

PUZZLED?

You certainly should be.

EYE OF THE BEHOLDER III is the Grand Finale of the meanest 3-D Graphic Adventure Series ever – and puzzling your way through this one is going to be tougher than you think!

Fear not: the information in this **EYE III CLUE BOOK** will make your wits as sharp as your best blade.

Here's how:

❖ **DETAILED MAPS.**

You get solutions to puzzles, ways to avoid traps, and locations of all items and events in the adventure.

❖ **MONSTER SECTION.**

You'll find strategies on how to defeat every creature in the game.

❖ **TREASURE GUIDE.**

You get it all – every piece of treasure and each encounter is listed here!

**EYE OF THE BEHOLDER III
CLUE BOOK – Get Smart Fast.**



▲ *Paying close attention to maps like these will keep you alive and healthy – and victorious!*



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Advanced
Dungeons & Dragons

COMPUTER PRODUCT

EYE OF THE BEHOLDER III
ASSAULT ON MYTH DRANNOR
CLUE BOOK



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INTRODUCTION



EYE OF THE BEHOLDER III: ASSAULT ON MYTH DRANNOR is an all 3-D, Legend Series computer role-playing adventure based on the popular AD&D® 2nd Edition game rules and on an original story created for this game. In this game, a stranger beseeches you to investigate the dreaded Myth Drannor. You must explore the area in and around Myth Drannor, deal with its inhabitants, avoid traps, and recover an ancient artifact from the Lich . . . or so you think at first.

ASSAULT ON MYTH DRANNOR is a real-time game, where exploration, puzzle solving, and combat all happen continuously in the 3-D window. This clue book helps you face all of these challenges. The "Monstrosities" section contains specific hints on fighting the various enemies and monsters in and around the temple. The "Explorer's Guide" section contains maps and descriptions of the various levels and encounters that make up the adventure. The "Treasure Guide" section lists the items found throughout the game.

The information in this clue book is your guide to Eye of the Beholder III: Assault on Myth Drannor. Use the clue book to solve puzzles, maneuver through difficult mazes, or just to see how the adventure unfolds. If you have any questions about game play, check your rule book. If you have installation questions, check your data card. Armed with this clue book, you are sure to be successful in your quest!

A LETTER FROM THE EDITOR

Our top research team has just returned from the field. Actually, just returning from a mission with the team intact makes this team one of our best. At any rate, six, highly-esteemed researchers have returned safely. More importantly, they have returned with marvelously marked-up maps and detailed descriptions of their findings. At sporadic intervals throughout their journey, they sent us brief reports on the unusual creatures they encountered. You may have read our "Bestiary" report.¹ However, their recent data on monsters (and everything else) is much more detailed — and combat oriented. Here at the home base, we have compiled their findings on the native fauna (and aggressive, ambulatory flora²) in the section, "Monstrosities of Myth Drannor." We also put together a brief history of the area, "The Lore of Myth Drannor."

You may find that the researchers' unedited reports (that include maps) are the most interesting of all. Due to the taxing nature of adventuring, the research team divided up their tasks. And in the interest of time, we've simply collated their papers so we can get this publication out faster to you, our reader. At times the styles they write in are glaringly different. Please overlook any inconsistencies in syntax, diction, or technique among the three writing researchers: Gorgonia, Duangirv and Decker. These three took detailed notes on the various regions which they were assigned. Percy, Vamphyry, and Zorn were extremely valuable resources for drawing the maps and for going to the tedious task of verifying notes with map information. They also did the majority of monster-slaying while the others were busy jotting notes.

Thank you for purchasing our fine compilation of findings on the area in and around Myth Drannor.

Center for Research
on Myth Drannor



¹ See the EYE OF THE BEHOLDER III Rule Book, pp. 75-87.

² Such as shambling mounds.

— THE HIGH HISTORY OF MYTH DRANNOR —



Myth Drannor is old — so old that no living being knows its origins. Originally, it was an elven camp, a community of large inhabited trees. As the years passed, it became an elven city named Cormanthor — a place of needle-sharp spires of growing wood, linked by slim, dangerous suspension spans that were either railless wooden arches or even more precarious “running ropes.”

This city grew in size and strength with the elven communities of the western Dragonreach, over some two thousand years, until humans first came to the north shore of The Sea of Fallen Stars.

At this time the city was ruled by a Coronal (or king) named Eltargrim. A once-mighty warrior, he had grown wise and gentle in his old age. He foresaw that men were a foe too numerous and relentlessly ambitious for his people to defeat or keep out of their lands — so he sought out the greatest wizards and wood-lords (also known as rangers and druids) among them, and invited them to dwell together with him in his kingdom. His intent was that all strength might be gathered, that none be excluded and made enemies, and that the kingdom never become a prize to be fought over between elves and humans. To this end, Eltargrim invited the gnomes, the halflings, and even the dwarves to come to the city.

For the first time a stronghold existed which could shelter their weakest folk, where they could stand together against common foes — such as the orc raiders. This also gave the orcs a hated goal, something that must be smashed. The orcs came down on the city by the thousands and almost destroyed it. Only the bravery of the city’s inhabitants saved them all from slaughter.

A sickened and horrified Eltargrim resolved that the blood of war would never fall to the streets of his city again. He sensed that the bold eagerness of the human wizards could be mated to the sophisticated skill of elven mages to produce something that might defend the city — a great work of magic that would surround and protect the city at all times.

For almost a dozen years the wizards experimented and labored together, weaving spell upon spell, guided by hints and legends out of the shadowy past of the elves long ago. Finally something splendid with a life of its own was created — a Mythal.

When the Mythal was laid, Cormanthor was renamed Myth Drannor, and its age of greatness truly began. As men came to explore (and exploit) the wilderness around the city, Eltargrim invited them to trade and settle with the city, and thus join in the growing greatness of The City of Might.

Myth Drannor began to be known as a city of magic, art, and craftsmanship. Inventors and craftsmen created the most wondrous devices, and the talent of the mages in the city rose to that of the highest caliber. Spectacles of dance and song and theater became common — folk began to travel far to see these marvels. Myth Drannor earned the name of The Towers of Beauty among bards, and as the years passed and happiness reigned over all, the elves gave it the name The City of Love, out of joy that all the races could live together in peace and contentment.

Yet the gods grow restless, and all things change under their hands. Greatness is always hurled down in the end. So it was with Myth Drannor, as it has always been with all great cities.

Myth Drannor reached its height in the Year of the Tusk (661 DR). At the end of that year the ancient Lord Eltargrim died, and there was great mourning. The Dusk had begun — all at once, evil human wizards used magic to slay and work intrigues, and the goblinkin rose to attack the wooded verges of Myth Drannor. The embattled city found it necessary to elect a Captain, or warleader, to direct its defenses against the constant foray of orcs and the emboldened trolls, bugbears, gnolls, and flind.

Not even the exact year of Myth Drannor's fall is remembered — too many perished to keep the Roll of Years in the fledgling Dales. However, it is clear that over six hundred years ago, sometime after The Year of the Lost Lance (712 DR), a power in the far north (possibly an evil human archmage, or more probably a great flind or orc shaman) summoned an army from the shadow realm. Evil creatures arrived in great numbers to aid in an assault on the rich human lands of the Dragonreach.

Whatever happened, it is clear that the greatest of these shadow denizens broke free of the mastery of its summoner and by brutal means emptied the flind and orc holds of every last individual. These it formed into a great Army of Darkness that swept south like a great, destroying wind. In the thousands they perished, in their headlong attack upon every monster of the Moonsea north — and still, driven on by the merciless nycaloths, they swept on.

The Captain of Myth Drannor at that time was named Fflar. He was a man of mighty valor and skill in battle, yet he was also quiet-spoken and seldom-seen. When word came to him that a horde more terrible than any known before was slaughtering its way through the beast-men (ogres) of Thar, the captain roused the city to arms and set in place a watchpost north of the city, at a place in the woods called Helmgrove (just where that spot was is knowledge now lost). The greatest warriors gathered there, in a company called The Shield of Myth Drannor, and awaited the coming of the hoard. They did not have to wait long.

The Army of Darkness came down upon them, and red war raged through the trees. In endless numbers, the orcs, hobgoblins, and worse came, overwhelming even the most valiant warriors until the Shield was no more, every warrior slain but a few who fled to bring warning.

Fflar had begun a hasty evacuation of the city, emptying it of those too weak to fight, or too important to be risked. There was time only for each to snatch up what they could carry and run, ere the orcs and shadow creatures were howling up against the few remaining defenders of the city.

Fflar fought among them, wielding a great blade that burned with a blue fire in battle. He fought valiantly, but in the end, he too was overwhelmed, and fell at last atop a mound of slain enemies.

The Army of Darkness lost thousands upon thousands that day — but they were still numerous enough to obliterate the few who held the city against them. They rampaged through its streets, burning, pillaging, looting, and slaying those too slow or stubborn to have fled.

Some of those loath to leave were archmages still bent upon their research — and when their towers were invaded, the magical explosions with which they defended themselves were fearsome. More than one tower blew apart, raining those who had invaded it down in showers of gore. Much of the widespread destruction in the ruins today were created in those terrible days when the last wizard-holds in the city were taken.

Yet, in the end, Myth Drannor fell and was destroyed. The few survivors from the City of Beauty brought tales of terror with them, and Myth Drannor was left empty, to grow its own haunted reputation with the passing years.

MONSTROSITIES OF MYTH DRANNOR

The creatures in and around Myth Drannor often present a "challenge" for adventurers. Luckily, some of our research teams recently returned from location, bringing back useful information that may aid you in your battles. This includes never-seen-before pictures of Fflar, Acwellan the Lich, and the dreaded Dark God. A summary of their findings appears below.

BURIAL GLEN

❖ GRAVE MISTS



Grave mists are fairly easy to dispatch. They only do light damage, so they are not much of a threat. Use melee attacks against one to two grave mists, and use a combination of magic and melee attacks against the occasional group (of up to eight) grave mists. Cold, hold, and mind-based spells do not affect undead creatures such as these, so try *turn undead*, *magic missile*, or *lightning bolt* spells if necessary.

WARRIORS' TOMB LEVEL ONE

❖ SWORDWRAITHS



These warrior spirits inflict only minor hit point damage, but have the annoying ability to drain your characters' strength. Although swordwraiths do not have many hit points, an opponent needs +2 or better weapons in order to hit them. Be armed properly before walking into the Warriors' Tomb. Against large groups of swordwraiths, use a combination of magic and melee attacks . . . and be on the look-out for an accompanying undead beast.

❖ UNDEAD BEASTS



Undead beasts are tough to kill. They are immune to fire, take little damage from edged weapons, have plenty of hit points, and are 20% magic resistant. They can also do heavy damage. To kill these creatures, use blunt weapons and try *magic missile* or *lightning bolt* spells.

WARRIORS' TOMB LEVEL TWO

❖ WIGHTS



As long as you defeat wights before they start hitting you, they are fairly simple opponents to defeat. They have a nasty draining attack which drains one level every time they manage to hit a character; this is, luckily, an infrequent occurrence. Wights generally travel in pairs or small groups, and at times they travel with a couple of shadows. As undead creatures, they have the standard undead immunities to spells. *Turn undead*, and *magic missiles*, *fireball*, or *lightning bolt* spells work against them, as well as the melee attacks.

❖ SHADOWS



Like wights, shadows are fairly simple to kill, have standard undead immunities to spells, and do not strike (successfully) very often. They also have a draining ability; but unlike the wight, shadows drain *strength* rather than levels. A melee tactic that seems to work well is to: hit, take a step back, and repeat this pattern until they are destroyed. Characters need +1 or better weapons to hit them. However, *turn undead* has been said to be "your best bet on slaying them."

❖ FFLAR



Fflar is the (deluded) ghost of Myth Drannor's Captain. He has lots of hit points and does more damage than most monsters, but contrary to his own opinion, he is all alone against your party.

FOREST TRAIL

❖ MINOTAURS



Minotaurs are fairly easy to kill unless you encounter a large group of them. In larger groups they are more of a threat. Minotaurs do moderate damage. And as with most opponents, melee attacks work well against solitary travellers, while a combination of magic and melee works better against groups.

❖ FEYRS



Feyrs are tough monsters. They remain invisible until they attack so they always surprise you, they have lots of hit points, they do heavy damage, and they are 40% magic resistant. Thankfully, they usually appear alone. Multiple melee attacks are your best bet — use that All Attack. Magic only affects them 60% of the time, so it's up to you whether you want to bother with spells.

GUILDHALL QUARTER RUINS

❖ HAGS



Hags are relatively simple to hack away, although they do have 35% magic resistance, and fair number of hit points. In one adventurer's words, "Hags are ultra-weak! A couple shots and they go to hag heaven." They travel in covens, and occasionally alone. Often they escort chimeras, which are definitely the more dangerous of the two.

❖ CHIMERAS



Chimeras can be moderately difficult to kill. The dragon head spits fireballs, and the goat and lion heads can also bite you, so beware! Use either melee or spells against them; they have no magic resistance so offensive spells work just fine. You may also find it helpful to cast defensive spells such as *resist fire* or *protection from fire* to avoid taking the full brunt of the flaming spheres that they spit your way. Needless to say, we also recommend dodging fireballs whenever possible.

MAGES' GUILD LEVEL ONE

❖ OGRE SLUGS



Ogre slugs are weak to moderately difficult to kill. They do medium damage and have no magic-resistance. They take only half-damage from blunt weapons, so use edged weapons against them. They usually slither around in one's and two's.

❖ WATCHGHOSTS



Watchghosts travel in packs of one to four ghosts and are moderately hard to do away with. They can do moderate damage as well as unleash a chill ray. Dodge their cold attacks, and go for the kill with melee weapons.

MAGES' GUILD LEVEL TWO

❖ SCALADARS



Scaladars are almost always difficult to kill. How tough are scaladars? "They're tough!" "Near impossible." Edged weapons do little damage, so you'll have to dig up any blunt weapons, such as maces, that you thought you didn't need any more. You might even use your bare hands more effectively than swords. They throw *lightning bolts*, and are immune to *lightning bolts*, *magic missile*, *disintegrate*, *hold*, and cold-based attacks. They are somewhat immune to heat attacks as well. On top of that, they are 35% magic resistant to everything else. If you have the *Ring of Trobriand*, however, you'll find that they actually *let you kill them* without fighting back.

❖ STEEL SHADOWS



Steel shadows are fairly easy to pick off. They have few hit points, only do minor damage, and have no magic resistance. They aren't much of a challenge, really.

MAGES' GUILD LEVEL THREE

❖ EARTH ELEMENTALS



It's hard to put an end to earth elementals. They have a large number of hit points, require +2 or better weapons to hit, can hit every member of the party in one swing, and can do serious damage. This means they can easily wipe out party members with a low number of hit points. Be extremely careful against groups of earth elementals or they'll quickly massacre your party. Keep dodging their blows and utilize a combination of melee and magic attacks. Have your mage use a wand to blast them during an All Attack. Sage advice from a surviving (and usually mild-mannered) researcher: "Move!"

❖ ACWELLAN THE LICH



To confuse you, Acwellan the Lich creates several mirror images of himself. Figuring out which one is him is the tough part. If you swing at an image, the image goes away. Use the process of elimination; swing at images until you find the lich. Once you know which one he is, he's relatively easy to slay.

❖ WATER WEIRDS



There aren't many water weirds around, but when you do encounter them, they are fairly simple to slay. As long as you have blunt weapons, you can squish these water worms easily. Edged weapons are not nearly as effective against them. Cold-based attacks slow them down, and fire-based attacks sometimes get through to them as well. When your party encounters a water weird, a good strategy is to arm your party with maces and in one bold adventurer's words, "beat the daylights out of it." *Abi-Dalzim's horrid wilting* is also reported to be quite effective.

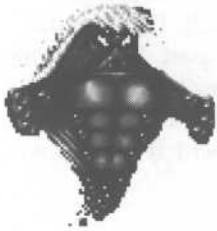
MAGES' GUILD LEVEL FOUR

❖ SLITHERMORPHS



Slithermorphs are rather weak, and die fairly quickly against a well-armed party. They have a moderate number of hit points themselves, yet they can inflict heavy damage if they manage to hit an opponent. They have no magic resistance and we hear that "a few good whacks" wipes them out.

❖ WATER ELEMENTALS



Water elementals have a significant number of hit points and can do heavy damage. It has been reported that "unlike their gargantuan earth elemental cousins, water elementals can only hit one opponent at a time." They have no magic resistance, but to hit them, you need +2 or better weapons. Try *Abi-Dalzim's horrid wilting* spell against them.

TEMPLE QUARTER RUINS

❖ TROLLS



Trolls are large, brutish creatures who love to turn adventurers into small pancakes. Their thick skin helps protect them from your attacks, making them difficult to kill. As they are usually found in large groups, it is often safer to stand at a distance and use spells against them. Fire and lightning-based spells seem to destroy their protective skin, making them more vulnerable to damage.

❖ WYVERN



Wyverns look meaner than they are. These dragon-like lizards aren't very dangerous and can be easily dispatched with melee weapons. Weaker parties may wish to be careful of this creature's poisonous attack. Use ranged spells such as *lightning bolt* or *cone of cold* against the beasts.

TEMPLE OF LATHANDER LEVEL ONE

❖ SHADES



There are two types of shades: fighters and magic-users. Since the magic-users don't cast spells, it is the fighters you should fear the most. Both kinds of shades have a powerful attack and are 60% magic resistant. As with all opponents, we recommend All Attack.

❖ LIVING MUCKS



Living mucks are particularly nasty creatures since attacking them often destroys your metal weapons! They are immune to acid, lightning, and poison. Fire-based spells do half-damage, and cold-based spells will often, but not always, do damage. The best way to destroy living mucks is to continuously cast cold-based spells such as *cone of cold* until they succumb. Note that the only weapons that will not be harmed by these creatures are wooden weapons and throwing hammers.

TEMPLE OF LATHANDER LEVEL TWO

❖ BONE NAGAS



Bone nagas do not have many hit points, but can deal heavy damage to an unprepared party. They cast *magic missile* spells, and attack with a vicious bite and a barbed tail. They are also immune to hold, death, cold, and poison-based spells. We hear that best approach to these nasties is to use All Attack and cast *lightning bolts*.

❖ SHAMBLING MOUNDS



Shambling mounds are huge, shambling mounds of vegetation (hence the name). They are irritating to fight since they take half-damage from weapons and no damage from fire and lightning-based spells. Since weapons do such poor damage against them, it is most effective to cast spells such as *magic missile*, *hold monster*, and *Abi-Dalzim's horrid wilting* against them.

TEMPLE OF LATHANDER LEVEL THREE

❖ SPIRIT NAGAS



The only danger a party might face from spirit nagas is that of poison. Since they have few hit points, several quick blows will take care of these snake-like creatures before they can become threatening.

❖ GROANING SPIRITS (BANSHEES)



Groaning spirits always travel alone and aren't too difficult to defeat as long as you remember a few important things. The main thing you need to remember is that +1 or greater weapons are required to hit them. Other than that, keep in mind that the spirits are immune to cold and lightning-based spells. Simply attacking them with +1 or greater weapons should solve your problem quickly enough.

TEMPLE OF LATHANDER LEVEL FOUR

❖ DEATH KNIGHTS



Death knights are difficult foes to vanquish. They wield a mighty *two-handed sword+4*, can cast *fireball* spells at will, and have a 75% magic resistance which makes spellcasting problematic. A smart defensive plan is to place the party under the effect of a *protection from fire* spell.

❖ SHADOW HOUNDS



Shadow hounds lurk in packs and viciously attack all outsiders. They are easily dispatched as long as you remember to use +1 or greater weapons against them. No need to worry too much over these canines.

❖ THE DARK GOD



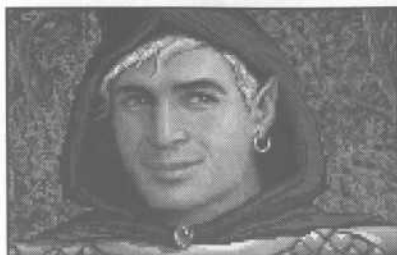
The Dark God is very difficult to defeat, so it is best to be prepared. Be sure to have one or two back rank people using weapons that can reach the front; polearms work well for fighters, and spells such as *spiritual hammer* and *Bigby's clenched fist* can be cast by clerics and magic-users, respectively. Also, be sure to cast as many protective spells as possible.

Before you can even deal with the Dark God, you must first destroy his guarding minions. Once this is done, keep moving while attacking him with All Attack. Don't stop moving, whatever you do, or your whole quest will be for naught. Dodge his blows and strike true — you may succeed in your mission. . . .

NON-PLAYER CHARACTERS

There are six non-player characters (NPCs) that can join the party during the adventure.

The following NPC lists show the character's class, alignment, race/gender, ability scores, and maximum hit points. The list also shows the location where you find the NPC, his or her initial status, and any equipment the NPC has on-hand or nearby.



❖ DALMAIR RALLYHORN

Class: Ranger

Level: 11th

Alignment: Lawful Good

Gender/Race: Male Half-Elf

Ability Scores:

STR: 18/52	INT: 13
Wis: 15	DEX: 17
CON: 15	CHA: 13

Hit Points: 83

Location: Forest Trail, location 4

Status: Alive and well

Equipment: long sword +3, short sword +1, elven chain +2, long bow, fifteen arrows +2

❖ REX

Class: Cleric

Level: 9th

Alignment: Lawful Good

Gender/Race: Male Saurial

(Bladeback)

Ability Scores:

STR: 17	INT: 13
Wis: 15	DEX: 16
CON: 12	CHA: 14

Hit Points: 50

Location: Guildhall Quarter Ruins, location 11

Status: Alive

(48 out of 50 hit points)

Equipment: mace +2, holy symbol, bracers of protection +2

❖ FATHER JON

Class: Cleric/Mage

Level: 10th/10th

Alignment: Neutral Good

Gender/Race: Male Half-Elf

Ability Scores:

STR: 15	INT: 16
Wis: 16	DEX: 16
CON: 14	CHA: 14

Hit Points: 40

Location: Temple Quarter Ruins, location 4

Status: Alive and well

Equipment: holy symbol, spellbook, ring of protection +3, mace +2, wand of acid storm, bracers of protection +1

❖ ISHARN

Class: Fighter/Thief

Level: 8th/8th

Alignment: Lawful Neutral

Gender/Race: Male dwarf

Ability Scores:

STR: 16	INT: 10
Wis: 15	DEX: 15
CON: 17	CHA: 12

Hit Points: 71

Location: Warriors' Tomb Level Two (found after party rests)

Status: Alive and well

(but extremely hungry)

Equipment: three daggers +1, axe +2, splint mail

❖ BUG

Class: Mage

Level: 10th

Alignment: Neutral Good

Gender/Race: Male Sprite

Ability Scores:

STR: 10	INT: 18
Wis: 10	DEX: 17
CON: 15	CHA: 17

Hit Points: 40

Location: Mages' Guild Level Two, location 3

Status: Alive and well

Equipment: ring of wizardry, spellbook, wand of magic missile

❖ TABITHA

Class: Paladin

Level: 10th

Alignment: Lawful Good

Gender/Race: Female Human

Ability Scores:

STR: 18/65	INT: 15
Wis: 14	DEX: 16
CON: 16	CHA: 18

Hit Points: 92

Location: Temple of Lathander Level One, location 25

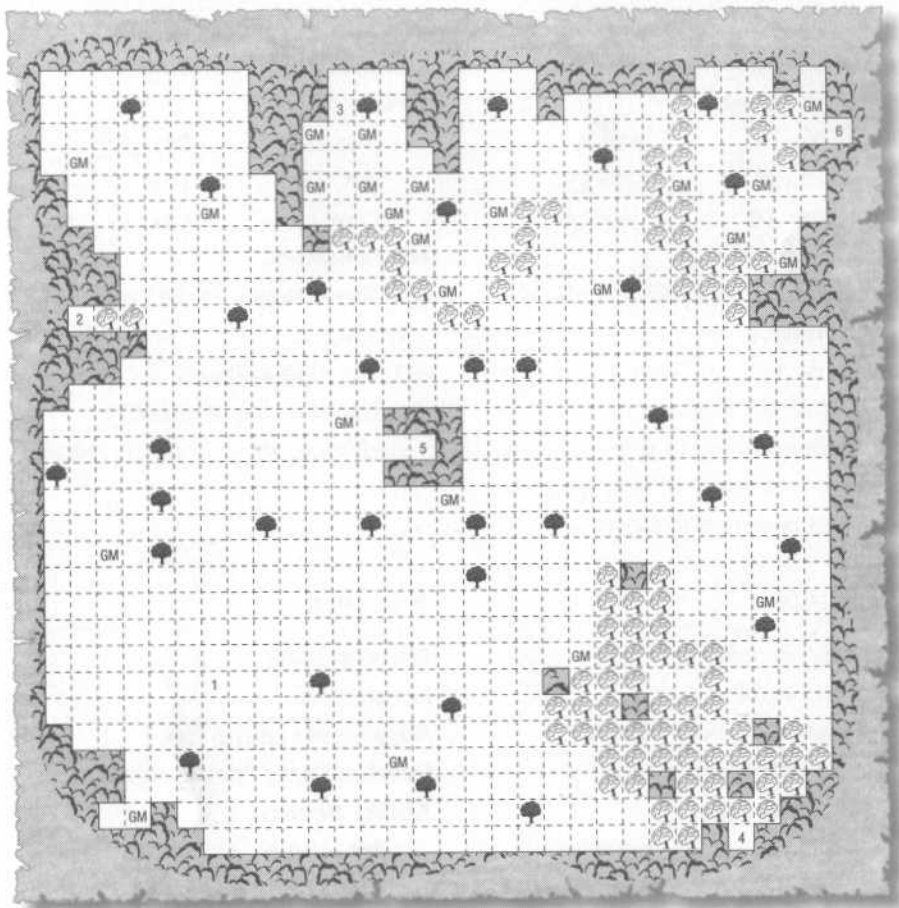
Status: Seriously injured

(2 out of 92 hit points)




Equipment: plate mail +2, ring of feather falling, long sword +2, holy symbol

EXPLORERS' GUIDE - IN AND AROUND MYTH DRANNOR

BURIAL GLEN



KEY:

-  Hackable Trees
-  Solitary Immovable Tree
-  Impenetrable Forest

Synopsis

Once the disorientation clears from your heads, you find yourselves in what can only be the burial glen the stranger spoke of. Parts have become overgrown as the surrounding forest attempts to regain what it had lost so long ago. Grave Mists haunt this sacred ground.

Adventurer responsible for documenting this level:



Decker

Adventurers responsible for mapping this level:



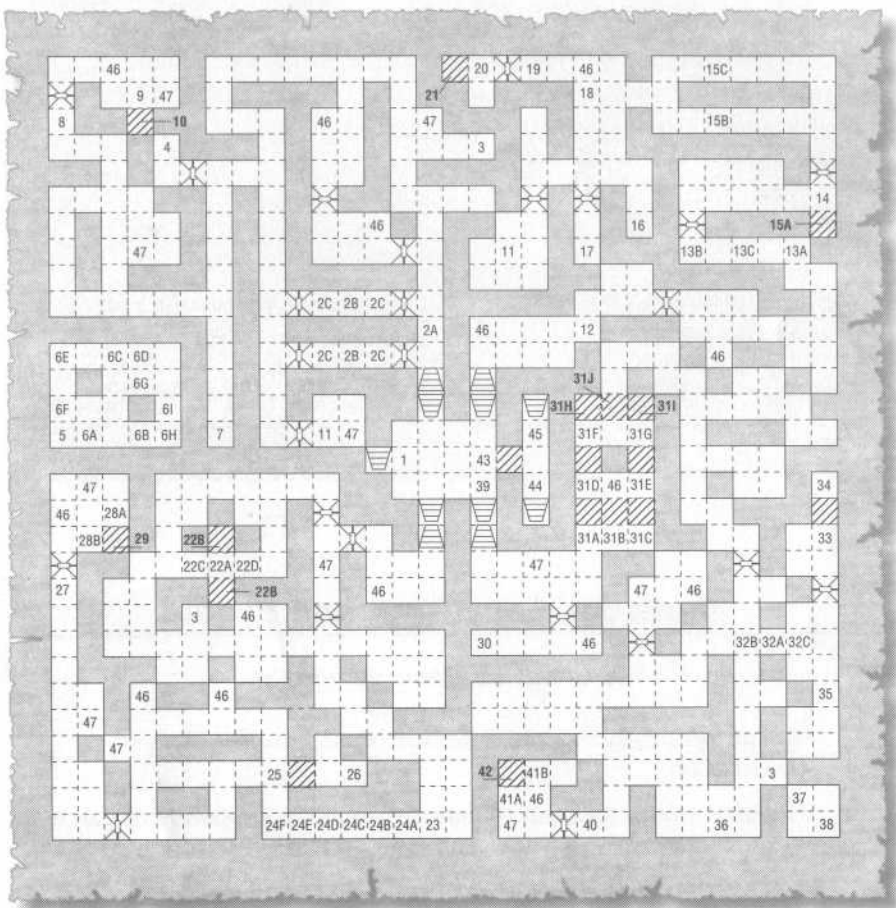
Percy and Decker

Monsters, Locations, and Events

GM Grave mists haunt these areas.

- 1 The mysterious stranger in Waterdeep transports your party to this location.
- 2 Hacking through the trees with an axe (found at location 3) reveals a set of *chain mail +2*, a long bow, and eight *arrows +1* lying on the ground.
- 3 Three *potions of healing*, a set of *plate mail +1*, an *axe +2*, a robe, two *daggers +2*, a set of chain mail, a *maße +2*, and four food packs lie on the ground.
- 4 Hacking through the trees with an axe eventually leads your party to a small cache of treasure consisting of a *wand of magic missiles* and a *wand of fireballs*.
- 5 The party enters the Warriors' Tomb from this location.
- 6 Hacking through the trees reveals the entrance to the Forest Trail.

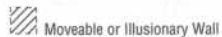
WARRIORS' TOMB LEVEL ONE



KEY:



Door



Moveable or Illusionary Wall



Stairs Up



Stairs Down



Impassable Area

Synopsis

The walls of this mausoleum are made up of cold, blue-grey stones. Swordwraiths and undead beasts inhabit this foreboding resting place.

Adventurer responsible for documenting this level:

Duanguir
Duanguir

Adventurers responsible for mapping this level:

Percy and Zorn
Percy and Zorn

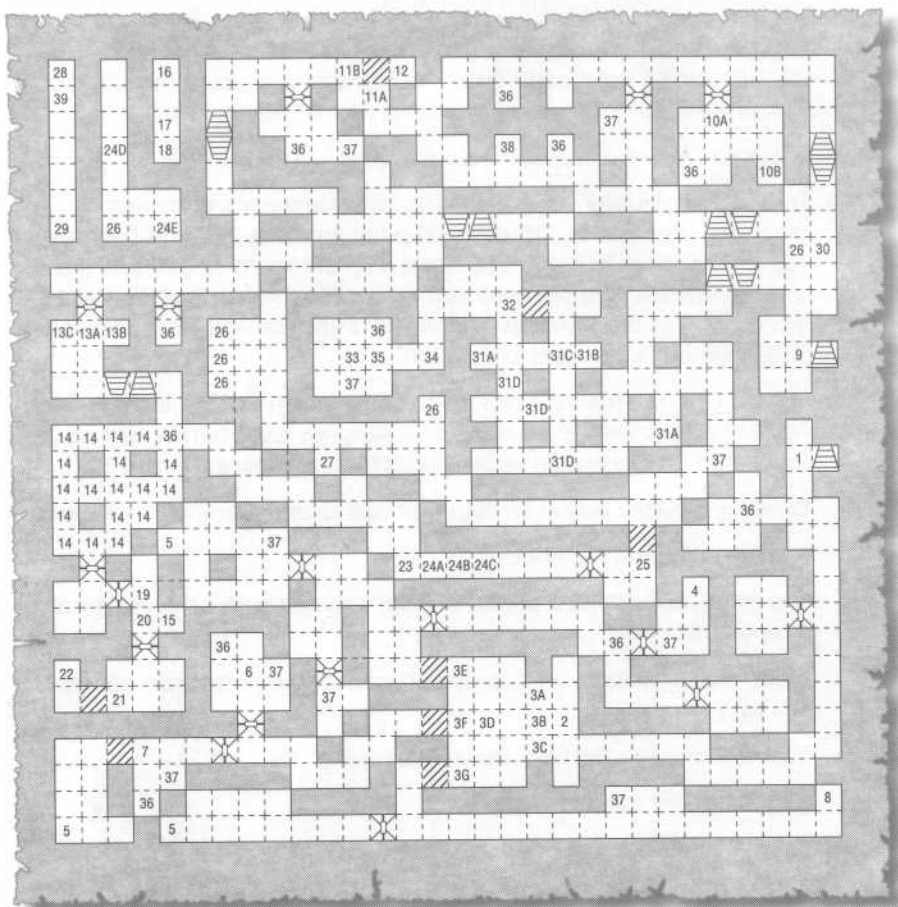
Monsters, Locations, and Events

- 1 This stairway leads to the Burial Glen, location 5.
- 2A-C A plaque at 2A reads "PRAY FOR THE DEAD." A cleric scroll of *prayer* lies on the floor at the same location. The first time you step at 2B causes walls to appear at 2C, trapping the party. It is necessary to cast *prayer* to free the party. Once again, being properly pious saves the day!
- 3 An open crypt is on the wall. When open, monsters occasionally appear to attack the party. *Closing* the crypt seems to stop the occasional appearances.
- 4 A pit leads to 5.
- 5 This is the destination of the pit at 4.
- 6A-I *Fireballs* shoot north from 6A and 6B; they shoot south from 6C and 6D; and they shoot west from 6E and 6F. Flipping a lever at 6G down activates a teleporter at 6H and causes a holy key to appear at 6I. It also deactivates fireballs at 6A-6F; The teleporter at 6H transports you to 7.
- 7 This is the destination of the teleporter at 6H.
- 8 Unlocking this lock with a holy key opens the door to the north.
- 9 A studly little *dagger +3* lies on the floor. A hidden button on the south wall reveals an alcove.

- 10 Flip this bone lever down; once all four bone levers at locations 10, 21, 29, and 42 are flipped down, an opening appears at location 43. The plaque at this location gives clues about Captain Fflar.
- 11 Two rations, a *potion of healing*, and a cleric scroll of *raise dead* lie on the floor.
- 12 A *potion of giant strength* lies on the floor.
- 13A-C Stepping on the plate at 13A sends a spiked wall travelling east from location 13B. Flipping the lever at 13C down deactivates this trap.
- 14 Pressing a hidden button on the south wall reveals a lever at 15A.
- 15A-C Flipping the lever at 15A down deactivates the invisible teleporters at 15B and 15C. Note that you must either drink a *potion of giant strength* or use thieves' picks to operate this lever. The teleporter at 15B transports you to 15C, and vice-versa. Both cause you to face east after teleporting.
- 16 A cleric scroll of *resist fire* lies on the floor. It explodes, causing damage, if you pick it up.
- 17 A *wand of wall of force* lies on the floor.
- 18 An undead beast attacks. It drops a holy key once you make it dead again.
- 19 Unlocking this lock with a holy key opens the door to the west.
- 20 Pressing a hidden button on the west wall reveals a lever at 21.
- 21 Flip this bone lever down; once all four bone levers at locations 10, 21, 29, and 42 are flipped down, an opening appears at location 43. The plaque at this location gives clues about Captain Fflar.
- 22A-D Stepping on 22A from the west causes undead beasts to appear at 22B and 22C and causes a wall to appear at 22D. Stepping on 22A from the east causes undead beasts to appear at 22B and 22D and causes a wall to appear at 22C. Turn your party 180 degrees and slay the undead beast before you. Once it is killed, you may move forward and kill the remaining two undead beasts.
- 23 A plaque reads "NOT ALL NEED WEIGHT."
- 24A-F You need to weigh down certain plates to avoid the *fireball* trap at 24F. Weigh down the plates 24B, 24C, 24E. Weighing down any plate incorrectly causes a *fireball* to shoot east from 24F. The invisible teleporter at 24F transports the party to 23 until the proper plates are weighed down. Using the teleporter also causes a *fireball* to shoot east from 24F.
- 25 Pressing the hidden button on the east wall reveals a passage.
- 26 A holy key and a *short sword* -2 called "Maggot" lie on the floor.
- 27 Unlocking this lock with a holy key opens the door to the north.

- 28A-B A *short sword* +2 lies on the floor at 28A. Pressing the hidden button at either 28A or 28B reveals a lever at 29.
- 29 Flip this bone lever down; once all four bone levers at locations 10, 21, 29, and 42 are flipped down, an opening appears at location 43. The plaque at this location gives clues about Captain Fflar.
- 30 A mage scroll of *protection from paralysis* lies on the floor.
- 31A-J This puzzle requires that you flip the levers in a particular order to pass. Flip the lever at 31B down. Flip the levers at 31D and 31E down. Flip the levers at 31A and 31C down. Flip the levers at 31D and 31E up. Flip the levers at 31F and 31G down. Flip the levers at 31H and 31I down. Flip the levers at 31F and 31G up. The wall disappears at 31J, revealing a passage to the north.
- 32A-C Stepping on 32A from the west causes four sword wraiths and an undead beast to appear behind you at 32B. Stepping on 32A from the east causes four sword wraiths and an undead beast to appear behind you at 32C.
- 33 Pressing a hidden button on the north wall causes that wall to disappear.
- 34 A holy key lies on the floor.
- 35 You must either drink a *potion of giant strength* or use thieves' picks to open this door.
- 36 Stepping here causes a pit to open beneath your party, transporting you to 37.
- 37 This is where you fall from the invisible pit at 36.
- 38 This teleporter transports you to 39.
- 39 This is the destination of the teleporter at 38.
- 40 Unlocking this lock with a holy key opens the door to the west.
- 41A-B Pressing the hidden button at either 41A or 41B reveals a lever at 42.
- 42 Flip this bone lever down; once all four bone levers at locations 10, 21, 29, and 42 are flipped down, an opening appears at location 43. The plaque at this location gives clues about Captain Fflar.
- 43 A plaque reads "FOUR BONES DOWN WILL SHOW THE WAY." When the lever at 10, 21, 29, 42 are pulled down, the wall to the east disappears, revealing a passage.
- 44 These stairs lead down to Warriors' Tomb Level Two, location 1.
- 45 These stairs lead down to Warriors' Tomb Level Two, location 9.
- 46 Swordwraiths attack.
- 47 An undead beast attacks.

WARRIORS' TOMB LEVEL TWO



KEY:



Door



Moveable or Illusionary Wall



Stairs Up



Stairs Down



Impassable Area

Synopsis

The walls of this mausoleum are made up of cold, blue-grey stones. Wights and shadows lurk in the passages.

You meet Isharn, a dwarven fighter/thief, the first time you rest on this level. Keep an eye on your food; he's a hungry fellow.

Adventurer responsible for
documenting this level:

Duanguir
Duanguir

Adventurers responsible for
mapping this level:

Percy and Zorn
Percy and Zorn

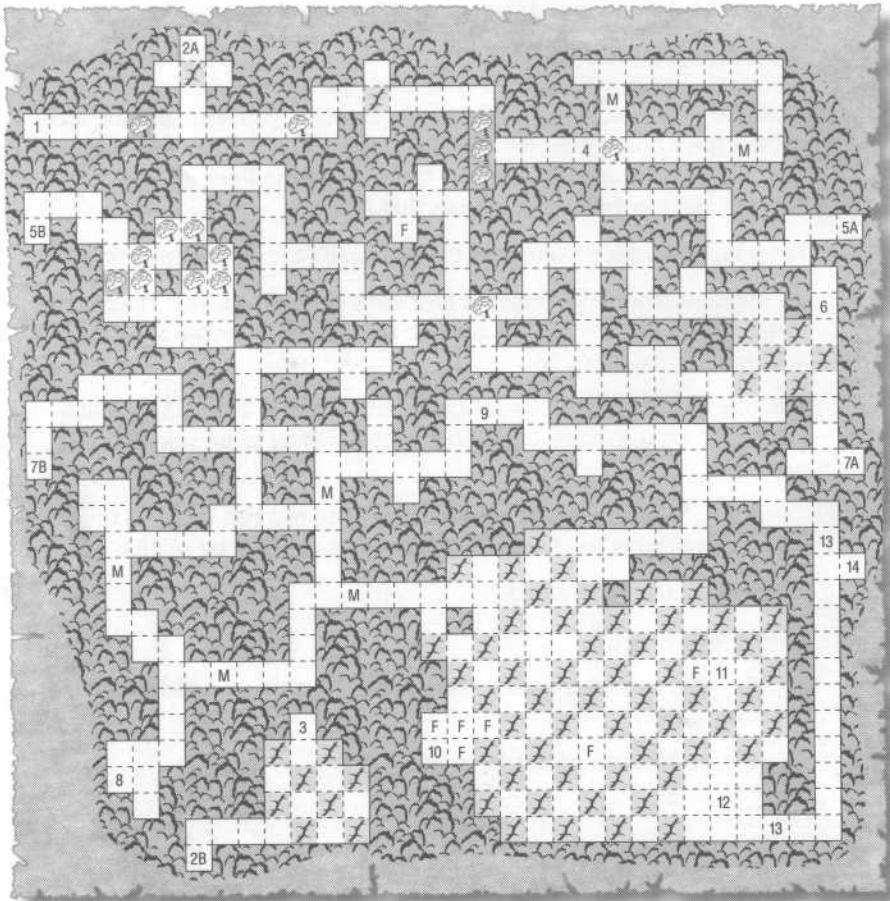
Monsters, Locations, and Events

- 1 These stairs lead up to Warriors' Tomb Level One, location 44.
- 2 A plaque on the wall reads "FOR EACH PATH THAT MAY BE TAKEN, ANOTHER SURELY SHALL BE GIVEN."
- 3A-G Stepping on 3A and then 3D opens the hallway to the west of 3E. Stepping on 3B and then 3D opens the hallway to the west of 3F. Stepping on 3C and then 3D opens the hallway to the west of 3G.
- 4 A ration, a cleric scroll of *cure serious wounds*, and a *trident +3* called "Revko" lie on the floor.
- 5 A rod fragment lies on the floor.
- 6 A ration, a *potion of giant strength*, and a mage scroll of *fireball* lie on the floor.
- 7 Pressing a hidden button on the west wall causes that wall to disappear.
- 8 Two rations and a mage scroll of *fireball* lie on the floor.
- 9 These stairs lead up to Warriors' Tomb Level One, location 45.
- 10A-B Stepping on 10A causes the door to close behind you and the room to fill with poison gas. Flip the lever at 10B to open the door and empty the room of gas.





- 11A-B** Pressing the hidden button at either 11A or 11B reveals an alcove at 12.
- 12** A rod orb lies on the floor.
- 13A-C** Stepping on 13A causes two shadows to appear at 13B and two wights to appear at 13C.
- 14** Slimy muck catches at your feet and slows your movement.
- 15** The plaque reads "PRESS BUTTON FOR SERVICE." Pressing the button causes a pit to open beneath you, delivering you to 16.
- 16** This is where you fall from 15.
- 17** A holy key lies on the floor.
- 18** This teleporter transports you to 19.
- 19** This is the destination of the teleporter at 18.
- 20** Unlocking this lock with a holy key opens the door to the south.
- 21** Pressing the hidden button reveals a passageway west.
- 22** Captain Fflar's personal crypt is on the north wall. His nameplate hangs off of his drawer. Take it — it will serve you well.
- 23** A plaque reads "THE SPIRIT MOVES IN MYSTERIOUS WAYS."
- 24A-E** This pit trap requires that you step in a particular pattern to pass. Step onto 24A. Step onto 24B. Step onto 24C. Step back onto 24B. You may now continue forward without difficulty. Not following the pattern correctly causes you to fall to 24D. The teleporter at 24E transports you to 25.
- 25** The spirit of Captain Fflar speaks with you. You must prove to him that he is dead. Do this by showing him the nameplate from 22. He gives you the *Medallion of Friendship* and goes to a well-deserved oblivion in his drawer. Note that since he is dead, this all really fits quite well. If you do not have the nameplate, Captain Fflar attacks you and you will not get the medallion. Pressing a hidden button on the north wall opens a passageway to the north.
- 26** A closed crypt is on the wall. When open, monsters occasionally appear to attack the party. *Closing* the crypt seems to stop the occasional appearances.
- 27** Pressing this button causes a pit to open beneath you, dropping you to location 28.
- 28** This is the destination of the pit at 27.

- 29** This teleporter transports you to 30.
- 30** This is the destination of the teleporter at 29.
- 31A-D** A plaque on the wall at 31A reads "HALT! DO NOT TOUCH!" Flipping this lever up causes all metal items on your party to be transported to 31B and transports four shadows which attack you. Flipping the lever at 31A back down removes the glass walls at 31C and allows access to your equipment at 31B. Wooden clubs lie on the floor at 31D; these may be used to fight the shadows that attack.
- 32** Pressing the hidden button on the east wall reveals a passageway.
- 33** An engraved monolith features four slots of varying sizes. Placing the three rod fragments and the rod orb into the appropriate slots causes a plaque to appear at 34.
- 34** The plaque on the wall reads "FAITH RESTORETH THE SOUL." Clicking on the plaque causes the *Rod of Restoration* to be rejoined and appear at 35.
- 35** The *Rod of Restoration* lies on the floor. The rod can be used to restore lost levels to characters which were drained by wights.
- 36** One to four shadows attack.
- 37** Wights attack.
- 38** Pressing this button causes a pit to open beneath you, dropping you to location 39.
- 39** This the destination of the pit at 38.

FOREST TRAIL



KEY:

-  Moveable Tree
-  Moveable Tree that appears AFTER you pass it
-  Bramble Thorn Maze Passage
-  Impenetrable Forest

Synopsis

Large trees create a woody maze through the forest. Bramble thorn maze passages complicate matters in the southwest quadrant of the trails. And as you jaunt through this thicket, beware of minotaurs that roam the paths, and feyrs that jump you if you're not careful. Remember that these creatures roam the forest; they never stay in one place for very long. The spots we've marked on the maps are approximations.

Adventurer responsible for documenting this level:

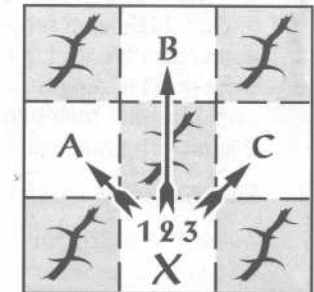
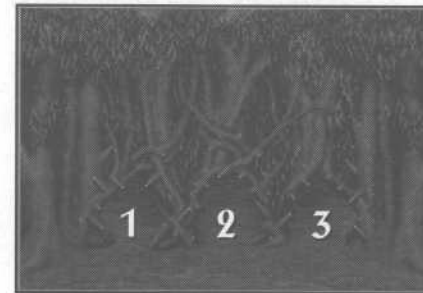
Gorgonia
Gorgonia

Adventurers responsible for mapping this level:

Percy and Zorn
Percy and Zorn



How Bramble Thorn Maze Passages Work

Bramble thorn passages need extra explanation. I've included a picture of what one looks like for you, and I've drawn a diagram to describe it further.



Okay. First, find the "X" on the diagram. That's where you're standing. Now imagine that you are facing north. What you see in front of you is a wall of trees with three gaps (or passages) along the bottom. From left to right, let's call them opening one, two, and three. If you step through opening one, you'll end up one square forward and to the left in square A. If you step through opening two, you'll end up two squares forward in square B. If you step through opening three, you'll end up one square forward and to the right in square C. This is how bramble thorn passages work. On occasion, you may see a plugged up passage. This simply means that you can't go "forward" in that direction.

Moveable Trees

There are two types of moveable trees. The generic moveable tree  is a wall of trees that display an amazing agility to get out of the way when you wave an *Everburning Torch* or *Medallion of Friendship* at them. The second type of moveable tree  is the kind that appears only after you have walked past it. After you walk by one of these spots, you may notice something strange has happened behind you. The trees have filled in the path; maybe they're curious because they haven't seen adventurers in a while. If you want to clear the way, use the same technique you use for the regular moveable trees.

Monsters, Locations, and Events

F Feyrs surprise you in this area.

M Minotaurs wander around these passages. Beware.

- 1 This leads you back to the Burial Glen.
- 2A-B The trail wraps around the map at these locations.
- 3 An *Everburning Torch* waits for you on the ground. It's not lit when it's on the forest floor, but as soon as you pick it up, you'll notice that it's burning quite nicely.
- 4 We came across Delmair Rallyhorn right about here. He's a male half-elf and an 11th level ranger. He wanted to join our party, but our research/adventuring team was already complete. His qualifications were good (strength 18/52 and dexterity 17) but we "didn't have any openings that matched his skill set." We had to turn him down. Stop by this area; he may still be job-hunting.
- 5A-B The trail wraps around the map at these locations.
- 6 A small treasure-trove sits on the ground: six *arrows* +2, *chain mail* +4, one bow, and one *long sword* +3.
- 7A-B The trail wraps around the map at these locations.
- 8 You can find six arrows and nine rations in this corner.
- 9 Some loot: *necklace of adornment*, *two-handed sword* +3, *plate mail* +2, and a *wand of cone of cold*.

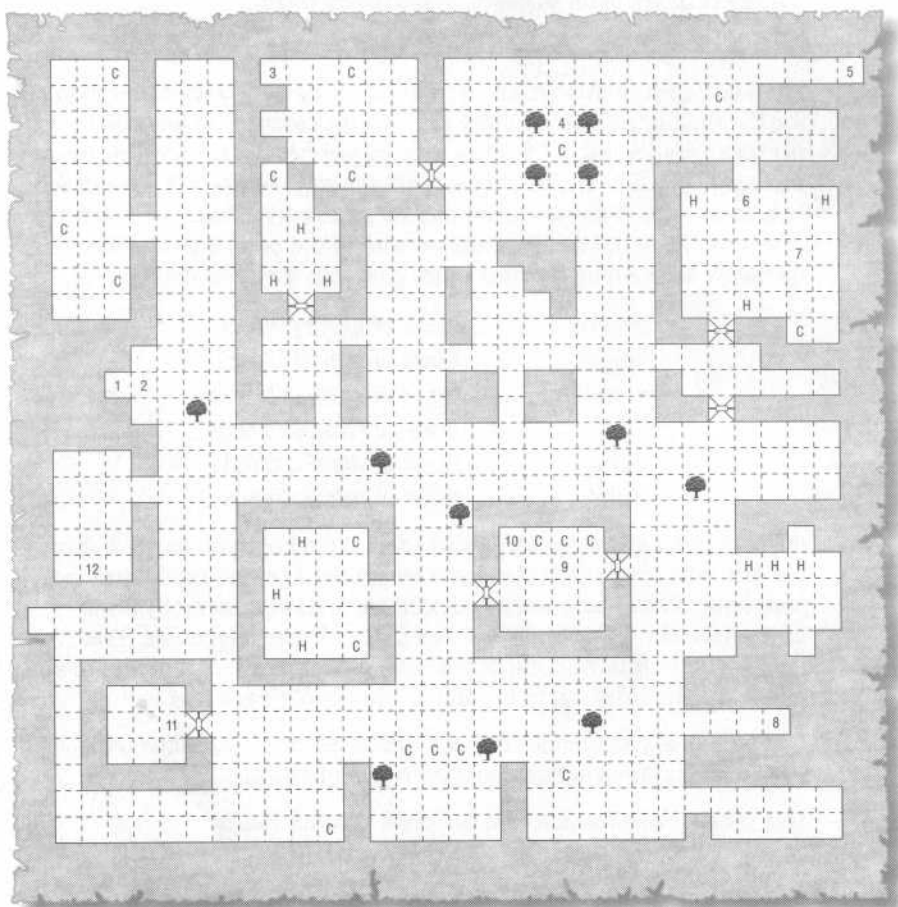
- 10 More loot: *ring of wizardry*, *wand of magic missile*, *leather armor* +3, *gauntlets of fire giant strength*, and thieves' tools.
- 11 A *cloak of protection* lies on the ground.
- 12 We met a sage in this vicinity. I was a little absent-minded and didn't log the encounter immediately; that always means that later on I needed to place the event from memory as best I can. Anyway, we ran across (I wish literally) this rather verbose sage fellow. He gave us a history of Myth Drannor (yawn) and then gave us a test. The correct answer to his question depends on who in the party answers the question. Depending on your class, give with the following answer:

FighterBook of Daring Deeds
 RangerBook of Daring Deeds
 Paladin.....Book of Exalted Deeds
 Cleric.....Book of Exalted Deeds
 Mage.....Book of Arcane Deeds
 ThiefBook of Adroit Deeds

Be aware that you only have three tries. We advise you to get it right the first time, especially since you've got the answers right here under your nose. If for some wacky reason you answer incorrectly three times, you won't be able to get any farther in the adventure. This means you're totally stuck. You'll have to start over. Bad move; this could be embarrassing to explain to the people back home.

- 13 The sage that you met at or near location 12 removes these walls after you've given him a suitable answer to his question.
- 14 This passageway leads to the Guildhall Quarter Ruins.

GUILDHALL QUARTER RUINS



KEY:

-  Solitary Immovable Tree
-  Door
-  Impassable Area

Synopsis

Walls made of wood and stone line the Guildhall Quarter Ruins. A blue-grey sky filled with clouds looms overhead, and rocks and dirt cover the ground. Occasionally, a tree breaks the maze-like monotony of walls. Hags haunt these ruins but don't pose too much of a threat. The chimeras, however, expectorate fireballs, of all things.

Adventurer responsible for documenting this level:

Gorgonia
Gorgonia

Adventurers responsible for mapping this level:

Percy and Zorn
Percy and Zorn

Monsters, Locations, and Events

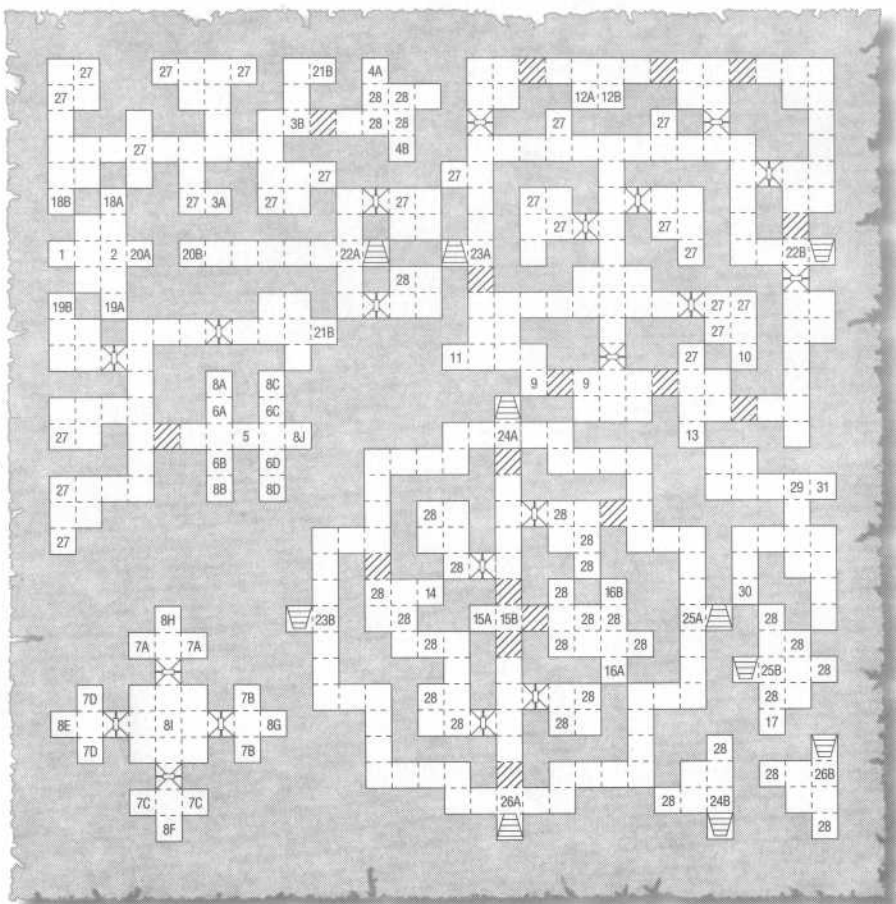
C Chimeras guard this area; watch out for their volcanic spit-balls.

H Hags wander around this spot.

- 1 This is the entrance to the Guildhall Quarter Ruins. It leads back to the Forest Trail.
- 2 You arrive here from the Forest Trail.
- 3 You find prizes on the ground and in a niche in the wall. Let's see, a *shortsword +3* named "Frostbite" lies on the ground. The niche in the west wall is protected by a force field so cast a *dispel magic* to eliminate the problem. In it are: a *ring of fire resistance*, a crystal key, and mage scrolls of *hold undead*, *hold person* (two of these), and *protection from paralysis*.
- 4 These four trees bear fruit that satisfy hungry adventurers. Although they look completely laden, each tree only gives one to three apples. You see a statue of a chimera standing in the center of the four trees. If you pick an apple, the statue comes to life and attacks.
- 5 Before you stands Myth Drannor's Mages' Guild.

- 6 Oooh, more loot. When you step into this room, the monsters guarding this bounty attack. Here's what you can get: two sets of *plate mail* (+3 and -2), a shield, two *maces* (+2 and -3), and best of all, one *helm of underwater breathing*.
- 7 A chimera drops a *ring of featherfalling* when slain.
- 8 This leads to the Temple Quarter Ruins.
- 9 Treasure! Here you'll find: a *special blessed holy symbol*, (which grants a cleric one extra spell per spell level), a black *throwing hammer* +3 (that returns), a *shield* +3, and a set of splintmail.
- 10 More stuff. A niche on the west wall holds: three cleric scrolls (one *cure light wounds* and two *cure serious wounds*), and three mage scrolls (*hold undead*, *flesh-to-stone*, and *hold monster*).
- 11 When we came by we met Rex, a Saurial male cleric. Again, we had to give the "your talents do not meet any openings we have at this time" explanation. You might want to take him on though, especially if you dared to trek this far without a cleric.
- 12 You find enough scrolls to make even a grumpy mage like Duangirv smile: *remove curse*, *improved invisibility*, *water breathing*, *slow*, and *invisibility 10' radius*.

MAGES' GUILD LEVEL ONE



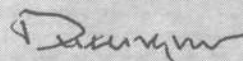
KEY:

-  Door
-  Moveable or Illusionary Wall
-  Stairs Up
-  Stairs Down
-  Impassable Area

Synopsis

Cold, steel-blue marble lines the walls of this guildhall. Ogre slugs and watchghosts roam these marble hallways.

Adventurer responsible for documenting this level:



Duangirv

Adventurers responsible for mapping this level:



Percy and Zorn

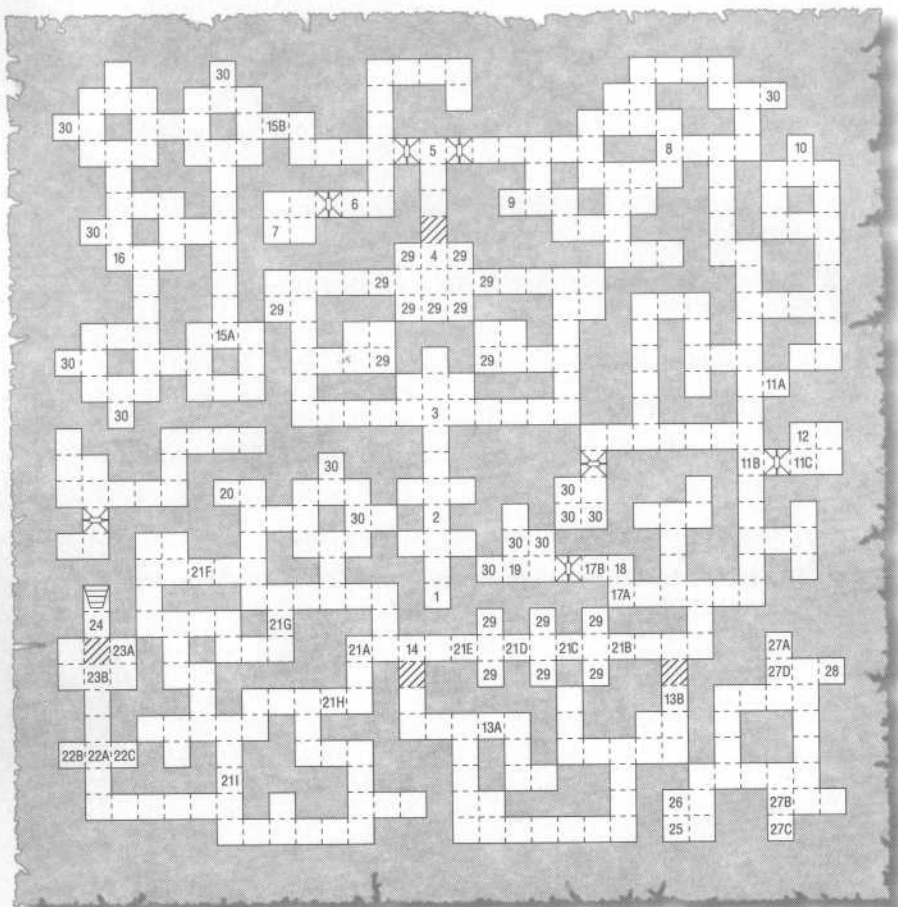
Monsters, Locations, and Events

- 1 This door leads to the Guildhall Quarter Ruins, location 2.
- 2 Three teleporters are visible from here.
- 3A-B Pressing the button at 3A opens the secret door at 3B.
- 4A-B A niche at 4A holds a tome titled "The Seasons of Elementals." The book gives hints on completing the teleporter maze at 8A-8J. A niche at 4B holds a tome which describes the *Ring of Trobriand*.
- 5 A watch ghost appears here every time the party fails to complete the teleporter sequence at 7A-7D.
- 6A Writing at 6A reads: "TO QUICKEN THE REALM, THE RAINS OF SPRING."
- 6B Writing at 6B reads: "TO CLEANSE THE REALM, THE HEAT OF SUMMER."
- 6C Writing at 6C reads: "TO INSPIRE THE REALM, THE BREATH OF AUTUMN."
- 6D Writing at 6D reads: "TO PRESERVE THE REALM, THE ICE OF WINTER."
- 7A A wall hanging that depicts an hot summer adorns the wall.
- 7B A wall hanging that depicts a windy autumn adorns the wall.
- 7C A wall hanging that depicts a rainy spring adorns the wall.
- 7D A wall hanging that depicts a icy winter adorns the wall.

- 8A-J** Entering a teleporter at 8A-8D transports you to 8I. From 8I, you must enter one of the teleporters at 8E-8H. You must do this four times, entering the correct teleporter each time. One possible sequence follows. Enter the teleporter at 8A, which transports you to 8I. Then enter the teleporter at 8F, which transports you back to 8J. Enter the teleporter at 8B, which transports you to 8I. Then enter the teleporter at 8H, which transports you back to 8J. Enter the teleporter at 8C, which transports you to 8I. Then enter the teleporter at 8G, which transports you back to 8H. Enter the teleporter at 8D, which transports you to 8I. Then enter the teleporter at 8E; this final teleporter transports you to Mages Guild Level Two, location 1.
- 9** Pressing the button on the wall opens an adjacent secret door.
- 10** A *scrying glass* lies in a niche. It can be used to identify items.
- 11** A niche in the north wall holds a mage scroll of *death spell*, *hold monster*, and *cone of cold*. A niche in the south wall holds a mage scroll of *stone to flesh*, *flesh to stone*, and *disintegrate*.
- 12A** A *potion of extra healing* lies on the floor.
- 12B** A *cloak of protection +3* lies on the floor.
- 13** A *potion of giant strength* lies in a niche.
- 14** A packet of food lies on the floor. Wonderful — like I really need to carry some more of this around with me! But hey — they're great for weighing down those pressure plates.
- 15A-B** Pressing the buttons on the north *and* south walls at 15A opens a secret door to the east of 15B.
- 16A** A niche holds the *Ring of Trobriand*, a *wand of fireballs*, and a *necklace of magic missiles*.
- 16B** A piece of parchment lies in a niche. Written by Acwellan, it tells of his vow to forever guard against evil in Myth Drannor. It disintegrates after you read it. At least you don't have to lug *this* around too!
- 17** A *ring of protection +3* lies on the floor.
- 18A-B** Entering one of these teleporters transports you to the other.
- 19A-B** Entering one of these teleporters transports you to the other.
- 20A-B** Entering one of these teleporters transports you to the other.
- 21A-B** Entering one of these teleporters transports you to the other.

- 22A-B** The stairs at 22A lead to 22B. You can also traverse the stairs from 22B to 22A.
- 23A-B** The stairs at 23A lead to 23B. You can also traverse the stairs from 23B to 23A.
- 24A-B** The stairs at 24A lead to 24B. You can also traverse the stairs from 24B to 24A.
- 25A-B** The stairs at 25A lead to 25B. You can also traverse the stairs from 25B to 25A.
- 26A-B** The stairs at 26A lead to 26B. You can also traverse the stairs from 26B to 26A.
- 27** Ogre slugs attack.
- 28** Watchghosts attack.
- 29** You arrive here from the teleporter at Mages' Guild Level Four, location 20.
- 30** A mage scroll of *wall of force* lies on the floor.
- 31** This teleporter takes you to Mages' Guild Level Four, one square north of location 20.

MAGES' GUILD LEVEL TWO



KEY:



Door or Gate



Moveable or Illusionary Wall



Stairs Down



Impassable Area

Synopsis

Cold, steel-blue marble lines the walls of this guildhall. Scaladars and steel shadows clatter through the halls.

Adventurer responsible for documenting this level:

Duangirv

Adventurers responsible for mapping this level:

Percy and Zorn

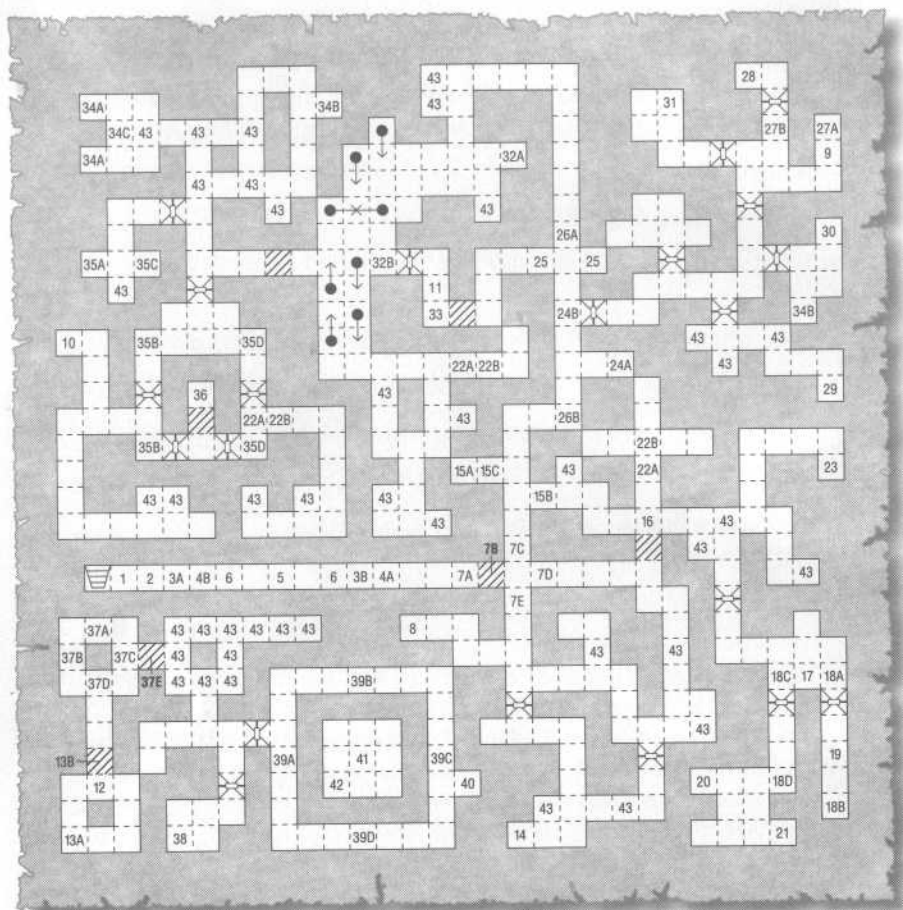
Monsters, Locations, and Events

- 1 This teleporter transports you to Mages' Guild Level One, location 8J.
- 2 Four steel shadows attack.
- 3 You meet a sprite here. This mage's name is Bug and he can be a useful addition to your party.
- 4 Several scaladars guard the hidden passage to the inner halls of the Guild. However, it seems they do not attack those who carry the *Ring of Trobriand*. Writing to either side of a niche on the north wall reads "THE WAY IS REVEALED WITH THE LURE OF THE BEASTS." Being the sucker I am, I put the ring in the niche — the north wall vanished! Of course, the scaladars are attacking now. . . .
- 5 Open the doors to the east and west by pulling on this tassel.
- 6 Pressing this button opens the door to the west.
- 7 A *staff +1*, two *arrows +2*, a wooden club, and four rocks lie on the floor.
- 8 Pulling this tassel transports the party to location 25.

- 9 This is the destination of the teleporter at location 26.
- 10 A suit of *leather armor +4* and two packs of food lie on the floor.
- 11A-C Pulling the tassel at 11A opens the door at 11B. Three steel shadows attack at 11C.
- 12 Two *potions of invisibility*, a *wand of flesh to stone*, and a *ring of sustenance* lie on the floor.
- 13A-B Pressing the button at 13A removes the north wall at 13B.
- 14 Pressing the secret button on the south wall opens a secret passage to the south.
- 15A-B Pulling the tassel at 15A causes an illusionary wall to appear at 15B.
- 16 A *dart of the hornet's nest* lies on the floor here.
- 17A-B Pulling the tassel at 17A opens the door at 17B.
- 18 A plaque reads "WEAPONS LABORATORY. ENTRY STRICTLY FORBIDDEN."
- 19 Three *potions of poison*, an apple, four *rocks +4*, and a spellbook lie on the floor. The spellbook is trapped and will explode when picked up.
- 20 A *short sword +3* lies on the floor.
- 21A-I Pressing the button at 21A deactivates the spiketraps at 21B, 21C, 21D, and 21E; it also *activates* the spiketraps at 21F, 21G, 21H, 21I. (Pressing the button again switches which traps are activated and deactivated.) Stepping on an active trap at 21B-21E pushes the party west. Stepping on an active trap at 21F-21I pushes the party back in the direction they came from. Please note that all of this spike-stomping is not necessarily good for the party's health.
- 22A-C Stepping on 22A causes two steel shadows to appear at 22B and 22C. These creatures steal all of the party's metal items and attack. The party's property may be retrieved after slaying the steel shadows.
- 23A-B Pulling the tassel at 23A removes the wall at 23B, revealing the stairs at 24.
- 24 These stairs lead to Mages' Guild Level Three, location 1.
- 25 The party lands here after pulling the tassel on Mages' Guild Level Two, location 8.

- 26 This teleporter transports you to Mages' Guild Level Two, location 9.
- 27A-D Stepping into the teleporter at 27A transports you to 27B; stepping into the teleporter at 27C transports you to 27D.
- 28 A *dagger +4* named "Ocnor" lies in a niche. Removing anything from this niche causes a steel shadow to appear behind the party.
- 29 A scaladar attacks.
- 30 Steel shadows attack.

MAGES' GUILD LEVEL THREE



KEY:



Door or Gate



Moveable or Illusionary Wall



Stairs Down



Spike trap



Impassable Area

Synopsis

Cold, steel-blue marble lines the walls of this guildhall. Water weards and earth elementals guard the entrance to Acwellan's chambers.

Adventurer responsible for documenting this level:

Duangirv

Adventurers responsible for mapping this level:

Vamphyry and Zorn

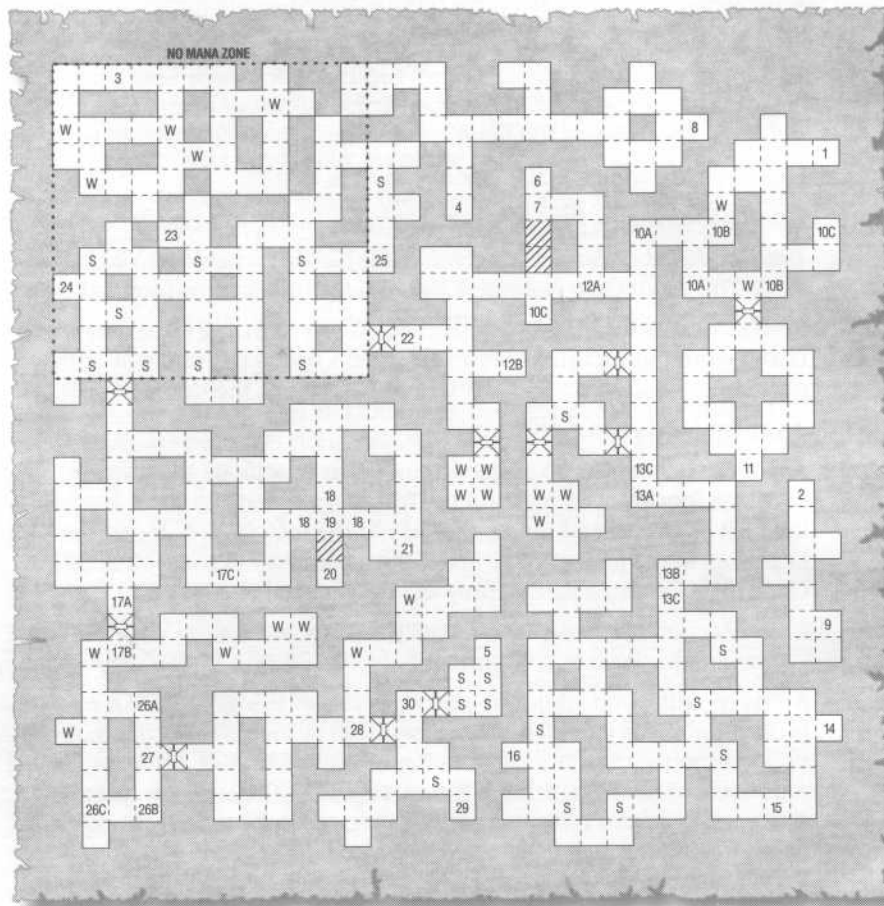
Monsters, Locations, and Events

- 1 This stairway leads to Mages' Guild Level Two, location 25.
- 2 A grappling hook lies on the floor. It can be used to open some grates.
- 3A-B Stepping on 3A while facing west transports the party to 3B. A mage must carry the red gem from 5 in his or her hand to deactivate this trap.
- 4A-B Stepping on 4A while facing east transports the party to 4B. A mage must carry the blue gem from 5 in his or her hand to deactivate this trap.
- 5 A niche in the north wall holds a red gem; a niche in the south wall holds a blue gem.
- 6 Writing reads "THE HAND OF THE LEARNED HOLDS THE KEY."
- 7A-E Pushing the button at 7A moves the wall at 7B clockwise to 7C, 7D, 7E, or 7B. Each press of the button moves the wall one step clockwise.
- 8 A locked grate lies on the floor. Unlocking the grate with the silver key from location 23 and opening it with the grappling hook allows the party to descend to Mages' Guild Level Four, location 2.
- 9 A locked grate lies on the floor. Unlocking the grate with the brass key from location 28 and opening it with the grappling hook allows the party to descend to Mages' Guild Level Four, location 3.

- 10 A locked grate lies on the floor. Unlocking the grate with the crystal key from location 34C and opening it with the grappling hook allows the party to descend to Mages' Guild Level Four, location 4.
- 11 A locked grate lies on the floor. Unlocking the grate with the silver (location 23), brass (location 28), and crystal (location 34C) keys and opening it with the grappling hook allows the party to descend to Mages' Guild Level Four, location 1.
- 12 An unlocked grate lies on the floor. Opening it with the grappling hook allows the party to descend to Mages' Guild Level Four, location 5. You may only walk in a clockwise direction. It is not possible to walk counter-clockwise; the walls follow behind you.
- 13A Pressing the secret button at 13A causes the wall at 13B to disappear.
- 14 A robe -4, two arrows +4, and elven chainmail +3 lies on the floor.
- 15A-C Pressing the button at 15A opens the gate at 15B and resets the spiketraps at 15C. Note that items can be thrown at button 15A to activate it; however, these thrown items are *not* retrievable.
- 16 This wall can only be passed from the north; it is solid if you approach it from the south.
- 17 A plaque on the wall reads "CHOOSE THE LEFT DOOR AND YE SHALL LIVE LONGER!"
- 18A-D Opening (or closing) the door at 18A shoots a *fireball* north from 18B; opening (or closing) the door at 18C shoots a *fireball* north from 18D.
- 19 Mage scrolls of *power word kill*, *meteor storm*, *energy drain*, *Abi Dalzim's horrid wilting*, and *Bigby's clenched fist* lie on the floor.
- 20 A *short sword* +3, a *ring of protection* +3, and *leather armor* +4 lie on the floor.
- 21 A piece of torn parchment describes an evil which has entered Myth Drannor.
- 22A-B Stepping on 22A causes a water weird to appear at 22B. Vamphyry tried spitting at these creatures once and we all learned (the hard way) that it just angers them. No one else can do things like that; he's the only one brazen enough to try.
- 23 A silver key lies in a niche.
- 24A-B Flipping the lever at 24A up opens the door at 24B.
- 25 A plaque reads "BE QUICK OR BE DEAD."
- 26A-B Stepping on 26A causes a *lightning bolt* to be fired north from 26B.
- 27A-B Pressing the button at 27A opens the gate at 27B.
- 28 A brass key lies in a niche.

- 29 A tapestry hangs on the wall.
- 30 A parchment lies on the floor. It tells of Acwellan and his search for immortality. He doesn't seem to be very positive about his chances.
- 31 Two mage scrolls of *meteor swarm*, two mage scrolls of *time stop*, two mage scrolls of *energy drain*, a mage scroll of *power word kill*, and a *potion of speed* lie on the floor.
- 32A-B Pulling on the tassel at 32A opens the door at 32B.
- 33 Flipping the lever on the west wall causes the wall to the east to disappear.
- 34A-C The plaques at 34A read "AN EMERALD FOR EACH SHALL YIELD THE KEY." The two niches must be filled with the green gems found at 34B. This causes a crystal key to appear at 34C.
- 35A-D Pushing the button on the west wall at 35A opens the doors at 35B; pushing the button on the east wall at 35C opens the doors at 35D.
- 36 A copper key lies in a niche.
- 37A-E Arrows crisscross the halls here. In order to deactivate the trap and continue forward, you must do the following. Insert the silver key in the lock at 37A. Insert the copper key in the lock at 37B. Insert the brass key in the lock at 37C. Insert the crystal key in the lock at 37D. Once this is done, a passageway will be revealed at 37E.
- 38 Oops. Accounting error. We originally thought something was here, but it turns out it's an empty room.
- 39A-D A *ring of protection* +3 lies in a niche in the west wall at 39A; a *ring of protection* -1 lies in a niche in the east wall at the same location. A *ring of protection* +2 lies in a niche in the north wall at 39B; a *ring of protection* -3 lies in a niche in the south wall at the same location. A *ring of protection* +1 lies in a niche in the east wall at 39C; a *ring of protection* -2 lies in a niche in the west wall at the same location. A *ring of protection* +2 lies in a niche in the south wall at 39D; a *ring of protection* -2 lies in a niche in the north wall at the same location.
- 40 A balance sits in a niche in the east wall. It is necessary to put the rings you find at 39A-39D on each side of the scale so that they add up to zero. Place the +3, +1, -2, and -2 rings in the upper-left niche. Place the -3, -1, +2, and +2 rings in the upper-right niche. A teleporter then transports you to 41.
- 41 This is the destination of the teleporter at 40.
- 42 You meet a lich named Acwellan. He casts a *mirror image* spell which surrounds the party with false images. The real lich is the one in the southeast corner. After killing him you are transported to the Temple Quarter Ruins, location 18.
- 43 An earth elemental attacks.

MAGES' GUILD LEVEL FOUR



KEY:



Door



Moveable or Illusionary Wall



Impassable Area

Synopsis

The fourth level of the guild is completely submerged in water. Whether this was done purposefully or not I can only guess. Perhaps it was some sort of testing ground for apprentices and journeymen. The guild liked to use elementals as guardians which explains the presence of the water elementals. However, what has brought about the infestation of the amorphous creatures called slithermorphs? Are they some sort of creation brought to life by the lich, Acwellan?

Adventurer responsible for documenting this level:

Decker

Adventurers responsible for mapping this level:

Vamphyry, Zorn and Decker

Monsters, Locations, and Events

W Water Elementals float at these locations.

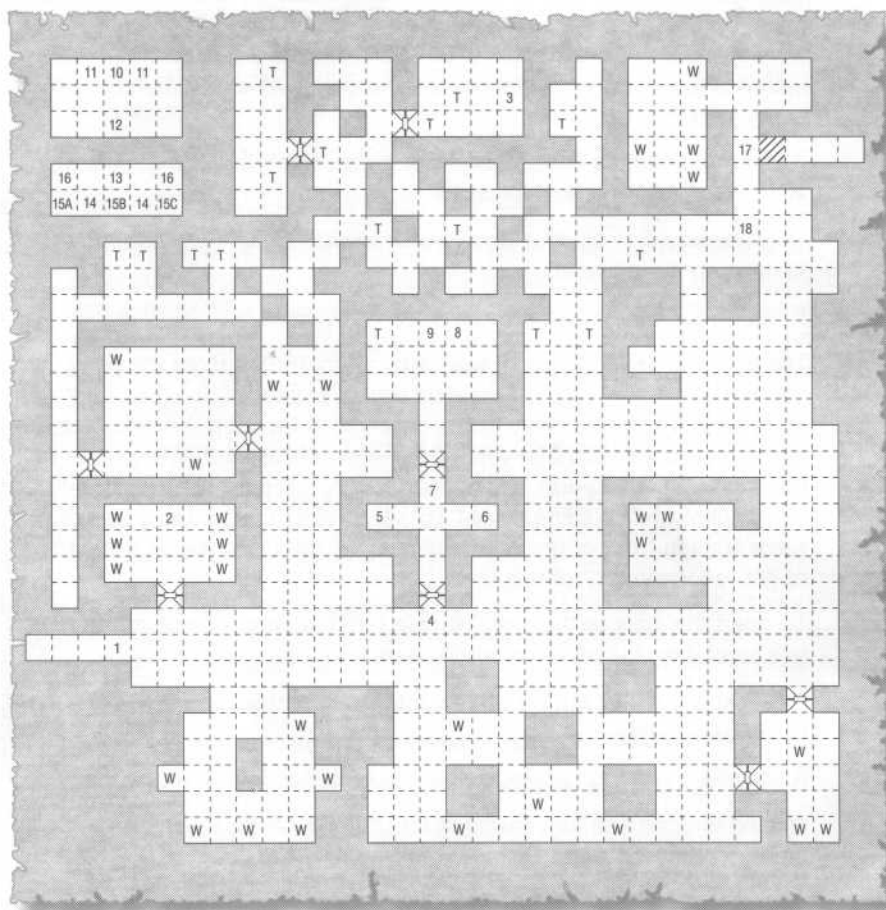
S Slithermorphs lurk at these locations.

- 1 The grate in the ceiling leads to location 11 on Mages' Guild Level Three. Use the grappling hook found at location 2 on Mages' Guild Level Three.
- 2 The grate in the ceiling leads to location 8 on Mages' Guild Level Three. Use the grappling hook found at location 2 on Mages' Guild Level Three.
- 3 The grate in the ceiling leads to location 9 on Mages' Guild Level Three. Use the grappling hook found at location 2 on Mages' Guild Level Three.
- 4 The grate in the ceiling leads to location 10 on Mages' Guild Level Three. Use the grappling hook found at location 2 on Mages' Guild Level Three.
- 5 The grate in the ceiling leads to location 12 on Mages' Guild Level Three. Use the grappling hook found at location 2 on Mages' Guild Level Three.

- 6 A *dagger +3* and a *wand of ice storm* lie on the floor.
- 7 A secret button on the south wall here causes the south wall to disappear allowing access to a second secret button to the south. Pressing the second secret button causes the second south wall to disappear.
- 8 A *long sword +4* and a *potion of giant strength* lie on the floor.
- 9 *Plate mail +2*, a *shield +3*, and a bow are on the floor.
- 10A-C With a rush of turbulent current, the water valves on the west walls at locations 10a tumble the party to the water valves in the east walls at locations 10b whenever they step in front of them. The levers at locations 10c change the direction of the current between the water valves at locations 10a and 10b. The levers at locations 10c require a 22 strength or the use of thieves' tools to pull.
- 11 A yellow gem, a *mace +2*, and a *helm +2* lie on the floor.
- 12A-B The water valve in the south wall at location 12a tumbles the party north when they step in front of it. The lever at location 12b shuts the water valve at 12a off when pulled.
- 13A-C The water valve in the west wall at location 13a tumbles the party to the water valve in the west wall at location 13b when they step in front of it. The lever at locations 13c changes the direction of the water flow when pulled.
- 14 A stone key, a long sword, and two *daggers +2* all lie on the floor.
- 15 *Gauntlets of hill giant strength* lie on the floor at this location.
- 16 *Scale mail +2* and two *potions of healing* lie on the floor.
- 17A-C The door to the south requires the copper key, found at location 23 on this level, to open. The water valve in the south wall at location 17b tumbles the party back through the door. The button on the south wall at location 17c shuts the water valve at 17b.
- 18 Stepping onto the iron grates in the floor at these locations causes a lightning bolt to discharge on the party and forces them to location 19.
- 19 Pressing the secret button on the south wall causes the wall to disappear.
- 20 Stepping into the teleporter at this location transports the party to location 29 on Mages' Guild Level One.
- 21 A set of leather armor, four *darts +1*, a mage scroll of *time stop*, and a mage scroll of *power word kill* lie on the floor at this location. In a niche on the east wall floats a red gem, and in a niche in the south wall floats a crimson key for the door at location 27.

- 22 Placing the stone key found at location 14 in the niche in the north wall opens the door to the west. (**Note:** It would be wise to save your game before going on beyond this point as your party is going to enter a *magic dead zone* that dispels all spells currently cast on them. This includes the *water breathing* spell. Your party will suffer damage with every step they take.)
- 23 A *wand of lightning bolts*, *bracers of protection +4*, and a copper key all lie on the floor at this location.
- 24 Two *arrows +3*, a *helm of underwater breathing*, and two *potions of healing* are found here.
- 25 A *potion of giant strength* and a *helm +1* lie here.
- 26A-C The water valve in the north wall at location 26a tumbles the party south to the water valve in the east wall at location 26b when they step in its path. The water valve in the east wall at location 26b tumbles the party west to location 26c when they step in front of it. The plaque on the west wall at location 26c reads, "A WALL SHALL SERVE TO STAY THE FLOW AND A GEM SHALL SERVE AS A KEY." Casting a *wall of force* spell in front of the water valve at location 26a allows the party to get to location 27 of this level.
- 27 To open the door to the east, place a red gem, found at location 21 of this level, into the niche in the west wall.
- 28 Pressing the secret button on the south wall at this location opens the door to the east.
- 29 A *shield +1*, two food packs, and a *ring of protection +3* are on the floor.
- 30 Placing the crimson key, found at location 21 of this level, into the niche on the north wall at this location opens the door to the east.

TEMPLE QUARTER RUINS



KEY:



Door



Moveable or Illusionary Wall



Impassable Area

Synopsis

As in the Guildhall Quarter Ruins, the Temple Quarter Ruins' walls are made of wood and stone. A blue-grey sky filled with clouds looms overhead, and rocks and dirt cover the ground.

Wyverns and trolls stroll around these ruins. Wyverns are relatively easy to dispatch, but trolls can regenerate damaged or lost body parts so they're a tougher opponent.

Adventurer responsible for documenting this level:

Gorgonia

Adventurers responsible for mapping this level:

Vamphyry and Zorn

Monsters, Locations, and Events

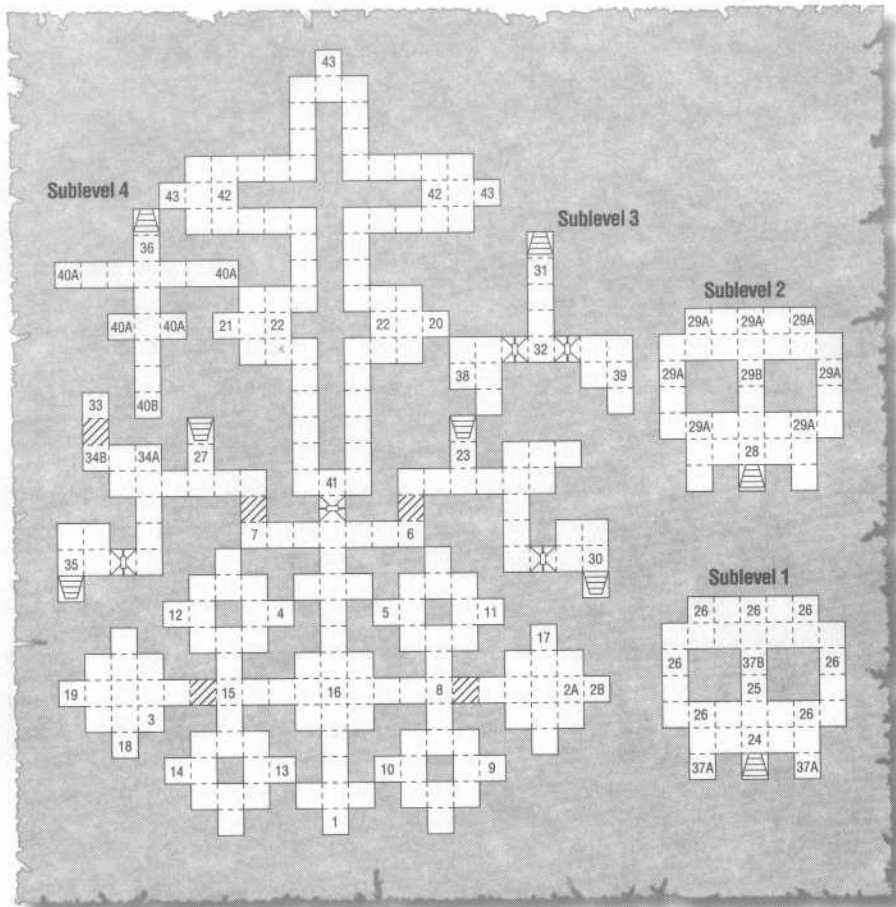
T There's plenty of trolls on patrol.
You find at least one of them guarding this location.

W A wyvern wanders around this area.

- 1 You arrive here from the Guildhall Quarter Ruins.
- 2 Be forewarned that seven wyverns are going to attack you. Once you dispatch them (and we know you can), you find a niche in the north wall that contains five mage scrolls, five cleric scrolls, and a diamond. The mage scrolls are: *true seeing*, *acid storm*, *finger of death*, *Mordenkainen's sword*, and *power word stun*. The cleric scrolls are: *aid*, *create food and water*, *slow poison*, *prayer*, and *neutralize poison*.
- 3 On the ground you find a *wand of fear* and a *polearm +3* named "Zymoks."
- 4 You meet Father Jon, a male half-elven cleric/mage. If you've already got six members in your party, you need to decide which member to drop in order to take Father Jon on.
- 5 A niche in the west wall contains a *dagger +3* and three cleric scrolls; *neutralize poison*, *cause critical wounds*, and *Sol's searing orb*.

- 6 A niche in the east wall contains a *dagger +3* and three cleric scrolls of *heal*.
- 7 The writing on the west wall reads "ICE CHAMBERS." The crystal door to the north disappears when you put the crystal key in the keyhole on the east wall. Remember the crystal key you found in the Guildhall Quarter Ruins?
- 8 The writing on the wall reads "ICE, COVETED ICE!"
- 9 It wants the diamond, the "ice", that you found at location 2. Place the diamond in the niche and your party teleports to location 10.
- 10 The teleporter at location 9 puts you here. Placing the *wand of fear* (did you guess it?) in the niche teleports your party to location 13.
- 11 The writing on the wall reads "DO YOU FEAR FOR YOUR CHILD!" Strange question; none of us have kids . . . at least not yet. Well, it wants something from you, and that's the clue.
- 12 This teleporter takes you back to location 9. The diamond is in the niche when you arrive. You can activate the teleporter at location 9 again by picking it up then putting it back in the niche.
- 13 The party arrives here from location 10.
- 14 The writing on the south wall reads "CHOOSE WISELY."
- 15A-C The niches in the walls contain: A) *bracers +2*, B) three wands of *cone of cold*, and C) two *necklaces of fireballs*. Once you pull an item out of one niche, a magical barrier appears over the other two niches. Don't try to put your hand through the force field; you'll take damage. Instead, cast a *dispel magic* to allow safe access to a niche (for a limited time).
- 16 Both these teleporters transport the party to location 9.
- 17 Once you have finished investigating the Mages' Guild, the wall here crumbles, giving you access to the Temple of Lathander Level One.
- 18 This is the destination of the teleporter on Mages' Guild Level Three, location 42.

TEMPLE OF LATHANDER LEVEL ONE



KEY:



Door



Moveable or Illusionary Wall



Stairs Up



Stairs Down



Impassable Area

Synopsis

The Temple of Lathander has been desecrated by the Dark God and his foul minions. Darkness has thrown its evil shroud over the light of the Morninglord. The first level of the temple appears, at first, to be abandoned by all life. However, soon after the party begins their exploration, the Dark God is alerted to their presence and sends some of his dark servants to dispatch the party: oozing, pudding-like creatures called living mucks and shadow realm denizens known as shades.

Adventurer responsible for documenting this level:

Decker

Adventurers responsible for mapping this level:

Vamphyry and Decker

Monsters, Locations, and Events

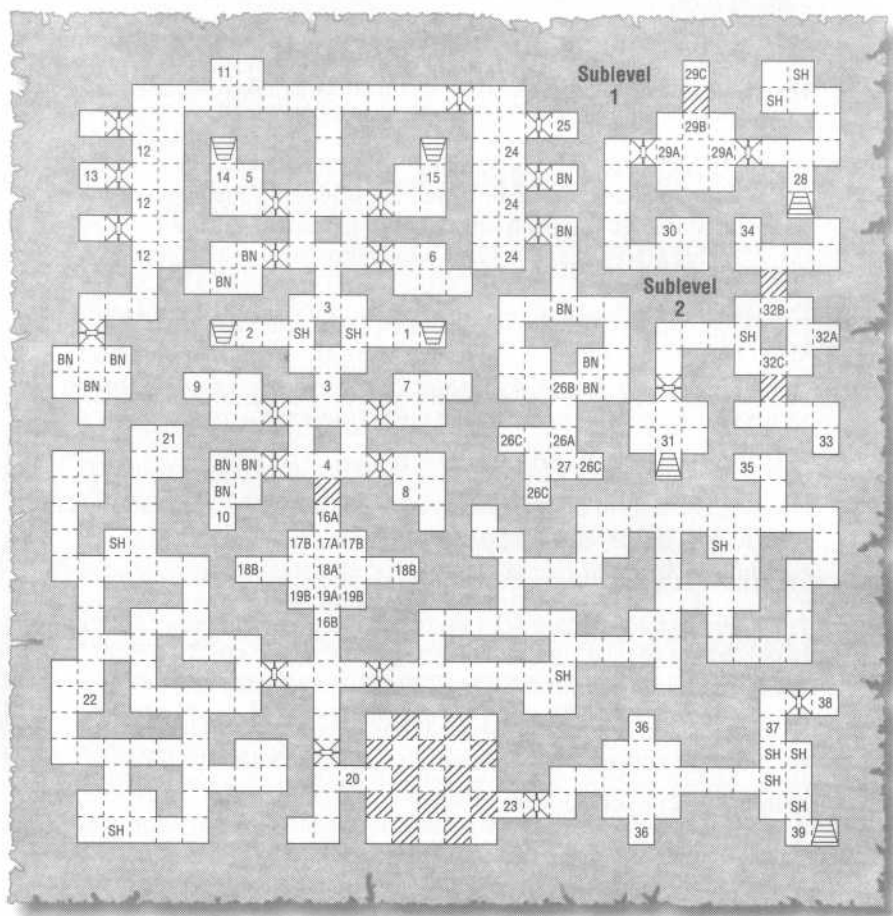
Note: There are no monsters on this level when it is first entered. However, as is stated in the synopsis above, living mucks and shades fall upon your party as they search the first level of these temple ruins.

- 1 The stairway to the south leads to location 17 of the Temple Quarter Ruins.
- 2A-B The broken form of a statue of Lathander stands at location 2B. The arm of the statue lies at its feet at location 2A. Placing the arm back on the statue causes an apparition of Lathander to appear before the party. From this moment forth, the party shall receive healing from the statues any time they touch them.
- 3 A long sword +4 and four bags of incense lie on the floor.
- 4 An altar sits in the alcove. Placing the gold cup from location 18 onto the altar causes the north wall at location 7 to disappear.
- 5 A censer sits on the east wall at this location. Burning some incense from location 3 causes the north wall at location 6 to disappear.
- 6 Burning incense in the censer at location 5 causes the north wall to disappear.
- 7 Placing the gold cup onto the altar at location 4 causes the north wall to disappear.

- 8 Placing a food pack onto the altar at location 9 causes the east wall to disappear.
- 9 An altar sits in the alcove. Placing an offering of a food pack onto the altar causes the east wall at location 8 to disappear.
- 10 A plaque on the west wall reads "FAMINE IS DRIVEN BACK BY THE GENEROUS."
- 11 A plaque on the east wall reads "PESTILENCE IS SUBDUED WITH A WAF OF SWEET AIR."
- 12 A plaque on the west wall reads "DROUGHT IS DISPELLED WITH A DRINK OF CLEAR WATER."
- 13 A plaque on the east wall reads "WAR IS AVERTED BY FORSAKING THE SWORD."
- 14 An altar sits in the alcove. Placing any sword onto the altar causes the west wall at location 15 to disappear.
- 15 Placing a sword onto the altar at location 14 causes the west wall to disappear.
- 16 The Holy Fountain of Lathander stands broken and dismantled. Repairing the fountain by replacing its spout, found at location 17, gains the party the effects of a *prayer* spell.
- 17 The spout needed to repair the Fountain of Lathander lies on the floor.
- 18 A golden cup rests in a niche on the south wall. Placing the golden cup onto the altar at location 4 causes the north wall at location 7 to disappear.
- 19 A statue of Lathander stands in the alcove. Healing is gained by touching the statue, but only if the statue at location 2b was repaired.
- 20 The stairs at this location lead down into the Pit of Despair. Going into the Pit traps the party forever on an infinite plane. Replacing the cursed holy symbols on the altars at locations 43 with good holy symbols causes the stairs to change direction and allow the party access to location 1 on Temple of Lathander Level Two.
- 21 The stairs at this location lead down into the Pit of Despair. Going into the Pit traps the party forever on an infinite plane. Replacing the cursed holy symbols on the altars at locations 43 with good holy symbols causes the stairs to change direction and allow the party access to location 2 on Temple of Lathander Level Two.
- 22 The plaque on the walls at these locations reads "INTO THE PIT OF DESPAIR YOU ARE CAST, WHILE THE CURSE OF NIGHT STILL LASTS."
- 23 The stairs at this location descend to location 24, sublevel 1.
- 24 The stairs at this location lead up to location 23, Temple of Lathander Level One.
- 25 Lying battered and beaten on the floor, the party finds Tabitha, a paladin of Lathander. Should the party help her, she will ask to join the party.

- 26 Tombs to the many heroes that died in Myth Drannor are set into the walls at these locations.
- 27 The stairs at this location descend to location 28, sublevel 2.
- 28 The stairs at this location lead up to location 27, Temple of Lathander Level One.
- 29A-B Tombs to the many heroes that died in Myth Drannor are set into the walls at these locations, all of which are opened. Closing all of the desecrated tombs causes a holy symbol to appear at location 29B.
- 30 The stairs at this location descend to location 31, sublevel 3.
- 31 The stairs at this location lead up to location 30, Temple of Lathander Level One.
- 32 Using the fire key, found at location 33, on the fire lock set into the south wall opens the doors to the east and west.
- 33 A niche on the north wall holds the fire key.
- 34A-B Pressing the button on the north wall at location 34A causes the north wall at location 34B to disappear.
- 35 The stairs at this location descend to location 36, sublevel 4.
- 36 The stairs at this location lead up to location 35, Temple of Lathander Level One. A plaque on the east and west walls reads "THE MORNINGLORDS SHIELD YOU FROM THE NIGHT."
- 37A-B A censer sits in the alcoves at locations 37A. Burning incense in each censer causes a holy symbol to appear at location 37B.
- 38 Four shields lie on the floor.
- 39 A *mace* +4, an *arrow* +2, and two bags of incense are found on the floor.
- 40A-B Stepping or placing an item on the pressure plates at locations 40A shoots a fireball at the party. Placing any shield onto each of the pressure plates does not shoot a fireball at the party but causes a holy symbol to appear in the niche on the south wall at location 40B.
- 41 The plaque on the north wall reads "SURELY GOODNESS SHALL REPLACE THE EVIL WHICH LURKS IN OUR MIDST."
- 42 The plaque on the walls at these locations reads "THE VIRTUOUS LIGHT OF DAWN DRIVES BACK THE NIGHT."
- 43 An altar sits in the alcoves at each of these locations. A black cursed holy symbol rests on each of these altars. Replacing the cursed holy symbols with good holy symbols causes the stairways at locations 20 and 21 to change direction from going down into the Pit of Despair to going up to Temple of Lathander Level Two. **Warning!** Use of these cursed holy symbols by any cleric or paladin character causes immediate death of the character.

TEMPLE OF LATHANDER LEVEL TWO



KEY:

-  Door
-  Moveable or Illusionary Wall
-  Stairs Up
-  Stairs Down
-  Impassable Area

Synopsis

The second level of the temple was the keeping place for the sacred talisman of Lathander known as Morning's Light. This talisman was used by Lathander's Priests to ward against darkness by banishing it with a rush of bright light. Still hidden somewhere on the level the talisman is all but useless against the increasing might of the Dark God. Or is it? Shambling mounds and bone nagas roam the level, seeking any who might wish to locate Morning's Light.

Adventurer responsible for documenting this level:

Decker

Adventurers responsible for mapping this level:

Vamphyry and Decker

Monsters, Locations, and Events

SH Shambling mounds patrol the temple halls in these areas.

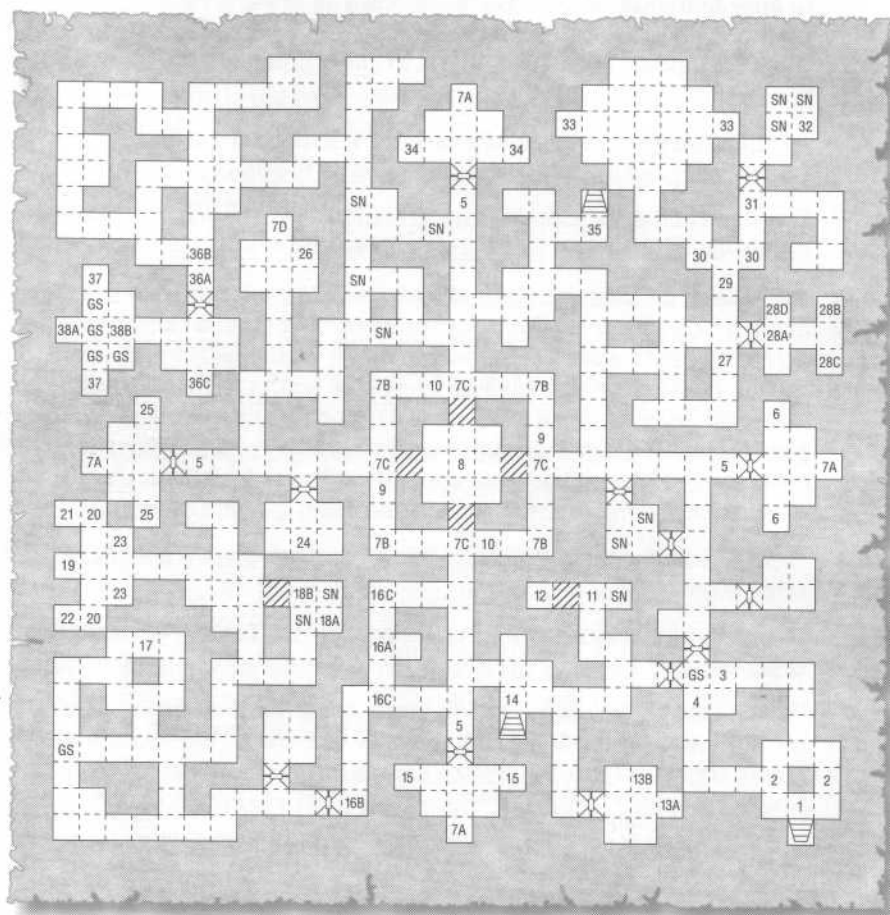
BN Bone nagas slither through the corridors in these areas.

- 1 The stairway at this location descends to location 20, Temple of Lathander Level One.
- 2 The stairway at this location descends to location 21, Temple of Lathander Level One.
- 3 Invisible pressure plates at these locations spin the party 180 degrees when stepped on.
- 4 A secret button on the north wall causes the south wall to disappear.
- 5 A clerical scroll of *cure serious wounds* lies on the floor at this location.
- 6 A *potion of healing* lies on the floor.
- 7 Two bags of incense and a mage scroll of *stone to flesh* lie on the floor at this location.
- 8 A sling lies here.
- 9 A censer sits on the north wall at this location. Burning incense in the censer casts a *bless* spell on the party.

- 10 A statue of Lathander stands in the alcove at this location. Touching it heals the party of some of the damage they have suffered.
- 11 Three shambling mounds lie in wait for something to attack.
- 12 The levers on the west walls at these locations open the doors directly north of each when pulled.
- 13 A parchment that contains a poem about Morning's Light lies on the floor at this location.
- 14 The stairway at this location descends to location 28, sublevel 1.
- 15 The stairway at this location descends to location 31, sublevel 2.
- 16A-B A plaque on the east and west walls at location 16A reads "D_N_E_H_G_V_L_A_E." A plaque on the east and west walls at location 16B reads "DANGER HIGH VOLTAGE."
- 17A-B Lightning bolts shoot out of the walls at locations 17B when the party steps on the invisible pressure plate at location 17A. This only happens one time.
- 18A-B Lightning bolts shoot out of the walls at locations 18B when the party steps on the invisible pressure plate at location 18A. This only happens one time.
- 19A-B Lightning bolts shoot out of the walls at locations 19B when the party steps on the invisible pressure plate at location 19A. This only happens one time.
- 20 A plaque on the south wall reads "BLESSED ARE THE PURE OF HEART, FOR THEY SHALL FIND THE WAY." **Note:** The area east of this location is comprised of a shifting wall maze with invisible pressure plates that spin your party 180 degrees. To get to the other side of the maze follow this path: from the location marked 20 head east-north-north-east-east-south-east-east-south-south-east. Watch your compass for direction headings.
- 21 A *short sword* +4 lies on the floor at this location. In a niche on the east wall floats the frost key.
- 22 Two *arrows* +3, a rock, and a set of *gauntlets of hill giant strength* lie on the floor.
- 23 The frost lock set in the north wall requires the frost key, found at location 21, to open the door to the east.
- 24 The levers on the east walls at these locations open the doors directly north of each when pulled.
- 25 A bone naga guards a *short sword* -4 at this location.

- 26A-C Stepping on the invisible pressure plate at location 26A causes a wall to appear at location 26B. Weighing down all of the pressure plates at locations 26C causes the wall at location 26B to disappear. However, when each pressure plate at 26C is weighed down, a fireball shoots at the party from behind.
- 27 A clerical scroll of *raise dead*, a *shield* +4, a mage scroll of *disintegrate*, and a *potion of speed* all lie on the floor.
- 28 The stairs at this location lead up to location 14, Temple of Lathander Level Two.
- 29A-C Stepping on the pressure plates at locations 29A causes the doors nearest them to close. Weighing down both pressure plates with an item closes both doors and causes a secret button on the north wall at location 29B to appear. Pressing the secret button causes the north wall to disappear. Pulling the lever set in the west wall at location 29C causes the pressure plates at location 29A to work in the reverse order — i.e. weighing down the pressure plates with an item opens the doors nearest them. The item must remain on the pressure plate for the doors to remain open.
- 30 Three shambling mounds wait in this room. One drops a gold key when killed.
- 31 The stairs at this location lead up to location 15, Temple of Lathander Level Two.
- 32A-C Pressing the secret button on the north wall at location 32A causes the north wall at location 32B to disappear. Pressing the secret button on the south wall at location 32A causes the south wall at location 32C to disappear.
- 33 A *robe of protection* +4 lies on the floor at this location.
- 34 A set of *cursed plate mail* -4 lies on the floor.
- 35 A clerical scroll of *cure critical wounds* lies on the floor at this location.
- 36 A statue of Lathander stands in the alcove at these locations. Touching it heals the party of some of the damage they have suffered.
- 37 The gold lock set in the east wall requires the gold key, found at location 30, to open the door the north.
- 38 The talisman, *Morning's Light*, floats in a niche set in the east wall at this location. When the party recovers this item, they are visited by Lathander once again for their success. Lathander gives the party Dhauzimmer, The Bright Blade to help them with their fight. Dhauzimmer is a *two-handed sword* +5 that slays any undead it touches.
- 39 The stairs at this location lead up to location 1, Temple of Lathander Level Three.

TEMPLE OF LATHANDER LEVEL THREE



KEY:

-  Door
-  Moveable or Illusionary Wall
-  Stairs Up
-  Stairs Down
-  Impassable Area

Synopsis

The third level of Lathander's Temple was originally the Hall of Sanctuary, where persecuted individuals could receive the blessings and the protections from the temple priests. Now that the Dark God has moved in this level of the temple, it is only a representation of death and decay. **Note:** Once the party enters this level, all of the food which they carry becomes rotten and of no use. And while healing still works, the party will not be able to rest as their sleep fills with nightmarish images. Spirit nagas and groaning spirits infest this level desecrating or destroying anything they contact.

Adventurer responsible for documenting this level:

Decker

Decker

Adventurers responsible for mapping this level:

Vamphyry and Decker

Vamphyry and Decker

Monsters, Locations, and Events

SN Spirit nagas patrol these areas.

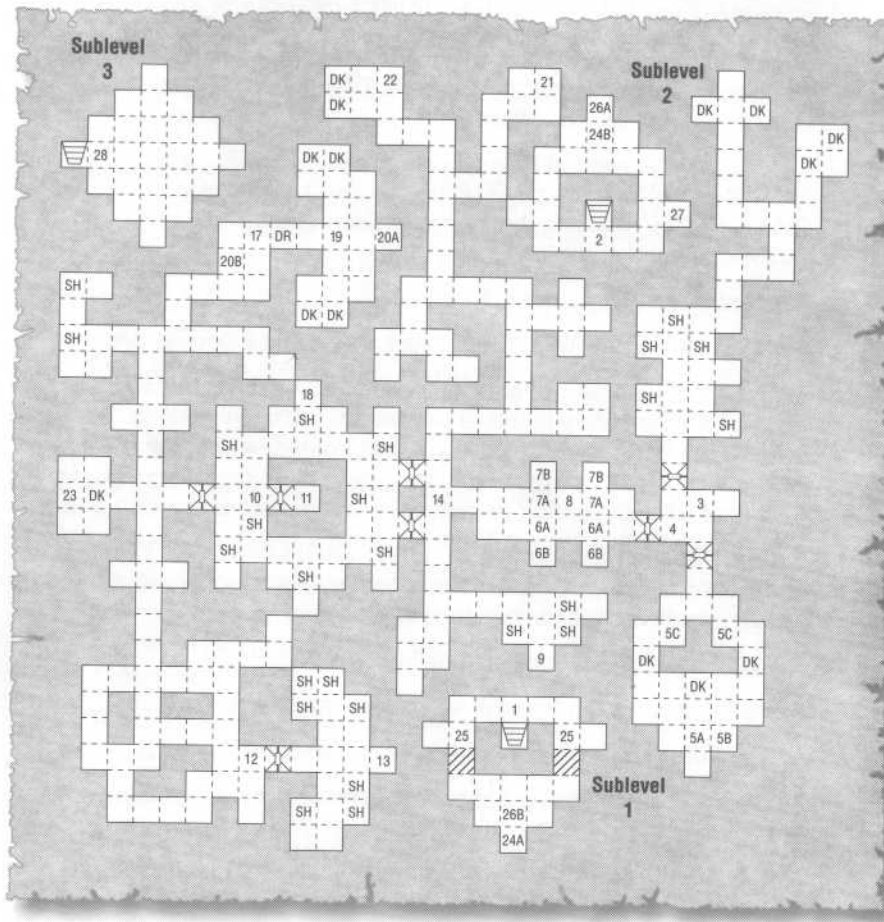
GS Groaning spirits haunt these locations.

- 1 The stairs at this location descend to location 39, Temple of Lathander Level Two. A plaque on the north wall reads: "LATHANDER SPREADS HIS PROTECTIVE LIGHT OVER ALL IN THIS HALL OF SANCTUARY."
- 2 A plaque on the walls at these locations reads: "BE WELCOME, FRIENDS, AND PARTAKE OF LATHANDER'S BOUNTY."
- 3 Pressing the button on the north wall at this location opens the door to the north.
- 4 Pressing the button on the west wall at this location opens the door to the west.
- 5 The copper locks set into the walls at these locations requires copper keys, found at locations 12, 13B, 24, 32, to open the nearby doors.
- 6 A plaque on the walls at these locations reads: "THE ETERNAL LIGHT OF HOPE FUELS THE BEACONS OF SANCTUARY. MAY ALL ENJOY THEIR BENEVOLENCE." Reading the plaque at these locations also sets off an explosion aimed at the party.





- 7A-D** A Beacon of Sanctuary sits in a temple window at locations 7a. Placing the first ember of hope into one of these beacons causes chalices to appear on the floor at locations 7b. Placing an ember of hope into each beacon causes the key of faith to appear on the altar at location 7d. Placing the chalices at locations 7b in the niches set into the walls causes the walls at locations 7c to disappear.
- 8** Here lies Lathander's Bounty. A perpetual heroes' feast fills this room. Each time the party partakes of this bounty, they are fed, healed of all damage, and have the effects of a *bles* spell cast upon them. An Ember of Hope also lies on the floor.
- 9** A plaque on the walls at these locations reads: "THE CUPS OF GOOD CHEER BRING FORTH THE HEROES' FEAST." Reading the plaque at these locations also sets off an explosion aimed at the party.
- 10** A plaque on the walls at these locations reads: "SUSTENANCE FOR BODY AND SPIRIT ARE FREELY GIVEN WITHIN THE WALLS OF THIS TEMPLE."
- 11** The west wall at this location is illusionary.
- 12** A copper key sits in a niche set into the west wall.
- 13A-B** A statue of Lathander stands in the alcove at location 13A. Touching it heals the party of some of the damage they have suffered. Touching it also causes a copper key to appear in the niche set into the east wall at location 13B.
- 14** The stairs at this location lead up to location 1, sublevel 1, Temple of Lathander Level Four.
- 15** A plaque on the walls at these locations reads: "THE SMALLEST OF EMBERS CAN IGNITE HOPE ETERNAL." Reading the plaque at these locations also sets off an explosion aimed at the party.
- 16A-C** A lever set into the west wall at location 16A opens the door at location 16B when pulled. Pulling the lever at locations 16A also causes an *ice storm* spell to issue forth from location 16C.
- 17** A *shield +4* and a *flail +4* called "Morning Star" lie on the floor.
- 18A-B** Pressing the secret button on the east wall at this location causes the west wall at location 18B to disappear.
- 19** A censer sits on the west wall at this location. Burning incense in the censer heals some of the party's wounds.
- 20** Stepping onto the invisible pressure plates at these locations causes an *ice storm* to envelop the party. Pulling the lever set into the walls at these locations shuts off the pressure plates. To do this without taking damage, throw an item at the lever before walking on the pressure plate.
- 21** An Ember of Hope sits in a niche on the west wall.

- 22** A clerical scroll of *fire storm* lies in a niche on the west wall.
- 23** A plaque reads: "MAY THE SWEET AIR OF LATHANDER'S TEMPLE GIVE YOU A RESPITE FROM YOUR PAIN."
- 24** Three groaning spirits guard this room. They attack the party on sight. One drops a copper key when slain.
- 25** A plaque on the walls at these locations reads: "WHILE YET THE BEACONS BURN, THE KEY TO PASSING INTO DARKNESS WITHOUT FEAR IS FAITH." Reading the plaque at these locations also sets off an explosion aimed at the party.
- 26** A bag of incense lies on the floor.
- 27** A button on the east wall at this location opens the door to the east.
- 28A-D** Stepping on the pressure plate at location 28A causes the door to close behind the party and also causes two groaning spirits to appear at locations 28B and 28C. One drops an iron key when slain. The iron lock at location 28D requires the iron key to open the door to the west. A *halberd +4* and a *potion of healing* lie on the floor at location 28B.
- 29** A plaque on the west wall reads: "HAVE FAITH IN WHAT YOU SEE." If you have an elf or half-elf in the party, he or she notices that the writing is not a common style to Myth Drannor.
- 30** The pits at these locations are illusionary.
- 31** Pressing the button on the west wall causes the door to the north to open.
- 32** A bag of incense and a copper key lie on the floor.
- 33** An Ember of Hope lies on the floor at each of these locations.
- 34** A plaque on the walls at these locations reads: "FAITH IS FOUND ON THE ALTAR OF DEVOTION." Reading the plaque at these locations also sets off an explosion aimed at the party.
- 35** The stairs lead up to location 2, sublevel 2, Temple of Lathander Level Four.
- 36A-C** Stepping on the pressure plate at location 36A causes the door to close in front of the party. An item left on the pressure plate at location 36C causes the door south of location 36A to remain open. The party should stand at location 36B and throw an item onto the pressure plate at location 36C.
- 37** A plaque on the walls at these locations reads: "FAITH MUST GO BEFORE ALL GOOD SOULS."
- 38A-B** A teleporter sits in the alcove at location 38A. Stepping into the teleporter transports the party to location 38B. Unless the party has thrown the Key of Faith into the teleporter before they themselves step into it, in which case they are transported to location 3, Temple of Lathander Level Four.

TEMPLE OF LATHANDER LEVEL FOUR



KEY:

-  Door
-  Moveable or Illusionary Wall
-  Stairs Up
-  Stairs Down
-  Impassable Area

Synopsis

The topmost level of Lathander's Temple is where the Dark God has decided to make his new home. What better place to rule this plane from Lathander's own Dawnspire! Lathander, god of the dawn and new beginnings, will now see a horrible 'new beginning' that he had never imagined. This plane thrown into eternal darkness, death, and decay. All that is left for the Dark God to do now is to finish the opening of the gate to the Shadowrealms, and let the foul denizens of that plane flood this one. Then will come darkness. Shadow hounds and, the most dreaded of the Dark God's minions, death knights rule this level and are second only to the Dark God himself.

Adventurer responsible for documenting this level:

Decker

Decker

Adventurers responsible for mapping this level:

Vamphry and Decker

Vamphry and Decker

Monsters, Locations, and Events

DK Death knights patrol these areas on the level.

SH Shadow hounds hunt for fresh prey throughout these areas of the level.

- 1 The stairs at this location descend to location 14, Temple of Lathander Level Three.
- 2 The stairs at this location descend to location 35, Temple of Lathander Level Three.
- 3 The teleporter at this location takes you to location 38, Temple of Lathander Level Three.
- 4 The doors out of this room require the casting of *dispel magic* in the room to open. A plaque on the south wall reads: "AGAINST THESE GATES NEITHER STEALTH NOR SWORD NOR PRAYER SHALL PREVAIL."
- 5A-C Placing the coin, found at location 22, into the fountain at location 5A causes a crystal key to appear in the niche on the south wall at location 5B. The tossing of the coin into the fountain also causes two shadow hounds to appear at locations 5C.

- 6A-B** Stepping onto the invisible pressure plates at locations 6A causes lightning bolts to shoot forth from the south walls at locations 6B.
- 7A-B** Stepping onto the invisible pressure plates at locations 7A causes lightning bolts to shoot forth from the north walls at locations 7B.
- 8** A crystal key lies on the floor at this location.
- 9** A *spear +4* and a *hammer of throwing +3* lie on the floor. The *hammer of throwing +3* returns to the wielder when thrown.
- 10** Dispelling the Shadow of Death, found at location 13, causes the east wall to turn into a door. The door requires the Sun Mask, found at location 23, to open.
- 11** The teleporter here transports the party to location 28, Temple of Lathander Level Four. Save your game and cast all preparatory spells as you are going to teleport to the Dark God's throne room. This is your final fight. Good Luck!
- 12** The crystal lock set in the north wall requires a crystal key, found at locations 5B, 8, 22, to open the door to the east.
- 13** This alcove contains the Shadow of Death. Any party member touching the shadow causes damage to the entire party. To destroy the shadow, the party must touch it with the Staff of Life, found at location 20a. Destroying the shadow causes the east wall at location 10 to turn into a door.
- 14** The crystal lock set in the west wall at this location requires a crystal key, found at locations 33, to open the doors to the north and south.
- 15-16** These numbers no longer appear on the map. Initially, we thought there were events that we needed to describe but it turned out otherwise. Just skip these numbers.
- 17** The crystal lock set in the north wall requires a crystal key, found at locations 5b and 8, to open the door to the east.
- 18** A basin of holy water sits on the north wall. Using the holy water purifies the whole party and allows them to enter location 19. Killing any creature while purified dispels the purification and must be done again to gain entrance to location 19.
- 19** Very powerful magic fills this room. Only creatures purified at the holy water basin at location 18 may enter.
- 20A-B** The Staff of Life lies on the floor. Removing it dispels the purification received from location 18 and causes six shadow hounds to appear at location 20B.

- 21** A niche in the east wall holds a crystal key and a mage scroll of *fireball*.
- 22** A mage scroll of *disintegrate* and a coin lie on the floor.
- 23** The Sun Mask hangs on the west wall. If the Shadow of Death has been destroyed, placing the Sun Mask on the door at location 10 allows the party access to the teleporter at location 11.
- 24A-B** Stepping into the teleporter in the alcove transports the party to location 24B, sublevel 2.
- 25** The south walls at these locations are illusionary.
- 26A-B** Stepping into the teleporter in the alcove transports the party to location 26B, sublevel 1.
- 27** A *staff +4* and a clerical scroll of *resurrection* lies on the floor at this location.
- 28** The final fight with the Dark God takes place when the party transports here from location 11, Temple of Lathander Level Four. All preparatory spells should be cast, and you should save your game before transporting into this room. Good Luck!

TREASURE GUIDE

Perhaps "Treasure Guide" is a misnomer. The following lists detail all of the items that you can find on each level. However, not everything you find is "treasure." Sometimes, you come across just plain "junk."

❖ Burial Glen

LOCATION	ITEM
2Chain mail +2, long bow, eight arrows +1
3Three potions of healing, set of plate mail +1, an axe +2, robe, two daggers +2, set of chain mail, mace +2, four food packs
4Wand of magic missiles, wand of fireballs

❖ Warriors' Tomb Level One

LOCATION	ITEM
2ACleric scroll of prayer
6IHoly key
9Dagger +3
11Two rations, potion of healing, cleric scroll of raise dead
12Potion of giant strength
16Cleric scroll of resist fire
17Wand of wall of force
18Holy key
26Holy key, short sword -2 called "Maggot"
28AShort sword +2
30Mage scroll of protection from paralysis
34Holy key

❖ Warriors' Tomb Level Two

LOCATION	ITEM
4Ration, cleric scroll of cure serious wounds, trident +3 called "Revko"
5Rod fragment
6Ration, potion of giant strength, mage scroll of fireball
8Two rations, mage scroll of fireball
12Rod orb
17Holy key
22Captain Fflar's Nameplate
25Medallion of Friendship
31DWooden clubs
35Rod of Restoration

❖ Forest Trail

LOCATION	ITEM
3Everburning Torch
6Six arrows +2, chain mail +4, one bow, one long sword +3
8Six arrows, nine rations
9Necklace of adornment, two-handed sword +3, plate mail +2, wand of cone of cold
10Ring of wizardry, wand of magic missile, leather armor +3, gauntlets of fire giant strength, thieves' tools
11cloak of protection

❖ Guildhall Quarter Ruins

LOCATION	ITEM
3Shortsword +3 named "Frostbite"; ring of fire resistance; crystal key; mage scrolls of hold undead, two hold person, protection from paralysis
4Apples
6Two sets of plate mail (+3 and -2), one shield, two maces (+2 and -3), one helm of underwater breathing.
7ring of featherfalling
9Special blessed holy symbol, black throwing hammer +3 (that returns), shield +3, one set of splintmail
10Mage scrolls: hold undead, flesh-to-stone, hold monster; cleric scrolls: cure light wounds, two cure serious wounds
12Mage scrolls: remove curse, improved invisibility, water breathing, slow, and invisibility 10' radius

❖ Mages' Guild Level One

LOCATION	ITEM
4ATome titled "The Seasons of Elementals"
4Btome which describes the Ring of Trobriand
10Scrying glass
11Mage scroll of death spell, hold monster, cone of cold, stone to flesh, flesh to stone, disintegrate
12APotion of extra healing
12BCloak of protection +3
13Potion of giant strength
14Ration
16ARing of Trobriand, wand of fireballs, necklace of magic missiles
16BPiece of parchment
17Ring of protection +3
30Mage scroll of wall of force

❖ Mages' Guild Level Two

LOCATION	ITEM
7	Staff +1, two arrows +2, wooden club, four rocks
10	Leather armor +4, two rations
12	Two potions of invisibility, wand of flesh to stone, ring of sustenance
16	Dart of the hornet's nest
19	Three potions of poison, apple, four rocks +4, spellbook
20	Short sword +3
28	Dagger +4

❖ Mages' Guild Level Three

LOCATION	ITEM
2	Grappling hook
5	Red gem, blue gem.
14	Robe -4, two arrows +4, elven chainmail +3
19	Mage scrolls of power word kill, meteor storm, energy drain, Abi Dalzim's horrid wilting, Bigby's clenched fist
20	Short sword +3, ring of protection +3, leather armor +4
21	Piece of torn parchment
23	Silver key
28	Brass key
30	Parchment
31	Two mage scrolls of meteor swarm, two mage scrolls of time stop, two mage scrolls of energy drain, mage scroll of power word kill, potion of speed
34B...	Green gem
34C...	Crystal key
36	Copper key
39A...	Ring of protection +3, ring of protection -1
39B...	Ring of protection +2, ring of protection -3
39C...	Ring of protection +1, ring of protection -2
39D...	Ring of protection +2, ring of protection -2

❖ Mages' Guild Level Four

LOCATION	ITEM
6	Dagger +3, wand of ice storm
8	Long sword +4, potion of giant strength
9	Plate mail +2, shield +3, bow
11	Yellow gem, mace +2, helm +2
14	Stone key, long sword, two daggers +2
15	Gauntlets of hill giant strength
16	Scale mail +2, two potions of healing
21	Set of leather armor, four darts +1, mage scroll of time stop, and a mage scroll of power word kill, red gem, crimson key
23	Wand of lightning bolts, bracers of protection +4, copper key
24	Two arrows +3, helm of underwater breathing, two potions of healing
25	Potion of giant strength, helm +1
29	Shield +1, two food packs, ring of protection +3

❖ Temple Quarter Ruins

LOCATION	ITEM
2	Five mage scrolls, five cleric scrolls, one diamond (The mage scrolls are: true seeing, acid storm, finger of death, Mordenkainen's sword, and power word stun. The cleric scrolls are: aid, create food and water, slow poison, prayer, and neutralize poison.)
3	Wand of fear, polearm +3 named "Zymoks."
5	One dagger +3 and three cleric scrolls: neutralize poison, cause critical wounds, and Sol's searing orb
6	One dagger +3 and three cleric scrolls of heal
15A...	Bracers +2
15B...	Three wands of cone of cold
15C...	Two necklaces of fireballs

❖ Temple of Lathander Level One

LOCATION	ITEM
3	Long sword +4, four bags of incense
17	Spout needed to repair the Fountain of Lathander
18	Golden cup
29B...	Holy symbol
33	Fire key
37B...	Holy symbol
38	Four shields
39	Mace +4, arrow +2, two bags of incense
40B...	Holy symbol
43	Black, cursed holy symbols

❖ Temple of Lathander Level Two

LOCATION	ITEM
5	Clerical scroll of cure serious wounds
6	Potion of healing
7	Two bags of incense, mage scroll of stone to flesh
8	Sling
13	Parchment with poem about Morning's Light
21	Short sword +4, frost key
22	Two arrows +3, rock, set of gauntlets of hill giant strength
25	Short sword -4
27	Clerical scroll of raise dead, shield +4, mage scroll of disintegrate, potion of speed
30	Gold key
33	Robe of protection +4
34	Set of cursed plate mail -4
35	Clerical scroll of cure critical wounds
38	Morning's Light Talisman; Dhauzimmer, The Bright Blade, a two-handed sword +5

❖ Temple of Lathander Level Three

LOCATION	ITEM
7B	Chalices
7D	Key of faith
8	Lathander's Bounty, Ember of Hope
12	Copper key
13B...	Copper key
17	Shield +4, flail +4 called "Morning Star"
21	Ember of Hope
22	Clerical scroll of fire storm
24	Copper key
26	Bag of incense
28B...	Iron key, halberd +4, potion of healing
32	Bag of incense, copper key
33	Embers of Hope

Temple of Lathander Level Four

LOCATION	ITEM
5B	Crystal key
8	Crystal key
9	Spear +4, hammer of throwing +3
21	Crystal key, mage scroll of fireball
22	Mage scroll of disintegrate, coin
23	Sun Mask
27	Staff +4, clerical scroll of resurrection

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