Ultima® Underworld™ II

CLUE BOOK

Gems of Enlightenment™

ORIGIN®

Ultima® Underworld™ II
Labyrinth of Worlds™

Clue Book

Gems of Enlightenment™

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Realms

From the desk of Bishop, leader of the human resistance forces on Tarna.

At the moment, writing these words on a makeshift desk in a rain-sodden tent high up in the Crogus Mountains, the plan I envision seems distant, a far-off, impractical enterprise. But each day the Guardian drives my forces further and further back into barren country, and it becomes obvious that I need a new plan to oppose my enemy.

I am aware that the Guardian has assaulted other planes of existence that lie close to our own, and I have even made brief, tentative contact with these planes. There are others who fight the Guardian on their worlds, but I can do no more than speak with them briefly. If we could somehow coordinate, bring together the strengths of our various worlds, perhaps we would have more chance of success. But as it is now, it is only the Guardian whose forces travel among the planes, who can take the strengths of one conquered world and match them against the weaknesses of another who fights against him. He can renew the fight on one world while resting on another, channel his forces to where they are needed most, and retreat to worlds beyond our reach. We fight alone on our own planets, unable to help one another. It seems that at best those of us who still survive can only hold our own. We cannot take the offensive against an opponent whose forces travel the planes at will.

I propose to search among the planes for one who can change the nature of this fight. I seek one who can travel easily among the dimensions, one who is willing to work on behalf of a group of allied dimensions, not simply for his or her own realm. It is for this one, a stranger, that I prepare these documents, a guide to the nearby dimensions and the strange beings I have found there. On each world, I will show what I take to be a building or location that is in some way critical to the Guardian's domination of that world. No one warrior can oppose the combined might of the Guardian's force on any dimension, but a hero, acting boldly in the right place at the right moment, might turn the tide in a struggle for power.

I go now to begin my research, my compilation of maps and written accounts. I shall write my own last, perhaps a year from now — I know what my fate shall be at that time, for the war is going badly. I can only hope that at that time one will arrive who will make use of this knowledge. Whoever thou art, I wish thee good fortune.

Map Key

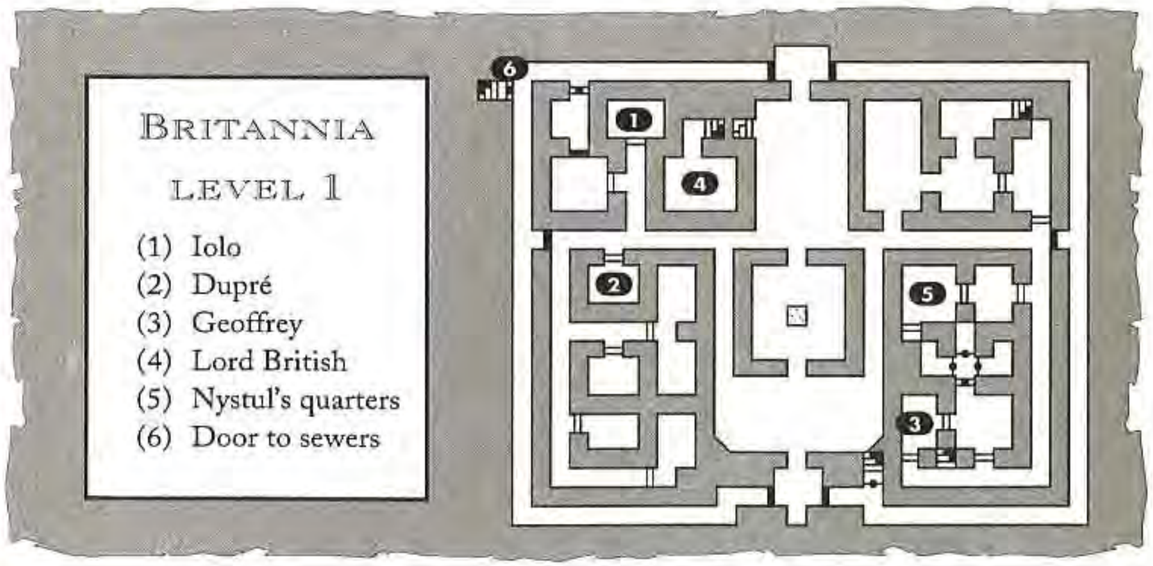
Britannia

Note: This Britannian individual, who calls himself Fissif, spoke in a hideous accent, and was found to be illiterate. I transcribed his remarks myself, eliminating where possible his unpleasant provincial expressions.

So, ye're wantin' the goods on Lord B's castle, eh? Ye've come t'the roight man, mate, I've been down the tunnel three toimes now, never been caught! Don't worry yerself, I won't ask ye what ye want it for — none o'my business, right? Roight! Now, ye've got the money, don't ye?

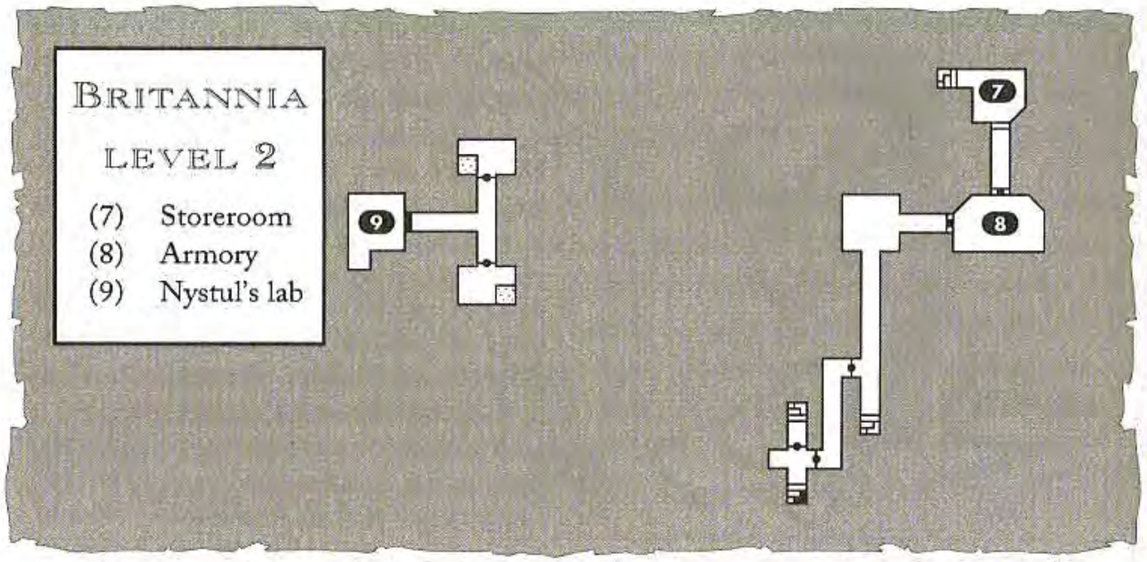
Blimey! Never seen coinage o' this sort before! ... The gold's good, though, so I'll help thee out.

Now ya'll want to stay off the top level, mostly — the blokes there are all at least a thousand years old, so 'tis said, and they've been in more scraps than you've had hot meals! You don't want to take on folks like Iolo (1), Dupré (2), or Geoffrey (3), or Lord British (4) himself! And stay away from Nystul's quarters (5), too, if you can help it, unless you absolutely have to use the teleport down to his lab. (That teleport is in his closet — sneaky, but not sneaky enough for old Fissif!) If you do make it up there, there's a secret passage running 'round the perimeter of the castle, with secret doors leading into the castle proper. No one usually goes there, and none of them seem to know about the secret door in the Avatar's quarters, on the north wall. But for the most part, I'd stay off of the top floor.

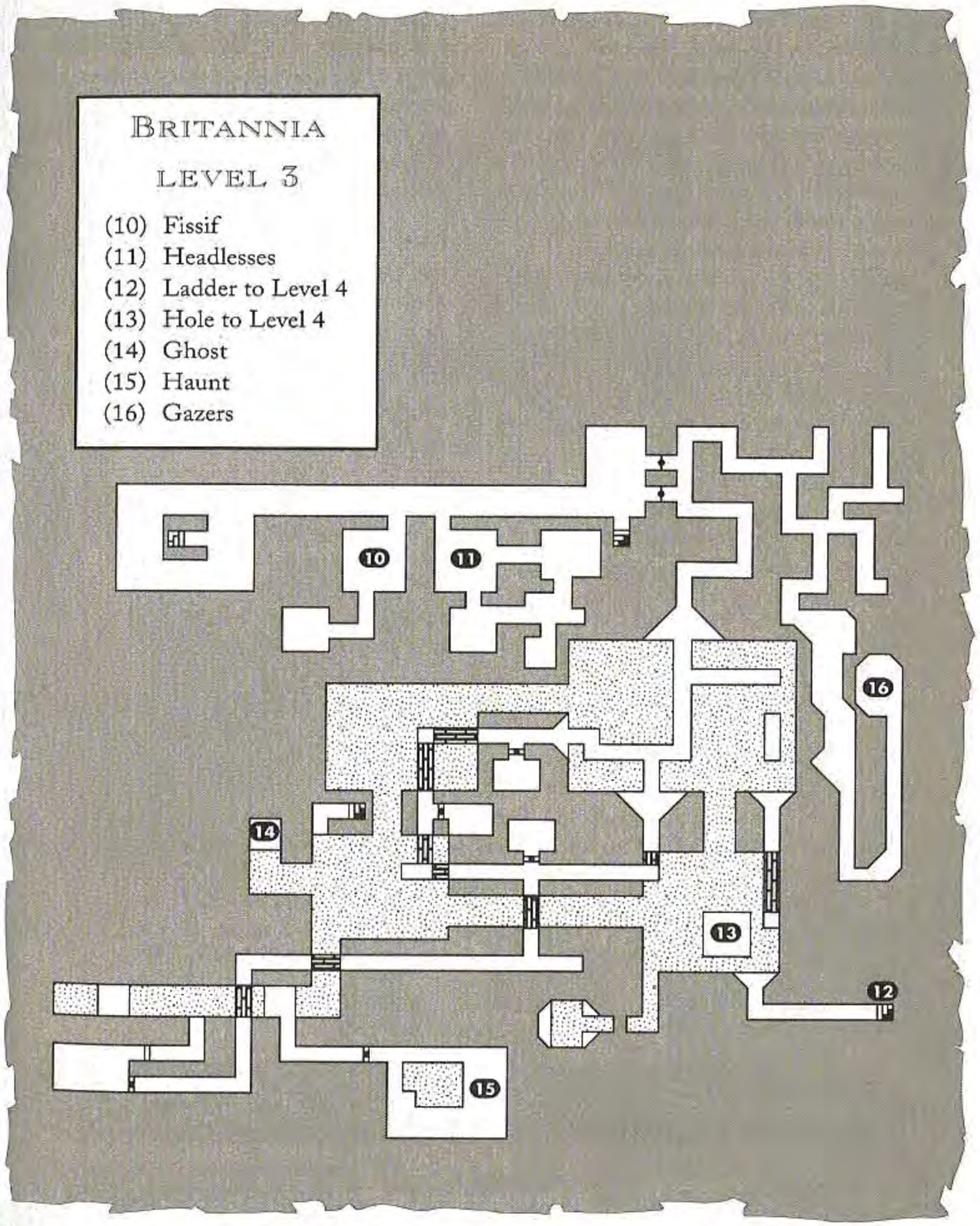


Now there're a few rooms right below the castle floor that you might want to take an interest in — the storeroom's one (7), and the armory's the other (8)! Plenty of good stuff to be had there!

Breaking into the armory's not so easy, though — almost did it once meself, but that's another story. Myself, I'd stay out of Nystul's lab (9) — never know what you'll find down in such a place!



Now the door down to the sewers is near the northwest corner of that secret passage (6) — Dupré usually holds onto the key, when he's staying in the castle. Far as I know, no one's been able to pick the lock, so the only way to get through is to get the key from Dupré himself!



Now the sewers below the castle used to be one of Lord British's pet projects — they run for miles, if you know your way. All abandoned now, for centuries. Some of the machinery still runs, though no one knows what it's for anymore. Nothing too dangerous on this level, just a few rats and worms, even the spiders aren't too bad. Stay away from the headless living off the northern passages (11), and you'll be fine. There's a ladder running down, in the southeast (12), and just north of that there's a hole you can jump down (13), if dignity's not your first concern.

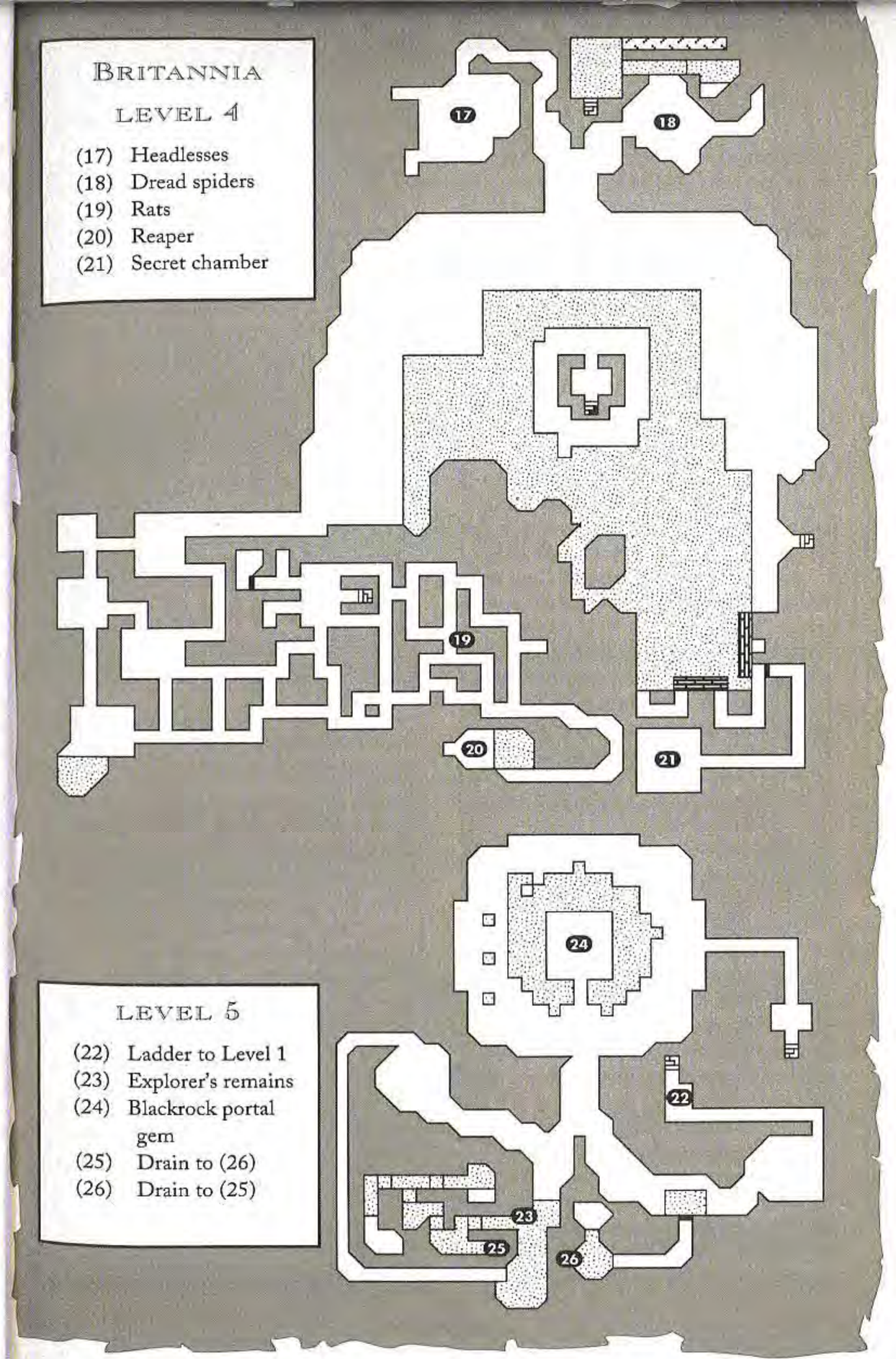
Thieves have been through most of the sewers already, but there's a few places where they've had no luck yet. Far to the west, there's a ghost (14) guarding a **chain cowl of *Valor*** and a **scroll of *Repel Undead***, but he lives in this passage, see, that no one can climb up out of the water to get to! And there's a haunt (15), in the far southwestern end, guarding a **moonstone**, and a **scroll of *Telekinesis***. At the far eastern end, there's a pair of gazers living in a cave (16), guarding all kinds of loot (including an *Ex* runestone, for those with a wizardly inclination) — they've butchered a score of thieves who've gone looking for it.

Next level down's mostly an underground lake. To the north, more headlesses (17), and a whole nest of dread spiders (18)! The dreads won't bother ye, unless of course you mess with their eggs, but the headless will. I hear the headless got hold of a **wand of *Lightning***, but they'll be too dumb ta use it on ya. No head, no brain, I guess.

The southwest area of this level's infested with rats (19), but there's somethin' worse past'em — one o'those animated tree things — a reaper (20)! He's got a mess of treasure — including a **sword of Major Damage** and a **scroll of *Tremor***! He's also got a key to the castle armory, which I guess is my fault — dropped it there, trying to pick up that sword. Now, the ladder up, here, is on the east wall of the cavern, and the ladder down is on a small island in the center.

Last level down (that's Level 5, counting the castle storerooms) is another pond, with an island in the middle. Now I'll let ya in on a little secret — go south from the central cavern, and take the eastern fork, and follow it as it curves north again — the ladder here (22) will take ye all the way up to ground level of the castle. Ya'll find yourself in the secret corridor, near the southeast corner of the castle, just next to the front entrance. Nice for those quick escapes, if thou wilt take my meaning. The west fork takes thee to a maze of rivers — if you're a mage, look ya for the *Por* rune an unfortunate explorer left here (23)! Watch out for the drain pipes in this maze. I near drowned getting through the one at the far south (25, 26).

Well, sir, I wish ya luck, whate'er thou'rt planning. If at any point thou'rt uncertain where to proceed, remember this — stealing from Lord British is an idea as old as Lord B himself. And, if thou'rt nearing danger, 'tis likely thou wilt see the remains of those who came before thee ranged around on the floor!



Prison Tower

It falls to me, Bishop, to describe the history of my own world, Tarna, a place which has but recently felt the presence of the Guardian. On Tarna, the goblin and human races have lived for millennia in an uneasy peace, broken every few hundred years by periods of fighting. Neither side ever achieved any lasting victory, and for a long while it seemed that each species would be obliged to endure the other's existence.

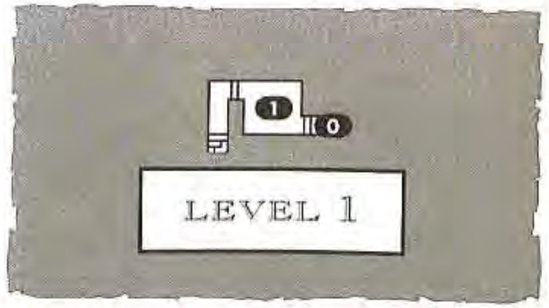
About thirty years ago, the stand-off came to an end. Goblin shamans discovered the extraplanar entity known as the Guardian, and made a pact with him — he would help them conquer the world and subjugate the human species, and in return they would rule their world in his name, with their king serving as the Guardian's regent. As the goblins massed their armies, the Guardian sent plagues against the human cities, and blighted our livestock. For twenty-five years now, the goblins have been slowly pressing the human race southwards across our continent. Today, only three cities remain, huddled on the frigid southern coast, plague-stricken and choked with refugees.

Ten years ago, I emerged from my solitary life as a disciple of the mystic arts, and assumed command of the remaining human forces. I have had some success — I allow into my force only strong young men and women, smart, brave and free of plague. I have driven the goblins back wherever I have chosen to engage them, but I am obliged to avoid confrontation with larger detachments of troops. I have also had some success in countering the Guardian's magical sendings — fortunately, he spares for this war only the tiniest part of his energies, and thus I may soon be able to stand against him on this front.

Of late, my own fortunes have suffered something of a downturn. The goblins hunted me down and caught me as I journeyed alone, seeking allies among the troll peoples. Although the cell the Guardian has made for me restricts my magical powers, I enclose in this record the information I have gathered concerning the tower in which I am held.

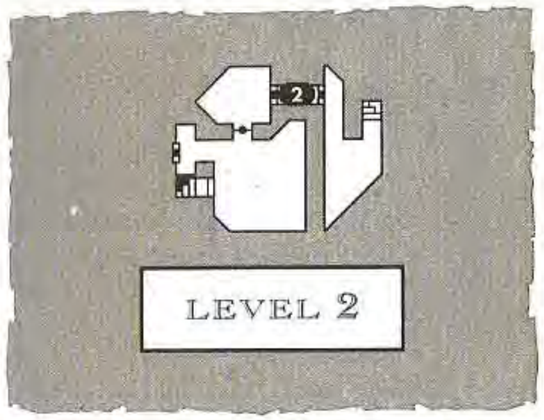
Basement (Level 1)

Because the goblins rarely venture here, it might serve as a hidden entrance to the tower, if a tunnel could be constructed. It is filthy, but some useful supplies might be discovered among the refuse. In particular, a goblin once dropped a supply voucher (1) in here — if it could be discovered, it might serve as the basis for some ruse to gain entry to the upper floors.



First Floor (Level 2)

At least five or six guards are usually found here, making a frontal assault by a single intruder almost out of the question. However, like most goblin troops, they are both stupid and corrupt, and it should not be hard for a clever human to negotiate his or her way past them. The security corridor (2) beyond them is of simple design — only one door can be opened at a time.

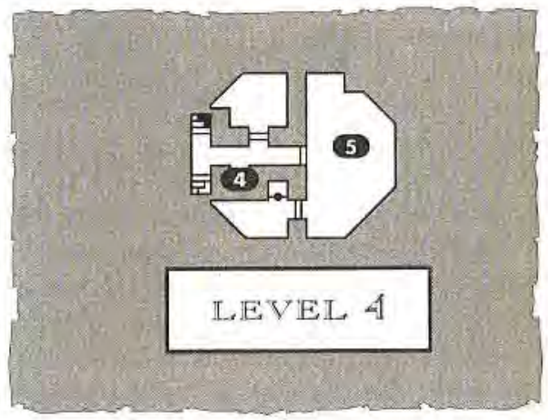


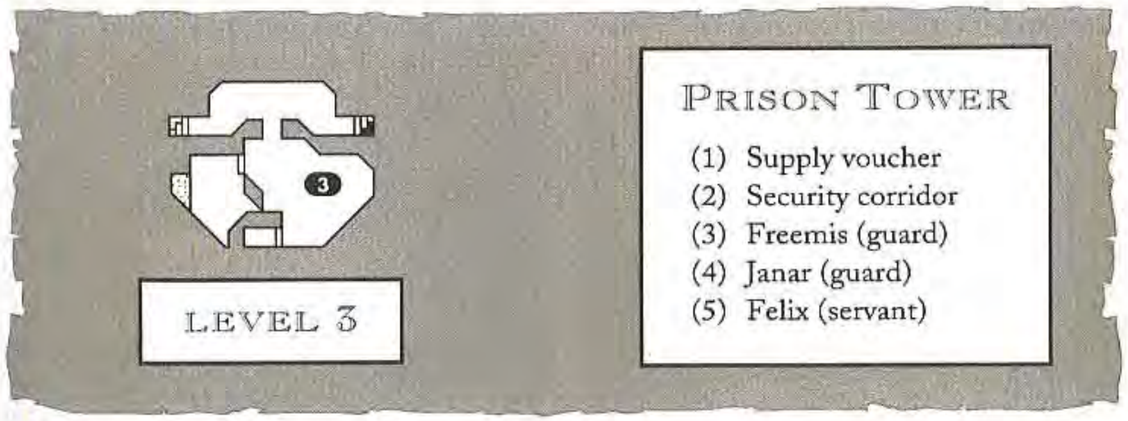
Second Floor (Level 3)

This is the goblin barracks. It contains little of value, and a lone human venturing inside would only become the target of racial abuse. One guard in particular, Freemis (3), takes a particular joy in abusing human prisoners.

Third Floor (Level 4)

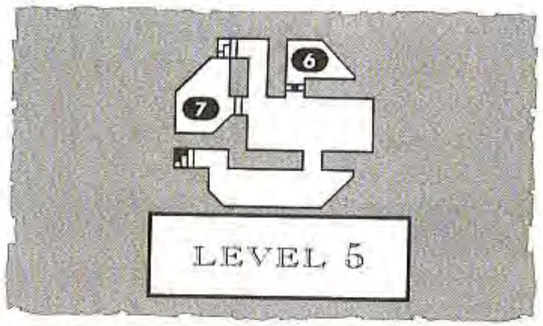
The kitchen and pantry are on this level. The guard Janar (4) is usually posted at the kitchen door. He carries two keys that can be had from him with a password. Unfortunately, the word is changed frequently, at the whim of the guard-captain, Borne (see **Fifth Floor**). One key opens the door to the top two floors, and the other opens up the locked cells on the fifth and seventh floors. The kitchen-servants are human — a northern aristocrat, Felix (5), and his maimed second in command, Marcus. Neither is in any shape to aid the intruder, although Felix carries a magic item of some sort. Both servants are nursing a grudge against Freemis, who was involved in their capture.





Fourth Floor (Level 5)

This is the armory level. The armory (6) itself lies to the north, and contains all manner of weapons and armor, although the storage chests are trapped. Borne holds the key to this room. In a room to the west, the armorer (7) forges special gauntlets of a soft metal called fraznium, which allow the wearer to pass through the force field on the top floor of the tower. He is unhappy with his lot, and might be persuaded to give some minor aid to a friendly human.



Prison Tower

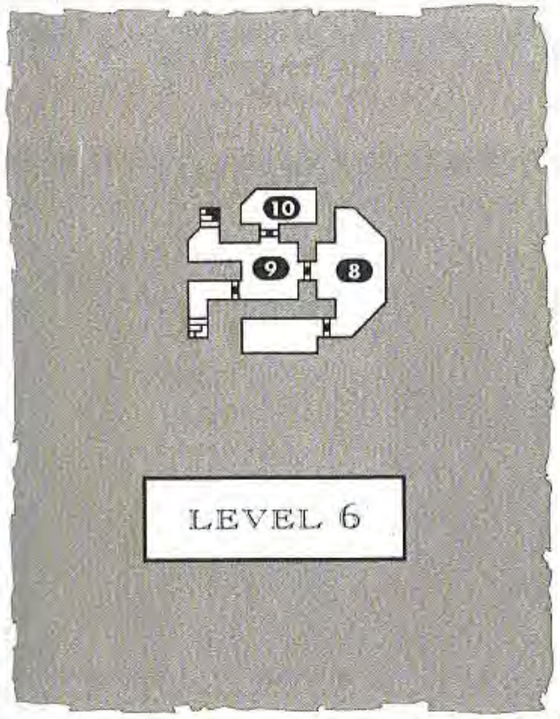
(6) Armory
(7) Armorer
(8) Borne (guard-captain)
(9) Goblin Guard
(10) Locked cell
(11) Milenus (prisoner)
(12) Mongbats
(13) Bishop (prisoner)
(F) Force field

Fifth Floor (Level 6)

This is the home of the guard-captain, Borne (8). He is a good commander, but his fear of the Guardian makes him ruthless — he will do anything rather than incur the Titan's displeasure. For any humans who might try to infiltrate the tower, it is worth noting that, like most of his species, Borne has difficulty telling one human from another. He also holds a strange artifact, a small **gem of blackrock**, which appeared in my cell not long ago. He has a **potion of *Missile Protection*** locked in a chest.

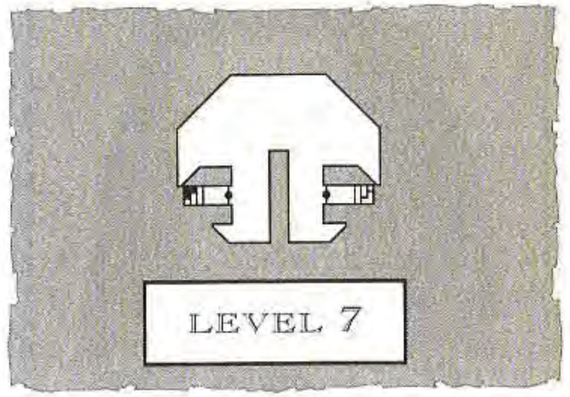
In the southwest corner of this level, a goblin guards the door to the upper levels (9). The password changes daily. Janar's key opens the door, and if nothing else works, the goblin might be overcome by force.

The northern room of this level (10) is a firmly locked cell. I have been unable to determine what manner of being is inside, but it is obviously someone the goblins fear deeply.



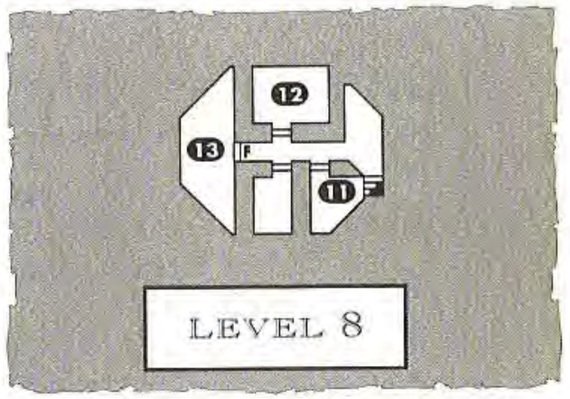
Sixth Floor (Level 7)

This floor is heavily guarded. As far as I can determine, there is no way past, save to give the correct password or by force.



Seventh Floor (Level 8)

This, the highest floor, is where I am imprisoned. However, I am not alone — the first cell on the left contains the goblin Milenus (11), who was once a valuable ally of mine, one of the few of his species who understands that it is in the interest of both our species that the goblins dissolve their alliance with the Guardian before it is too late. The southernmost cell is empty, and the northern cell contains a vicious pack of mongbats (12). I reside in the far western cell (13), behind a force field that resists my strongest efforts — apparently, it is only passable by those wearing fraznium gauntlets. The field's great strength leads me to believe that it was created by the Guardian himself.



Killorn Keep

Stranger, I greet thee. I am Altara, lately a favored servant of the Guardian, now Sorceress-in-Residence in godforsaken Killorn Keep, thanks to several indiscreet differences of opinion with the political hierarchy on this world. My skill in the analysis of interdimensional energy flow saved me from summary execution, and instead I was removed to Killorn, far from any political centers on this world, though the site of some interesting magical activity, as I shall explain below.

Killorn Keep is a key player in the Guardian's domination of this world. Once a minor fortress at the edge of the Northern Wastes, it now hangs suspended above that region, both a major strategic asset, and a potent symbol of the Guardian's authority. If thou dost come to Killorn, 'tis essential that thou learnest first of all of the people that dwell here, for thine arrival shall certainly not go unremarked.

Lord Thibris (1), though an impressive figure, is only nominally in power here — there is little administrative work to be done. Thibris' real talent is to play the hoary old monarch, cowing the desert nomads and boasting of his past triumphs in the Guardian's campaigns. These last make interesting hearing, if thou'rt willing to endure his boorish company.

Relk (2), chief of security, holds the real power here, and thus is little liked. Probably he represents a younger version of Thibris — a talented soldier and strict disciplinarian, being groomed for a command position in the Guardian's invasion forces. His domineering ways have made him few friends here, though none save poor Lobar dare flaunt his authority. Steer clear of him.

Merzan, Bishay and Aron (3) all do a brisk business in the main hall — Killorn makes frequent landings near the cities that ring the wastes, and thus they are able to circulate trade goods, without the risks run by ground-bound merchant caravans. Merzan in particular is a valuable acquaintance — he is especially knowledgeable when it comes to potions, and has been known to custom-brew potions of *Iron Flesh* and *Flameproof*.

Killorn Keep

(1) Lord Thibris
(2) Relk (chief of security)
(3) Merzan, Bishay, Aron (traders)
(4) Lobar (second to Relk)
(5) Mystell (bureaucrat)
(6) Ogri (chief servant)
(7) Trilkhai stables
(8) Mors Gotha
(12) Abandoned barracks
(13) Secret door
(16) Altara

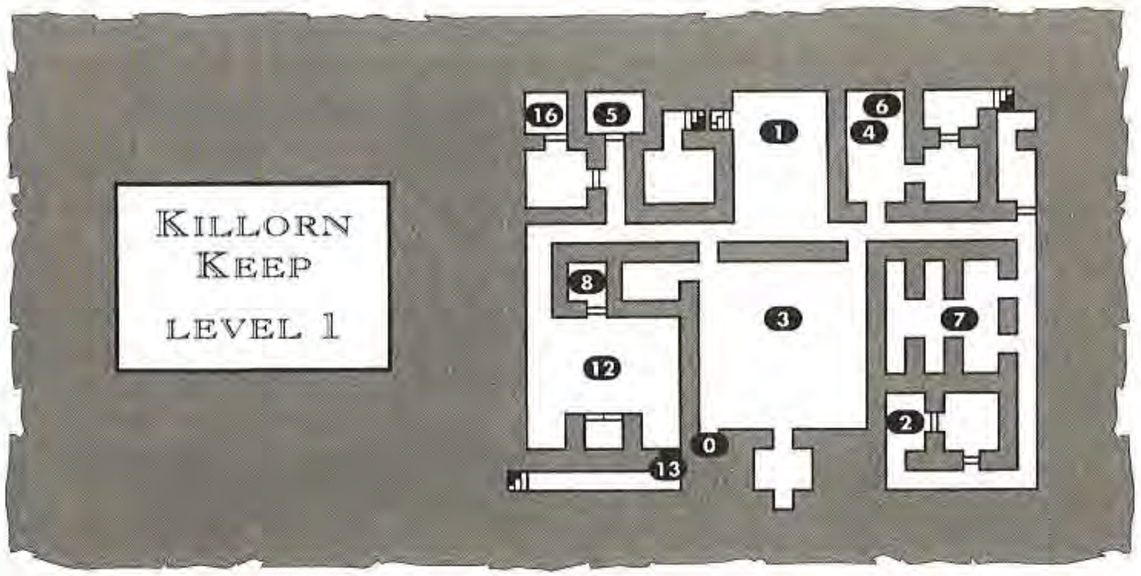
Lobar (4) is a sad case — once he was world-famous, a prodigiously talented fencer, but his decision to resist the Guardian's efforts to recruit him brought him ruin. He is now second in command under Relk, but spends most of his time drunk, in an effort to stave off the Guardian's psychic attacks. I avoid the man, as to befriend him would incur further suspicion, but perhaps thou could benefit from his acquaintance — I hear his abilities as a tutor are considerable.

Mystell (5), a petty bureaucrat, has won herself considerable influence here. She hopes to win favor with the Guardian by informing on the treasonous activities of those around her — her spies are everywhere. If thou canst win her trust, she may offer thee valuable information, so it might be worth thy while to allow her to recruit thee as an informer. She is cunning, though, and hard to fool. Before speaking with her, spend some time in the eating hall, familiarizing thyself with the ways of our world.

Ogri (6), the chief servant of the keep, may be the oldest man I have ever met. He is an eccentric, to be sure, but he remembers things, about the keep and the history of our world, that took place before I or my mother were even born! His loyalty is not to the Guardian or Lord Thibris, but to the Keep itself, for his family line served the Keep's masters before ever the Guardian arrived on this world.

Thou wilt see the **Trilkhai**, our feline beasts of burden, everywhere, but the stables in the east (7) are where they are kept and fed. They are not native to our world, but the Guardian breeds them here, and exports them in great numbers for his own purposes, which remain mysterious to me. They are quiet and docile, and not dangerous save when enraged. They have an unnervingly intelligent gaze.

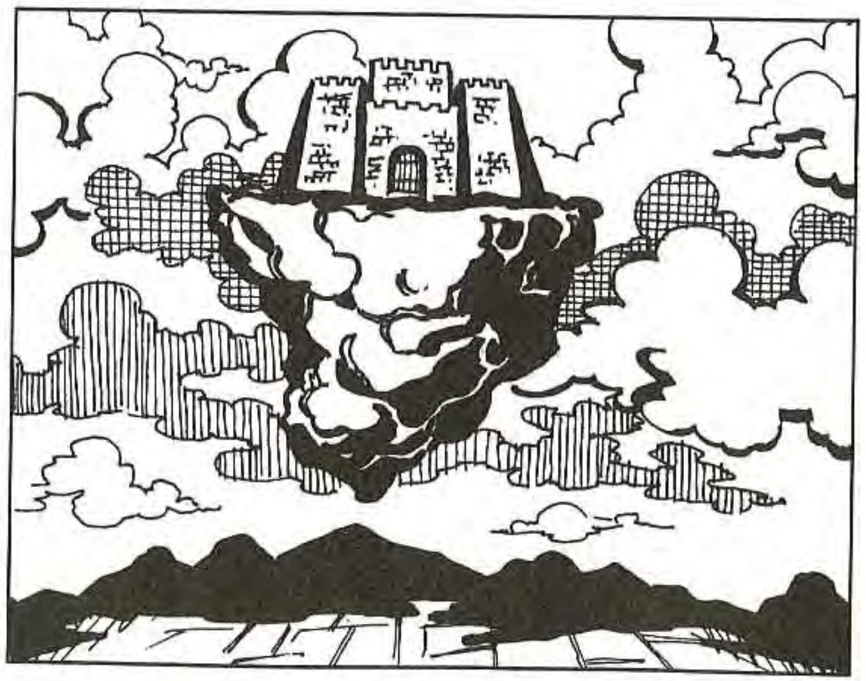
There is another individual who occasionally stops in the Keep — **Mors Gotha** (8), the Guardian's personal champion, one of the few humans who have ever stood in the Guardian's presence. If she is there when thou dost arrive, be extremely cautious about confronting her — 'tis said she has never been beaten in a fair fight (save, 'tis rumored, in a sparring match with Lobar). I do not know the extent of her powers, but 'tis likely she will guess thy true nature, if she sees thee.

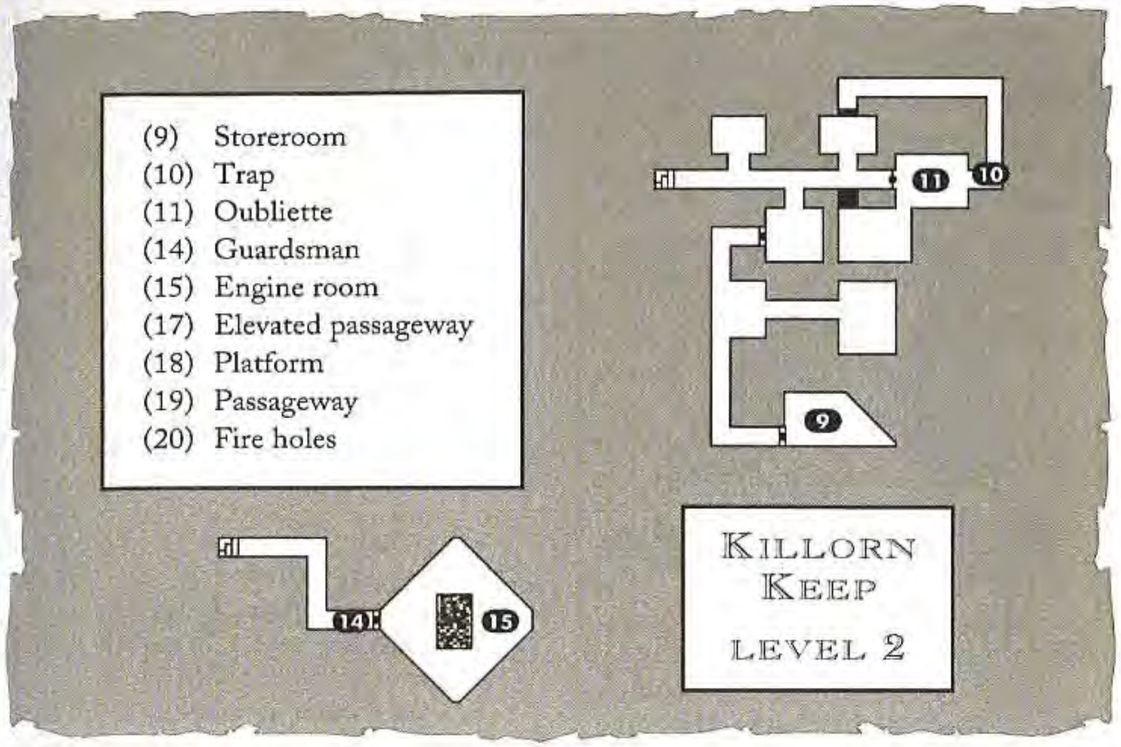


The Keep itself holds many secrets. It has two levels, but most inhabitants almost never venture to the lower one. That level is overrun with rats who feed on garbage and human wastes. I myself have made a point of learning what secrets are to be found below. I have hidden a wand of *Magic Missile* (9) with fourteen charges in a locked storeroom, in case I should need it in an emergency — thou art welcome to borrow it.

A trap (10) has been laid for the unwary in what was once the secret entrance to the oubliette (11). I know not whom Relk thinks to catch within it, but 'tis indeed a deathtrap! With my most powerful protective spells active, I managed to map it, and I enclose the map and description below. 'Tis far easier, however, to destroy the trap itself, by removing all four candles from their magic square. Beyond the trap is the prison itself, which holds nothing but a few headlesses, a **blackrock gem** and a **longsword of Major Accuracy**.

The final secret of the Keep is the power that holds it aloft. The Guardian holds enslaved two bizarre creatures (15)— I know not where they originate, nor do I hope ever to visit there. These two drift about in a room under the abandoned barracks (12) (the secret door (13) is in the southwest corner of that room, but I don't yet know how to open it myself), apparently unconcerned by the strain of suspending hundreds of tons of stone and mortar a thousand feet above the earth. Were anything to happen to them, the results here would be catastrophic — the thousand-foot drop would collapse the Keep, killing all aboard! Apart from myself, Relk and Ogri, none know of this secret room. It is guarded by what seems to be an ordinary guardsman (14) — however he radiates a strong aura of magical force. Clearly, he is more than he appears! Stranger, I wish thee luck. If thou dost arrive at Killorn Keep, 'tis sure that I will not know thee. Mention Bishop to me, or else find some other way of showing thou art truly the Guardian's enemy — perhaps thou canst find out for me Mystell's latest scheme against me. Until we meet, farewell.

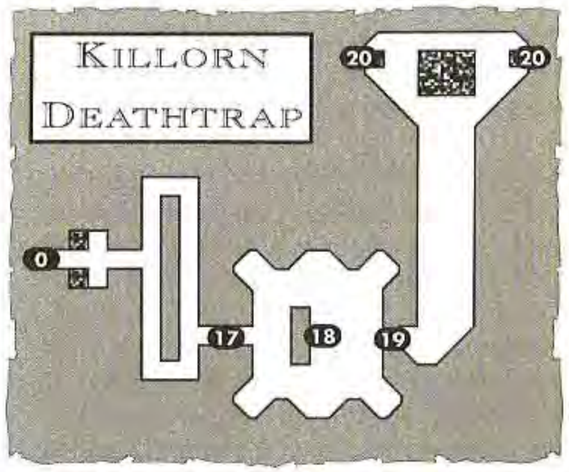




KILLORN DEATHTRAP

Anyone entering the trap in Killorn Keep (10) will instantly find themselves in a hostile otherworld, whose location I cannot guess. If thou dost wish to survive, you must proceed east, and then turn south — be careful, lest the shifting platforms on the floor rise to crush you against the ceiling! The only way out of this area is to make a turn to the east, then leap from the elevated mouth of the passageway (17) to the floor below. From there, evade the flying balls of fire, and climb on a platform (18) that slowly rises and falls. Again, take care, lest it trap thee 'twixt it and the ceiling. On the wall by the platform, thou shalt see a lever and two buttons — pull the lever at once, to stop the motion of the platform. The rightmost button removes a pillar from thy way, and the leftmost opens a passageway (19) leading thee to further danger, and beyond that, escape.

This new chamber holds a cloud of imps, who will harass thee as thou dost clamber across the frictionless areas of floor there. At last, thou wilt come to a fiery chamber. Here, stranger, I implore thy trust — shun the open pit in the center, for it will only teleport thee back nearly to the beginning of this gauntlet. Leap instead into one of the fire holes to either side (20) — these shall bring thee back to Killorn.



Ice Caves

Bishop! Since my death centuries ago, I had not thought to be able to take vengeance on Him who laid waste to my city. Now you appear and speak of one who may yet come, a hero who shall take our battle beyond the confines of any single world, into the multiverse. I am impressed — there are not many who can stir hope in the hearts of the dead.

Know ye then, hero, that I am Beatrice, and I once was mayor of the greatest city on the southern continent, a trading center on the banks of a vast, slow-moving river. It was a tropical city, a single huge market place buzzing with living souls! The Guardian brought that to an end, though that is a story for another time — I must tell thee of our city as it now stands, encased in glacial ice.

I will roughly divide the caves into two levels. Both are overrun with creatures strangely altered to fit their new climate. The ice worms are simply a nuisance, but beware the snow cats, who move like lightning, and the burly tribe of yeti, who migrated up from the southern pole soon after the catastrophe struck. The terrain itself can be deadly to the unwary traveler. Beware any ice that shows signs of cracking — large sections of the caves lie over the surface of the old river, and in some areas the floor tends to give way under heavy weight. (Crafty adventurers can turn this to their advantage, luring unwary large creatures out over unstable areas of the ice.) Thou shouldst also look out for places where the ice becomes too smooth to offer easy purchase to the foot — these sections are everywhere.

On the upper level of the caves, in the northwest, thou shalt find an unhappy sight. There once arrived from the northern continent a party of explorers (1), hoping to learn the secret of our downfall. They died soon after entering the caves, their bones stripped by the yeti, but rose again, their aggrieved spirits seizing on the vast energy of the spell cursing these caves. The goods they left behind may prove useful: among other supplies, they carried with them a *Wis* runestone, and **scrolls of** *Water Walk* and *Map Area*. They also left behind a map describing parts of the upper level, and all of their exploring equipment.

Further south, thou wilt find stairs leading thee downward. On another fork, to the east of the stairs, some mighty champion met his end, leaving behind an **axe of Major Damage** and a **wand of** *Frost* with nine charges remaining (2).

When thou dost emerge from the stairs, thou wilt emerge near the home of the only human being left alive here, a tortured soul named Mokpo the Mad (3). He was driven from his native land because of his mystic visions, and in his unhappiness, he has concluded that our world is all a sad illusion. I believe there may be some truth to his visions, though — perhaps they may be of help to thee. His cave may also prove a safe haven for thee, as it is dirt, not ice, and lies out of sight of roaming monsters.

Following caves to the southeast will take thee to a river, a choked reminder of the great waterway that once ran through our city. On its western banks, though, thou shalt find a difficult trial — the ice there has frozen over so smoothly that if thou art not careful, thou shalt slide ignominiously into the river. Lying on the bank is a small **blackrock gem** (4), an artifact of the Guardian's magic, if I am not mistaken.

Across the river from the gem, lie what were once our city's great resource — the filanium mud flats (5). Now, however, they are almost entirely frozen over, forming a large region of treacherous slick ice. Far on the eastern end, some of the mud remains unfrozen, but it is guarded by three yeti, who have made their home there.

From Mokpo's cave, thou canst also set out directly eastward, toward the city proper. The first sign thou shalt see that our city once lived is the **Anodunos Dam** (6), which once held a warm tributary of the mighty Southern River in check. A stairway leading upward shall then direct thee to a sad figure — Sentinel 868, the last of our faithful ice golems (7). It shall attempt to bar thy way, as its geas dictates — I fear thou shalt be forced to destroy it, for it holds the only key to the door behind it.

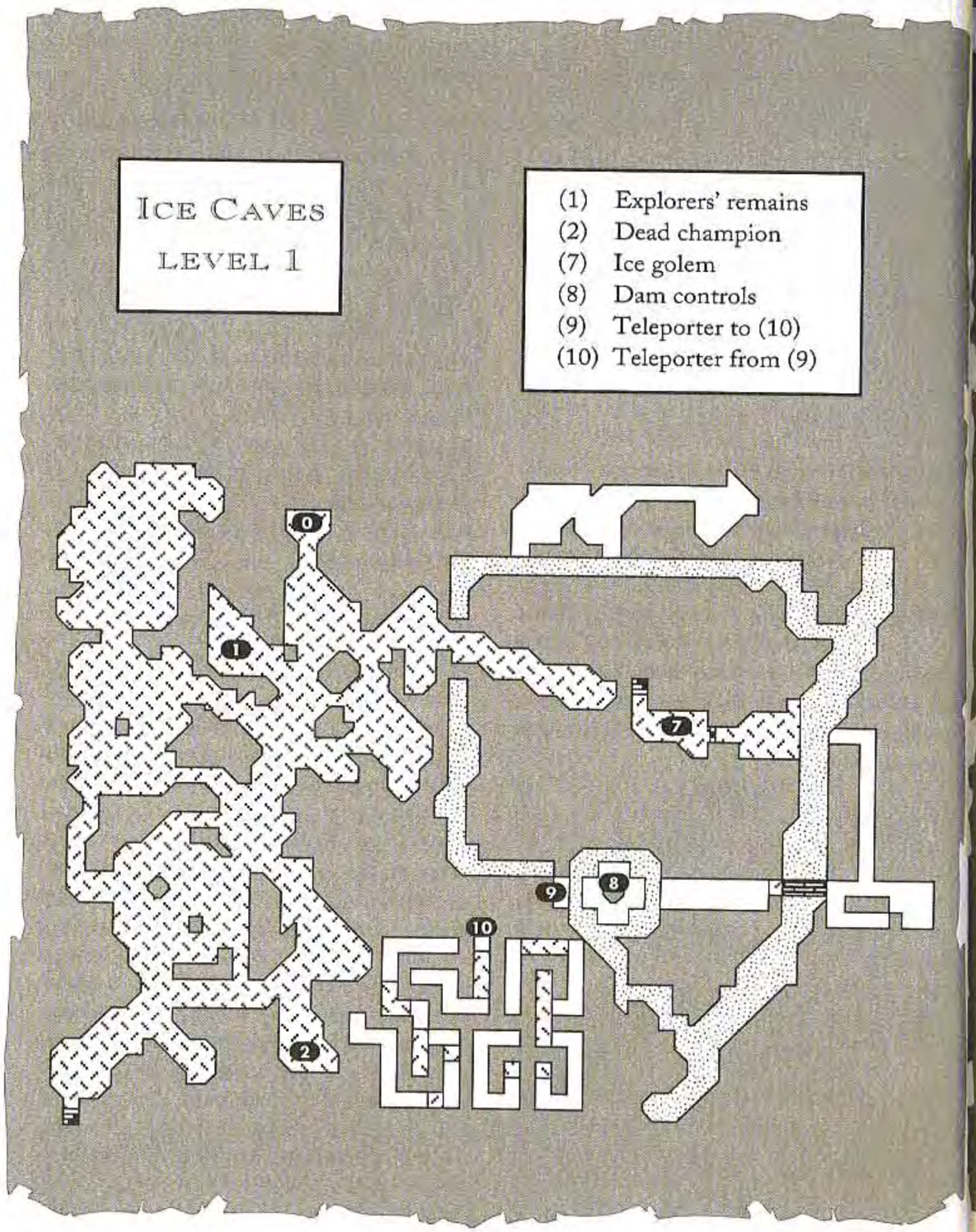
After crossing the river, and back again, thou shalt find the second obstacle barring thy way to the floodgate controls — the shifting maze. The four controls here (8) determine the configuration of the maze, which is reached by passing through the force field. First make sure that the lever, switch and chain are in the raised position, and that the button is in the "out" position. This configures the maze so that thou canst reach a key. Once you have teleported to the maze ((9) to (10)) and have the key, press the button, and pull the lever and switch down. The maze will now allow thee to reach the door to the floodgate controls.

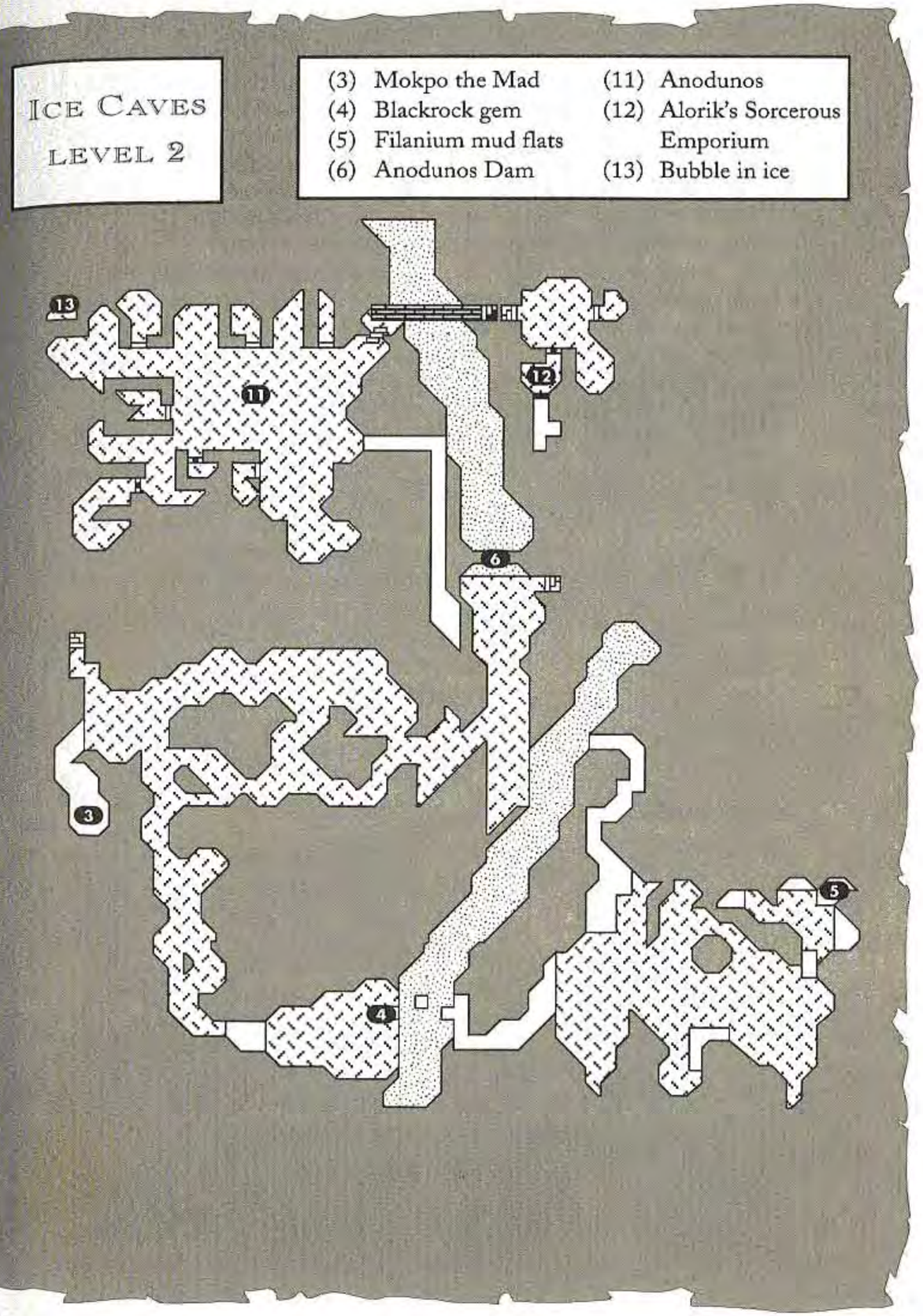
With the floodgates open, I believe the warmth of the river shall open a way through the ice near the dam, allowing thee access to the city itself (11). There, thou shalt find many riches, as the city once held great riches and not all of them have been plundered. Do not omit a visit to the site of Alorik's Sorcerous Emporium (12), which lies across the river, to the northwest of the city square — within abide certain wonders seldom seen; Alorik's vault may be opened by a switch on the eastern wall. A sample of what you will find within his walls includes a **wand of** *Smite Undead*, a **scepter of** *Mana Boost* and many magical runes. Beware the tower shield thou wilt find there — it bears a curse!

If thou art sufficiently skilled in the magical arts, perhaps thou might seek a bubble in the thick ice (13), which lies just to the

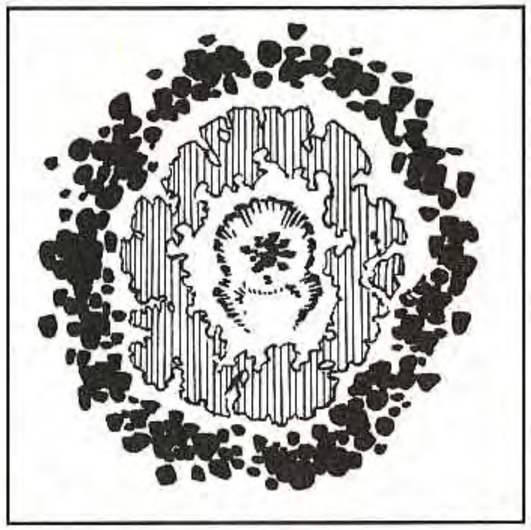
west of the northwest corner of my city — within it lie certain magical scrolls of great power — ***Smite Foe, Freeze Time*** and (beware!) ***Summon Demon.***

If thou hast further questions, thou canst ask them thyself, for I too haunt the city, its last inhabitant and last defender. I wish thee luck, stranger!





TALORUS



I am Hiztorian. It iz my funkzion to rekall the pazt, to any who azk me of it, even ztrange alienz zuch az thyzelf, Bishop. I will tell you of Taloruz, of itz pazt, both what iz diztant in time and what haz okkurred mozt rezently.

Zinze the koming of the entity dezignated "Guardian," all azpektz of Talorid life have been devoted to inkreazing the effizienzy of produktion. Thiz waz onze only one of the many Talorid virtuez, but now it haz bekome of paramount importanze to uz — I am not sure why thiz iz, only that it iz zo. The Guardian knowz a great deal about effizienzy, and haz taught uz how to behave in order to makzimize the amount of goodz our zoziety can produze.

To thiz end all Taloridz have adopted funktionz, and funktion kodez. I will lizt them for you, and show you where they are on thiz map, so that you kan find them if you zeek further informazion.

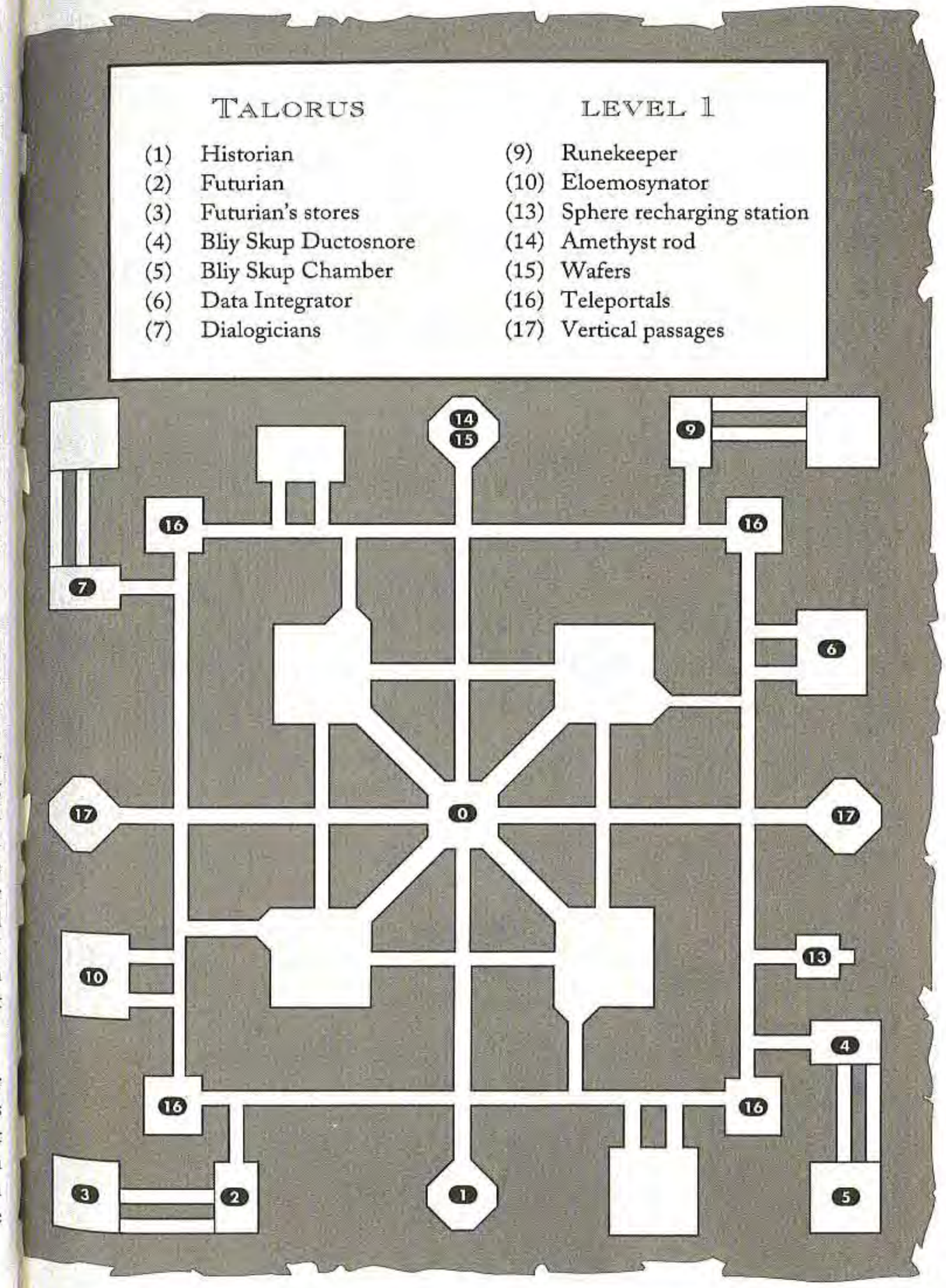
Note: As with the Britannian, Fissif, I have eliminated the foreign elements from the Historian's speech in my transcription.

Historian (1). That is myself. There are fewer and fewer Historians functioning these days — the Guardian says they do not contribute sufficiently to efficient production to warrant their continued consumption of resources.

Futurian (2). This entity is concerned with the Future, hence its efficiently coined function code. It forms plans, and makes very accurate predictions of events which have not yet happened. I do not like the Futurian, because I do not find contemplation of the future a pleasant or rewarding occupation. You would probably find him more interesting, though. He also possesses a large stock of items (3), which he believes will become useful at some point in the future.

Bliy Skup Ductosnore (4). In times past, Talorids reproduced in a mode known as "sexual," but in modern times we are manufactured or "skupped" in Skup chambers, by ductosnores. The Bliy Skup Ductosnore is very important, for the Bliy Skup Chamber (5) controls the Skupping patterns for all the Skup chambers in all of Talorus! The Guardian must trust him implicitly, for the Skup chambers are the center of the Guardian's power in our world. If only the Skupping codes could be restored to their former state ... but I must not think such things — I am Historian, and such speculations are not my concern!

Data Integrator (6). The Data Integrator answers questions, and resolves problems arising from contradictory data input. It also helps others manipulate information crystals appropriately, but this function can only be accomplished if requests are phrased very precisely.



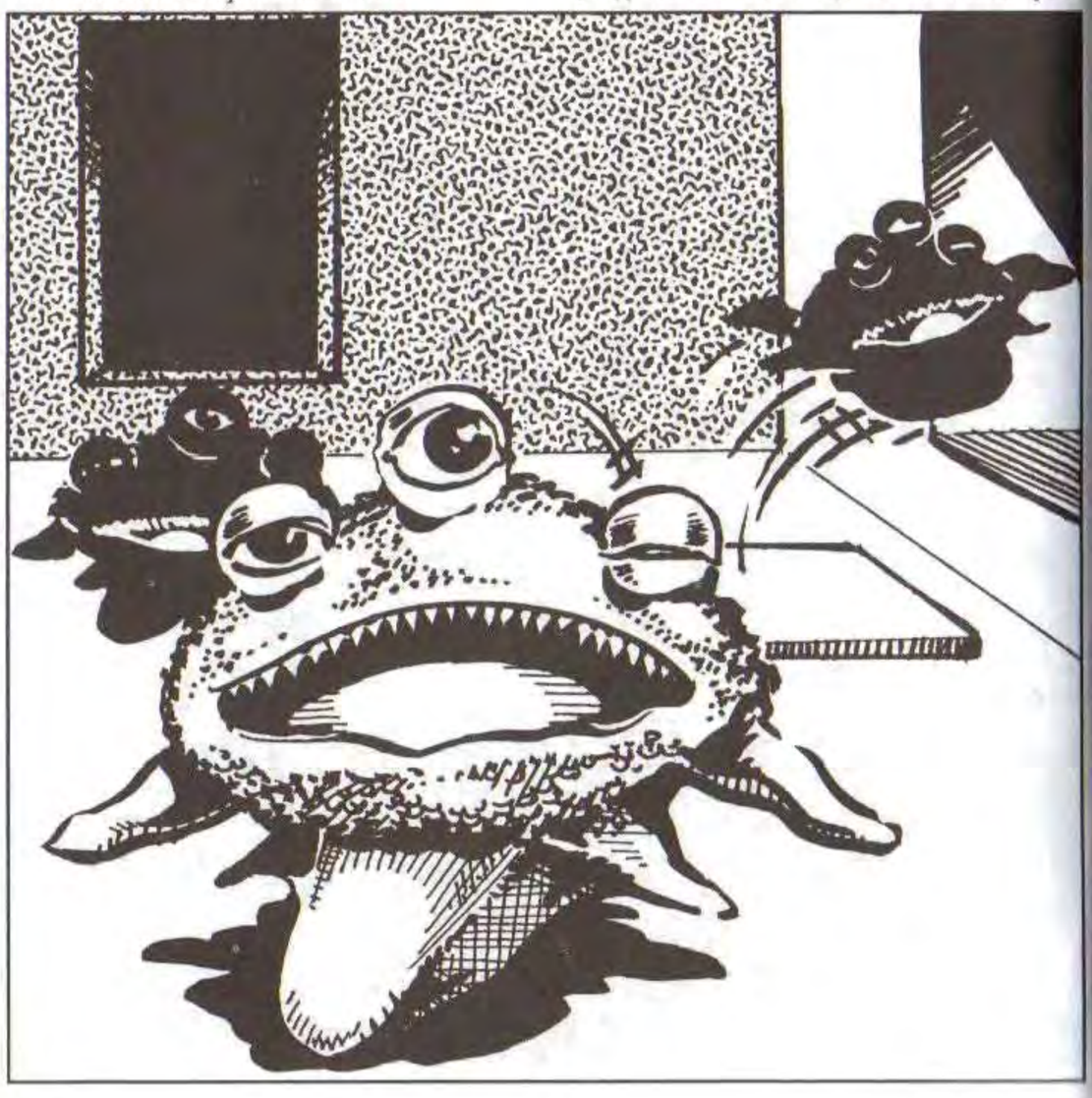
Dialogicians (7). The Dialogicians assist Talorids in phrasing their communications with one another.

Vorz Ductosnore (8). The Vorz Ductosnore is in charge of the Vorz Skup Chamber, which manufactures Vorz. The Vorz are semi-intelligent animals which perform menial tasks on Talorus, such as delivering messages, carrying heavy objects, and neutralizing hostile aliens.

Runekeeper (9). The Runekeeper is in charge of all runes produced in this area, which are largely *Kal* runes, but include the occasional *Corp* stone as well.

Eloemosynator (10). The function of the glorious Eloemosynator is high above that of us common Talorid entities. It cannot here be explained in a way that would fully convey the grandeur of the processes carried out by that one.

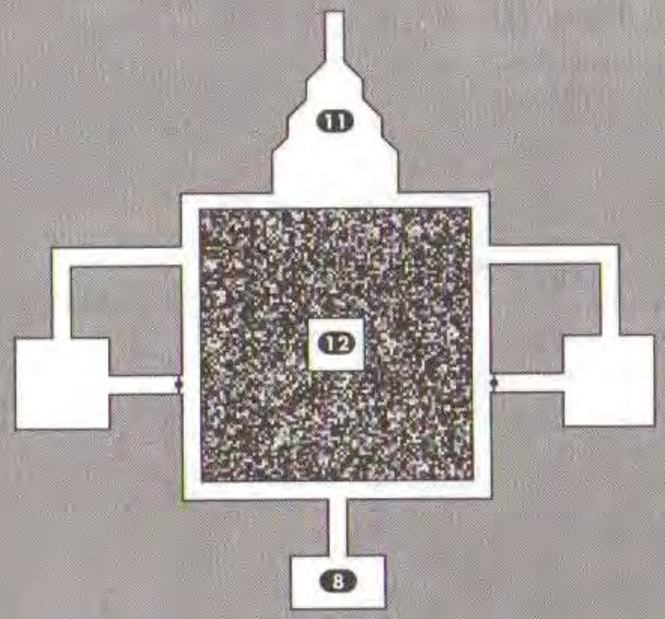
There are other interesting features to be found in our complexes on Talorus. The four corner rooms (16) each contain three teleportals, one to each of the other three rooms. If you are traveling on the lower level (which may be reached through either vertical passage (17)), do not omit to visit the fabulous garbage disposal area (11), where there are items which you might find interesting and fun, though they are of no use to us. In particular, the **boots of *Bouncing***, and the **scepter of *Shockwave*** might appeal to you. You may recognize the boots by their worn condition. I am worried about this area though — a strange **blackrock gem** (12) has appeared on an island in the middle of the lava area, yet it does not serve any Talorid goal I am aware of! You may also wish to acquire some light spheres at our **sphere recharging station** (13), or a pretty amethyst rod (14), or some delicious nutritious wafers (15)!



TALORUS

LEVEL 2

(8) Vorz Ductosnore
(11) Garbage disposal
(12) Blackrock gem



Scintillus Academy

Note: Although it seems that the Guardian has slain the entire faculty of the Scintillus Academy, I was able to recover some written records of that place. Most were illegible or not useful, but these two seem most relevant.

---Bishop

Final Examination Grading Report

Petitioner Mareta Larien
Instructor Rovilar Pandtha
Grade B

Note: Most students, given the allowance of one magic item (of their own design, of course), opt for some type of magic armor or weapon. This is hardly surprising, given the reputation of the test. Mareta, however, spent much of this past year crafting a wand of *Magic Arrow*, and managed to imbue it with over twenty charges! Her grade has been raised slightly for this achievement.

Section I --- Lateral Reasoning

Mareta, like most students, solved this preliminary "puzzle" with ease. It took her less than a minute to deduce the causal connection between the pressure plates (1) and portculli, and therefore the obvious use of the gold box. Although her first choice was the central gate, she was able to easily dispose of the mongbats (2) with her *Magic Arrow* wand. She then opened the rightmost gate (3), and exited.

Total Time 2 minutes, 31 seconds
Spells Used None

Section II, Part 1 --- Equilibrium and Non-Local Causality

Mareta used the standard "slide and explore" method of completing this area, but more carefully than most. She seemed ready to use *Open* on the gate

(4), but eventually she found the button (5) that opens it automatically, thus saving the spell. Her memory (semi-eidetic, by the way) of the location of the non-slick platforms helped her to achieve an impressive time on this section. Also, it should be noted that her initial caution saved her from falling in the river, a mistake that many students make.

Section II, Part 2 --- Synchronization

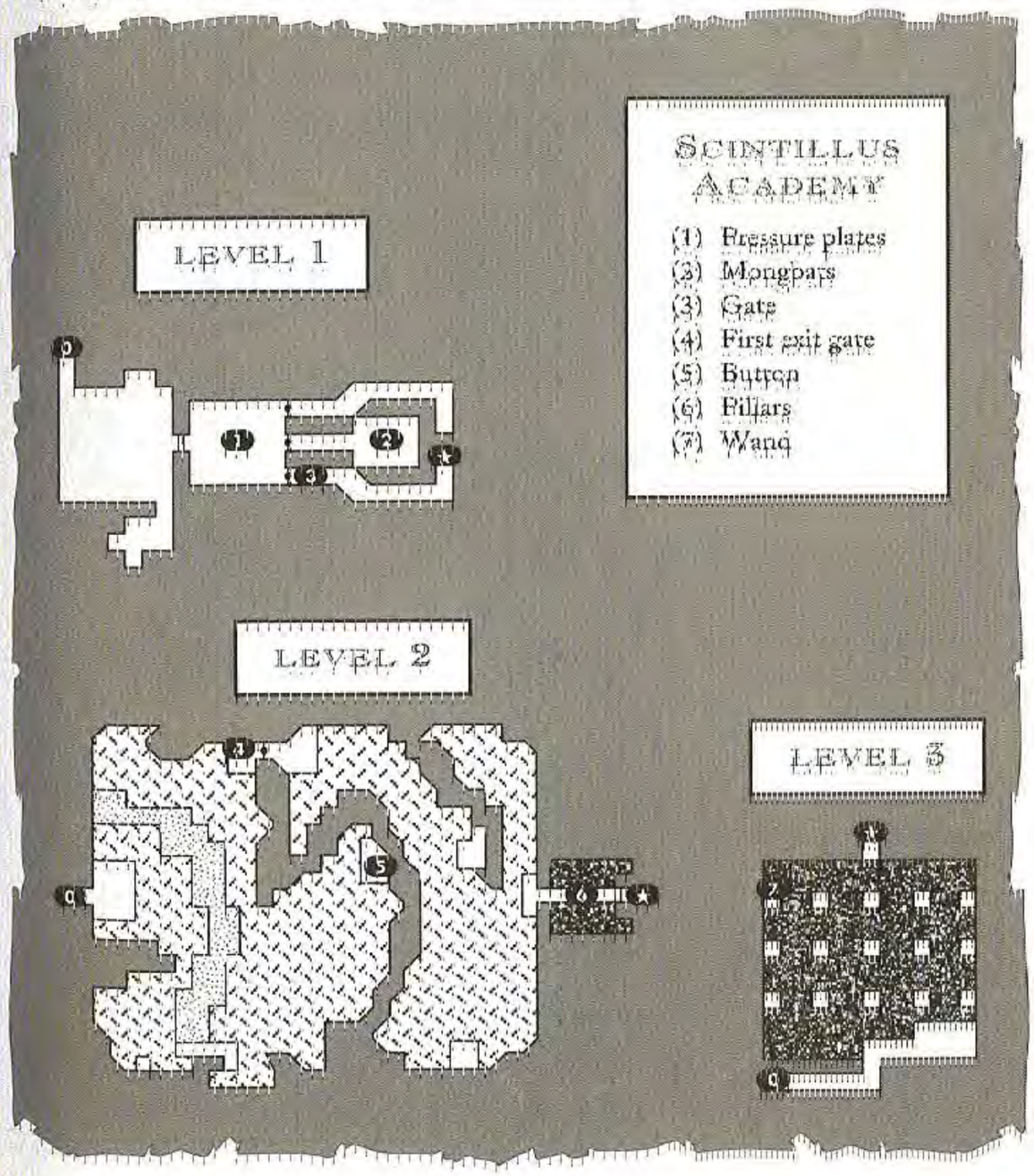
The student was struck by one sling stone as she crossed the pillars (6). It caused no serious injury, but points were docked for poor timing.

Total Time 14 minutes, 6 seconds
Spells Used None

Section III --- Psychokinesis and Terraforming

Mareta was very methodical about this section, but took too much time completing it. She chose to try the wand of *Telekinesis* (the one we place just past the entry point in this section) on each of the six buttons, and mentally recorded the pattern of pillar movement for each. This was not necessary; after the first three, she could have deduced a way across to the north exit. Also, she cast *Daylight* so that she could use most of the buttons from the starting square. Note: She was able to identify the *wand of Telekinesis* on sight, without the use of the wand of *Name Enchantment* (7) we also provided.

Total Time 29 minutes, 53 seconds
Spells Used *Daylight*



Section IV — Spatial Reasoning

After assessing the nature and size of the "staircase maze," Mareta used almost all of her remaining mana on a *Fly* spell, which is a fairly common tactic. She is neither rewarded nor penalized for this strategy, for while it enabled her to reach the northeast tower quickly and without unnecessary exploration or combat, it was not a very judicious allocation of her mana. It almost cost her her life, in fact, later in the test. She did manage to land on both the northwest (8) and southeast (9) towers and snatch up the keys without engaging the skeletons in combat. We cannot therefore score her against the optimal-walking-path and combat-performance criteria.

Total Time	8 minutes, 17 seconds
Spells Used	*Fly*

Section V — Effects and Constraints

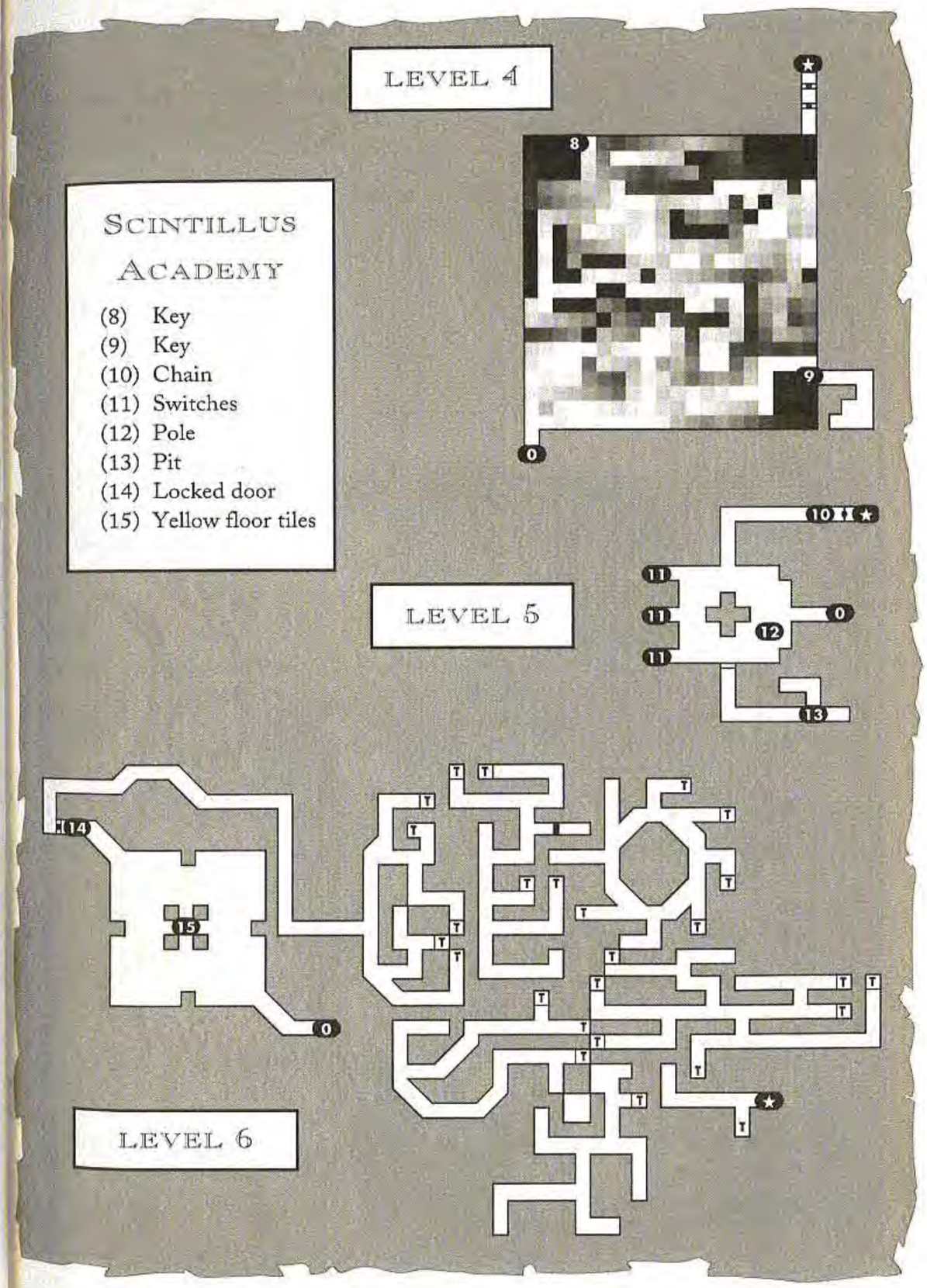
Candidate Lanen did very poorly on this section, which frankly is surprising given her usually reliable intuition and reasoning. She started by going through the open door and pulling the chain (10) at the portcullis, before she had even considered the three switches (11). Of course, she was rewarded with a hostile skeleton, which required five uses of her wand to dispatch. She returned to the main room, where, after spotting the three pressure plates directly in front of the switches, she used the pole (12) to flip them and unlock the other door. She then "took the bait" again, pressing the button before jumping across the pit (13). It took most of the remaining charges on her wand to kill the headless, and in the combat she was badly wounded. Since she had used the *Fly* spell in a previous section, she had only enough mana remaining to cast *Lesser Heal* on herself. This stopped the bleeding and healed the bone, but the arm was mostly useless for the remainder of the exam.

Total Time	21 minutes, 22 seconds
Spells Used	*Lesser Heal*

Section VI — Risk Avoidance

Mareta recovered nicely from her trouble with Section V, and solved Section VI in textbook fashion. After discovering the locked door (14), she stepped on one of the yellow floor tiles (15), creating one of the passive headlesses. When it made no move to attack, she examined the central area, discovering the key and the arrows. From the evidence, she divined the location of the arrow traps, and the role the headlesses played in surviving the puzzle. She then made her way through the maze, and seemed not to even consider the exam termination platforms, despite her injury. Note: Although students are not allowed to take written notes during the exam, Mareta managed to traverse the maze with fantastic efficiency, no doubt with the aid of her semi-eidetic memory. Her time on this section was the fourth fastest on record.

Total Time	13 minutes, 44 seconds
Spells Used	None



Section VII — Nonreversible Processes

This section started well for Mareta, but almost ended in disaster. She realized after only two jumps that landing on an arrow causes the platform to which it points to vanish, and found the correct path in short order. However, she failed to consider the alcoves, and so had not retrieved the key (16) when she reached the door. Back she went, no doubt cursing herself for having used all her mana and not being able to cast *Open* on the door. It was hard for her to swim with her wounded arm, but she did find the key. Unfortunately, on her swim to the ramp, the lurker found her. Before she could kick to the shore, the beast landed several blows with its tentacles, bruising two of her ribs.

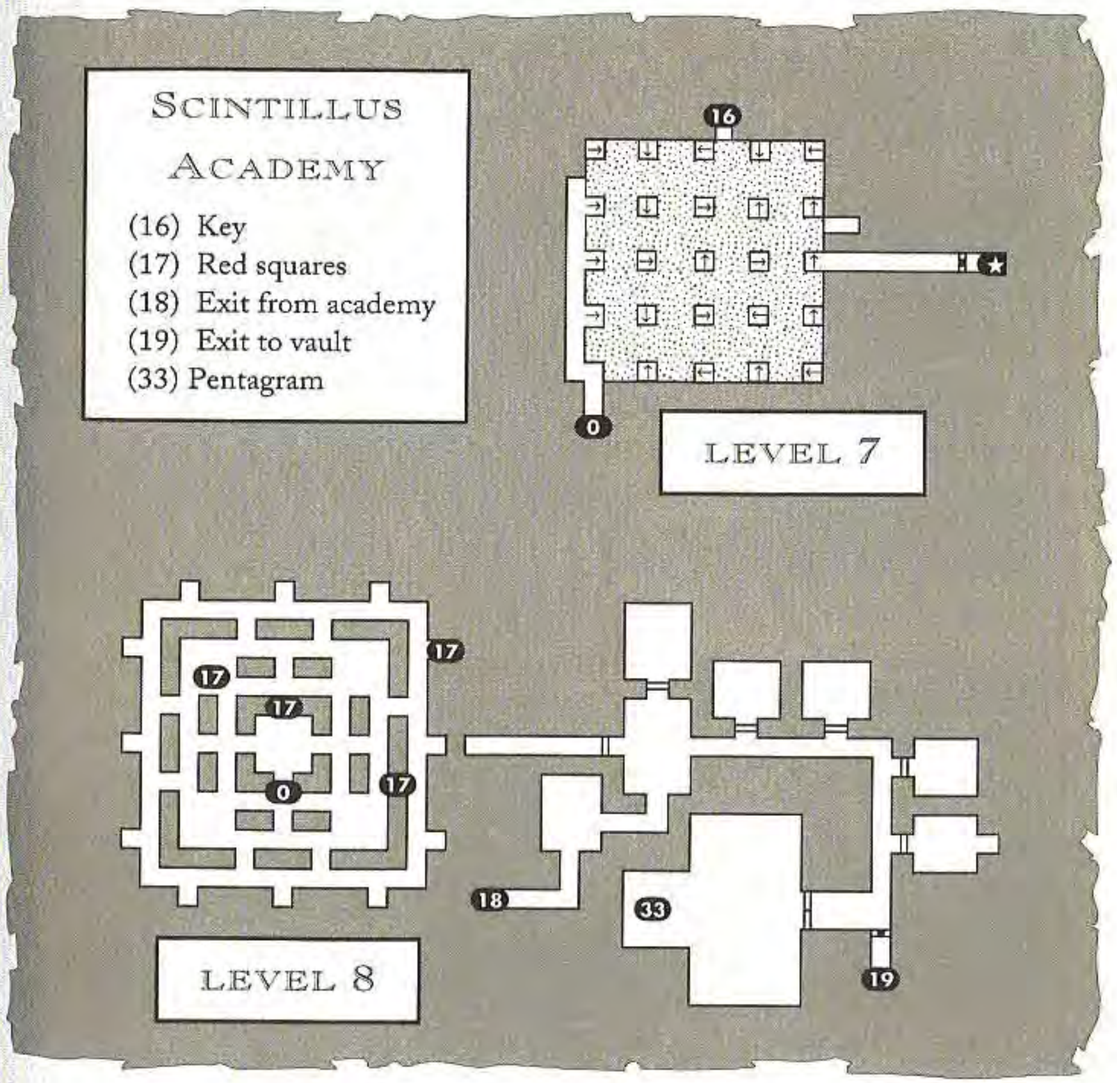
Total Time	15 minutes, 1 second
Spells Used	None

Section VIII — Correlations

Mareta handled the final section of the exam with ease, which improved her grade and probably saved her life as well. Had she chosen a trial-and-error approach, the monsters would likely have finished her off, given her weakened physical state. Fortunately, she divined the correlation between the posted numbers and the red squares (17) on each level after only one mistake.

Total Time	7 minutes, 12 seconds
Spells Used	None

Final Comments: Mareta finished the exam in 1 hour, 52 minutes, 6 seconds, an average time which does not warrant bonuses or penalties. Her caution and memory are to be commended, as is her ability to draw quick and accurate conclusions from minimal evidence. Her troubles in the exam were largely the result of an occasional lack of thoroughness, which her first few years in the Guild should cure. Given her satisfactory performance on the test, and her excellent academic record, I am pleased to announce Mareta Lanen's successful graduation from the Scintillus Academy, and her new title of Full Mage.



Secure Vault

Devrow,

I am most pleased to hear that my vault has baffled the junior faculty! Let's give them a hand, shall we? I've written up a set of directions through the vault — I trust you have your copy of the key. If not, you may come to my room and borrow mine. Also, I may be the only faculty member with enough fraznium to pass a human body through the force field — get one of the shapeshifters to help you, or come see me and I'll retrieve it from my wall safe (if you're in a jam and I'm not home, the switch is hidden on the opposite wall).

The key gives you access to the vault, and lets you through the first door inside. Beyond that door is the first real barrier — a Rune of Stasis (20) floating directly in the path of a bouncing fireball. You can cast Dispel Rune, *or use other means to set off the rune from a safe distance. Your next obstacle is a locked door, which can only be opened by pressing a button (21) that is too far away to reach.* Telekinesis *allows you to press the button, or perhaps one of the sharpshooters can hit it with a* Magic Arrow. *The path continues on toward the water maze.*

In the water maze, you must first find the switch (22) that opens the door, and then reach the door itself (23). Since the switch is high on the wall, you will either need to be Water Walking *or have a pole to reach the switch. When you exit the water maze, you will find yet another locked door — to open this one, turn left and then walk straight ahead, ignoring the illusionary walls in front of you. (There is a maze here, but* all *of the walls are illusory.) Flip the switch (24), and then head back to the door.*

The door you have just opened stands on a ledge above a wide purple pit. It the first of three such pits, which are separated from one another by black walls. You can cast Bouncing, *and bounce over both of the walls to the pool beyond, or just* Fly *across. Alternatively, you can jump down into the first pit and walk through the red Moongate (25). This will take you to a pedestal in a fiery region (26) with right, left and center doors. Behind the left door is a pull chain guarded by an imp (27) and behind the right door is a key guarded by a hordling (28). Using the key and chain will get you through the two center doors (there is another door behind the one you can see, guarded by a despoiler) and the Moongate (29) beyond. The Moongate transports you to the pool (30).*

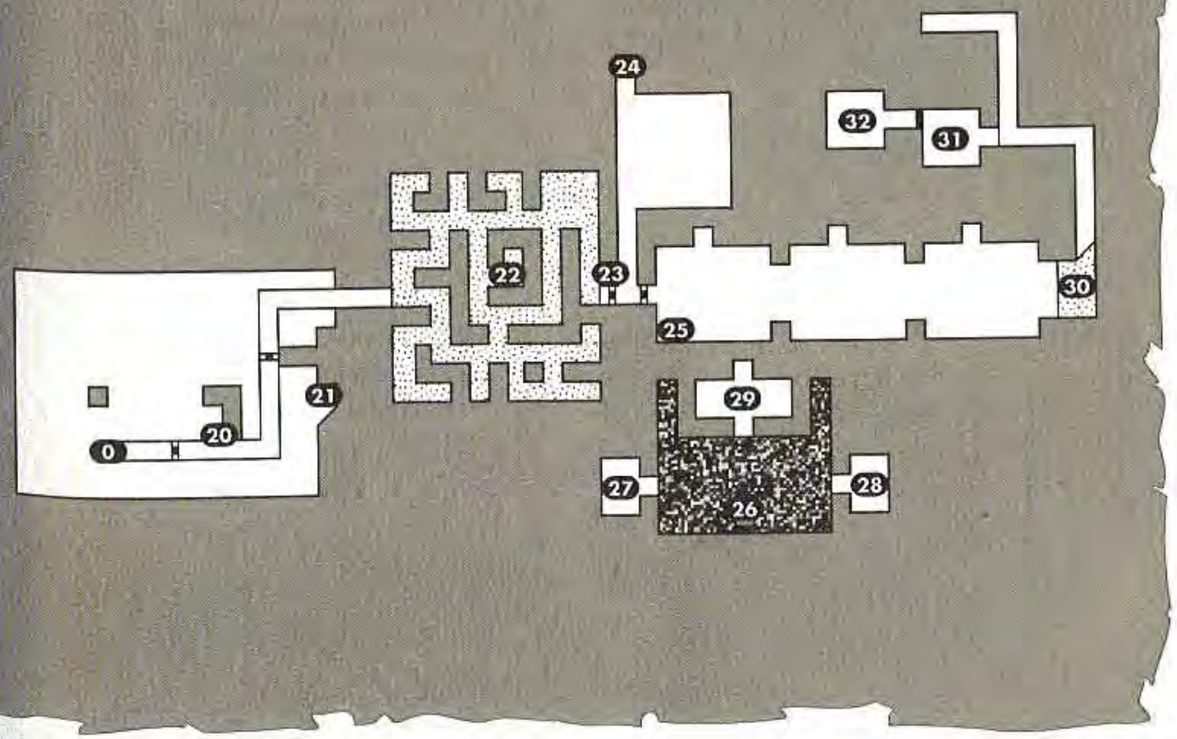
From the pool, you climb up on the gray path and continue. Follow the path as it bends to the left, but when it bends to the right, keep walking straight instead. You will walk through an illusionary wall, and find yourself in the Outer Vault (31)! The chest here contains Flam *runes, and some other treasure. Another of the walls within the Outer Vault is illusory; beyond it lies the Inner Vault (32), which is protected by a forcefield. You will need a pair of fraznium gauntlets or the fraznium crown to get through. Searching the floor of the Inner Vault will reveal the valuable* Vas *and* Tym *runes, as well as the axe of Fire Doom and a scroll of* Smite Foe.

Good luck — I wish I could have been there to see Parolos in the water maze!

— Rovilar

Scintillus Academy Secure Vault

(20) Rune
(21) Button
(22) Switch
(23) Door
(24) Switch
(25) Moongate
(26) Fiery region
(27) Imp
(28) Hordling
(29) Moongate
(30) Pool
(31) Outer vault
(32) Inner vault



Pits of Carnage

At the bidding of my esteemed colleague Bishop, I, Zoranthus the Mage, shall undertake for you a description of the terrain surrounding my squalid residence. The Pits of Carnage, which have been my home for many years now, are a savage prison in a savage world. On the surface above, the Guardian uses my people as soldiers in his wars against other dimensions. The few that return alive are granted rich rewards for furthering the Guardian's bloody cause, so there is a fierce competition to become a member of his elite forces. Much like the prison here, the law of the surface is one of violence and cruelty.

Mind you, it was not always so. In the years before the Guardian came to rule, mine were a people who lived with honor and chivalry. Slowly, over the course of decades, the Guardian twisted the values of my folk, replacing honor with treachery, and chivalry with bloodlust. For those who became too dangerous, or whom the Guardian deemed to be a threat to his new order, the Pits of Carnage were constructed as a "permanent solution." There is only one entrance to the Pits, and that is kept magically sealed by the Guardian himself.

Down here, there is no law, save that which can be enforced at swordpoint. A mockery of order has arisen around the four arenas, wherein one warrior can challenge another to a death duel, but in reality there is as much wanton violence outside of these arenas as there is within.

I myself am the only "resident" of the Pits who lives here by choice. As a mage of considerable abilities, I find it convenient to conduct my research and experiments in the dungeons below the prison itself. It is, after all, the last place the Guardian would expect to find opposition. The brutal inhabitants of the Pits do not venture down to where I live — there are creatures living below that even the strongest prisoners would fear to combat.

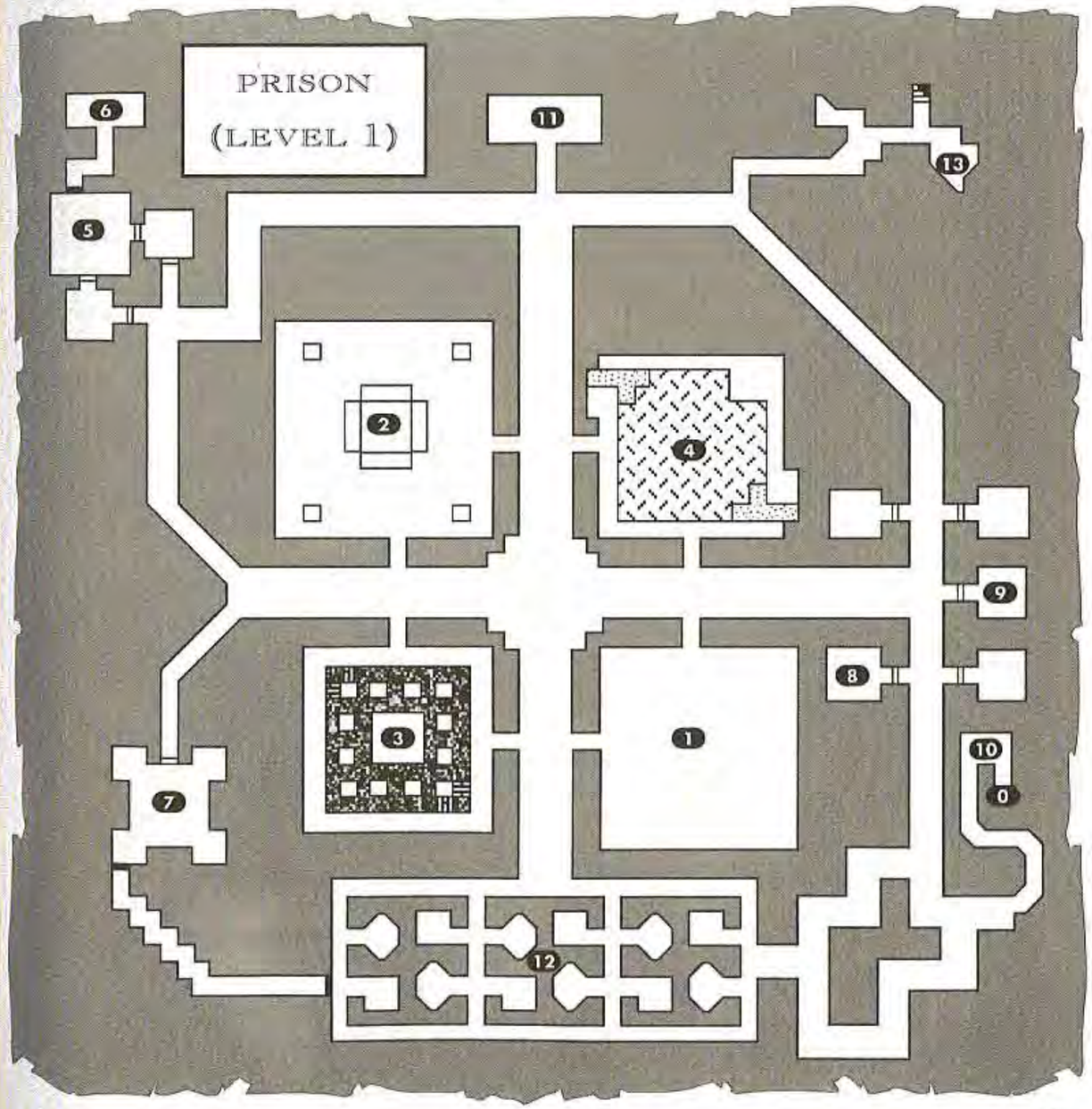
I have compiled here a description of the Pits of Carnage and its dungeons below, commenting mostly on the inhabitants, and somewhat on geography and noteworthy artifacts. From my well-concealed laboratory I have been able to scry extensively into the levels above and below.

(1) Earth arena
(2) Air arena
(3) Fire arena
(4) Water arena
(5) Dorstag (champion)
(6) Secret treasure room
(7) Zaria (sorceress)
(8) Jospur (oddsmaker)
(9) Zogith (mage)
(10) Krilner (coward)
(11) Trap door
(12) Barracks
(13) Corpse

Prison

Arenas. The geography of the prison is dominated by the four arenas — earth (1), air (2), fire (3) and water (4) — in which any prisoner may challenge another to a duel. Earth is a straightforward fighting pit. Air is filled with hovering platforms and bouncing pads, which make it the preferred arena for mages, since they can stand on a platform and bombard opponents from a distance. Water, with its patches of slippery ice, is chosen by warriors with more dexterity than brute strength. Fire is for the daring and the foolish, with its pits of lava and deadly bouncing fireballs.

Dorstag (5). Dorstag is the toughest warrior in the Pits, and he has gained enough prestige among the prisoners to have made himself something of an untouchable. He lives in a suite of rooms in the northwest corner of the prison, surrounded by bodyguards and flatterers. To the north of his personal chamber is his secret treasure room, where he keeps, among other things, an enchanted **cudgel of Entry** (6), with which he can batter down even a securely locked door. One



time, Dorstag took a troop of warriors down to the lower dungeons, but a great troll slew all of his men and left Dorstag himself with a permanent scar. Another note: Dorstag has recently discovered a strange gem, which he guards jealously.

Zaria (7). Zaria is a powerful sorceress, second only to Dorstag in might and prestige among the prison denizens. Her room is located to the southwest, protected by runes of fire. She has in possession several runes, including a rare *Nox* rune, as well as a **potion of Basilisk Oil** and a **scroll of *Flame Wind*.**

Jospur (8). Jospur is a crafty old fellow who has found a way to turn arena combat into a profitable enterprise. Using one of the rooms to the east as his office, he allows warriors to bet on themselves in arena combats against two or more foes. There is always a demand for Jospur's services, since success earns a warrior both gold and prestige.

Zogith (9). Zogith is a mild-mannered mage who lives in one of the eastern cells. He has modest powers, but none that rival those of Zaria or myself. He has gathered facts and rumors about the prison and dungeons, and has also discovered the runic formula for a rare spell he has named *Valor.*

Krilner (10). Krilner is a cringing man, who has chosen to stay hidden from the stronger inhabitants of the Pits. He does know something of the other prisoners.

The trap door (11) through which prisoners are dumped into the prison can be found to the north, but the Guardian has placed a powerful magical seal over it; no prisoner has ever escaped from the Pits. Most prisoners live in the general barracks area (12). The stairs down to the dungeons are in the northeast corner. It should be noted that although most of the bodies in the Pits have long since been looted, there is a corpse near those stairs that still possesses a **magical shield** and a **scroll of *Portal*** (13).

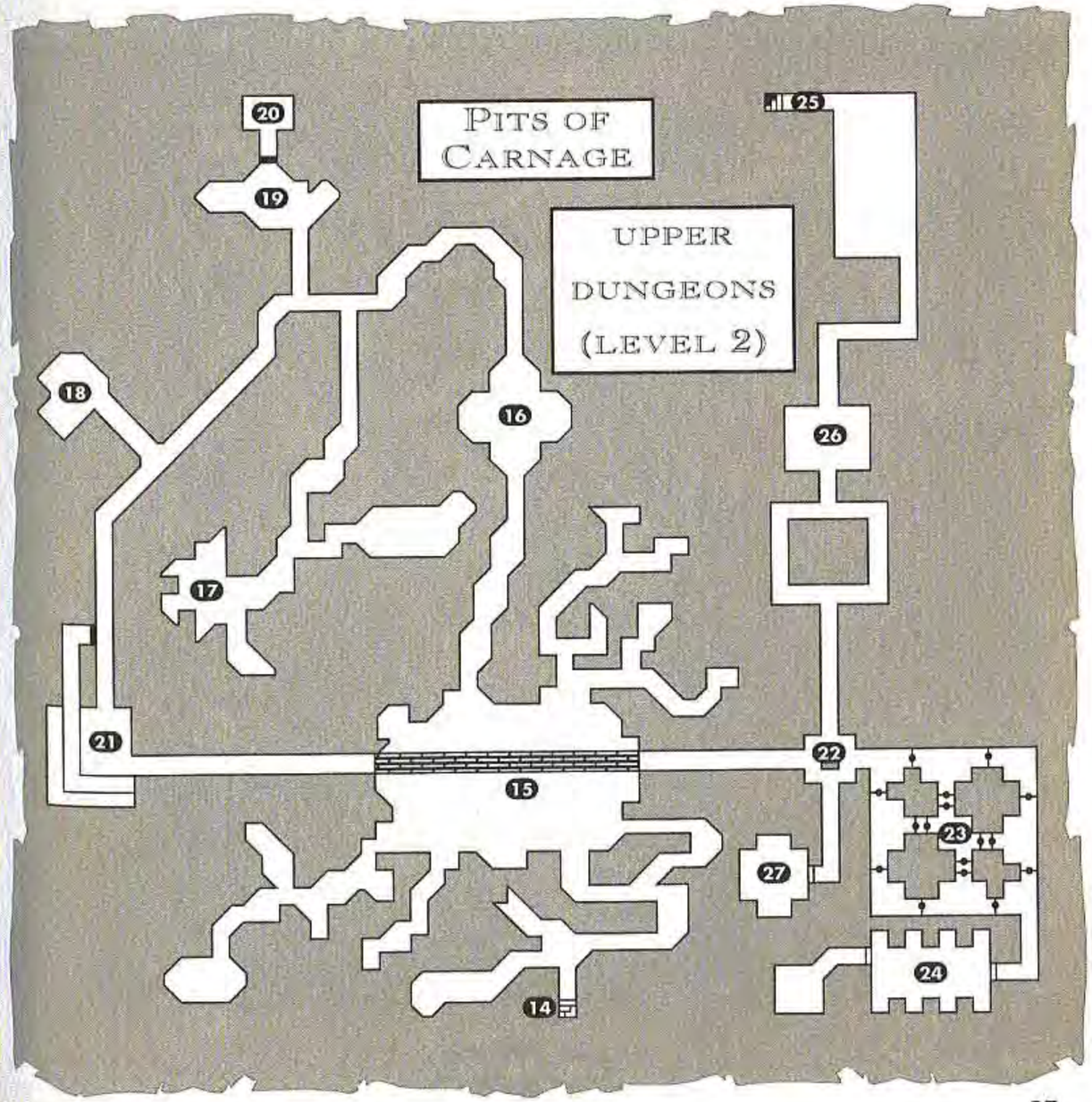
Upper Dungeons

This is the level on which I have made my home, though to reach my chambers, one must deal with many hostile creatures. After leaving the staircase (14) you find yourself in the main cavern (15), home to a flock of hostile vampire bats. The path to my home is on the north wall of this cavern, though one who sought to flee in that direction from the bats would run right into a small pack of vicious headlesses (16)! Also on this level is a gazer lair (17), a den of wolf spiders (18) and a nest of mongbats (19). At this last, a sharp-eyed adventurer might notice a slab of incongruous black marble floor, which marks the presence of a secret door. Behind this door, an Earth Golem guards an ancient treasure that includes a **potion of *Speed*** (20). Beware when you cross the blinking pits (21), lest you fall down to the lower dungeons (32). Keep to the right, and thou shalt pass over safely.

Going eastward from the warning signs I have placed (22) you will find my last line of defense. This is a maze of portculli and buttons (23), and although I will not say here exactly how to pass through it, know that one can traverse the maze by pressing only one button! Beyond the maze you will find me, Zoranthus the Mage (24), no doubt immersed in my studies. I have almost found a way to trap an air-daemon in a magical bottle, and I do not doubt that I will be successful soon.

Going north from my warning-sign will take you to the stairs down to the lower dungeons (25), though be warned that there is a hordling (26) guarding the way. Going south will lead you to a gruesome sight: many years ago, some other mage must have been trying to summon a daemon into the material world (27). It would appear that he succeeded — and was then destroyed by the daemon for his efforts.

(14) Stairs to Level 1
(15) Main cavern
(16) Headlesses
(17) Gazer lair
(18) Wolf spiders
(19) Mongbats
(20) Earth golem
(21) Blinking pits
(22) Warning signs
(23) Maze
(24) Zoranthus the Mage
(25) Stairs to Level 3
(26) Hordling
(27) Unsuccessful mage



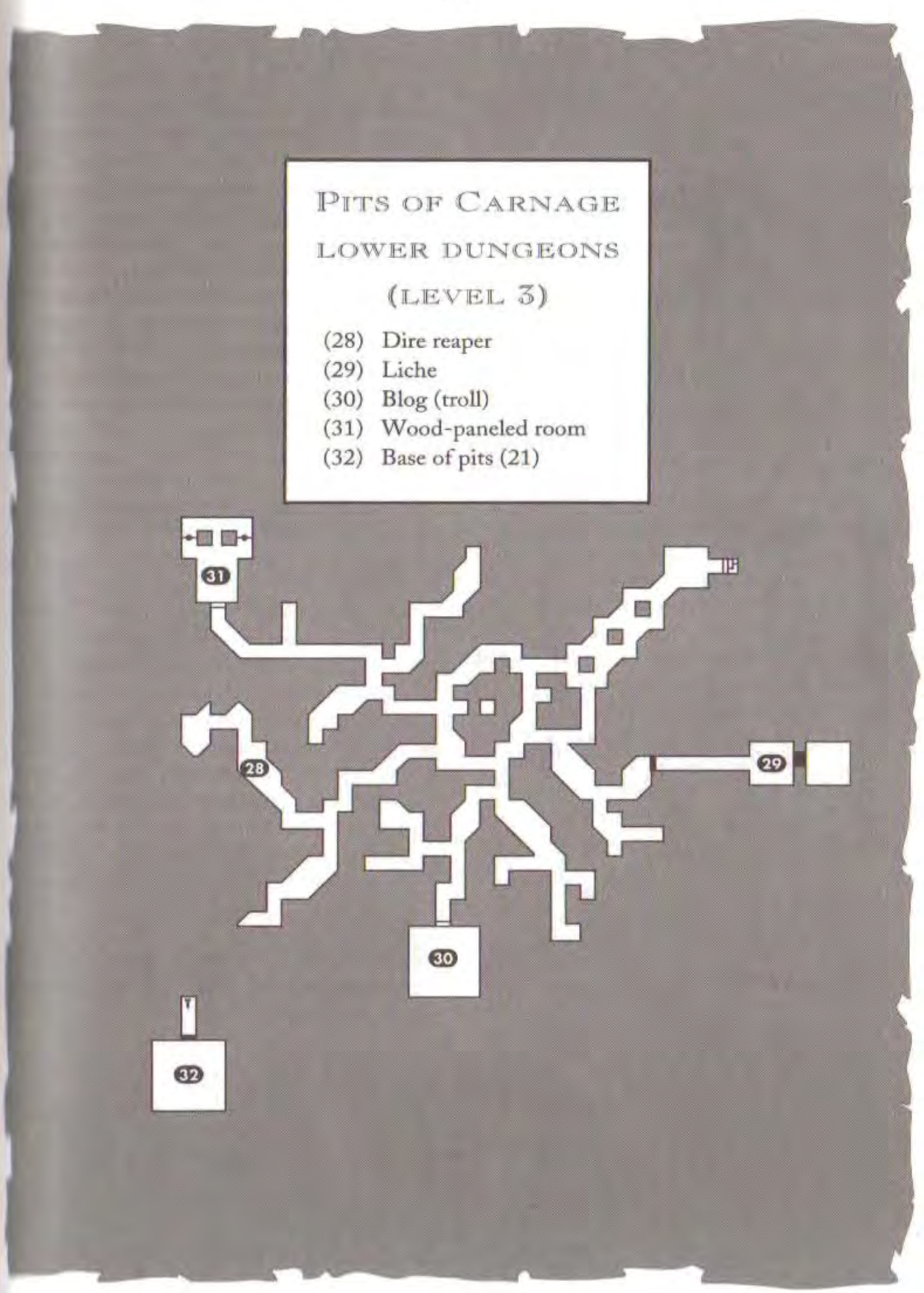
Lower Dungeons

I have not spent much time or energy scrying the level below, but I have noticed a few things of interest. I know that a dire reaper makes its home there (28), and that it guards a treasure including a **potion of *Iron Flesh***. (Also, it is a little-known fact that the arm of a slain dire reaper can be used as a **wand of *Lightning***.) A liche (29), a former colleague of mine come to an unpleasant end, also makes her home here. She has become a thoroughly evil creature since her untimely return from the dead, and were I an expert at combat magic, I might put an end to her prolonged existence myself. She has collected a **scroll of *Reveal***, a **wand of *Bleeding*** and a ***Flam*** rune.

A friendly great troll named Blog makes his home there too (30), the same troll who once almost killed Dorstag. I suspect that Blog might prove a useful ally against Dorstag, if one ever had the need.

In the northwest of this level is a strange wood-paneled room (31), where a good treasure can be had, if one has the means to flip switches through a locked portcullis.

If you are unfortunate enough to fall through into the rat pit (32), exit the room through a secret door in the north wall, and teleport back to the main cavern (15).



Tomb of Praecor Loth

It is with regret that I, Eshka the Unstable, finally put aside the plans to the Tomb of Praecor Loth, perhaps the finest structure I have ever designed. 'Tis unlikely I will ever build anything again, unless it be as a menial slave to the Guardian — perhaps I shall finish my days rowing a slave galley, or carving granite in the Logris Mountains. When the last of our citadels falls, the glory of my work shall be lost to history. The winter snows will cover the tomb, roads will decay and the stone crypt I built into a hillside for Praecor Loth will vanish into the trackless steppe.

No one will ever hear again of my necropolis save in this record, in which I shall set down the details of what was built there, what happened later, at the funeral, and what I discovered many years later, when I returned to the tomb to inspect my work. If any should ever discover this document in the place I shall hide it, I beg thee, merely read awhile, as long as it suits thee, then replace it in its niche for the next one to find, perhaps one hundred years hence.

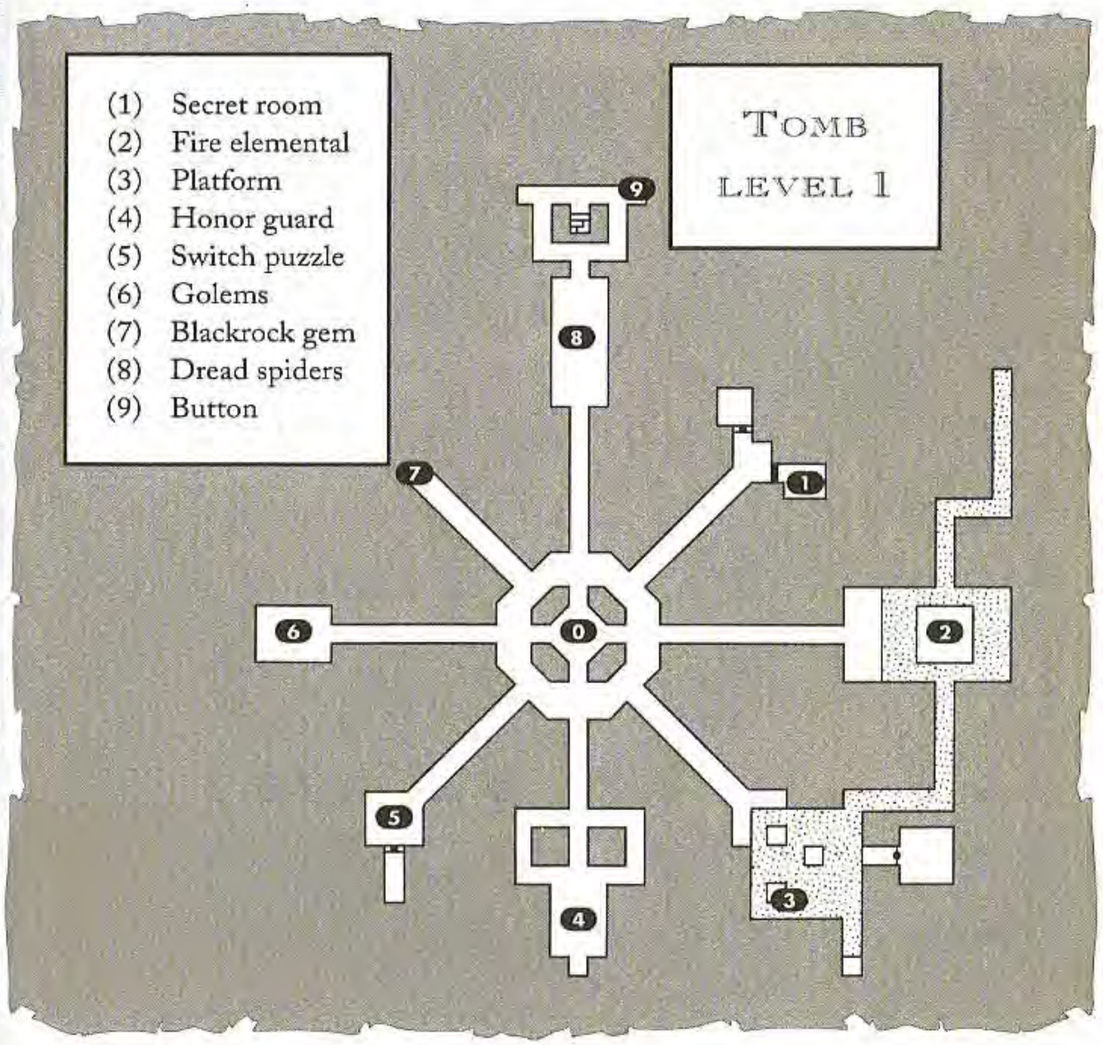
Following King Loth's sudden death at Rhyna, I was commissioned to construct a tomb for him to rest in, a building which would function as both a memorial hall and a vault in which to store his famous horn, so that it would be safe from tomb-robbers. It occupies four floors — the first and third floors function as a varied set of defenses to destroy intruders, and the second and fourth floors are occupied by the bodies (and, perhaps, the spirits) of those who in life were close to the king.

The first floor consists of a central hub, with eight spokes radiating out from its center. At the far end of each spoke I have hidden a piece of map which describes a part of the third floor. If any should ever wish to penetrate the tomb, their first mission should be to obtain these maps, and this would make their passage through the deadly maze on the third floor much easier. For those who have obtained the set of maps stored with this document, this is of course superfluous. However, the spokes are worth describing for the sake of the treasures stored there, and also those dropped later by the Guardian's soldiers as they were cut down by my traps.

The northeastern spoke conceals nothing but a piece of map (1). There is a sturdy door at the end of it which leads to an empty room, and a secret door where the map itself resides. At the end of the eastern spoke I trapped a fire elemental (2) on an island of water — he carries his map with him in a specially crafted map-case. One warrior who fell to him wore a **breastplate of Very Great Protection,** which still lies there on the island. The southeast spoke ends in a pool of water, with three platforms, and a portcullis.

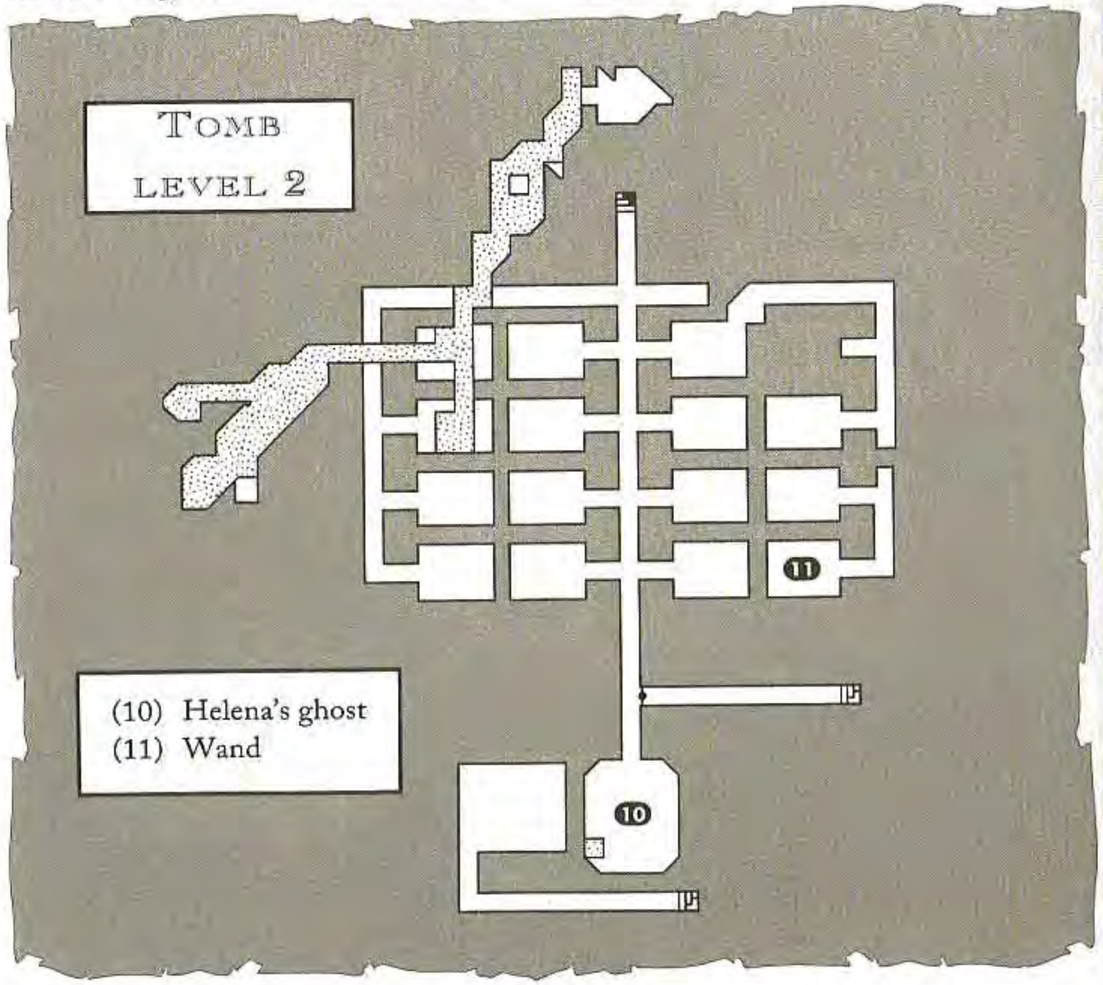
The portcullis will only remain open while a weight rests on the southwestern platform (3). Behind the portcullis lies another piece of map, and what used to be a demi-dragon. It has long since decayed, but it killed the warrior who slew it. Her **sword of Stone Strike** lies there, one of the finest weapons I have ever seen crafted. At the end of the southern spoke stands Praecor Loth's honor guard (4), the first indication I received that all was not as it should be in this Tomb. I had meant them to rest on the second floor, but some force compelled them to rise and march here, standing ceaseless guard over this piece of map.

The door at the end of the southwest spoke is sealed by a puzzle of my own devising (5). One need only move each switch to the downward position, but it is not always possible to reach the switches, as they can be raised up out of reach. However, the puzzle can be solved by marking each switch with a letter, proceeding from right to left. One need only flip the switches in the following order: ABCED. At the western spoke one may observe some of my finest workmanship, in the form of three golems (6). The brute made of metal carries the map-piece. Nearby is a **potion of *Restoration*.** On my return to the tombs, I was grieved to find that the vaulted halls of the northwestern



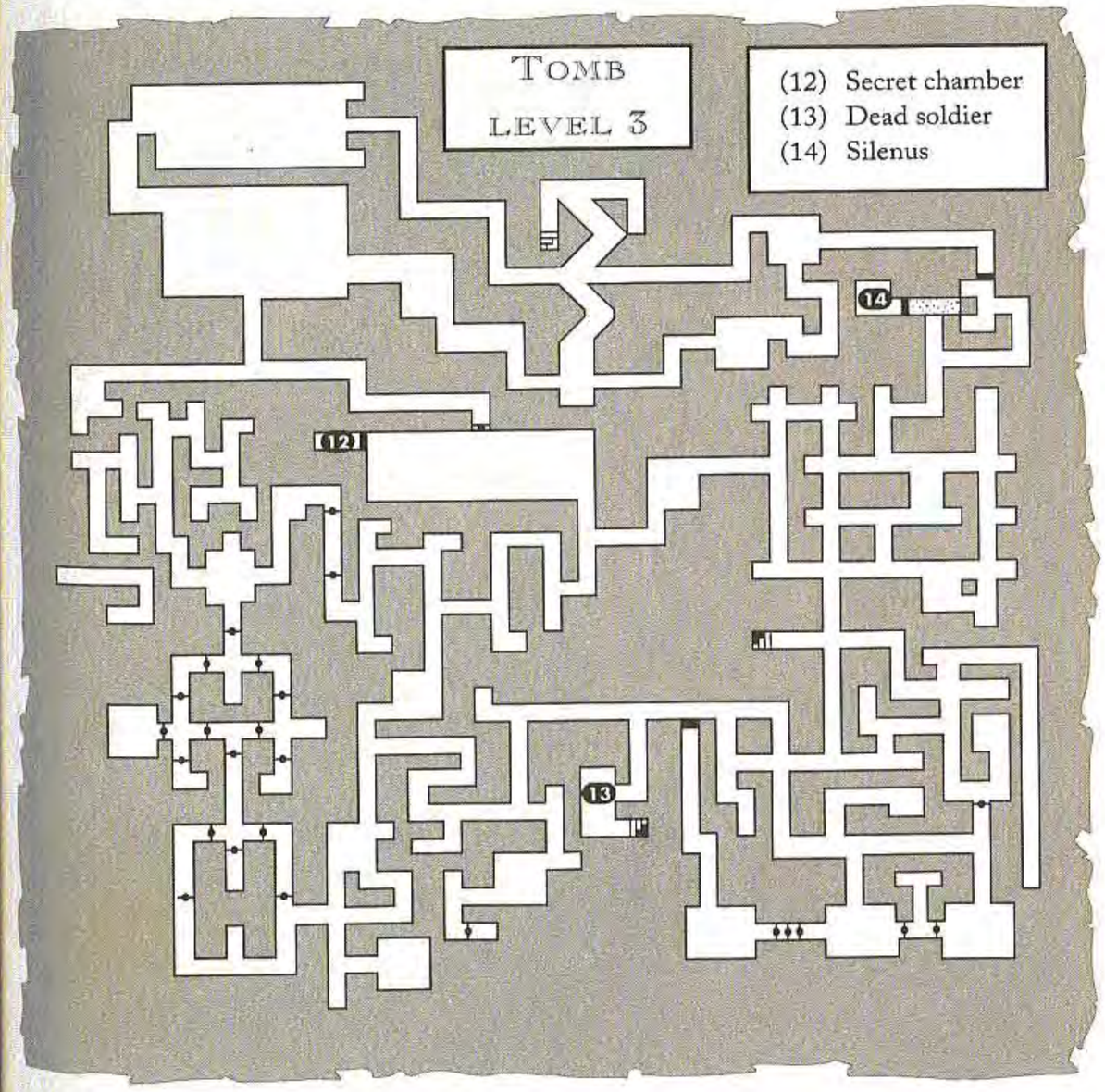
spoke had collapsed in an attack by the Guardian's troops — the fierce magical energies of that assault still lingered in the air! This piece of map is lost, although those who trouble to walk that far can find bones still clutching an **axe of Great Damage**, and a curious **blackrock gem** (7). In the northern spoke, I was pleased to find that my colony of dread spiders (8) was thriving nicely. They seemed quite docile, as long as one does not touch their eggs. At the terminus of the northern spoke, the final piece of map appears at the touch of a button (9), and the stairs lead upward to the next floor.

It was a shock to enter the second floor of the tomb, until I remembered the sorcerous doings at the funeral of Praecor Loth. I found, not a still, dark, tomb, but a necropolis crawling with the bodies and spirits of those I had seen buried there. The spells of the Company of Three did not let them rest quietly — some shriek and dash about, others drift aimlessly. I met the owner of the bones lying in the northwest spoke of the first floor, and countless others. Only Helena (10) seems to have remained sane and collected — she bid me aid her in the quest to lay the dead to rest there, but I dared not defy the mighty sorcerers who had worked the spell. To my distress, I discovered *another* rockfall! A portion of the complex is now cut off from the rest, and can now only be reached by a *Portal* spell — 'tis possible I should have listened more carefully in my freshman



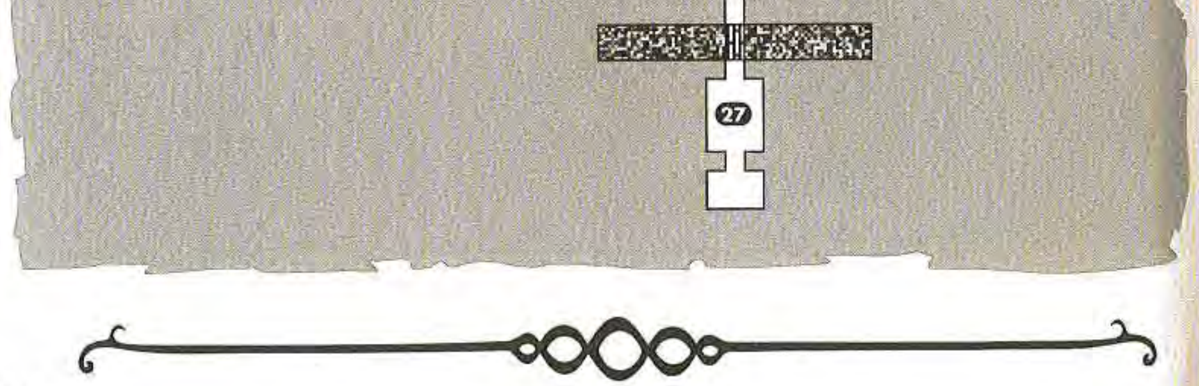
year "Infrastructural Supports" seminar. It contains several valuable items that had been buried with their owners — for instance a **wand of *Flame Wind*** (11).

Arriving at the third floor, I was tremendously pleased to see my entire Maze of Killing in full working order. The number of Guardian soldiers whose remains lay about the place was truly gratifying! And so many of them bore items of power! One unfortunate managed to find a secret chamber at the bottom of the fireball pools (12), but his **ring of *Regeneration*** worked more slowly than Morphius's acidic poison. Another wearing a **leather vest of *Flameproof*** perished from causes I could not detect from his remains (13). The poor fool Silenus told me his tale himself, of reaching a safe place and then dying with a valuable key in his hand (14), another victim of Morphius's tainted blade. Had he lived, the key would have opened two of the doors so zealously guarded by Morphius and Lethe!



When I finally reached the uppermost floor, I saw to my horror that Helena's warnings held true — the Company of Three are undead. I spoke with each of them briefly, and inspected the modifications they had made to their resting-chambers. Morphius has built a secret complex (15) extending east from his original chamber (16) — by climbing onto one of the chests, I was able to reach a hidden switch (17), which allowed me to pass through the door behind him (18). (Silenus's key would have done as well, but I left it where it was.) Lord Umbria (19) had performed even more extensive modifications. He had won several of my golems to his command, and they had built for him a great chamber, with pillars rising from the water. He showed me how I might pass on to see Lethe — most of the pillars will teleport one away if you land on them, but a few of the pillars (20, 21, 22, and 23 on the map) will let one pass. At the opposite shore, I shifted a candle on his mystic diagram, and dispelled the gateway (24) he had placed to block the corridor leading onward. Lethe (25) was the true horror — if she could have gained any amusement from it, I feel sure she would have killed me for sport! She had a daemon with her as companion, who carried a key slung from his belt — a key that surely led through the door I glimpsed at the other end of her chamber of horrors (26). (The key bore a resemblance to the one Silenus carried, I noticed.) She would let me pass no farther, and I withdrew in haste.

It seems clear to me that a great and vile magic has been worked on that place. I am equally sure that some sort of deception has been played on Praecor Loth (27), who was by all accounts a good man, and would not have allowed his tomb to become so corrupted. If someone can reach him and explain to him the truth, I feel sure the souls bound in the tomb I built would go free. To pass Lethe, though, would take one braver than I.



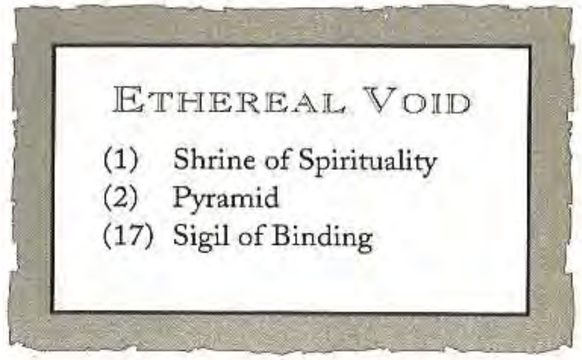
Ethereal Void

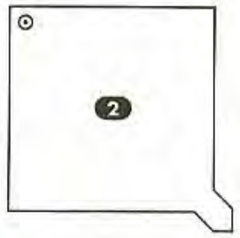
I, Mokpo the Mighty, am so pleased that Bishop saw fit to speak with me about the splendid country I inhabit! It has been so long since I have had a visitor here, not since the Time Lord's sojourn in the Shrine of Spirituality. There are many things I cannot tell you — I do not know why the Void looks the way it does, how it came about or what determines its structure. There are many who appear here, and disappear just as suddenly — they claim to be dreaming, and that all they see about them is unreal. And yet, they seem to me to be the unreal ones, as their existence rarely lasts more than an hour — perhaps they are merely random, temporary coagulations of the ether that surrounds us. I know not.

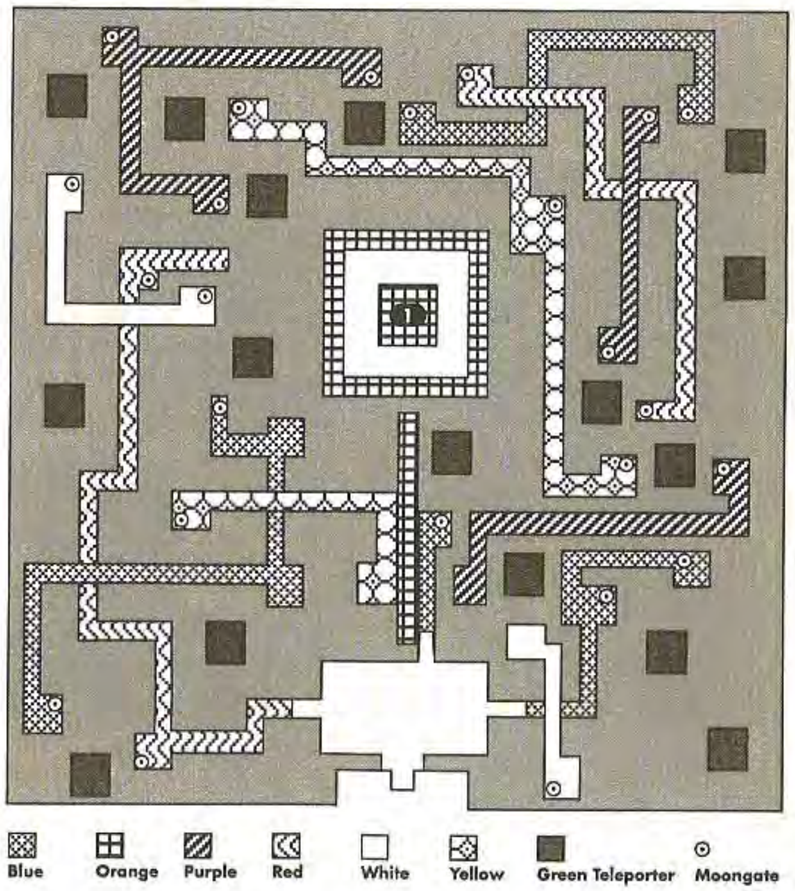
In the beginning, the void was without form, an area composed of undifferentiated ether. After an unreckonable space of time, there was a disturbance in the void: certain areas solidified, acquiring the properties of mass and color. Moongates appeared, and areas became distinct, acquiring a definite order in relation to one another. Ever since the point at which the void was disturbed, more colors and areas have been appearing. I do not know why such things happened. If the void truly is a realm of people's dreams, perhaps as civilizations arose and people began to acquire certain ideas in common, the space created by their minds changed and acquired form to reflect this. None can say for certain — I can only explain to thee what form the void has taken.

At the center of the void stands the **Shrine of Spirituality** (1), of which I know little — 'tis indeed difficult to enter or leave that place. Its color is orange, and it is surrounded by high walls. In the area around the shrine, there are Moongates and paths of different colors. The known colors are red, orange, yellow, blue, purple and white. There is little order to the gates — they will take one either to the area signified by its color, or to another place on that path.

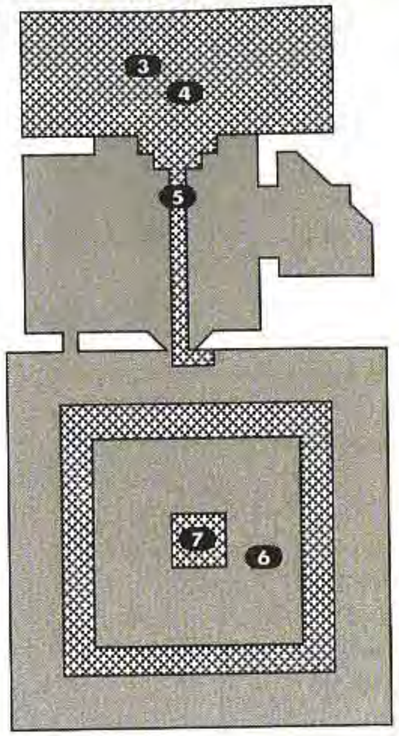
The red, yellow, blue and purple areas all challenge the traveler's mind and body — each represents a trial that must be passed, if one seeks the Shrine of Spirituality itself. Each area terminates in a gold Moongate, which can take them to the **Pyramid** (2), another focal point of the void. I have learned in my wanderings that after I passed through a colored area, the pyramid became sensitized to that color, and by walking carefully on each block of the pyramid, I could change its color entirely. This somehow altered forces within the pyramid to create a Moongate of that color, which then brings one to a delightful surprise. If one could do this four times with four different colors, a fifth color might appear … but I shall speak of this later.

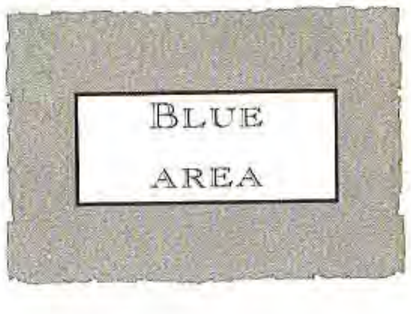




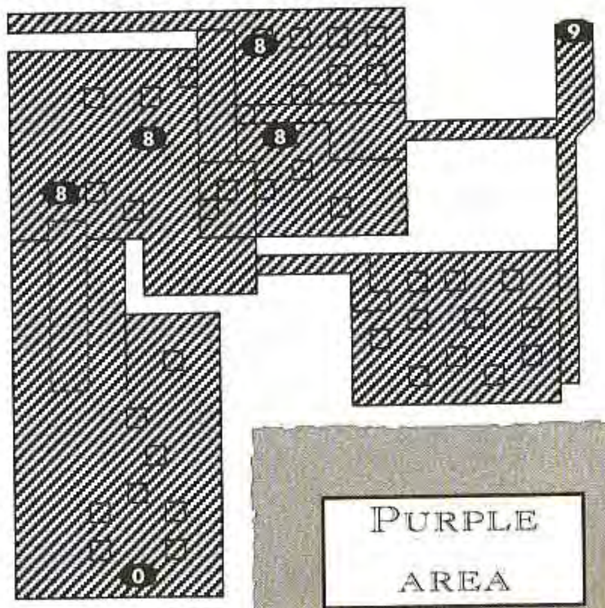


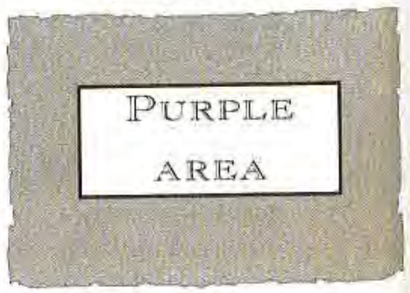
The **blue area** (3) poses little danger to the traveler — those who would view the void would be well-advised to begin their journey here, although in truth I suspect one can traverse the four areas in any order. There they will meet **Prinx** (4), plying his grotesque trade, and cross the sine-wave bridge (5). From there, they must leap down on to the resilient circle below (one fellow who tried this seems tragically to have missed his mark, despite his **mail shirt of Tremendous Protection** (6) and fly up into the golden Moongate they find there (7).

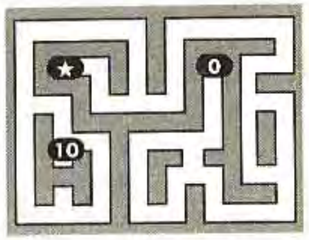




The **purple area** is more challenging. 'Tis difficult enough to climb a frictionless slope, then land on a precise pattern of resilient squares (8), but what follows is even more harrowing — I know not how the Guardian gained influence on this plane (perhaps through his presence in so many dreaming minds?), but he has left his mark here (9)! After this encounter, thou shalt find thyself in one of the first areas to form out of the blackness of the void. It is here that the dread **axe of Life-Stealing** (10) has been hidden, truly an evil thing, and may none ever discover its resting-place!



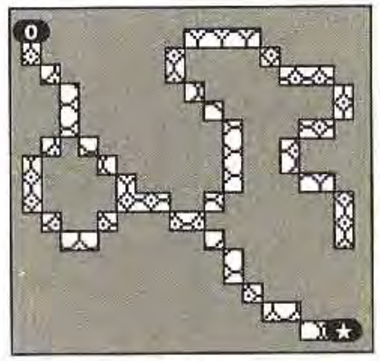


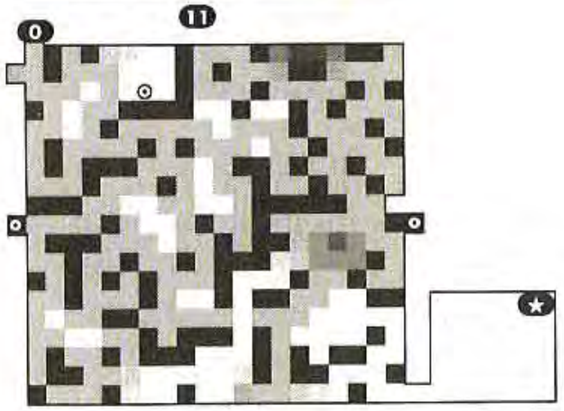


ETHEREAL VOID

(3) Blue area
(4) Prinx
(5) Sine-wave bridge
(6) Off-target adventurer
(7) Golden Moongate
(8) Bounce pads
(9) Mark of Guardian
(10) Axe
(11) Yellow area

The **yellow area** (11) is still more difficult. The maze itself is cryptic — weeks passed before I realized I had to think in three dimensions, rather than two. The things that inhabit it are worse still — hovering cortexes, dangling their spinal cords beneath them. One rarely sees them before they attack, and then 'tis too late — shapes and colors bend and distort, and madness soon follows.





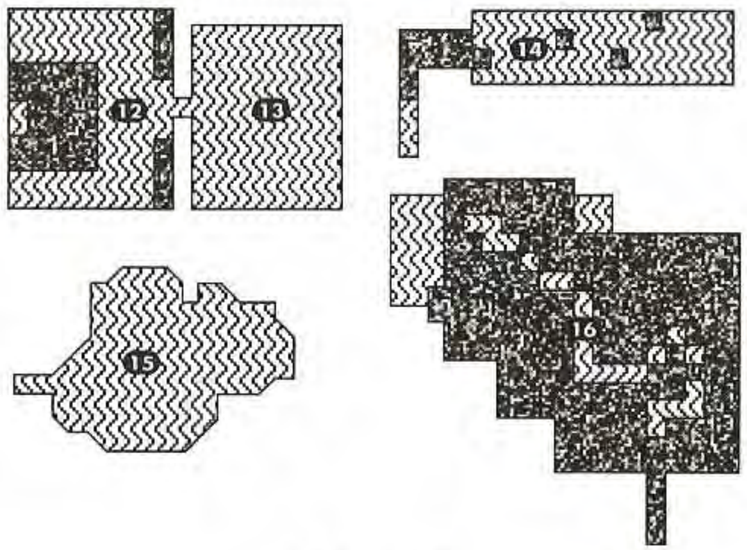
The **red area** (12) is the most splendid region of the Ethereal Void. The inhabitants there, though somewhat irascible, are truly beautiful creatures. I would not, however, advise any to travel there alone, or, come to think of it, even in groups — a few years ago, I monitored a mage carrying a **scepter of *Deadly Seeker*** (13) entering that area. He managed to cross perhaps fifty yards of space before being brought down. The places beyond, and the daemons and other creatures that dwell there, are best admired from afar — flying things in a tunnel of fire (14), a rotting swamp (15) and a chasm full of lava and chunks of volcanic rock (16). It was here that my attempts to reach the Shrine itself halted, as I could not come to any peaceable agreement with the forces I encountered there.

If I had managed to pass through the red area of the void, and then carefully colored the pyramid to red, I believe another color might have appeared on the pyramid, and that this would somehow have led me to the Shrine itself. In recent days, I should mention, there has been some disturbance at the Shrine — I have felt great waves in the ether radiating outward, suggestive of some manipulation of magical forces there.

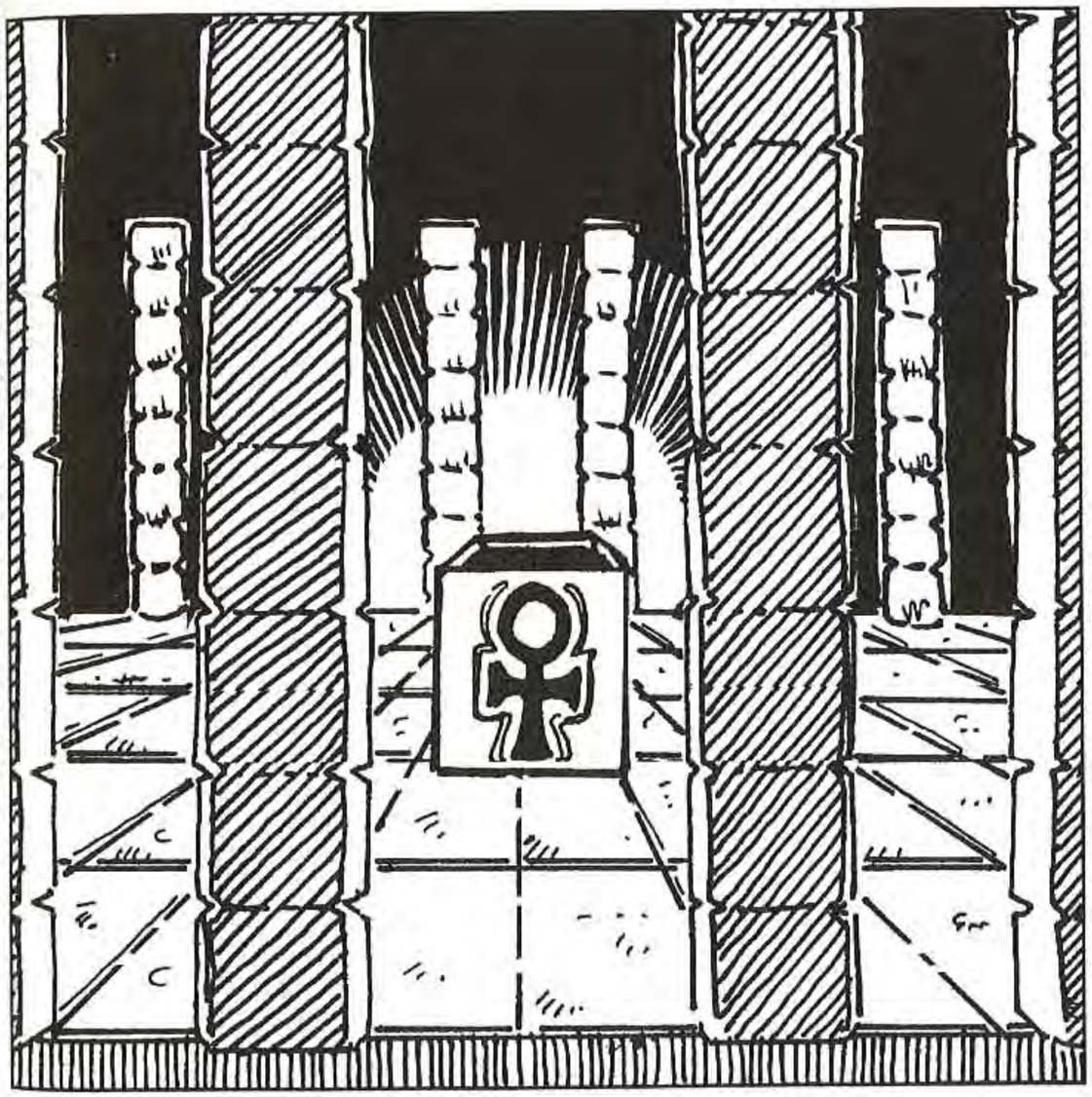
ETHEREAL VOID

(12) Red area
(13) Felled mage
(14) Tunnel of fire
(15) Swamp
(16) Chasm

RED AREA



Apart from the Shrine, the Pyramid and the four outlying colored areas, there exists the **sigil of Binding** (17), which can be reached through the white Moongates. Wizards often make pilgrimages there, to perform various rites, for it is said that no spirit or demon can escape from the pentagram found there. Above it hovers a vast, skinless head, gazing inscrutably downward, perhaps taking some strange interest in the events occurring below it.



Game Mechanics

Some players want to know the exact mechanics of how a game works; others don't. This chapter is for those who want extensive, specific details on *Labyrinth of Worlds*. If you are not among them, skip this chapter.

Character Creation

The three attributes for every character are Strength, Dexterity and Intelligence. The maximum score for any attribute is 30, and the minimum (for the Avatar) is 12.

Each character class has its own starting level for each attribute. For example, the basic scores for a fighter are high Strength, medium Dexterity and low Intelligence. However, a random bonus is added to these scores in order to determine the final scores for a starting character.

Class	*Strength*	*Dexterity*	*Intelligence*	*Bonus*
Bard	14	20	14	12
Druid	16	14	18	12
Fighter	20	16	12	12
Mage	12	16	20	12
Paladin	18	15	15	12
Ranger	15	15	15	15
Shepherd	12	12	12	20
Tinker	16	18	14	12

If you have in mind a particular mix of attribute scores, first use the chart above to select the class that comes closest, and then create characters — not "accepting" any character whose random bonuses don't fall where you want them.

Each class comes with its own required skills, which the character receives automatically. Each also has optional skills; you may select additional skills from a provided list. The following chart lists the skills in alphabetical order, followed by the classes that provide a character with this skill. (If the class name is in italics, the skill is one of its optional choices; if it is in bold face, the skill is both automatic and optional — you can boost your character's score by selecting the skill twice.) Using this chart, you can select the class that allows you to start with the skill(s) you desire.

Skill	*Class*
Acrobat	*Bard, Fighter, Paladin, Ranger, Shepherd x2*
Appraise	*Bard, Fighter, Paladin, Shepherd x2, Tinker*
Attack	**Fighter, Ranger,** Bard, Druid, Mage, Paladin, Shepherd, Tinker
Axe	*Bard, Fighter, Paladin, Ranger, Shepherd, Tinker*
Barehand	*Bard, Fighter, Paladin, Ranger, Shepherd, Tinker*
Casting	**Mage,** Druid, *Bard, Paladin, Shepherd x2*
Charisma	*Bard, Fighter, Paladin x2*
Defense	**Fighter, Ranger, Shepherd,** Bard, Druid, Mage, Paladin, Tinker
Lore	*Bard, Druid, Paladin, Shepherd x2*
Mace	*Bard, Fighter, Paladin, Ranger, Shepherd, Tinker*
Mana	**Mage,** Druid, *Bard, Paladin x2, Shepherd x2*
Missile	*Bard, Fighter, Paladin, Ranger, Shepherd, Tinker*
Picklock	*Bard, Tinker*
Repair	**Tinker,** *Paladin, Ranger*
Search	*Druid, Fighter, Ranger, Shepherd x2, Tinker*
Stealth	*Bard, Ranger, Shepherd x2*
Swimming	*Fighter, Ranger, Shepherd x2*
Sword	*Bard, Fighter, Paladin, Ranger, Shepherd, Tinker*
Track	**Ranger,** *Druid, Shepherd x2*
Traps	*Fighter, Ranger, Shepherd x2, Tinker*

For convenience, here are skills and character classes arranged by class rather than by skill:

Bard

Automatic: Attack, Defense
Pick one of: Lore, Charisma
Pick one of: Appraise, Acrobat,Stealth, Picklock
Pick one of: Mana, Casting, Sword, Axe, Mace, Barehand, Missile

Druid

Automatic: Attack, Defense, Casting, Mana
Pick one of: Track, Lore, Search

Fighter

Automatic: Attack, Defense
Pick one of: Attack, Defense
Pick one of: Barehand, Sword, Axe, Mace, Missile
Pick one of: Swimming, Traps, Search, Charisma, Acrobat, Appraise

Paladin

Automatic: Attack, Defense
Pick one of: Charisma, Mana, Casting, Lore
Pick one of: Appraise, Charisma, Acrobat, Repair, Mana
Pick one of: Barehand, Sword, Axe, Mace, Missile

Mage

Automatic: Attack, Defense, Mana, Casting
Pick one of: Mana, Casting

Ranger

Automatic: Attack, Defense, Track
Pick one of: Traps, Acrobat, Stealth, Search, Swimming, Repair
Pick one of: Barehand, Sword, Axe, Mace, Missile, Attack, Defense, Track

Shepherd

Automatic: Attack, Defense
Pick one of: Barehand, Sword, Axe, Mace, Missile, Defense
Pick one of: Traps, Search, Stealth,Acrobat, Appraise, Swimming, Track, Casting, Lore, Mana
Pick one of: Traps, Search, Stealth, Acrobat, Appraise, Swimming, Track, Casting, Lore, Mana

Tinker

Automatic: Attack, Defense, Repair
Pick one of: Barehand, Sword, Axe, Mace, Missile
Pick one of: Picklock, Traps, Search, Appraise, Repair

Undocumented Spells

Spells not included in the *Labyrinth of Worlds* documentation (which you can learn about by playing the game) are as follows, with their Circles and effects:

First Circle

Bouncing (Uus Des Por) This spell keeps the caster from taking any damage from falls; in fact, the caster bounces right back up. It is very handy in the Scintillus Secure Vault, where you can bounce over all of the purple walls (duration spell). **Location:** Britannia, Level 2 — Nystul's lab.

Locate (Bet Wis Ex): Many teleportals in the game cause you to become lost: your auto-map stops working until you can find your way back to a location where you have been before. This spell negates that effect (instantaneous spell). **Location:** Ice Caves, Level 2 — City of Anodunos.

Second Circle

Dispel Hunger (Quas Mani Ylem): This spell causes the caster to instantly become well fed. It replaces the need to carry food or cast multiple *Create Food* spells (instantaneous spell). **Location:** Pits of Carnage, Level 1 — Zaria.

Valor (Quas An Corp): This spell increases the caster's combat statistics significantly. Specifically, a weapon skill is increased by 10, plus one per 5 points of *casting* skill (duration spell). **Location:** Pits of Carnage, Level 1 — Zogith.

Third Circle

Repel Undead (An Kal Corp): This spell can cause numerous undead in front of the caster to attempt to flee (or attack, if backed into a corner). It can affect one undead, plus undead whose hit points do not exceed 10 times the caster's *casting* skill. Already-fleeing creatures take a number of points of damage equal to the caster's *casting* skill (instantaneous spell). **Location:** Killorn Keep, Level 1 — Merzan.

Fourth Circle

Frost (In An Flam): This spell creates frost in an area in front of the caster. This frost will inflict about 10 points of damage to every creature in the area (instantaneous spell). **Location:** Pits of Carnage, Level 1 — Iced-over side room.

Thick Skin (In Sanct): This spell increases resistance to damage, more so than the First Circle spell *Resist Blows*, and less so than the Eighth Circle spell *Iron Flesh*. **Location:** While never mentioned in the game, its runes may be deduced by examining those of the two related spells (duration spell).

Fifth Circle

Rune of Stasis (In Tym Jux): Similar to the Second Circle *Rune of Flame* spell, this spell creates a floating rune that paralyzes the first creature to touch it (instantaneous spell, lasts until disturbed).
Location: Killorn Keep, Level 1 — Merzan.

Mending (Rel Sanct Ylem): When cast on a weapon, armor, a light source, food or a door, this spell brings it to top quality (targeted spell). **Location:** Prison Tower, Level 5 — Armory.

Sixth Circle

Map Area (Wis Ex): This spell reveals an area around the caster to the auto-map. The radius of this area varies from 15 feet (at *casting* skill 0) up to 165 feet (at *casting* skill 30) (instantaneous spell). **Location:** Ice Caves, Level 1 — Arctic explorers.

Seventh Circle

Enchantment (Vas Ort Ylem): This spell can either be used to add charges to any magic item which can take charges, or to permanently enchant a weapon or armor. If cast on an item which can not take charges, and is neither a weapon nor a piece of armor, the spell fails with no beneficial or detrimental effects (except the caster's loss of mana) (targeted spell). **Location:** Killorn Keep, Level 1 — Altara.

Any charged magic items (except one-use items such as food, potions and scrolls) can be charged. There is always a small chance of the spell overloading the item, which will then explode. This chance increases depending on how many charges are on the item, and how the caster's level compares to the minimum level needed to actually cast the spell generated by the item. Note that magic items which generate *Enchantment* or any mana-increasing spell cannot be charged; they explode, instead. If an item is successfully charged, it gains 1 charge, plus 1 for every full 15 points of *casting* skill of the caster.

If the spell is cast on a non-magical weapon or piece of armor, it gains the lowest possible level of enchantment for its type. Weapons are enchanted for either accuracy or damage (equal, random probability of either). Armor is enchanted for either protection or armor (equal, random probability of either).

If the spell is cast on already-magical weapons or armor, the item will either gain a level of enchantment or (if it is already at the maximum enchantment for the caster's level and *casting* skill) it will explode. Weapons can take an enchantment for every two levels the caster has over eighth level; armor can take one for every level the caster has over tenth level. Every 11 full points of *casting* skill allows another enchantment.

No weapon can have more than 4 levels of enchantment on it: "Minor," "Major," "Great" or "Unsurpassed." Armor can take 8 levels of enchantment: "Minor," normal (no adjective), "Additional," "Major," "Great," "Very Great," "Tremendous" and "Unsurpassed."

Summon Daemon (Kal An Mani): This spell summons a daemon whose power depends on the *casting* skill of the summoner. Unfortunately, being a daemon, it will be hostile ... (instantaneous spell). **Location:** Pits of Carnage, Level 2 — Bloodstained pentagram.

Eighth Circle

Smite Foe (Vas Jux Mani): This spell is a more powerful version of the Third Circle *Bleeding* spell. It causes a single creature (which must be one that can bleed) to take 110 points of damage, plus 3 points per level of the caster's *casting* skill. It will kill almost any creature (targeted spell). Location: Not referred to in game. Deduced by adding meaning of *Vas* rune ("Great") to *Bleeding (Jux Mani*, "Harm Life").

Armageddon (Vas Kal Corp): This spell *kills all creatures*, destroys all objects, doors, stairways and bridges, and has other strange effects on all realms in *Underworld II*. Not recommended (instantaneous spell). Location: Not referred to in game.

Spell Mechanics

Rexir Bleus, *Thick Skin* and *Iron Flesh* essentially act as additional points of armor. Their armor values are: *Rexir Bleus* — 3; *Thick Skin* — 3; *Iron Flesh* — 5

Lesser Heal and *Heal* restore 3d8 (3 to 16) and 4d8 (4 to 32) Vitality points, respectively. *Greater Heal* restores all damage.

Lock reduces the *attack* skill of all opponents by 3, which is significant in lower-level combat, but should be replaced by *Vaiss* as soon as possible.

Bleeding does 10 points of damage, plus half the caster's *casting* skill. The target's armor value does not affect this.

Note that you do not have to touch a magical rune to set it off. You can also Use the rune to fire it on purpose. This is occasionally useful.

Blessdeath affects all creatures within 12 feet of you, and does 15+(*casting*/3) points of damage to each creature in the area.

Study Monster really comes into its own once you know just how much damage you can do with various combat spells. For example, with it you can tell just how many *Bleeding* spells you will need to cast to defeat your foe, and you can figure out whether that is within your current mana budget. In addition, you should consider casting it whenever you encounter an unfamiliar creature type.

Runestones

An .....Killorn Keep, Level 1 – given by Altara
Scintillus Academy, Level 8 – pentagram area
Pits of Carnage, Level 3 – *Summon Daemon* room

Bet.....Britannia, Level 1 – Avatar's secret room
Scintillus Academy, Level 8 – Section 8
Pits of Carnage, Level 1 – Zaria

Corp .....Killorn Keep, Level 1 – given by Altara
Talorus, Level 1 – Runekeeper's room

Des .....Pits of Carnage, Level 1 – Zaria
Pits of Carnage, Level 1 – Zaria's chest
Britannia, Level 2 – Nystul's laboratory

Ex.....Britannia, Level 3 – gazer lair
Tomb of Praecor Loth, Level 3 – bouncing *Fireball* maze

Flam.....Tomb of Praecor Loth, Level 4 – Lethe
Tomb of Praecor Loth, Level 4 – Lord Umbria
Pits of Carnage, Level 3 – liche
Scintillus Academy, Secure Vault

Grav.....Ice Caves, Level 2 – Anodunos Magic Shop
Scintillus Academy, Level 8 – pentagram area
Pits of Carnage, Level 2 – earth golem room

Hur .....Scintillus Academy, Level 8 – pentagram area
Pits of Carnage, Level 3 – liche
Tomb of Pracor Loth, Level 4 – Lord Umbria

In .....Britannia, Level 1 – Avatar's secret room
Ice Caves, Level 2 – Anodunos Magic Shop
Pits of Carnage, Level 1 – Zaria

Jux.....Britannia, Level 1 – Avatar's secret room
Pits of Carnage, Level 2 – earth golem room

Kal .....Talorus, Level 1 – Runekeeper's room
Pits of Carnage, Level 2 – *Summon Daemon* room

Lor .....Britannia, Level 3 – Fissif's room
Ice Caves, Level 1 – ghost's room off of underground stream

Mani .....Ice Caves, Level 2 – Anodunos Magic Shop
Britannia, Level 1 – Avatar's secret room, if *casting* is highest initial skill
Pits of Carnage, Level 2 – *Summon Daemon* room

Nox .....Britannia, Level 3 – locked room with haunt
Tomb of Praecor Loth, Level 4 – Morphius
Pits of Carnage, Level 1 – Zaria

Ort .....Britannia, Level 1 – Avatar's secret room
Ice Caves, Level 1 – ghost's room off of underground stream

Por.....Britannia, Level 5 – above waterfall in southwest
Pits of Carnage, Level 1 – Zaria's chest

Quas.....Killorn Keep, Level 1 – given by Altara
Ice Caves, Level 2 – Anodunos Magic Shop

Rel.....Britannia, Level 2 – Nystul's laboratory
Ice Caves, Level 2 – Anodunos Magic Shop
Pits of Carnage, Level 2 – earth golem room

Sanct.....Britannia, Level 1 – Avatar's secret room
Scintillus Academy, Level 8 – mage's quarters

Tym.....Scintillus Academy, Secure Vault

Uus.....Ice Caves, Level 2 – Anodunos Magic Shop
Scintillus Academy, Level 8 – pentagram area

Vas .....Pits of Carnage, Level 3 – dire reaper lair
Scintillus Academy, Secure Vault
Tomb of Praecor Loth, Level 4 – Lord Umbria

Wis .....Ice Caves, Level 1 – undead polar explorers
Scintillus Academy, Level 8 – pentagram area
Tomb of Praecor Loth, Level 3 – bouncing *Fireball* maze

Ylem .....Britannia, Level 2 — Nystul's laboratory
Scintillus Academy, Level 8 — pentagram area

Armor

Armor reduces the damage you take when you are hit in combat. The protective value of armor is proportional to its quality; at top quality, the values of the various armor types are as follows:

Leather	-2 points
Chain	-4 points
Plate	-6 points

The effect of armor quality on these values is as follows:

Ruined	x (1 to 20%)
Badly worn	x (21 to 40%)
Worn	x (41 to 60%)
Serviceable	x (61 to 80%)
Excellent	x (81 to 100%)

When you are hit in combat, a hit location is generated (partially randomly, partially depending on your position relative to your attacker). Only armor protecting that location helps reduce damage.

Weapons and Combat

Optimal swing for each weapon type:

Maces	bash
Cudgels	bash
Axes	bash
Dagger	stab
Shortsword	stab
Longswords	slash
Broadswords	slash

Average Damage

The figures below are average values for various weapons. When the computer calculates the damage inflicted in an attack, each weapon has a "damage" rating for each of the three possible types of swing (bash, slash and thrust). Each weapon also has a maximum and minimum "power" and a rate at which the power changes while you're drawing it back. The damage number for the weapon gets multiplied by the power, and this number is roughly proportional to the average value of a bell curve used to determine the probabilities of different amounts of damage. A number approximately equal to your character's strength divided by 18 is added to your damage score. Remember that what is shown here are the average values, not fixed or exact figures for damage done.

The first number (Min.) is for a weapon that's barely been drawn back, the second (Max.) is for one that's been drawn back all the way.

Note that factors such as weight obviously impact a weapon's desireability. Some of the most powerful weapons (especially the battle axe) are the heaviest, and these usually require a longer backswing before reaching a full power stroke. Thus, high damage weapons often have time penalties associated with them.

Average damage, using optimal swing, in Vitality points:

Weapon	*Min.*	*Max.*
Hand Axe	3	4
Axe	4	8
Battle Axe	4	13
Jeweled Axe	4	11
Dagger	2	3
Shortsword	3	4
Longsword	4	8
Broadsword	4	11
Jeweled Sword	4	11
Black Sword	4	12
Cudgel	3	4
Light Mace	4	7
Mace	5	12
Jeweled Mace	5	15
Fist *	2	3

* *Your* barehand *skill factors into the power of fist attacks. A character with skill 30 will get a bonus to damage of about +7. Yes, you really can play a martial artist if you feel like it.*

Average missile weapon damage does not vary in relation to drawback time:

Sling Stone	3
Arrow	4.5
Snowball	4.5
Bolt	5.5
Acid	4.5
Magic Arrow	4.5
Lightning	8.5
Fireball	14.5 (area effect)

Combat Skill Choice

It is usually advisable for a character to specialize in only one combat skill. Each choice has its own advantages and disadvantages.

Characters specializing in *barehand* need never worry about breaking or repairing weapons, and they save encumbrance by not having to carry heavy iron weapons around with them.

Characters specializing in *sword* have a ready supply of weapons, since shortswords and daggers appear very frequently in the game. They also have the advantage of access to a master swordsman to train them — Lobar, in Killorn Keep, will train characters much more effectively than any other trainer in the game. Later in the game, characters who use blades will be able to use the sword of Stone Strike, found on Level 1 of the Tomb of Praecor Loth.

Characters specializing in *axe* have no distinct advantages initially, but may gain access to some of the most powerful weapons in the game — the axe of Fire Doom and the axe of Life Stealer.

Characters specializing in *mace* will be able to wield the most effective nonmagical weapon in the game, the jeweled mace. Later, they can retrieve the jeweled mace of Undead Bane or the jeweled mace of Unsurpassed Damage from the Tombs.

Monsters are People Too

Remember, it's not a good idea to slaughter everything that looks like a monster. Before attacking, it's best to Look at the beast. This will often reveal its emotional state (hostile, upset, mellow or friendly). Only "hostile" creatures are sure to attack you.

Mellow and friendly creatures often have important information, and many are willing to barter with you. Killing them substantially reduces your chances of winning the game.

Doors

It's possible to attack inanimate objects, and this is most often done when you want to break down a door. The best way to do this is to strike several blows at the object (say, a locked door), then Look at your weapon to see if it is damaged and Look at the door to see if it has deteriorated. If it has not, the door is probably too tough to beat down. You can always tell when you've broken down a door — it swings open.

Shutting a door behind you when you're on the run from a monster doesn't always guarantee safety. Many creatures can get through doors — just like the Avatar, some monsters open them, some pick them and some break them down.

Combat Tactics

Labyrinth of Worlds subdivides the View Window into nine squares. This helps determine where your weapon will hit — it will strike at whatever is closest within the square in which you begin your blow.

Remember that combat takes place in three dimensions. This means that a high swing will never hit a rotworm on the ground, nor will a low thrust ever hit a bat overhead. If you want to aim your thrust into a creature's vitals, use [3] to "look up"; this places more of the foe in the bottom third of the screen. Similarly, use [1] to "look down" in order to strike a creature on the ground.

Creatures can attack each other accidentally, especially if another creature is between you and your attacker. Therefore, you might want to fight multi-foe battles in a narrow corridor, rather than in a large room; it limits the number of opponents who can strike at once, and gives them the opportunity to brain each other.

Note that it isn't necessary to outfight an opponent in order to kill it. Many creatures can't swim, and drown if pushed into the water. You can also push enemies off cliffs, into lava fields or across cracked ice. If an enemy is heavier than you are, you might have to run and jump on him in order to force him back, or you might lead him across cracked ice that you think can support you.

If you succeed with an attack from behind on an enemy, you do extra damage. Unfortunately for you, this works for monsters as well — beware of monsters that sneak up on you from behind.

If you can't seem to hurt an opponent, perhaps it is immune to the type of attack you are using. Try some other sort of attack, or run away and return to fight it later.

Ice

In *Labyrinth of Worlds*, there are several types of ice that may prove troublesome to the adventurer. Cracked ice is unstable and often breaks, dropping you through to icy water underneath. The chance of the ice breaking is a function of your *acrobat* skill and the amount of weight you are carrying, divided by the maximum amount you allowed to carry. The computer checks to see if cracked ice breaks every second you are standing on it.

Some ice is particularly smooth — once you step onto it, you will have difficulty altering your speed or direction. Ice can vary in the degree of traction it offers — some ice is only slightly slippery, while other ice is virtually frictionless.

Potions

(When a spell is listed for a potion, the effect of drinking the potion is identical to that of casting the spell.)

Brown. *Speed* or *Freeze Time.*

Colorless. Either increases mana or is Basilisk oil.

Green. Poison or hallucination.

Purple. Protection of various sorts: *Resist Blows, Thick Skin, Iron Flesh* or *Flameproof.*

Red. *Cure Poison* or *Restoration.*

Yellow. Healing of various sorts: *Lesser Heal, Heal, Greater Heal* or *Restoration.*

Trainers

These characters can train you in the following skills. Note that not all will give you the option to train immediately — you may have to negotiate with them, befriend them or win their respect in some way.

Acrobat.....Fissif (when in jail in Britannia)
Appraise....Iolo (Britannia)
Attack.....Geoffrey (Britannia)
Axe.....Dupré (Britannia)
Warriors (Pits of Carnage)
Bareband...Syria (Britannia)
Garg (Prison Tower)
Casting.....Nystul (Britannia)
Altara (Killorn Keep)
Charisma...Patterson (Britannia)
Lady Tory (Britannia)
Defense.....Geoffrey (Britannia)
Lore.....Nelson (Britannia)
Ogri (Killorn Keep)
Mace.....Dupré (Britannia)
Warriors (Pits of Carnage)
Mana.....Nystul (Britannia)
Altara (Killorn Keep)
Missile.....Iolo (Britannia)
Picklock.....Fissif (when in jail in Britannia)
Julia (Britannia)
Repair.....Julia (Britannia)
Search.....Nelson (Britannia)
Stealth.....Fissif (when in jail in Britannia)
Swimming..Iolo (Britannia)
Sword.....Syria (Britannia)
Lobar (Killorn Keep) [1]
Track.....Goblins (sewers of Britannia)
Traps.....Fissif (when in jail in Britannia)
Julia (Britannia)

[1] *Due to Lobar's extraordinary expertise with the sword, you will learn faster from him than from other teachers. Each training session with Lobar gives you an extra point of* sword *skill, in addition to the usual increase due to training.*

Skill System

The skill system in *Underworld* is based on a 0 to 30 range for skill values. Attempts to use a non-combat skill have certain probabilities of success, and every point you have in the relevant skill adds one chance in 30 to this probability. The base difficulty might vary from task to task: each locked door has its own difficulty of picking, each type of creature has a certain chance to be detected by track skill, and so forth; but it is generally the case that 1 point of skill adds 1 chance in 30 to your chance of success.

Combat works somewhat differently. Each creature type has a certain chance to hit and be hit in combat. Assuming you swing in a monster's general vicinity, your chance to hit is adjusted upward by 1 to 30 steps (as many steps as half your *attack* skill plus your specific weapon skill), while your chance to avoid being hit is adjusted downward (also by 1 to 30 steps) by your *defense* skill plus half your weapon skill.

When you train in a skill, the number of skill points you gain depends somewhat on the value of the underlying ability score (Strength for combat skills, Intelligence for magic skills and Dexterity for all other skills). You will tend to advance very quickly until your skill is equal to half of the underlying ability score, then advance a more slowly until you reach the same value as the ability score, and then advance very slowly thereafter.

CREATURES

Vit(ality) Amount of damage, in Vitality points, that the creature can sustain.

Arm(or) Number of points of damage subtracted from any hit made on the creature. The second number, if any, is how many points are subtracted from hits to the creature's body (*) or head (**).

Att(ack) Creature's *attack* skill.

Def(ense) Creature's *defense* skill.

Weap(on) Creature's skill with available weapons or types of attack.

Dam(age) Number given is proportional to the average amount of damage the creature causes per hit, with a given method of attack.

Pois(on) For poison score n, player takes n points of damage the first minute, n-1 points the next minute, n-2 the next minute, and so on.

Ears Number of feet away a creature can hear you (modified by your *stealth* skill).

Eyes Number of feet away a creature can see you.

Special Spells the creature can cast, or other special abilities.

Creature (Special)	*Vit.*	*Arm.*	*Att.*	*Def.*	*Weap.*	*Dam.*	*Pois.*	*Ears*	*Eyes*
Acid Slug (Spits acid)	12	1	3	3	3/4	6/5	-	32	40
*Bloodworm**	18	1/3	8	5	4	7	4	32	40
Brain Creature[1] *(Mind Blast, Hallucinate)*	50	0	0	0	0	0	-	8	120
Cave Bat	7	1	4	7	3/4	4/5	-	112	80
*Deep Lurker**	80	2/3	18	25	12/15/17	20/15/10	10	56	48
Despoiler (Immune to fire, spits acid)	130	0	25	25	20/22	18/16	10	80	20
Destroyer (Immune to fire, fireball)	200	10	35	30	30	35	-	120	120
Dire Ghost	70	2	16	24	12	15	-	64	72
Dire Reaper (Lightning)	133	5	35	25	25/25	25/21	-	56	24
Dread Spider	35	2	13	17	7/6	10/12	8	48	48
Earth Golem	80	4	23	23	15/15	15/18	-	40	48
Fire Elemental	80	3	16	35	20/15	18/22	-	32	64
Flesh Slug	7	0	2	0	2	3	-	24	16
Gazer (Lightning)	60	2	13	23	13/12	12/10	-	-	120
Ghost	40	1	11	20	8	10	-	64	72
*Giant Spider**	20	1/2	3	6	4/3	7/9	-	48	40
*Goblin w/club**	35	2/3	7	11	5/11/10	6/6/7	-	72	72
*Goblin w/sword**	35	1/2	8	12	7/12/9	8/7/9	-	72	72
*Great Troll** *(Regeneration)*	100/5	4/5	25	25	17/20	22/20	-	56	48
Grey Rat	13	1	4	8	4	6	2	64	64

Creature (Special)	*Vit.*	*Arm.*	*Att.*	*Def.*	*Weap.*	*Dam.*	*Pois.*	*Ears*	*Eyes*
Haunt	99	4	25	32	15	20	6	64	72
Headless	50	3	9	14	5/4	13/12	-	32	72
Hordling (Immune to fire)	80	3	20	20	16/20	18/14	-	64	72
*Ice Golem*** (Immune to frost)	50	3/2	16	16	12/12	12/9	-	40	48
Imp (*Magic Arrow*, immune to fire)	15	2	5	6	6	5	-	80	64
Liche, Assassin	135	5	23	40	20/17	12/11	14	96	64
Liche, Warrior	200	9	40	32	30/30	19/25	-	32	48
Liche, Wizard[2] *(Fireball, Flame Wind, Iron Flesh, Flameproof, Heal, Fly, Open)*	100	8	16	23	15	12	-	32	120
Lurker	20	4	10	19	4/5/6	12/8/6	-	64	48
Metal Golem	200	7	30	32	25/22	25/25	-	40	48
Mongbat	18	1	10	10	8	6	-	96	80
Reaper	100	4	25	25	20/22	18/16	-	56	24
Rotworm	8	1	1	0	2	3	-	32	24
Skeleton	20	3	7	7	5/7	8/6	-	40	32
Snow Cat (Immune to frost)	30	2	9	14	12	8	-	80	80
Spectre	99	4	25	32	15	20	-	64	72
Stickman	35	2	7	11	9/11/10	8/6/7	-	72	72
Talorid	50	1	10	10	20	8	-	56	56
Tan Rat	8	1	4	6	4	4	-	64	64
Trilkhun (Telepathy)	30	2	9	14	12	8	-	80	80
Vampire Bat	10	1	5	9	5/6	5/7	4	104	80
Vorz	30	0	9	8	8/5	11/8	2	32	16
White Worm (Immune to frost)	22	2	15	6	6	12	-	16	24
*Wolf Spider**	20	1/2	10	10	5/4	8/10	5	48	40
*Yeti*** (Immune to frost, throws snowballs)	50	3/8	9	14	5/4	13/12	-	48	72

[1] *A brain creature's* Mind Blast *does damage and drains mana in rough proportion to the difference between its target's Intelligence and its own. (A brain creature has Intelligence 35.) This attack requires only that the brain creature see its target, and this, combined with its large field of vision (120 feet, compared with a human's 60 feet), can make it very dangerous, especially to low-intelligence characters.*

[2] *The wizard liche's high armor score reflects the ability to cast* Iron Flesh.

WALKTHROUGH

Please note that this walkthrough is only one possible solution to the challenges of the Labyrinth of Worlds. Because of the scope and flexibility of the world-simulation, nearly all puzzles and plots allow multiple solutions and outcomes. The first (bold face) paragraph in each entry gives a vague description of what you need to do; the rest of each entry gives a fully detailed description for those who want more information.

ARRIVAL

You attend an emergency meeting with Lord British and meet with others in the castle, then obtain supplies, runes and a key to the sewers.

You awaken in your quarters in Castle British. There is valuable equipment in your room, including your auto-map. A secret door in the north wall leads to a more complete cache of equipment. Following the advice of a note left in your room, you proceed to the throne room and hear a speech by Lord British. You then speak to Miranda and other inhabitants of the castle. You also discover more supplies, and a few runestones in Nystul's laboratory (9). Dupré (2) reports an infestation of monsters in the sewer, and gives you the key to the ladder downward (6).

DESCENT THROUGH THE SEWERS

You descend through the sewers to the deepest cavern below the castle, and there you discover and enter a strange blackrock gem.

You enter the sewers (Level 3). Your first encounter is with the thief, Fissif (10), a man with many interesting skills. You dispatch him to jail after reminding him of the grim alternative he faces beneath the castle. You encounter a variety of monsters in this area. Some are mere vermin, like the bats, worms and spiders. Others, such as the gazers and headlesses, are more powerful, and are best avoided for the moment. After navigating pits, walkways and chasms, in the southeast you reach a hole leading downward to Level 4 (13). On Level 4, you find a vast underground lake, whose shores are infested with bloodworms. Several goblins, trapped in the southwest area of this level, are friendly, and offer to train you in *tracking*. They live on the fringes of a rat warren (19), which hides at its center a more powerful being. To the north, you notice a colony of dread spiders (18), who at the moment do not menace you, although they are highly protective of their eggs. After exploring the level more fully, you discover a ladder extending downward from an island in the center of the lake. The level below is a smaller cavern, with a large gem (24) — a smaller copy of the one surrounding the castle — in the center. The south end of this area leads into a network of streams and waterfalls, some of which conceal hidden caves. A *Por* rune can be found in this complex (23), in addition to lesser items. Returning to the gem, you find that one facet has a strange glow. As you approach it, you see that this face of the gem is a gateway, giving a hazy vision of another world. You walk into the facet, and find yourself transported there.

PRISON TOWER

By trickery, stealth and force of arms you travel upwards through a prison tower staffed by goblins, to free all its prisoners and recover a tiny blackrock gem, similar to the two larger blackrock gems.

You appear in the basement of the prison tower, and there you find supplies and a food delivery voucher (1). By presenting this to the goblins on the next level, you win entrance to the upper levels of the tower. On Level 5, you find an irascible armourer (7) who trades the tower password for the secret of working the soft metal fraznium. When approached later, he offers a sample pair of gauntlets. On Level 6, the guard-captain (8) mistakes you for a visiting torturer. You take great care not to disturb this illusion, and as you leave he gives you another pair of gauntlets. On Level 7, pull the chain in the southeast corner of the north room to toggle the two portculli. Travelling to Level 8, you find Bishop (13), leader of the human resistance, and he offers you valuable advice, before you free him.

When you descend again, you ask for and obtain from Borne a tiny blackrock gem, and a password to obtain more keys from Janar, a guard on Level 3. Using these keys, you can free Garg (10) from his cell on Level 6 — he will then rid the tower of the remaining goblins.

BACK TO THE CASTLE

You return to the castle to inform Miranda of your activities. In the castle, you discuss the situation with your fellow Britannians and receive valuable advice and training. Following a magical boost, the small prison gem now admits you to the northeastern facet of the portal gem.

A full exploration of the fifth level below the castle reveals a ladder leading directly to the surface. Once there, you rest up and report your progress to Miranda. Several members of the castle have advice to give, and nearly all (including Fissif) can offer training in various skills. Nystul takes a special interest in the blackrock gem you brought back from the prison tower, and performs a minor magical ceremony over it. After resting and training fully, you again enter the underworld. Reaching again the glowing portal gem beneath the castle, you Use the tiny blackrock gem on the larger gem. The room shudders, and you find that the northernmost facet of the portal gem now glows brighter. You also see that two other facets of the gem now light up periodically. You enter the northeastern facet of the portal gem.

Killorn Keep

In a floating castle, you outwit an enemy and gain an ally. You attempt to perform certain tasks for her.

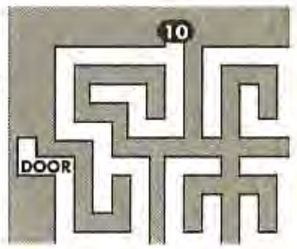
You emerge inside Killorn Keep, a sandstone castle loyal to the Guardian. In the mess hall to the northeast (4), you meet various natives of the keep, and from them you learn background information about the world. You then visit Mystell (5), and using what you have just learned, you convince her you are not a suspicious character. She then offers to reward you for spying on Altara. When you meet Altara (16), you warn her of the plot against her, and tell her of your real mission. She offers to help you. You may also win her loyalty by mentioning Bishop.

Altara advises you that the Guardian will have posted a spy in the basement of your castle, an imp (21). You find the imp on Britannia Level 4, in the southeast corner, and kill it. Altara then gives you a black pearl, and asks you to search for a dread spider's egg and an amethyst rod. You find the egg in the dread spider colony at the north end of Britannia Level 4 (18). At the present time, the amethyst rod is nowhere to be found.

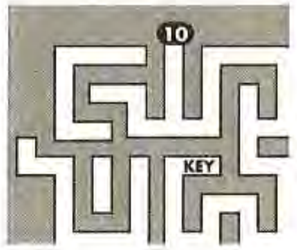
Ice Caves

Through the eastern facet of the portal gem, you find a frozen world. You find another gem, uncover a city and meet the last two inhabitants of this world. You return home again, for news and to boost this new gem, then pass through the southeastern facet.

In the Ice Caves, you fight your way through various obstacles and locate another blackrock gem (4). After passing the defenses guarding the floodgate controls (8), you unleash a flood of water that exposes a ruined city, Anodunos (11), in the northwest area of Level 2 of the caves. There, you meet Beatrice, a wandering shade. There is a ruined magic store to the northeast (12), with many valuable items in it. You also meet Mokpo (3), a deranged hermit who has otherworldly visions.



After exploring the caves, you return to the castle for rest and training, and to have Nystul magically treat the Ice Caves gem. There, you receive the news that Lady Tory has been murdered! Although no one is certain who has done it, everyone has opinions. Returning to the sewers, you now Use the jewel from the Ice Caves on the larger gem, as before, with similar results.



Talorus

On Talorus, encounters with the Historian, the Futurian, the Bliy Skup Ductosnore, the Data Integrator, the Dialogicians and the Historian (again) are in order, in that order.

Once you arrive on Talorus, you journey south to meet with the Historian (1), who acquaints you with this world. Walking west, you find the Futurian (2), from whom you learn more. On his advice, you proceed to the Bliy Skup Chamber (5) and kill the Bliy Skup Ductosnore there (4). You then journey to Level 2 of the complex, where you collect the Delgnizator from the Vorz Ductosnore (8), and the information crystal from the waste disposal ramp (11). If you ask the Data Integrator (6) for help in using these devices, he will demand that you speak more precisely. Once you have tried to speak to the Data Integrator, you ask the Dialogicians (7) to assist you, which they will. He will instruct you as follows: Put crystal E (0)Y (2) in the purple hopper in the Bliy Skup Chamber. Put crystal M (4)Y (8) in the yellow hopper. Place the Delgnizator on the blue circle. Pull the chain. The new Bliy Skup Ductosnore will then be skupped, possessed of the knowledge to create old-style, pre-Guardian Talorids. If you visit the Historian now, he will gratefully teleport you to the center of the lava pits on Level 2, where you will find another blackrock gem (12). Before leaving this world, make sure to pick up an amethyst rod (14).

Return to Killorn Keep

You return to the Keep, to rendezvous with Altara and obtain another blackrock gem. Back in Britannia, you catch up on business, then enter the southern facet of the portal gem.

You present Altara with the black pearl, the dread spider egg, and the amethyst rod — she fuses the three into a scepter, and explains that you must strike the ground with it wherever the Guardian has performed a major magical ceremony. You then descend into the basement of the Keep, by way of the kitchen, and there you discover a secret door. Behind the door there is a passage, which is blocked by a magical trap (10) — you disarm it by throwing away the candles, or run a dangerous gauntlet through an otherworldly deathtrap. You then enter the oubliette (11), where you discover another blackrock gem. It is now time to return to the castle, to rest, eat and train. You must also have Nystul cast his spell on the blackrock gems you have accumulated, and then bring them to the portal gem in the sewers. Your next destination is through the southern facet.

Scintillus Academy

You pass the test of the Scintillus Academy of Magic, then find another gem and use Altara's scepter.

You find yourself in the antechamber of the Scintillus Academy Final Exam, where you chat with Elster. You must complete all eight levels of the test.

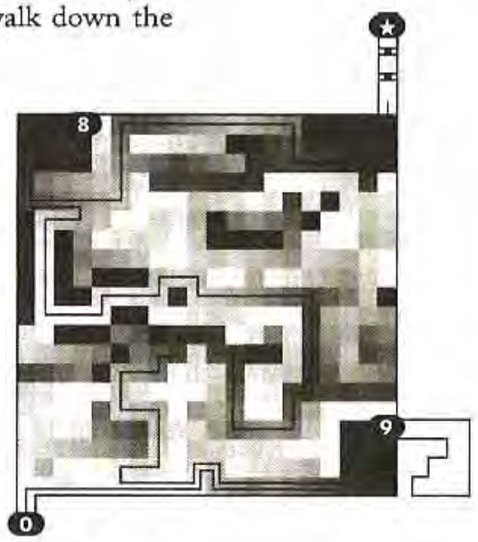
Level 1, "Lateral Reasoning," is solved by placing the gold coffer (or an equivalent weight) on the middle pressure-plate, which raises the rightmost portcullis. You then pass safely through, and proceed to the exit point, where a teleporter advances you to the next stage of the test.

Level 2A, "Equilibrium and Non-Local Causality," slides you into the river, which carries you to a stone area where you find traction. From there, you slide to the northeast and find the button (5), which you press. This opens a portcullis (4), which you reach by returning to the stone area, then sliding directly north. After passing through the portcullis, you slide to three more stone areas before you can reach the final gate.

Level 2B, "Synchronization," is solved by crossing the oscillating columns, while avoiding the slingstones and arrows hurled at you from the side.

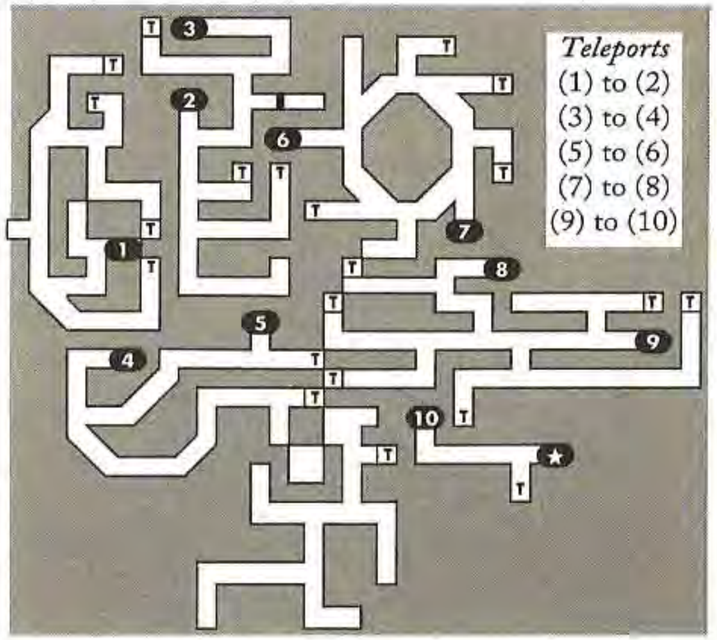
Level 3, "Psychokinesis and Terraforming," requires the use of a wand of *Telekinesis,* found on the floor just after you enter the level. There are three buttons each on the east and west walls, and these determine the heights of the pillars. One way to solve this puzzle is to jump north onto the middle pillar of the first row, then west. From there, you Use the wand on the button directly to the west. (The button is fairly far away, but you should be able to see it.) You then jump east, jump east again, and Use the wand on the button directly to the east. Now you jump north, north, west and north, and then walk down the corridor to the teleporter.

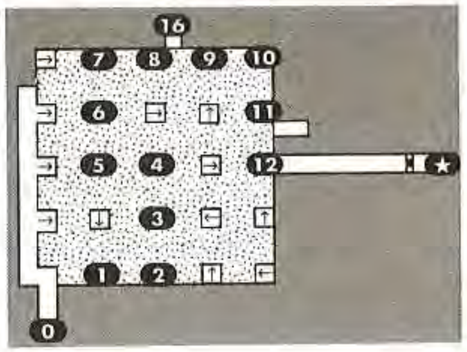
Level 4 ,"Spatial Reasoning," is a maze of pillars and platforms, populated with monsters. To exit, retrieve keys from the northwest (8) and southeast (9) towers, then pass through the doors to the northeast. See the accompanying map.



Level 5, "Effects and Constraints," consists of several parts. To begin with, grab the pole (12), and use it to switch the three switches (11) to the upper position. Directly in front of each switch lies a pressure plate, which, when triggered, alters the position of another switch — take care to avoid them, by either using the pole or jumping over them. When all three switches are in the raised position, the door to the south will unlock. You pass through this door, jump over the pit (13), and pick up the key you find on the other side. (Do not press the button on the wall, as this will create an invisible barrier that will prevent you from crossing the pit.) Take the key back across the central chamber to the north, and pass through the door to the north. The key opens the portcullis you find there, and you pass through to the exit.

Level 6, "Risk Avoidance," gives you four yellow plates. Step on each one to create a peaceful headless. By creating four headlesses, you protect yourself from the arrows that fly out when you pick up the key in the center of the room. The key unlocks the door to the northwest, and you proceed into the teleport maze. In this maze, the blue squares are teleport pads. Once you are in the maze proper (when the floor changes from stone to brick), follow the numbered sequence on the map.





Level 7, "Nonreversible Processes," must be solved in two stages. First, dive into the water and swim to the alcove in the north wall, from which you retrieve a key (16). You then return to your starting point, and turn your attention to the pillars. Each pillar points to another pillar with an arrow; landing on a pillar causes the pillar it points at to disappear. Your goal is the raised corridor on the east wall. To reach the wall, jump in the sequence numbered on the accompanying map.

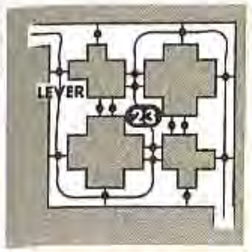
Level 8, "Correlations," consists of four concentric tiers, each of which is lined with alcoves, and a sign at the bottom that reads, "3 : 5 : 2 : 9." The solution is to count clockwise from the alcove with the red floor (17) on each level, and enter that alcove. On the first level, count over 3 (to the western alcove), on the second level, 5, and so on. If you enter an incorrect alcove, you are teleported back to the center, and a hostile headless appears. After entering the final alcove a teleporter takes you to the final area of the Scintillus Academy, where a graduating candidate would be welcomed after his or her completion of the test.

Walk to the pentagram in the large chamber (33), collect the blackrock gem and use Altara's scepter. If you are feeling confident, you may attempt the Scintillus Secure Vault from this area — the rewards are well worth it. However, note that if you leave here or are killed, you will have to complete the final exam again in order to return to this area.

Pits of Carnage

The southwestern facet of the gem leads to the Pits of Carnage, where you find further allies to your cause, another gem and air-control instructions. For a second time, Altara's scepter comes in handy.

In the Pits of Carnage, you have a choice as to how to accomplish your ends. Dorstag (5) possesses the blackrock gem you seek. One way to take it is to kill Dorstag. If you gain enough prestige from arena fights, he agrees to fight you one-on-one; otherwise, you must fight his followers as well as him. Another way is to descend to the Level 3 of the pits, and seek out Blog the Troll (30). If you let him win enough games of Rock, he will become your friend. If you then demand the gem from Dorstag, Blog appears and takes it when Dorstag refuses. You also meet Zoranthus (24), a mage who lives on the Level 2. He tells you of his work with air-daemons, gives you the recipe for



a bottle which can contain one, and offers you a deal by which you might obtain a daemon of your own. Before leaving, you use Altara's scepter at the Entranceway to the Pits (11), in the center of the north side of Level 1.

Completing Altara's Quests

You now return to Lord British's castle, to rest and train. There, you discover a traitor. You kill him, but not before he has accomplished his treachery. Your next goal is to wield Altara's scepter on four more worlds.

Returning to the castle, Miranda recommends you visit Nelson. As Nelson is about to disclose a new discovery to you, Patterson draws a dagger and stabs him. You slay Patterson, but Nelson is already dead, and his knowledge is gone. Nystul treats the gems you have accumulated. You train, rest and return to the struggle.

The Guardian still derives power from four realms you have already visited: the Prison Tower, Killorn Keep, Talorus and the Ice Caves. In no particular order, you:

- ascend to the highest level of the Prison Tower, and strike the floor in Bishop's cell.

- walk to the southeast corner of the Killorn Keep barracks (12) and search for a secret door (13). You descend the stairs, then challenge and defeat a daemonic guard (14). He guards the door to the Killorn Keep engine room (15) — the key to this door is in a barrel in the other section of the basement. Inside the engine room, you strike the floor with the staff. Incidentally, killing the brain-creatures here will cause the Keep to fall to earth, killing nearly all within. If Mors Gotha is in the Keep at this point, she will save herself by teleporting away.

- strike the floor of Talorus's Bliy Skup Chamber (5).

- strike the ground at Anodunos fountain.

Ethereal Void

A drug imparts a strange vision, in which reality reflects your dreamtime actions. The final facet of the portal gem now takes you to a dark void, where you undergo four ordeals in search of the Shrine of Spirituality. At the Shrine, you gain a final gem and use the scepter.

Before entering the Ethereal Void, you seek out a particular plant, which grows on gravesites. You obtain it in Anodunos (Ice Caves), or in the Hall of Losers (Pits of Carnage). After eating it, you go to sleep and find yourself (perhaps after a few tries) inside the Shrine of Spirituality (1). In the center of the Shrine rests another blackrock gem. You cannot take the gem with you in your dreams, but you can move it — pick it up and throw it through the bars of the Shrine.

When you first arrive in the Ethereal Void, you are confronted with a great orange structure, the impassable walls surrounding the Shrine of Spirituality. Surrounding the shrine is a great black space, in which brightly colored paths hang suspended. The paths are dotted with Moongates — sometimes the Moongates lead you to another place on the same path, and sometimes they lead elsewhere.

Once you have entered the Void, you begin a series of four ordeals: the crossing of the blue, purple, yellow and red zones (They are listed here in order of difficulty, but you may pass through them in any order and still reach the final goal.) After each zone is passed, you enter a gold Moongate and find yourself at the top of a pyramid composed of large cubes. Stepping on any cube of the pyramid causes it to change its color to that of the zone you have just passed through, but stepping on it again causes it to cycle to another color. Once the entire pyramid has changed to the color of the zone you have just passed, a Moongate of that color appears at the top. Entering the Moongate, you discover a "prize area." After you have passed all four areas, the pyramid will begin to turn orange. When you turn all the cubes in the pyramid orange, a gold Moongate appears, which takes you to the outer area of the Shrine of Spirituality. There you use Altara's scepter and collect the blackrock gem that, in your dream, you threw through the bars of the inner area.

The white Moongates lead to the sigil of Binding, which will be discussed below.

Blue Zone

In the blue zone you meet and trade with Prinx, then reach your goal by means of acrobatics.

The blue zone poses little threat to you. When you arrive on the checkerboard plane, you meet Prinx (4), a traveling mage, who will exchange a scroll of *Fly* for a pair of eyeballs. The eyes may be obtained by killing a brain-creature. Once you cross the oscillating sine-wave bridge, you walk to the far side of the walkway, jump to the jump-circle, and are hurled up to the golden Moongate in the square of lava.

Purple Zone

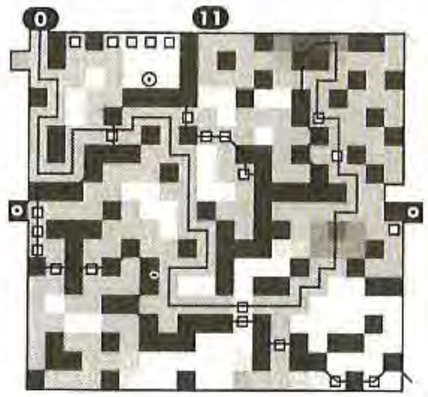
In the purple zone, you traverse various physical obstacles, then find yourself in a strange maze. At the far end is the gold Moongate.

Beginning the purple zone, you encounter Blog, whose usual whimsical conversational style has now acquired a dream-logic all its own. By running quickly at the frictionless ramp, you manage to reach a strange ethereal liquid stream flowing uphill. It deposits you in a rocky area, where you follow a pair of arrows, then use jump-circles to hurl yourself to a frictionless slide. The slide takes you to an ancient but familiar-looking (to some) maze. Following the right wall takes you to the golden Moongate. Note that the purple "prize area" contains a bottle holding a trapped air-daemon, so that it is not necessary to trade with Zoranthus for the one he holds.

Yellow Zone

The yellow zone is a treacherous maze populated by floating brains. Eventually you learn the superior path, and reach the oscillating platform that lowers you to the final chamber.

At the beginning of the yellow maze, the orb displays a picture of the oscillating platform that is your goal. There is no simple solution to the maze (one possibility is mapped here), but it is usually good policy to attempt to gain elevation. If you can cast *Fly* or *Levitate,* you will profit by doing so here.



Red Zone

The red zone is the abode of ferocious daemons — passage through this area requires either great might, or speed, agility and protective spells.

Before entering the red Moongate, cast *Flameproof* if you can. The first section of the red area is a hell of fire, daemons and fire elementals. At the end of this section, you see a destroyer-daemon, and at his feet lies the scepter of *Deadly Seeker* (13) that Zoranthus asked you to retrieve. Behind him is another red Moongate, through which you must pass. It is your decision whether to stay and battle the destroyer.

The second section of the red zone is similar — a tunnel through lava (14), filled with daemons. The third zone is a foul swamp (15). Only the deep lurkers here are initially hostile — the despoilers and haunts are only upset, and do not menace you unless you attack one of their number. The final section of the red area contains nothing dangerous save the lava itself (16).

Binding the Air-Daemon

After obtaining the scepter of Deadly Seeker (or the Djinn-bottle itself) from the Ethereal Void, you follow Zoranthus's instructions, preparing your own body to contain the air-daemon. Having done so, you travel back to the Void and bind the daemon within your body.

After speaking with Zoranthus again (24), begin preparing your body to receive the air-daemon. First, obtain basilisk oil from one of several locations — the chest in Zaria's room (Pits of Carnage, Level (17), the liche's lair (Pits, Level 3) (29), the gazer lair (Britannia, Level 3) (16) or the Scintillus Academy Secure Vault (30). Then bring the oil to the filanium mud flats (Ice Caves, Level 2) (5). They are located on the other side of the river from where you found the blackrock gem, on the far side of a lake of frictionless ice. Throw the oil into the filanium mud, then jump into the mud yourself — it now coats your skin. Next, find a patch of lava — either the lava pit (Talorus, Level 2) (11) or the Arena of Fire (Pits of Carnage, Level 1) (3). Bathe in the lava for a few seconds, until it bakes onto your skin. Now obtain a potion of *Iron Flesh*, either purchasing it from Merzan (Killorn Keep) (3) or stealing it from the dire reaper (Pits of Carnage, Level 3) (28). Drink the potion, thereby completing the preparations. Bring the bottle to the Ethereal Void, locate the sigil of Binding (17) (which may be reached via the white Moongates), place the bottle in the pentagram there and smash it. The daemon enters your body, and awaits release.

Stealing the Spell Book

Foreign soldiers have infiltrated Lord British's castle! Passing through the portal gem, you steal the spell book that you find on their home world.

Returning from the Ethereal Void, you find a group of hostile soldiers waiting for you. Recognizing their uniform as that of Killorn Keep, you go there to investigate. When you arrive, the keep is bustling with activity. Questioning several people, you learn that an invasion force is massing there. A note from Altara warns you that Mors Gotha, a champion of the Guardian, is present. You proceed to the barracks, where you find a crowd of peaceful soldiers. Mors Gotha waits behind a locked door (8), with a valuable spell book. You steal the spell book, and have the choice of fighting Mors Gotha or running from her. If you damage Mors Gotha too badly, she disappears into a Moongate. You return to Britannia with the spell book, which you present to Nystul.

Tomb of Praecor Loth

You enter the Tomb of Praecor Loth, use Altara's scepter and find the blackrock gem. Ascend past the three liches on Level 3, to Level 4, where you receive the Horn of Praecor Loth from the shade of the dead king.

Strike the floor at the end of the corridor leading to the northwest (17). You also find a blackrock gem there. The corridor is choked with rubble, which you may remove with a rock axe (you can find one in the Ice Caves, where the Lost Expedition died).

Stairs up are at the end of the northern corridor. On Level 2 of the Tomb, the majority of the undead ignore you, although Helena (10) grants you a point of *attack* skill if you promise to help her. On Level 3, an optimal path through the maze leads north first, through the *Fireball / Lightning Bolt* maze. At the first intersection, you turn to the west, then north, then west

again to exit that section of the maze. The door leading out of the fireball pits is in the center of the three. When you reach the room of oscillating pillars, you can use them to jump up to the exit in the east end of the room, and then head north through the bouncing *Fireball* area, to the stairs up to Level 4. The shade Silanus speaks of a key (14), which you may collect, as it will be of use to you on Level 4.

After you have evaded the three liches (16, 19, 25), or defeated them in combat, you convince Praecor Loth (27) that he has been deceived, and is actually dead. He then yields up to you his mighty war horn.

Battle in Britannia

As you discuss final plans with Nystul, Mors Gotha and her invasion force arrive in the castle. You slay her, and return to the throne room to assist in the ceremony that will shatter the gem.

Returning to the castle, you find Nystul in his quarters. He agitatedly quizzes you on the details of the casting of the Guardian's original spell. Having spoken to Nell earlier, you inform him that the spell was cast at four o'clock in the morning, in the throne room. At that moment, Mors Gotha bursts into the room, her soldiers just behind her. As Nystul hurries to the throne room, you duel with Mors Gotha, and defeat her. You then hasten to the throne room, where Nystul reads backwards from the spell book you stole from Mors Gotha. With the aid of the captured air-daemon, you blow the Horn of Praecor Loth, shattering the weakened blackrock gem encasing the castle.

Player's Checklist

To win *Ultima Underworld II: Labyrinth of Worlds*, you must accomplish the following:

☐ Collect all the blackrock gems:
- ☐ Prison Tower: held by Borne, on Level 6 (8).
- ☐ Killorn Keep: in the dungeon below Level 1 (11).
- ☐ Ice Caves: on the east bank of the river, on Level 2 (4).
- ☐ Talorus: in the center of the lava pit, on Level 2 (12).
- ☐ Scintillus Academy: in the pentagram in the final chamber (33).
- ☐ Pits of Carnage: held by Dorstag, on Level 1 (5).
- ☐ Tomb of Praecor Loth: at the end of the northwest spoke, on Level 1 (7).
- ☐ Ethereal Void: in the Shrine of Spirituality (1).

☐ Cut the Guardian's lines of support, by striking Altara's scepter on the ground at:
- ☐ Prison Tower: in Bishop's cell (13).
- ☐ Killorn Keep: in the "engine room" (12).
- ☐ Ice Caves: at the fountain in Anodunos (9).
- ☐ Talorus: in the Bliy Skup Chamber (5).
- ☐ Scintillus Academy: in the pentagram in the final chamber (33).
- ☐ Pits of Carnage: in the Entrance Chamber, on Level 1 (11).
- ☐ Tomb of Praecor Loth: at the end of the northwest spoke, on Level 1 (7).
- ☐ Ethereal Void: in the Shrine of Spirituality (1).

☐ Trap the air-daemon in your body.
- ☐ Meet with Zoranthus, on Level 2 of the Pits of Carnage (24).
- ☐ Obtain basilisk oil, from (for instance) Zaria on Level 1 of the Pits of Carnage (7).
- ☐ Throw the oil in the filanium mud on Level 2 of the Ice Caves (5).
- ☐ Bathe in the mud.
- ☐ Bathe in lava, on Level 2 of Talorus (for instance).
- ☐ Drink a potion of Iron Flesh.
- ☐ Retrieve the scepter of Deadly Seeker from the Destroyer in the Ethereal Void Red Zone (13), and take it to Zoranthus.
- ☐ Take the Djinn-bottle to the sigil of Binding, in the Ethereal Void (17).

☐ Steal Mors Gotha's spell book (8).

☐ Obtain the Horn of Praecor Loth (27).

☐ Inform Nystul of the time and place of the original casting of the Guardian's spell.

☐ Kill Mors Gotha when she arrives in Lord British's castle.

☐ Assist in the throne room ceremony.

INDEX

Parenthesized letters refer to the realms within the Labyrinth of Worlds:

Britannia ..... *(BR)*
Prison Tower ..... *(PT)*
Killorn Keep ..... *(KK)*
Ice Caves ..... *(IC)*
Talorus ..... *(TL)*
Scintillus Academy ..... *(SA)*
Pits of Carnage ..... *(PC)*
Tomb of Praecor Loth *(TP)*
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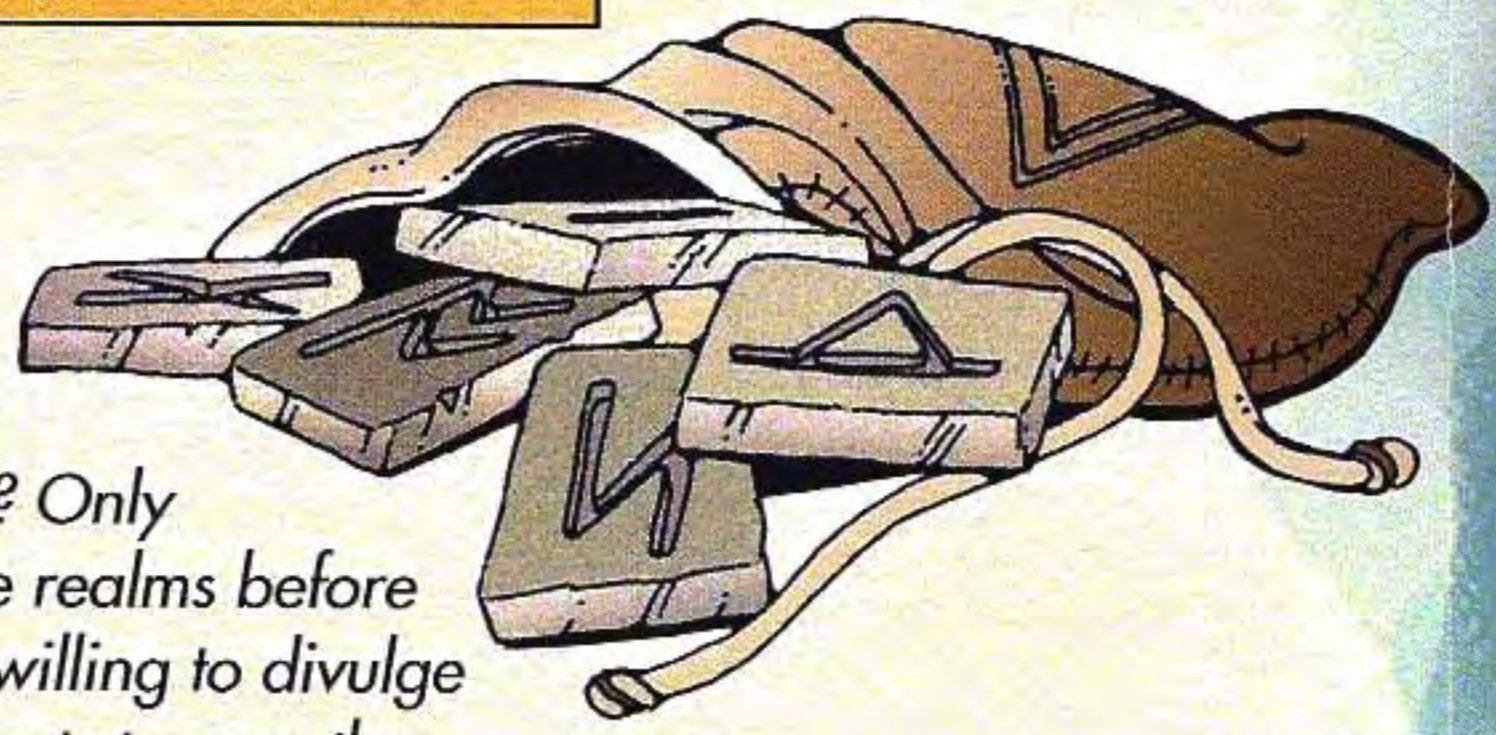

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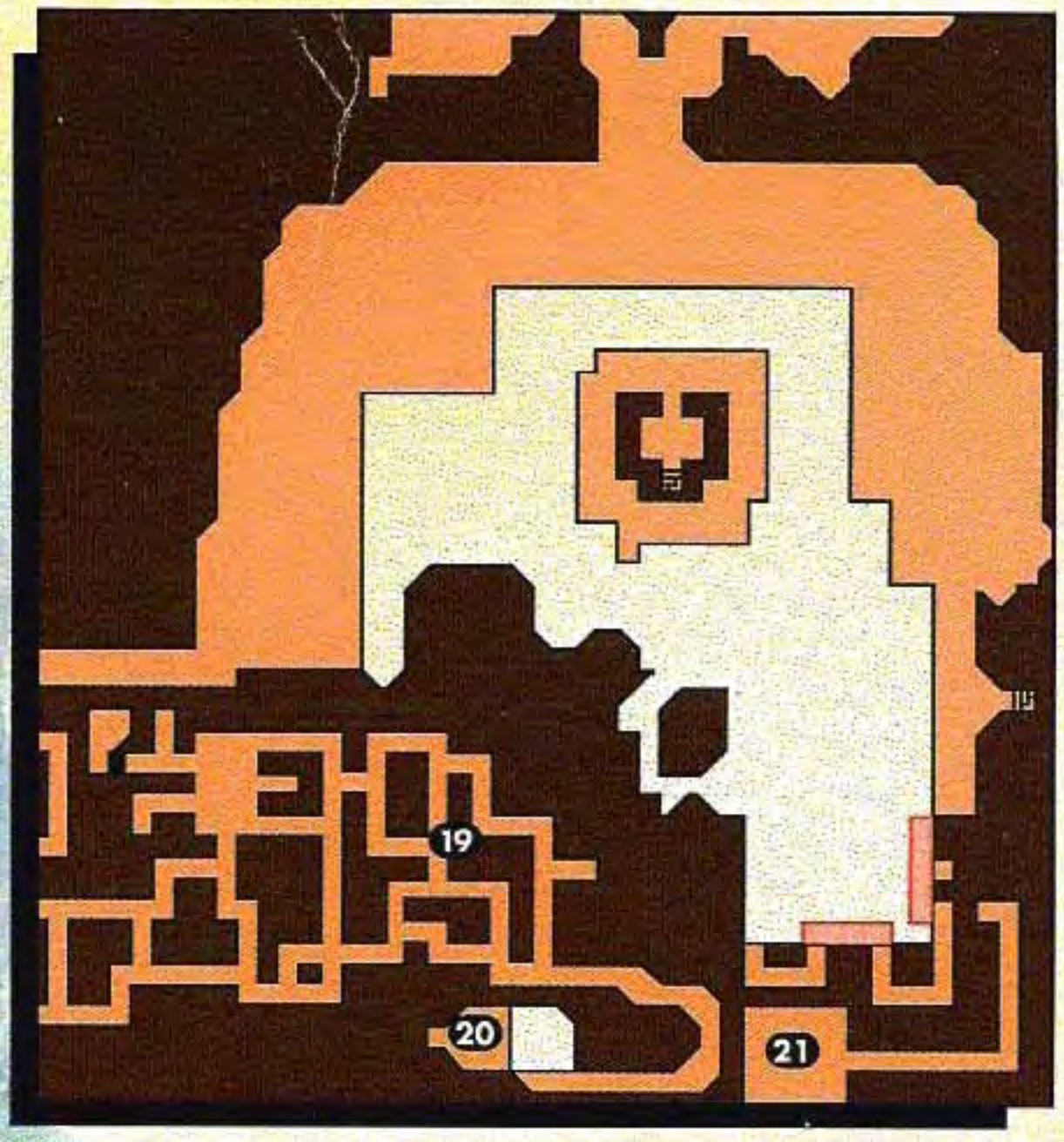

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