

Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

GATEWAY TO THE SAVAGE FRONTIER
A SAVAGE FRONTIER Fantasy Role-Playing Epic, Vol. I

CLUE BOOK



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INTRODUCTION

GATEWAY TO THE SAVAGE FRONTIER is the first in a new series of **ADVANCED DUNGEONS & DRAGONS®** computer role-playing games set in the Savage Frontier, a broad area on the northwest seacoast of the **FORGOTTEN REALMS™** game world. In **GATEWAY**, the characters have the chance to save the Savage Frontier from a surprise Zhentarim invasion through the Great Desert.

WHERE TO GET HELP

The various sections of the clue book provide different kinds of adventuring help. The **BACKGROUND** section describes the events that have lead up to the adventure. The **EVENTS** section describes one way the adventure can turn out. The **MAPS** section shows the different locations in the game and describes the various encounters there. The **MONSTERS** section contains a description of all monsters in the game with information on what the monsters can do and how to most effectively fight them. The **NPCs** section describes the various non-player characters who can join the party. The **MAGIC ITEMS** section lists the magic items in the game and where they are to be found. The **CITY DIRECTORY** lists the various services that are available in the cities of the Savage Frontier.

THE ORDER OF EVENTS

The **EVENTS** and the **MAPS** sections present the various challenges in the order of increasing difficulty. The tasks the party must complete to win can be accomplished in almost any order. Feel free to set out across the wilderness in any direction in search of adventure. If the party is strong

enough to overcome the enemies they meet, their successes will help them win the game—even if their effect on the big picture isn't instantly apparent.

THE BACKGROUND

Two thousand years ago Ascore was a thriving port on the Narrow Sea. The gateway to the great dwarven nation of Delzoun, it was a melting pot where humans, dwarves and elves all conducted trade with nations across the Forgotten Realms.

Now Ascore is nothing but a maze of sand-swept ruins, its mighty stone docks thrust proudly into the advancing wastes. The Narrow Sea has vanished before the relentless march of the Great Desert.

As the waters receded from Ascore and the city began to strangle, the leaders of the metropolis faced new dangers. Orcs, trolls, dragons and especially the monsters of the growing desert all came to feast on the city's bones as it shrivelled in the suddenly-relentless sun.

Ascore called upon the greatest magic-users of the Realms, promising wonderful treasures if they could create a magical defense to protect the city. Although many tried and failed, no wizard could claim the prizes.

Then, one blistering summer day, four old and powerful magicians from the distant east appeared at the city gates. Each, using his special knowledge and rare components, had crafted a magical statuette on a triangular base to protect the city from monsters from the north, east, south and west.

Each statuette glowed magically with a symbol representing the part of the Realms upon which it was to focus, and they were breathtaking to behold. Each created a small area where any monster become lethargic, even nauseous. The creatures upon whom it was tested hurried away from the city.

When the four statuettes were set together upon an altar in the great plaza of Ascore, however, their power increased many thousandfold. The great stone pyramids that surrounded the altar began to glow, as the energy of the magical device was magnified in all directions.

The wizards' creations worked. The monsters that had plagued the once-great seaport fell back, and the city was reprieved.

But it was not enough to save Ascore. The Narrow Sea continued to recede, the merchants abandoned their shops or changed their trade routes. The great dwarven navy lay aground in the dusty harbor, and the city melted away in the tide of the encroaching desert.

During the city's final death throes corrupt city leaders took the statuettes for their own enrichment. The set was split apart, and its four glowing elements passed through many hands in the Northern Realms.

For many years the Zhentarim knew of the existence of the four statuettes, and of their potential power. With the help of the evil Kraken Society, who themselves held one statuette in the Purple Rocks, the Zhentarim located the remaining three items. One each was held by Ceptienne, a sorceress in the Star Mounts; by the Hosttower Mages in Luskan; and by dwarves in Llorkh.

To gain the statuette from the honest dwarves in Llorkh the Zhentarim simply murdered their leaders, took over the town and stole the magical treasure. Deals were struck with the other, evil owners to trade the statuettes for control of their local regions after the Zhentarim conquest.

The long-held Zhentarim goal to breach the desert and dominate the Realms from the Moonsea to the Sword Coast was now at hand. All that remained was to reunite

the statuettes at Ascore and focus them to the east to clear the uncrossable desert.

A Zhentarim general named Vaalgamon was dispatched to oversee this task. A ship would carry one statue from the Purple Rocks to Luskan, where a convoy would bring it and the Hosttower's object overland to Ascore. Ceptienne would fly to Ascore with her statuette atop her black dragon steed. A column sent from Zhentil Keep itself would go around the desert on the long, traditional path and escort the final statuette from Llorkh.

The party, quite by accident, stumbles across this plot in its final stages. They realize that they are the only ones in the Savage Frontier who can stop Vaalgamon from collecting the statuettes and completing the Zhentarim conquest of the region.

THE EVENTS

After purchasing new equipment and preparing their spells, the party saves a small man named Krevish from being assaulted by a group of bandits. Krevish leads the party to his Captain, who offers the party the job of 'taking care of' an evil cleric who is causing trouble in Nesme. Krevish offers to come along. After accepting the job, the party rents a boat and heads for Nesme.

In Nesme, the party searches the city for the cleric. They fight their way through the barbarians who are roaming the streets, and help clear the city's ruins of trolls. Finally, they find the secret hidden temple of Bane and defeat the evil cleric. But, in the rubble after the battle, they learn that the evil Banite cleric was the center of a plan to stop the equally evil Zhentarim from invading the Savage Frontier. It is now up to the party to stop the invasion of the Zhentarim. Their only clue mentions one of the Banite cleric's

allies in the town of Silverymoon and a good southern wizard.

The party travels by boat to Silverymoon. During the festival to the goddess Mielikki, the party meets the Banite's ally and learns that the southern mage is called Amanitas. Searching the town for the wizard, the party discovers that Amanitas has been kidnapped. During their search, the party rescues Ereik, Amanitas' servant and learns that the wizard has been taken to Everlund. Renting another boat, the party sets off to Everlund to rescue Amanitas.

In Everlund, the search leads through a secret door into the hidden dungeon where Amanitas is being held. After a sharp battle, the party releases the kidnapped mage. Amanitas tells the party what he knows of the Zhentarim Plan, and gives them the riddles that lead to the four statuettes. He also directs the party to look for a Kraken Outpost back in Yartar.

The party travels overland back to Yartar. Their stay is reasonably uneventful, but as they try to leave the city they are pulled through a secret door and down into a cell in the Kraken Complex beneath Yartar. The party escapes from the cell and defeats the Kraken Captain and his men. In the remains of the captain's office the party finds information that leads them toward the coastal cities of the Trackless Sea. The party defeats several giant squids in a huge water tank as they escape from the underground complex.

The party travels west to Neverwinter, the nearest city on the coast of the Trackless Sea. In Neverwinter, they help clear the city's indoor gardens and check out the items in the magic shop, before proceeding north to Port Llast. In Port Llast, the party searches

the seemingly haunted ship, the *Gallant Prince*. On the ship, they find clues that point to the Hosttower of the Arcane in the port city of Luskan.

In Luskan, the party finds that the pirate captains of the city are receiving their annual gifts from the local sea captains. After defeating many of the pirate captains' sailors, the party finds the imposing Hosttower of the Arcane, 'a great tower... with many spires...' In the dungeon under the tower, with the help of Brinshaar, the renegade Hosttower mage, the party finds the statuette of the East. But, as the party leaves the tower, Brinshaar turns on them and tries to get the statuette for himself. The party defeats this traitor and continues with the quest.

Following the second of Amanitas' riddles, the party sets off with the Company of the Brazen Pennant to the Island of Tuern. While exploring the island, the party defeats a group of fire giants and finds a piece of meteoric ore. The party then takes a ship to the island of Gundarlun. While exploring Gundarlun, the party finds and frees the kidnapped Princess Jagaerda. She joins the party while they search the remaining islands.

As the party leaves Gundarlun by ship, a giant kraken smashes the ship to pieces. The party is washed ashore on the Purple Rocks, a small set of islands controlled by pirates and the Kraken Society. The party takes a small boat across the straights to the great Kraken Headquarters. They race through the headquarters to get to the statuette of the West before the Krakens put it aboard ship and set sail. The party arrives just in time, defeats the Krakens, and gains the statuette of the West.

When the party gets back onto their small boat, the currents take them to the city of Neverwinter. After taking some time to

rest, train, and get the meteoric ore made into a magic sword, the party sets off overland for Amanitas' home in Secomber. There, Amanitas directs the party through the city of Loudwater toward the dwarven city of Llorkh.

In Loudwater, the party spots a huge group of Zhentarim who are intent on ambushing the party. By using side streets, the party cuts down the group of Zhentarim and finally defeats it. As the party explores the rest of the town, they discover Rishpal, an ex-Zhentarim Guard. He joins the party for their journey to Llorkh.

In Llorkh, the party enters a shop to buy some additional supplies and is dropped down a secret chute into a huge arena. Rishpal shows himself to be a traitor and joins the Zhentarim leader Vaalgamon to watch the party fight for its life. After battling in the arena, the party escapes from captivity, frees a half-orc named Muthtur, and battles their way through the arena beneath Llorkh. Finally, they find the statuette of the North and exit back into the wilderness. Muthtur thanks the party and leaves them before they reenter a city.

The party heads back to Secomber to speak to Amanitas again. He directs them to the Star Mounts, 'where even the birds cannot fly.' The party rents a boat and travels up the river into the dangerous High Forest. At the base of the Star Mounts the party saves a group of giant intelligent bird-creatures, the aarakocra. The aarakocra tell the party that they have seen a woman riding a dragon among the peaks. The aarakocra fly the party to her fortress. In the fortress, the party negotiates a maze and finally confronts the evil magic-user Ceptienne. They defeat her and gain the statuette of the South.

The party then travels overland through Sundabar to Ascore. In Sundabar, the Zhentarim leader Vaalgamon tries to stop the party with illusions, bribes, and hideous monsters. But the party makes it through to the dead city of Ascore.

In Ascore, the party fights past the undead remains of the city's inhabitants, and finally confronts Vaalgamon in a seemingly endless combat maze. The party finally sprints past Vaalgamon and reunites the statuettes with the famous pyramids of Ascore. The power of the statuettes, the pyramids, and the Great Desert itself, combine to defeat the Zhentarim hordes. The party makes a harrowing escape and returns triumphantly to Yartar.

COMBAT STRATEGIES

Consult the MONSTERS section carefully to study the different monsters in the game to learn their strengths and weaknesses. Do the same with the list of clerical and magic-user spells in the *Adventurer's Journal*, to learn their functions. Look for spells that are especially effective against various kinds of monsters.

Pay extra attention to spells that can be cast in camp before a battle to strengthen the party.

Although this book at times suggests specific spells that will be useful in particular battles, many spells have broad uses in many situations. For example, casting Bless or Protection from Evil before a close battle may give the party just enough extra staying power to come out alive—this is good advice in any especially dangerous encounter.

To speed up the game at the end of any fight, hold down the "E" key on the keyboard after the last monster is defeated. Each character will flash through their "End" command and you'll be offered the chance to end the battle.

Here's a short list of strategies to try if the party is having any problems coming out as the winner in combat situations:

Is the party getting hurt by enemy archers or magic-users?

- ❖ Hide vulnerable party members (especially those with armor classes worse than 2) behind a corner to avoid spells as well as arrows and other missile weapons. They can then step out into view only when they're ready to cast a spell.

- ❖ Charge the front row into hand-to-hand combat, since missile weapons can't be used when an adjacent enemy threatens the character or monster.

- ❖ Try to hit enemy spell-casters with at least one spell, melee attack or missile every combat round—they cannot cast a spell on any combat round in which they were damaged. If they were preparing to throw a spell when they were hit they may lose it completely, which gives the party a big advantage.

Is the party almost winning many battles, but coming up just short?

- ❖ Use geography to create a momentary numerical advantage against a part of the enemy force – try to arrange the party so that few of the monsters can attack the party, but the party can attack them with as many characters as possible. In a fight against big monsters try to use a corridor's protruding doorway to block the monster's path. Executed properly, the monsters will have to attack one at a time, but four characters can hit the monster. The rest of the party can attack with spells and arrows from behind the front phalanx of fighters, creating a 6-1 or greater advantage.

- ❖ If the magic-users or clerics have memorized spells they can't use (for example, a Sleep spell cannot be used against a monster with 6 or more hit dice), discard them with the CAST command in camp prior to the battle. Then use that slot to memorize another spell that will help during battle, such as Magic Missile or Charm Person.

- ❖ Always save the game before a big battle—it makes it much easier to get back into the game quickly and either rejoin the fight or work around it.

- ❖ If the party is defeated in a close battle, remember that small changes in strategy can have a great effect. A few small differences in preparation—and a little luck—are often the difference between a defeat and having all the characters standing when the last monster goes down.

- ❖ Always get every party member the best armor available. Often high quality armor is left as treasure after a battle.

Be on the look out for magical armor, it will not only give the character a good AC, but it can increase their mobility as well.

- ❖ Always keep the characters in the back row well stocked with arrows, and give magic-users plenty of darts to throw at the enemy once their spells have been exhausted. Know what each character's most effective weapon is for any kind of combat by studying the Weapons Tables on page 40 of the *Adventurer's Journal*.

- ❖ Concentrate attacks on as few enemies as possible. If a fight starts with six manticores, it's much safer if half way through the battle there are three healthy manticores left instead of six damaged ones. Six damaged manticores can hurt the party twice as much as the three healthy ones.

- ❖ Use two or more characters to attack an enemy from opposite sides at the same time to increase the character's chance to hit. Once a character is next to a monster, he can often slide around behind it while another character continues to attack from the front.

- ❖ Practice using a thief to Back Stab enemies during combat—the extra damage can help take out especially dangerous opponents quickly.

- ❖ Sometimes luck plays a big part in these battles: a Stinking Cloud spell may take out three ogres during one battle, only to mildly impair only one ogre the next time around. A Hold Person spell make take out three pirates in one battle and none the next. If the party fights a battle once and seems to have bad luck, perhaps their fortune was worse than their strategy. A second try may win the day.

What are powerful spells for spell casters to throw?

- ❖ The first level clerical spells Bless and Protection from Evil are the most useful in combat.

- ❖ The second level clerical spell Hold Person is very useful against character type opponents. Remember to target it all three times.

- ❖ The third level clerical spell Prayer is very useful in combat.

- ❖ The first level magic-user spell Sleep is the most useful weapon against large numbers of low hit-dice monsters. The spell Magic Missile is useful against almost any monster. And the spell Charm Person is very useful against high level character type opponents.

- ❖ The second level magic-user spell Stinking Cloud is an effective weapon against anything that breathes. The spells Invisibility and Mirror Image are useful defensive spells for the mage.

- ❖ The third level magic-user spells Fireball and Lightning Bolt are the most potent offensive spells. The spells Blink, Haste, Invisibility 10' Radius, Protection from Evil 10' Radius, and Protection from Normal Missiles are all useful preparation spells.

And generally remember to:

- ❖ Accept the offers of help from NPCs, unless the NPC section says to reject them. Krevish, Ere, Jagaerda, and Muthtur can all

help the party a great deal. Make sure to keep all NPCs supplied with arrows so that they won't charge headlong at the enemy.

- ❖ If all else fails, an area the party can't get through may be a little too tough for them. Try exploring someplace else until the party has enough experience to train for a higher level. Then come back and try again.

Don't hesitate to use different combat strategies than the ones listed in this book. This is a big game and there are lots of different ways to achieve your goals. Clever players will always find new ways to solve old problems.

WILDERNESS TRAVEL

When travelling from city to city in the wilderness, stick to the roads, paths and rivers whenever possible. Open plains are the next safest terrain to cross.

If the party enters the wilderness looking for adventure, the forests and rough hills will result in more frequent encounters with higher level monsters. These may even include especially dangerous monsters like hill giants. The moors are even more dangerous to traverse, enter them at your own risk.

Deep forests, canyons and the Great Desert are the most dangerous terrains of all. The only time the party should travel in deep forests or canyons is to reach the Star Mounts, and the party never needs to travel through the desert.

In the more dangerous areas the party may encounter poisonous monsters. One hit from these enemies can kill a character. If a character gets poisoned, go quickly to the nearest city with a temple and pay for them to cast a Neutralize Poison spell to bring the character back.

MAPS

A. Yartar

Synopsis: Yartar is the party's first home base. As a centrally located crossroads town it is called the "hub of the Savage Frontier." The party should visit here regularly to buy equipment, train characters, heal wounds, etc. Such services are also available in a number of other major towns and cities scattered across the map, but Yartar always seems to be "on the way" to wherever the party is going.

At the start of the game the party should immediately rest and memorize spells, buy weapons and armor in the store, and then explore the town. There are many secrets throughout the Savage Frontier, put the party in Search mode and keep it there throughout the game so that they don't miss anything. In any case, they cannot leave immediately due to an alarm about trolls in the area. Many useful pieces of information can be learned from talking with various shopkeepers here in Yartar.

Resting: The party can rest in Yartar only at the Inn.

Returning to Yartar: Later in the game the party acquires the Ring of Reversal. If the party comes back through Yartar with the Ring of Reversal, they are ambushed by the Kraken Society on their way out of town. If the party comes back to Yartar with the ring, don't try to leave the town until the game has been saved and the party is fully healed and has memorized their spells.

Wandering Monsters: If the party has acquired the Ring of Reversal and has not yet cleared Sub-Yartar, Kraken agents may attack them on the main streets of the town. Once Sub-Yartar has been cleared, there are 2 more such attacks by stragglers, after which the party is safe from attack in Yartar.

EVENTS

1 The guards stop the party as they try to pass through the city gates. Once the party has explored the town, the guards let them leave.

2 The Inn of the Glowing Gem. This is where the party begins the game. Be sure to have the party's spell casters memorize spells before beginning the adventure.

3 The Tired Traveller Tavern.

4 The Yartar Armory. The party should buy weapons and armor here.

5 Hall of Training. Characters, including NPCs like Krevish, can train to advance levels here.

6 City Guard Post. The guards direct the party to the riverboat rentals, and inform them that ships sailing the Trackless Sea depart from a pier in Luskan.

7 Vault of Yartar. This is where the party can store any items or money they acquire but don't want to carry around. Later in the game the party acquires a magical card and may access treasure left here from other vaults in Silvermoon and Neverwinter; until then this vault is open but the others are closed.

8 This is the home of the Waterbaron, the leader of Yartar. He tells the party about some of the problems troubling the region.

9 Temple of Tymora. Here, for a fee, the party can raise dead characters, heal wounds, cure poison and turn stoned characters back to flesh.

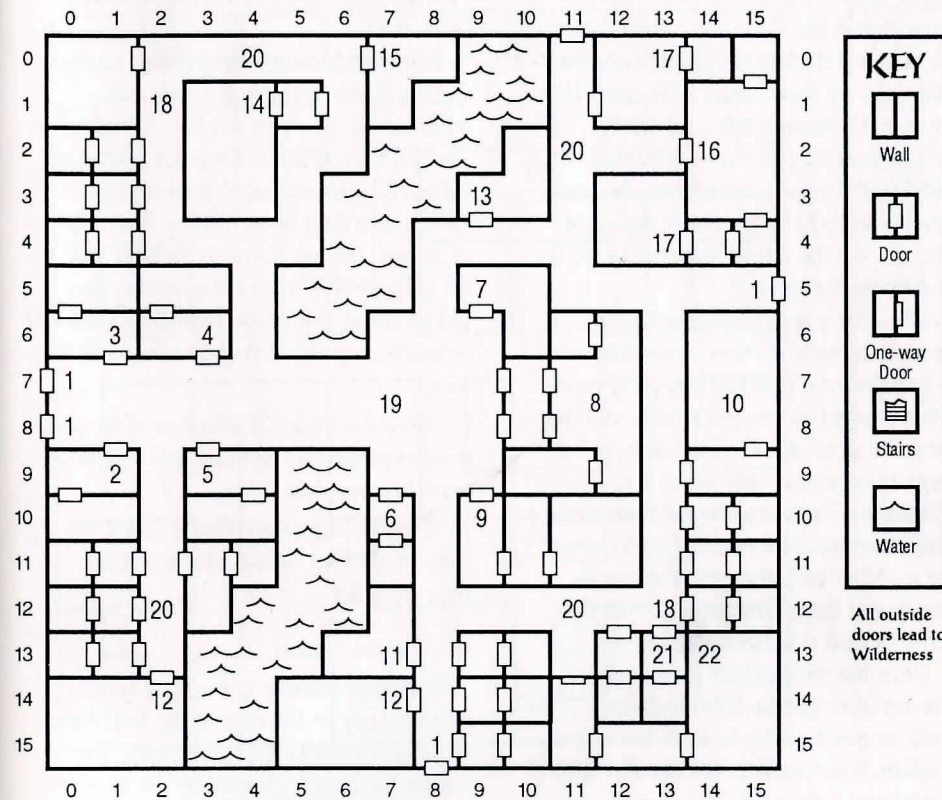
10 This is the headquarters of the City Guard.

11 Frydhazes' Shop of Unusual Items.

12 These are large barge building shops set beside the river.

13 Boat Rentals. The party can rent boats at almost all towns and cities in the Savage

A. YARTAR



Frontier. Most of the rental fee is a deposit on the boat, and if the party returns the vessel safely, even at a different town, the deposit is refunded. Boats allow the party to travel on the rivers on the Wilderness Map. Travelling by boat is one of the safest ways to get around, since wandering monsters rarely attack parties on the river.

This boat rental shop is closed until the party has explored some of the town.

14 Northwaters Fish Market.

15 Dessarin Boat Repair.

16 Three Rivers Festhall. This is a secret Kraken hideout, but at the start of the game it looks like any other tavern. After the

party has gained the Ring of Reversal they are attacked here by Kraken Spies.

17 Back Rooms of the Festhall. There is a 50% chance that a Kraken captain and a small group of Kraken spies are in either of these places. Defeating them once removes them from both places forever.

18 This is a residential area.

19 Dark riders gallop past the party the first time they go here. One of the riders is Vaalgamon, the Zhentarim general dispatched to organize the invasion of the Savage Frontier.

20 At one of these locations, the party has a chance to help a small, terrified man cornered by bandits. If the party doesn't help the man and the bandits sprint away, the party may see them again. If the party helps the man, the bandits turn and attack.

The man the party saves is named Krevish. If the party accepts him, he can travel with them for the rest of the game. He fights on the side of the party in the battle with the bandits.

Use a Sleep spell to stop the bandits, catching as many of them as possible in its 3x3 square area. Don't let any party members be caught in the spell's range, or they are put to sleep as well. The Sleep spell is the most important weapon in the early part of the game—if two party members can use magic-user spells they should both memorize it. After the battle, grab the bandits' money and items. The party can sell the items for cash at the weapons shop.

After the party defeats the bandits, Krevish offers to help them find work. If the party accepts the offer, he leads them to his Captain. If the party refuses his offer they can change their minds by going to Krevish's house at location 21.

The Captain offers the party the chance to go to Nesme and destroy an evil cleric who is causing trouble there. If the party accepts the mission the Captain leaves. If the party doesn't accept they have to fight the Krakens to get out of this room.

In either case, Krevish offers to come with the party. If the party accepts Krevish, buy plenty of arrows for him and keep him in the back row of the party. From time to time during the course of the game Krevish gives hints or suggestions. In each case he is telling the truth or giving good advice.

If the party rejects Krevish, they can still add him to the party by visiting his house at location 21.

Hint On Strategy For NPCs: Krevish and the characters Ereka, Jagaerda and Muthur (all of whom can help the party for a while) operate under computer control in battles. Make sure that Krevish and other NPCs have their bows readied, have plenty of arrows, and are placed in the back row of the party. If NPCs run out of arrows they charge ahead and attack the enemy, sometimes endangering both themselves and the party.

21 Krevish's House. Come here if the party rejected either offer he made and they now want to accept him.

22 Captain's Quarters. This is where the party meets the Captain after accepting Krevish's offer.

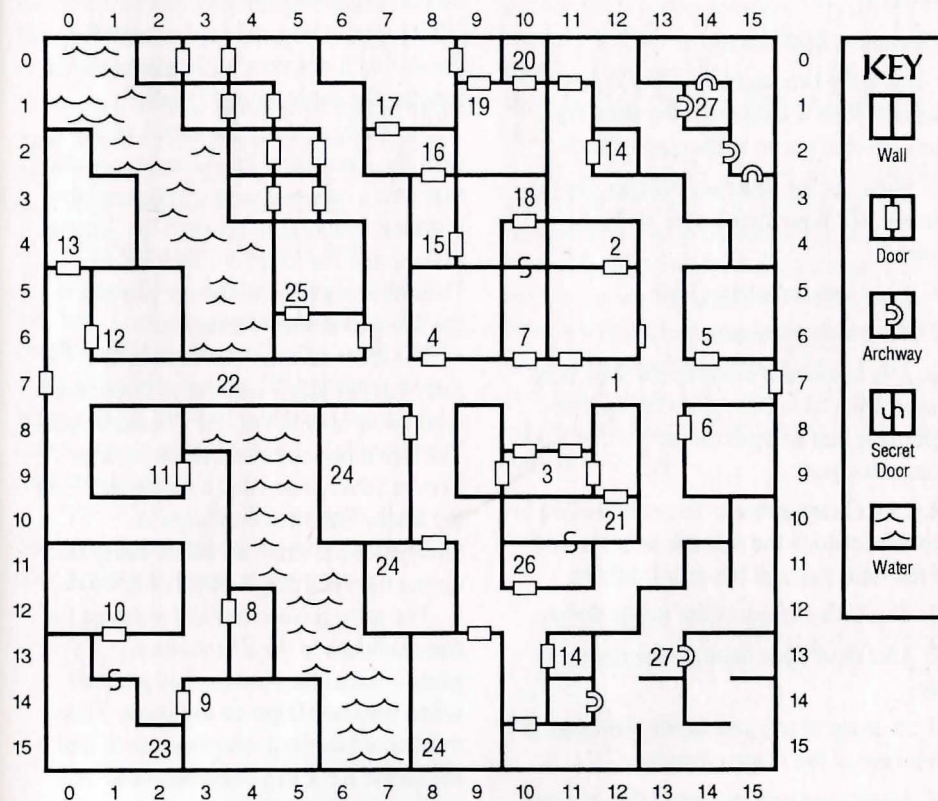
B. Nesme

Synopsis: Nesme is a walled, well-defended city on the edge of the Trollmoors in the north-central part of the map. The leaders there are frightened by the stories of troll armies gathering near their gates, and have offered a reward for any adventurers who slay trolls in the nearby areas.

The party is looking for a hidden Banite temple where the evil cleric resides. Stay in Search mode to make it easier to find the temple.

In addition to the scare about the trolls, a recent power struggle here saw Longresses Alaraun overthrow the ruling clerics of Waukeen with the support of local barbarians. The Krakens have been fanning the jealousy between these two rival forces secretly, in order to divert attention from the real plans for the conquest of the region.

B. NESME



Resting: The party can rest safely in the Inn or in any non-street location inside the city walls.

Wandering Monsters: In the ruins outside the palisade in the northeast and southeast, a small number of trolls appear. In the streets, up to five groups of barbarians may attack the party.

EVENTS

1 A proclamation posted here announces a 100 gold piece reward to adventurers for every troll slain in the ruins outside the city.

2 Town Hall of Nesme. This is where the reward for slaying trolls is paid. Longresses Alaraun, Nesme's new leader, tells the party

about what's been happening in the town, blaming the temple of Waukeen for everything.

3 The Temple of Waukeen. Healing services are available here.

4 The Tavern of the Riders.

5 The Evermoor Inn.

6 Palisade Weaponry Shop.

7 The sign here says "We Banish Pests!" This is actually the hidden Banite temple. The party has to pick the lock or break down the door to get in. A secret door is located inside in the north wall—pick its lock or

break it down to enter the temple complex behind it.

8 Basanicas Boat Rentals.

9 This is the headquarters of the Riders of Nesme. Their Captain tells the party his view of what's been happening in town.

10 Stables of the Riders of Nesme. The stable boy tells how their horses are being stolen.

11 The Harbormaster's Office.

12 An empty warehouse.

13 This building is divided into stock pens. Lizard Men have been attacking the livestock here and ambush the party if they look around the pens.

14 City Guard stations. The exits leading to the ruins outside the palisade lie at the end of the street just past the guard stations.

15 This is the library of the Banite temple.

16 Murals of Bane decorate the ceiling here.

17 A group of orcs and Banite clerics are in this room of the hidden temple.

18 Lizard men and orcs guard this entrance to the Banite temple.

19 This is the chamber of the Banite cleric whom the party seeks to destroy. Here they fight the first big battle of the game. The cleric is guarded by a large group of orcs and lizard men, as well as by fellow clerics from this hidden shrine.

Make sure that the party is fully healed and has memorized spells before entering the room. A Bless spell cast in camp can help the whole party. Make sure the magic-users have memorized Sleep and Charm Person spells.

Once he is defeated, the Banite cleric uses his last ounce of strength to set fire to some papers. Only one page escapes the flames, but it describes a Zhentarim plot to conquer the entire Savage Frontier!

Normally allied in the pursuit of evil with the Zhentarim, these Banites are afraid that such a conquest would unbalance the historical relationship between the Temples of Bane and the forces of Zhentil Keep. They have resolved to stop the plot before the Savage Frontier is conquered.

The letter says that the cleric whom the party has just killed was one of three people who knew how to stop the Zhentarim plan. The two others are a fellow Banite who lives in Silverymoon and a magic-user from the south. This man was to go to Silverymoon to meet his fellow conspirator during the upcoming Festival of Mielikki.

The party has accidentally removed the one roadblock to the Zhentarim's plans—just as the Krakens had planned when they sent them on this quest. They must now take on a new mission: to find the Banite cleric in Silverymoon and save the Savage Frontier!

20 Three Zhentarim agents are imprisoned here. When released they are surprised and pleased that the Banite cleric has been killed, for they were sent to Nesme to eliminate him as well.

21 The party surprises the Priestess of Waukeen in her personal chamber here. She initially believes they've been sent to kill her, but then realizes they discovered the secret door after defeating the Krakens. She relates her version of what's happening in Nesme, blaming Longtresses for everything.

22 A stone bridge across the River Surbrin.

23 Bandits and a Kraken spy are hiding here behind the secret door in the palisade.

They have been stealing horses from the Riders of Nesme (and trying to put the blame on the barbarians) to encourage civil war in the town.

24 In each of these warehouses by the river there is a chance that one of three groups of giant frogs attacks the party near the wet walls that lie above the riverbank.

25 Barbarians attack the party here.

26 The local Kraken spies have their hide-out here. They are planning to kidnap the Priestess of Waukeen, using the secret door at the rear of the temple. The Krakens have been fanning the rivalry between her and Longtresses in order to divert attention from their true plans.

After defeating the Kraken spies, if the party is in search mode, they find the secret door in the north wall of the room.

27 Trolls inhabit these areas of ancient ruins outside the wooden palisade. They are immune to Sleep spells; if a magic-user is at least 3rd level use Stinking Cloud to force them to attack the party through a cloud of noxious gas.

Try to arrange the party so the best fighters line up vertically in a doorway on the combat screen with the rest of the party behind them. Since the trolls are 2 squares high, only one can attack the front row at a time, while the back row peppers them with spells and ranged weapons. After a troll goes down, have a character stand over where it fell to keep it from regenerating and coming back to life.

C. Silverymoon

Synopsis: Silverymoon is a big town located in the northeast section of the map. It is normally less concerned about outside attack than with such things as the study of magic, music, etc. It is the site of one of the two shops in the game where magical items can be purchased.

The Festival of Mielikki occurs in Mielikki's Glade (in the small part of the city south of the river) every seventh day this time of year. Banners in the city tell how many days to the next festival day. If necessary, the party can rest in the inn until the appointed time.

Located at the edge of Mielikki's Glade, the hidden Banite shrine serves as a perfect cover for the cleric Broadhand's illicit trade of precious metals mined—or stolen—from the northern mountains.

The party must enter the shop during the Festival so Broadhand mistakes them for fellow Banite conspirators and tells them how to stop the Zhentarim plan to conquer the Savage Frontier.

Resting: The party can rest safely in the Inn or in any non-public location. They cannot rest in the streets, the market or Mielikki's Glade.

Wandering Monsters: In the market place, bandits may accost the party. After their hideout has been cleared there may be one more such attack and then they stop. In the piers and warehouses by the river several lizard men may attack.

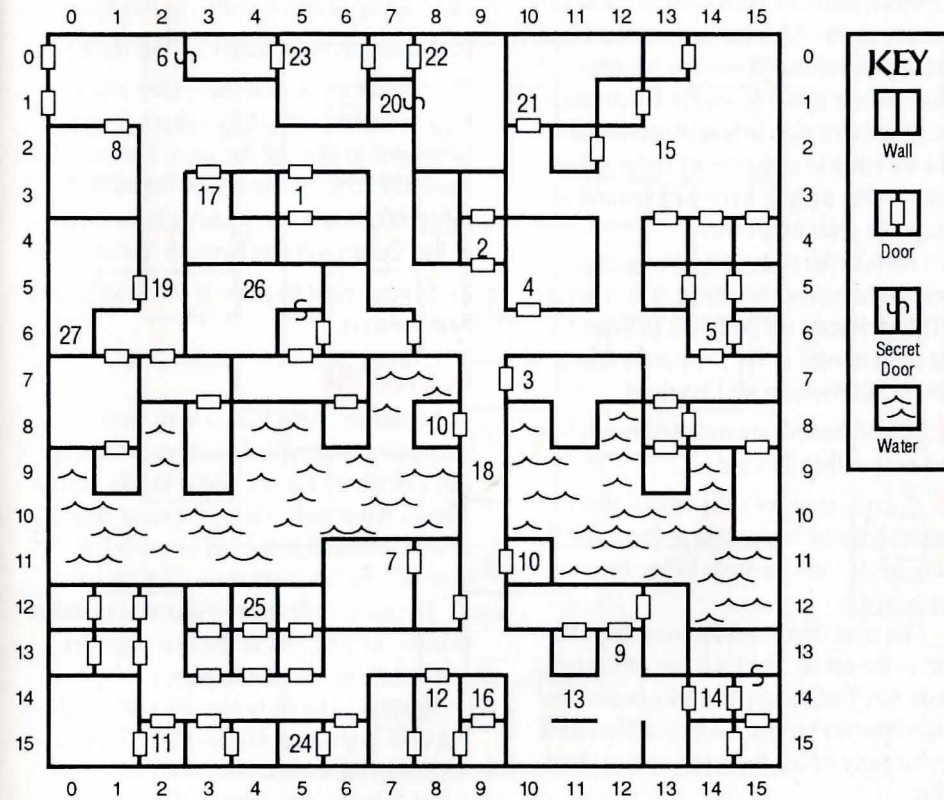
EVENTS

- 1 Vilriel's Shop of Useful Items.
- 2 The Silverymoon Vault. This vault remains locked until the party receives the Card of Counting from Amanitas in

Everlund. Once they have the card, it allows them to magically store and retrieve treasure at all 3 vaults (in Silverymoon, Yartar and Neverwinter) as if they were all one place.

- 3 Moonbridge Boat Rentals.
- 4 Helmer's Wall Tavern.
- 5 Inn of the Downstream Run.
- 6 A secret door to the east leads to the hidden area where the Zhentarim hide their captives.
- 7 The Lady's College. The Dean here tells the party of the city's troubles.
- 8 Padrumm's Armory.
- 9 The Temple of Mielikki. A banner here lists how many days remain until the next Festival, which occurs every 7th day. Inside the temple healing services are available.
- 10 The Bridge Guards here assure the party that the invisible bridge across the River Rauvin is actually quite safe to use.
- 11 Miresk's School of Thaumaturgy and Shop of Magical Items. The magic items on sale here are very expensive, probably too expensive for the party this early in the adventure. Later, when the party has more money, they should return to Silverymoon and pick up any items they might find useful. The store sells 3 different clerical scrolls; potions of invisibility, speed, and extra healing; gauntlets of dexterity; arrows +1; and daggers +1.
- 12 The Vault of the Sages. This ancient library for magic-users is where Amanitas stayed whenever he visited Silverymoon. The party is told that he was here, but has disappeared amidst signs of a struggle. The party can then search the building for clues.
- 13 Mielikki's Glade. The Festival is held here every seventh day.

C. SILVERMOON



- 14 Broadhand's Forge and Tack Shop. This shop is open only during the Festival of Mielikki and is where the hidden Banite shrine is located. When Broadhand appears, choose DISCUSS FESTIVAL and then FRIEND IN NESME SENT US. Broadhand mistakes the party for fellow Banites and leads them through the secret opening in the back of the shop.

Behind the shop, Broadhand tells the party more about the Zhentarim plot, and explains that a magic user named Amelior Amanitas has found a way to prevent the conquest of the region. Amanitas is staying at the Vault of the Sages here in

Silverymoon, and Broadhand tells the party to seek him out immediately.

- 15 This wide area is the market place.
- 16 Searching this ransacked room, the party finds a note giving directions to the hidden rooms in the northern part of the city where Amanitas was taken by the Zhentarim.
- 17 Hall of Training.
- 18 This is the Moonbridge, an invisible span that magically crosses the River Rauvin.
- 19 This is an area of warehouses and piers along the river.

20 Erek, Amanitas' grumpy but loyal northman assistant, is chained to the wall in this tiny room. After the party releases him, Erek tells them that Amanitas has been taken to Everlund. He says that from there, the Zhentarim plan to take Amanitas to Zhentil Keep to endure cruel tortures. He implores the party to hurry to Everlund and rescue the great magic-user.

Erek tells the party that he's coming along to help save Amanitas. If they accept his offer he joins the party until Amanitas has been rescued or the party leaves the area around Silvermoon and Everlund.

21 Several bandits are sorting through their loot here in their hideout.

22 A small group of trolls inhabit this room. Someone is shouting at them, but the party has to fight the trolls before they can see who it is.

This is an important battle in the early part of the game. The trolls are very tough, make sure that the party is fully healed and has memorized spells. Casting a Bless spell on the party before the battle couldn't hurt either.

The party is standing in a doorway as the combat opens. Try to arrange the party so the 3 best fighters line up vertically in the doorway, with the rest of the party behind them. Since the trolls are 2 squares high, only one can attack the front row at a time in the 3-square-high corridor, while the back row of the party can attack with spells and arrows. Try to have a character stand on the spot where the first troll falls to keep it from regenerating and getting back up.

The treasure from this battle includes a piece of jewelry. Have it appraised at a local shop – if you're lucky and its value is high it may pay for the training of several characters.

23 Several orcs guard this room.

24 A group of orcs is hiding in this house.

25 Barbarians have taken over this residence.

26 A small group of Kraken spies and a Kraken captain are in this hideout. Use a Sleep spell to take out the spies, then surround the captain to complete the battle. After defeating them the party finds a map of the Kraken complex beneath Yantar.

27 Several giant frogs are in this warehouse near the river.

D. Everlund

Synopsis: Amanitas, a high level magic-user, is being held captive in the city. His Zhentarim captors intend to take him to Zhentil Keep itself. There, the exact details of what he has learned can be extracted from him by whatever means are necessary.

The party must rescue Amanitas in order to learn the locations of the four statuettes and defeat the Zhentarim plan.

Resting: The party can rest safely in the Inn or in any non-public location. They cannot rest in the streets.

Wandering Monsters: In the city streets up to 5 groups of stirges may attack. In the Old City in the northeast up to 3 groups of several skeletons attack the party. In the hidden Zhentarim complex in the southwest up to 3 small groups of gnolls can be found.

EVENTS

1 City Guard post. The guards warn the party of the undead in the Old City.

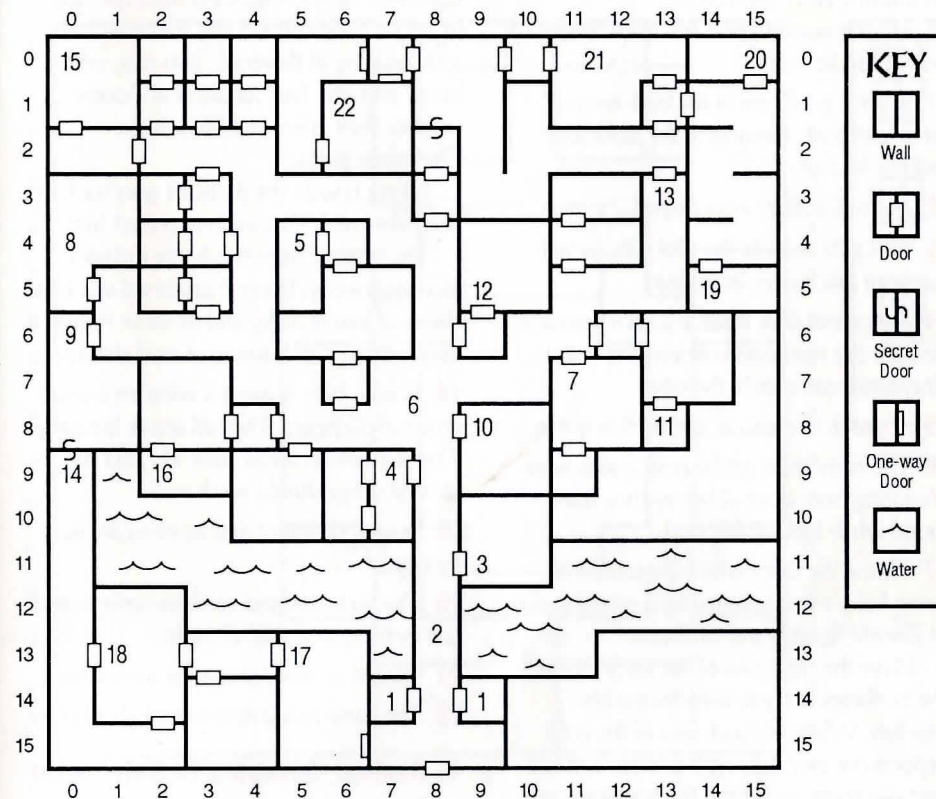
2 A bridge over the River Rauvin.

3 River Rauvin Boat Rentals.

4 Inn of the Well-Marked Path.

5 Everlund Town Hall. A member of the Council of Elders tells the party what's been happening in the city.

D. EVERLUND



6 A small stone fountain.

7 Hahr-Peer's Bazaar. The owner says he has been cleaned out by robbers.

8 A storage and rest area.

9 The party hears the sound of a large animal eating something here. Go farther into the room and the party discovers a small group of owlbears, feasting on the remains of a horse.

In the battle, have the front row of the party select GUARD and stand their ground as the owlbears charge. Usually only two of the owlbears are able to attack at any one time. The back row of the party can pepper the enemy with arrows while a

magic user casts a Stinking Cloud on them.

This is a good way to deal with many different large monsters until a magic-user reaches 5th level and can use the Fireball or Lightning Bolt spells.

The owlbears have been placed here by the Zhentarim to guard the secret door in the south wall of the room. Going through the secret door leads to a passageway below the River Rauvin. The hidden complex where Amanitas is being held is at the end of the passageway.

Owlbears have gems as treasure—be sure to appraise and sell these at a shop as

soon as possible, and use the money to pay for training party members.

10 This caravan supplier has been robbed of everything he owns.

11 Several gnolls are in the back room of this warehouse, ransacking the place and looking for loot.

12 A small leather workshop.

13 This gate leads to the Old City, which has been taken over by undead.

14 This secret door leads to a secret passage beneath the river, and connects the hidden Zhentarim complex to the city.

15 A group of gnolls is looting this home.

16 The party interrupts several gnolls who are eating from a pot of honey they have found while looting this store.

17 This is the room where Amanitas is being held. He is guarded by a mixed group of Zhentil fighters and owlbears.

Have the front row of the party charge the owlbears to try to keep them close together. While the back row of the party peppers the owlbears with arrows, a magic-user can come up behind the front row and cast a stinking cloud on the owlbears.

After his rescue, Amanitas tells the party about the location of the four statuettes. He cannot give their exact locations, only the feelings he has about where they are hidden.

- ❖ One is in a great tower that is filled with evil,
- ❖ One lies in a chest carved from a giant pearl, deep within a rocky island far out at sea,
- ❖ One is hidden somewhere that no one likes to go,
- ❖ One lies where even the birds dare not fly, but the party must itself fly to get there.

Amanitas gives the party the Card of Counting (which magically links the vaults in Yartar, Silvermoon and Neverwinter), and the Ring of Reversal. This ring, combined with the four statuettes at Ascore, reverses their effect and thwarts the Zhentarim plans.

If Ereik is with the party, he goes back to Secomber with Amanitas to protect him.

The treasure from this battle includes a piece of jewelry. Have it appraised at a local shop—if you're lucky and its value is high it may help pay for training several characters.

18 A man here is using a whip on a small group of owlbears. They all attack the party. This is an easier battle than #17, but the same strategy should work well.

19 Several skeletons and zombies are here by day.

20 The skeletons and zombies come here in late evening and stay all night.

21 Several zombies attack the party here.

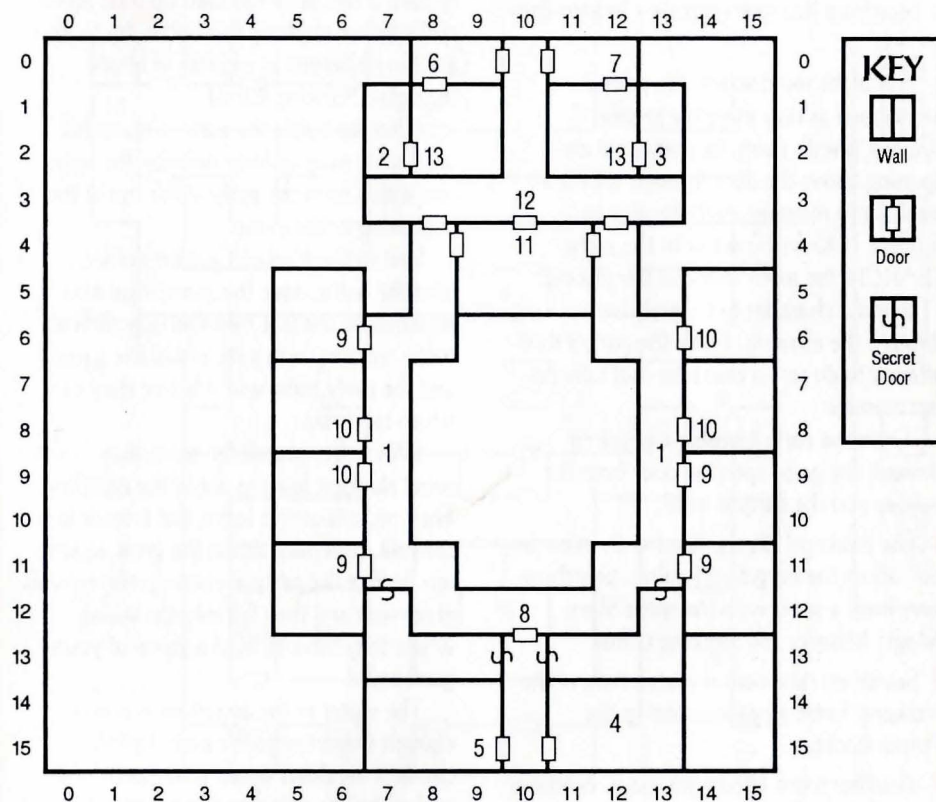
22 The party encounters several ghouls here.

E. Kraken Complex in Sub-Yartar

Synopsis: The first time that the party comes through Yartar after getting the Ring of Reversal, the Krakens are determined to stop them from upsetting the Zhentarim plans. They don't know the party has the Ring, but they do know that they rescued Amanitas at Everlund. That means the party knows too much to be allowed to live.

As the party approaches any of the gates on the way out of town, the street in front of them is blocked by a broken wagon. A herd of sheep closes in behind them, trapping them. They are suddenly pulled through a secret door and down into the main Kraken complex, which is laid out in the shape of a Kraken, a huge ocean-dwelling giant squid of great intelligence and strength.

E. KRAKEN COMPLEX IN SUB-YARTAR



Here the party meets Vaalgamon, the Zhentarim general who is directing the collection of the statuettes and the conquest of the region. He dismisses them as insignificant opponents and leaves them to be disposed of by the Krakens.

Resting: The party can rest safely only after the Kraken captain has been defeated, before then they are interrupted by Kraken spies. The difficulty of resting in the Kraken Complex makes saving spells and avoiding extra battles critical. Go directly from the cell to the library to find the magic-user scroll, then go through the secret passage around the first set of lizard men guards to attack the Kraken Captain. If wandering

patrols attack the party try to flee, if they can't escape, ration their spells carefully so they have enough firepower left to defeat the Kraken Captain.

Wandering Monsters: In the corridors of the complex small patrols of Kraken spies and lizard men attack the party. Once the Kraken captain has been defeated there are no further wandering monster attacks.

EVENTS

1 From here the party can see that the central portion of the complex is actually a gigantic aquarium, with large squid swimming lazily in the dark waters.

- 2 Searching this storage room finds nothing.
- 3 Searching this room reveals a hidden dagger +1.
- 4 This is the room where the party is imprisoned as they enter the region. If Krevish is with them, he points out an opening above the door through which a small party member might be able to squeeze. If Krevish isn't with the party, SEARCH the room to reveal the grating. Select a character to try and climb through the opening. Have the party's thief attempt to do so—a character that falls suffers damage.
- Once the party member has gotten through the grate open the door from the outside and the party is freed.
- 5 The Krakens' library, filled with information about the Forgotten Realms. Searching here finds a scroll with the spells Sleep, Magic Missile, and Stinking Cloud.
- 6 Searching this room reveals a map of the Krakens' fortress headquarters in the Purple Rocks.
- 7 Another room filled with maps. Nothing special can be found here.
- 8 A small contingent of lizard men guards the corridor here. Just to the south of this door secret openings lie on both the east and west sides of the passageway. Use either secret door to avoid fighting the lizard men.
- 9 There is a 50% chance that several giant frogs are in these rooms.
- 10 There is a 50% chance that lizard men are in these rooms.
- 11 The party surprises the leader of the local Krakens and a large group of Kraken spies here in the Captain's office. Use Sleep spells to take out the spies, if the spells are targeted

carefully the rest of the battle should be fairly easy. If the party has used up their Sleep spells before reaching this battle, try to force as many Krakens as possible to attack through a Stinking Cloud.

After the battle the party is rewarded with a +2 magical long sword—the same one stolen from the party at the Inn at the beginning of the game.

Rest in the Kraken Captain's office after the battle, save the game, heal and rememorize spells. One especially difficult battle remains in this section of the game, and the party must win it before they can return to Yartar.

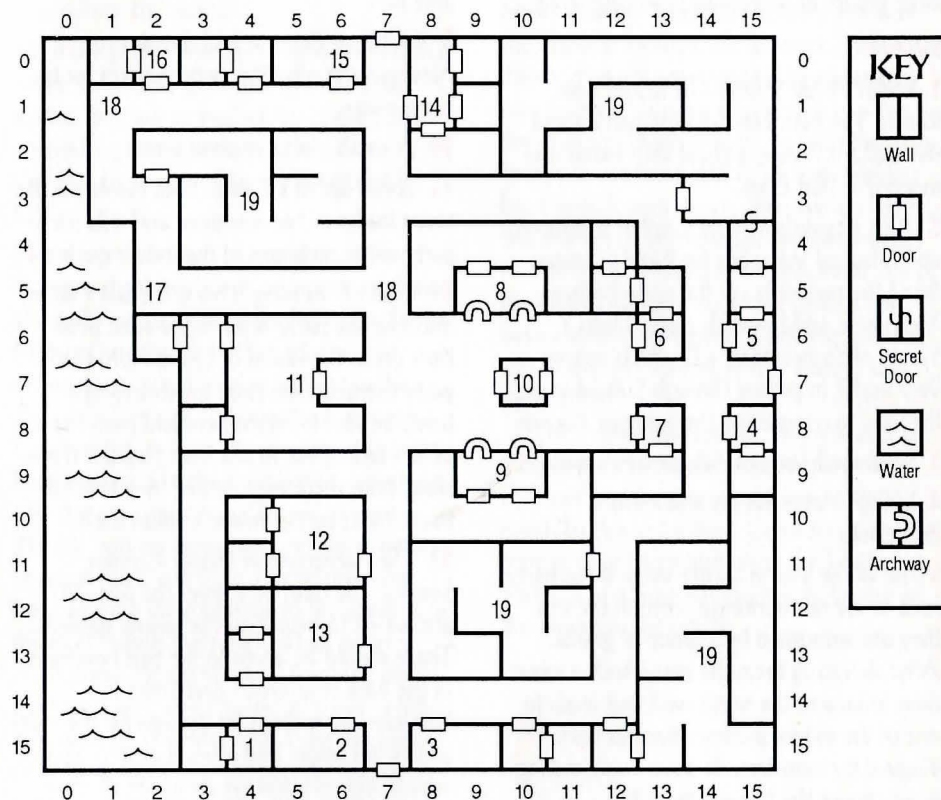
When they search the room they find a secret staircase leading out of the complex. They must take it to leave, but it leads to a catwalk suspended across the great aquarium. While the party is crossing, the catwalk gives way and they fall into the water, where they have to fight a group of young giant squid.

The water in the aquarium is deep enough to submerge the party to their chests. This slows down movement and makes the use of bows, slings and other missile weapons impossible. The spells Fireball, Lightning Bolt and Burning Hands do not work in this battle, since water makes them inoperative. If the characters have memorized these spells they will lose them when they fall into the water.

Make sure any magic-users are well-protected behind the rest of the party—a squid may try to move around the edges of the party's front line to reach those in the rear.

Try to keep characters away from the squid until they can surround one and concentrate their attack. The squid's tentacles can constrict a character that they hit in melee. Constricted characters can still fight by using the AIM or CAST commands, but

F. NEVERWINTER



they are trapped next to the enemy and cannot move.

If the party can finish off two of the monsters quickly, the rest of the battle can usually be won even if all available spells have been expended.

After defeating the squid the party completes their escape, returning to the streets of Yartar in front of the Three Rivers Festhall, which is a haven for the local Krakens.

- 12 Lizard men guard the corridor here.
- 13 There is a 50% Chance that Kraken spies are in these rooms.

F. Neverwinter

Synopsis: A pleasant coastal town set on a river that flows with warm water, Neverwinter welcomes visitors from all across the Realms. It is famed for its verdant, year-round indoor gardens, but the gardens are now being beset by monsters.

Neverwinter is the site of the only magic shop in the game outside of Silvermoon. There is also a weapons maker-magic user here who can make a sword +3 from meteorite ore if it is brought to him by the party.

Resting: The party can rest safely in the Inn, in any non-street location in town, or in any indoor garden where all the wandering monster battles have been completed.

Wandering Monsters: In city streets 4 large groups of stirges can be encountered.

EVENTS

1 Helm's Hull Works—Ship and Boat Repair. The man here tells the party about the Gallant Prince, a ghost ship found and moored at Port Llast.

2 Allis Lhyssich's Hand Crafted Weapons and Magical Weapons for Noble Causes. Bring the meteorite ore the party finds on Tuern here and Lhyssich crafts it into a Sword of Stonecutting +3, which proves very useful in getting through Sundabar on the way to completing the game in Ascore.

3 Southwall Shop of Adventurer Supply.

4 Villig's Arms Supply and Armor Emporium.

5 Inn of the Warm Water Way. If the party rests in the northernmost room of the inn they are ambushed by a group of gnolls. After defeating them the party finds a secret door hidden in the north wall that leads to one of the indoor gardens that has been plagued by monsters. To have a safe resting place choose the Neverwinter Inn.

6 The Neverwinter Inn. Unlike the Inn of the Warm Water Way, here the party's rest is not interrupted.

7 The Neverwinter Vault. Until the party receives the Card of Counting from Amanitas in Everlund this vault remains locked. Once they have the card it allows them to magically store and retrieve treasure at all 3 vaults (in Silvermoon, Yartar and Neverwinter) as if they were all one place.

8 Temple of Tyr. Healing services are available here.

9 Temple of Oghma. All temples in Neverwinter offer the same services for the same prices.

10 A small plot of ancient vines.

11 Lord Nasher's Castle. Lord Nasher is the town leader of Neverwinter, and tells the party of the problems in the indoor gardens.

12 Hall of Training. This is the last Hall of Training the party finds in the west until they get to the island of Gundarlun. If any party members are close to advancing a level, be sure to return here and train them before setting out to sea from Luskan. If possible, train them even before they take on the difficult battles inside Luskan itself.

13 The Neverwinter Indoor Garden Society. The man here gives the party 20 arrows +1 to help clear the indoor gardens. These should be given to the best Bowman in the back row. Don't give them to Krevish—save them for use against the margoyles in Luskan and other monsters against which only magical weapons are effective.

14 "The Fat Man's Table" (Tavern).

15 The River's Heart—Shop of Magical Items & Curiosities. This is one of two magic shops in the game. The arrows +1 available here can help fight the margoyles in Luskan. The other items are expensive, but useful if the party has sufficient money. The store sells 3 different magic-user scrolls, the dart of the hornet's nest, arrows +1, and battle axes +1.

16 Neverwinter Boat Rentals. This shop only rents riverboats to travel up the Neverwinter River; to travel on the ocean the party must go to the docks in Luskan. There are no important places to discover on the Neverwinter River in this game.

17 This is where the party lands when they return from the Islands.

18 If the party comes here with the statuette of the West after getting it in the Purple Rocks, they are ambushed by Zhentil fighters leading manticores. See the Indoor Gardens below for hints on fighting this battle.

19 Indoor Gardens. In any of the Indoor Gardens displacer beasts or manticores may attack the party. After 3 battles in the Bus or Nebus Gardens no further attacks occur in either place. 3 battles also happen in the Zemaitis Gardens and 3 in the Neprazus Gardens before they are considered to have been cleared. On the third battle in each case the encounter is with one or more Zhentil fighters along with displacer beasts or manticores, since the Zhentarim have been causing the problems in the gardens to divert attention from their actual plans.

Against the manticores, have the party's fighters charge and engage in melee combat as quickly as possible. This stops the manticores from firing their dangerous spines at range and protects magic-users from these long range attacks. If a magic-user acts before the fighters can get to the manticores, have the magic-user run around a corner out of the line of fire. Once the manticores have been engaged, the magic-user can emerge from cover to attack at range. The manticore spines are very dangerous, so concentrate attacks on one manticore until it goes down, then switch fire to the next until they have all been destroyed.

Against the displacer beasts, follow a different strategy. Have the fighters guard as the displacer beasts close to attack. When the displacer beasts are engaged, have a magic-user throw a Stinking Cloud spell to slow the displacer beasts down. As with the manticores, concentrate attacks on one displacer beast until it goes down, then switch fire to the next until they have all been destroyed.

Don't try to rest and recuperate in any of the indoor gardens until that garden has been cleared—the party is interrupted. The inn is always close by and is always safe for resting.

The Indoor Gardens in Neverwinter are a good place to toughen up the party and earn extra treasure before taking on the tough battles in Luskan. Consider taking the time to clear them and using the Hall of Training to advance levels before taking on the pirates to the north.

G. Port Llast & Gallant Prince

Synopsis: The Gallant Prince is an abandoned ship that was separated from a convoy in a storm on a voyage from Neverwinter to the Purple Isles. It appeared adrift off of Port Llast, its hull weathered by the travails of a century in just the last ten days. A local fisherman towed the ship in, moored it at the town dock, went below decks...and has never been seen again.

Rest: The party can rest safely in the Inn, in any non-street location in town, or in the ship when all the wandering monster battles have been completed.

Wandering Monsters: Inside the ship 5 small groups of skeletons and zombies may attack the party. In the streets of Port Llast 2 larger groups of stirges may be encountered.

EVENTS

- 1 The Port Llast Harbormaster. He tells the party how the Gallant Prince came to be moored here.
- 2 The Stonecutters' Guild. Here they warn the party about the power of the Hosttower of the Arcane in Luskan.
- 3 The Gallant Prince is moored to the dock at this location. Go west to board the ship.
- 4 The Inn of the Ancient Mariners.
- 5 Cargo holds.
- 6 The main holds of the ship.
- 7 Crew's Quarters.
- 8 This hidden room holds three statues—actually the captain and two sailors turned to stone by an evil magic-user from the Hosttower of the Arcane.

9 A Magic Mouth on this door asks for the password to enter the Captain's quarters. The password is "KAS".

10 Skeletal fighters and zombies attack the party here.

11 This is the Captain's Quarters. Several owlbears have been left here to attack anyone bold enough to investigate the ship.

Since the owlbears have fearsome claws and can hug and immobilize a player, the party wants to make this a long range battle if possible. If the party has the initiative at the start of the battle, back everyone up a few steps into the narrow doorway. Here it is harder for more than one or two owlbears to attack at a time, and while the front row fights the back row can fire spells and ranged weapons.

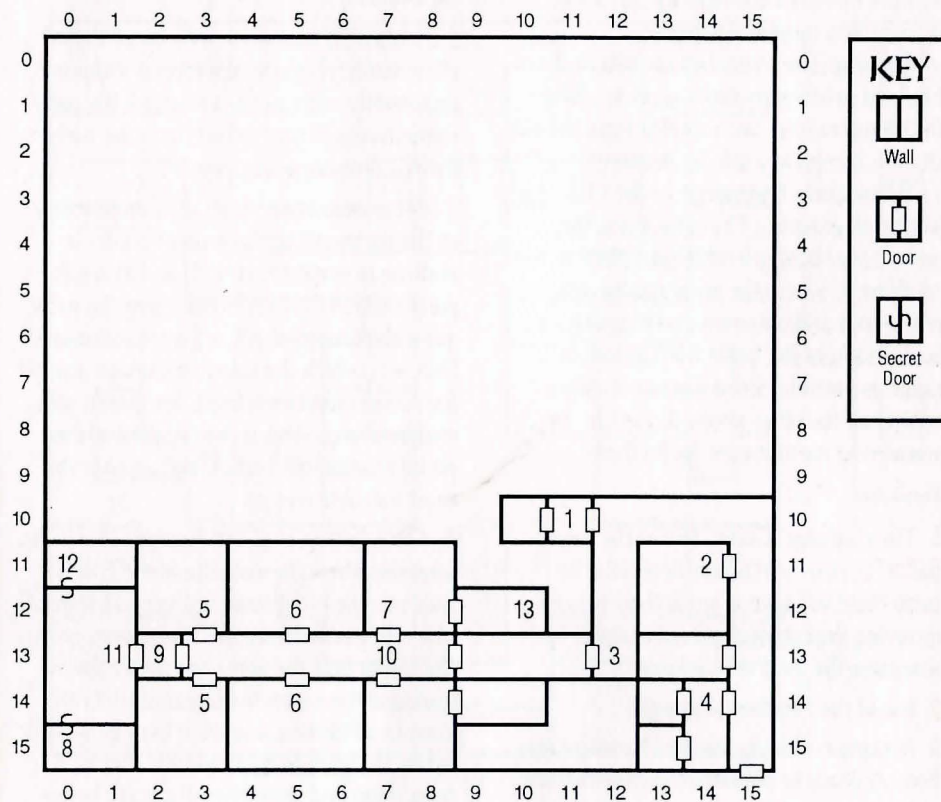
12 This secret chamber is guarded by skeletons, ghouls and Hosttower wizards. The ghouls have the ability to paralyze enemies, and any character in the front row is vulnerable to them.

Have a cleric turn undead to make the numbers in the fight a little more fair. Have the other spell casters use Charm Person or Hold Person spells to take out the enemy spell casters before they can get their high-level spells off. If this isn't possible, hit them with arrows and anything else to stop them from casting until they can be eliminated.

After the battle the party discovers another statue lying in a corner. Beside it is a note describing how the Krakens and a magic user from the Hosttower of the Arcane took over the ship as part of a plan to clear the sea lanes near the Purple Rocks.

13 This is a storage room for the crew's supplies. Searching this room reveals the password for entering the Captain's quarters: "KAS".

G. PORT LLAST & GALLANT PRINCE



H. Luskan

Synopsis: Luskan is a coastal city inhabited by northmen. The five High Captains who rule the town present themselves as merchants, but are actually retired pirates. They continue to demand tribute from both legitimate sea captains and buccaneers for the right to use Luskan's port and sail in safety through nearby waters.

Allied with Luskan's pirate leaders are the evil wizards of the Hosttower of the Arcane, located on an island in the city's harbor.

When the party arrives here the pirate captains of the north are bringing their annual tribute to the High Captains. This tribute takes the form of magical weapons,

and the party can gain these treasures for themselves by fighting a series of battles with the pirates as they wait at the leaders' houses. Margoyles—vulnerable only to magical weapons—assist in the defense of the five houses. The battles are all tough but winnable, and several of the magic items are of use throughout the rest of the game.

Hint: Luskan is an appreciably harder region than those described earlier in this book. If the initial battles here seem too tough, take the party and explore elsewhere in the earlier regions to build up more experience points and advance to higher levels. Have characters who possess magical

weapons positioned carefully whenever fighting margoyles, since they cannot be damaged by normal weapons.

Resting: The characters can rest in the Inn, and in any non-street location. After the monsters have been cleared from the old city it is completely safe for resting.

Wandering Monsters: In the Old City five small groups of Otyughs attack the party. These battles tend to take place in narrow streets, where the party can have fighters in front and bowmen and magicians in back and fight the battle from as long a range as possible. Since Zhentarim allies control all the other streets of Luskan, no wandering monsters are found there.

EVENTS

1 The Captains' Court. This is the town hall of Luskan. An officer here tells the party that the captains are at their palaces receiving their annual gifts of magical treasure from the local sea captains.

2 Inn of the Northern Passage.

3 A captain's lodge, made of hand-cut timbers. A group of pirates are here with their gift, and attack when the party enters the room. Defeating them earns the party a Wand of Ice Storm, with 3 uses.

Against the pirates a Sleep spell takes out some of the opponents. The Hold Person spell is also effective. The surviving enemies rush into hand-to-hand combat, so set up a good defense line with the front row and then place the bowmen and spellcasters in the rear.

4 A captain's palace, with high stone walls. The waiting area contains several pirates. They attack the moment the party enters. Defeating them earns the party a mace +1.

5 A captain's fortress, built with high stone turrets. Here in the anteroom several pirates stand waiting, and attack the party as they

enter. Defeating them earns the party 20 arrows +1.

6 A captain's mansion, with hand-crafted stone walls. A group of pirates is standing impatiently with a gift, and attack the party immediately. If they defeat them the party gains a fine composite bow +1.

7 A captain's tower, built on a promontory in the harbor. A large group of pirates is waiting to present their gift, and attack the party on sight. If they defeat them the party gains their magical gift, a Sword of Icewind Dale +1, which does double damage against fire-based monsters (efreeti, fire giants, salamanders, etc.) This is the toughest of the pirate magical gift battles, but also has the most valuable reward.

8 The Hosttower of the Arcane. This is the location where the statuette of the East is hidden. The Hosttower is a very dangerous place. Before entering the Hosttower, go to the inn to heal the party, memorize spells, and save the game. If some characters are close to advancing a level, it may be worthwhile to return to Neverwinter briefly to train them and strengthen the party before entering the Hosttower.

9 The gate to the east leads to the old city.

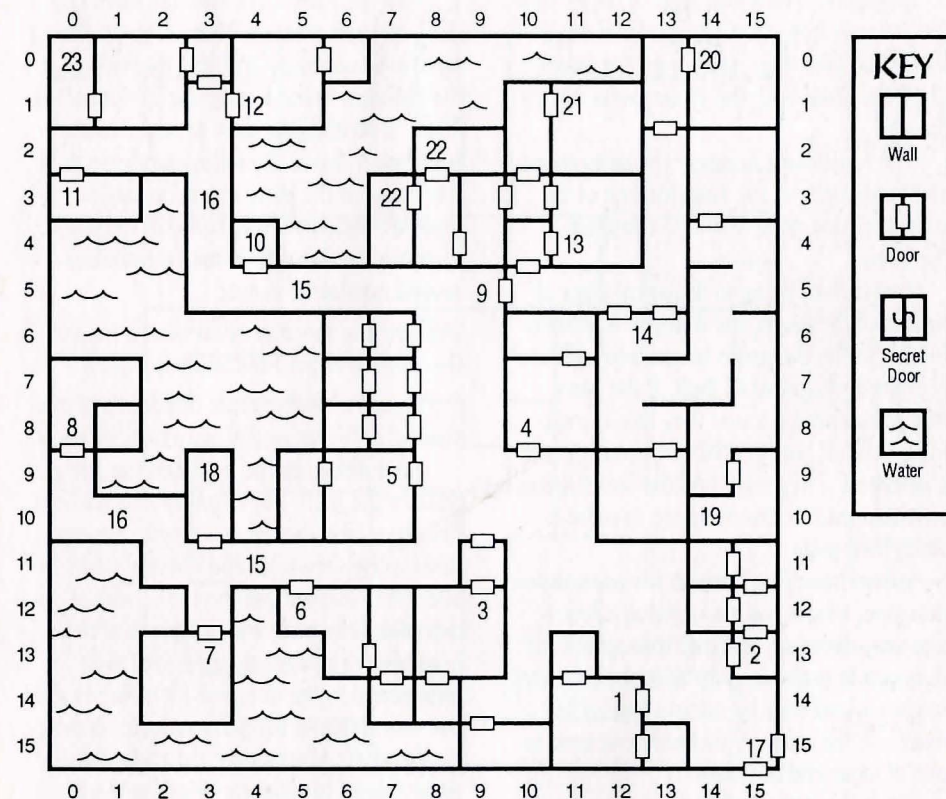
10 A fisherman here explains that the River Mirar is too treacherous for travel by boat.

11 Company of the Brazen Pennant. This is the dock from which the party sails to the island of Tuern and on to Gundarlun and the Purple Rocks. A ship is scheduled to leave for Tuern each morning at 8:00—if the party reaches the dock between 7:30 and 8:30 they are offered the chance to board. The trip to Tuern costs 100 gold pieces for the entire party.

12 Red Dragon Trading Lodge, an arms and armor store.

13 A fish processing business is here.

H. LUSKAN



14 This is the oldest part of Luskan and is referred to as the 'Old City'.

15 This is a bridge between the mainland and an island in Luskan harbor.

16 This bridge connects two islands in Luskan harbor.

17 If the party tries to leave the city with the statuette of the East, the pirate guards here recognize them and attack.

18 A small group of scrag are living on this abandoned pier. This is an especially tough battle because the layout of the pier allows the scrag to all attack the party at once.

19 A small group of margoyles are hiding in this room, using their natural camouflage

to surprise the party. This is a very difficult battle because only magical weapons can damage these monsters.

20 A small group of margoyles are hiding in this room. See note for #19 above.

21 A small group of scrag attack the party here.

22 There is a 50% chance that a small group of scrag attack the party in either of these places. They may attack in neither or in both.

23 A small group of scrag attack the party in this warehouse.

I. Hosttower of the Arcane

Synopsis: The Hosttower of the Arcane in Luskan is home to a group of evil magic-users who take their name from the tower. They are allied with the pirates who run the city.

The Hosttower is where the party recovers the statuette of the East, the first of the statuettes they need to find to complete the game.

Rather than being in its logical place at the top of the tower, the statuette is actually hidden in the dungeons beneath as additional protection against its theft. If the party tries to ascend the tower they face increasingly difficult battles until they finally reach a dead end. They must find the secret doorway that leads to the dungeon in order to claim their prize.

When travelling through the Hosttower dungeon, follow the map carefully. Many one-way doors are scattered throughout the dungeon to make unwary adventurers travel in circles, and only by using a map of the maze can the party avoid being ensnared in one of these endless loops.

Once the party finds its way into the Hosttower Dungeon it has to fight its way out. Be sure to save a game in Luskan before entering the Hosttower.

Resting: The party can rest safely in the dungeon areas after they have eliminated all the wandering skeletal fighters.

Wandering Monsters: In the dungeon, 5 groups of skeletal fighters attack the party. In the Hosttower itself, strong groups of Owlbears are encountered, there is no limit to these combats.

EVENTS

1 Once the party steps into this room (1a) a door clicks shut behind them. They follow a narrow passageway and find themselves at the entrance to the Hosttower dungeon(1b). There is no apparent way to return to the Hosttower above. By following the map of the dungeon the party can return above ground after only a few battles if necessary. Gaining the statuette of the East requires several additional battles.

2 Searching this tiny cell reveals a map of this portion of the Hosttower dungeon.

3 A group of owlbears are threatening a man chained to the far wall. They attack the party.

After defeating the owlbears the party releases the man. He tells them his name is Brinshaar, and that he is a magic-user captured in Neverwinter and tortured in an attempt to learn about the city's magical defenses. Brinshaar is actually one of the Hosttower's evil magic-users, and was imprisoned in the dungeon for trying to steal the very statuette the party seeks to recover.

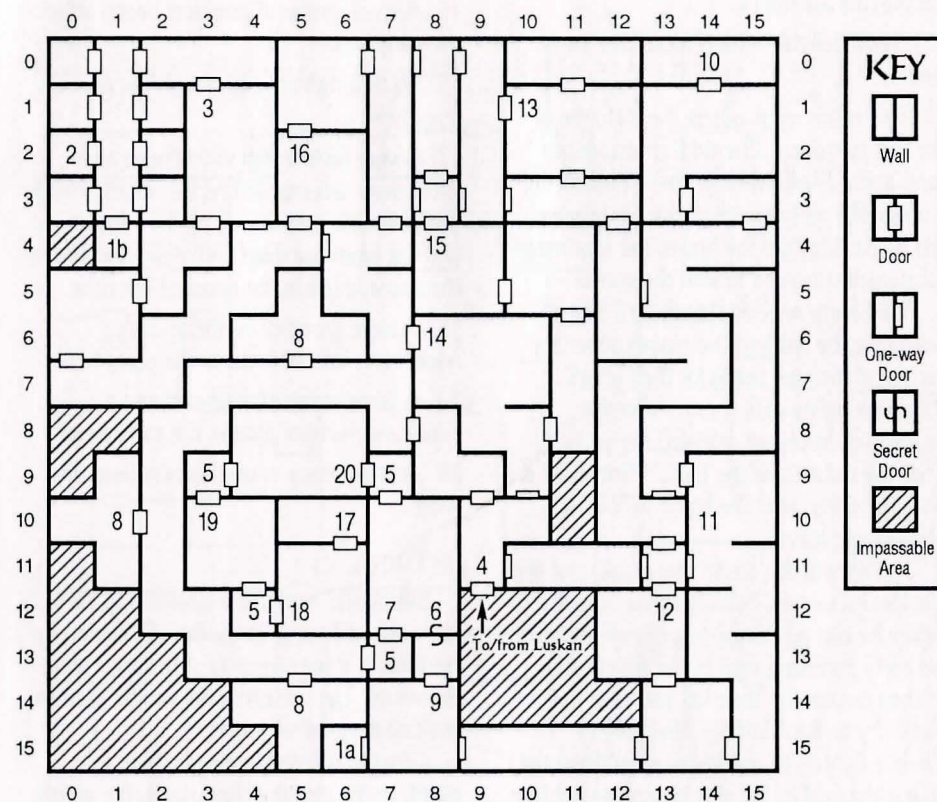
Brinshaar offers to join the party. If the party accepts his offer he helps them and later attacks the party when they try to take the statuette from the tower. If he is rejected, he tells the Hosttower mages of the party's mission and helps them defend the statuette.

4 This is the point where the party enters the Hosttower of the Arcane from the streets of Luskan.

If the party leaves through this door without the statuette and Brinshaar is with them, he refuses to go beyond this point. He secretly returns and tells the Hosttower mages about what the party is trying to do and then helps them defend the statuette.

If the party tries to leave the Hosttower with the statuette of the East and Brinshaar fought on their side in the battle where it

I. HOSTTOWER OF THE ARCADE



was won, he reappears here and attacks with a group of displacer beasts. Use Charm Person and Hold Person spells as well as missile weapons to try to take Brinshaar out before he can cast spells on the party. Then use Stinking Clouds to slow down the displacer beasts.

5 These are steep, curving ramps that lead from floor to floor of the Hosttower.

6 The secret door in the south wall of this room leads to the Hosttower dungeon.

7 Several owlbears attack the party here.

This is the only battle the party needs to fight in the Hosttower itself to gain the statuette of the East, since the magic item the

party needs lies down in the dungeon.

Going up the tower from here only leads to tougher and tougher battles with more and more owlbears and Hosttower wizards. These battles can be fun and rewarding...but only if the party is tough enough to win them. If the party goes up the tower, they should rest, heal, memorize all spells, and save the game before each new battle.

8 These are small libraries where the mages study. The first time the party enters a library they face a Hosttower wizard and a guard. Each time the party enters a library the opposition increases to 2 wizards, 3 wizards, etc. After the party has won the fifth of

these combats—a very difficult battle—the libraries are all empty.

9 Several skeletal fighters attack the party here.

10 This is the room where the statuette of the East is hidden. Zhentil fighters, manticores and a Hosttower wizard are admiring it when the party enters. If the party wins this battle, they get the first of the four magical statuettes needed to win the game!

If the party rejected Brinshaar's offer of assistance, he has told the mages about the party and they are ready for their attack. Brinshaar fights with them. After the Hosttower forces are defeated the party finds the statuette of the East. If Brinshaar is with the party, after the battle he excuses himself and leaves.

The keys to this battle are: a) take out the Hosttower wizard (usually through spells) before he can get his own spells off, and b) get party members next to the manticores so they cannot fire their tail spines at the party. Try to finish off the front row of Zhentil fighters as quickly as possible so the characters next to the manticores are not too badly mauled.

In addition to the statuette of the East, the treasure in this battle includes Bracers of AC6, which help a magic user survive tougher battles.

11 Zhentarim fighters are feeding a manticore here as the party enters this room. They attack the party on sight.

12 Zhentarim fighters enter this room with a displacer beast just as the party walks through the door.

13 A small group of manticores attack the party here. This is a tough battle, but the party has to get past it to earn the statuette.

14 Ghouls and zombies guard this room.

15 A small group of displacer beasts attack the party here.

16 Skeletal fighters and ghouls are encountered here.

17 A very large group of owlbears and Hosttower wizards defend this room. This is the last battle on the way up the Hosttower, and the room is a dead end. As noted above, the statuette lies in the opposite direction.

18 A large group of owlbears and Hosttower wizards attacks the party here.

19 A large group of owlbears and a Hosttower wizard attacks the party here.

20 A large group of owlbears defend this room.

J. Tuern

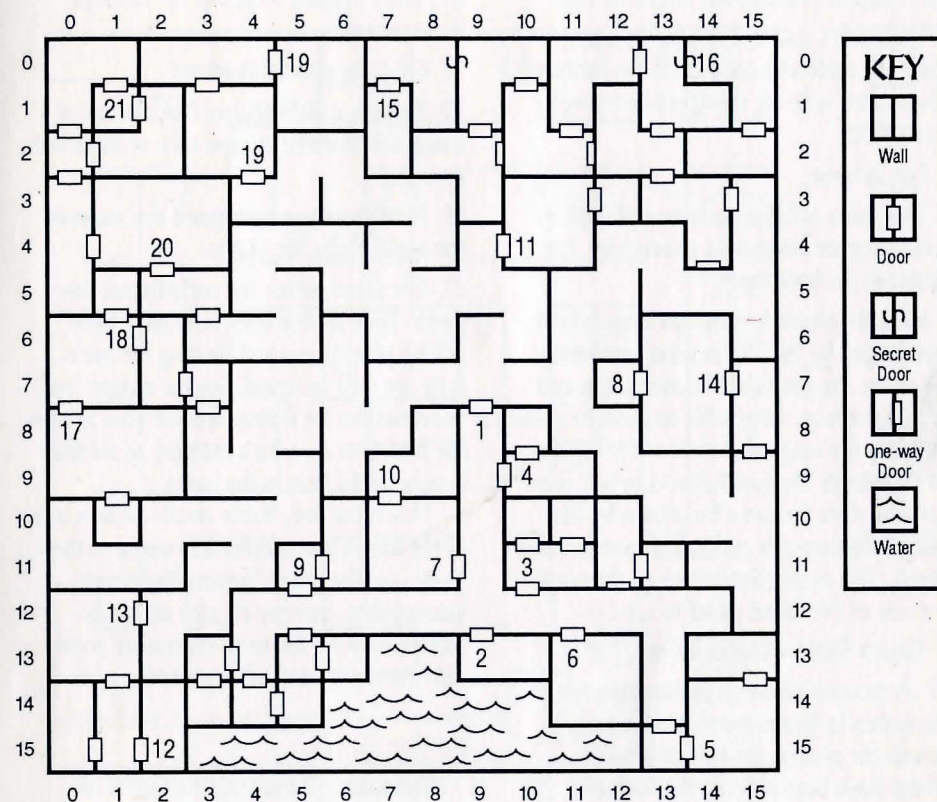
Synopsis: Tuern is a large island far to the west and north of Luskan. Occupied by northmen, it was recently struck by a great meteorite. The meteorite ore can be used in making magical weapons.

Close to the great volcanic fault that erupts in the center of the island, fire giants and other fiery monsters terrorize the local people. Even Uttersea, the largest town, is unsafe.

The party does not have to accomplish any missions on Tuern to complete the game, and can proceed immediately to Gundarlun. But, by finding meteorite ore and taking it to Neverwinter, they can earn a magical sword that proves useful on the way to Ascore at the end of the game.

Be sure that the party gets the Armor of the Glacier before seeking the meteorite ore—it makes the other battles easier. If they took the Sword of Icewind Dale from the pirates in Luskan it is also helpful against the monsters here.

J. TUERN



Resting: The party can rest in Uttersea at the Inn or in any non-street location where there are no encounters shown.

Wandering Monsters: On mountain trails groups of Northman warriors may attack the party. There are 2 more of these attacks after the party wins the battle with the fire giants, and then all the stragglers have been defeated. In the Margoyles' castle several otyughs defend various rooms. After both groups of margoyles have been defeated these attacks stop.

EVENTS

1 This gate marks the edge of Uttersea, which is built into the caldera of an ancient volcano. The guard here is sure the party won't survive if they go up into the mountains.

2 Company of the Brazen Pennant. This is where the party can take a ship to Luskan or to Gundarlun. Ships are scheduled to leave for both destinations every morning at 8:00, arriving between 7:30 and 8:30 allows them to board the vessel of their choice. The trip costs the party 100 gold pieces.

3 Inn of the Ancient Whale.

- 4** Lars Noneck Weapons Shop. Lars cannot craft magical swords from meteorite ore.
- 5** The King's Palace. He tells the party about the meteorite ore and all the foolhardy adventurers who are dying while trying to discover it.
- 6** Fish Market.
- 7** This room is full of women making clay pots. They are being held prisoner by the pirates in the back room.
- 8** Kestutis, an old knight, lies here, bound and gagged by the pirates who are looting his castle. As a reward for saving him and to help them on their noble mission he gives the party the magical Armor of the Glacier +1. It reduces fire-based attacks to half damage, and does the same for attacks by fire-based monsters: fire giants, salamanders and efreeti. This makes the battles on the western side of the island easier to win.
- 9** Tanar's Shop of Useful Items.
- 10** A group of pirates is threatening one of the potters in this room. After the party defeats the pirates, she tells of how the pirates have been holding the women hostage and buying meteorite ore from the fire giants.
- 11** Kraken guards inhabit this hideout, preparing to search for meteorites. They have a map that indicates the meteorites may lie somewhere on the western side of the island.
- 12** Efreeti live in this volcanic vent.
- 13** Otyughs guard this room.
- 14** Pirates are destroying this room and everything in it.
- 15** Margoyles are hidden here. Only magical weapons can damage these monsters.
- 16** Margoyles live behind this secret door.

- 17** Salamanders live in this volcanic chamber. Only magical weapons can damage these monsters.
 - 18** Otyughs guard this room.
 - 19** There is a 50% chance that a group of scraggs are clustered around each of these hot springs.
 - 20** Northman warriors guard this room in the castle of the fire giants.
 - 21** Fire giants attack the party in this tiny room. They are the ones who have been killing adventurers and stealing the meteorite ore they've found. See the chapter on Neverwinter for instructions on how to turn the meteorite ore into a magical sword that is very useful later in the game.
- This is the only battle on the eastern side of the island that is especially useful to the party—all the others (against the efreeti, salamanders, margoyles, etc.) should be tackled only for the extra experience points and treasure by very strong parties.

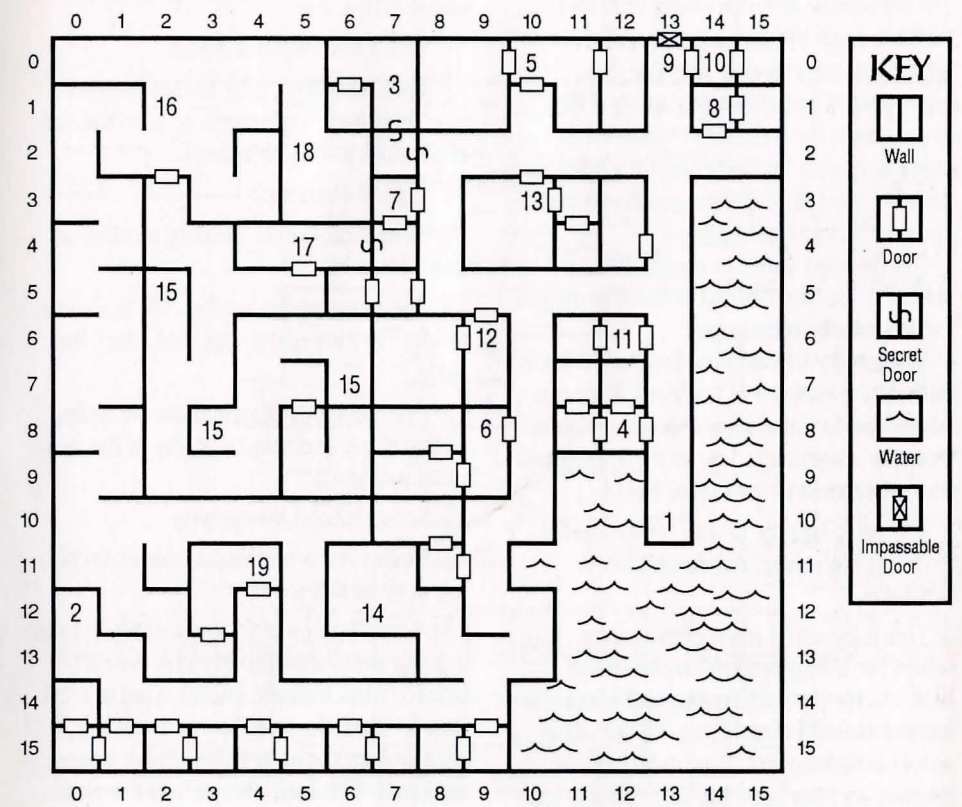
K. Gundarlun

Synopsis: Gundbarg, the capital of Gundarlun, is the largest city on any island in this part of the Trackless Sea. Although it is a city of northmen, it is a member of the Lords' Alliance.

When the party arrives it learns that Princess Jagaerda, the daughter of King Olger Redaxe, has been kidnapped by pirates and is being held for ransom somewhere in the town. The King fears that the kidnappers are waiting only for a moonless night to carry her off to a fate worse than death, and promises a rich reward for her rescue.

Gundarlun is an especially important stopping point because it is the location for the only temple and Hall of Training in the islands. Be sure to rest well here, heal all injured party members, buy all needed

K. GUNDARLUN



equipment, advance all eligible characters, rememorize spells and save the game while in this relatively safe haven.

If one or more party members are close to advancing a level, fight some battles here and use the Hall of Training to gain the extra benefits of their experience before moving on.

The party does not have to accomplish any missions on Gundarlun to complete the game, and can leave here whenever they wish.

Resting: The party may encamp anywhere except in the city streets.

Wandering Monsters: On the path on the western edge of the map 2 small groups of

scraggs may attack the party. In the city streets 3 groups of pirates may be encountered.

EVENTS

1 This is the pier from which ships leave to go to Tuern or Neverwinter.

Note: If the party has not yet captured the statuette of the West on the Purple Rocks, do not embark on this voyage until they have thoroughly rested, rememorized all spells and saved the game. Once they leave this dock their ship is attacked by a kraken (a giant, highly intelligent squid) and the party is washed ashore on the Purple Rocks.

Ships leave here every morning at 10:00. The party must arrive between 9:00 and 10:00 to catch the ship—it always leaves on time. They can travel to Tuern or Neverwinter, but only arrive safely if they already have the statuette of the West. If Jagaerda is with the party and they have the statuette, she tells everyone goodbye here and does not go on the ship.

The seaman wants to charge 300 gold pieces for the trip. Pretend to leave in disgust and he cuts the price in half.

If the party retreats from the Purple Rocks without the statuette of the West, they can return here to Gundarlun and set sail again. The ship is again attacked by the kraken and they're returned to the Purple Rocks.

2 The party sees the kraken for a moment from this high ridge, but doesn't know what it is.

3 This is the secret room of the palace where the kidnapped princess has been held. As the party enters this room Jagaerda has just finished dispatching the last of her would-be kidnappers. They explain their mission, and she takes the party back to her father's palace. He rewards them with a shield +1 and tell them much about the Purple Rocks. He thinks they might find someone in Tuern to take them there.

4 The Green Turtle Inn.

5 The palace of King Redaxe. The party overhears him shouting that he doesn't know what to do to rescue his kidnapped daughter.

6 A ship supply depot.

7 The resident of this cottage sees the party and immediately goes to pieces, confessing he was blackmailed into helping the kidnappers of Jagaerda.

8 The Sharper Lineage Arms Store.

9 This gate leads to an area of warehouses, and is bolted shut.

10 Tana's Merchandise Shop.

11 The Company of the Brazen Pennant. The ships leave each morning from the end of the dock just south of here.

12 Hall of Training.

13 Temple of Selune. Healing services are available here.

14 The stone images on this cliff face come to life. They are margoyles, and attack the party.

15 A small group of margoyles are hiding in this maze, and may be at any of the indicated locations.

16 Scrag's inhabit this canyon.

17 Pirates and a northman warrior are playing cards in this room.

18 A small group of scrag's is standing here, arguing about something. After the party defeats them, a single smaller scrag is left. If they let it go, the scrag points to the south wall. When the party listens there, voices are heard. This leads the party to the pirates who have kidnapped Jagaerda.

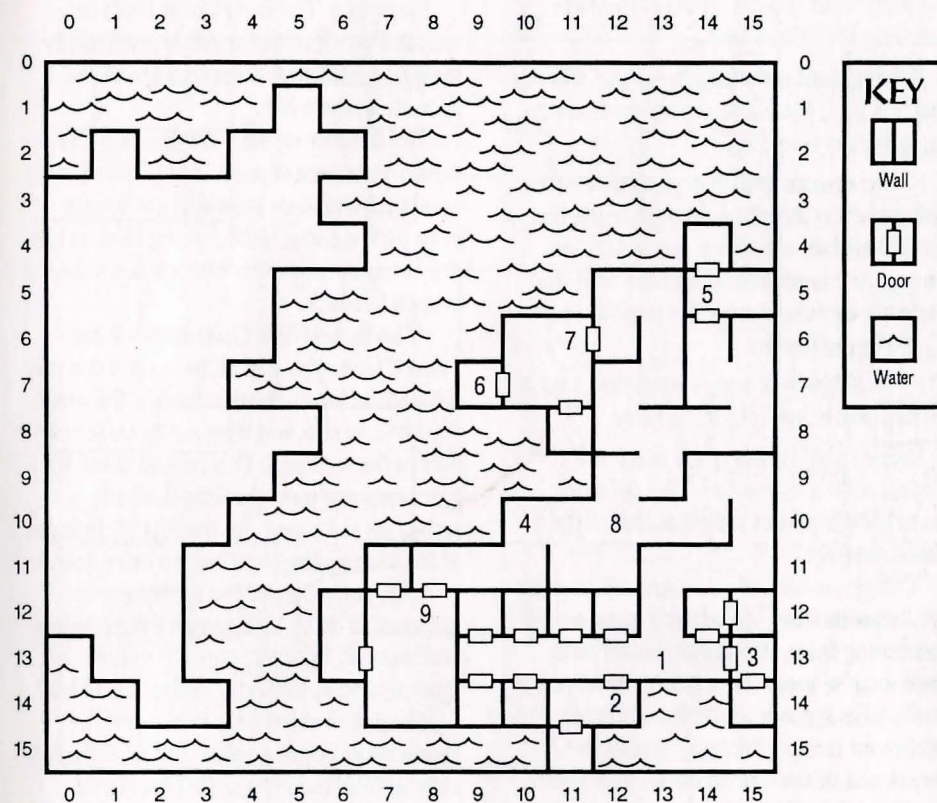
19 Pirates and otyughs guard this passageway.

L. Purple Rocks

Synopsis: There are two islands in the Purple Rocks, Trisk (in the west) and Utheraal (in the east). The people of Trisk have been enslaved by the Kraken Society, which gathers and then sells information to whomever wants it, and carries out all kinds of evil missions for an appropriate fee. Their hidden complex below Yartar is the largest base they maintain on the mainland.

When the party's ship is destroyed, they are carried by the current to Utheraal, which

L. PURPLE ROCKS



lives in poverty because of ransom payments to the Krakens.

Resting: The only places the party can rest safely are: a) In either of the Fortress Outposts after they have been cleared of Krakens; b) In the lighthouse after the pirates are killed; c) In the one home that accepts visitors.

Wandering Monsters: On the island trails 5 groups of scrag's or northmen may attack the party.

EVENTS

1 This is where the party's makeshift raft, salvaged from the remnants of their ship, washes up on the island.

2 The home of the village leader. He tells the party more about the Krakens.

3 This home accepts guests. Stay here if the party needs to rest and remember any spells.

4 From here the party can see the huge Kraken fortress rising from the other island across the strait.

5 This is a small lighthouse. Several pirates are looting the lighthouse keeper's quarters along with a scrag. After the party defeats them, they are offered the chance to turn off the lighthouse lamp. Turning off the lamp slows down the approach of Vaalgamon's

ship at the Kraken headquarters and allows the party more time to intercept the force guarding the Pearl Chest.

6 A small boat is moored here. Use it to cross to Trisk, the island where the Kraken headquarters is located.

7 Kraken guards and an otyugh defend this outpost. After defeating them in battle the party finds half of a coded message. Go through the west door to find the boat that the party can use to cross the strait to the Kraken headquarters.

8 A small group of scrag are eating a fish on this beach, and attack the party.

9 Kraken guards reluctantly share this fortress with a margoyle. After defeating them the party finds the other half of the coded message.

Using Journal entries 36 and 49 (and not 52, which is false), decode the messages by combining them, alternating letters from each scrap of paper. This yields the words: "costs all at it guard. castle the of corner southwest the to it take will guards the threatened if. dock the to down door south the through vault its from taken be will statue the." Reading the words in reverse order reveals their meaning.

M. Kraken Headquarters

Synopsis: The party's boat lands on a secluded beach of this massive and heavily fortified complex. It is the location of the statuette of the West.

The statuette of the West lies in a chest carved from a giant pearl, and is stored in a vault that would be impossible to breach even with a party 10,000 strong. But, while it is being transferred to Vaalgamon's ship, it is open to attack.

Alarms and The Guardians of the Pearl Chest: The Pearl Chest, with the statuette of the West, moves through the main Kraken complex and then out through corridors to the pier area. This process takes 30 game minutes from the time the party arrives on the island, for the first 20 minutes of the journey the chest has no extra guards.

If the party doused the lighthouse on Utheraal to delay Vaalgamon's ship the process takes 40 minutes, with 30 minutes of time passing before extra guards are added.

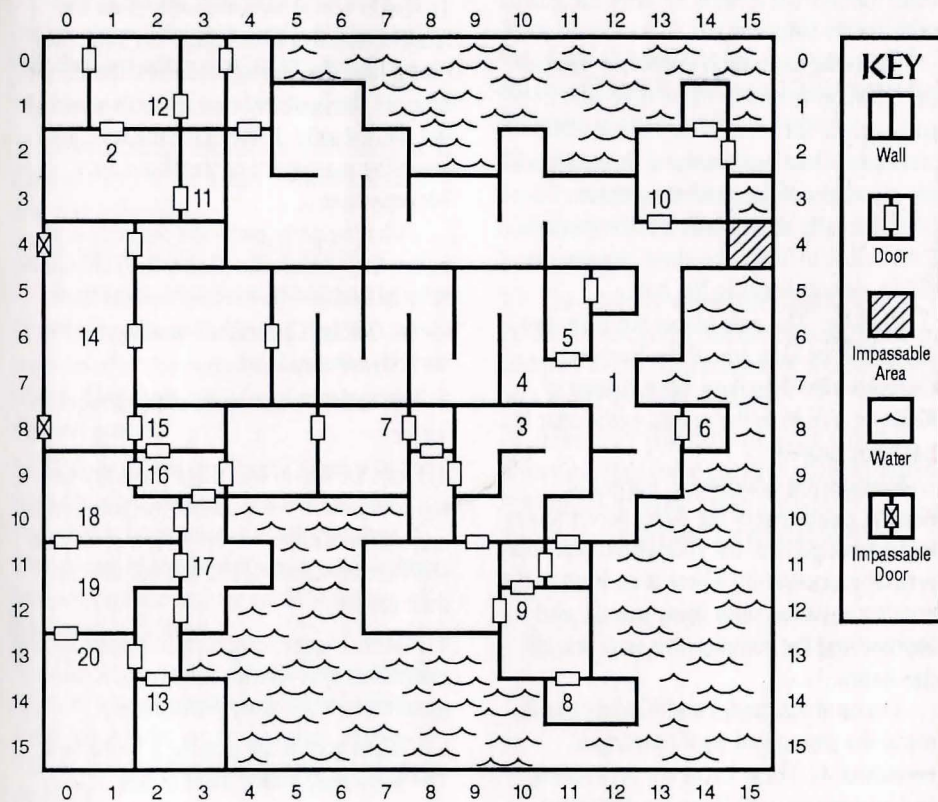
The party's objective is to intercept the guards as quickly as possible and seize the statuette without having sounded the alarm. Once the alarm sounds the battle to gain the magical treasure becomes much more difficult.

If they reach the pier and the alarm has not been sounded, the Pearl Chest stays there indefinitely due to problems on the ship. This means the party never reaches the pier too late to save the statuette.

The alarm is sounded if:

- A Kraken guard successfully flees from battle and escapes.
- The party flees from any combat with Kraken guards.
- The party steps onto the main causeway leading to the front door of the complex.

M. KRAKEN HEADQUARTERS



After the alarm is sounded the Pearl Chest is gradually moved deeper and deeper into the complex for defense, as shown on the map. The farther into the complex it is moved for protection, the more monsters come to join the guards. It eventually ends up in the southwest corner of the castle, and stays there until the party successfully retrieves it.

If the party leaves the island without the statuette and returns, the alarm is turned off and the process begins again.

Strategy: The party's objective is to reach the dock area as quickly as possible without sounding the alarm. Once the boat

lands, note the time so the party can predict the location of the pearl chest. Be sure to add 10 minutes to the listed times if the Utheraal lighthouse was doused. Then head directly south to the southern coastal fortress. The party must pass through this fortress in order to reach the pier where Vaalgamon's ship is moored.

Be sure the party is prepared for the combats in the southern fortress (#9 and #7), since fleeing from a fortress battle automatically sounds the alarm. No Kraken guards may be allowed to escape for the same reason. Don't take the time to fight any extra

battles, such as with the otyughs in the outer room of the fortress, or with the guards in the other outposts.

Go to the room with encounter 16. Use the LOOK command to make time pass if the party gets to the room more than ten minutes early. Then move around the room until the guardians of the pearl chest enter.

If the party arrives late, use the guidelines below to locate the chest and plan on facing extra enemies in the battle.

Resting: The only places the party can rest safely are a) in any of the Fortress Outposts after they have been cleared of Krakens, and b) in the scrag's castle after it has been cleared.

Wandering Monsters: Parties of Kraken guards patrol the direct access routes to the front gates of the stronghold (the area west of encounter 4.) There is no limit to the number of battles with these patrols, and approaching the complex this way sets off the alarm.

Troops of margoyle and Kraken guards patrol the stronghold itself (starting at encounter 4.) These forces are very strong and encounters with them are numerous. There is no limit to the number of battles with these patrols.

Small groups of scrag guard the northwest coastline. After the scrag's leader is killed there is one more scrag battle and then their portion of the island is safe for the party to travel and rest. Ignore these areas until after the statuette of the West has been secured.

EVENTS

1 This is where the party arrives on the island and hides their boat. Any time they return here they are offered the chance to take out the boat and escape, with or without the statuette. If they take the boat and leave the sea current carries them to Neverwinter.

After the party gains the statuette and before they depart the island, they should be fully healed and have memorized their spells. A tough ambush is waiting for the party in Neverwinter.

2 This is the throne room of the scrag's castle.

3 From the top of this ridge the party can see Vaalgamon's ship round the point on its way to the Kraken harbor below. The general himself stands at the railing, directing their approach.

4 Alarm Trigger. Reaching this point on the main causeway sounds the alarm. Kraken guards attack the party immediately.

5 Kraken guards are playing a game here. The party may attack them or flee. If they attack it is a somewhat easy battle, but if they flee the alarm is sounded and they have to fight more guards.

6 A squad of Kraken guards has fallen asleep while standing watch in this tiny guard post, and one wakes up as the party enters. The party may attack him or flee. If they attack it is an easy battle, but if they flee the alarm is sounded and they have to fight more Kraken guards.

7 There is a 50% chance that a group of margoyle are hidden here, and a 50% chance that they are one room farther west.

8 A small group of otyughs guard this room. Defeating them in battle allows the party to search their trash heap and find a

map that shows the area around the pier.

9 There is a 50% chance that Kraken guards are in this room, and a 50% chance that they are one room farther west.

10 Kraken guards man this outpost.

11 Several scrag are eating something here. One of them is the leader of the local clan and has a shield +1.

12 A pair of scrag are arguing here.

13 A group of otyughs attack the party here.

14 This is where the Pearl Chest is 0-10 minutes after the party has landed on the island. The chest has a large contingent of Kraken guards.

15 This is where the Pearl Chest is 10-20 minutes after the party has landed. The chest has a large force of Kraken guards. This is one of the best places to attack them, but getting here in time without setting off the alarm is difficult.

16 This is where the Pearl Chest is 20-30 minutes after the party has landed. The chest has a large force of Kraken guards. This is an ideal place for the party to launch its attack.

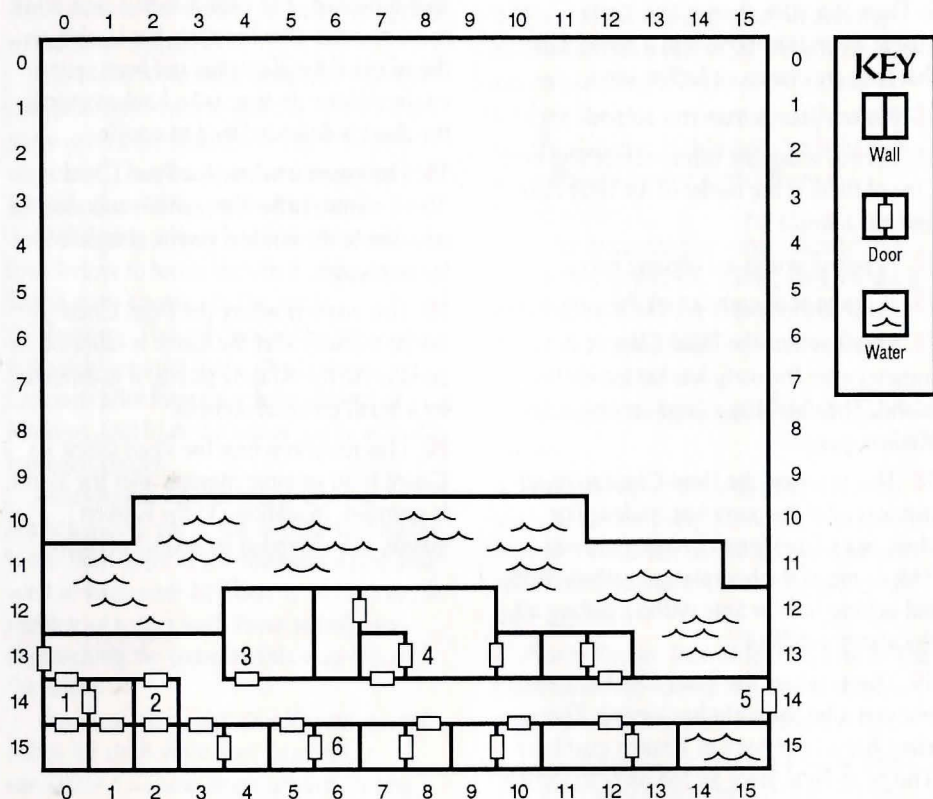
17 This is the pier area where Vaalgamon's ship is docked. The Pearl Chest is here 30 or more minutes after the party has landed on the island if the alarm has not been sounded. In addition to their own Kraken guards, the chest is defended by a margoyle.

18 This room is where the Pearl Chest is 10-20 minutes after the alarm is sounded. In addition to the Kraken guards, it is defended by an otyugh.

19 This room is where the Pearl Chest is 20-30 minutes after the alarm is sounded. In addition to the Kraken guards, it is defended by a small group of otyughs.

20 This room is where the Pearl Chest Guard is 30 or more minutes after the alarm is sounded. In addition to the Kraken guards, it is defended by several otyughs.

N. SECOMBER



N. Secomber

Synopsis: The party can visit Amanitas here and receive hints any time after they have rescued him from Everlund. On each visit he points them towards the easiest statuette quest which they have not yet completed.

Resting: The party can rest anywhere except in the city streets.

Wandering Monsters: None.

EVENTS

- 1 Inn of the Eccentric Owl.
- 2 Anthemas' Armory.

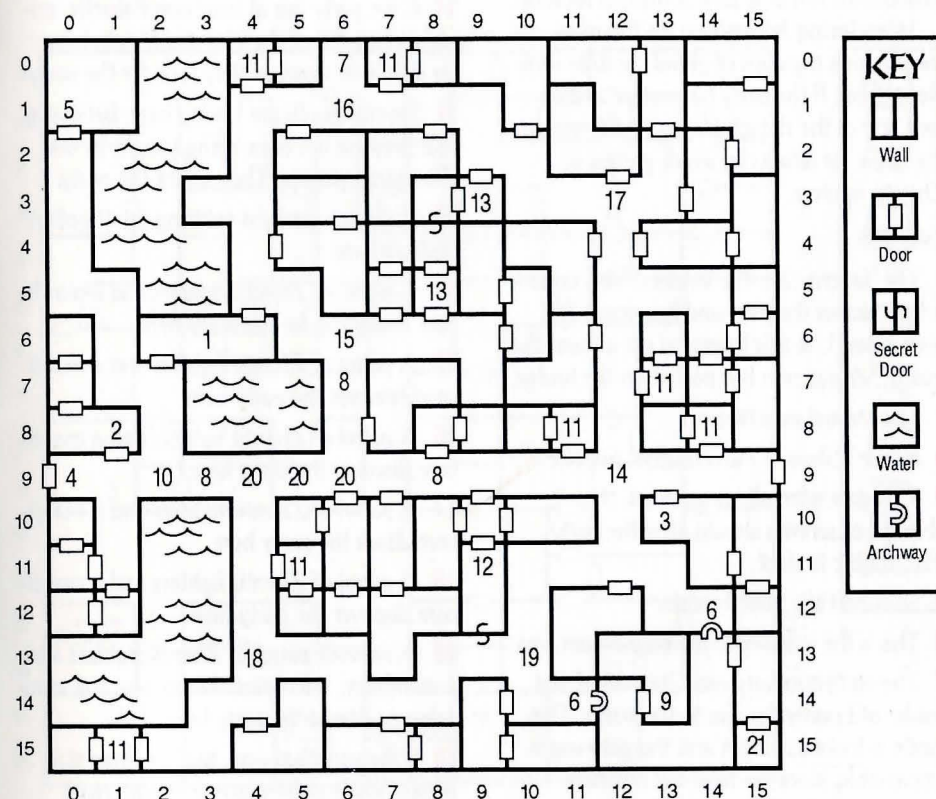
3 River Shining Boat Rentals

4 Amanitas' house.

5 A sign here warns the party that traveling east is dangerous these days.

6 A group of gnolls has taken over this house.

O. LOUDWATER



O. Loudwater

Synopsis: Loudwater is an ancient city originally built by elves. Much of the local population is still half-elfen. This greenery-covered town by the River Shining is normally a very peaceful place.

Its streets are twisty mazes that affect the strategy of battles fought there. Vaalgamon blocks the main street through town with a large force of monsters and fighters, and sends patrols down the maze of side streets once he knows the party is in Loudwater.

The party needs to attack these patrols one at a time and defeat them to wear down the large Zhentarim force. Once this strategy of divide and conquer has weakened

Vaalgamon's guards, the main group can be attacked and the black-robed general flees the city. If all his patrols are defeated, Vaalgamon may launch a last-ditch effort against the party. A large group of Zhentil fighters is hurriedly assembled and attacks while Vaalgamon escapes.

The party can leave the city at any time without defeating Vaalgamon here; this battle does not have to be won to complete the game.

Be sure to rest the party fully, heal, and memorize spells before going to Llorck after exiting Loudwater. Llorck is full of traps set by the Zhentarim, and the party should be ready for combat before they go there.

Resting: The party may rest at The Woodlands Inn or at any non-street location.

Wandering Monsters: In the mausoleum area 6 groups of ghouls and/or zombies appear. If the party has not yet recovered any of the statuettes, the city streets are the scene for attacks by small groups of Zhentil fighters.

EVENTS

1 The Tavern O'er the Waters. This tavern is built across the river and has doors on both sides. Use this tavern to get around the guards Vaalgamon has posted on the bridge.

2 The Woodlands Inn.

3 Enalin's Shop of Adventurers' Supplies.

4 This gate normally is guarded; the absence of sentries should alert the party that trouble is afoot.

5 Shining Falls Boat Rentals.

6 This is the entrance to the mausoleum area.

7 The compound of Lord Greysword, the leader of Loudwater, lies to the north. The castle is locked up tight and the gateway is impassable, since he dares not interfere openly with the Zhentarim plans and is waiting for Vaalgamon to move on.

8 The party can see Vaalgamon's guards on the eastern side of the bridge from these locations. As battles in the side streets wear down their numbers their description changes. When only a handful of fighters remain it's safe to attack the main force. The fewer side street battles the party wins, the more men and monsters remain to fight the party with the main group.

9 The Mausoleum. Skeletal fighters and ghouls attack the party here as they search the room.

10 A bridge over the River Shining.

11 If the party has at least one statuette, residents here tell of the Zhentarim roughing up people in town as they look for the party.

12 Several gnolls are hiding here, believing that they are the ones being sought by the Zhentarim patrols. They attack the party.

13 A clan of gnolls is splitting up ill-gotten treasure here.

14 A patrol of Zhentil fighters and a manticore is waiting for the party here.

15 A patrol of Zhentil fighters and a manticore intercept the party here.

16 A patrol of Zhentil fighters and a manticore discover the party here.

17 A patrol of Zhentil fighters and a manticore attack the party here.

18 A patrol of Zhentil fighters and a manticore discover the party here.

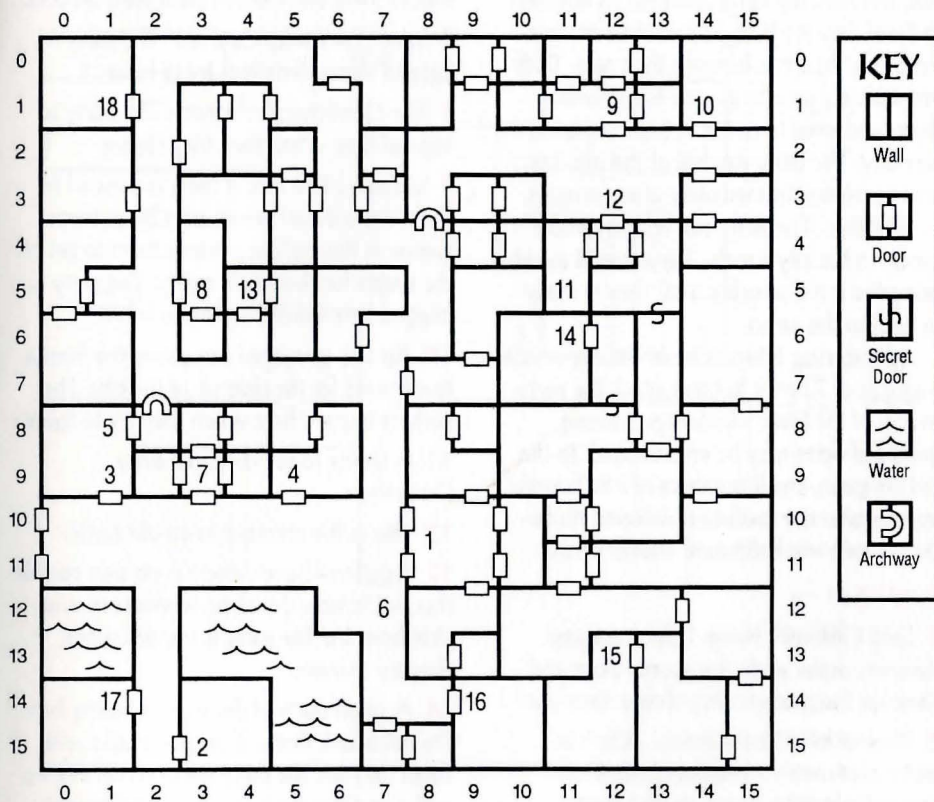
19 A nervous patrol of Zhentil fighters and a manticore, uncomfortable so near the mausoleum, attacks the party here.

20 If the party has one, two, or three statuettes, Vaalgamon places his main roadblock here. He starts with a tremendous force of Zhentil fighters and manticores at this location. As the party defeats the patrols in the side streets, the force is reduced. Vaalgamon turns and flees if the party appears to be winning this battle.

When the party wins this battle a fighter named Rishpal swears revenge against Vaalgamon for abandoning the fighters here and offers to join the party. They should reject his offer, for he is a spy Vaalgamon wants to plant in the party to report on their movements.

21 This room is filled with putrid dust. Skeletal fighters and zombies attack.

P. LLORKH



P. Llorkh

Synopsis: Since its recent change from a dwarf-led to a human-led city, Zhentarim caravans have appeared in Llorkh, and servicing them has replaced mining as the chief industry. For both its isolation and its Zhentarim influence, Llorkh is a place that no one wants to go—just as suggested by Amanitas—unless they are going “the long way round” the Great Desert.

The new leaders of Llorkh have been working at driving away the dwarves who once worked the mines here, and if there are any dwarves in the party they are taunted. Many dwarves—including the city's last leader—have been killed by Zhentarim death squads.

As if things weren't bad enough, a medusa has taken up residence in the old castle, and several former residents of Llorkh are now statues visible on city streets.

Do not enter Llorkh until each party member has bought a mirror (available in adventurer supply shops in many towns). Characters must READY the mirror during combat with the medusa in order to avoid being turned to stone. Characters who are turned to stone may be returned to flesh at any temple, but the fee for this process is very expensive.

Do not enter any shop or inn in Llorkh until the party is fully rested, all spells have been memorized and the game has been

saved. The stores and inns here appear normal, but after the party conducts its business in them they are trapped and slide down a ramp into an arena beneath the town. They immediately go into an extended combat there, and need to conserve their resources carefully. The party can rest at the inn, but are imprisoned immediately after doing so.

Resting: The party can rest anywhere except in the city streets. They should avoid using the inn if possible until they're ready to fight in the arena.

Wandering Monsters: In the city streets 3 groups of Zhentil fighters attack the party. In any of the town's buildings 3 strong groups of ogres may be encountered. In the old dungeon, small numbers of Hellhounds appear, after the medusa is defeated no further wandering hellhound attacks occur.

EVENTS

1 Lord Ceildarr's Keep. If there are any dwarves in the party the guards taunt and threaten them before they throw them out.

2 Downstream Boat Rentals. After the party pays their 25 gold pieces they are trapped instead of being given a boat.

3 The Griffon's Grange Tavern. The party is trapped here when they try to leave.

4 The Bull and Boar Tavern. Someone has changed the 'Boar' to 'Bore', and a girl who complains about dwarven vandals is trying to restore the sign. The party is trapped here when they try to leave.

5 My Horse's Home Tavern (really just another entrance to The Griffon's Grange). The party is trapped here when they try to leave.

6 Flowers have been set here in memory of the city's murdered dwarven leader, Phintarm

Redblade. A Zhentarim guard wanders by, notices them and crushes them with his boot.

7 Inn of the Lucky Caravan. The party is trapped here when they try to leave.

8 The Gentlemen's Armory. The party is trapped here when they try to leave.

9 Valhala Here Inn. If there is a dwarf in the party, a dwarf who passes by as they approach this building warns them to get off the streets for their own safety. The party is trapped here when they try to leave.

10 An old, unnamed inn converted from a tower used for the defense of the city. The party is trapped here when they try to leave.

11 A shrine to the dwarven deity Dumathain.

12 This is the entrance to an old castle.

13 Temple of Bane—there is no sign outside this evil temple. Healing services are available here, but the party is trapped when they try to leave.

14 A small party of dwarves is hiding here. Do not attack them, if the party talks with them they tell the party about recent events, and about the medusa and her hellhound guards.

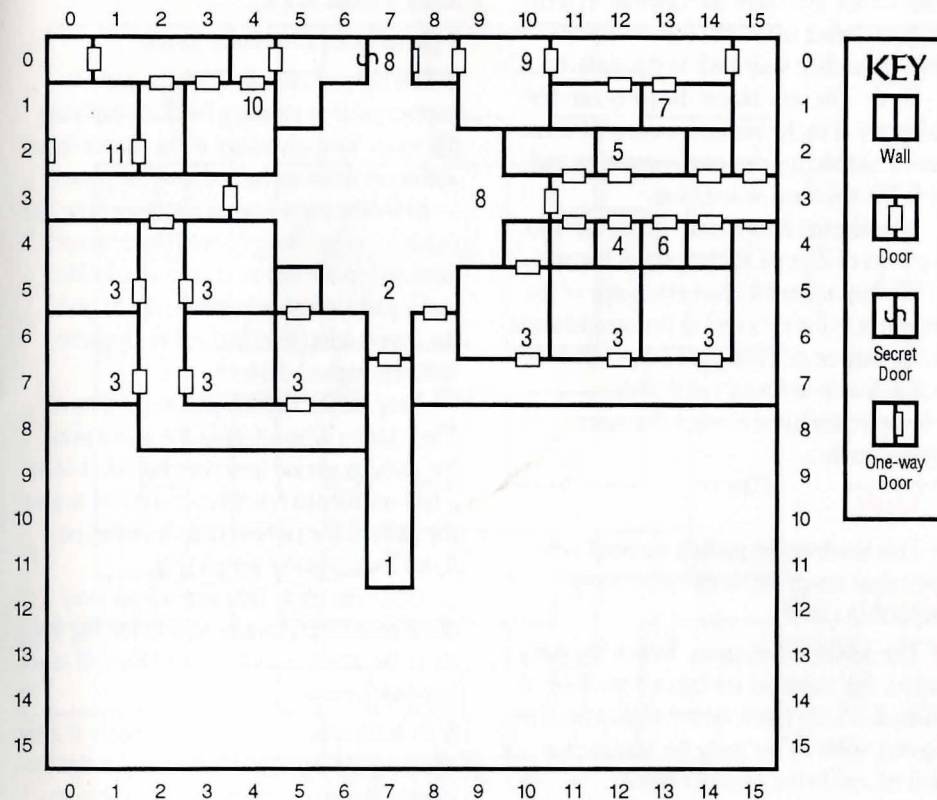
15 Several people who have been turned to stone by the medusa are in this room. Hellhounds and the medusa attack once the party moves farther into the room.

16 Griffons and Zhentil fighters defend this tower.

17 The party is recognized when they enter this tower. Griffons and Zhentil fighters attack.

18 Griffons and Zhentil fighters are here. The guards in this cold tower are pleased to see the party, for they were about to mount a patrol to find them.

Q. THE ARENA BENEATH LLORKH



Q. The Arena Beneath Llorkh

Synopsis: This is where the party finds the statuette of the North.

Once the party is trapped in a shop in Llorkh, they slide down a long, slippery ramp and are dumped at one end of a tunnel. They emerge from the tunnel into a large arena, where an audience of humans, orcs and other monsters waits eagerly to watch their demise. To their horror, the statuettes the party have gained are taken from them.

Vaalgamon expresses his delight at getting to see the party butchered. He tells them that they face three opponents in the

arena, if they defeat all three they will be allowed to live.

The party has to cleverly budget their memorized spells, magic items and fighting strength to get through all three battles, as there is no chance to rest between fights.

After the party defeats all three sets of monsters, Vaalgamon congratulates them, says they have won the right to see another sunrise...and promises three more sets of enemies on the next day of combat. He laments that he cannot stay to see their deaths since he must go north to Ascore to supervise the coming invasion.

The party is taken off to a cell. They must escape and reach the Zhentarim commander's office to reclaim their statuettes, then make their way back to the surface.

Rest: The only places the party can rest safely are a) in the barracks areas after 5 successful wandering monster encounters and b) in the cell areas at any time.

Wandering Monsters: In the barracks, 5 groups of Zhentil fighters attack the party.

Commodore 64 Owners: Some of the monsters in the cells and in the second arena battle may be different from those listed below due to technical constraints.

However, the same combat strategies should apply.

EVENTS

1 This is where the party is dumped when they slide down the tunnel after being trapped in Llorkh.

2 The subterranean arena. When the party enters, the statuettes are taken from them. If Rishpal is with them, he is congratulated for having spied on the party for Vaalgamon and returns to the general's side.

The party engages in three combats in succession, with no opportunity to rest between battles. They fight groups of ogres, hellhounds, and then griffons.

After winning all three battles the party is taken to a cell.

To win these battles the party must use its spells only when necessary. Make sure the archers have plenty of arrows and the magic-users have enough darts. Only the ogres can be affected by Sleep spells, so use those in the first combat. If the party has a fifth level magic-user a Fireball spell can be used in one of the remaining battles and Stinking Cloud spells in the other. Against all these enemies try to finish off all but one

opponent and then surround the survivor to attack it on all sides.

3 Barracks for Zhentarim forces.

4 This is the small cell where the party is imprisoned after winning the three battles in the arena. Take advantage of the chance to rest and memorize spells, and save the game.

Once the party has rested (or an hour has passed) a jailer comes to feed the prisoners. Someone in the cell next door attacks him, and a party member has a chance to grab the keys—select the thief or the character with the highest dexterity.

They unlock the cell and move outside. The creature who attacked the guard asks the party to release him from his cell. He is a half-orc named Muthtur, and offers to join the party. If the party accepts his offer, he fights loyally at the party's side.

Go to the other cells and release only those monsters who can help in the big battle in the arena, as noted under the cell label numbers below.

5 A hellhound is in this cell. Release it after releasing the ogres and it runs down the corridor to the arena, where it helps the party fight a major battle.

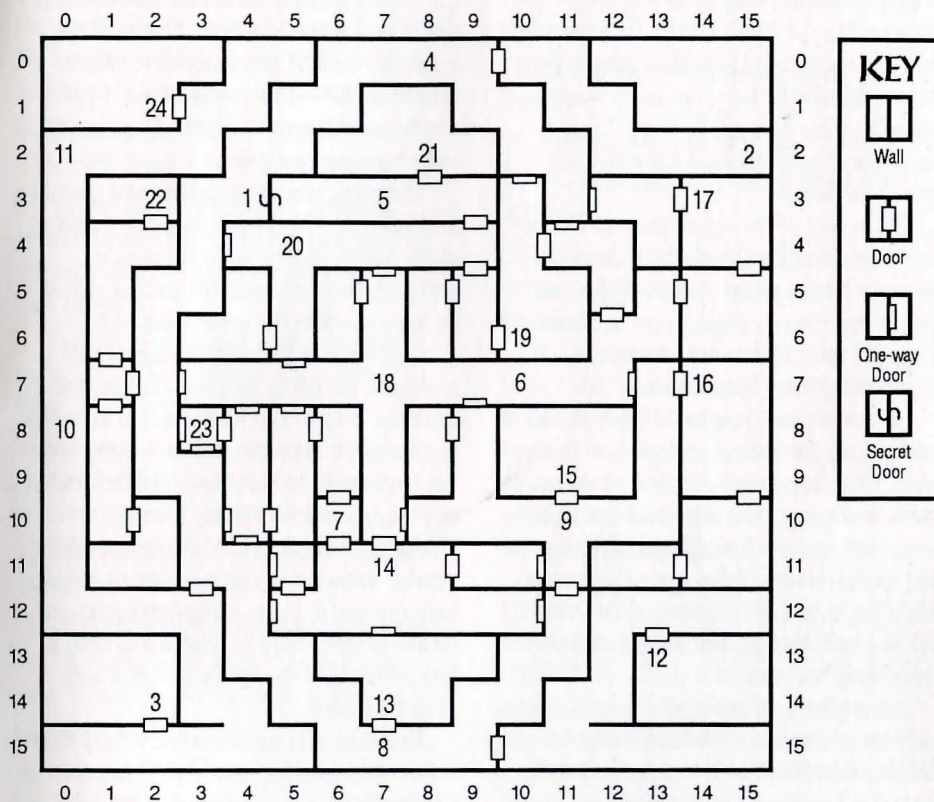
6 A small group of ogres is in this cell. If the party has not released the hellhound they can set the ogres free and they help in the arena. If the hellhound is already free the ogres attack the party.

7 A griffon is in this cell. It immediately attacks the party if it is released.

8 A large number of griffons block the party's way when they reach either of these points; if the hellhound and/or the ogres were set free they fight on the side of the party during this battle.

Even with help from several strong monsters, this is a very difficult battle. At the very beginning of the fight open up spaces

R. THE STAR MOUNTS



in the party's line of fighters to allow the ogres and hellhound room to move up to attack the griffons. Make sure to keep the magic-users in the rear and use spells to wear the griffons down, but try to position the spells so the party doesn't hurt their monster allies.

9 Several Zhentil fighters are in this room.

10 Griffons attack the party here.

11 Zhentil fighters and the Zhentil commander are admiring the statuette of the North here. Once the party defeats them, they find the statuette of the North and all the other statuettes that were taken from them.

After the battle the party discovers that one of the fighters they just killed was Rishpal, Vaalgamon's spy.

From here the party is returned to Llorkh. Once they have gained the statuette of the North the shops, etc. in Llorkh function normally.

R. The Star Mounts

Synopsis: This is the site of the mountain fortress of the beautiful but evil magic-user Ceptienne, who has allied herself with the Zhentarim. She rides a black dragon when she sets forth from her magical aerie. The statuette of the South is hidden here.

The Star Mounts are a great mountain range that lies at the heart of the map, deep within the High Forest. They are so high and the winds they create are so strong and unpredictable that—just as Amanitas foretold—birds dare not fly there. Only dragons and aarakocra can traverse these unfriendly skies.

At the foot of the mountains, where the river from Secomber meets the mountains, the party finds a group of giant snakes and shambling mounds attacking an aarakocra. The party has the chance to rescue the aarakocra, earning its gratitude.

Let the enemy come to the party in this battle, using the natural protection of the forest to limit the number of monsters that can attack at any one time while archers pepper them with arrows. Fireball and Lightning Bolt spells are very useful against the snakes, while the Wand of Ice Storm, even doing just one half damage, still softens up the Shambling Mounds.

Accept the aarakocra's offer to carry the party up to Ceptienne's hidden dungeon. Refuse the aarakocra if the party isn't ready to undertake this mission—the offer is renewed every time the party returns to this location.

The aarakocra sense that Rishpal is evil and refuse to carry him. He flees once he is found out.

Ceptienne's aerie is built as a maze based upon the three different runes for the "C" that begins her name, each being superimposed upon the other, both normally and upside down. The intricate pattern this creates is so complicated that knowing about the runes doesn't really help the party navigate, but it feeds Ceptienne's considerable ego.

The maze has many one-way doors that can make the party wander in circles if they don't have access to a map. The one key secret door is also easy to miss. Finally, whole portions of the complex don't hold anything for the party except difficult battles with high level monsters.

The party must find Ceptienne's chamber and defeat her in order to gain the statuette of the South. Returning to the aerie's entrance, they can meet the aarakocra and be flown back to the mountain's base.

Ceptienne is guarded by a variety of monsters, including especially dangerous ones like harpies and medusae. Do not enter her dungeon complex until each party member has bought a mirror (available in adventurer supply shops in many towns). Characters must READY the mirror during combat with the medusae in order to avoid being turned to stone. Characters who are turned to stone may be returned to flesh at any temple, but the fee for this process is very expensive.

Resting: The party can rest in any room in the mountain fortress. They cannot rest in the corridors.

Wandering Monsters: None.

EVENTS

- 1 The secret door to the east here leads towards Ceptienne's inner sanctum.
- 2 This is where the aarakocra drop off the party as they enter the complex. They stay and wait for the party indefinitely. The party can return here at any time, with or without the statuette of the South, and be transported down the mountain. This is a good place to rest and heal the party, remember spells, and save the game.
- 3 Griffons and a medusa attack the party here.

4 A projection of Ceptienne appears here and says (truthfully) that 12 doors separate the party from the magic item that they seek. She appears to enjoy toying with the party and feels she can destroy them at any time.

5 Ceptienne's projection reappears to say 'One door discovered, eleven more to find!'

6 A projection of an angry Ceptienne appears to say that she has grown tired of the party and no longer enjoys watching their progress.

7 Ceptienne's projected image appears again, this time to scream at the party in rage.

8 The projection of a contented Ceptienne appears to taunt the party. She is happy because the party is so far off track.

9 Ceptienne's projection appears here to explain how the maze was designed.

10 Ceptienne taunts the party here again.

11 The party hears a loud roaring noise here. It comes from the black dragons in the room just to the north.

12 A group of ogres and griffons rushes at the party from opposite sides of this room.

13 A nest of griffons is in this room.

14 Ogres and harpies are in this room.

15 Ogres and medusae attack the party here.

16 A pair of black dragons are in this room. Once they are defeated, Ceptienne's image (if she is still alive) appears to deny—truthfully—that the party has killed her personal steed.

17 A hellhound and harpies are in this room.

18 Hellhounds and medusae guard this corridor.

19 Ogres, accompanied by hellhounds, have been looking for the party and find them here.

20 Griffons and hellhounds guard this corridor.

21 Griffons are nesting in this room.

22 A hellhound and griffons attack the party here.

23 This is Ceptienne's chamber, and is defended by medusae, harpies and Ceptienne herself.

It is important for the party to be fully healed and have their spells memorized before starting this battle. Once the action starts, try to take out Ceptienne with a hold person spell. Try to kill the harpies with missile weapons and spells; they can charm characters that they get close enough to touch.

Among the treasure items are Bracers of Defense AC6, a dagger +1, and a Necklace of Missiles. There is also a Wand of Defoliation, which is especially effective against shambling mounds. This is best saved for the final battles at Ascore.

After winning this battle, the party finds the statuette of the South.

24 A small group of black dragons are in this room; each wants to destroy the party to gain Ceptienne's favor. Once all but one are defeated the remaining wounded dragon attempts to escape, only to have its wings fail and be crushed on the rocks far below.

S. Sundabar

Synopsis: Sundabar is a major town in the northeast section of the map. Located at the edge of an opening in the mountains, it commands the only road that leads to the dead city of Ascore.

Once the party has the four statuettes, Vaalgamon knows they have the power to deal the Black Order a severe blow. He uses every method at his disposal—from bribery to trickery, from magic to sheer force—to stop them here and seize the magic items before they reach Ascore.

Resting: The party can rest anywhere but on the city streets.

Wandering Monsters: If the party doesn't have all 4 statuettes, groups of ogres or Zhentil fighters may appear anywhere in the city. There is no limit to these battles. If the party has the statuettes the same monsters appear, but much less frequently and never in the city streets.

EVENTS

1 Khumonne Inn. Be sure to rest here, rememorize all spells and save the game before facing the battles that lie ahead in Sundabar.

2 These are residences. They hold three different local stories about all the activities as the Zhentarim forces rushed through town. The second house the party visits holds an old thief who picked Vaalgamon's pocket. He gives the party a note from the Zhentarim leader that castigates the general for allowing the party to threaten all their plans. The note orders Vaalgamon to guard all routes through Ascore.

3 Standroun's Weapons and Armor.

4 Hegemma's Store.

5 North Branch Boat Rentals. If the party has all four statuettes, this shop is closed until all the major battles in the streets of Sundabar have been fought.

6 Temple of Tyr. Healing services are available here.

7 Temple of Helm. The services and fees are the same as for the Temple of Tyr.

8 Auld Macdon's Tavern.

9 Hall of Training.

10 If the party has all 4 statuettes, they hear a strange sound coming from this fountain. A magic mouth offers to trade the statuettes for a great treasure trove of gold.

Reject the offer, and the fountain reveals itself to be a stone golem and attacks the party. The Sword of Stonecutting (made in Neverwinter from meteorite ore found in Tuern) makes this battle much easier.

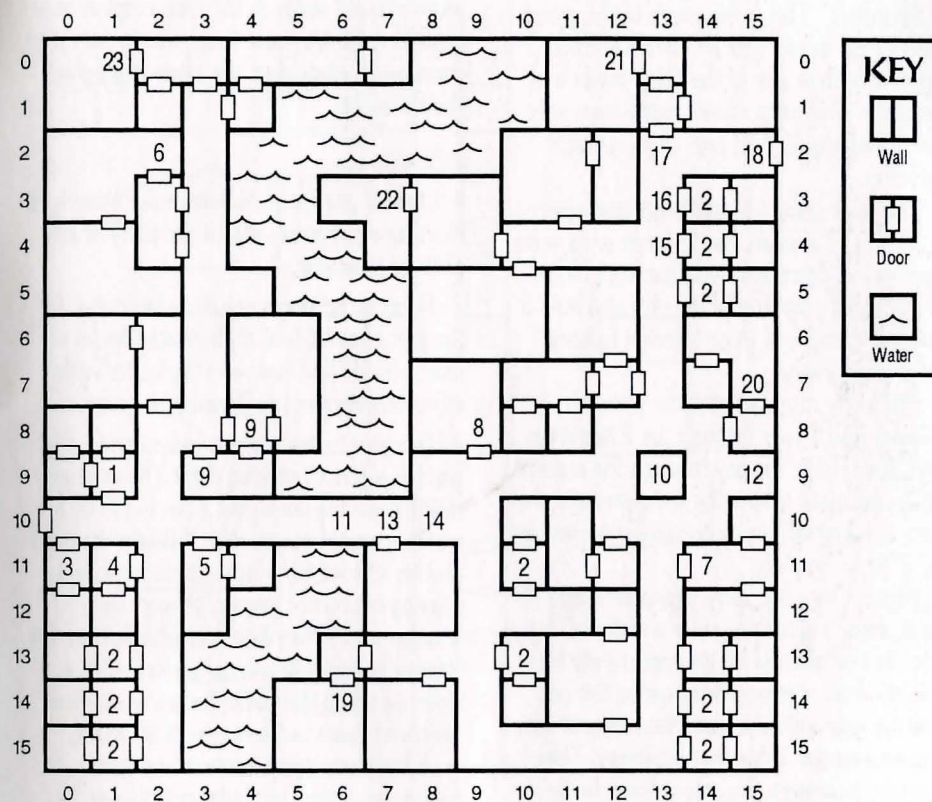
If the party accepts the fountain-golem's offer, it is given a huge pile of gold coins—more than the characters can carry. The Zhentarim successfully conquer the Savage Frontier, and the party is subsequently captured and thrown into prison. This ends the game, just as it does when the party members are all killed by monsters.

11 If the party has all 4 statuettes, they think they see monsters up ahead to the east.

12 Someone or something has melted the stone of this gate to seal it shut. Another gate farther north still leads to Ascore, but that is the direction in which Vaalgamon wants the party to go.

13 If the party has all 4 statuettes, the plaza to the east appears to be full of monsters—far too many for the party to overcome. This is an illusion created by Vaalgamon to trick the party—continue going east and it vanishes.

S. SUNDABAR



14 If the party has all 4 statuettes the illusory horde of monsters vanishes here.

15 If the party has all 4 statuettes, the street to the north appears to be divided by a deep chasm. As the party speculates, this is another illusion. But, an ambush waits for the party so that when they leap across the illusory chasm they leap into encounter 16.

16 If the party has all 4 statuettes, a group of Zhentil fighters and ogres ambush the party here as they leap across the illusory chasm.

17 The beautiful voice of a woman singing can be heard here. It is the song of a harpy who seeks to entrap the party.

18 If the party has all 4 statuettes, Zhentil fighters, hellhounds and harpies launch a last-ditch attack against the party here to try to stop them from reaching Ascore.

19 Griffons are living in this building.

20 Hellhounds and Zhentil fighters attack the party here.

21 Harpies try to charm the party with their songs here.

22 Hellhounds and ogres are found here.

23 A hellhound and a small group of medusae attack the party as they enter this room.

T. Ascore

Synopsis: This is the scene of the grand finale of the game. Ascore covers a much bigger area than any of the other regions of the game. The party should come here only after it has acquired all four of the ancient statuettes.

The once-great city has been taken over by legions of undead, the tortured souls who were its last defenders. Vaalgamon's forces have cleared a portion of the city and built a hastily-erected wall in an attempt to keep the undead away.

The party must get past the wandering undead, find a way through the Zhentarim wall, then make its way through the ancient city to the plaza where the statuettes and the Ring of Reversal can be combined to destroy the Zhentarim plan.

Note: Once the party passes through Vaalgamon's gate they enter a series of extended combats with no opportunity to stop and rest or rememorize spells. Do not pass the gate until the party has completely prepared for the fights that lie ahead. They can return through the gate if these battles prove too difficult.

Rest: The party may rest only in the areas west of Vaalgamon's gate after the wandering monsters there have been cleared. The area near the mirror maps is safe for resting at all times. They may also rest in the area immediately east of the gate.

Wandering Monsters: Eight groups of Ascorean skeletons inhabit the area outside of Vaalgamon's stronghold. Eight groups of Ascorean mummies lurk near Vaalgamon's Gate, acting as guards to prevent his men from coming out. Encounters with these mummies occur if the party passes back and forth near the gate.

Commodore 64 Owners: Some of the monsters and walls in the final combat may be different from those listed due to technical constraints. However, the same strategies should apply.

EVENTS

1 Up to 4 groups of Ascorean skeletons and Ascorean mummies attack the party at any of these locations.

2 These secret doors can only be found if the party has all four of the statuettes, is in search mode and has won the battle with either the ettin or the Zhentarim mage.

3 The door to this room is locked and requires a Knock spell to enter. The creature inside has a big voice, but turns out to be a small, eccentric magic-user. Tell him the truth and he tells the party about how he is deciphering the mirror maps of Ascore for Vaalgamon. If the party then attacks him, his treasure includes Bracers of Defense AC 4. After winning this battle the party can find the secret doors to the mirror maps room.

If the party doesn't attack and later returns, or if they lie to the magic-user, he attacks the party with the advantage of surprise.

4 A small group of Ascorean mummies attack the party here. Search the room to find a chest. The chest is trapped. Have the party's thief attempt to disarm the trap. Inside the chest are a clerical scroll with 2 Cure Light Wounds spells, a set of arrows +2 and a long bow +2.

5 Abandoned Buildings.

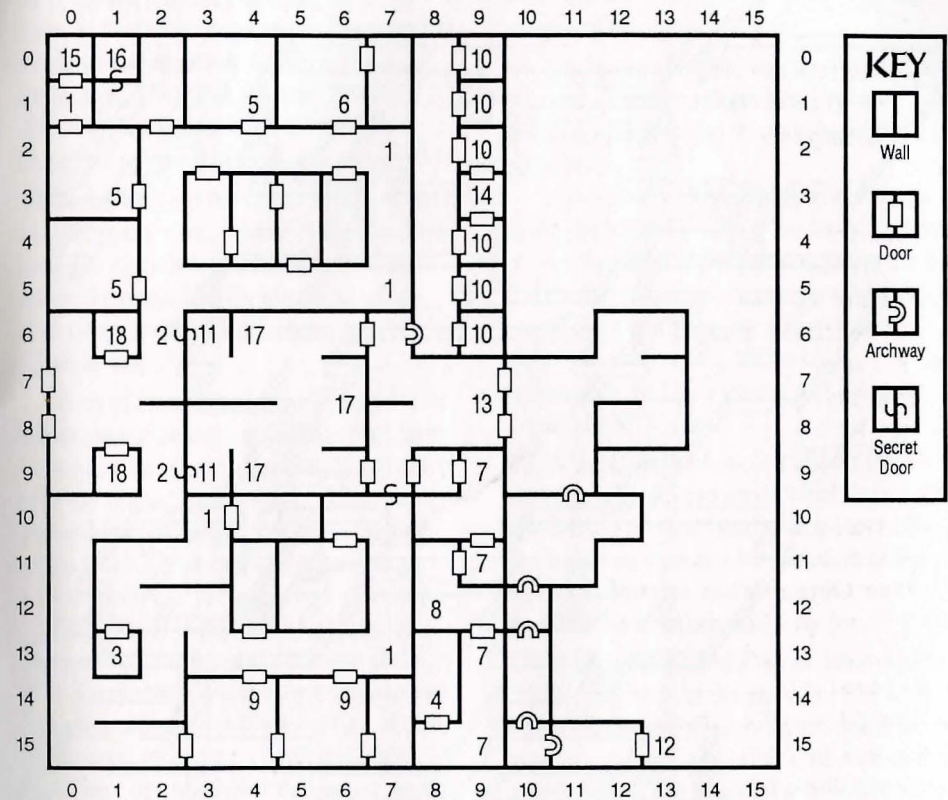
6 The remains of an ancient inn.

7 The east wall shows Vaalgamon's recent brickwork.

8 A mural here depicts Ascore during the height of its glory.

9 An old boatbuilding shop.

T. ASCORE



10 This room, like the ones around it, used to be a seaman's quarters. The east wall looks new, with well-set solid stonework.

11 A magic mouth welcomes the party to central Ascore. It tells them that tapestries against each wall contain maps of various parts of the city.

12 Vaalgamon challenges and taunts the party here. This begins the extended combat sequence that culminates in the grand finale of the game.

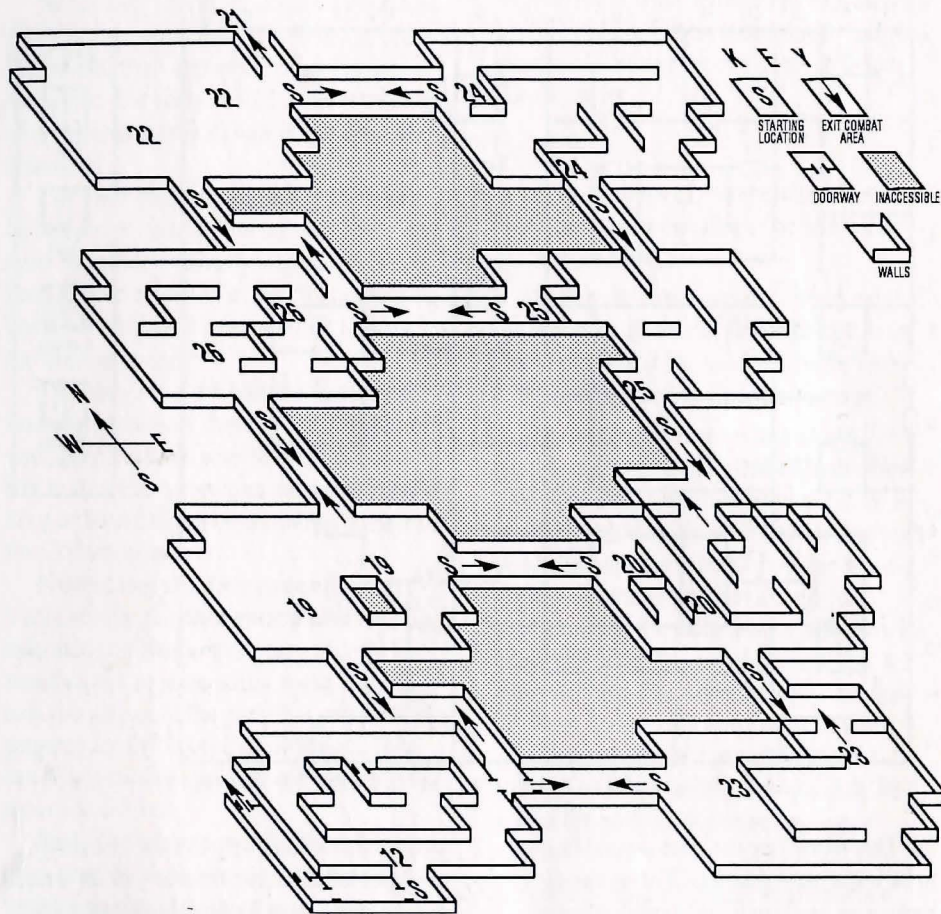
Once the party enters combat, it moves from combat area to combat area until it exits into the plaza of Ascore, exits back out the way it came in, or all the characters die. Only one character need exit from a combat

area for the whole party to exit. The party need not kill all of the monsters in an area to exit. In some cases having the fastest party member sprint for the exit is as useful a strategy as killing every monster in order to move on towards the goal.

Use the AIM command to search each combat region and figure out where to go before each battle is joined. This helps the party to decide if it's better to fight or run in the particular location.

Examine the Final Combat map carefully. The easiest route through the final combats is to exit the first combat area to the east, exit the next three combat areas to the north, and exit the next area to the west.

FINAL COMBAT



Once the party is in the upper left combat area the party does not have to confront Vaalgamon. They can take the passageway that exits to the north that goes around the room where Vaalgamon has gathered his forces. When one character exits the combat area to the north, the party has won the game!

13 Vaalgamon's newly constructed gate lies to the east. It can be opened only if the party has all 4 statuettes. A group of giant spiders attack the party as they start to pass through the gate. After killing the spiders it is safe to rest here.

14 Thick vines hang from the edges of the collapsed ceiling of this room. If the party tries to climb them or to search the room, a shambling mound attacks. After defeating the monster the party can climb the vines and return to the wilderness map.

15 An ettin inhabits this room. After the party defeats him they can find the secret doors to the mirror maps room. The ettin was a note giving directions to where the doors are located. The ettin's treasure includes a Dwarfven Battle Axe +2 (+4 if used by a Dwarf), a potion of healing and gems.

16 A fire burns at the center of this room. If the party puts it out, several Ascorean skeletons and Ascorean mummies appear and attack the party. The fire's owners, a troll and a large group of hobgoblins, return and attack as well.

17 Each of these three mirrors bears a faint impression of an ancient tapestry, that hung before it for centuries. The party copies each into the journal, but remember that mirrors show things in reverse, not the way they really look! These maps must be held up to a mirror to show the true layout of Ascore!

Each mirror is guarded by a group of Ascorean mummies and Ascorean skeletons. Be sure to rest and memorize spells between each of these three battles—once the undead defending a particular mirror have been destroyed that spot is safe for resting. All other areas of the mirror room are also safe for resting at any time.

On their first move after their third victory, a party member falls into a pit. In the pit, the character finds a clerical scroll with two Cure Disease spells and a magic Elven Long Sword, +2 vs. Undead.

18 Ancient Souvenir Shops. Ascorean skeletons attack the party the first time they go here.

19 A strong group of trolls and ettins face the party here.

20 A very weak goblin force is here. The party can ignore them and exit the combat area on the eastern side of the region.

21 When any character exits the combat area from this point, the party has won the game and the grand finale begins.

22 Vaalgamon himself, along with a large group of Zhentil commanders, Kraken mages and shambling mounds await the party here.

This is a very tough battle. The party can avoid the battle by having the fastest character run through the passageway to the top of the combat map—when one party member reaches this spot the party has won the game! The undead of Ascore kill Vaalgamon and his minions and the grand finale begins.

23 A small army of goblins attacks the party here. Use Sleep spells to get large numbers of them at once, and to block off the back row monsters behind rows of their sleeping comrades. Exit the combat area to continue the final combat.

24 Kraken mages and Zhentil commanders are waiting here for the party to enter. Use Hold Person and Charm Person spells to slow them down and cause confusion in the enemy ranks. Exit the combat area to continue the final combat.

25 Shambling mounds and ettins guard this chamber. Focus Fireball spells on the ettins, as they are useless against the shambling mounds. Use the Wand of Defoliation to take out the shambling mounds.

26 Zhentil commanders, Kraken mages and shambling mounds all wait to face the party here.

APPENDICES

Monsters

Ankhegs: These insect-like monsters can do great melee damage with their mandibles and can spit acid at short range for massive damage. Stay at long range and defeat them with ranged weapons and spells.

Basilisks: Their gaze can turn a character to stone. Try to have each character stay at range and ready a silver mirror to reflect their gaze. Get characters without mirrors out of line of sight of the basilisks. Temples can change a stone character back into flesh for a large fee.

Boars: These animals often get up and fight on after death. Get into melee and kill them again.

Bugbears: Close to melee range, use a Sleep spell on them, and destroy them.

Displacer Beasts: They are hard to hit because of their ability to displace their image. Use a Stinking Cloud spell to slow them down.

Dragons: Use stinking cloud spells to slow these beasts down. Fighters should close around the dragon and spread out so that the dragon has less chance of attacking several characters with one breath weapon attack. Keep characters with low hit points out of the line of fire of the dragon's breath weapons.

Efreeti: These creatures from the elemental plane of fire can only be hit by magical weapons and are resistant to fire attacks. The Sword of Icewind Dale is a good weapon against these creatures.

Ettns: These two headed monsters can do massive damage with their clubs in melee. Try to stay at range and defeat them with ranged weapons and spells.

Frogs (Giant): Close to melee range, use a Sleep spell on them, and defeat them.

Ghouls: These undead can paralyze non-elven characters with a touch. Have each of the clerics use their ability to turn undead and move the elven characters to the front of the party to keep other characters from being paralyzed.

Giants (Fire): These giant monsters can do massive damage with their clubs in melee. Try to stay at range and defeat them with ranged weapons and spells. In melee, use Stinking Cloud spells to soften them up. Rangers do extra damage attacking giants.

Giants (Hill): These giant monsters can do great damage with their clubs in melee and can throw giant boulders at range. Close to melee range and use Stinking Cloud spells to soften them up. Rangers do extra damage attacking giants.

Gnolls: Close to melee range, use a Sleep spell on them, and destroy them.

Goblins: Close to melee range, use a Sleep spell on them, and defeat them.

Golems: These stone monsters can do great damage in melee, are immune to the spells in Gateway, and can only be hit by magic weapons of +2 or better. Characters with the proper weapons should close and attack, characters without the proper weapons should stay out of range of the golem's attack.

Griffons: These monsters can do great melee damage with their powerful claws. Stay at range and defeat them with ranged weapons and spells.

Harpies: These flying creatures can charm characters. Close quickly and use Stinking Cloud spells to keep them from charming characters.

Hell Hounds: Close to melee range, use a Stinking Cloud spell to slow them down, and defeat them.

Hobgoblins: Close to melee range, use a Sleep spell on them, and destroy them.

Lizards (Giant): Close to melee range, use a Sleep spell on them, and defeat them.

Lizard Men: Close to melee range, use a Sleep spell on them, and destroy them.

Manticores: These large creatures can throw 6 spines per attack at long range. Keep characters with poor armor classes out of line of sight. Close to melee range, use a Stinking Cloud spell to slow them down, and defeat them.

Margoyles: These creatures can only be hit by magical weapons and have many melee attacks. Characters with the proper weapons should close and attack, characters without the proper weapons should stay out of range of the margoyle's attack.

Medusae: Their gaze can turn a character to stone and the bite of their snakes can poison a character. Try to have each character stay at range and ready a silver mirror to reflect their gaze. Get characters without mirrors out of line of sight of the medusae. Temples can change a stone character back into flesh or cure a poisoned character for a large fee.

Mummies (Ascorian): These undead have powerful melee attacks, can only be hit by magical weapons, and can cause a rotting disease. Have each of the clerics use their ability to turn undead. Characters with the proper weapons should close and attack, characters without the proper weapons

should stay out of range of the margoyle's attack. A 5th level cleric or a temple can cast a Cure Disease spell.

Ogres: Close to melee range, use a Sleep spell on them, and defeat them.

Orcs: Close to melee range, use a Sleep spell on them, and destroy them.

Otyughs: Close to melee range, use a Stinking Cloud spell to slow them down, and defeat them.

Owlbears: These large creatures can do great melee damage when they 'hug' their target. Stay at range and defeat them with ranged weapons and spells.

Salamanders: These creatures from the elemental plane of fire can only be hit by magical weapons and are immune to fire attacks. The Sword of Icewind Dale is a good weapon against them.

Scrags: These large creatures can regenerate back from the dead. Close to melee range, use a Stinking Cloud spell to slow them down, and defeat them. Then stand on the spot where they fall so that they don't get up.

Skeletal Fighters: These weak undead take reduced damage from slashing and piercing weapons. Have each of the clerics use their ability to turn undead and have the characters ready maces, flails, and slings to fight with.

Skeletons (Ascorian): These are more powerful skeletons. They also take reduced damage from slashing and piercing weapons. Have each of the clerics use their ability to turn undead and have the characters ready maces, flails, and slings to fight with.

Snakes (Giant): These animals have a poisonous bite. Stay at range and defeat them with ranged weapons and spells. Temples can cure a poisoned character for a large fee.

Spiders (Giant): These animals have a poisonous bite. Stay at range and defeat them with ranged weapons and spells. Temples can cure a poisoned character for a large fee.

Squids (Large): These giant animals live in the water, which allows them to avoid ranged weapons and fire based spells. Use non-fire based attack spells, or close to melee to defeat them.

Stirges: Close to melee range, use a Sleep spell on them, and defeat them.

Tigers: These large creatures can do great melee damage. Stay at range and defeat them with ranged weapons and spells.

Trolls: These large creatures can regenerate back from the dead. Close to melee range, use a Stinking Cloud spell to slow them down, and defeat them. Then stand on the spot where they fall so that they don't get up.

Wyverns: These large creatures have a poisonous stinger. Stay at range and defeat them with ranged weapons and spells. Temples can cure a poisoned character for a large fee.

Zombies: These slow undead often attack in large groups. Have each of the clerics use their ability to turn undead and engage the rest in melee to defeat them.

Zombies (Ascorian): These more powerful zombies also attack in large groups. Have each of the clerics use their ability to turn undead and engage the rest in melee to defeat them.

NPCs

Krevish joins the party in Yartar at the start of the game, and can go through the entire adventure with the party if allowed to do so.

Erek is rescued by the party in Silverymoon, and refuses to leave the local wilderness, since his mission is to rescue Amanitas. Once Amanitas is rescued in Everlund they return to Secomber together.

Brinshaar is found in the dungeon below the Hosttower of the Arcane and refuses to leave there, since his real wish is to steal the statuette of the East for himself. Don't let him join the party.

Jagaerda meets the party on Gundarlun when they try (albeit unsuccessfully) to rescue her. She leaves the party whenever they embark for the mainland, since her home is in the islands.

Rishpal offers to join the party in Loudwater. He makes up an excuse to drop out if the party leaves the Llorkh wilderness before entering the city, since he wants to return there to report their movements to Vaalgamon. Don't let him join the party.

Muhtur the half-orc drops out when the party leaves the Llorkh wilderness or enters Loudwater, since—with good reason—he distrusts civilization.

Magic Items

Statuettes of the North, East, West and South: Have the effect of repelling monsters who dwell in those directions from Ascore. When their bases are joined together on the altar at Ascore they form a small pyramid, and their powers are greatly magnified.

The Ring of Reversal: Created over an extended period of time by Amanitas, when placed on the apex of the united statuettes it

reverses their effect so they attract monsters instead of repelling them.

The Card of Counting: Created by Amanitas, it allows the bearer to interchangeably use the three vaults in Yartar, Neverwinter and Silverymoon.

The Sword of Stonecutting: Made by a craftsman in Neverwinter from meteorite ore the party can find in Tuern, this +3 sword does double damage against stone-based monsters. It is especially useful to help destroy the stone golem in Sundabar.

The Armor of the Glacier: Given to the party by the old knight Kestutis in Tuern, after they save him from pirates. Cuts damage from fire-based attacks by 50%, as well as attacks by fire-based monsters such as salamanders.

The Sword of Icewind Dale: +1 sword, does double damage against fire-based monsters. Can be stolen from pirates in Luskan.

Wand of Ice Storm: With 3 uses. Can be stolen from pirates in Luskan.

Wand of Defoliation: This wand is an especially effective weapon against shambling mounds. It is found after Ceptienne's defeat in the Star Mounts.

Elven Long Sword (+2 vs. Undead): This sword is found in the pit in the mirror room in Ascore.

Necklace of Missiles: Contains 3 uses of Fireball. Found in Ceptienne's chamber in the Star Mounts after she has been defeated.

Dagger +1: One is found in a storeroom in the hidden Kraken complex beneath Yartar. Another can be taken from Brinshaar after defeating him in the Hosttower of the Arcane. One is also taken from Ceptienne after she is defeated at the Star Mounts.

Arrows +1: 20 are given to the party by the Master of the Indoor Gardens in Neverwinter. Another set can be stolen from pirates in Luskan.

Mace +1: This can be stolen from pirates in Luskan. Another can be taken from the Banite cleric in Nesme.

Broad Sword +1: This can be taken from the Zhentil commanders in Ascore and Sub-Llorkh.

Composite Bow +1: This can be stolen from pirates in Luskan.

Crossbow and Quarrels +1: These can be taken from the Zhentil commanders in Ascore.

Shield +1: One is awarded to the party after they find Princess Jagaerda on Gundarlun and return with her to the castle. Another can be taken from the scraggs who live north of the Kraken headquarters on the Purple Rocks.

Chain Mail +1: Can be taken from the Banite cleric in Nesme. Another set can be taken from the Zhentil commanders in Ascore and Sub-Llorkh.

Long Sword +2: This sword, which was stolen from the party at the start of the game, is recovered after defeating the Kraken commander beneath Yartar.

Bow +2 and Arrows +2: These are found inside a trapped chest guarded by mummies in Ascore.

Dwarven Battle Axe +2: This is taken from the ettin in Ascore.

Bracers, AC6: These are taken from the Hosttower wizard when the party wins the statuette of the East in the Hosttower.

Bracers, AC4: These are gained after defeating the Zhentarim magic-user in Ascore.

MU Scroll: Sleep, Magic Missile, and Stinking Cloud spells, found in a library in the hidden Kraken complex beneath Yartar.

Clerical Scroll: 2 cure light wounds spells, these are found inside a trapped chest guarded by mummies in Ascore.

Clerical Scroll: Cure Disease spell, this scroll is found in the pit in the mirror room in Ascore.

City Directory

Here are the locations for each of the places the party might wish to visit in any city:

Inns	Silverymoon	Training Halls
Everlund	Sundabar	Gundarlun
Gundarlun	Tuern	Neverwinter
Llorkh*	Yartar	Silverymoon
Loudwater		Sundabar
Luskan	Boat Rentals	Yartar
Nesme	Everlund	
Neverwinter	Llorkh*	Vaults
Port Llast	Nesme	Neverwinter
Secomber	Secomber	Silverymoon
Silverymoon	Silverymoon	Yartar
Sundabar	Sundabar	
Tuern	Yartar	Magic Shops
Yartar	Temples	Neverwinter
	Gundarlun	Silverymoon
Shops	Llorkh*	
Gundarlun	Nesme	Ocean Ports
Llorkh*	Neverwinter	Gundarlun
Luskan	Silverymoon	Luskan
Nesme	Sundabar	Tuern
Neverwinter	Yartar	

* All shops, inns, etc. in Llorkh are traps until the party has destroyed the subterranean Zhentarim complex. They then operate normally.

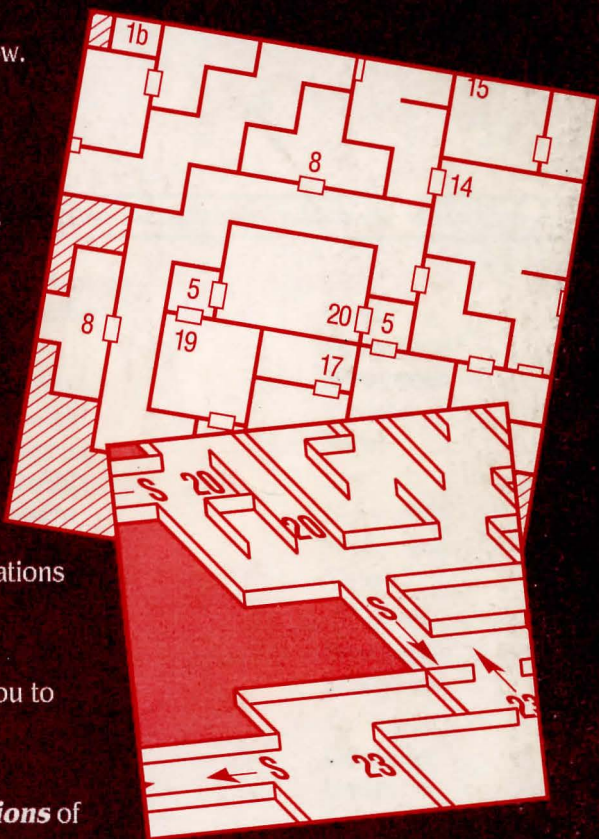
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