

# SHADOWKEEP





**M**any years ago, an evil began to spread across the land. It was centered in the Shadowkeep, the home of the powerful wizard, Racomedon. The demon, Dal'Brad, had imprisoned Racomedon in a crystal, and held his captive deep in the tower while he wrought the evil madness.

This evil spread until it reached the borders of the four races of the earth. Roos, Thalidars, Zhis'ta and Humans alike were threatened by the wretched evil that was spreading from the tower. A few brave adventurers were sent forth from each civilization, determined to put a stop to the evil and perhaps acquire a small fortune at the same time.

Roos, hardy explorers of great physical endurance; Thalidars, masters of the ancient art often known as magic; Zhis'ta, agile and shrewd warriors from birth; and Humans, intelligent leaders with a knack for getting into trouble—all joined together to fight the demons in the Shadowkeep.

Alas, it was not enough. Each was defeated in turn. There was time for just one more group of brave adventurers. One more party of heroes was needed to topple the cruel and heartless obelisk that was the Shadowkeep. We call on you, our last and most able chance, to accept the challenge—to assemble your party, approach the Keep, and, if your spirit is able, rid the tower of its malicious tenant.



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## I Preparing For The Encounter

Before beginning the quest to free the wizard Nacomedon, assemble the following:

### Supplied Herewith:

- The Program Disk Side, named "A"
- Three Scenario Disk Sides, named "B," "C," and "D."

### Supplied By The Adventurer:

- Four Blank Disks, each to become a copy of one of the four Disk Sides named above. You will thus preserve the four Disk Sides for future games.
- An optional Fifth Blank Disk, to become a "Save Game/Character Backup Disk," hereafter referred to as the "Save Disk." This will be used for recreating lost adventures and adventurers.

Then the brave adventurer must complete four small tasks:

1. Insert the Program Disk Side "A." Turn on your Apple®.
2. Playing the game permanently alters the disks you are using. Therefore, copy each Disk Side onto your Four Blank Disks. Do this by selecting "C" for the option "Creating a Playable Disk." The computer will respond.

*Be Forewarned:* This process will destroy any other data on your Four Blank Disks!

3. Create your Save Disk. This is your only chance to do this. Give an "I" for the option about "Initializing Save Game/Character Backup Disk."
4. Begin the quest! Enter S, and keep your wits about you!

## II Finding Your Adventurers

Here at the Lonely Inn, the mysterious proprietor will greet you and ask your name. He is a friendly sort, curious about your band of adventurers and eager for your business. He has run this Inn on the edge of the Shadow-keep for many years, unexplainedly protected from the evil of Dal'Brad that lurks so close to his door.



Before selecting your band from among the many visitors at the Inn, pause and consider the importance of assembling a balanced and able group of adventurers. Up to twenty different characters may be registered with the innkeeper, and from this gathering you will create a band of nine, all who must harmonize and support each other.

As you register your team, the proprietor will ask a series of questions about each member, questions that concern their race, profession, and gender. As the details are recorded onto the register, the resulting attributes of each individual are open for your inspection.



Characters may have any name, in length up to twelve letters, and with no spaces or numerals. . . .

The four great races of Roo, Thalidar, Zhis'ta, and Human each possess their own qualities and quirks. Within each race, males are stronger than females, though the females of a race possess greater dexterity. . . .

Adventurers are trained in one of the five professions:

*WARRIORS*: sturdy masters of the mace and broadsword;  
at least four per party is a sound grouping

*MONKS*: wise and insightful, agile and vigorous

*RUNEMAGES*: possessors of the Runes of Power;  
can decipher glyphs that baffle others

*SHADOWMAGES*: draw their power from shadow

*NECROMANCERS*: seek power over what is most feared:  
death. . . .



The innkeeper records the background of each adventurer in his log. It is acknowledged that race, gender, and profession determine a character's attributes. But, of course, all individuals bring strengths and weaknesses that exceed those of their positions. The proprietor thus allows extra value to be distributed among any adventurer's attributes, in any or all of the six areas:

***STRENGTH:*** How much an individual can carry, and the amount of damage he can inflict in combat.

***INTELLIGENCE:*** How many spells a character can learn, and how quickly he can learn new ones.

***DEXTERITY:*** The agility of a character—the ability to move quickly and leap out of (or into) danger. The most dextrous individual moves first in a fight.

***POWER:*** The ability to focus magical energies. Power is drained by magic, restored by rest. A character with no power will not live.

***LEADERSHIP:*** Force of personality. The character with most leadership will be declared leader of the party.

***HIT POINTS:*** The ability to withstand physical damage. Hit points are restored by rest or healing arts, and, as with power, are necessary in order to live.



Once new adventurers have been registered, review or rename veteran characters from past adventures.

Also, recreate any whose souls were saved on the Save Disk. (*See Chapter VII.*) Select this option from the list, name the character whose life and spirit should be restored. Welcome the adventurer back into the party.

Finally, gather the party, selecting up to nine of the most able and ready. The mission ahead is not for the dull of mind or the frail of spirit.



## III Beginning The Quest

The adventurers must prepare for the journey to the Keep. They may give equipment and supplies to each other, and through other means prepare themselves.

They may also visit Raddath. An enigmatic, pan-dimensional creature, Raddath will offer his wares and wisdom to the party. He has felt the evil of the Keep and thus will give his aid in any way he can. Raddath buys and sells magic and goods, and can heal damage, drain poison, and even revive a character killed while in the Keep. He is not, however, given over to charity. Raddath has no aversion to acquiring a fortune while helping destroy the Keep.

*Further Note:* While Raddath is skilled in magic, he offers no guarantees of the effectiveness of his cures. No refunds.

The final preparation may be to order the party. Sound organization is essential within the confines of the Keep. Take this opportunity; it may be your last.



The road to the Keep is short, but it wears long on the soul of the hero who walks it. . . .

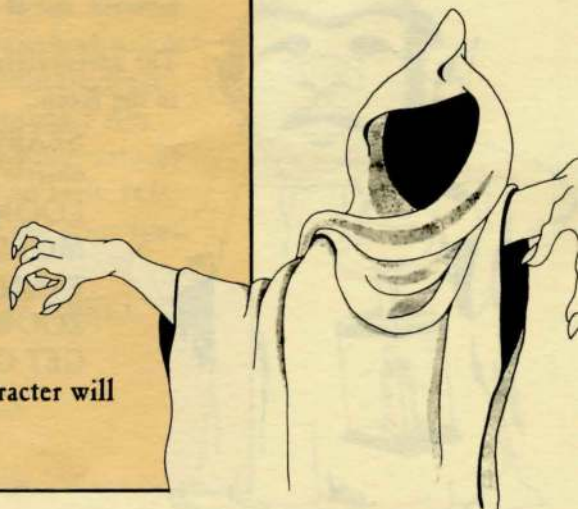
*(Of course, if you have become faint of heart, no one will stop you from abandoning the quest now. If you leave this place, you may never see it again . . .)*

## IV Within The Tower

While approaching the Keep, and within it, instruct the adventurers with precision and clarity.

RALPH GET THE TORCH  
EZEKIEL CAST THE  
LUMINANCE SPELL  
NAOMI GET THE TORCH  
AND GIVE IT TO REBB  
REBB LIGHT THE TORCH  
AND PREPARE THE SWORD  
NAOMI WEAR THE ARMOR  
THEN PREPARE THE MACE  
DAGMAR PUT THE WAND  
OF TRAVEL IN THE CHEST

Any command not directed to a certain character will inspire the leader of the party to respond.



The party as a whole will move following basic commands.

**F or FORWARD**

**L or LEFT (to face left)**

**R or RIGHT (to face right)**

**B or BACKWARD**

(to step back without turning)

Explore the Keep thoroughly, and exercise caution.

**OPEN DOOR**

**CLOSE DOOR**

**LISTEN**

Inhabitants will occasionally allow you to address them, which you should do in either of the following ways.

Try to do so before they lop your head off.

**ASK SILDRA WHERE THE GOLD IS  
"SILDRA WHERE IS THE GOLD"**

From time to time, assess the damage inflicted on fellow adventurers.

**LOOK PARTY**

(gives members' power, hit points)

**STATS**

**ROLF CONDITION**

(substitute C for Condition)

**LOOK NAOMI**

Magical healing is possible through the aid of Raddath. If a visit to him is impossible, characters may use any magic they possess, but at the expense of some power.

The adventurers can investigate and acquire objects while in the Keep.

**SEARCH (some characters will find hidden objects more quickly than others)**

**LOOK SCROLL**

**MORDOR GET SCROLL**

**FANNIE GET ALL BUT TORCH**

**ZOORA GET ALL**

**GET GREAT SWORD AND READY IT**



If an adventurer has too heavy a load, something will need to be dropped. The amount they can carry depends on their strength.

**DROP THE BASTARD SWORD  
DROP ALL BUT THE TORCH  
MERCER DROP ALL\***

Or, the adventurer might simply give the object away.

**MYRA GIVE ROBERT  
THE GEM OF CHANGE  
GIVE THE SOGGY STICK TO BILL**

You might wish to let one object hold another.

**OPEN THE BOX AND  
PUT THE GOLD INSIDE  
CLOSE BOX  
PUT ROCK IN HOLE  
PLACE GOLD ON THE TABLE**

Find out what an object can do by using or examining it.

**USE THE FUNNY ROCK  
EXAMINE THE FUNNY ROCK**

If you have a particular use in mind, and a certain target, state those.

**SMASH THE ALTAR WITH THE  
BREAKER BAR  
ATTACK THE CORD WITH THE  
GREAT SWORD**

Light is required to explore the dark, dank Keep. Without a lit torch (or an appropriate light spell), searching will be impossible. (Combat will be possible but difficult; there would be no warning at the approach of monsters.) Any illumination will serve the entire group, but will eventually extinguish, becoming a soggy stick or used up spell. It is advisable to have several sources of light at any given time.

**LIGHT TORCH  
ZEKE CAST THE LUMINANCE SPELL**

*\*items prepared for combat will not be dropped;  
see chapter VI, "Combat"*

# V Magic

Rely on the power of magic; above all else, it will be your key to success.

Though all may cast spells within the Keep, many have the capacity to learn no more than a scant two or so. Power and training determine one's triumph while using this ancient art. Mages, with exceptionally learned backgrounds, begin the journey with knowledge of a small number of spells. Raddath has acquired many others, which he makes available for sale to the hopeful adventurer.

As all may cast spells, so will all feel the effects of the task. After casting a spell, even the most powerful magician weakens, and eventually must restore powers with sleep. Monitor the losses of power, thus avoiding the loss of an adventurer.

Up to two spells or magical artifacts may be active at any one time.

## INVOKE RING OF LIFE AND CAST THE FORTRESS SPELL

Discover more about spells you acquire by reading or learning them.

## READ BOOK OF DARKNESS LEARN DEATH SPELL GET HEAL SCROLL, LEARN IT, CAST IT

A scroll that is successfully learned becomes a spell that may be cast. The scroll will vanish once it has been learned.

Mere mortals are limited in the number of spells they may know. When one's memory is full and the spell cannot be learned, a spell must be forgotten.

## FORGET DEATH SPELL

Once a spell has been forgotten, only another scroll will grant a new opportunity to acquire the spell.

Ready the magical artifacts as you prepared other weaponry.  
**READY SOULEATER SWORD**

Learning magical spells is sufficient preparation for use.

Watch for podiums while in the Keep. Through these devices you and your band of adventurers may quickly transport to another level of the Tower. The incantations needed to operate these mysterious devices are always changing.

Finally, the halls of the Keep are laced with spells that bind, hide, or hinder. Doors are often sealed with spells of warding, released only by the timely use of magical words discovered by those who made the journey before you. The passwords that are known:

SAFETY  
LAIR  
PASS  
FRIEND  
HOME

Be apprised of the possibility of other passwords; and hope that if you are unsuccessful in vanquishing the demons from the Keep, that you will at least return to tell your successors what you learned.

## VI Combat

Successful warriors approach combat with weapons, equipment, and magic in readiness. An adventurer would do well to have equipment prepared for both Attack and Parry, and to wear the armor.

READY BASTARD SWORD  
PREPARE GREAT SHIELD  
WEAR SCALE MAIL

At a sign of combat, the party will, at your command, negotiate, flee, or remain to fight. When you mobilize the ranks and determine the course of action, you may assign each member to attack, parry, cast spells, change places, prepare equipment, or, of course, do nothing.



When assigning adventurers to their tasks, consider the skills that they might possess due to heritage and profession. These skills might cause them to perform some tasks better than others. Before combat, gain information on a member's skill as such:

### EXAMINE ELLA

The skills:

*ATTACK*: Skills necessary to land a blow on an enemy.

*PARRY*: Success with which a character can avoid or deflect a blow.

*MAGIC*: Technical proficiency in casting magic.

*OPEN*: The ability to open sealed or locked objects.

*SEARCH*: The aptitude for finding hidden objects.



If combat has worsened the condition of the party, change positions to preserve life and limb. Enter:

### ORDER

And, as weariness sets in, allow the few remaining good spirits in the Keep to restore your band's energy. Rest for up to ten hours, then resume the journey. One hit point and a unit of power is restored to each character for every hour of sleep.

### SLEEP FOR 3 HOURS

*Beware*: Monsters can sense when a party is asleep and unprepared for attack. A blow while asleep can be far worse than the extremes of combat. Consider the use of certain spells that will conceal the sleeping party from marauding monsters. Or, perhaps choose a safer course: sleep outside the confines of the Keep.







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## VII Saving An Adventure, And Restoring It Later

When perils strike and the fate of the party is in jeopardy, preserve the spirit of the adventure onto the disk we have named the "Save Disk." (Recall that this is the disk you created from the Fifth Blank Disk before beginning the adventure. See Chapter I.) This way, if the situation later becomes hopeless, you may send the party back in time to the earlier conditions, as recorded on the Save Disk.

This is also useful if you must interrupt the quest. Record the adventure and later return.

◆  
*To save the adventure, enter:*

**SAVE**

You will then need to insert the Save Disk. If you have a second disk drive, place the Save Disk there. The program will ask you to assign a number to the version of the adventure you are saving. Make a note of the number you give, and the conditions of the adventure. The computer will alert you when the adventure has been successfully saved and you may proceed.

Up to 15 games may be saved onto your Save Disk.

◆  
*When you are ready to restore a past adventure, enter:*

**RESTORE**

As before, insert the Save Disk, and, finally, give the number of the adventure you wish to restore.

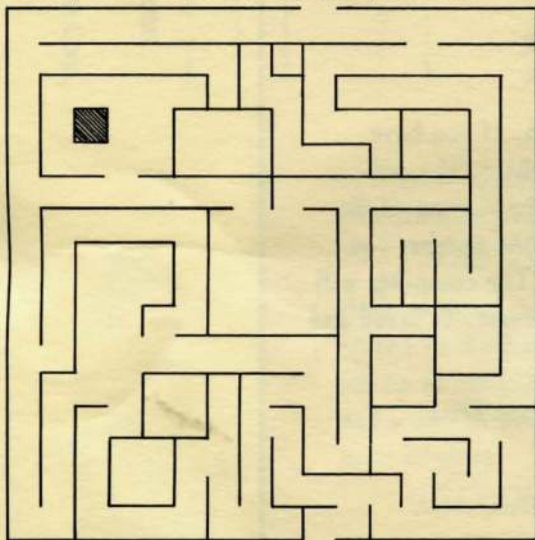


# VIII Addenda: Lore Useful To The Serious Adventurer

## A. MAP-MAKING

Let your mind be occupied by the fight itself, and not with trivia of your whereabouts. Have at hand numerous sheets of gridded parchment, for map-making.

On these sheets, record the halls, the rooms, the stairs and floors of the Keep. Mark every step, and note the local conditions. Beware that the monsters are devious, and may cause walls to shift and doors to vanish. Do not be baffled or hindered, but merely reorder your party and press on.



## B. WEAPONS & EQUIPMENT

Able adventurers will make use of a variety of weapons, but will choose wisely from the lot, knowing the characteristics and powers of each piece.

### Attack Weapons And Equipment

**Axe:** Battle axes such as this, far larger than those for chopping wood, are also far more destructive.

**Bastard Sword:** So named for its middling size, it reaches four feet.

**Breaker Bar:** Pry open chests, closed doors, and other obstacles that require

sturdy leverage.

**Broad Sword:** Commonly seen, and measuring three feet.

**Great Sword:** Stretching a full six feet, few enemies escape death when struck by this instrument.

**Kinslayer Sword:** A deadly weapon because of its enchantment. One uses this at the price of some power.

**Mace:** Of classic proportions, the deadly spiked ball is attached to the stout handle.

**Quarter Staff:** Tough wooden poles, four and a half feet tall, fend off aggressors from the user.

**Soggy Stick:** The remnants of a torch that has extinguished; a crude but often effective weapon.

**Souleater Sword:** Delivers injuries that devastate the victim. One uses this weapon at the price of some power.

**Torch:** One torch will provide sufficient light for the entire party, and will last for several moves.

**Valkham Sword:** Will fell a monster in a single blow. Immensely powerful, but at the cost of power to the user.

### Defensive Equipment

**Medium Shield:** This rectangular shield of half the height of a human tapers to a point at the bottom.

**Great Shield:** Nearly of a warrior's stature, the sides curve out slightly and protect well.

### Armor

**Leather Armor:** The simplest and lightest form of armor, made of sturdy sewn leather.

**Plate Mail:** The wearer must be of great physical strength to wear the heaviest of mail, but will be protected for the effort.

**Runic Armor:** Magical armor of plate construction which augments a user's defenses.

**Studded Mail:** Heavier leather is reinforced with studs of metal, more protective for the wearer.

**Scale Mail:** Metallic links overlap, lending a reptilian look to the garment. Protection is greater than from the studded mail.

**Chain Mail:** Interwoven metal loops afford better coverage than the scale mail.

**Silver Armor:** The most protective of armors, having absorbed so much magic from prior wearers.

## C. MAGICAL SPELLS

### Attack Spells

**Flame:** Torches a single creature.

**Thrust:** Attacks a creature as does the Flame, but is more effective and of a higher price.

**Fireball:** Brings effect upon an entire group, thus is quite useful.

**Sunburst:** A spell with exceptional power, it can work against entire groups and can slay Demons as well.

**Freeze:** Locks its single target into inactivity, for a short time.

**Stasis:** Like the Freeze spell but for groups of the enemy.

### Defense Spells

**Protect:** Defends its caster from an enemy's blows.

**Guardian:** Cousin of the Protect spell, but stronger.

**Barrier:** This invisible shield stands between the party and its attackers.

**Sanctuary:** More powerful kin to the Barrier spell.

**Ward:** Protects the caster from the enemy.

**Fortress:** Of similar type as the Ward spell, yet protects the group.

### Enhancement Spells

**Luminance:** A magical torch.

**Reveal:** Akin to Luminance, but of longer duration.

**Heal:** Soothes and heals those who receive its application; hit points are restored.

**Haste:** Heightened dexterity is the gift, for a short time.

## Spells Of The College Of Necromancy

**Zombie:** Animates a dead adventurer, restoring double the hit points but rendering the individual severely disabled. If such a character leaves the Tower, he will dissolve and can never return.

**Death:** The victim will be drained of life when this potent spell is cast.

**Decay:** A group of enemies will suffer dreadfully at the hands of this unpleasant magic.

**Dissolve:** Excises a single foe from this reality.

**Maim:** Wholly unpleasant, and to be cast against a group of opponents.

**Revive:** Returns to life an adventurer killed within the Keep.

## Spells Of The College Of Rune Magic

**Cantrip:** This spell doubles the potency of objects, but only for a price.

**Cure:** Damage to a character will be cured, no matter how grim the condition.

**Fear:** Plunges a foe into paralyzing fear for a short time.

**Fire:** Ignites a group of monsters.

**Perceive:** Cast this spell to obtain a clue about the surroundings.

**Slay:** Destroys creatures outright.

## Spells Of The College Of Shadow Magic

**Darkfire:** Inflicts damage on any creature.

**Illusion:** The target of this spell will ignore the entire party.

**Moonfire:** The spell will blind the foe in its path, and thus render it less dangerous.

**Shift:** Instantly transports the group to a safe place.

**Starflare:** A huge and terrifying ball of flame which annihilates all creatures in the way.

**Twilight:** Causes monsters to become blinded to the presence of the adventurers, and pass by without noticing them.

## D. MAGICAL ARTIFACTS

**Amulet of Evil:** Single foes may be attacked by the magic of this black necklace.

**Black Crystal:** Protects the user from the blows of the enemy.

**Black Ring:** Passed down from the Necromancers, this is endowed with the power to transform a creature into a zombie.

**Book of Darkness:** One who reads this tome will know the dark, and everything it contains.

**Book of Notes:** Perhaps the notebook of Nacomedon himself, the reader will glean an answer or two.

**Book of Opening:** Its powers can open those things that are closed and locked.

**Chalice of Awe:** A young enchantress once owned the chalice, and used it to rescue those who were caught in the Land of Darkness before their time.

**Culdrom's Wand:** The namesake of the wizard Gorwyther's aggressive apprentice, this wand will attack numerous enemies at once.

**Devil's Gem:** Perhaps the storehouse for the soul of a Great Demon (such creatures commonly safekept their souls in gems).

**Eldritch Staff:** The user of this slender pole may seek advice from the gods.

**Funny Rock:** With a rock such as this, dexterity can be a trait of even the clumsiest Roo.

**Gem of Change:** Herein lies the power of movement; thus may the user transport the party to a safer place.

**Gem of Darkness:** When invoked, an able shield against an enemy's blows.

**Gloves of Cold:** These strength-giving articles were fashioned inside a volcano, and thus will withstand great heat.

**Hammer:** Powers to enchant came to this tool through its creator, a goblin Master Smith and mage.

**Ragged Cloak:** Remain hidden from monsters while wearing this garment.

**Ring of Life:** Will resurrect a fallen adventurer.

**Rod of Power:** The user may enhance his magical abilities through the use of this article.

**Rogarth's Staff:** The mighty wizard that crafted this staff controlled vast armies of gargoyles through its use. A supremely powerful artifact.

**Salve of Aid:** Restore lost hit points with this unguent.

**Shadow Cloak:** Takes the blows of an enemy, sparing the user from the assault.

**Silver Helm:** Once owned by the Mage-King Tehrien of Yarr, this magical cap can deflect blows from weapons. The visor will preserve the eyes from blindness in the face of spells or fire.

**Smedly's Stick:** At the hands of an angry and evil knight, the unfortunate Smedly and his kin were transformed into sticks such as this one. These can transport your party to a safe place, no matter how distant.

**Staff of Power:** Boosts the ability to cast spells, but only temporarily.

**Staff of Quiet:** Advances the user's chances of dodging blows.

**Sun Amulet:** Silently and invisibly, the party may pass predatory monsters, when this artifact is used.

**Wand of Travel:** The wielder of this wand will be ignored by the enemy, even in the heaviest of combat.

## E. CREATURES

**Barguest:** Wolf-like and adept at magic. The Barguest prefers to guard places of power, such as temples and castles, and comes to its duties at the call of magic. Its lack of armor should not be confused with a physical frailty.

**Brollachan:** Two eyes, a grinning mouth, and shapeless substance—that is all. Evolved from horrible creatures in the deepest unexplored marshlands, the Brollachan is difficult to destroy with conventional weaponry. At the lack of a proper spell, adventurers should flee.

**Cockatrice:** A thoroughly evil creature composed of the head, wings, and feet of a large fighting cock. Its body is covered with scales, and it has a long, barbed serpent's tail.

**Demon:** A large humanoid of terrifying appearance. Eyes cast an evil gleam above protruding fangs, and the black body is often winged, with a red glow as if from flame. Enchanted or mundane weapons often fail, for the Demon is near impossible to destroy.

**Fachan:** Bizarre and feathered, this foul creature resembles the trunk of a diseased tree. One arm sprouts from the middle of its chest. Its lone eye stares from the middle of its head. It prefers to batter its foes, and jumps from place to place on its single leg.

**Foul Frond:** This green plant-like creature has a bite of poison that can lay flat an adventurer in quick order. When its enemy succeeds in cutting it down, it may leave behind a silver rose.

**Gargoyle:** Short, propelled by bat-like wings, and possessing a spiked tail, spurred elbows, and a horned head. The gargoyle is physically tough, with rough, stone-like skin. Its magical powers are keen, though the creature is not well-armed.

**Ghost:** Quick and troublesome, the residual life force of a once living creature, ghosts can be bitter about their plight and thus quite unpleasant. An unfortunate death from before may have bound this creature to a single spot.

**Goblin:** Puny and dirty, ugly and irritating. Goblins often dress in tattered, cast-off clothing and have little to distinguish them.

**Human:** The best of traits can turn the most sour. A small number of these adaptable bipeds have turned to evil, and have used their knowledge of armor and civilization to aid the realm of Dal'brad. Humans can adopt a negotiative stance, but be wary of traitors and falsehood.

**Venomous Sheep:** Small and innocent in appearance, these mindless, fanged creatures can inject a powerful poison which has no antidote. They display great aggression.

**Ogre:** Physically strong but unmagical, the ogre is second cousin to the Troll. Its dark skin coloring is tinged with red.

**Red Cap:** Evil creatures that thrive when residing on sites of great bloodshed. Their terms of service allow them to wet their caps with the blood of their victims.

**Stoor Worm:** A large, slow, python-like creature with a dragon's head may often be found keeping guard over treasures. After constricting an adventurer's armor and shattering it, the Worm will batter its victim.

**Troll:** A weaker relative to the Ogre, but nonetheless tough in physical battle. This hideous humanoid has dark, scaly skin and misshapen eyes. They dislike sunlight; the dark has invaded their core and has made them cunning and evil.

**Wight:** Like the Ghost, often has an unearthly tie to a grave. They are slow to act, possibly due to the rotting corpses they inhabit. Their great magical power makes them difficult adversaries.

**Zhis'ta:** A hatred of evil has turned into a love of it. When Zhis'ta become part of the evil realm, their cunning and agility take on a keenness that is hard to overcome. However, these traitors, like the Humans that have come into the Keep, have a weakness that can be turned to advantage at the hands of an able warrior.

## ATTACK WEAPONS AND SPELLS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Axe	14					36	7
Bastard Sword	9				5%	45	8
Breaker Bar	5					30	2
Broad Sword	6				10	24	5
Great Sword	11					57	13
Kinslayer Sword	25	6			10	15	1900
Mace	5					24	4
Quarter Staff	4					15	1
Soggy Stick	2					9	0
Souleater Sword	15	3			15	15	1500
Torch	3			48		8	1
Valkham Sword	25	4			5	15	2000

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Darkfire Scroll	10	2	Single			17	750
Death Scroll	50	8	Single			5	2000
Decay Scroll	15	5	Group			15	1000
Dissolve Scroll	Destroyed	6	Single			5	1000
Fear Scroll	Stop	4	Single		5%	17	450
Fire Scroll	20	5	Group			17	750
Fireball Scroll	15	4	Group			12	1000
Flame Scroll	8	3	Single			25	1000
Freeze Scroll	Stop	4	Single		8	15	1700
Maim Scroll	5	2	Group			25	1100
Slay Scroll	25	3	Single			25	500
Starflare Scroll	75	10	Group			15	8900
Stasis Scroll	Stop	10	Group		16	5	3000
Sunburst Scroll	100	10	Group			1	8500
Thrust Scroll	25	5	Single			17	3500

## DEFENSIVE WEAPONS AND SPELLS

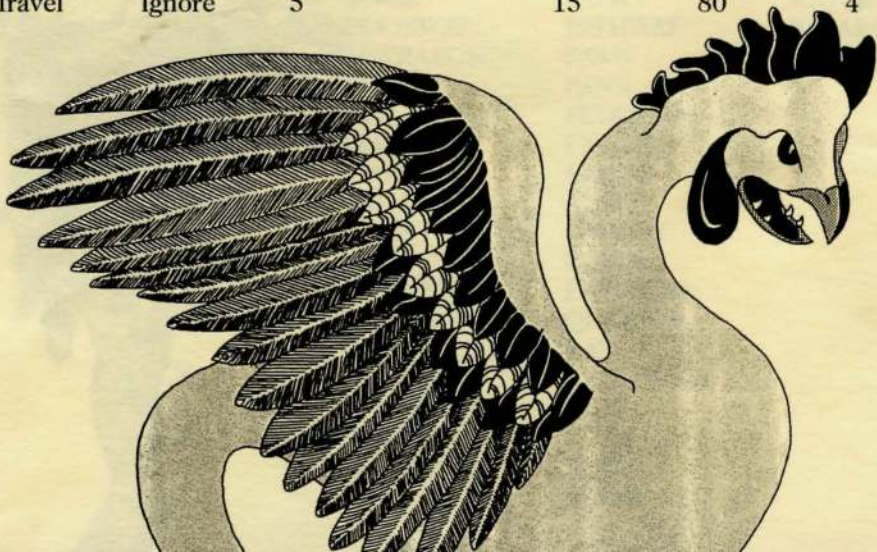
Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Great Shield	10				10%	81	18
Medium Shield	7				20	44	7
Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Barrier Scroll	6	3	Group	5	20%	1	500
Fortress Scroll	10	4	Single	6	20	1	1250
Illusion Scroll	Ignore	4	Group	5	12	1	850
Moonfire Scroll	75	3	Single	6	15	1	800
Protect Scroll	4	2	Single	5	25	1	450
Sanctuary Scroll	10	6	Group	5	12	1	1300
Shift Scroll	Move	4	Group		20	1	2000
Twilight Scroll	Ignore	4	Single	5	15	1	450

## ARMOR

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Chain Mail	6					150	110
Leather Armor	1					30	15
Plate Mail	10					240	300
Runic Plate	15					100	2000
Scale Mail	5					90	60
Silver Armor	20					150	2800
Studded Mail	3					60	30

## MAGICAL ARTIFACTS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Amulet of Evil	13	5			50%	6	300
Black Crystal	5	2		5	50	2	600
Black Ring		5			75	1	900
Chalice of Awe					100	4	32000
Culdrom's Wand	10	1			75	4	1000
Funny Rock	10	1		4	50	1	700
Gem of Change	Move	10			100	1	3500
Gem of Darkness	5	5		100	50	2	1300
Gloves of Cold	20	2		50	75	8	1200
Hammer		0			100	24	no cost
Ragged Cloak	Ignore	5		10	50	12	1500
Ring of Life		5			33	1	400
Rod of Power	8	3			60	4	1300
Rogarth's Staff	127	20			50	17	32000
Salve of Aid	10				95	6	150
Shadow Cloak	75	4		10	70	12	1300
Silver Helm	8	1		25	90	20	18000
Smedly's Stick	Move	5			80	8	2800
Staff of Power	50	4		10	75	17	3000
Staff of Quiet	50	4		10	30	15	1300
Sun Amulet	Ignore	5		15	50	12	1800
Wand of Travel	Ignore	5		15	80	4	1300



## ENHANCEMENT SPELLS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Cure Scroll	50	6	Single		20%	1	800
Guardian Scroll	8	5	Single	6	15	1	600
Haste Scroll	10	1	Single	4	17	1	400
Heal Scroll	10	2	Single		25	1	450
Revive Scroll		8	Single		20	1	300
Ward Scroll	5	2	Single	6	23	1	850
Zombie Scroll		4	Single		20	1	500

## USEFUL ITEMS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Goldens (1)						1	1
Ornate Ring						1	300
Eldritch Staff		1			50%	15	500
Tiny-Sword						1	500
Book of Notes						6	1000
Silver Rose						3	1000
Book of Darkness						6	10000
Devil's Gem						2	32000

**CHANCE:** is the chance (percentage) the item or spell will work.

**DURATION:** is the approximate number of turns the invocation lasts.

**EFFECT:** is the numerical value or means by which the target is effected.

**POWER:** shows the cost in power to use the spell or object.

**TARGET:** either a single individual is affected, or a group.

**WEIGHT:** is the object's weight, in a relative value.



## WORD LIST

### VERBS

ABORT  
ALTAR  
APPROACH  
ASCENDING  
ATTACK  
CANCEL  
CARRY  
CAST  
CHECK  
CLEAR  
CLIMB  
CLOSE  
CURE  
CUT  
DEFEND  
DESTROY  
DISPLAY  
DOUSE  
DRINK  
DROP  
DUMP  
EAT  
ENTER  
EQUIP  
EXAMINE  
EXTINGUISH  
FIGHT  
FORGET  
GET  
GIVE  
GO  
GRAB  
HAVE  
HEAL  
HIT  
INSERT  
INVENTORY  
INVOKE  
KEEP  
KICK  
KILL  
KNOCK  
LEARN  
LIFT  
LISTEN  
LOCK  
LOOK  
MOVE  
NOUNS  
OFFER  
OPEN

### ORDER

PARRY  
PASS  
PICK  
PLACE  
POUND  
PREPARE  
PRESS  
PROBE  
PROTECT  
PULL  
PUSH  
PUT  
QUIT  
READ  
READY  
REMOVE  
REST  
RESTORE  
RETURN  
RUN  
SAVE  
SAY  
SEARCH  
SET  
SHOUT  
SHOW  
SIT  
SLEEP  
SLIDE  
SMASH  
SPEAK  
SPIN  
STRAIGHTEN  
STRIKE  
SWALLOW  
SWIM  
SWITCH  
TAKE  
TALK  
THROW  
TOSS  
TOUCH  
TRAVEL  
TURN  
UNLEARN  
USE  
WALK  
WAVE  
WEAR  
YELL

### NOUNS

ALTAR  
ANVIL  
ARM  
ARMOR  
ASH  
ASHES  
AXE  
BACK  
BALL  
BAR  
BATTLE  
BONE(S)  
BOOK(S)  
BOX  
BUILDING  
CARVING  
CASE  
CHAIN  
CHAMBER  
CHEST  
CLAY  
CLOAK  
COIN(S)  
COMBAT  
CONDITION  
CONTAINER  
CORD  
CRYSTAL  
DEFENSE  
DENT  
DEPRESSION  
DESK  
DIAS  
DOOR  
DOORWAY  
ENTRANCE  
ENTRY  
EVIL  
FLOOR  
FLOWER  
FRIEND  
GAME  
GAS  
GATE(S)  
GATEWAY  
GEM  
GESTURE  
GODDESS  
GOLD  
GOLDENS  
GOODS

### HAIL

HALL  
HAMMER  
HAND(S)  
HANDLE  
HASTE  
HOLE  
HOME  
HOUR(S)  
IDOL  
INDENTATION  
JAR  
KEY  
KEYHOLE  
KING  
LAIR  
LEVER  
LIFE  
LIGHT  
MAGIC  
MAZE  
MILLSTONE  
MIRROR  
MODEL  
MONEY  
MONSTER  
NICHE  
NOTES  
OFFENSE  
OPENING  
PAINTING  
PANEL  
PARTY  
PASSAGE  
PATH  
PATHWAY  
PAWN  
PAWS  
PEDESTAL  
PICTURE  
PILLAR  
PLATE  
PODIUM  
PORTAL  
PRESSURE  
QUARTER  
RAY  
RESERVOIR  
RING  
ROCK  
ROOK  
ROOM

### ROSE

RUBBISH  
RUBBLE  
RUNE  
SAFETY  
SANCTUARY  
SCROLL  
SHADOW  
SHAFT  
SHEET  
SHRINE  
SIGN(S)  
SILVER  
SKULL  
SLIME  
SPELL  
SPHERE  
SPLINTERS  
STAIR  
STATS  
STATUE  
STATUS  
STEPS  
STICK  
STONE  
STUDY  
SUPPLIES  
SWORD  
THRONE  
TOWER  
TREASURE  
TUNNELS  
VAULT  
WALL(S)  
WATER  
WIZARD  
ZOMBIE

**MISCELLANEOUS**

ALL  
AN  
AND  
AS  
AT  
BLACK  
BUT  
COLORED  
FOR  
FROM  
GREAT  
GREEN  
HOW  
IS  
IT  
KNEELING  
LARGE  
MAY  
MAYBE  
MUST  
NO  
NUMBERS (ONE TO TEN)  
OF  
OFF  
ON  
OPENED  
ORANGE  
ORNATE  
PULSATING  
RAGGED  
RED  
SAINTLY  
SMALL  
THE  
THEN  
TINY  
TO  
USING  
VIOLET  
WHAT  
WHERE  
WHY  
WITH

IN  
INSIDE  
INTO  
OUT  
UP  
B—BACKWARD  
F—FORWARD  
L—LEFT  
R—RIGHT

**MONSTERS  
AND OTHER  
CREATURES**

BARGUEST  
BROLLACHAN  
DEATHSHEEP  
DEMON  
FACHAN  
FOUL FROND  
GARGOYLE  
GHOST  
GOBLIN  
HUMAN  
OGRE  
RED CAP  
ROO  
STOOR WORM  
THALIDAR  
TROLL  
WIGHT  
ZHIS'TA



**DIRECTIONS**

ASCENDING  
DESCENDING  
DOWN

## HINTS

1. **PODIUMS:** HFN!PS!DSZTUBM!EFQSFTTJPO
2. **LEAVE STAIRWELL:** QFSDFJWF!SVOFT
3. **ALTAR:** PCKFDU!IFBMT!EBNBHF
4. **ANVIL:** UP!FODIBOU!PCKFDU
5. **MAZE MODEL:** UJOZ!TXPSE
6. **FIVE THRONE:** NBHJD!VQ!XJUI!TJMWFS!IFMN
7. **SECOND LEVEL:** POMZ!VJOZ!TXPSE
8. **CASE ON THREE:** NBHJD!TXPSE!JG!UJOZ!PL
9. **GAS CASE:** BWPJE!NPEFM!UJOLFSFE!XJUI
10. **SILVER HELM:** CFIJOE!QBOFMT
11. **PANEL:** QVTI
12. **CHESS:** SPPL!NBUF
13. **GEM OF CHANGE:** WBVMU!PO!TJY
14. **GUARDING TROLL:** HMPWFT!PG!DPME
15. **STATUE:** TJMWFS!SPTF
16. **ROGARTH:** TFWFO!XFU!SPPN
17. **VAULT ON SEVEN:** HMPWFT!PG!DPME
18. **IN VAULT:** CPPL!PG!EBSLOFTT
19. **PILLAR:** XJABSE
20. **RELEASE PILLAR:** XFBS!IFMN!UPVDI!QJMMBS!XJUI!SPHBSUI
21. **DEMON:** TNBTI!HFN
22. **PAINTING ROOM:** NPWF!QBJOUJOH
23. **PANEL:** CPPL!PG!OPUFT
24. **KNEELING STATUE:** PGGFS!6!NBHJD!JUFNT
25. **LEAVE STATUE ROOM:** GBDF!NJSSPS!HP!G

BCDEFGHIJKLMNOPQRSTUVWXYZA!2345678901  
ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890



**Executive Producer:** Christopher P. Anson  
**Director:** Alan B. Clark  
**Written by:** Michel Ormsby  
**Software Programmers:** Peter Mason  
Robert Friele  
Andrew Goerdel  
**Graphics by:** Margaret Anson  
Karri Barker  
**Development Coordination:** Thomas L. Gale  
**Quality Control:** Larry Franks  
**Written in:** Ultra II™

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c/o Customer Service  
Trillium Corp.  
1 Kendall Square  
Cambridge, MA 02139  
(617) 494-1224

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