

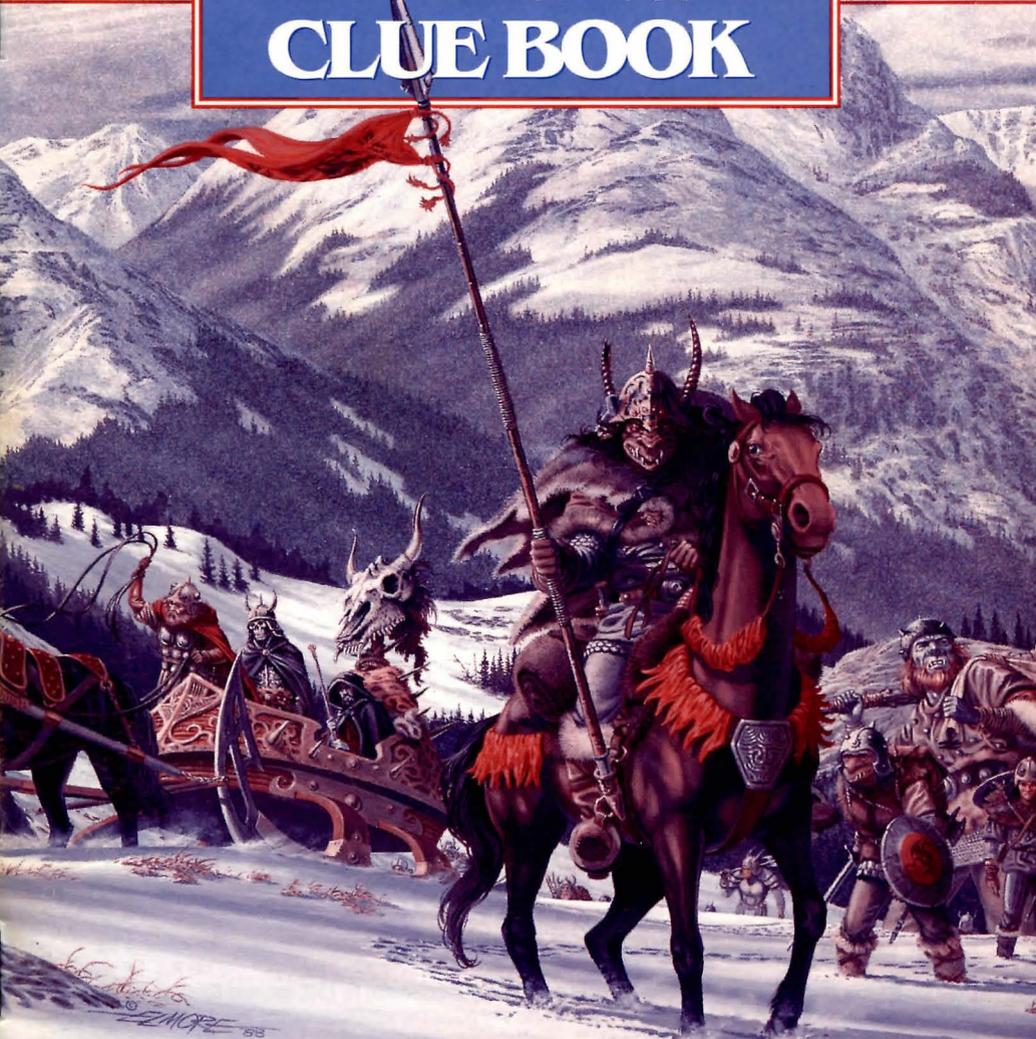
Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

SECRET OF THE SILVER BLADES

A FORGOTTEN REALMS[™] Fantasy Role-Playing Epic, Vol. III

CLUE BOOK



STRATEGIC SIMULATIONS, INC.[®]

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INTRODUCTION

SECRET OF THE SILVER BLADES is Strategic Simulations, Inc.'s third ADVANCED DUNGEONS & DRAGONS® computer role-playing game set in the FORGOTTEN REALMS® game world. Characters who have adventured through POOL OF RADIANCE and CURSE OF THE AZURE BONDS can continue their adventures in SECRET OF THE SILVER BLADES. In this game the characters are summoned to the aid of a besieged mining town. Mysterious creatures are boiling up from their mines. The party must discover the monsters' source and the threat it poses to the entire Realms.

GETTING HELP

The section **Monsters: How to Deal with Them** contains techniques for defeating all the monsters. Story Background gives a history of the events leading up to the characters' involvement. **Adventuring through the Game** gives a brief overview of how to proceed through the game. Following that section are the maps and detailed descriptions of the encounters. These include specific suggestions on the best way to get through the difficult portions of the game.

If you find the combat encounters too easy or too difficult, you can adjust them by using the LEVEL command (play level) found under the ALTER menu.

STORY BACKGROUND

Three hundred seventy five years ago, the twins Oswulf and Eldamar built a castle in a large valley in the Dragonspine Mountains. Oswulf was a fighter, Eldamar a mage. Over the next 25 years the mining town of Verdigris was founded below the castle. The town prospered under the guidance of the brothers.

As Eldamar grew older, he became obsessed with immortality. He began research on the techniques for becoming a lich. When his studies were quite advanced, his brother discovered them. Oswulf tried to dissuade Eldamar from taking this evil step. His arguments fell on deaf ears. One wintry night Eldamar underwent the transformation and emerged as a lich.

Oswulf was horrified, but could not bring himself to slay his brother. He left the castle to found a band of adventurers who might contain the new lich's evil. Eldamar was now even more fearful of death. He was certain that his brother was gathering a force to slay him. In response, he took on the name of Dreadlord and called on evil creatures to aid him.

Within a year the town of Verdigris was an abandoned ruin; horrid creatures crept through the streets. The Dreadlord was busy turning his castle into a maze of traps, trusting no one with their secrets. Hearing of the terrors being visited on his town, Oswulf led his group (known as the Silver Blades) to rescue Verdigris. Finally, the Silver Blades succeeded in forcing the monsters out of the ruins and back to the castle ramparts. Oswulf was still determined not to slay his brother. The mages and clerics of the Silver Blades joined together and

researched a spell. When it was cast, the entire valley was encased in a glacier. Everything inside was frozen in place; they were alive, but unaware. Oswulf then sacrificed himself so that his spirit could guard the castle gate and prevent anyone from entering or leaving.

A few of the Dreadlord's followers were beyond the glacier's effects and began plotting a way to penetrate the ice. They suffered many setbacks over the centuries. Fifteen years ago, reformed as the Black Circle, the descendants of the original followers succeeded in breaking the spell. The glacier began to shrink.

The mountains near the Verdigris Valley were home to many miners. They were quick to notice that the old Verdigris mine workings had emerged from the ice. Within months the boom town of New Verdigris was founded at the mouth of the valley. The mine was renovated and gem mining recommenced. In the distance, the face of the glacier steadily receded.

A month ago, at the suggestion of some of the Black Circle mages, the miners began to extend the tunnels of the lowest level. To their horror, they broke into the castle's dungeon. The inrush of air awoke creatures who had been frozen for over 300 years. Miners began to die as the creatures took over more and more of the mine.

In desperation, the miners took their amassed wealth to the Well of Knowledge. This well was rumored to grant wishes and give information to those who dropped in treasure. Into the well went all their gems. They called on it to provide them with champions to protect them from the monsters. With a crack of thunder, the charac-

ters arrive on the scene. As is typical of perverse wish spells, the party arrives without gear or money. The miners will have to provide them with all their equipment.

ADVENTURING THROUGH THE GAME

The characters start in the town of New Verdigris. They should outfit themselves and then use the teleportation gate to reach the Well of Knowledge. The Well is cleared when the Ancient Red Dragon in the center is slain.

When the party returns to the town it should find Marcus the Wizard's house and attack him. This prevents the Black Circle from having a base of operations in town.

Next the party should travel through the Ruins to collect the Amulet of Eldamar. Also in the Ruins is the Black Circle Headquarters, which must be cleared.

With the aboveground enemies dealt with, the characters next descend into the Mines. The first goal is to meet Derf Strongarm in the Temple of Tyr. The party must collect the eight pieces of Oswulf's staff and have Derf reform them into the complete staff. Next, the characters use the malfunctioning teleporter to reach the ninth level of the mines. Then they can take the wheel lift to the tenth level and proceed to the Dungeon.

The party then works its way up the Dungeon, collecting the three keys. At the top, it enters the Ice Crevasses.

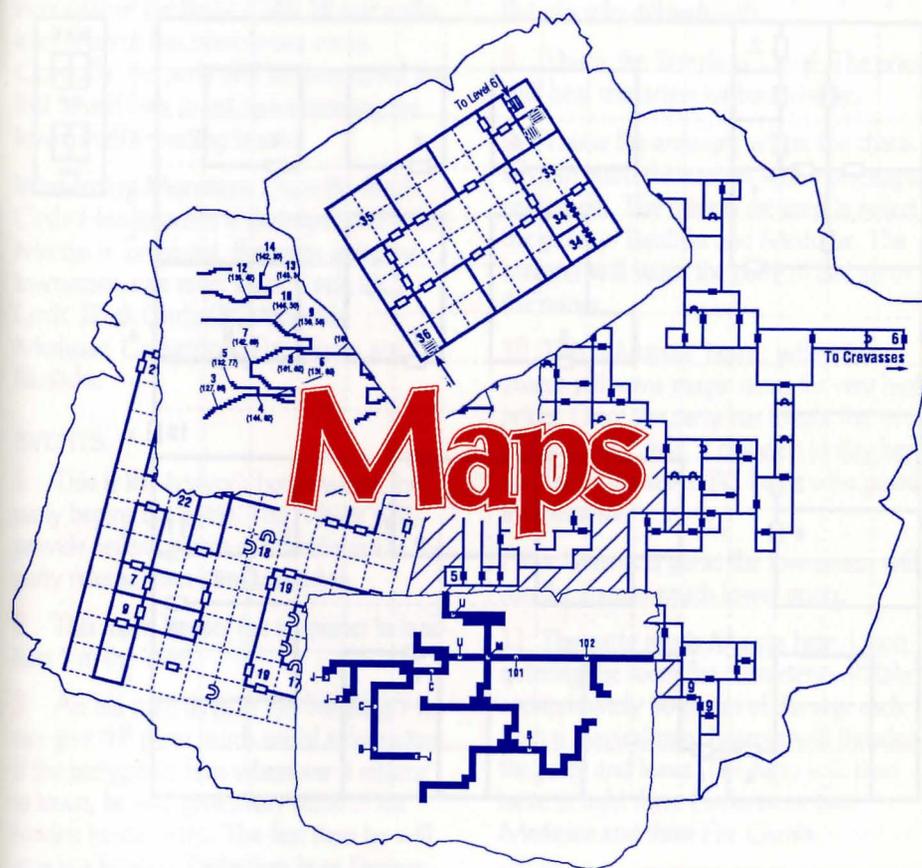
Winding through the Western Crevasses, the characters will rescue a kidnapped lady and reach the Frost Giant Village. The giants are angered at the melting of the glacier which houses them. The party must reach the giants' king and convince him of its innocence. From then on the characters will have free passage through the village.

Beyond the village lie the Eastern Crevasses which lead to the Castle of the Twins. Oswulf's spirit, which guards the castle gate, will allow the party through if it has his staff. Within the castle the party must use its wits to survive the traps and puzzles. The three keys from the dungeon will allow the party to reach the Dreadlord. The characters must slay the lich and his guards, then they must locate the gem holding Eldamar's soul and shatter it. Eldamar, joined by Oswulf, then rises up to meet Tyr. The threat of the Dreadlord is ended forever and the two brothers are reunited in paradise.

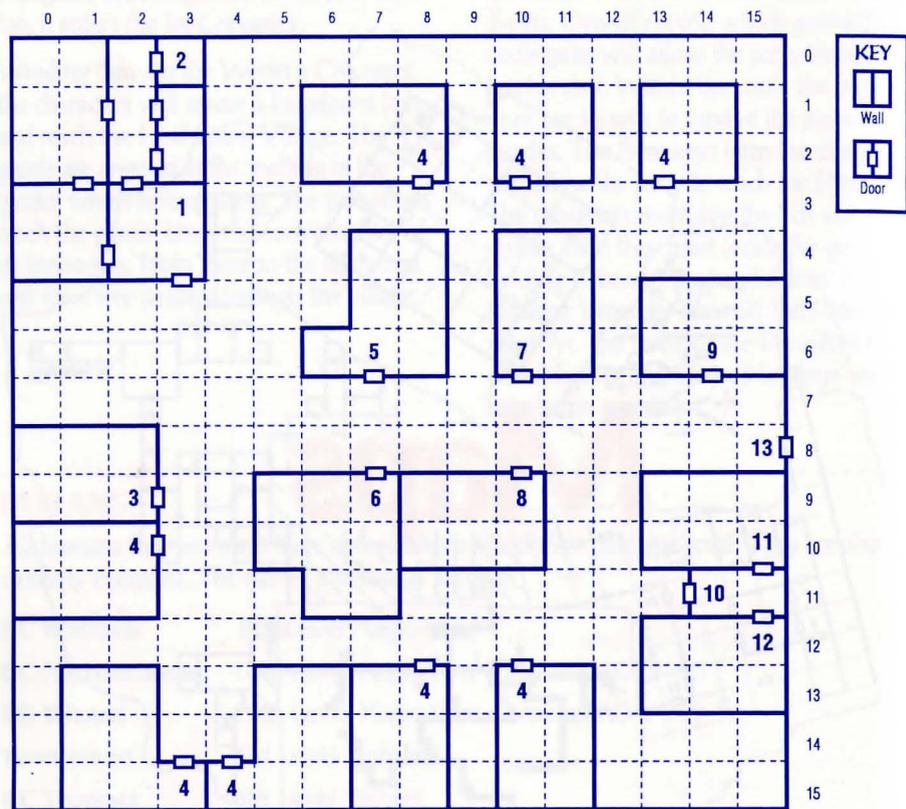
HUMANS

All humans that you meet have names which reflect their class and level. They are also similarly equipped. The names translate as follows:

BC Warlock	8th Level Magic-User.
BC Necromancer	10th Level Magic-User • Bracers AC6.
BC Wizard	12th Level Magic-User • Bracers AC4.
Townsmen	3rd Level Fighter.
BC Trooper	8th Level Fighter.
BC Veteran	10th Level Fighter • Shield +1.
BC Lord	13th Level Fighter • Plate Mail +1, Shield +1, Long Sword +1.
Dread Guard	13th Level Fighter • Plate Mail +3, Long Sword +3, Shield +2.
Legionnaire	14th Level Fighter • Plate Mail +3, Shield +3, Long Sword +3.
Legion Wizard	14th Level Magic-User • Bracers AC3.
Banite Cleric	10th Level Cleric.
Banite Priest	12th Level Cleric • Plate Mail +1, Mace +2.
Rogue	8th Level Thief.
Swashbuckler	11th Level Thief • Leather Armor +1.
Fire Knife	13th Level Thief • Leather Armor +2.



A. NEW VERDIGRIS



A. NEW VERDIGRIS

Synopsis: The town is the last safe bastion in the valley. The townsmen have summoned the party to defend them and recover their mine. Unbeknownst to the residents, Marcus the Wizard is hostile to their cause. Marcus runs the magic shop in town and is a member of the Black Circle.

As the party begins to delve into the mines and the Black Circle's operations, Marcus will become concerned. If the party does not force its way into his house and chase him from town, he will begin to send assassins after it.

In general the assassins will strike once each time the party enters the town and rests. Also, once the Black Circle Headquarters has been destroyed, Marcus will send forces of monsters against the town.

Resting: The party can rest safely until Marcus starts sending assassins and monsters against the party. It will be safe again after Marcus has been forced away. Generally, the party will be interrupted the first time it tries to rest upon entering the town. Further resting is safe.

Wandering Monsters: Once the Black Circle Headquarters is destroyed and before Marcus is forced out, the party, aided by townsmen, can meet Black Circle (BC) Lords, Black Circle (BC) Wizards, Medusae, Cockatrices, Fire Giants and Basilisks.

EVENTS:

- 1 This is the Mayor's house where the party begins the game. The Mayor will provide several pieces of information as the party returns from its adventuring.
- 2 This room houses the teleporter to location 1 in the Well.
- 3 An old man lives in this building. He can give the party much useful information. If the party visits him whenever it returns to town, he will give away some of his hidden magic items. The first item he will give is a Scroll of Protection from Dragon Breath. The second item is a Cloak of Displacement.
- 4 These are private residences.
- 5 This is the training hall. The training will be provided free of charge.
- 6 This is the vault. The party can store money and items here, as well as convert its platinum into gems. The gems are useful as gifts to the Well of Knowledge.

7 This is the Minotaur and Mermaid Tavern, whose regular patrons are friendly, but can spin dubious tales.

8 This is the Temple of Gond. The priests will heal characters without charge.

9 This is the armoury, where the characters can outfit themselves with non-magical equipment. The mirrors are used to reflect the gazes of Basilisks and Medusae. The canaries will warn the party of bad air in the mines.

10 This is Marcus' house, where his guards sell some magic items for very high prices. Once the party has fought the forces of the Black Circle, it can elect to stay here and battle the seven BC Lords who guard the entrance.

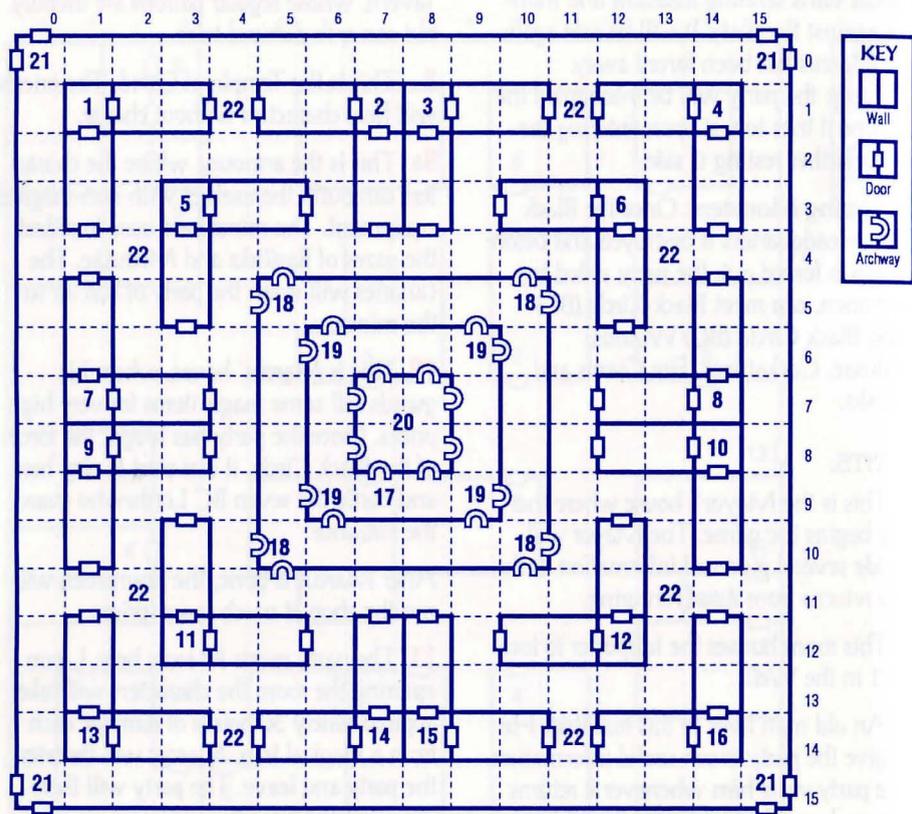
After Marcus is gone, the townsmen will run the shop at much lower prices.

11 The party meets Marcus here. Upon entering the room the characters will take approximately 30 points of damage each from a magical trap. Marcus will threaten the party and leave. The party will then have to fight three Cockatrices, two Medusae and three Fire Giants.

12 This room contains six assassins who are planning the next attack on the party. Once these are dead, no more assassin attacks will be launched against the party.

13 The exit into the Ruins of Old Verdigris.

B. WELL OF KNOWLEDGE



B. WELL OF KNOWLEDGE

Synopsis: Before the war between the brothers, the Well of Knowledge served as oracle, advisor and transportation system to the inhabitants of the city. Through its network of teleportation rooms, one could travel to virtually any area within the Verdigris' demesne. The Well was encased within the glacier that froze the Dreadlord. It has only been freed in the last few years.

It was through the Well's mysterious powers that the townsmen of New Verdigris were able to summon the characters to fight for them. Regrettably, an Ancient Red Dragon seized the Well shortly after the party arrived. Until the dragon is defeated, the party will be denied the use of most of the teleportation gates and the wisdom of the Well. In addition to the dragon, the forces of Bane and the Black Circle are battling each other over the Well.

Resting: Until the Ancient Red Dragon is slain, no place is absolutely safe. It is usually possible to use a Fix command or memorize spells.

Wandering Monsters: There are wandering monsters only until the Ancient Red Dragon is slain. After that, no monsters will enter the Well area. The party will confront either Black Circle patrols consisting of BC Troopers, BC Veterans and BC Warlocks or Banite patrols consisting of Rogues, Swashbucklers and Banite Clerics.

EVENTS:

Note: The party must walk to the far teleportation gate before they can use the appropriate gate in locations 1-16.

- 1 Teleporter to/from the Mayor's house in New Verdigris.
- 2 Teleporter to/from the Ancient Red Dragon's lair in the Ruins.
- 3 Teleporter to/from the Inner Sanctum of the Black Circle Headquarters.
- 4 Teleporter to/from the Sub-Adult Red Dragon's lair in the Ruins.
- 5 Teleporter to/from the Temple of Tyr in the Mines.
- 6 Teleporter to/from the Dreadlord's Sanctum.
- 7 Teleporter to/from the Clerk's escape point in the Crevasses.
- 8 Teleporter to/from Vala's teleporter between the Frost Giant Village and the Castle.
- 9 Teleporter to/from Level 8 of the Dungeon.

10 Teleporter to/from Level 4 of the Dungeon.

11 Teleporter to/from Level 2 of the Dungeon.

12 Teleporter to/from the Vault of Souls in the Castle.

13 Teleporter to/from the first level of the Castle.

14 Teleporter to/from the entrance to the Frost Giant Village.

15 Teleporter to/from Level 0 of the Dungeon.

16 Teleporter to/from the commander's office in the Black Circle Headquarters.

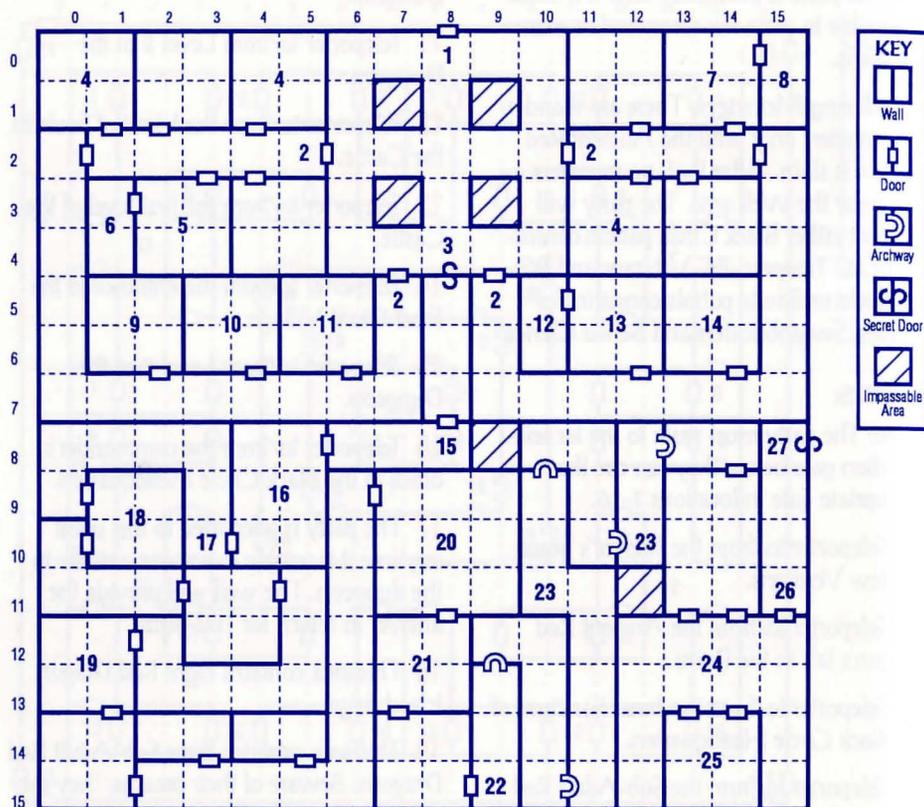
17 The party is teleported to this point anytime it is unable to answer a riddle in the dungeon. The well will provide the answer in return for 100 gems.

18 This area contains eight Red Dragon Hatchlings.

19 This area contains three Sub-Adult Red Dragons. Beware of their breaths; they can kill a party quickly. Be sure to spread out the characters so that fewer of them are hit by each breath. Cast Resist Fire on as many characters as possible.

20 This is where the Well makes its oracular pronouncements and where the Ancient Red Dragon resides. The dragon has a treasure of 2000 gold pieces, 1000 platinum pieces, 100 gems, six pieces of jewelry, Bracers AC4, a Potion of Speed and a Composite Long Bow +2. Use the tactics described in location 19 to defeat this dragon.

C. BLACK CIRCLE HEADQUARTERS



The Well will now provide clues and information at a cost of 100 gems per clue. These clues will help the party overcome many of the difficult places in the game.

21 These are entrances into the Ruins of Verdigris.

22 The party will stumble upon the forces of Bane and the Black Circle about to come to blows. The wisest choice here is to duck and let the two foes destroy each other. The survivors will attack the party. They will

consist of either three Swashbucklers and one Banite Cleric or three BC Veterans and one BC Necromancer. The party will then find a treasure of two Shields +2, a Mace +2, Banded Mail +2, a Wand of Ice Storm, a Long Sword +2, Plate Mail +2 and a Necklace of Missiles.

After the battle a delirious Banite Cleric starts babbling about a treasure to the north. (He is referring to the burial chamber at location 5 in the Ruins).

C. BLACK CIRCLE HEADQUARTERS

Synopsis: This building was the old Government House of Old Verdigris. It ran the day to day administration for the ancient city. Now the Black Circle has taken it over and uses it as their headquarters. Until this building is cleared, Black Circle forces will be able to harass the party in the Ruins and mount a guard on the Mine entrance.

Resting: It is impossible to rest in any corridor. It is safer in the rooms where the party can usually complete a Fix command or memorize spells. Before the headquarters is cleared, the party will be interrupted by Black Circle forces. After it is cleared it could be attacked by any of the monsters described under Wandering Monsters.

Wandering Monsters: The party will meet no wandering monsters until the headquarters is cleared. Then it will meet Hippogriffs, Griffons, Minotaurs, Ogres, Otyughs and Neo-Otyughs.

EVENTS:

1 This is the main entrance into the Black Circle Headquarters. If the Black Circle is not yet hostile to the party a guard will approach and demand that it leave. The party will face BC Troopers, BC Veterans, BC Warlocks and BC Necromancers. Their precise numbers will vary.

2 Guard posts are set up at these places. They are manned identically to location 1.

3 This is a secret door into the inner reaches of the HQ. To enter, the party must have the key from the commander's office at location 12. The key will glow, then the party must (L)ook or (S)earch to find the door.

4 These are barracks that contain soldiers such as are found in location 1.

5 An officer of the Black Circle speaks into the air and disappears.

6 This is an officer's bedroom.

7 This is identical to location 5.

8 An officer's bedroom containing a letter that implicates Marcus, the magician in New Verdigris, as part of the Black Circle conspiracy.

9 This is the mess hall.

10 This is the kitchen.

11 This is the pantry.

12 An officer's bedroom containing a report describing the hatchling pool. Also in the room is an attack plan on the Well of Knowledge, a map between the headquarters and the well, and the key to the secret door at location 3.

There is a teleporter in the southern end of the room. It leads to building 16 in the Well of Knowledge.

13 The Commander of the Black Circle Guards makes a stand against the party. His forces consist of one BC Lord, four BC Troopers, three BC Veterans and two BC Necromancers. They have a treasure of 30 gems, four pieces of jewelry and four random magic items.

14 This is the armoury for the Black Circle. It is guarded as location 1. It contains a Quarterstaff +2, a Dagger +2 and a Dart of the Hornet's Nest.

15 A shrieking alarm goes off.

16 The party meets the Phlan Clerk (who assigned missions to adventurers in Pool of Radiance). She is now acting as a liaison between Phlan and the Black Circle. Phlan is attempting to negotiate an alliance between the Black Circle and the Red Wizards of Thay in return for a large quantity of gems.

The clerk has become unhappy with the evil ways of the Black Circle and is trying to return to Phlan. She will leave after complaining to the party about her situation.

17 A mage completes a powerful spell as the party enters. As a sphere of flame rolls toward the party, any characters with Dispel Magic can attempt to dispel the sphere. The characters will take 2-8 points of damage if they fail the dispel.

18 The Phlan clerk is here, still trying to leave the headquarters. She will give the party a map of the Inner Sanctum of the headquarters and strike off on her own again. The party will also locate some records on what happened to the mines.

19 A magic mouth screams at the party to turn back. The party will then face three BC Veterans, two BC Lords, two BC Necromancers and one BC Wizard.

20 This is a practice room containing five BC Veterans, two BC Lords, three BC Necromancers and one BC Wizard.

21 This is a library with some magical scrolls.

22 A mage casts the illusion of a horde of monsters rushing down upon the party. If the illusion is not recognized, the characters will take 6-11 points of damage. The party will then face four BC Veterans and one BC Wizard.

23 This is another guard post, manned like location 1.

24 This is the hatchling pool which surrounds the Black Circle's Inner Sanctum. The first battle in this area will be with eight Red Dragon Hatchlings. Every time the party enters another square it will face two to six more Hatchlings. The Hatchling battles will end only after the Inner Sanctum at location 25 is defeated.

25 This is the Inner Sanctum of the Black Circle Headquarters. Once the mages here are defeated, all random encounters in the Ruins containing Black Circle forces will stop. Also, the troops that reinforce the guards at the Mine will no longer reappear and the secret door at location 28 will be operable from both sides. The Black Circle forces consist of four BC Veterans, three BC Necromancers, four BC Lords and two BC Wizards. Their treasure is 1,500 platinum pieces, 100 gems, six pieces of jewelry, a Girdle of Giant Strength, Bracers AC3 and a Wand of Lightning.

There is a teleporter which goes to building 3 in the Well.

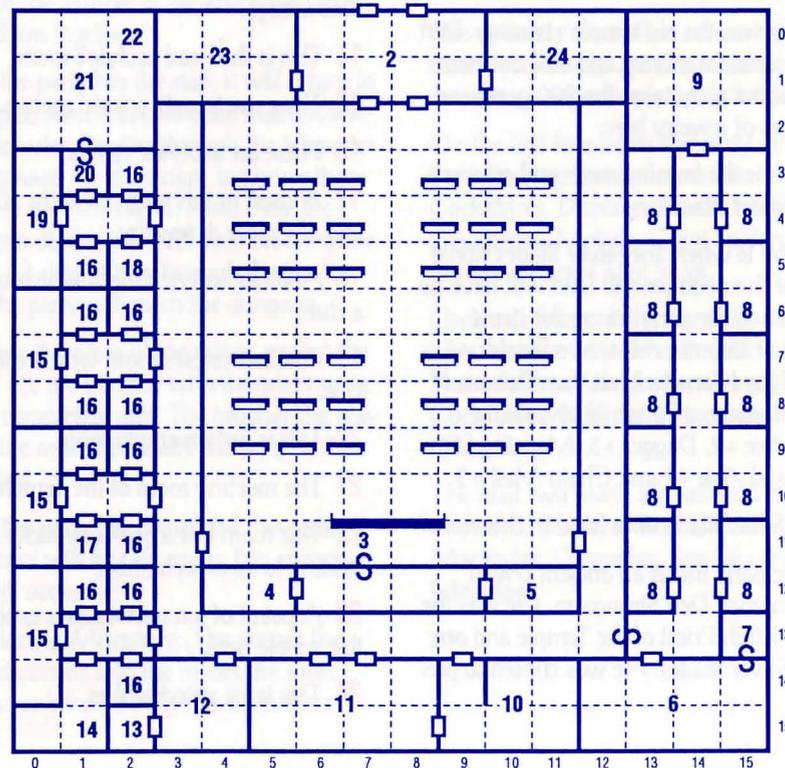
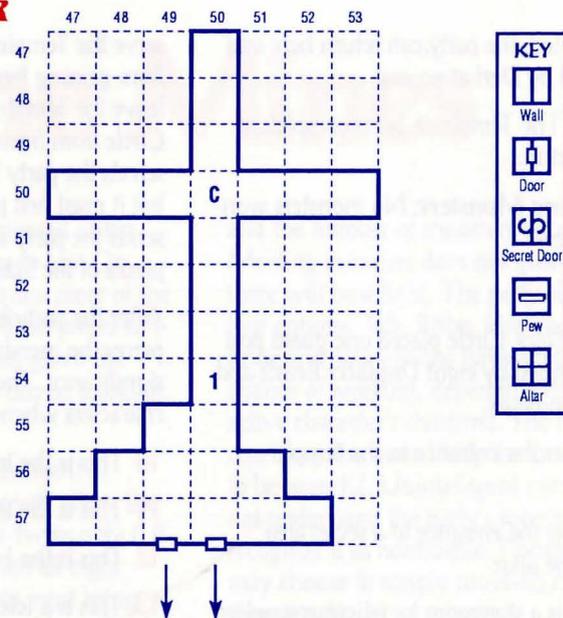
26 A wall of force will push the party back into the Hatchling Pool as long as the Inner Sanctum remains undefeated.

27 Secret exit to the Ruins.

D. TEMPLE OF TYR

Synopsis: The Temple of Tyr is home to one of the few remaining Silver Blades, Derf Strongarm. Derf is a dwarven cleric of Tyr and has become bound to this temple by his centuries of occupation. Derf will send the party to retrieve the pieces of the Staff of Oswulf and will give general background on the Silver Blades. Once the staff

D. TEMPLE OF TYR



is completed, the party can return here and be healed by Derf at no cost.

Resting: The Temple of Tyr is completely safe to rest in.

Wandering Monsters: No monsters wander this level.

EVENTS

1 The Black Circle placed one guard post here, manned by eight Displacer Beasts and eight Minotaurs.

2 This is the entrance to the temple proper.

3 This is the entrance to a secret area behind the altar.

4 This is a storeroom for religious supplies.

5 This was the old temple's treasury. Derf has no need for money and will not even notice if the party takes the 200 gems and 50 pieces of jewelry here.

6 This is the training room and armoury of the Silver Blades.

7 Here is where the Silver Blades stored some of their equipment. Derf will have no objection to the party taking the items: Bracers of Defense AC4, two Shields +3, a Dart of the Hornet's Nest, two Potions of Extra Healing, a Potion of Invisibility, Battle Axe +2, Dagger +3, Morning Star +2, Hand Axe +2 and Chain Mail +3.

8 A Silver Blade once lived in this room.

9 The party meets an ancient Dwarf Cleric named Derf Strongarm. He was the former High Priest of the Temple and one of the Silver Blades. He was chosen to pre-

serve the Temple and prevent the Dreadlord from gaining freedom. He can no longer leave the Temple, but must stop the Black Circle from freeing the Dreadlord. He selects the party to stop the Black Circle, but it must first prove to be capable. He sends the party on a quest for the eight pieces of the Staff of Oswulf.

After the party has recovered all eight pieces, he mends the staff and explains its significance. Thereafter, he will heal the characters whenever they come to him.

10 This is the temple kitchen.

11 This is the temple dining room.

12 This is the High Priest's room/office.

13 This is a teleporter to the Well of Knowledge.

14 This is the head acolyte's room.

15 These are temple priests' rooms.

16 These are acolytes' rooms.

17 A chest in this room contains 20 gems and one piece of jewelry.

18 Another acolyte's room which contains a clue.

19 Another priest's room which contains a clue.

20 This is just an empty room.

21 The meeting room of the Temple.

22 This room has a one-way secret door leading to an antechamber.

23 A patrol of ten minotaurs is exploring the temple here.

24 This is an antechamber.

The Mines

Synopsis: The mine is composed of ten levels, descending from one to ten. On each of the first eight levels is a piece of the Staff of Oswulf. Many of these pieces cannot be found unless Derf has given the party the Ring of Tyr. Derf can be found in the Temple of Tyr.

The staff is a symbol that the spirit of Oswulf will recognize. He will allow the party into the Castle of the Twins only if it has the complete staff. When all eight pieces are gathered the party must bring them to the Temple of Tyr and have Derf force them together.

Once the party has the staff, it will return to the eighth level and locate the malfunctioning teleporter. Passing through the teleporter will damage the characters, but bring them down to the ninth level. From there the party can disable the force wall blocking the wheel lift shaft. Once through the tenth level the party will reach the dungeon.

Resting: All areas of the mines, except the wheel lift, are infested with monsters so no rest is completely safe. The tougher the play level, the more frequently the party will be disturbed.

Once the party has completed the game, the mines will be safe again. No encounters will occur.

Wandering Monsters: The deeper the party descends into the mines the more numerous become both the encounters

and the number of monsters encountered. Meeting monsters does not guarantee that there will be a fight. The party always has four options: Talk, Bribe, Flee and Attack. Bribe and Talk options have about a 50% chance of working, depending on the active character's charisma. The higher the charisma, the more likely the creatures are to be peaceful. Unintelligent monsters will not understand the party's speech, but they recognize it as nonhostile. Therefore, they may choose to simply move on rather than attack.

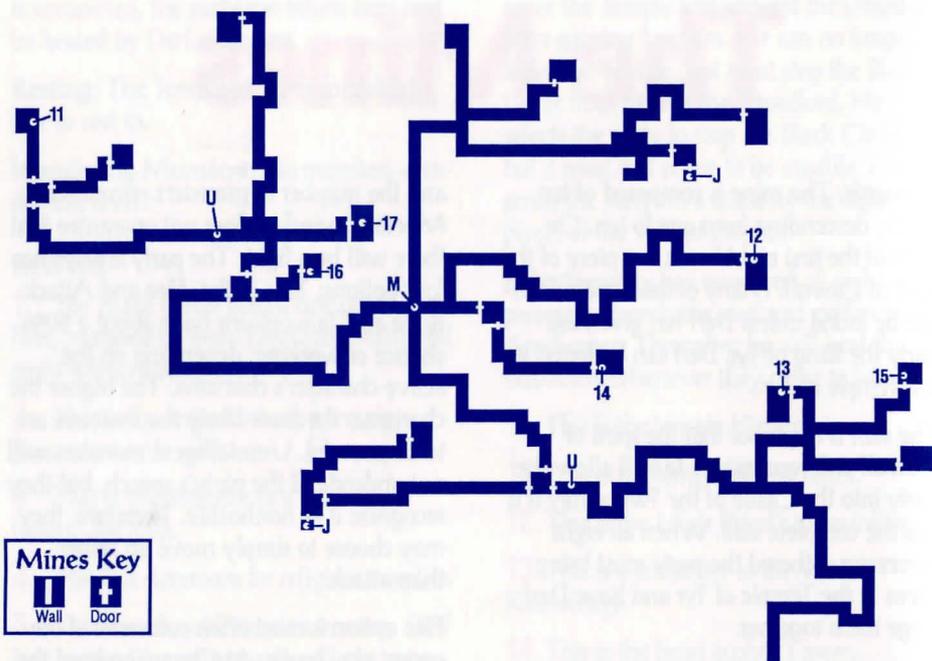
Flee option is most often successful at the easiest play levels. At Champion level the monsters nearly always catch the party.

On the first four levels the party can meet the following types of monsters: Cockatrices, Displacer Beasts, Megalo-Centipedes, Mobats, Giant Spiders, Minotaurs and Giant Slugs.

On levels five to eight, the following creatures wander: Wyverns, Displacer Beasts, Phase Spiders, Margoyles, Gargoyles, Cockatrices, Basilisks, Minotaurs and Giant Slugs.

The final two levels are patrolled by: Wyverns, Displacer Beasts, Cockatrices, Margoyles, Gargoyles, Basilisks and Medusae.

E. Mine Level 1



COMMON EVENTS:

B A bag containing 100-200 gems lies here, left by the fleeing miners.

C Toxic fumes lie in this area. The party will only have warning if a character has a canary. The canary will collapse and die while the gas is still in low enough concentration for the party to retreat safely. Characters who proceed on will suffer serious damage.

U UMBER HULKS will burst through the walls. They are dangerous, but carry valuable treasures.

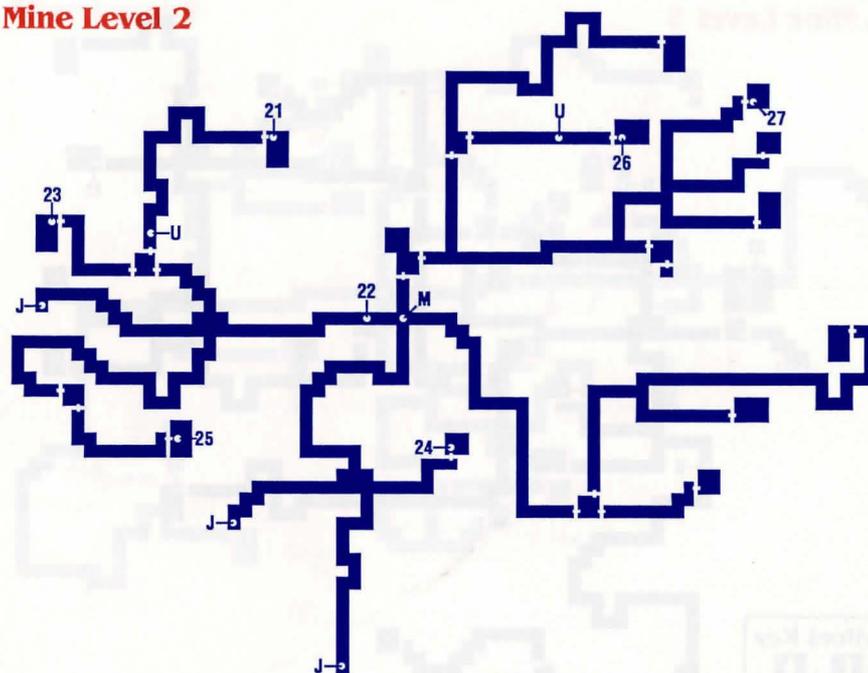
J These areas were being actively worked before the monsters came. Digging here will uncover a few gems. Having a dwarf with the party doubles the number of gems found.

M This is the shaft of the wheel lift. The Black Circle has placed a force wall across the shaft just above the ninth level. Until this wall is removed, the wheel lift will not descend to the ninth or tenth levels.

E. Mine Level 1

11 A dead adventurer lies here. He has a piece of the Staff of Oswulf, a Ring of Fire Resistance, Plate Mail +3, Long Sword +3, Shield +3, Composite Bow +2, 20 Arrows +2, 15 gems and two pieces of jewelry.

F. Mine Level 2



12-17 Each room houses six monsters who guard two random magic items and 18 gems. Room 13 has Displacer Beasts, 14 has MegaloCentipedes, 15 has Minotaurs, 16 has Mobats and 17 has Giants Spiders.

23-25 Each of these rooms contains a trapped chest with four random magic items and about 40 gems.

26 Four Wyvern are roosting here. They have two random magic items and 12 gems.

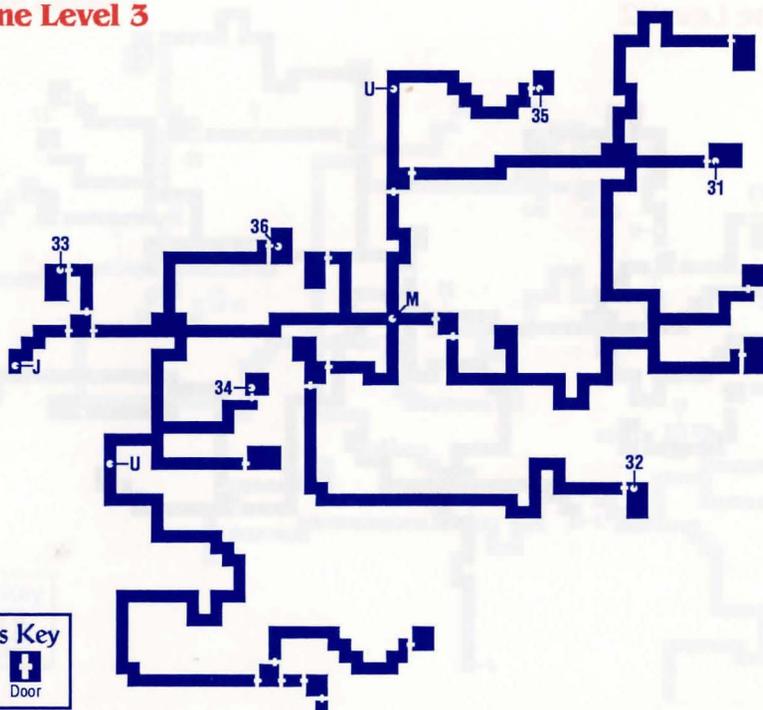
27 Eight Cockatrices guard two random magic items and 24 gems here.

F. Mine Level 2

21 Within this room is a trapped chest containing a piece of the Staff of Oswulf, a Periapt of Health, a Magic-User Scroll of three spells, a Wand of Fireballs, a Potion of Speed, a Potion of Giant Strength, an Elixir of Youth and 45 gems.

22 A trap door lies hidden in the floor here. If the characters do not discover the trap, they will take damage falling down to the third level. The trap can be discovered by Searching, or by a dwarf or thief.

G. Mine Level 3



G. Mine Level 3

31 Eight Wyverns guard a piece of the Staff of Oswulf, Boots of Speed, a Dart of the Hornet's Nest, a Potion of Invisibility, Trident +3, Mace +4, a Ring of Protection +2, 52 gems and five pieces of jewelry.

32-36 Each of these rooms has ten guardian monsters. Each has a treasure of two random magic items and 30 gems. Room 32 is guarded by Displacer Beasts, 33 by Megalo-Centipedes, 34 by Minotaurs, 35 by Mobats and 36 by Phase Spiders.

H. Mine Level 4

41 In this room lies a pouch containing a piece of the Staff of Oswulf, a Ring of Protection +3, 11 gems and three pieces of jewelry.

42 Six Wyverns guard two random magic items and 18 gems.

43 Twelve Minotaurs guard two random magic items and 36 gems.

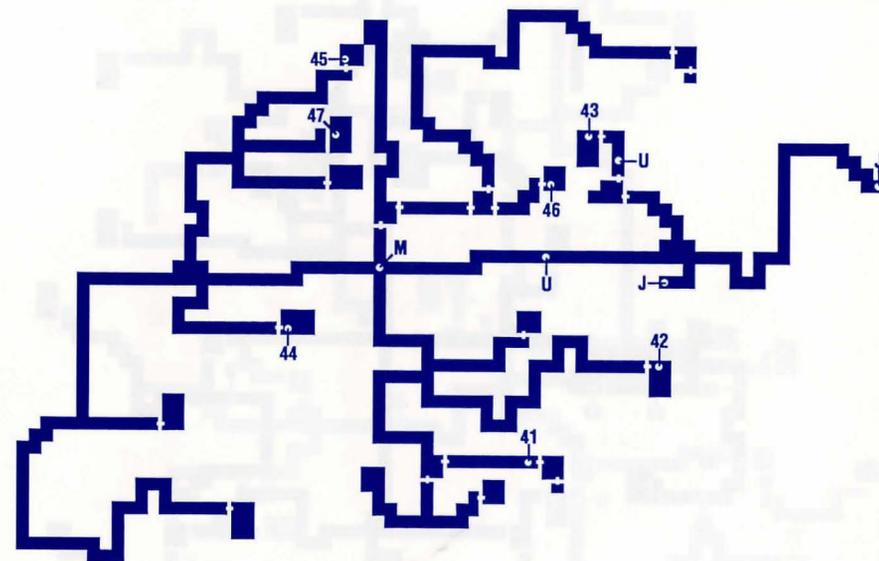
44 Twelve Mobats guard two random magic items and 36 gems.

45 Twelve Phase Spiders guard two random magic items and 36 gems.

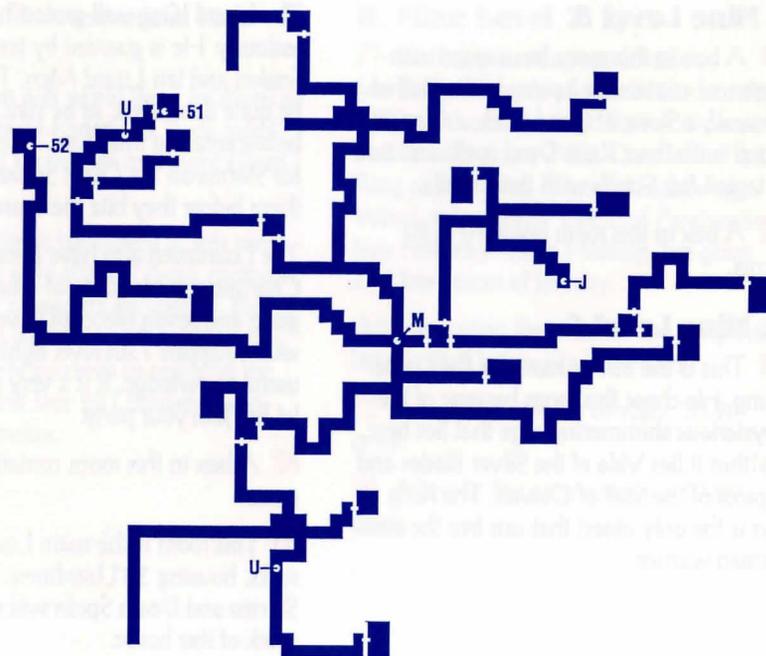
46 Eight Wyverns guard two random magic items and 24 gems.

47 Fourteen Minotaurs guard two random magic items and 42 gems.

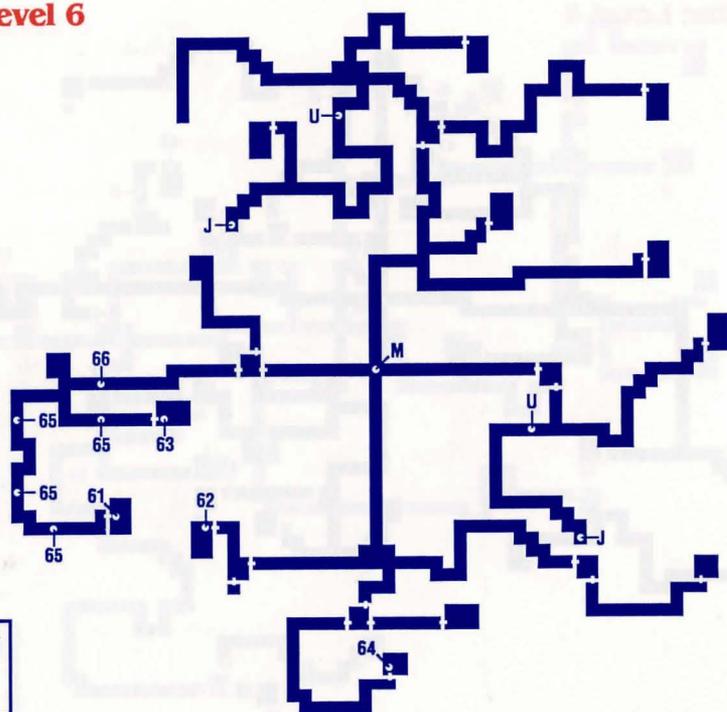
H. Mine Level 4



I. Mine Level 5



J. Mine Level 6



I. Mine Level 5

51 A box in this room has a secret compartment containing a piece of the Staff of Oswulf, a Stone of Good Luck, a Clerical Scroll with three Raise Dead spells and two Magic-User Scrolls with three spells.

52 A box in this room holds 10 to 20 gems.

J. Mine Level 6

61 This is the throne room for the Lizard King. He chose this room because of the mysterious shimmering cage that lies here. Within it lies Vala of the Silver Blades and a piece of the Staff of Oswulf. The Ring of Tyr is the only object that can free the amazonian warrior.

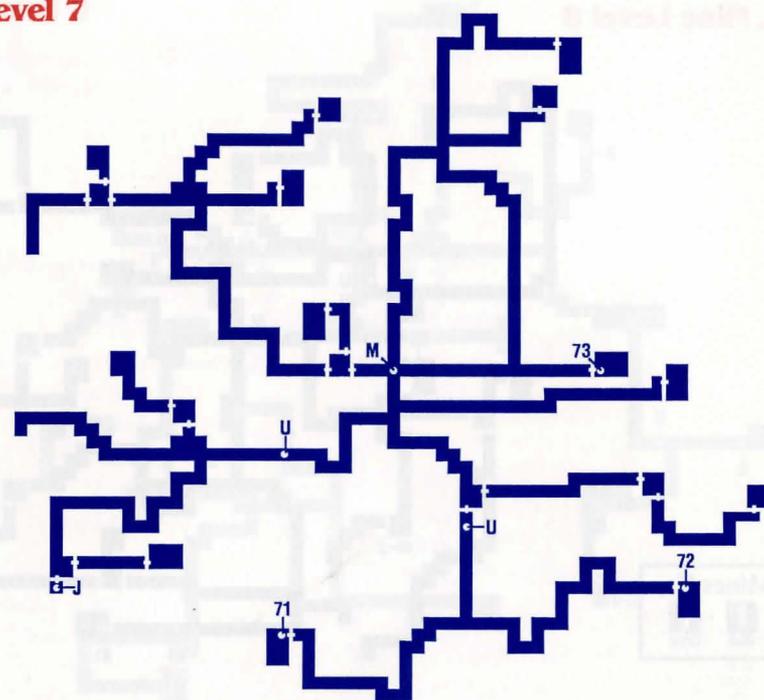
The Lizard King will protect his treasures jealously. He is guarded by ten Giant Snakes and ten Lizard Men. This fight can be quite dangerous, so be sure to prepare before entering this room. Use Fireballs and Ice Storms on the Giant Snakes, to kill them before they bite the characters.

The Lizardmen also have Eyes of Charming, a Necklace of Missiles, 45 gems and seven pieces of jewelry. Vala is a well equipped 13th level fighter with much useful knowledge. It is a very good idea to let her join your party.

62 A box in this room contains 10-20 gems.

63 This room is the main Lizardmen's barracks, housing 30 Lizardmen. Fireballs, Ice Storms and Death Spells will make short work of this horde.

K. Mine Level 7



64 A box in this room contains 10-20 gems.

65 Lizardmen will patrol these locations as long as the Lizard King lives. Each patrol contains eight Lizardmen and eight Giant Snakes.

66 The corridor is barricaded at this point. The party can only attack if it can approach unseen. If the characters are spotted, they will be driven back by a volley of javelins. When the party succeeds in reaching the barricade, it will face 20 Lizardmen and eight Giant Snakes.

K. Mine Level 7

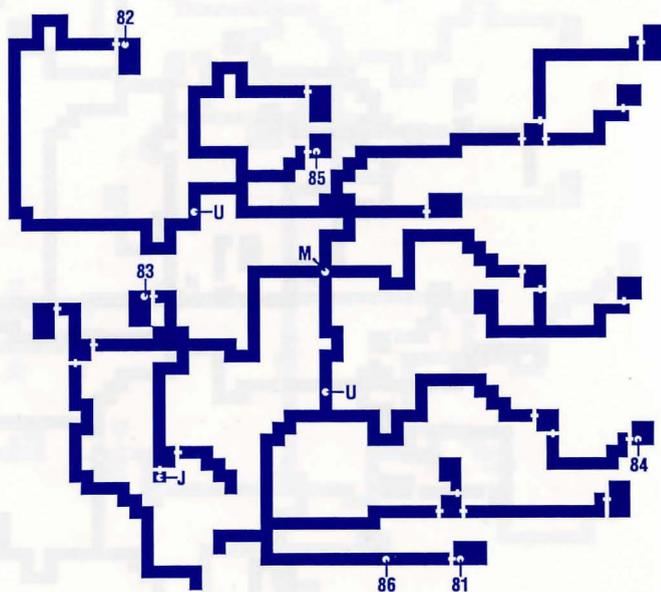
71 The remains of a recent battle. Searching the body of a Black Circle mage will reveal a piece of the Staff of Oswulf, Bracers of Defense AC3, Quarterstaff +3, Ring of Wizardry, Wand of Lightning, Wand of Ice Storm, Wand of Paralyzation, two Potions of Extra Healing, ten gems and four pieces of jewelry.

After acquiring the treasure, the party will be assaulted by six UMBER HULKS.

72 A box in this room contains 10-20 gems.

73 A box in this room contains 10-20 gems.

L. Mine Level 8



L. Mine Level 8

81 Here is the actual burial place of Oswulf's body. Also in the tomb are Banded Mail +5, Cloak of Displacement, Long Sword vs. Giants, ten gems and four pieces of jewelry.

82 The malfunctioning teleporter is located here. Stepping through this gate will inflict 25-30 points of damage to every character and deposit them at location T on level nine. Before the party has a chance to recover it will be attacked by ten Umber Hulks.

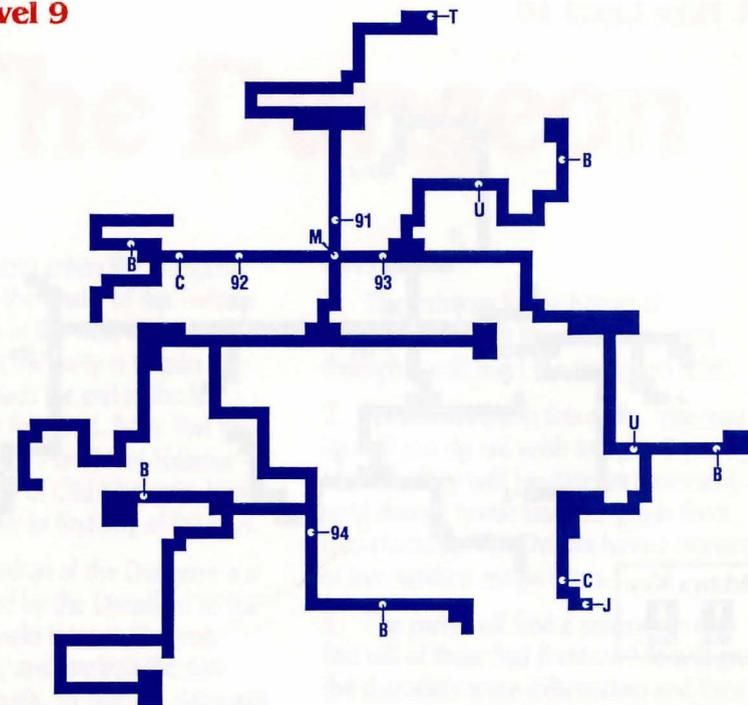
83 The party will meet a patrol of one Medusa, four Margoyles and four Gargoyles. One of the Margoyles has a map leading to the Tomb of Oswulf (misspelled by the Margoyle as 'Toom').

84 A box in this room contains 10-20 gems.

85 A box in this room contains 10-20 gems.

86 This is the entrance to the Tomb of Oswulf. The party cannot pass unless it has the Ring of Tyr.

M. Mine Level 9



M. Mine Level 9

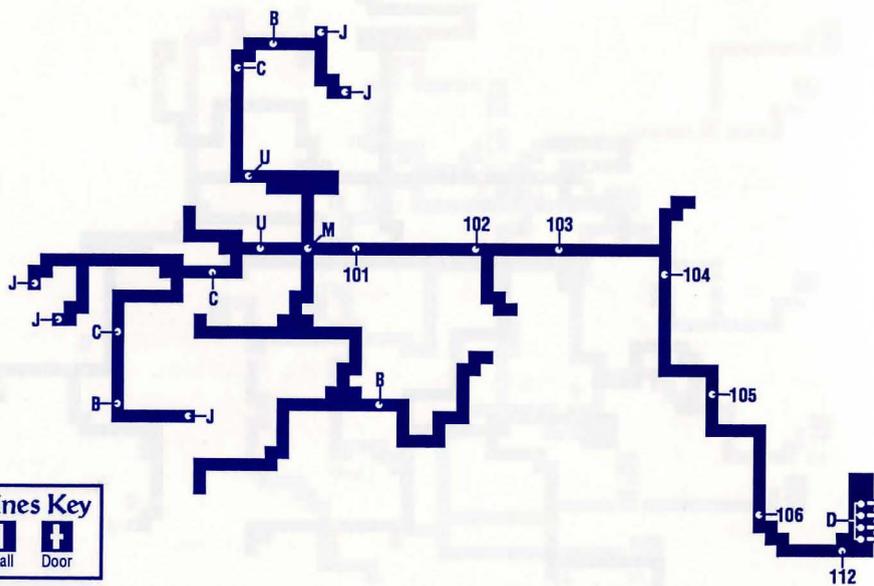
91 A magical artifact at this point generates the force wall blocking the wheel lift. Once the party overcomes the guard of five Margoyles and five Gargoyles, it can destroy the artifact and shut down the force wall. The wheel lift can then travel to any level in the mines.

92 The party will meet a patrol of seven Margoyles, seven Gargoyles and one Basilisk here.

93 The party will meet a patrol of eight Margoyles, eight Gargoyles and one Basilisk here.

94 The party will meet a patrol of nine Margoyles, nine Gargoyles and one Basilisk here.

N. Mine Level 10



N. Mine Level 10 (Level B)

101 The party will meet a patrol of eight Cockatrices, four Medusae and two Basilisks here.

102 The party will meet a patrol of twelve Margoyles, four Medusae and two Basilisks here.

103 The party will meet a patrol of 16 Megalo-Centipedes, four Medusae and two Basilisks here.

104 The party will meet a patrol of 12 Giant Spiders, four Medusae and two Basilisks here.

105 The party will meet a patrol of 14 Phase Spiders, four Medusae and two Basilisks here.

106 The party will meet a patrol of 14 Medusae and two Basilisks here.

112 The party will meet a patrol of 16 Margoyles, eight Medusae and eight Basilisks here. This is also the entrance to the Dungeon.

The Dungeon

Synopsis: The party enters the Dungeon that lies beneath the Castle of the Twins through a breach in the wall of the tenth level. The goal of the party is to gain the three keys and reach the exit to the Ice Crevasses on the first level. Note that the party must have the Amulet of Eldamar — found in the Ruins of Old Verdigris, location 13 — in order to find any of the keys.

The primary guardian of the Dungeon is a mad spirit, created by the Dreadlord in his own image. It cloaks traps in illusions, harasses the party and controls the stairways between levels. To take the stairways, the party must first either answer the spirit's riddles or fight his Iron Golems. The experience gained by successfully answering the riddles outweighs that gained by fighting the Golems. If a riddle is answered incorrectly, then the party is transported to the Well of Knowledge. The Well can provide the correct answer.

O. Dungeon Levels 10–7

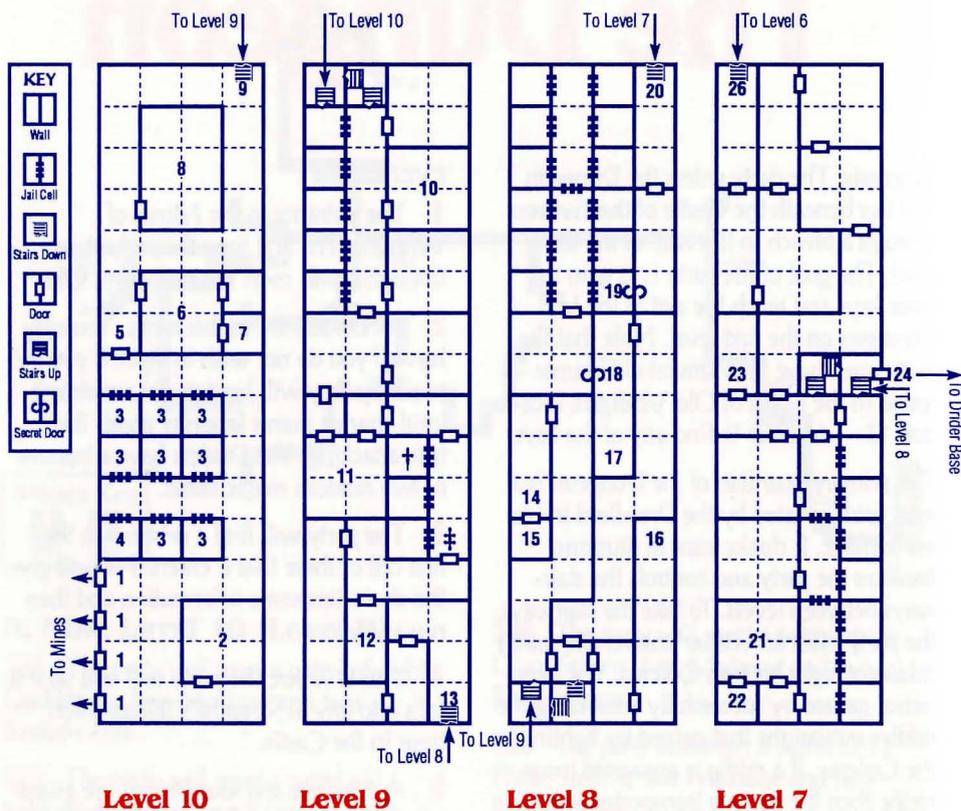
Resting: Driders patrol all sections of these levels, so no place is guaranteed to be safe. However, the characters can often complete a Fix command or memorize spells.

Wandering Monsters: There are no wandering monsters until the Dreadlord has been defeated.

EVENTS

- 1 The entrance to the Mines of Verdigris. The first time the party steps through it will meet the malignant spirit.
- 2 Six Driders are in this room. You may leave if you do not wish to fight. If you try to parlay they will hesitate for a moment, until strange manic laughter goads them into attacking. The Driders have a treasure of two random magic items.
- 3 The party will find a prisoner in the first cell of these that it enters. He will give the characters some information and then run away.
- 4 This is where the party will end up if it falls into any of Sargatha's teleportation traps in the Castle.
- 5 A Medusa and four Driders are guarding this door. After defeating them, the party will notice that the door in the East wall ahead is quietly closing.
- 6 A Wizard, two Necromancers and six Driders are gathered in this room. The Wizard orders his companions to protect the portal and they attack. The monsters have a treasure of 40 gems, Bracers AC3 and a Fine Long Bow.

O. Dungeon Levels 10-7



7 A teleporter here will take the party to building 15 in the Well area.

8 Two Medusae and two Basilisks guard this room.

9 The malignant spirit appears and demands the answer to his riddle. The answer is 'YOUR HEART'.

10 The party discovers a prisoner apparently being tortured by Mages and Driders. If the characters attempt to rescue the prisoner, they must make a saving throw. If any character succeeds, he will recognize that the scene is an illusion and that the party is surrounded by foes. If the party attempts to leave, or if it fails to recognize the illusion, then it will be surprised and attacked by five Driders, two Necromancers and a Medusa. Recognizing the illusion prevents surprise.

There is a treasure consisting of 50 gems, five pieces of jewelry, six arrows +4, a suit of Plate Mail +3, a Shield +3 and a Composite Long Bow +2.

11 The manic spirit introduces the party to some of his special pets. These are five 12-Headed Pyro-Hydras that immediately attack. There is a treasure of four random magic items.

12 There is a trap here which can be detected and disarmed by a thief. If the trap is sprung, then poison gas will do 2-20 points of damage to the party. Beyond the trap is a treasure of 40 gems, two pieces of jewelry and four random magic items.

13 This is the second riddle. The answer is 'YOUR WORD'.

14 A mage and basilisks are coming out of the door to the south. The party may attack or attempt to parlay. In either case, the party must battle six Basilisks and a Necromancer. They carry a treasure of 20 gems and five pieces of jewelry.

15 There is a teleporter here that goes to building 9 at the Well.

16 There is a pit trap here. If the trap is sprung, the party will drop through the floor and end up in the place marked by a double dagger (‡) on the 9th Level. Members of the party may sustain 1-6 points of damage in the fall.

17 Another pit trap. If the trap is sprung, the party will drop through the floor and end up in the place marked by a dagger (†) on the 9th Level. Members of the party may sustain 1-6 points of damage in the fall.

18 There is an illusionary wall to the west, detectable by a dwarf.

19 Another illusionary wall to the east, detectable by a dwarf.

20 The third riddle. The answer is 'YOUR BREATH'.

21 Five Umber Hulks burst through the walls and attack the party. After the fight, the party notices that the door in the southwest corner glows around the edges.

22 The Brass Key is located in this room. The party will not see the key unless it has the Amulet of Eldamar.

23 A Cyno-sphinx attended by Ettins resides in this room. If the party has previously attacked a Cyno-sphinx, the monsters will attack. It is highly recommended that the characters parlay. All of the Cyno-sphinxes have valuable information.

The Cyno-sphinx will ask for a tithe (10%) of the party's money in exchange for information. She gives the location of the first key, the answer to the next riddle and a general location for the second key.

24 Entrance to the Drider Base.

26 This is the fourth riddle. The answer is 'RIVER'.

Note: The Dungeons continue on page 31

P. RUINS OF OLD VERDIGRIS

(Refers to large map in center of Clue Book)

Synopsis: The Ruins of Verdigris are the remains of the once thriving mining town that until recently was buried by the glacier. The town of New Verdigris is built on its western fringes. Within the ruins are the lairs of powerful creatures and lost treasures. The Black Circle and the clerics of Bane are at war over the Well of Knowledge. This battle has spilled over into the ruins. Of greatest import in the ruins is the entrance to the Mines from which come all of the deadly monsters.

From time to time the party will find arrows pointing back towards town. It will also meet groups of miners, who will escort the party back to town.

Resting: No place in the ruins is completely safe. However, the party can usually complete a Fix command or memorize spells.

Wandering Monsters: The ruins are crawling with a myriad of dangerous creatures. Usually, the further from the new town the party travels, the tougher and more numerous the monsters it will meet.

The following all prowl the ruins: Hippogriffs, Ogres, Minotaurs, Griffons, Hell Hounds, Bugbears, Worgs, Giant Crocodiles, Hill Giants, Otyughs, Neotyughs, Sub-Adult Red Dragons, Banite Clerics, BC Warlocks, BC Troopers, BC Veterans, Rogues and Swashbucklers.

EVENTS:

- 1 This is the entrance to the town of New Verdigris.
- 2 A Sub-Adult Red Dragon and two Hill Giants have gathered 1000 platinum pieces, 20 gems, two pieces of jewelry, a Flail +2, a Ring of Protection +2, a Wand of Fireballs and a Shield +2.
- 3 This is an abandoned mine shaft.
- 4 This corridor is filled with filthy water.
- 5 This room contains ancient remains. If the party searches the bier, it will find two pieces of jewelry, a Scroll of Protection from Dragon Breath, Leather Armor +5 and a Dagger +2.

There is also a teleporter set to location 4 in the Well of Knowledge.

After locating the treasure, the party will be attacked by three Rogues, two Swashbucklers, two Banite Clerics and two Banite Priests.

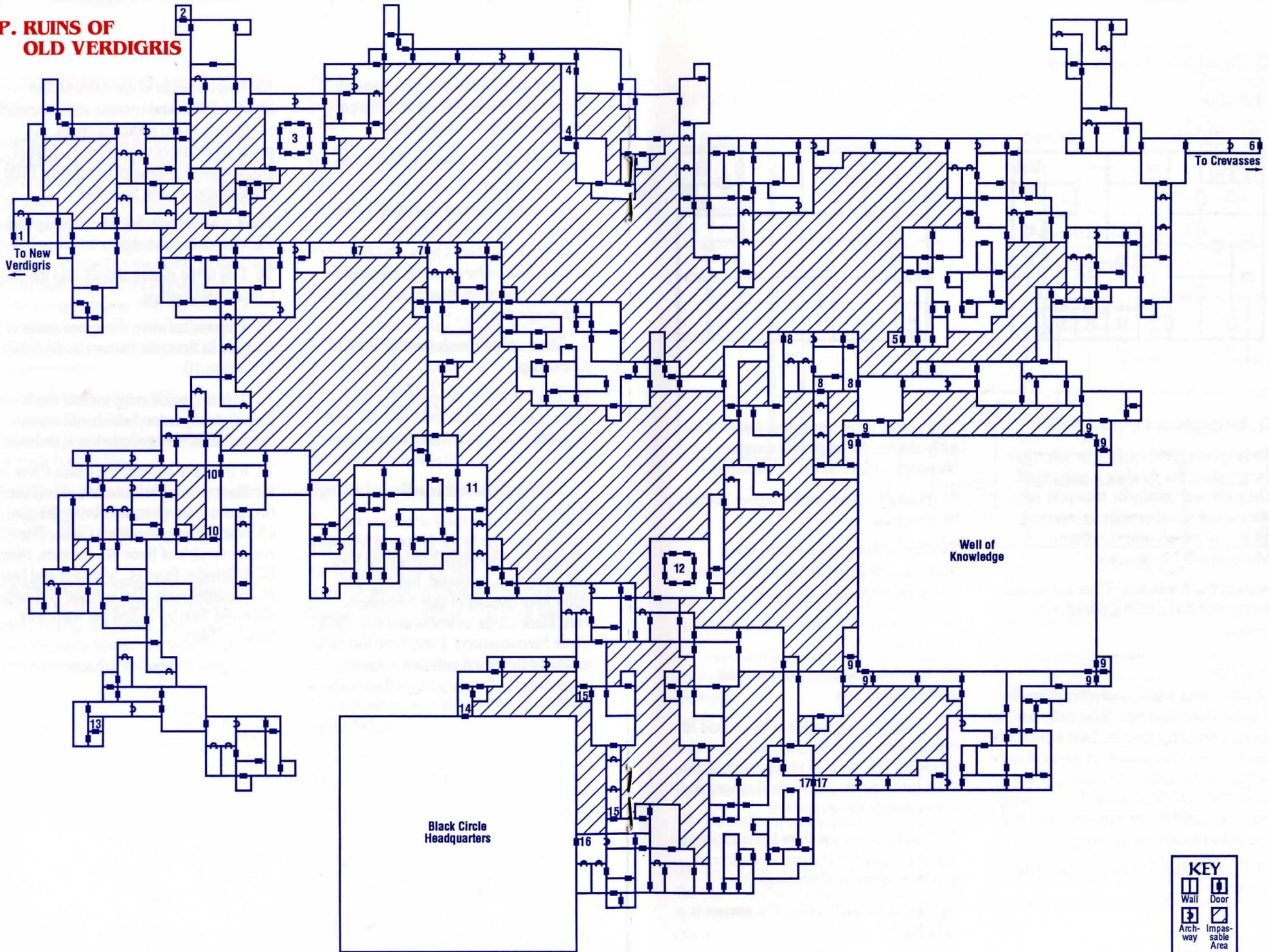
- 6 This is an entrance to the crevasses. It will remain blocked by ice until the party has explored the Ice Crevasses.
- 7 This corridor contains a stinking pool of slime.
- 8 Fanatic Banites are searching for an enemy. The party will fight four Swashbucklers, three Ogres, and two Banite Clerics. The enemy is carrying ten gems, two pieces of jewelry and two random magic items.
- 9 These are entrances into the Well of Knowledge.
- 10 This corridor is extremely unstable. There is a chance that rocks will fall upon the party and slightly injure some characters.
- 11 Slime drips from the walls and ceiling of this room.
- 12 The entrance to the Mines of Verdigris is guarded by the Black Circle until their headquarters is destroyed. Initially, the guard force consists of two Minotaurs, three Black Circle Veterans and two Black Circle Necromancers. Every time the party returns to the area it will face a steadily larger force.

- 13 This is the lair of an Ancient Red Dragon. His hoard consists of the Amulet of Eldamar, 2000 platinum pieces, 40 gems, three pieces of jewelry, a Cloak of Displacement, a Ring of Invisibility, Plate Mail+2 and a Long Sword+2.

There is a teleporter back to building 2 of the Well of Knowledge.

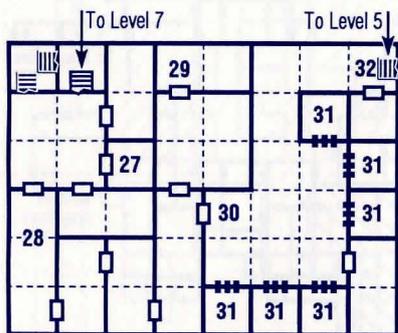
- 14 This is the main entrance into the Black Circle Headquarters.
- 15 The area between these two marks is unstable in the same manner as described in location 10.
- 16 This is the side entrance into the Black Circle Headquarters, which will remain blocked until the headquarters is destroyed.
- 17 If the party has met the Phlan Clerk in the Black Circle Headquarters, it will see her again. This time she is being dragged off for sacrifice by the Black Circle. The enemy consists of three BC Troopers, two BC Warlocks, three BC Veterans and two BC Necromancers. The woman will complain and then try to find her own way back to Phlan.

**P. RUINS OF
OLD VERDIGRIS**

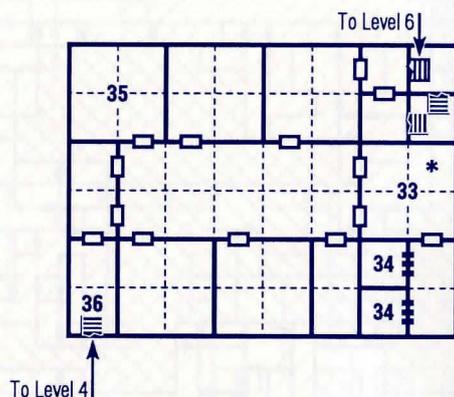


Q. Dungeon Levels 6-3

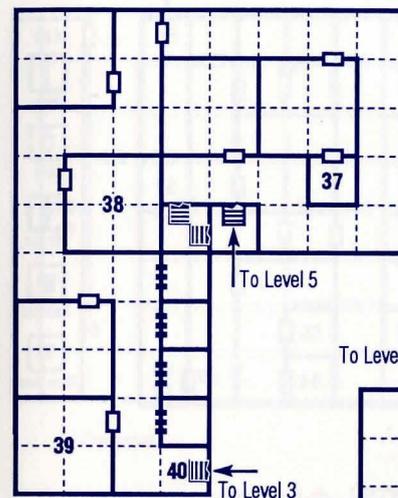
Level 6



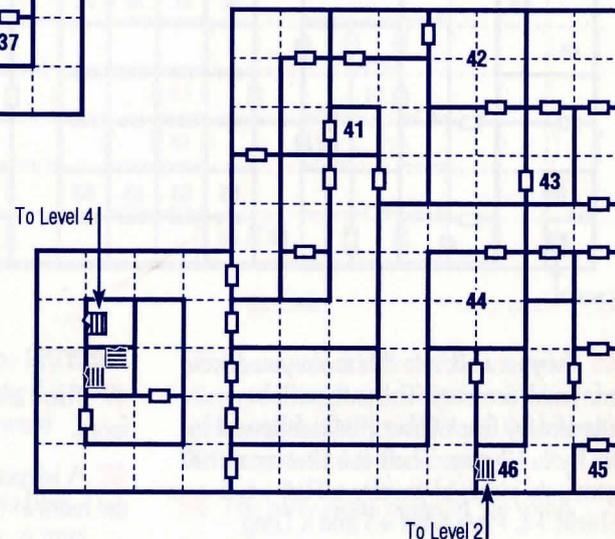
Level 5



Level 4



Level 3



Q. Dungeon Levels 6-3

Resting: The rooms tend to be safer than the corridors, but no place is guaranteed. The party will usually be successful with one Fix command or with memorizing spells. The patrols consist of Ettins, Medusae and Necromancers.

Wandering Monsters: There are no wandering monsters until the Dreadlord is defeated.

EVENTS

27 The manic riddler is weeping here. Its image is cloaking a trap. If the party succeeds in detecting the trap, then a thief can disarm it. The trap does 4-14 points of damage to the party if it is sprung. The manic spirit will then reveal that it is weeping with laughter. The trap conceals a treasure of two random magic items.

28 Three UMBER Hulks are stalking this corridor.

29 A mage is contemplating papers. If the party attacks, the mage will disappear but his papers will remain to be examined.

30 A low moan of despair echoes through the dungeons.

31 One of these cells contains three medusae, one of which produces the moan of despair the party keeps hearing.

32 This is the fifth riddle. The answer is 'WATER'.

33 Two Medusae and four Ettins are guarding this room.

34 A single Cyno-sphinx is being held in one of these cells. If the party has attacked any of her kin, she will immediately attack. If the party rescues her, she will reward it with a map to the second key.

35 Three Driders and three Ettins are dividing up a treasure of 20 gems, one piece of jewelry and two random magic items.

36 This is the sixth riddle. The answer is 'SILENCE'.

37 A teleporter here will take the party to building 10 in the Well.

38 Two Fire Giants and five Hell Hounds are exiting this room. There is an immediate melee.

39 Six Pyro-Hydra guard the Silver Key and a treasure that consists of 10 gems, two pieces of jewelry, Bracers AC2, a Wand of Paralysis and a Necklace of Missiles.

40 This is the seventh riddle. The answer is 'WIND'.

41 This is a trap cloaked in an illusion. If the trap is sprung, then the party will drop to the point on level five marked with the asterisk (*). There is a treasure here with 30

gems, two pieces of jewelry and five random magic items.

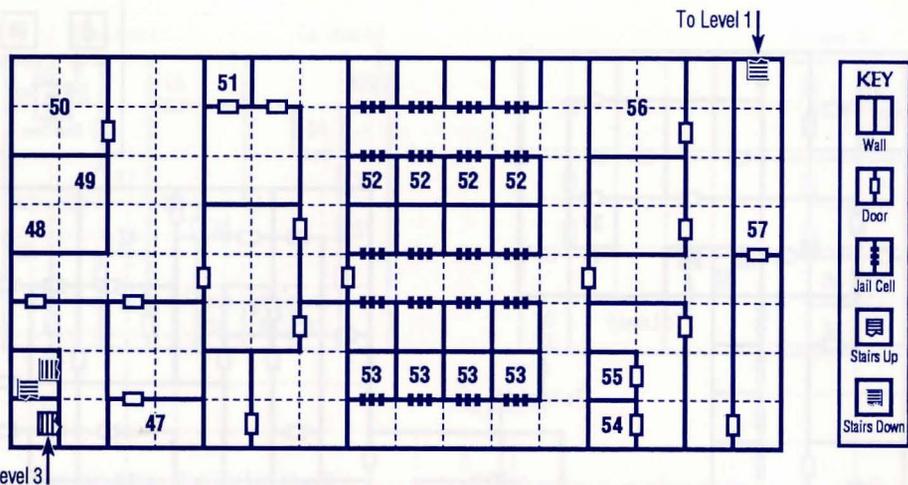
42 Another Cyno-sphinx waits for you here. If the party has attacked any of her sisters, she will attack. If the party agrees to pay her 20% of its money, she will tell it the general location of the last key and directions to an armory.

43 This corridor is guarded by three Fire Giants and five Hell Hounds.

44 Three Warlocks, two Necromancers, two Wizards and three Medusae ambush the party. There is a treasure of 200 gems, five pieces of jewelry and four random magic items.

R. Dungeon Levels 2-1

Level 2



45 As you walk into this room you discover a small armoury. The party will be attacked by five Umber Hulks followed by six Pyro-Hydras. There is a treasure of 100 gems, six pieces of jewelry, a Flail +4, a Shield +4, Plate Mail +3 and a Long Sword +3.

46 This is the eighth, and final, riddle. The answer is 'FIRE'.

R. Dungeon Levels 2-1

Resting: Rooms are safer to rest in than corridors. The party can usually complete a Fix or memorize spells before being interrupted. The patrols consist of Fire Giants and Hell Hounds.

Wandering Monsters: There are no wandering monsters until the Dreadlord has been destroyed.

EVENTS

47 There are five Umber Hulks in this room.

48 A teleporter here will send the party to the room at 54.

49 A teleporter here will send the party to building 11 at the Well of Knowledge.

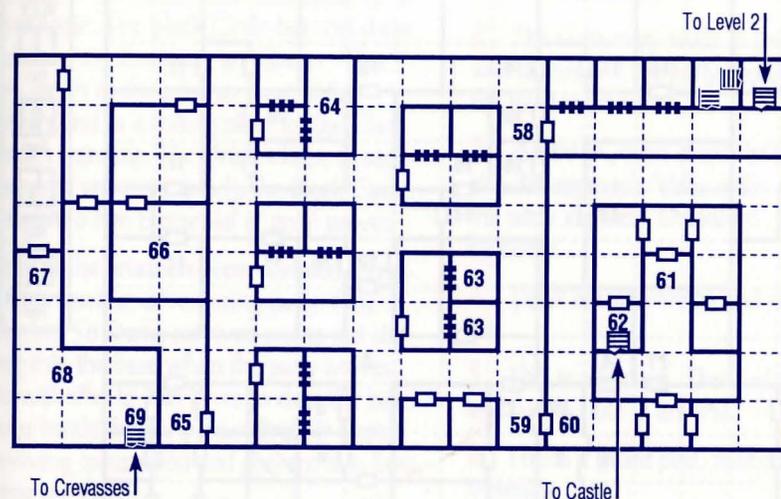
50 Six Pyro-Hydras are guarding a treasure of 1000 platinum pieces, 100 gems, four pieces of jewelry and six random magic items.

51 This is a trap. If sprung, the walls fall upon the party and inflict 4-18 points of damage.

52 A filthy prisoner is in one of these cells. He gibbers in terror about purple worms.

53 A blind mage is held in one cell. He led an earlier group of adventurers into the Dungeon, was captured by the Black Circle and imprisoned here under powerful spells. In return for freeing him, he will give the

Level 1



party a map to a treasure and the key word to reveal it. He will ask the party if it is for or against the Black Circle; it should answer 'Against'.

54 A teleporter to location 48 is here. The first time the party uses the gate, it must fight seven Pyro-Hydras, followed by six Umber Hulks. There is a treasure of 400 gems, five pieces of jewelry and four random magic items.

55 This is the guarded cache of the blind mage from location 53. It will ask the party for the secret word. Answer 'NACACIA' to gain a treasure that consists of a Scimitar +4, a Quarter Staff +4, four Darts +3, a Wand of Fireballs and a Staff Sling +3.

56 There are five Fire Giants and three Necromancers here. Using the Parlay options of Haughty or Sly will trick some information out of them, but battle is inevitable.

57 The manic riddler makes one last attempt to stop the characters, with horrid screaming that inflicts damage. Attacking the image will stop the sound.

58 The party hears noises to the south.

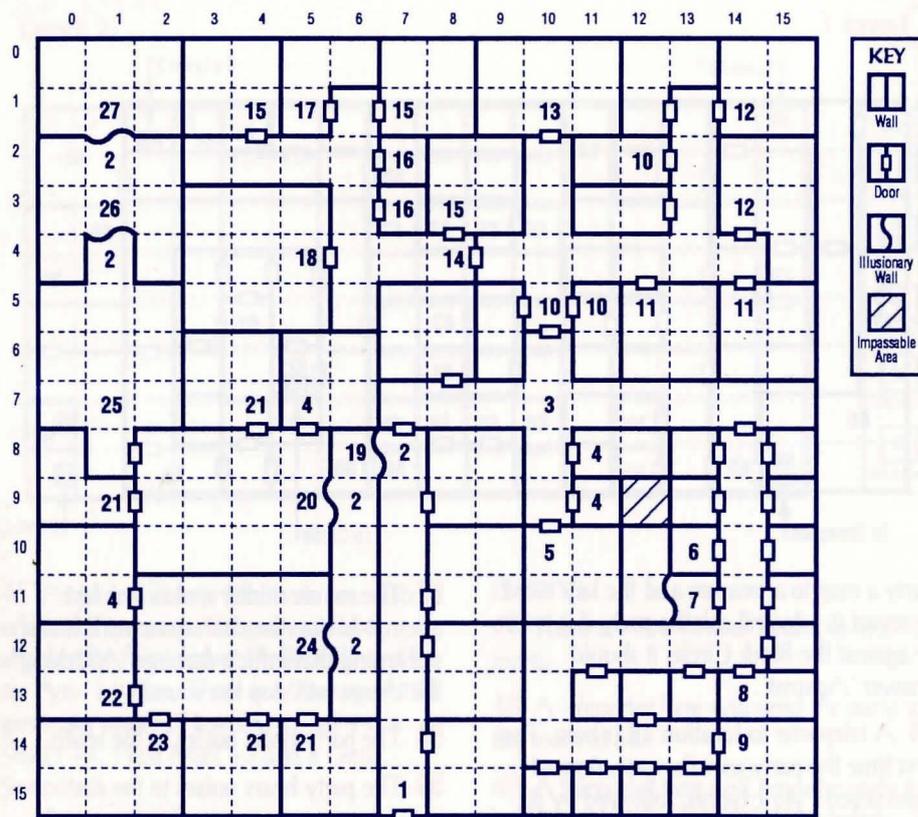
59 The party hears noises to the east.

60 Seven Hell Hounds and six Fire Giants are guarding this door.

61 A Purple Worm lurks behind the door to the north.

62 Six Fire Giants, three Necromancers and three Wizards are attempting to melt through an ice-choked door. One of the mages spots the party and they attack. The door is still completely frozen over and the party cannot get through. Once the castle has been entered, this door will be open.

S. DRIDER BASE



63 The spirit of a lost adventurer is trapped in one of these cells. The party's entrance will release him. In return he gives a clue to the location of the third key.

64 The spirit of a lost adventurer is trapped in one of these cells. He reveals that the crevasses lead to the entrance of the castle.

65 Seven Ettins, three Necromancers and two Wizards guard this door.

66 Four Purple Worms guard the table that holds the Gold Key. There is a treasure of 150 gems, two pieces of jewelry and six random magic items.

67 Fire Giants and Hell Hounds are fleeing in panic from the next room. The monsters will ignore the party, no matter what it tries to do.

68 This chamber contains seven angry Purple Worms.

69 This is the entrance to the Ice Crevasses.

S. DRIDER BASE

Synopsis: The Driders have noted the melting of the glacier and have come up to investigate. The Black Circle has met them and they are discussing an alliance. This area serves as the advance base of the Driders and as a resting place for the Black Circle's minions. The Driders hope to sacrifice some prisoners to help the Black Circle summon a Fire Elemental of great power.

Some of the prisoners were captured recently from another adventuring party. One member, Sir Deric, survived and is just slipping into the base when the party arrives. He will offer to join forces to clear the base. Once inside the party must find Sir Deric's surviving companion and prevent him from being sacrificed.

If the party exits the Base at any point, Sir Deric will leave to complete his mission.

Resting: Location 4, the storeroom, is completely safe to rest in. Other places are more risky, but a Fix command or memorizing spells often works.

Wandering Monsters: There are no wandering monsters.

EVENTS

1 This is the entrance to the base. The first time here the party will meet Sir Deric who is finishing off a guard post. He will offer to join the party if it will help him free his companions. He is a decent fighter and will help the party in the base only.

When Sir Deric joins the party he will be severely injured and bereft of equipment. The party should outfit him with spare weapons and armor. He should be healed as soon as possible. If there is no spare

armor, consider giving him a missile weapon. This will prevent him from charging into the enemy.

2 The illusionary walls at these locations will shimmer if the party has the key from the elf at location 9.

3 An Iron Golem stands here and asks all who approach 'Who is thy master?' If the party answers 'Dreadlord', it may pass by safely.

4 These are storerooms and safe places to rest.

5 This is a kitchen. The chef is a bit mad and will babble to anyone.

6 This is a guard post, manned by six BC Veterans.

7 There is an illusion of treasure here. If the party reaches for it, the illusion fades and eight BC Veterans and four Driders attack.

8 An old skeleton lies here wearing Chain Mail +3.

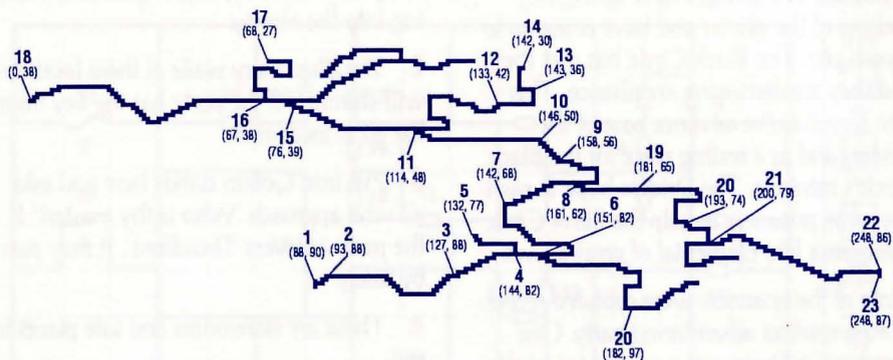
9 The first of Sir Deric's companions is lying here. This elf has been beaten badly and only has enough strength to pass on a mysterious key before dying. The key causes the illusionary walls at location 2 to shimmer. He will also ask the party to rescue the dwarf Stiffbeard.

10 A guard post manned by nine Driders.

11 A barracks containing eight Driders.

12 These rooms contain prisoners kept for food by the Driders. They have some useful information.

T. WESTERN CREVASSES



13 A meeting hall with eight Driders.

14 A guard post manned by six Fire Giants.

15 These rooms are reserved for the Fire Giants who have been melting the ice higher up in the Dungeon. The party will have to fight eight Fire Giants.

16 The slaves in these rooms are terrified by the sounds of fighting and will flee as soon as the door is opened.

17 A kennel containing eight Hell Hounds.

18 A kennel containing four 12-Headed Pyro-Hydras. Nine Fire Giants will attack first.

19 Guard post manned by eight BC Veterans.

20 The main meeting hall, where the Black Circle and Driders are preparing for the summoning. The party must fight six BC Veterans, five Driders and four BC Necromancers.

21 These are mages' bedrooms, each containing five random magic items.

22 This is the Black Circle's library, containing several magic scrolls.

23 This is an alchemical lab which holds four potions.

24 This is a meeting room containing six BC Necromancers.

25 This is the summoning room, where the mages and Driders are preparing their spells when the party bursts in. Their first sacrifice is to be Stiffbeard, one of Sir Deric's companions. To rescue the dwarf, the party must defeat four Necromancers, eight Driders and eight BC Veterans.

If Sir Deric is with the party, he will take his leave at this point.

26 This is the antechamber to the main treasure room. It is guarded by five Iron Golems. Remember that Iron Golems can only be affected by Lightning Bolts, which slow them, and weapons of +3 or better. It is a good idea to cast Enlarge on all characters who have effective weapons. This can be a very difficult fight.

Never cast Fireballs on Iron Golems, this only serves to heal them.

27 This is the base's treasure room containing 1,000 gold pieces, 1,000 platinum pieces, ten gems, five pieces of jewelry and five random magic items.

T. THE WESTERN CREVASSES

Synopsis: The only way to reach the Castle of the Twins is through the twisting Ice Crevasses. As the party travels west from the Dungeon entrance, it will begin to gather signs that someone has been kidnapped somewhere up ahead. Finally the party will catch up with the forces of the Black Circle, who have kidnapped the Phlan Clerk. After freeing her, she will lead the party north and west to the teleporter at location 17. She will try to convince the characters that they are being led to a treasure, rather than to her way of escape.

Once the Phlan Clerk has safely escaped, the party can turn west and force its way to the Frost Giant Village. The Frost Giants the party meets will be hostile because they believe that the party is causing their icy home to melt. Forces from the Black Circle are also present, trying to reach the Castle and free the Dreadlord.

Resting: The more difficult the play level chosen, the less likely it is that the party will be able to rest successfully. There are no completely safe places in the crevasses.

Wandering Monsters: If the party flees from monsters in the crevasses, it will be pursued until it passes through one of the arches that dot the corridors. The following monsters frequent the Western Crevasses: BC Wizards, BC Lords, Cloud Giants, Frost Giants, Griffons, Sub-Adult White Dragons, Worgs and Mastodons.

EVENTS

Note: The numbers in brackets are the actual [x,y] coordinates of the event. The x coordinate in the game wraps around (starts at 0 again) once it reaches 99.

- 1** [88,90] This is the entrance to the Crevasses from the Dungeon.
- 2** [93,88] The party hears a woman screaming in the distance.
- 3** [127,88] If the party has met the Phlan Clerk in the Black Circle Headquarters it will find a packet of documents. Amongst the documents is a copy of the letter from the Phlan Clerk to the Mayor of Phlan.
- 4** [144,82] Any ranger with the party will notice the tracks of a large party heading east, dragging a struggling woman. The party will also notice that the corridor to the north is extremely smooth and stained a suspicious shade of red.
- 5** [132,77] A Remorhaz is in this corridor. This monster can swallow a character whole, so be sure to kill it quickly. Use Magic Missile and Fireball. There is a treasure of 10 gems, three pieces of jewelry and four random magic items.
- 6** [151,82] The party notices that the tracks have divided, with one group heading due east and the other group peeling off to the southeast. A ranger will detect that the woman was taken with the group heading due east.
- 7** [142,68] The party hears another scream, much closer than the first one.
- 8** [161,62] A ranger will notice that the woman's captors have gone due east.

9 [158,56] The party overhears the woman screeching at her captors somewhere to the west and north.

10 [146,50] The party catches up to the kidnappers here. The captive is the Phlan Clerk from the Black Circle Headquarters. The characters are attacked by five BC Lords and three BC Wizards.

The Clerk petulantly thanks the party for her rescue and explains what the kidnappers were planning to do with her. She mentions that she knows about a treasure to the west and north. If the party does not follow the Clerk's directions, she will eventually leave.

11 [114,48] A pouch lies in the eastern branch containing 60 gems and four pieces of jewelry. A ranger will detect tracks heading east.

12 [133,42] If the Clerk is with the party, sharp voices are heard from the east. She advises the party to head west.

13 [143,36] Five Frost Giants and three BC Wizards are arguing here. If the party eavesdrops, it hears the Frost Giants complaining that their homes are being melted out from under them.

14 [142,30] The corridor ends in a pile of rubble. If the Clerk is with the party, she smirks because she was right all along.

15 [76,39] If the Clerk is with the party, she will indicate that you should continue to the west.

16 [67,38] If the Clerk is with the party, she will advise heading north. If the characters go in any other direction, the Clerk will slip away to the north.

17 [68,27] This is a teleporter to the Well of Knowledge, which has been the Clerk's goal. There is no treasure. She apologizes and rushes through the teleporter. If the party follows, it will find some gems and a note from the Clerk.

18 [0,38] This is the exit from the Crevasses to the Ruins of Old Verdigris. The ice has melted away from the door.

19 [181,65] Dead bodies lie here.

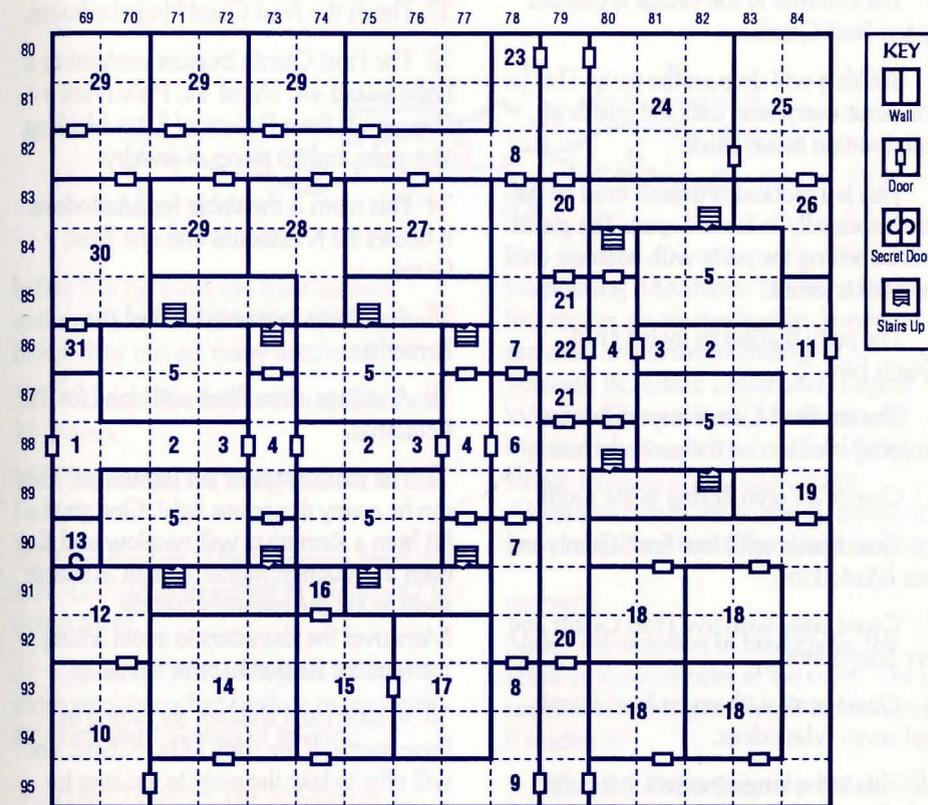
20 [193,74] or [182,97] The party meets two BC Mages and three BC Lords in the first of these squares reached. They are accompanied by three Legionaries and two Legion Wizards. After the battle, one of the fighters explains that the Legionaries are the original guards of the Dreadlord. They were recently unfrozen and have now joined the Black Circle in its attempt to open the Castle.

21 [200,79] Enraged Frost Giants accuse the party of destroying their homes and attack. The three Frost Giants are accompanied by nine Mastodons. After this fight, the party discovers that Black Circle forces are lying in wait. The enemy force contains three BC Lords, two Legionaries, two BC Wizards and one Legion Wizard. They have a treasure of 75 gems, one piece of jewelry and four random magic items.

22 [248,86] This is a teleporter back to building 14 in the Well of Knowledge.

23 [248,87] This is the entrance to the Frost Giant Village.

U. FROST GIANT VILLAGE



U. FROST GIANT VILLAGE

Synopsis: The village is full of fearful Frost Giants, looking for someone to blame for the melting ice. The Black Circle has been spreading rumors that the party is responsible. Only the king will be willing to listen to reason. The party should fight its way to the king and then talk to him. The characters will then have to defeat a force from the Black Circle, but then the village can be safely traversed.

Resting: The more difficult the play level, the less likely the party will be able to rest. No place is completely safe, but the party should be able to use the Fix command or memorize spells without being interrupted often.

Wandering Monsters: The patrols are always hostile. Fleeing has some chance of success, but the more difficult the play level the less likely the party will escape. The following monsters are used in patrols: Sub-Adult White Dragons, Ancient White Dragons, Frost Giants, Mastodons and Worgs.

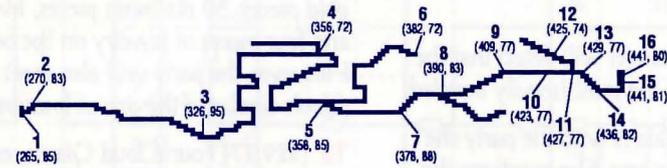
EVENTS

- 1 The entrance to the village is guarded by ten Frost Giants.
- 2 Boulders will drop on the party. This will occur every time until the guards at both location 5s are killed.
- 3 This is a blockaded door. It must be battered repeatedly to force it open. The giants will be pelting the party with boulders until the door is forced.
- 4 The party is attacked by ten Frost Giants here.
- 5 The ten Frost Giants responsible for dropping boulders on the party are here.
- 6 Guards are seen fleeing to the south.
- 7 Guard posts with four Frost Giants and four Mastodons.
- 8 Guard posts with five Frost Giants and five Mastodons.
- 9 Guard posts with seven Frost Giants and seven Mastodons.
- 10 This is the king's quarters. He is the only Frost Giant wise enough to listen to the party. To prove the party's good intentions, it must side with the Frost Giants against an invading force from the Black Circle. The Black Circle first sends ten Fire Giants, then five BC Wizards and five BC Lords. In each battle some Frost Giants will aid the party. Upon victory, the Frost Giant king will give the characters the treasure from location 13.

If the Frost Giant king is attacked, the party must overcome 20 Frost Giants.

- 11 The entrance to the Eastern Crevasses.
- 12 This is the Frost Giant king's bedroom.
- 13 The Frost Giant's treasure containing a Long Sword +4, Shield +4, Plate Mail +4, Dagger +3, three Potions of Extra Healing, 126 gems and 25 pieces of jewelry.
- 14 This room is the stable for Mastodons. It houses 20 Mastodons and one Frost Giant.
- 15 An empty room used to feed the Remorhaz.
- 16 A storage room filled with food for the Remorhaz.
- 17 The room contains ten Remorhaz. This can be a very dangerous fight. One good hit from a Remorhaz will swallow and slay even the toughest fighter. Use all available spells to kill the monsters quickly. Maneuver the characters to avoid letting many of the Remorhaz near the party.
- 18 Women and children are hiding in these rooms. If the party talks to them, one will offer to take the party to the king to resolve the fighting.
- 19 This is an empty storage room.
- 20-22 These are all guard posts manned by eight Frost Giants and eight Mastodons.
- 23 Another guard post manned by six Frost Giants and six Mastodons.
- 24 This is the Frost Giant's dining hall.
- 25 This is the Frost Giant's kitchen.
- 26 This is the pantry.
- 27 The Frost Giants have an alliance with 10 Sub-Adult White Dragons living here. Their breath makes them dangerous to the party. Cast Resist Cold on all characters

V. EASTERN CREVASSES



before this fight and use mass damage spells such as Fireball to slay the dragons before they can get many breaths off.

- 28 A kennel housing one Frost Giant and 25 Worgs.
- 29 These rooms are living quarters for the Frost Giants.
- 30 Five Ancient White Dragons are living here. Use tactics described in location 27 to defeat them.
- 31 This is the White Dragon's treasure room containing five random magic items, 67 gems and 15 pieces of jewelry.

V. EASTERN CREVASSES

Synopsis: Here is the clearest evidence that the monsters are emerging from the ice. All along these corridors the party can make out faces peering from the ice. As the party nears the Castle of the Twins, it will meet larger and larger forces. These monsters have joined together to try to overcome Oswulf's spirit and enter the castle.

Resting: The more difficult the play level, the less likely the party will be able to rest. No place is completely safe, but the party should be able to use the Fix command or memorize spells without being interrupted often.

Wandering Monsters: The monsters in this section are always hostile. The party can meet any of the following: BC Wizards, BC Lords, Legionaries, Legion Wizards, Cloud Giants, Mastodons, 12 Headed Hydras, Remorhaz, Sub-Adult White Dragons and Castle Guards. Always be sure to injure enemy spellcasters every round to prevent them from casting.

EVENTS

Note: The numbers in brackets are the actual [x,y] coordinates of the event. The x coordinate in the game wraps around once it reaches 99.

- 1 [265,85] This is the entrance from the Frost Giant Village. The party sees the bodies of many monsters frozen in the ice. They look as if they could come back to life at any moment.
- 2 [270,83] A Cloud Giant is holding a council with some Frost Giants. He spots the party and accuses it of destroying the Frost Giant Village. Nine Mastodons and five Frost Giants attack as the Cloud Giant gleefully runs back down the corridor.

3 [326,95] The party meets a patrol consisting of five BC Lords, four Legionaries, five Castle Guards and three Legion Wizards.

4 [356,72] A Ranger will detect that the eastern corridor is the most heavily traveled.

5 [358,85] If Vala is with the party she will recognize this area. She mentions the teleporter down the eastern corridor. A Ranger can detect that the path from the east to the southeast corridor is very heavily travelled.

6 [382,72] Three Remorhaz guard a teleporter. The portal leads to building 8 in the Well of Knowledge.

7 [378,88] The frozen carcasses of several Hydras are being guarded by five Cloud Giants and four Sub-Adult White Dragons. If the party leaves, it will have to fight six 12-Headed Hydras as well when it returns.

8 [390,83] The Black Circle has a guard post here, manned by three Ancient Red Dragons. It is highly recommended that the party cast Bless, Prayer, Haste, Enlarge and Resist Fire on as many characters as possible before this fight.

9 [409,77] The party detects a low rumble to the east.

10 [423,77] The noise is louder and sounds like the shouts and roars of creatures engaged in combat.

11 [427,77] The noise comes from the east. A Ranger can detect that many heavy objects have been dragged into the corridor to the north.

12 [425,74] This corridor is filled with the bodies of enemies. If the party is searching it has a 50% chance of finding up to 254 gold pieces, 50 platinum pieces, five gems and four pieces of jewelry on the bodies. However, the party will also meet many patrols similar to the one at location 3.

13 [429,77] Four Cloud Giants, escorted by five Sub-Adult White Dragons, are dragging bodies up to the corridor behind the party. They will immediately attack. They carry 30 gems and three pieces of jewelry. Three Ancient White Dragons will then arrive to avenge their comrades.

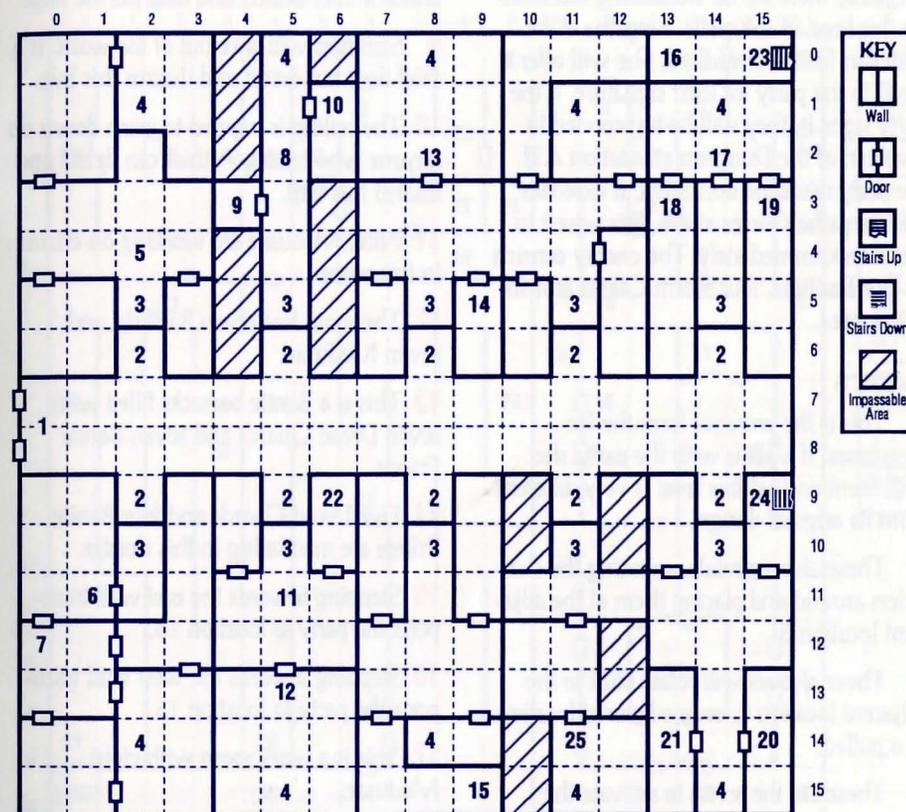
14 [436,82] Another guard post of three Ancient Red Dragons. Prepare for this fight as in location 8 above.

15 [441,81] Here the Black Circle forces are attacking the spirit of Oswulf. The fight seems to be a stalemate, though the evil forces have large reserves. Five Cloud Giants and four Sub-Adult White Dragons break off from the fight and turn to meet the party. After defeating them, the party will be attacked by five Castle Guards, four Legionaries, three BC Wizards and three Legion Wizards.

It's a good idea to have Bless, Prayer, Enlarge, and Haste cast on the characters before this series of fights. Resist Cold is also wise and the mages should cast their strongest Invulnerability Globes (after casting all other spells).

16 [441,80] Here stands the spirit of Oswulf. The party must have the Staff of Oswulf in order to pass him and enter the castle. The spirit will provide the party with a Silver Long Sword +5 and a Silver Shield +5.

W. CASTLE ENTRANCE



W. CASTLE ENTRANCE

Synopsis: This level of the castle has been converted into a maze of traps and monsters. The Dreadlord had become paranoid before he was frozen. He designed the rotating alcove to confuse and bewilder his enemies and spread many traps to catch the unwary. With the party's entrance the long frozen monsters begin to revive and harry the characters.

Resting: Once the Dreadlord is dead it is safe to rest anywhere. Before then the more difficult the play level, the less likely it is that the party will be able to rest successfully. The monsters that will interrupt the party are Medusae, Storm Giants and Driders.

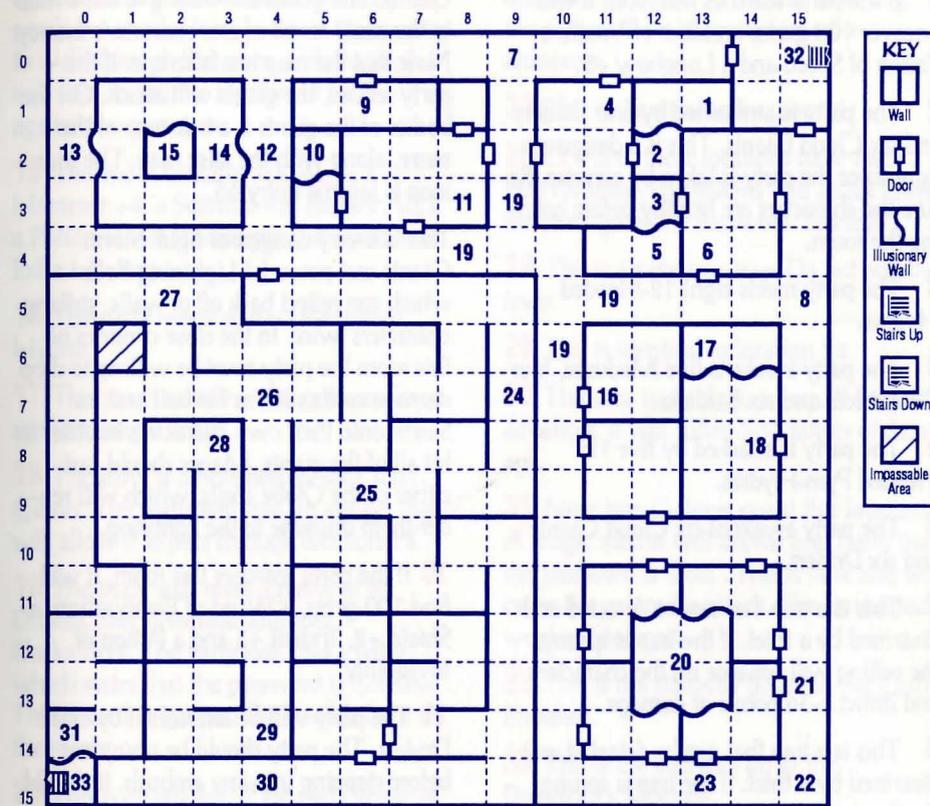
Wandering Monsters: Except for Sargatha, there are no wandering monsters on this level of the castle. Sargatha is the castellan for the Dreadlord. She will offer a scroll to the party for their signature. If the party signs it, they will be transported to level ten of the Dungeon at location 4. If the party reads the document, it explodes and Sargatha's forces attack. It is wisest to just attack immediately. The enemy consists of four Basilisks, four Storm Giants and six Medusae.

EVENTS

- 1** This is the entrance from the Ice Crevasses. If Vala is with the party, she will mention that this level is very different from its original design.
- 2** These alcoves rotate, spinning the characters around and placing them at the adjacent location 3.
- 3** These alcoves will rotate back to the adjacent location 2, once a lever at location 4 is pulled.
- 4** These are the levers to activate the rotating alcoves from this side. Each corresponds to the alcove directly north or south of it.
- 5** A mad cleric stumbles into the party. He had offended his god and been driven mad as a punishment. He is harmless.
- 6** This is a barracks containing nine Cloud Giants.
- 7** This is the Cloud Giants' officers' quarters. The party must fight six Cloud Giants and four Storm Giants.

- 8** The party will fall into a spiked pit unless a thief detects and disarms the trap.
- 9** Scimitars will slice out of the walls, if a thief does not detect and disarm this trap.
- 10** The ceiling is trapped to crash down on anyone who enters. A thief can detect and disarm this trap.
- 11** Nine Medusae are working on chains in this room.
- 12** The room has seven Basilisks and seven Medusae.
- 13** This is a Banite barracks filled with seven Dread Guards and seven Banite Priests.
- 14** Five Dread Guards and four Banite Priests are meditating in this cloister.
- 15** Stepping towards the east wall transports the party to location 16.
- 16** Stepping towards the west wall transports the party to location 15.
- 17** This is a work room with eight Medusae.
- 18** Five Medusae are exercising eight Basilisks here.
- 19** Four Medusae are training six Basilisks here.
- 20** The party awakens nine Driders here.
- 21** This is an old magic storage room containing four random magic items.
- 22** This is the teleporter to location 13 in the Well.
- 23** This is the stairway to the Middle Level of the Castle.

X. MIDDLE LEVEL OF THE CASTLE



24 This is a stairway down into the Dungeons. It is guarded by seven Driders and six Cloud Giants.

25 A mad dwarven blacksmith will mumble about making parts for Iron Golems. He is harmless.

X. MIDDLE LEVEL OF THE CASTLE

Synopsis: This level is a maze, with many rooms hidden behind illusionary walls. Traps and patrols make the area quite dangerous.

Resting: It is difficult to rest on this level. At the most difficult play levels the party will be interrupted several times before it succeeds in resting. After the Dreadlord is slain, the party can rest safely.

Wandering Monsters: Driders and Cloud Giants patrol the level.

EVENTS

- 1 If the party searches this room it will uncover 100 gems, an Elixir of Youth, a Potion of Speed and a Longbow +2.
- 2 The party is ambushed by four Driders and six Cloud Giants. This is a dangerous fight since the party is taken by surprise. Be sure the characters are healthy before entering the room.
- 3 The party meets eight 12-Headed Hydras.
- 4 The party awakens five Medusae, four Cockatrices and six Basilisks.
- 5 The party is attacked by five 12-Headed Pyro-Hydras.
- 6 The party awakens six Cloud Giants and six Driders.
- 7 This is a trap that can be detected and disarmed by a thief. If the trap is sprung, the ceiling will collapse on the characters and inflict 6-36 points of damage.
- 8 This is a trap that can be detected and disarmed by a thief. If the trap is sprung, the floor will cave in and the characters will take 6-36 points of damage.

9 The party awakens seven Storm Giants. The giants are willing to sell a map to the maze for all of one character's money. Note that the map is a false one. If the party refuses, the giants will attack. On the bodies of the giants is a true map of the maze, along with the false map. The true map is Journal Entry 66.

This is a very dangerous fight. Storm Giants cast powerful Lightning Bolts which can reflect back off of walls, striking characters twice. In the close confines of this room the party must be willing to drop damage spells such as Fireball and Ice Storm onto their own characters in order to hit all of the giants. Mages should cast either of the Globe spells, which will render them immune to the lightning.

10 If the party searches this room, it will find 100 gems, a Wand of Paralyzation, a Shield +2, Trident +3 and a Potion of Invisibility.

11 The party will be ambushed by eight Driders. The party should be uninjured before stepping into any ambush. It should cast Bless and Prayer in order to improve saving throws.

12 This is a trap that can be detected and disarmed by a thief. If the trap is sprung, a volley of ballista bolts will strike the party inflicting 6-36 points of damage.

13 This is identical to location 12.

14 This room is filled with a huge number of Basilisks and Cockatrices. The party needs the amulet from location 18 in order to walk through the room. Otherwise it will face an infinite number of battles against the monsters.

15 This room contains 100 gems, a Hammer +4, a Scimitar +5, Bracers AC3, a Potion of Giant Strength and a potion of Extra Healing.

16 The party meets seven 12-Headed Hydras.

17 This room contains 100 gems and two random magic items.

18 The party is ambushed by six Cloud Giants. The party will find an amulet that will allow it to pass through location 14.

19 The party will meet a patrol of six Driders, four Medusae and four Cockatrices. The party will find a letter which states that the password is 'Steeleye'. This is used to get past the Iron Golems in the maze.

20 This is an old lab. If the party searches, it will find four potions. If the party continues to search it will find three more caches of four potions.

21 The party will spot Sargatha again. She will try to make the party chase her. If the characters give chase they will move to location 22 and trigger the teleportation trap there. If they do not follow, Sargatha sends her force of six Storm Giants, four Cockatrices and four Medusae.

22 This is a trap that can be detected and disarmed by a thief. If the trap is sprung, the party will be teleported into the Dungeon.

23 This is identical to location 21.

24-27 All of these locations have three Iron Golems. The golems will attack unless the party gives the password 'Steeleye'.

28 This is an obvious trap. Do not pull the lever.

29 This is identical to location 24.

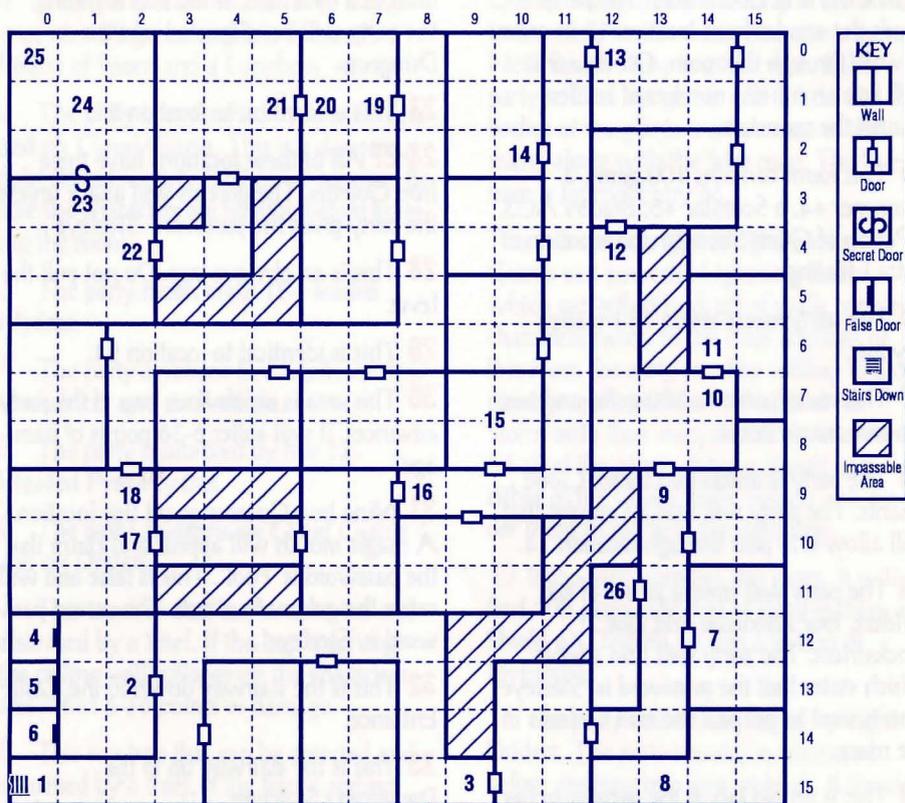
30 This area is an obvious trap. If the party advances, it will suffer 6-36 points of damage.

31 Nine Iron Golems guard this location. A magic mouth will appear and claim that the password is 'Fool'. This is false and will cause the golems to attack. The correct password is 'Steeleye'.

32 This is the stairway down to the Castle Entrance.

33 This is the stairway up to the Dreadlord's Sanctum.

Y. DREADLORD'S SANCTUM



Y. DREADLORD'S SANCTUM

Synopsis: On this level the party must overcome a number of illusions and major guard posts to reach the Dreadlord. This level contains three doors which each require one of the keys found in the Dungeon.

Once the party has located and vanquished the Dreadlord, it must still find the room which houses Eldamar's soul. When the gem which holds the soul is shattered,

Eldamar will be free of the lich's taint and be able to go to paradise with his brother. The glacier will vanish and the evil threat to the town of New Verdigris will end.

Resting: It is difficult to rest without being interrupted here. On the more difficult play levels, the party will be interrupted several times before it can remember spells. If the party is badly wounded, it should use the teleporter at location 26 to return to the Well of Knowledge and rest there. Once Eldamar's soul has been freed, the sanctum is safe.

The party will be interrupted by Cloud Giants, Storm Giants and Driders.

Wandering Monsters: There are no wandering monsters within the sanctum.

- 1 This is the stairway down to the Middle Level of the Castle.
- 2 A guard room containing eight Cloud Giants.
- 3 An illusion of the Dreadlord guards this doorway. If the party attacks the image, it will be teleported to location 4 first, to location 5 the second time and to location 6 on all subsequent times. The party should let the lich attack. This will end the illusion and allow the party to proceed.
- 4 The party is teleported onto spikes and then ambushed by six medusae.
- 5 The party is teleported between four Iron Golems.
- 6 The party is teleported in front of six Iron Golems.
- 7 A teleportation gate stands here which leads to location eight.
- 8 This is the Prison of Delight. The party appears amidst six Iron Golems and six Driders. There is a treasure of 8,000 platinum pieces, 80 gems, 30 pieces of jewelry and eight random magic items. The monsters will not attack unless the party attacks or touches the treasure.
If the party does nothing, then it can rest unmolested in this room.
- 9 Illusionary lightning sheets across this door. Any character trying to pick the locks will take 5-30 points of damage. The illusion fades away when a character bashes through the door.

10 A sign on this door correctly states that it does not lead to the Dreadlord.

11 The room contains four Iron Golems, six Cockatrices and five Dread Guards.

12 A sign on this door correctly states that the Dreadlord is in this direction.

13 This door requires the Silver Key to open. Using any other key will summon five Iron Golems.

14 This room contains a trap which can be detected and disarmed by a thief. If the trap is sprung, the characters suffer 4-24 points of damage.

15 Four inactive Iron Golems are here. They will attack if the inscription on their base is read, or if they are attacked.

16 This door poses a riddle. The answer is 'Oswulf'.

17 Sargatha, six Dread Guards, four Cockatrices and four Banite Priests attack the party.

18 This door requires the Gold Key to open. Using any other key will summon five 12-Headed Pyro-Hydras.

19 A fighter with Plate +5, Shield +5, Girdle of Giant Strength and Long Sword +5 will attack the party along with six Dread Guards, four Medusae and four Banite Priests.

20 This door requires the Brass Key. Using any other key will summon eight Medusae.

21 Six 16-Headed Hydras will attack the party.

22 The Dreadlord is awakened upon the party's entry into this room. He will attack with his guard of ten Storm Giants and six Banite Priests.

This is the most difficult battle in the game. Before entering the room, the characters should cast *Enlarge* on every fighter, and cast *Haste*, *Bless* and *Prayer* on the party. All mages should cast *Globe of Invulnerability* to protect them from the enemy spells.

If the enemy gains initiative and starts casting spells first, the party should retreat around a corner and wait for the monsters to come to the party. Otherwise, cast *Fireballs* and *Ice Storms* to prevent the enemy from casting. The fighters should

move to the Dreadlord and attack him. It is virtually impossible to injure the Dreadlord with spells or ranged weapons. His excellent armor class makes him difficult to hit by any but the best fighters.

The Dreadlord carries a Ring of Invisibility, a Ring of Protection +3 and a Cloak of Displacement.

23 This is the secret door which leads to the Vault of the Soul.

24 This is the Vault of the Soul and contains the gem which holds Eldamar's soul. It is protected by 12 Iron Golems and six Medusae. Winning this battle completes the game.

25 This teleporter leads to location 12 of the Well.

26 This teleporter leads to location 5 of the Well.

Monsters

HOW TO DEAL WITH THEM

The following describes the interesting features of the monsters you will confront as you travel through the game. If the monster is dangerous, then specific combat techniques are included.



Basilisk:

These creatures have a deadly gaze. This can be turned back against them by readying a mirror.



Cockatrice:

Their touch can turn a character to stone. Do not allow them near characters with high armor classes. Use missile fire and spells to kill them.



Crocodile (Giant):

This monster has a damaging bite, but no special abilities.



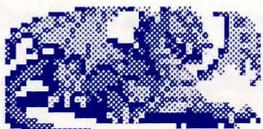
Displacer Beast:

These vicious beasts benefit from a good armor class and saving throws. Their two tentacles can inflict nasty damage.



Ancient Red Dragon:

The breath from this dragon can kill many characters outright. Cast *Resist Fire* on all characters before the battle. During the combat, be sure to spread the party out. Mages should retreat as far as possible and cast damage spells.



Sub-Adult Red Dragon:

These dragons are not as dangerous as their older cousins, but several breaths from them can kill the toughest fighter. Cast Resist Fire on all characters before the battle.



Red Dragon Hatchling:

The weakest of the red dragons, they are still dangerous. If the party meets a group of hatchlings, use mass damage spells such as Fireball and Ice Storm to kill them quickly.



White Dragon:

Not quite as deadly as the red dragons. Cast Resist Cold on all characters before the battle. If the party meets a group of white dragons, use mass damage spells such as Fireball and Ice Storm.



Drider:

All driders are capable of casting spells. They also have an innate magic resistance and a poisonous bite. Be sure to damage as many driders as possible each round to prevent them from using their spells. Protect characters with high armor classes from being bitten.



Ettin:

These large humanoids can cause great damage with their heavy clubs. They have no special defenses so most spells and weapons will be effective.

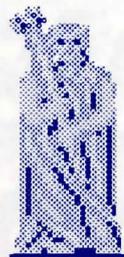


Gargoyle:

The main defense of these monsters is an immunity to normal weapons. Be sure to equip the fighters with magical weapons when battling these creatures.

GIANTS

A ranger does +1 point of damage per level against giants. The Sword vs. Giants is also very effective against them. All giants, except for Storm Giants, throw boulders with great force. Any character with a high armor class should move out of sight of the giants to avoid being hit.



Cloud Giant:

Second toughest of giantkind. They have no special immunities. All mass damage spells are effective against them.



Fire Giant:

They are immune to fire, so do not use fireballs against them.



Frost Giant:

Similar to Fire Giants, but immune to cold rather than fire.



Hill Giant:

Weakest of the giants. They have no special immunities.



Storm Giant:

These giants cast lightning bolts rather than throw boulders. They are immune to electricity. Use mass damage spells to prevent as many as possible from casting. All characters able to cast Minor Globe or Globe of Invulnerability should do so. The globes render the caster immune to the lightning bolts.



Golem, Iron:

One of the deadliest creatures the party can meet. They are immune to all spells, except Lightning Bolt which slows them and Fireball which heals them. Only weapons which are enchanted to +3 or better can do any damage. Their main disadvantage is their slow movement. Be sure to keep anyone who cannot do damage well away from the golem. If the characters are having great trouble, cast Haste to double the number of attacks done by the fighters.



Griffon:

This creature has no special abilities.



Hell Hound:

Their fiery breath is only mildly dangerous. These creatures are susceptible to Dispel Evil. They are not immune to fire.



Hippogriff:

This creature has no special abilities.



Hydra:

The monster's large number of heads allow it to hit most characters, and the damage can quickly add up. The Hydra's main disadvantage is its large size. Maneuver your characters so that the hydras in front block those behind.



Lich:

The deadliest creature in the game. With his undead nature, powerful spells and protective items, the lich is immune to nearly all magic. His excellent armor class and hit points make him difficult to kill quickly. The best chance is to slay the lich's guards and then use a thief to back stab him.



Lizard Men:

These creatures have no special abilities.



Lizard King:

These creatures lead tribes of lizard men. They are tougher and have some resistance to magic.



Margoyl:

These are tougher versions of gargoyles.



Mastodon:

Surprisingly dangerous creatures. Their massive size allows them to hit frequently and with great force. Use mass damage spells to kill them quickly.



Medusa:

Their main attack is a petrifying gaze, which can be reflected back upon them by readied mirrors. Their hair is a mass of poisonous snakes so avoid melee combat when possible.



Megalo-centipede:

These creatures have few hit points and poor THACOs. However, their poisonous bite makes them dangerous in melee combat.



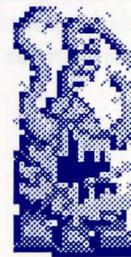
Minotaur:

This humanoid has no special abilities.



Mobat:

This monster has no special abilities.



Neo-Otyugh:

The neo-otyugh's many tentacles allow it to inflict frequent damage. Target this monster first if it is found with others. They are immune to Stinking Cloud.



Ogre:

This creature has no special abilities. Rangers will do extra damage against them.



Otyugh:

Weaker versions of the neo-otyugh.



Phase Spider:

Once these creatures have attacked in a combat round, they are immune to all attacks except area effect spells. Their bite contains a particularly virulent poison. Fireball and Ice Storm are the best choices against them.



Purple Worm:

Large monsters with a poisonous stinger. Their size allows them to hit frequently and absorb large amounts of damage. Try to slay them at range. Otherwise, arrange the characters so that the closest Purple Worms block the others from reaching the party.



Remorhaz:

These worms are capable of swallowing and killing a character in a single bite. Use the tactics described under Purple Worm to defeat Remorhaz.



Slug (Giant):

Subterranean horrors that spit an acid stream. The creatures are immune to bashing weapons such as maces and flails. The spit becomes inaccurate at long range, so low hit point characters should stay far back and attack with missile weapons and spells.



Snake (Giant):

Another creature with a poisonous bite. Try to slay the snakes before they can melee with the party.



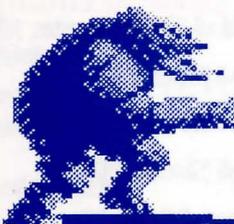
Sphinx:

The ancient creature has spell casting ability, so should be damaged every round.



Spider (Giant):

Beware of the poisonous bite of this monster. Kill them while they are still at range. The Death Spell can be very effective.



Umber Hulk:

Looking into this monster's four eyes can cause confusion. Characters battling this creature may suddenly stare blankly or attack their comrades.



Worgs:

This monster has no special abilities.



Wyvern:

The main danger posed by this creature is its poisonous stinger. As with other poisonous monsters, use ranged attacks to kill them before they close on the party.

Major Magic Items

WHERE TO FIND THEM

Weapons

- Composite Longbow +2** (Well, 20)
- Long Sword +3** (Mine, 11)
- Quarterstaff +3** (Mines, 71)
- Six Arrows +4** (Dungeon, 10)
- Flail +4** (Dungeon, 45)
- Scimitar +4** (Dungeon, 55)
- Quarterstaff +4** (Dungeon, 55)
- Staff Sling +3** (Dungeon, 55)
- Long Sword +4** (Ice Giant Village, 13)
- Silver Long Sword +5** (Eastern Crevasses, 16)
- Hammer +4** (Mid Level of Castle, 15)
- Scimitar +5** (Mid Level of Castle, 15)
- Long Sword +5** (Sanctum, 19)
- Long Sword vs. Giants** (Mines, 81)
- Fine Longbow** (Dungeon, 6)

Armor, Shields and Other Defensive Magic Items

- Scroll of Protection from Dragon Breath**
(New Verdig, 3 & Ruins, 5)
- Cloak Of Displacement** (New Verdig, 3; Ruins, 13; Mines, 81; Sanctum, 22)
- Leather +5** (Ruins, 5)
- Bracers AC3** (BCHQ, 25 & Mid Level of Castle, 15)
- Bracers AC2** (Dungeon, 39)
- Shield +3** (Temple, 7 (x2) & Mines, 11)
- Shield +4** (Dungeon, 45 & Ice Giant Village, 13)
- Shield +5** (Sanctum, 19)
- Silver Shield +5** (Eastern Crevasses, 16)
- Plate Mail +3** (Mines, 11)
- Plate Mail +4** (Ice Giant Village, 13)
- Plate Mail +5** (Sanctum, 19)
- Banded Armor +5** (Mines, 81)
- Ring of Protection +3** (Sanctum, 22 & Mines, 41)

Wands and Necklaces

- Wand of Fireballs** (Ruins, 2; Mines, 21; Dungeon, 55)
- Wand of Ice Storms** (Well, 22 & Mines, 71)
- Wand of Lightning** (BCHQ, 25 & Mines, 71)
- Wand of Paralysis** (Mines, 71; Dungeon, 39; Mid Level of Castle, 10)
- Necklace of Missiles** (Well, 22; Mines, 61; Dungeon, 39)

Miscellaneous Items

- Ring of Invisibility** (Ruins, 13 & Sanctum, 22)
- Girdle of Giant Strength** (BCHQ, 25 & Sanctum, 19)
- Ring of Fire Resistance** (Mines, 11)
- Periapt of Health** (Mines, 21)
- Boots of Speed** (Mines, 31)
- Stone of Good Luck** (Mines, 51)
- Eyes of Charming** (Mines, 61)
- Ring of Wizardry** (Mines, 71)

Descriptions of Some Items

Silver Shields:

These reflect Basilisk and Medusa gazes just like mirrors.

Periapt of Health:

If Readied, the wearer is immune to disease.

Boots of Speed:

When Readied these boots double the wearer's movement.

Stone of Good Luck:

If Readied, the wearer gains a +1 to most saving throws.

Eyes of Charming:

Whenever this device is used, it casts a Charm Person spell. This item does not run out of charges.

Ring of Wizardry:

When Readied by a Magic-User, the wearer can memorize twice as many fifth level spells as normal.

Journal Entries: True or False?

The following Journal Entries are true:

1, 2, 3, 4, 5, 6, 7, 12, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 29, 30, 31, 32, 33, 35, 37, 38, 39, 40, 41, 43, 44, 45, 47, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 60, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71

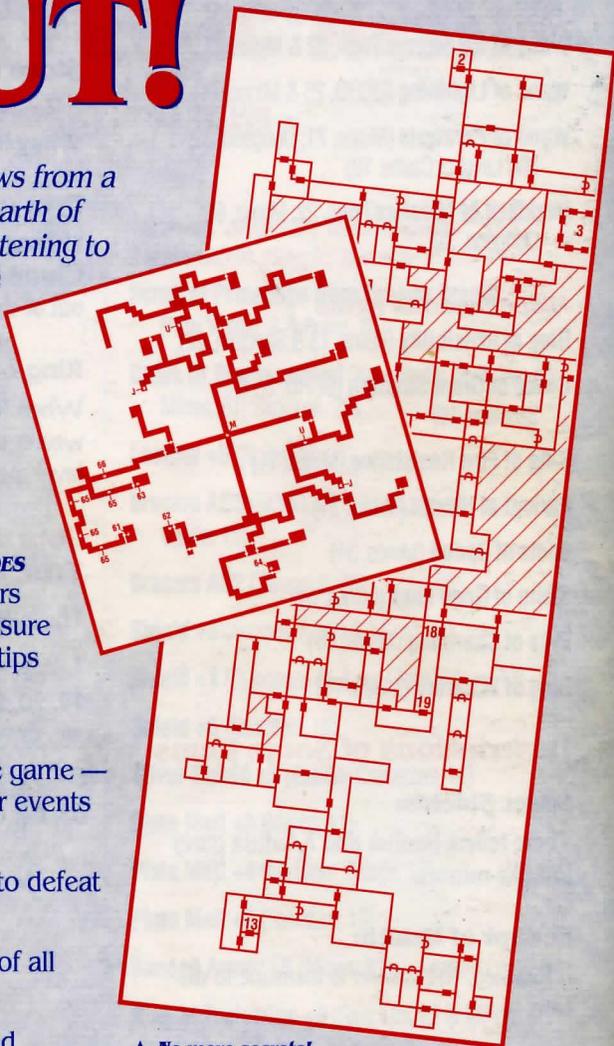
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