

# THE DARK HEART OF UUKRUL

**Type:** Fantasy Role-Playing

**Difficulty:** Advanced

**Systems:** Apple (128K), MSDOS (256K required; Hercules, CGA, EGA, VGA, MCGA; no sound board support)

**Company:** Broderbund

Uukrul, pronounced Oo-cruel, is a monster. A very bad monster. You must kill Uukrul. Not just kill him, but smash his obsidian heart. With a stone hammer. This means finding the chalice where it's hidden as well as the six stone hearts that, assembled into a key, unlock the chalice. As if that's not enough, you must then rescue Mara and trigger a device that will destroy Uukrul's legions of monsters. Your four-character party explores some creatively structured mazes, which are set up like crisscross layers of a mountain and are called Sanctuaries rather than levels or mazes. Graphics are reminiscent of *Bard's Tale*, and combat scenes mix aerial and first-person graphics.

There's not as much going on visually as in other recent role-playing games, but the puzzles (lots of riddles and figuring out "which key opens which door") and excellent automapping more than compensate. The spells will seem familiar, but instead of learning or buying spells, your Priests pray to one of five deities in order to work their magic. And a Priest can cast all his prayer-based spells from the start, rather than gradually adding them to his or her arsenal. An unusual option lets you make a back-up of your party on the save game disk, which can be a great quest-saver. The interface is all menus and keystrokes. If great graphics aren't everything, if you want to plumb some strange depths, and if you like traditional *Wizardry* and Infocom all-text games, *Dark Heart* is calling to you.

## General Tips

There are thirteen Sanctuaries: Urtas, Urtasar, Urmor, Urtusam, Urtan, Urshas, Ureal, Urtehn, Urzhut, Urqol, Urqastur, Uroqlamn and Urtaszal. In a Sanctuary, you can rest, teleport to other locations, and store up to eight items in a cache. Each Sanctuary has a west door and an east door. The west door goes back toward the beginning of the maze; the east door goes deeper into the maze.

There are better ways than resting to gain hit



points, but even though it uses food, resting is the best way to restore magic or priestly energy. Back up your saved game often, and use the Sanctuaries as bases to send your team out on missions. Venture out just long enough to explore an area without dying, then return and rest.

To store multiple parties on a hard drive, you must create different parties. Having multiple back-ups of the same party is possible only if you play on floppy disks. The program disk is copy protected, but you can make as many copies of the scenario

disk as you want. You can use DOS to make multiple saves of the same party by using the copy command and making "game.\*" into "game1.\*" and so on (Copy c:\uukrul\game.\* c:\uukrul\game1.\*).

## Teleporters

Each Sanctuary has a teleport station to the south of it, and many special locations have teleport stations: the Marketplace, the temples of the four gods, the Magic Circle, Sagaris' study, the chamber of the Medal of Recall, the Chaos prison, the Beacon control area, and many others. Some teleporters use type-in keyboards, others have labeled buttons that send you to predetermined destinations. (Teleporters in the Urqol Sanctuary, the most confusing one, are shown in the accompanying map.)

Named teleporters share one characteristic not described on page 25 of the *Player Guide*: they can be used to reach any other named teleporter. You cannot teleport to a named teleporter until you have previously visited it. And merely typing the name of a named teleporter into another named teleporter is not enough to teleport to it. You must also directly face teleporters with names in order to teleport back to them from other named teleporters at a later time. Button teleporters have no such requirement.

## Inventory Management

You can carry eighteen items and 500-600 food. Items dropped in the maze are lost forever. Some are absolutely essential for solving the game, others are worthless. When in doubt, store items in a Sanctuary cache. Assisting you in inventory management is the sage Sagaris. For a price, Sagaris can often identify and describe an item's use. In many cases this information may be more expensive than the worth of the item itself. Nevertheless, his hints are an essential part of the game.

## Making Money

There are four ways of making tonk, or money: finding it in the maze, battling monsters for treasure, trading treasure for tonk in the marketplace and performing tasks for Sagaris (a limited option).

## Combat Strategy and Character Development

There are a few set encounters, so mark them on

the game's excellent automapping system. You can repeatedly defeat the same group of bad guys for money, treasure and experience. If your party is weak or poor, this may be the only way to move up enough in wealth and levels to take on the next group of bad guys. Between Urshas and Ureal Sanctuaries is a room with spiders that are not too difficult for Level 10 characters. This battle gives you about 500 tonk per encounter, and about 100 experience points to be divided among your heroes.

Avoid autocombat mode, for you cannot turn magic off or turn priestly powers on, so your Magician's spells will be exhausted, while a fully charged Priest cannot invoke even the weakest god's help.

Practice helps your Priest and Magician advance in their arts. Proficiency in the arts increases with the awarding of Rings in temples and in the Magic Circle. Use of priestly and magical powers provides experience in the arts. Gaining levels also help Priests and Magicians advance, but are only one part of a complex system of gaining proficiency in the arts. Visit the temples and the Magic Circle often to advance more rapidly.

Combat need not always be to the bitter end. If your party can make their way across the room to another exit, you can leave the room or general area, bypass the conflict and still get to your destination.

## Replacing Dead Characters

If one of your characters is killed, check out the characters waiting to join you in the Guild Hall next to the mortuary in the marketplace. As your characters advance in level and arcane power, the characters waiting to join you in the Guild Hall also gain in these attributes. If a Level 13 Priest dies, you will find three Level 13 Priests waiting in the Guild Hall. Interview them before you reboot the game. All of the possessions of the dead character will be automatically transferred to the new recruit.

## A Guided Tour of the Early Stages

This orientation will help you get started, develop and equip your characters, and familiarize yourself with key locations. (Because the game features such excellent automapping, maps are provided only for Urqol and the end game.)

Your band enters the city via a long corridor that

ends with a secret door. The one-way door is revealed by tracing its outline. After entering the first room, move ahead to the pillar, turn right and enter the first Sanctuary, Urtas, to set up a safe haven and a base of operations.

Leave the Sanctuary by the East door and enter a room. Take the southern door on the east wall of the room. This will take you to a room with two more doors (not counting the one through which you entered). Take the northeast door and follow the corridor to the second Sanctuary, Urlasar. Each time you enter a Sanctuary, save and back up the game, and rest if necessary to restore hit points, psychic energy and virtue.

## **To the Marketplace**

Exit the Urlasar Sanctuary to the east. When you reach a T-intersection in a north-south corridor, take the eastern branch to the marketplace. The first market area houses the blacksmith, who repairs broken weapons (except Magical ones,) and the store where Magical items, treasure, armor, weapons and food are bought and sold.

Leave the 6 x 6 square room through the northeast door and take the next corridor to the north. Straight ahead you will find the Borasal teleporter (and a stone heart). Teleport to Urlasar and back up the game. From Borasal, go S one space, W one space, N three spaces (through a door), W three spaces and follow the corridor around and down the stairs to the temple.

## **The Temple**

At the crossroads, take the southern fork to come into the temple area shaped like a cross. Ufthu is to the north, Drutho to the east, Golthar to the south and Fshofth to the west. At the four-way crossroads in the large room of the temples of the gods, take the south corridor (straight ahead). At the fork in the road, take the east fork to the Boramis teleporter. Teleport to Urlasar Sanctuary and back up the game.

## **The Magic Circle**

Teleport back to Boramis, go back to the crossroads and take the western fork (still on the temple level). This will take you down the stairs to the Magic Circle of Magicians. Go through the door to the left just before the door to the Magic Circle and find the Alariq teleporter. Teleport to Urlasar and back up the game. Now you can go to a Sanctuary

and enter the market, temples and Magic Circle via teleporters to heal, trade and seek advancement in the arcane arts.

## **Sagaris the Sage**

Teleport to Borasal. Go S out the door and turn E. Go out the 6 x 6 north door on the eastern wall. Go left up the stairs and follow the corridor around to Urmor Sanctuary. To get to Sagaris, leave Urmor by the east door and go E. Take the first door S to the stair. Go through the east door in the room at the bottom of the stair. Go through the east door in the next room. Go down the stairway in the north part of the room.

At the bottom of the stair, follow the corridor around to the room to the east and turn S out the southern door of the room. Go down the stairs and into the room to the east. Exit the room via the door to the south. Go down the stairs to the W. Follow the corridor to a cavern and at the far end of the small cavern take the stairs down. Go S and then follow the corridor E. At the dead end take the door to the south. From this room take the door to the south. Follow the corridor W and S, through a door, then E to Sagaris' study.

Go to the teleport, teleport to Urmor and back up the game. From the Sagaris teleport, go W, then S. Follow the caves around to the S, then W, then N to the stairs down to Urlusam Sanctuary and back up the game.

## **Walkthrough**

A small area precedes the first Sanctuary, Urtas. Run your staff around the outline at the end of the first passage to make the secret door appear. The one-way door opens into a large entrance hall, where the central pillar has a secret door on its north side. The secret door contains a key that unlocks a grate in the northwestern section. Beyond the first grate, you will find a key to unlock the second grate in the southwest.

## **Sanctuary Urtas**

On the east wall of the entrance hall, you will find Urtas. Leaving Urtas by the east door, you find a hall with seven doors. This is the Hall of the Ancients. The southern door on the eastern wall leads on to Urlasar. The other doors lead to small adventures and treasures, none of which are essential.

To the south is an area with spinners, which can't be mapped with the game's auto-mapping feature. You must continually pause to get your heading in order to map the area. To the northeast is an area with lots of bats. A treasure can be found to the south behind a secret door. The southern door on the eastern wall leads to Urlasar, an encounter with a wolf and a vision of Mara.

## Sanctuary Urlasar

In this region are the shops, the four temples and the Magic Circle. When you reach the marketplace, you can find a few encounters in the storage area to the west. In the meeting room is a secret door with a valuable gem. There are two hearts in this area, one in the Crypt below the Temple, the other behind the locked grate near the Borasal teleporter.

After unlocking the grate north of the Borasal teleporter, you must cast the *Hayamoq* spell to open the secret door and get the heart. If you have a silver ring of knowledge, you could also use the *Altis* spell. (You might have to cast *Altis* two or three times.)

## The Temple in Urlasar

The temple area is arranged in the shape of a large cross with temples at the points of the cross. Visit each temple. It's beneficial to burn incense in the temples before the altar. Priests may be awarded a Ring upon visiting temple altars. These are awarded according to experience in praying to the temple god (anywhere in the game). The awarding of the next higher Ring of power is not related directly to the attainment of levels awarded in the Sanctuaries. Visiting the temples often may result in faster acquisition of rings.

Each temple has a secret door and treasure. The room back of Fshofth's temple contains the Kris of Resting. The battle for the Kris is difficult. Don't try it unless your party is at least up to seventh level. To exit this room, stand in front of the mural, summon Fshofth, and then genuflect.

## The Catacombs

In the temple, stairs lead down to the catacombs. The catacombs contain a lot of spinners and one-way doors. Catacombs are small and must be mapped manually, so always check your headings. In the catacombs you must battle an armed skeleton to get an iron key, which opens a grate in the Crypt. Behind the grate is a secret door hiding a stone heart.

Use your sword to search for the heart, which is in a corpse. A second key can be found in this area if you map it carefully.

## The Magic Circle

South of the temple is a zig-zag passage leading to the Magic Circle. Inscriptions on the walls in the Magic Circle tell you about the six hearts you must collect. In the Magic Circle you will find teleporter Alariq. The small room in the center is where rings are awarded to the Magician. Rooms off the Magic Circle have minor treasures and encounters. You will want to return here often to get more Rings, as higher Rings give your Magician higher Magical powers. Rings are awarded on the basis of experience in casting spells in the five areas of the Arcana. The awarding of magical Rings in each of the five Arcane areas is not directly related to the attainment of levels in the Sanctuaries.

## Sanctuary Urmor

This expansive area, composed mainly of caves and a training area, offers few encounters. There is a large treasure in the Thieves' Den. Find the key-shaped room with key-like tiles on the floor and search for a bas-relief of a large key on the wall; explore the handle to obtain the chrome key. You will have to fight the thieves to get the treasure. Spend the money from the treasure on better armor and weapons.

## Sagaris

Near the end of the caves you will find teleporter Sagaris. The Sage Sagaris is just south and west of the teleporter. Sagaris will send you on a quest to retrieve a certain item for him, which is located past the Sanctuary Urlusam. Be very careful with hit points, magic points and poison, as you are a long way from safety on this mission.

## Sanctuary Urlusam

Urlusam is composed of caves, mostly running east to west, with smaller sections to each side, including the Pool of Testing. Exiting the east side of Urlusam takes you to a north-south passage. Orcs with very few treasures are in the south. Via a large cavern, go N to the next Sanctuary. There is a secret door hidden opposite each light in this large cavern. Ignore the secret door that leads into blackness, as it goes nowhere.



Some rooms have treasures. Use Search at each step to find the many secret doors. The bats are bad here; run when you can. The cavern narrows, and you come to an oak door. To the south you can find the puzzle that leads to Sagaris and the Pool of Testing.

There are five button teleporters and a five-letter riddle with clues given in inscriptions and sketches on the walls. For the first teleporter by the hangman sketch, press button "C." Press button "A" on the second teleporter. Press button "D" on the third teleporter. Press button "C" on the fourth teleporter. If you want to back out, press "? A C". The answer to the riddle is **f13th**.

From the fifth teleporter, a secret door leads into the room of Sage Sagaris. You must say **f13th** to open another secret door to the Pool of Testing. Your Priest must reach into the Pool to get a small black object. Sagaris takes it and give you the Wand of Potency, which helps open secret doors. Search the cavern to find the Elfin Chain Mail, excellent armor for your Priest.

## **Sanctuary Urran:**

### **The Medal of Escape and Heart Three**

The most important thing east of Urran is the Medal of Escape. It will teleport you back to the location where you find it. Next to the medal is the teleporter Melas. To obtain the medal and stone heart number three, go E from Sanctuary Urran into a large room with 25 doors. Take the middle door in the north wall and go N two steps, then turn around and take three steps, to avoid a spinner. Take the elevator to the room with the heart.

Return, then take the east door in the northeast corner of the room. Follow this path to an empty room five by five squares in size; it smells of ozone and is full of traps. To cross the room safely, move: N, W, W, S, W, S, W, S, S, E, E. Once you get the medal and visit the teleporter Melas, you can return as often as you like for another medal. Medals can be used only one time and are not replenished immediately after each use. Often you must wait a long time to get another medal from the box, so use the medal sparingly.

To get to Urshas, walk E straight through the room with 25 doors into a second room of 20 doors. Continue E to the next Sanctuary. You can explore north and south to try and find Kiriy's tomb and get a Scrying Mirror, but it's not worth the trouble.

## **Sanctuary Urshas: Areth's Plaque**

East of Urshas is the dragon and puzzle region, shaped like a large diamond. The Kauri mirror is in the most northern central region. When you look into the mirror, you will see Uukrul mocking your team. It is important to have your Priest stand in front of this mirror and say the prayer of **K55714th**; otherwise you will be unable to defeat Uukrul. Solve the puzzles here, and you'll get Areth's plaque. Areth's plaque bears a legend you need to know to enter the Throne Room of the Palace.

Climbing down a hole in the floor of the center of this large diamond takes you to an area shaped like a crossword puzzle. At the end of each word corridor, you will be asked a question. The answers to the crossword puzzles are: (1) **F713l**, (2) **3n9382**, (3) **N228**, (4) **871g4n**, (5) **T22th**, (6) **H5m**, (7) **2ng71v2**, (8) **Kn22**, (9) **19h** (10) **5n827f44t**, (11) **72n45nc29**, (12) **3c3cl28**.

These answers will open secret doors that have patterns of diamonds and squares on the wall. This inscription tells you how to use the answers: "Where diamonds outnumber squares, use top symbol, converse use lower." When you reach the Rhombus Room buttons, push 1, 2, 1, 1, 1, 2, 2, 1, 2. This lets you into the Dragon Room at the bottom of the Diamond. A heart and a valuable treasure are here. You will need a strong party to get the treasure. When your party gets stronger, you can come back to Urshas or Ureal Sanctuary to retrieve the treasure, as long as you do so before Uroqlamn.

## **Sanctuary Ureal and the Dark Heart**

The main effort here is to get Uukrul's Dark Heart, which requires six of the stone hearts. East of Ureal is a grate, which is opened by pulling a chain. The signs on the wall read "Altis." There are four sets of stairs off the main passage, where the four keys are found. You must use the spell *Altis* to find the four keys. When you get into an area, cast a *Lentis* time spell, followed by a *Talis* spell, then walk around until you find the secret door. If you don't get the four keys, you will have very bad encounters.

Soon afterward, you enter a foyer with three passages out of it; if you have the four keys, use the left passage. You can open the central secret door by using the secret word. The word can be obtained by mapping the area and "connecting the dots" according to the colored hammer marks found on the floor

in the area between Ureal and the secret door (the word is "W478").

The Dark Heart is hidden behind a room with rotating squares, and you must position them correctly in order to gain access. When you get to the grate guarding the room, go around to the other side and set the levers as follows; Up 1, 3, 4, 5, 8; Down 2, 6, 7. To get the Heart you will need six of the eight stone hearts from the maze. (The others you can obtain after you kill Uukrul.) If you enter the room, go E, S, S, E, E, N, N, W, N, E, E, S, and E. If you don't have six hearts, return to Urtehl when you get them. Put the six hearts into the six clamps to release the Dark Heart of Uukrul.

## **Sanctuary Urtehl**

East of Urtehl is a small but nasty six-level pyramid. Each level is smaller than the one below it. When you enter the pyramid from Urtehl, you enter a foyer by using a copper circle, or ring. Search the east wall, enter the secret door and get a card of Moving. Give the card of Moving to your Magician and enter the circle. You will teleport to the second level.

The second level has four halls, with a room in the center of each. Each room has four doors. Trying all of the combinations of pushing the buttons, four combinations per device, will get you four keys and the second card of Moving. If you are stuck in a room, wave the card in the air and it will return you to the foyer.

Give two cards to the Magician and enter the copper circle to teleport to the third level. Go to any of the four devices and select option 3, which will send you to the fourth level. Unlock the four doors with the four keys and get two more cards. Give the Magician all four cards and enter the copper circle to teleport to Level 5. Search for a secret door on the west wall and get the last card. Give the five cards to the Magician and enter the copper circle to go to Level 6. Go E to the next Sanctuary, Urzhut. You will have an encounter with some monks carrying a Globe of Blood that shows the past. Avoid them if you can. Keep the cards of Moving, which you will need later. (They may only be used by the Magician.)

## **Sanctuary Urzhut**

The area east of Urzhut is a large region. You will be far from safety most of the time. As you leave Urtehl, you pass through passages of red, wet clay.

Several times the clay will clog up the passage after you pass. Just before the control rooms is a secret door providing a way back to the area before the clay.

The control rooms have been vandalized by Uukrul. Go to the northern control room and search out a secret door to receive a key. Go to the main control room and use the key to open the grate. Set the turbine gates so that A and B are closed and C is open. Go to the carriage control panel and type 917361 to bring the carriage to you. Go to the eastern alcove in the room north of the grate and find the secret door to the teleporter. Push teleporter button 2 or 3 to get to the second teleporter. At the second teleporter, push button 4 to get to the third teleporter. At the third teleporter, push button 5 to get to the fourth teleporter. Take the hole down. Take the second hole down. Find the secret door. Mara will give you the password 817n5th.

## **Hammer Time**

You have to fight a demon to get the Obsidian Hammer, needed to kill Uukrul. It is broken and must be fixed at the Forge in the marketplace. To get back to the teleporters, return to Level 3 by typing 3, then look for a secret door in the southwest corner to get to 2 at 2. Type 1 to get back to teleporter 1. Enter the carriage, which will take you across the river to the other terminal. As you leave the eastern terminal, you have a fire demon to fight. Use Water Elemental to help.

Go E to Urqol.

## **Sanctuary Urqol**

Before getting started here, teleport back to Borasal to get the hammer repaired. Then go to Melas to get another Medal of Escape, and to Sagaris to get things Identified. Urqol is a very closely packed region in the shape of a cube 7 X 7 squares in length and width, and 7 levels high. When you enter, go to the northwest corner, step on the plate and use it to teleport to the southeast corner of the seventh floor. Go through the north door down through the hole to 6th level; go E, then N, jump over the hole, then go N, then W.

Stop and type 2-1-3 to open doors on the fifth level, then go S and E to the hole and jump across to the east. Use the trap to reach Level 5. Go E and S up through a hole in the ceiling to Level 6. Go to next hole in ceiling up to Level 7. Go N to grate; if

you have the key, use it. Otherwise, use the access code: **Q411739**.

If you need another heart and the key, drop through the hole you are jumping across on the sixth level after tripping the levers. On Level 5, go to the northeast hole and down to get the heart. Return to Level 4 by going through the trap. Go **S** to get the key. You can use the teleporter **C** to get to **A** on Level 2. You can then go to the plate in the northwest corner of Level 1 and back to Level 7. Note: you must fight the Necromancer, or he will make the heart vanish. (To understand Urqol's teleporters, look at the accompanying map and note that each teleporter will take you to two different places: **A** to **B** and **D**; **B** to **A** and **C**; **C** to **A** and **D**; **D** to **B** and **C**.)

### Sanctuary Urqastur

East from Urqastur and just before the Palace lies a difficult region, the dwelling place of Uukrul's legions. Get out of here as soon as possible. Soon after arriving, you will be trapped into a fight with a devil. This encounter follows your being caught in a teleport trap, which teleports you to an area with a teleporter and a black slab. The slab contains a heart, which you need.

When you take the heart, a devil appears. After defeating the devil, you get a key that will let you through to the teleporter. At the teleporter, push button **X** and you will be teleported back where you started. Look for a secret door in the service area, where you will find enchanted plate armor. To get back to Urqaster, you can use a secret door north of the room in which you arrive. You must use the teleporters to get to the service area and Hearthall.

There are acrostic puzzles around the walls. Use the first letter of each word in the first puzzle, the second letter of each word in the second puzzle and so on. First inspect runes; each letter is given however taken. The second may break stone, as its words unveil secrets. Like prayers, your strong third sign allows past mysteries. Though thou seekest four, thou failest: **F372l3ght**, **H217t9t4n2**, **K1573gl199** and **55k75l**. When you reach Hearthall, you will discover a center room shaped like a hammer. Walk counterclockwise around this room, and you will be jolted inside. Use the above words on the four secret doors, and behind the last door you will find a heart.

### Sanctuary Uroqlamn

Just east of Uroqlamn is a very complex and small area that contains the codes needed to set the beacon and fight Uukrul. This is the great Palace of Adron, now the domain of Uukrul. Just east of the Sanctuary, go through a secret door into a room hung with tapestries. The room has six squares inlaid with silver stars. You fight some Necromancers and win Adron's Die. Next to the real door is a secret door, which leads to a control panel: type **3** six times, then type **2**. Go back into the silver star room. The silver stars will be twinkling.

### The Code Machine and the Beacon

Go to the square with three twinkling stars. Casting Adron's Die teleports you to a large cavern. Watch out for black runes, which can damage your party. Go **E**, then **N** to meet Sagaris. Sagaris leads you to a secret area containing two teleporter units. One is called Suraqis, and the other has four buttons: **1**, **2**, **3** and **\***. Pushing button **1** takes you to the code machine, which gives you the codes for the beacon. The code machine requires three inputs: the Code, the Command and the Key. Codes are north **VGAK**, east **XBHW**, south **LFPW** and west **BPKQ**. The commands are north **Divide**, east **Add**, south **Subtract** and west **Multiply**. The keys are north **6**, east **72**, south **18** and west **5**. The code machine will then give you the beacon activating codes. The beacon activating codes are north **1231**, east **3144**, south **1344** and west **3325**.

To get to the arming control area, go back to the room just east of the Uroqlamn sanctuary. Stand in the area of the floor with the five twinkling stars. Throw Adron's Die. Then go **E**, **E**, **N**, **S**, **W**, **N**, **E** and **E** to get to the arming mechanism. Enter the numbers. If gargoyles challenge you to answer riddles, you must answer correctly: two fates were joined when I was forged: **H1mm27**; three hands hold the beacon: **91g1739**; four gods are joined in my supreme will: **P7329t**. Five of the Arcana are now in my hand: **M1g3c31n**.

### The Fight with Uukrul

From the Hall of Pillars, the two passages going east lead to Uukrul's Throne Room. They are guarded by Phoenixes who ask riddles: I am one of the darkness, once of the light: **55k75l**; six faces are bound in my solitary form: **1874n**; pity poor Areth, the last of the fools: **3 W3ll 75l2**. Save the game.

Now you must fight Uukrul. Uukrul can vanish at will. Give the hammer to your Warrior. Give the Obsidian Heart to another character. As soon as you get close to Uukrul, smash the heart to the ground. Now he must stay and fight. Call a Fire Elemental and box Uukrul into a corner to kill him. Cast a *Resentel* spell to prevent magical damage. On the west wall are two secret doors. One has a code book, the other a stone heart. You can plunder his treasury, but instead go on to Urxaszal.

## Sanctuary Urxaszal

As you leave Urxaszal, Sagaris assigns the final task of freeing Mara and firing the Beacon. One person should have all five cards of Moving.

### Chaos

Use the teleporter Chaos to get here. You find a sixth card here that lets you use the copper ring. Conventional mapping is impossible. Use graph paper and make note of various landmarks. There are six gateways in Chaos. This lists the gateways with the title N.E.S.W. that appear on the pillar: (1) A-Dur-Ren-Kul-Sal (2) B-Dor-Bir-Kul-Tus (3) C-Osa-Tek-Rud-Sun (4) D-Dur-Hut-Ter-Sul (5) E-Dor-Lor-Ran-Dur (6) F-Sal-Dur-Kul-Ren.

As you enter, you will see directly ahead a grate containing Mara's body. Don't go directly to it; work around the edges. As you move, your heading changes, so check and correct your heading after each move. Go too far south, you will emerge in the north; too far east, and you come out in the west. Also, there are areas in the northwest sector of a large block that always puts you into one of the button teleporters. You can go back and back again.

The key to success lies in the button teleporters. From the Chaos teleporter you can always reach one. In the teleporter you will see the numbers 1, 2, 3 and 4. To return to Chaos, use number 3 and go S. If you map, you'll see that each time you type a number, you are in a different room with four doors.

By typing 2 and going S, then E, you can get the sixth card of Moving. By typing 2 and going E, then W, you can get the key for the grate to Mara. Give all six cards of Moving to the Magician and go to the copper ring, which teleports you to another area.

### To Free Mara

Use this sequence and accompanying map to unlock the cage. Note the holes in the ceiling. When

under the one marked A, you are told that the sequence is starting. You must complete the sequence in 18 steps. From A, go S one, then W one to the hole V, above you. Continue W to C. Then go N one or two steps, until you are under L. Go one more step N, then E until under R. Go S and pass under E. Continue S until you hit Y and have taken a total of 18 steps.

Go to Mara. Take away her amulet to break the spell. Go to the teleporter Beacon. Sagaris meets you there. If you freed Mara and armed all quadrants of the Beacon, recite the last line of the Prayer of Lighting (Lairian) to detonate the Beacon.

## Other Sanctuaries

The others are not mapped here, but their most important contents are listed below. See the corresponding section above for details on an item's precise location in the Sanctuary and how to get it. Sanctuaries containing hearts are marked with an asterisk.

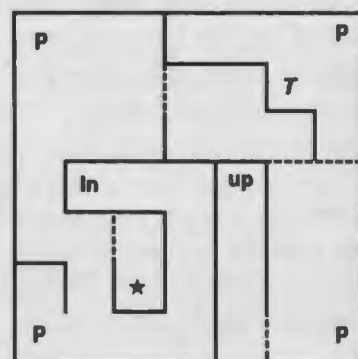
Outside Urtas	Key
Urtas	Hall of Ancients, treasure
*Urtasar	Two stone hearts, teleporter Alariq, marketplace, blacksmith, store, temples, treasure, Kris of Resting, Magic Circle, gem, iron key
Urmor	Large treasure, teleporter Sagaris, Sagaris the Sage
Urtusam	Pool of Testing, treasure, five button teleporters, small black artifact, elfin chain mail
Urtan	Teleporter Melas, Medal of Escape, elevator,
*Urtshas	Stone heart, Kauri mirror, Areth's Plaque, valuable treasure
*Urtreal	The Dark Heart, four keys
Urteln	Five cards of Moving
Urtzhut	Control rooms, button teleporters, password, Obsidian Hammer
*Urtqol	Stone heart, key, teleporters, Necromancer
*Urtqastur	Two stone hearts, black slab, enchanted plate armor
Urtqlamn	Adron's Die, control panel, code machine, teleporter Suraqui, one button teleporter, Uukrul
Urtaszal	Sagaris
Chaos	Mara



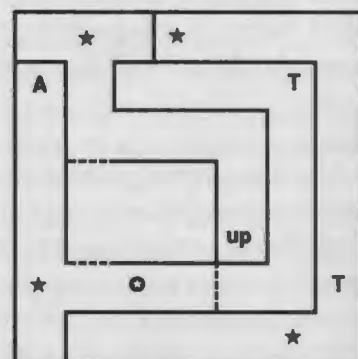
## Map Key

### Urqol

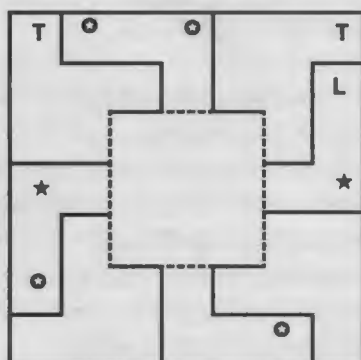
- A-D Teleporters
- G Grate
- K Type 2-1-3 to open doors on Level 5
- L Room lurches north
- N Necromancer
- P Portal
- T Trap
- T Bottom of trap on next level up
- X Access code for Level 7 grate
- g Giant key for G
- ★ Ceiling exit
- ⊙ Floor exit



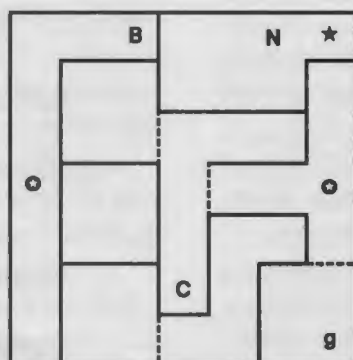
Level 1



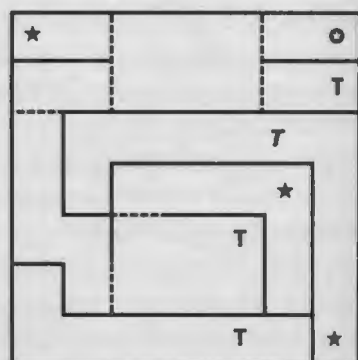
Level 2



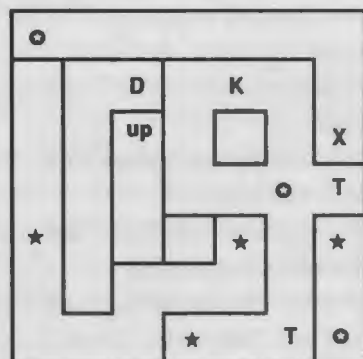
Level 3



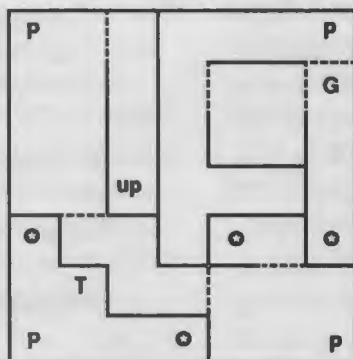
Level 4



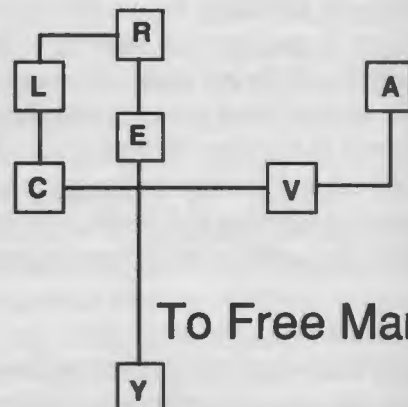
Level 5



Level 6



Level 7



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			