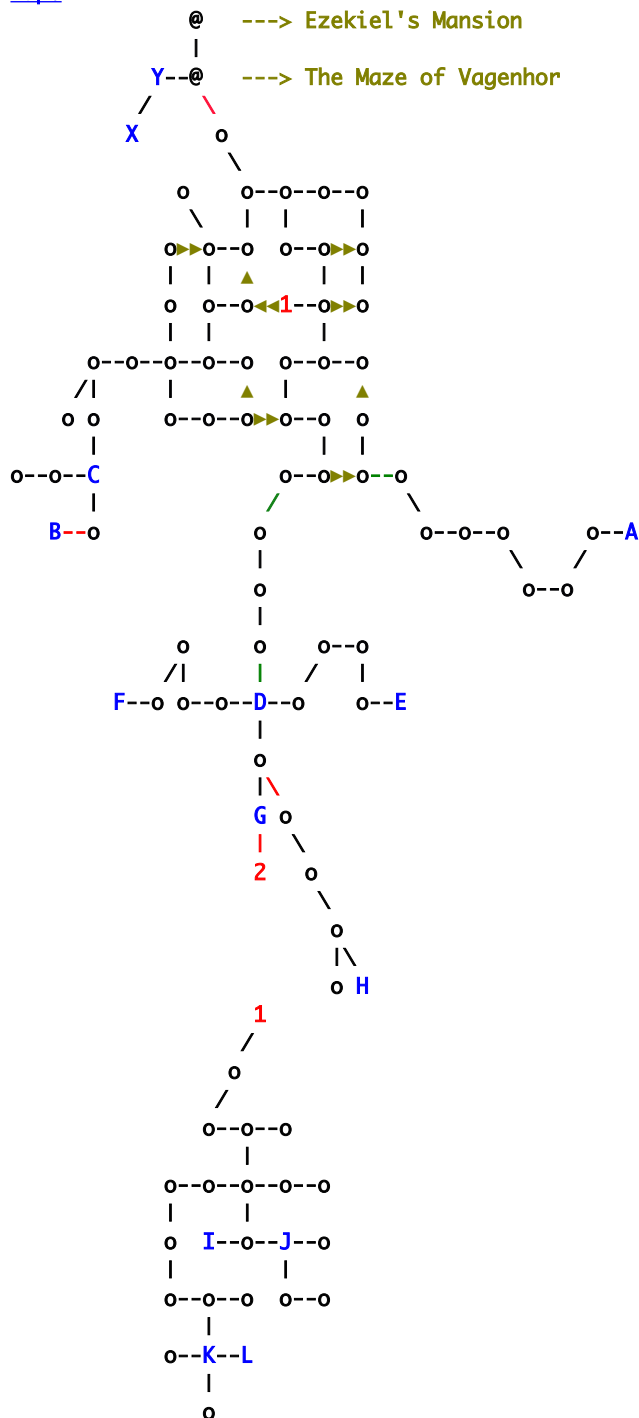


The Maze of Vagenhor Walkthrough (Mortalengine – 9.29.13)

Zone Info:

Zone: [295] The Maze of Vagenhor (zi list/number don't work, use listz 295 instead)
Designer(s): Selthios
Rooms: 150 (138 accounted for; 2 rooms are god-only!)
Life Span: 150 minutes
Storyline: Not Available (as of 9.29.13)
Explore: Not Available (as of 9.29.13)

Map:



The City of Txiki Ardi/Quest Zone Portal

X - Recall (the City of Txiki Ardi)
Y - The Gateway to Oblivion and Zone Quests

Legend:

-- hidden (search) or illusory exits
-- locked doors (need key)
--> one-way exit
--< one-way exit
▲ one-way exit

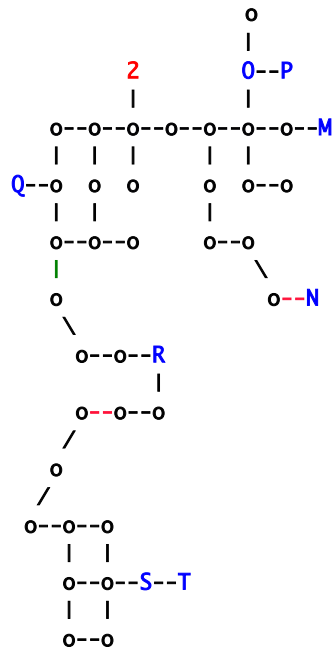
1 - Lair of Osidris
2 - Temple Complex to the God Vagenhor

Maze Area

A - Borellius, the keeper of the maze
B - A serpent made from mist
C - The hidden sprite of the alcove
D - Lord Azareth/Four-Sided Statue
E - A white guardian golem
F - A black guardian golem
G - An oak shelf
H - A firechest

Lair of Osidris:

I - Nefal, the Guardian
J - Hamenatrrre, keeper of the eggs
K - Osidris, the Queen
L - A copper chest/The Vault of Osidris



Temple Complex to the God Vagenhor

- M – The corpse of Tybaras
- N – Llahavok, the high priest of Vagenhor
- O – An insane prisoner
- P – The clothing of a sacrificial virgin
- Q – A private slave/A locker made of teak and rimu
- R – Emma'esta, the maiden of the maze
- S – A virginal female sacrifice
- T – The daemon Vagenhor

Walkthrough:

Getting Key to the Maze of Vagenhor

- (1) Buy 'a rimu token, etched with a key' off quest action.
This item is auctioned occasionally and usually goes for 2K-5K quest points.
- (2) Buy 'a small greenstone circlet' from Tykier.
Tykier can be found in one of the major Medievia cities (he wonders around).
The key costs 500K gold and 'a rimu token, etched with a key'.
- (3) Get to the City of Txiki Ardi, c word (zone recall), enter portal, 1E.
You are now in the Maze of Vagenhor at @.
- (4) Make sure you locate the equipment/scry mobs before you decide to run the zone.
- (5) Read help files "QUEST ACTION" and "QAUCMORE" for useful information!
- (6) Last, but not least: do not lose link (unless you want to self-bank)!

Actual Zone Walkthrough

- (1) From @ follow the path through barrier (you cannot go back up)!
- (2) Mobs and things to do in Lair of Osidris:
 - (I) Nefal, the Guardian
spider key (unlock chest in the the Vault of Osidris)
 - (J) Hamenatrrre, keeper of the eggs
no equipment - spawns baby spiders
 - (K) Osidris, the Queen
an intricate circlet bound by blood and spiderwebs
the queen's key (unlocks ???)
 - (L) Get gold (variable load) from a copper chest in the Vault of Osidris
a pile of spider gold in a copper chest (20K treasure)
- (3) Mobs and things to do in Maze Area:
 - (A) Borellius, the keeper of the maze (!magic room)
Borellius's war shield, forged from sardonyx
the war axe of Borellius
the key to the maze (unlocks door to the Mist Serpent)
 - (B) A serpent made from mist
a key to the temple (unlocks ???)
a set of reinforced chain manacles
 - (C) The hidden sprite of the alcove
great charmie tank, but doesn't load any eq

- (D) Lord Azareth
 - Lord Azareth's pendant
 - the flowing blue cloak of a noble man
- (E) A white guardian golem
 - a white key made of sand (unlocks panel leading to the Dark Tunnel with a firechest)
- (F) A black guardian golem
 - a black key made of sand (unlocks door to the Temple Complex to the God Vagenhor)
- (H) Get scrolls from an oak shelf
 - a book of reverence
 - a sheet of crumpled silver
- (H) Get wands (variable load up to 3) from a firechest
 - a rimu wand bound with silver
- (4) Mobs and things to do in Temple Complex to the God Vagenhor:
 - Kill priests of Vagenhor, assistant priests of Vagenhor, undead acolytes, and prison guards for multiple equipment loads (some can tweak rather nicely):
 - A priest of Vagenhor
 - the spiritual writings of Vagenhor
 - a mace of a priest of Vagenhor
 - a purple sash that ties around the waist
 - An undead acolyte
 - the unholy flaming belt
 - a sphere radiating unholy light
 - A prison guard
 - a prison guard's sword
 - a suit of topaz colored chainmail
 - gauntlets of barbed crimson
 - an assistant priest of Vagenhor
 - a red robe interwoven with silver links
 - (M) The corpse of Tybaras
 - the multi colored cloak of Tybaras
 - an altar key (unlocks door to Llahavok)
 - (N) Llahavok, the high priest of Vagenhor
 - the iron staff of Llahavok
 - Llahavok's robes of corruption
 - a talisman of black glass (unlocks door in the tunnel leading to Vagenhor)
 - (O) An insane prisoner
 - an emblem of a citizen of Medievia
 - (P) The clothing of a sacrificial virgin loads on the ground in this room.
 - the clothing of a sacrificial virgin (NO_RENT SLIPPERY)
 - (Q) A private slave
 - the thin leather whip of a slave girl
 - a dark gem (a locker made of teak and rimu)
 - (R) Emma'esta, the maiden of the maze
 - a tartan kilt made from soft leather
 - the dagger of chaotic wrath
 - (S) a virginal female sacrifice --> ???
 - a delicate cotton rose
 - (T) the daemon Vagenhor
 - Vagenhor's blood soaked armor
 - a small silver bag with copper stitching (on the ground)
- (5) Done! The medal is not automatic so you need to let a god know you finished the zone.

(6) NOTE:

There are 2 leftover keys (the queen's key and key to the temple) and 10 missing rooms. I was told by a God that there is nothing past the daemon. I checked every room for illusionary exits, searched each room at least five times, and checked all room descriptions. I couldn't find anything except a few clues regarding the statue:

The statue is the key, beware of you must be a true spirit and have clarity of thought to pass. answer the statue with the word "Cla....."

There is also a virginal female sacrifice carrying a delicate cotton rose and the clothing of a sacrificial female virgin from the prison block. Tried lots of different things to no avail. Last but not least, there is a mob called *Claire* and a room called *Standing in the Lobby* with a fine rimu table and a soft velvet armchair (most likely in god-only room).

I would appreciate feedback if you find something that I may have missed ...

Zone Keys:

a spider key (Nefal, the Guardian)

unlocks the chest in the Vault of Osidris

the queen's key (Osidris, the Queen)

unlocks ???

the key to the maze (Borellius, the keeper of the maze)

unlocks door to the Mist Serpent

a key to the temple (a serpent made from mist)

unlocks ???

a black key made of sand (a black guardian golem)

unlocks door to the Temple Complex to the God Vagenhor

a white key made of sand (a white guardian golem)

unlocks panel leading to the Dark Tunnel with a firechest

an altar key (the corpse of Tybaras)

unlocks door to Llahavok, the high priest of Vagenhor

a talisman of black glass (Llahavok, the high priest of Vagenhor)

unlocks door in the tunnel leading to Vagenhor

Equipment (best tweaks listed):

Object: a small greenstone circlet [circlet greenstone key vagenhor]

Item Type: KEY Effects: QPRIZE NO-LOCKER

Equipable Location(s): TAKE HEAD

Weight: 1 Value: 50 Level Restriction: 0

The object appears to be in perfect pristine condition.

Days Left: 13

Affects:

+80 to MANA

Object: an intricate circlet bound by blood and spiderwebs [circlet osidris spiderwebs]

Item Type: WORN Effects: NOEGG FRAGILE

Equipable Location(s): TAKE HEAD

Weight: 3 Value: 17576 Level Restriction: 25

The object appears to be in perfect pristine condition.

Days Left: 185

Affects:

+20 to MANA

+20 to HIT_POINTS

Object: Borellius's war shield, forged from sardonyx [shield borellius sardonyx]

Item Type: ARMOR Effects: ANTI-NEUTRAL ANTI-THIEF NOEGG FRAGILE

Equipable Location(s): TAKE SHIELD

Weight: 18 Value: 24389 Level Restriction: 28

The object appears to be in perfect pristine condition.

Days Left: 94

AC-apply of 15

Affects:

+3 to HITROLL

+35 to HIT_POINTS

Object: the war axe of Borellius [axe war borellius]

Item Type: WEAPON Effects: GLOW ANTI-THIEF SMITE-GOOD NOEGG FRAGILE

Equipable Location(s): TAKE WIELD

Weight: 10 Value: 21952 Level Restriction: 27

The object appears to be in perfect pristine condition.

Days Left: 185

Attributes: TWO_HANDED LONG

Damage Dice of 9d7

Affects:

+6 to HITROLL

+5 to DAMROLL

Object: a set of reinforced chain manacles [manacles chain mist serpent]

Item Type: WORN Effects: NOEGG FRAGILE

Equipable Location(s): TAKE ABOUT

Weight: 15 Value: 15625 Level Restriction: 23

The object appears to be in perfect pristine condition.

Days Left: 185

Affects:

+46 to MANA

+14 to STAMINA

Object: Lord Azareth's pendant [pendant azareth]

Item Type: WORN Effects: BLESS ANTI-EVIL NOEGG FRAGILE

Equipable Location(s): TAKE NECK

Weight: 15 Value: 17576 Level Restriction: 25

The object appears to be in perfect pristine condition.

Days Left: 185

Affects:

+58 to MANA

+50 to HIT_POINTS

Object: a book of reverance [book reverance]

Item Type: SCROLL Effects: NoBits

Equipable Location(s): TAKE HOLD

Weight: 5 Value: 1 Level Restriction: 0

The object appears to be in perfect pristine condition.

Days Left: 29.91

Level 45 spells of Heal, Heal, Sanctuary

Object: a sheet of crumpled silver [sheet crumpled silver]

Item Type: SCROLL Effects: NoBits

Equipable Location(s): TAKE HOLD

Weight: 3 Value: 1 Level Restriction: 0

The object appears to be in perfect pristine condition.

Days Left: 29.91

Level 45 spells of Harm, Harm, Harm

Object: the spiritual writings of Vagenhor [writings book vagenhor]

Item Type: WORN Effects: ANTI-WARRIOR ANTI-MAGE ANTI-THIEF NOEGG FRAGILE

Equipable Location(s): TAKE HOLD

Weight: 4 Value: 27000 Level Restriction: 28

The object appears to be in perfect pristine condition.

Days Left: 185

Affects:

+51 to MANA

-2 to SAVING_SPELL

Object: a mace of a priest of Vagenhor [mace priest vagenhor]

Item Type: WEAPON Effects: ANTI-GOOD NOEGG FRAGILE

Equipable Location(s): TAKE WIELD

Weight: 6 Value: 15625 Level Restriction: 27

The object appears to be in perfect pristine condition.

Days Left: 185

Attributes: None

Damage Dice of 5d8

Affects:

+1 to WIS
+58 to MANA

Object: a dark gem [gem]

Item Type: TREASURE Effects: INVISIBLE

Equipable Location(s): TAKE

Weight: 2 Value: 450000 Level Restriction: 0

The object appears to be in perfect pristine condition.

Days Left: 185

Object: the thin leather whip of a slave girl [whip slave girl leather]

Item Type: WEAPON Effects: NOEGG FRAGILE

Equipable Location(s): TAKE WIELD

Weight: 1 Value: 1 Level Restriction: 0

The object appears to be in perfect pristine condition.

Days Left: 185

Attributes: LONG

Damage Dice of 3d3

Object: a tartan kilt made from soft leather [kilt tartan leather]

Item Type: ARMOR Effects: ANTI-NEUTRAL ANTI-MAGE NOEGG FRAGILE

Equipable Location(s): TAKE LEGS

Weight: 10 Value: 21952 Level Restriction: 28

The object appears to be in perfect pristine condition.

Days Left: 185

AC-apply of 15

Affects:

+23 to HIT_POINTS
+31 to MANA

Object: the dagger of chaotic wrath [dagger chaotic wrath]

Item Type: WEAPON Effects: INVISIBLE ANTI-NEUTRAL ANTI-MAGE ANTI-CLERIC NOEGG FRAGILE

Equipable Location(s): TAKE WIELD

Weight: 15 Value: 21952 Level Restriction: 28

The object appears to be in perfect pristine condition.

Days Left: 185

Attributes: DAGGER (BACKSTABBER)

Damage Dice of 8d5

Affects:

+2 to DAMROLL
+4 to HITROLL

Object: a prison guard's sword [sword prison guard]

Item Type: WEAPON Effects: NOEGG FRAGILE

Equipable Location(s): TAKE WIELD

Weight: 5 Value: 10648 Level Restriction: 22

The object appears to be in perfect pristine condition.

Days Left: 185

Attributes: None

Damage Dice of 8d5

Affects:

+4 to DAMROLL
+3 to HITROLL

Object: a suit of topaz colored chainmail [chainmail prison topaz]

Item Type: ARMOR Effects: ANTI-MAGE ANTI-CLERIC NOEGG FRAGILE

Equipable Location(s): TAKE BODY

Weight: 8 Value: 17576 Level Restriction: 25

The object appears to be in perfect pristine condition.

Days Left: 185

AC-apply of 18

Affects:

+31 to HIT_POINTS
+1 to DEX

Object: gauntlets of barbed crimson [gauntlets crimson prison guard]

Item Type: WORN Effects: INVISIBLE MAGIC ANTI-MAGE ANTI-CLERIC NOEGG FRAGILE

Equipable Location(s): TAKE HANDS

Weight: 8 Value: 21952 Level Restriction: 29

The object appears to be in perfect pristine condition.

Days Left: 59

Affects:

+5 to DAMROLL
+3 to HITROLL
-47 to HIT_POINTS

Object: the multi colored cloak of Tybaras [cloak multi colored tybaras]

Item Type: WORN Effects: NO-DONATE NO-SACRIFICE NOEGG NO-DROP FRAGILE NO-AUCTION

Equipable Location(s): TAKE ABOUT

Weight: 8 Value: 15625 Level Restriction: 23

The object appears to be in perfect pristine condition.

Days Left: 185

Affects:

+7 to HIT_POINTS
+5 to MANA
+5 to DAMROLL

Object: the iron staff of Llahavok [staff llahavok]

Item Type: STAFF Effects: MAGIC

Equipable Location(s): TAKE HOLD

Weight: 7 Value: 27000 Level Restriction: 30

The object appears to be in perfect pristine condition.

Days Left: 44.87

Level 40 spell of Bolt of Lightning. Holds 8 charges and has 8 charges left.

Affects:

+2 to SAVING_SPELL

Object: Llahavok's robes of corruption [robes robe llahavok corruption]

Item Type: ARMOR Effects: DARK ANTI-MAGE NOEGG FRAGILE

Equipable Location(s): TAKE ABOUT

Weight: 2 Value: 24389 Level Restriction: 29

The object appears to be in perfect pristine condition.

Days Left: 185

AC-apply of 8

Affects:

+30 to HIT_POINTS
+47 to MANA

Object: Vagenhor's blood soaked armor [armor vagenhor]

Item Type: ARMOR Effects: ANTI-WARRIOR ANTI-THIEF NOEGG FRAGILE

Equipable Location(s): TAKE BODY

Weight: 15 Value: 27000 Level Restriction: 28

The object appears to be in perfect pristine condition.

Days Left: 185

AC-apply of 15

Affects:

+36 to HIT_POINTS
+27 to MANA

Object: a small silver bag with copper stiching [bag silver copper]

Item Type: CONTAINER Effects: INVISIBLE

Equipable Location(s): TAKE HOLD

Weight: 1 Value: 1 Level Restriction: 0

The object appears to be in perfect pristine condition.

Days Left: 185
Available Weight: 128 stones
Nothing

Object: the clothing of a sacrificial virgin [clothing]
Item Type: WORN Effects: INVISIBLE MAGIC NO_RENT SLIPPERY
Equipable Location(s): TAKE BODY
Weight: 1 Value: 1 Level Restriction: 0
The object appears to be in perfect pristine condition.
Days Left: 185

Object: a rimu wand bound with silver [wand rimu silver]
Item Type: WAND Effects: NOEGG FRAGILE
Equipable Location(s): TAKE HOLD
Weight: 3 Value: 1 Level Restriction: 0
The object appears to be in perfect pristine condition.
Days Left: 185
Level 60 spell of Demonfire. Holds 6 charges and has 4 charges left.

Object: a purple sash that ties around the waist [sash vagenhor purple]
Item Type: WORN Effects: ANTI-WARRIOR ANTI-MAGE ANTI-THIEF NOEGG FRAGILE
Equipable Location(s): TAKE WAIST
Weight: 2 Value: 13824 Level Restriction: 24
The object appears to be in perfect pristine condition.
Days Left: 185
Affects:
+41 to MANA
-3 to SAVING_SPELL

Object: the unholy flaming belt [belt unholy flame]
Item Type: WORN Effects: DARK EVIL MAGIC ANTI-GOOD ANTI-WARRIOR ANTI-THIEF NOEGG FRAGILE
Equipable Location(s): TAKE WAIST
Weight: 5 Value: 15625 Level Restriction: 23
The object appears to be in perfect pristine condition.
Days Left: 185
Affects:
+42 to MANA
+19 to MANA

Object: a sphere radiating unholy light [sphere unholy light]
Item Type: LIGHT Effects: ANTI-GOOD NOEGG FRAGILE
Equipable Location(s): TAKE HOLD
Weight: 4 Value: 17576 Level Restriction: 24
The object appears to be in perfect pristine condition.
Days Left: 185
Affects:
+47 to MANA
+15 to HIT_POINTS