

OFFICIAL
**Advanced
Dungeons & Dragons**[®]
COMPUTER PRODUCT

BESKUERENS ØJE

Genre: Fantasy Dungeon Crawl
Spillere: 4 spillere + 1 spilleleder
Spilletid: 2+ timer
Forfatter: Claus Raasted
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A LEGEND SERIES
Fantasy Role-Playing Saga, Vol. I



STRATEGIC SIMULATIONS, INC.[®]



BESKUERENS ØJE

Forfatter: Claus Raasted

“Beskuerens Øje” er et klassisk dungeon crawl med et twist. Spillerne spiller figurer fra computerrollespillet *Eye of the Beholder* fra 1990. Der er menneskepaladinen Lucas, dværgkrigeren Cassandra, den mystiske elvertroldmand Nystul og halvelverpræstinden Chrissy. De fire er lige begyndt på et dungeon crawl, men for spillerne handler det ikke kun om dungeonen, men også om kampen mellem to logikker.

Scenariet opererer nemlig med to slags logik, som er i konflikt med hinanden. På den ene side står “Rollespilslogikken”, hvor det handler om at spille sin karakter troværdigt, at indleve sig i situationen og skabe en historie i fællesskab.

Overfor står “Computerrollespilslogikken”, hvor ens handlemuligheder er meget få, det primært handler om at banke monstre og stige i level, og hvor man aldrig efterlader noget phat l3wt, for tænk hvis det bliver vigtigt senere.

Beskuerens Øje handler om oplevelsen af, som rollespiller, at blive fanget i computerrollespillets interne logik og ubevidst, men sikkert, blive indfanget i en bestemt måde at tænke på.

Scenariet er således en humoristisk hyldest til 90’er computer-rollespillene som *Eye of the Beholder*, men også en skarp kritik af dem.

Stikord: Old school fantasy with a twist

Spillerantal: 4 spillere og en spilleleder

Spilletid: 2 timer

Spillertyper: Du ved hvad et old school dungeon crawl er, og er ikke bange for at prøve det i en lidt alternativ form

Spilledertype: Du skal kunne lide den “klassiske” spilleleder-funktion, hvor spillerne er et party som du fører gennem en historie. Kendskab til *Eye of the Beholder* spillene er en fordel, men ikke et must.

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Tak fordi du gider

Det første og vigtigste er at sige tak fordi du gider spillede scenariet. Uden spillere, ingen spiloplevelse! For at gøre dit liv så nemt som muligt, har jeg opdelt scenarieteksten i et par afsnit.

1. Introduktion
2. Hvordan spiller du Beskuerens Øje?
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Historien bag Beskuerens Øje

Som ung spillede jeg ikke bare bordrollespil, men også computerrollespil. Jeg startede med Rogue på min stedfars computer tilbage i midt-80'erne, og da jeg selv fik først en C64 og sidenhen kraftigere maskiner, så var jeg solgt. Jeg spillede Champions of Krynn, Lands of Lore, Legend of Blacksilver og mange, mange flere.

Et af dem jeg spillede var Eye of the Beholder. Da det kom i 1990 var det lidt af en revolution indenfor computerrollespillene, for ikke alene var grafikken VILDT sej (det syntes vi dengang), det var også baseret på AD&D 2nd Edition – modsat SSIs Gold Box spil, der kørte 1st edition, og så var det megablæret, at det var sådan First Person synsvinkel også når der var kamp. Det var poleret, det var lækkert og i min vennekreds så var der for en tid konkurrence om hvem der var nået længst i det.

Det var også længe før internet og walkthroughs, så vi sad selv og tegnede kort i hånden på kvadreret papir og vi læste i et computerspilsblad om tricket med at respawnne Kenkus på Level 6 så vi kunne høste deres XP længe før vi nåede ned til Level 6. At historien var tynd, Dungeonen usammenhængende og AD&D 2nd Edition et forfærdeligt system var der ingen af os der tænkte dengang.





Vi var 10-11 år gamle og måden vi spillede Eye of the Beholder på mindede om måden vi spillede bordrollespil på – masser af terningslag, sære monstre og en spilleleder (det var mig), som syntes det var federe at læse om seje monstre i Monster's Manual end det var at lære noget om interaktiv historiefortælling og drama-kurver.

Idag er det anderledes. Nutidens computerrollespil er komplekse, fyldt med moralske valg, dystre anti-helte og komplicerede storylines. De opfordrer ikke bare spillerne til at forstå mekanikken, men også til at dykke ned i historien og være med til at forme den. Nutidens computerrollespil kræver noget mere af spillerne, og er desuden noget nemmere end de spil vi spillede dengang. Historierne er bedre og indgangsbarrieren lavere.

Sådan var det ikke på Eye of the Beholders tid. Historien var tammere end tam, den emotionelle investering var lig nul og derudover var det møgsvært. Det var så langt fra kunst som det kan være, og alligevel åd vi det råt.

Beskuerens Øje er skrevet i et forsøg på at teste moderne rollespillere op imod den tidsånd – ikke som old school computerrollespil, men som bordrollespilsscenario, der følger computerrollespillets logik.

Mit håb er, at det føles som en underholdende lyntur til nostalgi-land, men samtidigt at det gør lidt ondt inde i rollespillerhertet hver gang man må smide "godt rollespil" på bålet for at få lov til stadig at styre sin karakter. For sådan var det dengang. Det hjalp jo ikke at sidde og blive frustreret over, at det ikke havde nogen spilmæssige konsekvenser at ens Lawful Good paladin bare slagtede løs blandt ens dværg-allierede fordi man ville claime deres XP.

Jeg håber, at du får det ligeså sjovt med at spille det her, som jeg havde det med at skrive det.

Claus Raasted, august 2014





The basics

Scenariet er et old school, clean-cut dungeon crawl. Det starter med, at de fire eventyrere ankommer til dungeonen via kloakerne, og bagved dem bliver loftet kollapsede af ukendte gerningsmænd. De er fanget i dungeonen og der er kun en vej – og det er ned.

Som spillede er det din opgave at føre spillerne igennem Dungeonen. Det er dog ikke så vigtigt hvor langt de når i den, for når tiden er gået skal du stoppe spillet på samme måde som når man vælger "Save Game" i sit computerrollespil og slukker bagefter. Hvis spillerne på mirakuløs vis er nået hele Dungeonen igennem når tiden er gået er det fint, men hvis ikke, så vær hård. Man slutter når man slutter, og det må gerne føles mærkeligt.

Derudover, så er din opgave som spillede at udfylde den klassiske fortællerrolle, der giver spillerne plads til at udfolde sig. "I står i en 10 fod x 30 fod gang. Der er grønt mos på væggene, og det lugter som om der er nogle enorme fisk, der er døde her for nyligt. Nede for enden af gangen er en mosbeklædt stål-dør, som har set bedre dage. Hvad gør I?" er lige præcis den stil, som passer til scenariet – også selvom det virker som et levn fra 90'erne. Det er meningen. Ikke noget fancy freeform her.

Afhængigt af hvordan du og dine spillere har det med scenariet, er det selvfølgelig ok for dig at ændre på stilen. Finder I ud af, at det ikke er spændende at udforske kortet, kan du springe let henover de scener, hvor der ikke sker det store, og springe direkte til action-sekvenserne. Anbefalingen lyder på beskrivende dungeon crawl, men i sidste ende er valget helt og holdent dit.

De to logikker

Lige gyldigt hvordan du vælger at køre scenariet er der dog en ting, som er i centrum, og det er kampen mellem de to logikker; rollespilslogikken og computerrollespilslogikken. Det er din opgave at friste spillerne til at spille rollespil og straffe dem, når de gør det for meget. En af måderne du styrer det på er ved at bruge Frihedspointene. Gør det tydeligt for spillerne, at det faktisk ikke er vildt sjovt at spille en karakter, der kun har få Frihedspoint tilbage, men at det nogle gange kræver nogle tåkrummende handlinger at genvinde sine tabte Frihedspoint, så man igen kan lege med for fuld skrue. Spillerne må gerne føle, at de konstant balancerer mellem at ville spille spændende rollespil og ville bevare kontrollen over deres karakter ved at opføre sig som karakterløse (computerrollespils)robotter.

Stemning

Scenariet er tænkt som et underholdende nostalgitrip med lidt indlagt lomme filosofi. Hvis scenariet giver spillerne og dig selv lysten til at sidde og genfortælle war stories om jeres egne oplevelser med computerrollespilslogikken, så er det helt fint. Føler du, at din spillegruppe har mere lyst til en dybt alvorlig gang dungeon crawl, så er det naturligvis fint, men som udgangspunkt er *Beskuerens Øje* tænkt som sjovt, action-præget og lidt pinligt.

Slutning

Scenariet slutter meget brat ved, at du slår alle rollerne ihjel og lader spillerne starte eventyret forfra - ganskes om i et computerspil. Så snart det er gået op for dem hvad der er sket, så slut det.





Karaktererne

Scenariet har fire hovedroller; dværgkrigeren Cassandra, elvermagikeren Nystul, halv-elverpræstinden Chrissy og den menneskelige paladin, Lucas. De har ingen baggrund, karaktertræk eller mål, og består udelukkende af deres stats og evner. Det er et helt bevidst designvalg. Karakterne må gerne udvikle sig i løbet af spillet, men hvis de udvikler sig for meget og bliver for tre-dimensionelle og "virkelige" bliver spillerne straffet med tab af Frihedspoint.

Reglerne

Der ville selvfølgelig være noget charmerende over at spille *Beskuerens Øje* med de helt rigtige AD&D 2nd Edition regler. Det ville dog stille enorme krav til både spillere og spilleleder, og kræve tid som ikke findes. Derfor er der et simpelt regelsæt, som er baseret på 20-siders terninger og karakterernes evner. Det kræver ikke den store forudkendskab til noget som helst, og er nemt at arbejde med.

Magi

Magi-reglerne kræver en lille smule mere forklaring. Nystul og Chrissy kan begge to bruge magi fra scenariets start, og Lucas kan komme til at bruge formularer i slutningen. Formularerne er simple, og er alle rimeligt selvforklarende. Magibrugerne kan bruge et vist antal hver "dag", og vælger selv hvilke formularer de vil have klar til brug. For at bruge en formular kræver det et terningslag – præcis som med alle mulige andre udfordringer.

For at genvinde formularerne kræver det, at gruppen hviler sig i otte timer, hvilket selvfølgelig kan føre til angreb fra tilfældige monstre. Chrissy får automatisk nye formularer hver gang hun stiger i level, hvorimod Nystul finder nye formularer undervejs i Dungeonen, som han kan skrive ind i sin formularbog, hvorefter han så har dem at vælge imellem til hver ny "dag". Det står også beskrevet i rollerne hvordan magien virker.

Dungeonen

Hele *Beskuerens Øje* foregår i Dungeonen. De fire eventyrere er blevet sendt derned for at finde ondskenen, og hvis de er i stand til det skal de destruere den. Hvorfor Dungeonen ser ud som den gør og hvorfor den er befolket af det ene sære væsen efter det andet er ikke voldsomt mange gode forklaringer på. Hvorvidt du vælger, at Dungeonens historie skal spille en rolle eller ej, er noget du som spilleleder vælger. Anbefalingen er, at det ikke er vigtigt, men du gør som du finder mest rigtigt.

Det er din opgave at gøre Dungeonen levende. Langt det meste af den indeholder meget få vigtige ting (se **Kortene**) udover monstre, der skal dræbes og fat loot der skal claimes. Det må gerne være tydeligt i dine beskrivelser, at de forskellige steder i Dungeonen er voldsomt atmosfæriske første gang man støder på dem, og derefter ret kedelige – præcis som i et computerrollespil, hvor man først tænker "Næh, noget flot mos på væggen" og hurtigt derefter glemmer alt om mosset fordi man har indset, at alle væggene er stort set ens og har den samme mængde mosbevoksning. Afhængigt af din vurdering af situationen, kan du vælge at bruge kortene slavisk eller du kan bruge dem som guidelines til hvordan Dungeonen skal opleves.





Plan for scenariet

Som spiller har du autonomi til at ændre på rækkefølgen hvis du finder det nødvendigt, men hvis du ikke har særligt gode grunde til det, så vil jeg anbefale dig at køre det sådan her.

1. Byd spillerne velkommen og fortæl, at de nu skal spille *Beskuerens Øje*.
2. Forklar om de to logikker og introducér dem til Frihedspoint-meknikken.
3. Fortæl dem hvordan reglerne fungerer til scenariet – fortæl dem om D20-slagene, levels og HP. Brug evt. ved de fire eksempler fra teksten på hvordan Nystuls Sleep formular virker (eller ikke virker) i praksis.
4. Giv dem rollerne. Om du deler dem tilfældigt ud eller laver casting af en slags er helt op til dig. Har du ikke nogen særlige tanker om casting, så del dem ud tilfældigt.
5. Lad spillerne læse rollerne og svar på deres tekniske spørgsmål. Spørgsmål om baggrund, relationer, personlighed, osv (alt, der ikke er teknisk) afværges med et smil og et ”Det ordner vi i spil”.
6. Sørg for, at Nystul og Chrissy har valgt hvilke formularer de vil starte eventyret med, og dobbelttjek, at de har forstået hvordan magien virker.
7. Vis dem intro-klippet fra videoen. Har du ikke adgang til video, internet, smartphone eller noget, så beskriv scenerne fra introen og læs det op for dem. Du kan vælge at bruge den originale engelske tekst eller den danske oversættelse. Det er vigtigt, at der er tydelig forskel på Den Gode Fortæller (hvid skrift) og Den Onde Fortæller (rød skrift).
8. Så snart du er færdig med introen, starter eventyret. Din første beskrivelse kan f.eks. være noget i stil med: ”I er ikke nået langt ind ad kloaktunnellen, da I hører en tung lyd af noget rustent der smækker bag jer. Det er porten, der lukker, og før I når at tage et skridt mod den eksploderer loftet foran jer i en sky af grus, småsten og støv. Loftet falder sammen og det tager jer ikke mange sekunder at indse tre vigtige ting. I kommer helt sikkert ikke ud den vej I kom ind. I er fanget i Dungeonen. I er nok ikke alene.
9. Spillet er nu i gang.
10. Når tiden er ved at løbe ud, slår du rollerne ihjel. Afhængigt af hvor de er i dungeonen, så kan du vælge en passende løsning. Måske har de misset en drabelig fælde. Måske bliver der ved med at komme ekstra Kuo-Toaer løbende. Måske virker Giant Spider giften lidt hurtigere end normalt. Det vigtige er, at rollerne dør og party’et bliver udslettet. Så start er du scenariet forfra ved startscenen for at give spillerne fornemmelsen af, at de nu er tilbage ved Square One. Og så slutter du scenariet. ☺
11. Når scenariet er slut, så sig tak til spillerne for deres deltagelse. Tag derefter en kort evalueringssnak om hvordan det føltes at bevæge sig mellem to logikker. Var det irriterende? Befriende? Lige gyldigt? Håbet er, at det giver anledning til en debat om forskellige rollespilslogikker, men hvis det ikke kommer naturligt, så lad det ligge.
12. Du er nu færdig. Igen – tak fordi du gad spillede scenariet!





Konflikten i scenariet

Scenariet opererer med to slags logik, som er i konflikt med hinanden. På den ene side står "Rollespilslogikken", hvor det handler om at spille sin karakter troværdigt, at indleve sig i situationen og skabe en historie i fællesskab. Det er det vi kender fra rollespilmiljøet af.

Overfor står "Computerrollespilslogikken", hvor ens handlemuligheder er meget få, det primært handler om at banke monstre og stige i level, og hvor man aldrig efterlader noget phat l3wt, fordi tænk hvis det bliver vigtigt senere. Det er det vi kender fra talløse computerrollespil – især de ældre af slagsen.

Når en spiller flere gange tydeligt handler i overensstemmelse med Rollespilslogikken fremfor Computerrollespilslogikken, kan DM'en vælge, at fratrage et Frihedspoint. Når en spiller flere gange tydeligt handler helt i overensstemmelse med Computerrollespilslogikken fremfor Rollespilslogikken kan DM'en vælge at give et ekstra Frihedspoint. Det betyder, at den eneste måde for spillerne at bevare friheden og styringen over deres karakterer er ved at indordne sig under Computerrollespilslogikken – på trods af, at deres naturlige instinkt sandsynligvis er at følge Rollespilslogikken.

Det maksimale antal Frihedspoint' er 5 (fuld frihed) til 0 (DM-styret rolle)

Rollespilslogik

Karakternes personlighed er mere spændende end deres stats

Alignment er afgørende for hvilke handlinger en karakter foretager sig

Når man støder på nogen (eller noget), er det helt frit hvad man vil gøre

Konflikter mellem karaktererne er spændende

Gruppen består af individer, og kan splitte op hvis det føles nødvendigt

Handlinger udføres fordi de tjener et formål (f.eks. at kigge på den mærkelige skrift fordi man vil vide hvad der står)

Puzzles klares gerne ved at spillerne tænker sig om og gør noget snedigt

Ting, man finder på sin færd bliver kun taget med, hvis de virker vigtige

Karaktererne har en fortid, og den fortid er vigtig for deres selvforståelse

Computerrollespilslogik

Karakterne har ingen personlighed, kun funktion og evner

Alignment har ingen effekt på spillet overhovedet

Man kan meget sjældent tale med monstre. Kun angribe eller flygte

Karakterne har aldrig konflikter internt og er altid enige

Der findes ingen individer som sådan – kun gruppen, der består af individ-komponenter

Ligegyldige handlinger udføres for at få XP

Puzzles klares næsten altid ved, at bruge items man har fundet

Man efterlader aldrig noget, man finder. Det kunne jo være vigtigt

Karaktererne har ingen fortid, og evt baggrundshistorie er ligegyldig





Frihedspoint: Alle spillere starter med 5 frihedspoint

5 frihedspoint tilbage

Dette er dit udgangspunkt ved spillets start.

4 frihedspoint tilbage

Du har et forøget behov for at forsimple verden, og mister noget af din initiativrighed. Du kommer kun med simple forslag og ser ikke længere på samme måde dig selv som et individ, men kun som en del af gruppen.

3 frihedspoint tilbage

Du har mistet din fornemmelse for fortiden og fremtiden, og eksisterer kun i nutiden. Du spekulerer ikke længere over, hvad I skal når I kommer ud af dungeonen, eller på hvordan I overhovedet kan komme ud. Det eneste der er vigtigt, er missionen.

2 frihedspoint tilbage

Du er holdt op med, at sætte spørgsmålstejn ved ting, du ikke forstår. Du er mere og mere uinteresseret i forklaringer og mere i effekter, og du undrer dig ikke længere det mindste over hvordan ting hænger sammen, og især ikke hvorfor de gør som de gør.

1 frihedspoint tilbage

Du har fuldstændigt mistet din personlighed og er nu kun en funktion. Du tager ikke selvstændige beslutninger, holder dig til gruppen og følger alle ordrer, som dine gruppekammerater giver dig.

0 frihedspoint tilbage

Du (spilleren) styrer ikke længere din karakter. DM'en styrer karakteren igennem resten af scenariet, mens du passivt må se til. Det eneste, du stadig gør er, at rulle terninger.

Frihedspoint: Eksempler på handlinger

Man mister Frihedspoint' ved f.eks. gentagende at...

- ... gøre noget, som er neget "ineffektivt", men som passer til rollen (Lucas skåner et monster, fordi han er Paladin)
- ... efterlade ting, som bliver fundet undervejs (Chrissy efterlader en sten, som kunne bruges til en slynge)
- ... argumentere udfra ting, som ikke er sket i spillet (Cassandra siger, at hun fik et tip fra en gammel ven før de gik på dungeon crawl)
- ... forsøge at tale med monstrene i stedet for automatisk at behandle dem som fjender (Nystul prøver at få Kobolderne i snak)
- ... prøve, at løse et problem ved at gøre noget som er "out of the box" (Chrissy klæder sig ud som dværg for at snige sig ind i dværgebyen)
- ... diskutere med DM'en hvorfor en situation ikke giver mening (Lucas' spiller forsøger, at forklare DM'en at han med 18 i CHA nok burde kunne få en kobold i tale)

Man får Frihedspoint' ved f.eks. gentagende at...

- ... bryde sit Alignment for at få flere XP (Lucas angiber de venligtsindede Dwarfs på Level 4 fordi de giver XP, selvom han er paladin)
- ... bruge computerrollespils-viden til at "game systemet" (Chrissy smækker en dør i foran en kenku, fordi hun ved, at den ikke kan åbne den før gruppen har healet)
- ... argumentere for en plan eller en handling udelukkende ved brug af meta-argumentation (Cassandra foreslår, at de tjekker hele Level 2 ud efter, at have fundet stigen, fordi der sikkert er flere monstre at slagte, som giver XP og måske mere loot)
- ... ignorere tidsaspektet i scenariet (Nystul finder en scroll, og siger "Vi skal lige holde hvil her i 8 timer, mens jeg scriber spell'en og memorizer den)
- ... referere til faktiske computerrollespil som argumentation for en plan – især hvis det er EOB (Chrissys spiller ubryder entusiastisk: "Der kommer Giant Spiders her på lvl 4. Vi skal hvile os, så jeg kan få nogle Neutralize Poison!")





STR, INT, WIS, DEX, CON, CHA

Scenariet er en hyldest til old school 90'er AD&D og burde egentligt spilles efter reglerne fra AD&D 2nd Edition. De regler er dog unødvendigt tunge og besværlige og egner sig ikke til et novellescenarie - især ikke et, hvor kendskab til AD&D 2nd Edition IKKE er et krav. Derfor bruger vi nogle andre regler.

Alle karakterer er defineret ud fra seks karakteristika:

STR (Strength) bruges hvis en dør skal forceres, noget tungt skal løftes, et monster skal wrestles i jorden eller nedkæmpes med råstyrke, etc.

INT (Intelligence) bruges hvis der skal kastes Mage-formularer, løses logiske opgaver, tænkes taktisk, etc.

WIS (Wisdom) bruges hvis der skal kastes Cleric-formularer, gennemskues motiver, løses gåder, etc.

DEX (Dexterity) bruges hvis der skal skydes med noget, undviges fælder, sniges diskret, skydes eller kastes med noget, etc.

CON (Constitution) bruges hvis der skal modstås gift, drikkes farlige drikke, løbes langt, etc.

CHA (Charisma) bruges hvis nogen skal overtales, charmeres, snydes, etc.

Levels & Hit Points

Desuden har karakterne alle sammen et Level (de starter på 3) og nogle HP (Hit Points). Level er en slags overordnet målestok for hvor seje karaktererne er. En Level 1 karakter kan kæmpe lige op med en ork, mens en Level 10 karakter kan banke de fleste monstre uden de store problemer. DM'en styrer hvornår karaktererne stiger i Level. En god tommelfingerregel er, at karakterne stiger max. et level pr. fuldført Dungeon Level de første tre Dungeon Levels, hvorefter de stiger et per 2 Dungeon Levels.

HP (Hit Points) er et udtryk for, hvor mange tæv karakteren kan holde til at få. Et almindeligt menneske uden kamptræning har måske 2-3 HP, mens Paladinen Lucas har 42, og selv Magen Nystul har 18. Når et monster rammer en karakter, en fælde udløses eller noget andet ubehageligt sker, mister karakteren et antal HP, som bestemmes af DM'en. Det er en god tommelfingerregel, at monstre, fælder og lign. giver [Dungeon level x 1 – Dungeon level x3] i skade. Dvs. Kuo-Toa krigerne på Dungeon Level 3 giver 3-9 i skade, hvis D20-slaget fejler.

Karaktererne kan godt stige i Level (og få flere HP) i løbet af scenariet. Hvordan det sker styrer DM'en med hård hånd, og det står beskrevet i Dungeon Masters Papirer.

Hvis en karakter kommer ned på 0 HP falder vedkommende bevidstløs om. Kommer en karakter på -10 HP er karakteren død. Der findes dog individer i scenariet, som kan genoplive de døde (spillerne kan dog ikke selv).





Den 20-sidede terning er gud

Enhver, der har spillet AD&D (eller bare hørt om det) ved, at en D20 - en 20-sidet terning - er den mest ikoniske rollespilsterning i verden. Derfor bruges der D20 til scenariet. Rent praktisk fungerer det ved, at når DM'en mener at et terningekast vil være relevant (f.eks. når et monster skal angribes), så slår spilleren en D20.

DM'en vælger så en af karakterens seks evner, som spilleren lægger til sit D20 slag. Hvis der bliver slået 20 eller mere "klarer rollen det" (overvinder monstret/finder den skjulte dør/bruger formularen). Hvis DM'en føler, at det er en svær opgave, kan hun give modifikationer til terningslaget, så det bliver sværere (og kræver et terningslag på f.eks. 25 efter modifikationer). Klarer karakteren sit D20 slag klares forhindringen uden skader eller problemer.

Fejler det, klares forhindringen, men karakteren tager skade (se under Levels & Hit Points), eller der opstår komplikationer. Slår man en ren 1'er, så får karakteren skade og forhindringen (fælden, monstret, etc) er IKKE klaret. Slår man en ren 20'er, klarer man situationen, ligegyldigt hvor håbløs den ser ud.

Eksempler

Eventyrerne er nået ned til de brutale Flinds på Dungeon Level 3. Nystul (nu en Lvl 4 Mage) vil kaste en magisk formular på tre Flinds, så de falder i søvn. DM'en vurderer, at det er en lidt udfordrende handling, så hun lader Nystul slå et INT-slag, da INT bruges til at kaste Mage-formularer, og fortæller at det kræver et slag på 25 for at lykkes.

Eksempel 1) Nystuls spiller slår en 12'er. Det giver et modificeret slag på 30, da Nystul har 18 i INT, og er altså mere end rigeligt til at klare de 25, som DM'en satte som mål. Sleep-formularen bliver kastet og kobolderne falder alle tre i søvn på stedet.

Eksempel 2) Nystuls spiller slår en 6'er. Det giver et modificeret slag på 24, da Nystul har 18 i INT, hvilket lige præcis ikke er nok til at det virker som det skal. Nystul får godt nok de tre Flinds til at sove, men den ene af dem når at kaste en stridskølle efter Nystul før den falder i søvn. Nystul tager 5 i skade, og Flinds'ne falder i søvn.

Eksempel 3) Nystuls spiller slår en 1'er. Det betyder, at det fejler katastrofalt, og selvom Nystul har 18 i INT går det galt. De tre Flinds ryster arrigt Nystuls Sleep-formular af sig og fordi Nystul er i trylle-trance når han ikke at bakke væk før en af dem når at ramme ham med sin stridskølle. Nystul tager 5 i skade, og Flinds'ne er pludselig meget tæt på – og ikke mindst stadig vågne og ikke engang bange.

Eksempel 4) Nystuls spiller slår en 20'er. Det betyder, at det lykkes ligemeget hvad. De tre Flinds vælter om med lyden af store melsække, der rammer jorden, og de magiske energier fortæller Nystul, at der bag døren for enden af gangen venter to Flinds til.



12 levels med monstre

Dungeonen i scenariet kan du vælge at køre på flere måder. Den old school tilgang er at køre dem igennem den rigtige dungeon fra Eye of the Beholder (s. 19 - 59). Det tager LANG tid, og hvis du ikke har alverdens tid til rådighed - hvis du f.eks. spiller scenariet på en Con i en kort spilblok - eller bare synes det er uinteressant, så er her en kort beskrivelse af de 12 levels i Dungeonen. Alternativt kan du kigge i Dungeon-afsnittet for at få noget inspiration, og så ellers køre det igennem som du lyster.

Lvl 1: Upper Sewer Level (Kobolds, Worms)

Dette er den øverste del af kloakkerne under Waterdeep. Murene er rødsten og lugten er overalt.

Level 2: Middle Sewer Level (Skeletons, Zombies)

Stenene er stadig røde, men der er mere tilvokset. Det drypper med vand og sejler i snavs.

Level 3: Lower Sewer Level (Flinds, Kuo-Toa)

Den sidste del af kloakken. Visse steder er naturen brudt igennem murene. Halvmørkt og slimet.

Level 4: Upper Level Dwarven Ruins (Giant Spiders)

Solidt konstruerede stenvægge. Tydelige spor af dværgarbejde. Runer på væggene og edderkoppespind.

Level 5: Dwarven Ruins And Camp (Giant Spiders, Dwarfs: venligtsindede til at starte med)

Dværgbyen. Edderkoppespinde udenfor resterne af den. Tegn på kamp overalt.

Level 6: Bottom Level Of Dwarven Ruins (Kenku, End-of-level-boss: Mage)

Den nederste del af det gamle dværgerige. Smadrede Kenku-æg ligger rundt omkring.

Level 7: Upper Reaches Of The Drow (Drow, Royal Skeletons, End-of-level-boss: Displacer Beast)

Væggene er i lilla og sort sten, med et skær af magi over sig. Tydelige efterladenskaber fra kampe.

Level 8: Drow Outcasts (Driders, Hell Hounds)

Mindre velholdt end Level 7, men stadig det samme. Snavset og det flyder med mærkeligt udstyr.

Level 9: Lower Reaches Of The Drow (Displacer Beasts, Rust Monsters)

Endnu mere smadret, men stadig i lilla og sort sten. Dyrelort og rustne genstande overalt.

Level 10: Xanthar's Outer Sanctum, Mantis Hive (Thri-Keen)

Væggene er bygget af store kampesten, med mos og slim godt igang med at fortære dem.

Level 11: Xanthar's Outer Sanctum, Lower Reaches (Stone Golems, Mind Flayers)

Samme vægge, men med smadret udstyr og skeletter liggende rundt omkring fra døde eventyrere.

Level 12: Xanthar's Inner Sanctum (Steel Golems, End-of-level-boss: Xanathar, the Beholder)

Overdådigt udsmykket med gobeliner, marmorfliser og draperede søjler. Ingen møbler.



Monstre i Dungeonen



Kobold

Findes på level 1
Skade: 1-3
Ingen specielle evner



Worm

Findes på level 1
Skade: 1-3
Ingen specielle evner



Skeleton

Findes på level 2
Skade: 2-6
Kan bortmanes af Chrissy



Zombie

Findes på level 2
Skade: 2-6
Kan bortmanes af Chrissy



Flindt

Findes på level 3
Skade: 3-9
Ingen specielle evner



Kuo-Toa

Findes på level 3
Skade: 3-9
Ingen specielle evner



Giant Spider

Findes på level 4
Skade: 4-12
Kan forgifte karakterene



Dwarf

Findes på level 5
Skade: 5-15
Er venligtsindet fra start af



Kenku

Findes på level 6
Skade: 6-18
Kaster paralyse-formularer



Drow

Findes på level 7
Skade: 7-21
Immun overfor magi



Kobold

Findes på level 1
Skade: 1-3
Ingen specielle evner



Drider

Findes på level 8
Skade: 8-24
Immun overfor magi



Hell Hound

Findes på level 8
Skade: 8-24
Bruger ild-angreb



Rust Monster

Findes på level 9
Skade: 9-27
Laver metal om til rust



Displacer Beast

Findes på level 9
Skade: 9-27
Teleporter over korte afstande



Thri-Keen

Findes på level 10
Skade: 10-30
Ingen specielle evner



Mind Flayer

Findes på level 11
Skade: 11-33
Bruger jedi mind powers



Stone Golem

Findes på level 11
Skade: 11-33
(Næsten) immun overfor magi



Iron Golem

Findes på level 12
Skade: 12-36
(Næsten) immun overfor magi



Xanathar, The Beholder

Findes på level 12
Skade: 12-36
'Ornlig syg boss-monster!



Et par sidste ord

Du er nu nået til enden af spillederdokumentet. Der er masser af sider tilbage, men det er fordi hele Dungeonen fra *Eye of the Beholder* er vedlagt. Kilden er http://www.gamewinners.com/walkthrough/eye_of_the_beholder/ (hvor nogle flinke sjæle har lagt kort og tekster op).

Du kan vælge at bruge kortene som du vil - som inspiration, som roadmap eller som backup. Der er sikkert masser af stavfejl og dårlige formuleringer, men jeg håber du vil bære over med dem. De er som sagt kopieret direkte fra internettet og er ikke blevet shinet op til scenariet.

Det er også her, at jeg lige gentager slutningen, så den er 100% på plads. Når tiden er ved at være gået (dvs. efter omkring to timer hvis du kører det som et novelle-scenarie), så skal du som spilleleder slå rollerne (ikke spillerne) ihjel. Hvordan du gør det er helt op til dig, men horder af fjender, onde fælder eller mangel på mad er et par muligheder.

Når rollerne alle sammen er døde får spillerne den ægte computerspilsoplevelse - de starter eventyret forfra. Giv dem igen beskrivelsen af det første rum hvor loftet er kollapsede og del evt. karakterne ud på ny. Det vigtige er, at de nu starter forfra og tænker "Øv... skal vi så til at gøre det hele EN GANG TIL?". Og lige præcis der, slutter du scenariet.

Tak

Der er nogle mennesker, der skal takkes, for uden dem var Beskuerens Øje ikke blevet til noget.

Den første der skal takkes er **Valdemar Kølle**. Han og jeg havde siddet sammen på mit kontor en sen aften og diskuteret verdenssituationen, og på et tidspunkt faldt snakken på gamle computerrollespil. Det ledte os til at finde en youtube video med en fyr, der spillede *Eye of the Beholder*. Først grinede vi og så lidt. Så blev vi decideret fascinerede af hans uduelighed, og så beyndte vi selvfølgelig at tænke i scenarie-baner. Det var her ideen til Beskuerens Øje blev født, og uden Valde var den aldrig blevet til.

For det andet, så skal **Lucas Hidemi Komori** have en stor tak, for det var hans video vi sad og så på den aften. Den kan findes på <http://youtu.be/KZ-wkepwtK4> hvis du er nysgerrig.

Den tredje person der skal have tak er **Lars "Kaos" Andresen**. Lars kiggede scenariet igennem og sagde "Det er jo ikke stor kunst, men det ser sjovt ud. Her er nogle ting der skal laves om.". Det er bl.a. Lars' fortjeneste, at der er en slutning der (forhåbentligt) er lidt spændende - for den originale jeg havde fundet på var helt lort.

Hvad er resten af siderne?

Side 15 - 18 er rollerne, som spillerne skal have.

Side 19 - 59 er Dungeonen, som du kan vælge at bruge som inspiration eller som reference.

Held og lykke, Dungeon Master!





Lucas

Human Male Paladin

Lawful Good

STR 18/00 (tæller som 20)

INT 13

WIS 15

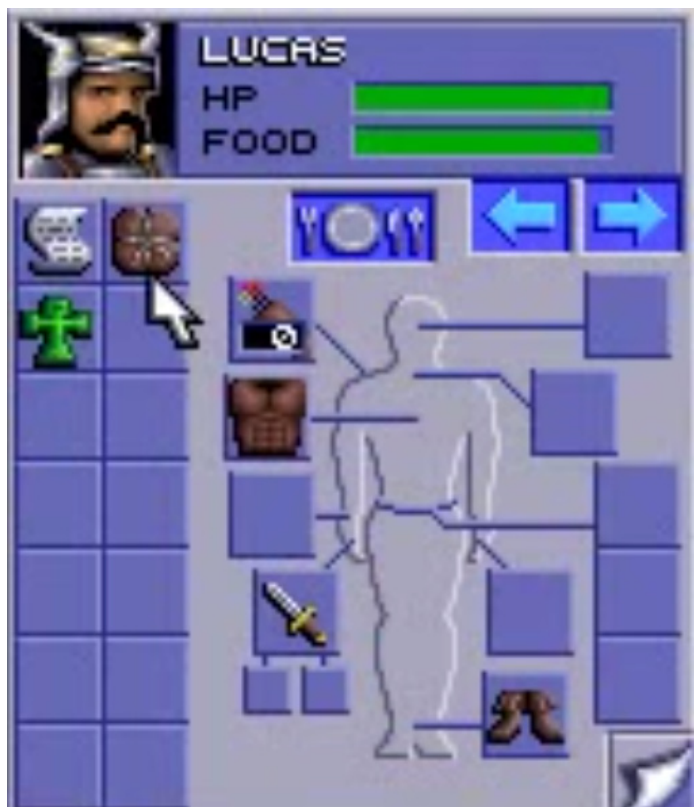
DEX 18

CON 18

CHA 18

HP 42

LDL 3



Får 5-14 ekstra HP pr nyt level

Spells:

Ingen

Starting Gear:

Iron Rations

Short Sword

Leather Armour

Leather Boots

Letter of Marque

Holy Symbol

Får følgende nye spells:

Lvl 9: Cure Light Wounds (Lvl 1)

Lvl 10: Light (Lvl 1)



Cassandra

Dwarf Female Fighter

Chaotic Good

STR 18/00 (tæller som 20)

INT 10

WIS 15

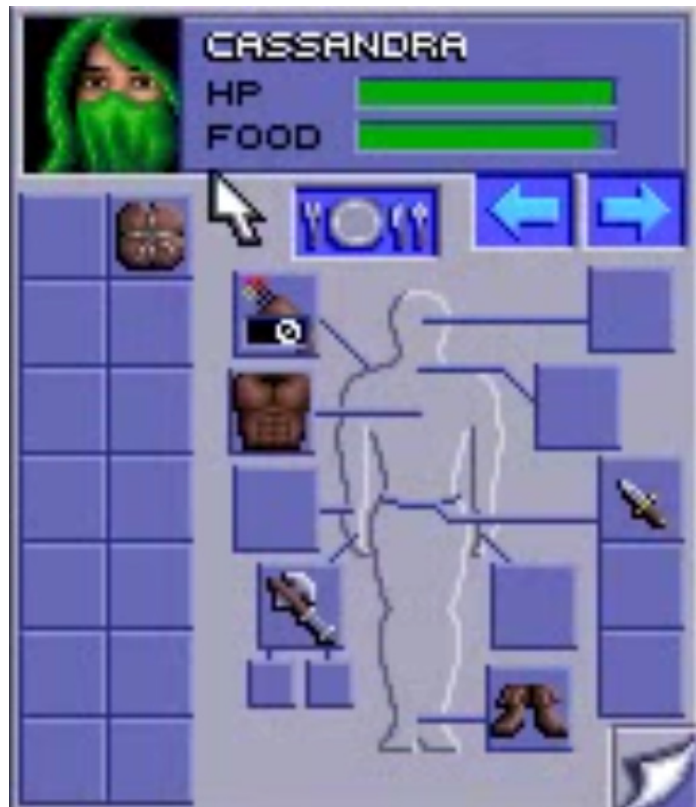
DEX 17

CON 19

CHA 12

HP 45

LDL 3



Får 6-15 ekstra HP pr nyt level

Spells:

Ingen

Starting Gear:

Iron Rations

Battleaxe

Leather Armour

Leather Boots

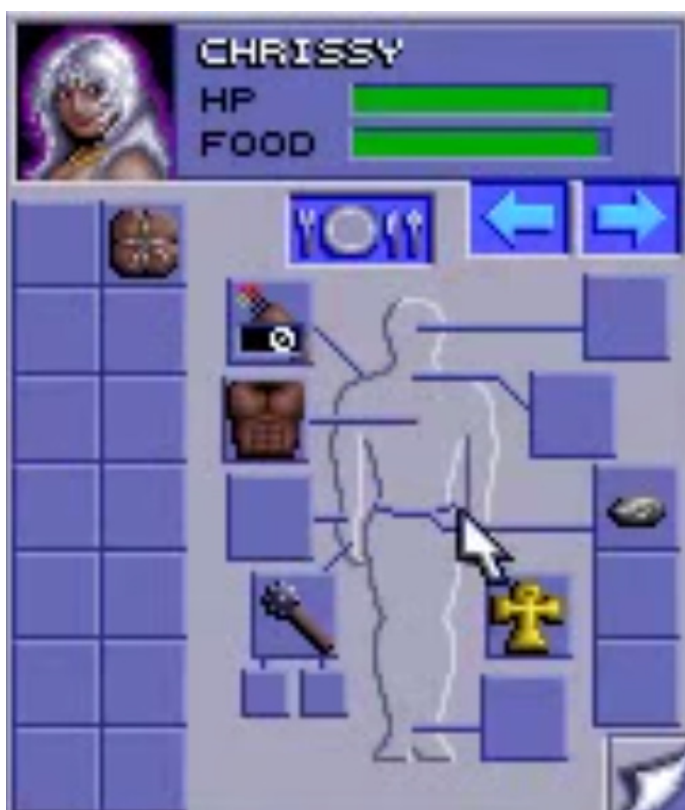
Dagger



Chrissy
Half-Elf Female Cleric
Lawful Good

STR 13
INT 12
WIS 18
DEX 18
CON 16
CHA 10

HP 30
LDL 3



Får 3-10 ekstra HP pr nyt level

<u>Spells:</u>	<u>Starting Gear:</u>	<u>Spells/day</u>	<u>Spell level</u> [1/2/3/4/5]
Cure Light Wounds (Lvl 1)	Iron Rations	Lvl 3	[4/3/0/0/0]
Detect Magic (Lvl 1)	Dagger x2	Lvl 4	[5/4/0/0/0]
Light (Lvl 1)	Wizard Robe	Lvl 5	[5/5/2/0/0]
Slow Poison (Lvl 2)	Spellbook	Lvl 6	[5/5/3/0/0]
Hold Person (Lvl 2)		Lvl 7	[5/5/3/2/0]
		Lvl 8	[5/5/4/3/0]
		Lvl 9	[6/6/4/3/1]
		Lvl 10	[6/6/4/3/2]

Får følgende nye spells:

- Lvl 4: Strength (Lvl 2)
- Lvl 5: Cure Disease (Lvl 3), Remove Paralysis (Lvl 4)
- Lvl 6: Dispel Magic (Lvl 3)
- Lvl 7: Neutralize Poison (Lvl 4), Cure Serious Wounds (Lvl 4)
- Lvl 8: Protection from Evil 10' radius (Lvl 4)
- Lvl 9: Raise Dead (Lvl 5)
- Lvl 10: Flame Strike (Lvl 5)



Nystul
Elf Male Mage
Neutral Good

STR 13
INT 18
WIS 15
DEX 19
CON 16
CHA 9

HP 18
LVL 3



Får 3-6 ekstra HP pr nyt level

Spells:

Magic Missile (Lvl 1)
Detect Magic (Lvl 1)
Melf's Acid Arrow (Lvl 2)

Starting Gear:

Iron Rations
Dagger x2
Wizard Robe
Spellbook

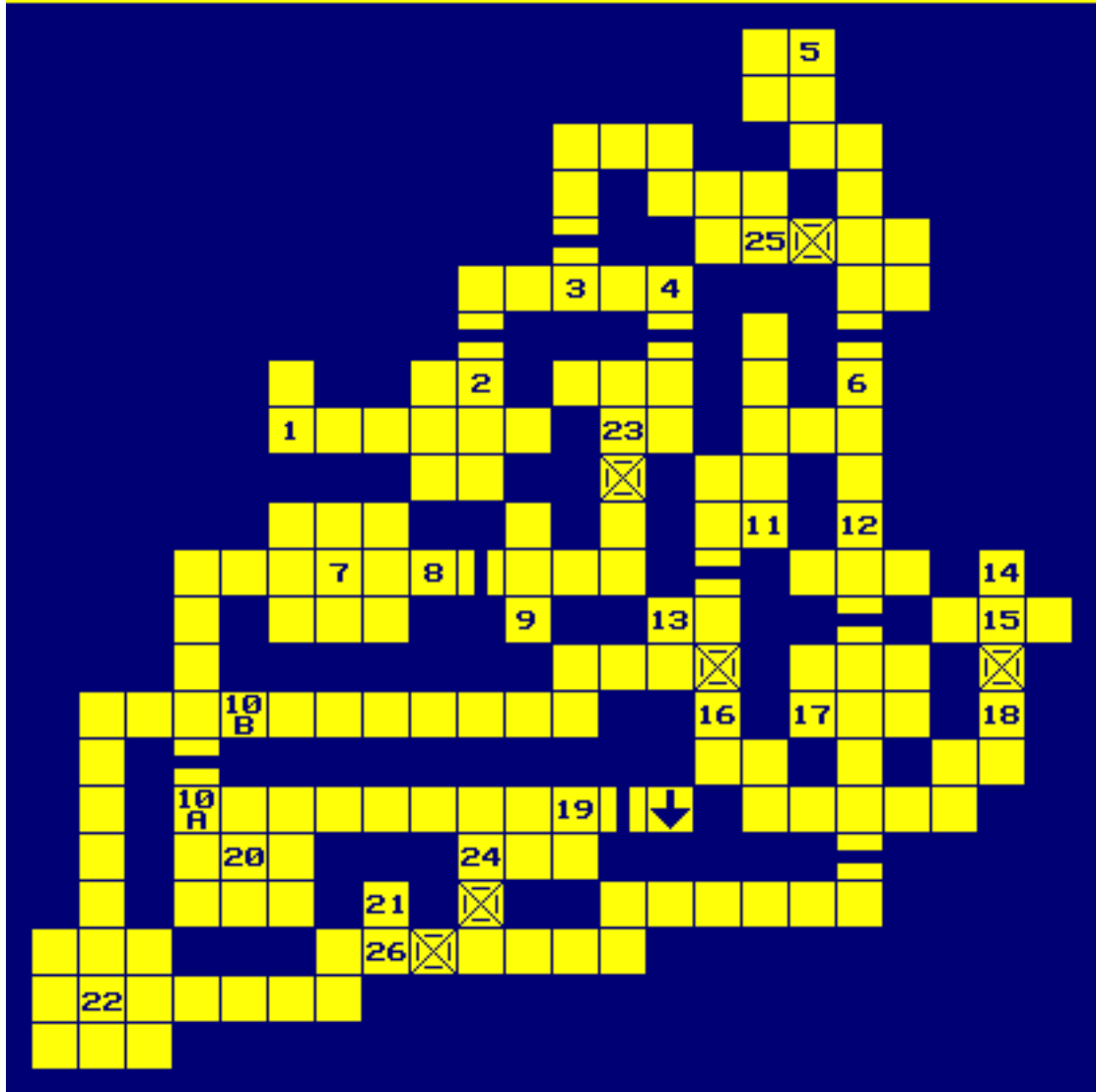
Spells/day	Spell level [1/2/3/4/5]
Lvl 3	[2/1/0/0/0]
Lvl 4	[3/2/0/0/0]
Lvl 5	[4/2/1/0/0]
Lvl 6	[4/2/2/0/0]
Lvl 7	[4/3/2/1/0]
Lvl 8	[4/3/2/2/0]
Lvl 9	[4/3/3/2/1]
Lvl 10	[4/4/3/2/2]

Kan finde følgende nye spells i Dungeonen:

Armour (Lvl 1), Shield (Lvl 1)
Shocking Grasp (Lvl 2)
Fireball (Lvl 3), Lightning Bolt (Lvl 3), Hold Person (Lvl 3)
Fear (Lvl 4), Icestorm (Lvl 4), Invisibility 10' radius (Lvl 4)
Hold Monster (Lvl 5), Stoneskin (Lvl 5), Cloudkill (Lvl 5)



EYE OF THE BEHOLDER LEVEL 1 : UPPER SEWER LEVEL



SYMBOLS USED TO THE MAPS



DOOR



DOOR



STAIRS DOWN



STAIRS UP



FALSE WALL



Level 1 - Upper Sewer Level

Walls: Red brick walls covered with slime.

Monsters: Kobolds and Worms inhabit this level.

Locations and Events:

1. This is the cave-in area where you begin the game. Encamp here, and have characters memorize and pray for spells. Do this now, because there may not be time later. Also pick up the two rocks here --they will come in handy. Rocks can be thrown at monsters or fired from slings.
2. The lever on the north wall of this room opens the door. Always, when opening doors, be ready to step in front of the door and fight. Pick up the halfling bones here--these are the remains of the thief Tod Uphill. There is an opportunity to resurrect him later. Also, don't forget to take Tods 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. A gnome in the party will translate it to read: "Entrance".
5. There are four kobolds patrolling this area. There are also rations on the ground, for when characters get hungry.
6. There are four 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 five 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 & 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 one 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. This is good weapon for any noncleric character in the back ranks.
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 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 stay open. Behind the door is the ladder leading down to level 2, location 1.
20. Three leeches inhabit this area. There is a 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 two scrolls: a mage's Armor spell and a cleric's Bless spell. Make sure to scribe the Armor spell the next time the party rests. There are two kobolds guarding this area.
22. There are three leeches in this area.
- 23 - 24. If you went north through the door at location 3, a wall is here.
- 25 - 26. If you went east at location 3, a wall is here.





: SEWER MAIN LEVEL

CORRECTION FACILITY

DEATH SECTION

SIDE VIEW

SYMBOLS USED TO THE MAPS

	DOOR
	DOOR
	STAIRS DOWN
	STAIRS UP
	FALSE WALL



Level 2 - Middle Sewer Level

Walls: Red brick walls covered with slime.

Monsters: Skeletons and Zombies inhabit this level.

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 you will find 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 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 Manipulate the door from the keyboard, or place the mouse pointer near the bottom of the door and press the left mouse button.
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 closes.
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 C.
19. This button opens pit B and closes pit A and vice versa.
20. There are rations here.
- 21 - 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 entering 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 30 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 R.A.T.S. --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 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, 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 leather boots and rations in this room.
44. There are zombies patrolling in this general area. Be careful and have your cleric ready.
45. Zombies patrol in this area.
46. There are rations here.
- 47 - 48. Zombies patrol in this 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 52. There are four skeletons in this room. The door must be forced open, but you can fire ranged attacks at monster through the opening.
52. There are two zombies in this room and a potion of Healing.

*Correction Facility*

- 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. 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 tunnels. 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.T.S. Rapid Access Teleport System teleporter. By stepping into this area, your party is teported 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.



EYE OF THE BEHOLDER LEVEL 3 : LOWER SEWER LEVEL

SYMBOLS USED TO THE MAPS

	DOOR
	DOOR
	STAIRS DOWN
	STAIRS UP
	FALSE WALL



Level 3 - Lower Sewer Level

Walls: Red brick walls with slime.

Monsters: Flinds and Kuo-Toa inhabit this level.

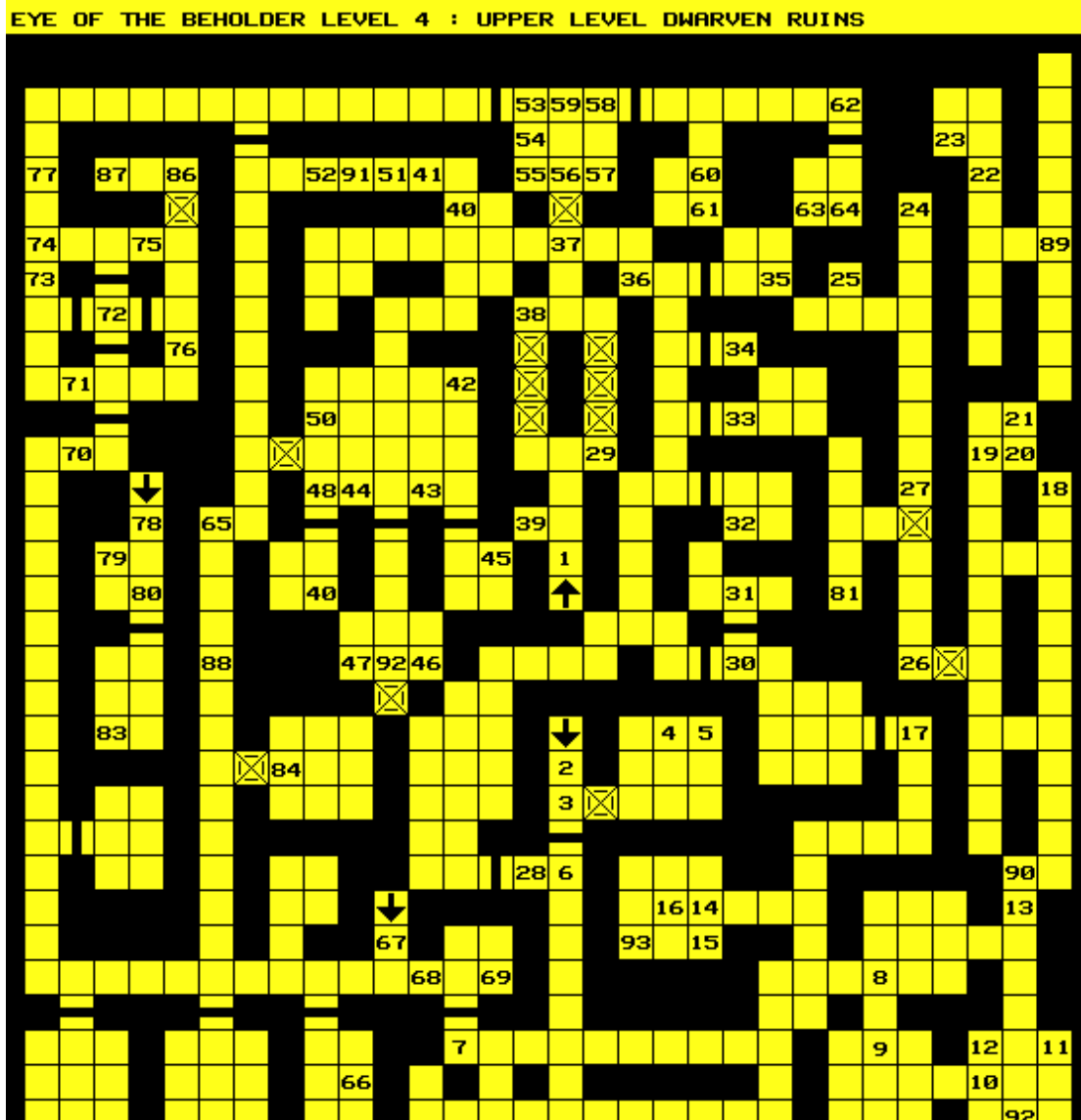
Locations and Events:

1. There is a ladder to the east that ascends to level 2, location 68.
2. When your party enters this area, it rotates them 180 degrees. Watch your compass. 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 Watch out for his Lightning Bolt. You also find an arrow here.
7. This area is the R.A.T.S.--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. This area is the R.A.T.S.--Rapid Access Teleport System teleporter. 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 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 a 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.

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.



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 Flinds 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. Be sure to pick up the bones, for these are the remains of the fighter Anya. You can resurrect her later.
41. There are two Flinds 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 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, 56, 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 54, 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 - 61. There is a blue gem here.
62. Place a blue gem 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 gem 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 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 party 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.



SYMBOLS USED TO THE MAPS



DOOR



DOOR



STAIRS DOWN



STAIRS UP



FALSE 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."

Locations and Events:

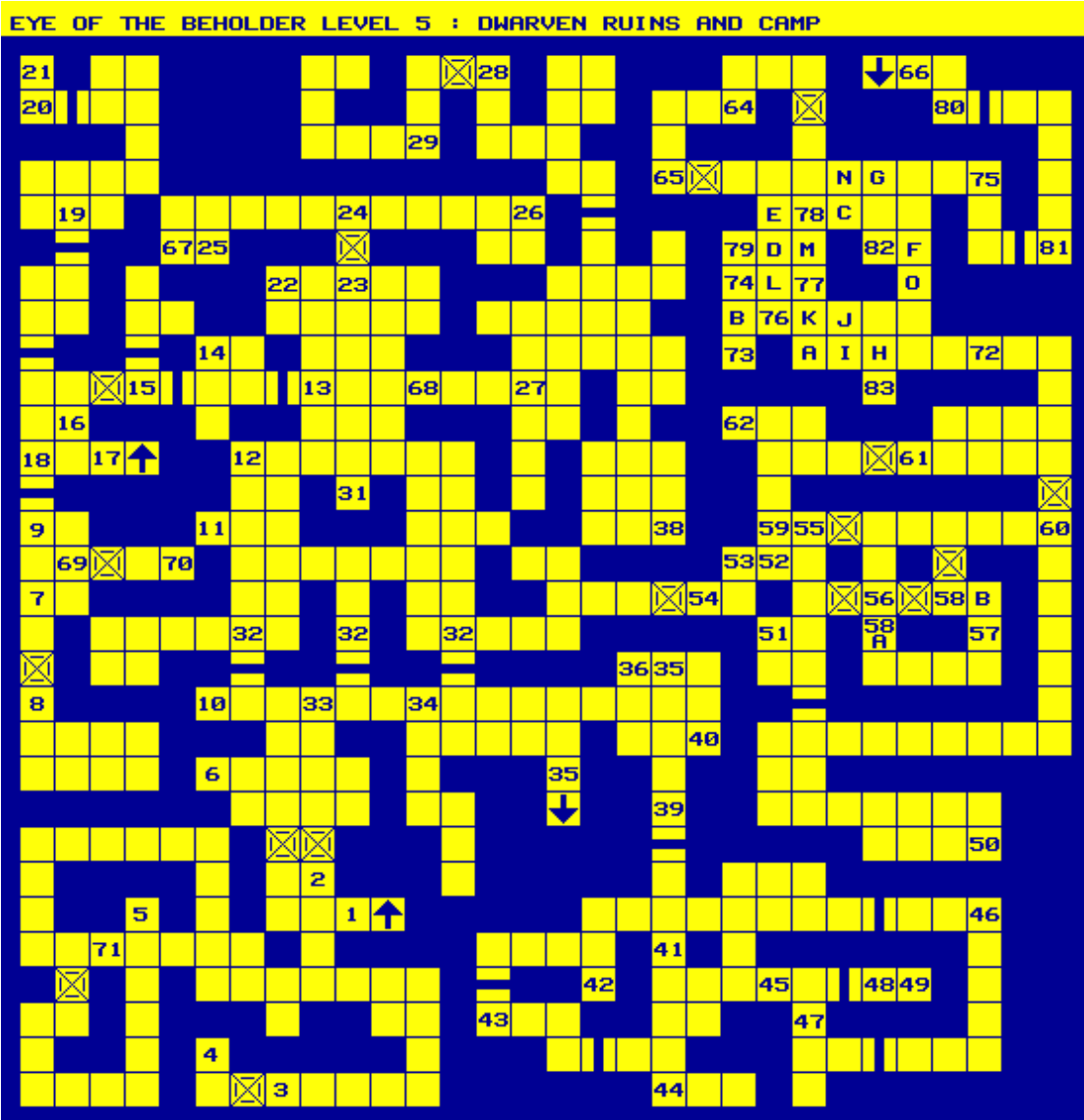
1. These stairs lead up to location 66 on level 3.
2. These stairs lead up to location 67 on level 3.
3. Push the button on the west wall to open the door to the south. A hidden passage will also open to the east. Watch out though - a giant spider will attack from the secret passage.
4. There is one giant spider in this room.
5. There are 3 iron rations here.
- 6 - 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. Spider area.
11. There is a rock here.
12. There is dwarven key here.
- 13 - 14. Spider 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. Spider area.
20. There is a blue-gem ring here - it has no magic powers.
21. There is an arrow here.
22. Spider 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 90, 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 - 31. Spider area.
32. There is a mace here.
33. This is an empty room.
34. Pull on the gargoyle's arm to close the 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. He will ask to join your party, and makes an excellent companion. He 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 clown, 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. Spider 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 1, location 63.
- 60 - 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 clown 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 +3 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.



SYMBOLS USED TO THE MAPS

-  DOOR
-  DOOR
-  STAIRS DOWN
-  STAIRS UP
-  FALSE WALL



Level 5 - Dwarven Ruins And Camp

Walls: Fitted stone walls.

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

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. Spider 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 - 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. Spider 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 - 20. Spider 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. Dorhum, a dwarven fighter, will also ask to join. He wants to help find prince Keirgar.
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 doses most of the pits on this level.
38. There are more dwarves here.

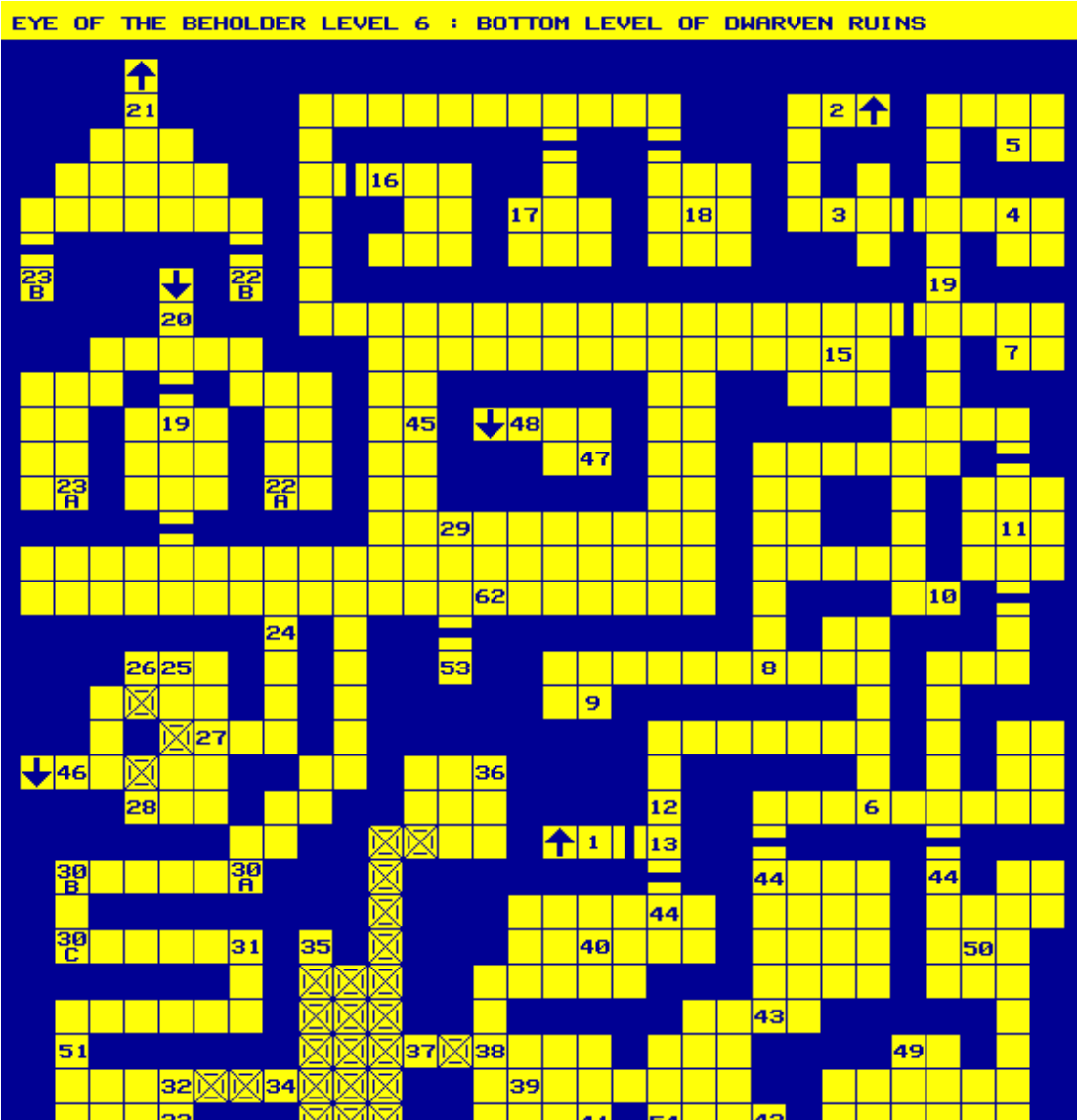


39. There is a jeweled lever in the up position on the west wall. Pull it down to open the south door. As you move into the maze to the south, pits will open behind your characters. Be careful as the party moves through the area not to double back or get trapped in a dead end.
40. There is a message 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 northeast.
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 scroll of Invisibility 10' here.
49. The teleporter here will take the you to location 50.
50. Your party is teleported here from location 49.
- 51 - 53. Spider 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 57.
- 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 6, 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. Spider 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, F.
75. Destination of teleporter G. This door is opened by the lever at 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 79.
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.



SYMBOLS USED TO THE MAPS

-  DOOR
-  DOOR
-  STAIRS DOWN
-  STAIRS UP
-  FALSE WALL



Level 6 - Bottom Level Of Dwarven Ruins

Walls: Fitted stone walls.

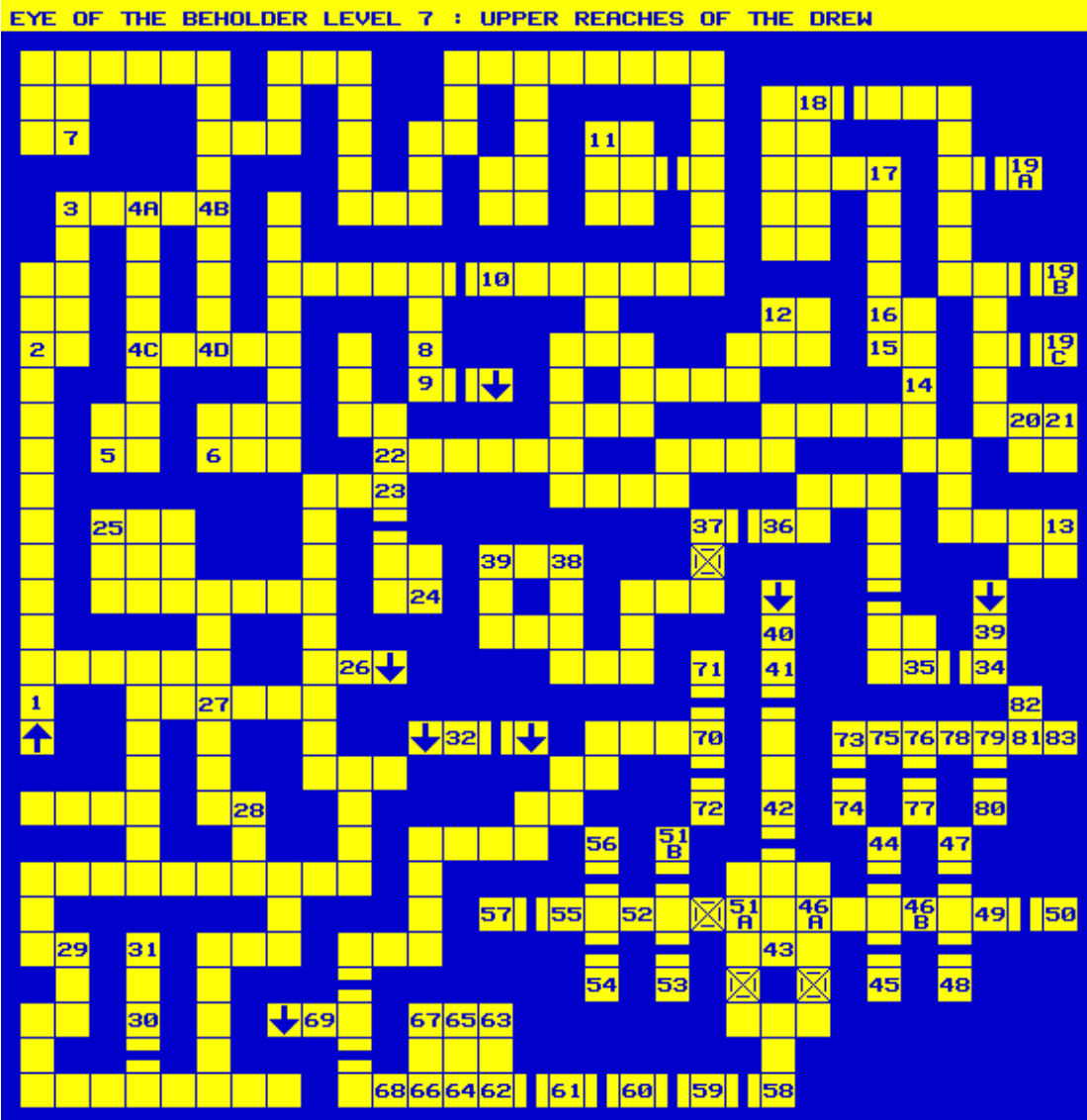
Monsters: Kenku and an evil wizard inhabit this level.

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. The key is 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 center of this area.
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 - 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. Using the key at location 26, the keyhole and 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, 30C. 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.



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 passage-way 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 5 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 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 46 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.



SYMBOLS USED TO THE MAPS



DOOR



DOOR



STAIRS DOWN



STAIRS UP



FALSE WALL



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: Royal Skeletons and drow inhabit this level.

Locations and Events:

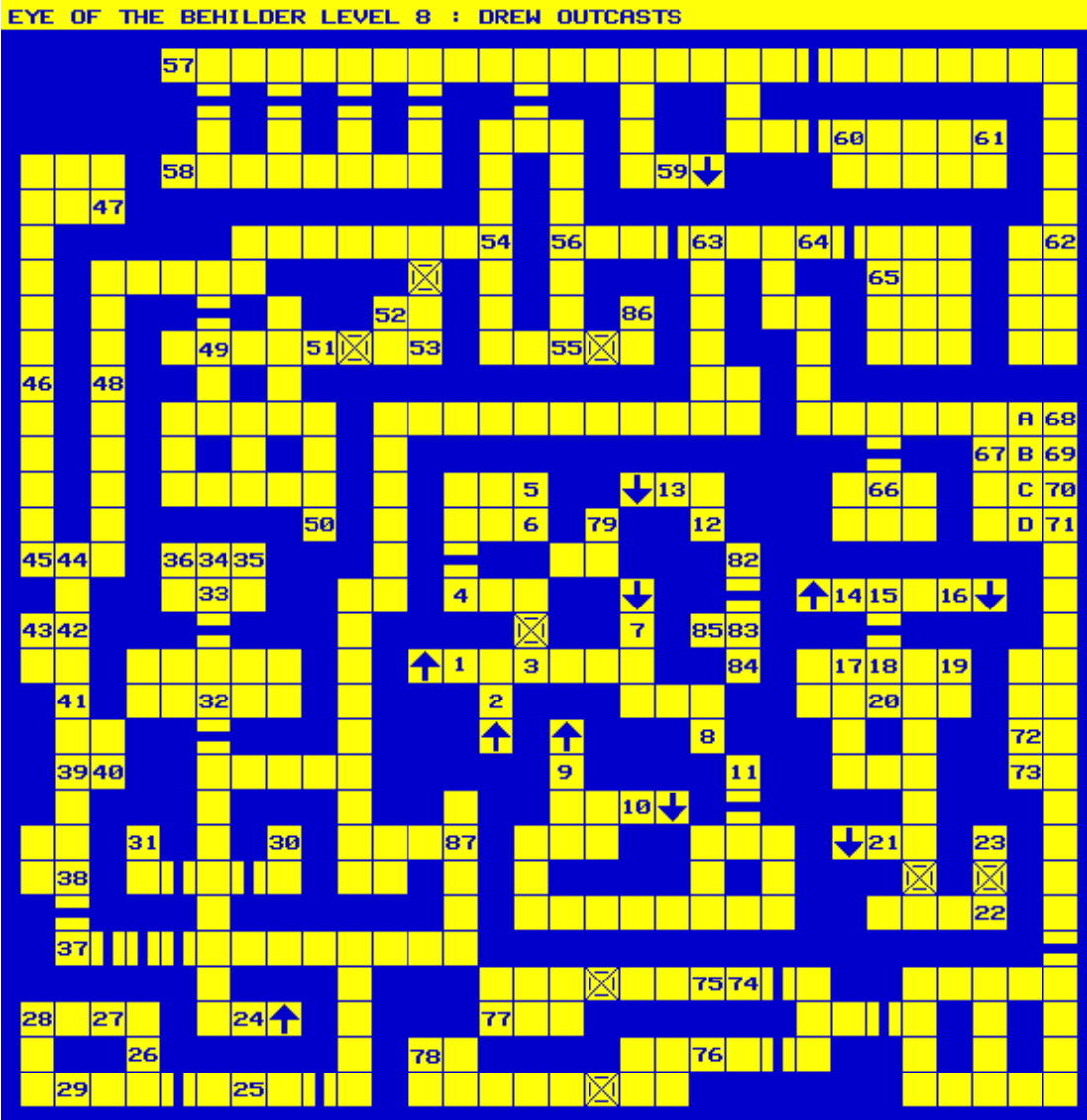
1. These stairs lead to up level 6, location 46. When you reach level 7, there will be several drow guarding the entrance to the level - Do not attack them. Bribe them with kenku eggs, and no drow patrols will attack you unless you attack first.
2. Drow patrol this area.
3. A message is inscribed on 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 - Beware!
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.
15. Stepping on this pressure plate sets off a Fireball trap from location 17 towards the party-Don't move, the Fireball will turn east at location 16 before it hits 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.
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 19A, 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 reads: "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 51 B. 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 skeletal lords in this alcove. Stepping in here opens the door at location 57. There is also a mage scroll of Lightning Bolt here.
- 51 A. 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 51 B, while the south button opens the door to location 53.
- 51 B. 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 to 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 59. 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 77. 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 hand 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.



SYMBOLS USED TO THE MAPS



DOOR



DOOR



STAIRS DOWN



STAIRS UP



FALSE 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.

Locations and Events:

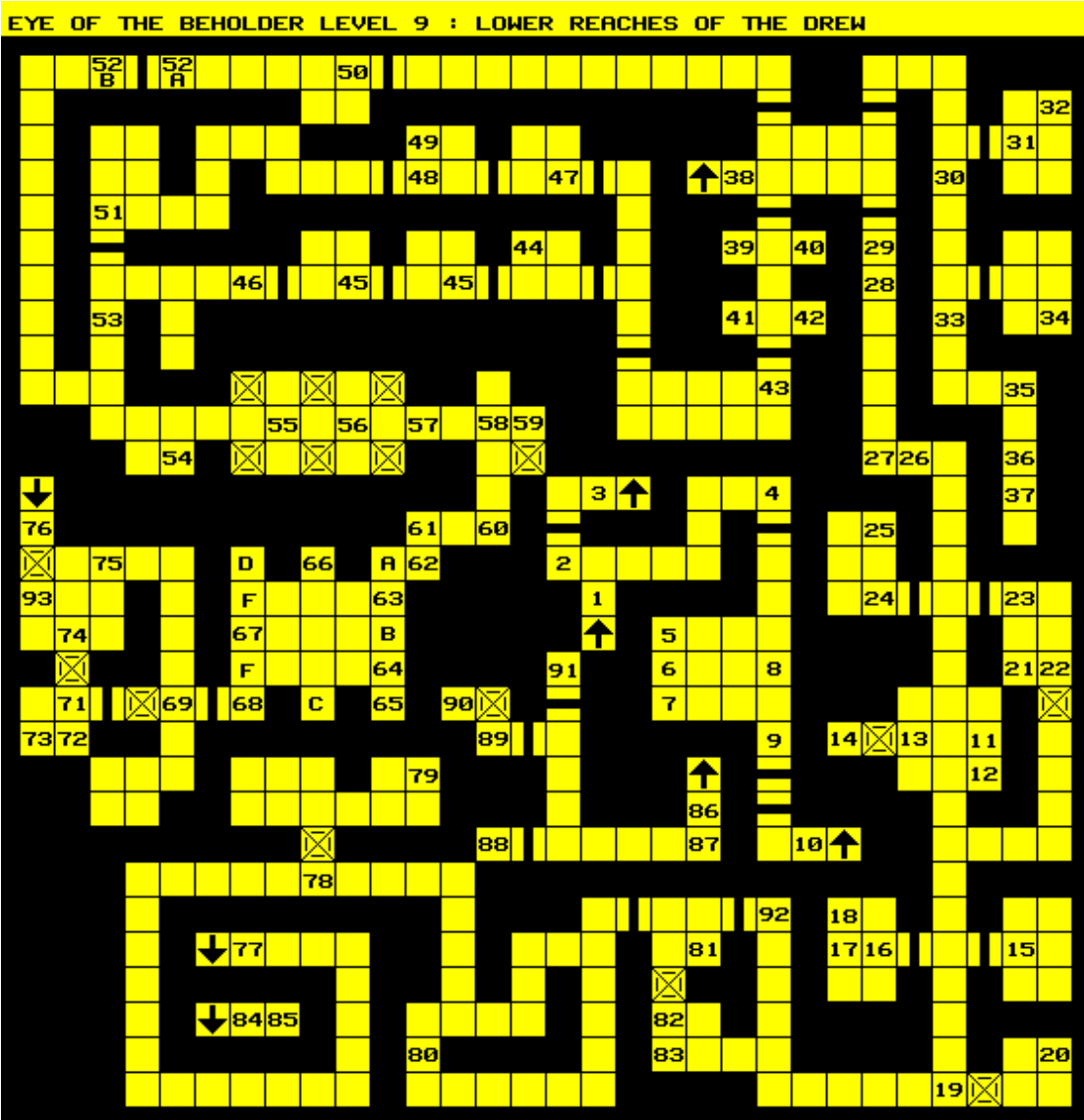
1. These stairs lead up to level 7, location 26.
2. These stairs lead up to the western stairs at level 7, location 32.
3. There is a spider carving on the illusionary northern wall.
4. There is a spider keyhole on the western wall. Insert a ruby key in it to open the door to the north.
5. There is a 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--Watch your compass.
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 1.
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-- Sidestep to the west.
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 46.
49. Many hell hounds roam this area Beware!
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 east wall opens and closes the pit at location G.
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 Bolt 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.



SYMBOLS USED TO THE MAPS

-  DOOR
-  DOOR
-  STAIRS DOWN
-  STAIRS UP
-  FALSE WALL



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:

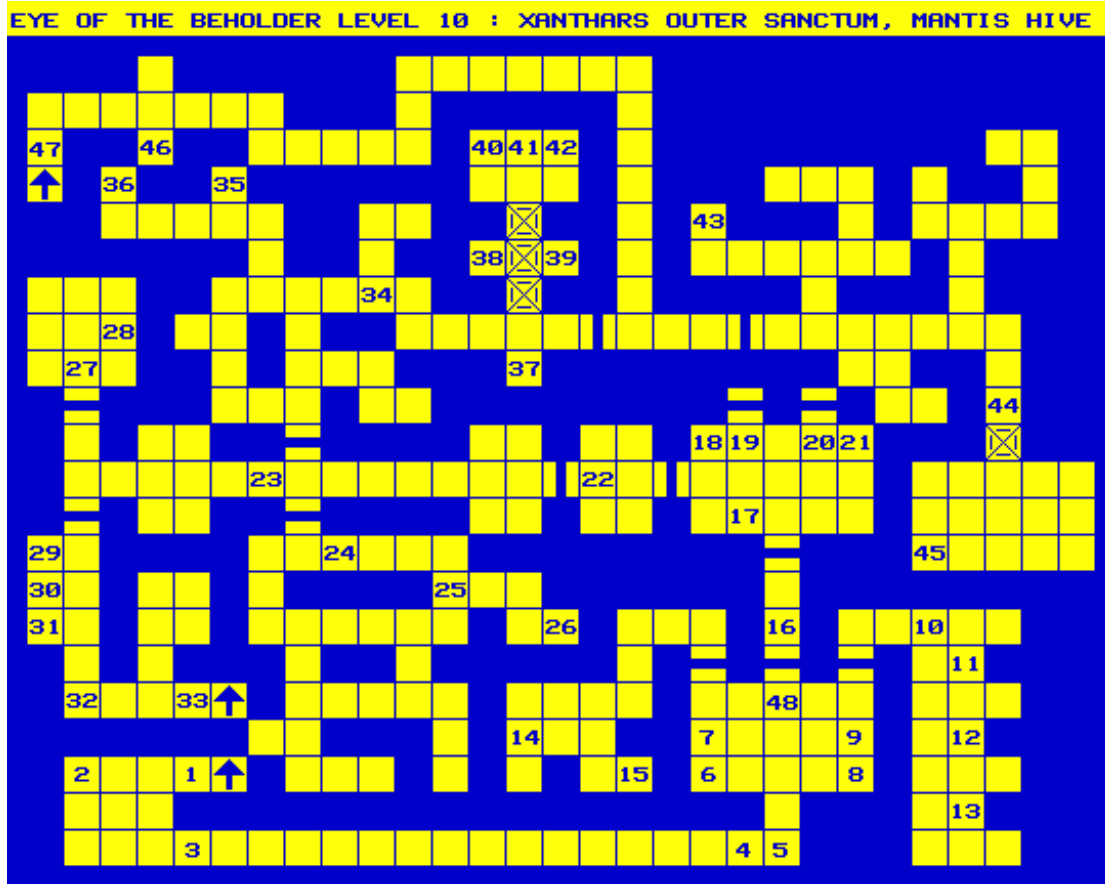
1. These stairs lead up to level 8, location 7.
2. There is a spider keyhole on the west wall. Insert a jeweled key to open the door to the north.
3. These stairs lead up to level 8, location 13.
4. There is a keyhole on the east wall. Insert a drow key to open the door to the south.
5. On the west wall 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 - 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 or 12) 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 stairs lead up to level 8, location 59.
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, 41, 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 39, 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 39, 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 Do NOT drink it.
- 45 - 48. There is one displacer beast guarding each of these rooms.
49. There is a cleric scroll of Detect Magic here.
50. There are 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 - 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 40. 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.



SYMBOLS USED TO THE MAPS

	DOOR
	DOOR
	STAIRS DOWN
	STAIRS UP
	FALSE WALL



Level 10 - Xanthar's Outer Sanctum, Mantis Hive

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

Monsters: Thri-Keen warriors inhabit this level.

Locations and Events:

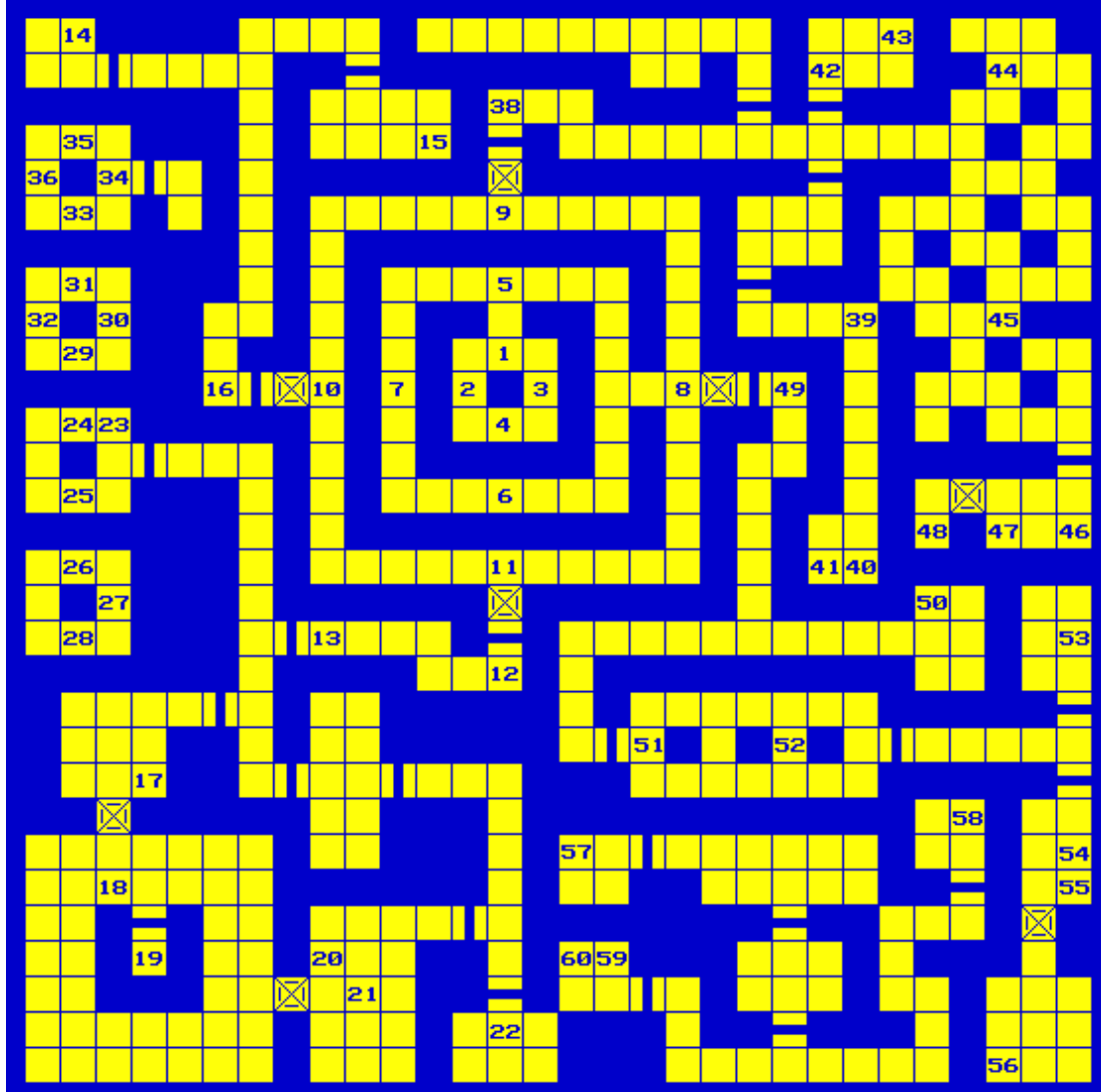
1. These stairs lead up to level 9, location 84.
2. There is a suit of plate mail here.
3. The hall between locations 3 and 4 is filled with teleporters that bounce your party randomly around this corridor. This pressure plate deactivates all teleporters down the east wall. To get here easily, follow 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 is:
 - 4A. Step into the first teleporter to the west of location 4 your party will be teleported down the hall.
 - 4B. 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 45.
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.
16. The message on the east wall reads: "Welcome." A Magic Missile trap fires when you step here.
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.
20. Opening this door reveals a button on the north wall. Pushing this button causes the party to be hit by a Fireball spell.
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. Mantis warriors patrol this area.
36. Here are the remains of the ranger Tyrra. 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 1. 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 elf spy. You will learn additional information if the party chooses to "Hear her out."



EYE OF THE BEHOLDER LEVEL 11 : XANTHARS OUTER SANCTUM, LOWER REACHES



SYMBOLS USED TO THE MAPS

-  DOOR
-  DOOR
-  STAIRS DOWN
-  STAIRS UP
-  FALSE WALL



Level 11 - Xanthar's Outer Sanctum, Lower Reaches

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

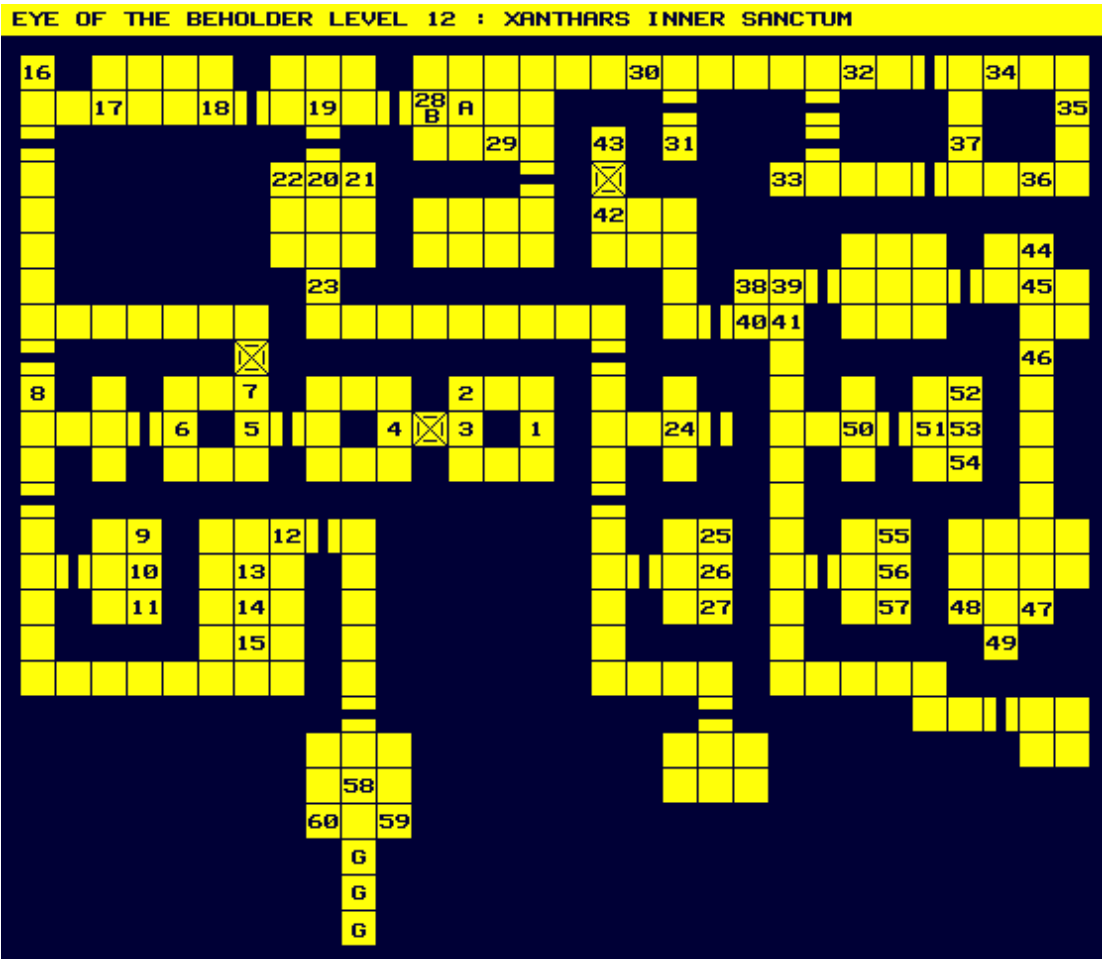
Monsters: Mind flayers and xorn inhabit this level.

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 - 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-no keys are required.
13. On the south wall is a keyhole. Insert a drow key to open the west door.
14. There is +3 banded armor and a +4 long sword named "Slasher" here.
15. There is a non-magical ring here.
16. This is a 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 12, location 1.
20. A secret button on the west wall opens the passage to the west.
- 21 - 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 29.
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 a 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. 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. Written 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 - 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.



SYMBOLS USED TO THE MAPS

	DOOR
	DOOR
	STAIRS DOWN
	STAIRS UP
	FALSE WALL



Level 12 - Xanthar's Inner Sanctum

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

Monsters: Stone golems and Xanathar himself inhabit this level.

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 to 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 57.
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.
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.
- 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 orb, 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 53 to hit the party.
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 - 60. There is a Potion of Vitality and a Potion of Invisibility here.