

# Eldrick's Tomb

(Fly Lighthouse, Eldrick's is N and W of here)

## 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