

# EYE OF THE BEHOLDER

**Type:** Fantasy Role-Playing

**Difficulty:** Novice

**Systems:** Amiga (512K), MSDOS (640K required, mouse and hard disk recommended; CGA, EGA, Tandy 16-color, 256-color MCGA/VGA; Sound Blaster, Ad Lib)

**Company:** SSI/Electronic Arts

Designed by Westwood Associates, *Eye* is the most playable and entertaining installment in SSI's highly overrated *AD&D* series. Instead of the usual oblique angle, aerial view of the dungeon, you view a 3-D picture like the one seen in *Dungeon Master*. In fact, so many *Dungeon Master* elements are employed here, the game could easily have been called "Eye of the Dungeon Master." Numerous puzzles, for instance, consist of locked doors that are opened by placing objects on pressure plates in the floor, and you'll find all kinds of buttons and teleporters in this twelve-level maze. The goal is to track down Xanathar the Beholder, whose lair is naturally found in the final maze. There are no automapping or autosearch features. Graphics and animation are top-notch. Combat is conducted by clicking directly on the monsters, and the action takes place in real-time—so you must act as quickly as you think. Of all SSI's *AD&D* games, *Eye* has the smoothest interface and magic system, which help make it a rather easy quest.

## Walkthrough

The maps also show where to find certain items that are not referred to in the solution but which you may want to collect as you proceed through each level. (These are all identified in the map keys.)

### Level 1:

#### Upper Sewer Level

Using the map key, get all the items and fight all set encounters. Keep all the daggers and rocks you find. If you run into a pressure plate (on the floor)

that closes a door when you step on or off of it, put a rock on it to keep it open.

### Level 2:

#### Middle Sewer Level

Use the keys to unlock doors; the keys will be replaced. When you see a shape of a dagger on the wall (H), put a dagger in it. When you've put daggers in all the shapes, you will have completed the special quest of this level.

Behind the north door, you click on any door that doesn't have a switch, to pry it open. The next



key is at (M) with some food.

Behind the east door, find the switches to close and open the cisterns. Just after the turn north is a cistern with the switch on the other side of it; throw something at it. The key is at (D) with some food. Down the ladder and around the corner is a potion.

Behind the south door, at the intersection, is a spinner. Just keep an eye on the compass. Any time you see a glyph that looks like a bird head on this level, it means there is a secret passage behind it. (Use these, as they may get you past teleporters.)

When you have gone to all the sections and found all the food and keys, go back through the north door and through the door that has opened up. This will take you to the next part of this level.

Get the stone dagger (N) and go to the southwest corner and find the last dagger shape (H) to complete the quest. Then go to the elevator (P) and push the button twice until you see the message that the room seemed to move. Leave the room and get the items shown on the Detention Level map. Return to the room and press the button twice again (the room moves again) and go get the gold key (D) and the rock (E). Then go to the room again and press the button twice, and you will be back on Level 2. If you want to get the other items listed on this map, do so. Now go to the door in the northeast corner and use the gold key. (The keyhole is on the north wall west of the door.) Take the ladder (Z) down.

### Level 3:

#### Lower Sewer Level

Go N, then E through the doors. Keep an eye on the compass, as there are spinners here (S). Get two keys (F), then leave the area. Go around and gather all the treasure. Go to (L) and get the mage scroll of fireball. Then go to all four (B)s and get all the blue gems. Put a blue gem in each of the four eyes (C). Then take all four of the gems out to complete the quest for this level. Now go and get the treasure inside this area ((D) and (E)).

### Level 4:

#### Upper Dwarven Ruins Level

From the north stairs, go one step forward to (B) and get Taghor to join the party. Heal and feed him. Then "push" the wall at (C) counter-clockwise until you see the key (D). Get the key. Go to (I) and open all three doors. Then close the doors on the left and

right (the middle one cannot be closed). Now go to (E) and pull the chain. This completes the Beholder's Quest for this level. Now go to the center room, get "drow cleaver" (P) and pull chain to open a secret door (Q), bypassing the holes at (G). Go to (R) and pull the gargoyle's arm to open the secret door.

Push button (J) to open secret door to get the dwarven helm and dwarven shield from (K). Go to (H) and open one door at a time and, after fighting the spider, get a healing potion. *Cheat: you can close the door then open it to get as many potions as you need.*

The spider area along the eastern edge has several ways in but only one way out (V). This requires a dwarven key. The spider area contains a +3 ring of protection (L) and the Stone Scepter portal key (M).

### Level 5:

#### Dwarven Ruins and Camp

From (Z) on Level 4, you arrive at (A) on Level 5. Go W two spaces, then N at wall with the dwarven runes. To enter the dwarven camp, open the three doors at (B).

When you get into the dwarven camp area, go immediately to the dwarven leader (C) and agree (say "yes") to help the dwarves find their lost noble. The dwarves will give you a Stone Medallion portal key to activate the portal transportation system. The Stone Necklace portal key is at (D) and the Stone Necklace Portal at (E), both in the dwarven camp area.

To get into the area that has the stairs down to Level 6 (Z), you must first go through the door immediately south of ④. Go W at the intersection and open the door (H) to get the key (I). Be careful as there are holes that open up behind you as you step off of each spot. (To get to the southeast parts of Level 6, you have to fall through these holes.) Work a figure-eight pattern and go to the other key (J) (approaching it from the north), then go to the door (L) and use one gold key on it. Get the armor, then use the second key on the lock: the wall disappears and a teleporter (Ⓜ) appears. The teleporter takes you to ⑤, where you have to fight a spider immediately.

To reach Level 6, you must unlock the three doors labeled (Q), (R) and (S) that bar the way to the stairs down at (Z). To open them you must go through a series of teleporters and throwing three corresponding switches. (Several other teleporters

are not shown on the map, so don't stray from this path to follow this solution.)

After going through the secret door (F), walk to (G), then move W four spaces and N two spaces to ①. After teleporting to ①, throw the switch at (P) to open door (S), then enter teleporter ②, which sends you to ②. Pull the switch to open door (R). Move N to ③, which ports you to ③.

Go to ① and get ported to ① again. Enter the porter at ③ and wind up at ③. Go N into teleporter at ③, then walk from ③ to ③, which ports you to ③. Pull switch to open door (Q). All three doors are now open. At (Z), take stairs down to Level 6.

Once the three doors are open, do not touch the wall switches. Later, when you need to get from the stairs (Z) to ③, go to ③, which ports you to ③.

## **Level 6:**

### **Lower Level of the Dwarven Ruins**

Level 6 may be entered via the stairs at (Y) and (Z) on Level 5, or by jumping down any of the pits in the southeast corner of Level 5. (Jumping down gives you access to rooms that are not otherwise accessible.) The south-central stair (Y) can be reached only after opening the door from the other side after reaching the level as described above.

Arriving from (Z) on Level 5, you start at (A). To open door (B), place weapons on the floor plates until it opens (usually one large weapon apiece), then retrieve the weapons. Get the gold key at (C) and open door (D) with it.

At (E) is a room with a dwarven keyhole. Use a dwarven key in keyhole number one, which rotates the block of granite and reveals another dwarven keyhole. Three keys will rotate the block so you can get to the west-central stairway down (Z to Level 7).

To get the three keys, first visit the silverware rack area (F). The silverware rack is activated by placing darts or knives on the wall shelves to open up more of the area. Darts may be acquired by stepping on the dart traps (G) and picking them up after they fall to the ground. Putting darts in the shelves rearms the dart traps, which are activated by floor plates. Then go to either (H) and jump down into a pit, get a second key, open the door and climb out. Repeat with the other pit (the other (H)) for the third key.

The Stone Ring portal key (I) can be reached only by climbing up a stair from Level 7. You can

also get kenku eggs (J), which serve as food but more importantly for bribing guards on Level 7, a +1 dwarven shield (K), a +3 mace (L) and several scrolls.

## **Rescuing the Prince (Levels 7, 6 and 10)**

Use the portals to reach Level 7 and get the gold key (C), then go to (B) and up to Level 6 and get the Stone Ring portal key. Go back upstairs to (A) on Level 6 and use the Stone Ring Portal. This takes you to Level 10. Go to the northwest door, open it, enter and rescue the prince. If you already have a full party you must dismiss one person so the prince may join. Use the Stone Ring Portal again to return Keirgar and the dwarven healing potion to the dwarf camp on Level 5, and you'll get the Beholder Eyestalk Wand.

## **Level 7:**

### **Upper Level of the Drow Chambers**

Many puzzles in the drow area are not essential to winning the game. The northeast, northwest and southwest quadrants of Level 7 are accessed from stairs at (Z) on Level 6.

You arrive from (Z) on Level 6 at (A) on Level 7. You can bribe the drow at the bottom of the stairs with kenku eggs. The stairs up (B) to the Stone Ring portal key can be opened with a gold key. The two gold keys found on this level are located at (C) and (D).

## **Level 8:**

### **Drow Outcasts**

This level can be explored for treasure or puzzle-solving, but nothing here is essential to the solution. The location of useful items and teleports are indicated on the map. Don't go through this level to reach Level 9; see the Level 9 section below for a faster route.

## **Level 9:**

### **Lower Level of the Drow Chambers and the Portal Nexus**

The two easiest ways to reach Level 9 are by portals:

- Take the Stone Medallion Portal on Level 4 (N) to Level 7 (P), then the Stone Dagger Portal on Level 7 (O) to Level 9 (M).

- Take the Stone Necklace portal on Level 5 (E), which will take you to (E) on Level 7. Then use the Stone Dagger Portal to reach (M) on Level 9.

From (M) on Level 9, you can get to Level 10 by going down the stairs at (Y) or (Z).

To reach (Z), go S from (M), then W to (B). Put any object you don't need on the shelf, go N one space and push the button to open north passage. Proceed to (Z).

To reach stairs at (Y), walk to (F) and donate food, armor, weapons and missiles to the floor plates that "request" them. Go to (I) (being careful of the rust monsters (O)) and get the key. Then go to (K) and use the drow key. Go to (J) and throw a missile north, then west. Go to (K) again and go W through the door that has appeared (to (L)). Now go north through the secret door, pick up the missiles you threw and go to (Y).

## Level 10: Xanathar's Outer Sanctum, Mantis Hive

This level contains the dwarven prince and the pit down to Level 11. When you return to this level after rescuing the prince, jump through the pit at (Z) and, on Level 11, get the dwarven healing potion, orb of power, Stone Ankh portal key and Stone Orb portal key (see the Level 11 section, below).

If you enter Level 10 from the Level 9 west stairs (Y), you will find the skull key at (M).

The pit (Z) is accessed by throwing switches (N) and (R).

Level 10 can also be accessed by using the Stone Ring Portal ((M) on Level 6 to (O) on Level 10). Just south of the Stone Scepter Portal (Q) runs a hallway with many switches, teleporters and the message "proper sequence." The message is a ruse: simply walk into the first teleporter, turn around and walk into the room in the far southwest corner of the level. At the top of the stairs is a cleric scroll of raise the dead ((C) on Level 9).

If you enter Level 10 from the Level 9 stairs just above the far southwest stair ((Z) on Level 9), you start at (A). You must place three weapons on the floor plates at (X) to open the door directly north in order to get from the stairs to the rest of the level. Do not open the two north doors in the "in case of fire or flood" room.

## Level 11:

### Xanathar's Outer Sanctum, Illithids

The only way to enter this level is by falling through the pit from Level 10. When you find the Stone Ankh, you can use its portal to teleport to Level 7 and get out of the level.

The "Your fate is in the stars" puzzle is solved by aligning the three concentric squares, allowing you to explore the four sections of Level 11. Each square wall has a button, a star, a quote and an opening. The buttons rotate the rings, one at a time, 90 degrees clockwise. When all the openings are aligned in one straight line, the door aligned with them will open.

The eastern passage leads to the orb of power (G), the drow key (K) and the Stone Ankh portal key (L). The northern passage leads to the Stone Orb portal key (E) and a dwarven healing potion (F). The southern passage leads to the Stone Orb Portal to Level 12 (M). The western passage leads to +3 banded armor and a +4 long sword (Slasher) (I).

As soon as you get the dwarven healing potion and the Stone Ankh, return to the dwarven camp on Level 5 and get the Beholder Eyestalk Wand (Wand of Silvias). Then return to Level 11 and proceed to Level 12 via the Stone Orb Portal.

## Level 12:

### Xanathar's Inner Sanctum

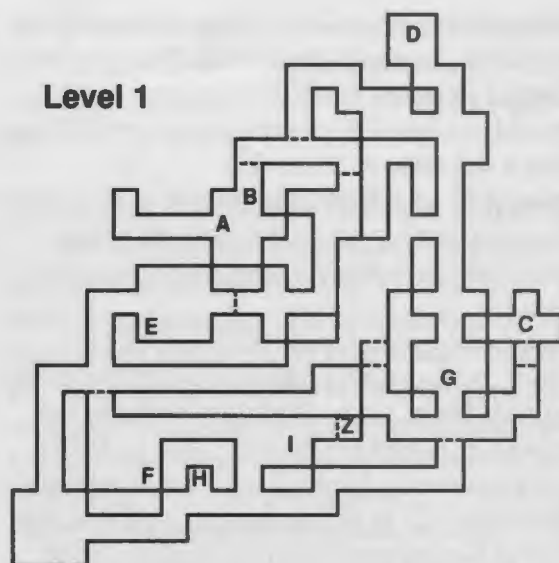
In the room with the Stone Orb Portal, push the wall sconce on the central portion of the west wall. Keep going W, and destroy all the stone golems to get the skull key. Follow around to the W and S, and enter the first door to the east. Push the eye button on the south part of the east wall. You will be teleported to a place that is south of the door to Xanathar's lair. Save the game. Go N through two doors, then go through the two doors to the east. You now must attack Xanathar, dodging continuously, or use the wand to back him up. If you can back him all the way to the furthest area of his room, between the two eyes on pedestals and onto the trap in the alcove to the south, you will have fulfilled the last Beholder Bonus and will witness a spectacular ending. If you do not wish to go through all this, simply hack up Xanathar with your swords and spells.



## Level 1

- A Entrance and two rocks
- B Halfling skeleton, lock picks
- C Dart
- D Food
- E Food
- F Shield
- G Rock
- H Cleric scroll (bless), mage scroll (armor)  
(Put dagger in alcove to complete quest  
for this level)
- I Arrow
- Z Stairs down

## Level 1



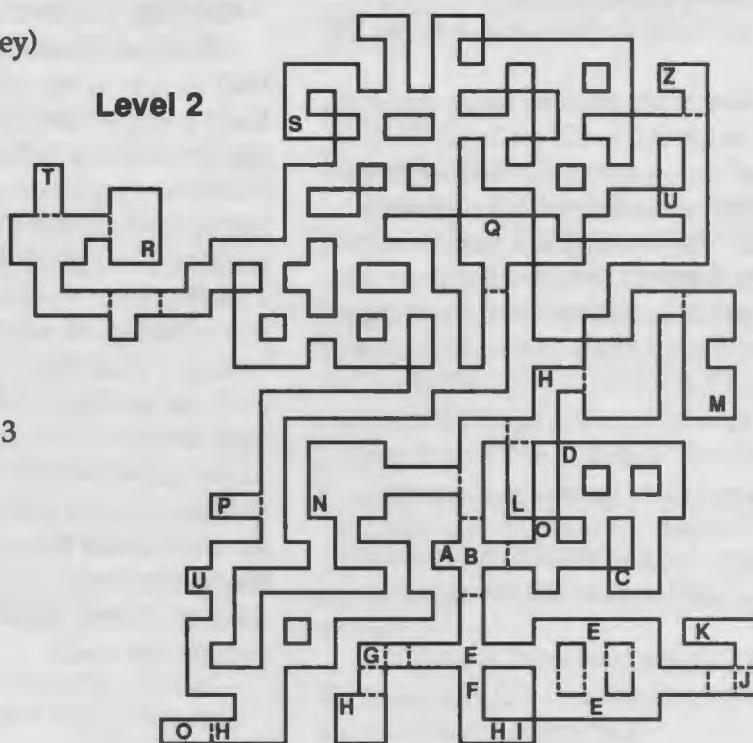
## Level 2

- A Stairs up
- B Key
- C Food
- D Food, key
- E Spinner
- F Sling
- G Mage scroll (shield)
- H Dagger shape on wall
- I Rock
- J Arrows
- K Food
- L Food, potion
- M Food, potion of giant  
strength, key
- N Stone Dagger (portal key)
- O Ladder down to third  
sublevel
- P Elevator to first two  
sub-levels
- Q Leather boots, food
- R Healing potion
- S Food
- T Lever that opens door  
to (R)
- U Teleporter to other (U)
- Z Ladder down to Level 3

## General Map Key

- u Stairs up
- d Stairs down
- A Your starting point on each level (in the path  
followed by this solution)
- Z Stairs down to the next level (in the path  
followed by this solution)
- \* One-way door (the \* is on the side you start  
from; you can't go through from the side  
opposite the \*)

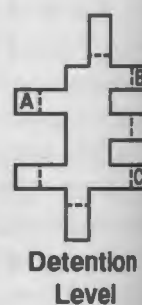
## Level 2



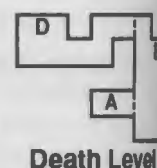
## Level 2 Sublevels

- A Elevator
- B Bow
- C Scroll
- D Gold key
- E Rock
- F Food, healing potion
- G Ladder up

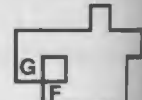
## Level 2 Sublevels



Detention  
Level

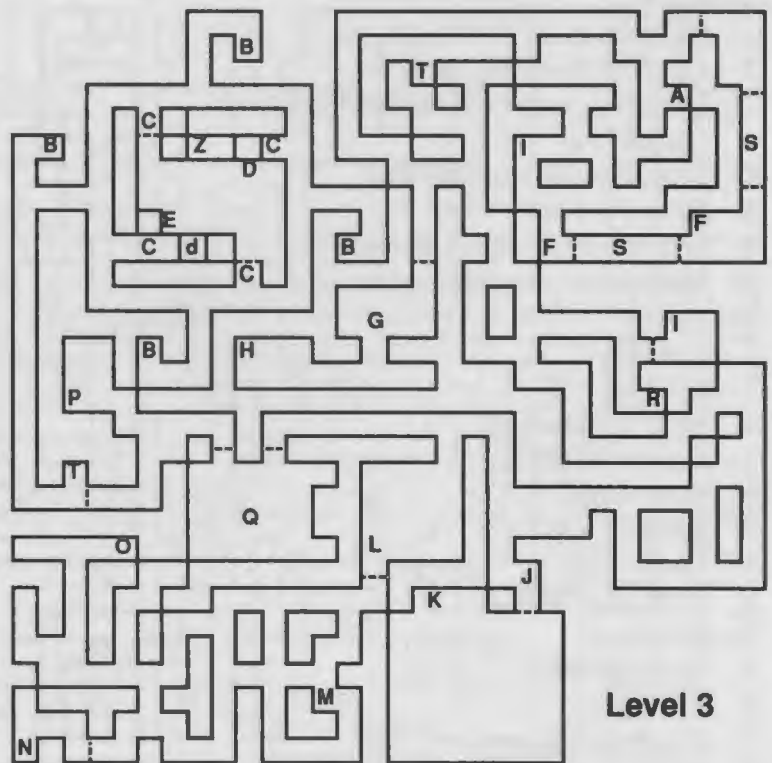


Death Level



### Level 3

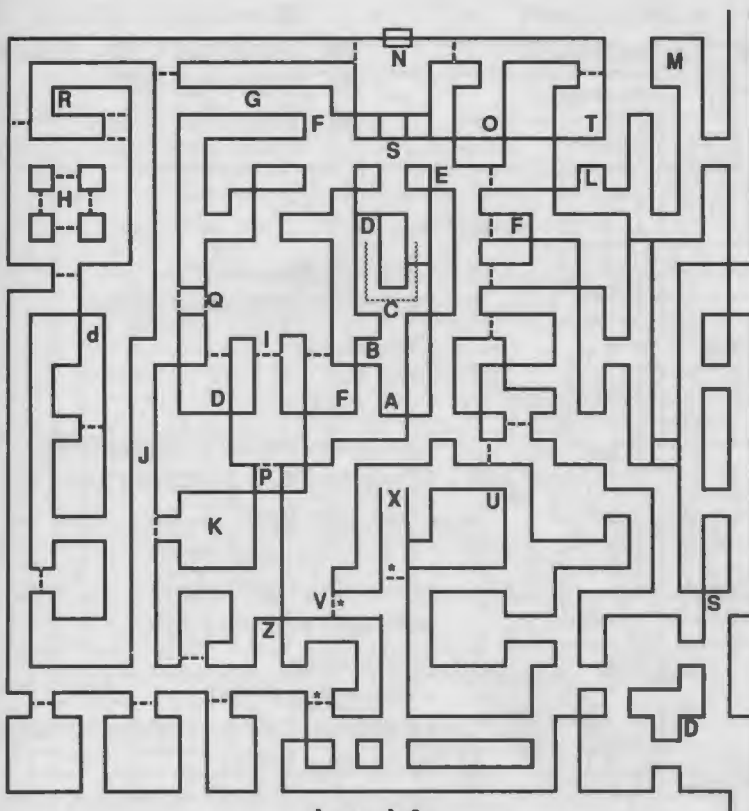
- A Stairs up
- B Blue gems
- C Empty eye hole to put blue gem (then remove all gems for quest)
- D Shield, mail armor, arrow
- E Iron rations
- F Key (two locations)
- G Keyhole (insert key into center key hole and push button)
- H Mage scroll (detect magic), red gem, Backstabber (dagger)
- I Healing potion, extra-healing potion
- J Arrow
- K Four arrows, red gem, speed potion
- L Mage scroll (fireball)
- M Red gem
- N Skeleton, spear, leather armor, long sword
- O Rock, button to open secret door
- P Food
- Q Four food, rock, cleric scroll (flame blade), healing potion, shield
- R Keyhole for (I)
- S Spinners
- T Teleports to other (T)



Level 3

### Level 4

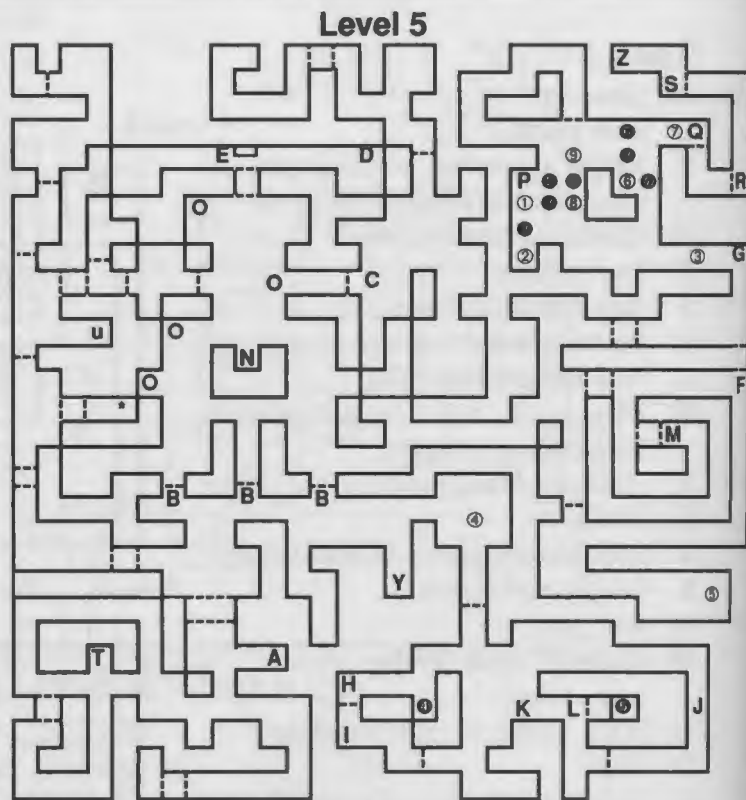
- A Up to Level 3
- B Taghor the dwarf
- C Gray stone (push counter-clockwise)
- D Dwarven key
- E Chain to open (P)
- F Gargoyles/levers to close pits at (G)
- G Three pits; see (F)
- H Healing potion
- I Door to room with +3 drow cleaver; use (H)
- J Button opens door to (K)
- K Dwarven shield and helm
- L +3 ring of protection
- M Stone Scepter (portal key)
- N Stone Medallion Portal
- O Cure poisons
- P +3 drow cleaver, chain to open (Q)
- Q Secret door
- R Lever to open wall at (S)
- S See (R)
- T Oracle of Knowledge (use orb of power to activate)
- U Food
- V Locked door out of spider area
- X Up to Level 3
- Z Down to Level 5



Level 4

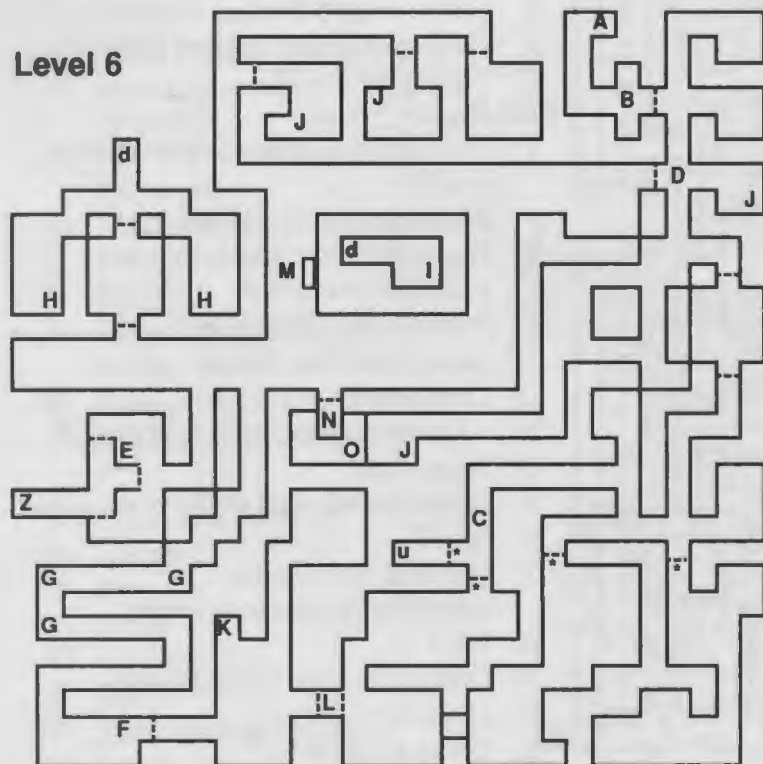
## Level 5

- A Stairs up to (Z) on Level 4
- B Doors to dwarven camp
- C Dwarven leader and Stone Medallion (portal key)
- D Stone Necklace (portal key)
- E Stone Necklace Portal
- F Secret door to teleporter room
- G Entrance to teleporter room
- H Door
- I Gold key
- J Gold key
- K Ring of feather fall
- L Door with plate armor behind it
- M Frost wand
- N Pantry
- O Food
- P Switch for door (S)
- Q First door
- R Second door
- S Third door
- T Dwarven key, armor
- Y Stairs to Level 6 (must first be opened from Level 6 by going down (Z))
- Z Down to Level 6
- ① Teleporter to ①
- ② Teleporter to ②
- ② Teleport destination from ②, switch for door (R)



- ③ Teleporter to ③
- ④ Teleporter to ④
- ④ Teleport destination from ④, lever that closes holes in area to south
- ⑤ Teleporter to ⑤
- ⑤ Teleport destination from ⑤, spider
- ⑥ Teleporter to ⑥
- ⑥ Teleport destination from ⑥, switch for door (Q)
- ⑦ Teleporter to ⑦
- ⑧ Teleporter to ⑧
- ⑨ Teleporter to ⑨

## Level 6

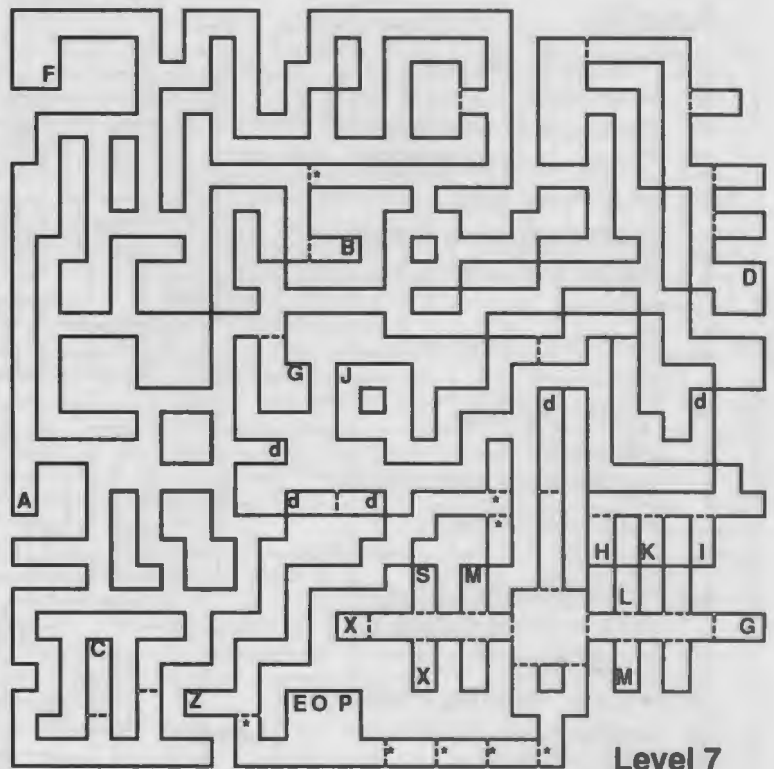


## Level 6

- A Up to (Z) on Level 5
- B Put weapons on floor plate, then retrieve
- C Gold key
- D Use gold key
- E Use dwarven key to rotate block
- F Silverware rack, dwarven key
- G Darts, dart traps
- H Pit, two dwarven keys
- I Stone Ring (portal key) (accessed from Level 7)
- J Kenku eggs
- K +1 dwarven shield
- L +3 mace, button to open secret door
- M Stone Ring Portal
- Z Down to northeast, northwest and southwest quadrants of Level 7

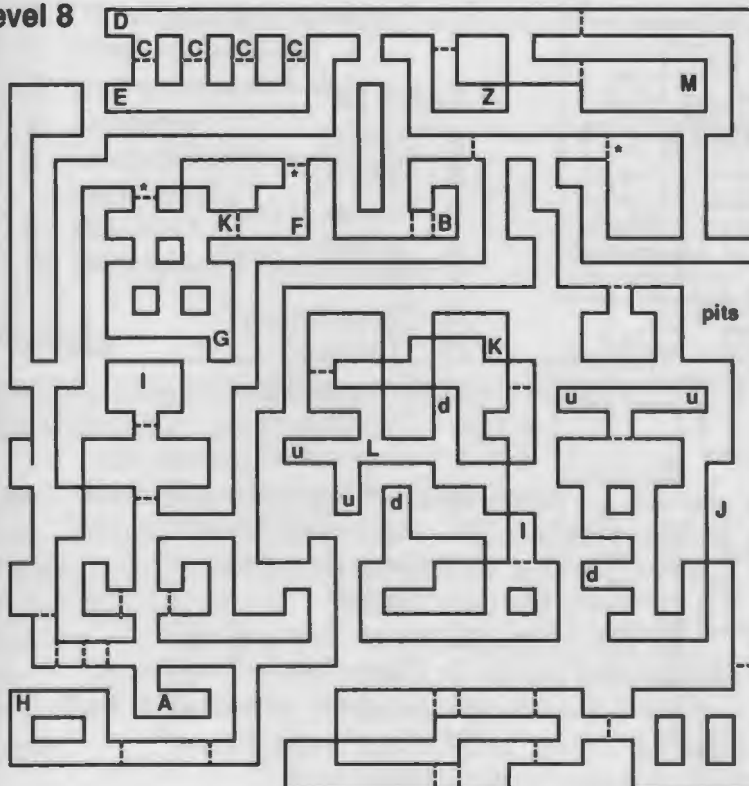
## Level 7

- A Up to (Z) on Level 6 (bribe drow with kenku eggs)
- B Stairs up to Stone Ring on Level 6
- C Gold key, Healing potion
- D Gold key, cleric scrolls (protection and remove paralysis)
- E Stone Ankh Portal, Stone Necklace Portal
- F Mage scroll (fireball)
- G Arrows
- H +3 short sword
- I Ring of wizardry
- J +2 ring of protection
- K +3 elven bracers of defence
- M Jewelled key
- O Stone Dagger Portal
- P Stone Medallion Portal
- Z Stairs down to Level 8



Level 7

## Level 8



## Level 8

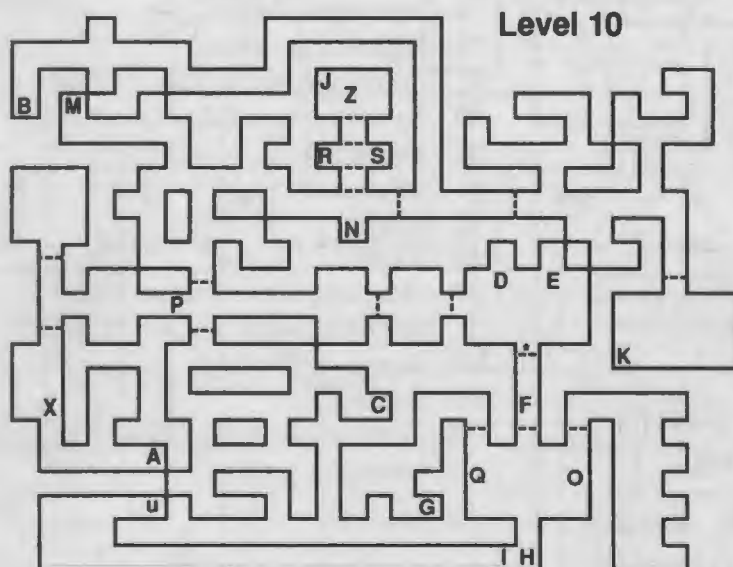
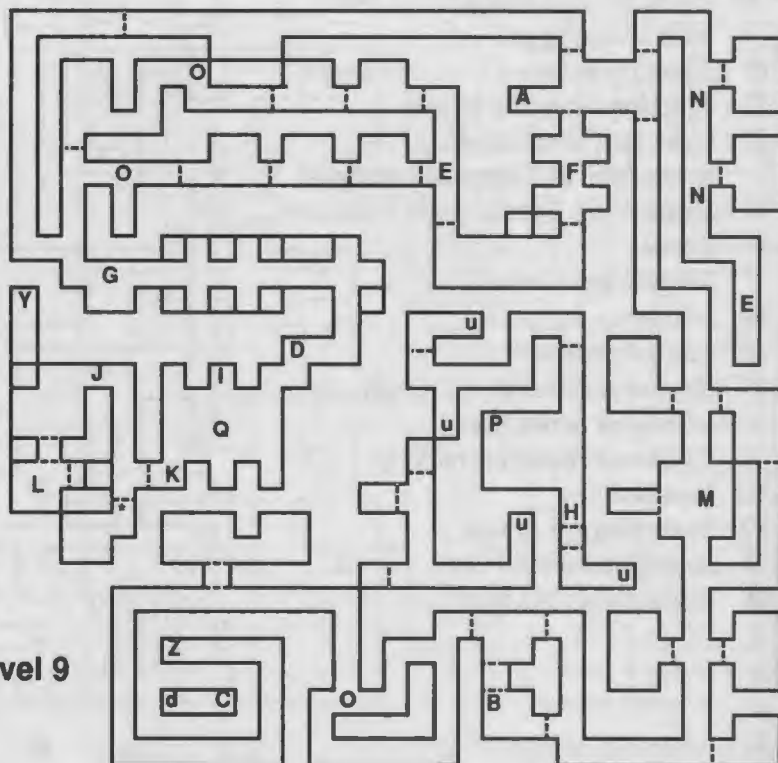
- A Stairs up to Level 7
- B Nightstalker sword
- C Doors opened by (D)
- D Button to open (C)
- E Medallion
- F Scroll
- G Scroll
- H Scepter
- I Outgoing Stone Scepter Portal
- J Incoming Stone Scepter Portal
- K Opens secret door
- L Secret door
- M Cleric scrolls (pray, cure critical and neutralize poison)



## Level 9

- A Stairs up to Level 8
- B Secret door
- C Cleric scroll (raise dead)
- D "Drow word for button"
- E Watch your head  
(rocks are thrown at you)
- F Donate food, armor, missiles,  
weapons
- G Run through this area  
(dart traps)
- H Jewelled keyhole
- I Drow key
- J Stop here to throw missiles  
(to open the door)
- K Keyhole
- L Room that opens up after  
you throw the missiles (J)
- M Stone Dagger Portal
- N Keyhole requiring a special key
- O Rust monster areas
- P Jewelled key factory
- Q Button room (do not press  
any buttons)
- Y Stairs down to Level 10
- Z Stairs down to Level 10

Level 9



Level 10

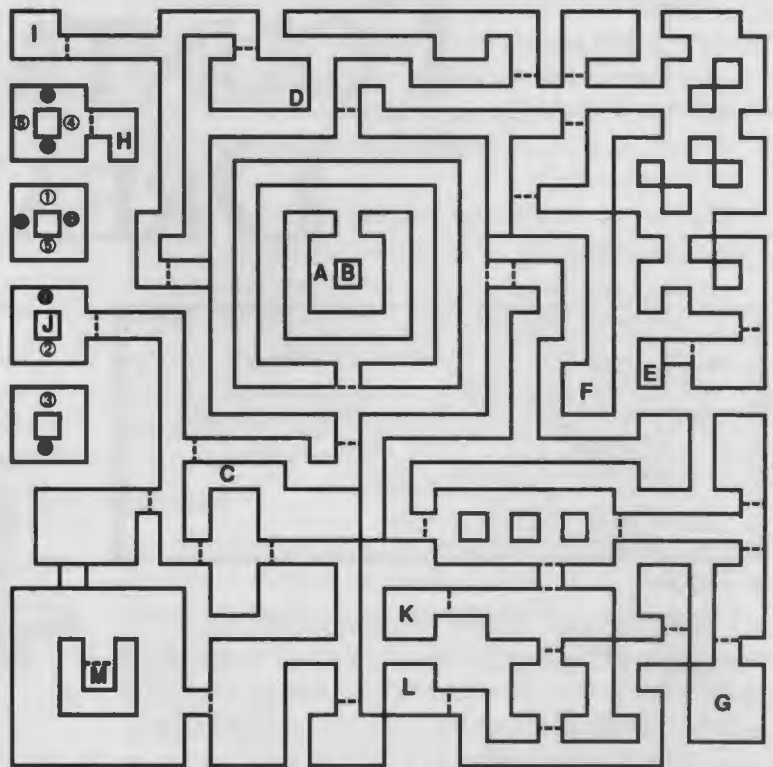
## Level 10

- A Stairs up
- B Stairs up
- D "In case of fire"
- E "In case of flood"
- F "Welcome"
- G Prince Keirgar
- H "Thirteen"
- I "Proper sequence"
- J "Jump"
- K Mage scroll (cone of cold)
- M Skull key and human bones
- N Opens secret door to north
- O Stone Ring Portal
- P "Hive"
- Q Stone Scepter Portal
- R Opens secret door to north
- S Re-opens secret door to south
- X "Store yer weapons"
- Z Pit to Level 11

## Level 11

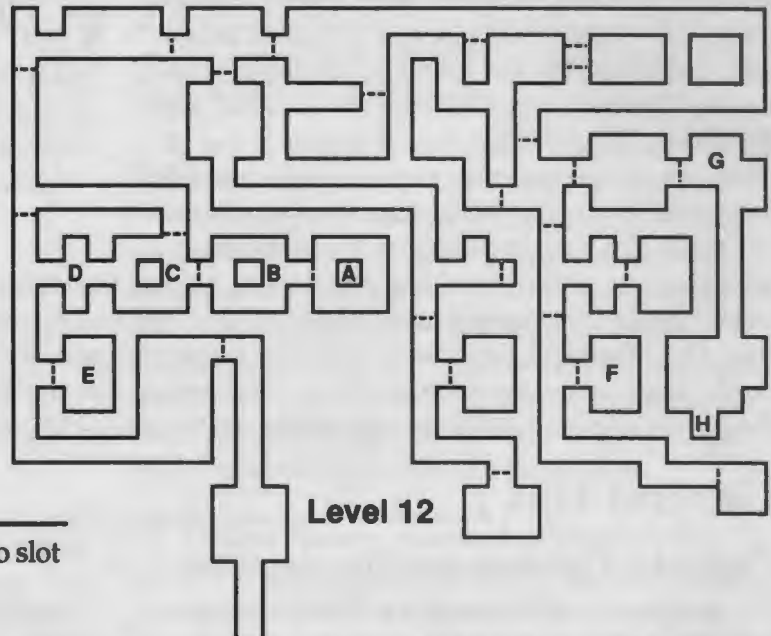
- A "Fate lies in the stars"
- B Ankh Portal
- C Use drow key
- D Blue ring (non-magical)
- E Stone Orb (portal key), drow key
- F Wand of frost, dwarven healing potion
- G Orb of power (used in Oracle of Knowledge, Level 4)
- H Luckstone, raise dead
- I Banded armor, Slasher +4
- J Clockwise teleports to another room with scroll, etc.; counter-clockwise takes you back
- K Drow key
- L Stone Ankh (portal key)
- M Stone Orb Portal
- ① Teleporter to ①
- ② Teleporter to ②
- ③ Teleporter to ③
- ④ Teleporter to ④
- ⑤ Teleporter to ⑤
- ⑥ Teleporter to ⑥

## Level 11



## Level 12

- A Stone Orb Portal
- B "Turn back, no trespassing"
- C "You were warned"
- D Stone golems with skull key
- E Teleporter
- F Teleport destination of southern eye button
- G Beholder's lair
- H Pit of spikes and stone artifacts



## Portals

(The Stone Gem is unnecessary, and there is no slot for it at the Stone Gem Portal.)

Stone	Key Location	Portal Locations	Connected Levels	Portal
Ankh	Level 11 (L)	Level 7 (E) and Level 11 (B)	4 ↔ 7	Medallion
Dagger	Level 2 (N)	Level 7 (O) and Level 9 (M)	5 ↔ 7	Necklace
Medallion	Level 5 (C)	Level 4 (N) and Level 7 (P)	6 ↔ 10	Ring
Necklace	Level 5 (D)	Level 5 (E) and Level 7 (E)	7 ↔ 9	Dagger
Orb	Level 11 (E)	Level 11 (M) and Level 12 (A)	7 ↔ 11	Ankh
Ring	Level 6 (I)	Level 6 (M) and Level 10 (O)	8 → 10	Scepter
Scepter	Level 4 (M)	Level 8 (I) to Level 10 (Q) (one way)	10 → 8	Scepter
		Level 10 (Q) to Level 8 (J) (one way)	11 ↔ 12	Orb

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			