

Mysteries Of The Abyss

The Complete Solutions to *ULTIMA® Underworld™*

Baron Almríc's archivist leads you through the cold, dark corridors of the Great Stygian Abyss in this comprehensive guide to ORIGIN's *ULTIMA Underworld*. With hints and tips, walkthroughs, descriptions, and even some background from the arch-villain mage Tyball, you'll learn about every nook and cranny in the 25 miles of dungeon.



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- A concise but complete walkthrough of the entire adventure.



(Note: Interior pages are black & white)

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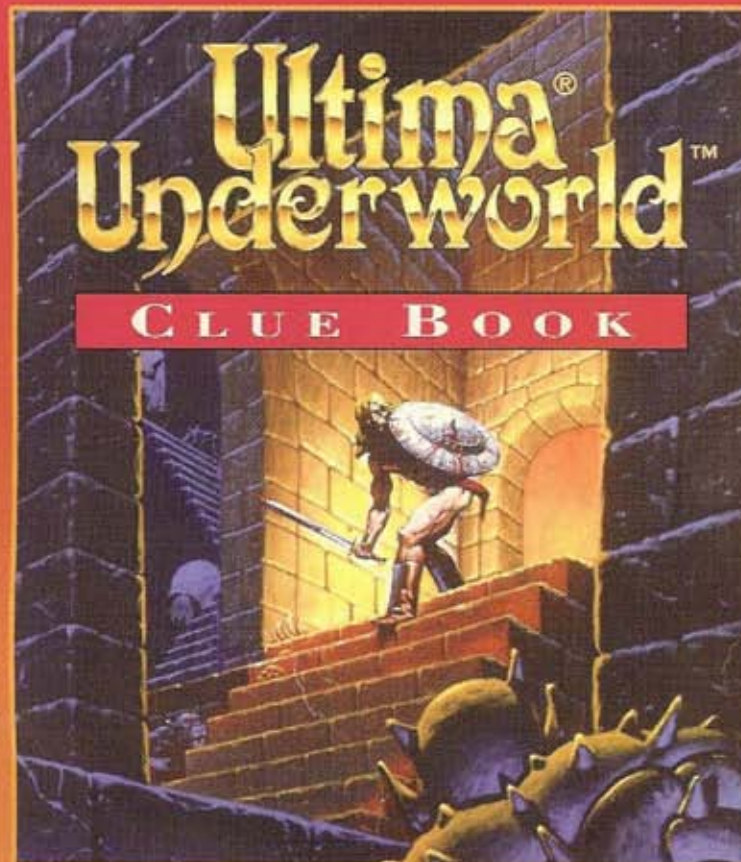
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Mysteries Of The Abyss™

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We create worlds.



Ultima[®] Underworld[™]

CLUE BOOK

Mysteries Of The Abyss[™]

*Consisting of Documents of the Avatar[™]
and Tyball the Vile*

*Assembled by Joye, Librarian and Archivist
of Baron Almríc*

English Translation by Aaron Allston





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INTRODUCTION

I, Joye, librarian and archivist of Baron Almríc, have assembled this volume as an aid for those who would follow in the path of the Avatar and as a warning for those who would follow in the footsteps of the evil mage known as Tyball.

This volume is assembled from diverse sources and arranged thereby in distinct chapters.

First, you will find *Maps of the Abyss* and accompanying words describing the abyssmal depths. They come from the evil mage Tyball, taken directly from a letter he penned shortly before his timely death. It appears that the letter was intended for an apprentice or paramour named Malabelle, of whose origin and character I know nothing.

Second, you will find more words of Tyball's, again addressed to Malabelle; these are titled *Advice to the Traveller*, and constitute his advice to her should she visit the depths.

Third, you will read of *The Path of the Avatar*, an account of the Avatar's own harrowing descent into the Stygian depths ... and the means by which the Avatar emerged alive and victorious. These words are drawn from interviews with the Avatar taken during that worthy personage's visit here following this most perilous quest into the Underworld.

Appended to that is the *History of the Abyss*, the chronicle of how that dark site came to assume its current form; I have penned this myself, from many interviews and sources.

I have penned one copy of this volume for the library of Baron Almríc and made additional copies for my correspondents. The volume you read, in some distant city or future time, may have additional notes appended to it beyond the pages I have myself prepared.

May Virtue follow you wherever you find yourself ... and may you follow Virtue if ever you find yourself in the Stygian Abyss.

Joye, librarian

MAPS OF THE STYGIAN ABYSS

(From a Letter by Tyball to Malabelle)



Dear child, should you choose to visit your old master in these desolate parts, you will probably not find me at the entrance to the Abyss; my researches keep me deep within the labyrinth most of the time. But with these maps I have enclosed, you should have no difficulty reaching me. For your convenience, I have noted and numbered points of particular interest. Each numbered paragraph is keyed to the corresponding location on each map that follows. I include details on all the merry tortured souls who live within these depths; feel free to play with most of them as you please.

LEVEL ONE

This level is home to green and gray goblins, not to mention several wretched human outcasts.

- (1) Here you'll find a sentry station of the gray goblins. The usual sentry is called Eb; him you must pass if you wish to speak to King Ketchaval.
- (2) In this area, you will doubtless come across Retichall, queen of the gray goblins. She is admirably short of temper and speech, but has no other virtues I can detect. Do not claim to be an ally of her foes, the green goblins; nor should you pretend to desire small talk. Should you wish to speak to her equally despicable mate, Ketchaval, you must first speak to Retichall.
- (3) Here, you will find Ketchaval, pitiful king of the gray goblins who inhabit the depths. He is the sworn foe of Vernix, king of the green goblins, as though their pathetic internecine conflict were of any importance. He knows a little about the Abyss; mostly, he knows that the charming spider-thing Navrey Night-Eyes has an appetite for his loathsome subjects. He is no danger to travellers who speak courteously to him.
- (4) Here, you will find Drog, sentry of the green goblins, who guards the door into green goblin territory. He is not terribly efficient — I like that in a guard, so long as he is employed by others — and will pass anyone who claims to be exploring.
- (5) At this site, you will find Vernix, the amusingly arrogant king of the green goblins. Speaking to him is an excellent opportunity to practice your flattery, for he responds well to no other type of speech. For his species, he is something of a scholar, knowing a little about the Ancient Illuminated Seers of the Moonstone, trifling amounts of the ways of their allies the lizardmen,

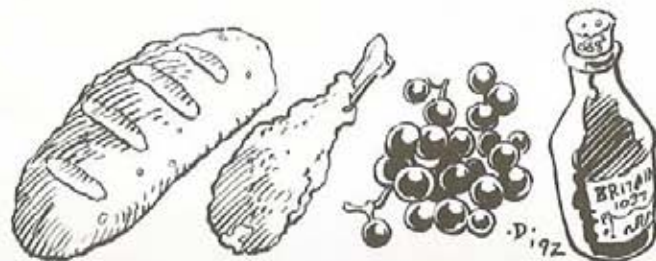
and rumors of the Talismans of that oaf Cabirus; but his only true virtue is the hate he bears for the rulers of the gray goblins. So nice it is to see unrestrained, murderous rage so close to home.

- (6) This is the watch-post of a green goblin-thing called Lanugo. It is King Vernix's alleged guard; should you wish an interview with Vernix, speak to this creature. It responds well to trivial bribes, and has a charming enthusiasm for rotworm stew, which it knows how to prepare.
- (7) This is where you might find Bragit, one of the Abyss's outcasts. For no reason I can discern, he actually cares about the welfare of those trapped within the labyrinth, and is a source of knowledge on how one may survive an extended stay here. He also knows escape routes out of the pathetic prison the gray goblins maintain at (13).
- (8) This is a topographical nuisance, a chasm which must be jumped across or flown over ere you can deal with the outcasts. Do contrive not to fall in.
- (9) Here, be alert for Hagbard, "leader" of the Abyss's outcasts — it pleases me so that the Abyss becomes a home for every outcast or exile in the region; so much misery they hold within them! Hagbard knows something of the two tribes of goblins, and I understand that the wretch espied my troll bringing the virtuous Arial to me. Hagbard, of course, could do nothing to save the doomed girl, and so must have suffered the anguish of the hopelessly inadequate — isn't it delicious?
- (10) This is the usual haunt of Gulik, another outcast. In personality, he is as appealing as the cockroaches that make up his usual meal. He is reluctant to speak to anyone who has not already spoken with that pathetic Hagbard. He's quite a

merchant, by the limited standards of the Abyss's inhabitants; if rambling discourses from shattered minds appeal to you, have him speak on the topic of barter and trade.

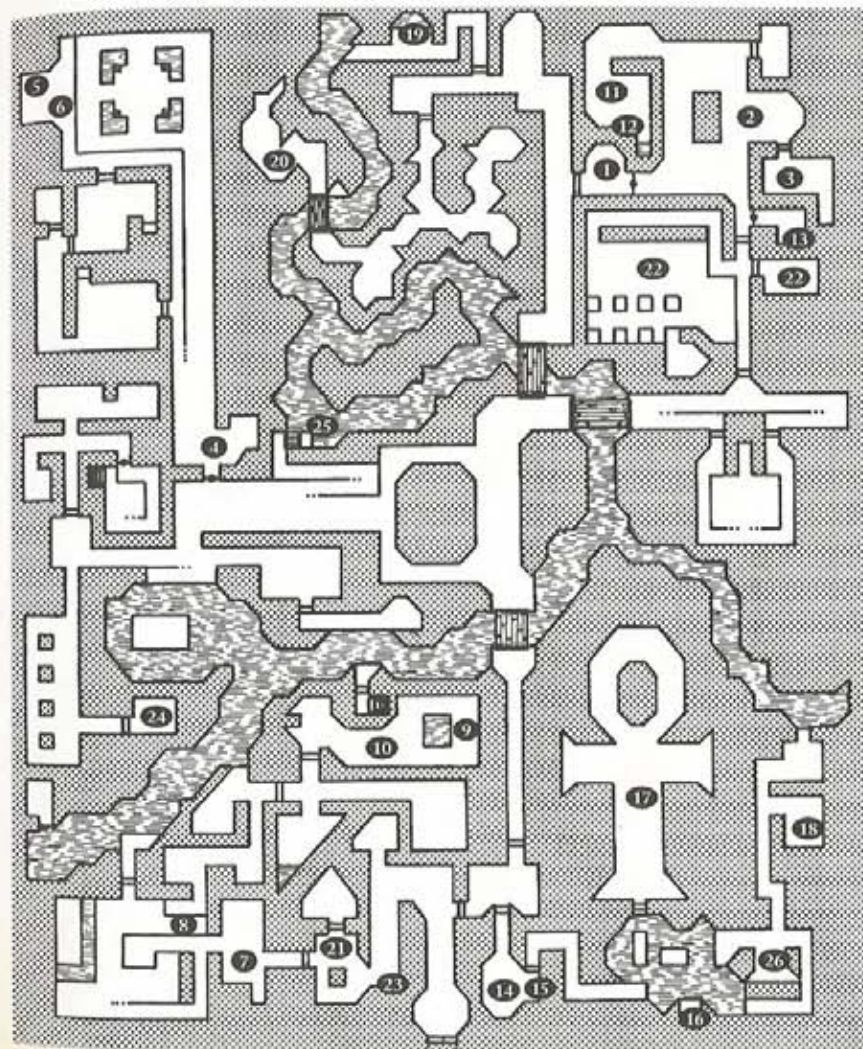
- (11) Here, you might find Jaacar, one of the gray goblins. His only cheery trait is his fascination with privies; even by goblin standards, he is repulsive! He is obsessed by the privy at (12), which has "swallowed up" so many of his brethren.
- (12) This is the privy which Jaacar the goblin holds in such fascination. Actually, it's a channel down to the next level of the labyrinth, but none of the unfortunate goblins who have fallen through it have survived to return home.
- (13) This is the prison of the gray goblins. One of my minions pried the secret of escape from this cell from Bragit, who had been imprisoned here. Outside the cell is a button which opens the portcullis mechanically, but it is out of any ordinary person's reach. Should you find yourself momentarily delayed there, find a long pole to push the button and you will be able to free yourself immediately.
- (14) Here, you will find an oddity, an exotic silver plant which blooms rarely. If you reach for it, it will wither, leaving only a silver seed behind. There are directions on the wall for proper use of the seed.
- (15) This is a secret door useful for gaining access to one of the dreary old shrines of Cabirus.

- (16) The button you will find here gives you access to a shrine chamber; depress it and the chamber door will open.
- (17) This is a shrine often used in the time of Cabirus. Many pilgrims recited torturous mantras here.
- (18) This chamber contains an acid slug, a pet which guards a useful foretelling orb.
- (19) A fountain — a special one. Should you contrive to become hurt on this level, drink the waters of this fountain; they have healing properties.
- (20) This is the usual site of the spider, Navrey Night-Eyes, which has caused so much consternation among the gray goblins. Note that its thread is extraordinarily strong and has many useful properties; you might gather some while you are there.
- (21) Some monstrous denizen of the Abyss tends to drag its kills here, so there is often some sort of loot to find; do look in should you happen to pass this way.
- (22) In the east room you will find the switches that control the height of platforms in the west room. The floor types beneath each dial correspond to the floor types on the platforms. The dials' positions determine the altitude of the platforms (the platform is at its lowest height when the dial points straight up, and then ascends as you move the dial clockwise). Stairstepping the platforms seems the most expedient way to exit.



LEVEL ONE

- (1) Eb (Gray Goblin sentry)
- (2) Retchall (queen of the gray goblins)
- (3) Ketchaval (king of the gray goblins)
- (4) Drog (green goblin sentry)
- (5) Vernix (king of the green goblins)
- (6) Lanugo (King Vernix's guard)
- (7) Bragit (outcast)
- (8) Chasm
- (9) Hagbard (leader of the outcasts)
- (10) Gulik (outcast)
- (11) Jaacar (gray goblin)
- (12) Privy
- (13) Gray goblin prison
- (14) Silver Sapling
- (15) Secret door to shrine
- (16) Button trigger
- (17) Shrine
- (18) Orb
- (19) Healing fountain
- (20) Navrey Night-Eyes (spider)
- (21) Loot
- (22) Platforms and dials
- (23) Runestones
- (24) Spell scroll
- (25) Runestones
- (26) Key



LEVEL TWO

On this level, you will find picturesque mountainmen and the occasional anguished human.

- (1) Should you actually fall prey to the goblins' "deadly privy," swim south from this site.
- (2) This area is where Corby is usually to be found. What a wretch — I am sure that you will enjoy speaking to him and goading him in his torment. Friend was he of Sir Cabirus, and a follower of Cabirus' ideals; since the knight's death, he has become a hollow, tortured shell of a man. He knows something of Cabirus' eight talismans and their purpose, but not their current whereabouts.
- (3) This is the station of Brawnclan, tedious guard of the mountainmen area. Speak cordially to him and he will allow you passage into the mountainmen area of this level.
- (4) This is the hall of Goldthirst, king of the mountainmen. He is a bit prickly about some things; it is best

not to refer to him as a dwarf, nor to ask him anything about his pitiful treasures. (Actually, one of his treasures is not to be scoffed at; it is a mountainman artifact, the gem cutter of Great Coulnes, greatest artisan of their kind. But in general, his treasures are as dross. Giving him a shiny gift often elicits a return gesture.)

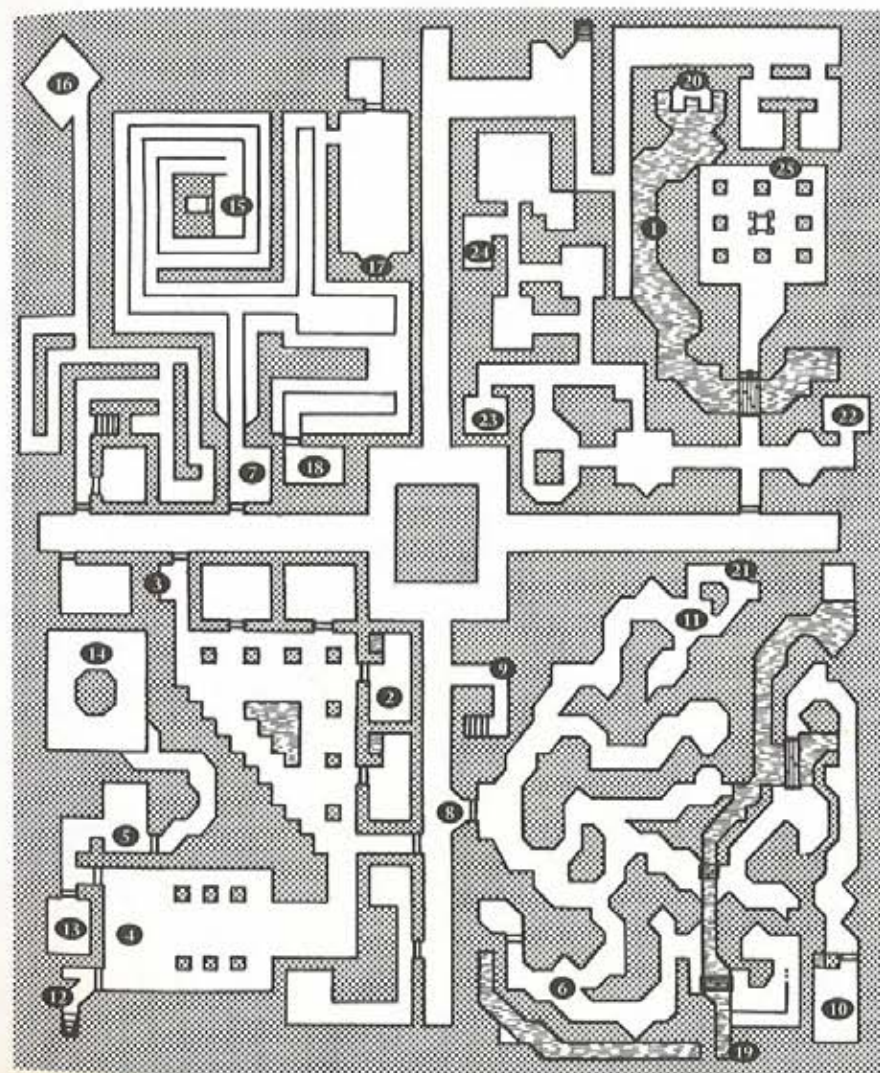
- (5) Here, you will find the mountainman guard of King Goldthirst's treasure hoard; usually, an oaf named Steeltoe has the duty here. Should you wish to view the king's goods, tell this guard the words "Deco Morono" — the king's password, carefully kept secret except to me.
- (6) In this area, you are likely to find Hewstone, a mountainman gold miner. If it is in your heart to endure an eternity of tedious conversation, then talk to him. Mining is his life, and he'll talk of mining until you wish to end it for him.



- (7) Here, you might find Ironwit, one of the mountainmen, once an engineer. I'm delighted to say that years of living in these gloomy, monstrous halls have added his wits. All he can do these days is whine about his missing blueprints; his wretchedness is music to my ears. He knows where a valuable flying potion lies, but I set a potion of poison near it and confused him as to which is which.
- (8) This is the entryway to the mines of the mountainmen.
- (9) Here, a spider, a charming pet, guards a key which hitherto gave the mountainmen easy access to the third level.
- (10) One of the most annoying denizens of the labyrinth is Shak. He is a smith of the mountainmen, and he is helpful, even honest. For a fee, he repairs damaged weapons for the other denizens — but not for my minions. He knows a little about two of Sir Cabirus' talismans, the wretched Sword Caliburn and the Shield of Valor; and, though he knows that the sword was broken in two, he knows not where its pieces or the shield are. If he did know, of course, I would have to deal with him.
- (11) This is the lair of a gazer I have set to annoy the mountainmen; do be careful when in its vicinity.
- (12) This door protects the stairs to the third level.
- (13) Should you find yourself in this part of the Abyss, you might wish to abscond with the antique flute in this chamber.
- (14) This is the location of Goldthirst's treasure trove.
- (15) Here you may find Ironwit's flying potion.
- (16) A shrine.
- (17) Here lies the key that opens the doors to both the room with the flying potion (15), and also the room with Ironwit's blueprints (18). Care must be taken in retrieving this key — following the golden path is the safest approach.
- (18) This is where Ironwit's valueless blueprints lie.
- (19) This drain will pull you through down to Level Three, but be sure to examine the remains of a former adventurer, on the way down. (You will end up just northeast of (6) on Level Three.) Be sure you are in good condition before taking this rather bumpy ride. The fountain at (20) might prove useful before risking your lovely skin in this descent.
- (20) Fortunately, there is another healing fountain on this level; drink from it if you find yourself in need.

LEVEL TWO

- (1) Level One privy outlet
- (2) Corby
- (3) Brawnclan (mountainman guard)
- (4) Goldthirst (king of the mountainmen)
- (5) Steeltoe (guard of Goldthirst's hoard)
- (6) Hewstone (mountainman miner)
- (7) Ironwit (mountainman engineer)
- (8) Mine entry
- (9) Spider and key
- (10) Shak (mountainman smith)
- (11) Gazer
- (12) Door to Third Level stairs
- (13) Antique flute
- (14) Goldthirst's hoard
- (15) Ironwit's flying potion
- (16) Shrine
- (17) Key to potion and blueprints
- (18) Ironwit's blueprints and a runestone
- (19) Drain to Level Three
- (20) Healing fountain
- (21) Runestones
- (22) Mantra scroll
- (23) Mantra scroll
- (24) Mantra scroll
- (25) Loot



LEVEL THREE

This level is home to lizardmen and a few human bandits. The bandits are comprehensible enough, but be aware that the lizardmen do not speak the human tongue. They often understand some of it — but speak it? They are not made for it. Elsewhere in this letter, I have included a brief glossary of the lizardman tongue. If ever you encounter these creatures, it would be best for you to speak a few of their barbaric clicks and whistles.

- (1) In this room, a plaque will tell you how to get through the rather difficult door leading out; depress buttons as dictated by the instructions on the plaque to open the door.
- (2) This is the station of Sseetharee, a green-skinned lizardman — their jailor. He has little to say, unless you wish to trade him food for whatever wretch he holds in their prison.
- (3) This is the jail of the lizardmen. The last time I looked, the only

prisoner was named Murgo — thief and servant of Dr. Owl's, who lives three levels down. Murgo lacks wit, but fortunately he also lacks a tongue, so he cannot offend you too much with his foolishness. Dr. Owl values him highly — possibly because Murgo understands a few words and phrases of the lizardman tongue.

- (4) In this area you might find Zak. Zak was a knight, and then, for a time, my toy; I taught him how many horrors darkness could contain. Naturally, his mind snapped. Today, all he does is collect lights, lamps, torches, tapers, anything to keep the darkness at bay — testimony to my (ahem) brilliance. Recently, I visited him to remind him of the true meaning of blackness and fear, and was amused to see that among his collection of lights was Sir Cabirus' own Taper of Sacrifice. Imagine it — such a powerful talisman for good, now used as a night-light by an aged madman.



This so swelled my heart with pride that I have left it with him.

- (5) Here, you are likely to find Ishtass, a gray-skinned lizardman. These gray lizardmen, sometimes called the Quiet Ones, are very intelligent, and Ishtass even speaks some portion of the human tongue. He's anxious to hear word of a lost lizardman hero, Ossika, and he's heard the story about the breaking of Sir Cabirus' sword, Caliburn, but I do not think he knows enough to be dangerous.
- (6) At this site, you might look upon the bones of the lizardman-hero Ossika — if observing the pitiful remains of do-gooders brings you as much pleasure as it does me.
- (7) Here, behind a secret door, you will find a lever; pull it to drain the pond nearby.
- (8) A pond. This is the last barrier guarding the blade of the sword Caliburn.
- (9) At this site, the blade of Sir Cabirus' sword Caliburn is held, safe from wandering self-proclaimed heroes.
- (10) Here stands, unfortunately, another shrine, this one graced by a healing fountain.
- (11) It is in this chamber that Sir Cabirus' talisman, the Cup of Wonder, is kept; I believe its name derives from wondering how much one has drunk from it. Oh, it is not within sight, and so is difficult for any noble wizard-slaying wanderer to find; you must have a flute and play the tune "Mardin's Song of Wonder" in order to make it appear. Fortunately, all in the Abyss have been brought too low with grief and worry to play such a tune.
- (12) Here is the chamber I use to guard the key to the Key of Courage. The chamber is filled with monsters; the key to an inner chamber should be about somewhere. I will instruct the monsters to let my dear Malabelle pass, but you can rest

assured that any so-called heroes entering will be ripped into pieces and eaten without sauce.

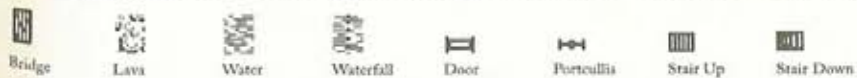
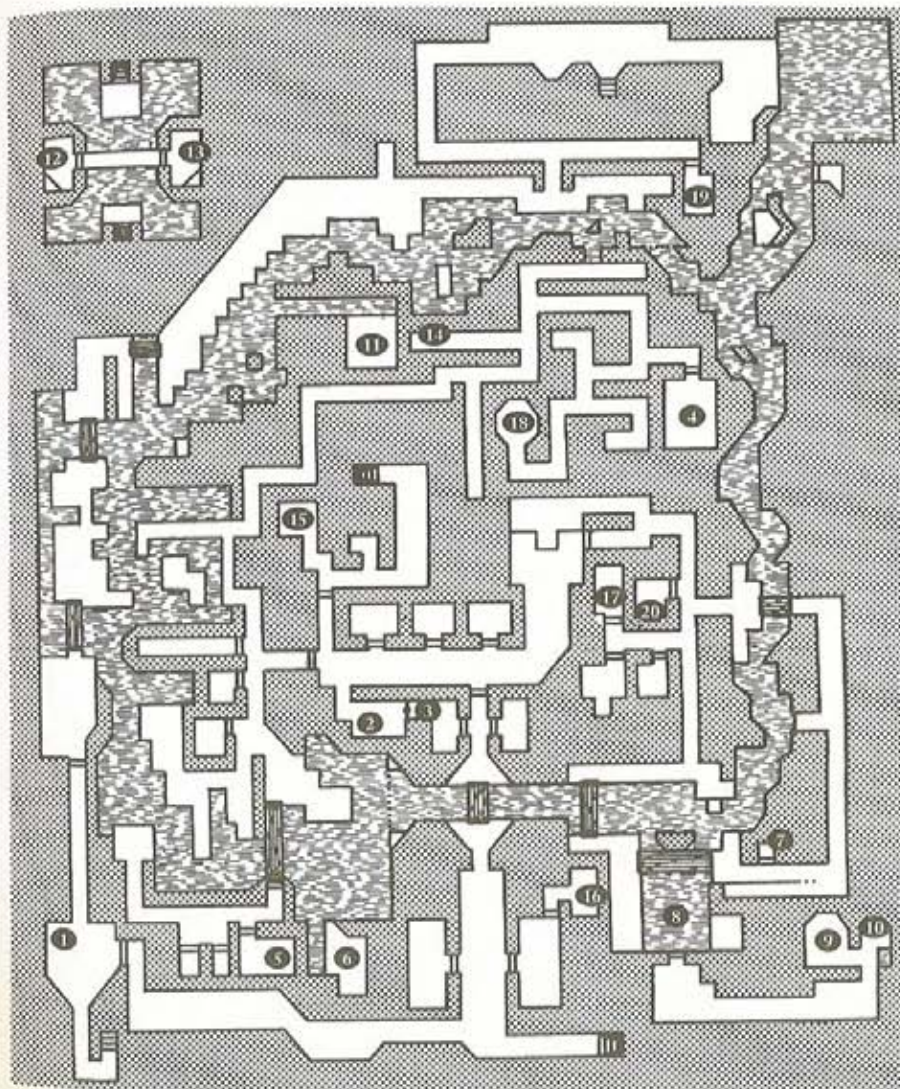
- (13) This chamber can only be opened with the key held by the monsters in (12) on this level. It is here that the Key of Courage lies; be sure to visit it, should you feel the urge to profane it. (Be creative!)
- (14) A shrine.





LEVEL THREE

- (1) Plaque
- (2) Sseetharee (lizardman jailor)
- (3) Lizardman jail
- (4) Zak (knight)
- (5) Ishtass (lizardman)
- (6) Ossika's bones
- (7) Lever
- (8) Pond
- (9) Blade of Caliburn
- (10) Shrine and healing fountain
- (11) Cup of Wonder
- (12) Key
- (13) Key of Courage
- (14) Shrine
- (15) Loot
- (16) Loot
- (17) Spell scroll from Iss'leek
- (18) Runestone
- (19) Loot
- (20) Mantra plaque



LEVEL FOUR

On this level live a depressingly virtuous order of knights in the southwest, some lovely trolls in the east, and the occasional outcast. If only the trolls would massacre the knights, this would be a much more delightful level.

- (1) Should you become misdirected on this level, seek out Linneth here. He knows much about what goes on in these parts — perhaps too much. I know that he has been hunting down rumors of my doings; I find such curiosity unacceptable.
- (2) Among the most annoying of all the Abyss's inhabitants is Dorna Ironfist, leader of the Knights of the Order of the Crux Ansata. How virtuous he is, how humble, how wise ... how unbearable. He possesses one of Cabirus' eight talismans, the Standard of Honor, but as he is powerless and ignorant, this worries me not at all.

My dear Malabelle, should you wish to join their order — for instance, to infiltrate and destroy it from within — you will need to undergo their loathsome initiation ceremony. First, speak to one of the other knights; when asked if you are a fighter, reply that you are sometimes, when need arises — or something like that. Then, return to Dorna and endure his ceremony.

Here is the height of foolishness. The initiation merely requires that you answer their questions with a hint of wisdom or modesty. A new ally of mine, once of their order, gave me the proper answers. When the wretch asks his questions, reply as I bid you.

Q: "Identify thyself ...?"

A: "A poor child —" or whatever sounds good — "of my mother."

Q: "Art thou willing ...?"

A: "Yes."

Q: "Dost thou submit ...?"

A: "Yes."

Q: "Take it and drink it."

A: Drink it straightaway. If asked, admit to fear.

Then, you will be given a tiresome quest or two in order to achieve full knighthood. I understand that dull Dorna is now seeking the Writ of Lorne, some tedious historical diatribe; doubtless he will have you look for it amongst the territories of the trolls, who now possess it.

This chamber is also the usual haunt of Cecil and Meredith, other knights. You can utilize them to become an initiate into their order. Cecil knows a mantra which aids in the use of clubs and blunt instruments (such as Cecil himself), while Meredith knows a mantra which makes one fire arrows more truly and accurately — not that pitiful arrows will do them any good, when their time comes.

- (3) This is the usual station of Doris, another of the oh-so-virtuous knights of the Order of the Crux Ansata. Doris knows a useful combat mantra which aids in sword-work.
- (4) Here, you might find Kyle. He knows a mantra which is useful when one is wielding an axe — though I know you, Malabelle, prefer subtler ways of killing. Your poisons are justly legendary.
- (5) Here, you might find Derek. I would never inflict his presence on you, Malabelle, save that I know your love of jewelry. Derek is said to be in need of a good gem cutter. Should you have one to give him, he might craft jewelry for you, or direct you to the resting-place of Cabirus' Ring of Humility, which I think would most marvelously grace your finger.
- (6) This is the usual place of Trisch, whose mind is beginning to go. Zak's theft of the Taper of Sacrifice has greatly unsettled the knight.
- (7) Here, you might find Ree. Ree broods about all the knights who

have died at my hand, and longs for the "good old days" of Cabirus' time. The Golem, two levels below, occupies much of Ree's attention.

- (8) Site of a battle between some of my minions and Baron Almrice's guards; I believe my minions found all the coins and red gems the guards carried, but you might discover any my minions missed.
- (9) Another troublesome inhabitant of the Abyss is Feznor. He is too clever by half, and has learned how to navigate many of the traps and puzzles of the Abyss, including the puzzle of the bullfrog (20), the site of the volcano waterfall (21), the door of levers (19), and a maze. Worst of all, he *teaches his learning to all who ask it of him*. Should you need to wrest his knowledge from him, merely speak to him, carefully agreeing with everything he says, for disagreement angers him.
- (10) Be careful in this area. One of the boldest and stupidest of the knights, Biden, has crawled here after a recent fight with Rodrick, the Chaos Knight. Doubtless he will die here of his wounds, as he is too stiff-necked to crawl back to his brethren for help.
- (11) Here, you are likely to encounter Sethar, who is old and quite civilized by troll standards — poor wretch. Perhaps I should drop him in a torture pit for a few months to change his disposition. He has two unlikely distinctions. He is the Abyss's chief trader in fireproof dragon scales (he found a dead dragon once and claims to have killed it), and he is, so far as I know, the world's greatest admirer of rotworm stew.
- (12) This is the usual station of Lakshi, such an unhappy troll. He is friendly with just about everyone. Remembering that humans have been nice to him has twisted his perspective. Fortunately, he has also encountered Rodrick — about

whom I will write more in a moment — so perhaps he will become more fearful and violent. Let us hope.

- (13) This is the home of Oradinar, another unhappy victim of Baron Almrice's justice, tossed into this cheerful pit of mine to rot. Sadly, he hasn't; a fisherman in the world above, he is adept at fishing in a nearby pond ... and, unfortunately, teaches others to survive in the same way. However, he does cringe nicely when menaced, so he is a welcome citizen of my domain.
- (14) Rawstag, a troll of uncertain intelligence, guards a small treasure chamber. Should you wish to get at whatever the trolls hold dear, offer him a red gem; he adores them, of whatever size or quality.
- (15) This is the trolls' treasure chamber, an old shrine which is usually empty but for the Writ of Lorne, a historical document important to the Knights but insignificant to anyone else. (The chamber occasionally *does* contain other treasures but I systematically loot it, for amusement.)
- (16) This chamber was once the great dining hall of Cabirus, site of the dead knight's celebrations and feasts. Now, it serves a nobler purpose as the dwelling of Rodrick. Rodrick is one of my success stories, dear Malabelle. He once belonged to the order of knights which infests this level. Over the years, I have corrupted him, turning him against his order, and now he lives only to inflict pain on all around him, especially his former brethren. I am sure you would enjoy his company. Ask him to show you the maze he knows so well; he alone carries the key to its door.
- (17) Behind this secret door is a golden plate which I use to tempt knights to their doom. This door harbors a difficult secret. You can only open

it by flipping its levers in a certain sequence (silver, gold, gold, silver, silver, gold).

(18) Should you find my instructions about the secret door (17) to be in error — I am recalling them from memory — then examine the gravestones here; their inscriptions provide the clue to opening the secret door guarding the golden plate. (It is the color of the dots on the letters "i" which provides the essential clue.)

(19) At first this room was puzzling, until I noticed that one of the levers on the wall could easily be reached with a pole. This lever raised a platform that I could jump to that gave me access to another lever, which raised another platform, and so on through the room.

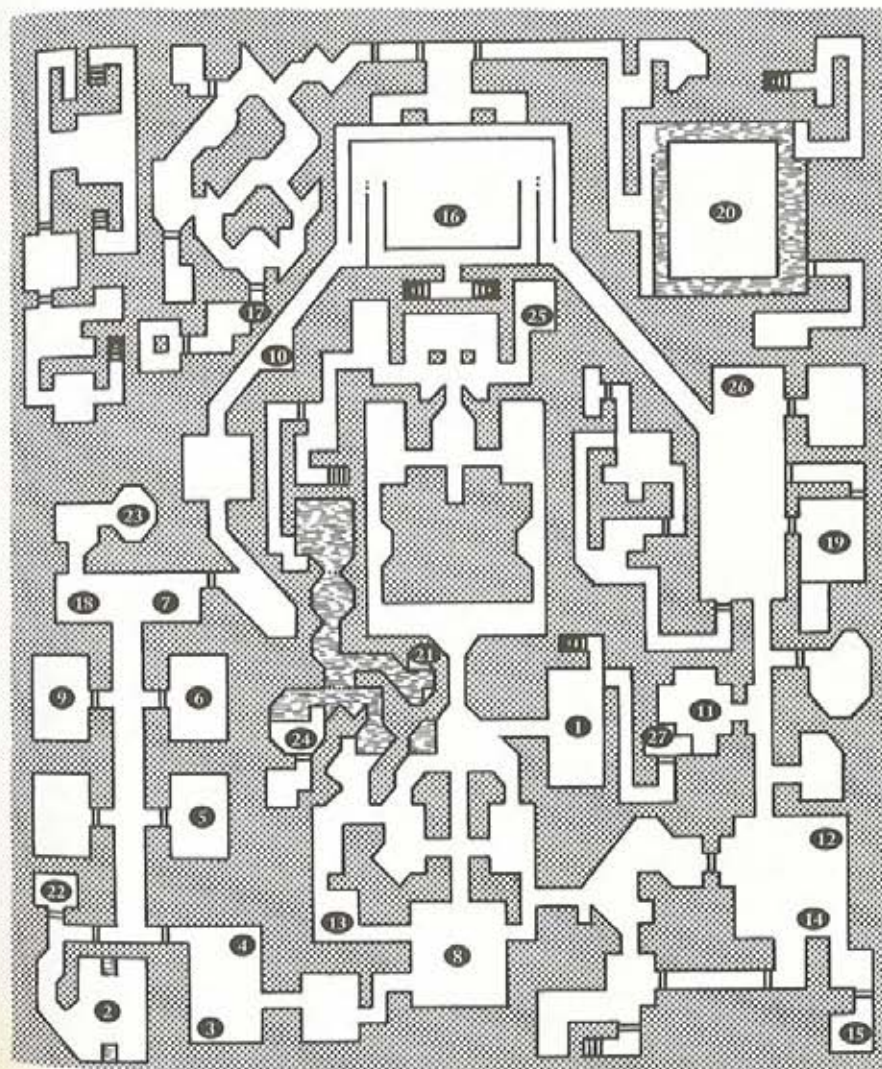
(20) A little experimentation soon cracked this mystery. To the right are two dials and two buttons, and in the center of the room is an eight-by-eight tile surface surrounded by water. The buttons raise (top button) or lower (bottom button) a tile on the eight-by-eight floor by two steps, and each of the eight adjacent tiles by one step. The dials determine which tile is activated. The left dial designates a row (east-west), and the right dial a column (north-south); the tile where the row and column intersect is the active tile. Initially the southeast corner is active. By raising the correct tiles, you can then jump from them to the platform in the northeast corner.

(Alternatively, you can simply jump through the illusionary wall located just north of the southwest corner!)

(21) This is a truly beautiful place, if you can get to it. I recommend levitation, or waterwalking and jumping up the falls.

LEVEL FOUR

- (1) Linnet (knight)
- (2) Dorna Ironfist
(leader of the knights)
- (3) Doris (knight)
- (4) Kyle (knight)
- (5) Derek (knight)
- (6) Trisch (knight)
- (7) Ree (knight)
- (8) Battle site
- (9) Feznor (knight)
- (10) Biden (knight)
- (11) Sethar (troll)
- (12) Lakshi (troll)
- (13) Oradinar
- (14) Rawstag (troll)
- (15) Trolls' treasure chamber
- (16) Cabirus' dining hall
(Rodrick)
- (17) Secret door
- (18) Gravestones
- (19) Platform and lever room
- (20) Platform and dials room
- (21) Alcove
- (22) Knights' armory
- (23) Shrine
- (24) Runestones
- (25) Runestones
- (26) Runestones
- (27) Loot



LEVEL FIVE

This level is inhabited by ghouls (which give it a cheery atmosphere) and an outcast or two. Once upon a time, it was the functionary level of the Abyss, full of meeting chambers, the tombs and so forth.

(1) This is the home of Shanklick, a most unhappy ghoule. She led some humans long ago, and watched their hopes of civilization and peace crumble to dust — isn't that nice? Better, she and her followers had to survive on the bodies of the dead, and became as they are now — hideous, wretched ghouls. Their story warms my heart. It is said she knows where the haft of the Sword Caliburn is hidden.

Nearby, you may find Eyesnack, a ghoule. Once, in the time of Cabirus, Eyesnack was chief flutist of the Abyss, and still knows tunes which can cause interesting effects elsewhere in the labyrinth.

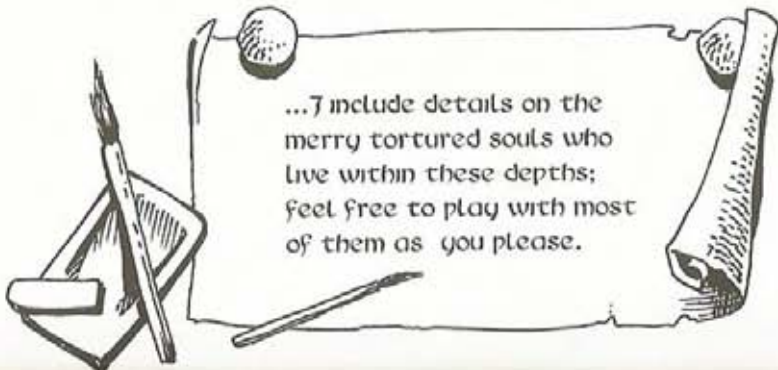
(2) This is the dwelling of Marrowsuck — once a tailor and bootmaker, now a ghoule. I suppose it is Marrowsuck who keeps the other ghouls clothed.

(3) Should you ever wish to enter the mines of the Abyss, first seek out Kneenibble here. Kneenibble is another ghoule, but in life was the operator of the mine dispatch chamber — a locked chamber which now is the only access to the

mine. Unfortunately, Kneenibble is the only soul, living or unliving, who knows the combination to that chamber. For a bribe of fish, he'll provide that information, or so I hear; never having had a need to poke about in the mines, I haven't extracted the combination from him.

(4) Here, on a stony shelf overlooking the lava flow, you might encounter Judy, a living testament to my genius. Once a mage of the Abyss in the days before its collapse, she was the lover of a fighter, Tom. Theirs was a perfect love; how could I resist destroying it? As they took a lover's walk beside the lava, I sent a headless up to kill poor Tom, leaving Judy shattered, broken-hearted. After so many years, she cannot even remember the features of the man she mourns, which only adds to her delicious agony.

(5) This is the dwelling of Anjor, an alchemist — and, if I must admit it, a good one. His researches into the transformation of base metals to gold have advanced that art. Fortunately, he is tormented by the fact that he will never leave the Abyss to profit from his knowledge, or share it! If you visit him to strip his knowledge from him, he will implore you to extract his essential reagent, *zanium*, from the mines; he will trade the stuff for an appropriate reward of gold, should



...I include details on the merry tortured souls who live within these depths; feel free to play with most of them as you please.

you, dear Malabelle, decide to increase your treasury.

The eastern end of the chamber serves as a shrine.

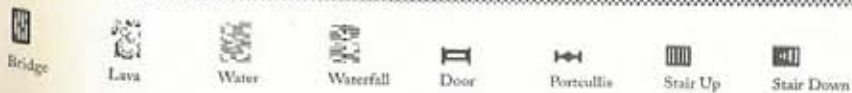
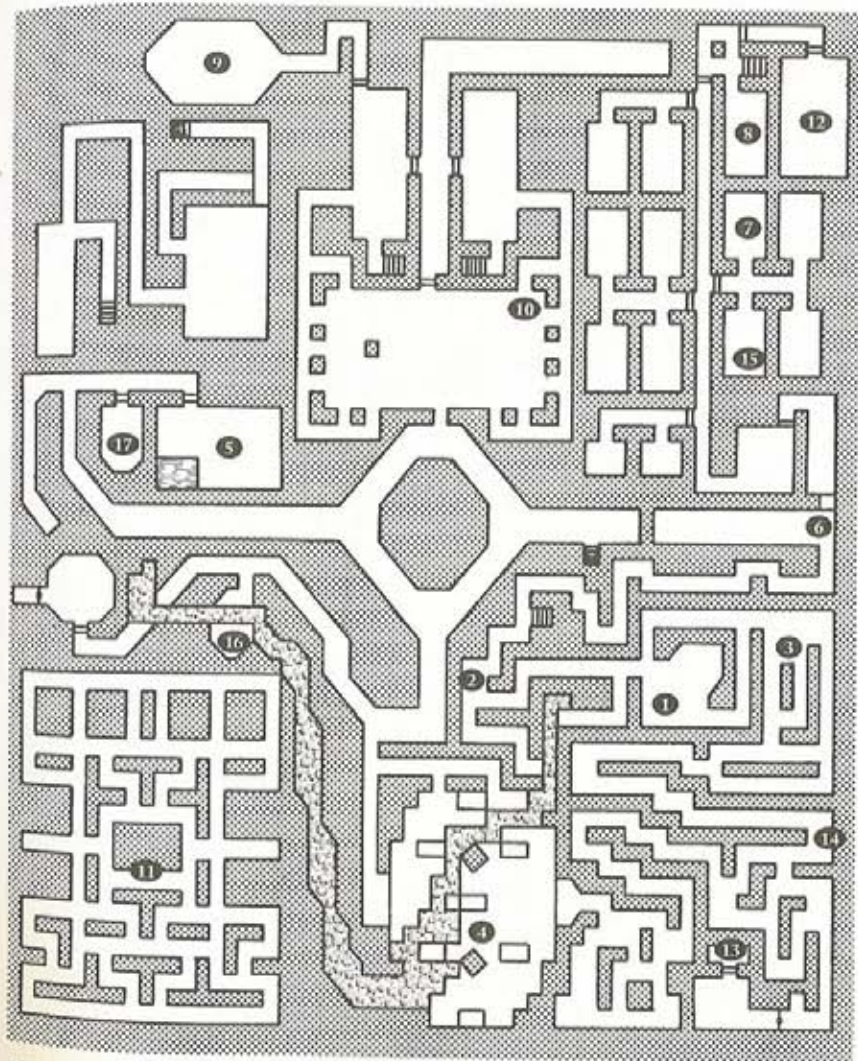
- (6) A secret door.
- (7) This is the final resting place of the haft of the Sword Caliburn, one of Sir Cabirus' precious talismans.
- (8) Here is where the bones of my brother, Garamon, should have been put to rest. Naturally, I left them elsewhere, a happy act of sacrilege; I enjoyed it greatly. Because of it, I am sure that Garamon's spirit must wander eternally.
- (9) In this chamber is hidden the Ring of Humility, another of Cabirus' woefully virtuous talismans. Should you wish to look (or spit) upon it, come to this chamber, but, at all times, *stay away from the chamber's center*. A quite irritating delay awaits any who step into the center of the chamber. In the four corners of the chamber, you will find switches. Flip them in this order: northwest, southeast, northeast, southwest. The ring will be revealed to you.
- (10) Remains of a bard who dared to visit the Abyss; as of a few days ago, various meaty parts and his bag, containing a flute, still remained. Doubtless even less will be there to serve you as a landmark when you visit.
- (11) The mines of Level Five. It is here that the alchemist Anjor has found traces of his precious material, *zanium*.
- (12) Here lie the remains of a gloriously misguided fool, to whom I must in truth be grateful for planting the seeds of my delightfully malicious realm — Sir Cabirus, himself.





LEVEL FIVE

- (1) Shanklick and Eyesnack (ghouls)
- (2) Marrowsuck (ghoul)
- (3) Kneeknibble (ghoul miner)
- (4) Judy
- (5) Anjor (alchemist) and shrine
- (6) Secret door
- (7) Haft of Caliburn
- (8) Garamon's grave
- (9) Ring of Humility
- (10) Unknown bard's remains
- (11) Mines
- (12) Cabirus' grave
- (13) Loot
- (14) Ghost with loot
- (15) Mantra scroll
- (16) Spell scroll
- (17) Ghost with loot



LEVEL SIX

Once you reach the sixth level, you will begin to feel more at home. It is rife with mages. Not one, of course, matches your dear Tyball for might or wit. Many are far too virtuous; you might entertain yourself swaying them to vice.

- (1) These are the chambers of Dr. Owl, a scholar noted for his short temper and overestimation of his powers. Murgo, the mute imprisoned on the third level, is his servant, and the good doctor is at a loss to continue his studies without the mute. It is ironic that Dr. Owl knows the location of the Wine of Compassion, since he has so little of that failing himself.
- (2) These are the quarters of Bronus, who is, without doubt, the busiest of the wizards in the Abyss. I have had my minions suggest to him that every moment wasted is an eternal loss to his research; consequently, he does not even spend the time it would take to walk across this level and deliver a book he has promised to Morlock.
- (3) Here resides another mage, named Morlock. His own magical researches are stalled, for he awaits an important book now held by Bronus. It is said of Morlock that he knows the true location of Sir Cabirus' Book of Honesty, but he is too busy with his researches to do anything worrisome with it.
- (4) On this island, surrounded by lava, resides the Golem, who once tested the mettle of Sir Cabirus' warriors. Sir Cabirus' talisman, the Shield of Valor, is in its possession, promised as a prize for any who defeats the Golem, but the surrounding lava is so daunting and the Golem is so mighty I do not fear that the shield will fall into the wrong hands.
- (5) Here you will find one of the Abyss's more interesting features, the Talking Door. I know little of this object, save that it knows some

magic, boasting of its mastery of the *Sheet Lightning* spell.

- (6) In this area, you might encounter Delanrey, a hedge-mage with little to recommend her. She spends most of her time searching for her favorite candelabra, which was stolen by the madman Zak.
- (7) This is the usual haunt of Nilpont; he knows much about the Golem.
- (8) Here, you might find the mage Illomo, a seeker of knowledge. Fortunately for me, he is not so hungry for knowledge that he would dare to set foot in my territories. However, his dear friend Gurstang is more adventuresome; you will not be surprised to hear that it has been some time since he has heard from this Gurstang. They sought the Key of Truth, an item of considerable interest to me, but so far I have been unable to pry the truth from Gurstang, or capture Illomo to extract knowledge from him.
- (9) The mage Gralwart, often found here, knows how to find a *Vas* runestone; if you need such a thing for your own studies, you should speak to him. It's a rather difficult procedure, one designed to trick the unwary into dying at the bottom of a pit.
Gralwart will inevitably ask if you wish to increase your magical power. For once, tell the truth: "Yes."
Travel then to (19) to carry out his obscure instructions.
- (10) Here, you may find the senile mage Shenilor, whose great love was the old Academy. He was crushed in spirit when the collapse occurred, and can do little now but extol the long-lost virtues of the Academy.
- (11) Here, find Ranthru, but do not speak to him of me. One of my minions, the mage Vilus, stole from the Academy's library a book of great significance to him. On the other hand, should you decide

to wrest that book from the monsters that now hold it (Ranthru knows where to find them) you may convince the wretch to teach you the little he knows of spell casting.

- (12) This is the home of the diviner Fyrgen. He is expert in a school of magecraft which interests me little. He has learned to prophesy, to see visions of the world, both past and future, after burning sticks of incense in a special way. If you wish to learn his art, speak to him.
- (13) A master mage of mantras, by name Louvnon, is often here.
- (14) Here, you might find Dominus, the self-proclaimed master of knowledge on the Eight Talismans of Sir Cabirus. However — and this cannot fail to entertain you — he is a master only in that he can recognize them when he sees them! He has not one whit of information about where they may be found. In him you can see the caliber of enemies who oppose me.
His knowledge extends in other areas as well. For a fee, he will attempt to identify any other magic item you might possess.
- (15) In this place, very difficult to reach, is the Book of Honesty, one of Sir Cabirus' eight talismans. It is, of course, dreary reading.
- (16) In this tiled Academy chamber, if you pry up the tile where this number is marked, you will be able to look upon another of Cabirus' eight talismans, the Wine of Compassion — perhaps the most useless draught ever decanted.
- (17) A cache of incense, doubtless dropped by that wretch Fyrgen when one of my minions was chasing him. I mention it as a landmark for you, in case it is still in place when you visit.
- (18) This is the library of the old Academy. I know that there must be books of considerable power and consequence here, but I have not

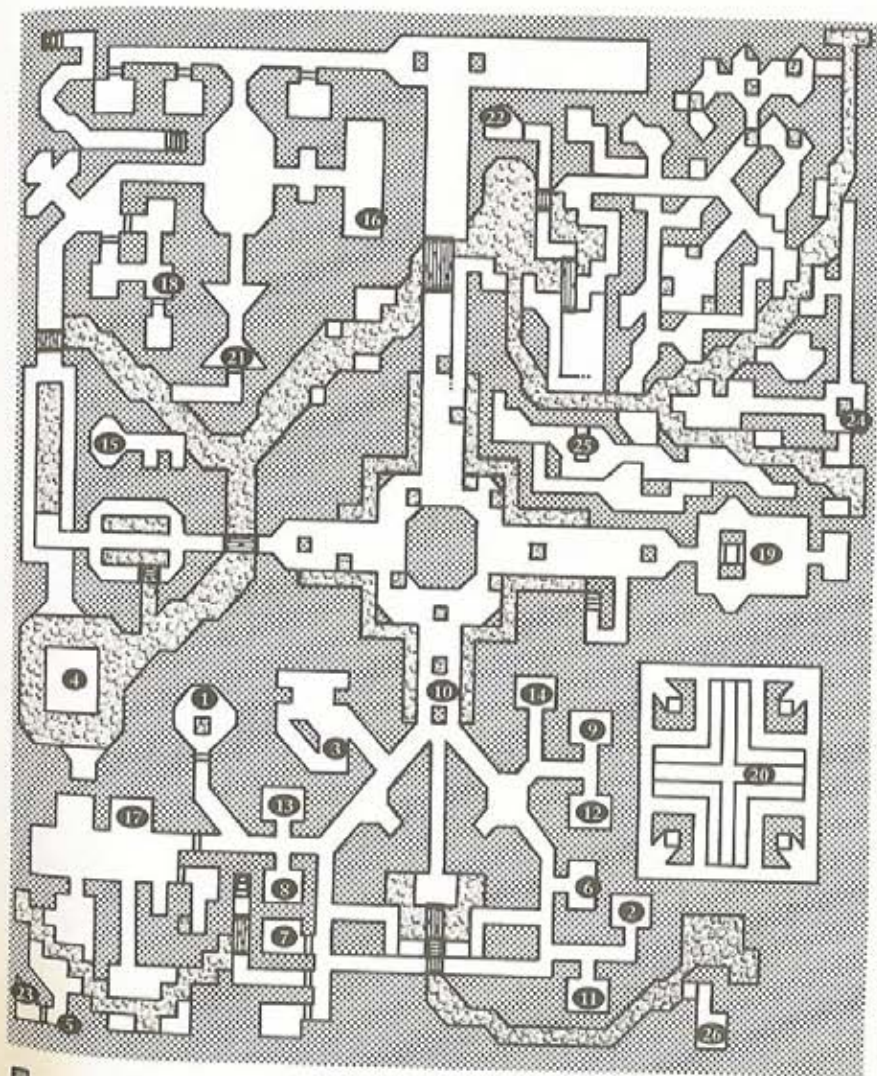
had the time or opportunity to catalogue them. Perhaps that is something you will consent to do for me during your stay.

- (19) This is where Gralwart expects you to begin your quest for the *Vas* runestone. On the wall are two banners. On each banner is an eye.
Run at the wall between the two eyes, as though to harm yourself ... but you will not be hurt. You will disappear by magic and reappear at the place labelled (20). Running between the banners, incidentally, is how you "shoot between the eyes."
- (20) The spell that whisks you from the wall between the eyes sends you to this pit. At its bottom you will find emeralds and two buttons. Help yourself to the emeralds, but take no less than four.
Now, walk up one ramp and turn around to face the bottom — that is, look down the slope. Turn slightly so that you face one of the walls. From this altitude and position, you should be able to jump up. The pit has two levels, so you have to jump *twice*.
Now go to one of the corners of the room and face the room's center. Before you is a blue marble pedestal decorated with banners. Take one emerald and throw it onto the pedestal. Repeat this procedure from each corner of the room. You've now "put an emerald on each of the four pedestals."
Return to the bottom of the pit, and push the gray button. At last, the *Vas* rune will appear.
And though Gralwart did not tell you how to extract yourself from the pit, you will find that the orange button is worth pressing, too. Do not do so before you have the *Vas* rune in hand, however.
- (21) A secret door leading to the hidden site of the Book of Honesty.
- (22) Here lies the book that Ranthru seeks, but it is well guarded.



LEVEL SIX

- (1) Dr. Owl (mage)
- (2) Bronus (mage)
- (3) Morlock (mage)
- (4) Golem
- (5) Talking Door
- (6) Delanrey (mage)
- (7) Nilpont (mage)
- (8) Illomo (mage)
- (9) Gralwart (mage)
- (10) Shenilor (mage)
- (11) Ranthru (mage)
- (12) Fyrgen (mage)
- (13) Louvnon (mage)
- (14) Dominus (mage)
- (15) Book of Honesty
- (16) Wine of Compassion
- (17) Incense
- (18) Library
- (19) Banners
- (20) Pit
- (21) Secret door
- (22) Book
- (23) Runestone
- (24) Loot
- (25) Mantra scroll
- (26) Loot



Bridge

Lava

Water

Waterfall

Door

Portcullis

Stair Up

Stair Down

LEVEL SEVEN

This, Malabelle, is mine own level of the Abyss, where you will at last find yourself completely safe and welcome — you only, of all the creatures on this earth. No magic but mine will function here.

- (1) Keep your eyes open in this area. Cardon, a troublesome adventurer, brother of one of my prisoners, haunts these parts — usually, I must admit, with arrows in his lungs and knives in his back. But he is persistent, and has managed to make off with one of my Badges of Passage, medallions I give to my minions to give them free passage through this level. I think he will pose no danger to one such as you, but 'tis best to be careful.
- (2) You will also find many guard stations strewn about my Abyssal level. Guards here know to demand a Badge of Passage from all travellers; I enclose one for your use.
- (3) This is the resting-place of one Naruto, another pathetic mage from the sixth level. My minions, pretending sympathy, have spoken to him more than once; he seeks to learn why his magic does not function on my level. He knows that my Orb is responsible, but not where it comes from; so he cannot do it harm. Given enough time, he might actually learn how to destroy my Orb; but, of course, he will not have enough time.
- (4) This is my own charming prison; I hope you will visit it during your stay. In this area, you are likely to find my troll, Jailor — that is both his occupation and his name. He's a charmer, both utterly corrupt and



- utterly incorruptible, as you will discover when you deal with him.
- (5) This is the prison cell of Dantes, a wretch who annoyed me by seeking to plunder treasures I have reserved for myself. He has provided me with rich amusement. Determined to escape, he has "secretly" dug himself a tunnel to "freedom." But his path leads to a lava flow which he cannot cross. All that grueling work has led him only to despair.
 - (6) In this cell, you will find Kallistan, a miner, imprisoned for loutishness. He is said to know something of the crystal splinters one occasionally finds in the mines; I will wait for your arrival, Malabelle, before torturing him for that knowledge, as I think you would enjoy watching.
 - (7) Another prisoner of mine is Fintor. I have kept him as a pet for many years, battering at his sanity and watching the many pieces of his once-strong mind flake away. He is a trove of knowledge on the subject of secret doors — but there is no secret door to free *him*, of course.
 - (8) My prisoner Bolinard has almost ceased to be of amusement. His drive for escape is gone. However — and I am sure you will appreciate this — I have thought of a way to revitalize his agony. Some time ago, I found a drawing of the warrior Tom (you remember the tormented tale of Tom and Judy, who still lives on the fifth level?). After due thought, I let it flutter into Bolinard's cell. Soon enough, I will tell him its significance — how, if he were to deliver it to Judy, some of her agony would be diminished. But knowing that he will never reach her, his own agony will spring again to life, and his misery will once again brighten the prison chambers.

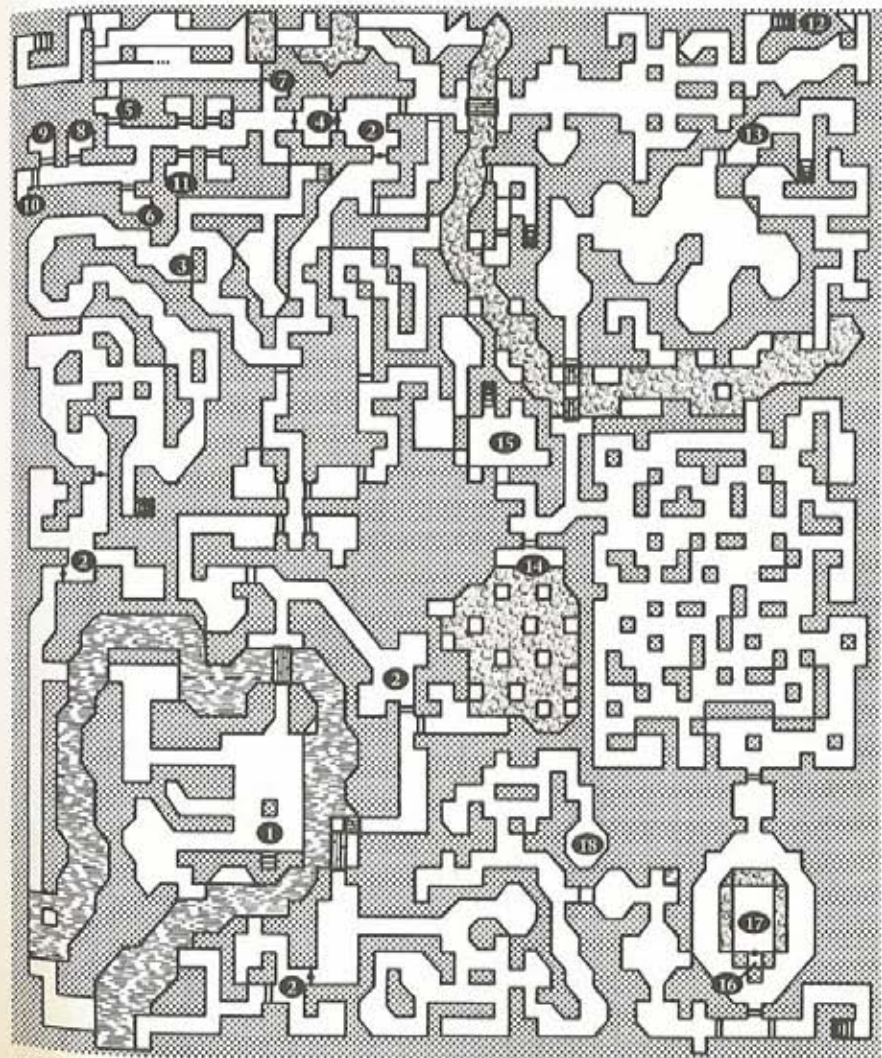
- (9) This prisoner is Smonden. Him I have broken, and continue to break, for all his myriad crimes against me. He conspired with the spirit of my long-dead brother to bring me down. He sought the three pieces of the Tripartite Key, that he might enter the Chamber of Virtue and do me some harm. I think that, even now, he harbors some knowledge about the key.
- (10) This is the cell of Gurstang. I spoke to you of him already; he is the friend of the fool Illomo; this was the pair which sought the Key of Truth. Gurstang still knows something important about that key, but he has not long been a prisoner and I have not yet shattered his spirit.
- (11) Here is the prisoner Griffle. He is a survivor of my press-gang of miners, most of whom have been eaten during my mining expeditions.
- (12) This is the entrance to my mines below, and it is here that I have found the materials to craft my wondrous Orb.
- (13) Hidden hereabouts is a key that will give you access into restricted areas of my level of the Abyss.
- (14) This is the door which the key just mentioned (13) will open.
- (15) This is a treasury, containing the crowns of many a kingly head, and other treasures as well. Do note that you cannot get here from elsewhere on the seventh level; you must first descend to the eighth level, then take another set of stairs back up to this site.
Unfortunately, my minions, though expert at dispatching heroes and monsters, have had little success in eliminating the imp which haunts this chamber. This obnoxious creature, with its love of doggerel, fancies itself my enemy. It has been cunning enough to avoid me until now, but it will not be long before I find myself scraping its life's blood from the heel of my boot.
- (16) This is where I keep Arial, the daughter of Baron Almríc. Except in beauty, she is your opposite in every way, being simple, virginal, sympathetic ... unfortunately, I can let you do no more than converse with her, for she is crucial to my plans.
- (17) Here, at last, is where I, Tyball, spend most of my time.
- (18) Note to myself. One of the guards saw something gleaming in this chamber but was too fearful to investigate. I *must* have him flogged ...





LEVEL SEVEN

- (1) Cardon
- (2) Tyball's guards
- (3) Naruto
- (4) Tyball's prison
- (5) Dantes (prisoner)
- (6) Kallistan (prisoner)
- (7) Fintor (prisoner)
- (8) Bolinard (prisoner)
- (9) Smonden (prisoner)
- (10) Gurstang (prisoner)
- (11) Griffle (prisoner)
- (12) Mine entrance
- (13) Key to door at (14)
- (14) Door
- (15) Treasury
- (16) Arial
- (17) Tyball
- (18) Shiny object



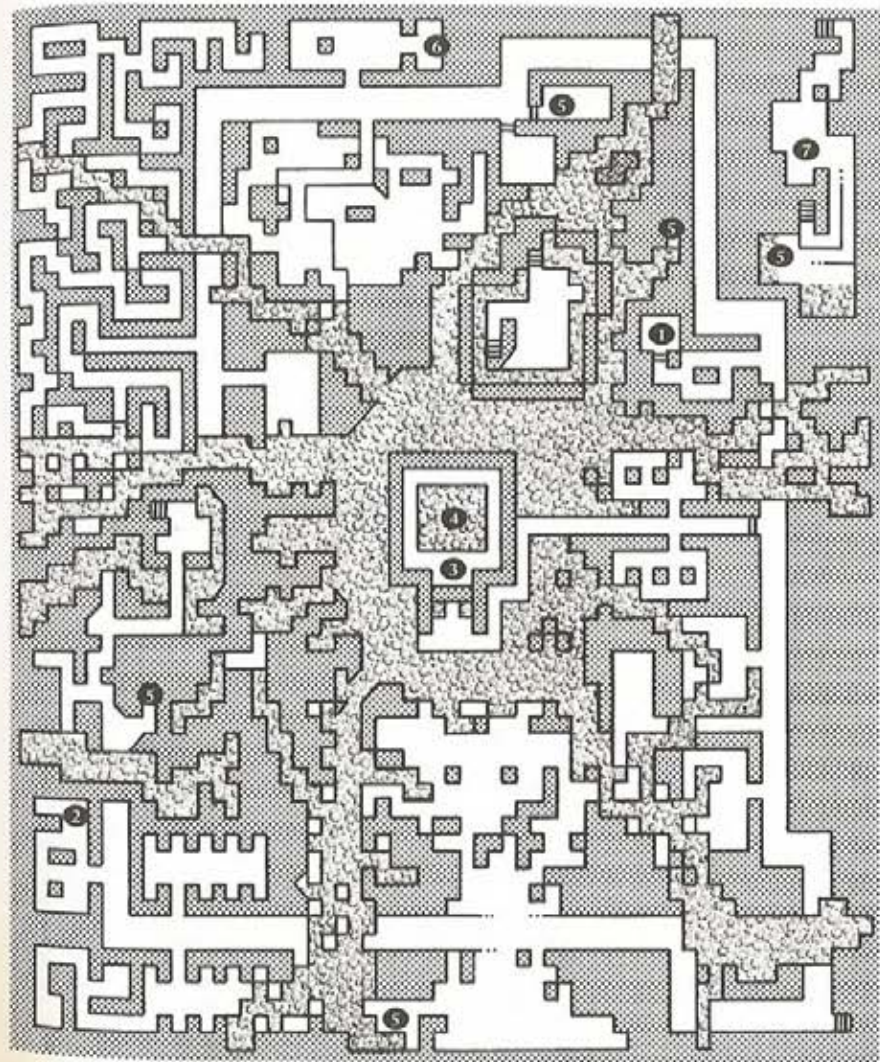
LEVEL EIGHT

Oh, yes, there *is* the eighth level. I will take you there to show you its beautiful sights. It is where the final stages of my plan are being assembled.

- (1) Here, or nearby, is Carasso, a questing hero-fool. I trapped him on this level, and now, my days and nights are sometimes delightfully interrupted by his shrieks of terror. I am sure that he is very knowledgeable about the contents of the eighth level, but he is powerless to do anything about them. Once his nerves are completely ruined and he no longer serenades me, I will put him in my prison.
- (2) Should you wish to see another example of the correct end to a virtuous life, visit this site. Here lie the bones of my brother Garamon, a testament to treachery.
- (3) This, at last, is the Chamber of Virtue, where I shall do all those things of which I have written you to these many months. Do not worry that some taint of Virtue might escape it to afflict you, or any other; only my powers, and those of the Tripartite Key (which, in truth, does not currently exist) will open the door to this chamber.
- (4) This is the volcano which is the heart of the Abyss.
- (5) There are to be found many interesting items of magic on this level; I leave them where they fall, for I am as great in power without them.
- (6) Unfortunately, even here, there is a disgusting shrine.
- (7) This is the best vein of the rocks from which I made my Orb.

LEVEL EIGHT

- (1) Carasso
- (2) Bones
- (3) Chamber of Virtue
- (4) Volcano
- (5) Magic item
- (6) Shrine
- (7) Vein of ore



Bridge



Lava



Water



Waterfall



Door



Portcullis



Stair Up



Stair Down

ADVICE TO THE TRAVELLER

(From a Letter by Tyball to Malabelle)

Here, Malabelle, let me impart to you a few words of advice to help you achieve the lowest levels of my lovely Abyss.

Doors

Most of the doors of the Stygian Abyss, though old, are made of thick hardwood. Should you lack a key allowing passage through a particular door but need to get through anyway, break the door down with a weapon. But use a weapon *that is already damaged or of low quality*; the door is likely to do it more damage. Save your best weapons for combat.

Repairing Armor and Weapons

Combat, and the doors I just mentioned, take their toll on armor and weaponry. When travelling the Abyss, take note on your map of the location of any *anvils* you might see. These objects allow you to repair armor and weapons, but are are too heavy to carry. Thus, you must visit one if you find a need to repair any item.

Informers

The denizens of the Abyss have few surviving neighbors. Consequently, they gossip a great deal, and anything seen or heard in one part of the Abyss is likely to be known everywhere else in a short time. If you steal something or attack someone and a witness survives to carry the tale elsewhere, the witness will go back to his tribe by the following night and tell everyone what you have done. If you commit too many acts of this sort, you may find all the Abyss's tribes turning hostile to you.

Lizardman Speech

Should you find yourself stranded in the territories of the lizardmen, you may discover a sudden need to communicate with them. As few of them speak the human tongue, 'tis best to learn a few of their words. On the following page, I give you a short glossary of their terms; carry it with you or learn their speech from it.



Lizardman to Human

bicahello, goodbye
'clickno
'click-iriassSir Cabirus
eppavisit
isilime
kri'klalurker
osslienough
sel'agive
sor'clickstranger
sorrenemy
sorrasteal
ssethyes
sstreshhelp
Thepalizardmen
thes'clickhate
theshlike
thitneed
tosayou
UrgoMurgo
yeshor'clickfriend
yethekill
zekkafood

Human to Lizardman

enemysorr
enoughossli
foodzekka
friendyeshor'click
givesel'a
goodbyebica
hatethes'click
hellobica
helpsstresh
killyethe
likethesh
lizardmenThepa
lurkerkri'kla
meisili
MurgoUrgo
needthit
no'click
Sir Cabirus'click-iriass
stealsorra
strangersor'click
visiteppa
yessseth
youtosa

THE PATH OF THE AVATAR



The Avatar's involvement in the downfall of Tyball and the Stygian Abyss is well-known. I had the good fortune to speak with the Avatar after these events, and to get that worthy personage's own story of Arial's rescue, which I shall recount here.

The Avatar was brought here by the ghost of the wizard Garamon, and was unfortunately deposited in the bedroom of Baron Almiric's daughter Arial just as she was being kidnapped by the mage Tyball. Convicted by circumstance, the Avatar was hurled into the Abyss, in possession of little but garments and wits, and charged with the return of Arial to her father's keeping. Failure would mean death.

Knowing nothing of the true events leading to Arial's kidnapping, the Avatar sought to become armed and provisioned as soon as possible, and so wandered the topmost level of the Abyss, accumulating cast-off equipment and food, speaking with the wretches imprisoned in the Abyss, and learning all that was possible to learn of the situation in the Abyss.

Through one of his ghostly visitations, Garamon revealed to the Avatar that some or all Sir Cabirus' Eight Talismans of Virtue had survived the collapse that doomed the Abyss, and that possession of those talismans might help this hero survive the dangers of the labyrinth. So the Avatar set out to acquire as many of these as possible.

ON THE FIRST LEVEL

While wandering on the first level, the Avatar found some items which were eventually to be of great worth.

The sentry of the green goblins, Lanugo, provided the Avatar with the **recipe** for a disgusting brew called **rotworm stew**, which was to be of unexpected use later.

A vile, giant slug (at (18) on the map of Level One) guarded an **orb**; the Avatar peered into it and learned something which meant little to the hero then but was to prove vitally important much later.

And the monstrous spider (at (20) on the map of Level One) was, until the Avatar slew it, guardian of a supply of wondrous strong **thread**, which was likewise of great import.

ON THE SECOND LEVEL

Having found the secret of the goblins' noxious privy (at (12) on the map of Level One), the Avatar descended to the second level.

This level was the domain of the mountainmen, short and bristly folk of great talent who do not like to be called dwarves. In conversation with their king, **Goldthirst**, the Avatar learned that the mountainmen were plagued by a **gazer**, a powerful monster; the Avatar was offered a rich reward for its destruction, but, not yet feeling strong enough to attack such a mighty foe, the Avatar chose to delay the assault on the monster.

In conversation with the mountainman smith named **Shak**, the Avatar learned that two of Sir Cabirus' eight talismans, the **Sword Caliburn** and the **Shield of Valor**, had survived, though Shak indicated that the sword had been broken in two pieces. Sadly, Shak did not know their resting places, so the Avatar resolved to keep looking.

Wandering further afield, the Avatar ran afoul of another great spider, and slew it, taking the item it guarded — a key. Not long after, the Avatar discovered that the key fit a door ((12) on the map of Level Two), and beyond were the stairs to the third level.





ON THE THIRD LEVEL

Shortly after reaching the third level, the Avatar discovered the region inhabited by the lizardmen, and found two worthy individuals, **Sseetharec** the lizardman jailor, and **Murgo** the human prisoner. From them the Avatar was able to learn the most important words of the lizardman tongue, which made things considerably easier.

The Avatar learned that Murgo, a mute, was in prison for stealing food, and, knowing mercy for the wretched, offered pieces of hard-won food for Murgo's freedom. Sseetharec freed the mute. This act of kindness was to be well repaid much later.

Another pitiable soul met by the Avatar was **Zak**, a former knight whose mind had been bent and twisted out of shape; all the fellow now wanted to do was gather lights to keep the darkness at bay. This, too, was to be a crucial meeting, but the Avatar was not to realize it for some time.

In further wanderings, the Avatar met **Ishtass**, who is something of a sage of the lizardman race. Ishtass desired that someone of vigor and strength, like the Avatar, find the mortal remains of another lizardman sage, **Ossika**, and the Avatar obliged. From knowledge held by Ishtass and papers found with Ossika's remains, the Avatar was then able to find the resting place of the blade of the Sword Caliburn, at (9) on Level Three of Tyball's maps, after uncovering the hiding-place of the secret lever which drained the pond protecting it.


ON THE FOURTH LEVEL

Having found a way to the fourth level, the Avatar encountered the troll named **Sethar**, owner of a great many fireproof dragon scales, and an enthusiast of rotworm stew. It occurred to the Avatar that it is not a bad thing to be protected from fire (the scales might be worked into a fireproof shield) and so recalled the words of the goblin Lanugo, assembled the ingredients, and brewed up some of the foul stuff. Sethar accepted it with gratitude and gave the Avatar a supply of scales.

Much of this level was occupied by the Knights of the Crux Ansata; they still strove to follow their knightly ideals, even in this grim and evil place. The Avatar was invited to join the order, then spoke to their leader, **Sir Dorna**, and easily passed the initiation test by supplying answers that were honest and humble. At that point, the Avatar became a squire of the order; to become a knight required completion of a quest.

Sir Dorna charged the Avatar with recovery of a lost document, the **Writ of Lorne**, so the Avatar resumed exploring the level. It was not difficult to find the document's location, in a treasury guarded by the troll Rawstag, or to bribe the creature (with a **red gem**) to open the door; I believe that the knights knew all along where it was and often used its recovery as a test for novice knights.

Having returned the Writ of Lorne to Dorna, the Avatar was charged with a second and greater task: Recovery of a **golden plate** important to the knights, a plate now thought to be within a maze on this level of the Abyss. Though the maze had its own dangers, it was also



guarded by a rogue knight named **Rodrick**, one whom no true knight had lately been able to defeat.

In further conversation with the knights, the Avatar learned other things of import. **Trisch** disclosed that a madman had stolen the Taper of Sacrifice, one of Sir Cabirus' eight talismans, and the madman's description matched that of **Zak**, whom the Avatar had met earlier. **Rec** told of the puissant Golem which occupied part of the sixth level. **Derek**, a gemwright, mentioned his need for a quality gem cutter.

The Avatar departed, studied **gravestones** that pertained to the quest for the golden plate (19), and found the path to the Abyss's old banquet hall, now used by the evil knight **Rodrick**.

The fight between Rodrick and Avatar was, it is believed, one of which poets will sing, but the Avatar, with due modesty, revealed little of it to me. The Avatar was injured, but Rodrick fell. Taking the key that Rodrick held, the Avatar unlocked the door to the **maze**, then searched those labyrinthine halls.

In due course, the Avatar found the secret door which guarded the golden plate. It would not open to force, but could be opened by manipulation of switches upon it. Initially baffled, the Avatar discovered their secret; the code to their opening had been ingeniously placed upon the gravestones the Avatar had earlier studied. Within moments, the Avatar took possession of the **golden plate** and was able to return it to Dorna.

The Avatar was then fully knighted and given the **Standard of Honor**, one of Sir Cabirus' eight talismans, for the services he had rendered.

ON THE FIFTH LEVEL

Though the Avatar wished to rush back up to the third level and acquire the Taper of Sacrifice from the madman **Zak**, that would have led to much wasted motion. Rumors held that the other half of the Sword Caliburn was in the hands of ghouls, and the ghouls were further below. To avoid making unnecessary trips up and down through the Abyss, the Avatar chose to descend to the fifth level.

Wandering through Level Five, the Avatar met **Marrowsuck**, a ghoul — and unlikely tailor and shoemaker. They struck up a conversation, and the Avatar arranged, for a payment of food, to have **boots** made from the **dragonskin scales** and tough **thread** accumulated on upper levels.

The Avatar also met **Shanklick**, leader of the ghouls, who provided clues the Avatar needed to find the haft of the Sword Caliburn. The Avatar found the secret door into the tombs, at (6) on Level Five, and then found the haft nearby, at (7).

Anjor, another denizen of the level — an alchemist, not a ghoul — told of his difficulty in obtaining a rare element which would allow him to transform lesser metals into gold. The Avatar volunteered to help, but first had to find the secret way into the mines. Another ghoul, **Kncenibble**, gave the Avatar the necessary information; the Avatar acquired the element for Anjor, who paid a reward in newly formed gold.

THREE TALISMANS IN SHORT ORDER

Now the time was right for a return to the third level. There, the Avatar spoke to Zak, confirming that the lunatic was indeed in possession of the **Taper of Sacrifice**, and acquired that object from him for an offering of food.

Then, on the second level, the Avatar negotiated with Shak, who agreed to repair the **Sword Caliburn** for a payment of gold.

While waiting for the sword to be repaired, the Avatar, having returned to form as a warrior, did hunt down and slay the **gazer** which had brought so much grief to the mountainmen. King Goldthirst was so impressed with this that he gave the Avatar the gem cutter used by Great Coulnes.

The Avatar recovered the **Sword Caliburn** from Shak, then descended again into the depths of the Abyss.

Revisiting the knights, the Avatar gave the gem cutter to the gemwright-knight Derek. For this great gift, Derek told the Avatar how to find the **Ring of Humility**, another of Cabirus' eight talismans. The Avatar continued to the fifth level, found the chamber Derek described (9), and gained the ring.

Finally, before descending to the sixth level, the Avatar ran across another ghou, this one (disgustingly enough) named Eyesnack, who was nevertheless an accomplished flutist. Lending the ghou a flute found on the fifth level, the Avatar learned some of Eyesnack's musical repertoire, including the common tune, "Mardin's Song of Wonder."

ON THE SIXTH LEVEL

Descending to the sixth level, the Avatar began to run across the many mad mages who inhabit that part of the Abyss.

One mage was named **Dr. Owl**, and would not have given the Avatar a crust of bread — had the Avatar not already rescued his servant, the mute Murgo. For this service, Dr. Owl gave the Avatar directions to the **Wine of Compassion**, another of Cabirus' talismans; the Avatar swiftly recovered that object from the old Academy on this level.

Another mage, **Bronus**, had a trifling chore which the Avatar accepted: delivery of a book to another mage, **Morlock**. But Morlock's reward for this service was not in the least trifling; the mage knew the resting place of the **Book of Honesty**, another of the talismans. The Avatar had to return to the Academy, find a secret door (at (21) on the map of Level Six), leap a lava-filled chasm, and finally was able to seize the book (which lay at (15) on the map of Level Six).

Nilpont told the Avatar of the Golem, the creature living on the lava-surrounded island. The thing had been constructed for warriors to test themselves against; only the most valorous heroes could defeat it, and would receive rewards for their prowess if they did so. The Avatar thought that would be a good test of fighting ability; if the Avatar could not defeat the Golem, then Tyball would be too great a match.

So, soon enough, the Avatar found the **Golem's** island. Here, the new dragonscale boots came in handy,

allowing the Avatar to traverse the lava unharmed ... and in a mighty battle, the Avatar defeated the powerful being. Imagine the Avatar's considerable surprise when the Golem handed over a gift ... the **Shield of Valor**, nearly the last of Sir Cabirus' eight talismans.

Gralwart the mage told the Avatar how to acquire a powerful **Vas** rune. That task was rather difficult, involving magical dislocation in space, and leaping about in a pit, but the Avatar was able to accomplish it handily.

The mage **Fyrngen** had much to say of interest to the Avatar. Fyrngen saw visions after rituals involving the burning of incense. One vision involved a demon coming to destroy all ... and, soon enough, the Avatar would have no reason to doubt the veracity of Fyrngen's visions brought on by incense.

Louvnon, another caster of magic, master of mantras, told the Avatar of a legendary mantra, now broken into three parts and lost to history; the mantra would allow one to find lost things.

The Avatar found **incense** (at (17) on the map of Level Six) and sought to put some recent learning to work. After passing a bit of incense through a torch's flame, the Avatar had a vision of part of a mantra. Repeating the process twice, the Avatar received two more visions, each with a different part of the mantra — the same tripartite mantra of which Louvnon had spoken.

By speaking the mantra at a **shrine**, the Avatar was able to sense a direction toward the last of the eight talismans, the **Cup of Wonder**. The Avatar repeated the process in shrines on different levels of the Abyss, using a

mathematical process whose nature I did not fully understand, called "triangulation," and was thereby able to learn the location of the chamber where the cup was held ((11) on Level Three). But it was nowhere to be seen within that chamber, no matter how long and hard the Avatar searched.

At last the Avatar remembered the words of the ghou-flutist Eyesnack, who said of Mardin's Song of Wonder, "... you play it in the right place, wondrous things happen." In need of a miracle, the desperate Avatar pulled out the found flute and played the Song of Wonder ... and the **Cup of Wonder**, called by the tune, magically appeared.

Now, the Avatar was in possession of all eight of Sir Cabirus' Talismans of Virtue ... and in possession of the knowledge that somewhere, somehow, a demon would be coming to the Abyss. A demon would be of much greater consequence than a wizard such as Tyball, and the possible results of its coming put fear in the Avatar's heart.





ON THE SEVENTH LEVEL ... AND BELOW

The Avatar descended to the seventh level of the Abyss and soon after found Cardon, a badly injured fighter who had come to rescue his brother, a prisoner of Tyball. Cardon, wily and capable, had managed to capture one of Tyball's **badges of passage**, a medallion which served to identify Tyball's minions and give them right of passage on this level of the Abyss. But Cardon had lost it in combat with Tyball's minions in the mines. The Avatar resolved to find the badge of passage and rescue Cardon's brother. This required extensive searching and some danger, but the Avatar prevailed and returned to Tyball's section of the level with the medallion in hand ... and it served to gain the hero passage past guards at Tyball's checkpoints.


The Avatar encountered the mage **Naruto**, another who lived on the sixth level. Naruto proved a font of knowledge. Naruto's friend had found and then lost a crucial **key**, one which would open a crucial passage down to Level Eight and thus to an important crown (see below). And Naruto knew that magic would not function on this level — except for Tyball's own magic, that is — and that it was a mystic **orb** which caused this interruption in the flow of magic. This was a forewarning that saved the Avatar's life; not knowing it, the Avatar might have been unprepared, no longer armed with magic, when attacking Tyball. Naruto opined that a fragment of the material used to create the orb might destroy it.

The Avatar soon found Tyball's **jail**, but was locked within it by a treacherous guard. No matter — the prisoners knew too much and could get the Avatar to freedom again. Between them, they gave the Avatar two crucial "keys." One was a **crystal splinter** which allowed passage into the hidden tombs. Then, with the help of Naruto's key, the Avatar reached the stairway down to the Crown of Navigation. The other "key" was the entrance to a secret passage that one of the prisoners had carved. This opening, blocked to other prisoners by a flow of lava, led to the eastern mines of orb-material.

The Avatar swiftly found and entered the hidden tombs — whose entrance would not have been revealed to one who did not carry the crystal splinter, as it turned out. From there, the Avatar continued exploring and following the map, eventually finding a treasure room filled with crowns.

In that chamber, the hero met an **imp** who was not at all pleased with Tyball's actions or plans. The imp gave the Avatar a magical **crown**, which, when worn, would let the Avatar see the proper path through the maze that protected Tyball.

Back on Level Seven, and through the secret prison exit, the Avatar found another stairway down, this one leading to the site where Tyball had mined the raw materials for his orb, and gathered up **rocks** that contained the orb's ore; nearby, hidden underneath a skull, was a key, which the Avatar also took. Not long after, the Avatar found the entrance to Tyball's maze ... and was at long last equipped to face the wizard.



The End of Tyball

The Avatar wore the imp's **crown** into the maze, and was then able to see the golden path (a "yellow brick road," according to the Avatar, but that hero's smile let me know that it was some sort of jest) which led to Tyball's chamber. There, entering, the Avatar swiftly struck Tyball's **orb** with the orb rocks and destroyed it, breaking the orb's restraints on magic, and weakening Tyball in the process.

The Avatar then spoke to **Tyball**, learning some details of Tyball's plan, how the wizard intended to allow the demon to inhabit the form of young **Arial**. Tyball was unrepentant ... and the Avatar, in noble battle, slew him. With Tyball's keys, the Avatar was able to free **Arial** from her prison chamber, and dispatch her back to her father.

For the Avatar did not accompany her. Knowledge of the demon kept the hero from simply leaving the Abyss; the demon might arrive and wreak havoc in the Avatar's absence.

The Tripartite Key

The Avatar used another key of Tyball's to reach the wizard's most secure prison cells, and found out more facts from prisoners there. The prisoner **Smonden** gave the Avatar a key which led to the site where an object called the Key of Courage was held. The prisoner **Gurstang** gave the hero a clue to the location of the Key of Truth — a password which the Avatar must speak to Gurstang's friend **Illomo**. The prisoner **Bolinard** had nothing so dramatic to offer, just an old drawing of


a fighter named Tom. The Avatar knew the story of Tom — had, in fact, met Tom's lover **Judy** on the fifth level — and resolved to bring the picture to her.

The Avatar used **Smonden's** key to gain access to a passage into the upper reaches of the Abyss. On the third level, in the chamber marked (13) on Level Three of the map, the hero did gain the **Key of Courage**.

Soon after, on the fifth level, the Avatar encountered the woman named **Judy** and gave her the picture of her beloved Tom. A dramatic event occurred: Seeing the long-forgotten face of her lover, **Judy** wept tears into the lava below, and the **Key of Love** did appear; gratefully, the Avatar took it, too.

Then the Avatar tracked down the mage **Illomo** on the sixth level, and spoke to him the password "**Folanae**"; **Illomo** then knew that the Avatar had in fact befriended **Gurstang**. **Illomo** concluded that a book in the **library** bearing the word **Folanae** would supply an additional clue ... that any other word in the title would have consequence, and that praying at a shrine might help. The Avatar sought out the Academy's library and found the appropriate book, one titled "**Folanae Fanlo**."

The Avatar found no clue *within* the book, but eventually found that the title was enough. Strong in wit, the Avatar went to a shrine and prayed there, speaking the second word, "**Fanlo**." The **Key of Truth** appeared and the Avatar gratefully accepted it.



The Bones of Garamon

The Avatar slept after Tyball's defeat, but did not sleep soundly, for the ghost of Tyball's brother Garamon once more visited the hero. **Garamon** asked the Avatar to find his bones and bury them properly, which the Avatar agreed to do.

First, the hero explored the eighth level of the Abyss, and found the man **Carasso**, who knew something of the location of Garamon's remains and who gave the Avatar a key, one which led to the Chamber of Virtue on this level. The Avatar used his directions and found those bones.

The Avatar then took them up to the fifth level and the **tombs** there, laying the remains of Garamon to rest at the site marked (8) on Level Five.

Garamon again appeared to the hero, greater in power and knowledge. The ghost told the hero how to summon energy important to accomplish their task, and then how to confront and banish the demon, called the Slasher of Veils, which threatened Britannia.



The Demon

For the last time, the Avatar descended to the eighth level of the Abyss. The hero combined the Key of Courage, the Key of Love, and the Key of Truth into an item of greater magic, the **Key of Infinity**. Then the Avatar used this key to gain access to the Chamber of Virtue. In that chamber, the hero threw each of the Eight Talismans of Virtue into the volcano, to release their energy necessary to trap the demon.

When the eighth talisman entered the volcano, the Avatar was drawn by evil magic, with the Slasher of Veils, into the home dimension of that horrid demon.

The Avatar knew that the demon was too great, too powerful to fight, and the hero also knew, from peering into a helpful orb found on the first level of the Abyss (and from clues in conversations the hero had had with Ironwit and Garamon), that the green path was the path to salvation. The Avatar raced away from the Slasher of Veils along the green path, until a green Moongate opened up in front of the hero; the Avatar leaped through, to Britannia and safety, and forever bound the demon in the dimension the monster then occupied.

Thus was the noblewoman Arial freed, thus was the mage Tyball slain, and thus was the Avatar returned to green Britannia.



HISTORY OF THE ABYSS

by Joye, Librarian and Archivist of Baron Almríc

To understand why the Avatar had to descend into the Stygian Abyss, it is important to know how the Abyss came to be, and how Tyball, the evil mage, became what he was. This knowledge has come to us from the Avatar, who found papers belonging to the wizards Tyball and Garamon; I have condensed them here.

THE STYGIAN ABYSS

The story of Sir Cabirus and his efforts to colonize the Stygian Abyss on the Isle of the Avatar are well-known. Rather than repeat Corby's *Memoirs of Cabirus*, I simply refer you to that volume; it is widely known in Britannia.

Not many years ago, Sir Cabirus died. His was a natural death — though perhaps the strain of trying to rule the Abyssal Colony contributed to it.

Not long after, the evil in the Abyss flowed through the colony, setting off old enmities between the different races, creating monsters in ever-greater numbers. Many of these monsters emerged from the Abyss to wreak havoc in Baron Almríc's township ... and the baron, to his great regret, was forced to call upon mages to seal the mighty doors to the Abyss, so that they could only be opened from without. Those still within the Abyss were trapped there.

TYBALL AND GARAMON

Some very powerful mages were not truly trapped within the Abyss; there were still many mages who could come and go at will, but who stayed because the Abyss offered them many facets of magic that they might study. The most powerful residents of the Abyss were two brothers named Tyball and Garamon. They were mages, but did not dwell among the mages of the sixth level; they were powerful enough to dwell upon the seventh and eighth levels, being little concerned with the danger posed by monsters there.

Their great interest was in planar travel — the possibility of moving through the veils between worlds. They finally succeeded in tearing through such a barrier ... to their ultimate misfortune.

When they pierced the barrier between dimensions, a monster stepped through from the plane of demons to our own green world. It was a demon, a very powerful one; its name was No, I dare not even write it, for its eyes are as sharp as its ears, even between worlds. The brothers called this creature the Slasher of Veils.

Powerful on its own world, it had the potential to become equally powerful on Britannia, but in the moments after it arrived it was weak by demonic standards. The brothers, horrified at what they had accomplished, were able to bind it, but were not able to send it back whence it came; it resisted their efforts. The brothers immediately began new research so that they might correct their grievous error.

It became obvious that the demon's power was growing. Soon it would be great enough to shred its bonds ... then those who had bound it ... and then attack all of Britannia. But the brothers' researches soon began to bear fruit.

Tyball and Garamon developed a plan. First, they would build an imprisoning chamber and imbue it with virtuous magic. Second, Garamon would lure the Slasher of Veils into the chamber, where it would be weakened by the virtuous energies there. Third, Tyball would shut the two of them into the chamber. Fourth, Garamon would rip open the veil to the demon's own plane and lead the demon through. Fifth, Garamon would escape through a portal already placed in this dimension, leaving the demon trapped there; activation of the portal would seal the rips in the veil,



denying the demon a chance to return to Britannia.

With speed born of desperation, the brothers began work, preparing the Chamber of Virtue and making very cautious, furtive trips into the demonic dimension, where they prepared Garamon's path to safety and the portal allowing him return to our world.

But the demon, too, was at work. It correctly divined that Tyball was the less virtuous of the two brothers and began to speak into his thoughts. It gave him knowledge, and promised more. It promised wealth and power, greatness and majesty. All Tyball had to do was let Garamon lead it into the Chamber of Virtue and watch as the demon ate Garamon. The Slasher of Veils would then emerge from the Chamber of Virtue, shut it forever (that its virtuous nature not infect the Abyss); then Tyball and the Slasher of Veils would become partners in destruction.

On the day of the ceremony, the demon was brought before the Chamber of Virtue. The brothers freed it from its crumbling bonds, and Garamon uttered

a challenge and insult so great that the demon was obliged to kill him. Garamon ran into the Chamber of Virtue, the Slasher of Veils at his heels, and called for his brother to shut the chamber door.

But Tyball did not do so; he merely smiled and told Garamon of the greatness that was to come, of the ruin that was to befall Britannia. The Slasher of Veils began methodically to murder the virtuous brother.

Dying, Garamon was still not without great power. Yet if Britannia were to survive, he could not afford to use his power to defend himself. Instead, he cast a mighty spell which, despite Tyball's best efforts, drew closed the door to the Chamber of Virtue. The demon was bound in place, but Garamon was not. His act of sacrifice made him virtuous enough to leave the Chamber of Virtue, and so he did, by magic; but he died immediately thereafter, and his remains were lost on the lowest level of the Abyss.

Tyball was outraged by this turn of events. His brother was dead, his patron was imprisoned, and he, Tyball, was as



far from ultimate power as he had ever been. Nor could he open the door to the Chamber of Virtue; all virtue had fled him. He turned again to research, trying to determine how he might open that stubborn door.

As it turned out, there were three ways to do this.

The first was to become utterly virtuous; the door would then swing open to a gentle push of the hand. But utterly virtuous men and women are rare, and it was now impossible to cleanse all the stains from Tyball's soul.

The second was to find three legendary keys, the Key of Courage, the Key of Love, and the Key of Truth, and bind them together into the Key of Infinity, an item imbuing enough virtue to open the chamber door. Tyball briefly considered this quest, for the Keys were thought to be in the Abyss; but then he learned about the third way, and chose it instead.

This third way was to find someone of great virtue — perhaps not of sufficient virtue to open the door himself, but of great virtue nonetheless, and a virgin besides — and sacrifice that person after a lengthy ritual before the chamber door. The sacrifice would shatter the virtue of the chamber and reopen the rent into the demon's dimension.

Naturally, Tyball chose the third means.

He begrudged the amount of time it would take to find someone virtuous enough, but was in luck: The sterling character of Arial, the daughter of Baron Almiric, was well-known throughout

Almiric's dominion. Tyball took a troll-minion to Almiric's castle, used his magical powers to appear within the girl's chamber, and rudely stuffed her into a sack, which he then dropped out the window to the waiting troll. At this point, nothing stood between him and ultimate victory.

Then it was that the miracle occurred: The Avatar returned from otherworldly wandering, appearing in that self-same bedchamber, drawn by the ghost of Garamon; for Garamon chose the famous Avatar to oppose Tyball. Tyball eluded the Avatar at that time ... but not for long. And for this we can all be grateful.





AFTERWORD, FOR MODERN READERS

In the game *Ultima Underworld: The Stygian Abyss*, it isn't always enough to know how the Avatar should handle things; sometimes it's important to know little tricks when dealing with your computer. This chapter will discuss some of those tricks, especially those relating to combat, and will give you locations of several of the important runes, spells and mantras found in the Abyss.

Containers

The Avatar can acquire several different types of containers in the game; here is a list of the containers and how much they can carry:

Container	Capacity
Bowl.....	5 stones
Crate.....	12.5 stones
Pack.....	25 stones
Pouch.....	2 stones
Small Bag.....	12.5 stones

Love Skill

The *lore* skill works better on objects in your inventory than on objects further away — in other words, you learn more about objects in your hand than objects you can merely see.



The Automap

The game's "Automap" function is very useful, but you can do more with it than just keep a running record of where you've been. If you flip to the tenth or greater level, you can use the full page as a note-sheet, keeping notes about puzzles, conversations, etc. It's much like a notepad ... except that you can't lose it.





Character Creation

The three primary measurements 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 (fighter, mage, etc.) 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
<i>Bard</i>	Medium.....	High.....	Medium
<i>Druid</i>	High.....	Low.....	High
<i>Fighter</i>	High.....	Medium.....	Low
<i>Mage</i>	Low.....	Medium.....	High
<i>Paladin</i>	Low.....	High.....	High
<i>Ranger</i>	Medium.....	Medium.....	Medium
<i>Shepherd</i> *.....	Low.....	Low.....	Low
<i>Tinker</i>	High.....	High.....	Low

* The shepherd's large random bonus offsets his low base scores.

If you have in mind a particular mixture of attribute scores, first use the chart above to select the class which 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 which provide the character with this skill. (If the class name is in italics, the skill is one of its optional choices.) Using this chart, you can select the class which allows you to start with the skill(s) you desire.

Skill	Class
Acrobat.....	<i>Bard, Fighter, Paladin, Ranger, Shepherd</i>
Appraise.....	<i>Bard, Fighter, Paladin, Shepherd, Tinker</i>
Attack.....	Bard, Druid, <i>Fighter*</i> , Mage, <i>Paladin, Ranger*</i> , <i>Shepherd, Tinker</i>
Axe.....	<i>Bard, Fighter, Paladin, Ranger, Shepherd, Tinker</i>
Casting.....	<i>Bard, Druid, Mage*</i> , <i>Shepherd</i>
Charm.....	<i>Bard, Druid, Fighter, Paladin*</i>
Defense.....	Bard, Druid, <i>Fighter*</i> , Mage, <i>Paladin, Ranger*</i> , <i>Shepherd*</i> , Tinker
Lore.....	<i>Bard, Druid, Shepherd</i>
Mace.....	<i>Bard, Fighter, Paladin, Ranger, Shepherd, Tinker</i>
Mana.....	<i>Bard, Druid, Mage*</i> , <i>Shepherd</i>
Missile.....	<i>Bard, Fighter, Paladin, Ranger, Shepherd, Tinker</i>
Picklock.....	<i>Bard, Tinker</i>



Skill	Class
Repair.....	<i>Paladin, Ranger, Tinker*</i>
Search.....	<i>Bard, Fighter, Ranger, Shepherd, Tinker</i>
Sneak.....	<i>Bard, Ranger, Shepherd</i>
Swimming.....	<i>Bard, Fighter, Ranger, Shepherd</i>
Sword.....	<i>Bard, Fighter, Paladin, Ranger, Shepherd, Tinker</i>
Track.....	<i>Druid, Ranger*</i> , <i>Shepherd</i>
Traps.....	<i>Fighter, Ranger, Shepherd, Tinker</i>
Unarmed.....	<i>Bard, Fighter, Paladin, Ranger, Shepherd, Tinker</i>

* This is both an automatic skill and an optional skill, so you can boost your character's score by selecting the skill twice.

For convenience, arranged another way, here are the character classes, the skills they automatically receive, and the skills they may elect to receive.

Bard	Pick one of: Unarmed/Sword/Axe/Mace/Missile
Automatic: Attack, Defense	
Pick one of: Lore/Charm	
Pick one of: Appraise/Acrobat/Sneak/Picklock/Search/Swimming	
Pick one of: Mana/Casting/Sword/Axe/Mace/Unarmed/Missile	
Druid	
Automatic: Attack, Defense, Mana, Casting	
Pick one of: Track/Lore/Charm	
Fighter	
Automatic: Attack, Defense	
Pick one of: Attack/Defense	
Pick one of: Unarmed/Sword/Axe/Mace/Missile	
Pick one of: Swimming/Traps/Search/Charm/Acrobat/Appraise	
Mage	
Automatic: Attack, Defense, Mana, Casting	
Pick one of: Mana/Casting	
Paladin	
Automatic: Attack, Defense, Charm	
Pick one of: Appraise/Charm/Acrobat/Repair	
Ranger	
Automatic: Attack, Defense, Track	
Pick one of: Traps/Acrobat/Sneak/Search/Swimming/Repair	
Pick one of: Unarmed/Sword/Axe/Mace/Missile/Attack/Defense/Track	
Shepherd	
Automatic: Attack, Defense	
Pick one of: Unarmed/Sword/Axe/Mace/Missile/Defense	
Pick one of: Traps/Search/Sneak/Track/Acrobat/Appraise/Lore/Swimming/Casting/Mana	
Pick one of: Traps/Search/Sneak/Track/Acrobat/Appraise/Lore/Swimming/Casting/Mana	
Tinker	
Automatic: Attack, Defense, Repair	
Pick one of: Unarmed/Sword/Axe/Mace/Missile	
Pick one of: Picklock/Traps/Search/Appraise/Repair	



Combat

Combat in the game is rather complicated. There is a lot to learn, and a lot that doesn't appear in the program documentation.

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 a beast; this will often reveal its emotional state (hostile, upset, mellow or friendly). Only "hostile" monsters are sure to attack you.

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

Damage to the Enemy

There are a couple of ways to determine how badly injured your enemy is.

First, take an occasional look at the eyes of the gargoyle at the top of the View Window. They'll give you an approximate idea of how hurt your foe is. If the enemy is healthy, the eyes glow green. Yellow means it's slightly injured, but not too badly. Red means the enemy is in serious trouble.

Second, two blood spatters appearing on the screen mean that you've inflicted a critical hit on your enemy.

Jumping

It's possible to jump during combat. You do so by pressing **J** or **Shift J**. The mouse doesn't allow you to jump while engaged in combat.

Damage to Weapons

Between combats, it's a good idea to Look at your weapon occasionally. It can become damaged in combat, especially if you are unskilled in its use, and particularly if you make several critical misses in a fight. Damage to your weapon reduces its usefulness and can even destroy it.

Notes on 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 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 get you to safety. Many creatures can get through doors — just like the Avatar, some monsters open them, some pick them and some break them down.

Note that you can Use a spike on a door, in order to make the door harder to open for anyone except yourself. (When you want to remove the spike, simply open the door.)

Combat Tactics

The game sub-divides the View Window into nine squares. This helps determine where your weapon will hit. It will strike 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 the 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 you at once, and gives them the opportunity to brain one another.

Note that it isn't necessary to out-fight 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 or into lava fields. If an enemy is heavier than you are, you might have to run and jump on him in order to force him back.

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

If you can't seem to hurt a foe, 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.





Locations of Runestones

<i> Rune</i>	<i> Key</i>
A	Level Four: (17), (25) and (27)
B	Level One: in backpack at (21); Level Three: (6)
C	Level Four: (24)
D	Level Three: guarded by spiders at (18)
E	Level Six: (23)
F	Level Six: granted by Dr. Owl (1); Level Six: (26)
G	Level Three: (19); Level Four: (24); Level Five: (14)
H	Level Two: (20); Level Three: (6)
I	Level One: in the backpack at (21); Level Four: (25); Level Eight: with bones at (2)
J	Level One: (23); Level Four: (17) and (26); Level Five: (14)
K	Level Six: in box at (24)
L	Level One: in backpack at (21)
M	Level One: (25); Level Two: (20); Level Four: (26)
N	Level Five: (14); Level Six: (26)
O	Level One: (23); Level Three: (15)
P	Level Two: (21); Level Three: (15)
Q	Level Four: (25)
R	Level Three: behind secret door at (16); Level Five: (13)
S	Level One: in backpack at (21); Level Three: (6); Level Four: (27); Level Eight: with bones at (2)
T	Level Five: (13); Level Eight: with bones at (2)
U	Level Two: (18)
V	Level Six: (20) (from discussion with Gralwart (9)); Level Eight: with bones at (2)
W	Level Three: given by Ishtass (5) once Ossika is found
Y	Level One: (25); Level Two: (21); Level Three: (19)



Locations of Spells

The Avatar can learn several undocumented spells during the course of the game. This is a list of what they are and where they can be learned:

<i> Spell</i>	<i> Runes</i>	<i> Where Learned</i>
<i> Armageddon</i>	(VKC)	Taught by Wisps
<i> Curse</i>	(AS)	Level Four: described on scroll at (27)
<i> Jump</i>	(UP)	Level One: on scroll at (24)
<i> Monster Summoning</i>	(KM)	Level Six: in box at (24)
<i> Sheet Lightning</i>	(VOG)	Level Six: the Talking Door (5) knows it
<i> Smite Undead</i>	(ACM)	Level Five: on scroll at (16)
<i> Thick Skin</i>	(IS)	Level Two: on scroll at (20)
<i> Water Walk</i>	(YP)	Level Three: on scroll of Iss'leek at (17)



Locations of Mantras

Likewise, the Avatar must learn several mantras during the course of the game; below is a list of all the game's mantras (though the Avatar does not have to try to learn them all).

<i> Skill(s) Affected</i>	<i> Mantra</i>	<i> Where Learned</i>
<i> Acrobat</i>	FAL	Level Three: in book at (11)
<i> Appraise</i>	HUNN	Level Two: on scroll at (22)
<i> Attack</i>	RA	Level Two: on scroll at (23)
<i> Attack skills</i>	SUMM RA	Level One: on plaque at (17)
<i> Axe</i>	GAR	Level Four: taught by Kyle (4)
<i> Casting</i>	SOL	Level Six: In book in library (18)
<i> Charm</i>	UN	Level Two: on scroll at (24)
<i> Cup of Wonder</i>	INSAHN	See Path of the Avatar (On the Sixth Level)
<i> Defense</i>	ANRA	Level Three: on plaque at (20)
<i> Key of Truth</i>	FANLO	See Path of the Avatar (The Tripartite Key)
<i> Lore</i>	LAHN	Level Five: on scroll at (15)
<i> Mace</i>	KOH	Level Four: taught by Cecil (2)
<i> Magic skills</i>	MU AHM	Level One: plaque at Level One: (17)
<i> Mana</i>	IMU	Level Six: on scroll at (25)
<i> Other skills</i>	OM CAH	Level One: on plaque at (17)
<i> Missile</i>	FAHM	Level Four: taught by Meredith (2)
<i> Picklock</i>	AAM	Level Five: on scroll at (10)
<i> Repair</i>	LON	Level Two: taught by Shak (10)
<i> Search</i>	LU	Level Two: on scroll at (25)
<i> Sneak</i>	MUL	Level Five: on scroll at (17)
<i> Swimming</i>	ONO	Level Three: on scroll at (4)
<i> Sword</i>	AMO	Level Four: taught by Doris (3)
<i> Track</i>	SAHF	Level Three: in book at (15)
<i> Traps</i>	ROMM	Level Five: on scroll at (14)
<i> Unarmed</i>	ORA	Level Three: on plaque at (14)



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Locations and descriptions found in the maps and map keys are listed here in the form "X:Y", where "X" is the level and "Y" is the numbered location on that level. The location where a character or object is normally found is in **bold**; locations where someone or something is simply mentioned are in plain text. Locations in the rest of the book are noted in the normal manner, with page numbers. Page numbers are in *italic*.

Thus, "Arial 1:9, **7:16, 38, 45, 51**" means that:

- Arial is mentioned in paragraph (9) of the Level One map key;
- Arial is located at **16** on the Level Seven map, and described in paragraph (16) of the Level Seven map key; and
- Arial is also mentioned on pages 38, 45 and 51 of this book.

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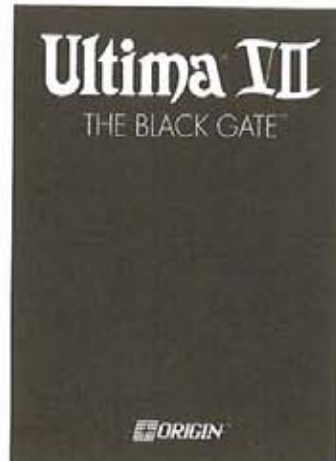
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