

Eye of the Beholder Tourist Guide & Maps

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

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I. General

The Eye of the Beholder (EoB) game available from the Neverwinter Nights Enhanced Edition (EE) Community section is a very well done version of a previous game released in the 1990s. I never knew or played that game so cannot compare the two. In this one, there is a lot of interesting, imaginative and engaging stuff. There is an equivalent of wormholes: the R.A.T.S. and seven special portals that connect different parts of the twelve layers of the dungeon. There are numerous pit drops, redirections, teleports and, of course, hidden bad guys and traps. Numerous puzzles to figure out make it a continuing, compelling challenge.

The game's designer was very generous with loot, treasure and gold pieces (GP). Careful searching of remains after fights, chests, loot bags, barrels and crates, etc., will not only clean up the dungeon, it will also make the assiduous adventurer very wealthy. Not to mention getting some very useful magic items, armour, weapons, potions, etc., etc. So much so that one will need lots of magic bags to carry it all unencumbered to the next merchant. Merchants are fairly far and few between: Usually only one to a section of the game.

This walkthrough breaks the game down into five distinct sections: (1) Waterdeep Castle, (2) The Sewers; (3) The Dwarven Mines, (4) The Reaches of the Drow, and (5) Xanathar's Sanctum.

1. Game Play - Character Design

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 and/or Paladin. In this game it is possible to rise to a very high level character, assuming that you survive the various monsters in your way. My first time through, I started as a Rogue (to level 3) and then switched to a Paladin, reaching level 20 by the end. One of the nice things about being, or having started as, a rogue is that each time you spot and disarm a trap in this game, you get 50XP.

You can choose to play with a character you have already developed in other games, but there is bad news in that, whatever level that character may be, when you enter Waterdeep Castle he/she is reduced to level two of his/her original character class. The good news, however, is that all the possessions your character had when previously saved remain in his/her possession. Your character also keeps all the attribute levels he/she had previously reached. It is a decided advantage to be able to keep your personal attribute levels, as well as powerful magic weapons and other equipment or items.

2. Game Play - The Original Game's Hints Document

This is a complex game and, once inside, even experienced players will soon be scratching

their respective heads. The original game designers produced a large, multi pdf game hints document which included level maps and square numbers on each level which indicated what of interest was located where.

When players seek help on the Neverwinter Vault, the EE project designer (a very thoughtful and attentive participant on that site) usually refers them to that original hints document, which is available for easy download there. I, personally, found that set of documents confusing and inaccurate in many respects for the EE game.

The reason, of course, is that the EE version is much the same, yet a very different, game. Those who have played both aver that the EE game is generally faithful to the original. Clearly (even to me, a non-game designer), the two different game engines, graphics parameters and game play algorithms make it impossible to replicate the original exactly. No loss: I repeat, this is a good game and one is not likely to regret the time spent playing it.

So, if you are going to use the original hints document, I would suggest that you do so only as a most general guide to for the most reasonable progression of play. Or as a means to solve certain specific puzzles you may not otherwise be able to figure out on your own.

In the EE game, I have found the following differences:

- The Maps: In the on line document, there is one big map for each level. In the EE game, (using the “M” display function) there are, variously, East, West, North, South, and often sub-quadrant maps for each different level. While these all connect to each other more or less as in the original level-wide maps, there is no level-wide overview in the game. The differences can be very disorienting.
- Map Square Numbers: The correspondence between the content of a numbered square in the original map and the EE game maps is far from exact. Nonetheless, the square numbering in the original often provides clues to the designer-intended play progression of the game. But not always, nor reliably, however.
- Pressure Plates: Many of these are indicated in the original’s hints document, but not all are there or do the thing(s) indicated. Similarly, the document refers to inserting keys in holes in specific places. In my experience, there is no key hole and when you come to where a key might be needed, if you have one in your possession, it simply disappears from your inventory. If you don’t have one in your possession, the step forward remains closed to you until you get the right key.
- Monsters: The on line documents indicate that specific monsters appear at specific squares. My experience was that the appearance of monsters on the scene is endlessly variable, both in numbers and types of monsters. The one I hate most was the rust-monsters because they turn super arms and armour to useless rusty pieces.

- Loot: Again, the on line documents indicate specific loot items in the different barrels, chests, crates, etc. My experience is that the actual items showing up at different locations often differ, depending on the game algorithm. The actual locations where loot or other items may be found are usually pretty close. In addition, the food and iron rations referred to in hints document simply do not exist in the EE game.

Finally, I believe there are several different ways to find your way to the end in this game. These depend on the game choices you make, which may or may not make one way of proceeding impossible to follow. Also, some areas or items in the game are not accessible or openable or usable, even though it may seem they should be when looking at the map or from overhead. This phenomenon may, however, be related to the class of one's character. (I have only played as generally good and lawful rogue, paladin or cleric.)

3. Henchmen

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. Henchmen are, apparently, able to use healing potions independently when they get down to half their respective hit point (HP) strength.

The first companion I acquired was **Tod Uphill** whose bones I found early on after entering the Sewers. He was a quite effective Halfling Rogue who proved very adept at fighting as well as trap defusing. His story also was quite amusing. He is a good companion who carries his own weight, in more ways than one.

In the Sewers section, where there is an abundance of loot but no place to sell it, I was able to load Tod way over his maximum weight carry limit. While it slowed him down a lot, it did not affect his ability to make good hits in the various fights we had with monsters. And, though far behind, he appeared right alongside me whenever we entered a new part of the dungeon.

The second companion that I found was **Dof**, in Sewer Level 1 South. He is a super protective companion dog/wolf. He was a surprisingly, indeed amazingly, effective fighter and had the advantage of being quiet, loyal and resistant to fear. I found I liked having him along and kept him when others became available, even though a different henchman would have been able to carry a loot load like Tod. Not all in life has to be utilitarian.

The third which became available was **Anya**, a human fighter, whose bones I found in Sewer Level 3 South and brought back to life. I was planning to become a paladin when we

found her and I decided that I didn't particularly need an additional strong fighting companion. Feminine company might have been nice, but then I got lots of love and affection from Dof without laying myself open to potential charges of sexual exploitation or abuse in the workplace.

Armun, in the Dwarven Great Hall on Level 5 mentioned that a young dwarf named **Dorhum** wanted to accompany me. He was certainly powerful enough and I was tempted to take him on because of that and because of his direct connection to the dwarves. However, I already had both Tod and Dof already and they had never let me down. (Except for getting killed.) Loyalty is a two-way street, especially in a small adventuring group. Later, when I knew I would be going down into the Drow levels, I went back and got Dorhum. I didn't want to put Dof in any greater danger and knew that Dorhum would be able to carry a prodigious lot of loot if necessary.

The fourth henchman that became available was in the cells of the first Drow level (7N), There, I found the bones of **Ileria**, an Elven Cleric. She had a lot to offer, and was a good looker, to boot. But - again - I didn't want a female henchman, even a good, healing elf.

The fifth that became potentially available was **Beohram**, a Paladin, whose bones I found in an alcove in the Level 9 West. He was a pretty good fighter, but who needs two paladins in an adventuring party?

In the Southwest corner of Level 11East, you will find the bones of a fifth potential henchman: **Kirath**, a Half-Elven Mage. He is pretentiously haughty and I took an instant dislike to him. You can take him on if you need a Mage, but my sense was that he would be more trouble than he was worth.

The following are details on available henchmen from the game designer's readme file:

Tod Uphill - Level 5 Rogue, Str 17, Dex 19, Con 18, Int 11, Wis 14, Cha 16.
Anya - Level 4 Fighter, Str 19, Dex 14, Con 16, Int 5, Wis 11, Cha 9.
Taghor - Level 5 Fighter, Str 17, Dex 15, Con 19, Int 11, Wis 15, Cha 9.
Dorhum - Level 3 Fighter, Str 18, Dex 16, Con 17, Int 13, Wis 11, Cha 14.
Ileria - Level 6 Cleric, Str 10, Dex 15, Con 17, Int 12, Wis 19, Cha 17.
Beohram - Level 7 Paladin, Str 17, Dex 13, Con 18, Int 9, Wis 15, Cha 17.
Keirgar - Level 5 Fighter, Str 19, Dex 12, Con 19, Int 15, Wis 15, Cha 17.
Tyrra - Level 6 Ranger, Str 16, Dex 18, Con 17, Int 14, Wis 16, Cha 7.
Kirath - Level 7 Wizard, Str 11, Dex 18, Con 8, Int 17, Wis 13, Cha 12.

Note there is no mention of Dof on that file. I take him to be a bonus companion, even though he takes up a henchman spot.

Note also that, at no time in my interactions with **Taghor** on Level 4N did he offer to join me as a henchman. Similarly, **Tyrra** on Level 10N was not interested in becoming a henchman.

II. Walkthrough

I do not pretend to offer a complete or thorough walkthrough for the game. What I have done below is note things that happened on my second, less fraughtful, trip through the game. I have divided the game up into five different main sections purely to satisfy my own penchant for organizational tidiness. The subsections below reflect the map area that is identified when you first enter it and which shows up on the screen when you use the “M” key function.

In each subsection, I have indicated what experience points (XP) you may expect from dealing definitively with the different monsters, mainly because this is most useful when thinking about levelling up. Note that in some parts of the different levels, different XP are awarded for the same class bad guy. I am not sure if you share XP with your henchmen.

Most of the time, I have not recorded gold pieces (GP) earned because there are just so many GP available to the adventurer who assiduously searches. Nor have I recorded, for the most part, loot items unless there is something of special note. I think I have mentioned and noted on the maps where the special keys and various other items needed to navigate the dungeon are located. I may have missed some.

1. Waterdeep

When the game starts up you come face to face with a Beholder who asks if you have your party together and are ready to start. This is where, if you have others playing with you on line, you get them together. I’m not sure of the mechanics of how to do that because, being a fundamentally antisocial animal, I prefer to play my fantasy games by myself. When you tell the Beholder you are ready, you enter Waterdeep.

The Castle

There you have to watch a cut scene in which a drow spy is captured before you enter the Castle. In the castle you are met by the daughter of Piergeiron Paladinson, the Warden of Waterdeep and the Commander of the City’s Watch, who directs you to her father on the throne room’s dais. There he is talking to Danilo, an ex-adventurer and advisor of some sort to the Lords of Waterdeep. You can have limited exchanges with each of these two, but other than adding local colour, they do not appear to have much to do with the game or its flow.

As you are being welcomed by Piergeiron and given your Letter of Commission (as well as 2000GP to equip yourself), Khelben Blackstaff, Waterdeep’s Archmage and mystic advisor, appears and interrupts. He brings news of the captured Drow spy and lots of other information pertinent to your adventure.

After further dialogue and information gathering, if you wish, you can persuade him to permit you to speak with the prisoner in the dungeon. I’m not sure what the purpose is of this

either. My persuade skills were obviously not up to much more than getting spat upon by the spy. I didn't have much more luck with Kort, another prisoner.

I never figured out how the whole castle dungeon scenario fits into the grand scheme of things. Perhaps a different character class with a different orientation might end up with a different result than I did.

When you are finished with the main castle, you can visit Nebin to get kitted out and to expand your information base about the dungeons and the game. You can also snoop around his shop if you want and pick up a lot of stuff to keep or sell back to him. He won't try to stop you, but be careful: Taking things can affect your alignment levels. But, a poor novice adventurer must needs do sometimes.

The Lower Castle

When you've finished with Nebin, you descend from his shop into the lower levels of the castle that lead toward the sewers. Expect bats and other vermin to accost you, but there are also a few barrels and crates that may net you some good or resalable loot. Depending on how observant you are, you may see tracks leading over toward the waterfall in this area. Tracks are worth following usually.

Surprise! (Well, maybe not.) There is an entrance to a cave system from an entrance hidden in the waterfall. The thorough, or perhaps just plain curious, adventurer would be very likely to explore this kind of thing.

I am not sure what the purpose of the area hidden behind the waterfall is. I think it may just be a warm up to the main game and an opportunity for your character to gain some experience, and perhaps gain a level, confronted with challenging, but not really very difficult monsters. It also provides an opportunity to gather more resalable loot if you want to go back and buy some more kit from Nebin. [I got my first level up in this area.]

When finished in this area, and before entering the Sewers proper, you might want to head back up to Nebin and sell off your accumulated loot and get anything else you think you might need for the foreseeable future.

XP in this level:

Bat, Rat, Dire Rat & Medium Scorpion: @18XP
Small Spider: First killed @16XP, Others @90XP
Medium Scorpion: @18XP
Scorpion & Hobgoblin: @48XP
Hobgoblin Shaman: @90XP

2. The Sewers

At the entrance to the Sewers, a guard demanded my Letter of Commission as proof of my right to enter. Once I descended, there was a great rumbling and the entry collapsed behind me. There was no going back to the castle at that point. You grow up quickly or you die.

Level 1N

Shortly after entering, I came across some Halfling bones. Aha!, I thought, My first henchman. And so it was: Tod Uphill. There was not much else there, mostly Kobolds and Leeches. Exploring, I came to a sign in Koboldese that said "Entrance". I followed this but came to a wall that I thought was a false wall I should be able to pass through, but couldn't.

I thought this might be opened up from a lever on the other side, which would be accessible only by first making my way through Level 1S. I did that and pulled every lever I came across, but still couldn't clear away the wall.¹

XP in this level:

Rat: @18XP
Kobold Archer, Footpad & Healer: @60XP
Destroy Leech Eggs: @10XP
Small Leech: @33XP
Giant Leech: @60XP

Level 1S

Once through, the door to this area closed and wouldn't open again. When I tried, I got a helpful message that it unlocked from another location. I looked around more closely and found a pressure plate which did just that. But the door was unlocked only so long as the plate had pressure on it.²

Heading further South, we hit lots of Kobold thugs, Archers and Shamans, Infected and Dire Rats. At the T junction, we headed back Northeast and ran into Gulmeth, a minor Kobold honcho ordered by his leader Blagion to protect the room from humans. He pleaded for his life after we cleared his cohort and were ready to do him in. When I decided to spare his life and let him go, he gave me a *Ring of Protection*+2 and my alignment shifted +3 Good. (That's me, Mr. Goody Two Shoes.)

¹ I think it may be possible, however. I seem to remember that I accomplished it, albeit inadvertently, the first time I played the game through. But, for the life of me, I cannot remember how.

² I don't really have to tell you what you need to do to keep it open, do I?

Exploring the Southernmost part of the system on this level, I found an alcove with the inscription “The magic that appears to protect may also empower a weapon.” Huh? On the alcove there was a nondescript dagger. I had picked up several from disposed of Kobold thugs, so I thought, “Why not put one on and see what happens?” Good move: The dagger I put on the altar was turned into a *Guinsoo*, a nifty little enhanced dagger. But I didn’t need it, and Tod seemed pretty content with his bespoke Kukris, so it went into the ‘flog’ bag.

Moving West from there, I came to the boardwalk and decided to go North to check out the that whole Southern part of the North half of the level to see if I could get through that apparent Wall. No luck, even though the map indicated there had to be a way of opening up that passage. I supposed it was possible that the Kobolds thought they were being really clever by labelling that as the “entrance’ from the North. It was something Kobolds would think to be clever.

Back into the South half of the level, going due South from the boardwalk, I found Blagion in the next chamber. I made short work of him and found a Copper key in a booby-trapped chest. Also, I found Dof (a small wolf or a big dog) caged in a corner of this chamber. I opened the cage and that made him my new best friend. Also, I smashed up the cage for good measure. Dof really liked that....

Proceeding East from where I encountered Blagion, I eventually came across stairs down. To Level 2, I presumed. Correctly. All it cost was the Copper key.

XP in this level:

Rat: @5XP

Destroy Leech Eggs: @10XP

Infected, Dire Rat: @5XP or @13XP

Small Leech: @20XP

Ochre Jelly, Giant & Huge Leech, Kobold Thug: @33XP

Kobold Archer, Shaman: @60XP

For finding Gulmeth: 240XP

For making Gulmeth surrender: 500XP

For finding the page of Wesley Kelso’s Journal: 50XP

For finding Blagion: 308XP

For killing Blagion: 161XP

Level 2E

Down the stairway, I saw the remains of Fenwick, on which I found a Silver key, and then a *Tome of Help*, which offered a suggestion of how to get through tight spots. I was spoiled for choice of directions: North, South or East. No going back up: Another figurative bridge burnt. What else was new?

Flipping a gold piece, I went South and, ignoring the cross routes, ended up at an Alcove. This one had the inscription ”Match four of what you have the most with their like”. Now what

was that supposed to mean? What I had most of was GP and they didn't do anything. Ditto for Arrows and bolts, the two runners up.

Finally, I noticed there was a dagger on the alcove that I did not seem able to pick up. Light Bulb: What it wanted was daggers! So I put in four of those I had picked up from dead Kobolds on the last level. Result: Nothing. Argh! So, I put another on for good measure. What did I have to lose after all? That did something at least: It took all five of my daggers and gave me a message that the level 2 special quest had been successfully completed. Whoopee!!

Back at the cross routes, I went left (West) where, after going through a couple of false walls, I encountered another bunch of Skeletons and picked up some loot from a couple of half-eaten corpses. After that, I decided to finish off this Southerly area of the section, so went back to and East across the cross routes. Before I got too far in, I realized I was either going around in circles or else there were several teleporters placed in this area to disorient unwary adventurers.

I looked closely at the wall at the first T junction I had come to and noticed a dwarven inscription. Aha, I thought, I've seen those before and know what they mean. So, instead of going right or left, I went straight through the centre. No more teleporting. Lots more Skeletons and loot, including another Silver key. I was thinking by this time, that those keys must have meant something reasonably important,

Back at the cross routes again, I decide to go North. Passing where I first came in, I took a look at that centre hallway but decided leave it for later. Though the doorway to the North, on my left I can see what has to be a passageway, but the wall was not a false wall. I was not able to go through it. The sign said "Only the strong shall pass". I thought: "We shall see."

So, farther North and Eastward, zillions of Zombies and Skeletons later, I made it to the end, although not without having to force a couple of sticky doors or gates. The reward: Another Silver key and a message that "the gate is one-third open". I wondered if that had something to do with that impenetrable wall and the keys I was accumulating.

There was no place left to go but that centre passage. One of the first things I saw was a sign for the "Correctional Facility". Who ever would have thought that political correctness would extend its tentacles down to a dungeon. I decided to pass it by for the moment, but then found my way blocked by a pit. Across from the sign, there was a lever so I went back and pulled it. That solved the pit problem, at least temporarily. There was another one shortly behind the first. Luckily, my eyes were good enough to see the button on the wall behind the pit. Yup, hitting that with a dart I had acquired along the way did it.

Having got past two pits already, I was wary. Although Tod and Dof seemed to be able to chase after monsters across pits with impunity, I doubted I would be quite so lucky. Noticing a pressure plate nearby, I recalled my newly learned maxim: "Never leave a plate without pressure on it." That done, the floor firmed up and the pit disappeared. In fact, this area was rife with pits, so I was glad I had lots of stuff to put on pressure plates. I also kept a sharp eye out for

levers. Making my way around, I opened a chest and got another Silver key. And another of those strange messages about a third of a wall opening. I thought, “If I can get out of here, I’m going to see if that opened was that apparent wall I had noticed earlier”.³

Having made it out, I passed by the Correctional Facility again and rushed up to the wall to check out my theory that the keys had something to do with that wall. And found that I was correct: The wall had disappeared. Before we got too far along, however, we were attacked by Ochre Jellies and Zombies. I hate Jellies. The only good Jelly is a jelly bean.

Looting remains after the fight, I came across a *Stone Dagger Portal* key. I wasn’t sure what that was, exactly, but I figured it might come in useful some time. [Game designers don’t put these things out randomly. Unless they just want to play with your head.]

Fighting my way past more Skeletons and Zombies to the end of this passage, I came to a locked gate with a not very friendly Skeleton Mage behind it, guarding a chest. We killed the Skeleton through the bars of the gate, but were stumped about how to get to the chest. Until I noticed one of those wall buttons. With lots of darts still in my possession, good aim and a good arm, getting to the chest and the silver key it contained, was not much of a problem. Down in this area, I found another door that seemed to go into another part of the dungeon. [A quick step in and out confirmed it was the Western section of this level.]

I thought, though, “Why not go back and check out that Correctional Facility area. What do I have to lose?”

XP in this level:

Skeleton Warrior, Zombie: @35XP

Skeleton, Skeleton Archer & Mage, Zombie Mutant, Tyranfog Zombie: @42XP

Skeleton Priest: @70XP

Ochre Jelly: @80XP

For solving the special quest: 300XP

The Correctional Facility

This time I turned left at the half-eaten corpse. The Correctional Facility turned out to be a major undertaking.⁴

No sooner had we got down the stairs but we were met by a welcoming committee of Skeletons and Zombies, both behind bars and coming right at us. With some fast sword and

³ By the way, all those pits drop directly into the Correctional Facility. You can be sure of a bump on the head and a warm reception if you go down.

⁴ In fact, it is a long and complicated secondary quest. Well worth the time and effort, if you are an adventurous sort.

mace work, we were able to despatch all of them and search the area. I could sense that there was more to this area than the four cells. And there was certainly something funny about the wall over by the desk. The desk, by the way, netted the Jail key required to go down to the 'Death Section'. Having picked up all the loot there was for the taking, we headed to it. No guts, no glory!

First impressions of the 'Death Section' were not promising: Low fog and more Skeletons and Zombies. Also, surprise: a Divining Pool. Strange place for a pool, I thought. Footprints led to the door in the middle of the room, so in we went.

Only to observe a Lich (Darokin, I presumed, from that note in the desk in the previous area) just finishing a Zombie creation ritual. Whoops! I left the small fry to Tod and Dof and went after Darokin myself. With Darokin and the first wave out of the way, we opened the cells one by one and disposed of the remaining Zombies. Then we looted at leisure.

Bored with looting, we snooped around and found Warden Crimson's Office and the Warden himself in his private quarters. There was nothing for it but to dispose of him and his Zombie guards. It turned out his spirit was everlastingly thankful to us for freeing him from a possession spell Darokin had put on him. All's well that ends well. There was not much to loot in the Warden's private quarters, but I did find a Gold key in the broken desk.

We were on our way out when I noticed footprints leading to a corner of the Warden's office. There was nothing there, but something seemed funny, so I looked around the office some more. Then I saw the button on a hidden shield in the middle of the room. I pressed it and a trap door appeared where the tracks had led.

XP in this level:

Skeleton Archer, Priest, Mage, Tyrantfog Zombie, Zombie Mutant: @26XP

Skeleton Warrior, Zombie: @35XP

Mohrg, Zombie Warrior: @42XP

Zombie Lord: @235XP

For finding Darokin the Lich: 800XP

For killing Darokin: 326XP

For finding and killing Warden Crimson: 800XP + 326XP

The Ancient Dungeon (North)

Well, of course we opened the trap door and went down. And, of course again, when we turned around to look back, the passageway through which we had come had collapsed.

So there we were, in the North part of what appeared to be an Ancient Dungeon. The first thing we saw was a Divining Pool and then an Evil Ghost came up to us and warned us off trying to find the *Sacred Stone*. However, no sooner did the Ghost finish its spiel than a couple dozen Zombie Mutants converged on us.

We had quite a time fighting them off, but my *Celestial Holy Avenger* and *Spirit of Angels Mace* made short work of them. I had also earlier given Tod a *Mace of the Second Death*, so he was an effective fighting force by my side. Dof was just himself: Viciously effective against all bad guys.

After a well-deserved rest, I noticed the body of a Paladin beside the pool. On it was his Journal, which detailed his search for the *Healing Stone* needed to cleanse the Divining Pool of the evil that had beset it. Clearly, he hadn't succeeded. Leaving him, I noticed powder kegs located all around this chamber. Not sure what they were for and not wanting to become encumbered, I left them where they were. If necessary, I figured, I could always come back for them.

We headed left through the halls and came across ever more Zombies, followed by Death Knights, Animated Chests and Wights. Those Animated Chests were deceptively dangerous, even after I demolished them. Good acid resistance was needed to survive an encounter with one of those. Bombardier, Stink and Lightning Beetles were numerous, attacked en masse and would present a challenge to weaker adventurers.

Finally, I made it back around to what appeared to be a library of sorts, occupied by a Dark Sorcerer. If I had gone due South after entering this area, I would probably have come upon him straight away. Needless to say, it was a fight. Afterward, among a bunch of treasure and other stuff, I got a Sorcerer's key. Again, I was not sure what it was for, but took it anyway.

XP in this level:

Zombie Mutant: @22XP or @26XP

Ghoul: @36XP

Wererat, Wight, Ghast, Lightning, Stink & Bombardier Beetle @49XP

Doom Knight: @70XP

Undead Curst Swordsman: @112XP

Dark Sorcerer: @224XP

Animated Chest: @294XP & 352XP

The Ancient Dungeon (South)

All that clearing the monsters from the North section did for us was to get us entry to the South section. Like the South side of Chicago, it was pretty rough, We were set upon by another army of Zombie Mutants before we knew it. Done with them, I came to a door on the West which I could not open. Apparently, it needed some Ancient Stone key to unlock it. Another thing for my shopping list.

Through the next door on the right, we hit another bunch of Wererats, Zombie Mutants and Wights, but came away with a Ghoul key for my collection. From there, I worked my way through the whole South area, encountering numerous monsters of all types. My intrepid team cleared away the bunch of them.

In the very middle of the Southern edge of the South section, there was what seemed to be some kind of entry/exit or gateway. I could find no way of penetrating it. I even took all the barrels of powder that I could find, piled them up and tried blasting a way through. But no luck. I left that for some other adventurer to work on. I had a bad guy to catch for the Lords of Waterdeep.

Carrying on our exploration of the area, we came across a Bodak and a couple of Widows (Agatha and Hagatha) in the Southeasternmost corner. One of the best pieces of loot was a *Hag Armour of the Undead*. I kept this with me and it proved to be a very wise decision later on when we encountered even more Undead.

Eventually we cleared the level of bad guys. Or so we thought. When I went to try to fix the corrupted pool with the Ghoul key, nothing happened. Well, of course it didn't! Slap to the head! The Ghoul key was to that other door that wouldn't open before.

So we went back and, indeed, the Ghoul key let us into the chamber where a Ghoul Lord and that Evil Ghost from way back were there, waiting to greet us. After returning their greeting in the fashion in which it was extended, I had free access to the chest they were guarding and found the *Sacred Stone of Healing*.

Back to the corrupted pool in the North with the *Sacred Stone* and, lo and behold, it cleaned up. Not only that, it gave me the *Ancient Stone* key that I needed to open that locked door in the South. Back and forth, like a pendulum.⁵

So, we opened the door, fought our way through several Doom Knights until we came to Harat the Cursed. We made not quite short work of it/him/her and then looted the sarcophagi before resting up and heading North through the doorway that Harat had been protecting. Some very good loot in the Sarcophagi.

Once though that door, after disabling a trap⁶, we came to a door that was magically sealed and despaired for a moment until Khelben Blackstaff appeared.

He explained that we had got down to an ancient dungeon sealed off for the good of Waterdeep hundreds of years previously. Then he told us to get on with the real job we had been sent to do and unsealed the door for us. Which brought us back into the Correctional Facility. There was nothing else to do at that point but make our way to that door to the Western section of this level of the sewers.

⁵ Which reminds me: Look out for those razor sharp penduli traps if you decide to go wandering about this place.

⁶ Watch out for those statues of Lathander: Lathander may be god of healing, but those traps he seems to be near all the time are anything but healing.

XP in this level:

Zombie Mutant: @17XP, @50+17XP or @50+26XP

Doom Knight: @26XP

Wight, Wererat & Lightning Beetle, Ghoul: @36XP

Bodak: @126XP

Ghoul Lord: @177XP

Widows Agatha & Hagatha, Animated Chest: @224XP

Evil Ghost: @396XP

Get Sacred Stone of Healing: 400XP

Heal the Corrupted Pool: 1500XP

Kill Harat the Cursed: 315XP

Level 2W

On entering this area, I noted a Divining Pool and Recall Portal on the left. Farther along was another R.A.T.S., which I tested and used later. Next was a sign pointing to the Correctional Facility. I decided to go check it out, Doing so revealed the Northern part of the Correctional Facility's cell area and allowed me to open up the door that had been closed when I tried it from the South. Lots more Zombies to fight through. Then back to where I had entered to continue on. This clearly was a second route for gaining access to the Correctional Facility and to the Ancient Dungeon secondary quests. [i.e., For those who might come at it from Level 2W.]

Fighting our way past recurring Zombies and Skeletons, we made our way to a room in the Westernmost part of this level and found a room with a couple of levers. A voice said "Choose Wisely". I didn't know wisely from nothing, so picked the one on the right. That seems to have unlocked a door on the East side of the room. In it were Skeletons, Skeleton Lords, Zombies and Zombie Lords. And some pretty good loot.

Toward the North, we came to a boardwalk and were attacked by a Grey Ooze and Zombie Mutants. I must have done something with the walls when I pulled that lever, because there were apparent (and impenetrable) walls where there had been none when we first came into the level. Eventually, we came to a door in the Northeast corner that appeared to go down another level.

But there was still more of this level to explore. To make a long story short, after lots of wandering around and facing scores and scores of Zombies, Skeletons, etc., we came to a chamber almost in the exact centre of the area. There, there was one final Skeleton Chief who had a Greatsword+3 and with him, we finally cleared the level of monsters.

Laden with loot (Tod could hardly move), contemplating our future, we knew we had no way to go back. So I decided to go down a level and see what we would see. We limped over to the R.A.T.S. we had seen when we first entered and took it back to the Northeast corner of the area where there was a door down to Level 3N.

XP in this level:

Zombie Mutant & Warrior, Tyrantfog Zombie, Skeleton, Skeleton Warrior, Mage & Priest:
@11XP
Zombie Mutant on Boardwalk: @11+50XP
Zombie Warrior: @15XP
Zombie, Zombie Lord, Grey Ooze: @22XP
Skeleton Chieftain: @67XP

Level 3N

On entering this area, the first things we saw were another Divining Pool and Recall Portal on the left. The next thing we saw was a Tiefling trader named Sara. She told us she had been searching for her sister Mara and asked if we could help find her. “Of course”, was my answer, being the ever helpful chivalrous Paladin.

That was a wise response because she then offered us access to her store. Super! We were able finally to sell off all of our accumulated loot. Tod, who by this time was carrying 975lb., was effusively grateful that I had not brushed Mara off. So we headed into the Northeast part of the area, where we found some decaying bodies and scraps of Wesley Kelso’s Journal. Those scraps were quite helpful in giving us a heads up on what to expect.

Our first encounter was with an Owlbear and a couple of Flind guarding a room with a sign warning about poison gas. Charging through the corridor filled with gas, we came into another room defended by an Owlbear and Flinds. Also in the room was the body of Tozan, on which I found a Silver key.

Past this room, there was another poison gas corridor filled with traps. Through it, we were accosted by Kuo-Toa. After despatching them, we found the body of Shiro, another of Wesley’s band of adventurers. I recovered another Silver key on the body. There were more of those repulsive little lizards, lurking around almost every corner. We followed this route until we hit a dead end, then dashed back through the poison gas corridors. You sure would not want to spend much time in those corridors! That gas was quite massively debilitating.

Following the Westward route this time, I noticed another R.A.T.S, on my left. I made a note that it transported us to Level 3W. Good to know these things. You never can tell when they might come in handy. This corridor seemed awfully long as we went down it, until I realized that we had been teleported back to where we had started down it. Thankfully, that only happened once. At its end, we had no way to go but Southerly, where we ran into Flind Elites. “This doesn’t get any easier,” I thought.

We carried on West and then South, continually being accosted by Flind Elites and Kuo-Toa. Coming up on one side of a T-junction, we explored the whole of the route to the Southeast, and found a doorway to Level 3S. Then we went back to the T-junction and followed the route that went due South, cleaning up remains and loot along the way. At the end of this

route, there was a booby-trapped and locked door, neither of which were excessively challenging for me or Tod. Inside, however, was a different matter. First there was the little problem of the Flind Elite charging us. Then there was a three lever puzzle of sorts.

I pulled the middle lever, which opened up a wall for us. Going in it, we met a few Kuo-Toa, then followed the hallway to a chamber in which there was a red gem, a Copper key and some loot and GP. Adventurers should be careful in this area. [There is a pit through which you drop down to Level 4N.]

I wasn't sure what would have happened had I pulled one of the other levers, so I went back and pulled the left one. This brought a couple of Kuo-Toa, one of them a Shaman, at us. On the Shaman's body, I found a Silver key. That worked so well, that I tried the right-hand lever and got exactly the same result, plus another Silver key. I still was not sure what all these keys were for, exactly. Other than opening some doors.

Having cleared this area of monsters and got all the loot we could find and carry, I decided we should head back to Sara to unload our loot before exploring the rest of this level.

XP in this level:

Owlbear, Flind: @52XP or @67XP

Flind Archer: @52XP

Flind Elite: @74XP

Kuo-Toa, Kuo-Toa Hunter, Shaman: @74XP, @88XP or @105XP

Level 3S

I was going to take the R.A.T.S. to Level 3W, but something told me to go South instead. So we made the long trek through those poisonous gas passages way back to the entrance we had discovered to Level 3S in the Southwest.

On entering, there was another door straight ahead and a Divining Pool and portal on our right. Before we knew it a couple of Owlbears came at us. After dealing with them we went forward and took the first turn to the left. The map indicated it was a crescent, so we knew we would get back to the corridor shortly.

This was a good move, notwithstanding the Owlbear in our way, for we found Rodric's remains. I couldn't do anything for him, but he did give us an *Astral Blade*+2, a *Mithral Armour* and a *Cloak of Fortification*+2. We carried on Westward, avoiding a fairly obvious pit in our way in the next chamber. Another page of Wesley's Journal was on the decayed body in this chamber. From this point, there were two doors visible, one North and one South. I decided to follow the South route. (It's usually warmer and more pleasant in the South, isn't it?)

When we came into this room, the first thing I noticed were lots of pits and also lots of pressure plates. I found out pretty quickly that falling into one of the pits took me to another

room, the exit of which brought me back to the entrance. Looking at the map with the "M" function suggested there were lots of doorways in this room, if only one could get past the pits to them. Eventually, I was able to face each of the walls where the map indicated a doorway, but only one proved to be false wall (with some pretty good stuff in a chest behind it).

Apart from the red gem in the crystal in the North part of this chamber, there was nothing else of consequence to be found here.⁷

From here, we went along the North route as far as the boardwalk and the Museum. Apart from statues of Kuo-Toa and Flind that kept coming to life and trying to destroy us, there were only a couple of things of interest. One of these was a store room behind the first Kuo-Toa statue and the other a doorway that took us to Level 3W.⁸

This chamber is another instance of where the EE game may be different from the original because the map suggests there should be more rooms or exits off this chamber than I could find. With the caveat, of course, that I may have missed something significant in exploring the area.

Retracing our steps for a bit and then going South, we came to a weedy, overgrown chamber with several chests, but also lots of Flind Elite to fight. The door out of this chamber was locked until I noticed a lever that opened it, with a little of the oil I had been carrying around. It was not so useless as I thought.

The Flind and Owlbears came at us relentlessly and we went forward. We took our rest where we could. Eventually, we made it to the Southwest corner of this level and there found the bones of Anya, a fighter, who I brought back to life. I thought for a moment of taking her on as a henchman, but couldn't face losing either Tod or Dof. So I made sure she was equipped properly and left her there. I was pretty sure she could make her way to wherever she want to go. And if not, it would be out of my hands.

Also in this area, I found a red crystal with a red gem inside it. I took the gem of course, but noticed that the Crystal was standing on a pressure plate. "Hmm", I wondered, "Could this make a difference to those apparent doorways in the chambers I had left behind?" So I decided to bash the crystal and go back and see.

Nope. Nada. Rien. Niente. Back to the drawing board.

So we went back down Southwest, braving all the poison gas corridors and encountered more Kuo-Toa, Flind and Owlbears. We wandered about until we came upon a set of Tiedling

⁷ The original game's hints document refers to items that are in a completely different location in this level, so I think this may an instance of the EE game design being, or making necessary, something quite different from the original. Either that or I have missed something significant.

⁸ The doorway had to be unlocked by a pillar lever that would be easy to miss on a quick survey of the area.

bones. I tried resurrecting them but that didn't work so I carefully gathered them up and put them in a bag to take back to Sara. There was not much left of this area to explore, so we did and found another entrance to Level 3W. Rather than heading back right away, I decided we had enough time (and room for loot) to explore that level too.

XP in this level:

Owlbear, Flind, Flind Archer: @52XP or @67XP

Kuo-Toa Shaman, Flind Elite: @74XP

Kuo-Toa Hunter: @74XP or @88XP

Kuo-Toa Statue: @286XP

Pass last poison gas corridor to Tiefling bones: 100XP

Level 3W

We went North and - you guessed it - ran into a bunch more Flinds (Elite and Archers). Then we went East, just to recheck that doorway we had found in the Museum in Level 3S, then back Westward. In a central chamber, we found a body with more of Wesley's Journal which mentioned a stairway down a level. So I figured that we were on the right track. Need I mention more Flind and owlbears?

Carrying on Westward, we came upon a Divining Pool and portal, as well as the other end of that R.A.T.S. up in 3N. Northward after that, we ran into more Kuo-Toa and Flind and also a VERY nasty pendulum trap. (The only good thing about this trap is that if you are able to get through, it is gone for good.) Did I forget to mention there could be more than one of these traps? Oh yes, if the corridor leading North seems overly long, remember that teleport up in 3N. And did I mention the pendulum trap?

At the end of the corridor, we came to a Blue crystal, from which I took a blue gem. Then, a few steps South, we went through a door to a corridor full of Flind Elite. After dealing with the Flind, I came across a statue with only one blue gem in an eye socket. I tried to pry it out, unsuccessfully, so I took the opposite tack. I put the blue gem I had found into the empty eye socket. Bingo! But nothing much else happened.

So I explored a little further and found another one-eyed statue and a side corridor with a blue crystal and gem. The only minor problem was that the crystal was protected by a fairly powerful Owlbear. By now, we were fairly adept at dealing with Owlbears, got the crystal and put it into the empty eye socket. We repeated this another two times, with the only complication being a bit of misdirection teleporting within the corridor.

So what did all this get us? It got us into a chamber located inside the square formed by the the corridors and observing a cut scene with Bordan, the head Flind, and Shemnal, the head Kuo-Toa. Observing, that is, until they noticed us. At which point, the battle began. We found some honking good weapons and armour on these guys. Looking around, I noticed a couple of booby-trapped chests that, once defused, gave us a lot more really good loot.

After a rest and another look around, I finally noticed the a couple of signs that indicated the entrance to Level 4. We were ready to go down, but then I remembered Sara and Mara's bones. That dictated a return to where we had first entered Level 3 and living up to my promise. After all, I was a good guy, wasn't I?

So, we ran back to the R.A.T.S. portal (No more pendulum traps) and went in. We went back to Sara and, because I was not sure how she would react, decided to flog off all our loot before telling her about Mara. That was a wise decision. When I gave her Mara's bones, Sara's only thought was of revenge and she had no more interest in trading.

Much lighter in weight, though with bulging purse, we took the R.A.T.S. again and were off to Level 4.

XP in this level:

Flind Archer, Owlbear: @33XP
Kuo-Toa Hunter, Flind Elite: @53XP
Owlbear protecting blue gem, : @161XP
Placing blue gem in statue: @50XP
Kill Bordan: 200XP
Kill Shemnal: 321XP
Tell Sara about Mara: 500XP & Alignment shift +3Good.

3. The Dwarven Mines

Level 4N (Taghor)

Spoiled for choice we were: We could enter Level 4 (the Dwarven Mines) either on the North or the South side of the level.

If one follows the square numbering on the original game's hints document, it seems to suggest going first to the North but then immediately changing course and following the Southern progression.⁹

I started off to the South, but after killing off some spiders (see following section) there, decided I wanted a bit more information before delving a lot deeper into this level. So I returned to the North (where I had seen a dwarf when first peeking into that level and greeted Taghor. Good choice. First, he is a merchant and I was able to buy three magic bags from him. Second, he asked me to clear out the Spider Queen whose progeny was infesting the mines. Third, he pointed me to Armun, the Dwarves' spokesman, for more information. And, finally, he was forthcoming with information about how to navigate the Mines levels. All good stuff.

⁹ The principal difference seems to be that you meet Taghor earlier, rather than later if you go North.

Anyhow, having the Spider challenge and seeing as how Taghor seemed pretty sure he was safe where he was, I decided I would go back and explore the Southern part of the mines first.

On my way out, I took the left (East) route and waited a second or two at each of the apparent walls that blocked my way. Waiting caused them to disappear and when I had passed the last one, I got a message telling me that I had completed the special quest for Level 4. Whoopee, again! (Although, 300XP is not really chump change.)

Level 4S

On entering, I realized there was a hidden room on our left as we began to move down the passage, but that whole wall seemed impenetrable. Taking a close look around, I found a lever on my right. Eventually, that was what opened up the wall. I say eventually. The lever only seemed to work if one had not yet opened the door steps away to the South. Also, careful positioning seems to be necessary to pull it, but when it does get pulled, the wall disappears.

Then, however, it became immediately necessary to deal with the spiders. In this room, we found a decayed body with a bit of loot and another page from Wesley's Journal referring to a teleporter somewhere to the South.

When we passed through the next two doors, there was an unavoidable set of pressure plates in front of us. There was some sort of rune code on it, which I wasn't able to figure out. It didn't seem to matter, we had to step on the plates to go forward. And when we did that, the first door behind us (the one the lever opened at the same time it made the wall melt away) locked shut. We could no longer go back the way we came. This seemed to be a recurrent theme.

Eeny, Meeny, Miney, Moe? I went right. The next door opened easily enough. It hought, "Oh Look: A lever. I wonder what will happen if I pull it?" The answer came plenty soon enough: "It brings out the Giant Spiders, you Dodo!" We survived them and looked around but there was nothing except a broken mine cart. That was enough of a hint, so we followed the rusty rails. There was a door that seemed to go North, but I decided to leave that for later, assuming there was a later. Off to Mine #5.

I began to understand better what Taghor meant when he said infestation of spiders. We managed to fend off all those who attacked us, but one of them bit me. I had a couple of antidote potions, but decided to sleep off the poison before proceeding further. There was not much in the next rooms except an open door with a lever beside it. The lever didn't seem to do anything, so we went through. Wouldn't you know it: Another set of pressure plates. And the door slammed shut. Then rats and Air elemental Grues came at us.

We kept bashing the spider webs down there, if only to clean up the mine shafts a little bit. The spiders, however, did not seem to think that was a good idea. In a gloomy, dank cavern on our right, we were engulfed with Aranea Death Spiders. Having polished them off, we began ripping down webs and despoiling remains and chests. That must have royally peeved the Queen

Spider, because she came after us with loads of Black Widows. We did destroy them, Tod and Dof taking on the small fry while I went at the old bag.

Well, she seemed like an old bag. I took her egg sac for proof of her death. While I wiped out the remaining webs, Tod disabled a booby-trapped chest that had a Rusted key in it as well as a *Demon Blade of the Inferno*+2. In a corner, we also found a modest (843GP) treasure trove. On our way out, a Clay Golem obstructed our progress. Quite a good fight that!

We reached another decision point and decided to carry on toward Mine #6, leaving Mine #7 to the East for later. More Black Widows (I thought we had done with them, but I guess not.) And Air Elemental Grues. Mine #6 got us into it with more Black Widows, Fire Elementals and a Grue Elemental. A lot of grief for a little loot, but we ended up where we had started off on this level.

I held a council with my companions and we decided to check out that passage to Mine #7 before heading back to Taghor.

XP in this level:

Dire Rat, Infected Rat: @3XP
Baby Spider: @24XP
Fire Elemental: @25XP
Black Widow Spider, Air Elemental Grue, Elemental Grue: @33XP or @53XP
Air Elemental Grue (in South): @74XP
Giant Spider: @115XP
Aranea Death Spider, Clay Golem: @273XP
For Finding Queen Spider: 1525XP
For killing Queen Spider: 400XP

Level 4E

We came through the doorway and immediately saw another Divining Pool and portal. Lots of evidence of Spiders in here: Webs everywhere. Not a very salubrious place, I thought.

Black Widows came at us as we entered the first chamber. After dealing with them, we checked out the cavern immediately to the South, where Clay Golems obstructed our way. Needless to say we were careful to pick up any loot in corners and on remains of the monsters we had despatched.

When we entered Mine #7, a couple of brutal Clay Golems plus more spiders came at us really hard. Both Tod and Dof were killed in the fighting, but luckily I had several *Resurrection* scrolls and a *Rod of Resurrection* left and brought them back after I had despatched the last bad guy (for the time being). There was not much in this mine except the body of Taghor's colleague Almin, on whom I found a Dwarven key. It seems another adventurer mad it there it before us because there was also a decayed body near Almin's on which we found another page from

Wesley's Journal that mentioned the key.

A sign pointed North to Mine #8, so that is where we went next, meeting more of those Black Widows. I thought we might have stopped them when we killed the Queen back there. But there are cocoons all over so I guess she must have spawned a lot of them. Halfway up the passage, there was an opening on the left, so we went in. And were immediately set upon by Black Widows, Fire Elementals and an Elemental Grue. They all succumbed, but once again, I had to resurrect poor old Dof. I fear things may have gotten a bit too dangerous for him down here.

After a bit of a rest, I saw a sign pointing to Mine #8, but it pointed at a wall of stone. I could see there was something behind the wall, but couldn't figure out how to get through. So I went back and checked again around the area where we had fought the Elementals. Then when we went back to the sign, the apparent wall had melted away. So, in we went. Cocoons, chests, and more bloody Black Widows! (Not figuratively after we had finished with them. Hah!)

Heading North once again, we ran into yet more Black Widows and a couple of Air Elemental Grues. And a new monster: A Giant Spider. There seemed to be only one way to go after hitting a couple of dead ends, so we followed the way North. The passage was blocked by massive boulders, but I had noticed three barrels of powder back in the first dead end. So I went back, got them, put them in place and lit the wick. We ducked around the corner to avoid the explosion. Which was smart. Afterward, there was no sign of the boulders or any rubble even.

Beyond the erstwhile boulders was a chamber guarded by another Clay Golem. After giving it its just desserts, we found the body of Cragham. "Another of Taghor's cohort", I thought. Beside him, I found a loot bag with a *Stone Sceptre Portal* key.

Forging ahead, we came to a dead body with another page from Wesley's Journal. This one referred to seeing the same territory over and over again. That suggested to me there might be a trap teleport nearby. Well, there was a teleport at the very Northernmost part of the passage. It took us back to the Southernmost. That was quite convenient, saving us humping a long way back the way we had come. I had seen no exit from this area other than the one in which we had come.

Or so I thought, until I remembered there were a couple of passages we had not gone through. So we went back straight North and found a few more Black Widows, Air Elementals and one Honking Big Clay Golem, as well as the body of Thanos. Whom, I assumed, was another of Taghor's companions.

That done, we went back out to Level 4S and made our way back to that passage we had seen at the start of the level, back to Level 4N.

XP in this level:

Black Widow: @33XP

Clay Golem: @293XP

Fire Elemental: @25XP or @30XP

Elemental Grue: @33XP

Giant Spider: @51XP

Level 4N (Reprise)

Back in Level 4N Again, we were greeted by rats. Ugh! Hate rats. We continued, seeing two doors with chains outside each. Well, seasoned adventurers we were, we knew exactly what to do to open each door in turn. Behind the first was a Clay Golem, a relative pussy and a chest with some minor loot. Behind the second were a couple of Ogres and another chest.

After clearing away a cobweb, we found another door to a little room with a Gargoyle lever and a sign saying “access control lever”. Each time I pulled it, a message came up that a pit had opened or closed. I left it closed to prevent potential accidents. [I discovered later, after tearing my hair out at how to close a pit farther West that this lever closes it.] The last door in this passage was another opened by a chain not far away. Inside it were more Black Widows. By this time we had become pretty proficient at dealing with them. But we did need a rest afterward. Tod was positively exhausted and I was feeling a bit piqued myself.

Through another cobweb and we had come to a sign saying “Taghor’s Fine Wares”. There we picked up a Dwarven key from a dead miner and went in to give Taghor the news. The good news about the Spider Queen. And the bad news about his former companions.

When we looked more closely at the Queen’s egg sac, I realized that she could not have been the progenitor of all the spiders: The eggs were infertile. Taghor was grateful for ridding the mines of the younger Queen in any case. He suggested we look for an Elder Queen in lower levels of the mine. He also gave me the bastard sword *Spider Slayer*, which had all sorts of enchantments against arachnids and vermin, as well as a key to get me into the Dwarven Camp on the next level down. I tried to tell him about his former companions, but he seemed preoccupied and let it pass without comment. Before taking our leave, I used the opportunity to offload our accumulated loot. (Including the *Spider Slayer* for 3250GP: I was happy with the effectiveness of my weapons to this point and didn’t want to have to lug around a big bastard sword. Other adventurers might have felt differently.

Having just come from what a sign had described as Mine #1, I decided to check out all the rest of the mines before heading down. The sign pointed West for Mine #2, so that is the way we went. There was no other option at this point in the game. We hadn’t got very far before we met up with two Mountain Giants who threw boulders at us until we put them out of their misery. Looking around after relieving them of their possessions, I found another Gargoyle lever behind a cobweb. Clearing away the web, I pulled it and another pit somewhere closed. Apart from a couple of Black Widows, there was not much in the chamber straight ahead. In the passage to

the North and West, pits blocked any forward progress. That lever I had found sealed one pit, but not the others. So we went South into what I assumed was Mine #2.

Ogres and Ogre Mages welcomed us in their usual manner, which we returned with gusto. With them out of the way, we started to look around the mine area but found we had to deal with more Black Widows in a room off the main mine chamber, The furthest east of three doors off the South wall of the mine. In that room there was another Gargoyle lever, which I pulled and which closed another pit. I was not sure where all those pits were, but I sure didn't want them open.

Behind the middle door were two more Mountain Giants. Looking around after felling them, I spotted a funny wall that appeared to be false, but I could figure no way to get past it. I could see, using my x-ray vision. (Oops, wrong comic) that there was a door inside that hidden room, and thought "Maybe there will be another way to that spot". Besides, my head hurt from pounding into that false wall.

Behind the West door, there were Black Widows to dispose of before I could check out the Dwarf corpse. Which held another Dwarven Key, in addition to a bunch of other lesser stuff.

At this point, I sat back in the mining area looking at the South wall and still thinking about how to open that seemingly impenetrable wall in the middle chamber. Eventually, it dawned on me that it might have something to do with those doors. After few bouts of trial and error, I hit the solution: Close the door to each of the East and West chamber. When I then went into the middle chamber, that wall had disappeared and I had access to a little room with booby-trapped door and chests, but also with some pretty good loot, including a *Drow Cleaver* battleaxe.

There was also a chain in this room. Chains in other areas had opened or closed pits, so I thought it reasonable to try this and see what happened. Aha! That previously impenetrable wall on the West of the main mine chamber had opened wide! This opening would let me avoid the pits in the Northern corridor if I were not able to find some way of closing all of them.

We went back to the North passageway to check. All the pits had closed except one. Thinking perhaps that pit lever I had actuated back in Mine #1 might have slipped, I went back to check. Sure enough, it had, so I moved it again. Back at the North passageway again, we found all the pits now closed and went forward past them.

Straight ahead was a short dead end. South was a long passageway, past that wall I had opened up with the chain, that ended with a door leading to Level 4SW. To the North was a short hallway ending in a door leading to the Level 4W. Having explored 4S, 4E and 4N, I decided arbitrarily that 4W was the next place to go. Presumably it would also get me to 4SW.

XP in this level:

Rat: @3XP

Black Widow: @33XP

Ogre, Ogre Mage: @112XP

Clay Golem: @195XP

Mountain Giant: @284XP

Level 4W

The door to this level opened at a T junction with a sign pointing East to Mine #1 and West to Mine #3. We decided to go to the East, reasoning that, having already been to the Mine #1, this direction could not be too long a trek. Going down it would at least reduce backtracking.

Very quickly we were accosted by two Air Elemental Grues as we began crossing a rough bridge hewn out of the stone. This way ended with a door that was locked. None of our combined picking skills were good enough to open it. I concluded we were not meant to go this way. Yet, at least. I suspected there might be another way to open that door from the other side. We just had to find it.

So, we backtracked to the West, thinking there might be something worthwhile at Mine #3. More Air Elemental Grues appeared. Those things clearly thought they owned this area. But we proved them wrong. Turning South and then through a door, Dire Rats came at us. A passageway opened to our left and we followed that to a door with a lever beside it. I was pretty sure what that meant. Unfortunately, the lever was stuck and nothing would move it.

So we followed the passage to its end, another T junction. A sign beside an apparent wall said "Portal Access". The wall was a false wall. Inside were more Black Widows and another dead end at a sheer drop. There was, however, a chain beside a sign that read "Portal Access Chain" I pulled it and got a message "The Portal Exit Door is now open". But there was no sign of a portal. I wondered if it was that locked door over at the East end of this level.

There was only one way to find out. Nope. Well, that was a lot of wasted effort. At least there was a fairly lucrative bunch of Grue remains to pick through on our way back to where we had been before that digression.

The passageway made a kind of square, with a door and lever on each side. For us, only the lever by the South door was not stuck. So we pulled it and went inside. A lot of Spider webs: Those webs meant only one thing: Lots of Black Widows. Deceased Widows when we were finished with them. Afterward we had a rest and then a look around. There were two dead Dwarves, one of which had a key and both of which had some fairly good loot, including powerful throwing axes. I also notice a few stones and a pile of rubble. I bashed each and that turned up a lot of GP. After clearing out all of the webs, we headed due South.

Just through the door, a sign pointed to Mine #8. As we approached the bridge more Air

Elemental Grues came at us. And Black Widows. And Baby spiders. We had to fight almost every foot of the way South. And then, just ahead of a bend we could see, our path was blocked by boulders. Backtracking a bit and picking up three barrels of powder, I lugged them over to the blockage, lit the wick and ran into the nearest chamber. Boom! That cleared it!

That let us get to the door to level 4SW.

XP in this level:

Dire Rat: @3XP

Baby Spider: @16XP

Black Widow: @33XP

Air Elemental Grue: @51XP or @25XP

Use powder barrels to clear boulders from passage: 500XP

Level 4SW

Arghh! More Black Widows! We should have been used to them, but they were just plain creepy. At least we were used to dealing with them expeditiously and none of us were getting bitten any more.

In the first chamber on our right, the South side of the passageway, (which turned out to be Mine #6), there were four Ogre Mages and Yama Ko. We really needed a rest after that confrontation. Recovered from our exertions, we went through the remains. On Yama-Ko's corpse was his greatsword and an Orb of Power. I wasn't quite sure what to do with that, so I just packed it into a magic bag to check out later. The runes on one of those obelisks back at Mine #2 had said something about power.

In the next Chamber on our right, there was another Ogre, a couple more Black Widows and an Ogre Berserker. The next two chambers on the right didn't hold much other than more Black Widows, although the last did have a glowing R.A.T.S. portal-type appearance. Later research revealed that it would have taken us (one way only) through to a spot in Level 4S where return was blocked by boulders. So we turned around and checked out the North wall of the passageway.

The first passage we came to led down to the next level, Level 5W. I took an executive decision to leave that for the moment and finish exploring the rest of the level we were on first. I didn't want anything coming after us from behind. After another small chamber, we found a major passage leading due North and went up it. The sign there pointed back to Mine #3 and I still wanted to check out what that chain I had pulled did.

Making our way North, I could sense there was a false wall on our right, about half way up. Dof certainly was going wild sniffing and pawing at the apparent wall. I couldn't see anything though, so I went up a few steps and noticed a lever almost covered by cobwebs on the West side of the passage. That opened up the wall, where we had to put a bunch more Black Widows and a

few Giant Spiders out of commission before checking out the chamber.

Inside were the bodies of someone named Clifton and a fallen dwarf with some loot and a sign that read “Emergency Exit”. A page from Wesley’s Journal also referred to the sign, but threw no light on what it was supposed to mean. There may have been something at one time, perhaps. But there was nothing that did anything of any consequence when we were there. [I understand that the original game may have had a pressure plate and a pit in the centre of the room.]

Farther up the passage was another blockage of boulders. If you are thin enough, you can squeeze your way through. Much more satisfying is to pick up a couple of powder kegs from somewhere along the way and blow the boulders to smithereens. Doing that without getting oneself blown up also earns 500XP. Easy XP!

A few steps further was a Divining Pool and portal. And then a gate back up to Level 4N.

XP in this level:

Dire Rat: @3XP
Baby Spider: @16XP
Black Widow: @33XP
Giant Spider: @51XP
Ogre Berserker: @72XP.
Ogre, Ogre Mage: @112XP
Yama Ko: 195XP

Level 4N (Redux)

We went back toward the centre of this level and there, just North of where we had last talked with Taghor, that apparent wall had disappeared! This, I then understood, was the portal access enabled by pulling that chain over in Level 4W earlier. Not that locked door.

No sooner had we entered than two ogres attacked us. Them disposed of, we were able to explore this new chamber easily. Over at the West wall, there was a door with a lever beside it. That lever opened up the door that had previously been unopenable from the East of level 4W.

In the centre of the North wall was the *Stone Medallion Portal*, which I was not able to enter. I had found a *Stone Sceptre Portal* key. It appeared that this kind of portal needed another key.

On the East wall was a sign which read “There is evil which lies beyond this room.” and a door. We weren’t afraid of evil any more, so in we went. Black widows no longer fazed us, so we made short work of them and their babies as well. There was nothing much in the first chamber we came to. But, in the second, there was an *Altar of Knowledge*. We found that anyone in possession of an *Orb of Power* could exchange it on the Altar for the ability to identify

any unidentified items one might have. Plus, one earned an additional 500XP for doing the exchange.

Finished in there, we saw Taghor who didn't have anything new for us, but we were able to flog our accumulated loot. Then I decided it was time to head down to the next level and find that Armun who Taghor had mentioned earlier. So we made our way back to Level 4SW and that gateway we had found, leading down to level 5W.

XP in this level:

Baby Spider: @13XP
Black Widow: @33XP
Ogre: @52XP

Level 5W

We came out into a little chamber and, after clearing away some cobwebs, found a passageway to the South. At the T junction, we turned left into a larger chamber where we were immediately swarmed by more Black Widows and Aranea Death Spiders than we could count. They nearly overwhelmed us with sheer numbers. By the end of the battle, I was hurt, Tod more hurt and Dof was dead. We could not rest, so got ourselves back up to speed with potions. I used my *Rod of Resurrection* to bring Dof back to life. This adventure was getting hard on him and I could tell he was feeling older with every time I had brought him back. I told myself that if this venture was going to get any tougher, I might have to find him a good home where he could retire and rest safely.

Clearing away another cobweb on the South wall, we came up against a few more Black Widows and Death Spiders but managed them without much problem. Farther along this passage we came to a false wall. When we passed through it, everything suddenly turned dark and we were attacked by Plaguehand the Terror. We never got a good look at him because most of what we did was blind slashing and stabbing in the dark. But in the end we got him, although Dof was killed once again. My guess was Plaguehand was protecting a small cocoon (which we looted) and a quite lucrative (1000+GP) treasure hoard. Beyond that, the passage was totally blocked by a boulder rock fall.

Finally, we were able to rest and I once again used my *Rod of Resurrection* on Dof. Rested, we explored the passages to the West, running into more Black Widows and Fire Elementals in the Southernmost passage near what seemed to be lava pits with a statue of an armed warrior in each. Lots of GP (2000+) there for the picking up in that area. In fact, there were big caches of significant GP everywhere along these passages, some out in the open and others hidden behind cobwebs. Finally, we came to a boulder blockage in the passageway leading back to where we had first entered. I remember several powder kegs a ways back, so went and got them and blew the passage open. When we got back to where we had come in, we found a little dead end I had missed before. In a loot bag there was another Dwarven key.

There didn't appear to be anything else in this area and no evident way to proceed anywhere else. So I went back to where we first came in and had a closer look around. There, I found a false wall that let us go North. Just beyond it, I found a barrel with another page from Wesley's Journal. This one referred to fabulous dwarven ruins and dreams of vast treasure. I thought, "What good is treasure if you can't go anywhere with it."

A little farther on, we came to a locked gate. It took me several tries, but eventually I managed to get it open and went on to find another Divining Pool and portal. From there we went West, where I saw a darkish rune inscription on a wall. "Aha!", I thought and walked right through it. And found a few more Black Widows, then looked around and found another false wall at the end of the chamber toward the North.

So we went through it to and found another chamber, more spiders and behind a cobweb, a lever. In a moment of caution, I surprised myself and decided to check out the rest of the chamber before pulling it. There were two doors, one to the North and one to the East, neither of which I was able to open or unlock. So I went back and pulled the lever. That unlocked the door to the East, so we went in it. It was a dead end, with a loot-filled chest protected by an Aranea Death Spider. After that successful skirmish, we rested and, there being nothing else evident that we could do where we were, decided to go back and explore the East.

Past where we entered, on our right we saw a sign pointing to Mine #10. Bashing our way through cobwebs, we found the mine in an atmosphere of poisonous sulphurous gas. I left Tod and Dof in the clear air at the entrance and went in and looted a couple of chests and a cocoon. Also killed another Black Widow. Which reminded me that I still had to find that Elder Queen Spider.

Going East toward what the sign said was Mine #11, we came to another sign that read "Turn Back Now", behind which was a short passage culminating in a barred gate. A quick in and out revealed that led down to Level 6E, so I decided to leave it until I had checked out the rest of this level.

Finally we came to Mine #11. There, besides rats and spiders, there were two signs. One read "Greed will be your Downfall" and the other pointed to Mine #9 and a big wooden door that, I discovered, led to Level 5S. We then checked out the North side of the way we had come and found three doors, each of which opened into the Dwarven Camp Barrack area. So I decided to sit for a bit and take stock.

Only because I don't like doors that are locked against me, I decided in the end to try to see if I could find the other side of that door that we couldn't open when we first came into this area. So we headed over to the first door we had seen after the locked gate and went in. This took us to a bridge over a moat and then a door into the Dwarven Camp. Immediately we entered, a dwarf said to us that we should go see Armun. I still wanted to check out if there was a way West from the Camp. The Dwarf I spoke to was not belligerent and did not seem insistent, so I took his words as advice, not instruction.

Looking carefully along the West wall of the Camp, I found one door which led to what appeared to be a kitchen. I decided to leave it until later. Farther along the wall, a couple of Dwarf warriors looked at us curiously, but did not stop us. Eventually we came to another door that opened on to a long bridge to the West. "Aha!" I thought. And was right.

Opening the door at the end of the bridge, we were back in Level 5W. But a quite different part from that in which we were. Following the passageway, we came into a little chamber with a few graves, but not much more. There was a door. It was locked until I found, under a mass of cobwebs, a lever that opened it. In front of us was a wall and on our right a door that led up a dead end passage. A couple of Black Widows blocked our way, but not for long. At the end, we found a body with another page of Wesley's Journal which said something about their guide sniffing a wall.

I went back and checked the walls more closely. There was another false wall on the West, so we went through it. There, we ran into another bunch of Black Widow and Death Spiders. Up at the Northwest corner we found a door leading to another graveyard area and a little room with a decaying body. On that, we found a couple more pages of Wesley's Journal that referred to Armun, as well as another dwarf who was good at healing.

Down in the Southwest corner, I found the lever that opened the door we had not been able to open earlier. Nothing new there. In the Southeast corner, we found a barred gate and behind it, an ogre-like creature named Kog. There was no talking with it, so we just finished it off as quickly as possible. It was armed with a *Demon Blade of Inferno+2*, which was usable only be Evil, so I just stashed it away to sell when we next found a merchant.

After a rest, I decided it was time to go back to the Dwarven Camp and find Armun.

XP in this level:

Rat: @3XP

Baby Spider: @13XP

Fire Elemental: @27XP

Black Widow: @56XP or @67XP

Air Elemental Grue: @80XP

Kog: 170XP

Aranea Death Spider: @170XP or @204XP

Plaguehand the Terror: 246XP

Blasting away Boulder blockage: 500 XP

Level 5C - The Dwarven Camp Barracks

We went back to the Dwarven Camp Barracks fully intending to go straight to Armun, whom every dwarf we met said was in the Great Hall. But we got distracted and somehow ended up first checking out the area. Down in the Kitchen area we saw when we first came through was a whole pile of loot that any needy adventurer could flog off somewhere. Up in the Northmost

part of the camp, I found a false wall behind which we picked up a whole lot of loot in both wings, as well as a *Stone Necklace Portal* key in the East Chamber. The key I kept because I thought it would be useful when I found out where that portal went. But I didn't feel right about looting before I knew whether the Dwarves were going to be allies. Looting would surely put off a prospective ally.

Down in the centre of the barracks, there was an alcove with a sign that read "All adventurers can benefit from a full pantry". I tried putting various items that I had in it, but nothing seemed to work. I assumed it would want food type items but all I had was a Fenberry I had picked up in a graveyard. I decided to let my subconscious work on it and see if it would come up with something.

Then we went to find Armun in the Great Hall.

Level 5C (1) - The Great Hall (Armun et al)

We found him there in the middle of the Hall. He told us a tale of woe. First, the Dwarves had been badly mauled fighting off a Drow attack led by Shindia and they were under siege with no way out. Second, their King, Teirgoh, who knew the way out had been poisoned and lay in a coma because their healer could not identify or do anything about the poison¹⁰. Third, the Dwarves' Prince Keirgoh, the only other one who might have led them out, had been captured in the same Drow raid.

Of course, I offered to try to find and rescue the Prince¹¹. Armun then gave me a *Stone Medallion Portal* key the Drow had dropped, in the hope it might aid in the chase. He also offered the services of Dorhum as a henchman. He then told me as much as he knew about the Drow and the portals and pointed me toward Dorhum, Delinar (the Dwarves' healer) and Rugnar (their smithy).

I went over and talked to Delinar first. He offered to show me his wares if I were able to get into the hall's store room and recover his *Book of Remedy* from a Blood Back Spider that had come in through a hole in the wall and taken possession of the area. The Dwarves needed that book to be able to heal their wounded and the gap in the store room sealed in order to regain access to their stores. I offered to see what I could do and he told me I should use the special blasting powder he had laid in the store room to seal up the gap.

So off we went to the store room, killing waves of Black Widows as we went. When I spotted the store room, the Blood Back Spider and Delinar's powder in a corner, I formed a plan. While my henchmen fought the spiders, I would go grab the barrel of powder, take it over to the

¹⁰ You can be a real hero and save the King. To do this, you have to fight your way down to Level 11, find a special Dwarven healing potion and bring it back to Armun.

¹¹ To save the Prince, you have to fight your way down to Level 10S.

Gap in the wall and set it off, then go back and help in the fight with the spiders. That, at least, would prevent spider reinforcements coming in against us.

Well, the plan worked and with the wall sealed, we were able to finish off the spiders in the store room. I got the *Book of Remedy* from the big old bug's carcass. Unfortunately, poor old Dof bought the farm once again. So I brought him back to life with my *Rod of Resurrection*, but I resolved that I could not expose him to any more danger. He was good and faithful, but it just was not fair to him.

When we gave the book back to Delinar, he gave me a *Ring of Remedy* (Good for healing Critical wounds twice a day). We sold him a bunch of our loot and then went off to see the Smithy. We met Rugnar at the forge, but he was too busy to talk much with us. He did say, though, that if we could find his brother Kigan (who had chased off after the Drow wielding a special axe and bring them, but especially the axe!) back, he would do some special enhancement of one of my weapons. So I said we had a deal. We then went over to Drugnar and flogged off a bunch more of our accumulated loot.

On our way to recruit Dorhum, I remembered that I had forgot to tell Armun about Taghor. Armun was pleased that he had survived and thought he would be along shortly. We then went to Dorhum. I gave Dof a fond farewell and the dwarves nearby enough GP to make sure he was always well fed and had lots of treats. After what he had been through, he deserved a quiet, untroubled life of leisure.

Dorhum joined us willingly. I checked out his kit and, while he was well equipped, I gave him some of the stuff in my magic bags to make him even more effective. At this point I remembered that I had unfinished business with a certain Elder Queen Spider. I also suspected that there was more to this level than what I had seen. So, I decided to go back and see what was going on at Level 5S.

XP in this level:

Black Widow Spider: @27XP

Giant Spider: @33XP

Kill Blood Back Spider: 1025XP + 385XP

Give Book of Remedy to Delinar: 500XP

Level 5S - "Greed will be your Downfall"

We made our way over to where we had seen the sign about greed and found the door locked and the lock unpickable. That made me look around for a level somewhere. And we found one hidden by the wall, close by.

Once past the Gates, there were a Divining Pool and Recall Portal in an alcove on our left. A little farther on there was an opening to our right, covered with cobwebs, which I bashed away. It turned out to be a dead end, but there was 2500+GP on the ground, a cocoon that contained

some good loot and, behind another cobweb a pile of 1400+GP. Quite a lucrative dead end. Farther down the corridor, we found a chest and cocoon and on our right a R.A.T.S. which just took us back to where we had entered. Not much of a transit, nor a very useful one as far as I could see.

Following the corridor past the R.A.T.S., there was a pile of boulders blocking a passage to the West. By this time, what to do was second nature (and worth 500XP!). So I gathered up a couple of powder kegs, set them down among the boulders, called "Fire in the hole" and ran for cover. Farther down the opened passageway, we came to a gate that I had a bit of trouble opening. Dorhum got impatient and bashed it down. On the other side was a dead miner on whose body we found a rusted key. At the end of this passage, there was another door that I was in the process of opening when Dorhum bashed it away. I spoke to him quite sternly then about waiting until I needed his help before bashing doors or chests. Impulsive little bugger.

Coming out of the passageway, there was a sign saying "Poisonous Gas Area" and I was about to tell my henchmen to stay still while I checked it out when Tod ran off around the corner and charged into a fight with a bunch of spiders. I followed and it turned out he had found the Elder Queen Spider. I was fed up with these guys acting impulsively and was going to let him meet his fate when I recalled my promise to Taghor. So I charged in as well and the three of us managed to put down the Queen and her Death Spider consorts.

After that we needed a rest. Cleaning up the remains and cobwebs, we picked up 4500+GP, several super weapons and, from the old bag's body a *Ring of Curing*. We also found the body of a dwarf named Kelgor. At his side lay his Dwarven Axe, which I picked up. [For whatever reason, the game machine would not let me examine or recover any items from his body itself.]

Rested, I went back and checked out that poison gas area. I quickly saw that many others had tried to pick over the pickings in there because bodies were spread all over the place. Luckily, I was able to move fast enough and was resistant enough to the toxic nature of the gas that I could clean up all the remains and the cocoon and then get out before suffering an irreparable damage. And it was quite a haul: Three kinds of boots (*Haste*, *Reflexes*+3 and *Elvenkind*), several pieces of armour, GP, *Recall* potion, etc. as well as some rusty pieces that a smithy might be able to use).

We opened a set of doors into a passageway and, after fighting off more spiders, found some rusty, rotting arms and armour, as well as a rusty key on another dead miner. Those spiders certainly had had the run of this mine for a long time. Following the passage, we came to another gate and out back near where we killed the Queen Spider. Kelgor was still there and I still could do nothing with his body. There was only one more place we had not yet explored in this area, another door towards the East. I did not think there have been much behind that door, looking at the map I had made of where we were.

As it turns out, there were spiders and cocoons, a barrel and a one-way portal there. I sat

and thought a bit. Then I decided that if I was going to check out this whole level, I would probably have to go through that portal

XP in this level:

Baby Spider: @13XP

Sword Spider: @14XP

Black Widow Spider: @56XP

Aranea Death Spider: @120XP

For Killing Elder Queen Spider: 2000XP+400XP

For using powder kegs to clear boulder blockage: 500XP

Level 5S+

*[If you are paying attention to the notice which appears when you enter a new map, you will notice that, having come through the portal in the previous section, the game will tell you that you have arrived in **Level 5 South**, once again. To my logical mind, there can and should be only one Level 5 South.]*

[To correct this, the game designer might want to consider - if he reads this - labelling the section we have just arrived in "Level 5E" and relabelling the section and map that is labelled "Level 5 East" by the game as "Level 5 Northeast" or "Level 5NE".]

[To try to avoid confusion, in this walkthrough I have labelled this part of the game "Level 5S+", and will refer to the map and part of the game which the game calls "Level 5 East" as "Level 5S+".]

Once again, immediately we went through the portal more hordes of Black Widows kept attacking us. When we finally had a chance to rest and look around we found ourselves in a new area with no immediately evident way of returning whence we came. Certainly nothing easy like a nice obvious portal to walk through.

Clearing away cobwebs, we proceeded Westward very cautiously. Caution proved to be the correct posture when we came to a couple of statues of Lathander. Recalling our experience with statues of Lathander way back in the Correctional Facility, we stopped to disable a trap before going on. No sooner had we got past the trap than half a dozen Helmed Horrors tried to interfere with our progress. Finished with them, we found two doors in the Northeast corner of the room we had entered.

We took the East door and went down a long hallway. The farther we followed it, the more statues of Lathander (and traps) we encountered. At least we were able to disarm them in peace. In peace, that is, until more Horrors showed up. We continued to explore the mini-maze until I noticed the walls began to look familiar. Then I realized there was a pair of Statues with swords in one hallway that teleported us back over to another part. We carried on exploring, avoiding that particular spot, having marked it with a couple of stones I had picked up along the way.

We continued exploring until we came to a room with runes carved into the floor and yet more Horrors. Having dealt with them, we went South and opened a door which took us back to the corner where we had first chosen the East door. We knew what was back there: Nothing. So, we turned back North back to the rune room and were about to go farther North when I noticed two red squares on the floor. And then two statues of Lathander. We well knew what they usually meant so kept our eyes peeled. And sure enough, there was a disguised pit right between the statues.

I marked that with another couple of stones and we went back a bit to see if there was another way to the area beyond the pit. Finally, we found a short hall to the East that we had passed before which opened North. And there we found a couple of Werewolves who were quite nasty. Once dead, all that was left of them was a claw, which I took. I was not sure why, but why not? In the chamber off the short hall, we found another dead miner and another page from Wesley's Journal. This referred to teleports. Well we had certainly found one, at least, earlier. Maybe the others had become defunct. In this chamber, we also found a door that, on checking, opened on to Level 5 East.

But, we had not yet finished this area and I wanted to see what was on the other side of that pit. Looking closely at the walls on the West, we found a false wall, went through it and ran into a few more Helmed Horrors. With them disposed of, we looked around in peace found another couple of pressure plates and the pit. I marked it off with a couple of stones and we reversed course. There was one last part of this area we had not looked at: A small passage off that area with the carved runes on the floor.

We went back there and thought it was a dead end, until I found yet another false wall. We went through it and discovered a door. It would not be budged, however, until I found a lever beside it, hidden by cobwebs. Pulling that got us through the door and back into the Great Hall. I decided we should go back and flog off all the plate armour we had picked up from the Horrors. It was too heavy to carry any more. And I wanted to see if Armun had anything new for us or if Taghor had shown up yet.

XP in this level:

Black Widow Spider, Helmed Horror: @39XP

Battle Horror: @83XP

Werewolf: @221XP

Level 5C (2) - The Great Hall (Koran's Pit)

Well, Armun didn't have anything for us and Taghor was nowhere to be seen, so we headed back to check out Level 5E. However, on the way out we noticed a couple of areas in the Great Hall we had not seen before. The first was a Library, in the Southeast corner, but we didn't find much of interest there.

The second was an opening in the South centre of the Hall, where a gnome named Koran

offered us some special jewels if we would go into a mining area and retrieve some special gems for him. It didn't seem too hard a task or look to take too long, so we agreed. He did tell us about some of the dangers involved, like Undead Bone Bats, but he was not very clear about the poisonous nature of the atmosphere.

We found out about that when we got down there. It was, basically a matter of fighting off bats and oozes and gelatinous cubes and surviving the poisonous atmosphere long enough to find his crystals and get out before we expired. Luckily, by now we had enough Potions of Heal that we managed it. We also found lots of other gems and treasure down there, which we kept for ourselves.

When we got back up to Koran, he was endlessly grateful, gave me a *Divine Jewel* (Bless & Divine Favour spells) and a *Vitality Jewel* (Healing Sting spell) for our trouble. Frankly, I was happier with all the other jewels we picked up, including a *Ioun Stone* or two. Having wasted enough time on this little digression, we rushed back over to Level 5S+ and the entrance to Level 5E.

XP in this level:

Green Ooze: @3XP

Undead Bone Bat: @14XP

Gelatinous Cube: @130XP

Find and give Special Gems to Koran: 500XP

Level 5E - Teleport Trauma

We entered and were immediately confronted by two big, ugly Ettins, Krug Twinfist and Fang. After which we really needed a rest to tend some wounds. Through a hallway to the West we came to a Skeletal Portal Guardian who was even stronger than the two Ettins. But we were three against one and dealt with him quickly.

It was in here that I began to understand what the reference to teleports in Wesley's Journal really meant. There were no more monsters in this area, but there were lots of teleport pads located to disorient any adventurer thoroughly. It took a while but I eventually mapped out where each of the pads took me and figured out how to get to each of the three levers that opened the doors in the Northeast hallway. That got us to a door leading down to Level 6 North.

I could also see a short hall in the South central part of this area that seemed to hold a couple of chests. For the life of me, though, none of us could figure out how to get to that location. It was blocked off by teleport pads and no combination enabled us to get there. I gave up on trying in the end. I suspect this might have been what was meant by that inscription on one of the walls "Things are not always as they appear".¹²

¹² I was able to confirm with the game designer that this part of the area was, indeed, inaccessible.

In any case, we had several choices. We could stay there and continue to try to get to those chests. We could take the passage down to Level 6N. We could go back to Level 5E and check out that entrance to Level 6E where the sign said “Turn Back”. We could go back to the Great Hall, flog our accumulated loot, check with Armun to see if Taghor had showed up yet and, if not, perhaps try that stone necklace portal thingee.

Too many choices. So I decided to sleep on it.

XP in this level:

Krug Twinfist, Fang: @321XP

Portal Guardian: 400XP

Level 6N - The Evil Mage Saros

When I woke up and had coffee and breakfast, I figured, what the heck, “I’m here. There’s no point trying to get to those chests any more. We’ve opened the doors already. Let’s go down to the next level and see what we can see.” So we took the nearest door down.

For a minute there. I thought we were stuck. We had gone down the stairs, found a Divining pool and Recall Portal and also an Altar on our left with this riddle on it:

“With Sharp edged wit and pointed poise

“It can settle disputes without making a noise

“What is it?”

Of course, I knew the answer was “sword”. But there was no way to answer the riddle. I tried putting my various swords on the altar, all to no avail. We couldn’t go through the door in front of us and we couldn’t go back up the way we had come in.

Then I collected my wits took another look around and found a couple of bunches of old bones, one of which had a sword in it. “Aha!” I thought, “Providence provides!” and tried that sword on the altar. Both doors unlocked and we were free to proceed out into a North-South hallway.

We checked out the two Northernmost rooms first and killed off a bunch of Myconid Sprouts and Elders. Luckily for us, the fungi were not very fast moving. The next room down, however, had a bunch of Kenku and they jumped and flew all over the place before we finally eliminated the last of them. I picked up loot from the remains in the room and the egg that was in one of the nests and put it in a pack. You never can tell when you might have a chance to make an omelette.

When we came out, the door opposite was locked and I kept getting messages that a stone key was needed to unlock it. So we carried on South. We came to an opening. On our right was a door and a sign that read “Powder Room” and in the centre was a decaying body with another

page from Wesley's Journal that said something about an unfriendly dark-robed person.

A sign pointed to Mine #13 and we followed it, ignoring a sign that said "Danger. Unstable Area", to a big blockage of boulders. Well, we knew what to do about that! When we finished, the boulders were dust and the area was no longer unstable. On we went, into a chamber where we met that dark-robed person referred to in the Journal page, the Evil Wizard Saros.

Like all evil characters, he could not resist boasting and gloating at what he considered our impending destruction. He told us about the Beholder, Xanathar, and his plan to invade Waterdeep and his use of the Drow against the Dwarves. And also of some magic artifact the Dwarves had and the Drow wanted which was the only thing that could do damage to the Beholder and his plans. And on, and on. To tell the truth, I was beginning to get bored with his puffery, until he decided to try to attack us.

Notwithstanding his minions and the monsters he was able to summon, we managed to beat him. It was no piece of cake, however. He was able to disappear, go invisible and reappear somewhere else and seemed to heal very quickly when hit. But after a bit, he succumbed. On his corpse, we found a key and some really powerful wizard stuff: Staff, Robes, *Belt of Inertial Barrier*, *Dragon Boots*, *Periapt of Wisdom+3*, etc. In a booby-trapped chest, there was a Copper key and a bunch of other good stuff.

In a barrel nearby was some salt fish and meat. I picked it up, remembering that Pantry back in the Dwarven Camp Barracks.

After killing Saros, we looked around the rest of the area. Toward the Southwest, there was a poisonous gas corridor with some Black Widows and some loot in a chest at the end. Toward the Southeast, there was a hall filled with statues that came alive and attacked us as we neared them. While a goodly number, they were not particularly challenging. At the South end of that hall, there was a sign pointing to Mine #14 and a door.

I decided we would go back and try that door that had been locked earlier, seeing as how we had got two keys after beating Saros. No luck. Apparently, we still needed something called a Stone key to get in there. Our choices were narrower : Going back up to Level 5 or exploring through that door to the South. There was no Stone key up on Level 5. So my choice was easy.

[For Mappers: Be aware that the game's area for Level 6 North is smaller than the map in the original game's hints document indicates it is. In the game, it stops at the South end of the Armed Statue chamber. Also, in the game, there is a boulder blockage at the start of the poisonous gas passage. That is shown as a through route to the East on the original game's hints map.]

XP in this level:

Statue: @3XP
Baby Spider: @9XP
Black Widow: @61XP
Kenku: @130XP
Myconid Sprout, Elder: @176XP
Find sword and put on Altar: 450XP
Blow up boulder blockage: 500XP
Damage Evil Mage Saros: @3XP
Kill Evil Mage Saros: 400XP+1000XP

Level 6E - Kenku Central

That door opened into Level 6 East. Where, after proceeding a bit, we were met by Black Widow and Baby Spiders. Coming to a cross passageways, I decided we should go left, to cover our backs, before going East or through the door to the South. The fungi in there were not likely to be much trouble but we cleared them out, nonetheless.

I left the door on the South for the moment and went to the West. (Let sleeping dogs lie.....) On our right was a chamber where Myconids obviously lay in wait for hapless adventurers who fell through a pit from above. So, we wiped them out. After that, we continued Westward. More Black Widows accosted us, but by then we were pretty adept at handling them with ease. Steps further, we came to door to the West and to the South.

The one to the West was locked until I opened it with the lever we found close to hand. Seeing as how it was so cooperative, we checked it out first. It led to an incline and a gate. A quick in and out revealed that the gate led to Level 5W (where that sign had read "Turn Back"). There was no point that I could see in going back up at that moment, so we went to the South.

And into a chamber where Myconids, from Grand Elder down to Sprout, attacked us. That turned out to be a good move because, after we had mashed them all, I found that Stone key we had needed before, on the body of the Grand Elder. We decided to head South and see if that took us back Eastward. In the next chamber, we came upon more Kenku who were as pesky as before.

After we had killed or put them all to flight, we looked around the chamber. On the West was an apparent solid wall, but my map view indicated there was a lever and a passage behind it. There was no way for us to get through that wall from where we were, so we left it, thinking perhaps we could get to it somehow from the other side.

At the East wall was a lever and, given that the Kenku had come through the stone walls from the East, I was pretty sure it would make an opening. Which it did, opening on to a bunch of Kenku nests and a few eggs protected by only one female. We despatched her and took the eggs. No point in letting more of those things hatch. I noticed a lever by the wall over where we

had come in and pulled it, hoping it might do something with that apparently impossible wall we had found previously, but no such luck. Into the next chamber along, we ran into more Kenku and after it was over, picked up another egg. Then we went through the door and into the passageway, and realized we were indeed headed back the way we had come.

We went back to that door we had left closed and, using my rogue skills picking opened the lock. It was time to see what we had missed by leaving it before. This must have been Mine #14, judging from the pithead and the piles of scree around. It had become home to more Kenku and a decayed body, as it turned out. On the body there was another page from Wesley's Journal. Apparently, they followed their guide into a pit. With evident result. There was not much else in this area, however. It was time to go back to that locked door in Level 6N.

XP in this level:

Baby Spider: @9XP

Kenku: @57XP

Black Widow: @36 or @61XP

Myconid, Kenku Female: @78XP

Myconid Sprout, Elder: 120XP or @176XP

Myconid Grand Elder: @400XP

Level 6C - Mushrooms & Kenku

The Stone key got us in, no problem. A fungi welcoming committee was there to greet us as we entered. When we finally got a moment to rest, we noticed a Divining Pool and Recall Portal on our right.

Ahead of us (West), we heard wings flapping and went to investigate, but got diverted by another bunch of Myconids. There were so many of them that Tod bought the farm and I had to use a *Scroll of Resurrection* after the fight was over to bring him back. Then I noticed that we had been drawn a long way South, to the edge of a subterranean lake, where a big gate barred passage on a narrow walkway.

We decided to leave that for the time being and go back North and check out what all the flapping had been about. We didn't get far before being beset by more Myconids. This was beginning to put me quite seriously off mushrooms forever. A little farther, and it became evident that the flapping was Kenku wings. We carried on West, into a narrower passage that turned North. Following the passage and opening doors as we went, we encountered more Kenku and picked up more eggs. Clearly, we had found the main nesting area of the Kenku.

In one of the rooms, we hit a particularly bad bunch led by Skeen-ra. Tod got killed again. It was a good thing I had a lot of *Resurrection* scrolls and rods, because he didn't seem to have the knack of using in timely fashion the healing potions that I had given him. In the end, though, we had succeeded in killing off all the Kenku, collected their eggs for one giant omelette and trashed their nests. Then we came back out of the passage, to explore what was left of the level.

On our right as we went South was a locked door to the *Stone Ring* portal. There was no entry without the *Stone Ring Portal* key, so that was another addition to our shopping list. Farther South, we came to that same subterranean lake we had hit before. There was nothing more to do where we were, so we went forward through the big wooden gate.

XP in this level:

Kenku Female: @36XP or @44XP
Kenku: @57XP or @78XP or @94XP
Myconid: @78XP
Myconid Sprout, Elder: 120XP
Kill Skeen-ra: 480XP

Level 6W - Kenku Egg Conundrum

As soon as we passed the gate another wave of Kenku Guards came out to meet us. With them despatched, we had lots of time to explore in peace. Over on our left was a Divining Pool and Recall Portal and a door with a sign beside it saying “Those that are scattered belong together”. Given that there were Kenku nests inside the room, I took it that it might be appropriate to put all of the Kenku eggs we had gathered so far (10) in one place. They couldn’t fit into the chest, so I put them all in one nest. Nothing happened. I am not sure if something was supposed to happen, but I am sure that it didn’t. I decided I would leave the eggs there. I also put some assorted junk that I couldn’t sell at the last merchant into the chest.

The next door West opened into Level 6 South. I decided to leave that till later. Farther West, there was a passage to the North, which led us into a hall of statues carrying bows & arrows, where I saw a dead body in the middle. That suggested to me that it might not be wise to charge up the middle. So we attacked each of the statues in turn and managed to destroy them all without taking any significant injuries ourselves.

We then came to a junction where we could go straight, right or left. I decided straight was the way and we came to an entry that took us down to an area with a couple of cells with chests inside. There was no opening those gates, so I figured there had to be another way of getting at them. Back out we went. Where a bunch of Elder and Sprout fungi attacked us. Them out of the way, I went down one of the side passages we had passed.

As I suspected, there was a way into those cells. I did not, however, expect it to be a pit that dropped me into the cell. Still it was worth it to get the Dwarven key that was in the chest. I had noticed the levers on pillars inside the cells from outside the bars before, so getting out was a piece of cake.

I tried throwing darts at the lever in the other cell to get it to unlock the gate, but that didn’t work, so I steeled myself to go up and go down the other pit and see what was in there. More fungi attacked us, but they were easily done in. The other cell also had a Dwarven key in it. No more Myconids on the way out that time, so we had a rest and went back South.

There was not much in the big passage, except for a few more Kenku who attacked us rather desultorily. Finished with them, we looked around and spotted an opening to the South, which we followed to a sign that said “Round and Round”. This seemed to be a dead end until I saw a lever in the area to the right of the sign. I pulled it and an opening appeared in the wall behind the sign. In that cubbyhole, there was another lever. That opened another opening to our left, blocked with boulders. I backed out of the cubbyhole and went over to the new opening to check it out and there was yet another lever.

I tried to pull it, but that required another Dwarven key. I went back over to the Divining Pool and got one, came back, pulled the lever and found it had opened the wall behind the first lever I had pulled. We followed that opening a little further on to where it went down an incline to a gate. The Gate opened without problem. We did a quick reconnaissance and found it led into Level 7W.

It was at this point that I decided it was time to go back and see if anything had happened with the Kenku eggs. I spent more time putting the eggs in the different nests in every conceivable combination, but nothing happened. Behind the wall behind the chest in this room, I could make out an altar, but there was no passage through the wall. I suspect this is another inaccessible area built into the game, a leftover from the original’s design. *[I understand that, in the original game, once four eggs had been dropped into a nest in this room the chest could be opened and a Halberd+5 picked up. I had already found a Halberd+2 in the chest the first go at it, so thought maybe that was the solution to this sub-quest. Nope: That didn’t work either.]*

Eventually, I just got fed up with wasting my time on this puzzle and decided to go through the door to explore Level 6S.

XP in this level:

Statue Trap: @2XP

Kenku Guard: @36XP

Kenku: @78XP

Myconid Sprout, Elder: 120XP

Level 6S - “Everything is Not as It Seems”

This brought us to a raised walkway into probably the same subterranean lake as farther North. As we made our way, Grey Oozes attacked us. Between traps and Grey Oozes, it was slow going. A little further in, Water Elementals came at us too. At one spot, I noticed a couple of areas and a body, but could not get to them. As we neared a drier landing in the Southeast, Sea Hags descended on us and a creature called Adraseta. These were pretty ugly poisonous things and we needed a good rest after finishing with them.

Looking around, the first thing I noticed was a sign saying “Everything is not as it seems”. Where had I seen that before? As I recall it was a recipe for frustration then. So I tempered my expectations for where we were. At least on Adraseta’s corpse I found a coat of *Angelic*

Armour. On the body of a fallen adventurer, I found another page from Wesley's Journal that said something about using darts as forks. Those notes had been useful in the past so I stowed that nugget away in my subconscious. On the body of a dead cleric, I found a Dwarven key, a *Rod of Resurrection* and other loot, as well as his rusted mace and armour. There were barrels and crates and chests with a lot of loot in them.

I checked the walls, but they all seemed solid enough. I was sure, however, that there had to be some way of getting to that body I had seen as we made our way in. In a chest, I found a *Cove Dagger*. I had no use for it such a thing, but it hit me that I should put it on the altar in the corner of this little landing. Bingo! I was able to walk through the apparently solid wall to the left of the altar.

I made my way over to where I had seen that body, on the way finding and opening a booby-trapped chest with some amazingly powerful weapons, armour, etc., including an *Aslyferund Elven Chain*. On the body, which turned out to be that of Merick, evidently a bard, there was a *Harp of Haunting*.

I could not get past the wall beyond Merick, so we went back to the maze-like area and explored over to the East. We came to a door which opened into that part of Level 6E where I had espied a lever on the other side of an apparent wall. Sure enough, I saw that lever again and was able to pull it. As I had expected, that previously apparently solid wall disappeared and it was thenceforth possible to move freely between the East and South areas of Level 6 through that doorway.

I went back into the maze and explored a passage toward the North. At the end of it we came to a chamber where we surprised the Wereboar Urthander and killed him. On him, I found a great axe which I was able to identify only with difficulty and a help of a *Lore Portion*. (I had Lore capability at 20 plus was wearing the *Amulet of the Master* and the *Ring of Thieves*!) The Axe was *Sandstorm*, with a base attack of 1D12 x3 plus some huge magical enhancements. I gave it to Dorhum because he seemed best able with that kind of weapon. I also disabled a booby-trap on a chest in the chamber and picked up a much enhanced dire mace (*The Improved Sacred Staff of Sunlight*) and a *Ring of Clear Thought*+4, plus lots of GP.

When we had finished exploring all there was to explore in this area, I thought it best to go back up to Armun to see if there had been any developments there before heading down to the next level. I just had to figure out the fastest route back.

XP in this level:

- Grey Ooze: @9XP
- Water Elemental: @18XP or @22XP
- Sea Hag: @168XP
- Kill Adrasetia: 400XP
- Kill Urthander: 400XP

Level 5C - Take a Deep Breath

I tried using a *Potion of Recall* to see if it would get us back up to the Great Hall where I had last used it, but that didn't work. It just took us to an island with a Divining Pool and Recall Portal in Level 6S. So, still not having figured out those portals, we took the long trek way back to Armun. At least there were no monsters to hinder our progress this time.

When we made it back to the Dwarven Camp Barracks, I tried putting the fish and meat and ale and a couple of Kenku eggs on the pantry alcove, but nothing happened. I suspected this was another dud sub-quest: After all, I could not be so dull-witted as not to be able to solve a solvable riddle! So I left it for some other adventurer to solve. If, indeed, it was solvable! Harrumph!

In the Great Hall, I saw Taghor standing beside Armun. He was overjoyed at our scouring of the spiders from the mines and at the demise of the Elder Queen Spider. So much so that he gave me a 3000GP reward!

I told Armun about Saros and his evil plans for Waterdeep, Dwarfdom and Xanathar. Also about the secret weapon that the Dwarves were supposed to possess, one of the few things that would affect a Beholder. Armun recounted that a Mage had visited earlier with a band of adventurers. He also mentioned a young Cleric had passed through a little later. Armun confirmed that the old King had had something he called the "*Salvation of the Dwarves*" but that the King was the only one who would know where it was. Naturally, I offered to find the special potion needed to cure the King¹³.

My Journal had a note to ask Armun about a mysterious ale stein that I seem to have had at one point. I couldn't ask him because I couldn't find it anywhere in all my bags. I wondered if I had sold it to one of the merchants somewhere on my way, but I wasn't about to backtrack to try to find it. Your mind tends to forget things as you get older....

There being not a lot more we could do where we were, we rested and then headed off to Level 7. We had two choices that I could see: (a) The *Stone Necklace* portal via the Barracks or (b) That gate we had found back in Level 6W. I was not yet ready to trust a portal and we were refreshed, so I decided the lower entrance was what we would take.

4. The Reaches of the Drow

Level 7W - Drow City

It was quite eerie getting back. There were no more bad guys, no monsters, no traps, no

¹³If you succeed, the King will give you a wand. He doesn't know precisely what it actually does, but he knows it is important and is intended to save the Dwarves from high evil.

nothing to impede our progress. It was altogether too easy. I doubted that such serendipity would last. And was not surprised when we stumbled into a little dark amphitheatre where a Drow honcho, one 'Ilrazor', was setting up defences, presumably against us, to whom he referred as "surface scum".

That immediately raised my hackles. I don't mind being referred to as "surfacer" but I do object to 'scum'. That's too reminiscent of "bottom-feeding pond scum", a term usually associated with lawyers, a bunch with whom I refuse to be associated or confused. I also didn't think much of the way he killed off one of his underlings who dared to suggest that splitting a defensive force might not be the best strategic approach to defence. That's not how you treat subalterns. Notwithstanding, I did try a diplomatic approach, which degenerated to combat within a few sentences. Not very susceptible to reason, that Drow¹⁴.

Before we knew it there were five of them to our three. I went after Ilrazor first and let Tod and Dorhum parry the other, lesser threats. Best to cut off the head of the snake first was my thinking. They used all kinds of magic and some quite powerful battle spells. I killed Ilrazor and then went to Dorhum's aid against Epidus. We then went at Baragh. While Tod held off Hesera, we went at Herera and Minolin. Not easy, but we prevailed. (That's MISTER Surface Scum to you, Boyo!)

After tending our wounds and resting, we picked over the bodies in the room. On Ilrazor, I found a Scimitar, a *Belt of Frost Giant Strength*, an *Amulet of Natural Armour+3* and a pair of *Drow Boots of Movement*, which I gave to Tod. The short sword *Elfbane*, I kept to sell off at an opportune moment. Baragh had an *Icy Blade* and a bunch of *Asp's Nest* darts. Hesera had only Mage Robes and *Minolin Priestess Robes*. Epidus had a small *Shield of Power*, which I took to replace my *Shield of Dawn*. Dorhum was happy with an *Amulet of Natural Armour+1* and the *Belt of Hill Giant Strength* that I had taken from Tod. He could have used a helmet, but there were none for the taking. I'll have to get him one at the next merchant if there is a good one available. There was also a decayed body with another of those pages from Wesley's Journal. It recorded that there were Drow present. Old news at that point!

We went out the only door forward, to the North, and followed a hallway North, coming on another body and another Journal page. This one referred to 'whooshing' sounds and explosions. A little farther and we came into a chamber with Drow Assassins, Warriors, Priestesses and Mages. It was a good thing I had taken the precaution of buffing all of us up before going any further because that bunch came on so fast and with so much venom that they just about took us down. A quick check of that doorway in the Northeast corner of the chamber indicated it went into level 7N. My thinking was that we should clear this area before going anywhere. I did not want Drow coming at me by surprise from my back. So we turned back the way we had come.

¹⁴ The original game's hints document indicates that it is possible to bribe the Drow with Kenku eggs. That was not possible in the dialogue that I had. Mappers will also find there are some significant differences from the original document's map. For instance, the amphitheatre where Ilrazon is so unreasonable is square #1. The passageway out of the chamber in the Northwest corner (square #2) is the exit to the next map (Level 7 North). Finally, the square before #23 is end of this area. The hints themselves are useless for this part of the game.

Instead of going back into the amphitheatre, we turned into the hallway to the West. Before we knew it we were up against another bunch of Drow Priestesses, Mages and Warriors. It was a good thing we were still buffed. Farther South along the passageway, there were more Drow as well as Shadow Mastiffs and Skeletal Lords. I hardly had a chance to examine the ornate mosaic and brickwork on the floors and walls. Nice colour purple but I don't much like spiders.

Shortly after, we turned East at the end of the hallway and found a small chamber on our left. Not only was it loaded with Skeletal Lords, but also successive waves of Skeletal Lords and Shadow Mastiffs came at us from all directions. When we had finally beaten them all down, I had a chance to turn my attention to a booby-trapped chest. Inside it was a key and a *Rod of Resurrection*. That key must have been some important!

As we continued clearing the hallway to the West and then back North we hit more of all the same monsters. Somehow, though, they did not seem as tough as they had been when we ran into that first bunch. Maybe it was just that we were better prepared mentally for them. At the end of a short hallway to the East marked by a couple of flags, there was a doorway which, after a quick check, proved to be to Level 7C. The others wanted to go through it, but I decided we should stick to my original plan of clearing the section we were in before venturing out into other sections.

Farther North, the hallway came to an end but on its East wall was a doorway marked by a flag at each side that opened into Level 7N. So there we were, two possible entrances to Level 7N. I had already decided that was where we would venture next so my only question was which entrance to take. In the end, I decided to go back to the first. That would permit us to confirm we had, indeed, cleared Level 7W of bad guys.

XP in this level:

Shadow Mastiff: @60XP

Drow Assassin, Warrior, Mage, Priestess: @84XP

Skeletal Lord: @176XP

Kill Minolin: 60XP

Kill Hesera: 84XP

Kill Baragh: 120XP

Kill Epidus: 204XP

Kill Ilrazor: 1450XP+400XP

Level 7N - Fireball & Skeletons

Through the door, facing a sign saying "Don't Delay", our only choice was to go right (East). We saw a Divining Pool and Recall Portal on our right and Dorhum tugged my sleeve to say he saw a trap nearby. So we went into detect mode and stepped carefully.

On our left was a statue of Baveras, Goddess of the Sea. In front of it were a bunch of scorch marks, which did not seem to bode well. Carefully avoiding them, we stepped into the

passage South of the Statue. Not carefully enough, apparently: A fireball came at us from the East. Unfortunately, Dorhum did not step fast enough and took some damage. A little farther down, we came to a statue of the High Goddess Avá, the Beautiful. And before we knew it another fireball came at us from the East. Dorhum got hit again and I decided he needed either a rest or a healing potion at the first opportunity.

Luckily, just the other side of the statue was a chamber in which stood a statue of Ymir. In there, we rested and Dorhum got restored to full strength. I had no idea who Ymir might have been and was tempted to check out the statue for loot. But Dorhum cautioned against it, saying he sensed it an evil thing. On this occasion, I took his advice¹⁵. There was not much else in this chamber, just a loot bag with some penny ante stuff.

Coming out of the chamber, another fireball came at us from the North. This time both Tod and Dorhum took a bit of damage. Not enough to hurt, though. We moved East and came to another statue, this one of Sayella, Goddess of Destiny. As we passed it, fireball came from both the West and the North, this time with minimal damage.

At the end of the hallway, we turned right and came into a chamber for another rest, but instead found more Mastiffs and Skeletal Lords. Luckily, these guys proved to be patsies. We couldn't rest, though, because bad guys kept showing up and interrupting. So we just had to plough on. At least Dorhum and Tod had lots of healing potions that they could use whenever they felt they needed one.

We headed North from this chamber and turned right just ahead of where we could see the hall ended. At the end of that little hallway there was a locked (and unopenable) door with flags on both sides. There was another hallway that ran South from where we stood, so we followed it to another door with a red flag on each side.

This took us up a couple of steps into a chamber with Drow Warriors and Assassins led by Andiemus. The four of them were no match for us. We looted their dead bodies, had a look around and headed back the way we came confident that there would not be much coming at us from behind, at least. In one drow chest we found a *Stone Ring* portal key and a nondescript red gem. In another booby-trapped chest, there was not much: Some GP and a *Harp of Charming*.

Back Northward we went. Those fireballs came at us again from the West and North, but we eventually made it to the statue of Jevrial, Goddess of the Harvest without a lot of further damage. I sure would have like to have found what was triggering those things. It would have made life easier.

In a chamber in the Northwest corner of this section, we surprised a bunch of Drow Priestesses, Mages and Warriors. Afterward, we found a *Writ of the Vizier* flail in a locked chest

¹⁵Good thing, too! All you get for bashing the statue is a slightly enhanced battleaxe and an alignment shift to Evil.

and in another chest a *Potion of Recall* and miscellaneous small loot. As we made our way Eastward, more Shadow Mastiffs and Skeletal Lords tried unsuccessfully to impede our progress.

We came to a small chamber where there was a statue of Talon with its eyes removed. I was sure that there was a story or sub-quest there, but we didn't seem to be able to do anything about it. So we left the statue in peace. There was also a red crystal in the chamber that had another of those nondescript red gems inside, so we took it. (No gem we had could be fitted to the statue, which is what I thought might have been intended.) In addition, there were three apparent alcoves with eerie light emanating behind closed doors. There was, however, no way to open those doors to examine behind them further, so we just left this chamber as a puzzle for someone else to try to figure out. It was not worth our time to worry about it.

Father along, just after the hallway turned South, we came to another chamber full of Drow, with whom we dealt quickly. The Assassins proved to be particularly tough this time around. After a rest we moved on. Around the next corner, there was a big trap at a junction where another hall ran South. Once we had disabled the trap, I spotted a door control down the hallway ahead of us. I suspected - and it proved to be correct - that the door control opened up that door that we had not been able to open from the West side. We knew what was ahead that way, so we turned back and went South.

A little further on, we came into a kind of library and happened upon Shikra, a Drow Priestess I think, and her bodyguards. All of whom we made short work. She wore a *Crimson Helm*, *Drow Armour+3* and carried an *Angry Soul* (enhanced club), and we also found a Gold key on her body.

From the Library, we struck West, running into yet more Skeletal Lords and Mastiffs. Then, South and West again, we found a door that opened back into Level 7W. Although we were pretty well laden with loot by that point, I wanted to finish exploring before we left the level, so we turned back. A few steps on, back East, was a door to our right. And behind it a couple of Skeletal Lords and Shadow Mastiffs guarding a couple of chests with minor loot. I gave the *Moonstone Mask* to Tod and transferred his *Helm of Lathander* to Dorhum, who needed the armour enhancement more.

After that, we followed the passages toward the Southeast. At a chamber, which was also a dead end, we ran into more Skeletal Lords and Mastiffs, After we had done with them, we found a decayed body with another Journal page, this one referring to more whooshing sounds. Also on the body was a *Bastard Sword of Vengeance* and a *Shield of the Sun*.

From there we struck North, coming to a little chamber where, at the last moment, I spotted a couple of pits. That stopped us cold until, looking around I found a floor lever. Pulling that closed one of the pits and let us proceed, but not until a fireball had whizzed by, causing a little damage to Dorhum. Another fireball hit us as we made our way North to a statue of Eyasha, Goddess of the Dove. Just to the East of the statue was a largish chamber that contained a passel of priestesses. (Is that the right collective for "priestesses?") After resting and recuperating, we

looted their corpses and found the body of a dead ranger with another Journal page, this one referring to chains that apparently restrained that Undead he thought he could - but clearly had not been able to - control.

From there, we came to an area called "Holding Cells". Several skeletal Lords and their Mastiff pets sought to inspect our credentials, but we were not having any of it and showed them our blades instead. With them all sorted, we looked in the three cells at leisure. The first two had unfriendly Skeletal inmates and a third had only bones. We were unsuccessful in unlocking any of them until we went to the chamber beyond the cells and saw the chains to which the Journal page on that ranger must have been referring. I pulled them one at a time.

The first opened the first cell, whose occupant attacked us, showing no gratitude for its newly found freedom. It found the same fate as its gaolers. Poking around afterward, I found a *Stone Glyph* with the number 2 on it. (That made #2 and #3 I had. I knew there had to be a #1 to be found somewhere.¹⁶) There was also a set of half-elf bones. I thought back to how I had found Tod and that fighter, Anya, and picked up the bones and put them in one of my magic bags. I planned to check them more closely when I had a spare moment.

The occupant of the second cell adopted the same attitude as the other prisoner we had released and we dealt with it the same way. In the cell, we found the body of Kigan, Rugnar's brother, his armour and the axe that Rugnar had asked us to find. There was nothing else in the cell, so I went and pulled the last chain to check out the third cell. Finally, I went back and checked out more closely the chamber where the chains were located. There was a Drow Chest with a very plain key in it, which I picked up, of course. I was getting quite a collection of keys by then.

We were all heavily laden with loot, notwithstanding our magic bags and both Tod and Dorhum were slowed by the weight they were carrying so I decided we had nothing to lose by trying to get back to the Great Hall to speak to Armun and to give Rugnar his axe.

XP in this level:

Shadow Mastiff: @60XP

Drow Assassin, Warrior, Mage, Priestess, Shikra: @84XP

Skeletal Lord: @176XP

Kill Andiemus: 128XP

Level 5C (3) - Return Rugnar's Axe

We got back to Armun using a potion of recall or a portal or two for short cuts. Armun didn't have anything for us, but when I went to tell Rugnar about his brother and to return his

¹⁶ Careful readers will note that I have not yet specified where I first found a *Stone Glyph*. That is because I cannot now remember exactly where. At least you will have two located for you. The third will be somewhere on Level 7.

axe, the smithy offered to enhance my *Holy Avenger*. He offered a plethora of choices, but I chose to make it keen. Then we offloaded all of our collected loot on Drugnar, which made me a millionaire five times over.

After that, I went over to where we had left Dof and set down the elfin bones we had found in that cell. Then I used my *Rod of Resurrection* to bring them to life. Before us stood Ileria, a very good looking half elf Cleric who offered to come on as a henchman. She wasn't wearing much and was shivering, so I said yes (at which point Dorhum, who had trouble understanding my chivalrous impulses, went off to sulk). I then went into her inventory and dressed her up properly. I had been happy with both Tod and Dorhum as henchmen and really didn't need a Cleric so I asked Dorhum to rejoin and left Ileria to play with Dof in the Great Hall while we went off again to continue the adventure.

Using the *Stone Necklace* portal that I had found in a Barracks store room earlier, we went directly back to Level 7, but this time to the South section portal area.

Level 7S (Primo)

As we exited the portal doorway (South), those on our right (West) and left (East) were locked to us without the keys, so I knew they would have to wait. The second portal to the East, we knew, went down to Level 4N but the door next to it on the East wall was locked to us. Before we got much further along, a couple of Shadow Mastiffs attacked, but we knew how to deal with them.

I tried the second (South) door on the East wall and it opened for us. so we followed that passageway as far as it would go. There was a series of small rooms, the door to each of which required a Drow key or Jewelled key to open. That hallway eventually opened out into a wider space that seemed to have a solid wall, but which I could tell had open space behind it¹⁷.

In that area, we found the body of an adventurer on which there were a couple of Journal pages. One clearly referred to the set of portal doors through which we had arrived on the level. The other referred to three chests and inscriptions and something about putting something in something. I knew we had opened two chests and found inscriptions on stones inside, so figured there must be another somewhere. Where to put what in them, though was the question.

As we made our way back out to the portal chamber, we ran into a band of Drow priestesses, Mages, warriors and assassins. When we had finished with them, I noticed an alcove thingee that had numbers one, two and three carved in it. What a coincidence between the *Stone Glyph* I was carrying and that note back there. All we had to do was find a third glyph with a number on it. At least I had a pretty good idea now what to do with it when/if I found it.

¹⁷The walls cannot be entered from the South. Once the lever in the large chamber, which in may only be reached from the level 7C area, is thrown, the walls disappear.

None of the other portal doors would open for us, so we followed the West passage out of the portal chamber, came to another door with red flags on either side and went through it, using a Ruby key. Through it, there were stairs on our left that ran down to Level 8 and ahead of us, to the North, another door that opened on to a zig-zag hallway. More Drow impeded our progress for a while, but eventually we made it to another anteroom marked by a couple of flags, with a door on the North and on the South.

Behind the North door a couple of Skeletal Lords were loitering, but not much else. To the South, however, there was what looked like a R.A.T.S. portal. This took us to another area where there was a portal on our left and three doors to our right (West). The first was marked “Weapon”, the second “Armour” and the third “Magic”. Each had a door control panel beside it. I went to the “Weapon” panel and touched it. Suddenly, there was a great flash of light and the other door panel controls disappeared.

I went into the “Weapon” room and found inside a chest a short sword which I identified as *Slicer*. I went to each of the other doors and when I tried them got a message “You have made your choice”. I guessed that, indeed, I had¹⁸. There was not much more we could do where we were, so we went to and through that portal we had noticed on arrival. That got us back to the zig-zag hallway by which we had come to these portals and uneventfully back to that hall with the stair way down.

I then went carefully over every foot we had covered in this section of Level 7 and was certain there was nothing else to be done here. I knew, though that there was still that whole central section of the level to explore. So our choice was go back there or go down to Level 8. I decided to go back and get to Level 7C via the route we knew. As a rule I try never to leave nasties behind me when I descend into the unknown.

XP in this level:

Shadow Mastiff: @42XP

Drow Assassin, Warrior, Mage, Priestess: @63XP

Skeletal Lord: @137XP

Level 7C - Hippity Hop

[I was unable to relate any of the parts of this section of Level 7 to any part of the map in the original game's hints document. Once a player enters what the game map calls Level 7C, he/she will find there are lots of apparent teleports and disconnected hops to other areas within the section. It does not make any difference to game play, but it can be disorienting.]

¹⁸There are three rooms in the NE corner (reached via teleport), each containing an enhanced item. You have your choice of a weapon (a *Slicer* short sword, a piece of armour (an *Elven Glove*) or a magic item (a *Ring of Resistance*). However, you have access to only one of the three rooms: By actuating the door control on one door, the other rooms become permanently inaccessible.

[I believe this may be because, in designing the game, there were empty spaces which could be coded for play but which graphic display limitations meant could not be represented as directly connected space on the game map. My map for this section is what showed on my screen when everything there was to be done in the area had been done.]

Using the Stone portal and a Recall Portal or two, we made our way back to Level 7W and the door into Level 7C. We went through it and immediately saw a Divining Pool and Recall Portal in an alcove on our right (South). Just beyond that was a short passage to the South with set of steps and a door at the end. Hardly had I begun to consider our options when a Skeletal Lord and Shadow Mastiff came forward to greet us in their own inimitable fashion. We dealt with them in our own inimitable fashion.

I noticed a false wall on our left (North), went through it and discovered a short hallway leading to a door which required a Ruby key to open. I didn't have one, so had to leave that door and go back to the main hallway. At a T junction a little farther West, we ran into a force of Skeletal Lords and Mastiffs. Beyond them and a little to the South, I found a crystal with another of those red gems and a Drow key. Back to the T junction, I decided we had better check out those stairs we had left on entering before going farther into this section.

We went up the stairs and through the door into a small hallway. Tod began to complain about his feet hurting so we had to stop and rest. When he was ready, we went forward and I had to use a Drow key to open the next door. Every time we went through one of those doors, it seemed as though we were being picked up and dropped down in some other location. This one took us down and into a chamber where we were attacked by two Iron Golems. Decidedly not fun, I tell you! If I had not been quick to use one of my heal potions I would not be around to tell the story!

Off the chamber where we met the Golems, there was another door and a hallway leading Southwest. We took that hallway and before we knew it we were set upon by no fewer than twenty-five Hell Hounds. I'm not sure how we survived that onslaught, but we managed it. Once we had a chance to catch our collective breath, I spotted a chest with a Jewelled key in it. There was also a loot bag with some quite valuable stuff in it. Then we went back to where we had vanquished the Golems and took the other door there.

That took us to someplace called "Storage". As we were reading the sign another pack of Hell Hounds came at us. I like dogs, but these things were no Dof. The first door we came to opened without a problem, and I was disabling a booby-trapped chest when half a dozen Drider attacked us. The next room had a *Drow Shield*+3 in a chest and 110GP in treasure as well as more Hell Hounds. The last of the store rooms had a few more Hell Hounds and Hounds of Xvim. The Canines quelled, we rested then picked up the treasure (800+/-GP) and an *Orb of Power*. We had to retrace our steps almost to the Divining Pool and Recall Portal before being able to continue North at that T junction where we had turned back earlier.

Of course we were met by yet more Hell Hounds and Hounds of Xvim as we came to the T

junction at the end of the hallway. We followed the route to our left and came to a door which was opened by the Jewelled key. And more Hell Hounds awaited us at a small set of stairs. Up the stairs took us to a small passageway at the end of which were more Hell Hounds and a chest containing a Drow key and a big sword I identified as the *Winter Blade*. There was nothing else in this area, so we made our way back the way we had come, picking GP from the numerous little piles of canine bones we had left behind on our way in.

Going East past that T junction, we eventually came to another door. Through it, as I was slashing away at spider webs that barred our way forward, Tod mentioned he heard scuttling that sounded like Driders in the distance. They were not too far distant. As we came into a statuary chamber, a bunch of them led by a Drider Wizard called Drenyan attacked us. After we had overcome them, there was some good loot, including *Drenyan's Bone Armour* and two good longswords. Also a powerful *Drider Bow*+3. And on the remains of a dead warrior, a large shield+3 and a Greataxe+4 (which I gave to Dorhum). Dwarves can never have too many enhanced axes.

In this area, there was a locked gate with a sign on one side: "Item may pass where you may not." and in the other "It is written, the key lies on the other side." Well, I knew what that was all about: I armed a dart and threw it with unerring accuracy against the button on the far inside wall of the cell. That unlocked the gate and I opened up the drow chest inside to find three *Orbs of Power*.

Across the chamber from this cell, there was an altar of sorts with the sign "one key for one gem". I had three gems, so put them on the altar and they were turned into three Jewelled keys. There was nothing else of immediate interest in the chamber, so we followed a passage South to a door that required one of the Jewelled keys to open it. We did and went through, to find stairway on our left.

Which we went up and were immediately whooshed to another passageway. We followed it (East) to where it turned left at a red flag. I sensed a false wall on my right, however, and saw a spider shield hang on it. True enough, we walked right through it, only to have Shadow Mastiffs and Skeletal Lords attack us. Finished with them, I carefully examined the narrow hall we were in and, at one end, found another false wall. They had been guarding a couple of loot bags and four black barrels. In one of the loot bags, I found a Drow key and another red gem, but there was nothing in the black barrels.¹⁹

We went back, again despoiling the remains we had left behind and followed the hall North to a chamber where there was another Hand of Gems. There, two waves of Driders attacked us and we killed them off so we could get back to business. Having that red gem, I decided to see what kind of key resulted from this hand. To my surprise, nothing happened: The red gem

¹⁹ I wondered what these were about, and thought that it might be necessary to put something in them for some sub-quest or other, but nothing before or after ever suggested that was the case. This may just be another loose end, intended to confuse unwary adventurers.

remained a red gem. I wondered if this Hand of Gems would not function because I had used the other, but left the question as one of life's little mysteries. On the other side of the chamber, there was a door with two red flags. With nothing left to do where we were, we went through it.

There before us was the body of another fallen adventurer. On it I found a Ruby key, which immediately brought to mind that locked door we had found shortly after arriving in this section of level 7. "Finally", I thought to myself. "A use for those *Potions of Recall* I've accumulated" and decided to see if it would get us back to where we came into this section. And it did, which made it quite simple to get back to that locked door. Simpler to get to than to explore, however, because behind that door were Phaedriel and a bunch of other Drow warriors and clerics.....

When we were cleaning up and looting their bodies, I found a set of *Guardian Angel Armour* and a dagger (*Leech*) on Phedriel. Among all the usual loot, I found the body of a dead ranger on which there was another Ruby key. I pocketed it, looked around the rest of the chamber, found nothing and decided to see if that Recall Portal would take us back to where I had used the recall potion. Which it did.

On our left (West), a set of stairs opened on to Level 7S. On our right (East), another set of stairs appeared to take us to another location in Level 7C, so I decided to explore and map out the rest of the section we were in before going back to finish what we had started in level 7S. Though that door took us to a short hallway with a sign by another door at the end that read "One Battle for Glory".

Through we went, of course, and faced off against a few Skeletal Lords and a honcho called Kell, some kind of skeletal barbarian. On its remains we found the armour *Blood Lust*, his enhanced Great Sword and enhanced protective armour. In a booby-trapped and locked chest in the chamber, I found a *Short Sword of Quickness* and an *Amulet of Will+5*. Onward, we went, Tod whining about Hell Hounds. I told him we would probably meet up with worse, just to give him a bit of encouragement.

Following the hallway as it wended its way, we came to another false wall (given away by that rune shield) and came to another door. Outside the door there was a placard that read "One Sacrifice Made". Beyond it, more Skeletal Lords lay in wait for us. Proceeding and taking the way North when the hall came to a T junction, we came upon what looked like a pit and a sign that said "One leap of Faith". Dorhum was ready to jump, but I told him that faith was highly overrated as a tool of survival, especially when someone or something you don't know or trust tells you to believe in it. I decided we would go back to the T junction and explore Southward before taking any leaps of faith. We might do so later, but not until I knew exactly what else there was in the area.

As it turned out, there was not much else other than more Skeletal Lords and Drider of various sorts. Eventually, we came to that pit from the opposite direction and noticed another set of footsteps leading to it. So I figured, what the heck, and we jumped. And faith was rewarded.

That took us to another little hallway where a placard at the corner read “One’s Faith Repaid”. “This time, perhaps,” I thought, “was the exception that proves the rule.” Around the corner there was a portal that looked like a R.A.T.S., except that it was one-way to another small hall and another T junction. On our right (South) was another portal and on our left (North) a door. I resolved to try the door first rather than risk another one-way portal. The door, of course, was locked and nothing would budge it until I found the lever at its side which did that very easily. Once inside, we were attacked again by a Shadow Mastiff and more Skeletal Lords. Once done with them, there were scads of treasure (+/-1000GP) to pick up. Inside a booby-trapped Drow chest were a set of *Bracers of Bronze* (which I gave to Dorhum) and assorted potions and loot. Inside another chest, there was a *Ring of Fortitude+3* which I also gave him. There being nothing else to do in there, or anywhere else to go, we returned to that port at the other end of the hallway.

That teleported us into the chamber with the second Hand of Gems that we had found.²⁰ We concluded that we had, finally, explored all there was to explore of Level 7C and agreed it was time to go back to see where that door to Level 7S took us.

XP in this level:

Shadow Mastiff: @42XP

Drow Assassin, Warrior, Mage, Priestess, Hell Hound : @63XP

Hell Hound, Hound of Xvim, Drider Warrior, Chief, Cleric: @88XP

Skeletal Lord: @137XP

Iron Golem: @226XP

Kill Drenyan: 1025XP + 400XP

Kill Phaedriel: 400XP

Kill Kell: 400XP

Level 7S (Bis)

As we came into a chamber with statues of swordsmen, we were attacked by a couple of scorpions. Afterward, amongst some bones, I found another Journal page that said “I believe these 10 cells are cross linked somehow.” It didn’t make a lot of sense, but I salted that nugget away for future reference. Beside the bone pile was a door with a placard that said “No turning back”

We had no where to go but forward, so we did. That led to a hall where a Hound of Xvim attacked us just as we got to another door with a placard that read “fight for your freedom.” We entered another chamber bursting with Drow. Though they literally swarmed us, we finally did for them and had a chance to rest. Then, looking around, there were a couple of doors, one to the East and another to the West, both locked tight. I could sense door controls on the other side, but

²⁰This level is a second instance where it is possible to have two routes to the same destination, in this case the doorway to Level 7S.

had no idea how to get to them. Looking around a bit more, I found a lever on the South wall and pulled it. That opened both sides of that South wall. I recognized on the ground on one side a dead adventurer we had run across earlier, so I knew exactly where we were on Level 7S.

I turned back to check those locked doors and, sure enough, they were both wide open. I had sensed correctly: There was a door control of some sort on the inside of each. In fact, there was a door control outside each of the five doors behind each entryway. It was evident what they were for and that this must have been some kind of detention centre.

Going through the West entryway, I tried the first door on my right. There, on the remains of a Drow Mage, I found a Jewelled key. The next door had only a Skeletal Lord who insisted on fighting as did the two in the room at the end of the hallway. There was a Drow key on a dead druid in there, as well. Behind the next door (the first on our right on our way out of the hallway) were more Skeletal Lords and on the body of a dead warrior, a Drow key. We opened the last door, found more Skeletal Lords and did the usual.

Going over to hallway on the other (East) side, the first door on my right (South) was open already and among some bones I found another Jewelled key. A couple of Skeletal Lords attacked us from the room across, but they didn't appear to be protecting anything of note. The door at the end of the hall was also open, so we went straight to it and found a couple more Skeletal Lords and picked up some minor loot. My magic bags were almost all full, by that point and I was beginning to think we had to find a merchant or go back to the Great Hall to sell off what we were carrying or we would be slowed down by the weight of it.

The doors on our right and left were both locked as we started back out of the hall. Behind the one on our right, there was some minor loot and a couple of Skeletal Lords. In the room across the hall (South) we found a Ruby key on the body of a fallen adventurer. We were chock full of keys and loot by that point (Tod was slowed by the weight he carried) and I hoped we would not run into any more bad guys until I could get us to a merchant.

Luckily, we had clear sailing to the portal chamber and went back to the Dwarven Barracks and the Great Hall without incident. We got rid of our loot, checked on how Dof and Ileria were doing and got ourselves back to Level 7S, and went back to that door down to Level 8. That appeared to be our only way forward.

XP in this level:

Huge Scorpion, Drow Mage, Cleric, Warrior, Assassin: @44XP

Large Scorpion, Hound of Xvim: @70XP

Skeleton Lord: 95XP

Level 8S

We made our way down the stairs and into a hallway where, as we approached a four-way junction, succeeding waves of Driders attacked. Tod and Dorhum, replicating the dash, verve

and stupidity of 19th century British cavalry chased deeper and down the hallway to our right (East). I had to follow in order to keep them from getting massacred. Once no more Drider attacked and I got my henchmen under control, I dragged them back to where we hit that junction. To slow him down, I made Tod carry the loot we picked up from dead Drider. Dorhum was wounded and needed a rest, but we couldn't rest so I patched him up with a healing kit and some of my extra healing potions. Then I decided we would head North at the junction, see where that got us and check out the East and West branches later.

A few steps up, we stopped at a couple of doors. The one on the right opened up to Hell Hounds and contained some kind of white crystal tower, but not much else other than another Journal page. Apparently the writer did not think the Drow would follow him much further. I could not do anything with or to the crystal thingee, so we went to the other (West) chamber. Of course there were more Hell Hounds and Hounds of Xvim. There was another crystal tower (blue) but still nothing to do to or with it. A locked Drow chest gave us a *Plate Mail of Great Beauty* and a *Guardian Angel Helm*. I gave the armour to Dorhum because I didn't like how he was getting all those cuts and bruises. I put on the helmet myself because it gave me both light and three extra spell slots.

Farther up the hallway there was a door straight ahead and the hall continued to the left. I opened the door and the chamber there seemed empty except for a crushed body in the middle. As soon as I went to touch it, however, a mass of Drider descended upon us. It was quite a fight, but we prevailed with little injury. We picked over all the bodies and then I tore down a web that revealed a door to the North.

Behind that door were yet more Drider. After polishing them off, I found some good loot on or around the body of a dead Cleric (*Drow Boots, Spirit of Angels Armour, Greatsword Frostbite*). In the North wall of this chamber was a door that opened on to the Stone Sceptre portal. I had that key so the issue before me was whether or not to use it.

Rightly or wrongly, I decided to clear out the rest of this level and secure our line of supply before going off into the unknown. So we returned to the hall and went East and then South at the T junction. There was a Statue of Talinum in an alcove a few steps South and when I climbed up to retrieve the jewels in its eyes, it came to life. The experience was nothing to write home about and the fire jewel was not something I really needed. Neither did I need the movement of three alignment points toward Evil, although I was getting quite bored with my total Goody Two Shoes persona. Being only 97 points Good was not something over which I was going to lose any sleep.

As we continued South, we came across several scorpions in a hall to our left. Continuing along it Westward, we came to closed door and after that another, which opened on to another hall filled with Hell Hounds and Hounds of Xvim. That turned out to be one big rectangle, but we didn't realize it until we had been turned around several times by some kind of teleport or displacement beam. Eventually, I figured it out. In this area, we found Owen's body with some reasonable loot as well as a page from the Journal which complained about their guide always wanting to turn around and go back from where they came. He obviously knew about the

displacement beams. We retraced our steps and continued West to the crossing we had been at when we first came in to the level.

We continued West through several doors until the only way to go was North through yet another door. Right about there, I noticed a pair of gauntlets on the ground, which I identified as *Gauntlets of Flame*. The door wouldn't open, but luckily there was a door control close to hand. After killing the Drider that lay in wait, we made our way North to statues of Grothar, the God of Weather, and Nethor, God of healing. We had to dodge the fireballs that came at us every so often. We also had to be careful not to fall into the pits located in the alcoves where we were able to duck. Beyond the statues was a door that led into Level 8N.

Having secured our backs in this level, I decided we would go back and check out that portal we had left a while back. I had finally learned that those things could be useful.

XP in this level:

Drider Warrior, Wizard, Cleric, Chief, Hell Hound, Hound of Xvim: @70XP
Medium Scorpion: @95XP

Level 10S - Shindia & The Prince

As we came through the Stone Necklace portal, we saw Shindia and other Drow talking. When she saw us, she attacked. We had the hardest time killing her bunch but we got most of them and when I was about to finish off Shindia herself, she begged mercy and offered information, including how to save the Dwarves' King.

She told me about Xanathar's plot and that the potion needed was to be found in the Room of the Levers in Level 11. Then she distracted us somehow and fled, disappearing before I could do anything. Only then did I realize Tod had been killed in the battle. I used a *Scroll of Raise Dead* on him and then we rested. Then I took a closer look around the chamber. In a sarcophagus, I found a page from the Journal referring to a "forest of teleporters to the West" and in the Northeast corner a locked door and a chest in which I found a Prison key which opened the door.

Behind it we came to a chamber with Drow Guards commanded by Azular and Imalia. There was a lot of good loot on them, including some powerfully enhanced armour and weapons. On Imalia's corpse I found a Crypt key and pocketed it, figuring it might become useful. There was only one cell in this area and I wondered why there was such a powerful guard for only one cell. Finding the key in a desk beside the cell door, I opened it and found the Dwarves' Prince.

The Prince told me of Xanathar's plan and Shindia's role in trying to set the Dwarves and Drow to war with each other. He hurried back to the Dwarven Barracks to warn Armun and the dwarves of the plot and asked that I go on down to the next level to find the potion that would heal the King. I didn't like that at all. First, I didn't answer to this guy, Prince or not. Second, it didn't bring me any nearer the real evil object of my quest. And third, it was entirely alien to the

more or less methodical approach I had taken to that point.

I was tempted to go back through the portal to where I had been and finish exploring and clearing the whole level. Eventually, I decided the Dwarves (and my own task) probably would be better served if they were led by their King. That meant I had to find our way down to the next level. So I ignored the portals and flipped a coin to choose between the three remaining doors in this chamber. Heads North, Tails South: Heads won. Head right, Tails left: Heads won again.

Well, that was not a prize choice. A swarm of Mummies, Warrior Mummies and Shadow Fiends descended upon us. And after we had done them and were exploring, more Mummies and a Mummy Lord came out of the sarcophagi that I opened. More puzzling was one of those Hand/Alcove/Altar thingees that had the inscription “Replace the treasure with what the Drow Treasure”. First, there was nothing on it to replace and, second, how was I to know what it was that the Drow are supposed to treasure? I tried a Kenku egg and nothing happened. I tried putting other things on it but nothing happened with any of them. Nothing nearby suggested a solution. Eventually, I cursed the thing and left it for another time. Maybe²¹. Disgusted, I went back out into the portal chamber and took the other door that opened to the North.

Halfway up the hallway, we were hit by fireballs coming at us from both sides. Not fun, I tell you! And when we got to the door at the end, we needed something called a Skull Key. “Where was that to be found?” I wondered. Without an obvious answer, there was only one way to go now: Follow the South passage to wherever it went.

That didn’t help much either. After a long traverse through a passageway that kept teleporting us backwards, we finally got to a chamber with a bunch of sarcophagi and a King’s Tomb. I was hopeful that the Skull key might be there, but as it turned out, there were only Mummies and pestilence and a greater Mummy call Brun-Jliye. We almost didn’t survive that fight or the swarms of bugs that came after us even after all the Mummies were beaten.

I was stumped. I came to the conclusion that the only way to go forward now was to go back to from where we had come and see if there was another way to the next level and that healing potion for the King. So, back we went through the portal from whence we had come.

²¹ Is this another of the side quests in the original game which has not (yet?) Been included in this game? Or am I just too dull to see the solution?

XP in this level:

Shadow fiend: @44XP

Mummy, Mummy Lord, Warrior Mummy: @70 or @95XP

Drow Priestess: @231XP

Drow Warrior: @198XP or @238XP

Hurt Shindia: 1260XP

Kill Valeria: 64XP

Kill Imalia, Drow Mage, Drow assassin: @333XP

Kill Azular: 400XP

Kill Brun-Jliye: 400XP

Level 8E - Oops!

Except it was not back from whence we came. It was in an entirely different section of Level 8, where we were immediately set upon by Large Scorpions. Once we had dealt with them, I realized that we could not return back down to Level 10. The door to the portal was locked to us for some reason. Once again, we had no where to go but ahead!

The chamber we were in opened on to a hallway that led both North and South. I was hopeful the Southward route would take us at least back to Section 10S so that we could regain our bearings. But that route just brought us to a door behind which there were no fewer than 25 Hell Hounds and, after them, another door. And that brought us to a large scorpion guarding another hall with a door at each end.

I shrugged and took the North door. That led to a dead-end chamber with more several large scorpions lying in wait and two Shield Guardians. After dealing with them, I found a booby-trapped Drow Chest. In the chest was an *Axe of the Dwarf Lord*, an *Emperor's Dire Mace* and a Potion of heal. On the remains of each Shield Golem was a *Spider Silk Cloak*.

We left this area and tried the other (South) door. Through it, we came to a library of sorts with Hell Hounds waiting and an apparently solid and impassable wall in one corner, even though I could see a hall continued on the other side with my top view map.²² With no way to pass it, we went back the way we had come and started up the North hallway.

We arrived at a chamber where our way was blocked by four pits. Looking closely at the wall, I found four pit controllers. The first time I tried using them, nothing happened, which was quite off-putting. But I managed to try using them again and managed to get the two Southmost pits closed. That got us to the other side of the room where I saw four pressure plates which also acted as pit controllers. So I closed all of the pits. I didn't want Tod or Dorhum falling in

²² In the chamber at the end of this hall is a Drow chest with an *Orb of Power*, a *Dragon Armour of Ice* and a bottle of wine. I learned later that in this area, it is possible to follow through to the end of only one of the two doors. If an adventurer takes one and is able to get to its dead end chamber, then the dead end chamber behind the other door is blocked by an impassable wall.

accidentally. God knows where they might end up.²³

On the South side of this chamber, I found the body of some poor soul called Malic with rusted armour and Longsword beside him. There was also a loot bag with a few gemstones and a *Morningstar*+3 in it. Heading West, I left the chamber with all of the pits closed over to save any that might follow us from falling into them.

Down the hall there was a door on our left. Inside it were a bunch of Drider who, of course, attacked us and whom, of course, we destroyed. I looked carefully, but there was nothing else of interest in the chamber. So, we continued West and after a jog in the hallway, came to a door that opened into Level 8N. With nothing else obvious to do in Level 8E, we left.

[The overall area of Level 8E seemed to me to be curiously truncated and the original game's hint document map of level 8 indicated there were several other areas in Level 8E, but I never found a way to get to them. I believe this is because those areas were reached from, and included in, the disjointed and teleported parts of the game's Level 7C, and perhaps from other levels as well.]

XP in this level:

Large Scorpion, Hell Hound, Drider Cleric, Warrior, Chief: @47XP
Shield Guardian: @151XP

Level 8N - Blix and Onward

The hall we entered went North and then turned West. Where it turned, there was a door that I could not open. My overhead map view told me there was a portal in there and an Illithid control just on the other side of the door. I figured that I would have to leave that mystery for later²⁴ and headed down the passage Westward. We came to a door in front of us and a left turn in the passage.

I was going to open the door and go straight on, but I had a hunch that South was the way to go in order to set our bearings straight. That took us into an L-shaped chamber with statues of the Goddess of Love, the Forging God and the God of the Hunt. And a lot of Drider. By that point, with our superior weapons, armour and experience, we were finding Drider to be only minor nuisances. After looting their remains and looking around the chamber, we followed the passage West and South. We came to a door which opened into an area I recognized as being in Level 8S. So, our bearings all reset, we turned around and went back to the door we had left farther back.

Opening that door, we ran into several medium scorpions. Farther on, we came to a T

²³ In fact, the pits all open on to a hallway on the East side of Level 9N.

²⁴ This room can only be entered by falling through the pit at Level 7N (d).

junction with a rather cryptic marker “.... ..”. After fending off a bunch of Hell Hounds and Hounds of Xvim, I was examining the marker more closely when I suddenly found myself in another area altogether, in front of another, similar marker. And surrounded by more Hell Hounds. While formidable, these had become more nuisance than serious threat to us. With them taken care of, I turned my attention to that marker.

It didn't take long to discover that, by touching one marker, I was teleported to the other. I did that another time just to be sure and then stopped to give Tod and Dorhum a chance to catch their breath. (They had not been teleported and had to run along the halls to catch up to me.)

That trap identified, we headed South where to where the hall turned East. There I noticed another of those spider shields that had indicated a false wall elsewhere and decided to go through it before proceeding East. The first thing I noticed in that passage was a bunch of bones from some poor soul called Tolwyn. Among them was the enhanced long sword *Nightstalker*. Also there were a couple of loot bags that contained minor loot. Hiding at the end of the passage was Blix, who had taken cover from the monsters roaming the level. He described himself as a scavenger and turned out to be a very accommodating trader who took all of our excess loot at good prices and sold us some good stuff. (A *Cloak of Rust* and *Belt of Frost Giant Strength* for Dorhum and three 100% bags of holding for me. Tod didn't need or want anything else.)

We went back out the false wall and followed the passage, then North (encountering and disposing of Hell Hounds along the way) to the strange marker I had found earlier. At that point, the hallway continued North and there was a passage to the left (West). A coin flip took us West.

Not far along, I sensed a passageway South, but the wall there was solid with no apparent way through it, so we continued onward. As we navigated past a zigzag in the passage, Hell Hounds and Hounds of Xvim came at us again. Blix had told us the natives were restless. Just past the zigzag, there was a door opening to the South. It opened, of course, on to another pack of those Hounds. Once they were cleared away and we were able to explore in peace, we found in an apse on our right in which there was a decomposed body. On it was another Journal page that remarked on the fascinating patterns on the floors of the area.

As we continued to explore Southward, Driders and more Hounds appeared, but eventually we cleared them and determined that the halls didn't lead anywhere in particular. Finally, we came to another apse in which, on close inspection, I found a chain hanging. There was nothing else to do in this area, so I pulled it. Nothing seemed to happen, but as we headed South out of this apse, I saw that what had previously been a solid wall was open.

When I started to go in, Tod pulled me back and said he sensed a trap nearby. We continued anyway and saw a pile of loot in the middle of a carpet around which were located statues of the gods of War, Excess, Sun and Death. Sure enough, Tod was right: What appeared to be a carpet turned out to be a trap I had to disable. In the pile of loot there were a few spells and a *Rod of Resurrection*. In a loot bag, we found another Journal page, this one referring to a message on the wall. I must have been blind or obtuse because, no matter how hard I looked at

the walls in there, there was no writing on them. There was, however, a chain, which I pulled and which opened up that wall opening I had sensed earlier.

We left the area and continued down the passage we. After a left turn, there were a couple of traps Tod found and disabled easily. Then, as we stepped forward, we were teleported to another location. I knew it was another of those displacement traps, so I stepped forward and then turned around and went back. That must have been what the message "Turn Around" in the Journal was all about. Doing that got us back to where we were before being teleported. Ans where we were met by several Drider. Proceeding onward, we came to passage to the South and a couple of loot bags, one containing a Journal page that referred to the kind of turnaround we had just experienced.

The passage South seemed short enough so we checked it out and found it led back to a door that opened on to a spot in Level 8S to which we had already been. Back through the door we went and continued on our way. We came to the other end of that teleport spot, so we were able to negotiate our way forward without problem. Then we came to a cobweb blocking our way, which I took care of by bashing it. That got us to a chamber which seemed empty enough. Until we disabled and opened a trapped Drider chest. Then a bunch of them descended on us.

There was nothing else to discover where we were, so we headed way back to where we had first gone West at that cryptic marker. After a few back and forths at the teleport locations, I got us past them and back to the marker. Heading North from there brought us, after a right turn, to a door on our left (North).

Though that door and to our left was another decomposed body. On it was another page from Wesley's Journal, referring to pulling a lever and Hell Hounds coming at his party Carrying on down the hallway (West), there were four doors on our left and a lever at the end. We couldn't pick the locks, so Dorhum said "Just pull the lever and let's see what evil lies behind". A lot of pluck for a little guy.

As I expected, the lever opened all four doors and behind them were a couple of dozen Hell Hounds. Picking over the remains, I found those of Garawin, apparently an unfortunate Mage, on and around whose body was a *Lesser Wand of Missiles* and a *White Robe of the Archmagi*, and some other stuff. In a booby-trapped Drow chest, there was a *Ring of Equilibrium*, which I gave to Dorhum, and an Adamantine Breastplate. In another Drow chest a little farther on was a *Blade of Ta-Lon*.

With nothing else at in this area or at this end of the corridor, we went back East, past the door through which we had entered the corridor. A little beyond that door, a hallway ran off to the South, which we followed and found led down to Level 9N. We went back to finish off exploring Level 8N and continued Eastward to where it broadened out to two doors, each opening to the East. Taking the door straight ahead of us, we came to a chamber in which a lot of Drider attacked us. Apart for some minor loot in a few bags, there was nothing else in this chamber and no where to go but back.

Which we did and then went through the other door. That opened on to a chamber with a Statue of Slav in the middle and several dead bodies around it. There were also a lot of pillars along each wall, each with a little hole in it facing the statue or the middle of the chamber. A plinth at one end of the chamber read “Ancient traps may be turned to your advantage”. Tod, with his usual perspicacity, said that we should be careful messing around with that statue. One look at those bodies in the chamber and it did not take a lot of imagination to conclude that those holes in the pillars were probably dangerous. Luckily, I had kept a bunch of those Asp’s nest darts that the Drow Assassins carried and one fit perfectly into the hole of each of the pillars.

Hoping that would defuse the rather transparent trap, I then went over to the Statue, climbed it and pulled out the two blue gems in its eyes. Apparently incensed by my sacrilege, it came alive and attacked. In the rubble after dealing with it, I found an *Ice Jewel*. I also found that my alignment had moved another three points toward Evil for having looted the statue. I was still over 90 Good, so that did not trouble me much. I never aspired to be a perfect Paladin.

Taking one last look around before leaving, I saw that in front of each pillar was a pile of 50 unidentified darts, which I identified as quite massively enhanced *Adamantine Darts*+5. That was, as the plinth suggested a very nice return from the *Asp’s Nest* I had put into the pillars. (My Journal also received an entry to the effect that the Level 8 Special Quest had been solved.)

With nothing else to do, or prove, on Level 8, I decided that if I were ever going to get to where the Dwarf healing potion was to be found, we had to go down to the next level. So we did, via that door we had discovered a bit earlier.

XP in this level:

Hell Hound, Hound of Xvim, Drider Warrior, Chief, Cleric, Wizard: @47XP

Medium Scorpion: @70XP

Kill Slav: 264XP

Level 9N - Thieves & Puzzles

We came down the stairs and found before us a Divining Pool and Recall Portal. Dorhum saw a dead Rust Monster and said he had run into them before and suggested we not use our best weapons. I was reluctant, not knowing the things, but I was also reluctant to take the chance of losing my best weapons and armour. So we all stowed away our best items and changed over to some of the still pretty good items we had acquired along the way.

There was a dead barbarian in the middle of the area and a statue of a Minotaur on the South wall of this area. I took the loot from the corpse and then saw two doors, one to each side of the statue. The one on the left led into what a marker designated “Hall of Thieves”, which appeared to be located behind a bridge over a lake of fire. Two Greater Fire Elementals came at us and we had to deal with them before proceeding. At the end of the bridge, there was a hallway with five hand alcoves along the West wall. Tod said something didn’t feel right about the area.

He was right. After we had walked past those hands, we came to a sign that said “You forgot something.” and, sure enough, my pack felt an awful lot lighter. A quick check revealed that my best armour and sword, which I had carefully packed away in a bag of holding, were missing, along with one of my better amulets and rings and a few other items. I noticed a lever right by the sign and pulled it to see if anything happened. Nothing obvious did, other than a Rust Monster coming at us. I went back along that passage and checked each of the hands. In them, I found all my missing items.

Then we turned around and went down the hall again and nothing went missing. The lever must have stopped that happening. Carrying on, after a turn or two, we came to a door which opened out on to Level 9S. I decided we would go back and check out the rest of the North section before going further in any other section of the level. So we retraced our steps back through the Hall of Thieves, across the bridge and back to the statue, Divining Pool and Recall Portal. There, we went through the door on the right of the statue. And were met by a couple of Rust Monsters.

After dealing with them without ill effect, we turned into a chamber with four cells whose grates would not unlock and a door at the end. I kept getting messages that each was opened from another location. Except for the first cell on my right as we came in. It indicated that a rusted key was needed to open it. So we retreated to the statue and took stock. Going back up to Level 8 was not on, but there were two more doors in this chamber, one on each side of the portal, each opening to the North.

A coin flip decided we would take the one on the right of the portal. That opened on to a bridge over a lake of fire, where we had to fight our way through waves of Fire Elementals. At the end of the bridge, on our left was a door which opened on to more Fire Elementals. When finished with them, I found a booby-trapped chest which I disabled successfully.

A little further South was another door, which required a Glowing Rock Key to open. My frustration started to mount with this state of affairs. We took that out on the two Fire Elementals and three Displacer Beasts that tried to impede our search for keys. Behind them was a sign that read “Watch Your Head” and a crate that had a couple of Glowing Rock keys. I took them back to that locked door and it opened. Behind it was a chamber in which stood a Statue of Brutalis. I considered taking the axe from its hands, but I really had no need for the weapon and Dorhum certainly had enough of them, so I left it in peace. Looking around I found a booby-trapped chest which, after disabling the trap, gave me a *Crimson Shield* and *Crimson armour*, both of which I stashed away. Still no Rust key anywhere, however.

So we went back to that “Watch your head” sign and followed the passage. Into the Displacer Beasts’ Pack Leader and a whole lot of its pack. After disposing of them, we were able to rest, finally, and it was then I noticed a crate in a corner and found the Rusted Key we needed. With nowhere else to go and nothing else to do in this area, we hightailed it back to the area with the cells to try out the Rusted key.

There, the key worked to open the gate on the first cell on my right. Inside was a chain which, when pulled, opened the gate across the hallway. That cell, in turn, opened the cell gate diagonally across from it, where there was another chain that opened the cell opposite. And in there was a chain that opened the door to the South.

Getting the door to the South open was a mixed blessing because there we came face to face with Balthazar, a powerful Minogon, several Minotaurs and assorted Fire Elementals. Only by the timely use of a *Potion of Heal* did I manage to survive. I think both Dorhum and Tod had to make use of theirs as well.

On Balthazar's corpse, I found *Shadow Whisper* armour and a Minogan *Fire Giant Great Axe*, and on each of the Minotaurs an enhanced Great Axe. (Without my Bags of Holding, I would have been badly slowed had I taken them.) On the East end of the chamber was an inert Statue of Varthanis and at the Northwest corner a door to Level 9W. There was one door left to open in this section so back we went to the Divining Pool & Recall Portal chamber and through the other door that opened to the North.

It turned out to be a long hallway, filled with Displacer Beasts, that ended at a door that also opened into Level 9W. By this time, I was pretty sure there was nothing left to discover in this section of Level 9, so the choice to go South was another made by coin flip, even though we were closer to an entrance to the West. Besides, I wanted to take another look at that Hall of Thieves.

XP in this level:

Rust Monster, Minotaur : 47XP

Elder, Greater Fire Elemental: @98XP or @117XP

Displacer Beast: @176

Displacer Beast Pack Lord: @266XP

Kill Balthazar: 400XP

Level 9S - More Rust Monsters

We entered without incident, saw a Divining Pool and Recall Portal on our left and a dozen or so paces farther, doors on our right and left. The door on our left (East) apparently would only open from some other location. The door on our right (West) opened on to the lair of a powerful Yuan-ti, a Tanaa-ri named Baal' Morda. It was a long fight, in which each of us had to use several Potions of Heal, before we finally prevailed over her, her Fallen Undead Priests and her Summoned Mummies. While she had some good loot, there was not much else in this area.

Following the passage South, we came to an open area containing a speared Ranger, piles of bones strewn about and, in the middle, two chests under a pole from which hung a skull & crossbones banner. That gave us a bit of a pause, so I decided to check all the walls and see what there was to see. Going counter-clockwise, the first thing I saw was a door opening to the West, but it required a *Stone Dagger Portal* key to open it and I didn't have one. To the South of that

was a false wall, with the corpse of Talon in the little chamber it concealed. It has some good loot on and around it. Following the wall around, there was a passageway that opened to the South and in the corner, a booby-trapped chest. The body of the Ranger, by the East wall, had some potions and a *Spider Silk Armour* on it.

Back at the opening by which we had entered the area, there was not much else to do except fight off an Umber Hulk, check out the piles of bones and the chests in the middle. There was nothing special about those bones until we opened the chests. While we were assessing the loot (a *Mercykiller Blade* rapier and a *Longarm* bow and other stuff), all the bone piles turned into Fallen Undead Warriors and attacked us.

With nothing else to be done in this area we started down the South passage, where we came to an opening to our left (East), which we followed. Turning North at the corner, we ran into a couple of Rust Monsters and then another false wall. The chamber it concealed had a lot of Rust Monsters (we were lucky none of our equipment was affected by them before we killed them), a couple of crates with minor loot, and a lever which opened that door that had been locked when we first started in this section.

That settled, we started back South again. A dozen paces down the passage there were doors on our right and left. Behind the one on our left (East), there were three more Umber Hulks: a hard fight and them kept Tod stunned for most of it. Behind the door on our right (West), there was a head Umber Hulk named Shou'kar, one of his minions and several Rust Monsters. We just barely managed to beat them, thanks to the fact that they only seemed to be able to stun one or two of us at a time, leaving the other(s) to fight on while those stunned recovered. They were protecting the Altar of Devouring, which we could have used if necessary (with an *Orb of Power*) to identify any unidentified items in our possession, had we needed to do so.²⁵

Carrying on South, at the bend at the end, there was another false wall on our left, behind which were a couple of Rust Monsters and the body of a Bard with some minor loot. Back out of that chamber, we proceeded West, fighting Rust Monsters along the way. Dorhum lost all of his great axes to them, so it was lucky that I had picked up some of those Minotaur axes that he could use. Following the passage, we came to a door that was "Opened from another location" so we retraced our steps a little bit to an open chamber we had slipped by.

There, after killing more Rust Monsters, I found a chain in one corner. Pulling that made the wall beside it disappear and we stepped into another small chamber with a lever that opened that door we had just left behind. That done, we continued West. As we explored the passages West, we ran into more Displacer Beasts as well as many Rust Monsters who devoured many of the weapons we wielded. It was, indeed, a good thing that we had picked up so many more weapons and pieces of armour. Else we would have been fighting with bare hands only.

²⁵ Using an orb on the Altar of Devouring, in addition to using up the orb and letting you identify anything in your possession, also nets 500XP for doing so.

Eventually, we were in a passage where I sensed a couple of chambers on our right (North) but could find no way through the walls. Until we came to a chain hanging, which I then pulled. It opened a wall, but there was not much behind it but a couple of chambers with Displacer Beasts, Rust Monsters and a booby-trapped chest with a bit of reasonably good loot.

There was no other way to go but ahead, which we did, turning first South, where we ran into an UMBER Hulk and then East, where we ran into another three of them. And beyond them, when the passage took us North again, there were Displacer Beasts. Luckily, after dealing with them we were able to rest up before going around the next corner (West). It was a good thing we did, too, because around the corner and in the chamber before us was Gulrathi and two Minotaur minions. Dorhum barely made it through the fight alive. After a rest, we discovered they were guarding an entrance down to Level 10.

I suspected that was probably the only way we were going to make our way through to the lower level where the potion needed to heal the Dwarf King was located. I knew for sure that if we did not destroy all of the Rust Monsters in all of the sections of Level 9, they would make using our best weapons impossible. Not only that, they could perhaps even prevent us from getting back to Armun with the potion. After sleeping on it, I decided there was nothing for it but to go back, check out those entrances to Level 9W and clear out all of them. One *Potion of Recall* took us back to where we had entered the section and a few steps took us back to Level 9N. There, another *Potion of Recall* saved us another trek to the Northern entrance to Level 9W.

XP in this level:

Minotaur: @37XP

Fallen Undead Priest, Rust Monster: @37XP or @47XP

Kill Baal' Morda: 40XP

Displacer Beast: @156XP

Umbler Hulk: @266XP or @333XP

Kill Shou'kar: 400XP

Kill Gulrathi: 400XP

Use Orb of Power at Altar of Devouring: @500XP

Level 9W - Rust Prevention

The wisdom of that decision made itself apparent when Rust Monsters accosted us the moment we crossed the threshold. A little farther down the hallway we met up with a Minotaur Monk (Pollux) and three Displacer Beasts. On Pollux was a suit of *Alaric's Might Armour*. We continued on til we came to a T junction, where a coin toss took us left. At a bend to the right, there was a door straight ahead (North). It opened into a chamber with Displacer Beasts and a passageway that led East. We followed it, finding nothing but Displacer beasts and the occasional Rust Monster until we reached a door facing East.

Behind it was a little chamber with another Displacer Beast and a chest with some loot. Continuing East, we came to another door. Which opened to another chamber with Displacer

Beasts. At this point, I was beginning to have some hope we might not see any more Rust Monsters. The door on the East end of this chamber opened into a hallway that led South. It looked a little familiar, so I ignored the door on my right and went straight to and through the door at the end. Sure enough, it took us back to the North section of Level 9 where we had been before. Knowing exactly where we were, we went back to exploring the West section.

We went back to the door we had left a few minutes previously and found more Displacer Beasts behind it. I could sense behind a wall to the South that there was a Divining Pool and Recall Portal, but couldn't figure any way to get to them. Other than using a *Potion of Recall*, of course. Nosing about the chamber, I found ten vials of *Potion of Mindblank* in corner, I wasn't sure what they were good for, but one never knows, so I kept them.

Behind a door to the West was another small chamber where Rust Monsters lay in wait. I knew it had been too early to count them done. Through the next door to the West was another, identical, chamber with Displacer Beasts. Beyond that, we came to the same hall in this area where we had first opened that door to the North. One big extended circle. I got a quick look at a passage to the South before we were set upon by Rust Monsters and a Balthazar Minogon. We continued forward until we came back to where we had first turned North at the T junction and then took the South fork. Around a corner we met up with more Rust Monsters and another Balthazar Minogon in a small chamber.

In the Chamber we found a loot bag with a page from Wesley's Journal that seemed to warn of traps laid in the passageway ahead. A sign read "Only the cunning shall survive." Beyond the sign we came to a hall with three statues spaced along each side. Tod & I found and disabled several traps, which allowed us to search all the dead bodies strewn about. (An adventurer without trap disabling skills would have to notice that the wall behind the statues were false walls and weave his/her way forward via them.) The body of an adventurer named Marik had some loot on it. At the other end of this hallway, a bunch of Will-O-Wisps attacked.

In an alcove at this spot, I noticed the bones of a Paladin named Beohram, with much of his equipment strewn near them. Being able to pick up the bones, I realized, meant that they could be resurrected and become a potential henchman. But one Paladin in any party is enough I thought, and so just put his bones and stuff into one of my magic bags. When (if) I ever got back to Armun with the healing potion for the King, I could bring Beohram back to life and let him keep Anya and Ileria company.

We carried on South through a zig-zagging hallway until we came to a large rectangular chamber. On our way, I noticed pressure plates strategically located on the floor, which activated fireballs. Oh yes, there was also a pile of Drow bones with a set of *Drow Boots* and some other good stuff.

In the chamber, several Rust Monsters attacked. After we finished with them, I explored the four alcoves that opened on to the central space. In one, there was a decayed body on which there was another Journal page that referred to a pit and a pressure plate on a far wall that they

couldn't make work. Also in this alcove was a barrel with a Drow key.

In the alcove in the Southwest corner of this chamber, I found a bunch of darts+3 and a door that opened to the West. We went through it and found a passage with a door on our left that nothing would open²⁶. Straight ahead of us was an apparent wall, behind which I sensed a door. But nothing I did could get us through that wall. There had to be another way. Thinking about that, we started North up the passage where we were met by several more Rust Monsters.

Beyond them, and facing to the West, our way into another chamber was blocked by that pit the Journal had mentioned. I thought I knew exactly what to do: Throw one of those darts at the target on the far wall. Which I did. But nothing happened to the pit. I was perplexed until I remembered that door I had sensed behind that apparent wall. So we went back to it. There, I found, the dart toss had removed the apparent wall.

Behind that opening was a small chamber with Rust Monsters and the remains of unlucky adventurers and their rusted out equipment. A false wall to the North gave us access to the chamber behind the pit. As we entered it, statues of Minotaurs came to life and Malji and two of his Minotaur minions attacked us.

Dorhum had lost his weapons to the Rust Monsters again, so I gave him the *Frost Giant Shaman Great Axe* from Malji and another Greataxe from one of the Minotaurs. I hoped we would soon be through with all these Rust Monsters. They devoured weapons at a prodigious rate. I also gave him Malji's *Ring of Fear*.

We went through a false wall at the Northwest corner of the chamber and found ourselves at a door that led down to the next level.

XP in this level:

Rust Monster: @37XP

Minotaur: @44XP

Displacer Beast, Will-O-Wisp: @156XP

Pollux: 266XP

Malji: 320XP

Balthazar: 333XP

5. Xanathar's Sanctum

Level 10N - Back on Track

The door took us down to the next level once more, but to a completely different section

²⁶ This door is opened only by a lever in the room to which it opens. The only way to get into that room is by falling through a pit on Level 8S.

from the one in which we had found Shindia and the Dwarf Prince. But it was, I hoped, a step closer to that healing potion for the Dwarf King.

Several Shadows protected the sarcophagi in the chamber and attacked us as soon as we crossed the threshold. When we were able to open and loot the sarcophagi, Mummy Lords appeared to take their revenge. When the dust had settled, I decided we had probably done in all the Rust Monsters and it was safe to gird our best armour and weapons.

Leaving, we went East through the only passage out of the chamber until we came to an apse on each side with a tomb in it and horde of Shadow Fiends guarding them. There was a lot of loot in each tomb, but only one item could be taken before the rest disappeared and a Mummy Lord appeared. We destroyed the tombs, then picked over the remains and continued Eastward.

That brought us to a zig-zagging bridge like structure that crossed over a seemingly bottomless black depth. As we progressed along it, Shadow Fiends, Mummies and Warrior Mummies attacked us. With our enhanced weapons and armour, they gave us little trouble. And for what trouble they did give us we had plenty of healing potions. On this structure there were several spurs in which there was quite good loot and lucrative (total 2000+GP) treasure piles.

Eventually, past the boardwalk and on to stonework, we came to a door on our left (East) that opened into a chamber with a few sarcophagi and Mantis Warriors. Once finished there, we continued South to where there was a door on our right and a passage on our left. We took the left passage and came into a chamber with a pulsating obelisk in the centre and a gravestone in each of four corners around it. Before long, Greater Mummies started appearing at each stone. It dawned upon me just before it was too late that, unless I were able to bash the stones, the power of the obelisk would keep producing Mummies. Once I had destroyed the stones, we got the upper hand. In a tomb in a cubbyhole off the chamber, I found another *Rod of Resurrection*.

Farther down the passageway, we came to another similar room with a similar obelisk and Dreadstones. We took the same action and again prevailed against odds. Cleaning up afterward, I found over 1000GP in treasure around the body of Chris Taylor, whoever he was. On the body, among other stuff, I found an axe I identified as *Skullsplitter*, which I gave to Dorhum to see if he liked it better than *Sandstorm*. Also, in there I discovered that if I was able to bash a tomb or sarcophagus, I could pick up all of the loot inside instead of having to choose only one item. Also, no Mummy would appear demanding attention.

On our way back out of this area, we went into the dead end passage on our left (North), running into all kinds of Mummies. The aggravation was worth it, however, because on a corpse at the end on the first dead end, I found another set of *Elven Armour*²⁷. There was not much else in the other dead end passage, other than more Mummies.

²⁷ This is a really good item for an Elf or Half-Elf: Class 6, only 45 lb., Armour enhancement+5, Dexterity+2 and Strength+1, as well as immunity from fear.

Through the door we had passed earlier, at the entrance to a collapsed passageway, I found the bones of an adventurer on which there was a Journal page that suggested a pit was nearby. Also a *Composite Longbow*+3. In addition there was a chain hanging. I wasn't sure what it was for, so I left it and checked the door on the other side of the passage. It opened easily, revealing two tombs, another chain another door and a sign saying "Turn back now".

Nothing seemed to unlock the door, so I decided to pull the nearest chain. That did it, letting us into another chamber with obelisk and Dreadstones. We knew exactly what we had to do. While Dorhum and Tod drew off the Mummies, I bashed each Dreadstone to smithereens. Checking out the chamber afterward, on a couple of tables was 1000+GP. In a corner I found a loot bag with a *Rod of Stone to Flesh*. At the West wall of the chamber was the Tomb of Olatek.

The tomb opened easily enough. And the GP inside was easy enough to take. That, however, ended the easy part. Olatek appeared along with four cronies and a swarm of nasty insects. Even after we destroyed the Mummies, the swarm kept attacking. They would have killed us if we had not scuttled away to the anteroom and healed ourselves and let them die down before going back to see what was what. On Olatek's body, I found a *Ring of Power*, which I gave to Dorhum so that he, also, could benefit from that ring's regeneration capability.

That gave us a bit of pause before we opened the Tomb of Mon Ra, on the Eastern wall. But open it up we did, after buffing up with a bunch of *Resistance*, *Bless* and other spells. We made short work of Mon Ra and its cronies, then high-tailed it out of there again to rest until the swarm of bugs died away. On Mon Ra was an *Scarab of Protection*+4 which I gave to Tod. It was then I noticed that the Rust Monsters had taken the *Ring of Power* I had given him way back when. I made a mental note to look out for another for him.

There did not appear to be anything else we could do in this chamber. On a last look around, I made out the trace of footsteps leading to a black hole in the North wall. I was ready to follow them. Wanted to do so. Then, for whatever reason, the thought of Lemmings came into my mind, and I stepped back from the blackness. My rational self told me to clear the rest of this section and level before venturing into the total unknown.

Once back out into the main passage, I thought I might as well pull that chain out there and see if anything happened. Nothing did. I tried it a couple more times, but still nothing happened, other than more Mummies coming from the West. So we left the chain and went to meet them. As we did, more of them came to meet us. Eventually, however, we wiped them all out and found a couple of adventurers barricaded behind a bunch of barrels. Apparently, they had been fighting off the Mummies for days and were about to be overrun when we showed up.

Tyrra turned out to be a trader, which let us rid ourselves of most of our salable loot. She seemed to be good henchman material, but declined the idea when I suggested it. I was just as happy. I would not have wanted to give up Tod or Dorhum. Tyrra's companion, Taylor, lay on the ground groaning, poisoned from fighting the Mummies. I used a *Greater Restoration* spell on him, but although uninjured, he continued on the ground, groaning.

Leaving him and looking around, I found the remains of a dead Ranger, on which there was that Skull key that would have been useful earlier in Level 10S. After picking up whatever else there was of worth in the area and flogging it to Tyrra, we left and explored the Southwest.

We came to an alcove holding an Ankh, where praying faithfully to the Goddess Mystra cured all our ills, insufficiencies and generally raised our spirits. There remained a few more Mummies and Mantis Warriors about, which we cleared up smartly. After fighting the Mantis Warriors, I found they were guarding a treasure trove (1300+GP). At the end of the passage, we came to a door that led into the part of Level 10S we had not been able to get to earlier.

XP in this level:

Shadow, Shadow Fiend: @25XP

Mummy, Mummy warrior, Mummy Lord, Greater Mummy, Mantis Warrior: @49XP

Level 10S (Reprise)

We arrived in a long passageway that led both East and West, facing a door to the South. And more Mummies. I decided we would head West, because that seemed the best bet to see if we could find the other side of that door we couldn't open on our first visit, on another part of this section.

Several paces down the passage and we arrived at a door that opened into another obelisk chamber. We knew what to do and did it. Thirty destroyed Mummies later, we were able to move through a door to the next chamber. Where we were met by a construct named Marut and several Shadow Fiends. None of the tombs or sarcophagi in these chambers has much, if anything, in them.

We continued to the West through another door and passed a small hall into a large rectangular chamber with two obelisks and eight Dreadstones. I could tell this was going to be a tough nut to crack, so we buffed up and got ready to do our thing. Fifty-four destroyed Mummies later, we were finally able to take a look around in peace and quiet. There were two doors on the North wall of the chamber, the first with a booby-trapped lever located beside it. The lever, of course, unlocked the door. Inside were several Shadows, a decaying body and a tomb. The Journal page on the body warned about pulling levers indiscriminately. The tomb had only some GP and a potion. And another Mummy. The other door was pretty much the same, except that the tomb had a *Ring of Clear Thought*+3 in it.

The door to the South opened with that Skull key I had found and we were able to get back to the area we had cleared a while back. There was nothing new there, so we went back East to the door to the South we had seen on first entering this section. We were not much surprised to see a Mummy welcoming committee inside it. After exchanging greetings (and blows) we went to our right (East) and through another door to the South, which led on to another of those boardwalks over the black abyss below.

Through another door to the South and entered a dead-end passage where we had to battle Mantis Warriors led by Ka'Cha. The tombs they were guarding did not have much worthwhile in them, but Ka'Cha had on him a pretty good *Mantis Blade of Paralysis*. Back out on the boardwalk and moving West there was another door with a Mantis behind it. It opened on a passage that led to a dead end in the South and another as we made our way North along it. Eventually the passage brought us back to where we had entered: A circle route with dead-end spurs off it. Hardly worth the effort. But we did clear out a bunch of monsters.

Back out in the main corridor, we went East, came to another door behind which was another obelisk and Dreadstones. This was becoming pretty old by now, but I had decided to clear out this level before going any lower. Farther along, there was a widening with several empty sarcophagi and, finally, we came to a chamber on our left with another obelisk and Dreadstone setup to clear just beside a set of steps that went up to Level 8S.

It was pretty clear at this point that we had to go back to that black emptiness in the North section of this level if we were going to get farther down, toward the potion for the dwarf King. At least, we could go, confident that nothing would attack us from behind. On our way back North, I noticed a door I had missed on the way forward. It just opened to a chamber with Mantis Warriors and a couple of nondescript tombs.

Back at the black maw on Level 10N, I took a deep breath and stepped in.

XP in this level:

Marut: @2XP
Shadow Fiend: @20XP
Mantis Warrior: @33XP
Mummy: @37XP
Ka'Cha: 316XP

Level 11W - In Search of the Healing Potion

Well, that wasn't as bad at all. Except that, when I turned around, there was no going back. "So what else is new?" I thought. In front of me on the left and right, respectively, were a Divining Pool and Recall Portal, for whatever good they might do. Plus another dead adventurer and a loot bag. Those who had gone before us had clearly not fared well.

On the body, there was a note that noted the danger of Vampires. In the loot bag, among other stuff, was a page from Wesley's Journal that suggested levers and green lights might be used to align openings in the otherwise solid walls.

Straight ahead (North) was an opening and I could read on the short pillar a few steps away the inscription "Leave no stone unturned". Instead of heading straight out, I went to the left (West) and around the corner, in the centre of the wall there was another short pillar on which an inscription read "Your fate lies in the stars". Not much help that.

Around the next corner there was one of those green lights the note had mentioned. A few steps round the next corner, there was a mysterious lever on my right and a portal on my left. I left both for the moment and went around the next corner, just to confirm in my mind that we had gone full circle. (Or, rather, square.)

Retracing my steps, I discovered that the portal was locked. The message came that the *Stone Holy Symbol* key was required. I guessed I would have to find one of those in order to find out where that portal went. I pulled the lever and saw that it shifted the opening 90 degrees counter-clockwise. Two more pulls, and I had the opening back where it was in the North.

So I moved out into the next crossing, stopped in front of the short pillar and started to my left (East). Around the corner, a few steps ahead was a green light on my right and a dead monk and a loot bag on my left. On the monk's body were *Robes of the Shining Light+5* and a *Talisman of Pure Good*.

Around the next corner, I found another mysterious lever. Again, I left it and went ahead to confirm my suspicion that there was an opening in the next wall around the corner and that, after that, we were back where we started. And I was right: Another circle squared. So I went back to the lever and pulled it. As I expected, the opening moved 90 degrees counter-clockwise again. So I moved around the corner and repeated the sequence twice.

The opening had moved so that it was facing North. Ahead of me was another mysterious lever. With open space behind me, I did a circuit of the second concentric and confirmed that the two small pillars had aligned and the two green lights had aligned. I moved into the hallway in front of me and did a walkthrough to my left to confirm it was another squared concentric. After passing two corners, there was another small pillar that read "Alignment must be true". And, around the next corner, another green light. So I went around the next corner, back to the lever and pulled it.

As soon as I did that, a door appeared in front of us, with an ominous the skull banner hanging at each side. There had been no monsters in this area, so going in through the door seemed an ok thing to do. North was as good a direction to go as any other and I wouldn't have to pull any more levers to do so.

Level 11N - Puzzles & Potions

This Level seemed a lot warmer and less dank or foreboding than most of what we had been in to that point. The door opened into a passage with a Divining Pool and Recall Portal around a corner. After a bit of a zig-zag, we came to a wall that opened without any problem. After a longish hike, the passage turned North. After a step or two, we had to choose to go straight or turn right. We had gone North to enter this area, so we continued in that direction.

That turned out to be long dead-end with nothing more than a tomb to open for some minor loot and a couple of Average Xorn to fight. So we retraced our steps and went East at the

junction. After a few paces, there was a small widening with doors to the North and South. We opened the one to the North. It seemed as good a direction as any.

Inside a half dozen Mind Flayers awaited. We were fortunate to have a high degree of resistance to their mind spells. I made a note to see that both Tod and Dorhum had some *Mindblank* potions, just in case we ran into more of them. We looted the sarcophagi in the chamber and then, for good measure, I bashed and destroyed the numerous fungi in the there as well. You never can tell whether a mushroom is poisonous, so I try to destroy any I meet.

Behind the door to the South a couple of Elder Xorn appeared to try to stop our progress. Unsuccessfully. More Minor Xorn didn't have any more success. The tombs in the chamber were disappointing, but Xorn remains never fail to delight: Rubies, Diamonds, Emeralds.

Through the door to the South, we came into an area which Tod said he thought was some kind of puzzle. Before we knew it, however, many Basilisks attacked us from virtually every nook and cranny. Luckily, we all survived their poison tries. After we had picked over the remains and rested, I took a look around and agreed with Tod that this was indeed a puzzle.

The area seemed to be a complex of ramparts over a blazing sea of lava. In the middle of the lava was a rampart, separated from all the rest with a chest on it. I noticed a stone placard that read "All adventurers can benefit from retracing their steps." Aha: A clue to the puzzle! The next thing(s) I noticed were six levers located at the end of rampart bastions. Clearly, something had to be done with them to be able to reach that otherwise unreachable chest. Eventually, after several trial and error rounds, I hit on the solution.²⁸

Once I had pulled all the levers in the correct order, the chest was transported to where it was easily reachable, in front of the stone placard. Opening the chest, I seized the healing potion with glee and we all danced about in celebration. Until I remembered we had no way to get it back to Armun and the King. That portal we had passed needed a special key. So I packed away the potion in a safe bag and we went back North to the main hallway to try find a way out.

Heading West down the hallway, we came to a T junction and went North. (It had become a habit.) After a zig-zag, we faced off against a bunch of Mind Flayers. Both Tod & Dorhum got stunned for a bit, but I managed to keep fighting until they recovered and we were able to finish off the Mind Flayers. I bashed the Spores too. I did not want anything following us. And I hate Spores. We continued to follow the maze-like passage, mapping our way as we went. Also fighting off Xorns and Mind Flayers that kept emerging from the ground in our path.

²⁸ Pull levers at random until you find the one that makes an electrical noise. After you have found that one, find the next lever that makes an electrical noise. Sound simple? The trick is that you have to find the second lever, then go back and throw the first and then go and throw the second again before you can find and throw the third. And then repeat that process until you have thrown all six levers, in order. At that point the chest appears in front of the stone placard. (See Map annex to find letters and pull in order a, b, c, d, e, f.)

Eventually we covered all of the parts of the maze and ended up in front of a door that opened to the South. I was not going to take any chances and made everyone take a *Mindblank* potion and, as well, buffed up with all my spells. Good thing, too! Immediately we entered we were set upon by Flesh Golems and Mordro the Lich. Even buffed as we were, it was a fight.

On Mordro's body there were *Robes of Death*, a *Ring of Regeneration*, an *Amulet of Natural Armour*+5 and *Mord's Staff of Power*. In his phylactery, there were several spell scrolls and in a gold treasure box, a Gold key. And in another chest, A *Ring of Royal Insight*. At the South Wall there was a tablet that read "Room of the key" and in a sarcophagus at the North wall, a Journal page that seemed to suggest looking closely at the West wall.

I went over there and noticed a concealed shield hanging on the wall. I pushed the button on it and that made a segment of the wall disappear. That used the Gold key in my bag. In the little chamber thus revealed, there was a gold chest with a *Stone Orb portal* key. And in a pile of treasure another Drow key. And in two other piles, 8000+GP and 14,000GP, respectively.

After having gone over the area thrice, I decided there was nothing else useful for us to do, but we were going to have to find a way out of this level. So we went back to the door by which we came and back out to the concentric maze of Level 11W. I went to the innermost part of the maze and pulled the lever. (It was on the East wall.) When I pulled it, the wall opened, so I stepped forward and pulled the lever on the next wall, which also disappeared. When I stepped forward and pulled the next lever ahead of me, the wall changed to reveal a door in the East wall of the outermost ring. After a rest, we went in.

XP in this level:

Spore, Mind Flayer, Mind Flayer Venerator, Darkener, Flesh Golem: @30XP

Basilisk, Minor Xorn: @33XP

Average, Elder Xorn: @66XP

Mordro the Lich: 600XP + 400XP

Level 11E - Truly Dead Undead

On entering, we saw a Divining Pool and Recall Portal and then went out over a zig-zag boardwalk across a black abyss. When we finally reached solid rock beneath our feet, we were set upon by Mind Flayers. As soon as I saw them I downed a *Mindblank*. Tod and Dorhum didn't and took turns being stunned. Afterward, I destroyed all the Spore pods in the area.

We went through a door out on to another boardwalk. At the first junction, we took the route to the left (East) and came to a dead end in a chamber with a couple of tombs in it. Going back and taking the West route, we came to a couple more Mind Flayers and then, around a corner, a couple of Vampires. We fought them off and they disappeared in balls of smoke.

There were a couple of coffins in this area so I looked in them and, sure enough, there were the Vampires that had attacked us. Luckily, I knew I had to drive a stake through the heart of

each one. Looking around quickly, I found a couple of barrels which I smashed. That provided stakes to end the marauding of several more of the foul creatures.

Farther down the West route, we came to another door and behind it a tomb (not much in it). Following the passage, we moved Eastward and through another door. Behind it were several groups of Mind Flayers. We followed the passage to a door to the East that seemed to need something called a Mantis key to unlock and another to the South that unlocked from another location. After killing off the Mind Flayers, I looked around for either a key or some other means of getting through one of those doors. In a middle connecting passage in front of the South door, there was a pull chain which I pulled. Which unlocked and opened the South door.

We entered a large rectangular chamber with tombs or sarcophagi in the corners, but before we could do much a half dozen Xorn erupted from the floor. Xorn are a bit of a fight, but you can almost always count on there being a Diamond, Ruby or Emerald in their remains. Two doors led off this chamber, one in the South wall and another in the Southwest corner.

I liked the look of the light from behind the door in the corner, so we went in there. More Mind Flayers, Xorn and Spores, all of which we sorted. After disabling the booby-trapped sarcophagus, we found a Drow key and a bit of other stuff inside. Back at the South door, we entered another chamber. As we began to open the tombs, Xorn came at us from all sides. Mind Flayers kept popping up too. Afterward, we continued through another door to the South.

That opened on to a passage that ended in a T junction where we were met by more Mind Flayers. Tod charged off to the right (West), so we had to follow to try to get him out of trouble. That got us to yet another door, behind which there was a tomb, a pile of bones, other stuff and a sarcophagus. The tomb didn't have much in it, but the pile of Half Elf bones had a *Cloak of Protection*+5, the nicely enhanced dagger *Flicka*, *Bracers of Armour*+4 and a *Ring of Fortitude*+4 all of which I was able to pick up to inventory. **AND**, in the sarcophagus, I found the Stone Holy Symbol key. "Aha!", I thought, "Our way back to Armun and the dwarf King!"

I went to pick up the Half Elf bones but a hugely annoying voice yelled out "No, no, no! No moving my bones without the password! Damned servants always forget the password... Just get on with the resurrecting already!" I didn't like being referred to as a servant, but what the heck, I was a good guy after all. I wasn't going to waste a *Resurrection* scroll or spell until I knew exactly what I was dealing with, so I used just a *Raise Dead* scroll. When whatever it was came back to life, it would be at minimum HP.

Before us stood the most insufferable, smug, self-satisfied potential ally I had ever met. Some joker caller Kirath, who claimed to be the "greatest wizard in all the realms". And a bunch of other obnoxious guff. He deigned to offer me a spot on his crusade against Xanathar. I didn't bother to remind him that it was I who had found his bones, not vice versa. I was not about to exchange either Tod or Dorhum for that bag of wind, so I told him he could rot where he was or find his own way. "Good luck to you," I thought, "I've got the loot that was strewn about your miserable pile of mouldy bones." With that, we left the supercilious snob.

We made our way East on the boardwalk and ran into a couple of Vampires, who we took care of in the time honoured way. Then, a little further there were another three who we reduced to dust. In that area, there was another door behind which we found two empty coffins and a bunch of Mind Flayers. After the Mind Flayers had been dealt with, we found one of the coffins was booby-trapped and impossible to disable²⁹. So I told Tod and Dorhum to stand their ground outside the room while I set off the trap and hoped for the best.

I took a reflex save failure and suffered 'only' 93HP fire damage. Inside the coffin, I found the Mantis key needed to open that other door. There was nothing else to do in this area except mop up, so we went back up North. As we were leaving the first room we had entered on our way into this area, I noticed a lever near the door. I tried pulling it but nothing seemed to happen.

Then we went on to the Mantis key door to the East. With the key we were able to pass through with out problem, on to a boardwalk over to a solid floor hall with a door to the North and one to the South. Inside the door to the North there were at least a dozen Mind Flayers we had to deal with before bashing the Spores and the two low value tombs also located in the room.

We went out to and through the door to the South. In the first chamber we entered, there were two low value tombs and a whole lot of Xorn erupted as we looted them. Once it was quiet again I noticed a door leading farther South but it was locked and all I got was a "Success not possible". Looking around the chamber again, I noticed a button on a pillar to the left of the door. "Bingo!" I thought. The door unlocked, but a couple of Mind flayers attacked us from the rear and we had to deal with them before going ahead.

I could see an ominous light beyond it, so I made our party rest and then buff up before entering. We had had things pretty easy up to this point, so I was expecting something really bad. And they were. We had stumbled into the lair of Khell' Zhul the Lich, the second of three Lich brothers. He sicced on us Mind flayers, Bone Golems and even the chief Mind Flayer, Quo'hvekil. I went after the big guy(s) while my companions took care of the small fry.

In the aftermath, there was a lot of cleaning up. There wasn't much left of Quo' hvekil except for the brain. I wasn't sure what to do with it, so just put it in a bag to check out later³⁰.

Up on the dais, on Khell' Zhul's rapidly putrefying corpse were his magically-enhanced Robes, *Boots of Hardiness*+2, a *Ring of Power* and a *Ring of Protection*+5. Plus an *Orb of Power*. Beside him were two loot bags with more than 8000GP in each and, as well, in one of them, another Mantis key. I still wasn't clear on what those keys were for, but I wasn't going to leave any behind. In the big tomb behind him were an *Amulet of Death* and the bastard sword *Bloodletter*. In a chest behind him was a *Stoutcorps Key* mace and in another chest up there, a *Rod of Resurrection* and a *Shield of the Dragonslayer*. Serious stuff!!

²⁹ It required a check throw of 54 to disable. Even using a set of *Thieves Tools*+10, I only managed a 47.

³⁰ I never discovered what the purpose of that brain was.

As we were looting each of his phylacteries below the dais (numerous spell scrolls in each), an Undead Warrior came to life and tried to stop us. “Tried” is the operative word. In one of the tombs below was a set of *Boots of Reflexes*+5, but the others were mostly low value. On an altar there were the remains of an Undead Warrior on which we found an *Undead Battleaxe*. Across from the altar, there was a Tome of sorts. I tried examining it, but nothing special resulted, When I tried to “use” it, however, a few powerful spell scrolls were revealed and several of the piles of bones became Undead Warriors that attacked us.

With nothing else to do in this section, we made our way back to the door by which we had first entered, cleaning up piles of remains that we had left behind. Kirath was nowhere to be seen. We missed him not at all. Nasty type.

Once we were out again in the concentric maze in Level 11W, I was faced with a choice: Get the healing potion back to Armun and (hopefully) cure the King; or, Clear out the rest of the level we were on.

I was, at long last, getting comfortable with the concept of using the portals to get around the different levels, so I was pretty sure I could return quickly. Back to the King, it was.

XP in this level:

Vampire, Vampire Priest, Vampire Mage: @2XP

Spore, Mind Flayer, Mind Flayer Venerator, Darkener, Flesh Golem: @30XP

Minor Zorn: @33XP

Elder Xorn, Average Xorn: @66XP

Bone Golem: @116XP

Undead Warrior: @150XP

Kill Quo-hvekil: 400XP

Drive stake through heart of Vampire in coffin: @500XP

Revive Kirath: 500XP

Kill Khell' Zhul the Lich: 1000XP + 400XP

Level 5C (4) - Return of the King

Two portal steps and we were back in the North part of the Dwarven Barracks on Level 5. A quick march and we were back in the Great Hall and found Armun.

I gave him the potion and it worked as prescribed. The King, while weak, was alive, awake and *compos mentis*. Great rejoicing abounded. When I spoke to the King, he gave me the *Wand of Silvias* to use in my quest against the great evil below. He wasn't sure what it did, but he was sure it was absolutely necessary for success. I took it with gratitude. It was, however, up to me to figure out what its use was.

I went up to where Ileria was playing with Dof and dropped Beohram's bones and resurrected him. He offered to come along as a henchman, but I wasn't about to let Tod or

Dorhum go. We had come too far together and were a pretty good team. Battles were coming easier and mortality rates had slipped to zero. Why change a good thing? So Beohram said he would go back to Waterdeep to tell the Lords there of our progress. I don't know how he was going to get back when there was no way for us. But that was up to him.

Then, after flogging off accumulated loot, we were back on our way again.

When we got to the portal area on Level 7S, I thought to my self that I should try to find that third glyph needed to put in that alcove. So I took a quick detour back East and North to see if I had missed anything before in that section. Indeed I had! In the area with the five cells on each side and the several dead adventurers, in the cell with the dead Druid, I found a small miscellaneous medium I had missed. It was the third glyph. I put all three in the alcove. All that happened was that a message came: "Level 7 Special Quest Solved."

With that done, we hurried on to Level 11W via the Stone Holy Symbol portal. Once there, I went to and pulled the concentric levers, which opened up the walls and revealed the booby trapped door to Level 11S. I tried everything I could to disable the trap, but failed. So I gritted my teeth and just went ahead and opened it. (Divine damage of 17HP was not unbearable.)

And in we went.

XP in this level:

Give Armun Healing Potion for King: 500XP

Accept Wand of Silvias from King: 500XP

Place three stone glyphs on alcove (Level 7 special quest): 500XP

Level 11S - Ever Onward

We came into a hallway that ended at a couple of coffins. As we turned to inspect them, Vampires came at us from the West. We killed the Vampires and then went back and drove stakes through the bodies in the two coffins. As we moved on the boardwalk, I noticed another two coffins to the South so we went and drove a stake through the body of the creature in each of them too. Then we cleaned up the piles of treasure (3000GP+/-) and continued toward the West.

On solid rock, we came to a door and opened it. On our right after entering, there was a loot bag with a Journal page. The page suggested misdirection or involuntary teleporting in this area. We moved cautiously to the North and came to a door to the West. Past it we were in a hallway that seemed to be a simple squared passageway. It wasn't, though.

I found that, as we moved through it, we got teleported to another similar passageway. And as we walked through it teleported again. When I got the hang of it, navigating was not

exceptionally difficult.³¹ We got to a dead end spur in the Northwest, full of Spores and guarded by Mind Flayers led by Mord Sidious. Mord had some pretty good stuff on him, most notably an *Amulet of Vitality*+6. From there, we went back to the door by which we first entered the area.

We followed that back East and then South across two boardwalks where we came to another door and hallway on rock. I noticed a sarcophagus on our left as we came to the doorway, but could find no way of getting to it. A dozen paces up the hallway, there was a door on our right that opened easily on to a large zig-zag shaped chamber with several sarcophagi inside. When we went to take the potion out of the first, half a dozen Xorn erupted and attacked. We needed a short rest and healing period after that encounter.

Another Sarcophagus held an *Amulet of Will*+5, a *Longsword*+3 and a *Rod of Stone to Flesh*. As we went to take the three potion bottles out of the next, another couple of Xorn attacked. The next had a couple of potions and a *Kukri*+3. I was going to give it to Tod, but he seemed happy with his two in his pack. Another sarcophagus had a few GP in it. The one beside it was booby-trapped and, even after disabling it, I could not open it.

I hoped Tod might have the skill level to be able to pick the locks on it, but he could not be persuaded even to try. That was strange. Up to this point, I had barely been able to keep him from disabling traps or opening lock for me. Bashing these things didn't work either. All I got was a message that my weapon was ineffective.³² As we turned away in frustration, another six Xorn attacked. Having looted all the lootable sarcophagi in this chamber, we followed a small hallway off it South but came to a dead end.

We went back out and followed the passage South to a door that opened to the East. It opened into a large chamber. A couple of Xorn greeted us and, when finished with them, we took a closer look around. The barrels and tombs in corners didn't hold much, but Vogarth's Tomb, open in the middle of the chamber, contained an enhanced greatsword. As I went to pick it up, I wondered who Vogarth was. I never found out but his bones came to life and showed him to be quite powerful, even as an Undead. I took *Vogarth's Greatsword*³³ as a trophy.

A door on the East wall of the chamber opened on to a longish hall that led South. Farther down there was a door to the right and one at the end of the hall. We went through the one at the

³¹ See the map of Level 11S to locate points (a) to (h). On opening the door, you have to go to the right (counterclockwise) and follow the hallway until you come to a sort of arch (a). On passing underneath that, you are transported into another square hallway (b). Go straight ahead until you get transported once again at (c) to point (d). Then you can go into the spur and meet Mord Sidious and his friends. Coming out of there, turn right and at point (e), you get transported to point (f). Go straight ahead from there to point (g), where you are again transported to point (h). At (h) turn around 90° and go straight ahead until you get back to the doorway by which you entered.

³² There are several of these in this Section. It takes a check/skill level of 65 to unlock one. I was not able to do so. There may be a trick or sub-quest involved, but I could not find it.

³³ Taking this weapon into inventory has no ill effect. Equipping it, however, makes the bearer Cursed.

end. And found we had to deal with a dozen or so Mind Flayers before we could check out the area. As it turned out there was some minor loot in a sarcophagus and a chest, but there was another of those sarcophagi that could not be opened, even after disabling the trap.

So, mildly frustrated, we left it and went back up to the door to the West. That opened into a corridor which in turn opened into a long rectangular chamber with several sarcophagi, lots of Xorn and two Vampires. Looking through the sarcophagi, there was another that could not be opened. The loot in the ones that could be opened was not a lot to write home about. Up by the Vampires' coffins, there was a treasure trove that contained 1600+GP. There was a door in the West wall of this chamber but it could only be opened from the other side.

That had to mean I had missed something on our way to this point. So, we retraced our steps and eventually made it back past Vogarth's Tomb to that room where we had found the first unopenable sarcophagus. There, in that dead-end hall at the South end, I noticed the two shields hanging on the East and West walls. The one on the East wall looked normal, but the shield on the West wall looked a bit funny. So I examined it more closely and found a button on it. Which I pressed and the wall disappeared to reveal a door to the South.

Of course we went in, where we were attacked by Mord Sythe. On his corpse, I found his magical robe, a pair of *Dragon Slippers*, a *Ring of Nine Lives* and a *Talisman of Pure Evil*. Besides Mord, there was a whole raft of Mind Flayers in this area. We had to deal with all of them before we could explore the place in peace. There were several sarcophagi with minor loot. And another of those that I was not able to open. So, we had to content ourselves with what minor loot there was and the not inconsiderable GP on the bodies of the Mind Flayers.

After cleaning up the bodies and looting the sarcophagi, I noticed a small hall leading East with a door and a lever at its end. That, I found, opened into the room where we had finished off the Vampire. The door was open for two-way travel from then on.

Back in the centre of Mord's chamber, there was a door in to the central, walled, part of the chamber. On opening it, I found the Stone Orb portal. I was inclined to see where it went, but in the end decided there was still another section of the level we were on that had to be explored and mapped before we went off into the unknown.

I was certain there would be no problem getting back to this location when the time came to do so. So, back to Level 11W we went to check out the rest of it.

XP in this level:

- Vampire Warrior & Mage: @2XP
- Mind Flayer Darkener & Venerator: @23XP
- Vampire Priest & Rogue, Spore: @30XP
- Kill Mord Sidious: 256XP
- Kill Mord Sythe: 256XP
- Drive stake through Vampire in coffin: @500XP

Level 11W - Some Tidying Up

We did the lever thing in the concentric square, got ourselves in front of the door to the West and then entered, crossed a boardwalk and found ourselves on a set of ramparts where, it seemed, we were face to face with repeated waves of various kinds of Vampire. Eventually, we managed to chase them all back to their coffins where we were able to drive stakes through their respective hearts. It was a good thing there were so many barrels and chests about to loot and, more importantly, break up into stakes for use on the creatures.

We were then able to move North on a series of boardwalks. They took us to another door through which there were yet more Vampires. At a crossways, we turned right (East) toward another door, which opened on to a small hallway that led South to another door. The chamber onto which it opened had Mind Flayers, a chest that contained a pair of *Boots of Reflexes*+5 plus other stuff and a sarcophagus with minor potions and loot.

We left that chamber and hallway and stepped carefully all the way over to another door in the West. Luckily, no more Vampires appeared. We burst through the door and surprised Morian the Lich. He was a wuss compared with his brothers and we handled him quite handily. His Flesh Golems were not much to worry about either. On Morian were his magic robes and staff, an *Amulet of Natural Armour*+5, a *Ring of Protection*+5 and a *Ring of Resistance*+3. Beside the body of a fallen warrior, we found the longsword *Slasher*.

Also in the chamber were the skeletal remains of a Mage on which there was a scroll of *Bigby's Clenched Fist* and a Diamond. Around the wall were several chests and loot bags. Among other things we found in them were a *Periapt of Wisdom*+3, a *Scimitar of Speed* and GP, lots of GP. While probably the best protected, what with all those Vampires, Morian was clearly the least fearsome of the three Lich brothers on Level 11.

We were sure that we had finished with this level and went back to the concentric square to consider our next moves. I was beginning to think we were coming to the beginning of the end of the adventure and would probably have to face the great evil sometime soon. I decided we would head back to the Dwarven Camp, clear out all of our accumulated loot and then go back to that Stone Orb portal and see where it went.

XP in this level:

Vampire Warrior & Mage: @2XP
Mind Flayer, Flesh Golem: @23XP
Spore: @30XP
Drive stake through the heart of a Vampire: @500XP
Kill Morian the Lich: 500XP + 400XP

Level 12W - The Beginning of the End

We arrived facing North in a hall with bookshelves along the wall in front of us. In the first

on our left (West), we found a Journal page that referred to a secret door. In the one on our right (East), there were two more Journal pages. The first of these lamented that they had met Xanathar and were doomed to stay on this level forever. The second referred to a machine in which, using a healing potion and a stone, they could make a Golem. (It sounded a pretty stupid idea to me.) There was also a potion of Owl's Wisdom and a *Ring of Thieves*. There were several other special power Amulets, potions, books etc., in the other bookcases. There was also another Journal page that recorded they had found a lot more treasure than they could carry. I thought to my self, "It's a good thing we got all those magic bags!".

As things stood, we seemed to be in a squared circular hallway with no way out except the portal by which we had arrived. But one of those Journal entries had mentioned secret doors. I took a closer look at the paintings that hung on either side of the door and found a button behind the one on the east side of the door. So I pushed it. And the wall across opened up.

We went into an elongated chamber with a chest at each end. One was booby trapped and contained *Balaron's Two-Bladed Sword* and a gold ring. The other contained a set of *Robes of Darkness*, a Sapphire and a *Restoration Scroll*.

I went around to the other paintings I had seen on our first recce and, sure enough, there was another button behind one of them. Which, again opened the wall into another chamber similar to the first. In one chest there was a *Warhammer of Dwarven Might* and a Scroll of Greater Spell Breach. In the other, was an *Ethereal Composite of Destruction* bow. But, again, there seemed to be no way out of the area in which we found ourselves.

On the next inner wall over, hung two shields and looking closely at one of them I found a button that, when pressed, opened the Wall to the West. That led into another squared circular hallway with an armour stand in each corner. I didn't like the look of them, but they just stood there so I let them be.

We moved to our right (North, then West) and found an opening with a Divining Pool and Recall Portal. On the West wall there was a door with a roving eyeball.³⁴ It opened without any problem, so we went in. On the wall to our right was another shield with a button on it. Which, of course, I pressed. And that opened up a wall and the entrance to a hallway leading North.

I continued West, however, and came to an Armour Stand that came to life and took some beating to put down. As we carried on, the next Armour Stand over to the South took offence and attacked us as well. With the area pacified, we opened another door with roving eyeball on the West wall of the hallway. Four paces past the door, I sensed there was something out of place and checked the wall on my right (North) quite closely. I was right: it was a false wall and going through it revealed a room with humungous treasure. There was a minimum of

³⁴ I thought for a while that the roving eyeball portended something ominous, but nothing happened. I suspected that they may have been sending intelligence on to Xanathar, but there was nothing we could do about that, so we just carried on as if they were normal doors..

17500+GP, three *Orbs of Power*, several wands and maces, potions, and another page from the Journal saying that at least they were locked in civilized surroundings. We left with a magic bag or two filled right up.

As we emerged and moved a little to the West, an Armour Stand in the corner came alive. After dealing with it, I saw two doors, one to the North and one to the South. The one to the North was locked and I thought we might be able to come at it from its other side if we went back to the hall that opened up behind the apparent wall the shield had removed earlier. We did and as we came to the first corner in that hall, an Armour Stand tried, unsuccessfully, to interfere. As soon as we had dealt with it, floating eyeballs appeared in a couple of waves also to try to block our progress. We came, finally, to a T junction and went South to that door that had been locked. The button on the pillar I found beside it opened the door easily.

We continued North, battling down Eyeballs as they appeared. About half way up the hallway, there was a door on our right (East). We went in and were about to examine the chest in the room when the two giant statues came to life and attacked. We made sure they would not bother anyone else. The chest held 3000+GP and a *Scroll of Restoration*. We continued North.

The hall ended with an entrance to a dark area straight ahead and a right (East) turn. Several Wraiths attacked us when we went into the dark area. There was nothing in there but a couple of hanging skeletons.

As soon as we emerged into the next chamber, two Stone Golems and a Stone Golem of Light attacked. After dealing with them, I noticed a hand-like chest in the centre of the room under the inscription "Rock for Substance, Potion for Strength, and Sphere for animation." This must have been what that Journal entry had been referring.³⁵ I didn't see any need for another Golem, so just pocketed the rubies, rocks and GP on the Golem remains scattered about.

Looking around, in a little room off the chamber, I spotted a chest with a blue light emanating from it. Looking inside, I found the *Feather of Light*. I wasn't sure what it might be good for, but those emanating lights from things had indicated something special every time we had run into one. So I put the feather in a bag for safekeeping.

The only other thing of note in the area was a door in the Southeast corner. It could not be opened or unlocked, however. I got a message saying that it was opened from another location. With nothing else and no way to proceed further here, we headed back South the way we had come.

When we opened the door to the Southern part of the hallway, we were met by more floating eyeballs. We were drawn, fighting, after them around a corner to the left (East) and came to a door, which we opened. We entered and, in the middle, saw a pedestal with a red light

³⁵ If you place a rock, a ruby, an Orb of Power and a healing potion on the altar, a Stone Golem will be created and will attack you. Hardly a profitable exchange for the 53XP you get for killing it.

emanating from it. When I went forward to take a closer look five of the six Armour Stands in the room came to life and attacked. That was quite some battle, let me tell you! We really, I mean really, needed a rest and recuperation afterward.

Rested, I went back to the pedestal and on it was a Skull key, which I added to my ring of keys. On the East side of the room was a loot bag with an *Amulet of the Elf*+4 and a Journal page that recorded a meeting with three Golems. We knew what that was all about! But it made me wonder about that door that had been locked to us back up in the Northern part of this section. I was about to go back up to check when I noticed a door that opened to the East.

That door opened into a hall that led East and then South where, behind another door was a chamber with three more Stone Golems in it. At the South wall of the room there was an alcove where there had been a cave in. In front of the rocks was a locked and booby-trapped chest. Inside it was a *Rod of Stone to Flesh*, three magic wands, a potion of *Death Ward* and an *Amulet of Will*+5, a Scroll of Restoration and a Potion of *Greater Owl's Wisdom*.

With no way forward, we went back up the hall to the North. I remembered the door we had passed by quickly and thought it might lead us forward. Inside it, however, were several Diamond and Ruby Golems we had to subdue. When all was quiet, we faced three portals, each emanating blue light. There was, I decided, no point in wasting time trying the skull key on that locked door. The message was clear: It was opened *from* somewhere else, not *by* something.

There was no other choice, therefore, but to make a choice of one of the portals and go in. I chose the middle portal and in we went. We emerged into another, identical room with more Diamond and Ruby Golems. This had begun to get tiresome. After despatching them, I decided we would check out what was behind the door to the West before going into any more portals. It opened on to a hall that led both North and South. We could have been where we were before, except that the air smelled different. Not better, just different.

We went South, and after opening another door and fighting another Armour Stand, we went East for a bit, to another door, which opened to the South. On to a dungeon area that was rife with many Wraiths and Spectres swarming around. There was nothing else of interest in that area so we went back North up the hallway, past the door we had entered by and up to another door in front of us and an open passageway to our right (East).

We went in the open passage which was quite short. It opened on to a room to the South which was clearly an alchemist's hangout. In the chest was a *Staff of the Ultimate Power*, some spells and GP. On the two tables among the Alchemist's apparatus were several potions and spell scrolls. On the bookshelf, not much. Whoever used the room was evidently not a reader.

Across from this room was another identical chamber. In the chest were a couple of magic wands. On the tables, more potions and on the bookshelf, one book. Between these two rooms, on the East wall was a door that could not be unlocked, at least until Tod stumbled on the pressure plate in the hall. Inside that room was a pillar and another of those hand altars. When I

first checked, there was nothing on the altar, but after I pressed the button on the pillar, there appeared a *Wand of Greater Fireball*. There was nothing else of interest in this area, so we went back to the door to the North.

That opened on to along hallway that went to the West. At its end, where it turned North, an Armour stand came to life and attacked us. Once past it, we came into a larger chamber with four pedestals along each side, an altar behind a column of red light in the middle and a pedestal with an eye on it and two pulsating columns of blue light blocking the way forward at the far end. And seven Stone Golems. On the altar was a magic wand, a *Potion of Heal* and a Journal page that wondered what would happen if an Orb were placed on the pillar with the Eye. I just happened to be carrying several *Orbs of Power*, so was in a position to see what would happen.

I went up to the pedestal with the pulsating blue light on each side and put an *Orb of Power* on it. Nothing much seemed to happen except the blue lights at each side had disappeared.³⁶ The way forward had opened up for us. Beyond it, there was a door that appeared barred from the other side. Until I spotted the button on the pillar to my right and pressed it.

That opened the door and we entered to find a room with a pedestal at the centre and a chest at the North end, each surrounded by streaming blue light. And two more Stone Golems. The empty pedestal was called the “Feather of Light Pedestal”. The Chest was called the “Chest of Light”, was locked and could not be picked. It was pretty clear what had to be done to open the chest. Luckily, I had already picked up the *Feather of Light* to put on the pedestal. Inside the chest was a *Crystal Skull*. I had no idea what that was for, but I wasn’t going to leave it behind.

On the West wall of this room was a door that would not open until I pressed the button on the pillar beside it. That took me into the room where I had found the *Feather of Light*. The door was permanently open from then on. On the East wall of the room was another door that could not be opened, until I noticed the button on the pillar beside it. It opened to Level 12 East.

That presented something of a conundrum: Did I want to press forward to find this Xanathar creep or should I clear out the rest of the section I was in? The former meant possibly going forward with monsters left behind me. The latter meant getting to the big guy faster. But possibly without something that might be useful against him, that I might find in the unexplored areas of the section we were in. A lot of “might”s and “if”s.

I decided to sleep on it. If Xanathar moved out in the meantime, I would have to follow him to try to catch up. But I did not think his nefarious plans were yet ripe for unfolding: We had caused just too much trouble by getting as far as we had.

So I went back to the room with the portals in the centre of this section and started on

³⁶ If you put an *Orb of Power* on the Eye pedestal, you earn 450XP and the blue lights disappear. If you have extra orbs, you can put them on the pedestal for 450XP a pop, but nothing else happens. All that power has to be going somewhere, though.

trying to discover where each of the portals went. The only thing marginally problematic was having to fight a few more Diamond and Ruby Golems. For not much reward, I might add.

When we were finally finished that exercise³⁷, we went back up to the room of the feather pedestal and got ourselves psyched up to enter the Eastern section of this level. I could tell we were getting close to the climax of the adventure. We had all levelled up so many times that I was pretty sure we were ready for Xanathar and whatever he might throw at us.

XP in this level:

Spectre, Allip (South): @20XP
Wraith, Allip (North): @23XP
Diamond, Ruby Golem: @53XP
Stone Golem: @100XP (North) or @83XP (South & Central)
Armour Stand, Frost Giant: @100XP
Eyeball: @166XP (in East) @116 (in Central)
Fire Giant: @300XP
Stone Golem of Light: @333XP
Place orb of Power on Eye pedestal: 450XP
Take Feather of Light: 650XP

Level 12E - Xanathar, At last!

We entered a columned room and were immediately attacked by Diamond and Ruby Golems. After we had done with them, I found no fewer than seven *Orbs of Power* hidden near the statues in the room. A hall led to the East from the Northeast corner of the room and a door opened to the South in the Southeast corner. Opened, that is, after we disabled the trap in the pillar next to the door and pressed the button on it.

Behind that door were half a dozen Emerald Golems and a really big nasty one called Demios who carried a *Greatsword of Wrath*. In the centre of the room was a Healing Fountain and at the West end an Altar of Knowledge,³⁸ neither of which we had any immediate need. Still it was pretty irresistible to check what their benefits were. Finished with all that we went back to that opening in the Northeast of the last room, where after a few paces, we came to another door.

Behind it were numerous eyeballs which we had to despatch before coming to a door on our right (South). It was another of those doors “that cannot be opened from here”, but the button on the pillar on the other wall of the hallway did the trick. Behind the door was a dark library filled with swarming Allips, Wraiths and Spectres.. Among the books, potions and other stuff was a *Necklace of Death Ward* and a few odds and ends.

³⁷ See the Map Annex for details of which portal takes you to which spot on the map.

³⁸ The Healing Fountain will cure all ills for a fee of 5000GP. The Altar of Knowledge will enable you to identify anything at the cost of one *Orb of Power*. (Which also nets you 500XP.)

Back out in the hall and several paces East, there was another door to the South. It took the Skull key to open it into a hall where, halfway to another door, there was another Skull key on a pile of bones. Good thing too. I needed that key to open the door at the end of the hall.

On entering, we were attacked by more Stone Golems and more Eyeballs. The hall was a sort of maze, but simple enough to walk through and map. If you don't count the fighting. Eventually, we ended up at another door that opened to the South.

It opened into a chamber with a crystal ball on a pedestal in the centre and an armour stand in each corner. As soon as I moved to check out the crystal ball, the Armour Stands attacked. Even buffed to the maximum, fighting them off was a near run thing. I had to use a *Potion of Heal* to survive. Tod and Dorhum seemed to do a lot better fighting them, so I was lucky to have my henchmen with me.

I took a close look at the crystal ball, but it revealed nothing. Off the chamber, there was a hallway to the West, a door to the South and a door to the East. We went West because it was the easiest at the moment and the hallway brought us to another library filled with Allips, Wraiths and Spectres. When we got a chance to look around, there were lots of old books, several *Scrolls of Restoration* and at least 20000GP on the bookshelves. There was also a Journal page that mentioned a guide sniffing around the Northwest corner of the library.

I went over there and, indeed there was something funny about it: A false wall that we walked through into a secret treasure room. In a chest was *Quimbee's Coat of Many Pockets*, a *Rod of Restoration* and a *Rod of Stone to Flesh*. In another, a *Greater Shield of the Gods*. And in another, a *Pendant of the Elf*+4 and a *Belt of the Performer*+5, as well as various potions and spell scrolls. And in another, an *Ethereal Dread Sword*.

Loaded up, we went back to the crystal ball room and tried the door to the South, which opened on to a long hallway. A few paces in and eyeballs attacked us from farther South and an Armour Stand came at us from an alcove to the East.

When we were able to explore peacefully, I found an alchemist's chamber on the North side of the alcove Where the Armour Stand had stood. In addition to a whole lot of potions and scrolls on the tables and bookcases, there were, in a chest in the middle, several magic wands and a *Protector* small shield. In another chamber on the South side were loads of assorted potions, including a *Death Ward*. To the East was a stuck door that opened after a few forceful tries. Beyond it was another room, a sort of art gallery, with a pillar on each of the North and South walls and three pillars on the East wall, separated by two of those hand altar thingees. The button on the pillar outside the left hand altars created an *Orb of Power* on the altar. The button on the pillar outside the right hand altar created a *Potion of Invisibility*. The button on the pillar between the two altars would have best been left alone: It zapped each of us with bolts of fire from the two other pillars in the room. I never figured out what the pressure plate outside the door to the room did.

Back out into the hall and a few steps South there was another door. That led to an anteroom with a Divining Pool and Return Portal and a door that led back to Level 12W.

Back out into the hall again and where it turned left (East) an Armour Stand came to life and attacked. A step or two beyond it, there was a door that opened to the South, into a dark storeroom filled with Wraith, Allips and the like. All of which we took care of quite handily. Apart from those minor nuisances, there was not much of interest in there except for a couple of chests with magic wands, potions, spell scrolls and GP. I began to wondering if Xanathar was trying to avoid us.

We went back out into the hall and followed it farther East and South to another storeroom, filled with yet more wraiths, spectres and the sort. These creatures, at least had something worthwhile to guard. In one chest, we found a *Ring of Might* and a *Rod of Stone to Flesh* and in another, which had a blue light emanating from it, a *Crystal Demon Skull*. We had reached a dead end in this room so there was nothing to do but go way back up to the Crystal Ball room. I thought, perhaps with the two crystal skulls in my pack, that might cause something to happen.

When we returned to the Crystal Ball room, neither skull did anything. Nor did the ball. So we went through the door to the East, into a room with a column of light in the middle and Gargoyle statues along the sides. We'd been around long enough to know what that meant. After wiping the floor with them, I checked the room but found nothing of interest.

We went through the next door to the East and saw Xanathar, at long last. For the longest time he was oblivious of us and focussed on Shindia, whom he ended up killing for her failure to keep us from reaching him. I sure didn't like the look of the big eyeball and thought it prudent to buff us up to the max, use a *Mindblank* and to equip that *Wand of Silvias* the Dwarf King had given me. I'm not superstitious, but when you have been given a special tool, it only makes sense to use it.

Before we knew it, however a Mithral Golem came at us, doing a swath of damage before we could down it. When we had, there was no sign of Xanathar, only a hall with lots of lights and a door to the East with a "Beware" sign beside it. It opened on to a library with another crystal ball in the centre. And lots of Allips, Wraiths and Spectres. We picked up the minor loot in the chests and shelves, including a couple of magic wands, but the crystal ball showed nothing but darkness. To find Xanathar, we were going to have to get down that hallway of lights. Patting my pockets and bags, I noticed that both the *Crystal Skull* and the *Crystal Demon Skull* had disappeared. Both, seemingly, were needed to be able to get closer to Xanathar.

Exiting the library, I noticed a loot bag I had missed before. It had a couple of Journal pages. One recorded the guide getting hit by a bolt of fire when he tried going down the hall of lights. The other reported that he had made it down the side, only getting singed. I looked around and saw a hole on the North wall which was probably where the fire bolts shot out down the hallway. I tried plugging it without success.

We made it down the hall with minimal damage by sticking to the right side of the passage. I had no damage, but had to use a healing potion on each of Tod and Dorhum. I had just done that when Xanathar decided that we had got far enough. There ensued a bataille royale in which I only just missed getting petrified several times and had to use several *Potions of Heal*.

While we were doing some damage, it quickly became evident that sheer force of arms was not going to put Xanathar down. Then I remembered the *Wand of Silvias*. I tried using it and pointing it at the Eye. At first nothing happened. But then I saw Xanathar jump back. I tried it again and the same thing happened. Eventually, I managed to back the big eye up against its own spiked death trap at the South wall of the room.

One more use of the wand and Xanathar was hoist on his own petard! This was a kind of anticlimax climax. A good fight and then the villain meets his doom by his own artifice. But it was not a bad ending to the adventure.

It was a while before we fully realized what we had accomplished. For such a powerful evil, there was not much on its corpse: A Portal Room key and its eye stalk. We looked around the room to see what else might be there. In the Northeast corner of the chamber was the *Evil Throne*. And behind it a *Restoration Fountain* the cured all ills for the bargain basement price of 10,000 or all of one's gold. I decided we could just as easily sit on the throne and rest, which is what we did.

Beside the *Evil Throne* was another crystal ball that showed nothing. A loot bag had a bunch of, well, loot in it. Also, a note from Wesley's Journal saying they had met Xanathar and that it was the end of it. There was also a treasure chest with the keys to all the portals and also a key to the portal room. I wondered whether than might be the one back on Level 7 and decided I might try it out before we went back to Waterdeep with the news.³⁹

There was no rush to get back now that we had eliminated the threat to the city.⁴⁰ So I decided to see if there was a way back, but to hold off going until I had satisfied my curiosity about the Portal Room key. I also wanted to unload all of our excess loot and there were few better places than the Great Hall in the Dwarven Camp.⁴¹ Besides Dof was there and, now that there was little danger in going forward, I could take him with me again. "Man's best friend" and all that.

³⁹ Alas, I learned later that the Portal Room key only opened the door behind the *Evil Throne*.

⁴⁰ If you are so inclined at this point, there is a door to the Southeast behind the *Evil Throne*, which leads to a hall which takes you to a portal. On entering the area, you see a cut scene where Kheblen reports your success to Peirgeron. You then appear outside the city and the credits begin.

⁴¹ If you want to unload all your loot and save your character for later, you should go back to a merchant **before** going through the portal back to Waterdeep. There is no chance to sell anything once you teleport back to Waterdeep.

So we made our way back to the Dwarves' Great Hall. On the way, I checked the locked door in the Level 7 Portal room, but it remained resolutely locked. Back in the Great Hall, I let Dorhum return to his folk and asked Dof to rejoin my party. Which he did with many wags of the tail. I went over to Rugnar and sold off all of the accumulated loot, except that which I thought might be useful to me in future adventures.

There was nothing else to be proved by wandering further though all of the levels we had passed, so we made our way back to where we had finished off Xanathar and found that the Portal Room key gave us access to a portal that took us back outside Waterdeep.

Before entering, however, I took the precaution of saving my character. At level 23 (5 Rogue and 18 Paladin) and with a panoply of powerful and magical items, he was just too developed to let go. I might want to play with him again.

Then our little party of weary adventurers entered the portal and found ourselves in a peaceful wooden glade outside Waterdeep.

A cut scene shows Khelben telling Piergeiron of our success and then the credits roll.

XP in this level:

Allip, Wraith, Spectre: @20XP

Ruby Golem: @53XP

Diamond & Emerald Golem @83XP

Eyeball: @150XP

Armour Stand: @283XP or 350XP

Kill Demios: 400XP

Kill Mithral Golem: 400XP

Surprise: No XP for killing Xanathar.

III. Maps

1 - Waterdeep

1. Waterdeep Castle

1. Arrival
2. To/From Nebin
3. To/From Castle Dungeon (1)
4. To/From Castle Sewers Entrance (1)



2. Castle (Dungeon)

1. To/From Castle (3)
2. Drow Spy
3. Kort



3. Castle (Sewers Entrance Area)

1. To/From Castle (4)
2. Waterfall
3. Sewer Entrance
(No return possible)



4. Hidden Waterfall

1. To/From Castle Sewers Entrance Area (2)
2. Hobgoblin Treasure
 - a. Rusted key [Opens door to (2)]



2 - The Sewers

1. Sewers - Level 1N

1. From Entrance Area
(Blocked after entry)
2. Apparent Solid Wall
3. To Level 1S (1)
4. To/From Level 1S (3)
 - a. Hafling Bones (Tod Uphill)



2. Sewers - Level 1S

1. To/From Level 1N (3)
2. Gulmuth
3. To/From Level 1N (4)
4. Alcove
5. Blagion
6. To/From Level 2E (1)
 - a. Pressure Plate
 - d. Dof
 - k. Copper Key



3. Sewers - Level 2E

1. To/From Level 1S (3)
2. Alcove
3. To/From Correctional Facility
4. To/From Level 2W (1)
5. Pool & Portal
 - a. Apparent Solid Wall
(requires keys from b, c, d)
 - f. False Wall
 - g. Silver Key
 - k. Stone Dagger Portal key
 - p. Pit



4. Sewers - Level 2W

1. To/From Level 2E (3)
2. Pool & Portal
3. To/From Correctional Facility (5)
4. To From Level 3N (1).
- A. R.A.T.S. Departure/Arrival Point
 - a. Wall Access Actuating Levers
 - b. Apparent Solid Wall



5. Sewers - Level 2E (Correctional Facility)

1. To/From Level 2E (2)
2. Divining Pool
3. To/From Death Chamber (1)
4. To/From Ancient Dungeon South (5)
5. To/From Level 2W (2)
 - a. Door opened by Khelben
 - b. Door opened by lever from North
 - c. Apparent solid wall



6. Sewers - Level 2E (Death Chamber)

1. To/From Correctional Facility (2)
2. Darokin
3. Warden's Office
4. Warden's Private Quarters
- S. Secret Trap Door
- a. Divining Pool



7. Sewers - Secret Level - Ancient Dungeon North

1. To/From Warden's Office (S)
- 2a. To/From South Area (1a)
- 2b. To/From South Area (1b)
3. Corrupted Pool
- f. False Wall
- k. Sorcerer's Key



8. Sewers - Secret Level - Ancient Dungeon South

- 1a. To/From North Area (2a)
- 1b. To/From North Area (2b)
2. Pool & Portal
3. Sacred Stone of Healing
4. Locked Door (requires ancient stone key)
5. To/From Corrections Facility (4)
- c. Harat the Cursed
- h. Widow Hags
- k. Ghoul Key



9. Sewers - Level 3N

1. To/From Level 2W (4)
2. Pool & Portal
3. Sara
4. R.A.T.S. To/From Level 3W (1)
5. To/From Level 3S (1)
- k. Key
- p. Pit drop to Level 4N (p)



10. Sewers - Level 3W

1. R.A.T.S. To/From Sewers level 3N (3)
2. Pool & Portal
- 3a. Blocked Door, Opened from Level 3S (6)
- 3b. Blocked Door, Opened from Level 3S (5)
4. Bordan & Shemnal
5. To/From Level 4N (1)
6. To/From Level 4S (1)
- b. Blue Gem
- c. One-eyed Statue
- p. Pendulum Trap



11. Sewers - Level 3S

1. To/From Sewers Level 3N (5)
2. Pool & Portal
3. Pit & Plate Room
4. Museum
5. To/From Level 3W (3b)
6. To/From Level 3W (3a)
7. Bones (Any)
8. Bones (Tiefling)
- a. Rodric's remains
- b. From all pits at (3)
- c. Teleport to (d)
- f. False Wall
- g. Red Crystal
- p. Pit to level 4S (e)



3 - The Dwarven Mines

1. Mines - Level 4N

1. To/From Sewers Level 3W (4)
2. To/From Level 4S (4)
3. Taghor
4. To/From Level 4W (1)
5. To/From Level 4W (2)
6. To/From Level 4SW (1)
7. To/From Level 7 S (1)
- a. Apparent false wall
- b. From pit on Level 3N (p);
- c. Dwarven Key
- l. Lever
- p. Pit (to Level 5)
- A. Altar of Knowledge



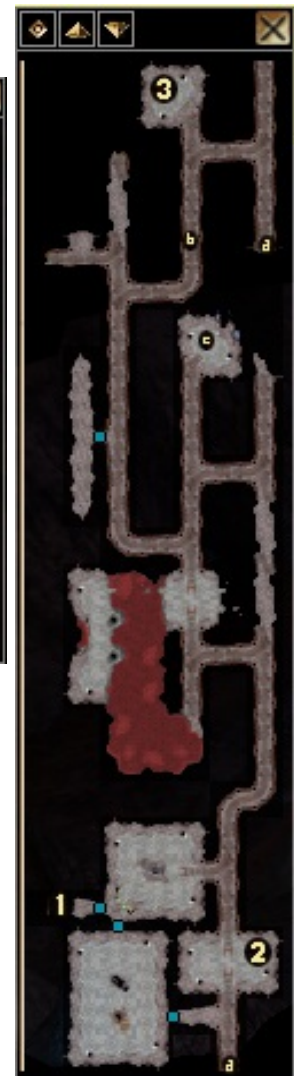
2. Mines - Level 4S

1. To/From Sewers Level 3W (5)
2. Queen Spider's Lair
3. To/From Level 4E (1)
4. To/From Level 4N (1)
5. From Level 4SW (2)
- a. Lever (Opens wall to East)
- b. Pressure pads (Close door to North)
- c. Pressure pads (Close door to West)
- d. Lever (Opens door to East)
- e. Lever (Opens door to East)
- Also: From pit at Level 3S (p)
- f. False Wall



3. Mines - Level 4E

1. To/From Mine Level 4S (3)
2. Almin & Dwarven Key
3. Cragham & Stone Sceptre Portal key
- a. Teleport to other (a)
- b. Boulders
- c. Thanos



4. Mines - Level 4W

1. To/From Mine Level 4N (4)
2. To/From Mine Level 4N (5)
3. Portal Chain
4. Dead Dwarves
5. To/From Mine Level 4SW (1)
- b. Stuck Door
- f. False Wall
- l. Lever
- B. Boulder blockage



5. Mines - Level 4SW

1. To/From Mine Level 4W (5)
2. Portal to Level 4S (5)
3. To/From Mine Level 5W (1)
4. To level 4N (6)
Pool & Portal
- a. "Emergency Exit"
- f. Apparent False Wall
- l. Lever

6. Mines - Level 5W

1. To/From Mine Level 4SW (3)
2. Plaguehand the Terror
- 3a. To/From Level 5C (4a)
- 3b. To/From Level 5C (4b)
- 3c. To/From Level 5C (4c)
4. Door opened by lever from North
5. To/From Level 5C (5)
6. To/From Level 5S (1) "Greed will be your Downfall"
7. To/From Level 6E (1) "Turn Back"
- b. Boulder blockage
- f. False Wall
- l. Lever



7. Mines - Level 5C - Dwarven Camp Barracks

- 1a. To/From Mine Level 5W (3a)
- 1b. To/From Mine Level 5W (3b)
- 1c. To/From Mine Level 5W (3c)
2. To/From Mine Level 5W (5)
3. To/From Level 5NE (1)
4. To/From Level 5E (2)
5. Stone Necklace Portal
 To/From Level 7S (2)
6. Pantry & Alcove
- f. False Wall
- k. Stone Necklace Portal Key



8. Mines - Level 5N - Dwarven Great Hall

1. To/From Level 5C (1)
2. Armun
3. Delinar
4. Blood Back Spider
5. Pool & Portal
6. Rugnar and Drugnar
7. Koran
8. To/From Koran's Pit (1)
9. To/From Koran's Pit (2)



9. Mines - Level 5 - Dwarven Camp - Koran's Pit

1. To/From Level 5N (8)
2. To/From Level 5N (9)
3. Remains



10. Mines - Level 5S

1. To/From Level 5W (6)
2. Pool & Portal
3. Elder Queen Spider
4. R.A.T.S. To/From (1)
5. R.A.T.S. To Level 5S+ (1)



11. Mines - Level 5S+

1. From Level 5S (4)
2. To/From Level 5C (4)
3. To/From Level 5E (1)
 - a. Teleport to (b)
 - p. Pit To Level 6E (a)



12. Mines - Level 5E

1. To/From Level 5S+ (3)
2. To/From Level 6N (1)
 - A. Actuating Lever/Door A
 - B. Actuating Lever/Door B
 - C. Actuating Lever/Door C
- b. Teleport to (a)
- c. Teleport to (e)
- d. Teleport to (h)
- f. Teleport to (g)
- l. Teleport to (j)
- k. Teleport to (B)
- l. Teleport to (m)
- n. Teleport to (o)
- p. Teleport to (e)
- x. Inaccessible location



13. Mines - Level 6N

1. To/From Level 5E (2)
2. Portal & Pool
3. To/From Level 6C (?)
4. Riddle Door
5. Powder Room
6. Evil Mage Saros
7. To/From Level 6E (?)
- a. Riddle Altar
- k. Saros's key & Copper key



14. Mines - Level 6E

1. To/From Level 6N (7)
2. Portal & Pool
3. To/From Level 5W (7)
4. To/From Level 6S (3)
- a. From pit at Level 5S+ (p)
- b. Apparent solid wall
- e. Kenku egg(s)
- l. Lever



15. Mines - Level 6C

1. To/From Level 6N (4)
2. Portal & Pool
- 3a. To/From Level 6W (1a)
- 3b. To/From Level 6W (1b)
4. Stone Ring Portal
- To/From level 10S (5)
- e. Kenku egg(s)



16. Mines - Level 6W

- 1a. To/From Level 6C (3a)
- 1b. To/From Level 6C (3b)
2. Portal & Pool
3. "Those that are scattered belong together"
4. To/From Level 6S (1)
5. Hall of Statues
6. To/From Cells
7. Rotation Cell
8. To/From Level 7W (1)
- l. Lever
- p. Pit to (k) & (l)



17. Mines - Level 6S

1. To/From Level 6W (4)
2. Altar
3. To/From Level 6W (8)
4. Portal & Pool
- a. Apparent Solid Wall
- m. Merick
- n. 'Not everything is what it seems'
- u. Urthander



4 - The Reaches of the Drow

1. Drow - Level 7W

1. To/From Level 6W (8)
2. Portal & Pool (opposite sides of chamber)
3. To/From Level 7N (1)
4. To/From Level 7C (9)
5. To/From Level 7C (1)
- k. Key



2. Drow - Level 7N

1. To/From Level 7W (3)
2. Portal & Pool
3. Statue of Ymir
4. Andlemus
5. Statue of Talon
6. The Library (Shikra)
7. Ileria
8. Rugnar
9. To/From Level 7W (4)
 - a. Teleport to (a)
 - b. Door opens from East
 - c. Chains
 - d. Pit to Level 8N ©
- g. Stone Glyph
- k. Key



3. Drow - Level 7S

1. Stone Medallion Portal
To/From Level 4N (7)
2. Stone Necklace Portal
To/From Level 5C (5)
3. To/From Level 7C (6)
4. Stone Glyph Alcove
5. Stone Dagger Portal
To/From Level 9S (1)
6. Stone Holy Symbol Portal
To/From Level 11W (7)
7. To/From Level 8S (1)
- A. Pool & Portal
- a. Teleport to (a)
only one of b/c/d] may
be opened
- g. Stone Glyph
- j. Jewelled key
- k. Drow key
- l. Lever to open doors at (f)
- Apparent Solid Wall



4. Drow - Level 7C

1. To/From Level 7W(5)
2. Pool & Portal
- 3.. "Item may pass where you
may not"
4. Hand of Gems
"One key for one gem"
5. Hand of Gems
"One key for one gem"
6. To/From Level 7S (3)
- A. Teleport to (h)
- B. Teleport to (l)
- C. Teleport to (5)
- a. Two way teleport
- b. Two way teleport
- c. Two way teleport
- d. Two way teleport
- e. Two way teleport
- f. Two way teleport
- j. Jewelled Key
- k. Drow Key
- o. Orb(s) of Power
- r. Ruby key
- Apparent Solid Wall



4. Drow - Level 8S (Drow Outcast)

1. To/From Level 7S (7)
2. Statue of Talinum
3. To/From Level 8N (1)
4. To/From Level 8N (2)
5. Stone Sceptre Portal
 To/from Level 10S (4)
 - a. Disorienting Teleport
 - b. Pit to level 9W (4)
 - c. Pit to level 9W (3)



5. Drow - Level 8N

1. To/From Level 8S (3)
2. To/From Level 8S (4)
3. Blix
4. To/From Level 8E (1)
5. To/From Level 9N (1)
6. One Way Portal to 7C (1)
7. Statue of Slav/Dart Pillars
 - a. Door opens only from East
 - c. Chain
 - d. Wall opened by Chain
 - l. Lever
 - m. Cryptic Marker
 - q. From Pit at 7N (d)
 - t. Teleport to (t)



6. Drow - Level 8E

1. To/From Level 8N (4)
2. From Level 10S (4)
 - a. Apparently impassable wall
 - c. Pit Controller
 - m. Malic
 - o. Orb of Power
 - p. Pit



7. Drow - Level 9N

1. To/From Level 8N (5)
2. Pool & Portal
3. To/From Level 9S (3)
4. To/From Level 9W (1)
5. To/From Level 9W (2)
- b. Statue of Brutalis
- c. Chain
- d. Drow key
- f. "You've forgotten something!"
- g. Glowing Stone keys
- h. "Hall of Thieves"
- l. Lever
- r. Rusted key
- q. Arrival from pits (p) on Level 8E
- w. "Watch Your Head"



8. Drow - Level 9S

1. To/From Level 9N (3)
2. Pool & Portal
3. Stone Dagger Portal
To/From Level 7S (1)
4. To/From Level 10S (3)
- A. Altar of Devouring
- b. Baal' Morda
- c. Chain
- l. Lever
- r. Speared Ranger
- t. Talon



9. Drow - Level 9W

1. To/From Level 9N (2)
2. To/From Level 9N (3)
3. From pit at Level 8S ©
(Door accessible only from other side)
4. From pit at Level 8S (b)
5. To/From Level 10N (1)
6. Pool & Portal
- b. Beohram's bones
- d. Drow key
- l. Lever
- p. Pit to 10S (a)
- t. Wall Pillar target
- False Wall



5. Xanathar's Sanctum

1. Outer Sanctum - Level 10N

1. To/From Level 9W (5)
2. Tyrra & Taylor
3. To/From Level 10S (1)
4. To Level 11W (1)
- a. Ankh
- c. Chain
- k. Tomb of Olatek
- m. Tomb of Mon Ra
- o. Obelisk
- s. Skull key
- t. Chris Taylor



2. Outer Sanctum - Level 10S

1. To/From Level 10N (3)
2. Imprisoned Prince
3. To/From Level 9S (2)
4. To Level 8E (2)
5. To/From Level 6C (4)
- b. Transport to b
- c. From Pit level 9W (b)
- d. King's Tomb
- e. "Replace the Treasure with that which the Drow Treasure"
- o. Obelisk



3. Middle Sanctum - Level 11W

1. From Level 10N (4)
2. Pool & Portal
3. To/From Level 11N (1) (Align walls for entry)
4. To/From rest of 11W (Align walls for entry)
5. To/From Level 11E (1) (Align walls for entry)
6. To/From Level 11S (1) (Align walls for entry)
7. Stone Holy Symbol Portal
To/From Level 7S (6)
- a. "Alignment must be true"
- f. "Your fate lies in the stars"
- m. Mord the Lich
- u. "Leave no stone unturned"



4. Middle Sanctum - Level 11N

1. To/From Level 11W (3)
 2. Pool & Portal
 3. "All adventurers can benefit from retracing their steps."
- g. Gold key
k. Drow key
m. Mordro the Lich
p. Dwarven Healing Potion
s. Stone Orb Portal key



5. Middle Sanctum - Level 11E

1. To/From Level 11W (5)
 2. Portal & Pool
 3. Khell Zhul the Lich
- c. Chain
d. Drow key
k. Kirath bones
l. Lever
m. Mantis Key
n. Mantis Key needed for entry
p. Pillar
s. Stone Holy Symbol key



6. Middle Sanctum - Level 11S

1. To/From Level 11W (6)
2. Korvath's Tomb
3. Stone Orb Portal To/From Level 12W (1)
 - a. Teleport to (b)
 - c. Teleport to (d)
 - e. Teleport to (f)
 - g. Teleport to (h)
 - l. Lever
 - m. Mord Sidious (North end) and Mord Sythe (South end)
 - s. Shield
 - u. Unopenable Sarcophagus



7. Inner Sanctum - Level 12W

1. Stone Orb portal
To/From Level 11S (3)
2. Pool & Portal
3. Feather of Light
4. Pedestal & Skull key
5. Eye pedestal
6. Chest of Light
7. To/From Level 12E (1)
8. To/From level 12E (2)
 - a. "Rock for Substance, Potion for Strength and Sphere for Animation."
 - b. Button on pillar
 - c. Teleport to (d)
 - d. Teleport to (e)
 - f. Teleport to (c)
 - g. Teleport to (h)
 - h. Teleport to (I)
 - I. Teleport to (h)
 - j. Teleport to (k)
 - k. Teleport to (j)
 - m. Teleport to (k)
 - p. Picture
 - s. Hanging Shield
- False Wall



8. Inner Sanctum - Level 12E

1. To/From Level 12W (7)
2. Pool & Portal
To/From Level 12W (8)
3. Altar of Knowledge & Fountain of
Healing
4. Xanathar
5. Teleport to the outskirts of
Waterdeep
- b. Button on pillar
- c. Crystal Ball on pedestal
- d. Crystal Demon Skull
- e. The Evil Throne
- f. Healing Fountain
- s. Skull key
- t. Xanathar's Spike Trap
- False wall

