

## KEEP THE THIEF

### SPELLS

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#### REAGENTS and their meanings:

Dragon's Drool - Fire  
Glow grass - Light  
Peppermint - Heal  
Wart weed - Power  
Scorpion Tail - Hate  
Kiki root - Magnify  
Skunk - Protection  
Black pearl - Focus  
Owl eye - Sight  
Narcissus root - Self  
Rhino horn - Opening

#### Circle of Unity Spells:

Bandus Aidus (Healing) Self, Heal  
Flickus Bickus (Light) Fire, Light  
Emmus Exusus (Attack 1) Hate

#### Pyramid of Power Spells:

Genusus Electrus (Light +) Fire, Light, Sight  
Havius Vacumus (See hidden) Focus, Sight  
Cynus Arcenus (Attack 1) Focus, Hatred  
Agenus Oranus (Attack many) Hatred, Magnify  
Riteus Gardus (Protection) Self, Protection  
Makus Foodus (Make food) Heal, Self, Power

#### Cube of Force Spells:

Takus Tylenus (Heal +) Self, Heal, Power  
Dranus Likus (Open doors) Focus, Opening  
Qnus Arudus (Attack 1) Focus, Power, Hate  
Napus Almus (Attack many) Magnify, Power, Hatred  
Mutuas Omahaus (Protection +) Power, Protection, Self  
>Goodus Newsus (Heal ++) Infinity, Heal, Self  
>Wastus Em (Attack Many) Hate, Fire, Magnify  
>Bigus Lightus (Light ++) Light, Sight, Power

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#### Miscellaneous ramblings:

To open both the East or West double doors you need the key of Koran.  
Telloc's skull should be thrown into the abyss of Tel Empor.  
Achillies robe. Remember to search after wining the fight.  
>The Merchant's daughter likes rare flowers.  
>You NEED Al Handratta's key to open the door to the hall of wisdom.  
>Use the Havius Vacummus at the falls.

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#### TRAPS:

##### SOME KNOWN WAYS TO DISARM TRAPS:

>Kell's Residence  
Brush embers back into the fire  
>Benreyy's Residence  
Remove candle from the wall  
>Nodel's Residence  
Carefully lift the teapot without spilling the tea  
Hall of Strength  
Leaking brick: Slip knife under brick

Ceiling:Use rope to secure brick  
Torches:Pull forward  
>Left Wall: Trapped Trap - Leave it alone  
>Floor: Trapped Trap - Leave it alone  
>Pedestal: Push buttons 1 & 3  
Mem Santi Treasury part 1  
Floor:Use knife to jam spikes  
Ceiling:Put in lots of oil  
>Left Wall: Trapped Trap - Leave it alone  
>Right Wall: Jam the panel closed with knife  
Mem Santi Treasury part 2  
Sceptre:Crush top  
Gem:Remove from stand  
Right Bench:Squirt oil in hole  
>Floor: Trapped Trap - Leave it alone  
>Sam Mercon Treasury  
Right Wall: Wave sword in front of trap  
Ceiling: Trapped Trap - Leave it alone  
Floor: Tap the floor with sword  
Gold: Another Trapped Trap - Leave it alone  
Back Wall: Twist the sword  
Right side of Pedestal: Ram knife into the hole  
Front of Pedestal: Push on the front panel

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Another file that should be u/l'd with this is called Keef.Maps.CO  
>All the files are bundled together

Don't assume that even the maps listed are complete, I could easily have missed a secret door, or some similar trick.  
>The maps are now complete!  
NOTE: The map of Tel Hande isn't exactly right, but the difference WON'T affect the game.

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Good luck on your adventures! And if you find out anything new (especially spells) please let everyone know.  
>Three new spells  
Goodus Newsus  
Wastus Em  
Bigus Lightus

There is another one called Bunsus Nudus, but I couldn't figure out how to make it, or even what it does.

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Researched & typed by The Cat Master  
>Updated by Mike Bresciani

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The Orb held by the wizard king in the top of the tower of Tel Hande is the Artifact, Orb of Power.

More spells:

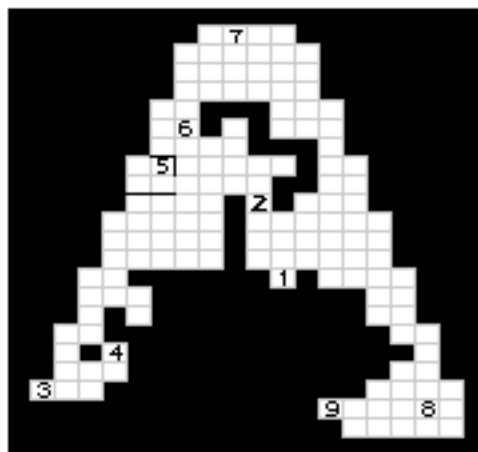
New reagent: Infinity=Pheonix eggs (I think. Haven't been able to find them as of yet.)

>The Pheonix eggs are at lands end. You need to make that extra step then you will see a tree.  
 >Tie yourself to the tree, then gently take the egg.

**Pentagram of Infinite Conveyance:**

- Usus Carus (Raise charisma?) Infinity, Light, Sight
- Pizaus Coldus (Attack 1) Infinity, Focus, Hatred
- Killus Deadus (Attack 1) Fire, Focus, Hatred
- Olus Gayus (Attack many) Infinity, Magnify, Hatred
- Wastus Em (Attack many) Fire, Magnify, Hatred (great spell!)
- Lyodus Londus (Protection) Infinity, Self, Protection
- Barbus Rubinus (Stronger attacks) Infinity, Self, Hatred

Phonus Homus (Teleport home) Infinity, Self, Sight  
 Elmus Pastus (Greater Enchantment) Power, Focus, Infinity + the 6 artifacts  
 cast only in the lab above the pit of  
 Tel Empor (I am not a Tuna.)



**JUNGLE MAP**

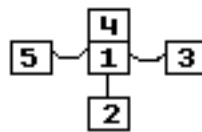
1. SAME MERCON
2. TEL ROCA BRIDGE
3. Land's End
4. Hermits Hut
5. Mem Santi
6. Waterfall
7. Tel Hande
8. Fiend Hole
9. Tel Empor

**Keef the Thief** Cat Master

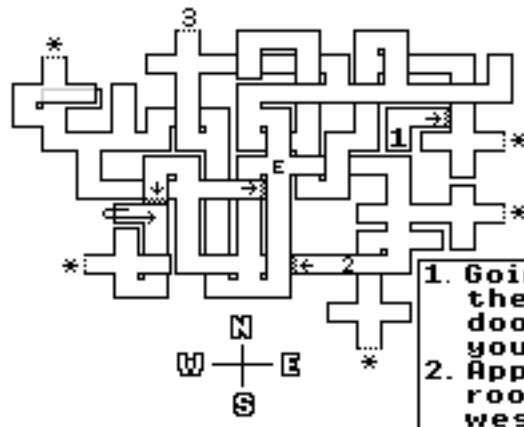
**Mem Santi the Tree Temple**

1: The Sword Yang.

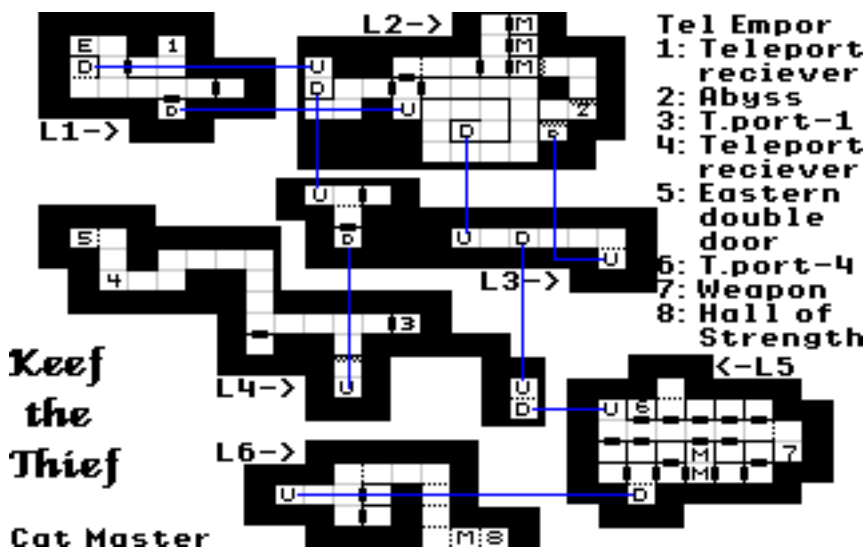
**Palace of Same Mercon Treasury. Cube scroll.**



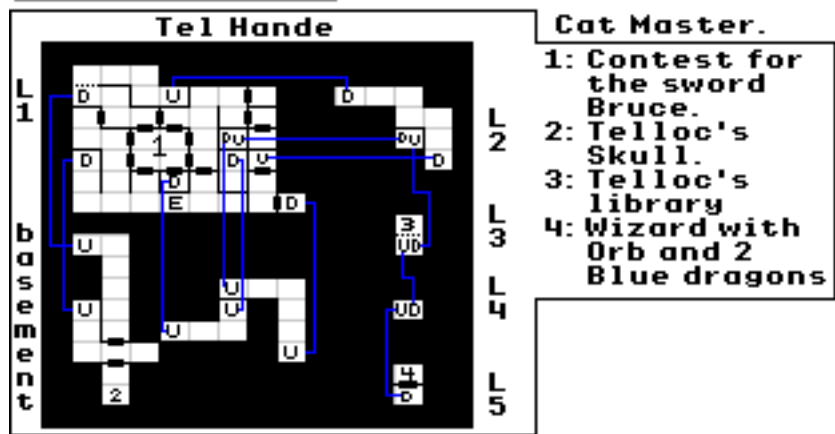
- 1: Temple Foyer
- 2: Top of Lift
- 3: Stair to maze
- 4: Temple
- 5: Naughty Dog Office



1. Going through the wrong secret door teleports you here.
2. Approaching this room from the west takes you above the entrance
3. The seat of Mem artifact.

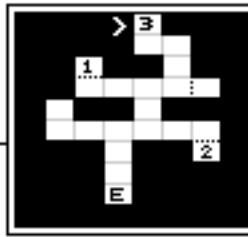


### Keef the Thief



## Keef the Thief

### Cat Master.



### Behind the Waterfall

- 1: Mermaids Ring.
- 2: The Helmet Moe.
- 3: ARM OF LOVE

### The Hermet's Hut.

- 1: Pyramid Scroll.
- 2: Gem of Wisdom.
- 3: West half of double doors.



Door  
Secret door  
1-way door

T=Treasure  
M=Monster  
U/D=Up/Down

Brought to you by the continuing adventures of

C  
Master  
t

>Updated by Mike Bresciani