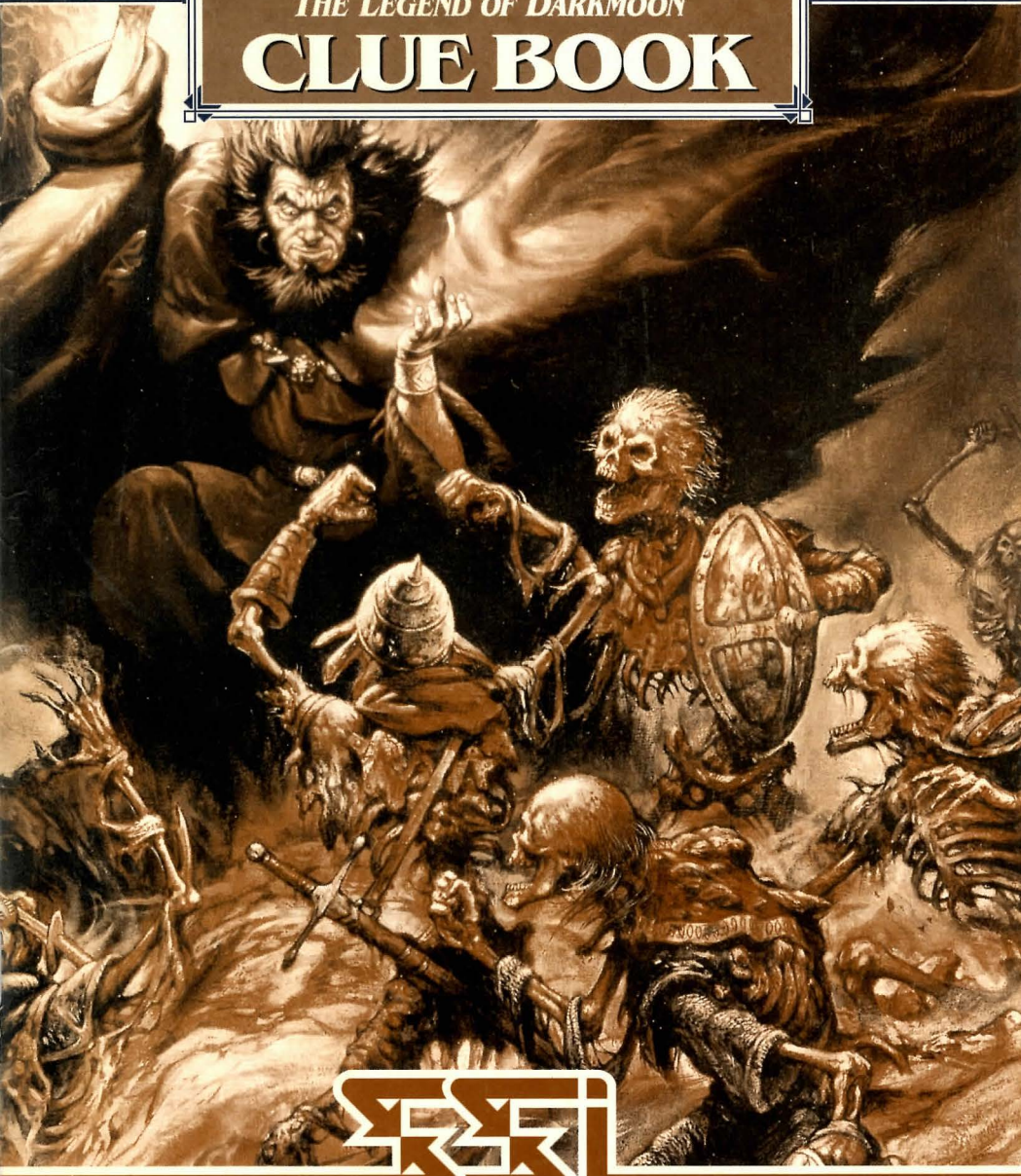


Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

EYE OF THE BEHOLDER II *THE LEGEND OF DARKMOON* **CLUE BOOK**

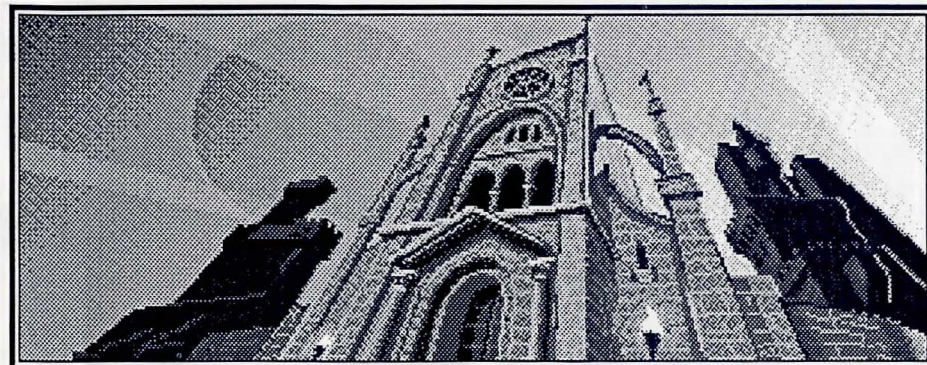


STRATEGIC SIMULATIONS, INC.[®]



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INTRODUCTION

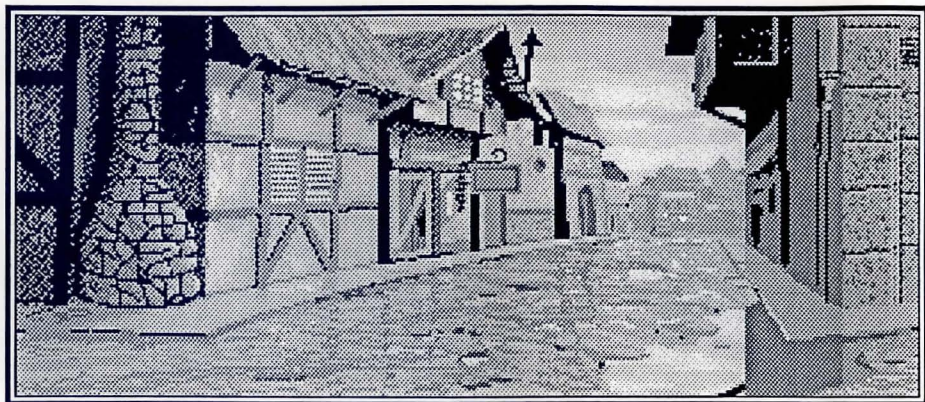
***EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON** is an all 3-D, Legend Series computer role-playing adventure based on the popular AD&D® 2nd Edition game rules and on an original story created for this game.*

In this game, the wizard Khelben Blackstaff sends you to investigate the dreaded Temple Darkmoon. You must explore the temple, deal with its inhabitants, avoid traps, and battle monsters to discover the temple's evil secrets.

The **LEGEND OF DARKMOON** is a real-time game, where exploration, puzzle solving, and combat all happen continuously in the 3-D window. This clue book helps you face all of these challenges. The "Denizens" section contains specific hints on fighting the various enemies and monsters in and around the temple. The "Explorers" section contains maps

and descriptions of the various levels and encounters that make up the adventure. The "Treasure Guide" lists the items found throughout the game.

The information in this clue book is your guide to **EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON**. Use the clue book to answer questions about how the adventure unfolds. If you have any questions about game play, check the Rule Book; or, if you have installation questions, check your Data Card. Armed with this knowledge, you are sure to be successful in your quest!



THE LORE OF TEMPLE DARKMOON

The heavy oak door screeches closed behind you as you stomp the rain and mud from your feet.

"Nasty weather for a walk, eh?" croaks the innkeeper. It's difficult to appreciate the humor in the cold night air. The warmth of the huge fireplace draws you in, where a servant takes your packs and hauls them up the stairs to your rooms.

"Now that you're all checked in and such, I guess you'll be wanting some hot mead and a plate of mutton. Come right this way, and mind the step."

The friendly old man leads you through a short, sparsely-adorned hallway and into the tavern. It's a

friendly place, with crackling fires at both ends. Huge crocks full of soup hang above one, while the other boasts a spit on which a large chunk of lamb slowly roasts. A sultry half-elf makes her way from the bar to your table.

"Well met and good' eve. Come to sup or just drink!"

After you give her your order, she leaves you alone except to place the hot food at your table. The crackling of the fire is almost drowned-out by the rumblings of your empty stomachs, and the food tastes especially good after your tiring, wet journey.

As you sit back and allow the mutton and soup to settle a bit, a voice from behind you speaks up.

"You've come looking for Darkmoon, isn't that right?" says a smallish old man in a worn brown cloak.

"How did you—" you begin, but he cuts you off with a wave of his hand.

"News travels fast in these parts. Fast indeed." The old man's eyes stare out from under the tattered hood, seeming to glow with a light of their own. Suddenly, the world seems to focus on the old man's face, and you forget your very surroundings as you become mesmerized by his story.

"Little was known of the temple called Darkmoon before the Visitor. Oh, we knew of the place, of course, but no one dared to go there.

"One night, sitting here, in the tavern, much as we are now, we heard a thumping at the door. Not a regular knock, you understand, just an odd thumping. When we opened the door, what should we find but a man lying in the mud, striking with what meager strength was left to him on the base of the door.

"Mind you, he was in terrible shape with his clothes all bloody and rent. Well, we cleaned him off and patched up his wounds as best we could, having no healer in these parts. In doing so I noticed that his wounds were not regular, like those of a sword

or axe. But rather, he was covered with burns, and bite marks, as though he had been beset upon by hundreds of dogs, or maybe things worse!

"Over the next few days the Visitor became delirious with a fever and had to remain bedridden. In his delirium he spoke of armies of undead warriors and other evil creatures, and of the conquering of Waterdeep.

"Can you imagine! The conquest of the City of Splendors! Well, we were about to dismiss such ramblings as that of the fever talking when he started to speak of the Temple Darkmoon. From what we could piece together from his disjointed babbling, drow elves had built the original Temple Darkmoon some time ago for reasons that can only be speculated. Drow, being the cold-hearted, evil creatures that they are, started to vie for power amongst themselves which led to their eventual destruction. That is except for their leader, Dran Draggore, who disappeared without any trace. It would now appear that Darkmoon has been rebuilt and is now under the leadership of a man called Dran. Could this be the same Dran of so long ago? If so, it would seem that Dran is quite old and probably quite powerful. This may also be the reason for all the mysterious dis-

Story continues...



appearances of townsfolk from this and neighboring villages.

"The rest of what he spoke of was too incoherent to understand but he did make mention of a book he carried. Apparently our friend had managed to get inside the temple and have a look about. The book supposedly revealed the secrets of the new Temple Darkmoon but we found no such book among the Visitor's clothing. We thought that perhaps he had lost it on his journey here and had not realized it yet.

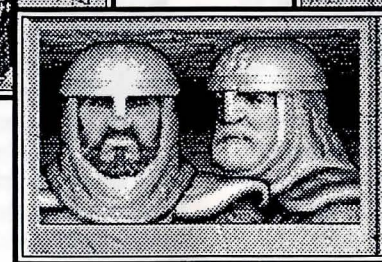
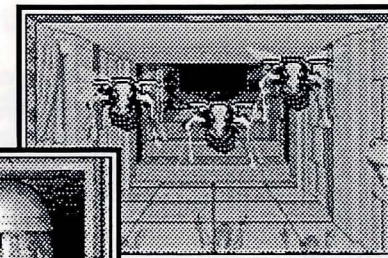
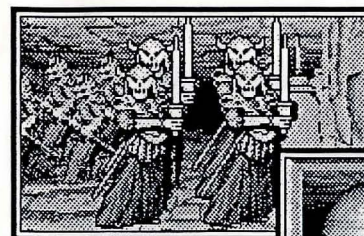
"Several days had passed when we found that our friend had left during the night. All that he left behind was a note and what could only be the book he spoke of. In the note he thanked us for saving him but that now he must leave. He wanted the book delivered back to Khelben Blackstaff in Waterdeep so that perhaps Khelben might be able to send a group to Temple Darkmoon and put a stop to Dran's terrible plan.

"That book I give to you now. I am sure Khelben would want you to have any possible weapon at your disposal. The book contains maps and descriptions of things you shall encounter in Darkmoon. I wish you all the luck in your adventure."

With that, the old man rises from his chair and walks to your table. He produces a dirty and worn leather journal from the depths of his cloak and hands it to you. A quick scan of the contents shows you that indeed you hold a very detailed account of what lurks within the dreaded temple.

"Our futures are in your hands, young heroes," he says as he walks towards the door. "May the powers that be guide you to success. Well met and good luck!"

As he opens the door he turns to your party and chuckles, "Oh yes. Tell Khelben an old friend said hello." With that he turns and disappears into the storm.



DENIZENS OF DARKMOON

Forest Area



Wolves and Dire Wolves

Wolves are very weak monsters with little chance of damaging a fully rested and equipped party. They do little damage and are often killed by a single blow from a strong fighter. You shouldn't have to use spells at all to defeat them.

Dire Wolves are only slightly more dangerous than normal wolves. They do a little more damage, hit a little more often, and can take more damage. Again, don't waste spells on these creatures unless the party is seriously weakened.

Temple Level 1



Clerics (7th Level)

The clerics of Darkmoon often cast *hold person* spells before closing with maces and flails. They can thus paralyze your front fighters and render them unable to fight. Before entering combat with these enemies, make sure at least one of your own clerics is prepared to cast *remove paralysis* so you can counter a *hold person* spell. Once these enemies stop casting spells, they continue to use their weapons until they are defeated. Although they can be defeated with weapons, countering with your own *hold person* spells is the most effective way to fight them.

"Denizens" continues...



Catacomb Level 1



Fighters (7th Level)

The guards on this level are veteran warriors. They attack on sight and fight to the death. Make sure you use *hold person* spells when facing groups of 3 or more

fighters. They use normal weapons and armor, but have lots of hit points and can seriously damage your party. Fighters also carry throwing knives which they often hurl before close combat. Step to the side once they throw these knives and let the knives pass before you move to fight.



Giant Spiders

These are very dangerous enemies if faced by an inexperienced party. Try,

whenever possible, to use ranged weapons and spells to defeat these arachnids. Their poisonous bite leaves characters to slowly wither away. Unless a party is experienced enough to have the *neutralize poison* spell available, do **not** face these foes in close combat. Use spells and ranged weapons to defeat them.

If the spiders close in, make sure your fighters with the best AC are in the front rank. Dwarves with high constitution scores are more likely to resist the poison of these enemies, so they are a good choice for the front rank.

Catacomb Level 2



Clerics (8th level)

These enemies are not much more dangerous than the clerics found up in the temple levels. Use the same tactics to defeat them.

Unfortunately, they are most often found accompanying large numbers of skeletal warriors. Use spells to defeat the clerics, but remember they probably won't affect the skeletal warriors.



Skeletal Warriors

The skeletal warriors represent the first serious danger to the party. Two skeletal warriors together are a serious threat, and four will often defeat the entire party! The best way to

defeat these enemies is to retreat from them so that they spread out. You can then fight them one or two at a time. Magic rarely affects these foes and so the party must essentially hack away at them until they are defeated. Have characters in the rear rank throw anything they can as a weapon.

Above all else, don't allow these enemies to surround the party. Although dangerous with any enemy, it is extremely lethal with these fiends. A party that ends up trapped like this is probably doomed. A good strategy is to find an empty room and fight the skeletal warriors at the door, thus protecting the flanks of the party.



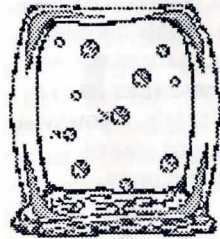
Catacomb Level 3



Margoyles

These foes are dangerous because of their immunity to normal weapons. Make sure the

characters in front have magical weapons when you are facing margoyle. Margoyles can also inflict tremendous amounts of damage on your party if allowed to attack freely. Make sure the party is ready for combat before facing margoyle. Use your weapons as soon as they are readied again, attacking as often and as quickly as possible. Spells are also very useful, but since margoyle are mostly encountered in areas where resting is impossible, use them sparingly. Never allow yourself to be surrounded by margoyle as they can often down a mage with a single blow.



Gelatinous Cubes

These enemies fill the hallway from floor to ceiling and are fairly slow, allowing charac-

ters to defeat them from a distance. However if they get an opportunity to attack the party, they can devour the armor right off of the back of a character! Use daggers, rocks, and spells to destroy these enemies from a distance. If you are forced to fight in close combat, use your weapons as quickly as possible to destroy the gelatinous cube before it can strike.

Catacomb Level 4



Giant Ants

Treat these enemies much like the giant spiders in catacomb level 4. There are endless numbers of

these creatures so don't seek them out. Stay away from them and use ranged weapons.

Temple Level 2



Clerics (7th Level)

More fights with the clerics of Darkmoon await you in the upper temple level. There are groups of clerics (with up to 4 members) which can be very difficult for adven-

turers to fight. You should therefore never face them with a wounded party. Always rest and regain your spells and hit points before attempting to fight the larger groups of clerics. As with the clerics on the level below, use *remove paralysis* spells and *hold person* spells.

"Denizens" continues...



Silver Tower Level 1



Mantis Warriors

The mantis warrior is one of the fastest opponents the party faces.

Their weapons are coated with a paralyzing saliva that

freeze a character much like a *hold person* spell. Make sure that the party's clerics have *remove paralysis* spells prepared before entering combat. However, if the front characters become paralyzed and the party has ranged weapons, keep the paralyzed characters in front and kill the mantis before switching characters. This way, the second rank stays out of range and the party can keep fighting.



Giant Wasps

Giant wasps are even more dangerous than the mantis warriors because they can poison characters, as

well as paralyze them. Fight these enemies with spells and ranged weapons. Fireballs are quite effective and can often down these enemies with a single shot.

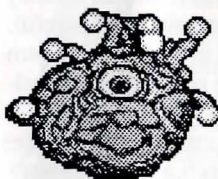
Silver Tower Level 2



Flying Snakes

Another poisonous foe that the party must face, flying snakes are vulnerable to all weapons and

spells. The best way to deal with these creatures is to ready two weapons for each of the front row characters. And as with all poisonous enemies, make sure to ready *neutralize poison* spells before entering combat.



Gas Spores

Gas spores have evolved to resemble beholders. Because of its deceptive cam-

ouflage, most creatures flee rather than face what might be a powerful beholder. Gas spores are relatively harmless unless the party attacks them at close range. Throw a rock or dagger from a distance to kill them safely. If you attack at close range, gas spores explode and damage the party.



Silver Tower Level 3



Will o'wisps

This foe is very difficult to hit, due to its low armor class. The best method of attack is to prepare with *prayer*, *protection vs.*

evil 10' radius, and *haste* spells before combat. This allows the party to hack away and defeat them. The will o'wisps can cause significant damage if allowed to attack many times, so it is recommended that you use two weapons per character to maximize damage on these foes.



Beholders

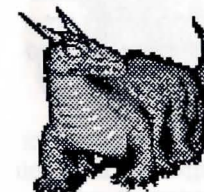
One of the most dangerous opponents in the game, beholders require special tactics and quick

action. Beholders are completely magic resistant because of the anti-magic effects of their central eye. Additionally, a beholder has ranged magical attacks that can devastate the entire party. To defeat a beholder, dodge to the side after each attack. Never stand still or face off against the beholder. Always try to attack a beholder's flank. As with the will o'wisp, have your fighters use two weapons each.

Azure Tower Level 1

You encounter no opponents on this level.

Azure Tower Level 2



Lesser Basilisks

These reptilian menaces can turn a character to stone with a single gaze and are

therefore worthy of respect. Again, a dodge and attack tactic proves useful. Keep in mind that bad luck and a slow dodge can yield a petrified character, so save your game often when facing these foes.



Bulettes

Although these enemies have no special abilities, they do so much damage they can often slay characters with a single

bite. Use the dodge tactic that you used against the beholders earlier. Also, try to use spells and ranged weapons to defeat these creatures.

"Denizens" continues...



Azure Tower Level 3



Greater Guardian Daemons

These demonic opponents are immune to cold-based attacks, and are also

immune to elec-

trical attacks such as *lightning bolt*. You also need +2 or greater weapons to even hit them! Since it is so difficult to hit them, you must swing and dodge to avoid their counterblows. Try not to get surrounded by these enemies as they can surely annihilate the party!

Azure Tower Level 4



Aerial Servants

Another creature that can only be hit by magical weapons, these foes are tough and can inflict serious damage. The best tactic against the aerial servant is to

engage them when the party is under the effects of a *haste* spell.



Medusae

Medusae have only a moderate number of hit points and are fairly easy to hit. Their ability to petrify party members is similar to that of the lesser basilisk but is backed up with a poisonous bite that can prove lethal.

Make sure the party is equipped with polished shields before fighting these foes and save the game often in case the party gets wiped out. Use spells like *prayer* to improve each character's chance against being petrified or poisoned. Then use the *haste* spell to allow the party to maximize their damage against the medusae.

Frost Giant Prison Level



Frost Giants

One of the most dangerous enemies on the azure levels, these foes deserve respect. They are immune to cold-based

attacks, such as *ice storm* and *cone of cold*, and can inflict huge amounts of damage against multiple party members. The best tactic against frost giants is to engage them with *lightning bolt* spells from a distance. The *lightning bolts* often hit additional frost giants, and thus weaken them before you come face to face.



Crimson Tower Level 1



Mages (9th Level)

Once these enemies have cast their spells, they are not very dangerous and can be easily destroyed. However, until they have cast their *fireball* and *ice storm*

spells, continue to swing

and dodge. These 9th level mages cast *fireball* spells that can seriously injure the entire party. Once these foes have cast one or two spells, they do not cast any more.



Hell Hounds

Another fairly easy creature to fight, you can attack hell hounds with regular weapons.

Although hell hounds are immune to fire and

can breathe for 9-18 points against the entire party, they are not particularly quick and go down under the party's swords relatively quickly. Also remember that fire-based creatures generally don't like cold-based spells, such as *cone of cold* and *ice storm*.

Crimson Tower Level 2



Salamanders

As this is another fire-based creature, it is very vulnerable to cold-based spells. *Cone of cold* is a very useful spell against this

foe, especially as salamanders are immune to normal weapons. Use magical weapons and *cone of cold* spells to defeat these denizens of the nether regions.



Mind Flayers

Use caution when dealing with this enemy. Whenever you see these foes, begin to dodge immediately. Do not allow the mind flayer to strike the party with its invisible psionic attack as the entire

party can be paralyzed and then killed. Retreat, dodge, and stay away from this foe. If combat is inevitable, remember that spells rarely harm this enemy. Engage it in melee, swing once or twice, dodge, and then prepare to swing again. Do not stand in front of this foe for long or the party will surely perish.



Dran Draggore

By now you have learned tactics needed to survive this fight.

Good luck!



NON-PLAYER CHARACTERS

There are six non-player characters (NPCs) that can join the party during the adventure. Some are found as bones that can be resurrected.

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



Calandra

Class: Level 9 Fighter
Alignment: Chaotic Good
Race/Gender: Human Female
Ability Scores: Str: 18/36 Int: 13
 Wis: 8 Dex: 15
 Con: 16 Cha: 14
Hit Points: 76
Location: Catacomb Level 2 location 35
Status: Injured (captive)
Equipment: *Helmet +1, Long Sword +1, Shield +1, Plate Mail +2, Spellbook, Skull Key, Iron Ration*



Tanglor

Class: Level 7/7 Fighter/Cleric
Alignment: Neutral Good
Race/Gender: Half-Elf Male
Ability Scores: Str: 16 Int: 13
 Wis: 16 Dex: 15
 Con: 11 Cha: 12
Hit Points: 53
Location: Silver Tower Level 1 location 15
Status: Okay
Equipment: *Short Sword +1, Shield +1, Plate Mail, Holy Symbol, Dagger*



Amber

Class: Level 7/7 Thief/Mage
Alignment: Neutral Good
Race/Gender: Elf Female
Ability Scores: Str: 14 Int: 17
 Wis: 12 Dex: 18
 Con: 9 Cha: 17
Hit Points: 36
Location: Temple Level 2 location 32
Status: Dead (bones)
Equipment: *Magic Dust, Letter to Khelben*



Shorn Diergar

Class: Level 8 Cleric
Alignment: Lawful Neutral
Race/Gender: Dwarf Male
Ability Scores: Str: 15 Int: 14
 Wis: 13 Dex: 14
 Con: 13 Cha: 16
Hit Points: 40
Location: Catacomb Level 2 location 27
Status: Okay (captive)
Equipment: None



Insal

Class: Level 6 Thief
Alignment: Chaotic Neutral
Race/Gender: Halfling Male
Ability Scores: Str: 15 Int: 13
 Wis: 11 Dex: 17
 Con: 16 Cha: 9
Hit Points: 39
Location: Catacomb Level 1 location 12
Status: Injured (captive)
Equipment: None



San-Raal

Class: Level 8 Mage
Alignment: Chaotic Neutral
Race/Gender: Elf Male
Ability Scores: Str: 11 Int: 18
 Wis: 13 Dex: 14
 Con: 16 Cha: 9
Hit Points: 28
Location: Catacomb Level 2 location 29
Status: Dead (bones)
Equipment: None

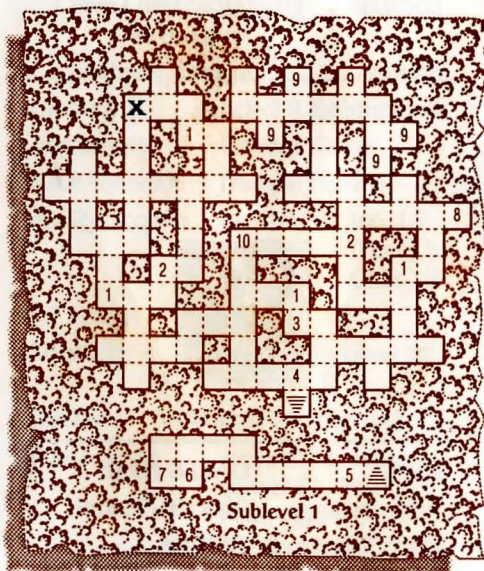


EXPLORERS' GUIDE TO TEMPLE DARKMOON

The following maps and level descriptions provide a location by location description of all major events in the game. It is assumed that the direction north is always at the top of the page. The monsters encountered in the game are usually moving about, so their listed locations are approximate — not actual.

Location numbers given with letters represent connected events. For example, triggering a trap at "1A" causes a fireball to shoot from "1B" or stepping into a teleporter at "2A" transports the party to "2B."

Forest Area



X Start F Forest ↑ Stairs Up ↓ Stairs Down

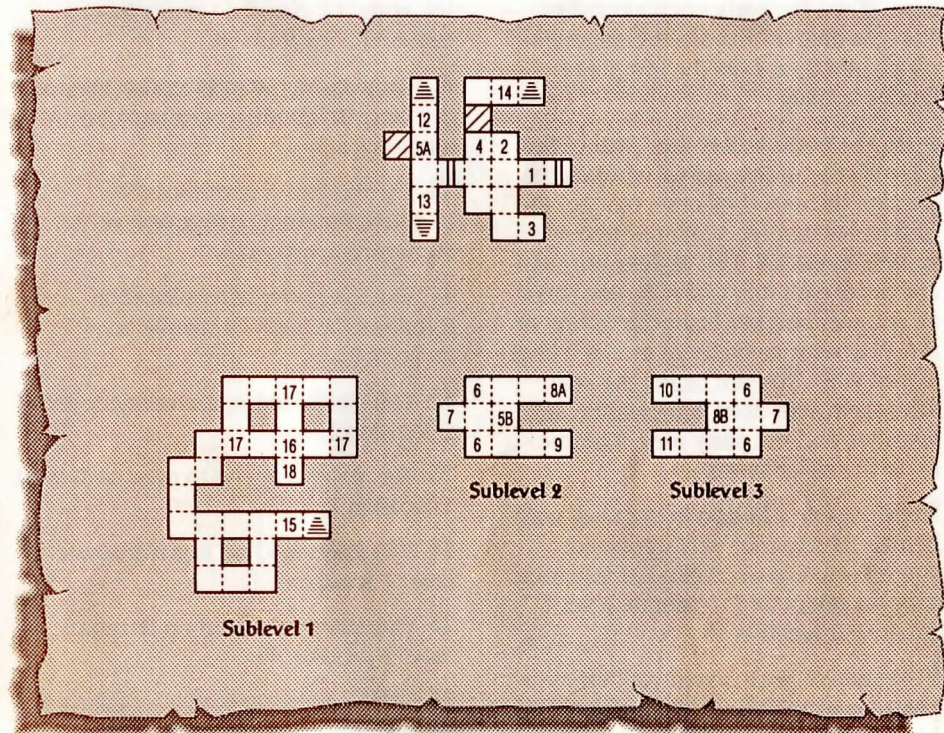
Forest Area

Synopsis: The area surrounding Temple Darkmoon is a small forest. Wolves and their larger cousins, dire wolves, inhabit the forest and may be encountered anywhere.

Locations and Events

- 1 A rock lies at each of these locations.
- 2 An old woman is encountered at one of these areas. You may inquire about Temple Darkmoon or attack her. If you inquire, you can have her lead you to the temple entrance. If she is attacked a scroll linking her to the temple is found.
- 3 A rusted dagger lies here.
- 4 To the south is an illusionary "wall" of trees. You may step through this "wall" to find a set of stairs leading down to sublevel 1, location 5.
- 5 The stairs lead back to the Forest area, location 4.
- 6 Lying on the ground with some rotten food is a set of *leather armor +2*.
- 7 A mage's scroll with the spell *blur* lies here.
- 8 Two arrows lie here.
- 9 A shallow grave can be found at each of these locations. If they are dug up, a random number of femurs or skulls are found.
- 10 The entrance to Temple Darkmoon is in this location.

Temple Level 1



■ Wall □ Transparent Wall ▨ Illusionary/Moveable Wall ◻ Door ↑ Stairs Up ↓ Stairs Down

Temple Level 1

Synopsis: The temple is crafted of finely carved stones, polished to a rich glossy finish. Priests inhabit Temple Darkmoon and may be encountered anywhere.

Locations and Events

- 1 This is the entrance to Temple Darkmoon. Going through the door to the east exits you from the temple and into the forest area at location 10.
- 2 Two priests of Temple Darkmoon greet the party here. They are quite charming hosts and assure the party that nothing evil is happening in

Temple Darkmoon — which is far from the truth. If they are attacked, the encounter at location 3 does not occur. If the party attempts to go through the door to the west or smashes a number of windows, the two priests close the door to the east and attack the party. If you wish to have the encounter at location 3, let the priests welcome you to their home, go directly to location 3, and then attack. In any case the priests must be slain to continue into Temple Darkmoon.

Temple Level 1 continues...



3 A woman named Ira may be resting here. When the party encounters her she tells them of her sister Calandra's plight, and then exits the temple to find her sibling.

4 On the north wall is the "Seal of the Four Winds." If the party wishes to go through the seal they must first get the four horns that are scattered about catacomb levels 1-4. Use all four horns in any order (you don't have to use them all at once, one per character is fine or one character using them one at a time works) while you are facing the seal. After the fourth horn is blown the seal vanishes and the party may continue on to the silver tower.

5A-5B A secret button in the west wall reveals a teleporter when pressed. When the party steps into the teleporter they are teleported to temple level 1 sublevel 2 location 5B.

6 At each of these locations there is a plaque on the wall (west wall for sublevel 2 and east wall for sublevel 3) that reads, "Death be undone by me, but I shall only grant three."

7 At these locations there is a holy symbol on the wall (west wall for sublevel 2 and east wall for sublevel 3). If the party has any dead party members or any decomposed bodies, they may be resurrected at this location. Click on the holy symbol and then choose the character you wish to resurrect. Each holy symbol resurrects three characters after which the holy symbol becomes inactive.

8A-8B The teleporter at this location teleports the party to temple level 1 sublevel 3 location 8B.

9 The teleporter at this location teleports the party to temple level 1 location 5A when used.

10 The teleporter at this location teleports the party to temple level 1 sublevel 2 location 5B.

11 The teleporter at this location teleports the party to temple level 1 location 5A.

12 The stairs lead up to temple level 2 location 1.

13 The stairs descend to catacomb level 1 location 1.

14 The stairs lead up to silver tower level 1 location 1.

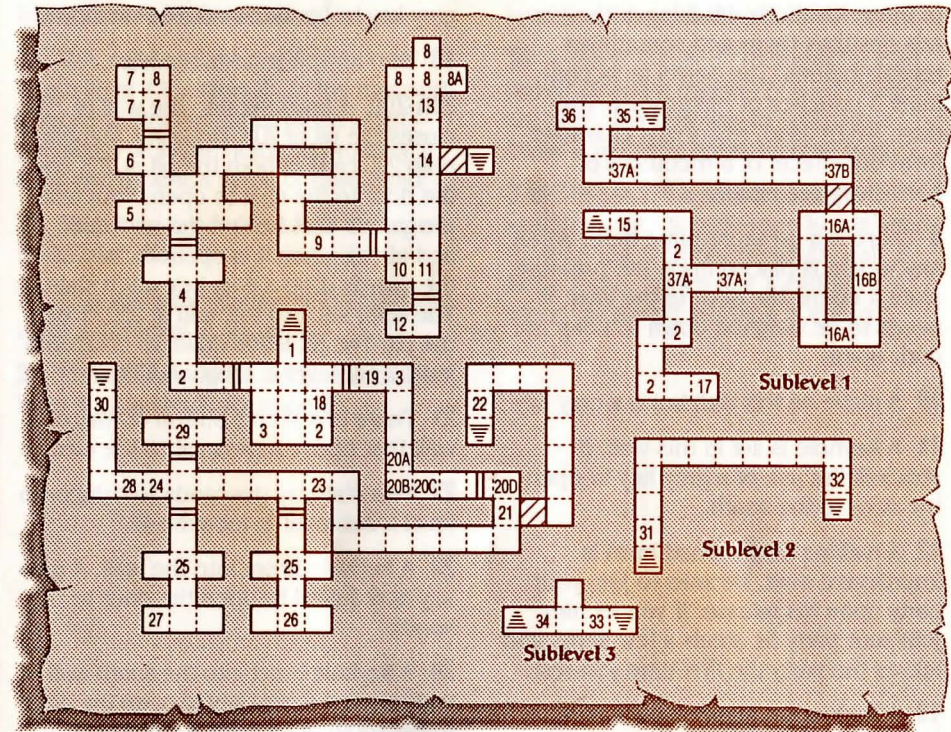
15 The stairs here lead up to temple level 2 location 45.

16 The party lands here after falling through the pit at temple level 2 location 47.

17 A Darkmoon priest stands guard at each of these locations.

18 A Darkmoon priest stands guard here. On the floor lies a mage scroll of *true seeing*.

Catacomb Level 1



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down

Catacomb Level 1

Synopsis: The walls here consist of large fitted stones covered with dead moss. Temple Darkmoon guards are encountered on this level.

Locations and Events

1 The stairs lead back up to temple level 1 location 13.

2 A single rock lies at each of these locations.

3 Two rocks are at these locations.

4 There is a pressure plate here. When any weight is placed upon the pressure

plate it opens the door to the north. This only happens once and then the door remains open.

5 Two Darkmoon guards are here. One drops a grey key when killed.

6 The lever on this wall opens the door to the north.

7 There is a niche in the wall at each of these locations. Two of them hold an iron ration. A Darkmoon guard attacks when the door is opened.

Catacomb Level 1 continues...



8 A frail, iron-bound barrel sits at each of these locations. Hacking at the barrels destroys them and sometimes reveals rations. The barrel at 8A contains 3 pouches of *magic dust*. This dust, when used, restores a character from the effects of a medusa's or basilisk's gaze attack.

9 There is a pressure plate here. When any weight is placed upon the pressure plate it opens the door to the east. It needs to be weighed down to keep the door open.

10 A niche on this wall holds a grey key.

11 A keyhole is set in this wall. It requires the use of a grey key to open the door to the south.

12 A halfling thief named Insal is imprisoned here. He asks to join your party upon his release. If you let him join your party he steals a few items and leaves the party the first time you rest.

13 A Darkmoon guard patrols here.

14 There is a secret button on the east wall that reveals a stairway descending to catacomb level 1 sublevel 1, location 15.

15 This stairway goes back up to catacomb level 1 location 14.

16A-16B A giant spider appears at both locations 16A when you step on area 16B.

17 The remains of an elf are here. If you attempt to pick the elf up, the body crumbles to dust. Underneath the body lies a clerical scroll of *neutralize poison*, a mage scroll of *magic missile*, a copper key, and a scroll with a partial map of catacomb level 1.

18 A keyhole in the wall here requires a grey key to open the door to the north.

19 Two temple guards are here.

20A-20D A lever set into the wall at 20A closes the pit at 20B. However, stepping onto 20C causes both the pit at 20B and the door to the east to open. Four temple guards wait behind the east door and attack when it is opened. Two of the guards drop a grey key when slain. The lever set into the wall at 20D closes the pit. The pit leads down to catacomb level 2 sublevel 1, location 50A.

21 There is a secret button on the east wall that opens a passage to the east.

22 This stairway descends to catacomb level 2 sublevel 1, location 49.

23 A keyhole is set into the wall. A grey key is required to open the door to the south.

24 A keyhole is set into the south wall that requires a grey key to open the door to the south. A keyhole is also set into the north wall. There is no key that opens this lock but a thief can pick it. Also, stepping into area 28 opens the door.

25 Four temple guards wait at both of these locations.

26 The water basin in the south wall holds a *dagger +1*.

27 On the floor lies a horn called "Northwind" and a scroll with some instructions for the temple guards.

28 Stepping into this area causes the door on the north wall at location 24 to open.

29 Two temple guards wait here. One drops a grey key when killed.



30 This stairway descends to catacomb level 1 sublevel 2, location 31.

31 The stairway here goes up to catacomb level 1 location 30. In the east wall a secret button reveals a niche when pressed. The niche holds an ordinary sling and a clerical scroll of *raise dead*.

32 This stairway descends to catacomb level 2 location 1.

33 This stairway descends to catacomb level 2 sublevel 2, location 47.

34 This stairway goes up to catacomb level 1 sublevel 1, location 35.

35 This stairway descends to catacomb level 1 sublevel 3, location 34.

36 A *mace -2* called "Thumper," a *long sword -3*, and a *dagger -2* called "Yargon" are here. The only way to drop these items is to cast a *remove curse* spell.

37A-37B At 37B a secret passage appears when a darkmoon key is used to open the lock on the south wall. A large spider appears at locations 37A when the secret passage is entered.



Catacomb Level 2

Synopsis: The walls here consist of large fitted stones covered with dead moss. Temple Darkmoon priests and skeletal warriors inhabit this level.

Locations and Events

- 1 This stairway leads up to catacomb level 1 sublevel 2, location 32.
- 2 A keyhole set in the north wall requires a grey key to open the door to the west.
- 3A-3C There is a lever in the west wall at 3A. When the lever is pulled a fireball trap is triggered at 3C. The best way to avoid the fireball is by taking a step back after the lever is pulled. Once the fireball hits the wall, a skull key appears in the niche at 3B.
- 4 The skull lock set into the wall requires a skull key to open the door to the north.
- 5 Upon entering this area the door to the north opens, and four skeletal warriors (from location 6) charge forth.
- 6 There are four skeletal warriors waiting to ambush anyone stepping into location 5.
- 7 Upon entering this area the door to the east opens and three skeletal warriors and one Darkmoon priest attack.
- 8 Three skeletal warriors and one Darkmoon priest are waiting here. The priest drops a skull key when killed.
- 9 A skull lock in the west wall requires a skull key to open the door to the north.
- 10 Three skeletal warriors and a Darkmoon priest guard here.
- 11 A *robe +1*, one *dagger +2*, and a skull key lie here.
- 12 The door here is jammed, and must be forced open.

13 Four skeletal warriors are at each of these locations. They attack when you enter the room.

14 & 14A Two skeletal warriors and two Darkmoon priests stand guard at locations 14 and 14A. They attack when you enter the room. At 14A a scroll of *neutralize poison* lies on the floor.

15 An *axe +2* called "The Bait," a *short sword +2* called "Sting," normal boots, a normal helmet, two iron rations, and two clerical scrolls each with a *cure serious wounds* spell lie in a pile here.

16 A niche here contains a Darkmoon key and a clerical scroll of *neutralize poison*.

17 A secret button on the wall opens a secret passage to the west.

18 A *potion of vitality* and a *potion of cure poison* are found here.

19 The wall to the south is an illusion.

20 A button in the north wall raises and lowers the cell door to the south.

21 A femur lies on the floor.

22 A button on the south wall raises and lowers the cell door to the north.

23 A skull rests on the floor.

24 A button on the north wall raises and lowers the cell door to the south.

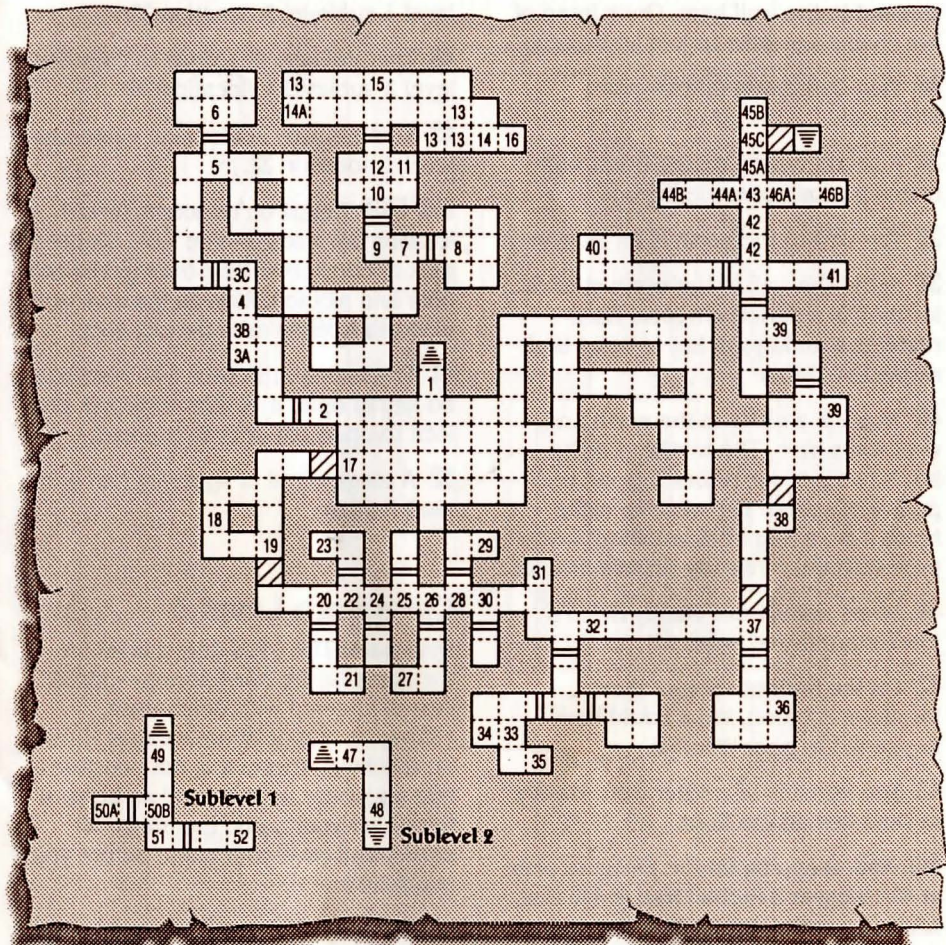
25 A button on the south wall raises and lowers the cell door to the north.

26 A button on the north wall raises and lowers the cell door to the south.

27 A dwarven cleric named Shorn Diergar is imprisoned here. There is a chance that he will ask to join your party.

28 Set in the south wall is a button that raises and lowers a cell door to the north.

Catacomb Level 2



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down

- 29 The decomposed body of the drow mage San-Raal lies here. If resurrected, he makes a worthy companion.
- 30 A button on the north wall raises and lowers a cell door to the south.
- 31 Two Darkmoon priests are guarding the passage way here.
- 32 A skull lock requiring a skull key opens the door to the south.

- 33 Two Darkmoon priests are here. They drop a holy symbol and a darkmoon key when slain.
- 34 A *shield +1*, a set of *plate mail +2*, a *long sword +1*, a *helm +1*, one iron ration, a magic user's spellbook, and a skull key lie here.

Catacomb Level 2 continues...



35 A female warrior named Calandra is chained to the wall here. Once freed of her chains she asks to join your party.

36 Two Darkmoon priests guard this room.

37 A secret button on the north wall opens a secret passage beyond.

38 The wall to the north is an illusion.

39 Set in the wall to the north at each location is a darkmoon lock. Each requires a darkmoon key to open their respective doors.

40 There is a niche in the north and west walls here. The northern niche holds two *potions of healing* and one *potion of speed*. The western niche holds a horn named "East Wind" and a page torn out of Wently Kelso's journal.

41 Some notes from Wently Kelso's journal are found here.

42 On the floor at each of these locations is blood. What could have happened to poor Wently?

43 The remains of a letter from Wently to Dran lies on the floor.

44A-44B Stepping on the pressure plate at 44A triggers a fireball trap at 44B that heads towards your party.

45A-45C Stepping on the pressure plate at 45A triggers a fireball trap at 45B that heads towards your party. The east wall at 45C is frail and it can be knocked down by bashing at it. Once bashed, the wall reveals one rock and stairs descending to catacomb level 3 location 1.

46A-46B Stepping on the pressure plate at 46A triggers a fireball trap at 46B that heads towards your party.

47 This stairway leads up to catacomb level 1 sublevel 3, location 33.

48 This stairway descends to catacomb level 3 sublevel 1, location 39.

49 This stairway leads up to catacomb level 1, location 22.

50A-50B The pit on catacomb level 1 location 20B leads to here (50A). Throw a rock or other small item through the cell door and hit the button on the west wall at location 50B to raise the cell door.

51 The lock on the west wall here has no key to open it. A thief may pick the lock to open the door to the east.

52 A mage scroll of *lightning bolt* and a skull lie here.

Catacomb Level 3

Synopsis: The walls of this level are the same as the ones above — fitted stones covered with dead moss. Margoyles and gelatinous cubes thrive on this level. (Note: It is not possible to rest anywhere on this level so be sure to rest up your party, memorize all spells, and save your game before you continue.)

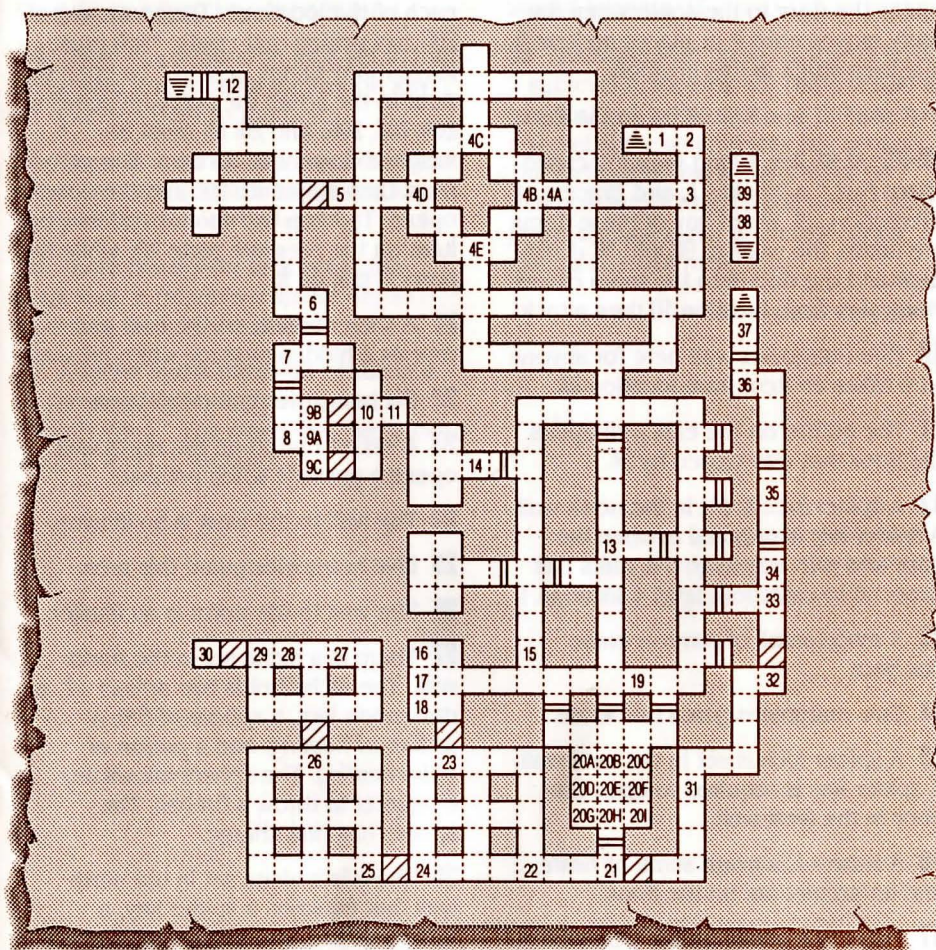
Locations and Events

1 This stairway leads up to catacomb level 2 location 45C.

2 The writing on the east walls reads, "There is no turning back. All who enter are doomed."

3 There is a small trip stone in the floor here. When the party moves over it a door closes to the north effectively trapping the party on this level.

Catacomb Level 3



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down

4A-4E A button is set into the north wall at 4A. This controls the spin corridor to the west. If the button is not pressed before the party reaches 4B, they are spun 90 degrees to 4C. Each time 4B-4E is entered the party is spun 90 degrees counter-clockwise. If the button at 4A is pressed then the spin corridor is "turned" off.

5 The wall to the west is an illusion.

6 One gelatinous cube waits here. Beneath it lies a *potion of healing*, a spider key, and one skull. The button on the east wall opens the door to the south.

Catacomb Level 3 continues...



7 A pressure plate in the floor here opens the door to the south when the party moves onto it or places an item on it. It is then stuck in this position.

8 A *staff +1* and a skull lie on the floor.

9A-9C At 9A lies a *long sword -2* called "Hath Kull," a *shield +1*, and *bracers of protection +5*. When any of these items are taken, the walls at 9B and 9C disappear and the door into the room closes. Margoyles from location 10 then attack.

10 Five margoyles wait here for anyone who takes an item from location 9A.

11 The button on the east wall opens the door that was closed by 9A.

12 A spider lock is set in the north wall. A spider key is required to open the door and gain access to the stairs that descend to catacomb level 4 location 1.

13 A mage scroll of *remove curse* lies here.

14 Two margoyles guard this room.

15 A spider lock is set in the west wall. A spider key is required to open the door in the west wall.

16 A *robe +1*, a mage scroll of *haste*, and an amulet are on the floor.

17 There is a portal on the west wall. It requires the stone dagger or stone gem to activate. The stone gem takes the party to temple level 2 location 36.

18 Three iron rations and a spider key are here.

19 A spider lock is set in the south wall. A spider key is required to open the door just west of the lock.

20A-20I There is a pressure plate at each of the locations. The south wall at 20G has writing that reads, "You must leave many things behind." To open the door to the south the pressure plates at 20A, 20C, 20G, and 20I all must be weighed down with an item. The party must then step onto 20E and the door opens. To keep the door open leave an item on the pressure plate 20E while the party is still on it.

21 A secret button on the east wall reveals a hidden passage when pressed.

22 Six margoyles guard this area.

23 A secret button on the north wall opens a passage when pressed.

24 The wall to the west is an illusion.

25 Five margoyles guard this area.

26 The wall to the north is an illusion.

27 There is a niche set in the north wall. The niche holds two *arrows +1*, a darkmoon key, a *sphere of fire*, a *potion of healing*, and a *potion of extra-healing*. The sphere allows any character to throw a fireball. The sphere has one charge.

28 There is a niche set in the north wall that contains a spider key, a *sphere of fire*, and a stone gem portal key. An axe is also on the floor here.

29 A secret button on the west wall reveals a hidden room when pressed.

30 There is a long bow, eight *arrows +2*, and a *cloak of protection +3* called "Moonshade" on the floor.

31 A margoyle guards this hidden passage.

32 A secret button on the north wall opens a passage when pressed.



33 Three margoyles guard this room. One drops a grey key when killed.

34 There is a darkmoon lock set in the west wall. It requires a darkmoon key to open the door to the north.

35 There is a darkmoon lock set in the west wall. It requires a darkmoon key to open the door to the north.

36 There is a spider lock set in the west wall. It requires a spider key to open the door to the north.

37 A niche in the east wall contains a darkmoon key and a horn called "South Wind." The stairs lead up to catacomb level 3, location 38.

38 The stairs descend to catacomb level 3 location 37.

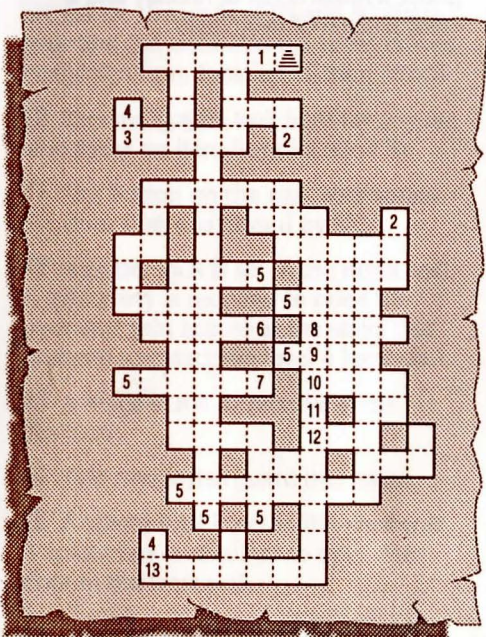
39 The stairs lead up to catacomb level 2 sublevel 2, location 48. There is also a grey lock set in the east wall that opens a secret niche when a grey key is used. The niche contains a mage scroll of *detect magic*, a mage scroll of *shocking grasp*, a mage scroll of *fireball*, and a clerical scroll of *raise dead*.



Catacomb Level 4

Synopsis: Large fitted stones covered with dead moss make up the walls of this level. This is the lair of many giant ants which you encounter throughout the level.

Catacomb Level 4



■ Wall ■ Stairs Up ■ Stairs Down

Location and Events

- 1 The stairs lead up to catacomb level 3 location 12.
- 2 At each of these locations large scratch marks appear on the walls.
- 3 A rock, a spider key, two femurs, and two skulls are on the floor.
- 4 At each of these locations, on the north wall is an entrance to the giant

ant lair. The opening is too small for the party to enter but occasionally a giant ant may be seen coming out of these.

- 5 At each of these locations sits the remains of broken clay jars.
- 6 On the floor at this location is a femur, a skull, two rocks, and a *dagger +2* called "Sa Shull."
- 7 There are two femurs on the floor.
- 8 On the floor here is some giant ant ichor (blood), three darts, a *dagger +1*, and a dagger.
- 9 A pair of leather boots and a femur are here.
- 10 A *shield +1* and a femur are on the floor.
- 11 A set of chain mail, a dagger, a *long sword -2*, and a darkmoon key lie here.
- 12 A skull and a helm are here.
- 13 A helm, a set of plate mail, a pair of leather boots, a *potion of cure poison*, a *long sword +1*, and a horn called "West Wind" lie on the floor.

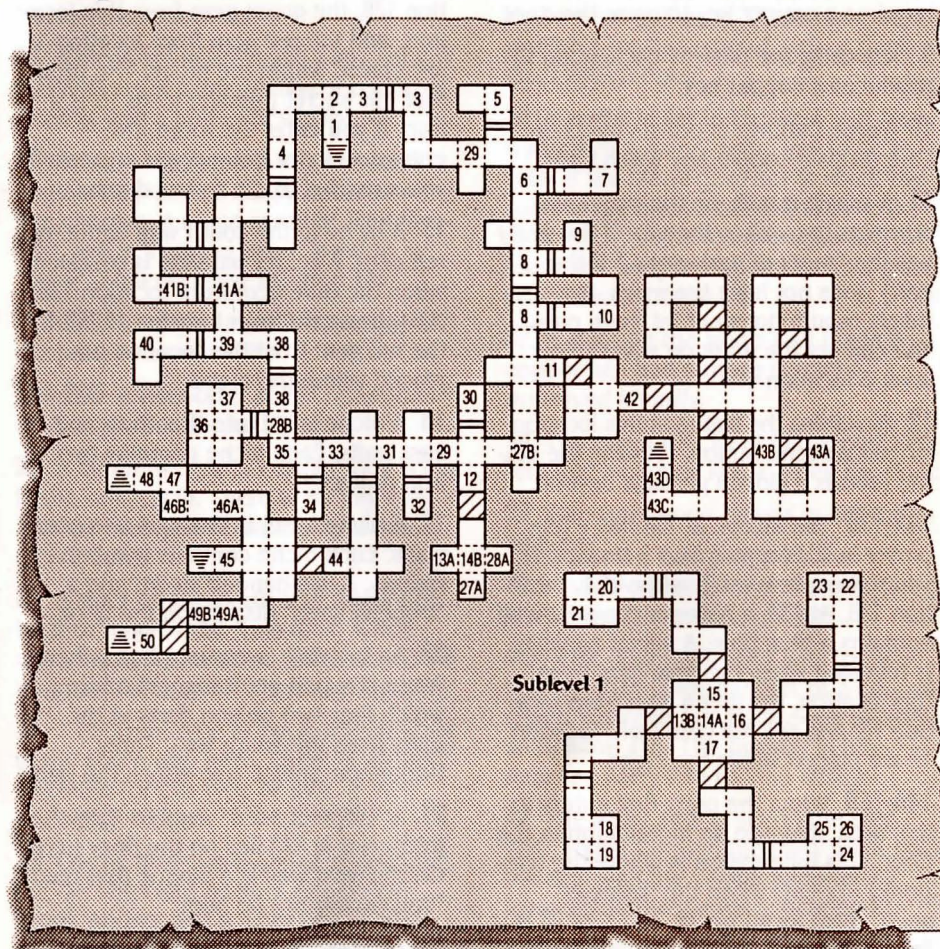
Temple Level 2

Synopsis: The temple is crafted of finely carved stones polished to a rich, glossy finish. Priests inhabit Temple Darkmoon and may be encountered anywhere.

Locations and Events

- 1 These stairs descend to temple level 1 location 12.
- 2 The first time the party enters this location a Darkmoon priest informs them that they are not allowed on this

Temple Level 2



■ Wall ■ Transparent Wall ■ Illusory/Moveable Wall ■ Door ■ Stairs Up ■ Stairs Down

- level of the temple. Should the party leave and then return, the priest attacks. To continue onward, the priest must be slain.
- 3 The copper lock set in the north wall requires a copper key to open the door.
- 4 The copper lock set in the west wall requires a copper key to open the door.

- 5 A shelf on the north wall holds a mage scroll of *invisibility*.
- 6 A Darkmoon priest guards this corridor.
- 7 A shelf hangs on the east wall. On the shelf lies a spellbook and a lockpick set.

Temple Level 2 continues...



8 The copper lock set in the west wall requires a copper key to open the door.

9 Searching the bed (by clicking on it) produces a copper key.

10 Three Darkmoon priests wait here. One drops a copper key when slain.

11 A magic mouth on the south wall removes the wall to the east if the party has the "mark of darkmoon." If the party does not have the mark, the magic mouth does not let them pass. You can get the mark on silver tower level 3 location 41.

12 Smashing the statue at this location reveals a secret button. Pressing the button reveals a hidden passage beyond.

13A-13B The alcove at 13A has a teleporter in it. Stepping into it transports you to temple level 2 sublevel 1, location 13B. At 13B, a niche in the west wall contains a blue gem. A secret passage is revealed when the blue gem from this location, the green gem from location 16, and the red gem from location 17 are placed within the niche.

14A-14B When the party first enters to this area, they see an indentation in the floor. This indentation is where the teleporter appears when the "tropelet seed" from locations 19, 21, 23, or 26 is "planted." Plant the seed by placing it in the indentation. (The party must not be standing on it.)

15 A niche in the north wall contains a copper key. A secret passage is revealed when the blue gem from location 13B, the green gem from location 16, and the red gem from location 17 are placed within the niche.

16 A niche in the east wall contains a green gem. A secret passage is

revealed when the blue gem from location 13B, the green gem from this location, and the red gem from location 17 are placed within the niche. The room that this secret passage leads to is a trap. If you enter the room, the entrance closes behind you and leaves you stranded to die a slow death.

17 A niche in the south wall contains a red gem. A secret passage is revealed when the blue gem from location 13B, the green gem from location 16, and the red gem from this location are placed within the niche.

18 A niche is set into the north and east walls. Each niche contains two iron rations.

19 A niche is set in the east and south walls. Each niche contains two iron rations. A two-handed sword and a "tropelet seed" also lie on the floor.

20 An invisible pressure plate is here. When stepped on, it triggers a trap which fires two poison darts at the party from the south wall. Three Darkmoon priests also attack the party.

21 A "tropelet seed" used to "grow" a teleporter at 14A lies on the floor here. On the west wall is a plaque that reads, "You should not be here."

22 A set of *plate mail +3*, a *two-handed sword +2*, a clerical scroll of *raise dead*, a femur, a ring of adornment, a skull, a note from the prior occupant of this room, and a "tropelet seed" used to "grow" a teleporter at location 14A all lie on the floor here. As mentioned earlier in the description for location 16, this room is a trap. There is no way to exit this room. Now is the time to load that last save of yours. You were warned!

23 A plaque on the north wall reads, "So much to take, but nowhere to take it."



24 A plaque on the east wall reads, "Emergency supplies."

25 A niche set in the north wall contains two *potions of extra healing*, a *potion of healing*, and a *potion of vitality*.

26 A niche set in the north wall here contains a *wand of magic missiles* with five charges, a mage scroll of *lightning bolt*, and a "tropelet seed" used to "grow" a teleporter at location 14A.

27A-27B A teleporter at 27A transports the party to location 27B.

28A-28B A teleporter at 28A transports the party to location 28B.

29 A different type of copper lock is set in the north wall. There is no key available for this type of lock, a thief must pick it open.

30 A shelf on the north wall holds two bags of *magic dust*. This dust, when used, heals a character of the effects of a medusa's or basilisk's gaze attack.

31 A different type of copper lock is set in the south wall here. There is no key available for this type of lock, a thief must pick it open.

32 On the floor lies a bag of *magic dust*, the decomposed body of Khelben's scout, Amber, and a letter from Amber to Khelben. The dust, when used, heals a character of a medusa's or basilisk's gaze attack. Amber knows many spells, and makes a useful addition to the party – once she is resurrected.

33 Set in the south wall here is a crimson lock. The crimson key found on azure tower level 2 location 48 is required to open this lock.

34 An angry Darkmoon priest guards this room. He rushes to attack when the party approaches the door.

35 A different type of copper lock is set in the west wall here. There is no key available for this type of lock; a thief must pick it open.

36 A portal is set in the west wall here. It requires a stone portal key to activate. If the stone gem key is used, the party transports to catacomb level 3 location 17. If the stone-dagger key is used, the party transports to frost giant prison level location 6.

37 A shelf on the north wall holds a copper key and a mage scroll of *improved identify*.

38 The copper lock set in the east wall requires a copper key to open the door.

39 Two Darkmoon priests guard the hallway.

40 A shelf on the west wall holds two clerical scrolls of *create food*.

41A-41B When the party gets to location 41A they overhear part of a conversation between two Darkmoon priests at location 41B. The priests, in turn, hear the party and rush to attack.

42 The azure seal is set on the east wall. To get through the party must bash the seal with the *crystal hammer +2* from silver tower level 3 location 22.

43A-43D This area is comprised of several shifting walls. The shortest way through this area is to go to location 43A which has a niche in the north wall. Placing any small item in the niche causes the west wall to vanish and a secret button to appear on the west wall of location 43B. To keep this new passage open and the secret button accessible, the item must remain in the niche. Pressing the secret button at 43B reveals another secret passage. Four Darkmoon priests stand guard at loca-



tion 43C, and the stairs at 43D lead up to azure tower level 1 location 1.

44 The party must insert the "Eye of Talon," the "Hilt of Talon," and the "Tongue of Talon" into the crimson tower seal set in the west wall. When all three pieces are in place, the west wall "melts" away to reveal a hidden passage. "Talon," a long sword +4, lies on the floor when the wall is gone. (Note: Once a piece of "Talon" goes into the wall, the party cannot remove it. Before putting any pieces of "Talon" into the wall, make sure the party has all three.)

45 The stairs to the west descend to temple level 1 location 15.

46A-46B Stepping on the pressure plate at location 46A causes a fireball (headed east) to shoot from the mouth of the skull set in the west wall at location 46B. This pressure plate resets when the party goes up the stairs.

47 The pit at this location opens and closes continually. The pit remains opened or closed for approximately 2 seconds.

48 The stairs to the west lead up to crimson tower level 1 location 1.

49A-49B Weighing down the pressure plates at locations 49A and 49B causes the west wall at location 49B and the east wall at location 50 to disappear.

50 Four Darkmoon priests guard the stairs to the west. They stay at their post and do not leave it for any reason, even to pursue the party. The stairs lead up to crimson tower level 1 location 5.

Silver Tower Level 1

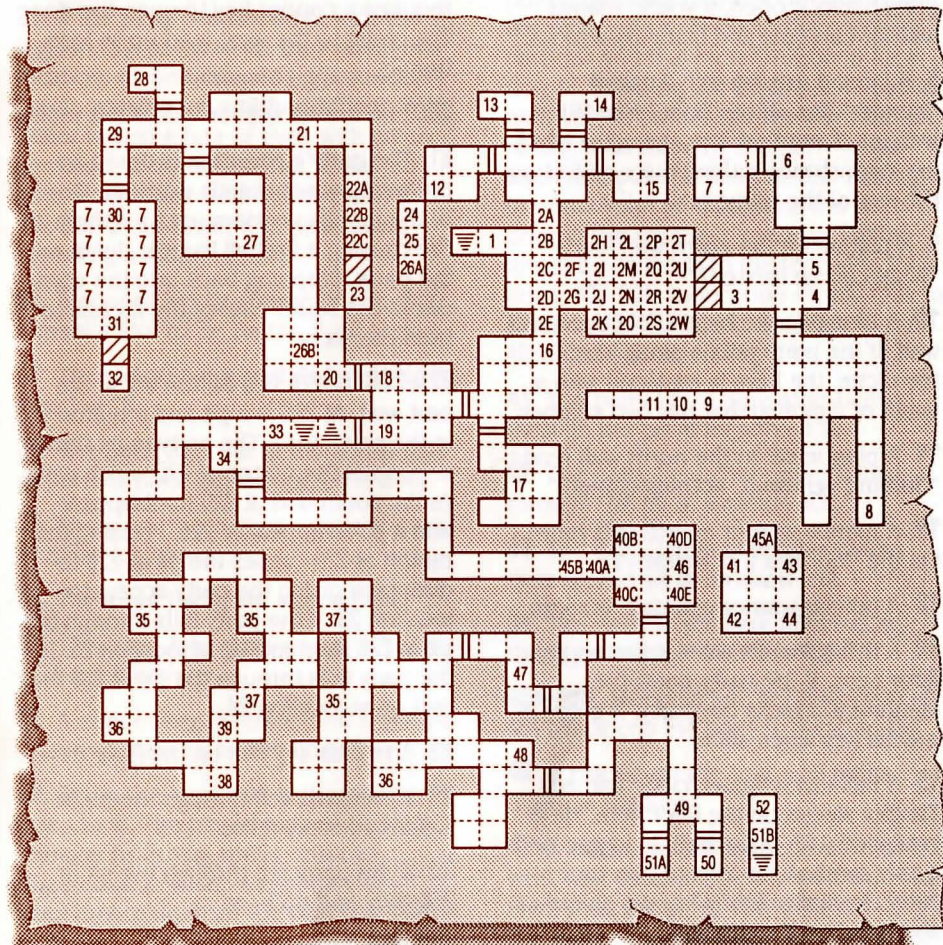
Synopsis: This is the first level of the silver tower. The walls consist of finely carved stones polished to a glossy finish. Thri-kreen (mantis warriors) are encountered in the first portion of this level and giant wasps are encountered in the last portion.

Locations and Events

1 The stairs descend to temple level 1 location 14. The first time the party enters this location a "spirit" welcomes them to the "test."

2A-2W On the floor and ceiling at each of these locations sits a light pad. The party suffers severe damage whenever they enter one of these locations. There are also a number of pads that "blink" on and off, creating an elusive path to the east walls of locations 2U and 2V. When the party enters location 2R, the east walls at 2U and 2V disappear. To navigate the path with as little damage as possible, the party must time the blinking pads correctly. The optimum path is 2C, 2F, 2I, 2J, 2K, 2O, 2S, 2R, 2V. These pads can only be entered safely when they are off, so timing is important. The pad at location 2J never really goes off and the party suffers damage when they enter it. When the east walls at locations 2U and 2V disappear, a number of mantis warriors are waiting at location 3. The party must dispose of these creatures as quickly as possible because the blinking light pads are continually cycling. The best strategy is to slay a mantis warrior standing in front of the party and quickly step forward (if possible). This gets the party off of the light pads so that they can deal with the mantis warriors without receiving extra damage. At location 2P a cursed axe -2 lies on the floor.

Silver Tower Level 1



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down

3 There are four mantis warriors waiting here. They attack the party when the west wall disappears in an attempt to keep them on the light pads. One of the mantis warriors drops a bone key when slain.

4 A lever set in the south wall turns the blinking light pads on and off. Currently, it is in the on position. In

addition, this lever also turns off the pads at locations 2A, 2B, 2D, and 2E.

5 A bone lock in the east wall requires a bone key to open the door.

6 A button in the north wall opens the west door.

Silver Tower Level 1 continues...



7 A mantis egg sits on the floor. If the party hacks it open, a young mantis warrior emerges and instantly attacks.

8 A cursed *long sword -2* called "Hunger" lies on the floor here. If the weapon is readied, the character wielding it consumes rations twice as fast as the rest of the party.

9 A plaque on the north wall reads, "What can be trusted?"

10 A triangular niche is set in the north wall. If the party puts a small item in the niche, the item is replaced with a *wand of lightning* that has two charges.

11 A plaque set in the north wall reads, "Nothing ventured, nothing gained."

12 A mantis warrior guards this room. On the floor lies a *polearm +1*.

13 A mantis warrior guards this room.

14 A dying mantis warrior lies on the floor here. If the party heals the creature it attacks the party. It drops a mantis key when slain.

15 A half-elven fighter/cleric named Tanglor sleeps on the floor here. He is equipped with plate mail, a dagger, and a holy symbol. He asks to join your party. A *short sword +1* and a *shield +1* are found on the ground.

16 A lone mantis warrior guards this room.

17 A magic mouth on the west wall waits here. After the mouth speaks the party must place three bones in the mouth to gain a bone key.

18 A mantis lock set in the north wall requires a mantis key to open the door.

19 A copper lock set in the south wall requires a copper key to open the door. The stairs to the west lead up to location 33.

20 Two mantis warriors guard this room.

21 The party's attention is drawn to the west by two mantis warriors. One of the mantis warriors uses a *sphere of fire* causing a fireball to bear down on the party. Stepping back into the corridor to the south causes the fireball to miss the party.

22A-22C At 22A is a button set in the east wall. At 22C is a pit and a button set in the south wall. The party must throw an item at the button at 22C which causes the south wall at 22C to disappear and a pit to appear at 22B. Pressing the button at 22A causes the pit at 22B to disappear giving the party access to location 23. If the party falls through the pit at 22C they end up at location 25. If the party falls through the pit at 22B they end up at location 24.

23 A mantis key lies on the floor here.

24 If the party fell through the pit at 22B they end up here.

25 If the party fell through the pit at 22C they end up here.

26A-26B Stepping in the teleporter at location 26A transports the party to location 26B.

27 A mage scroll of *blur* and a mage scroll of *dispel magic* lie on the floor here. They are guarded by a mantis warrior.

28 An iron ration lies on the floor here.

29 A mantis lock set in the north wall requires a mantis key to open the door to the south.



30 A mantis warrior guards this room.

31 If the party has not dealt with the eggs in this room when they reach this location, all undamaged eggs suddenly hatch, making for a rather difficult fight. There is also a pair of eyes with green gems set in the south wall. If the left gem is removed from the eye and then put back, the south wall disappears revealing a hidden room.

32 A copper key, a *sphere of fire*, and a mantis idol all lie on the floor here.

33 The stairs to the east descend to location 19.

34 The bone lock set in the south wall requires a bone key to open the door.

35 There are three giant wasps at each of these locations.

36 There are two giant wasps here.

37 There are four giant wasps at each of these locations.

38 A copper key, a femur, and a *potion of cure poison* lie on the floor here.

39 Set in the west wall is the giant wasp nest. The nest does not take any damage from any spells or blows directed at it. Giant wasps can be seen emerging from the nest from time to time.

40A-40E There is a pressure plate on the floor at location 40A. Stepping onto this pressure plate resets all the levers and pits at locations 40B, 40C, 40D, and 40E. To open the four doors in the southern corridor from this room the party must pull the levers in the down position in this order; 40B, 40C, 40E. As each of these levers are pulled a pit opens beneath the preceding lever starting with location 40D when the lever at

40B is pulled. When the lever at 40E is pulled the door to the south opens and the party gains access to the southern corridor and the secret button at location 47. Pressing the button at 47 causes an invisible barrier to form over the pit at 40D, thus allowing the party to go back and pull the lever at 40D. Pulling the final lever at 40D opens the last door in the southern corridor. Falling into the pits leads to the following locations; 40B falls to location 41, 40C falls to location 42, 40D falls to location 43, and 40E falls to location 44.

41 The party lands here after falling through the pit at location 40B.

42 The party lands here after falling through the pit at location 40C.

43 The party lands here after falling through the pit at location 40D.

44 The party lands here after falling through the pit at location 40E.

45A-45B Stepping into the teleporter at 45A transports the party to location 45B.

46 A plaque on the east wall reads, "Faith is the key."

47 A secret button at the bottom of the west wall causes an invisible barrier to form over the pit at 40D, thus allowing the party to go back and pull the lever. Pulling this lever opens the door to the west of location 47.

48 A copper lock in the east wall requires a copper key to open the door.

49 When the party first reaches this location, the spirit that appeared at location 1 returns.



50 This teleporter supposedly continues the "test," according to the spirit encountered at 49. The spirit is lying. Should the party step into this teleporter, they suffer some damage and are transported back to location 33.

51A-51B This teleporter supposedly leads to certain death, according to the spirit encountered at 49. The spirit is lying. Stepping into this teleporter transports the party to location 51B, thus continuing the "test." The stairs south at 51B lead up to silver tower level 2 location 1.

52 Stepping into this teleporter transports the party to the doorway at location 51A.

Silver Tower Level 2

Synopsis: This level, like silver tower level 1, is made of finely carved stone with a glossy finish. Flying snakes and gas spores are encountered on this level.

Locations and Events

- The stairway to the north descends to silver tower level 1 location 51B.
- The stairway to the north leads up to silver tower level 2 location 3.
- The stairway to the south descends to silver tower level 2 location 2.
- A plaque on the west wall reads, "The way through three is two not four."
- The north and south walls each have a plaque with the number "1" printed on them.
- A fireball is fired at the party when they enter this room.

7 The north and south walls each have a plaque with the number "III" printed on them.

8 A gas spore attacks when this door is opened.

9 The west and east walls each have a plaque with the number "II" printed on them.

10 A magic mouth in the north wall speaks to the party. After the mouth finishes, the party must quickly move to the east or west or they suffer damage from a fireball coming from the mouth.

11 A flying snake guards this corridor.

12 The door to the south is stuck and needs to be forced open.

13 Two packs of rotten food are on the floor here.

14 A flying snake guards this corridor.

15 Four flying snakes guard this room. One of the snakes drops a darkmoon key when slain.

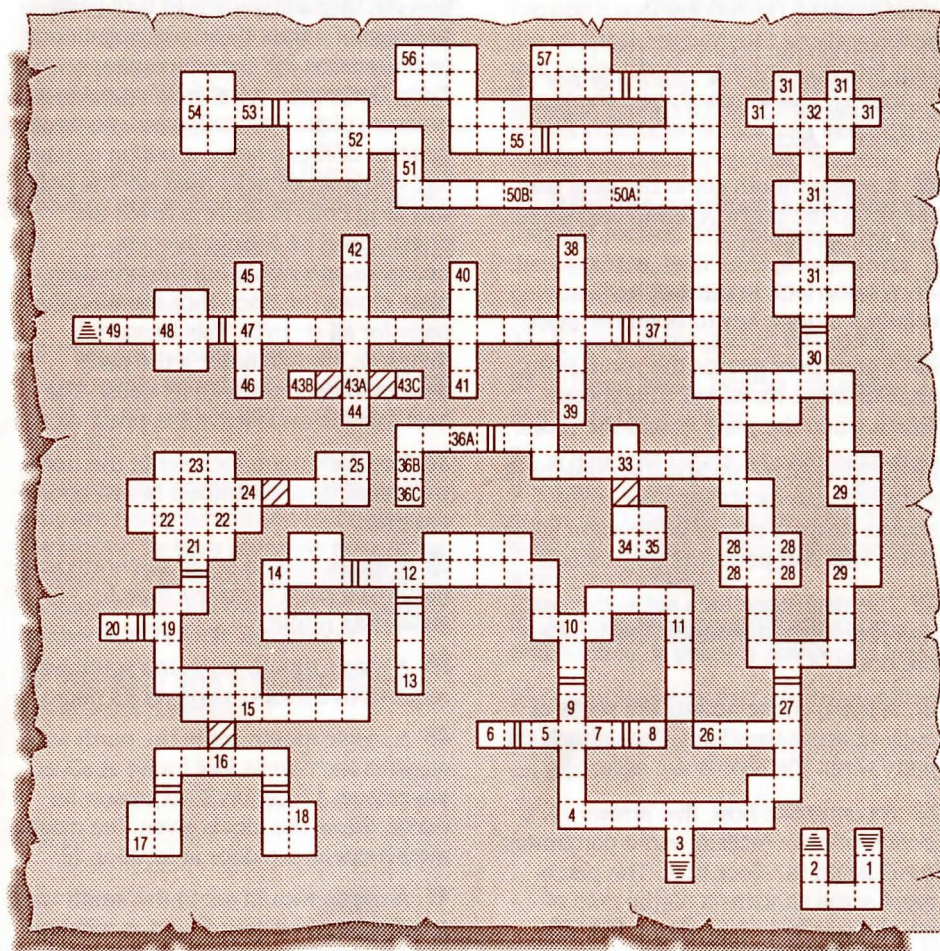
16 When the party enters this area for the first time, an apparition materializes before them. She presents a test to the party. After the party enters the room at location 17 or 18, this corridor is sealed off.

17 A bone key lies on the floor here. When the party picks it up, they are congratulated by the apparition for making the correct choice in the test. She opens the passage to allow the party to leave and then seals the passage behind the party.

18 When the party enters this location they are chastised for making the incorrect choice at location 16. The party is then punished with severe damage and



Silver Tower Level 2



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down

teleported to location 27 of this level with a bone key at their feet.

19 This door can only be opened when the magic mouth at location 40 is satisfied.

20 A red gem lies on the floor here.

21 A gas spore attacks when the door opens.

22 A flying snake guards the room at each of these locations.

23 A triangular niche set in the north wall contains five *potions of cure poison* and a clerical scroll of *raise dead*.

Silver Tower Level 2 continues...



24 Pressing a secret button on the east wall reveals a hidden room.

25 Lying on the floor are a pair of leather boots, a set of *banded armor* +2, a *short sword* +3, and a cursed *polearm* -2 called "Leech."

26 A magic mouth set in the west wall speaks to the party. A femur and a skull are also on the floor.

27 A bone lock in the east wall requires a bone key to open the door.

28 A gas spore guards the room from each of these locations. The spores attack when the party enters the room.

29 A flying snake guards the corridor at each of these locations. One of the snakes drops a *ring of adornment* when slain. This ring performs no function.

30 The darkmoon lock set in the east wall requires a darkmoon key to open the door.

31 A flying snake guards the room at each of these locations. They attack the party when the rooms are entered.

32 A composite bow, five *arrows* +1, a *potion of extra-healing*, and a parchment scroll lie on the floor here. The parchment scroll contains a partial map of silver tower level 3 locations 16A-16C.

33 The wall to the south is an illusion.

34 A plaque in the south wall reads, "Greed may be your downfall. Give what you need not."

35 A triangular niche set in the south wall turns any small item placed within it to a rock. This works on any small item except for spellbooks, holy symbols, Khelben's coin, keys, and the mantis idol.

36A-36C When the party reaches location 36A they are warned to turn back because of a trap. If the party continues on to location 36B they encounter a dying Darkmoon priest holding down a pressure plate. At location 36C, lie three *spheres of fire*, a *helm*, a *potion of healing*, and a set of *plate mail* +2. The only way to get this treasure is to kill the priest. Once he is slain the gear becomes accessible but the pressure plate closes the door, thus trapping the party for all eternity. This treasure is therefore, unobtainable if the party desires to continue with its quest. The best thing to do is leave the priest alone.

37 The darkmoon lock set in the north wall requires a darkmoon key to open the door.

38 A magic mouth set in the north wall requires a pack of rotten food to answer its riddle.

39 A magic mouth set in the south wall requires five rocks to answer its riddle.

40 A magic mouth set in the north wall requires the mantis idol found at silver tower level 1 location 32 to answer its riddle. When the idol is given, the magic mouth opens the door at location 19.

41 A magic mouth set in the south wall requires the red gem found at location 20 to answer its riddle.

42 Carved on the wall here is a stone mouth. It has no function, unlike the magic mouths.

43A-43C The party can destroy the west wall by hacking at it. When this is done, the east wall disappears and the party is attacked by flying snakes from locations 43B and 43C. Lying on the floor at 43B is a *two-handed sword* +3 or a *mage scroll of disintegration*.

44 A magic mouth set in the south wall requires the long sword called "Hunger" found on silver tower level 1 location 8 or the polearm called "Leech" found on silver tower level 2 location 25 to answer its riddle.

45 A magic mouth set in the north wall requires any potion to answer its riddle.

46 A magic mouth set in the south wall requires any scroll or parchment to answer its riddle.

47 This door opens when the riddles to the magic mouths at locations 38, 39, 40, 41, 44, 45, and 46 are all answered correctly.

48 When the party reaches this location they are finally welcomed to Temple Darkmoon by their sarcastic host, Dran Draggore. Dran then closes the door at location 47 forcing the party to continue deeper into Temple Darkmoon.

49 The stairs here lead up to silver tower level 3 location 1.



50A-50B A secret button on the floor of the north wall at location 50A turns off the invisible teleporter at location 50B. If this teleporter is not turned off, the party transports back to location 50A every time it is stepped into. This effectively makes the corridor appear "endless."

51 When the party enters this location, they are rotated 180 degrees. Watch the compass, turn around, and then continue on your way.

52 A flying snake guards this room.

53 A flying snake attacks the party when the door opens.

54 A gas spore stands guard here. It does not move, but must be slain to get to the triangular niche set in the west wall behind it. The niche contains a *potion of vitality*.

55 A flying snake guards this room. When killed, it drops a darkmoon key.

56 A gas spore guards this room here.

57 A mage scroll of *disintegration* lies on the floor.



Silver Tower Level 3

Synopsis: Like the two levels prior to this one, this level is made of finely carved stones, polished to a fine glossy finish. Dreaded beholders and will o'wisps inhabit this level and are encountered throughout.

Locations and Events

1 The east stairs descend to silver tower level 2 location 49.

2 The stairs to the east lead up to silver tower level 3 location 3.

3 The stairs to the west descend to silver tower level 3 location 2. A plaque on the north wall reads, "Four keys and one door. Find them to gain more."

4A-4F A teleporter is at each of these locations. These teleporters have random destinations, so no true pattern exists for these teleporters. The corridors containing the teleporters at 4B, 4C, 4D, and 4F all have darkmoon keys (see location 5) which are needed for the locks at location 6. Just keep teleporting between these locations to get all of the keys.

5 Set in the walls at the end of each of these corridors is a shelf that looks like a hand. In each of these hands rests a darkmoon key.

6 At each of these locations is a darkmoon lock. Each lock requires the use of a darkmoon key to open the door to the east.

7 A beholder waits for the party here. A femur lies on the floor, and the beholder drops another when it is killed.

8 When the party reaches this location, the door to the south opens and a beholder attacks.

9 A secret button at the bottom of the south wall reveals a hidden alcove. This alcove has three *potions of healing* lying on the floor. There is also an illusionary wall to the south of here (see description of location 15).

10 A beholder guards the corridor from this position.

11 A plaque on the north wall reads, "This is a shelter from all. Meditate freely."

12A-12C A will o'wisp waits to lure the party into a trap at location 12A (depending upon which corridor the party came from). This will o'wisp attacks the party until the party takes a swing at it. When the party attacks, the will o'wisp moves back to location 12B. If the party moves up and attacks the will o'wisp, it moves back around the corner to 12C. There is a pressure plate in the floor and a "scorching hot" hole in the wall at location 12B. To get at the will o'wisp, the party is required to move onto the pressure plate and suffer the trauma of a fireball. Once the will o'wisp moves to 12C, it remains to finish the fight.

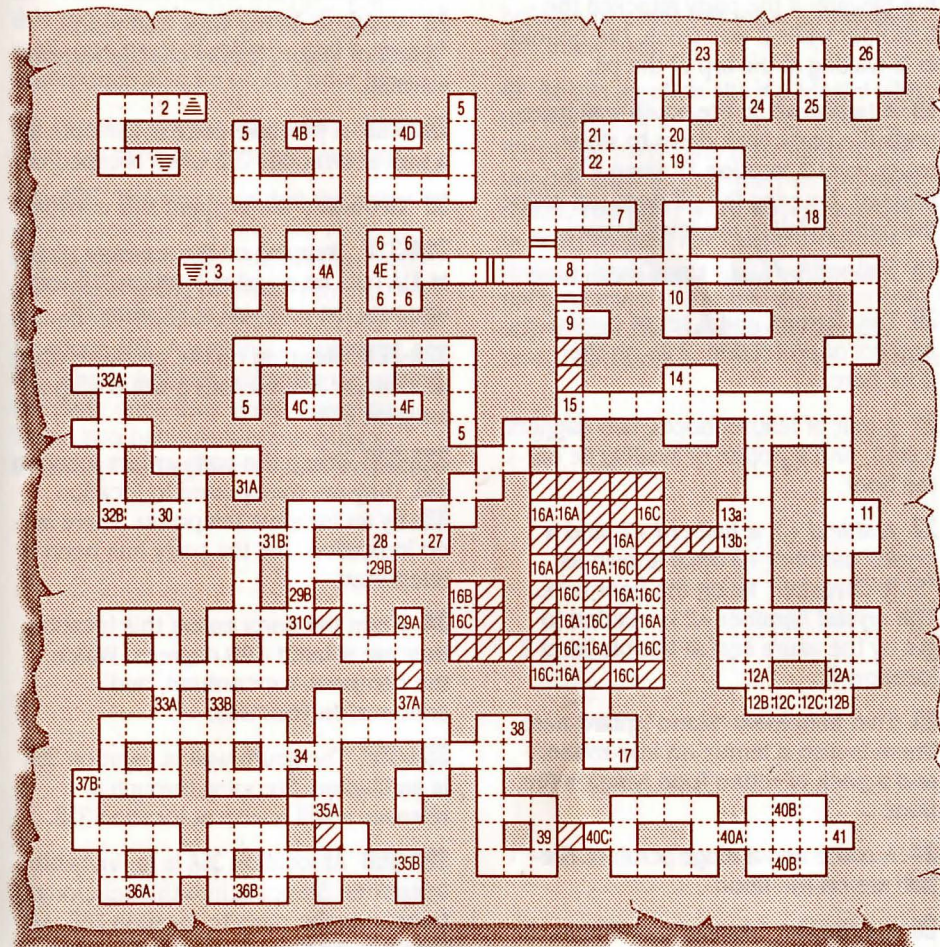
13A-13B A plaque on the west wall at 13A reads, "The alcove is safe. Rest and prepare for the journey that awaits." A button set in the west wall at 13B gives the party access to locations 16A-16C.

14 A dagger and a femur lie on the floor here.

15 The north wall here is an illusion. It is passable in both directions.

16A-16C The locations marked 16A-16C are a mass of illusionary and moving walls. Illusionary walls are noted on the map. When the party first enters this area all locations marked 16A are non-movable walls and all locations marked

Silver Tower Level 3



Wall Transparent Wall Illusionary/Moveable Wall Door Stairs Up Stairs Down

16C are movable walls. Set in the north wall at 16B is a plaque that reads, "In case of emergency press button"; and set in the west wall is a button. If the party presses this button, all walls marked 16A become movable and walls marked 16C become non-movable.

17 When the party first enters this room, a most amusing sight presents

itself. At location 17, a beholder has managed to get itself stuck in a pit in the ceiling. If the party helps the beholder out, it attacks the party as soon as it is free. If the party attacks the beholder, it wiggles back up the pit. A button set in the south wall at 17 gives the party

Silver Tower Level 3 continues...



the means to rise to location 18 above. But beware: if the party attacked the beholder while it was stuck, the beholder is waiting at the top of the pit.

18 A button set in the south wall transports the party back down to silver tower level 3 location 17 when it is pressed. Entering the pit does not cause the party to fall to the level below.

19 A beholder guards this room here.

20 Two femurs and a set of cursed *bracers of protection -2* lie on the floor here.

21 A pair of leather boots, two daggers, a staff, and a *potion of healing* lie on the floor.

22 A *shield +3*, a *halberd +2*, and a *crystal hammer +2* once known as "Shieldbreaker" lie on the floor here. The *crystal hammer +2* is needed to get by the azure seal at temple level 2 location 42.

23 Two beholders "stand" guard here. There is also a femur, an iron ration, and a pack of rotten food lying on the floor.

24 A mace and a mage scroll of *fireball* are on the floor.

25 A beholder "stands" guard here. A *short sword +2* and a set of *dragonskin armor +4* also lie on the floor.

26 A beholder eating some poor soul greets the party here. It finishes its meal turning to your party for dessert. A femur, a skull, and a *wand of dispel magic* with seven charges, lie on the floor.

27 A will o'wisp roams this area.

28 A plaque on the west wall reads, "A test of vision. It may change without warning."

29A-29B A pressure plate at 29A puts up a wall at locations 29B when stepped on.

30 Two will o'wisps guard this corridor.

31A-31C Stepping on the pressure plate at 31A puts up a wall at location 31B and removes the east wall at location 31C.

32A-32B Stepping on the pressure plate at location 32A releases a will o'wisp at location 32B.

33A-33B When the party enters location 33A, they are transported to location 33B by an invisible teleporter. There is no indication that the party has been teleported.

34 When the party enters this location, they are rotated 180 degrees. Watch the compass, turn around, and continue on your way.

35A-35B The south wall at location 35A is an illusion. Stepping through it releases a will o'wisp at location 35B.

36A-36B At location 36A is an invisible teleporter. Stepping into this teleporter transports the party to location 36B. At location 36B there is also an invisible teleporter. Stepping into the teleporter transports the party back to 36A. The party must walk into the teleporters to get transported. The party's facing does remain the same as when they entered the source teleporter.

37A-37B Stepping on the pressure plate at location 37A puts up a wall at location 37B and removes the north wall at 37A.



38 A beholder and a will o'wisp guard this room from here. A set of chain mail, one pack of rations, and a *ring of sustenance* also lie on the floor here.

39 Pressing the secret button on the east wall reveals a hidden passage.

40A-40C The first time that the party enters location 40A, they are visited by the apparition. After she tells the party how she is going to destroy them, she disappears and two beholders pop in at locations 40B. A wall also appears at 40C. The beholders attempt to surround the party once they sense intruders. These two beholders are very nasty, throwing *disintegration* spells as if they

were going out of style. Save your game before you enter this area. It may take you a few tries.

41 At this location sits a pedestal with the imprint of a hand on its surface. When the party puts their hand in the imprint, they receive the mark of dark-moon. The party must have this mark in order to pass the magic mouth on temple level 2 location 11. After the party receives the mark, they lose consciousness and wake up on temple level 1 location 3.



Azure Tower Level 1

Synopsis: The first level of the azure tower is more of a receiving level. The walls here consist of finely carved, aqua-colored stones with a glossy finish. There are no monsters or other creatures on this level.

Locations and Events

1 The stairs south of here descend to temple level 2 location 43D.

2 The party ends up here when they fall through the pit on azure level 2 location 6F.

3 The party ends up here when they fall through the pit on azure level 2 location 6E.

4 The party ends up here when they fall through the pit on azure level 2 location 6D.

5 The party ends up here when they fall through the pit on azure level 2 location 6C.

6 The party ends up here when they fall through the pit on azure level 2 location 6B.

7 The party ends up here when they fall through the pit on azure level 2 location 6A.

8 There is an illusionary wall to the east here.

9A-9B The teleporter at 9A transports the party to location 9B when they step into it.

10 A mage scroll of *hold monster* and a *polished chrome shield +2* lie on the floor here. In addition to added protection, the shield provides the wielder +2 to his/her saves against paralyzation attacks from basilisks and medusae. This

shield is also one of six shields needed to gain entry to azure tower level 4.

11A-11B The teleporter at 11A transports the party to location 11B when they step into it.

12 The party ends up here when they fall through the pit on azure level 2 location 34.

13 The party ends up here when they fall through the pit on azure level 2 location 35.

14 The party ends up here when they fall through the pit on azure level 2 location 36.

15 The party ends up here when they fall through the pit on azure level 2 location 37.

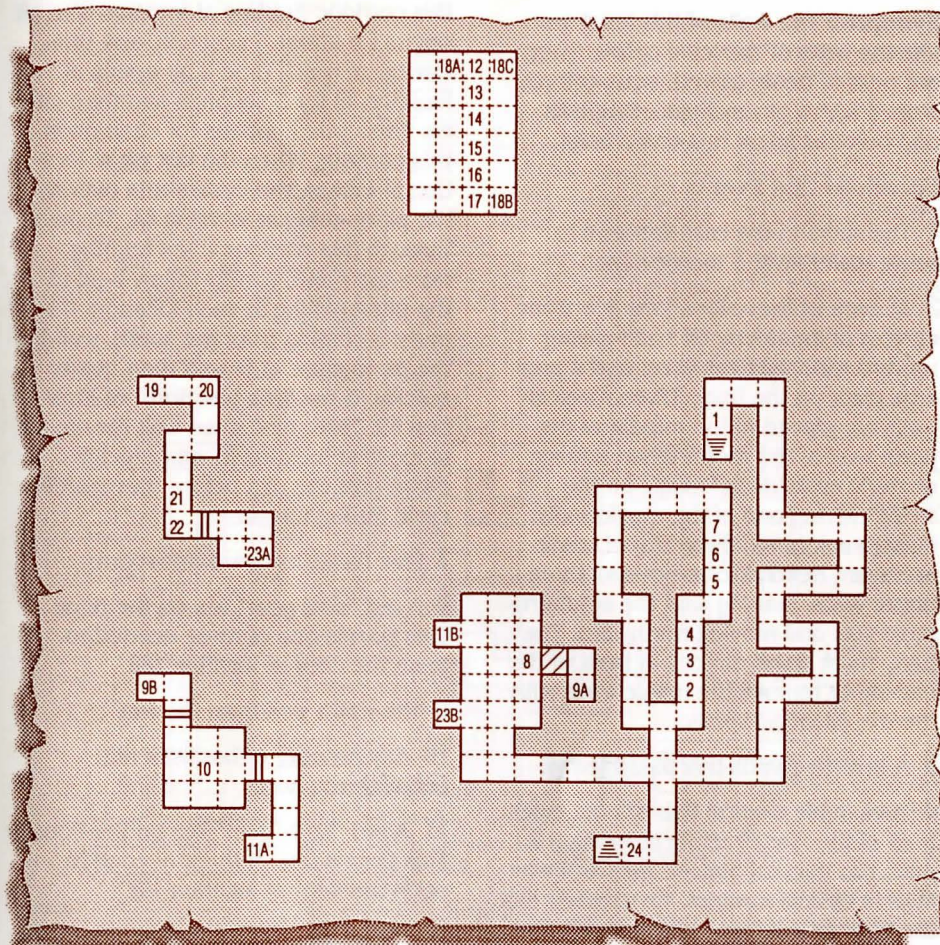
16 The party ends up here when they fall through the pit on azure level 2 location 38.

17 The party ends up here when they fall through the pit on azure level 2 location 39A.

18A-18C When the party steps on the pressure plate at location 18A, a button appears in the south wall at location 18B. As soon as the party steps off of the pressure plate, the teleporter disappears. Therefore, the party must leave an item behind to weigh it down. Once the pressure plate is weighed down, the party has approximately 5 seconds of real time to move to the button and press it. Pressing the button creates a teleporter at location 18C. The teleporter transports the party to location 23B when they step into it.

19 The party ends up here when they fall through the pit on azure level 2 location 35B.

Azure Tower Level 1



Wall Transparent Wall Illusionary/Moveable Wall Door Stairs Up Stairs Down

20 A plaque on the east wall here reads, "You will pay for your freedom...."

21 A plaque on the west wall reads, "One item."

22 A button set in the west wall opens the door to the east when an item is put into the niche set in the south wall.

23A-23B The teleporter at 23A transports the party to location 23B.

24 The stairway to the west leads up to azure tower level 2 location 1.



Azure Tower Level 2

Synopsis: The walls of this level are like the walls of the level below. They are built of finely carved, aqua-colored stones with a glossy finish. Basilisks and bulettes infest this entire level.

Locations and Events

1 The stairs to the east descend to azure tower level 1 location 24.

2 At each of these locations is a stone carving of an elderly elf head gazing upward with sightless eyes, and a pressure plate on the floor. Three magical walls are placed in the middle of the north wall of the room. When a mage or cleric casts *dispel magic* on the stone carving one of the magic walls disappears. In all, three *dispel magic* spells are needed to remove all three magic walls, starting with the southernmost wall and moving northward. The party must stand directly in front of the carving to remove the magic walls with the *dispel magic* spells.

3 A bulette guards this passageway.

4 Here in his magical dais sits the elderly elf of the stone carving at location 2. Alain has trapped himself here and now lives in eternal torment. He requests that the party help release him from his torture by allowing him to touch one of the party members. Should the party decide to help, the character touched gains sufficient experience points to rise one level. If the party member touched is multi-classed, then the character gains enough experience points to rise one level in one class.

5 Any number of basilisks are encountered in this area.

6A-6F A series of pits are located in this corridor. Starting at location 6A a pit opens for about 3 seconds, and then closes, at which time a pit opens at location 6B for 3 seconds and then closes. This cycle happens for each pit in this corridor. When the last pit at location 6F closes, the cycle starts over by the pit opening at location 6A. To pass through this corridor when coming from the north, simply follow behind the pits opening at each location. If the party is coming from the south, wait for the pit to close at 6F and then move quickly to the area just north of location 6D. Move east, then wait for the pit to close at location 6C and quickly move past the pits before they start to cycle through again.

7 Five basilisks guard this room.

8 A red "soul gem" lies on the floor. This gem is one of three needed to open the door at location 18B.

9 The north wall is an illusion.

10 Any number of basilisks are encountered here.

11 A red "body gem" lies on the floor. This gem is one of three needed to open the door at location 18B.

12A-12B The teleporter at location 12A transports the party to location 12B.

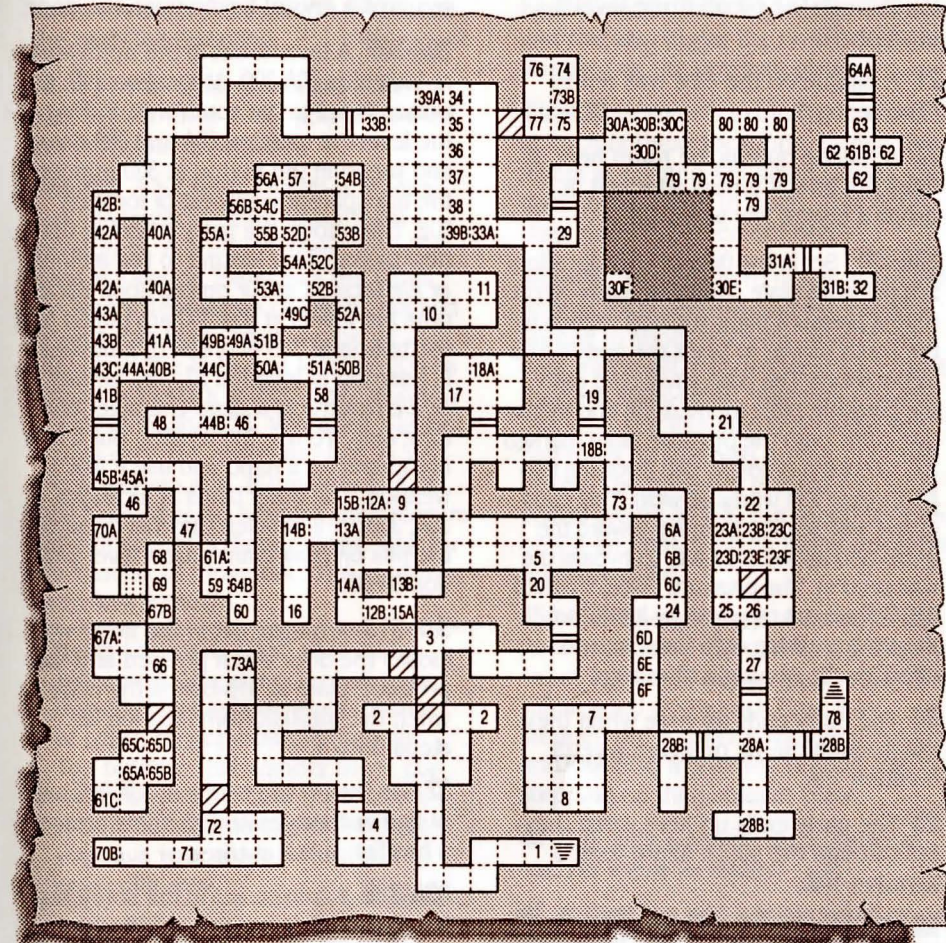
13A-13B The teleporter at location 13A transports the party to location 13B.

14A-14B The teleporter at location 14A transports the party to location 14B.

15A-15B The teleporter at location 15A transports the party to location 15B.

16 A red "heart gem" lies on the floor. This gem is one of three needed to open the door at location 18B.

Azure Tower Level 2



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down
 Area of Shifting Walls (See description of location 30A-30F for details.)

17 A plaque on the west wall reads, "When the heart, body, and soul meet as one, the future reveals itself."

18A-18B A large engraving set in the north wall at location 18A opens the door at location 18B when the gems called the "soul gem," "body gem," and "heart

gem" are placed in it. There is no specific order to the placement of the gems.

19 The party ends up here when they fall through the pit on azure level 3 location 42.

Azure Tower Level 2 continues...



20 The party ends up here when they fall through the pit on azure level 3 location 41.

21 A plaque on the east wall reads, "The sentry."

22 A bulette guards the room here. It does not attack unless attacked. It drops a crystal key when slain.

23A-23F Set in the floor at each location is a pressure plate. When the party steps onto a pressure plate, the wall section to the south moves to block the party's exit to the south. The party must step onto the pressure plate marked 23A and throw two items onto the pressure plate marked 23C (stepping onto 23C and throwing two items onto 23A works as well). This causes the wall section to move toward the items and allows the party to bypass the wall section. The pressure plates marked 23D-23F are not triggered by items, so throwing anything onto them has no effect on the moving wall section.

24 The party ends up here when they fall through the pit on azure level 3 location 10A.

25 The party ends up here when they fall through the pit on azure level 3 location 10B.

26 The party ends up here when they fall through the pit on azure level 3 location 10C.

27 Insert (and then remove) the "Eye of Talon" into the indentation on the wall. This opens the door.

28A-28B A pressure plate set in the floor opens the doors to the south, west, and east. When these doors open a bulette from 28B rushes forth to attack. The button on the east wall opens the door at location 27

29 The crystal lock set in the south wall requires a crystal key to open the door.

30A-30F A lever is set in the north wall at locations 30A-30C. At location 30D, a button is set in the south wall. Pulling the levers at location 30A and 30B down and pressing the button at 30D removes the transparent wall west of location 30E. This allows the party to follow the new passageway around to the *amulet of life* located at 30F on the floor. Each time the levers at 30A-30C are pulled and the button at 30D is pressed, a basilisk is released at location 32. The *amulet of life* resurrects a dead character one time only. To use the amulet, put it in a live character's hand and use it like a weapon. The party lands at locations 30A, 30B, or 30D when they fall through the pits on frost giant prison level location 8A-8C.

31A-31B A button set in the north wall closes the door when pressed and the pressure plate at 31B opens the door when the basilisk from location 32 steps onto it.

32 Whenever the levers at 30A-30C are pulled and the button at 30D is pressed a basilisk is released.

33A-33B A button set in the south wall here releases a basilisk at 33B when pressed.

34 A pit set in the floor here leads to azure tower level 1 location 12 (should the party fall through.)

35 A pit set in the floor here leads to azure tower level 1 location 13 (should the party fall through.)

36 A pit set in the floor here leads to azure tower level 1 location 14 (should the party fall through.)

37 A pit set in the floor here leads to azure tower level 1 location 15 (should the party fall through.)

38 A pit set in the floor here leads to azure tower level 1 location 16 (should the party fall through.)

39A-39B A pit set in the floor at location 39A leads to azure tower level 1 location 17. A pressure plate set in the floor at location 39B closes the pit at 39A when stepped on or when weighed down by an item. To close the pit at 39A, press the button at location 33A to release a basilisk at 33B. Move north to the pit at location 34. When the basilisk moves onto the pressure plate at 39B, throw an item at it. If the item hits, it falls to the ground keeping the pressure plate down. If the item misses, wait for the basilisk to move onto the pressure plate and try again.

Note: Locations 40-56 all involve some very dangerous fireball traps triggered by pressure plates, some of which trigger multiple fireballs. The bulettes that wander these corridors can also trigger the traps. It is thus highly recommended that you save your game before you enter this area.

40A-40B A pressure plate set in the floor at locations 40A cause a fireball to shoot from the hole in the south wall at 40B headed north each time they are stepped on. Bulettes wander this area and can also trigger the fireball traps by stepping on the pressure plates.

41A-41B A pressure plate set in the floor at location 41A closes the pit at location 41B.

42A-42B A pressure plate set in the floor at locations 42A cause a fireball to shoot

from the hole in the north wall at 42B headed south. Bulettes wander this area and can also trigger the fireball traps by stepping on the pressure plates.

43A-43B A lever is set in the west wall at each of these locations. Pulling the levers at 43A and 43B down causes the door to the south to open. This door does not close once opened.

44A-44C The pressure plates set in the floor at locations 44A and 44B cause a fireball to shoot from the hole in the east wall at 44C headed west each time they are stepped on. Bulettes wander this area and can also trigger the fireball traps by stepping on the pressure plates. The pressure plate at 44A also opens the pit at 41B, but remains open only if an item is left to weigh down the pressure plate.

45A-45B The pressure plate set in the floor at location 45A causes a fireball to shoot from the hole in the south wall at 45B headed north each time it is stepped on. A bulette wanders this area and can also trigger the fireball trap by stepping on the pressure plate.

46 A bulette wanders the corridor at each of these locations.

47 A shell key and a mage scroll of *improved invisibility* lie on the floor here.

48 A crimson key lies on the floor here. This key opens the door on temple level 2 location 33.

49A-49C The pressure plate set in the floor at location 49A causes fireballs to shoot from a hole in the north wall at 49B headed south, a hole in the east wall at 49C headed west, and a hole in the north





wall at 51A headed south each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

50A-50B The pressure plate set in the floor at location 50A causes fireballs to shoot from a hole in the east wall at 50B headed west and a hole in the south wall at 50B headed north each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

51A-51B The pressure plate set in the floor at location 51A causes fireballs to shoot from a hole in the east wall at 51B headed west and a hole in the north wall at 53A headed south each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

52A-52D The pressure plate set in the floor at location 52A causes fireballs to shoot from a hole in the south wall at 52B headed north, a hole in the east wall at 52C headed west, and a hole in the north wall at 52D headed south each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

53A-53B The pressure plate set in the floor at location 53A causes a fireball to shoot from a hole in the east wall at 53B headed west each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

54A-54C The pressure plate set in the floor at location 54A causes fireballs to shoot from a hole in the north wall at 54B headed south, a hole in the east wall at 54C headed west, and a hole in the north wall at 55A headed south each

time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

55A-55B The pressure plate set in the floor at location 55A causes a fireball to shoot from a hole in the south wall at 55B headed north each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plate.

56A-56B The pressure plate set in the floor at location 56A causes a fireball to shoot from a hole in the north wall at 56B headed south each time it is stepped on. The bulettes that wander this area can also trigger the fireball traps by stepping on the pressure plates.

57 A *polished chrome shield +2* lies on the floor here. In addition to added protection, the shield provides the wielder a +2 to his/her saves against paralysis attacks from basilisks and medusae. This shield is also one of six shields needed to gain entry to azure tower level 4.

58 A shell lock set in the west wall requires a shell key to open the door.

59 A magic mouth set in the west wall issues a challenge to the party. The challenge requires that all holy symbols and spellbooks be left in the alcove at location 60 and that the party enter the teleporter at location 61A.

60 If the party accepts the challenge of the magic mouth at location 59, then they must leave all spellbooks and holy symbols in this alcove. This includes all extra spellbooks and holy symbols (don't forget to leave your paladin's holy symbol behind as well.) Once the party has dropped these items, they are

ready to enter the teleporter at location 61A and take the challenge.

61A-61C The teleporter at 61A transports the party to location 61B if they have not left all spellbooks and holy symbols in the alcove at location 60. The teleporter transports the party to location 61C if they have left all spellbooks and holy symbols in the alcove at location 60.

62 At each of these locations, a bulette waits to attack. They ambush the party when the party gets transported to location 61B. If the party arrives here it still has a holy symbol or spellbook in their inventory somewhere.

63 The button in the east wall opens the door after all the bulettes at location 62 are slain.

64A-64B The teleporter at location 64A transports the party to location 64B.

65A-65D A bulette awaits the party at each of these locations. The north wall at location 65D is an illusion.

66 A plaque on the north wall reads, "That evens the odds out a little better. Now we are almost perfectly matched in strength! Come brave heroes!"

67A-67B The teleporter at location 67A transports the party to location 67B.

68 A plaque on the north wall reads, "I wait beyond the wall of souls! You must break through, but it will lash its pain back with every stroke!"

69 The wall to the west is the wall of souls. To get by the party must hack the wall six times. Each hit delivers 8 points of damage to the whole party, so be sure each member can survive 48 points of damage!



70A-70B The teleporter at location 70A transports the party to location 70B when they enter it. Once the party has arrived at 70B, a greater guardian daemon rushes to attack from location 71.

71 A greater guardian daemon awaits the party at location 70B. The gem known as the "*Eye of the Talon*" lies on the floor as well.

72 The wall to the north is an illusion.

73A-73B The teleporter at location 73A transports the party to location 73B.

74 A *polished chrome shield +2* lies on the floor here. In addition to added protection, the shield provides the wielder a +2 to his/her saves against paralysis attacks from basilisks and medusae. This shield is also one of six shields needed to gain entry to azure tower level 4.

75 A plaque on the south wall reads, "Who could guess a hapless looking party such as yourselves could best me in battle! We shall meet again!"

76 The party's spellbooks and holy symbols are teleported here from location 60 when they beat the magic mouth's challenge at location 59.

77 The wall to the west is an illusion.

78 The stairs to the north lead up to azure tower level 3 location 1.

79 The party lands at these locations when they fall through the pits on frost giant prison level location 7A-7F.

80 The party lands at these locations when they fall through the pits on frost giant prison level location 9A-9C.



Azure Tower Level 3

Synopsis: The walls of this level are similar to the walls in azure tower levels one and two. Greater guardian daemons inhabit this level.

Locations and Events

- The stairway to the south descends to azure tower level 2 location 78.
- The wall to the west is an illusion.
- The pressure plate on the floor performs no function. A button set in the west wall opens the southernmost door when pressed. After the party uses the teleporter at location 7A this button opens the northernmost door.
- The pressure plates set in the floor at each of these locations perform no function.
- A plaque on the north wall reads, "Guards and wards."
- A plaque on the south wall reads, "Short cut..."
- 7A-7B** The teleporter at location 7A transports the party to location 7B.
- A shell key lies on the floor.
- 9A-9B** The teleporter at location 9A transports the party to location 9B.
- 10A-10C** There are a series of "moving" pits at these locations. The pits move from 10C to 10B to 10A. When the pit closes at 10A, move your party to the space between 10A and 10B. Wait for the pit to open and close at 10B then move your party to the north of 10C. The pits at 10A-10C drop you into azure tower level 2, locations 24, 25, and 26 respectively.
- 11A-11B** The teleporter at location 11A transports the party to location 11B.

12 A greater guardian daemon stands at each of these locations. When the party attacks one of these creatures, reinforcements from location 13 rush at the party from the east and west. One of the creatures drops a crystal key.

13 A greater guardian daemon waits at each location. When the creatures at location 12 are attacked, they rush to their aid.

14 A *polished chrome shield* +2 lies on the floor here. In addition to added protection, the shield provides the wielder a +2 to his/her saves against paralyzation attacks from basilisks and medusae. This shield is also one of six shields needed to gain entry to azure tower level 4.

15 A crystal lock set in the north wall here requires a crystal key.

16 The north wall is an illusion.

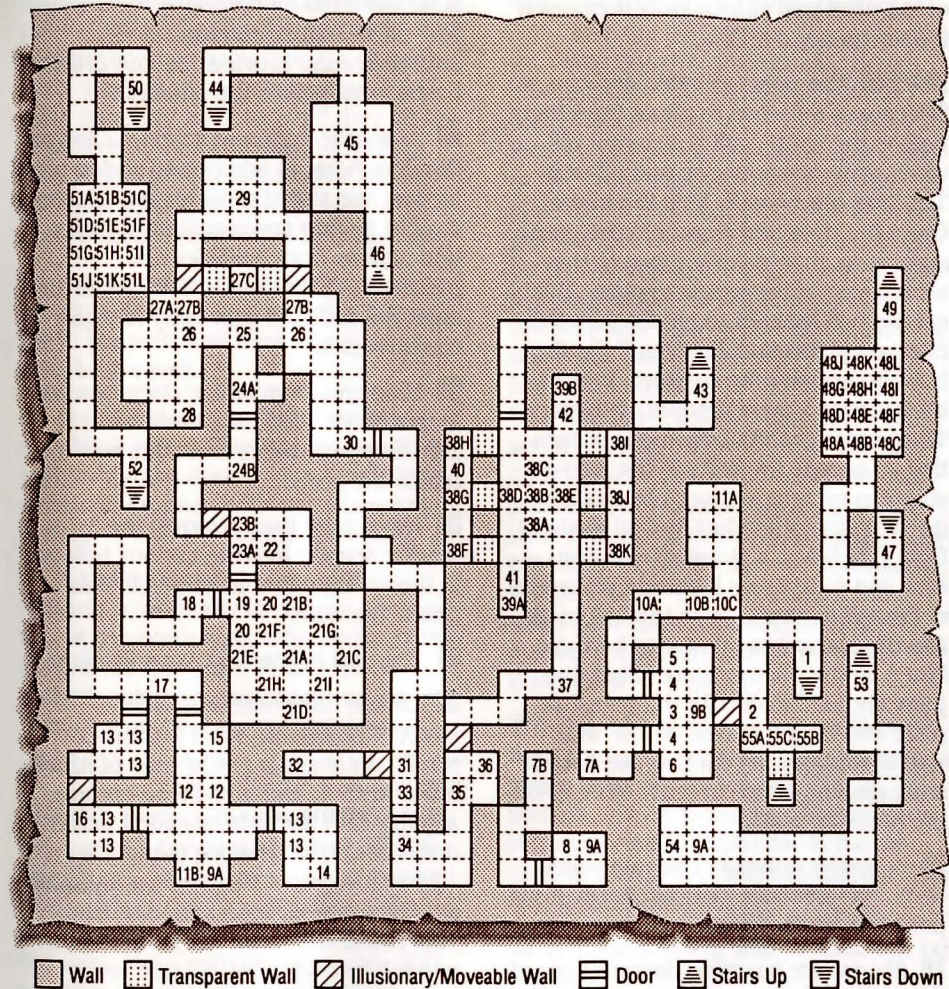
17 A magic mouth on the south wall yells a warning. If the greater guardian daemons are still alive in the room to the southwest, they open the door and attack the party. If the greater guardian have already been slain, then nothing answers the magic mouth's call for help.

18 The magical glyph set in the floor here causes the party a serious amount of damage. Entering the glyph also opens the door. A greater guardian daemon from location 20 attacks the party.

19 Stepping onto the pressure plate on the floor closes the door to the west. When the party steps off of the pressure plate, the door to the north opens.

20 A greater guardian daemon waits at each location. When the party steps into the magic glyph at location 18, the door opens and these creatures rush to attack.

Azure Tower Level 3



21A-21I A pressure plate in the floor at location 21A is weighed down by mage scroll of *ice storm* and a pair of Brahma's boots. Two fireballs (opposite each other) circle the pressure plate. The party needs only to time the gap between the fireballs to get to the pressure plate at 21A. A hole is set in the walls at locations 21B, 21C, 21D, and 21E. When the pressure plate is no longer

weighed down, a wall appears at locations 21F, 21G, 21H, and 21I, and a fireball shoots from each hole toward the pressure plate and the party.

22 Two greater guardian daemons guard the room from here.

Azure Tower Level 3 continues...





23A-23B A secret button at the bottom of the west wall at location 23A opens a hidden passage at 23B.

24A-24B The pressure plate at location 24A causes a fireball to shoot from the hole in the south wall at location 24B when someone steps on and off of it. This trap can actually help the party. Open the door and step onto the pressure plate, then quickly move to the alcove east of the pressure plate. This causes two fireballs to hit the guardian daemon at location 25. Even if the fireballs do not slay the creature, they certainly cause a great amount of damage. The greater guardian daemons at location 26 engage the party in the alcove, stepping on the pressure plate as they do so, causing another fireball to shoot from 24B. When a guardian daemon dies and disappears it causes yet another fireball to shoot down the hall to hit any other daemons that may be there. When all the daemons are killed, the party should move onto the pressure plate and hit the button on the west wall at location 24A causing the door to shut, making it safe to move on and off the pressure plate.

25 A greater guardian daemon waits here. The pressure plate set in the floor performs no function.

26 Six greater guardian daemons guard the room from each of these locations.

27A-27C A lever set in the north wall at 27A causes the north wall at 27B to disappear giving the party access to the transparent walls east and west of locations 27C. Not only does the party have access to the transparent walls, but the greater guardian daemons at location 29 have access to the party. On the floor at 27C lies the *starfire scepter* and

a mage scroll of *stone to flesh*. A character needs to hit the transparent wall four times before it crumbles. The *starfire scepter* provides limited protection against Dran's fire attacks.

28 A *polished chrome shield +2* lies on the floor here. In addition to added protection, the shield provides the wielder a +2 to his/her saves against paralyzation attacks from basilisks and medusae. This shield is also one of six shields needed to gain entry to azure tower level 4.

29 Nine greater guardian daemons wait in this room. When the north walls at 27B disappear, these creatures rush to attack the party.

30 Insert (and then remove) the *starfire scepter* into the curious hole set in the south wall at location 30. This opens the door.

31 The wall to the west is an illusion.

32 On the floor here lies *Jhona's cloak of protection +2*, a parchment scroll containing a partial map of azure tower level 4, and a *polished chrome shield +2*. In addition to added protection, the shield provides the wielder a +2 to his/her saves against paralyzation attacks from basilisks and medusae. This shield is also one of six shields needed to gain entry to azure tower level 4. *Jhona's cloak* also speeds up combat recovery time if a fighter wears the cloak.

33 By now, Khelben Blackstaff should have contacted the party at least once. On the last time his message was cut short thanks to Dran. Khelben contacts the party once again at this location...or does he? The contact the party has here is not with Khelben but with Dran disguised as Khelben. "Khelben"

attempts to trick the party into believing that "Dran" is about to cast a very powerful spell to slay the party and that resurrection is impossible. He gives the party a talisman and claims that it will raise the party back to life if they let the creatures in the next room slay them. This is all a terrible lie. Do not let the guardian daemons slay the party. The button on the east wall opens the door.

34 A pressure plate in the floor closes the door behind the party. The button set in the west wall here opens the door to the east.

35 Four greater guardian daemons guard this room. They rush to attack the party when the door opens. One of the daemons drops a tooth key when slain. A *sling +1* also lies on the floor here.

36 A tooth lock set in the north wall requires a tooth key to open a passageway in the north wall. Dran contacts the party once again and boasts that the party should have taken him up on his offer of a quick and merciful death.

37 A rock lies on the floor.

38A-38K To open the door to the north, the pressure plates at locations 38F, 38G, 38H, 38I, 38J, and 38K all must be weighed down with items. Have the party step onto pressure plate 38A and step off it to the west. Move onto pressure plate 38D and face the teleporter at 39A. Throw an item into the teleporter and it ends up on the pressure plate at 38F. Next, from 38D move east onto the pressure plate at 38B and then move west back onto the plate at 38D. Throw an item into the teleporter at 39A and it ends up on the pressure plate at 38G. Move the party north one step, and then move east to the pressure plate at 38C. Move west and then south back onto the plate at 38D.



Throw an item into the teleporter at 39A and it ends up on the pressure plate at 38H. Move the party south one step and then step onto the plate at 38A. Move east and then north onto the plate at 38E. Throw an item into the teleporter at location 39B and it ends up on the plate at 38K. Move the party west onto the plate at 38B and then east back onto the plate at 38E. Throw an item into the teleporter at location 39B and it ends up on the plate at 38J. Move the party north one step and then west onto the plate at 38C. Move east one step and then south back onto the plate at 38E. Throw an item into the teleporter at location 39B and it ends up on the plate at 38I. The door to the north opens when the last pressure plate behind the transparent walls is weighed down. Also the transparent wall west of 38D and the transparent wall east of 38E disappear when the north door opens allowing the party to recover the items used to open the north door.

39A-39B The teleporters at these locations transport items to the pressure plates at locations 38F, 38G, 38H, 38I, 38J, and 38K. Which pressure plate an item is transported to depends on the settings of pressure plates at locations 38A, 38B, 38C, 38D, and 38E.

40 A mage scroll of *wall of force* lies on the floor.

41 A pit in the floor here leads down to azure tower level 2 location 20 (should the party fall through).

42 A pit in the floor here leads down to azure tower level 2 location 19 (should the party fall through).

43 The stairs to the north descend to azure tower level 3 location 44.



44 The stairs to the south lead up to azure tower level 3 location 43.

45 The party ends up in this room when they fall through the pits at location 48A-48L.

46 The stairs to the south lead up to azure tower level 3 location 47.

47 The stairway to the north descends to azure tower level 3 location 46.

48A-48L The pits at these locations are continuously opening and closing. When the pit at 48B closes, move the party onto 48B. The pits at 48E and 48H close very shortly after the party gets to 48B. When this happens, move the party north two steps onto 48H. When the pit at 48K closes, move the party onto 48K. Finally, the pit at location 48L closes soon after the party's arrival to location 48K, when it does move the party onto 48L and then north toward location 49. If the party has fallen through the pits at location 51A-51L, they end up in this room.

49 The stairs to the north lead up to azure tower level 3 location 50.

50 The stairs to the north descend to azure tower level 3 location 49.

51A-51L Much like the pits at location 48A-48L, the pits here are continuously opening and closing. When the pit at 51B closes, move the party onto location 51B and face east. When the pit at location 51C closes move the party onto 51C and face north once again. When the pit at location 51F closes move the party onto 51F and wait for the pit to close at 51I. Move the party onto location 51I, wait for the pit at location 51L to close and move the party onto 51L and face west. The pits at locations 51K

and 51J close at the same time. When 51K and 51J close, quickly move the party onto 51J, face south and move into the corridor.

52 The stairway south descends to azure tower level 3 location 53.

53 The stair to the north lead up to azure tower level 3 location 52.

54 A niche in the west wall contains a *ring of feather falling* and a crystal key.

55A-55C When a shell key is inserted into the shell lock set in the south wall at location 55A and a crystal key is inserted into the crystal lock set in the south wall at location 55B the transparent wall at 55C disappears. The stairway leads up to azure tower level 4 location 1.

Azure Tower Level 4

Synopsis: Finely carved aqua-colored stones make up the walls of this level. Medusae and aerial servants inhabit the level and are encountered throughout.

Locations and Events

1 The stairs to the north descend to azure tower level 3 location 55C.

2 An aerial servant stands guard at each location. They move to attack the party when they arrive at location 1.

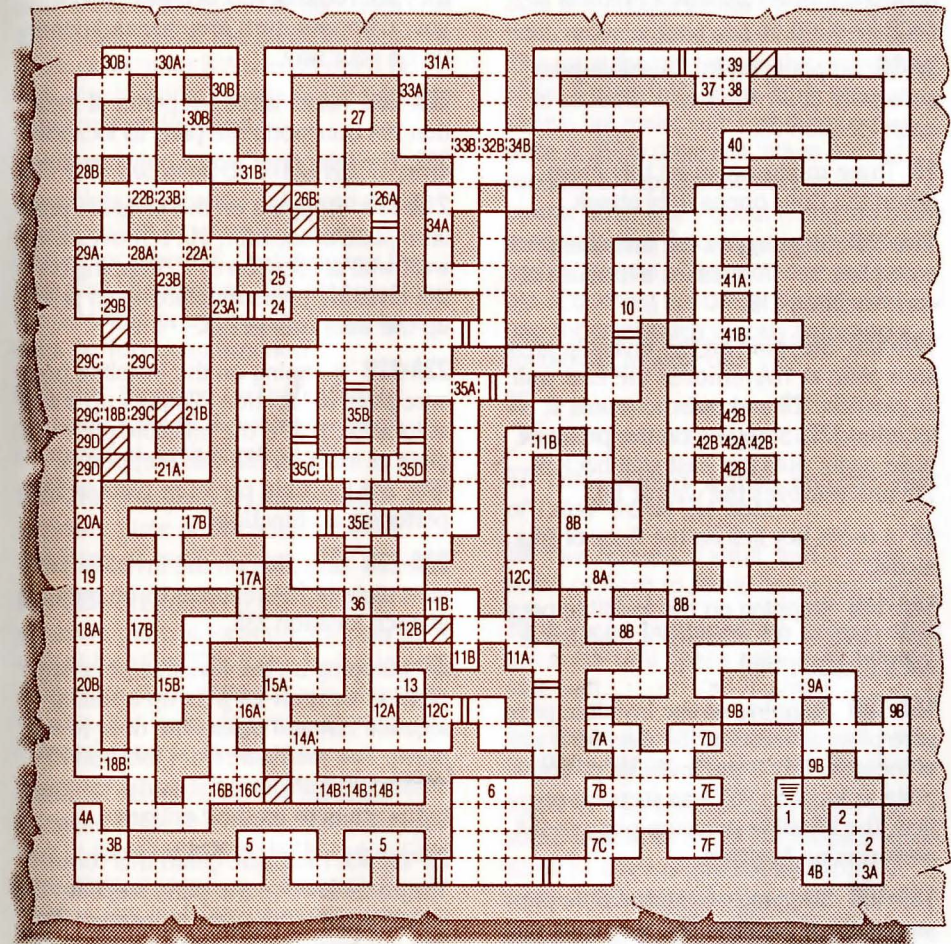
3A-3B The teleporter at location 3A transports the party to location 3B.

4A-4B The teleporter at location 4A transports the party to location 4B.

5 An aerial servant guards the corridor from each of these locations.

6 A carving of an elderly elf is set in the north wall here. When the party approaches the carving, a voice speaks to the party. The voice identifies itself as the

Azure Tower Level 4



guardian of the medusae's labyrinth and gives the party a warning. Whether or not the party has all six of the *polished chrome shields* the guardian opens the door to the east and allows them to pass.

7A-7F An "interesting" carving is set into the wall at each location. The party must have all six of the *polished chrome shields* at this point to open

the door to the north. A *polished chrome shield* must be hung in the carving at each location. When the last shield is hung the door opens. The party should retrieve all the shields for the added protection they give against the medusae.

Azure Tower Level 4 continues...



8A-8B Stepping on the invisible pressure plate at 8A releases a medusa at each location 8B.

9A-9B Stepping on the invisible pressure plate at 9A releases a medusa at each location 9B.

10 Three medusae guard this room. When the door opens they attack.

11A-11B Stepping on the invisible pressure plate at 11A releases a medusa at each location 11B.

12A-12C Stepping on the invisible pressure plate at 12A removes the east wall at location 12B and puts up a wall at location 12C. Stepping on the pressure plate again puts the east wall back at 12B and removes the wall at 12C.

13 A tooth key lies on the floor of this alcove.

14A-14B Stepping on the invisible pressure plate at 14A releases a medusa at each location 14B.

15A-15B Stepping on the invisible pressure plate at location 15A puts up a wall at location 15B. If the invisible pressure plate at location 16A was stepped on first, the invisible pressure plate at 15A performs no function.

16A-16C Stepping on the invisible pressure plate at location 16A puts up a wall at location 16B and removes the east wall at location 16C. If the invisible pressure plate at location 15A was stepped on first, the invisible pressure plate at 16A performs no function.

17A-17B Stepping on the invisible pressure plate at 17A releases two medusae at each location 17B.

18A-18B Stepping on the invisible pressure plate at 18A releases two medusae at each location 18B.

19 When the party enters this location, they are rotated 180 degrees. Watch your compass, turn around, and continue on your way.

20A-20B An invisible teleporter at location 20A transports the party to location 20B. The teleporter works only one time.

21A-21B Stepping on the invisible pressure plate at location 21A removes the west wall at location 21B. Stepping on the invisible pressure plate again puts up the west wall at 21B.

22A-22B Stepping on the invisible pressure plate at location 22A puts up a wall at location 22B. If the invisible pressure plate at location 28A was stepped on first, the invisible pressure plate at 22A performs no function.

23A-23B Stepping on the invisible pressure plate at 23A releases three medusa at each location 23B.

24 Stepping on the invisible pressure plate at location 24 puts up a wall at location 22A and opens the door to the north. The medusae from location 25 attempt to surround the party, using the north door as their entrance.

25 Eleven medusae guard this room. They attack when the party steps on the invisible pressure plate at location 24. The medusae attempt to surround the party, using the north door as their entrance.

26A-26B Stepping on the invisible pressure plate at location 26A removes the south and west walls at location 26B.

27 A medusa guards this corridor. A mage scroll of *invisibility 10' radius* and the stone-dagger portal key lie on the floor.



28A-28B Stepping on the invisible pressure plate at location 28A puts up a wall at location 28B. If the invisible pressure plate at location 22A was stepped on first, the invisible pressure plate at 28A performs no function.

29A-29D Stepping on the invisible pressure plate at location 29A removes the south wall at location 29B, puts up a wall at location 29C, and removes the east wall at locations 29D. Stepping on the invisible pressure plate a second time performs no function.

30A-30B Stepping on the invisible pressure plate at 30A releases three medusae at each location 30B.

31A-31B Stepping on the invisible pressure plate at 31A releases three medusae at each location 31B.

32A-32B Stepping on the invisible pressure plate at location 32A puts up a wall at location 32B. If the invisible pressure plate at location 33A was stepped on first, the invisible pressure plate at 32A performs no function.

33A-33B Stepping on the invisible pressure plate at location 33A puts up a wall at location 33B. If the invisible pressure plate at location 32A was stepped on first, the invisible pressure plate at 33A performs no function.

34A-34B Stepping on the invisible pressure plate at 34A releases two medusae at location 34B.

35A-35E The door at location 35A opens when the pressure plates at locations 35B, 35C, 35D, and 35E are weighed down by medusae trapped on them. The spell *hold person* or *hold monster* is quite helpful for this puzzle. First lure a medusa onto the pressure plate at 35B. When the medusa steps onto the

pressure plate, cast the spell, *hold person*. If it misses its saving throw and is held, move around and close the doors. This traps the medusa on the pressure plate. Repeat this for the other pressure plates, but make sure that the pressure plate at 35E is done last. When the last medusa is trapped, the door at 35A opens. Don't worry about killing too many medusae, they'll continue to appear and harass the party. The medusae are capable of opening the doors, so you must trap them relatively quickly before your spells start to wear off.

36 A plaque on the south wall reads, "Trap the ladies to weight the plates."

37 Three femurs, a skull, and the "*Hilt of Talon*" lie on the floor.

38 Two femurs, a skull, and a mage scroll of *flesh to stone* lie on the floor.

39 A secret button on the bottom of the north wall opens a passage in the east wall.

40 The tooth lock set in the west wall requires a tooth key to open the door.

41A-41B The banner hanging on the south wall at location 41A drops a mage scroll of *cone of cold* at location 41B when "clicked" on.

42A-42B When the party steps on the pressure plate at location 42A a transparent wall appears at location 42B. Dran then makes an appearance and opens a pit below the party. The pit leads down to the frost giant prison level location 1.



Frost Giant Prison Level

Synopsis: The walls of this level are finely carved aqua-colored stone with a glossy finish. Frost giants are trapped on this level and are encountered throughout. (Note: When they attack they may damage more than one character in the party. Save your game before you continue, and save often once you start this level.)

Locations and Events

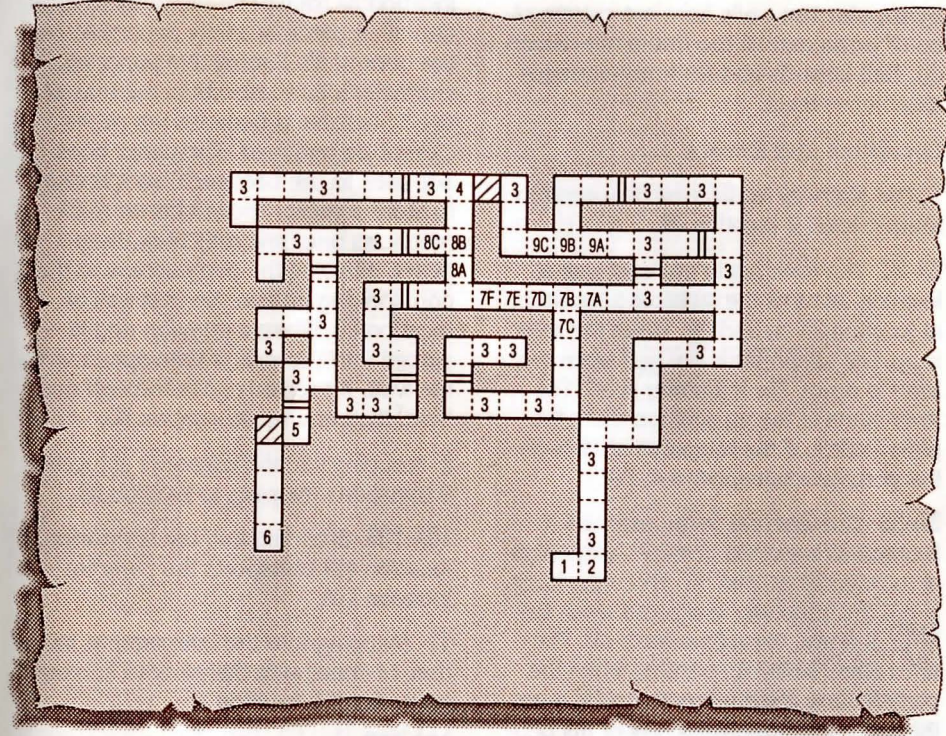
- 1 The party lands here after Dran opens the pit on azure tower level 4 location 42A.
- 2 A mage scroll of *cone of cold* lies on the floor.
- 3 A frost giant lurks at each of these locations. They attack the party on sight.
- 4 The east wall is a one-way illusion. The party may pass through it walking east but may not pass through from the west.
- 5 The party encounters the Frost Giant King here. He tells the party of his peoples' misfortune at being captured by Dran. When he finishes, his body mysteriously turns to dust. The "*Tongue of Talon*" lies on the floor where it fell from the giant's hands.
- 6 A portal set in the wall here transports the party to temple level 2 location 36 when the stone dagger is used. If the stone gem is used, the portal transports the party to catacomb level 3 location 17.

7A-7F The pits in these locations are continuously opening and closing. When the pit at location 7A closes move the party to 7A. The pit at location 7b closes soon after the pit at 7A. When it does so move the party onto 7B. Now to get by the rest of the pits the party has to take a bit of a detour. The pit at 7C closes after 7B, so when it does, move the party to 7C and then move south to get off the pit. Defeat the frost giants to the south from here. While facing north, wait for the pits at 7A, 7B, 7C, and 7D all to open. Pits 7A, 7B, and 7C close but the party needs to wait for 7B to open and then close one more time. Move the party to 7B and wait for 7D to close. Move the party to 7D, 7E, and 7F as each of them close. Should the party fall through one of the pits, they end up on azure tower level 2 location 79.

8A-8C The pits in these locations are continuously opening and closing. When the pit at 8A closes, move the party onto 8A. The pit at location 8B closes shortly after the party steps onto 8A. When 8B closes move the party north on to 8B. Continue moving and slay the frost giant north of 8B. When 8B closes again move onto it and face west. The pit at 8C does not open for a bit so the party should move west and open the door. A frost giant behind the door moves to attack, so move the party east and then north to location 4 and fight the frost giant west of location 8C here. Once you beat the frost giants move back to 8B when the pit closes and go through the west door before 8C opens.



Frost Giant Prison Level



Wall
 Transparent Wall
 Illusionary/Moveable Wall
 Door
 Stairs Up
 Stairs Down

9A-9C The pits in these locations are continuously opening and closing. There are three ways to get across the pits at these locations. Getting by them depends upon which direction the party comes from. If the party travels west across the pits, they need to wait until the pit closes at 9A, quickly move to 9B and then to the corridor north of 9B. If the party travels south across the pits,

they need to wait for the pits to open at 9A and move south then west quickly or wait until the pit opens at 9C and move south and the east quickly, depending on which way they wish to go. If the party travels east across the pits, they simply need to follow the closing pits 9C-9A. Should the party fall through one of the pits, they end up on azure tower level 2 location 80.



Crimson Tower Level 1

Synopsis: The walls here are constructed of brass and all the floors are carpeted. Hell hounds and Darkmoon mages inhabit the level.

Locations and Events

1 The stairway to the east descends to temple level 2 location 48.

2A-2C The lever set in the west wall at location 2A turns the invisible teleporters at location 2B on and off. When the lever is up, the teleporter is on; and when the lever is down, the teleporter is off. The lever starts in the up position when the party finds it. If the teleporter at 2B is on, the party gets transported to 2C.

3A-3B The lever set in the east wall at location 3A turns the invisible teleporters at location 3B on and off. When the lever is up, the teleporter is on; and when the lever is down, the teleporter is off. The lever starts in the up position when the party finds it. If the teleporter at 3B is on, the party gets transported to 3C.

4 A triangular niche set in the north wall transforms a small item into a *sphere of fire*. Every time an item gets placed into the niche, a *sphere of fire* replaces it. A Darkmoon mage patrols this area as well. The mage drops a crimson ring when slain.

5 The stairs to the east descend to temple level 2 location 50.

6 The banner hanging on the north wall drops a crimson ring when "clicked" on.

7A-7B Stepping into the teleporter at location 7A transports the party to location 7B.

8A-8D Stepping into the teleporter at location 8A transports the party to location 8B. A piece of sticky paper lies on the floor at 8B. Putting this paper into a character's hand results in the loss of use of that hand because the paper cannot be removed. The paper does not stick to the backpack, so it is okay to store it there. The teleporter at 8A functions one time only then disappears, allowing the party access to the crimson-ring hole in the east wall at location 8C. When a crimson ring is placed into the wall, a hole opens up in the wall. If the party goes through the hole, they end up at location 8D.

9 Stepping into the teleporter at location 9 transports the party to location 8B.

10A-10B Stepping into the teleporter at location 10A transports the party to location 10B.

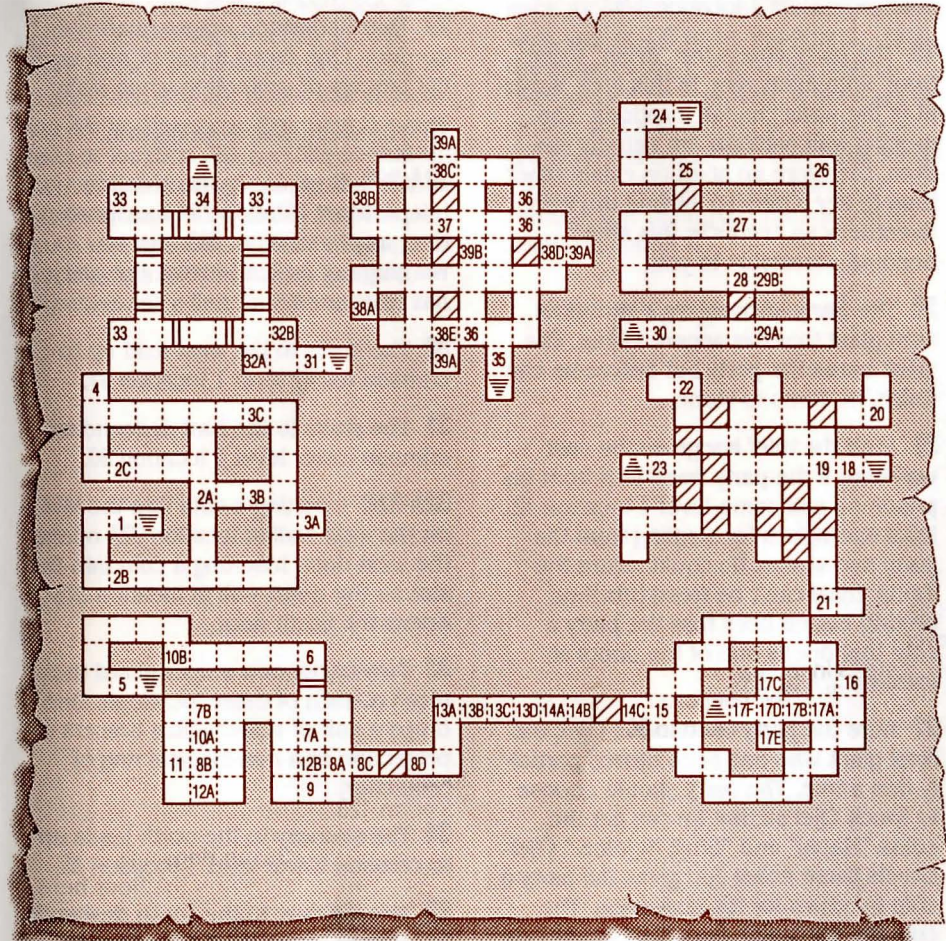
11 Stepping into the teleporter at location 11 transports the party to crimson tower level 1 location 1.

12A-12B Stepping into the teleporter at location 12A transports the party to location 12B

13A-13D Two crimson rings and a mage scroll of *fear* lie on the floor here. When the party enters 13A, the items move to 13B. When the party enters 13B, the items move to 13C. When the party enters 13C, the items move to 13D. When the items move to 13D, the items move back to 13A. Placing the sticky paper found at location 8B on the floor with the items allows the party to pick up the treasure.

14A-14C A plaque on the north wall at location 14A reads, "Ringmaster am I! Watch me fly!" The crimson ring hole set in the east wall at location 14B

Crimson Tower Level 1



■ Wall ■ Transparent Wall ■ Illusionary/Moveable Wall ■ Door ■ Stairs Up ■ Stairs Down

opens up a hole in the wall. If the party goes through the hole, they end up at location 14C.

15 A plaque on the east wall reads, "One ring to bind them all!"

16 A brass coin called "Mapaj" lies on the floor here.

17A-17F The walls at all of these locations are illusionary. A set of *plate mail* +3 lies on the floor at location 17C. A *robe of protection* +2 and a brass coin called "Shall Rejoice" lie on the floor at location 17E. The stairs west of location 17F lead up to crimson tower level 1 location 18.

Crimson Tower Level 1 continues...



18 The stairway east descends to crimson tower level 1 location 17F.

19 The party enters the "living" room here. With every step in this area, several of the walls change locations. The moving wall patterns are entirely random, therefore no solution exists other than to keep moving around the area. Eventually all events in this area become accessible to you.

20 The party encounters a shrunken frost giant that has angered Dran. The giant warns the party but before he can finish, he turns to stone.

21 Insal the thief hangs on the east wall here if the party freed him from his prison on catacomb level 1 location 12. Insal apologizes for stealing from the party and wishes he could return the items. Insal can't be freed this time around but he does toss the party a coin that opens one of the doors at location 32A or 32B.

22 Here the party encounters Ojel, the frost giant who has been turned partially into a tree. The party should choose to touch Ojel so that he can get the coins "Mapaj" and "Shall Rejoice." Ojel covets these coins and gives the party a coin in return for his obsession. The coin the party gets from Ojel opens one of the doors at locations 32A and 32B.

23 The stairway to the west leads up to crimson tower level 1 location 24.

24 The stairs to the east descend to crimson tower level 1 location 23.

25 The south wall is an illusion.

26 A hell hound guards this corridor.

27 Two Darkmoon mages guard this corridor. One drops a pair of non-magical bracers of protection when slain.

28 The south wall is an illusion.

29A-29B Stepping in the invisible teleporter at location 29A transports the party to location 29B with no warning nor indication that the party has teleported.

30 The stairs to the west lead up to crimson tower level 1 location 31.

31 The stairs to the east descend to crimson tower level 1 location 30.

32A-32B Inserting a coin into the slot on the west wall at location 32A opens the west door. Inserting a coin into the slot on the north wall at location 32B opens the north door.

33 Two Darkmoon mages guard the room at each of these locations. One drops a pair of non-magical bracers of protection or a non-magical ring of protection.

34 The stairway to the north leads up to crimson tower level 1 location 35.

35 The stairway to the south descends to crimson tower level 1 location 34.

36 A hell hound guards the room from each of these locations.

37 A plaque on the north wall here reads, "Hall of Hells."

38A-38E Spinning the red disks at location 38A and 38B so that the notches are both to the right causes the wall of force east of location 38D and the west

wall at location 38D to disappear. Spinning the red disks at location 38A and 38B so that the notches are both down causes the wall of force south of location 38E and the north wall at location 38E to disappear. Spinning the red disks at location 38A and 38B so that the notches are both up causes the wall of force north of location 38C and the south wall at location 38C to disappear. The notches start in the up position when the party first finds them.

39A-39B Setting a *sphere of fire* into each niche at location 39A causes the west wall at 39B to be vaporized. Once the spheres are put into the niches, they cannot be removed. A hole in the ceiling and a large ring set in the wall are revealed where the wall once stood. Pulling the ring sucks the party up through the ceiling to crimson tower level 2 location 1.





Crimson Tower Level 2

Synopsis: The walls here are constructed of brass and all the floors are carpeted. Salamanders and mind flayers inhabit the level. Dran Draggore is also found on this level. (Note: The party should rest before they enter this level. Resting on this level causes a greater number of mind flayers at location 4A-4B.)

Locations and Events

1 The party enters this level here. The hole they came through closes up behind them. There is no turning back now!

2A-2D The north wall at location 2A, the west wall at location 2B, the east wall at location 2C, and the south wall at location 2D are all illusionary walls. When the party passes through one of them, they all disappear and salamanders from the surrounding areas attack.

3 When the illusionary walls at locations 2A-2D disappear, a salamander from each of these locations attacks the party.

4A-4B Stepping on the invisible pressure plate at location 4A closes the door into the room and releases two mind flayers at each location 4B.

5 The large crystal ball set in the floor shows visions of the party's past and/or future. The crystal ball is fastened to the floor so the party may not take it as treasure.

6A-6B Stepping on the invisible pressure plate at location 6A causes the door to open and releases the salamanders from location 6B.

7A-7B Casting a *dispel magic* spell on each triangular niche set in the east wall causes the east door to open. The niche at 7a contains the *amulet of life* and the niche at 7B contains the *amulet of death*. The *amulet of life* resurrects a character if used and the *amulet of death* kills a character if used. Both amulets have one charge in them. To use the *amulet of life*, put it into a live character's hand and use it like you would a weapon. It is recommended that the party not use the *amulet of death*.

8 One of Dran's servants lies dying on the floor here. He tells the party of Dran's foul mood and then disappears in a puff of black greasy smoke. The stone-cross portal key also lies on the floor here.

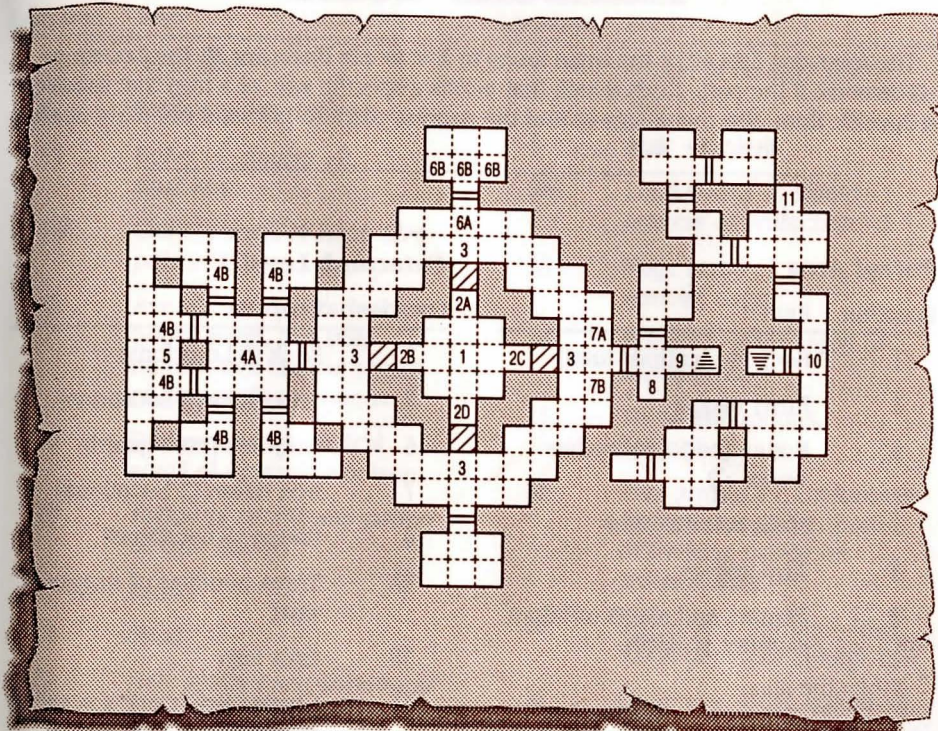
9 The stairs to the east lead up to crimson tower level 2 location 10.

10 When the party arrives here from location 9 the door behind them closes, preventing you from turning back.

11 Dran Draggore waits at his altar in this room preparing for the final battle with the party. It is recommended that you rest the party, cast all preparatory spells, and save the game at this point. Dran has a special surprise for the party when you first defeat him. Make sure that the *starfire scepter* is readied in one of the characters' hands. The scepter provides a certain amount of protection against Dran's fire attacks, but only for a very limited time. Revive the scepter's protection whenever it expires. Remember, it is better to nickle and dime a powerful opponent to death rather than try to fight him face-to-face. **Good luck!**



Crimson Tower Level 2



■ Wall ■ Transparent Wall ▨ Illusionary/Moveable Wall □ Door □ Stairs Up □ Stairs Down



TREASURE GUIDE

The following lists all of the main items in *EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON*. If the party finds a lock that needs a specific key, or a trap that requires a specific item, use these lists to find the nearest place to get what the party needs.

Forest Area

Location	Item
1	Rock (4 locations total)
3	Rusty dagger
6	Rotten food and <i>leather armor +2</i>
7	Mage scroll of <i>blur</i>
8	Two arrows
9	Femurs and skulls (random number of each)

Temple Level 1

Location	Item
17	Flail (from priest)
18	Mage scroll of <i>true seeing</i>

Catacomb Level 1

Location	Item
2	Rock (5 Locations)
3	Two rocks (2 Locations)
5	Grey key (from guard)
7	Iron ration (2 Locations)
8	Ration (3 Locations)
8A	Three pouches of <i>magic dust</i>
10	Grey key
17	Copper key, clerical scroll of <i>neutralize poison</i> , partial map of catacomb level 1
20	Two grey keys (from guards)
26	<i>Dagger +1</i>
27	Horn called "North Wind," scroll containing instructions for guards
29	Grey key (from guard)
31	Sling, clerical scroll of <i>raise dead</i>
36	<i>Mace -2, long sword -3, dagger -2</i>



Catacomb Level 2

Location	Item
3B	Skull key
8	Skull key (from priest)
11	<i>Robe +1, dagger +2, skull key</i>
14A	Clerical scroll of <i>neutralize poison</i>
15	<i>Axe +2, short sword +2, boots, helm, two iron rations, two clerical scrolls of cure serious wounds</i>
16	Darkmoon key, clerical scroll of <i>neutralize poison</i>
18	<i>Potion of vitality and potion of cure poison</i>
21	Femur
23	Skull
33	Holy symbol and darkmoon key (from priests)
34	<i>Shield +1, plate mail +2, long sword +1, helm +1, iron ration, mage's spell-book, skull key</i>
40	Two <i>potions of healing, potion of speed</i> , horn called "East Wind"
52	Mage scroll of <i>lightning bolt</i> , skull

Catacomb Level 3

Location	Item
6	<i>Potion of healing, spider key, skull</i>
8	<i>Staff +1, skull</i>
9A	<i>Long sword -2, shield +1, bracers of protection +5</i>
13	Mage scroll of <i>remove curse</i>
16	<i>Robe +1, mage scroll of haste, amulet</i>
18	Three iron rations, spider key
27	Two <i>arrows +1, darkmoon key, sphere of fire, potion of healing, potion of extra-healing</i>
28	Spider key, <i>sphere of fire, stone gem (portal key), axe</i>
30	Long bow, eight <i>arrows +2, cloak of protection +3</i>
33	Grey key (margoyles)
37	Darkmoon key, horn called "South Wind"
39	Mage scroll of <i>detect magic, mage scroll of shocking grasp, mage scroll of fireball, clerical scroll of raise dead</i>



Catacomb Level 4

Location	Item
3	Rock, spider key, two femurs, two skulls
6	Femur, skull, two rocks, dagger +2
7	Two femurs
8	Three darts, dagger +1, dagger
9	Leather boots, femur
10	Shield +1, femur
11	Chain Mail, dagger, long sword -2, darkmoon key
12	Skull, helm
13	Helm, plate mail, leather boots, potion of cure poison, long sword +1, horn called "West Wind"

Temple Level 2

Location	Item
7	Mage's spellbook, thief's lockpicks
9	Copper key
13B	Blue gem
15	Copper key
16	Green gem
17	Red gem
18	Two iron rations
19	Two iron rations, two-handed sword, tropelet seed
21	Tropelet seed
22	Plate mail +3, two-handed sword +2, clerical scroll of raise dead, femur, ring, skull, tropelet seed
25	Two potions of extra-healing, potion of healing, potion of vitality
26	Wand of magic missiles, mage scroll of lightning bolt, tropelet seed
30	Two bags of magic dust
32	Bag of magic dust
37	Copper key, mage scroll of improved identify
40	Two clerical scrolls of create food



Silver Tower Level 1

Location	Item
2P	Axe -2
3	Bone key (from mantis warrior)
8	Long sword -2 called "Hunger"
10	Wand of lightning
12	Polearm +1
14	Mantis key (from mantis warrior)
17	Bone key (from magic mouth)
23	Mantis key
27	Mage scroll of blur, mage scroll of dispel magic
28	Iron rations
32	Copper key, sphere of fire, mantis idol
38	Copper key, femur, potion of cure poison

Silver Tower Level 2

Location	Item
13	Two packs of rotten food
15	Darkmoon key (from flying snake)
17	Bone key
20	Red gem
23	Five potions of cure poison, clerical scroll of raise dead
25	Leather boots, banded armor +2, short sword +3, polearm -2 called "Leech"
26	Femur, skull
29	Ring of adornment (from flying snake)
32	Composite bow, five arrows +1, potion of extra-healing, partial map of silver tower level 3
36C	Three spheres of fire, helm, potion of healing, plate mail +2
43B	Two-handed sword +3, or a mage scroll of disintegration (a fifty percent chance of one or the other)
54	Potion of vitality
57	Mage scroll of disintegration



Silver Tower Level 3

Location	Item
5	Darkmoon key (4 locations)
9	Three <i>potions of healing</i>
14	Dagger, femur
20	Two femurs, cursed <i>bracers of protection -2</i>
21	Leather boots, two daggers, staff, <i>potion of healing</i>
22	<i>Shield +3, halberd +2, green crystal hammer +2</i>
23	Femur, iron ration, rotten food
24	Mace, mage scroll of <i>fireball</i>
25	<i>Dragonskin armor +4, short sword +2</i>
26	Femur, skull, <i>wand of dispel magic</i>
38	Chain mail, rations, <i>ring of sustenance</i>

Azure Tower Level 1

Location	Item
10	Mage scroll of <i>hold monster</i> , <i>polished chrome shield +2</i>

Azure Tower Level 2

Location	Item
8	Red gem called "Soul gem"
11	Red gem called "Body gem"
16	Red gem called "Heart gem"
22	Crystal key (from bulette)
47	Shell key, mage scroll of <i>improved invisibility</i>
48	Crimson key
57	<i>Polished chrome shield +2</i>
71	"Eye of Talon"
74	<i>Polished chrome shield +2</i>



Azure Tower Level 3

Location	Item
8	Shell key
12	Crystal key (from greater guardian daemon)
14	<i>Polished chrome shield +2</i>
21A	Mage scroll of <i>ice storm</i> , Brahma's boots
27C	<i>Starfire scepter</i> , mage scroll of <i>stone to flesh</i>
28	<i>Polished chrome shield +2</i>
32	<i>Jhona's cloak of protection +2</i> , partial map of azure tower level 4, <i>polished chrome shield +2</i>
35	Tooth key (from greater guardian daemon), <i>sling +1</i>
37	Rock
40	Mage scroll of <i>wall of force</i>
54	<i>Ring of feather falling</i> , crystal key

Azure Tower Level 4

Location	Item
13	Tooth key
27	Mage scroll of <i>invisibility 10' radius</i> , stone dagger (portal key)
37	Three femurs, skull, "Hilt of Talon"
38	Two femurs, skull, mage scroll of <i>flesh to stone</i>
41B	Mage scroll of <i>cone of cold</i>



Frost Giant Prison Level

<u>Location</u>	<u>Item</u>
2	Mage scroll of <i>cone of cold</i>
5	" <i>Tongue of Talon</i> " (from frost giant king)

Crimson Tower Level 1

<u>Location</u>	<u>Item</u>
4	Crimson ring (from mage)
6	Crimson key
8B	Sticky paper
13A	Two crimson rings, mage scroll of <i>fear</i>
16	Brass coin called "Mapaj"
17C	<i>Plate mail +3</i>
17E	<i>Robe +2</i> , brass coin called "Shall rejoice"
21	Coin (from Insal if he was freed)
22	Coin (from Ojel)
27	Non-magical bracers of protection
33	A pair of non-magical bracers of protection (2 locations), a non-magical ring of protection

Crimson Tower Level 2

<u>Location</u>	<u>Item</u>
7A	<i>Amulet of life</i>
7B	<i>Amulet of death</i>
8	Stone cross (portal key)

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