

*level 4*

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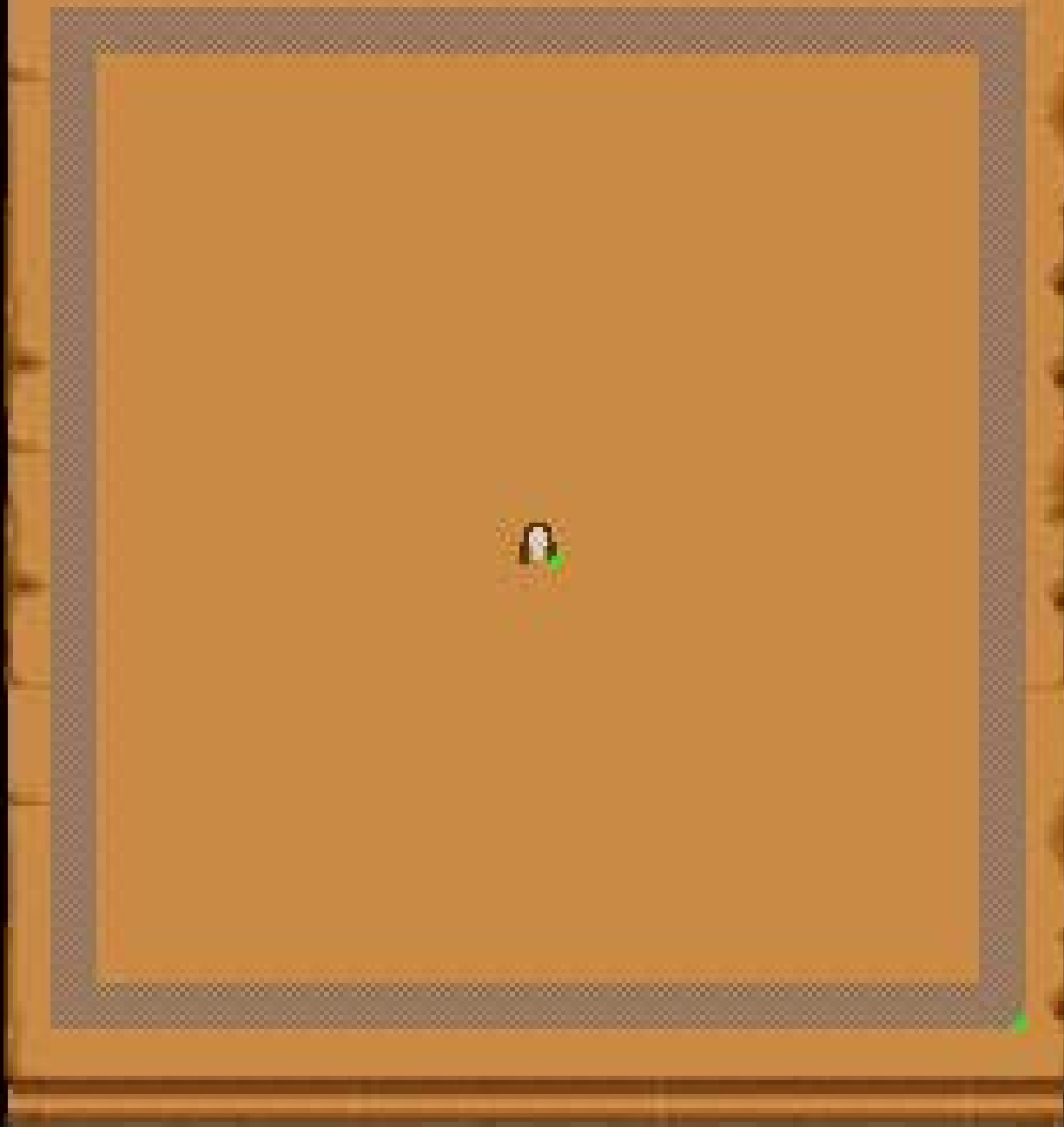
- Wight Master, Fire King 1
- Night Eye 2
- Fire King 3
- Wight Master, Night Eye 4
- Secret Switch 5  
Opens wall to the west
- Fire King 6
- Secret Switch 7  
Opens wall to the west
- Wight Master 8
- Vase 9  
Remove paralysis potion x2
- Vase 10  
160 gp, Leather Skirt AC:2, Full mana potion, Remove paralysis potion
- Wight 10b
- Shelf 11  
Quiver 30 poison arrows
- Invoker, Medusa Queen 12
- Wight Master 13
- Adept, Invoker 14
- Evil Eye, Invoker 15
- Evil Eye, Medusa Queen 16
- Wight 17
- Secret Switch 18  
Removes the wall to the south
- Evil Eye, Adept 19
- Adept, Invoker 20
- Well 21  
"After drinking from the well, you feel you're blessed."
- Vase 22  
100 gp, Full healing potion x2, Scroll of Cure poison
- Entrance 23  
Entrance from Sohl's Cave
- Shelf 24  
Priest Necklace AC:0 +5 endurance
- Shelf 25  
Opal Ring AC:0 +5 strength
- Well 26  
"After drinking from the well, you feel that the gods are with you for an hour"
- Wight, Invoker, Medusa Queen 27
- Shelf 28  
250 gp
- Secret Switch 29  
Removes the wall to the west
- Vase 30  
Remove paralysis potion x2, Scroll of Firewall
- Contact 31  
Opens the doors to the north and south
- Contact 32  
Opens the doors to the north and south
- Contact 33  
Opens the doors to the north and south
- Pressure Plate 34  
Opens the door if all 6 switches in the chamber before were switch
- 35 Sign  
"Thinking of finishing the test? You fool: the battle has just begun!"
- Shelf 36  
Pass key
- Contact 37  
Opens secret doors to the north and south
- Master Lich 38
- Door 39  
You need the Pass key to get through
- Invoker, Wight Master 40
- Wight Master, Night Eye, Evil Eye, Invoker, Adept 41
- Shelf 42  
250 gp
- Shelf 43  
250 gp
- Medusa Queen 44
- Secret Switch 45  
Opens wall to the north
- Shelf 46  
250 gp
- Secret Switch 47  
Removes the wall to the west
- Invoker, Fire King 48
- Night Eye, Adept 49
- Evil Eye, Night Eye 50
- Wight Master, Night Eye, Wight Master 51
- Invoker, Fire King 52
- Invoker, Medusa Queen 53
- Well 54  
"After drinking from the well, you feel you're full ow power"
- Wight 55
- Medusa Queen, Invoker, Medusa Queen, Night Eye 56
- Vase 57  
200 gp, Amulet AC:0, Full healing potion
- Wight Master 58
- Evil Eye 59
- Vase 60  
120 gp, Leather Shirt AC:2, Full mana potion, Full healing potion

# Home of Cold Blood



<a href="#">Wight</a>	61
<a href="#">Night Eye</a>	62
<a href="#">Vase</a> Rusty Chain Shirt AC:1, Remove paralysis potion	63
<a href="#">Wight Master</a>	64
<a href="#">Vase</a> Remove paralysis potion x2, Scroll of Poison cloud	65
<a href="#">Fire Lord, Master Lich</a>	66
<a href="#">Wight Master</a>	67
<a href="#">Invoker</a>	68
<a href="#">Master Lich, Medusa Queen, Invoker</a>	69
<a href="#">Vase</a> 300 gp, Rusty Chain Shirt AC:1, Remove paralysis potion x2	70
<a href="#">Fire King, Fire Lord</a>	71
<a href="#">Night Eye, Wight Master, Fire King</a>	72
<a href="#">Vase</a> 300 gp, Gold Ring AC:0, Remove paralysis potion	73
<a href="#">Vase</a> Quiver 5 iron arrows, Full mana potion	74
<a href="#">Vase</a> Female Battle Skirt AC:3, Full healing potion, Scroll of Mass heal	75
<a href="#">Vase</a> Full mana potion, Scroll of Mass heal, Scroll of Harm undead	76
<a href="#">Shelf</a> 250 gp	77
<a href="#">Night Eye, Wight Master</a>	78
<a href="#">Mana Sphere</a>	79
<a href="#">Night Eye, Invoker, Invoker, Medusa Queen</a>	80
<a href="#">Medusa Master</a>	81
<a href="#">Night Eye, Wight Master, Fire King</a>	82
<a href="#">Wight Master, Invoker, Medusa Queen, Night Eye, Fire King, Master Lich</a>	83
<a href="#">Night Eye, Wight Master, Fire King, Master Lich, Medusa Queen, Invoker</a>	84
<a href="#">Medusa Queen, Medusa Master</a>	85
<a href="#">Pressure Plate</a> Closes the wall in front of you and opens the secret walls	86
<a href="#">Master Lich</a>	87
<a href="#">Statue</a> Sphere of Guards	88
<a href="#">Switch</a> Needed to get access to the Sphere	89
<a href="#">Switch</a> Needed to get access to the Sphere	90
<a href="#">Wight Master, Wight Master</a>	91

# Home of Ignorance



Statue

Sphero of Orientation

Shelf ①  
Money (150)

Shelf ②  
Money (150)

Shelf ③  
Gothic Staff, Damage: 3-9, Raise dead (3 charges)

Shelf ④  
Money (150)

Shelf ⑤  
Money (150)

Statue ⑥  
Sphere of Patience

Vase ⑦  
Amulet AC:0, Remove paralysis potion

Vase ⑧  
Money (120), Remove paralysis potion, Remove paralysis potion, Remove paralysis potion

Shelf ⑨  
Winged West

Sign ⑩  
Fight the right path- most of them leads to immediately death

Statue ⑪  
Winged East

Shelf ⑫  
Money (150)

Shelf ⑬  
Ring of Mana, AC:0, +20 sp

Teleporter ⑭  
You arrive to Sohl's Cave

Shelf ⑮  
Money (150)

Shelf ⑯  
Crown of Persistance, AC:1, +5 endurance

Shelf ⑰  
Money (150)

2x Vase ⑱  
Money (280), Ring AC:0, Full mana potion, Full healing potion  
Magic Amulet AC:0, Full mana potion, Full healing potion

Vase ⑲  
Shirt AC:1, Full mana potion, Remove paralysis potion





### Shelf

Ebony Armored Pants (male), AC:6 ①

Boots of Endurance, AC:5, +5 endurance

### Shelf

Elven Long Bow, Damage: 9-14 ②

### Sign

Move away to go away! ③

### Sign

Find the way out from the passage first, then go back to the door. ④

### Vase

Full mana potion, Remove paralysis potion, Full healing potion ⑤

### Well

After drinking from well, you feel you're full of power. ⑥

### Teleporter

You arrive to Sohl's Cave ⑦

### Shelf

Key to death ⑧

### Vase

Leather pants AC:2, Remove paralysis potion ⑨

### Secret Switch

⑩

### Statue

Amulet of Adepts, AC:0, +5 intelligence ⑪

### Secret Switch

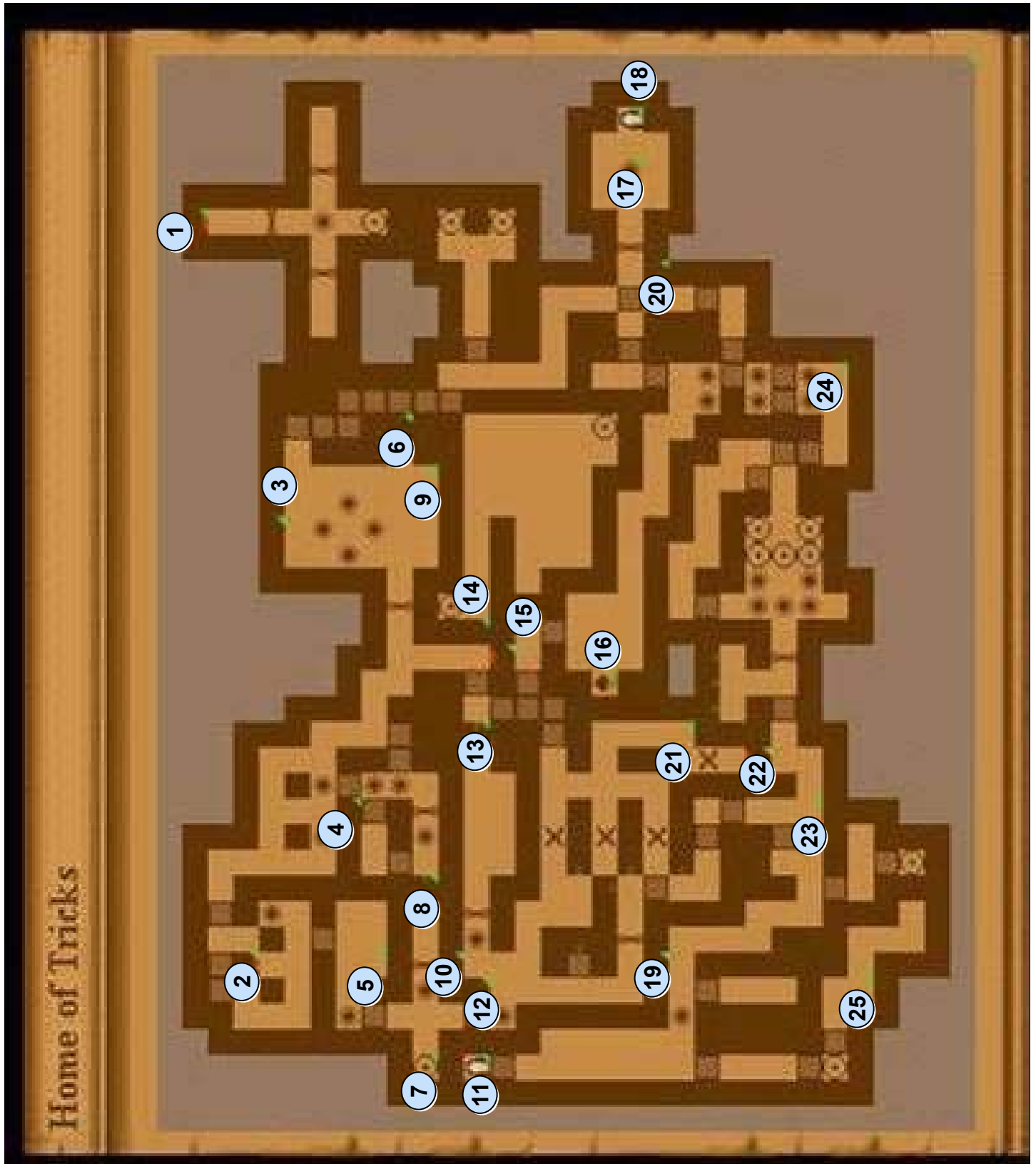
⑫

### Shelf

Money (150) ⑬







Sign

Detour - Wall two and four

14

Shelf

Quiver (20 assassin arrows), damage: 6-9

15

Sphere

You touch the sphere and feel your mana is restored.

16

Switch

Drop a heavy object here.

17

Statue

Sphere of Secrets

18

Sign

Search to pass

19

Sign

You need the key to reach the sphere.

20

Vase

Chain Shirt AC:3, Battle Skirt (female) AC:3, Remove paralysis potion, Full healing potion

21

Shelf

Key to sphere

22

Vase

Money (600), Serpent Leather Shirt AC:3, Full mana potion, Remove paralysis potion, Scroll of Mass heal

23

Vase

Ring AC:0, Full mana potion, Remove paralysis potion

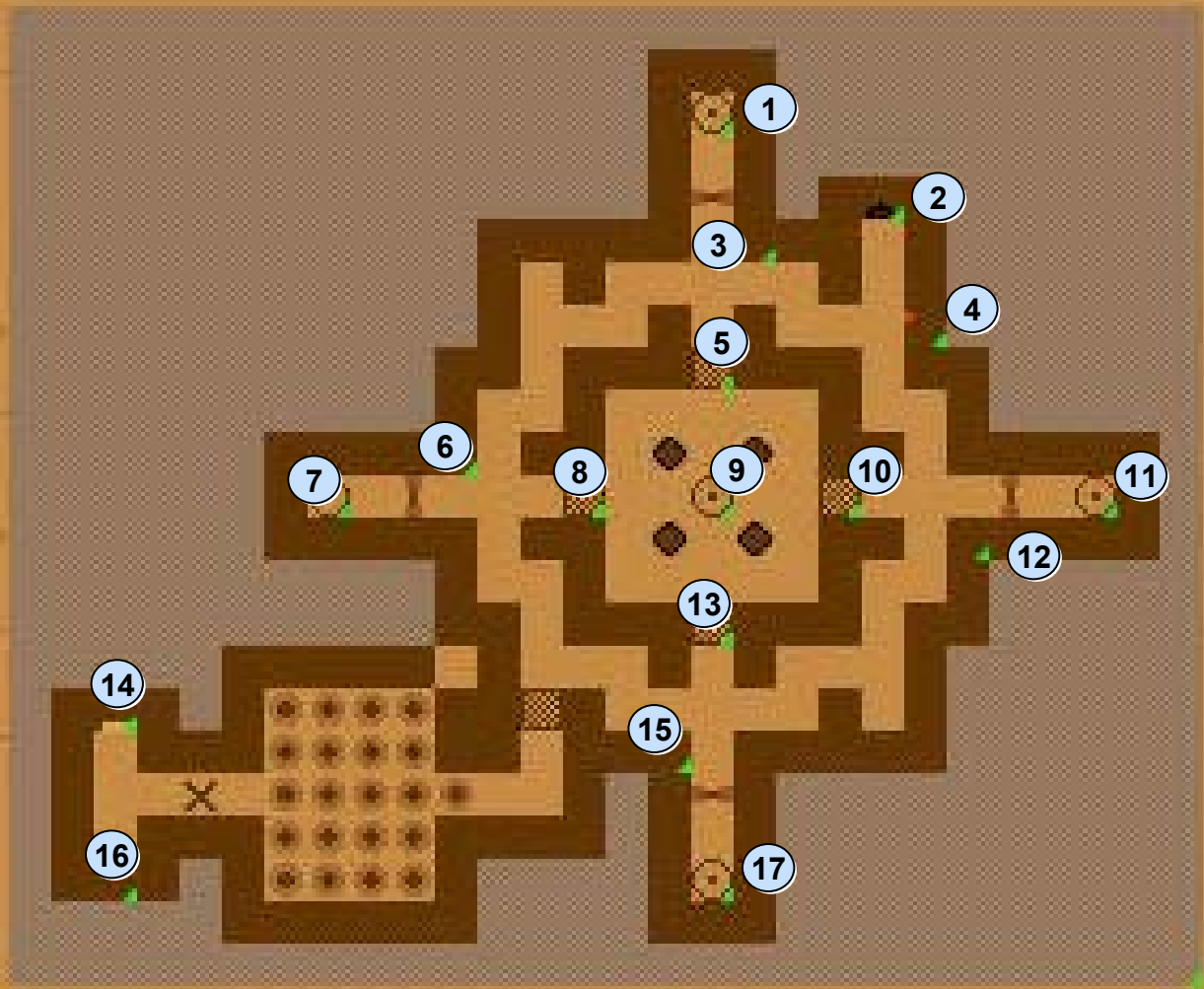
24

Vase

Gem Ring AC:0, Full healing potion

25

## Sohl's Cave



Teleporter

You arrive to the Home of Patience

1

Hole in Wall

Path to the Grendelmoore

2

Sign

A game of patience

3

Mersant Orasare

Hurry up, my friend, we are almost there! My brother was informed about our arrival, so he escaped from here to his personal Chamber.

Just collect the four magic spheres from these levels, and place them on the shelves here. Come back to me when all spheres are in their places! At what time that is done, I shall create your Magic Staff.

4

Shelf

Put the Sphere of Patience here.

5

Sign

A fight to the end

6

Teleporter

You arrive to the Home of Cold Blood

7

Shelf

Put the Sphere of Guards here.

8

Teleporter

You arrive to the Sohl's Chamber

Are you ready to die?

9

Shelf

Put the Sphere of Secrets here.

10

Teleporter

You arrive to the Home of Tricks

11

Sign

Tricks and switches

12

Shelf

Put the Sphere of Orientation here.

13

Well

After drinking from well, you feel you're full of power.

14

Sign

Finding right path

15

Well

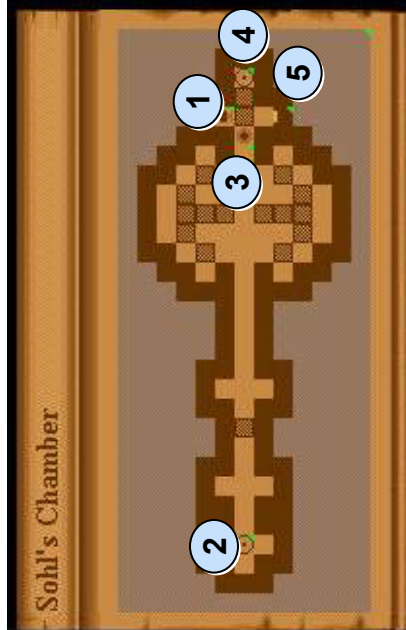
After drinking from the well, nothing happens.

16

Teleporter

You arrive to the Home of Ignorance

17



1

Sphere

You touch the sphere and feel your mana is restored.

2

Teleporter

You arrive to the Sohl's Cave

3

Sohl Orasare

(You use Mersant's Staff)

4

Teleport to win

Thank you, my friend. Sohl is defeated, and the throne is mine, at last. trust me, uner myreign, the world of Monares will be rich and full of colours again.

To expres my gratitude, I can make you one of my greatest commanders, or maybe a propertied of the greatest magic forces. Just tell me what kind of power you want.

But choose wisely: this choice will greatly influence your future. We have a lot to do: the source of the evil power was eliminated but the world is not totally free yet...

5

Well

After drinking from well, you feel you're full of power.