

**MANUAL**



ELECTRONIC ARTS®

# BLACK CRYPT

FROM LEFT TO RIGHT: RICK JOHNSON, KEVIN SCHILDER, BEN GOKEY, BRIAN RAFFEL, STEVE RAFFEL.



## RAVEN SOFTWARE



**Raven Software** was formed by brothers Brian and Steve Raffel with the goal of creating a 3D dungeon game for the Commodore Amiga. They got together with programmers Rick Johnson and Ben Gokey, and musician Kevin Schilder, and the Black Crypt project was underway. Black Crypt is Raven's first computer game, and Electronic Arts is proud to bring it to the Amiga.

**Brian Raffel** is 31 and has an AA degree in Commercial Art and a BS in Art Education from University of Wisconsin, at Madison. He teaches Computer Art in an Amiga lab at Middleton High School, and is also track/cross country coach. His hobbies are Dungeons and Dragons, lifting weights, running, and drawing.

**Steve Raffel** is 34 and has an AA in Visual Communication. Before co-founding Raven Software, he worked as a silk screen printer for 10 years. His hobbies are D&D and drawing.

**Kevin Schilder**, 29, holds a BA degree in Music Performance from UW-Madison and received his teaching certificate from UW-Milwaukee. Kevin is a band instructor at the Sussex Middle School and his hobbies are D&D, scuba diving, running, music, reading, and being "MR.M".

**Ben Gokey** is a 22 year old programmer, self-taught on Commodore's VIC 20 and 64 machines. His hobby is being the only non D&D player in the group.

**Rick Johnson**, 20, is currently attending UW-Whitewater studying Computer Sciences. Rick also started programming on the Commodore 64, and is now enjoying the power of his Amiga 3000. His hobbies? "D&D, of course."

**Raven Software** would like to extend their special thanks to Mike Dix and Royanne Webb.



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# BLACK CRYPT

## GETTING STARTED

### FLOPPY DISK USERS: LOAD THE GAME

In order to play Black Crypt from floppy disks, you must have a blank, formatted disk for saving and restoring games. This blank disk should be renamed GAMESAVE. Please see your computer instructions for formatting disks.

**You should always make backup copies of all game disks and store the originals in a safe place.**

1. Turn the computer ON (Amiga 1000 owners: use Kickstart 1.2 or 1.3). At the Workbench prompt, insert the BACKUP COPY you have made of GAMEDISK 1 in drive DF0:
2. The title screen appears. Click the mouse to continue.
3. The Main Menu appears. Select one of the following options:



If this is your first time playing Black Crypt, you should now select CREATE NEW PARTY. For more information, see *Creating a Party*.

4. Swap disks when prompted.



# BLACK CRYPT

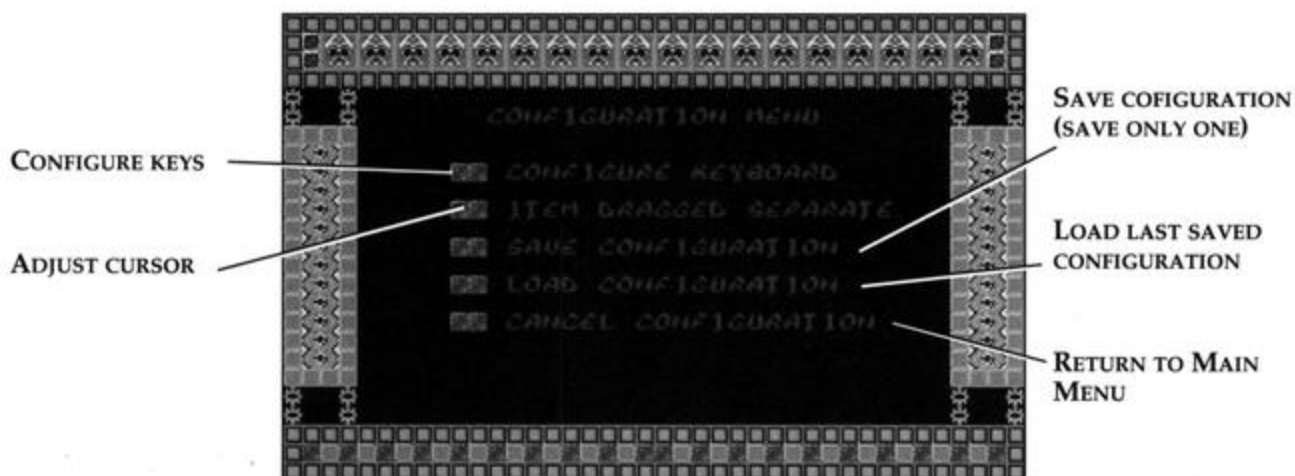
## HARD DRIVE USERS: INSTALL AND LOAD

1. Load Workbench, then insert the backup copy you have made of GAMEDISK 1 in drive DF0.

You should always make backup copies of all game disks and store the originals in a safe place. Be sure to rename the copies appropriately (i.e. GAMEDISK 1, GAMEDISK 2, GAMEDISK 3).

2. Double-click on the GAMEDISK 1 icon, then double-click on the INSTALL CRYPT icon.
3. Type the pathname of the drawer in which you wish to install Black Crypt (example: **DH0: BLACK CRYPT**).
4. Follow the on-screen prompts to complete installation.
5. When installation is completed, remove all disks and double-click on the hard drive icon.
6. Double-click on the **BLACK CRYPT** drawer, then on the **BLACK CRYPT** icon. The title screen appears. Click the mouse to continue.
7. The Main Menu appears. Select an option.

## CONFIGURATION MENU

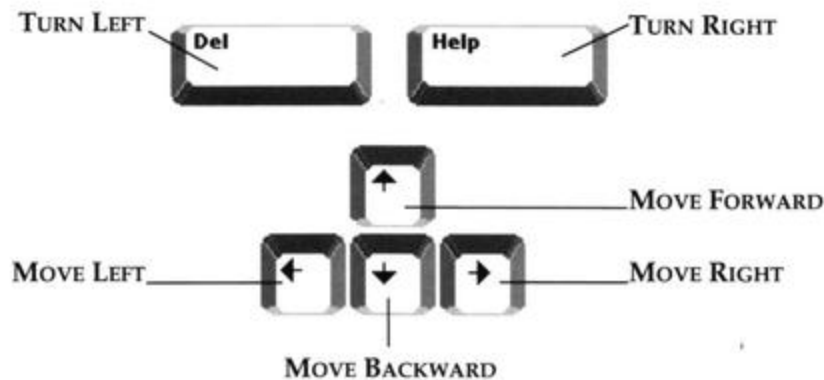


# BLACK CRYPT

This menu allows you to choose:

- Which keys on your keyboard move your party. Choose the preferred keys to move the party forward and backward, to turn or rotate left and right, and to move laterally left and right.

**NOTE:** Default keys are:



- Cursor modes. When you click on an item to pick it up, you may elect to have the cursor become the item (for example, if you pick up a sword, the cursor becomes a sword), or to have the item appear separately from the cursor.

When you have customized the program controls to your specifications, select **SAVE CONFIGURATION**. If you are playing from floppies, your configuration will be saved to the GAMESAVE disk. If you are playing from a hard drive, the configuration will be saved to the **BLACK CRYPT** drawer.



## CREATING A PARTY



### TO CREATE A CHARACTER:

1. From the Main Menu, click on **CREATE NEW PARTY**. The Character Creation screen appears.
2. To create a character, click on a character box: Fighter, Cleric, Magician, Druid.
3. To choose a face for your character, place the cursor on a face in the Character Faces box and click the **LEFT** mouse button.
4. To adjust your character's attributes, place the cursor on the Attribute Arrows and click the **LEFT** mouse button. Left arrow=lower, right arrow=higher.

**Note: Attributes may not be adjusted below minimum values (dependent on character class) or above 20 (all classes).**

5. To name your character, place the cursor on the character's name window, and use the backspace key to erase the current name (Fighter, Cleric, Magic User, Druid). Now type the name of your choice (up to 12 characters).
6. When you're finished creating your party, click on the **ENTER CRYPT** button.
7. The program prompts you to save your new party. Select a slot to save your game (example: **SAVE GAME A**, **SAVE GAME B**, etc.), or click on **CANCEL** to return to the Character Creation screen.



## ABOUT YOUR QUEST

Twenty-two years ago, Estoroth Paingiver, a powerful Cleric, was banished from your country of Astera for unspeakable acts. A year later he returned with an army of demons and other undead creatures, and beat Astera into submission — or so he thought. The Four Guilds of Astera united, and through their incredible efforts and the bravery of four men, Estoroth was banished yet again — this time to another dimension.

Now the double dimensional rift which holds Estoroth and his minions is slowly opening. Four new champions must venture into his dungeon, retrieve four magical weapons, and seal him away forever.

Your party are the four. Using your wits, spells, and the weapons you find scattered about, you must fight your way through increasingly powerful enemies and finally face Estoroth himself.

Good luck, heroes of Astera.

**NOTE:** For a complete history of Estoroth and the Black Crypt, see *The Lore of Black Crypt*.

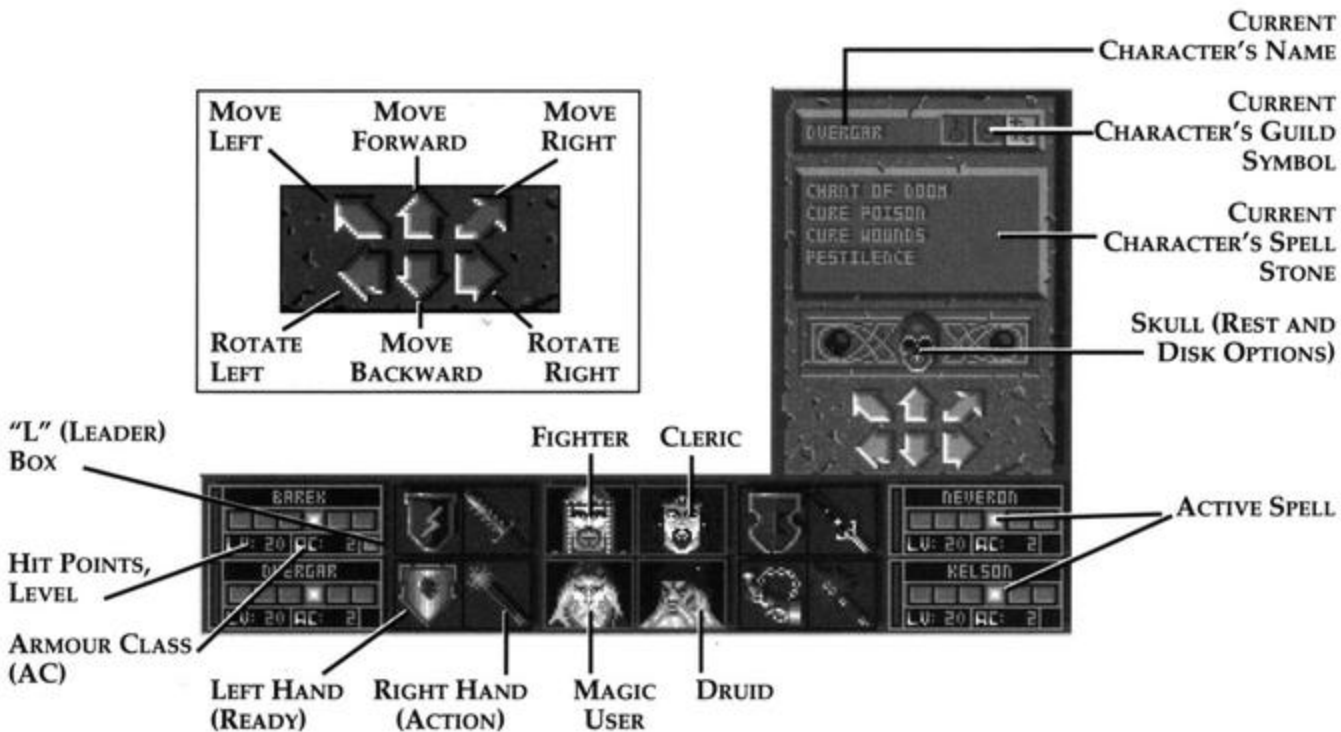




# BLACK CRYPT

## THE ACTION SCREEN

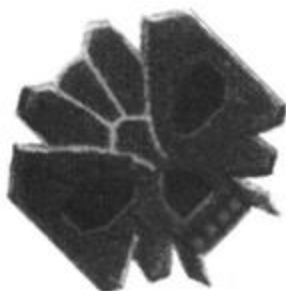
From this screen you can attack enemies, cast spells, and move through the many halls and rooms in the Black Crypt.



### CHOOSING A LEADER

Many people think that a Fighter makes the best leader, so when the game begins, your Fighter character is the leader of your party. The leader is the character who manipulates the environment: he throws the levers, pushes the buttons, and reads the plaques. His attributes decide whether he is successful at each task.

The leader of your party is indicated by a gold square under the character's name. To choose a new leader, simply click on the "Leader" box (next to the AC box) under any character's name. The box turns gold; the character is now the leader.



## DISK OPTIONS

### SAVING AND RESTORING GAMES



DISK ICON

**NOTE TO FLOPPY DISK USERS:** In order to save and restore games, you **MUST** have a blank, formatted disk named **GAMESAVE**. Please see your computer's instructions for formatting disks. **Only two games may be saved to a single floppy disk.**

#### TO SAVE YOUR GAME IN PROGRESS:

1. Press **Esc**, or place the cursor on the **SKULL** and click the **LEFT** mouse button; the **DISK** icon appears.
2. Click on the **DISK** icon. The Game menu appears.
3. Select **SAVE AND PLAY** to continue playing, or **SAVE AND QUIT** if you are finished playing.
4. If you are playing from floppy disks, the program requests the **GAMESAVE** disk. Insert a blank, formatted **GAMESAVE** disk. The game is saved on the **GAMESAVE** disk. On hard drive, the game is saved to the **BLACK CRYPT** drawer.

#### TO RESTORE A SAVED GAME:

1. To restore a game, press **Esc**, or click on the **SKULL** bar to bring up the **DISK** icon, then click on the **DISK**. The Game menu appears (if your party has died, the Game menu appears automatically).
2. Select **LOAD GAME**, then select the game you wish to restore (example: **SAVEGAME A**, **SAVEGAME B**, etc.).
3. Insert the **GAMESAVE** disk if the program requests it.

#### PAUSING THE GAME

To pause Black Crypt, press **Esc**, or click on the **SKULL** bar to bring up the **DISK** icon, then click on the **DISK**. The game is paused until you select **RESUME GAME**.

**NOTE:** The game is automatically paused when you access the automap (Wizard Sight) function. For more information on the automap, see "Starter Book" under *Spells of the Four Guilds*.

#### QUITTING THE GAME

To stop playing Black Crypt, press **Esc**, or click on the **SKULL** bar to bring up the **DISK** icon, then click on the **DISK**. Select **EXIT TO AMIGADOS**.

#### MOVING YOUR PARTY

Using the mouse, place the cursor on an arrow and click the **LEFT** mouse button.



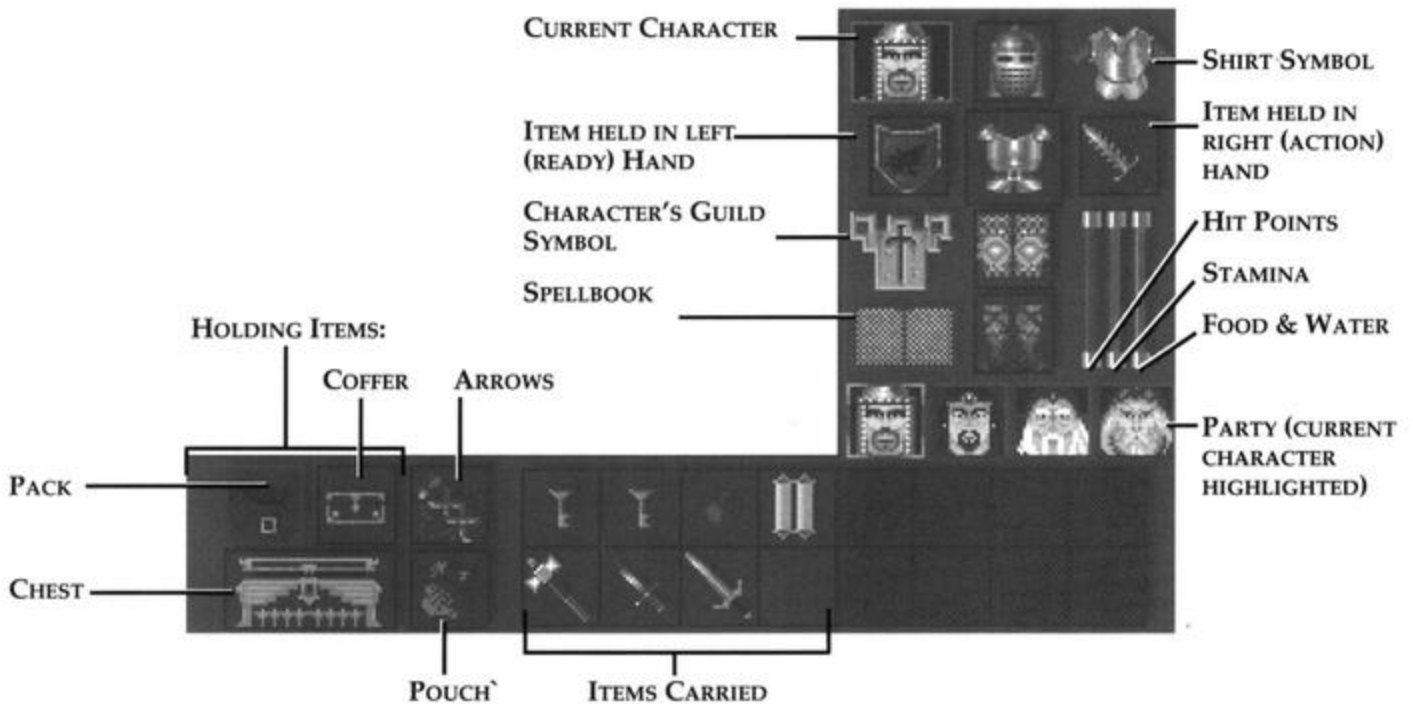
# BLACK CRYPT

These are the default controls for moving your party using the keyboard. To customize the keyboard to your preferences, select **CONFIGURATION MENU** from the Main Menu (see *Getting Started* for more information).

Press the key to move in the desired direction.

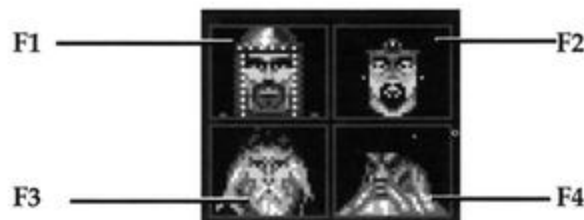
**NOTE:** To effectively travel through the Black Crypt, the Wizard Sight and Compass spells are very important. See *Learning and Casting Spells*.

## THE INVENTORY SCREEN



The Inventory screen lets you view the items each character is carrying, review each character's statistics, memorise and cast spells, eat food and drink water, and equip your party with weapons and armour.

To activate the Inventory screen, click the **RIGHT** mouse button on a character's name, or press the function key for one of your party members:



## CHARACTER STATISTICS

To view the current character's statistics, click the LEFT mouse button on the Hit Points/Stamina/Food bars.

**This section of the screen tells you:**

- Current character's name.
- **Class** — Fighter, Cleric, Magic User, or Druid.
- **Experience Points** — (EX PTS).
- **Hit Points** — (HIT PTS).
- **Attributes** — Strength, Dexterity, Constitution, Intelligence, and Wisdom. Magical Bonus adjustments to these attributes will appear in blue. For example, if you set your Fighter's strength at 18, a belt of strength might add 1 point; his STRENGTH is now 19 and appears on the Statistics screen in blue. Negative adjustments (any reduction in statistics due to fatigue, hunger or thirst) appear in red.
- **Status** — If your Status is normal, this area is blank. Thirsty, Hungry, Tired, Diseased, or Poisoned. Each of these states (except normal) will have a negative effect on your character's attributes.

**NOTE:** Characters suffering from thirst or hunger are unable to sleep!

## ITEMS WORN

This part of the screen tells you what items your character is wearing on his person. The Items Worn section is divided into three levels: the Weapons and Armour level, the Clothing level, and the Accessories level. To access each level, click on the shirt symbol in the upper right corner of the screen.

- **Weapons and Armour** - This level is displayed the first time you enter the Inventory screen. It shows the weapons and armour the character is wearing.
- **Clothing** - This level shows you the clothing your character is wearing. **Note: Gauntlets and bracers must be worn in this level.**
- **Accessories** - This level shows you any rings, amulets, belts, etc. your character is wearing.

## TO WEAR ITEMS

1. Click on the item you want a character to wear.
2. Place the cursor on the desired character's name and click the RIGHT mouse button; the character's Inventory screen appears.
3. Drag the item to the Items Worn section of the Inventory screen, place it on the appropriate area of the body, and click the LEFT mouse button to place the item there.

In the case of gauntlets or bracers, click on the Shirt symbol until the Clothing level appears, then place the item on one of the character's hands.



## FOOD

Food can be found in various areas of the Black Crypt. When a character's Food/Water bar gets low he should eat. If he doesn't, his health suffers; Hit Points are taken, and Stamina and Dexterity are affected. A message appears in the character statistics area (viewed by clicking on the Strength/Stamina/Food bars) telling you that the character is hungry or thirsty.

### To eat and drink:

1. Access the character's inventory screen, and click the LEFT mouse button on a food item or water skin.
2. Move the food or water to the character's face (upper right of screen) and click the LEFT mouse button; the character eats a helping of the food or drinks a portion of the water (each food item or water skin contains two portions).
3. Click again to make him eat or drink more, or place the food in his pack, pouch, or Items Carried window and click the LEFT mouse button to drop it.

## HOLDING ITEMS

Holding Items are items in your inventory which hold other items. Some characters begin the game with a pouch or pack — other Holding Items can be found throughout the Black Crypt. Holding Items can be carried within other Holding Items; for example, a coffer can be carried in a pack, a pouch within a coffer, etc.

### The available Holding Items are:

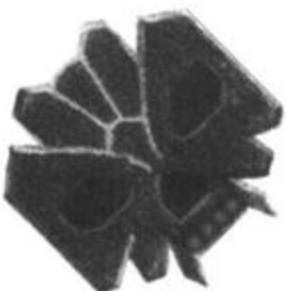
**Pack (up to 8 items):** To open the pack and view the items inside, click the LEFT mouse button on the pack. The items are displayed in the Items Carried windows.

**Coffer (up to 6 items):** If you find a coffer, place it in this area of your inventory screen. To view the items in the coffer, click the LEFT mouse button on the coffer; the items are displayed in the Items Carried windows.

**Quiver (up to 10 arrows):** If you find a quiver of arrows, and a bow to go with them, the quiver should be placed in this area of your screen. **NOTE:** If you place an arrow in your character's Ready Hand (left), and the bow in the Action Hand (right), the arrows will be loaded automatically during battle.

**Chest (up to 12 items):** The chest has twice the capacity of the smaller coffer, and is very heavy. The character carrying a chest should be strong or he will weaken under the burden.

**Bag (up to 4 daggers, up to 4 misc. items):** This bag can carry anything you like, but is most useful for carrying throwing daggers; place a dagger in the Action Hand (right), and place any remaining daggers in the pouch (the pouch should be in the appropriate slot in the Inventory screen). During battle, daggers will be loaded into the Action Hand for throwing automatically.



## ADDITIONAL FACTORS

- Items which are especially large or heavy may take up as much room as two items.
- Depending on strength, the amount of weight each character carries (in holding items or on his person) affects his stamina and dexterity; if he is overloaded, he'll become less agile, tire easily, and consume food and water at a higher rate.

**NOTE:** For a description of any item, including weight, drag the item to the character's face (upper right of Inventory screen) and click the LEFT mouse button.

## GETTING AND USING OBJECTS

### To pick up an object:

1. Place the cursor on the object and click the LEFT mouse button.
2. Drag the object to a character's name and click the RIGHT mouse button to see his Inventory screen.
3. To learn more about the object, drag it to the character's face (top of the screen, left of the Items Worn icon) and click the LEFT mouse button. A description of the object is displayed.
4. Place the object in a pack, pouch or Items Carried window, and click the LEFT mouse button to drop it there.

**NOTE:** Some items (such as armour) are too heavy or bulky to be carried in a pack or chest, and must either be worn or left behind.

## TO TRADE ITEMS BETWEEN CHARACTERS

1. Click the LEFT mouse button on any object in any character's Inventory screen; the cursor becomes the object.
2. Place the item on another character's face, and click the LEFT mouse button. The new character's Inventory screen appears.
3. Place the item on a Holding Item (pack, chest, pouch, etc.), and click the LEFT mouse button. The item disappears into the Holding Item; click on the Holding Item to see its contents.



## SCROLLS, PLAQUES AND TABLETS

During your adventure, scrolls and plaques are major sources of information. Plaques can be found on the walls, and usually provide a clue about the area. There are two types of scrolls: information scrolls are usually notes or journal entries of the adventurers who have gone before you: spell scrolls contain spells which can be used a limited number of times, guild tablets provide enhancement to skills, among other things.



- To read a **plaque**, place the cursor on the plaque and click the LEFT mouse button; if the plaque is readable by the leader of your party, the message appears on the right side of your screen.

**NOTE:** Some messages are encoded in runes. Some of these can be read using the Magic User's *Read Runes* spell, but others can only be read by a character who is familiar with that language.

**If your leader is unable to read a plaque:**

1. Click the LEFT mouse button on the Cleric's Leader Box. The box turns gold.
2. Attempt to read the plaque again; if the Cleric fails, repeat step 1 with each character until you are successful. If no one in your party is able to read the runes, cast the *Read Runes* spell.



- To read an **informational scroll**, place the cursor on the scroll and click the LEFT mouse button. Drag the scroll to a character's face (upper right corner of screen), and click the LEFT mouse button; the message appears on the right side of the screen.

**NOTE:** Beware of false scrolls! Use *Dispel Illusion* and *Reveal Truth* spells to avoid traps set by Estoroth. For more information, see *Spells of the Four Guilds*.





- **To use a spell scroll:**

1. Place the cursor on the scroll and click the LEFT mouse button to pick it up.
2. Drag the scroll to a character's Action Hand and click the LEFT mouse button to place it there.
3. Click the LEFT mouse button on the character's face. The contents of the scroll appear on the right side of the screen, including the type of spell and the level at which it was created (a gauge of the spell's power).
4. To cast a spell from the scroll, click the LEFT mouse button on the spell name.
5. To close the scroll, click the RIGHT mouse button.



- **To read a tablet:**

1. Place the cursor on the tablet and click the LEFT mouse button to pick it up.
2. Note the symbol on the tablet; drag the tablet to the corresponding character's name and click the RIGHT mouse button to see his Inventory screen.
3. Drag the tablet to the character's symbol tablet and click the LEFT mouse button. A message appears explaining the tablet's effect, and the tablet itself disappears.

## DEATH GEMS (RESURRECTING PARTY MEMBERS)

While in the Black Crypt your party will find numerous red gems called Death Gems. These gems contain the souls of adventurers who have died here.

When a party member dies, a Death Gem will appear. To resurrect your party member, hold the gem in one hand, and cast a Raise Dead spell. **NOTE:** Unless a Death Gem belongs to your party member, the soul within it cannot be resurrected.





## RESTING

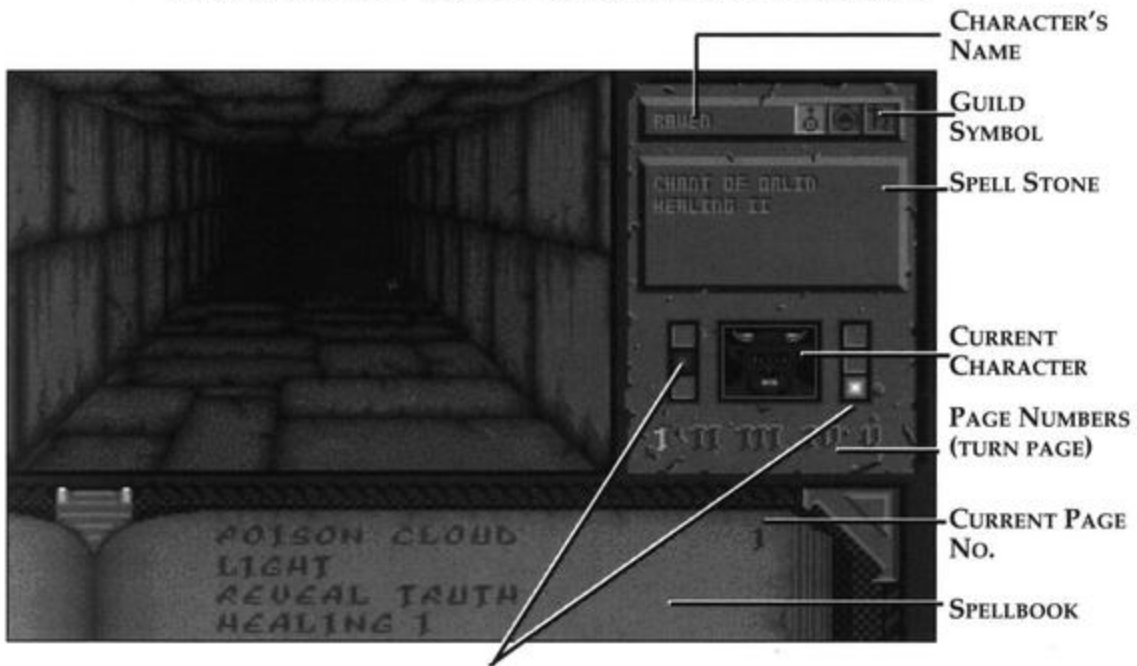


REST ICON

To regain Hit Points and Stamina, or to pass time (so magic users can re-learn spells), it's a good idea to let your party rest for short periods of time. To rest:

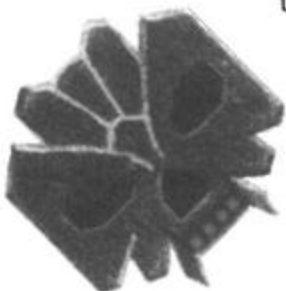
1. Click the LEFT mouse button on the **SKULL** (or compass) bar to see the **REST** icon.
2. Click the LEFT mouse button on the **REST** icon. Your party goes to sleep, and the **SKULL** (or compass) becomes a green **GEM**.
3. Click the LEFT mouse button on one of your party members' ghosted face to wake him up (this way one can stand guard while the others sleep).
4. To wake your party, click the LEFT mouse button on each character, or click on the the green **GEM** to wake the entire party at once.

## LEARNING AND CASTING SPELLS



ACTIVE DURATION SPELLS (*WIZARD SIGHT, COMPASS, MAGIC SHIELD, ETC.*)

Each Cleric, Magic User and Druid character begins the game with a basic Spellbook containing a limited number of spells. Some of these spells appear as unreadable runes, indicating that they are of a higher level than the character; as he graduates to higher experience levels, more spells will become available. Later, characters will acquire additional spellbooks containing more spells.



To use the available spells, they must be memorised (up to five spells may be memorised at one time). As spells are memorised, their names become unreadable. A short period of time must pass before they can be read and memorised again.

## TO MEMORISE SPELLS

1. Click the LEFT mouse button on the character's name (top right corner of screen) to see his spellbook (from the Inventory screen, click on the spellbook). The book opens to page one (if you have opened the book previously, it displays the last page you looked at).
2. Click on spell names to memorise the spells. Memorised spells appear in the Spell Window.
3. Click on the Roman numeral II (on the Spell Stone) or click on the right corner of the page to see page two.
4. Repeat step 3 to memorise more spells, or click the RIGHT mouse button to return to the Action screen.

## TO CAST SPELLS

1. To see a character's Spell Stone, click on the desired character's symbol in the upper right corner of screen. The symbols are:



CLERIC



MAGIC USER



DRUID

2. Click on the desired spell on the Spell Stone; the spell is cast immediately.
3. If the spell must be cast on a party member, a menu appears allowing you to choose the party member upon whom you wish to cast the spell.

## DURATION SPELLS

Certain spells, when cast, remain in effect for long periods of time. When a Duration Spell is active, one of the squares below the characters' names changes from grey to one of several colours (different for each spell). Click on coloured squares to identify which duration spells are active. For more information on spells, see *Spells*.



## BATTLING ESTOROTH'S MINIONS

### USING WEAPONS

Your party begins the game with only basic guild weapons. As you explore the dungeon, however, you'll find numerous weapons and other items to aid you in your quest. Each one is useful in its own way, and some are more useful than others. It is up to you to equip your party in the best way possible.

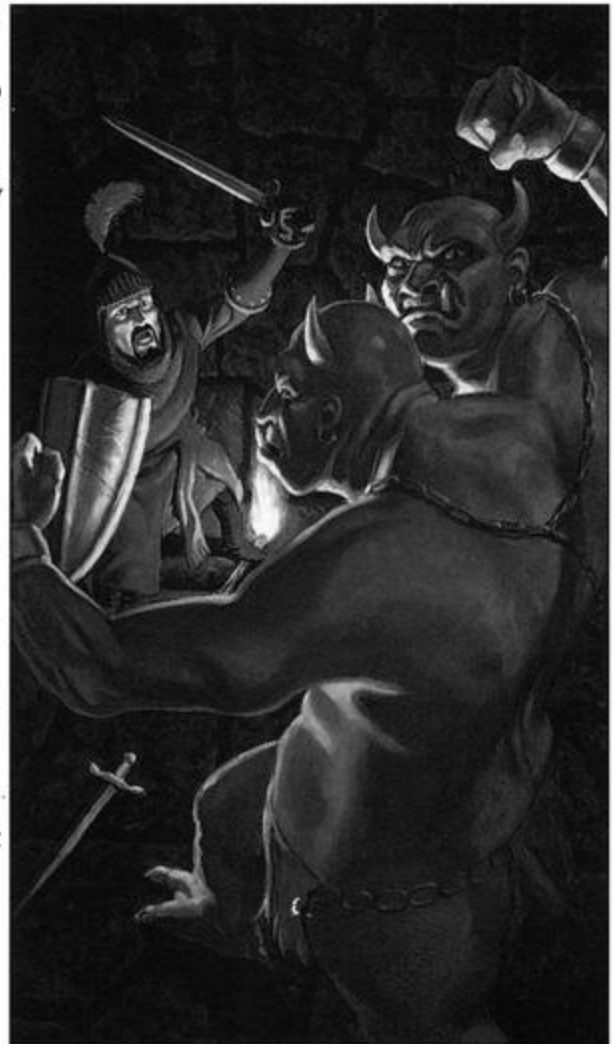
**NOTE:** Some characters can only use specific types of weapons. For more information, see *The Four Guilds of Astera*.

Weapons should be placed in the Action (right) Hand of the character. A defensive item, such as a shield, can be placed in the left hand.

### ATTACKING ENEMIES

Click the LEFT mouse button on the face of a character to make him attack. If he is carrying a weapon in the Action Hand (right), he will attack with that weapon. If he is not carrying a weapon, he will attack with his fists.

**Note:** Fighter characters can use two weapons at once; the Action Hand can carry any weapon, but the Ready Hand (left) must use a small weapon, such as a dagger or a hammer.



## SPECIAL WEAPONS

### BOW AND ARROWS

To use a bow and arrows, the bow must be held in the Action Hand (right), and an arrow must be readied in the Ready Hand (left). If you have a quiver, arrows are loaded automatically as you fire them.

### THROWING DAGGERS

Place a dagger in the character's Action Hand (right), and use the pouch (lower right section of the inventory screen) to hold additional daggers. If the pouch is in its correct slot in the inventory screen, daggers are automatically reloaded during battle.

### MAGICAL WEAPONS

Wands and Staffs are held in the Action Hand (right), and are used like a normal weapon; click the LEFT mouse button on the character's face to make him use the weapon.



Magical Swords and other weapons are also held in the Action Hand, and often have two functions; click the RIGHT mouse button on the character's face to cast the sword's spell, or click the LEFT mouse button on the character's face to swing the sword as you would any other.

## THE FOUR GUILDS OF ASTERA

The Four Guilds were established many years ago to unite the four major "classes" of Astera; to provide training and advanced education to those citizens who showed aptitude in a given area, and most importantly, to organize a powerful, elite force of Fighters, Clerics, Magicians, and Druids to protect Astera from the dark forces all around her.

The Guilds are overseen by the Fellowship of the Four, a council of 25 comprised of a High Elder and six lesser elders from each guild. This council convenes at the Hall of Seasons on the night of each full moon to discuss and debate issues which affect the welfare of Astera, to keep one another abreast of new magics, to trade recipes for potions and elixirs, and to enjoy hot cider before the Hall's great fireplace.

Additionally, it is to the Fellowship of the Four that a citizen must appeal if he or she is not content with the life of a commoner and longs for a life of adventure, honour and above all, duty. Hundreds seek acceptance into the guilds at each assembly of the Fellowship, but only a handful are allowed to enter the academy of their choice and begin training. Of these, even fewer ever earn the distinguished title of Guildsman.

### GUILD OF FIGHTERS

The Guild of Fighters is the smallest of the Four; it is a rare man or woman who has the strength or endurance to survive the brutal training required to earn the approval of High Elder Gunther.

Fighters are the few and the proud, the strong and the brave, defenders of all that is just and good. Equipped with both warrior and ranger skills, they are accomplished in all weapon skills and battle tactics, and are excellent trackers. A Fighter makes a superior leader, as he or she is best equipped to fend off an attack.

### GUILD OF CLERICS

The oldest guild in Astera, the Guild of Clerics has its origins in the ancient Temple of Orlin, to whom the Clerics still pay homage. High Elder Maatok retains the title of High Priest in addition to his responsibilities to the Fellowship.

Clerics are men and women of the cloth, as well as the club. Both warrior and priest, their skills include healing, protection and defensive spells, in addition to proficiency in the use of blunt weapons such as maces, war hammers and staffs.

### GUILD OF MAGICIANS

The Guild of Magicians is the largest of the Four Guilds; more citizens apply to this than any other guild, and High Elder Fenn boasts a higher graduation ratio than any other academy (attributed to the brilliant professors in his employ, and to the profound intelligence of the population at large).

Magicians are the intellectuals of the world, and prefer a savage debate over a bloody battle. Despite his distaste for violence, a good Magician can hold his own against the fiercest enemies, calling upon seemingly limitless arcane forces in addition to the occasional dagger or staff. Magicians can only wear leather armour, but can use any type of shield for protection.



## GUILD OF DRUIDS

This is the youngest of the guilds. Originally known only as the mysterious "Forest People", the Druids lived independently of Astera for centuries, until the Fellowship (then of the Three) sought their leader (now known as High Elder Juniper) and persuaded her to unite with them in the fight against evil. Druids must be born into their guild; those not of the blood may not enter the Druidic Academy or earn Guildsman status.

Druids are known for their unwavering respect for and defense of all living things. Like Clerics, they are talented healers and have a steady supply of protection and attack spells at their disposal. They are skilled in the use of war hammers and staves.

## THE SPELLS OF THE FOUR GUILDS

### FIGHTER SPELL

**LOCATION** - Click on Fighter's tablet (inventory) to see current map coordinates.

### CLERICAL SPELLS

#### STARTER BOOK

**POISON CLOUD** (2nd level) - Creates a cloud of poison gas several feet in front of the party (to damage an enemy).

**LIGHT** (1st level) - Dispels darkness.

**REVEAL TRUTH** (2nd level) - Reduces "false" scrolls to dust (scroll must be held in the hand of a party member).

**HEALING 1** (1st level) - Restores 4-20 hit points to a party member.

#### PRAYERS OF ORLIN

**CHANT OF ORLIN** (2nd level) - Inflicts 2-8 points of damage on an enemy (+ 2 for each level of caster beyond 3rd level).

**HEALING 2** (5th level) - Restores 8-40 hit points to a party member.

**CREATE FOOD** (3rd level) - Creates 4 portions of food.

**GOD'S FURY** (9th level) - Inflicts 20-80 points of damage on an enemy.



## TOME OF LIFE

**RAISE DEAD** (6th level) - Resurrects a dead party member (must hold Death Gem in one hand when casting spell).

**CURE POISON** (4th level) - Heals a poisoned party member.

**CURE DISEASE** (3rd level) - Heals a diseased party member.

**RESTORE** (7th level) - Restores full hit points to one party member.

## BOOK OF RETRIBUTION

**RUNE OF PAIN** (2nd level) - Summons a magic rune to inflict 4-12 points of damage on an enemy.

**RUNE OF DEATH** (9th level) - Summons a magic rune to inflict 20-100 points of damage on an enemy.

**VORPAL AIR** - (5th level) Inflicts 10-25 points of damage on an enemy.

**DIETY STRIKE** - (7th level) Inflicts 10-50 damage on an enemy.

## MANUAL OF PIETY

**SUSTENANCE** (4th level) - Restores food and water levels to full (entire party).

**REMOVE TRAP** (2nd level) - Removes traps up to 10' in front of party.

**POISON PURGE** (5th level) - Heals poisoned party members (entire party).

**BINDING** (6th level) - Temporarily holds enemy.

## MAGIC USER SPELLS

### STARTER BOOK

**WIZARD SIGHT** (1st level) - Automatically maps party's progress through the dungeon. To activate, press F5, or click on the yellow "Duration Spells" box under your Magic User's name.

**COMPASS** (2nd level) - Replaces SKULL; informs party of the direction in which they are travelling (N=North, S=South, E=East, W=West).

**FIREBALL** (3rd level) - Causes 2-12 points of damage to enemy (+2 per level of caster beyond 3rd level).

**SHIELD** (1st level) - Temporarily gives one party member +1 protection (+1 per every 2 levels of caster beyond 4th level).



## NECROMANCER'S GUIDE

**STRENGTH** (2nd level) - Adds +2 to the strength of one party member.

**REMOVE GLYPH** (2nd level) - Removes a glyph of warding from the party's path.

**DISPEL MAGIC** (2nd level) - Dispels magic fields (barriers) up to 10' in front of party (spell level must be equal to or greater than the level of the barrier for this to be successful).

**FREEZE** (2nd level) - Causes 4-12 points of damage to enemy.

## CULT OF MAGIC

**HASTE** (3rd level) - Allows to battle at a quicker pace.

**MIND STRIKE** (4th level) - Inflicts 2-20 points of damage on an enemy (+4 per every level of caster beyond 5th).

**DEATH** (8th level) - Inflicts 50-70 points of damage on an enemy.

**DISPEL ILLUSION** (5th level) - Reduces "false" scrolls to dust (scroll must be held in the hand of a party member).

## WIZARD WORD

**CREATE WALL** (4th level) - Creates 10' section of wall in front of party.

**ETHEREAL SHIELD** (5th level) - +2 protection for entire party (+1 for every 2 levels of caster beyond 6th).

**REFRESH** (7th level) - Remember all spells below 4th level.

**LIGHTING FIELD** (5th level) - Causes 5-50 points of damage to enemy.

## LIBRAM OF DARKMAGIC

**DEATHSTORM** (9th level) - Causes 10-100 damage to enemy.

**LIFESTEALER** (7th level) - 8-32 damage. Also transfers 30% of hit points inflicted back to spell caster.

**TELEPORT** (7th level) - Teleports party to any location on the map.

**DETECT TRAPS** (2nd level) - Alerts party of nearby traps (remains effective for 1 minute per level of caster).



## DRUID SPELLS

### STARTER BOOK

**DISPEL MAGIC** (2nd level) - Dispels magic fields (barriers) up to 10' in front of party.

**CHAOS** (1st level) - 2-8 points of damage per caster's level.

**READ RUNES** (1st level) - Allows party to read messages written in other languages.

**PROTECTION** (1st level) - Temporarily gives one party member +1 protection (+1 per every 2 levels of caster beyond 4th level).

### MANUAL OF THE PLANES

**LIGHT** (1st level) - Dispels darkness.

**SWARM** (2nd level) - Causes 2-8 points of damage to enemy (+3 per every two levels of caster beyond 3rd level).

**DISMISS** (8th level) - Sends enemy to another plane.

**DISRUPT** (9th level) - Causes 30-80 points of damage to enemy (+ 10 per level of caster).

### FORCE OF THE ELEMENTS

**SHADOW SHIELD** (4th level) - +1 protection for entire party (+1 for every 2 levels of caster beyond 6th).

**ICE STRIKE** (7th level) - Causes 5-75 points of damage to enemy.

**BLAST OF COLD** (5th level) - Causes 10-40 points of damage to enemy (+5 for every level of caster beyond 6th).

**QUAKE** (10th level) - Causes 10-110 points of damage to enemy.

### WISDOM OF THE DRUIDS

**PESTILENCE** (4th level) - Causes 8-16 points of damage to enemy (+3 for every level of caster beyond 6th).

**CURE WOUNDS** (2nd level) - Restores 4-20 hit points to a party member.

**CURE POISON** (4th level) - Heals a poisoned party member.

**CHANT OF DOOM** (6th level) - Causes 40 points of damage to enemy.

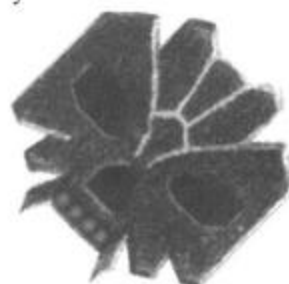
### BOOK OF FIRE

**STONEFIRE** (2nd level) - Causes 2-8 points of damage to enemy (+2 for every two levels of caster beyond 3rd).

**FIREWIND** (3rd level) - Causes 2-12 points of damage to enemy (+2 for every two levels of caster beyond 3rd).

**FIRE VORTEX** (5th level) - Causes 5-50 points of damage to enemy.

**FIRE MAELSTROM** (10th level) - Causes 10-110 points of damage to enemy.





## THE LORE OF BLACK CRYPT

Like the last yellow tooth in a warlock's mouth, the land of Astera remains, the last spark of life in the all-but-dead Valley of Gohls. Treetops give in to the late afternoon breeze and the land exhales the scent of leather and damp hay into my memory.

I think about the past.

I am known in Astera as Maatok, High Elder of the Clerics, and I have lived longer than most; long enough to remember a time before the White War, when Estoroth Paingiver was just a boy.

An adept student of the Clerics' Academy, only two season-cycles passed before young Estoroth had mastered the highest degrees of his chosen art. Even the wisest professors could not satisfy his hunger for knowledge and power. Lothar, Headmaster of the Clerics' Academy, knew better than anyone where such ambitions might lead.

"Maatok, *I myself* have spent long hours teaching him our strongest incantations, our blackest curses, and our most intricate potion recipes," he said as he paced the floor of my study one winter evening. "I haven't had a student like him since Thorsten, and you remember how that turned out."

I did indeed. Thorsten had been banished from Astera many years previous for various abominations. Word had reached us later that he'd mutated himself into a raging beast and attacked a small village of sheep farmers. It had taken over 200 arrows to fell him. Looking back, I only wish Estoroth had turned out as well.

"Mother of Orlin!" Lothar shrugged his shoulders to readjust the weight of his heavy robes and took the chair across from me. "He's brilliant, I can't deny that, but Estoroth has surpassed the lessons we can give him. He has devoured every volume in our library and out-learned every one of my instructors. That much power in hands so young is dangerous — he should be watched."

"You are a wise man, Lothar — perhaps the wisest man I know." He coloured at my praise and pretended to study his cider mug. "If you've taught him all you can, then Estoroth no longer belongs at the academy. Give him an early graduation and make him a Guildsman. The Fellowship can rein him in, if need be."

So it was that Estoroth was asked to leave the Clerics' Academy. For a time, it seemed that his status and responsibilities as a full-fledged Cleric would be enough for him. But in fact, it was only a matter of weeks before he began weaving his own runes and summoning the wrong kind of spirits during private experimentation. His heart was turning to ash.

His skill and techniques were awe-inspiring and praised by laymen of the nation, but soon his public demonstrations took an ugly turn: He turned common scorpions into enormous monstrosities, reduced small animals to red mist; even caused a slaughtered pig to leap from the chopping block and chase a frightened butcher out of his shop. Estoroth's pompous exhibitionism exposed him: It was obvious that, against Cleric code, he was experimenting with the Black Magics.





The bells rang out an emergency call-to-council of the Fellowship of the Four. Pensive Clerics, scarred Fighters, scholarly Magicians, and gentle Druids emerged from their compounds and journeyed to the Hall of Seasons to expose and debate the implications of Estoroth's practices.

Seated on skins in a large circle, the 25-member council met in a large roofless room walled with granite and black marble. Alone in the centre sat Estoroth, upright despite his weighty medals of merit. He wore a beautiful robe of sapphire blue, and a blood red cape spilled down his shoulders and pooled on the floor around him. His features were strong and strikingly handsome, yet old for his 19 years. Despite the outrage he must have felt at this inquisition, he looked as patient as a child, hands crossed in his velvety lap.

With my permission, Lothar had appointed himself prosecutor. Knitting his heavy brows, he paced before Estoroth like a tiger. His simple brown Cleric's robe swung out as he wheeled around to face the council, his voice beseeching.

"What *good* can come of this vile experimentation?"

Estoroth smiled, cocked his head to one side and responded evenly, like a brilliant villain. "What good can not come of it? Imagine the good I could do." He ran pale fingers through his auburn hair, a thoughtful, almost dreamy expression on his regal face.

Lothar turned an uncommon shade of pink at Estoroth's insolence then turned to address the High Elders.

"IMAGINE THE DAMAGE HE COULD DO!" He roared, spittle flecking his grey beard.

"Yes," agreed Estoroth, "Imagine the damage I could do — against enemies in battle." Estoroth's grin turned to a contemptuous sneer. "Pity those who challenge my legions!" His tone inspired an angry hum from the wary guild representatives:

"He plots against us!"

"He'll kill us all!"

"Madman!"

"I AM NOT A MAN!" Estoroth bellowed and stood defiantly in the deafening silence that followed. He paused, letting his words sink in, then continued in a hoarse whisper that echoed throughout the great hall.

"I am no simple mortal," he hissed, thrusting a pointed finger at the aged men seated before him. "Remember that when you speak against me!" His last words rang out. He knew the council's solution to problems like this — banishment — and his angry pride wouldn't allow them the pleasure. He stood away from his chair, raised his hands and slammed them together.

All he left behind was a cloud of shimmering dust.





According to Astera's historians, Estoroth re-established himself in a cobwebbed and lifeless monastery many miles to the south. There, he continued his unholy research and laid careful plans for revenge on those who had scorned him. But Astera was only the first step on the bloody trail he envisioned; Estoroth, like all ingenious lunatics, believed it was his fate to someday rule the world. A message to the Fellowship read:

*Prepare yourselves, for I will come. With your tiny land as an example, the vermin of the world will learn that a god such as I must be feared and obeyed.*

*Estoroth Paingiver*

Thus had he named himself, and thus did he strive to be. He honed his perverted spells, reanimating everything from freshly-dead creatures to long-dead skeletons — the first of his wretched legions. In time he could summon beings from other dimensions; demons of all shapes and sizes flocked to him, eager to do his bidding.

Soon Estoroth's army was formidable indeed, as the scale of his plans required. But to lead his "men" into their first battle, he would need a staff of worthy lieutenants. For this, he called on the mightiest of the hellbound undead.

The first was a silent, man-sized beast from the sea. His blue-green skin flashed like abalone when he rose to greet the sun. He would assure that the ocean offered no escape to Estoroth's cowardly enemies.

The second lieutenant was a Medusa. A skinless creature with hair of snakes, she had the power to turn man and beast into stone. Her talents would be useful indeed.

The third Lieutenant was a Possessor demon. He was charred black, and drew his strength from black thoughts and insincere hearts.

The fourth was the most powerful — a Ram demon, with the body of a man and the head of a great Ram. Summoned from the bowels of Hell, he served as General under Estoroth and was as loyal to him as a drunk to his ale.



As the Sign of Seven clouded the sky, Estoroth gathered his troops and transported them to Astera where they began his crusade of death. The combined magic of Estoroth's dark legions was so potent that Astera's strongest fighters and most powerful magicians were simply willed into nothing. No blood was spilled in this, the White War.

Astera was broken. Estoroth continued his campaign for ultimate power, and over the next season-cycle, much life and beauty disappeared from the face of the land. He seemed unstoppable.

The people of Astera were without hope. Once again, the Fellowship of the Four gathered at the Hall of Seasons.

"We must find a way to thwart him," I said, standing before the council. They looked at me as if I was mad.

"It might have been possible once, Maatok," Lothar shook his head sadly, "But we're weak now — we haven't the strength nor the will to fight him."

"It's true," High Elder Gunther agreed. He was a lean, strong man, but the last year had left him pale and tired. "My best Fighters have become like grovelling mongrels."

"Everything he learned, he learned from us." I countered, looking pointedly at Lothar, who cringed and looked at his clenched hands.

"Please, Maatok. You don't have to remind me of that."

"Then I don't have to tell you that with enough effort, we can beat him at his own game!"

"You're right, of course." It was Fenn, High Elder of the Magicians. "The purpose of the guilds is to fight this sort of thing. So far, we've been defenceless against Estoroth, but only because we haven't played by his rules."

"Yes!" Juniper of the Druids nodded emphatically. "Estoroth's power goes beyond Heaven and Earth — and so must ours."

And so it came to be that the Clerics, Magicians and Druids combined their powers to create a new magic; one which encompassed all that we knew of the universe, and much that we would never understand.

Through many months of intensive study and experimentation, astonishing things were accomplished; new elements were brought into being, new spells were conceived, new potions concocted, and new powers discovered. When the magic was whole, each Guild brought forth a sacred artifact for enchantment.

Finally, we were ready. The Fellowship called the Four Guilds together and appointed four champions, the strongest and noblest from each guild: Runetek of the Fighters, Kaolic of the Clerics, Dvergar of the Magicians, and Oak Raven of the Druids.

In a midnight ceremony under a full yellow moon, the four men were presented with the enchanted artifacts: Protector was a Druidic shield of wood which would provide a protective barrier. SoulFreezer, from the Magicians, was a crystal staff which would paralyse all manner of creatures indefinitely; Vortex, the Fighters' contribution, was a silver sword that could tear the very fabric of time; Forcehammer, the Cleric's artifact, was a golden war hammer with telekinetic powers.

At dawn, the four and their small army set out to comb the valley for Estoroth. If the gods were with them, they would banish his evil to another dimension forever.



# BLACK CRYPT

Estoroth had reduced the Valley of Gohls to a barren, blackened crater on the Earth. He'd slashed the population to a handful of quaking peasants, whom he tortured and killed one at a time for the entertainment of himself and his hellish troops. Soon he would move out of the valley and claim the rest of the world, but for now, he rested and enjoyed the spoils of his victories.

It was because he rested, and because he couldn't conceive of anyone brave enough to oppose him, that the army of Astera was able to take Estoroth by surprise. They discovered his army camped around a desecrated castle on the far end of the valley and began a battle of spirits that raged for 40 long hours. Many Asteran lives were lost, but Oak Raven's Protector kept the bulk of them from harm, and Kaolic used Forcehammer to make dust of hundreds of undead soldiers.

In the end, the champions drove the evil beings into the ruined castle and down into the labyrinthine dungeon. At the deepest level, just inside the castle's black crypt, Dvergar invoked the magic of SoulFreezer to immobilize Estoroth and his minions, and Runetek swung Vortex through the air, opening a rift in time. The gaping mouth between the dimensions swallowed Estoroth and his entire army.

The exhausted heroes began the ascent out of the dungeon. As they reached the top of the first stairway, Runetek turned and swung his magic sword a second time; Vortex ruptured the fabric of the universe once again, and the entire bottom level of the labyrinth disappeared into the void.

Runetek, Kaolic, Dvergar, and Oak Raven collapsed just outside the second rift. It was said that Estoroth's blackness had infected their Earthly bodies, and their souls had fled. In honour of all they had done for Astera, the heroes and their enchanted weapons were entombed at the site of their death. The dungeon was sealed, and a grand plaque was erected outside so all who passed by would know of their courageous last days.



Two decades after the Black War, a sleeping dog awakened. It was the stray upon which High Elder Fenn had tested SoulFreezer the day before he'd presented it to Dvergar, and it had lain as in his den, as still as a stone since that very day. When Fenn saw the dog rise, stretch, yawn, and shake, he gave it some meat and a bowl of water, patted it on the head, and hobbled to my cottage a half mile away.

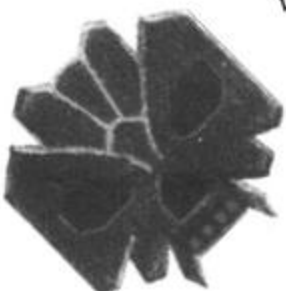
"Ah, Maatok, how little we knew of the forces we were dealing with," he sighed, poking absently with his staff at a red log in the fireplace.

"Yes, Fenn," I agreed, handing him a mug of hot cider. "But we did what we had to do. I see no reason for alarm at present; Estoroth is still locked safely away who knows where. I only hope he hasn't found more innocent people to torment in the Netherworld."

But only a week had passed before the alarm was sounded once again at the great Hall of Seasons. That day we learned how miserably we had underestimated Estoroth's will.

Jerrod, a young Cleric missionary, had just returned from the south. On his way, he'd passed the site of the Black War, and had stopped to pay his respects to the Four Champions.

"Jerrod," said Gunther, "Tell us what you saw."



# BLACK CRYPT

"It was a tear," Jerrod said excitedly. "A rip in the wall! And I saw a face, a terrible face... and I ran." He looked at his sandalled feet, ashamed of his cowardice.

"Fellow Guildsmen," Gunther stood and faced the assembly, "We must assume that the dimensional rift created by Vortex is beginning to open, and as Fenn has told us, SoulFreezer's magic may have lost its power over a creature as strong as Estoroth as many as ten years ago. We must prepare for Estoroth's return, and we must meet him head on."

As I write this history I wait in hope, as do we all. Four new champions have been chosen and sent to the tomb of their predecessors to retrieve the enchanted weapons. Twenty years of research have produced new magics, better and stronger than those used in the Black War. The warrior-magicians will use new spells to further enchant the historical artifacts and await the opening of the rifts. We of the Four Guilds feel certain that this time, Estoroth and his evil will be destroyed. If we are wrong, we await not the return of four heroes, but the arrival of Estoroth and the war — The Red War.



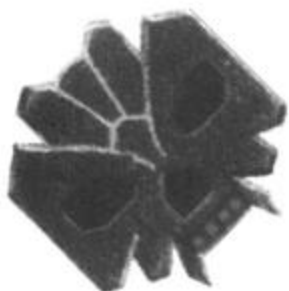
# BLACK CRYPT

## CLUEBOOK SECTION

WARNING: THE FOLLOWING SECTION CONTAINS MAPS AND HINTS FOR SOLVING BLACK CRYPT. READ ON ONLY IF YOU NEED HELP COMPLETING THE GAME!

### BLACK CRYPT MAP LEGEND

 HALL	 TRAP	 FLOOR PIT
 ILLUSIONARY WALL	 MAGIC FIELD	 CEILING PIT
 ALCOVE	 SPINNER	 FLOOR/CEILING PIT
 FLOOR PLATE	 GLYPH	 DOOR
 INVISO FLOOR PLATE	 ANTI-MAGIC ZONE	 LOCKED DOOR
 PLAQUE	 TELEPORT	 STAIRS DOWN
 SPECIAL PANEL	 INVISO TELEPORT	 STAIRS UP
 ONEWAY HALL	 DARKNESS	 FOUNTAIN
 REMOVABLE WALL	 MONSTER	 SWITCH
 PILLAR	 MONSTER GENERATOR	 STATUE



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NOTE:MAP COORDINATES ARE (X POSITION, Y POSITION, LEVEL #).

MU=MAGIC USER CHARACTER

CLERIC=CLERIC CHARACTER

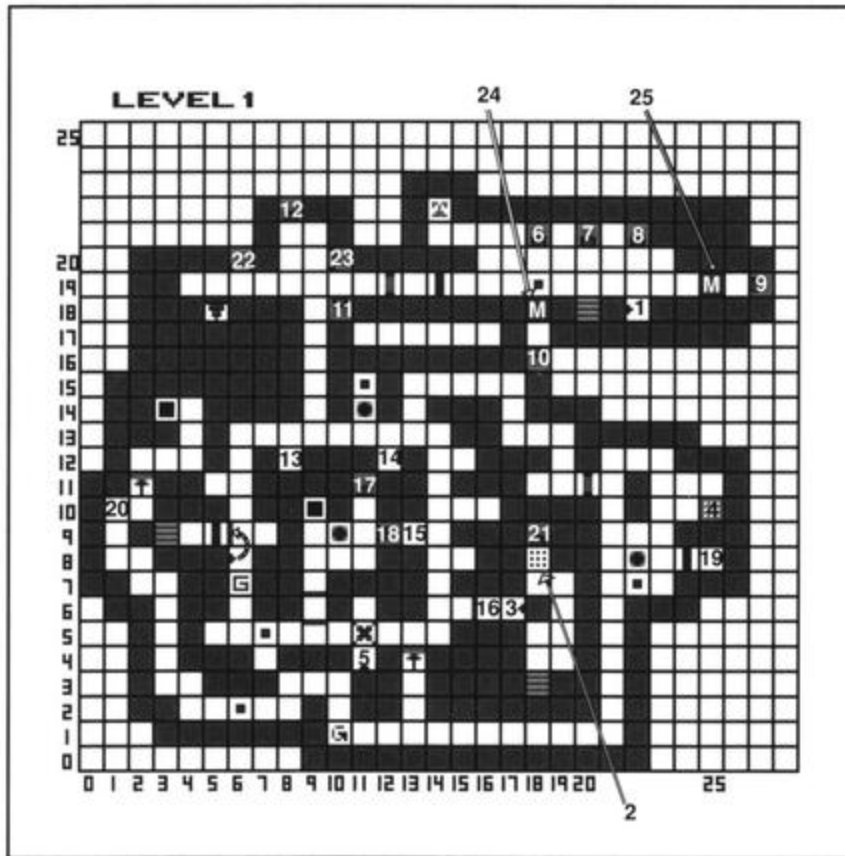
DRUID=DRUID CHARACTER

FIGHTER=FIGHTER CHARACTER



# BLACK CRYPT

## CLUE BOOK

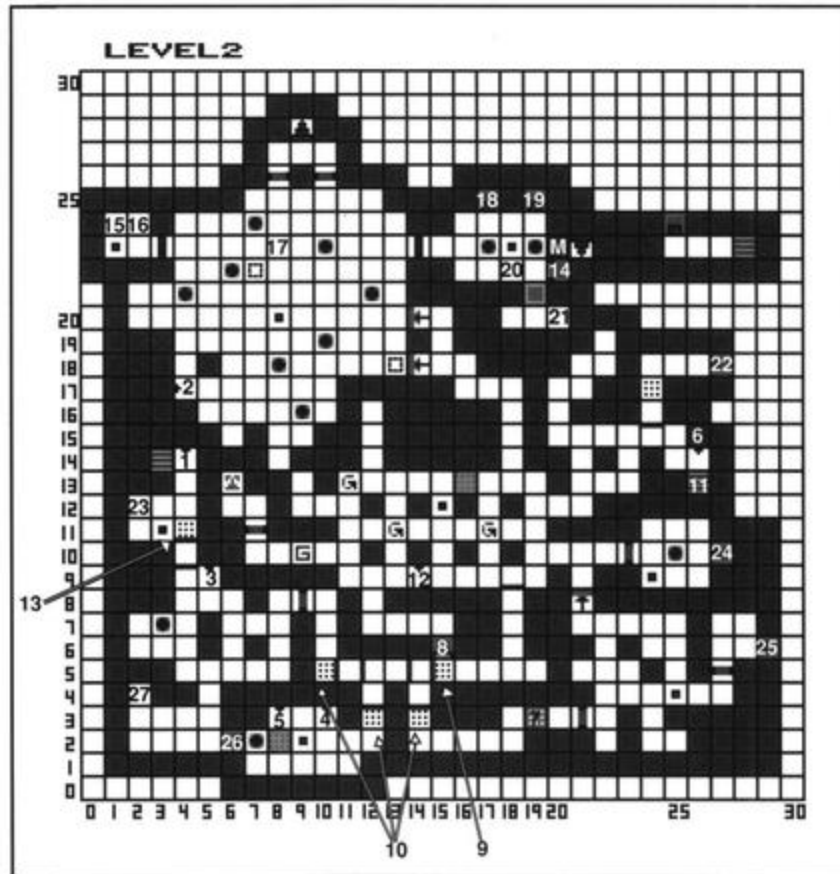


### LEVEL 1

1. BUTTON: ACTIVATES TELEPORT AT (20,18,1)
2. INVISO PRESSURE PLATE: OPENS DOOR AT (3,23,2); REMOVES TWO WALLS AT (14,18,2) AND (14,20,2)
3. BUTTON: CREATES SWITCH AT (6,8,1)
4. PRESSURE PLATE: OPENS DOOR AT (24,8,1)
5. SWITCH: OPENS WALL AT (15,6,1)
6. ALCOVE: QUIVER W/ARROWS
7. ALCOVE: BOW
8. ALCOVE: WATER SKIN
9. ALCOVE: WAR HAMMER
10. ALCOVE: SCROLL OF DISPEL MAGIC
11. ALCOVE: TOWER SHIELD, HOLDING BAG, THROWING DAGGERS
12. ALCOVE: WOODEN SHIELD, BACKPACK W/ FOOD
13. HEART KEY: OPENS DOOR AT (14,19,1); FOOD
14. FOOD, SCROLL OF LIFE
15. SCROLL
16. GAUNTLETS
17. ALCOVE: HELMET
18. ALCOVE: WATER SKIN, GLYPH SCROLL
19. WATER SKIN, LEATHER ARMOR
20. FOOD
21. ALCOVE: OGREBLADE, NECROMANCERS GUIDE (MU), SCROLL OF REMOVE TRAP
22. PLAQUE
23. PLAQUE
24. MAGIC FIELD
25. MAGIC FIELD

# BLACK CRYPT

## CLUE BOOK

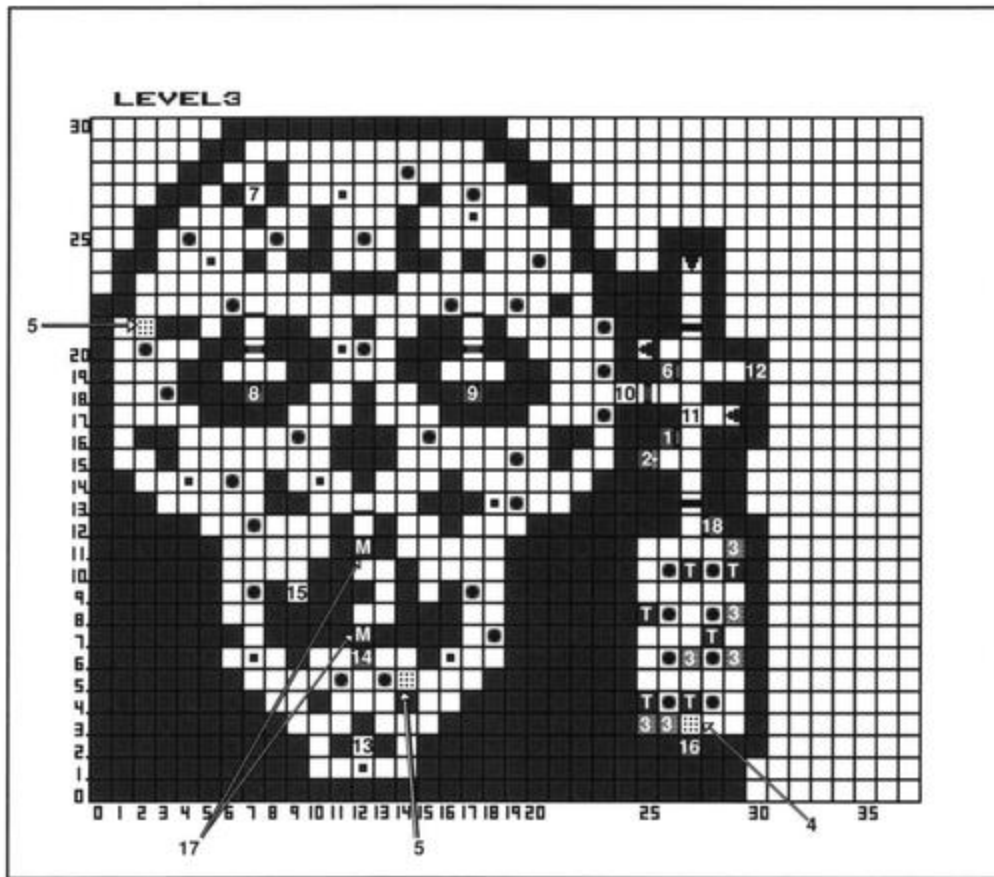


### LEVEL 2

1. SWITCH: TOGGLES TELEPORT AT (3,14,2) BETWEEN DESTINATIONS (28,23,2) AND (6,9,1)
2. SWITCH: TELEPORTS TO (15,18,2); CHAIN LEGGINGS
3. BUTTON: REMOVES WALLS AT (4,9,2), AND (4,11,2) , TELEPORTS IN MONSTER AT (5,8,2)
4. SWITCH: TOGGLES PILLAR AT (7,2,2)
5. SWITCH: TELEPORTS TO (14,13,2)
6. BUTTON: REMOVES WALL AT (24,15,2)
7. INVISO PRESSURE PLATE: HOLDS PARTY, OPENS DOOR AT (21,3,2)
8. PLAQUE
9. INVISO PRESSURE PLATE: REMOVES WALLS AT:
  - (15,5,2) AFTER 2 SECONDS
  - (14,5,2) AFTER 6 SECONDS
  - (12,5,2) AFTER 12 SECONDS
10. 3 INVISO PRESSURE PLATES: REPLACE WALLS AT (15,5,2),(14,5,2), AND (12,5,2)
11. TELEPORT: SENDS PARTY TO (10,21,2)
12. SWITCH: REMOVES WALL AT (18,9,2)
13. INVISO PRESSURE PLATE: REPLACES WALLS AT (4,9,2) (4,11,2)
14. PLAQUE (REQUEST INFO FROM MANUAL)
15. STORM WAND
16. SCROLL OF TELEPORTATION
17. DEATH GEM, LEATHER LEGGINGS, BACKPACK W/ INFORMATIONAL SCROLL
18. SPELLBOOK: PRAYERS OF ORLIN (CLERIC); BRACERS OF PROTECTION(+1)
19. CHAIN MAIL ARMOR, CROWN OF DETECTION
20. QUIVER WITH ARROWS (6), BAG OF KELSON W/FOOD, QUAKE SCROLL
21. CHEST: PLATE LEGGINGS, GAUNTLETS OF THE TITANS (+1 AC,+1 STRENGTH)
22. HOLDING BAG W/THROWING DAGGERS (4)
23. CHEST: THROWING DAGGERS +1 (2), RING OF PROTECTION (+1), KEY TO DOOR AT (5,9,1)
24. COFFER: 3 POTIONS (STRENGTH, HEALING, CURE POISON)
25. BELT, SCROLL OF LIFE
26. WAR HAMMER, FOOD
27. TABLET OF RUNETEK (+1 STRENGTH)

# BLACK CRYPT

## CLUE BOOK



### LEVEL 3

1. PLAQUE
2. PANEL: PLACE EYES OF TRUE SIGHT HERE TO OPEN DOOR AT (27,13,3)
3. INVISO PRESSURE PLATES TELEPORTS TO (27,20,3)
4. INVISO PRESSURE PLATE: REMOVES WALLS AT (12,13,3), (17,22,3), AND (7,22,3)
5. INVISO PRESSURE PLATES: SUMMON MONSTER
6. PLAQUE
7. FOOD
8. COFFER W/CURE POISON POTIONS (2), SCROLL OF DISPELLING, SCROLL OF HEALING
9. RING MAIL, LONG SWORD, SCROLL OF DISPELLING
10. SCROLL
11. FALSE SCROLL
12. RING OF LOCATION (AUTO MAP - 20 MIN. DURATION)
13. WOUND HEALER WAND, DEATH GEMS.
14. RING LEGGINGS, RED KEY TO DOOR (27,21,3), WIZARD WORD SPELLBOOK (MU), GLYPH SCROLL
15. DEATH GEM, AMULET OF PROTECTION (+2)
16. SPELLBOOK (MU) - CULT OF MAGIC, MASK OF TRUE SIGHT
17. MAGIC FIELDS
18. PLAQUE

# BLACK CRYPT

## CLUE BOOK

AREA #28

LEVEL 4

53	B	28	B	29
A	B	A		

AREA #54

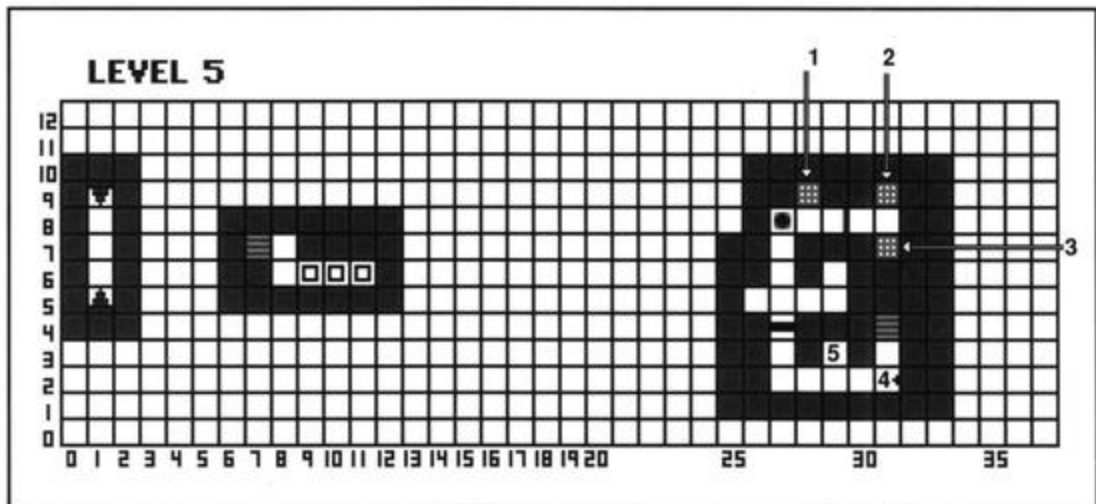
## LEVEL 4

# CLUEBOOK

1. BUTTON: ENABLES SWITCH AT (20,19,4)
2. SWITCH: SLIDE PILLAR BACK FROM (19,20,4) TO (19,19,4) FOR 5 SECONDS
3. BUTTON: REMOVES THREE PITS AT (14,22,4) (15,22,4) (16,22,4)
4. INVISO PRESSURE PLATE: REPLACES THREE PITS ABOVE
  - 14,22 AFTER 2 SECONDS
  - 15,22 AFTER 3 SECONDS
  - 16,22, AFTER 4 SECONDS
5. BUTTON: ACTIVATES TELEPORT AT (11,21,4) AND INVISO PRESSURE PLATE AT (19,21,4); HORN OF PLENTY
6. INVISO PRESSURE PLATE: DISABLES SWITCH AT (20,19,4), SLIDES PILLAR PERMANENTLY TO (19,19,4)
7. INVISO PRESSURE PLATE: ENABLES SWITCH AT (24,19,4), OPENS DOOR AT (8,4,4)
8. SWITCH: SLIDES PILLAR FROM (25,20,4) TO (25,19,4) FOR 4 SECONDS
9. INVISO PRESSURE PLATE: ENABLES INVISO PRESSURE PLATE AT (25,21,4)
10. INVISO PRESSURE PLATE: SLIDES PILLAR TO (25,19,4) PERMANENTLY, DISABLES SWITCH AT (24,19,4)
11. INVISO PRESSURE PLATE: ACTIVATES TELEPORT AT (27,23,4)
12. INVISO PRESSURE PLATE: ENABLES ALCOVE AT (15,4,4) TO RECEIVE WATER SKIN
13. SWITCH: SLIDES PILLAR BACK FROM (26,16,4) TO (26,15,4) FOR 4 SECONDS
14. BUTTON: DISABLES ANTIMAGIC AT (31,16,4)
15. MAGIC FIELD
16. INVISO PRESSURE PLATE: ENABLES SWITCH AT (22,14,4); SCROLL
17. INVISO PRESSURE PLATE: SLIDES PILLAR TO (26,15,4) PERMANENTLY, DISABLES SWITCH AT (25,18,4)
18. INVISO PRESSURE PLATE: ENABLES ALCOVE AT (13,1,4) TO RECEIVE WATER SKIN
19. SWITCH: SLIDES PILLAR FROM (25,12,4) TO (25,13,4) FOR 3 SECONDS
20. INVISO PRESSURE PLATE: ENABLES INVISO PRESSURE PLATE AT (25,11,4)
21. FIVE MAGIC FIELDS: WILL DROP IF ONE IS DISPELLED, SETTING MONSTERS FREE
22. SWITCH: ACTIVATES SWITCH AT (20,15,4)
23. INVISO PRESSURE PLATE: SLIDES PILLAR TO (25,13,4) PERMANENTLY, DISABLES SWITCH AT (22,14,4)
24. SWITCH: SLIDES PILLAR FROM (19,12,4) TO (19,13,4) FOR 3 SECONDS; FALSE SCROLL
25. INVISO PRESSURE PLATE: ENABLES INVISO PRESSURE PLATE AT (19,11,4)
26. SWITCH: SLIDES PILLAR FROM (18,16,4) TO (18,17,4) FOR 3 SECONDS
27. INVISO PRESSURE PLATE: SLIDES PILLAR TO (19,13,4) PERMANENTLY, DISABLES SWITCH AT (20,15,4)
28. A SQUARES REMOVE WALLS IN CENTER OF ROOM, REVEALING A KEY. B SQUARES REPLACE WALLS. PLACE ANY ITEM IN THE ALCOVES TO REMOVE PILLARS; PLACE ITEM IN ALCOVE AT (15,14,4) TO REMOVE CENTER WALLS AND REVEAL KEY TO DOOR AT (17,13,4) - SWITCH AT (16,17,4) ACTIVATES PRESSURE PLATE AT (17,16,4)
29. INVISO PRESSURE PLATE: SLIDES PILLAR TO (18,17,4) PERMANENTLY; DISABLES SWITCH AT (12,15,4)
30. INVISO PRESSURE PLATE: ENABLES ALCOVE AT (5,2,4) TO RECEIVE WATER SKIN
31. FORK KEY TO DOOR AT (17,19,4)
32. SCROLL OF CURE POISON
33. FIREWAND
34. WATER SKIN, SIGHT GIVER MACE
35. WATER SKIN, BRACERS OF AGILITY, HELM
36. SWORD =HOPEBLADE., POTION OF CURE POISON; SCROLL OF LIFE
37. FORK KEY TO DOOR AT (27,19,4), BELT OF STRENGTH (+1), BAG OF HOLDING W/FOOD
38. WATER SKIN, BOW +1
39. 2 POTIONS (INVINCIBILITY, CURE POISON), WATER SKIN
40. HOLDING BAG W/POTION OF CURE POISON, FOOD
41. SCROLL OF TELEPORTATION, FOOD, BOX KEY TO DOOR (22,21,4)
42. BROWN PANTS, DEATH GEM, SCROLL
43. BUTTON: REMOVES WALL AT (27,2,4); SCROLL OF CURE POISON
44. FOOD
45. WAND OF DISPELLING
46. CROWN OF WISDOM
47. LEATHER LEGGINGS +1
48. AMULET OF COMPREHENSION, FOOD
49. FOOD, HOLDING BAG W/LEATHER BOOTS, POTION OF EXTRA HEALING
50. COFFER W/3 POTIONS (CURE DISEASE), SCROLL OF CURE POISON
51. TABLET OF DVERGAR (INCREASES INTELLIGENCE)
52. EYES OF TRUE SIGHT, PLAQUE
53. PLAQUE
54. PLACE WATER SKINS IN ALCOVES A-D TO TELEPORT THE PARTY OUT OF THE ROOM, CLOSE DOOR, AND OPEN WALL SECTIONS REVEALING ALCOVE AT (10,3,4), EYES OF TRUE SIGHT
55. BUTTON: ENABLES BUTTON AT (32,18,4)
56. FORK KEY TO DOOR AT (27,13,4), AND +1 SWORD

# BLACK CRYPT

## CLUE BOOK

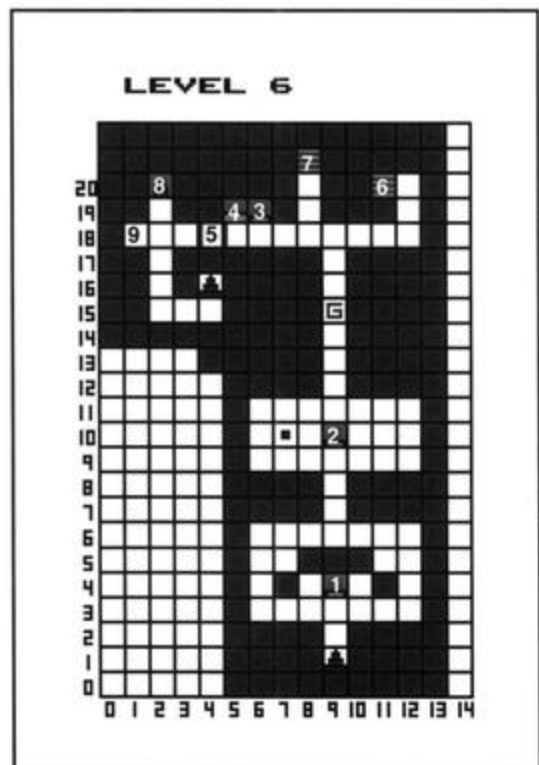


### LEVEL 5

1. PRESSURE PLATE:
  - A. TOGGLES DOOR AT (27,4,5), REMOVES WALL AT (29,8,5)
  - B. TOGGLES PILLAR AT (27,8,5)
  - C. TOGGLES TELEPORT AT (31,4,5)
2. PRESSURE PLATE:
  - A. DOES NOTHING
  - B. TOGGLES TELEPORT AT (31,4,5)
  - C. TOGGLES TELEPORT AT (31,4,5)
3. PRESSURE PLATE:
  - A. TOGGLE PILLAR AT (27,8,5)
  - B. TOGGLE PILLAR AT (27,8,5)
  - C. TOGGLE DOOR AT (27,4,5)
4. SWITCH: ENABLES SWITCH AT (20,18,4)
5. POTION: EXTRA HEALING

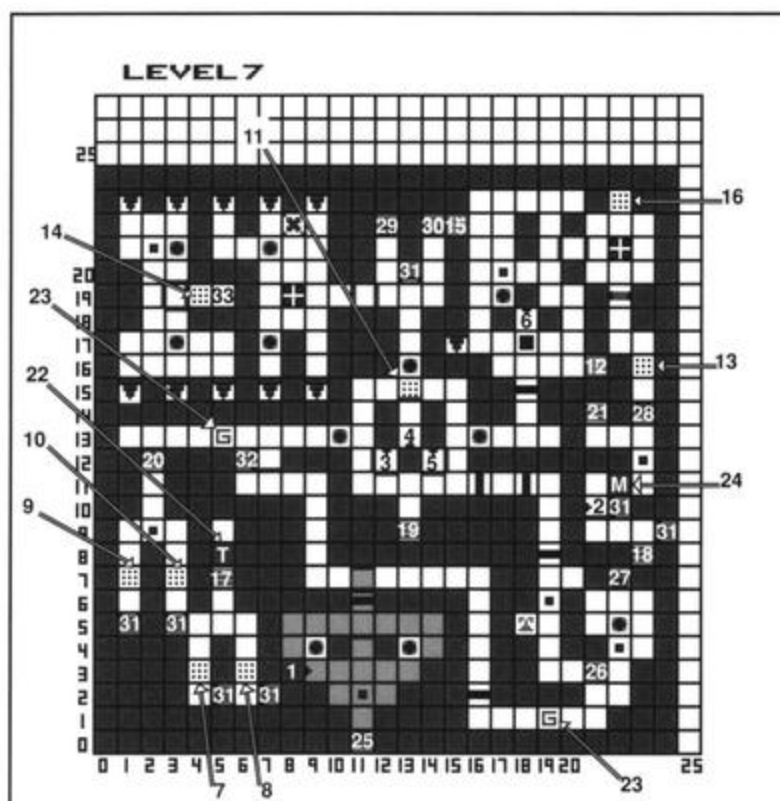
### LEVEL 6

1. PLAQUE
2. PLAQUE
3. PLAQUE
4. DRUID PANEL: FIRST KEY OPENS WALL AT (5,18,6), SECOND KEY OPENS WALL AT (4,18,6)
5. SWORD: FROST RAZOR
6. TELEPORT: TO LEVEL # 9
7. TELEPORT: TO LEVEL # 7
8. BLACK HORN
9. FIGURINE OF DEFLECTION, HELM OF TRITON, SCROLL OF DETECTION, FOOD



# BLACK CRYPT

## CLUE BOOK

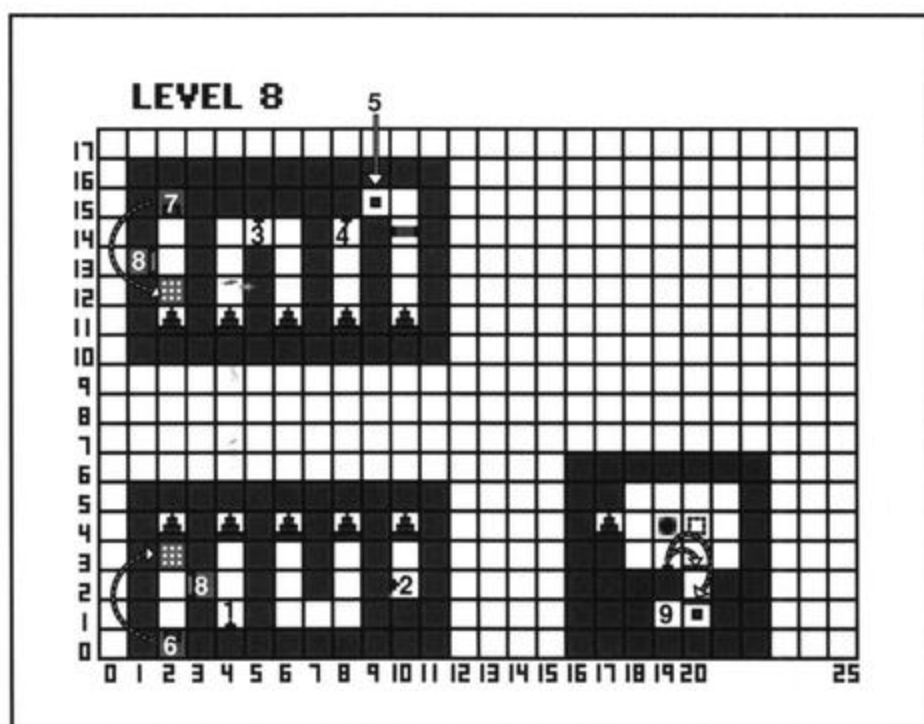


### LEVEL 7

1. BUTTON: TOGGLES PILLAR AT (9,4,7)
2. BUTTON: REMOVES WALL AT (21,10,7)
3. BUTTON: REMOVES PILLAR AT (10,13,7) , SCROLL OF CURE POISON
4. BUTTON: REMOVES PILLAR AT (16,13,7)
5. BUTTON: REMOVES PILLAR AT (13,16,7); GLYPH SCROLL
6. BUTTON: OPENS DOOR AT (22,19,7)
7. INVISO PRESSURE PLATE: ENABLES INVISO PLATE AT (6,3,7)
8. INVISO PRESSURE PLATE: CREATES TELEPORT AT (5,7,7)
9. INVISO PRESSURE PLATE: ENABLES INVISO PLATE AT (3,7,7)
10. INVISO PRESSURE PLATE: CREATES TELEPORT AT (2,12,7)
11. INVISO PRESSURE PLATE: REMOVES WALL AT (13,15,7)
12. PRESSURE PLATE: TELEPORTS PARTY'S BELONGINGS TO (20,16,7); SUMMONS A MONSTER TO (19,16,7), REMOVES PIT AT (18,17,7)
13. INVISO PRESSURE PLATE: REMOVES WALLS AT (14,11,7) AND (15,12,7)
14. INVISO PRESSURE PLATE: REMOVES WALLS AT (11,12,7) AND (12,11,7)
15. PRESSURE PLATE: REMOVES WALLS AT (21,21,7) AND (19,21,7); CREATES COLD TRAP (15,22,7)
16. INVISO PRESSURE PLATE: ENABLES PRESSURE PLATE AT (21,16,7); SUMMONS MONSTER TO (22,22,7); CREATES HOLD PARTY TRAP AT (22,23,7)
17. TELEPORT: GOES TO (21,13,7)
18. TELEPORT: GOES TO (1,13,7)
19. TELEPORT: GOES TO (8,20,6)
20. TELEPORT: GOES TO (5,9,7)
21. TELEPORT: GOES TO (5,6,7)
22. FIRE TRAP
23. GLYPHS
24. MAGIC FIELD
25. ALCOVE: DRUID BOOK FORCE OF THE ELEMENTS., RECTANGLE KEY TO DOOR AT (16,2,7), FIRE WAND
26. ALCOVE: PLATE ARMOUR, PLATE LEGGINGS, MOON KEY TO DRUID PANEL AT (5,18,6)
27. ALCOVE: GOLD KEY TO DOOR AT (19,8,7), RAVEN SHIELD, TABLET OF OAKRAVEN
28. ALCOVE: CONTAINS GOLD KEY TO DOOR (18,11,7), QUIVER, POTION OF EXTRA HEALING, DRUID SPELLBOOK MANUAL OF THE PLANES
29. ALCOVE: COFFER
30. ALCOVE: BOW
31. PLAQUES
32. PLAQUE: ANSWER IS 40
33. CHEST : GOLD KEY TO DOOR AT ( 16,11,7), FOOD, RING OF AIR ELEMENTAL, AND AN AMULET OF PROTECTION (+2)

# BLACK CRYPT

## CLUE BOOK



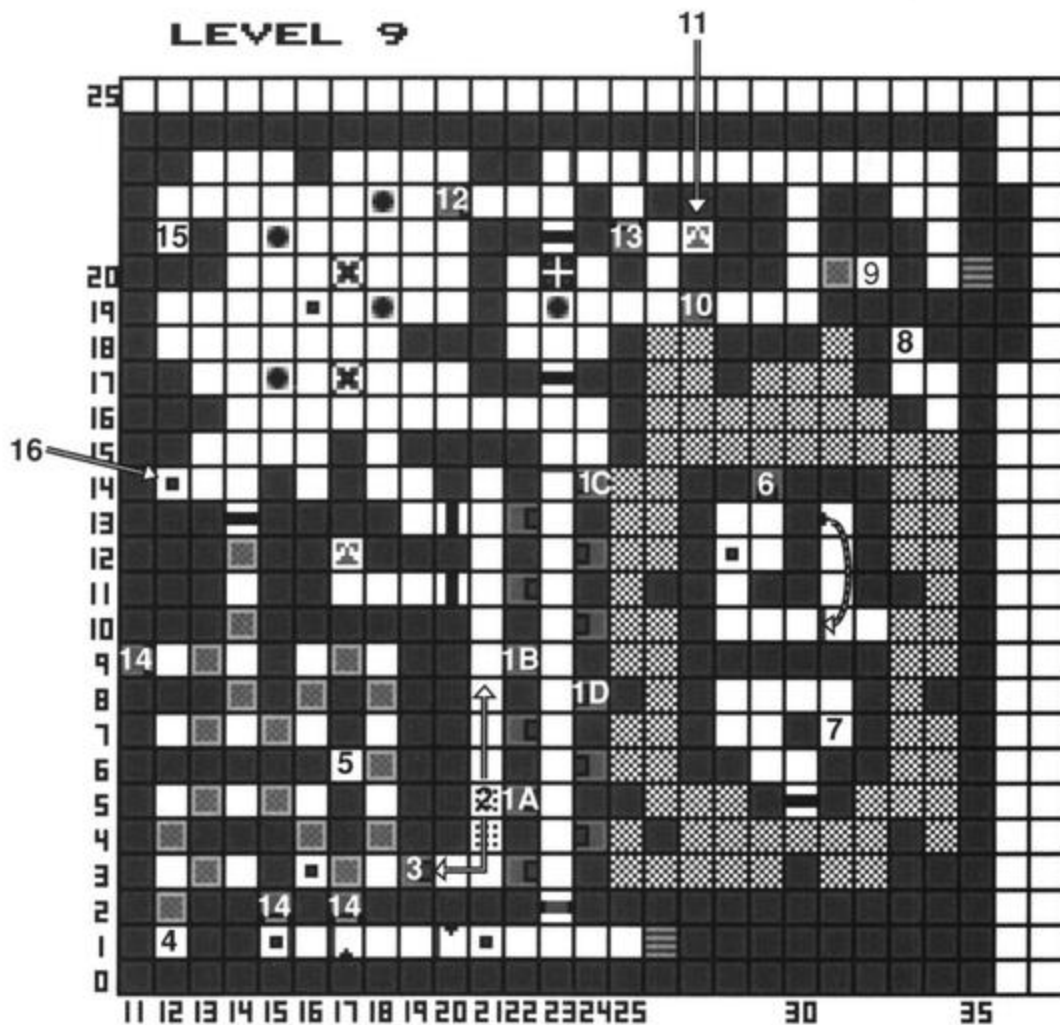
### LEVEL 8

1. SWITCH: SUMMONS MONSTER TO (4,2,8)
2. SWITCH: REMOVES A PILLAR AT (7,17,7)
3. SWITCH: TELEPORTS PARTY TO (7,1,8)
4. SWITCH: CREATES COLD TRAP AT (8,14,8)
5. ROBES OF SUNDAR
6. ALCOVE: IF HAMMER IS PLACED INSIDE ,  
ACTIVATES PRESSURE PLATE AT (2,3,8)  
WHICH REMOVES WALLS AT (3,18,7), (2,19,7),  
AND (3,20,7)
7. ALCOVE: IF MACE IS PLACED INSIDE ,  
ACTIVATES PRESSURE PLATE AT (2,12,8)  
WHICH REMOVES WALL AT (3,19,7);
8. PLAQUES
9. FOOD AND A SCROLL OF DETECTION



# BLACK CRYPT

## CLUE BOOK

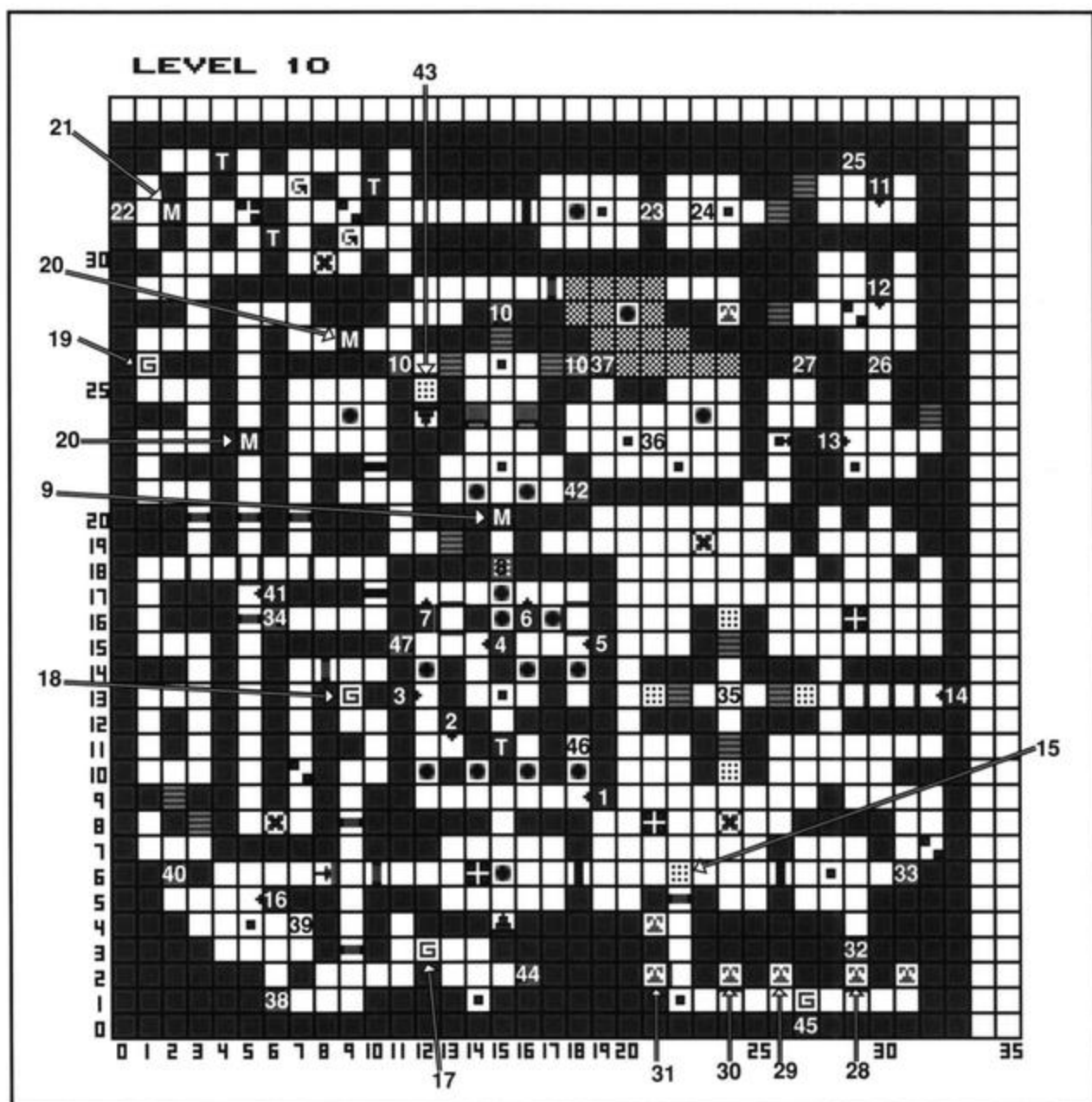


### LEVEL 9

1. PATH OF SKULLS: REMOVE SKULLS IN CORRECT ORDER:  
A-(22,5,9)  
B-(22,9,9)  
C-(24,14,9)  
D-(24,8,9)
2. HALLWAY OF HEAT: MOVE QUICKLY TO THE ALCOVE AT THE END
3. ALCOVE: IRON KEY TO DOOR AT (14,13,9), WATER SKIN, AND HOLDING BAG W/ROBES OF THE FOREST
4. RECTANGLE KEY TO DOOR AT (23,17,9), SCROLL OF HEALING
5. APPLE, LEATHER BOOTS, LEATHER ARMOR (+2)
6. ALCOVE WITH IRON KEY TO (23,21,9) TWO FOOD UNITS HOLDING BAG W/4 THROWING DAGGERS (+2)
7. FIRE WAND
8. SCROLL, COFFER W/RING OF PROTECTION +2, POTION OF EXTRA HEALING, POTION OF INVINCIBILITY
9. SHIELD OF DISPLACEMENT
10. ALCOVE: SPELLBOOK - WISDOM OF THE DRUIDS, HELM, PLATE BOOTS, SUN KEY TO DRUID PANEL ON LEVEL SIX
11. FOUNTAIN OF HEALING (2 SERVINGS)
12. PLAQUE: ANSWER IS OAKRAVEN
13. PLAQUE: ANSWER IS WHITEOAK
14. PLAQUE
15. WATER SKIN, POTION OF CURE DISEASE, FOOD, DEATH GEM
16. QUAKE SCROL

# BLACK CRYPT

## CLUE BOOK



# BLACK CRYPT

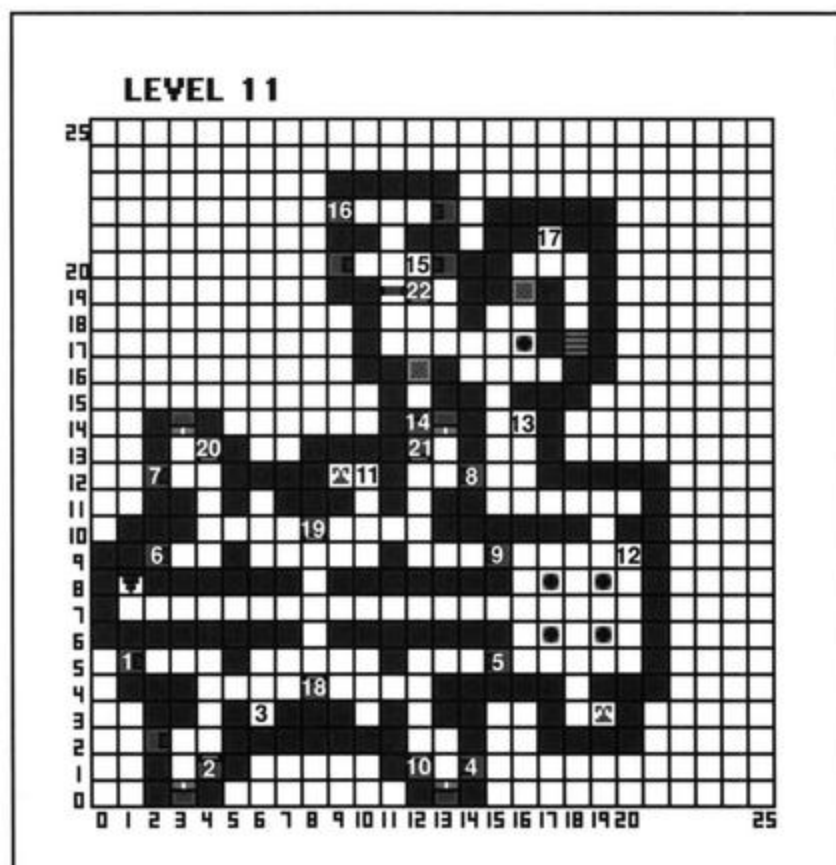
## CLUEBOOK

### LEVEL 10

1. BUTTON: REMOVES PILLARS AT (18,10,10), AND (12,10,10)
2. BUTTON: REMOVES WALL AT (12,11,10)
3. BUTTON: REMOVES PILLAR AT (12,14,10) WHEN ENABLED
4. BUTTON: ENABLES BUTTON AT (11,13,10)
5. BUTTON: (TIME DELAY) OPENS WALL SECTIONS AT (18,16,10) AND (18,17,10); REMOVES PILLAR AT (15,17,10) FOR 3 SECONDS
6. BUTTON: REMOVES PILLAR AT (17,16,10) FOR 2 SECONDS
7. BUTTON: REMOVES WALL AT (13,16,10)
8. PRESSURE PLATE: REMOVES PILLAR AT (17,16,10)
9. MAGIC FIELD
10. THREE ALCOVES: PLACE IDOLS OF TEMIN HERE TO OPEN THE WAY TO THE DRAGON LICH (WALL 12,26,10) AND THE STAIRS TO THE HEROES2 TOMBS
11. BUTTON: REMOVES WALL SECTION (31,13,10)
12. BUTTON: REMOVES WALL SECTION (30,13,10)
13. BUTTON: REMOVES WALL SECTION (29,13,10)
14. BUTTON: REMOVES ALL TELEPORTS AT (26,13,10), (24,11,10), (22,13,10), AND (24,15,10) 15. PRESSURE PLATE: TOGGLES BETWEEN TWO WALL SETS
  - 1- (22,4,10), (26,1,10), (31,1,10)
  - 2- (22,2,10), (24,1,10), (29,1,10)
16. BUTTON: REMOVES WALL SECTION (28,13,10)
17. GLYPH OF COLD
18. GLYPH OF DEATH
19. GLYPH OF FIRE
20. MAGIC FIELD
21. MAGIC FIELD
22. DEMON DICER SWORD, RING OF LOCATION
23. SLAYER BOW, QUIVER W/5 +1 ARROWS, IDOL OF TEMIN
24. IDOL OF TEMIN, DEATH GEM, WIZARD BLADE (RAISES OWNER'S SPELL CASTING LEVEL)
25. SCROLL OF DISPELLING
26. SCROLL OF DISPELLING
27. ONE FOOD UNIT, SCROLL OF CURE POISON, COFFER W/RING OF AIR ELEMENTAL AND A POTION OF CURE POISON
28. FOUNTAIN OF HEALING - TWO SERVINGS
29. FOUNTAIN OF HEALING - TWO SERVINGS
30. FOUNTAIN OF DISEASE - 5 SERVINGS
31. FOUNTAIN OF POISON - 5 SERVINGS
32. DRAGON KEY TO DOOR AT (10,22,10), AMULET OF PIETY
33. IDOL OF TEMIN, COFFER W/3 POTIONS: INVINCIBILITY, 2 CURE POISON
34. NIGHT KEY TO DOOR AT (16,32,10)
35. CHEST W/SCROLL OF TEMIN, CHAIN MAIL ARMOUR/LEGGINGS +1 CLERICAL SPELLBOOK BOOK OF RETRIBUTION., SCROLL, AND GAUNTLES OF TEMIN
36. CHEST OF TEMIN
37. FOOD, BRACERS OF MIGHT (+1 STRENGTH), STRONGHOLD KEY TO DOOR AT (26,6,10), TABLET OF KAOLIC (INCREASES WISDOM +1) NOTE: IN ALCOVE IS TELEPORT SCROLL (TWO SPELLS)
38. SCROLL OF DISPELLING
39. SCROLL
40. STRONGHOLD KEY TO DOOR AT (10,17,10)
41. PRESS BUTTON 5 TIMES TO REMOVE 5 WALLS (IF PRESSED A 6TH TIME, ALL WALLS WILL RESET)
42. CLERIC SPELLBOOK: TOME OF LIFE, DRAGON KEY TO DOOR AT (18,6,10)
43. DRAGON LICH; PRESSURE PLATE TO OPEN WALL
44. SCROLL OF LIFE
45. GLYPH OF POISON
46. SCROLL OF DETECTION
47. BELT, HELMET, ARROWS (2), FOOD

# BLACK CRYPT

## CLUE BOOK

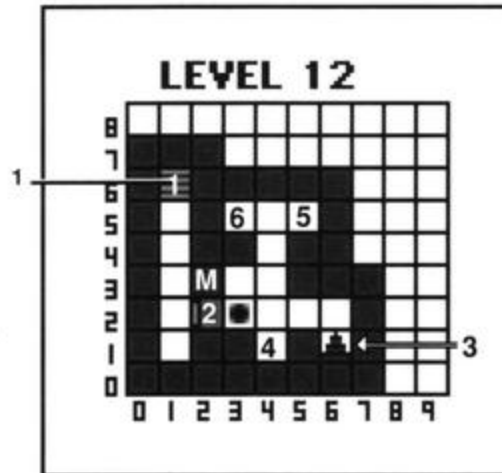


### LEVEL 11

1. FOOD
2. RUNETEK'S TOMB PLAQUE
3. TABLET OF RUNETEK (+1 CONSTITUTION)
4. DRUID SPELLBOOK - BOOK OF FIRE
5. TABLET OF OAKRAVEN (RESTORES ALL DRUIDS SPELLS); FOOD
6. FOOD
7. CLERICAL SPELLBOOK - MANUAL OF PIETY.
8. MAGIC USER SPELLBOOK -.LIBRAM OF DARKMAGIC, SCROLL
9. COFFER W/FOOD AND RING OF HEALTH
10. OAKRAVEN'S TOMB PLAQUE
11. TABLET OF DVERGAR (+1 CONSTITUTION)
12. TABLET OF OAKRAVEN (+1 CONSTITUTION)
13. FALSE SCROLL, SHIRT
14. TOWER SHIELD +1
15. DEATH GEM, OLD CLOTHES, SCROLL, ARROWS (3)
16. TABLET OF KAOLIC (+1 CONSTITUTION)
17. GAUNTLETS
18. PLAQUE
19. PLAQUE
20. KAOLIC'S TOMB PLAQUE
21. DUERGAR'S TOMB PLAQUE
22. PLAQUE

# BLACK CRYPT

## CLUE BOOK



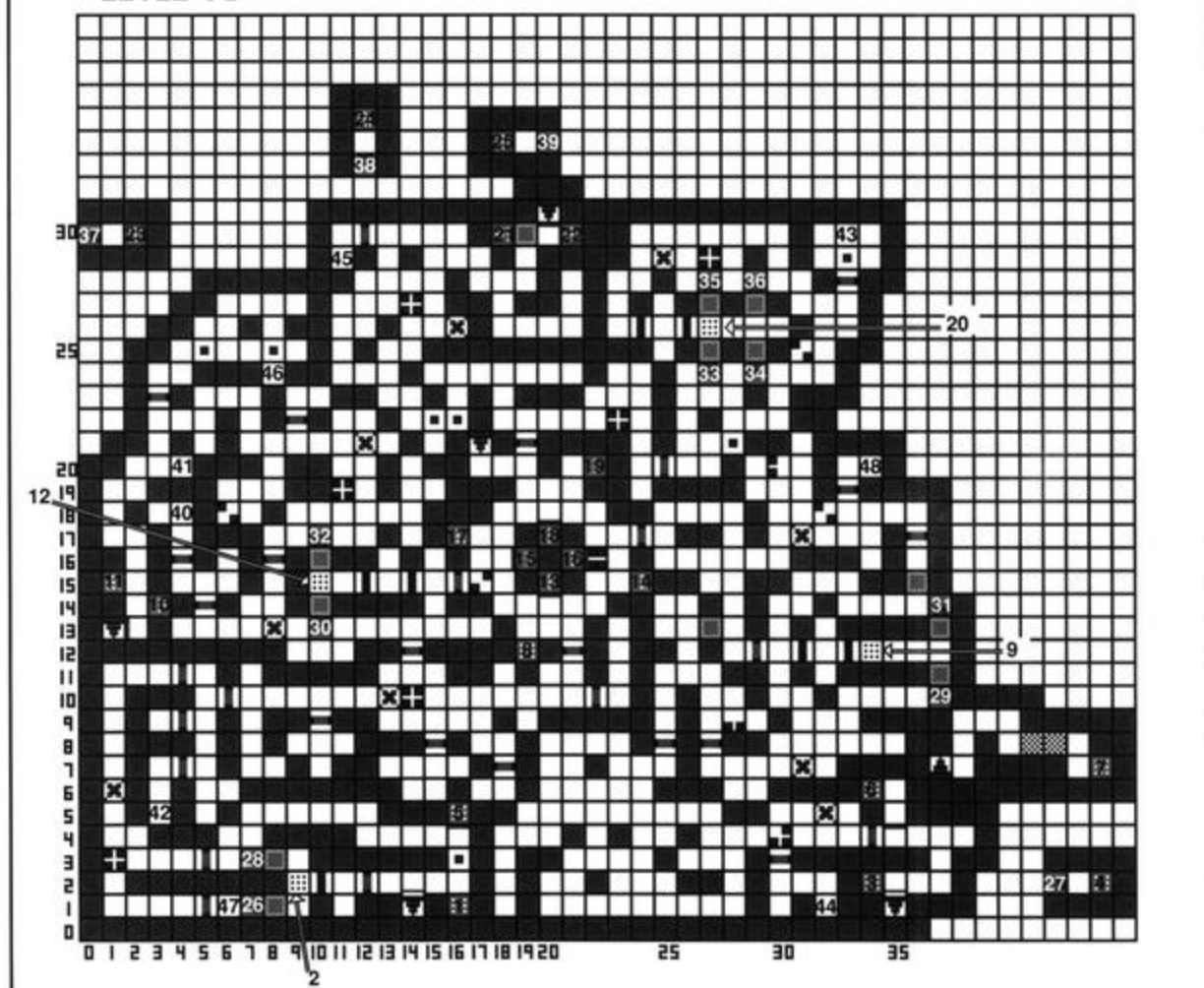
### LEVEL 12

1. TELEPORT TO (18,17,11)
2. PLAQUE (REQUESTS INFO FROM MANUAL)
3. STAIRS TO (17,21,13)
4. TABLET OF DVERGAR - RESTORES ALL  
MAGIC USER SPELLS
5. SCROLL OF LIFE
6. GAUNTLETS OF DEXTERITY

# BLACK CRYPT

## CLUE BOOK

### LEVEL 13



# BLACK CRYPT

## CLUEBOOK

### LEVEL 13

1. PRESSURE PLATE: TELEPORTS PARTY TO (12,34,13)
2. INVISO PRESSURE PLATE: REMOVES WALL AT (20,14,13)
3. PRESSURE PLATE: TELEPORTS PARTY TO (43,2,13)
4. PRESSURE PLATE: TELEPORTS PARTY TO (35,2,13)
5. PRESSURE PLATE: TELEPORTS PARTY TO (19,13,13)
6. PRESSURE PLATE: TELEPORTS PARTY TO (23,15,13)
7. PRESSURE PLATE: TELEPORTS PARTY TO (22,16,13)
8. PRESSURE PLATE: TELEPORTS PARTY TO (16,4,13)
9. INVISO PRESSURE PLATE: REMOVES WALL AT (22,16,13)
10. PRESSURE PLATE: TELEPORTS PARTY TO (17,17,13)
11. PRESSURE PLATE: TELEPORTS PARTY TO (1,30,13)
12. INVISO PRESSURE PLATE: REMOVES WALL AT (18,16,13)
13. PRESSURE PLATE: ENABLES PLATE AT (19,16,13)
14. PRESSURE PLATE: TELEPORTS PARTY TO (35,6,13)
15. PRESSURE PLATE: ENABLES PLATE AT (20,17,13)
16. PRESSURE PLATE: TELEPORTS PARTY TO (43,7,13)
17. PRESSURE PLATE: TELEPORTS PARTY TO (2,14,13)
18. PRESSURE PLATE: ENABLES PLATE AT (21,16,13)
19. PRESSURE PLATE: TELEPORTS PARTY TO (19,30,13)
20. INVISO PRESSURE PLATE: REMOVES WALL AT (20,18,13)
21. PRESSURE PLATE: TELEPORTS PARTY TO (21,20,13)
22. PRESSURE PLATE: TELEPORTS PARTY TO (19,34,13)
23. PRESSURE PLATE: TELEPORTS PARTY TO (2,15,13)
24. PRESSURE PLATE: TELEPORTS PARTY TO (16,2,13)
25. PRESSURE PLATE: TELEPORTS PARTY TO (20,30,13)
26. ALCOVE: SCROLL OF STONE TO FLESH, WATER SKIN
27. ALCOVE: TRIGGER REMOVES WALL AT (35,4,13); ENABLES PRESSURE PLATE AT (24,15,13); DISABLES PRESSURE PLATE AT (34,2,13); TELEPORTS PARTY TO (35,2,13); REMOVES WALL AT (35,2,13)
28. ALCOVE: KNIGHTHELM, SCROLL OF RUNETEK, CAVALIER SWORD, +2 SHIELD
29. ALCOVE: STORM SHIELD
30. ALCOVE: SCROLL OF DVERGAR, ROD OF CHAOS, ROBES OF THE ELDERS, CROWN OF STONE
31. ALCOVE: SCROLL OF OAKRAVEN, RING OF WATER BREATHING, COFFER W/POTION OF CURE DISEASE, POTION OF EXTRA HEALING
32. ALCOVE: POSSESSION SCROLL
33. ALCOVE: EMPTY
34. ALCOVE: ICE MAIL ARMOUR
35. ALCOVE: HOLY SYMBOL
36. ALCOVE: SCROLL OF KAOLIC, DOOM HAMMER
37. ALCOVE: ENABLES PRESSURE PLATE AT (16,17,13); DISABLES PRESSURE PLATE AT (1,15,13), ENABLES PRESSURE PLATE AT (3,14,13), TELEPORTS PARTY TO (2,15,13), REMOVES WALL AT (2,13,13)
38. ALCOVE: REMOVES WALL AT (16,4,13), CREATES WALL AT (16,2,13), ENABLES PRESSURE PLATE AT (19,12,13) TELEPORTS PARTY TO (15,2,13), REMOVES WALL AT (14,2,13)
39. ALCOVE: REMOVES WALL AT (20,30,13), ENABLES PRESSURE PLATE AT (22,20,13), DISABLES PRESSURE PLATE AT (21,30,13), ENABLES PRESSURE PLATE AT (18,30,13), TELEPORTS PARTY TO (20,29,13)
40. NETHER KEY
41. COFFER W/ GAURDIAN AMULET (PROTECTION FROM POSSESION)
42. NETHER KEY
43. NETHER KEY
44. ORB OF PLANES
45. ORB OF PLANES
46. ORB OF PLANES
47. ORB OF PLANES
48. NETHER KEY

# BLACK CRYPT

## CLUE BOOK

**LEVEL 14**

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AREA #6

AREA #4

AREA #5

AREA #1

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# BLACK CRYPT

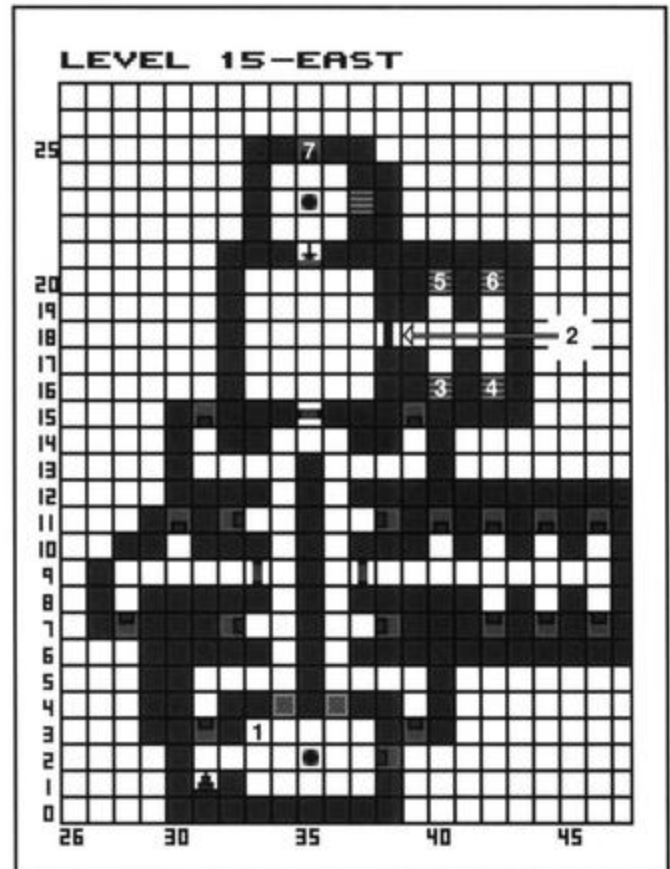
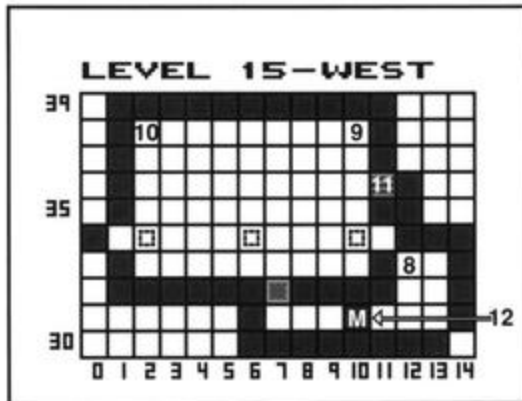
## CLUEBOOK

### LEVEL 14

1. IN THIS AREA, YOU WILL SEE SWITCHES (MARKED =A) THE SWITCHES CAUSE THE TRAP (MARKED = C) 6 SQUARES BELOW TO DISAPPEAR FOR A TIME. YOU MUST THROW THE SWITCHES (A) AND GET TO THE TELEPORTS (MARKED =D) BEFORE THE PITS (C) APPEAR. INVISO PRESSURE PLATES (MARKED =B) ENABLE THE TELEPORTS.
2. BUTTON: REMOVES TELEPORT FIELD AT (4,7,14) FOR 3 SECONDS; REMOVES WALLS AT (4,6,14)
3. INVISO PRESSURE PLATE: REMOVES TELEPORT FIELD AT (5,3,14) FOR 3 SECONDS; WATER SKIN
4. DEPRESS SECRET BUTTON AT (27,11,14) TO ENABLE INVISO PRESSURE PLATE AT (27,13,14). STEP ON PLATE AT (27,13,14) 6 TIMES TO ENABLE PRESSURE PLATE AT (26,11,14), WHICH OPENS WALL AT (27,10,14)
5. PRESSURE PLATE: CLOSES PARTY IN THIS AREA. DEPRESS INVISO PRESSURE PLATE AT (27,5,14) 7 TIMES TO OPEN WALL SECTION TO THE SOUTH. PRESSURE PLATE AT (27,1,14) OPENS WALL SECTION TO THE NORTH AND TO THE TELEPORT AT (28,14,14)
6. TWO PRESSURE PLATES: NORTH ONE OPENS WALL SECTION AT (2,17,14) AND SOUTH ONE CLOSES IT. BUTTON TO THE WEST PERMENANTLY DEACTIVATES BOTH
7. BUTTON: REMOVES TELEPORT IN THE NEXT CELL TO THE WEST; DEACTIVATES TELEPORT AT (11,22,14); AND REMOVES THE SOUTH WALL (AFTER ABOUT 15 SECONDS)
8. BUTTON: TELEPORTS PARTY TO (10,22,14); DROPS ALL POSSESSIONS; HOLDS PARTY; REMOVES PILLAR AT (10,23,14)
9. GLYPH OF DEATH; BUTTON: REMOVES PILLARS AT (6,23,14) AND (7,25,14); REMOVES WALL AND TELEPORT AT (5,24,14)
10. GLYPH OF DEATH; INVISO TELEPORT SENDS PARTY TO (8,21,14)
11. MAGIC FIELD
12. SPECIAL PANEL: 3 SKULLS ARE INSET IN THIS PANEL. PLACE A CROWN ON EACH OF THEM TO OPEN WALL AT (23,11,14)
13. CHEST W/3 POSSESSOR KEYS TO THE DOORS AT (12,12,14) (8,19,14), AND (5,13,14) AND A FLAIL
14. TABLET OF DVERGAR: ADVANCES MAGIC USER ONE LEVEL
15. ALCOVE: GUARDIAN AMULET (PROTECTION FROM POSSESSION), SHADOWMAIL, Z-KEY TO DOOR AT (12,28,14)
16. HORN OF DESTRUCTION, SCROLL OF REMOVE GLYPH
17. PLAQUE
18. WATER SKIN
19. POSSESSOR KEY TO DOOR AT (28,26,14)
20. AMULET OF MARIK: CURSED ITEM -REDUCES STRENGTH BY 5!
21. CROWN
22. QUIVER W/2 ARROWS
23. DARKNESS KEY TO DOOR AT (9,13,14), BELT OF MIGHT (+4 STRENGTH)
24. CROWN
25. CROWN, RING OF MAGIC RESISTANCE

# BLACK CRYPT

## CLUE BOOK



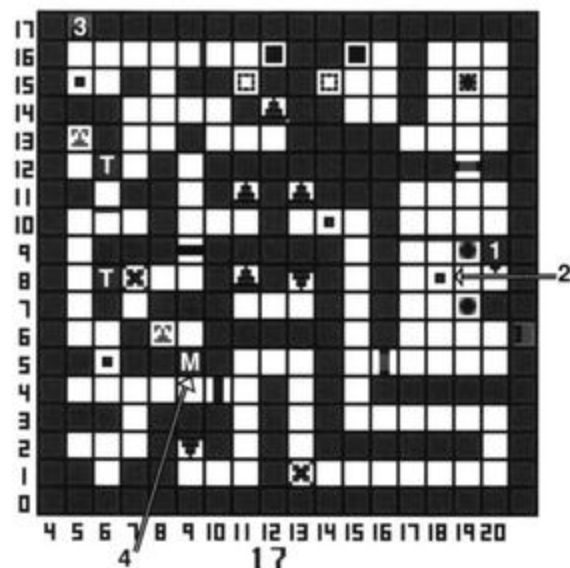
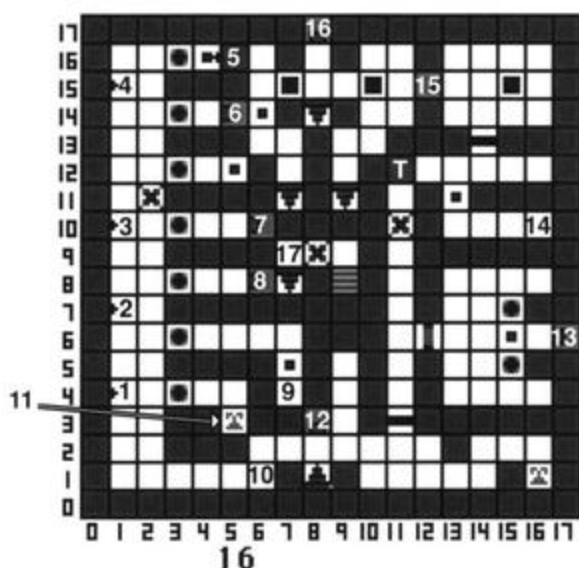
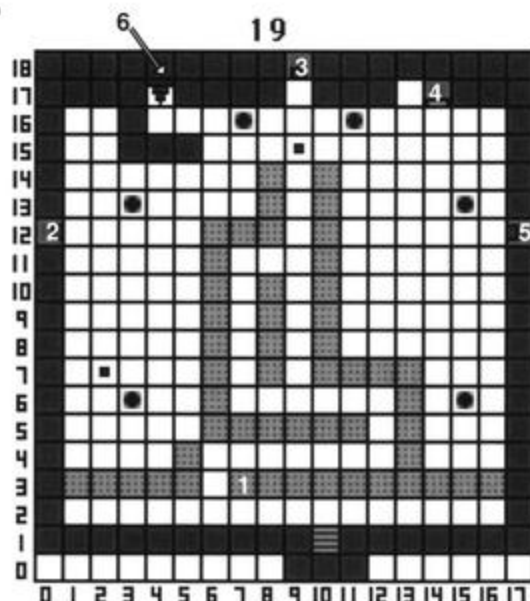
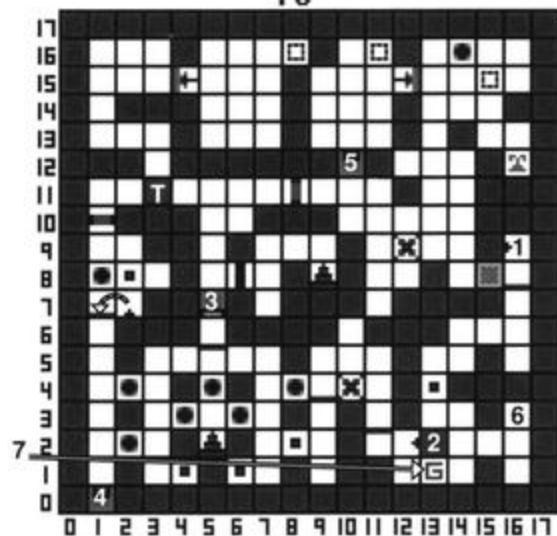
### LEVEL 15

1. TABLET OF DVERGAR (MU): TOTAL HEALING
2. LOCKED DOOR: POSSESSOR HAS THE KEY AND MUST BE KILLED FOR IT (WILL THEN DROP DEATH GEMS OF DEAD PARTY MEMBERS)
3. TELEPORTS PARTY TO (4,2,14)
4. TELEPORTS PARTY TO (8,21,14)
5. TELEPORTS PARTY TO (23,11,14)
6. TELEPORTS PARTY TO (36,23,15)
7. ARTIFACT (SOULFREEZER), CROWN OF THE LION HEART, OCTA KEY, GORE SKULL (CASTS RANDOM SPELLS)
8. CHEST W/SCROLL OF PROTECTION FROM POSSESSION (3 SPELLS AT 10TH LEVEL) WATER SKIN, FOOD
9. POTION OF STRENGTH
10. POTION OF CURE POISON
11. TELEPORT TO (10,12,14)
12. MAGIC FIELD

# BLACK CRYPT

## CLUE BOOK

### LEVELS 16-17-18-19



### LEVEL 16

- 1. BUTTON:**
  - (DEPRESSED ONCE): REMOVES PILLARS AT (3,14,16) AND (3,12,16), AND ENABLES BUTTON AT (1,10,16)
  - DEPRESSED TWICE: DROPS ALL POSSESSIONS
- 2. BUTTON:**
  - DEPRESSED ONCE: CREATES WALLS AT (1,6,16) AND (2,6,16), AND REMOVES PILLARS AT (3,4,16) AND (3,16,16)
  - DEPRESSED TWICE: SETS OFF FIRE TRAP AND ENABLES BUTTON AT (1,15,16)
- 3. BUTTON:** CREATES WALLS AT (1,6,16) AND (2,6,16), REMOVES PILLARS AT (3,10,16) AND (3,6,16), AND ENABLES BUTTON AT (1,7,16)
- 4. BUTTON:** ENABLES BUTTON AT (4,16,16)
- 5. BUTTON:** REMOVES WALLS AT (1,6,16) AND (2,6,16) AND REMOVES PILLAR AT (3,8,16)
- 6. LYTEBOOTS (FEATHER FALLING)**
- 7. RING OF MAGIC RESISTANCE**
- 8. BATTLE AXE (+2)**
- 9. SILVER KEY TO (11,3,16)**
- 10. FALSE SCROLL**
- 11. FOUNTAIN OF CURE DISEASE (TWO SERVINGS)**
- 12. SCROLL**
- 13. NIGHT SHIELD (PROTECTION FROM POSSESSION)**
- 14. HORN OF DESTRUCTION (QUAKE SPELL)**
- 15. DEMON SCROLL**
- 16. HOLY SHIELD, STONE KEY TO (6,8,18)**
- 17. SCROLL**

# BLACK CRYPT

## CLUE BOOK

### LEVEL 17

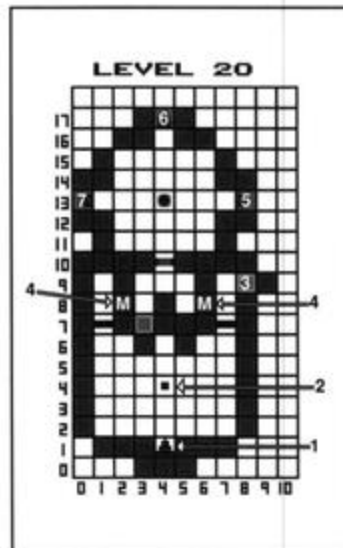
- SECRET BUTTON: REMOVES WALLS AT (17,9,17) (18,9,17) AND (19,9,17) IN SEQUENTIAL ORDER
- RAM MINOR DEMON - HOLDS KEY TO DOOR AT (10,4,17)
- POTION OF INVINCIBILITY, TROLL BELT (REGENERATES HIT POINTS FOR ABOUT 20 PLAYING MINS.)
- MAGIC FIELD

### LEVEL 18

- SECRET BUTTON: REMOVES WALL AT (16,8,18)
- SECRET BUTTON: REMOVES WALL AT (11,2,18); AFTER 20 SECONDS REMOVES THE WALL AT (9,4,18), THEN REMOVES WALL AT (5, 5, 18)
- PLAQUE: ANSWER IS NINTH
- BLACKJACK CHEST ARMOUR (PROTECTION FROM POISON), O KEY TO DOOR AT (9,9,17)
- SCROLL OF STONE TO FLESH
- SCROLL OF CURE POISON
- GLYPH OF POISON

### LEVEL 19

- INVISIBLE TELEPORTS: RETURN PARTY TO (9,9,18) MUST HAVE THE CLUE AT (7,9,16) TO PASS
- SYMBOL OF PLAGUE (DRUID) CASTS PESTILENCE
- TABLET OF RUNETEK (ADVANCES FIGHTER ONE LEVEL), BLACKHORN (CASTS FIREBALLS)
- PLAQUE, TELEPORT (TO THE LEFT) TAKES PARTY TO LEVEL 16.
- WOODEN MACE (+4), FOOD
- ENTRANCE TO MAJOR RAM DEMON

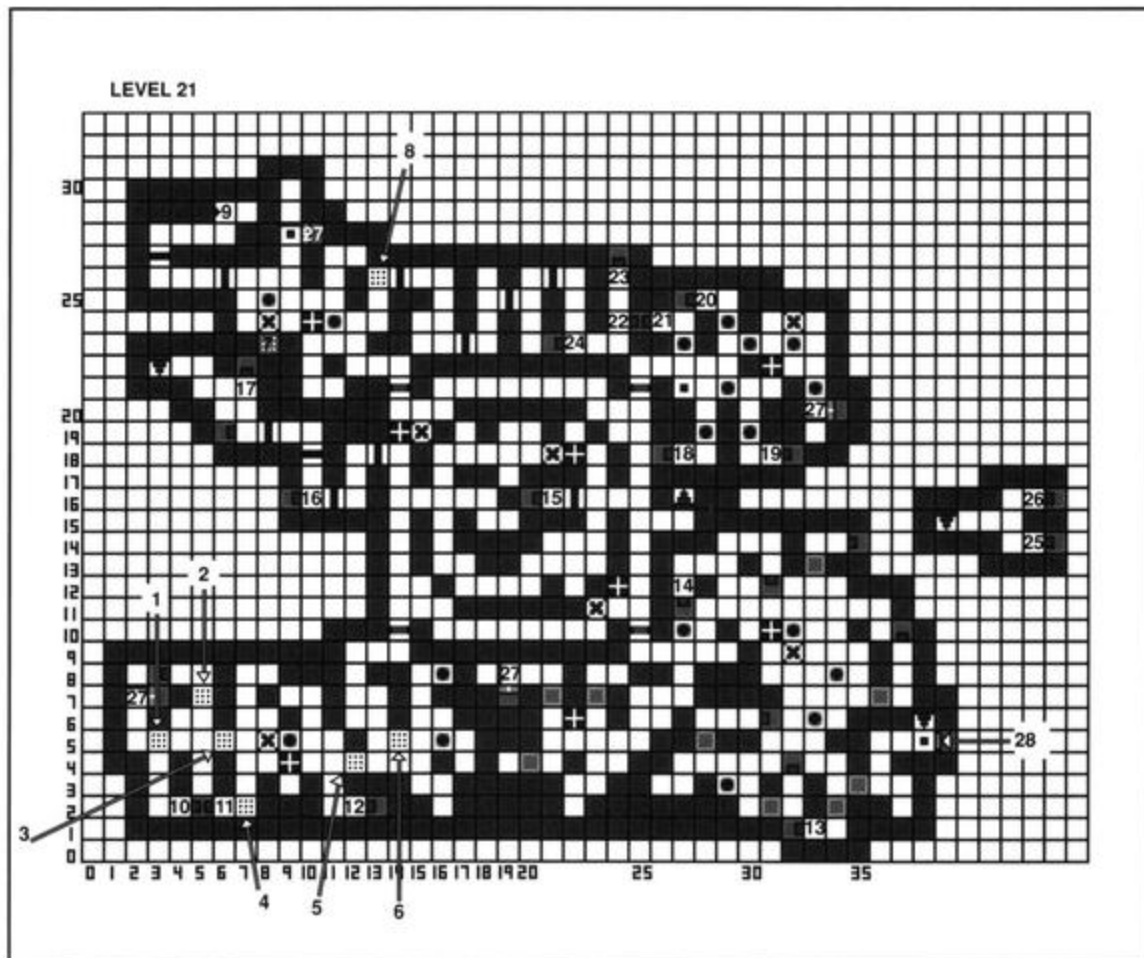


### LEVEL 20

- STAIRS TO LEVEL 19
- RAM LORD - HOLDS KEYS TO TWO LOCKED DOORS AS WELL AS AMULET OF POWER (+2 AC, +4 STRENGTH), AND BELT OF SUSTENANCE.
- SCROLL OF DISPELLING
- MAGIC FIELDS
- OCTA KEY
- ARTIFACT (VORTEX)
- CROWN OF THE SERPENT (WEARER IMMUNE TO ALL POISON)

# BLACK CRYPT

## CLUE BOOK

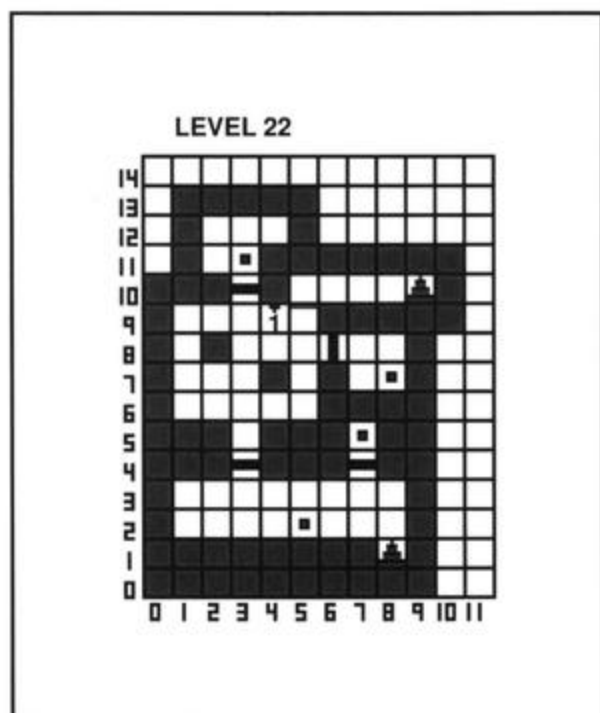


### LEVEL 21

1. INVISO PRESSURE PLATE: HOLDS PARTY
2. INVISO PRESSURE PLATE: HOLDS PARTY
3. INVISO PRESSURE PLATE: HOLDS PARTY
4. INVISO PRESSURE PLATE: HOLDS PARTY
5. INVISO PRESSURE PLATE: HOLDS PARTY
6. INVISO PRESSURE PLATE: HOLDS PARTY
7. PRESSURE PLATE: TOGGLES DOORS AT (3,27,21) AND (6,26,21)
8. INVISO PRESSURE PLATE: TELEPORTS PARTY TO (13,25,21) AFTER 20 SECONDS; OPENS AND CLOSES DOORS AT (14,26,21), (17,23,21), (19,25,21), AND (21,26,21) AT DIFFERENT TIME RATES
9. SWITCH: TOGGLES DOORS AT (6,26,21) AND (3,27,21)
10. ALCOVE: WATERSKIN, PEARL
11. ALCOVE: POTION OF WATER BREATHING
12. ALCOVE: POTION OF WATER BREATHING, SCROLL OF PROTECTION AGAINST POSSESSION
13. ALCOVE: HELM OF TRITON
14. ALCOVE: POTION OF WATER BREATHING
15. ALCOVE: ARTIFACT - (PROTECTOR)
16. ALCOVE: SWORD (EVIL2S BANE)
17. ALCOVE: TABLET OF OAKRAVEN
18. ALCOVE: POTION OF WATER BREATHING
19. ALCOVE: POTION OF WATER BREATHING, PEARL
20. ALCOVE: POTION OF WATER BREATHING
21. ALCOVE: POTION OF WATER BREATHING
22. ALCOVE: LEATHER ARMOUR (+3), PLATE LEGGINGS (+1)
23. ALCOVE: POTION OF WATER BREATHING, PEARL
24. ALCOVE: BACKPACK W/THROWING DAGGER (+5), APPLE
25. ALCOVE: PEARL, COFFER W/FROSTWAND, FIREWAND, AND DRAGON ROD
26. ALCOVE: POTION OF WATER BREATHING, RING OF WATER BREATHING, FOOD
27. 4 OYSTER PANELS: PLACE PEARL IN THE OYSTER TO REVEAL SECRET WALL
28. CREATURE STANDS GUARD OF BRIG HOLDS TWO KEYS THAT OPEN DOORS AT (3,4,22),AND (7,4,22)

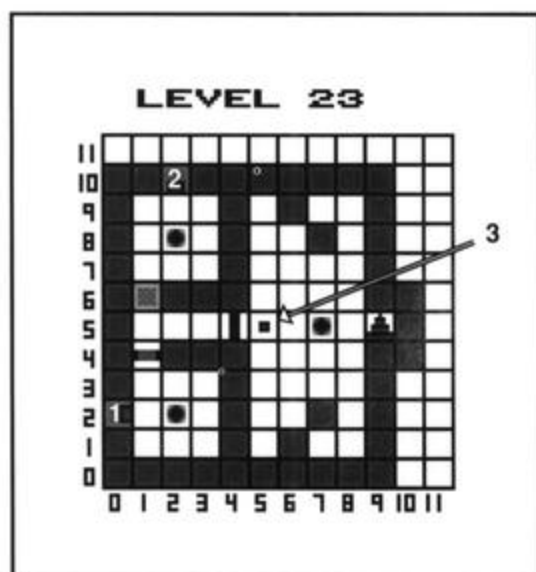
# BLACK CRYPT

## CLUE BOOK



### LEVEL 22

1. SECRET BUTTON - OPENS PRISONERS' DOORS AND WALL SECTION AT (5,9,22)

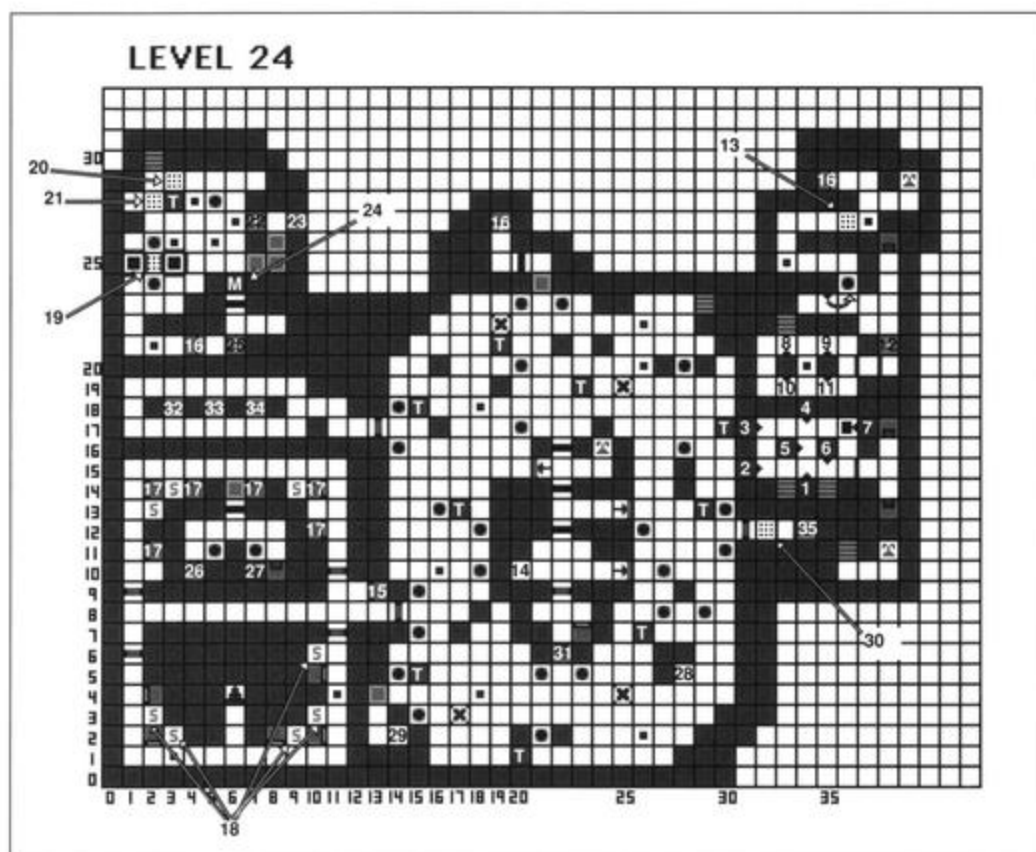


### LEVEL 23

1. ALCOVE: ROD OF RESURRECTION AND AN OCTA KEY
2. ALCOVE: DRAGONBANE CHEST ARMOUR, WHITE PEARL KEY
3. WATERLORD, HOLDS KEY TO DOOR AT (4,5,23), AND RING OF LOCATION

# BLACK CRYPT

## CLUE BOOK

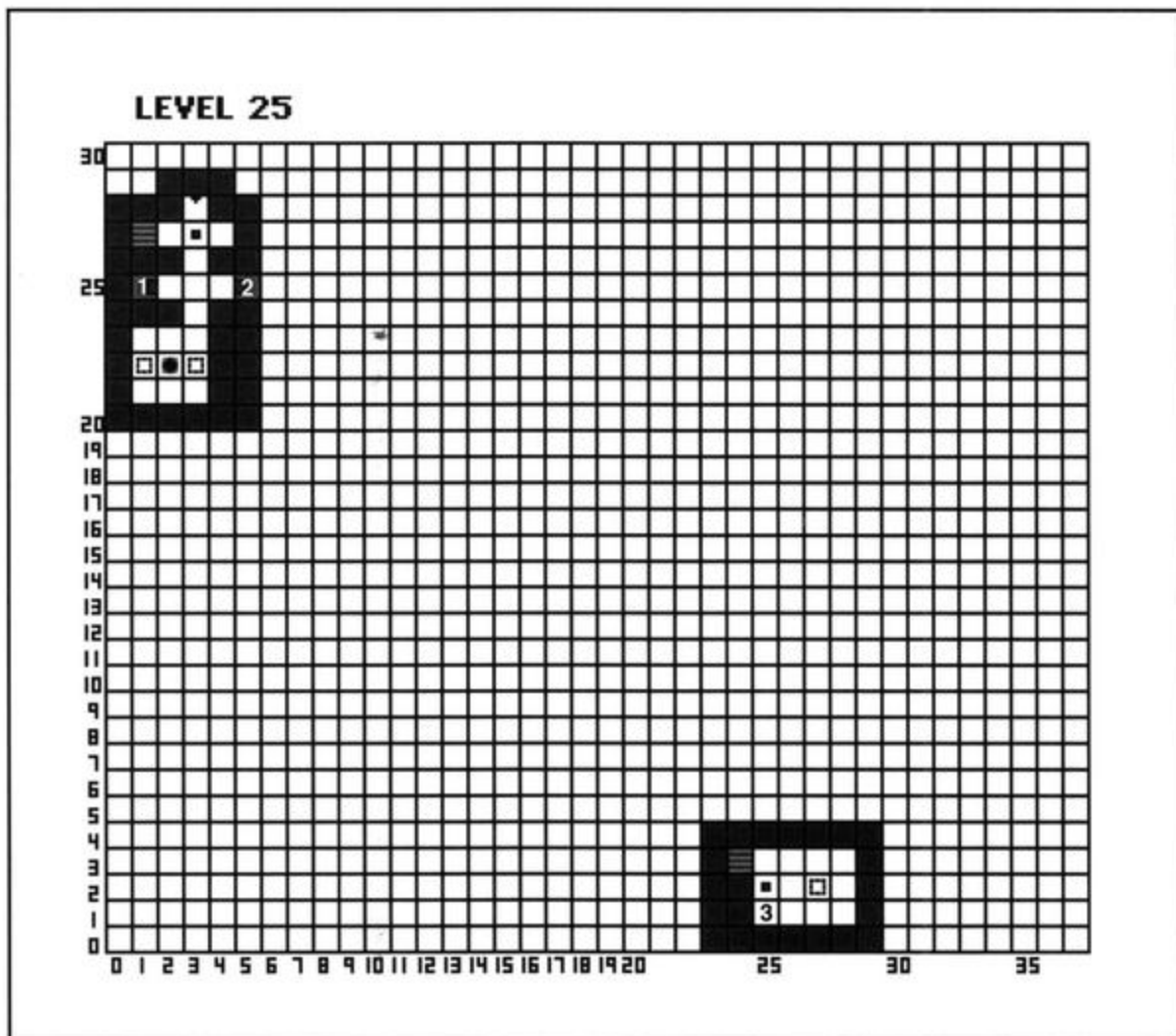


### LEVEL 24

1. BUTTON: REMOVES WALL AT (36,15,24) FOR 3 SECONDS
2. BUTTON: CREATES TRAP AT BOTH (34,17,24) AND (32,17,24)
3. BUTTON: SUMMONS MONSTER AND REMOVES TELEPORT AT (33,14,24)
4. BUTTON: REMOVES PIT AT (36,17,24)
5. DEPRESS BUTTON 2ND TIME: REMOVES PIT AT (36,17,24)
6. BUTTON: TOGGLES TELEPORT AT (35,14,24)
7. BUTTON: TELEPORTS TO (36,21,24)
8. BUTTON: SUMMONS MONSTER
9. BUTTON: REMOVES WALL BLOCK AT (37,20,24) FOR 4 SECONDS
10. BUTTON: TOGGLES TELEPORT AT (33,22,24)
11. BUTTON: PLACES COLD TRAP ON PARTY
12. TELEPORTS PARTY TO (36,20,24) IN TWENTY SECONDS
13. PRESSURE PLATE: HOLDS PARTY
14. TABLET OF KAOLIC (GAIN LEVEL)
15. FALSE SCROLL
16. SPECIAL PANELS (3) - MEDUSA SKULL AND SNAKES. EACH HOLDS A KEY TO ONE OF THE THREE DOORS AT (22,12,24), (22, 14, 24), AND (22,16,24); MIRROR KEY
17. PLAQUES
18. PREVIOUS ADVENTURERS WERE PLACED HERE WHEN TURNED TO STONE
19. PRESSURE PLATE: REMOVES WALL BLOCKS AT (1,25,24) AND (3,25,24) TO REVEAL PITS, AND CREATES TWO PILLARS NORTH AND SOUTH OF THE PLATE
20. INVISO PRESSURE PLATE: SUMMONS MONSTER
21. INVISO TELEPORT: SENDS PARTY TO (4,19,24)
22. TELEPORTS PARTY TO (5,19,24)
23. SCROLL OF PROTECTION FROM POSSESSION, STAFF (+2)
24. MAGIC FIELD
25. PRESSURE PLATE: TELEPORTS PARTY TO (14,17,24)
26. ALCOVE: SCROLL OF STONE TO FLESH, FOOD
27. RING OF DEMAJEN
28. GUARDIAN AMULET (PROTECTION FROM POSSESSION), GREENGOLD KEY TO DOOR AT (6,13,24)
29. +3 PLATEMAIL, DEATH GEM , SCROLL
30. PRESSURE PLATE:
  - STEP ONCE: REMOVES WALL AT (32,12,24)
  - STEP TWICE: TELEPORTS PARTY TO (18,17,24)
  - STEP 3RD: REMOVES WALLS AT (32,12,24), AND (33,12,24) TO ALLOW PARTY TO TELEPORT BEYOND
31. ALCOVE: SCROLL OF STONE TO FLESH, MIRROR SHIELD (USED TO KILL MEDUSA), OCTA KEY
32. TELEPORTS PARTY TO (22,5,24)
33. TELEPORTS PARTY TO (2,29,24)
34. TELEPORTS PARTY TO (14,4,24)
35. TELEPORTS PARTY TO (34,16,24)

# BLACK CRYPT

## CLUE BOOK



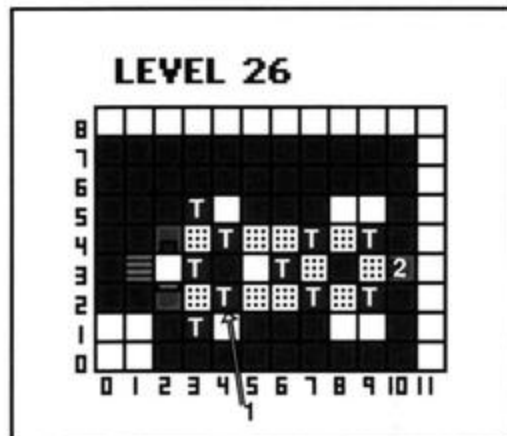
### LEVEL 25

1. SCROLL OF STONE TO FLESH, BOOTS OF STEALTH
2. EYE KEY TO DOOR AT (20,25,24)
3. TABLET OF KAOLIC (CLERIC) TOTAL HEALING



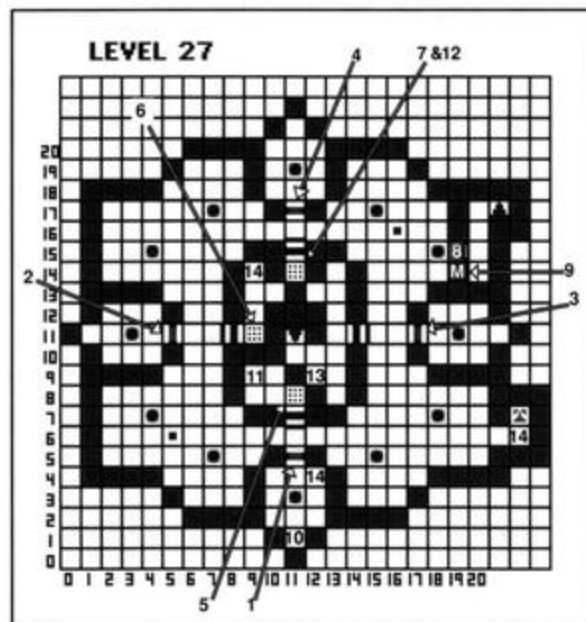
# BLACK CRYPT

## CLUE BOOK



### LEVEL 26

1. HIGH LEVEL TRAPS CAN ONLY BE DEACTIVATED BY PLACING THE RING OF DEMAJEN IN THE ALCOVE AT (2,3,26)
2. ORB OF LIFE (RAISES DEAD 10 TIMES), EYE KEY TO DOOR AT (6,23,24)

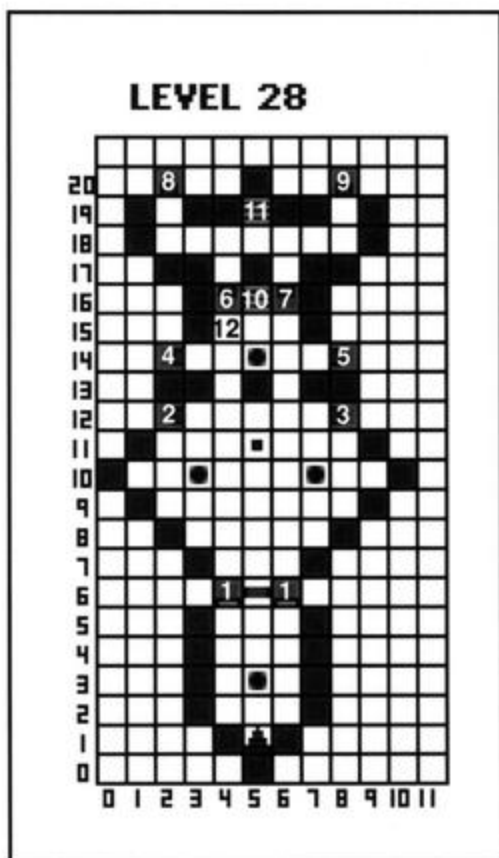


### LEVEL 27

- |   |   |
|---|---|
| 1. PULLCHAIN: PULLED TWICE, SUMMONS MONSTER TO (11,1,27)  | 7. INVISO PRESSURE PLATE: REMOVES WALL AT (7,11,27)       |
| 2. PULLCHAIN: PULLED TWICE, SUMMONS MONSTER TO (1,11,27)  | 8. PLAQUE (REQUESTS INFO FROM MANUAL)                     |
| 3. PULLCHAIN: PULLED TWICE, SUMMONS MONSTER TO (21,11,27) | 9. MAGIC FIELD  |
| 4. PULLCHAIN: PULLED TWICE, SUMMONS MONSTER TO (11,21,27) | 10. TABLET OF KAOLIC - GRANTS TEN HIT POINTS ( 11,1,27)   |
| 5. INVISO PRESSURE PLATE: REMOVES WALL AT (15,11,27)      | 11. TABLET OF OAK RAVEN - GRANTS TEN HIT POINTS ( 9,9,27) |
| 6. INVISO PRESSURE PLATE: REMOVES WALL AT (11,6,27)       | 12. TABLET OF DVERGAR - GRANTS TEN HIT POINTS (11,14,27)  |
|   | 13. TABLET OF RUNETEK - GRANTS TEN HIT POINTS (12,9,27)   |
|   | 14. SCROLLS (12,4,27) (9,14,27), AND (22,6,27)            |

# BLACK CRYPT

## CLUE BOOK



### LEVEL 28

1. PLAQUES
2. ALCOVE: SKULL OF DVERGAR
3. ALCOVE: SKULL OF RUNETEK
4. ALCOVE: SKULL OF OAKRAVEN
5. ALCOVE: SKULL OF KAOLIC
6. ALCOVE: DRAGON KING ARMOUR
7. ALCOVE: SMITESTAFF, WAND OF ESTOROTH
8. ALCOVE: HELM OF BRILLIANCE, AND DARKFURY +10 (200 CHARGES)
9. ALCOVE: GOD SHIELD AND SYMBOL OF PIETY
10. TELEPORT: GOES TO (5,18,28)
11. TELEPORT: GOES TO (5,2,28)
12. ROD OF RESURRECTION

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