

# The Shadow of Yserbius - Maps















Drawn by Sue Medley  
Put onto computer by Alex van Kaam

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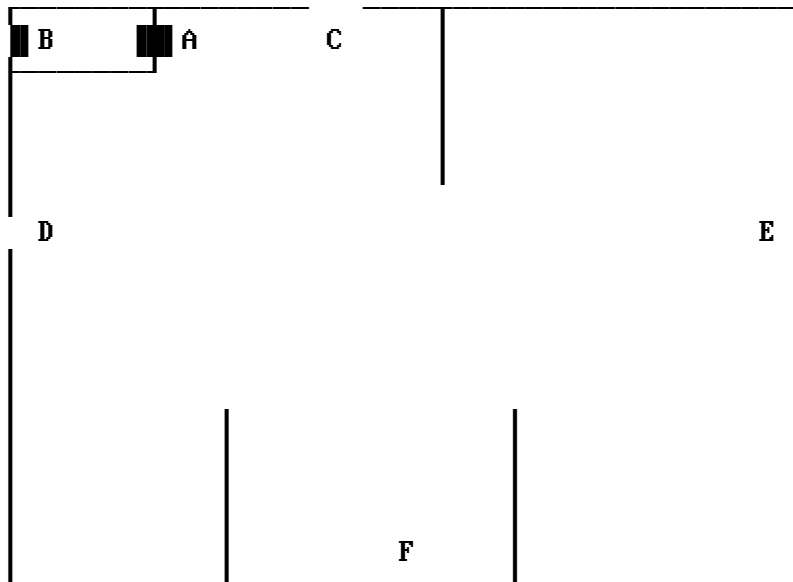
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V1.0 Compiled on 02 December 2010

### General Key

		= Open Door
		= Locked Door
		= One Way Door
		= Secret Door, Use Detect To Find
		= Two Way Walk Through Wall
		= One Way Walk Through Wall
		= One Way Walk Through Wall, A Door Will Appear On The Other Side

-----> Level 1 - Dungeon Entrance <-----

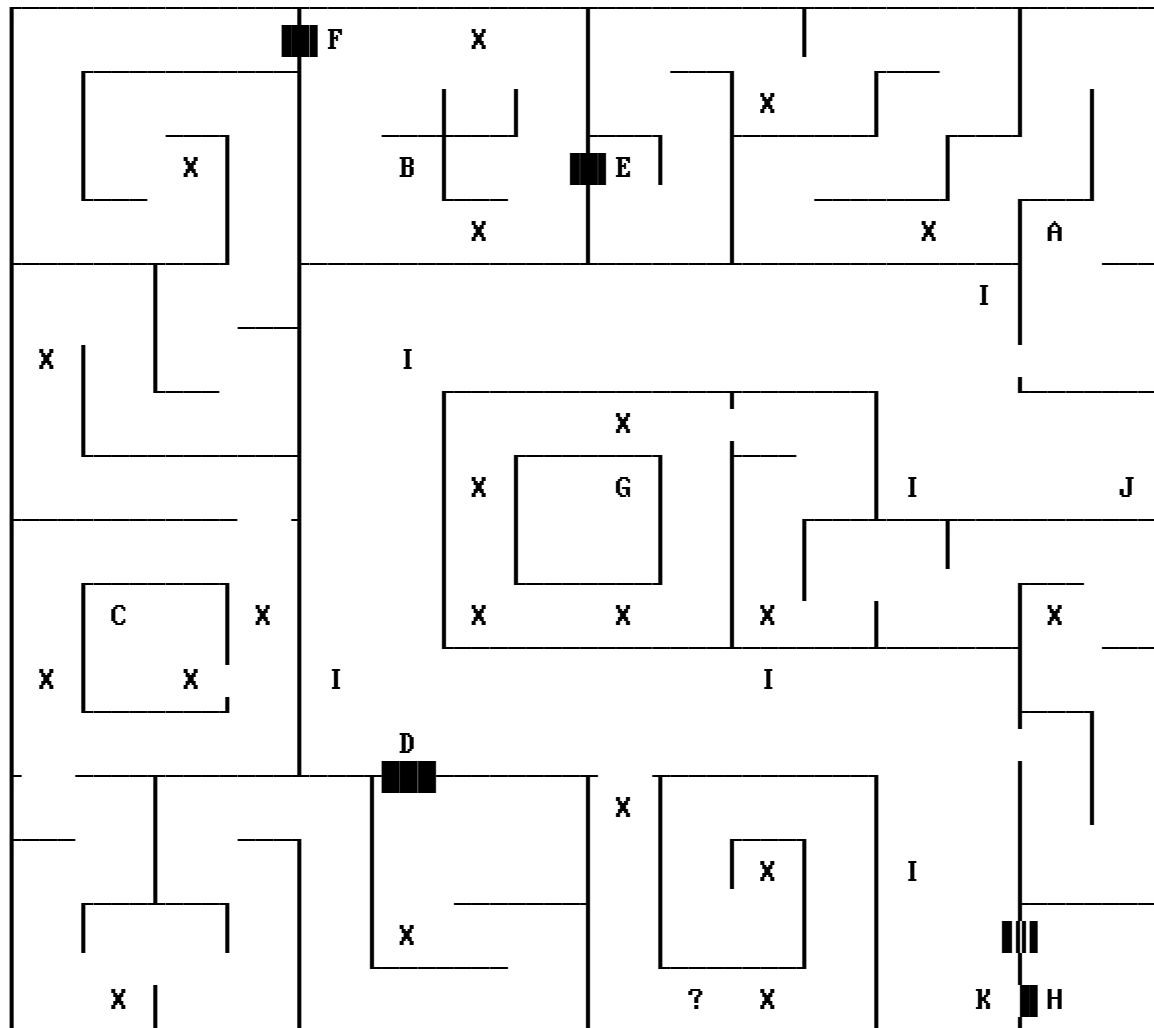


Local Key

1994 Sue Medley  
AvK

- A = Need Thieves' Key & Level 20 Character To Open The Locked Door, All Quest Items Are Taken From You!
- B = Teleport To Level 1 Of The Labyrinth
- C = To The Mines
- D = To Dungeon Exit
- E = To Halls Of Doors
- F = To The Soldiers' Quarters

-----> Level 1 - The Mines <-----

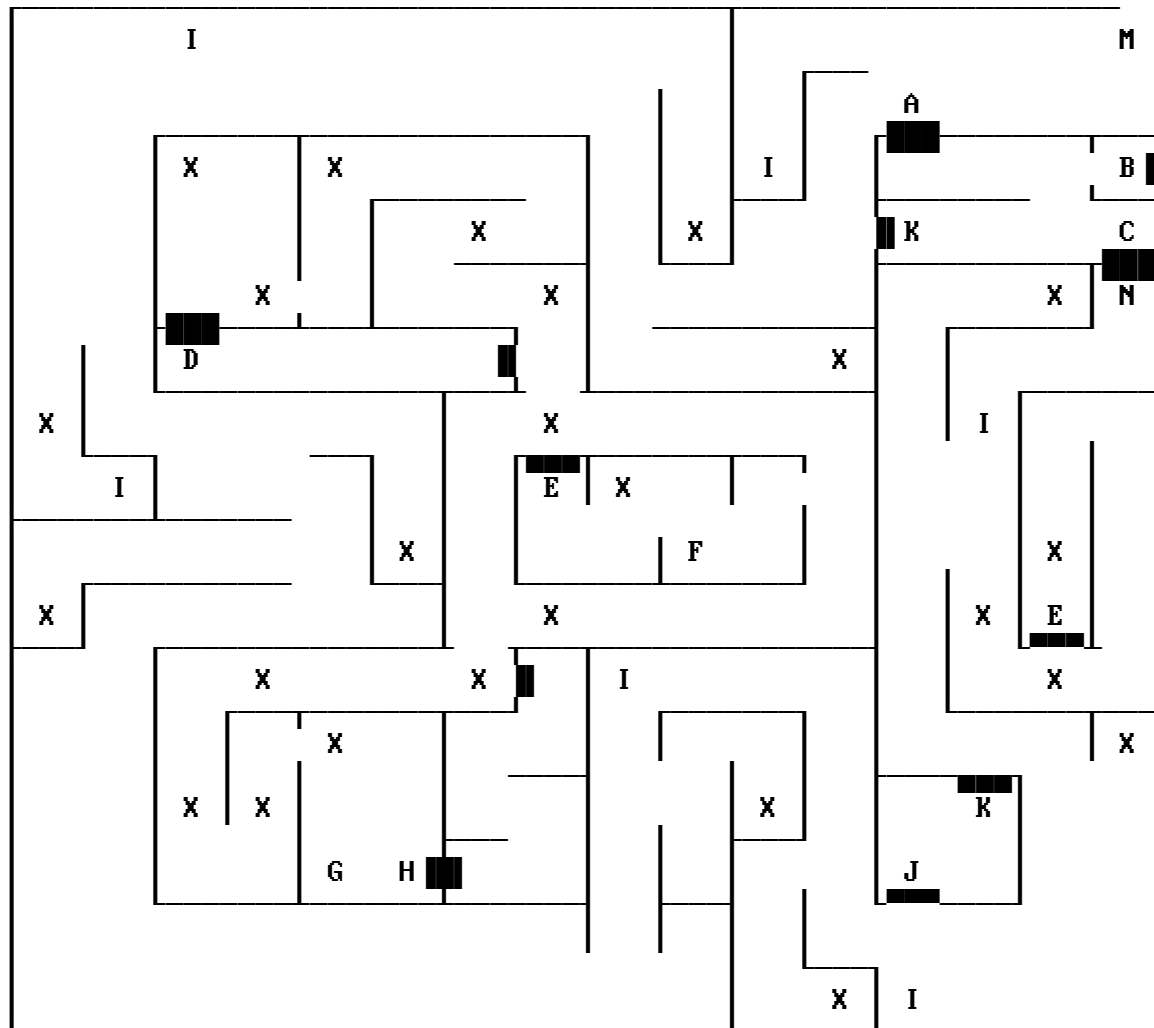


Local Key

1994 Sue Medley  
AvK

- A = Major Battle & Info - To Reach The Next Level You Need A Special Key Which Is Somewhere On This Level
- B = Raptor Guards King Cleowyn's Key
- C = Cro-Lizard Guards King Cleowyn's Lockpick
- D = Locked Door, You Can Go From South To North Though
- E = Use Brute Strength To Open Lock Door
- F = Use Cleowyn's Key To Open Locked Door
- G = Pit - Fall To Pit Bottom Level 5
- H = Teleport For Characters Of Level 20 Or Higher To Level 5 The Thieves Den (A)
- I = General Info
- J = To The Vestibule
- K = To The Dungeon Entrance
- X = Major Battle

-----> Level 1 - Soldier's Quarters <-----

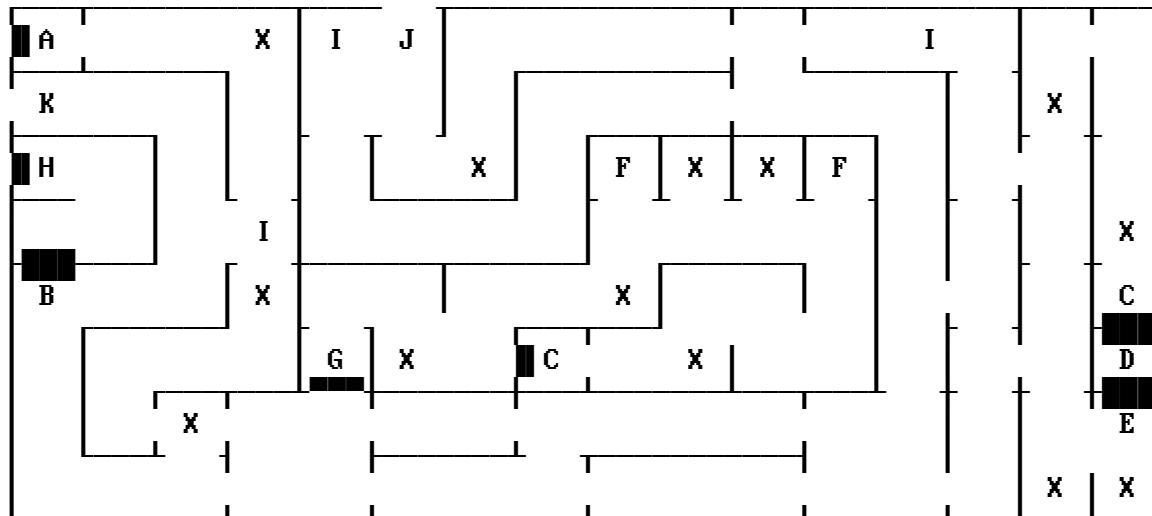


Local Key

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AvK

- A = Use Yellow Lockpick On The Locked Door
- B = Teleport To Level 2 The Basement (E)
- C = Use Green Lockpick On The Locked Door
- D = Use Blue Lockpick On The Locked Door
- E = Teleport To Other E
- F = Dire Wolves Carry Hollowed Nunchukas
- G = Major Fight With Excellent Treasure, Eg Sword Of Flames...
- H = Use Blue Lockpick On Locked Door
- I = General Info
- J = Gateway To Level 3 The Prison
- K = Teleport To Other K
- M = To Dungeon Entrance
- N = To The Treasury
- X = Major Battle

-----> Level 1 - Hall Of Doors <-----

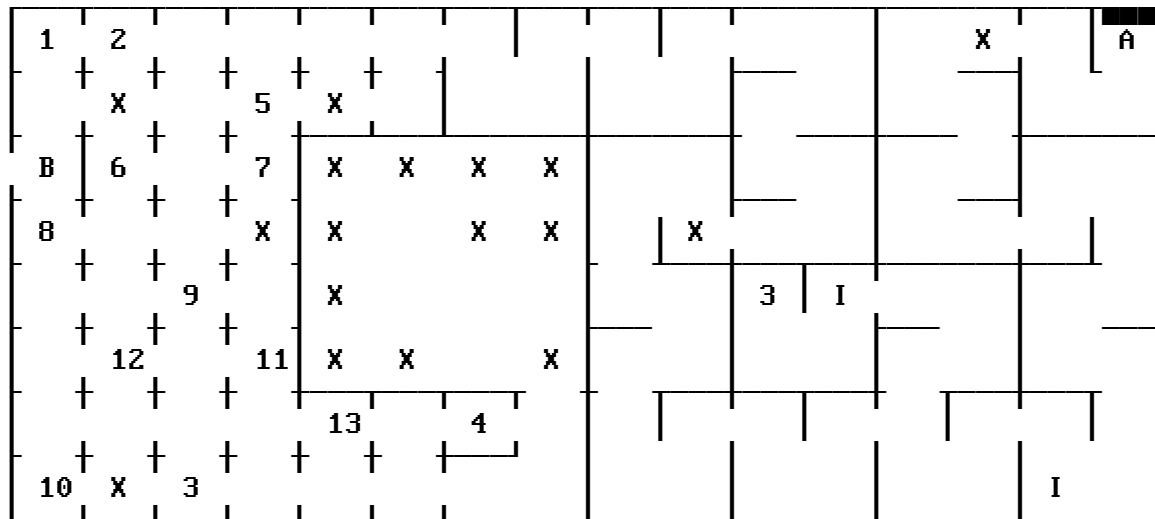


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AvK

Local Key

- A = Stairs Down To Level 2 The Basement (B)
- B = Use Blue Lockpick On The Locked Door
- C = Teleport To Other C
- D = Teleport To Level 1 The Treasury (A)
- E = Use Yellow lockpick On The Locked Door
- F = Major Fight With Good Treasure
- G = Teleport To Level 2 The Basement (C)
- H = Teleport To Level 3 The Mausoleum (A)
- I = General Info
- J = To Level 1 The Vestibule
- K = To Dungeon Entrance
- X = Major Battle

-----> Level 1 - The Treasury <-----

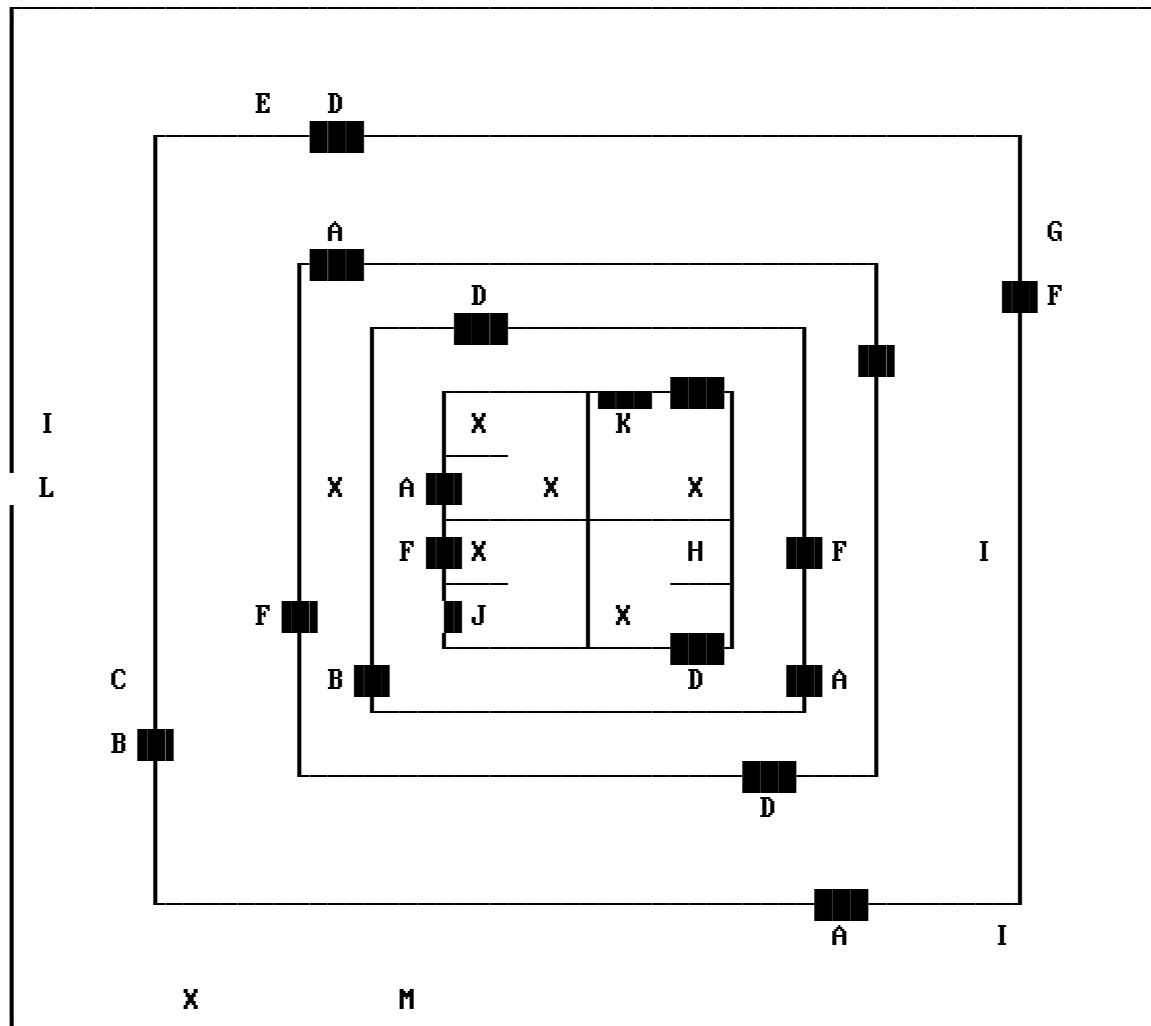


Local Key

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AvK

- A = Teleport To Level 1 The Hall Of Doors
- B = To level 1 The Soldiers Quarters
- I = General Info
- X = Major Battle
- 1-13= Trapdoors To The Same Number As In Level 2 The Basement

-----> Level 1 - The Vestibule <-----



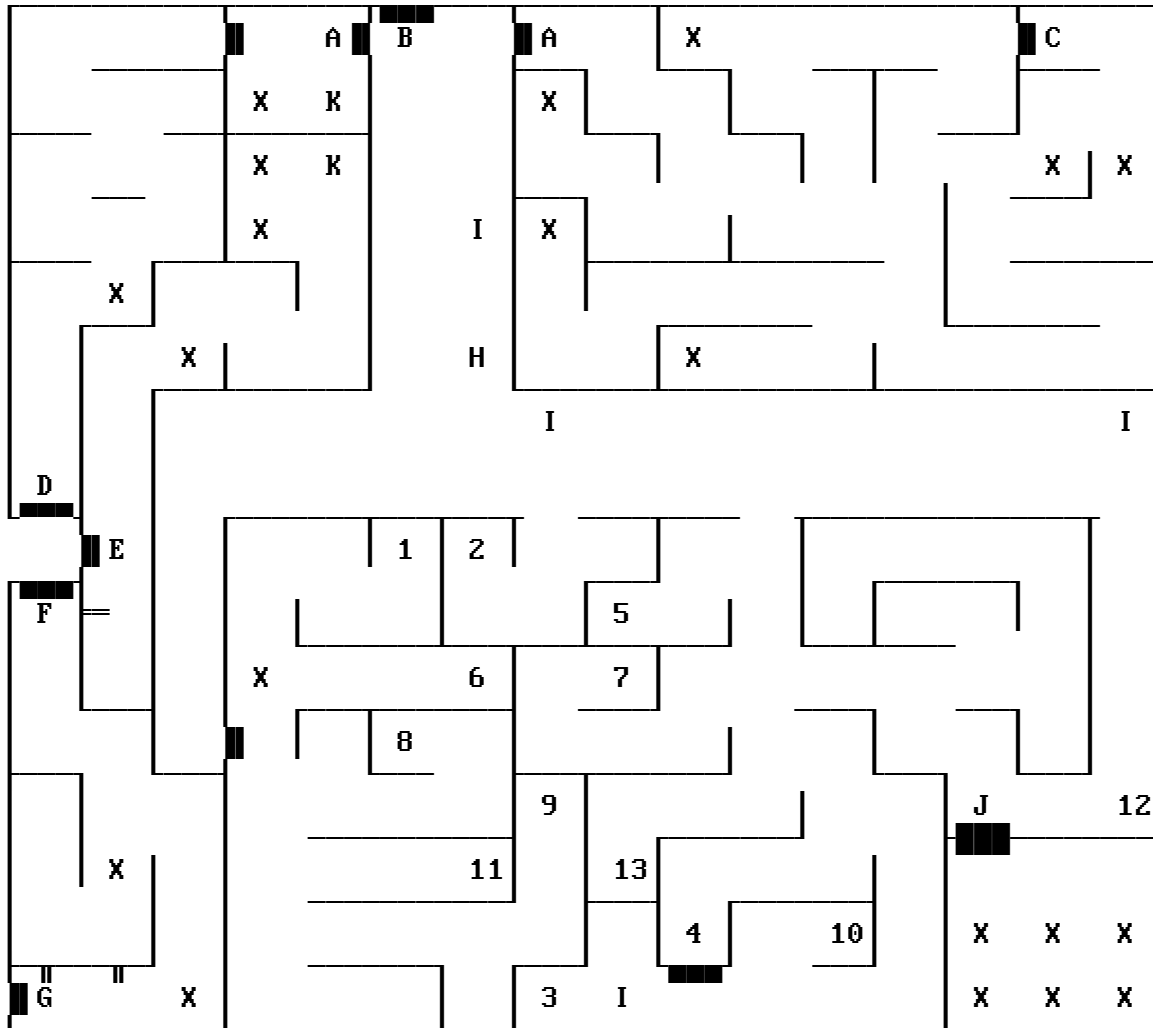
Local Key

1994 Sue Medley  
AvK

- A = These Doors Just Open
- B = Force The Doors Open By Brute Strength
- C = Runes - A Hero Of Strength May Open My Series Of Doors
- D = Use Clewyn's Lockpicks On The Locked Door
- E = Tapestry Runes - A Certain Lockpick opens My Series Of Doors
- F = Use Clewyn's Key On These Locked Doors
- G = Tapestry Runes - A Certain Key Unlocks My Series Of Doors
- H = Major Battle To Win Key To Clewyn's Palace From Bronze Ogres
- I = General Info
- J = Stairs Down To Level 2 The Palace Corridor
- K = Teleport To Level 4 The King's Domicile (B)
- L = To The Mines
- M = To Level 1 The Hall Of Doors
- X = Major Battle



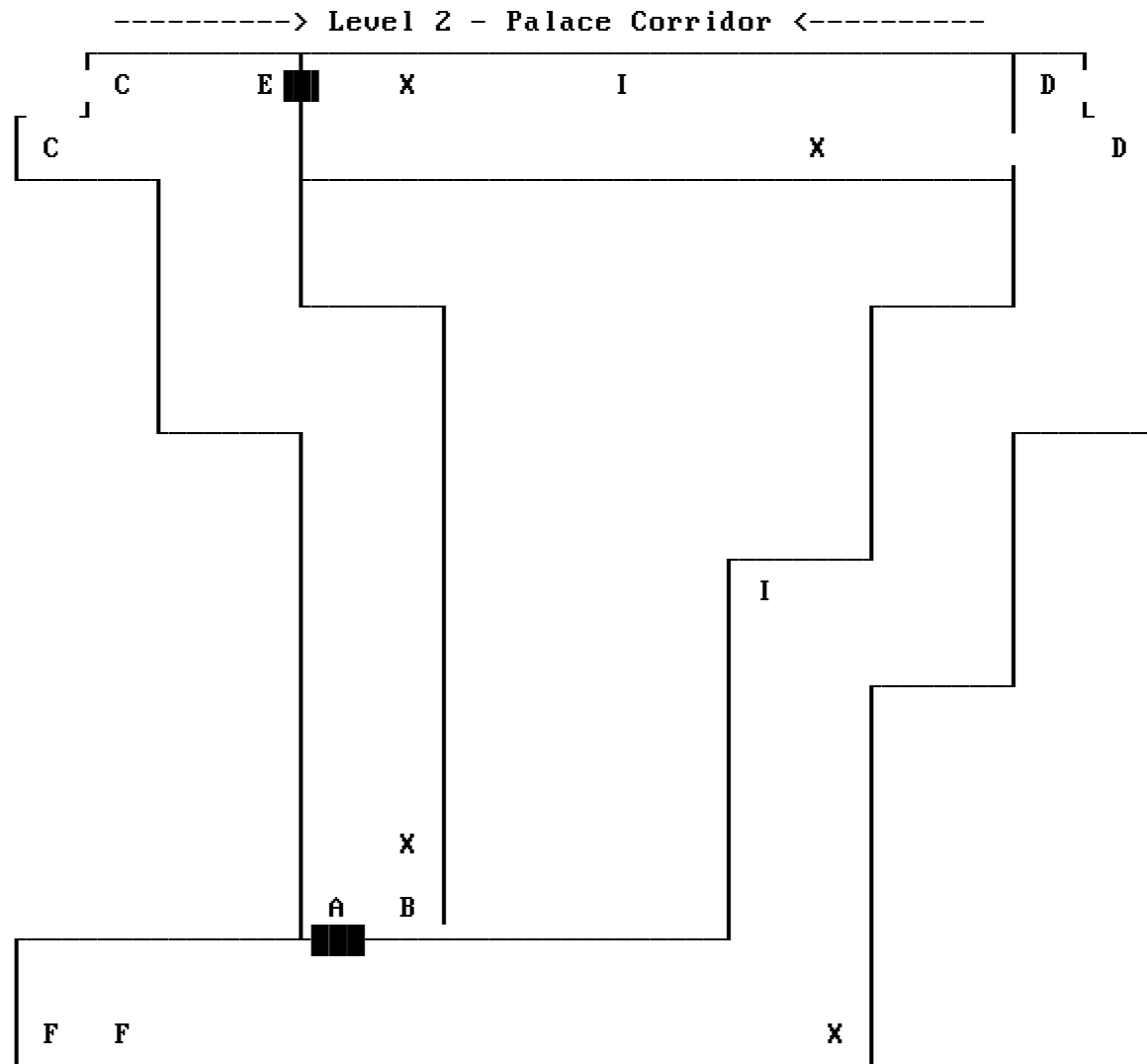
-----> Level 2 - The Basement <-----



Local Key

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AvK

- A = Teleport Across Corridor To The Other A
- B = Stairs To Level 1 The Hall Of Doors (A)
- C = Teleport To Level 1 The Hall Of Doors (G)
- D = Stairs To Level 1 The Soldiers' Quarters (B)
- E = Teleport To Level 1 The Soldiers' Quarters (B)
- F = Stairs To Level 1 The Soldiers' Quarters (B)
- G = Teleport To Level 3 The Great Corridor (E)
- H = Healing Fountain
- I = General Info
- J = Use Yellow Lockpick On The Locked Door
- K = Major Battle With Good Treasure
- X = Major Battle
- 1-13= Arrival Points From The Trapdoors With The Same Number  
In Level 1 The Treasury

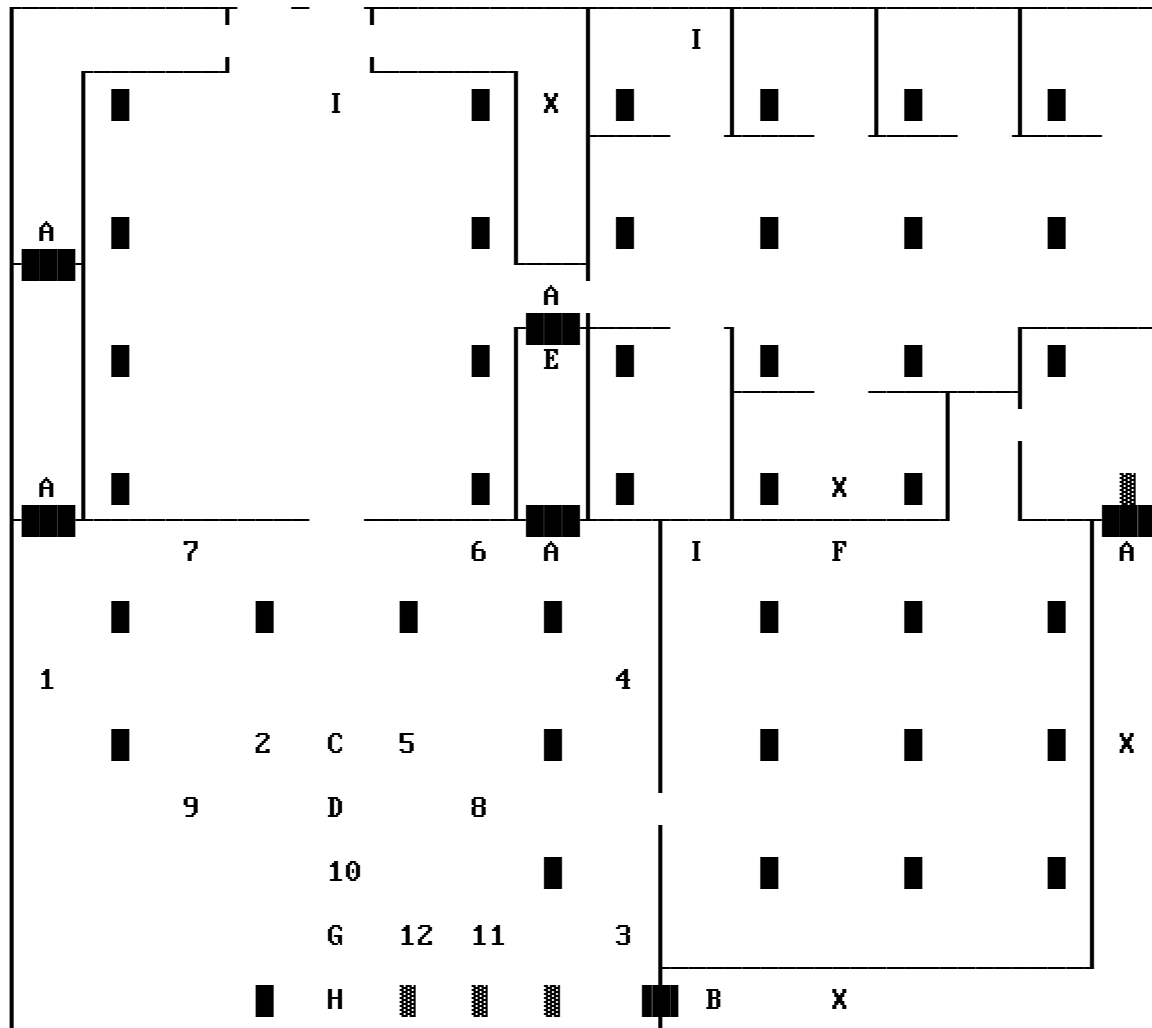


Local Key

1994 Sue Medley  
AvK

- A = Use Palace Key On Locked Door
- B = Tapestry - None Shall Pass Save One Who Holds The Key To  
The Palace
- C = Stairs To Level 1 The Vestibule (J)
- D = Stairs To Level 3 The Rune Room (A)
- E = Locked West To East, Use Blue Lockpicks
- F = To Cleowyn's Palace
- I = General Info
- X = Major Battle

-----> Level 2 - Cleowyn's Palace <-----

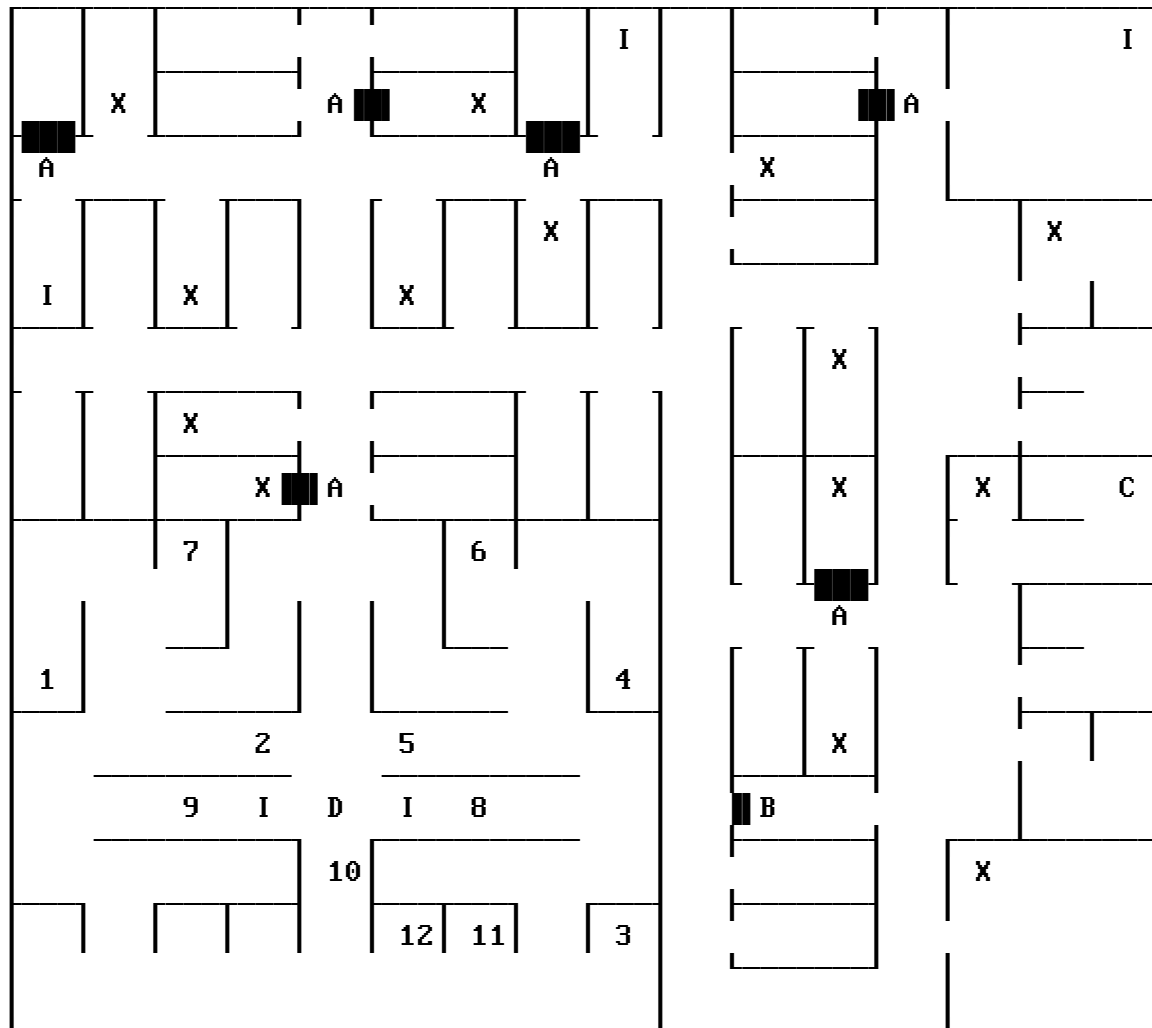


Local Key

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AvK

- A = Use Blue Lockpicks To Open
- B = Open By Brute Force
- C = Elevator From Level 4 - King's Domicile (D) Arrives Here
- D = Pit To Level 4 - King's Domicile (C)
- E = Runes
- F = Tapestry, Middle Is Blank Until You Do H
- G = King Cleowyn & Other Ghosts! Fight For King's Ring
- H = Meet King Cleowyn Here After Fight At G
- I = General Info
- X = Major Battle
- 1-12= Trapdoors To The Same Number As In Level 3 The Prison
- █ = Column
- ▨ = Moveable Column

-----> Level 3 - The Prison <-----

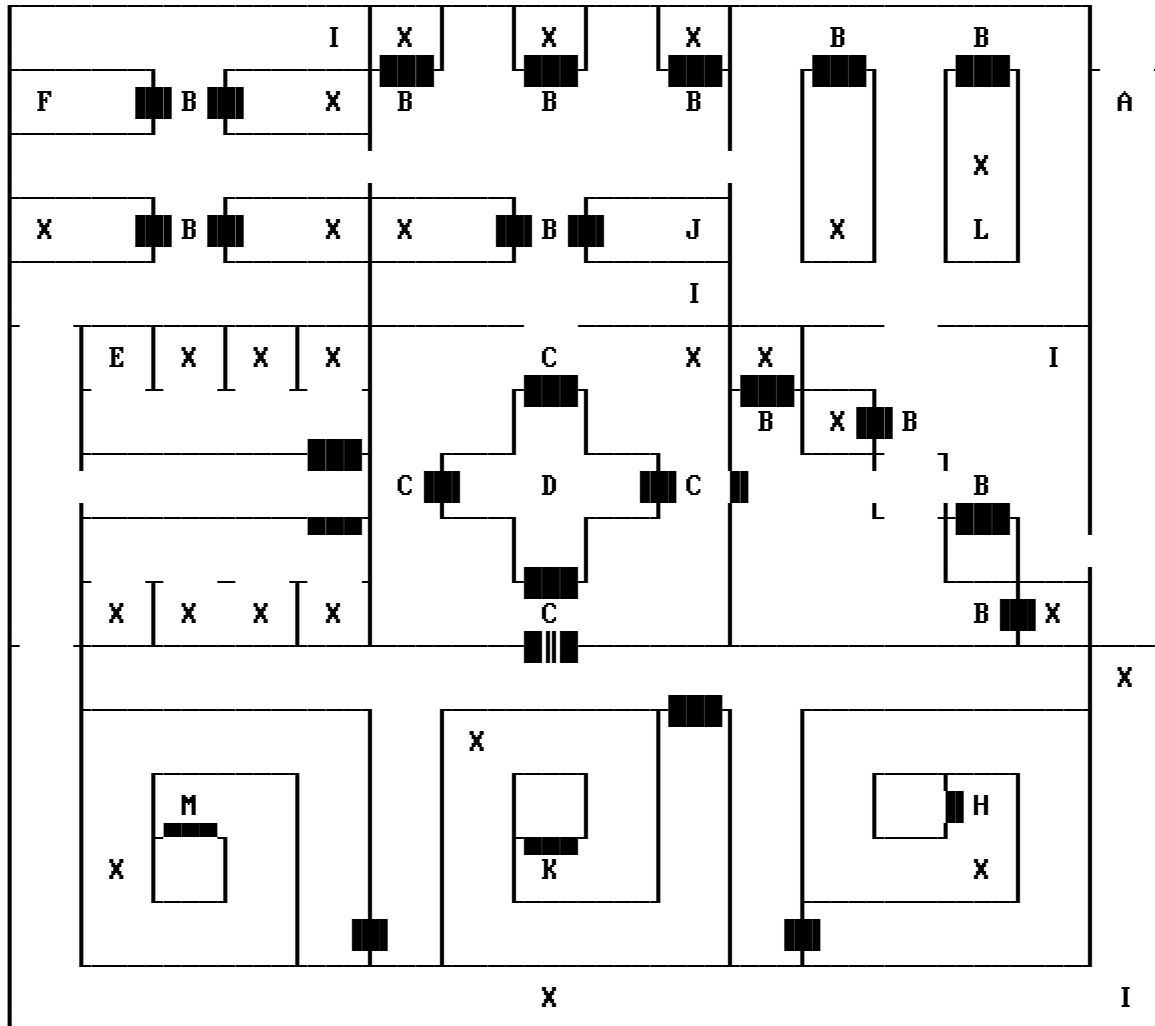


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AvK

Local Key

- Many Doors Are Opened By Brute Strength
- A = Use Blue Lockpick On The Locked Door
  - B = Teleport To Level 1 Soldiers Quarters (J)
  - C = Major Battle For An Orange Lockpick
  - D = Pit To Level 4 King Domicile (C)
  - I = General Info
  - X = Major Battle
  - 1-13= Arrival Points From The Trapdoors With the Same Number  
At Cleowyn's Palace

-----> Level 3 - The Rune Room <-----

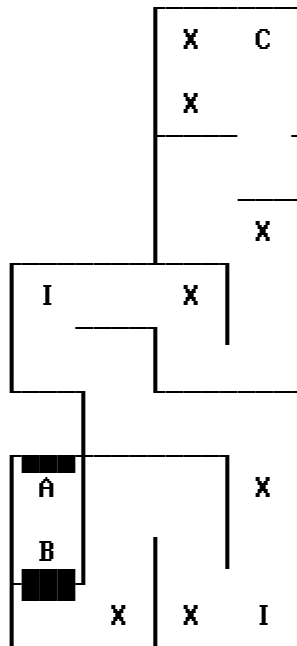


Local Key

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AvK

- A = Stairs To Level 2 The Palace Corridor
- B = Sealed Door, No Lock
- C = Sealed Door, bas relief of ring
- D = Switches
- E = Tapestry
- F = Fight For O Rune Vowel Key
- H = Stairs To Level 2 Secret Room (A)
- I = General Info
- J = Fight For I Rune Vowel Key
- K = Stairs To Level 2 Secret Room (A)
- L = Fight For E Rune Vowel Key
- M = Stairs To Level 2 Secret Room (A)
- X = General Battle

-----> Level 2 - Secret Room (1) <-----

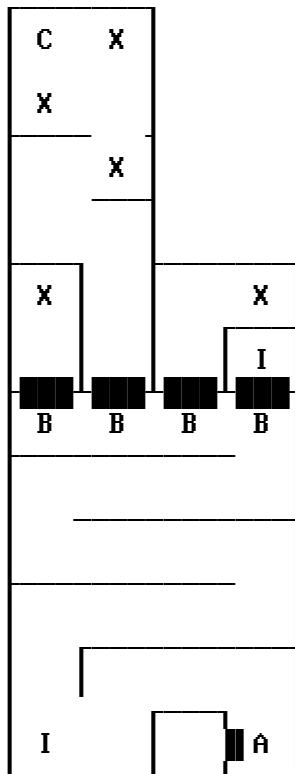


Local Key

1994 Sue Medley  
AuK

- A = Stairs To Level 3 The Rune Room (H)
- B = Use I Rune Vowel Key
- C = Fight For King's Sceptre
- I = General Info
- X = Major Battle

-----> Level 2 - Secret Room (2) <-----

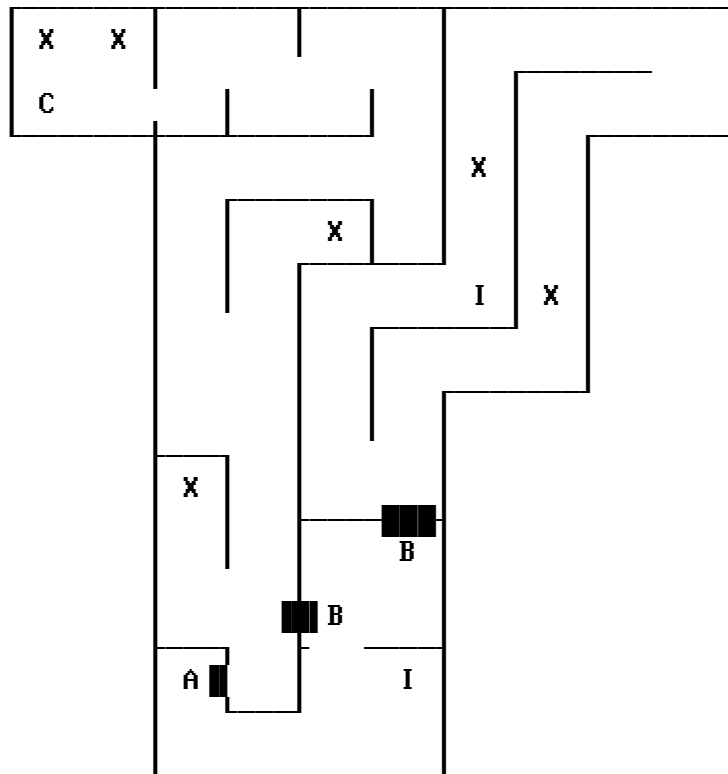


1994 Sue Medley  
AuK

Local Key

- A = Stairs To Level 3 The Rune Room (M)
- B = Use O Rune Vowel Key
- C = Fight For King Cleowyn's Crown
- I = General Info
- X = Major Fight

-----> Level 2 - Secret Room (3) <-----



Local Key

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AvK

A = Stairs To Level 3 The Rune Room (K)

B = Use E Rune Vowel Key

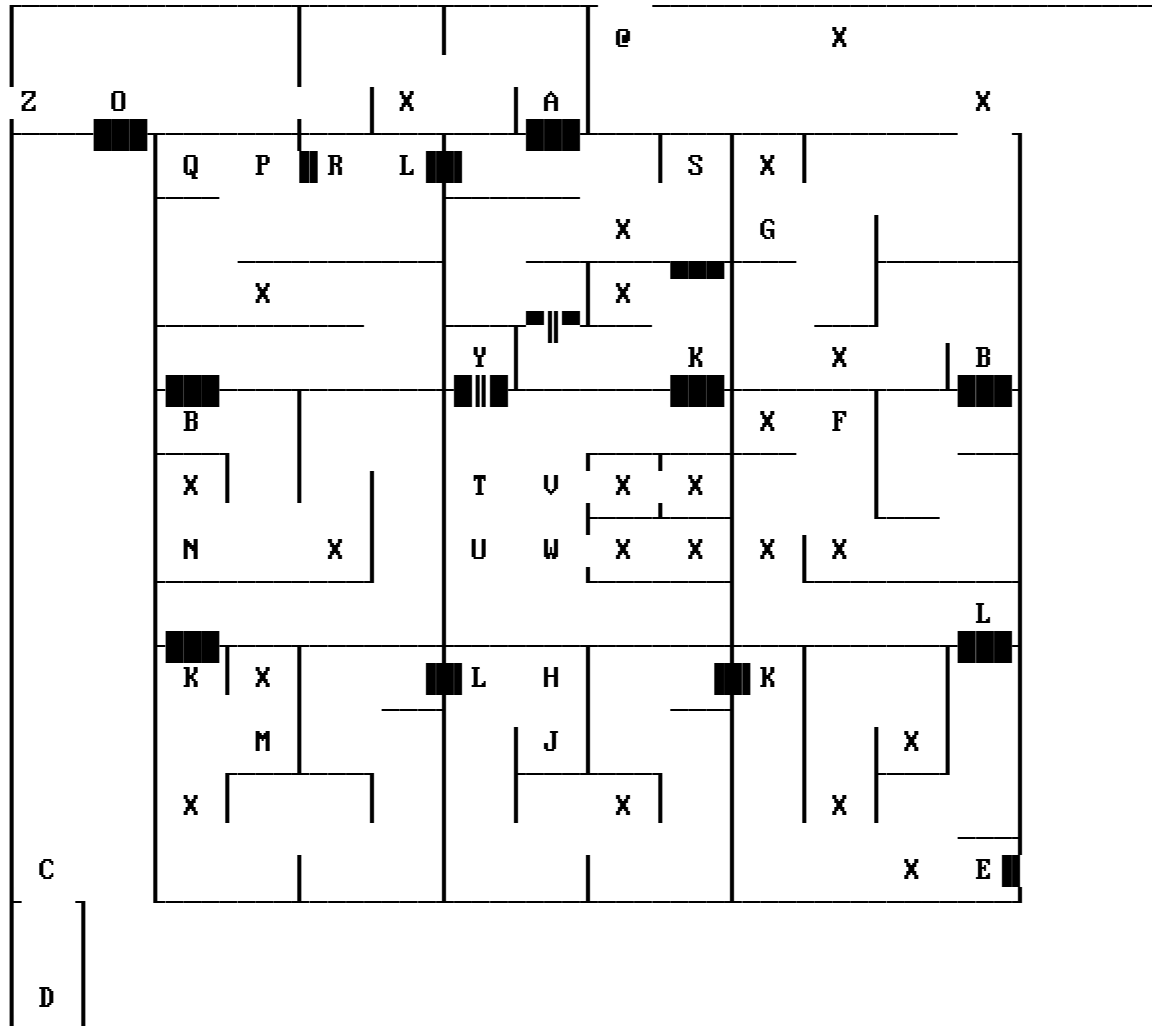
C = Fight For Cleowyn's Robe

I = General Info

X = Major Battle



-----> Level 3 - The Great Corridor <-----



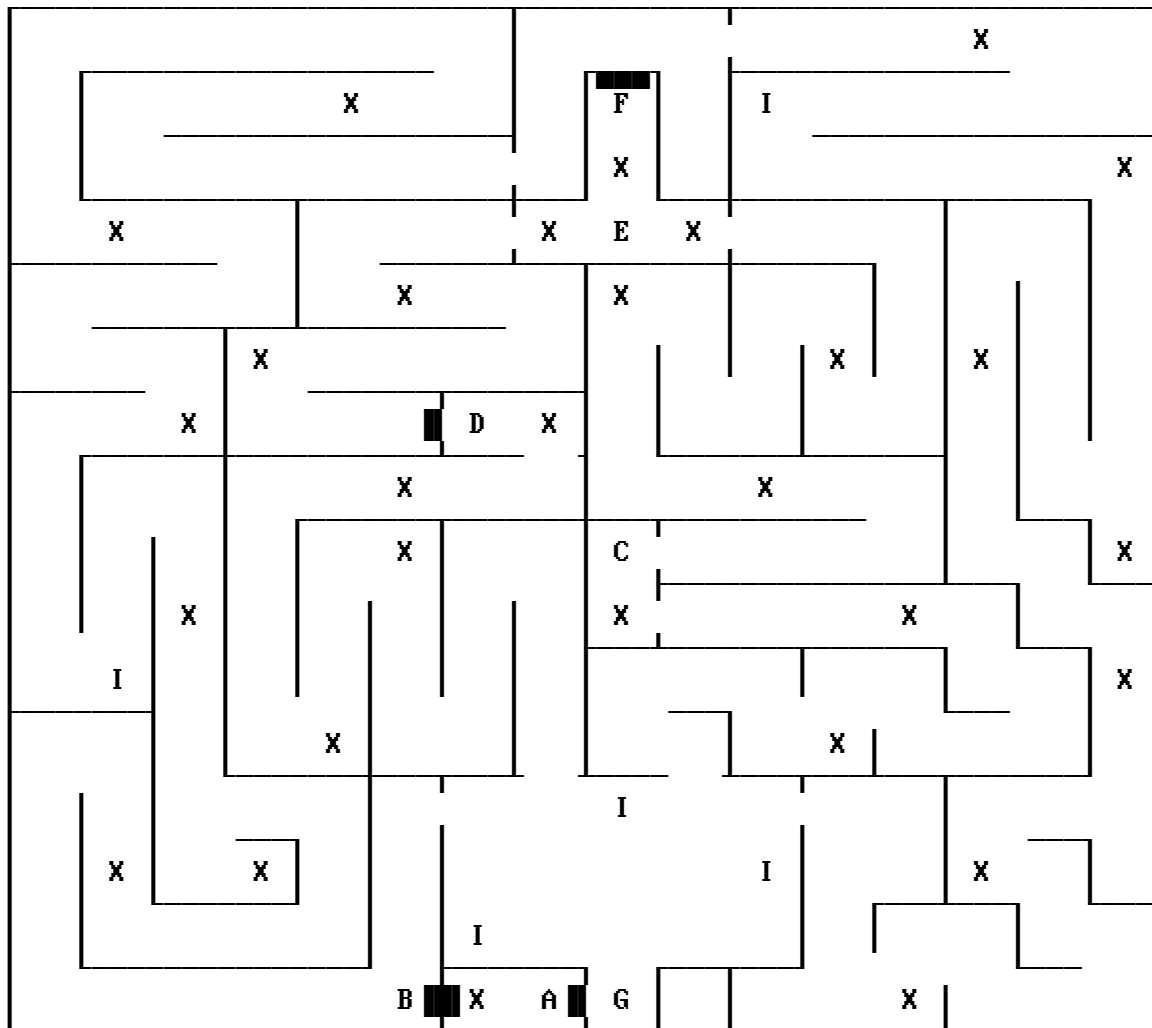
Local Key

1994 Sue Medley  
AvK

- A = Use Domicile Key
- B = Need King's Ring
- C = King's Pass Needed Here
- D = Stairs Down To Level 4 The King's Domicile (A)
- E = Teleport To Level 2 The Basement (G)
- F = Tapestry            G = Tapestry            H = Tapestry
- I = General Info
- J = Fight For King's Pass
- K = Runes                L = Runes                N = Runes
- M = Tapestry
- O = Use Cleowyn's Lockpick
- P = Tapestry
- Q = Fight For Purple Lockpick + Treasure
- R = Teleport To Level 4 The King's Domicile (G)
- S = Tapestry
- T = Congratulations On Completing Challenge (Harmony)
- U = Ditto For Chaos

V = Only Harmony Characters May Enter  
W = Ditto For Chaos  
X = Major Battle  
Y = Fight Wyverns + Demons For Chess Piece  
Z = To Level 3 The Rune Room  
@ = To Level 3 The Mausoleum

-----> Level 3 - The Mausoleum <-----

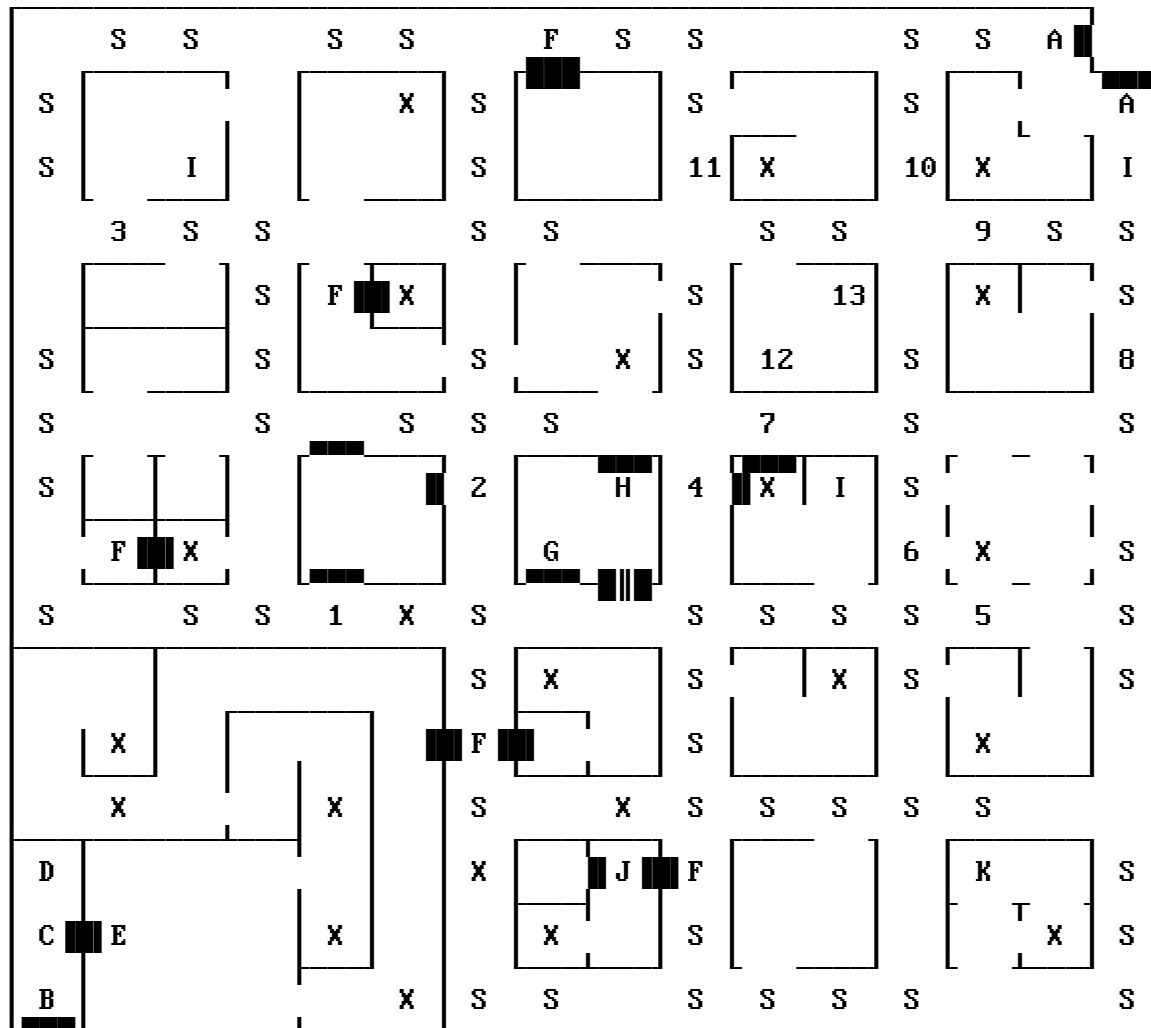


Local Key

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AvK

- A = Teleport To/From Level 1 The Hall Of Doors (H)
- B = Use Blue Lockpick
- C = Robe Taken Here After Doing D
- D = Crown Taken Here
- E = Sceptre Taken Here After Doing C + D
- F = Crypt Of King Cleowyn + Treasure
- G = To Level 3 The Great Corridor
- I = General Info
- X = Major Fight

-----> Level 4 - King's Domicile <-----

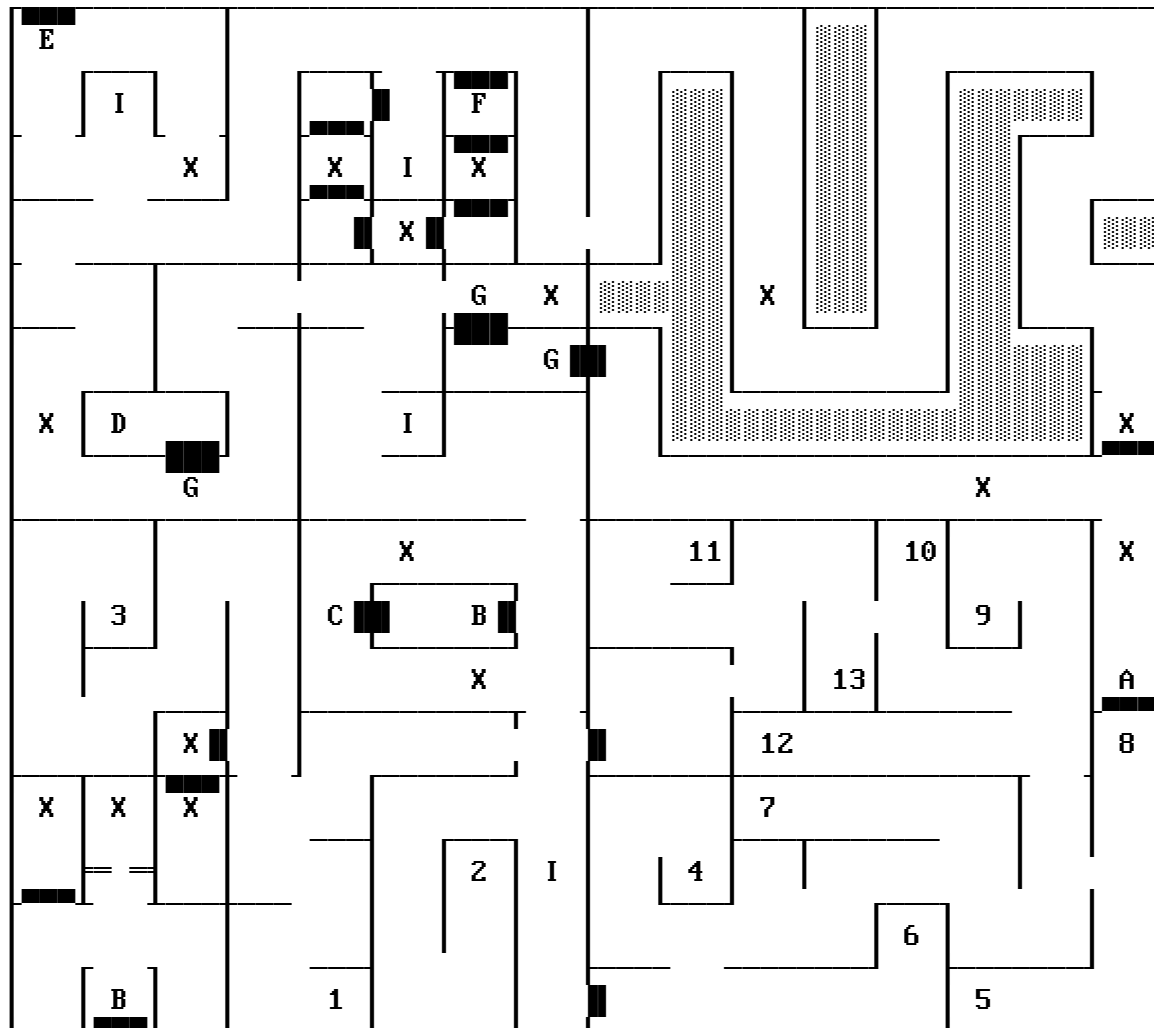


Local Key

1994 Sue Medley  
Auk

- A = Stairs To Level 3 The Great Corridor (D)
- B = Teleport To Level 1 Vestibule (K)
- C = Arrive From Level 2 Cleowyn's Palace (D)
- D = Elevator To Level 2 Cleowyn's Palace (C)
- E = Door Locked From Both Sides, Use Domicile Key
- F = Use Blue Lockpicks On The Locked Door
- G = Teleport To Level 3 The Great Corridor
- H = Teleport To Level 5 The Lava Cellar (A)
- I = General Info
- J = Stairs To level 5 The Thieves Den (A)
- K = Fight For King's Domicile Key
- S = Spinner
- X = Major Battle
- 1-13= Trapdoors, Same Numbers As In Lower Cellar Level 5

-----> Level 5 - The Lava Cellar <-----

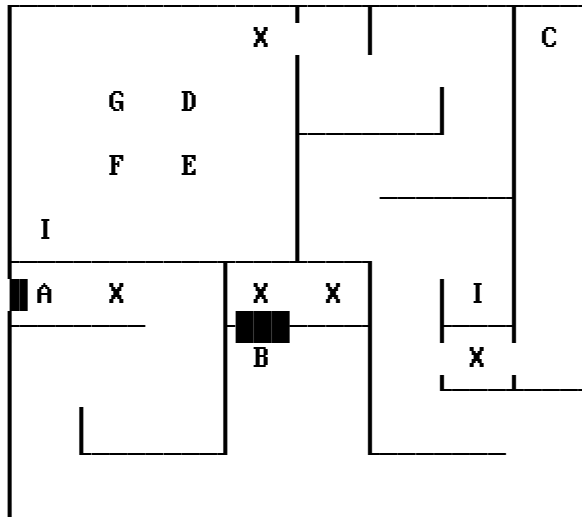


Local Key

1994 Sue Medley  
AvK

- A = To/From Level 4 The King's Domicile
- B = Teleport To Other B
- C = Use Blue Lockpicks
- D = Fountain Of Hot Ice
- E = Teleport To Level 5 The Pit Bottom (A)
- F = Major Fight For Lava Key
- G = Unlock With Lava Key
- I = General Info
- X = Major Battle
- ▨ = Lava
- 1-13= Arrive Here From Trapdoors With The Same Number On Level 4  
the King's Domicile

-----> Level 5 - The Pit Bottom <-----

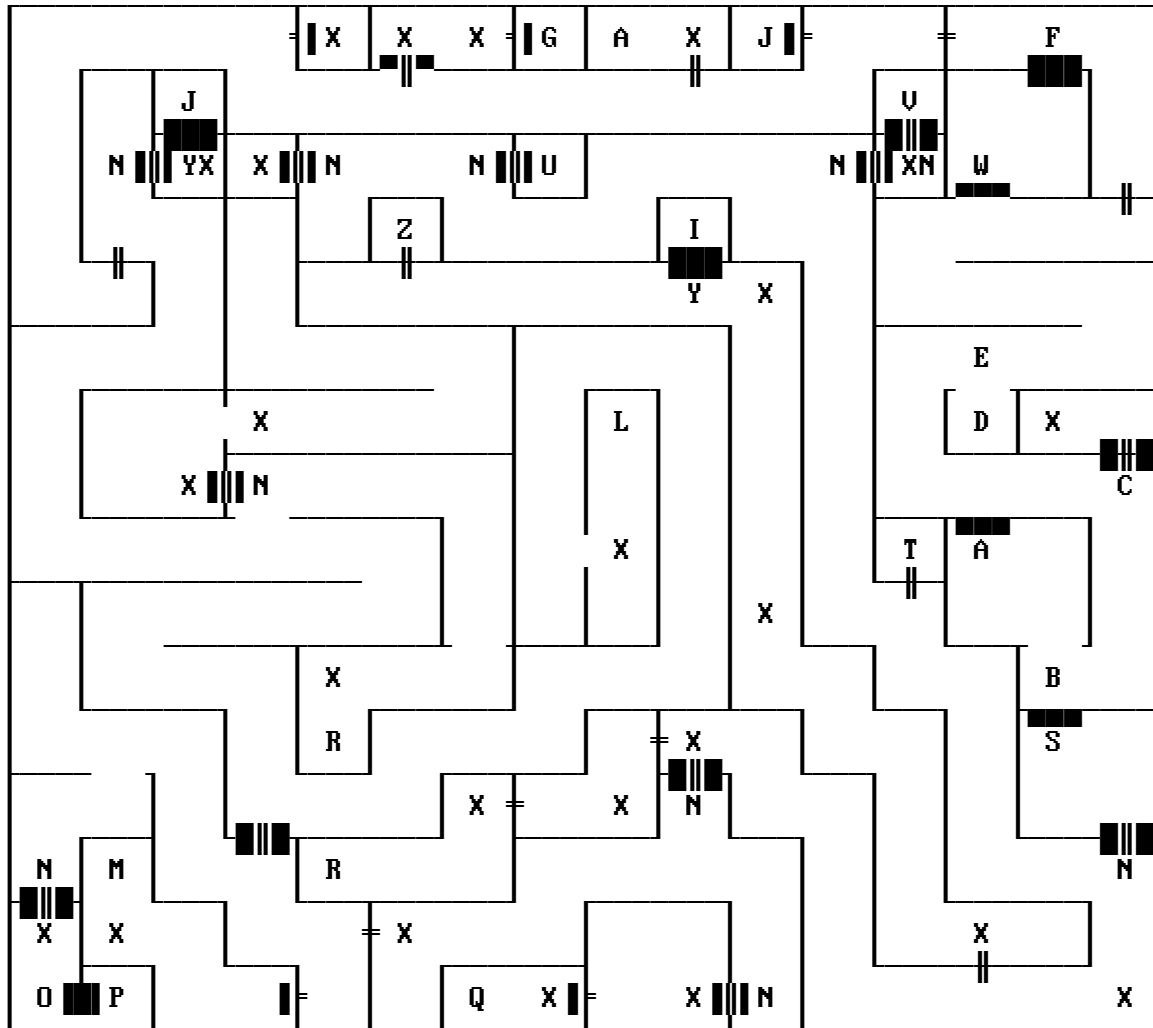


Local Key

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AvK

- A = Teleport To Level 5 The Lava Cellar (G)
- B = Unlock With Lava Key
- C = Fountain Of Restoration
- D-G= Arrive From Pit In Level 1 The Mines
- I = General Info
- X = Major Battle

-----> Level 5 - The Thieves' Den <-----



Local Key

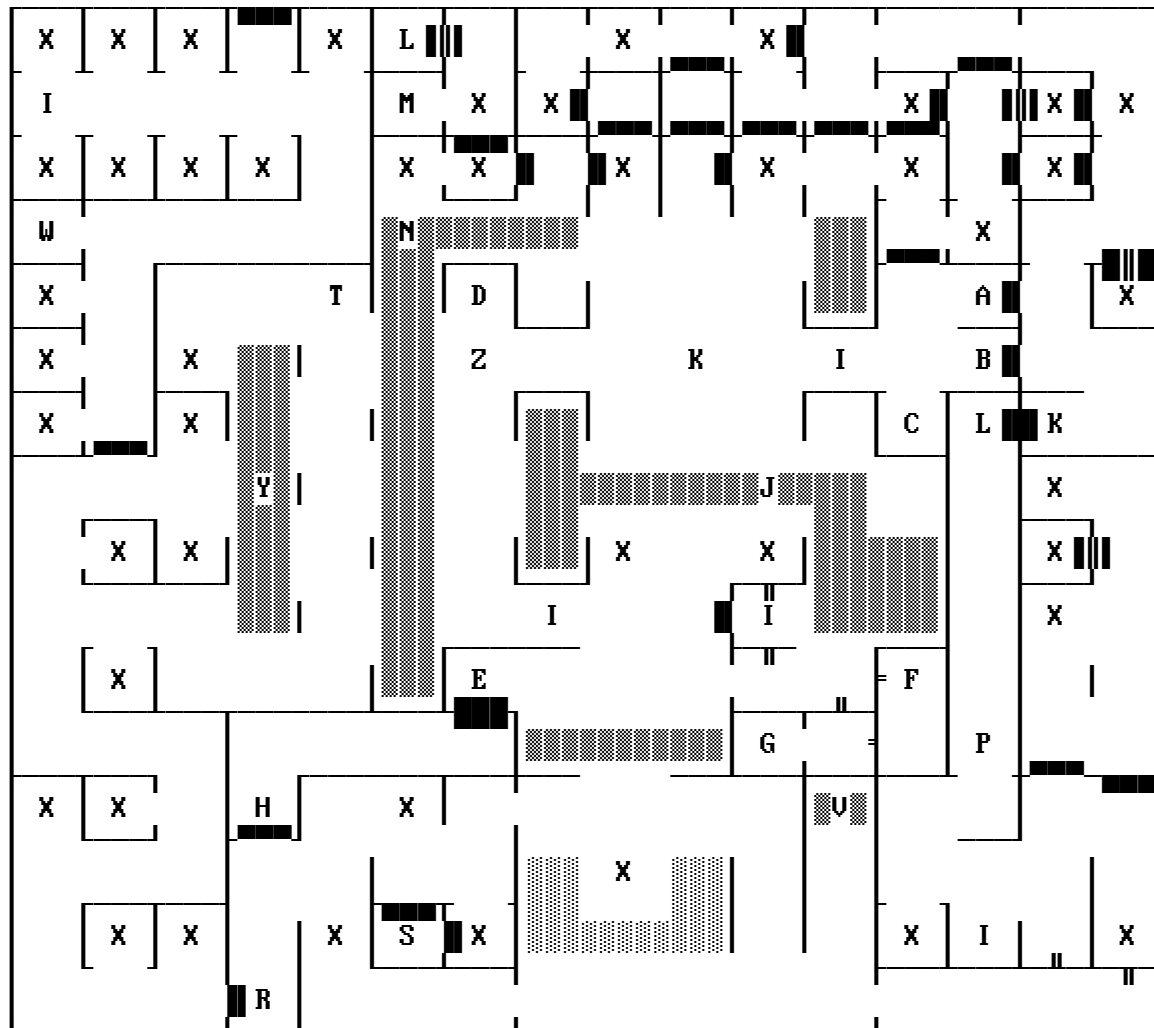
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AvK

- |  |                        |
|--|------------------------|
| A = Stairs From Level 1 Mines And To Level 4 King's Domicile (J) | C = Find Secret Door   |
| B = Sign   | E = Sign               |
| D = Exit To The Tavern   | G = Good Treasure      |
| F = Unlock With Thieves Key                                      | I = General Info       |
| H = And Again  | K = Learn Detect Skill |
| J = Yet More Treasure  |                        |
| L = Learn Bard Skill   |                        |
| M = Staff Training Centre  |                        |
| N = Secret Door, Need Detect + Blue Lockpick                     |                        |
| O = Must Use Blue Lockpick Here                                  |                        |
| P = Sinestra's Fountain  |                        |
| Q = Archery Training Centre                                      |                        |
| R = Learn Lockpick Skill   |                        |
| S = Stairs Down To Level 6 The Labyrinth I (A)                   |                        |
| T = Fencing Training Centre                                      |                        |
| U = Thieves Infirmary  |                        |
| V = Good Treasure Including Thieves Key                          |                        |

W = Stairs Down To Level 6 The Labyrinth I (A)  
X = Major Battle  
Y = Use Blue Lockpick  
Z = Axe + Club Training Centre



-----> Level 6 - Labyrinth I, Labyrinth of the Winds <-----



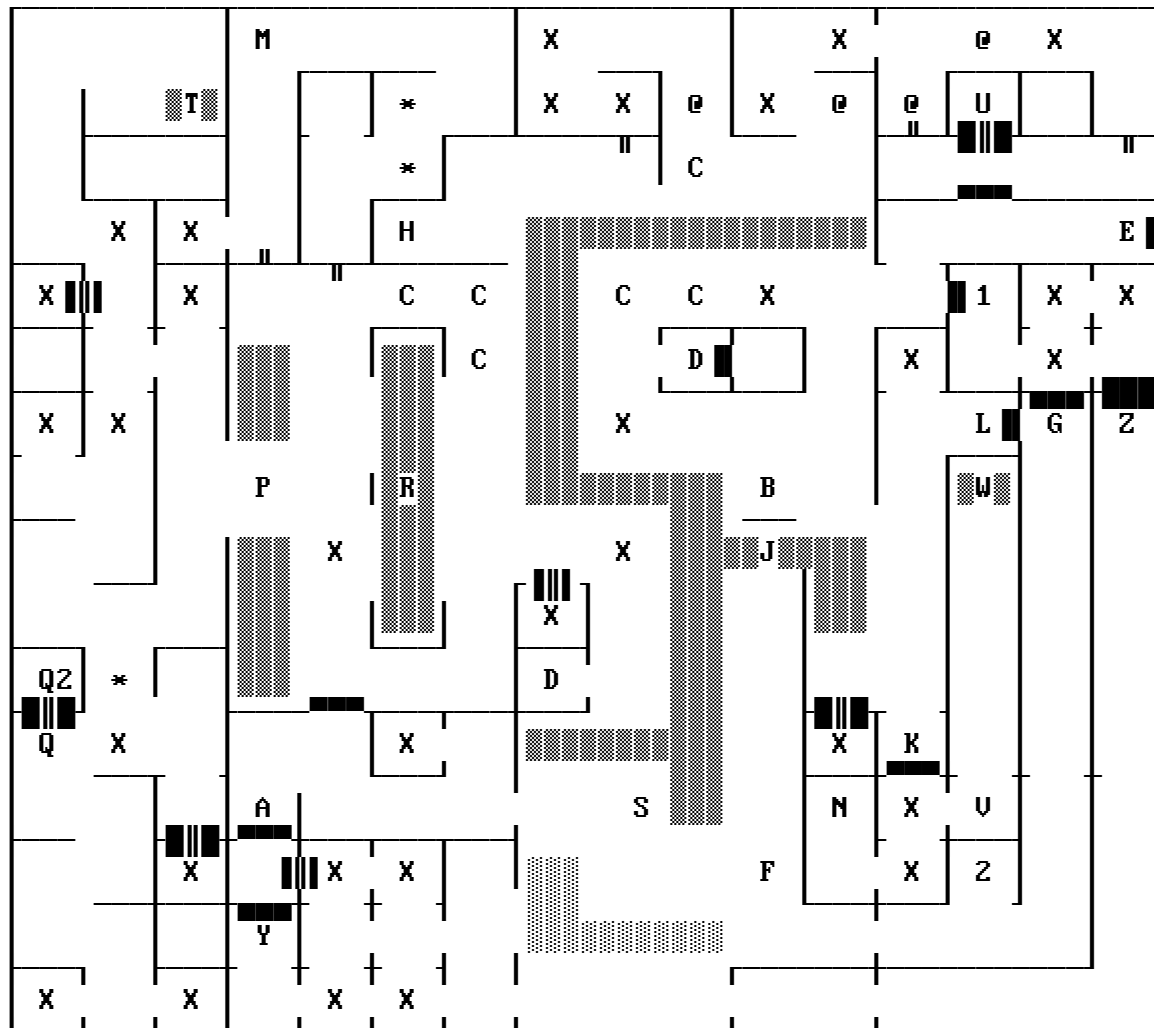
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AvK

Local Key

- A = Arrive From Level 5 Thieves' Den (S)
- B = To Level 1 Dungeon Entrane
- C = Windy Bless Fountain
- D = Teleport To Castlegate Level 9 (E)
- E = Sirocco's Door
- F = Nightwillow Fountain
- G = Sirocco
- H = Zephyr's Door To Level 7 (A)
- I = Information
- J = Drop To Mage's Overlook Level 7 (B)
- K = Teleport To Corridor Of Zephyr Level 7 (G)
- L = Thieves' Shrine
- M = Fight For Wind Knight's Key
- N = Drop To Torbriar's Treasury Level 7 (H)
- O = Wyn's Sanctuary - Arrive From Level 7 (L)
- P = Message

Q = Wyn Orges' Camp  
R = Wind Knight Door  
S = Wyn's Fountain  
T = Entrance To Tomb  
U = Moonhollow Tunnel To Level 7 (M)  
V = Pit To The Leap Level 7 (N)  
W = Fight For Green Gem Later - If You're Lucky!  
X = Major Fight  
Y = To Moonhollow Level 7 (P)  
Z = From Level 9 (E)  
▒ = Pit  
▒ = Lava

-----> Level 7 - Labyrinth II <-----



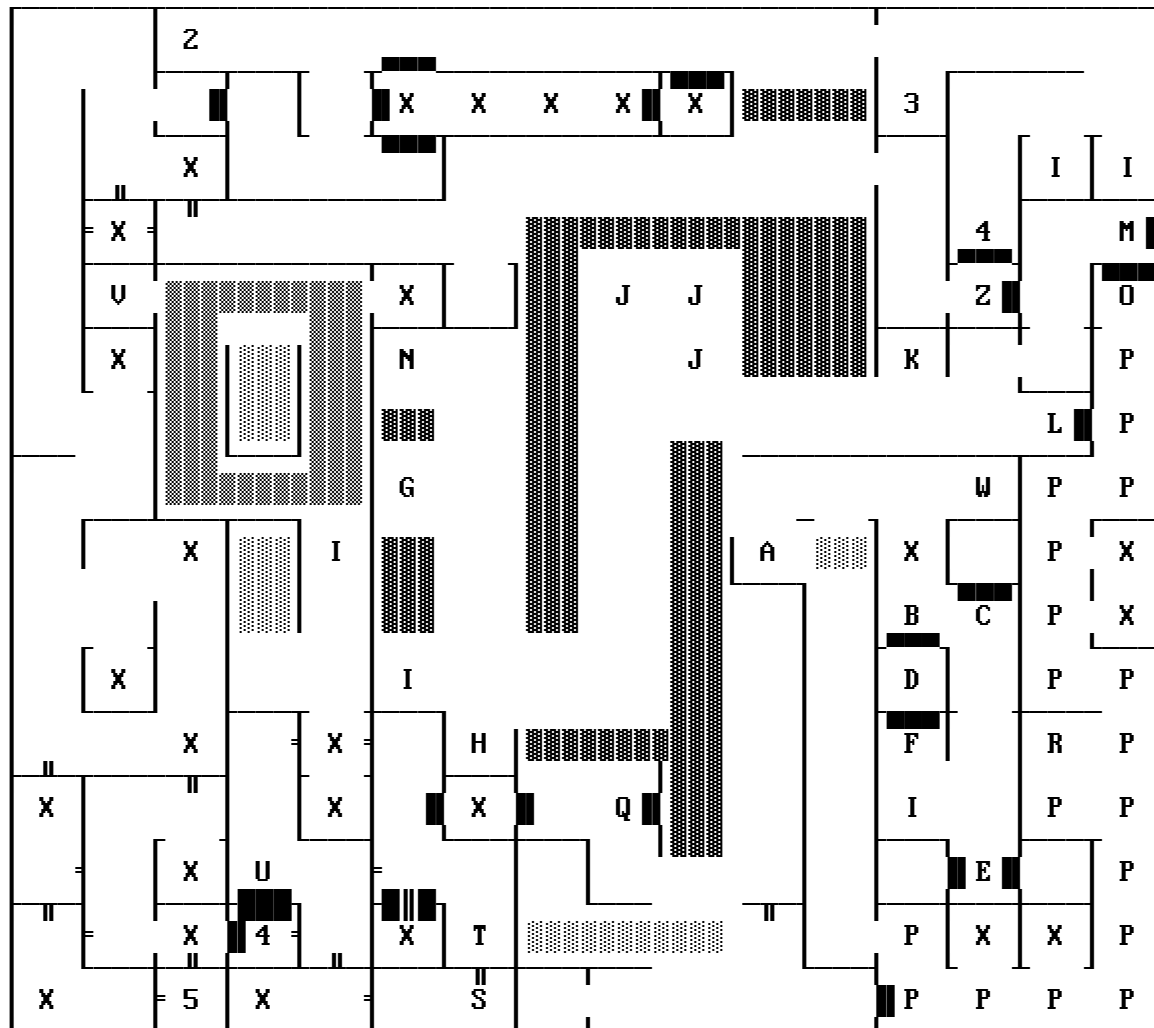
Local Key

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- A = To & From Labyrinth I
- B = Mage's Overlook
- C = Warm Updraft
- D = One way Tunnel To Level 7 (K)
- E = Mage Door To Castle Wizard Room (A)
- F = Zephyr Wind
- G = To Labyrinth Thieves' Chamber
- H = Torbriar's Treasury
- I = Information
- J = Pit To Wind Hollow Level 8 (A)
- K = Teleport To Wind Hollow
- L = Door To Wyn Sanctuary Level 6 (O)
- M = Moon Hollow, Arrive From Level 6 (U)
- N = The Leap
- O = Fight For Jack Of Spades
- P = Moon Hollow, Arrive From Level 6 (Y)

Q/Q2= Enter Secret Door To Find Moon Prism inside  
 R = Jump To Exodus Level 8 (G)  
 S = Arrive From Level 8 (Q)  
 T = Pit To Castle Gate Bazaar Level 9 (Q)  
 U = Torbriar's Fountain  
 V = Fight For Voranti's Key  
 W = Pit To Wind Hollow Level 8 (W)  
 X = Major Fight  
 Y = To Heaven's Fury  
 Z = Back Alley Door  
 1 = To Labyrinth Back Alley  
 2 = Fight To Win Flex Metal  
 @ = Nasty Wind  
 \* = Moon Hollow Wind  
 █ = Lava  
 █ = Pit  
 | = Moving Wall

-----> Level 8 - The Labyrinth III <-----



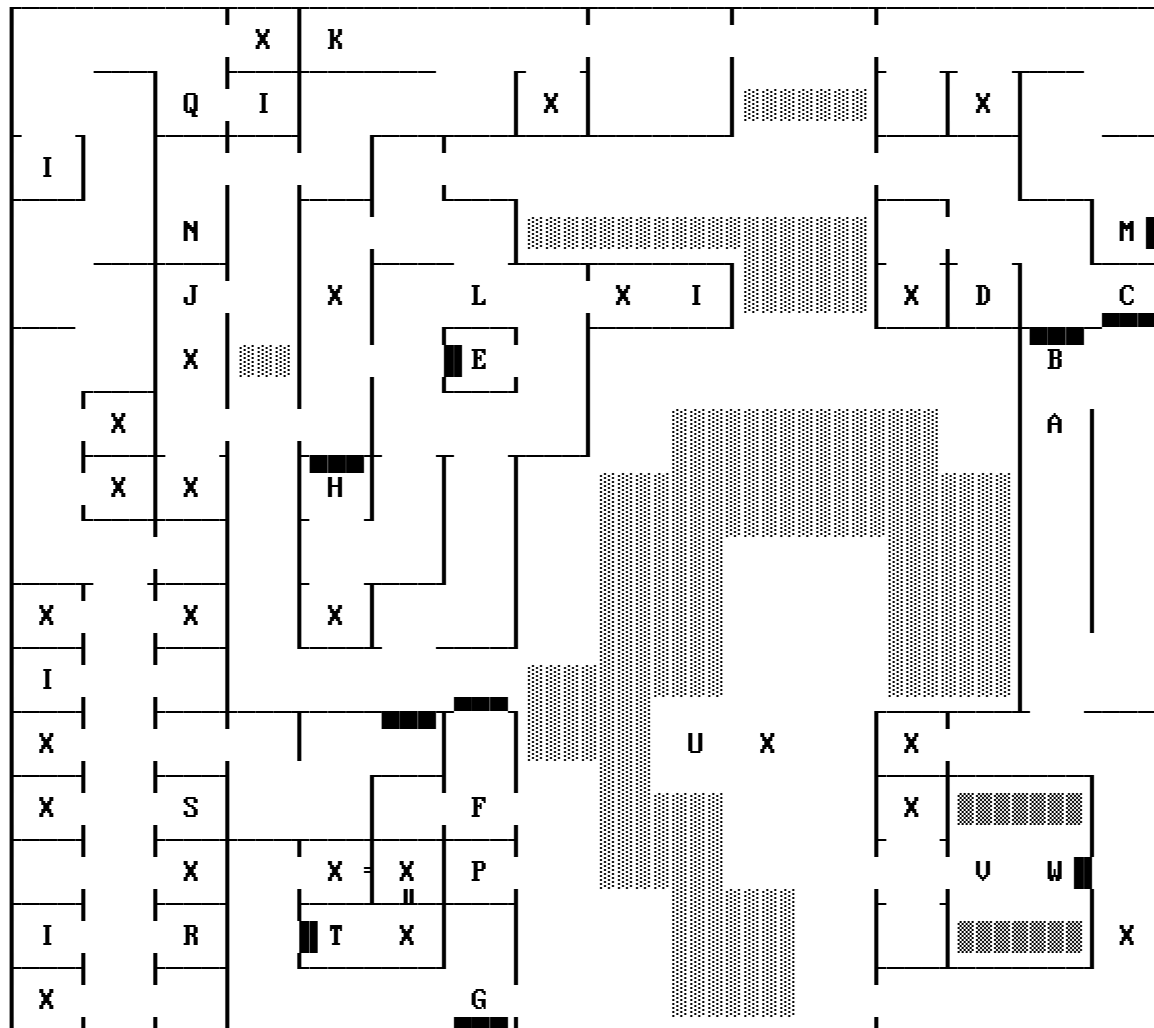
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Local Key

- A = Wind Hollow, Arrive Here from Level 7 (J)
- B = Door For Humans & Halflings
- C = Door For Elves & Gnomes
- D = Initiative In Combat Improves
- E = Door For Gremlins & Dwarves East, Orcs & Trolls West
- F = To ZZYZX, Teleport To Level 7 (K)
- G = Exodus, Arrive From Level 7 (R)
- H = Infinity Fountain
- I = Information
- J = Steam Vapor From Pit
- K = Charter Fountain
- L = Acces Shaft To Drawbridge Level 9 (A)
- M = To The Great Hall (B)
- N = Fight For Key To Back Alley
- O = To Castlegate Level 9 (C)
- P = Tempest Winds

Q = To Zephyr Wind Section Level 7 (S)  
R = Fight Tempest Wind For Harvest Horn  
S = Arrive Here From Level 9 (G)  
T = Ariel Fountain  
U = Voranti's Passage Entrance  
V = Morgard's Fountain  
W = Arrive Here From Dragon's Leap  
X = Major Fight  
Y = To Voranti's Passage Level 7 (4)  
Z = Labyrinth Back Alley From Level 7 (1) To Voranti's Passage  
1 = Trolls End  
2 = Mymy Fountain  
3 = Troll Fountain  
4 = To Mage Overlook Level 7 (M14)  
5 = Stone Gaint Fountain  
█ = Pit  
█ = Heaven's Fury  
█ = Lava

-----> Level 9 - The Labyrinth IV <-----



Local Key

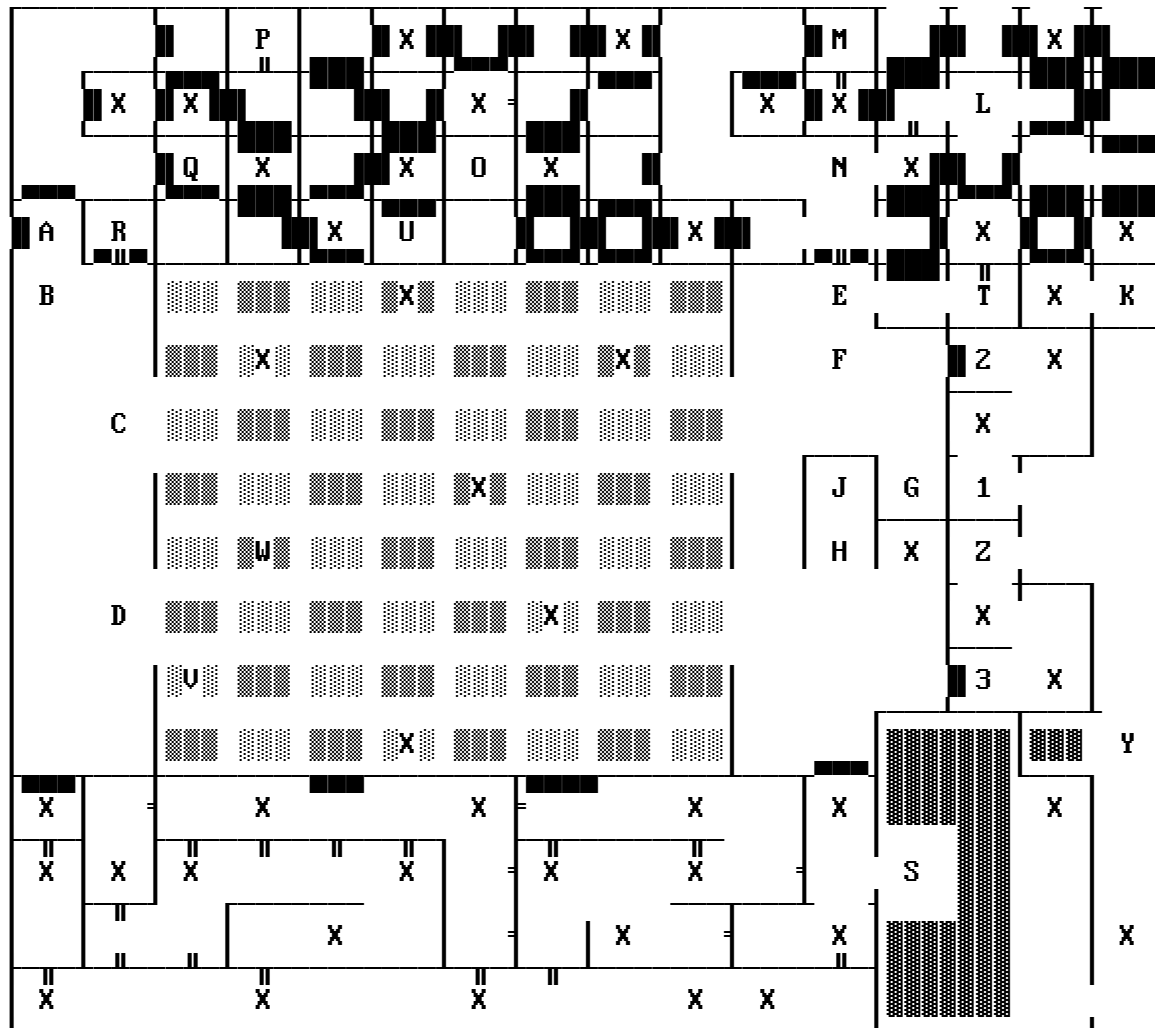
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AvK

- A = Arrive From Level 8
- B = Doorway To Castlegate
- C = To The Tempest Level 8 (0)
- D = Phantasm
- E = Teleport To Level 6 (2)
- F = Lookout
- G = To Heaven's Fury Level 8 (A7)
- H = Passage To Elf Villages
- I = Information
- J = Message
- K = Dayfrost Fountain
- L = Arrive Here From Level 6 (D)
- M = Gateway To Arnakkian's Arena (A)
- N = Nightfrost Fountain
- P = Inscription
- Q = Arrive From Pit In Moonhollow Level 7 (T)

R = Fight For Blue Metal  
S = Elf-Foot Fountain (Channel Skill)  
T = Lookout Fountain (Stamina Skill)  
U = Phoenix Priest  
V = Phoenix  
W = Increase in Dexterity  
X = Major Battle  
▒ = Lava  
▓ = Water



-----> Level 8 - Castle Great Hall <-----



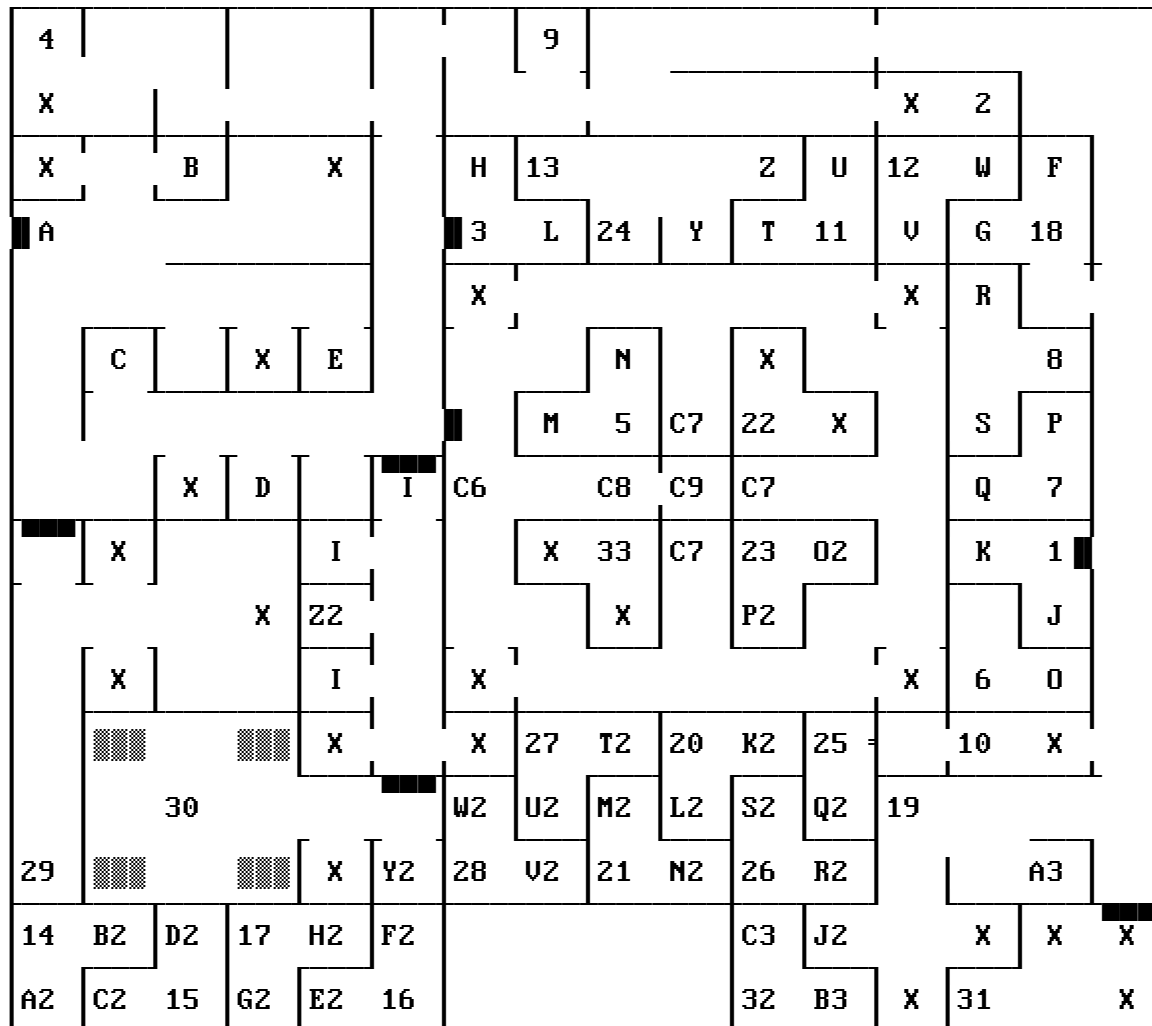
1995 Sue Medley  
AvK

Local Key

- A = Back To Labyrinth Level 9 (M)
- B = Arrive Here From Labyrinth Level 9 (M)
- C = Instructions
- D = Instructions
- E = Luck Seven
- F = To Dice Maze
- G = Ghost Elf Lord
- H = Spirit Of Woman
- I = Information
- J = Apples
- K = Note
- L = Message
- M = Message
- N = To Second Dice Maze
- O = Message
- P = Message

Q = Message  
R = Message  
S = Broken Bridge  
T = Message  
U = Message  
V = Fight For Queen Of Spade  
W = Fight For King Of Spade  
X = Major Battle  
Y = Hearts Door + Crescent Button  
Z = Cribbage/Jack Door  
1 = King Door  
2 = Blackjack Fountain  
3 = Cribbage Fountain  
█ = Red Square      Note: Due to the complex nature of the Dice  
█ = Blue Square    mazes there was no way I could make the maps  
█ = Pit              look like the one Sue sent me, sorry for that.

-----> Level 7 - Castle Wizard Room <-----

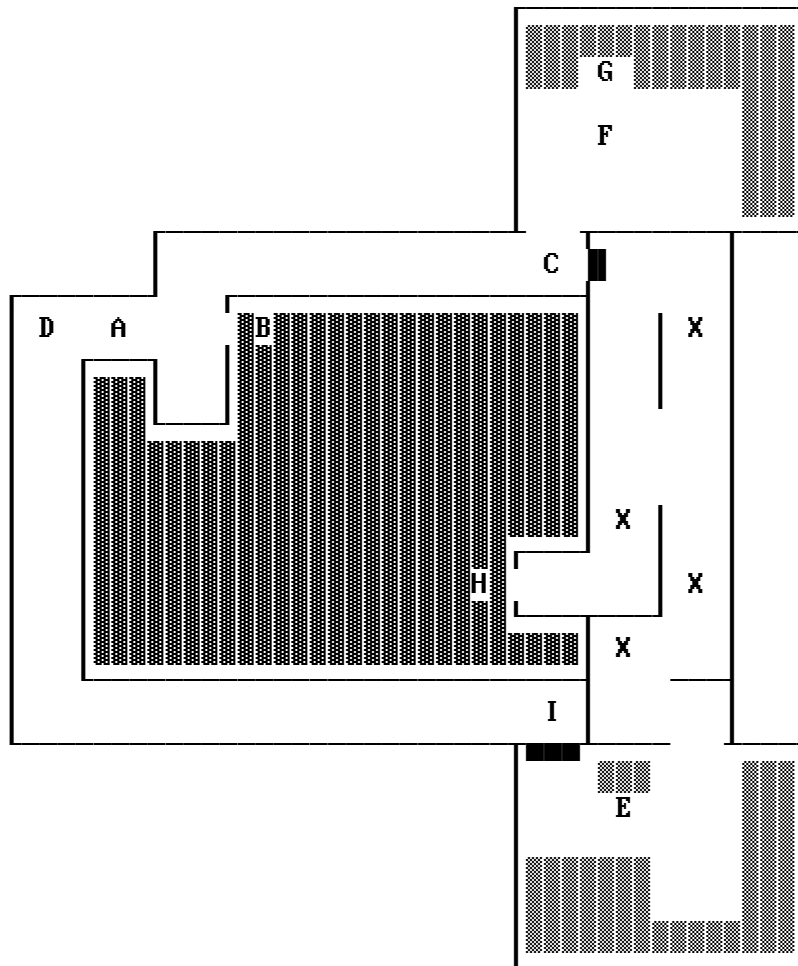


1995 Sue Medley  
AvK

Local Key

- A = Gateway To Level 7 Labyrinth II (E)
- C6 = Arrive Here From Level 6 Castle Parapets
- C7 = Symbol Of The Four Corners
- C8 = Wizard Door
- C9 = Fight For Blue Gem
- ▨ = Pit
- 1,2 etc = Teleport Arrival Points
- Other Letters = Runes
- A2,B2,A3 etc = Runes
- X = Major Fight

-----> Level 6 - Castle Parapets <-----

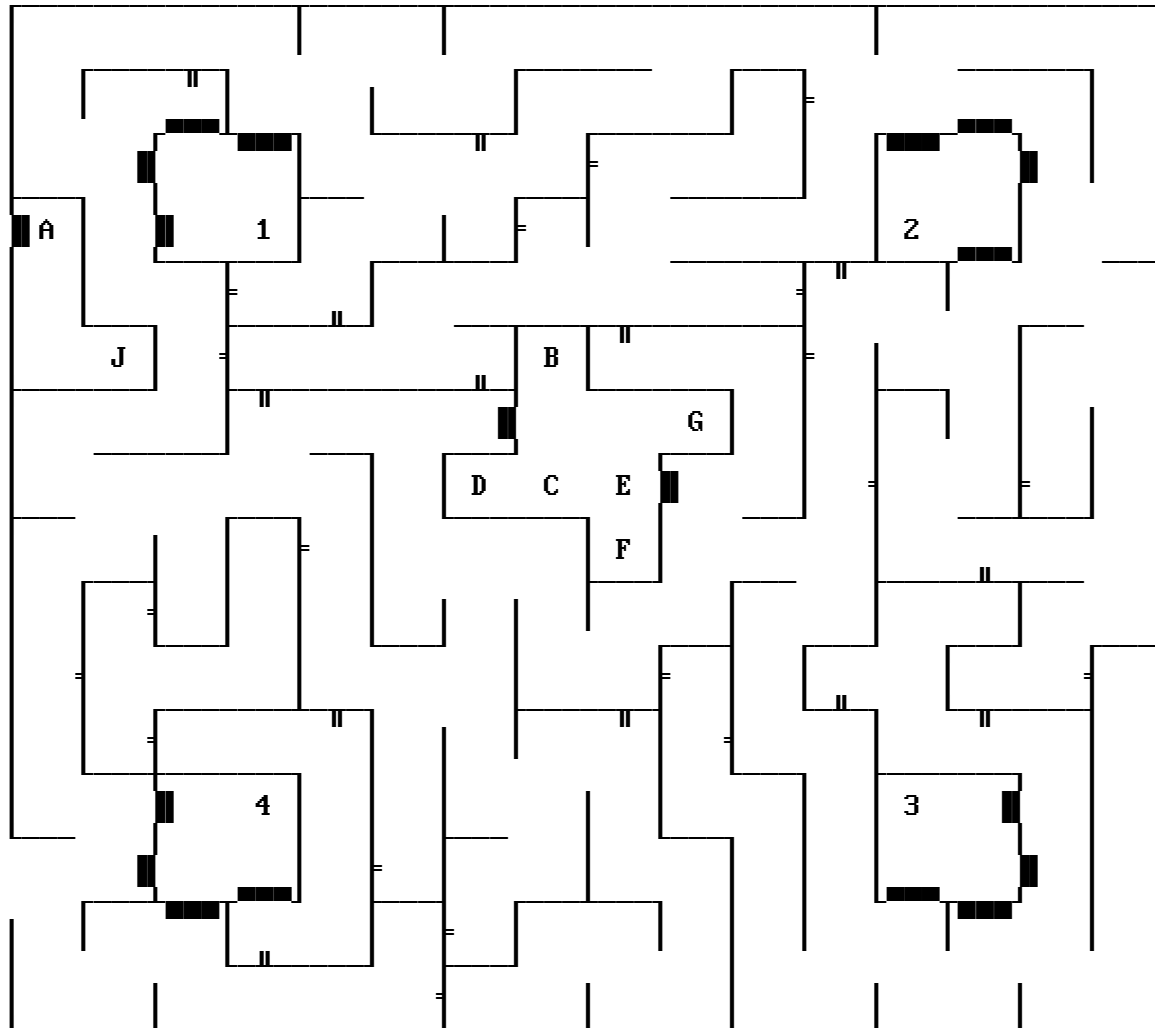


1995 Sue Medley  
Auk

Local Key

- A = Arrive Here From Castle Wizard Room (I6)
- B = Endless Void
- C = Earth Elemental Door
- D = Runes
- E = Andreas
- F = Guardians Of Arnakkian
- G = Teleport To Arnakkian's Tomb, Castle Wizard Room (C6)
- H = Safety
- I = Information
- X = Major Battle
- ▨ = Pit
- = Void

-----> Level 9 - Arnakkian's Arena <-----

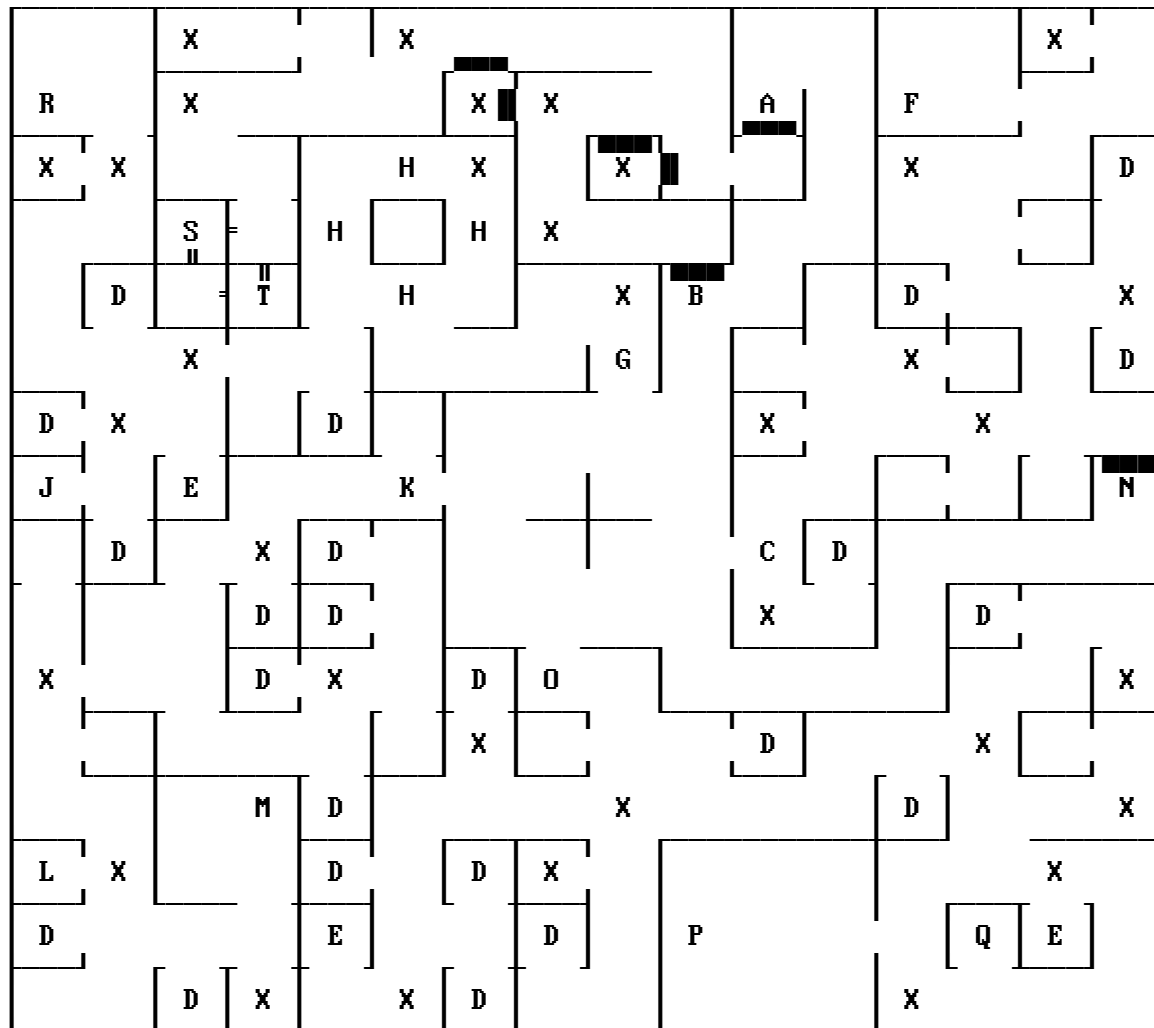


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Local Key

- A = Gateway To Labyrinth Level 9 (M)
- B = Gate To Red Arena Staging Area (1)
- C = Info    D = Nexus    E = Roster
- F = Gate To Green Arena Staging Area (3)
- G = Gate To Yellow Arena Staging Area (2)
- H = Gate To Entrance Of Arnakkian's Arena
- J = Teleport To B    | = Moving Wall    | = Moving Wall
- || = Moving Wall    == = Moving Wall

-----> Level 10 - Elf Villages <-----



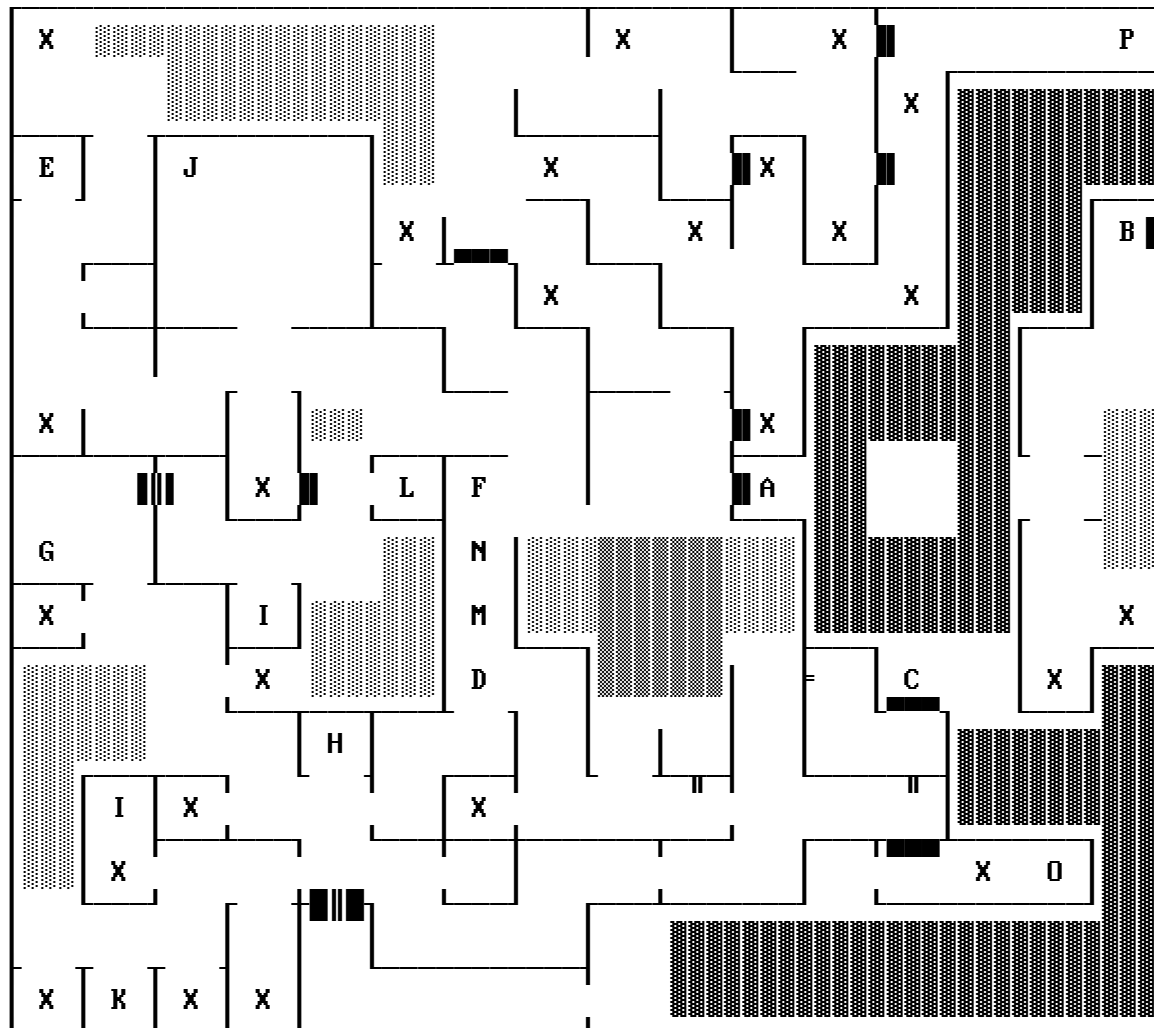
Local Key

1995 Sue Medley  
AvK

- A = To & From Level 9 (H)
- B = Cave Of NeedleWood
- C = Wilderness Of PineCone
- D = Carvings
- E = Elves Scurry & Hide
- F = Winter
- G = Wilderness Of Beechwood
- H = Aldbora Tree
- I = Information
- J = Ferkank
- K = Wilderness Of OakLeaf
- L = Sorshian
- M = Summer
- N = To Land Of The Dwarves (A)
- O = Wilderness Of MapleBrush
- P = Spring

Q = Uarstad  
R = Autumn  
S = Fight For Rainbow Yel  
T = Fight For Cleowyn's Bones  
X = Major Fight

-----> Level 11 - Dwarf Kingdom <-----



Local Key

1995 Sue Medley  
AuK

- A = To & From Elf Village (N)
- B = To & From Land Of Giants (A)
- C = Door To Dwarf Realm
- D = Greedy Wall
- E = Note
- F = Greedy Wall
- G = Blacksmith's Room
- H = Dwarf Weaponsmith
- I = Information
- J = Dwarf King's Room
- K = Apprentice Miner
- L = Cyclops Mine Key Is Here
- M = Greedy Wall
- N = Greedy Wall
- O = Fountain of Attributes
- P = Fight For Red Gem



**X** = Major Fight  
⋮ = Lava  
⋮ = Lava/Platform  
⋮ = River

-----> Level 11 - Land of the Giants <-----



Local Key

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AvK

- A = To Dwarf Kingdom (B)
- B = Roundbrook Fountain
- C = Gain Sunbeam Key Here For Blue Metal
- D = Jasperstone Fountain
- E = Venivor Geyser
- F = Omar Fountain
- G = Fight For Elven Cave Key
- H = Cyclops Mine Key Makes Tapestry West translucent
- I = Information
- J = Hidden Mine Key Makes South Wall transparent
- K = Rockyhat Fountain
- L = Fight For Dwarf Mine Key
- M = Whirlpool
- N = Teleport to 1    P = Teleport to 2    Q = Teleport to 3
- R = Teleport to 4    S = Teleport to 5    T = Teleport to 6
- U = Teleport to Rivers End

U = Teleport to 5  
W = Fight King Cyclops & Co.  
X = Major Fight  
▤ = Lava  
▥ = River

-----> Level 11 - River's End <-----

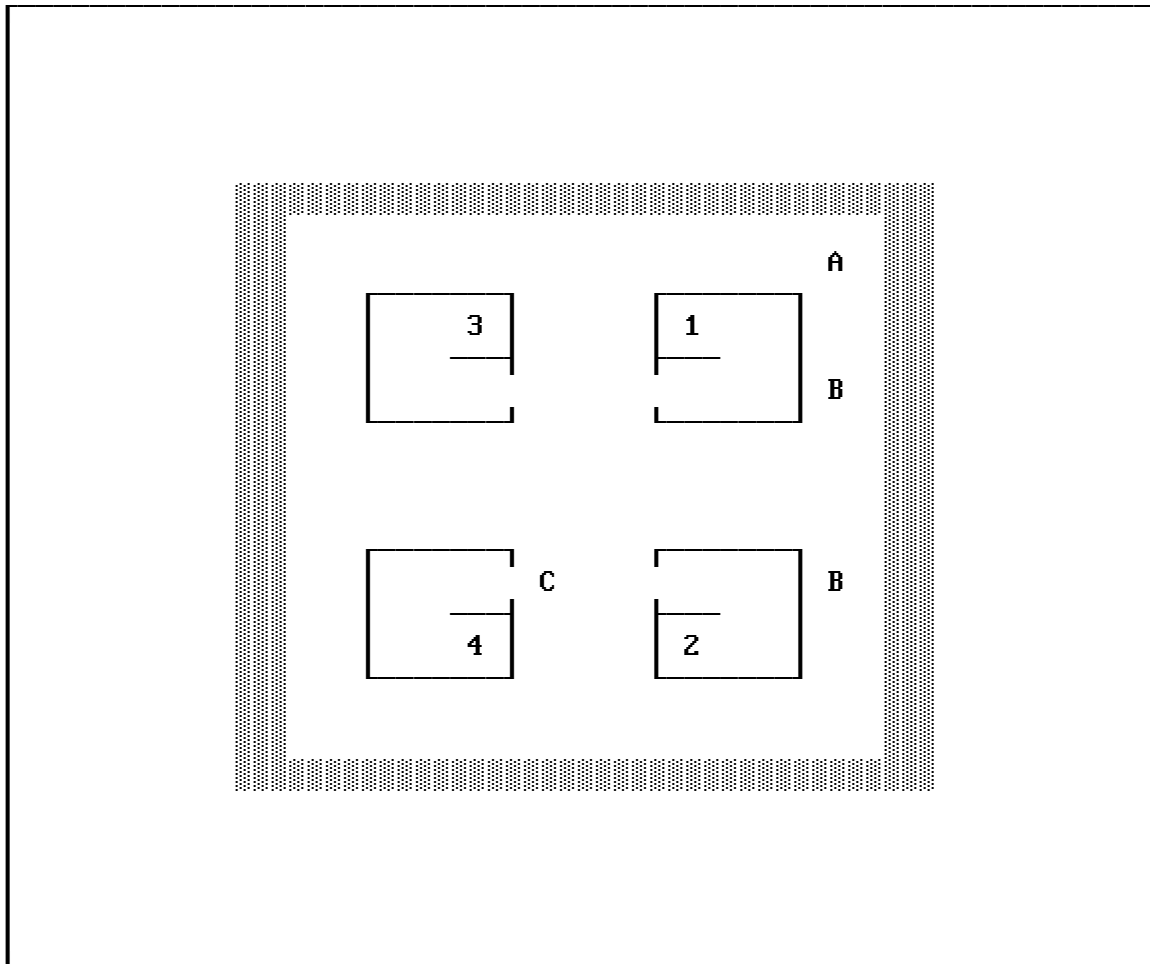


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Local Key

- A = Gate To Land Of The Giants (U)
- B = Minotaur Fountain
- C = Sagecross Fountain
- D = Dragonbreath Fountain
- E = Teleport to F
- F = Teleport Of Moons & Secret Door
- G = Voranti's Treasure
- H = Statue
- I = Information
- X = Major Fight
- = Lava
- ||||| = Pit
- ==== = River
- = Water

-----> Level 11 - Island Of Eternity <-----

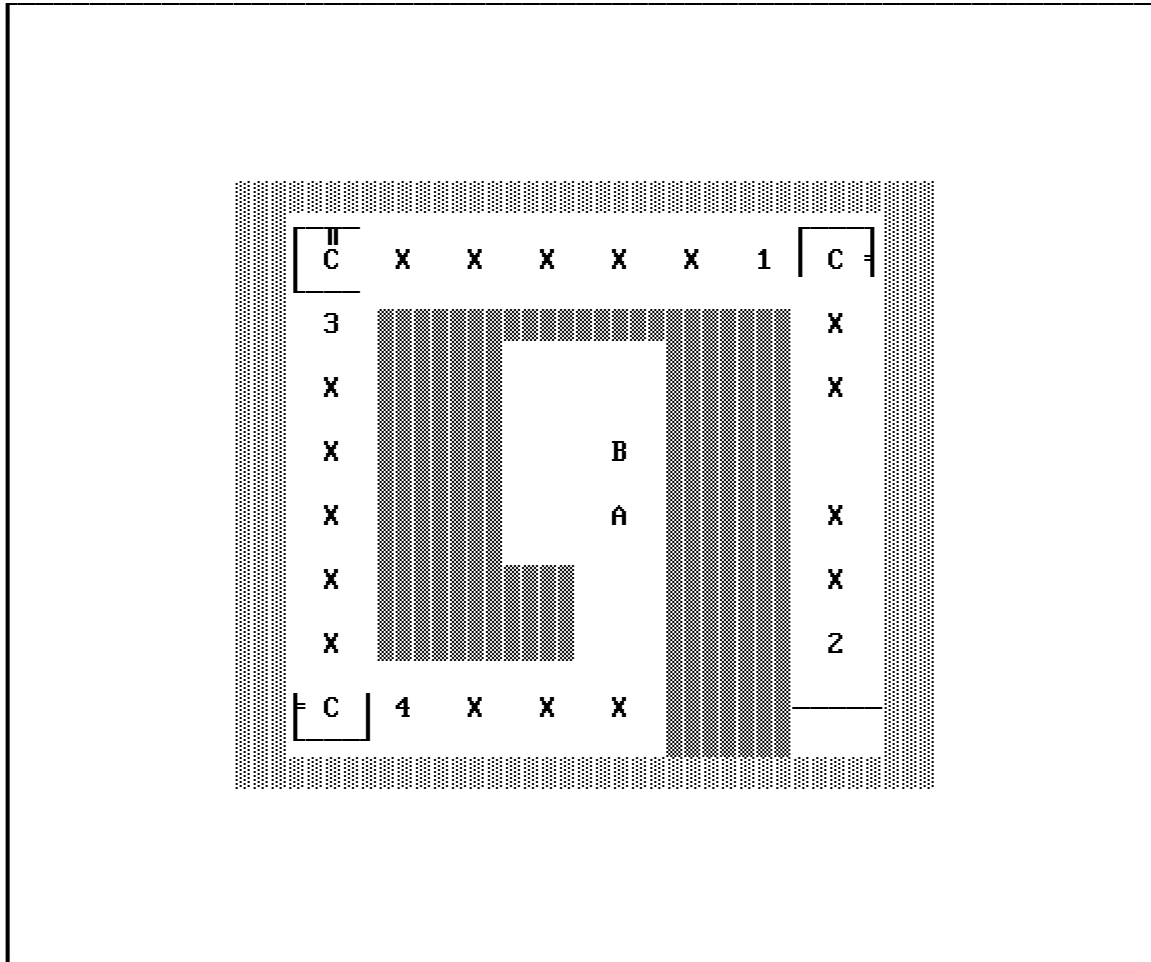


Local Key

1995 Sue Medley  
AvK

- A = Arrive By Rainbow
- B = Back By Rainbow
- C = Fight Wind Elemental
- 1-4 = Fight Elementals & Walk Through Wall To Level 12 The Unknown
- ▒ = Void

-----> Level 12 - The Unknown <-----



1995 Sue Medley  
AvK

Local Key

- |   |                      |
|---|----------------------|
| A = En-Li-Kil !                                 | B = Fountain Of Life |
| C = Time Switches                               | X = Major Fight      |
| 1-4 = Arrive From Level 11 - Island of Eternity |                      |
| = Void  | = Waters Of Death    |