

# Advanced Dungeons & Dragons

2<sup>nd</sup> Edition  
Adventure

## EYE OF THE BEHOLDER



Darkness has engulfed the town of Waterdeep and legend has it that the criminal conspiracy behind it is hiding in the sewers. Who could be at the heart of this evil? And can anyone survive to find out?

# Eye of the Beholder

## Adventure Module EY1

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## **Foreword**

Eye of the Beholder is a role-playing video game made for personal computers and video game consoles developed by Westwood Associates. It was published by Strategic Simulations, Inc. in 1991, for the MS-DOS operating system and later ported to the Amiga, the Sega CD and the SNES. The game used a simplified version of the rules for Advanced Dungeons & Dragons 2nd edition, in the Forgotten Realms campaign setting.

The game had the players hired by the lords of Waterdeep to investigate an evil residing under the city. It had an Absurdly Spacious Sewer, not just one but two ruins of lost civilizations beneath Waterdeep, and an infamous ending, where the player was treated a window of text before dumping them back to DOS (the Amiga version, however, added a proper ending cutscene).

However it was a good game with an interesting storyline. I originally decided to convert it into a tabletop module in order to use to introduce my children to dungeons and dragons. This involved getting the complete maps and information from the Eye of Beholder cluebook, as well as copying what the players are told during gameplay by watching others play through the game on youtube.

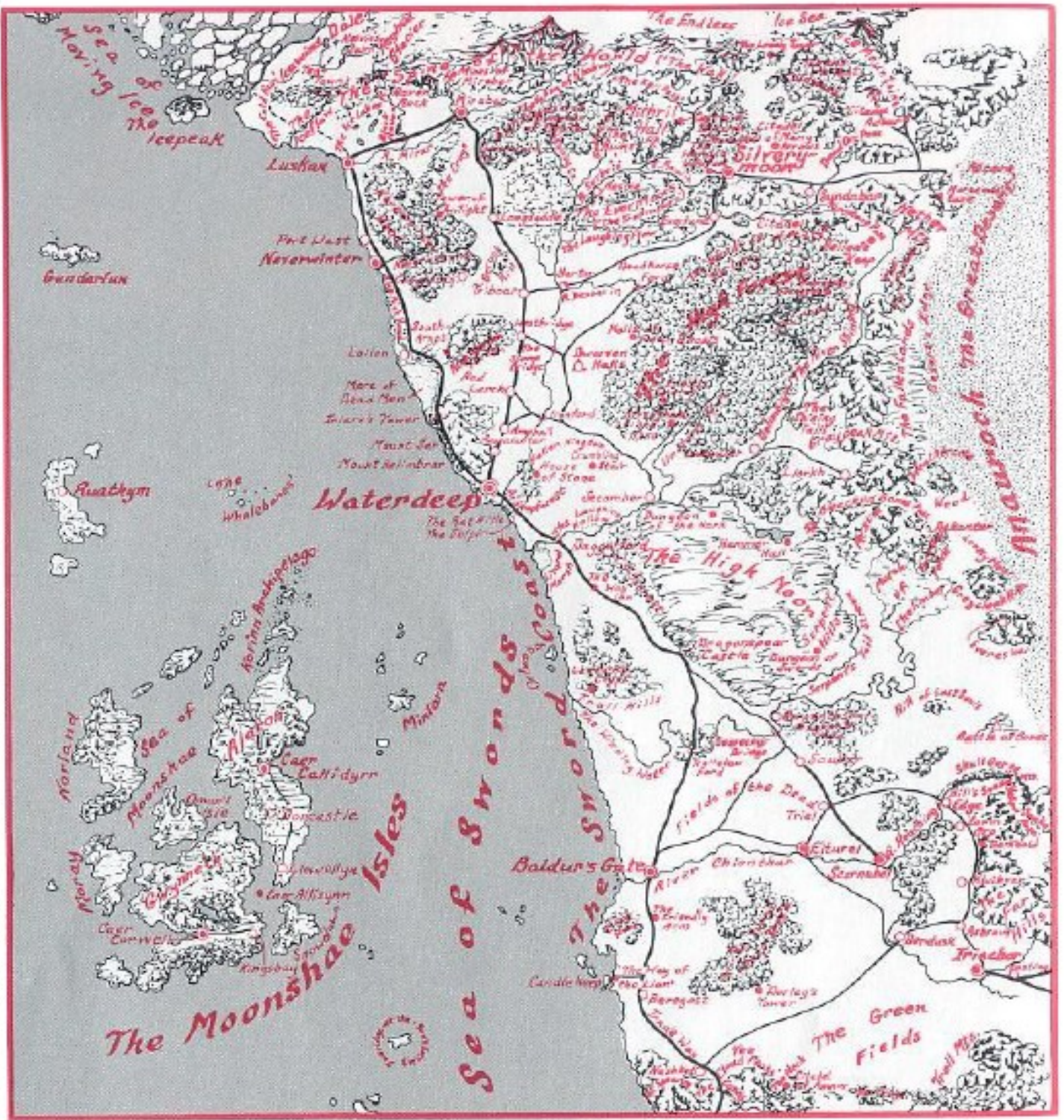
And now here is the final product, Eye of the Beholder recreated as a module as best as I could.

Enjoy.









**Legend:**

- City, Village
- Important Site
- Mine, Dwarf City
- Ruin
- Roads, Fords, Bridges
- Streams, Lakes
- Woodland
- Marsh

**MILES**

0 100 200 300 400 500 600

# THE AREA AROUND WATERDEEP



## **The History of Waterdeep**

### The Early Years

A thousand years ago the city of Waterdeep was merely a stopover for merchant ships trading in the northern lands. The scattered human tribes would 'come to the coast and trade furs for the traders' baubles, metal weapons and tools. IF trading was poor, the merchant ships would hole up in the deep bay and fill their holds with lumber to cut their losses. Several local tribes came to settle and farm the clear cut lands. A year-round trading settlement soon grew along the shores.

Soon the new wealth spawned a battleground. Warrior tribes raided the farms. Several warlords waged battles for domination of the coveted trading base and fertile fields, Finally a chieftain named Nimoar seized the farms and the ramshackle docks and buildings of the trading enclave. Nimoar ordered a log palisade and earthen embankments built around the trading enclave. The following spring the newly fortified community repelled several pirate and tribal raids and began to prosper.

### The Troll Wars and the Growth of Waterdeep

Under Nimoar's rule Waterdeep grew from a trading enclave to a small fortified city, While the city grew, further to the north orc tribes too were expanding their territories, The ores had outgrown their mountain strongholds and were streaming into the lands below. Dwarves and elves took the worst of the onslaught, with only occasional ore raids troubling the scattered human tribes or the new city of Waterdeep. The real threat was the tribes that the ore push had displaced and driven south, most notably the "everlasting ones," as trolls

were then called. Nimoar died of old age at the beginning of this war. The young, warlords who followed the old leader led the men of Waterdeep in valiant defense. The city swelled with refugees seeking the high walls of safety. The struggles continued in stalemate for a decade, until a youthful northern mage named Ahghairon helped tip the balance. The 'everlasting ones' were destroyed or scattered. Fearing further attacks, the men of the city raised a small keep on the slopes of Mount Waterdeep. The keep commanded all land approaches to the city. Any troll attackers would be met with a deadly rain of fire arrows, Many who had moved to the city for safety during the Troll Wars stayed on and expanded the walls several times to encompass the new farms.

### The First Lords of Waterdeep

'After the Troll Wars, the free city of Waterdeep was ruled by War Lords. The young mage, Ahghairon, gained knowledge and power until he became a great mage. Somewhere in his studies or travels, he discovered a supply of Potions of Longevity, The never aging wizard offered his wisdom and experience and became a fixture in Waterdeep politics. In his 112<sup>th</sup> year, Ahghairon had a falling out with Raurlor the Warlord of Waterdeep. Raurlor wanted to use the city's great wealth and force-of-arms to wage a war of conquest. Ahghairon defied the Warlord in public, before a large gathering of citizens and officials. When Raurlor ordered the wizard bound and imprisoned, Abghairon rose into the air, out of reach of the guards and the angered Warlord. When Raurlor drew his weapon and attacked the wizard. Ahghairon answered the affront by

changing the sword into a venomous viper. The Warlord was bitten and died in writhing agony. Ahghairon gathered all the captains of Waterdeep and all of the great families. While runners were sent to bring them to the palace, flames roared and crackled around the Warlord's empty throne. When the last of the attendants arrived, Abghairon gestured and the flames disappeared, leaving the seat unharmed. The wizard sat on the throne and declared himself the first Lord of Waterdeep, proclaiming that henceforth wisdom and not armed force would rule in the city. Ahghairon assembled the first Lords. Each had an equal vote, even the powerful Wizard. When they appeared in public the Lords went hooded, and their identities were kept secret. The Lords were to be above petty politicking and influence, and together their word was supreme law.

#### The Guildmasters War

Abghairon and the other Lords ruled well and wisely for two hundred years. The Lords directed that roads be built. Guilds were formed to regulate the burgeoning trades and crafts for which the city was becoming famous. The city grew fivefold and walls were expanded twice more during this time. After many years of peace and wise rule, Ahghairon's vitality failed. The magics that had kept him young were no longer sufficient to keep the years at bay and the venerated wizard died. The whole city grieved, and he was interned with the greatest honors ever known before or since. Several who had tutored under the old mage placed potent magical wards and protective spells around his resting-place—which is believed to remain inviolate to this day. During Ahghairon's waning days, several powerful Guildmasters quietly learned the

identities of nearly all of the Lords of Waterdeep. When the old mage was interred, the Lords were assassinated and the Guildmasters vied for control. The Guildmasters ruled for six short, bloody years. All but two of the original masters were slain. Only Lhorar Gildeggh Master of the Shipwrights, and Ehlemm Zoar of the Gemeutters ruled. These two ruthless manipulators were evenly matched foes and the city suffered under their incessant maneuvering and conflict. Open warfare between the factional forces was common. At length they both sickened of the bloodshed and formed a truce. Two thrones were set in Castle Waterdeep, and from them the two Lords Magister, as they were called, argued and issued decrees.

#### The Return of the Lords

One day two people came to the Court of the Lords Magister. They wore the black robes and hoods as had the old Lords of Waterdeep. No one knew where the masked pair had come from. If they were legitimate, why they had stayed silent so long! When they came before the Magisters they commanded the two guildmasters to leave the city forthwith. The Lords Magister refused, laughing at the impudence of the pair. The shorter of the robed pair gestured, and the erstwhile rulers and their twin thrones disappeared in a fiery blast of fire and lightning. The two robed ones had indeed been Lords of Waterdeep. The shorter was the Lady Shilam, once apprentice to Ahghairon himself and his undeclared heir as first Lord of the City. The other was a carpenter named Baeron. The two were the junior most of the old Lords, and their identities had not yet been discovered by the greedy guildmasters.

Baeron called for the city leaders and the heads of the noble house to gather, or to leave the city forever. Speaking as Ahghairon had so many years before, Baeron declared to the nobles and an assembly of citizens that the fratricide of the Guild Wars “must not happen again.” If the city was to be safe, he told them, all must support his plan as they had supported Abghairon before. The two remaining Lords, he told the assembly, would gather more as in the past. To dramatize his faith, the man removed his hood and declared, Lam Baeron would be Lord as Abghairon was before. All would be safe in my city again,” And so the present reign of the Lords of Waterdeep began.

#### The New Reign of the Lords of Waterdeep

Peace returned to the city when the new Lords were formed. To better protect the identities of the new members, Baeron selected certain citizens of character and appointed them Magisters, or “Black Robes” as they were soon called, after their robes of office. The Magisters were below the Lords in power, but could judge and apply the laws in daily affairs. The Lords themselves now meet in very secure privacy and seldom deal in official capacity with any other than the Magisters. Slowly the people of Waterdeep came to fully accept that the new reign would be a long-lasting and just rule. Waterdeep has grown to unrivaled might and respect, truly deserving the title “Crown of the North.”

#### The Lords Today

After the tradition of Ahghairon and Baeron, one Lord always remains unmasked—to give the Lords a public voice and face, The current chief Lord is Piergeiron, also known as “Paladinson”

for his famous paladin father, Athar the Shining Knight.” Paladinson is also both the Commander of the City Watch and Warden of the Guard. He speaks slowly and carefully, hiding a keen mind behind a taciturn exterior. As always, rumors abound about the other Lords’ identities. Some say Paladinson’s wizard friend and confidant Khelben Arunson is surely a Lord, Of course, the number of names bandied about is much greater than the actual number of Lords.

Now, darkness has engulfed the town of Waterdeep and legend has it that the criminal conspiracy behind it is hiding in the sewers. The locks and the traps in the twisting labyrinth beneath Waterdeep are too good and Skeletons and Kobolds lurk around every corner. Who could be at the heart of this evil? And can anyone survive to find out?

A new evil is plaguing the city of Waterdeep, stalking the streets and preying on its citizens. Though initially thought to come from afar, this great evil, known only as Xanathar, instead resides within Waterdeep and, if not stopped, threatens to overwhelm the city. The Lords of Waterdeep believe that the evil lurks in the sewers below and have commissioned a party of adventurers to investigate and foil this nefarious plot. Granted full rights of marque and ownership of any treasure, artifacts or valuables you find on your quest, you must venture into the chasms, discover the nature of this evil and destroy it by any means necessary.

The lords of the city of Waterdeep hire a team of adventurers to investigate an evil coming from beneath the city. The adventurers enter the city's sewer, but the entrance gets blocked by a collapse



caused by Xanathar, the eponymous beholder. The team descends further beneath the city, going through Dwarf and Drow clans, to Xanathar's lair, where the final confrontation takes place.

### The Adventure

The lords of the city of Waterdeep have grown concerned with mysterious happenings within the city. Luckily, Khelben "Blackstaff" Arunsun looks into lords' concerns — that an unknown evil poses a threat to Waterdeep. There are rumors of assassins wondering the streets, so the mage visits both Amn and Calimshan, as such places had given Waterdeep issues in the past. He, however, finds no evidence of devious plots outside of Waterdeep, and believes such evils must be coming from within. Arunsun's informants are clear on one thing — the word Xanathar recurs with great persistence.

The wizard uses his mages to detect evil, but cannot locate its exact source. After this, Khelben writes to Piergeiron the Paladinson, Open Lord of Waterdeep. He warns that the evil must come from inside Waterdeep, or more, under their very noses. Khelben returns to the council and tells Piergeiron to hire adventurers to look where they haven't — under the city. The council holds a ceremony, and write up an official document known as the commission and letter of Marque, to be given to the adventurers.

### The Meeting

Piergeiron, the chief Lord of Waterdeep, has called the party to a meeting and gives you the following letter:

*Piergeiron,*

*I have investigated your concerns my friend and I am afraid the news is not good, More than that, it is maddening and frustrating. The signs of evil are clear, as you know, and growing. Before I left heard rumors of assassins in the city, by Tyn Tn Waterdeep! I am not sure what to believe anymore.*

*I have visited both Ann and Calimshan, these cities have given us trouble in the past. I suspected that our problems now might be their doing but I find no evidence of it. My informants seem clear on this point at least. None have even heard of our elusive Xanathar. No, these traces of evil are not from outside Waterdeep, but from within... or perhaps below? My magics did detect evil but not the source. All our attempts to find its cause have been for naught. The only thing we have "learned" is that the name Xanathar recurs with grave persistence, Where have we NOT looked, Paladinson my friend? Where is it the City Watch never patrol? Where would YOU hide from the Watch and the Lords of Waterdeep without leaving the area of the city? I can only think that we are overlooking something under our very noses.*

*I will return to the Council soon, my investigations here are clearly fruitless. But do not wait for me —hire adventurers as the others have suggested. They may not have our biases, Perhaps a new outlook will help.*

*Your trusted friend,*

*Khelben*

“The sewers” Piergeiton says. “I would hide in the sewers. And that is where I think you should start” He hands you an official document with the seal of Waterdeep prominently displayed.

*Commission and Letter of Marque*

*This document is a binding commission of service to the Lords and sovereign city of Waterdeep. The bearers of this document are agents of the Lords of Waterdeep and have granted full rights of passage beneath the city of Waterdeep. Those who would dare interfere risk the full penalty of our wrath. Information has been presented to us that there is a plot afoot in our city. Evidence points to the sewers that run beneath Waterdeep. We have no information about the exact nature of the threat, but we feel the urgency is grave. We commission you to find the nature of the danger, and to destroy it if you are able. You are granted full rights of marque, All treasures, artifacts or other valuables are yours by right of conquest. This writ is made legal and binding by our mark on this fifth day of Marpenoth in the year of Shadows.*

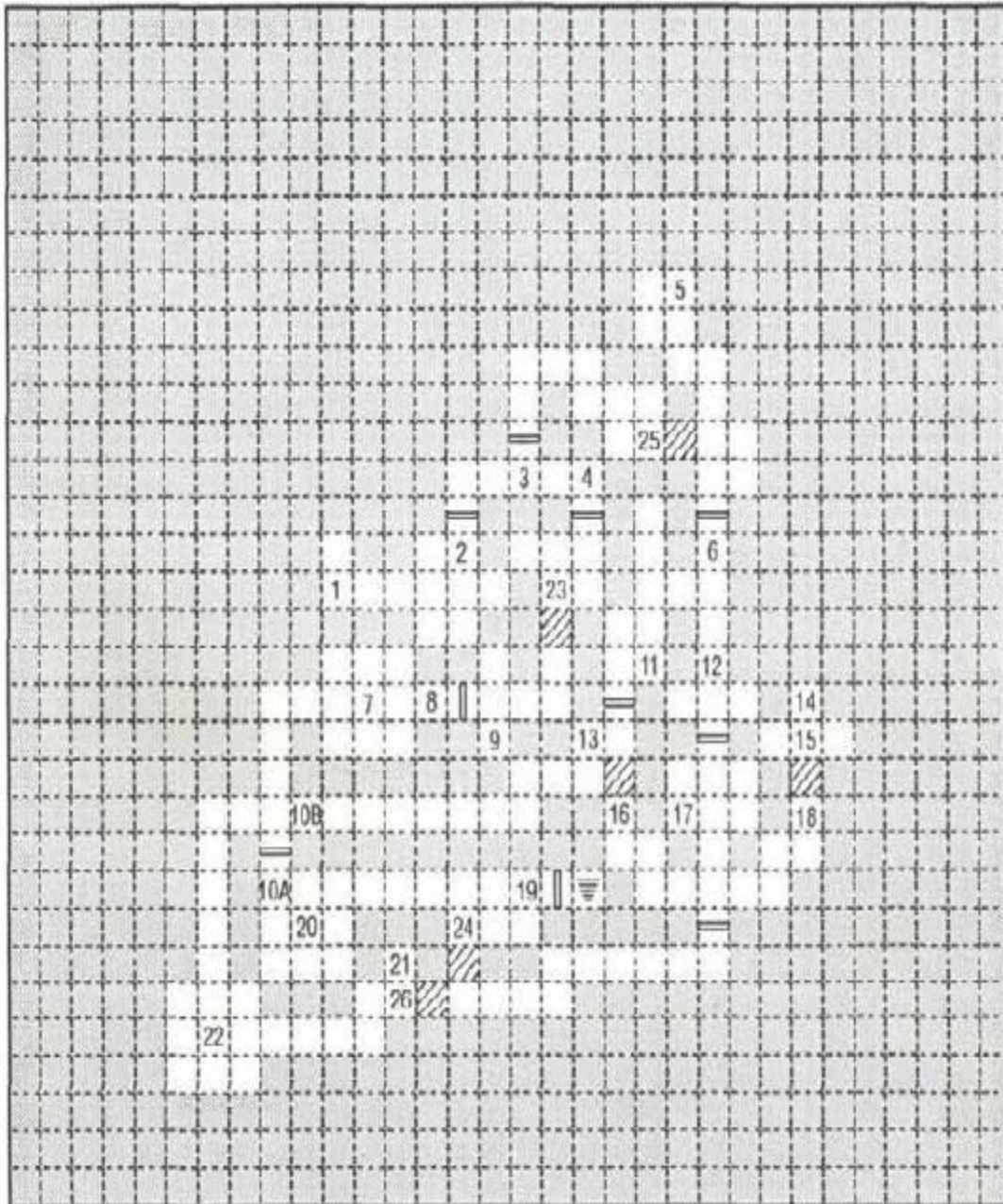
The Heroes of Waterdeep accept the commission and letter of Marque.

Two days before the adventuring group are due to search underground, the captain of the guard intercepts a drow

scout that is spying on the council. Under interrogation, the drow reveals the disturbing plan of an evil beholder (who had recently teleported the elf to the surface). The spy reveals that the beholder crime lord, Xanathar, inhabits the lowest parts of the Waterdeep sewer system. The guards confiscate the drow's package of information, and Khelben sends it to the adventuring group.

With the official document, basic adventuring gear and a package of information, the adventurers enter the city's sewer system. As they descend, the entrance gets blocked by a sudden collapse, all planned by Xanathar. The team must descend further beneath the city, going through dwarf and drow territory, to Xanathar's lair, where the final confrontation takes place.

Level 1 — Upper Sewer Level



- Wall
- Hall
- Door
- Illusionary or Moveable Wall
- Stairs Up
- ↓ Stairs Down



### Level 1—Upper Sewer Level

Walls: Red brick walls covered with slime.

Monsters: Kobolds and Leeches inhabit this level.

The first level of the sewers is inhabited by Kobolds and Giant Leeches. The Kobolds are very weak and only have a melee attack but sometimes walk around in packs. The Leeches are slightly tougher and slower but also can only attack from close range.

#### Locations and Events:

1. This is the cave in area where you begin the game. There are 2 rocks here.
2. The lever on the north wall of this room opens the door. Present here are the Halfling bones of the thief Tod Uphill and his lockpicks.
3. There is a Kobold wandering in this area. If you go through the door north of here, walls appear in areas 23 and 24. If you go east, walls appear at areas 25 and 26.
4. There is a Kobold rune on the east wall, it reads: "Entrance".
5. There are 4 Kobolds patrolling this area. There are also rations on the ground for 4.
6. There are 4 Kobolds are in this area. A pressure plate on the floor opens and closes the door to the north. There is a button on the north side of the door on the south wall that also opens and closes the door.
7. There are 5 Kobolds, one with a mage scroll of Detect Magic in this area. There

are also two rations in the south-west corner of the room.

8. There is a pressure plate in front of the door. Weight on the plate opens and closes the door.
  9. There is a button on the west wall that opens and closes the door.
- 10A and 10B. This door is opened by a button that moves depending on from which direction you approach. If you go east at location 3, the button is on the west wall at location 10A. IF you go north at location 3, the button is on the south wall at location 10B.
11. There is a large rock in the southeast corner of this room.
  12. There is a pressure plate here. Placing weight on it causes the south door to open. Place an item on the plate to keep the door open.
  13. A lever on the north wall opens and closes the door.
  14. In the north alcove is a +2 dart.
  15. There is a hole in the ceiling here
  16. There is a secret brick on the west wall that opens a hidden passage to the north.
  17. There is a large rock here.
  18. There is a secret brick on the east wall that opens a hidden passage to the north.
  19. There is an arrow in the southeast corner of this room. Place any item on the pressure plate in front of the door,

then push the button on the east wall. This causes the door to slay open. Behind the door is the ladder leading down to level 2, location 1.

20. 3 Leeches inhabit this area. There is a medium shield in the southeast corner of the room.

21. In this alcove there is a shelf carved into the north wall. On the shelf are 2 scrolls: a mage's Armor spell and a cleric's Bless spell. There are 2 Kobolds guarding this area.

22. There are 3 Leeches in this area.

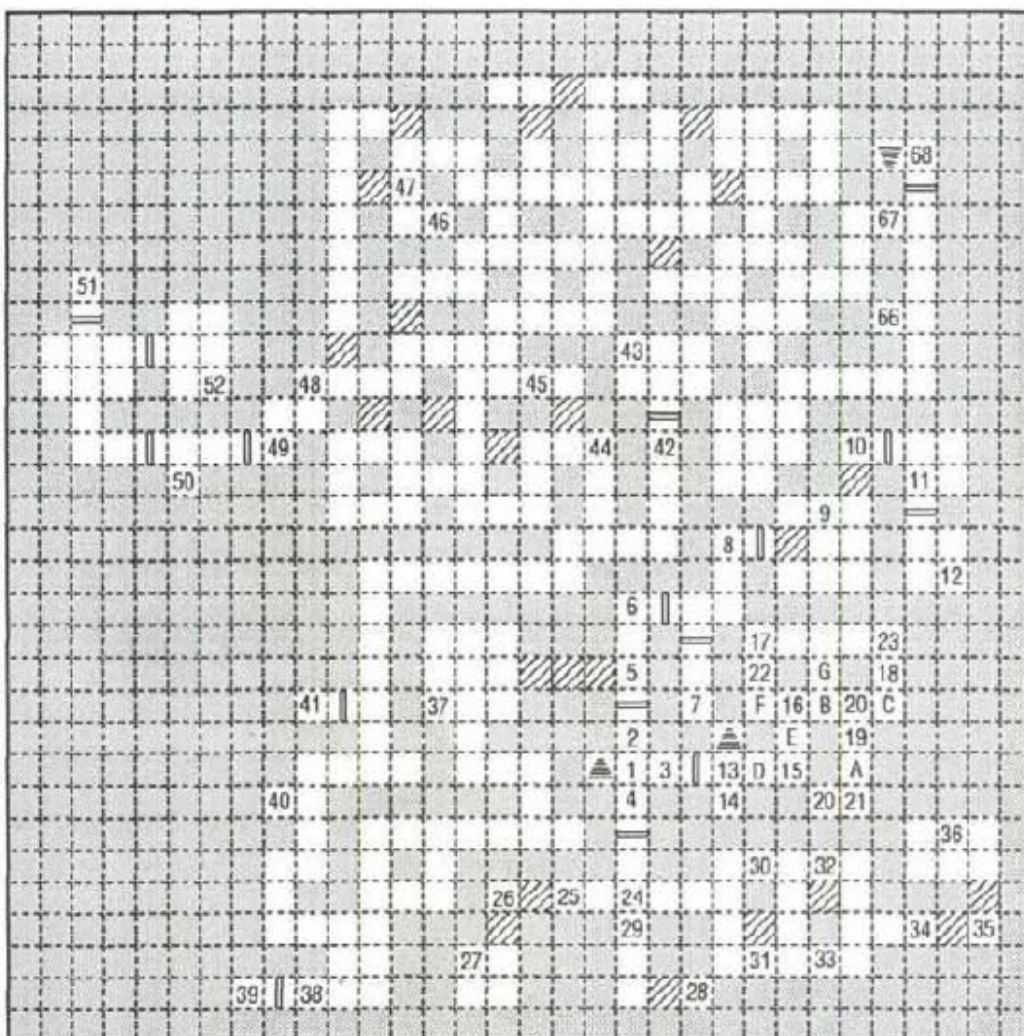
23. If you went north through the door at location 3, a wall is here.

24. If you went north through the door at location 3, a wall is here.

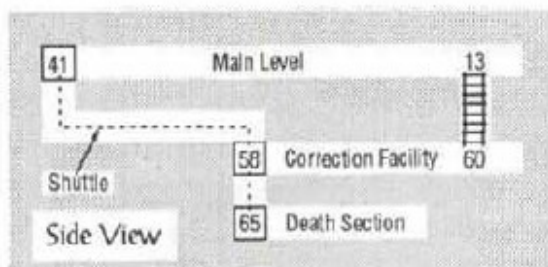
25. If you went east at location 3, a wall is here.

26. If you went east at location 3, a wall is here.

### Level 2 — Middle Sewer Level

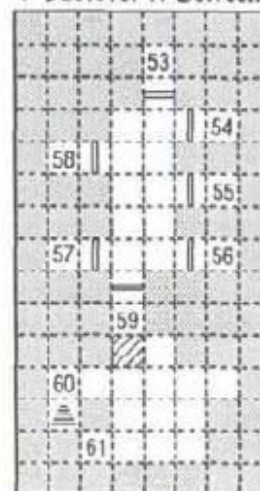


Main Level

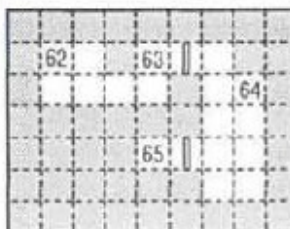


- Wall
- Hall
- Door
- Illusionary or Moveable Wall
- Stairs Up
- Stairs Down

▼ Sublevel 1: Corrections Facility



◀ Sublevel 2: Death Section





## Level 2— Middle Sewer Level

Walls: Red brick walls covered with slime.

Monsters: Skeletons and Zombies inhabit this level.

Level 2 of the Sewers is filled with Undead. They can be turned by a Cleric if they have a Holy Symbol in one of their hands. Skeletons attack quickly and take half damage from piercing and slashing weapons. Zombies attack more slowly. Both Skeletons and Zombies can group together into a party of four creatures.

This area contains rotating floors tiles and teleports, making the level much more difficult than it needs to be. The players will need to keep an eye on their compass to make sure they're not getting turned around and to see when they get teleported from one section to another.

### Locations and Events:

1. There is a ladder on the west wall leading up to level 1, location 19, as well as a silver key lying on the ground.
2. Insert a silver key in the west keyhole to open the door. Once a key is inserted in any lock, it is gone forever — but there are others.
3. Insert a silver key in the north keyhole to open the east door.
4. Insert a silver key in the east keyhole to 'open the south door.
5. When you have taken the items at locations 12, 17, and 34, come back to this point and the passage to the west wall will have opened completely. There

is a message on the wall: "Only the strong shall pass."

6. Push the button to get the door to open part way. The door must then be forced fully open. To force the door, a STR of 18 is needed.
7. The only way this door can be opened is by forcing it. Be careful, behind the door waits a Skeleton. There is a Potion of Vitality here that will refresh a hungry character.
8. There is a dagger inscribed on the north wall. Throw a dagger, dart, or rock through the gate to hit the button on the east wall and the wall disappears, revealing location 9.
9. Push the button on the north wall to open the secret passageway to the north.
10. This door must be forced open.
11. The south door must be forced open. There is a Zombie in this room.
12. The carved shelf in the wall contains rations, a silver key, and a Potion of Giant Strength. If you picked the lock at location 2, the key here will have disappeared. Take the items and one of the blocks west of location 5 disappears.
13. The ladder on the north wall leads down to a room at location 60 beneath the pits to the east.
14. Pull the lever to close and open pit D to the east.
15. This area is safe to step on. A pit lies to the north — Do NOT step into it. You will drop below into location 60 on the Correction Facility sub-level and take

damage. Throw any item north, over the pit, onto the pressure plate just beyond it. This closes the pit so you can safely cross it.

16. This pressure plate closes pit E to the south when there is weight on it. As soon as there is no weight on the plate, the pit opens.

17. There is a shelf in the wall. The shelf contains rations and a silver key. If you picked the lock at Location 3, the key here will have disappeared. Take the items and one of the blocks west of location 5 disappears.

18. This pressure plate opens and closes pit.

19. This button opens pit B and closes pit A and vice versa.

20. There are rations here.

21. It is safe to step here.

22. It is safe to step here.

23. It is safe to step here.

24. When you step here, the square magically rotates the party 90 degrees to the right — Check your compass when centering this area.

25. The wall to the east indicated by the Orcish rune of passage is an illusion. These markers always indicate illusionary walls.

26. There is a mage scroll of Shield on the floor. The walls to the east and south are illusions indicated by runes of passages.

27. There are two Zombies in this room. There is a dagger inscribed on the west wall.

28. The wall to the west is an illusion created when you step on this pressure plate. There is an inscription of a dagger on the south wall and one rock here,

29. There is a sling here.

30. If you step into this area, your party is teleported to location 33 and rotated 180 degrees — Watch your compass. The best strategy is to go through the illusionary walls that are indicated by runes of passage.

31. If you step into this area, your party is teleported to location 32 and rotated 180 degrees — Watch your compass. See location 38 for best strategy. There is an illusionary wall to the north.

32. Your party is teleported here from location 31. There is an illusionary wall to the south.

33. Your party is teleported here from location 30.

34. There is a shelf in the south wall that contains rations and a silver key. If you picked the lock at location 4, the key here will have disappeared. The wall to the east is an illusion. Take the items and one of the blocks west of location 5 disappears.

35. The walls to the north and west are illusions. This can be indicated by the runes of passage on the walls. There are two arrows here.

36. There are rations in the southwest corner of this room.

37. There is a stone dagger in the south-west corner of this room. Take the stone dagger — it is used as a portal key in the lower levels.
38. Throw a dagger, dart, or rock through the gate to the east. The item will land on the pressure plate at location 39 and open the gate.
39. There are rations and a Potion of Extra Healing in this alcove.
40. This area is the RATS. — Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported just east of location 66.
41. This room is a shuttle between the main part of level 2 and the two sublevels. To operate the shuttle, step into the room, close the door, and press the west button. IF you look at the south wall, you can find out which sub-level you are on. There are three sub-levels: Main Level (which you are on), Correction Facility, and Death Section.
42. Place the silver key in the keyhole on the east wall to open the door to the north.
43. There are a pair of fine leather boots and rations in this room.
44. There are 2 +D4 Zombies patrolling in this general area.
45. There are 2 +D4 Zombies patrolling in this general area.
46. There are rations here.
47. There are 2 +D4 Zombies patrolling in this general area.
48. There are 2 +D4 Zombies patrolling in this general area.
49. This door must be forced open.
50. Place an item on the pressure plate to open the door.
51. There is a button on the north wall — Do not push it. It will change many of the altered walls in the northern half of level 2. It will open some walls and close others. The lever in this room opens the door in location 82. There are four skeletons in this room. The door must be forced open, but you can fire ranged attacks at monsters through the opening.
52. There are two Zombies in this room and a Potion of Healing.
- Correction Facility 53-61
53. There are two Skeletons in this cell.
54. There are two Skeletons and a bow in this cell.
55. There are two Skeletons in this cell.
56. There are two Skeletons and a mage scroll of Invisibility.
57. There are two Skeletons here.
58. This room is a shuttle between the main part of level 2 and the two sub-levels. To operate the shuttle, step into the room, close the door, and press the west button. If you look at the south wall, you can find out which sub-level you are on. There are three sub-levels: Main Level (which you are on), Correction Facility {which you are on}, and Death Section.



59. When you press the secret brick on the west wall, it removes the southern wall. There are two Skeletons here.

60. The ladder on the south wall leads up to location 13.

61. There is a Potion of Healing here.

#### Death Section 62 - 65

62. There is a gold key in this area.

63. This door must be forced open. There are also three zombies in this area.

64. There is a rock here.

65. This room is a shuttle between the main part of level 2 and the two sub-levels. To operate the shuttle, step into the room, close the door, and press the

west button. If you look at the south wall, you can find out which sub-level you are on. There are three sub-levels: Main Level, Correction Facility, and Death Section (which you are on).

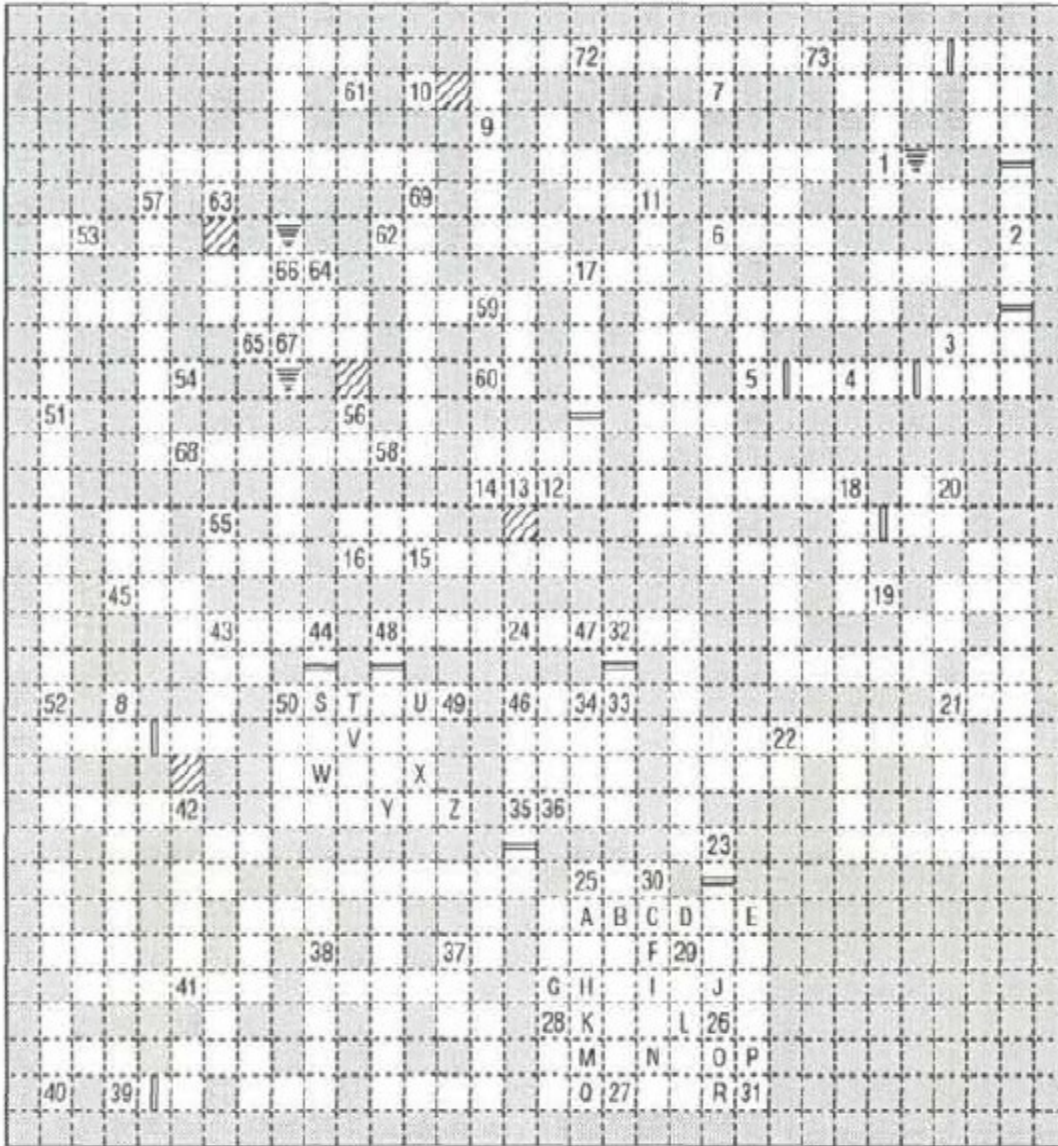
66. This area is the R-A.TS. Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported just east of area 40.

67. Put the gold key into the north keyhole to open the door.

68. On the west wall is the ladder down to level 3, location 1.

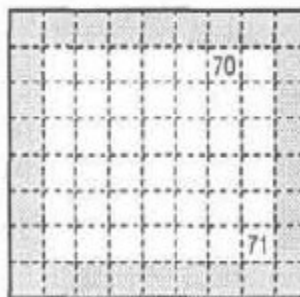
A-G. Pits

**Level 3 — Lower Sewer Level**



Main Level

-  Wall
-  Stairs Up
-  Hall
-  Stairs Down
-  Door
-  Illusory or Moveable Wall



Sublevel

**Level 3— Lower Sewer Level**

Walls: Red brick walls with slime.

Monsters: Flinds and Kuo-toa inhabit this level.

Locations and Events:

1. There is a ladder to the east that ascends to level 2, location 68.
2. Spin trap. When your party enters this area, it rotates them 180 degrees. Turn around and continue on your way.
3. There is a silver key in the northwest corner of this room.
4. This is a spin-trap like location 2, but from east to west.
5. There is one Flind in this area. When you kill the Flind, he will drop a silver key.
6. There is one Kuo-toa in this area. You also find an arrow here:
7. This area is the RATS. —Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported to just south of location 8. The party is teleported to location 73 the first time it walks west past location 7.
8. RATS. By stepping into this area, your party is teleported to just north of location 7.
9. There is a secret button in the west wall that reveals an alcove.
10. There is a cleric scroll of Cause Light Wounds here.
11. There is one Kuo-toa in this area.
12. This is one of three keyholes on the south wall. If you put a silver key in this keyhole, a red button appears. If you press the red button, a Kuo-toa will attack from behind. When you kill it, the creature drops a silver key, which you can use the key in one of the two remaining keyholes on this level.
13. If you put the silver key in this keyhole, a blue button appears. If you press the blue button a secret passage opens. You will also find an arrow here.
14. If you put the silver key in this keyhole, the same thing will happen as in location 12.
15. Step here to open a pit to the west. There is mage scroll of Detect Magic just north of here.
16. There is a red gem and a +3 dagger named "Backstabber" here.
17. There is one Kuo-toa in this area.
18. Use a silver key in this keyhole to 'open the door to the east. Two kuo-toa will appear to the west and south,
19. Use a silver key in this keyhole to open the door at location 18.
20. There is a Kuo-toa, a Potion of Extra Healing, and a Potion of Healing here.
21. There are D4 Kuo-toa in this area.
22. If you step here, a pit opens to the west.
23. Put the red gem in the hole to open the door.
24. There is one Kuo-toa in this area.

25. There are four arrows, a red gem, and Potion of Speed here.
26. This pressure plate closes pit L.
27. This pressure plate closes pit Q.
28. This pressure plate permanently closes pit A. Close the pit to get the items at location 25.
29. This pressure plate opens pit F. There is also one Kuo-toa and a rock in this room.
30. This pressure plate also opens pit F.
31. This pressure plate opens pit P.
32. Place the red gem in the hole to open the south door.
33. There are two Flinds patrolling this chamber.
34. Push this button to open and close the door to the north.
35. There is a mage scroll of Fireball here.
36. This lever opens and closes the door to the south.
37. There are two Flind patrolling this area.
38. There is one Flind in this area.
39. There are two Kuo-toa in these halls.
40. There is a spear, leather armor, a long sword, and human bones here. These are the remains of the fighter Anya.
41. There are two Flind patrolling in this area.
42. There is a secret button on the north wall that opens a passage to the north. There is also a rock here,
43. There is one Flind in this area.
44. You can't open the door from this side — you must enter this room from the door at location 48.
45. There are rations here.
46. There is trap here that will spin your party 180 degrees and teleport them to the southeast corner of the room.
47. There are D4 Kuo-toa in this area.
48. There is an inscription on the west wall; "Museum." There is also a lever that opens the door to the south.
49. There is a shield here.
50. The lever on the north wall opens the door to the north.
51. There is a trap here that teleports your party to location 52. This trap only goes off once.
52. Your party is teleported here from location 51.
53. There is a blue gem on the shelf.
54. Place a blue gem in the left eye on the wall. When you have placed all four blue gems at locations 54, 55, 62, and 63 the passages open up at locations 56 and 63.
55. There is a blue gem here.



56. Place a blue gem in the left eye on the wall. When you have placed all four blue gems at locations 84, 56, 62, and 63 passages open up here and at location 63.

57. If you step here, your party is teleported to location 68 and rotated 90 degrees counterclockwise.

58. If you step here, your party is teleported to location 69 and rotated 90 degrees counterclockwise.

59. There are two Flinds patrolling these halls.

60. There is a blue gem here.

61. There is a blue gem here.

62. Place a blue gems in the left eye on the wall. When you have placed all four blue gems at locations 54, 56, 62, and 63 passages open up at locations 56 and 63.

63. Place a blue gems in the let eye on the wall. When you have placed all four blue gems at locations 54, 56, 62, and 63 passages open up at here and at location 56.

64. There is a shield, chain mail, and arrow here.

65. There are three iron rations here.

66. This ladder leads down to level 4, location 1.

67. This ladder leads down to level 4, location 2.

68. Your party is teleported here from location 57.

69. Your party is teleported here from location 58.

70. This is a teleporter that will teleport your part to just west of location 23.

71. There is a Wand of Magic Missiles here,

72. The party is teleported to location 73 every time it walks east through this location.

73. The party is teleported here the first time it walks west past location 7 and every time it walks east past location 72.

A-R are pits.

S. It is safe to step here.

T. This is a statue of a Flind.

U. This is a statue of a Kuo-toa.

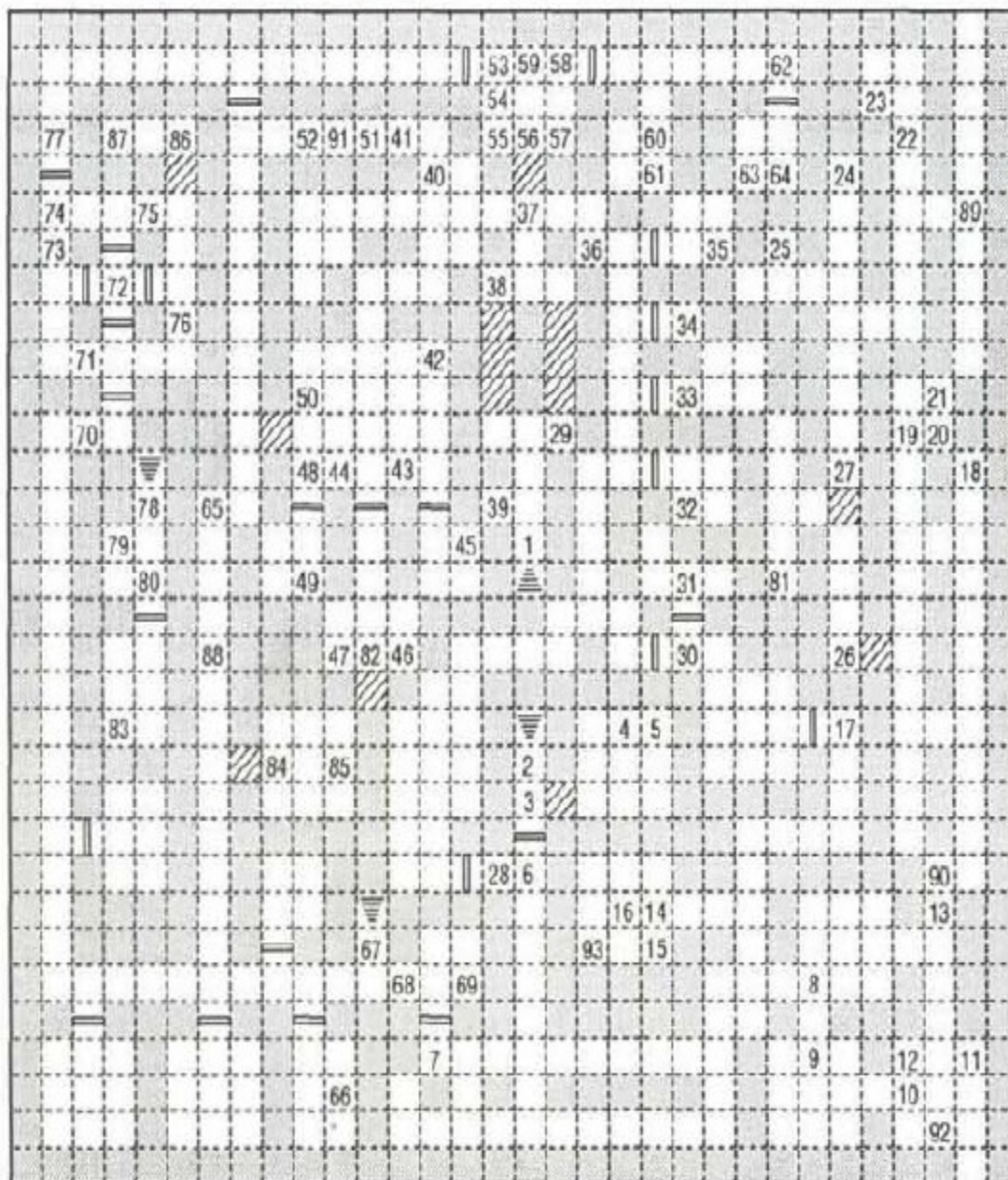
V. This is a statue of a Flind. There are also rations here.




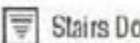


W. This is a statue of a Kuo-toa. There is also a Potion of Healing here.

X. This is a statue of a Kuo-toa. Y. There is a statue of a Flind and a cleric scroll of Flame Blade here.

Z. There is a Kuo-toa statue and a rock here.

### Level 4 — Upper Level Dwarven Ruins



- |   |   |
|---|---|
|  |  |
|  |  |
|  |  |
- Wall      Stairs Up  
Hall      Stairs Down  
Door      Illusionary or Moveable Wall

## Level 4— Upper Level Dwarven Ruins

Walls: Fitted stone walls.

Monsters: Giant spiders inhabit this level. Note because the spiders roam the halls of this level, it is impossible to tell the exact location of each spider. Listed below are spider hot spots where the spiders are most likely to be. These are labeled “Spider area.” The Dwarven Ruins have been infested with Giant Spiders with a poisonous bite. The best tactic is to hit and run or take them out from a distance. If you do get bitten there’s a chance you’ll be poisoned.

### Locations and Events:

1. These stairs lead up to location 66 on level 5.
2. These stairs lead up to location 67 on level 3.
3. Push the button on the west wall to open the door to the south. A hidden passage will also open to the east. Watch out though—a giant spider will attack from the secret passage.
4. There is one giant spider in this room.
5. There are 3 iron rations here.
6. This pressure plate closes the door to the north.
7. This pressure plate closes the door to the north.
8. There are two giant spiders in this room.
9. There is one giant spider in this room.
10. D4 Spiders wander this area.
11. There is a rock here.
12. There is Dwarven key here.
13. D4 Spiders wander this area.
14. D4 Spiders wander this area.
15. There is an arrow here.
16. There is a rock here.
17. This pressure plate closes the door to the west.
18. There is a rock here.
19. D4 Spiders wander this area.
20. There is a blue-gem ring here—it has no magic powers.
21. There is an arrow here.
22. D4 Spiders wander this area.
23. There is a stone scepter and four spiders here. The scepter is a portal key.
24. There is an arrow here.
25. There is a green-gem +3 Ring of Protection here.
26. When you step in location 89, this wall disappears.
27. When you step in location 98, this wall disappears.
28. Place the Dwarven key in the keyhole on the south wall to open the west door.
29. The shaded blocks are magical and will recede as your party approaches.

The blocks will only move counterclockwise —so you must move up the eastern corridor.

30. D4 Spiders wander this area.

31. D4 Spiders wander this area.

32. There is a mace here.

33. This is an empty room.

34. Pull on the gargoyle arm to close the pit at location 91. There is a Dwarvish inscription on the south wall: “Access control lever”

35. There is a mace here.

36. There is a chain on the south wall. Pulling it locks and unlocks the moving blocks at location 29.

37. There is a gargoyle decoration on the north wall. The passage to the north can be opened from location 87.

38. There is a Dwarven key here.

39. There is an injured dwarf named Taghor here. If the players heal him read the following to them;

Having regained his strength, the Dwarf thanks you. "I thought that I had met my death at the blade of that Drow. In battle our king was grievously wounded, and the young prince kidnapped. I tried to stop the Drow, but alas I was overcome. You have saved me from death. I wish there was some way to thank you, but I have nothing, I am alone, separated from my people during the battle. May I join you, so that together we can search for my people?"

If he joins the group read out the following;

As Taghor joins your party he says "during the battle I chased my enemy up a staircase, to this level. My people should be on the level just below us."

Taghor is armed with an axe, chain mail, and a Dwarven helmet.

40. There is a gargoyle here with its arm up. If you pull the arm down, the pit at location 41 closes.

41. There is a pit here that can be closed from location 40.

42. There is a Dwarvish inscription here that reads: “Kruen — King under the mountain.”

43. There is a gargoyle keyhole here. Insert a Dwarven key and the middle southern door opens — The two doors to the west and east must be closed for location 82 to open.

44. There is a gargoyle decoration on the south wall.

45. Pull this lever down and a pit at location 51 will disappear.

46. There is a gargoyle decoration on the south wall.

47. There is a gargoyle decoration on the south wall, and non-magical robe and medallion here.

48. There is a Dwarven inscription on the west wall that reads: “Kruen — The fearless one.”

49. There is a Dwarven key here.



50. There is a Dwarven inscription on the west wall that reads: "Kruen — the holder of wisdom".
51. There is a pit here. It can be closed at location 45.
52. There is a pressure plate here. Stepping on it opens and closes the three pits to the east.
53. D4 Spiders wander this area.
54. This jeweled lever opens and closes the west door.
55. There is a gargoyle decoration on the west wall.
56. There is a gargoyle decoration on the south wall. The passage to the south can be opened from location 87.
57. There is a gargoyle decoration on the east wall.
58. There is a message on the wall that reads: "There is evil which lies beyond this room".
59. The portal on the north wall requires the stone medallion as a key. Using the key will teleport the party to level 7, location 63.
60. There are two Cure Poison Potions here.
61. There are two Cure Poison Potions here.
62. Push the button on the door to open it.
63. There is a message on the south wall that reads: "Oracle of Knowledge".
64. The shelf on the south wall is empty. If you place an Orb of Power on the shelf, all magic items carried in your party will be identified.
65. There is a gargoyle decoration on the west wall,
66. On the west wall, pull the gargoyle's arm and spiders appear at locations 92 and 93.
67. These stairs go down to level 5, location 1.
68. There is a gargoyle decoration on the north wall.
69. This button opens and closes the south door.
70. Use a Dwarven key in the gargoyle keyhole in the north wall to open the northern door. There is another keyhole on the wall to the north-east of the door.
71. The button on the north wall opens the southern door to location 72.
72. The first time you enter this magic room, it contains: one spider, a Potion of Healing, and a Dwarven key. Enter the room from one direction, get the items, and exit closing the door behind you. Go to the next door and repeat the process — you can do this once for each door and get three more potions.
73. The button on the east wall opens the western door to location 72.
74. Use a Dwarven key in the gargoyle keyhole to open the door to the north

75. The button on the south wall opens the northern door to location 72.

76. The button on the west wall opens the eastern door to location 72.

77. Use a Dwarven key in the gargoyle Keyhole to open the door to the south.

78. These stairs lead down location 17 on level 5.

79. There is a Potion of Healing here.

80. There is a gargoyle keyhole on the east wall, Insert a Dwarven key to open the door.

81. There are two Cure Poison Potions here.

82. There is a +5 axe called "Drow Cleaver" behind the secret wall. Pull the chain on the south wall to open the secret passage at 50. If this location is not open see the note at location 43.

83. There is a cleric scroll of Slow Poison, a Mage scroll of Flame Arrow, and a Potion of Healing here.

84. This is a hidden pressure plate that opens and closes the pit in the center of the room.

85. There is a message on the east wall that reads: "Emergency Exit", There is also a Dwarven shield and a Dwarven helmet here.

86. The south wall is an illusion.

87. On the north wall is a gargoyle lever. Pull it to open and close the passage between locations 37 and 56.

88. There is a secret button on the west wall that opens and closes the secret passage to the west of location 84.

89. Step here to open the passage at 26.

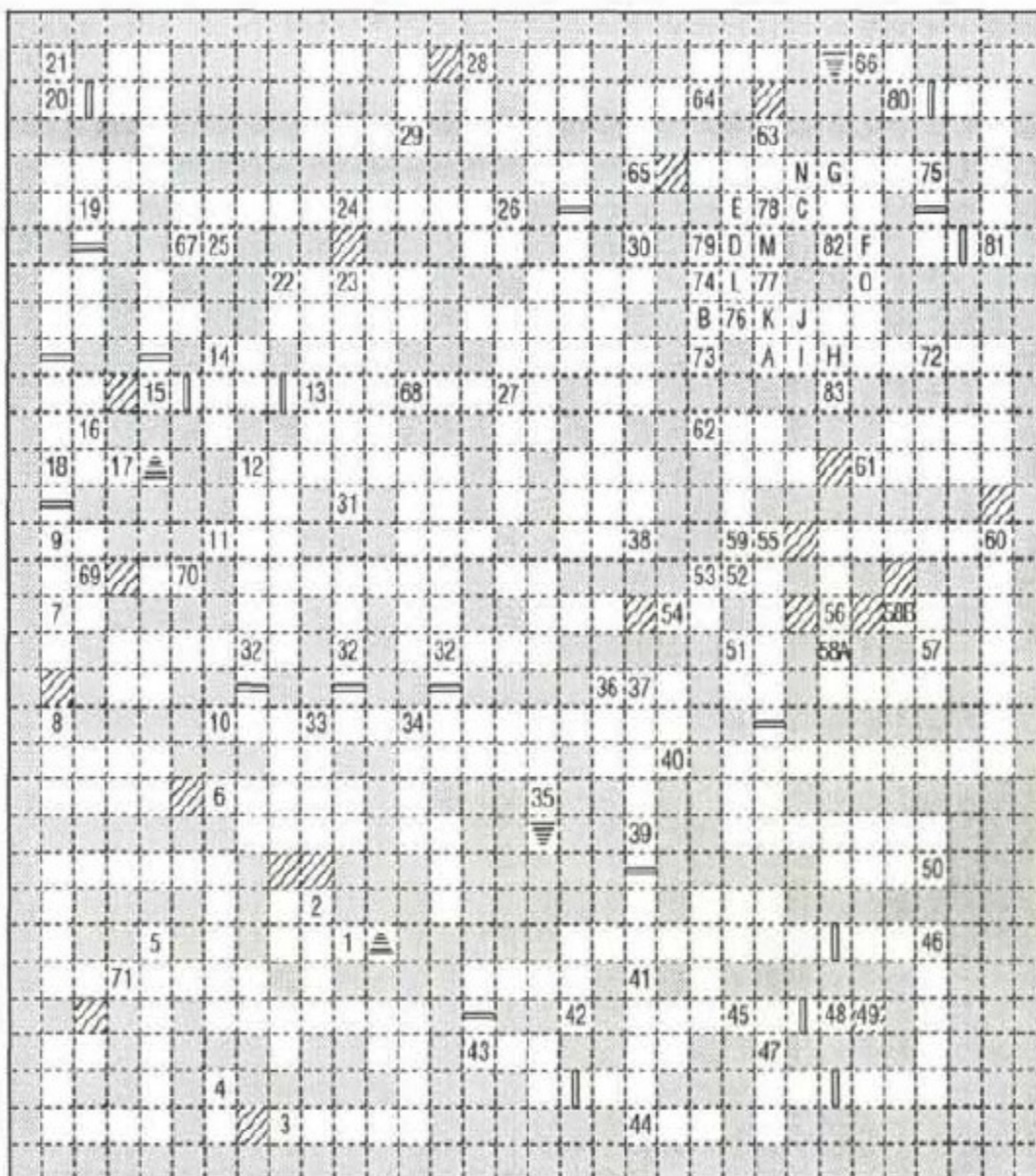
90. Step here to open the passage at 27.







91. This is a pit opened and closed by the lever at location 34.

92. A spider appears here after pulling the lever at location 66.

93. A spider appears here also after pulling the lever at location 66.

## Level 5 — Dwarven Ruins and Camp



- |  |   |
|--|---|
|  Wall |  Stairs Up                 |
|  Hall |  Stairs Down               |
|  Door |  Illusory or Moveable Wall |

## Level 5— Dwarven Ruins and Camp

Walls: Fitted stone walls.

Monsters: Dwarves, possibly friendly, and giant spiders inhabit this level.

The Dwarven Runes of Safe Passage mark the illusionary walls in this area. Eventually you'll come across the Dwarven camp. If you agree to help them they'll reward you with the Stone Medallion Portal Key. This level isn't entirely safe as Giant Spiders still wander around the more secluded passageways.

### Locations and Events:

1. The east steps lead up to location 67 on level 4.
2. There is a Dwarvish rune of safe passage on the illusionary north wall. These runes mark the ancient Dwarves maze of illusionary walls
3. There is a Dwarvish rune of safe passage on the illusionary west wall.
4. There is a cleric scroll of Prayer here.
5. There is scale mail and a Dwarven key here:
6. There is a Dwarvish rune of safe passage on the illusionary west wall.
7. D4 Spiders wander this area.
8. There is an illusionary wall to the north.
9. There is no way to open the door on this side — it must be opened from the north side.
10. There is a gargoyle keyhole in the north wall. Use a Dwarven key to open the door.
11. There are iron rations here.
12. There are iron rations here.
13. This door is part way open — it must be forced open.
14. There is a secret button on the west wall that opens the western door.
15. There is a Dwarvish rune of safe passage on the illusionary west wall.
16. D4 Spiders wander this area.
17. The stairs lead up to level 4, location 78.
18. Push the button to open this door — it can only be opened from this side
19. D4 Spiders wander this area.
20. D4 Spiders wander this area.
21. There is a cleric scroll of Hold Person.
22. There are iron rations here.
23. There is a gargoyle decoration on the illusionary north wall.
24. There is a portal on the north wall. The door requires the stone necklace as a key to teleport to level 7, location 67.
25. There is a mage scroll of Haste.
26. A stone necklace portal key can be found on a shelf in the east wall.



27. You meet Armun, the leader of the Dwarven camp. If you agree to help the dwarves, they will give you six rations and a stone medallion portal key. Derhum, a Dwarven fighter, will also ask to join. He wants to help find prince Keigar.

“I am Armun, spokesman of this clan. Of course we have information on the location of the exits from these halls but in our hour of need I have no time to help you. However if you would be willing to help us...”

If the players agree to listen, read out the following;

Armun begins "our clan is descended from Dwarves who built these great halls. Here our ancestors lived in peace, until hordes of evil creatures drove them out and into the realms of mean and elves. On the surface our numbers dwindled, finally our leader King Teirgoh, gathered our people and led us underground in search of our ancestral home. Using secret knowledge, passed down through the royal family we finally discovered these stone carved halls. The halls were vast and we only explored a small portion before we had made camp in an enclosed area decorated with a stone portal.

But while the camp slept, the stone portal flared with magical light. From the light a horde of drow charged us. They were led by a female they called Shindia. We rose up and fought the dark one, though we were exhausted by long weeks of travel. Both sides suffered many casualties, but in the end we forced them to retreat into the portal from which they came. The battle was costly. King Teirgoh was wounded by a

poison dagger and now lies in eternal sleep. Nothing our cleric can do will wake him. His only son prince Keigar was captured by the invading Drow. With no member of the royal family among us we no longer have access to their secret knowledge of the exits from these halls. Now we wait while our cleric heals our surviving warriors. Once prepared we will try to rescue our prince and avenge the fall of Teirgoh. Our numbers are small but we would rather fight to our deaths than abandon our prince to the Drow.

Unless.. if your party were to rescue prince Keigar from the Drow and return him to us he could give you information about the exits from these halls. You would have your information and we would have our prince. So will you help us?

If the players agree to help read out the following;

Armun accepts your help with gratitude. He gives you a medallion made of stone. "Take this Shindia dropped it in the battle. It is the key to activate the portal through which she and her minions came. Our ancestors built the portals to transport them from one location to another quickly. When a portal doorway is touched with the right object the portal is activated. We would have followed Shindia and her Drow Elves back through the portal but we are not ready to confront them yet. The ancient ones also used powerful magic such as this to gain knowledge. Legend has it that there is an oracle of knowledge and the key to its operation is the powerful black orb. By placing an orb into the oracle its power is released. Our clerics can help heal your wounds. Be careful not to tax

him too heavily, he has been healing the wounds of our warriors and trying to revive the king from his poisoned sleep."

Armun stops you. "One other thing a young Dwarven warrior would like to join you in your quest to find the prince. Will you allow him to join you?"

28. There is a Dwarvish rune of safe passage on the illusionary west wall.

29. There are three pits on the ceiling here from level 4.

30. A Dwarven cleric here will heal wounded characters or resurrect any dead NPCs. This is an opportunity to bring any of the bones you found back to life

31. There is an inscription reading: "Pantry" on the east wall. There is also a poison potion here — Do NOT drink it.

32. These doors cannot be opened from the north side.

33. There is a gargoyle keyhole on the north wall — Use a Dwarven key to open the northern door.

34. There is a gargoyle keyhole on the north wall — Use a Dwarven key to open the northern door.

35. These stairs lead down to level 6, location 1.

36. There is a message here; "Please reset drain holes when finished."

37. There is a gargoyle lever with his arm in the up position. Pull it down to resets

drain holes which closes most of the pits on this level.

38. There are more Dwarves here.

39. There is a jeweled lever in the up position on the west wall. Pull it down to open the south door. As you move into the maze to the south, pits will open behind your characters. Be careful as the party moves through the area not to double back or get trapped in a dead end.

40. There is a message on the south wall that reads: "Greed will be your downfall."

41. There is a -3 cursed sling here and a -3 cursed axe to the north-east.

42. This is a teleporter to just south of location 37.

43. There is a key here

44. There is a pair of leather boots here.

45. There is a blue-gem ring of Feather Fall here.

46. There is a key here.

47. There is an ornate keyhole here. Insert a key to open the east door.

48. There is a keyhole on south wall. Insert a key to open the eastern wall. There is plate mail and a mage scull of Invisibility 10° here.

49. The teleporter here will take you to location 50.

50. Your party is teleported here from location 49.

51. D4 Spiders wander this area.
52. D4 Spiders wander this area.
53. D4 Spiders wander this area.
54. Push the button on the north wall to make the western wall disappear.
55. There is Dwarven rune of safe passage on the illusionary east wall.
56. There is a rock here. The walls to the east are an illusion.
57. This area will teleport your party to location 58A and rotate them 180 degrees — Watch your compass.
- 58A. Your party teleports here from location 87.
- 58B. The walls to the north and west are illusions and there is a Wand of Frost here.
59. The pressure plate here opens a pit to the north.
60. There is a Dwarvish rune of safe passage on the illusionary north wall.
61. There is a Dwarvish rune of safe passage on the illusionary west wall.
62. There is a rock here.
63. There is a Dwarvish rune of safe passage on the illusionary north wall. On the west wall is an inscription that reads; “You've made it this far. Good luck.”
64. There is a spear and iron rations here.
65. There is a Dwarvish rune of safe passage on the illusionary east wall.
66. These stairs lead down to level 4, location 2.
67. There is a cleric scroll of Aid here.
68. There are iron rations here.
69. Push the secret button on the east wall to make it disappear.
70. D4 Spiders wander this area. There is a mage scroll of Dispel Magic here.
71. The secret button on the south wall opens the passage to the south.
72. Destination of teleporters A, B, C.
73. Destination of teleporter D. The lever here opens the door at 81.
74. Destination of teleporters E.
75. Destination of teleporter G. This door is opened by the lever a 82.
76. Destination of teleporter K.
77. Destination of teleporter L. On the east wall is inscribed: “Things are not always as they appear.”
78. Destination of teleporter M.
79. This lever opens the door at 80.
80. This door is opened by the lever at 78.
81. This door is opened by the lever at 73.
82. This lever opens the door at 75

83. There is an inaccessible non-magical long sword here.

Teleporters:

A. Teleporter to 72.

B. Teleporter to 72.

C. Teleporter to 72.

D. Teleporter to 73.

E. Teleporter to 74.

F. Teleporter to 74.

G. Teleporter to 75.

H. Teleporter to 72.

I. Teleporter to Teleporter A.

J. To Teleporter K. There is also an inaccessible cleric scroll of Detect Magic here.

K. Teleporter to 76.

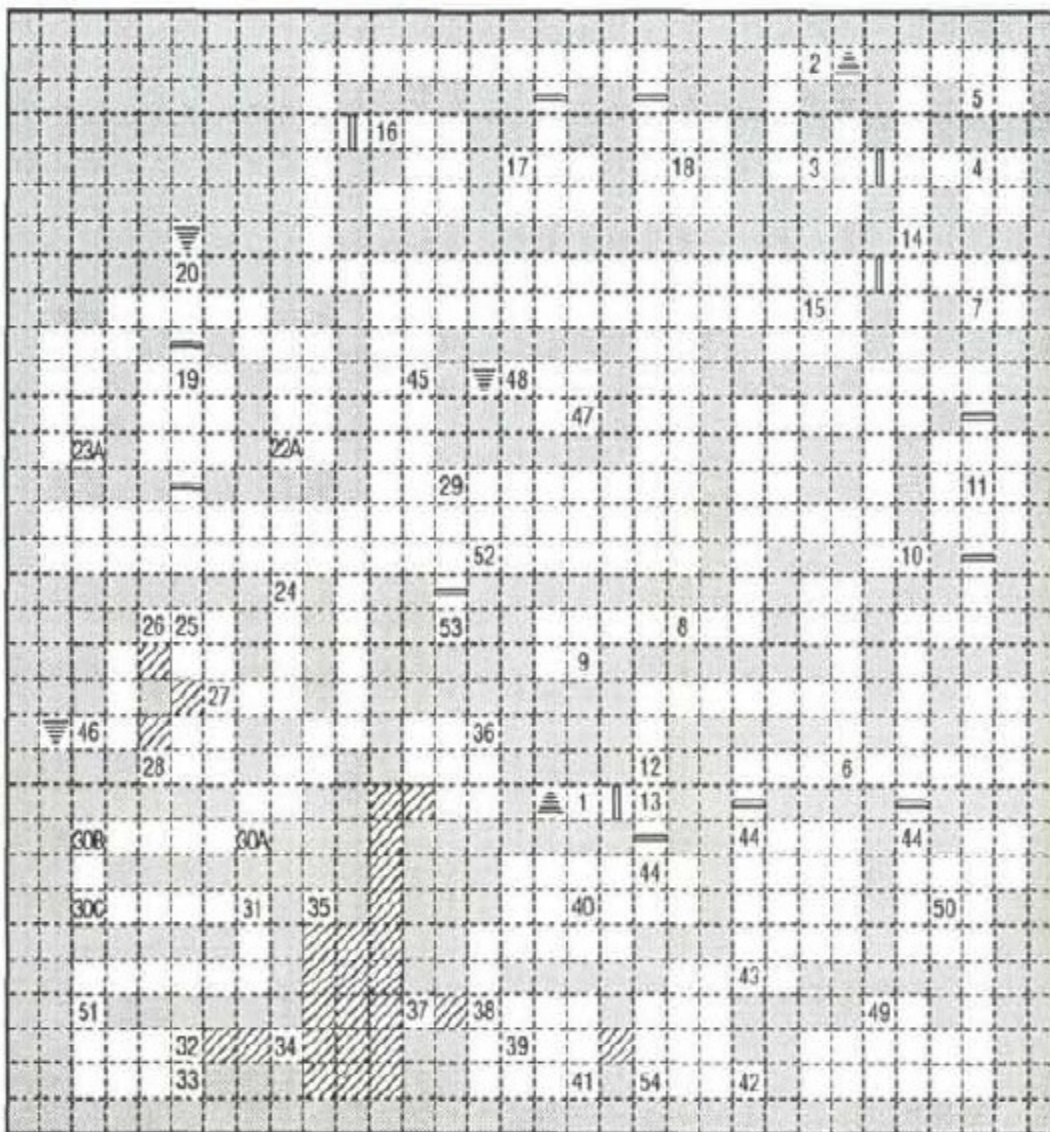
L. Teleporter to 77.

M. Teleporter to 78.

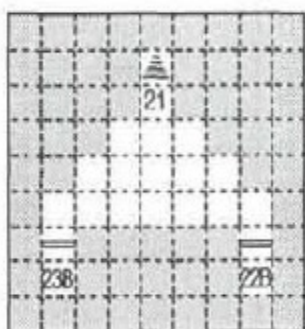
N. Teleporter to teleporter G.

O. Teleporter to Teleporter F.

**Level 6 — Bottom Level of Dwarven Ruins**



Main Level



Sublevel

-  Wall
-  Stairs Up
-  Hall
-  Stairs Down
-  Door
-  Illusionary or Moveable Wall



## Level 6 — Bottom Level of Dwarven Ruins

Walls: Fitted stone walls.

Monsters: Kenku and an evil wizard inhabit this level.

Kenku roam the halls of level 6 and tend to flock together in groups. They can cast the Magic Missile spell so be ready to dodge out of the way when you see them.

### Locations and Events:

1. These are stairs lead up to level 5, Location 35 — This door can only be opened from the other side.

2. These are stairs lead up to level 5, location 66.

3. There is an inscription on the south wall that reads: "Store weapons before proceeding." You must put a weapon or two on each of the two pressure plates to the south and north for the eastern door to open. You can then take your weapons, and the door will remain open.

4. There is one Kenku in this room.

5. There is one Kenku in the area.

6. There are Kenku in the area.

7. There is a Kenku egg here.

8. There are Kenku in this area.

9. There is a Kenku egg here.

10. There is a dark-robed mage here. If slain, the mage may drop a mage Hold Person scroll, one or two Potions of Extra Healing, and a Wand of Frost.

11. Step here and four darts will fly from the dart holes on the east and west walls,

12. There is a key here.

13. Push the button on the west door to open it.

14. Insert a key into the keyhole to open the west door.

15. There are two Kenku here.

16. There are four Kenku here guarding one Kenku egg.

17. There are three Kenku here guarding five Kenku eggs

18. There are three Kenku and two Kenku eggs here.

19. Four darts are triggered by stepping on the pressure plate in the centre of this area. Each dart does 1 point of damage.

20. These stairs lead down to location 21.

21. These stairs lead up to location 20.

22A. Drop through the pit to 22B to find a Dwarven key.

22B. You land here from 22A and take the Dwarven key.

23A. Drop through the pit to 23B to find a Dwarven key.

23B. You land here from 23A and take the Dwarven key.

24. There are Kenku patrolling this area.

25. There are Kenku patrolling this area.

26. Locations 26, 27, and 28 are keyholes around a large t-shaped block that must be rotated out of the way. Use a Dwarven key in the south keyhole and the block will rotate clockwise to the first position.

27. After using the key at location 26, the keyhole rotates to here. Use the Dwarven key and the block will rotate clockwise to the second position. South-east of this location is an inscription that reads; "Round and Round."

28. After using the key at locations 26 and 27, the keyhole rotates to here. Use a Dwarven key and the block will rotate clockwise to the third position and allow you to reach the stairs at location 46. A Kenku will attack after the block shifts to its last position.

29. There is a rock here.

30A, 30B. There are pressure plates on the floor here that activate dart traps the first two times they are stepped on. After that, the darts are expended. The trap at location 30A will fire one additional parting shot when you try to leave the level.

31. There is a pressure plate on the floor here that activates a dart trap. Each dart does 1 point of damage.

32. There is a Wand of Magic Missiles on the shelf in the east wall.

33. There is an inscription on the east wall that reads; "Silverware rack, be neat." Put a dart or a dagger in the shelf at 32 and the passage opens with another shelf. Keep opening the passageway in this manner — make sure you have

collected 15-20 darts or daggers to fill all the shelves.

34. There is a Dwarven key here — Take the key before placing an item on the shelf or it will be lost.

35. There is a +1 Dwarven shield here.

36. Here you find cleric scrolls of Dispel Magic and Cure Serious Wounds.

37. Push the secret button on the south wall, and the wall to the east will disappear. There is also +3 mace here.

38. There is one Kenku here.

39. There is a non-magical red-gem ring here.

40. These are pits in the ceiling from level 8 and a rock here.

41. There is a secret button on the east wall. Pushing it makes the passage to the east disappear.

42. There is a cleric scroll of Flame Blade here.

43. There is one Kenku in this area.

44. These doors can only be opened from this side.

45. There is a portal on the east wall activated by the stone ring. This teleports to and from level 10, location 9.

46. These stairs lead down to level 7, location 1.

47. There is a stone ring here. This is a portal key — Be sure to keep it

48. There are stairs here that lead down to level 7, location 9.

49. There are non-magical bracers here. You can only get to this room by falling through pits in the vicinity of location 48 on level 5.

50. There is one Kenku here. You can only get to this room by falling through pits in the vicinity of location 46 on level 5.

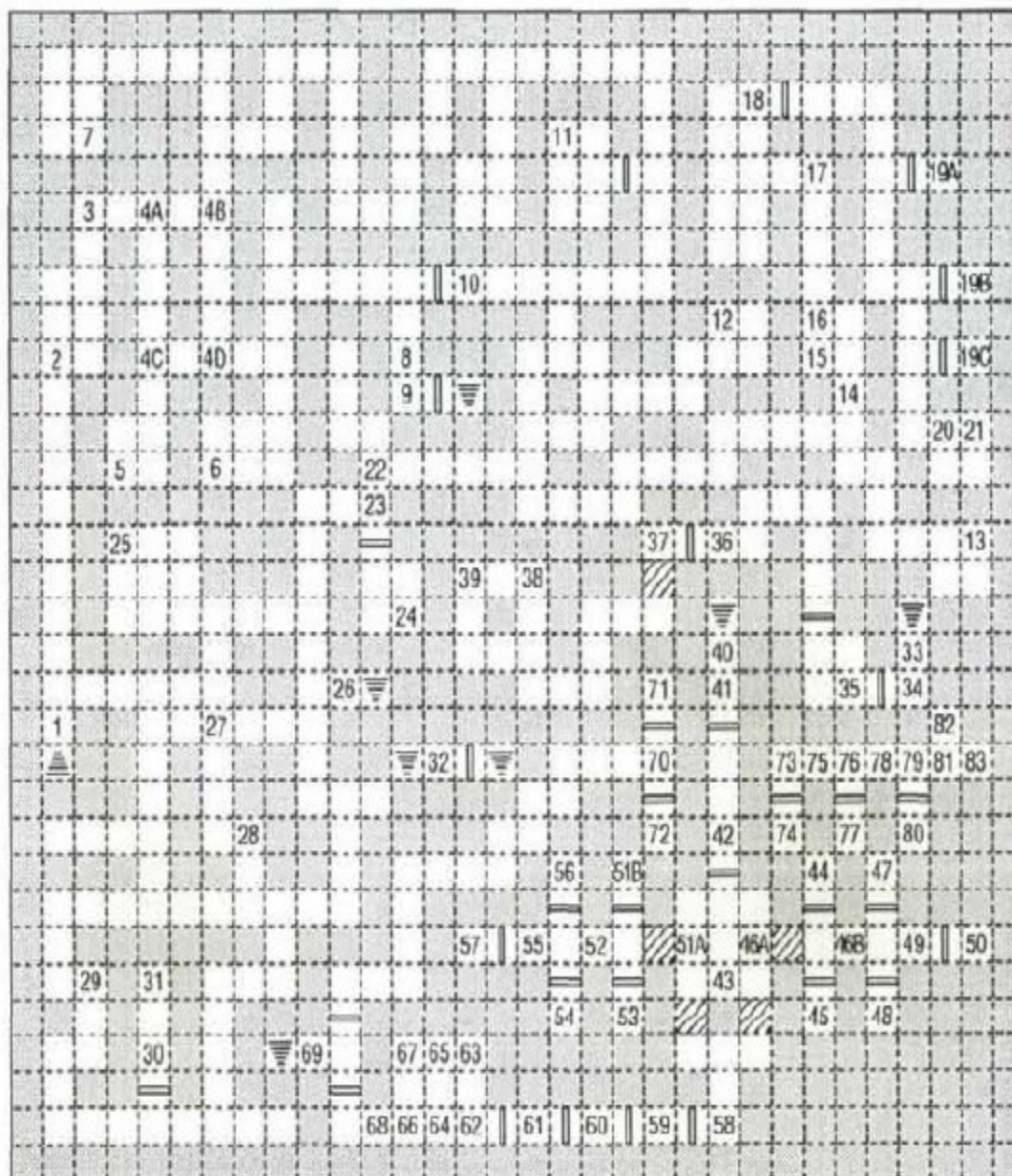
51. There is a shelf on the west wall with a dagger and a dart.

52. The writing on the south wall read "Nest."

53. There are two Kenku here.

54. There is a secret button on the west wall. Pushing it makes the passage to the west disappear.

## Level 7 — Upper Reaches of the Draw



**Level 7 —Upper Reaches of the Drow**

**Walls:** The walls of this level are carved out of dark, purple bloodstone mixed with black onyx.

**Monsters:** Skeletal Lords and Drow inhabit this level. The Drow use weapons tipped with a poison that causes short-term paralysis. When fighting them keep moving or try to kill them from a distance. The Drow are also resistant, although not immune, to spells. Skeletal Lords are the elite skeleton warriors and fight together in groups. Have a Cleric symbol in hand to turn them when they get close. Skeletons take half damage from piercing and slashing weapons.

Locations and Events:

1. These stairs lead to up level 6, location 46. When you reach level 7, there will be several Drow guarding the entrance to the level who can be bribed with Kenku eggs, and no Drow patrols will attack you unless you attack first.
2. Drow patrol this area.
3. A message is inscribed on the north wall reads: "Don't delay."
4. Stepping on pressure plates 4A, 4B, 4C, or 4D sets off a Fireball that flies east from 4A, and turns north at 4B and then flies up the corridor and into the wall. The fireball does 7D6 damage over a 20 foot radius.
5. There is a cleric scroll of Slow Poison here.
6. There is a cleric scroll of Create Food here.
7. There is a mage scroll of Fireball here.

8. On the east wall is a spider keyhole. Insert a gold key to open the door.

9. Beyond this door to the east are stairs leading up to level 6, location 48.

10. This door can only be opened from this side.

11. One Drow guards this room. There is a cleric scroll of Bless, a necklace, and rations in the south west corner of the room.

12. There is an arrow here.

13. There is an ornate, non-magical shield here.

14. There are two pits to the north of this location. Push the button on the west wall to close the pit directly to the north, When you push the button, a Fireball flies south from location 17, turns east at location 16, and hits the wall east of location 16. The fireball does 7D6 damage over a 20 foot radius.

15. Stepping on this pressure plate sets off a Fireball trap from location 17 towards the party.

16. This is where the Fireball veers off to the east.

17. There are scorched holes in the north wall from the Fireball trap at location 15.

18. This door can be opened from either side.

19A. A Skeletal Lord is released from this alcove when you step on the pressure plate at location 20. There are



also the human bones of the cleric Ileria and a cleric holy symbol here.

19B. A Skeletal Lord is released from this alcove when you step on the pressure plate at location 20.

19C. A Skeletal Lord is released from this alcove when you step on the pressure plate at location 20.

20. Step on this pressure plate to open the three doors at location 19, releasing three Skeletal Lords at locations 19 A, B, and C.

21. There is a key, a cleric scroll of Remove Paralysis, and a cleric scroll of Protection from Evil 10' here.

22. Two Drow patrol this area.

23. Insert a key in this keyhole to open the south door.

24. There are arrows here.

25. There is a Luckstone Medallion here.

26. These stairs lead down to level 8, location 1.

27. A Drow patrols this area.

28. There is an arrow here.

29. There are three Drow patrolling this area

30. There are scorch holes on the east and west walls here.

31. There are scorched holes on the east and west walls. There is also a Potion of Healing and a key here.

32. The stairs to the west lead down to level 8, location 2. On the south wall is a spider keyhole that requires a Drow key. This opens the door to the east, revealing stairs that lead down to level 8, location 9.

33. These stairs lead down to level 8, location 16.

34. There is an inscription on the south wall read: "One battle for glory."

35. One Skeletal Lord guards this room.

36. On the north wall is a message that "One sacrifice made."

37. There is a spider button on the north wall, and an empty shelf on the west. Place an item on the shelf then push the spider button to open the south passage

38. This pit leads to level 8, location 81. You can jump through without being harmed.

39. On the northern wall is a message that reads: "One leap of faith." There is a +2 ring of protection here.

40. These stairs lead down level 8, location 14. The writing on the west wall reads: "No turning back."

41. A message is written on the east wall reads: "One way."

42. Written on the east wall is a message that reads: "Fight for your freedom."

43. The button on the south wall reveals four passages — one to the west, one to the east, and two to the south.

44. There is a Skeletal Lord in this alcove. Step in here to open the door at location 53 and find a suit of banded armor.

45. Stepping in here opens the door at location 518. There is also a jeweled key in this area,

46A. There are spider buttons on the north and south walls. The north button opens the door to location 44, while the south button opens the door to location 45.

46B. There are spider buttons on the north and south walls. The north button opens the door to location 47, while the south button opens the door to location 48.

47. There is a Skeletal Lord in this alcove. Stepping in here opens the door at location 54. There are also three arrows here,

48. There are two Skeletal Lords in this alcove. Stepping in here opens the door at location 56. There is also a ruby key here.

49. The spider button on the south wall opens the door to location 50.

50. There are 2 Skeletal Lords in this alcove. Stepping in here opens the door at location 87. There is also a mage scroll of Lightning Bolt here.

51A. This location is blocked by a wall until the button at location 43 is pushed. There are spider buttons on the north and south walls. The north button opens the door to location 51B, while the south button opens the door to location 45.

51B. Step in here to open the door at location 45. There is also a jeweled key here.

52. There are spider buttons on the north and south walls. The north button opens the door to location 56, while the south button opens the door to location 54.

53. There is a Skeletal Lord in this alcove. Step in here to open the door at location 44 and find a cleric scroll of Cure Light Wounds.

54. There is a Skeletal Lord in this alcove. Step in here to open the door at location 44 and find a Drow key.

55. The spider button on the north wall opens the door at location 57

56. There is a Skeletal Lord in this alcove. Step in here to open the door at location 48 and find a mage scroll of Fear.

57. There is a Skeletal Lord in this alcove. Step in here to open the door at location 50 and find a Drow key.

58. On the south wall is a silver spider keyhole. Insert a jeweled key to open the door to the west

59. On the south wall is a silver spider keyhole. Insert a Drow key in it to open the door to the west.

60. On the south wall is a silver spider keyhole. Insert a Drow key in it to open the door to the west.

61. On the south wall is a silver spider keyhole. Insert a jeweled key in it to open the door to the west.

62. There is an empty shelf carved in the south wall.

63. On the north wall is a portal which requires the stone medallion as a key. Place the key on the blank brick to activate the portal and teleport your party to level 4, location 89. On the east wall is an inactive portal.

64. There is a useless wand and a rock here.

65. On the north wall is a portal which requires the stone dagger as a Key. Place the key on the blank brick to activate the portal and teleport your party to level 9, location 11.

66. There is a glowing rock here.

67. On the west wall is a portal which requires the stone holy symbol as a key. Place the key on the blank brick to activate the portal and teleport your party to level 11, location 3. On the north wall is a portal which requires the stone necklace as a key. Place the key on the blank brick to activate the portal and teleport your party to level 5, location 24.

68. There is a silver spider keyhole on the north wall. Insert a ruby key in it to open the door.

69. These stairs lead down to level 8, location 24.

70. This is the destination of the teleporter at location 83.

71. There are two Skeletal Lords in this alcove.

72. This teleporter transports the party to location 82.

73. There is a message inscribed on the north wall that reads: "Weapon."

74. In this area is a +3 short sword named "Slicer."

75. There is a gold lever on the south wall. Pull it to open the door to location 74. Once this is done, location 80 and 77 can no longer be reached.

76. There is a message inscribed on the north wall that reads: "Armor."

77. In this room are +3 Elven Bracers of Defense.

78. There is a gold lever on the south wall, Pull it to open the door to location 71. Once this is done, location 80 and 74 can no longer be reached.

79. There is a message inscribed on the north wall: "Magic."

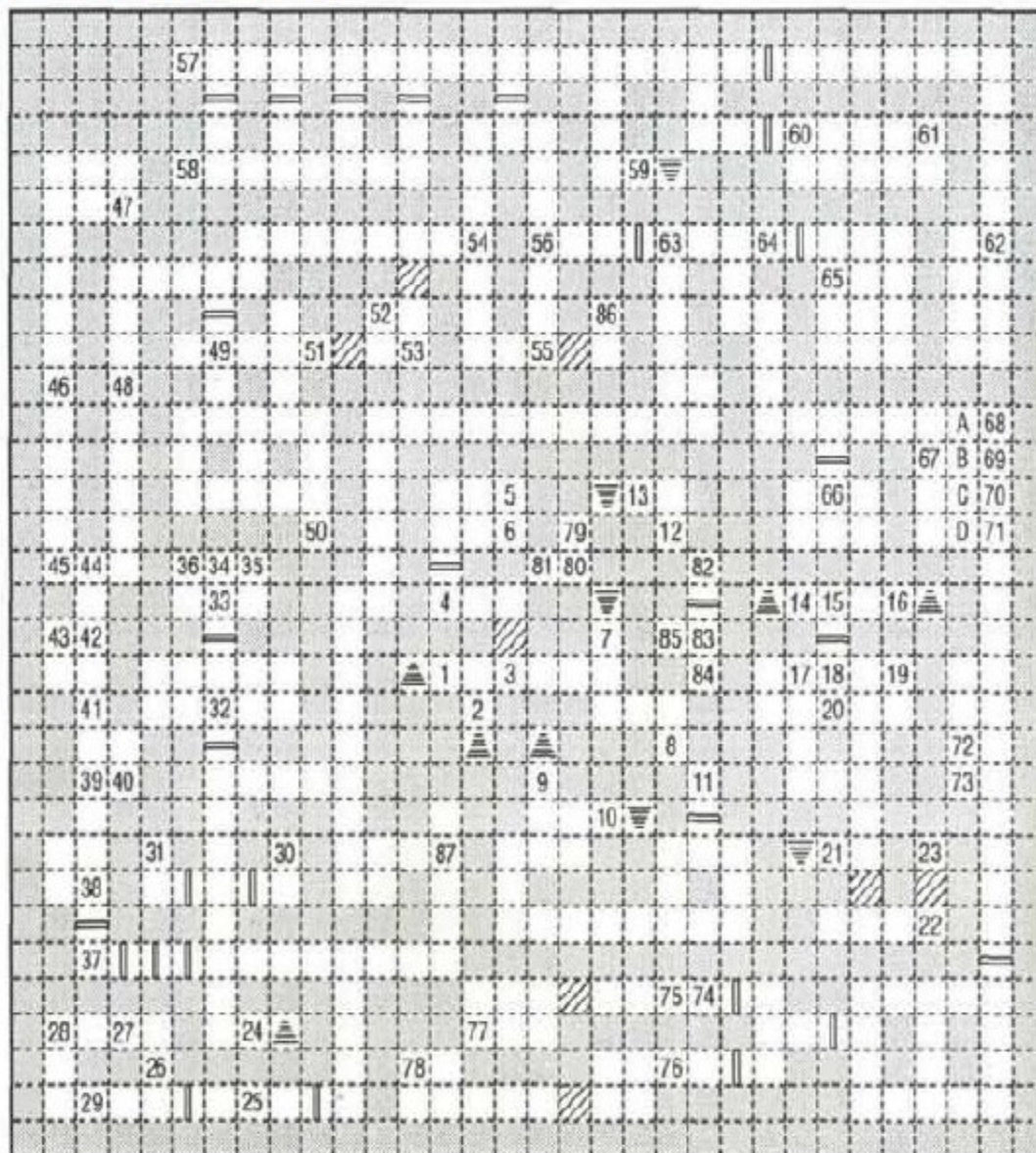
80. There is a Ring of Wizardry here.

81. There is a gold lever on the south wall, Pull it to open the door to location 80. Once this is done, location 77 and location 74 can no longer be reached.

82. This is the destination of the teleporter at location 72.

83. This teleporter transports the party to location 70.

## Level 8 — Draw Outcasts



- |   |      |   |                                 |
|---|------|---|---------------------------------|
|  | Wall |  | Stairs Up                       |
|  | Hall |  | Stairs Down                     |
|  | Door |  | Illusionary or<br>Moveable Wall |

### Level 8— Drow Outcasts

Walls: The walls of this level are carved out of dark, purple bloodstone mixed with black onyx.

Monsters: Driders and Hell Hounds inhabit this level

This level is inhabited by Driders and Hell Hounds. Driders are resistant to most spells but all other weapons are effective. Hell Hounds move quickly and breathe fire. Try not to get surrounded by them. They are resistant to some spells but all weapons are effective.

#### Locations and Events:

1. These stairs lead up to level 7, location 26.
2. These stairs lead up to the western stairs at level 7, location 92.
3. There is a spider carving on the illusionary northern wall.
4. There is a spider keyhole on the western wall. Insert a ruby key in it to open the door to the north.
5. There is a ruby key here.
6. There is a Drow bow and a mage scroll of Vampiric Touch here.
7. These stairs lead down to level 9, location 1.
8. There is a Drow key and a red gem here
9. These stairs lead up to the eastern stairs at level 7, location 32.
10. These stairs lead down to level 9, location 86.
11. There is a jeweled key and a mage scroll of Shield here.
12. There is a Drow key here.
13. These stairs lead down to level 9, location 3.
14. These stairs lead up to level 7, location 40.
15. There is a ruby key here.
16. These stairs lead up to level 7, location 33.
17. There is an inscription of a gem on the north wall. Insert a red gem to open the north door.
18. This is the destination of the teleporter at location 84.
19. On the east wall is a shelf and a spider button. Insert a key in the shelf, push the button, and a red gem appears. You can make as many gems as you have keys.
20. Written on the south wall is a message that reads: "One gem for one key."
21. These stairs lead down to level 9, location 10. On the southern wall there is a secret button that opens a passage to the south.
22. On the northern wall is a spider Inscription. This wall is an illusion,
23. There is a Drow key here.
24. These stairs lead up to level 7, location 69.



25. This is a spin trap that rotates the party 180 degrees.
26. There are Driders patrolling this area.
27. Your party is teleported here from location 29.
28. There is a Scepter of Kingly Might and a non-magic robe here.
29. Stepping in this square will teleport your party to location 27 and rotate them 180 degrees.
30. There is a non-magic flail here.
31. There is a suit of magical plate mail here called "Plate Mail of Great Beauty." Beware the armor is -3 plate mail.
32. There are two Driders and a Hell Hound in this room.
33. There are two Driders here.
34. On the north wall is a portal that requires the stone scepter as a key. Place the key on the blank brick to activate the portal and teleport your party to level 10, location 7.
35. There is a pair of Drow boots here.
36. There is a cleric scroll of Protection from Evil here.
37. There is a Flame Gauntlet on the south wall. The spider button on the west wall opens the door to the north.
38. A Fireball flies down the hall from the north when you step here. The fireball does 8D6 damage over a 20 foot radius.
39. A Fireball flies down the hall from the north when you step here.
40. There is a pit here — be careful when sidestepping a Fireball.
41. A Fireball flies down the hall from the north when you step here — quickly step forward and sidestep to the west.
42. A Fireball flies down the hall from the south when you step here.
43. There is a pit here — be careful when sidestepping a Fireball.
44. There is a Flame Gauntlet on the north wall.
45. There are two hell hounds in this hall.
46. Stepping here teleports your party to location 48.
47. In the east shelf is a green-gem Ring of Sustenance.
48. Stepping here teleports your party to location 45.
49. Many hell hounds roam this area,
50. There is a mage scroll of Invisibility 10' here.
51. A secret button on the south wall opens the passage to the east.
52. On the north wall is a spider button. Push it to open the passage to the north.

53. There is a cleric scroll of Hold Person here.
54. There is a message on the east wall that reads: "Turn around." Reading the message teleports your party to location 56, facing west.
55. The wall to the east is an illusion.
56. There is a message on the west wall that reads: "Turn around." Reading the message teleports your party to location 54, facing east.
57. On the west wall is a spider button. Pushing it opens the four doors to the south and release four hell hounds from behind the southern doors.
58. There is a non-magical ring and medallion here.
59. These stairs lead down to level 9, location 38.
60. There is a pressure plate here. Inside this room are twelve Flame Gauntlets.
61. There are cleric scrolls of Cure Critical Wounds, Neutralize Poison, and Prayer here.
62. There are two Driders in this area.
63. This door cannot be opened from this side.
64. This door cannot be opened on this side. The only way to access the room beyond is by dropping through a pit on level 7 east of location 16.
65. There is one hell hound in this room and two pits on the ceiling from level 7, location 16. The teleporter in the northeast corner transports you to location 1 on this level.
66. There are two hell hounds in the room.
67. There are four pressure plates in a row next to the pits. Each pressure plate opens and closes the adjacent pit. There is also a glowing rock here.
68. The spider button on the cast wall opens and closes the pit at location C.
69. The spider button on the east wall opens and closes the pit at location D.
70. The spider button on the east wall opens and closes the pit at location A.
71. The spider button on the east wall opens and closes the pit at location B.
72. On the north wall is a portal. This is the destination of the portal at level 10, location 7. It cannot be activated from here.
73. There is a Wand of Lightning Boll in the shelf on the wall here.
74. One Hell Hound roams this area.
75. Stepping on this pressure plate removes the wall to the west, but also makes the lockpicks in the room at location 78 to the south inaccessible.
76. Stepping on this pressure plate will remove the wall to the southwest, but will make the parallel hall to the north 75 permanently impassible. The mage scroll of Ice Storm at location 77 will then be inaccessible.

77. There is a mage scroll of Ice Storm here.

78. There is a set of lockpicks here.

79. This teleporter transports you to location 85.

80. There is an inscription on the eastern wall that reads: "One's faith repaid."

81. This location is accessed by falling through a pit on level 7, location 38.

82. There is a cleric scroll of Raise Dead and a Potion of Extra Healing.

83. This door can only be opened by the button on this side.

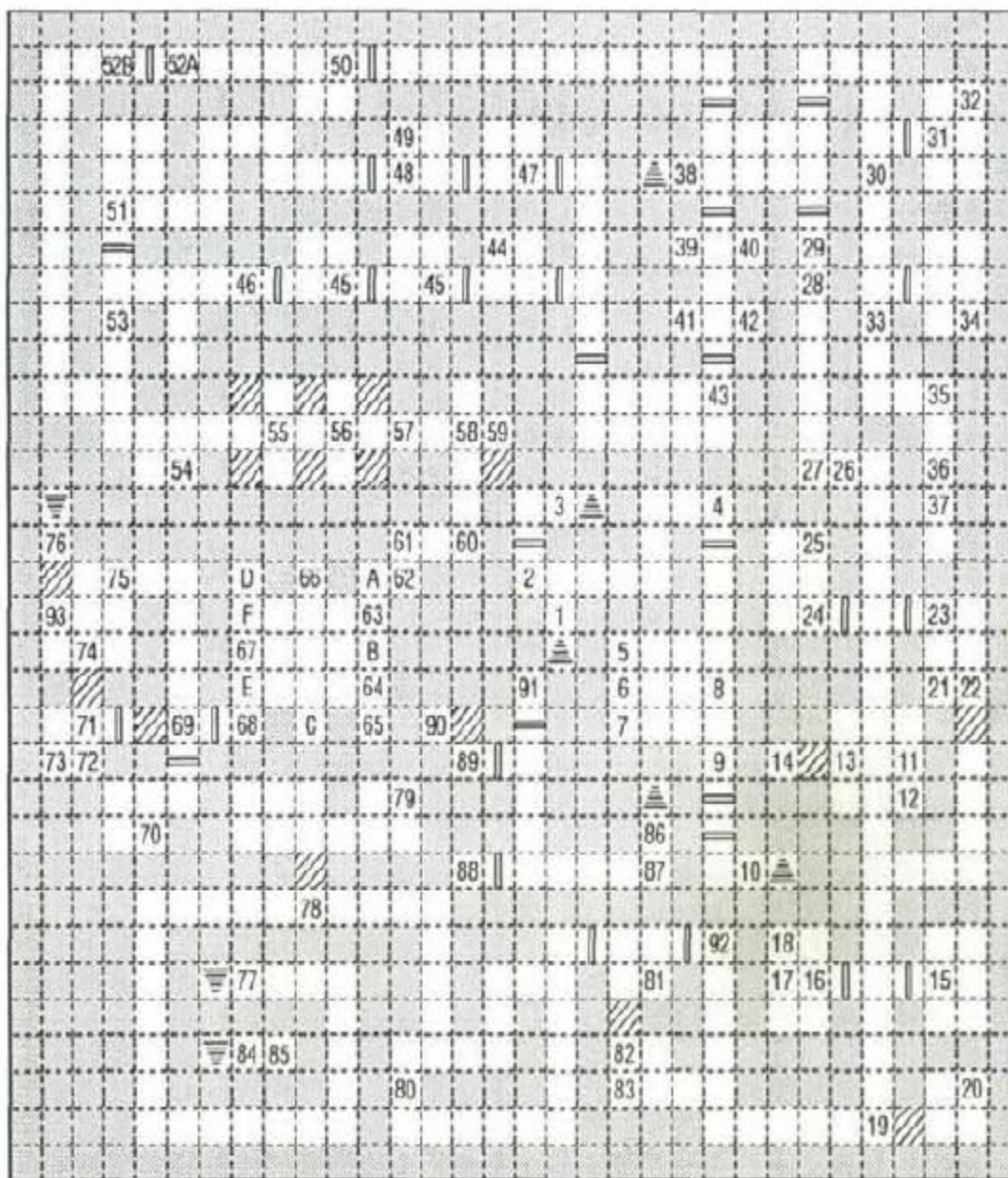
84. This teleporter transports you to location 18.

85. This is the destination of the teleporter at location 79.

86. In this alcove is a +3 long sword named "Nightstalker."

87. There are Driders wandering in this area.

### Level 9 — Lower Reaches of the Draw



**Level 9— Lower Reaches of the Drow**

**Walls:** The walls of this level are carved out of dark, purple bloodstone mixed with black onyx.

**Monsters:** Rust Monsters and Displacer Beasts inhabit this level.

Locations and Events:

1. These stairs lead up to level 8, location 7.
2. There is a spider keyhole on the west wall. Insert a jeweled key to open the door to the north.
3. These stairs lead up to level 8, location 13.
4. There is a keyhole on the east wall. Insert a Drow key to open the door to the south.
5. On the west wall is written a message that reads; "One key for one gem."
6. There is a shelf carved in the west wall. Place a gem inside, push the spider button in location 7, and a jeweled key is created. You can do this as many times as you have gems.
7. On the west wall is a spider button.
8. On the east wall is a message that reads; "It is written, the key lies on the other side."
9. There is a spider keyhole on the east wall, Insert a jeweled key to open the door to the south.
10. These stairs lead up to level 8, location 21.
11. On the east wall is a portal that requires the stone dagger as a key. Place the key on the blank brick to activate the portal and teleport your party to level 7, location 65.
12. There is a pair of Drow boots here.
13. The wall to the west is an illusion.
14. There is a +3 Drow shield here.
15. There is one Displacer Beast in this room.
16. There is one Displacer Beast in this room.
17. There is a shelf carved into the west wall. If you place an Orb of Power (from levels 11 of 19) on the shelf, all magic items carried in your party will be identified but the Orb will disappear.
18. There is a message that reads: "Oracle of Devouring."
19. The wall to the east is an illusion.
20. There is a suit of chain mail here.
21. There is a mage scroll of Invisibility here.
22. The wall to the south is an illusion.
23. This door can only be opened from this side.
24. Stepping on this pressure plate closes and opens the door. Inside this room are two Displacer Beasts.
25. There are three arrows here.



26. Stepping on this plate deactivates the Hall of Thieves, location 28.
27. Written on the south wall is one of the following messages: "Thank you" or "You forgot something."
28. Down this hall, on the west walls, are carved shelves. As the characters step next to these shelves, some of their items will be placed there. The only way to deactivate this trap is to step on the pressure plate at location 26.
29. On the west wall is written: "Hall of Thieves."
30. On the east wall is an inscription of a gem. Insert a glowing rock to open the eastern door.
31. There are two Displacer Beasts in this room.
32. There is a Drow key here.
33. On the east wall is an inscription of a gem. Insert a glowing rock to open the eastern door.
34. There is a mage scroll of Stoneskin here.
35. On the east wall is written a message that reads: "Watch your head." There are pits in the ceiling.
36. When you step here, a glowing rock flies from the east and lands here. Step on location 37 to get a second glowing rock.
37. When you step here, a glowing rock flies from the east, landing in location 36.
38. These stars lead up to level 8, location 89.
39. On the west wall, above a pressure plate is the message that reads: "Donate sword." If any sword is placed here and the correct items are placed at locations 40, 44, and 42, the door to the south 43 opens.
40. On the east wall, above a pressure plate is the message: "Donate armor." If any armor is placed here, and the correct items are placed at locations 99, 41, and 42, the door to the south 43 opens.
41. On the west wall, above a pressure plate is the message: "Donate food." If any rations are placed here, and the correct items are placed at locations 39, 40, and 42, the door to the south 43 opens.
42. On the east wall, above a pressure plate is the message: "Donate missile." If any missile (rock or arrow) is placed here, and the correct items are placed at locations 89, 40, and 41, the door to the south 43 opens.
43. This door opens when the four items are placed at locations 39, 40, 41, and 42. There are 2 Displacer Beasts in this room.
44. There is a poison potion here.
45. There is one Displacer Beast guarding each of these rooms.
46. There is one Displacer Beast guarding this room.
47. There is one Displacer Beast guarding this room.

48. There is one Displacer Beast guarding this room.
49. There is a cleric scroll of Detect Magic here.
50. There are D4 Displacer Beasts that guard this area.
51. There are two Rust Monsters that wander in this area.
- 52A. There is a spider keyhole on the south wall. Insert a Drow key to open the western door.
- 52B. There is a spider keyhole on the south wall. Insert a Drow key to open the western door.
53. There is one Rust Monster that wanders in this area.
54. There is a message written on the wall that reads: "The cunning and agile shall survive." The party should run down the hall to the east to avoid being hit by the dart traps in the illusionary walls to the north and south.
55. Stepping on this pressure plate will set off dart traps from the illusionary walls.
56. Stepping on this pressure plate will set off dart traps from the illusionary walls.
57. There are bones here. These are the remains of the fighter Beorham and his gear, There is a dagger, a shield, plate mail, helmet, holy symbol and an ancient +5 long sword named "Severious".
58. Stepping on this pressure plate will set off dart traps from the illusionary walls
59. The wall to the south is an illusion.
60. There is an uncharged Magic Missile Gauntlet in the south wall.
61. There is a message written on the west wall that reads; "Drow word for button."
62. Stepping on this pressure plate sets off a Magic Missile from the area to the west.
63. There is a spider button on the east wall. Pushing it will activate a Magic Missile Gauntlet at A.
64. There is a spider button on the east wall. Pushing it will activate a Magic Missile Gauntlet at B.
65. There is a spider button on the south wall. Pushing it will activate a Magic Missile Gauntlet at C
66. There is a spider button on the north wall. Pushing it will activate a Magic Missile Gauntlet at D. There is also a Drow key here.
67. On the west wall is a spider button. Pushing it will activate a Magic Missile Gauntlet at F.
68. Stepping on this pressure plate sets off a Magic Missile Gauntlet at E. To the south is a spider button, pushing it also sets off a Magic Missile Gauntlet. On the east wall is a spider keyhole. Insert a Drow key to open the door to the west.

69. The wall to the west will disappear after the appropriate actions at location 75.

70. This room can only be accessed by falling through the pit on level 8 at location 49. There is a Potion of Extra Healing here.

71. The wall to the north is an illusion.

72. There is nothing here.

73. There is a cleric scroll of Protection from Evil 10' here.

74. There are five darts and a cleric scroll of Dispel Magic here.

75. Throw an item through the northern wall and the wall to the west disappears. Next, throw an item at the newly revealed pressure plate to the west to cause the illusionary wall at location 69 to disappear. There are also pits to the west and south of this location.

76. These stairs lead down to level 10, location 47.

77. These stairs lead down to level 10, location 53.

78. Push the secret button on the south wall to open the passage to the north.

79. There is a cleric scroll of Raise Dead here.

80. There is one rust monster wandering in this area.

81. There is a Wand of Fireballs here.

82. On the west wall is a spider button. If this button is pushed after placing an item into the shelf at location 83, the item is devoured and the passage to the north opens.

83. There is an empty shelf on the west wall.

84. These stairs lead down to level 10, location 1.

85. There is a cleric scroll of Raise Dead here.

86. These stairs lead up to level 8, location 10.

87. There is a message on the south wall that reads: "Storage."

88. There is a spear here.

89. The wall to the north is an illusion. And there is a mage scroll of Armor here.

90. There is a cleric scroll of Flame Blade here.

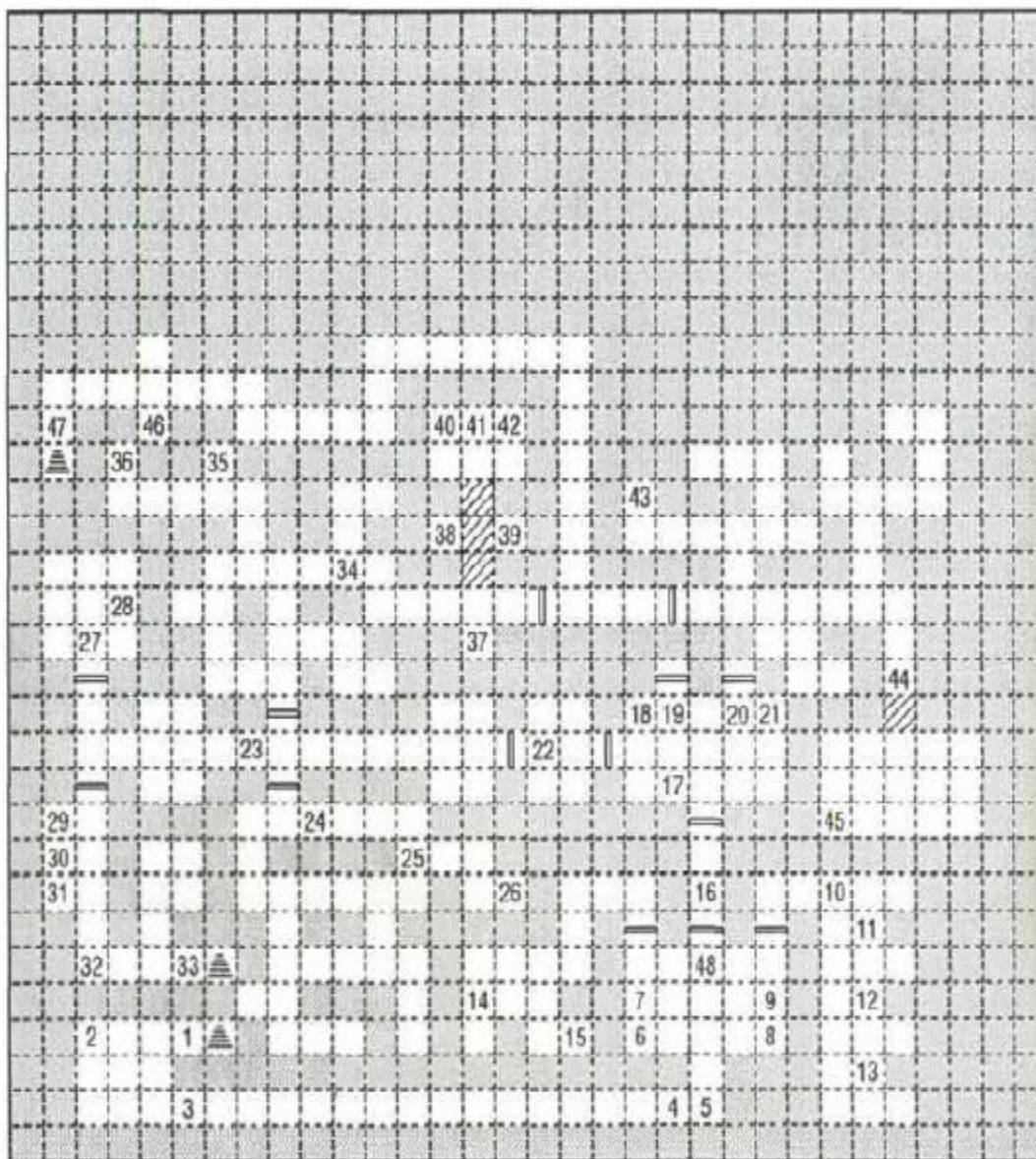
91. There is one Displacer Beast in this alcove.

92. This door is opened by a button on the other side.

93. This is the pressure plate that opens location 69.

A-F. Magic Missile Gauntlets.

### Level 10 — Xanathar's Outer Sanctum, Mantis Hive



- |   |      |   |                              |
|---|------|---|------------------------------|
|  | Wall |  | Stairs Up                    |
|  | Hall |  | Stairs Down                  |
|  | Door |  | Illusionary or Moveable Wall |

### **Level 10 — Xanathar's Outer Sanctum, Mantis Hive**

**Walls:** The walls of this level consist of fitted stone, covered by moss and slime,

**Monsters:** Mantis warriors inhabit this level.

Once you reach level 10 you'll be getting pretty close to Xanathar's lair. In the outer sanctum you'll find the Mantis Hive. The Mantis Warriors have two weapons, a thrown dagger and a halberd. The halberds are coated with a paralyzing poison.

#### Locations and Events:

1. These stairs lead up to level 9, location 84.

2. There is a suit of plate mail here.

3. The hall between locations 3 and 4 is filled with teleporters that bounce your party randomly around this corridor. This pressure plate deactivates all teleporters down the east wall. To get here easily follow the procedure described at location 4.

4. Written on the south wall is the message that reads: "Proper sequence." The correct procedure to bypass this hall.

A. Step into the first teleporter to the west of location 4, your party will be teleported down the hall.

B. Turn 180 degrees from your new location, and step into the next teleporter, the party will then be teleported to location 3.

5. Written on the south wall is a message that reads: "Thirteen."

6. There are cleric scrolls of Remove Paralysis and Flame Blade here.

7. On the west wall is a portal that requires the stone scepter as a key. Placing the key on the blank brick activates the portal and teleports your party to level 8, location 72. This portal only teleports the party one way.

8. There is nothing here.

9. On the east wall is a portal that requires the stone ring as a key. Place the key on the blank brick to activate the portal and teleport your party to and from level 6, location 48.

10. In the four eastern alcoves are four mantis warrior guardians.

11. There is a poison potion here.

12. There is a Wand of Frost here.

13. There are cleric scrolls of Cure Critical 'Wounds and Flame Blade here.

14. If you press the button on the west wall, a mantis warrior will appear to the east behind you. There is a useless wand here,

15. Prince Keirgar is here. He should be returned to the dwarven camp on level 5.

Read the following;  
You see Prince Keirgar struggling against his bonds. He looks at you with desperate hope. "Please, you must free me. I need to return to my clan and avert the war between the Dwarves and the Drow."

If the group frees him read the following;

Prince Keirgar sighs in relief. "I thank thee, for the timely rescue. Now I must hurry to my people to warn them of two foul traps. "First the Drow community was not behind my kidnapping. It was Xanathar's minion Shindia. If my people mistakingly attack the Drow in their search for me, the Drow will annihilate them with superior numbers. Second if my people continue their search for our ancestral home, they will run directly into Xanathar himself. I gather from Shindia's comments that Xanathar has set up his main quarters right in the heart of the ancient cit. I must find my people and stop them from attacking the Drow or assaulting Xanathar. Will you accompany me brave adventurers?"

16. The message on the east wall reads: "Welcome." A Magic Missile trap fires when you step here. It does 10D6 damage.

17. On the south wall is a keyhole. Inserting a skull key opens the south door.

18. Written on the north wall is "In case of fire..."

19. Opening this door reveals a button on the north wall. Pushing this button sets off a Magic Missile trap. It does 10D6 damage.

20. Opening this door reveals a button on the north wall. Pushing this button causes the party to be hit by a Fireball spell. It does 10D6 damage over a 20 foot area.

21. There is a message on the north wall that reads; "In case of flood..."

22. There are two mantis warriors here.

23. Written on both the north and south walls is the message that reads; "Hive."

24. Two mantis warriors guard this area.

25. There is a mantis warrior in this area.

26. There is an arrow here.

27. There is a mantis warrior in this room.

28. The pit in the ceiling here is from level 9, location 75.

29. If you enter this level at location 33, stow weapons on the pressure plates at locations 29, 30, and 31 to open the door to the north.

30. This pressure plate should be left alone unless the party entered at location 33.

31. This pressure plate should be left alone unless the party entered at location 33.

32. The writing on the wall to the north of this area reads: "Stow yer weapons." A mantis warrior guards this area.

33. These stairs lead up to level 9, location 77.

34. Three mantis warriors are in this area.

35. D4 Mantis warriors patrol this area.

36. In here are the remains of the ranger Tyna. He can be resurrected by the Dwarven cleric. There is also a skull key here.



37. There is a sliding block in the corridor to the north that is moved with the levers at locations 37, 38, and 39. Push the lever on the south wall twice to move the block to the north and expose locations 38 and 39.

38. Push the lever on the west wall twice to make the block move to the south and expose the room with locations 40, 41, and 42,

39. Push the lever on the east wall twice to move the block north and expose the southern corridor again.

40. Written on the north wall is a message that reads: "Jump." There is a Potion of Giant Strength here.

41. This pit will drop the party down to level 11, location 4, This is the only way down to level 11.

42. Written on the north wall is a message that reads: "Jump." There is a Ring of Feather Fall here.

43. There is a Cleric scroll of Neutralize Poison here.

44. There is a secret button on the west wall. Pushing it opens the passage to the south.

45. There is a mage scroll of Cone of Cold here.

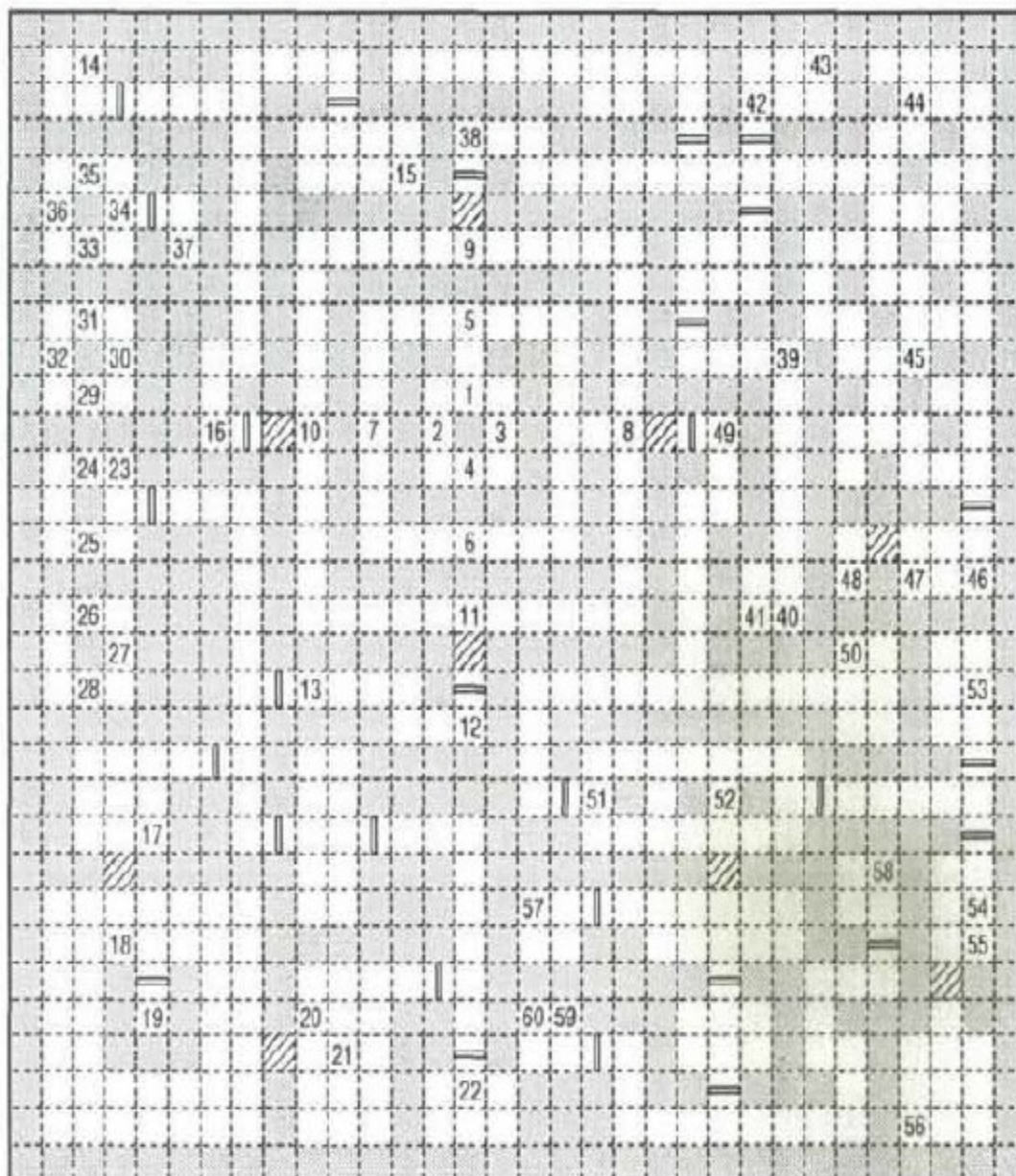
46. There is an arrow here.






47. These stairs lead up to level 9, location 76,

48. Here you meet Shindia, Xanathar's female Drow spy. You will learn additional information if the party chooses to "Hear her out."

Read out the following;  
Shindia suddenly realizing the odds, begs for the life. "Wait, please dont kill me. Look, I know a lot, and I can give you important information. I can tell you how to save the king. That's worth something, isnt it?! Im no good to you dead." Anxious to stay alive Shindi blurts her story. "Its obvious you know of Xanathar's plot. He kidnapped Prince Keirgar to turn the Drow and the Dwarves against each other. Because we knew the king was too stubborn to brainwash, I poisoned him. The only way to revive him from his coma is with the potion that I stashed on the level below, in the Room of the levers".  
Before you can get any more information from Shindia the party is distracted by a series of dancing lights far down the corridor. When the party turns back, she is gone.

### Level 11 — Xanathar's Outer Sanctum, Lower Reaches



- |  |      |   |                              |
|--|------|---|------------------------------|
|  | Wall |  | Stairs Up                    |
|  | Hall |  | Stairs Down                  |
|  | Door |  | Illusionary or Moveable Wall |

### **Level 11 — Xanathar’s Outer Sanctum, Lower Reaches**

**Walls:** The walls of this level consist of fitted stone, covered by moss and slime.

**Monsters:** Mind Flayers and Xorn inhabit this level.

On this level you’ll find the Mind Flayers and Xorn. Mind Flayers have a psionic attack that can paralyze the entire party. They’re also almost entirely resistant to spells. Try to attack the flanks with ranged and melee attacks. Xorn are powerful creatures but move slowly. They’re resistant to some spells.

#### Locations and Events:

1. This area is accessed only by falling through a pit at level 10, location 41.

2. Written on the west wall is the message that reads; “Your fate lies in the stars.”

3. On the west wall is a portal which requires the stone holy symbol as a key. Place the key on the blank brick to activate the portal and teleport your party to level 7, location 67. This is also part of the “Celestial Stars of Navigation.” —a device that aligns the three concentric squares (containing locations 1-11), and allows you to explore the different sections of this level. To align the rings, press the buttons located around the perimeter to rotate the opening 90 degrees clockwise. Align the rings from the inner ring outward, and repeat the process as you complete different section of the level.

4, “Celestial Star of Navigation” button/opening.

5. There is a message here that reads: “Leave no stone unturned.”

6. “Celestial Star of Navigation” button/opening.

7. “Celestial Star of Navigation” button/opening.

8. “Celestial Star of Navigation” button/opening.

9. “Celestial Star of Navigation” button/opening.

10. There is a mossy rock here,

11. Written on the south wall is a message that reads; “Alignment must be true.”

12. This is a normal door required.

13. On the south wall is a keyhole. Insert a Drow key to open the west door.

14. There is +5 banded armor and a +4 long sword named "Slasher" here.

15. There is a non-magical ring here. No keys are required.

16. This is normal door —no keys are required.

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

18. On the south wall is a keyhole. Insert a Drow key to open the southern door. There are also two Xorn here.

19. There is a Mind Flayer here. Also, on the south wall is a portal which requires the stone orb as a key. Place the key on the blank brick to activate the

portal and teleport your party to level 19, location 1.

20. A secret button on the west wall opens the passage to the west.

21. There is one Mind Flayer here.

22. There is one Mind Flayer here.

23. There is a Wand of Lightning Bolt here.

24. From here your party is teleported to location 31.

25. Your party is teleported here from location 28,

26. Your party is teleported here from location 35.

27. There is a mage scroll of Hold Monster here.

28. From here your party is teleported to location 25.

29. Your party is teleported here from location 33.

30. From here your party is teleported to location 34.

31. Your party is teleported here from location 24.

32. From here your party is teleported to location 36.

33. From here your party is teleported to location 28.

34. Your party is teleported here from location 30.

35. From here your party is teleported to location 26.

36. Your party is teleported here from location 32.

37. There is a Luckstone Medallion and a cleric scroll of Raise Dead here.

38. This is a normal door — no keys are required.

39. Down this entire hall are levers on the east wall. Continually move up and down the hall, setting all levers to the up position. Keep doing this, even though some of the levers flip back down, push them back up. Once they all remain up, a Wand of Frost is delivered to the shelf at location 40. There is also Dwarven Healing Potion here, which must be taken to the dwarves on level 5 to awaken their king.

40. There is a Dwarven Potion of Healing in the south shelf. This needs to be returned to the Dwarves' camp on level 5. A Wand of Frost also appears here after location 19 is complete.

41. There is a cleric scroll of Cure Serious Wounds here.

42. There are three Xorn in this room.

43. There is a mossy rock and a cleric scroll of Raise Dead here.

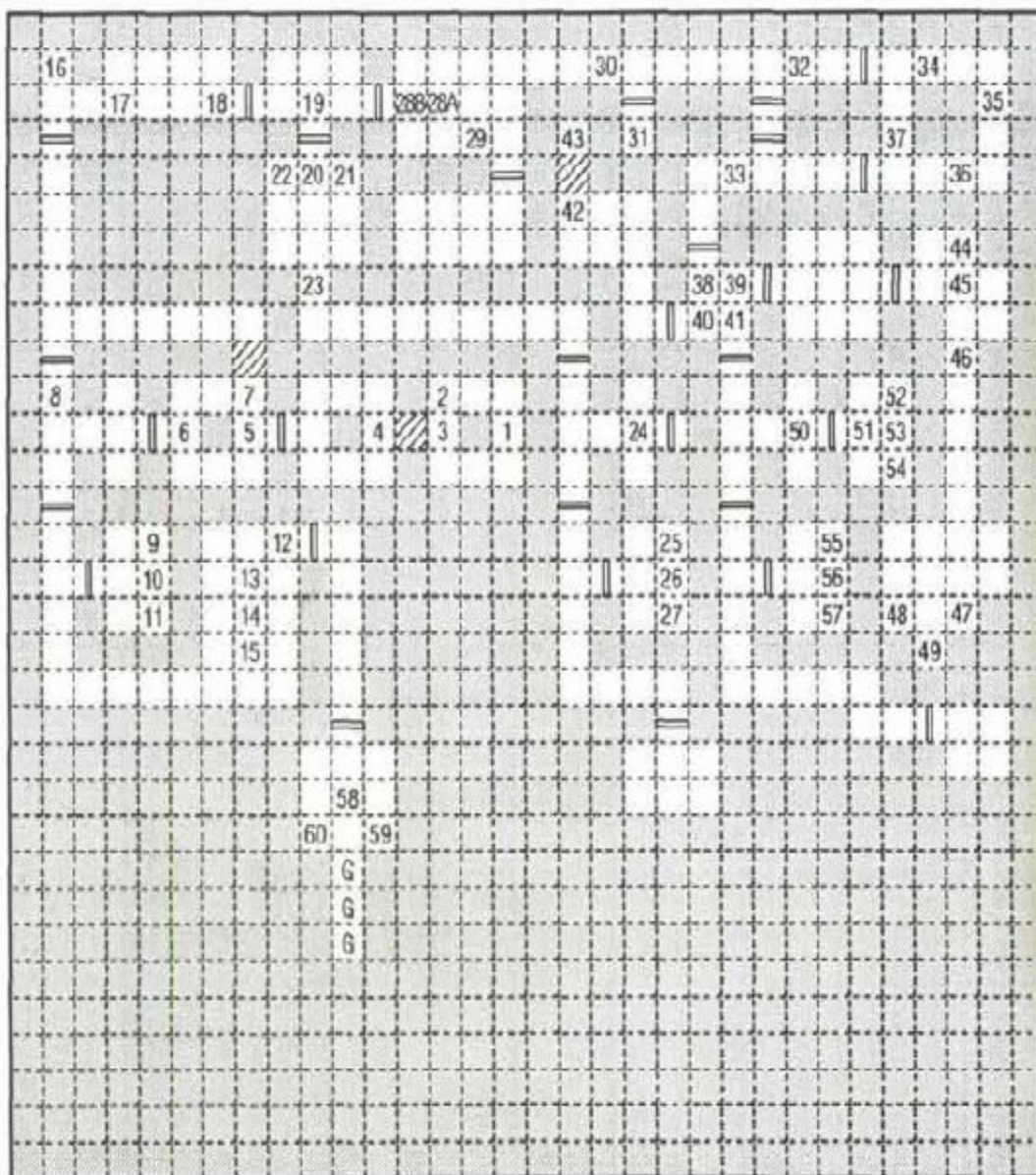
44. In the maze between locations 44 and 45 there are seven Xorn patrolling.







45. D8 Xorn patrol this area.

46. Written on the south wall is: "Room of the Key."

47. On the west wall is a secret button that opens the passage to the west.
48. There is a Drow key and a stone orb portal key here.
49. This is a normal door — no keys are required.
50. There is one mind flayer in this room.
51. Whitten on the east wall is “Chwat.”
52. There is a secret button on the west wall that opens a passage to the south. There is also one Xorn here.
53. There is one Mind Flayer in this room.
54. There is one Mind Flayer in this room.
55. On the south wall is a secret button that opens a hidden passage to the south.
56. There is an Orb of Power here.
57. There is one mind flayer guarding this room and a Drow key.
58. There is one Mind Flayer in this room.
59. There is one Mind Flayer in this room. There is also a stone holy symbol here.
60. The bones that are the remains of the mage Kirath are here. There is also a spell book, +2 Bracers of Defense, +2 Ring of Protection, +5 dagger called “Flicka”, and a Robe of Protection +5 here.

### Level 12 — Xanathar's Inner Sanctum



- |  |  |
|--|--|
|  Wall |  Stairs Up                    |
|  Hall |  Stairs Down                  |
|  Door |  Illusionary or Moveable Wall |



### **Level 12— Xanathar’s Inner Sanctum**

**Walls:** The walls of this level consist of ‘opulent decor.

**Monsters:** Stone golems and Xanathar himself inhabit this level.

The Beholder Xanathar resides on the 12th level and he’s been waiting for your party. He’s completely resistant to magic but can take damage from magic weapons. Xanathar has constructed Stone Golems to protect him. They are resistant to most spells and have powerful melee attacks.

If you return the potion to the Dwarf king first read the following;  
The Dwarves rejoice at the return of their prince. Warriors and clerics surround the prince. Armun turns to you. "Beyond hope you have returned with prince Keirgar. How can we possibly thank you?" "They wish information on ways to the surface" Keirgar interrupts. "Lore has it there is an ancient throne room about seven levels down. In the throne room there is a secret door in the north wall. The door opens to a long underground passageway, which should take you to the lands just east of Waterdeep".

Prince Keirgar says "there must be some other way I can repay you for bringing me back to my people. The least I can do is continue to help you in your quest against Xanathar." "This should awaken the king", you exclaim as you give the potion to the cleric. A few moments later King Teirgon awakens, still weak but very much alive. Quickly the Dwarves explain the past events to King Teirgon, including your part in awakening him from the coma. Grateful, the king thanks

you. "Brave adventurers, you have saved my life. Please accept this our most precious gift. I can tell you little about it, save only that it will aid you in your darkest hour." He gives the group the wand of Silvias.

The group can now proceed for to confront Xanathar.

#### Locations and Events:

1. On the west wall is a portal which requires the stone orb as a key. Place the key on the blank brick to activate the portal and teleport your party 10 level 11, location 19.
2. On the west wall is a hole that reeks of smoke.
3. Push the wall ornamentation and a hidden passage opens to the west.
4. On the west wall is a sign which reads; “Turn back, no trespassing.”
5. There is a normal door here.
6. Stepping on this pressure plate closes the door to the east. There are four stone golems in this area. One stone golem carries a skull key.
7. A button on the east wall opens the passage to the north.
8. This door can only be opened from the other side.
9. A button on the east wall teleports the party one square east, into the wall. Characters may step forward into the next room (with locations 12-15), or back into the previous one.

10. Push the button on the east wall to teleport your party to location 26.
11. Push the button on the east wall to teleport your party to location 87.
12. The door can only be opened by inserting a skull key in the keyhole.
13. A non-magical ring and a Potion of Healing are placed on this pedestal. If you go directly over and take the items, other items will be stolen from the party and lost permanently. To get the ring and potion, characters must drop their own small items before going to the pedestal.
14. There is a skull key here.
15. A non-magical necklace and a Potion of Healing are placed on this pedestal. This works like the trap at location 13.
16. This is where the stone golem is created from location 17.
17. Along the north wall of this room are three pedestals. To the south of each pedestal are three signs that read: "Stone for substance," "Potion for strength," and "Sphere for animation." Put a rock, potion, and orb on each of the appropriate pedestals, and push the button on the north wall to create a stone golem in location 16. Making golems is not a good idea unless you want more combats and EXP.
18. This door can only be opened from the east.
19. This room can only be entered from the south. The doors to the east and west can only be opened in this room.
- 20-22. The pedestal at location 20 has a large eye on it: Place an orb of power on each pedestal to the east at location 21 and 'west at location 22, and the eye and those pedestals will disappear. Place an orb of power on the pedestal at 20 and it will disappear.
23. Written on the west wall is 'Room of the spheres.'
24. Stepping on this pressure plate closes the door to the east. Opening the door reveals a button on the east wall. Pushing this button creates a Wand of Fireballs in a shelf in the south alcove.
25. There is a button on the east wall. Pushing it teleports the party to location 9.
26. A button on the east wall teleports the party one square east, into the wall. Characters may step forward into the next room (with locations 55-57), or back into the previous one
27. There is a button on the east wall. Pushing it teleports the party to location 57.
- 28A. There are three Orbs of Power here.
- 28B. This door can only be opened from the other side,
29. A secret button on the south wall opens the door to the south,
30. The button on the south wall opens the southern door.
31. There is one stone golem here.

32. On the south wall is a keyhole. Inserting a skull key opens the door to the south. This reveals a Wand of Magic Missiles.

33. On the north wall is a keyhole. Insert a skull key to open the door to the north and reveal a Wand of Magic Missiles.

34-37. These four rotating shelves will dispense a total of four iron rations.

38-41. Step on one of these pressure plates to close all of the doors to this room.

42. A secret button on the west wall opens the alcove to the north

43. There are two Potions of Invisibility here,

44. On the north wall is a hole that reeks faintly of smoke — it launches Fireballs to the south.

45. Xanathar inhabits this area — BEWARE! The most effective way to destroy Xanathar is to use the Wand of Silvias. This is obtained from the Dwarves after returning the potion to revive their king. The wand should be used to repel him into his spike trap at location 49.

When the group finds Xanathar read the following;  
 "So despite my traps, you petty hirelings of the lords of Waterdeep managed to make it here after all. How unfortunate for you." How sad for me as well. I enjoyed immensely watching you fight my minions and stumble through my traps. Of course I'm responsible for creating the traps, just as I am responsible for creating the plan that will

bring all of Waterdeep under my absolute control. You of course cannot be allowed to interfere with my brilliant plan. Surrender to me now, and perhaps I will grant you mercy."

To kill him immediately back out of his room. The party's goal is to get past him to lure Xanathar to follow them into the long hallway and in the final room. All they need to do is line Xanathar up one square forward and to the right. Once he's there, use the Wand of Silvias twice to push him into the red trap against the wall. He will die. You will win.

After Xanathar is killed read the following;

As the party picks through the remains of Xanathar's shattered body a teleporter triggers about them. As Xanathar's lair fades from view everyone prepares for battle and thinks "what now?" A stately marbled room fades in around the party. Two stone columns flank a large throne. Sunlight streams in through the windows. Clean air blows in from an open door. This is Piergeiron's public hall. The party is free from the dungeons under Waterdeep. "You have killed Xanathar and saved Waterdeep from his evil." Piergeiron exclaims. "We were wise to pick such talented and resourceful adventurers as our agents. For today let thee be proclaimed the heroes of Waterdeep and let all know of your brave deeds. Congratulations on your successful quest.

46. There are light beam projectors to the east and west. Breaking the hidden beam sets off a Fireball from the north (location 44). The trap can be avoided if all your characters are invisible. The fireball does 10D6 damage over a 20 foot area.

47 & 48. There is one large eye on each pedestal.

49. There are light beam projectors to the east and west. Breaking the hidden beam while visible causes spikes to fire at the party. Enter this trap with all characters invisible. There are copies of portals keys in the south shelf: a stone ot, stone holy symbol, stone ring, stone necklace, stone medallion, stone dagger, and a stone scepter.

50. Step on this pressure plate to close the door to the east.

51. Step on this pressure plate to close the door to the west.

52. There is a button on the east wall. Push it to create a shelf with a Potion of Speed in the north wall.

53. There is a button on the east wall. Pushing it triggers two Fireballs that fly east from holes west of locations 52 and 54. The Fireballs fly one square and then turn towards location 58 to hit the party. Each does 10D6 damage over a 20 foot area.

54. There is a button on the east wall. Push it to create a shelf with an Orb of Power in the south wall.

55. There is a button on the east wall. Push it to teleport your party to location 9.

56. There is a button on the east wall. Push it to teleport your party to location 26.

57. There is a button on the east wall. Push it to teleport your party one square to the east, into the wall. Characters may

see into the next room (with locations 47-49), but must step back into the previous one.

58. To each side is a pedestal with a large eye on it. These eye triggers will release 3 stone golem guards from the south if your characters are not invisible.

59. There is a Potion of Vitality and a Potion of Invisibility here.

60. There is a Potion of Vitality and a Potion of Invisibility here.

## Enemies by location

### Level 1

#### Giant Leech



INT 1; AC 9; MV 3, HPs 2D8; Thac0 19; 1 attack; the initial attack attaches the sucker mouth of the giant leech. On the next round, and on each round thereafter, it drains blood for 1 point of damage per 6 HPs of the leech.

#### Kobold



INT 8; AC 7; MV 6; HPs D4; Thac0 20; 1 attack; D6 damage from short spear. The Kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking humans, Elves, or Dwarves unless the Kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened. Kobolds have 60-foot infravision.

## Level 2 Skeleton



INT 0; AC 7; MV 12; HPs 8; Thac0 19; Attacks 1; D6 damage from rusty short sword.

All skeletons are magically animated undead monsters, created as warriors by Xanathar. Skeletons are immune to all sleep, charm, and hold spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton. Skeletons are immune to fear spells and need never check morale.

## Zombie



INT 0; AC 8; MV6; HPs 16; Thac0 19; Attacks 1; D8 damage from bite.

Zombies are mindless, animated corpses controlled by Xanathar. Zombies cannot talk, being mindless, but have been known to utter a low moan when unable to complete an assigned task. Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrase commands. They always fight until called off or destroyed, and nothing short of a priest can turn them back. They move in a straight line toward their opponents, with arms outstretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2-8 points of damage to a zombie.



Level 3**Kuo-toa**

INT 13; AC 4; MV 9; HPs 16; Thac0 19; Attacks 1.

The harpoon is a wickedly barbed throwing weapon with a 30 yard range. It inflicts 2D6 points of damage. Victims must roll a successful saving throw of 13+ on D20 to avoid being snagged by the weapon. Man-sized or smaller beings who fail this saving throw are jerked off their feet and stunned for D4 rounds. The Kuo-toan, who is attached to his weapon by a stout cord, then tries to haul in its victim and slay him with a dagger thrust.

When two or more Kuo-toans join hands, they can generate a lightning stroke as their attack. The bolt is two feet wide and hits only one target unless by mischance a second victim gets in the way. The bolt inflicts 6 points of damage per Kuo-toan, half that if a saving throw vs. spell is successful.

Despite their eyes being set on the sides of their heads, they have excellent independent monocular vision, with a 180-degree field of vision and the ability to spot movement with 60-foot infravision and have the ability to sense vibrations up to 10 yards away.

Kuo-toa are totally immune to poison and are not affected by paralysis. Spells that generally affect only humanoid types have no effect on them. Electrical attacks cause half damage, or none if the saving throw is successful; magic missiles cause only 1 point of damage; illusions are useless against them. However, Kuo-toa hate bright light and suffer a -1 penalty to their attack roll in such circumstances as daylight or light spells. They suffer full damage from fire attacks and save with a -2 penalty against them.

## Flind



INT 8; AC10; MV 12; HPs 19, Thac0 17; Attacks 1.

The Flind is similar to a Gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like. Flinds use clubs which inflict D6 points of damage.

## Levels 4 and 5 Giant Spider



INT 5; AC 4; MV 3; HPs 21; Thac0 17; Attack 1.

These creatures are extremely dangerous due to the lethal poison in their bite which kills instantly if the character fails their poison save.

## Dwarf



INT 12; AC 10/4 with armour; MV 6; HPs 9; Thac0 19; Attacks 1.

Dwarves wear chain mail armour, helmet, shield and an axe which does D8 damage. They are meant to aid the players in this module but their stats are presented here in case your group consists of murderhobos.

Level 6  
**Kenku**



INT 8; AC 5; HPs 24; MV 6; Thac0 17;  
Attacks 3.

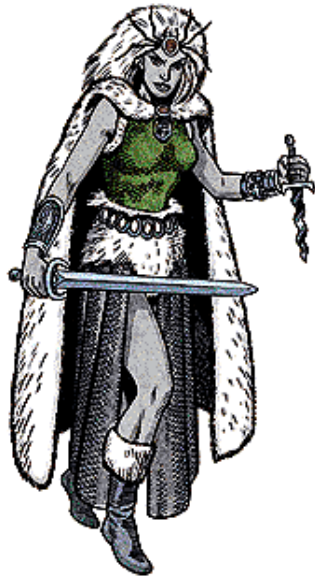
Kenku can throw two Magic Missile spells at range each before they close to melee. They attack with a quarterstaff which does D8 damage. If unarmed, they attack with either pair of claws (two attacks for D4 points of damage apiece) and their beak (D6 points).

**Dark Robed Mage**



INT 15; AC 9; HPs 15; MV 12; Thac0 17; Attacks 1.

At some point the players will encounter this dastardly fellow who will then attempt to kill them. His spells include hold person, magic missile and fireball. He also has a normal knife.

Level 7**Drow**

INT 14; AC 10; MV 12; HPs 16; Thac0 9; Attacks 2.

The Drow community in this module have a pact with Xanathar and are used to dealing with non-Drow. They may even be willing to bargain with wandering adventurers. In melee, they attack with long swords coated with a short term paralyzing poison (treat as if it were a hold spell) if the player fails their poison save. Drow move silently and have superior infravision (120 feet). All dark elves receive training in magic, and are able to use the following spells once per day: dancing lights, faerie fire, and darkness.

Drow have a base resistance to magic of 50%. However they do have one great weakness – bright light. Drow within the radius of a light or continual light spell are 90% likely to be seen. In addition, they lose 2 points from their Dexterity and attack with a -2 penalty inside the area of these spells. Characters subject to spells cast by Drow affected by a light or

continual light spell add a +2 bonus to their saving throws. If Drow are attacking a target that is in the area of effect of a light or continual light spell, they suffer an additional -1 penalty to their attack rolls, and targets of Drow magical attacks save at an additional +1. These penalties are cumulative (i.e., if both the Drow and their targets are in the area of effect of a light spell, the Drow suffer a -3 penalty to their attack rolls and the targets gain a +3). Light sources like torches, lanterns, magical weapons, or faerie fire spells, do not affect Drow.

## Skeletal Lord



INT 15; AC 2; MV 6; HPs 74; Thaco 11; Attacks 1.

These creatures are an elite force of evil warriors created from the bones of fallen heroes by Xanathar. They can attack quickly, are very tough, and can pack together to attack as a group. The best defense against a group of skeletons is to turn them by readying the holy symbol of the party's highest level cleric.

Skeletal Lords take half damage from piercing and slashing weapons. Skeleton Lords fight with two-handed swords which do 2D6 damage. Skeleton Lords make all weapon attacks with a +3 bonus to their attack roll; this is an innate ability, the weapon itself is not magical. Only magical weapons affect Skeleton Lords. They have a 90% magical resistance.

## Level 8

### Drider



INT 14; AC 3; MV 12; HPs 54; Thaco 13; Attacks 1.

These creatures have powerful melee attacks, a high resistance to spells, and are armed with two spears that they used as ranged attacks. Driders move silently and have superior infravision (120 feet). Driders are able to use the following spells once per day: dancing lights, faerie fire, and darkness. Driders have a base resistance to magic of 50%. Driders within the radius of a light or continual light spell are 90% likely to be seen. In addition, they lose 2 points from their Dexterity and attack with a -2 penalty inside the area of these spells.

Characters subject to spells cast by Driders affected by a light or continual light spell add a +2 bonus to their saving throws. If Driders are attacking a target that is in the area of effect of a light or continual light spell, they suffer an additional -1 penalty to their attack rolls, and targets of Drider magical attacks save at an additional +1. These penalties are cumulative (i.e., if both the Drider and their targets are in the area of effect



of a light spell, the Drider suffer a -3 penalty to their attack rolls and the targets gain a +3). Light sources like torches, lanterns, magical weapons, or faerie fire spells, do not affect Driders. Driders can bite for D4 points of damage, and those bitten must save vs. poison with a -2 penalty or be paralyzed for 1-2 turns.

### Hell Hound



INT 5; AC 4; MV 12; HPs 40; Thac0 15; Attacks 1.

Hell Hounds attack first by breathing fire at an opponent up to 10 yards away. The fire causes 5 points of damage. A successful saving throw vs. breath weapon cuts the damage in half. The hell hound then attacks with its teeth. The hell hound can continue to exhale flame while biting. If the hell hound rolls a natural 20 on its attack roll, it grabs a victim in its jaws and breathes fire on the victim. Hell Hounds are immune to fire. They can also see hidden or invisible creatures 50% of the time.

### Level 9 Displacer Beast



INT 4; AC 4; MV 15; HPs 48; Thac0 15; Attacks 2.

The displacer beast is a fierce, savage creature that hates all forms of life. Highly aggressive, the displacer beast will attack on sight, using its tentacles to inflict 2D4 points of damage to its victims. Their main advantage in combat is their magical power of displacement, which allows them to appear to be some 3 feet from their actual location. Anyone attacking a displacer beast does so at -2 on his attack roll. In addition, the beasts save as 12th-level fighters; adding +2 to their die rolls. To determine the true position of the displacer beast and its illusion, roll 1d10. On 1-5, the illusion is in front of the creature, 6-7 to the creature's left, 8-9, to the right. On 10, the illusion is behind the beast's actual position.

Although this ability is magical, the beast's location can not be determined by dispel or detect magic. Only true



seeing will reveal its position. Displacer beasts will not use their claws or teeth unless near death, or when in combat with a very large opponent. If they do employ them, each claw does 1-3 points of damage, and each bite does 1-8 points of damage.

### Rust Monster



INT 1; AC 2; MV 18; HPs 40; Thac0 15; Attacks 2.

These creatures have an insatiable appetite for all metal. Rust monsters are placid by nature, but when they get within scent range of metal, they become excited and immediately dash toward the source. Rust monsters can smell metal up to 90 feet away. If the rust monster's antennae touch metal (determined by a successful attack roll), the metal rusts. Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected).

Any affected metal rusts or corrodes and immediately falls to pieces that are

easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Should a nonweapon metallic magical item happen to make contact with a rust monster, treat it as a +2 magical weapon for purposes of determining whether or not it breaks up. Rust monsters, being none too bright, stop pursuing a fleeing party for one round to devour metallic items, such as a handful of iron spikes, a mace or a hammer, if the party throws them behind. Rust monsters go after ferrous metals such as iron, steel, and magical steel alloys, such as mithril and adamantite. They choose such metals over valuable metals such as copper, gold, silver, or platinum.

In fact, they would continue to pursue a party that just dropped a fistful of copper coins, for example, in hopes of getting the much-preferred ferrous metal of armor and weapons. Sometimes (30% chance), a rust monster will even pause for one round during combat in order to eat. Rust monsters are not known for being tacticians, just ravenously hungry metal-eaters. Feeding time always takes one round regardless of the size of the metal meal.

Level 10  
**Mantis Warrior**



INT 12; AC 5; MV 18; HPs 51; Thac0 13; Attacks 5.

These creatures are extremely fast and carry two weapons, a thrown dagger and a halberd for melee attacks. The halberd is coated with the Mantis Warrior's paralyzing saliva. The Warriors are immune to charm person and hold person spells. Unarmed, they can attack with 4 claws and 1 bite attack per round. If using a weapon, they can attack with weapon and bite.

The gythka, a polearm with a blade at each end, can slash for D6 points of damage against man-sized or smaller targets, or D10 points of damage against larger targets. The gythka can be thrown as a spear to inflict D6+2 points of damage. Mantis can leap 20 feet straight up or 50 feet forward. They cannot leap backward.

Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are

paralyzed for 2D10 rounds, man-sized for 2D8 rounds, large creatures for D8 rounds, and huge and gargantuan creatures for only 1 round.

## Level 11 Mind Flayer



INT 18; AC 5; MV 12; HPs 68; Thac0 11; Attacks 4.

A mind flayer's preferred method of attack is the mind blast, projected in a cone 60 feet long, 5 feet wide at the mind flayer, and 20 feet wide at the opposite end. All within the cone must make a saving throw vs. wands or be stunned and unable to act for 3D4 rounds. The Illithid tries to grab one or two stunned victims (requiring normal attack rolls if others try to prevent this) and escape with them. When devouring the brain of a stunned victim, it inserts its tentacles into the victim's skull and draws out its brain, killing the victim in one round.

A mind flayer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim. A tentacle which hits causes 2 HPs damage and holds the victim. A tentacle does no damage while holding, and can be removed with a

successful bend bars/lift gates roll. Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in one round. If preferred, the DM can simply roll D4 for the number of rounds required to kill a struggling victim. A Mind Flayer can also use the following powers, one per round, as a 7th-level mage: suggestion, charm person, charm monster, ESP, levitate, astral projection, and plane shift. All saving throws against these powers are made at a -4, due to the creature's mental prowess.

## Xorn



INT 10; AC -2; MV 9; HPs 63; Thac0 13; Attacks 4.

In combat, Xorn have two different methods of fighting. Against a single opponent, they bend the two legs nearest the opponent deeply, angling their bodies toward the enemy. In this way all four attacks can be brought to bear. Against several opponents, they attack with arms in all directions, each striking at a different target. One of the targets

suffers a second attack, as the Xorn angles its body down to bite. If necessary, a Xorn can use its ability to blend into the surrounding stone to impose a -5 penalty to opponents' surprise rolls when it attacks. This incorporates a blending of coloration and its physical ability to pass into and through stone. It then lunges out of a stone surface to gain surprise, often at the feet of an opponent, attacking with three arms and its mouth. This guerrilla warfare can continue indefinitely.

During any round that it passes through stone, a phase door spell kills it instantly. If fight goes against it, the Xorn retreats to the nearest stone surface. A Xorn is immune to fire and cold, both magical and normal. Electrical attacks cause half damage if the Xorn fails its saving throw, and no damage if the saving throw is successful. Edged weapons cause only half damage to Xorn, though blunt and piercing weapons do full damage. A move earth spell flings a Xorn back 30 feet, and the creature is stunned for one round. A stone to flesh or rock to mud spell lowers its AC to 8 for one round. During that round the Xorn will attack, as it is readjusting its substance back to stone. Lastly, a passwall spell inflicts D10+10 points of damage on a Xorn.

## Level 12 **Stone Golem**



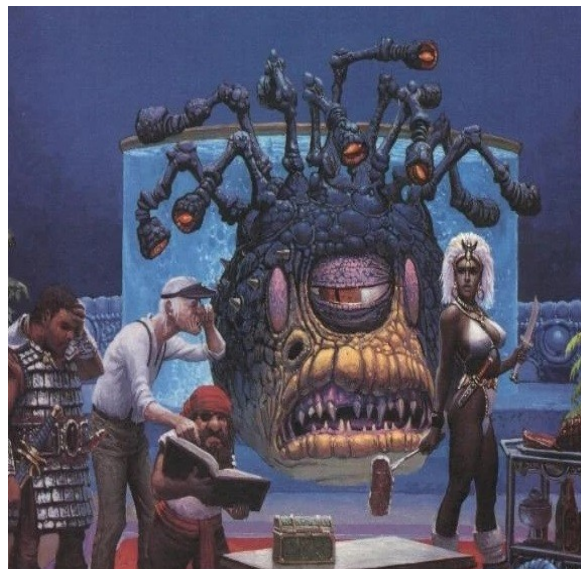
INT 0; AC 5; MV 6; HPs 60; Thac0 7; Attacks 1.

A stone golem is 9½ feet tall, and weighs around 2000 pounds. Its body is of roughly chiseled stone. Golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have a strength of 22, for purposes of breaking or throwing things.

The stone golem is immune to any weapon, except those of +2 or better enchantment. A rock to mud spell slows a golem for 2D6 rounds. Its reverse, mud to rock, acts to heal the golem, restoring all lost hit points. A flesh to stone spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following

round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a slow spell upon any opponent with 10 feet of it.

### Xanathanar



INT 16; AC 0; MV 3 floating; HPs 75; Thac0 5; Attacks 1. Saves as a level 16 Warrior.

Xanathar the beholder has been watching your party since you accepted the council's commission and knows what you are capable of doing. Defeating him will not be an easy task. Beholders are almost completely resistant to magic because of the anti-magic effects of their central eye. The globular body of Xanathar is supported by levitation, allowing it to float slowly about as it wills.

Xanathar has different Armor Classes for different parts of his body.

<u>Location</u>	<u>AC</u>
Body	0
Central Eye	7
Eyestalk	2
One smaller eye	7

Each of Xanathar's eyes, including the central one has a different function. The standard smaller eyes are as follows:

- Charm person (as spell)
- Charm monster (as spell)
- Sleep (as spell, but only one target)
- Telekinesis (250 pound weight)



Flesh to stone (as spell, 30-yard range)  
 Disintegrate (20-yard range)  
 Fear (as wand)  
 Slow (as spell, but only a single target)  
 Cause serious wounds (50-yard range)  
 Death ray (as a death spell, with a single target, 40-yard range)  
 The central eye produces an anti-magic ray with a 140-yard range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.

Xanathar may activate the magical powers of its eyes at will. Generally he can use D4 smaller eyes if attackers are within a 90 degree angle in front, D6 if attacked from within a 180 degree angle, D8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front.

Xanathar can withstand the loss of its eyestalks, each eyestalk/smaller eye having 5-12 hit points. This loss of hit points is over and above any damage done to the central body. The body can withstand two thirds of the listed hit points in damage before the creature perishes. The remaining third of the listed hit points are located in the central eye, and destroying it will eliminate the anti-magic ray. Slaying the body will kill Xanathar and render the eyes powerless. Destroyed eyestalks (but not the central eye) can regenerate at a rate of one lost member per week.

Xanathar has a ring of invisibility on its fear eyestalk, a ring of mind shielding on its sleep eyestalk, and a ring of resistance (force) on its slowing eyestalk.