |  | (20)  |  | Apple                |  |      |  |
|  | 11  |  | (45)  |  | Melon                |  |      |  |
|  | 1   |  | (5)   |  | Bottle of Ale        |  |      |  |
|  | 150 |  |       |  | Safe passage         |  |      |  |

A Gold Key is just across the river to the E, but you have to walk all the way around clockwise to get to it. The entrance to the caves is at the end of the road near your starting point, partially concealed behind the rock.

Inside, the key unlocks the door on the S wall of the central chamber. Through the door is a 95 GP sack to the E, a 100 GP chest to the W, a 50 GP sack to the NE and another to the SW. The doors in these caves all teleport you to other doors in the same area.

~~~~~

#38 Orckingspit ~ orcs

travel: #28 Orcwatch, #31 Gutrippers End

initial enemies: 66 quota: 16

	4	orcs	line		80	hp	80	sk		[A4]	(+20)	[W4]	(+35)	[M5]	(+35)	
	8	orcs	wedge		160	hp	80	sk		[A4]	(+40)	[W4]	(+40)	[M5]	(+20)	
	3	orcs	wedge		80	hp	80	sk		[A4]	(+40)	[W4]	(+40)	[M5]	(+20)	
	4	orcs	open		80	hp	80	sk		[A4]	(+20)	[W4]	(+35)	[M5]	(+35)	
	5	orcs	open		80	hp	80	sk		[A4]	(+40)	[W4]	(+35)	[M5]	(+35)	
	2	orcs	line		160	hp	80	sk		[A4]	(+20)	[W4]	(+35)	[M5]	(+35)	

10 will-o-wisps	open	80 hp	90 sk	[A5] (+25)	[W4] (+20)	[M4] (+70)	
10 will-o-wisps	open	80 hp	90 sk	[A5] (+25)	[W4] (+20)	[M4] (+70)	
10 will-o-wisps	open	80 hp	90 sk	[A5] (+25)	[W4] (+20)	[M4] (+70)	
10 will-o-wisps	open	80 hp	90 sk	[A5] (+25)	[W4] (+20)	[M4] (+70)	

720 GP available

64	(255)	Dragon Steak		
64	(255)	Dragon Steak		
37	(150)	Fish		
10	(40)	Corn		
7	(30)	Carrots		
5	(20)	Apple		
7	(30)	Carrots		
37	(150)	Fish		
64	(255)	Dragon Steak		
11	(45)	Melon		
7	(30)	Carrots		
5	(20)	Apple		
160		Safe passage		

This is the last chance for orcs to buy troops.

Cross the river of fire by walking around it on the W side. On the other side there is 720 GP heaped around. There is a cave entrance in a false wall to the NE. The crown piece is in the S part of the pitch black area.

~~~~~  
#44 Kingshold ~ humans

travel: #33 Northmarch, #34 The Black City, #39 Silver Delving

initial enemies: 77    quota: 19

|           |        |        |        |            |            |             |  |
|-----------|--------|--------|--------|------------|------------|-------------|--|
| 8 humans  | line   | 100 hp | 100 sk | [A1] (+25) | [W3] (+25) | [M2] (+25)  |  |
| 8 humans  | line   | 100 hp | 100 sk | [A1] (+25) | [W3] (+25) | [M2] (+25)  |  |
| 1 human   | column | 200 hp | 100 sk | [A1] (+25) | [W3] (+25) | [M2] (+25)  |  |
| 4 humans  | line   | 100 hp | 100 sk | [A1] (+25) | [W3] (+25) | [M2] (+25)  |  |
| 6 humans  | wedge  | 200 hp | 110 sk | [A1] (+25) | [W3] (+25) | [M3] (+80)  |  |
| 6 humans  | wedge  | 200 hp | 110 sk | [A1] (+25) | [W3] (+25) | [M3] (+80)  |  |
| 8 humans  | line   | 100 hp | 110 sk | [A1] (+35) | [W3] (+25) | [M2] (+45)  |  |
| 6 humans  | column | 200 hp | 100 sk | [A1] (+45) | [W3] (+55) | [M2] (+25)  |  |
| 14 humans | column | 100 hp | 100 sk | [A1] (+25) | [W3] (+25) | [M2] (+25)  |  |
| 1 human   | open   | 100 hp | 100 sk | [A2] (+55) | [W3] (+25) | [M3] (+120) |  |
| 1 human   | column | 100 hp | 100 sk | [A1] (+25) | [W1] (+55) | [M2] (+25)  |  |
| 14 humans | column | 100 hp | 100 sk | [A1] (+25) | [W3] (+25) | [M2] (+25)  |  |

1020 GP available

|     |       |                      |      |  |
|-----|-------|----------------------|------|--|
| 800 | +30   | Peacebringer         | [W7] |  |
| 600 | +30   | Normellon            | [R1] |  |
| 25  | (100) | Healing Potion       |      |  |
| 25  | (100) | Healing Potion       |      |  |
| 50  | (200) | Strange Fruit        |      |  |
| 63  | (250) | Dragon Steak         |      |  |
| 50  | (200) | Super Healing Potion |      |  |
| 50  | (200) | Rations              |      |  |
| 50  | (200) | Rations              |      |  |
| 50  | (200) | Rations              |      |  |

|  |     |  |       |  |                      |  |  |  |
|--|-----|--|-------|--|----------------------|--|--|--|
|  | 25  |  | (100) |  | Clupea Harengus      |  |  |  |
|  | 50  |  | (200) |  | Super Healing Potion |  |  |  |
|  | 50  |  | (200) |  | Super Healing Potion |  |  |  |
|  | 200 |  |       |  | Safe passage         |  |  |  |

The E and W exits of the city teleport to each other. In the house a bit to the W of your starting position there's a 120 GP chest. A house to the N of that has a Rusty Old Key. It unlocks a room in a large building to the N that contains the Palace Key. In that building there is a pit trap in front of the blue potion. Avoid it by hugging the wall. The key unlocks the gate at the far N. A house to the E of the gate has a 150 GP chest downstairs.

Within the outer walls of the castle, there is a Royal Key to the E. Within the inner wall, there are a lot of very strong, very mean guys. Leave your troops in the outer wall, lure a few guys toward the door, then go and bring your troops back. Repeat this a couple times until you've broken them into manageable groups. Through the N exit, there's 500 GP and a door that is unlocked by the Royal Key. A piece of the crown is here. Through the door is a 250 GP chest and Normellon.

The walls in the SE corners of the crown room and the great hall are fake and you can walk around in the black area. It's probably a glitch. You might exploit this to get to the crown more easily.

The NW stairs in the crown room take you to a dungeon a pit trap and a false bookcase. Avoid the pit by hugging the N wall. The bookcase leads you to the house that was locked in the W part of town, but doesn't lead to treasure. This is a one-way trip: If you backtrack from the house to the castle, traps will kill you or the game will crash.

~~~~~  
#39 Silver Delving ~ dwarves

travel: #31 Gutripper's End, #44 Kingshold, #42 Dream City (ch.6)

initial enemies: 47 quota: 11

	8	dwarves	line		160	hp	90	sk		[A2]	(+40)	[W1]	(+20)	[M0]	(+20)	
	5	dwarves	column		80	hp	80	sk		[A2]	(+40)	[W1]	(+20)	[M0]	(+50)	
	2	dwarves	open		80	hp	80	sk		[A2]	(+40)	[W1]	(+20)	[M0]	(+50)	
	1	dwarf	open		160	hp	90	sk		[A2]	(+40)	[W1]	(+20)	[M0]	(+20)	
	1	dwarf	open		160	hp	90	sk		[A2]	(+40)	[W1]	(+20)	[M0]	(+20)	
	7	bats	open		80	hp	80	sk		[A3]	(+20)	[W0]	(+35)			
	7	bats	open		80	hp	80	sk		[A3]	(+20)	[W0]	(+35)			
	8	bats	open		80	hp	80	sk		[A3]	(+40)	[W0]	(+35)			
	4	bats	open		80	hp	80	sk		[A3]	(+20)	[W0]	(+20)			
	4	bats	open		80	hp	80	sk		[A3]	(+20)	[W0]	(+20)			

720 GP available

	245		+25		Dwarven Breastplate		[A2]	
	64		(255)		Dragon Steak			
	7		(30)		Carrots			
	7		(30)		Carrots			
	10		(40)		Corn			
	15		(60)		Small Pie			
	2		(7)		Water Carrier			
	62		(250)		Healing Potion			
	11		(45)		Melon			
	5		(20)		Apple			
	37		(150)		Salmon			
	10		(40)		Corn			

5	(20)	Apple		
25	(100)	Healing Potion		
7	(30)	Carrots		
3	(10)	Tomato		
25	(100)	Large Pie		
11	(45)	Melon		
10	(40)	Corn		
2	(5)	Wine		
160		Safe passage		

There is a 150 GP chest to the SE and a 20 GP pile to the NW. The gate is unlocked. There's a 20 GP pile at the altar. There's a 100 GP chest to the SW and two 50 GP sacks to the NE. The Salmon triggers a pit trap. There's an exit to the NW. In there you'll find a 50 GP sack to the NW and another to the SE. There are two exits, NW and NE, both of which lead to the same room. In there is an 80 GP sack by the SW entrance, four 20 GP piles to the NW, a 50 GP sack to the N and a 20 GP pile to the NE.

 ***** Chapter 6: Valley of the Kings ~ 5 stages *****
 The crown pieces from Kingshold and Orckingspit are needed to reach to ch.6.

Best stats at this point:
 154 max health
 78 equilibrium morale
 104 or 114 skill

~~~~~  
 #42 Dream City ~ humans  
 travel: #36 Greenshores, #43 Elvenholde

initial enemies: 77 quota: 19

|               |        |        |        |            |            |            |  |
|---------------|--------|--------|--------|------------|------------|------------|--|
| 1 human       | column | 180 hp | 80 sk  | [A2] (+53) | [W3] (+23) | [M5] (+23) |  |
| 8 fireballs   | open   | 90 hp  | 90 sk  | [A6] (+23) | [W1] (+53) |            |  |
| 8 chompers    | huddle | 90 hp  | 90 sk  | [A3] (+23) | [W4] (+53) |            |  |
| 1 human       | column | 180 hp | 100 sk | [A6] (+43) | [W3] (+43) | [M2] (+23) |  |
| 15 fireballs  | open   | 90 hp  | 90 sk  | [A6] (+23) | [W1] (+53) |            |  |
| 6 humans      | line   | 90 hp  | 90 sk  | [A1] (+23) | [W3] (+23) | [M0] (+23) |  |
| 6 humans      | wedge  | 180 hp | 90 sk  | [A1] (+23) | [W3] (+23) | [M2] (+23) |  |
| 1 human       | column | 180 hp | 90 sk  | [A1] (+43) | [W3] (+43) | [M2] (+23) |  |
| 4 humans      | line   | 180 hp | 90 sk  | [A1] (+43) | [W3] (+23) | [M1] (+23) |  |
| 1 human       | column | 180 hp | 90 sk  | [A1] (+43) | [W3] (+23) | [M3] (+70) |  |
| 1 human       | column | 180 hp | 90 sk  | [A1] (+23) | [W3] (+23) | [M3] (+70) |  |
| 1 human       | column | 180 hp | 90 sk  | [A1] (+23) | [W3] (+23) | [M3] (+70) |  |
| 2 humans      | line   | 90 hp  | 110 sk | [A1] (+23) | [W3] (+23) | [M3] (+90) |  |
| 1 human       | line   | 180 hp | 90 sk  | [A1] (+43) | [W3] (+23) | [M2] (+43) |  |
| 1 human       | column | 180 hp | 90 sk  | [A1] (+43) | [W3] (+23) | [M3] (+90) |  |
| 3 humans      | line   | 180 hp | 90 sk  | [A1] (+23) | [W3] (+23) | [M3] (+90) |  |
| 2 humans      | open   | 90 hp  | 90 sk  | [A1] (+43) | [W3] (+43) | [M2] (+43) |  |
| 1 human       | column | 90 hp  | 90 sk  | [A1] (+23) | [W3] (+23) | [M4] (+80) |  |
| 2 humans      | column | 90 hp  | 90 sk  | [A1] (+23) | [W3] (+23) | [M2] (+23) |  |
| 2 humans      | wedge  | 90 hp  | 90 sk  | [A1] (+23) | [W2] (+23) | [M3] (+80) |  |
| 1 human       | column | 180 hp | 100 sk | [A1] (+23) | [W3] (+43) | [M2] (+23) |  |
| 4 chompers    | open   | 90 hp  | 90 sk  | [A5] (+43) | [W4] (+43) | [M5] (+90) |  |
| 4 giant eyes  | open   | 90 hp  | 90 sk  | [A5] (+23) | [W4] (+23) | [M4] (+80) |  |
| 1 will-o-wisp | open   | 90 hp  | 90 sk  | [A5] (+23) | [W4] (+23) | [M4] (+90) |  |
| * 3 fireballs | column | 90 hp  | 90 sk  | [A6] (+23) | [W1] (+53) |            |  |

830 GP available

|  |     |  |       |  |                              |  |      |  |
|--|-----|--|-------|--|------------------------------|--|------|--|
|  | 410 |  | +25   |  | Dream Armour                 |  | [A1] |  |
|  | 20  |  | +1    |  | Naugars Armor (fake)         |  | [A1] |  |
|  | 405 |  | +25   |  | The Dreamsword               |  | [W3] |  |
|  | 15  |  | +1    |  | Orcruth (fake)               |  | [W1] |  |
|  | 10  |  | +1    |  | The Hand of Sulrandir (fake) |  | [M3] |  |
|  | 888 |  | +40   |  | The Dreambow                 |  | [M1] |  |
|  | 25  |  | (100) |  | Healing Potion               |  |      |  |
|  | 30  |  | (120) |  | Tonic                        |  |      |  |
|  | 40  |  | (160) |  | Leg of Beef                  |  |      |  |
|  | 40  |  | (160) |  | Leg of Beef                  |  |      |  |
|  | 25  |  | (100) |  | Trail Bread                  |  |      |  |
|  | 25  |  | (100) |  | Trail Bread                  |  |      |  |
|  | 50  |  | (200) |  | Healing Potion               |  |      |  |
|  | 20  |  | (80)  |  | Large Melon                  |  |      |  |
|  | 40  |  | (160) |  | Leg of Beef                  |  |      |  |
|  | 25  |  | (100) |  | Healing Potion               |  |      |  |
|  | 25  |  | (100) |  | Healing Potion               |  |      |  |
|  | 20  |  | (80)  |  | Trail Bread                  |  |      |  |
|  | 180 |  |       |  | Safe passage                 |  |      |  |

This is the last chance for humans to buy troops.

In this stage the humans aren't so bad but their pets, especially the fire elementals, are dangerous. It's worth taking the time to get all your troops out of the starting enclosure to ensure they don't get picked off. An easy way out is through the fake wall on the E side. There's a mess of similar-looking huts here, and all of the doors can be entered from both the N and S.

In the hut to the W of the enclosure there is a 100 GP chest, and a 120 GP chest in the hut to the E of it. There is an 80 GP sack in the NE stone hut with the wide door, but enter the left side of the door or else it leads to the inside of the NW hut. The half-and-half hut with the wide door leads to another 80 GP sack.

The W stone leads to the sword and armor, but you may have to grope around in the dark to find the exit. There's a 100 GP chest in the central wooden hut with the wide door, and another in the stone hut S of that with the wide door. The SW hut has a 200 GP chest. There is a 50 GP sack in the hut to the E of that. The bow, which is the best in the game, is sitting in the dirt S of the starting position.

~~~~~  
#36 Greenshores ~ elves

travel: #42 Dream City, Maledil's Hut

initial enemies: 76 quota: 19

	10 will-o-wisps	open		90 hp	90 sk		[A3] (+23)	[W4] (+23)	[M4] (+60)	
	8 will-o-wisps	open		90 hp	90 sk		[A3] (+23)	[W4] (+23)	[M4] (+60)	
	6 elves	line		180 hp	90 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	
	8 elves	column		90 hp	100 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	
	10 elves	open		90 hp	90 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	
	8 elves	wedge		180 hp	100 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	
	7 elves	single		90 hp	90 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	
	1 elf	open		180 hp	100 sk		[A1] (+23)	[W2] (+23)	[M4] (+70)	
	4 elves	column		90 hp	90 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	
	6 elves	line		90 hp	90 sk		[A1] (+23)	[W2] (+37)	[M1] (+37)	
	2 elves	open		90 hp	90 sk		[A1] (+43)	[W2] (+23)	[M4] (+60)	
	3 elves	single		90 hp	90 sk		[A1] (+23)	[W2] (+23)	[M1] (+23)	

	3	elves		wedge		90	hp	90	sk		[A1]	(+23)	[W2]	(+23)	
+-----+-----+-----+-----+															
675 GP available															
+-----+-----+-----+-----+															
	250		+21		Full Chainmail		[A3]								
	700		+10		Bauglins Blade		[W5]								
	220		+22		Longsword		[W2]								
	200		+20		Longbow		[M1]								
	400		+0		Nendil		[R4]								
	64		(255)		Dragon Steak										
	2		(10)		Tomato										
	25		(100)		Large Pie										
	5		(20)		Apple										
	64		(255)		Dragon Steak										
	7		(30)		Carrots										
	37		(150)		Smelly Fish										
	11		(45)		Melon										
	1		(5)		Elven Ale										
	15		(60)		Small Pie										
	10		(40)		Corn										
	2		(7)		Water Carrier										
	2		(7)		Water Carrier										
	11		(45)		Melon										
	25		(100)		Large Pie										
	25		(100)		Large Pie										
	150				Safe passage										
+-----+-----+-----+-----+															

You'll find some Dragon Droppings N of your starting position (use unknown). 50 GP sack and 100 GP chest in the great hall. There's an 80 GP sack in the wooden hut to the N and 25 GP pouch in the stone hut. There is a 200 GP chest in the fenced-in stone hut, a 55 GP sack outside in the NW corner, and a 20 GP pile in the NW wooden hut.

There is a 45 GP pouch and a partially hidden Diamond Key in the SW house. The key unlocks the door in the great hall for a 100 GP chest and the ring. Once you have Nendil, you can walk over the lake to the axe.

~~~~~

#40 Maleldil's Hut ~ elves  
travel: #36 Greenshores, #43 Elvenholde, #46 Dwarvenhome

initial enemies: 41 quota: 10

|                           |    |       |  |      |  |     |    |    |    |  |      |       |      |       |      |       |  |
|---------------------------|----|-------|--|------|--|-----|----|----|----|--|------|-------|------|-------|------|-------|--|
| +-----+-----+-----+-----+ |    |       |  |      |  |     |    |    |    |  |      |       |      |       |      |       |  |
|                           | 16 | bats  |  | open |  | 160 | hp | 90 | sk |  | [A5] | (+20) | [W0] | (+20) | [M4] | (+60) |  |
|                           | 1  | elf   |  | open |  | 255 | hp | 90 | sk |  | [A2] | (+40) | [W2] | (+20) | [M4] | (+80) |  |
|                           | 16 | elves |  | open |  | 160 | hp | 80 | sk |  | [A1] | (+20) | [W2] | (+20) | [M1] | (+20) |  |
|                           | 8  | elves |  | line |  | 80  | hp | 90 | sk |  | [A1] | (+20) | [W2] | (+20) | [M1] | (+20) |  |
| +-----+-----+-----+-----+ |    |       |  |      |  |     |    |    |    |  |      |       |      |       |      |       |  |

720 GP available

|                           |     |  |       |  |                |  |      |  |  |  |  |  |  |  |  |
|---------------------------|-----|--|-------|--|----------------|--|------|--|--|--|--|--|--|--|--|
| +-----+-----+-----+-----+ |     |  |       |  |                |  |      |  |  |  |  |  |  |  |  |
|                           | 300 |  | +15   |  | Maledil's Gem  |  | [J5] |  |  |  |  |  |  |  |  |
|                           | 62  |  | (250) |  | Healing Potion |  |      |  |  |  |  |  |  |  |  |
|                           | 62  |  | (250) |  | Healing Potion |  |      |  |  |  |  |  |  |  |  |
|                           | 62  |  | (250) |  | Healing Potion |  |      |  |  |  |  |  |  |  |  |
|                           | 62  |  | (250) |  | Healing Potion |  |      |  |  |  |  |  |  |  |  |
|                           | 62  |  | (250) |  | Healing Potion |  |      |  |  |  |  |  |  |  |  |
|                           | 1   |  | (5)   |  | Bottle of Ale  |  |      |  |  |  |  |  |  |  |  |
|                           | 1   |  | (5)   |  | Bottle of Ale  |  |      |  |  |  |  |  |  |  |  |

|     |     |               |  |  |
|-----|-----|---------------|--|--|
| 1   | (5) | Bottle of Ale |  |  |
| 1   | (5) | Bottle of Ale |  |  |
| 1   | (5) | Bottle of Ale |  |  |
| 1   | (5) | Bottle of Ale |  |  |
| 160 |     | Safe passage  |  |  |

There's a Gold Key S of your position. It opens a door in the house that has 720 GP and the pendant. This stage is very small.

~~~~~  
#43 Elvenholde ~ elves

travel: #42 Dream City, #40 Maleldil's Hut,
#46 Dwarvenhome, #45 Rockheart Gorge (ch.7)

initial enemies: 80 quota: 20

8	elves	line	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+43)
8	elves	line	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+43)
6	elves	line	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+43)
4	elves	line	90 hp	90 sk	[A2] (+23)	[W2] (+23)	[M1] (+43)
8	elves	wedge	90 hp	90 sk	[A1] (+23)	[W2] (+43)	[M1] (+23)
4	elves	single	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+43)
6	elves	huddle	90 hp	90 sk	[A1] (+23)	[W1] (+43)	[M2] (+23)
1	elf	column	90 hp	90 sk	[A2] (+23)	[W2] (+23)	[M1] (+43)
1	elf	column	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+23)
1	elf	column	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+43)
1	elf	column	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+43)
2	elves	line	90 hp	90 sk	[A2] (+23)	[W2] (+23)	[M1] (+43)
3	elves	line	90 hp	90 sk	[A1] (+23)	[W1] (+23)	[M1] (+43)
8	elves	line	90 hp	90 sk	[A1] (+23)	[W2] (+43)	[M1] (+23)
4	elves	wedge	90 hp	90 sk	[A1] (+23)	[W2] (+43)	[M1] (+24)
6	elves	huddle	90 hp	90 sk	[A2] (+23)	[W2] (+23)	[M1] (+43)
7	elves	line	90 hp	90 sk	[A1] (+43)	[W2] (+23)	[M1] (+43)
1	elf	column	180 hp	90 sk	[A1] (+43)	[W1] (+53)	[M2] (+23)
1	elf	column	90 hp	90 sk	[A1] (+23)	[W2] (+23)	[M1] (+23)

810 GP available

500	+100	Sulrandirs Hand	[M3]
1000	+20	Curandils Ring	[R0]
25	(100)	Healing Potion	
25	(100)	Way Bread	
20	(80)	Magic Wine	
20	(80)	Magic Wine	
20	(80)	Magic Wine	
35	(150)	Healing Potion	
50	(200)	Healing Potion	
100	(250)	Dragon Steak	
25	(100)	Elven Carrots	
25	(100)	Good Stuff	
20	(80)	Odd Fruit	
25	(100)	Healing Potion	
25	(100)	Healing Potion	
180		Safe passage	

This is the last chance for elves to buy troops.

There's a 50 GP sack in the hut by the SW fountain. The wooden hut and stone

hut in the center are connected and have two 100 GP chests. There's an 80 GP sack in the NW hut, a 100 GP chest in the hut S of that, and a 30 GP pouch in the hut to the SE of that. The hut with a ladder to the N has a 100 GP chest downstairs. The stone hut to the E and the NE house both connect to the ring, wand, and crown piece. There's a 250 GP chest in the house.

~~~~~

#46 Dwarvenhome ~ dwarves

travel: #40 Maleldil's Hut, #43 Elvenholde, #45 Rockheart Gorge (ch.7)

initial enemies: 80    quota: 20

|  |           |        |  |        |        |  |            |            |            |  |
|--|-----------|--------|--|--------|--------|--|------------|------------|------------|--|
|  | 8 dwarves | wedge  |  | 220 hp | 120 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 8 dwarves | column |  | 220 hp | 120 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 8 dwarves | line   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 8 dwarves | line   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 4 dwarves | line   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 4 dwarves | line   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 2 dwarves | line   |  | 220 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 1 dwarf   | column |  | 220 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 3 dwarves | line   |  | 220 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 1 dwarf   | column |  | 220 hp | 120 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | column |  | 220 hp | 120 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | column |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 8 dwarves | huddle |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | wedge  |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 220 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+58) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 1 dwarf   | open   |  | 110 hp | 110 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 3 dwarves | line   |  | 220 hp | 120 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 4 dwarves | column |  | 220 hp | 120 sk |  | [A2] (+28) | [W1] (+28) | [M0] (+28) |  |
|  | 2 dwarves | wedge  |  | 220 hp | 120 sk |  | [A2] (+58) | [W1] (+28) | [M0] (+28) |  |

1110 GP available

|  |     |  |       |  |                |  |      |  |
|--|-----|--|-------|--|----------------|--|------|--|
|  | 800 |  | +0    |  | Gondrim        |  | [R5] |  |
|  | 987 |  | +25   |  | Warshield      |  | [R0] |  |
|  | 63  |  | (250) |  | Healing Potion |  |      |  |
|  | 63  |  | (250) |  | Healing Potion |  |      |  |
|  | 63  |  | (250) |  | Healing Potion |  |      |  |
|  | 50  |  | (200) |  | Strange Fruit  |  |      |  |
|  | 50  |  | (200) |  | Strange Fruit  |  |      |  |
|  | 63  |  | (250) |  | Healing Potion |  |      |  |
|  | 50  |  | (200) |  | Rations        |  |      |  |
|  | 50  |  | (200) |  | Rations        |  |      |  |
|  | 220 |  |       |  | Safe passage   |  |      |  |

The dwarves here are very rough. Too bad you have no choice but to fight



them. There are pit traps scattered all over this stage, so consider buying Gondrim from the dwarves before going to war with them.

There's a 200 GP chest in the N hut, an 80 GP sack in the SE hut, and another in the E/central hut with the ladder, and a 100 GP chest in the NW hut. As in Kingshold, the caves connect opposite sides of the map.

Inside the great hall, which is in front of the starting position, walking by the left side of the table will trigger a pit. If you don't have Gondrim yet, you should have your guys wait in the SE corner of the room and lure enemies to them. The pit can be safely triggered from the N. In the hall there is a 250 GP chest, the Gondrim ring, and the Palace Key. There is an E entrance to the great hall but it doesn't seem to have a key. The palace is to the E. On the top floor is Warshield. The crown piece and 400 GP is on the bottom floor.

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*****
***** Chapter 7: The Saltplains ~ 6 stages *****
The crown pieces from Elvenholde and Dwarvenhome are needed to advance to ch.7.
```

Best stats at this point:

164 max health  
83 equilibrium morale  
115 or 125 skill

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~~~~~
#45 Rockheart Gorge ~ dwarves
travel: #47 Scorpimar, #48 The Wastes
```

initial enemies: 80    quota: 20

|            |        |        |        |            |            |            |  |
|------------|--------|--------|--------|------------|------------|------------|--|
| 10 dwarves | wedge  | 100 hp | 100 sk | [A2] (+25) | [W1] (+40) | [M0] (+40) |  |
| 10 dwarves | line   | 100 hp | 110 sk | [A2] (+25) | [W1] (+25) | [M0] (+25) |  |
| 10 dwarves | column | 200 hp | 100 sk | [A2] (+25) | [W1] (+25) | [M0] (+25) |  |
| 5 dwarves  | single | 200 hp | 110 sk | [A2] (+25) | [W1] (+25) | [M0] (+25) |  |
| 10 dwarves | open   | 200 hp | 100 sk | [A2] (+25) | [W1] (+25) | [M0] (+25) |  |
| 15 dwarves | line   | 200 hp | 100 sk | [A2] (+25) | [W1] (+55) |            |  |
| 10 dwarves | wedge  | 100 hp | 110 sk | [A2] (+25) | [W1] (+25) | [M0] (+25) |  |
| 5 dwarves  | column | 200 hp | 100 sk | [A2] (+25) | [W1] (+40) | [M0] (+40) |  |
| 5 dwarves  | line   | 100 hp | 100 sk | [A2] (+45) | [W1] (+25) | [M0] (+25) |  |

900 GP available

|      |       |                |      |  |
|------|-------|----------------|------|--|
| 300  | +30   | Bladebane      | [A1] |  |
| 1100 | +30   | Orcruth        | [W5] |  |
| 64   | (255) | Dragon Steak   |      |  |
| 64   | (255) | Dragon Steak   |      |  |
| 64   | (255) | Dragon Steak   |      |  |
| 37   | (150) | Healing Potion |      |  |
| 15   | (60)  | Small Pie      |      |  |
| 10   | (40)  | Corn           |      |  |
| 7    | (30)  | Carrots        |      |  |
| 25   | (100) | Large Pie      |      |  |
| 50   | (200) | Healing Potion |      |  |
| 11   | (45)  | Melon          |      |  |
| 3    | (10)  | Tomato         |      |  |
| 37   | (150) | Smelly Fish    |      |  |
| 1    | (5)   | Dwarven Ale    |      |  |
| 1    | (5)   | Dwarven Ale    |      |  |
| 1    | (5)   | Dwarven Ale    |      |  |
| 1    | (5)   | Dwarven Ale    |      |  |

|     |      |              |  |  |
|-----|------|--------------|--|--|
| 1   | (5)  | Dwarven Ale  |  |  |
| 1   | (5)  | Dwarven Ale  |  |  |
| 5   | (20) | Apple        |  |  |
| 200 |      | Safe passage |  |  |

+-----+-----+-----+-----+

This is the last chance for dwarves to buy troops.

This stage has an outdoor area and a cavern area, connected by multiple exits. The underground passages are all pit trapped, so you will have to travel outside if you don't have Gondrim.

Outside, there's an 80 GP sack at the starting position and a 15 GP pile in the SW corner. In the caves, there's a 35 GP pouch in the cave near the start and a 45 GP pouch off to the W. There's a 120 GP chest in the E chamber and a 255 GP chest, a 95 GP sack, and the axe in the N/NE chamber. The armor and a 255 GP chest are in a branch that starts in the S and goes the NW.

~~~~~

#47 Scorpimar ~ wilderness

travel: #45 Rockheart Gorge, #48 The Wastes, #49 Death Swamp

initial enemies: 69    quota: 17

|    |           |        |        |        |            |            |            |
|----|-----------|--------|--------|--------|------------|------------|------------|
| 6  | scorpions | single | 220 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 4  | scorpions | wedge  | 110 hp | 120 sk | [A2] (+28) | [W0] (+58) | [M5] (+60) |
| 6  | scorpions | line   | 110 hp | 110 sk | [A2] (+48) | [W0] (+28) | [M5] (+60) |
| 4  | scorpions | column | 110 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 6  | scorpions | huddle | 220 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 10 | scorpions | open   | 220 hp | 110 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 4  | scorpions | wedge  | 220 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 6  | scorpions | huddle | 220 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 6  | scorpions | open   | 110 hp | 110 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 2  | scorpions | single | 220 hp | 110 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 2  | scorpions | single | 220 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 4  | scorpions | column | 220 hp | 120 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 2  | scorpions | line   | 220 hp | 110 sk | [A2] (+48) | [W0] (+28) | [M5] (+60) |
| 4  | scorpions | single | 110 hp | 110 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |
| 3  | scorpions | wedge  | 110 hp | 110 sk | [A2] (+28) | [W0] (+28) | [M5] (+60) |

990 GP available

|     |       |                      |      |  |
|-----|-------|----------------------|------|--|
| 900 | +30   | Dwarven Plate Armour | [A2] |  |
| 64  | (255) | Dragon Steak         |      |  |
| 70  | (255) | Dragon Steak         |      |  |
| 60  | (255) | Dragon Steak         |      |  |
| 65  | (255) | Dragon Steak         |      |  |
| 1   | (5)   | Water Bottle         |      |  |
| 7   | (30)  | Carrots              |      |  |
| 1   | (5)   | Water Bottle         |      |  |
| 2   | (10)  | Tomato               |      |  |
| 5   | (20)  | Apple                |      |  |
| 11  | (45)  | Melon                |      |  |
| 10  | (40)  | Corn                 |      |  |
| 10  | (40)  | Corn                 |      |  |
| 25  | (100) | Large Pie            |      |  |
| 2   | (10)  | Tomato               |      |  |
| 7   | (30)  | Carrots              |      |  |
| 15  | (60)  | Small Pie            |      |  |
| 5   | (20)  | Apple                |      |  |
| 10  | (40)  | Corn                 |      |  |

```

1	(5)	Water Bottle	
1	(5)	Water Bottle	
7	(30)	Carrots	
+-----+-----+-----+-----+

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This stage is entirely in a cave divided into large rooms. There's a 250 GP chest and a bottle in the SW corner, where you start, and a 100 GP chest in the SE corner. To the NE is a gap in the wall leading to the next area.

In a cubicle to the W is a 140 GP chest and there's a 100 GP chest in the NE corner. The NW corner has the Gold Key, which unlocks the door in the NW of the previous area.

Behind the door, there's a 100 GP chest to the W and a 50 GP sack in the NW corner. In the S/central area is a 100 GP chest, and a NE branch leads to a 150 GP chest and the armor.

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#48 The Wastes ~ wilderness

```

travel: #45 Rockheart Gorge, #47 Scorpimar, #50 Fenrage

initial enemies: 80    quota: 20

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+-----+-----+-----+-----+
| 10 scorpions    line    | 220 hp 110 sk | [A2] (+58) [W0] (+28) [M5] (+60) |
| 10 scorpions    single | 110 hp 120 sk | [A2] (+28) [W0] (+43) [M5] (+75) |
| 10 scorpions    column | 220 hp 120 sk | [A2] (+28) [W0] (+28) [M5] (+60) |
| 16 scorpions    open    | 110 hp 110 sk | [A2] (+28) [W0] (+28)            |
| 16 scorpions    single | 110 hp 120 sk | [A2] (+28) [W0] (+28) [M5] (+60) |
| 8 scorpions    wedge | 110 hp 110 sk | [A2] (+28) [W0] (+28) [M5] (+60) |
| 6 scorpions    huddle | 110 hp 110 sk | [A2] (+110) [W0] (+28)            |
| 4 scorpions    line    | 220 hp 120 sk | [A2] (+28) [W0] (+28) [M5] (+90) |
+-----+-----+-----+-----+

```

990 GP available

```

+-----+-----+-----+-----+
| 600 | +30 | Sulandir        | [R2] |
| 64 | (255) | Dragon Steak    | |
| 64 | (255) | Dragon Steak    | |
| 37 | (150) | Healing Potion | |
| 25 | (100) | Healing Potion | |
| 7 | (30) | Carrots         | |
| 62 | (250) | Healing Potion | |
| 50 | (200) | Healing Potion | |
| 11 | (45) | Melon            | |
| 10 | (40) | Corn             | |
| 64 | (255) | Dragon Steak    | |
| 5 | (20) | Apple            | |
| 25 | (100) | Large Pie        | |
| 3 | (10) | Tomato           | |
| 1 | (5) | Bottle of Ale    | |
| 11 | (45) | Melon            | |
+-----+-----+-----+-----+

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There's a 135 GP chest to the W of the starting point. There's a healing potion embedded in the rock near the false cave to the S. To the E of the rock is a 255 GP chest. There's a 77 GP sack in the NE and in the NW/central area is a 23 GP pile. There are two entrances to the caves, found in the NW and NE.

There is a group of six scorpions with extremely high defense inside. It's actually impossible to damage them, even with the best weapons and highest skill available at this point. Their armor is just too strong. Fortunately their weapons are not any stronger than the other groups, and they have no missile. In order to make quota and leave, you'll need to find and kill most of

the other scorpions.

The invincible group starts out N of the the NW entrance of the caves, so you want to avoid that area. If you encounter them, you'll need to Rally and run away, but it doesn't work if they are already engaged. Trying to get around them in the narrow tunnels is hard, and coordinating your troops is made even more difficult by the teleport traps.

There's a 45 GP pouch to the NE. If you try to walk to the SE room you'll teleport NW, not far S of the invincible scorpions. Continue S and you'll be moved NW again. Going N from here teleports you back to the entrance area, so move S and you'll be moved SE this time. N from here is a teleport that goes back to where you just came from. Go S and W instead to reach a room with a mushroom formation.

The green mushrooms teleport you to that SE room where you'll find a 255 GP chest, a healing potion, and Sulandir. The red mushrooms bring you to the NW room with two healing potions and a 200 GP chest. The teleports are one-way so you have to do some backtracking if you want both.

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#49 Death Swamp ~ wilderness

travel: #47 Scorpimar, #51 The Watcher's Tower

initial enemies: 50 quota: 12

	3	scorpions	open		120	hp	120	sk		[A2]	(+50)	[W1]	(+45)	[M5]	(+45)	
	5	scorpions	wedge		240	hp	120	sk		[A2]	(+30)	[W1]	(+30)	[M5]	(+30)	
	6	scorpions	open		240	hp	120	sk		[A2]	(+30)	[W1]	(+45)	[M5]	(+45)	
	3	scorpions	open		120	hp	130	sk		[A2]	(+30)	[W1]	(+30)	[M5]	(+60)	
	4	fireballs	open		120	hp	120	sk		[A3]	(+50)	[W4]	(+60)	[M5]	(+30)	
	4	fireballs	open		120	hp	120	sk		[A3]	(+50)	[W4]	(+30)	[M5]	(+30)	
	5	will-o-wisps	wedge		120	hp	120	sk		[A5]	(+30)	[W4]	(+60)	[M4]	(+30)	
	4	will-o-wisps	open		240	hp	120	sk		[A5]	(+30)	[W4]	(+45)	[M4]	(+45)	
	7	chompers	open		240	hp	120	sk		[A5]	(+30)	[W4]	(+30)	[M4]	(+60)	
	2	giant eyes	line		120	hp	120	sk		[A5]	(+50)	[W4]	(+60)			
	2	giant eyes	line		120	hp	120	sk		[A5]	(+50)	[W4]	(+60)			
	3	chompers	open		120	hp	120	sk		[A3]	(+50)	[W4]	(+30)			
	3	chompers	open		120	hp	120	sk		[A3]	(+50)	[W4]	(+30)			

1080 GP available

	1100		+30		Naugar's Armor		[A6]									
	64		(255)		Dragon Steak											
	37		(150)		Fish											
	37		(150)		Fish											
	37		(150)		Fish											
	37		(150)		Fish											
	10		(40)		Corn											
	10		(40)		Corn											
	10		(40)		Corn											
	7		(30)		Carrots											
	7		(30)		Carrots											
	15		(60)		Fish Pie											
	25		(100)		Large Pie											
	5		(20)		Apple											
	5		(20)		Apple											
	2		(10)		Tomato											
	2		(10)		Tomato											
	11		(45)		Melon											
	64		(255)		Dragon Steak											
	64		(255)		Dragon Steak											

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| 2 | (10) | Tomato | |
| 25 | (100) | Large Pie | |
+-----+-----+-----+-----+

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In this stage you can pound the scorpions from the safety of the water if you have Nendil.

There's a 50 GP sack by the starting point. A bit to the N by a false cave is a 20 GP pile. There's a 20 GP pile in the S/central area and an 80 GP sack and a 150 GP chest to the SW. In the NW is a 100 GP chest and a 20 GP pile. In the N is a 50 GP sack by a dragon steak. The NE has a 100 GP chest. In the N/central area is an arch with a 50 GP sack, and 20 GP piles to the NE and SW.

The arch leads to the S/central part a cave system. The room to the E has a 20 GP pile. To the S is a 100 GP chest. The W room has a 100 GP chest and a 20 GP pile. In the passages to the N there's two 20 GP piles. In the room to the N there's a 100 GP chest, and Naugar's Armor. N of that room is a 20 GP pile.

~~~~~  
#50 Fenrage ~ wilderness

travel: #48 The Wastes, #51 The Watcher's Tower

initial enemies: 55 quota: 13

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+-----+-----+-----+-----+
| 10 dragonflies wedge | 240 hp 120 sk | [A3] (+30) [W0] (+60) |
| 8 dragonflies open | 120 hp 120 sk | [A3] (+30) [W0] (+60) |
| 1 fireball open | 240 hp 120 sk | [A3] (+50) [W0] (+30) [M3] (+30) |
| 1 fireball open | 240 hp 120 sk | [A3] (+50) [W0] (+30) [M3] (+30) |
| 4 will-o-wisps open | 240 hp 120 sk | [A5] (+30) [W0] (+30) [M4] (+30) |
| 4 will-o-wisps open | 240 hp 120 sk | [A5] (+30) [W0] (+30) [M4] (+30) |
| 8 dragonflies open | 240 hp 120 sk | [A3] (+30) [W0] (+60) |
| 7 dragonflies open | 240 hp 120 sk | [A3] (+50) [W0] (+30) [M3] (+60) |
| 4 bats open | 120 hp 120 sk | [A5] (+30) [W4] (+60) |
| 4 bats open | 240 hp 120 sk | [A5] (+30) [W4] (+30) |
| 3 bats open | 240 hp 120 sk | [A5] (+30) [W4] (+60) |
| 1 dragonfly open | 240 hp 130 sk | [A7] (+50) [W1] (+60) [M5] (+30) |
+-----+-----+-----+-----+

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1080 GP available

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+-----+-----+-----+-----+
| 120 | +120 | Sulrandir's Fist | [M4] |
| 2 | (5) | Wine | |
| 5 | (20) | Apple | |
| 3 | (10) | Tomato | |
| 64 | (255) | Dragon Steak | |
| 25 | (100) | Large Pie | |
| 10 | (40) | Corn | |
| 5 | (20) | Apple | |
| 38 | (150) | Fish | |
| 2 | (5) | Bottle of Ale | |
| 2 | (7) | Water Carrier | |
| 38 | (150) | Pike | |
| 8 | (30) | Carrots | |
| 15 | (60) | Fish Pie | |
| 10 | (40) | Corn | |
| 11 | (45) | Melon | |
| 11 | (45) | Melon | |
| 2 | (7) | Water Carrier | |
| 15 | (60) | Dragonfly Pie | |
| 25 | (100) | Large Pie | |
| 2 | (5) | Vinegar | |
| 15 | (60) | Carrot Cake | |

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|  |    |  |       |  |                |  |  |
|--|----|--|-------|--|----------------|--|--|
|  | 2  |  | (7)   |  | Liquid Carrier |  |  |
|  | 64 |  | (255) |  | Dragon Steak   |  |  |
|  | 64 |  | (255) |  | Dragon Steak   |  |  |
|  | 10 |  | (40)  |  | Corn           |  |  |
|  | 11 |  | (45)  |  | Melon          |  |  |
|  | 2  |  | (7)   |  | Water Carrier  |  |  |
|  | 15 |  | (60)  |  | Small Pie      |  |  |
|  | 8  |  | (30)  |  | Carrots        |  |  |
|  | 2  |  | (7)   |  | Water Carrier  |  |  |

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This stage has some very hard-hitting dragonfly groups on the surface and bat groups in the caves. There's also pit traps on the surface.

On the surface level, you'll find in the SE: 20 GP pile, 100 GP chest. SW: 20 GP pile with the carrots on the little island. NW: 20 GP pile. NW/center: 10 GP pile. N/middle: 30 GP pouch. Center: 180 GP and 200 GP chests. NE corner: 100 GP. E in some bushes: 20 GP pile.

There are two cave networks. The first has two entrances, NW (enter the rock from the N) and W/central (enter from S). In the cave's tunnels is various food, two 80 GP sacks, a 50 GP sack, and a 200 GP chest.

The second cave has only one entrance, to the NE. The long, winding tunnel has food, a 50 GP sack, and the wand.

~~~~~  
#51 The Watcher's Tower ~ wilderness
travel: #49 Death Swamp, #50 Fenrage

initial enemies: 40 quota: 10

	8	will-o-wisps	line		125	hp	125	sk		[A2]	(+30)	[W0]	(+80)	[M4]	(+50)	
	5	giant eyes	open		225	hp	225	sk		[A2]	(+30)	[W0]	(+60)	[M4]	(+30)	
	4	fireballs	open		125	hp	125	sk		[A2]	(+60)	[W0]	(+60)	[M3]	(+60)	
	4	fireballs	open		125	hp	125	sk		[A2]	(+60)	[W0]	(+60)	[M3]	(+60)	
	5	ghosts	open		125	hp	125	sk		[A2]	(+60)	[W0]	(+30)	[M4]	(+60)	
	5	ghosts	open		125	hp	125	sk		[A2]	(+60)	[W0]	(+30)	[M4]	(+60)	
	5	will-o-wisps	open		125	hp	125	sk		[A2]	(+60)	[W0]	(+30)	[M3]	(+60)	
	4	will-o-wisps	open		125	hp	125	sk		[A2]	(+60)	[W0]	(+30)	[M4]	(+60)	

+-----+-----+-----+-----+-----+

999 GP available

There are two ways to approach the final stage. You can clear it by force and even kill enough enemies to travel away and back again, or you can just run for the objective. Fighting is only an option for well-prepared Warriors, but it's not going to be easy because the giant eyes sitting right in front of the gate are invincible. Their defense is too strong. But unlike the scorpions in The Wastes, the eyes hit dangerously hard.

Either way, you have to get past the guard eyes somehow. You can lure them away but if they lose sight of you they'll quickly return to their position. Try to get them stuck on obstacles in the SE or SW, then run for the gate, which is unlocked and one-way. It's pretty much impossible to get troops into the tower because of the eyes. To do so would require having your men follow you in lockstep for the evasive maneuvers, and never letting the eyes get too close. You might instead use the troops as disposable decoys.

On the first floor of the tower there are a bunch of ghosts and will-o-wisps. There is a lot of room to run around, except for the stairway area by the entrance, where you'll be mobbed. There's a 999 GP chest by the altar, as if there's anything to spend it on now. The stairs up are in the N/center of the lobby.

There are fewer enemies on the second floor, just two groups of fireballs.

However, there are pit barriers which can trap you between enemies, so Gondrim is really useful. Approach to the throne at the far N to finish the game.

V. SAMPLE PASSCODES

This first set was collected a long time ago, before the current knowledge. No stages were skipped and there's a lot of GP, but the equipment choices aren't very good.

/ human wizard \		
Chapter 2	Chapter 3	Chapter 4
W4W3W/3W3V/3KMX	KNM7M/7M7V/3936	M9379/L37V/37KK
73WX8/6V85/ZK32	ZK9XV/N9MM/ZKMX	9Z9V2/3ZVM/ZKMX
ZWK4L/N83N/6X68	33LVZ/LV9V/X6L6	W2LVZ/LV98/26LM
5V7L5/X75V/WLXV	K3V53/LL39/WL25	33VZ2/LL39/6967
2MWK8/5KW9/NL6M	V884W/6WZZ/ZX87	V8LWX/5WZK/7M77
WWXXN/6KMV/----	W986M/85VW/----	W8VXK/XL76/----
Chapter 5	Chapter 6	Chapter 7
89XLX/LXL7/35ZZ	K7KNK/N5MV/3486	69L3L/3L39/32WV
3VN6L/L874/ZVMX	48W8K/27X2/3692	795Z3/W29V/3692
6X56N/3V98/2N8N	6X562/8V9L/NN8N	N756V/X6ML/NN8N
V5N2Z/449Z/5726	V5VZ2/449Z/M42X	V5VZ2/ZN9Z/N63K
V8775/ZWZ2/NKZ7	V8775/ZKL2/NKZ7	K477X/WKL2/N8L7
W8VX5/W276/----	W8VX5/W276/----	W8VXK/8276/----

This set was collected after the v2.0 research and is much better prepared.

/ dwarf warrior \		
Chapter 2	Chapter 3	Chapter 4
KLW3W/3W33/4KMK	V4M7M/7M73/493X	V8373/7373/47K4
345ZZ/N885/ZK64	NKWXV/97KN/ZK64	5ZWW2/ZNKN/ZKMX
Z9XVM/WMV9/NX68	92V8W/Z987/WVX4	92V8W/Z987/WVX6
5XN6Z/2MK4/N64M	M25LL/6LKL/ZKV9	525LL/6LK7/4869
V7LN8/5WLK/XL68	X2ZZ8/3WLV/WL66	X24X5/3Z22/32LL
K38WX/KKX7/----	MMXWX/3938/----	W7667/39XL/----
Chapter 5	Chapter 6	Chapter 7
8KXLX/LXL3/45ZK	7KKNK/NKN3/448W	26L3L/3L33/42W8
WW36L/9494/ZVK7	X95K9/W7VX/ZV92	39L64/4VMX/ZV92
92V8W/Z487/W777	92V8W/ZKL7/W77M	4VV8W/ZKL7/W779
92N44/6L2L/269Z	X2N44/6L36/269Z	V2N8L/536M/269Z
X2MX4/3XM5/X4XN	X28M7/WL52/XKNN	9WN67/WL5Z/Z82N
87667/VZXL/----	87627/VZXL/----	87627/VZXL/----

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