

Eye of the Beholder II Tourist Guide, Notebook & Maps

Recorded for Loris & Clio
&
Anyone else who may find them useful

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(Proofread to clean up typos, poor grammar or syntax, etc. on June 3, 2023)

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I. General

I apologize in advance for any remaining typos. I have gone through this three times now and my eyes are glazed over.

1. Game Play - Character Design

This game begins with either a new character or a previously created character playing at Level 10. Whether new or pre-existing, the character's level starts at zero and has no possessions. So, there are 10 levelling up steps to complete before play begins. The player can choose to have the game make all level up decisions or may choose to make those decisions him/her self.

I almost always create a new character as a Rogue, just because that class gives the most construction points and then change once I am at a sufficiently high level to deal with most traps that might have to be sighted and deactivated and most chests that need unlocking. Later, I change to a Cleric or, mostly, a Paladin. (My soul was imprinted when I was a kid by Richard Boone in his all black get up and "Have Gun. Will Travel." card.)

In this game it is possible to rise to a very high level character, assuming that you survive the various monsters in your way. In my first go at this game, I began as a Half Elf female Rogue, played that through level 7 and then switched classes to Paladin.

2. Game Play - Software/Hardware Idiosyncrasy in the Inn

I do not know whether this is a game engine bug or a problem with my computer, but when I saved the game on the upper level of the Inn, exited the game and then tried to reload where I had been, all I got was a black screen. I had no ability to take any action at all and no option other than to exit and start over again. It was exceedingly frustrating to have to repeat everything after having taken the time to level up and search the area.

This problem appears to be limited to the upper level of the Inn. Saving on the main floor level of the Inn or in the basement, then exiting and reloading, the problem does not reoccur. Trying to go back up to the bedroom level, however, results in the same problem. I was never able to figure out the cause and nothing suggested on the Neverwinter Vault helped either.

So, other adventurers would best be advised to search the level thoroughly and collect all the loot before heading down to the next level of the Inn. And then save the game as soon as they descend to the ground floor level of the Inn.

3. Henchmen

The Readme file for the game indicates that there are six henchmen available for recruiting: Insal; Calandra; Taglor; Amber; Shorn Diergar; and San-Raal.

They are found at various places in the game:

Insal (Neutral Chaotic Halfling Rogue):

Found chained in a cell off the North central chamber of the first (Barracks) level of the Catacombs.

This guy is an untrustworthy bugger who will offer faithful service and then desert you at an early opportunity, taking some of your inventory with him. You are better off just taking his 80% magic bag into your inventory and leaving him chained in the cell. The only reason for taking him on as a henchman might be if you are in dire need of a thief for a short period of time.

Shorn Diergar (Lawful Neutral Dwarf Cleric):

Found alive in a cell block in the South cell block of the second (Prison) level of the Catacombs.

He had a woeful go of it but makes a good companion. He has a *Hammer of Justice* axe in his inventory, but does not seem able to equip it. (I understand that is a design oversight that will be fixed in the next update of the game.)

Saan-Raal (Lawful Evil Elf Wizard):

Found dead in another cell in the same area as Shorn Diergar. You have to bash out a bunch of boulders to get access to her cell to find her bones. As in EoB I, you have to take the bones into inventory then set them down and use a *Raise Dead* spell or some such thing to bring him to life.

She's evil, but lawfully oriented, so you can probably trust her if you think you want a henchman with some magic capability. Like Shorn, she has had a pretty rough go of life.

Calandra (Chaotic Good Human Fighter):

Found chained in the Southern part of the Prison block on the second level of the Catacombs. She has lots of hit points and is a pretty good companion.

Amber (?? Human Wizard):

Found in a room in the South of the Temple's second floor (Priests' Quarters). She was the scout Khelben sent into the forest previously and for whom he asked you to keep a watch.

Taglor (?? Half-Elven Ranger):

Found in a store room in the North of the Silver Tower's Level 1. If I were not happy with the two henchmen I already had when I happened upon him, he would have been a good addition to my party, despite his tendency to bombast.

There is a limit of two to the number of henchmen that may accompany your character at any given time. As the game developer's Readme file indicates, you have to pick up a potential

henchman's bones, then set them down and then bring them to life in some way. I was able to stock up on *Resurrection* spells and a *Rod of Resurrection* and these came in quite handy, first, to bring potential henchmen to life and, second, to keep them with me after particularly hard encounters with monsters and bad guys.

I also noticed after playing a bit that it was a good idea to put healing potions in the top left of each henchman's first inventory page. Some henchmen are, apparently, able to use healing potions independently when they get down to half their respective hit point (HP) strength.

One thing to keep in mind if/when you take a henchman on, is that you may have to share XP with him/her. I never figured how much of a hit I took by having them because the number of XP gained from a fight fluctuated almost every time I played. So decide what is most important to you and whether or not you really need fighting help.

On the other hand, a henchman who can carry a lot of loot is a boon when you may have to travel long distances between merchants.

II. Walkthrough

Pre-Game

When beginning the game, your character is in an area face-to-face with a Beholder who asks if you have your party together and are ready to play. This is where, if you are playing with others, you confirm that everyone is on line and ready to play or that you are playing solo. When ready, tell the Beholder so and you will enter the game.

There are beholders in a corner at each side of your Beholder interlocutor. They don't do anything and have no purpose other than atmospherics as far as I can see. If you dislike Beholders on principle, there do not seem to be any adverse effects from taking these two out. You are also able to kill the interlocutor if you wish, but then you could not begin the game.

If you want to avoid going into the game blind, take the time to speak to the Beholder. He is a veritable font of knowledge and will alert you to many of the special puzzle parts of the game and whose advice will make your adventure marginally less fraught with danger. Or frustrating.

I. Waterdeep

Entering the game, you are in a cut scene that takes you to the Rusty Nail Inn, where you are in your quite capacious room, settling down for the night with a hot cocoa and a good book, there is a knock on your door. In comes Ilyra, assistant to Khelben the Wizard, with a message asking you to come quickly on urgent business. You then exit the cut scene and, finally, are able to take independent action.

If your character was not already at level 10, you will have the opportunity to level up. After that, your first decision is whether or not to obey Khelben's summons.

1. The Rusty Nail Inn - I (Upper Level)

I do not react well to being pushed around or summoned, especially when I have already saved Waterdeep from great evil once before. So, I decided to finish my cocoa, and have a look around the Inn before rushing off to meet with Khelben.

I searched each of the rooms on the floor which was a good idea because it allowed me to kit myself out and to gather a lot of GP and saleable loot to my inventory, including a 100% Bag of Holding. There were several booby-trapped to be disabled and locked chests to pick, however. Luckily, I had risen through seven levels of Rogue so did not have any problem finding everything there was to find.

XP in this area:

Disable trap: 50XP



1. Location after cut scene
2. Stairs down to Ground Level

2. The Rusty Nail Inn - II (Ground Level)

Coming down the stairs to the main floor, I noticed a merchant (Sandoval) ahead of me and the bartender on my left. The bartender said he had a rat infestation in the basement, so I said I would clear them out as a public health service. The cook was complaining about the work conditions and I certainly didn't want to find rat hair or worse in my salad.

I thought I might have a look around before going after the rats and was able to open all of the locked doors in this area, except one that required a special key, and collect more GP and saleable loot. Then I spoke, in turn, to the merchant, an old man sitting by the fire and a drunken dwarf sitting by the bartender.

With Sandoval, I sold off all my excess acquired loot, built up my war chest and bought a couple of things that improved my kit somewhat. The drunken dwarf was in a bad state told a barely comprehensible tale involving a Doom Knight, a Wizard, magic and a fearsome Lich. All of which I noted carefully and filed away to sift for anything useful later. The old man was significantly more coherent and informative and, for that reason, more worrying. The more so because his demeanour was sinister and he bade me give Khelben his regards in a way that caused a hair or two to rise on my back.

Several barmaids and waitresses gave me different messages. One asked for help with the rat problem in the basement. One told me that she would let me snatch a biscuit when they were cooked. Another said that she was not sure what the cook was thinking and that every dish needed more spices. The cook just complained about his working conditions.

All that done, I went down to the basement.

XP in this area:

Disable trap: 50XP

Give Razortooth's hide to the barkeep: 500XP



1. To/From Upper Floor
 2. To/From Basement
 3. Door Requires Special Key to open
 4. To/From town
- b. Bartender
 - c. Cook
 - d. Drunken Dwarf
 - m. Merchant
 - o. Old Man

3. The Rusty Nail Inn - III (Basement)

The basement was a pretty straightforward smash ‘em/bash ‘em exercise. With appropriate rest intervals, any competent adventurer would also be able to kill off the rats, Stink Beetles and Razortooth, the leader of the pack.

XP in this area:

Scavenger Rat, Stink Beetle: 173XP

Kill Razortooth: 302XP



1. To/From Ground Floor
- r. Razortooth

1. Rusty Nail Inn
2. Khelben’s House

4. Waterdeep I - Plan

Finished in the basement and, there being nothing else of interest that I could see in the Inn, I went out the door and into the streets of Waterdeep. There, I found lots of locked doors that could not be opened even with my superior lock picking skills. All required special keys to open except the one to Khelben’s house.



5. Waterdeep I - (Khelben's House)

Khelben's butler ("Jeeves": What else would he be called!) directed me to him upstairs in his library. There, Khelben gave me the usual song and dance about great evil threatening Waterdeep from the Temple of Darkmoon and how I was the only one capable of saving the situation. He told me he had sent his scout, Amber, in to the Temple but had had no word back from her and asked me to try to find her.

He then suggested that I see his assistant (Ilyra) to get anything I might need in the way of kit. So I did get some magically improved stuff that would increase my chances of dealing with whatever presented itself. I hoped. Then I told him I was ready to go. (Without any other members in my party. I am the quintessential loner.)

Thereupon, he transported me to Darkmoon Forest (West).

1. To/From Waterdeep
2. Jeeves
3. Khelben
4. Ilyra
5. ?



II. Darkmoon Forest

1. Darkmoon Forest (West)

The next thing I knew, I was in the North end of Darkmoon Forest (West). A sign pointed to Darkmoon Temple and back to Waterdeep. It was not possible, however, to go back to Waterdeep, so I carefully made my way forward, exploring the area as I went. Pretty soon, I ran into several wolves who thought they could make short work of me. But they thought wrong.

Farther South and West along the path, I came upon a wrecked caravan and a dead body, near which I found a note from Wently Kelso's Journal that referred to a dark presence in the forest and Darkmoon. Away from this site of destruction led deeply impressed tracks, which I followed down the path South.

Taking a fork to the Southwest, I came to a dead end on the trail and a bunch of bones marked by wolves' teeth and a rusty short sword. Retracing steps and taking the fork to the

Southeast, I came upon a Gypsy Traders' camp.

1. Arrival from Waterdeep
2. Pile of gnawed bones
3. Wrecked Caravan
4. Gypsy Traders' Camp
5. Locked gate
6. Elven blood & bones
7. Old Woman & Gate
to/from East Forest

There, I found lots of barrels and crates which, of course, I plundered shamelessly without getting caught. Then I met with Laurel, a merchant, on whom I offloaded some excess loot and also undertook to find three ingredients (Grave Moss, Aged Toad Stool and Bone Dust) she said could be found in the Darkmoon Temple Graveyard. Apparently, she needed these for some experiment or other and seemed to be in a rush to get them.

Leaving her, I came upon Aengus, another merchant, who asked me to try to find his son, Samuel, who had gone off adventuring, or else to bring back the Family Crest ring that Samuel was wearing (should I find him deceased). He gave me some rather confused directions to try to get where his son had gone.

A few steps to the Northeast of the camp was a gate that I thought might lead to Laurel's graveyard, but it was locked well above my picking abilities¹, so I left it and went South, following Aengus's directions. (While in the camp, I found a chest that required a special key² to open. I made note of it in case it became relevant later on.) Farther along, I spotted an old woman standing in front of a gate. I didn't like the look of her and so slipped past her and explored the forest beyond the gate. To the South was a seemingly impassable ravine. Aengus had mentioned a fallen tree that I could use to cross, but it was nowhere in sight. A little to the West of the gate, I found a dried pool of blood and a pile of elven bones.



¹ It required a lock picking ability of 99. I didn't even bother to try to use any of my Thief's Tools because they would add at most 10 to my 28. Later, inside the Temple, I was able to find the Gate key that opened it.

² This key you get from Aengus if and when you bring back news of Samuel and the Family crest.

When I could not find anything else new in the area, I returned to the gate, thinking to speak to the woman³. However, once past the gate again and stepping toward her, I turned around, thought I saw something and stepped back through the gate. That took me into the East Forest.

XP in this area:

Wolf, Dire Wolf: @302XP

2. Darkmoon Forest (East)

Right in front of me was that fallen tree Aengus had mentioned. It allowed me to cross the ravine and I started exploring to the South, running into several packs of wolves. Then, in the Southeast corner of this section of the forest, I came across a fallen Elven adventurer. He had some quite nicely enhanced armour and weapons, which I appropriated. Then I was accosted by a Ghoul Lord and two Ghasts. While I was able to deal with them, I knew this was going to be a more dangerous part of the forest to explore further.

After a rest and recover, I headed a little North and found a path that led back West, to where I had first crossed the ravine. To the North from there were only sheer rock walls, so I followed the path back toward the East. And North. And back West, where I came to a gate and a sign that told me I was at Darkmoon Temple.

This forced me to make a decision: Go in; or Check out the rest of the forest first. Normally, my dictum is to make sure my supply lines are clear and that I have a safe means of retreat, if necessary, before going forward into unknown territories or situations. Knowing already that the Darkmoon Temple itself was dangerous, I decided to clear out the rest of the East Forest sector first.

I made my way West and North and eventually came to what I assumed was that graveyard Laurel had mentioned. Near to the sarcophagus of Ileria the Cleric, Hero of Waterdeep I found some of that Aged toadstool that Laurel needed. I also came on the graves of other Heroes of Waterdeep (Taghor the Great, Sir Beohram the Warrior, Kirath the Mage, Tyrra the Ranger, Anya the Warrior, Tod Uphill the Thief), as well as several other unmarked graves.⁴ In a few I found some bone dust and other items. After several minutes of searching, I also found some Grave Moss that I could pick up. Quite a few Giant Spiders tried, unsuccessfully, to interfere with my explorations. In one of the unmarked graves, an Unknown Warrior attacked me when I

³You have three choices in dealing with this woman. First, you can accept her offer to guide you to the nearby Temple and you will be transported to its entrance gate. Second, you can say “no thanks” and get to the Temple gate eventually by yourself, fighting wolves and dire wolves along the way. Third, you can attack her, which moves your alignment 5 toward Evil.

⁴ In each of these graves, I found several items. Unfortunately, in some, only one of the items could be taken into inventory. Doing that caused the other items to disappear and Zombies or Skeleton Warriors or other monsters to appear - with which it was necessary to deal before being able to move on..

looted the GP in the grave.

After I had finished with the graveyard - and all of the monsters therein - and collected all of Laurel's shopping list, I made my way back to the Temple entrance. Rather than go into the Temple area immediately, I made a quick dash back to Laurel, unloaded the things she had asked for, plus most of the other loot I had picked up from the graves, and got my reward (*Eye of Horus*)⁵.



1. To/From West Forest
2. Fallen Elven Adventurer
3. Temple Graveyard
4. To/from Lower Forest
5. East Temple Gate
6. Darkmoon Temple Entrance
7. Tower (Locked)
8. Tower (Locked)
9. West Temple Gate

Then I made my way back to the entrance to the East Forest. I hadn't forgotten Aengus's son, and had noticed some footprints on my way out, so I followed them on my way back. They

⁵ If you return the items she wants to Laurel, she will offer you a choice of three rewards. If you choose gold, you receive 4000GP and a Ring of Magic Defences. If you choose a Magic item, you receive an Eye of Horus pendant and a Ring of Magic Defences. If you choose healing potions, you receive 8 Potions of Heal and a Ring of Magic Defences.

led to a lower level of the forest, where I followed a trail of blood and was confronted by Grey Oozes and Ochre Jellies. Those things were not very fast moving, but they sure can take a bite out of you! Once I had settled their hash, I found Samuel dead at the end of the trail of blood. I managed to get Aengus's Family Crest and a bunch of other good stuff, including another 100% Magic Bag. All that in hand, I rested, then went back to Aengus to deliver the bad news (and the Family Crest he wanted back).⁶



1. To/From Darkmoon Forest East (4)
2. Samuel's body

Then I headed quickly back to the Temple gate and through it. A few steps past the gate, a cut scene took me to the entrance to the Temple. Instead of going in straightaway, I decided to explore and map the Temple grounds. That done, I went through the Temple's front entrance.

XP in this area:

- Ochre Jelly: @4XP
- Grey Ooze: @236XP
- Wolf, Dire Wolf, Skeleton Warrior, Zombie: @241XP or @302XP
- Zombie Warrior: @168XP or @293XP
- Ghast, Giant Spider: @409XP or @525XP
- Ghoul Lord: @481XP
- Unknown Warrior: @600XP
- Find Samuel: 600XP

⁶ As he promised, he gave me the key to his Chest and let me take all I wanted. I took, and equipped, the *Ring of Healing Scholar* and the *Elven Guardian Longsword*. Then I packed away the *Elven Longbow+3*, the *Dwarven Sunder* battleaxe, the *Nighthief's Nimble* dagger and the *Petty's Tempest* mace. None of these could be sold, so I figured I would keep them in case I ever came across a henchman who could use an enhanced weapon.

III. Temple Darkmoon

1. Temple Darkmoon - Level 1 (Reception)

On entering the Temple, I was in a hallway leading East, with Red and Gold banners hanging from the walls.. After a step or two in, a cut scene took me to Nadia and her brother Joril, two Temple clerics who welcomed me in a sort or reception room and offered me the Temple as a place of rest.

I could not do much more with them (other than attack, which I did not want to do unless necessary) so I decided to explore the apparent public area. In the Northeast corner, I found a Temple Gate key on a bench and a Divining pool. In the Northwest corner of the room, I found a fine carving of the Four Winds. I could sense there was a passageway behind it, but couldn't figure out how to get access there. Directly behind the two clerics, in the centre of the West wall, there was a door. When I approached it they warned me off.⁷ I thought to myself, "Ok, as you wish. For the moment. At least until I see what else there is to see in here."

1. To/From Temple Grounds
2. To/From Inner Temple
3. Ira
4. To/From Catacombs (1)
5. To/From level 2
6. Portal to (a)
7. To/From Silver Tower 1N (1)
8. To/From Temple Level 2 (5)
- b. Portal to (6)
- c. Portal to (e)
- d. Divining Pool
- f. Portal to (a)
- w. Carving of the Winds



⁷ The dialogue box gave me three options: Move away, Attack, or open the door anyway.

Apart from a couple of holy water basins and more of those red banners with gold trim, there was not much else of interest in the room. In an alcove of sorts off to the Southeast, however, I found a woman named Ira, dressed in armour, in tears, distraught at the disappearance of her sister Calandra the previous night. She asked if I had seen her (No) and that I guide her sister to the Temple if I found her and put her in Nadia's care. Ira then ran off to continue her search.

With nothing else that I could discover in the areas open to me, I decided that I had to see what was behind that door I had been warned off if I were going to get anywhere in this adventure. As I approached it, Nadia and her brother attacked me and I was forced to kill both⁸. There was nothing on Nadia's body, but on Joril, I found a Temple key. After a rest, I opened the door and went in.

Through it, I came to a North-South hallway. At the South end was the entrance to the Catacombs. To the North was a set of stairs leading up. As I approached those steps, I noticed a draft coming from the wall on my left (West). Close examination around it revealed a hanging shield with a button on it. When I pressed that button, the part of the wall where the draft came from disappeared, revealing a hallway that led to a red portal.

I was spoilt for choice in respect of which way to go. I could go through a portal whose exit point I didn't know. Or I could go up further in the Temple without knowing what I was leaving behind me. I took a chance and checked out the portal. My luck held and there was nothing in the area it took me to that might have attacked me. So I was able to take a look at the two altars (one apparently active, the other long disused) and map out the subsequent teleport points.

That done, and returning to the hallway unscathed, I decided that my best bet was to clear the lower levels first. That way, my rear would be less likely exposed to attack. So, down to the Catacombs I went.

XP in this area:

Kill Nadia and Joril: @481XP

2. Catacombs - Level 1 (Barracks)

As I came down the stairs, I entered a chamber with a Recall Portal on my right and a Divining Pool on my left. A couple of piles of rubble yielded nothing more than a few rocks. A door to the East was locked and required a Grey key (which I did not have) to open. That left my only available route through the door to my right (West).

⁸ When attacked, kill Joril first. When they attack, Nadia yells for him to close the front door of the Temple and, if unchallenged, he will run off and disappear. Letting that happen means you cannot find the Temple key on his body after the fight. In which case, you have to try to find some other way into the Temple or else be stuck.

This opened on to a hallway that turned North and led to another door. On each side was a sort of antechamber. The one to the left (West) had nothing of note in it, but the one on the right (East) had the body of a fallen adventurer. Unfortunately, access to those remains was blocked by several boulders. After several tries, however, I found that I could edge my way along the wall, behind the boulders, and get to the body. On it, I found a Journal page (Entry 356) which obliquely suggested there might be pits around and referred to some mysterious rescuer in a hood and dark robes. Clearly, the rescuer had not been what he seemed.

1. To/From Temple I (4)
2. Insal
3. Commander Boris & North Wind
4. To/From (4)
5. To/From Catacombs 2 (1)
- 6..To/From Level 2 (8)
7. To/From (7)
- a. Hand Altar (conceals secret door)
- b. Elven Bones
- c. Copper Key
- d. Divining Pool
- e. Cell with Fallen Adventurer
- f. Fallen Adventurer
- g. Grey Key
- l. Pit Lever
- p. Pit to (e)
- r. Recall Portal
- t. Cell with Tormented Soul & its remains
- w. Wall (door opens from North)
- x. Chest



Back out in the hall, I peeked through the doorway, and immediately a Lieutenant and three guards attacked. Not an easy fight, but I managed with a few of the healing potions I had brought along. After a rest, I looted their remains (2 Longsword+2) and systematically went through all of the areas of the chamber. In a booby-trapped chest (which I easily disabled) in a small room off the Southwest corner of the chamber, I found a Grey key and several useful potions. In the Northwest corner of the chamber, there was a door that opened with a lever beside it. Inside it were two more guards that had to be subdued before I could rest up and loot the contents. The only good loot that came of the fight was the several *Potions of Heal Critical Wounds*.

Back out in the chamber, a passage led out from the Northeast corner and after a bend or two, I saw a door in front of me. Unfortunately, I stepped on a pressure plate moving toward it, which had the effect of closing the door just as I reached it. I solved that problem by dropping on the plate one of those rocks I had picked up earlier. That got me into another rectangular chamber, where two more guards attacked. After dealing with them, I noticed a lot of barrels in the North end of the chamber, most of which contained potions, mostly *Heal Critical Wounds*. I opened them all and took the various potions and GP into one of my pouches.

As I moved back toward the South, another couple of guards attacked. After I had finished with them, I noticed something strange about the East wall and then saw another hanging shield with a button on it. Pressing that button opened up the East wall to a passage that led to stairs down, presumably to the next level of the catacombs. I decided to leave it for the moment and was going to a table in the South end of the chamber when two more guards attacked out of nowhere.

After dealing with them, I opened the loot bag on the table and found another Grey key and some other stuff. Behind the table was a chest. In it was *Insal's Leather Armour* and *Insal's Dagger*, both magically enhanced items. I changed out of my Elven Hide Armour+2 because Insal's afforded slightly better protection. Next to the chest, I heard humming from behind a cell door in the Southeast corner of the chamber.

Using one of my Grey keys, I opened the door and found a halfling chained to the floor. He turned out to be Insal the Quick. He thanked me, told me how he had been captured and offered to join me as a henchman. There was just something about him and his story that I didn't like. And I was not about to give him any of the stuff I had found in the chest, so I declined. Just as well: I learned later from another adventurer that the guy was a Rogue who usually stole from those with whom he travelled and absconded when most needed⁹. Not a henchman to be trusted.

Looking around the cell I found and took into my inventory *Insal's Backpack* (80%). I also found an empty loot bag.¹⁰

I wasn't going to go down any steps to another level until I had cleared the level I was on. So, still having a Grey key left, I went back to that door that had been locked in the chamber where I first entered the catacombs. After opening the door, I followed the passage until I came to a pit. Conveniently, there was a pit lever nearby that closed over the pit so I could proceed. Around another corner, I came to another lever for the same pit. And the body of a fallen adventurer on which I found two more Grey keys.

A little farther on, I couldn't avoid a pressure plate across the way forward. Clearly it was there to warn yet more guards, who came right at me. Once finished with them, I went further ahead and noticed an East wall that seemed a little funny. Across from it was another hanging shield with a button. Well, I was pretty sure I knew what that button was for and pressed it. That opened up the apparent wall and a passage leading East. After a rest, I followed the winding passage until it came to another set of stairs down. I wasn't going to leave the level I was on

⁹ There are two ways to deal with Insal to avoid having him steal some of your inventory. First, you can decline his offer to join you, which appears to leave him chained in his cell. If you don't want to do that you can take him on, tell him to scout ahead, and then while he is ahead, click on him in the corner of your screen and remove him from your party. Alternatively, let him charge ahead and get killed off by guards or other monsters before you can catch up. Don't bother to bring him back to life. He really isn't worth it.

¹⁰ If, for some reason, you did not find the Journal Entry 356 on the fallen adventurer earlier, you will find it in this loot bag. If you did find it earlier, the loot bag will be empty.

until I was pretty sure nothing would come at my rear, so I retraced my steps and followed the main passage.

It wound its way Westward, until I came to a door on my left. It was a barracks room and I needed to use a healing potion and one of *Aid* on myself to subdue the guards inside. I looted the weapon racks and the basin (several +2 weapons), then retreated back down the hall a ways so that I could rest and recover my strength. Then I went back up the hall to the next door and found another barracks filled with guards which was only a little easier to clear.

After that, almost before I knew it, more guards came out of a door to the right. That door led to a Mess to which another barrack room was attached. These guys came on in waves of two or three and I was eventually able to see them all off, including the Captain of the Guard. In the kitchen were bags of turnips and salt. I wasn't able to use them or take them into inventory. Salt might have been useful. Turnips were no loss: I would have to be at death's door from starvation before I would touch a turnip. There were several useful weapons on racks, however, including a Longsword+3.

Across the hallway, I entered the quarters of Commander Boris. For such a big guy, he was not that much more hard to put down than his guards. He had some good armour and a few +2 items in his weapon rack. What really caught my eye, however, was his chest. In it I found the *North Wind* and a letter to the Commander from Joril, abjuring him to guard the wind with his life. Well, that he surely did.

After finishing with the commander, I went out of his quarters and followed the hallway North to a sublevel of Level 1. I saw on my left an altar shaped like a hand. When I examined it, found on it four potions of *Heal Critical Wounds*, a *Raise Dead* spell scroll and a Sling+2. I also found a feeling of being at peace in my reflection in its polished surface. I made out a hidden door behind the altar, but it was not immediately apparent how to get through the altar to it. I put that puzzle at the back of my mind for the moment and followed the hallway. There was another set of stairs at the end, which led into Level 2 South of the Catacombs - the Prison Block.

I remembered I had discovered two other sets of steps down before these and decided to go back and check them out before descending into the cell block. I made my way back to the chamber where I had found Insal and took the stairs there to another sublevel. I know the question that arises at this point: "Why didn't I go down the nearest set of stairs?" I'm not sure. It just didn't occur to me. In retrospect, I asked myself that and could only come up with "It was because that was the first set of stairs down that I had discovered on this level". Go figure.

Anyhow, down into this sublevel area I went. I followed the dark passage South, ignoring a cobwebbed opening on my left for the moment, and came to a dead end. Shortly after reaching it a couple of Giant Black Widow spiders attacked, but I managed to sort them smartly enough without getting injured myself. In that area I found a set of Elf bones (which I picked up and put

in a safe bag¹¹). I also found on the body of a dead adventurer several potions, a *Lantern of Revealing*, and a map with directions to a secret passage. In a loot bag, I found a Copper key.

Then I retraced my steps to that cobwebbed corridor. Three more Black Widow spiders attacked me, unsuccessfully, on the way. Beside the cobweb, there was a cocoon that contained a femur and a sack of rotten food. I didn't need either, but thought I should probably pick both up, just in case. I was already beginning to stink a little from all the fighting, so I didn't think it would make much difference., A quick bash cleared the web into another hallway where I found another fallen adventurer with only an empty bottle and some GP on him. I followed the passage North beyond him and around and found a several more cocoons, each with a skull and/or bone and package of rotten food.

Following the passage took me full circle back to the fallen adventurer. With all the spiders sorted (I hoped) I walked the passage again taking careful note of everything. Good thing too. At the North end, I noticed what appeared to be a false wall hiding an doorway. But, I could not find any way of getting through it. Another puzzle on which to set my subconscious to work.

With nothing else I could accomplish there at that moment, I decided to go back to that last set of stairs down. That took me into another sublevel in which there were two cells. The first held the body of a fallen adventurer and was booby-trapped. Not only was it booby-trapped, but it also has one of those trick locks that could not be opened with normal lock picking skills.¹² The other cell held a tormented spirit and its remains. Nothing would open the door and it appeared to need a special key that I had not yet discovered.

At this point, I got quite frustrated by my inability to figure out the secret door puzzles. Instead, I decided to go back to the Gypsy traders and unload most of the assorted loot and weaponry I had picked up.¹³ Then I headed straight to the second level of the catacombs.

XP in this area:

Use lever to close pit: @50XP

Temple Guard, Lieutenant, Captain: @77XP, @107XP or 168XP

Commander Boris, Giant Black Widow Spider: 293XP

¹¹ I thought of using the trick from EOB I, ie., setting down the bones and using a Raise Dead scroll, but that didn't work. I then remembered that altar I had found when I went through the portal up on the Temple level 1. That didn't work either. In the end it didn't matter much. There were lots of skulls and bones that I picked up along the way but was never able use for anything other than as weights on pressure plates.

¹² This is where adventurers who fail to close the pit at (p) end up. The only way to unlock the door is to press the button on the shield on the wall opposite the door. Anyone who falls into the pit is stuck unless he/she has good aim and the means to hit the button with a dart, arrow or bolt.

¹³ You can only do this if you killed Joril before he could close the Temple doors and got the Temple key from his corpse. If you didn't you will find yourself locked in the Temple. If you did, you will have to take the long path back, the way you came through the forest. (The Temple Gate key I found did open the gate to the East part of the forest, but at this stage of the game, there was no way through the stone cliffs.)

3. Catacombs - Level 2 (Prison Block)

At the bottom of the steps I found myself in a chamber with a Recall Portal on my right and a Divining Pool on my left. A quick recce revealed three open passages leading out of the chamber. The ones to the South and Southwest, however, were blocked by rubble. To the West was a door that looked relatively recently installed.

Taking the passageway to the Northeast, I came to a room where I ran into a couple of quite tough Priests of Darkmoon. Not too tough, though. Each carried a *Priest's Mace+2* which I stashed away. In the next chamber to the South, I came to, and dealt with, another priest guarding a kind of storage area. Moving West from there I came to a kind of dead end chamber. In its Northeast corner there was a door that required a Darkmoon key (which I didn't have) to open. In the Southeast corner of the chamber, I found an apparent wall that I could move through without problem. The passage beyond it, however, led South to an apparent wall that I could not pass through. So I turned around and went back to the entry chamber and looked around again.

1. From Catacombs I (5)
2. Darkmoon Commander
3. Shorn Dieregar
4. San Raal (bones)
5. Calandra
6. To/From Catacombs 3(1)
7. To/From Level 3S (6)
8. To/From Level 1 (6)
- a. Altar
- c. Calandra's kit
- d. Divining Pool
- e. East Wind
- f. False Wall
- k. Khelben appears
- l. Lever
- m. Darkmoon key
- n. New door (to NW area)
- r. Recall Portal
- s. Skull key
- t. Torture apparatus
- x. Darkmoon Key required to open



Back in the entry chamber, I went through that newish looking door without problem and followed a winding hallway until I came into another smallish chamber. And ran into several Skeleton Warriors. After sorting them and looting their corpses (heavy swords and armour), I noticed a lever and a chest. Pulling the lever didn't seem to do anything except send a fireball flying at me. Luckily, I managed to get out of the quickly enough that it missed, barely. In the chest was a Skull key, which I had to use to open up the door in the Northwest corner of the chamber.

That led to a passageway to the North, where I found a store room containing barrels, crates and hanging bags, most filled with assorted loot and GP. The best of all this stuff was a *Rod of Resurrection*, which I put in my medicine bag. I was pretty sure it would become useful if I were ever able to pick up any henchmen along my travels. Good and faithful henchmen often get themselves into trouble.

Beyond the store room, I followed the passageway as it wound around to the East and North and ran into more Skeleton Warriors. After dealing with a wave of five that came out of a room on my right, I found a loot bag in the room containing another Skull key, a *Robe of Resistance+2* (with which I replaced my +1) and some other miscellaneous loot and GP. There was also a floor lever in the room and tried it, but I couldn't discern that it did anything.

At the next door along, that Skull key I had just found was used to unlock it. Inside, there were another couple of Skeleton Warriors and Priests of Darkmoon, all of whom attacked me. Afterward, I found swords, a Flail+2 and another *Robe of Resistance+2* on their remains. On a bench in the chamber, there was a loot bag with another Skull key, a set of *Greater Battle Robes*, a *Dagger of Decay*. In an armoire, I found several packages of rations, some healing potions and more GP. Weapon racks around the room held Skeleton Warrior Swords and a rusted bastard sword. I didn't have the weight capacity to take all of them, so just piled up the excess in the middle of the room. I thought perhaps, I might be able to happen on them later and take them to a merchant.

In the Northeast corner of the chamber was a door that opened out into a much larger room. Five Skeleton warriors and a Priest of Darkmoon tried to block my progress. When I had downed them, I took a quick look and saw the room was some kind armoury, with lots of bones of dead adventurers strewn about. Another wave of Skeleton Warriors came at me and when I had finished with them, I could see there were scores more priests and skeletons gathered around some kind of altar in the far Southeastern corner of the room. At that point, I decided that discretion was, indeed, the better part of valour and withdrew before any others noticed me and withdrew to the previous chamber and closed the door so that I could collect my thoughts and formulate a plan.

There were clearly too many for me to take on by myself. I had a load of healing and other potions, but my gut told me there were just too many. But then I thought, what if I can catch the eye of only a few at a time. I knew I could deal with smaller numbers of them. Just not a swarm. So that was my plan. And it worked. By twos or threes, I lured them out and disposed of the

monsters. When the last was done I was able to enter the big hall and explore at leisure. On the altar, I found a loot bag that contained a Darkmoon key, which meant I could go back and check out that other door blocked to me in the first area I had explored. There was also a lot of other assorted loot that I could have picked up, but I only had so much I could carry before getting encumbered. So I took the *Boots of Hardiness*+2, the short sword *Sting*, the handaxe *Bait* and some other light stuff and headed back. I was going to have to get some more magic bags or else build up muscle. Not to mention get back to a merchant to unload the stuff that filled my bags.

But first things first. I returned to that door and the Darkmoon key opened it up. Following the hallway, I came to a chamber where there were two Priests of Darkmoon and a Darkmoon Commander. That turned out to be one serious battle, I had to use several buffing spells and several potions of *Cure Serious Wounds* before I was able to put them out of commission. Luckily, I managed to injure and kill the priests first, because they had some wicked fast death spells they could use if unbothered for any length of time. The Commander was one long, hard slog because he was quick and didn't sustain much damage for a long time.

They did have a lot of good loot on them, however, and the store room they were protecting had a lot of assorted minor loot and GP. On the Commander was his *Commander's Ring*, *Commander's Armour*, Mace+2 and Shield+2. Wesley Kelso's Journal Entry 358, which described a village takeover by some evil being, was in a loot bag nearby. When there was nothing left to pick up in this area, I headed up the North corridor.

After several turns I had come to a door that required another Darkmoon key to unlock it. That meant I had to go and find another. I remembered the map I had found that referred to a secret wall and decided to go back to the arrival chamber and take a closer look around.

I spotted a false wall in the Southwestern corner. Pressing the button on the hanging shield opposite opened up the passage. Apart from a couple of Giant Spiders that required attention, I found a fallen adventurer with several good potions and a part of a Journal referring to hidden passages. Further along in this area, heading South I came to another false wall which was easy enough just to walk through.

I was challenged as I proceeded by a couple of Clerics, one of whom carried instructions to kill the relatives of some old woman. After dealing with them, I found several cells with dead prisoners and bone (femurs and skulls) in them as well as some minor loot and potions (and a 60% magic bag). Each of these cells was opened by the lever opposite it.

In a cell off the South wall, I found a live (barely) Shorn Dieregar, a lawful neutral dwarf cleric, whom I took on as a henchman. After equipping him with his armour and mace (I kept his 80% Magic Bag), I gave him the *Commander's Shield of Darkmoon*, the *Ring of Magic Defences* and the *Darkmoon Cloak of Resistance*+2 that I had picked up earlier. While he carried a *Hammer of Justice* axe in his inventory for some reason, he was not able to equip it. I thought that probably had something to do with his cleric status, but left it with him, thinking he might reconsider his profession later. Dwarves make pretty good fighting companions.

In a cell area across the way from Shorn, I saw a cell blocked off by a bunch of boulders. I was able to bash them to break them down and then bash down the cell door get access. There I found, in addition to assorted loot and potions, an *Amulet of Natural Armour*+2 and a *Ring of Resistance*+2 (which I gave to Shorn) and another set of elven bones. I picked them up, set them down and tried the raise dead trick. That brought back to life San-Raal, a lawful evil Elf Mage. After a bit of chitchat, she offered to come on board as a henchman. I noted her evil orientation and paid attention to her words “for my own reasons” and decided that, while a Mage might be useful, I wasn’t ready to trust her. So I told her to go back up to the Temple entrance and warn us of any danger from that location.

Moving East in this area, we came upon three more priests of Darkmoon. From their corpses, we picked up a flail+2 and crossbow+2 and a *Shield of Darkmoon*. A passage led South, but I decided to leave it for a moment and go as far East as we could. At the end of the hall, two priest of Darkmoon and a Temple Guard charged at us, coming out of a torture chamber to the south. Once we had done with them (having a henchman with me made this a considerably less traumatic experience), I picked up some enhanced priest armour and rune hammers+1. One suit of armour, I gave to Shorn because it was a better class than his own.

As we came out of the torture chamber, I noticed a shield on the North wall, with a button, which I pressed. (Of course I did.) It opened up that false wall that I had not been able to pass earlier, before I entered this area of the level. I checked out the corridor again, but still couldn’t open the door that required a Darkmoon key. So we went back to the passage we had passed on the way to the Torture chamber. There, the Skull key I had picked up to the North worked and in we went.

In front of me were two levers. I pulled the one on the right and it opened up the cell door through which I found Calandra, a human chaotic good fighter, who I took on as a henchman and kitted out from a lot of the stuff I had picked up. There was nothing else in her cell area, so we went over to the entry way and pulled the other lever. That opened the door on the left.

Behind it were three priest of Darkmoon who attacked. After quite a battle, we managed to deal with them, permanently. On their bodies were a *Holy Symbol*, a Heavy Flail+2 and a *Cleric Mace*+2. On benches were a loot bag with several good healing potions, another Darkmoon key, a Skull key and a Chest key. The latter was for a boby-trapped chest, which I disabled and found all of Calandra’s original kit. Which I gave back to her. After that I redistributed all the loot I had picked up so none of us got encumbered.

With another Darkmoon key in hand, plus two henchmen to help, I decided to return to that locked door in the Northeast. As soon as we opened it with the Darkmoon key, a vision of Khelben appears and asked what I had found. I told him and he asked me (now “us”) to keep searching for more info while he went back to consult the Lords of Waterdeep. Big help!

After he disappeared, we went into the first door on our left (West). What a relief it was not to have any monsters greet us. Following the passageway behind the door, we came to an

altar on which lay a Fallen Adventurer and a loot bag. The first had only a potion and part of Wesley Kelso's Journal referring to secret passages. The second was a bonanza: The *East Wind*, several good healing potions, a *Potion of Recall* and some GP.

With nothing else in there, we went back out to the hall and moved North, coming to a crossways. There, I found a burnt and bloodstained note to someone called Dran, telling him (?) that the writer had identified "another one" and to meet at the northern intersection. From the state of the note, it would appear that something untoward befell one or both the writer and recipient. After dodging fireballs to explore the East, West and North hallways to their dead ends, we came back to an apparent passage blocked by a boulder. On closer inspection the rock appeared quite frail and I thought I might be able to bash it and get by. After all, that had worked to open the way to San-Raal's cell.

It worked again, and opened the way to the stairs down to the third level of the Catacombs.

XP in this area:

Priest of Darkmoon: @36XP, @63XP, @80XP, @120XP, @156XP, @170XP or @255XP, @308XP or @433XP, depending on where and when killed.

Temple Guard: @73XP

Skeleton Warrior: @205XP [305XP alone)

Giant Spider; @195XP or @255XP

Disable booby-trapped chest: 300XP

Darkmoon Commander: 332XP

4. Catacombs - Level 3 North (Doomed)

We entered and were warned that there was no exit. I was pretty sure that meant no exit going back the way we had come. It was a good thing we rested before entering because we discovered there was no rest possible anywhere in this area. On entering the lower doorway, there was a Divining Pool on my left (East) and just beyond it some bones on which we found a page from Wesley's Journal describing how to solve a pressure plate puzzle that must have been ahead. A bit beyond the bones there was a passageway to the right (West). We followed it to a crossways where Calandra sensed a trap ahead. So, instead of following it West, we went North. On the All-seeing Eye (Map), I saw that passageway made a square shaped outer passage within which was a Maltese cross-shaped passage. On the North side of the North part of this outer passage, there was a small chamber in which we found a fallen adventurer with a *Resurrection* scroll and a potion of *Vitality*. We squared the square, so to speak, until we got back to where Calandra had sensed the trap.

I had her and Shorn hold their ground while I checked out the opening to the inner passageway. Good thing I did, because entering caused a swinging blade trap to spring. I had pretty good reflexes, so got away with 'only' 40 HP damage. At least I made sure the others didn't get damaged. We then proceeded along that inner passageway. I took the precaution of having the others hold back at each of the next three crossways while I sprung the trap. That way

only I had to use some of my store of healing kits and potions to get back up to full strength. Apart from the traps, there was nothing else of interest in that inner passage.

After that fruitless endeavour, we tracked back to the hallway where we had first entered and proceeded South to a doorway we had seen in the South. Checking it out, I learned it was the door to Level 3 South. We didn't go in, however, because I wanted to explore the Western part of this area first.

Following the corridor West from the two centre passageways, we came to a crossways and went South, where we were greeted by three Gelatinous Cubes. A tough, but not insuperable monster to kill. I had to use a *Raise Dead* scroll to revive Calandra afterward, and then many of my healing kits to get us all back up to full strength. After dealing with the cubes we went further and, outside a door on the South, came to a set of warrior remains in which I found a Spider key as well as a loot bag with other stuff and Journal Entry 359. The entry related a vision that continued the earlier story of the Drow taking over a village, destroying it without survivors. Beside the remains there was a *Cold Wind* double axe+3.



- 1. To/From Level 2 (6)
- 2. Point of No Return
- 3. To/From Level 3S (1)
- 4. To/From Level 4 (1)
- d. Divining Pool
- k. Key
- l. Lever
- p. Pillar
- r. Recall Portal
- t. Blade Trap
- w. False Wall

I started to unlock the door, but my henchmen both attacked it and tried to break it down. I quickly changed their tactics on doors and traps. Those were things I considered myself capable

of handling much more quietly and effectively. Indeed, right beside the door they were about to bash was a lever that opened it easily.

The hallway it opened onto led us to another door. At first, I got a message that the door was locked and could not be opened, but somehow it opened for us nonetheless. I think one of my henchmen stepped on a pressure plate and that was what did it.

In the chamber behind it were two sarcophagi. The first had a skull and a quarterstaff+3. The second had a set of *Bracers of Protection*+5, a *Drow Shield*+3 and a *Hath Kull* blade. I gave the first two to Calandra to improve her kit and put the latter in one of my bags. No sooner had I done that but a gaggle of Margoyles attacked us. They were tough, but not tougher than us. We nonetheless had to use a lot of healing kits and potions to get back up to fighting strength.

After all that, we could not get out again because the door to the chamber would not open. Until, that is, I noticed a pillar with a button on it in one of the alcoves. Pressing that did the trick. We then went back out to the crossways, encountering another couple of Gelatinous Cubes. (They seemed to keep coming, I am not sure from where.) Going West from the crossways, there were three small rooms with assorted smallish loot. And Skeleton Chieftains that had to be fought off. After we had dealt with all of them, we made it back to the crossway and checked out the hallway North. There was a door a few steps ahead that required a Spider key to open. Luckily I had one. The passage led to stairs that went down to Level 4.

I decided we should check out the remainder of the level we were on before venturing farther down, so we went back to check out what was behind that door to the South.

XP in this area:

Skeleton Chieftain: @130XP

Margoyle: @176XP

Gelatinous Cube: @291XP or @350XP

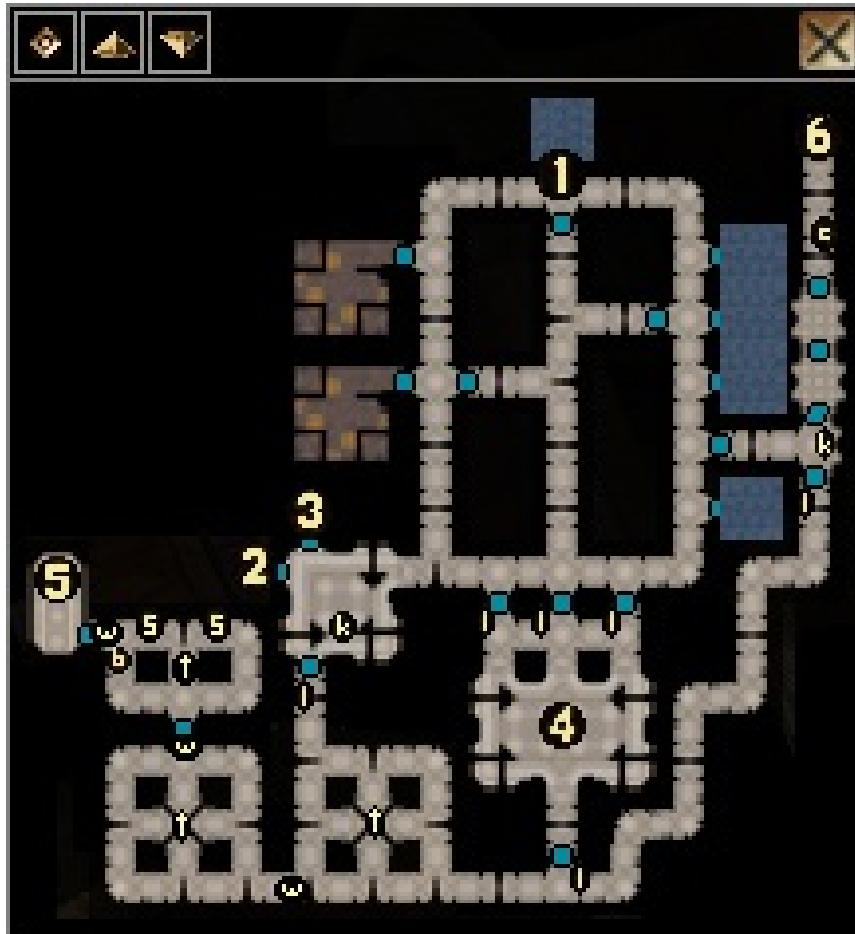
5. Catacombs - Level 3 South (Weary Traveller)

They call this area “Weary Traveller”. Rightly so: There was no rest for the weary in it. We entered and found ourselves in a hallway that ran East and West and facing a door to the South. I opened the door and went down the passage a bit and came upon the body a fallen adventurer on which there was a note that referred to clever secret walls. Then a Gelatinous Blob attacked. After dealing with it, we retreated and took the hallway East.

Around a corner and headed South we found three doors that opened on to walls that would not let us enter or even see what was behind them. The fourth door opened on to a flurry of Margoyles and, once we had disposed of them, led to a pile of bones (on which I found a Spider key) at the end of the hall.

As we mapped out the main hallway, Gelatinous Blobs kept appearing and we kept having

to dispose of them. And then healing ourselves afterwards. It was a good thing we had managed to gather so many healing potions, scrolls and other items. Along the West side of the main hallway were two store rooms, each guarded by Margoyle and containing lots of GP, potions and other stuff. In the Northmost store room, I found a second *Rod of Resurrection* on a body.



1. To/From Level 3N (3)
 2. Stone Gem Portal
 3. Stone Dagger Portal to Temple Level 2(k)
 4. Pressure Plate Puzzle
 5. Archwellen the Lich
 6. To/From Level 2(7)
- a. Shield with button
b. Chest with South Wind
c. Spider Key
d. Lever
e. Sarcophagus
f. Swinging BladeTrap
g. False Wall

We moved South and followed the hall West to a chamber with a couple of obvious portals. Not so obvious was how to use them. One required a Stone Gem and the other required a Stone Dagger to operate. Also in this chamber was a Spider key and Wesley's Journal Entry 378. In which he recorded that his first task was to find the village of Torzac. I guessed I would have to do that too. But not until I had finished getting through and out of the Catacombs.

Going back East out of that chamber, I had to use a Spider key to get through the first door on my right (South). The other two doors would not open unless the levers behind them had first been pulled. So I did that to make sure they all stayed open. Past this set of doors was what obviously was the pressure plate puzzle of those Journal entries we had found earlier. The one door at the end of the hall in the South side of the chamber clearly required the puzzle to be solved to open. I saw the nine pressure plates and told my henchmen to hold in place until I had checked everything out. I didn't want them tripping over themselves and setting off pressure plates at random.

On a panel on the South wall of the chamber was an inscription “You must leave many things behind”. Well, it was a good thing that I had picked many things up. When I had solved the puzzle¹⁴, the door opened. I quickly called Shorn and Calandra to join me. And not a moment too soon, because Margolyes attacked us from behind the open door almost right away.

After we had dealt with them, I noticed a lever at the side of the West wall where we had entered and pulled it. That made the wall disappear and we followed the passage West and North through several turns, running into the odd Margoyles along the way until we came to another wall in front of us (North), with a lever beside it. Pulling that lever made that wall disappear and we found ourselves back at that spot where we had earlier found the pile of bones with a Spider key. I wasn’t ready to try that door to the North yet, so we retraced our steps back down the way we had come.

And carefully made our way West. Where we met more Margoyles. The next open area we came to was a simple maze, in the middle of which was another of those swinging blade traps. To the Northwest there was a short hallway that seemed to culminate in a dead end. But there was a lever against the wall at the end and when I pulled it, the apparent wall dissolved and the hallway opened on to that room with the two portals we had discovered before.

Moving back South from that opening, eventually on my right I sensed that there was something different about the wall on my right (West). Closer examination revealed it to be a false wall that we could just walk through. Once through it, however, were confronted by several waves of Margoyles and Skeleton Warriors. When we had finished with them, I looked around and saw we were in an area much the same as the one we had just left. Calandra warned me about a trap she sensed, so I had her and Shorn hang back until I had checked out the centre crossway.

Sure enough, there was another swinging blade trap, but I managed to avoid serious injury. There was not much to pick up in there, other than a few potions and GP. As I got up to look around, a Margoyles rushed out at me from an apparent wall in the North. After killing it, we went into the wall and were attacked by another. While we were fighting, we moved North, only to be caught by yet another of those swinging blade traps. Luckily we were able to despatch the Margoyles quickly and get out of the trap before suffering too much damage.

Afterward, we found two sarcophagi on the North wall of the area. In the one on my right (East) I found a Darkmoon key, an *Amulet of Vitality*, several potions, arrows and bolts as well as a *Sphere of Fire*. In the one on my left (West), I found another *Sphere of Fire*, a Spider key and a Stone Gem Portal key.

¹⁴ To open the door, it was necessary to step on to each of the corner plates in counter clockwise order from the wall inscription and, when I heard a “thump”, to drop from my inventory a heavy piece of kit (I used rusted swords, armour and greatswords). After the fourth corner had been set, I moved to the centre plate, heard the “thump”, dropped a greatsword and then heard the door open.

Moving away from the sarcophagi, I sensed something was amiss at the West wall, probably another false wall. Also, I noticed a hanging shield on which there was a button. I decided I should get all of us up to full or near full strength before venturing through it. A good thing I did, because, as soon as I pressed the button on the shield¹⁵, the wall opened up and two Skeleton Chieftains came at us. Once we had dealt with them, I looked around the room and found a lot of GP, an *Amulet of Natural Armour*+2, an *Elven Longbow*+3 and a *Battleaxe of Culling*+2. I gave the amulet to Shorn to improve his kit.

After carefully picking up all of the good loot in the chamber, I cautiously approached the sarcophagus at its North end. Calandra had said she sensed great evil, so I was not going to take many chances. On opening the sarcophagus, I saw a *Moonshade* cloak and a bunch of quite powerful arrows. When I picked up the cloak, Archwellen the Lich appeared out of nowhere and attacked. I quickly used a *Haste* scroll I had squirrelled away and donned the cloak. There followed a battle royale in which both Shorn and Calandra fell and I only managed to kill Archwellen using several healing potions on myself. I thanked the gods for my haste scroll.

I checked out Archwellen's body and on it was only the *Protector* shield. After that, I revived both Shorn and Calandra with my *Rod of Resurrection* because I wanted both back with me at full strength quickly. There was nothing else I could see of importance in the chamber, so I decided it was time to try that door to the North back over at the far East central part of this level.

Back at that door, I used up one of my Darkmoon keys to open it and went into the next chamber where there was another door. That door took another Darkmoon key and we went into the next chamber where there was another door. That door took a Spider key to open. Going several steps through it, I saw a chest on my right (East). In it was the *South Wind* and a Darkmoon key.

Beyond the chest, to the North were stairs going up and a door. I was pretty sure there was nothing more for us to discover on Level 3. I knew where the door to Level 4 was but I didn't know where this one led. That pretty well decided me to check it out. It required a Grey key to open the door and I had kept one of those I had found earlier.

We went through it and, on looking at the map, I saw we were back up at Catacomb Level 2. Moving forward, I saw a small chamber on my right (East) with the body of a fallen adventurer in it. On the corpse, I found several spell scrolls and 463 GP. Also in the room were several piles of gold. After collecting the swag, we went a few steps North and came to another set of steps and a door that opened on to another hallway. At the end of that hallway, there was yet another set of steps and door. Going up and through it, we found ourselves back on Level 1.

¹⁵ Once you press the shield, you get a message that a set of stairs leading down is revealed. I couldn't find those stairs anywhere and have to assume that is a message that is either in error or misplaced, or else just a warning to bring the Skeleton Chieftains to life. Or, perhaps, Archwellen's chamber is supposed to be on a lower sub-level? In any case, if you don't press the button, you are able to walk into the room right through the wall. You will still get attacked by the two Skeleton Chieftains, but not until you approach each more closely.

XP in this area:

Skeleton Warrior: @3XP

Skeleton Chieftain: @130XP

Margoyle: @130XP, @156XP, @176XP or @212XP

Gelatinous Cube: @321XP or @350XP

Kill Archwellen the Lich: 600XP

6. Catacombs - Level 1 (Reprise)

We found ourselves facing West in a familiar, yet completely different, part of the area than we had been previously. A few steps in, on my left (South), there was another Hand Alcove on which I found a couple of ration packs and potions of *Heal Critical Wounds*. I thought there was a door behind the alcove and tried to unlock it, but got a message that a specific key was required. Clearly I didn't have it in my inventory. I wondered what it might be¹⁶. Another few steps beyond that were more stairs and another door.

When we went through it, we were finally able to rest and restore our spells. No sooner had we done that and begun to move toward a chest I had spotted ahead than we were attacked by a couple of Giant Black Widow Spiders. Once done with them, I opened the chest. Inside were a *Thumper* mace, a *Yangon* dagger and what appeared to be magically enhanced Longsword+3 that promised to be more powerful than the *Elven Guardian* I had equipped.

I gave the *Thumper* to Shorn because it was more powerful than his mace. He seemed to be able to equip it with no ill effects at all. But when I equipped the Longsword, it became cursed, and also cursed me. Luckily, I had stowed away a *Remove Curse* scroll (and several potions) found earlier and was able to lift the curse from myself. Unfortunately, the +3 attributes that had been on the sword when I had first examined it had turned to -3. I just threw it back into the chest and left it there.

We turned around and followed the passage opening to the South. Eventually (and one Giant Black Widow later), we came to a door to the South. Going through it, we found ourselves in a spot we had been earlier, when we could not get through the door from the South side. I knew exactly where we were and how to get back up to the Temple. My bags and henchmen were loaded with miscellaneous loot and I decided that it would be a good idea to unload it back at the Gypsy merchants before delving deeper in the Catacombs.

So that is what we did. Back at the Gypsy merchants camp, I found they had got a resupply of goods, including several *Bags of Holding* and two pairs of *Boots of Speed*, and a *Shield of Sunburst* as well as many other useful items, which I snapped up to improve my kit and that of my henchmen. After all, when have monsters got easier as the adventure goes farther forward?

¹⁶ I never found out how to get through these apparent doors. Perhaps there is a way and perhaps there is something there, but if there is, it is not critical to the plot or the main quest.

Then we sped back to the door down to Level 4

XP in this area:

Giant Black Widow: @78XP

7. Catacombs - Level 4 (Infestation)

Through the door and down the stairs, we entered a hallway and faced West. On my right (North) just ahead was a Recall Portal and a few steps further a Divining Pool. Before we knew it we were beset by Giant Soldier ants and, at the end of a short passage to our left, Giant Larva ants. The things just kept coming at us in waves virtually every few steps as we proceeded to explore to the West. An “infestation” indeed! Lucky for us our armour level and skills were sufficient to deal with them summarily, if tediously.



1. To/From Level 3N (4)
2. To/From ?
3. Queen Ant, West Wind
- d. Divining Pool
- k. Key
- r. Recall Portal

In the Northwest part of this level we came upon two sets of bones, both had a skull and femur among them, but one set had a rock while the other had a Spider key. I also noticed several holes in the floor from which air seemed to flow, but there was not much else we could discover there.

Moving back East we came to an opening to the South which we followed into a large hall. After disposing of the ants, I found the bones of a couple of fallen warriors around which were strewn a Large *Shield of Resistance*+3, a *Flame Blade* dagger, several nondescript daggers, a *Longsword of Flame*, a pair of *Leather Boots of Haste*, a Darkmoon key. I changed out the longsword and boots I had equipped for those because each improved my kit substantially. I also gave the shield to Calandra to improve her kit. In a loot bag nearby, I found Journal Entry 381, which indicated that the village in the vision described in other entries was somewhere near Waterdeep.

On both sides of the hall there were apses, some with jars containing healing potions. Those were welcome as we were not able to rest in this area at all. At the end of each apse was a wall that appeared to be some kind of door. The three on the East side all appeared to require some special key, which I obviously didn't have. The door in the apse on the West I was able to unlock, but somehow was not able to open. I wondered whether it wasn't some sort of one-way passage that had to be entered from the other side before it became passable.

In a chamber off the Southwest corner of the hall we found, in addition to more ants, 900+GP in piles on the ground. Moving to the East, always fighting more ants, we came across a couple of small chambers with not much in them, and then a larger chamber, with an opening to the South. Following that, we eventually came to a tomb - and the Queen ant and more of her guards. After, finally, killing her and the others, we were free to open the tomb and found the West Wind. In addition, in the tomb we found another pair of *Leather Boots of Haste* (which I gave to Shorn), a set of *Guardian Plate* (which I equipped), a spike helmet and a *Twilight Guardian* longsword.

We went through the rest of the level, continually encountering Giant Ants that kept regenerating out of the holes in the floor. Eventually, we found there was nothing new to discover in the area and got bored with the carnage and made our way back up to the Temple main level.

XP in this area:

Giant Soldier Ant, Guard Ant, Larva Ant: @27XP

Giant Queen Ant: 400XP

8. Temple Darkmoon - Level 2 (Priests' Quarters)

Up the stairs, we came to an East-West hallway. On my left there was a Recall Portal and on my right a Divining Pool. We went to the left (West) and around a corner saw an apse with a votive candle atop a column in it. I could not find any way to interact with that shrine-like area

(or any of the many others we found on this level), so I guessed that there was something else that had to be done or discovered before that might be possible.

1. To/From Temple 1(5)
2. Crimson key required to open
3. Amber's bones
4. To/From Azure Tower 1(1)
5. To/From Temple 1 (8)
6. To/From Crimson Tower 1S (1)
7. To/From
 - a. Portal Control panel
 - c. Votive Candle
 - d. Divining pool
 - f. Fragile Statue (lever)
 - h. Soft earth hole
 - i. Moving Pit
 - j. Lord James of Natingdale
 - k. Key
 - m. Mouth of Darkmoon
 - o. Crimson Seal
 - p. Pressure plates
 - r. Recall portal
 - s. Troplet Seed
 - t. Talking priests
 - u. Teleport to (v)
 - w. Teleport to (x)
 - y. Teleport to (z)



Following the hallway, we came upon several bedrooms, in one of which we heard a couple of priests talking about somebody or thing call Dran, They seemed quite scared of him/it so my guess was that he/it was the #1 bad guy. As we moved along, we encountered several priests who seemed to take exception of our exploring their quarters. There was, of course, only one way to deal with them.

As the hallway turned left, on our right was a larger chamber in which we found a portal platform and control. I was not able to figure out how to make the portal work, but I figured I could figure that out later and come back if necessary. We also found three Copper keys and a bit of loot. Moving East, we arrived at a door that required a Crimson key for access. I didn't have one, so made a mental note to come back to that door when I did.

In the next room along, I found the bones of Amber, the scout I had been charged with finding. I used a scroll of *Raise Dead* on the bones. Then, Amber, resurrected, told me her about what had happened to her. She offered to come on board as a henchman, but I sent her back to the Temple reception area to keep San-Raal company.

Moving East from that room there was a door on the left (North) that it took my Rogue lock pick skills to open. Directly across from that door was a passage that led to three apses in which there were located red light portals. In my experience red light portals don't usually lead to anywhere salubrious, so I decided to check out the rest of the level first.

Following the hallway East and then North, a passage on my right (East) led to a wall named the *Mouth of Darkmoon*. I couldn't open or pass through it, so I knew that was another riddle I was going to have to figure out and come back to get through it. We followed the hallway North, looking in at each of the bedrooms and sometimes finding minor loot or a priest that needed sorting. When we ended up back where we had come in, I decided we had to go back and check out those portals if we were going to move this adventure forward.

The South portal took us to the West corner of the hallway by which first came to it. The East portal took us to the opposite corner of the same hallway.

The West portal teleported us to a square chamber with a tree in it and a soft dirt indentation in the ground beneath the tree. On each wall was a different colour crystal, but no opening or way out. I figured there had to be a way out involved the crystals and the soft earth beneath the tree. In three crystals there were gems and in the other a Copper key. By process of trial & error, I hit on putting three gems into one of the crystals and that opened up a wall.¹⁷ For no particular reason, I chose the Northeast crystal.

It opened to a short hall and door. Going through it, I saw a sign saying "This would be a good time to load your last save". Venturing further, we stepped over four pressure plates, which shut and locked the door behind us. Nothing would open it, so we decided to look around. In a corner of the room, we found on a pile of bones: a skull and femur, a Greatsword+3, a set of Full Plate+3, a Troplet seed and a potion of *Recall*. There was also a parchment on which Lord James of Natingdale recorded his fight against one "Dran" and lamented that he had been doomed to die in that very chamber. I realized the Troplet seed wouldn't do us any good, immediately, at least. But that potion of *Recall*: I realized that was our ticket out. I wondered why Lord James had not picked up on that? Taking it, we arrived back at where we had first entered this level of the Temple.

¹⁷ If you choose any of the other three walls, you must return to the tree and plant a seed in the soft earth in order to open a (white) portal back to the red portal area in the South. The game allows you to enter only one of the four walls of the tree chamber, so there is little point in teleporting back again.

If you go to the Northwest chamber, you receive 375XP, and have to fight four Priests of Darkmoon before you can get the Troplet seed. On the priests bodies, you find a *Rune Hammer of Static*+1, a *Rune Hammer of Withering*+1, Three *Darkmoon Cloak of Resistance*+2, a *Heavy Flail of Bludgeoning*+2 and another Troplet seed.

If you go to the Southeast chamber, you receive 375XP, find a fallen adventurer on which you find a Troplet seed and potions of Antidote and Bless. In an nearby chest, you find potions of *Lesser Restoration*, *Cure Moderate Wounds* and *Cure Serious Wounds*. In another chest, you find a Troplet seed, a *Wand of Missiles* and a scroll of *Lightning Bolt*.

If you go to the Southwest chamber, you receive 375XP and find a fallen adventurer. On the body is a Troplet seed, a *Potion of Bless* and a *Potion of Antidote*. There are also two chests. In one, there is another Troplet seed, two potions of *Vitality* and a potion of *Recall*. In the other are two packs of Rations and a Greatsword+3.

I concluded that we had done all that we were able in this area, as of that point in time at least. So, our next step was to go back to the Temple reception area and see if the four winds we found in the catacombs would get us through that carving on the wall down there.

XP in this area:

Priests of Darkmoon: @67XP, @78XP, @120XP, @204XP or @266XP

Make any Wall in the Troplet tree chamber disappear: 375XP

IV. The Silver Tower

1. The Silver Tower - Level 1 North (The Order of Darkmoon)

In front of the carving of the four winds, I blew (used) each of the Winds I had found in the Catacombs. After the last, the carving and wall behind it crumbled away, allowing us to enter the hall to the North. That led us East to a set of stairs up and through a door into the Silver Tower.



- | | | | |
|-------------------------|------------------|----------------|--------------------|
| 1. To/From Temple 1(7) | b. Button | i. Mantis idol | p. Pit to (q) |
| 2. Tanglor | c. Magic chest | k. Key | r. Recall portal |
| 3. Mantis egg hatchery | d. Divining pool | l. Lever | s. Huge Statue |
| 4. To/From Tower 1S (1) | e. Mantis egg | m. Magic Mouth | t. Teleport to (u) |

We were welcomed by an apparition as “Children of Darkmoon”, told that we were to be subjected to the “Test of Faith” and that I was advised to trust “only that which you know best”: i.e., oneself.

I decided to chance the puzzle alone and told Calandra and Shorn to hold their ground. Then I started East, following quickly into the spots where the spiral pattern disappeared for a few seconds. That got me quite a ways forward until the pattern started disappearing several steps away. Then I took massive electrical hits and would have died, had I not used one of my potions of *Virality*. Eventually I made it across to the Eastern wall of the puzzle chamber, whereupon I was immediately attacked by three Mantises. I needed to use a healing potion or two to get me through that fight. A few steps forward, I came upon a fallen adventurer on whose body I picked up a Bone key.

That Bone key opened the gate to a chamber a few steps further on the North in which there was a huge statue whose jewel eyes had been removed, that I left alone. I unlocked a door off the West wall of the chamber and entered a small room containing a Mantis egg. I decided that the fewer live Mantises the better and destroyed the egg, whereupon a Mantis warrior attacked me.

On exiting those chambers, I noticed for the first time a lever in the corner on my left. I pulled it and heard a loud sound of gears turning. Looking West down the hallway, past the fallen adventurer, I saw that the electrical shock spirals had been removed in the far anteroom and on the route I had come in through the puzzle room. That opened a damage free way of moving about the area on the East side, at least.

In the passage, to the South of where the fallen adventurer lay, there was a large rectangular chamber with two more large eyeless statues in it. Along the south wall of the chamber were two alcoves. In the Eastmost, I found a bunch of GP and on a fallen adventurer, a *Rod of Resurrection*, the cursed longsword *Hunger* and several potions. In the Westmost alcove, there were a couple of piles of GP.

Following a hallway West from the chamber, I found a Magic Chest. On its left was a sign saying "What can be trusted?" and on its right another sign saying "Nothing ventured, nothing gained." I put the cursed *Hunger* in the chest and it was turned into a *Wand of Missiles*. When I checked inside again after taking out the wand and closing the chest, *Hunger* was in it.¹⁸ So I took it out and put it into a bag to flog off later to someone who wouldn't mind being cursed.

There was nothing else to discover in this part of the level, so I carefully picked my way back out to where my henchmen had held up. I told them to follow me again and we went into the large rectangular chamber to our North, where there were two more eyeless statues. In a store room off the West wall of the statue chamber was a store room protected by two Mantis Warriors. In it was the body of a fallen adventurer. There, we picked up lots of GP and other minor loot, jewels and potions, as well as a *Holy Halberd*+1.

Another store room off the West side of North wall was also guarded by a couple more Mantis Warriors and we found some more GP, jewels and other miscellaneous loot in it. Yet

¹⁸ Repeating this with other oitems only results in the other items disappearing.

another store room, this one off the East side of the North wall, contained a dying Mantis. My better nature persuaded me to heal it. Back on its feet, it immediately attacked me. No good deed goes unpunished. Also in this room was a pile of bones under which I found a Mantis key.

There was one last store room, off the East wall of the chamber, in which I found Tanglor a somewhat boastful Half-elven Ranger. I was tempted to take him on as a henchman, but I had grown attached to both Shorn and Calandra. So I sent him back down to the Temple reception area to warn others away. There was more loot in the store room, which I packed away in the many bags I had, now including Tanglor's, which he had left behind.

Then we went back across where we had first entered and into the South passageway. Immediately on my left I spotted a wall with a room behind it, but I didn't have whatever special key was required to open the wall. Just beyond that spot was a smallish chamber with another of those eyeless statues. On its South wall was a locked gate, which I was able to open without problem.

That let us into another smallish chamber in which there was yet another huge eyeless statue in the centre and Magic Mouth on its West wall. The Mouth's message was "Of the bones you need three, together they are key."¹⁹ In a small store room just back of the mouth were barrels and crates with a lot of miscellaneous loot and GP, several piles of GP and a couple of fallen adventurers with some rotted food and rusted arms about them. We went back out to the first chamber and then through a door on its West wall.

That let us into a large rectangular chamber with two more of those huge eyeless statues. In the Southwest corner was a gate that took one of my Copper keys to open. The hallway behind it led to a set of steps and the doorway to the Southern part of this level. I wasn't finished with the part I was in, so we turned back into the chamber and through a door in its Northwest corner.

That door took the Mantis key I had found earlier to open it. Inside was the body of another fallen adventurer. On it, I found a note that described a room with levers and how to use them. Beside it was a *Thunderbeast* Axe and a dart+3. There was nothing else of interest so we took the short passage North to a T-junction. There seven Mantis warriors came at us.

Done with them, we moved East and around a corner could see clearly a couple of pits that prevented entry to something interesting behind a wall. I noticed a lever at the wall on my right (East) and pulled it. That closed the first pit. There was no lever for the second pit, unfortunately. Looking across it, however, I noticed a button on the wall. I had been in this situation before and, luckily, I had picked up several darts along the way. So I equipped and threw a dart at the button.²⁰ That closed the pit and opened up the wall in front of us. There, in a

¹⁹ If you ever find you need another Bone key, this is where you have to go to get one. If you put in three bones (femur &/or skull), they will be turned into a Bone key. But this can be done only once.

²⁰ To do this, you have to equip the dart and "Bash" the button. A bow and arrow could also be used. I've never tried a hatchet or throwing axe, but that might also work.

loot bag on a pedestal, I found another Mantis key.

Moving West along the hallway, we came to a widening which formed a small chamber and found yet another huge eyeless statue. A few steps beyond this chamber, a door on the left (South) opened on to a room with another huge statue, this one with jewel eyes and a couple more Mantis warriors. When we had disposed of the pests, I reached up to take the jewels, the statue became a Fire Giant. Who, of course, attacked us. He was a bit more trouble than the Mantises. In the rubble left after dealing with him, I found a *Gem of Stone Turning*. I already had picked up lots of Fairy Dust, but I was pretty sure that stone would become handy at some point. I still remembered with distaste my experience of being turned to stone in at least one past adventure.

Also in the room were the remains of two fallen adventurers. Near one I found a pile of gold, a small *Shield of Protection+2*, a rusty dagger and a loot bag with some spells scrolls and healing potions. I picked up everything but the rusty knife. I also took the skull in there, as well, (mindful of what that magic mouth had said). At the other body, I left the rusty longsword but took the gold and the femur. That made three bones I had picked up in this area. I just had to figure out what to do with them. Next, on the right (North) was a short passage that led to a store room with some assorted minor loot and GP.

The last door in the area took my second Mantis key to open. And when we did, several Mantis warriors attacked. When the dust had settled and we had a chance to look around, I saw we were in what appeared to be the main Mantis hatchery. There were ten massive eggs and we set about bashing each of them. After we had done that - and finished off the warriors that tried to protect them, I noticed a statue with a couple of gems for eye and a sign that read "What is removed must be replaced". One of the gems would not budge, but the other came out quite easily. When I replaced it (thank you, sign!), the statue disappeared, as did the wall behind it.

That revealed an apse where there was the body of a fallen adventurer and a loot bag. On the former, I found a healing potion and a Copper key. In the loot bag was a Mantis Idol. I wasn't sure what that was or was worth, so I just stuck it in one of my bags. Between them, I found another *Sphere of Fire*. I thought I should try to find a use for those things sometime soon.

After that, I concluded there was little else to do in this part of Level 1, so we went back to that door in the Southwest of the area. After resting up, we went through it.

XP in this area:

Mantis warrior: @20XP, @60XP, @72, @126XP

Fire Giant: 400XP

2. The Silver Tower - Level 1 South (The Order of Darkmoon)

We followed a passage through to a chamber which once must have been a library. I noticed a Divining Pool and Recall Portal and offloaded all of the scraps of paper and Journal

entries that Calandra was carrying.

Then we proceeded West and South through a winding hallway and through a network of rooms inhabited by Giant Wasps. I went for the nests in each room, leaving Shorn & Calandra to focus on the buzzing pests. I destroyed all of the nests and they left us alone long enough in one chamber in the Southwest to check out the bodies of two fallen adventurers. On one was a Copper key which I packed away for future use. As we were leaving the area, the wasps appeared to regroup, I am not sure from where, so we just kept killing them and made our way back to the library, where there was a door in its Southeast corner. Getting through that door required a Bone key.



- | | | | |
|-------------------------|------------------|----------------|------------------|
| 1. To/From level 1N (4) | b. Wall button | i. To/From (h) | o. From (p) |
| 2. To/From level 2S (1) | d. Divining Pool | k. Copper key | p. Portal to (o) |
| a. To/From (1) | h. To/From (1) | l. Lever | z. Drop from (1) |

We made our way through a long passage East to a chamber with five levers and a locked door that nothing would open. A sign on the East wall read “Faith is the Key”. The lever in the centre of the chamber was a reset lever, so I figured that there must be some special order in which to pull the other levers to get through that door.

It took quite a few tries (and drops into a subterranean room) before I got the sequence

right. But when I did, the gate opened.²¹ The next door we encountered required a Copper key to open. Beyond it we came to another unopenable door. Unopenable, that is, until I discovered a secret button on the wall opposite and pushed it.

That let us into another warren of wasps' nests similar to the onewehad preveiously explored. There was not much in the small chambers in this area except giant wasps, all of which had to be killed. I found that when I destroyed the nests in the area, it considerably reduced their numbers.

Once the wasps had been disposed of, I explored at leisure and discovered a passage leading to the East and South. There, the apparition we had met on first entering Level 1 greeted us and gave us a choice of two doors/paths to follow. The one on the right (West) was just a portal that took us back to where we had started in this section of Level 1. The one on the left (East) was a portal that took us toward the next level up in the tower.

XP in this area:

Giant Wasp: @120XP, @106XP, @75XP

3. The Silver Tower - Level 2 South (The Test of Faith)

We went up to the next level and faced South. I decided it was probably wise to rest before proceeding. Up another set of steps and we came to to an East-West passage. On my right (East) was a Divining Pool and on the left (West) a Recall Portal.

We took the route East and after a turn North, saw a chamber on our right in which there was another Magic Mouth. Beside it was a pile of bone (Skull & Femur) This mouth said²²:

“The last children of Darkmoon did not heed our warnings.

“Now they are the dust we blow down these corridors.

“Will you become dust as well?”

Well, I had no intention of becoming dust, but I was not about to let words deter us. Exploring farther North we came to a door which required a Bone key to open.

Leaving that for the time being we went back over to the passage West of the Recall Portal. Rounding a corner and coming to a crossways, I received a vision saying “The way through three is two, not four.” “Oh, Lord, not another riddle!”, I thought.

Outside a door in the hall to the left (West) there were several scorch marks. The door opened on to a room and there an unseen voice intoned “Tsk... Tsk... I thought you were wiser

²¹ The correct order in which to pull the levers is NW, SW, SE. If you get that wrong, that is what the centre (Reset) lever is for. All but the Reset lever disappear after the puzzle is solved and you pass the next puzzle.

²² It does not repeat its warning when you go to it again.

than this.” and a fireball shot at us. Luckily, our resistance levels were high enough that the damage was negligible. In there, I picked up a quartz crystal, a stone and some GP. I left a rusted greataxe where it was.

Back out we followed the North passage from the crossways and through a door where a Big Mouth said:

“When we have feasted, it is I who sings the priases.
“When we have hungered, it is I who breathes the pain.”

I ducked out of the way just as the thing shot out a fireball. I had ducked to the right, so we followed the hall Eastward and were soon accosted by a bunch of Flying Snakes. I hate snakes. After killing them all (and a Summoned Balor, summoned by I did not know), we found the Eastern passage only led to a dead end with a pile of rocks.



- | | | | |
|-------------------------|------------------|------------------|---------------------|
| 1. To/From level 1S (2) | d. Divining Pool | l. Lever | t. Transport to (2) |
| 2. To/From Level 2N (1) | g. Red Gem | m. Magic Mouth | |
| b. Big Mouth | k. Key | r. Recall Portal | |

Moving Westward, we came to a larger rectangular chamber with a lot of Flying Snakes,

one of which put Calandra out of commission. So, after the skirmish, I used a *Raise Dead* scroll to bring her back and then we rested. As we moved West from that chamber, a door on our left (South) opened with some difficulty into a hall with another dead end chamber. With more snakes, of course. But it also contained a pile of bones on which there was a *Rod of Resurrection*. Going West again from this little diversion, we came to a Library - and more snakes and another summoned Balor. This was not an easy fight, but worth it. Afterward on the bookshelves I found a *Belt of Agility*+3 among some other minor loot. I gave the +3 belt to Calandra and her +2 belt to Shorn.

A winding passage west from this library led to a door which opened on to a cut scene with an apparition that chanted:

“Welcome Children!
“You have done well thus far.
“However, your temperament has yet to be challenged,
“Take heed as you travel forth.
“You must not tarry.
“Consider all you have learned and choose the right door.
“Choose wrongly and feel my master’s wrath.”

The portentous melodrama really was getting quite boring. Looking around, I saw we were in a large rectangular chamber with openings to the South and West. In the centre of the chamber, in a pile of bones, I found a Darkmoon key and, in a pile of rocks, a quartz crystal and a stone.

The South opening was to a hallway with a room off each end. Given that obvious hint in the apparition’s chant, it was clear that the room on the right (West) was the right one. On entering we saw an altar and a voice said we had chosen well and had qualified to proceed. On the altar was a bone key. (I recalled that the Bone key was what was needed to go through that door at the Eastern end of this section.)²³

Back in the large chamber, I noticed a passage leading off the Northwest corner. Following it, we came to a door on our left (West) and inside it was a small room with a Red gem on a pedestal. I wasn’t sure what the gem was for, but I took it anyway. Some of this stuff we had been picking up had to be useful at some point.

Back out and following the passage north we came to another door and a larger rectangular chamber. Apart from more snakes, the only thing of interest appeared to be a chest in which I found a potion and some GP. Looking more closely around the walls, I found a lever on the East wall and pulled it. That opened the northeast corner, revealing a library. In the library, besides snakes, I found on the bookshelves several spell scrolls and three very interesting books: the *Prayer to the Overgod* and the *Book of Healing*, both usable by Paladins and Clerics and the

²³ After getting the Bone key in the room on the West, I went over to the room on the East. There, the voice at the altar called us foolish and we were transported with a good bit of damage to the door on the East. Position (2) on the map. Returning, I decided to check out that short passage to the East at the crossways in the centre of the section. The door at the end of it opened on to a Gas Spore capable of doing a good bit of damage.

Book of Magic, usable only by wizards.

After that, we made our way back to the far Eastern part of the level and rested up, getting ready to go through that door to the North section of the level.

XP in this area:

Flying Snake: @42XP
Summoned Balor: @63XP
Attack Gas Spore: 50XP
Kill Gas Spore: 42XP

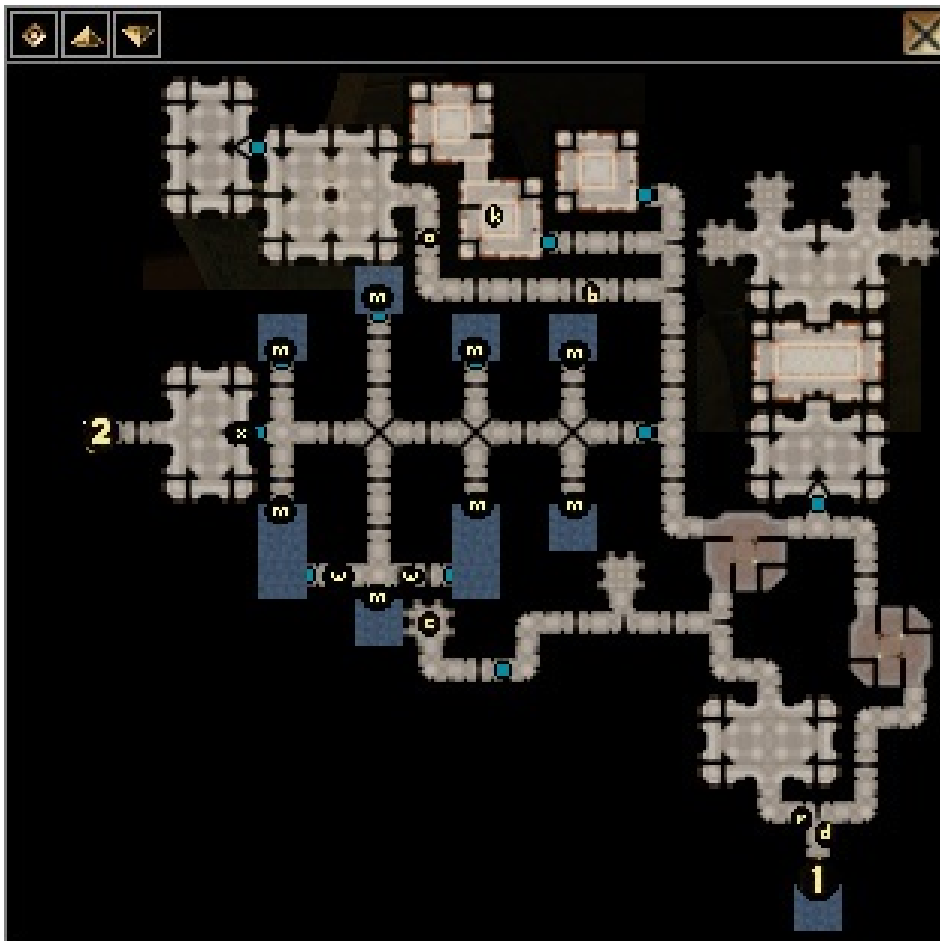
4. The Silver Tower - Level 2 North (The Test of Faith)

We came through the door, using the Bone key, and found ourselves facing North. On my right (East) was a divining Pool and a few steps further on my left (West) was a Recall Portal and a short East-West hallway. Taking the Eastern route, we ran into more Flying Snakes. When we had done with them, I found a *Ring of Adornment*, which gave the wearer immunity from Death Magic. I stashed it in one of my bags for future use if needed.

Farther on we came to a library in which there were a few miscellaneous spell scrolls. Going a passage in the Northeast corner and following the hall, we saw a door on our right (North) and wen in to a series of three large rectangular chambers with a little loot and a lot of angry Flying Snakes. Back out in the passage, we came to another library, with a few other scrolls. In that library, there was an opening to the West and to the South. I took the one to the South, thinking to complete a circle back to where we had started. We did, coming to a rectangular chamber in which we had to despatch a Gas Spore, but not much else.

We headed back North and followed a passage to the West which we had skipped on the way South. Off it a little ways there was a small alcove in which we found a fallen adventurer and some rocks. At the end of the passage, we came to a wounded cleric who warned us that where we were was a trap and that if we took any of the loot strewn about him, we would end up trapped like him. I figured that we could fight our way out of any trap and picked up the *Full Plate+3*, the *Adamantine Helm*, several Fireballs and other things, healed him and left him there.

We made our way back to where we had turned West and continued North past the second library. We came to a sign on our right (West) which read: "Hall of Riddles" and a door that required a Darkmoon key to open. Leaving that for the moment, we proceeded farther North to a long passage on our right. Or at least it seemed long at first because we kept getting teleported back to the entry. Until I noticed a hanging shield with a button which, when pressed, stopped the teleport.



- 1. To/From Level 2S (2)
- 2. To/From Level 3 (1)
- b. Shield & Button
- c. Wounded Cleric
- d. Divining Pool
- k. Darkmoon Key
- m. Big Mouth
- o. Disorientation Spot
- r. Recall Portal
- w. Weak Wall
- x. Point of No Return

Around a corner a few steps, we found ourselves quite dizzy and confused until I managed to get us past the disorienting tiles that kept turning us around. Past that the passage opened into a large hall and then another opened off that hall's Northwestern corner. There was not much in either except for Flying Snakes and one chest with a few potions in it.

Returning to the main hallway, we went North to another passage to the West, leading to a couple of smaller chambers with more Flying Snakes and a summoned Balor. That done, we found a Darkmoon key under a pile of bones. Back at the main hall again, we followed it North a few steps and around a corner to a square chamber with more snakes.

Then we went back to the Hall of Riddles. In it there were eight Big Mouths, each of which posed a riddle. It was a good thing I had carefully picked up stuff along the way because a lot of otherwise useless items were needed to answer the riddles.²⁴ Once all of the mouths had sung, the door to the West opened. When we entered, we came to a cut scene where Dran

²⁴ In the Big Mouths, depending on the riddle each poses, you will have to put an item picked up on previous levels: These are: a Rotten Food, 5 rocks, the Mantis Idol, the longsword *Hunger*, the red gem, a potion and a scroll. One of the mouths does not appear to pose a riddle. I think it is a mistake or a freebee.

Draggore welcomed us and permanently locked the door through which we had entered. We had no way to go but forward.

XP in this area:

Flying Snake: @42XP
Attack Gas Spore: 50XP
Kill Gas Spore: 42XP

5. The Silver Tower - Level 3 North (Test of Darkmoon)

So, after he left cackling as he went, we passed through the door directly to the West of us, then around a hallway and up some more steps. Which brought us to a crossways where a voice intoned the message “Four Keys and one door. Find them to gain more.” At the end of short passages off the North and South of the crossways, there were pedestals with a blue light emanating, but I was not able to manage any interaction with either. So we went forward (East, into a rectangular chamber with nothing of note in it, except an apparent portal on its East wall.

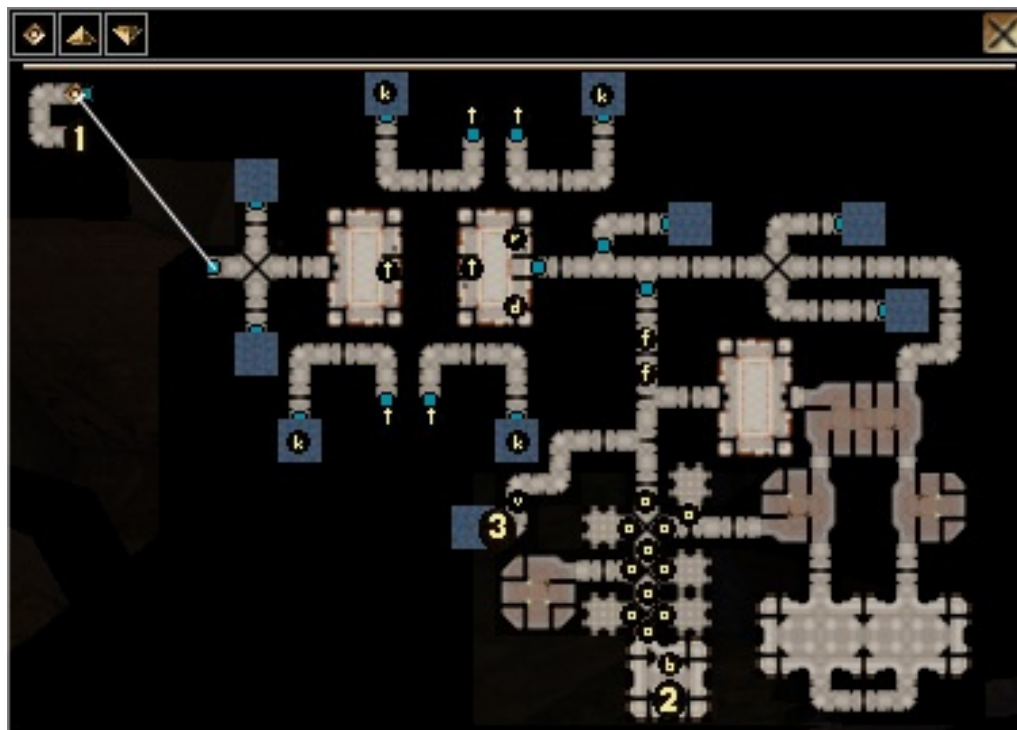
So, into the portal we went and were teleported to a winding hallway at the end of which was a hand altar with a Darkmoon Key. There was no way out except back the way we came through the portal. We did this several more times until I had collected four Darkmoon keys. With them in hand, we eventually teleported back to the chamber from which we had started. Then, going through the portal again, we were teleported to another almost identical chamber, flipped 180 degrees, in which there were four coloured pedestals and a door to the East. To the left of the door was a Recall Portal and on the Right, a Divining Pool. The door would not, however, open until I had put a Darkmoon key on each pedestal. Then the door opened by itself.

Going through that door we were in a long hallway to the East. A few steps forward, there was a door on our left (North). Behind it was a room with a Beholder, who did a little damage before we sorted it, but nothing else of interest. A few steps beyond that door we were attacked by a Beholder Mage that emerged from a hallway to the South. I wasn't sure which way to go, but eventually decided to explore the Northeastern part of the level before heading South.

Coming to a crossways off which ran a short dead end pass to both the North and South, we were attacked by another Beholder Mage, backed up by a Skeleton warrior. After a while the hallway turned to the South and we arrived at a library in which I found beautifully bound copies of *The Doombringers* and a *Gem of Hold Monster*. On other shelves, there was an equally nicely bound *Wind by the Fireside*, an *Adventures of Grin, Richard and Wu-Wei*, and a *Luskan's Arcane Brotherhood*, as well as a *Scroll of Stone to Flesh*, an *Amulet of Will+3*, and a *Belt of Agility+3*. An opening to the South led to another part of the Library in which I found on different shelves an *Uthgar's Legacy*, a *Wars of the Creator Races* and a *Gauntlet of Fury*.

On entering this little area we heard a voice that said it was a place of rest and refuge. A large Ankh lit by greenish beam gave various options on how to interact with it. Choosing to

‘pray faithfully’ appeared to restore all HP.²⁵



- | | | | |
|------------------------------|---------------------|------------------------|----------------------|
| 1. To/From Level 2S (2) | b. Trapped Beholder | k. Darkmoon Key | t. Teleport Portal |
| 2. To/From Tyrant's Lair (1) | d. Divining Pool | o. Disorienting Portal | v. Vision of Khelben |
| 3. To/From ? | f. False wall | r. Recall Portal | |

Moving South again we came to a large rectangular hall where several Will-O'-Wisps attacked and brought a Summoned Balor along with them. That was not an easy fight. Carelessly exploring a short passage to the South of this hall, I was quite severely damaged by three quite powerful IUDs, enough that I had to go back to the Ankh for healing. After that we went back to the hall in the South and followed a short passage North to another library area also connected to the first. It had a sign saying it was a safe area and to rest there if necessary. On the shelves, I found a potion of *Vitality* as well as a nicely bound *Trade of Blades*, *Nether Scrolls* and *Neverwinter Wood*, plus a lot of GP. On the body of a fallen adventurer, I found a *Rod of Dispel Magic*, another potion of *Vitality* and a potion of *Recall*.

North from there, we returned to the first library area and made our way West to a rectangular chamber with a couple of fallen adventurers on the floor and not a lot else. West from that chamber we came to that North-South hallway where the first Beholder Mage had emerged. Feeling a draft on my right as we moved west, I saw that there was a false wall that concealed the true length of the hallway. Moving South, I saw an opening to a passage West, but decided to leave it until we had explore and cleared the whole Southern part of this level.

²⁵ Only pretending to pray faithfully or spitting on the Ankh moves your orientation +3 Evil. Leaving it alone does nothing one way or another.

Moving South and exploring was a conundrum of disorienting portals. Whichever I entered, I never ended up on the other side, but at somewhere else. The All-Seeing Eye map showed me where I was but was no guide to where I would end up. Eventually, by repeated trial and error, I was able to explore and map out the whole area.

There was one library area that contained, on its shelves and on or around the bodies of dead adventurers, a plethora of quite good loot: Potions of *Vitality*, *Recall*, *Invisibility*, *Bull's Strength*, *Death Armour* and *Cure Critical Wounds*; a *Ring of Protection+4*; an Elven Short Bow and several different kinds of enhanced arrows; *Bracers of Armour+4*; *Gloves of the Yellow Rose*; a Large Shield+4; and a *Belt of Hill Giant Strength*.

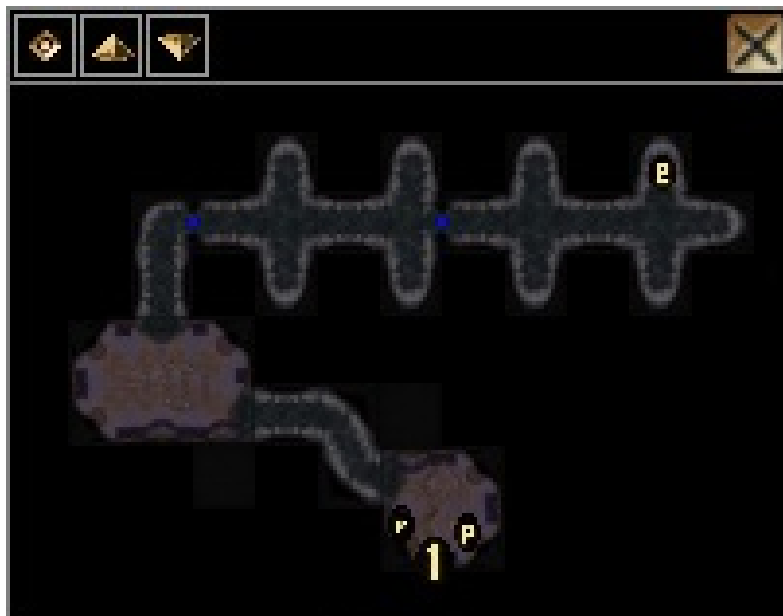
The Southernmost chamber had in it a Beholder trapped who asked for help. I did and the bugger thanked me by attacking. Looking around the chamber, I moved to examine a pillar on the South wall, but not noticing the hole in the ground in front of it, went for a precipitous drop.

XP in this area:

- Skeleton Warrior: @2XP
- Summoned Balor: @63XP
- Will-O'-Wisp: @268 XP
- Beholder, Beholder Mage: @400XP

6. The Silver Tower - The Tyrant's Lair

We landed in a cold, dark place, the portal from the hole behind us, an oubliette on our right (East) and a recall portal on our left, located beside a passage to the West.



- 1. To/From level 3N (2)
- e. Elder Beholder
- p. Floor Pit (Oubliette)
- r. Recall Portal

When we followed the passage we encountered a Beholder and then another in the chamber

where the passage widened and opened to the North. Neither of those Beholders were easy to dispose of, but when we did we found the bodies of three fallen adventurers and had time to pick up quite a bit of loot about them. (Potions of *Endurance*, *Lore*, *Barkskin*, *Death Armour*, *Bull's Strength* and *Cure Critical Wounds*, a *Dagger of Immunity*, *Gauntlets of Ogre Power*, which I equipped; *Boots of Reflexes*+3, a Quarterstaff, a Halberd+2 a dagger, a *Spiked Large Shield*+4 and a *Ring of Resistance*+3)

We then followed the passage North and through a door that opened East. There we ran into a Beholder and Beholder Mage. Once done with them, we picked up a Potion of *Vitality* and a *Brutal Mace*+3 from some of the bones in the area. The bodies of several more fallen adventurers, however, did not fill me with confidence that the way ahead might get any easier.

Past another door to the East, we easily disposed of a Beholder Mage, but that was only a feint, by the Elder Beholder who laid in wait around the next corner, intended to put us off our guard. He was one bear to bring down! Luckily, I had buffed up and got it to a near death state before it managed to petrify me. Then both Calandra and Shorn moved in and finished it off. It took a bit of waiting, but eventually the petrification wore off and I was able move again. As there was nothing else to find in this area, we rested and then made our way back to the portal through which we had come.

XP in this area:

Beholder, Beholder Mage, Elder Beholder: @400XP

7. The Silver Tower - Level 3 North - Reprise

Back on Level 3N, we navigated the disorienting portals back to the hallway we had passed by unexplored earlier, and moved West through it. Near its end, we faced a vision of Khelben who asked us what we had discovered. We told him the Temple appeared to have been built on a much older, deeper structure and that we had met Dran Draggore. That troubled Khelben greatly and he told us to avoid Dran at all costs. He also told us a magic power was enveloping Darkmoon despite his efforts and those of his colleagues. Then, all communication with him was broken.

With nothing else to do, we had to move forward past where we had seen Khelben and through the door on our right.

8. The Silver Tower - Level 3 South (The Mark of Darkmoon)

Through that door and around a corner, we were attacked by two Will-O'-Wisps and a Summoned Balor. When we had killed them off, I had time to look around and saw two apparently impenetrable black abysses to the West and North. Then I saw a sign that read "A test of Vision. It may change without warning." With no evident way of proceeding, I decided that sign had to mean something and walked right into the black abyss on my right (North). No sooner had I done that but both apparent abysses disappeared revealing a hallway ahead where

only a black maw had been before.

We followed the one to the North²⁶ and as it turned West a couple more Will-O'-Wisps attacked. Finished with them, we moved South, to an East-West T junction. The East route led back to where we had first entered, so we went West. That led to a couple of small, apparent dead end, chambers. After a look around in the Southernmost dead end, I saw another of those apparent abysses and walked into it confidently.



1. To/From Level 3N (3)
2. Darkmoon Pedestal

- a. Apparent Black Abyss
- b. Apparent Black Abyss
- c. Apparent Black Abyss
- e. Apparent Black Abyss
Blocks (b) & (c)
- i. Lever
- x. Door of no return

We explored the whole Western area, running in to several more Will-O'-Wisps and, in the Northwest four pedestals with Blue lights shining. Unfortunately, I could do nothing to interact with those pedestals, even though lights like that seemed to have significance in our previous explorations. The same applied to the several sets of pressure plates we saw. They seemed to do nothing, whether I put weight on them or not.

Making our way through the passages to the Southeast, I noticed another of those black abysses. When its threshold was passed, several of the openings that we had found in the other abysses were closed up with solid walls.²⁷ Farther Southeast, we came to a square chamber in which there was a Guardian Beholder we had to fight. Not easy! But killing it did give us time to get some reasonably good loot and potions from the bodies of adventurers it had previously killed.

²⁶ Whichever of the two routes you take, the other will become a solid wall.

²⁷ Crossing the threshold at point (e) will close previously opened walls at points (b) and (c) on the map.

South of that chamber, at the end of a passage, was another abyss on the East, with a floor lever beside it. The lever did not appear to do anything, but walking into the abyss revealed a door to the East with another lever beside it. Pulling that second lever opened the door for us. That revealed an East-West hallway that formed a square with an opening into a larger chamber on the East.

I could sense this was going to be something big because there had been nothing much in our way in the rest of the area. So, before entering I took several buffing potions, including one of *Death Armour*. Then we charged in to find an angry apparition and two Guardian Beholders. Dealing with them, as Wellington put it, was a 'near run thing'. I ran to one and did a little damage, drawing Calandra and Shorn to it and then went off to attack the other while they kept the first occupied. That seemed to work and the Beholders were not able to concentrate their deadly powers fast enough to hurt us significantly.

Once the fight was over, I saw that there was nothing in the chamber except for an altar. When I approached it, I was given two options: Put a hand on the altar or leave it. I figure that leaving it would get us nowhere. There was no getting back to the Temple - or anywhere else - the way we had come. The way forward had to be the laying on of the hand.

Well, that made me quite dizzy and I must have passed out. When I regained consciousness, we were back in the reception area of the Temple.

XP in this area:

Summoned Balor: @63XP

Will-O'-Wisp: @75XP, 88XP, 198XP or 231XP

Beholder Mage: @342XP

Guardian Beholder: @400XP

9. Temple Darkmoon - Levels 1 & 2 (Reprise)

There I was in the Temple's reception area, just coming out of the daze, feeling myself to make sure I was still all in one piece and what should I find in my pocket but a metal *Mark of Darkmoon*. "Well, I must have passed whatever test that was", I thought, "Even though I was not supposed to!" And then, "Now where had I heard that "Mark of Darkmoon" before? Then I remembered that *Mouth of Darkmoon*, where all the priest hung out, up on the Temple's second level.

I took the opportunity to check out whether or not I could get back to the Gypsy traders' camp quickly via the Temple gate on the West and found that it was possible. So I decided to go and sell off most of the superfluous loot we had picked up.

Back at the Temple, we went back up to the Priests' Quarters on the second level. It was still cleared out so we met with no opposition and made it quickly to that *Mouth of Darkmoon*. There, it welcomed us and opened the previously solid wall behind it on to a rectangular

chamber. After we had killed the four priests who attacked us, I saw an opening in the East wall behind a crystal shield. The Azure Guardian behind it asked whether I wanted to use that crystal hammer I had picked up back in the Beholder warren. I, of course, replied in the affirmative. What else did I have to do? So the hammer cracked and the wall disintegrated.



- 4. To/From Azure Tower Level 1 (1)
- b. Red Beam Portal
- l. Lever
- m. Mouth of Darkmoon

We moved East down the hall and came to a crossways where there was a red beam aura in front of us as well as on each side. Red beams had never been good news in the past so I prepared for the worst. When we moved into the beaming on our right (South), we were transported back to the where the crystal wall had been, facing West.

So we turned right around again to the crossways and tried moving into the red beaming on our left (North). That got us into a U-shaped passage, facing South, looking at a lever in front of us and more red beaming behind and to the East of us. I decided that levers were for pulling and did just that. Then a heavily-armoured Portal Guardian appeared and we had to sort it right quickly. On its remains I found a Diamond Golem heart and stashed it away in one of my magic bags. Moving the lever seemed only to have brought the Guardian, but did nothing to remove the solid wall in front of us. That left our only option to go through that red beaming behind us. (Just around the corner, I could see another lever.)

Moving into it teleported us to a spot facing East, in front of another wall with another lever. Behind (West), through the red beaming, I could see the hallway opened by the crystal hammer earlier. Pulling the lever brought out another Portal Guardian and, on its remains, there was another Diamond Golem heart. Through the beaming to the North and South of us, I could see another lever, wall and beaming in each direction.

I went to the South and ended up facing West in another u-shaped hall in the Northeast part of the area and another lever. Pulling it got us another Portal Guardian (and Diamond Golem heart) and another solid wall to the West. So, entering the beaming to the Northeast of the hall was, again the only thing to do.

That got us right back to where the crystal wall had been again. So we went right back East and, this time around, we ended up in front of the lever in the Southeast part of the area. And another Portal Guardian. And another Diamond Golem heart. And another beaming to pass through. Doing that took us to the central part of the Northeast hall and another lever. And Portal Guardian. And Diamond Golem heart. And another beaming.

We kept on doing this until somehow, we ended up in a hall in this area that had no red beaming portals. I don't know how we did it, but we did. Then we followed the hallway around a couple of corners until we came to some steps up. That HAD to be the entry to the Azure tower. And it was.

XP in this area:

Priest of Darkmoon, Summoned Balor: @33XP

Portal Guardian: @400XP

V. The Azure Tower

1. The Azure Tower - Level 1 (Test of Will)

We entered a passage that proved to be long and winding and eventually ended up at a crossways facing West. We went North from the crossways and just did a sort of circle route without finding anything of interest.



1. To/From Temple level 2(4)
2. To/From Level 2E(1)
 - a. Teleport to (b)
 - c. Teleport to (d)
 - e. Arrival from Level 2W(p)
 - f. False Wall
 - g. Teleport to (h)
 - p. Wall Pillar & Wood Button
 - r. Recall Portal
 - z. Arrival from Level 2E(a) & 2W(q)

Back at the crossways, we turned right (West) and into a largish square chamber with a chest in the middle and two statues. As soon as I opened the chest the statues came alive as Shield Guardians and attacked. With them destroyed, I was able to look around and found a

Polished Chrome Shield on their remains. There were two alcoves at the North and South corners of the West wall with an entry that could not be opened, but not anything else of interest. On the Southern part of the East wall, I found a false wall. That took us to a short passage which ended in a teleport to the far Southwestern part of the level. There was not much else there except another teleport back up to that alcove in the Northwestern corner of the chamber where we had fought the Shield Guardians.

We followed the hall back out to the crossways and South to a set of steps leading up. With nothing else evident that we could accomplish on this level of the tower, we went up the steps and through the entrance to the East section of second level of the tower.

XP in this area:

Summoned Balor: @43XP

Shield Guardian: @333XP

2. The Azure Tower - Level 2 East (Ancient Text)

We entered facing West and followed a sinuous hallway to a square chamber. There was a Recall Portal and Divining Pool to our right and a glowing Elderly Elf Head bust on each of the other three walls. Right ahead of us (North) there was an opening blocked by a translucent barrier. Clearly something magical had been done to that opening.

I bounced off it a couple of times and then sat there scratching my head until I finally remembered I had picked up a couple of rods of *Dispel Magic*. I tried using one of them on the barrier, to no avail. Then I tried using it on each of those big glowing busts. When I did, the glowing stopped for a moment then began again. But when I had finished using the rod on all three of them, the barrier dissipated.



- 1. To/From Level 1(2)
- 2. Alain
- 3. To/From level 2W(1)
- 4. To From Level 3(1)
- A. Ankh
- a. Teleport to Level 1(z) or Level 3(p)
- d. Divining Pool
- f. False Wall
- g. Body/heart/Soul Gem
- h. Elderly Elf Head Bust
- p. Purple Beam Portal
- r. Recall Portal

We went North through the opening, past a passage to our left (west) and then around a corner to the East. There we were accosted by a Bulette that managed to do a bit of damage before we subdued it.

Following that passage, we came to a door that opened North on to a large, long rectangular room filled with Basilisks. That proved to be an arduous fight, the more so because one of the Basilisks was lucky enough to petrify Calandra. When we had polished them all off, however, a *Vial of Magic Dust* brought her back to life and I asked her to rejoin the party. Looking around, I saw passages at the South of the East wall, the West and East of the North wall and the North of the West wall.

We were facing East, so I thought we would follow each of the openings counter clockwise them there. The opening in the Southeast windingly took us to a rectangular chamber in the Southeast where we had to fight off several more Basilisks. (Shorn got petrified and I had to use a *Vial of Magic Dust* to get him back again.) But the fight was worth it for some good loot (*Staff of the Holy*, *Hearth Shield* and *Drow Leather Armour+3*), as well as a *Soul Gem*. I was pretty sure that had something to do with the Diamond Golem hearts we had picked up earlier and some of the bones we still carried in our bags.

On leaving the chamber, we were transported back down to Level 1 and had to make our way back to the level we had been on and the big chamber where we had first entered. I began to understand why the previous level had been called the "Test of Will". I wondered to myself how many times we might have to get teleported about to finish.

Back in the big chamber, I decided we would go Westward. Down a short hallway, I saw portals ahead and to the Southwest. On my right (North), I discerned a false wall and we went that way. Up a little bit we came to a smaller rectangular chamber and, of course, more Basilisks. Cleaning up afterward, on a fallen adventurer I found a *Robe of Greater Battle*, a *Wand of Missile Storm*, a *Periapt of Wisdom+3*, a *Potion of Eagle's Splendour* and, not least a *Body Gem*. On another, I found a *Rod of Paralysis*. And in a nearby loot bag, a *Potion of Vitality* and Journal Entry 347, which described a ruined village.

Back out, past the false wall, I thought I might try the other openings on the North wall of the big hall. They both led back to a back hall with two doors off it. The door on the Western end opened into a chamber with a Gem Receptacle in it. The door on the Eastern end needed a key which I did not (yet) have to open. The two gems I had found had done nothing on the receptacle in the other room, so I decided that I had to check out the portals.

I dislike portals: You never know where you are going to end up. And this time around was no exception. I kept trying them and kept getting flipped about. Eventually, however, we ended up at the end of a hall that led to a dead end store room. There I found a lot of assorted loot and potions, several rusty weapons, an enhanced large shield+3, a *Full Plate Armour+4* and, on the body of a fallen adventurer, a *Heart Gem*.

With nothing else to see in there, and apparently little else to do on this level, I thought it might be time to try that receptacle with the three gems. Getting out of the portal area, we went back to the receptacle room. After putting the three gems in the receptacle, they disappeared and I heard a door open up a little ways away. We went back out into the hall and, sure enough, that previously locked door had opened up.

We went through it and followed the passage North. Up a bit, where the passage turned right (East), I noticed on my left (West) a black opening. Leaving that for the moment. We followed the passage Eastward around several corners until we came to a sign that read "The Sentry" That turned out to be another Bulette in the chamber just beyond. After killing it, I picked up a Crystal key from the body of another fallen adventurer and noticed a door in the Southeast corner of the room.

It was, however, locked and nothing I tried would open it. Then I noticed the letters ABCDEF on portal plates in the chamber, which turned out to be pressure plates. I kept putting heavy items on each plate until I noticed the door had opened. That allowed me to proceed into the small chamber beyond it which, however, had another door, to the South. That door required a *Talon key* to open it, And I didn't have one. That meant I had to get one somewhere else.

I had gone about as far as I could in this part of the level, but then I remembered we had not checked out that hallway on our left (West) back when we had first left the chamber with the Elf busts. So back we went. The passage took us through a couple of twists and turns to a door opening to the East.

This one opened with no problem and I saw bookcases on each wall and in a corner an old man sitting on a throne. On one of the shelves, I found a pair of *Gloves of the Yellow Rose*+3 and several common but nicely bound books. (I am a sucker for books with attractive bindings.) On another shelf were a couple more books and a pair of *Gauntlets of Fury*.

Then I went to the old man, who was named Alain. He described how he had come to gather the intelligence (?!!) of the Bulettes and been trapped and wracked with pain by some magic power. He asked if he could touch one of us in order to be freed to die at last. I thought, "Oh what harm can it do to give the old man some peace?" Well, none to him at least.

I was not able to tell whether it did anything to me other than to impart a whole lot of experience, or so it seemed. Enough to level me up twice: I had my original 7 levels of Rogue and was now up to a 13th level Paladin. I wondered if that might be an unlucky number, but then worrying about it was not going to accomplish anything.

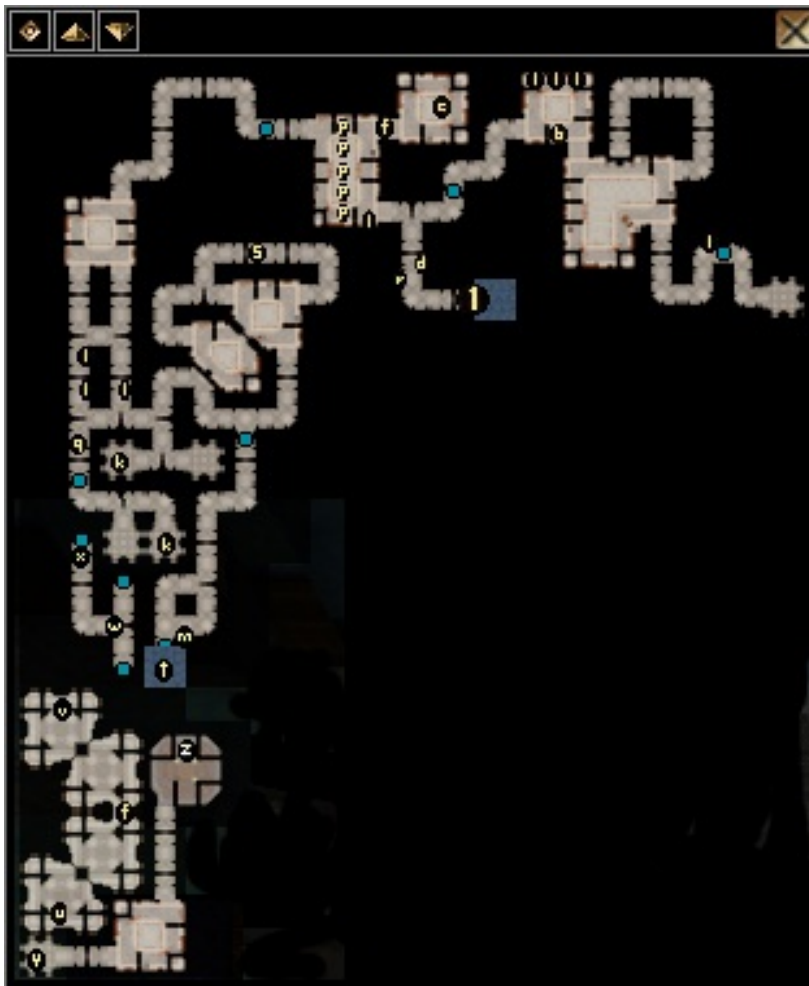
There was now, truly, nothing else for us to discover in this area at this point, so we went back up to the North central part, where I had seen that black opening to the West on our way to meet the Sentry.

XP in this area:

- Summoned Balor: @53XP
- Basilisk: @400, @333XP or @153XP
- Put Body, Heart & Soul Gem in receptacle: 425XP
- Bulette: @400
- Release Alain: 25,000XP

3. The Azure Tower - Level 2 West (Deadly Halls)

We entered facing West and around a corner saw a Recall Portal and Divining Pool on our left (West) and, a little beyond them, an East-West T junction.



- 1. To/From Level 2E(3)
- b. Button on pillar
- c. Crystal Key
- d. Divining Pool
- f. False Wall
- k. Key
- l. Lever
- m. Magic Mouth (Challenge)
- p. Pit to Level 1(e)
- q. Pit to Level 1(z)
- r. Recall Portal
- s. Shield
- t. Teleport to (u)
- v. Teleport to (y)
- z. Teleport to (c)

We moved to the East and came to a door that could not be opened. When I tried to pick the lock, I got a message that it required a Crystal key to unlock it.

So we went back to the West and came to a room split down the middle by pits.²⁸ Not wanting to risk falling in, I explored the East side and wall of the room. At the North end, I sensed a false wall and, indeed, we were able to walk right through it. There I found two fallen adventurers on the floor. On one there was a *Rod of Paralysis* and a couple of potions. On the other there was only a potion, but beside it I found a *Polished Chrome Shield*+2. There were also a few rusty weapons which I picked up to inventory, just in case there were any more pressure plates that had to be held down.

Looking around the wall, I saw a red sign that read “Who could guess that a hapless looking party such as yours could beat me in battle! We shall meet again.” That was puzzling, because we had not had to fight anything in the room. There was nothing else of interest in the room so we went back out to the pit room.

I was going to head back out the way we had entered when I noticed a floor lever I had missed before right in front of me. I pulled it and that closed the pit at the South end of the room. We explored the West side, coming to an open passage at the North end where we were met by a Basilisk. After finishing with him, we saw a door to the West and opened it. We were about to go through when I decided I might as well check out that door back at the East, seeing as how I now had a Crystal key.

The Crystal key opened the door and a winding hallway took us to a room with three pillars with levers on its North wall and another pillar with a button on its South wall. Leaving them for the moment, I looked through the opening in the South wall and saw a much larger room in which the whole middle was blocked off by crystal cubes. It was clear, to me at least, that the levers and button must have had something to do with the cubes.

So I went back and thought a bit. All three levers were pointed down. I went and raised the lever on the first pillar and looked into the crystal cube room. No change. I pushed the button on the pillar. No change. I went back and put the lever on the first and second pillar to the up position and then pressed the button. That made all of the crystal cubes disappear. “Well,” I thought. “That wasn’t difficult at all.” In a corner in the crystal cube room, I found an *Amulet of Life*, but nothing else. A hallway looped back on itself off the Northern wall.

A hallway off the South wall brought us to a door with a lever beside it. The door was locked but I had a pretty good idea what that lever was meant to do. And, of course, it opened the door. “Too Easy,” I thought. And was right: Two Basilisks awaited us. By the time they were dead, Shorn had been petrified. Luckily, I had several vials of *Magic Dust* left and brought him back to life so he could rejoin us. That little adventure was for nought, however, because all it did was get us access to a dead end.

²⁸ A fall from these pits drops you to Level 1(e). If you are very observant, you will be able to figure a way out. [1. Place item on the pressure plate in the North end of the room. 2. Press button on pillar that appears in the Southeast wall of the room. 3. Go to portal that appears in the Northeast corner.] You may begin to understand why the first level is called the Test of Will?

With nothing else of interest in this area, I decided it was time to check out that door to the West of the pit room. We followed a long winding passageway West and South until we came to a square room with a statue in it and an opening on both its Southwest and Southeast corners. These openings each were on to a long corridor with two or three pressure plates across it at various intervals. These pressure plates caused a fireball to shoot down the corridor doing not inconsiderable damage as they hit us. Placing one of the rusted weapons I had picked up along the way sometimes cause the shooting to stop, but not always. It was a good thing that I had picked up lots of healing potions to keep our strength up. Because not only did we face those fireballs, Bulettes kept appearing and attacking us.

Eventually, as we moved through this area, we managed to reduce their numbers to where we could explore with a modicum of peace. When we moved South through the West corridor, we came to a pit just blocking access to a door further to the South. Turning around, I saw that I had missed a lever on the wall just to the East before the pit. I pulled it, but nothing appeared to happen. So we followed a hall that led us West. On our left, I could see the other corridor back to that square room we had entered earlier.

Leaving it for the moment, we carried on to a T junction and turned right (South) to another T junction. On our right, I saw beams of light from a pile of bones and under them a Crimson key. I remembered that a Crimson key had been needed for access to a door back in the Temple so stowed it away safely in my key bag, which I kept close to hand. In the other direction there was just a dead end. So we turned North.

After a turn to the East we saw two connected square rooms without anything of note in them. (Other than Bulettes which attacked.) From these rooms there were openings to hallways that looped around just North of them. In the middle of the Northmost part, I found another of those polished chrome shields. In a hallway that wended its way south, we came to a door that required a Shell key to open. I hadn't found anything like that yet, so we had to turn back toward where we had come in.

As I turned back North up the Eastern corridor back to where we had first arrived in this area, I noticed a lever on the wall to my right (East) and pulled it. When I did that, I heard the pit that had stopped us previously close over. Going back to where it was, I tried to open the door, but could not. Nothing would budge it and my lock picking skills were useless. Shaking my head in frustration, I started back North up the corridor. I tried that lever I had pulled first, but nothing happened. As I continued a few steps North, I noticed a new lever had appeared on my right (East). I pulled it and heard that locked door open behind us. We had just made it back to the door when more Bulettes began to pour through on the attack.

Behind that door there was a short passage to the West, off which were two dead end alcoves. There was nothing in the first, but in the second, I found that Shell key that was needed to open that other door I had found in this area. So back there we went.

Following the passage South, we eventually came to a *Magic Mouth* that challenged me to

combat. When I accepted and went through the portal, I was transported to the Southwestern corner of the area and faced three Bulettes on my lonesome. Having despatched them, I made my way around the two adjoining rooms and found a false wall to the North. Through that wall, more Bulettes came at me, but suddenly both Shorn and Calandra appeared beside me to help in the fight.

At the North end of the two adjoining rooms, there was a portal that teleported me to another part of the area and bringing me face to face with a crystal wall. A nearby sign suggested that the wall was breakable, though perhaps with difficulty. So I had at it, bashing away, and eventually, it broke into little pieces, letting me through to a short passage that ended in another portal. That portal took me to the farthest Southwestern corner of the area.

Moving East from where we landed, we ran into Brutalis the Slayer. He was brutal, as his name suggested, but we managed to sort him. Afterward, I picked up an *Eye of Talon*, an *Amulet of Clarity* and a vial of *Magic Dust*. Checking out the room, I found a false wall to the North and we went through it up a hallway to a dark library chamber. There was nothing of note in that room, except for the portal in the North Wall. We went in it and that brought us back to the chamber where we had got the Crystal key.

At that point, I was pretty sure there was not much more for us to accomplish where were were. I remembered that door on the East side of the Second level, where that door required a Talon key to open. I wondered whether my newly acquired *Eye of Talon* might work. There was only one way to find out.

XP in this area:

Summoned Balor: @333XP, @25XP
Basilisk: @400XP
Brutalis the Slayer: 400XP
Bulette: @400XP, @342XP, @106XP

4. The Azure Tower - Level 2 East (Reprise)

Back at that door, I found that its iris-recognition mechanism worked just as well as a key. So South we went. We arrived at a crossways where each direction we might take was guarded by a Bulette. The one on the South (directly ahead of us) attacked, so we had little option but to deal with it. As it turned out, it was guarding nothing but an empty dead end. To the West, I saw a door behind which was another just as ornery Bulette. After dealing with it, I saw an Ankh altar. I found that it had pretty much the same properties as that other Ankh we had discovered a ways back. Finally, the Bulette behind the door on the East passage was guarding a hallway that turned North. After seeing it off, we went North and found ourselves at a set of stairs going up.

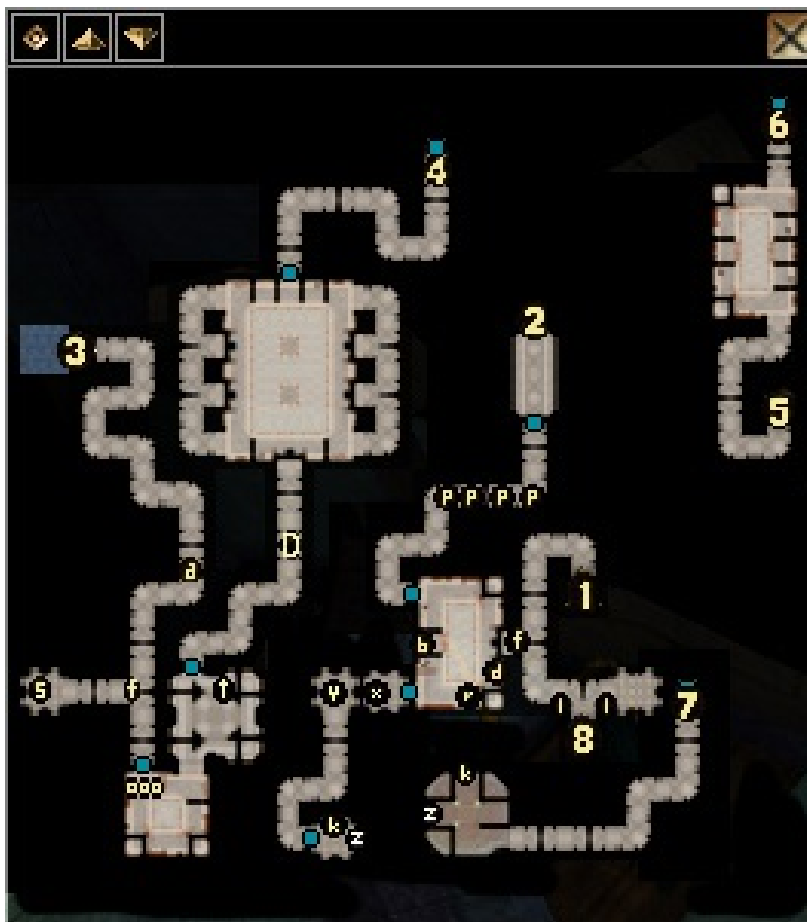
XP in this area:

Bulette: @400XP

5. The Azure Tower - Level 3 East (Test of Unknown)

We entered facing North, but following the passage, soon were headed South. Around a far corner we came to an impenetrable crystal wall on our right (South) with a lock on each side. One was labelled a Crystal Lock and the other a Shell Lock. I didn't have either a Crystal or a Shell key so I guessed that wall would have to wait a bit. Just beyond it, there was a dead end at the end of the passage.

I figured that I must have missed something, so went back the way we had come, paying closer attention to the walls. Then I spotted an anomaly, a false wall, to the West about halfway back up the passage. There I found a room with a fallen adventurer and a loot bag. In the bag was a part of a Journal describing how a previous party's guide had moved from one pressure plate to another. On the corpse was a *Potion of Vitality*. On the wall (West) beyond it were two doors, both with locks apparently impervious to picking. Beside one was a sign that read "Short Cut" and beside the other a sign that read "Guards and Wards". Between the two doors was a pillar with a button.



- 1. To/From Level 2E(4)
 - 2. Teleport to Level 3W(1)
 - 3. To/From Level 3W(3)
 - 4. To/From Level 3W(4)
 - 5. To/From level 3W(5)
 - 6. To/From level 3W(6)
 - 7. To/From level 3E(7)
 - 8. To/From Level 4S(1)
- D. Dran
- a. Khelben !?!
 - b. Pillar Button
 - d. Divining Pool
 - f. False Wall
 - k. Key
 - l. Shell & Crystal Locks
 - o. Pressure Plates
 - p. Pit to level 2E(a)
 - s. Shiny Chrome Shield
 - t. Talon Lock
 - x. Teleport to (y)
 - z. Teleport to (d)

I pressed the button and the door on the left ("Short Cut"), opened, revealing a portal inside. We entered the portal and were transported to a passage just beyond the wall behind the portal. Following that passage, we came to another little room with another portal. Just as I was

going into the portal, I noticed a fallen adventurer and stopped to check it out. Good thing I did, because on the corpse was a Shell key! (And a rusted longsword beside it.) Then we went through the portal and ended up back in the chamber we had left, standing in front of that pillar and button.

I pressed that button again and the other door opened up for us. We followed that passage until I saw a pit ahead and stopped dead. Then I noticed that the pit seemed to cover over and reappear. Then I noticed there were several pits ahead. I figured that, if I timed it right I could move ahead just after each pit closed over temporarily and get beyond them.²⁹ Beyond them was a door with a sign beside it that read “Gygax Hall of Honour”. There was a portal at the North end of this chamber but nothing other than stone statues, so we took the portal.

6. The Azure Tower - Level 3 West (Deadly Challenge)

And ended up facing several Guardian Demons and Greater Guardian Demons. Once done with them, I had a chance to look around. We were in a Rectangular chamber with a Recall Portal and Divining Pool on its East wall, a portal behind us (South) and side chambers to both the East and West. Underneath a pile of bones just ahead of us (North), I found a Crystal key.

“Aha!” I thought, “Now I have the keys to both those locks back in the Eastern part of this level!” The question I faced then was: “Do I go back or see what there is to see here first?” I thought my six was covered because it was unlikely anything would get through those crystal walls. So I decided to check out this area before going back. Good thing I did, too, because in the room to the East there was another of those shiny chrome shields.

In the room to the West, there were the remains of a couple of fallen adventurers that had a couple of potions and rusted weapons. I discerned a false wall in the Northwest corner and, when we emerged on the other side, we were attacked by a couple of Greater Guardian Daemons. As we left the room by the door in its Northeastern corner, a *Magic Mouth* shouted “Dran shall hear of this! Guards! Guards!” None appeared immediately, so we started following the hallway.

As we turned the corner and started North, three more Greater Guardian Daemons came at us. But did not stop us. I thought, “These things are getting easier as we get along.” Then I thought, “Be careful, Fella. Those are famous last words.” We followed the hallway and after a few more turns we ended up at a doorway with some kind of magic glyph in front of it. The glyph was unavoidable, so I braced myself and stepped through it, suffering a whole lot of Lightning damage.

I swallowed a healing potion as we went through the door and it was a good thing I did because there, four more Greater Guardian Daemons and a Summoned Balor came at us. After

²⁹ If you are not fast enough or don't time it right, you end up back down on Level 2E (a),.

dealing with them, I saw a pair of boots and a scroll in the middle of the room surrounded by a glowing set of fiery coals. I noticed that spaces that might let me get past the coals appeared at intervals. So I had both Calandra and Shorn hold their respective grounds and timed myself to get past the coals without getting injured. When I managed that, another Greater Guardian Daemon came at me. After I had despatched it, four pillars rose up around me and another four farther away, facing right where I would have to try to get past the inner four pillars.

I picked up the boots and scroll - and my courage - and timed my exit to miss the coals. Well, I missed them, but the pillar facing me shot a major fireball at me. Only slightly singed, I made it back to my henchmen more or less safely. After catching my breath, I identified the boots as a pair of *Bhrama's Boots* and the scrolls as a ten pack of *Ice Storm*. I wondered if we might not be in for a hot time up ahead.



1. From level 3E (2)
 2. Portal to Level 3E (b)
 3. To/From Level 3E(3)
 4. To/From Level 3E (4)
 5. To/From Level 3E (5)
 6. To/From Level 3E (6)
 7. To/From Level 3E (7)
-
- a. Avoreen's Amulet of Protection
 - b. Bhrama's Boots
 - d. Divining Pool
 - f. False Wall
 - k. Crystal Key
 - l. Lever
 - m. Magic Mouth
 - n. Nameless Light
 - r. Recall Portal
 - s. Shield

From there we went North into the next room where there was a pedestal with a red aura and two statues. There was no way to interact with those things, but I did notice a secret Floor lever in the West wall. That opened up a passageway in the West wall, beside it. Through it we went and, around a couple of corners, were outside a door with another floor lever beside it.

I was able to unlock the door and then pulled the lever for good measure before opening it. Perhaps that was not such a bright idea because immediately Krakus the the Annihilator came at us fast and hard. It was a good thing that Shorn used a Death spell to make short work of it because we might have had a bit of difficulty for a while. Once we had finished with it, I made the mistake of not noticing a set of six pressure plates and stepping on them. That set off a blaze of fiery coals underfoot, but we made it to a T-junction pointed to by an arrow on the floor.

That led to a room to the West and another to the East. We went West and found a room with three red-lit pedestals. Two more Greater Guardian Daemons and a Summoned Balor attacked us there. We made fairly short work of them and then looked around, finding four fallen adventurers. On them we found several useful potions and rusted weapons, *Avoreen's Amulet of Protection*, AND another Shiny Chrome Shield. I could sense that there was open space to the North, but could not find a way through the solid walls in that direction.

So we went back East and found a room with two blue-lit pedestals. And another Greater Guardian Daemon. Those things were everywhere. After finishing with it, I found in the Southeastern corner of this room was a short hallway leading to a door that required the *Star Fire Sceptre* to open it. I also sensed open space North of the Northwest corner fo the room, but could find no way to get through that solid wall either. So I went back to the red-pedestal room in the West to take another, closer, look around.

Back there, I found a pillar with a lever next to where I had sensed the opening to the North. I pulled it and a part of the wall dissolved before our eyes. Calandra told me she sensed great danger ahead, so we proceeded carefully. First we went down a hall East where we came to two crystal walls, which I was able to bash to pieces to clear our way. Between where the crystal walls had been was a fallen adventurer and beside him the *Sceptre*. At the West end of the hallway, I found that an opening had also been made to the blue-pedestal room.

Turning North, we entered a large square room where no less than six Greater Guardian Daemons and a Summoned Balor tried to impede our progress. Unsuccessfully, but not without a quite challenging fight. When we had time to look around, I found a couple of fallen adventurers, some gold and the *Nameless Light* bastard sword. With the sceptre in hand, we went back to the door that required it and went in.

XP in this area:

Summoned Balor: @21XP

Guardian Daemon: @285XP

Greater Guardian Daemon: @400XP or @342XP

Krakus the Annihilator: 400XP

7. The Azure Tower - Level 3 East (Reprise)

That brought us back to Level 3 East. We followed the winding passage to a door and, when we opened it, Khelben appeared. He warned us that Dran had found us and was preparing a spell that would turn us all to ash, unresurrectable. But he had developed a talisman, an Amulet of Life that would bring resurrect us if we let Dran's monsters spell kill us, instead of his spell. Then he disappeared again.

I didn't like the sound of what he had said. At all. Nor could I determine that the *Amulet of Life* that he gave me had any special properties at all. But I put it on anyway and proceeded carefully. I was pretty sure that there was something really fishy afloat.

A few steps down the passage, I sensed a strange wall on my right (East) and, sure enough, it turned out to be a false wall. Behind it, I found a adventurer's corpse with a couple of potions and, beside it, the sixth of those shiny chrome shields and a *Jhonas Cloak of Protection +2*. Back out in the passage, we went South to a door, opened it and were attacked by two Greater Guardian Daemons.

While dealing with them, we stepped on the pressure plates just beyond the door. After dealing with them, I found the door was locked tight. Then I noticed a pillar with a lever just to the right. Pulling that lever opened the door again. At least our way of retreat was safe, should we need it.³⁰

In the adjoining room, Klaus the Destroyer, a Greater Guardian Daemon and a Summoned Balor attacked us. Afterward, on the body of a fallen adventurer, I found a Tooth key and a couple of potions. On the body of another I found a *Wand of Paralysis*. That made two rods and three wands. I hoped that would be enough to stop dead whatever might need to be stopped.

In the Northeastern corner of the room, I found a Tooth Lock and put the key in it. That revealed a door in the Northwestern corner. Through it we went and were confronted by Dran in a cut scene. He said something about having given us the chance for a merciful death, but that chance being gone. It didn't make any sense to me unless that recent apparition of Khelben had, in fact, been a fake. I knew something had been fishy back there.

We went further north and came to a large square hall with five pressure plates (A, B, C, D & E) in the centre and six more plates (F, G, H, I & J, each in an alcove behind crystal walls. And a locked door on the North wall. It was clear that the pressure plates had something to do with opening the door. After a lot of trial and error, I finally figured out that I had to walk over two of the plates in the centre of the room in correct order to open a portal that would transport me to a portal inside each the alcove. Then, I had to put a weight on each of the pressure plates in each alcove in order to activate the portal there to transport me back to the centre of the hall.

³⁰ I also found that putting one of those many rusted weapons we had found strewn about on each of the pressure plates would allow the door to be opened.

Only when all of the plates in the alcoves had been weighed down did the door open.³¹ We then followed the passage until we came to a set of stairs that took us back to Level 3 West.

XP in this area:

Summoned Balor: @17XP
Kill Klaus the Destroyer: 233XP
Greater Guardian Daemon: @400XP
Put Tooth Key in Tooth Lock: 400XP

8. The Azure Tower - Level 3 (East & West Reprise - Again!)

We were in a passage in Level 3 West that took us East and South into a room with nothing of interest and then farther South to another door. Through that door we were back in Level 3 East. There we followed a passage to a room filled with pits that disappeared and reappeared. After a bit of careful observation, We made it across to the other side without falling in.³² Our reward for that was access to another door that took us back to Level 3 West. There, after a bit of a hike through another passage, we arrived at another room with appearing and disappearing pits.³³

Following the same drill as before, we made it across and came to another door that took us back to Level 3 East. There we followed a winding passage that brought us to a small library. In that library, I discovered a Crystal key in a cabinet on the North wall and a portal on the West wall. The portal took us back almost to where we had first started on the level, in the room with the Recall Portal and the Divining Pool.

We rested up and made our way back over to the two locks and crystal wall. I put the appropriate key in each and the crystal wall blocking the way South disappeared. That opened the way for us to Level 4.

XP in this area:

Use Crystal key in Crystal Lock: 200XP
Use Shell key in Shell Lock: 200XP

³¹ Stepping on plates C&D takes you to the portal with plate H; B&D to G; A&D to F; C&E to I; and B&E to J. If you were smart enough to pick up a lot of those rusted weapons and armour on your way to this point, you will not have to use some good loot to weigh down the plates. If you didn't, once the door in the North is opened, it stays open, so you can go back to each alcove and recover anything good you may have had to use.

³² Falling in drops you down to Level 3E (d).

³³ Falling in takes you back to the pit room in Level 3 West,

9. The Azure Tower - Level 4 South (Labyrinth of the Medusa)

We entered and followed a short passage to a library in the Southeastern part of the area in which there was a Recall Portal, a Divining pool and a green-lit portal. There we were attacked by Aerial Servants and a Summoned Balor. On the bookshelves after the fight, I found a set of *Fists of Fury*, a *Ring of Clarity*+3, and a few useful spells and potions. Going through the portal (it was the only practical thing we could do), we were transported to a hall in the Southwestern part of the area.

In an alcove to our left was a portal that took us back to the library. Ahead of us was an Eastward leading hallway with several twists and turns. Soon enough, we met up with more of those Aerial Servants and another Balor. After that we came to a library in which an Old Elf Head on the North wall said we had what we needed to proceed and, with a warning about myriad dangers and shifting walls, asked if we wanted to do so. Dumb question.



1. To/From Level 3E (8)
 2. To/From Level 4N (1)a.
- Portal to/From (a)
- b. Old Elf head
- c. Door opens if (b) permits
- d. Divining Pool
- e. Crystal wall (opens when door at (f) opened)
- f. Crystal Wall forms when wall at (e) opens
- g. Crystal Wall forms when (g) passed
- k. Tooth Key
- r. Recall Portal
- x. Arrow room

So through the door we went. There were six chapel-like apses in the East and West wall of the next room with shield hangers in each and a door on the North which was unopenable. Putting two and two together and getting twelve (six of those shiny Chrome shields and six shield hangers without shields), it was not too hard to figure out that the key to opening the door was to put a shield on each hanger. Bingo! The door was no longer locked.

The name of this level was “Labyrinth of the Medusa” and, remembering my classical mythology, I remembered that Perseus had only managed to beat the Medusa by looking at her image on his shield, not at her directly. All the stone statues of various adventurers that we had noticed were a pretty good indication of what happened to the improperly prepared. So I went back and picked up all the shiny chrome shields I had hung and the three of us equipped one each. (That previously locked door did not lock on us again.)

We went forward and explored the labyrinth. The whole area was pretty much of a slog past numerous more or less dastardly Medusa acolytes and other minor monsters. Fortunately, the shiny chrome shields gave us a pretty good resistance to the petrification effects of the Medusas. There were several times when one or more of us got petrified, but the others managed to kill off all nearby Medusas. Their success in doing so gave the petrified one(s) time for the effects to wear off.

In the North of the area, there was a library in which I found a *Circling Star* flail among the remains. In almost the exact centre of the level, I found a fallen adventurer on whose corpse there was a Tooth key. I wasn't sure what it was for, but I knew it had to be important.

As we were making our way through the level, we ran into a couple of impassable and unbreakable crystal walls. We found that, as we moved around, if we passed another spot in the maze, those walls would relocate to the spot we had just passed. I made a note of these on my map. In most of the dead end cubby holes, there was a chapel-like set up, but in two we found something different. In them was an irregular black hole on the floor in the middle, with a red arrow pointing to it from each of the primary pole directions. (I never determined what those were for: Another mystery of the game.)

Eventually, we made it to a door in the far Western part of the maze, which opened in to the next level, the Lair of the Medusa. I figured this one was not likely to be quite so easy to deal with as the acolytes we had faced to that point.

XP in this area:

Zombie Warrior: @2XP

Summoned Balor: @17XP or @20XP

Aerial Servant: @57XP or @66XP

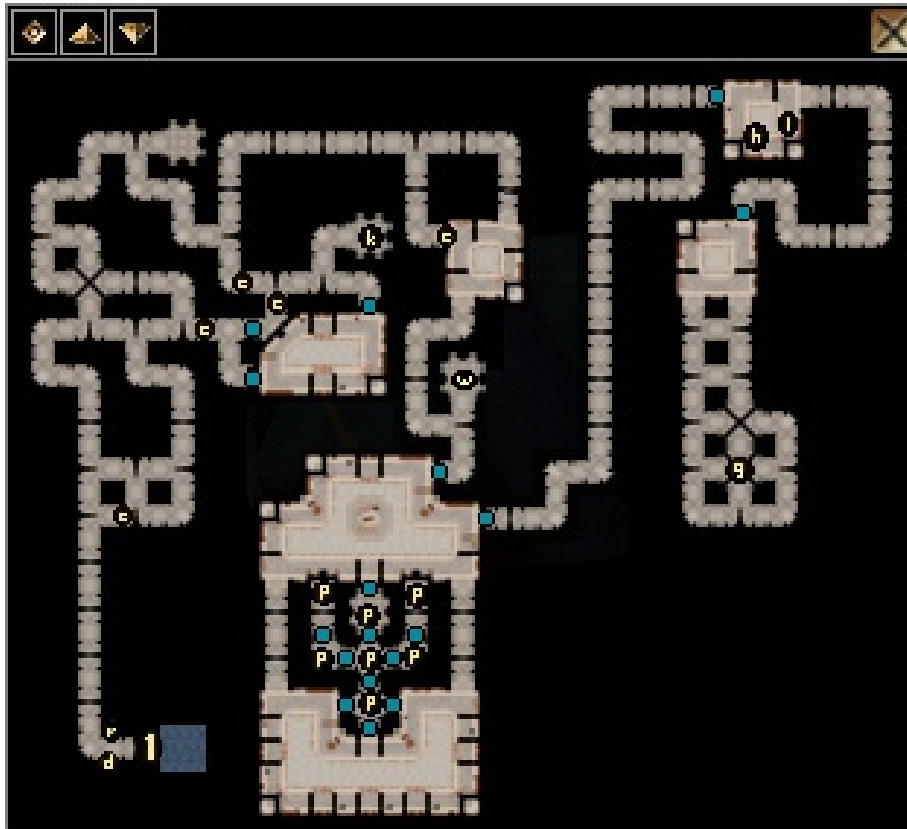
Medusa: @71XP, @83XP

10. The Azure Tower - Level 4 North (Lair of the Medusa)

As we entered, I saw a Divining Pool and a Recall Portal ahead on each side of the hallway. Turning and heading North we ran into more Medusa acolytes and a couple of crystal walls that seemed to appear and disappear at random as we moved about. While that initially caused a bit of confusion, we managed to make our way about.

Up in the North central area, after a fight with several more Medusa acolytes, I found an

Uthgart Ceremonial Belt, an *Uthgart Ceremonial Shield*, a *Crossbow of Murder* and a store of powerful bolts.



1. To/From level 4S (2)

c. Crystal Wall
d. Divining Pool
g. Piles of Gold
h. Hilt of Talon
k. Stone Dagger Portal Key
l. Lever

p. Pressure Plate Room
r. Recall Portal
w. Companion Waiting Room

Backtracking toward the West, where a crystal wall had stopped us previously, I found that pushing at the wall repeatedly, I was able to force it to yield. And beyond it, in a dead end cubbyhole, I found a *Stone Dagger Portal* key.

Making our way back East, I came to an area where I was warned that I had to leave my henchmen behind and face the test of the Medusas alone, in order to progress beyond the next area. I found in that area a door to the East that was locked. To open it, I had the simple (!) task of fighting off Medusas, while luring them into rooms with pressure plates, paralyzing them or holding them on a pressure plate and then closing the door(s) to each room. Not only that, I was supposed to do that four times. It was a good thing that I had picked up all those *Rods of Paralysis* on the way to this spot.

I found that it was easy enough to get the Medusas to follow me to the rooms with the pressure plate, but not so easy to hold one of them there (while fighting off others) and then closing the doors to the room. I ended up having to do this about a half dozen times over before getting a message that the door out of the area had been unlocked. There were, however, still a lot of Medusas wandering about, even though the portal through which they arrived had apparently been closed. I got my henchmen to rejoin me and then we cleaned them all out.

The door opened to a long hallway to the Northeast that ended in a room protected by a bunch of Aerial Servants. After dealing with them, I was able to pick up a *Hilt of Talon* from the body of a fallen adventurer.

Until I spotted a floor lever on the East Wall, I wasn't sure what else to do at that point. But the lever opened up another passage to the East and South. That ended up in yet another chamber protected by Aerial Servants. After dealing with them, we were able to move unimpeded to a spot in the South where there seemed to be a lot of piles of gold just sitting there for the taking. No sooner had we moved to examine the piles, however, but who should appear in a cut scene but Dran (again) who consigned us to what he called the "highest order".

That transported us into an area called "The Frost Giant Prison"

XP in this area:

- Summoned Balor: @20XP
- Aerial Servant: @57XP, @66XP
- Medusa: @83XP, @150XPx
- Finish Medusa Trap Sub-Quest: 500XP

11. The Azure Tower 5 (The Frost Giant Prison)



- 1. From Level 4N (g)
- 2. To Temple Level 2 (k)
- 3. To Catacombs level 3S (k)
- k. Stone Giant King
- p. Pit

Well, Dran had certainly landed us in the soup. Or, rather, bowl of gazpacho. We clearly had to find our way through it or perish, because the cold was immediately draining our strength. This proved to be one long, hard slog. First, we had to fight Frost Giants almost at every turn. Not only that, but in order to navigate the whole area, we had to avoid falling into pits in mostly the central area that, to make things interesting, kept in perpetual motion, opening up and

closing.³⁴

By careful study of the sequences in which the pits opened and closed, we eventually were able to move about the whole area. Finally, in the Southeast corner, we came to the Frost Giant King, who said that enough was enough and he was turning himself to dust to spite Dran. In his remains we found the *Hilt of Talon* and just beyond his remains, two portals out of the area. We took the portal immediately to the South and that brought us back to the Priests' Quarters, on Level 2 of the Temple.³⁵

XP in this area:

Frost Giant: @100XP

VI. Temple Darkmoon (Redux)

1. The Temple - Priests' Quarters Revisited

The portal dropped us in the room where there was a portal control. The control still apparently expected me to put something in it but I had no idea what. I did, however, have a Crimson key and I remembered that door on the same level not far way that required a Crimson key to open. So I decided to do that rather than putz about where we were.

The key certainly opened the door (and disappeared from my inventory at the same time). The passage led South to a couple of apses or chapel-like areas with not much in them. On the West, there was an apparently solid wall with a rotating sword called "The Crimson Seal" in front of it. I couldn't do anything with or to the seal, but like the portal control, it did have a place to put something. Making full use of what Poirot called "the little grey cells", I observed the seal was in the form of a sword. I also had in one of my bags a *Hilt of Talon*, a *Tongue of Talon* and an *Eye of Talon*, all of which looked a lot like the shape of the seal.

So I put all of them into the seal and, of course, it consumed them all. At the same time, the wall behind the seal melted away. A voice intoned: "You have done well. In return, I grant you this sword Eye of Talon and a key." I immediately checked my inventory, but found no new sword, key or eye on me. On the floor just ahead, however, was a bag and in it was that *Eye of Talon* that I had just put into the seal. And when I took it into inventory, a Talon key also appeared in inventory. No sword, though.

Westward we went and came to a chamber with three openings. The opening directly

³⁴ Whenever we got caught in one, the pit dropped us back to the Northeast area of Level 2 West of the Azure tower.

³⁵ The other portal took us back down to level 3 South of the Catacombs, where the *Stone Dagger* and *Stone Gem* portals were located. We had the *Stone Dagger Portal* key and found that portal also took us to Level 2 of the Priests' Quarters in the Temple.

South of us contained seven chests, each labelled with a different weapon. A red sign outside it read “Make your choice”. Always quick on the uptake, I was sure that the sign meant only one of the chests could be opened. As I was used to having a longsword in my hand, that was the chest I chose. In it was the sword Talon, which possessed a +4 attack bonus, inflicted varying cold damage and conferred fire damage resistance on the bearer. I was correct also in expecting that none of the other chests could be opened or even bashed open.³⁶ Opening the chest took the Talon key that I had just received in inventory. *Sic transit gloria.*

With that done, I checked out the other two openings. The Southmost had an apparently impenetrable crystal wall blocking the way. I noticed a pressure plate and surmised, correctly, that putting something of sufficient weight on the plate would remove the wall. Knowing what I had to do to proceed there, I decided to leave that passage for the moment.

The other opening itself opened on to two passages. The first thing I noticed in this section were burn marks on the floor and, before we knew it, one of those skulls on a walls started shooting fire bolts at us. The farthest passage had in front of it another of those sets of opening and closing pits. The nearest had no obstructions at all so I followed it, down a set of steps and opened a door into a theretofore unexposed and explored area on Level 1 of the Temple.

In that area, we ran into a lot of priests of Darkmoon and also a Summoned Balor, all of which we dealt with summarily. Poking around skeletal remains afterward, I found some minor loot, *Boots of Hardiness+2* and a *Girdle of Holy Might*. The latter I gave to Shorn because he seemed quite adept at using the spells he had. In a desk I found a *Potion of Heal* and a scroll of *True Seeing*. There was also a tome that treated of how to use the power of incantations of their names to subject the gods to one’s will. Magic didn’t mean much to me and, in any case, we didn’t have a Mage among us, so I paid little attention to its contents. There was a bit of assorted loot on the bodies of the dead clerics, but not much else of interest in the area, so we went back up to Temple level 2, where we had first entered it.

XP in this area:

Priest of Darkmoon: @13XP

Summoned Balor: @20XP

Place Eye, Hilt and Tongue of Talon in the Seal: 850XP

2. The Crimson Tower - Level 1S (Dark Mages)

There, with the two options, Pits or Pressure Plates, I decided to go with the latter. I had managed both previously, so it was essentially a coin toss.

The steps at the end of the passage led up to Level 1 South of the Crimson Tower. There

³⁶ In the other chests other similarly enhanced weapons could be found: A *Bow of Talon* and 287 *Frostbite* arrows; A *Talon* dagger; A *Talon* axe; A *Staff of Talon*; A *Talon* greatsword; A *Talon* mace. You can choose the one your character uses or likes best.

was not much there. We ran into several Darkmoon Mages who, by the way, were more of a challenge than the priests. With them cleared away, we began to explore and found ourselves strangely transported about to places we had already passed. Then I noticed a pillar on the wall with a lever. When I pulled that lever, all the transporting nonsense stopped and we were able to explore properly.

Eventually, I came to a dead end room where there was an *Orb of Transmutation*. It suggested that I leave something I didn't need. So I did, some choking powder I would never use. That was transformed into a *Sphere of Fire*. I did that a couple of times and then it stopped. Wandering about, I found another pillar and lever at the end of a short passage. When I pulled it, I was able to use the orb again. Same result every time: Another *Sphere of Fire*.³⁷

The one thing of real value we found in the whole area was another Crimson ring on the body of one of the Mages. With nothing else apparently productive that we could do where we were, I decided we should go back and try the passage behind the pressure plates.

When I stepped on the first pressure plate, the crystal wall disappeared. I put down a couple of rusted swords and that seemed to be enough weight to hold the plate down and let us pass to the next plate. I repeated the routine and we got through to a corner where we had to fight another couple of Darkmoon Mages.

Up a set of stairs and we were back into the Southern part of the Tower's Level 1 South, facing West at the beginning of a long Question mark shaped corridor. It eventually took us back East where we found a purple banner, behind which was a Crimson Ring. A door opened South, into two rooms filled with very powerful Darkmoon Mages. I had to use several Potions of Vitality to survive the fight. Poor Shorn bought the farm but I was able to revive him with one of the Raise Dead scrolls I had picked up earlier.

With the Mages disposed of, we were able to examine the rooms without interruption. I noticed there were several (six, in fact) teleport portals. In the Westmost room, I found some sticky paper on the floor and picked it up just in case it might become handy. There were also two tables of Alchemist's apparatus. One was filled with useful potions and the other with good magic scrolls. For such powerful Mages, it was strange that their corpses had only quite prosaic items: Totally unremarkable steel bracers or rings.

When we had picked up everything of value, I decided to try out the portals and see what happened. They just kept bopping us around the two rooms or else outside in the corridor by which we had arrived. After doing that for a bit, I noticed that the Eastmost portal had gone dead and we were able to go past where it had been. We didn't get far, though because a solid wall blocked our way. The Crimson key I had picked up came in handy because I was able to insert it into an indentation in the wall and a black hole then appeared in the wall.

³⁷ The wise adventurer will take advantage of this orb to make at least four Spheres of Fire. At least four will be needed later. More if you are the type of adventurer that likes to use the playthings you pick up.



1. To/From Temple Level 2 (6)
2. To/From Temple Level 2 (7)
3. To/From (4)
4. To/From (3)
5. To/From Tower level 1N (1)
- a. Portal (Teleport to (aa))
- b. Black Hole
- c. Crimson Ring
- d. Divining Pool
- e. Teleport to (ee)
- ee. Teleport to beside (a)
- f. False Wall
- g. Shrunken Giant
- h. Teleport to (hh)
- i. Insal Enchained
- j. Teleport to (jj)
- jj. Teleport to (k)
- l. Lever (transport)
- m. Mapaj Brass Coin
- o. Ojell
- p. Lever (Orb)
- r. Recall Portal
- s. Shall Rejoice Coin
- t. Orb of Transmutation
- x. Teleport to beside (a)
- y. Teleport to (yy)
- yy. Teleport to beside (a)

That took us into another corridor along which there were several chests which seemed to protect something valuable. As I approached each, however, it disappeared. I tried putting the sticky paper on the floor, just in case it might be able to catch something the chests left behind. Nada. Quite frustrating. It was not until I had (1) put the paper down on the location of the first chest, then (2) gone to each of the other chests in turn and then (3) returned to the location where I first put down the paper that I found the first chest fixed in place. Then I was able to open it and found two more Crimson Rings and a *Scroll of Fear*.

At the end of that passage, there was another black hole which took another Crimson key to enable us to enter. On the other side was a sign that read “One key to rule the all.” “Shades of Lord of the Rings”, I thought. But clearly whoever had made the sign had not paid enough attention to that adventure or maybe just couldn’t spell (or proofread his code). [I can well understand and empathize with that!] At that point, I realized we could not go back the way we had come. The black hole was there, but we were not able to go back through it anymore.

So we followed the passage around and encountered several more Darkmoon Mages. With them out of the way, I noticed a fallen adventurer on which I found a *Mapaj Brass Coin*. Then I noticed a false wall to the South and went through it. Once through, I sensed another false wall on my left (South) and went through it. There was the body of another fallen adventurer there and on it the *Shall Rejoice* coin. When I went back out again, I saw another false wall right in

front of me. Through it I found a set of *Mage Robes of Power* and stashed them away. (A wall in each of the two small chambers seemed to be locked, but even when successfully “unlocked”, they led nowhere.) Back out again, I saw a set of steps to the West and up them we went. After a rest and recuperation.

We arrived at the entryway to a large chamber that had a portal in the middle and I quickly spotted a lot of Mages strategically placed around the room. I could see this was not going to be easy. I had Shorn cast all the buffing spells he had and then used several of my enhancement and protective potions on myself, as well as a *Potion of Speed* on Calandra. I was pretty sure that the only way to survive what was coming was to get in there fast, kill as many Mages as fast as possible and keep a close eye on my HP levels so that I could use my *Vitality* and *Heal* potions before the Mages could reduce my HP to zero.³⁸

With the Mages all killed, finally, I was able to begin an exploration of the area without interruption. Directly to the West were a set of steps and a doorway that I was pretty sure led to another level or section of the tower, so I decided to leave it for the moment. I wasn't sure where the portal in the middle would lead and I was going to check it out until I noticed a false wall in the Northeast corner of the chamber. Behind it was a shrunken giant who began to warn us about what lay ahead until he was suddenly turned to stone.

With nothing else in that area, we went back out to the larger chamber and I noticed on the Northwest wall a sign that read “Behold Ojel, the mighty giant of the cold hillsides.” On entering the false wall beside the sign, we saw a shrunken Frost Giant apparently trapped by some kind of force. When I approached it, I was given the option of touching or talking to it. I chose to talk to it. (Who knows what trouble or diseases you can get by touching strange things.) Before I knew it a tentacle had lashed out, frisked us and taken away the *Mapaj* and *Shall Rejoice* coins and left me with a nondescript Brass coin. Not a great trade, I thought.³⁹ But it was too late to do anything as the creature rapidly transformed itself into a tree. I could do nothing with or about the tree, so we left.

There was nothing unusual about the other walls of the chamber, so I decided to check out the portal. It led us to and through a whole series of other portals that hopscotched us all around the Northeast quadrant of the map. In one dead end cubbyhole guarded by Hell Hounds, we found the body of another fallen adventurer on which there was a *Potion of Vitality*. Beside it was a loot bag with another potion and a page 451 from Wesley's Journal which was cryptically unhelpful, babbling on about Insal (that rotten thief I had run into way back when!) and some female adventurers. Beside it also was the greataxe *Frostbite*, which had a lot of enhancements for fighting a dragon. “Hmm.” I thought.

³⁸ I admit to saving the game so I could start over again if I didn't get it right the first time and the Mages were to succeed in killing me. That approach was faster, easier and cheaper than respawning.

³⁹ It does not much matter if you talk or touch the miniature giant, the same thing happens.

In another one of those dead ends, there were more Hell Hounds and another dead adventurer. On it, I found a *Ring of Immunity* and another couple of potions. Beside it was a *Staff of Elemental Power*, not much use to me or either of my henchmen. And in the final bit of hopscotching, we came to another dead end in which Insal was fixed in a kind of torture apparatus behind a crystal wall. A fate he deserved, I thought. But he redeemed his treachery a little by throwing out to me another of those brass coins, saying it might help out in what was yet to come. There was little else we could do for him, so we left him to his fate and made our way back out of the teleport maze.

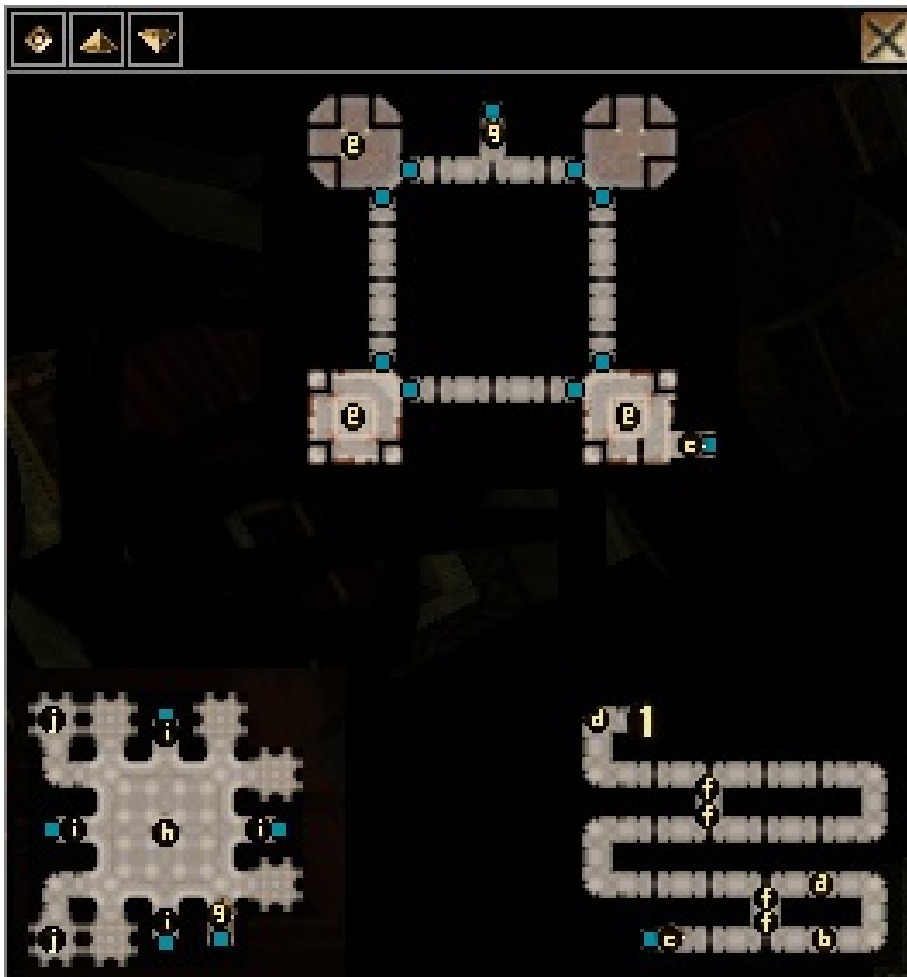
So having done all there was to do in that section of the tower, we went through the door to the West.

XP in this area:

Darkmoon Mage, Hell Hound: @66XP

3. The Crimson Tower - Level 1N (Hall of Hells)

On the other side, we arrived in Level 1 North, facing West.



1. To/From Level 1S (5)

- b. Teleport to (a)
- c. Teleport to (c)
- d. Divining Pool
- e. Glowing Orb
- f. False Wall
- g. Teleport to (g)
- h. Rotating Obelisk
- i. Fire Orb
- j. Sundial Thingee

We continued along a long sinuous hallway where we were attacked by Hell Hounds and found ourselves in a teleport loop, until I discovered a false wall that let us avoid it. At the end of the hall was a set of steps and a door that opened into a library with a glowing orb in the middle and a door on each side of the Northwest corner.

I opened the door to the North and we followed a long hallway til we reached another, almost identical library. Except this one had several Darkmoon Mages that we had to fight before being able to rifle through their remains and the various bookshelves in the room. There was the same minor loot as in other encounters (steel rings and bracers, assorted potions) and lots of useless books on the shelves, of which I took the ones with the ornate covers. Did I mention that I like collecting books? Calandra had an enormous load carrying capacity and seemed quite happy to lug along all my collectibles.

We left that library through a door to the West and followed the hallway. About halfway through, there was a short passage to the North, at the end of which, was a set of stairs. I decided to leave that until we had finished with this area. We continued West and at the end of the hallway, there was another library with a glowing orb. Same drill as with the previous library, except that there were two Alchemist's workbenches loaded with scrolls and potions. A door opened to the South and we followed it South to another library and the same drill. Déjà vu all over again, except that the two work benches were empty. A door opened to a hallway that went back East and we ended up where we had started in this area.

We then made our way back to that door to the North and went through it. There, we were welcomed by wave upon wave of Hell Hounds as well as a Hound of Xvim and a Summoned Balor. After we had put them all out of their misery, I had a chance to look around. In the centre of the room was a rotating obelisk thingee that glowed red and white. Directly in the centre of each wall was a chapel-like apse with a *Fire Orb* inside it, to which access was blocked by an impenetrable crystal wall. There were a few other open apses and, on the West wall, two openings that led to rooms with a sundial (or some such thing given that there were no windows and certainly no sun inside this tower).

The other thing I noticed was that there was no exit from this area, other than the one through which we entered. That surely meant we were going to have to find some kind of hidden exit, because there was no point in going back the way we had come.

So, I went back and examined those sundials more closely. I noticed that the shadow vane changed direction every time I touched it. "Aha!" I thought, "There HAS to be a connection with those walls." And indeed there was. I found that, when I got the sundial pointer in each room pointing in the same direction, I heard something happen elsewhere in the area. I wasn't sure what that was, but when I went out to the centre of the room to look around, the crystal wall in the corresponding *Fire Orb* chapel had opened up. That did not help us much, however. We were still stuck with no obvious exit. Of course, it did not help much either that Hell Hounds kept appearing and attacking us while I continued my studies.

Then I tried putting an object into the orb to see if anything happened. Well, I tried several things, nothing made any difference. Until that is, I thought of putting in one of those *Spheres of Fire* I had got back at the *Orb of Transmutation*. (Not exactly rocket science: *Fire Orb* = *Sphere of Fire*.) Bingo! The orb rose up and began rotating above its pedestal. Then I repeated the same thing with the other three orbs. When the last orb rose and began rotating above its pedestal, the room shook and darkened. Then when the light came up again, the rotating obelisk in the centre turned into a chain.

I figured, “What are chains for?” Well, yanking, of course!

XP in this area:

Summoned Balor: @14XP

Darkmoon Mage, Hell Hound: @45XP or @66XP

Hound of Xvim: @114XP

4. The Crimson Tower - Level 2 (Dran’s Throne)

When the dust had settled, we had been transported to an area named “Dran’s Throne”. “This is it.” I thought, “The big time! The ‘Show’ at last.”



- 1. Arrival from Level 1N (h)
- 2. Dran
- c. Crystal Ball
- g. Guardian
- k. Stone Cross Portal Key

Unfortunately, we seemed to be in a room with no exits. Then I looked more closely at some of the walls, saw that one was a false wall and walked through it. That opened up the false walls in each of the other three directions as well. And also brought down on our heads a host of Fire Salamanders.

We began exploring and found our room was circled by a hallway with doors on each outer wall. On opening the first door, on the North wall, we came upon more Fire Salamanders, led by a Noble. With them killed off, the room revealed a workbench with a couple of *Potions of Vitality* and a few others. The door on the West wall took us into a rectangular chamber where we were accosted by Mind Flayers and a Summoned Balor. Once we had dealt with them, we were able to root through all of the bookshelves and piles and get a few good potions. In a chamber to the West, there were more books and a *Crystal Ball*. The first time I tried to use it, I got nothing.

Leaving there, we opened the door on the South and Fire Salamander Noble, two summoned Fire Elementals and a Balor, as well as three Darkmoon Mages came at us. For not a lot of reward: A couple of *Potions of Heal* and nicely bound books of no great value. We rested before moving on and came finally to the East wall.

There, we were met by a couple of Fire Salamander Nobles who fought fiercely to prevent us getting to a door with a lightning bolt blocking the entry and a glowing red Elven Guardian face on each side. I was unable to do anything with or to them, so I decided to go back and check my footsteps. When I got back to the *Crystal Ball*, I touched it and got several visions. Of what, I wasn't sure. They could have been past, present or future for all the good they did me.

I went back to that door in the East with the Guardians. Still no change. Sitting down in front of them, and thinking about it, it slowly dawned on me that there was some powerful magic at work. Then I remembered that I had a couple of *Dispel Magic Rods* that I had picked up way back when. I had nothing to lose, so I tried using one on them. On the first Guardian, the rod turned off the magic and the glowing stopped. Same thing on the other Guardian. Not only that, but when both turned off the lightning bolt blocking the doorway disappeared!

So through the door we piled. Immediately to the South was a room from which we heard moaning. It turned out to be a Cleric, a servant of Dran, on his last legs. He expired before we could do much or even speak, but on his body I found a *Stone Cross Portal* key. Now. I knew that would be useful at some point. If we survived. Also, in a nearby loot bag, I found a couple more *Potions of Vitality*, an *Amulet of Life* and an *Amulet of Death*, as well as Wesley's Journal Entry 456, where he mentioned returning to Waterdeep for supplies. "We live in hope", I thought.

Across the hall (North) from this room was another library. I was impressed by how many books Dran owned, but much less impressed with the order and tidiness of his various libraries. They were a mess, with papers strewn all about. Inside this library was a workbench with several useful potions, including five of *Vitality*. Out in the hall again and moving East, we came to

another set of steps at the top of which was a pitch black entryway.

In for a penny, in for a pound! Up and through we went and came to a T Junction, where we turned South. Into a room where we were assailed by four Minotaur Berserkers who were able to do us some damage before we were able to finish them off. We were able to rest afterward and, looking around, saw a fallen adventurer on whose body there were more *Potions of Vitality*. That there were so many of those around on dead bodies was beginning to prey on my mind a little. I would have to remember to use potions of *Speed* on both my companions and on myself for good measure, even though I was still wearing my super *Leather Boots of Speed*.

Going North up that hallway, after a couple of turns we came to a door where we stopped to rest and buff up. I suspected Dran was not far now and I was sure that was going to be one big fight. Through the door, and I was right! There he was, doing some incantation or other. Then he turned to boast about himself and then he attacked.

I prevailed, of course, but not without using a whole lot of *Potions of Vitality* and losing Calandra in the process. Once Dran was down permanently, I resurrected Calandra, we all rested and picked up all the loot there was to get in the room. (Lots of GP, *Boots of Speed*, *Cloak of Displacement*, etc., etc.)

As we were finishing up, who should appear but Khelben. Big help he was! What he did do, however, was transport me back to my room at the Rusty Nail in Waterdeep. I couldn't see my henchmen anywhere. I assumed they were of drinking and carousing somewhere.

There was nothing else to be done. I did not have much choice but to take some well earned R&R. And with that the adventure was over.

XP in this area:

Summoned Balor: @14XP

Darkmoon Mage: @53XP

Minotaur Berserker: @200XP

Mind Flayer Venerator, Darkener: @228XP, @266XP

Mind Flayer: @285XP

Fire Salamander: @333XP

Fire Salamander Noble: @366XP

Kill Dran: 480XP