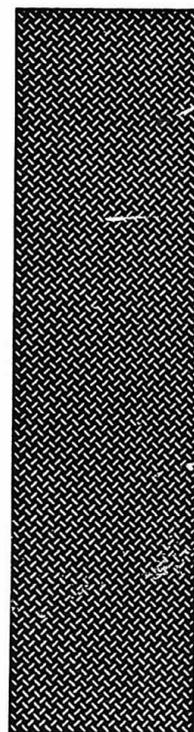
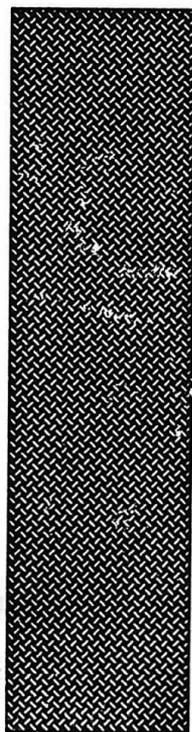


DIAMEL

BLACK PROPHECY



First the star from sky did fall,
Then appeared the man so tall.
An agent of doom he was to be,
Although at the time none could see.

We brought the stranger into our trust,
Taught him our secrets as though we must.
A score of years his power did grow,
Until none could best him but Faldrow.

A battle between did then ensue,
And thus did old give way to new.
The land sickened and began to die,
To dust went fields and rivers ran dry.

Out of the south issued hogs,
Driving north to where the river clogs.
Led by the stranger, the hordes laid waste,
Of Mirond was later found no trace.

In desperation the Oracle was sought,
And with many lives, this prophecy bought:

**As one from flame, two shall be.
Darkness takes one, light takes thee.**

**To seek the Scourge of demonkind.
Thrust once, not twice, to break the bind.**

**Then confront Death's icy grip.
Removing the stones that sink the ship.**

**Sounding the call from on high.
Shall this land once more fly.**

From the writings of Serid

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QIAMEL

Black Prophecy

Programming, graphics, sound and
most everything else:

Steve Dostma

Thanks to **Bob Dostma** for his help in designing and coding
the dungeons and his work in testing.

Thanks to **John Dostma** for his help in testing.

Thanks to **Rob Westgate** and **Mark Pfeifer** for the use of
their voices in the introduction.

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All rights are reserved. No part of this manual or the described
software may be copied, reproduced, translated or reduced to any
electronic medium or machine readable form without the prior written
consent of ME (Steve Dostma).

Please note that even though I have made every effort to
test this software on a variety of systems, I cannot accept
responsibility if it destroys your hard drive or causes you
grief in some other unimaginable way (just covering my butt).



WELCOME TO THE WORLD OF DIAMEL.

A world quite unlike any other. One which will challenge your mental skills as well as your reflexes. One in which the world continues to unfold, even when you are not there to see it.

There is no formal scoring system. At certain points in the game you may be rewarded with treasure or experience but there are often many different ways to reach that point. The paths you take to reach them will depend on you and on a random shuffling of puzzle parameters at the start of each game.

THE OBJECTIVE

Your goal is to return to Earth from Diamel. That's it. It is up to you to figure out the rest. You will be dumped in the middle of nowhere and from then on, you are on your own. Along the way you will solicit help from strangers, raid enemy encampments, explore long lost cities, fight terrible creatures and face many challenging puzzles. That is, if you live that long.

GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

You need at least 1.5 MB of RAM and two disk drives (or a hard drive) to run the game. Extra memory is supported and will reduce disk access considerably.

LOADING THE PROGRAM

Turn on the computer and at the WorkBench prompt, insert disk one into the main drive. If you have additional drives, you can place the remaining game disks in them.

If you are booting from a hard drive, load up WorkBench and then double click on the game icon with the mouse. No other programs should be active when you do this. The program needs to close WorkBench in order to get the required memory and it cannot do this if other programs are active.

HARD DRIVE INSTALLATION

To install the game on a hard drive you must first create a directory for the game to reside in. You can give this directory any name you want. You then proceed to copy all of the game disks into this directory. This is done from the CLI or SHELL. For example, to put the game in a directory named 'RIAMEL' you would type the following:

```
> mkdir dh0:RIAMEL
> copy RIAMEL1: to dh0:RIAMEL
> copy RIAMEL2: to dh0:RIAMEL
> copy RIAMEL3: to dh0:RIAMEL
> copy RIAMEL4: to dh0:RIAMEL
> mkdir dh0:RIAMEL/PROSAVE
```

I have included a program to do this for you on the first game disk. Just double click on the *HD_Install* icon.

The last line is only necessary if you wish to save your game positions to the hard drive.

CREATING A SAVE DISK

It is possible to save your game to disk or to the hard drive. To save to disk you need to format a disk and name it 'DQOSAVE'. Each saved position uses about 25K so you should have room for at least 30 saved games on the disk.

To save to hard drive all you need to do to is create a sub-directory named 'DQOSAVE' in the game directory. The program will then save to this directory instead of asking for a save disk.

USING THE GAME MENUS

The game is heavily menu based to speed up play. Once the game is in progress, you can get to the main menu at any time by pressing the space bar or clicking the right mouse button while the mouse pointer is in the active display area. Time ceases to pass in the game world while you are in the menus.

A list of options is then displayed in the text window at the bottom of the screen. Select the one you want using the mouse or by pushing the joystick up or down. When you have finished, press the joystick button or left mouse button. The game will then continue based on whatever option you selected.

Ocassionally the game will require you to type in a word or two. In this case a small box will appear in the text window where you can enter the word using the keyboard. Hit the 'return' key when you are done.

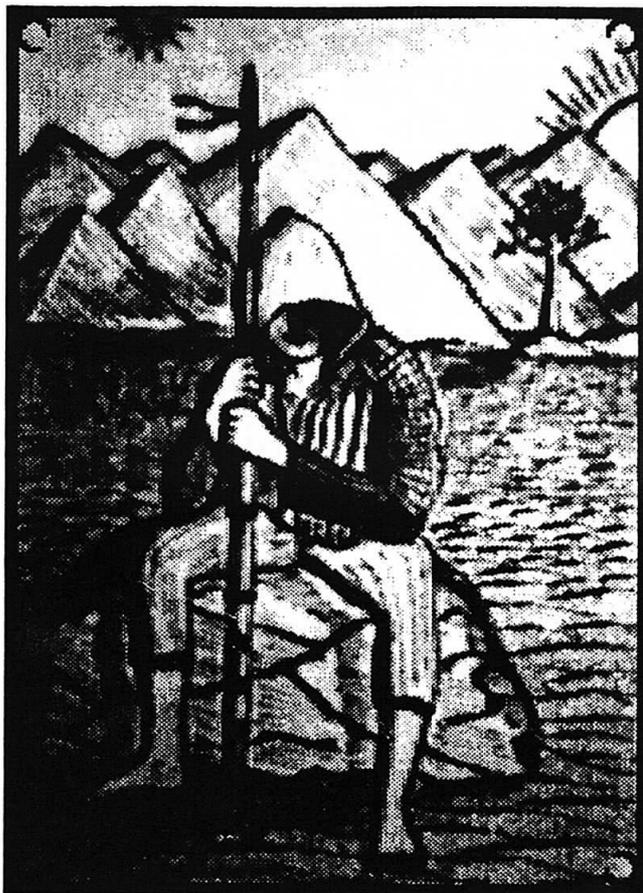
The game will also require you to enter numbers now and then. A number will appear in the text window. To increase the number, push the joystick one way. To decrease the number, push the joystick the other way. Dushing the joystick button selects the number. If you are using the mouse then pushing the mouse pointer to one side of the number will cause it to increase while pushing it to the other side of the number will cause it to decease. Dushing the left mouse button selects the number.

STARTING A NEW GAME

When the program first loads up you will see a number of introductory screens and then be asked whether you wish to start a new game or restore a previously saved position. If you start a new game then you will be asked to select the following attributes for your character:

Strength

Strength affects how hard you hit creatures when fighting and determines how much you can carry in the game. It may also come in handy when breaking down doors. Characters high in strength make good warriors.



Dexterity

Dexterity affects your ability to disarm traps, pick locks and dodge your opponent's blows. It also affects how often you land blows on your opponents. Dextrous characters make good thieves.

Intelligence

Intelligence is primarily the domain of wizards. It affects which spells your character can cast and how powerful those spells are. It also affects the length of the spell.

Health

Health is an indicator of how much damage you can take from opponents before dying. The higher, the better. If this number ever reaches zero during the course of a game then you will die.

Other character attributes are initially set at zero and include experience, spell points, and the number of gold pieces currently being carried. You can increase your experience by fighting creatures or solving puzzles in the game. Spell points begin to accumulate automatically once you achieve some level of magical ability and gold can be acquired by defeating opponents or cashing in treasure at the local store. The following attributes are displayed in the small window at the bottom right of the screen, next to an identifying icon.

Health - a small red heart.

Spell Points - a small blue starburst.

Gold Pieces - some small yellow coins.

Experience - a small sword.

The remaining attributes can be viewed at any time by selecting the 'SHOW PLAYER STATISTICS' option from the main menu.

All of these attributes factor into the game significantly so choose carefully. However, having a character low in dexterity does not mean you cannot disarm any traps. It just means you will fail more often than using a character with high dexterity.

Once you have settled on the attributes you want then select 'KEEP THIS CHARACTER' from the menu. The game will then begin. At some point in the introduction a person will ask your name. Type in the name you wish to be known by in Diamel. The person will also try to teach you the common language of Diamel. Whether or not you learn is up to you but it will make understanding the people of Diamel a lot easier. When you think you have a handle on the language, select 'TAKE A LANGUAGE TEST' from the menu. If you pass the test then the game will automatically translate all further common phrases into English. There are other languages in Diamel as well but you will have to figure them out for yourself.

Once you learn the common language (or the game character gives up trying to teach you), the game will begin.



MOVING AROUND IN THE GAME WORLD

The game is divided into two separate viewing modes, an overhead view for outdoor scenes, and a first person perspective for indoor scenes. This necessitates two different control systems for moving around.

OUTDOOR CONTROLS

With a joystick, just press it in the direction you wish to go and your character will move in the respective direction.

If you are using a mouse then position the pointer where you wish to go. The onscreen character will try to reach that point.

To enter a building, move your character up against the door.

INDOOR CONTROLS

With a joystick, pressing forwards or backwards will move your character either forwards or backwards. Pushing left turns your character to the left and pushing right turns your character to the right.

With a mouse you must use the arrows located at the bottom of the display. Click the left button over the forward arrow to move forward. The same applies to the left and right arrows. To move backwards, click the right button while over the arrows.

Dushing your character against doors will cause them to open if they are unlocked. Otherwise a special menu will appear.

To move up or down stairs, push against them.

To climb a ladder, push up against it.

Dushing up against objects can also be used to search areas, provided there is anything to find.

Dushing up against levers will cause them to toggle between the up and down positions.

To look under rugs, you must stand facing the rug (not standing on it) and go into the main menu. The option 'LOOK UNDER THE RUC' will be present. If a trapdoor is under the rug then again go into the main menu and the option 'ODEN THE TRAPDOOR' will appear. Select it and the trapdoor will be opened. Now just push forward to descend.

The program will not let you walk over ledges so do not even try. There are other ways to reach the bottom rather than falling.

The best way to learn how to manoever is to practice a bit. You should be able to get the hang of it within a few minutes.

THE MAIN MENU

To access the main menu while using a joystick, you must hit the spacebar. With a mouse, just press the right button while the pointer is over the active display area.

INVENTORY

This menu allows you to manipulate the items your character is carrying in various ways. See the following sections for more information.

CAST A SPELL

This option allows you to cast a spell, assuming you are capable.

GAME OPTIONS

You will find options pertaining to saving, restoring and game control in this menu. See the following sections for more information.

SHOW PLAYED STATISTICS

This option displays your character's vital statistics. It will inform you of their strength, dexterity and intelligence. It will also display the current weapon and armor selected and if they are enchanted. Other necessary information will also be displayed here as the need arises (eg. Your character is starving).

Other options will also appear in the main menu depending on your character's situation in the game. For example, if you are in a boat then the option 'DROP ANCHOR' might appear in the main menu. Other options may be dependent on your character's location. If you find a location that looks particularly promising then activate the main menu to see if any special options exist at that location.

THE INVENTORY MENU

During the course of the game your character will acquire many different items. The inventory menu lets you manipulate these items in various ways.

USE AN ITEM

This allows you to use an item, provided it has a use at the current time. For example, to use the map, select 'USE AN ITEM' from the inventory menu. A list of the items that you are carrying will then appear. Select 'MAGICAL MAP' and the program will proceed to show you the surrounding area (assuming you are outside at the time).

Item uses can change depending on your current location in the game. The canteen demonstrates this. Only when your character is standing in water will the option 'FILL YOUR CANTEENS WITH WATER' appear in the menu.



One final note. Some items are used automatically whenever they are in your possession. One example is the packsack. Just having it will allow you to carry more than you would otherwise. Another example is the crowbar. The program will check to see if you have it when you attempt to break down a door and adjust your chances accordingly.

EXAMINE AN ITEM

This option informs you if there is anything important about the item you are examining. It is a good idea to examine each item you come across for possible clues to solving the game.

COMBINE SOME ITEMS

This is where you can combine up to four items to try and create a new item. Say you wish to make a cake. You would select 'COMBINE SOME ITEMS' from the inventory menu and then proceed to select 'FLOUR', 'SUGAR', and 'EGGS'. Select 'LEAVE THIS MENU' when you are done. If it works then the ingredients will be removed from your character's inventory list and be replaced with a cake.

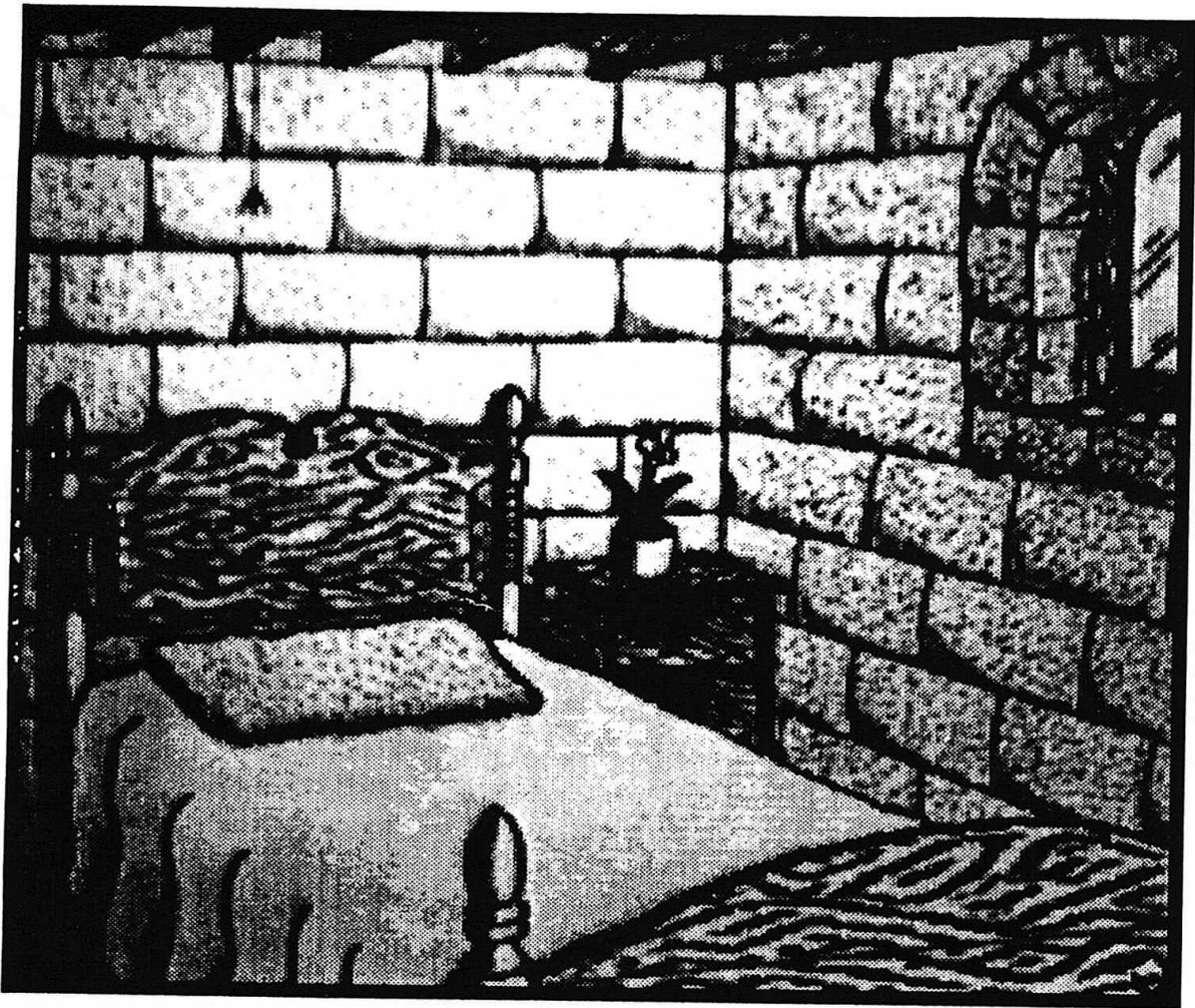
DISCARD AN ITEM

This is where your character can get rid of unwanted items. Items discarded are removed from the game permanently so be careful when you use this option.

TAKE AN ITEM

This option only appears indoors. If there is an item in front of your character while indoors you can use this option to pick it up. However, your character must have room in their pack before the program will let you acquire it.

To get items while outdoors, just manoeuvre your character over the item. The program will automatically add the item to your character's inventory list, again assuming that there is enough room.



STORE AN ITEM

This option also appears only when indoors. In the game there are two very small rooms (one square to a side) in which you can temporarily store items. One is in the Inger storerooms and the other can be found in Alayna's guild hall. You can store a maximum of 250 of each item in these rooms.

In some of the inventory menus, you will be required to specify how many of the item you wish to affect. If you are carrying 50 torches and wish to discard 25 of them then just enter the number 25 when the program asks you how many of that item you wish to discard.

SPELLCASTING

To cast a spell you select 'CAST A SPELL' from the main menu. A list of the spells you are carrying will then appear. Select the one you wish to cast and press the button. Most of the spells have fairly descriptive names so that you should have no trouble figuring out what they do.

Successfully casting a certain spell depends on a number of things. First of all, you must have taken the required guild course in order to cast the spell. That is, in order to cast a first level spell, you must have taken the first level magic course from the guild. You must also have a copy of the spell and you must have enough spell points to cast it. Generally, the more powerful the spell, the greater the spell points needed to cast it.

The power of any given spell often depends on the intelligence of the character casting it. A rule of thumb to remember is that a character with an intelligence of 30 will cast spells twice as powerful as a character with an intelligence of 15. Characters with higher intelligences will also have more spell points to draw on provided they take the magic courses.

Finally, since spells are weightless, you can carry as many of them as you wish.



Some of the spells that can be found in the game and their associated skill level are as follows:

Beginner Magician

Mind Fire - does a small amount of damage to nearby creatures.

Healing - heals you of minor wounds.

Light - provides light in dark areas.

Intermediate Magician

Daralyze - paralyzes nearby creatures.

Dispel Undead - does damage to ethereal undead creatures.

Cure Doison - cures you of poisoning.

Advanced Magician

Enchant Armor - enchants your armor or cancels out a curse.

Dispel Trap - gets rid of any traps directly in front of you.

Location - reports your present coordinates while underground.

Adept Magician

Enchant Weapon - enchants your weapon or cancels out a curse.

Mind Harrow - does a moderate amount of damage to nearby creatures.

Ability Enhancement - allows you to enhance your character's attributes.

Masterclass Magician

Soul Shatter - does a large amount of damage to nearby creatures.

Nog Morph - transforms nogs into frogs.

Teleportation - randomly teleports you within the present building.

THE GAME OPTIONS MENU

RESTORE A PREVIOUSLY SAVED GAME

This option allows you to restore a previously saved game. You can restore either from disk or from RAM. In order to restore from RAM you must have previously saved to RAM.

When restoring from disk you will be presented with a list of previously saved positions. Just select the one you want and the program will take it from there.

SAVE YOUR CURRENT POSITION

As with the restore option, you can save both to disk and to RAM. Only a single position can be saved to RAM so there is no need for you to specify a file name when using this option.

However, when saving to disk, the program will need you to provide a name for the saved position.

If you select 'SAVE TO A NEW POSITION' then it will be necessary to enter a name. Just type in a name that will help you identify the position at a later time and hit return when you are done. This name can be up to thirty characters in length.

If you already have some positions on your save disk and wish to overwrite one of them then select 'SAVE TO AN OLD POSITION' from the menu and a list of current positions on the disk will appear. Select the one you wish to overwrite by using the mouse or joystick.

When running the game off of two drives and the minimum amount of memory, it is a good idea to save to RAM. Then when you are done the session, you can save a copy to disk. This will minimize the disk swapping needed. Also, please remember that positions saved to RAM will be lost when you quit the game.

ENGAGING AND DISENGAGING THE AUTOSAVE FUNCTION

When autosave is engaged, the program will automatically save your position to RAM about once every minute. You should avoid saving to RAM manually while this is engaged or you risk losing the position when autosave overwrites it.

JOYSTICK VERSUS MOUSE CONTROL

You can use either the joystick or the mouse when playing the game. However, you cannot use both at the same time. The keyboard options are active all of the time, regardless of which control device you are using.

DELETING SAVED POSITIONS

You may find that your saved positions begin to pile up after a while. This option will let you get rid of them.

TURNING THE MUSIC ON OR OFF

The game music may begin to get annoying after a while. This option lets you toggle it on and off.

ADJUSTING GAME SPEED

There is no main menu option for controlling the game speed. Instead, use the plus and minus keys to adjust it. The game will support speeds between 10 and 20 frames per second (fps).

POTIONS

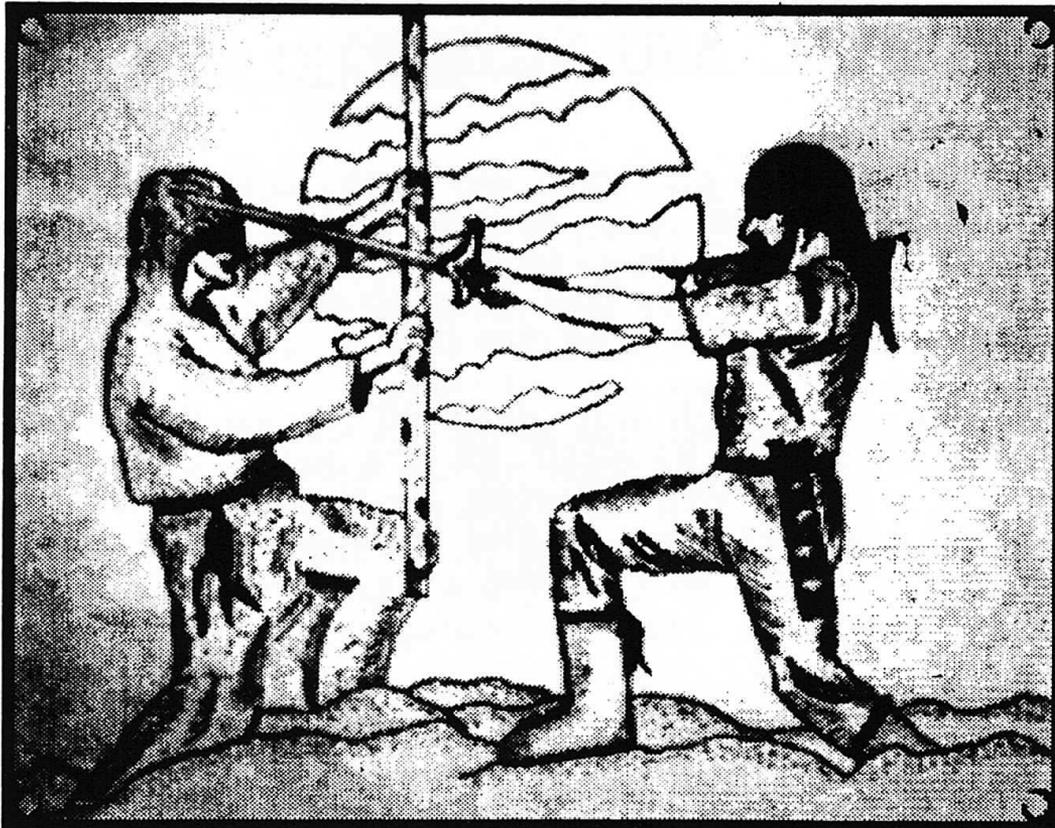
Potions offer an alternative to spells. They provide various functions such as healing and spell point restoration. To use them, go to the inventory menu and select 'Use an Item'. In certain cases, potions may be combined with or applied to other items. It is up to you to figure out what these combinations might be.

WEAPONS, ARMOR, AND FIGHTING

Fighting is the primary way to build up your character's experience other than using combat spells.

To select a certain weapon or piece of armor, you go to the inventory menu and select 'USE AN ITEM'. A list of items you are carrying will then appear. Select the one you wish to use.

You can fight with hand weapons by facing your opponent and holding down the joystick button or the left mouse button. Make sure you are close enough to actually hit your opponent or no damage will be done. Which weapons you are allowed to use is based on your character's strength. For example, with a very low strength, you will not be able to select a two-handed sword for your character.



Distance weapons are handled differently. You can only shoot them in the four cardinal directions (north, south, east, west). First face the direction you wish to shoot. Then hold down the button. When you release the button, the shot will be fired. The longer you hold the button down before releasing, the further the projectile will go.

Armor is useful in limiting the amount of damage a hostile party will do to your character. As the game progresses, you will find good armor extremely helpful in staying alive.

Certain spells found in the game can be used to enhance the qualities of the armor or weapon your character is carrying. These spells are not specific to any piece of armor or weapon but instead apply to whatever armor or weapon is currently being used. These spells wear off after a certain amount of time. You might also want to examine the player's statistics occasionally to make sure that your armor or weapon has not been cursed.

EATING, DRINKING AND SLEEPING

Your character will need to eat, drink and sleep - much as in real life. To eat or drink an item, just use it as described in the inventory menu. Failure to eat or drink on a regular basis can lead to your character's death. You may only drink water found outside. Water in the dungeons is stagnant and not safe to drink.

Sleeping must also be done on a regular basis. To do this, you must find a bed. The option 'GO TO SLEEP' will then appear in the main menu. Select it to go to sleep. Sleeping will restore both your character's health and spell points as long as nothing upsets your rest (eg. poisoning, starvation, dehydration).

TRAPS

In many of the dungeons you will have to deal with traps. Many of these traps can be located by visual cues on the screen. Occasionally, one will be so well hidden that it is virtually undetectable.

Once you have discovered what appears to be a trap, you can find another way around it or you can get rid of it.

If there is indeed a trap in front of you then the option 'DISARM THE TRAP' will appear in the main menu. Select it if you wish to try disarming the trap. Your success will depend on your character's dexterity. Certain guild courses may increase your chance of success. If you fail to disarm the trap then the trap will be triggered. The other option in this situation is to cast the 'DISPEL TRAP' spell. Unlike disarming traps, this spell always works.

DEALING WITH PEOPLE

In many buildings, especially in the cities, you will find people. To interact with them, stand facing them and enter the main menu. With all people, you will be able to question them regarding whatever you wish. A lot of information regarding how to solve the game can be found out this way. Select 'ASK THE PERSON ABOUT SOMETHING' from the main menu. A small requester box will appear. Type in what you wish to ask the person about, making sure that you limit your topic to two words. Hit return when you are done. If you wanted to ask a person about Crimoor Fort then you could type in either 'FORT' or 'CRIMOOR FORT' and whatever the person knew about that topic would be displayed. Hit return again and you will be returned to the requester box. To exit this questioning mode, hit return when the requester box appears.

People you have attacked or stolen from in the past may refuse to talk to you or help you. In addition, certain people may be unwilling to part with their information. You may have to grease some palms using the 'GIVE SOME COLD TO THE PERSON' option if this situation arises.

Some common topics to ask the person about are as follows:

NAME - will return the person's name.

AGE - will return the person's age.

JOB - will return the person's occupation.

HELP - will ask the person the help you.

NEWS - will give you an update on the nog situation in Alayna.

BUYING AND SELLING ITEMS

Certain alternative options will appear in the main menu as well, depending on the type of person you are facing and the time of day. For example, if you approach a shopkeeper in his or her shop then options related to buying and selling items will appear in the main menu. However, if you approach that same shopkeeper in their home at night then the buying and selling options will not be there.

Not all shopkeepers will offer you the same price for a given item. Generally, if the shopkeeper carries the item you are trying to sell then you will get a better price.

GUILD COURSES

Guild courses can be taken by approaching a guildmaster. The option 'TAKE AN EDUCATIONAL COURSE' will appear in the main menu. Select it and you will be presented with a list of courses that the guildmaster offers. You must take the courses in order (you cannot take advanced spellcasting before taking beginner spellcasting) and you must possess the necessary amount of experience. The guildmaster will inform you of why you cannot take a course if that is the case.

These courses are important in developing a strong character.

STEALING (AND OTHER ANTI-SOCIAL BEHAVIOUR)

There is no 'STEAL AN ITEM' option in the game. If you wish to steal something, then just take it as described previously. After you steal something, you must avoid detection for a certain amount of time (depending on how much you steal). This time only counts down while you are outside, so hiding in a building will do you no good. The program will inform you when it is safe again. If somebody is in the building at the same time you steal then they will see you and yell 'Stop thief'. The same goes for guards and people outside. Once this occurs, the alarm goes out and any people in range will attack you. Your only option now is to clear out of town for a day or two (game time) and let the people forget. This time can be spent outdoors or indoors, so long as it is away from all people. Again the program will inform you when it is safe to return.

Of course, you do not have to clear out of town. You could attack and kill every resident of the city if you feel up to it. However, the inhabitants view attacks the same way as they do stealing. Besides, you might need those people later in the game. Attacking is usually a last resort.

In addition, certain dungeon creatures will steal from you. Once they have stolen something, they will begin running away. To get your item back, you must kill the creature and then collect the booty.

COLLECTING BOOTY

After you have defeated a dungeon creature, a small pile of gold will appear at their feet. To collect it, you must walk over the pile. You cannot collect the booty while your weapon is drawn. The pile of gold will disappear within a few seconds so be sure to collect it quickly.

If the creature has stolen something from you then the item stolen will be recovered along with the gold you find.

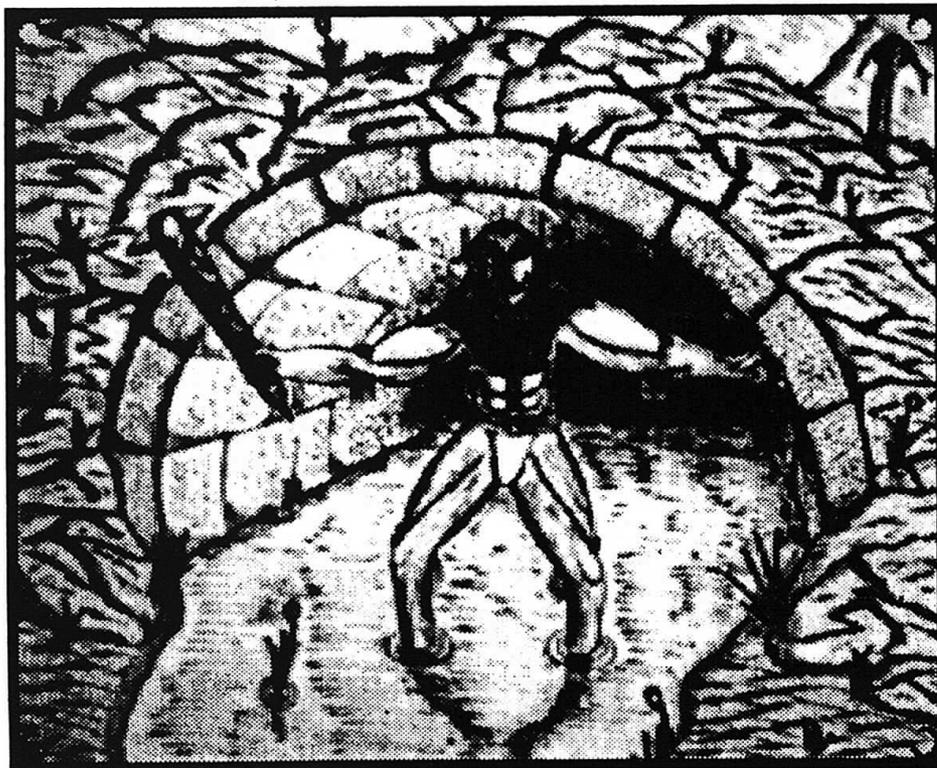
Outdoor booty is collected in much the same way, just run your character into the carcass and the booty will be collected.

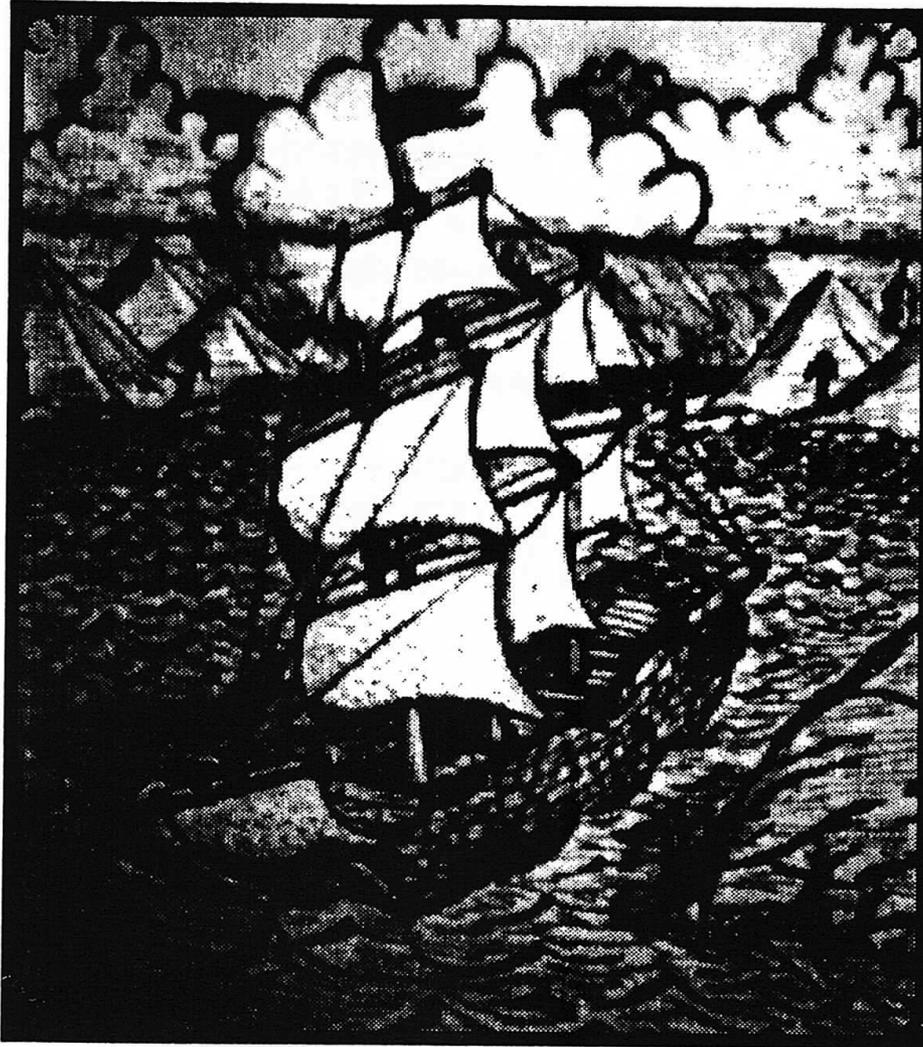
BATTLE STRATEGY

One of the first creatures you run into will probably be a nog. These small green creatures are the primary instrument of Mordelius in Diamel. They travel alone while indoors and in troops while outdoors. These troops can be composed of up to 250 nogs. Troops may combine with other troops if they get too close.

In addition to the troops, nogs can also be found in battle tents scattered throughout Diamel. A battle tent can contain over 25000 nogs. Nog troops often merge with the tents to increase their strength. Battle tents may also issue forth troops if you get too close. It is impossible to destroy a tent completely. The best you can do is reduce it to the point where it will no longer issue troops.

The number of nogs in a tent or troop is displayed onscreen using yellow numerals. This also applies to other outdoor creatures such as scorpions and bats. If no numeral is displayed then that creature is travelling alone.





ALTERNATIVE TRANSPORTATION

During the course of the game you will probably discover some alternative means of transportation. Controlling these is much the same as controlling your character.

One special fact applies to the ship. When you are on it, damage done to the ship is transferred to your character. Running your ship onto some shoals will kill you just as fast as a band of 250 nogs will.

HINTS

1. While an outdoor map of Diamel is provided for you, the dungeons are a different matter. There are some very large complexes in Diamel and you will find that making a map of them will help considerably. We had trouble getting through them and we designed the game.
2. Listen to the people in the game. Look for key words in what they say and question them further.
3. We advise against tackling large nog troops unless you have some serious firepower at your disposal. A band of 250 nogs can kill you almost instantly.
4. Stay out of the mountains as much as possible. The footing is treacherous and you will be constantly falling and getting stuck.
5. Make sure that your character is well rested before tackling tough dungeons. They have a notorious lack of sleeping facilities.
6. If a flying creature steals something important from you, do not destroy the creature while it is over a chasm. If you do, chances are you will never recover the item (or collect the booty).
7. Learn the common language of Diamel the first chance you get. It is also a good idea to fully explore your initial location before proceeding into the surrounding country.

KEYBOARD CONTROLS

Some keyboard shortcuts have been implemented in order to save time with the more heavily used options. These keys are:

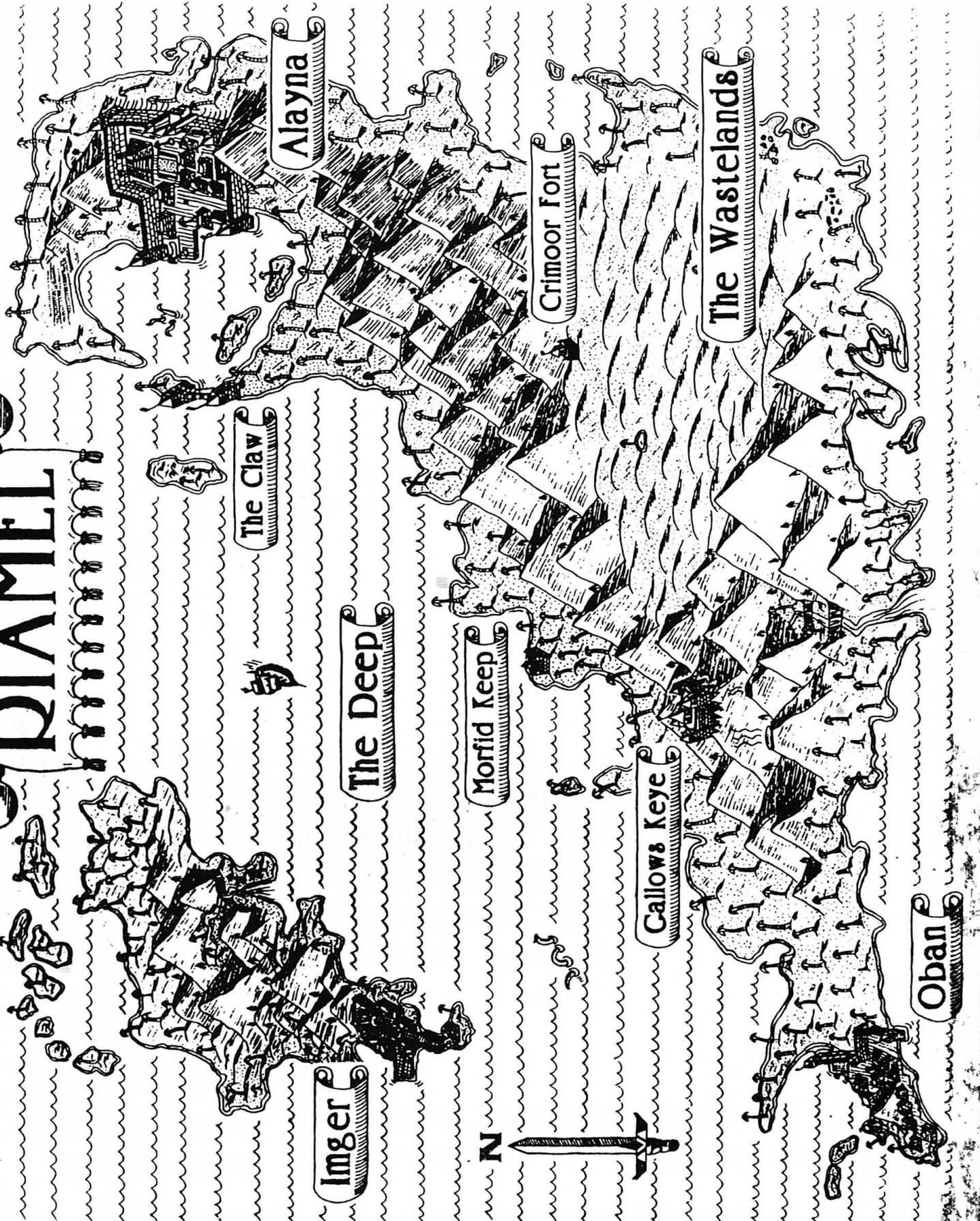
- 'SPACEBAR' - enter the main menu
- 'C' - cast a spell
- 'U' - use an item
- 'E' - examine an item
- 'T' - take an item
- 'S' - show your character's statistics
- 'O' - enter the game options menu
- '+' - speed up the game
- '-' - slow down the game

Some other keys have also been targeted to use certain inventory items, again to save time. These are:

- | | |
|---------------------------------------|------------------------|
| 'F1' - magical map | '1' - dagger |
| 'F2' - shovel | '2' - shortsword |
| 'F3' - healing potion | '3' - longsword |
| 'F4' - spell point restoration potion | '4' - broadsword |
| 'H' - horn | '5' - two-handed sword |
| 'F5' - healing spell | '6' - longbow |
| 'F6' - great healing spell | '7' - wooden staff |
| 'F7' - mind fire spell | '8' - grenade |
| 'F8' - mind harrow spell | 'A' - apple |
| 'F9' - soul shatter spell | 'B' - waybread |
| 'F10' - dispel undead spell | |
| 'HELD' - demon shrike spell | |

Please note that you must have the above items in your possession for these keys to do anything.

DIAMEL



Alayna

The Claw

The Deep

Morfid Keep

Crimoor Fort

The Wastelands

Imger

Callow's Keye

Oban

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