

1. Golems

Direction: All **N** from Entrance

Tactic: Dispel & Plague

Items: KEY and ARMS (20HPish)

2. Rimuldar (Permanent F-Shield)

Direction: Unlock/Open Gate. **N** then **Find** Rimuldar

Tactic: Lure & Trap

Items: Plague (KEY),
Girdle (waist) 35mana/-1dex base
Orb of Magic (light) 35ish mana

3. Ludoc

Direction: From Golem's room. All **E**, **3S**, **Search**, (Solo **D**)

Tactic: Lure & Trap, Dispel

Items: KEY
Shield (shield) 4dr/-5 mana
Headband (head) hr/dr

4. Kronin (Area is high-MV so keep refs up.)

Direction: From Golem's room. **3 N**, All **E**, **Search**, **E**, Unlock and Open Hatch,
Up then **Find** Kronin

Tactic: Lure & Trap, Dispel, If short manned, SR/clear flee rooms.

Items: KEY (Familiar / Hoardlings), Claw (KEY to Dragon)
War Horn (hold) 3hr/2dr
Silver Sleeves (arms) 3hr/3dr

5. Dragon

Direction: Top of Kronin's hatch. **D**, **W**, All **N**, **3 W**, **N** (through illusionary exit).
(Make sure leader is holding claw or you can't get in.)

Tactic: Front Row: Alt BASH, Middle & Back Rows: Pound / Heal

Items: Green Dragonscales

6. Familiar & Hoardlings

Direction: Top of Kronin's hatch. Find **SW** or **SE** corner. Go **D**. Unlock/open gate

Tactic: Hoardlings: Look at all for Marble(1=unlock, 2=unlock & lock)

Tactic: Familiar: Dispel, Plague, SR around it (otherwise it flees)

Items: KEY from familiar
Cecelia Collar (neck) 5dr
Sapphire Dagger (wield) 5/1

7. Corpse of Eldrick (!dis, but meleeable)

Direction: Top of Kronin's hatch. From **SE** corner of this area. **2 W**, **N**, **Search**

Tactic: SR/ice mobs with him/ice him. If short manned, SR/clear flee rooms.

Items: Leggings (legs) 3dr/20ish mana
Coin (hold) 35ish hp

8. Cecelia (!dis, !melee)

Direction: Top of Kronin's hatch. Find **SW** or **SE** corner. Go **D**. Follow **N** to top of familiar area. **Search** in center of northern path. She loads all **N**.

Tactic: Clear both rooms north of where you searched. (She's in regen room)

Items: Cloak (about) 30ish mana/-2ss
Staff (wield) 2H 6d6 75 mana/25 hps

9. Spirit of Eldrick (!dis, !melee)

Direction: From Cecelia's room 3 **S**, **Search**, solo **D**.

Tactic: SR room above Eldrick's room as soon as he comes out, so his soldiers don't come out too. Lure/trap Eldrick in rooms **N** of where he loaded. If 2 marbles loaded on hoardlings, Lock door 1 **N** of where Eldrick loaded.

Items: Ring (finger) 5dr/-1ss
Armor (body) 3hr/40ish hp
Sword (wield) some sort of junk

10. Chest: All **N** to Cecelia's room. Unlock/open/get all chest.

Items: Red Bracelet (wrist) 25hp/2hr
Red and Blue Bracelet (wrist) 17hp/34mana