

Advanced Dungeons & Dragons

COMPUTER PRODUCT

POOLS OF DARKNESS

A FORGOTTEN REALMS® Fantasy Role-Playing Epic, Vol. IV

CLUE BOOK



STRATEGIC SIMULATIONS, INC.®

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INTRODUCTION

POOLS OF DARKNESS concludes the adventure began with the POOL OF RADIANCE game. In playing this game, you are advised to explore the adventure in the order given by the story synopsis (the following section). The adventure begins in Phlan. From there you should go east, conquering the challenges as they appear. Once you have helped Vala, you should then head west and move around the overland map in a generally counter-clockwise direction.

You should do the mini adventures as they cross your path and not in the order in which they appear in the story synopsis.

All characters in your party should be able to advance up to level 40. Magic-users should have an intelligence of at least 18. Otherwise they will not be able to cast the most powerful spells provided in the game.

In part this means that you should use non-human characters only as Thieves (the only class where their level advancement is unlimited). If you are transferring existing non-human characters who are not Thieves or magic-users who have an intelligence of less than 18, you will find it very difficult to successfully complete the game.

If you find the game to be too hard, you should make it easier by changing the level of difficulty. This is done by first selecting the Alter option, then selecting the Level option, and then selecting either the Novice or Squire level of play. Please be advised that if you are playing with non-human characters (other than Thieves) or with magic-users whose intelligence is less than 18, we recommend that you change the level of difficulty as the game was created on the assumption that the characters who challenged it would not be limited in these ways.

At the very end of the game, you will have the opportunity to go to a special challenge adventure that is not considered to be part of the main story line. This adventure was created especially for those gamers who did not feel adequately challenged by the normal game. If you do decide to accept the challenge, be advised that you will need at least one of each class type: Thief, magic-user, cleric, and fighter (includes either a ranger or a paladin), in order to conquer it.

Finally, we want to thank all of you who have adventured in our games from POOL OF RADIANCE, into CURSE OF THE AZURE BONDS, through SECRET OF THE SILVER BLADES and now into POOLS OF DARKNESS. We hope you have had as much fun playing these games as we have had creating them for you.

Let the game begin.

STORY SYNOPSIS FOR POOLS OF DARKNESS

PHLAN

The party begins its adventures in the revitalized city of Phlan. New, sound structures have been built and the city is a thriving center of commerce. Sasha, the old clerk, is now a Council Member.

The party arrives by boat and is greeted by Rolf. He offers to give the party a tour to show it the new sites.

At the town hall, the party meets Sasha, who is preparing for a trip to the Lands of Thar. Since there is little else going on during this time of peace, she asks the party to provide escort for her.

The party can explore the new Phlan, sample its hospitality, and shop in its stores. It quickly finds, however, that Phlan and the Realm in general are uneventful in their prosperity. The party will accept Sasha's escort duty and set off for the Lands of Thar.

As it leaves, a great storm encompasses the Realm and Phlan is torn from the land, leaving only a crater. Bane has moved against the Realms in a massive attempt to assert his dominance. He speaks to the party, claiming the Realm is now under his control.

The party is teleported into Limbo by Elminster, Sage of Shadowdale, who enlisted its aid in freeing the land of this new threat. The call to high adventure has sounded once again and the party embarks on what is undoubtedly its greatest challenge.

Bane has secreted Phlan under Marcus' Tower where it is under siege from Tanetal and Marcus. It is putting up a stalwart defense under the leadership of Shal, but she is captured by Marcus and leadership passes to Captain Unhar's less experienced hands.

The party cannot enter Phlan until Marcus' Tower falls and the attacks lessened. Once the tower falls, the party will clear its streets of the remaining besiegers. Phlan then becomes one of the centers for organizing the resistance and the party can gain information from Shal (if she has survived) or Unhar.

PRIME MATERIAL PLANE WILDERNESS

All of the cities not allied with Bane have been torn from region, leaving it overrun with evil. Four armies of Bane are gathering in the region which will sweep through the depopulated countryside.

In the Dragonspine Mountains, the Dragons and Giants are gathering. The Drow have gained control of the area around Zhentil Keep. In the south, Marcus is assembling an army of Mages from various sects and disciplines. Finally, Mulmaster is the center for the Banites and Bane's minions.

There are, however, still some pockets of resistance in the region where the party can receive aid, and/or lend its assistance.

MINI ADVENTURES CONNECTED TO PRIME MATERIAL PLANE

In a small farmhouse, the party meets a mercenary who is badly wounded. It seems he had tried to join the army at the Hill Giant steading and did not fare well in the street fighting.

At a small keep, the party finds its inhabitants are in desperate shape fighting monsters. When the party rescues the sole remaining family, they give the party some useful information.

Dragons are terrorizing a small stockade where Captain Terrial has made a hopeless stand. When he is explaining the situation to the party, the Dragons attack. The Dragons are defeated and the party is hailed as heroes.

A band of Cloud Giants try to waylay the party at a crossroad. Defeating them, the party finds stores of looted treasure and frees the Giants' prisoners.

At a wayhouse, an innkeeper is quietly dispatching Banites with poison. The party will meet a cleaning woman here as well. She gives the party some useful information.

SASHA AND THE LANDS OF THAR

Somewhere in the Lands of Thar is the legendary Taydome's Keep which is said to harbor powerful magic. Having received word from the Mages Quil and Kimarr that they found the keep, Sasha journeyed to Thar to assess the situation.

Sasha, however, is kidnapped by Kimarr (alas, our heroes cannot be everywhere at once) who has turned traitor in a mad quest for power.

Long ago, Lord Taydome made a pact with the Giants and Ogres in which he helped them in their war in return for their servitude of a thousand generations. Kimarr has

discovered the scroll left by Lord Taydome which allows him to enforce this servitude and is using it to solidify his power.

Quil, on the other hand, has discovered a map of the keep's secret passages and is in quiet opposition to Kimarr.

The party enters the keep and embarks on its quest to rescue Sasha. Kimarr attempts to join the party in order to mislead it with false information, while Quil leaves helpful notes for the party to find. The party faces attacks from monsters and other challenges, not the least of which is finding where Sasha is being held.

Once the party frees the keep of Kimarr's grip and rescues Sasha, she uses the keep as a base of operations.

VALA VS. VAASA

The Vaasans have hatched a plot to use Earth and Fire Elementals to tunnel through the mountains, and so bypass the snow blocked passes. They hope to join in the fight against the Realms and gain favor with Bane.

Vala of the Silver Blades has discovered their plot and is trying desperately to counter the threat. Her situation is bleak though, and she has been forced to recruit Hill Giants to fight the Vaasan army. Fortunately, the Giants are easily tricked.

Vala's one hope is to find four magical objects which will allow her to gain control of the Elementals. These objects (Crucible of the Tyrant's Flame, Lindenwood Staff, Worldstone, and Oakroot Staff) were buried in the mountains by time, along with the ruins of the city where they were crafted. Using the Hill Giants, Vala is excavating

the ruins to find the objects, but the Vaasans are near and the digging is disturbing monsters long hidden in the ruins.

The party joins Vala in her efforts to curb this threat: it must battle against the stupidity of the Giants as well as the ghosts of the ruins former inhabitants to find the four magical items.

Finally, the party uses the items to control the Elementals and seal the tunnels. The party is then able to repel the Vaasan army.

TEMPLE OF TYR

The party encounters Priam, once leader of Hillsfar's Yulash forces and mayor of Verdigris. Priam has mustered a small army and is on his way to the Temple of Tyr where he hopes to equip his fighters from the temple's armory. He asks the party to aid him in this and leads it to the Temple of Tyr which survived the theft of Hillsfar.

A group of marauders is also interested in the armory and they have broken in and are plundering the temple. The party discovers the marauders as it enters the temple. Ferreting them out, the party is able to restore the temple to order.

In its search for the armory, the party encounters Brimwulf, who Tyr appointed guardian of the temple's holy relics according to a pact made while Brimwulf was alive. Brimwulf poses tests of worthiness for the party before it is allowed to take the weapons in the armory.

In addition, the party encounters Laurellin in the belfry. She is a Banshee who was Brimwulf's true love in life. Brimwulf is not aware of her presence, but if the party proves its worthiness, it is able to reunite the ill-fated lovers.

HILL GIANT STEADING

Before the civil war in Zhentil Keep, the Hill Giant Steading was a fort guarding the caves and passes in the Dragonspine Mountains.

The steading has now become a recruitment center for the massive army Bane and his lieutenants are assembling. The fact that it is controlled by Hill Giants, however, makes the choice somewhat ill-advised since their slow wits make them vulnerable to resourceful foes.

The party bluffs its way into the steading and finds its way to a mead hall, The Twisted Horn. Here it meets Kardal, a spy sent by Sasha to gather information. He tells the party how recruitment works in the steading: those who prove themselves in street brawls and gain a reputation for fierceness are summoned by the Hill Giant Shaman, who assigns them to special units in Bane's army. At Kardal's suggestion, the party fights a party of Cloud Giants in one of the mead hall's private rooms. By defeating these foes, the party gains instant notoriety, and is told to go see the Shaman.

On the way, it learns that Kardal was captured. When it rescues him it sets off an alarm, and must fight its way to the Hill Giant Shaman. Defeating him, the party learns that he feared the Fire Giants. It fights a Dragon guarding the steading treasure, and then continues on to the Fire Giant Cave.

FIRE GIANT CAVE

The Fire Giant Cave is ruled by a Fire Giant Mage who has designs on taking massive amounts of territory for herself. To do this, she has been siphoning off troops from those sent to Thorne. With this personal army, she will sweep the countryside and establish strongholds under her command.

The party enters the Fire Giants Cave after it has defeated the Hill Giant Shaman, where it got an inkling of the Fire Giant Mage's ambitions.

Upon entering the Cave, the party finds it to be heavily laced with magic, where corridors are not what they seem or where they are under enchantments. It meets the Fire Giant Mage, who is under the impression that the party is as ambitious as she, and she tries to pay it off.

The party meets two Hill Giants who had been sent by the Hill Giant Shaman to squash the Fire Giant Mage's plans. They join the party, telling it of their fail-safe plan. Unfortunately, the Giants are not too bright and the plan fails miserably.

The party must then find its way through the maze of corridors to the Fire Giant Mage's quarters. The Fire Giant Mage begins to grow worried by the party, and lays ambushes for it. When this doesn't slow the party down, the Fire Giant Mage grows fearful and offers the party a deal to 'share the glory. Too late, the Fire Giant Mage realizes the party's true motives and is caught in her own machinations.

DRAGONS' AERIE

The Dragons' Aerie is the gathering place for the Dragons serving Thorne. It is controlled by a wizard, Modthryth, from the Cult of the Dragon. He has created a Dracolich which guards the dimensional door leading to Thorne's Cave. Before the party can reach the Dracolich and the dimensional door, it must collect four keys.

Because the different Dragon species prefer different environments and generally do not get along, they have segregated themselves into four nesting areas. One of the four keys can be found in each of the four nests.

In the center of the Aerie is a common room where the Dragons intermix and where Modthryth arranges duels between the Dragons.

As the party travels through the cave, it catches glimpses of Modthryth and learn of his plans to create another Dracolich. The duels between the Dragons serve to determine which are the most powerful Dragons, and the competition is fierce and deadly.

THORNE'S CAVE

The party must reach Thorne and prevent him from sounding the Horn of Doom three times. The first blast on the Horn alerts Bane. The second blast will cause a break in the storms wracking the region, allowing the Dragons to fly. The third blast will loose the Dragons on the Realms and allow them access to the cities held in Limbo.

The Horn of Doom was made from the horn of a Ki-rin, whose spirit still haunts Thorne's cave, waiting for heroes to right the wrongs done with its magic. The party must slay Thorne after he has blown the Horn twice, so the storms will cease, but before the third blast.

Helping the party, will be a Thief, Raizel. Raizel knows the cave's passages and is adept at finding hidden doors. The party will be able to get to Thorne more easily with Raizel.

However, Raizel is more than a little enamored of treasure, and she will frequently try to lead the party to hordes, using up time the party cannot afford. Once Thorne is killed, the party can search out the treasure at its leisure.

ZHENTIL KEEP

On Bane's orders, the Drow opened their tunnels and have taken over the city. They now patrol the city and are capturing people to be taken into Manshoon's tower and the slave pens. Wagons carrying these prisoners rumble through the city, taking whom they please. The party rescues an old man from one of these wagons and his daughter tells it about what is going on.

The party also meets Mabril who tells it about Kalistes and a halfling woman named Traned. He will also tell the party about a secret entrance to Manshoon's Tower. Using the secret entrance, the party is able to avoid questioning by Manshoon's guards as well as a heavy toll.

MANSHOON'S TOWER

The party enters Manshoon's Tower through either the main gate or a secret entrance. The main entrance leads to the security office where there is questioning, examination and fee collection. If the party uses the secret entrance, it will bypass this. Once in the tower, the party breaks up a foul ceremony being held in the temple.

Ascending the tower, fanatical Manshooners try to keep the party from disturbing Manshoon's great conjuring. Manshoon releases his "pet" on the third level. The "pet" is invisible save for its shocking gaze.

On the top level, the party finds a diagram drawn on the floor of a big room which Manshoon is using to conjure foul beings. If the party does not succeed in stopping Manshoon in his chamber, it becomes trapped in the diagram, subject to Manshoon's ravings. It would meet its end there if were not for a woman Mage who helps the party break the diagram.

Once Manshoon is stopped, the top level of his tower collapses.

DESCENT TO THE DEPTHS

The Drow in Zhentil Keep take the slaves down into the Descent of the Depths. Empty slave wagons are kept near the entrance as well as a carriage where the party can capture a Drow prince and princess. From them, the party learns of Marcus and Manshoon. It can also use the pair as ransom for entry into the Drow stronghold.

Following Mabril's instructions, the party finds Traned in the stronghold. The stronghold also houses the Drow barracks and the headquarters for the slaving operation.

Unbeknownst to Manshoon, the Drow have hidden a dungeon in the Depths where they have imprisoned the Zhents. Eventually, the party reaches the Winnowing room where slaves are divided up and sent to either Kalistes' temple for sacrifice or to the slave pens. Traned will leave the party to help these prisoners escape. The party then pushes on towards Kalistes' Temple, either through the main gate or through the slave pens.

SILK AND THE SLAVES OF THE DROW

The slave pens below Zhentil Keep are where the Drow take prisoners for their evil purposes. Silk, a Rogue Drow of good alignment, had been raiding Zhentrim and Drow forces when most of her company, the Swanmays, were captured. She has come to the slave pens to rescue the Swanmays and enlists the party's aid when it arrives.

The party soon discovers that the Drow are stealing the life force from lawful good people to make Essence of Pure Light. This, in turn, is used to create Fire of Night, which is crucial to the transformation of Giant Spiders into Pets of Kalistes. Protected by a series of lethal traps, there is a fountain of Fire of Night which the party must destroy to stop this evil practice.

If the party helps Silk rescue the Swanmays, she will aid it in this cause. The party penetrates deeper into the Drow stronghold, disrupting a sacrifice to Kalistes, and finally coming to the fountain, which it destroys with the Essence of Pure Light it found in the alchemist's laboratory. From the fountain chamber, the party can enter Kalistes' Temple.

KALISTES' TEMPLE

Kalistes' Temple is where Kalistes' extends her power into the Prime Material Plane. Gateways to the Web Dimension and to various areas within the Forgotten Realms are located here. The temple, therefore, is the center of many activities. Slaves and other suitable offerings to Kalistes are sent to the Web Dimension through the Gate of Darkness and Kalistes' Night Spawn are sent on their fell errands from the temple.

When Drow are ready to undergo the tests which will advance their power, they come to the temple to make offerings and to be purified. They then proceed to the Drow Testing Grounds in the Web Dimension.

The party will want to destroy the various gates that Kalistes' minions are using to weaken her grip on the Realms.

The main entrance to the temple is from the Descent into the Depths, and it is very difficult to get through. It is heavily guarded by Drow and a magical force which allows only Drow and slaves sedated with Spider poison to pass. Instead, the party will want to enter from the slave pens.

There is a chance that the party will meet Traned again. She is rescuing the slaves held in the temple and will lead them to safety.

Once the transporters are destroyed, the Night Spawn will be trapped in the temple and will turn against the Drow. From the temple, the party travels through Limbo to the Web Dimension.

WEB DIMENSION AND CONNECTED MINIS

This dimension consists of interconnected weblike paths, separated by a void, and is ruled by Kalistes.

When the party passes out of Limbo, it meets Cynthia, the Swanmay that Silk is looking for. She has been cursed and forced to serve as the Eyes of Kalistes. Cynthia tells the party what items it will need in order to gain entrance to Kalistes' Parlor.

As the party travels the paths of this dimension, it meets others:

Storm Harngrim, a dwarf who escaped from the Drow slavers and is searching for his sister, Arta, will join the party.

Dennia, the mother of a young Drow who is to undergo testing, has discovered that her brother Daris is trying to kill her son, Hern. She will lead the party to a secret entrance to the testing ground if it promises to help save Hern.

Valardis, the Assassin hired by Daris, will guide the party to a priests' entrance.

A disgruntled slave, who is in reality a spy for Tanetal, will also lead the party into Kalistes' Parlor.

Locaste, a Drow high priestess, is seen entering the Kalistes' Parlor. By watching what happens, the party will know whether it is safe for it to enter.

DROW TESTING GROUND

The Drow Testing Ground is where the Drow come to advance their magical powers. They undergo a series of tests to prove their worthiness. If they fail, they are turned into Driders. These are half Drow, half Spider creatures.

The party comes to the testing ground to rearm itself and to retrieve the items it will need to defeat Kalistes: amulets which repel Giant Spiders and a Ward of Safe Passage, which allows the party to enter Kalistes' Parlor.

To complete its mission, the party will undergo several of the Drow tests. The mission culminates in a battle against the guards of Daris, a murderous Drow Mage, followed immediately by a battle with Shest, a psychic Spider who is Kalistes' consort and lieutenant among the Drow.

Also in the testing grounds is **Storm Grimsword**, a dwarf ranger who is seeking to kill Kalistes to avenge the deaths of other Dwarves and to prevent more of his kin from suffering the same fate.

Daris has hired a human Assassin, **Valardis**, to kill his nephew, Hern. Dennia is Hern's mother and Daris' sister. She is trying to save her son from her brother's machinations. Either Valardis or Dennia may join the party.

KALISTES' PARLOR

Kalistes holds the Crystal Ring, a powerful talisman which she uses to eclipse the sun. The party will need to retrieve the ring in order to destroy the crystal, which will weaken Gothmenes enough for the party to kill him.

Using the Ward of Passage, the party enters Kalistes' Parlor to begin its search and destroy mission.

The first level of the parlor is dedicated to satisfying Kalistes' larger-than-life appetites, as well as the subjugation of the Drow. Exploring this area, the party discovers her whereabouts and how best to defeat her: by destroying the eggs of her Night Spawn, Kalistes is driven to a suicidal attempt to save the eggs.

The party arrives in time to save Arta, who provides the party with information. A disgruntled slave will also help the party, but once the party has defeated Kalistes, he reveals himself as Tanetal's spy and will try to take the Crystal Ring from them.

NACACIA AND MYTH DRANNOR

Nacacia is the princess of Cormyr who ran away from home and joined the Knights of Myth Drannor, wanting a more carefree life. Her royal heritage, however, has inspired the Knights to look to her for leadership, which she has tenuously accepted.

She is now in her late twenties and is feeling the burdens of responsibility. She doubts her abilities, especially in the face of the mounting threats around Myth Drannor.

Walking trees have invaded the forest which she is at a loss to explain, and the Rakshasa who occupy Myth Drannor are impressed by Bane's power and have decided to recreate Tyranthraxus to curry his favor.

Nacacia asks the party to help and it travels with her and a group of Knights into the ruins of Myth Drannor. Exploring the once proud city, the party discovers that the Rakshasa are stealing the life force from the Knights to use as a reanimation catalyst for Tyranthraxus. This becomes too much for Nacacia to bear and the party must convince her to accept her responsibilities and authority or leave her behind.

The party discovers the temple where the Rakshasa are reanimating Tyranthraxus with little time to spare. It destroys the spheres

imprisoning the Knights' life force and Tyranthraxus is obliterated.

Returning to the forest, Nacacia thanks the party for its help and rewards it. She is more confident for her experience, capable of assuming her role as leader of the Knights of Myth Drannor.

TOWER OF MARCUS AND THE TEMPLE OF TRANSFORMATION

Marcus, the unholy wizard who the party has fought against before, has erected a red tower from whence he is sending hordes of animated trees to scour the land. Come to stop this menace, the party battles its way into the tower and discovers that Phlan has been entombed beneath its foundations.

At Phlan's besieged gates, it learns that **Shal**, a wizard leading the defense of Phlan and an expert on Moander, holds the key to defeating Marcus. The party has been haunted by her apparition, as well as an evil version of the woman. The party searches the dungeon and finds Shal, who informs it that Marcus is also creating foul automatons from pieces of Moander's body in the Temple of Transformation. He is aided by her evil twin, **Petra**, and Shal vows to stop this abomination.

With Shal's help, the party ascends the tower. It destroys the evil magics that are animating the Elven Court trees and the manufactories of the Bits of Moander.

Having disrupted the workings of the tower, the party confronts Marcus in his chambers. There, it learns that Petra and Shal are actually a single woman who has been divided into an evil and a good self. His fight to prevent their reunification is desperate. When Marcus is defeated, Shal and Petra reunite and then leap into the gate. This pulls the gate away from the tower, causing it to collapse.

MOANDER AND CONNECTED MINIS

Moander is a being which fills an entire dimension and it is his body over which the party travels. The true power behind Marcus is Tanetal, a Glabrezu who holds court in Moander's heart and who possesses the Talisman of Bane, which will allow the party to enter Gothmenes' dimension.

Traversing Moander's body, the party encounters the Cult of Moander, who are creating a temple out of His very flesh. They are also 'recruiting' people to their cult by transforming them into vegetative slaves. They try to enslave the party, making them 'one with Moander'.

Elsewhere, the cult is hunting down a priestess, which they hope to sacrifice as an offering to Moander.

In one of the wounds inflicted by Tanetal minions, the party meets Aeghwaet. He has maintained his youth for many centuries using extracts he concocts from Moander's body fluids. Once the party has rid his home of marauding minions, Aeghwaet gives it the potions it will need to succeed in the heart.

The remnants of an army that preceded the party gives it information on how to reach the heart and Tanetal.

The party can also gain useful information by tapping into the synapses of Moander's brain with the devices that Marcus' wizards have installed.

The party also runs into a hermit, who gives the party some sage advice.

MOANDER'S HEART

Knowing that Tanetal and the Talisman of Bane are here, the party enters Moander's heart by one of two methods. It may either cut through his lungs after travelling his breathing passages; or it may enter directly from the body by entering Moander's bloodstream through one of his wounds.

It meets the Watcher, a female Elf Mage stationed here by the Elves to watch over Moander and thwart any attempts to free him from this dimension. She agrees to lend assistance to the party.

As the party travels through the heart's main arteries, ventricles and atriums it is affected by the pumping action. This can wash the party helplessly from chamber to chamber. Tanetal is aware of this, and can use the Talisman of Bane to control the heart, and wash the party from his headquarters in the left ventricle. Further, it is attacked by fake Tanetal copies. A monstrous arrow is embedded in some of the surrounding muscle tissue. The party can fashion weapons from this using tools found in another area.

The Watcher tells the party that it must slow the heartbeat otherwise it will be washed from the arteries before it can reach the heart. It must find the golden cornucopia and give it to the Watcher, and help her cast sleep spells to lull Moander into a deeper sleep. She rewards the party with a tuning fork that exposes the Tanetal copies, and directs it to retrieve an unguent that she needs.

On the way, it attacks a group of magnetic Iron Golems which magnetizes the weapons. When the party returns the unguent, the watcher tells it to use the weapons to shock the walls of the left ventricle and wash Tanetal from the heart. She shows it a trap that she has set up.

The party flushes Tanetal causing him to lose the Talisman of Bane. It chases him into the Watcher's trap (which goes awry), and defeats Tanetal and his minions in a final battle.

MULMASTER

The Banite priesthood uses Mulmaster as its base, as do the largest known population of Beholders. The city is ostensibly ruled by the High Imperceptor, though in reality, it is the Beholders who control it. The entrance to the Beholder's lair lies through the city.

The Beholders have devised a system of weeding out those unworthy of entrance to their tunnels. The party discovers that it must fight in an Arena in order to continue on to the Beholder's caves. The difficulty of the fight depends on how severely the party has offended the city officials. Once it triumphs at the arena, it is met by a Beholder and led into the depths.

CAVE OF THE BEHOLDER

The party is lead from the Mulmaster arena into the caves of Arcam, the greatest of the Beholders, to be interviewed by his Chancellor. It can avoid this interview by evading the escort.

Arcam plans to take control of the Moonsea region for himself. He is waiting for an opportune time where he can conquer both Bane's minions, and the forces of good. The actions of the party in combatting Bane have furthered these plans. If the party meets with the Chancellor, it is offered a series of rescue missions that send it out to complete adventures. When these missions run out, or at its own choosing, the party fights the Chancellor and his guards.

The party then searches for Arcam. Along the way, it encounters prisoners that urge it to go rescue places where good is under siege. The party can either follow these cap-

tives to the overland, or chase Arcam. Defeating Arcam, the party runs a gauntlet of three chambers. In each of these is a sentinel watching for the three Talismans of Power: the Crystal Ring, the Horn of Doom, and the Talisman of Bane. If the party has these, it will be attacked by conjured forces.

Passing the gauntlet, the party reaches the Pool of Darkness leading to Dark Phlan.

DARK PHLAN

Dark Phlan is an evil version of the true Phlan, a taste of what the Realms will be like if Bane is successful. It exists in Bane's Dark Dimension. The Iron Wall, the first of Bane's inner defenses is here. If the party has the Horn of Doom, it can use the horn to breach the wall. Beyond lies the final encounter.

The city is ruled by the undead form of Porphrys Cadorna, formerly a council member of the true Phlan. He has kidnapped Sasha, with the intent of marrying her. Wedding preparations are underway as the party enters.

Gothmenes, a Balor and a major ally of Bane, oversees the wedding. The party disrupts the wedding and rescues Sasha, causing him to lose faith in Cadorna. Gothmenes leaves, giving the party free reign of the city.

THE PALACE OF GOTHMENES

Passing through the iron gate, the party can use the Crystal Ring to find and destroy the mystical crystal which Bane has used to block the good powers from intervening in his plans. With the crystal shattered, the final enemy, Gothmenes, is weak enough to be defeated by the characters. The party is teleported to Limbo where it watches the results of its victory.

With Gothmenes' defeat, the good powers can restore the stolen cities back to their rightful places. In doing so, the good powers turn back time to a point before the events of the game take place. Because of this, no one in the Realms remembers anything of Bane's conquest attempt, nor do they remember anything of the party's heroic doings. Only the party, Elminster and the greater powers know. Elminster closes the gates to the outer dimension. As the gates to Limbo are closed, the party is moved to the restored city of Phlan.

It meets Elminster in the city library, and he tells it that there is a ship waiting, laden with treasure. The party boards and sails off.

JOURNAL ENTRIES

The following Journal entries are false:

1, 6, 20, 23, 50, 75, 87, and 98.

MAJOR MAGIC ITEMS: WHERE TO FIND THEM

Phlan:

Wand of Magic Missiles, Clerical Scroll (3), Mage Scroll.

Realms Overland:

composite short bow +4, sling +4, scale +4, mail.

Limbo:

darts +4, Periapt of Health, Ring of Gaze Resistance, Ring of Invisibility, Ring of Protection from Evil, Vorpal Long Sword (from Shal).

Hill Giant Steading:

arrows +4, dagger +4, bolts +4 (2), long sword vs Giants +2, Ring of Fire Resistance, Clerical Scroll

Sasha and the Lands of Thar:

Mage Scroll.

Fire Giant's Cave:

javelin +4, fine long bow, Ring of Vulnerability -3 (you don't want this), Ring of Cold Resistance.

Dragons' Aerie:

battle axe +4, flail +4, scimitar +4, long sword +4, short sword +4, leather armor +4, ring mail +4, Dart of the Hornet's Nest, Wand of Ice Storms, Wand of Paralyzation, Scroll of Protection vs Dragon's Breath, Mage Scroll.

Thorne's Cave:

arrows +4, light crossbow +4, flail +4, javelin +4 (2), mace +4 (2), bolts +4, sling +4, long sword +4, trident +4, banded mail +4, helmet +4, Elfin chain +4, silver shield +3, Stone of Luck, Necklace of Missiles, Bracers of Defense AC 2, Ring of Fire Resistance.

Descent to the Depths:

composite short bow +4, composite long bow +4, cursed light crossbow -3.

Cave of the Beholder:

scimitar +4, quarterstaff +4, long sword +4, ring mail +4, Cloak of Displacement, silver shield +3, Eyes of Charming.

Vala vs Vassa:

composite short bow +4, darts +4, plate mail +4, silver shield +4, Ring of Blinking.

Manshoon's Tower:

light crossbow +4, dagger +4, darts +4 (2), bolts +4 (2), trident +4, Necklace of Missiles, Ring of Cold Resistance, Clerical Scroll.

Temple of Tyr:

hammer +4, quarterstaff +4, Ring of Protection +4, Wand of Lightning Bolts.

Moander Overland:

javelin +4, two-handed sword +4, Elixir of Youth.

Moander's Heart:

dagger +4, staff sling +4, scale mail +4, Cloak of Displacement, Javelin of Lightning.

Dark Phlan:

arrows +4, composite short bow +4, composite long bow +4, darts +4, javelin +4, bolts +4, quarterstaff +4, staff sling +4, short sword +4, Cloak of Protection +4 (2), banded mail +4, plate mail +4, shield +4, Bracers of Defense AC 2, Ring of Gaze Resistance, Ring of Protection +2, Ring of Protection +4.

The Palace of Gothmenes:

arrows +4 (2), hammer +4, javelin +4, sling +4, two-handed sword +4, helmet +4, leather armor +4, plate mail +4, shield +4, Ring of Protection +4.

Nacacia and Myth Drannor:

arrows +4 (2), light crossbow +4, bolts +4 (2), Elfin Chain +4, blessed bolts (8), Girdle of Giant Strength, Drow Elfin Chain +4.

Temple of Transformation:

darts +4, Boots of Speed, Long Sword, Ring of Wizardry, Elixir of Youth, Clerical Scroll, Mage Scroll.

Silk and the Slaves of the Drow:

darts +4, staff sling +4, Cloak of Protection +4, ring mail +4, Boots of Speed, Drow Elfin Chain +4, Drow Long Sword +4.

Kalistes' Temple:

Battle Axe +4.

Tower of Marcus:

Flail +4, two-handed sword +4, helmet +4, ring mail +4, shield +4, Ring of Protection from Evil, Wand of Ice Storms.

Web Overland:

short sword +4, chain mail +4.

Drow Testing Ground:

composite long bow +4, chain mail +4, Ring of Invisibility.

Kalistes' Parlor:

Elfin Chain +4.

Zhentil Keep:

mace +4.

Overland Minis:

arrows +4 (2), javelins +4 (2), bolts +4, chain mail +4, leather armor +4, blessed bolts (2).

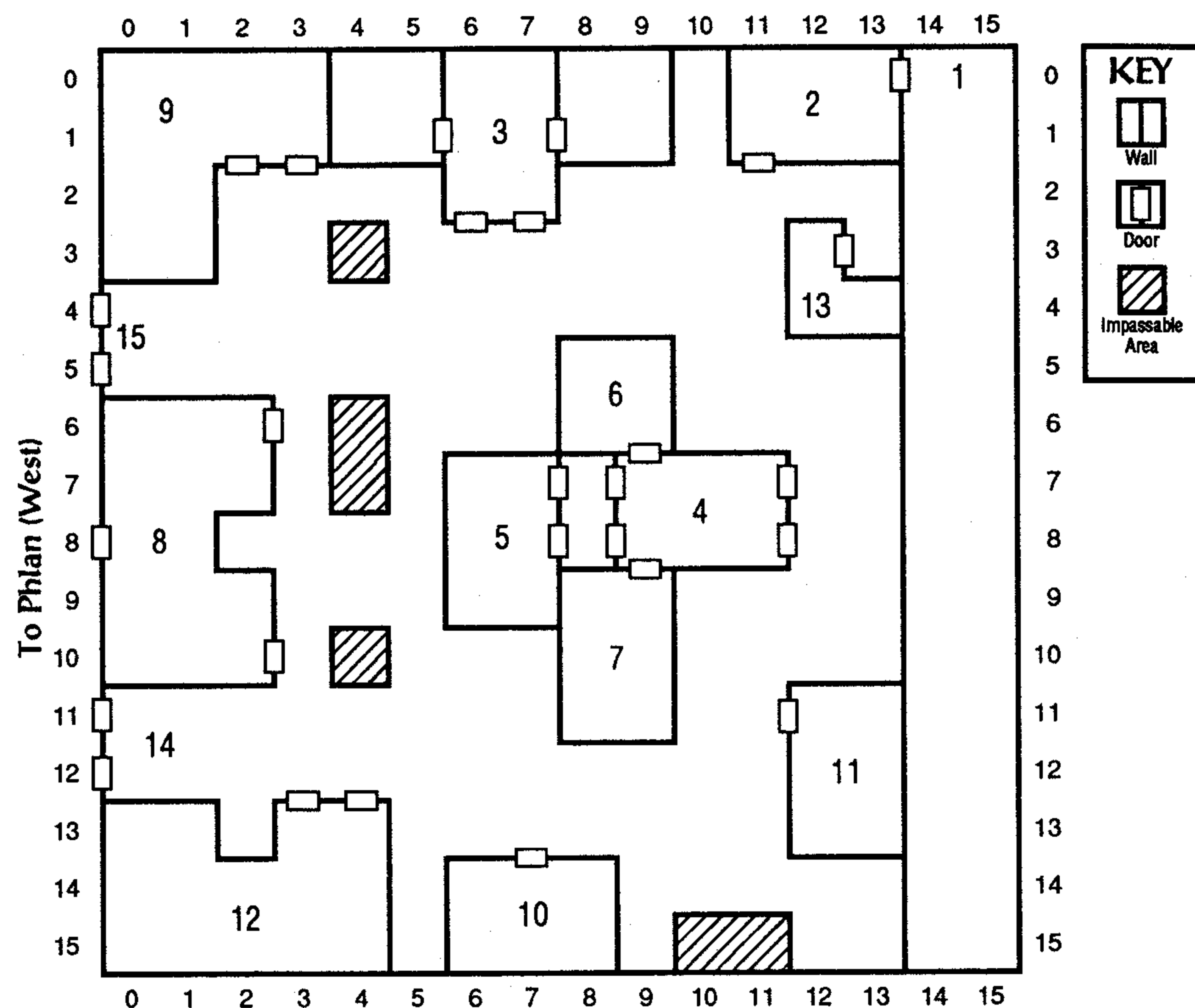
Web Dimension Minis:

javelins +4 (2), scimitar +4, banded mail +4, ring mail +4, scale mail +4 (2), Drow long Sword +4, Drow Elfin Chain +4.

Moander Minis:

arrows +4, darts +4 (2), hammer +4, scimitar +4, staff sling +4, trident +4, leather armor +4, ring mail +4, scale mail +4, Boots of Speed.

PHLAN (EAST)



Phlan

Synopsis: Phlan has been rebuilt and revitalized in the ten years since it was freed. Sasha, the old Council Clerk, is now a member of the council. The town is, in fact, so peaceful that the only adventure available is escorting Sasha to the Lands of Thar.

Bane has other plans. Put off by his past defeats, he scoops up all the towns not allied with him and places them in Limbo. All, that is, except Phlan which he hides beneath Marcus' Tower. Marcus and his adherents lay siege to the city, which is valiantly defended by Shal. Helping Phlan repel its attackers means the party will have a safe haven that it can come to in time of need.

The party will find many temples for healing in the east side of town, as well as a training hall. The west side of town is comprised mostly of residences and stores, where the party will be able to equip itself. Due to the party's fine reputation, all of the inns will provide free lodging.

Wandering Monsters: While Phlan is under siege: Red Mages and Zhentil Warriors. Otherwise: none.

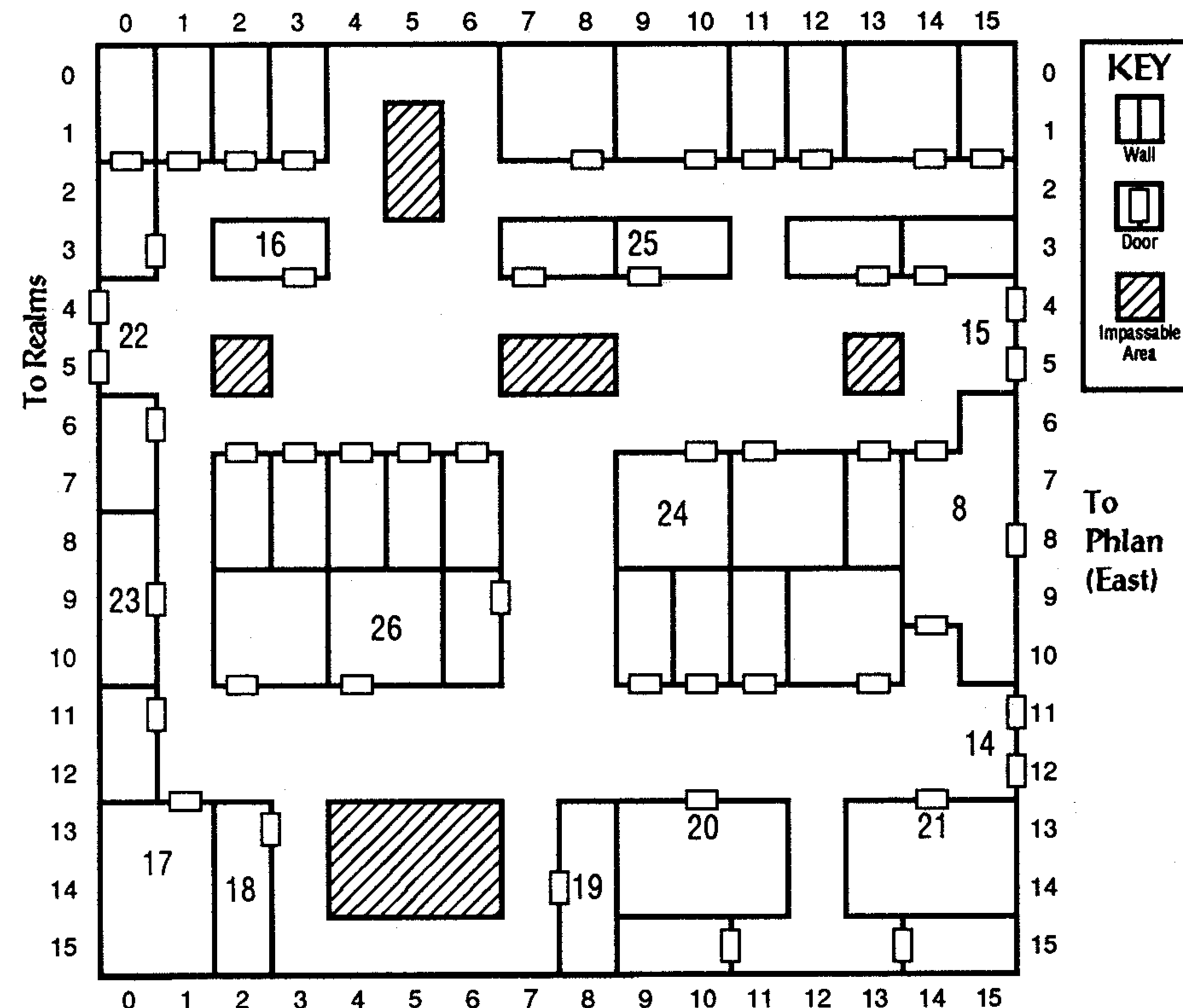
Resting: At any inn.

MAP LOCATIONS:

Phlan (East)

1 The docks where Rolf welcomes the party, and later escorts it to a ship. After you have won the game, this is where you may

PHLAN (WEST)



retrieve weapons left in limbo and meet the ship which will take you to the challenge.

2 The dock house

3 Training Hall

4 Town Hall

5 Council Chamber where Sasha asks the Party to escort her to the Lands of Thar. Other useful information can be gained here once the Party finds it beneath Marcus' Tower.

6 The Council Clerk is here. There are no missions at the beginning of the game, though later, the clerk will assign missions as they come up.

7 The Town Library where an old man (Elminster) warns the Party to leave town (beginning of game). Later, a note, a Mage

scroll, and a wand of magic missiles can be found here.

8 Valhegen Park

9 Temple of Sune

10 Temple of Gond

11 Sunrise Inn

12 Temple of Tempus

13 Temple of Tyr

14 Parkside Gate

15 Traitor's Gate where a soldier will explain the gate's odd name.

Phlan (West)

16 The fortune teller here will give the party many useful hints as the game unfolds.

17 The Troll Toss Tavern where the party is invited to fight a group of Ettins for sport.

18 The Spendthrift Inn

19 The Lakeside Inn

20 The Old Guild Armory - an all purpose store.

21 Ohlo's Mystic Devices - a store specializing in magical items.

22 This is Kuto's Gate. The party meets Sasha here to escort her to Thar. When the party accepts the mission, she gives it three Clerical scrolls.

23 When Phlan is under siege, a group of nine Black Mages and a Bit O Moander are holding a family hostage. The gates are sealed until these have been defeated.

24 This is a store specializing in clothing.

25 Smithy's Choice is a store which specializes in armor.

26 Bowyer's Supply is a store specializing in archery.

Limbo

Synopsis: To aid his lieutenants, Bane has opened the pools of darkness. Normally these interdimensional portals are only usable by his allies. Elminster, a Mage of great power, has made it possible for the party to use them too.

The way between pools traverses Limbo. Here Elminster offers the party aid and advice. Magical items will not survive the passage from the Realms to the outer dimensions, so the party should store these with Elminster. Likewise, such items will be destroyed returning to the Realms from the outer dimensions. Characters may go to Limbo from an outer dimension, receive aid

and then return to the outer dimension without losing their items. Such destruction occurs only during the full passage.

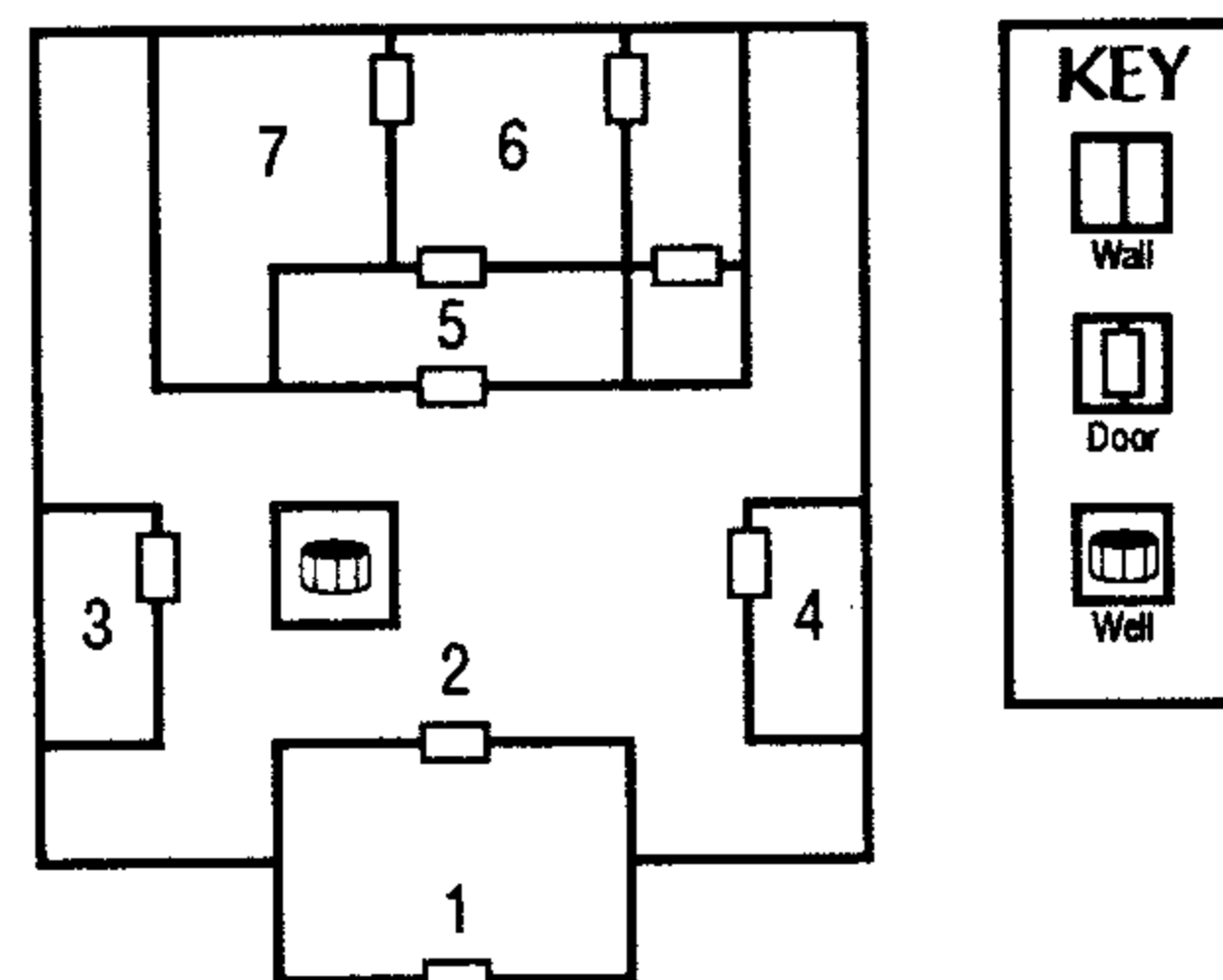
Healing and training is available.

Wandering Monsters: There are none.

Resting: You may rest safely.

Overland Minis:

Small Keep



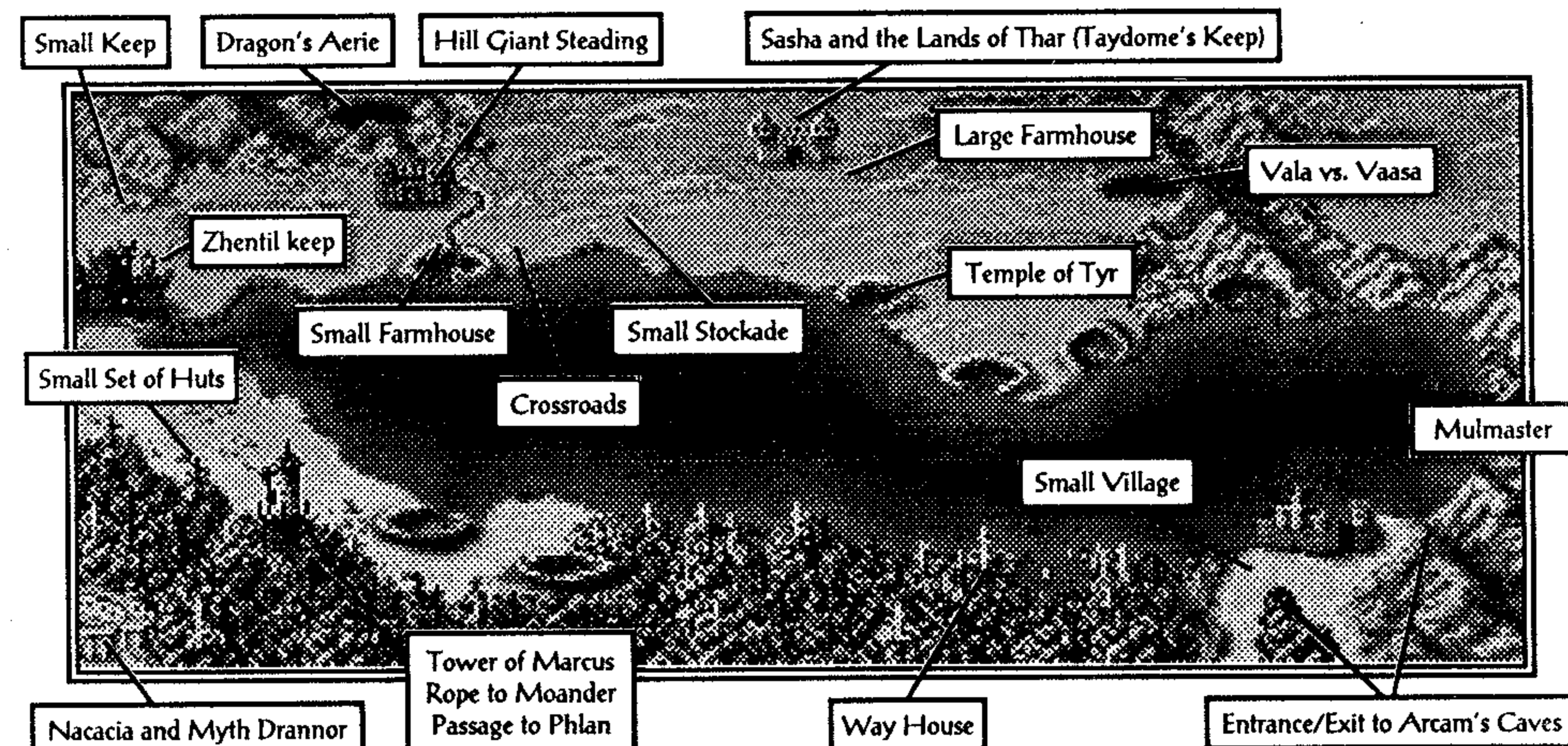
Synopsis: The party comes across a small keep. Monsters have overcome the defenses, and a battle rages inside. It rescues a family and gains information about the Giant's steading.

Resting: The party may be disturbed by Fire Giants and Ogres.

MAP LOCATIONS:

- 1 The keep's portcullis. It is bent aside, and useless.
- 2 The party is attacked by an Ettin war party.
- 3 Ogres, lead by a Hill Giant, search the blacksmith's shop. If the party disturbs them, they attack.
- 4 The stables. Fire Giants are rounding up the horses. They attack.
- 5 Ettins hold the keep's entrance.

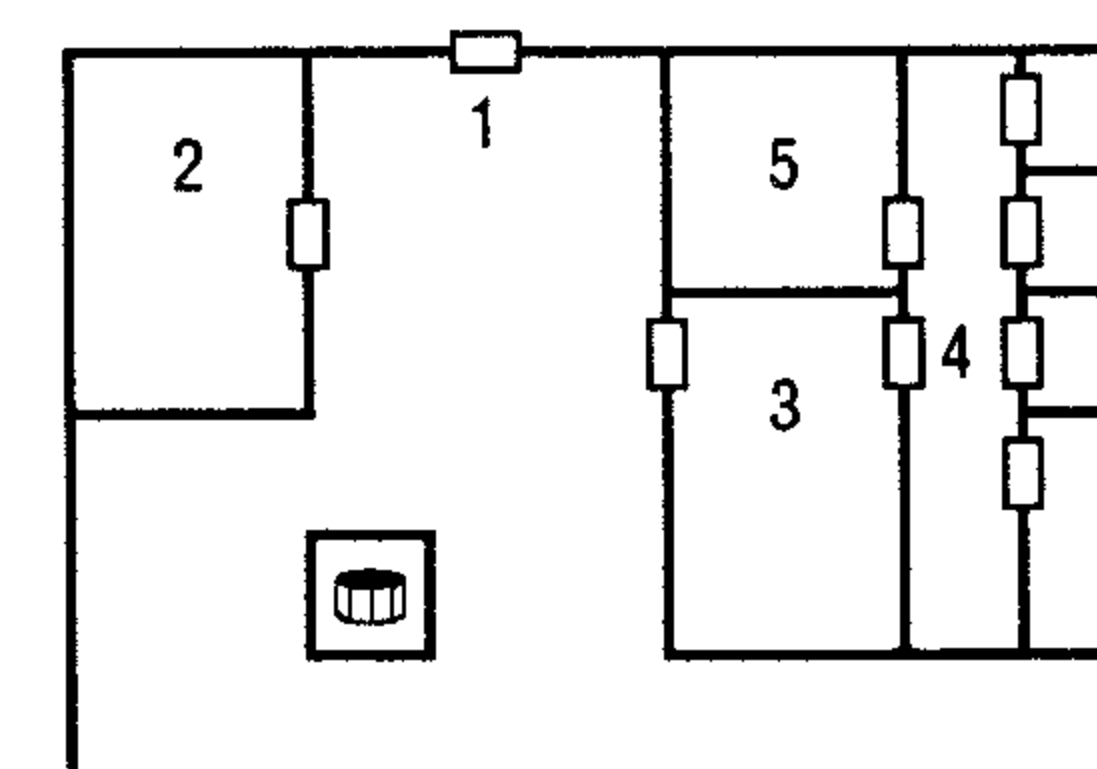
OVERLAND MINIS



6 As the party enters, Ogres and Ettins are finishing off the last of the keep's guard. They turn to attack the party.

7 Hill Giants are poised to attack a woman and her children. After the rescue, the mother tells the party about the Giant's steading.

Large Farmhouse



Synopsis: The party finds a farmhouse. Vampires have set up headquarters here.

Resting: Undead may disturb the party's camp.

MAP LOCATIONS:

- 1 The barnyard gate.
- 2 If the party searches the barn, it finds the soul-drained bodies of the farm's former occupants.

3 Vampires and undead guard the farmhouse entrance. The party is surprised unless it has found the bodies at location 1.

4 More undead attack in the corridor.

5 The Vampires have stored their coffins in this room. They attack the party.

Small Set of Huts

Synopsis: The former tenants of these huts have been run off by the forces of Bane. A woodsman is here, and he gives the party information about Myth Drannor and Marcus' Tower.

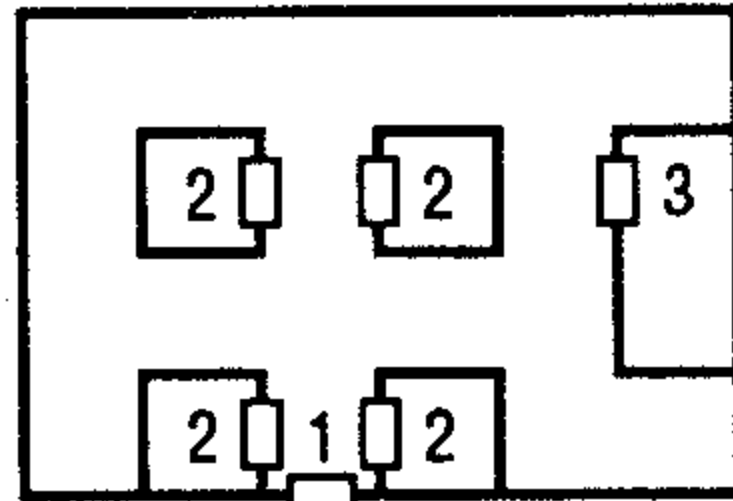
Resting: It is safe to rest here.

MAP LOCATIONS:

- 1 The entrance to the small village.
- 2 A pile of dead Banite priests.
- 3 A huntsman ambushes the party. If it pledges allegiance to PHLAN, or NO ONE, he gives it information.

Small Stockade

Synopsis: The party finds a stockade that has been under attack by Dragons. The captain enlists the party's aid. Dragon's attack, and the party rescues the stockade.



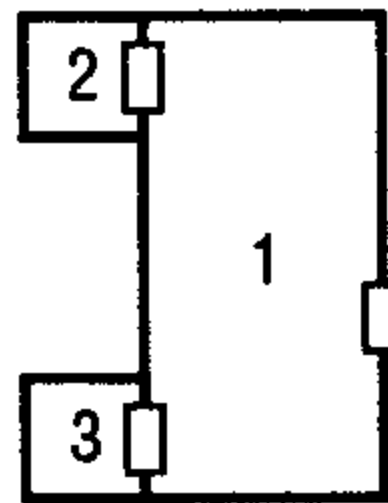
Resting: It is safe to rest here.

MAP LOCATIONS:

- 1 Guards let the party in.
- 2 Peasants hide in these huts.
- 3 Captain Dalas greets the party and asks it to help in the stockade's defense against the Dragons. Afterwards, the keep will be attacked by Dragons.

Way House

Synopsis: The party comes across a way house. It may rest here and gain some useful information.



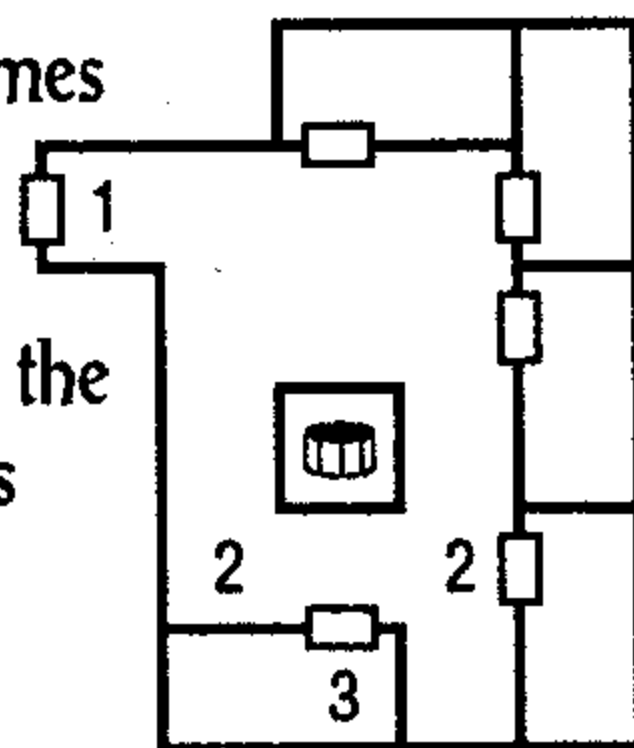
Resting: It is safe to rest here.

MAP LOCATIONS:

- 1 As the party enters, it is greeted by the innkeeper. He tells it not to enter the room at location 2.
- 2 A room full of poisoned Banite warriors.
- 3 The party meets the house keeper. She tells it about Mulmaster.

Small Village

Synopsis: The party comes across a small village. Beholders have taken over, and are terrorizing the citizenry. The party frees the village and recovers the Beholders' loot.



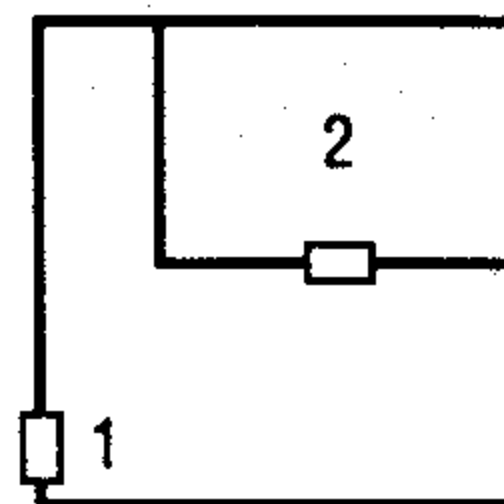
Resting: Wandering Beholders may attack the party.

MAP LOCATIONS:

- 1 Entering the village, the party sees the bodies of slaughtered humans. It hears cries coming from the south
- 2 Beholders are tormenting some villagers. They attack the party.
- 3 There is loot gathered in this room. Included are some arrows +4.

Farm Building

Synopsis: The party comes across a farm building. There it meets a dying fighter who gives it information about the Giant's steading.



Resting: Wandering monsters may attack the farm building when the party rests.

MAP LOCATIONS:

- 1 The entrance to the farm building.
- 2 The party meets a dying fighter. If it helps him, he gives them information.

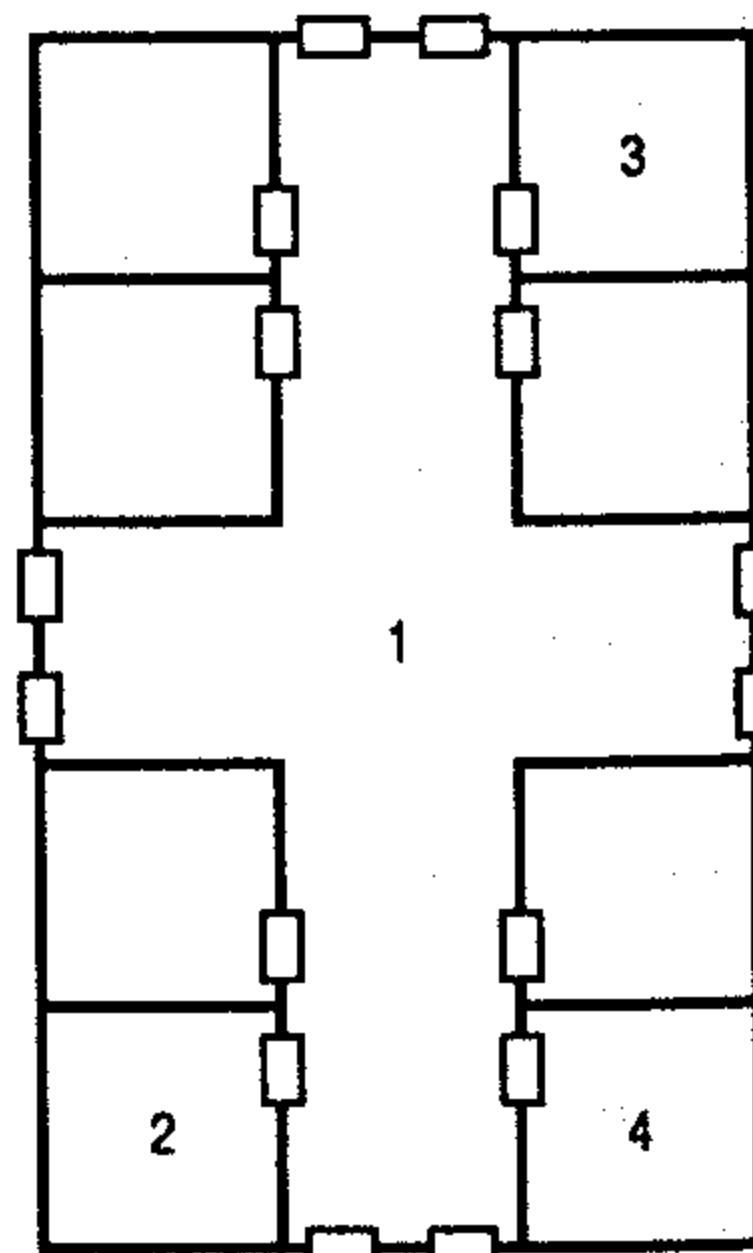
Crossroad

Synopsis: Cloud Giants have taken over this crossroad settlement. The party rescues a prisoner and finds the Giants' treasure hoard.

Resting: Giants wander the settlement and will attack the party's camp.

MAP LOCATIONS:

- 1 A gang of Giants ambushes the party at the crossroad.



- 2 Treasure. Giants protect their stolen loot.
- 3 Cloud Giants are interrogating a prisoner. If the party rescues him, he will tell it about the weapons at location 4.

- 4 A ransacked store. If the party saved the storekeeper at location 3, it can find a trident +3, a dagger +3, a light crossbow +1, and potions of speed.

Sasha and the Lands of Thar

Synopsis: The legends speak of Taydome's spell which gave him power over the Ogres and Giants of Thar. Sasha was last seen traveling towards the Lands of Thar to rally forces there. Her other task was to verify that the Phlan Mages Kimarr and Quil had found Taydome's lost fortress as their last message had claimed. The Mages have since parted company, their goals no longer the same. Kimarr controls Taydome's spell and the Ogres and Giants with it. Quil retains his loyalty to the Council and has stolen the spell, hiding in secret passages in the Keep. Sasha stumbled into their conflict, her party ambushed by Kimarr. Because she is a focus for the rallying forces of Phlan, Bane's minions would benefit from her death, and Kimarr uses her as a bargaining chip in his dealings. Evil has given him protection from Quil's spells. Quil has stolen Sasha from Kimarr, but cannot get her out of the keep. The party seeks to free Sasha and defeat Kimarr's rising power. Although Quil cannot use direct magic against Kimarr, he will attempt to help the party whenever possible.

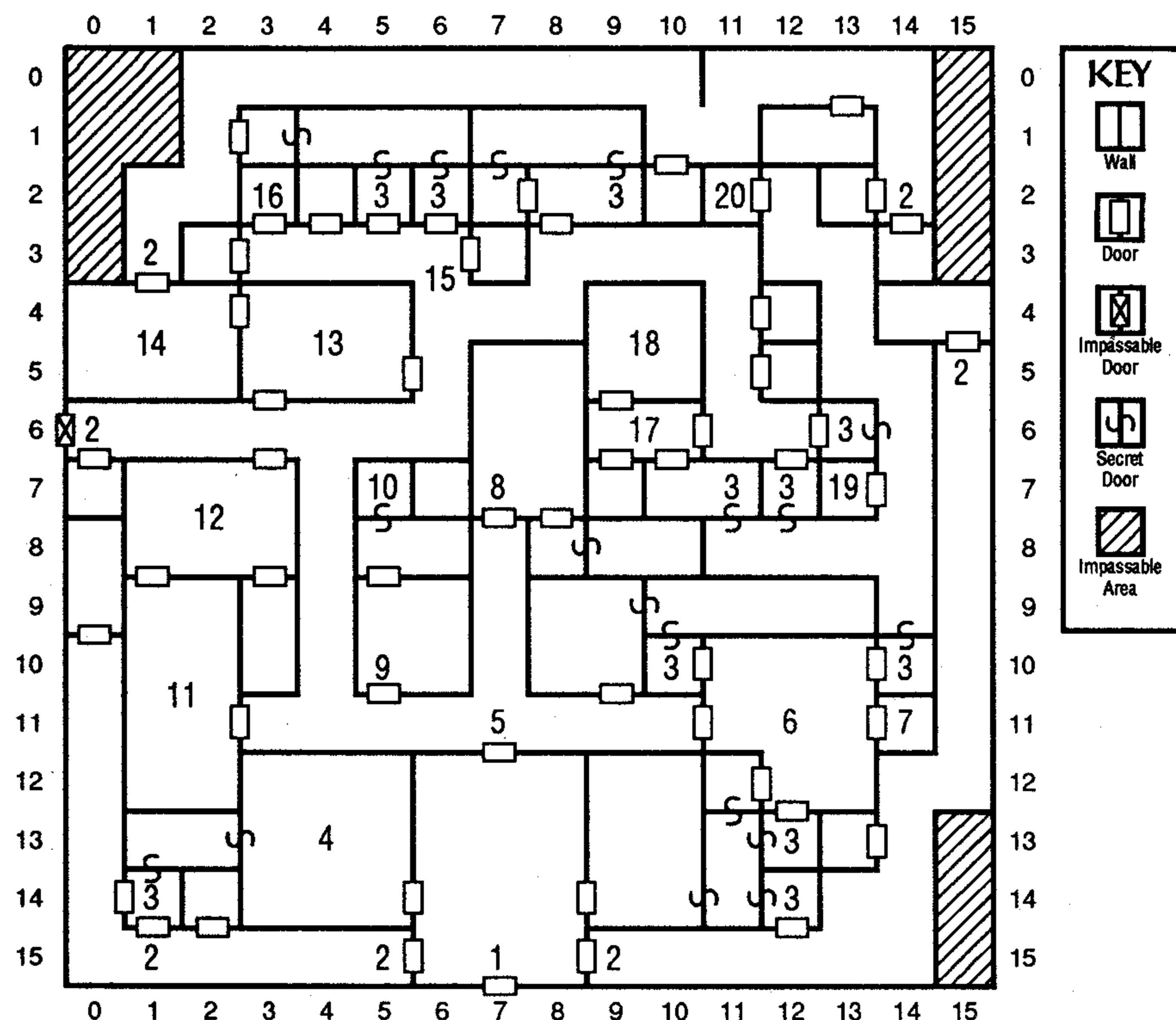
Resting: If the party avoids Kimarr's "sight", any room is safe. Otherwise, there is no safe resting area until Kimarr is defeated.

Wandering Monsters: Ogres, Ogre Mages, Cloud Giants, Hill Giants, Hill Giant Shaman, Fire Giants, and Fire Giant Mages.

MAP LOCATIONS:

- 1 Main Hall. Initially, the Giants and Ogres will allow the party to leave without a battle, useful if the party is not up to strength. If the monsters get a chance to lock the front gate, it is beneficial to attempt to unlock it before the final confrontation.
- 2 Guard posts.
- 3 These places are connected to Quil's secret passages. There will be a chance that Quil will leave the party a note here.
- 4 Waiting Rooms.
- 5 Hallway. Ruoln, claiming to be a member of Sasha's guard offers to join the party at this point. He is not what he appears to be, but accepting him into the party can bring background information about Taydome's Keep. On the other hand, evading him can gain the party safe camping times.
- 6 Taydome's Library.
- 7 Study Chambers.
- 8 Reception Hall. A group of Drow are waiting to meet with Kimarr here. They are impatient and unfriendly. The party can avoid a fight if it leaves when asked.
- 9 Meeting Room. One of the guards chained to the table, Bostell, is alive but unconscious. If the party frees him, he will aid it in the final confrontation against Kimarr.
- 10 Treasure Room. The only secret room in the Keep known to Kimarr. There is treasure here, but if Ruoln is with the party, the group will take some damage getting it.
- 11 Dining Hall. Another fight that can be avoided if the party leaves when given the opportunity.
- 12 Kitchen.

SASHA AND THE LANDS OF THAR



13 The Training Hall.

14 Barracks.

15 Kimarr's wrath. Kimarr confronts the party at this point, angry that it has not helped him locate Quil in its wanderings. He will have his monsters attack.

16 Servant's Quarters. An ancient servant to Taydome had used his cupboard as paper for his journal. The party can read about Taydome's original agreement with Ogre and Giant tribes and get a clue about his demise at the hands of his enslaved monsters.

17 Kimarr's Parlor. He has guards posted in this room for protection.

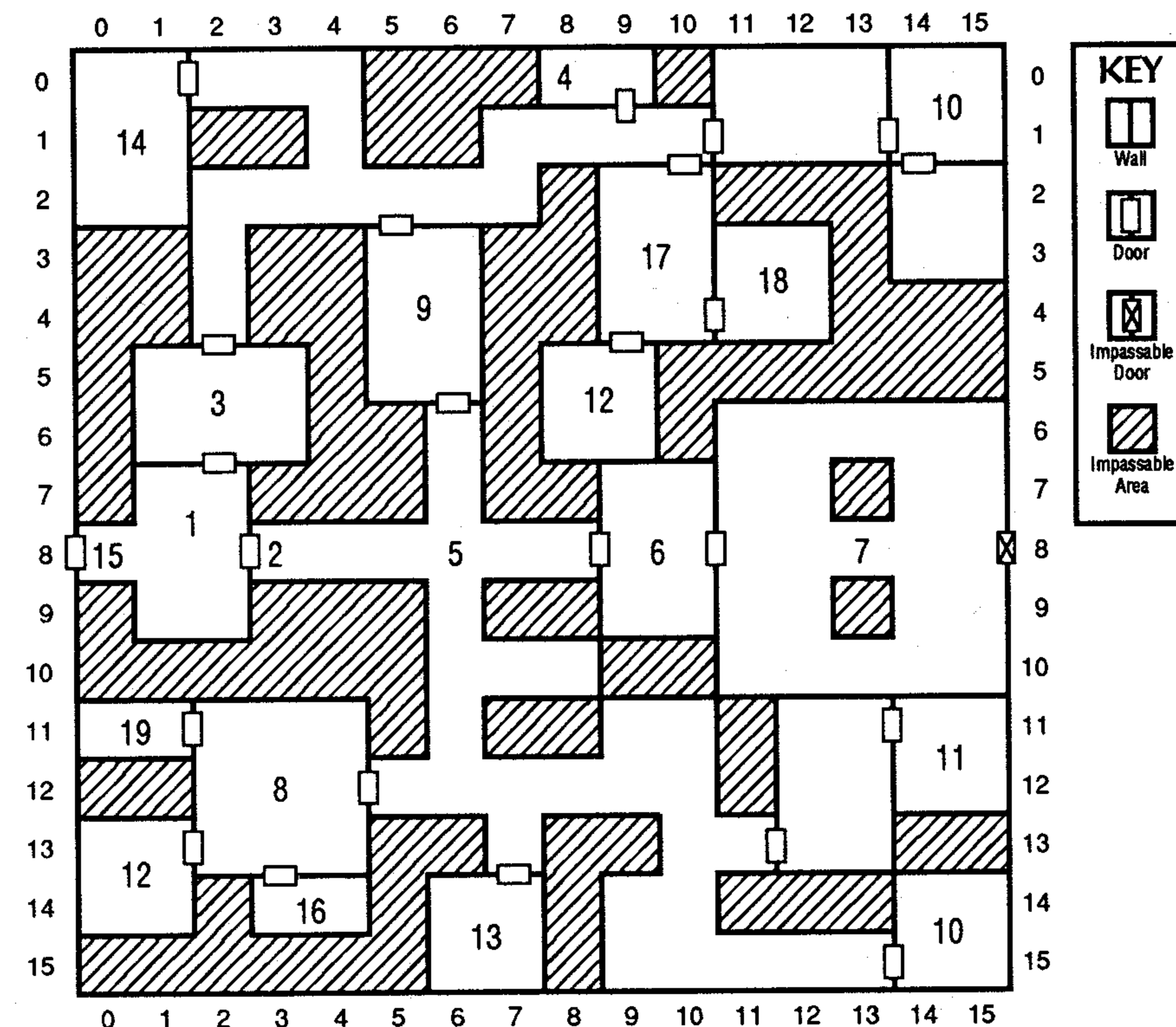
18 Kimarr's Chambers. The final confrontation occurs here, with Kimarr using his most

powerful form to fight the party. A note from Quil will inform the party of Sasha's location once it has defeated Kimarr as a Black Dragon. After the party wins the final battle, Taydome's spell will be broken, and the Ogres and Giants will leave the Keep as soon as they are able. The party will be safe anywhere it chooses to rest.

19 Quil's Chambers.

20 Sasha's Chambers. It is best to please Sasha at this point. If she is not angered, the Keep will become a safe haven for the party if it needs to rest in the area.

VALA VS. VAASA



Vala vs. Vaasa

Synopsis: Hoping to join with Bane's army, the Vaasans have hatched a plot to tunnel under the snow blocked passes using Elementals. Vala of the Silver Blades has discovered their plans and is desperately trying to counter the threat.

Her situation is bleak, though, and she has been forced to employ the dull witted Hill Giants to fight the Vaasan army. Vala's one hope is to find four magical items which will allow her to gain control of the Elementals: the Worldstone, the Oakroot Staff, the Crucible of Flame, and the Lindenwood Staff. Unfortunately, all of the digging has disturbed some ghosts.

Wandering Monsters: Spectres, Wraiths and Purple Worms.

Resting: Safe at locations 3 and 12.

MAP LOCATIONS:

- 1** Hill Giants demand to know why you are in the cave. They will let you pass if you claim you are there to see the 'Silver Lady.'
- 2** Hill Giants warn you of Vaasans breaking in at locations 10 and 19.
- 3** You meet Vala here in her office and she tells you about the four magical items that must be found. She will join your party if you wish, though if Vala is not with you, the Hill Giants will think you are Vaasans. Vala will also give you a Silver Shield +4. Vala's office is safe to rest in.

4 Hill Giants have found the Worldstone. They are reluctant to give it up.

5 Vala explains the Vaasans' plan further. If she is not with you, Hill Giants will attack.

6 Hill Giants will challenge your presence if Vala is not with you.

7 The main force of Vaasans will break through the walls in this room and the Hill Giants work to fortify the room. You will need the magical items from locations 4, 18, 8, and 13 to turn back the Elementals and the Vaasan army. The Vaasan warriors and Mages who slip through can then be defeated.

8 The Lindenwood Staff can be found here if the coffins are searched. The search, however, disturbs some Wraiths, Skeletons, and a Lich.

9 Vaasan warriors and male Drow are making plans for an alliance.

10 A small force of Vaasan warriors and Mages break through at these locations.

11 A Vaasan Mage loses control of Earth Elementals and they attack.

12 These rooms are safe to rest in.

13 The Oakroot staff can be found here if the area is searched. Earth Elementals will attack.

14 If this room is searched it will disturb a host of Wights and Skeletons.

15 This is the entrance to the cave.

16 If this room is searched, you can find darts +4, a Ring of Blinking and plate mail +4.

17 Hill Giants run screaming from the eastern door.

18 The Crucible of Flame is in this room, guarded by Fire Elementals.

19 Vampires guard their crypt.

Temple of Tyr

Synopsis: Priam has gathered a ragtag army to fight back against the evil forces encroaching on the Moonsea area. Unfortunately, he has no arms or armor for his warriors. He has reason to believe that the Temple of Tyr has a hidden armory within it and asks you to help because his soldiers are reluctant to enter due to tales that the place is haunted. In addition, Banite cultists have also heard of the armory and are trying desperately to loot it before Priam can.

Wandering Monsters: Players will encounter random patrols until the Vampire priest is killed at location #3.

Resting: Except for the temple scribe's office (location 5), rest will be interrupted every time until the four braziers are lit and the bells have been rung.

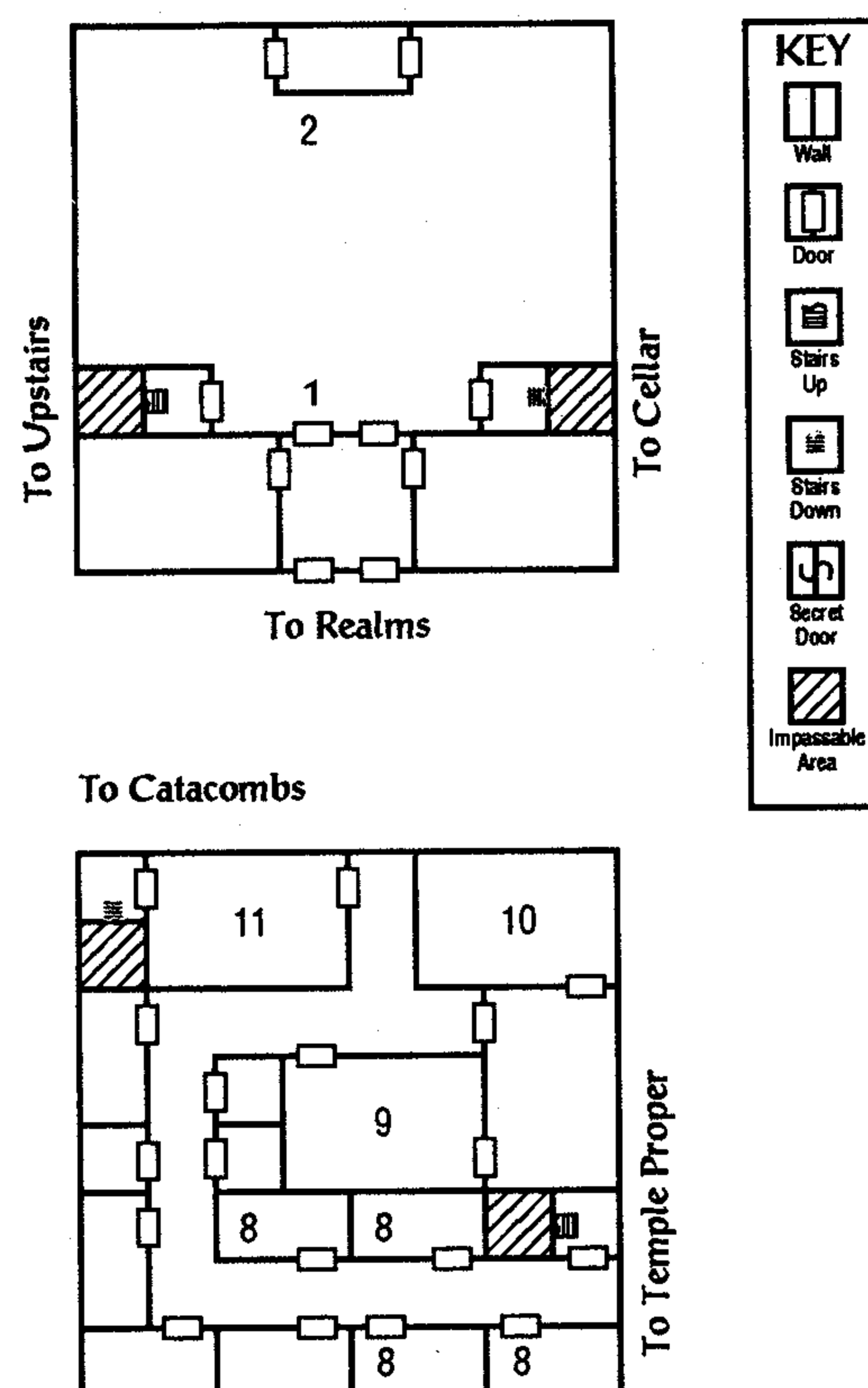
MAP LOCATIONS:

1 The guard posted here will run upstairs to warn the Vampire priest of your entry. If you pursue immediately, you will gain surprise on the marauders in location #3.

2 The high altar of Tyr has a black hand painted on it. A ward prevents the hand from being erased until the Vampire priest in location #3 has been killed. When you erase the hand you earn the blessing of Tyr and get -2 to AC and +1 to hit while in the temple.

3 Pursue the guard from location 1 into this room or he will warn the Vampire. If you allow the guard time to give a warning, you will be hit by a blade barrier when you enter the room (unless you wait outside the door). The Vampire priest and a group of his marauders are tearing up an office searching for the whereabouts of the hidden armory. The journal entry (#11) you get here tells you how to perform the ritual at location #14.

TEMPLE OF TYR

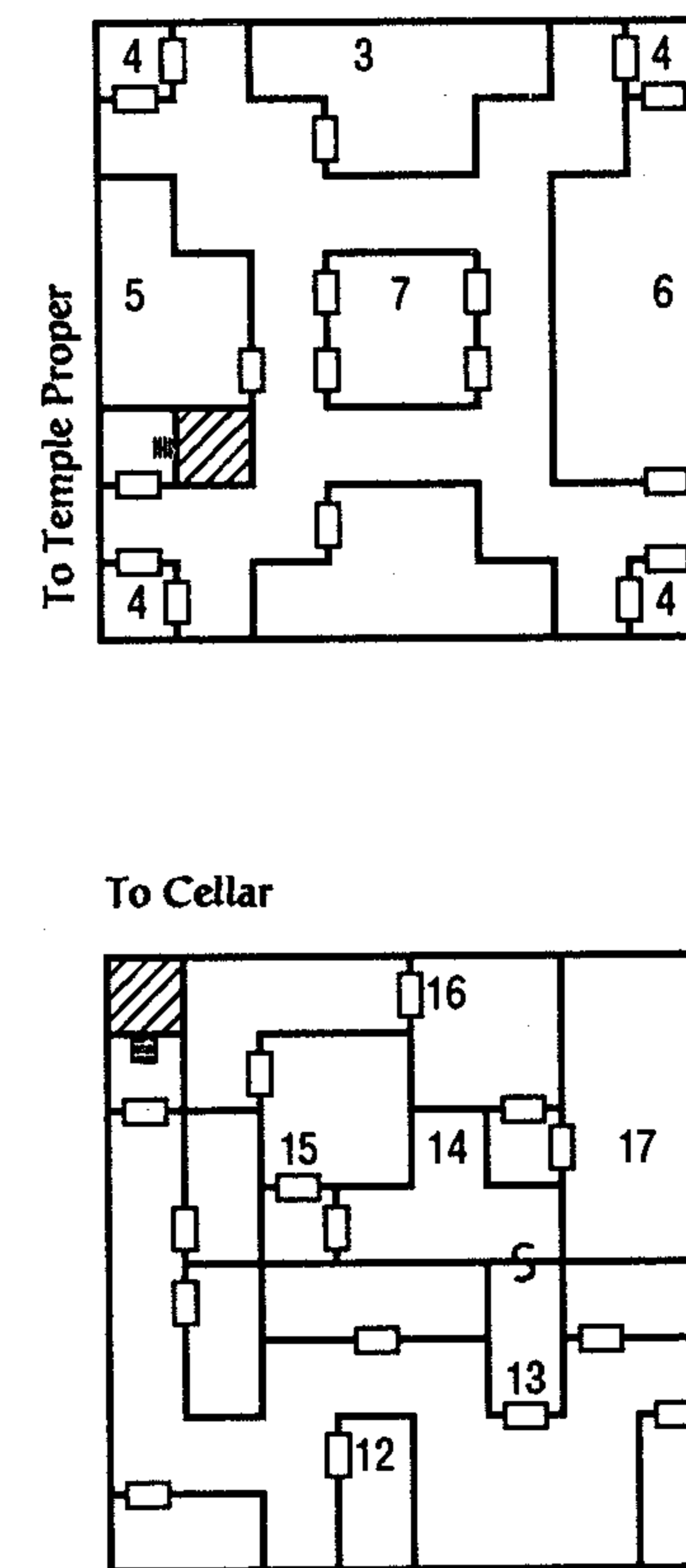


4 Each of these cloisters has an iron brazier in it. These must be lit with the flame from the Lamp of Vigilance to free the temple from darkness. (See Location #17)

5 The temple scribe's office is the only place you can rest in the temple.

6 You find a priest of Tyr's diary telling of the last days of the temple before the darkness fell upon the land.

7 Ringing the bell here will bring the Banshee, Laurellin, down from the bell tower. Don't kill her. Wait until you've read the journal entry at location #8 (Journal Entry 74) and then decide what to do about her. After the Lamp of Vigilance has been



gained, ringing the bells is the last thing to do to free the temple from evil.

8 Keep searching these small rooms until you find a journal entry telling you about the tragic story of Laurellin and Brimwulf (Journal Entry 74).

9 Temple plunder has been gathered here by the marauders. If you take any of it, you will earn the Curse of Tyr. (Any blessing gained at #2 will be negated and an additional +2 AC and -2 to hit penalty is earned while in the temple. Note: your armor class and to hit will be two worse.)

10 A man cowers in fear here from the terrors he experienced in the catacombs below. Listen to his mumbles.

11 A group of marauders flees the wrath of Brimwulf below. Their morale is terrible if you want to fight them (they run away easily).

12 Neo-Otyughs made their way to the catacombs after the priests left. The spirits will be (materially) grateful if you free them from this scourge.

13 This is the tomb of Brimwulf, the Spectre that Tyr has bound to guard the entrance to the treasures beyond. Avoid killing Brimwulf if possible and volunteer to be "tested." The secret door he guards is in the north wall.

14 This altar is where the purification ritual will be performed. If you choose the third option (as listed in the journal entry you found at location #3, Journal Entry 11), you will face a lesser number of Elemental guardians in locations #14 and 15.

15 Earth Elementals prevent you from passing. If you defeat them in combat, you will gain the Vessel of Purity (needed in location #16).

16 Fire Elementals rise from the floor. Defeating them gives you the Spirit Flame needed at location #17.

17 When entering the armory, you see the Lamp of Vigilance on a pedestal. The Spirit Flame will light it. Once lit, Brimwulf will come (if you didn't kill him), and give you instructions on how to free the temple from evil. After he disappears, step forward another square and you enter the shelves of weapons and armor that Priam was looking for. There is valuable treasure here for you. Then light the braziers in the four corner towers and ring the bell.

Hill Giant Steading

Synopsis: The Hill Giant Steading is a recruitment center for the evil forces which Bane is amassing, where the mercenaries and evil creatures vie for the Hill Giant Shaman's attention to gain advancement. Fights are common among them, even encouraged as a way of proving themselves.

Wandering Monsters: Ettins, Hill Giants, Neo-Otyughs, Carrion Crawlers, Displacer Beasts, Medusa, Evil Knights, Swordsmen, Rogues, Master Thieves, and Black Mages.

Resting: Any location 3 after you have defeated the encounter in that room. Either location 11 after you have defeated the Cloud Giants at either location.

MAP LOCATIONS:

1 This is the entrance to the Steading. Hill Giants guard the entrance, but will allow you to enter if you convince them that you are mercenaries.

2 This is a guard room with Ogres, Ogre Mages and a Large Iron Golem.

3 These locations are barracks for the new recruits. Once you have secured the room, you can rest in it safely. Various monsters are lodged here.

4 A group of Hill Giants insults you.

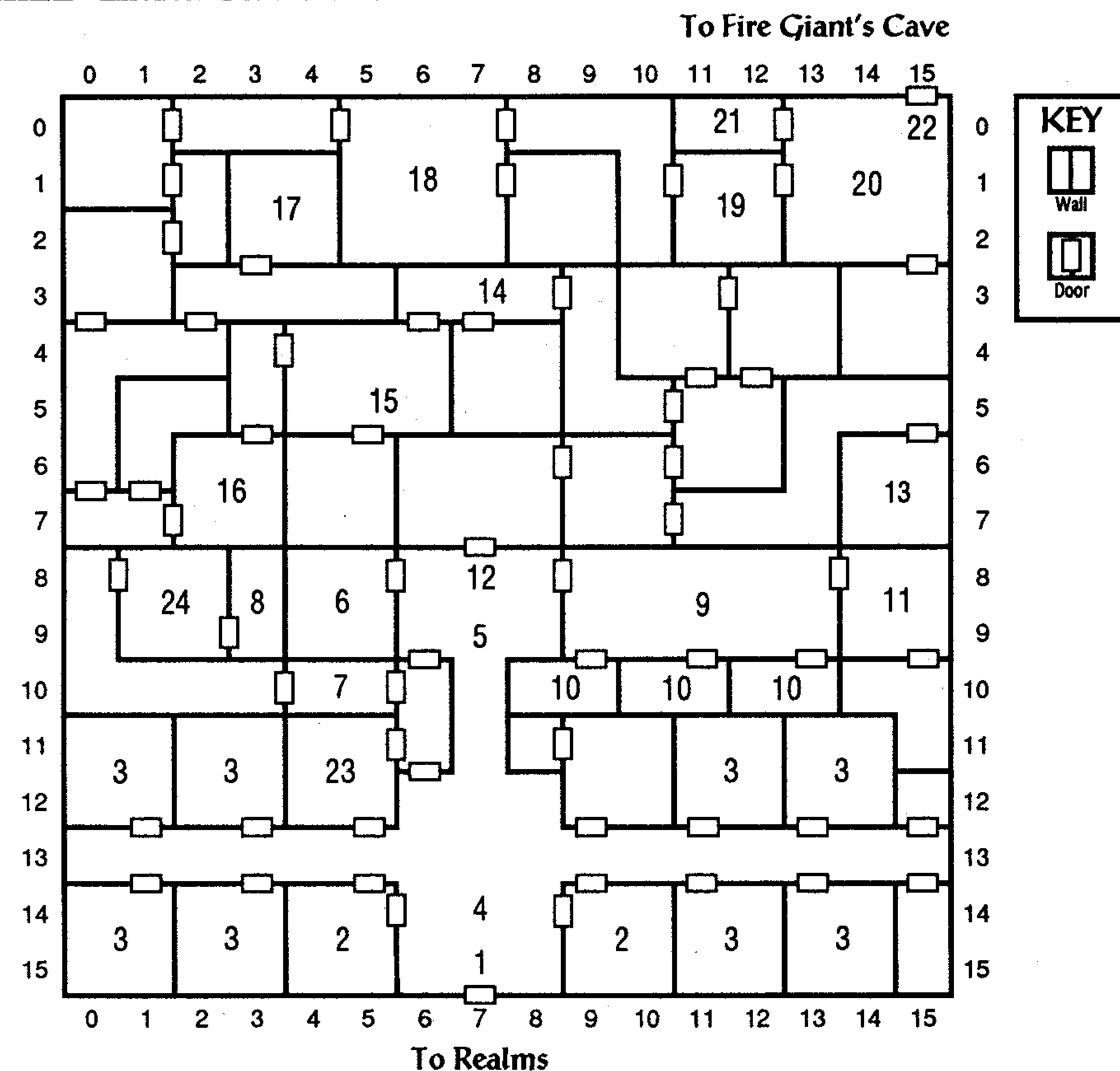
5 You encounter a pitched battle between Ogres and Ettins. If you interfere, both parties will join together and attack you. If you wait it out, only the winning side will attack you.

6 This is the training hall. Training is free.

7 A group of Assassins has taken over this area of the steading. They will try to keep you out of the area.

8 This is the Fire Knife Assassin Commander's office. He is talking to Fire Giants who have hired the Assassins to

HILL GIANT STEADING



kill the Hill Giant Shaman. A letter can be found on his desk revealing this.

9 The Twisted Horn tavern. You will meet Kardal here, who is trying, unsuccessfully, to gain information. He tells you how to quickly gain a reputation which will bring you to the Hill Giant Shaman, namely, by killing a group of Cloud Giants.

You can visit the tavern at any time and hear various rumors.

10 These are private rooms. The Cloud Giants, as well as Cloud Giant Shamans and Mages which Kardal referred to, are in one of the rooms. Once they are defeated, you will be granted access to the inner steading.

The private rooms are safe to camp in.

11 This is the kitchen.

12 This is the gate to the inner steading. You will not be allowed through the gate until you defeat the Cloud Giants at location 10.

13 Carrion Crawlers, Otyughs, Neo-Otyughs, and a Greater Otyugh feast on the steading's garbage here.

14 Kardal's dagger +4 can be found on the ground here.

15 Hill Giants, Ettins and Swordsmen are questioning Kardal here. If you rescue him, he will tell you about a 'gathering' higher in the mountains.

16 Hill Giants and Ogres try to block your way. It is possible to trick them into letting you pass.

17 This is the steading's treasury, guarded by white and Red Dragons. The treasure includes: long sword vs. Giants +2, arrows +2, shield +3, light crossbow +3, and bolts +4.

18 A large force of Hill Giants, Ettins and Skeletal Animals make a stand here.

19 This is the antechamber to the Hill Giant Shaman's quarters. It is guarded by a White Dragon and a Black Dragon.

20 This is the Hill Giant Shaman's quarters where Hill Giants, Ogres, and Ogre Mages attend him. The Shaman is just completing a spell as you enter.

21 This is the Hill Giant Shaman's vault. It contains a Clerical scroll, a ring of fire resistance, and a scimitar +3.

22 This is the entrance to the Fire Giant's Cave.

23 This is a store. If you do not buy or sell something, the shopkeeper will try to steal your money.

24 Assassins stand guard.

Fire Giant Cave

Synopsis: The Fire Giant Mage, Ungleow, who rules this cave is ambitious, not only plotting against the Hill Giant Shaman, but attempting to grab territory from Thorne. She has laced the cave with magic, enchanting the very corridors.

Ungleow thinks everyone's motives are as base as hers and she will try to bribe you and enlist you in her own plots. Ungleow's machinations, however, are turning sour.

Wandering Monsters: Umber hulks, Giant Spiders, Salamanders, and Iron Golems.

Resting: Those locations indicated by the number 13.

MAP LOCATIONS:

1 This is the entrance to and from the Hill Giant Steading.

2 The floor rotates at these locations. Traveling east once it stops will take you deeper into the cave.

3 Ungleow, the Fire Giant Mage, will give you a small sum of money, hoping that will send you on your way.

NOTE: part of the bribe is a Ring of Vulnerability (-3). Don't put it on.

4 An enchantment has been cast here which traps you in an endless corridor. Throwing the ring in the skull down the corridor will break the spell.

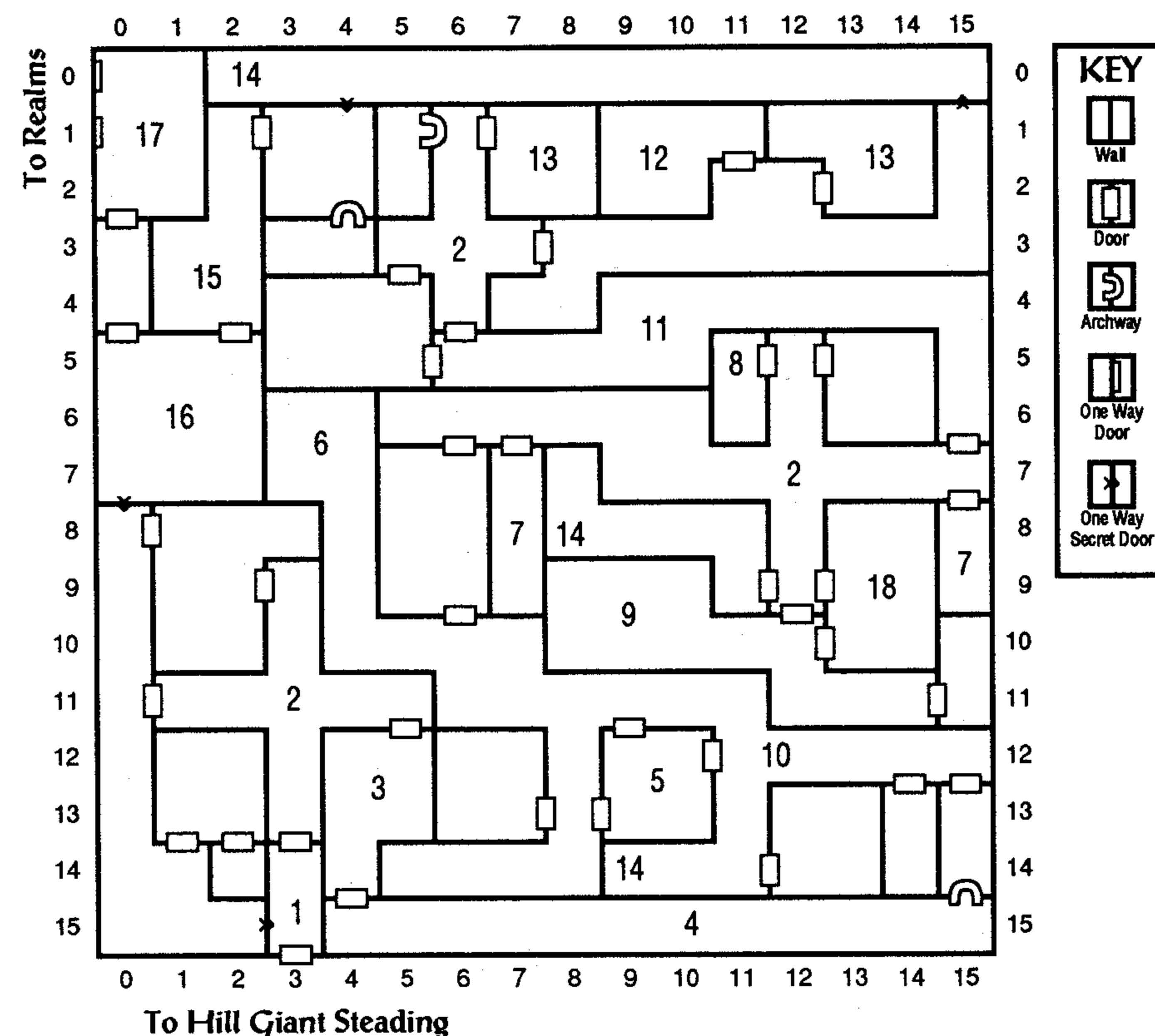
5 Two Hill Giants are in this room. They can be persuaded to reveal their plan to kill Ungleow by causing a cave-in at location 6.

6 The two Hill Giants have rigged a cave-in here which they hope will kill Ungleow. Unfortunately, the Giants are not too bright and the cave-in will backfire.

There is also a peephole in this room which allows you to see into Ungleow's quarters.

7 Stepping into these rooms will cause you to be transported to location 8.

FIRE GIANT CAVE



8 You are transported here from location 7.

9 Assassins here debate the wisdom of working for Ungleow.

10 Fire Giants block your way here.

11 Ungleow attempts to deter you once again, this time with a force of Fire Giants and Assassins.

12 Fire Giants and Fire Elementals are waiting in ambush here. They can be surprised by taking the initiative.

13 These rooms are safe to camp in.

14 Medusa and Spiders haunt these locations.

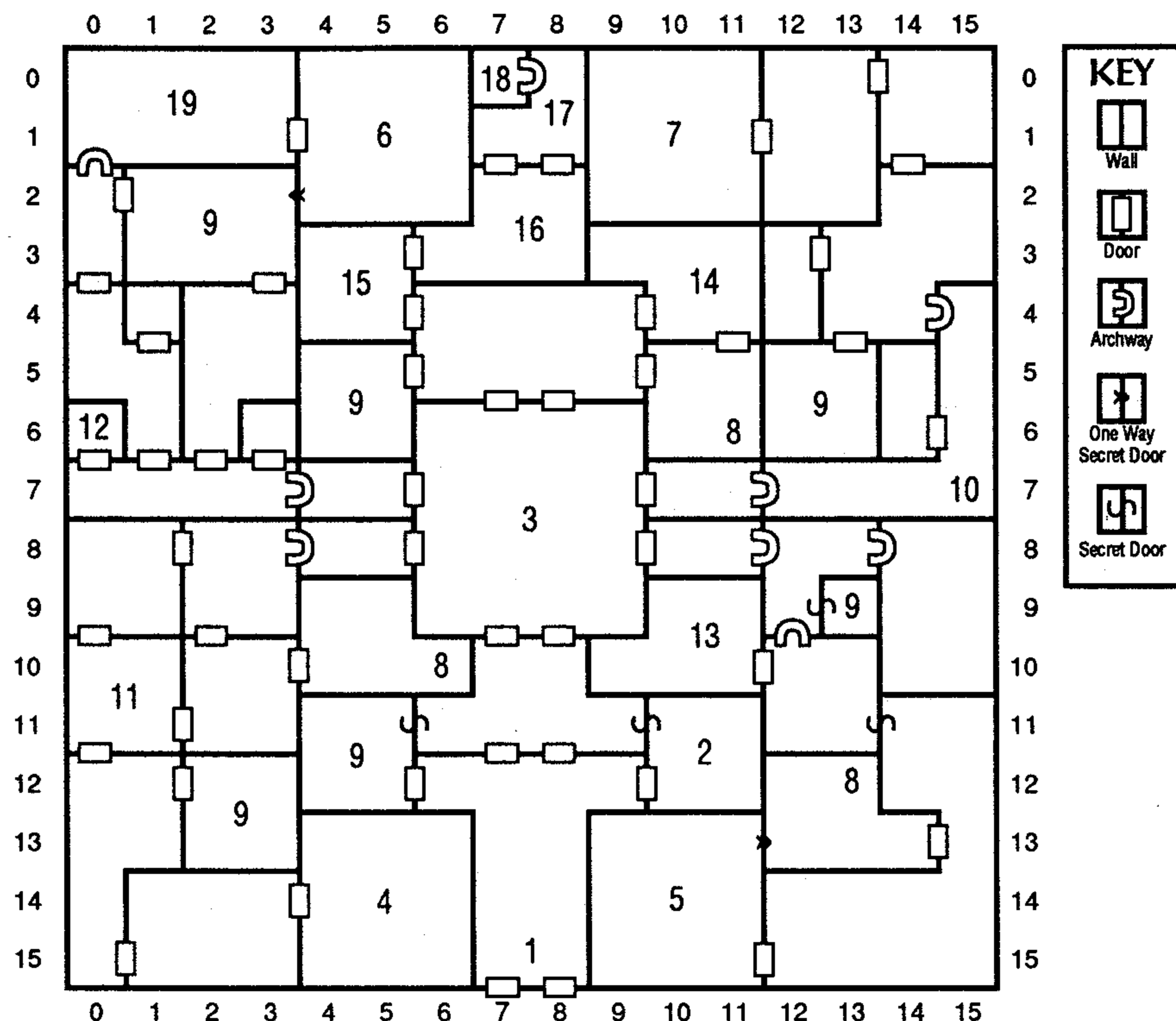
15 An Assassin attempts to bargain with you. He will become suspicious if you do not demand more money.

16 Ungleow is in this room. She is somewhat fearful of you and will try to send you away with false promises of treasure. She will also try to surprise you if you let your guard down.

17 Red, black and green Dragons guard the passage to the Dragons' Aerie.

18 Assassins are honing their weapons.

DRAGONS' AERIE



Dragons' Aerie

Synopsis: The Dragons' Aerie is the gathering place for the Dragons serving Thorne. It is controlled by a wizard, Modthryth, from the Cult of the Dragon. He has created a Dracolich which guards the dimensional gate leading to Thorne's Cave. Before you can reach the dimensional gate, you must collect the four keys held by the different Dragon subspecies in their nests.

Wandering Monsters: Blue, Black, Green, and White Dragons, Poisonous Snakes and Salamanders. There will always be at least one Dragon with the wandering monsters.

Resting: You may safely rest at the map locations indicated by the number 9.

MAP LOCATIONS:

1 This is the entrance to the Dragons' Aerie. White and green Dragons attack as you pass through the doors. You will catch a glimpse of Modthryth here as well.

2 You can find a list of Dragons' names (Cult of the Dragon) that was dropped by Modthryth.

3 This central area is a gathering place for the different Dragon subspecies and various encounters can occur here. The first time you enter, you can watch a duel between two Dragons who are vying for Modthryth's favor.

4 This is the Blue Dragons' nest where you will find the steel key. Treasure: mace +4, scimitar +4, bolts +2, and a hammer +2.

5 This is the green Dragons' nest where a Dragon is giving Modthryth a vital ingredient for the making of another Dracolich. Treasure: Cloak of Protection +2, flail +4, long sword +1 and ring mail +4. The copper key is located here.

6 This is the White Dragons' nest where Modthryth and his followers are recruiting for the next Dracolich. They and the White Dragons attack. Treasure: Wand of Ice Storms, Mage Scroll, long sword +4, and a short sword +2. The silver key is found here.

7 This is the Black Dragons' nest where the victor of the duel at location 3 is being rewarded. Treasure: mace +4, Wand of Paralyzation, mace +3, and a Dart of the Hornet's nest. The iron key is also found here.

8 The Dragons have stored some of their treasure at these locations. It includes: random items +2, Clerical Scrolls, and plate mail +1. Note: Search to find it.

9 These rooms are safe to camp in.

10 Modthryth commands his followers to attack you.

11 Modthryth warns you against interfering in his plans.

12 A Green Dragon is imprisoned here. It will attack, showing little gratitude if you release it.

13 Skeletons litter the floor here. If searched, you can find a short sword +4.

14 The bodies of dead Dragons are here for possible use in creating Dracoliches. Burning the bodies will prevent their future use, but the smoke will attract other Dragons.

15 Modthryth sets Giant Snakes to guard this room.

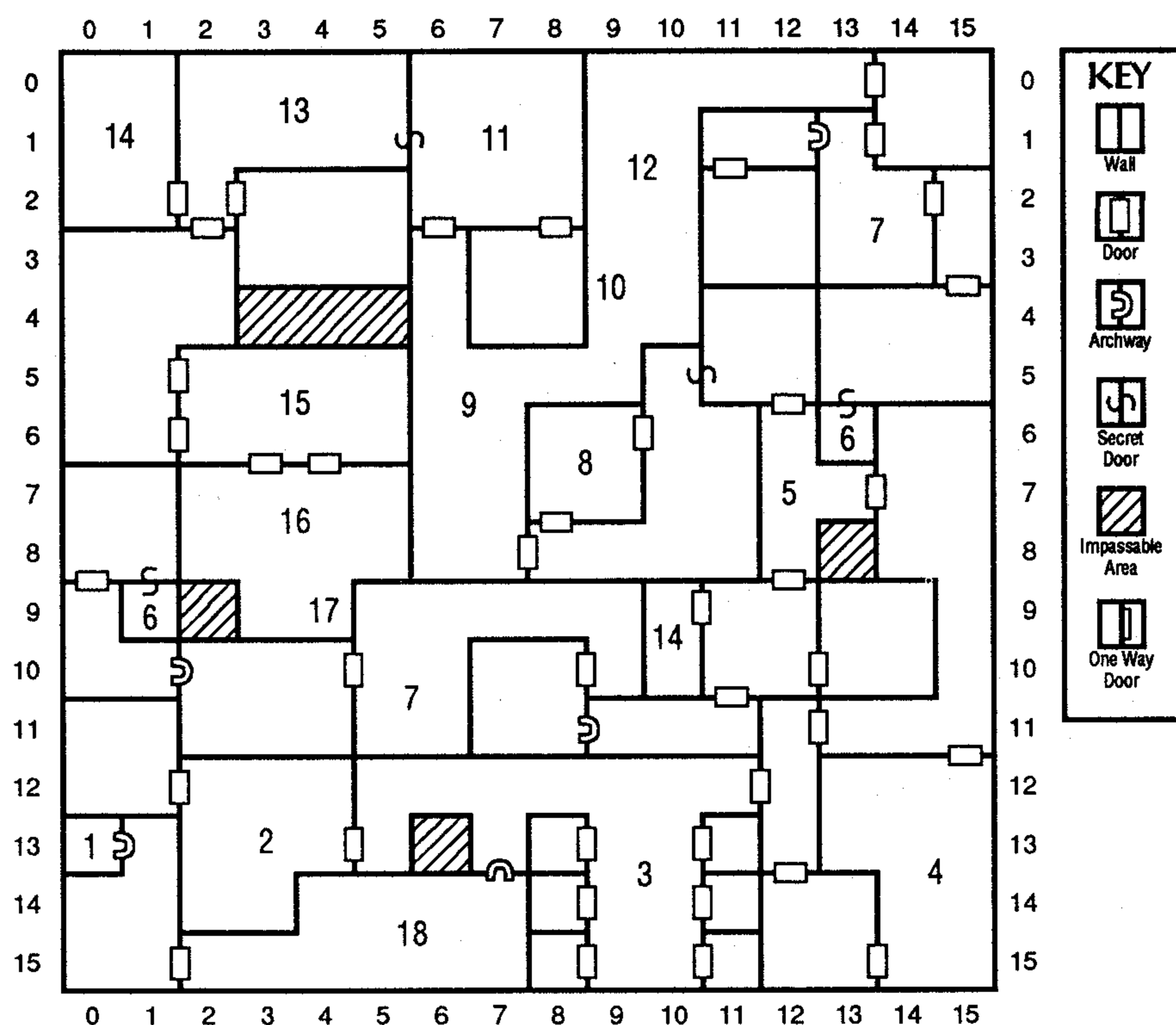
16 These doors lead to the dimensional gate. You must have the keys from locations 4, 5, 6, and 7 to unlock the doors.

17 Modthryth and Dracolich guard the dimensional gate.

18 The dimensional gate which will lead you to Thorne's Cave.

19 White Dragons are preparing for battle. They attack.

THORNE'S CAVE



Thorne's Cave

Synopsis: Thorne, an ancient Red Dragon, holds the Horn of Doom which controls the storms wracking the Realms. The Horn of Doom was made from the horn of a Ki-rin, whose spirit still haunts Thorne's Cave, waiting for heroes to right the wrongs done with its magic.

Raizel, a Thief from Phlan, also haunts the passages and will join your party, helping you find your way. She is more than a little enamored of treasure, though, and will frequently try to lead you to hordes, using up valuable time.

Wandering Monsters: Red Dragons, green Dragons and Rogues.

Resting: at location 14.

MAP LOCATIONS:

1 This is the dimensional gate leading to and from Thorne's dimension. As you step through, Red Dragons are preparing for the assault on the Realms. They attack you.

2 The body of the Ki-rin is in this room along with the prisoners' belongings, including: two plate mail +2, short sword +2, arrows +4, sling +4, short sword +3, banded mail +4, bolts +4, Elfin chain +4, light crossbow +4.

3 These are the prisoners' cells. Once you have released the prisoners, Raizel will approach you and offer to join your party for a share in the treasure.

4 A Red Dragon is hiding its treasure in this room, including: shield +3, arrows +4, Necklace of Magic Missiles, Ring of Fire Resistance, flail +4, mace +3, long sword +4, silver shield +3, and Bracers of Defense AC2.

5 Raizel will want to go south to a treasure horde here, but you should go north to avoid wasting time. There is no treasure horde.

6 These are the treasure hordes. It is best to wait until after Thorne has been defeated to go to these since they only contain money which will slow you down, and the time wasted will allow the Dragons more time to gather.

7 Red Dragons are rushing to assemble for the assault on the Realms. They will attack.

8 An old man, the Ki-rin's servant, is hiding here. He tells you the Ki-rin's story and gives you a trident +4 and a helmet +4.

9 Raizel tempts you with treasure a second time. Again, you will want to continue north.

10 The Ki-rin questions your motives.

11 If you have followed Raizel to one of the hordes, Red Dragons will have had time to gather here.

12 Red and Blue Dragons have gathered here.

13 Red and green Dragons are assembling here.

14 The Ki-rin has made this room safe to camp in.

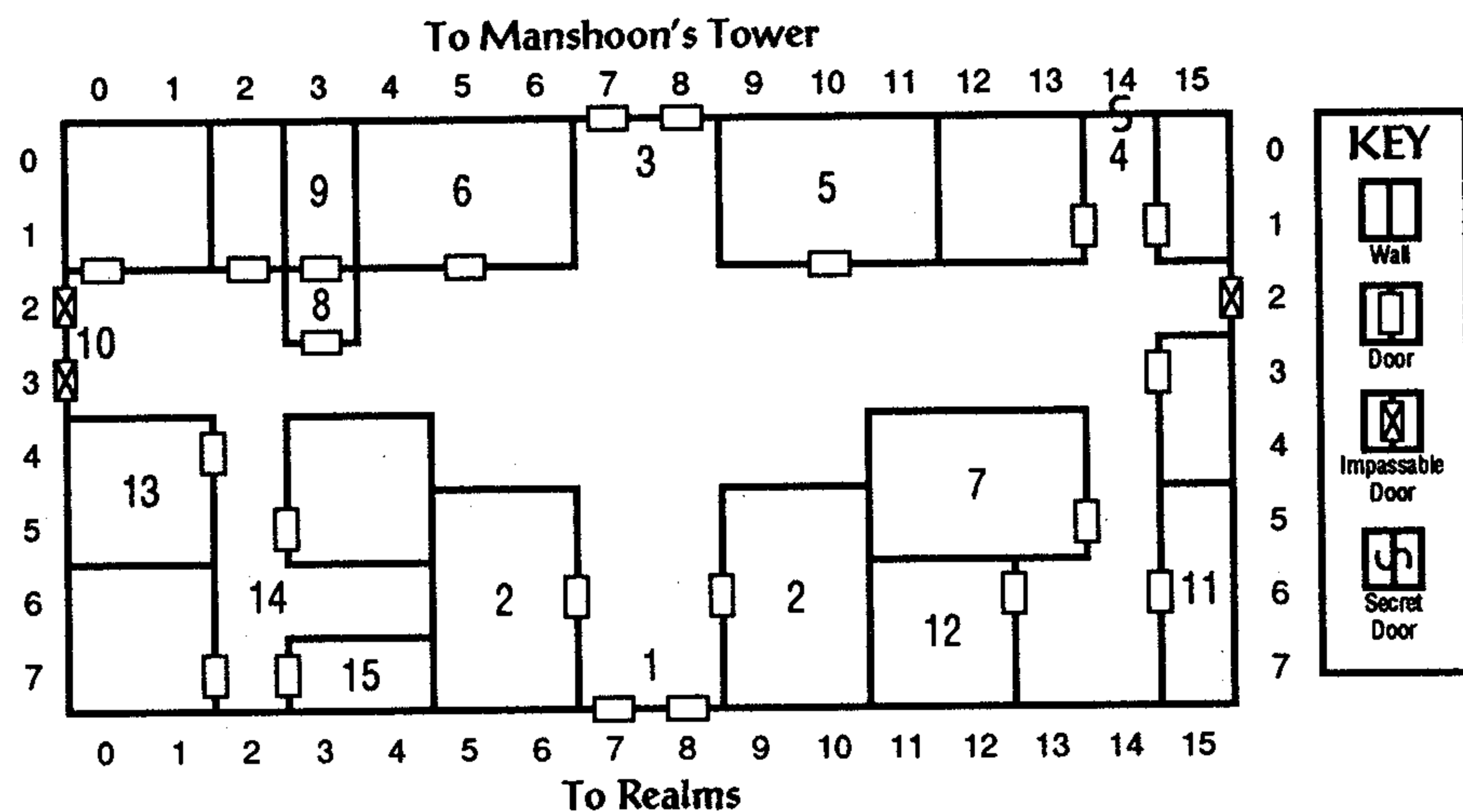
15 Red Dragons guard Thorne's chamber.

16 This is Thorne's chamber. About to sound the Horn of Doom, Thorne taunts you. He is attended by Red Dragons.

17 Thorne's treasure horde is here.

18 Red, white, green and Blue Dragons will assemble here once the Horn of Doom has sounded.

ZHENTIL KEEP



Zhentil Keep

Synopsis: Zhentil Keep has been taken over by the Drow serving Kalistes. They are capturing the Zhents to use as slaves and worse in Kalistes Temple below Manshoon's Tower. The Drow patrol the city, loading their captives onto wagons. Once Kalistes is defeated, the Drow will leave the city.

Wandering Monsters: Zhentil Warriors and male Drow.

Resting: Mostly safe at the tavern (location 12). Less safe if you attack the Drow guards.

MAP LOCATIONS:

1 This is the front gate of Zhentil Keep. It is guarded by male Drow who will try to extort money from you. Attacking them will sound an alarm, after which you will be pursued by guards in ever increasing numbers. If you do not care to bluff, groveling will allow you to pass unmolested, though your pride may be hurt.

2 These are guard rooms manned by male Drow. The alarm will be sounded if you attack here.

3 This gate leads to the courtyard beneath Manshoon's Tower.

4 This is a secret entrance to Manshoon's Tower which Mabril will tell you about at location 11.

5 This is a Temple of Bane.

6 This is a store.

7 This is a magic shop.

8 A clerk demands that you pay 10 gems before entering the training hall.

9 This is the training hall.

10 These gates lead to areas of the city to which you are denied access.

11 You meet Mabril here. He tells you about a halfling, Traned, who will help you as you descend into the Drow areas.

12 A sleepy tavern where you can rest. If you attack the Drow in the keep, this tavern is less safe.

13 Trading Post.

14 A man will sell you a mace +4 for 10 gems.

15 Drow are torturing someone from the resistance. If he is rescued he will tell you about the Lamp of Vigilance in the Temple of Tyr. If any of the Drow survive the fight, they will sound the alarm. If you have already completed the Temple of Tyr, this encounter will not occur.

Manshoon's Tower

Synopsis: The party passes through some halls and enters the courtyard around the tower of the great Zhentil wizard Manshoon. It then gains the tower, either through a strongly-defended front gate or via the tower's postern. Here it may go down into the city of Drow, or ascend the tower to deal with Manshoon. If it ascends, it finds bands of the wizard's servants barring the way, anxious that the party not interrupt their master's conjuring. The party is also blocked by a magical sentinel with a punishing gaze. Should it attain the wizard's chambers, the party can disrupt the conjuring, forcing Manshoon to flee and causing the Zhentim to abandon the tower.

Goals: The party may pass through the Tower, but may find it profitable to disrupt the evil of Manshoon.

NOTE: The party will find it easier to defeat the wizard's sentinel if it brings up the halfling Traned from the Drow stronghold.

Wandering Monsters: A mix of Zhentil and mercenary fighters and Manshoon's monster servants. They eventually learn to leave the party alone.

Resting: Possible anywhere, the party may safely rest once after major battles. Once Manshoon is driven away, patrols and distractions become much less common.

MAP LOCATIONS:

1 Entry Offices. Main gates from Zhentil Keep lead to this waiting room.

2 Side Entrance, used by Banite Clerics. Once the party moves forward, a secret door seals, and it cannot return by this path.

3 The Questioning. Seven Clerics interrogate the party. Players must know how many times they have entered Zhentil Keep to pass. Parties without the Horn of Doom, a "gift from Thorne," cannot pass, but will be allowed to leave.

4 The Examination. Ten apparent Liches scrutinize the party. If resisted, they will adopt increasingly fiercer and fiercer shapes, but will finally be exposed as Zhentil Mages. If it bears the Horn of Doom or the Crystal Ring, the party must fight them to pass. Treasure: Cloak of Protection +2, darts +4.

5 The Taxation. Greedy guards here demand 10 gems per character, but will settle for anything over 3 gems apiece.

6 Wagons use this gate to return to Zhentil Keep. It is closed to the party.

7 The Main Gate of Manshoon's Tower. To enter here, the party must defeat a large force of Zhentil guards and Mages.

8 The tower's postern, or rear entrance.

9 The party may see a wagon being trundled through this gate. Investigation will reveal the elevator shaft down which wagon loads of slaves have disappeared. There is no way down.

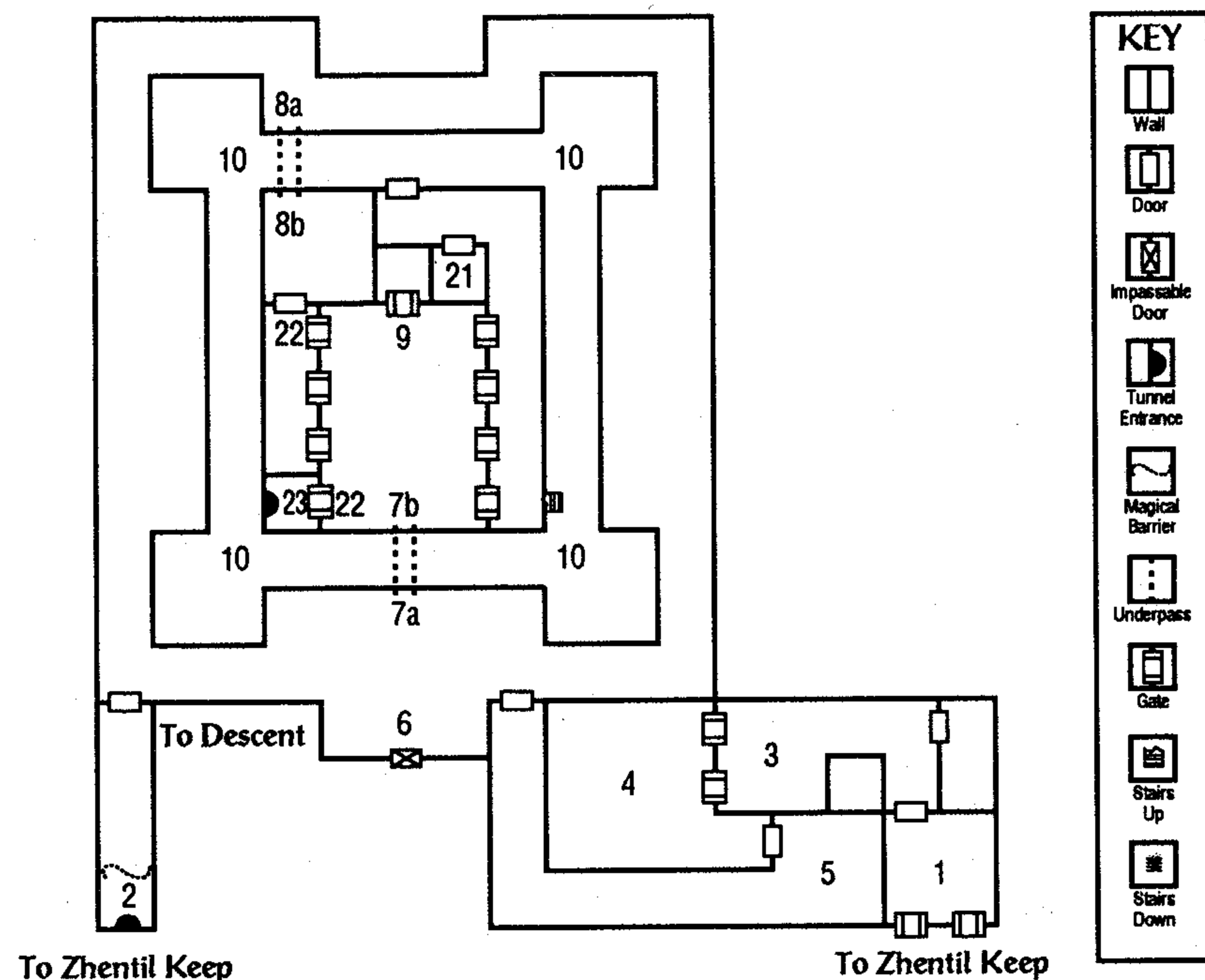
10 Corner towers. Manshoon's defenders often form ranks here.

11 Fanatic troops defend these rooms.

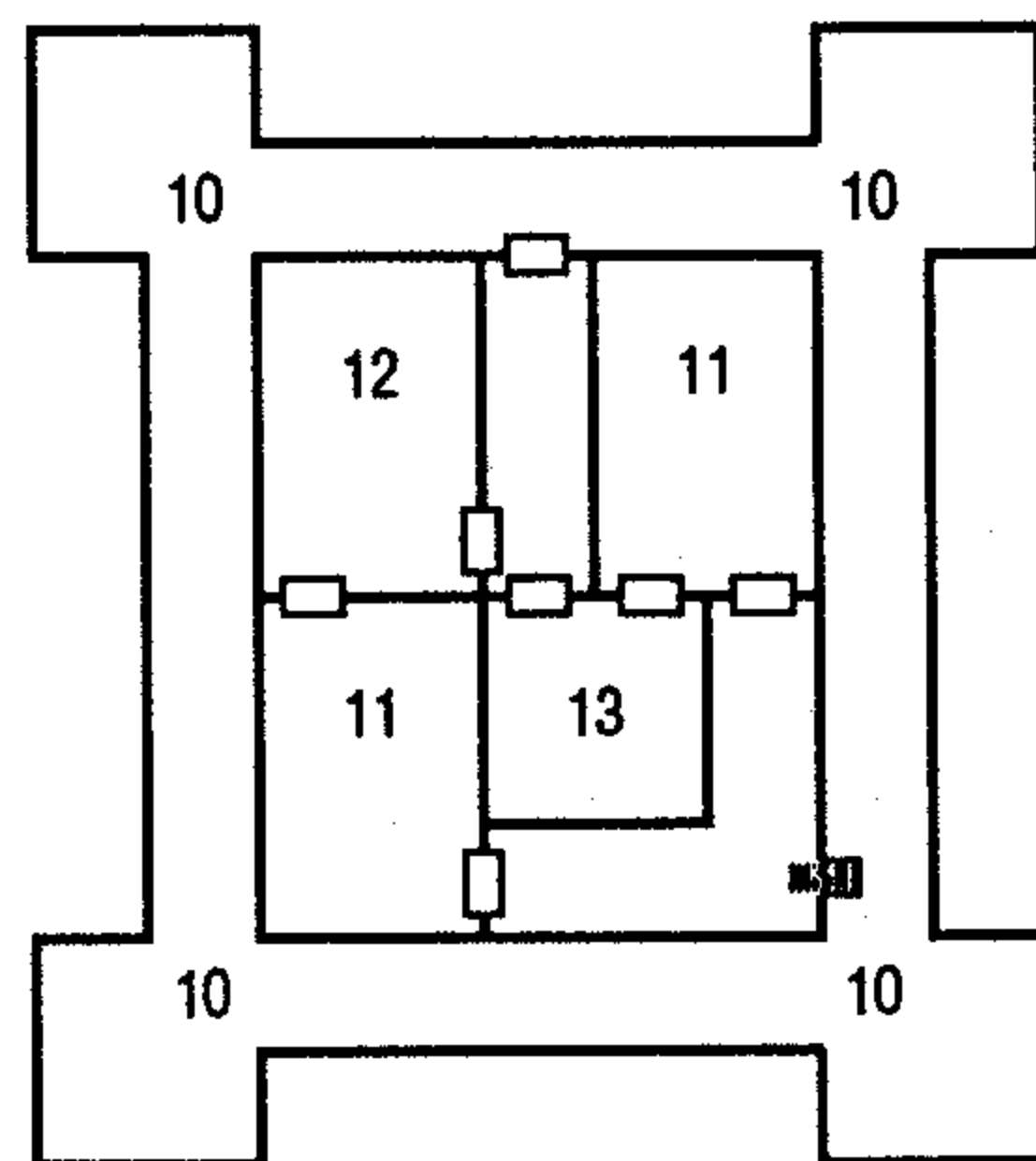
12 Spiders wait overhead to drop upon the party. Beware: a large number of them wait in the gloom.

MANSHOON'S TOWER

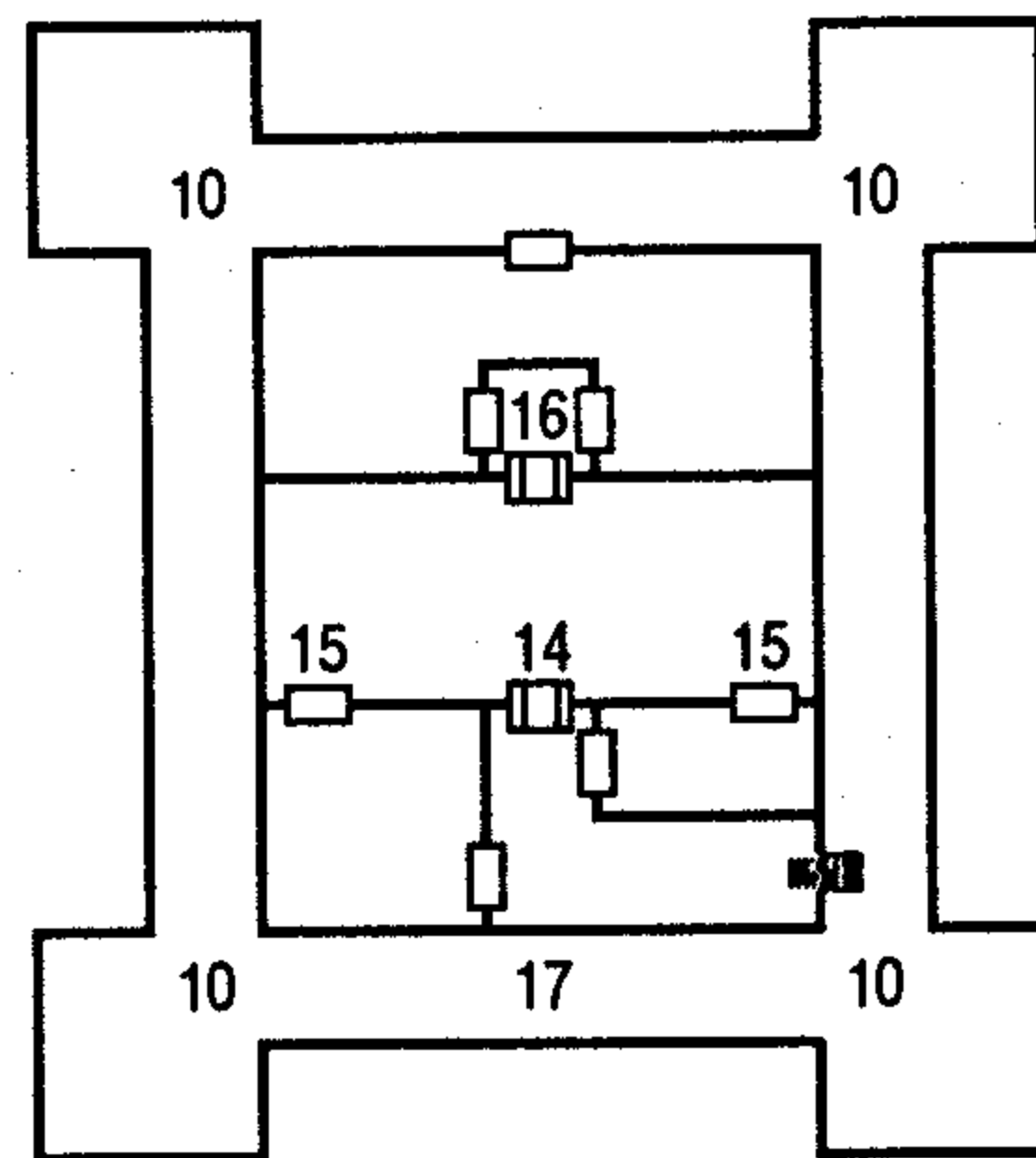
Ground Level



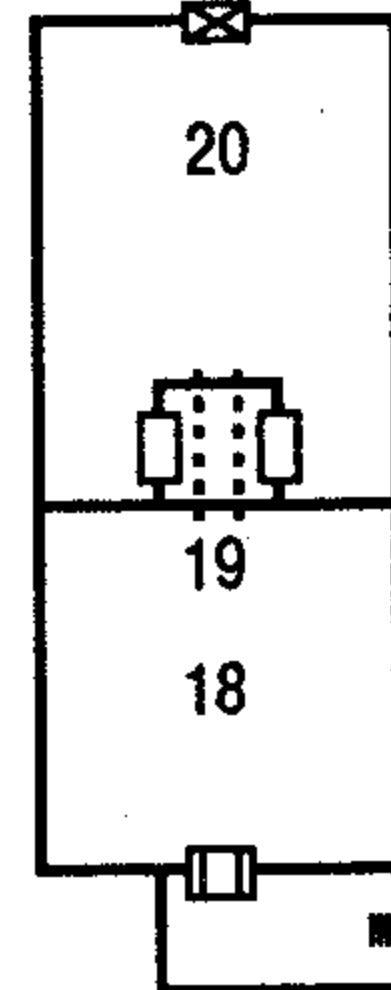
Second Level



Third Level



Top Level



13 A battle line of Zhentil guards. They are best attacked without delay.

14, 15 A large force of Manshoon's Dragon allies have set an ambush on the gate at 14. The party can break the ambush by infiltrating through a door at 15.

16 Monsters, led by Manshoon's Beholder adjutant, assail the party here. Prepare for a tough fight, as Fire Giants, Ettins and Salamanders protect the Beholder. Treasure: magical darts, magical bolts and a Ring of Cold Resistance.

17 The party here undergoes the damaging gaze of Manshoon's magical Gelt. Invisible characters will not be affected, and the monster can be blinded with a Power Word. If Traned is present, her silver shield will reflect the monster's gaze and it will destroy itself.

18 Manshoon's Lower Chamber. If characters take the Necklace of Missiles lying here, they will be trapped inside the crystal walls of Manshoon's diagram. But the creature Manshoon conjures uses one of the party to break the diagram. Manshoon flees his tower, and the party must escape as the tower's upper level collapses.

19, 20 This passage leads to the Wizard Chamber of Manshoon at 20. The party spies Manshoon far off, reading his conjury. It should choose to volley the haughty wizard, although he is immune to missile attacks, his book will burst into flames if hit. Other options will force them to fight guards or send them into the diagram at 18. In any event, the conjured creature will start to shake the tower down, Marcus will flee and you must leave the upper tower.

21 This room is the safest place to rest.

22 Zhents and Drow. Players may encounter a group of Manshoon's servants here, or see them disappear from afar. Treasure: Elfin chain +2, dagger +4, trident +4, light crossbow +4, darts +4 and a Clerical scroll.

23 passage here descends to the Drow stronghold.

Descent To The Depths

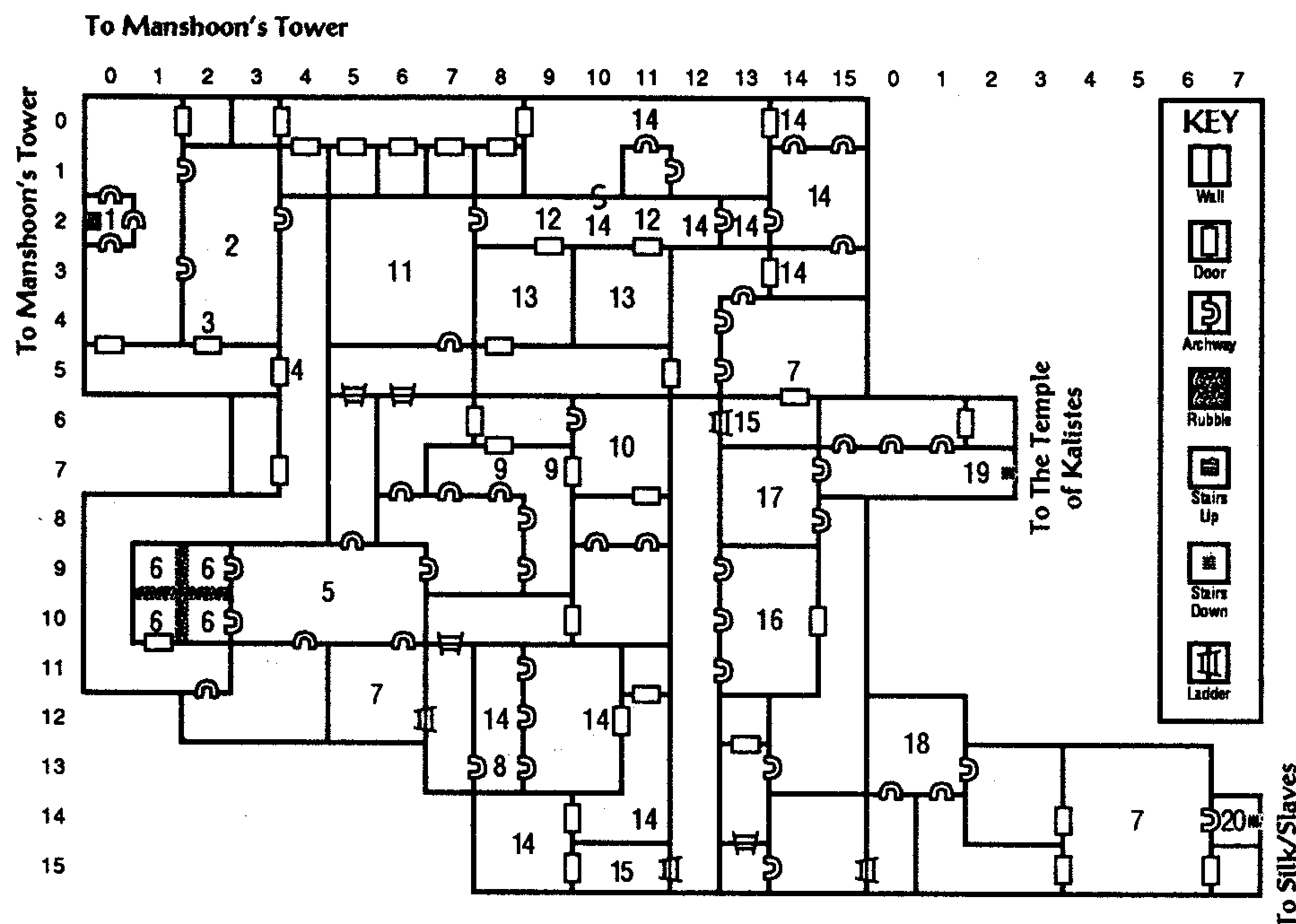
Synopsis: Under Manshoon's Tower is a Drow stronghold where captives are prepared for slavery deep underground. The party must make its way deeper and deeper into the Drow city. After a few big battles, the Drow will change tactics, and rely on hit-and-run skirmishes and cunning ambushes to wear the heroes down. The party should seek out the halfling woman Traned, who can help guide it through the various crafty traps laid by the Drow. When the party reaches the Winnowing Room, it should trust Traned to escort freed slaves to safety, and proceed to the right to liberate the slaves kept in the Drow Slave Pens.

NOTE: The party should disrupt as much of the Drow activities as it can, eventually the Drow will abandon the stronghold.

Wandering Monsters: Besides the Drow, the party may encounter Zhentil patrols, Ogres, Salamanders, and Purple Worms.

Resting: Once the party passes through the hall at 5, the Drow will try to prevent long rests. They may only allow long rests in small rooms, and even then only once per room. Leaving the stronghold may relax the patrols.

DESCENT TO THE DEPTHS



MAP LOCATIONS:

- 1 Entry. The passage from Manshoon's Tower leads here.
- 2 The Wagon Room. Slaves are unloaded here and subjugated with Spider poison. If you enter the room, be prepared for three waves of attackers.
- 3 Empty Wagons. The party can hide in an empty wagon and be transported back to Zhentil Keep. Note: having lived through a hellish trip down, Traned will refuse to escape this way.
- 4 The Drow Coach. Players are unlikely to sneak by the sharp-eared Drow. If it hides in the coach, it can take a Drow prince and princess hostage, and will receive ransom for them at 5. (The crossbow is cursed and should be discarded.)

5 Room of Legions. This hall is well-defended. If the Drow here are alerted to the party's presence, entering this room from the south arch is dangerous.

6 Rubble. A battle here with escaped slaves left this room in ruin. Exploring here, the party finds Traned, an actress and resourceful escaped slave. She should be allowed to join the party.

7 Shackle Room. The Drow may stock these rooms with ravenous Umber Hulks to oppose the party.

8 Drow Barracks. After entering, the party should use the LOOK command before proceeding further. This will reveal a Drow ambush.

9 Guards of the Abbess. Drow make a stand here to protect their head Cleric at 10. The party can fight them or retreat.

10 Chambers of the Abbess. The Drow zealously defend her from the party. Defeating the abbess causes the Drow to largely abandon their stronghold.

11 War Room. The Drow plan their operations here. Alert, the Drow will hear the party enter, and eavesdropping will only reveal plans to attack the party.

12 Stuck Door. To get in, a strong character needs to force the door wide enough for a halfling, gnome or elf to slip through and unblock. (Or enough forcing will spring the door open.) Note: if Traned squeezes through, she will rashly engage the Drow single-handed and be captured!

13 Drow Captains. If Traned is alive and not with the party, defeating these Drow will free her.

14 Skirmishes. Drow archers will maneuver around the party in these rooms, and fire on the party in hit-and-run attacks. To corner them, the party needs to perform unexpected maneuvers, such as turning away from the source of the attacks and doubling back and forth upon its trail.

15 Ladders Into The Long Hall. After descending here, the ladder will be drawn up behind the party. To ascend again, the party must use the ladder at the other end of the hall.

16 The Winnowing Room. Slaves are gathered here and the most beautiful are sent north to Kalistes' Temple. Among the Zombielike slaves are Drow ambushers. Alert to their methods, Traned should be allowed to expose the ambush, although doing so will grievously wound her. The party should release her to escort the freed slaves to safety.

17, 18 Magical guardians here threaten to dump a character into an abyss. If Traned is present, she will be taken.

19 This passage leads to the front gates of the Temple of Kalistes.

20 This passage leads down to the Slave Pens of the Drow.

Silk and the Slaves of the Drow

Synopsis: In these Drow slave pits, there is a secret door leading to Kalistes' Temple. The party may use this entrance to avoid the guards at the temple's main gate. As it searches for this door, the party learns that the Drow are draining the life essence of Zhentil Keep citizens for use in the alchemic process wherein Pets of Kalistes are created.

The party meets Silk, a Drow Rogue, who asks it to help her rescue the Swanmays, her adventurer's band. Once the Swanmays are rescued, Silk gives the party information that aids it in destroying the Drow's ability to produce Pets of Kalistes. She also tells it the location of the secret door.

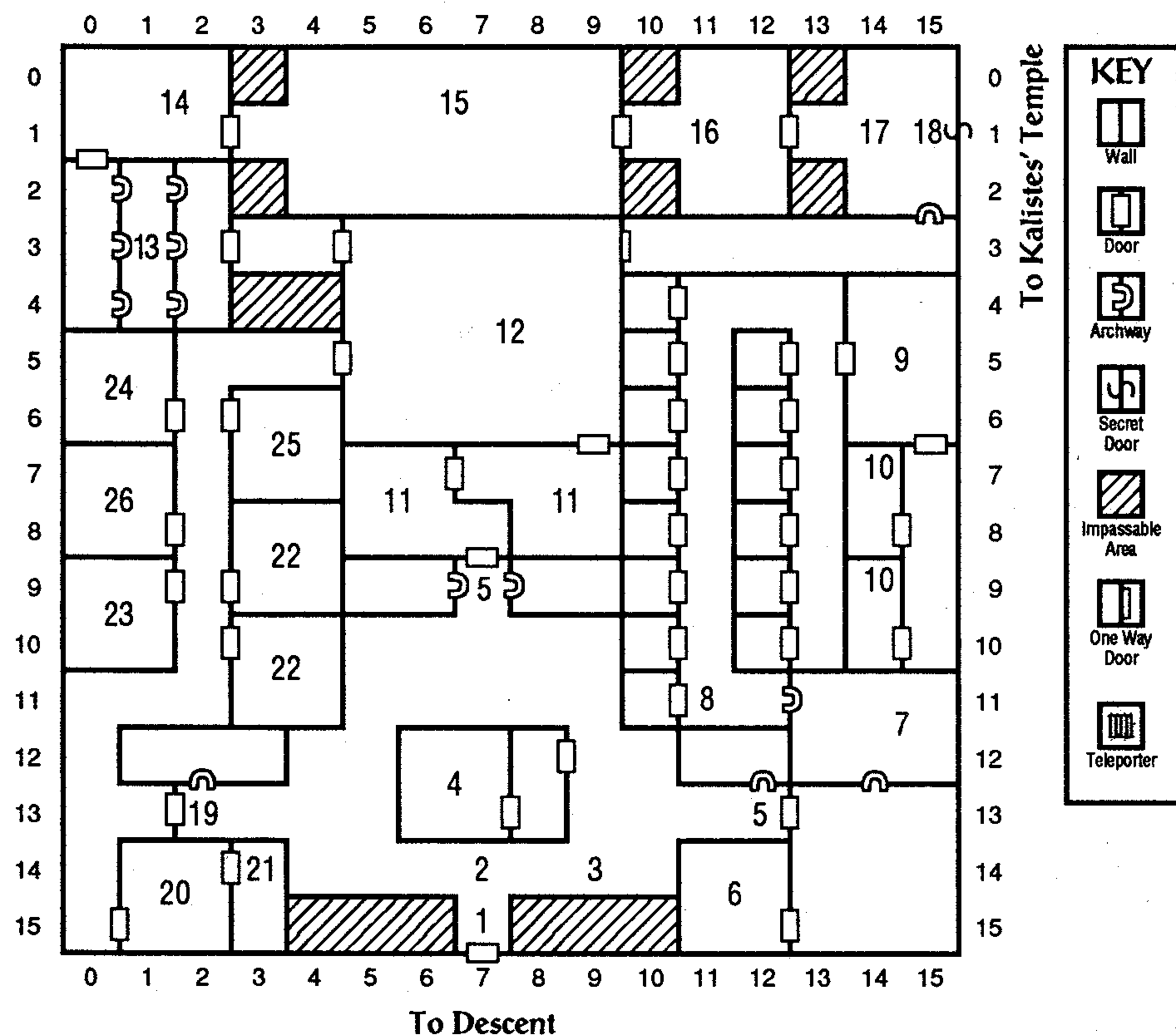
Wandering Monsters: The party will meet Drow guard patrols in the halls.

Resting: The party may rest at locations 4 and 26, otherwise it risks interruption.

MAP LOCATIONS:

- 1 The party enters here from the tunnels beneath Manshoon's Tower.
- 2 Searching here reveals a small arrow painted on the ground pointing east. This is a clue from Silk.
- 3 Another arrow. This one points north.
- 4 The party meets Silk. If it agrees to help her rescue the Swanmays, she will join the party.

SILK AND THE SLAVES OF THE DROW

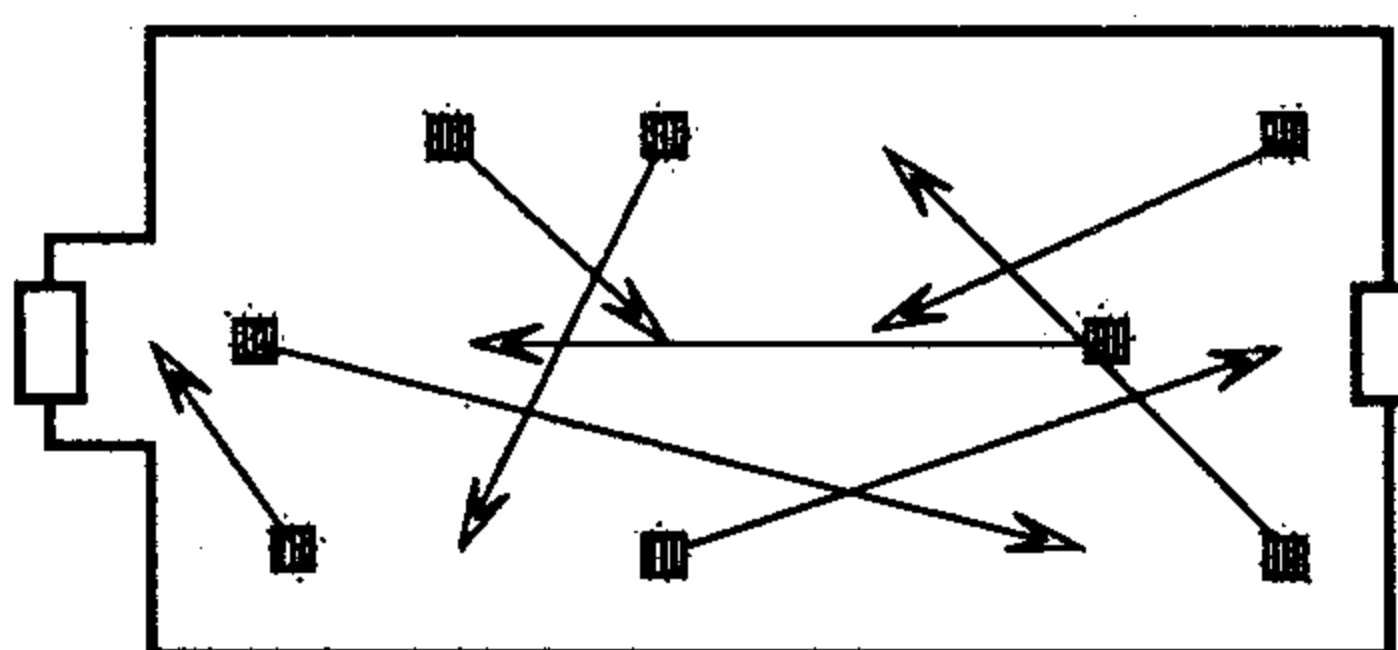


5 Drow guard these posts.

6 The captain of the Drow guard is here with some of his men. After the battle, the party finds a letter, with a clue about Drow's use of prisoners.

7 Drow guard the entrance to the prison. They hold the key to the cells at location 8.

8 Using the key from location 7, the party can release the Swanmays and other prisoners. Silk will reward the party with Drow weaponry. The party should take these for use against Kalistes. She also gives the party an amulet that gives it safe passage past location 19.



Room 15 (enlarged view)

9 Drow alchemists and Pets of Kalistes are draining the soul of a Zhentil Keep woman. The party should attack immediately to save her.

10 Alchemist's equipment is stored here. Essence of Pure Light can be found in the southern room.

11 Drow entering the temple at location 12 prepare themselves for ceremonies. This only occurs if the party goes north in the room (via location 5) and has not yet gone to location 12.

12 Drow are performing a ceremony here. The party should attack, otherwise it will meet these Drow at location 17. There, the Spider will have been transformed into a Pet of Kalistes.

13 The party faces two sets of arches. To pass through safely, it should follow the map from location 22 (Journal Entry 5).

14 The character with the highest dexterity should cross this spike filled pit. If the party helped Silk, it can avoid this trap.

15 The floor of this room is covered with teleporters. The teleporters will move the party from the square at an arrow's base to the arrow's point. The party should follow the map from location 22 (Journal Entry 5). Missteps cause damaging arrow attacks.

16 An Iron Golem stands guard in this room. It will attack unless the party has the medallion from location 21.

17 Fire of Night, used to transform Spiders into Pets of Kalistes is stored here. The party may destroy it with the Essence of Pure Light found at location 10.

18 The secret door to Kalistes' Temple.

19 If the party helped Silk, it can pass the Drow guards here.

20 High priestess' chambers.

21 A locked chest contains the iron medallion used at location 16.

22 Priestesses' Barracks. Searching in the southern room will reveal a map of locations 13-15.

23 Drow guards rest here. They will attack the party if it enters.

24 Spiders waiting for transformation are penned here.

25 Newly transformed Pets of Kalistes rest here. Three will attack the party.

26 An empty barracks. It is safe to rest here.

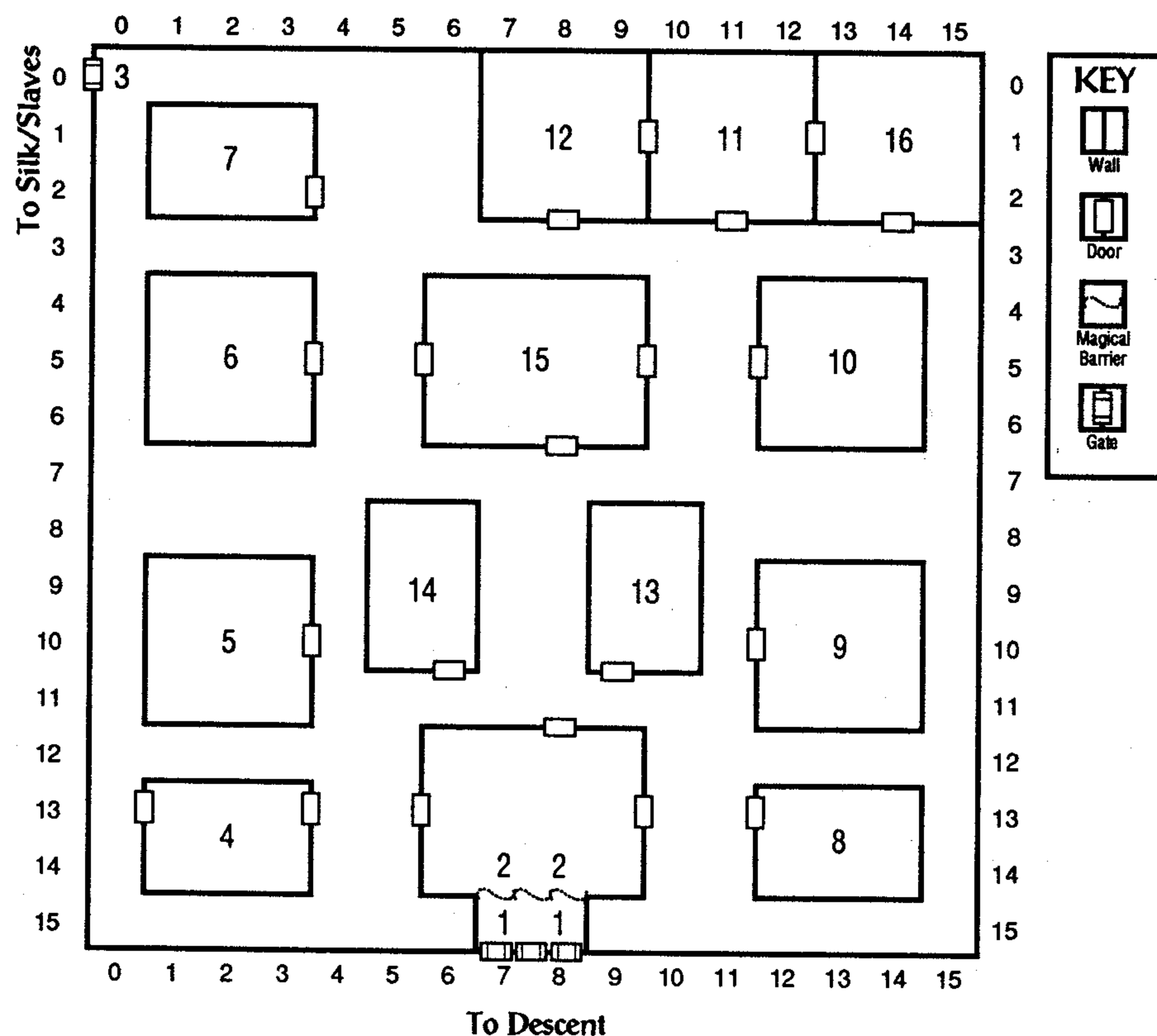
Kalistes' Temple

Synopsis: Kalistes' Temple located beneath Zhentil Keep, is a Drow temple consecrated to Kalistes, the Marilith in the Web Dimension who holds the Crystal Ring. Young Drow who are preparing to undergo the Test of the Drow must capture Giant Spiders in the Web Dimension and bring them here, thus proving their worthiness to Kalistes. The Spiders are transformed into Kalistes' Pets, and the Drow are prepared for the Test. Also, captured slaves are prepared for Kalistes.

Afterward, they all return to the Web via a teleporter at the center of the Temple, and it is this teleporter that is the party's final goal in the Temple. It is the only means of reaching the Web Dimension. However, during their search for this teleporter, the party can discover that the teleporter serves another purpose — transporting monsters from the Web Dimension to the Realms above. The party must destroy the teleporters leading to the Realms before stepping through teleporter leading to the Web (Kalistes') Dimension.

Wandering Monsters: The party may encounter Drow of all levels, as well as various types of Spiders, including Giant Spiders, Enormous Spiders, Phase Spiders, Gaze Spiders, Stone Spiders, and Electric Spiders. It may also encounter Pets of Kalistes and Drider.

KALISTES' TEMPLE



Resting: The party may rest in the barracks after defeating the Drow guard garrisoned there.

MAP LOCATIONS:

1 This short corridor leads to the temple's main entrance. The party can learn a great deal by watching who passes it into the temple. If the party poses as emissaries, it may pass location 2 without incident.

2 The main entry. If the party tries to use this, a magical barrier causes damage and the party is taken to the dungeon at location 11.

3 A secret entry. Giant Spiders are taken through this door to become Pets of Kalistes, which are led back into the Temple area. This door is a much safer route for the party to enter through. However, it has a chance of encountering either a Spider and its escort or a Pet of Kalistes and its escort.

4 This is where the Drow candidates for the Test surrender their Spiders to the priests.

5 This is where Drow candidates for the Test give up their weapons. After fighting the Drow here, the party finds a battle axe +4.

6 This is where Drow candidates for the Test are cleansed and given antidote to the

Spider venom, if necessary. If the party has a high-level Thief, the Thief should attempt to steal the vial of antidote. The antidote can be administered to the slaves at location 8.

7 This is where a Drow candidate for the Test prepares to sacrifice a slave to Kalistes. If the non-player character named Traned is still alive after her adventure with the party, the party can meet her again here.

8 A holding pen for slaves. The slaves have been drugged with Spider venom. The party should cure them with the antidote from location 6 before rescuing them. If the slaves aren't cured, the guards will appear more frequently.

9 Here, slaves are given antidote to Spider poison to aid the guards in choosing those best suited to go into Kalistes' service, and those who should be destined for sacrifice. Once again, the party can rescue them.

10 The final division of slaves. Here the party finds out the slaves' ultimate destination. The party can rescue a few more slaves.

11 The dungeon where the party is taken after crossing the magic barrier at the main entry to the Temple. The party can also enter this dungeon and be trapped. It can attempt to pick the lock, meet and/or be rescued by Traned, or be released by a priest mistaking it for a group of emissaries from Marcus.

12 This room is the priests' quarters. Here, two priests discuss where the monsters will be sent and leave a map behind showing the exact locations. The party can get that map.

13 An oracle warns assembled Drow supplicants to guard the portal and gives the party a clue about how to destroy it. The party must go here before it goes to location 15.

14 Here, supplicants can attempt to bribe a priest to get them good seats to watch the

ceremony during which the monsters will be ushered through the portal from the Web Dimension through the portals leading to the Realms. The party can question the priest about the ceremony.

15 The inner chamber containing the teleporters. Here, the party disrupts a ceremony and faces a fierce battle against Drow, Pets of Kalistes, Giant Spiders, and Phase Spiders. After defeating them, the party should destroy the hands of the statue. This will close Kalistes' teleporters to the Moonsea region. The party should then enter the remaining portal leading to limbo and Kalistes' dimension.

NOTE: Drow weapons and equipment will safely pass into Kalistes' dimension (Web Dimension).

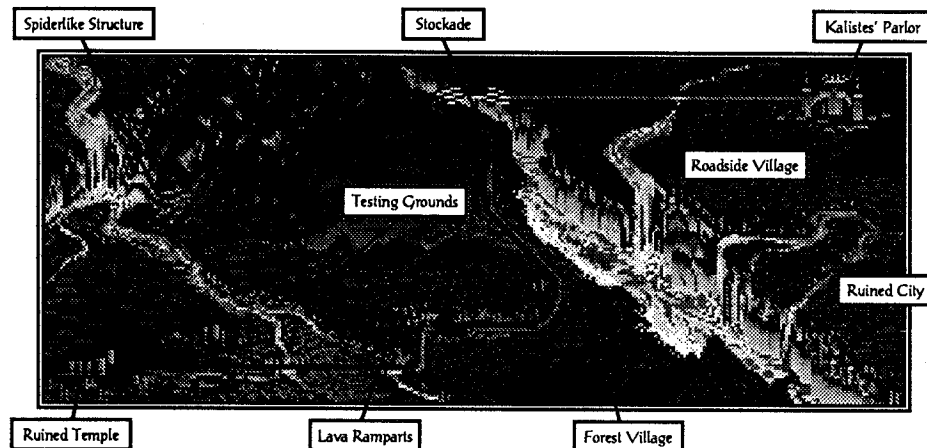
16 Drow guards are barracked here. After the party clears out this room, it may rest here safely.

Web Dimension Minis

Synopsis: You enter the Web Dimension to find and defeat Kalistes. In the mini-adventures, you explore villages, temples, stockades and ruins. You may meet a dwarf named Storm, a Drow named Dennia, a human Assassin named Valardis, a disgruntled slave of Kalistes (unnamed), and other mysterious creatures. Many will ask to join your party. Dennia and Valardis would take you to the Testing Grounds for different reasons, Dennia to save her son Hern, Valardis to kill Hern. Storm would enlist your aid in rescuing his sister in Kalistes' Parlor, while the disgruntled slave would sneak you into the Parlor with the intent of betraying you at an opportune time.

Goals: In wandering through the web mini-adventures, seek magic items and allies, and gain as much experience as you

WEB DIMENSION MINIS



can, as these will help in your confrontation with Kalistes. On entering the Web Dimension, befriend the Eyes of Kalistes (Cynthia), or Kalistes' minions will be ready for you everywhere. She will then tell you what you need for Kalistes' Parlor. Find Dennia (preferred) or Valardis to gain easier entry to the Testing Grounds. Likewise, unless you have the Ward of Safe Passage, find a disgruntled slave to show you an easier entry to Kalistes' Parlor. You should also look for a dwarf named Storm, who will fight steadfastly at your side. In addition, explore this Dimension thoroughly, for there is much treasure and experience to be gained.

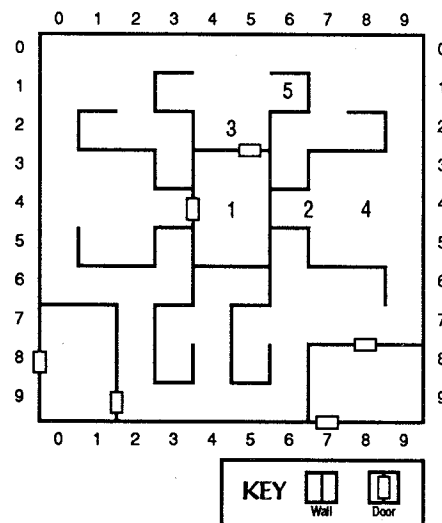
NOTE: There are many random encounters in the Web Mini-Adventures that vary radically in difficulty. For this reason, you should save the game often.

Wandering Monsters: The types of creature you will encounter include Spiders, Pets of Kalistes, Driders, Iron Golems, and Drow.

Resting: There is no safe place to rest.

MAP LOCATIONS:

Ruined Temple (containing gateway to/from the Web Dimension)



1 Drow guards can be found here. Capture them to give to Cynthia (#4), or fight.

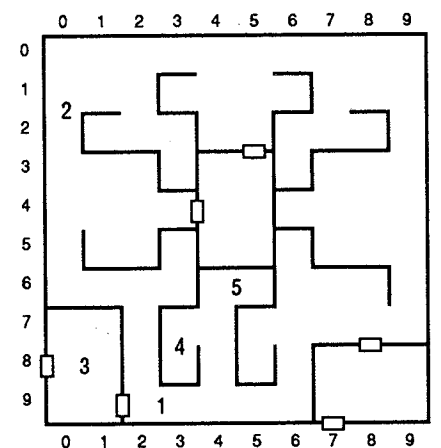
2 You encounter a Drider that speaks nonsense.

3 Spiders are dragging away a long sword +4. Fight them to get it.

4 Entrance/exit to the Web Dimension (from Limbo). Entering for the first time, you meet the Eyes of Kalistes, who will report your presence to Kalistes and her minions. Battles will be difficult and frequent unless you enlist her aid. If you have not yet been through Kalistes' Temple, she will direct you there. If you have been through the Temple, and you tell her that Silk helped you, she will rejoice that her sister is still alive, introduce herself as Cynthia, and offer to help you. But she will need two things: Spiders from the cavern of fireflies (#5) and Drow prisoners (#1 or by random encounter). If you bring these back to her, she will fake your death. She will then command you to kill her, which you should do, otherwise, Kalistes will soon discover your deception.

5 The cavern of fireflies. Gather up Spiders to give to Cynthia (#4).

Stockade



1 Dig here to find a trident +3.

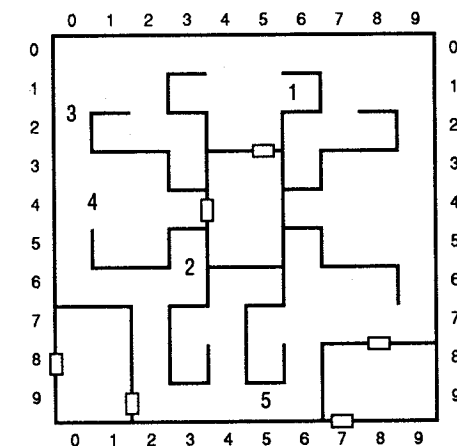
2 A guard shack. Break in, and you will find scale mail +4.

3 You see brutes sorting through blood-stained dwarf clothes. You can fight or retreat.

4 You fight Spiders.

5 You meet a dwarf named Storm. He wants to rescue his sister Arta from Kalistes' Parlor. Let him join your party, as he will help you in combats. If you try to leave the Web Dimension with him before going to Kalistes' Parlor, he will stay behind in dismay.

Ramparts of Lava



1 You fight Spiders to get the following items +3: light crossbow, composite longbow, 10 arrows, and 10 bolts.

2 You must fight Spiders.

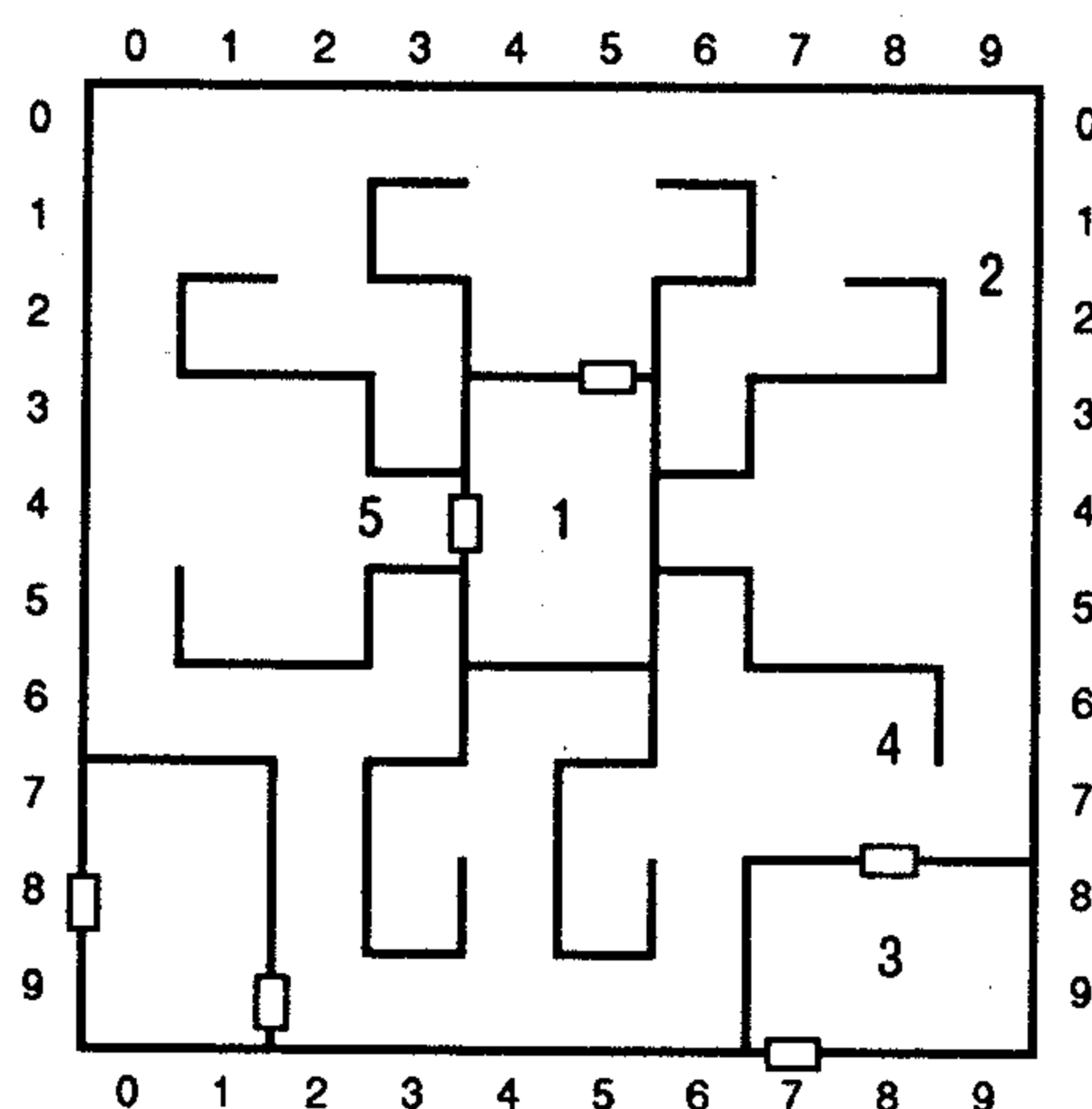
3 If Valardis is not with you (see Forest Village, #1), you rest here, and a Thief takes some of your belongings.

4 After #3, and if Valardis is not with you, you see a female Drow fighting Spiders. Your belongings hang from her belt. You should help her. Her name is Dennia, and she asks you to help her rescue her son Hern from the Testing Grounds. Let her join your party.

NOTE: Once she joins, leaving this site will take you directly to the Testing Grounds.

5 A tumbleweb rattles as it blows past. If you investigate, you find scale mail +4.

Forest Village



1 If Dennia is not with you (see Ramparts on Lava, #4), you meet a human named Valardis here. He is an Assassin, currently employed to kill Dennia's son Hern in the Testing Grounds. He asks to join your party, promising to sneak you into the Grounds. If you let him join your party, he will be true to his word, but will cause you trouble once inside.

NOTE: Once he joins, leaving this site will take you directly to the Testing Grounds.

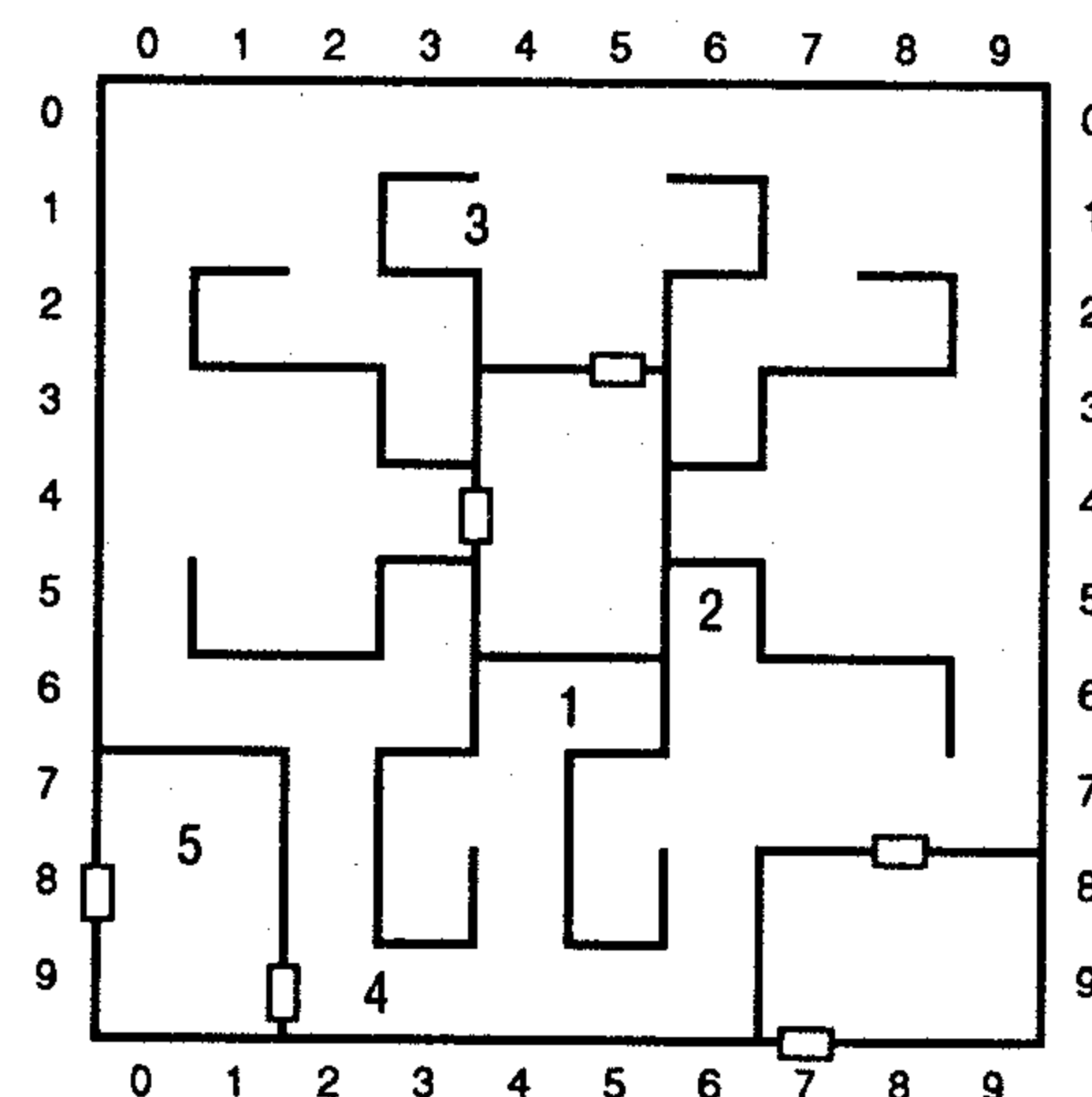
2 You open a cocoon and find a scimitar +4.

3 If you explore a funnel web, Spiders attack. Defeat them and get the equipment of their earlier victims.

4 You must fight Drow.

5 Spiders and Drow attack.

Ruined City



1 Disguise yourselves as Drow to avoid a large Drow patrol. Anything else and you must fight.

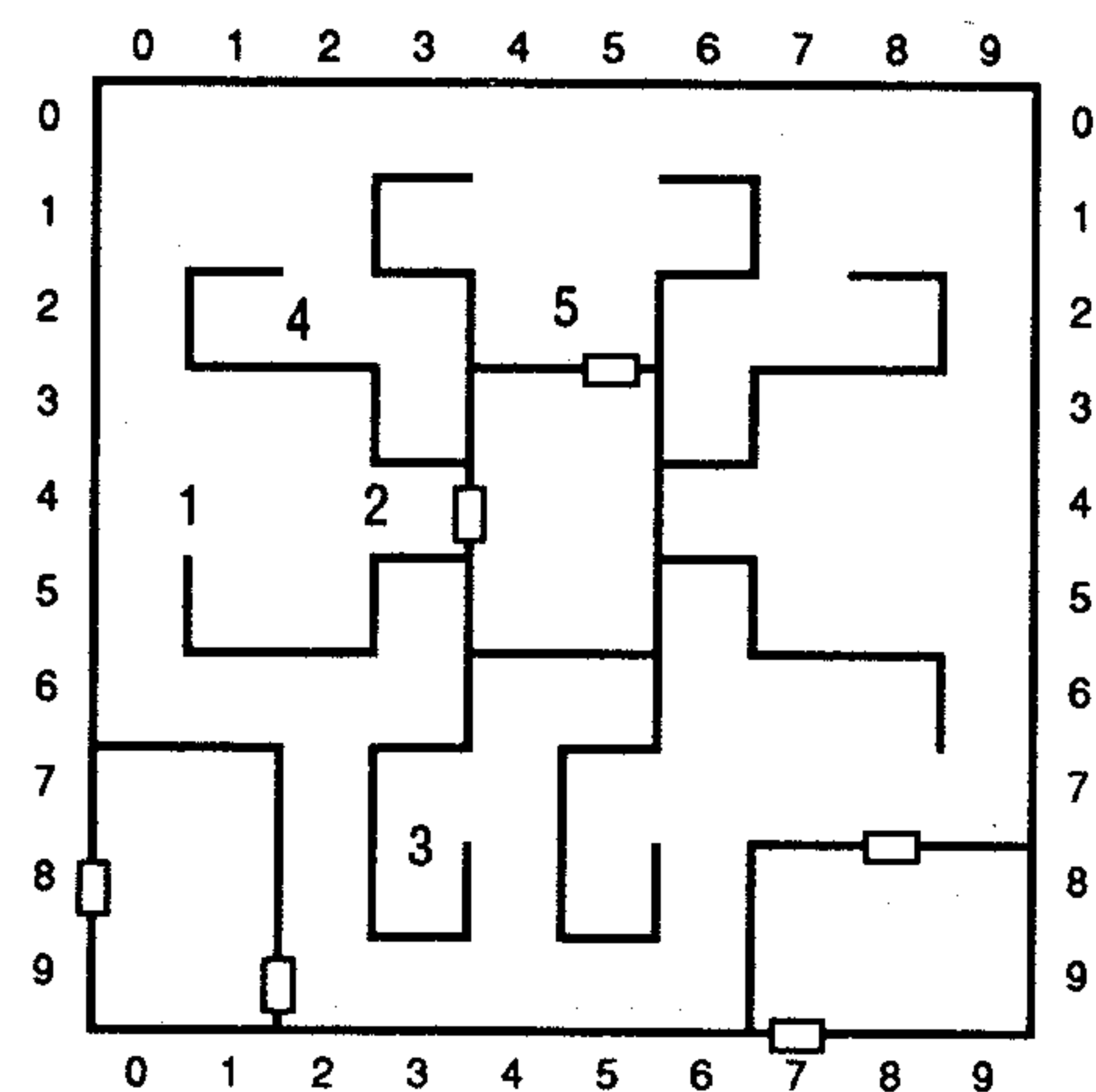
2 You encounter a Drider speaking nonsense.

3 Open a trapdoor, which turns out to be Elfin chain +4. You must fight Spiders for it.

4 Open a long cocoon and find two javelins +4.

5 You must battle Drow guards.

Roadside Village



1 You come upon the seamless gossamer exterior of Kalistes' Parlor. Locaste is seen trying to gain entry. If she has the Ward of Safe Passage, she will succeed. Otherwise, you witness her death. In either case, you can try to enter as well or seek a better avenue. If you have the Ward of Safe Passage, you can enter safely; otherwise, you will be taken prisoner and be dumped in the larder.

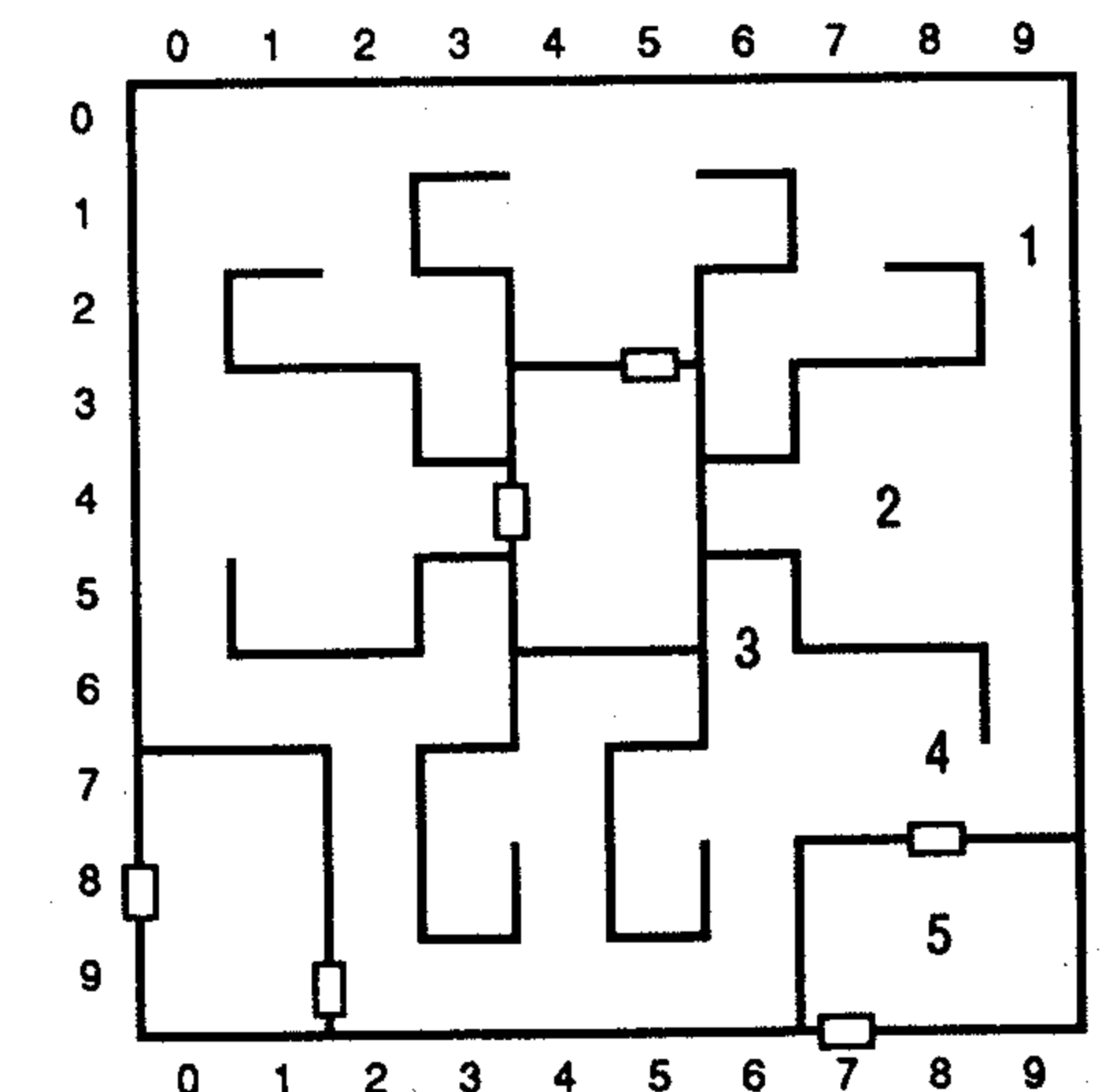
2 Spiders attack.

3 Spiders attack.

4 You find an assortment of gems and money.

5 Drow children pick your pockets. If you lecture and release them, all is well. If you toss them in webs, you will have a difficult battle with Spiders.

Spiderlike Structure



1 You meet a disgruntled slave of Kalistes who offers to get you into Kalistes' Parlor through a secret entrance. If you let him join your party, he will be true to his word. But once inside, he will betray you.

NOTE: Once he joins, leaving this site will take you directly to the Parlor.

2 You fight a Drow patrol.

3 Spiders are fighting over something. Seeing you, they flee with it. If you pursue them and fight, you will get banded mail +4.

4 You encounter a Drow patrol. If the slave is with you, he will divert them, and you will avoid a difficult battle.

5 You run into Drow guards. If the slave is with you, he will vouch for you, allowing you to kill several before the battle is joined.

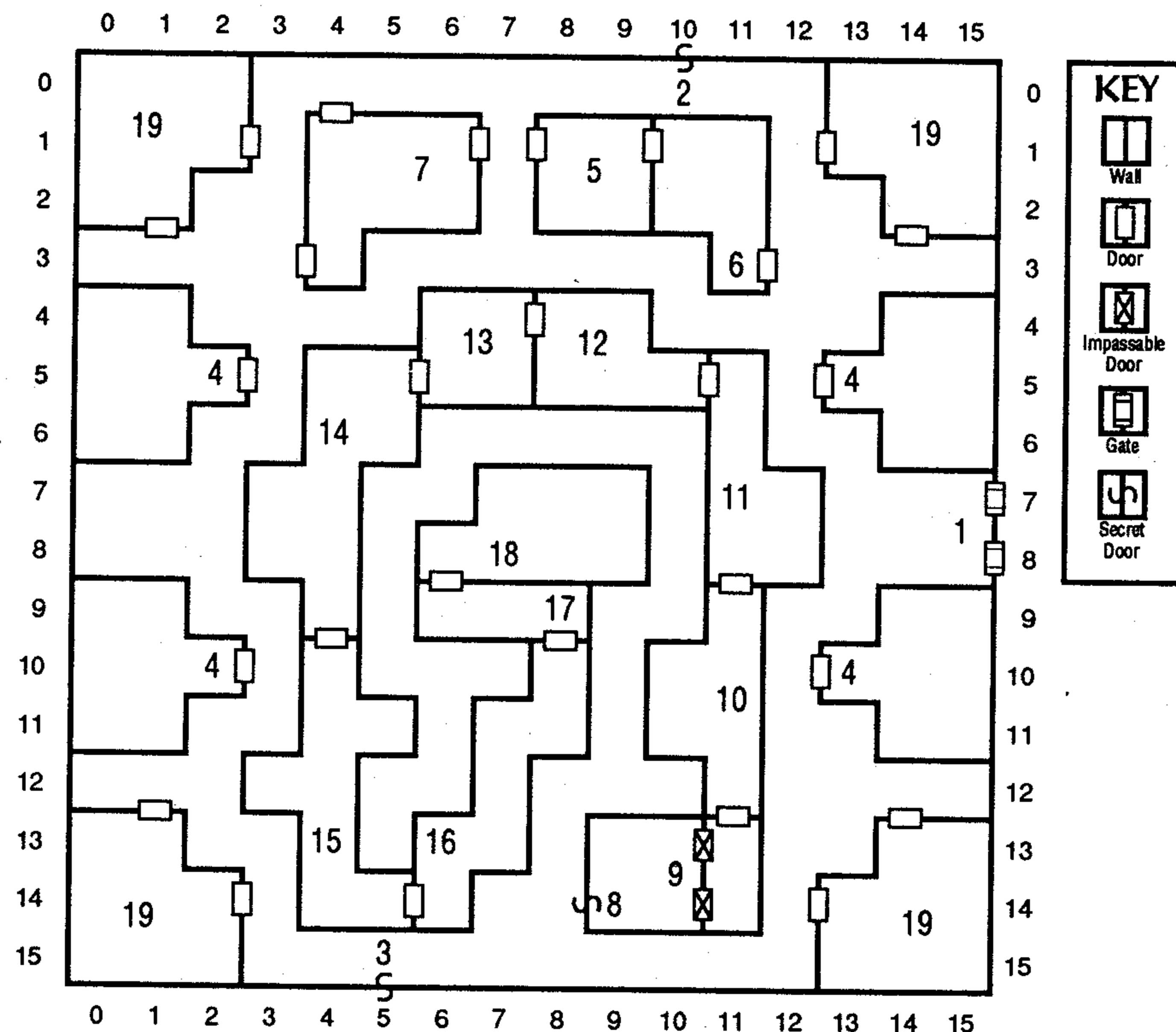
Drow Testing Ground

Synopsis: The Drow Testing Ground is a Drow stronghold in the Web Dimension. There, young Drow talented in the use of magic are tested. If they pass, they continue up the ranks of Drow Mages. If they fail, they become Driders, beings resembling Drow-Spider centaurs. Driders are outcast among the Drow — bitter and blood-thirsty creatures.

When the party reaches the Web Dimension it is urged to go to the Testing Ground and capture the Ward of Safe Passage, a wand used by Drow priests and Mages to ensure safe passage into Kalistes' Parlor and to protect themselves against Kalistes' Pets. In order to reach the Ward, the party must undergo the Test of the Drow, winning through several ordeals faced by the Drow initiates.

Wandering Monsters: In the compound surrounding the Test, the party may encounter Drow of several different levels, as well as Driders and Spiders of several different types. Once in the Test, more Spiders await, as well as a force of Drow magic users. The final battle is with a Pet of Kalistes, guarded by Enormous Spiders.

DROW TESTING GROUND



Resting: The party can rest safely in any of the Drow barracks it clears out. Also, the party can rest in any section of the Test which it has completed.

MAP LOCATIONS:

1 This is the main gate into the Testing Ground. Drow guard this.

2 This is a private entrance used by priests and Mages. The party will enter here if it met the Assassin Valardis in the Web Overland and agreed to be guided by him.

3 This is a secret entrance known to Dennia, Drow and mother of Hern, an initiate about to undergo the Test. The party

will enter here if it met Dennia in the Web Overland and agree to help her prevent Hern's Assassination.

4 These are Drider pens. The Driders give clues to events in the Test in exchange for being released by the party.

5 This is the room of Daris, a powerful Drow Mage. Here the party sees his arrangement with Valardis to Assassinate Hern.

6 This is the room of Balia, another powerful Mage. It contains a scrying mirror, called a Mirror of Kalistes, as well as the Ward. If the party touches either item, an alarm will sound and guards will come.

7 This is the room of Locaste, the most powerful Mage in the Testing Ground. Here the party can overhear her tell an underling to fetch the Ward for her, as she must speak to Kalistes herself about a dangerous disturbance in the Web (the party itself).

8 The entrance to the Test. The party is trapped inside until it either fails or completes the Test.

9 The first trial — Strength. The party must choose a strong enough member to push down the wall facing it. Use a character with at least 15 strength or have a Mage cast a Strength or Enlarge spell.

10 The second trial — Courage. The party must continue forward despite a profound sense of dread. Failure to do so results in an attack of Spiders.

11 The third trial — Battle Readiness. The party must fend off an attack by Driders.

12 The fourth trial — Magical Ability. The party must fend off an attack by high-level Drow Mages. This is a tough fight. Be sure to cast protective spells (Prayer, etc.) and do whatever else you can to prepare for it.

13 The fifth trial — Intelligence. The party must answer a riddle with the name of its ultimate adversary. The answer is Bane.

14 The sixth trial — Seeing through Illusion. The party must advance through a wall of flame. The wall, though illusory, is still capable of causing damage.

15 The seventh trial — Temptation. Hern appears to meet the party, carrying the Ward. If any member of the party approaches him, he is revealed as a Drider and more appear to attack. If the party destroys him, his identity is revealed and the party has successfully completed the test.

16 The final antechamber before the altar room. Here the party can pick up daggers and amulets that repel Spiders.

17 The altar room. Here the fate of Hern is decided and Daris, in the melee, grabs the Ward and flees toward the final encounter, followed by guards. If the party does not follow, it will not get the Ward. Be sure to follow and get the Ward.

18 Here the party fights Daris' guards and witnesses his transformation into a Drider. Here also the party gains the Ward and does battle with the final horror of the Testing Ground, a Pet named Shest who is Kalistes' lieutenant in the Testing Ground. Shest is guarded by several Enormous Spiders.

19 Drow Barracks. The party may safely rest here after it defeats the Drow at these locations.

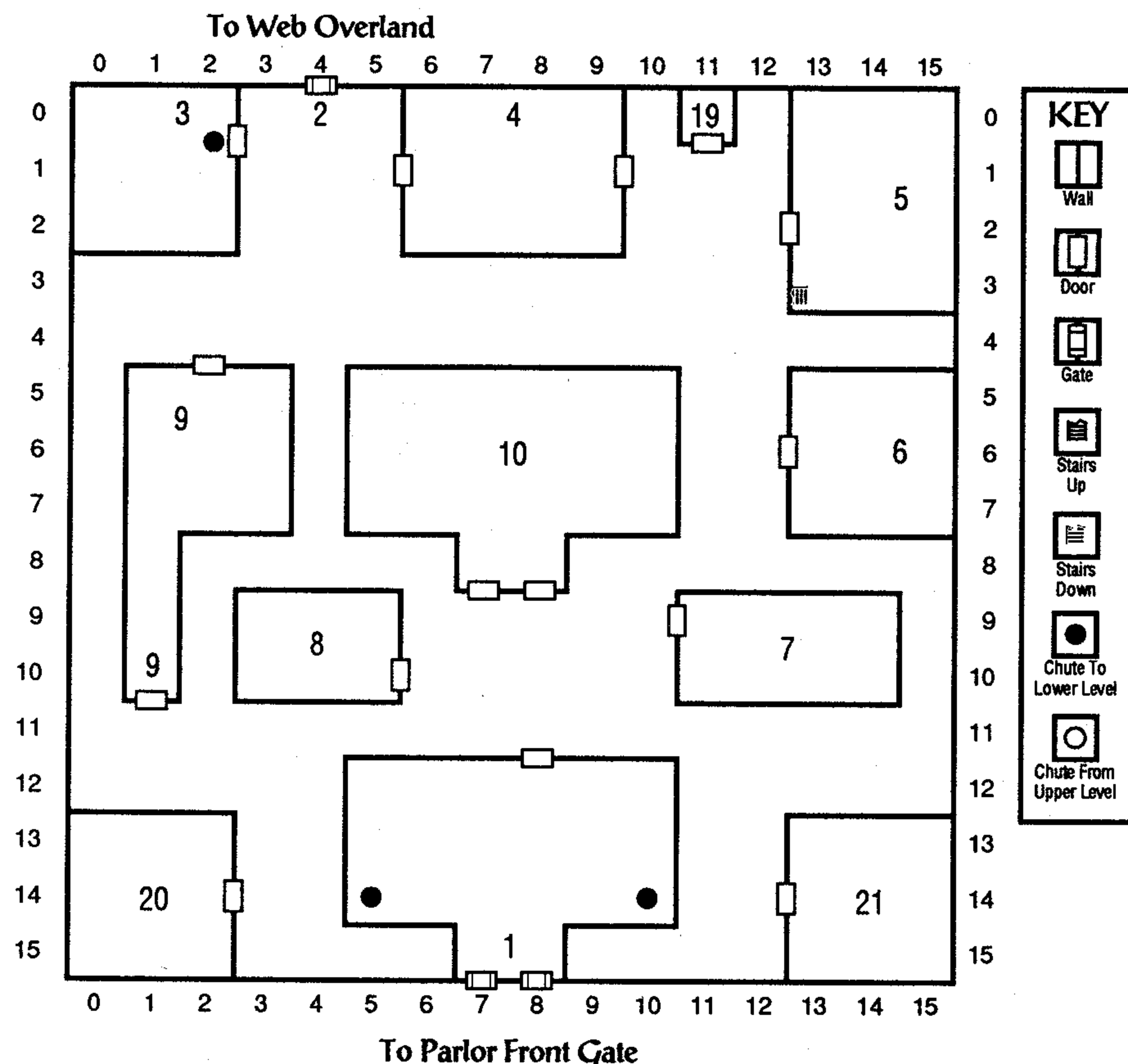
Kalistes' Parlor

Synopsis: Kalistes' Parlor is the heart of the Web Dimension, home and stronghold of Kalistes, the Marilith who holds the Crystal Ring. The party must defeat both her and her servants in order to capture the ring and lift the darkness from the Realm.

The Parlor has two levels. The first is Kalistes' living quarters, with such innocent-seeming rooms as a kitchen, a dining room, a study, servants' quarters, and a weapons room. The lower level is truer to her nature. A larder holds the unlucky slaves she has chosen to furnish her supper. It also holds quarters for her Pets, a torture chamber and a nursery and hatching room for her infernal Children -- not more Marilith, but monsters of all types. The party must overcome them all.

Wandering Monsters: Besides Kalistes, there are the ever-present Drow guards and servants, Drider, Pets (many, many Pets)

KALISTES' PARLOR (Upper Level)



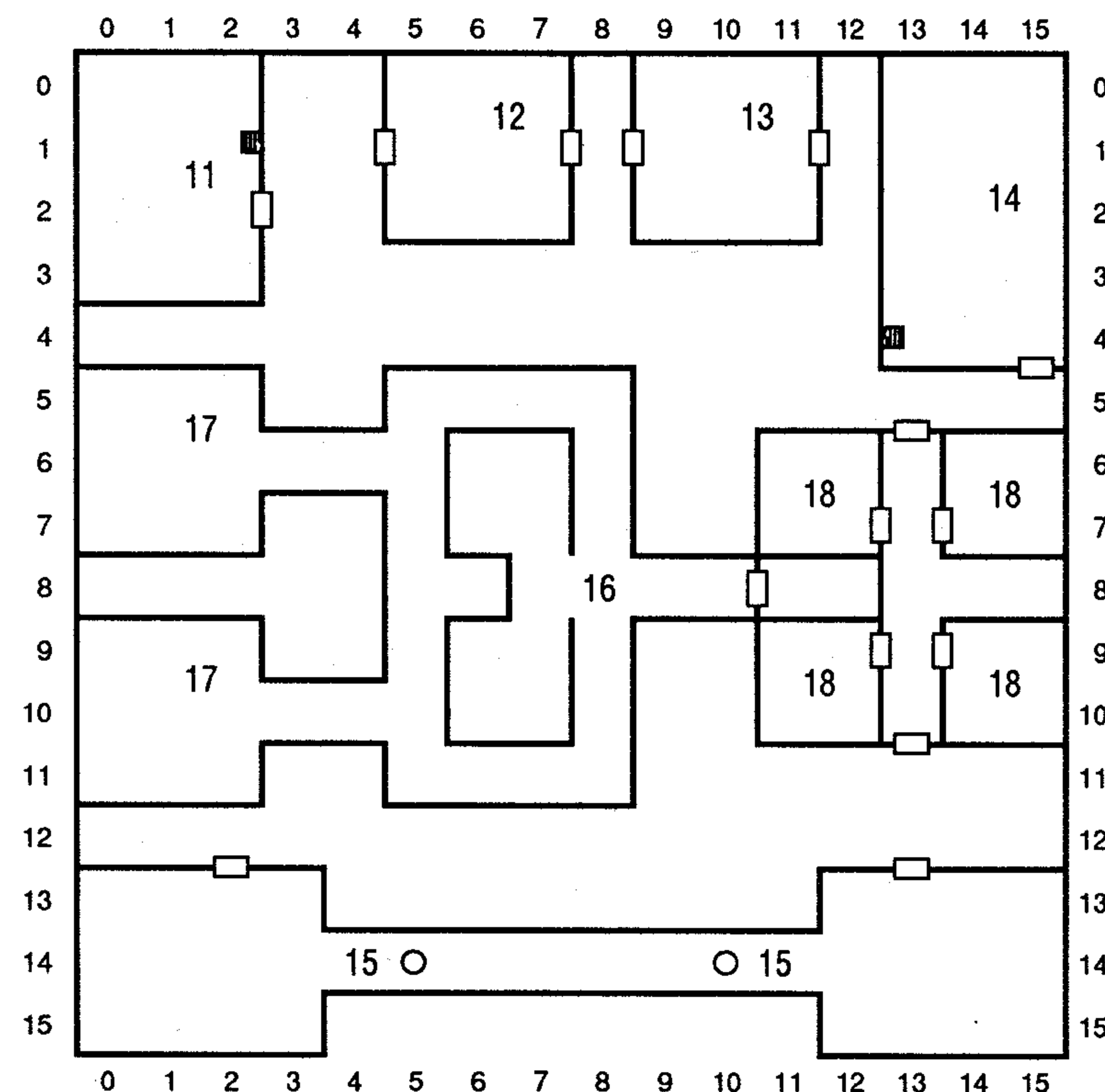
and Spiders of all types. Also, the party must face Kalistes' Children, including Medusa, Salamanders, Ettin, Otyugh and Neo-Otyugh, Purple Worms, and Poisonous Snakes. The cook in the kitchen is a surly Ogre, as is the head torturer. The Children's nanny is a Basilisk. After the capture of the Ring, the party may be challenged by a spy from Tanetal, who is able to summon an Earth Elemental to his aid.

Resting: The quarters for the guards, to either side of the main entrance, are safe to rest in after the party defeats the guards inside. There is no safe resting place in the lower level.

MAP LOCATIONS:

- 1 The main doors into the Parlor. The party can enter here if it captured the Ward in the Testing Ground. Also in this foyer are two chutes leading to a run for Kalistes' Pets on the lower level. Pets can swarm up these chutes, and the party can drop down, although this route is not recommended.
- 2 If the party meets the disgruntled slave in the Web Overland and agrees to let him lead it into the Parlor, it emerges here.
- 3 This is the kitchen. Here, a young dwarf girl, Arta, is about to be killed. If the party saves her, she tells her story, and warns

KALISTES' PARLOR (Lower Level)



them of the larder directly below. She also shows it the trapdoor to the lower level.

4 These are quarters for Drow handservants. They are a foppish lot. The party needn't be insulted.

5 This is the Weapons room. This is not a safe room. Every time the party enters this room, it will be attacked by a guarding force of Driders and Spiders. However, if it beats the force off, it can find a stairway down to the lower level. At the bottom of the stairway is a locked door that resists its efforts.

6 This is the Scrying room. Here, the party can meet the disgruntled slave again. He shows them another Mirror of Kalistes, a

duplicate to the scrying mirror it may have seen in the Testing Ground. If it looks in it, it sees that the key to the locked door at the base of the stairs is hidden in her Audience room. However, the slave warns it against that route. The route through the kitchen and to the larder, he claims, is much safer.

7 This is the Strategy room. Here, Kalistes keeps her tomes on war and military strategy. The party can find a reference to the fact that a Marilith's one weakness is the urge to defend her children.

8 The Spell room. The party can find some spells.

9 The Dining room. The party must beware, the food looks delicious, but is poisoned.

10 The Audience hall. Here, the party can find the key to the locked room at the base of the stairs.

11 This is the larder. Unlucky slaves destined for dinner are held here. If the party doesn't have the Ward and hasn't met the disgruntled slave, it enters the Parlor here, bound and with hit points deducted. Otherwise, it can reach the larder through the kitchen.

12 Quarters for female slaves and prisoners.

13 Quarters for male slaves and prisoners.

14 This is the Treasure room, the room that lies behind the locked door at the base of the stairs. It, too, is heavily guarded.

15 The quarters and run for Kalistes' Pets. This is where the chute on the upper level leads too. A dangerous place to be.

16 The Nursery. Here, the party must undergo several different battles with different monsters.

17 The Egg rooms. Here, the party must destroy the eggs of Kalistes' Children in order to draw her into battle, then defeat her and claim the Crystal Ring. Once it does so, if Tanetal has not already fallen, the disgruntled slave shows himself to be a spy of Tanetal and demands the Ring, calling on an Earth Elemental to aid him. The party must overcome this final threat before being able to leave the Parlor and the Web Overland.

18 Torture Chambers.

19 Dead Teleporter. Shows you are hurting Kalistes.

20 Guard Room. Drow fight here.

21 Drow are waiting to fight here.

NACACIA AND MYTH DRANNOR

Synopsis: Nacacia, the Princess of Cormyr, is now the leader of the Knights of Myth Drannor. Though she is somewhat unsure of her position as leader, the threats mounting against Myth Drannor call her to duty.

The Rakshasas have decided that the safest course of action would be to throw in with Bane's forces and are attempting to reanimate Tyranthraxus. In addition, Walking Trees are being seen more and more frequently in the Elven Court.

Rakshasas are not affected by spells of less than level 8. Normal Rakshasas are only affected by magic weapons. They take half damage from +1 and +2 weapons. Higher level Rakshasas are unaffected by +1 weapons and take half damage from +2 and +3 weapons. Blessed bolts kill them.

Characters should have mirrors or silver shields readied.

Wandering Monsters: Basilisks and Dracolisks.

Resting: At locations numbered 17.

MAP LOCATIONS:

1 This is the front gate of Myth Drannor. After you have thwarted the reanimation of Tyranthraxus and if you had earlier agreed to help Nacacia, she will escort you to a glen where she will reward you with Elfin chain +4, arrows +4, fine long bow +2, light crossbow +3, and bolts +4. If Nacacia has died, the Knights of Myth Drannor will take her body and give you the treasure.

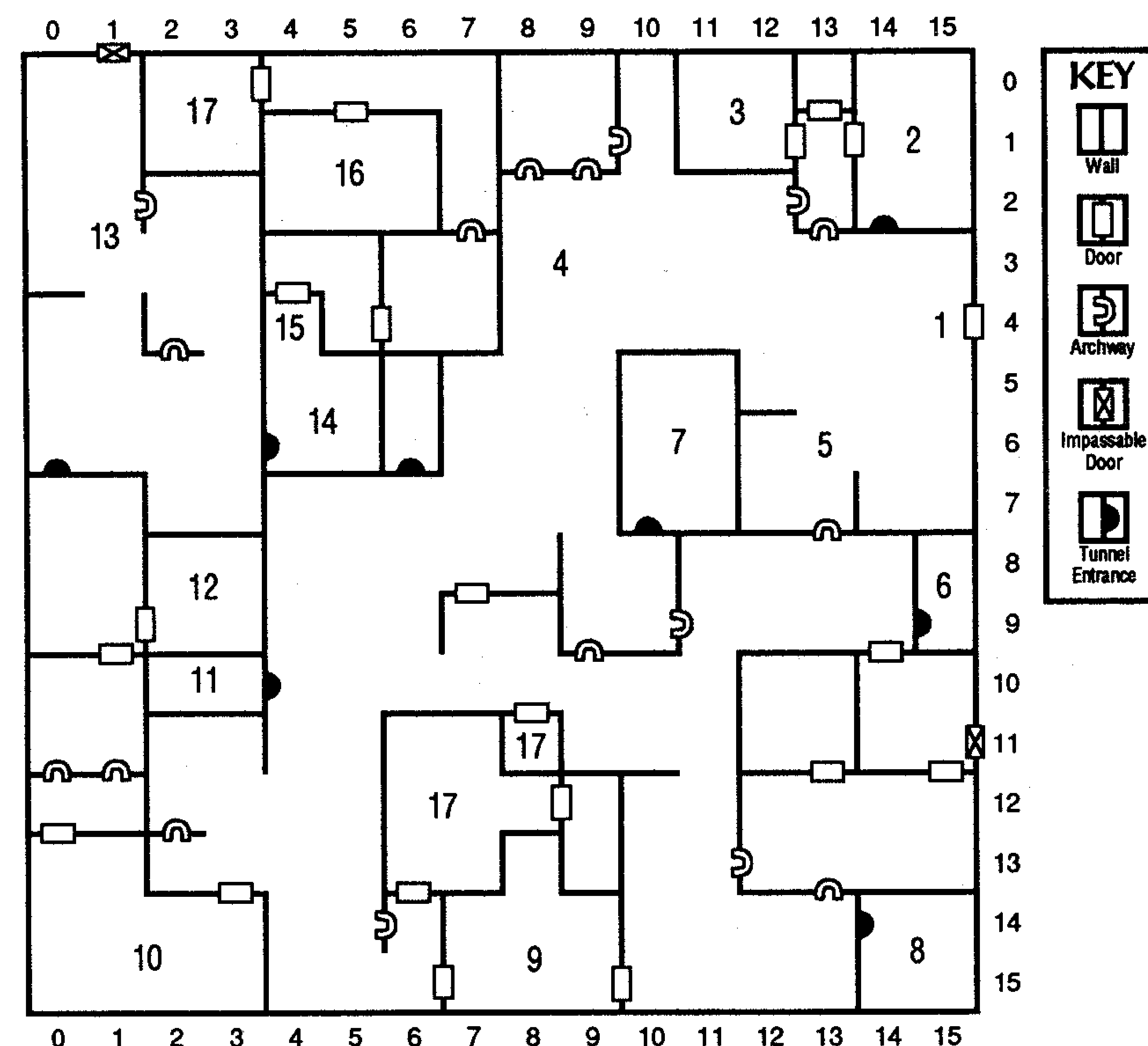
2 Rakshasa stand over the bodies of several knights holding strange spheres of light.

3 This is a ruined residence.

4 Rakshasas patrol the streets here.

5 There is evidence here of a heavy object being dragged south.

NACACIA AND MYTH DRANNOR



6 Searching this room will uncover a composite long bow +3, arrows +4, bolts +4, blessed bolts, and a light crossbow +3.

7 A Rakshasa attempts to trap you by posing as an elf. A detect magic spell will penetrate the illusion.

8 Medusae and basilisks wait in ambush here.

9 Rakshasas are draining the life force from a knight for use in the reanimation of Tyranthraxus.

10 Banites are instructing Rakshasas in the ways of Bane.

11 Spectres attack when you enter this room. If they are defeated, you will see the

remains of an elf. Leaving the remains undisturbed will give you experience points, while robbing the grave will give you a Circle of Giant Strength, blessed bolts, bolts +5, and a light crossbow +2.

12 You find the remains of several knights here. If Nacacia is with you, the sight will cause her to break down in sobs. If you comfort her, she will rejoin your party, but with a greatly reduced morale. If you stand her up, she will realize her duty and rejoin your party full of determination.

13 Giant Spiders have spun their webs here, waiting for prey.

14 A Rakshasa poses as a knight. A detect magic spell will penetrate the illusion.

15 The door here is impassable, though it is possible for a character with a high dexterity or climb walls ability to climb over the wall and secure a rope. You may be able to bash the door if a character is wearing the Girdle of Giant Strength from location 11.

16 This is the temple where the Rakshasa Maharajah is reanimating Tyranthraxus. A dispel evil spell or smashing the globes will free the knights' spirits.

17 It is safe to rest here.

Tower of Marcus

Synopsis: The gateway to the dormant god Moander is in a vessel that is magically affixed high in the air above the Elven Court. The villain Marcus, now a powerful Cleric of Bane, has built a dazzlingly tall tower up to this Vessel, and commands factions of Red Wizards, Mages of the Black Circle and devotees of the Cult of Moander. Each group draws power from the dormant god and creates dreadful automatons to send down into the Realms.

Entering, the players discover that the city of Phlan is entombed below the tower, and relentlessly besieged by evil horrors. Phlan's key defender, a Mage named Shal, has been captured by Marcus. The party rescues Shal from the dungeons, and she pleads to be taken dead or alive to the Tower's pinnacle to stop Marcus. The party sees that the woman's "twin sister," Petra, is assisting Marcus. The players ascend to the upper levels, and battle each of the factions supporting the evil Cleric-Mage. They then corner Marcus himself, and he falls defending Petra.

It is revealed that Petra is actually the magical half of Shal, cleaved apart and made to do Marcus' bidding. If Shal is alive, her two

halves are reconciled and she moves to destroy the tower. If Shal is dead, an enraged Petra tries to destroy the party, but in so doing destroys the tower and herself. The party leaps from the Temple of Transformation onto the Vessel of Moander as the tower falls, and enters the Vessel to meet Elminster in Limbo.

Goals: The party must find Shal and protect her in the trek up the Red Tower. Once at the upper levels, the party must disrupt each of the evil operations to force Marcus to make a stand in his chambers. After Marcus is fallen, the party must move quickly to the Temple of Transformation to avoid perishing in the Tower's ruin.

Wandering Monsters: Groups of Mages, cultists and animated bits of Moander constantly wander down to assail Phlan.

Resting: Areas away from this traffic, such as small side rooms, are the safest to rest in.

MAP LOCATIONS:

The Lower Tower: Levels 0-8

1 Entry from the Realms Overland to a Garden filled with Walking Trees.

NOTE: Shal will not leave the Tower.

2 Main Entrance. Spiders in the rafters here will leap upon the party.

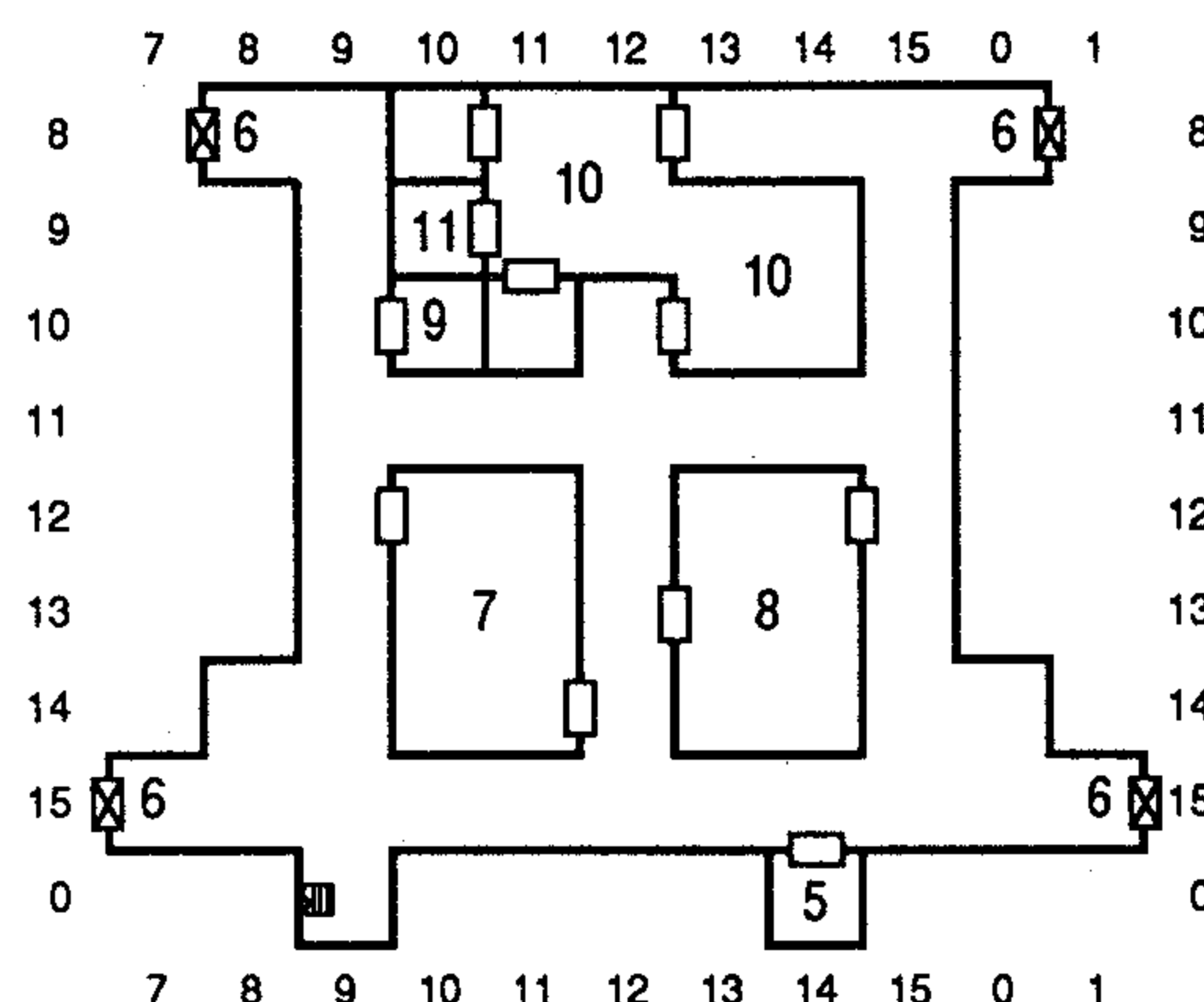
3 Side Entrances to the Tower.

4 Chamber of the Open Hand. Minions use this room to communicate with Marcus. If the party stands in the room's center, it can meet Shal's other self, Petra. If it alerts Marcus to its presence, he will inflict damage.

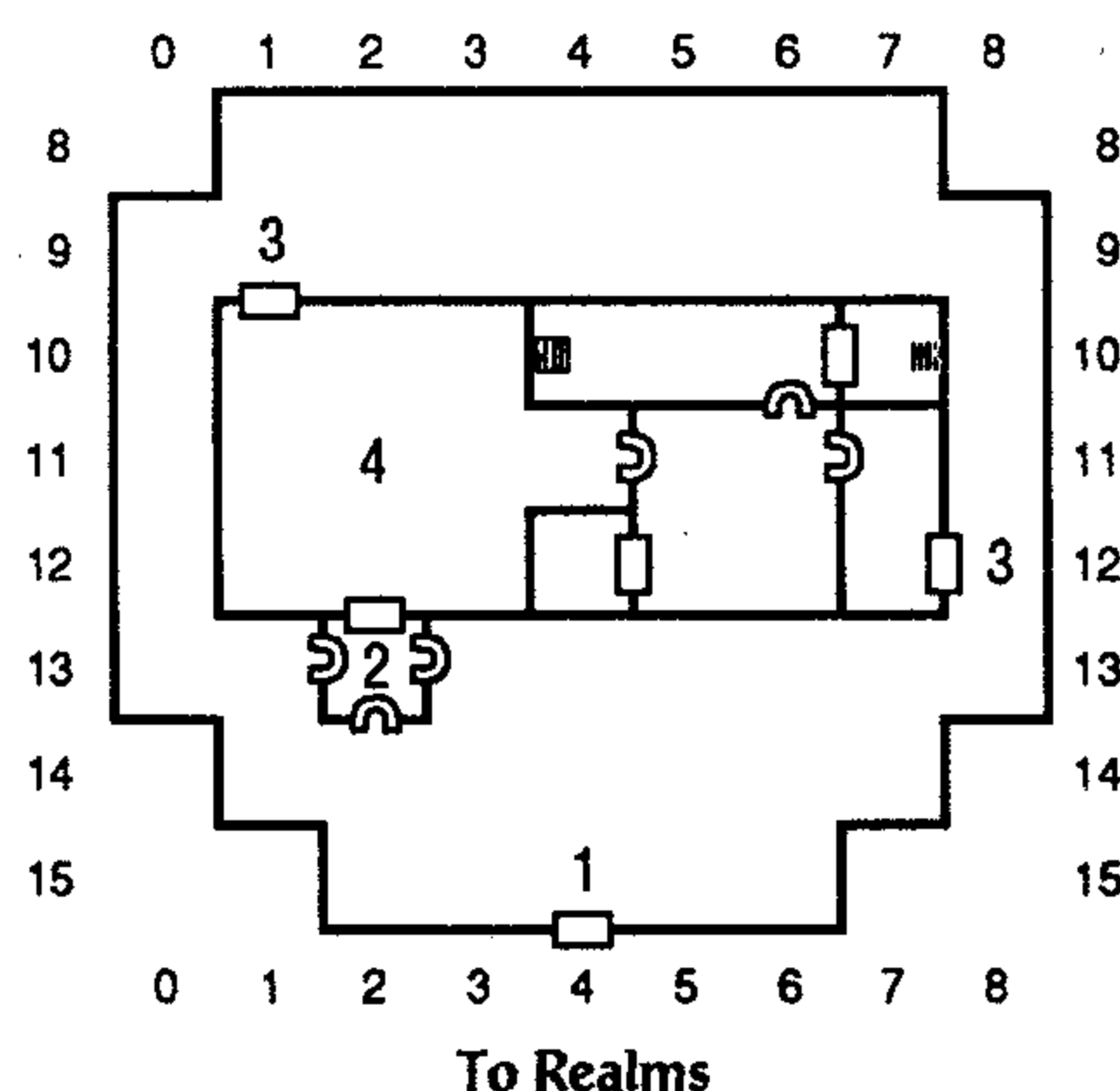
5 Closet. By SEARCHING, the party can determine how often these small rooms are used.

TOWER OF MARCUS

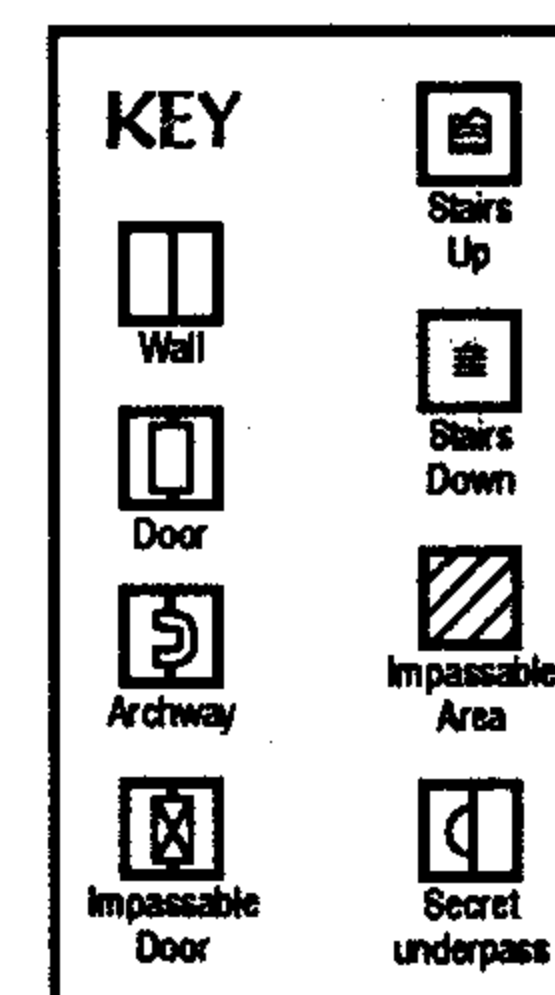
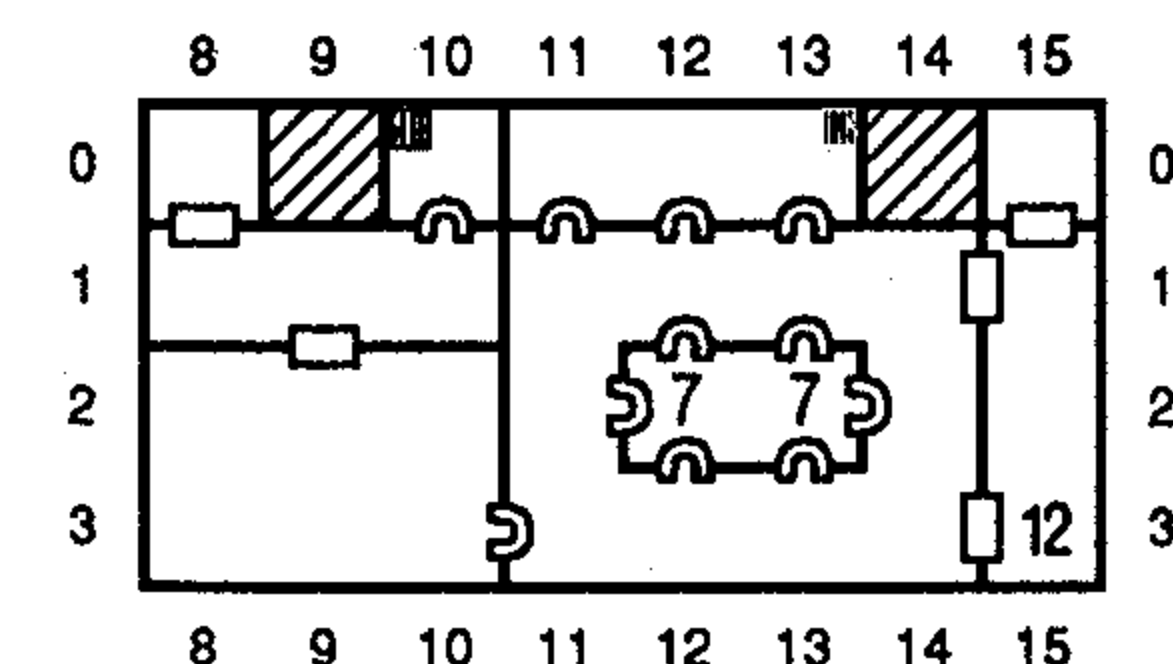
Level 0



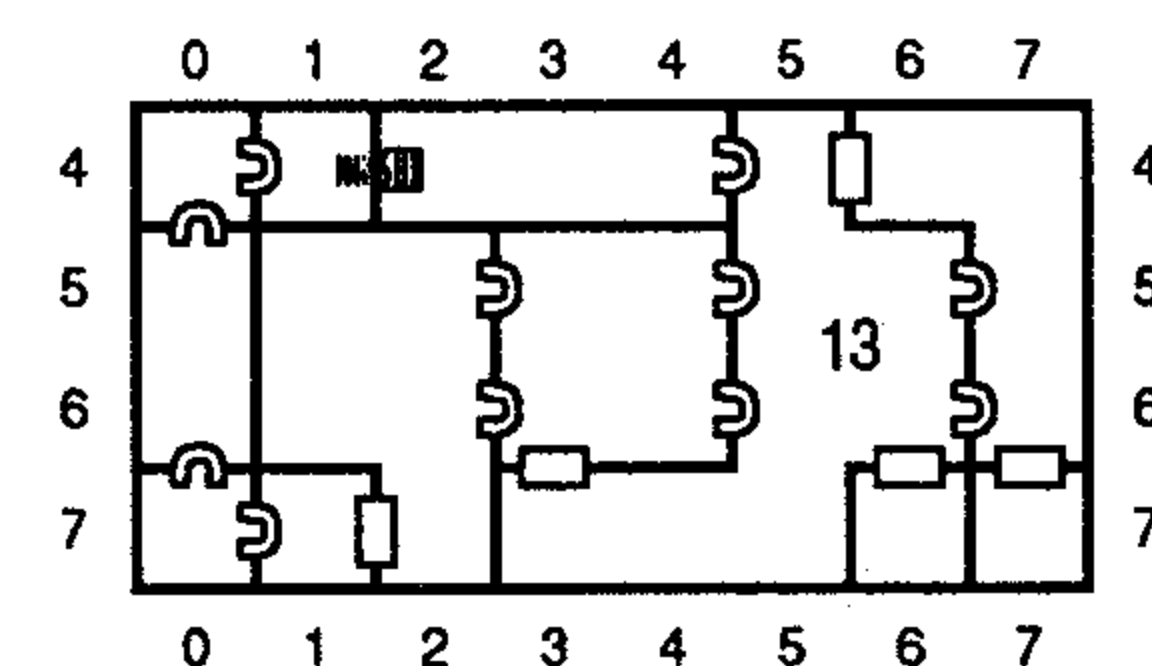
Level 1



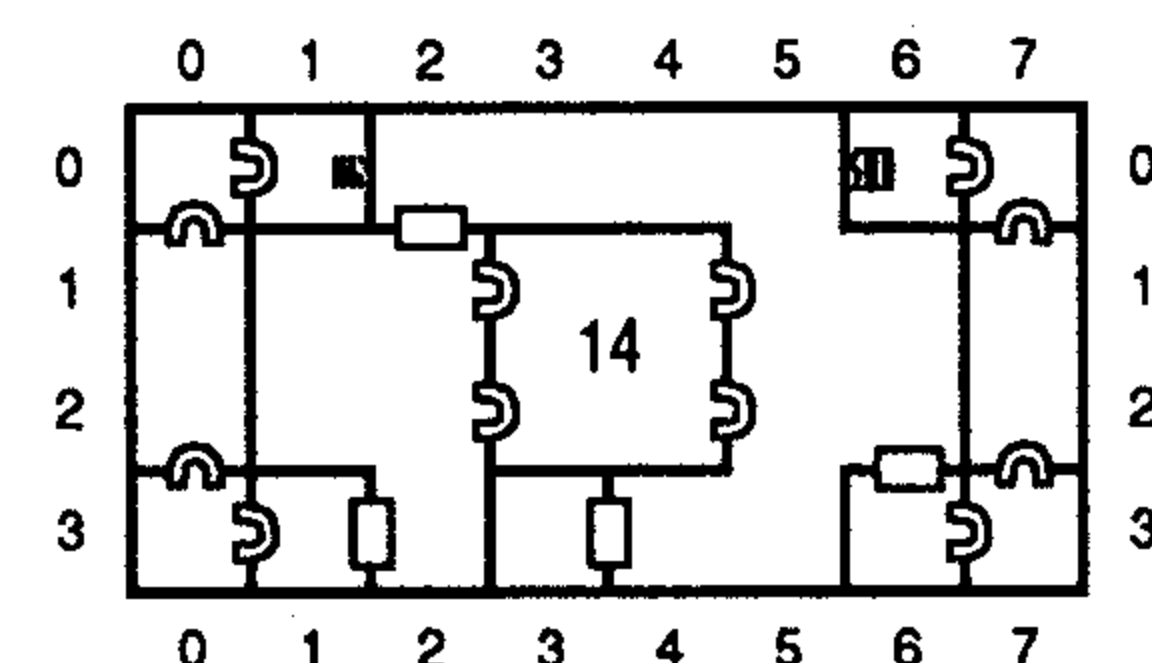
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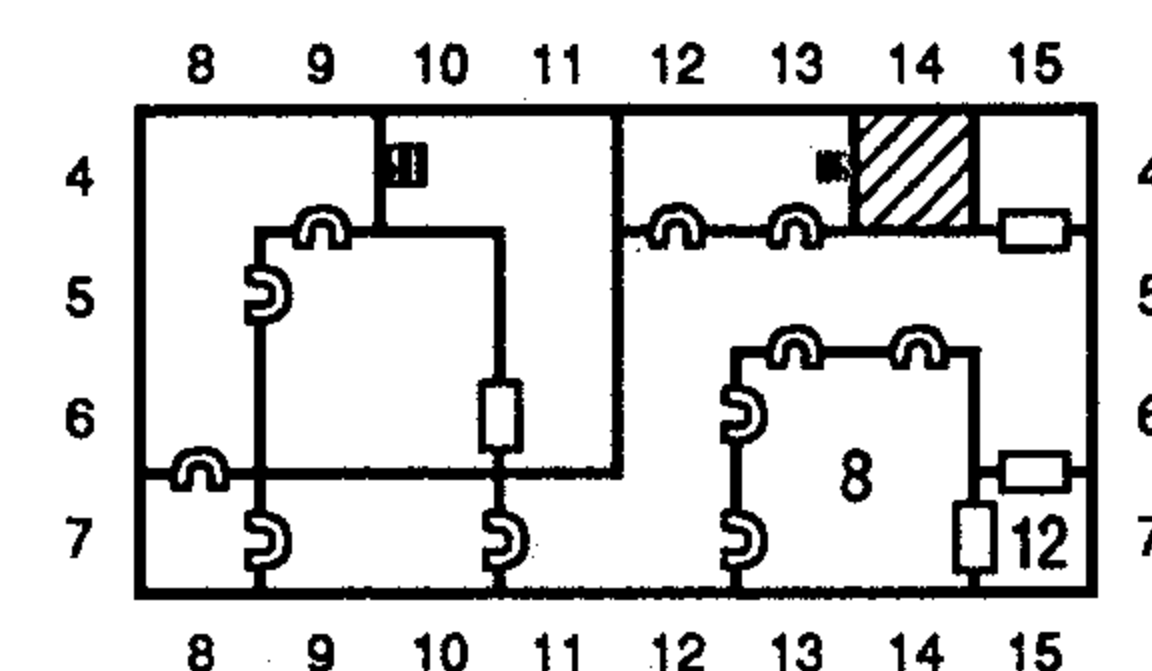
Level 3



Level 4

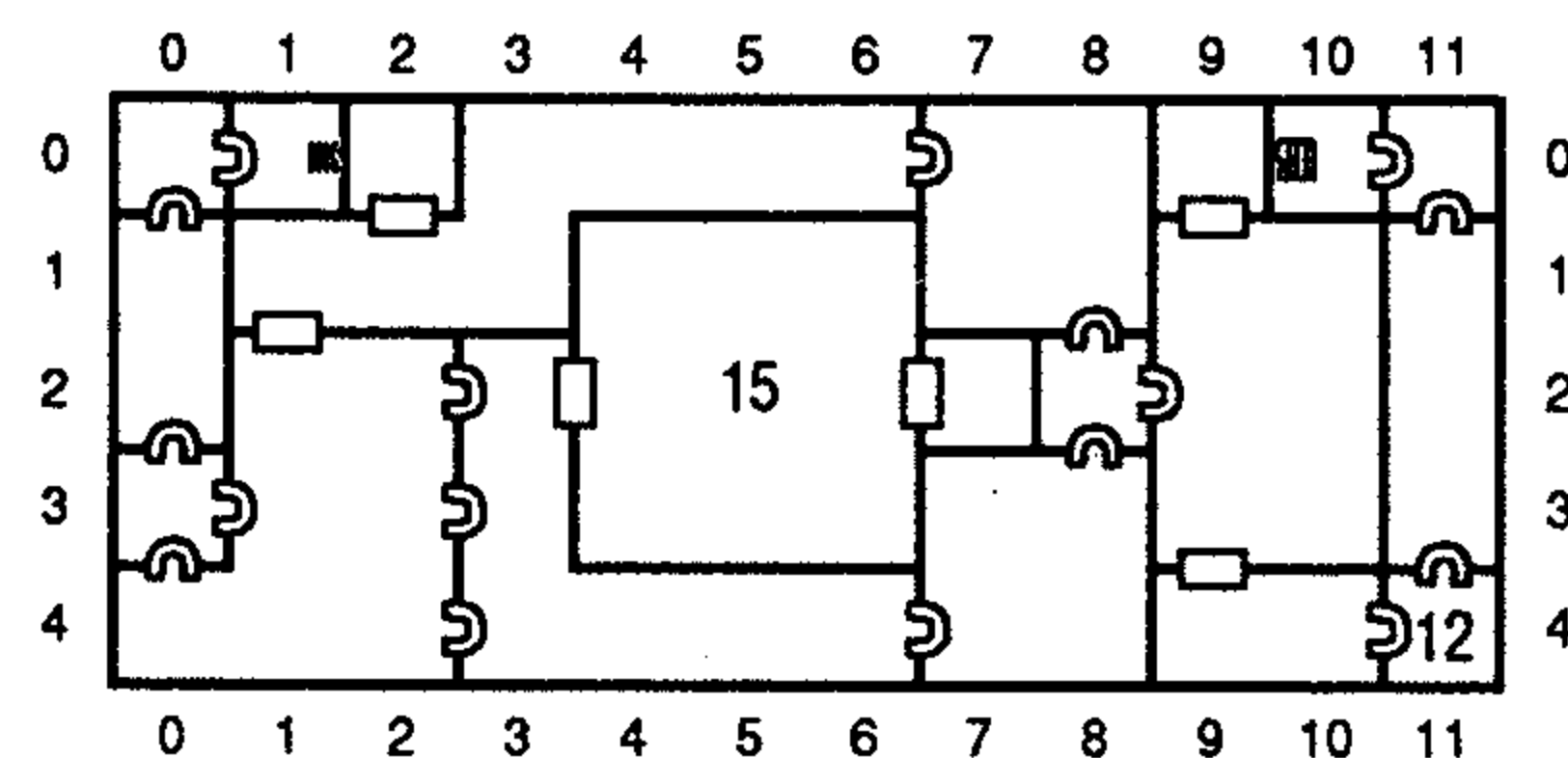


Level 5

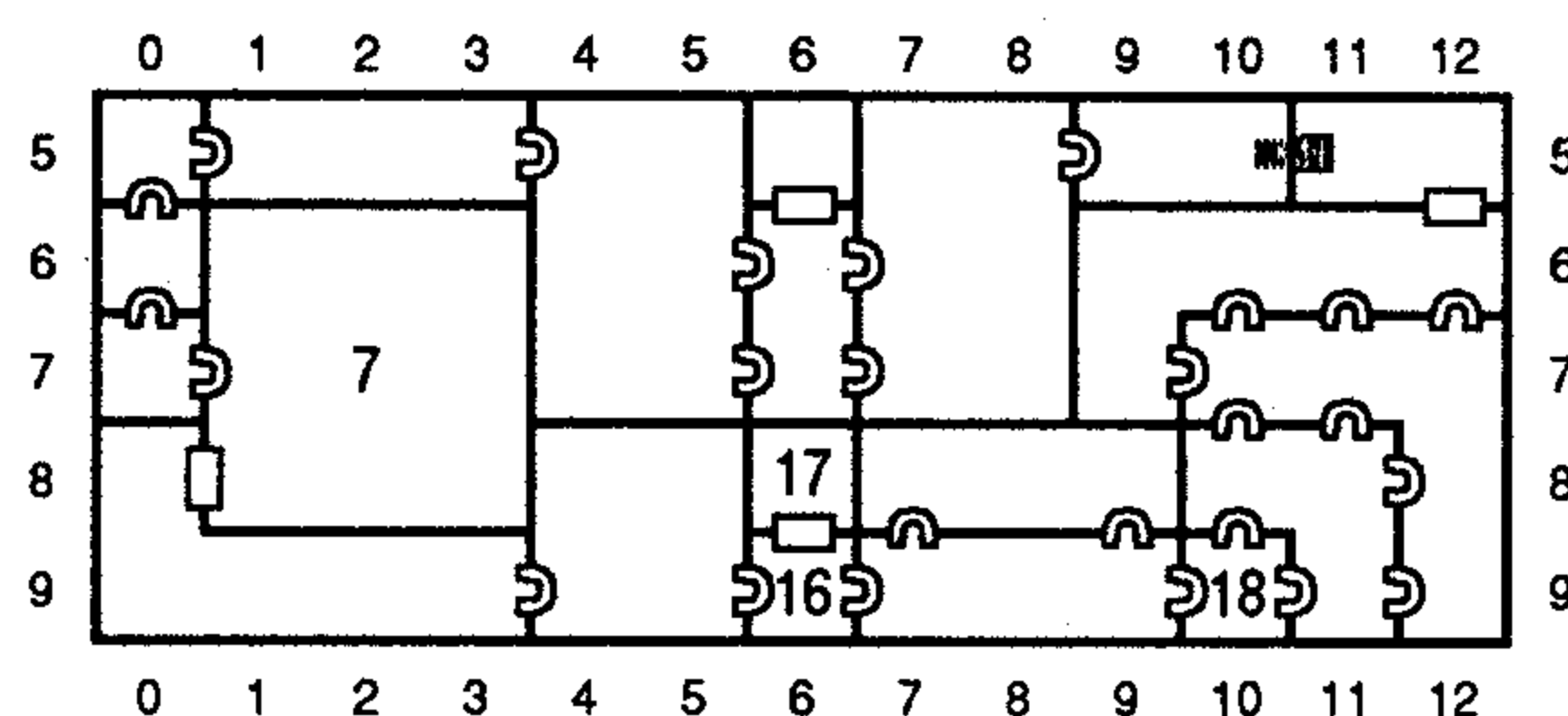


TOWER OF MARCUS (continued)

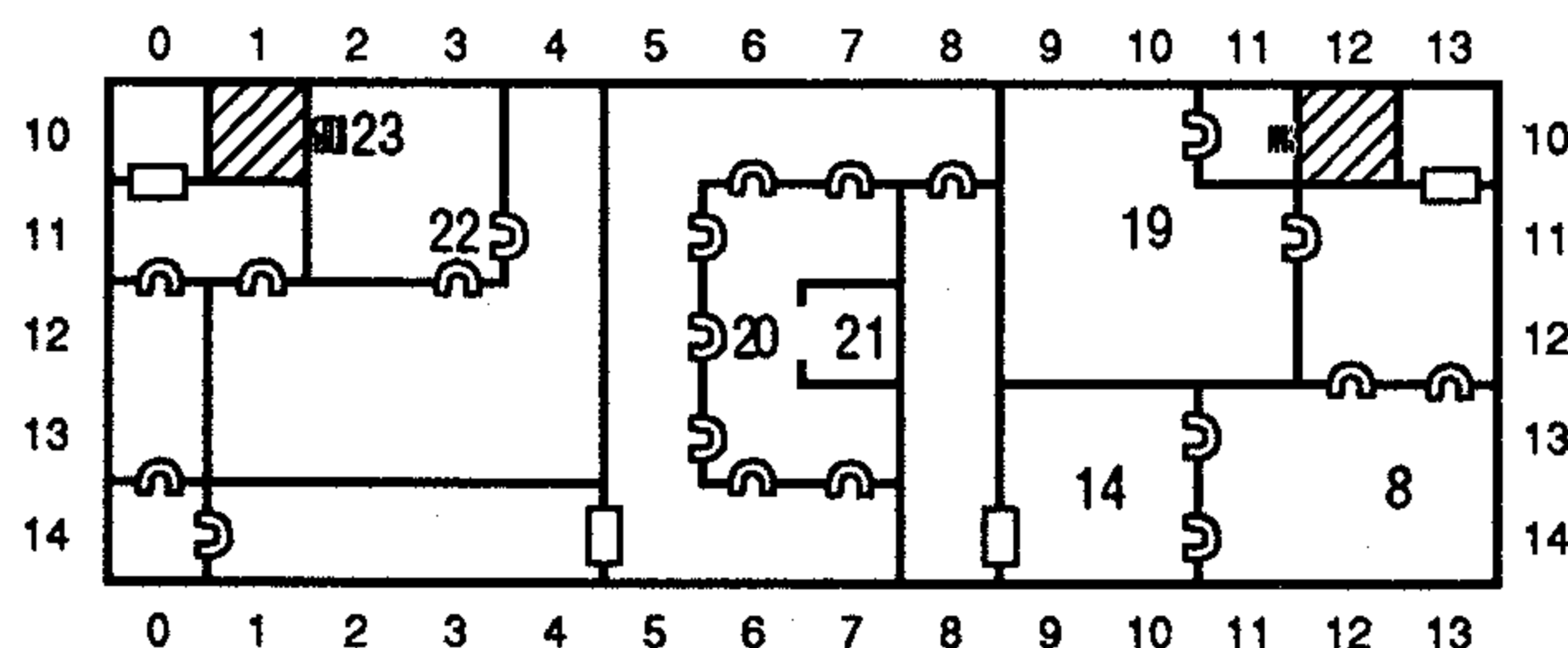
Level 6



Level 7



Level 8



6 Blocked Gate. A voice may inform the party about the plight of Phlan and of the Mage Shal.

7 Waiting Troops. If found, this evil force may detect the party if it attempts to withdraw. Encounter will only happen first time one of these locations is entered.

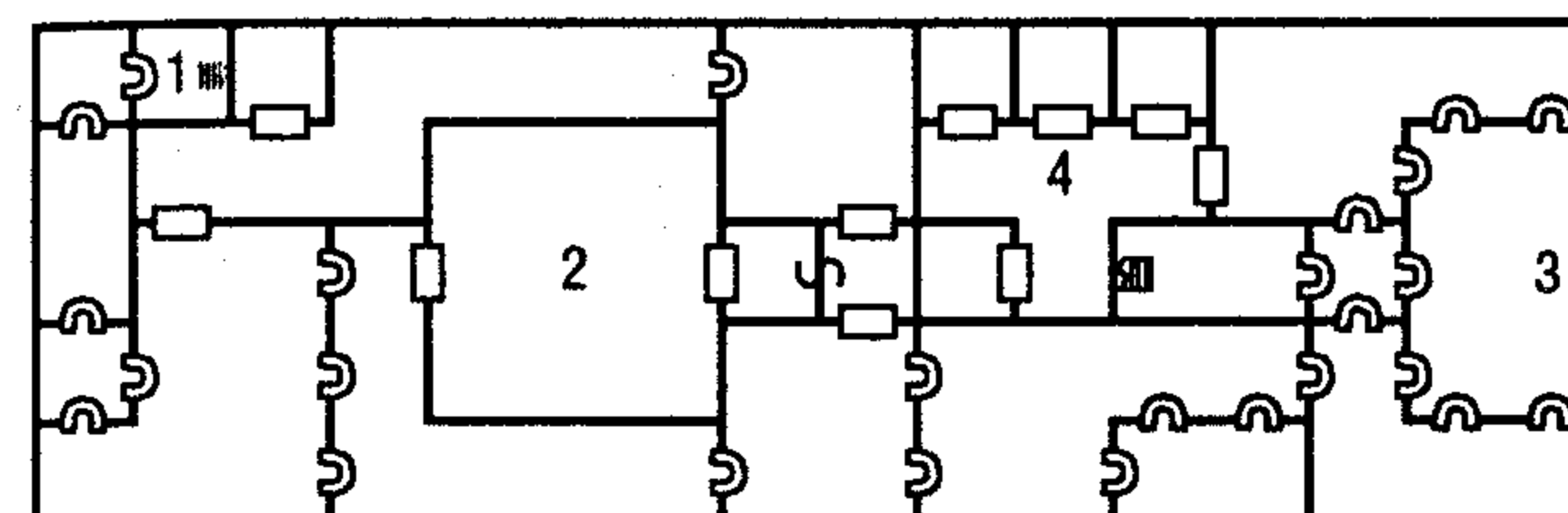
8 Cleric With Troops. If found, the party may choose LISTEN twice to overhear the Cleric talk of Petra's plans. Retreating or

staying too long leads to discovery. Encounter will only happen first time one of these locations is entered.

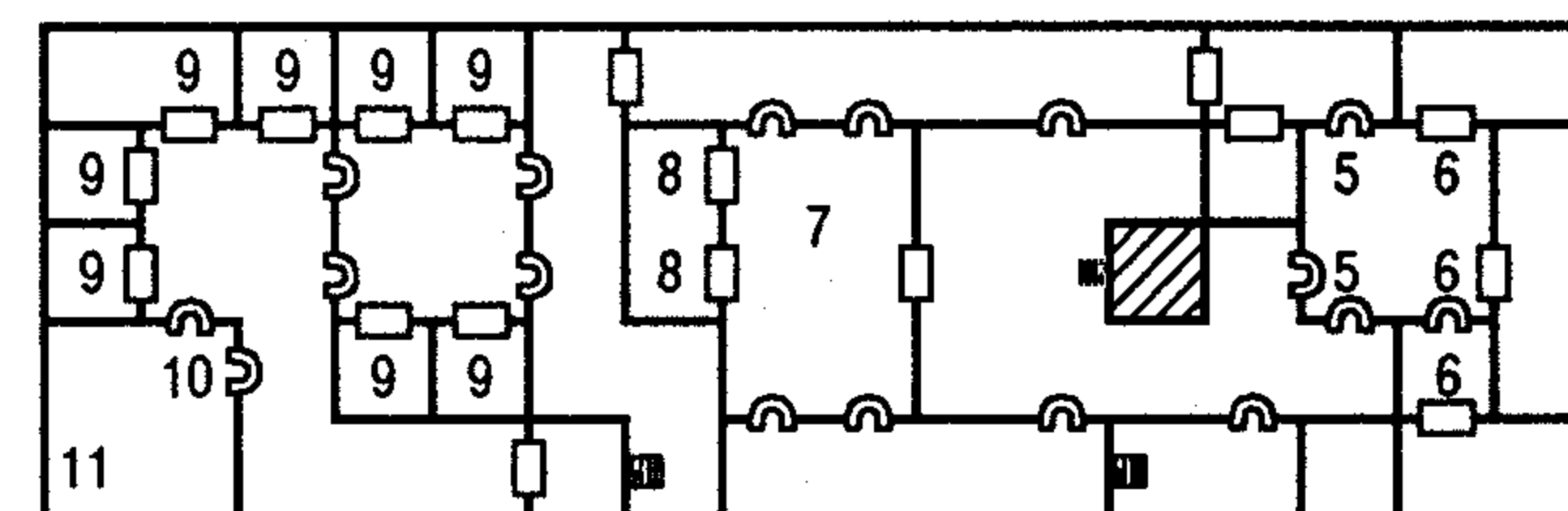
9 Voice Through The Crack. If Shal is in the cell to the north, the party may hear her whisper for help through a crack in the wall.

10 Dungeon Guards. Most will stand against the party while a few go for help. If the party leaves by the same door it entered, it will walk into evil reinforcements. Treasure: flail +4.

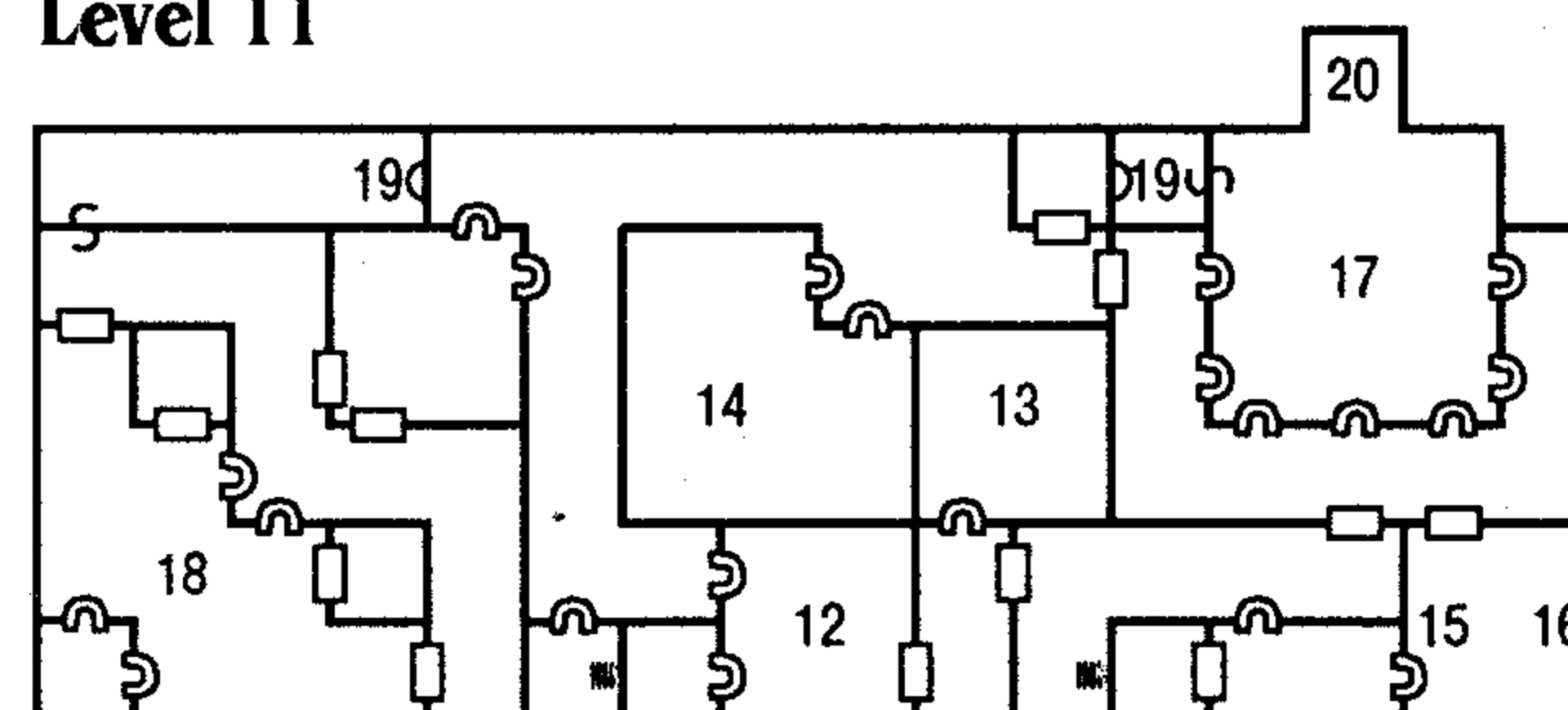
Level 9



Level 10



Level 11



11 Shal In The Cell. Phlan's powerful Mage has been stripped of her magical powers and imprisoned here, as far away from her other self as possible. If she leaves the party in good health, she may end up back here. A capable fighter, she recovers her armor and a dagger, but should be given more weapons by the party.

12 Moander's Monsters. The party may encounter some of the animated bits of Moander here. A wave of Moander cultists follows the monsters.

13 Drow Spies. The dark elves may be parlayed with, but offering information about Shal may cause a fight.

14 Moander Berserkers. More cultists may be found here.

15 Room of Eternal Night. This evil room causes damage to the party. If the characters cross the room, they find treasure on a hapless hero in the room to the east: two javelins +2, two-handed sword +4, Ring of Protection From Evil.

16, 17 Pincer. The party is trapped here between enemy factions approaching from the east and west. If it taunts the foes and immediately ducks into the room at 17, the two factions will destroy each other. Searching finds treasure: a Mage scroll and a Wand of Ice Storms.

18, 19 Otyugh Guards. Sentinels duck into the maze of arches. If the party pursues them by alternately moving through an arch, then not moving through an arch, it will intercept the guards before they warn the Otyugh army at 19.

20, 21 Shrine Of The Undead. The party may be transfixed here by the foul idol and not notice undead creeping out of the shrine. Exploring behind the idol will break its power and reveal treasure at 21: helmet +4, ring mail +4, shield +4, chain mail +4.

22, 23 Sortie Against Phlan. Evil forces have gathered here for an attack on Phlan. If Shal has not been rescued, Petra will be here; she will shut the wizard gate at 23 against the party. If Shal is with the party, she may bluff these forces by impersonating Petra. The force is a large one with many Mages.

The Upper Tower: Levels 9, 10, 11

1 The Wizard Gate will lock behind the party, preventing escape.

2 Room of the Domination of Lord Marcus. Statues here graphically depict progress made by the evil Cleric-Mage in his bid to establish dominion over the Realms.

3 Altar of the Cult of Moander. Cultists have fed themselves to the vines here. Attempting to cut them down draws cultists out of their lair.

4 Lair of the Cultists.

5 Antechamber of the Red Wizards. The party should choose to overhear a few Wizards tell of a brewing feud, and learn the code word "red."

6 Wizard Lofts. If the party listened, it can knock on a door and speak the code word, sparking a magical battle among the Wizards. Otherwise the party must invade a room to disrupt the activities of the Red Wizards.

7, 8 Guard Room. Troops are stationed here to keep peace among Red and Black Mages, and may sally forth from 8 to confront the party as it passes by.

9 Lofts of the Black Circle Mages. The party can destroy many of the evil wizards as small groups in these rooms.

10 Fountains of Moander. Defeating Clerics and the Moander bits disrupts the operations of the Black Circle. Any Black Mages not defeated in their lofts will gather outside this room.

11 Black Treasure. Clerics and Mages leave some treasures here, including Boots of Speed.

12 Manufactory of Moander: The Black Circle Mages rest here with animated bits of Moander. If the party attacks at once, it fights Mages and the monsters; if it listens, the Mages escape, and may bring guards into a later encounter.

13 Manufactory of Moander: Cultists. The party first is assaulted by the enraged cultists, then the bits of Moander themselves.

14 Manufactory of Moander: Red Wizards. The party is forced into a tough battle with Red Wizards and bits of Moander.

15 The Dispersion Diagram. The party witnesses monsters marching in a circle, and being transported one by one to attack the enemies of Marcus.

16 Circle of Monsters. Moving closer, a party member can slip into line and surreptitiously attack the monsters one by one. Once the monsters are all gone, an evil Cleric summons Bane Minions for battle.

17 The Temple of Transformation. The party may walk through the rapt devotees of Moander gathered here inside the arches, but risks sounding an alarm and alerting guards. After Marcus is killed, the Temple will be in Pandemonium as Shal (or Petra) attempts to move the Vessel of Moander away from the tower.

18 Chambers of Marcus. A spectral servant here will inform the party of the whereabouts of Marcus: he will not be present until the party has disrupted his allies at 3 or 4, at 6, 10, 12, 13, 14, and 15. Once these battles are won, Marcus will hole up in his chambers and launch waves of servants at the party: Spectres, then bits of Moander, then human minions. Once these are defeated, flanked by Bane Minions and Black Circle Mages, Marcus himself will emerge to protect his consort Petra. Treasure: elixir of youth and the Ring of Wizardry. After Marcus is defeated, Petra will come forth to face the party. If Shal is alive, she will reunite with her other self and regain her magical powers. If Shal is dead, Petra will go dangerously mad. The party must hurry to the Vessel of Moander before the tower falls.

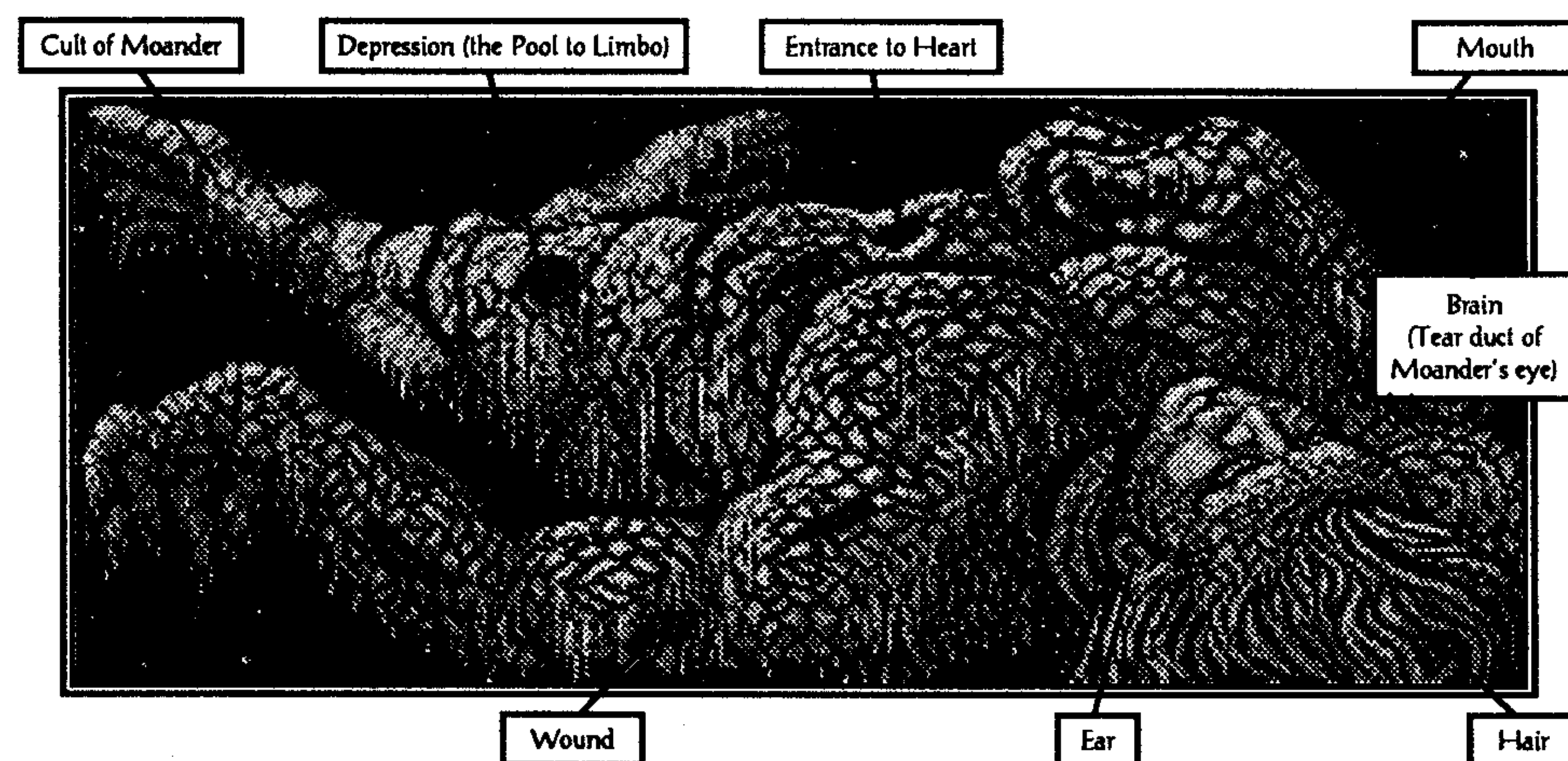
19 Secret Underpass. These two squares, connected by a tunnel, are part of a secret approach to the Vessel of Moander.

20 The Vessel of Moander. This Pool of Darkness is used to transport pieces of the dormant god Moander to the Realms. A flood of ichor will usually prevent the party from entering.

After Marcus is defeated, Shal or Petra will use her knowledge of Moander to move the Vessel, causing the slender Tower of Marcus to collapse. The party must leap onto the Vessel itself to avoid perishing in the fall. Once aboard, the ichor will ebb and the Pool of Darkness will be revealed.

Note: If Shal is alive, she will give the party a vorpal long sword which can survive passage through Limbo.

MOANDER MINIS

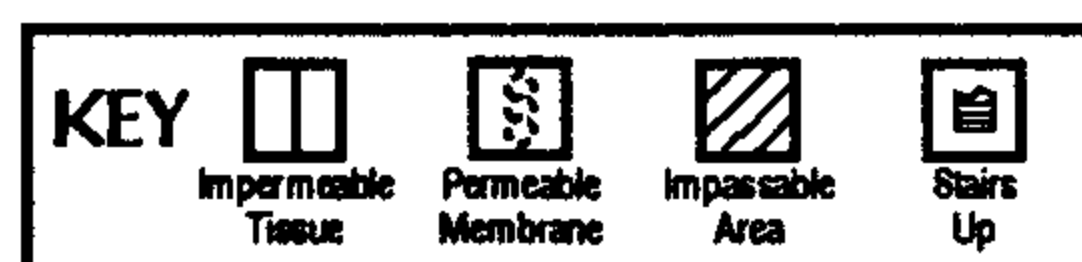
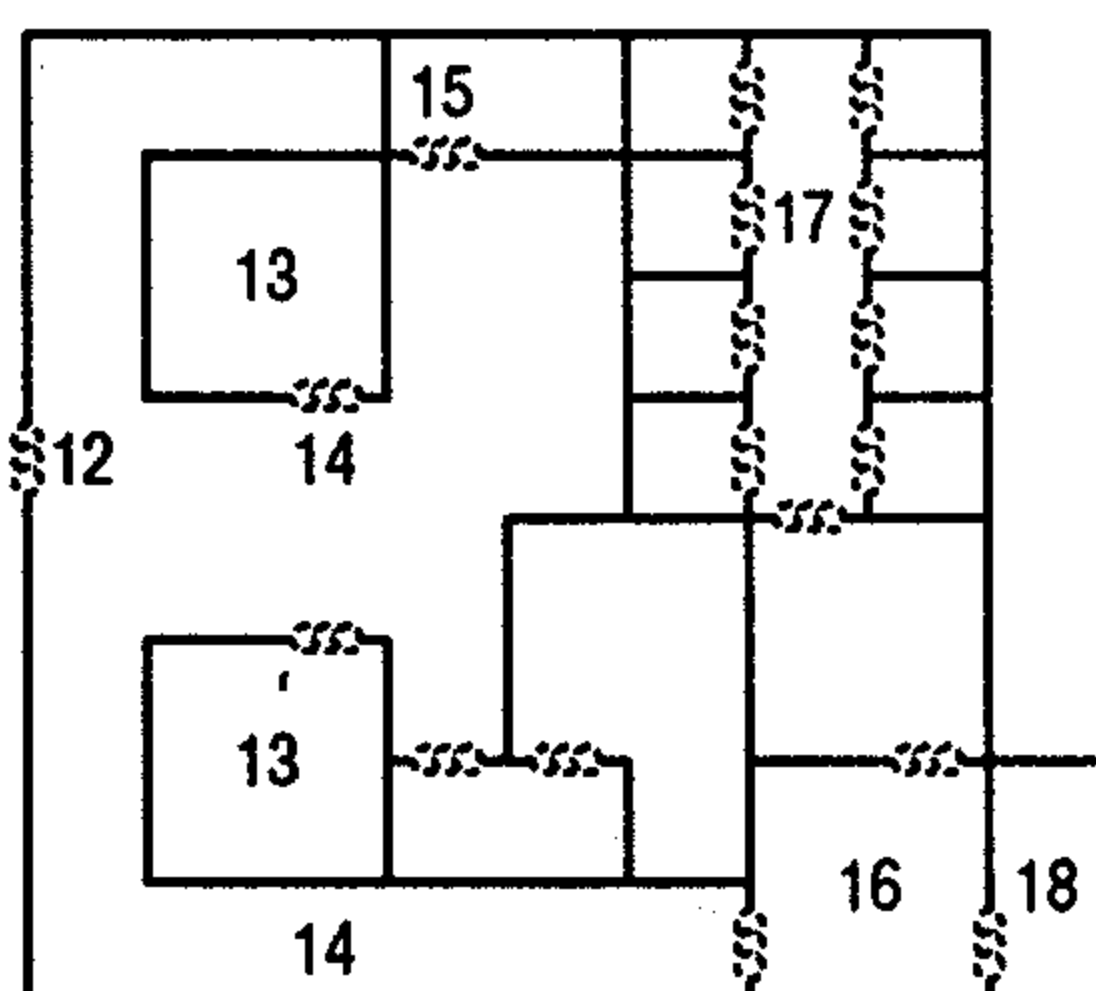


Moander Mini-Adventures

Wandering Monsters: Bits O Moander, Moander Cultists and Bane Minions.

Resting: Only in the Ear, in the Entrance to Heart and with Aeghwaet once you've helped him (once you have cleared the monsters from the Great Wound).

Cult of Moander



Synopsis: Moander cultist are building a temple out of Moander's flesh. Anyone entering their compound is taken prisoner and converted into vegetative Zombies.

MAP LOCATIONS:

12 This is the entrance to and from the cultist's temple. A magic field blocks the gate until the cultists have been dispatched. Cultist accost you and try to make you join their cult. If you agree to join, they will take you to location 13 and begin the process of transformation.

13 Cultists are preparing their prisoners for transformation in these rooms.

14 Cultists block your way the first time you come to one of these areas.

15 You meet a woman who tells you about the prisoners at location 17 and gives you a scimitar +4 and scale mail +4.

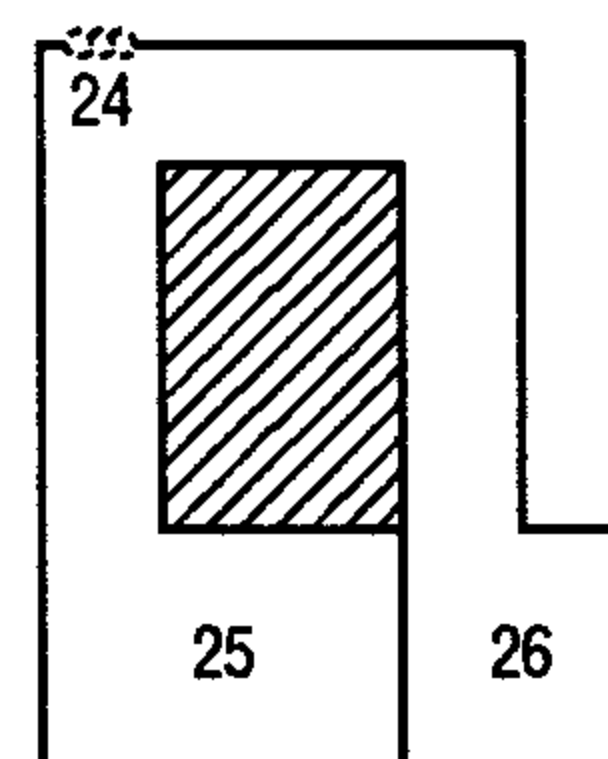
16 Cultists are performing a ritual here. On the altar you will find arrows +4, a Clerical Scroll, a staff sling +4, and a hammer +4.

17 The prisoners are held here. Once released, they will take their revenge on the cultist.

18 The prisoner's belongings are stored here, including Boots of Speed, a shield +2, ring mail +2, a helm +2, and a long sword +3.

Entrance to Heart

Synopsis: A wound in Moander's side allows you to reach the lungs and a muscle wall where you can cut through to get into the heart.



MAP LOCATIONS:

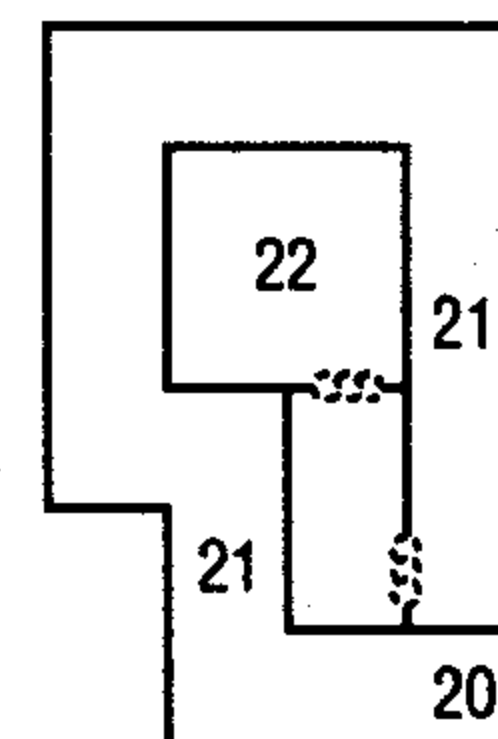
24 This is the opening to and from the wound.

25 This is the lung where you can cut through to the heart.

26 You can cut through the muscle tissue to the east to reach the heart in this area.

Ear

Synopsis: An old hermit resides in the ear, hoping to get away from Tanetal minions.



MAP LOCATIONS:

20 This is the opening to and from the ear. Hear the hermit for the first time.

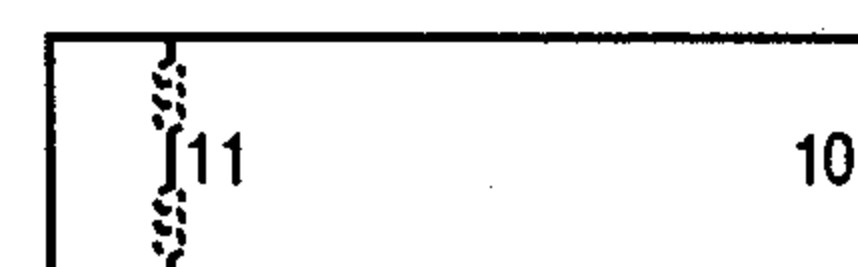
21 Bits o Moander attack you at these locations.

22 You meet the hermit here. He tells you about Aeghwaet living in Moander and about an army that disappeared into Moander. He will also give you a trident +4, ring mail +4, leather +4, plate mail +2, a shield +3, and a long sword +3. You can train here.

Mouth

Synopsis:

After rescuing the priestess from the Moander cultists in the hair, you can cast the amphora down Moander's throat to slow his heartbeat, reducing the chance of being flushed from the heart when you are in it.



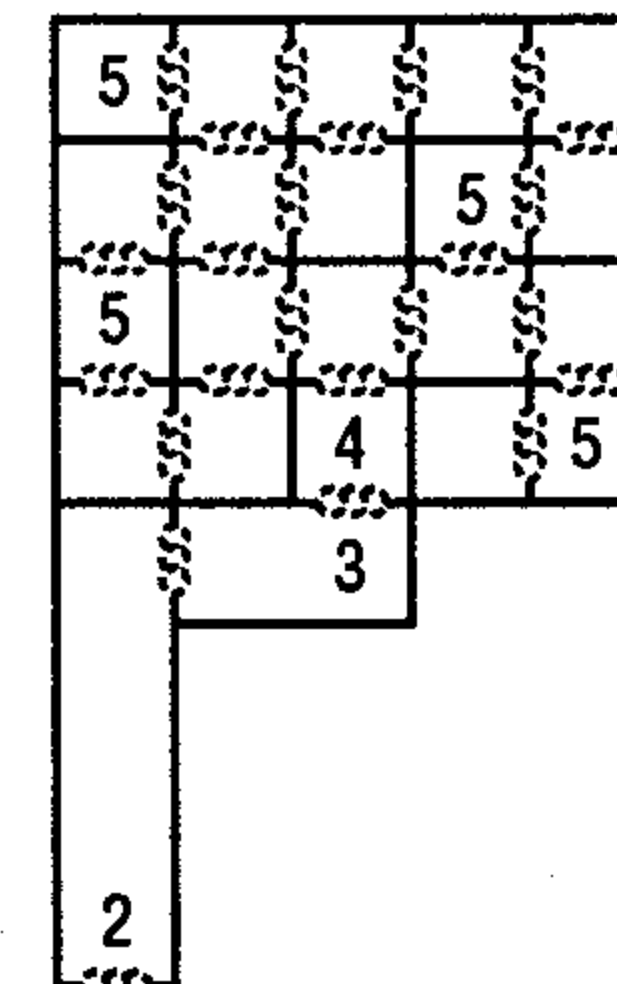
MAP LOCATIONS:

10 This is the opening to and from the mouth.

11 This is where you can stand at the edge of the throat and throw in the amphora. If you try to go down the throat, you will cause Moander to cough and throw you from his mouth.

Brain

Synopsis: Black Mages have built devices which allow the to tap into Moander's thoughts, which allows them to see what is going on in his body.



MAP LOCATIONS:

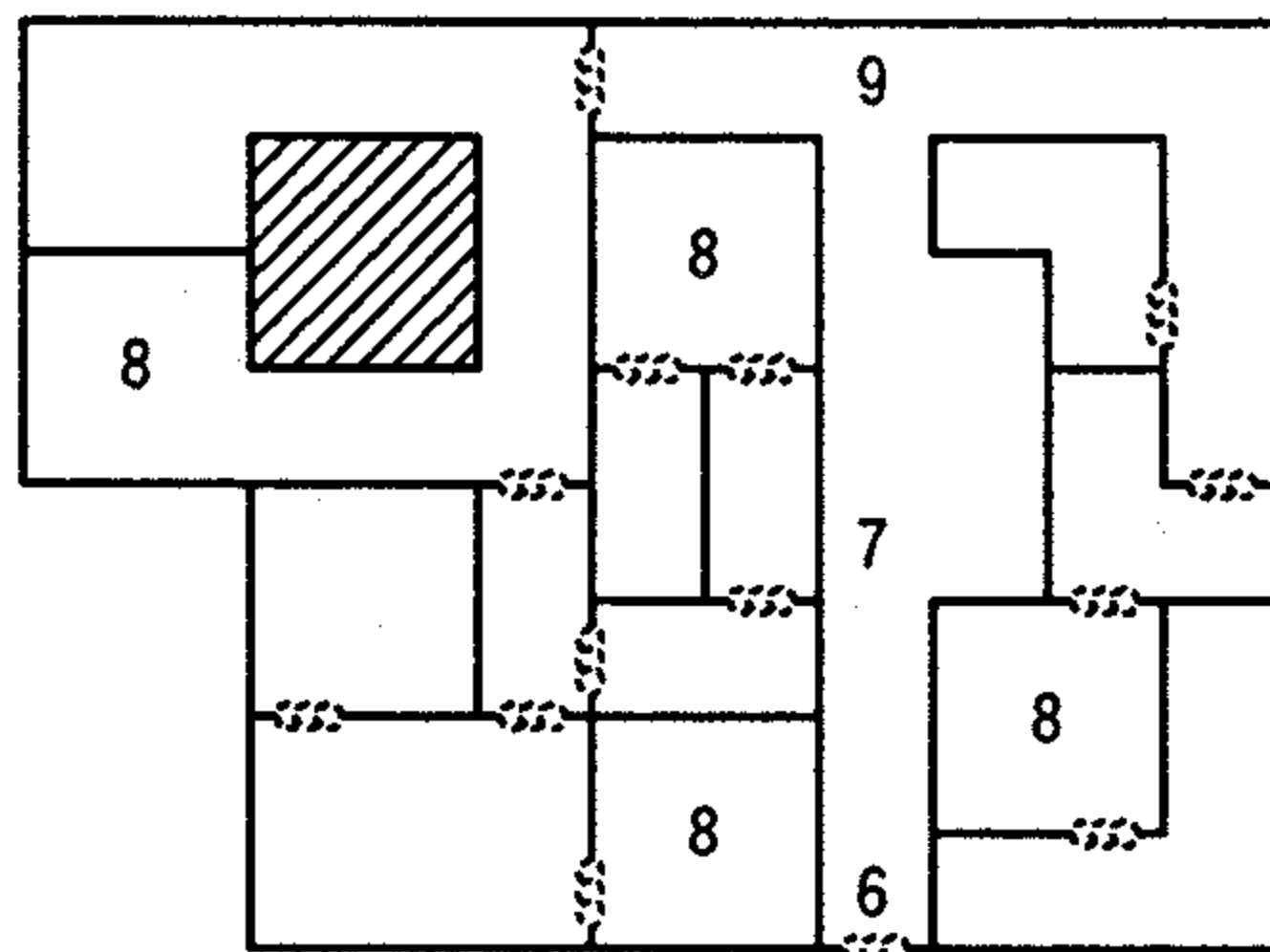
2 This is where the tear duct connects with the eye. Black Mages who are returning from the brain will attack.

3 Black Mages stand guard here.

4 This is the entrance to the brain.

5 The devices which allow you to tap into Moander's thoughts are at these locations. Destroying the devices will cause them to explode.

Large Wound in Moander's Arm



Synopsis: Aeghwaet, the strange man that the hermit tells you about, is living in the wound, making potions which allow him to greatly extend his natural life span. Tanetal minions are mining Moander's flesh from the wound, disturbing Aeghwaet's peace. If you get rid of the minions for him, Aeghwaet gives you the potions you will need in the heart.

MAP LOCATIONS:

6 This is where the wound is open to the surface.

7 Aeghwaet meets you and explains his predicament.

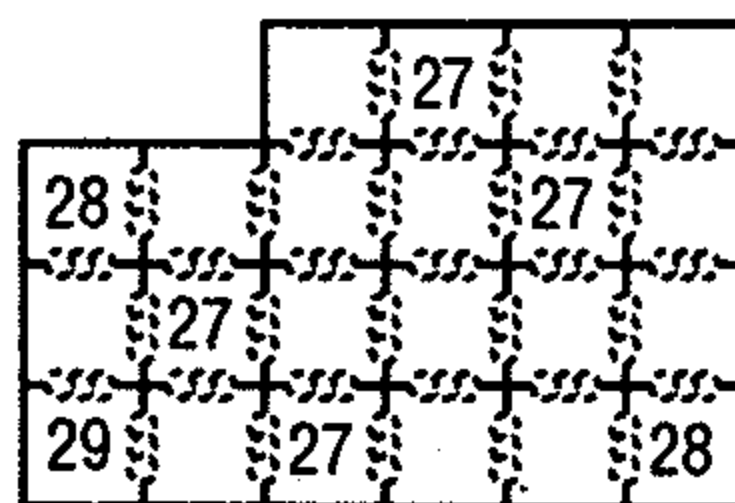
8 Red Mages are using Bane minions, Earth Elementals, to mine Moander's flesh at these locations. Bits o Moander may also be encountered.

9 Aeghwaet rewards you here once you have defeated all of Tanetal minions. He gives you the potions you will need in the heart as well as two Elixirs of Youth and two Potions of Extra Healing. He also acts as a temple from here on and will heal you.

Hair

Synopsis:

Moander cultists are chasing a priestess, wanting to sacrifice her. If she is rescued, she will tell you about Aeghwaet and his potions and about the amphora she dropped which will cause Moander's heart to slow.



MAP LOCATIONS:

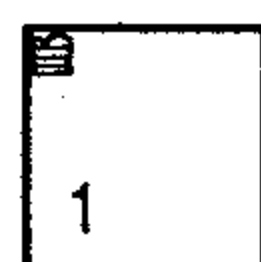
27 You will get clues to which way the cultists have gone at these locations. At one of them, you can find the amphora which the priestess dropped.

28 Umber Hulks will attack at these locations.

29 This is where you get in and out of the hair.

Depression

Synopsis: The dimensional gate is located in the southwest corner. In the northwest corner is a place where you can climb in and out of the depression.



MAP LOCATION:

1 This is the gate to limbo.

Moander's Heart

Synopsis: Tanetal holds court in Moander's heart from where he oversees the transformation of Moander's tissues into creatures of evil. He possesses the Talisman of Bane, which you need to enter Gothemene's dimension. As evidence of how formidable Tanetal is, the conduits of the heart are littered with the remains of the army that proceeded you here. Your only ally in the heart is an elf Mage calling herself the Watcher, assigned (by the Council of Elves) the task of watching over Moander and thwarting any attempts to free him from this dimension. She resents your trespass at the outset, but if you can win her over, your chances of outwitting the clever Tanetal are greatly increased.

NOTE: Before entering the heart, you must get two potions from Aeghwaet in "the great wound." They are required.

Heart Mechanics: In the heart, your means of travel can take two forms: through the main pumping system of ventricles, atriums and arteries or through the muscle tissue itself. If through the main system, you must beware LUB (ventricular contraction), which can flush you from the heart, and DUB (ventricular filling), which can drain you into a ventricle — if you are in an affected area at that time.

There are five spots where the Watcher can be found: 11, 12, 13, 14, 15. Each spot will work only once. If there is no need to find the Watcher at the given moment, none of the spots will work. The spots are entirely interchangeable, and whatever business is next on the agenda with the Watcher will occur on the next unused spot encountered. For this reason, locations 11 through 15 give the location of the spots and the order in which the events will occur, but not, neces-

sarily, the location where the specific event described by the indicated number will occur.

It is advantageous to have an elf in your party. He/She will recognize those spots frequented by the Watcher (an elf Mage). This is especially useful when you get the cornucopia and are severely handicapped until you can give it to the Watcher. Note, however, that these spots can be used only once after which the elf in your party will say, "the Watcher no longer frequents this area."

Cautions: If you are in a ventricle or its drainage vessel when lub occurs, you may be flushed from the heart. If you are in an atrium or its access vessel when dub occurs, you may be drained into a ventricle. Otherwise, lub and dub will have no affect on you.

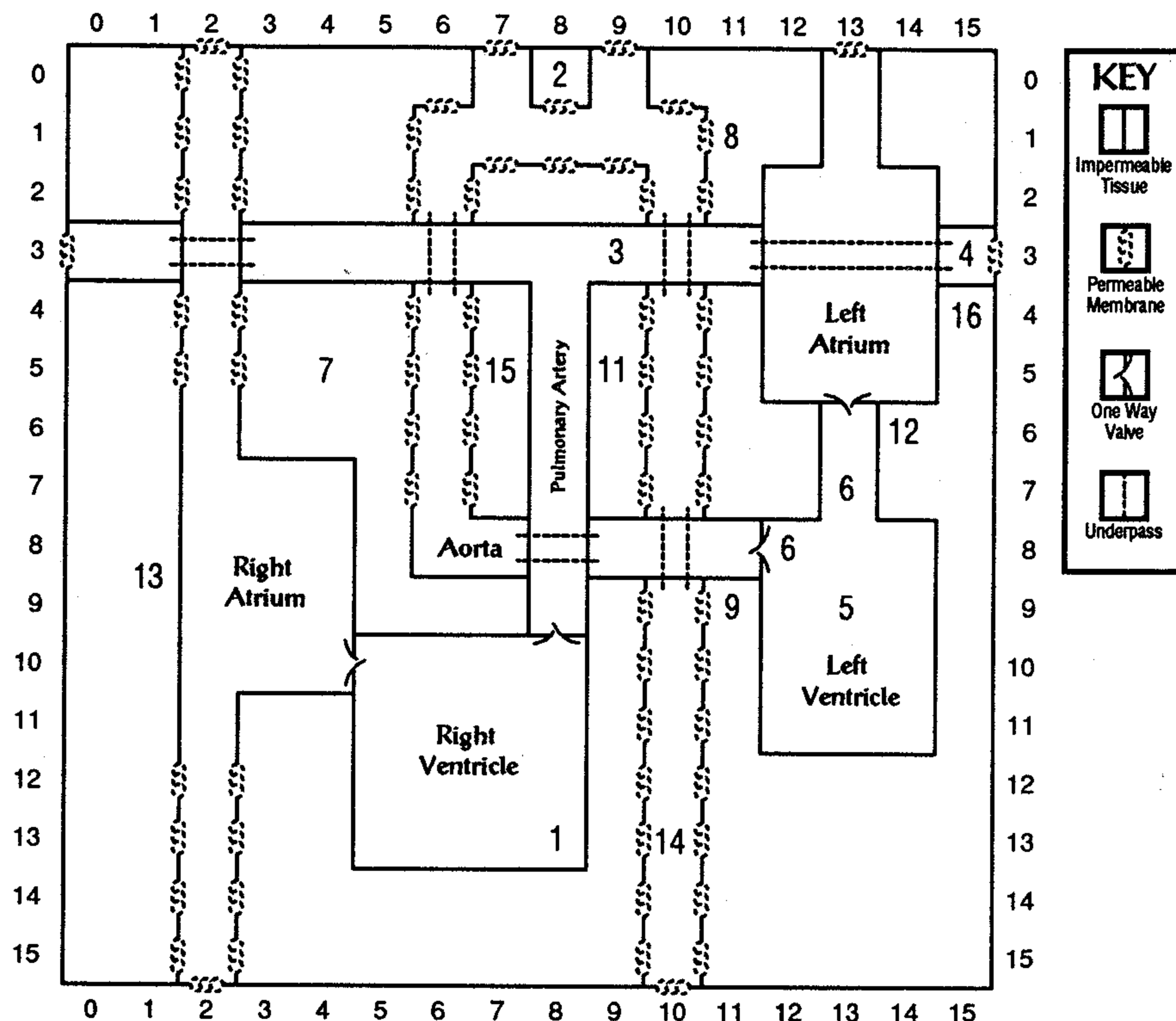
If you engage in combat in a lub-sensitive or dub-sensitive part of the heart (the main pumping system), the combat will end with a lub or a dub — whichever is next due. This is an indicator that time has passed during the fighting. It also means that you may be flushed or drained immediately upon finishing the battle (you of course are allowed to collect any spoils of war).

Do not pick up the golden cornucopia until you need it, as the encumbrance is severe. Once you have it, find the Watcher quickly.

You should pick up a bit of Moander shaped like a mouth. Though rude and damaging (it is always hungry and bites you now and then), it does useful things, such as warning you of impending lubs and dubs when you are in an affected area.

Recommended Approach: You should proceed roughly as follows. Find Tanetal (he will slaughter two helpless soldiers before your eyes). Rescue the Watcher (this frees you of the slime). Get a map of the heart from a dying soldier in the right ventricle

MOANDER'S HEART



(useful though not necessary). Find tools with which to fashion weapons. Locate the huge arrow shaft containing residual magic and fashion weapons from it (this disturbs Moander's sleep, speeding up his pulse). Find and fight Tanetal, only to discover that he is a fake. Find and rescue the Watcher from bits of Moander, which make off with an unguent that she needs. To retrieve the unguent (stashed deep in the pulmonary artery), the Watcher tells you that you must first slow the heart, otherwise, you will always be "lubbed" from the heart before reaching it. This can be done with the golden cornucopia.

Find it, give it to the Watcher, and help her cast spells into it that lull Moander back into a deep sleep. You will be rewarded with a tuning fork. Ping it hereafter when you spot Tanetal, which exposes him as a fake and saves you the trouble of fighting him — with the exception of the real Tanetal, who lurks in the left ventricle.

Now that the heart has slowed, go retrieve the unguent from the pulmonary artery (you will fight magnetic Iron Golems en route, which magnetize your weapons). Find and give the unguent to the Watcher, who laments that Tanetal is untouchable in the left ventricle, able to spontaneously flush anyone who comes near by using the Talisman of Bane.

The Watcher then takes note of your magnetic weapons. Per her instructions, now venture into the left ventricle and use them to shock the wall membrane before Tanetal spots you. This will flush both you and Tanetal from the heart and in the process he will lose the Talisman of Bane. Re-enter the heart and find the Watcher, who has prepared a trap in the right ventricle and needs your help driving Tanetal into it. Help the Watcher do this. Finally, when the trap goes away, defeat Tanetal and his minions in a final battle.

Wandering Monsters: Wherever you are, you encounter Iron Golems, Moander Cultists, Fire Elementals, bits of Moander (crafted by Tanetal), and the natural defensive organisms of the heart (slimy things that can hinder your movement).

Resting: Rest is a risky affair in the heart, as Tanetal likes to sneak up on people and slit their throats as they sleep. Avoid it if possible. Also, you cannot rest in the conduits of the heart, as you would quickly be flushed.

MAP LOCATIONS:

- 1 You get a map of the heart from a dying soldier. He also gives you a staff sling +4.
- 2 You find a big gold cornucopia. It requires all of you to carry it. You should only pick it up after the Watcher tells you to (#12), otherwise, your encumbrance is severe. You should find the Watcher as quickly as possible after picking it up.
- 3 After #13, magnetic Iron Golems strip you of your weapons here. You must charge to retrieve them, in the process suffering injuries. After winning, you discover that your weapons are now magnetized. As spoils of battle, you get scale mail +4.
- 4 You find the unguent that the Watcher lost at #12. You also find a dagger +4.

5 You encounter the real Tanetal here (in left ventricle). He uses the Talisman of Bane to shock the muscle tissue, producing a spontaneous LUB that flushes you from the heart. (To outwit him, get magnetic weapons at #3 and go to #6).

6 You shock the muscle tissue here to dislodge Tanetal from the left ventricle (requires getting weapons magnetized at #3).

7 The blade and shaft of a monstrous arrow are embedded in the muscle. This near-fatal injury to Moander occurred long ago in his battle with the elves. You sense a residual magic in this weapon. If you have weapons-making tools (acquired at #8), you can try repeatedly to fashion magic weapons from the blade and shaft (these weapons are requisite to fighting Tanetal and his minions). You will succeed on the first four attempts, each time receiving two weapons +3. All further attempts will result in injury as the arrow begins to glow.

NOTE: In the process of making these weapons, you irritate Moander's wound, disturbing Moander's sleep and causing his heart to speed up, which increases LUB and DUB dangers.

8 Here you find the weapons-making tools to be used at #7.

9 You find an obnoxious bit of Moander shaped like a mouth. You should feed it and put up with its constant whining, and it will warn you of impending lubbs and dubs when you are in an affected area.

11 This is the final showdown with Tanetal, which occurs in the right ventricle. The Watcher and you have just chased him all over the area and into this trap laid by the Watcher (see #15). After you win and take the Talisman of Bane, you are done with the heart.

(SPECIAL NOTE: The following five locations (11-15) are interchangeable, though each can be used only once.)

11 The Watcher introduces self, demands that you leave. When you decline, she tells you how to get rid of slimy organisms that hinder your movement — mix the two potions you got from Aeghwaet.

12 After you've made magic weapons at #7, you rescue the Watcher from bits of Moander here. These make off with her unguent. When you offer to retrieve it, she laments that they will stash it in the pulmonary artery, out of reach with the heart beating so fast. She tells you that someone has disturbed one of Moander's old wounds, so that Moander now dreams of the battle in which he suffered it (a battle with the elves). The Watcher asks you to find a gold cornucopia into which you will be able to cast deep-sleep spells upon Moander.

13 If you have the cornucopia (found at #2), you give it to the Watcher here. Then you and the Watcher cast spells into the cornucopia to put Moander into a deep, dreamless sleep. With this done and Moander's pulse slowed far down, the Watcher rewards you with a tuning fork that will dispatch the countless fake Tanetal that confuse you, and asks you to retrieve the unguent from the pulmonary artery.

14 You give the unguent to the Watcher, who laments that Tanetal is untouchable in the right ventricle. She then takes note of your magnetic weapons and tells you to enter the left ventricle and use them to shock the wall membrane before Tanetal sees you (#6).

15 The Watcher reveals the trap she has set. In particular, she has seeded the right ventricle with a mutated form of the bits of Moander that will attack Tanetal himself. This encounter is prerequisite to the chase that starts at #16.

16 After learning of the trap set for Tanetal (#15), you discover Tanetal here and must chase him into the right ventricle (the Watcher will yell directional commands along the way), at which time the climactic battle (#10) takes place.

Mulmaster

Synopsis: The Banite priesthood is based in Mulmaster which is ostensibly ruled by the High Imperceptor, though in reality it is Arcam and the Beholders who wield the power. They are wary of strangers and weed out the unwanted visitors by forcing them to prove themselves in the Arena by fighting monsters. Arcam will interview those who survive the Arena. This is the only way to get into the Cave of the Beholders, and ultimately, the Dark Dimension.

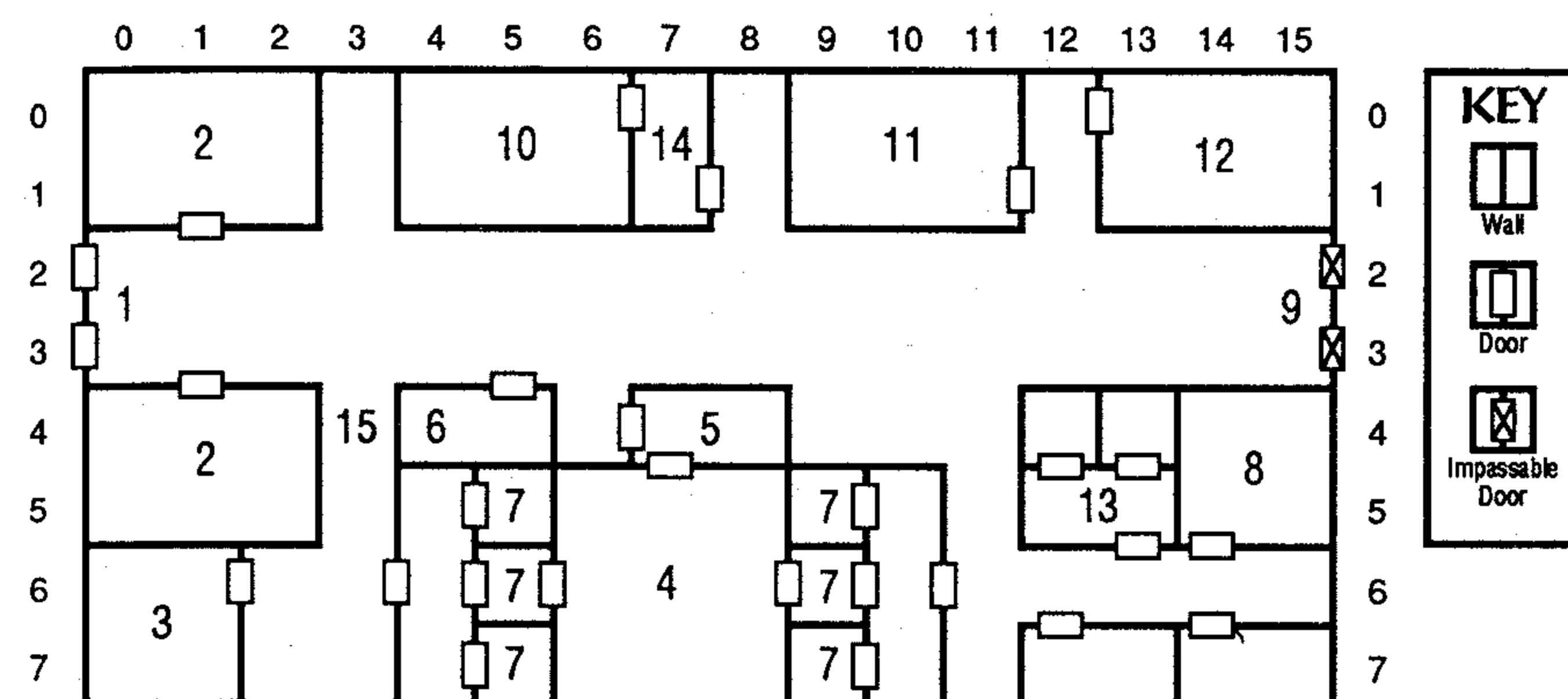
Wandering Monsters: Banite Clerics, Swordsmen and Mammoths (post victory).

Resting: At the inn (location 13).

MAP LOCATIONS:

- 1** Swordsmen man the front gates here. If they are attacked, an alarm is raised.
- 2** These are guard rooms manned by Banite Clerics, Swordsmen and Evil Knights. The alarm is raised if you do not obey them.
- 3** A man is recruiting mercenaries to fight for Bane.
- 4** This is the Arena where you are required to fight a series of battles to move on to the Cave of the Beholders. The number of rounds you must fight will depend upon

MULMASTER



how much you have offended the city officials. If you refuse the interview with Arcam, you will have to fight the Beholder and some Swordsmen. The types of monsters you may face are Black Dragons, Displacer Beasts, Purple Worms, Salamanders, Pyro Snakes, Ettins, Ogres, Otyughs, and Carrion Crawlers.

5 A maimed warrior encourages you to take the Arena challenge.

6 This is the First Justicar's office. He tries to make you confess to crimes and send you to the Arena. If the alarm has been raised and you do not take the Arena challenge, Beholders will attack.

7 These are the pens where the monsters are kept.

8 This is a rundown bar where a woman warns you against being taken to Arcam.

9 These gates lead to areas of the city to which you are denied access. You will not be able to get through them.

10 This is the training hall.

11 This is a Temple of Bane.

12 This is a store. You can purchase ranged weapons +2 here.

13 This is an inn where you can rest.

14 You must bribe the clerk (100 platinum pieces) to get into the training hall.

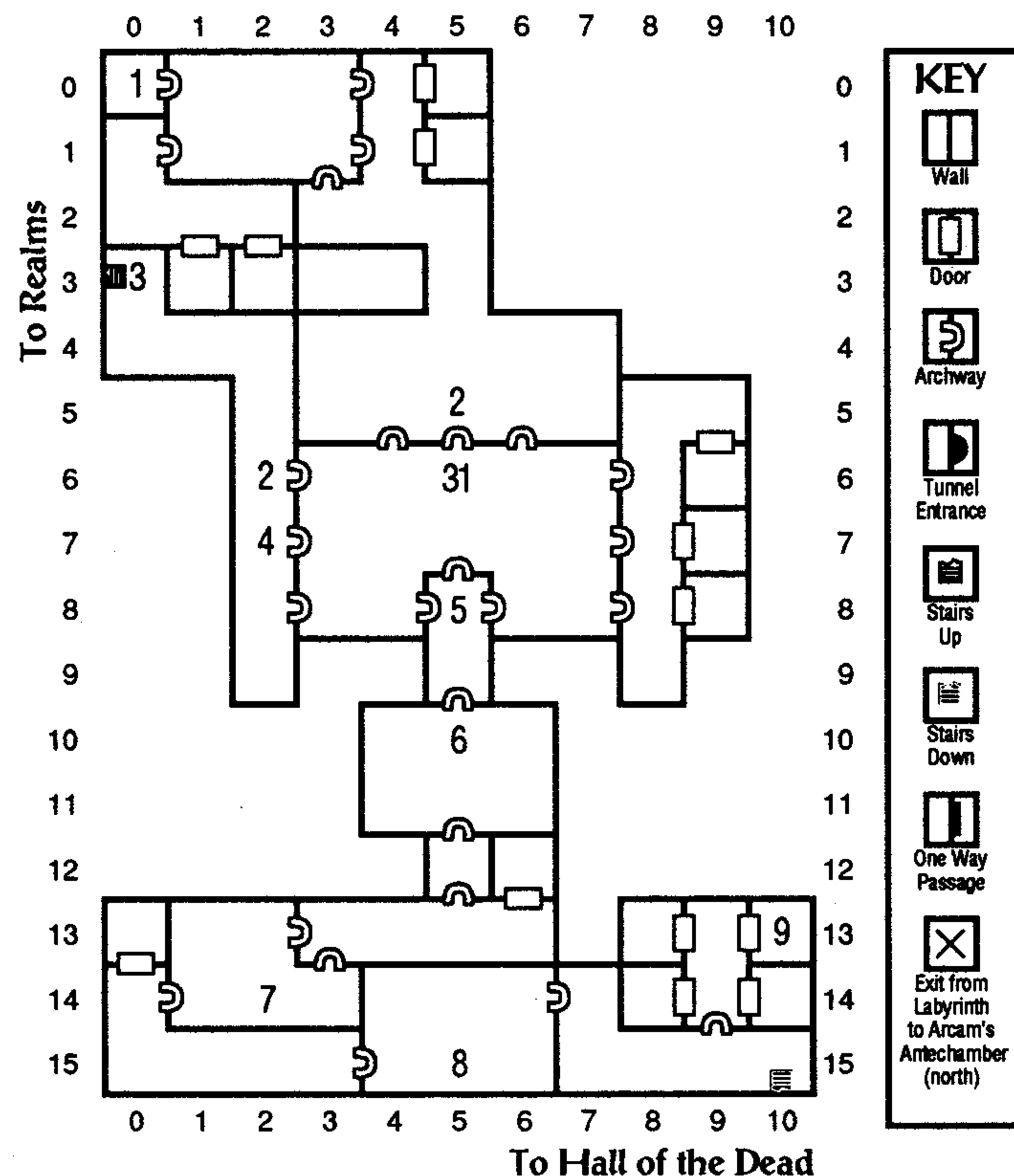
15 Banite Clerics recite a chant. The chant provides the instructions on how to get through the labyrinth in the Beholder's cave (later in the game).

Post Victory:

Once the game has been won, you will find that the monsters have escaped their pens and are causing great havoc in the city.

CAVE OF THE BEHOLDER

Chancellor and Outer Chambers



Cave of the Beholder

Synopsis: The elder Beholder Arcam guards the Pool of Darkness that leads to Bane's Dark Dimension. In order to divert the party, and to attempt to destroy it at no risk to himself, the crafty Beholder will inform it of other good heroes still oppressed by evil, and of powerful evil competitors as yet unbroken. The party is allowed to leave the cave and return via tunnels from the Overland. Eventually the party will drive the Beholder into his chamber and defeat him. Beyond are three Sentinel Halls, which summon monsters if the party is bearing Objects of Power. The last Hall is closed by a tremendous fist that only opens in the presence of the Talisman of Bane.

Wandering Monsters: These include human mercenaries, Bane minions and even Beholders and Death Tyrants.

NOTE: Avoid melee attacking Blue Bane Minions. Use Magic and Missiles against them.

Resting: Small side rooms offer the best chance to fix the party and recover spells.

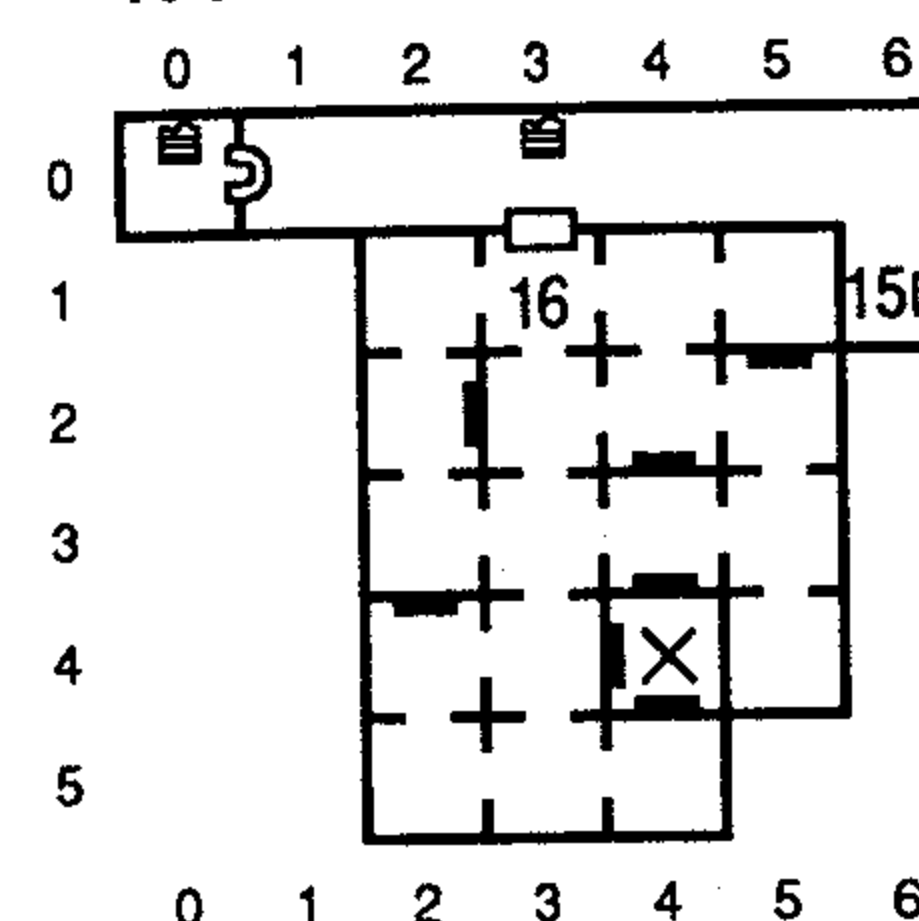
NOTE: Helping other good heroes across the Realms will deplete the size of Arcam's mercenary army in the Chancellor's Chamber.

MAP LOCATIONS:

1 Ladder. After triumph in Mulmaster's Arena, the party descends here to meet the

Labyrinth

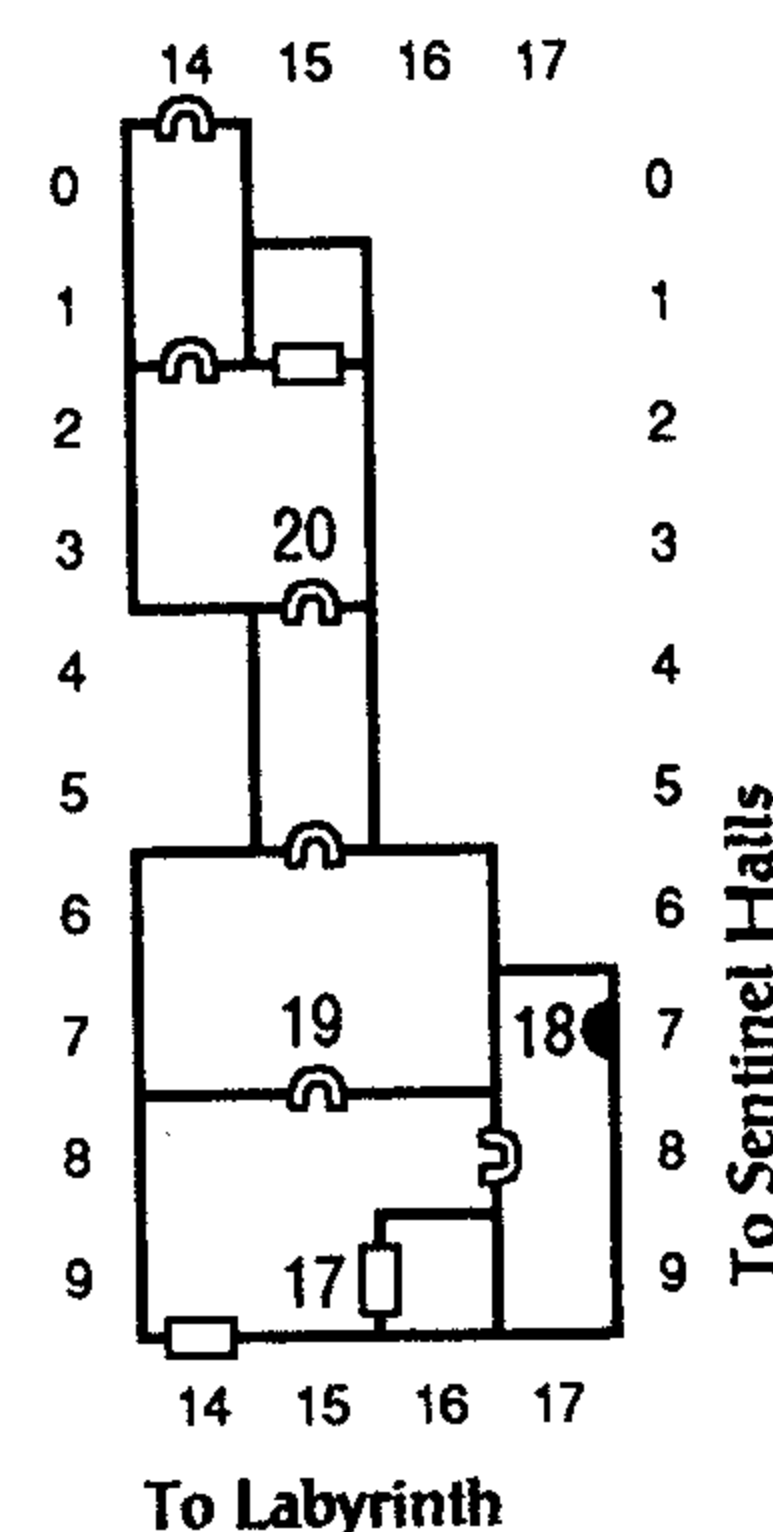
To Hall of the Dead



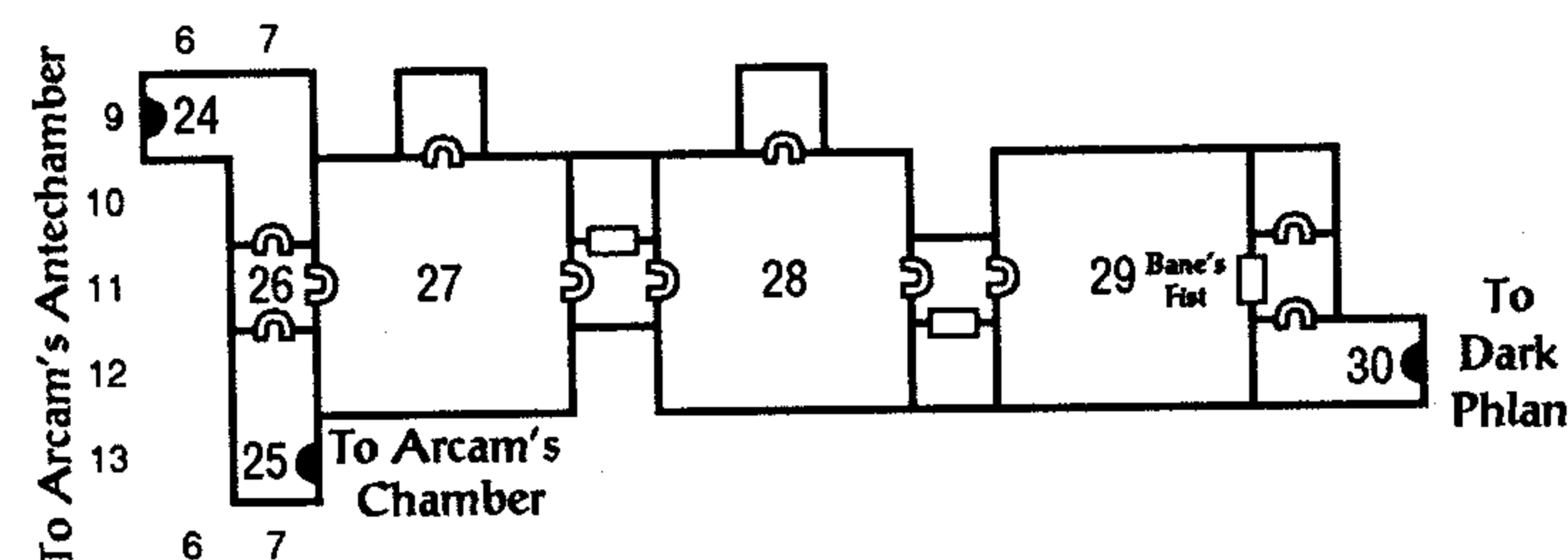
To Realms

Arcam's Antechambers

To Arcam's Chamber



Sentinel Halls



High Lord Arcam in his Caves. The entry is sealed behind them.

2 You see large groups of mercenary forces beyond the arches.

3 Tunnel to the Realms Overland. If it leaves this way, the party may return to Arcam's Cave when it finds the tunnel entrance on the Realms Overland.

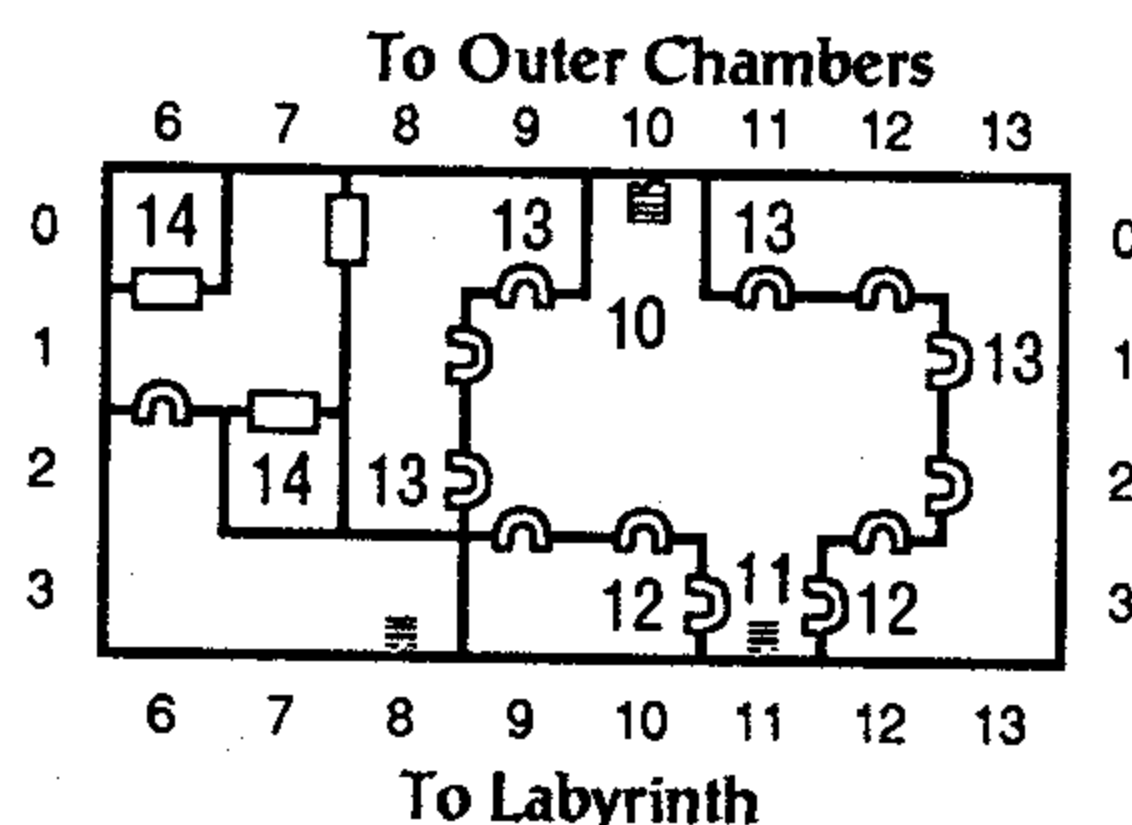
4 Voices Through The Arches. The Party may overhear a conversation that reveals Arcam's design: by sending the party out against other commanders of evil, he hopes to get the party killed at no loss to himself. The Chancellor notes that by defeating the other contenders for evil, there is an opportunity for Arcam to control all the Realms.

5 The Chancellor of Arcam. When it chooses, the party can enter the large chamber and assail the Chancellor, battling the mercenary squads, Margoyles, Iron Golems and the Chancellor himself — a Lich. Arcam, an elder Beholder, flees. Treasure is a magic quarter staff, long sword, and cloak.

6, 7 Captives. Following Arcam, the party is met in these chambers by a released captive. Each one urges the party to go to a place where good is being attacked. If it chooses, the party will be led to the overland exit at 3. It is free to complete the episodes and return.

CAVE OF THE BEHOLDER (continued)

Hall of the Dead



8 Ambassador of Arcam. In this room the party is met by an emissary of Arcam. His bag is filled with Fire Elementals.

9 The Brave Prisoner. In Arcam's cruel prison, the party learns from a dying prisoner that the slow-moving Beholder is attempting to distract the party in order to win time to construct a strong defense against it. Treasure includes a silver shield.

10 The Hall of the Dead. Arcam's undead allies defend here.

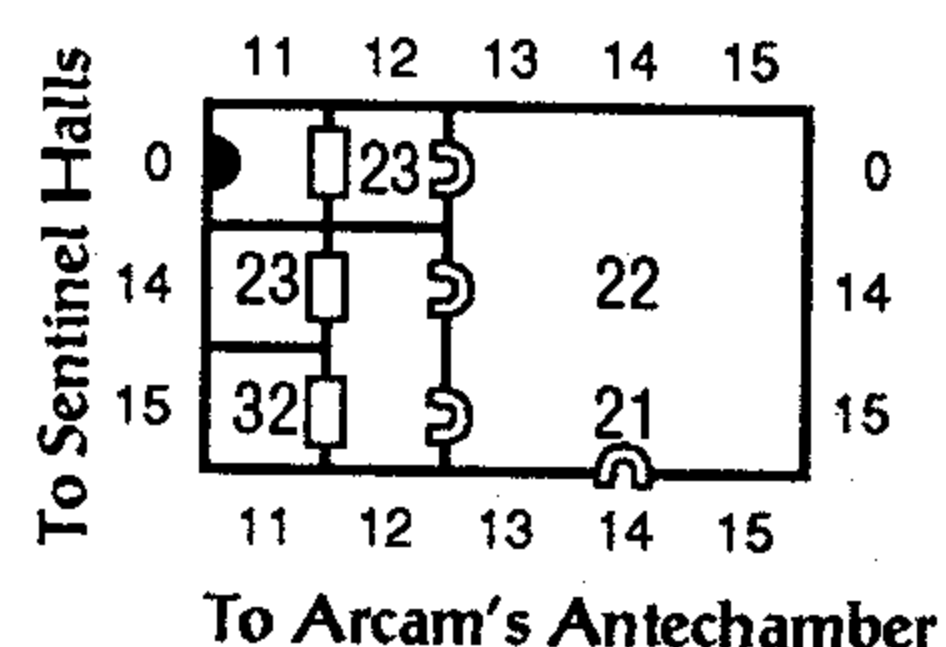
11, 12 Undead Ambush. The undead will ambush the party at 11 from either side, unless the party first flushes out the ambushers at 19.

13 Other groups of undead may be encountered here.

14 Undead lairs filled with Spectres and Banshees.

15 Second Overland exit. If it leaves this way, the party may return when it finds the

Arcam's Chamber



tunnel entrance on the Realms Overland.

16 Entrance to Arcam's wily Labyrinth. To successfully negotiate the magical maze, the party should recall the chant of Bane's Minions recorded as Journal Entry 46. "Left" and "Right" mean to turn in that direction; "step" means to move one square forward.

17 Arcam's Antechamber. The party may choose here to go north into Arcam's Chambers, or east to the Sentinel Halls. If Arcam is alive, he will often send sallies into this room to oppose the party.

18 This tunnel leads to the Sentinel Halls and to the back entrance to Arcam's Chambers.

19 Arcam's Defenders: Margoyles, Ettins, Medusa, and a Beholder. The less the party has rested since 8, the fewer the number of foes facing them.

20 Arcam's Defenders: Medusa and a Beholder. The less the party has rested since 8, the fewer the number of foes facing them.

21 Arcam's Chambers. Spectres and a Beholder will stand against the party when it enters the Chamber.

22 Beholders. Arcam's servants float about the cluttered chamber and may surprise the party.

23 Arcam. The party will find the elder orb and his bodyguards at one of these locations.

24 This passage leads back to Arcam's Antechamber at 18.

25 The Back Entrance to Arcam's Chamber.

26 Entrance to the Sentinel Halls. If Arcam is alive, he will often send sallies here to oppose the party.

27 Magical Sentinel: Dragon. This idol listens for the Horn of Doom. If present, summoned Dragons will roar out of the room to the north.

28 Magical Sentinel: Spider. This idol watches for the Crystal Ring. If present, Spiders and Pyro Snakes will tumble out of the room to the north.

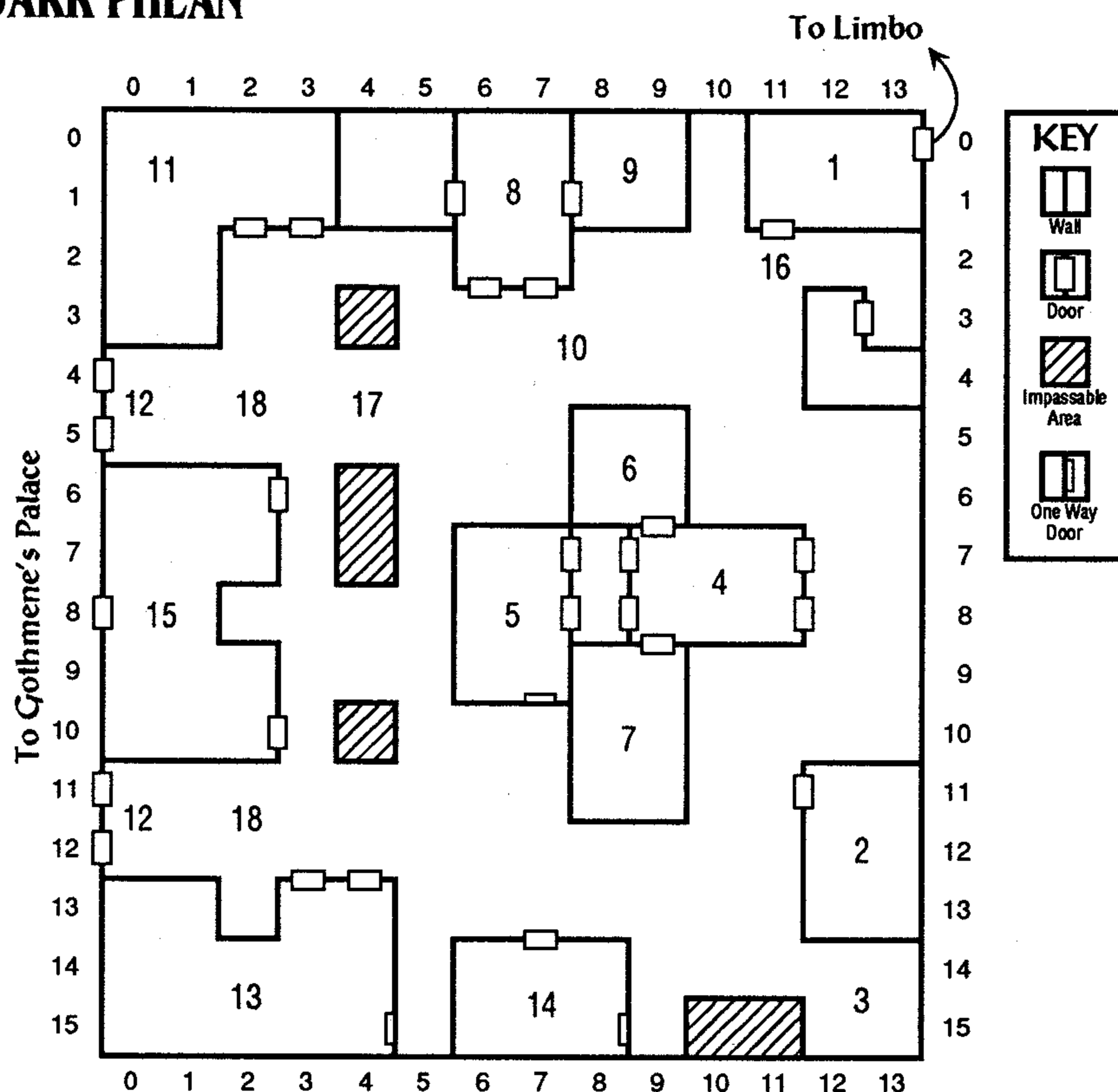
29 Magical Sentinel: Bane's Fist. This idol senses the presence of Bane's Talisman. If present, the fist will open, releasing Bane Minions to oppose the party. A portal in the palm, shaped like a fierce eye, leads to a Pool of Darkness at 30.

30 Beyond this Pool of Darkness is the Dark Dimension, where Bane's champion Gothmenes resides and where the evil replica of Phlan is being constructed.

31 Chamber of the Chancellor. The party can observe as Arcam's Chancellor, counseled by Arcam himself in the shadows, receives reports and doles out missions to his many squads of mercenaries. The Chancellor will reveal to them where Realm heroes and heroines are still vulnerable to evil, and will offer to hire the party to go attack the good forces. The party may choose to leave and attend to these uncompleted tasks. Every task successfully completed by the party reduces the number of mercenary squads defending the Chancellor.

32 The party may find Arcam and his body guards here. Arcam's treasure is at this location. It consists of a potion, Eyes of Charming, a scimitar, and a cloak.

DARK PHLAN



Dark Phlan

Synopsis: Bane has created an evil version of the true Phlan in the Dark Dimension. West of Dark Phlan is the Iron Wall, through which you must pass to reach Gothmenes, a Balor and Bane's most highly placed lieutenant. The only way to pass this barrier is with the Horn of Doom.

The city is ruled by the undead form of Prophrys Cadorna, formerly a council member of the true Phlan. He has kidnapped Sasha with the intent of marrying her. The wedding is presided over by Gothmenes.

Wandering Monsters: Vampires, Vampire Mages, Vampire Clerics, black Bane min-

ions, Blue Bane Minions, Liches, Wraiths, Giant Zombies, Wights, Spectres, and Giant Skeletons.

Resting: You may rest at the inn at location 2.

MAP LOCATIONS:

1 Passing through the Dimensional Gate, you find female Drow tormenting Sasha. One takes her away while the others attack. In addition to their standard items, the Drow are carrying a Cloak of Displacement, darts +4, quarterstaff +4, composite short bow +4, arrows +4, and arrows +3.

2 This is a rather unpleasant inn where you can rest.

3 Vampires attack.

4 This is the Town Hall where Black Bane minions, Dark Warriors, and Skeletons stand guard.

5 This is the Council Chamber where Cadorna is making his wedding plans. He threatens you and Blue Bane Minions and Wights attack.

6 This is the town treasury guarded by Vampires, Vampire Clerics, Vampire Mages, and Vampire Thieves. The treasure includes: arrows +3, arrows +2, short sword +4, Elfin chain +3, Javelin of Lightning, Bracers of Defense AC2, Ring of Protection +4, shield +4, javelins +4, banded mail +4, and plate mail +4.

7 You meet Gragnak Ulfim here and he tells you how he betrayed Sasha into Cadorna's hands out of jealousy.

8 Swordsmen, Evil Knights, and Evil Champions are stationed here. It may be possible to bluff them.

9 A Dark Lord is instructing blue, black and red minions. They will attack.

10 You see Sasha being paraded around town.

11 Gothmenes presides over Cadorna's wedding, attended by Dark Lords, Banite Clerics and Red Bane Minions. If you watch the wedding take place, the Banites will take Sasha away for good. Rescuing her will earn you many experience points and Sasha will give you two Rings of Protection +2, and promise you more when you return to Phlan.

12 These gates lead out of the city to the Iron Wall. To break the wall, you must blow the Horn of Doom once for each member of your party. Gothmenes, seeing your intentions, will send red, blue and black Bane minions against you.

13 Cadorna is undergoing a ritual in preparation for the wedding. Red Bane minions, Banite Clerics and Skeletons attack in response to your intrusion. On the altar are a composite long bow +3, arrows +4 and a shield +3.

14 Female Drow are casting a spell of powerlessness on Sasha's wedding gown. Burning the gown will earn you experience points. Also in the room are a Cloak of Protection +4, a composite long bow +4, arrows +2, plate mail +3, scimitar +3, and a Cloak of Protection +4.

15 This is the park. Walking trees prowl the grounds here.

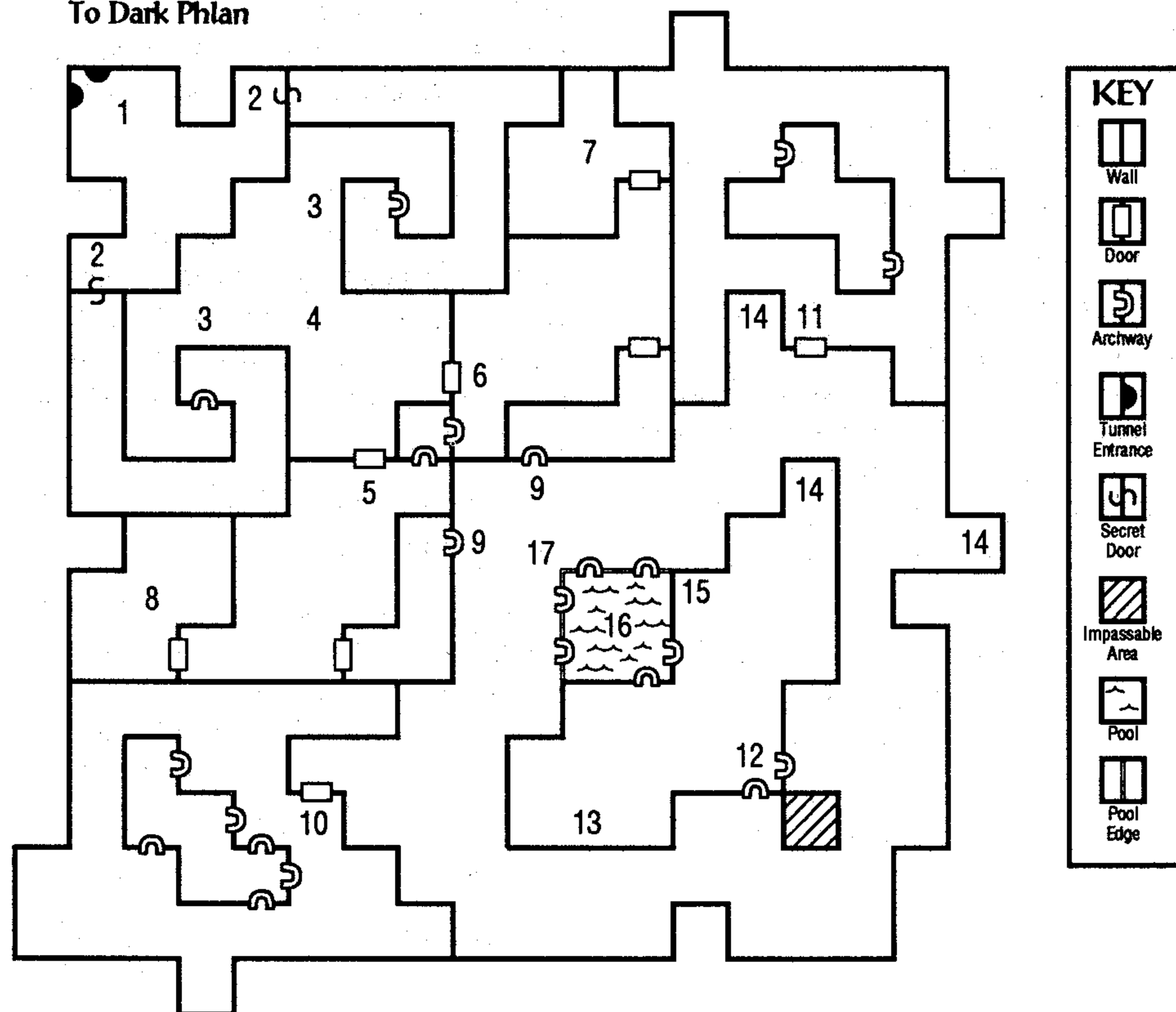
16 You become trapped in a throng of monsters which carries you along to the town hall where Prophrys Cadorna announces his wedding to Sasha. Attacking or trying to sneak away will result in a fight with black Bane minions, Wights, and Wraiths.

17 Bane minions are erecting monuments.

18 Gothmenes invites you to enjoy Dark Phlan, sending a welcoming party of red, blue, and black minions.

THE PALACE OF GOTHMENES

To Dark Phlan



The Palace of Gothmenes

Synopsis: Blowing the Horn of Doom cracks the iron wall and allows entry to Gothmenes' palace. After distributing the items of power, the party is tested in a first encounter with Rakshasa disguised as Sasha and Phlanerians. The party meets Gothmenes' guard in an entry hall, and then proceeds into the inner palace to face Rakshasa again, this time disguised as Elminster. Gothmenes confirms his suspicions about Elminster, and the party then hears him plan to go and capture the good wizard. Bragging, he wagers with the underling that he can accomplish his mis-

sion in one hour, starts a clock ticking, and promises to destroy the party upon his return. The party races to find the Crystal of Bane, the key to Gothmenes' power, before the Balor returns. It searches through elegant horrors in Gothmenes' chambers, and eventually uses the Crystal Ring to recover Bane's Crystal from a dark pool in a rock garden. Gothmenes reappears with Elminster gamely struggling within his whip. Elminster escapes and duels the Balor, allowing the party to deal with Gothmenes' servants, Eye Tyrant and bodyguards.

After the tyrant is defeated, Gothmenes throws Elminster into the pool to drown, and summons minions to help defeat the

party. When he is destroyed, the Crystal turns to sand, and good powers rush in to restore balance in the Realms.

Wandering Monsters: In the outer Palace, the party may encounter Bane minions, Vampires, Beholders and Dracoliches. There are no wandering monsters in the inner Palace if the clock is ticking.

Resting: Resting is possible only in the outer Palace.

NOTE: Without the Crystal Ring, the party cannot recover Bane's Crystal, and Gothmenes will not bother to appear.

MAP LOCATIONS:

1 Cracked Wall. Passages here lead to Dark Phlan.

2 Secret Doors (use LOOK to find them). Characters divide up the Objects of Power they carry; they may redistribute the Objects at any time by selecting LOOK.

3 Whispers. Sounds heard in this area are overheard conversations echoing in the Horn of Doom.

4 "Sasha." Rakshasa impersonating Phlanerians will ask questions about Elminster, then attack.

5 Dragon Guards. A large force waits here. A blast on the Horn of Doom undermines their morale.

6 Minion Guards. A large force waits here. They can be daunted by brandishing the Talisman of Bane.

7 Beholder Lair. They must be defeated before the party can rest here.

8 Slither Room. Seemingly empty, resting here will allow large numbers of Snakes and Salamanders to creep into the chamber.

9 Entrance to the Inner Palace, "Elminster." Players are met by a Rakshasa mimicking the gray wizard. After this encounter, the party hears Gothmenes reveal his aim to find and defeat Elminster, a foe he fears more than the party. Gothmenes then winds the Tantalus Clock. If the party has not divulged information to the Rakshasa, his search takes longer. Players trying to exit the Inner Palace discover that swarms of Bane Minions, summoned from all over the Dark Dimension, bar the path out of the Palace.

10 The Artifact Hall. There are many displays here of mankind's achievements that mankind would just as soon forget. They crumble into ruin as the party searches through them. The party may find some weapons, including staff slings and arrows, among the artifacts.

11 The Library. All walls are covered floor-to-ceiling with books. They dissolve to dust when opened. The party will find more missile weapons in the Room of Flags.

12 Gothmenes' Chambers. Xoham, the Beholder attendant of Gothmenes, will escape the party over the deadly pool at 16.

13 The Alcove of Tapestries. Servants bearing magic items hide among the hanging tapestries. The quickest way to flush them out is to torch the curtains. Rich treasure.

14 Cowering Monsters. Various groups try to hide from the party in these corners. They will only fight if forced.

15 The Tantalus Clock. Stopping the clock will free a large number of undead creatures.

16 The Pool of Death, a low dark pool ringed by crystalline stones, surging to the pulse of Gothmenes. The Crystal of Bane gleams under the icy water. Braving terrible damage, a character wearing the Crystal Ring can reach into the icy waters to recover Bane's Crystal.

17 Finale. Gothmenes will reappear here, with Elminster in his whip, and summon the party to appear before him. Struggling free, Elminster will occupy the Balor while the party first engages a huge force of Moander bits, Dracoliches, Bane minions, and Pets of Kalistes that rise from the Pool of Death. The character holding the Crystal may repel about half of the servants of Gothmenes, but will lose almost all hit points. Then the party must destroy the elder orb Xoham and his black guard. Gothmenes pitches an exhausted Elminster into the deadly pool to drown and tempts the party to learn the power of Bane's crystal. Repeating the word "panajuxid" is a lethal trap. Gothmenes then joins battle with the party, assisted by Bane's power which prevents the party from using magic. When he is defeated, the Crystal crumbles to sand, ending Bane's threat to the Realms. As good powers return, Bane's gains are undone. All was put as it was before and all memory of these bizarre events are erased from the minds of those in the Realms. The party is healed and returned to the peaceful streets of Phlan.

Dave's Challenge

Synopsis: This is a special adventure designed to be extra challenging. The difficulty level is always Champion (most difficult). Due to its nature and the fact that it is entirely optional, only the following information is provided:

- 1** You get to the challenge by taking the boat from the Phlan docks after you have won the game (defeated Bane's plan and everything is put back as it was).
- 2** Having a Mage, a Thief, a Cleric, and a Fighter class character is necessary (at least one of each).
- 3** Conserve your power, there is only one place to rest.
- 4** Do not become too dependent on spells.
- 5** After defeating Bane's four lieutenants, search the northeast corner of the room. The code phrase: Oh, well.

Good luck.