

Fates of Twinion Walkthrough 2.3

Q. *Why 2.0?*

A. With the launching of the INNRevival server, I thought that an updated/improved walkthrough would be useful, as well as help spark interest in the Fates of Twinion. That came and went, but the Medievlands and INNBarn projects inspired me to finish this revised walkthrough.

Q. *What's different?*

A. The main walkthrough text written by Nigel back in the 90's (!) is mostly unchanged. My major additions/revisions include, but not limited to:

- Revised the Fellowship Key/Lake Despair entry so that you enter Lake Despair from the Night Elf Ingress and save some walking.
- Added information on the location of the Skeleton Key for each guild as part of the Leather Map quest.
- Simplified walkthrough of Dragon's Flame quest
- Revised Hopeless Hallways since there seemed to some difficulties in completing that quest.
- Revised the Corpeus section to give more clear instructions for the long hallway (especially for those of us playing without number pads)
- Revised the Malos section to specify guild-based differences
- Revised the Plurthos section to explain how to obtain Hope's Fury the "correct" based on your alignment.
- Occasional tweaks to the text to make things flow a bit better, correct typos, etc.
- Full-color maps!

Q. *Why are some headings highlighted?*

A. Highlighted parts are not yet finished. As of this writing, I still haven't figured out the full mechanism behind Juvalad or the Easter Egg. One day, though . . .

Q. *How do I report a mistake or offer suggestions?*

A. Please email me! Admats130@gmail.com. I promise I'll investigate it.

Thanks to Zane for bringing back Twinion!

- Ragnar -
09152020

Table of Contents

I. Atlas of Twinion

A. The Gauntlet Quest & The Queen's Proving Grounds

1. Gauntlet Droit	2
2. Gaunt Gauche	2
3. Queen's Aqueduct	3
4. Reservoir	3
5. Twinion's Falls	3
6. Coliseum	4
7. Queen's Palace	4

B. The Map Quest

1. Night Elf Ingress.	5
2. aMAZEing	5
3. Armory	5
4. Enclave	6
5. Graveyard	6
6. Cartography Shop	6
7. Twinion Keep	7
8. Race Track	7
9. Rat Race	7
10. Tipekans	8
11. Snk Pt	8

C. Prelude to the Dralkarians

1. Dragon's Ire	9
2. Dragon's Flame	9
3. Hopeless Hallways	10
4. Hocus Pocus	10
5. Halls of Babble	10
6. Concordia	11
7. Pandemonium	11

D. The Dralkarians

1. Trials	12
2. Tribulations	12
3. Celestial Boundary	13
4. Spheres Asunder	13

E. The Mad Queen

1. Dissemination	14
2. The Gateway	14

F. Choronzar's Demesne and the Funhouse

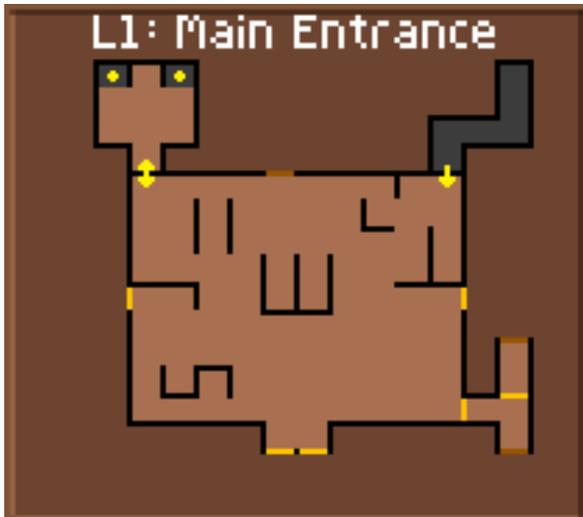
1. Choronzar's Demesne	15
2. The Funhouse	

II. Nigel's Walkthrough

[1.1] Orientation	16
[1.2] Getting Started	17
Part A – The Gauntlet Quest and the Queen's Proving Grounds	
[1.3] The Gauntlet Quest (a.k.a. Lava glove Quest)	18
[1.4] The Aqueduct	19
[1.5] The Reservoir	20
[1.6] Twinion Falls	23
[1.7] The Coliseum	24
[1.8] Queen's Palace	24
Part B – The Map Quest	
[2.0] The Night Elf Ingress	26
[2.1] The Parchment Map Piece	27
[2.2] aMAZEing, The Statuary, and the Slate Map	30
[2.3] Tipekans, The Armory, the Races, and the Leather Map	31
[2.4] The Graveyard, Snake Pit, and the Snakeskin Map	38
[2.5] Cartography Shop	41
[2.6] Loose Ends	43
Part C - Prelude to the Dralkarians	
[3.0] Prelude to the Dralkarian Quest	45
[3.1] Dragon's Ire and the Chessboard Quest	45
[3.2] Dragon's Flame	46
[3.3] Hocus Pocus	50
[3.4] Hopeless Hallways.	52
[3.5] Babble	54
[3.6] Concordia	56
[3.7] Pandemonium	
Part D – The Dralkarians	
[4.1] The Dralkarian Quest.	
[4.1.1] Astelligius.	60
[4.1.2] Malos.	61
[4.1.3] Corpeus.	
[4.1.4] Pluthros	
[4.1.5] Juvalad	
[4.2] Aeowyn's Treachery	
[4.2.1] Hints and Tips	
Part E – The Mad Queen	
[5.1] Dissemination	
[5.2] The Gateway	
Part F - Choronzar's Demesne, the Funhouse and other Minutia	
[6.1] Choronzar's Demesne and the Funhouse	
[6.1.1] The Endgame	
[7.1] Keys and Lockpicks	
[7.2] Best Equipment	
[7.3] Top 10s	
[8.1] Epilogue	

I. Atlas of Twinion

<KEY>



Teleports

C,8; C,9 – Return to Twinion Map

H,4 – to Gauntlet Gauche (I,16)

H,13 – to Gauntlet Droit (K,1)

L,8 – to Queen's Aqueduct (A,9)

C, 15 – to Night Elf Ingress (A,1)

F,15 – to Dragon's Ire (I,1)

P,3 – to Dissemination (A,16)

P,5 – to The Gateway

A. The Gauntlet Quest & The Queen's Proving Grounds



Teleports

P,2 – to A,6 B,4 – to A,6 A,6 – to P,2
 C,9 – to P,1 K,2 – to P,16 E,15 – to G,2

Pit Teleports

P,9 – to P,1 P,10 – to P,16
 O,9 – to I,1 O,10 – to I,16
 N,9 – to A,1 N,10 – to E,16

I,16 – to Main Entrance (H,4) F,1 – to Gauntlet Droit (C,5)

Goodies

D,7; K,9 – Skill Tests (gain experience)
 B,7; G,16 – Master Thieves Only
 O,16 – Bats' Treasure Room



Teleports

A,1 – to A,11 A,8; A,9 – to G,12 I,12 – to G,9
 A,11 – to A,1 G,12 – to A,8 P,14 – to I,12
 K,13 – to G,16

Quest Item

C,14 – Lava Glove I,8 – Return Lava Glove

K,16 – to Main Entrance (H,4) C,5 – to Gauntlet Gauche (C,16)

Goodies

J,16 - N,16 – Rewards for Completing Gauntlet Quest



Teleports
 K2 – to P,1 K,8 – to P,8 K,10 – to P,10
 C, 15 – to K,6

A,9 – to Main Entrance (I,8) F,1 – to Reservoir (F,16)
 E,16 - to Twinion's Falls (E,1) P,6 – to Coliseum (H,9)
 A,16 – to Twinion's Falls (A,1)

Quest Item
 I,3 - Rope



Teleports
 C,15 – to B,3 B,15 – to H,3 A,15 – to N,3

P,16 – to F,16 F,16 – to Aqueduct (F,1)

Quest
 I,3 – Malik (Thief) L,2 – Sartiq (Giant)
 M,14 – Lord Aqueus J,9 – Drowning Party

A,11 – Fountain (Wizards & Clerics learn Storm Wind)
 D,15 – Fountain (Wizards & Clerics learn Curse)
 I,2 – Fountain (Clerics learn Channel; Knights learn True Seeing)
 O,8 – Fountain (Knights & Wizard learn Energy Field)

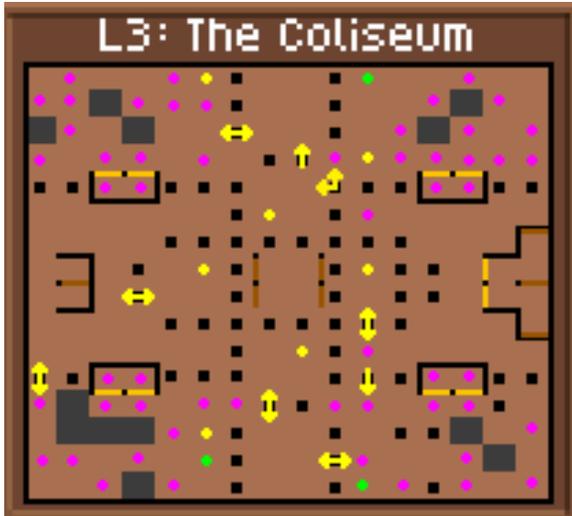


Teleports
 C,16; G,11; O,12 – to P,4
 M,6 – to B,1 O,11 – to E,14

A,1 – to Aqueduct (A,16) F,1 – to Aqueduct (E,16)

Quest
 F,15; J,15 – Switches M,3 – Cross Key

B,6 – Fountain (Wizards & Clerics learn Resist)
 P,12 – Fountain (Wizards & Clerics learn Refresh)
 M,13 – Merchant (Wizards & Thieves learn Petrify)

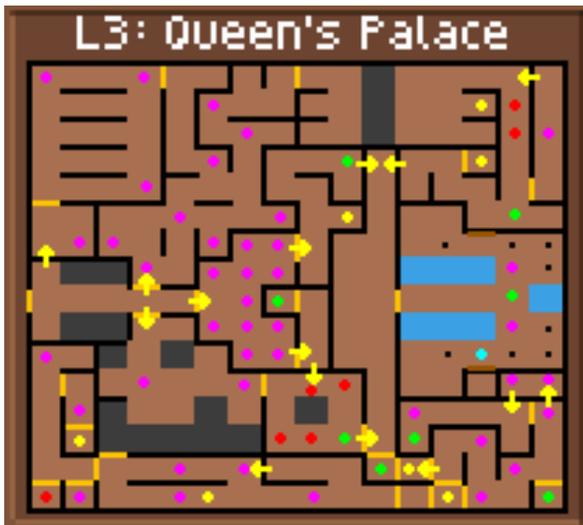


Teleports

I,9 – to P,16 (First Arena) G,16 – H,9 (Coliseum Core)
 H,9 – to P,1 (Second Arena) H,2; I,2 – to I,13
 H,8 – to C,1 (Third Arena)
 I,8 – to D,16 (Fourth Arena)

H,16; I,16 – to Queen's Palace (H,1)
 J,16 – to Aqueduct (P,6)

P,6 – Fountain (Rangers & Thieves learn Reverie)
 M,11 – Fountain (Clerics learn Backfire)
 C,6 – Fountain (Wizards & Clerics learn Hail)
 I,6 – Goodies
 K,8; I,11 – Goodies (only Wizards & Clerics can access)



Quest Item

F,14 – Queen's Key

Teleports

F,14 – to Main Entrance (C,13)
 H,1 – to Coliseum (I,16)
 J,14 – to H,1

NPC's

B,11; C,10; K,15; M,10 - Queen Aeowyn (Exp. Reward)
 C,12 – Dwarf (reveals hidden door at B,14)
 H,15 – Queen Aeowyn (Quest Instructions)

M,14 – Fountain (Wizards learn Fireball)

B. The Map Quest



Ingress
H,8 – to Vault [Encl] (C,15)
A,1 – to Main Entrance (C,15)
J,2 – to Tipekans (F,3)
F,8 – Wizards’ Skeleton Key
B, 8 – Misty Fountain
(B,C,R,W learn True Seeing
K,T learn Lightning)

Cliffhanger
L,16 – Front Door Key
P,3 – Snowy Fountain
J,16 – to Cellar [TK] (L,9)
P,5 – to Cloister [TK] (K,10)
O,13 – to Infirmary [Encl] (M,14)

Clueless
I,5 – Key of C
L,6 – to Lake Despair [Encl] (G,4)

Vineyard
J,14 – Knights’ Skeleton Key
J, 10 – Maze Key

Ballroom
E,9 – to Gallery [TK] (D,4)
D,7 – to Rat Race (A,2)

C,4 – Windy Fountain
C,16 – Sunrise Fountain
B,4 – Sunset Fountain

Breezeway
L,1 – to Armory (M,1)

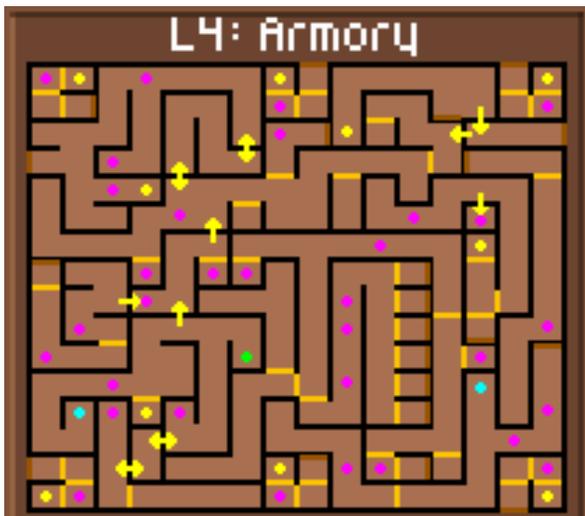


Quest Items
A,8 – Chaos’ Guardian B,9 – Harmony’s Guardian
G,15 – Stone of Awareness K,9 – Slate Map Piece
E,7 – Tnerpas Key

Teleports
D,12 – to F,3 F,10 – to A,16 G,6 – to B,4
H,11 – to B,11 I,12 – to N,2 J,8 – to A,16
K,12 – to C,1 L,14 – to E,9 N,15 – to F,3
I,4 – to NEI (F,11)

Fountains
P,16 – Windward Fountain I, 15 – Leeward Fountain

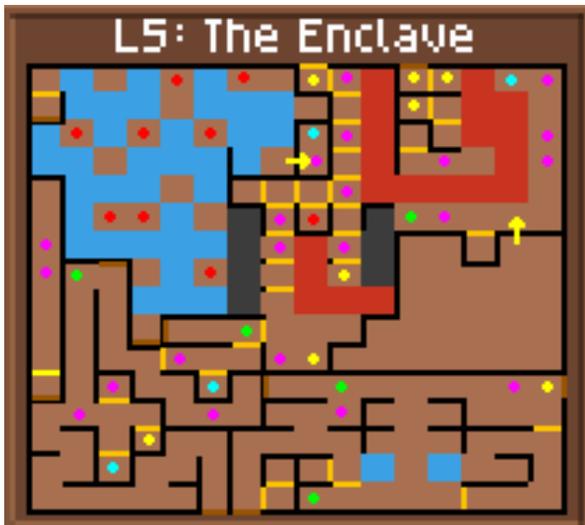
E,2 – Tool Shed (Chaos) D,5 – Garden Shed (Harmony)



Quest Items
D,2 – Spidersilk Helm E,14 – Luminous Lantern
P,2 – Wizard’s Sash P,8 – Cleric’s Chainmail
P,16 – Thief’s Jacket A,1 – Ranger’s Chainmail
A,16 – Barbarian’s Plate B,8 – Knight’s Breastplate
L,4 – traps disabler J,14 – door switch

Teleports
N,16 – to A,6 B,12 – to D,15 I,1 – to D,9
M,1; O,13 – to Statuary (Encl B,15) M,14 – to D,8
G,14 – to Vineyard (NEI M,11) N,9 – to I,2
F,16 – to Vault (Encl L,7)
I,12 – to O,2 (Wizards) H,12 – to O,9 (Clerics)
G,12 – to O,15 (Thieves) F,12 – to B,2 (Rangers)
E,12 – to A,9 (Knights) D,12 – to B,15 (Barbarians)
O,3; P,10; P,15; B,1; B,9; A,15 – to D,10

Fountains H,6 – Tridet Fountain (Ts learn resist, Others learn Shield) N, 10 – Sabre Fountain
D,4 – Gilmoire (Ks learn Heal, Ts learn Hail, W learn Aura, Clerics & Barbarians learn Light Shroud)



Statuary

B,9 – Clerics' Skelton Key
 E,8 – to aMAZEing (A,1)
 E,16 – to Ballroom [NEI] (C,10)
 A,7 – to Enclave (M,15)

Lake Despair

O,1 – to Carriage House
 [TK] (L,5)
 G,4 – to Clueless
 [NEI] (L,6)
 N,9 – Fellowship Key

Dark Alley

A,6 – to Cliffhanger [NEI] (N,3)
 B,3 – Emerald Lockpick
 E,6 – Thieves' Skeleton Key
 G,5 – to Tipekans (F,3)
 I,3 – to Stables [TK] (E,5) [TK]

Vault

G, 9 – Sterling Fountain
 I,10 – the Safe
 P, 9 – to TK (P,9)
 I,7 – to Carriage House
 [TK] (I,7)
 H, 7 – to Stables
 [TK] (H,7)

Infirmary

O, 13 – w/ Rope: to the Library [TK] (L,10)
 O,13 – w/out Rope: to the Carriage House [TK] (L,7)
 P,12 – to the Cloister [TK] (J,11) P,13 – Herbal Fountain
 (learn Cure)

Fringe of Madness

K,11 – to Library [TK] (K,11) K,14 – to Enclave (L,1)
 P,15 – Parchment Map Piece



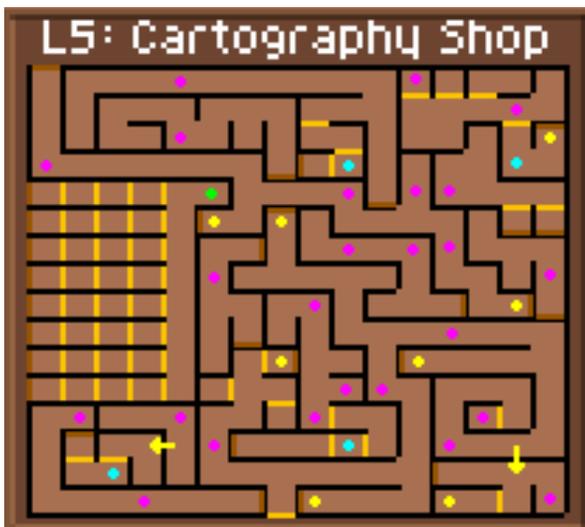
Teleports

C,14 – to the Crypt [Twinion Keep] (C,14)
 O, 2 – to Snake Pit (L,12)
 O,16 – to Carriage House [Twinion Keep] (H,5)
 G,6 – to O,13 H,4 – to L,6 K,5 – to D,11
 I,8 – to O,13 J,2 – to O,13
 L,15 – to O,13 N,8 – to O,13

Fountains

A,10 – Twilight Fountain L,13 – Skeletal Fountain
 N,5 – Angel Fountain

F,15 – Goodies B,8; C,8; D,8, E,8 – Attribute Boosters
 (Use H,4 to L,6, to K,5, to D,11)



Quest Items

M,15 – Kalydor, first token
 B,3 – Syrene, second token
 C,10 – Dabelais, third token
 M,9 – Tyndil, fourth token

Teleports

A,9; F,8; H,13; K,6; K,16, – to the Graveyard (B,10)
 F,12; G,7; K,8; L,11 – to the Graveyard (N,16)

A,7 – to K,9 C,7 – to N,4 M,8 – to L,6
 A,16 – to A,1 H,13 – to D,3 N,8 – to F,6
 B,14 – to P,16 H,16 – to M,12 N,16 – to K,14
 C,3 – to N,14 K,15 – to G,8

A,14 – North Star Fountain



<i>Cellar</i> O,6 – to Tipekans (N,1) N,12 – to Wine Cellar (C,3) N,14 – to L,9 O,1 – to P,14	O,3 – Fountain of Nectar P,8 – to Vault [Encl] (P,9) N,13 – to Vault [Encl] (L,7) P,12 – to N,9
<i>Cloister</i> D,5 – to Gallery (F,2)	<i>Stables</i> G,2 – Rangers' Skeleton Key D,8 – Equestrian Fountain
<i>Gallery</i> J,5 – to Vineyard [NEI] (M,10) M,4 – Barbarians' Skeleton Key	E,2 – The Trough F,3 – to Breezeway [NEI] (H,1)
<i>Wine Cellar</i> A,1 – Life Jacket A,6 – to Cliffhanger [NEI] (I,16)	<i>Crypt</i> H,16 – to the Breezeway [NEI] (H,1) E,10 – Snake Charm
<i>Carriage House</i> H,5 – to Graveyard (O,16) J,3 – to Dark Alley [Encl] (E,7) G,10 – Journey's End Fountain	<i>Library</i> J,15 – to Statuary [Encl] (D,8) F,15 – to Tipekans (C,11) L,5 – to Lake Despair [Encl] (A,15)



Teleports
L,7; M,4; N,16 – to Race Track N,1
E,5; F,3; F,16; O,5 – to Race Track F,1
G,8; L,8 – to Race Track J, 10
F,6 – to Rat Race P,12 G,8 – to Twinion Keep K,10

Race Doors
K,6 (E) – Dwarf K,3 (S) – Elf I,10 (S) – Gnome
P,8 (S) – Gremlin E,4 (W) – Halfling N,12(S) – Human
C,15 (W) – Orc C,5(E) – Troll

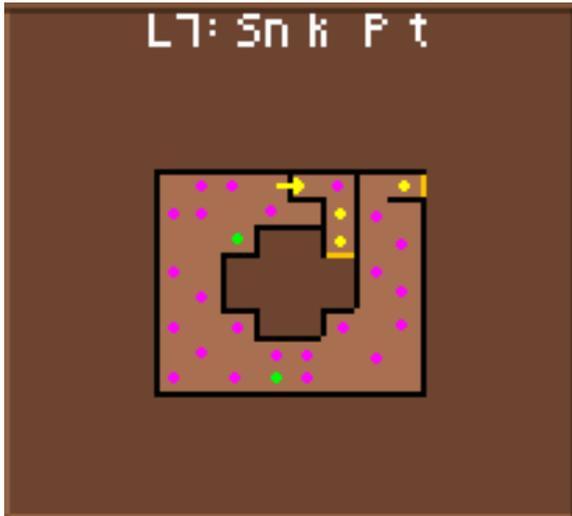
Fountains
F,11 – Troll Fountain F,13 – Human Fountain
G,1 – Halfling Fountain J,7 – Gremlin Fountain
O, 16 – Unity Fountain



Teleports
A,1; O,2 – to Rat Race F,5 C,16 – to Rat Race A,2
F,1 – to Rat Race F,16 F,16 – to Rat Race F,10
K,1; H,8 – to Rat Race I,15 H,12 – to Rat Race N,4
J,6 – to Rat Race J,11 N,1 – to Rat Race N,16
N,5 – to P,12 N,7 – to L,11

Race Doors
D,8 (E) – Dwarf E,12 (E) – Elf P,3 (S) – Gnome
H,5 (N) – Gremlin O,8 (W) – Halfling M,15(N) – Human
G,3 (W) – Orc J,12(N) – Troll

Springs
B,15 – Gnome Spring G,12 – Elf Spring
L,7 – Orc Spring L,15 – Dwarf Spring
D,6 – Universal Spring (learn)



Key Fights

L,10 – Giant Asp

Quest Items

K,10 – Ruby Lockpick

Teleports

J,10 – to Night Elf Ingress (A,2)

L, 12 – to Graveyard (O,2)



Quest Items

D,16 – Diamond Lockpick

F,14 – Sapphire Lockpick

G,4 – Rope

H,8 – Snake Skin Map Piece

Teleports

C,3 – to I,14 K,15 – to B,11

D,7 – to O,13 M,4 – to M,6

D,8 – to G,8 N,9 – to A,6

G,8 – to D,8 N,15 – to I,2

H,4 – to M,10 P,15 – to C,5

N,1 – to the Cellar [TK] (O,6)

D,11 – to the Ballroom [NEI] (I,13)

O,11 – to the Ballroom [NEI] (I,13)

B,8 – Viper Fountain

K,2 - Goodies

C. Prelude to the Dralkarians



Key Fights

I,8 – Master Erebus

I,9 – Master Praxis

Teleports

B,16; H,8 – to Dragon's Flame (N,7)

H,9 – to Dragon's Flame (G,13)

E,14; F,1; O,3 – to Hopeless Hallways (I,8)

G,14; I,1 – to Main Entrance (F,15)

P,1 – to Choronzar's Demesne (A,13)



Dragons

G,14 – Meet Osterog

D,9 – Kill Osterog

O,7 – Meet Gambрил

L,4 – Kill Gambрил

Wizards

B,7 – Mirloch (Charismatic Aura)

F,13 – Aillacsar (Invisibility)

N,16 – Artsenis (Chameleon Shroud)

P,1 – Majikyl (Vapor Cloud)

Lost Companions

E,11 – Troll Knight

I,6 – Elf Cleric

O,8 – Thief

Teleports

B,6; F,14; M,16; P,2 – to I,13

H,13; I,12; I,14; J,13 – to D,13; F,4; K,2; or N,13 (varies by race)

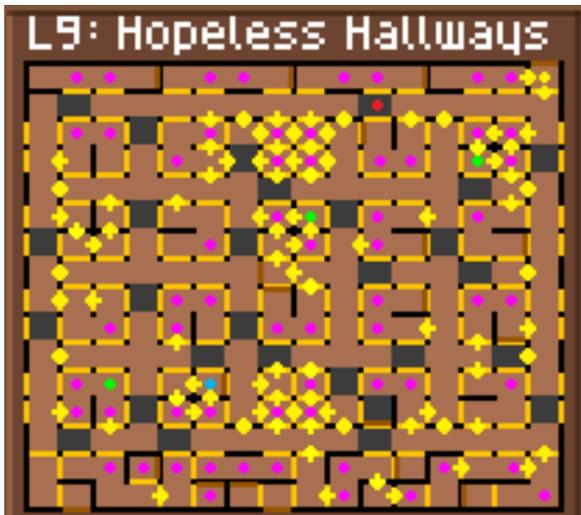
O,6 – varies by race

H,14 – varies by race

M,4 – to L,6

D,10 – to E,10

A,14 – to Hocus Pocus (A,8)



Clerics K,9; M,14; E,3

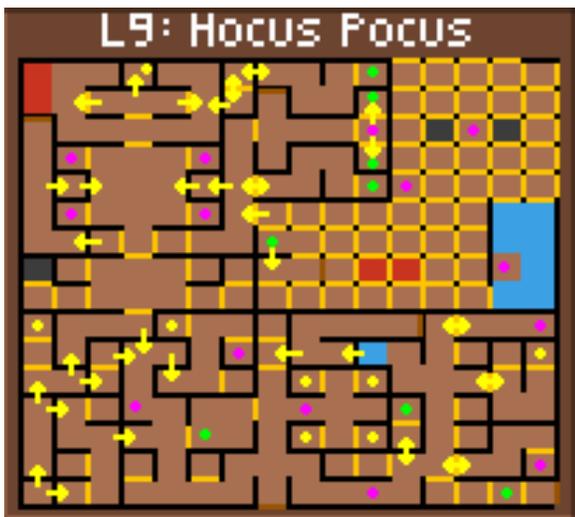
Teleports I,8; N,11 – to Dragon's Ire (F,1)
 A,2 – to Pandemonium (G,16) J,12 – to Concordia (B,2)
 D,11 – to Babble (K,9) G,15 – to Hocus Pocus (F,8)

B,4 – to P,1 P,4 – to I,10 A,7 – to P,5 P,8 – to I,10
 A,8 – to B,10 B,12 – to P,9 P,12 – to I,10 A,14 – to P,13

J,7(pit) – N,10 A,6 – to I,10

P,16 – Fountain of the Bitter/Better End; to I,10

H,8 – to M3 H,12 – to J,5 J,15 – to E,5 E,6 – to I,10
 E,6 – Unity Ring



Quest "Items"

L,11 – Eye of Newt P,11 – Bat Wings

NPC's

A,15 – Faerlun D,12 – Clerk J,8 – Geadix

Teleports

G,12 – to A,1 A,16 – to P,16 I,9 – to I,2
 O,8 – to Hopeless Hallways (I,8)
 A,8 – to Dragon's Ire (B,16)

G,1 – Mana Recharge

O,11 – Skill or Spell M,11 – Attribute Boost

G,5 – Gold O,4 – Goodies F,16 – Talisman Inn



Race Speaker Portal Leads to Scholar

Gremlin M,3 A,11 L,11(Human)

Human K,4 B,15 K,11 (Elven)

Elf F,1 H,2 J,11 (Dwarf)

Dwarf G,4 M,6 I,11(Gnome)

Gnome J,1 K,14 L,12 (Orcish)

Orc P,1 O,12 K,12 (Troll)

Troll K,2 I,8 J,12 (Halfling)

Halfling H,6 G,6 I,12 (Gremlin)

Teleports

A,11 – to L,11 H,2 – to J,11 M,6 – to I,11

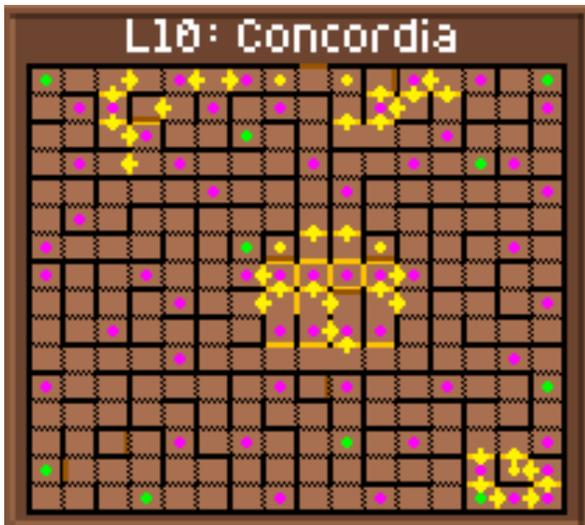
B,15 – to K,11 I,8 – to J,12 O,12 – to K,12

G,6 – to I,12 K,14 – to L,12

K,9 – to Hopeless Hallways (I,9)

P,12 – to Concordia (B,2)

J,5: N,16 - Fountains



B,15 – 1st Plaque
 J,8 – 2nd Plaque
 J,11 – 3rd Plaque

Teleports

B,2 – to Hopeless Hallways (I,9)
 P,9 – to Pandemonium (G,16)
 O,4 – to Hocus Pocus (A,8)
 P,11 – to Dragon's Ire (B,2)

C,3; E,9; H,10; J,8; J,11 – to B,2

P,8 – Rewards for Chaos
 P,10 – Rewards for Harmony



Before obtaining Starburst

Quest Items

H,7 – Starburst Ring

Teleports

A,8 – to K,4 B,10 – to N,4 G,7 – to J,15
 H,8 – to G,13 J,10 – to E,1 L,6 – to N,15
 N,4 – to G,16 A,12 – to N,4

F,1 – to Trial (N,9) [Plurthos]
 D,2 – to Celestial Boundary (A,1) [Astelligus]
 G,6 – to Trials (A,2) [Juvalad]
 I,2 – to Celestial Boundary (O,1) [Corpeus]
 L,2 – to Trial (F,16) [Malos]

A,14 – Goodies (Tempered Adamantine)
 D,5; K,11; M,10; P,6 – More Goodies
 C,7 – Lava Pool of Confusion (Mana Restore)
 I,7 – Bedlam Whirlpool (Health Restore)



After obtaining Starburst

D. The Dralkarians



Malos

F,13 – to M,13
 E,16 – M,11
 D,14 – to A,5
 E,5; N,4 – to I,16
 C,4; F,14; F,15; I, 8; N,8 – to F,16
 O,16 – to Tribulations (K,8)
 M, 6 – to Tribulations (M,3)
 F,1 – to Tribulations (F,9)
 I,4 – to Tribulations (G,5)

D,14 – Ice Flame D,12; N,1 – to Spheres Asunder (E,6)

Pluthros

O,4 – Demonia Fountain

Teleports

I,1 – to N,9
 I,7 – to M,10
 M,1 – to Trib (N,4)
 K,8 – to Trib (N,16)
 G,13 – to H,3
 P,8 – to H,3
 P,9 – to Trib (B,11)
 P,13 – to Trib (N,16)
 P,12 – to Trib (K,14)
 I,13 – to Spheres Asunder (E,12)

Switches L,3; J,7 P,7; P,14 I,10; K,11

Juvalad

B,13 – Wizard D,2 – Thorzil



Malos

L,2 – to Trials (I,16) N,11 – to Trials (A,5)

K,7 – to Trials (N,6) L,9 – to Trial (A,5)

B,2; B,7; D,11 – to Trials (I,16)

A,8 – to Trials (G,11) A,15; B,14 – to Trials (A,5)

B,14; N,11 – Ice Flame H,8 – to Spheres Asunder (E,6)

Pluthros

B,5 – Celesta's Cell / Hope's Fury

Teleports

P,2 – to Trials (M,10)

A,7 – to Spheres Asunder (E,12)

O,16 – to Trials (J,13)

E,15 – to M,12

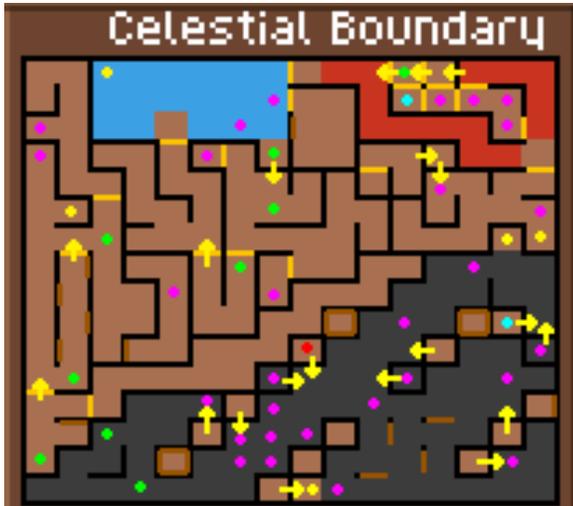
J,9 – to B,11

E,10 – to Trials (M,10)

J,16 – to Trials (M,10)

Switches: M,2 M,6 L,10

Juvalad



Corpeus

O,12 – Reality’s Rampart
 P,3 – Goodies K,2 – fountain of Corpeus (stats boost)

J,2; E,2; M,8; K,8; I,7; P,12; B,2 – Wizard (in order)

C,2 – to O,9 F,2 – to M,3 G,2 – to L,11
 H,2 – to I,12 I,2 – to I,4 N,9 – to P,2

F,4 – to Sphere Asunder (M,13)

Astelligus

G,15 – Nimbus of the Fates

D,16 – to Sphere Asunder (I,3)



Astelligus J,9 – Astelligus; teleport to M,9

Corpeus O,15 – to P,15 (antechamber)
 P,16 – Corpeus; teleport to M,9

Juvalad O,2 – to P,2 (antechamber)
 P,1 – Juvalad; teleport to M,9

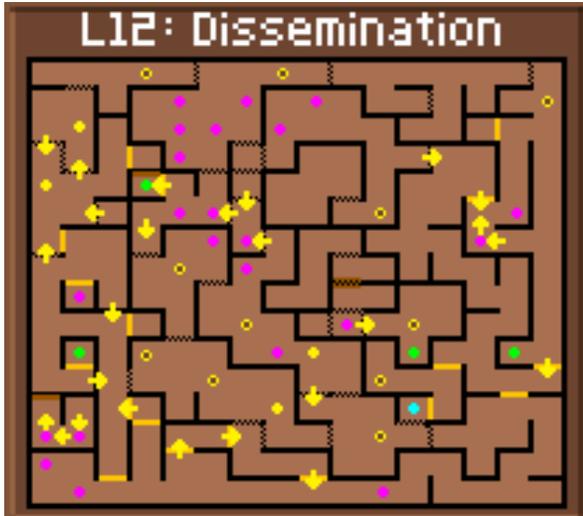
Malos B,2 – to F,1 (antechamber)
 F,2 – Malos; teleport to M,9

Plurthos A,16 – to A,15 (antechamber)
 B,15 – Plurthos; teleport to M,9

N,9 – Queen Aeowyn; teleport to Main Entrance (P,4)

E,6; E,13; I,3; I,14; L,6; L,12 – to Main Entrance (P,15)

E. The Mad Queen



F,2 – Ieoa F,15 – Aoei
D,12 – Rod of Dissemination

Teleports

L,4 – to H,9 I,10 – to D,2 D,1 – to G,9

A,16 – to Main Entrance (O,4)
H,10 – to The Gateway (A,16)

M,10 (N) – to P,1	M,10 (E) – to G,1
L,10 (E) – to B,14	L,10 (S) – to P,1
K,9 (E) – to P,1	K,9 (S) – to B,14
K,8 (S) – to B,14	K,8 (W) – to B,14
L,8 (W) – to P,1	L,8 (N) – to B,14
M,9 (W) – to G,1	M,9 (N) – to G,1



Weapons of the Gods

A,13 – Gaea’s Flail C, 14 – Neptune’s Trident
B,11 – Sword of Ares D,12 – Bow of Eos

B,15 – Statue of Storm Giants I,9 – The Queen

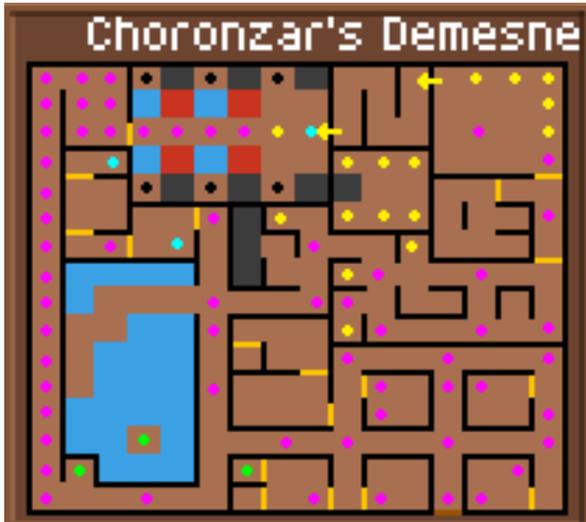
Teleports

A,16 – to Dissemination (A,16)
A,14 – to C,12 or D,14 (if you have Gods’ Weapons)

A,12 – to L,2	C, 11 – to L,5	H,10 – to G,7
B, 14 – to L,4	D, 13 – to L,1	

D,4; D,11; E,5, F,11 – to A,7 (Heart of the Gateway)
A,6; A,11; G,14; I,2; K,2; K,9; P,16 – to P,1 (Keeper’s Room)

F. Choronzar's Demesne and The Funhouse



Key Fights

A,13 – Shaddax J,5 – Chiss (Funhouse Key)
 N,9 – Choronzar (Jester's Cap)

NPC's

B,2 – Hall of Death Check-in
 B,7 – Naomi (1st Meeting)
 C,4 – Naomi (2nd and 3rd Meeting; Naomi's Key)

D,15 – Password L,3 – Juicy Dragon Steaks

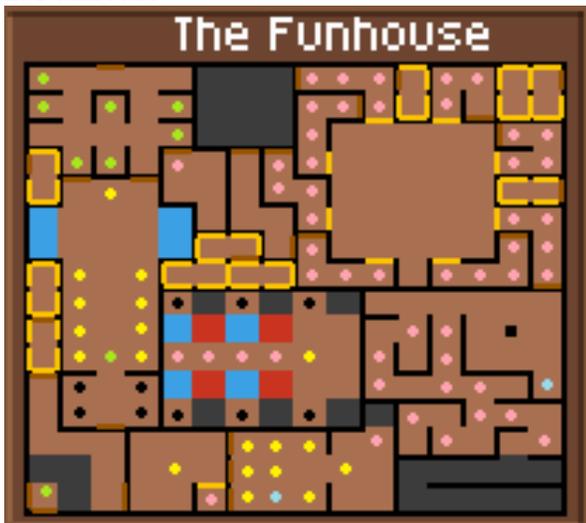
K,8; J,12; G,10; I,10 – Levers to Madcap Labs

Teleports

L,9 – to L,11 (after defeating Choronzar)
 A,13 – to Dragon's Ire (P,1) J,8 – to The Funhouse (C,15)

K,10; K,11; K,12; M,10; M,11; M,12 – Goodies

2. Funhouse



THE FUNHOUSE

II. Walkthrough

[1.1] Orientation

Q: *How do I get around the dungeon with these directions?*

A: The four cardinal directions are as follows: If you're in a mappable area (which makes up roughly 95% of the game) then west, for example, means west on the MAP. Since the map never moves, the four directions in a mappable area always remain the same. However, "forward" means clicking on the forward arrow or pressing the 8 on the numeric keypad, "back" is the back button or 2 arrow on the numeric keypad, and the such.

In an unmappable area, such as the Graveyard, west, east, north, and south means YOUR west, east, north, or south. Think of the directions in unmappable areas (west, east, north, and south) just as "fancy" names for left, right, forward, and backward directions. So in an unmappable area, "turn west" means turn left and the such. These directions will change every time you step. In other words, if you turn left (west) your [previous] south become your [new] west, your [previous] north becomes your [new] east, etc., etc., etc. I tried not to use these terms in unmappable areas, however, there might be a few mistakes, and that's why this section is here.

Q: *How do the map coordinates work?*

A: The basic FoT map is a 16 by 16 square. Each square has a letter and a number assigned to it. The lower left corner, for example is A,1. From south to north the coordinates are letters, from west to east, they are numbers. For example - here is the basic Fates of Twinion map:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
P																	P
O																	O
N																	N
M																	M
L																	L
K																	K
J																	J
I																	I
H																	H
G																	G
F							4										F
E																	E
D																	D
C											K						C
B	*																B
A																	A
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	

In this map, the asterisk (*) is located at B,1, the K at C,12, and the 4 at F,8. It's a good idea to keep a printout of this map at hand when playing so that you can tell the coordinates. Since there is no "grid" in the actual game to help you with this, you'll have to count off the numbers of "squares" to your destination. Walls and doors will help, as they can "divide up" the map. Once you get an eye of about how tall and how wide each square is, you will be able to find coordinates on maps easily.

[1.2] Getting Started

Q: *First of all, what are "quests"?*

A: Quests are the base of experience points. The majority of levels you get will be actually because you're on a quest. You may not know it, but every step you take is a step towards a new spell, skill, or level. Basically, all Quests are different parts of the game. Once you progress through one part, you'll receive a certain number of experience points and possibly gold, skills and spells, and booty that you might need.

Q: *Where should I explore first in the dungeon?*

A: First, map out the entire DE (dungeon entrance). You'll pick up a few clues. Don't go anywhere just yet. Out of the Dungeon Entrance, there are 8 possible exits. At the beginning of the game, you can only access 4 (Aqueduct, Gauntlet Droit, Gauntlet Gauche, and DE exit). Later in the game, you will be given certain items to progress to the other exits. After you map out the DE (you'll notice there are **no** monsters whatsoever in here), equip your items. Consult the documents for information on how. Once you've got everything equipped, head off to the door on the middle left - the Gauntlet Gauche. Here - just fight a few battles to gain a few exp. points - you are still very weak, remember? After a few battles, you should progress to level 3 or 4, and get a few gold pieces. Buy some better armor and possibly a better weapon with these. Be sure not to waste all your gold though - you may need it.

Q: *Ok, I gained a few levels. How should I distribute my points?*

A: As for your attributes, try to max out your Agility and Initiative the first. For spells, distribute your points evenly instead of just making one spell very powerful - perhaps so powerful you may not have the MP to cast it.

Remember, "defense" spells such as Shield may be critical to your survival at this point, such as you - no matter what guild or race - won't have very much HP. The monsters also won't be particularly tough, so the spells won't have to be at a very high level to kill them or injure the greatly.

As for skills - max your character's "weapon" skills (i.e. Martial Arts) first, then go for your guild skills. Particularly useful are the skills Berserker, Athletics (Barbarian); Leadership, Binding (at the beginning of the game - these skills usually become more and more useless as you learn more spells) (Knight); Stamina, Read Tracks (Ranger); Detect, Lockpick (Thief), Medic (Cleric); Rune Reading, Deep Trance, Channel (Wizard).

Part A – The Gauntlet Quest and the Queen’s Proving Grounds

[1.3] The Gauntlet Quest (a.k.a. Lava glove Quest)

Q: *OK, I've got a better character now. Where do I go in Gauntlet Gauche?*

A: Before you head back to the dungeon, be sure to purchase some heal potions, and maybe a mana potion or two. In Gauntlet Gauche, there are several specific areas: the Bat Cave to the NE will fetch you some booty: a Green Lockpick, Leather Cap, Cloth Jacket, and a heal potion. Sell the Leather Cap and Cloth Jacket as you already have them; they won't bring much, but every gold piece counts.



Next important areas are the "skill" rooms; they are located at D,6 and K,9. For one of these rooms, you will need to use a weapon, any weapon will do (even a sling :-). For the other one, you must use any item that will cast a destructive spell on use. One example is the Shaman Scroll, for sale in the Keep, but there are many possibilities! You will gain some Experience Points and Gold pieces for both of these rooms.

There are also two rooms at F,16 and B,7 that only "masterful" thieves can access. They'll fetch you some booty, gold, and EXP.



The 6th significant place in the Gauntlet Gauche is in the SE - the Snake River which will take you to Gauntlet Droit, where the magical Lava Glove is located.

Q: *I got to Gauntlet Droit from the Gauche. What now?*

A: First, you will need to get the Lava Glove. With it, you may complete the quest. Be sure to have one or two Scrolls of Protection, and a Scroll of Fire might come in handy. The Scroll of Protection throws up an energy field around your party, which absorbs damage from enemy attacks. On this level, these scrolls may be the key to survival. The Scroll of Fire casts a deadly fireball at a group of monsters. This does 180 damage to the whole group, killing them or damaging them horribly. At this level, they're a nice touch if you want to win a battle.

First, you exit the room with the pool of water, then head East. You'll enter the Coil Maze - don't let the name fool you - it's not much of a maze, just a single - square pathway winding up and down. There are 5 battles in this maze, plus a final battle that fetches you the Lava Glove. In these battles, the best strategy is to use the Scroll of Protection first, then cast a Fireball at the particularly tough monsters. If they aren't killed by THAT, finish them off with a spell or just break out with a weapon. In the battle for the Lava Glove, use the same strategy. However, your energy field will run out, so be sure to use your Scroll of Protection every 5-6 turns.



Once you defeat the monsters and have the Lava Glove, feel free to explore and gain a few experience points as well as gold pieces. You'll learn a bit more about your quest, and the tasks Aeowyn has assigned you with. Later, much later, you will come back here... As one of the ancient stained glass windows tells you. You might want to map this entire place out, as this will give you a chance to earn experience points, gold, and booty. Anything that you don't need - sell, as every gold piece counts.

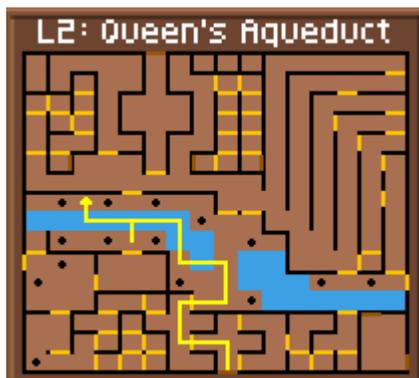


The real finishing point to this quest is at K,7. Be sure to have a lockpick with you. Pick the lock (facing south) at J,10 to get to a two - path corridor. Take the path to the west and you will receive your "promised" reward – as new skill, spell, and 1000 experience points, which will aid you in reaching the next level.

[1.4] The Aqueduct

Q: *What is the Aqueduct?*

A: It's the base testing area for new adventurers who seek Aeowyn's rewards.... The Queen, in her search for Immortality, built this as a way of controlling the waters that flow in and out of her palace. She then modified it to be just one of the steps, the first step towards her - and your - victory...



Q: *What do I need to do first?*

A: Once you first enter, go through the door on the left, the north. Go through the door on the east, and you will be in the center portion of the Aqueduct. This is where all the magic starts. First thing you need to do once you're on the bridge is get the rope. It is located at I,3. The water takes away 1/7 of your life every time you step forward (turning doesn't count), so be sure to drop on a platform when you can reach one. Note that you can't heal in the water.

Once you have found the Rope, stick it in your chest or quest bag and head to G,1. Pick the lock, turn west and go through the teleport. This leads to the Reservoir, which houses Lord Aqueus, who must be defeated to progress (remember that locked door North of the bridge? Also, once you defeat Lord Aqueus, you will be able to travel through the waters of the aqueduct without taking damage. (But be on the lookout for some particularly nasty whirlpools!)



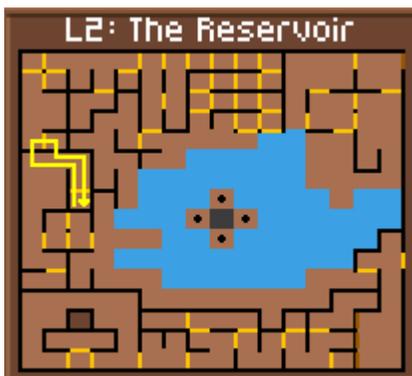
[1.5] The Reservoir



Q: *Alrighty, I made it to the Reservoir. What now?*

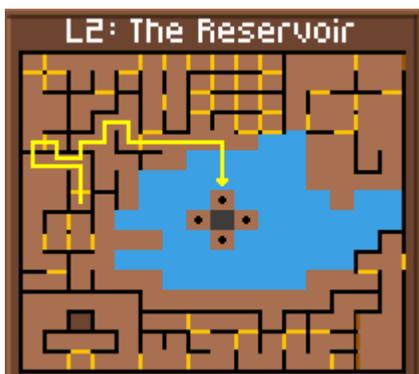
A: The goal here is to kill the Lord Aqueus. Once he is defeated you can progress further in the Aqueduct. There will be a door in the very first room, and 3 teleports on the SW wall. Be sure to talk to Kilam, the thief at A,16. He'll tell you how to open a certain door. Take the teleporter labeled "one of three" in runes. You'll be in a small room with a door to the south. Go through the door and to the west. You'll make a loop back to where you started, A,5. Now, go take the other path, to the east. Here, fight all the battles, and sip from the two fountains. Wizards will learn 2 spells here, Curse and Storm Wind, while others just get "refreshed".

Now that that's done, take the teleporter labeled "to two of three". You will arrive at H,3. Take the door directly to the west you you, then go 1 south, through the door at the west, and then make your way to I,3. Talk to the thief there.



After that, fight the battle at K,1, face north, and use the Detect spell or a Crystal Ball to find a hidden door there. Go through the door, turn right, and go through to talk to Sartiq the Giant. Turn south, pick the lock and go back to I,3. The thief will mark you.

Repeat the process to talk to Sartiq the Giant again, and he will teach you the true chant you need to know to succeed in opening the door to Lord Aqueus, giving his last life energy to you in burning the chant through into your mind. After that, go to K,3, face north,



and Detect (or use a crystal ball). Make your way to L,9 (you should only have to step into the water once), and go south 2 steps. Use the Rope (right click) to get some experience, gold, a Long Sword, and a Silver Bar. You might equip the Long Sword, or sell it if you have one or if it's not as good as the weapon you have now.



Go back to dry land (2 steps back north) and heal up. From there, go 2 steps east and make your way to M,15. The door should now be open. Go through and defeat Lord Aqueus. After you defeat him, go through the teleport at P,16 to the beginning of the level, and then back to the Aqueduct.

Q: *I keep getting killed by Aqueus in the Reservoir. Is there a simple strategy to beat him?*

A: The easiest way to defeat him is not to gain a dozen levels or press your luck trying to hit him with a 5,000 damage wound. It's to purchase a Basalt scroll from the Guild Hall, then use it on him. 9/10 times, you can petrify him before he knocks you out. If you're a thief, rob him (pickpocket) before killing him, it **might** be worth it! If you have the Petrify spell maxed, use it instead, as it will be more powerful. Most of the time, unless you are unusually strong, you have two chances to petrify him before you get killed. Another strategy is to use a Shaman Scroll, which will kill him in 2 rounds for sure, but a Shaman Scroll is expensive, and if you want to save money, you can always use the previous strategy.

Q: *Are there any peculiar spots in the Reservoir I should be on the lookout for?*

A: Certain guilds will get the Curse, Storm Wind, and Energy Field spell. As soon as I discover WHAT guild specifically, I'll put it here. The "spell" fountains are located at N,8, A,11, and the end of the passage way after going to the teleport "to one of three"

Q: *One more thing. How do I get into the square at A,3?*

A: This is part of the presumably abandoned Nexus Quest. After you've beaten the last Dralkarian, return to Gauntlet Droit and look at the stained glass at K,12, and walk through it. You'll be transported to the Reservoir. Then go back to Lord Aqueus' room, and walk through the glass at M,13. This will take you to the square at A,3. Unfortunately, there doesn't seem to be any real point to this.

Q: *That was a tough one. I'm back at the Aqueduct. What's my next destination?*

A: Next place you will have to complete is the Twinion Falls. This is not as tough as the Reservoir.

[1.6] Twinion Falls

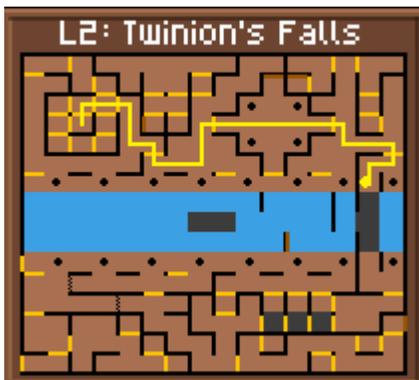
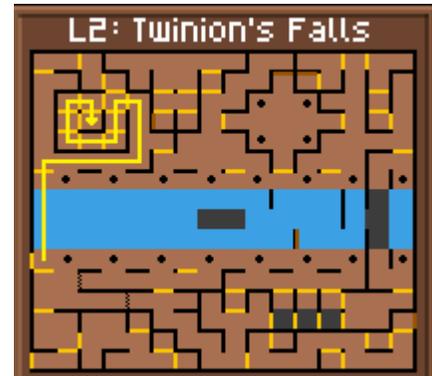


Q: *How do I get to Twinion Falls?*

A: In the Aqueduct, make your way to E,16 by detecting two hidden doors at L,14 and K,15. To the east will be the door to the Falls.

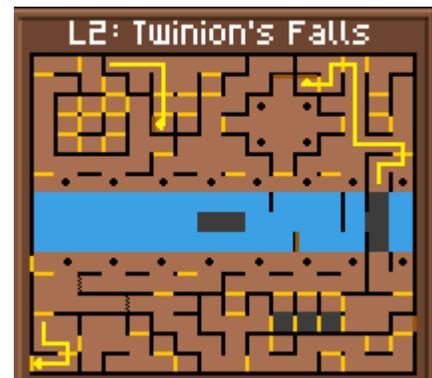
Q: *What do I need to do in here?*

A: Well, point is to get the Cross Key, and complete the Sluice Quest. To do this, from the entrance point turn north and go 5 steps forward. From there, turn east and go 4 steps forward. From there, turn north again and go 3 steps. Go through the door on your west and follow the maze of doors. In the center of this area you will get the Cross Key.



From there, make your way to the locked door in the "bridge" running along the eastern wall. Unlock it with the Cross Key, and go 2 steps to the Wizard who tells you not to "play" with the switches, which is exactly what you must do. Turn west to hit the switch, then head back out of the bridge area.

Make your way to the teleport at O,12 and walk through. Go through the door in the south area of where you are now, where you will have a choice between two doors. Take the western door to the Sluice area, which you couldn't access. From there, take the southern door which will give you experience points and gold pieces. From the SE corner of the Aqueduct, fight all the battles and go through the teleporter, to a new area that you haven't been able to get through to before.



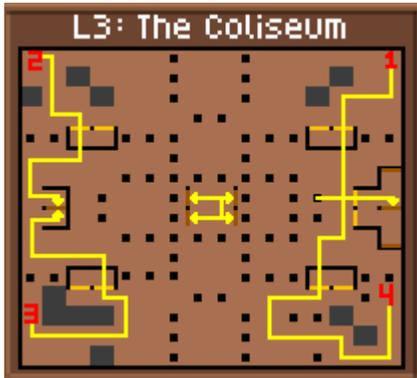
Q: *Are there any peculiar points I should be on the lookout for?*

A: At N,13 there is a wizard who will give you his drink in exchange for some gold, if you are the right guild. The drink will give you the Petrify spell. Also, there is a ranger looking for his companion cleric in the northern area of Twinion Falls. If you meet up with the ranger, then find the cleric which is in the area you get to from teleporting from O,12 then you will get an Elixir of Health.

[1.7] The Coliseum

Q: *What IS the Coliseum?*

A: The Coliseum connects the Queen's Palace and the Aqueduct. It is the ultimate test to your battle skills...so far.



Q: *What do I do here?*

A: There are 4 different arenas in the Coliseum. They are all about the same difficulty. "Solving" an arena means getting out of it alive. In other words, you must fight your way through to the exit of an arena, then go through to the double doors at the eastern wall to get your reward of experience.

Q: *Do I have to do all four?*

A: No, but it sure helps. The experience points here will be greater than any you've earned so far, so it's a practical place for gaining levels. You will have to do at least *one* arena to get through to the Queen's palace.

Q: *Are there any peculiar spots here I should be on the lookout for?*

A: There are several places where you can push aside the columns and find some useful items. Other than that, there aren't too much special spots.

[1.8] Queen's Palace

Q: *Well, I've made it here. What do I need to do here?*

A: The Queen's Palace is the last stage of her Proving Grounds. Your point here is to get the Queen's Key and talk to Aeowyn herself about your quest.

Q: *What path do I need to take?*

A: There are 6 different paths. Each has its own reward of experience (20,000 points each), but only once will you get to talk to Aeowyn and get her Key. The Queen's Key is used to open up the door in the SE of the Dungeon Entrance, granting you access to the Night Elf Ingress – where the fun begins :)

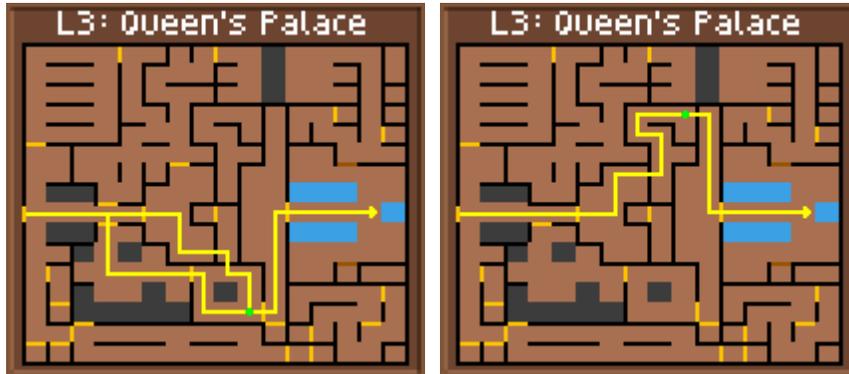
Q: *In the dark room that I'm not able to map, there seems to be no exit.*

A: Think again. The actual exit is in the NE of the room - the easiest way to beat it is to take the path that leads from the south of the dark room to the North instead of the path that goes north to east. Keep the fact that the exit is on a NE wall in mind, and you should have no trouble getting past it.



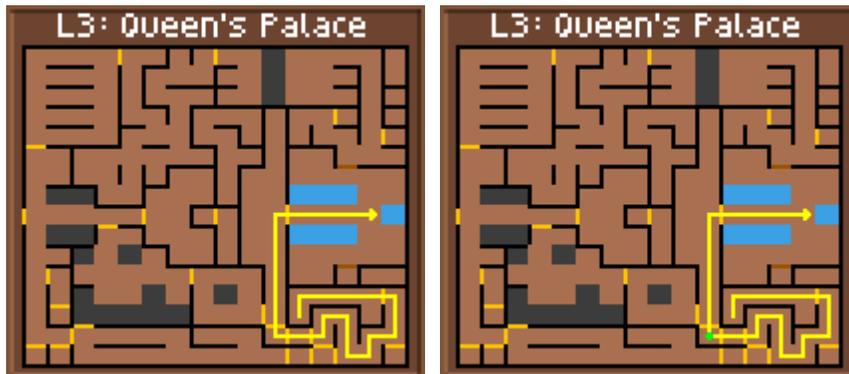
Q: *The battles in the middle Arena got me down. What am I supposed to do?*

A: The battles here are the toughest yet. You will have to cast Energy Field at the max level for the most protection, then Resist if you have it. If you don't have either of these, purchase a Scroll of Protection from the Guild Hall. You'll need lots of these to conquer the Palace.



Q: *I'm stuck in the southern path. There is a strange looking rock that I tried detecting, but nothing works. I'm certain that the path is here, but how do I get to it?*

A: Go around and see the old thief 1 north of where the rock is. You'll have to take a long path with several battles, but you'll eventually get to her, and she will tell you what to do.



Q: *What do I have to do once I have the Queen's key and know about my quest?*

A: You can either take the teleport on the northern wall of her throne room and go to complete more pathways, with more experience, or you can take the southern teleport in the Throne Room to go back to the DE and start off to the Night Elf Ingress. Congratulations, hero - you are worthy of Aeowyn's Map Quest!

Part B – The Map Quest

[2.0] The Night Elf Ingress

Q: *How about a review of what I accomplished so far?*

A: You gained levels, experience, and gold as well as learned new spells and skills. You proved yourself worthy of being one of the Heroes who will solve the numerous quests and step through to Immortality... Aeowyn has informed you of four ancient map pieces that, when combined - create the ticket to the ultimate challenge - the mighty beasts, the Dralkarians! Corpeus, Astelligius, Malos, Pluthros, and Juvalad all await you... But you're nowhere near to getting to the Guardians... for now...

Q: *What should I do after I've gotten the Queen's Key and returned to the DE?*

A: Use the Queen's Key on the SE door in the Dungeon Entrance. The key will set and the door will remain unlocked forever. There are two paths in all through here, but only one to the Night Elf Kingdom is now accessible.

Q: *Once I'm in the Night Elf ingress, where do I go?*

A: There are many different paths through the Ingress, which is the "base" stage for the Map Quest. The first thing you'll want to do is talk to Snicker, the thief at F,14. You'll find out he has three brothers, Sneer, Smug, and Smirk, who run different shops. After that, exit the room and enter again. You'll get an Iron Crown, which can be useful if you lack a piece of headgear. Finally, exit and re-enter once more, and he will lift some more of your gold - but give you a Thieves Ring. This is an extremely useful object - it casts a detect spell equal to Detect at level 12. When worn on your right or left hand, it also increases Agility. If you lack the Detect skill, this item is of great use to you. It does have limited charges, but it can be "refreshed" by exiting and re-entering the dungeon, via the Teleport spell. There are also several other exits here - one to the Statuary, one to the Vault (a pit in which you must jump. It is located at G,8) and an exit to the Lake Despair - which is deadly if you have the Life Jacket and even deadlier if you don't! This exit to Lake Despair is just for the "view" however - and has nothing to do with regards to progressing through the game. It can be accessed via two secret doors, the first one at D,4 and the second one at J,6.

Q: *What is the Skeleton Key for?*

A: Every guild can obtain their Skeleton Key quite easily. The key is to reach inaccessible areas in the dungeon, which have a "skull and crossbones" painted on them.

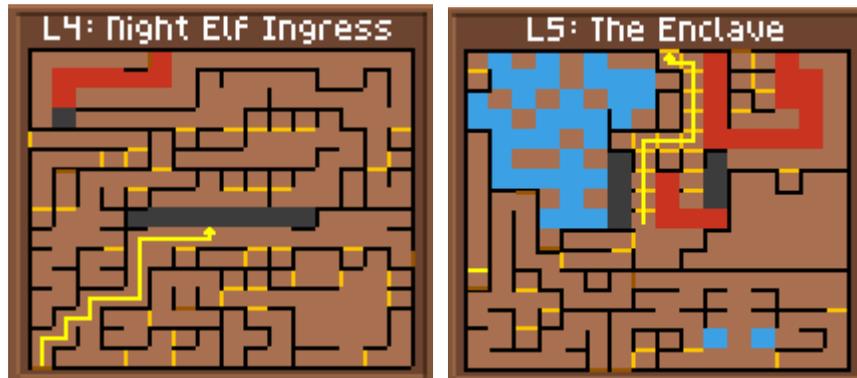
Q: *I've located some really weird scrambled words in the place called "clueless" in the Ingress. What are they supposed to mean?*

A: Together, they reveal a special hint. This doesn't mean anything now, but it will make great sense later.

[2.1] The Parchment Map Piece

Q: *Where is the first place I should go now? The Vault or the Statuary?*

A: The logical place to go would be the Vault. From here 3 more exits are available: one to the Carriage house (go 1 north of where you arrive and drop into the pit west of you), the Stables (from the place you enter the Vault, turn west and drop into the pit. However the one you should take now is to the north, the one to the entrance of Twinion Keep.



Q: *There's a weird chest in the Vault that has a diamond shaped lock on it. What do you do here?*

A: Once you have the Diamond Lockpick you can come back here to get some treasure and a 100,000 gold piece reward.

Q: *What do I do in the Twinion Keep?*

A: There is a hidden door 1 south and 1 east of where you will arrive. Face east and use the detect skill, or the Ring of Thieves Snicker gave you. Pick the lock, the head through to the "teleport" square 1 north and 1 east of where you are. You'll be teleported to a long hallway. Here there is another teleport which leads to the Thieves town, Tipekans. Leave it for now - you won't be able to get in anyway, and continue west throughout the hall. You'll run into a wall at the end of the hall with a left turn. Simply walk through the wall here - it's only an illusion - and continue south. Walk through the teleport and you'll land in another part of the Twinion Keep. Keeping along the walls (don't go into the center just yet) go along the walls to your east, south, and west. Once you are in the SW corner of the room, go 1 step north and you'll be teleported to the Wine Cellar. Make your way to A,1 and fight the battle to receive the Life Jacket. After that, take the easternmost door to Cliffhanger.



Q: *I can't pick the lock at the secret door near the beginning of Twinion Keep. What should I do?*

A: A Blue Lockpick (the best in the game) can be found in the Stables, accessible from the Vault.

Q: *I got my clue. What now?*

A: If you're a barbarian, you can get your Skeleton Key here. Go to L,4 and face north. The door will automatically open up for you. If you're of any other guild, go through the teleport in the NE to the Vineyard.

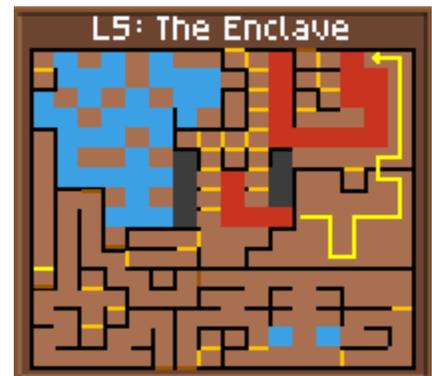


Q: *What do I do here in the Vineyard?*

A: You can get the Maze Key, which is for use in retrieving one of the map pieces from aMAZEing, accessible from the Statuary. Knight can also get their Skeleton Key here. Go to K,14, and face south. The door will automatically open for you. You'll need to detect a secret door here - go to I,11, face west and Detect (or use a Ring of Thieves). Go to the easternmost door and go through it, where you will find the Maze Key. After you get the key, DON'T go back to the southern part of the Night Elf Ingress. Instead, jump into the pit at H,12 to get to the Fringe of Madness.

Q: *Is there a way out of here? I'm trapped!*

A: Yes, there's a way out - just follow these directions very carefully from the exact place you drop into the Fringe: Go 1 step forward, turn right, go 2 steps forward, turn left, 1 step forward, turn left, 2 steps forward, turn right two times, two steps forward, turn left two times, two steps forward, turn left, 1 step forward, turn right, and then walk through the illusionary wall right in front of you.



Q: *Phew. I'm out of THAT mess. Now where do I go?*

A: This is the first Map you'll get - the Parchment map, plus 200,000 experience points. From the exit of the Fringe, take the path to the east and follow along the path, fighting several battles. At the end of the path, you'll receive the Parchment Map.

Q: *Alright, now what?*

A: Now that you have one of the legendary map pieces, teleport out and level up. After that, you can either take the top entrance to the DE, or the bottom entrance back to the Fringe. It is wiser to take the top entrance back to the DE as it's quicker, and you'll be automatically healed and your mana will be restored.

[2.2] aMAZEing, The Statuary, and the Slate Map

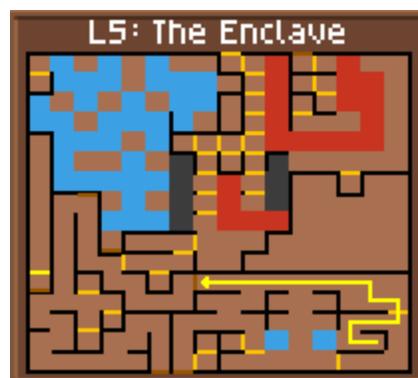


Q: *How do I first get into the Statuary?*

A: The portal to the Statuary part of the Enclave can be located in the Night Elf Ingress, on the eastern wall.

Q: *Once I'm in the Statuary, what do I do?*

A: There are 3 portals available from here now, one to the graveyard (only if you have the skeleton key) one to aMAZEing, which is your next destination, and one to the Ballroom, which will only appear once you've done the Lockpick quest. Clerics can also obtain their Skeleton Key here. Go to B,8, face east and the door will automatically open for you. The portal you want to take is the one to aMAZEing, which can be located in the far NW corner of the Statuary.



Q: *It would be aMAZEing to get out of here. Any tips?*

A: First thing you'll want to do here is take the path to the east once you arrive. Follow the path along until you come across two doors: Harmony and Chaos. Enter the door that has your alignment's name on it, and you will receive a Guardian that protects you from the hazardous areas of this map, and also serves as a good shield, plus the Harmonic Guardian casts Resist in battle, and the Chaotic Guardian casts Backfire. Do NOT go into the door that is opposite your alignment. You'll lose many experience points and gold pieces for not following directions. Once you have the you Guardian equipped, head back to the start of the level.

Note that throughout the level there are certain "teleport squares" that warp you to different points on the map, and even back to the Statuary or the Night Elf Ingress. These are to throw you off, and more often than not, it's wise to use your True Seeing spell or a Crystal Ball to detect any that might be around.

After you make it back to the start of the level, make your way to M,1, face north, and use the Detect skill (or a Crystal Ball or whatever). Go through the hidden door. Make sure that before stepping on "suspicious spots" that they are not teleport squares, or you'll have to do the whole thing over again.

From there, make your way through the hallway. Be sure to read the plaques, when you find which one is written in your race's language, be sure to jot down the clue it gives you. It will be vital to your survival later in the Cartography Shop. After you do that, make your way to L,13, face south and detect. Go through the hidden door, avoiding any teleports. Go 1 step south, 1 step east, 1 step south, face east and detect. Go through the hidden door, then go 1 step north, 1 step east, 2 steps south, face south, and detect. Go through the hidden door, then go 1 step south and 1 step west, fight the battle and you will receive the Stone of Awareness.



From there, make your way back to M,1 (using a teleport square *might* help). From there, go east, following along the path and avoiding any teleports, until you reach L,9. Face south and use the Maze Key which you got at the Vineyard. Take the following path: 1 step west, 3 steps south, 4 steps east, 1 step north, turn west. The Stone of Awareness will make a door visible. Go through the door, face north, and detect. Walk through the door, and you will get the Slate Map, plus 200,000 experience points.

Q: *Is there anything else in this maze?*

A: Yes. First, make your way back to the beginning of the maze. Once there, take the northern path again, and then turn east when you have the opportunity. Here you will find another path, with two doors that appear when you turn to look at them. One is the Tool Shed, and the other is the Gardener's Shed. Harmonics should go to the Gardener's Shed and Chaotics should go to the Tool Shed for rewards of gold and booty. Don't enter another alignment's room however, or you will lose 20,000 gold pieces. The second thing here is along the path from the tool and Gardener's Sheds. After getting your reward from the shed, continue east along the path, and make your way to E,7. Fight the battle here to receive the Tnerpes Key, which will grant you a lifetime path to Tipekans.



[2.3] Tipekans, The Armory, the Races, and the Leather Map

Q: *What do I need to pick up before I go after the Leather Map?*

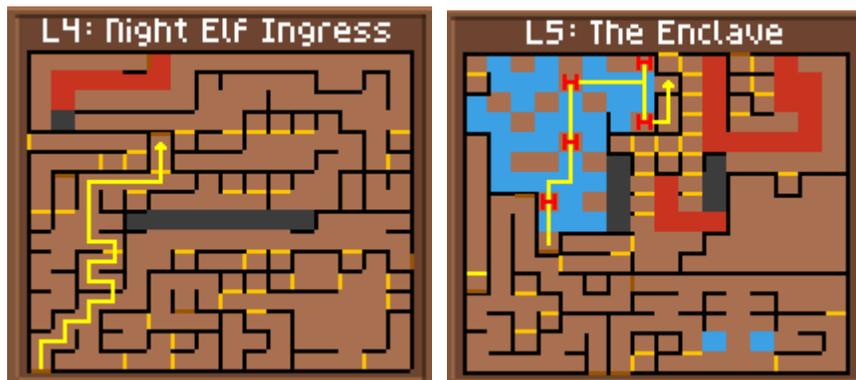
A: You should already have your Skeleton Key, as well as the Life Jacket from when you picked up the Parchment Map. You should also have the Tnerps key from when you collected the Slate Map. Now you need to pick up one more key: the Fellowship Key.

The Skeleton Keys are located as follows:

Barbarians	Twinion Keep (M,4)	Go to L,4 and face north. The door will automatically open up for you.
Knights	Night Elf Ingress	Go to K,14, and face south. The door will automatically open for you.
Rangers	Twinion Keep (G,2)	Go to G,1 and face west. The door will automatically open for you.
Thieves	The Enclave (E,6)	From the entrance of Dark Alley, follow the path along to the very first door which will appear on your right. Go through the door, take one step forward, turn right and the door will automatically appear.
Clerics	The Enclave	Go to B,8, face east and the door will automatically open for you.
Wizards	Night Elf Ingress (F,8)	From the entrance, go to F,10 and face west. The door will open automatically for you.

Q: *Where can I find the Fellowship Key?*

A: The Fellowship key can be found across Lake Despair. There are two entrances to Lake Despair: the northern entrance is accessible through the Carriage House in Twinion Keep, while the southern entrance is accessible through Clueless in the Night Elf Ingress. For this guide, use the Clueless entrance. Make SURE you have the Life Jacket equipped! From the entrance, go 2 north and heal. Go 1 step east, 3 steps north, and heal. Go 3 steps east, 1 step north, and heal again. Go 3 steps south to the platform at M,8. Be sure to heal fully. Go through the door and head north through the hallway, where you will receive some booty and the Fellowship Key. Teleport out and return to the Night Elf Ingress.

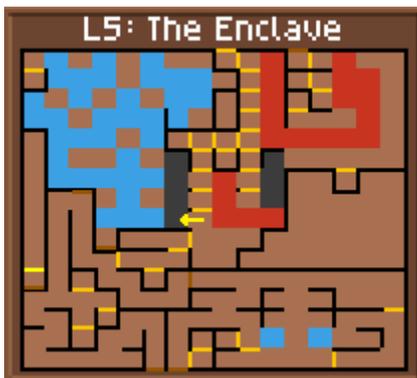


Q: *Why do I need to complete The Armory?*

A: You will receive a Luminous Lantern, which will ensure that you are successful later in the Graveyard. Also, you will have the opportunity to get the Reforged Skeleton Key, which will be required in the Rat Race and the Race Track. You can also receive your Guild Armor here; Barbarians get a Barbarian's Plate, Knights receive a Knight's Breastplate, Rangers will get a Ranger's Chainmail, Thieves will snatch a Thief's Cloak, Clerics will discover a Cleric's Chainmail, and Wizards will find a Wizard's Sash.

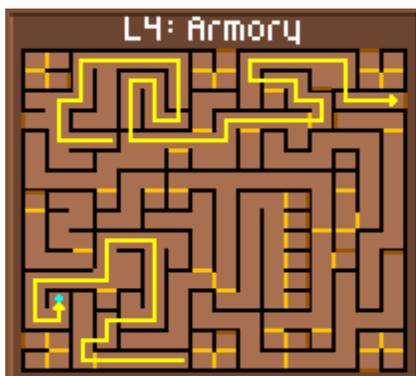
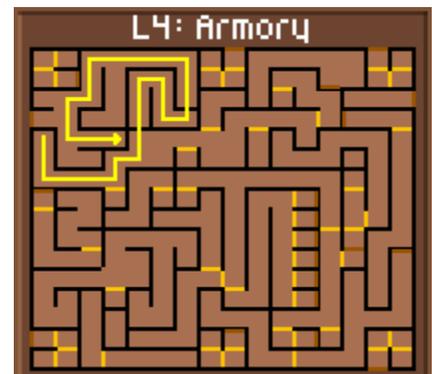
Q: *Now that I know why, how?*

A: You can get to the Armory from the Stables. The easiest path to take would be to drop to the Vault from Night Elf Ingress and take the pit to your west immediately after you drop in. From the Stables, you can go to the Breezeway via a teleport in the western section of where you arrive. Follow the passageway along to the teleport to the Armory.



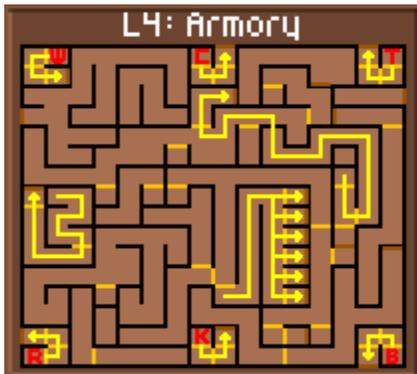
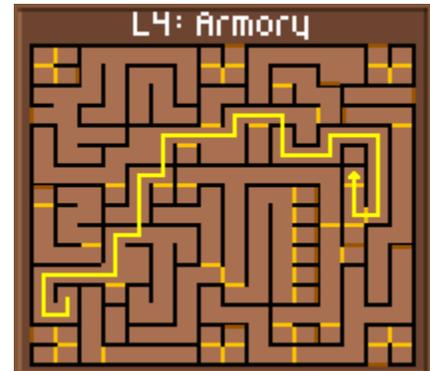
Q: *I'm lost in The Armory. All around, shields smack me on my head, I get hit with poisonous darts, and seem to be stuck in the middle of nowhere. What's the point here?*

A: When you first arrive in the Armory, be sure to have the Fellowship key, which can be found in Lake Despair, and the Skeleton Key. From there, the first thing you must do is disable the traps in the NE section so you can go through. Make your way from the entrance to L,5, face north, and detect. Go through the hidden door and follow the path along to M,7, where you will face north and detect once again. From there, follow along the hallway and make your way to L,4. Face east to disable the traps.



Now that you've done that, take the hallway back out and into the main room. Go to M,12, face east, and detect. Go through the hidden door, follow along the path to the east, then turn to the west and go through the western door. Follow along this path to north, then to the east. You'll come across a door and a teleport. Go through the door, NOT the teleport, and go through the teleport beyond. You will arrive at A,7. From here, go west to B,3, face east, and detect. From here, take the hallway around to D,2, where you will receive the Spidersilk Helm. Be sure to keep the helm; you will need it for a purpose other than headgear.

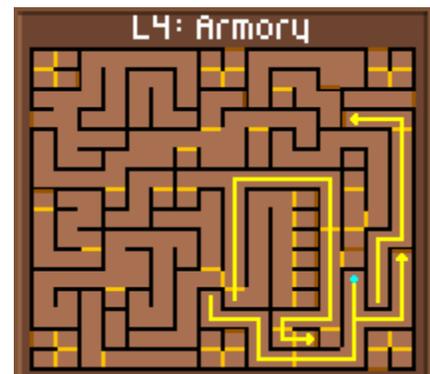
From this room, go back into the main room. From the main room, make your way to M,11, face south, and detect. Follow the passageway to the door at the end, where the guard will let you in IF you have the Spidersilk Helm. Go through the door, go 1 step north, and detect. Go through the hidden door, where you will hit against a wand on the door, which opens a door in the middle of the room.



Go back to the main room and go to L,8. Face north and unlock the door with your Fellowship Key. Take the teleporter beyond this door, which will lead you to another hallway. Take the southern path, pick the lock of the door that is locked, and follow through to the teleporter at the end of the passageway. Take the yellow path to a series of doors. Walk south, looking at each of the doors until you find the one for your guild. To tell which one is for your guild, look at them, and the one that has the message "there is a skull and crossbones scratched into the door" is the one. Unlock it with the Skeleton Key and go through the teleporter beyond. From there, you will be teleported to 1 of 6 different 4-square areas in the corners

and middle of the Armory. Before going through the teleport (this is important) make sure to go through the doors. You will be given your Guild Armor, and both the Skeleton and Fellowship Keys will be taken from you. However this is necessary. From there, take the teleporter out.

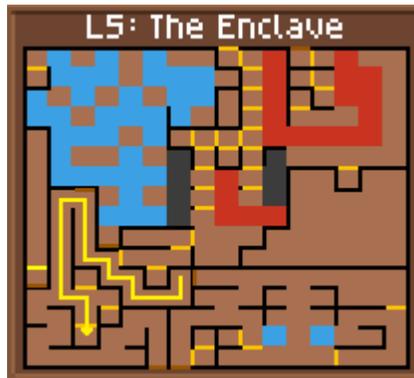
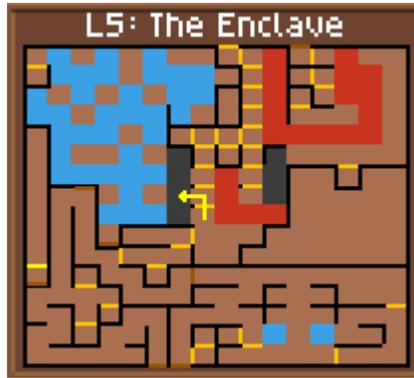
Now, head north through the door and follow the path north until you reach a wall. From there, go east, and then south. The door will now be open. Take the path along to B,12, where there is a teleport. Step through the teleport, then follow the next path along to yet another teleport. Go through this teleport, make SURE you have the Spidersilk helm, as the poisonous darts here will kill even the strongest character in 2 steps. Walk through to E,14, where you will receive the Luminous Lantern. Keep it, as you will need it in the Graveyard. From there, go back to where the "fork" in the road was and take the path to the east and then the north. From here, take the teleporter to the Vault.



To receive your "reforged" Skeleton Key, simply go back to the area where you originally found yours. Note that your new Skeleton Key will look exactly like the original, even having the same name, but it is really reforged. Plus, this "new" key will be required in the Rat Race and the Race Track.

Q: *I'm back at the start of the Ingress now. What should I do next?*

A: Your next move is to snatch the Leather Map and a clue from the Rat Race and the Race Track. Don't let the name fool you - Race in these stages means what species you are (orc, troll, elf, human, etc.). First thing you will need to do from the Ingress is get the Emerald Lockpick out of Dark Alley.

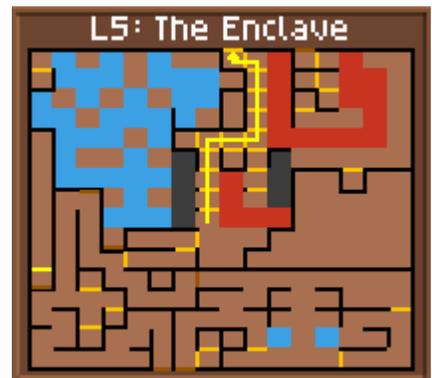


To get to the Dark Alley, you must first get to the Carriage House. Do this by going to the Vault, going 1 step north of where you arrive, and then then falling into the western pit. From the Carriage House, follow along the path to the north. Ignore the first teleporter to Lake Despair - you'll get there later, and follow along the path to the second teleporter. Go through the teleporter to the Dark Alley. From there, follow along the path, not going through any doors or teleports until you reach a fork in the road. From there, go up against the wall, and go 1 step left, 1 forward, and through the door in front of you. Fight the battle to get the Emerald Lockpick.

Note: Thieves can also get their Skeleton Key here. From the entrance, follow the path along to the very first door which will appear on your right. Go through the wall, walk facing the wall on the right, and the door will automatically appear.

Q: *What do I do once I have the Emerald Lockpick?*

A: You must trade lockpicks at the thief town Tipekans to gain access to the Ballroom. Make your way to the Vault from the Night Elf Ingress, then once there, take the teleporter at the northern end of it.



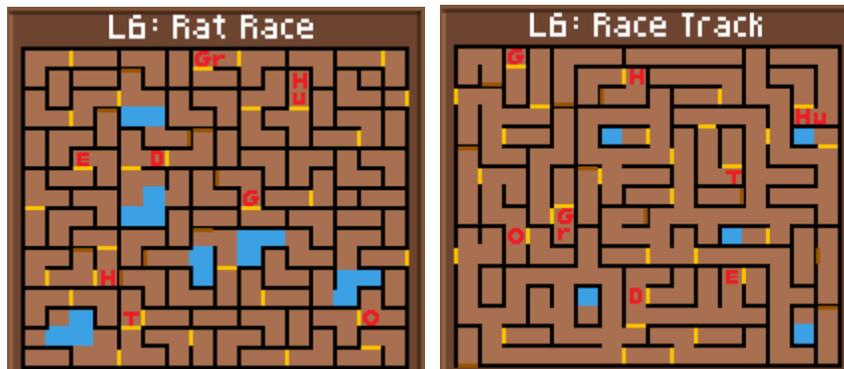
Q: Now I'm at the Ballroom. Where should I go first?

A: You'll have to detect your way out of the room where you arrive. Go 1 step south and 1 step east, face east, and detect. From there, go to D,9, face west, and detect. From here, you may enter the Rat Race via the teleporter at D,7. If you have the Key of C, you can open the door at C,6, where you will find 2 fountains. One will give you knowledge, and the other will poison you.



Q: What do I do in the Rat Race?

A: In here, you will be able to obtain a map piece, and a clue to your "tokens". This room is paired with the Race Track. It's very frustrating, as you must find your race's door. There is a hint on these rooms however - the locations of the doors. The doors are as follows:



	Rat Race (Token Clues)	Race Track (Map Pieces)
Dwarf	K,6, face east	D,8, face east
Elf	K,3, face south	E,12, face east
Gnome	I,10, face south	P,3, face south
Gremlin	P,8, face south	H,5, face north
Halfling	E,4, face west	O,8, face west
Human	N,12, face south	M,15, face north
Orc	C,15, face west	G,3, face east
Troll	C,5, face east	J,12, face north

Use the maps in the Atlas above which indicate the one-way and secret walls and doors in both maps. Make sure that you get the message "there is a skull and crossbones scratched into the door" when you reach your race's door. Then, use your (reforged) Skeleton Key, and go through the door. In the Rat Race you will get your clue, and in the Race Track you will receive the Leather Map - the third of four.

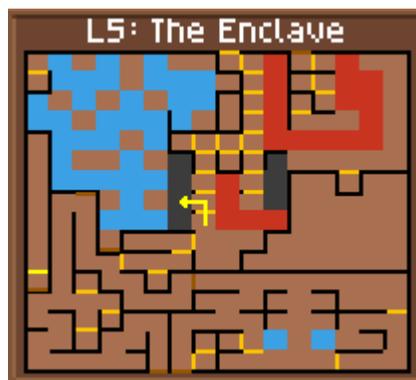
[2.4] The Graveyard, Snake Pit, and the Snakeskin Map

Q: Now, how do I get the fourth map piece?

A: To get the last map piece, you must first have the following items: your Skeleton Key, and the Luminous Lantern from the Armory. This will make sure you are successful in the quest.

Q: Okay, where do I go from the entrance of the Night Elf Ingress?

A: Take the pit to the Vault. Go one step north from where you arrive and take that pit to the Carriage House. Turn around, detect the hidden door, go one step forward, detect another hidden door, and follow the passage to the Graveyard.



The Graveyard is a very tough area as it cannot be mapped. However, you can have a slight orientation of where you are if you run into a room that has a torch; then you can get a glimpse of the dark graveyard before the winds douse your flame. The first thing you will need to do is get the Snake Charm from the crypt. This magical medallion will prevent you from being killed instantly by the fearful Giant Asp, and turn him into a weakling snake.

From the entrance of the graveyard, take the gated designated the "NorthEast Gate" on your right. From there, go forward until you run into a wall. Fight the battle there and turn west. Walk forward until you reach another wall. Go 1 step west, 1 step north, 1 step east, and unlock the door in front of you. Go through the door and detect the 3rd wall on your left. Go through the hidden door and follow along the passageway to your west. When you come up to the locked door at the end of the passageway, use the Luminous Lantern. The door will now be unlocked. Go through the door and take the passageway to your right. When you run into the first door, go through it. Go 1 step north, turn left, go 1 step north, turn left, go 1 step north, and you will end up at the Crypt.



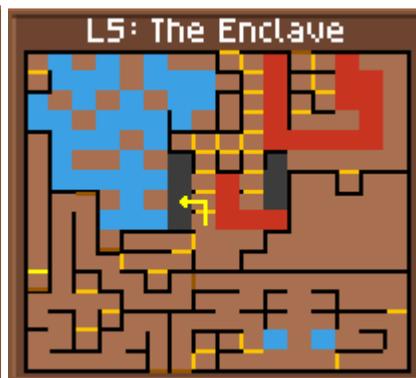
Q: *What do I do here in the Crypt?*

A: In the Crypt, your main goal is to get the Snake Charm to be used in the Snake Pit. From the entrance, make your way east to A,16, face north, and detect. Go through the hidden door, make your way to D,11, face north, and detect. Go through the hidden door, go 1 step west and you will get the Snake Charm. Your Luminous Lantern will fade and dissipate when this happens, but you won't need it anymore anyway.



Q: *What do I do next?*

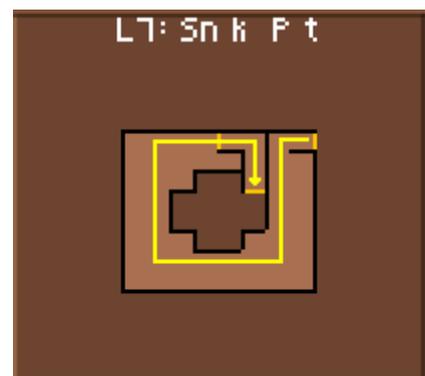
A: With the Snake Charm, go back to the entrance the Graveyard via the Carriage House.



From the entrance of the Graveyard, once again go through the same way as you did for the Snake Charm _except_ this time don't go through the locked door to the old tomb. Instead, ignore it, turn east (assuming you are facing the door) and walk along the passageway until you run into a wall with a torch. From there, turn east and go along the path, not taking any turns until you fall into and open grave. From the grave, go 1 step forward and 1 step east, then walk through the door. Take the door beyond it to the Snake Pit (termed Sn k P t in the game).

Q: *What is my goal in the Snake Pit?*

A: To get the Ruby Lockpick. From the entrance, simply go along the path, fighting the numerous snake battles until you reach the door on the other side of the room. Be sure that you have the Snake Charm when you go through this door, or otherwise, you'll be dead before you realize it. Go through the door, and the Giant Asp will retreat, fearing your magical talisman. Follow it, and you'll eventually come to fight it. Kill all the enemies, then step 1 step south to the Ruby Lockpick and some other treasures. From there, take the door to the south to return to Night Elf Ingress.

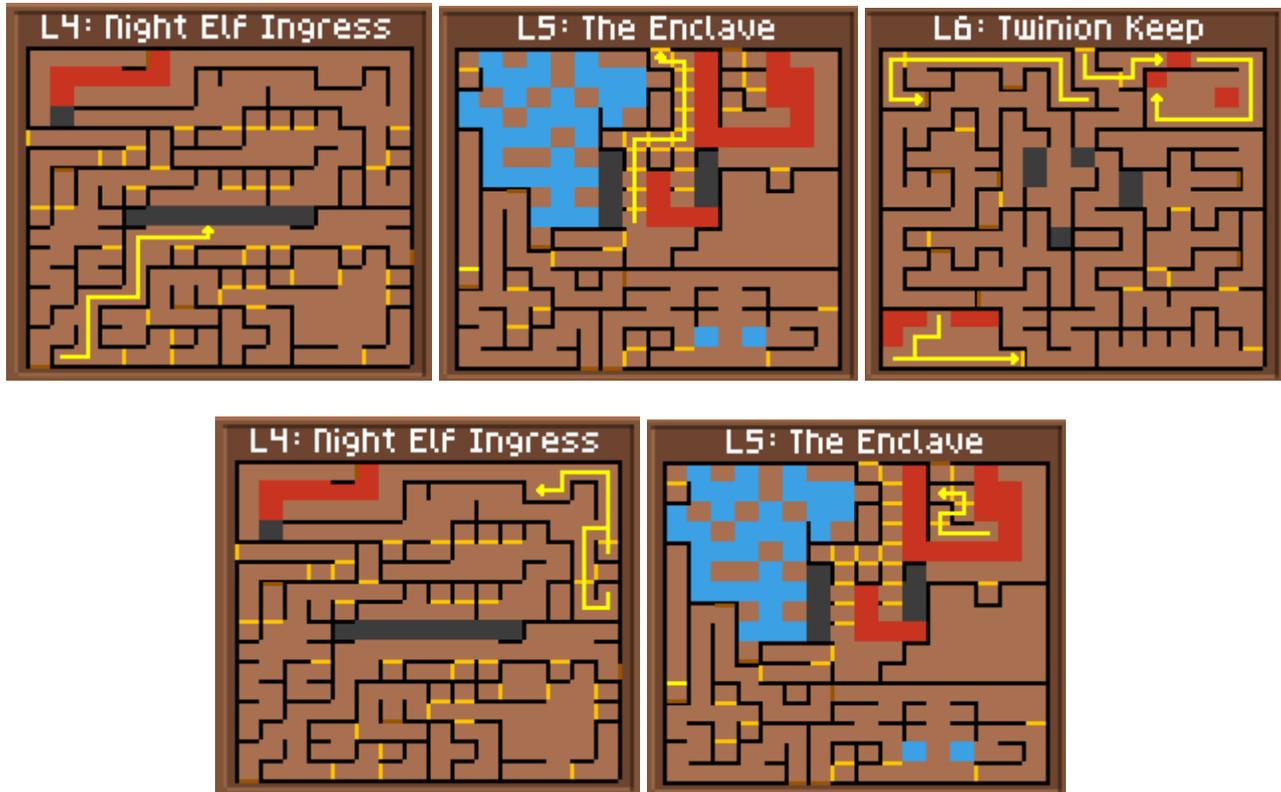


Q: Now that I've got the Ruby Lockpick, what do I do with it?

A: The Ruby Lockpick is used to open the shops of the Snicker's three brothers, Sneer, Smug, and Smirk. Smirk is the only honest brother who will lead you to the path to the Snakeskin Map, the others will merely throw you off track. The good thing is you don't lose your lockpick when you take the wrong path. The bad thing is, not surprisingly, the path to Smirk's Emporium is a tough one.

Q: How do I get to Smirk's Emporium?

A: If you have the Rope from Tipekans, you can go to the Infirmary, and swing your rope over a rock by going through one of the doors instead of going through the teleporter.



[However, if you don't have the Rope, you will have to go through the Fringe of Madness to get to the Library section of Twinion Keep. The easiest path to take to the Fringe is through the Ballroom; the easiest path to take to the Ballroom is through the Statuary. From the entrance of the Statuary, go through and face the statue of Lord Zzuf. It will move aside and you can go through the eastern teleporter to the Ballroom. From the Ballroom, take the teleporter to the Gallery, from which you can get to the Vineyard, where you drop into the easternmost pit to the Fringe of Madness. Once you get through the Fringe (for directions, see the Parchment Map quest), take the pit to the west of where you emerge.]

You will be dropped into the Library. Walk to I,13, face south, and detect. Go through the door and make your way to F,5. Face south and use the Ruby Lockpick. Smirk's will be open for business. Go through the door and follow the path to the east. Walk through the teleport and you will be at Tipekans.



Q: *I didn't know there was going to be a test. These questions are getting me down.*

A: Here are all the answers to the True/False questions.

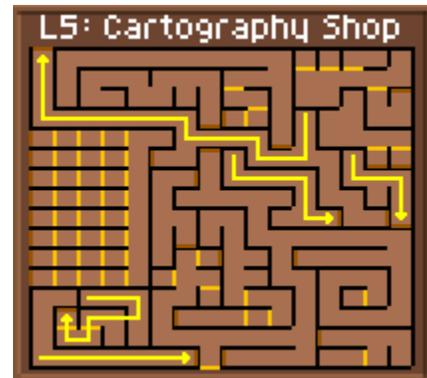
- (1) Unity Fountain is found in Rat Race - **True**, walk east.
- (2) Fellowship Fountain is located in the Armory - **False**, walk north.
- (3) Harmonics should visit the Tool Shed for a reward - **False**, walk east.
- (4) Smug owns a Pawn Shop - **False**, walk south.

From here, make your way to C,15, face south, and detect. Go 2 steps south, face west, and detect. Hit the fountain in the western square of this room, to get an attribute boost. From there, go back out the secret door and through the teleport. From here, go 1 step south and 1 step west. Go through the door to the south and follow along the passageway to meet Kalydor, who gives you a token. From there, follow along to the next riddle.



- (5) The Vault is found in the Twinion Keep - **False**, walk west.
- (6) Angel Fountain is found in Cliffhanger - **False**, walk north.

In the next area, take the eastern path to the teleport. Follow along this path until you reach a small room where you seem to be stuck. From the entrance of this room, go 2 steps east, 1 step south, face west and detect. Follow this path to meet Syrene, who gives you a token. Go through the teleporter.



(7) The Emerald Lockpick is exchanged for the Diamond Lockpick - **True**, take the door to the south.



Take the teleport, follow along the path again, and you will meet Dabealis, who gives you a token.

- (8) The only way to Race Track is from the Rat Race - **True**, walk north.
- (9) A bard sings his tale in the Cloister - **False**, walk east.

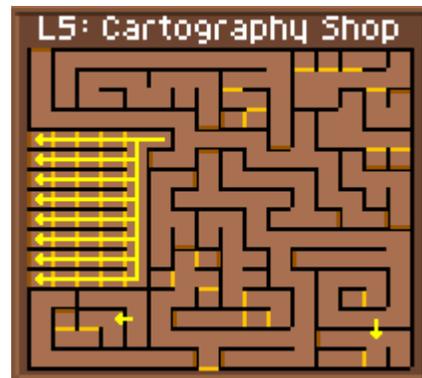


From here, you will meet Syrene, who gives you your final token. Go through the teleport. This is where you will use your clues. If you have pieced your clues together and know in which order to use them, go ahead through the door for your Race. If you haven't figured your clues out yet, see the next section.

Q: *I can't piece my clues together. How about telling me what goes with what race?*

A: If you lost your clues regarding to your tokens, or didn't find them in the first place, or can't figure them out, here is the order of tokens for each race:

- Human: Coral, Topaz, Pearl, Ebony
- Orc: Pearl, Opal, Coral, Topaz
- Elf: Ebony, Opal, Coral, Topaz
- Troll: Opal, Coral, Topaz, Pearl
- Gnome: Ebony, Coral, Opal, Pearl
- Dwarf: Opal, Topaz, Ebony, Coral
- Halfling: Topaz, Pearl, Ebony, Opal
- Gremlin: Pearl, Ebony, Opal, Coral



Q: *What do I get now?*

A: Walk through the doors with the correct tokens and you will meet the Queen and receive a Whole Map. Plus, you'll get 2,745,000 experience points, which should boost your level. Once you have the whole map, proceed to the Dungeon Entrance and go through the door that you originally opened with the Queen's Key. Face the plaque that is on the northern wall, opposite the teleport to the Night Elves' Ingress, and the map will let you pass. From here, go into the teleport beyond to ultimately meet your Fate...

[2.6] Loose Ends

Q: *What loose ends?*

A: There are several spots in the Night Elf Ingress where you can get a special reward for visiting. So far, I've only found a handful of these spots.

Q: *Where can I find them?*

A: Here they are. Simply visit these fountains to get a skill/spell:

- (1) Cliffhanger. If you access this area from the Wine Cellar in Twinion Keep, you'll find there is a pit with a boulder protruding over it and a fountain that you appear not to be able to reach. You'll need the rope from Tipekans here, which is accessible when you do the "lockpick quest"

or exchange lockpicks to get to the Ballroom. Once you have the Rope, simply go to that point and step into the pit. Walk around the ledge to gain a skill.

(2) The Carriage House - There is an unsightly pit in the southeast corner of here (when you access it from the Vault). Walk into this pit, which isn't a real pit, just some hole that you'll injure your ankle in, face east, and walk through the wall. Visit the fountain there.

(3) The Ballroom - In here, there are two fountains. You'll need the Key of C to open the door to them. The southern one blesses you and the northern one poisons you, or so I believe, but the poison isn't deadly, so you can visit both without getting killed.

(4) Race Track - Access Race Track from any TP in the Rat Race. Once at the "official" entrance, which is about 2 steps south of the northwest corner, make your way to B,6, face north, detect and pick the lock to open the secret door, and once you're done with that, go 2 steps north to get the Poison Cloud spell, or so I believe it is the same for all races/guilds.

(5) In the Rat Race, there is a fountain located at O,16. Visiting this fountain will either get you a spell, or it may fetch you nothing at all - once again, unfortunately, I don't know which races/guilds get what here.

Part C - Prelude to the Dralkarians

[3.0] Prelude to the Dralkarian Quest

Q: *Clue me in on what I've accomplished so far.*

A: Before you get to the Dragon's Ire, you will be explained to that the dralks require extreme measures before you can reach them. Each one posses a unique ring that allows the five to control and guard the Portal of Time. You are not told this, but each of the dralks resides in their unique home, but their throne rooms are located in Spheres Asunder. However, the Dragon's Ire is just the first step towards the mighty beasts... you will be required to explore a maze of areas deep inside Yserbius and under Twinion before you are gained access to the five portals that lead to them.

[3.1] Dragon's Ire and the Chessboard quest

Q: *How do I get started in here?*

A: The Dragon's Ire is proof to the civil war between the Praxis and Erebus fiends that dominate the domain. The crumbling walls and crushed floors here act as the testimony. The wars here have carved out long series of pits and tunnels, rivers of lava and ancient teleports. First off, you will need to complete the Chessboard quest. For this, you will first need the Lava Glove. This fulfills the words of the carving in Gauntlet Droit, which states that you will come back here much later, when you are stronger and more experienced. For now, just go and get the Lava Glove from Gauntlet Droit. You should have no trouble with it at all.

Q: *What do I do once I have the Lava Glove?*

A: Then, you must reach the Chessboard. Doing this requires a series of steps on fake pits, so watch your way and make your way to the pit at O,5. Step forth and into it, as it is illusionary. From there, make your way to the door to the east. From here, you will need the Lava Glove. Face each one of the lava spots until your lava glove starts "glowing with white-hot intensity, pulling you in this direction". This signifies that the lava square in front of you is illusionary. Step through the lava river in this manner until you reach the double doors at K,13, and L,13.

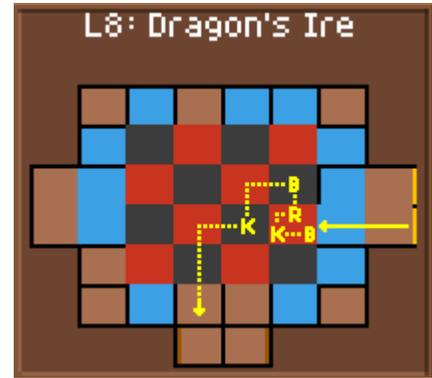


Q: *I'm in the Chessboard. What do I do?*

A: Here's how it works; this chessboard is a more interesting version of the one that Arnakkian built so many moons ago. Each time you step on a square, you will fight a monster. It will be either a knight, rook, or bishop. Knights, as in chess, go 2 steps forward and 1 to the side. Rooks and bishops however, respectively move 1 step either up and down and side to side, or diagonally. Every time you defeat one of these monsters, you will gain its powers; so if you defeat a rook, you will be able to move up/down/sideways, and if you defeat a bishop you will be able to move 1 step diagonally. Note that in some squares, the pieces you will encounter alternate between

Bishops, Knights, and Rooks (in that order).

From the entrance, go to the first square and fight the Bishop there. Now, go 1 step east into the water, and walk 1 step forward again. You will fight a Dark Knight. Defeat him and walk 1 step east again. Walk back into the square and you will fight a Lava Rook. Defeat him and face north. Take 1 step forward, and you will fight a Bishop. Defeat him and face south. Take 1 step and you will fight a Knight of Darkness. Fight him and face south. Take 1 step and the Chessmaster will turn you away, claiming you are not powerful enough. Walk back to the entrance of the chessboard and repeat the procedure. This time, when you get to the Chessmaster, he will get angry and fight you. Defeat him, then walk 1 step south.



Don't go in the teleport yet, however - you have yet another Chessmaster to defeat. From that spot, teleport out. Go into the Guild hall to gain any levels you might have gotten and use the TOP DE to get back to the very first level, the Dungeon Entrance. From there, walk to Dragon's Ire and go back to the Chessboard. Before this step, you may have noticed that the chessboard is perfectly symmetrical - except for the battles. This solves your next step. Simply put, you will have to walk to the west side of the Chessboard, toward the small square of water that is "looking out" of the west side to the actual Chessboard.

Defeat the rook and face north, walk 1 step forward, and fight the bishop. After defeating the bishop, face east and go 1 step forward. Fight the knight there and defeat him. From there, face south, and take 1 step. The Master Praxis will turn you away at first, but bug him a second time and he will rise to your challenge. Defeat him, then go 1 step south to your reward. It is wise to defeat both masters for the experience; however it is not required.



[3.2] Dragon's Flame

Q: *That wasn't so hard. What's next?*

A: Next is the Dragon's Flame quest. This quest is not very simple, but it is still not as hard as some of the ones you still have to face. Still, it forms a formidable challenge. You can gain access to a Dragon's Flame by defeating either one of the Chessmasters; the shortcut doors are only accesible after you kill them. If you defeat both, you will have a choice of which Dragon to help:

Help Osterog



Help Gambril



Osterog or Gambril. You can also enter Dragon's Flame without beating a Chessmaster by using a teleport in the southeast corner of Dragon's Ire, but will only be able to help Gambril.

Both of the Dragons would tell you that they are fighting with their rival dragon (Osterog and Gambriil are rivals, as you may remember) and will reward anyone greatly if they bring them proof of the kill. Sadly, you can only do one of the Dragons' quests, but however they will give you the exact same treasure and rewards, so even if it was possible to help both of them, it would earn you nothing more than a double load of treasure.



With that out of the way - here is the description: the Dragon's Flame is mostly a roughly circular layout on the outside walls, where you have to go around and find 4 different wizards. The wizards can cast spells that you are not aware of and will never get: the Charismatic Aura, Invisibility, Vapor Cloud, and Chameleon Shroud. As either Dragon tells you, your success may depend on greater magic than you know, or in other words, you will need to visit the wizard for additional magic protection. There are also 3 "lost companions" in the center of the map: a knight, a cleric and thief.

Once you have spoke with your dragon, take the teleport. You will be in one of eight (!) different start locations, depending on which dragon you're helping and what race you are. Go to any of the wizards, and then take the teleport just past them. This will take you to the four teleports in the center of the stage. The teleports will take you to the south, west, east, and north parts of the center, but not respectively; the order changes with race. Which teleport you should take depends on which wizard you visited and your race.

Wizard / Spell	Race	Use Teleport	To Go to
Majikul (Vapor Cloud)	Gnome & Elf	North	K,2
	Troll & Gremlin	South	
	Human & Orc	East	
	Dwarf & Halfling	West	
Mirloch (Charismatic Aura)	Troll & Gremlin	North	F,4
	Gnome & Elf	South	
	Dwarf & Halfling	East	
	Human & Orc	West	
Aillacsar (Invisibility)	Dwarf & Halfling	North	D,13
	Human & Orc	South	
	Troll & Gremlin	East	
	Gnome & Elf	West	
Artsenis (Chameleon Shroud)	Human & Orc	North	N,13
	Dwarf & Halfling	South	
	Gnome & Elf	East	
	Troll & Gremlin	West	



From whichever of the four points you end up at after going through the teleports, go to the alcove at E,11, north of a lava pit, and you will find a Troll Knight. Visiting him is the easiest way to figure if your magic protects you well enough.

*If he tells you that you do not appear to be protected, try another wizard. Repeat the procedure of visiting wizards and checking with the Troll Knight until he says you are well protected. Remember you can complete the quest by visiting *any* wizard. What matters is using the correct teleport for your race after visiting that wizard.*



Once he says that you appear to be well protected, you have the right wizard and teleport, and can move on to finding his lost companions. Go walk around the central area and you will find the remaining two companions: a cleric at I,6, and a thief at O,8.



[3.3] Hocus Pocus

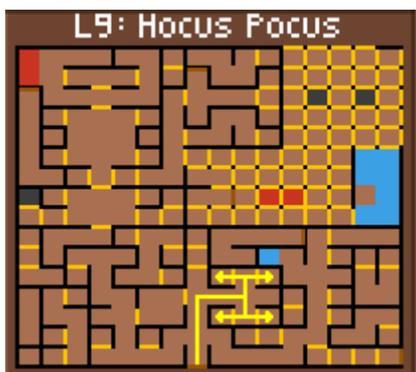
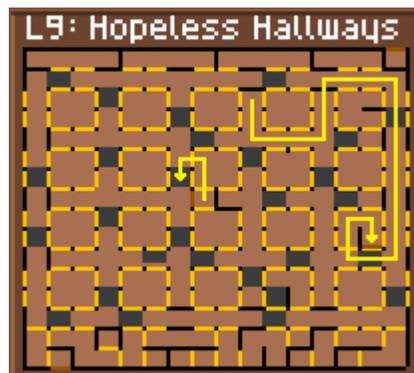


Q: *Should I go to Hocus Pocus?*

A: Yes. The passageway to Hocus Pocus can be found in the southeastern section of Dragon's Flame, or you can get there from the Hopeless Hallways later if you wish. For now, take the teleport from the Dragon's Flame.

Important note: when you get to Hocus Pocus it is important that

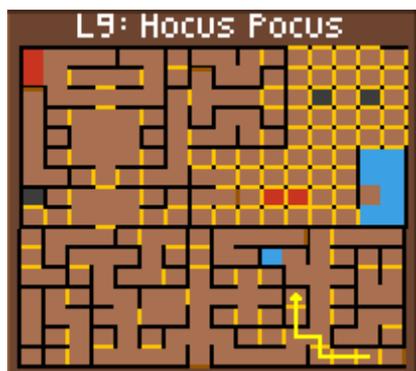
you DO NOT leave the map or teleport after you start your quest, as all the items will "reset" and you will need to start over.



Q: *Once I get to Hocus Pocus, what should I do?*

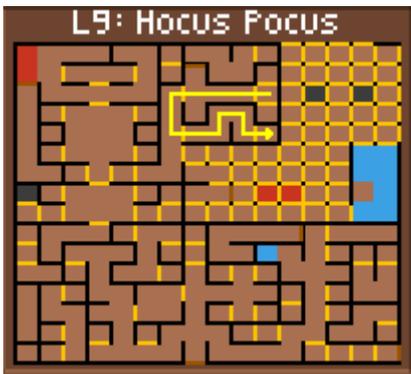
A: Hocus Pocus is a village of wizards. This quest is easier than the Dragon's Flame quest, but not quite as rewarding. The goal here is to show that you are worthy of using magics to weaken and destroy evil spawn. Your first move is to go to the four "shops" at C,9, C,11, E,9, and E,11. At each of the shops you will purchase some items (NO, you don't get a choice of which items you want to buy), but they are not very expensive and at least most of them are useful.

Once you've done that, you will need to visit Faerlun the Magician. He dwells at A,15. You'll need to detect a secret door in the east wall at A,13. Faerlun tells you that he seeks two items to complete his tests and experiments for new spells; you must bring him the ingredients, which are the bat wings and the eye of newt.



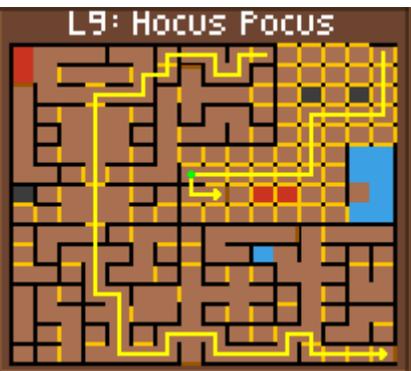
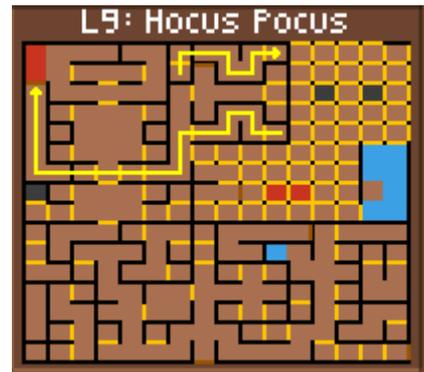
After speaking to Faerlun, walk back to B,12, face north, and walk through the illusionary wall and follow to the north, where the door should be open. The mayor will say that word has been sent to the Training Area guard, where you will be allowed access.

Walk to F,11, face west, and go through the illusionary wall. Follow along the path, until you reach a teleport. Go through it and you will be teleported to A,1. Face north and go 4 steps forward, walking through the illusionary wall. Then, go 1 step east, 2 steps north, 1 step east, and then walk north through the door, not taking any turns to the left or right until you reach a second door. The guard will nod and let you pass through. Now, go to K,6. fight the battle and face east. Walk through the wall and head north until you run up against a wall. From that point, walk to the east. Do **not** take the teleporter. Instead, follow the passageway to the point where there are two doors to the north and to your south. Take both of them and your abilities will be increased by the two magicians who live there.



Once you've done that, walk back to L,7. Face east and step through the wall. Follow the path east to L,11, where a wizard will give you the Eye of Newt.

From there, go to J,3. Face west and go through the wall. Then, follow along the passageway to the teleporter. Walk through the teleport. From where you arrive, face north and detect. Walk through the secret door and face east. Walk through the wall and follow along the path to P,11, where you will get the Bat Wings.



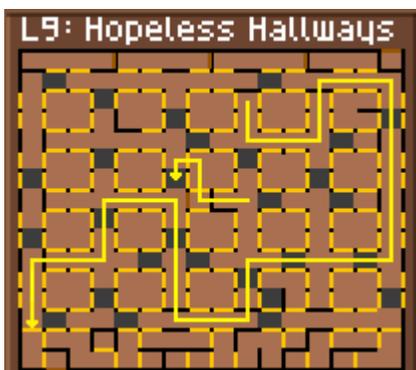
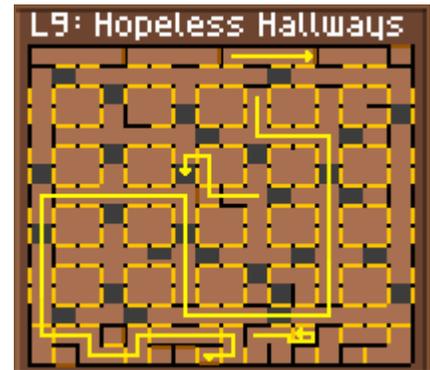
Once you have them, walk along the paths way back to A,15 and talk to Faerlun. He will thank you for the ingredients and reveal a door to the east. Walk through the door to A,16 and a teleport. Walk through the teleport and you will be at P,16. From there, walk 3 steps south, 3 steps west, 3 steps south, and 3 steps west. From there, take the door to the west and follow along the path to receive a reward of EGB. Wizards and Clerics will also learn Blast spell, Barbarians will learn Martial Arts skill, and Thieves, Rangers, and Knights will learn Deflect Magic skill.

From there, go 2 steps west, 2 steps north, 1 step west, and 1 step south. From where you are teleported, go to steps south, 3 steps east, then face south and walk until you reach a wall. Then, walk west and step on the next pit. From that pit, go 4 steps west, then go through the northern wall and walk 3 steps north to then next pit. From that pit, go 2 steps north, face west, and walk until you hit a wall. From there, face south and go to the next pit. Step on the pit and walk south until you reach the door again.



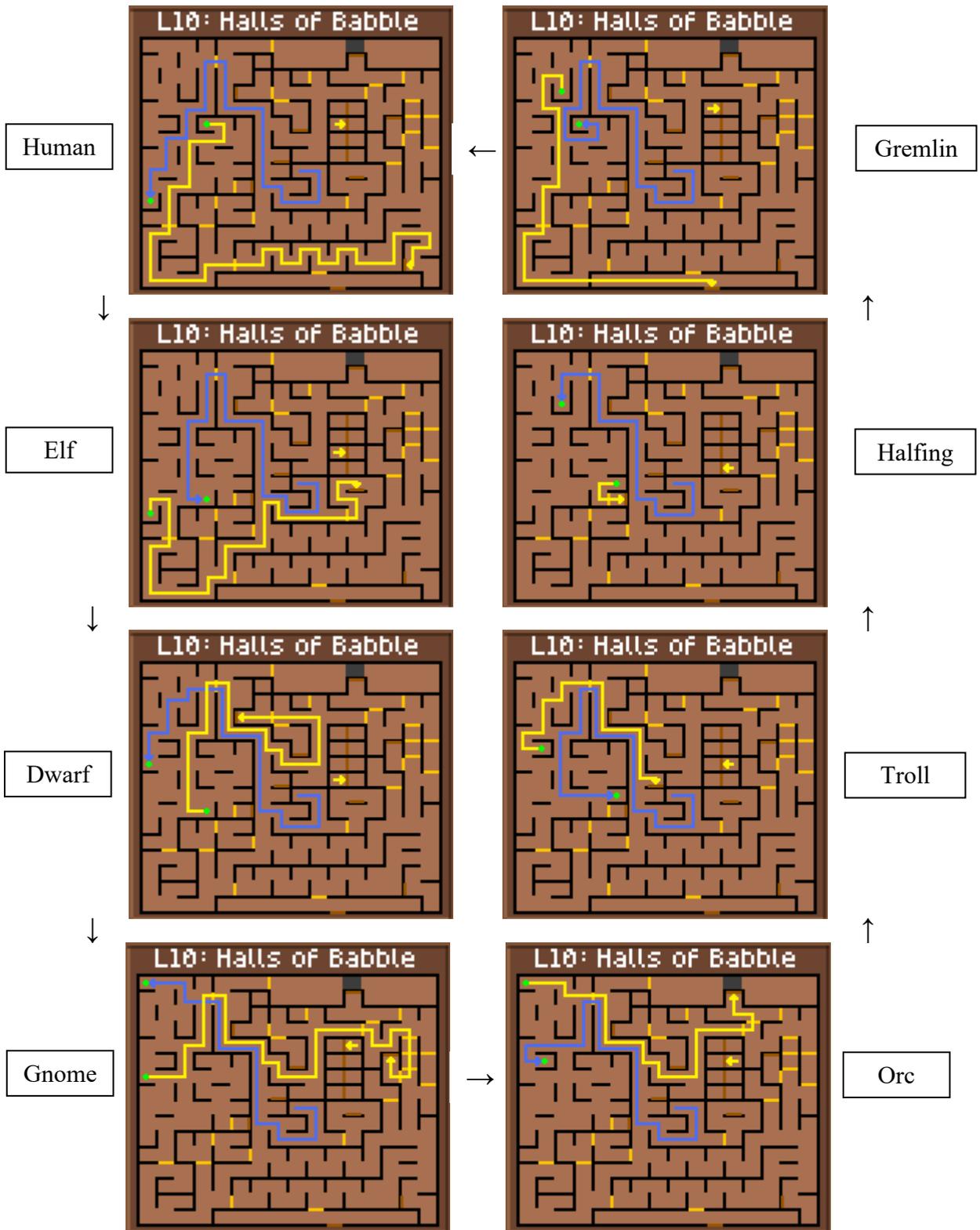
Go through the door, turn left, and go through that door. Go 1 step forward, turn right, and go another step forward. Then, turn left and go 2 steps forward. Turn left, go 1 step forward, turn right, and go 4 steps forward to the wall. Turn right, go 1 step forward, turn right, and walk through the door. Go 1 step forward, turn right, and walk through the teleport. You will be teleported to P,5. Turn around and read the plaque behind you, then go 3 steps east and face north to read the plaque. It will tell you then next door will be open. Go through the eastern teleport. You will be teleported to the center of the maze.

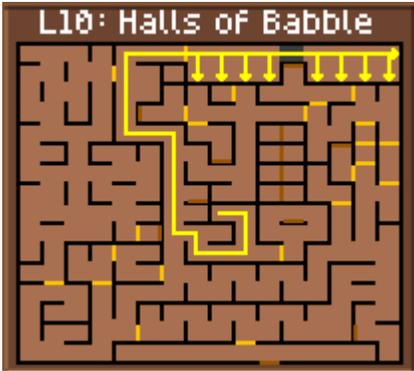
Take the same path, stepping on the illusionary pits back to the doorway in the SW area of Hopeless Hallways. Go through this "star-shaped keyhole" door. Turn left and go 2 steps forward, turn right and go 1 step forward, turn left and go 2 steps forward, turn left and go 1 step forward, turn right and go 4 steps forward, turn right and go 1 step forward, turn right and go 1 step forward, turn left and walk through the teleport, then go 2 steps forward, turn completely around, and teleport. You will be teleported to P,9. Turn around and read the plaque behind you. Then, go 3 steps east, and face north to read the plaque. Go through the teleport to your east. You'll be teleported to the center of the maze again.



From that point, go 2 steps west, 2 steps north, 1 step west, and south to step into the pit. From that point, go 2 steps south, 3 steps east, 3 steps north, 3 steps east, and south into the pit. From that pit, go 7 steps south, 1 step west through the wall and into the pit, then walk west and step on the next pit that you encounter. From that pit, go 2 steps west, south to the next pit, south to the next wall, 3 steps west, then walk through the wall to the north and walk to the next northern pit. Then go 2 steps north, 3 steps west, south to the pit, 2 step south, then 3 steps west, 3 steps south and walk south to the door.

Turn left and go 2 steps forward, turn right and go 1 step forward, turn left and go 2 steps forward, turn left and go 1 step forward, turn right and go 4 steps forward, turn right and go 1 step forward, turn right





After doing that, go northeast to the door and walk through. You will be in an area with eight switches that you will have to set and a plaque in the northeastern corner.

Here's the scoop on setting the switches right: to set them, walk switch to switch, using the second letter of each word to spell out "Yserbius" - or Erebus, Asp, Island, Guild, Myth, Abyss, Legend, and Wizard. After setting the switches, walk to the northeast plaque and read it. You'll get "a taste" experience, gold, and a little initiative.

After doing this, walk back to the first switch. NOW, use the last letter of each word to spell out Aeowyn - or Magma, Longbow, -off-, Harmony, -off-, Volcano, Twinion, Palace. After doing that, read the northeastern plaque again and you will get experience, gold, and a boost to your Strength! After you do this, a pit will appear to your west. Jump into the pit to Concordia, one of the last stages before the Dralkarians!

[3.6] Concordia

Q: *What is the purpose of Concordia?*

A: Concordia is where the two alignments, Chaos and Harmony, are joined together against the Dralkarians. Once you have Unity, the combined power of the two alignments, you will be able to hunt down the Dralks, and annihilate them one by one...

Q: *How do I get to Concordia?*

A: If you've been following this walkthrough, you will have entered Concordia through the Halls of Babble. However, there's an entrance through Hopeless Hallways.

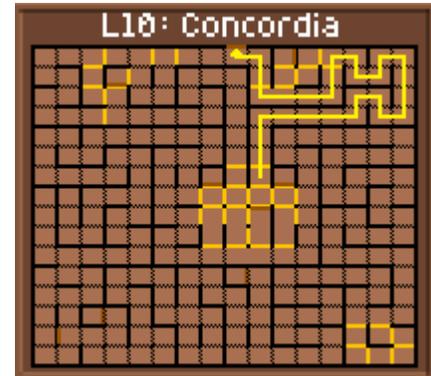


Q: *What do I do from the start of Concordia?*

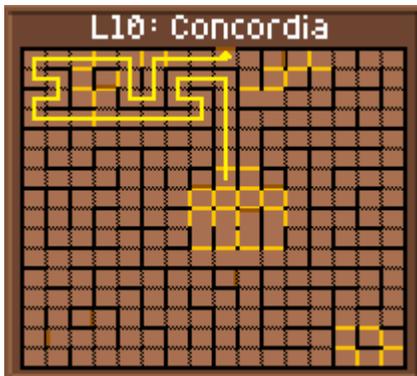
A: You'll need to pass several stages before you reach Unity. Once you are at the start of Concordia, you will have several paths to take. Take the one to the east. Note that every time you take a step here, the walls block in behind you. Take the east path and follow it, fighting several battles, until you finally reach a door near the SE region. Walk through the door (since you did the Hopeless Hallways quest, it will be open), and follow the simple path until you reach a plaque, which informs you that you have taken the first step toward Unity.



Now, take the NORTHERN path through and follow it to F,8. Face north and use the Unity Ring to unlock this door. Go through the door and then go 2 steps north. For your fourth and final step, you will need to take the doors of either Harmony, or Chaos, whichever you are. For Harmony, go 2 steps east and take the northern door, and for Chaos, go 1 step east and take the door to your north.



If you're a harmonic, be sure to detect a secret door at P,13, facing south, or you will miss your chance to finish the quest and have to start all over again. Also if you're harmonic you will encounter a north-west fork after going through the secret door. Go west and then use the Unity Ring on the next door.



If you're chaotic, simply walk along until you reach a door that is locked, then pick the lock to unlock it and proceed to P,3 - face east and detect a secret door there - then follow the path to a door that does not budge. Use the Unity Ring on it.

At the end of the quest, you will be granted 4 million experience, gold and a boost to your stats, plus a portal to Pandemonium, the last stage before the Dralkarians.

[3.7] Pandemonium

Q: What is in the Pandemonium for me to do?

A: The Pandemonium is where you get the Starburst ring that allows you to gain access to the Dralkarians. Also, it houses the five portals that take you to the five dralks.

Q: How do I get the StarBurst?

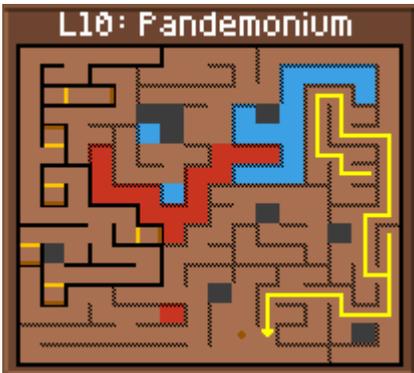
A: Pandemonium has many invisible walls and boundaries that you can't see and can't walk through. However, here are the directions that will ensure that you get to the Starburst : from the beginning, go 2 steps south, 1 step west, 1 steps south, 3 steps west, 1 step north, 2 steps east, 1 step north, 1 step east, 3 steps north, 1 step east, and then walk north until you reach a wall. From the wall (P,16) go 5 steps west, 2 steps south, 2 steps west, 4 steps south into the hardened lava, 1 step west, and then follow south through the lava to the invisible teleporter.





After teleporting, go 3 steps north, 3 steps west, 1 steps south, 1 step west, 1 step south, 1 step west, 1 step south, 1 step west, 2 step south, 1 step east, 1 step south, and then walk 1 step south to teleport. From the point that you are teleported to, go 1 step east, 2 steps south, 2 steps west, 1 step south, 2 steps east, 2 steps south, 2 steps east, 1 step north, 1 step west, and go 1 step north into the water to teleport again. In the next area, simply follow the water along to a teleport at the end.

From the spot you are teleported to, go 2 steps south, 2 steps east, 1 step north, 1 step east, 1 step south, 1 step east, 1 step south, and walk west until you hit a wall. From there, go 1 step south, 6 steps east, and go 1 step east to teleport. From that point, simply follow the lava to get the magical Starburst.



Q: *Once I have the Starburst, what do I do?*

A: Now your goal will be to find the five portals that lead you to the five Dralkarians. To do this, you can either work your way back through Pandemonium or teleport out and re-enter Pandemonium through Hopeless Hallways (the entrance is through the second door beyond the door with the star-shaped keyhole). Once you are there (at Pandemonium) go 4 steps south, 2 steps west, 1 step north, 3 steps west, and 2 steps south. If you chose to go through Pandemonium, take one step south to teleport to the western end of Pandemonium, and work your way south.

Here you will reach a section with several large boulders blocking your way. If one blocks your way, use the Starburst; if it is the right stone, it will shatter, if it is not the right one, simply continue, turning to all sides until you find one that you can shatter, then jump into it. You will be taken to the northwestern part of Pandemonium, the final phase... Walk along the path and you will be presented with five portals that take you to the five Dralkarians. Guard your Starburst well, as you will need to repeat the process 4 more times, and it will get you to the portals!



Part D – The Dralkarians

[4.1] The Dralkarian Quest

Q: *Tell me a bit more about my quest here.*

A: Your goal, your ultimate goal that you have been waiting so long for is here. You will make your choice of the five portals in Pandemonium to the 5 Dralkarian Guardians of the Portal. These dralks are smarter and tougher than any other single monster you have fought so far. But not quite as strong as some of the monsters you will encounter later. Luckily, the dralks will fight you one at a time, alone. In other words, you will find one and fight him, one on one, to the death. Each of the dralks requires an item to be found before he considers you worthy of challenging him. Each of them also has a magical Dralkarian Ring, which you promised to return to the Queen. Not surprisingly, you will have to get the Dralkarian Rings over their owners' dead bodies. Their rings allow them to control the Portal of Time, not making any of them completely immortal, but rather making all of them strong enough to defend the Portal against any invaders... almost (hint, hint, hint). Aeowyn wants these rings so that she and her Heroes could control the world in Immortality. The reward for this quest is given out to you in fragments. For every dralk you will get 3 million exp. (one for finding the item to kill them with, one for defeating him, and one for giving his ring to Aeowyn), which for all 5 dralks adds up to 15 million experience points!

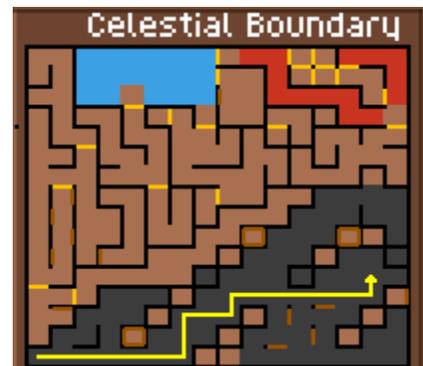
Q: *Which Dralk should I go after first?*

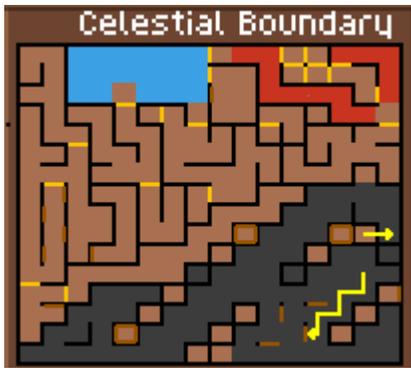
A: The five Portals lead to the five guardians of the Portal of Time. The Dralkarians are all strong in combat, but they should be approached in this order: Astelligius, as he is not only easy to get to but he also holds an item, the Eye of Circinus, that will aid you when you set out for Corpeus. Then, go after Malos. He is slightly harder to find, but still, the pathway is easy. When you get his ring, go after Corpeus, who is moderately easy to get to, but still some of his puzzles are brain-numbing. Then go after the Dralkarian Pluthros, who is easy to find and defeat. Finally, try and find Juvalad - who will definitely give you a headache.

[4.1.1] Astelligius

Q: *First of all, I need to defeat Astelligius. How do I get through to him?*

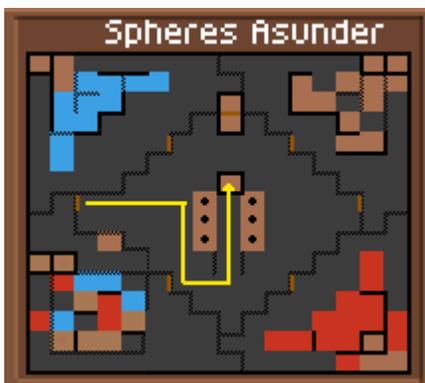
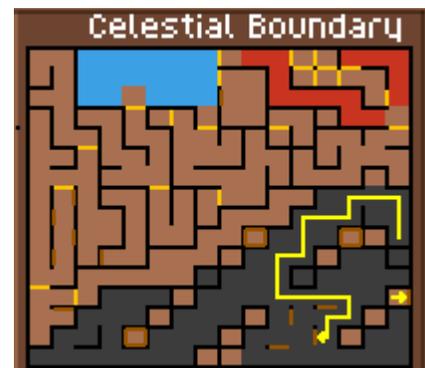
A: Take the teleport to Astelligius from the Pandemonium. Once you are in the southern section of the Celestial Boundary, make your way through the astral material (which indeed looks like a giant pit) to the east section. Located at the east is a battle. Fight the battle to get the Eye of Circinus. This magical object will act as a compass to show you the way through the gates here.





Once you have the Eye, notice four teleports to your southwest. Take the southeastern teleporter to access a maze of doors that cannot be mapped. On each of these doors is one of the four cardinal directions; west, east, north, and south. Take the first letters of the directions to spell out WENS (west, east, north, south). Notice that IF you played the Shadow of Yserbius and remember the Wind Knights' quest, this is the opposite of the direction you defeat the Winds, SNEW, or as the wraith said, "The Wind Knights have no direction in this domain. The four Winds are reversed!". After you complete this step, you will run into a battle. Defeat the Erebi and turn to face the stained glass window. You will receive the Nimbus of the Fates. Keep it, as you will need it to defeat Astelligius. Don't throw away your old helmet if it is not as good however, as the Nimbus will disappear once you are through with it.

Once you have the Nimbus, walk out of the square you are in and back to the teleports. Use the first letters to spell out SEEN ("see in the past" or "the past [participle] tense of see") and take the teleport to Astelligius.



Find your way through this astral material to the center of Spheres Asunder, where he is laired. He will see your Nimbus and beckon you forward. Come to him, and you will fight him. If and after you win, be sure to keep his ring. Important note: don't use the Pickpocket skill when fighting him or you won't get the ring. Once you have the ring, turn to face the stained-glass window behind you to receive 1 million experience points. After that, turn around and walk through the teleport to the Queen. She will take the ring and reward you with another 1 million experience points, which will aid you in reaching the next level.

[4.1.2] Malos

Q: *How do I get to and defeat Malos?*

A: Malos is harder to find and is a little tougher than Astelligius. You must first walk back to Pandemonium and to the five Portals. Take the one to Malos. He resides in Trials and Tribulations. To defeat him, you need the Ice Flame, which will allow you to challenge him. To get the Ice Flame, you will have to walk through a series of different locations. The bad thing here is that the paths vary with guild. There are three locations for the Ice Flame, and only one will work for you. There are also three locations to the portal to Malos, and not surprisingly, only one is right for you. Plus you have to avoid all of the tricks and traps he set for you and other adventurers. Note that certain squares only harm certain guilds, and similarly, certain squares prevent certain guilds from casting healing spells. Additionally, certain squares will kill you instantly. To tell whether a "death trap" is in front of you,

check the text box. If it says anything about a party "being destroyed" or anything of the kind, then the same thing will happen to you if you step into the square in front of you.

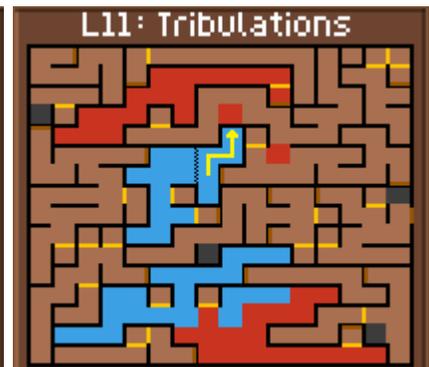
This chart summarizes where you will find the Ice Flame and Portal to Malos, based on your guild. Note that the paths and traps vary per guild, so the route to the same place can vary.

Guild	Ice Flame	Portal to Malos
Barbarian	Tribulations (N,11)	Tribulations (H,8)
Knight	Tribulations (B,14)	Trials (D,12)
Ranger	Trials (D,14)	Trials (N,1)
Thief	Tribulations (B,14)	Trials (N,1)
Cleric	Tribulations (N,11)	Trials (D,12)
Wizard	Trials (D,14)	Tribulations (H,8)

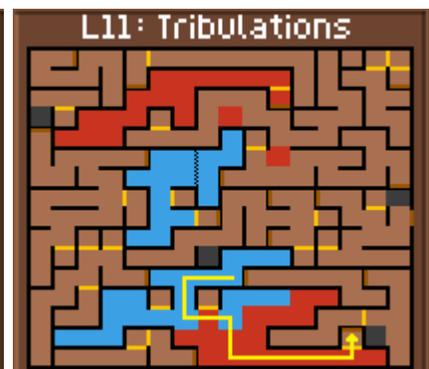
Q. That chart is nice, but I still can't find my way. How do I get there?

A. Here are the routes that I have mapped through myself and am (mostly) certain work for each guild.

Knights: From the entrance, get out of the small 4 square room by going through the wall 2 steps north of where you begin. From there, make your way through the waters, avoiding any traps. Make your way through the waters until you hit an underwater trapdoor at O,16. Go north through the small room in Tribulations to the "main area" of Trials.



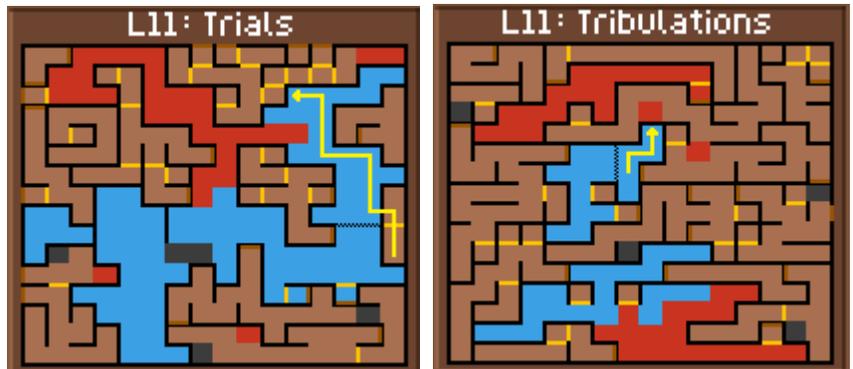
Make your way through the water to G,4, and face west. The rocks will move aside and you can go through this area. From here, walk through the waters and get to the trapdoor beyond. You will get to an area far south in Tribulations. Walk through the water and lava, being sure not to get killed by the nasty traps Malos has waiting for you. Make your way to A,14, face north, and walk through the wall to find the Ice Flame. Walk through the portal to return to the "main area".



Retrace your steps above, and make your way to the southeast area of Trials, but this time check out D,12. This portal will be open for you and you'll enter Spheres Asunder (see below).



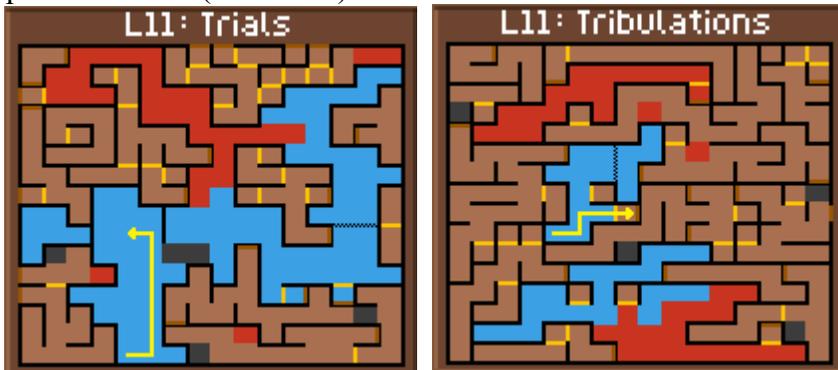
Wizards: From the entrance, get out of the small 4 square room by going through the wall 2 steps north of where you begin. From there, make your way through the waters, avoiding any traps. Make your way through the waters until you hit an underwater trapdoor at N,12. Go north through the small room in Tribulations to the “main area” of Trials



Make your way through the water to G,4, and face west. The rocks will move aside and you can go through this area. From here, walk through the waters and get to the trapdoor beyond. You will get to an area far south in Tribulations. Walk through the water and lava, being sure not to get killed by the nasty traps Malos has waiting for you. Make your way to D,13 and you'll be transported back to trials. Swim to the room at D,14, grab the Ice Flame, and walk through the portal to return to the “main area”



Now work your way through the "main area" to G,5, which will take you back to Tribulations. There will be a portal through the first door to your east. Take it only if you have the Ice Flame and enter Sphere Asunder (see below).



All Guilds:



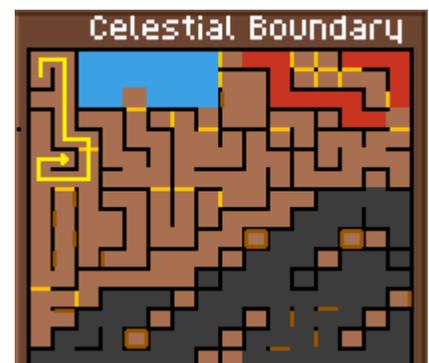
Once you find the portal to Spheres Asunder, walk through the "elemental plane" until you reach an object that looks like a small throne. Step into it, and you will be taken to Malos. Repeat the procedure as you did with Astelligius. Your Ice Flame will be taken from you, and you will get another Dralkarian Ring. You will receive another 3 million experience points after defeating Malos to help you advance to the next levels.

[4.1.3] Corpeus

Q: How do I find and defeat Corpeus?

A: From the Pandemonium, take the teleporter to Corpeus. You will be at the northern section of the Celestial Boundary. From here is the path to the Dralk Corpeus. Along the pathway, a wizard will encounter you several times to tell you about your path here and give you clues as how to get to Corpeus himself. You will need first the Reality's Rampart, which is the best shield in the game. However, even though any guild can use it, it's wise to forget about equipping it until you have defeated all five Dralkarians. Then, you can go back and get it again.

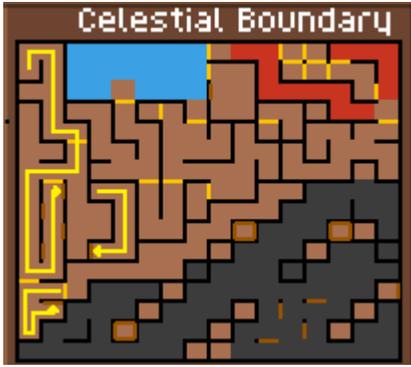
From the beginning of the level, head south along the path. When you reach the fork to the west, take it. There is also a stat-boosting fountain here which you should visit as it will increase your Agility. You will also encounter a wizard along the way who will tell you



take the 2nd teleporter around the bend. Walk 1 step north of the square with the teleporter and face west. Go through the portal that appears and you will be teleported to a long, twisting hallway that you cannot map.

Here are the directions. Note that each time you go through is actually a bit different. The of Eye of Circinus helps, although I think sometimes it's wrong. You want to go South or West, never North or East. You'll be spun around a few times, so use the descriptions below to help you figure out which way to go. Here are the two patterns I've identified so far.

Turn left	Turn left
Turn left	Turn left
1 step forward	1 step forward
<i>If doors are to right and forward</i> Turn left	<i>If door is to your left</i> Turn right
1 step forward	1 step forward
Turn left	Turn left
2 steps forward	2 steps forward
<i>If door is to your left</i> Turn right	<i>If door is to your left</i> Turn right
1 step forward	1 step forward
<i>If doors are to forward and right</i> 2 turns left (360)	<i>If doors are to left and forward</i> Turn right
1 step forward	1 step forward
<i>If doors are to right and forward</i> Turn left	<i>If door is to left</i> Turn right
1 step forward	1 step forward
Turn left	Turn left
2 steps forward	2 steps forward
<i>If door is to left</i> Turn right	<i>If doors are right and forward</i> Turn left
1 step forward	1 step forward
Turn left	Turn left
1 step forward	1 step forward
<i>If two doors on left and three doors on right</i> No turns	<i>If one door to left and three on right</i> 2 turns left (360 turn)
1 step forward	1 step forward
2 turns left (360 turn)	2 turns left (360 turn)
1 step forward (to torch)	1 step forward (to torch)
Turn left	Turn left
1 step forward	1 step forward
Turn left	Turn left
1 step forward to finish!	1 step forward to finish!



After doing this, go 1 step west and 2 steps south to get your next instructions. After doing that, go 1 step north and 1 step east. Go through the teleport to your north to the Torch Room. Set the switches to "Magic Lava Leads to Death" (Once again, a switch won't be used; leave it in the "off" position). Go through the teleport once again, and follow the path, but instead of taking the third teleporter around the turn, go 1 step north of the square with the 3rd teleporter and face east. Go through this new portal to be teleported to the last hallway to Corpeus. Defeat all the monsters and enter the portal at the end to get to the Dralkarian Corpeus.

Repeat the movement as you did for the other dralks and you will get another Dralkarian Ring and 1 million experience points. Return the ring to the Queen to get another million.



[4.1.4] Pluthros

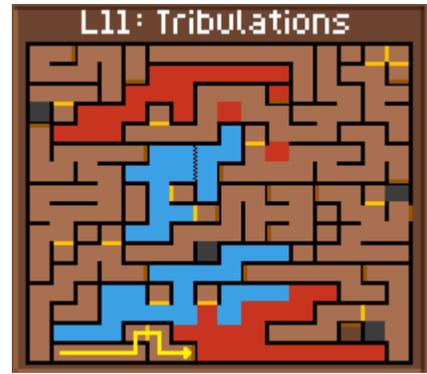
Q: *How do I find and defeat Pluthros?*

A: From Pandemonium, take the portal labeled "Pluthros". The directions will tell you that you need to find and set three switches to unlock the cell to Celestia, a prisoner that will give you what you need to defeat the Dralkarian Pluthros - the Hope's Fury. There are three ways to find and defeat Pluthros. The first two vary depending on your alignment, Harmony or Chaos. The third seems to be a cheat or bug "shortcut" to get to Pluthros. Here are the three routes:

Shortcut: Doing this shortcut, you don't seem to need to set any switches! You can simply find the portal to Pluthros, which is located in Trials. Note that if you do the "correct" ways (below) to get Hope's Fury and die before killing Pluthros, you can use this path to go directly to him without having to set the switches again.



Then, simply make your way to the small "throne" in the resemblance to the plane Ashakkar. Pluthros will get angry and fling you to a long hall in Tribulations where Celestia is imprisoned. You will receive Hope's Fury. Then, take the portal back to Pluthros' throne room in Spheres Asunder and find the "throne" again.



Since you now are worthy of fighting him, he says, you can destroy him to get another Dralkarian Ring. Follow the procedures to give his ring to the Queen. Once you've done so, go back to the Guild Hall to earn your levels.

Chaos: You must throw three switches to reach Celestia's cell. Begin in Trials by going through the teleporter at P,9 to the southern part of Tribulations. Then take the teleporter at E,15 to the northern part of Tribulations.



Next, throw the switches at M,6 *first*, then the switch at K,10. Take the teleport at J16 back to the starting point in Trials.

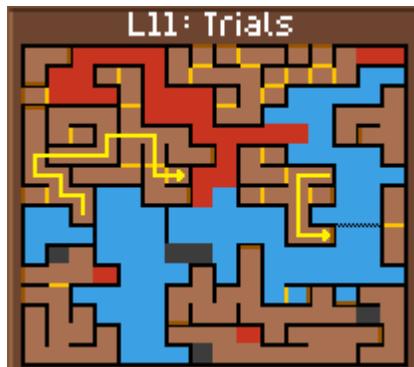
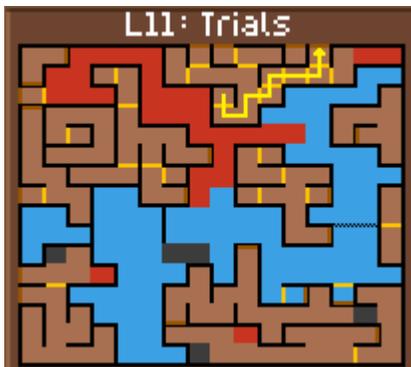


Work your way to P,7, and throw the switch there. Then take the teleport at P,8. Walk past the “Reset” teleport and take the teleport to the north at M,1. If you did everything correctly, you’ll be teleported to P,1. Take the teleport to the south.

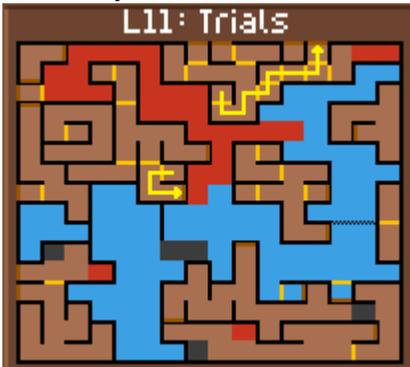


Proceed down the hallway to the Celestia’s cell. As a follower of Chaos, you can only lock her in her cell (weird, but oh well). You’ll take Hope’s Fury from her. Continue onward to face Pluthros. Dispose of him as you did the prior Dralks.

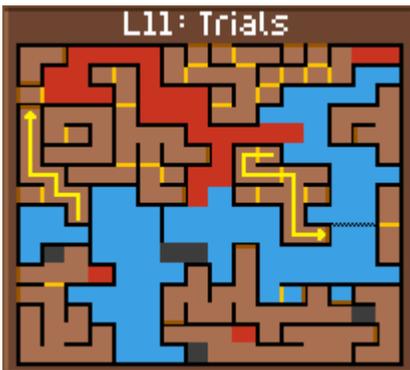
Harmony: As with Chaos above, you have to throw three switches to open the path to Celestia’s cell. Being in Trials by taking the teleporter at P,13 to Tribulations. Take then teleporter at O,16 to Trials, and then another teleporter at G,13 to the west side of Trials. From there, go through the fake walls to a room with a switch at J,7.



Take the teleport just south of the switch to return to beginning of the level. Then head back through the teleporters at P,13 in Trials, and O,16 in Tribulations. When you're back in Trials, head to K,11 where you will throw the next switch.



Leave the switch room and west side of Trials, then take the teleporter at M,1 to the northwest corner of Tribulations. Go to the room at M,2 to throw the last switch, and take the teleporter at P,2 back to the main area of Trials.



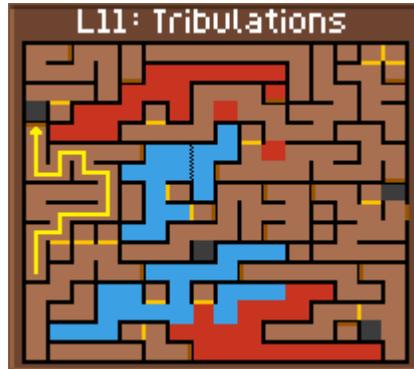
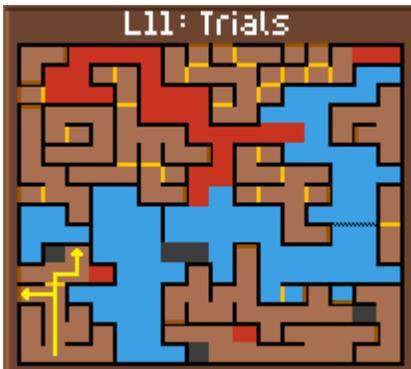
From Trials, take the teleporter at P,8, to the west side of Trials. The teleporter at M,1 will now take you to the previously inaccessible northeast corner of Trials. Take the southern teleporter and you'll be taken to a long corridor that leads to Celestia's cell. Collect Hope's Fury, and continue onward to Spheres Asunder to confront Pluthros.



[4.1.5] Juvalad

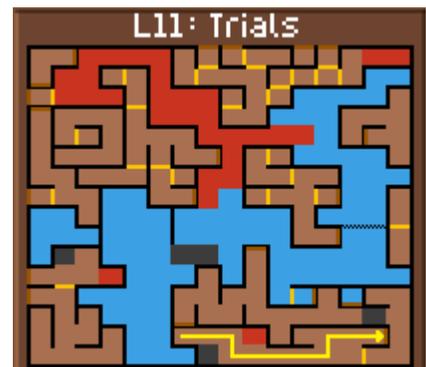
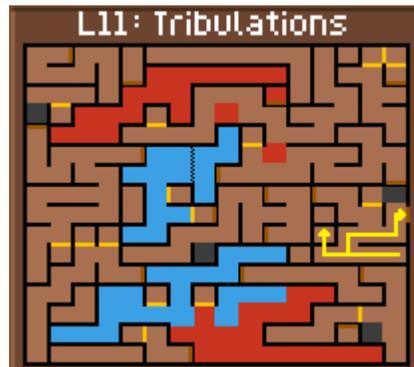
Q: *How do I find and defeat Juvalad?*

A: Juvalad is definitely the toughest of all the dralks to defeat. Getting to him requires an elaborated sequence of visiting around the stages, finding fountains, and the such. You will “activate” some fountains, which will eventually lead to capturing Thorzil, who is for some reason sabotaging them, and then obtaining the Flask of Shadowfall. Fortunately, the fountains apparently don’t reset if you leave the volcano (be it through death or frustration).



First, the fountain at E,3 in the small southwestern section of Trials, where you arrive. Go through the teleporter in Trials that will take you to the western part of Tribulations. In Tribulations, take the teleport at L,1.

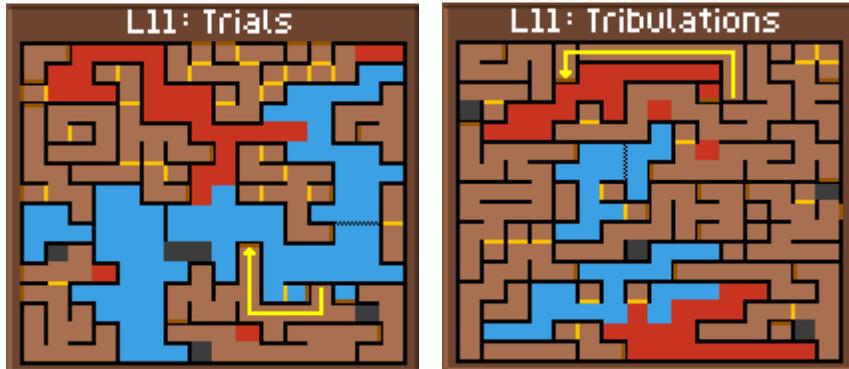
You will be teleported to the eastern section of Tribulations. Stop to check the fountain at G,12, then take the teleport on the east wall. Once there, go west and north. You should encounter a wizard around this place at B,13, but if you don’t, just keep on going further.



In the next area, visit the fountain at G,10, then walk until you are in a spot with two forks, north and south. Visit the fountain at H,13, then take the south one and then walk through the door and teleport to be teleported to the beginning of the stage.

teleport at K,5. In the southwest part of Tribulations, you should encounter a Night Elf at C,1, who tells you that the fountains hold a secret.

All you have to do now is work your way to the teleporter at Trials F,10, which will take you to a secret hallway on the north side of Tribulations. Fight the battle in the middle of the secret poison cache and keep the Flask of Shadowfall, which will let you defeat Juvalad. Then, enter the teleport to meet your Fate!



Repeat the process with Juvalad as you did with the other dralks to get his ring. Return his ring to the Queen to find out...



[4.2] Aeowyn's Treachery

Q: *What happened?*

A: When you returned the last ring to the Queen you find out the truth: she's been using you to kill the Dralkarians for her and give her the rings. She calls you a fool and takes everything you have gained in the Dralkarian Quest; namely, your stats. She hovers above you, mad with power, throwing you to the ground with powerful magic. You notice an opening behind you and escape with your life... barely.

Q: *I knew this was coming. What now?*

A: Now, you have to follow the mad Queen into The Gateway, to defeat her and prevent her from becoming immortal and conquering the entire Universe and all the different dimensions. For now, go and level up in the Guild Hall. After, you will need to take the portal from the Dungeon Entrance to Dissemination, where you will blast your way through to the Gateway, where the Queen awaits.

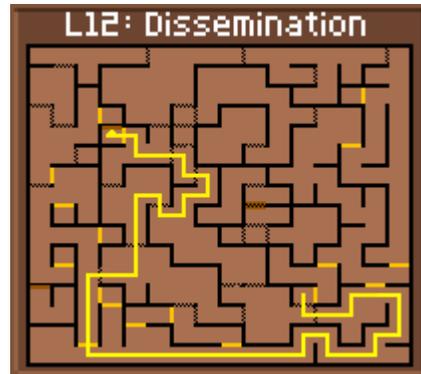
[4.2.1] Hints and Tips

Q: *I'm having trouble fighting and defeating the dralks, what should I do?*

A: The best fighting tactic to defeat them is by using the Channel skill, which decreases their "agility" against magic. Then cast Backfire, then try and control. If you are fighting Juvalad and are Chaotic, then when you attempt to fight him you won't be able to use spells - only don't tell him that! He will spend most of his time trying to attack you with spells that won't work, so just beat the crud out of him with your weapons. This also applies to Pluthros if you are Harmonic; otherwise, everything will stay the same. You should have at least 1 heal amphora and 1 mana amphora (or the Heal spell maxed) with you when fighting the dralks. Curse is also a good spell as it drops their defenses. Most of the time, your most lethal weapon will be simply attacking them. If you can get them controlled or at least petrified, then it will be rather easy. The Shield spell will also be useful, and if you are fighting a dralk who uses magic, Resist won't hurt either.

It's also a good idea to use the special weapons against the dralks; the Hope's Fury is the most powerful talisman in the game; it boosts your stats greatly. Sadly, however, you can only get it once - and that's to fight Pluthros. Juvalad is also weak to the poison from the Flask of Shadowfall, even though it still only does 200 damage. The Reality's Rampart is a power shield to use against Corpeus, and most of the time, the Ice Flame and Nimbus of the Fates will boost your stats high enough so that you can defeat the Dralks you are fighting.

Use it to dispel all the "shimmerring" walls and statues and blast your way to L,4, where a wizard stands. Talk to him, then face north and teleport.



Go 2 steps north, 1 step east, face south and dispel the wall. Then go through the dispelled wall, and then the teleporter. Go 1 step south, 1 step west, and 1 step north, then go through the teleporter. In the next area, face east and dispel the wall, go through, face north and dispel the wall, go through, and take the teleport beyond to the ultimate challenge, The Gateway!

[5.2] The Gateway

Q: *What is the purpose of this Gateway?*

A: The Gateway is the huge portal that leads to different dimensions, which used to be guarded by the five Dralkarians. Now, the mad queen is trying to take over the Gateway and become immortal. You will be the only one with enough power to stop her; you defeated all five Dralkarians and made your way here...

Q: *How do I get through?*

A: First of all, you must get the Statue of Storm Giant. It is located 1 step north and 1 step west of the entrance.



Then take the stained-glass window portal; you will be teleported to the ancient Gods' treasure room. Here you will choose a legendary weapon to fight Aeowyn with; the Sword of Ares, Bow of Eos, Neptune's Trident and Gaea's Flail. Pick your weapon, then head through the teleport.

Part F - Choronzar's Demesne, the Funhouse and other Minutia

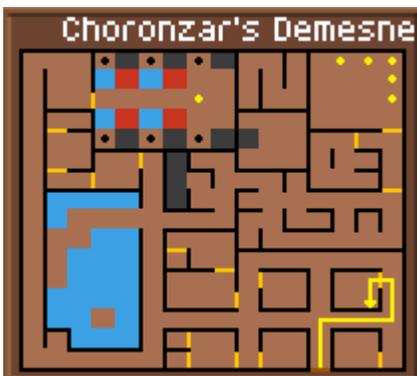
[6.1] Choronzar's Demesne and the Funhouse

Q: *What is the meaning here?*

A: The Choronzar's Demesne stage has no known end, but it's a little added "bonus" after beating the game. The monsters here are the toughest you'll encounter, most of them Imperial (Imperial Kaalroths, Imperial Fiends, etc.) and very, very tough. The point here, basically, is to receive the Jester's Cap, which is without doubt the best helmet in the game. It increases every one of your stats, and adds a 300+ boost to your Dexterity when worn. You can also get the Easter Egg, which might've been a gag or joke from the creators (or maybe not) as it has no discovered use.

Q: How do I get into Choronzar's Demesne?

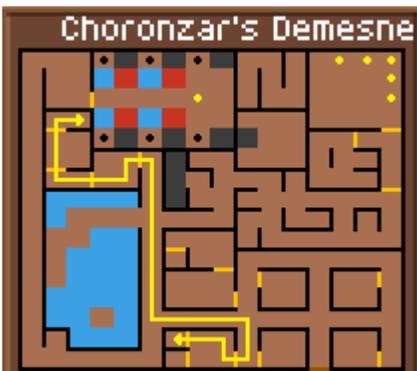
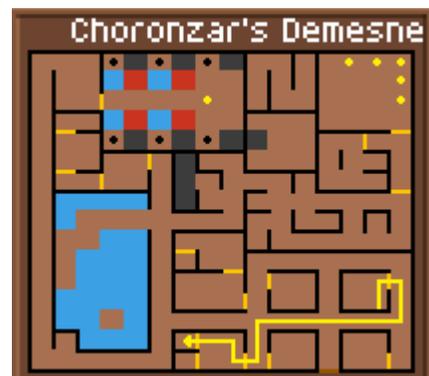
A: The teleport is at P,1 in the Dragon's Ire. Once you enter this new dimension, you will be challenged by Shaddax the Keeper. Defeat him, as he is very easy to beat, and you will be in Choronzar's Demesne.



Q: *What do I do once here?*

A: Once in the Choronzar's Demesne, head to D,15. There you will discover a long forgotten password.

Once you have it, go to A,10 and face west. The Gaoler, the prison guard, will let you in. Once you are through, he'll say something about being tricked and challenge you. Defeat him, then go 1 step north and 2 steps west to discover Lady Naomi arguing with Choronzar's servants.



Once you've done this, you will need to get Naomi's Key. First, however, you will need the "juicy dragon steaks" to get across the pool of piranhas. On the way, go to J,5 and fight Chiss the Snakewoman. After doing this you will get the Funhouse key. Now, go to L,2 and face north. Use your weapon to bash the lock off the door. Go 1 step north and 1 step east to obtain two steaks.

Here, go through the door in front of you, turn left, walk through the door, turn right, go 1 step forward, turn left, go through the door, turn completely around and take the door behind you, turn left, go 1 step forward, turn right, walk through the door, go 1 step forward, turn right, walk through the door and take the stained-glass window portal behind you.



From that point, go 2 steps north and 1 step west to fight the Ogress. Defeat her and take the gate. Fight the battle here and proceed east to D,10, where there is a pit. Jump into the pit, and you will fight Chronozar. Defeat him and go 1 step south and 1 step west onto the throne. Use the Brass Ring and go 1 step west. Then, go 1 step south and take 1 platinum bar. Go 1 step west and take a Priceless Bar. Go 2 steps north and take a Silver Bar. Go 1 step east and take a Gold bar. DON'T sell any of the bars you've got right now however. Now, go 2 steps west to start the Tower of Annoy.

Q: *How do I raise the Tower of Annoy?*

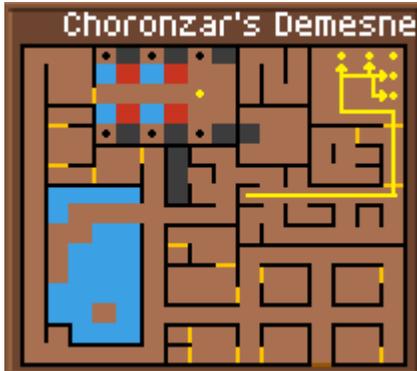
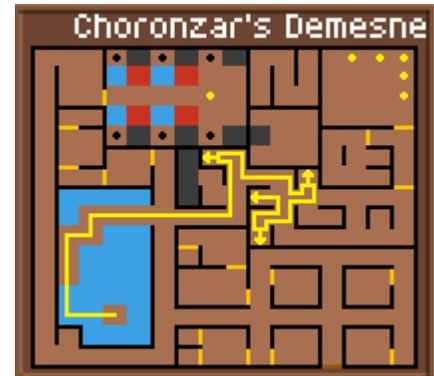
A: This is a computer simulation of a simple riddle game that used to be played. Here's how it goes: you have three wooden disks to control, a large one, medium one, and small one. Each one can be moved via the Funhouse key. However there are rules: a disk can only land on an empty space or a larger disk; in other words, a small disk can land on an empty peg or a large or medium disk, a medium disk can land on an empty peg or on a large disk, a large disk can only land on an empty space. You must build the Tower of Annoy by one of the three doors in the east; the right door to build it by is the northernmost one. The only fly in the ointment is the sequence of disks to use. Not to worry, however - here is the sequence of the moves:

Go to the northernmost spot and face south. Use the funhouse key to make the small disk jump on top of the medium disk, go 1 step south, face south and use the Funhouse key again to make the small disk jump on the large disk, then stay on that spot and face north; use the Funhouse key to make the medium disk jump onto the empty spot at the top. Then go 1 step south, face north and use the Funhouse key to make the small disk jump on the empty spot in the middle, then go 1 step north, face north, and use the Funhouse key to make the small disk jump on the middle disk. Then go 1 step south, face north, and use the Funhouse key to make the large disk jump on the empty space in the middle. Go 1 step north, face south, and use the Funhouse Key to make the small disk jump on the large disk in the middle. Go 1 step south and use the Funhouse key to make the small disk jump on the empty space in the southern spot. Go 1 step north, face south, and use the Funhouse key to make the medium disk jump on the large disk. Now, go 2 steps south, face north, and use the Funhouse key to make the small disk jump on the middle disk in the middle. Now, go 1 step north, face north, and use the Funhouse key to make the small disk jump on the empty space at the northern spot. Now, stay where you are, face south, and use the Funhouse key to make the middle disk jump onto the empty space in the southernmost spot. Now, go 1 step north, face south, and use the Funhouse key to make the small disk jump onto the large disk in the middle spot. Now, go 1 step south, face south, and use the Funhouse key to make the small disk jump on the middle disk in the southernmost spot.

Now, stay where you are, face north, and use the Funhouse Key to make the large disk jump on the empty space on the northernmost spot. Now, go 1 step south, face north, and use the Funhouse Key to

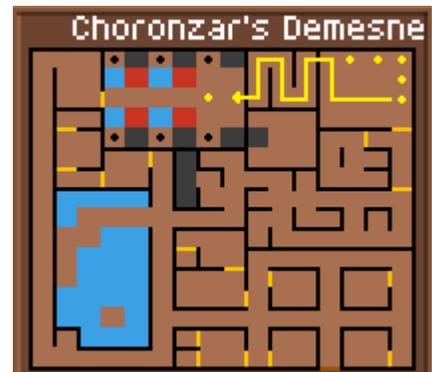
Q: *How do I get into Choronzar's labs?*

A: You will need to figure out the correct combinations in the lever maze, east of the pit to the Funhouse. First, go to K,8 and flip the lever, then go to J,12 and flip the lever there, then go to G,10 and flip the lever, finally, go to I,10 and flip the lever to finish the sequence. You'll hear a rumbling sound to the east. This opens a door at I,16.



Go through it and head to O,14. Face north and use a Silver Bar. Go 1 step east, face north, and use a Gold Bar. From that spot, turn east and use a Platinum Bar. Go 1 step south, face east, and use a Priceless Bar. The tortured spirits that Choronzar had imprisoned will be released, giving you their strength in the battle with Choronzar.

Now, go to P,13 and face west. Take the door here and follow the passageway to behind the throne, and you will fight the real Choronzar. Defeat the madman and you will get the Jester's Cap! This is the best helmet in the game, and it can be used by all guilds.



Q: *How do I get the Easter Egg?*

A: I have no idea... haven't figured it out yet, unfortunately.

[6.1.1] The Endgame

Q: Is there anything to do after I've completed the game, got the Jester's Cap and the Easter Egg, and defeated Choronzar?

A: Unfortunately, no. The designers, for some reason, didn't finish that part of the game - the Easter Egg might have been some sort of token somewhere or whatever. But for now, you've completed every nook and cranny of the game, and hopefully - there will be a sequel. Congratulations, brave Hero! You've defeated the evil Queen Aeowyn and restored peace to Twinion once more. And even though you have not stepped into immortality yet, it will be soon to come... maybe ;)

[7.1] Keys and Lockpicks

Q: Where can I find the Cross Key?

A: The Cross Key can be found in the Twinion Falls at M,3. Fight the battle there to receive the key.

Q: Where can I find the Queen's Key?

A: The Queen's Key can be found in the Queen's Palace; take any of the 6 paths to the Throne Room and talk to her on the throne, the Queen will give you the key.

Q: Where can I find the Maze Key?

A: The Maze Key can be found in the Vineyard in Night Elf Ingress. You can get there from the Gallery. You will need to detect the opening to this key - detect the west wall at I,11. Then go through and enter the westernmost door, where you will find the Maze Key.

Q: Where can I find the Tnerpes Key?

A: The Tnerpes key can be found in aMAZEing. Make your way to E,7, fight the battle, and the key will be yours.

Q: Where can I find the Key of C?

A: The Key of C can be found in Clueless, in the Night Elf Ingress. Detect the northern wall at D,4, and make your way to I,5 A bard will give you the key.

Q: Where can I find the Emerald Lockpick?

A: The Emerald Lockpick can be found in the Dark Alley. From where you arrive, follow the long hallway until you reach a fork in the road. Face toward the wall in front of you, go 1 step west, 1 step north, and go through the door in front of you.

Q: Where can I find the Diamond Lockpick?

A: The Diamond Lockpick can be found in the thief town Tipekans. Detect the wall at A,12, then the northern wall at C,14, then make your way through to D,16, where a cleric will trade the Diamond Lockpick for your Emerald Lockpick. Note : you MUST have the Emerald Lockpick to trade.

Q: Where can I find the Sapphire Lockpick?

A: The Sapphire lockpick can be found in the town of Tipekans. Detect the wall at H,15, then make your way to F,14, where you will use the Diamond Lockpick to open the door. The adventurer at the end will give you the Sapphire Lockpick for your Diamond Lockpick. Note : you MUST have the Diamond Lockpick to make the trade.

Q: Where can I find the Ruby Lockpick?

A: The Ruby Lockpick can be found in the Snake Pit, accessible from the Graveyard. Fight the Giant Asp, then step forward to receive it. Note: You MUST have the Snake Charm to avoid getting instantly killed by the Giant Asp.

Q: Where can I find the Fellowship Key?

A: The Fellowship key can be found across Lake Despair. You will only be able to get there if you access it from the Carriage House. Make SURE you have the Life Jacket equipped! The Life Jacket will let you step on 1 platform without being killed. Go 1 north from the teleport, go 1 step east, 1 step

south, and 3 steps east to the platform at O,5. Heal fully, go 3 steps east, and 2 steps south to the platform at M,8. Go through the door and head north through the hallway, where you will receive some booty and the Fellowship Key.

Q: Where can I find the Front Door Key?

A: The key can be located in Cliffhanger, accessible from the Wine Cellar in Twinion Keep or the Dark Alley. There, the key is located at L,16.

Q: Where can I find the Skeleton Key?

A: The key is in a different location for each guild. The locations are as follows : Barbarian - Gallery, Face north at L,4. Knight - Vineyard. Face south at K,14. Ranger - Stables, face west at G,3. Thief - Dark Alley, follow pathway until 1st door, go through door, go 1 step forward, turn east. Cleric - The Statuary. Go to B,8, face east. Wizard - Night Elf Ingress. Go to E,10 turn west.

Q: Where can I find the Funhouse Key?

A: The Funhouse Key can be found in Chronozar's Demesne. Fight Chiss, the Snake Woman at J,3. You will receive the key after the battle.

Q: Where can I find Naomi's Key?

A: Naomi's Key can be found in Chronozar' Demesne. First you must get the Juicy Dragon Steaks which can be located at N,3. From there, go to H,5. Face south and use one Dragon Steak. Go 1 step west, face south, and use the other Dragon Steak. From there, west along the passageway to the end of the bridge. From there, go 1 step east, 1 step south, 1 step east, and 1 step south. Talk to Naomi and get her Key.

[7.2] Best Equipment

Well, here's what all those weapons and armor come down to. This is the best equipment for your guild, and the overall best equipment, if you "force". My characters had to be used as gunea pigs for this, so be grateful! :P

Best Equipment for your Guild

This is the best equipment your current guild has. Note that Thieves don't have a special "weapon" skill (e.g. Fencing), so for the weapon you should go for what you want to have for your weapon. Note that if you have Fencing, Archery, Staff, and Clubs/Axes at the same level, 12, for example, all the weapons of the Gods (Sword of Ares, Bow of Eos, Gaea's Flail, and Neptune's Trident) will be exactly the same, but the Bow of Eos and Neptune's Trident will have an advantage as they can hit the enemies both in the front row and the back row in battle, while the Sword and Flail can hit only the enemies in the front row. Also note that even though Clerics have the Martial Arts skill there is no weapon designed for it, so you will have to go with choosing any one of the four. The weapons listed here are originally the ones more fit for you Guild Skill, but if you have all the weapon skills, you may pick any 1 of the 4 weapons. Note that the Jester's Cap is the best Helmet, period, because it not only boosts your defense and agility, but also your Strength and Dexterity by tons, and is useable by ALL guilds without forcing.

Best Equipment Without Forcing

Barbarian - Gaea's Flail (Weapon) Jester's Cap (Helmet) Gloves of Protection (Shield) Shadow Cloak (Armor)

Knight - Sword of Ares (Weapon) Jester's Cap (Helmet) Gloves of Protection (Shield) Shadow Cloak (Armor)

Ranger - Bow of Eos (Weapon) Jester's Cap (Helmet) Shadow Cloak (Armor) Reality's Rampart (Shield)

Thief - Sword of Ares/Bow of Eos/Gaea's Flail/Neptune's Trident (Weapon) Jester's Cap (Helmet) Reality's Rampart (Shield) Shadow Cloak (Armor)

Cleric - Sword of Ares/Bow of Eos/Gaea's Flail/Neptune's Trident (Weapon) Jester's Cap (Helmet) Reality's Rampart (Shield) Priestly Guard (Armor)

Wizard - Neptune's Trident (Weapon) Jester's Cap (Helmet) Reality's Rampart (Shield) Etheric Vestment (Armor)

Best Equipment for all Guilds

This is the total best equipment for all guilds. You'll need to force it in some cases. For information on how to force, refer to the "Tricks and cheats" section of this FAQ. Once (or should I say "if"?) Twinion is back online, in case it is, you will be able to force again. For now, I'm still listing them here. Here they are! You can see there are 4 different weapons because they all have the same effectiveness. The weapons are the "definite" best; in other words, I am totally, positively, 100% sure that they are the best, and so is that way about the Jester's Cap. The shield and armor, however, I'm only so-so sure about and I may need further testing to make it totally clear.

- (I) Sword of Ares/Bow of Eos/Gaea's Flail/Neptune's Trident (Weapon)
- (II) Jester's Cap (Helmet)
- (III) Gloves of Protection (Shield)
- (IV) Shadow Cloak (Armor)

=====

+-----+
 | Tricks and Cheats |
 +-----+

This a list of all the cheats, tricks, etc. that can be used in the game. So far, I've found only 2 actual "tricks" to be used in FoT - yes, they are the same ones, cheat saving and forcing. Unfortunately, I haven't been able to find any other tricks that do not require macros or hack programs.

(1) Cheat Saving - Simply save your game from the options menu, then click on Quit to Dos. Click on "Cancel". Now, IF you die, you can simply use the bottom dungeon entrance. It will return you to the spot where you last "cheat saved". This cheat has its use mostly before large battles that you are not sure you can win, or if you want to take your chance at blindly jumping into a pit to see if it leads you anywhere. It is, in fact a very useful trick.

(2) Forcing - Forcing an item is simply a way to equip an item that your

guild originally cannot use. First, be sure that you are in a party and not leading. Also be sure that the party leader knows that you are forcing, as you will NOT be able to talk while doing so.

1. "Fill up" all spots around your body, (armor, weapon, shield, helmet, and the 2 spaces by your legs don't place any items in the spot between).
2. Place the item to be forced (I'll use the Spiked Shield for an example) in the spot between your legs. Be sure to still have the original shield on your shield spot.
3. Click the left mouse button on the original shield (I'll use a Buckler for an example) and hold. Drag the shield down to the Spiked Shield and release the left mouse button. The Buckler and Spiked Shield will switch, so you will have the Buckler in the spot between your legs and you will be "dragging" the Spiked Shield.
4. Place the Spiked Shield on the shield spot. Note that it still will say "That item is not usable by your



guild". Ignore it. Once you have the Spiked Shield over your shield spot, click and hold the left mouse button. Now, you will need your party leader to take you into a battle. Unfortunately, you will not be able to talk to him. You'll need some other way to communicate with only him talking.. Such as having him give you a 10 count after each step (for example : step 1, then he will wait ten seconds, counting off with a number each second).

5. Once he takes you into a battle, the Spiked Shield will be "Forced on" for the battle. It will stay on as long as you don't left click on it; if you do, then you will have to start the process all over again.

[7.3] Top "Tens"

I just put this in here to give people a little info. Note that these aren't all top tens. (Some are top 5's or others). Here they are :

10 Toughest places in the game :

10. Cartography Shop
9. The Graveyard
8. Hopeless Hallways
7. Concordia
6. Dissemination
5. Choronozar's Demesne
4. Funhouse
3. Race Track
2. Rat Race
1. Juvalad's "Plane of Ennakar"

10 Toughest Monsters (Excluding Boss chars i.e. Aeowyn/any Dralk/Choronozar)

1. Champion of Chaos
 2. Pit Serpent
 3. Imperial Wraith
 4. Imperial Fiend
 5. Imperial Golem
 6. Imperial Kaalroth
 7. Crazy Erebus Fiend
 8. Really Big Dragon
 9. Death Shade
 10. Imperial Ghoul
- 5 Toughest Boss Characters (Excluding Dralks)
1. Queen Aeowyn
 2. Choronzar's "Ghost" (in the Funhouse)
 3. Shaddax & Chiss
 4. Gaoler
 5. The Ogress
- 5 Toughest Dralks
5. Astelligius
 4. Pluthros
 3. Malos
 2. Juvalad
 1. Corpeus
- 3 Best Experience Point-gaining Quests
3. Concordia
 2. Map Quest
 1. Final Quest

=====

=====

[8.1] Epilogue

Well, I hope that this FAQ has helped you get through the game in one way or another. I spent a lot of time writing this, and I hope it is appreciated. Look for later releases and versions!

```

_ /  / / ( )  _ _ _ _ / /
/ / / / - \ / - ) / /
/ _ / \ / / _ / \ , / \ _ / / /
/ _ _ /

```
