

EYE OF THE BEHOLDER

LEVEL MAPS

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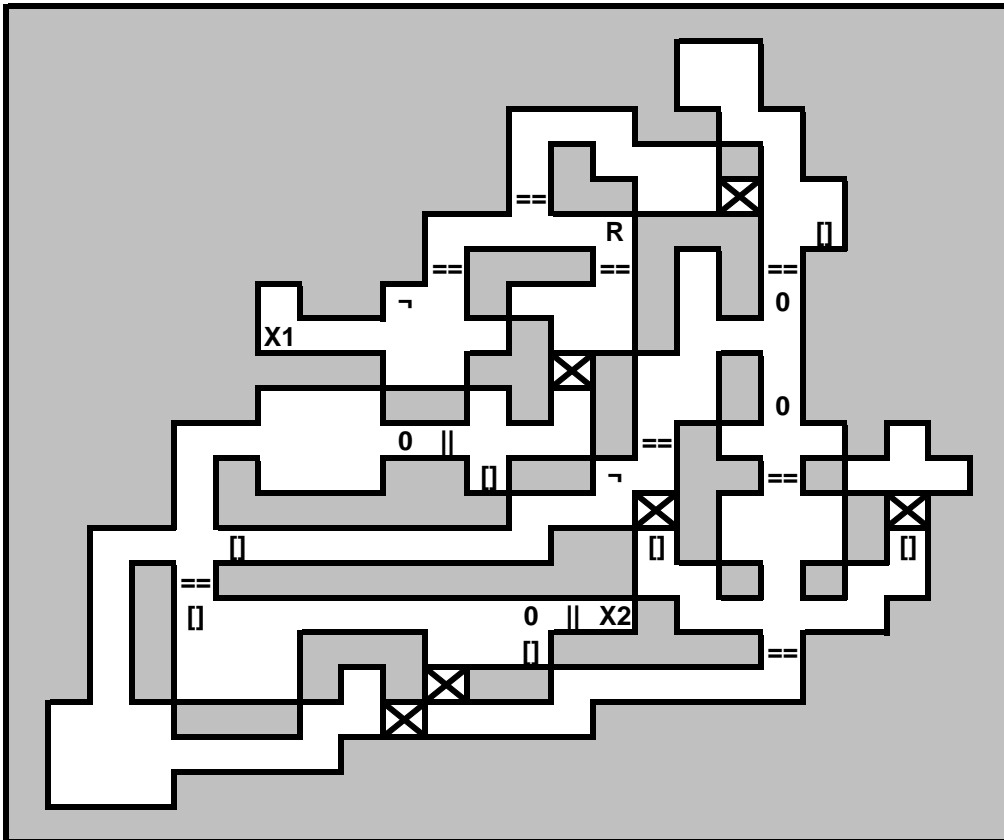
The maps contained in this document were compiled from a variety of online sources and my own maps drawn while re-playing the game in February 2005.

My aim in creating these maps was to display all the relevant information for each level in an easy to understand guide for quick and easy reference. The solution maps I found online were not particularly user-friendly, so I decided to compile my own. While my maps are not as exhaustive regarding items and encounters as other resources, they contain all necessary information, such as where exits/portals/pits lead to, and what keys are required for which locks. This information is displayed in a readily usable and consistent manner throughout all the maps contained herein.

The Special Quests information was found on the Gamewinners site (www.gamewinners.com).

The maps are, to the best of my knowledge, complete and without error. If you think any of the information is wrong, please contact me at [ravensblade \(at\) ntlworld \(dot\) com](mailto:ravensblade@ntlworld.com) with any queries or corrections.

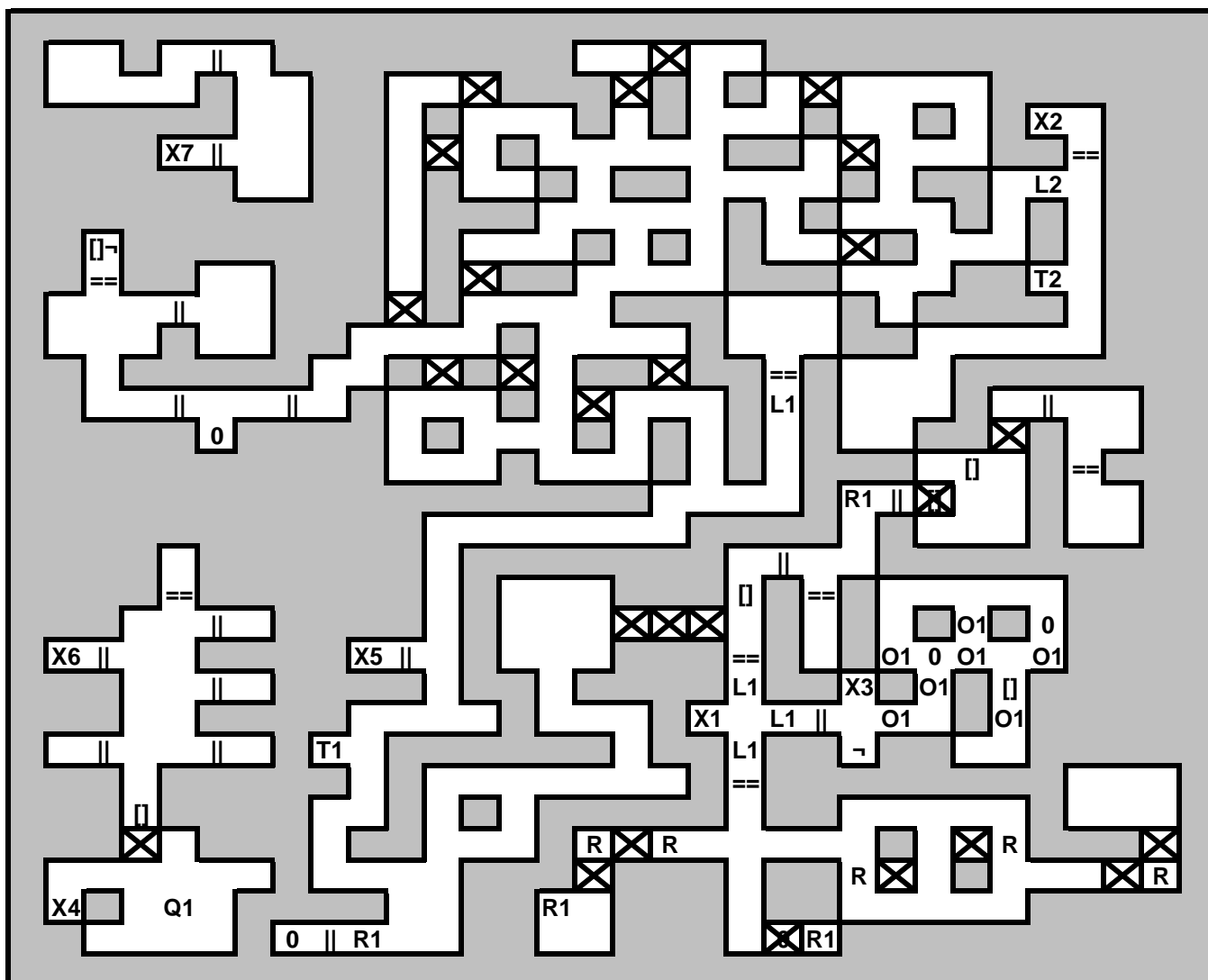
LEVEL 1



	Door		Button	X1	Entrance
	Door		Lever	X2	To Level 2 (X1)
	Secret Wall	R	Runes	0	Pressure Pad

Go to the area behind the group of three leeches (the one where you do not find an arrow) and the two goblins. Once you take the two scrolls out of the rectangular holes in the wall, put a dagger into the same hole. There should be pink writing in the dialogue box that says, "Special Quest for this Level!" Take the dagger back out. It will be a +4 dagger called "Guinsoo."

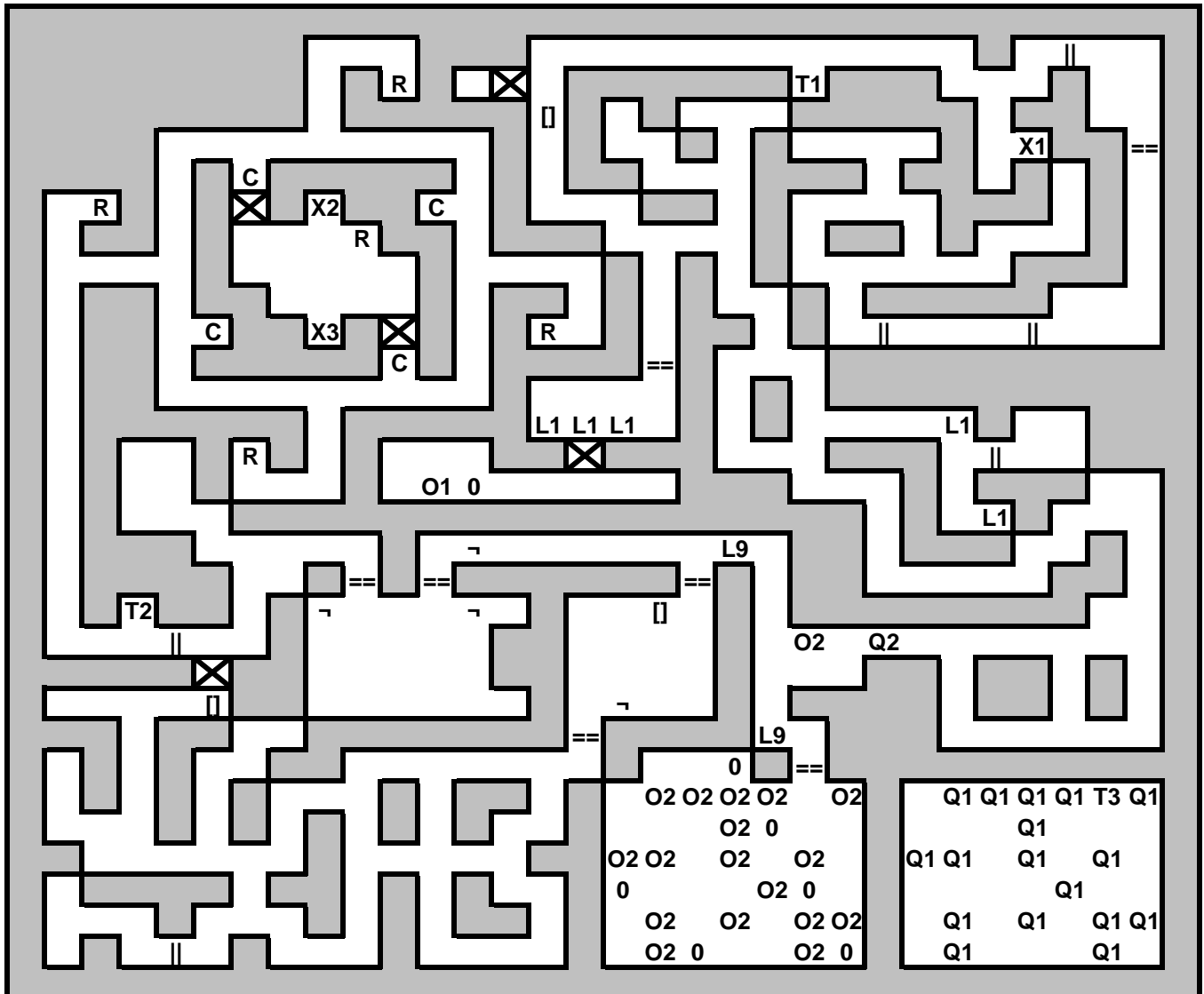
LEVEL 2



	Door	L1	Lock (Silver)	T1	Teleport to T2	X4	Up to X3
	Door	L2	Lock (Gold)	T2	Teleport to T1	X5	Down to X6
	Secret Wall	O1	Pit	X1	To Level 1 (X2)	X6	Up to X5, Down to X7
	Button	Q1	From Pit O1	X2	To Level 3 (X1)	X7	Up to X6
	Lever	R	Runes	X3	Down to X4		
0	Pressure Pad	R1	Dagger Runes				

Throughout this level, you should find carvings in walls that look like straight lines. If you press them, the dialogue box will say "What an odd carving to place here." Put one dagger in each of the five carvings. After this is done, the pink writing should appear again, and you will get one ration (food).

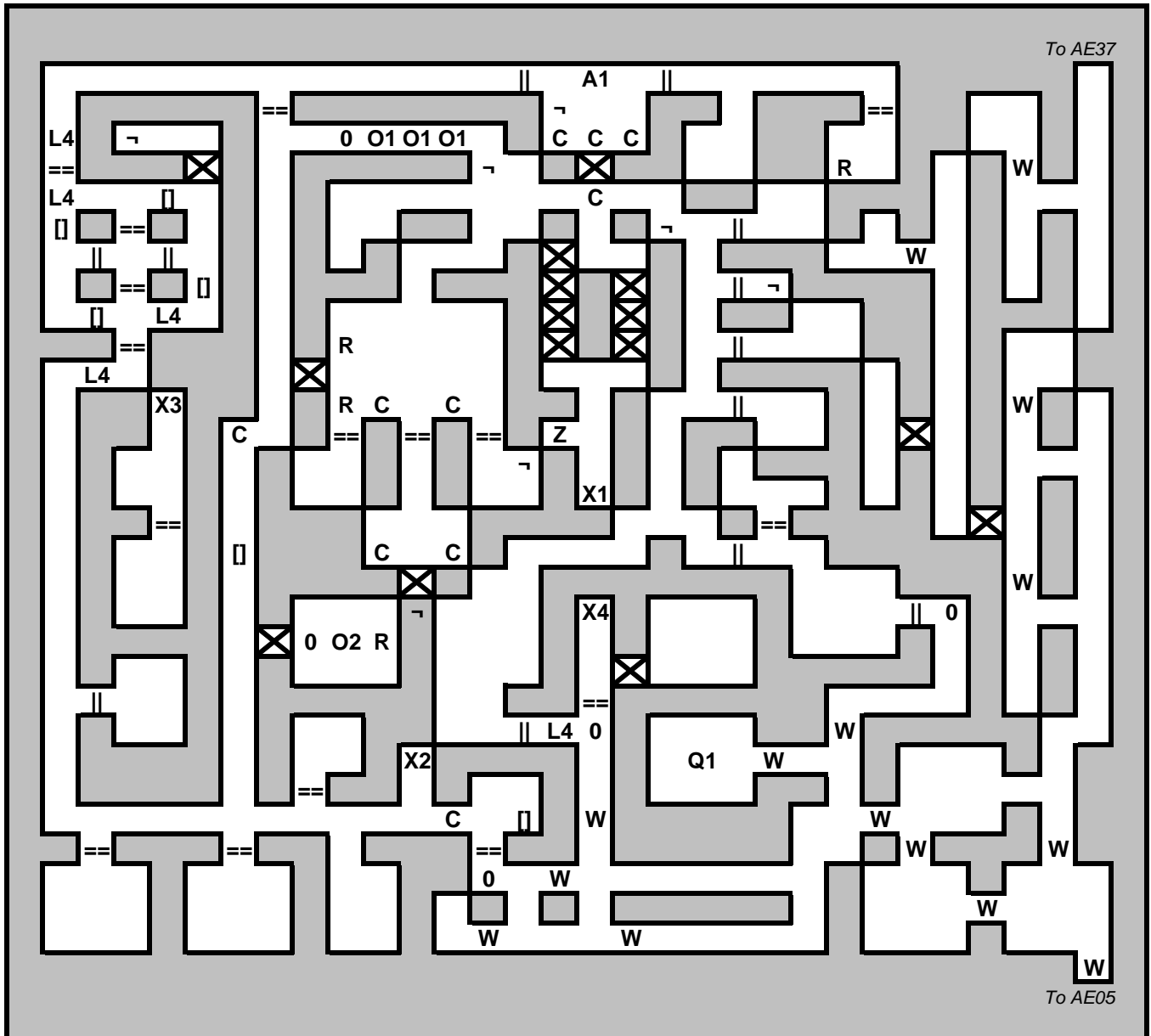
LEVEL 3



== Door Door ⊗ Secret Wall □ Button ↵ Lever	C Carving R Runes T1 Teleport to T2 T2 Teleport to T1 T3 Teleport to Q2	L1 Lock (Silver) L9 Lock (Red Gem) O1 Pit to L4 (Q1) O2 Pit to Q1	X1 To Level 2 (X2) X2 To Level 3 (X1) X3 To Level 3 (X4) Q1 From Pit O2 Q2 From T3
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To the "left" of the green portals (you will see R.A.T.S. on the walls next to them) should be a very long hall. When you get to the end of the hall (do not take the first right), you should be able to turn right and find a blue gem. Now go into that right turn, find all three of the other blue gems (the last one is tricky), and take them back out. Once you have put them all into the "cat's eyes", you will see the pink writing and be able to get down to level 4.

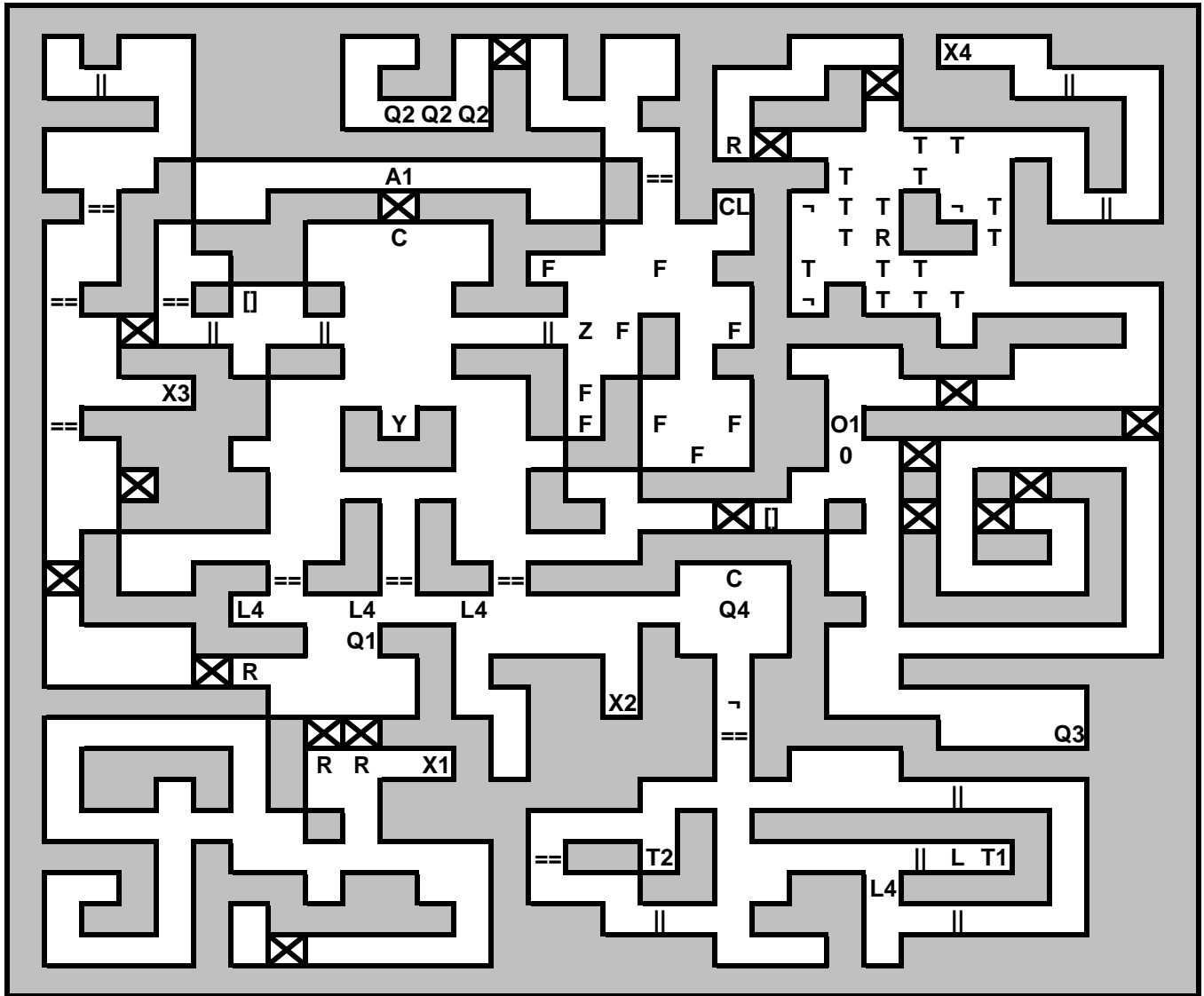
LEVEL 4



<p> = Door</p> <p> Door</p> <p>⊗ Secret Wall</p> <p>□ Button</p> <p>└ Lever</p>	<p>0 Pressure Pad</p> <p>C Carving</p> <p>L4 Lock (Dwarven)</p> <p>R Runes</p> <p>W Web</p>	<p>A1 Portal to L7 (A3)</p> <p>O1 Pit to L5 (Q2)</p> <p>O2 Pit to L5 (Q1)</p> <p>Q1 From Pit L3 (O1)</p>	<p>X1 To Level 3 (X2)</p> <p>X2 To Level 5 (X1)</p> <p>X3 To Level 5 (X3)</p> <p>X4 To Level 3 (X3)</p> <p>Z Adventurer</p>
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After reaching level 4 by climbing down the ladder from the place where you found the blue gems you should find that you can go through the walls to the right. After you have done that and rescued Taghor the dwarven warrior, there should be a chain that is two lefts from the gargoyle that is mounted on the wall. Pull the chain. Note: this does not always work on the first try.

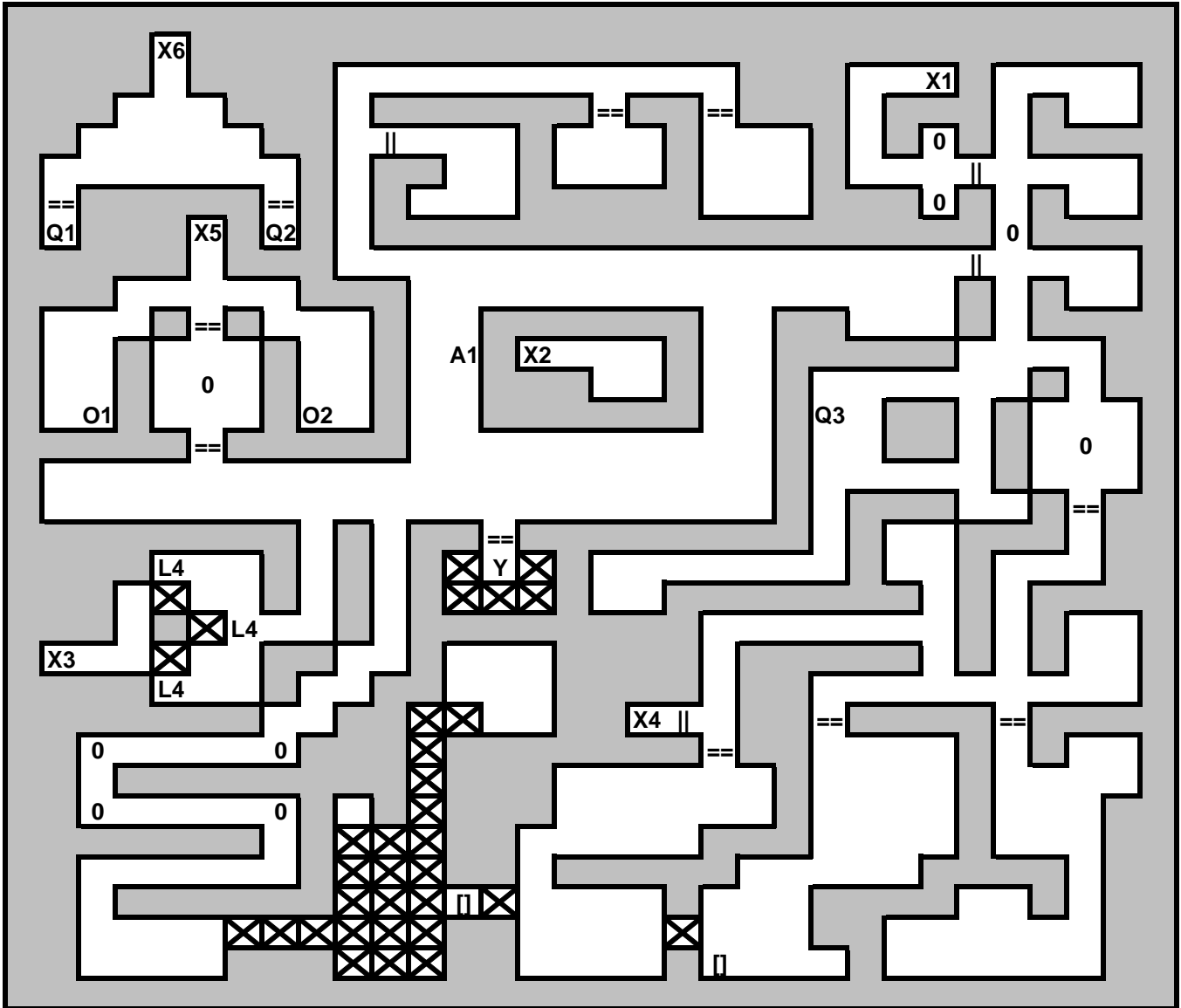
LEVEL 5



<p>== Door</p> <p> Door</p> <p>X Secret Wall</p> <p>□ Button</p> <p>└ Lever</p> <p>0 Pressure Pad</p>	<p>L4 Lock (Dwarven)</p> <p>C Carving</p> <p>F Dwarf</p> <p>R Runes</p> <p>T Teleporter</p> <p>T1 Teleport to Q3</p> <p>T2 Teleport to Q4</p>	<p>O1 Pit to L6 (Q3)</p> <p>Q1 From L4 (O2)</p> <p>Q2 From L4 (O1)</p> <p>Q3 From T1</p> <p>Q4 From T2</p> <p>Y Pantry</p> <p>Z Adventurer</p>	<p>X1 To Level 4 (X2)</p> <p>X2 To Level 6 (X4)</p> <p>X3 To Level 4 (X3)</p> <p>X4 To Level 6 (X1)</p> <p>A1 Portal to L7 (A1)</p> <p>CL Cleric</p>
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Near the place where you found Armun, Dohrum, and the other dwarves, is a place called "Pantry." Put five rations in the rectangular hole in the wall after you take the poison out. They will come out as iron rations.

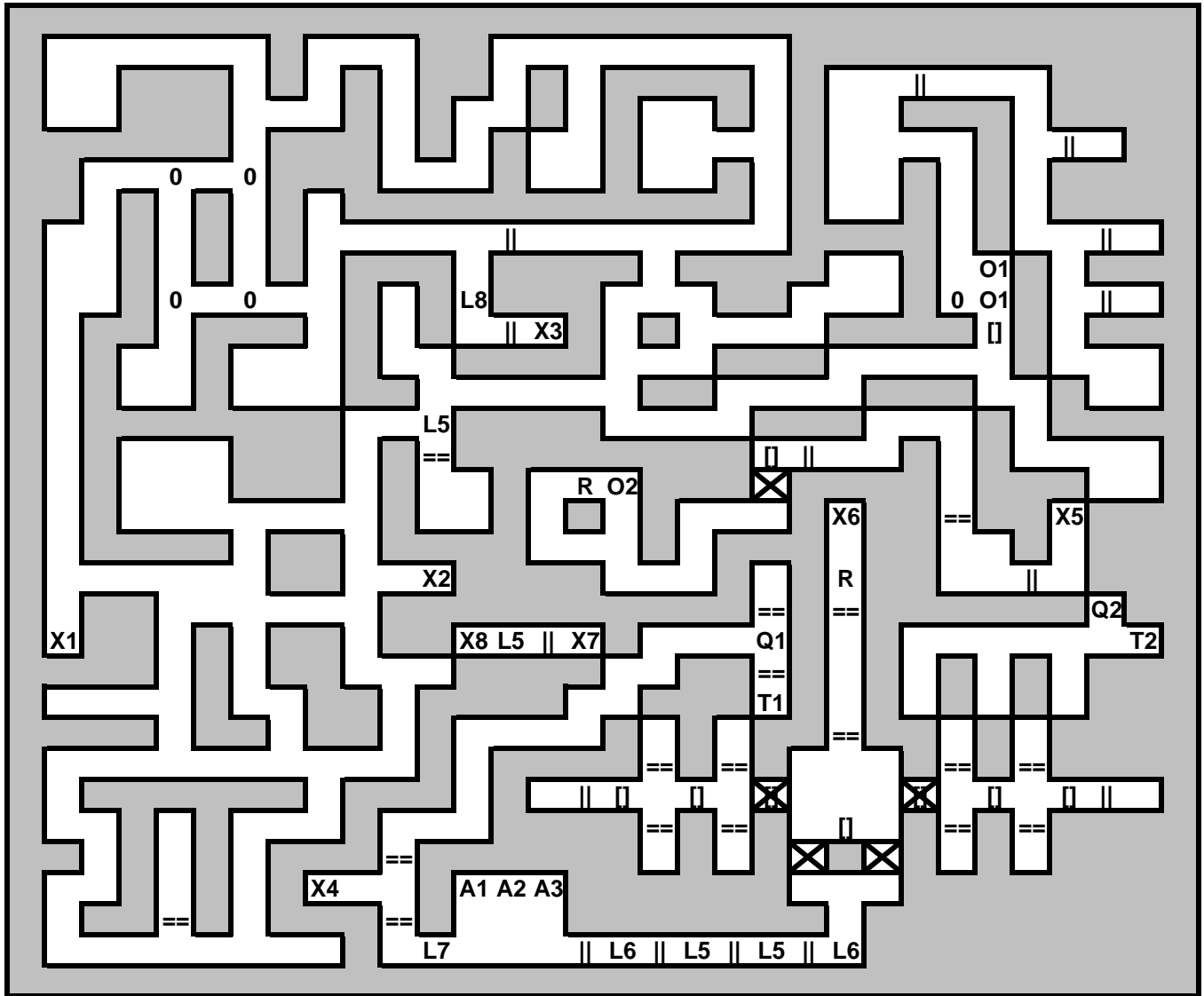
LEVEL 6



	Door	L4	Lock (Dwarven)	Q3	From Pit L5 (O1)	X5	Down to X6
	Door	O1	Pit to Q1	X1	To Level 5 (X4)	X6	Up to X5
	Secret Wall	O2	Pit to Q2	X2	To Level 7 (X3)	A1	Portal to L10 (A2)
	Button	Q1	From Pit O1	X3	To Level 7 (X1)	Y	Nest
0	Pressure Pad	Q2	From Pit O2	X4	To Level 5 (X2)		

In the place where you found a lot of Kenkus (bird creatures) is a place called "Nest." After killing both Kenkus, put all ten Kenku eggs on the floor. The wall will disappear, and you will find the +5 Chieftain Halberd.

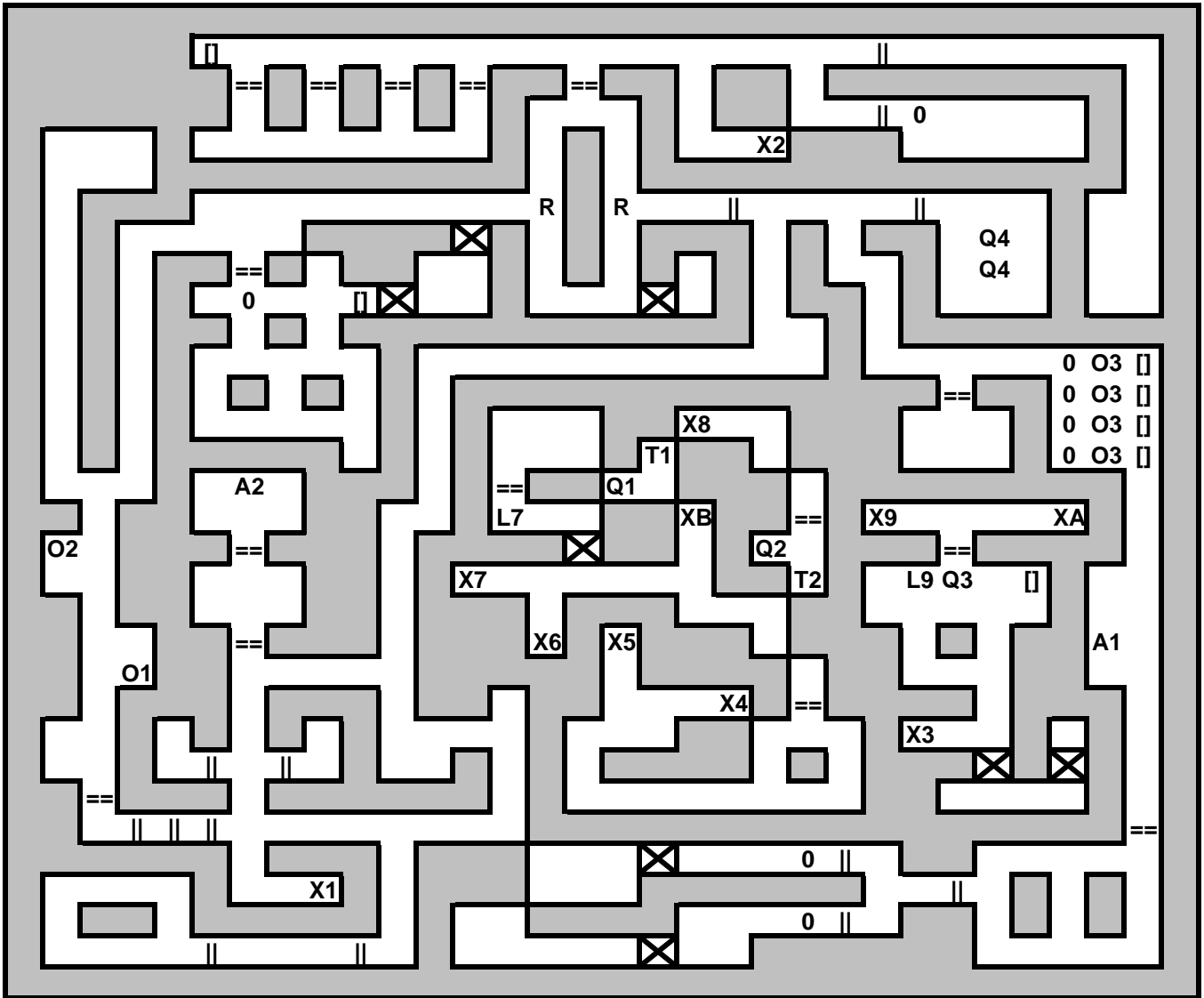
LEVEL 7



	Door	L6	Lock (Jewelled)	X1	To Level 6 (X3)	X8	To Level 8 (X6)
	Door	L7	Lock (Ruby)	X2	To Level 8 (X7)	A1	Portal to L11 (W)
	Secret Wall	L8	Lock (Gold)	X3	To Level 6 (X2)	A1	Portal to L5 (N)
	Button	O1	Pit to L8 (Q4)	X4	To Level 8 (X1)	A2	Portal to L9
R	Runes	O2	Pit to L8 (Q1)	X5	To Level 8 (XA)	A3	Portal to L4
0	Pressure Pad	T1	Teleport to Q2	X6	To Level 8 (X9)	Q1	From T2
L5	Lock (Drow)	T2	Teleport to Q1	X7	To Level 8 (X5)	Q2	From T1

In the room with five portals are three rectangular holes in the wall. Put any stone item in the holes. You will find three scrolls (informational, not magical) which help explain the game. The stone items will also remain in the holes.

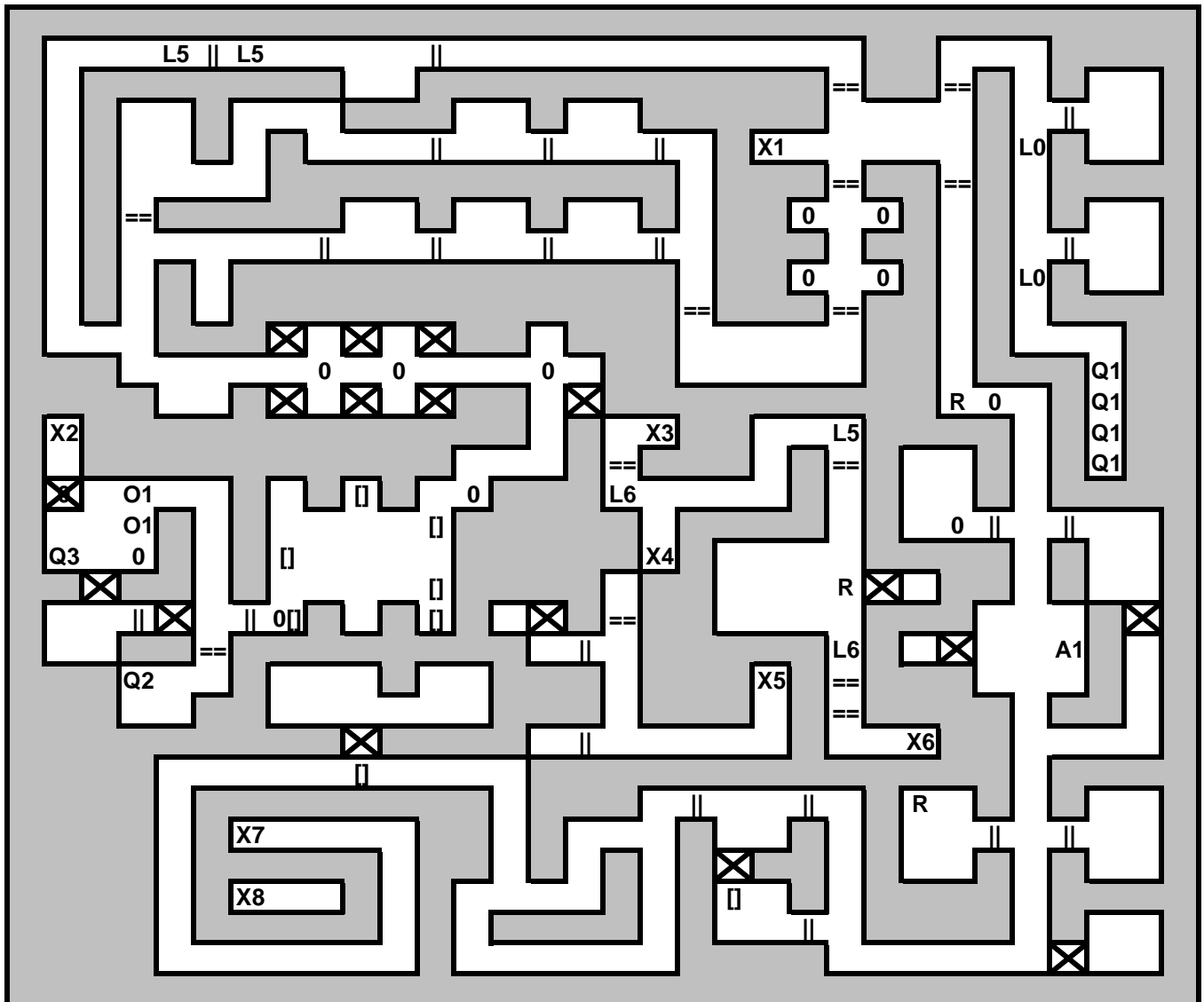
LEVEL 8



<p>== Door</p> <p> Door</p> <p>⊗ Secret Wall</p> <p>□ Button</p> <p>0 Pressure Pad</p> <p>T1 Teleport to Q2</p> <p>T2 Teleport to Q3</p>	<p>L7 Lock (Ruby)</p> <p>L9 Lock (Red Gem)</p> <p>O1 Pit to L9 (Q2)</p> <p>O2 Pit to L9 (Q3)</p> <p>O3 Pit to L9 (Q1)</p> <p>X1 To Level 7 (X4)</p> <p>X2 To Level 9 (X1)</p>	<p>X3 To Level 9 (X6)</p> <p>X4 To Level 9 (X5)</p> <p>X5 To Level 7 (X7)</p> <p>X6 To Level 7 (X8)</p> <p>X7 To Level 7 (X2)</p> <p>X8 To Level 9 (X3)</p> <p>X9 To Level 7 (X6)</p> <p>XA To Level 7 (X5)</p>	<p>XB To Level 9 (X4)</p> <p>A1 Portal to L10 (A1)</p> <p>A2 Portal to L10 (X3)</p> <p>Q1 From Pit L7 (O2)</p> <p>Q2 From T1</p> <p>Q3 From T2</p> <p>Q4 From L7 (O1)</p>
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In the room to the right of the stairs in level 9 (and the second right of the place where "Turn Around" is written on the wall), you will find a room with twelve spider markings on the wall. Put a dart in each of the twelve holes and step on the pressure plate by the door. The darts will fly out, but they will be +5 Adamantite Darts.

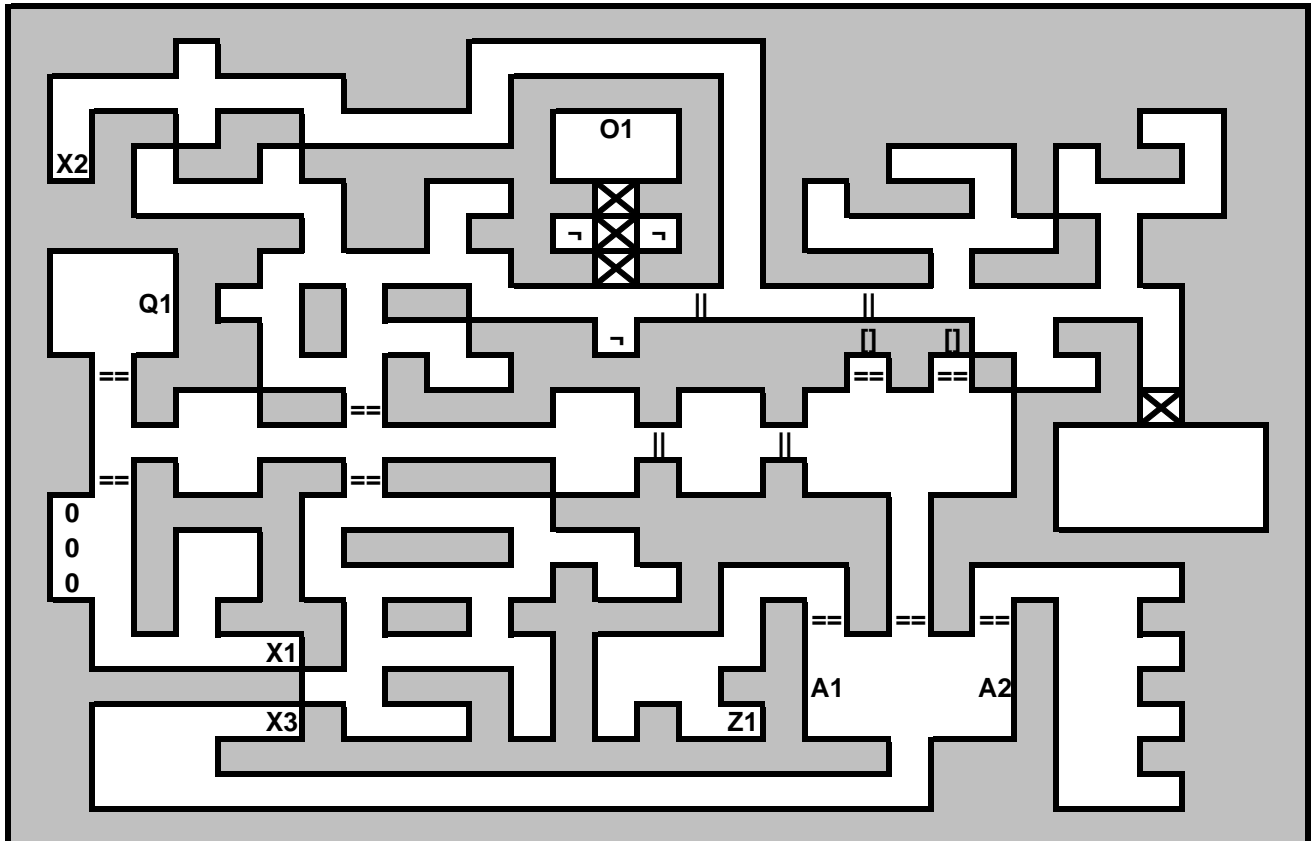
LEVEL 9



	Door	L5	Lock (Drow)	X1	To Level 8 (X2)	X7	To Level 10 (X1)
	Door	L6	Lock (Jewelled)	X2	To Level 10 (X2)	X8	To Level 10 (X3)
	Secret Wall	L0	Lock (Glowing Rock)	X3	To Level 8 (X8)	A1	Portal to L7 (A2)
	Button	O1	Pit to 10 (Q1)	X4	To Level 8 (XB)	Q1	From Pit L8 (O3)
0	Pressure Pad			X5	To Level 8 (X4)	Q2	From Pit L8 (O1)
R	Runes			X6	To Level 8 (X3)	Q3	From Pit L8 (O2)

In the room with the "The Key Lies on the Other Side" message on the wall, throw any object at that writing. The wall will disappear, and you will find the three Orbs of Power which activate the Oracle of Knowledge on level 4.

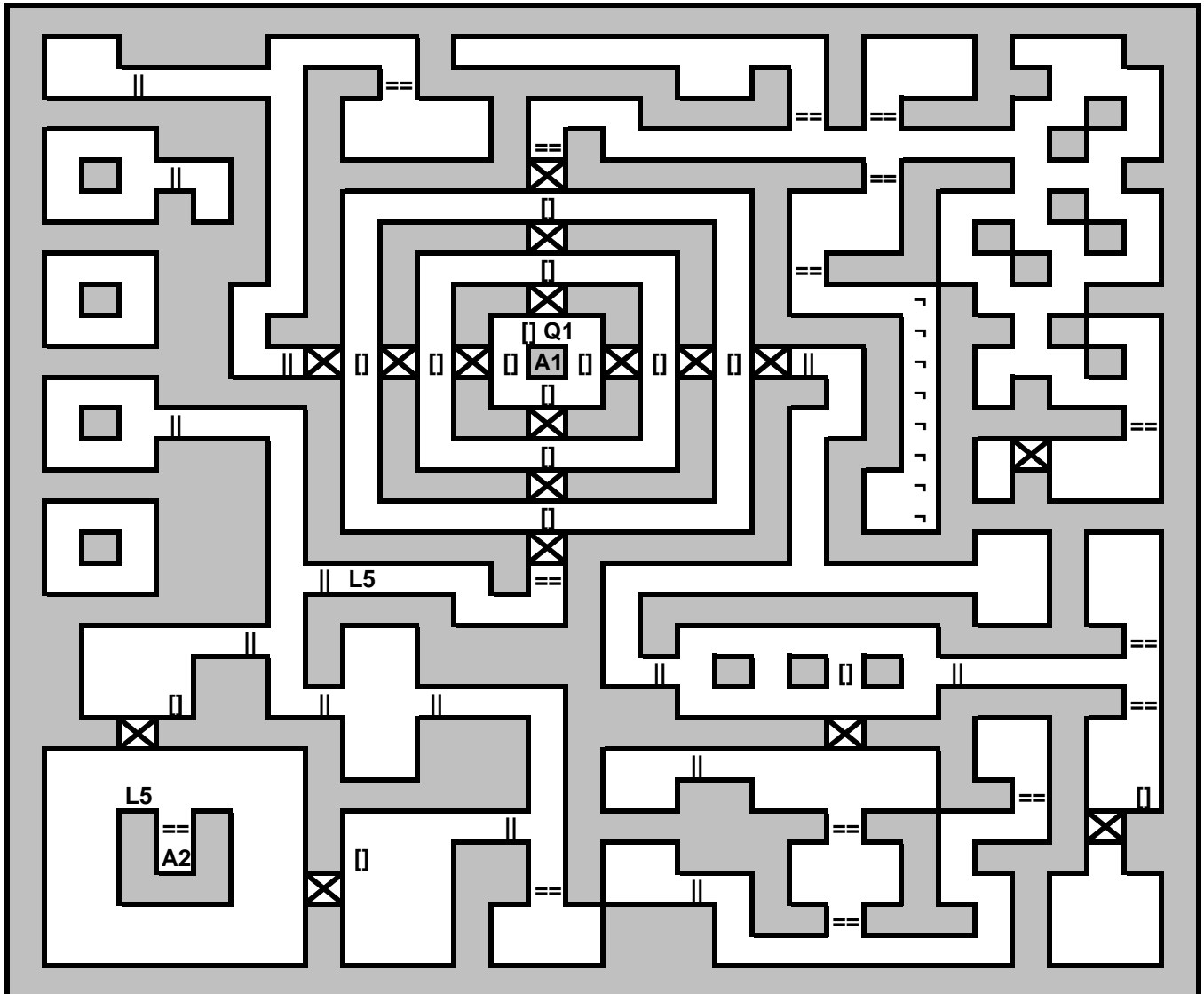
LEVEL 10



	Door		Lever	O1	Pit to L10	A1	Portal to L8 (A1)
	Door	L	Lock	X1	To Level 9 (X7)	A2	Portal to L6 (A1)
	Secret Wall	0	Pressure Pad	X2	To Level 9 (X2)	Q1	From Pit (L9 (O1))
	Button	R	Runes	X3	To Level 9 (X8)	Z1	Dwarven Prince

Find the room with the three rectangular holes in the wall (and four Mantis Warriors). Place one Kenku egg in each hole after killing the Mantis Warriors, starting with the hole farthest from the door. Four more mantis warriors will surround you. Kill them, and take each of their rings. Return to the Oracle Of Knowledge to identify these rings.

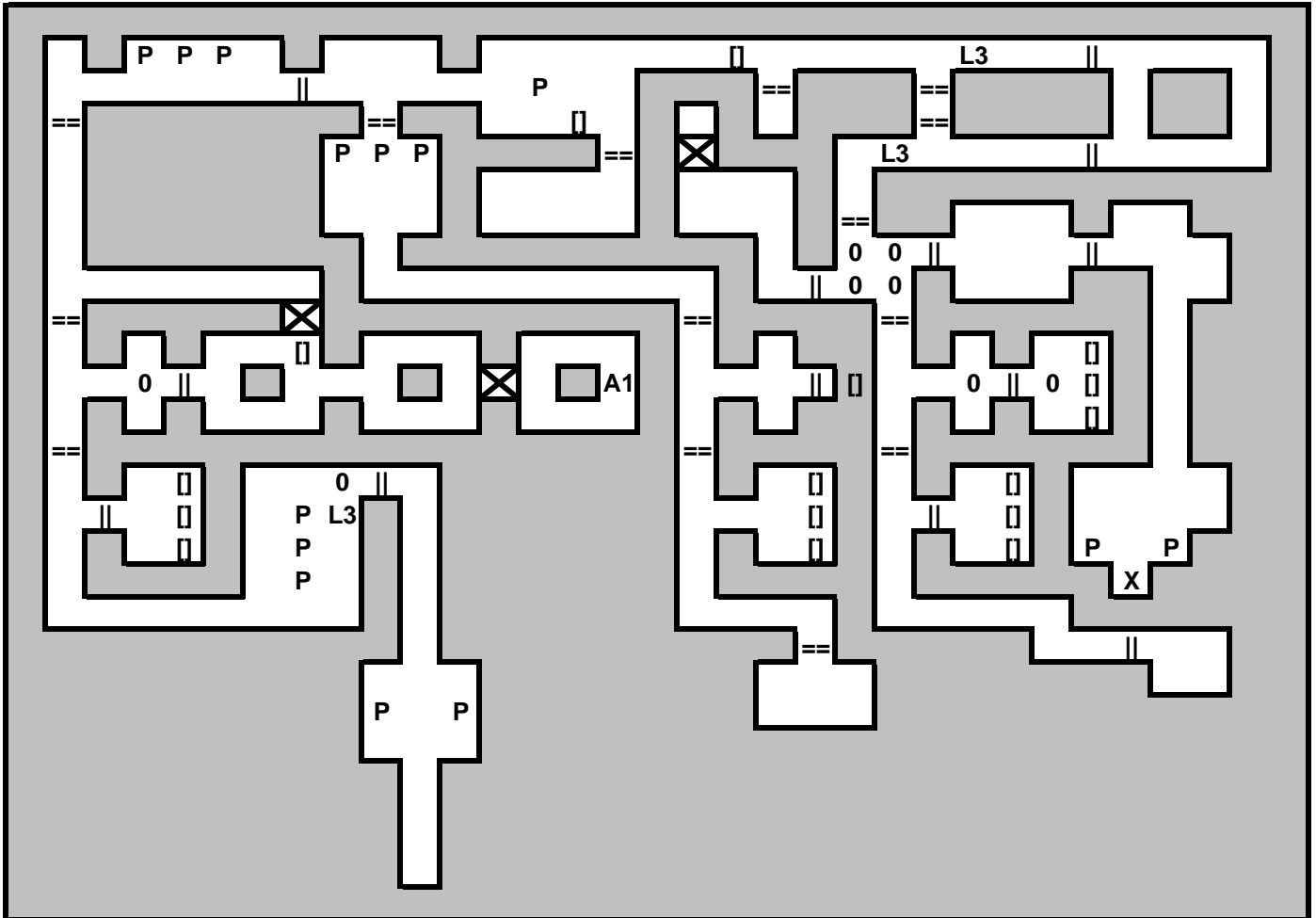
LEVEL 11



	Door		Button	L5	Lock (Drow)	A1	Portal to L7 (A1)
	Door		Lever	R	Runes	A2	Portal to L12 (A1)
	Secret Wall					Q1	From L10 (O1)

In the "Room of the Levers" (which Shindia mentioned if you heard her out) is the Dwarven Healing potion that you can take to the dwarves. Take it out and put it somewhere. After that, put any scroll in the hole in the wall. Put each lever in the down position except the second and the seventh (going either way, there are eight). You will not get the scroll back, but you will get a scroll that gives you a hint as to how to defeat Xanathar.

LEVEL 12



<p> = Door</p> <p> Door</p> <p>⊗ Secret Wall</p>	<p>□ Button</p> <p>└ Lever</p> <p>L3 Lock (Skull)</p>	<p>0 Pressure Pad</p> <p>R Runes</p>	<p>A1 Portal to L11 (A2)</p> <p>X Spike Trap</p>
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This is the final level of the game, which is the final battle against Xanathar. Save the game before reaching him. After you kill Xanathar, complete the Special Quest for level 12, and find that throne room the Dwarven spokesman Armun had mentioned.