

# Dungeon *Master II*™

Unlocking The Secrets of Skullkeep



Clue Book







# Dungeon Master II™

Unlocking The Secrets Of Skullkeep

## Clue Book

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# General Information

ome of the objects that are listed on the maps in this book are randomly placed when the game starts and may not be found in the locations labeled. Also, with all the monsters running around with minds of their own, some may pick up objects and move them around as they see fit.

In selecting other members of your party (you can add up to three more characters from a selection of seventeen) you will find that not any one champion contains a large amount of experience in any of the four classes that they can excel at (if they even contain any experience at all!). It will be up to you to develop these skills early on and "beef" them up in order to survive the horrors once the party gains access to Skullkeep.

***NOTE:** It is even possible for those characters with no Mana to learn spells and raise their Mana level. This is accomplished by placing one of the magick items found in the game that raise the Mana level of the holder. This will give the character enough Mana to cast a simple spell such as a magickal torch or healing spell. After which, they will gain Mana as they gain experience with each spell cast.*

Though you may feel it wise to specialize each character in a different profession, remember that a character need not practice the ways of just one of the four classes. In fact, I highly recommend to try to advance each of the champions in at least two of the classes. This makes for a more well-balanced party that is stronger both offensively and defensively. In a situation where one of the characters is wounded or has been slain, having another member perform the skills of the downed character can make all the difference between surviving an encounter and having to restart from the last save-point.





## General Information

Although a list of all the available spells is given here in this book, most of the wizard and priest spells can be learned by examining the objects you find. If the object is magickal, holding it or examining it by clicking the champion's 'eye' icon will show the magickal components that make up the object. Likewise, placing a magickal weapon in a character's hand and arming that weapon will also display the magickal symbols required to cast the weapon's spell counterpart.

**NOTE:** Using up all the magickal properties an object contains without writing down the symbols that describe the magickal components, may lose you the opportunity to use that spell again. Some of the objects are very rare while others are simply one-of-a-kind artifacts. Using a potion has the same effect, as only an empty flask remains after the potion has been consumed.

You can't expect a character with a neophyte class status in the ways of magick to be able to cast a roaring fireball on their first attempt. Use the time while locating the four clan keys to practice casting **both** priest and wizard spells and gain experience as well as proficiency. Each time a spell is successfully cast, the likelihood to cast the same spell again with successful results increases.

**NOTE:** Items can be quickly put into any champion's inventory by dropping the item onto that champion's bar graphs. This saves the time of having to flip to the inventory window (especially handy in the midst of a heated battle). Also, you can give your champions new names by clicking where their names are displayed in the inventory window and typing a new one.





## General Information

### **The World Of Zalk**

Many things have changed since the time of Theron and the first battles with Lord Chaos. This world is a world where both magick and technology coexist. The minions, technology-formed servants, allow the party members to explore unknown areas, avoid others, transport or retrieve objects or simply provide a 'diversion' while beating a hasty retreat. Use of the minions, while not imperative, can ease the party's progress through the game. There are puzzles in this game whose solution may not seem as apparent as in the original Dungeon Master.

*\* Remember that almost all of the puzzles may be solved using the characters themselves, but some require the use of the minions.*

Make use of the multiple save slots. Nothing is more annoying than plodding your way through an area for hours only to die by a foolish move and having to re-play the entire area over again. There is only one altar of VI (located where you first begin the game), so the option of resurrecting your fallen comrades may not always be available.

### **Shops and Shopkeepers**

Unlike its predecessor, Skullkeep allows you to interact with some of the characters found in the game. The shopkeepers will not only sell you items that your party can use such as weapons and armor, but allow you to sell back to them items that you acquire during your journey. Shops are also a great place to save the current game in progress.

A word of warning: Be careful when placing objects on the merchant's table. Releasing an item when it is in the top half of the view window,





## General Information

will throw the object at the shopkeeper instead of placing it on the table. When this happens, the shop's guard will commence to earn his pay by 'remedying' the situation in 'an eye for an eye' fashion. If your party is quick enough, it's possible that some of the members may even make it to the shop's exit alive!

Although each item has a price attached to it in the shop you can sometimes get a better deal by 'haggling' with the shopkeeper. Haggling is accomplished by offering an amount less than the posted amount. If you wait patiently, the shopkeeper may accept your offer. Be careful not to set anything on the merchant table after it has started to rotate. The shopkeeper is likely to take any money or possessions for their own without compensating the adventurer for it.

If you find yourself accumulating a lot of loose change in your moneybox, you can get any merchant to convert it all up to the highest denominations of gems possible. Just go to the table where you'd sell items to the merchant and give him your moneybox. He'll make change and give the moneybox back. Not only does this save you time when purchasing items, it will also help reduce the total weight associated with the money.

An easy way to sell items to a merchant very rapidly is to first give him your moneybox, and then begin to load up the table with all of the items you want to sell. The merchant will accept all of the items he wants to buy and finally will return your moneybox to you, credited with the payment for all the items the merchant bought.

The following chart gives a breakdown by village and shop for the items in the game. All prices are listed in coppers for easy reference.





# Interplay Productions

## General Information

Clothing	Home Village		Other Village		Magick Shop	
	Selling Price	Buying Price	Selling Price	Buying Price	Selling Price	Buying Price
ITEM						
Cape	6	6	4	4		
Cloak of Night	27	23	33	27	21	19
Bandanna	1	1	1	1		
Black top	13	11	13	11		
Tunic	17	15	17	15		
Fine robe top	26	22	22	18		
Bodice	26	22	26	22		
Doublet	33	27	33	27		
Leather Jerkin	60	51	51	42		
Brigandine	83	69	83	69		
Scale hauberk	176	144	210	168		
Tabard	8	8	8	8		
Black skirt	13	11	13	11		
Gunna	18	16	18	16		
Blue pants	15	13	19	17		
Fine robe	26	22	22	18		
Huke	30	26	30	26		
Leather pants	45	38	38	32		
Scale mail	105	87	105	87		
Sandals	3	3	2	2		
Leather boots	15	13	13	11		
Black boots	26	22	22	18		
Mithral Hosen	198	162	198	162		
Rune charm	29	25	29	25	28	26
Jewel of Symal	57	49				
Moonstone	141	117	141	117	136	120
Mezmar	204	168	204	168	197	177
Clan Chief gem	294	240	294	240	281	240
Suzerain	456	372	456	372	432	395





## General Information

Traveling Supplies ITEM	Home Village		Other Village		Magick Shop	
	Selling Price	Buying Price	Selling Price	Buying Price	Selling Price	Buying Price
Apple	1	1				
Jicama	3	3				
Worm round	2	2				
Bread	3	3				
Cheese	4	4				
Shank	6	6				
Steak	13	11				
Palm apple	13	11				
Mana blossom	54	45			52	48
Fairy cushion	88	72			84	76
Spirit cap	132	108			120	114
Dead bat	4	4				
Tankard	4	4				
Flask	17	15			16	16
Compass	11	9				
Bota	2	2				
Water flask					16	16
Health potion					25	23
Cure poison					21	19
Mana potion					29	27
Dexterity potion					37	35
Strength potion					50	45
Wisdom potion					42	38
Vitality potion					45	42
Poison bomb					168	152
Fire bomb					228	209





# Interplay Productions

## General Information

Armorer	Home Village		Other Village		Magick Shop	
	Selling Price	Buying Price	Selling Price	Buying Price	Selling Price	Buying Price
ITEM						
Quiver	5	5			5	5
Horned helm	28	24			24	20
Mail helmet	36	30			45	38
Helmet	66	54			66	54
Bascinet	96	80			114	93
Great helm	180	152			153	120
Armet	216	180			216	180
RA SAR helm					396	324
Fire helm	432	360				
Tech helm	57	45	519	420		
Breast plate	136	112	108	90		
Torso plate	290	228	290	228		
Mithral plate	387	312	387	312		
RA SAR plate			201	165		
Fire plate (male)	708	584	708	584		
Fire plate (female)	720	612	720	612		
Tech plate	204	168	372	309		
Leg plate	137	113	137	113		
Mithral huke	285	228	285	228		
RA SAR poleyn			528	432		
Fire poleyn	549	450				
Tech poleyn	70	57	528	432		
Greaves	39	33	49	41		
Foot plate	92	76	92	76		
RA SAR greaves			264	216		
Fire greaves	290	228	240	198		
Tech boots	396	324	264	216		
Wood shield	8	8	11	9		
Small shield	48	40	48	40		
Crystal shield			225	180	180	164
SAR shield			216	180		
RA SAR shield			396	324		
Tech shield	450	372	305	240		
Shield of Fire	432	360				
Thigh plates	66	54				





# General Information

Weapon-smith ITEM	Home Village		Other Village		Magick Shop	
	Selling Price	Buying Price	Selling Price	Buying Price	Selling Price	Buying Price
Torch	1	1	2	2	2	2
Dagger	12	8	2	2		
Scythe	24	16	22	18		
Machete	24	16	44	36		
Sword	86	57	78	65		
Rapier	120	80	108	90		
Axe	144	96	26	22		
Sabre	192	128	176	144		
Katana	240	164	224	180		
Excsymyr	420	280	385	312		
Blue Steele	600	400	102	85		
Vorax	240	168	720	594		
Vorpal blade					420	372
Tempest	1038	672	912	780	720	672
ZO blade			960	804	912	852
Fury	1440	960	1332	1098	360	327
Club	4	4	4	4		
War club	8	6	16	14		
Mace	72	48	66	54		
Morningstar	168	112	153	120		
Tech mace	450	300	612	480		
Sling	6	4	1	1		
Quiver	6	4	5	5		
Bow	24	16	4	4		
Crossbow	120	84	88	72		
Speedbow		?				
Arrow	1	1	3	3		
Slayer arrow	8	6	6	6		
Poison dart	6	4	5	5		
Shuriken	8	6	7	7		
Staff	8	6			7	7





# Interplay Productions

## General Information

Weapon-smith ITEM	Home Village		Other Village		Magick Shop	
	Selling Price	Buying Price	Selling Price	Buying Price	Selling Price	Buying Price
Rainbow wand					93	85
Rogue stave			136	112	130	117
Bainbloom	96	64	88	72	84	76
Large gear			17	15		
Vacuum fuse			385	312		
Spiral staff					201	180
Staff of Neta					161	147
Emerald Orb					396	360
Serpent staff					530	480
Combat staff					480	432
Storm ring					960	864
Kalan gauntlet			1920	1665	208	180
Attack minion					240	228
Guard minion					210	180

## Elemental Influence

With all the minions that have appeared from the other side of the rift that has been opened between the worlds, this has triggered devastating effects on the weather surrounding Skullkeep, causing it to shift very frequently. You may wish to take cover if a violent storm starts. Some adventurers have been known to be struck down, not by the hideous beasts roaming the clan areas, but by nature itself! It is not uncommon for a party foolishly wandering around during an excessively violent thunderstorm, to be turned into a pile of ashes from the blast of a lightning after not heeding the three telltale warning bolts.





## General Information

### The Clan Keys

Your party must recover the four ancient clan keys and place them in the lock located inside the entrance to Skullkeep. Once all four are in place, the dual dragon-emblazoned doors can be opened, allowing the party to proceed further into the depths and upper levels of Skullkeep. The areas surrounding Skullkeep itself have their own distinct feel.

The Sun Clan area, the area your garrison is posted in, poses the least amount of resistance to your party. In fact, the **digger worms**, **glops** and **thieves** which for the most part pose no direct threat, offer an excellent opportunity for your characters to hone their skills and increase their proficiency.

Marsh areas abound in the Lightning Clan area that can impair your party's progress. Beware the wolf's den in this area. Attacking one may cause it to sound an alarm, bringing the entire pack down on your party.

The Other Village can be found in the Moon Clan area. Take care when traversing through the Axemen's forest to reach the village. These large mountain men would rather lop your head off than sit around and chat.

The Cloud Clan area is the fourth and final clan area. If you've used the other areas to improve your abilities, your characters stand a chance of surviving the horrors that occupy this area. You'll need to be plenty quick and agile to avoid the undead **spectres** and **tree gorgons** in the cemetery and haunted forest. Surviving that, the heroes must descend into the crypts to retrieve the final clan key piece. It is rumored that powerful magick items can be purchased in a shop hidden in this area.





# Magick Maps

**T**here are four types of magick maps that can be found. To use a map it must be placed in the hand of one of the party members. Each map, in use, will drain Mana from the character using it. Some maps like the advanced magick map will draw more Mana as options are activated.

## **Magick map (simple)**

This map has a rope handle and a display area. Placing it in the hand of an adventurer will activate it. The map displays the area surrounding the party. If the person operating this map runs out of Mana, the display on the map will blur and stop updating as the party moves around.

## **Magick map (advanced)**

This is an advanced version of the above map, with four buttons located under the display area representing the four character classes. These buttons are also found on the Scout and Minion maps and function identically.

Pressing first button (left to right), which is marked with the *KU* symbol, will cause the map to display the locations of all of the creatures the map is able to sense as green animating blobs on the map. All maps sense the same creatures, and it is not possible to get the map to show which creature the green blob represents—the map only shows the location of the creatures.

Pressing the *ROS* button causes all secret walls in view on the map to flash yellow.





## Magick Maps

Pressing the *DAIN* button causes all magick objects and projectiles to become visible on the map. This includes fireballs, lightning bolts, poison spells, *ZO* spells, push-pull spells, and marker-objects created with the *YA EW* spell.

Pressing the *NETA* button anchors the map display to its current location until the *NETA* button is turned off. Since all four of these buttons will only remain pressed while the map is open, the *NETA* ability of the map is primarily useful for short-range exploration. For example, you might want to anchor the map view near a door and then walk somewhere and pull a lever to see whether that lever opened or closed the door on the map.

Note that each of the four buttons, when pressed, represents an additional drain on Mana. If a player runs out of Mana, the buttons will deactivate.

## Scout Map

The scout map allows the party to explore into areas without risking the health of the members. The button located to the right of the display creates a scout minion in the party's square. A red 'X' displayed on the map represents the scout minion's position.

Clicking on a square located near or at the end of the map's display will cause the minion to do its best to navigate to the square with the 'X', even if it has to travel up pits and down ladders to get to its destination.

Some squares, of course, may contain ladders up or down, and pits in the floor or ceiling. To direct the scout to go up or down a ladder or a pit, first click in that square on the map to mark the 'X', and then click once





## Magick Maps

more to change the 'X' to an *UP* arrow or twice to a *DOWN* arrow. When the minion arrives at the square it will proceed up or down in the direction indicated by the arrow.

To cancel a Scout minion, press the button on the map that created the minion. The button should look like the original "create minion" button with a blue 'X' through it. When the minion is gone, the image will revert back to a "create minion" button.

### **Minion Map**

This map functions similar to the Scout map, but creates a minion that can both fetch and carry objects. On this map, 'X' marks are placed by pressing the 'X' button to the right of the map. An 'X' appears on the map in the square in which the party is standing. In fact, an 'X' must be placed before a Carry / Fetch minion can be created; otherwise the minion will appear and disappear just as quick.

Once an 'X' has been placed, two additional buttons appear. One creates a Carry minion in the party square that will pick up all the objects it finds in its path and carry them to the square with the 'X'. Upon reaching its destination it will deposit all the objects and disappear.

The other button creates a Fetch minion. This minion will travel to the area the party has marked with the 'X', pick up all of the objects located there, and then will return back to the party's current location and deposit its cache before disappearing.

A Carry minion in motion can be changed to a Fetch minion, and vice versa, by clicking on the Carry / Fetch button. The minion can be canceled at any time by clicking on the top button with the blue 'X'.





# Magick Spells

**T**he spell system consists of a power level, and the following combination of symbol(s). Remember that once you've recited a spell symbol, the Mana required to speak that portion of the spell is used, even if you remove it by pressing the recant button. Also remember that by reciting an entire spell but not actually casting it, your characters can regain Mana back to the maximum level even though they have a spell in 'reserve', so to speak.

## Wizard Spells

### YA EUU

### MAGICK STONE SPELL

Casting this spell creates an orb that enables the party to mark areas that they have traveled without leaving behind precious belongs such as food, armor, etc. or to mark a passage the party has already traveled down. Magick stones can be seen on the magick map when the show-magick option (the QOS button) is on.

### OH VEN

### POISON CLOUD

A poisonous cloud that shoots forth from the fingers of the mage invoking this venomous form of air elemental influence will cause most creatures to stop attacking while they search for a way out of the cloud.

### OH EUU SAR

### INVISIBILITY

This spell temporarily distorts the party's material substance, rendering them not visible to the eyes of most of the denizens. Unfortunately, not all creatures are fooled. Some that rely on smell and some that have vision in the infrared range may still be able to pursue and attack an invisible party.





## Magick Spells

### OH KATH KU

#### PUSH

Invoking the power of the fighter class, this spell magickally allows the caster to magickally push an object or being directly in front of the party. If the spell level invoked is low or the creature or object very heavy, nothing may happen.

### OH KATH ROS

#### PULL

The hand-reaching power of the thief class allows the caster of this spell to magickally draw objects toward them.

### OH KATH RA

#### LIGHTNING

Calling upon the explosive force of KATH under the airy elemental influence discharges a powerful electrical stream that travels until it dissipates or explodes on contact of a solid object.

### OH IR ROS

#### ACCELERATE PARTY

By combining the form of IR with the alignment of the thief, this spell accelerates the movement rate of the party, even if they are encumbered, fatigued or injured. It will also allow them to cast spells and use weapons more quickly.

### OH IR RA

#### STRONG LIGHT

This combination of symbols increases the ambient light surrounding the party with the effect of a MON level FUL spell. The power level dictates the duration of the spell just like the firelight spell, but it is brighter and lasts longer.

### FUL

#### FIRELIGHT

Invoking the elemental form of fire creates a magickal torch that will allow the party to see in the deepest, darkest caverns without the aid of a real torch. The power level that the caster uses will determine the light's intensity as well as its duration.





## Magick Spells

### FUL IR

### FIREBALL

The addition of the form of IR to the elemental form of fire adds the ability to send flying a magickal ball of fire that can be used effectively against many foes. Some creatures are immune to fire while others can only be killed by this type of attack.

### DES VEN

### POISON FOE

The combination of the form of desolation and the elemental form of poison infuses a monster with a powerful dose of poison. While this often kills its target, if it doesn't, the monster will have time to attack again, since it is not trying to escape a poison cloud.

### DES EU

### HARM NON-MATERIAL

This incantation invokes a power from beyond the material plane that sends forth a blast of energy capable of ripping apart the fabric of a non-material being.

### ZO

### OPEN DOOR

This negative material form, when cast by itself, can directly affect the state of material objects. Doors not normally accessible can be opened using the power of ZO. This spell also closes the small void portals that many evil minions use to enter the Skullkeep universe.

### ZO EU KU

### ATTACK MINION

By mingling technology from the negative plane with the elemental form of the beast and the assignment of the fighter class allows the mage to conjure forth a minion that seeks out and attacks any beings it comes into contact with until it is destroyed.

\* **NOTE:** A spell denoted with a '\*' requires an empty flask in either of the caster's hands to successfully create this potion.





## Magick Spells

### Priest Spells

YA \*

STAMINA POTION

Invoking the elemental influence of the earth allows a priest to capture the strength associated with this influence in a liquid form, thereby restoring the stamina to the party member drinking the contents of the flask. As with all potions, this spell can only be successfully cast if the invoker has an empty flask available in one of his/her hands.

YA IR

PARTY SHIELD

This incantation forms a protective shield around the entire party, protecting them from normal weapon attacks. It is especially useful in situations where some party members are lightly armored while the enemy is numerous and attacking from all sides.

YA IR DAIN

SPELL SHIELD

Like the spell above, the entire party is surrounded. However, this invocation provides protection against from magickal attacks.

YA BRO \*

SHIELD POTION

By combining the solidity and support of this influence and form, a potion is created that raises the protection level of the person ingesting this liquid against normal weapon attacks.

A BRO DAIN \*

WISE MAGICKIAN POTION

The addition of the wizard's class to the above symbols creates a potion that temporarily raises the wisdom level of the party member drinking it. This will improve that champion's success with difficult or high level spells.





## Magick Spells

### YA BRO NETA \*

### STURDY PRIEST POTION

The priest's class, that being one of life, when added to the influence of YA and the form of BRO brings into being a potion that increases the vitality level of a member temporarily. This in turn will speed healing and recovery of stamina as well as make that champion tire less easily

### VI \*

### HEALTH POTION

The elemental form of water, the most precious of the influences, will restore health to the member drinking the potion that this evocation creates.

### VI BRO \*

### CURE POISON POTION

The support and honesty that BRO represents allows this potion to cleanse the body from any impurities such as venom.

### OH EU ROS

### AURA OF DEXTERITY

The casting of this combination of symbols creates an aura surrounding the party that elevates dexterity level all the members of the party for the duration of the spell.

### OH EU KU

### AURA OF STRENGTH

This combination creates an aura that temporarily increases the strength level of the members it surrounds.

### OH EU DAIN

### AURA OF WISDOM

The wizard's class directs the aura's strength to increasing the wisdom level of the party members.

\* **NOTE:** A spell denoted with a '\*' requires an empty flask in either of the caster's hands to successfully create this potion.





## Magick Spells

### OH EU NETA

#### AURA OF VITALITY

The aura created by the casting of this combination of symbols invokes an aura that raises the health level of all the members in the party. This effect is removed when the spell expires.

### NOTE:

Only one of the four aura spells can active at any given time. Casting another aura spell while one is still active will cancel the first one out.

### OH BRO ROS \*

#### SKILLED NINJA POTION

The potion created from this vocalization of symbols temporarily raises the dexterity level of the person consuming it. This makes that champion harder to hit, while improving the chances that attacks made by him will hit their target.

### FUL BRO KU \*

#### FIGHTER POTION

The fighter's alignment channels the effects of this potion by increasing the strength level of the member drinking its contents. A stronger champion can carry more without slowing down or tiring. More importantly, a stronger champion can wield a heavier (therefore, more effective) weapon or inflict more damage with the same weapon.

### FUL BRO NETA

#### FIRESHIELD

This conjuring envelops all the members of the party with a magickal shield that protects them from fire-related damage, both magickal and non-magickal. This shield absorbs damage from a fire in proportion to the level of the spell.

### DES IR SAR

#### DARKNESS

The joining of the darkest form, elemental influence and alignment can only create darkness. This can be useful to evade creatures that depend on sight





## Magick Spells

to locate and attack the party. The power level of the spell determines the length of the darkness cast.

### ZO EU ROS

#### PORTER MINION

This spell creates a minion that is bound to the caster's service. This minion will pick up all the objects in the square it is created in, tirelessly carry the items and follow two steps behind the party.

### ZO EU NETA

#### GUARD MINION

This spell uses the protective alignment of the priest to bring into being a minion whose sole purpose is to defend the area where it is activated. Guard Minions will patiently wait wherever they were summoned and attack any enemies that come within range.

### ZO BRO ROS

#### REFLECTOR SPELL

The properties of this spell disrupt the air in the area the entire party occupies, causing any cast object or spell to be reflected back in the direction it originated from. Needless to say, this is a very effective spell against the top magick users encountered in Skullkeep, like **Dragoth** himself. Unfortunately, it is an expensive spell of short duration.

### ZO BRO RA \*

#### MANA SPELL

This combination concentrates the Mana of the caster into a liquid form that can be ingested to immediately recover Mana. The amount of Mana that is restored, up to the champion's maximum, is determined by the power level of the spell that created the potion. The main drawback with this potion is that the amount of Mana recovered is less than half of the cost of the spell.

\* **NOTE:** A spell denoted with a '\*' requires an empty flask in either of the caster's hands to successfully create this potion.

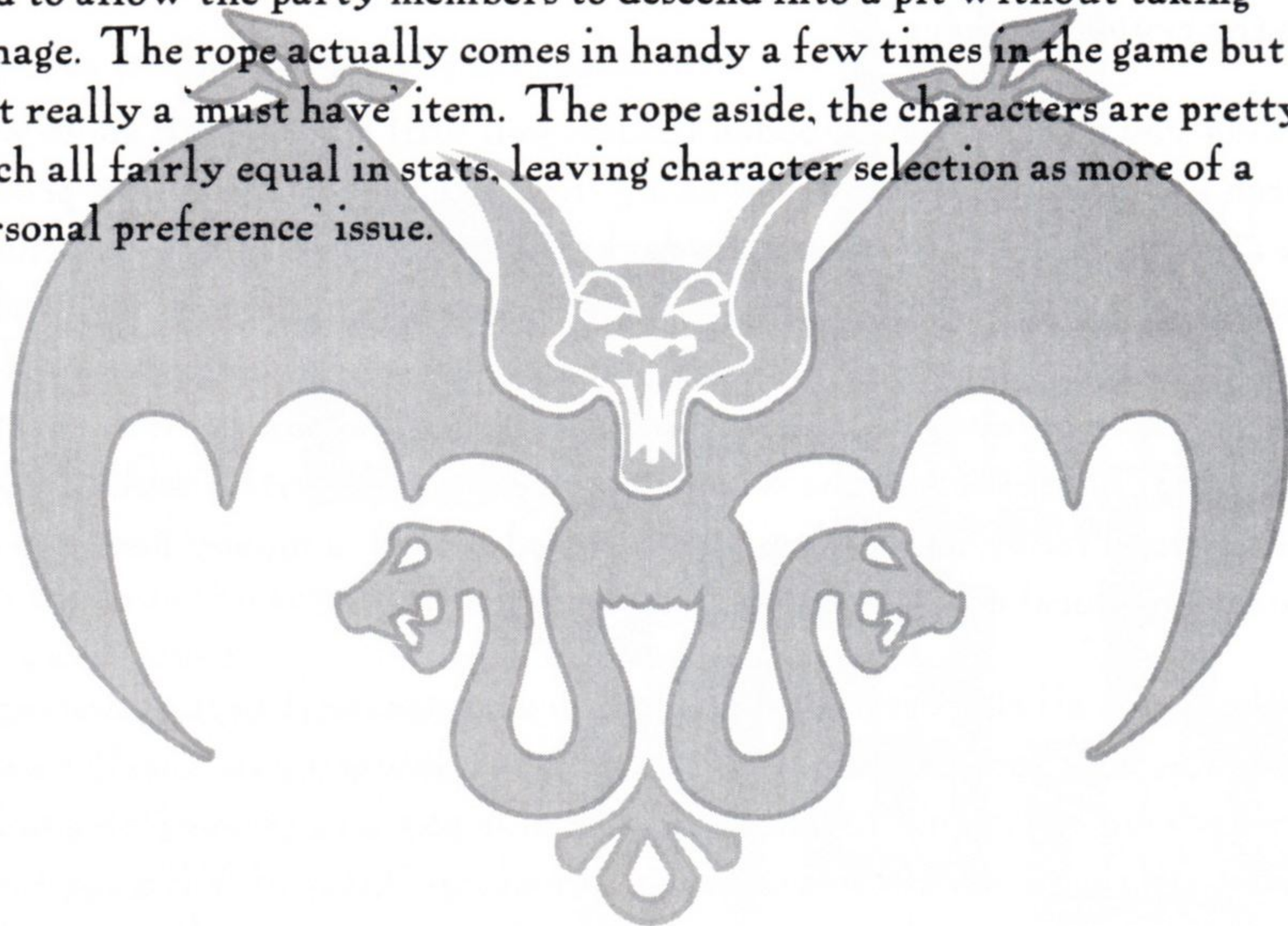




# Character Selection

**B**elieve it or not, character selection is not as important as it was in the original *Dungeon Master*. The only real importance here is an object that one character possesses.

This object is one that the party will not be able to acquire otherwise until they have progressed through all four of the clan areas surrounding Skullkeep. Among his possessions, Graen Ozborg has a rope that can be used to allow the party members to descend into a pit without taking damage. The rope actually comes in handy a few times in the game but it isn't really a 'must have' item. The rope aside, the characters are pretty much all fairly equal in stats, leaving character selection as more of a 'personal preference' issue.





# Adventuring Forth



nce you've selected the party members that will accompany you, use the ladder leading up to start the adventure. You may choose up to three additional characters to join your party, but that doesn't mean you can't attempt to complete the game with just Torham Zed. You can examine all of the characters and compare their statistics, levels and possessions. Once you've pulled the lever and accepted a character as a party member, you may not 'send' them back into the cryo-chamber.

Making your way up the wooden ladder, you will find a small room with a torch in a sconce on the wall. Taking the torch will 'light it' and provide ample illumination to explore darker areas. Store it away in a character's backpack to prevent 'using it up' in already well lit-areas. At the north end of the room is a fireplace with a table next to it. Moving the table out of the way will provide access to a sun crest on the wall. Removing the crest from the wall will reveal a shelf with a sack containing some food items, a magick map (described above), a money box containing some local currency and a solid key.

On the east wall there is a solid door with a button next to it. Pressing the button will operate the door by raising and lowering it. Inside this room are two additional torches on either side of a large stone slab emblazoned with the symbol of VI under it. This is an Altar of VI, a place of resurrection. Placing the bones of a fallen champion here will revive the champion by restoring flesh and blood back to their lifeless bones, helping you complete your quest.

Next to the fireplace is a corridor leading north. This door requires a key to activate the button that operates it. By placing the solid key in the keyhole, the party leader can open the door and proceed into the world of Zalk. The key may be removed from the slot, but the door can not be activated without it.





## Adventuring Forth

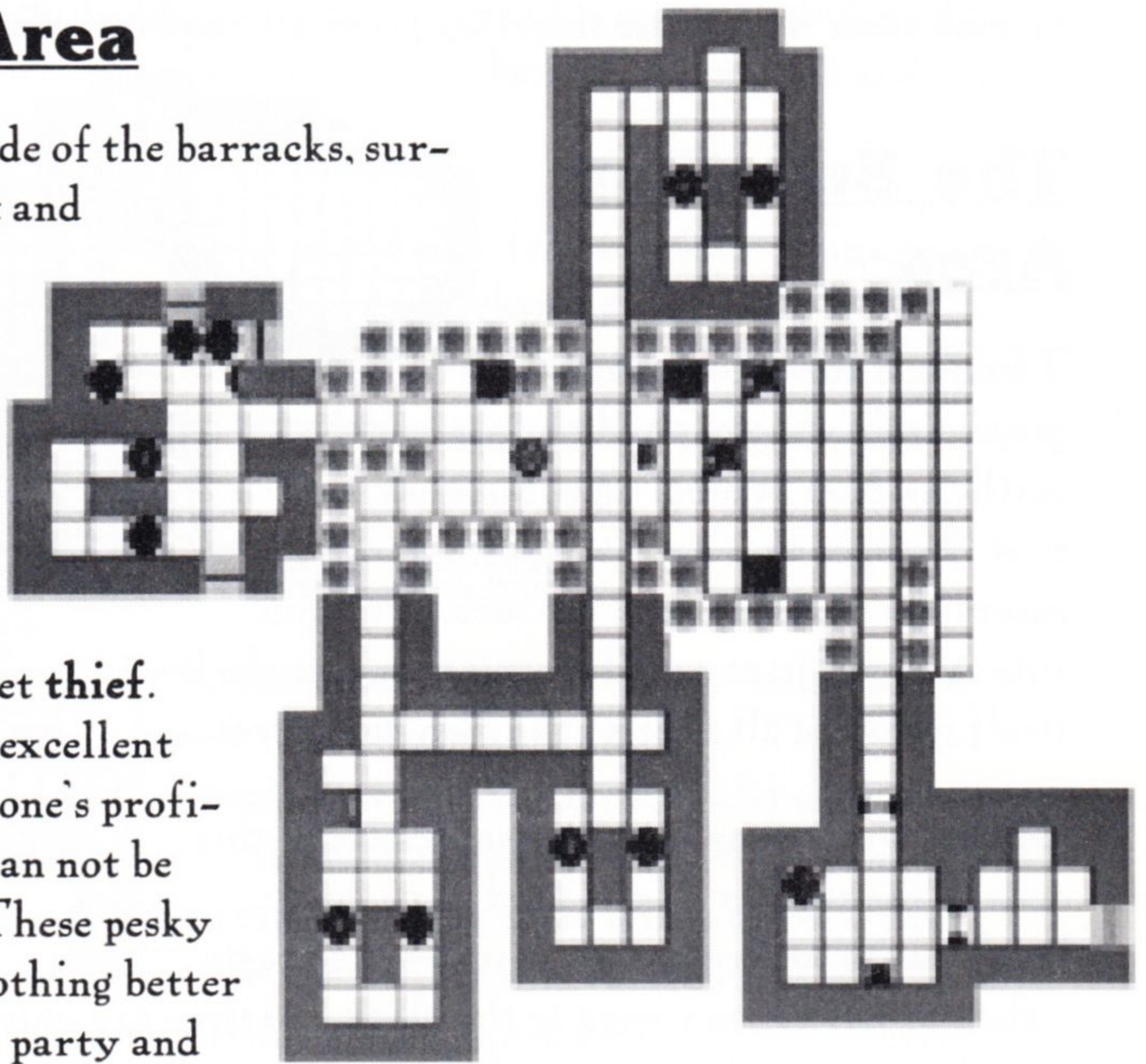
**NOTE:** The archways that divide up sections of the clan areas and the different environments found outdoors also act as invisible boundaries for several of the creatures the party may encounter. If you find that the characters are taking a pounding and an archway is nearby, you may wish to pass through to the other side and see if the creature persists in following.

### Starting Area

The area just outside of the barracks, surrounded by thicket and trees, teems with life. Wandering around the party will encounter **glops**, an occasional **bat** fluttering about and the infamous thicket **thief**.

The **glops** serve as excellent targets to improve one's proficiency. The same can not be said of the **thief**. These pesky little beings love nothing better than approaching a party and appropriating an item from a

member's hand. The problem with thieves is that they fight like badgers when cornered. A patient band of adventures will simply follow at a distance and see where the **thief** will deposit his newly, acquired treasure, then retrieve it once the thief has discarded it.





## Adventuring Forth

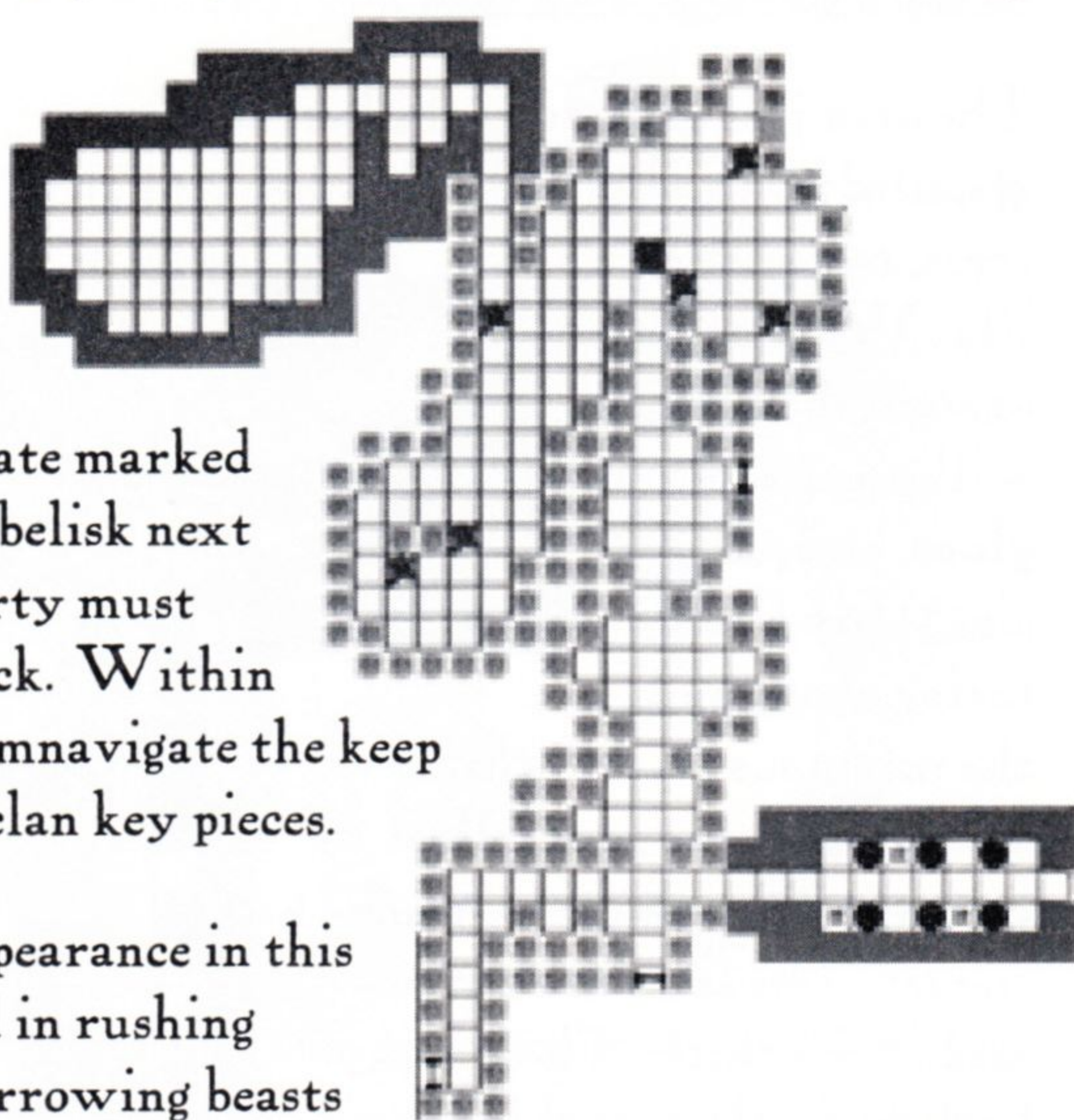
Towards the west end of this open area resides the local Tavern, Weaponsmith, Armorer and Clothier. Here the party can rest and purchase supplies, weapons and armor to help them on their quest as well as sell back items found or no longer needed. Botas (waterskins) may be filled for later use by placing them into the water of the fountain found in the tavern and clicking the left mouse button. The entire party may also quench their immediate thirst by placing a hand into the water and clicking.

### The Sun Clan Area

The quest for the clan key pieces begins just beyond the gate marked with the **RA** symbol on the obelisk next to it. To open this gate, the party must insert the **RA** key into the lock. Within this area, the party will circumnavigate the keep itself to locate all four of the clan key pieces.

**Digger worms** make their appearance in this area of the thicket. Take heed in rushing headfirst to confront these burrowing beasts – they are twice as strong as the **glops** and they are only vulnerable when they burrow to the surface. A **Digger worm's** demise produces worm rounds, a reasonable form of food for the heroes.

The entrance to **Skullkeep** lies in this area of the thicket. Inside, past the brazier-lit foyer, a set of doors inlaid with golden dragons block the party's progress into the keep. The door can only be activated once all four of the clan pieces have been placed into the lock.





## *Adventuring Forth*

Further north, withered trees mark the **thorn demon** grazing area. The ground literally shakes as these large armored behemoths move about. Though mostly docile, the slash of a **thorn demon** claw can cut an adventurer's life quite short. They do provide a good source of food, but the even a seasoned warrior may find that the **thorn demon's** hide will take a substantial amount of damage before the beast can be brought down. Make sure to leave an escape path open with engaging with one of these beasts, as a wounded **thorn demon** will not hesitate to cry out and bring the rest of the herd down on the party.

A thicket arch leads into a misty area many fear to tread. The elements of nature itself, **vortexes**, whirl and spit lightning. These tornado-shaped elementals, clearly not of the material plane, can whirl right through the thickets and strangely-carved stone monuments.

### **The Lightning Clan Area**

Traveling east through the lightning key gate, the party will start to encounter other forms of beasts that roam in the thicket. The thicket **thief** is known to travel this section of the clan areas. Although not a particularly vicious creature, the **thief** has no problem with scampering up to a party and then heading right back to their lairs at break-neck speed after appropriating an item or two from the adventurers. These amazing little under-dressed fellows fight like badgers when cornered.

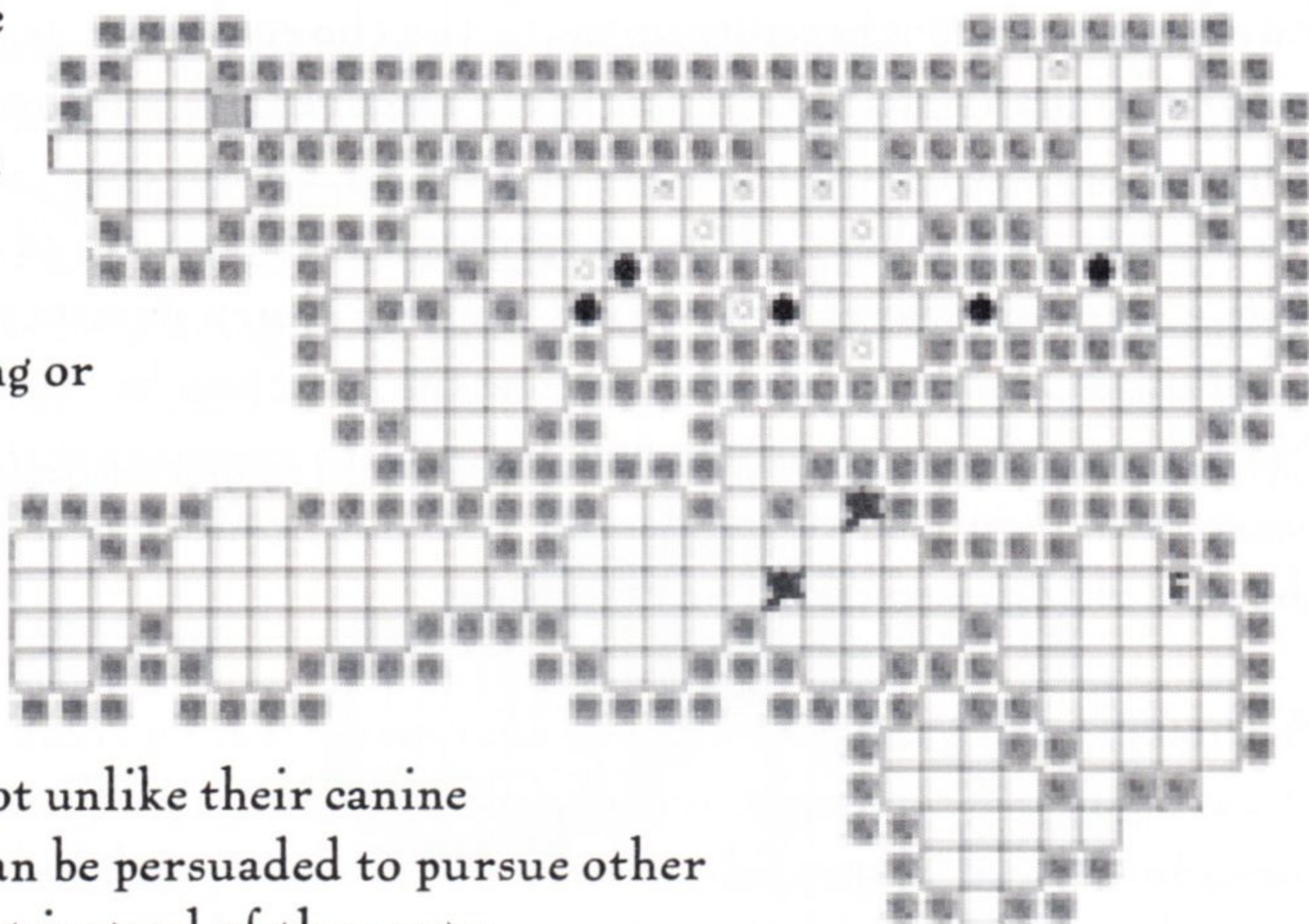
The winding pathway that makes up the northern portion of this clan area is filled with marsh pools, making it extremely difficult for our armor-laden heroes to move without some difficulty. It is in this area the party will no doubt run into the **wolf packs** that have made a burrow nearby.





## Adventuring Forth

The **wolves**, like the **thorn demons**, are pack animals and run together in groups. Angering or wounding one **wolf** is likely to summon the rest of pack to join in on the action...though not unlike their canine cousins, a wolf can be persuaded to pursue other objects of interest instead of the party.



The **wolves'** burrow does hold a few objects that can come in handy, but you may wish to weigh the strength and experience level of the party before attempting to recover them. If the party happens to get cornered with the only escape route being a hole in the ground, they may have to practice their pushing and pulling skills to exit from the burrow below.

Traveling west down the long passage way north of the marsh area will yield a good assortment of supplies and open up access back into the **thorn demon** grazing area in the Sun clan area.

## The Moon Clan Area

Located on the other side of the keep from your own Sun clan area, the Moon clan is also set up with its own set of shops that the party can sell





## Adventuring Forth

and purchase supplies and weapons.

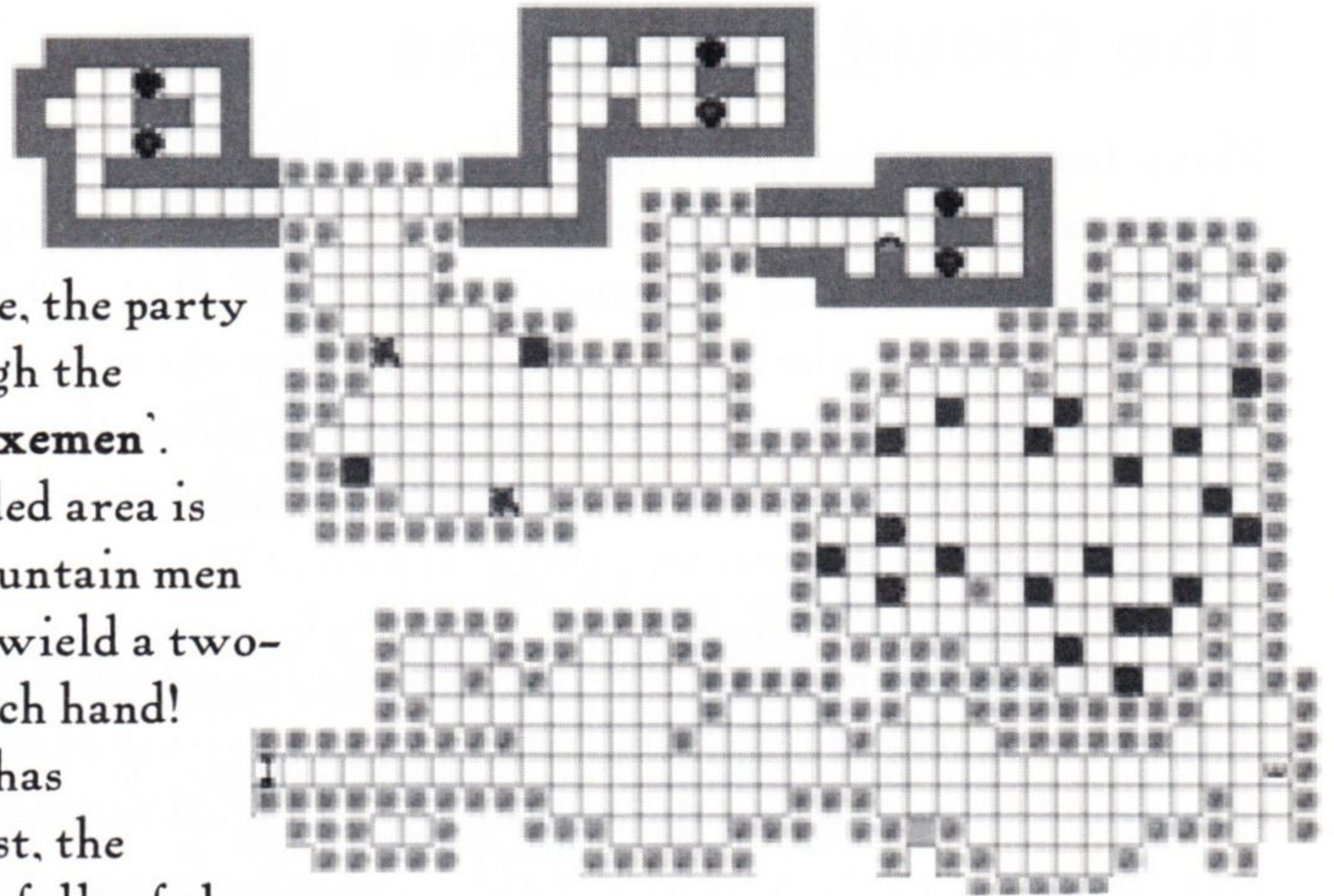
However, to reach this village, the party must pass through the 'Forest of the **Axemen**'.

This large wooded area is protected by mountain men so big that they wield a two-handed axe in each hand!

Once the party has entered the forest, the sound of the footfalls of these large giants can be heard. Try to keep a same distance from these gruff men as they don't seem to take too kindly to strangers. The only saving grace that the party has is that the **Axemen** seem very reluctant to leave their forest and will not pursue the party outside of their lair.

A rather economical way to generate revenue is to purchase items in one village and sell them in the other. A perceptive adventurer will notice that the selling price of several items in one village is well below the price the dealer is willing to pay for in the other. By traveling back and forth between the villages and selling the merchandise, the party can turn a tidy profit.

Just before the entrance to the forth and final clan area, another teleport location is located on the ground. Use these areas with the techshield to quickly navigate around outdoors area within the clan areas.





## Adventuring Forth

### The Cloud Clan Area

Many fear to venture into this shadow-shrouded clan area. Nature seems to have taken a turn for the worst here, with **vortexes**, **digger worms** and **attack minions** running rampant through the thicket. The gate that joins the Cloud clan and the Sun clan areas will open once the party reaches the area directly in front of it. This opening will allow the party to deliver all four of the clan key pieces into the keep without having to travel all the back through the previous three clan areas.

Make sure that the party is well rested, the Mana levels of each of the characters has been recovered, and a certain magickal object has been retrieved before entering the cemetery in the southwest corner of this area. Once the party has entered the cemetery, they may find that this to be a one-way journey. If the party can survive the soul-draining touch of the **spectres**, they may make it to exit on the south side of the cemetery. The north side of the archway is a good spot to stop and rest as the creatures south of this archway will not venture past this area.

South of the archway lies the fog-shrouded bogs. This dark and foreboding section of the Cloud clan is home of the vile **tree gorgons** ("treants"). This twisted and leafless beings complement their spooky surroundings well. While the party may encounter one or two at a time, it is a good bet that others are stealthily flanking the party to enclose it from all four sides. Like all dead wood, the treants are especially susceptible to fire attacks. Beware getting stuck in the marsh area while the gorgons are close, many parties have perished because they could not flee in time and were surrounded by these truly evil creatures.

The crypt is located east of the bog area, and it is here that the champions must venture into to recover the fourth and final clan key piece. The





*Adventuring Forth*



foyer of the crypt is laden with covered pits and has exits leading down and to the west. Traveling back and forth repeatedly across these floor areas will cause the pits to spring open. If the party happens to be standing on one that opens, they will find themselves ungracefully deposited into the crypt's dungeon.





## Adventuring Forth

Down the stairs, the most vile of soul-stealing creatures, **ghosts**, float through the dungeon chambers looking for unwary mortals. The non-material beings can only be silenced eternally with the magick of a vorpal blade or its spell equivalent.

The moving pits in the chamber of the crypt's upper level trigger the gates of the dungeon. Those patient enough to wait around in these dank and dark corridors can find an almost entire set of plate mail from a previous adventurer who did not return from the crypt.

The chamber south of the foyer contains entrances on all four sides. The corridor running from the north wall will lead the party out of the crypt to a secret location in the thicket. The two doors located on the south and east walls require unusual keys to operate them. One of these keys may be found through careful investigation of the crypt's interior walls.

The winding corridor located between the door requiring the *FUL* key is riddled with sarcophaguses at each turn. Careful planning will allow the party to oppose these immortal occupants one-at-a-time. The chamber located at the end of this corridor will supply the party with a couple of torches to enlighten their journey.

In this rather featureless chamber behind the door requiring the *OH* key, the final clan key piece rests on a merchant's table. Strange, no matter how the party approaches the table, the key always seems to remain on the opposite side. If the party could only summon the merchant, per chance they might be able to purchase the key from him....





# Venturing Into Skullkeep



nly after all four of the clan key pieces have been recovered and placed into the clan lock can the golden dragon doors be opened. Only then can the party reassemble the **ZO-LINK** machine and destroy **Dragoth** and his demonic armies.

Both magickal and techmagick devices can be found throughout the corridors and chambers of Skullkeep. A wary party with a keen eye may be able to avoid many of the well-placed traps by careful inspecting the surrounding areas completely before venturing into new corridors and chambers.

***NOTE:** Tapping on what appears to be a solid wall may prove otherwise.*

The portcullis gates that block the passageway north are the first of many puzzles the party must solve in order to proceed deeper into Skullkeep. Both the position and direction that the party faces have an impact on what is triggered here. It will take a quick hand to press the buttons located at the south wall and move the party to the north end of the corridor before the gates come crashing back down. Don't get caught under one, or it may be the death of you. Be sure that every member of the party is well rested (their stamina is at full) and they are neither encumbered or wounded before proceeding through the gates.

***NOTE:** You can click on and manipulate objects on walls to your immediate left and right that are in view; you don't have to turn to face the wall.*

Past the gates, in the alcove to the left of the stairway leading to the first level of Skullkeep's tower, the party will find a gold key and a minion map. The minion map is indispensable, as many of the traps located within the keep may be avoided with the use of the minions, while others can only be solved with the use of a scout or fetch/carry minion.





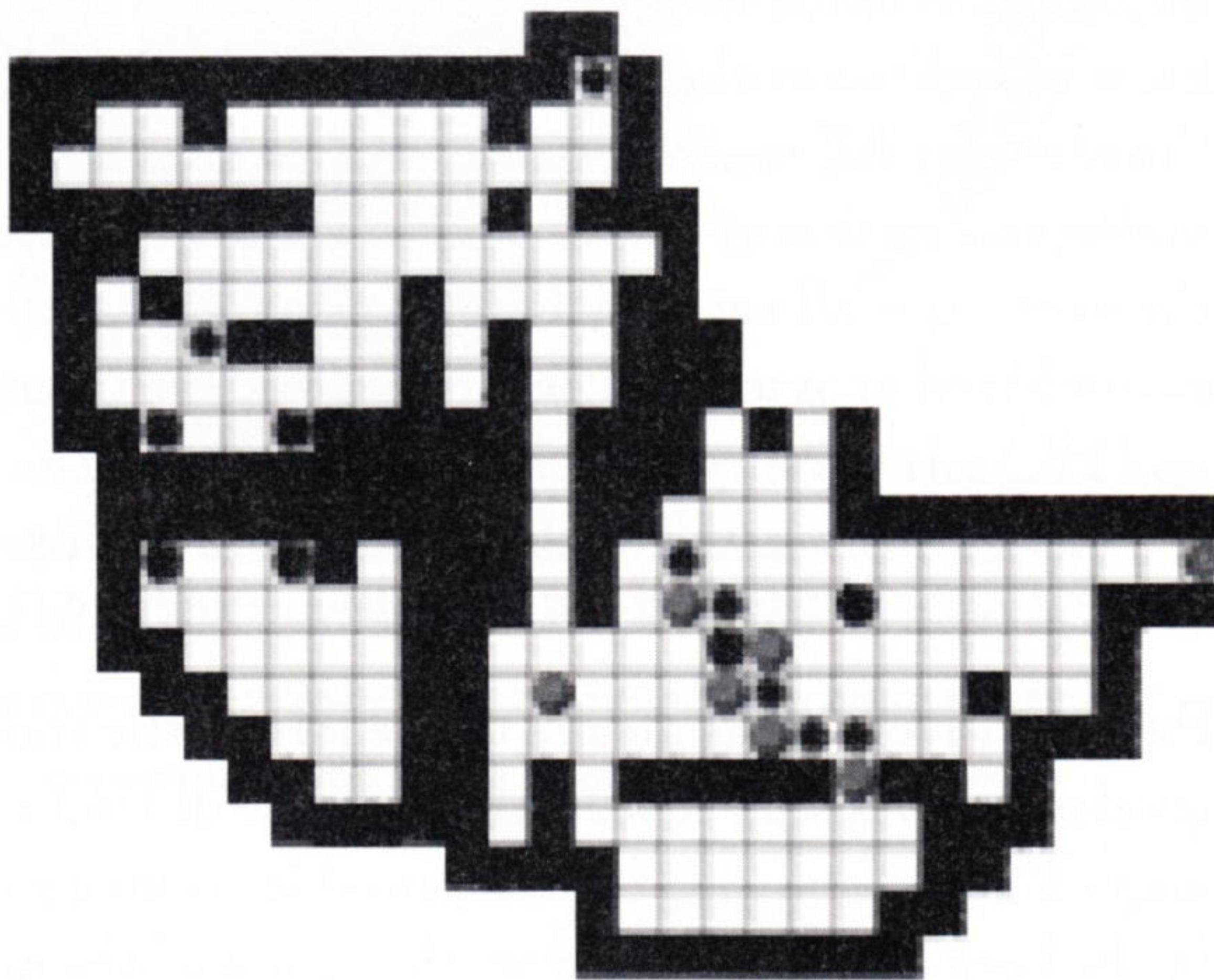
## Venturing Into Skullkeep

In the pit-filled room located to the west of the alcove, removing the tempest blade that lies in the center of the room triggers open a pit that blocks the party's escape route. Setting the blade down will cause the pit to close again. This blade is a very effective weapon and has been magickally enhanced to cast fireballs.

## The Caverns

Careful examination of this level will reveal an exit that opens back out into the thicket surrounding the keep. Further examination will yield the fact that the only way to explore a section of this level is to find something to fill the large number of holes in the ground. The numerous boulders that can be found will serve well, but the party members must be strong to push such large stones across the cavern floor.

A guard minion is posted in front of the furnace for the keep and will attack anything within its field of vision. The party can dispense with it personally or use an attack minion to eliminate it. Once it has been eliminated, the furnace can be started up. The question then becomes: how to keep it burning?





## Venturing Into Skullkeep

### **Tower - Level 1**

Once the party has ascended the steps, they will notice the movement of many dark **vexirks** moving around hastily behind the iron gate. Pulling on the rope cord located next to the gate will sound a gong. The gate will open and allow the party to proceed into the **vexirks'** laboratory.

Although the **vexirks** have no love for **Dragoth**, who has enlisted their aid, they do become extremely agitated when someone disturbs their work. If the party gets too close, they will no doubt anger these small mages and bring the wrath of the **Vexirk King** upon them. The king carries a staff, the **Numenstaff**, which can cast three large fireballs in rapid succession. This staff also allows its possessor to proceed into the chambers located south of the lab.

This ring-shaped room contains the second puzzle where time is of the essence. The pressure plate on the floor triggers the iron door located at the southwest corner of the room, but only for an instant. The party must find a way to trigger the pad while standing right next to the door to be able to exit without the door crashing down on them.

The winding corridor that follows, filled with tech eyes at every turn, has many unseen switches that are tripped by the weight of the approaching party. The tech eyes trigger a volley of fiery death that winds its way down the corridor. Any character caught in the path of these fireballs is surely doomed. Use of the magick map will point out hidden passageways that will allow the champions to sidestep the oncoming fireballs.

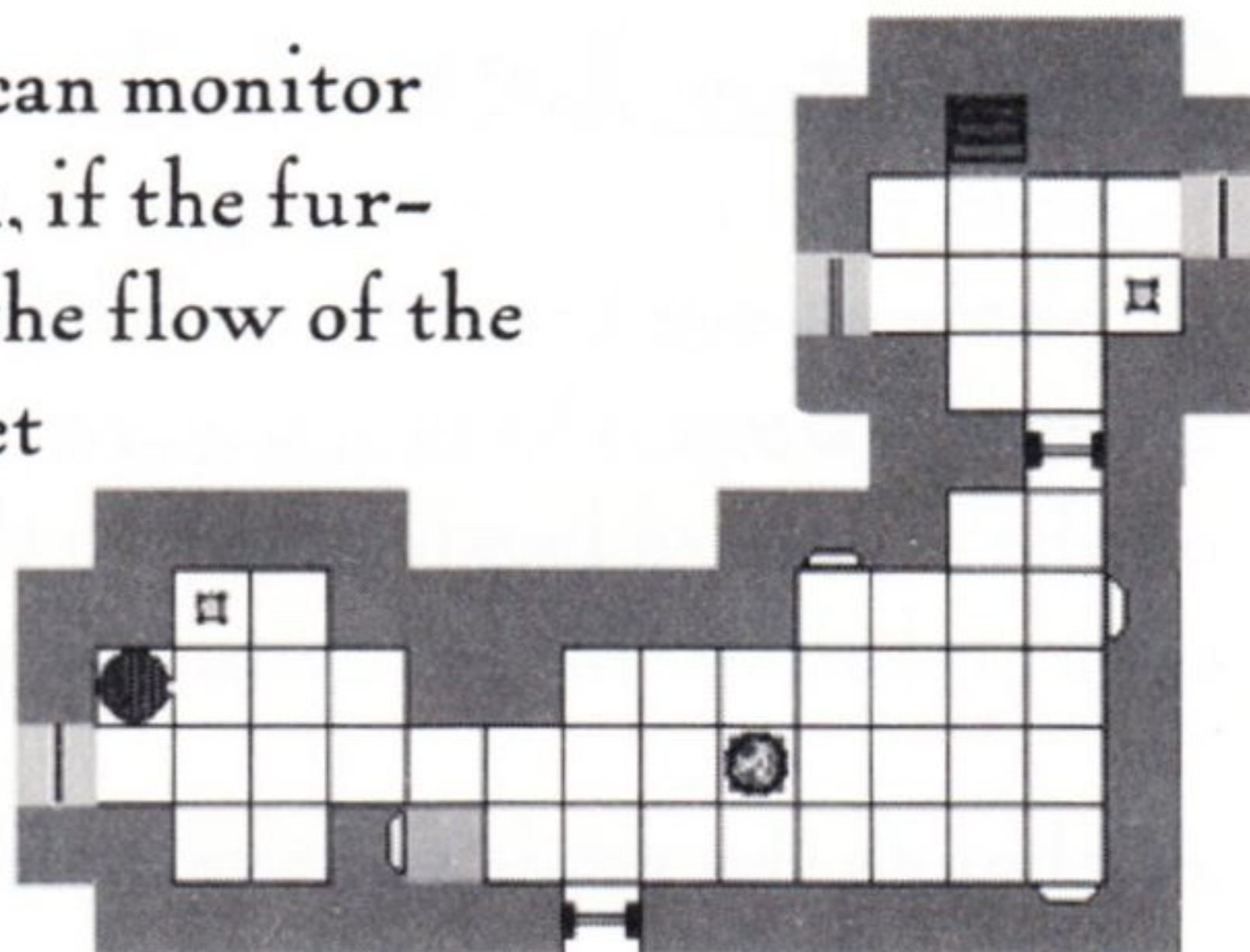
The gear puzzle requires quick timing or a good supply of large gears to fit into the mechanisms. Taking too much time moving from one area to the next will result in the champions being rudely deposited to the level below.





## Venturing Into Skullkeep

This is the boiler room. Here the party can monitor whether the boiler has been set in motion, if the furnace has been stoked and is burning, and the flow of the water to the boiler. A guard minion is set at the northwest corner of the room near the switch to the boiler pump. The key found in the alcove where the party first entered the room will fit into the alcove on the north side of the room. This will open the door located in the northeast corner.



Once the first door has been opened by the *YA* key, it must be ejected to open the second door. Unfortunately, this causes the key to drop down through the pit that has opened in that alcove to an area two levels below. The party can choose to follow it by taking the direct path and sustaining damage by the fall or use the metal ladder located opposite the furnace monitor. This ladder is operated by the switch around the corner from it.

To proceed up to level two of the tower, the party must overcome this final obstacle. Just beyond a pressure plate is a pit. Stepping on the pressure causes blasts of *ZO* energy to strike the wall section containing the ladder leading up. The first blast closes the pit. However, the blasts always are triggered in sets of two. The party must use something to scout ahead and block the second blast and then step off the pressure plate.

## Tower - Sub-level 1

Finding the *YA* key should be the primary objective on this level. The fierce and strong **Dru-tan** makes its home in these caverns. Eliminating this beastly horror will provide the party with a key that will ultimately lead the party with a way to the furnace room.

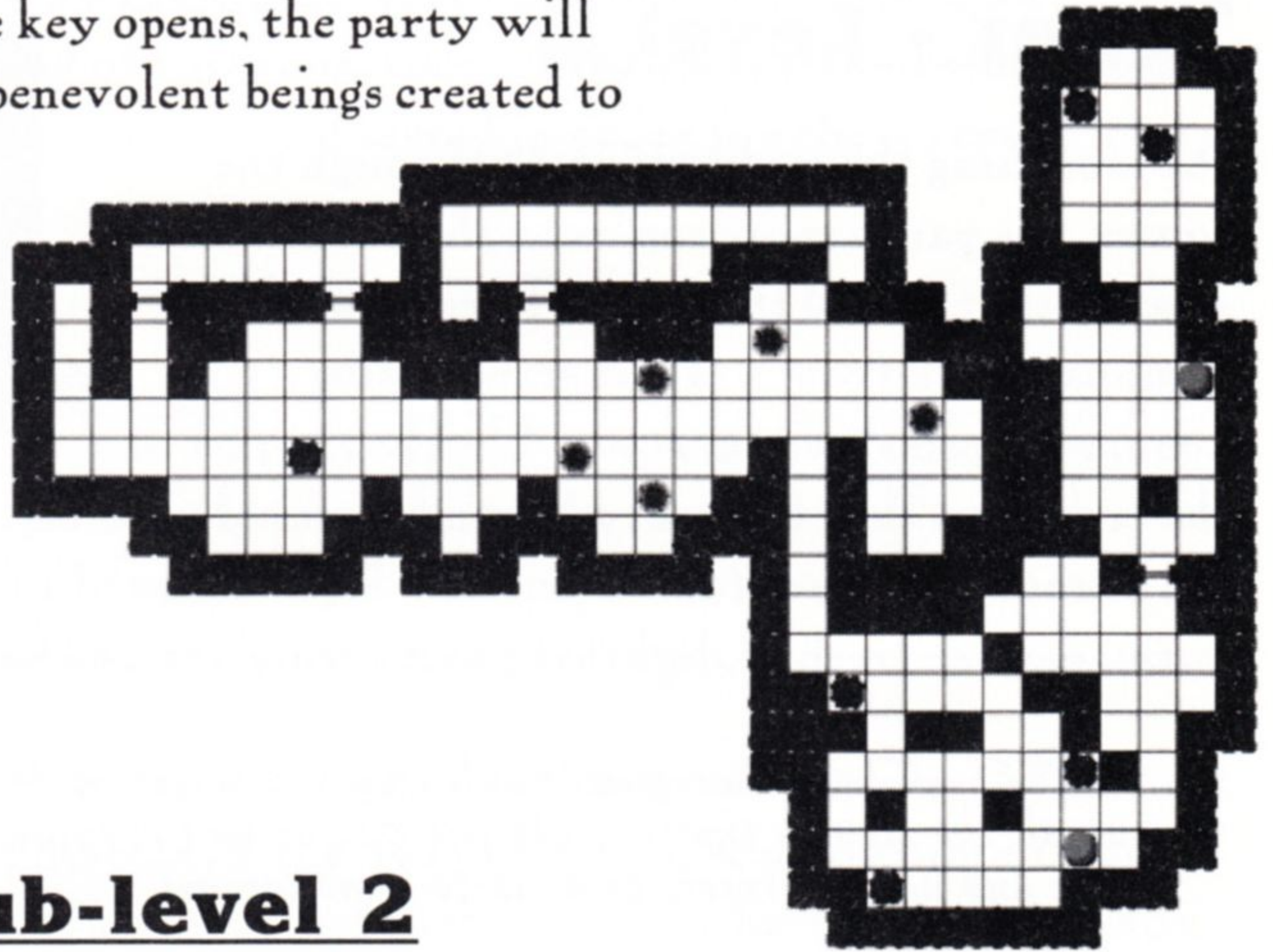




## Venturing Into Skullkeep

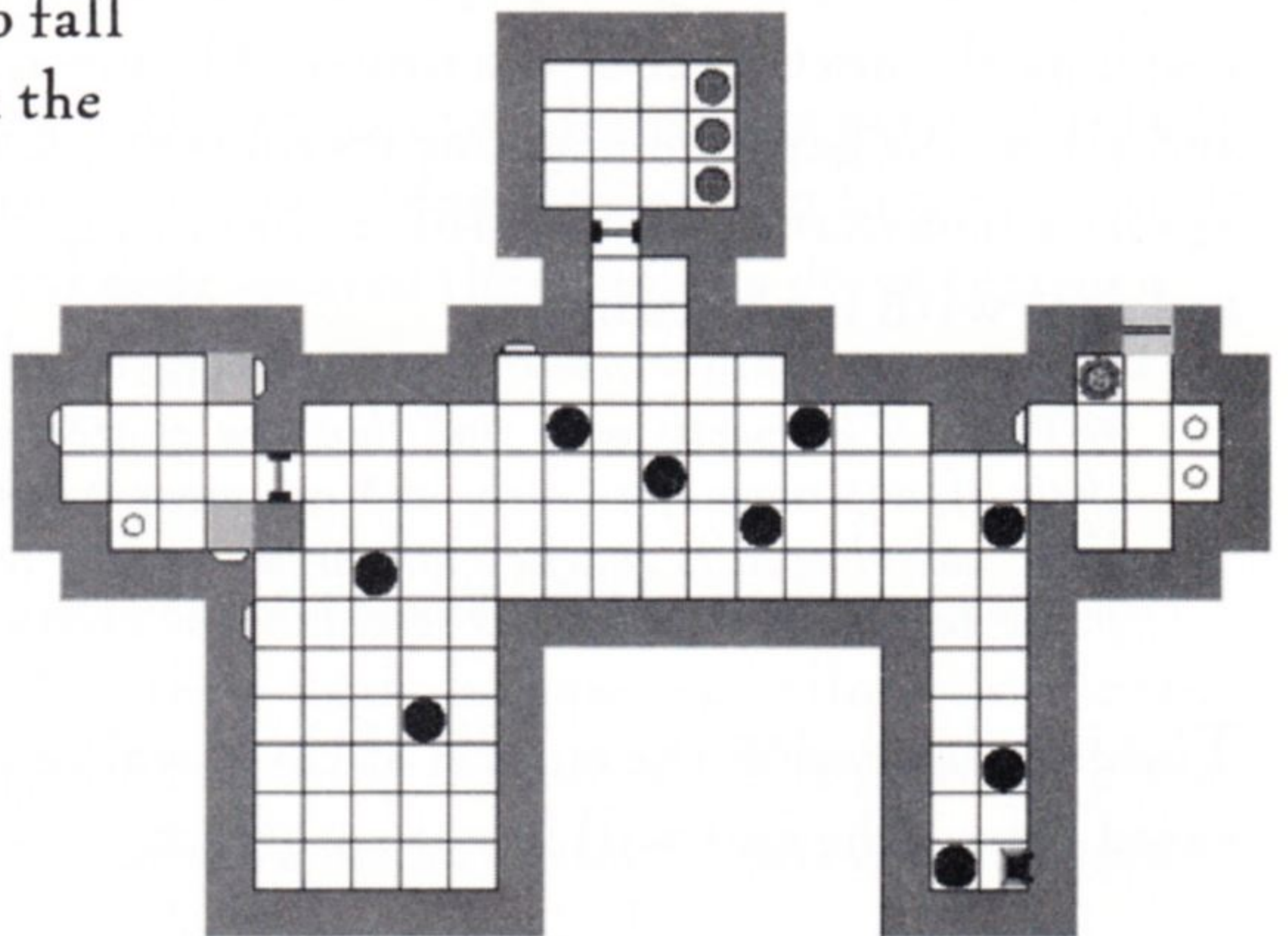
In the room that the key opens, the party will encounter **rockies**, benevolent beings created to perform repeatedly menial tasks.

Although they don't pose a direct threat, their form of recreation: 'pyro ore toss', may injure a member severely.



### Tower - Sub-level 2

Should the party happen to fall through one of the holes on the level above, they will end up here. Beware the **flame orbs** that form from the fiery pits scattered about this level. These non-material beings will home in on the party and explode on contact. It's best to simply flee from them.



Should the party find itself trapped, the characters may wish to survey the immediate surroundings and use an object left behind by the former inhabitant to free themselves.

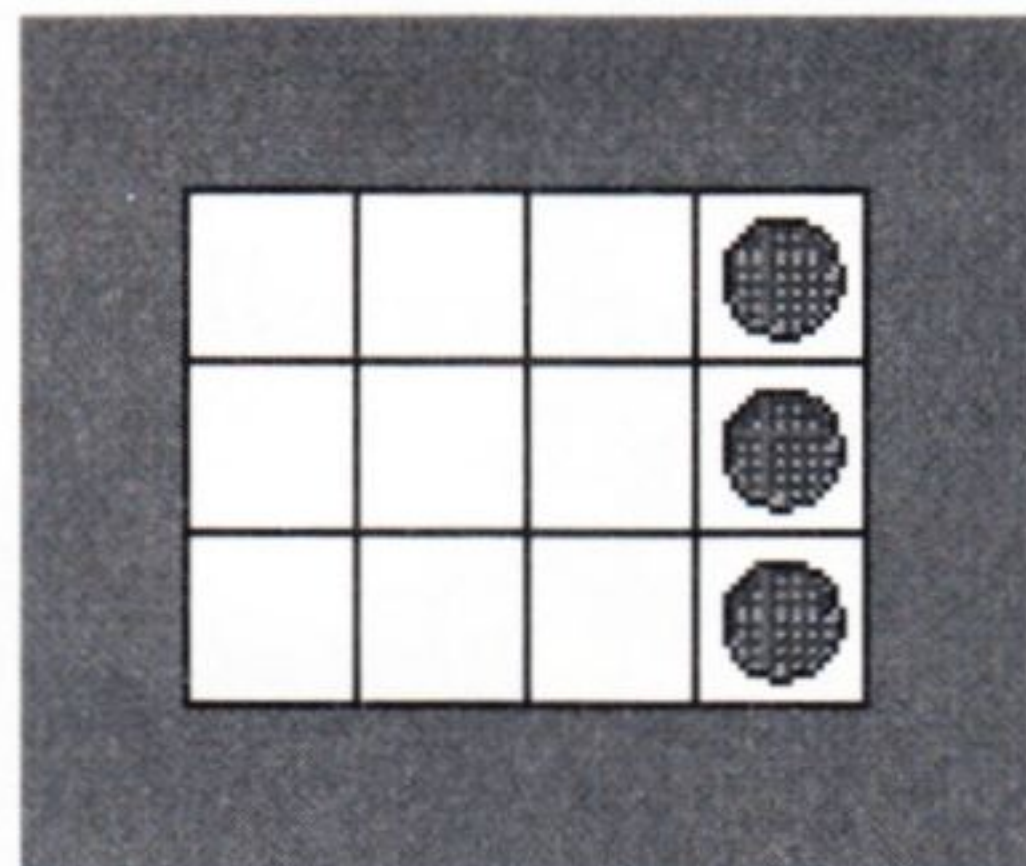




## Venturing Into Skullkeep

### Tower - Level 2

Approaching the midway point through the tower, the party must confront the **archer guards** that patrol this area. These snakelike demons attack from a safe distance using venom-tipped slayer arrows. Unlike the rest of the creatures that the party has encountered thus far, you will find that the **archer guards** actually possess a high degree of intelligence and will outmaneuver fireball, lightning and arrow attacks by the party.



**NOTE:** *The archer guards will only use slayer arrows. If the party picks up all the slayers that it finds, the guards will eventually run out of ammunition and have to resort to hand-to-hand combat.*

A chest that the party may spot floating about this level holds the key to reaching the next level of the tower. However, it will not just hold still and allow the party to examine its contents. Careful examination will reveal a spot that is most useful in containing this wandering container and deal with it accordingly.

**NOTE:** *The party may find that the guards on this level seem to coordinate their efforts very effectively and can wear down the party quickly. However, their patrol area is marked and areas on this level exist that will allow the party to rest and gather up strength and recover Mana.*

The door located in the middle of this level requires the lock to be activated before the key will have any effect.

The winding corridor filled with levels holds the key to opening up the passageway to the heart of Skullkeep. Trial and error as well as a good ear will eventually uncover the correct combination of lever positions, or the party may elect to use a 'third' eye to monitor the effects of the levers.





## *Venturing Into Skullkeep*

The end of this pathway reveals another control room of some sort. Levers on the north end of this room control the operation of the pumps. However, a vacuum fuse must be inserted in order for the levers to have any effect on them.

### **Tower - Level 3**

Upon reaching the top of this ladder, the party finds themselves in a store room of sorts. Use those fighter skills to rend the tables to splinters, allowing the champions to navigate out of this room.

This section of the tower requires quick and accurate movement. Failure will result in a swift descent to the level below. Use of a scout minion or a magick map to show the movement patterns of the battering ram heads will make navigation easier.

The roving mists in this area will continue to teleport the party members around, disorienting them and eventually depositing them to the southeast wing of the tower. The metal door located there holds a great treasure, but it can only be obtained by triggering the pressure plate surrounded by the pits just east of it.

The objects located near the corners of this northeast area are reflectors. Positioning the leader's hand on them near the base will allow the direction of reflection to be changed by clicking the mouse. The pressure plate located on the south side of the column in the center of this area causes a large fireball to be shot from the bull's-eye marked area, immediately north of the column. Striking a reflector will cause the fireball's path to be redirected 90° and then continue its flight. Solving this puzzle will close the pits that separate the north and south sides of this chamber.





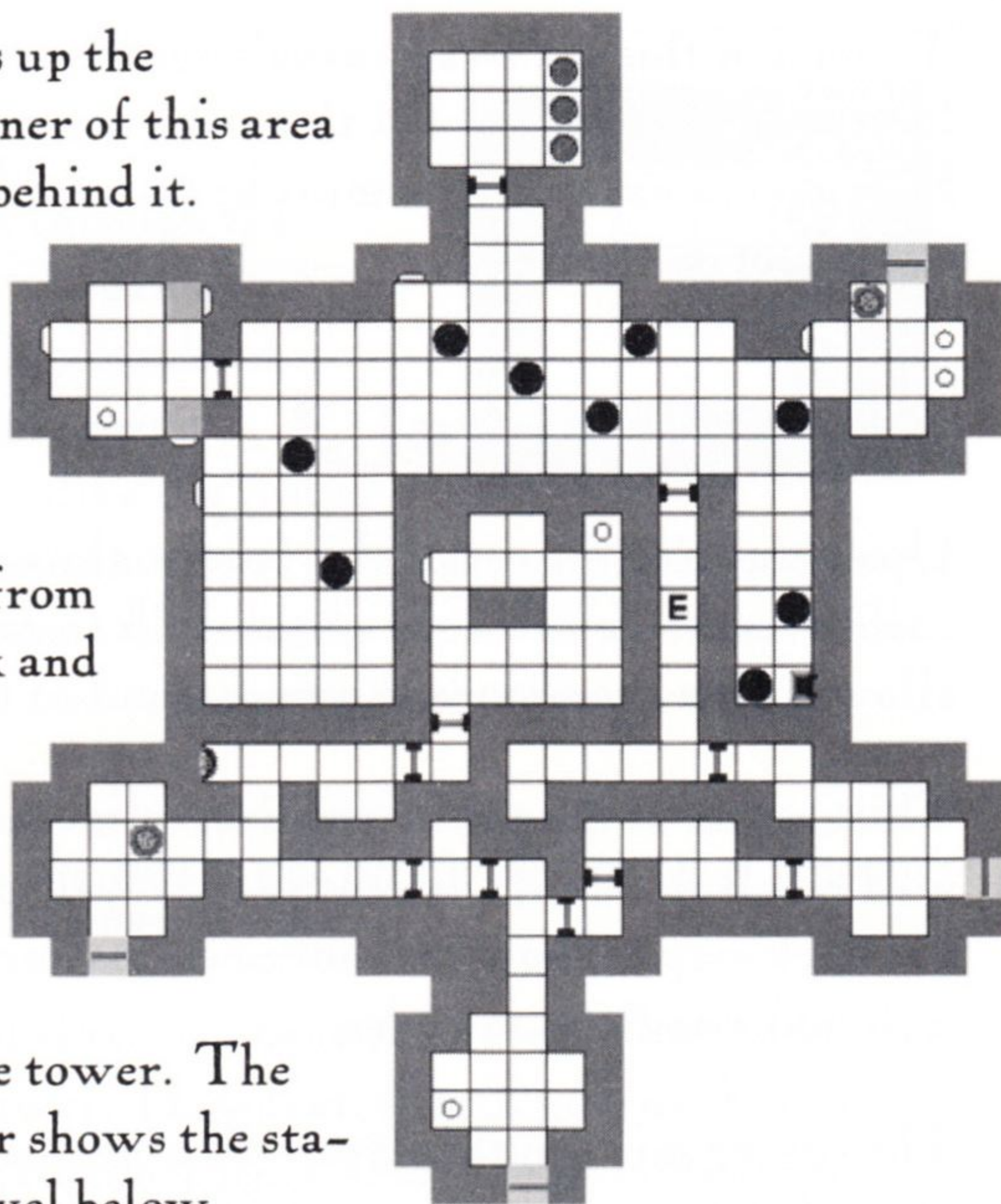
## Venturing Into Skullkeep

The weakened steel that makes up the portcullis at the northwest corner of this area blocks entry into the chamber behind it.

This level's innermost chamber can only be accessed with the master key that was required on the level below. If the party did not remove it from its lock, you must journey back and recover it to open this door.

This room houses four valves that control the flow of flame from the furnace to the level above, and the flow of water from the boiler on level 1 of the tower. The monitor in the northeast corner shows the status of the bilge pumps on the level below.

Water will not flow upwards through these pipes if the pumps have not been activated. A metal ladder will allow direct access to the pump controls by lowering it with the lever located next to it.



## **Tower - Level 4**

The culmination of all of the heroes' work comes together here. Four monitors line the south wall towards the middle of the east-west corridor leading from the ladder. These monitors show the following (from east to west): a) water flow through the valves (located on level 3), b) status of the furnace (entry level), c) boiler generator (located on level 1) and d) status of the water pumps. It is imperative for all of these to be functioning correctly in order to activate the *ZO-LINK*.





## Venturing Into Skullkeep

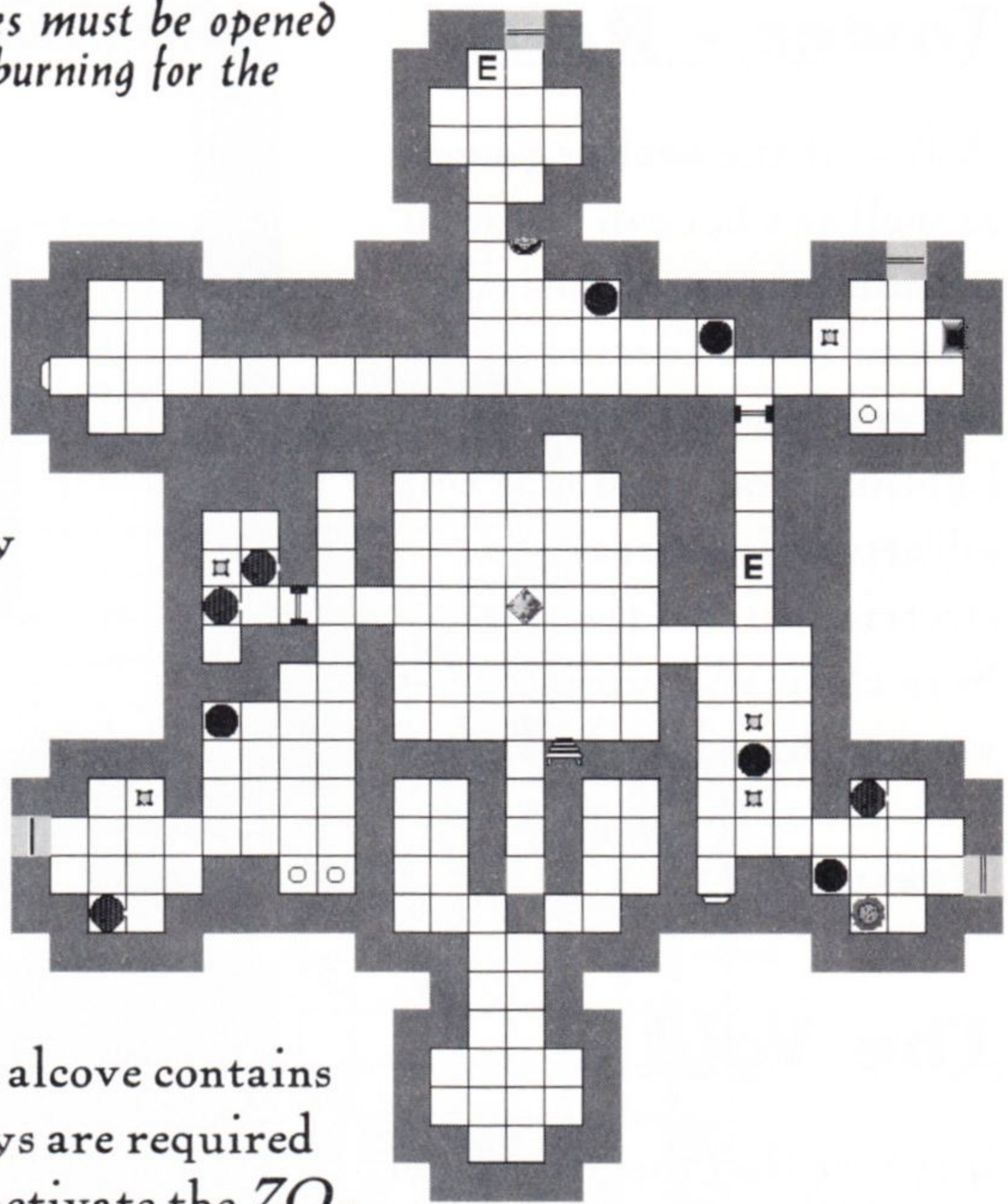
**NOTE:** The water valves must be opened and the furnace must be burning for the generator to operate

A teleport square located in a chamber to the north of the monitors will allow the party to quickly reach the area outside the keep and stock up on any supplies.

The corridor leading to the west side of this level ends with a small chamber containing an alcove with a ringed area directly in front of it. The alcove contains two keys. Both of these keys are required to open up the pathway to activate the *ZO-LINK* machine. However, once both keys are removed, the bio-magnet below the party's feet will activate and hold them in place until at least one key is returned to the shelf in the alcove.

An entryway into the room behind the portcullis is created once the key is inserted into the keyhole. Once inside, the party will find itself in a rather cramped room. Use the objects within to create enough space to move about.

The *ZO-LINK* machine requires an enormous amount of energy to activate the gateway between Skullkeep and the void. The energy that is discharged from the coil on the north side of the chamber, by itself, is not enough.

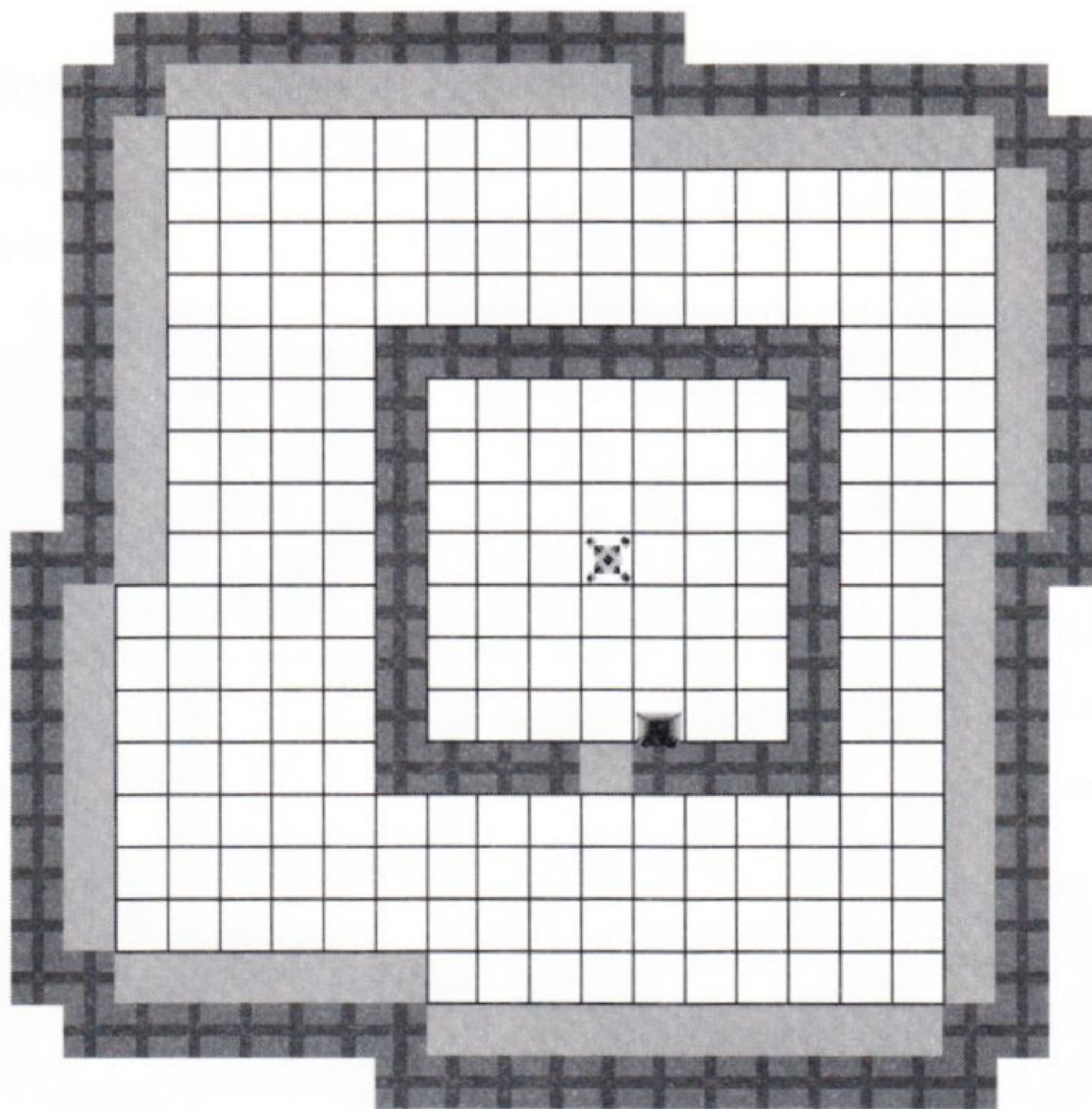




## Venturing Into Skullkeep

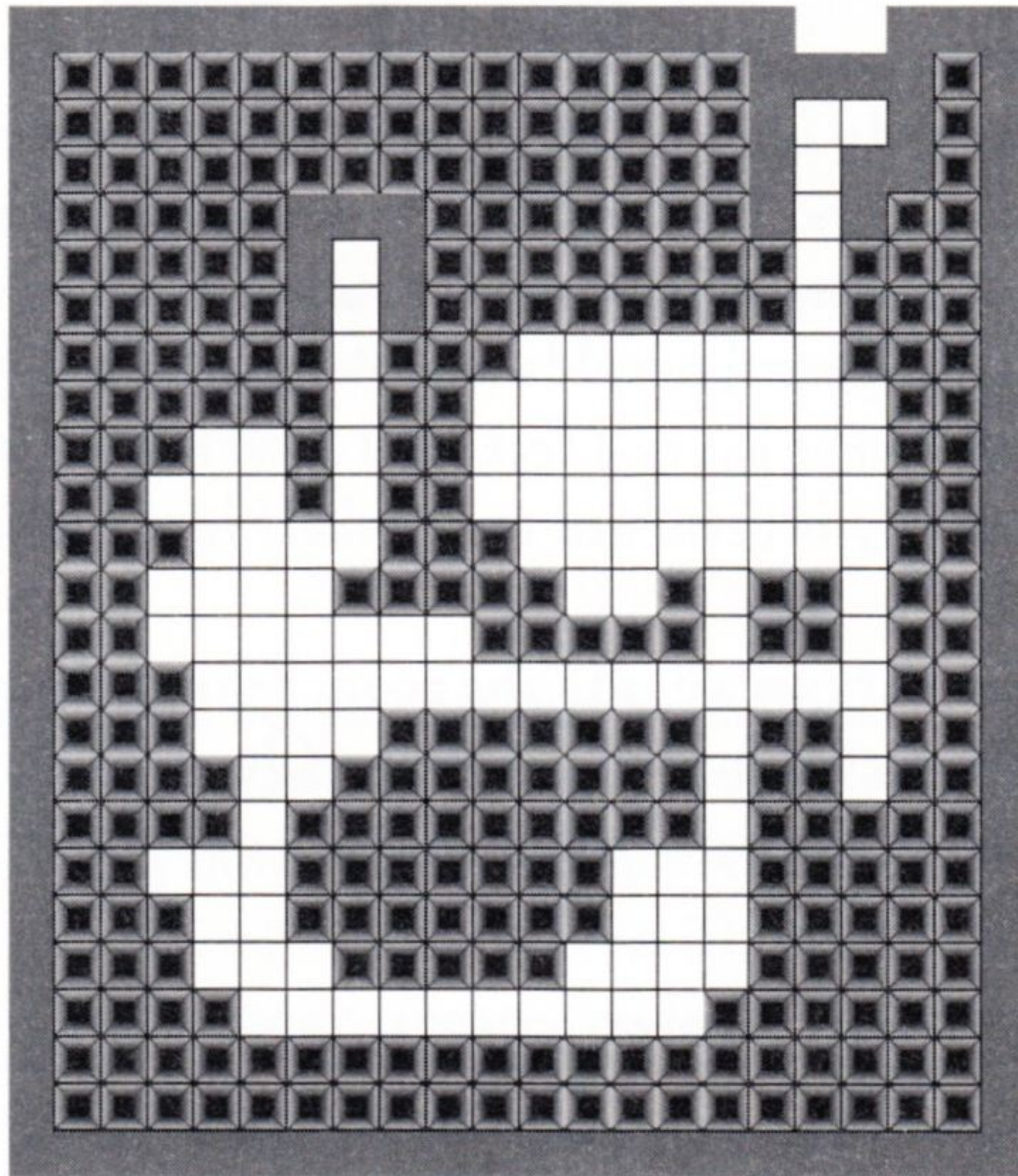
### Tower - Roof

A few of the **archer guards** as well as a bat can be found roaming about on the roof. The collector located on the center of the roof acts as a lightning rod and does a fine job attracting streams of electricity from the sky. Stay clear, and remember, it you see three blasts, get the heck out of there—you may be next.



### The Void

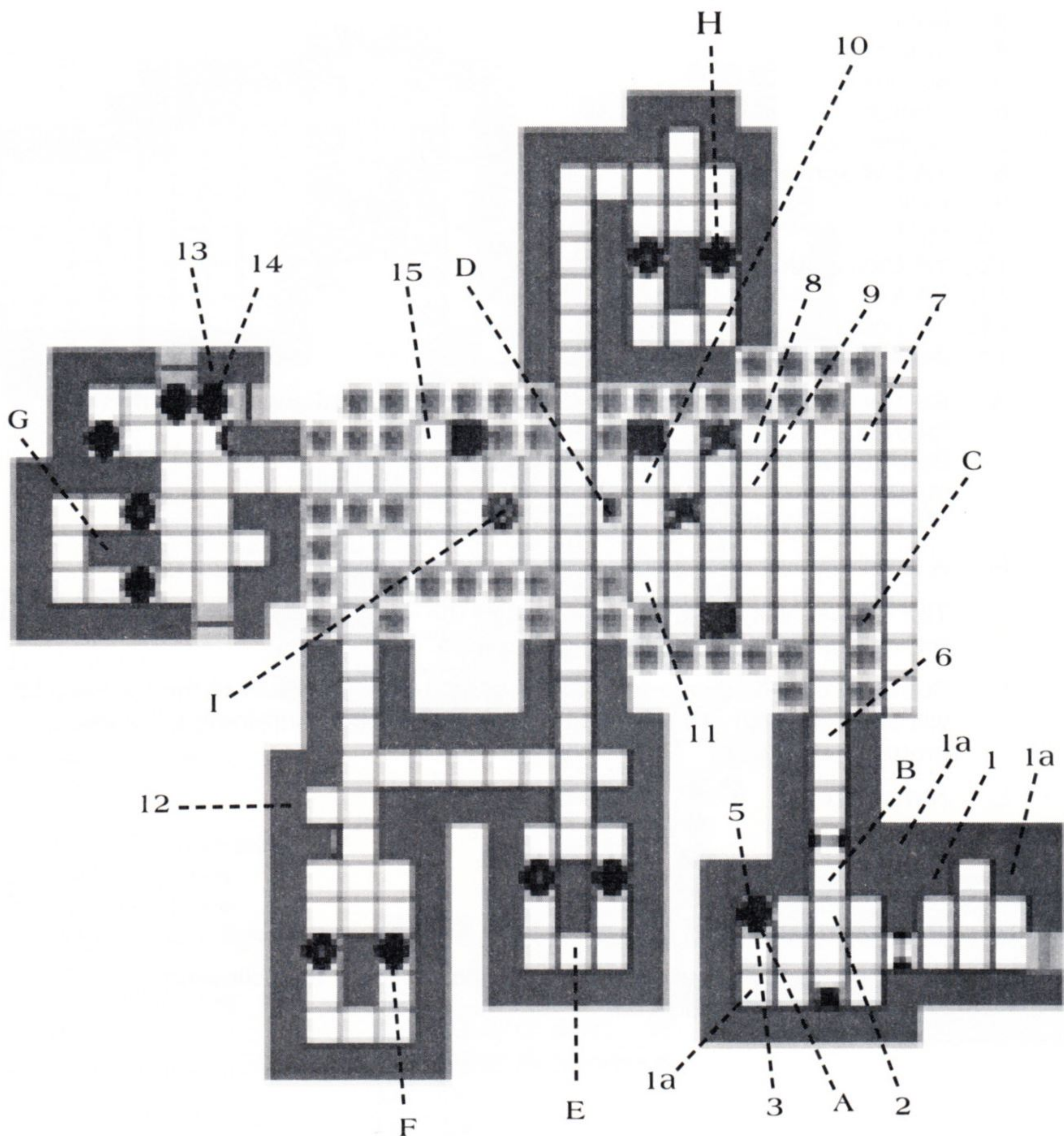
It is here that the party will face the final confrontation. It is this space between worlds that Dragoth has created to create a pathway for his master to return to Zalk. Before venturing into the void, use the teleport pad near the monitors and make one last visit to the shops and purchase the best armor and weapons the party can afford.





# Solutions

## Starting Area





## Solutions

### ITEMS

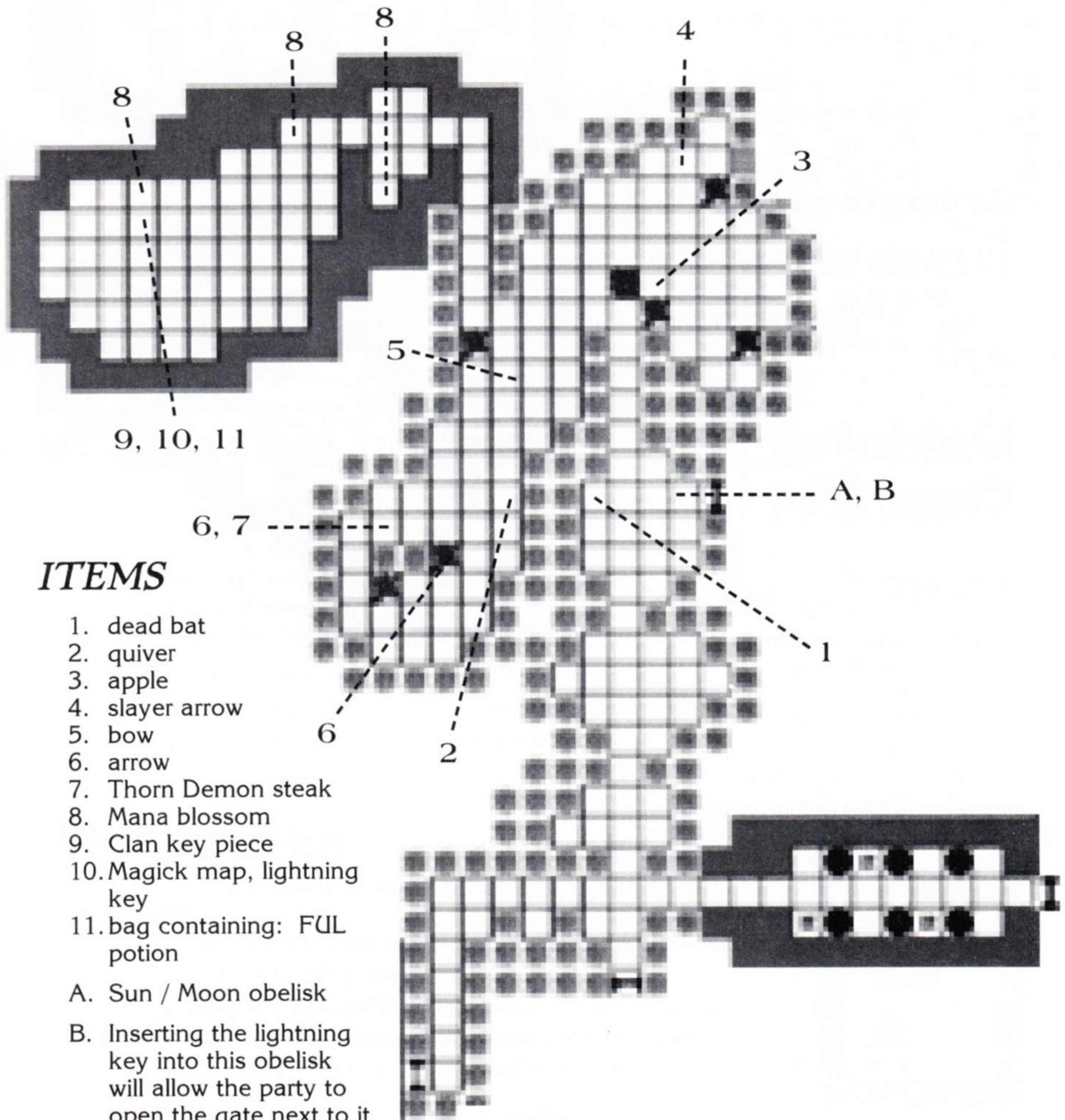
- 1a. torch (in wall sconce)
  1. scroll (a)
  2. chest containing: 2 VI potions
  3. bota
  4. gold coin
  5. sun crest
  6. branch
  7. scythe
  8. YA EW sphere
  9. rock
  10. staff
  12. YA BRO potion
  13. RA key
  14. YA potion
  15. dead bat
- A. Removing the sun crest from the wall reveals an alcove containing the following:  
 Bag Containing: 2 apples, shank, cheese, bread  
 Magick Map  
 Money Box containing: 2 gold coins, 6 copper coins Solid key
  - B. A solid key will open up the door leading to outside your post.
  - C. The RA key will allow the gate next to the obelisk to be opened, allowing the champions to enter the RA Clan area.
  - D. Standing on this area and activating the 'teleport' action of the tech shield will allow the party to teleport to another location containing the same ground marking.
  - E. Armor shop
  - F. Clothing shop
  - G. Tav
  - H. Weapon shop
  - I. Reaching into the fountain, the party can recover the following:  
 2 copper coins, 1 gold coin





# Solutions

## Sun Clan Area



### ITEMS

1. dead bat
2. quiver
3. apple
4. slayer arrow
5. bow
6. arrow
7. Thorn Demon steak
8. Mana blossom
9. Clan key piece
10. Magick map, lightning key
11. bag containing: FUL potion
- A. Sun / Moon obelisk
- B. Inserting the lightning key into this obelisk will allow the party to open the gate next to it and explore the Lightning Clan area.



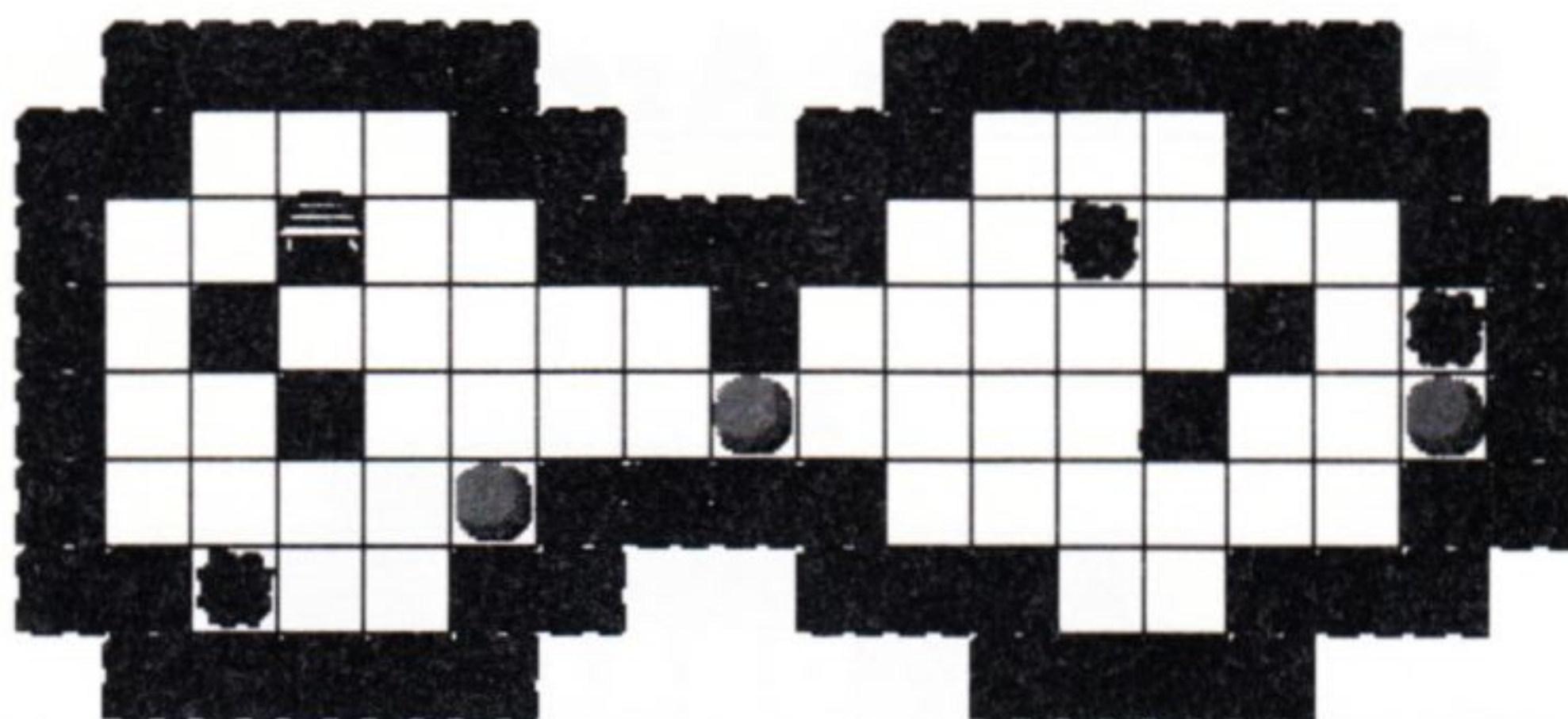


## Solutions

### Underground Area 1

#### ITEMS:

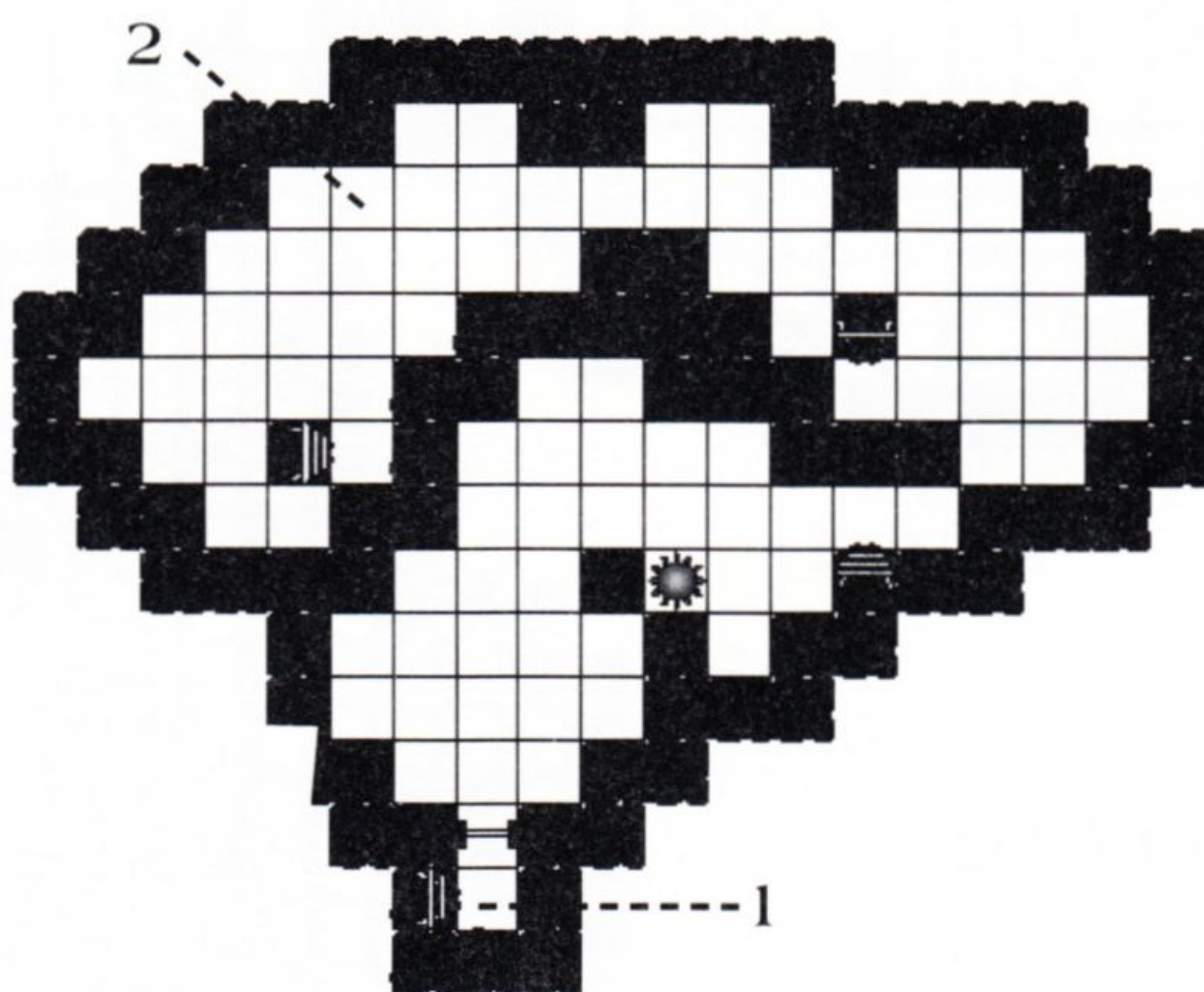
1. FUL potion



### Underground Area 2

#### ITEMS:

1. 2 VI BRO potions
2. green gem



### Lightning Clan Area

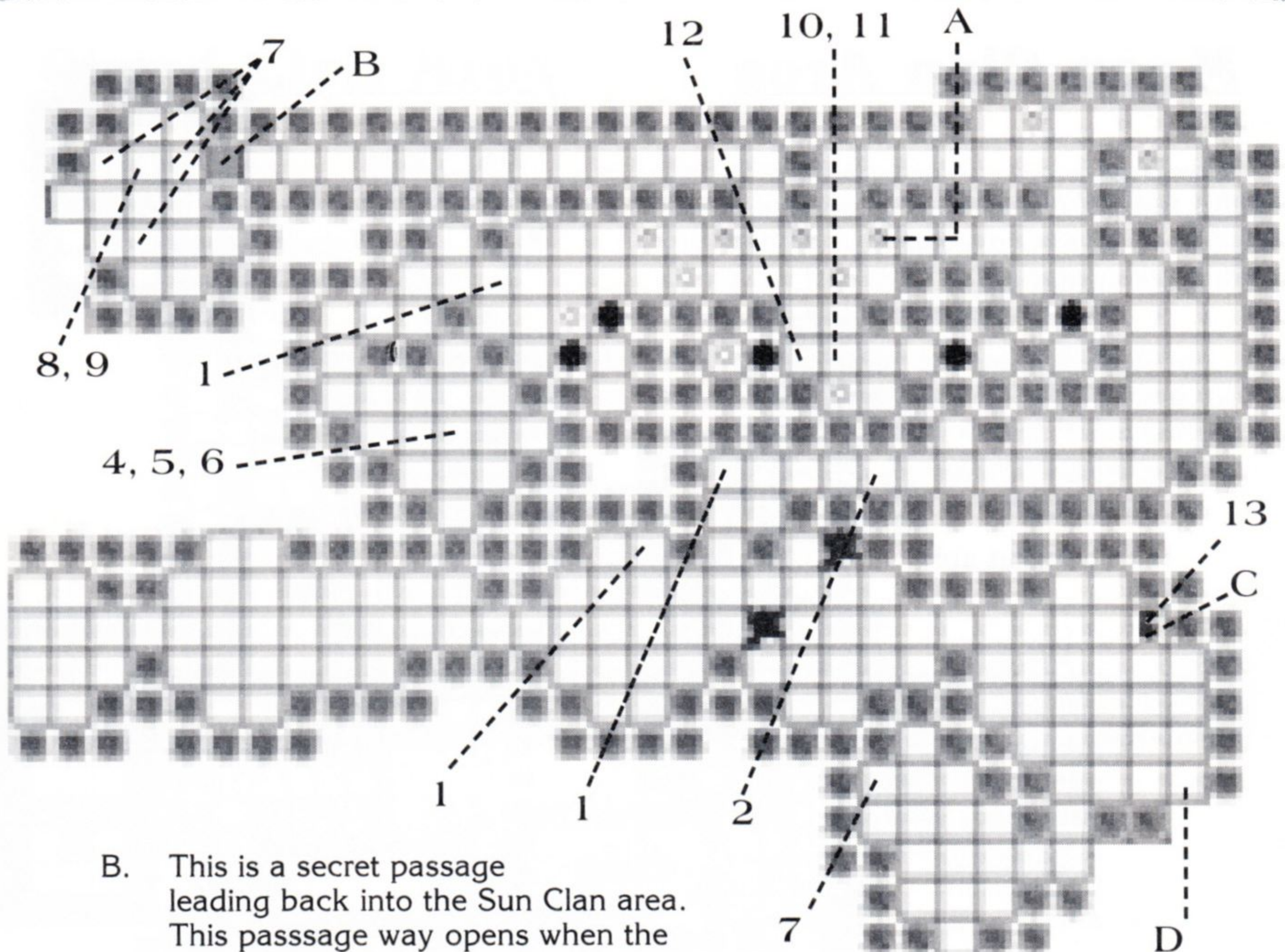
#### ITEMS:

1. fairy cushion
  2. bainbloom
  3. bone
  4. Scout Map
  5. Moon key
  6. Clan key piece
  7. Thorn Demon steak
  8. slayer arrow
  9. crossbow
  10. chest containing the following: scarab, suzerain, 2 gold coins
  11. horned helm, skeleton
  12. money box containing the following: 1 copper coin, 1 gold coin
  13. tech shield
- A. This section is filled with marshy areas that can impede the party's progress. These areas make the champions easy prey for the **wolves** if they get stuck for too long a period.





## Solutions

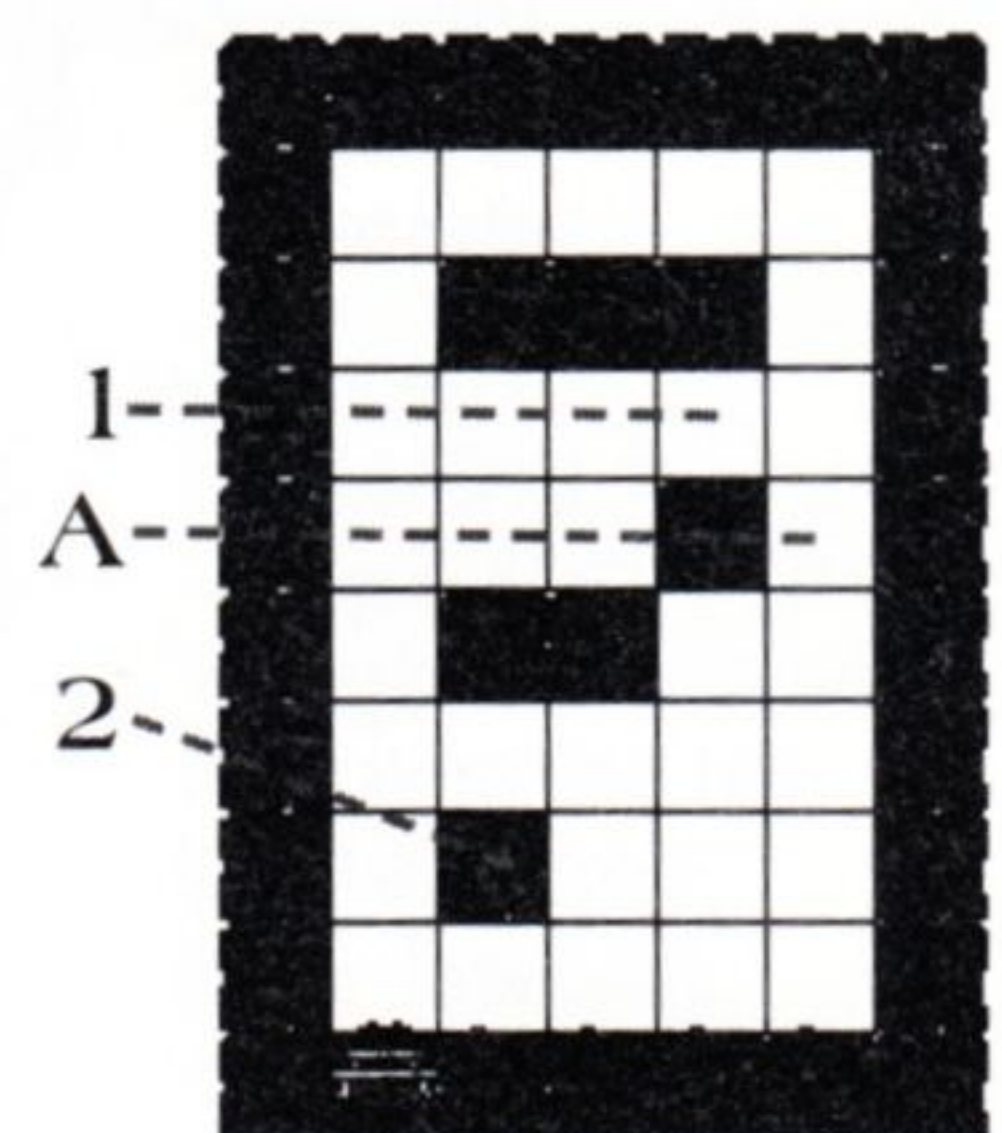


- B. This is a secret passage leading back into the Sun Clan area. This passage way opens when the party approaches and will remain open.
- C. Teleport area
- D. Inserting the moon key into this obelisk will allow the party to open the gate leading into the Moon Clan area.

## Wolves Den

### ITEMS:

- 1. 3 FUL BRO KU potions
- 2. 3 FUL BRO KU potions
- A. Moving the boulder will allow the party access into the other section of the **wolves'** den.





# Solutions

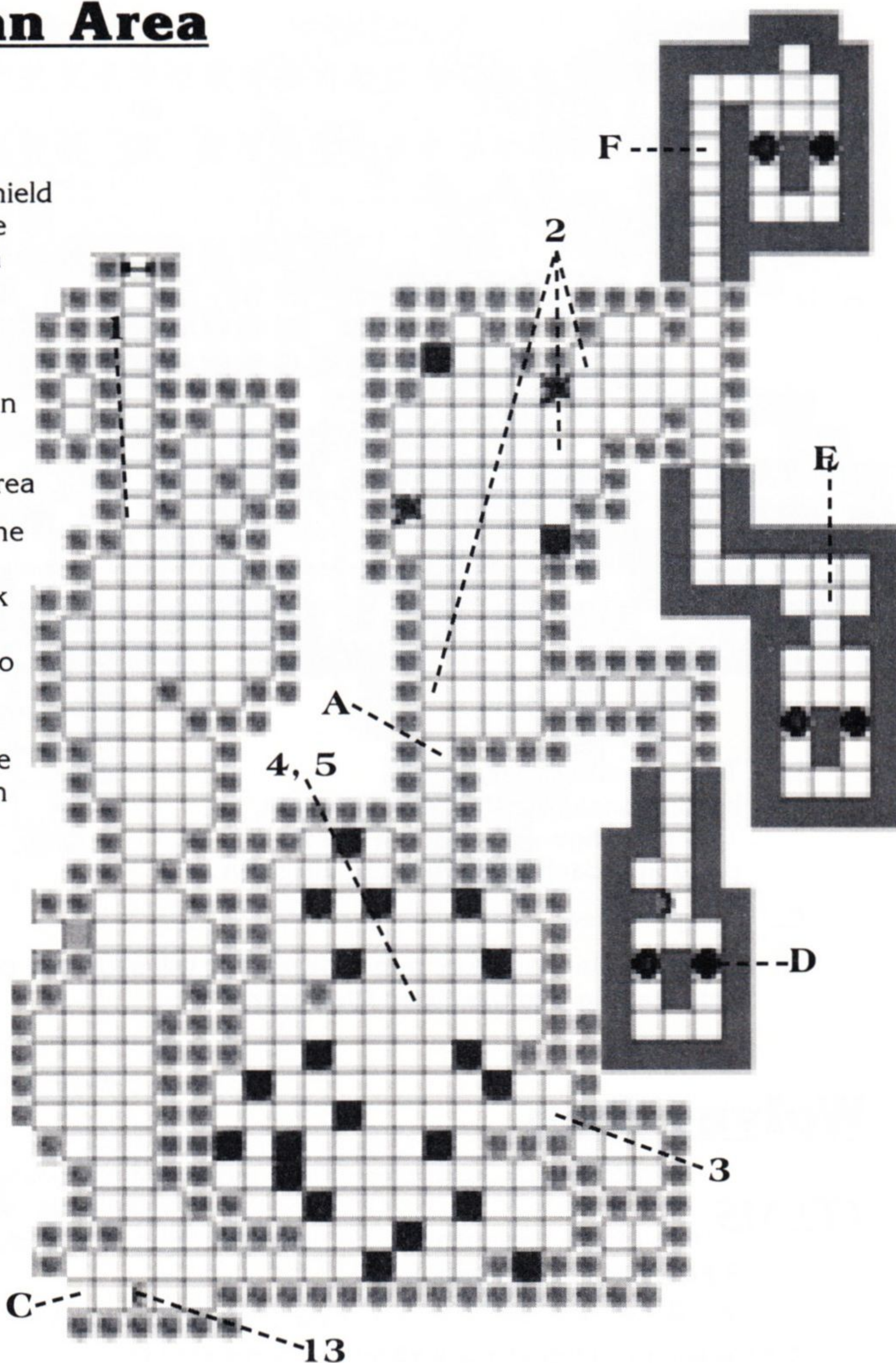
## Moon Clan Area

### ITEMS:

1. RA SAR shield
2. palm apple
3. green gem
4. E key
5. Clan key piece

- A. Sun / Moon obelisk
- B. Teleport area
- C. Inserting the E key into this obelisk will allow the party to open the gate leading into the Cloud Clan area.

- D. The Other Village Armor Shop
- E. The Other Village Clothing shop
- F. The Other Village Weapon Shop





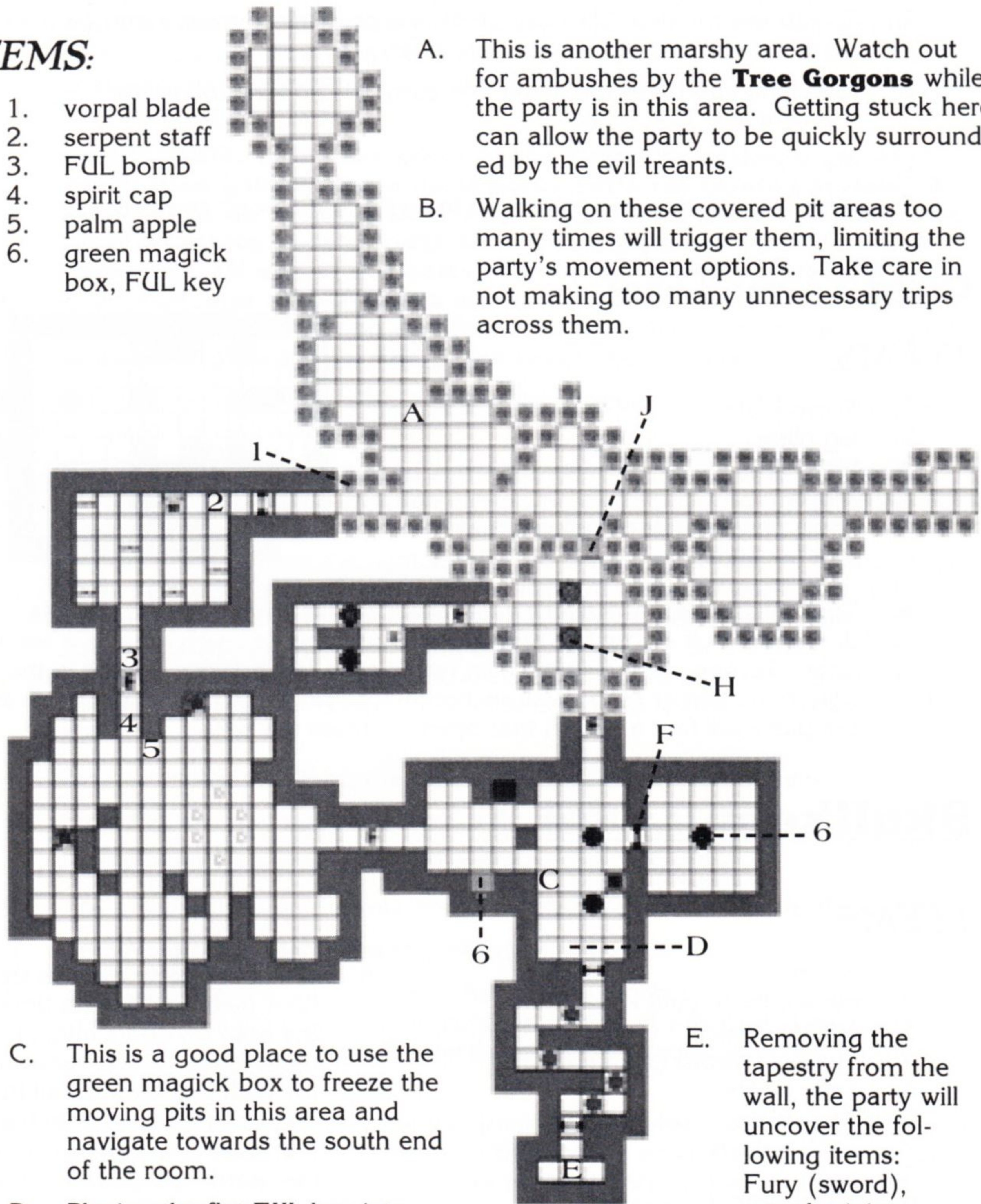
# Solutions

## Cloud Clan Area

### ITEMS:

1. vorpal blade
2. serpent staff
3. FUL bomb
4. spirit cap
5. palm apple
6. green magick box, FUL key

- A. This is another marshy area. Watch out for ambushes by the **Tree Gorgons** while the party is in this area. Getting stuck here can allow the party to be quickly surrounded by the evil treants.
- B. Walking on these covered pit areas too many times will trigger them, limiting the party's movement options. Take care in not making too many unnecessary trips across them.



- C. This is a good place to use the green magick box to freeze the moving pits in this area and navigate towards the south end of the room.
- D. Placing the flat FUL key into the spot next to this door will allow the party to open the door.

- E. Removing the tapestry from the wall, the party will uncover the following items: Fury (sword), guard minion, OH key, 2 gold coins





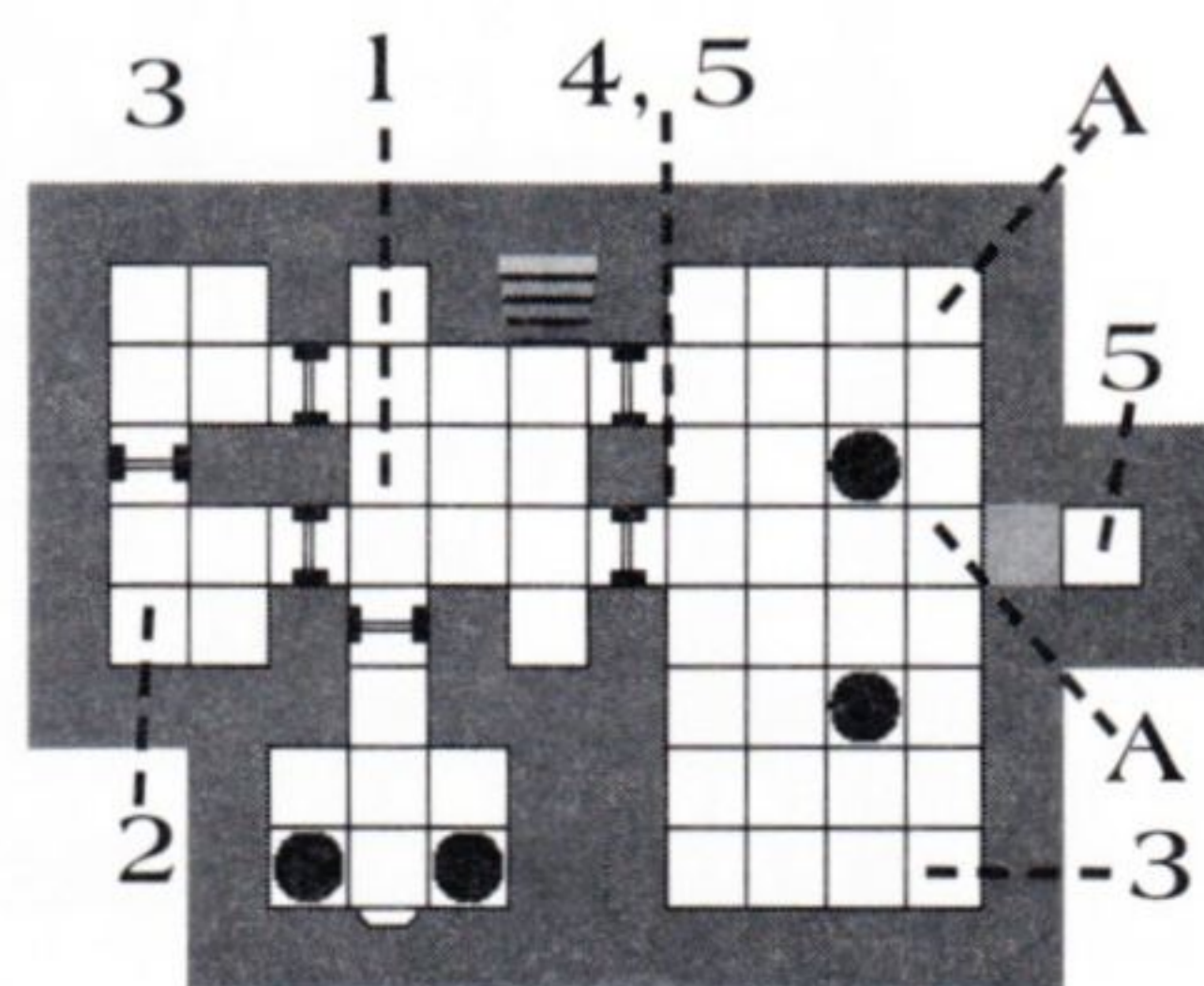
## Solutions

- F. Use the OH key, which can be found past the mummy corridor, to unlock this door.
- G. To retrieve the final Clan key piece, the champions must summon the crypt's merchant with a monetary offer.
- H. Reaching into these fountains, the party will find the following:  
2 gold coins, FUL bomb
- I. Magick Merchant shop
- J. Approaching this area will cause the gate to the north to open.

### Crypt Lower Level

#### ITEMS:

- 1. Torso plate
- 2. leg plate
- 3. foot plate
- 4. armet
- 5. chest contains: three red gems, green gem, scarab



- A. The wall opposite the south gate separating the large area the party is dropped into if one of the roaming pits happens to catch them is a secret door. To open it, the party must remove the loose stone located in the lower right hand corner of the wall section just south of it. Behind the loose stone, the party will find a button that opens / closes the wall.

### Skullkeep Level 1

#### ITEMS:

- 1. bones
- 2. minion map, gold key
- 3. crystal shield
- 4. Tempest sword (see item E)
- 5. Tech boots
- 6. Tech plate
- 7. Tech poleyn
- 8. pyro
- 9. 2 FUL BRO KU potions

- A. When the party triggers this floor plate for the first time, the drag on doors behind them close. It also activates the tech eye on the wall that causes three sets of fireballs to roar down the corridor from the north end past the three sets of portcullis.





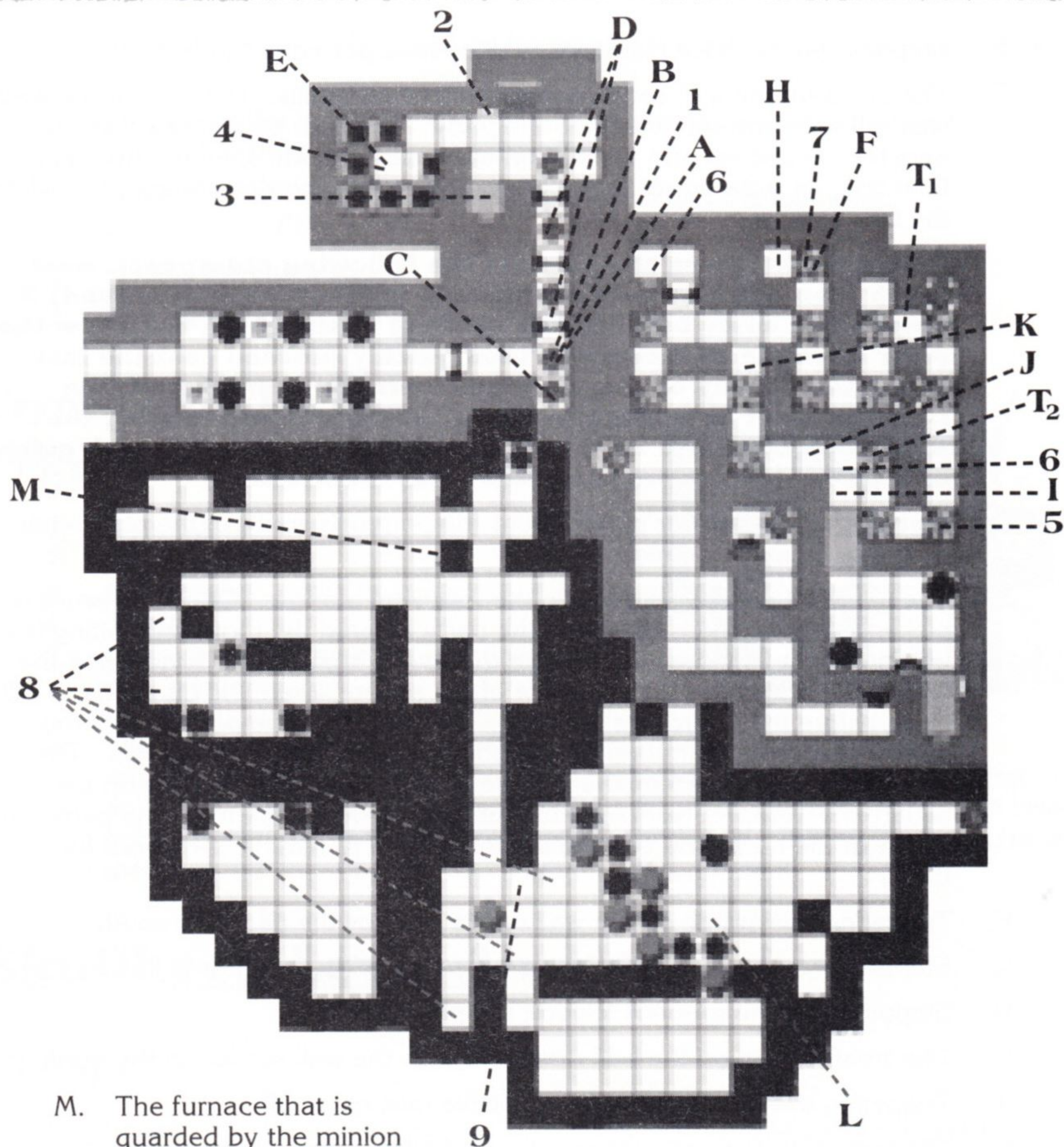
## Solutions

- B. Stepping on this floor plate closes all opened portcullis to the north.
- C. The gems on the wall each correspond to a portcullis. The one on the west wall will open the set nearest to the party. The gem on the east wall triggers the second set and the one on the south wall will open the third and final one. In order to reach the north end of this corridor, the party must do the following:
- Facing south, press the gems in the following order: east, west, south then quickly move northwards (without turning around) 3 steps. The delay between the opening of the gates will allow the party to rotate to face north then quickly proceed past the last two gates. If any of the party members are encumbered (the Load indicator displaying in either Yellow or Red), casting the Accelerate spell will be required to allow the party to move quick enough to pass before the gates reset themselves.**
- D. Stepping on these floor plates opens the portcullis south of the plate when the party faces that direction.
- E. The Tempest can be obtained in the following manner. Once the sword is picked up, a pit opens up where the party entered the room prohibiting from leaving. This pit closes again once the sword is placed back down. If the sword is thrown onto the right side of the square where the pit opens, it will close before the sword hits the floor. This will allow the party to exit the room. The sword can then be picked up from outside of the room. The sword can also be obtained using the minion map. By standing on the square the Tempest rests on and marking the 'X' on the map, the party can then exit the room and conjure a fetch minion to retrieve the sword for them.
- F. Triggering this switch on the wall opens / closes the pit to the south.
- G. Stepping into the mist will teleport the party to T1.
- H. Stepping into the mist will teleport the party to T2.
- I. The small button on the wall opens / closes the wall section to the north.
- J. Triggering this switch turns the reflective mist on or off.
- K. The button on the wall activates the fireball launcher. If the party doesn't immediately kill the imp that occupies this area, it will most likely teleport to this area and activate the reflective mist and fireball launcher, to impede the party's progress.
- L. Pushing the boulders over the pit openings will cover the holes, allowing the party to navigate to the east side of this area to an exit out of the keep back into Moon Clan area. Take care not to fireball any of the boulders concealing the pits—these blasts can disintegrate the boulders reopening the pits they conceal.





# Solutions



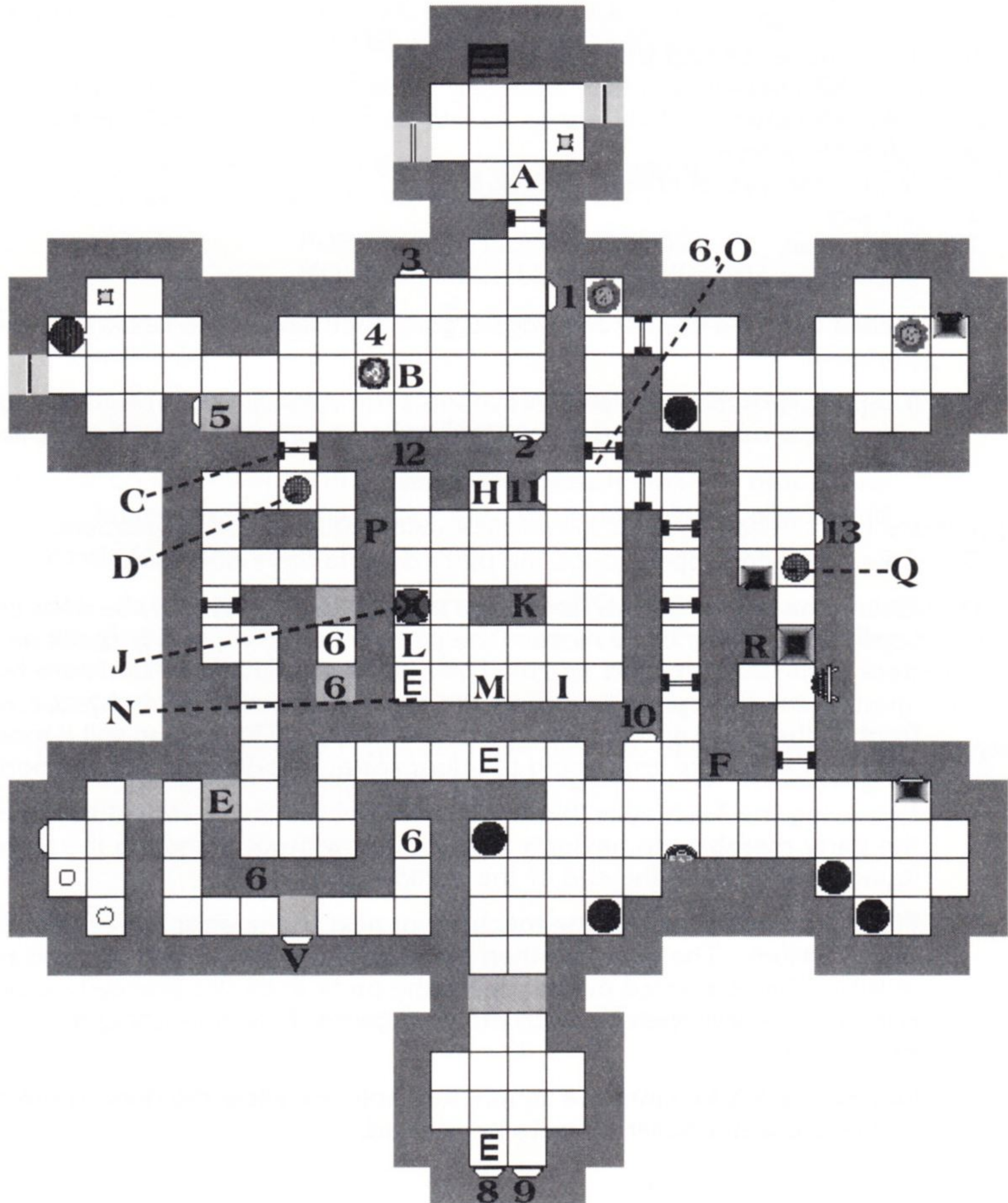
- M. The furnace that is guarded by the minion heats the water boiler on level 2 of the keep. After dispensing with the minion, you can stoke the furnace by casting a fireball into it. It is essential for the furnace to be kept lit to activate the water boiler. The pyro found lying in this area and on the sub-level below provides the fuel to keep the fire burning. If the Rockies from the sub level below have been released, they will perform the repetitive task of keeping the furnace fired by retrieving the pyro ore and throwing it into the furnace.





Solutions

**Skullkeep Level 2**





## Solutions

1. mana blossom, spirit cap
  2. staff, meteor metal
  3. scroll (c), gold coin
  4. red gem
  5. combat staff
  6. cover plate (behind which is a tech eye)
  7. RA SAR helm
  8. RA SAR plate
  9. RA SAR poleyn
  10. large gear, eye of time (1 charge left)
  11. YA key
  12. large gear
  13. scout map
- A. Pulling the cord on the wall rings a gong that signals the vexirks to open to portcullis.
- B. The large pot the middle of this room is the vexirks' cauldron. Placing the proper raw materials into it transforms the objects in to one magick item.
- |             |   |
|-------------|---|
| snake staff | Mana blossom + one staff                        |
| blue steele | gold coin + red gem + spirit cap + meteor metal |
- C. This metal door opens once the party defeats the Vexirk King.
- D. Placing an object on this floor plate triggers the opening of the door in the south-west corner of this area. The party must be especially quick as the door immediately closes again. The minion map may be used here by designating the floor plate square as the destination, setting an object down in front of the party and conjuring a carry minion. The minion will deposit the item on the square containing the floor plate, thereby opening the portcullis.
- E. Removing the Tech eyes that are located behind the cover plates will allow the party members to navigate this corridor without triggering the fireball launcher located at the end of the corridor.
- F. Placing a large gear into the mechanism next to the door will enable the door's switch. The gear can then be removed to be used in the next mechanism. This is a timed puzzle, and if the party does not proceed quick enough a pit will open beneath the champions' feet, depositing them back to level one.
- G. Placing the YA key into the square key hole will allow the door at the north end of the water boiler room to be opened.





## Solutions

- H. The YA key can be removed from the keyhole by pressing the green diamond-shaped button on the wall. This, however, causes a pit to open in the floor section in that alcove, causing the key to fall two levels down.
- I. sign reads:           BEFORE USING BOILER TURN ON  
                                  WATER VALVES TWO LEVELS UP
- J. This level starts up / stops the generator that operates the boiler. The water valves on level 4 must first be opened before starting up the boiler.
- K. This level raises / lowers the steel ladder around the corner. Lowering this ladder allows access into the sublevels of the keep.
- L. sign reads:           FURNACE ON LEVEL BELOW  
                                  MUST BE STOKED AND BURNING
- M. These devices monitor the furnace and the water flow on levels 1 and 4 respectively.
- N. Using the tech shield while standing on this area will allow the party to teleport back to the area surrounding the keep.
- O. The YA key must be in place to open this door.
- P. Destroying the magickal gates will prevent attack minions from entering the castle from the void.
- Q. Standing on this floor plate turns on the ZO spell launcher that triggers the opening and closing of the pit two squares to the south. Sending a scout minion into the alcove where the launcher is located will allow the party to proceed past the pit.
- R. This lever turns the ZO spell launcher on / off. It is this device that triggers the opening and closing of the pit next to the square containing the ladder leading up.

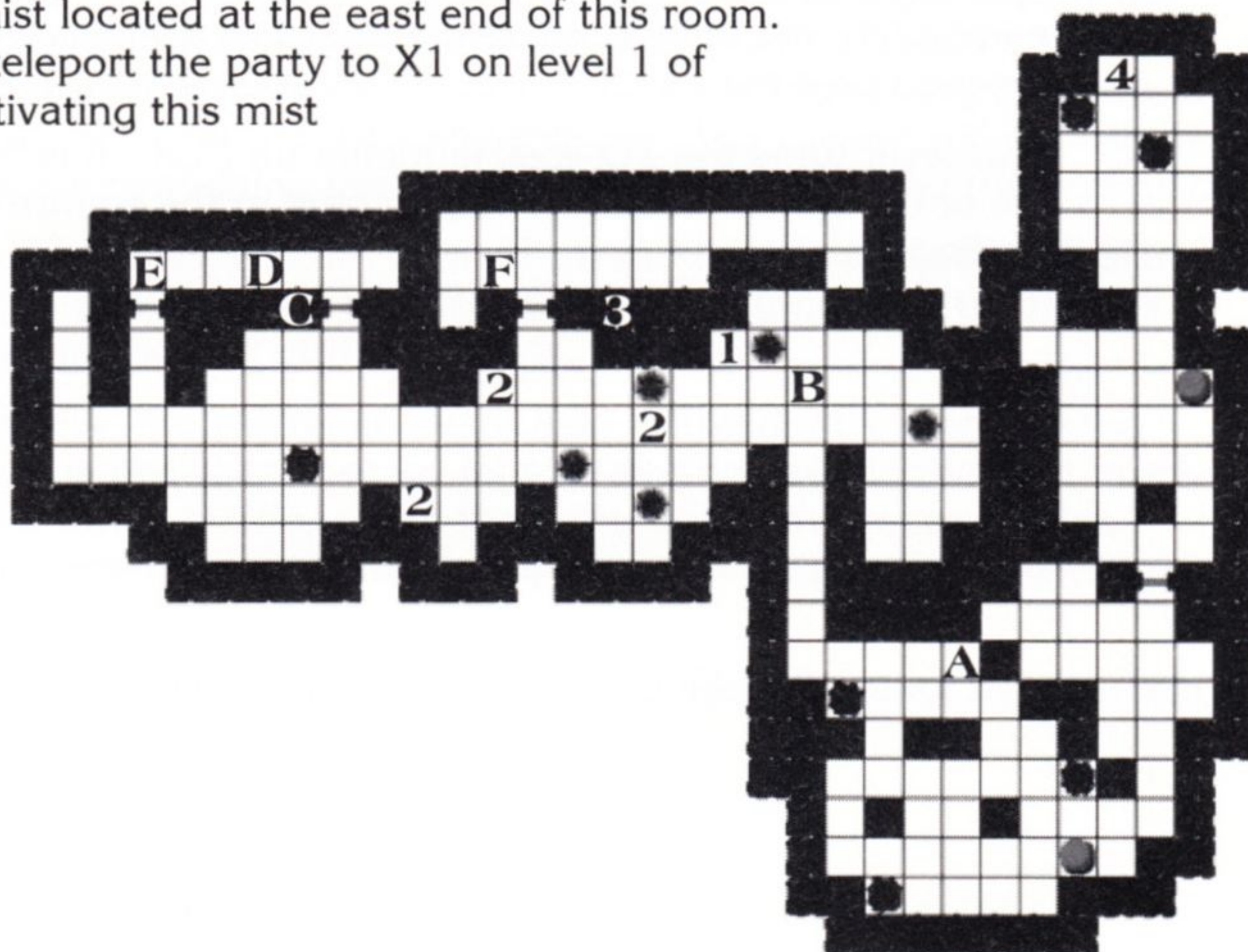




## Solutions

**Skullkeep Sub-level 1****ITEMS:**

1. green gem
  2. pyro
  3. emerald orb
  4. Kalan gauntlet
- A. If the party jumps through the pit opening in the boiler room (level 2) they will land here.
  - B. The **Dru-tan** must be destroyed to obtain the Blood key.
  - C. This flip switch resets the spiked platform back to its starting position.
  - D. Stepping on this floor switch triggers the spiked platform to move down the corridor. Anything caught in its path is pushed towards the west end, becoming impaled when the wall reaches the end of the corridor. Players can use this moving trap to their advantage by luring the Dru-tan into following them into the corridor and allowing the spikes to finish it off.
  - E. This hidden switch opens the portcullis leading out of the 'corridor of death'.
  - F. The large rock-shaped switch embedded in the wall turns on the teleport mist located at the east end of this room. The mist will teleport the party to X1 on level 1 of the keep. Activating this mist also allows the **Rockies** to be teleported to where they can fulfill their role in life by keeping the furnace burning.



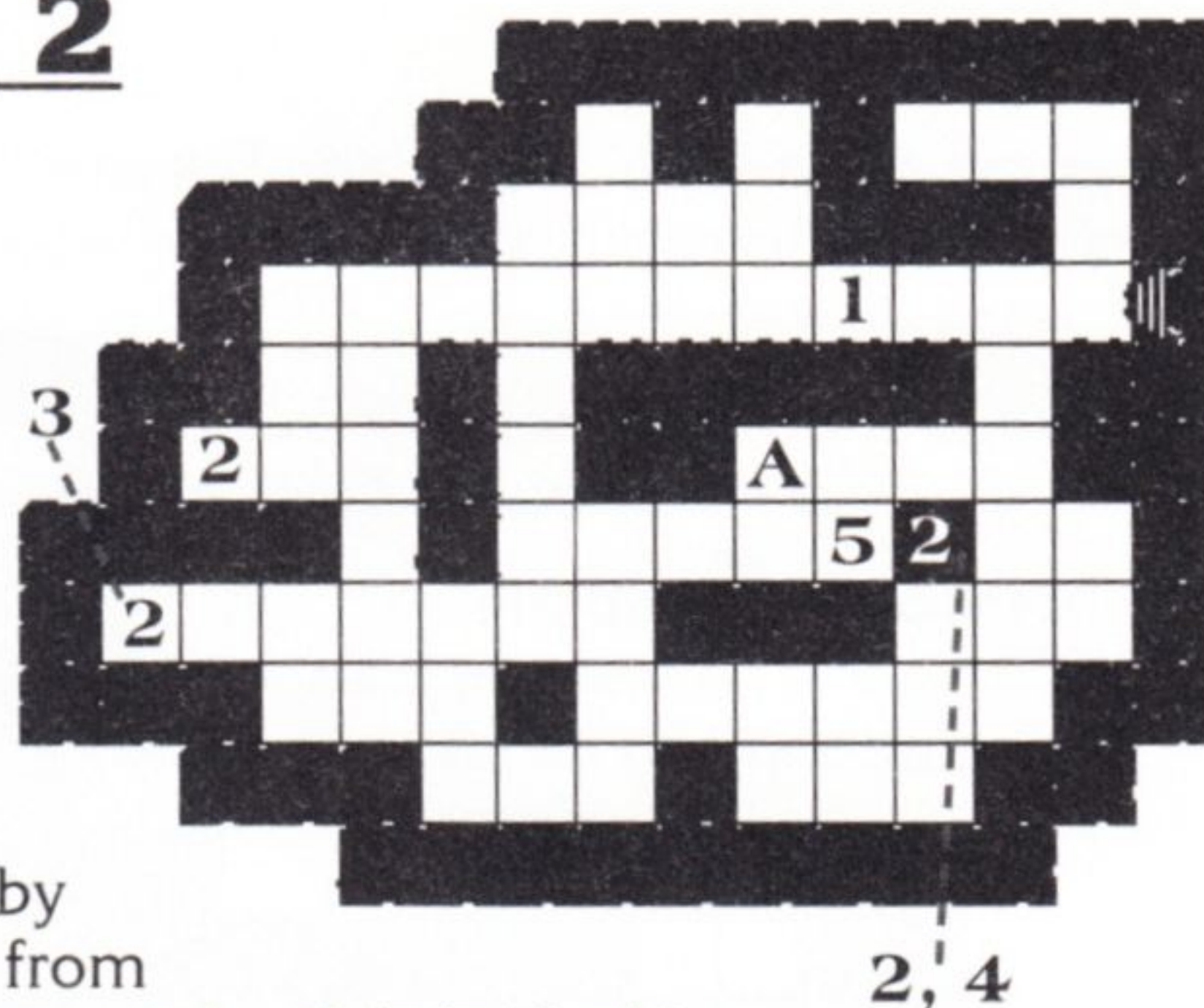


## Solutions

### Skullkeep Sub-level 2

#### ITEMS:

1. blue gem
  2. pyro
  3. gold coin
  4. blue gem
  5. skeleton trapped in wall (holding an axe)
- A. If the party gets trapped in this area by the avalanche, they can use the axe from the skeleton trapped in the wall to remove the debris blocking the corridor. It takes awhile, but repeated attacks against the wall will cause it to disintegrate.



### Skullkeep Level 3

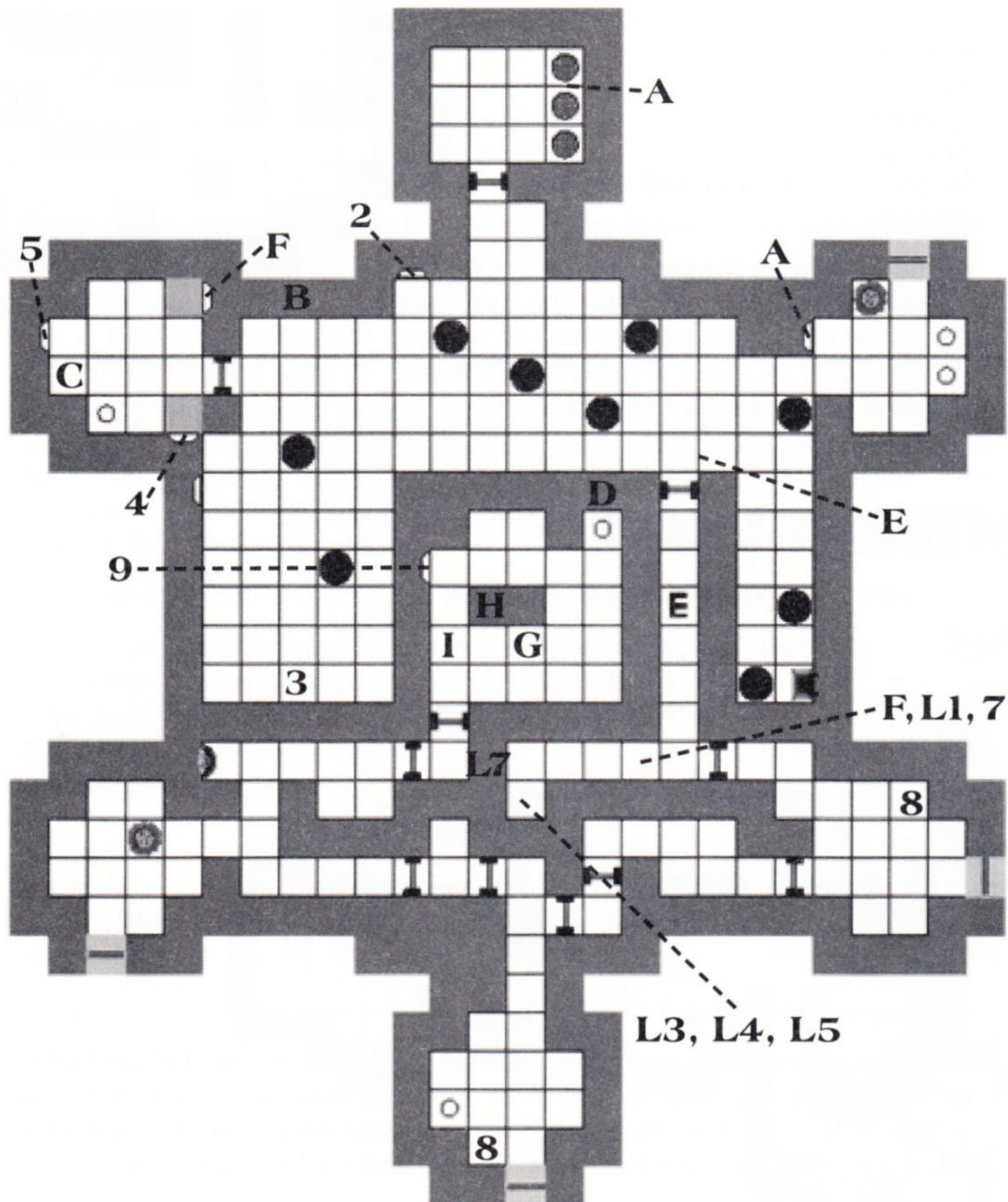
#### ITEMS:

1. scroll (d)
  2. 5 slayer arrows
  3. large gear
  4. RA SAR greave
  5. master key
  6. RA SAR shield
  7. scout map
  8. large barrel
  9. cross key
  10. floating chest contains: vacuum fuse
- A. These three floor plates trigger the fireball launcher on the west end of the room directly opposite them. This area can also be considered a 'safe spot' as the archer guards don't seem to enter this area. Use this area to your advantage by allowing the party to rest and gather up mana.
- B. A vacuum fuse (which can be obtained after the floating chest is destroyed) is needed to complete the circuit to allow the party to open the gate on the east wall.
- C. Inserting the cross key into this keyhole will lower the ladder, allowing access to level 4 of the keep.





# Solutions





## Solutions

- D. Inserting a large gear into this mechanism will enable the door three squares to the east to be opened once the master key has been inserted into the key hole next to it.
- E. The master key fits into this key hole and allows the gate next to it to be opened once the large gear is in place in the mechanism (item C).
- F. This corridor is filled with levers on the wall that operate the steel doors in the winding corridor that follows past the steel door at the east end. Activating the levers in the following manner will open all of the doors, allowing the champions to reach this level's inner chamber.
- lever L1 - activates door D1 (flip twice)
  - lever L2 - activates door D2 (flip once)
  - lever L3 - activates door D3 (flip once)
  - lever L4 - activates door D4 (flip once)
  - lever L5 - activates door D5 (don't touch)
  - lever L6 - activates door D6 (flip twice)
  - lever L7 - activates door D7 (flip twice)
- G. This lever raises / lowers the steel ladder next to it.
- H. This lever raises / lowers the steel ladder located around the corner to the south.
- I. These levers start, stop the pumps.

## **Skullkeep Level 4**

### *ITEMS:*

1. guard minion
2. attack minion
3. sign reads: NO WATER  
CHECK PUMP OPERATION  
ON LEVEL BELOW
4. sign reads: REFLECTOR PRACTICE
5. fury (sword)
6. fire poleyn
7. fire plate
8. FUL bomb
9. VEN bomb
10. flask





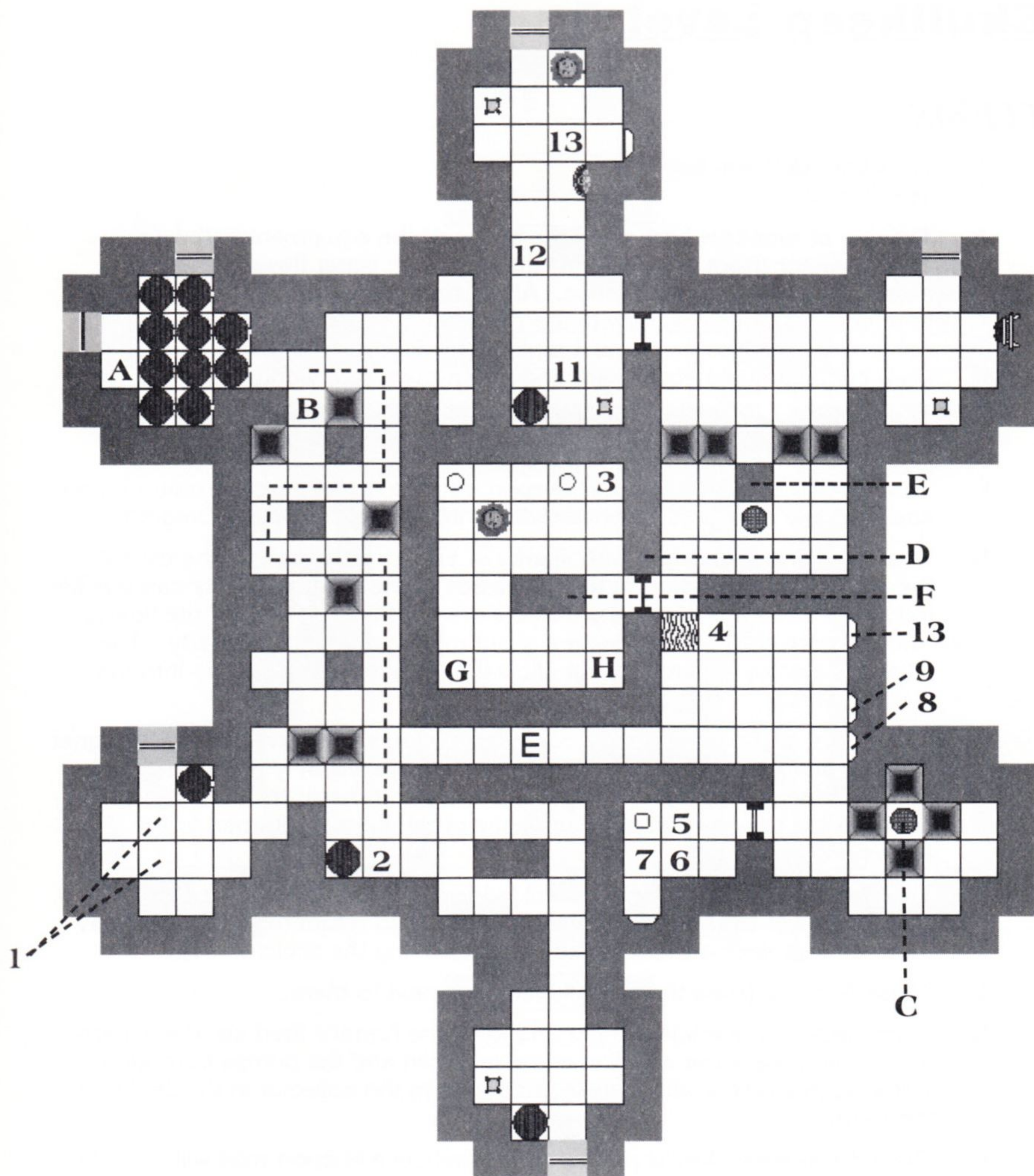
## Solutions

11. fire helm
  12. fire greave
  13. fire shield
- A. The party must demolish enough tables here to get them enough room to negotiate the area to the east. Fireballs won't work here since they fly too high to be effective.
  - B. Careful timing is needed here to navigate through this area. Be sure that none of the party members are encumbered before attempting to negotiate through the rams' heads. Make use of the magick map to show the positions of the rams' heads.
  - C. Placing an object on this floor plate will close the pits on the east, west and south sides. It will also open the door located at the west end of this area. Triggering this plate can be accomplished by having a weaker member throw a heavy object (such as a full chest) or throwing an article of clothing such as a bandanna.
  - D. If the party remembered to pull the master key out of the keyhole from the level below, it can be used here. If you didn't...well, you now have to go back and get it to open this door.
  - E. The levers on the three sides of this wall move the reflector plates located in the north half of the room. In order to close the line of pits that separates the two halves of this room, the fireball that is launched when the floor plate is depressed must find its back to the starting point. Position the reflector plates as shown, and then step on the floor plate to launch the fireball. Toggle the lever on the south side of the wall so that the reflector directly in front of the fireball launcher redirects the fireball back to where it started. A quicker way to accomplish the closing of the pits is to position a scout minion where the fireball is launched and then step on the floor plate.
  - F. This lever raises / lowers the steel ladder around the corner to the south.
  - G. These valves open / close the water flow from the boiler. These valves must be open to start the boiler on level 2.
  - H. These valves open / close the flame flow from the furnace. These values must be open to initiate the fireball launchers on the level above.





# Solutions





## Solutions

### **Skullkeep Level 5**

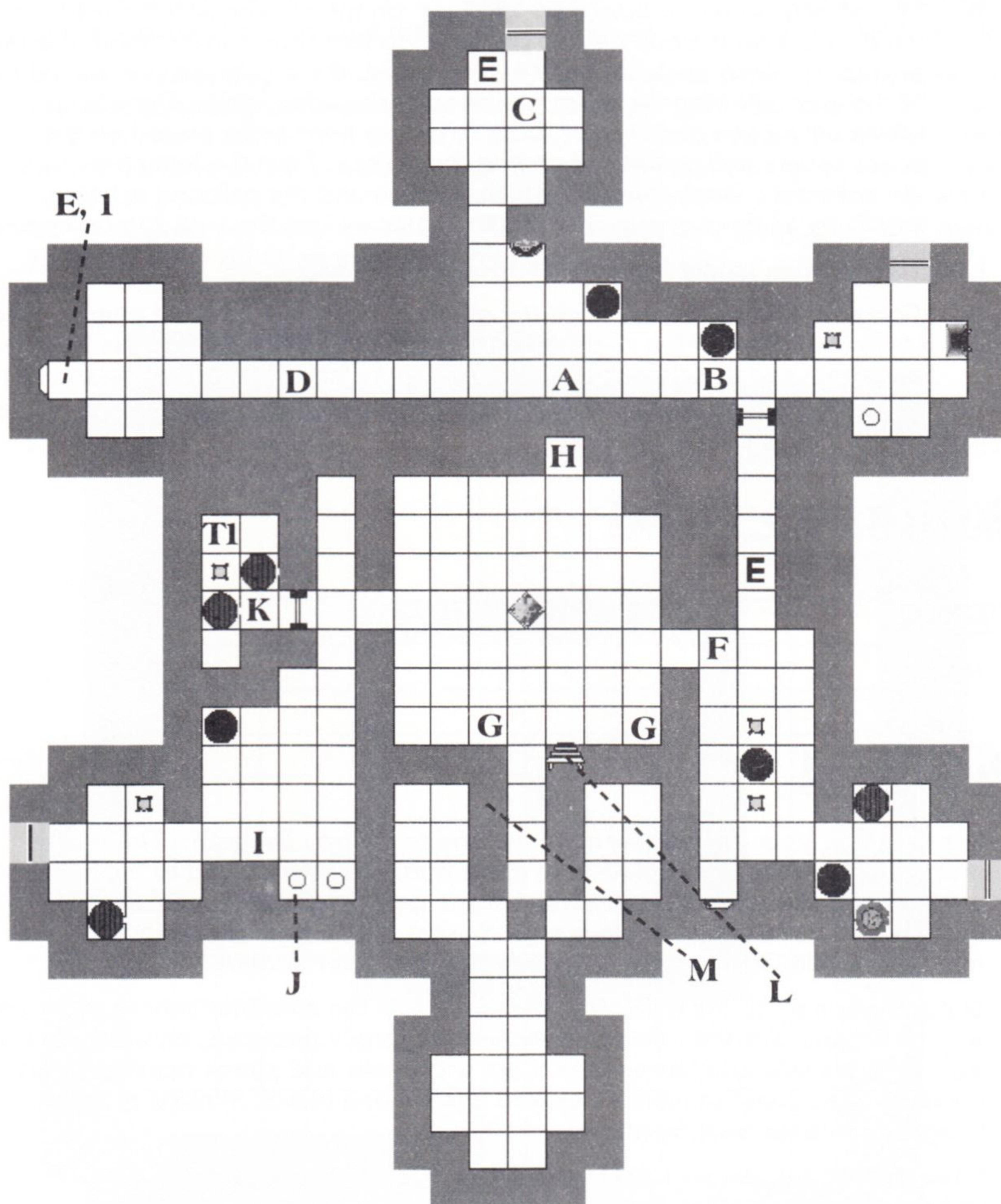
#### *ITEMS:*

1. onyx key, skeleton key
  2. attack minion
- A. The row of monitors here show the status of the equipment in the keep. They monitor (from east to west) the following: water flow, the furnace, generator power and the pumps. All of these pieces of equipment must be functioning in order to activate the ZO gate. If any one of the machines is not functioning, the party must make their way back to that area of the keep containing the equipment and return them to a working state.
  - B. The keyhole next to the door will accept the onyx key and allow the champions to activate the door next to it.
  - C. This pad will allow the party to teleport back to the grounds to return home and heal any members before heading into the void to defeat Dragoth.
  - D. This corridor will be alight with sparks of energy produced by the coils in the walls. If the direction of the flow leads to the west, the party can quickly follow the stream of electricity into the area at the west end. If the flow is running from west to east, send a scout minion ahead of the party. The blast will destroy the minion but allow the party to move quickly into the western area.
  - E. The alcove at the far west end contains two keys. However, the bio-magnet that the party must stand on to retrieve the keys will only allow one to be taken. If the champions attempt to procure both keys, the magnet will activate holding the party in place until one of the keys is returned to the alcove.
  - F. This lever will lower / raise the steel ladder, providing a short-cut back to level 5. Lower the ladder to create a pathway to return to the ZO gateway room after replacing the onyx key and retrieving the skeleton key.
  - G. These levers activate the fireball launchers next to them.
  - H. If the party has managed to get and keep the furnace fired up, the generator running, the water and flames valves open and the pumps in motion, throwing this switch will feed electric blasts to the collector in the center of the room.
  - I. Once the skeleton key is placed in the keyhole a teleport mist will activate to the south.





Solutions





## Solutions

- J. Stepping into the mist will teleport the party to T1.
- K. The reflectors can be turned by 'clicking' on their bases with the leader's hand. Position the one next to the party so that they can demolish the table next to it. Once the table has been removed, the brazier can be moved out of the way, allowing the party to obliterate the other table. Once both tables have been disposed of, both reflectors need to be placed on the sewer covers and positioned so that the fireballs from the launchers strike the collector. Once everything is in position and the collector is being struck by all three energy sources the gateway into the void can be opened.
- L. This wooden ladder leads to the roof of Skullkeep.
- M. Throwing this switch will open the gateway into the void if the energy collector in the center of the room is being bombarded with the fireballs from both launchers and the electric energy blasts from the coil at the north end of the room.

## Skullkeep Roof

### ITEMS:

None

## The Void

It is here that your champions must venture to destroy Dragoth. The void is pretty much a featureless place that leads from Dragoth's world to Zalk. There are two magickal moving platforms that the party must 'walk with' to move between the three larger stable energy masses. Falling off these any of these masses will teleport the party back into Skullkeep somewhere.

Quickly navigate to the third large mass. This is the area that contains the gateway to Dragoth's world. Once he senses the party's presence, he will enter the void from his side and barrage them with spells and attack minions of his creation. Use guard minions to defend against and attack minions to destroy Dragoth's without wasting mana.

Save often in this area. It will take a lot of sidestepping and quick, precise attacks to bring Dragoth down.

Dragoth's resistance is very high, but he is slightly more susceptible to fire and magick than he is to poison. Try to attack using physical means and use the

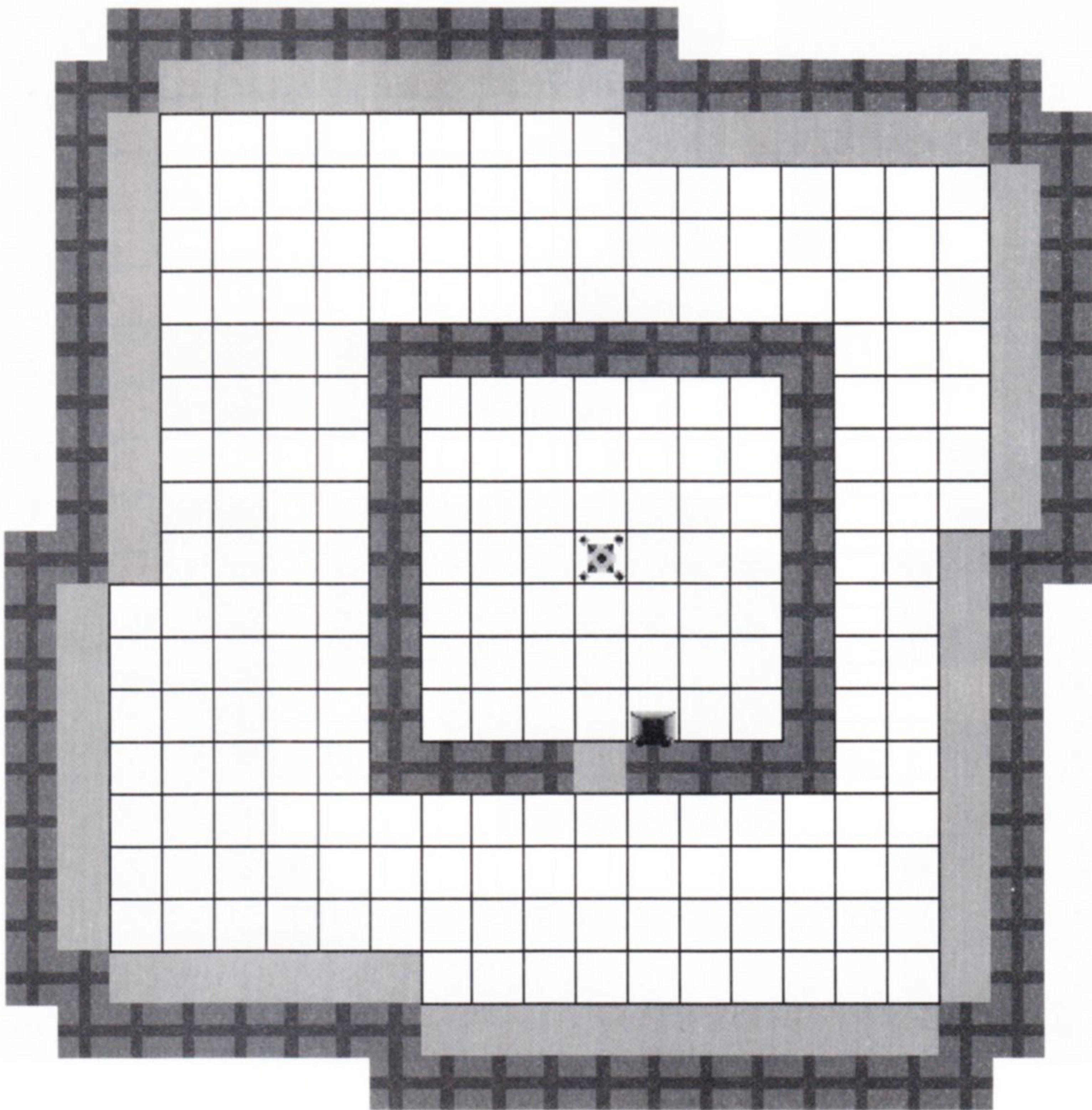




## Solutions

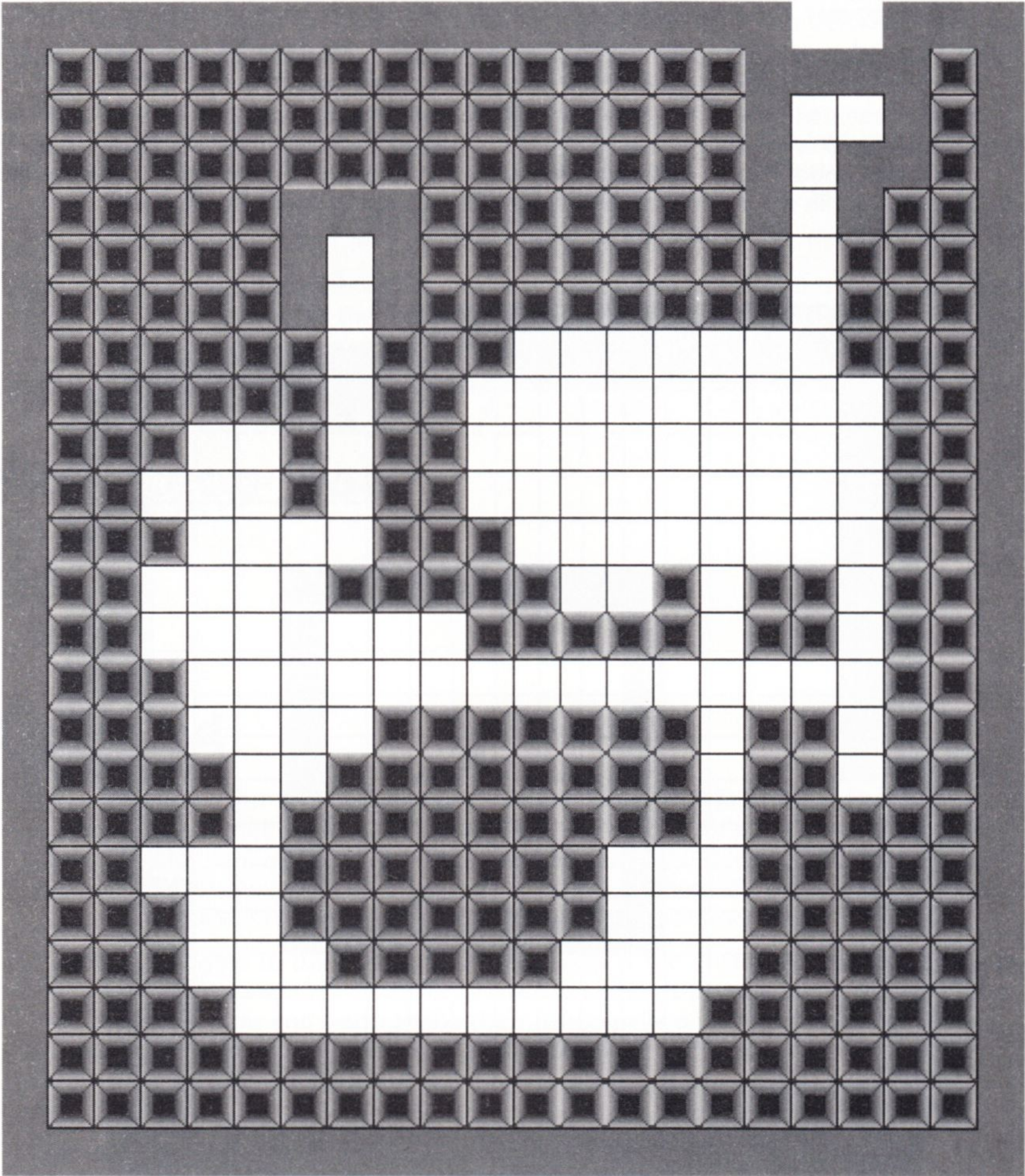
Mana to create spells that can protect the party. Make use of the Combat Staff, the Emerald Orb and the Staff of Neta to heal the party members without having to flip between the view and the character stats screen to intake health potions.

If your quick enough, you can negotiate all the way to Dragoth's entrance into the void without giving him a chance to maneuver out in the open. You may find it easier to defeat him this way, as you can immediately box him in with two attack minions on either side. Doing this will allow the champions to get in a couple of good rounds while he is busy depending with the minions. Beware his ability to push the party members. He will attempt to engage close and then push the party off of an edge into the void.





Solutions





Solutions

**Scrolls**

- A. RENEW THE LIFE OF A FALLEN CHAMPION
- B. TO OPEN THE CASTLE DOOR YOU MUST GET A KEY PIECE  
FROM EACH OF THE FOUR CLANS OF SKULLKEEP
- C. SNAKE STAFF  
ADD 1 MANA BLOSSOM  
ADD 1 STAFF
- D. INVOKE ZO TO CLOSE HOLES THAT THE MINIONS OF EVIL  
HAVE OPENED





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