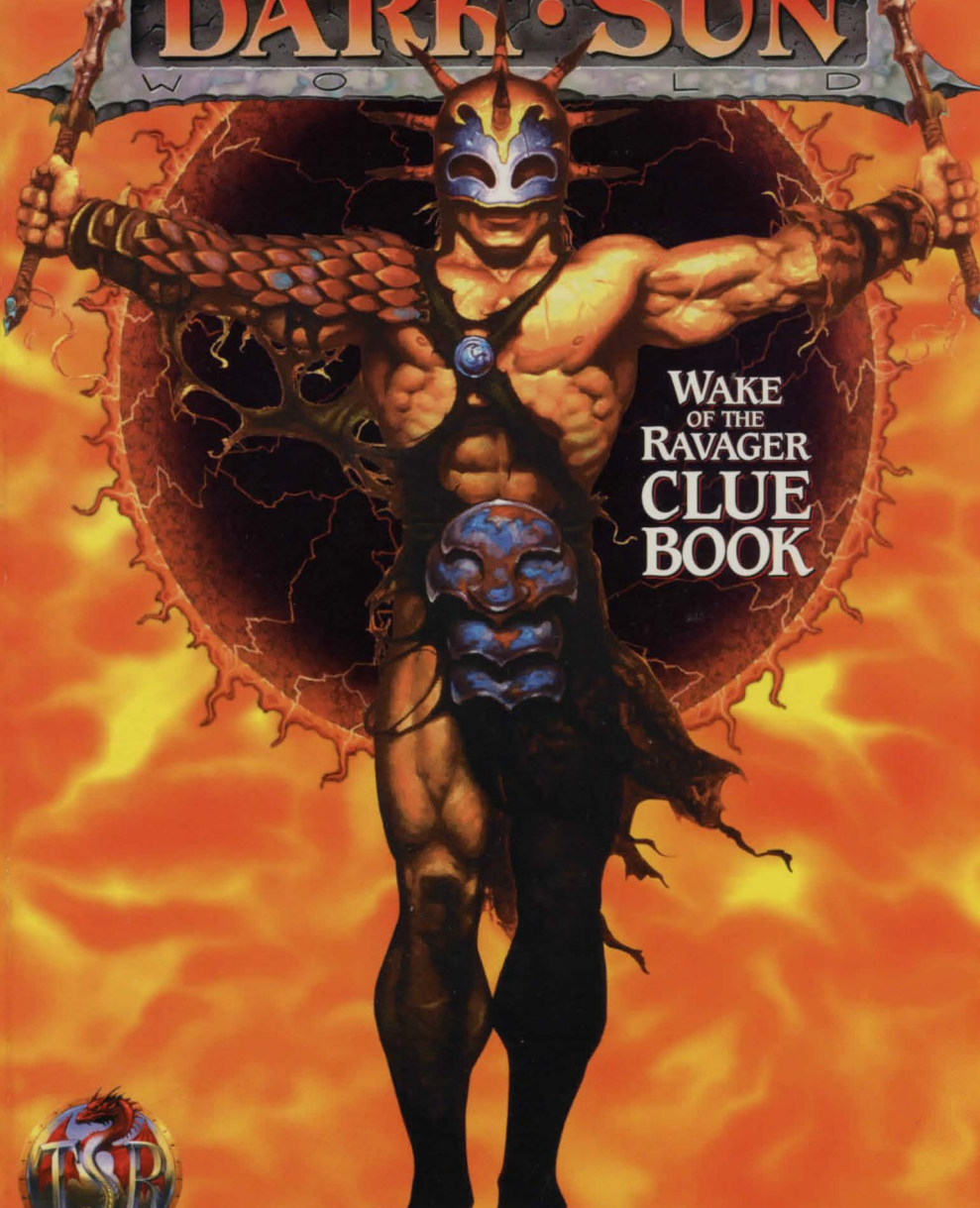


OFFICIAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAME

DARK • SUN™



WAKE
OF THE
RAVAGER
**CLUE
BOOK**



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* INTRODUCTION *

Are your characters prepared for Athas? They'd better be. . . It's a desert planet laboring under the oppressive heat of a crimson sun. Almost all of its mines have been tapped out, and monsters deformed by magic continue to emerge from its endless wastelands and plague all who inhabit the surface.

Now, vicious, seldom-seen sorcerers rule through religious organizations and enslave vast numbers of people, order assassinations, and plot to gain evil power — power which, if unleashed, could devour the remaining life on Athas.

The second computer role-playing game based on the highly acclaimed AD&D® 2nd Edition DARK SUN™ game world, WAKE OF THE RAVAGER, begins when your characters enter the ancient City of Tyr and are met by a woman claiming to be from the mysterious “Veiled Alliance.” She warns the party of the evil that has come to Tyr, but before she can reveal her secret, she is killed.

Can your characters find the Veiled Alliance and stop those who would destroy all of Athas?

The information in this clue book is a companion guide to WAKE OF THE RAVAGER, and focuses on all aspects of the game. The “Denizens of the Desert” section contains specific hints on fighting the various enemies and monsters; the “Adventurers’ Guide” section contains maps, descriptions of the various regions, locations, and encounters that make up the adventure; and the “Treasure Guide” lists all the items found throughout the game.

Use this book to answer questions about how the story of WAKE OF THE RAVAGER unfolds. If you have any questions about how to play the game, check the rule book; or, if you have installation questions, check your data card. Armed with this knowledge, and a bottle of sunscreen, your success is assured!

* DENIZENS OF THE DESERT *

Adventuring in and around Tyr, the party of characters is sure to encounter many strange, devious, and dangerously vicious creatures. Below are suggestions on defeating these creatures.

* AURUMVORAX



These vicious little creatures can be deadly in large numbers. The best way to defeat them is by brute force. The whole party should rush forward and attack them with melee weapons.

* DEFILERS



Defilers are quite skilled, and can cast 9th-level mage spells. Their favorites are *cone of cold*, *fireball*, *ice storm*, and *lightning bolt*. The best defense in this case is a strong offense. Remember that hitting a spellcaster in combat prevents him or her from casting in that combat round.

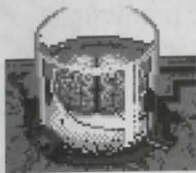
* DRAKES, ATHASIAN



Drakes are gargantuan, reptilian monsters that use Athas as their personal hunting grounds. The best bet is to have characters with the most hit

points and lowest Armor Class engage them. Spellcasters should move far away from these beasts and cast *haste* upon themselves as well as offensive spells at the drakes.

*** ELDER-BRAIN**



The center of a mind flayer community is its Elder Brain, a pool of briny fluid that contains the brains of dead mind flayers. Due to the mental powers of the mind flayers, the Elder Brain is still sentient, and the telepathic union of its brains rules the community.

*** ELEMENTALS — AIR, EARTH, FIRE, AND WATER**



The tactic used for defeating all the different kinds of elementals is basically the same. The best-defended warriors should engage the elemental in melee combat while the spellcasters bombard it with offensive spells. Elementals have the ability to engulf the characters and suffocate them to death unless they are freed. Remember, +2 or better magical weapons are required in order to hit elementals, so make sure the characters have some before taking them on.

*** GREATER FEYRS**



Be fully prepared with spells that help saving throws and spells to remove fear when fighting these dangerous creatures. They have the ability to send even the most powerful warriors fleeing in terror.

*** GIANTS**



The giants of Athas are formidable opponents. They can sustain a significant amount of damage before dying, and the mighty blows of their powerful fists leave the characters staggering. The characters should use preparatory spells such as *haste* and *enlarge* and take the battle to them.

*** GOLEMS**



Make sure that when the characters are fighting golems, they have magical weapons readied, as normal weapons and fists do not affect golems.

*** ILLITHIDS (MIND FLAYERS)**



The mind flayer has 90% magic resistance and can use psionics. Some mind flayers have magic abilities which make them even more difficult to defeat. They have an average Armor Class which is their only weakness. Charge them with all of the characters and defeat them with cold steel.

*** INTELLECT DEVOURERS**



Intellect devourers are dangerous opponents. They can only be hit by characters with magical weapons of +3 or better, and even then the monsters only take a single point of damage from any source. Make sure that the party has a means of defending itself against psionics, as intellect devourers use their powers to prevent the party from attacking or turn some characters against the rest of the party.

* JANN



The jann are the weakest of the genie types. They tend to be nomadic by nature and are wary of outsiders. They have magic resistance and should be attacked like any other group of humanoids — with brute force.

* KAISHARGA



The best chance of defeating a kaisharga is for spellcasters to dispel the defensive spells that it has cast upon itself and then send warriors to take it apart. If the characters are unable to dispel its defensive spells and there is a psionist, they can use *energy containment* to defend against the kaisharga's *fire shield* during melee. If the characters are unable to do any of these things, they should just keep shooting the kaisharga with ranged weapons to prevent it from casting spells.

* KARTANG



The kartang should be killed with spells since they have a very low Armor Class. The fighters with the lowest Armor Class can occupy the kartang while spellcasters destroy them with area effect spells.

* POISON SNAKES, GIANT



These snakes should be an easy victory for the party. Beware of the poisonous bite; some of types of snakes only do damage while others can kill a character outright.

* PSURLONS



Psurlons are particularly nasty creatures to fight. They possess 30% magic resistance, characters need +1 or greater weapons to hit them, and they are immune to *sleep* and *charm* spells. To make things worse, they can also use psionics against the party. Characters can fight back with psionic powers such as *ego whip*, *disintegrate*, *mind blank*, and *synaptic static*. The party may also wish to summon a monster or elemental to assist in defeating the psurlons.

* PYREENS



Pyreens are mysterious beings that roam the world of Athas. They are very powerful druids and psionists. They travel about Athas attempting to set things right, although it appears to be a hopeless battle.

* SHAMBLING MOUNDS



Shambling mounds should be an easy victory for the party. The only thing the party needs to watch out for is the shambling mounds' engulf attack.

* SKELETON WARRIORS



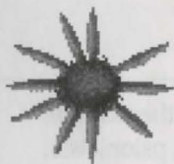
Brute force destroys these creatures easily. The party should move its warriors forward and destroy the skeletons. The party can also try to dispel them by using a cleric to *turn undead*.

* SKELETONS, GIANT



The most deadly thing about giant skeletons is their ability to throw *fireballs* at the party. The characters should just move forward and destroy the giant skeletons in melee.

* SNAPPER-SAWS



These plants allow the party to practice their sword play. The snapper-saw is very easy to destroy.

* SOUL SHARDS



This magical creature is actually an imprisoned humanoid that had its soul turned into six pieces of the magical *Chandelier*. By fixing the *Chandelier*, the soul is cured and the soul shards are destroyed. This is an easy fight; just fix the *Chandelier*.

* SUNDEWS, GIANT



This plant is very easy to kill. It does a minimal amount of damage to the characters.

* UMBER HULKS



These large creatures surprise opponents and then, when looked upon, cause *confusion* to would-be attackers. They can be difficult if not taken seriously. First, have a fighter kill the umber hulks that are attacking the spellcasters, then dispatch the rest.

* VERINI



The verini have a spit ranged attack and a claw melee attack. They can be very formidable in large numbers. Otherwise they should be a very easy victory.

* YUAN-TI



The yuan-ti attack in numbers and are formidable fighters. They also have spellcasters that rival most defilers. They should be approached with caution. Use area effect spells and have spellcasters stay back from the fight. *Haste* the party before any fight with them, and make sure the party is fully healed.

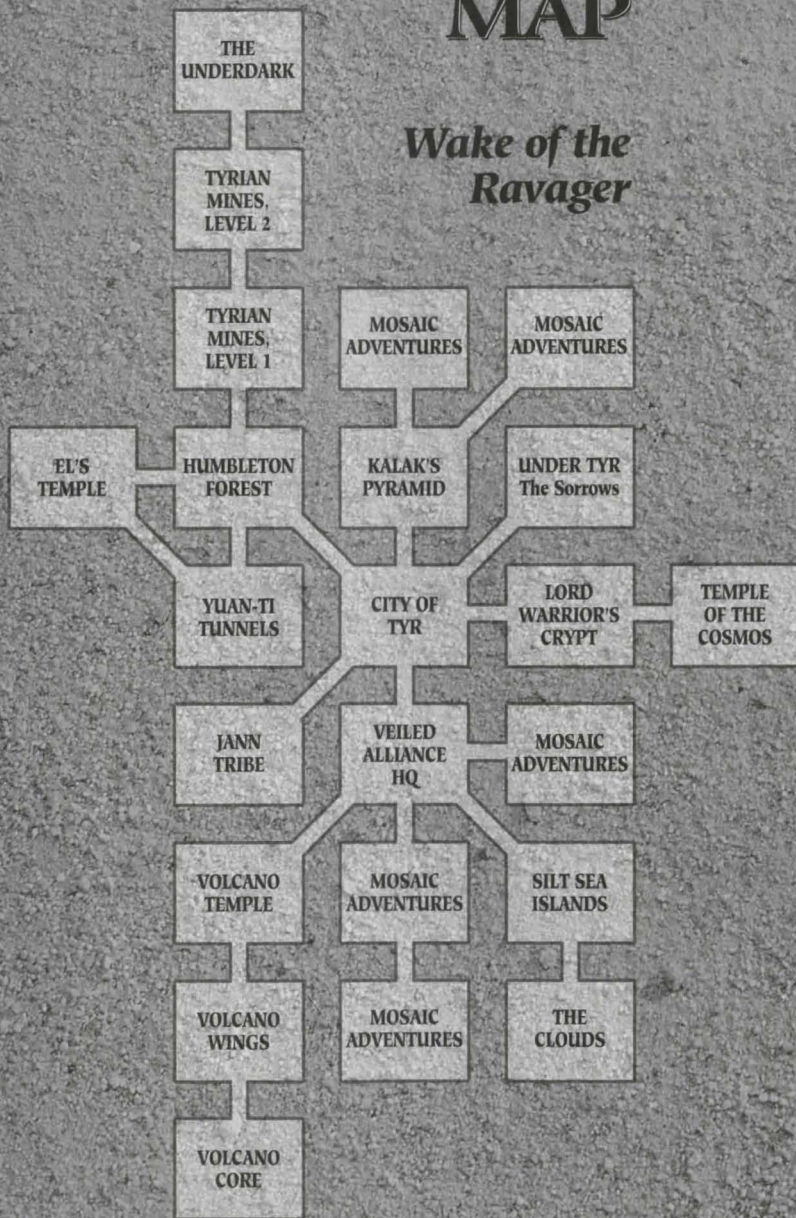
* ZOMBIE PLANTS



The zombie plant itself is no real threat to the party. Captive humanoids of the zombie plant, on the other hand, can be dangerous as they tend to attack in numbers and without fear. Rush forward and bring the attack to them. This should be an easy victory for the party.

OVERLAND MAP

Wake of the Ravager



ADVENTURERS' GUIDE

Entrances and Exits from Region to Region

LOCATION	IN REGION	LEADS TO LOCATION	IN REGION
11	City of Tyr	1	Under Tyr
13	City of Tyr	1	Kalak's Pyramid
31	City of Tyr	5	Mosaic Adventures
35	City of Tyr	1	Veiled Alliance Headquarters
37	City of Tyr	1	Lord Warrior's Crypt
38	City of Tyr	1	Humbleton Forest
13	Veiled Alliance Headquarters	1	Mosaic Adventures/Chandelier
14	Veiled Alliance Headquarters	1	Mosaic Adventures/Museum
24	Veiled Alliance Headquarters	1	Volcano Temple
26	Veiled Alliance Headquarters	1	Slit Sea Island
24	Kalak's Pyramid	21	Mosaic Adventures
1	Humbleton Forest	38	City of Tyr
35	Humbleton Forest	8	Tyrian Mines, Level 1
37	Humbleton Forest	8	Yuan-ti Tunnels
38	Humbleton Forest	35	Yuan-ti Tunnels
39A	Humbleton Forest	10	El's Temple
39B	Humbleton Forest	11	El's Temple
2	Yuan-ti Tunnels	8	El's Temple
8	Yuan-ti Tunnels	35	Humbleton Forest
35	Yuan-ti Tunnels	38	Humbleton Forest
8	El's Temple	2	Yuan-ti Tunnels
10	El's Temple	39A	Humbleton Forest
11	El's Temple	39B	Humbleton Forest
31	Tyrian Mines, Level 2	1	Underdark
26	Jann Tribe	1	City of Tyr
1	Silt Sea Islands	26	Veiled Alliance Headquarters
10	Silt Sea Islands	33	The Clouds
15	Silt Sea Islands	34	The Clouds
16	Silt Sea Islands	35	The Clouds
33	The Clouds	10	Silt Sea Islands
34	The Clouds	15	Silt Sea Islands
35	The Clouds	16	Silt Sea Islands
1	Volcano Temple	24	Veiled Alliance Headquarters
1	Lord Warrior's Crypt	37	City of Tyr
36	Lord Warrior's Crypt	1	Temple of the Cosmos
1	Temple of the Cosmos	36	Lord Warrior's Crypt
1	Under Tyr	11	City of Tyr
1	Mosaic Adventures	13	Veiled Alliance Headquarters
5	Mosaic Adventures	31	City of Tyr
20	Mosaic Adventures	14	Veiled Alliance Headquarters
21	Mosaic Adventures	24	Kalak's Pyramid
24	Mosaic Adventures	2	Jann Tribe

* CITY OF TYR



Synopsis

The City of Tyr is still recovering from the upheaval of Kalak's death and the templars (at the Lord Warrior's urging) have sealed the city gates to all incoming or outgoing traffic, except caravans. The templars control the bureaucracy, but with the sorcerer-king dead they have no power to enforce any of their edicts and everyone knows it. The absence of power attracts all sorts of undesirables to the city. Tyr has become quite a dangerous place as it walks the thin line between anarchy and elation at its freedom.

The center of activity in the City of Tyr is the Shadow Square in the elven market; it is filled with merchants hawking their wares from tents, though not all the merchants are what they seem. On the east side of the city are inns, taverns, and the templars' offices. Kalak's Pyramid, apparently abandoned, rises majestically above the city.

One peculiar feature of the City of Tyr is that it is built upon the ruins of an even older city, now known as Under Tyr. Many of the buildings lead to other regions such as: the Veiled Alliance Headquarters, the tunnels of Under Tyr, Kalak's Pyramid, and the Lord Warrior's Crypt.

The party arrives in the City of Tyr and is met by a woman claiming to be from the Veiled Alliance. She warns the party of the evil that has come to Tyr, but refuses to reveal details in the open street. Before she can escort the party to the Veiled Alliance Headquarters, she is killed by a group of Draxans.

The party next makes contact with the Veiled Alliance in a tavern off the main street of the town, but Arslan, the Alliance member, is suspicious — he is worried that the party was working against them in the assassination attempt. To prove its good intentions, the party must investigate a group of templars whom the Veiled Alliance believes have turned to "defiling" as a way to replace their lost magic.

The party is advised to use methods other than a frontal assault in completing this task since the Veiled Alliance would not appreciate the party drawing attention to it by blatant shows of force, and the templars are not without resources of their own.

Upon first entering the offices, the party does not find too much amiss. The templars appear to be going about their bureaucratic duties, but are perhaps a little too eager to admit the party into certain areas, and to keep it out of others. Most worrisome is the strong presence of Draxans.

When the party gains access to the inner offices, it learns the truth of the templars' doings. Upon his arrival in Tyr, the Lord Warrior quickly determined that the templars who still controlled the city government were easily converted minions. If they aided him, he promised the return of their magical powers when the Dragon of Ur Draxa came. The templars jumped at this opportunity, sensing correctly that it was only a matter of time before they would be ousted from Tyr if they did not gain a new patron. Returning to Arslan with this vital information, the party is accepted into the Veiled Alliance.

Until the party gains access to the Veiled Alliance Headquarters, it needs to purchase a room at the inn to rest. There are several shops in the Shadow Square where the party can buy equipment and other necessities. Notaku makes a re-appearance in the Shadow Square and sends the party on more quests to collect components.

The party is also likely to have several random encounters as it walks the streets and alleys of the City of Tyr. Thieves and muggers are a constant nuisance until the party's reputation grows to the point where the common folk know it's useless to attack the party. The party also suffers attacks from the Draxans sent by the Lord Warrior. These attacks become more ferocious and desperate as the party proceeds.

Non-Player Characters in This Region

Bakula

Location 1

Bakula is a young member of the Veiled Alliance. She is at the city gates to meet other members of the Alliance who are visiting from another city. Bakula gives the party its first hints about the Lord Warrior.

Uhubito

Location 2

Uhubito is the caravan master who oversees the caravans which enter and leave the city. Uhubito has useful information about Tyr in general: where the party can rest, buy equipment, and so forth.

Stitches

Location 3

Stitches is a rags-to-riches character who made his fortune finding treasure in Under Tyr. These days Stitches has settled into the comfortable and quiet life of a tavern owner. Stitches is the owner of the tavern where the party meets Arslan. Stitches has vague information about the entrance to Under Tyr.

Arslan

Location 4

Arslan is a male dwarf the party needs to contact in order to gain entry to the Veiled Alliance Headquarters. Like most miners, Arslan spends most of his free time in a tavern. He has also gained something of a reputation as one of the few miners who can actually turn a profit under the templars' corrupt system. Unlike other miners, though, Arslan is a member of the Veiled Alliance and his time in the tavern is spent gathering information and serving as a contact point for the Veiled Alliance. Arslan can lead the party to the secret entrance to the Veiled Alliance if it completes an errand for him. Namely, the party must get Fayina to help it enter the templars' office and find proof of the templars' misdeeds. The proof is the letter to the high templar Kalaobuta from the Lord Warrior which orders the Tyrian templars to cooperate with the Draxans.

Reyhan

Location 6

Reyhan is the innkeeper at the Harbinger's Roost. The Harbinger's Roost has been owned by Reyhan's family for three generations. Reyhan is quite proud of her establishment and gladly tells the party its history. She is also willing to talk about several other topics, though her mind is not as keen as her ears,

often drawing the wrong conclusions from the rumors she hears. The party is able to rent a room for as long as a month. This is the only place in the City of Tyr where the party can rest. She can tell the party about Fayina and where they can find Arslan.

Fayina

Location 7

Fayina is a female thief who is staying at the Harbinger's Roost Inn. She has just finished "a job," and is in her room counting the loot she took from the templars. Unfortunately, the take is not nearly enough to pay off her debt to Acar, the wealthy merchant on the other side of town at location 29. If the characters take care of that debt, in return she reveals the secret knock which allows entry into the templars office, as well as offers them the key to the back storeroom of the templars' offices. Fayina is very close-mouthed and unlikely to help the characters unless the lead character is a thief, or unless they state that Arslan sent them to talk to her.

Beggar

Location 9

The beggar is an ex-adventurer who has fallen on hard times and is trying to get money for food. Once the party has given the beggar money, he tells it about the *Fire Ruby* and the verini in the volcano.

Miners (Tylek, Grakar, and Render)

Location 12

These miners have returned to Tyr to rest after working in the mines — and to escape the horror which has been happening to other miners. They give the party general information about the mines, and can buy ore vouchers from the party.

Oberhan

Location 17

Oberhan is a Tyrian templar and a mid-level bureaucrat who helps run the Tyrian templars' offices. He has the key to the room east of his desk. He can also be convinced to "look the other way" as the party deals with Kalaobuta.

Sirah

Location 19

Sirah is a poor citizen. She is waiting for an audience with the Tyrian templars so she can try to free her brother, Abelard. Sirah gives the characters a magical *fruit* if they show concern for her brother.

Kalaobuta*Location 24*

Kalaobuta is the high templar in charge of the offices in Tyr. She is plotting with the Draxans to help bring the Dragon of Ur Draxa to Tyr in exchange for the return of the Tyrian templars' magic. The characters must retrieve the piece of parchment she is carrying which details her plans with the Draxans and show it to Arslan. Once they have defeated her, the characters can also find the *Toothed Club* on Kalaobuta's body.

Dhukkar*Location 26*

Dhukkar, a male elf, is a servant to Kovar, a Tyrian high templar. For a full description of Kovar see the "Non-Player Characters" section in the Crypt region, starting on page 103. Dhukkar is content, though a bit pompous, in his role of servant and he eschews his master's opinion that slaves are better off as slaves. He is worried about Kovar's disappearance and cooperates with the characters once they prove they are not common "rabble." If the characters convince Dhukkar that they are Tyrian citizens by showing him the papers Tasarla gives them, Dhukkar reveals clues about the secret entrance to the Pyramid.

Ulean*Location 28*

Ulean is a male jann. He is plotting treachery against his Sultan with the Draxan templar, Zentrat.

Zentrat*Location 28*

Zentrat is a Draxan templar gathering information for the Lord Warrior who is planning the assassination of the Sultan in the Jann Tribe region.

Bohumir*Location 29*

Bohumir is a male elf who serves as Acar's butler and manservant, as well as operating a small business in black market ore vouchers. Bohumir can buy ore vouchers from the party.

Boric*Location 32*

Boric is a Tyrian high templar who is the overseer of the Tyrian Mines. The party must buy the key to the mines from him in order to enter the Tyrian Mines.

Fermin*Location 36*

Fermin is a male defiler who guards the entrance to the Crypt where the Lord Warrior has made his base.

Satinka*Location 39*

Satinka is a weaver of fine rugs and tapestries in Shadow Square. She has information on how the party can have the torn *tapestry* from the Veiled Alliance Headquarters repaired.

Notaku*Location 40*

Notaku is a male elf preserver who sells minor magic items. His true business, however, is spell components. He collects these components for his clients, often hiring agents (such as the party) to do the dangerous work of actually acquiring the components. Notaku pays the party ceramic pieces for the various components, along with giving it a *deck of illusions*, a magical *chatchka*, and a *psionic bracelet*.

Thief Merchants*Location 41*

The thief merchants are fences for the thieves in Under Tyr and sell their stolen goods at cut-rate prices. The thief merchants have information about the entrance to Under Tyr.

Tasarla*Location 42*

Tasarla is a female human who runs a merchant stall in Shadow Square. She is also a member of the Veiled Alliance. Tasarla earns her living selling weapons, though her true vocation is to provide help and information to the Veiled Alliance. She tells the party about Kovar and that he holds the key to entering the Pyramid. Tasarla lowers the price of her goods once the party identifies themselves as fellow members of the Veiled Alliance.

Random Encounters

The characters can encounter many pedestrians, citizens of Tyr, and visitors from other cities as they wander about the city. The pedestrians tell the party the latest gossip in Tyr, and may sometimes offer items for sale.

The party may also encounter roving Draxan warriors bent on eliminating any opposition to the Lord Warrior's plans.

* Locations and Events

- 1 The party begins the game by entering the caravan gates to the City of Tyr. Immediately, Bakula, a Veiled Alliance member, rushes up to the party whom she has mistaken for visiting Alliance members, to beg the party's help. Before she can reveal her vital information, she is *disintegrated* by a Draxan templar. The party is then attacked by the Draxans, who assume the party is with the Veiled Alliance. After the battle, the party is able to pick up the orders Bakula was carrying which mention that Arslan is an Alliance contact. This is also where the characters can leave Tyr once they have made arrangements with Uhubito at location 2.
- 2 This is the Caravan office. Uhubito, the caravan master, tells the party where to find the basic necessities: an inn to rest at and shops to buy gear at. Later in the game the party may return here to arrange transportation to the Jann Tribe region.
- 3 If the party talks to Stitches, the owner of this tavern, he tells the party where to find Arslan and gives vague clues about Under Tyr.
- 4 The characters meet Arslan, a Veiled Alliance member who can help them join the Alliance. First, however, he asks the characters to check out the templars' offices as a test. He has heard the templars are turning to defiling to regain their magic powers and wants them stopped. (If the characters have already completed the templar offices, they can present him with this information immediately.) When they return with the information, Arslan leads them to the bath house on the west side of town and describes how to open the secret entrance.
- 5 These areas are popular sites for muggers; they often ambush people at these locations.
- 6 The party can rent a room from the innkeeper, Reyhan, at the Harbinger's Roost. Reyhan may tell the party about Fayina, the thief staying at the inn, as well as where to find Arslan, the Veiled Alliance member it needs to contact.
- 7 Fayina, a thief, is staying in this room. She is tallying up the loot she has stolen from the templars' offices. If questioned, she tells the party about her adventure, but knows nothing about what the templars are doing. She has the key to the storeroom in back of the templars' offices and gives it to the party if it agrees to settle a debt she owes the merchant Acar at location 30. Fayina also tells the party the secret knock which allows it entry into the main offices. Unless the active character is a thief, the party must tell Fayina that Arslan sent it before she asks it to settle her debt.

- 8 This is the room where the party can rest after renting it from Reyhan. The campfire ring only remains for the number of the days that the party rents the room for.
- 9 At this location the party meets a beggar who is an ex-adventurer. He has fallen on hard times and must now beg for food. If the party gives him money, he tells it valuable information about the *Fire Ruby* and the volcano in which it is hidden.
- 10 The party can talk to Zhur, the tavern owner, at this location.
- 11 The entrance to Under Tyr is hidden behind the false bottom of the crate at this location if the thief merchants at location 41 have told the party where to look, or if the active character is a thief. Using the ladder takes the party to location 1 in the Under Tyr region.
- 12 The party may meet miners at these locations. They tell the party about the Tyrian Mines. At one point, a panicked miner just back from the mines enters and talks about the worsening troubles in the mines: miners are mysteriously disappearing. The miners may also buy any ore vouchers the party gets in the mines at a fair price.
- 13 A statue dedicated to Kalak is at this location. The statue has recently been defaced. The party can enter the Pyramid here once it gets the medallion, hidden in Kovar's bookshelf at location 27, and uses it to reveal the stairs hidden within the statue. The stairs within the statue lead to location 1 in the Pyramid.
- 14 This storeroom door is locked. The party can get the key from Fayina, the thief at the inn, after taking care of her debt to Acar.
- 15 A crack in the wall at this location allows the party to overhear a conversation between two Draxan templars. The party can use this information when talking to Oberhan at location 17 to convince him to give the party the key to the east office. The party can also find a *psionic bracelet* and *memorable scroll* in the chest in this room.
- 16 The door to the templars' offices is warded. The party must learn the secret knock from Fayina at location 7 before it may enter.
- 17 Oberhan, a mid-level bureaucrat, presides over the templars' offices at this location. He is contemptuous of the party and calls his guards at the slightest offense. If, however, the party tells him of the Draxan templars' conversation from location 15, Oberhan drops the key; this allows the party to enter the room to the east. If the party gives Oberhan the book from the cabinet at location 18, he tells the party about the portals at locations 20 and then leaves the offices along with the Tyrian guardsmen.

Knock
2, 1

- 18 The cabinet in this room is guarded by an *aurumvorax* and contains a journal describing the Draxans' plan to betray the Tyrian templars once their usefulness is at an end. The cabinet also contains *magic scrolls* and an *axe +2*.
- 19 Sirah, a poor citizen, is waiting for an audience with the Tyrian templars. She tells the party what she knows about the templars, but she is most concerned about her brother, Abelard, whom the templars arrested. If the party shows enough concern for her brother, she gives it a magical *fruit*.
- 20 The portals at these locations allow the party to move between the rooms and avoid the guards in the hall.
- 21 The Draxan warriors at this location do not allow the party entry into the meeting room to the west.
- 22 The characters can overhear snatches of the meeting between Kalaobuta and the Draxan templars if they stand next to the north wall of this room. The party can find magical *fruit* in the chest in this room. The party can also use the information it gathers to help convince Oberhan of the Draxans' treachery.
- 23 Tyrian warriors stand guard.
- 24 Kalaobuta, the high templar in charge of the Tyrian offices, is in conference with the Draxan templars. If the party surprises her by coming through the portal at location 20, the Draxans abandon Kalaobuta and flee the offices without a fight. The party must take the piece of parchment which Kalaobuta drops to Arslan as proof of the Draxans' and Tyrian templars' plans. Once she has been defeated, the party can find the *Toothed Club* on Kalaobuta's body.
- 25 These two buildings are shops which cater to the wealthier citizens of Tyr. The shops off the main street primarily offer general clothing, weapons and armor for sale. The party can sometimes find the same items for sale in the Shadow Square at lower prices.
- 26 Dhukkar is servant to the high templar Kovar Illyasch Ahabdhu and quite proud of the fact. He challenges the characters when they enter the house, but is powerless to do anything else. Dhukkar can tell the party who Kovar was and that he went missing a few weeks ago. He may, however, call the city guard if his pride is too deeply wounded. If the characters show Dhukkar the proof of citizenship which Tasarla at location 42 gives them, he cowers and cooperates fully with them. Dhukkar gives the party hints on how to enter the Pyramid and to search his master's study at location 27.

- 27 If the party knows what it is looking for, a stone medallion is in the bookshelf. The characters can also find books written by the Tyrian templar, Kovar, which describe King Kalak's "glorious" rule.
- 28 This is a small café where the characters may overhear Asim Drac's henchman, Ulean, plotting with a Draxan templar named Zentrat. If questioned, they deny everything. The party may find the information it learns useful in the Jann Tribe region.
- 29 This is Acar's house. He is a wealthy merchant who trades mostly in iron. Bohumir, Acar's servant, greets the characters and shows them to Acar if they are polite or tell him they are there on business; however, any belligerence prompts him to call the city guard. Later, Bohumir buys ore vouchers from the characters at the highest rate available.
- 30 These are Acar's rooms. He is friendly to the party and graciously accepts the party's offer to pay Fayina's debt. The party may, if it appeals to Acar's desire for high profits, prompt him to offer a way of settling Fayina's debt without paying cash. If successful, Acar gives the party a note to deliver to Boric at location 32 which allows Acar to smuggle iron out of the mines. If the party comes without meeting Fayina, Acar soon realizes the party has nothing to offer him and dismisses it. Acar is an excellent source of information, and buys and sells information at various points in the game. If the party manages to smuggle any iron ore out of the mines, Acar can buy it.
- 31 A magical *tapestry* on this wall takes the party to location 1 in the Confused Wizard section, at location 5 of the Mosaic Adventures region.
- 32 Boric, the overseer of the Tyrian Mines, is at this location. Later in the game he can sell the party a key which it needs to enter the mines. Threatening Boric prompts him to lower his already poor exchange rate on ore vouchers.
- 33 Tyrian warriors stand guard at this location.
- 34 This is the haunted bath house under which the Veiled Alliance Headquarters are hidden. Once the party is accepted by Arslan at location 4, he leads it here. Arslan warns the party about the giant skeletons and poses them as a final test of the party's worth. The giant skeletons attack the party as soon as it enters the building.
- 35 Stairs leading to the Veiled Alliance Headquarters are hidden in the cabinet in this room. After Arslan tells the party about the button hidden in the basin, it can be used to open the cabinet. Entering the cabinet takes the party to location 1 in the Veiled Alliance Headquarters.

36 An old man, Fermin, appears here later in the game. Fermin is a defiler charged with guarding the entrance to the Crypt, where the Lord Warrior has made his base. He has placed obsidian golems in front of the entrance and does not allow the party into the back room. If the party approaches him, Draxans come to his aid.

37 Behind the tapestry on the north wall is a thick iron door with a massive lock, that leads to location 1 in the Lord Warrior's Crypt. The door is locked and trapped. To get through the door, the characters must use *Promere's Hammer*, the *Lyre of the Winds*, the *Cup of Life*, and the *Fire Ruby* to dispel the elemental wards that have been placed on the door. If the characters attempt to open the door before the wards are dispelled, they find it an unpleasant experience.

38 Leaving the City of Tyr through the gates at this location takes the party to location 1 in the Humbleton Forest region.

39 Satinka, a weaver of fine rugs and tapestries, rents this stall in the Shadow Square. Though she has no goods the party would want to buy, Satinka does have information about the jann tribe, the *magic tapestries*, and where the party can go to have the torn *tapestry* from the Veiled Alliance Headquarters repaired.

40 Notaku, the spell component merchant from the SHATTERED LANDS, is here, having found Draj a little shy of clients since the heroes defeated the army. He once again hires the party to find rare and unique spell components for him.

41 This stall is actually run by thief merchants who fence their stolen goods. They have good equipment at cheap prices. If pressed, the fences offer information about the entrance to Under Tyr at location 11.

42 This is Tasarla's stall. Once the characters are told that Tasarla is a member of the Veiled Alliance by Aleka in the Alliance Headquarters, they come ask her help in finding an entrance to the Pyramid. She sends them to Kovar's house, because he holds the key to entering the Pyramid. Tasarla gives them forged citizenship papers to help convince Dhukkar to help them, and lowers her prices once they have identified themselves as Alliance members. She primarily sells ranged weapons.

43 This merchant primarily sells melee weapons.

44 This merchant primarily sells ranged weapons.

45 This merchant primarily sells armor.

46 This merchant primarily sells armor.

* VEILED ALLIANCE HEADQUARTERS



continues...

Synopsis

The Veiled Alliance Headquarters is located beneath the haunted ruins of an ancient bath house. The party enters through a secret trap door in the bath house directly into the Headquarters.

Age has taken its toll on the once majestic marble walls and floors. The Headquarters is divided into two wings, both physically and philosophically. The Veiled Alliance is split between those supporting the movement called Divulgence and those who caution secrecy; with the new freedom in Tyr and the threat of anarchy, this split is likely spark more than a few lively debates in the near future.

The Veiled Alliance Headquarters appears in two stages: before the Lord Warrior's attack, and after it. Before the attack everything is well-ordered and reflects the Veiled Alliance's strict efficiency. This orderliness is destroyed in the attack leaving walls, floors, and furniture charred from fire and magical blasts.

Once the party gains the trust of the Veiled Alliance, it is shown the secret entrance to the Veiled Alliance Headquarters where Matthias greets the party. He explains what the Veiled Alliance is all about, and what the Dragon's arrival in Tyr would mean. After urging the party to help them prepare for that time, Matthias retreats to his rooms.

The party can talk to Matthias in his rooms in the northwest portion of the Headquarters. Matthias wants to stick to the old ways of secrecy. He cautions the party against any rash acts, preferring to gather strength instead of attempting a pre-emptive strike.

Though Matthias is not precisely a man of action, he is one of great learning; and one of the main advantages of joining the Veiled Alliance at this point is to gain access to the research done by Matthias and his subordinates. When the time comes, Matthias' guidance makes the difference for the party in its fight against the Tarrasque.

The eastern portion of the Headquarters is where Romila and the other supporters of Divulgence meet. Romila is ready for action in the worst way. She views Kalak's death and the subsequent freeing of the slaves as the Veiled Alliance's first real chance (and likely the last) to gain wide-spread acceptance and even support. Of course, the arrival of another Dragon king would dash all those hopes in a second.

She urges the party to go to Kalak's abandoned Pyramid, where she is sure the Dragon will come; it is the one building in the thriving city which is both deserted and reeking of evil magic. Romila is correct in her thinking, but she is too late. The Lord Warrior has planned an attack on the Veiled Alliance, specifically to recover the artifact which Matthias guards. This artifact, the Urn of Utatci, holds the key to the Lord Warrior's plan of awakening the Tarrasque.

When the party returns from the Pyramid mission, the Lord Warrior has managed to kill many of the Veiled Alliance members, destroy most of their work, and steal the Urn of Utatci. The party needs to stop the Draxans from completely destroying the Headquarters and killing all within it.

After the characters have cleared the Headquarters of the Draxan invaders, they are given access to the secret Alliance archives where the Urn of Utatci was kept. Matthias explains that he is unsure of its exact properties, but does know it contains power beyond comprehension. He also mentions the Cup of Life, which Silvain is guarding, saying that it seems to have some power over the Urn of Utatci. Matthias is, at best, vague in his clues but promises to spend all of his energy researching the matter further.

After this point, the Veiled Alliance Headquarters serves as a focal point from which the party learns news that helps it in the quests for the three remaining artifacts. As the party completes the quests and returns to the Veiled Alliance Headquarters, Matthias or Romila may send the party into the City of Tyr on minor missions such as a meeting with someone to gather information or retrieving something that has fallen into the templars' hands.

The tapestry which leads to the Silt Sea Islands was damaged in the Lord Warrior's attack, so the party needs to take it to the Jann Tribe region to have it repaired.

Non-Player Characters in This Region

Matthias Morthen

Location 1, 10

Matthias is a male human preserver who has been a member of the Veiled Alliance since he was nine years of age and is now the leader of the Alliance in Tyr. He is a man of great learning and bureaucratic skills, though his extreme conservatism does not sit well with some of the members of the Alliance, primarily Romila. He is a valuable source of information for the characters as they progress through the game. He gives the characters a *gythka* +3 and a *wand of power word stun* when they complete the major quests in the game (retrieving the *Fire Ruby*, *Lyre of the Winds*, or *Promere's Hammer*).

Veiled Alliance Guards

Location 2

The guards are male human fighters. They are usually people who have run afoul of the templars and were given sanctuary in the Alliance.

Silvain

Location 4

Silvain is a female human water druid. She is concerned only with healing the wounds of Athas, and has joined the Alliance because it offers her the best chance of making a difference. Silvain heals the characters if they are wounded, and tells them where to find the *Cup of Life*.

Romila Parthian

Location 6, 9

Romila is a female human preserver/thief who was recruited into the Alliance by a preserver whose pocket she had picked. Her innate talent and fiery nature has allowed her to rise swiftly through the Alliance ranks and she is now second-in-command of the Alliance in Tyr. Romila also leads the Divulgence movement. Romila is the one to talk to when the party desires action. She tells the party where to find the Lord Warrior's forces in the Pyramid, and later, she is the one who discovers the Lord Warrior's hiding place. She also gives the party a *ring of strength* after the Lord Warrior's attack.

Aleka

Location 7

Aleka is a female human. She is the administrative backbone of the Veiled Alliance, coordinating the Alliance's various activities throughout Tyr. The characters must speak to Aleka in order to learn the password that identifies them as Alliance members to Tasarla in a Shadow Square shop in Tyr.

Veiled Alliance Members

Location 8

Veiled Alliance members come from many different backgrounds. The two things they have in common are their magic and their hatred of defilers. The Veiled Alliance members use the Headquarters as a hidden base from which they can work against defilers and other evils threatening Athas.

Nnamdi

Location 15

Nnamdi is an old human preserver who joined the Veiled Alliance so he could pursue his research in peace. In many ways, Nnamdi is a genius of elemental magic, but his eccentricities make him undependable. The Lord Warrior captures Nnamdi during the attack in hopes of gaining his knowledge of the *Urn of Utatci*. Nnamdi can explain to the characters how to use his alchemy devices. He may also give the characters a *scarab of protection* if they are patient and persistent enough to get past his absent-mindedness.

* Locations and Events

- 1 These stairs lead up to the cabinet at location 35 in the bath house in the City of Tyr. When the characters arrive for the first time, Matthias greets them and asks for the news that they bring. This is a formal meeting where Matthias accepts the characters into the Alliance, explains its aims, and assigns the characters rooms where they can rest. If the characters refuse to answer Matthias' questions, they are attacked and driven from the Alliance. After the meeting, Matthias returns to his quarters at location 10 and the characters are free to wander.
- 2 This is a guard room with a few Veiled Alliance members. The party is able to get basic information from them about their members and their whereabouts, and about the debate between Divulgence and continued secrecy (once the party has been told about Divulgence). As game play progresses they may offer information on current topics.
- 3 This is the guest quarters where the party may rest: the characters will not want to store valuables in the Veiled Alliance Headquarters, since much of it may be looted by the Draxans in their attack.
- 4 This is the sickroom where Veiled Alliance members can seek healing. Silvain, a water druid, runs the sickroom and heals the characters using the restorative waters of the font at location 5. In fact, if the characters talk to her when they are hurt, Silvain talks of nothing else until they have accepted her aid. Silvain is uninterested in politics, either in Tyr or in the Veiled Alliance, and does not commit to supporting any faction. She wants to do her best to heal Athas of its wounds and her work for the Veiled Alliance is more of a symbiotic relationship than one of idealistic fervor.
- 5 Using the font on the north wall at this location will heal one member of the party, as well as raise a dead party member if there is enough water. The font holds enough water for two uses. Once the water is used up, it takes two full days for the font to recharge enough to be used again. Remember, resting only uses eight hours, so the party would need to rest three times before a day passes. Along the east wall in this room are a magical *pear* and *banana*.
- 6 This is the Second Room where Romila and her colleagues meet to discuss Divulgence strategy. The characters first meet Romila here. She invites them to join in the discussion and praises them for their valor (if they defeated the templars at their offices) or thanks them for their discretion.

7 This office is where Aleka conducts her business of managing the Veiled Alliance. Although Matthias and Romila are the highest ranking members, Aleka is the one who keeps open lines of communication between Alliance factions, keeps the Headquarters supplied, and organizes small missions to help members in Tyr. As a result, she is an excellent source of information of all kinds and is the one most likely capable of getting the party what it needs when it needs it.

The characters must talk to Aleka after Romila has told them to look for the Draxans in the Pyramid in order to get the password which identifies them as Alliance members to Tasarla at location 42 in the City of Tyr.

8 These are the sleeping quarters for the lower ranking Veiled Alliance members. The party is able to talk to any members who happen to be here. Some talk about Divulgence, either supporting it or not, others relate personal stories and tell the party about any rumors they have heard.

9 These are Romila's quarters. She can be found here when she is not in the Second Room, and she is always willing to talk to the characters about Divulgence and advise them (especially toward action). When the characters talk to her after meeting her at location 6, Romila advises them to search for the Draxans in Kalak's abandoned Pyramid, and directs them to Aleka for help in contacting Tasarla in the City of Tyr.

10 These are Matthias' quarters. He rarely ventures from his rooms, preferring to study in private. He is a source of great wisdom, if not specific information, and always welcomes the party to a pleasant conversation. In counterpoint to Romila, Matthias advises caution, patience, and the need to build resources.

11 A large book is on a pedestal; it can be read if the active character is a spellcaster. This is a very special book, requiring great concentration to read, and a character is limited in how long he or she can read it. Many things, both good and bad, can happen when a character reads the book: he or she can learn a spell, become *feble-minded*, learn crucial information, or some other effect can occur.

12 This is the official Meeting Room for the Veiled Alliance.

13 This is an archive where the Veiled Alliance keeps many of its records. The bookshelf to the left of the *tapestry* contains books about the Veiled Alliance, Under Tyr, and the Tyrian Mines which the party

can read. The bookshelf to the right of the *tapestry* contains books about Kalak, the dead sorcerer-king of Tyr, which the party can read. The magical *tapestry* at this location takes the party to location 1 in the Chandelier section of the Mosaic Adventures region.

14 This is one of the Headquarters research rooms. The magical *tapestry* at this location takes the party to location 1 in the Museum section of the Mosaic Adventures region. The party can find two magical *scrolls* in the bookshelf to the right of the *tapestry*.

15 Nnamdi, an old preserver, is at this location working on his various research projects. Nnamdi is absent-minded and often abruptly ends a conversation to return to his work. A patient and persistent party, however, can elicit information on how the alchemy devices work. He may also give the party a *scarab of protection* if he is asked about his work.

16 The party can make a *potion of cure critical wounds* at this location by using the green beaker on the alchemy device at this location.

17 The party can make a *potion of cloak of bravery* at this location by pouring the pink liquid into the green beaker on the tripod first, and then pouring the red liquid into the beaker.

Veiled Alliance Headquarters — After the Attack

The party can find random treasure in many of the chests throughout the Veiled Alliance Headquarters. During the attack the Draxans loot much of this treasure.

If the Headquarters is abandoned (either because Matthias and Romila are killed in the Draxan's attack, or because the party attacks them), random monsters and Draxans appear.

- 1 The Veiled Alliance guards are being attacked by Draxans as the characters return from the Pyramid, and are immediately thrown into combat. If any of the guards survive the fight, they are able to tell the characters about the attack and follow the characters as they try to drive the Draxans from the Headquarters.
- 2 If the guards in this room survive the Draxan's assault, they follow the party until the Draxans have been driven out of the Alliance Headquarters.
- 3 The campfire ring is not present at this location until the Draxans have been defeated.

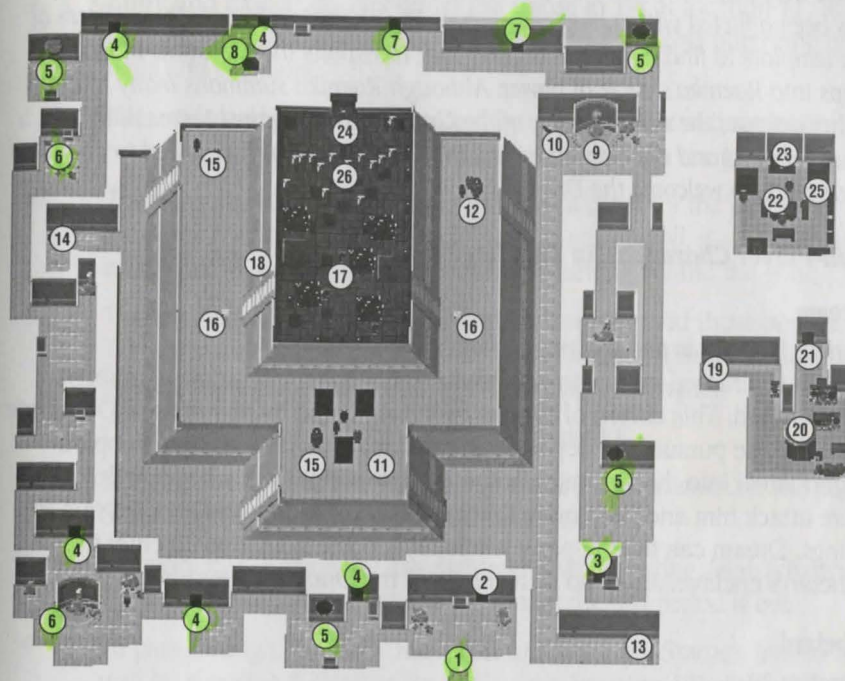
- 4 Silvain was made keeper of the *Cup of Life* and has hidden it in the font in the wall at location 5. The *Cup of Life* is the source of Silvain's healing abilities. After the attack, Silvain tells the party where to find the *Cup of Life* after the meeting at location 12, and describes its history. Silvain is also the best source of information about the Temple of the Cosmos.
- 5 Once Silvain has told the characters where to look, they can find the *Cup of Life* hidden in the font at this location. The *Cup of Life* operates in the same manner as the font, but must be placed in the font for it to recharge.
- 6 The Second Room has been destroyed in the Draxan's attack.
- 7 Aleka is dead.
- 8 The sleeping quarters are noticeably vacant after the attack, though some members may still be found if the party manages to save them. If the characters convinced Dmitri to join the Alliance in Humbleton Forest, then they may meet him again at one of these locations.
- 9 After the Draxan's attack, Romila leaves to search out the Lord Warrior's hiding place while the party seeks the relics. When she returns, she tells the party where the entrance to the Lord Warrior's Crypt is located. If Matthias was killed during the Draxan's attack, Romila does not leave the Headquarters, but remains to serve as the Alliance's leader. In that case, Romila directs the characters on the three quests for the ancient relics which they must acquire to gain entry into the Lord Warrior's Crypt. If the party questions Romila about the Lord Warrior and expresses concern for her murdered friend, she tells the party where to find a *ring of strength* at location 21.
- 10 As the characters rush to Matthias' room, they find him engaged in a desperate fight against the Draxans. Matthias urges them to the secret archives where the Lord Warrior is pillaging the artifacts!
- After the meeting at location 12, the party can talk to Matthias. He advises the party on the quests for the *Fire Ruby*, the *Lyre of the Winds*, and *Promere's Hammer*. Matthias, of course, also has information on the relics and the *Urn of Utatci*, and directs the party to the archives for further information. Matthias' information becomes more and more accurate as he conducts research of his own. As the party completes the quests, Matthias rewards it with a *gythka* +3 and a *wand of power word stun*.

- 11 Matthias' tome is at this location.
- 12 Matthias and any other surviving Veiled Alliance members meet after the attack. Matthias explains about the *Urn of Utatci* and sends the party on quests to find the *Fire Ruby*, the *Lyre of the Winds*, and *Promere's Hammer*. Matthias also hints that the Dragon's coming is the least of their worries now. The true enemy is the Lord Warrior.
- If Matthias was killed in the Draxan's attack, then Romila leads the meeting. If both Matthias and Romila were killed in the attack, a Veiled Alliance member informs the party that the cause is hopeless and the Headquarters is abandoned. In this case, the party is on its own.
- 13 This is an archive where the Veiled Alliance keeps many of its records. The bookshelf to the left of the *tapestry* contains books about the Veiled Alliance, Under Tyr, and the Tyrian Mines which the party can read. The bookshelf to the right of the *tapestry* contains books about Kalak, the dead sorcerer-king of Tyr, which the party can read. The magical *tapestry* at this location takes the party to location 1 in the Chandelier section of the Mosaic Adventures region.
- 14 The magical *tapestry* at this location takes the party to location 1 in the Museum section of the Mosaic Adventures region.
- 15 The research room and many of its alchemy devices have been destroyed. Nnamdi is gone — captured by the Draxans.
- 18 Romila is driving a group of Draxans out of this wing of the Headquarters. She urges the party to help Matthias once this group of Draxans are defeated. After the battle she patrols the halls.
- 19 Once Matthias has revealed its location, the party finds the entrance to the secret archives. Stepping through the entrance takes the party to location 29 in the Veiled Alliance Secret Archives.
- 20 When the party returns from the Secret Archives after defeating the Draxans there, the party should seek out the Draxans who Romila is pursuing. Once that group of Draxans are defeated, a meeting of all surviving Alliance members is called at location 12. If the party spends too much time in the Secret Archives, it is too late to help Romila.
- 21 The party can find a *ring of strength* hidden in the drain at this location if Romila mentioned it, or if a thief in the party can successfully find it without Romila's help.

Veiled Alliance Secret Archives

- 22 The party rushes to this room, only to see the Lord Warrior teleport away gloating over his acquisition of the *Urn of Utatci*. The Lord Warrior leaves behind his minions to try to kill the party. The party should return to the main wing of the Headquarters to help Romila as soon as it defeats the Draxans. Otherwise, the party will be too late to save Romila.
- 23 This is another archive room where Matthias has stored the more valuable and powerful records. The party can find a *potion of cure light wounds* as well as treasure in the chests. The books on the shelf in this room contain information about the ancient artifacts and other pertinent information.
- 24 A magical *tapestry* hangs on the a wall at this location which takes the party to location 1 in the Volcano Temple. Before using this *tapestry*, the party must activate the *tapestry* by touching it with the coal ember found at location 28.
- 25 This chest contains a magical *Feather Fan*, which can be used to activate the *tapestry* at location 26, and a bottle of worm dye, which the party needs to have to repair the *tapestry* at location 26.
- 26 The magical *tapestry* at this location was torn by the Lord Warrior's troops and must be repaired before it can be used. The characters must take it, and the worm dye they find at location 25 to the jann tribe, where a weaver repairs it. Once the repaired *tapestry* is replaced on the wall, the characters can activate it by touching it with the magical *Feather Fan* they find at location 25. When used, the *tapestry* takes the party to location 1 in the Silt Sea Island region.
- 27 There is a magical scroll on the bookshelf at this location.
- 28 The party is able to take an ember of coal from the brazier at this location which can be used to activate the *tapestry* at location 24.
- 29 The exit from the secret archives is at this location, and takes the party to location 19.

* KALAK'S PYRAMID



Synopsis

The Veiled Alliance sends the party to investigate Kalak's Pyramid, which has been abandoned since the sorcerer-king's death. The party finds that portals are bringing feyrs into the outermost ring of halls and chambers. Searching the grates, the party finds magical covers for these portals, as well as other hidden treasures and, occasionally, monsters.

After finding a few pieces of treasure and perhaps dealing with a skeletal warrior or two, the party's way is blocked by a statue so ugly that no living creature may pass before it. A well-aimed missile can turn its hideous face to the wall.

Inside the inner area, Draxans are preparing the Pyramid's heart for the arrival of the Dragon. With patience, the party can slip among the Draxan patrols and reach the upper levels of the Pyramid. Wards set by the Lord Warrior's second-in-command, the defiler Raenika, warn the party not to enter the innocent-looking Garden because it is rife with magical traps.

The characters find a grate that allows them to enter rooms below the Garden. There they find the preserver Abelard, who has quarantined himself because he has been afflicted with a magical plague. The characters invade the quarters of the templars to find a magical cabinet that transports them past the magical traps into Raenika's circle of power. Although Raenika summons many minions to her defense, the deadly magic of the Garden works against them. With Raenika dead and the Garden turned to ash, the Draxans are forced to abandon their plans to welcome the Dragon to Tyr.

Non-Player Characters in This Region

Dream

Various locations in the outer ring of chambers

Dream is a ragged man with white hair who wanders the outer chambers of the Pyramid. This citizen of Tyr has been tormented by nightmares. Desperate for sleep, he pursued the feyrs (which are creatures created from people's nightmares) into the Pyramid. Because he does not sleep, the feyrs do not dare attack him and he is more than slightly crazed. Among his mad ramblings, Dream can tell the party where feyrs come from, how to enter the Draxan's enclave, and who is in charge of the Draxan's operations.

Abelard

Location 20

Abelard is a preserver of Tyr, who was captured some months ago by the Draxans and now sits dejectedly in a cage. They have infected him with a magical plague and hope that he will escape to infect all the other preservers of Tyr. Abelard learned of their plans, however, and used his waning powers to erect a magical barrier around himself. He now waits within the barrier for the plague to pass. If the party gives Abelard enough magical *fruit*, he is able to survive the plague and escape. The party should find Abelard's sister, Sirah, in the City of Tyr to tell her of his whereabouts and condition. Sirah was waiting earlier by the Templar's Offices in Tyr, hoping to learn something about her brother's disappearance. If the party agrees to look for her brother, she may give it a magical *fruit*.

Raenika

Location 26

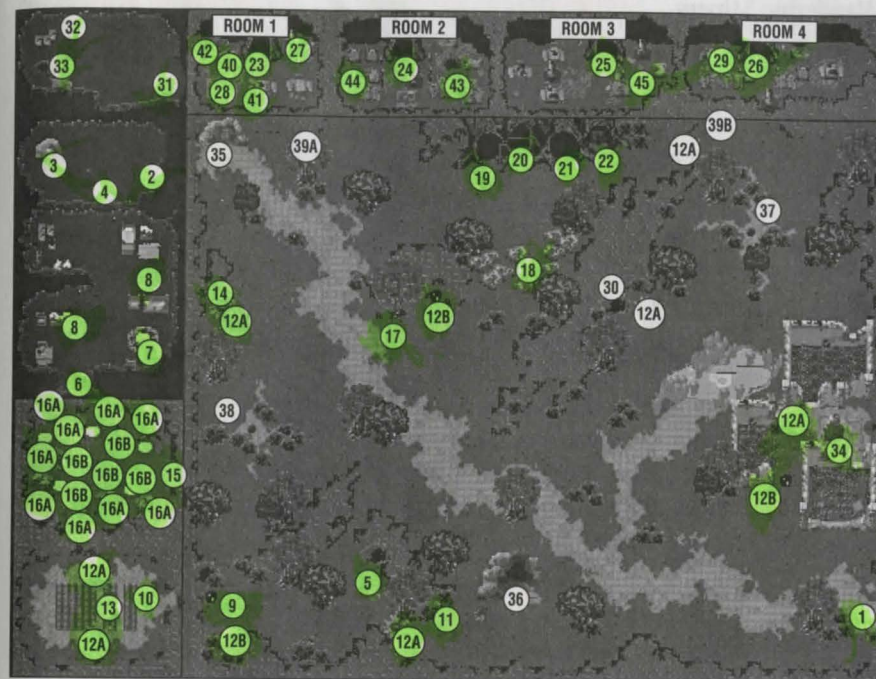
Raenika is a proud 14th level defiler wearing a white gown. She is second-in-command to the Lord Warrior. She is overseeing the preparation of a Garden which shall become the Dragon's personal source of power when he arrives. Defeating Raenika demoralizes the defilers that serve her, and ruins the magic powers of the Garden.

* Locations and Events

- 1 Entry and Exit: The stairs under the statue in Tyr at location 11, lead to here. The madman Dream wanders throughout this outer ring of halls and corridors.
- 2, 3 These two openings are connected by a tunnel. The strongest character in the party should be selected to break through the grates.
- 4 The treasure behind these grates includes a cover for the portals at locations marked 5, a *cone of cold scroll*, a *scare scroll*, a +2 sword, and a *star fruit*. A skeletal warrior can also be lurking behind the grate.
- 5 Tunnels beneath Tyr gather feyrs and release them at these portals. The party can use the covers collected at location 4 and 6 to seal the portals, but the madman Dream may uncap them again.
- 6 Covers for the portals at the locations marked 5.
- 7 Skeletal warriors may break through these grates to ambush the party. Searching the grates first may scare them away.
- 8 Campfire ring. If the party has nightmares while resting, feyrs (spawned by the bad dreams) ambush the party after the rest period is over.
- 9 To pass through, the party must first turn the Ugly Statue's face to the wall by shooting the statue (or the lever at location 10) with a missile weapon. When returning, the party may find two feyrs lurking nearby.
- 10 The Draxans use this lever to pass the Ugly Statue.
- 11,12 Draxan patrols pause nearby. When relieved by other guards, they eventually return to the teleport gate at location 13.
- 13 The Dragon's stronghold regularly sends troops into Kalak's Pyramid. If trouble is detected or a Draxan patrol is overdue, an interceptor patrol is sent through the gate to investigate. A *seeing eye* turns off the teleport gate if the party gets too close.
- 14,15 Smaller Draxan patrols pause nearby.
- 16 Through these magical wards Raenika warns the party not to defile her Garden at location 17. She may also cast a *wall of fire* to dissuade the party from entering.
- 17 The Garden of His Welcome Arrival. Because defilers use living things as fuel for their magic, the Lord Warrior has ordered this Garden to be planted. If the characters enter the Garden, they may be attacked by Raenika's attendant defilers and her magical traps, a barrage of magic only the most adept of parties can survive.

- 18, 19 Entry and Exit: Grate under the Garden. The grate at location 18 leads to the templar's secret rooms under the Garden at location 19. The party's strongest character should be selected to break through the grate.
- 20 The preserver Abelard, a victim of a magical plague, begs for magical fruit from the party.
- 21, 22 If the characters work to open the grate at location 21, they may overhear templars in the room at location 22 debating whether or not to use the teleportation cabinet at location 23 to join Raenika in the Garden at location 26. If the characters listen, they learn that the Lord Warrior is a kaisharga, and gain clues about his plans. If they wait too long, or make too much noise, however, the templars flee to join Raenika. If the character breaking open the grate knows thief skills, the templars are less likely to hear the characters at the grate.
- 23, 24 Teleportation cabinets: the party is teleported from one cabinet to another. To enter a cabinet, the party must be standing close to it. Later, the party may be teleported to the cabinet at location 24 from the Mosaic Adventures region. Two Draxan templars, expecting to meet Magnolia's kidnappers, try to talk their way out of being captured by the party.
- 25 A templar's chest is loaded with elegant traps that test a thief's skill, but is empty.
- 26 Raenika. When she is dead, the Garden's destructive magic is set loose, and her defilers cower or flee in fear. When this happens, the Garden is ruined and the party's mission for the Veiled Alliance is complete.

* HUMBLETON FOREST



Synopsis

Humbleton Forest is a dangerous region on the road from Tyr to the Tyrian Mines. Once, Humbleton and Glastow thrived from the trade along the road. Now, the yuan-ti have almost destroyed both villages with their constant raids. The halflings of Humbleton and the hermit Dariya desperately need the party's help to survive. The leader of the beasthead giants, Ptar, has also kidnapped Magnolia, the daughter of the Sultan, and holds her captive outside his cave.

continues...

Non-Player Characters in This Region

Wandering Miners

These miners can be found at various locations, headed either towards Tyr or the Tyrian Mines, and can describe the mysterious deaths.

Ptar

Location 3

The gang leader of the beasthead giants, Ptar is here to extract tribute from the denizens of Humbleton Forest. Ptar is inclined to negotiate if the strongest fighter or gladiator is the lead character. Ptar carries the *Beast Club*, a +2 weapon that casts a *charm*. Ptar also carries the key to Magnolia's chain, which a thief can pick from his pocket if the thief is the lead character and approaches Ptar while he is asleep. The characters can have a contest of strength for Magnolia, and they may win if the lead character has a strength greater than 21. They can also offer to buy her — but they must start the bidding at 1000 ceramic pieces. Otherwise, if the characters win at the 100 level, Magnolia will be offended and cause a fight anyway. The characters can always attack Ptar if they so wish, though he may call several friends to help him.

Dariya

Location 7

Dariya is a female cleric/preserver under siege by the yuan-ti. She is powerless as long as Solurnis exists. She is trapped because of a spell that Solurnis is casting. If the characters do a few simple tasks for Dariya they gain her gratitude, as well as access to the magical *fruit* at location 8. If the characters defeat Solurnis, Dariya is freed and the party meets Dmitri. Dariya's first request is that the characters pick some hedgerun root and return it to her. The root is at location 13 and cannot be picked until Dariya instructs the characters on how to pick it. The zombie berries, which she asks for next, are located at 16a. When the characters return to Dariya with the berries, she allows them to pick magic *fruit*. The characters should pick as much *fruit* as they can now, because once Dariya is gone the characters will no longer be able to pick *fruit* in this area.

Dmitri

Location 7

Dmitri is a young preserver, the son of Dariya. He wants to meet the party and to join the Veiled Alliance. If the party successfully defeats the yuan-ti without hurting Dariya, Dmitri meets the party in Dariya's cave. If the characters can convince Dmitri to join the Veiled Alliance, they can meet him back in the Veiled Alliance Headquarters at location 8.

Magnolia

Location 11

The daughter of the jann Sultan Akhmed Windcaller, Magnolia was captured by a beasthead giant named Ptar. All the party has to do is save her. That could entail defeating Ptar, picking his pockets, picking the lock on Magnolia's chains, buying her freedom, or winning a contest of strength with Ptar. If the party comes and goes without saving her, Magnolia rescues herself, but the party's treasure is greatly reduced.

Snaggle

Location 17, 19 or Room 1

The temporary leader of Humbleton, Snaggle is leading the village in lieu of Glade, who has been missing for quite a while. Snaggle tells the characters about the plight of the halflings, and asks if they want to help. The characters gain experience points for accepting.

Firegazer

Location 17, 19 or Room 2

A hot-tempered warrior of Humbleton, Firegazer loves to fight. Firegazer is also entrusted with the delivery of the berries to the yuan-ti hole at location 37. If the characters pick berries with Soothsurg, they may then ask Firegazer to take the berries. The characters may then follow Firegazer to the berry box at location 22, then take the box to location 37. After setting down the box, if the lead character is a fighter or fighter sub-class, Firegazer asks the characters if they would like to ambush a yuan-ti hunting party. If the characters agree, they may follow him to location 38 and an encounter ensues.

Glade

Location 23, Room 1

Glade is a female halfling who is the true leader of Humbleton and was wounded on the quest. She just appears after the party has: destroyed the yuan-ti, brought back the water from the *Pool of Heroism*, and rescued the halflings held by Runner. Glade then congratulates the party and gives it experience points.

Ash, Axestopper, Branch, Sureshot

Locations 23, 24, 25, and 26

These villagers are trying to keep Humbleton alive until the village can be reunited. Sureshot has a *Bow of Accuracy* +3 for sale, along with some *magic arrows* +3 and *magic arrows* +1.

Cleave

Location 24

One of the champions who searched for the *Pool of Heroism*, Cleave was wounded early in the expedition and dragged back to Humbleton, where he now recovers. The characters may use the water from the *Pool of Heroism* served in the *Hero Flask* to revive him fully.

Soothsurg

Location 25

A food gatherer for Humbleton, Soothsurg is an elder of Humbleton.

If the party agrees to help Soothsurg, the characters may join him at location 18 and help pick berries. Characters get 500 experience points for each unit of berries they put in the box, which is located near location 22. After picking berries and talking to Soothsurg, the party may go to Firegazer at location 20 and help him.

* Locations and Events

- 1 Entrance to the City of Tyr, location 38.
- 2 Exit from Ptar's cave, goes to location 36.
- 3 Ptar is sleeping; the party can wake him up at long range, or sneak up on him with a thief as the lead character.
- 4 The party can challenge Ptar to a contest of strength. This entails the party pushing the gray rock farther than Ptar can push the brown rock. This requires a 21 strength.
- 5 Entrance to Dariya's cave, leads to location 6.
- 6 Exit from Dariya's cave, leads to location 5.
- 7 Dariya stands in the protective circle to defend herself from the yuan-ti magic. If the characters successfully defeat the yuan-ti, they can then meet Dmitri here.
- 8 Once the characters have brought the roots and the berries to Dariya, she shows the party how to pick the magical *fruit* in these bushes.
- 9 Entrance to the hedgerun root farm, leads to location 10.
- 10 Exit from the hedgerun root farm, leads to location 9.
- 11 Magnolia the jann is chained here.

- 12A A snapper-saw lies in wait at these locations. It is possible to avoid being attacked by this creature by not getting too close.
- 12B A giant sundew lies in wait at these locations. The creature inflicts minimal damage.
- 13 Hedgerun root, which can be picked as soon as Dariya has instructed the party on how to do so.
- 14 Entrance to Zombie Berry Circle, location 15.
- 15 Exit from Zombie Berry Circle, location 14.
- 16a Zombie plants: the party only needs one zombie berry to give Dariya.
- 16b Zombie plant zombies attack the party.
- 17 At the tree the party meets Snaggle, Firegazer, and halflings if the party has not met them yet. A thief or ranger can climb the tree and ambush non-player characters who pass under the tree.
- 18 Berry bushes, which the party can pick with Soothsurg.
- 19 Entrance leads to Humbleton Room 1, location 23. Snaggle, Firegazer, and halfling warriors may meet the party if they have not met it already.
- 20 Entrance leads to Humbleton Room 2, location 24. Snaggle, Firegazer, and halfling warriors may meet the party if they have not met it already.
- 21 Entrance leads to Humbleton Room 3, location 25. Snaggle, Firegazer, and halfling warriors may meet the party if they have not met it already.
- 22 Entrance leads to Humbleton Room 4, location 26. Snaggle, Firegazer, and halfling warriors may meet the party if they have not met it already. To open the door, the party needs the crowbar at location 27.
- 23 Exit from Humbleton Room 1 to location 19.
- 24 Exit from Humbleton Room 2 to location 20.
- 25 Exit from Humbleton Room 3 to location 21.
- 26 Exit from Humbleton Room 4 to location 22.
- 27 A crowbar, which can be used on location 22 and on the large rocks blocking the doors in the Yuan-ti Tunnels.
- 28 The party can use the *Hero Flask* from location 41 to bring the water from the *Pool of Heroism* at the Yuan-ti Tunnels, location 1, to Soothsurg at this location. The *Hero Flask* must be used on the ground.

- 29 If the characters walk over this square, they find a diary left by Runner.
- 30 Entrance to the hidden cave, location 31.
- 31 Exit from the hidden cave, location 30.
- 32 There are some *Ranger Boots* hidden behind the middle barrel.
- 33 A campfire ring where the party may rest.
- 34 Glastow obelisk. If a ranger approaches it, he or she may see yuan-ti trails on the ground.
- 35 Leads to the Tyrian Mines. The party needs a key from Boric at location 32, City of Tyr.
- 36 This entrance to Ptar's cave goes to location 2.
- 37 The yuan-ti hole which leads to the Yuan-ti Tunnels, at location 8.
- 38 Leads to the Yuan-ti Tunnels, at location 35.
- 39A Leads to El's Temple at location 10.
- 39B Leads to El's Temple at location 11.
- 40 Runner stands at this location after ambushing the party.
- 41 The *Hero Flask* is at this location.
- 42 Snaggle, if wounded, lies at this location.
- 43 The party finds a campfire ring here.
- 44 Firegazer protects Cleave who can only be healed by the *Hero Flask* and water from the *Pool of Heroism*.
- 45 Soothsurg waits here.

* YUAN-TI TUNNELS



Synopsis

While traversing the twisting corridors of the yuan-ti tunnels, the characters may encounter yuan-ti patrols, umber hulks, and mind flayers.

Many of the tunnels are controlled by Traxiss, a sentient kartang, although there are some places that Traxiss can't get to. Runner, a greedy and ambitious halfling, has a hidden corner of the tunnels, where he corrals halflings he has kidnapped in order to trade them to Traxiss for sips of his potion of vitality. To make matters worse, El's shadow wanders the corridors, searching for his mystic weapons.

This is also where the characters find the Pool of Heroism — the halflings' salvation — as well as a false pool which poisons the unwary.

continues...

Non-Player Characters in This Region

Solurnis

Location random, unless El is dead, then location 6

The senior mage for the yuan-ti. Solurnis is trying to summon El, an evil spirit, because Solurnis thinks that he can control the godling.

Senturnis

Location 7 or 8

Senturnis is the leader of a yuan-ti hunting party. Senturnis questions the characters as to why they have come to the tunnels. There is no way to avoid a fight with Senturnis.

Traxiss

Location 10

A sentient kartang, Traxiss rules this area of the tunnels. He does not interfere with yuan-ti hunting parties, because their wrath would be more than he could survive. A character who drinks from Traxiss's cup is severely damaged. Traxiss believes that the potion *charms* the character who drinks, but it does not. Most kartang are not sentient, but when one comes along (as a gold kartang egg), then Traxiss guards it carefully.

Traxiss is being fed halflings by Runner in exchange for water from the *Pool of Heroism* mixed with Traxiss' blood. He is thus charming Runner, despite the water from the Pool.

Runner

Location 10, 16, or 24

A halfling who has gained enormous power through his camaraderie with Traxiss. Runner is paying off Traxiss for doses of the *potion of vitality* which makes him so strong. Runner starts off at location 24, where he'll try to get information about the party's plans in the tunnels. If the party attacks the wall to break it, he'll run away to location 10. The party can ambush him with the help of Halla by opening up the northwest rocks at location 15. Tell Halla to use the rocksap to block Runner's exit, then close both doors at location 15. Runner will walk in and approach Leaftop at location 16. If the characters defeat him, they can pick up the map and give it to Halla. The halflings should all stand up and walk out of the room. If Runner escapes, he runs to location 10.

Scout

Location 11

Scout was one of the original champions who is now controlled by an intellect devourer. He is here to lead victims into the clutches of the mind flayers. Scout cannot be saved.

Leaftop

Location 16

The ex-leader of Humbleton, Leaftop is Runner's pawn. He is an old man who has deluded himself into believing that he is still the leader of Humbleton. The party can completely ignore Leaftop.

Halla

Location 17

A villager from Humbleton who has been captured by Runner, Halla is a prisoner until the party can kill Runner and bring the map he carries to her. Halla is willing to help the party any way she can, including blocking the exit when Runner approaches. She reminds the party to close all of the doors to the room, at locations 15, after she is in position. Only then will Runner appear.

Donno

Location 18

Donno is a warrior who was mortally wounded in single combat with Runner, and is now held captive. The party can use water from the *Pool of Heroism* to heal Donno.

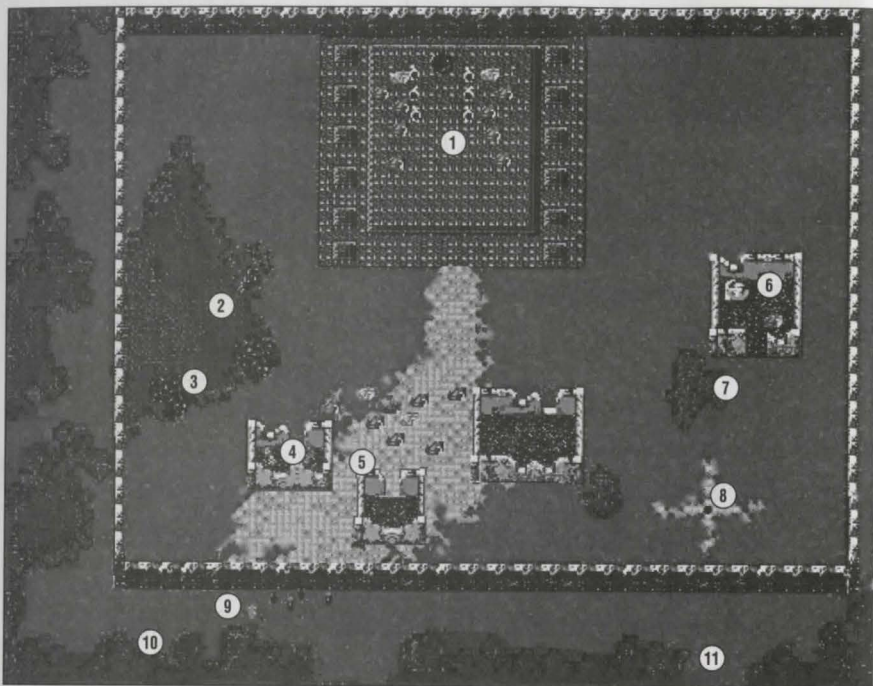
* Locations and Events

- 1 The *Pool of Heroism*: if the characters drink from it, they are healed, and re-memorize all of their spells. The characters may also fill the *Hero Flask*, which may be quaffed at any time for healing.
- 2 Exit to the El's Temple, location 8.
- 3 A group of yuan-ti guard the exit. The party is warned about their presence as they walk up the corridor past location 4.
- 4 After the characters has been warned about the yuan-ti to the north, they can hide at this location and wait for the majority of the yuan-ti to pass.

- 5 Entrance to cavern 2 of the tunnels, location 14. There is a root blocking most of the passage, but a halfling or dwarf may still walk through. Attacking the small horizontal root allows all characters except half-giants to pass through.
- 6 Solurnis' final battle.
- 7 This leads to cavern 5, location 29.
- 8 This leads to Humbleton Forest, location 35.
- 9 Two brainless umber hulks wait for intellect devourers to jump into their heads and animate their bodies.
- 10 Traxiss, sometimes Runner, and several non-sentient kartang live here.
- 11 Scout sees the party and beckons it northward, into the clutches of the dreaded mind flayers.
- 12 A pit which a thief as the lead character can detect. Once it is detected, no one falls in. The pit leads to cavern 3, location 21.
- 13 False treasure.
- 14 This leads to cavern 1, location 5.
- 15 Two large rocks which block the exits to the caves. The stronger the character, the better the chance to move the rock. A fumbled roll may damage the lead character. Alternatively, the lead character can use a crowbar, which opens the door immediately. After the characters have told Halla what to do and Halla says she's ready, both of these doors must be closed for Runner to appear.
- 16 Leaftop, greets the party coldly.
- 17 Halla is trapped here with the rest of the prisoners.
- 18 Donno lies here, wounded by Runner.
- 19 This leads to cavern 4, location 25.
- 20 This leads to cavern 4, location 24.
- 21 A pit of hissing poisonous snakes that can damage, poison, and even paralyze the party. At the center is a nest of kartang eggs, which the party can sell to Notaku.
- 22 A thief may climb back up to cavern 1, at location 21 at this part of the cave. Alternatively, the party may either use a grappling hook, or agree to drink from Traxiss' potion.

- 23 This crack in the wall can be talked into when Runner beckons the party from location 24.
- 24 This is where Runner hides. The passage from this alcove leads to cavern 2, location 20.
- 25 This leads to cavern 2, location 19.
- 26 This leads to cavern 5, location 28.
- 27 A ranger can find this false wall by walking nearby. Anybody can break it down by attacking it.
- 28 This leads to cavern 4, location 26.
- 29 This leads to cavern 1, location 7.
- 30 This leads to cavern 6, location 31.
- 31 This leads to cavern 5, location 30.
- 32 This leads to cavern 7, location 33.
- 33 This leads to cavern 6, location 32.
- 34 Halflings and dwarves can squeak through the stone barrier, and characters with high strengths can break through the barrier.
- 35 This leads to Humbleton Forest at location 38.
- 36 A poisoned well.

* EL'S TEMPLE



Synopsis

The yuan-ti are in a struggle for power. Jestris, the sub-leader of the yuan-ti, was left in control by Koriss, but he has neither the fighting ability to control Tantris, nor the magic ability to defeat Solumnis. Tantris and his warriors control the temple proper, and Solumnis is attempting to summon and control El. The characters can save Humbleton by attacking the yuan-ti near the temple, and ultimately, by destroying El. El carries his legendary sword, El's Drinker.

Non-Player Characters in This Region

El

Location 1

El is a powerful anti-hero from ages past. Through the rituals of Solumnis, El has been revived and is using this temple to gain power on Athas. El attempts to kill the party if he gets the chance.

Tantris

Location 1

A powerful yuan-ti warrior. He has usurped the throne while Koriss is gone. Tantris attacks the characters if they ever get close enough for Tantris' troops to see them. This is the big battle of the region.

Thesisa

Location 4

A human prisoner from Glastow, Thesisa is waiting for a chance to escape. Thesisa is too full of hatred for the yuan-ti to give out useful information.

Greshard

Location 4

Greshard is a halfling prisoner of the yuan-ti, who, like Donno, fought Runner alone and was mortally wounded. The party can use water from the *Pool of Heroism* to heal him. Greshard escapes by himself if the party engages the yuan-ti to the north.

Irma

Location 4

Irma is another halfling prisoner of the yuan-ti who was captured while on a gathering expedition. Irma knows quite a bit about the yuan-ti. The characters can talk to Irma and Greshard through the window to the south and thus avoid the yuan-ti.

Jestris

Location 6

The sub-leader of the yuan-ti, Jestris cannot approach his rightful place on the throne until Tantris is dead. Jestris gives the party a pendant which is poisonous to Dariya, and if the party approaches her while carrying it, it kills her. Jestris stops the combat after Tantris has been killed in order to ascend to the throne, and remains non-hostile to the party as long as he fears it.

Paviss

Location 6

The scribe of the yuan-ti, Paviss is fulfilling the original order of Koriss, the great leader of the yuan-ti who is now gone. He is following Jestriss' commands. Paviss can write a note for the party that can be combined with a rock at or around location 7 and thrown at Tantris if he is sitting on his throne at location 1. The party can choose the contents of the note from options Paviss provides.

Surrakina

Location 9

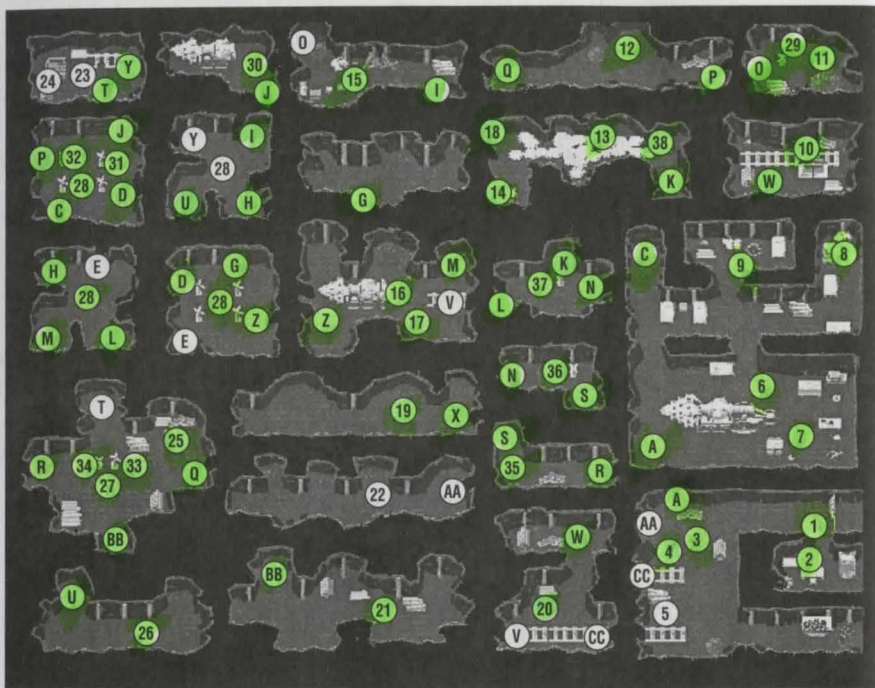
The champion of the ruined village of Glastow, Surrakina wants to avenge its destruction. If the characters want to help, Surrakina gives them a conch shell which they can blow at the steps of El's Temple location 1, and Surrakina and her troops will attack the yuan-ti.

* Locations and Events

- 1 He who controls the temple leads the yuan-ti. Tantris starts; if he is killed, Jestriss bids for power. When bloodshed ensues, Solumnis finally summons El and his sword, El's Drinker, bringing about the final battle of El's Temple. If the lead character is on the steps with the note on the rock, and Tantris is on the throne, the lead character can use the note and rock to hit Tantris on the head with the note. The characters can use the conch to summon Surrakina and her troops.
- 2 This is where Surrakina and her troops hide if the party has agreed to scout for the attack. The party can enter the brush and talk to her. If the party never blows the conch, Surrakina won't hear the fight and therefore misses it.
- 3 A ranger character can find a path into the brush from a number of points along the edge of the jungle.
- 4 Greshard, Irma, and Thesisa. The characters can talk to them after defeating the yuan-ti in the open area to the east of location 5, or through the window in the south wall.

- 5 These are the yuan-ti who have not decided to follow. They scatter if the party attacks Tantris, but reform as wandering hunting parties as soon as a clear leader is chosen. The party may preemptively kill this group without starting a combat in the north.
- 6 Jestriss hides at this location until he can figure out how to get rid of Tantris, who is a superior warrior, and Solumnis, who is a superior magician. Jestriss sees the usefulness of the characters and is willing to help them if he believes that they can help get rid of his competition. Paviss also resides here, and he does as Jestriss commands. If Paviss writes a note for the characters, they may attach it to one of the rocks outside the building and throw it at Tantris on his throne from the steps of location 1.
- 7 These are the rocks that the note can be attached to.
- 8 This leads to the Yuan-ti Tunnels, location 2.
- 9 The characters can meet Surrakina and her troops at this location if it is the characters' first time in the region. Surrakina, in white, offers the characters a chance to help her cause. If the characters take the conch she gives them, walk up to the steps of location 1, then use the conch, Surrakina and her troops attack the yuan-ti.
- 10 This leads to Humbleton, location 39A.
- 11 This also leads to Humbleton, location 39B.

* TYRIAN MINES, LEVEL 1

**Synopsis**

One of Tyr's most valuable possessions is the Tyrian Mines. Although the supply of iron that comes out of the mines is small, the ore it produces is enough to make Tyr the most powerful iron-producing city on Athas. Before Kalak's death, the mines were worked by slaves or prisoners, sent there to die at the whim of the templars. Since the Dragon's death, the templars have abandoned the mines, fearing retribution from the now-freed slaves. In order to keep control of the mines, the templars appointed some of the miners to positions of power. This not only has eased the tensions between the templars and the workers, but keeps the mines turning out more ore to pad the pockets of the templars.

Recently, something has gone wrong in the mines. Miners on Level 2 have started to vanish. Rumors of murder, ghosts, and curses have circulated throughout the city and the mines. Workers are more reluctant to enter Level 2, and the usually steady stream of ore that flows from the mines is starting to ebb. Whatever this menace is, the party has arrived in time to investigate it. The fate of the Tyrian Mines and the City of Tyr are at stake. The party must make its way through Level 1, a maze of confusing passages and narrow chambers in hopes of reaching Level 2.

Non-Player Characters in This Region**Miners***Location (all throughout the mines)*

The miners vary in race, level, and gender throughout the mines. Although the work is hard, the mines offer a steady job with at least a chance of making some profit. This has drawn many people from all over Athas to come to work in the Tyrian Mines. Some of the miners can give the party directions if the party becomes lost. Others have certain information relating to their location. In general, it's a good idea to talk to a miner in each new area that the party enters.

Melody*Location 1, 2*

Melody is a 15th-level female half-giant gladiator. She is the foreman for the Tyrian Mines, and was put in charge after Kalak's death. The templars chose her because of her sensibility and strength — and because there are not many miners that want to challenge Melody. Melody will not let the characters into the mines until they agree to help her with “the problem” in Level 2. Whether or not the characters tell her they're the “team from Urik” is beside the point, although saying they are the team produces some humorous responses at various places throughout the entire game.

Melody is the only one in the mines that can exchange raw ore for iron ore vouchers. Every piece of ore is worth ten vouchers. These vouchers can be taken back to Tyr to be sold to Boric, Acar's butler, or one of the in-town miners. (See the “City of Tyr” section starting on page 10 for more information on where to find these people.)

After defeating the Underdark and returning to the first level of the Mines, Melody gives the party a reward of 30,000 ceramic pieces and also “tips the scales,” giving the party some extra vouchers the next time it gives her ore.

Zeegrat*Location 3*

Zeegrat is Melody's assistant, in charge of mine operations and work details. Although Zeegrat is not one who looks like he should be in the mines, he does his job well. He was put in his position by the templars in Tyr on Melody's recommendation. Zeegrat is a good source of information for the mines, and can give the party a general feel for the types of things to expect in the mines.

Mug

Location 7

Mug is an 8th-level dwarf. Currently, he is the cook for the miners. He was a good miner to begin with, but when the mines became free he took the opportunity to explore one of his favorite activities, cooking. Since most of the other miners wouldn't think of working over a hot kettle in the already hot confines of the mines, Mug was given complete reign. While his meals may not be the most attractive to look at (or smell for that matter) they are very nutritious. Eating one of Mug's creations heals the party leader as if he or she rested for 8 hours.

Winchester

Location 12 at first, then anywhere

Winchester is a 15th-level dwarf fighter who loves to dig tunnels. Exactly how long he's been doing this and why exactly he really does is still questioned. He is here because he wants to be. There is no outside motivation anyone can fathom. Winchester appears after the party calls for help when ambushed by umber hulks.

He knows something about what is going on in the mines, and can also dig a tunnel down to the Underdark for the characters if they need to re-forgo *El's Drinker* and create a powerful weapon.

Winchester may appear in other parts of the game as well as the mines. If the characters ever drop an item required to win the game, Winchester appears and returns the item to them. This only works in areas of the game that the characters cannot return to once they have left.

Blick

Location at 14

Blick is an 8th-level elven fighter. He is in charge of running the elevator that goes between the Levels 1 and 2 of the mines. The templars, realizing that to stay in the mines would be death, kept a small part of their control through the use of the elevator between the levels. By making Blick the elevator operator they can still extract a petty amount of pleasure from the problems he causes because he is so unreliable. Blick is unconscious, trapped by a gas leak. In order to rescue him, the fans have to be aligned to blow away the gas pocket he accidentally breached.

Once freed, Blick makes excuses to get back to looking for his "motherlode." The party can demand the key to the elevator from him, or it can let him go. Either way, a note is left behind. Reading it gives the party the "key" to using the elevator.

Wren

Location 15

Wren is a 10th-level fighter/cleric, who serves as medic to the miners. Wren is also a treasure-seeker. His latest quest, the search for *Promere's Hammer*, has led him to the Tyrian Mines. Melody has allowed him to pursue his endeavor on the condition that he act as medic to the miners. Wren knows much about the origin of Promere and his forge. He can also tell the party about the sick miner whom he looks after. Asking many questions about the miner causes Wren to start talking about the cover-up taking place to keep the other miners working instead of running.

* Locations and Events

- A-Z** Many tunnels provide shortcuts to different sections of these mines. Each tunnel's entrance and exit points are indicated by an alphabetical letter (A, B, C, etc.). For example, if the party enters the tunnel at location **T** in the northwest corner of Level 1, it can exit from the same tunnel at location **T** in the southwest corner of Level 1.
- 1 The entrance and exit to the mines. When the characters first enter, Melody waits at the gate. If the characters agree to investigate the murders, then Melody opens the gate and lets them into the mines.
 - 2 Melody is at this location for most of the adventure. As mentioned above, she can exchange iron ore for vouchers.
 - 3 Zeegrat and some miners are found here.
 - 4 Once the small car has been released from the dig site at location 17, this device can call the ore car. The party can ride it to the dig site or to the center junction.
 - 5 Once the large ore car has been repaired, this device calls the large ore car to the party. Using it takes the party to the elevator shaft which leads to Level 2 of the mines.
 - 6 All the miners that live in the mines eat at this location. Several are here at any time. Most of them give generic advice.
 - 7 Mug, the cook, is at this location for the entire adventure.
 - 8 The miner in this bed is suffering from some kind of shock. He was found on the second level of the mines with the rest of his group dead around him. Brought back to the first level, he is slowly dying. Using a psionicist as the lead character allows the party to probe the miner's mind and glimpse what happened to his friends.
 - 9 A campfire ring is at this location for the party to use.

- 10 The derailed freight car Behemoth is at this location. In order to fix the car, the party must first get the car wheel from location 25 and attach it to the car. Once that is done, the party must upright it. A party with a greater strength has a much easier time at this, but it is not impossible for a low-strength party to do. Keep trying if it doesn't work the first time.
- 11 Air blows into this chamber from a hole in the ceiling. This is where the fan puzzle starts. The fans must be positioned to blow the air from this room into the room with the gas in order to rescue Blick.
- 12 Crossing through the middle of this cavern triggers a cave-in and an attack by umber hulks. Once the battle is over, looking at the barricades and calling out for help triggers Winchester's appearance. Winchester bursts from the ground and destroys the blockades, introduces himself, chats with the party, and then tunnels off again. As he leaves, Winchester gives the party a whistle that allows the party to call him when needed.
- 13 This room is filled with deadly gas. Any canaries the characters are carrying when they enter this room fall over dead. Walking through the gas damages the characters for 25% of their hit points, then 50%, then it kills them. The only way to get through the gas and to Blick (the unconscious miner) is to clear the gas by dispersing it with the fans. Dispersing the gas earns the characters 25,000 experience points.
- 14 Blick, the elevator control miner, is trapped by the gas. Left-click on him to wake him up.
- 15 Wren, the elven treasure hunter, has set up his operations at this location. He tells the party of *Promere's Hammer* and the legend surrounding it. Wren can also give the party some more information on the cover-up that is taking place in the mines.
- 16 Some miners are at this location, working the dig. This is where the small ore car drops the characters off if they choose the current dig site.
- 17 The small ore car is locked at this station by this device. Once unlocked, the small ore car can be called from any of the small track devices on the level. The ore car called from this location can take the party to the center junction at location 20 or the staging area at location 4.
- 18 This wall can be broken apart with a pick, creating an entrance to an adjacent cavern, which opens passage X.
- 19 Although Blick was sure there was only gas in this area, he's wrong; there are three high-yield ore veins.
- 20 This is the center junction of the small ore track. After the ore car is released at location 17 it can take the party to the staging area at location 4 or the dig site at location 16.

- 21 Some miners are fighting some umber hulks at this location. Rescuing the miners earns the characters 8,000 experience points.
- 22 This area has little ore left.
- 23 Once the large ore car has been repaired at location 10, this device calls the car. The party can ride it back to the staging area at location 5.
- 24 The elevator can only be activated once the party has gotten the "key" paper from Blick and memorized the formula. Using this device turns the elevator on.
- 25 The ore car wheel needed to repair the ore car Behemoth at location 10.
- 26 A group of umber hulks who attack on sight.
- 27 This area may contain miners or umber hulks.
- 28 UMBER HULKS MAY BE IN THESE AREAS.

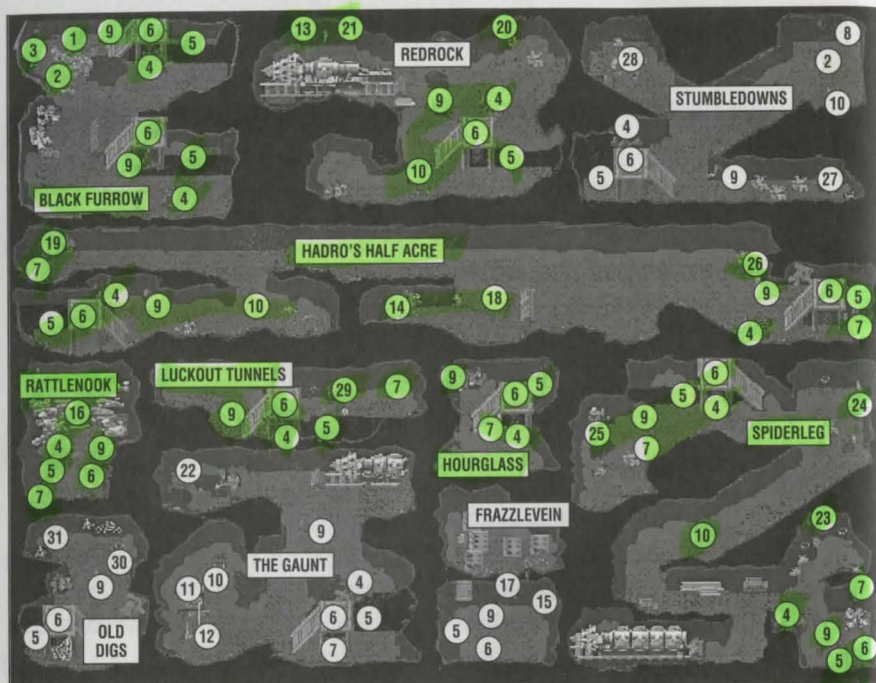
Fan Puzzle

In order to get to the second level of the mines, Blick must be rescued. The only way to do that is to clear the gas room at location 13. Starting at the fresh air room location 11, a path must be made for the clean air to blow along. Below are the exact positions the fans must be aligned to in order to solve the puzzle. Note that not all the fans are used to solve the puzzle.

- 29 Fan West.
- 30 Fan South.
- 31 Fan West.
- 32 Fan West.
- 33 Fan West.
- 34 Fan West.
- 35 Fan North.
- 36 Fan West.
- 37 Fan North.
- 38 Fan West.

If all the other fans are aligned and spinning, turning the fan at location 38 clears the gas and solve the puzzle. This must be the last fan that the party aligns to solve the puzzle, otherwise the fan is automatically turned away from the correct position by the draft from the other fans.

* TYRIAN MINES, LEVEL 2

**Synopsis**

The characters hear rumors of disappearing miners, but no one seems to know exactly why or how. While investigating the mining area known as Luckout Tunnels, the characters find the first solid evidence of evil; an excavation that has been recently abandoned for no apparent reason. After this, mining gangs begin to be murdered, and a close examination of the bodies (by a cleric) reveals that the victims' brains have been eaten. The party must determine which group of miners is responsible for the deaths and attack them to halt the annihilation. After the murderers are defeated, the party can descend to the Old Digs to confront the monsters there, and thus gain entrance to the Underdark.

Non-Player Characters in This Region**Half-Giant Miners***Location 1*

A group of male half-giant miners in gray tunics wait for the elevator to come down so they can learn more about what is happening on Level 1. To get them to move aside, the characters must talk to them.

The Mushroom Lady*Location 16*

A diminutive woman sitting on a toadstool, the Mushroom Lady raises mushrooms and sells them as food to the miners.

The Master Switchman*Location 17*

In a room full of switches, Mul, the Master Switchman, controls the ore cars and hoists, as well as other operations of the mines.

Kimindi*Location 19*

Kimindi is a halfling woman in a purple tunic. She is illegally selling ore so that she may feed her family.

Slobogon*Location 21*

A red-haired male dwarf miner in a red tunic, Slobogon whistles to bring down the hoist basket.

Boss of the Plummet Crew*Location 22*

A black-haired male dwarf miner dressed in a brown tunic is the boss of the Plummet Crew. Greed keeps the miners at their digs, even though they know murders are occurring close by.

Melody*Location 29*

A half-giant woman and boss of the mine's upper levels, Melody has learned that creatures from the Underdark are invading people's brains. She intends to prevent any such creatures from progressing any further into the mines.

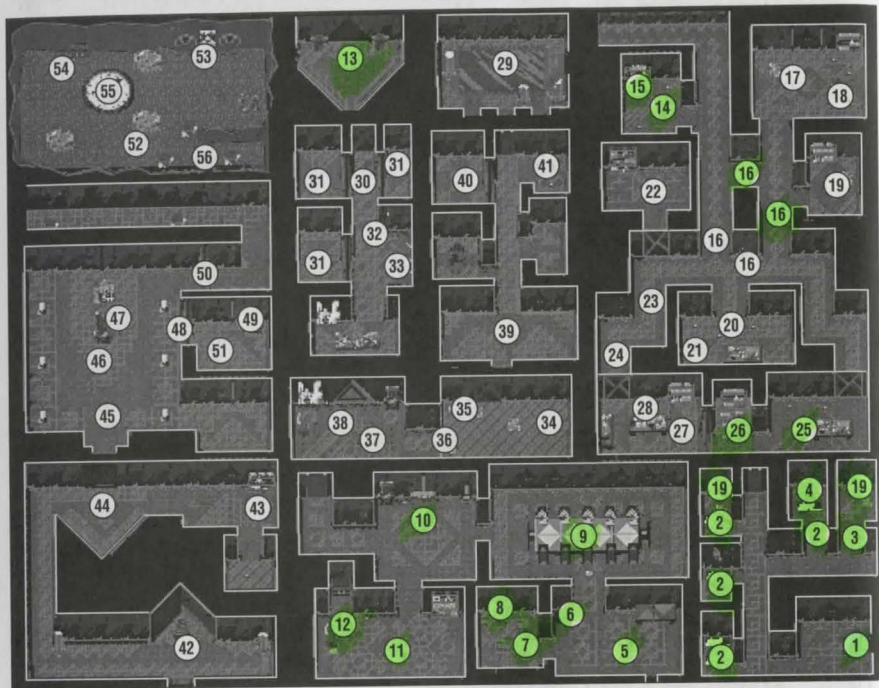
* Locations and Events

- 1 Entry and Exit Elevator to the upper levels of the mines. When the characters first arrive they find a crowd of half-giant miners waiting for the elevator. Talking to the miners persuades them to move aside. If the party fails to intercept the murdering miners who come out of the elevator, the mining crews are murdered first, then an ambush is laid for the party.
- 2 This contraption raises or lowers the elevator.
- 3 This switch controls whether the elevator ascends to Level 1, location 5, or descends to the Stumbledowns section at location 8.
- 4 Blowing these whistles calls an ore car which appears at location 5.
- 5 When an ore car appears, the party can board it by standing at the locations marked 6.
- 6 Boarding spots for an ore car (usually atop a boarding platform).
- 7 Railhead switches. Throwing this switch changes the destination of an outbound ore car.
- 8 Lowest stop for the Elevator — the Stumbledowns.
- 9 These tell the name of the mining area the party is in.
- 10 UMBER hulks.
- 11 Using this winch raises or lowers the hoist basket at location 12 or 13.
- 12 Top of the hoist shaft. If the basket is up, the party may climb into it, and descend to location 13.
- 13 Bottom of the hoist shaft. If the basket is down, the characters may climb into it and ascend to location 12. If the basket is not here, only a thief character may try to climb up and lower it.
- 14 A tunnel to Frazzle vein at location 15.
- 15 This tunnel leads back to location 14.
- 16 The characters may barter with the Mushroom Lady for her mushrooms which are useful for healing wounds. If the characters freely pick several of the mushrooms growing here, they turn out to be poisonous.

- 17 The Master Switchman. To talk to the Master Switchman, speak into the voice tube when he is close to the other end. Among other things, the Master Switchman can give the party directions to certain areas in the mines.
- 18 The Focused Dwarf. If the strongest member of the party uses a pick on the dirt areas around the Focused Dwarf, she tells what she knows about the murderers in the mines. The party may also unearth valuable gems.
- 19 Kimindi.
- 20 Mining crew: the Dewclaws.
- 21 Slobogan.
- 22 Mining crew: Plummet.
- 23 Mining crew: the Children of Morg, the Earthbound Mother.
- 24 Mining crew: the Rumble Crumble.
- 25 Mining crew: the Pithole Phaetons.
- 26 Mining crew: the Quarry Slurry Slag.
- 27 Mining crew: the Wellshaft Pickmen.
- 28 Mining crew: the Gullywhackers.
- 29 The party finds several pickaxes and other evidence of who is killing the miners. The party learns that not all the miners are being murdered, but are being forced to drop their tools and abandon their digs and ore. When the party travels back up to the Hadro's Half Acre section it sees the murdering miners as they drop into the car the party has just vacated, and begin to kill the miners in the Redrock section of the Tyrian Mines region, Level 2.

After the characters defeat the murderous miners in random locations and return from the Underdark, Melody and her crew stop them to make sure they are not under the control of the intellect devourers.
- 30 A campfire ring where the characters can rest.
- 31 The party may discover that a secret door exists, but there is no way to open it from their side. After the possessed miners and the intellect devourers inside them have been killed, the party finds mind flayers waiting at this location. The door is now open into the Underdark.

* THE UNDERDARK



Synopsis

Deep below the surface of Athas is another world, unseen by most, feared by all — the Underdark. It is the place creatures dwell whose descriptions only exist in stories told late at night. One group of these creatures are the illithids, more commonly known as mind flayers. In the darkness of the earth, they move towards their goal of domination, patiently waiting for the time to attack the surface world.

The characters, chasing a mind flayer from Level 2 of the mines, descend into the Underdark. To their surprise, they discover the mind flayers have been busy establishing a new Elder Brain below Tyr.

Non-Player Characters in This Region

Granger

Location 3

Granger is a human miner who was one of the first slaves brought down into the Underdark by the mind flayers. He was a slave, until his “master” let his control slip and Granger killed him. Granger has been sent to the holding area to be used as food for the flayers. Although Granger is a useful source of information, he is under the control of an intellect devourer. Following his directions on how to reach the Elder Brain leads the party into a trap. It is best to kill Granger immediately, or to just avoid him. When Granger is killed, an intellect devourer pops out of his head and attacks the party.

Dining Mind Flayers

Location 9

All of the dining flayers are of the magical type. Some of the mind flayers choose to eat the brains of their victims in unusual ways; these prefer it in a potent soup. If the party enters the dining room all of the mind flayers get up and attack the party and all of the kitchen slaves attack as well. It is much easier to poison all of the mind flayers, even though the party receives less experience. To do this, all four vials of the cooking poison at location 8 must be poured into the flayer’s soup. The next time that soup is called for, the slave delivers the poisoned soup to the flayers. One by one, all of them fall face-first into their soup. The party should wait until all of them are dead before entering the room, or they may shake off the effects of the poison and attack the party.

Chef Kratchek

Location 11

Kratchek is a psionic mind flayer who is in charge of preparing the meals for the mind flayers. Although most flayers prefer to eat the brain right out of the victim, there is a growing faction of flayers that enjoy brains prepared in unique ways. Kratchek manages the food supply of the group and prepares the meals for the flayers as requested. The party should fight Kratchek immediately. Otherwise, if the party surrenders when it is confronted by Kratchek, reinforcements arrive before combat begins. On Kratchek’s body, the party finds the key to the chest located in the same room.

Captured Slave

Location 18

This human slave was one of the first to be captured by the flayers and is currently being tortured for the Inquisitor’s amusement. There is no way to have this slave follow the party. Once freed, the slave thanks the party and leaves. If Granger is with the party, there is a confrontation that reveals Granger is controlled by an intellect devourer.

Inquisitor Karcanis

Location 28

Inquisitor Karcanis is a spellcasting mind flayer that is in charge of the conquering aspect of mind flayer society. Currently, he is working on a gas to use in the mines. If this gas were to be released above ground, it would be instantly fatal to all creatures that come in contact with it. Instead of fighting the Inquisitor and all his guards, the party can sabotage the chemicals that he is analyzing and thereby defeat him. On his body, the party finds the key to his safe at location 21.

Gamemaster Yiss

Location 36, 37

Yiss is a psionic mind flayer whose cruelty and cunning have earned him the duty of Gamemaster. He is responsible for arranging the arena fights featuring slaves and creatures which amuse the mind flayer audience. Yiss keeps throwing creatures at the party as long as it remains in the area. The only way for the party to stop this is to climb the wall and confront Yiss directly. On his body, the party finds a part of the Tri-key needed to enter the Elder Brain's sanctum.

Primarch Marakian

Location 45, 46

Primarch Marakian is a mind flayer with magical powers who is responsible for organizing the three aspects of mind flayer society and relating all its information to the Elder Brain. Although the Elder Brain could speak to all of the flayers, it has chosen Marakian to be its voice. Marakian and his group attack the minute the party enters the Elder Brain sanctum. Upon dispatching Marakian, the party finds the key to his quarters.

* Locations and Events

- 1 The party enters the Underdark from the Tyrian Mines Level 2, location 31. When the characters arrive, one of the mind flayers shoots a *fireball* at them, collapsing the entrance. The only way to pass this barricade is by attacking it with *Promere's Hammer*. The *wand of fireballs* found on one of the flayers has 25 charges remaining on it.
- 2 These slaves are to be used as food for the mind flayers. They are all beyond help, having been reduced to frothing animals by the mind flayers' tortures. They only talk to the party as it approaches, and some of them may even go so far as to attack the party.
- 3 The slave Granger. Once the party has talked to him, he follows the party and provide information about how to get to the Elder Brain. His real motives are not as noble as they seem, however, because he is possessed by an intellect devourer.

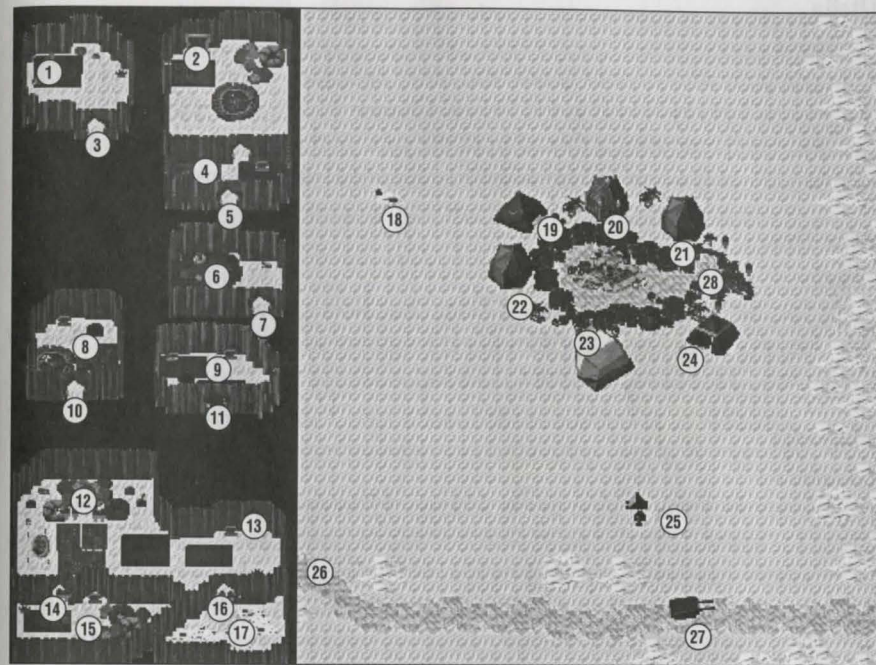
- 4 A slave's last words are written on the wall of this cell.
- 5 Where the victims are "prepared" for the mind flayers. Human slaves under mind control work here, preparing their comrades for meals.
- 6 This soup is being served to the mind flayers in the dining room. If all the cooking poisons at location 8 are poured into the soup, the next time the illithids call for it, they are poisoned.
- 7 This room has crates with various mind flayer cooking spices in them.
- 8 Cooking poisons, used to enhance the illithids' meals, are kept in these crates. If all of them are poured into the soup at location 6 the mind flayers can be poisoned.
- 9 The mind flayers in this room attack if the party enters. Using the poisons on them, via the soup at location 6, earns the party 15,000 experience points, and avoids a fight.
- 10 Reception area for the dining hall. An orb describes the current menu offered by the kitchen.
- 11 Chef Kratchek and his cooks are in this room. Upon entering, the Chef challenges the party. Surrendering only brings more mind flayers. Regardless, the chef and his cooks attack. The orb in this room describes some of the Chef's preparation techniques.
- 12 This chest can be opened with the key found on the Chef's body, by a character with high Strength, or by a high-level thief. In the chest is the Chef's part of the Tri-key which fits the lock mechanism at location 44 and a memorizable *scroll of delayed blast fireball*.
- 13 This is the central junction room for this part of the Underdark. Passages lead to the activity centers, and there are always mind flayers here. If Granger is still with the party, he points the party west, towards the games portal. As long as the Elder Brain is alive, there are three mind flayers in this room every time the party enters it.
- 14 Several orbs in this room further describe the mind flayers' plans for conquest of the mines and eventually, of Tyr.
- 15 This chemical shelf contains an assortment of different chemicals. If the party wants to sabotage the mind flayers' experiments, it takes a vial of chemical E4 for use at the lab at location 26. Smashing the shelf damages the entire party and calls the hallway guards to the room.

- 16 Two slaves patrol this hallway, making circular rounds. Getting too close to them triggers a fight. It is possible to sneak through the gaps in their patrol route.
- 17 One of the mind flayers is testing new means of torture and is accompanied by a group of slaves. Walking into the room triggers an attack.
- 18 This slave can be freed once all the mind flayers have been dispatched. He thanks the party and leaves. If Granger is with the party, the slave recognizes him and an argument starts. Regardless of the outcome of the argument, Granger kills the slave and is revealed as a traitor.
- 19 Random items can be found on these skeletons.
- 20 This room is Inquisitor Karcanis' study. Several orbs describe the experiments being carried out in the Underdark.
- 21 This safe can only be opened by the key on Inquisitor Karcanis at location 28. Inside, there is the Inquisitor's part of the Tri-key and a bottle of the poison gas the flayers have been working on.
- 22 Opening the door to this guard room triggers the guards inside as well as in the hallway. The door to the lab at location 24 also locks.
- 23 Hallway guards. Getting within sight of these guards makes them attack. Guards from the guard room at location 22 join the fight as well.
- 24 This door can only be opened from inside the lab, and even then it only opens once Inquisitor Karcanis at location 28 is dead.
- 25 This secondary lab is currently not being used by the illithids; some orbs describing their evil activities can be found here.
- 26 Approaching this room lets the party overhear the mind flayers in the adjacent lab. When asked for, the assistant opens the door to the lab and enters this room in search of a chemical rack. This is where the vial of chemical E4 from location 15 can be used to sabotage the mind flayers' plans. One of the racks contains chemical D9. Using the vial of E4 on the rack of D9 mixes the chemicals. Next time the mind flayers take that rack, it explodes, hopefully killing the mind flayers and starting combat with all the guards.
- If the assistant sees the party, he raises the alarm which triggers all the guards at locations 22, 23, and 27.
- The door to the active lab can only be opened by the assistant, or when the sabotaged chemicals explode.

- 27 Where the Inquisitor and his assistant are conducting experiments to further the mind flayers' conquests. After approaching the storage area, the Inquisitor sends his assistant to fetch chemical racks.
- 28 Inquisitor Karcanis. On his body the party can find the key to the safe at location 21.
- 29 Several slaves and an intellect devourer are in this chamber. They attack on sight.
- 30 Entering this area, a mind flayer down the hall sees the party and runs for a lever. If he makes it there, the door behind the party closes. He then begins throwing levers to release all the monsters.
- 31 Several monsters are in each one of these pens.
- 32 If the mind flayer made it to this switch and pulled it, the passageway the party came through is closed. There is no way to re-open the passage once it has been shut.
- 33 These levers control the various pen doors. Pulling the levers releases monsters which hunt down the nearest creatures, namely the party.
- 34 Upon entering the arena, the door closes and the party is trapped. Gamemaster Yiss then begins to throw opponents into the arena.
- 35 A grappling hook conveniently located in case the party forgot to bring one.
- 36 Behind this wall, Yiss observes the fights going on in the arena. The only way to end the endless onslaught of creatures is to use a grappling hook. When the characters scale the wall and appear on the other side, Yiss retreats into his room and attacks with his slaves.
- 37 This is where Yiss retreats to once one of the party members has climbed the glass wall. When Yiss is defeated, the Gamemaster's part of the Tri-key can be found on his body.
- 38 This door opens once the Gamemaster has been killed.
- 39 This location contains slaves who attack on sight.
- 40 When the door to this room is opened, the mind flayer finishes his meal and turns to attack.
- 41 This orb describes some of the events in the arena.
- 42 This location contains slaves and intellect devourers which attack.
- 43 Several orbs are on this shelf, each containing more information on the mind flayers and the Elder Brain.

- 44 Sanctum Door. This door can only be opened with the three key pieces that can be found at locations 12, 21, and 37. When all the keys are placed in the lock mechanism, the door opens, allowing passage into the Elder Brain's sanctum.
- 45 Primarch Marakian and his minions. Directly behind the Primarch is the Elder Brain, the center of this flayer community. The Primarch briefly chats with the party, then all of the creatures in the room attack.
- 46 Primarch Marakian has the key to his quarters on him.
- 47 The Elder Brain must be killed to end the mind flayer threat to Tyr. As long as there are creatures alive in the room, however, the Elder Brain cannot be destroyed. All of the creatures must be dispatched before the Elder Brain's tank can be shattered. If the tank is not shattered quickly, the Elder Brain summons more and more mind flayers and slaves.
- 48 This door can only be opened with the key found on the Primarch from location 46.
- 49 Inside this chest is the Forge key, a set of *bracers AC2* and a *wand of magic missiles* with 50 charges.
- 50 This door cannot be opened until the Elder Brain has been destroyed. Even then it requires the Forge key from location 49 to be opened.
- 51 Once the Elder Brain has been destroyed, a campfire ring appears.
- 52 Upon entering the ancient forge, a quake occurs, awakening the earth drakes.
- 53 The skeleton does not release the *Promere's Hammer* until the drakes have been destroyed. Even then, trying to take the *Promere's Hammer* activates the obsidian golems. Once they have been killed, the party can retrieve it. *Promere's Hammer* is a +3 two-handed hammer with *strength of one* on it.
- 54 Inside this chest is a full suit of *Promere's Armor*. Each piece is +3 plate mail.
- 55 If the party has *El's Drinker* and knows that the sword can be re-forged (see the section "El's Temple" on page 46 for more information), *El's Drinker* can be thrown into the forge. Once it has, using *Promere's Hammer* on the forge re-forges *El's Drinker* into *Jasmine*, a +3 mace with *cloak of bravery* on it.
- 56 This cave-in can only be removed by equipping *Promere's Hammer* and attacking the barrier with it.

* JANN TRIBE



Synopsis

The jann are a highly magical race who are not native to Athas. They live in tents that are far bigger on the inside than they look from the outside. The jann are far closer to Ur Draxa than Tyr, but through concealing magic and clever diplomacy the Sultan has fended off a takeover by Ur Draxa. Asim Drac, however, has agreed to work for the Dragon, and therefore is plotting the assassination of the Sultan. The party must uncover Asim Drac, so that he does not take over the Sultanship after the Sultan dies.

continues...

Non-Player Characters in This Region

Utella

Location 1

A female jann who weaves goods and other necessary supplies, Utella can fix the broken *tapestry* found in the Veiled Alliance Headquarters at location 24. For this, Utella requires a thread from the robe of the templar Zorani's tunic at location 25, and worm dye from Veiled Alliance Headquarters, or Notaku.

Asim Drac

Location 4

A spy for the Dragon of Ur Draxa, Asim Drac hopes to usurp the throne with the Dragon's help. The party should get information and accuse him in front of the Sultan. The Sultan, however, does not allow the party to kill Asim Drac.

Magnolia

Location 8

An adventuress and heiress to the Sultanship, Magnolia returns after being saved (or ignored) by the party. She is trying to prove that Asim Drac is guilty of treachery. Magnolia can help the party with whatever information she has, and may dress up like Zorani at location 25 to trick Asim Drac into giving himself away. Magnolia is also the target of the Draxans, who kidnap her and attempt to escape through the Mosaic Adventures region.

Heroga

Location 6

Heroga is an old, blind, jann storyteller. Heroga's stories are the end of a long oral tradition, which is dying with the last of the jann on Athas.

Sultan

Location 12

Sultan Akhmed Windcaller of the jann, rewards the party first for saving Magnolia, then for uncovering Asim's plot. Only the Sultan can tell his guards to step aside and allow the party to leave the tent, grant access his treasure room, or permit the party to talk to Magnolia. The characters should speak to him often.

Alhena

Location 19 to 24

The female champion of the jann, Alhena protects and leads them in combat. The characters may challenge Alhena to a duel and meet her and her compatriots for battle at location 28. Before the fight, however, the characters can talk her out of it. They may also challenge her to a contest involving fighting giant snakes. When Alhena fights the snakes the characters should be prepared to help her.

Jerrid

Location 9, then 6

Jerrid suspects Asim Drac of treachery but doesn't know what to do. He can first be found near location 23, then goes to location 9. Jerrid has little information.

Zorani

Location 25

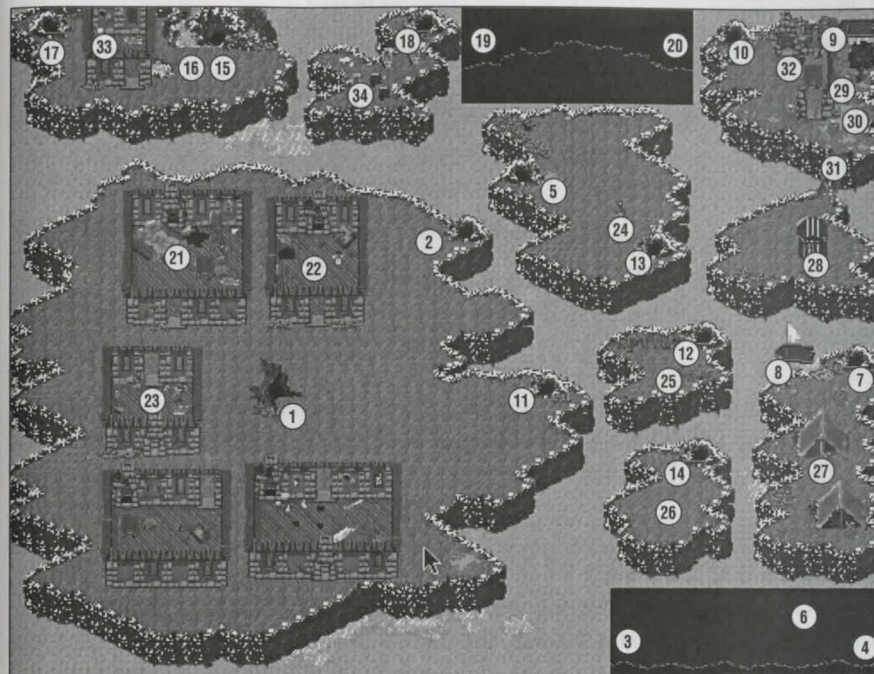
A Draxan templar who spys on the jann, Zorani can be scared away easily. His tunic, however, is very important if the party is going to fool Asim Drac.

* Locations and Events

- 1 Utella sits and weaves. She inspects and repairs the broken *tapestry* from the Veiled Alliance Headquarters. After the characters have learned what they need to repair the *tapestry*, they can find thread on the templar's vest and worm dye in the Veiled Alliance Headquarters or at Notaku's. They must have these when they talk to Utella if she is to fix the *tapestry*.
- 2 This is the rim of a magical *tapestry* which the Draxans use to kidnap Magnolia. Once the characters take the *tapestry* from location 27 after Magnolia has been kidnapped, they can use it with the *tapestry* rim and enter the Maze section at location 24.
- 3 This doorway leads to location 19.
- 4 Asim Drac is here until either he goes to location 25 to talk to the character disguised as Zorani, or the Sultan finds out what he has done.
- 5 This doorway leads to location 23.
- 6 Heroga the storyteller. Jerrid is here after leaving his tent.
- 7 This doorway leads to location 21.
- 8 Magnolia's tent. She'll be here if the party has been to Humbleton unless she is kidnapped.
- 9 Jerrid's tent. The characters should wait for an invitation to enter, or face the consequences.
- 10 This doorway leads to location 24.
- 11 This doorway leads to location 22.
- 12 The Sultan. The characters should talk to him: before they rescue Magnolia, after Magnolia has returned, and when the characters get the note from Asim.
- 13 This doorway leads location 20. Guards block the exit until the Sultan grants the party permission to leave.

- 14 Guards block the access to Magnolia until the Sultan grants the party permission to visit her.
- 15 Magnolia waits until the Sultan is killed, then leaves the tent and goes looking for the party.
- 16 Guards block access to the treasure room, unless the Sultan grants the party permission to enter.
- 17 The Sultan's treasure. When Magnolia returns to the jann, the characters are rewarded with a couple pieces of treasure, but they are rewarded with the entire treasure trove when they prove Asim has betrayed the jann. A thief as the lead character may steal treasure multiple times, but the difficulty increases to the point of being nearly impossible after 15-20 tries.
- 18 Ring the bell and snakes appear out of the hole to attack the party. Alhena suggests this as a contest if there is a dispute to be settled. When Alhena fights, however, she runs into some bad luck and needs the party's help.
- 19 Leads to location 3.
- 20 Two guards stand in front of the door. They let the party in if the Sultan has something to say, or if the party has useful information for the Sultan. The door leads to location 13.
- 21 Leads to location 7.
- 22 Leads to location 11.
- 23 Leads to location 5.
- 24 An exit from the Maze section which leads to location 10.
- 25 Zorani is sitting, spying on the jann and waiting for news from Asim Drac. The party may scare him away and, if the lead character puts on Zorani's cloak and waits around the campfire, Asim Drac comes up and, mistaking the character for the Templar, gives him or her a note which proves Asim Drac's guilt. This can be taken to the Sultan for a big reward. If the characters have talked to Utella about the broken *tapestry*, they can find the thread of a templar on Zorani's tunic.
- 26 Leads to the City of Tyr, location 1.
- 27 This "merchant" is really a Draxan who has the *tapestry* used to kidnap Magnolia. The jann let him go because they didn't realize that the wagon cover was really a magical *tapestry*.
- 28 The fighting circle that Alhena meets the party at if there is to be a fight. The party should talk Alhena out of fighting.

* SILT SEA ISLANDS



Synopsis

The major purpose of adventuring in the Silt Sea Island region is to gather information from different sources on how to acquire the Lyre of the Winds. The Silt Sea giants had the Lyre in their village at one time, but it was carried off by air drakes who attacked the village. Now the village is in chaos; the farm is being taken over by bugs, the air drakes are killing all of the creatures that the giants hunt for food, and one of the giant's children was carried off by the drakes. The rest of the islands in the Silt Sea area are inhabited by less civilized groups.

continues...

Non-Player Characters in This Region

Gilad

Location 21,25

Gilad is a farmer for the Silt Sea giants. He is almost always at his farm trying to get rid of the insects that are eating his crops.

Kiril

Location 22

Kiril is the leader of the Silt Sea giants, and tries to keep her village together and safe from the constant attack from air drakes.

Velden

Location 23

The blacksmith for the Silt Sea giants, Velden makes the weapons and armor for the giants in his village. He can make a suit of magical +3 *leather armor* for the party out of an air drake hide.

Davin

Location 24

Davin is the hunter for the Silt Sea giant population. He is always very busy hunting for food for his people because the air drakes are taking away the food supply.

Drisha

Location 28

Drisha is an acolyte and student of Generoe. She was out seeking components when she was captured by Keign and his cohorts. She has valuable information about getting the *Lyre of the Winds* if the party frees her.

Keign

Location 32

The crazy leader of the wolf-headed giants, Keign is in the Silt Sea area to take control of the entire area and rule as king.

Generoe

Location 33

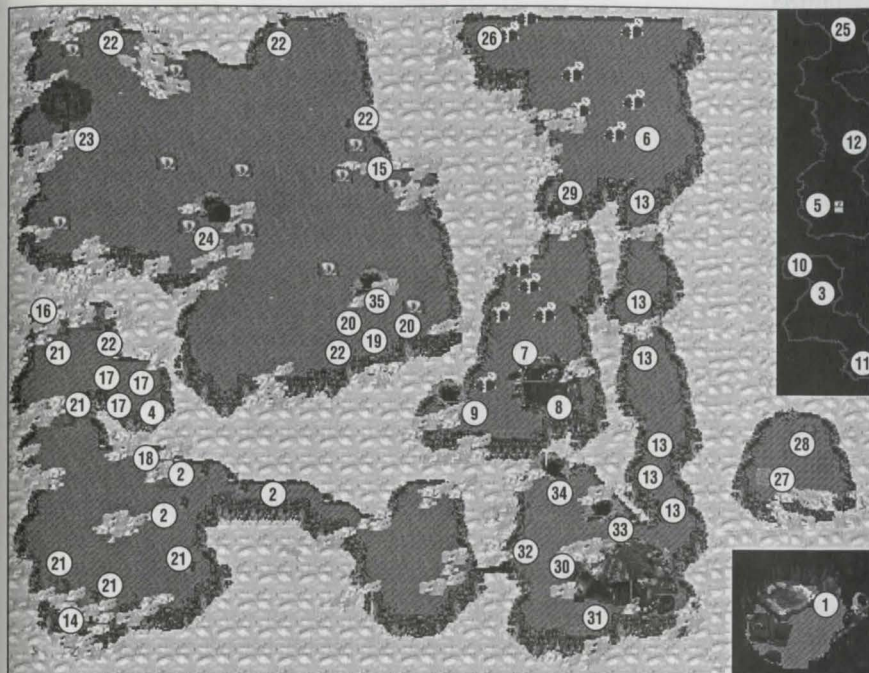
Generoe is a crotchety old man in a rocking chair who lives on this island as a hermit. He does not like people in general, but the party can get information about the *Lyre of the Winds* from him.

* Locations and Events

- 1 This is where the party arrives from the repaired *tapestry* in the Veiled Alliance Headquarters at location 26. This tree also takes the characters back to the Veiled Alliance Headquarters at location 26 when they have acquired the *Lyre of the Winds*.
- 2 This tunnel takes the party to location 3.
- 3 This tunnel takes the party to location 2.
- 4 This tunnel takes the party to location 5.
- 5 This tunnel takes the party to location 4.
- 6 This tunnel takes the party to location 7.
- 7 This tunnel takes the party to location 6.
- 8 This is the wreckage of the skimmer. The pieces needed to fix it are at or near locations 21, 23 and 24. Once the party has fixed the skimmer, it can carry the party to location 9.
- 9 This is where the skimmer lands from location 8. The party can use the skimmer to return to location 8.
- 10 This tunnel takes the party to location 33 in the Cloud region.
- 11 This tunnel takes the party to location 12.
- 12 This tunnel takes the party to location 11.
- 13 This tunnel takes the party to location 14.
- 14 This tunnel takes the party to location 13.
- 15 This tunnel takes the party to location 34 in the Cloud region.
- 16 This tunnel takes the party to location 35 in the Cloud region.
- 17 This tunnel takes the party to location 19.
- 18 This tunnel takes the party to location 20.
- 19 This tunnel takes the party to location 17.
- 20 This tunnel takes the party to location 18.
- 21 This house belongs to Gilad. In the upper right corner of the room, the party can find the canvas used to repair the skimmer.

- 22 This house belongs to Kiril, the leader of the Silt Sea giants.
- 23 This house belongs to Velden, the giant blacksmith. If the party brings him an air drake hide, he makes a suit of magical +3 *leather armor* from it. There is a pole in the corner of his house that makes a fine replacement mast for the skimmer wreckage.
- 24 The party can sometimes find Davin hunting on this island. Along the west shore, the characters can find another piece of wreckage needed to repair the skimmer.
- 25 This is the giants' farm. Occasionally, Gilad works to get rid of the bugs eating his crops.
- 26 This is another island that the giants use for hunting.
- 27 This island is inhabited by minotaur-headed giants. They are not hostile unless provoked and can pay the party to rid the Silt Sea area of Keign and his minions.
- 28 Drisha, the acolyte that was captured by Keign and his cohorts, is being held in a cage. If the characters free her, she gives them some clues as to how they might acquire the *Lyre of the Winds*. A skilled thief has a chance of picking the lock to the cage, but if he or she fails, the only way to free Drisha is to use the key Keign wears at all times.
- 29 The tree has vines on it that can be used to repair the bridge at location 31.
- 30 There is an axe which can be used to cut some of the vines from the tree and make rope to repair the bridge at location 31.
- 31 A broken bridge. The party must repair it in order to free Drisha, the acolyte.
- 32 This is where Keign and his minions live. They guard the entrance to the Cloud region and do not like visitors.
- 33 Generoe the hermit sits in his rocking chair. The party can talk to him and get information about the *Lyre of the Winds*.
- 34 Where the party finds the ingredients which kill the insects on Gilad's farm.

* THE CLOUDS



Synopsis

Poking through the clouds are the majestic, Silt Sea Mountains. The party can see air drakes wheeling above the mountains in the distance. Nearby is a crude hut with giant planters outside. Inside is Melantha, a giantess exiled from the Silt Sea Islands giant tribe below. She lives alone at the top of this mountain. As the party walks around the region, it finds many traps set by Generoe, an old man living in the Silt Sea Islands. He set the traps to discourage Melantha or anyone else from searching for the *Lyre of the Winds*, a very powerful instrument which could easily be misused.

continues...

Non-Player Characters in This Region

Melantha

Location 1

Melantha was thrown out of the Silt Sea Islands giant tribe and currently makes her home in a hut next to the arrival point of the party. She is very old and quite polite. She's willing to help the party defeat the drakes, but first it must get a *Flute* she's heard of and give it to her. She says she needs the *Flute* to get back into the tribe. In reality, she wants to use the *Flute* to send the drakes against her tribe out of spite. If the party gives it to her and leaves her sight, she sends the drakes against the party and her tribe. She is carrying several magic items that the party receives if it can kill her. Among them are a +3 *helm*, a +2 *dagger*, a one-use *scroll of serten's spell immunity*, a psionic bracelet of *project force*, and some magical *fruits*.

Helmine

Location 8

This is the shaman of the Silt Sea Islands giant tribe. She did not grow to full giant size and the other giants consider her a midget. She is hiding in the drake nest protecting the last baby giant snatched away by the drakes. To release her, the party must kill all the drakes, then pull sticks from the nest until it collapses. Helmine thanks the party profusely once it succeeds in releasing her and the baby from the nest. She gives the party a *Stalker Cloak*. Also in the nest, the party finds the *Lyre of the Winds* and a +1 *axe*.

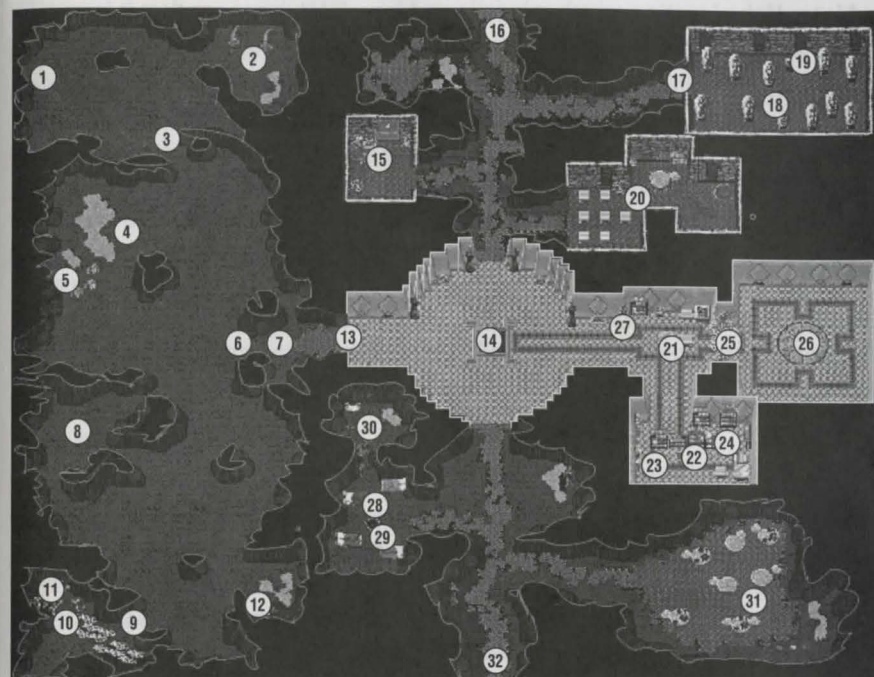
* Locations and Events

- 1 Melantha, the old giantess, lives at the entrance to the mountains in the clouds. If the party gives her the halves of the *Flute* from locations 4 and 5, she uses it to get the *Lyre of the Winds* from location 8. If the party doesn't stop her now, she uses the *Lyre* to control the drakes and send them against the Silt Sea Islands giant tribe.
- 2 There are giant snakes guarding the entrance to this mountain. They are buried under the dirt until the party approaches.
- 3 The party finds a magical *lemon* here.
- 4 Half of the *Flute*. The party needs to combine it with the other half of the *Flute* at location 5.

- 5 Half of the *Flute* is on a pedestal. If the party brings the other half of the *Flute* from location 4, it can make the *Flute* whole. Once the instrument is whole, the party can play it near the first drakes encountered to make them flee. The drakes near the nest, however, do not flee from the sound of the *Flute*.
- 6 Air drakes patrol this area. They ruthlessly attack all who enter. The party can either fight these air drakes or use the *Flute*, from locations 4 and 5, to scare them away. Be sure to pick up a few air drake skins from the dead drakes.
- 7 There are many air drakes at their nest. The party needs to defeat them to save the shaman and get the *Lyre of the Winds*.
- 8 The drake nest holds Helmine, the giant tribe's shaman. Once the air drakes are all dead, the party can pull sticks from the nest to collapse it and let the shaman and baby out. The *Lyre of the Winds* and a +1 *axe* fall from the nest as well.
- 9 This tunnel entrance takes the party to a tunnel at location 10.
- 10 The north end of this tunnel leads back to the drake nest at location 9.
- 11 The south exit to this tunnel returns the party to the Silt Sea Islands near the giant tribe in the area of location 1.
- 12 The cave in this tunnel returns the party to location 32, outside Melantha's hut.
- 13 There are traps all along the narrow walkway leading to the drakes. To shut them off, the party needs to flip two switches at location 14 and 15.
- 14 This switch turns off half the traps leading to the drakes at location 13.
- 15 This switch turns off the remainder of the traps leading to the drakes at location 13.
- 16 This switch turns off the traps encountered at locations marked 17. The party needs to put a rod from location 18 into the switch, then use the switch to deactivate the traps.
- 17 These traps can be turned off using the switch at location 16.
- 18 Use this rod with a switch at location 16 to turn off the traps leading to half of the *Flute*.

- 19 This lever is used to turn off the traps around the entrance to the mountain at location 20.
- 20 These traps can be deactivated by the hidden switch at location 19.
- 21 A beasthead giant hides underground at each of these locations, only rising when the party is near.
- 22 When these levers are used, various effects can occur: a monster may appear, a magical *fruit* may be created, or nothing at all may happen.
- 23 On this tree can be found a magical *apple* and a magical *lime*.
- 24 This cave entrance leads to a cave at location 25 where half of the *Flute* can be found at location 5.
- 25 The north exit of this tunnel leads to the air elementals area at location 24.
- 26 This teleporter leads to a small island at location 27.
- 27 This teleporter leads to the teleporter near the air drakes at location 26.
- 28 This pressure plate lowers the huge rocks at location 29 which block the nest area.
- 29 These rocks can only be lowered by stepping on a pressure plate at location 28.
- 30 A crowbar is behind a planter. The party can use it to tear a plank from the hut at location 31.
- 31 The party can use a crowbar to tear a plank off of the hut at this location and make a bridge to the next mountain at location 32.
- 32 The party can use the plank torn off the hut at location 31 to make a bridge to the next mountain.
- 33 A pathway down to the Silt Sea Islands, location 10.
- 34 This tunnel leads the party to location 15 in the Silt Sea Islands region.
- 35 This tunnel leads the party to location 16 in the Silt Sea Islands region. The characters appear here and face air elementals and greater air elementals.

* VOLCANO TEMPLE



Synopsis

Hundreds of years ago, the Verini preserver, Lorus, came to this temple and conquered the "angry fire," a brilliant ruby that burned from within with an intense fire. In the process, Lorus created the Great Seal, an artifact used to control the volcano and keep the Fire Ruby's power in check. Lorus eventually brought his tribe to the temple and they claimed it as their own. Since that time, the verini have lived peacefully in the temple. . . until recently.

The Draxans, desperate to stop the Veiled Alliance from recovering all of the elemental items, have sent a large group of warriors to get the Fire Ruby from the verini. To make matters worse, there is dissension within the verini tribe. A young group of "rebels" have challenged the established order and the power of the Seal which has supposedly "guided" the tribe since its creation.

The characters arrive in the middle of this conflict. After proving themselves to the tribe, they must investigate a supposedly accidental death and discover who is responsible. During this, another murder occurs and the Seal is broken. The party must enter the core and retrieve the mythical Fire Ruby. Once recovered, the Fire Ruby can be used to re-seal the volcano and bring order back to the verini temple.

Non-Player Characters in This Region

Note: If the location number is followed by a “W”, it means that it is in one of the Volcano Wings, and the party should refer to that section for more information.

Rhone

Locations 6, 7, 14, 31, 4W, 22W

Rhone moves about quite a bit during the game, so it might often be hard to find her. She is a 15th-level verini psionist put in charge after the last captain of the guard was killed by a drake. Although in command of the guards and working for the Order, she remains neutral in the issue of the Seal. Rhone is the leader of the guards because of her stern but fair disposition. She is a gifted psionist and uses her abilities whenever she can.

Galinix

Locations 14, 21, 31, 7W, 37W

Galinix may be found in the Seal antechamber, talking with Nortemus, walking the halls, or in his quarters. He can occasionally be found in the rebel's side of the temple. Galinix is a 15th-level verini fire cleric, and he is second-in-command of the order Nortemus' right-hand man. He is in charge of security and predicting the earthquakes that frequent this area. Galinix has been passed up as Keeper for some time, and the resentment at this has grown into an obsession. His normally surly attitude hides his insecurity and jealousy.

Galinix tries to hamper the party's investigation; he gives misleading information and makes cynical remarks.

Chander

Locations 14, 28, 31, 23W, 24W, 25W

Chander is in the guests' quarters, eating area, or in the Volcano Wings, talking to the verini artisans. She is a 9th-level merchant. Chander was rescued by the verini from the wreckage of a raided caravan and brought to the temple to recover. She refuses to burden the verini with her care, so she has decided to wait until this Draxan episode is done with before leaving. Chander is another good source of information for the party. She can provide some insight and suggestions as to what the party should do next.

Brotel

Locations 14, 31, 37W

Brotel first appears in the council meeting, then is in his chambers or harassing Nortemus when large numbers of people are around. He is a young verini and the leader of the “rebels.” As Nortemus' apprentice, Brotel is tired of having the “Order of the Seal” hammered into his head day after day, so he has decided to challenge its authority. He is brash and thinks very highly of himself, doing anything to gather attention to his cause. He believes himself to be correct, and calls all of the secrecy of the Order as nothing but a front to enhance the illusion that they really do protect something. Brotel is very antagonistic and cynical. Although at first he does not answer the characters' questions, he eventually accepts them for who they are and talks. He can answer some questions and point the characters in certain directions, but he is not important to solving the mystery behind Sorval's death.

Fori, the Storyteller

Locations 20, 14, 31

Although she may be at various locations, Fori is always in the main part of the temple. Fori is an old verini, the storyteller of the Order. The storyteller serves a high position in the verini, passing down the legends of the past and weaving them into engrossing stories. Both young and old listen to her stories, and many seek her advice in times of trouble. Fori, being the oldest living verini, has the honor of that position.

Nortemus

Locations 21, 14, 31, 10W

Nortemus is first encountered in the Seal antechamber. After meeting the party he goes about his duties in his chambers, the Seal antechamber, and the eating area. Nortemus is a 20th-level verini preserver. He is the leader of the verini tribe that resides in the Volcano Temple and the head of the Order of the Seal. Nortemus is old and set in his ways. He is somewhat blind to all the problems that are going on in the temple. He firmly believes that the rebels are behind the looting and he is ready to blame the Draxan presence on the rebels as well.

Although Nortemus knows a lot about the verini and the temple itself, he is not the best source of information available. His bias against the rebels can sometimes result in misleading information.

In order to enter the temple wings, the party must get permission from Nortemus to investigate Sorval's death. Galinix contests this, but the party is given permission anyway. Once the party has found the reference to the “eyes of the beast” and the *beast* scroll, bringing it to Nortemus calls the second meeting and advances the investigation.

Ulbin

Locations 28, 31, 20W

Ulbin is in the visitor's area, the eating area, the guest area, or lurking around near the mausoleum. He is a 9th-level elven merchant/thief/preserver. Ulbin, along with Chander, was rescued from the raided caravan. He was brought here to recover from the ordeal. Unlike Chander, he sees the verini's trust as naïve and schemes to take advantage of it. Ulbin was a part of the same caravan that Chander was, but was in league with the bandits. The bandits double-crossed Ulbin and left him to die. He was also rescued by the verini but since discovering the mausoleum, he has been slowly stealing verini gold and jewelry and melting it down so he can smuggle it back to sell in Tyr. Ulbin is not very receptive to the party. Once he has been caught and thrown in the cell, however, the party can "persuade" him (with Silvan's help) to cooperate with it.

Talo, Head Cook

Locations 31, 27W

Talo is in the waiting area, or in his quarters in the southern wing. Talo is a medium-aged verini who loves to cook. With his passion for cooking there was no one else to choose when the last chef moved to another tribe. Talo is a great source of gossip, for he loves to listen to the conversations that go on at the tables when he serves food.

* Locations and Events

Note: Unlike other regions in the game, the entire Volcano Temple and Wings has a working clock. What this means is that at certain times of the "simulated" day, the verini go about their own business. The party may need to check several locations in order to be able to find the character that it's looking for. If the party is having a lot of trouble finding one of the NPCs, go to a place the verini eventually go to (like their quarters) and wait there, with the cursor in move mode. This may take a while, but eventually, they come to that location.

Also, if the party is waiting for an item to be completed, such as a weapon, a scroll, or potions, the best thing to do is **not** leave the volcano (if the party can) but to REST at the campfire ring at location 29. This causes 8 hours to pass each time it is used.

Finally, many encounters are based on the difficulty setting in the game; the more difficult the setting, the more monsters may appear.

- 1 The first time the characters enter the volcano from Veiled Alliance Headquarters, location 24, they appear here.
- 2 Two fire drakes have made this cave their home. They attack on sight, although they can't see that far.
- 3 Travelling through this pass triggers a Draxan ambush. A ranger or high-level thief can detect the ambush, earning some experience and canceling the Draxan's surprise. If the party does not detect the ambush, the Draxans get the initiative in the fight.
- 4 Getting too close to this pool causes elementals to leap from it.
- 5 Prosser is being attacked by fire elementals. If the party rescues him from them, it receives an experience point bonus. Prosser then offers his thanks and leaves. If the party does not rescue Prosser before entering the temple, he is killed by the elementals and does not appear later in the game.
- 6 On the party's approach to this pass for the first time, verini guards emerge and question the party. Once this is done, another verini emerges, warning the others of an impending Draxan attack. The verini help the party fight the Draxans.

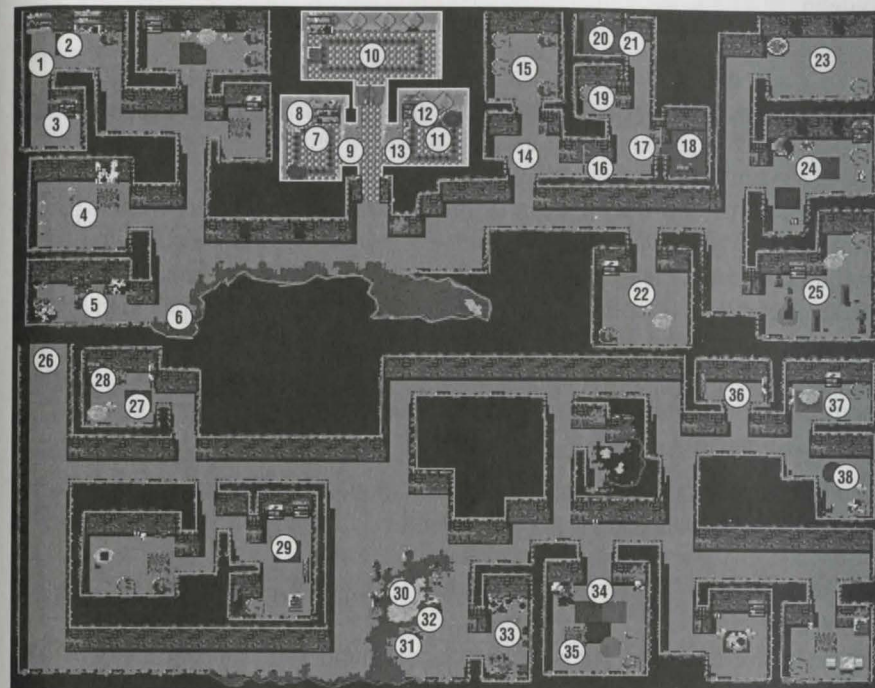
Once this fight is over with, Rhone appears and asks the party to clean out the Draxan's camp at location 8. If this has already been done, the party may enter the temple by asking. If not, once the party cleans out the temple and returns, Rhone gives it permission to enter.
- 7 After the Draxan's attack or whenever returning to the outside of the temple (as long as the party has not attacked the verini) there are guards stationed at this location. Rhone can also be found at this location during certain times of the day.
- 8 Some Draxans have set up a camp, threatening the verini temple. There is no other way into the camp but walking through a narrow pass, which the Draxans are guarding. They attack immediately.
- 9 Several verini are guarding some workable soil. Although suspicious, they let the party look around.

- 10 Some of the farmers work the soil. If asked about the temple, they refer the party to Rhone.
- 11 Some of these plants can be picked for groza roots. These roots can be given to Talo to be cooked.
- 12 Searching the Draxan's body, the party discovers a scroll with orders from the Lord Warrior on it, along with some ceramic pieces.
- 13 Talking to these guards allows the party to leave the temple once it has entered. The party cannot leave the temple while a meeting is going on. When the party first enters the temple, the guards welcome it and direct it to the meeting in progress.
- 14 This large hall is where all the verini hold their meetings. Twice during the game, there are meetings held in this hall. When the party first enters, a meeting is going on. Approaching allows the party to listen in on what is happening in the volcano. After the first speaker finishes, the party can walk out onto the mosaic and interrupt the session. This allows the lead character to talk briefly to Nortemus before Brotel interrupts. Once Brotel has finished arguing, the meeting ends and Chander introduces herself to the party. She steers the characters toward Fori. After they are done talking with Fori, Galinix appears and questions them. Once this is done, the party is on its own.
- The second meeting takes place at this location as well. Once the party gives Nortemus the scroll from the statue at 32W, he calls the second meeting. He announces the murder and the meeting ends.
- 15 A magical *tapestry*, depicting Tyr, is on this wall. Once the party has the *Fire Ruby*, clicking it on the *tapestry* activates it. The party must be **facing** the *tapestry* in order for it to work. The *tapestry* leads to location 24 in the Veiled Alliance Headquarters. Any other time that the characters return to the Volcano after the *Fire Ruby* has been recovered, they appear in this room instead of at Location 1.
- 16 This passage leads to the northern wing of the temple. The party is not allowed to enter the wings of the temple until Nortemus has given it permission to do so.
- 17 The recent looting has prompted Rhone to put guards on duty at the Crypt. When first approached, the guards question the characters, then let them go about their business. Once the Crypt has been robbed, the guards tell the characters this information.

- 18 Some of the dead verini are interred in these crypts.
- 19 Once the looting has occurred, investigating this crypt triggers the guard to come and inform the party of Ulbin's capture.
- 20 Fori, the storyteller, is here most of the day. Fori is generally a good source of information for the party and can usually point it in the right direction. If the party mentions Chander to Fori, she eventually asks the party to investigate Sorval's death. Agreeing to this allows the party to ask Nortemus for permission to investigate Sorval's death.
- 21 This is the antechamber of the Seal, and Nortemus' workplace during some of the time each day. Before the party has agreed to investigate, Galinix and Nortemus are both here. Galinix keeps interrupting the party's conversation with Nortemus, but Nortemus scolds him for it. Once the party has talked to Fori, it can ask Nortemus about Sorval's death. Following this query, the party can agree to investigate. Nortemus gives the party permission to do so, and the characters are given access to the entire temple.
- 22 This is the verini library, where the keepers have maintained records since they first arrived in the temple.
- 23 A book of the tales of the *Prince of Pagnasta*.
- 24 Searching this shelf once the characters have read the "eyes of the beast" entry in the statue book from location 35W or location 38W, they find Sorval's journal and a small key. After getting the key, Galinix appears and questions the party. He discounts the key because he thinks it is for a lock long unused.
- 25 This barrier is kept in place by the Keeper, and can not be passed unless the volcano has started to erupt or the Seal has been mended.
- 26 This is the Great Seal that Lorus created all those years ago. When Galinix tries to control the volcano, this is where it takes place. Once the Seal is opened, a spiral set of stairs leads down into the core of the volcano. On returning from the core, the *Fire Ruby* must be used on the Seal in order to stop the eruption and re-seal the volcano. The party receives 500,000 experience points for completing the volcano scenario, plus additional experience for other actions performed. If the verini are attacked outright, the party is able to enter the core of the volcano as soon as it reaches the stairs. Otherwise, the party enters once Galinix fails to control the Seal.

- 27 This statue falls and kills Nortemus once the party finds Sorval's amulet and discovers who is responsible for the murders. Other important non-player characters also join the party here. Regardless of the accusations, Galinix is allowed to try and control the Seal. After the conversation, the party is moved to the Seal Chamber at location 26 for the attempt.
- 28 This area was set aside for visitors to the verini temple. Currently, there are only two visitors, Chander and Ulbin. Either can be found at this location at various times during the day.
- 29 A campfire ring is located here for the party to use. This campfire ring passes time in the volcano, so if the party is waiting for a potion, scroll, or weapon to be done, this campfire ring passes 8 hours of time for each left-click.
- 30 Behind this rock is Ulbin's hiding space, where Sorval's amulet has been hidden. The party can only find it once Ulbin has told the characters of its location. When the party does find it, and if the characters are carrying the key, the amulet is immediately opened and its contents revealed. This brings about Nortemus' death and sets up the Volcano Core mission. The party is moved to Location 27 when this happens.
- 31 This is the eating area for the tribe. Most of the characters that wander around can be found at this location at some time during the day.
- 32 The entrance to the southern wing.

* VOLCANO WINGS



Synopsis

The side wings of the volcano house many of the verini that live in this tribe. Once the characters are allowed into the volcano wings, they can meet many of the characters that help them solve the mystery of Sorval's death.

The wings have become separated by faction; one wing houses the order and its supporters, and the other is home to the rebels.

continues...

Non-Player Characters in This Region

Zydeko

Location 1

Zydeko is in his quarters until Nortemus is killed, then he is in the Seal Chamber. Once the volcano is sealed, he'll be back in his quarters. He is a 20th-level verini preserver and uses his power to protect the tribe. Zydeko is one of the only people who really doesn't know that there's a conflict going on. Wrapped up in his work, he doesn't have time to go out and see what is going on. He is one of the verini's best preservers, but his studies keep him in his own little world. Zydeko can sell scrolls to the party. The scrolls take various amounts of time to create, and, depending on the level of the spell, can take anywhere from 20 hours to 200 hours to finish. Zydeko can make scrolls for the following spells: *blur*, *chaos*, *fire shield*, *flame arrow*, *meteor swarm*, *mind-blank*, and *Melf's minute meteors*. All of these spells, with the exception of *meteor swarm* can be learned. Each of these scrolls can only be made once.

Zydeko can give the party some information about the glassy powder location 31, but his help is not required to solve the murder.

Yerath

Location 14

Yerath is a verini guard. He is the watch commander for the prison area. Yerath repeats that the party needs permission from Rhone in order to be able to talk to the prisoners.

Kranix

Location 18

Kranix is in this cell the entire adventure. He is a Draxan high templar who was caught by one of the verini patrols and brought into the temple for interrogation. The recent troubles have prevented this, however, so he's been sitting in his cell for some time. Thanks to Zydeko, he can't use his magic to escape. Kranix knows all about the plans for the *Fire Ruby*, and knows that the Draxans are going to tunnel under the temple and seize the *Fire Ruby* without the verini's knowledge. He does not communicate any of this to the party, though. Nevertheless, Kranix knows a great deal about the *Fire Ruby*. Returning to talk to Kranix once the volcano has been sealed makes him open up about the *Fire Ruby's* history.

If the party gives the *Fire Ruby* to Kranix when he asks to look at it, the *Fire Ruby* reflects the spell back and destroys him.

Silvan

Location 19, 16

A verini guard, Silvan is in charge of the prison area in the temple. Silvan does not let the characters into the prison area until Rhone has given the characters permission to talk to Ulbin. Once this has happened, he lets the characters in to the area as they please. Once Ulbin has told the characters to go away, they can get Silvan to help "persuade" Ulbin to talk to them. Silvan goes along with this as long as the characters agree not to hurt Ulbin. He lets them into Ulbin's cell so they can learn the location of Sorval's amulet.

Elovan

Location 23

Elovan, a verini metalworker, is in his quarters the entire game. Elovan is another of the artists that lives in the temple. He is a jeweler and a smith, able to make anything, from the finest jewelry to the deadliest weapon. If the party agrees to look for drake claws, Elovan can take the drake claws (found in the Volcano Core location 15) and make them into the *Drake Gloves*, a set of +3 gloves. Once the party has found the key to Sorval's locket, the key must be taken to Elovan. He tells the party that this locket was commissioned by Sorval for his mate. Elovan also tells the party that Sorval was buried with this locket.

Kell

Location 24

Kell is one of the female verini artisans that lives in the temple. She is a talented glassblower, and can make many lovely things out of glass. Kell can analyze the glass powder that the party finds at the fallen statue at location 31. Her information, however, does not help the party in its investigation.

If the party brings Kell the crystal shard from the Mosaic Adventures region, she can forge the sword into the *Crystal Sword*, a +3 sword with *cause blindness* on it.

Jakath

Location 25

Jakath, a sculptor, is the most flamboyant of all the verini artisans, easily supporting almost anything. Currently, it's the rebels, which he speaks of with deep commitment (until he is distracted). He is a marvelous sculptor, and is hard at work on several sculptures that are scattered about his workshop. Jakath, while amusing, does not play a significant role in the murder investigation.

Xarax

Location 29

Xarax is a 18th-level verini earth cleric. He is another of the temple's highest members. Once a wanderer and explorer, Xarax came to this temple several years ago and now serves as the temple's advisor on anything having to do with the earth. Xarax can make potions for the party. Each potion takes a certain amount of time to complete, depending on the type of potion requested. Unlike Zydeko's scrolls, Xarax can make potions repeatedly. The potions Xarax can make are: *cloak of bravery*, *cure critical wounds*, *cure light wounds*, *cure serious wounds*, *free action*, *healing*, and *protection from fire*.

Xarax can make a batch of 5 potions instead of one. This multiplies the price, but not the time, by (of course) 5.

Verini Children

Location 34

Verini children are just that, children. This is a playroom which many of the children like to spend time in. It keeps them out of trouble. The children are playing games and don't think it's right that adults can join in. If Prosser was not rescued from the fire elementals, asking them about the murder prompts them to tell the party about Winter. Of course, the party can only ask them about the murder once Nortemus has announced it.

Winter

Location 35

Winter is a young verini. Normally, Winter comes to play with the other children, but since the murder she has been distant and depressed. If Prosser was not rescued, then Winter has Sorval's book of the statues. When the party talks to her about the murder she gives the party the book.

Prosser

Location 38

If Prosser was rescued from the fire elementals outside the temple, then he is at this location for the remainder of the game. Prosser is Brotel's brother. He is caught between what he wants to do and what the rebels think he should do. If Prosser was rescued, he is the one to talk to after the second meeting. Asking him about the murders makes him reveal that he has Sorval's book on the statues. This book is necessary to complete the volcano adventure.

If Prosser was not rescued, it is assumed that he did not survive the encounter with the elementals. Winter will have the book at location 35 instead.

* Locations and Events

Northern Wing

- 1 Zydeko. Entering his room for the first time triggers an explosion. If the characters speak with him, they find out about creating magic scrolls and the game called "Elements and Influences," a game like chess.
- 2 After talking to Zydeko, approaching this table prompts Zydeko to invite the characters for a game of "Elements and Influences." A character with a high Intelligence will fare better. Choosing one of the mild strategies almost surely fails, as Zydeko eats up timid characters.
- 3 A character with a high Dexterity can avoid having this shelf collapse. Searching the bookcase (or the book piles) has a random effect. Persistence pays off, however, in the form of scrolls of *charm monster*, *disintegrate*, *wall of fire*, and *web*.
- 4 Rhone can be found here at certain times of the day.
- 5 A grappling hook can be found in this room.
- 6 This passage leads back to location 16 in the Volcano Temple.
- 7 Galinix is in his quarters constantly after the murder announcement.
- 8 On first inspection, this pile of papers offers nothing of importance. If the party looks at it four or five times, however, a list of earthquake times that Galinix discarded can be found. Although not part of the main quest, this can be taken to Rhone. She examines it, but can find nothing of importance.
- 9 This door cannot be opened unless the party has Rhone's key. Any attempt to smash the door down or pick it results in failure. The door does not open while Galinix is in his quarters, either. Once Galinix has been tricked, the party can enter the room by using the door and keeping the door key in the party's inventory. Once open, the party has about a minute of time before Galinix returns. If he finds the party inside his room upon return, he'll forcibly eject the party from the room.
- 10 At certain times of the day, this is where Nortemus can be found.
- 11 This room was Sorval's.
- 12 A diary that Sorval kept. This diary talks about the statues in the southern wing that Sorval was researching. Reading the reference to the "eyes of the beast" tells the party where to look when examining the beast statue.

- 13 Once Rhone has given the party the key to Galinix's quarters, a ruse can be started by entering Sorval's room and closing the door. If the door is open or the party is in sight, Galinix does not leave.
- 14 Yerath, the watch commander.
- 15 Several guards who have some information about Draxan activities outside the volcano.
- 16 Knocking on this door calls Silvan at location 19. If the party has permission from Rhone to question Ulbin, Silvan lets it into the area. Otherwise, there is no other way to get in to the area.
- 17 Approaching this door initiates the conversation with Kranix, the captured Draxan templar.
- 18 Kranix, unless he was destroyed by the *Fire Ruby*.
- 19 Silvan.
- 20 After the guard informs the party of Ulbin's capture, Ulbin can be found in this cell.
- 21 Approaching this door when Ulbin is in the cell initiates conversation.
- 22 Rhone can often be found here.
- 23 Elován, the smith, and Chander.
- 24 Kell, the glassblower, and Chander, at times.
- 25 Jakath, the sculptor, and Chander, at times.

Southern Wing

- 26 This passage leads back to location 32 in the Volcano Temple region.
- 27 Talo, the cook, can be found here during some parts of the day.
- 28 Talo's cookbook. It contains some recipes.
- 29 Xarax, the earth cleric.
- 30 The six magma statues that Sorval was researching.
- 31 If this statue is examined by a character of high Intelligence, the characters find some glassy powder. This can be taken to Kell and Zydeko to be examined.
- 32 Once the party has read Sorval's journal and found the reference to the "eyes of the beast," at location 12, examining this statue opens its mouth and reveals the *beast* scroll.

- 33 A grappling hook.
- 34 Verini children are in this room, playing.
- 35 Winter. If Prosser at location 38 was not rescued outside the temple, the party can get the statue book from Winter, but only after Nortemus has called the second meeting.
- 36 Some of the rebels are in this room. When approached, they come out and question the party. Although they seem hostile, they do not attack the party and back down quickly. They give the party some information on the rebels and how they feel about the order.
- 37 Some times during the day, Brotel can be found at this location, and Galinix, at times.
- 38 If Prosser was saved outside the temple, he is here for the remainder of the adventure. Once Nortemus has held the second meeting and announced the murder, questioning Prosser about the murder gets the party the statue book.

Volcano Solution Step-by-Step

Because of the sub-plots and false leads that are in the Volcano Temple, following this step-by-step process completes the region and gets the party into the core of the volcano. Follow the instructions to the letter and the party should do fine. The numbers are the locations to refer to on the overhead maps. If this number is followed by a "W", it means that the location number is in one of the Volcano Wings, and the party should refer to that section for more information. This walk-through skips all the sub-plots and items that are not necessary, so the party may want to do those after the volcano has been re-sealed. Also, sometimes the numbers may refer to people's quarters when the party is asked to find them. If the people are not there, remember that the non-player characters do have schedules, but will return to these locations eventually. If the party can't find them anywhere else, wait for them to return.

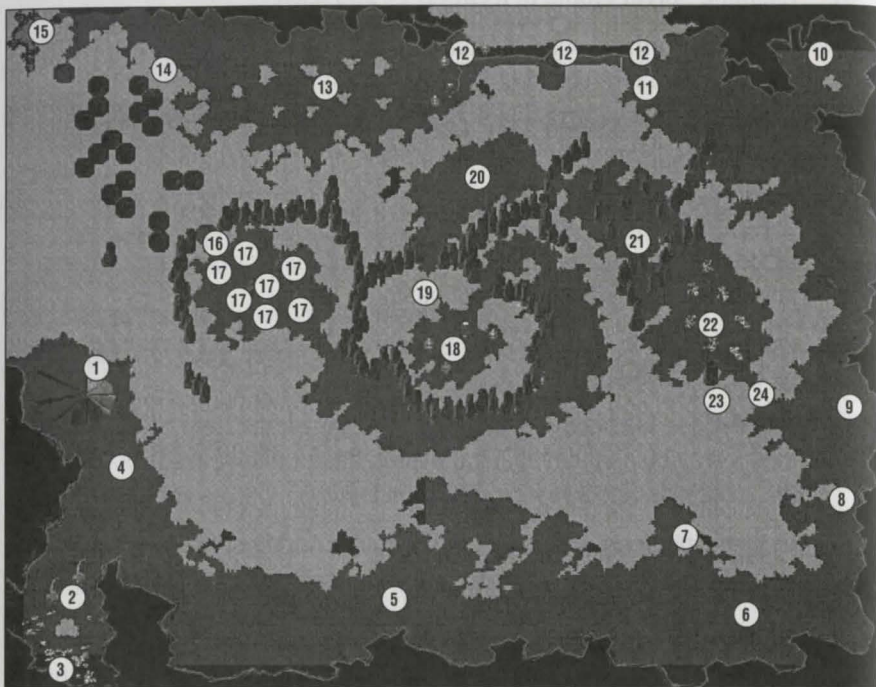
Assuming that the party just entered the volcano for the first time:

- 1) Enter the narrow pass and get ambushed by the Draxans at location 3.
- 2) Walk up to the temple entrance at location 6, fight the Draxans, and agree to clean out the camp.
- 3) Enter the Draxan's camp at location 8 and defeat them.
- 4) Return to Rhone at location 6 and tell her the party defeated the Draxans. The party is allowed entrance into the temple.

- 5) After the guards are done talking to the party at location 13, walk to the meeting hall at location 14 and listen to what is going on. The party can do whatever it wants during the meeting.
- 6) Once the meeting is over, talk to Chander and Galinix.
- 7) Go talk to Fori at location 20 and tell her that Chander sent the party. She asks the party to investigate Sorval's death. Agree to do so.
- 8) Talk to Nortemus and Galinix at location 21. Tell Nortemus that Fori wanted the party to investigate. When Nortemus asks the party if it will, agree to do it.
- 9) Go to the northern wing at location 16.
- 10) Once in the northern wing, go to Sorval's quarters at location 11W and read his journal at location 12W.
- 11) Leave the northern wing at location 6W and return to the temple.
- 12) Enter the southern wing at location 32.
- 13) Go to the beast statue at location 32W and look at it. The party should get the beast scroll. Read it.
- 14) Go back to the temple at location 26W.
- 15) Take the scroll to Nortemus at location 21. Tell him the party has matters to discuss and tell him about the scroll. He reads it and calls a meeting at location 14.
- 16) Once the meeting is done, go to the southern wing at location 32.
- 17) Go and talk to Winter at location 35W. Tell her about the murders. She gives the party the statue book. Read the section on the beast statue.
- 18) Go back to the temple at location 26W.
- 19) Go to the library at location 22 and look on the bookshelf at location 24. The party should find Sorval's journal and the key. Galinix appears and talks to the party.
- 20) Once finished with Galinix, go to the northern wing at location 16.
- 21) Once in the northern wing, go talk to Elován at location 23W and show him the key.
- 22) Go back to the temple at location 6W.

- 23) Go to the Crypt guards at location 17 and talk to them.
- 24) Examine Sorval's tomb at location 19 and leave.
- 25) Go to the northern wing at location 16. On the way there, a guard stops the party and tells it that Ulbin was caught for stealing.
- 26) Find Rhone at location 22W and talk to her about Ulbin. Get permission to question Ulbin.
- 27) If not already there, go to the northern wing at location 16.
- 28) Go to the prison door at location 16W and knock on it. Once Silvan arrives, tell him Rhone sent the party.
- 29) Go talk to Ulbin in the cell at location 21W. Once he's refused to speak, go talk to Silvan about it. at location 19W.
- 30) Agree not to hurt Ulbin and follow Silvan back to Ulbin's Cell at location 21W. Once Silvan opens the door, keep walking towards Ulbin. As the party gets closer to him, he keeps talking.
- 31) Once the party get close enough, Ulbin tells it where the amulet is hidden.
- 32) Return to the temple at location 6W.
- 33) Go to Ulbin's hiding place and look at location 30. This triggers the crash and Nortemus' death at location 27. **Note:** before looking under that rock it is a good idea to use the campfire ring at location 29; the party won't get another chance before entering the Volcano Core region.
- 34) Accuse Galinix of murder. He attempts to repair the Seal but fails, resulting in his death.
- 35) Talk to Fori, then enter the core and retrieve the *Fire Ruby* at location 26. Refer to the Volcano Core region below for more information.
- 36) Once back in the Seal Chamber, use the *Fire Ruby* on the Seal at location 26 and save the verini.
- 37) Use the *Fire Ruby* on the *tapestry* and activate it at location 15.
- 38) Leave the volcano via the *tapestry* at location 15 or go explore all the places the party missed by using this walk-through.

* VOLCANO CORE

**Synopsis**

The Fire Ruby, imprisoned in the core of the volcano for hundreds of years, finally weakens the bonds of the Seal and breaks it. Drawing on all of its powers, it forces the volcano to erupt. If the Seal cannot be mended in time, everything in and around the volcano is vaporized in the eruption. As the characters descend into the sweltering heat of the core, they find that the Draxans are also determined to get the Fire Ruby and they have a head start. The party must race to the core of the volcano and retrieve the Fire Ruby before everything is destroyed.

* Locations and Events

Note: Unlike most regions in WAKE OF THE RAVAGER, the volcano eruption is actually timed! The amount of time that the party has to make it through the region is governed by the difficulty setting that the party is playing under when the volcano begins to erupt. You might wish to consider performing a SAVE prior to beginning this section of the game. The party can know roughly how much time it has left by the number of quakes that the volcano goes through. Each one of these violent shakes represents 25% of the total time to reach the core of the volcano. Once at the core, another (shorter) timer starts for the party's escape. If you have a very fast computer, standing still and scrolling around the screen can waste an incredible amount of time. Be sure that you have the cursor in look mode while scrolling around, as time only runs while you are in move mode. We recommend turning off turbo for some parts (like the Sinking Stones Maze).

If you find that your characters cannot complete the core in time no matter what they do, try setting the difficulty down to EASY. Although less of a challenge, this gives the party an almost unlimited amount of time to complete the region.

- 1 These stairs spiral back up into the Volcano Temple. Leaving the core of the volcano without the *Fire Ruby* causes an eruption in a matter of seconds. Once the characters have recovered the *Fire Ruby*, they must get back to these stairs and up to the Seal before the volcano erupts.
- 2 Fire drakes in this cave attack on sight. The party can avoid them by simply not getting too close to them.
- 3 If the party does not already have a grappling hook with it, the characters **must** get this one. The party cannot complete the Volcano Core region without one.
- 4 A message tells the party that the volcano is beginning to erupt. At this time, a party of Draxan warriors begins to hunt the party. The number of Draxans is based on the difficulty setting.
- 5 If the party moves towards the Draxans that are hunting it (as it should since there is a time constraint), the party should run into them about here.

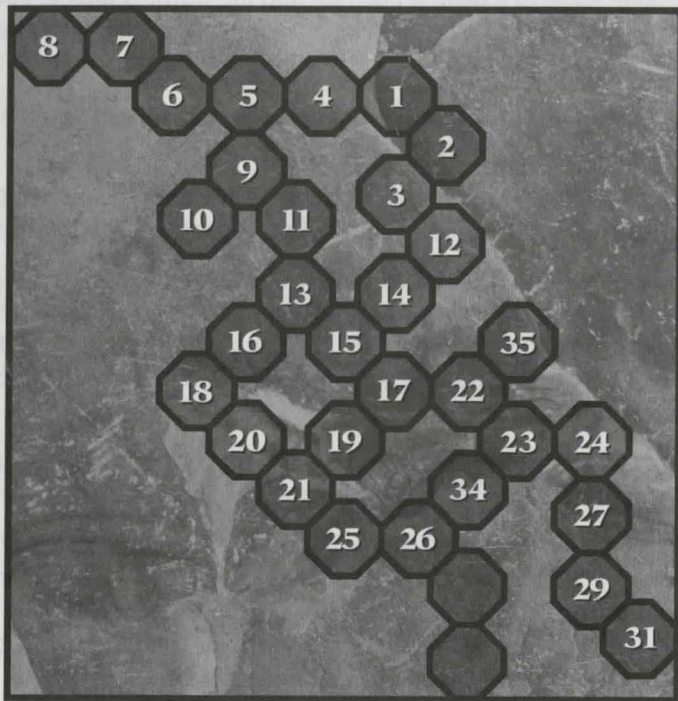
- 6 A section of the ceiling collapses, sending a part of the floor above into the magma with four verini children clinging to it in terror. The stone sinks rapidly into the magma, and the children will die unless rescued. There is not much time, so act rapidly.
- 7 This rock can either be pushed over or a grappling hook used on it in order to rescue the verini children. Rescuing the children earns the party an immediate 10,000 experience points, plus 10,000 more upon completion of the volcano. Once the children are rescued, they ask the party to escort them back to the spiral stairs. If the party opts to do this, the verini children must be led back to the stairs at location 1. This earns the party another 15,000 experience points upon completion of the volcano.
- 8 If at this location the party decides to leave the children and go deeper into the core, the children leave on their own. The party does not receive the 15,000 experience point bonus on completion of the volcano.
- 9 Draxans lying in wait in an adjacent tunnel, leap out to attack the party.
- 10 Galinix's body can be found. Injured by the fall and dragged here by fire drakes. Galinix can answer three or four of the party's questions before dying.
- 11 A Draxan templar, waiting on the other side of the bridge for the party, yells and proceeds to destroy the bridge. Combat starts immediately.
- 12 Using a grappling hook on these pillars allows the characters to swing back and forth between the columns. If the party is in combat when this happens, the character who swung across has his or her turn ended.
- 13 If playing on HARD or HIDEOUS difficulty, some of these pits erupt with fire when the characters pass by them.
- 14 Stepping here begins the Sinking Stones Maze. See the "Sinking Stones Maze" section on page 100, for step-by-step instructions (and a map) on how to complete it.
- 15 Some drake claws. These are the claws that Elován (see Temple Wings section for specifics) can use to make the *Drake Gloves*.

- 16 After completing the Sinking Stones Maze, Draxans leap from their hiding places behind some tall rocks. The difficulty setting determines the number of enemies to appear.
- 17 These rocks can be attacked (with either a melee weapon or ranged weapon) and damage anything nearby as they collapse.
- 18 A Draxan templar and some warriors. As the party approaches, the templar leaps to a nearby platform and the warriors attack. The *Fire Ruby*, however, is not used to being disrupted in such a manner and summons magma golems to deal with both groups.
- 19 After the fight in the core, stones fall from the ceiling and allow passage for pursuing the templar.
- 20 If playing on HARD or HIDEOUS difficulty, fire elementals jump from the magma. Difficulty setting determines the quantity of fire elementals.
- 21 If the templar that escaped from the core fight makes it to this platform, he leaps across and awaits the party at location 22. If he's dead and the party has the *Fire Ruby*, the jump may knock the *Fire Ruby* from the party's hands. Be sure to look for it on the ground once the party is across.
- 22 If the templar from the core makes it to this point, he animates the surrounding skeletons and throws the *Fire Ruby* onto a nearby rock.
- 23 Every time a new round begins in combat, the rock with the *Fire Ruby* sinks a little further towards the magma. Once combat ends, the *Fire Ruby* sinks rapidly towards the magma. If it does sink into the magma, wait several seconds (in move mode) and the *Fire Ruby* is shot out of the magma and lands on the platform.
- 24 A stone falls from the ceiling and gives the party convenient access back out of the core. This stone falls either after the *Fire Ruby* is recovered (if the Draxan's final stand has taken place) or when the party leaps across the magma jump at location 21.

Sinking Stones Maze

The Sinking Stones Maze can be difficult to navigate. Some of the stones can trigger other ones to rise and fall. The way to trigger the stones is to walk over the middle of the stone. There is a “bloop” sound, and some of the stones will change.

Go ahead and experiment with the stones — the party cannot get into a situation that cannot be undone.



Step-by-step solution to the Maze:

Unless specified otherwise, these directions require the party to step on the middle of each of the stones mentioned below. Those stones that the party should not step on the middle of have an “N” after the number.

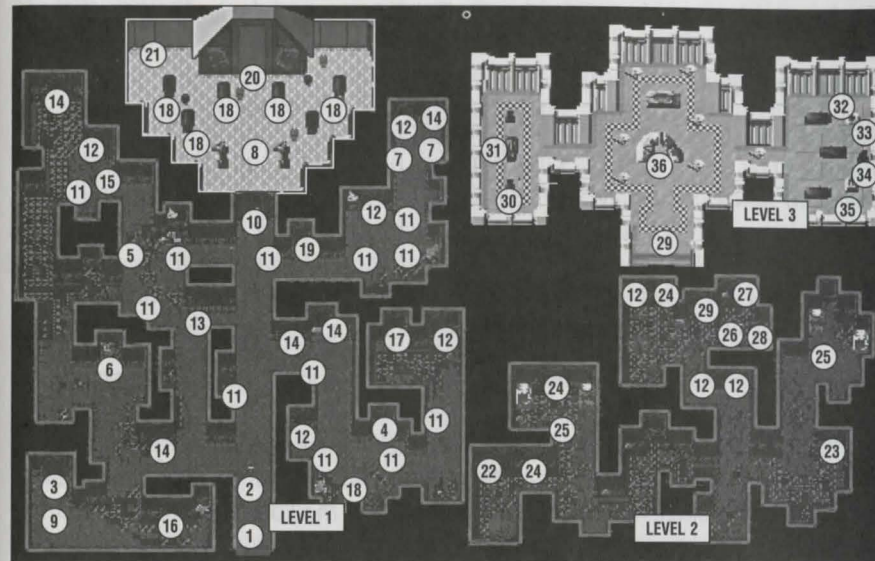
After jumping onto the first stone, step on the stones in the following order: 1, 4N, 5, 9, 10, 9N, 5N, 6, 7, 8.

The party should now be over by the drake claws. Pick them up. To get through the rest of the maze:

8, 7, 6, 5, 9, 10, 9N, 5, 4, 1, 2, 3, 12, 14, 15, 13, 11, 13, 16, 18, 20, 21, 25, 21, 19, 17, 17, 19, 17, 22, 35, 22, 23, 34, 26, 25, 26N, 34N, 23N, 24N, 27, 29, 31

The party should now be through the entire Sinking Stones Maze.

* LORD WARRIOR'S CRYPT



Synopsis

This region is a catacomb of tombs and sarcophagi where many of the rooms have been converted for the Lord Warrior's use.

The Crypt is located in an isolated area of Under Tyr where the Lord Warrior directs his forces and conducts his research and rituals for summoning the Tarrasque. It is well defended by monsters and traps. The Crypt was once the mausoleum for the kings and heroes of the people who lived in the ancient city upon which Tyr was built.

The death of Kalak, the sorcerer-king of Tyr, while granting freedom to the citizens of Tyr, has unfortunately opened the door for an even greater evil. The Dragon of Ur Draxa in the Valley of Dust and Fire sees the city as a way to gain a foothold in the City of Tyr region unopposed by other Dragons, the only opposition he takes seriously. To pave the way, he sent his Lord Warrior to stir terror in the hearts of the citizenry and secure a sanctuary for him.

continues...

The Lord Warrior has fulfilled his master's wishes perhaps too well, secretly hoping to escape his servitude to the Dragon and set himself up as an equally powerful force in the world by awakening the Tarrasque, which he hopes to control in order to guarantee his safety from the Dragon and his grip over the lands of the City of Tyr region.

Imprisoned in the Crypt is Kovar, a templar who was a warlord for Kalak. Kovar refused to be taken in by the Lord Warrior's plans. He is still intensely loyal to the dead Kalak and believes Tyr is headed for ruin without its sorcerer-king. Kovar desperately wishes to return to "the way things were." While he knows this is impossible, this drives his every action and makes him unpredictable. The Lord Warrior has not killed him because Kovar holds many of the city's military secrets. Despite indescribable tortures, Kovar has not revealed those secrets.

Although Kovar knows the Lord Warrior is not responsible for Kalak's death, Kovar sees him as the embodiment of all that has gone wrong in Tyr and wants only to kill him, even if it means his own death. Of course, the party is only a little better in Kovar's eyes. He is a rather distasteful ally, but one the party may wish to employ since his focus on revenge against the Lord Warrior and his knowledge of the city are powerful forces in themselves and gets the party through some of the stickier spots in the Crypt.

Wards and traps guard the corridors and chambers leading to the Lord Warrior's lair. If the party gets past these protections it can find information on what the Lord Warrior plans, how he will implement those plans, and how he can be stopped.

In the lower ranks, Draxan templars are disgruntled with the Lord Warrior's plans and suspect him of treachery against the Dragon. The party may be able to prove this to the high templar, Jumah, and so eliminate one of the Lord Warrior's weapons.

Deep in the Crypt, the Lord Warrior makes final preparations for the awakening of the Tarrasque. All that remains is to activate the portal and step through to the Temple of the Cosmos where he can awaken the Tarrasque from its imprisonment in the Urn of Utatci.

The Lord Warrior senses the presence of the party in his Crypt, and throws a few extra defenses at it to assure that the party is eliminated. When the party reaches the Lord Warrior, it is too late. The portal is opened and the Lord Warrior steps through, leaving the party to face his giant skeletons.

Non-Player Characters in This Region

Draxan Templar

Location 2

The Draxan templar is in the service of the Lord Warrior. He is delivering a message from the Lord Warrior to Jumah when the party intercepts him. The Draxan templar is cowardly and deceitful and lies to the party unless it threatens him with death. If the party lets him escape, he sounds the alarm to the other Draxans.

Kovar Illyasch Ahbadhu

Location 6

Kovar is a Tyrian high templar who was in charge of city defenses before he was kidnapped by the Lord Warrior. The Lord Warrior captured Kovar in hopes of discovering any secrets Kalak may have had about Tyr, but soon he wearied of Kovar's obnoxious pretensions and chained him to a wall in the Crypt to feed to the monsters. The party may want to rescue Kovar since his hatred for the Lord Warrior is enough to provide a distraction when the party confronts the Lord Warrior in the King's House. Kovar also provides the party with the proof it needs to give to Jumah in order to convince the templars to abandon the Lord Warrior. Kovar may also warn the party of traps or offer other useful information.

Nnamdi

Location 7

The Lord Warrior captured Nnamdi in the attack on the Veiled Alliance Headquarters. After torturing Nnamdi and extracting from him all the information he needed, the Lord Warrior tossed Nnamdi down a pit.

Jumah

Location 26

Jumah is a Draxan high templar. He is overseeing the Dragon's interest in Tyr, and ostensibly there to aid the Lord Warrior in preparing the Dragon's sanctuary. Jumah, however, suspects the Lord Warrior of treachery and finds himself faced with a choice between death at the Lord Warrior's hands or death at the Dragon's.

* Locations & Events

Level 1

Skeletal warriors, revenants, and greater feyrs prowl the corridors and chambers of the Crypt, attacking the characters whenever they are encountered. Though the characters are free to leave the crypt, they find the Draxans prepared for them when they return.

- 1 The party enters the Crypt through a secret entrance. The other side of the entrance is at location 37 in Tyr.
- 2 A Draxan templar who was about to leave turns and flees to location 3 as soon as he sees the party. The party should catch him before he can sound the alarm. It is possible to interrogate him and convince him to leave without sounding the alarm. The party should be very aggressive, however, since the Draxan lies if he thinks the party does not follow up on its threats. He has information about Nnamdi, the Lord Warrior, the Draxans on the lower level, and Kovar. Killing the templar prevents the alarm from being sounded, but the party does not get the information. If the party lets him go, it can watch him to discover the entrance to the lower tunnels at location 3, even though the Draxans are alerted.
- 3 The party may descend through the niche in the wall to location 22 on level 2 of the Crypt. If the templar from location 2 reaches this niche, he alerts the other Draxans to the party's presence. They then send out a force to stop the party and prepare defenses in the lower tunnels.
- 4 The party can climb down this niche to location 23 on level 2 of the Crypt. If the Draxans have been alerted, a group of Draxan warriors and templars attack the party when it descends.
- 5 The characters can climb through the grates into a chamber below. If the characters step on the grate, they may fall through into the chamber. Giant skeletons attack the characters the first time they descend into the chamber, and there are random treasures and monsters in the niches. The characters must use a grappling hook to climb out. If they do not have a grappling hook, they can find one in one of the niches.
- 6 Kovar, Tyrian high templar captured by the Lord Warrior, is chained up in this room. Freeing him earns his grudging appreciation and he tells the party about the Lord Warrior and the Crypt. If the party asks Kovar about the Lord Warrior being a renegade, he gives the characters a scrap of paper torn from the Lord Warrior's diary which the party must show Jumah in order to convince him to leave the Crypt. Once Kovar is freed, he follows the party.

- 7 The characters can climb into the grate holes at these locations. Nnamdi can be found in the pit under these grates. The grates are not trapped. A giant snake nest is in the pit where Nnamdi is trapped. In order to rescue Nnamdi, the characters should kill the snakes before they attack. There are random treasures and monsters in the niches in the chamber. The characters must use a grappling hook to climb out of the chamber. If the characters do not have a grappling hook, they can find one in one of the niches.
- 8 This is the Hall of Heroes where the best warriors of the ancient Tyr were laid to rest to guard their king. Several Draxan templars and warriors are guarding this room now. They attack the party when it enters the room.
- 9 The party may listen at the floor grates in this room to overhear a conversation between Jumah and one of his subordinates. These grates cannot be opened and are trapped.
- 10 The door to the Hall of Heroes is locked. The party must retrieve the key from Jumah's office at location 28 on level 2 in order to open the door.
- 11 The grates at these locations are trapped. If a thief is the active character, the trap may be disarmed.
- 12 The party finds random treasure in these niches.
- 13 Giant skeletons attack the characters if they look in this niche. If the characters look in the niche a second time, however, they find two magic scrolls.
- 14 The party finds random monsters in these niches.
- 15 This grate cannot be opened; it is not trapped.
- 16 The party can find a psionic bracelet of *mind bar* and a magical *star fruit* in this niche.
- 17 The party can find several magical *fruits* in this niche.
- 18 If the party searches any of the sarcophagi at these locations, a skeletal warrior emerges and attacks.
- 19 The party can descend through this niche into a chamber below. Greater feyrs attack the party when it arrives. The niche on the far right of the chamber takes the party back to level 1. The second niche from the left leads to another chamber where the party can find a *potion of invisibility to undead* and a *potion of cure serious wounds*, as well as a pile of gems and coins. Skeletal warriors guard the treasure. The party must climb into the niche second from the right to return to the first chamber. The other niches in these chambers contain random treasure.

- 20 The doors to the King's House are protected by lightning. The party must use the lightning rod from location 27 on level 2 of the Crypt to deactivate the lightning. When the party uses the lightning rod, it becomes a *wand of lightning* with one charge and the doors are opened. Entering the doors takes the party to location 29 on level 3 of the Crypt.
- 21 If the party stands next to the wall at this location, it can break through the wall to a chamber beneath the King's House. There, the party finds the dead bodies of the team from Urik, along with a sleeping earth drake and a campfire ring where the characters can rest. If the party searches, it finds a magical *star fruit a lotulis +2, arrows +3*, a psionic bracelet of *inertial barrier*, and a one use *scroll of chain lightning*. If the party uses the campfire ring in this chamber, the earth drake may awaken and attack. The party can return to the Hall of Heroes by climbing into the second niche from the left. The other niches contain random treasure.

Level 2

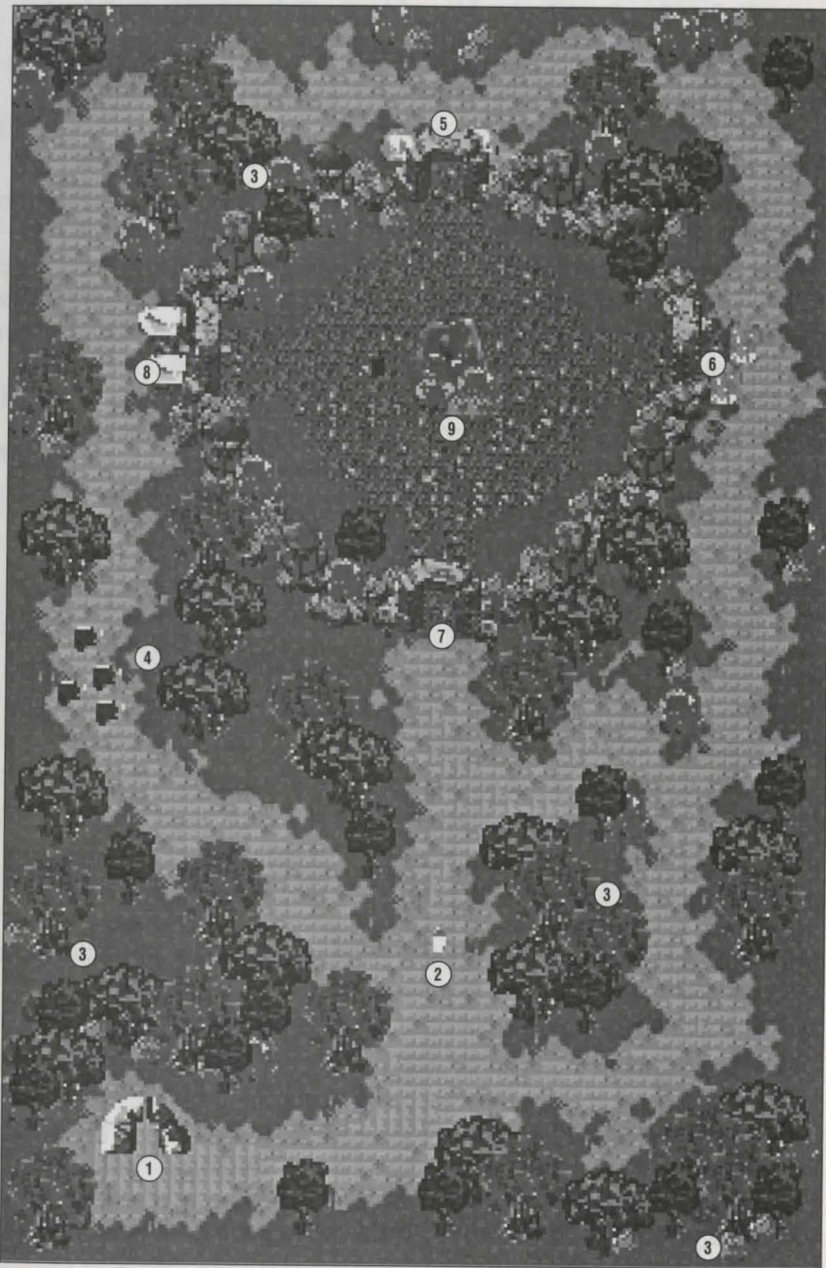
- 22 The niche on the north wall takes the party to location 3 on level 1 of the Crypt. If the Draxans have been alerted to the party's presence, a large contingent of them attack.
- 23 The niche on the north wall takes the party to location 4 on level 1 of the Crypt.
- 24 These niches are empty.
- 25 These rooms are barracks for the Draxans. The Draxan warriors and templars attack if they see the party.
- 26 Jumah, the high templar commanding the Draxans in Tyr, is in this room. He realizes the characters are more than a match for him, but nevertheless tries to convince them that their cause is hopeless. If the characters play against Jumah's loyalty to the Dragon of Ur Draxa using the scrap of paper from the Lord Warrior's diary that they get from Kovar, they can convince him that the Lord Warrior's defeat is also in his best interest. Jumah then tells the characters that the lightning rod, which opens the door at location 20 of level 1, is in his private study at location 27, and calls off the other Draxan templars.
- 27 The niche at this location takes the party to the chamber below which Jumah uses as his private study. The party can disarm the trap in the niche on the far left if Jumah was cooperative and told the party about the trap, or if the active character is a thief and successfully disarms it. Once the trap has been disarmed, or triggered, the party can find the lightning rod which opens the doors at location 20 on level 1. The second niche from the left contains a *scroll of dispel*

magic, while the niche on the far right contains random treasure. The second niche from the right takes the party back to Jumah's room. Unless the party obtained Jumah's permission to take the lightning rod, a group of Draxan warriors and templars attack.

- 28 The key to the door at location 10 on level 1 is under the table.

Level 3

- 29 The stairs at this location lead back to the Hall of Heroes at location 20 on level 1. When the party first enters, it finds the Lord Warrior preparing to leave for the Temple of the Cosmos. If Kovar is with the party, the Lord Warrior directs his anger at the templar. In either case, the Lord Warrior steps through the portal, leaving giant skeletons and skeletal warriors to fight the party. If the characters did not make a deal with Jumah, Draxan templars are also at this location to fight. If the characters leave the Crypt, they find obsidian golems and other monsters at this location when they return.
- 30 The Lord Warrior's diary.
- 31 If the party searches the sarcophagus at this location, it finds the *Rune Staff, a quarterstaff +3*. Behind the sarcophagus is a scroll in which the Lord Warrior has detailed his efforts to gain control of the Temple of the Cosmos and to awaken the Tarrasque.
- 32 The party can use the *Rune Staff* it found at location 31 on the pyre to create an *elemental rune of fire*.
- 33 The party can use the *Rune Staff* it found at location 31 on the bellows to create an *elemental rune of air*.
- 34 The party can use the *Rune Staff* it found at location 31 on the rock to create an *elemental rune of earth*.
- 35 The party can use the *Rune Staff* it found at location 31 on the basin to create an *elemental rune of water*.
- 36 The portal at this location can be activated by placing the four runes from locations 32-35 in the matching section of the arch. Once activated, the party can step through the portal and be taken to location 1 in the Temple of the Cosmos region. Note, however, that once the party steps through, there is no way back. Also, if the party does not have *Promere's Hammer*, the *Lyre of the Winds*, the *Cup of Life*, or the *Fire Ruby* in their possession, an imbalance between the elemental spheres is created and the party cannot pass through to the Temple of the Cosmos. If this happens, the characters can make more runes in the manner described above, and try again when they have all four items.

* **TEMPLE OF THE COSMOS****Synopsis**

The Temple of the Cosmos, a ring of megaliths in the middle of a forest, is a focus of elemental energy on the world of Athas. The Lord Warrior needs the Temple of the Cosmos in order to draw enough power to break the imprisoning spell of the Urn of Utatci which holds the Tarrasque.

Aravinda, a pyreen, came to the temple when its guardian was slain by the Lord Warrior, but she too was beaten, almost to the point of death, by the Lord Warrior. She can sacrifice the last of her strength to heal the party and thus rid Athas of the Tarrasque and Lord Warrior. She is also able to tell the party about the temple and the statues. If the party declines her offer of healing, she fights on the party's side anyway.

When the party makes it to the ring of stones, the Lord Warrior is swelled with power and he dismisses the party as insignificant as he releases the Tarrasque. He finishes the ritual, which blasts the surrounding region as his defiler magic saps the life from the land.

All appears lost and a desperate battle ensues, but defeating the Tarrasque and Lord Warrior is only half the battle. A piece of the Tarrasque floats to the central altar where the Urn of Utatci is placed, and the Tarrasque begins to regenerate. The party must use the four artifacts with the statues of the elements which animate and encircle the altar. The statues use their elemental energy to imprison the Tarrasque, hopefully forever.

Non-Player Characters in This Region**Aravinda****Location 2**

Aravinda is a female pyreen. She came to the Temple of the Cosmos when she felt the death of the druid who guarded the temple. The Lord Warrior, however, was too strong for her and drove her away. When the party meets her, she is half-dead from her fight with the Lord Warrior. Aravinda heals the party at the cost of her life, or follows the party and helps it fight. Aravinda has crucial information about how the party can seal the Tarrasque in the *Urn of Utatci*.

Lord Warrior**Location 9**

The Lord Warrior is a male kaisharga. In life, the Lord Warrior was a 15th-level templar, 20th-level defiler. The Lord Warrior came to the Temple of the Cosmos in order to complete his plan to awaken the Tarrasque as a means of escaping the Dragon of Ur Draxa and establishing himself as an equally powerful force on Athas. The party wants to be careful when attacking the Lord Warrior since he has cast *fire shield* on himself.

* Locations and Events

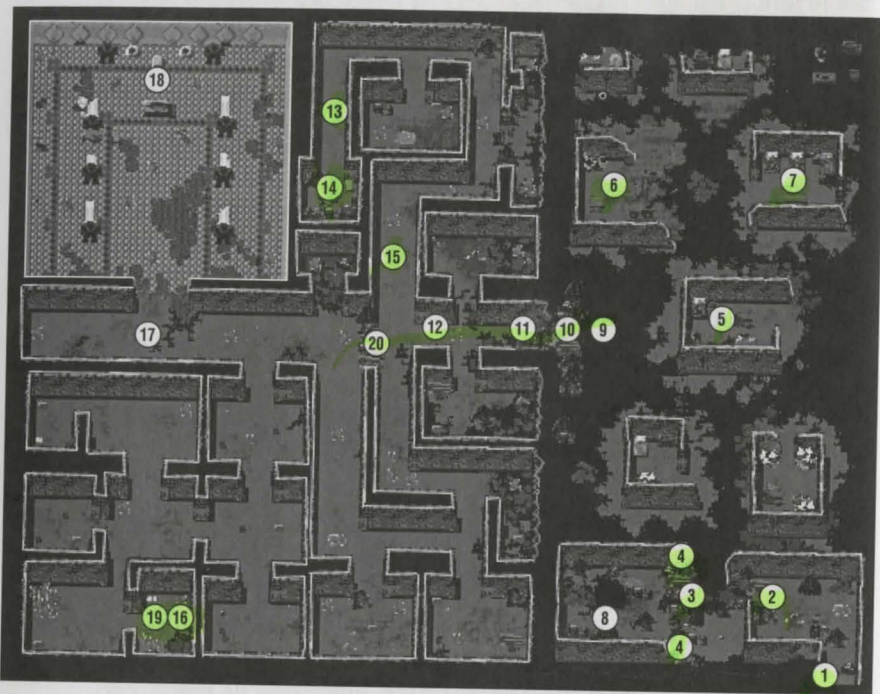
- 1 This is where the party appears after coming through the portal in the Crypt. When the party first arrives, a shambling mound moves from the underbrush and attacks.
- 2 Aravinda, the pyreen protector of the Temple of Cosmos, is struggling along the path after an unsuccessful attempt to stop the Lord Warrior. She calls to the characters for help and explains how to enter the temple and what they must do to seal the Tarrasque in the *Urn of Utatci*. She is badly wounded, but offers to use the last of her strength in order to heal the characters before their battle with the Tarrasque. If, in a gesture of heroism, the characters refuse her offer, Aravinda follows them and gives them advice which may help in the fight against the Lord Warrior.
- 3 Shambling mounds hide in the bushes at these locations, waiting to ambush the unwary.
- 4 The skeletal warriors who took the *Cosmic Scepter* from Aravinda patrol the path circling the temple. The party must find and defeat this group to retrieve the *Cosmic Scepter*, found on the leader's body. The *Cosmic Scepter* is used to lower the magic field at any of the four gates into the temple.
- 5 This gate to the Temple of the Cosmos is attuned to the element of air. Two greater air elementals guard the gate. The party must use the *Cosmic Scepter* it retrieved from the skeletal warriors at location 4 on the capstone of the gate to lower the magical field which blocks entry into the temple. If the active character is a druid or cleric of the elemental sphere of air, he or she may be able to call upon the elemental forces to summon an air elemental. If the active character is not a druid or cleric of the appropriate sphere, greater elementals appear and attack the party. Once the magical field is lowered, the party may enter the temple where the Lord Warrior is performing the ritual to awaken the Tarrasque.
- 6 This gate to the Temple of the Cosmos is attuned to the element of fire. Two greater fire elementals guard the gate. This gate operates in the same manner as the gate at location 5.

- 7 This gate to the Temple of the Cosmos is attuned to the element of earth. Two greater earth elementals guard the gate. The gate operates in the same manner as the gate at location 5.
- 8 This gate to the Temple of the Cosmos is attuned to the element of water. Two greater water elementals guard the gate. The gate operates in the same manner as the gate at location 5.
- 9 The statues at the center of the temple are the source of elemental power, placed there to guard against the Tarrasque eons ago. The Lord Warrior, however, has corrupted that power, and as the party steps into the temple, he releases the Tarrasque with a blast of defiler magic which leaves the entire area devastated. Once the Tarrasque has arisen, the gates lock and the party must defeat the Lord Warrior and the Tarrasque. The Lord Warrior has also summoned skeletal warriors, and the greater elementals at the gates join the battle as well. Be careful when attacking the Lord Warrior because he has cast *fire shield* on himself.

As soon as the battle is over, the party must use *Promere's Hammer*, the *Fire Ruby*, the *Lyre of the Winds*, and the *Cup of Life* on the appropriate statues. If the party does not replace the artifacts quickly, the Tarrasque reforms and attacks again. When all four artifacts have been returned, the Tarrasque is safely sealed within the *Urn of Utatci*.

Congratulations, the party wins!

* UNDER TYR (THE SORROWS)



Synopsis

Before the city of Tyr was ravaged by the Dragon, before Athas underwent a transformation to a desert waste, there existed another city of Tyr, Old Tyr.

This older city was destroyed in the cataclysm that transformed Athas, and the new city was erected on top of it. Nevertheless, there are still some areas of the old city that are accessible from above. Many of these areas are homes to monsters and creatures who fear the daylight. Other areas have been cleaned out and are now homes for bands of thieves. Vast riches still lie below the streets of Tyr, for any of those that are strong or foolish enough to brave the monsters that protect them.

Non-Player Characters in This Region

Gargal

Location 2

Gargal is an 8th-level human fighter, part of Shandel's group. Gargal lets the party into the sorrows if it shows pity for the predicament his band is in, then he asks if the party can help them. Otherwise, the party has to pay him 500 ceramic pieces to enter.

Frangel

Location 3

Frangel is an 8th-level human fighter who was put in charge because of his bright wit. Frangel guards the entrance to the garbage area where everyone has been hearing strange sounds. The party can only pass Frangel after it has gotten permission from Shandel to look into the strange sounds.

Trash Guards

Location 4

These are 8th-level humans who are members of Shandel's band that have been posted to guard duty. The guards offer only vague information.

Shandel

Location 5

Shandel is a mul fighter who has organized some of Tyr's rabble into a group and taught them how to work together to survive. After a confrontation with another gang, Shandel brought his people down into Under Tyr to escape the other gangs that were threatening their existence. The character needs to talk to Shandel before they are allowed into the trash area at location 3. Once they face the umber hulks and return to tell Shandel, more umber hulks break through the west wall at location 10 and capture the citizens at location 9. Once the characters agree to rescue his people, Shandel gives them a *staff sling* +3.

Ladle

Location 6

Ladle is a dwarven cook. He was one of Shandel's good friends, so when Shandel fled to the Sorrows, Ladle came with him. He serves as the healer for the group. Ladle can heal the party if it asks him.

Citizens

Location 9

The citizens are 3rd-level human fighters. The weaker members of Shandel's band, they are currently clearing some trash from what they believe is a passage to another part of the Sorrows. These citizens are the ones that are captured by umber hulks when they burst through the west wall.

* Locations and Events

- 1 This passage takes the party back up to the City of Tyr, location 11.
- 2 Gargal the door guard blocks the entrance to the Sorrows until the party has paid him, attacked him, or asked him to help Shandel out.
- 3 Frangel has been sent to watch the trash area and control access. After getting permission from Shandel at location 5 the party can enter this area.
- 4 Other guards, also on trash guard duty.
- 5 Shandel, who is bedridden because of two broken legs.
- 6 Ladle.
- 7 Several of Shandel's group are in these beds, recovering from wounds.
- 8 This is the hole that Shandel has asked the party to check out. Upon close examination, a trio of umber hulks burst out of the hole and attack.
- 9 Some of Shandel's people, clearing away some trash.
- 10 This is where the umber hulks burst from the wall. They carry away the citizens and retreat into the ancient temple. The entrance to the temple can be found by wading through the trash.

Sorrows Temple

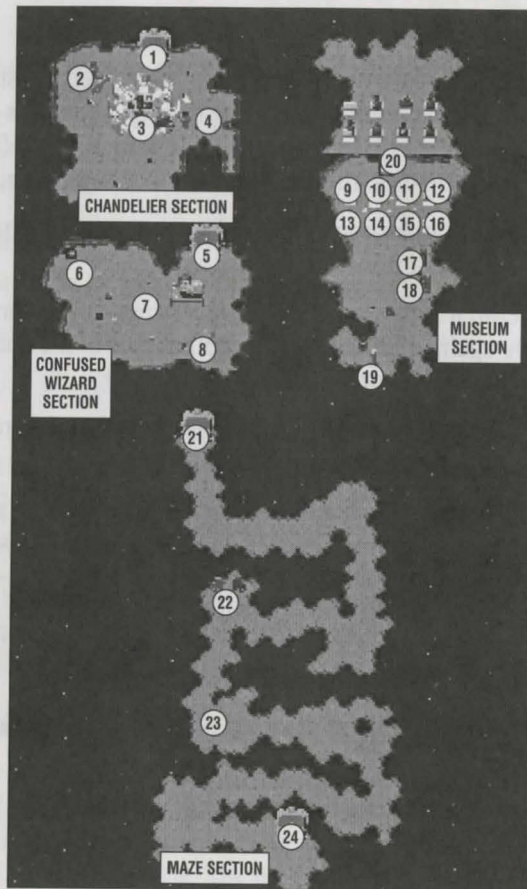
This temple has been buried under Tyr for centuries. Many creatures frequent this area. In fact, there are so many creatures that the supply seems endless — it is. There are always creatures in the Sorrows temple, and there are different ones each time the party enters it. The list of monsters includes greater feyrs, umber hulks, aurumvoraxes, and revenants.

Treasure is also scattered throughout the level randomly. Skeletons may also hold treasure some are easier to loot than others. There are also chests located throughout the level. There is a 70% chance that any given chest has a trap on it on first inspection. Having a skilled thief in the party is the only reliable way to detect traps. Be careful, for some of the traps can be deadly!

- 11 At this point the characters can go back into the Sorrows. If the characters have escorted the citizen from location 14 to here, when he leaves, he'll give them part of the coffer key for location 18 and they get a 10,000 experience point bonus when he exits.

- 12 If the citizen at Location 14 is still alive, the party hears him crying for help.
- 13 UMBER hulks burst from the walls and attack.
- 14 One of Shandel's party is trapped. The party needs to stand close to him in order to rescue him. Refusing to help causes his death. If the citizen gets to the exit, he gives the party part of the coffer-key for location 18. If he dies, the key piece is on or near his body.
- 15 If the citizen from location 14 is being escorted to the exit, more umber hulks burst from the walls.
- 16 The skeleton in this room calls six revenants when searched. Searching again, after the battle, another part of the coffer key for location 18 is found on the skeleton.
- 17 Revenant guards appear as the party approaches the interior of the temple.
- 18 Opening the coffer, the party receives *Bloodletter*, a +4 sword. However, this sword penalizes the user +4 Armor Class when in use. The guardians of the temple — four obsidian golems — activate when the coffer opens. If the party puts the two pieces of the coffer key together from location 16 and location 14 and uses the whole key on the coffer, the golems do not activate.
- 19 This book tells the tale of *Bloodletter's* effect on the defender of the temple.
- 20 Using a pick on this trash pile 40-50 times awards the party 15,000 experience points.

* MOSAIC ADVENTURES



Synopsis

The Chandelier of Ancestry

This room used to be an ancient banquet hall. The Chandelier of Ancestry was a beneficial artifact used by the king of the land, now Ludwig the shadow. Until the Chandelier is repaired, any living form that enters its influence can be shattered into six pieces, called Soul Shards, which attack all remaining living creatures. To fix the Chandelier, the party must put all of the shards into the Chandelier.

The Confused Wizard

Ikibod needs to find the formula which allows him to escape his magical prison. The party must put the ingredients which are scattered around the room into the pot at location 6 in the proper order.

The Museum

This room used to be part of an ancient castle. The busts in the room represent past rulers of the land. To escape the room, each bust must be properly manipulated.

The Maze

One of the few tapestries that connects two areas on Athas, the maze connects the Pyramid to the Jann Tribe region. The Draxans use this corridor to sneak kidnappers into the camp of the jann, in order to steal Magnolia. Unfortunately for the Draxans, there is a strange side effect in this area which causes amnesia. Elsewhere, two champions are fighting, similarly affected by the amnesia.

Non-Player Characters in This Region

Asquir

Location 2

Asquir is trapped until the Chandelier is repaired. Asquir interferes with the characters when they try to talk to Ludwig, unless he is placated.

Ludwig

Location 4

The former king of the land which has been devastated. Like Asquir, Ludwig is trapped by the broken Chandelier. Ludwig, over the course of the battle, tells the characters his life story and eventually tells the party how to get out.

Ikibod

Location 7

Ikibod is a confused wizard who has been trapped and searches for the formula to free himself. Ikibod can't really help the party because of the curse that's been placed on him.

Fletch

Location 18

An old man who can no longer talk, Fletch was dusting the busts when the room was sealed off and he never found out how to get out. Because Fletch is limited to answering yes or no questions, he has little information. 1 tap - I don't know; 2 taps - yes; 3 taps - no; 4 taps - he can't answer that question with "yes" or "no".

The Parrot

Location 19

A parrot which is trapped like Fletch. The parrot has a number of valuable clues about how to solve the puzzle. If the characters feed the parrot crackers, the parrot automatically answers the next few questions correctly. If the lead character is a druid, he or she may be able speak to it, and possibly glean more information.

Hiuwar*Location 22*

A champion from another land, fighting for the honor of his people. He believes that Quelle's people stole some gold from them. As it turns out, Quelle's people are allergic to gold, so they couldn't have stolen it.

Quelle*Location 22*

Quelle is a champion from a far land but has been affected by the amnesia of the Maze, and therefore doesn't know enough to settle his dispute with Hiuwar.

Magnolia*Location 23*

The same Magnolia the party met in Humbleton and the Jann Tribe regions, but this time with amnesia. Magnolia has been kidnapped. Magnolia thinks that the Draxans that kidnapped her are her friends. She is much more likely to help the characters if they agree to help the Draxans too.

*** Locations and Events**

- 1 Leads to the Veiled Alliance Headquarters at location 13, after the *Chandelier* at location 3 has been repaired.
- 2 Asquid interferes with the characters talking to Ludwig, unless he is placated.
- 3 The broken *Chandelier* can be repaired as soon as all of the shards on the ground are added to the broken mass.
- 4 Ludwig, the insane, dead king. When the *Chandelier* is repaired, he is healed and disappears. Before he goes, however, he leaves a crystal shard on the ground for the characters, which can be forged into the *Crystal Sword* in the Volcano Wings.
- 5 A magical *tapestry*, which leads to Tyr at location 31 after the ingredients have been added into the pot at 6 in the proper order.
- 6 This is the pot where the ingredients must be added. The proper order is: Baya Leaves, Erdlu's Blood, Randar's Powder, Hirvelian Herb, Bartini's Elixer, Gavinalia Blossom, and Sethuli Oil.
- 7 Ikibod and Ikibod's book. Ikibod explains his problem to the characters, and recommends that they help, as they're trapped too. He diligently writes in his book any answers that the party finds.
- 8 The magic scales reveal some of the clues to the puzzle if different ingredients are placed upon it and the results are read.

- 9 Take the book from under the bookcase at location 17 and put it on the bust of Biblid.
- 10 Take the sheet from under the parrot at location 19 and put it over the bust of Tamind.
- 11 Take the mirror from the ground and put it on the bust of Finali.
- 12 Leave the bust of Terris alone.
- 13 Take the bust of Horace off of his stand and place him on the empty stand at location 16, after the characters have taken Ellith off.
- 14 Put the bag of money from the ground in the slot on the top of Kaldumeir's head.
- 15 Break the bust of Kchildril.
- 16 Take the bust of Ellith off of the pedestal and put it in the characters' inventory.
- 17 This bookcase is moveable. Under it is the book used with Biblid.
- 18 Fletch, who knows very little.
- 19 The parrot, who has quite a bit of information if a druid talks to it or another character feeds him some crackers. The sheet to be put on Tamind is found at the base of the parrot's perch.
- 20 After all of the busts in locations 9 to 16 have been manipulated, add all of the pieces of the mirror which are scattered about the room to the broken mirror. This repairs it. The party can then go back to the Veiled Alliance Headquarters at location 14.
- 21 Leads to the Pyramid at location 24. Magnolia waits for the party in the maze and the Draxan soldiers disappear if the characters use this exit while Magnolia is following them. The cabinet in the Pyramid returns the party to the Mosaic.
- 22 Hiuwar and Quelle, who are in a never-ending combat. The characters can solve their problem by: 1) Finding out Quelle's name from Hiuwar, and the fact that he stole gold. 2) Finding out from Quelle that Hiuwar is using a "poisoned" weapon. 3) Finding out from Hiuwar that the sword is made with gold. At this point, Quelle mentions that he couldn't have possibly stolen gold, for it is poisonous to his people, and the fight stops.
- 23 Magnolia and the Draxan soldiers. No one remembers anything, so the party can convince the group to follow it to safety. At that point Magnolia remembers and orders the Draxans slain.
- 24 Exit to the Jann Tribe region, location 2.

* TREASURE GUIDE *

The following pages list the majority of magical items found in WAKE OF THE RAVAGER. If an item's special ability is similar to that of a spell, please refer to the appropriate spell description in the rule book for information on what that spell does. Items are divided by type, so all rings are listed together, all wands, together, all *fruit* together, etc.

* Armor

The characters must wear armor on the appropriate parts of their body to get the desired effects. Simply carrying them around in their inventories won't do.

NAME	SPECIAL ATTRIBUTE	LOCATION
<i>Helm +1</i>	+1 to AC	(Location Varies)
<i>Helm +3</i>	+3 to AC	Cloud
<i>Helm of Domination</i>	Domination	City of Tyr
<i>Leathers +3</i>	+3 to AC	Silt Sea Islands
<i>Promere's Armor</i>	+3 to AC per Piece	The Underdark
<i>Shield +1</i>	+1 to AC	(Location Varies)

* Bracelets

Note that only psionicists can use bracelets. Use bracelets the same way the party would use a scroll. Like the *fruit* below, bracelets can be found at various locations scattered throughout WAKE OF THE RAVAGER, so we have not listed their locations.

BRACELET POWERS

<i>Animal Affinity</i>	<i>Intellect Fortress</i>
<i>Biofeedback</i>	<i>Lend Health</i>
<i>Detonate</i>	<i>Life Drain</i>
<i>Ego Whip</i>	<i>Mind Bar</i>
<i>Energy Containment</i>	<i>Project Force</i>
<i>Flesh Armor</i>	<i>Psionic Blast</i>
<i>Graft Weapon</i>	<i>Share Strength</i>
<i>Inertial Barrier</i>	<i>Synaptic Static</i>

* Fruit

Fruit is scattered all through WAKE OF THE RAVAGER, so we have not listed their locations. The party may also buy (and sell) *fruit*. Note that some *fruit* have different attributes than in DARK SUN™: THE SHATTERED LANDS.

NAME	SPECIAL ATTRIBUTES
Acorn	<i>Ironskin</i>
Apple	<i>Protection from Lightning</i>
Banana	<i>Cure Disease</i>
Blue Berry	<i>Remove Paralysis</i>
Corn	<i>Barkskin</i>
Green Grape	<i>Bless</i>
Lemon	<i>Psionic Restore</i>
Lime	<i>Cure Critical Wounds</i>
Orange	<i>Aid</i>
Orange Grapes	<i>Neutralize Poison</i>
Orange Pear	<i>Cure Light Wounds</i>
Purple Grapes	<i>Cure Blindness</i>
Raspberry	<i>Find Traps</i>
Red Pear	<i>Cure Serious Wounds</i>
Star Fruit	<i>Remove Fear</i>
White Grapes	<i>Free Action</i>

* Potions

Potions are usable by every class in the game. They act as one-use spells.

THE POTION'S POWER	LOCATION
<i>Cloak of Bravery</i>	Veiled Alliance Headquarters
<i>Creeping Doom</i>	Silt Sea Islands
<i>Cure Critical Wounds</i>	Volcano
<i>Cure Light Wounds</i>	Volcano
<i>Cure Serious Wounds</i>	Volcano
<i>Free Action</i>	(Location Varies)
<i>Heal</i>	Volcano
<i>Invisibility to Undead</i>	(Location Varies)
<i>Magical Vestment</i>	(Location Varies)
<i>Protection From Fire</i>	Volcano

* Scrolls

Only preservers can use scrolls. Scrolls give the preserver spells that he or she doesn't have in his or her spellbook. If you right-click on a scroll in the party inventory, a description window appears with the appropriate spell icon. Clicking on the spell icon allows a character to memorize the spell and add it to his or her spellbook. If the character already knows the spell, clicking on the icon simply casts it. There are also one-use scrolls, which when right-clicked cast it and then disappear from the character's inventory.

Standard Scrolls

SPECIAL ATTRIBUTES	LOCATION
<i>Blur</i>	(Location Varies)
<i>Chain Lightning</i>	(Location Varies)
<i>Chaos</i>	Volcano
<i>Chill Touch</i>	(Location Varies)
<i>Cloudkill</i>	(Location Varies)
<i>Color Spray</i>	(Location Varies)
<i>Delayed Blast Fireball</i>	The Underdark
<i>Feeblemind</i>	(Location Varies)
<i>Fire Shield</i>	Volcano
<i>Flame Arrow</i>	Volcano
<i>Fog Cloud</i>	(Location Varies)
<i>Gaze Reflection</i>	(Location Varies)
<i>Glitterdust</i>	(Location Varies)
<i>Grease</i>	(Location Varies)
<i>Hold Undead</i>	(Location Varies)
<i>Improved Slow</i>	(Location Varies)
<i>Minor Globe of Invulnerability</i>	Veiled Alliance Headquarters
<i>Melf's Minute Meteors</i>	(Location Varies)
<i>Mirror Image</i>	(Location Varies)
<i>Mordenkainen's Sword</i>	Kalak's Pyramid
<i>Pebble to Boulder</i>	Kalak's Pyramid
<i>Psionic Damper</i>	(Location Varies)
<i>Reincarnation</i>	(Location Varies)
<i>Otiluke's Resilient Sphere</i>	(Location Varies)
<i>Scare</i>	(Location Varies)
<i>Shocking Grasp</i>	(Location Varies)
<i>Slow</i>	City of Tyr
<i>Spirit Armor</i>	(Location Varies)
<i>Tenser's Transformation</i>	(Location Varies)

One-Use Scrolls

SPECIAL ATTRIBUTES	LOCATION
<i>Armor</i>	(Location Varies)
<i>Blink</i>	(Location Varies)
<i>Burning Hands</i>	(Location Varies)
<i>Chain Lightning</i>	(Location Varies)
<i>Charm Monster</i>	(Location Varies)
<i>Cone of Cold</i>	(Location Varies)
<i>Control Undead</i>	(Location Varies)
<i>Death Spell</i>	(Location Varies)
<i>Disintegrate</i>	(Location Varies)
<i>Dismissal</i>	(Location Varies)
<i>Dispel Magic</i>	(Location Varies)
<i>Globe of Invulnerability</i>	(Location Varies)
<i>Domination</i>	(Location Varies)
<i>Enlarge</i>	(Location Varies)
<i>Finger of Death</i>	Kalak's Pyramid
<i>Flame Sphere</i>	(Location Varies)
<i>Forcecage</i>	(Location Varies)
<i>Haste</i>	(Location Varies)
<i>Hold Monster</i>	(Location Varies)
<i>Ice Storm</i>	(Location Varies)
<i>Incendiary Cloud</i>	(Location Varies)
<i>Lightning Bolt</i>	(Location Varies)
<i>Magic Missile</i>	(Location Varies)
<i>Melf's Acid Arrow</i>	(Location Varies)
<i>Meteor Swarm</i>	Volcano
<i>Monster Summoning VI</i>	(Location Varies)
<i>Power Word, Kill</i>	(Location Varies)
<i>Protection from Paralysis</i>	(Location Varies)
<i>Serten's Spell Immunity</i>	(Location Varies)
<i>Spider Strand</i>	Veiled Alliance Headquarters
<i>Stinking Cloud</i>	(Location Varies)
<i>Stoneskin</i>	(Location Varies)
<i>Summon Greater Elemental</i>	(Location Varies)
<i>Vampiric Touch</i>	(Location Varies)
<i>Wall of Fire</i>	(Location Varies)
<i>Wall of Fog</i>	(Location Varies)
<i>Web</i>	(Location Varies)

* Swords and Daggers

NAME	SPECIAL ATTRIBUTES	LOCATION
<i>Bloodletter</i>	+4 (to hit & damage)	Under Tyr
<i>Crystal Sword</i>	<i>Cause Blindness</i> , +3 (to hit & damage)	Volcano
<i>Dagger +2</i>	+2 (to hit & damage)	City of Tyr
<i>Dragonsbane</i>	+4 (to hit & damage)	Beginning Party
<i>El's Drinker</i>	<i>Vampiric Touch</i> , +2 (to hit & damage)	El's Temple
<i>Life Stealer</i>	<i>Disintegrate</i> , +2 (to hit & damage)	Kalak's Pyramid
<i>Steel Sword +1</i>	+1 (to hit & damage)	Beginning Party
<i>Steel Sword +2</i>	+2 (to hit & damage)	City of Tyr
<i>Sword +2</i>	+2 (to hit & damage)	Kalak's Pyramid
<i>Two-handed Sword +3</i>	+3 (to hit & damage)	(Location Varies)

* Miscellaneous Items

As this section's name implies, the items below do not fit in one of the other treasure categories. While some items are very powerful, some are also very weak. Items without charges listed either have unlimited charges or cast a constant spell on the wearer.

NAME	SPECIAL ATTRIBUTES	LOCATION
<i>Bracers of AC 2</i>	Gives user AC 2	The Underdark, Kalak's Pyramid
<i>Bracers of AC 4</i>	Gives user AC 4	Veiled Alliance Headquarters
<i>Deck of Illusions</i>	Monster Summoning V	City of Tyr
<i>Drake Gloves</i>	+3 (to hit & damage)	Volcano
<i>Psi Powerstone</i>	Psionic Restore	City of Tyr
<i>Feather Fan</i>	Activates Magic Tapestry	Veiled Alliance Headquarters
<i>Ranger Boots</i>	+6 to Movement	Humbleton Forest
<i>Ring of Strength</i>	+1 to Strength	(Location Varies)
<i>Scarab of Protection</i>	Protection From Evil, +1 AC	Veiled Alliance Headquarters
<i>Stalker Cloak</i>	Invisibility	The Clouds
<i>Wand of Fireball</i>	Fireballs	The Underdark
<i>Wand of Lightning</i>	Lightning	(Location Varies)
<i>Wand of Magic Missiles</i>	Magic Missiles	The Underdark
<i>Wand of Power</i>	Power Word-Stun	(Location Varies)

* Miscellaneous Weapons

NAME	SPECIAL ATTRIBUTES	LOCATION
<i>Arrows +1</i>	+1 (to hit & damage)	Beginning Party
<i>Arrows +2</i>	+2 (to hit & damage)	(Location Varies)
<i>Arrows +3</i>	+3 (to hit & damage)	(Location Varies)
<i>Axe +1</i>	+1 (to hit & damage)	(Location Varies)
<i>Axe +2</i>	+2 (to hit & damage)	Silt Sea Islands
<i>Beast Club</i>	Charm, +1 (hit/dam)	Humbleton
<i>Bow of Accuracy</i>	+3 (to hit & damage)	Humbleton
<i>Cahulaks +3</i>	+3 (to hit & damage)	(Location Varies)
<i>Chatchka +1</i>	+1 (to hit & damage)	(Location Varies)
<i>Chatchka of Focus Heat</i>	<i>Focus Heat</i> , +2 (to hit & damage)	City of Tyr
<i>Double Spear +1</i>	+1 (to hit & damage)	Kalak's Pyramid
<i>Great Axe +3</i>	+3 (to hit & damage)	(Location Varies)
<i>Gythka +1</i>	+1 (to hit & damage)	Beginning Party
<i>Gythka +3</i>	+3 (to hit & damage)	Veiled Alliance Headquarters
<i>Jasmine</i>	<i>Cloak of Bravery</i> , +3(to hit & damage)	The Underdark
<i>Lotulis +1</i>	+1 (to hit & damage)	Kalak's Pyramid
<i>Lotulis +2</i>	+2 (to hit & damage)	Kalak's Pyramid
<i>Lotulis +3</i>	+3 (to hit & damage)	(Location Varies)
<i>Mace +1</i>	+1 (to hit & damage)	Kalak's Pyramid
<i>Mace +2</i>	+2 (to hit & damage)	Volcano
<i>Polearm +2</i>	+2 (to hit & damage)	(Location Varies)
<i>Quarterstaff +1</i>	+1 (to hit & damage)	Beginning Party
<i>Quarterstaff +2</i>	+2 (to hit & damage)	Veiled Alliance Headquarters
<i>Quarterstaff +3</i>	+3 (to hit & damage)	Crypt
<i>Sling +1</i>	+1 (to hit & damage)	Beginning Party
<i>Sling +2</i>	+2 (to hit & damage)	Volcano
<i>Staff of Paralysis</i>	<i>Paralysis</i> , +2 (to hit & damage)	Yuan-ti Tunnels
<i>Staff Sling +3</i>	+3 (to hit & damage)	Under Tyr
<i>Toothed Club</i>	<i>Shocking Grasp</i> , +2 (to hit & damage)	City of Tyr

✱ **CREDITS** ✱

Authors

CHRIS CARR, ADAM ISGREEN, DON McCLURE

Contributing Authors and Editors

JONATHAN KROMREY, MARK WHISLER

Documentation Manager

EILEEN MATSUMI

Producer

DAN CERMAK

Associate Producer

RICK WHITE

Test Supervisor

GLEN CURETON

Product Testers

CHRIS LANKA, BEN COOLEY

Special Thanks To

JIM WARD

Graphic Design and DTP

Louis Saekow Design: DAVE BOUDREAU, LEEDARA ZOLA

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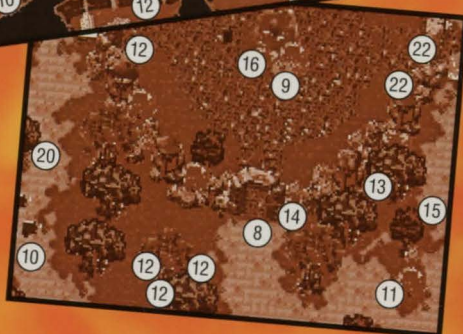
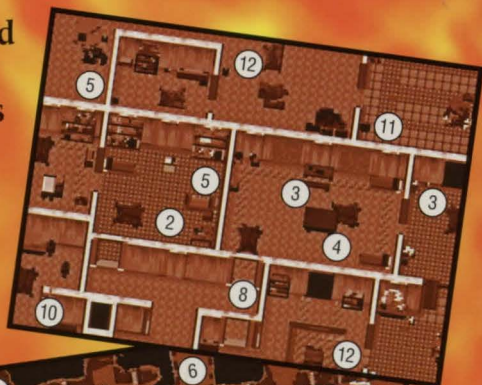
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