

**Advanced
Dungeons & Dragons®**
COMPUTER PRODUCT

TREASURES OF THE SAVAGE FRONTIER
A SAVAGE FRONTIER Fantasy Role-Playing Epic, Vol. II

CLUE BOOK



STRATEGIC SIMULATIONS, INC.™

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INTRODUCTION

TREASURES OF THE SAVAGE FRONTIER is the second in a new series of ADVANCED DUNGEONS & DRAGONS® computer products set in the Savage Frontier, a broad area on the northwest coast of the FORGOTTEN REALMS™ game world. The game presents the characters with the chance to defeat an evil plan to conquer the great cities of the North, a plan which would turn the cities against each other in a series of needless and destructive wars.

STORY BACKGROUND

As the story opens, your party is being hailed across the Northern Realms for their heroism. Officially given the title, "the Heroes of Ascore" by the Lords' Alliance, they enjoy a well-deserved rest in Yartar. But all is still not well in the Savage Frontier.

After their defeat by the party in the Battle of Ascore, The Zhentarim held a meeting with their evil allies: the spies of the Kraken Society, the Magicians of the Hosttower of the Arcane, and the pirates of Luskan.

The Zhentarim introduced a clever new plan. Kraken agents would feed information to the other cities in the region, suggesting that Waterdeep aims to conquer the Savage Frontier for itself. Luskan pirates would attack ships and seize key ports under the flag of Waterdeep, aided by Hosttower spellcasters.

Their goal: to convince the cities of the Lords' Alliance that their leader was betraying them, and start an all-out war. Once the leading cities of the North had expended their forces fighting each other, the Savage Frontier would be ripe for conquest by the united forces of evil.

One problem remained; none of the groups trusted the others. They decided that each of their agents would be given a colored crystal through which they could read coded messages describing each mission — green for the Hosttower, blue for the Krakens, and red for the Zhentarim. Each crystal could read one third of the message, so all three members of the group had to cooperate to learn of their objective.

The messages themselves were printed on the backs of so-called "Lucky Papers." They appeared to bear only an inscription naming the local town and promising they would bring good luck to whoever carried them. Copies of the secret plans would be everywhere, "hidden in plain sight," ready to be decoded only by those who bore the crystals.

As if the Zhentarim plan were not bad enough, another threat hangs over the region. A wave of warmer weather has melted away a small portion of the permanent glaciers that cover the Ice Peak, a small island far to the north. This has revived ancient stories about a dragon hoard there that contains a gem of great magical power.

The hideous undead forces of Hellgate Keep and their living spies and hirelings desire the magical gem. If it falls into their hands, untold evil powers might be unleashed. Their black-robed forces are even now preparing an expedition to the Ice Peak to find the gem.

PLAY SEQUENCE

This clue book presents the various challenges in the game in the order which makes them most logical and easiest to surmount. The key tasks the party must complete to win the game, however, actually can be accomplished in almost any order.

CRYSTALS, LUCKY PAPERS, AND LUCKY PAPER MISSIONS

The crystals and Lucky Papers described above represent the key to the strategy of the enemies of the Lords' Alliance. Since their orders are on the Lucky Papers, and since one of each of the crystals is required to read them, you must capture a complete set to discover and defeat the enemy's plans.

Once one evil ally who is carrying a crystal is killed in battle, all the others will smash their crystals to prevent the party from capturing a complete set. For this reason, the party can only capture a single crystal in any one of these battles. This will always be the crystal of the first enemy to fall, and you must plan your strategy accordingly.

To read a Lucky Paper, READY it and then select the USE command. For each color of crystal the party has found, one third of the letters in the secret message will appear.

IMPORTANT NOTE: To complete the first portion of the game, the party must complete the first nine of the "Lucky Paper missions." Once this has been done, they can go to Mirabar and stop that city from abandoning the Lords' Alliance by exposing the evil plan to discredit Waterdeep. Doing so completes the tenth (and last) Lucky Paper mission and propels the party into the second portion of the game.

If you're ever unsure about what to do next or want to know if all the Lucky Paper missions have been completed, use the CROWN option in the encamp menu after you have visited Amanitas in Secomber. (You must visit Amanitas in order to receive this magical item.) He will tell you the general direction and problem of the next easiest Lucky Paper mission.

WILDERNESS TRAVEL

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

Traveling through forests and mountains will result in more frequent encounters with higher level wandering monsters. Moors are even more dangerous to traverse — go around them whenever possible. Deep forest is the most dangerous terrain of all.

Rain slows the party's progress slightly, but snow can reduce its pace to a crawl. Try to avoid passing through especially dangerous terrain in the snow, since the delay makes encounters with wandering monsters more likely. Combat in the snow can also be difficult if your party needs to rely on speed and maneuverability.

River travel is relatively safe and simple in the Forgotten Realms. Wandering monster encounters are less frequent than on land, and at times it may be easier to enter cities and towns by boat than on foot.

FALLING IN LOVE

The lead character in the party will have the opportunity to fall in love with one of the NPCs ("Non-Player Characters") whom the party meets. Whoever holds the lead position when the party descends the stairs into Geildarr's Keep will be the one who enjoys this opportunity. If the character is male, Siulajia may fall in love with him; if the character is female, love may bloom with Jarbarkas.

But it is not certain that such a love will develop. If the party character hangs back in battle, he or she may not earn the respect of the NPC. If the party character shows cruelty to helpless people or does not pursue the Good, the NPC's affection for him or her will be destroyed.

Once either an NPC or a party member has fallen in love, their behavior in combat will change. If the person they love is killed or becomes unconscious in the fighting, the remaining lover will lose control and blindly attack the enemy. You will not be able to direct their

actions for the duration of the current battle. Plan ahead to avoid unexpected problems in complex encounters.

Once a character is in love, if their lover is dropped from the party their performance in combat will be affected for the remainder of the game, since part of their spirit has been dropped as well.

By the same token, characters who are in love will fight with heightened skill, since they are highly motivated to live through every battle and achieve their shared, noble goals.

At some point in the game both characters may announce to the rest of the party that they have fallen in love. They will ask the blessing of their fellow characters to continue on their mission together. This blessing should be given, for if it is withheld the NPC will leave the party in shame and the abandoned character will perform poorly for the duration of the game.

EXPLORER'S GUIDE

It is autumn in the Savage Frontier, and the party is enjoying a well-deserved rest in Yartar after their victory in Ascore only a few weeks ago.

Suddenly the adventurers find themselves in a smoky, fire-lit room in Llorkh. Beside them stands a group of dwarves and their old friend, the magic-user Amelior Amanitas. A dwarven uprising is underway at Llorkh, as the population revolts against the Zhentil occupation just as the trickle of bloody survivors from Ascore filters back through town.

The party has been summoned there by Amanitas on behalf of the dwarves, who have heard of the party's heroism and seek their support. They need help to free the city, and in the process they hope to deprive the Zhentarim of their last major base in the Savage Frontier.

A. Llorkh

Synopsis: Llorkh is a battle-torn city. The dwarves are fighting for their liberation, and the forces of Zhentil Keep are fighting to retain their last stronghold in the Savage Frontier.

Lord Geildarr rules Llorkh with magic and cruelty from deep within the Keep, a stronghold that includes a small dungeon. The party must defeat the Zhentil forces in the town, then descend into the Keep, locate the evil mage Geildarr, and destroy him.

New Zhentarim troops are straggling in from their disastrous defeat at Ascore, and dwarves are coming from the nearby mountains and hills to support the rebellion as well. In the middle of many battles, one or both sides will receive reinforcements that may alter the balance of power in the fight.

The order in which you fight the battles in Llorkh is important. The force guarding the Keep is very large, so the party must

defeat the Zhentil troops and Lordsman elsewhere in the city before attempting to enter the Keep. This will reduce the number of guards, since many of the men and monsters will leave to try to reinforce the portions of the city you are liberating.

Resting: The party can rest safely in the inns and in the portions of the city under the dwarves' control. They can also rest in the entryway of the Keep after it has been cleared.

Wandering Monsters: None.

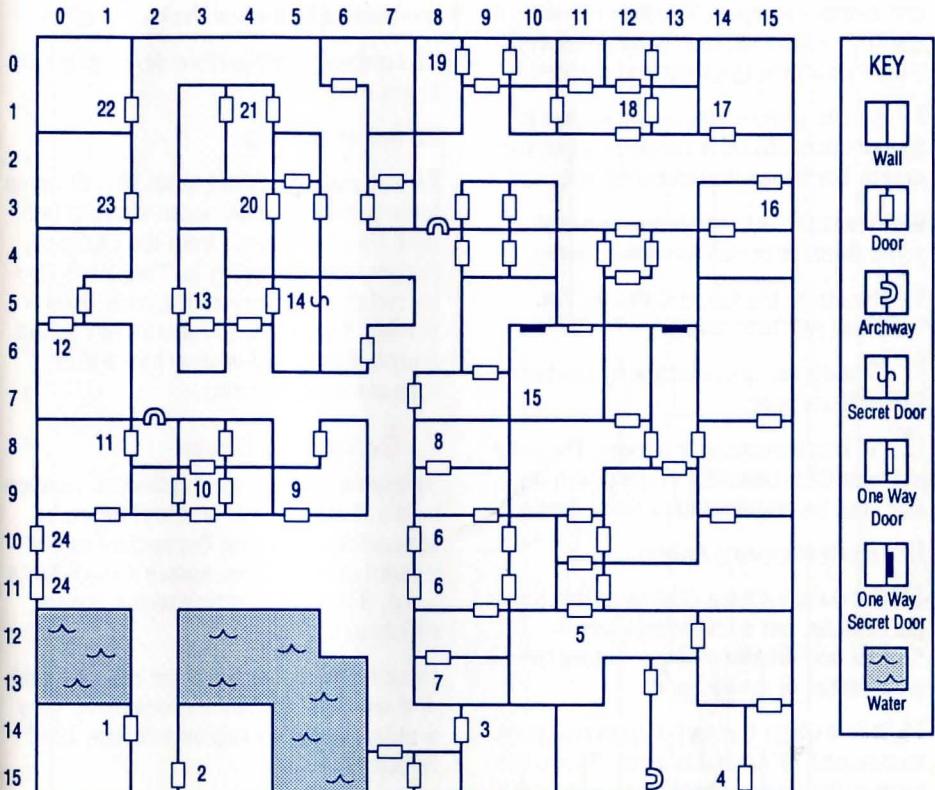
Events:

1 Here the party encounters several friendly dwarves.

2 Downstream Boat Rentals. The shop is closed until river travel is safe — after the party has defeated Lord Geildarr.

3 Lordsman are enlarging an opening they have broken in a wall here, planning to launch a surprise attack against the

LLORKH



KEY

- Wall
- Door
- Archway
- Secret Door
- One Way Door
- One Way Secret Door
- Water

dwarven leaders. They release griffons to help fight for their cause when they attack the party.

4 Ettins and fighters are preparing to attack the dwarven stronghold.

5 The party comes upon ettins, driders, and Zhentil fighters sneaking quietly into the dwarven quarter.

6 This courtyard serves as the entryway to Geildarr's Keep. When the party arrives in Llorkh many men and monsters are gathered here, standing guard before the stairs down into the Keep. As other areas are

cleared, reinforcements leave the courtyard to try to retain the Zhentarim hold on the city, leaving fewer men and monsters to defend the Keep. Attack here only after the party has helped the dwarves eliminate the Lordsman and Zhentil fighters from the rest of the city.

NOTE: Be sure to read "Falling in Love" on page 4 of this book before descending the stairway.

"Llorkh" continues...

7 An image of Lord Geildarr confronts the party here, but vanishes as soon as anyone swings a weapon. This sets off an alarm. The next step the party takes will trigger an attack by efreet and driders.

8 Here the party is met by an illusion of an evil enchantress. It vanishes when the nearby Lordsmen and efreet attack.

9 Ettins and Lordsmen have cornered some dwarves in this run-down tavern.

10 The Inn of the Lucky Caravan. The party can rest here safely.

11 Dwarves are under attack by Lordsmen and griffons here.

12 Evil harpies occupy this room. The party will hear their beautiful singing from outside, but be prepared for a fierce battle.

13 The Gentlemen's Armory.

14 The dwarves have destroyed this temple of Bane, but a few worshipers — Banites and driders — linger before the great statue of the evil god.

15 This is where the party begins the game, summoned by Amanitas' spell. This is the heart of the dwarf-held portion of Llorkh. Amanitas and Milzorr, the leader of the dwarves, will welcome them and tell about the rebellion against the Zhentarim.

16 This is a Temple of the dwarf god Dumathain.

17 Occupying this closed and deserted tavern are Lordsmen and griffons.

18 A simple man runs a simple inn here. The party is welcome.

19 Driders occupy this dark chamber.

20 A single Zhentarim, apparently some kind of healer, has encamped here to help two wounded soldiers. If the party does not attack, he will pass along some useful information.

21 In this room Lordsman are peering up at driders in their webs. Both men and monsters attack when the party enters.

22 Lordsman and griffons occupy this old tower.

23 Hall of Training.

24 The main gates of Llorkh. The dwarves have barred the gates in an effort to prevent Zhentil refugees from the Battle of Ascore from straggling in. They have also barred them to prevent the party from leaving. They must go into the Keep, find Lord Geildarr, and destroy him before they can leave the city.

B. Geildarr's Keep

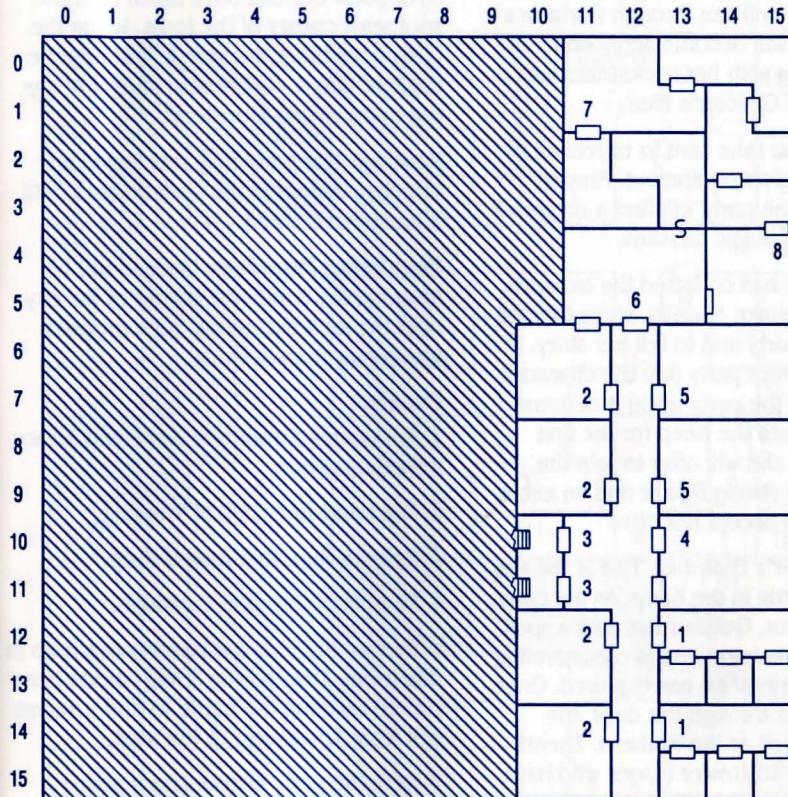
Synopsis: After murdering the last dwarfen leader, Lord Geildarr and his Zhentarim supporters expanded the ancient underground dungeon now known as Geildarr's Keep. It is there that he resides, issuing orders to his forces.

Once the party has freed the rest of Llorkh and crushed Geildarr's forces there, they must go into the Keep and destroy Lord Geildarr himself.

Resting: The party may rest safely in a) any of the guard barracks if they are empty; b) any of the rooms with high ceilings, if they are empty; c) the black-caped man's room; d) Cortarra's chamber; and e) in Lord Geildarr's room.

Wandering Monsters: In the main hallways, Lordsmen and Zhentil fighters will be encountered. Around Cortarra's area and near Geildarr's Chamber, Lordsmen and driders will appear. In the storage area to the southeast, carriion crawlers can be found. Each of these battles will occur no more than five times.

GEILDARR'S KEEP



Events:

1 Food storage area. Carrion crawlers have moved in to scavenge here.

2 Each of these rooms is a barracks, housing driders and Lordsmen. The troops are often on patrol, leaving some of the barracks rooms empty.

3 To the west are the stairs that lead up from Geildarr's Keep to the city of Llorkh. The party may retreat from the Keep for rest or healing and then return to continue the fight.

4 Hill giants and Zhentil fighters use this as a gaming room.

5 These two chambers house ettins and hill giants from Geildarr's forces. They are often out on patrol, leaving the rooms unoccupied.

6 Here a black-caped man is giving orders to a mixture of troops — an ettin, hill giant, and drider among them.

7 The evil enchantress, Cortarra, resides in this chamber. When the party enters she attempts to deceive them by taking the shape of her prisoner, Siulajia. Confronted with the image of identical twins, the party must solve the puzzle to sepa-

"Geildarr's Keep" continues...

rate friend from enemy. Cast a *detect magic*, *detect evil*, or *dispel magic* spell, and the caster will see through Cortarra's disguise. She will become angry and attack — along with her cockatrice pets and several of Geildarr's Men.

After the battle, take care to collect all of Cortarra's magical equipment. Among other things, the party will find a *dagger+2* and a *wand of magic missiles*.

After the party has collected the treasure, Cortarra's prisoner, Siulajia, steps forward to thank the party and to tell her story. If the leader of your party (i.e. the character at the front of the party when it descended the stairs into the Keep for the first time) is male, she will offer to join the party. She is a strong fighter and an excellent archer, so accept her offer.

8 Lord Geildarr's chamber. This is the site of the final battle in the Keep. As the party enters the room, Geildarr has cast a spell to animate a skeleton and is commanding it to attack a fighter he has captured. Once the party walks through the door, the skeleton (as well as the Krakens, Zhentil captains, and Hosttower mages who have been watching this event) turn to attack.

This encounter is in two parts; in the first segment the party must defeat the skeleton and the group of men with it. In the second portion Lord Geildarr himself will attack, along with many guards. The captive whom the party saved from the skeleton will fight on your side in this second battle. His name is Jarbarkas.

If the leader of your party (i.e. the character at the front of the party when it descended the stairs into the Keep for the first time) is female, Jarbarkas will offer to join the party. He is a strong fighter and an excellent archer, so accept his offer. If Siulajia is already in the party he will thank them for saving him, then depart.

C. Loudwater

Synopsis: Undead have taken over the southeast corner of the town. When the party goes there, be sure it is during the daylight hours — darkness always brings out more roving monsters.

Resting: The party may rest inside any building, except in the undead area until it has been cleared.

Wandering Monsters: Undead will be found in the southeast corner of the city until the area is cleared. Each monster group may appear twice.

Events:

1 Armogh's Armoire of Arms and Armor, a weapons shop.

2 The Loudwater Hall of Training.

3 Unicorn Run Boat Rental shop.

4 Temple of Corellon Larethian.

5 Several Krakens are peering at a map in this room. Turn on the SEARCH mode here before entering the battle to find a secret exit from Loudwater to the west.

6 Here the party encounters a young woman whose mother has been kidnapped — or so she says. Actually, she is a greenhag who has changed shape to try to lure the party into the building to the south.

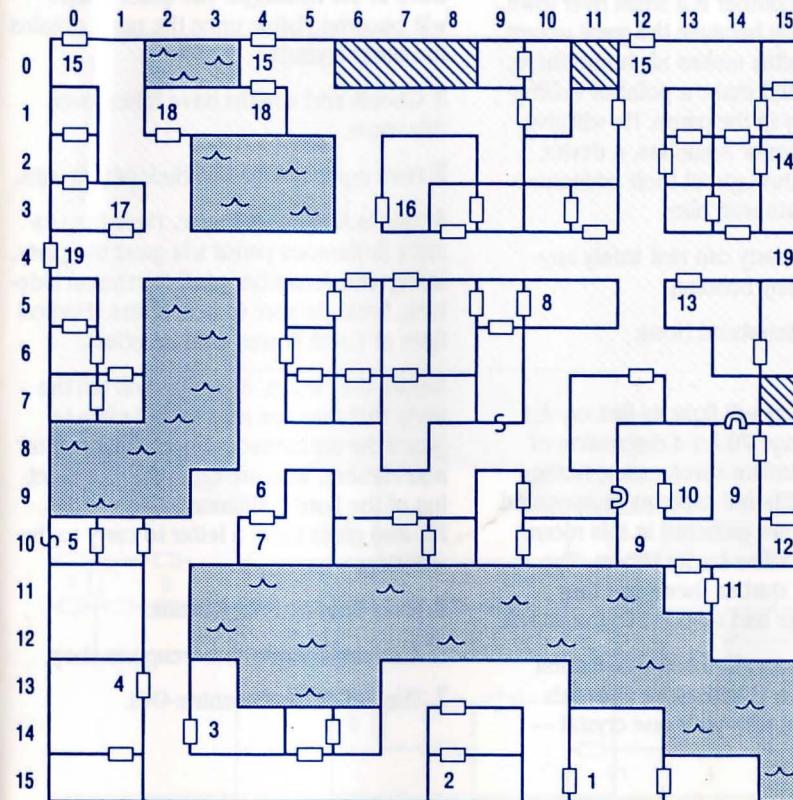
7 The greenhags live in this room. Whether the party believed the act put on by the greenhag outside the door or simply came here later while exploring, the greenhags will greet them with sharp claws.

8 More Krakens occupy this room. After fighting them, the party will discover a portion of their orders.

9 Ghouls patrol this older, undead-occupied area of Loudwater.

10 Ghouls and wights stand guard in this chamber.

LOUDWATER



11 Ghouls, wights, and wraiths inhabit this old mausoleum.

12 This long-vacant, dust-filled room is occupied by ghouls and wights.

After the party has cleared these three undead-controlled rooms (numbers 10-12) and destroyed the wandering ghouls in the corridors, the people of Loudwater will cautiously return to the area. They will reward the heroes with a *cloak of protection+2*.

13 Enalin's Shop of Adventurers' Supplies.

14 Beautiful singing draws the party into this chamber. Ugly harpies attack once they get there.

15 Guards will not allow anyone, even the party, to travel this way.

16 Pirates and banites hover over a sack of booty in this room.

17 The Woodlands Inn.

18 The Tavern O'er the Waters, straddles the River Shining here. The party can pass through this tavern to cross the river, as they did to surprise Vaalgamon in GATEWAY TO THE SAVAGE FRONTIER.

19 City guards watch the gates of Loudwater at these locations.

D. Secomber

Synopsis: Secomber is a small river town, well-known only because the great wizard Amelior Amanitas makes his home there. The party should make a point of visiting Amanitas early in the game. He will give them the Crown of Amanitas, a device they can use throughout their adventures to communicate with him.

Resting: The party can rest safely anywhere inside any building.

Wandering Monsters: None.

Events:

1 Here the party will fight its first crystal battle. (See page 70 for a discussion of crystals.) Hosttower sorceresses, Kraken masters, and Zhentil captains (augmented by hill giants) are gathered in this room, puzzling over a few Lucky Papers. The party's arrival startles them, but they quickly recover and respond to the attack.

The party will also find some of its first Lucky Papers in the treasure after this fight. USE them with your one crystal —

you will see only every third letter of each word in the message. The other letters will become visible once the party obtains the other crystals.

2 Ghouls and wraiths have taken over this room.

3 Here ogres are feeding their pet otyughs.

4 This is Amanitas' House. Here the wizard's (in)famous parrot will greet the party, along with Amanitas' gruff Northman sidekick, Erek. Be sure to accept the "Magical Item of Great Power" that he offers.

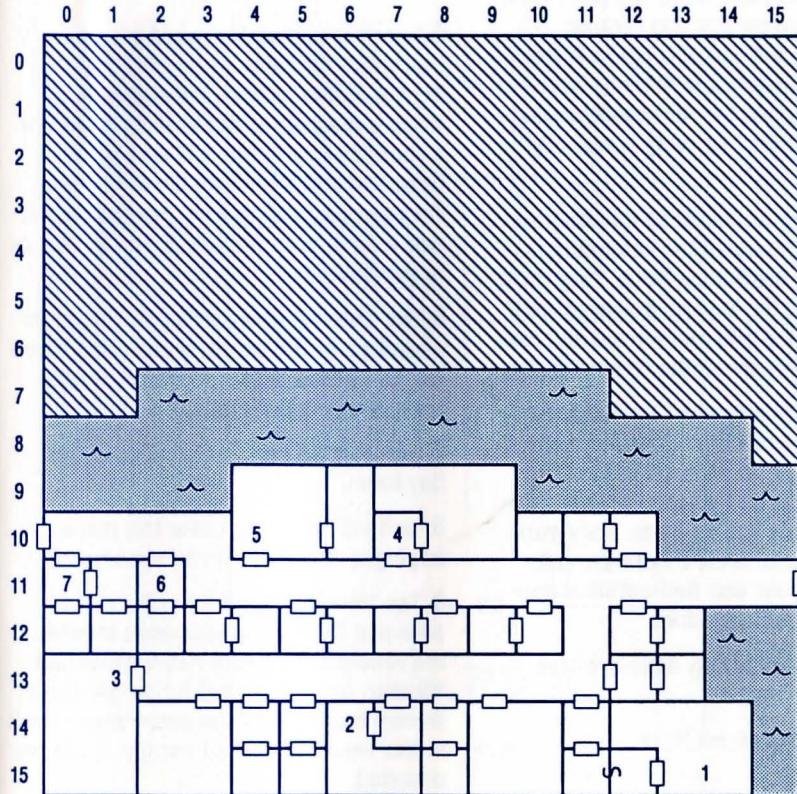
Before they leave, Amanitas will tell the party that they are needed in Leilon to guard the ambassadors from Neverwinter and Mirabar, who are en route to a meeting of the Lords' Alliance in Waterdeep. He also gives them a letter to carry to the meeting.

5 River Shining Boat Rentals.

6 Anthemas' Armory, a weapons shop.

7 The Inn of the Eccentric Owl.

SECOMBER



KEY



Secret Door



Impassable

E. Leilon

Synopsis: Amanitas sends the party here to find the Neverwinter and Mirabar ambassadors and escort them to Waterdeep. Unfortunately, the Krakens have already kidnapped the Ambassadors and taken them north. The party is walking into a trap.

When the party arrives in Leilon, they are drawn by the sound of the celebrating at the Tavern of the Rutting Buck. They must avoid entering the Tavern, however, until they have rested and memorized all possible spells to prepare for the coming battles.

When the party enters the Tavern, they will be welcomed warmly and fed a sumptuous meal. The food, of course, is drugged, and soon the unconscious characters are hauled off to a cell. They must figure out how to escape from the cell, explore the town, and find out what happened to the Ambassadors.

Resting: The party may rest anywhere inside any building.

Wandering Monsters: None.

Events:

1 Two hungry bulettes have tunneled up into this room.

2 Having seen the bulettes in the chamber south of here, disguised Zhentil fighters, hill giants, and cyclopskin are fleeing through this room. The party may choose to fight them or let them pass.

3 The Inn of the High Road occupies several rooms here and to the south.

4 In this room the party will find hell hounds and cyclopskin.

5 Spectres and wights guard this chamber, which contains a powerful magic item: a *Potion of Spell Enhancement*. When a magic-user drinks this potion, for a short time he or she will cast spells at three levels greater than his or her own. For example, a sixth level magic-user will cast a ninth level *fireball*, *lightning bolt*, or *magic missile*.

6 The webs of giant spiders fill this room — and so do the beasts themselves. Extra care is needed in this battle: one of the spiders breathes lightning!

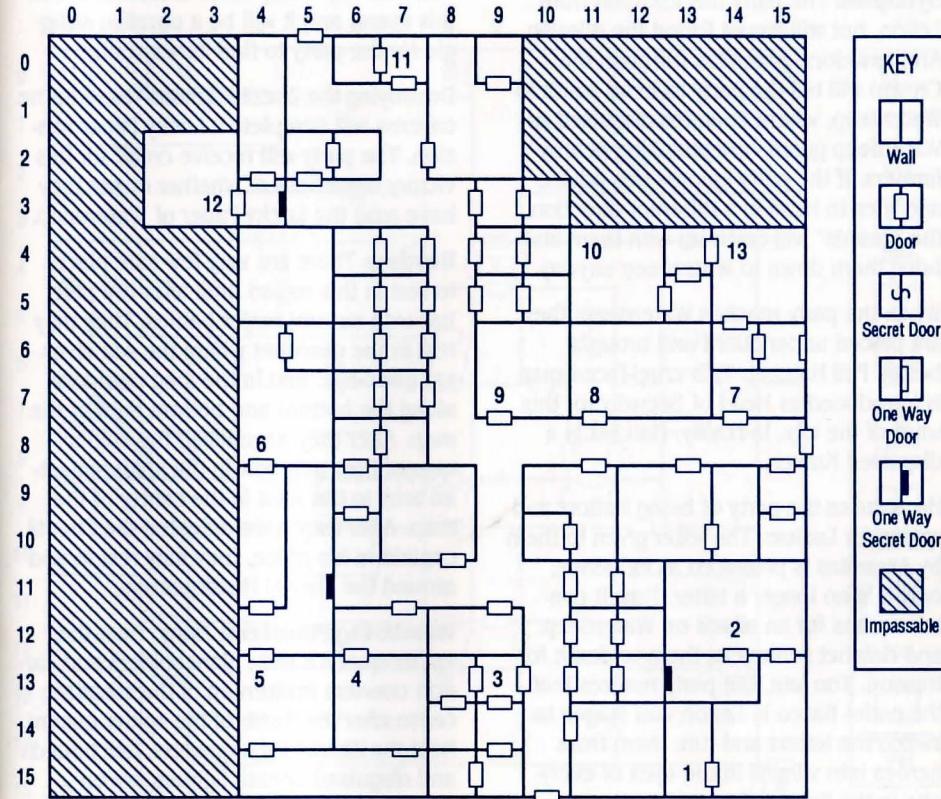
7 Amaani the Prescient resides in this tiny room.

8 Griffons have taken over this stable, hoping to find some fresh horse meat.

9 The Tavern of the Rutting Buck. It is here that the party is supposed to meet the Ambassadors from Neverwinter and Mirabar, but will instead be drugged and thrown into a cell. If the party comes back to the Tavern after their escape, it will be deserted.

10 This converted barn is where the party will awaken after their drugged sleep. It is an empty room with a straw-covered floor, and guards stand outside the only exit. The party will consider several different plans to orchestrate their escape. What they do not know is that their capture is part of a bigger plan, first to discredit and then to destroy the famous Heroes of Ascore. Whatever plan of escape the party selects, they will be victorious, because their escape is part of the enemy plan.

LEILOM



Important Hint: Travel south to Waterdeep when leaving Leilon after escaping from the guarded barn. Before the party gets close to Waterdeep, stop and encamp. *Save the game.* Rest the party fully and rememorize all spells — the party will need every bit of its strength and firepower to get through the next segment of the adventure. You'll want a saved game to fall back to if you have trouble.

11 The shop of Boryth & Plum, an adventurers' supply and outfitting company.

12 After the party escapes from the barn, fights its way through various guards and ascends a narrow stone stairway, they arrive here. The building is a deserted farmhouse.

13 The party runs into hillgiants, Waterdeep guards, and cyclopskin.

F. Waterdeep and the Caverns

Synopsis: The party has escaped from Leilon, but still hasn't found the missing Ambassadors. Amanitas (through the Crown) will tell the party to head south to Waterdeep, where enemies disguised as Waterdeep guards are attacking nearby farmers. If the party ignores this advice and tries to head in a different direction, the "guards" will catch up with them and bring them down to Waterdeep anyway.

When the party reaches Waterdeep, they are placed under guard and brought before Fell Hatchet. This cruel-faced man is introduced as Head of Security for this ward of the city. In reality, Hatchet is a disguised Kraken.

He accuses the party of being traitors and spying for Luskan. The letter given to them by Amanitas is produced as evidence, only it is no longer a letter. Now it contains plans for an attack on Waterdeep, and Hatchet sentences them to death for treason. Too late, the party realizes that the entire fiasco in Leilon was staged to switch the letters and turn them from heroes into villains in the eyes of everyone in the Savage Frontier.

The guards drag the party members to a pier, chain them to an anchor, and summarily toss them into the Trackless Sea.

But Tymora is smiling on the party. Local sirines (lovely maidens who are equally at home in air or water) see the party thrown into the icy seas and swim to them to release the chains. They bring the party to the hidden underground caverns of the sea elves.

After listening to the party's story, the sirines and elves tell them that the only safe means of escape from the caverns lies through an ancient dungeon. Unfortunately, the dungeon is known to be the home of fearsome monsters. It is also the hidden headquarters of the disguised Waterdeep

guards who have been raiding the farms near the city. Many other creatures live in this maze, and it will be a puzzling struggle for the party to find its way out.

Destroying the Zhentil fighters' base in the caverns will complete a Lucky Paper mission. The party will receive credit for this victory regardless of whether or not they have read the Lucky Paper of Waterdeep.

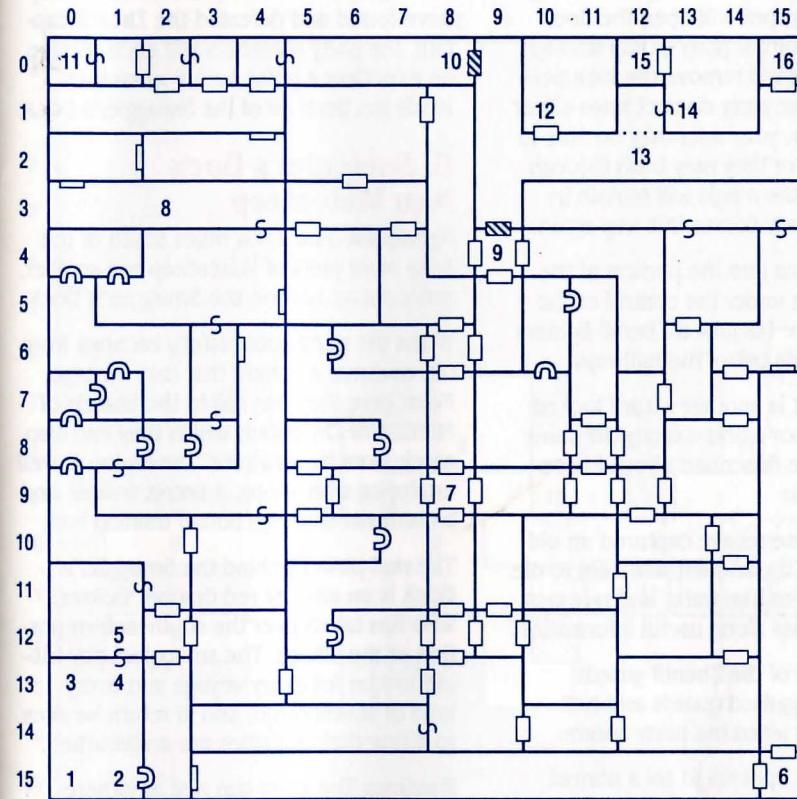
Resting: There are very few safe places to rest in this region until after the party has won several major battles. They may rest in the chamber where the sea elves say good-bye, and in the long corridors along the bottom and bottom right of the map. After they have killed the spider queen, they may rest in the spider-infested area to the west in the center of the map. After they have defeated the Zhentil captain in his office, they may rest in and around the Zhentil Headquarters.

Wandering Monsters: Many. Near the spider queen's web, giant spiders and carrion crawlers (maximum of three battles; cease after the death of the spider queen). Near the Zhentil Headquarters, hell hounds and disguised Zhentil fighters are on patrol (maximum of three battles; cease after the Zhentil captain is killed). In most of the remainder of the maze, an assortment of otyughs, wights, giant slugs, and ghouls (maximum of five such battles).

Events:

- 1 This is where the party will start its trip through the maze.
- 2 In ancient days gone by, the Great King Mandoul ruled this region, and these caverns lay beneath his mighty castle. All that remains now is a massive gateway to the east, above which a *magic mouth* proclaims Mandoul's greatness and warns away all who would pass. The party must go east here, but when they pass through the gateway the stone guardians carved on either side will come to life and attack.

WATERDEEP AND THE CAVERNS



3 To the north is a wall, partly standing, partly broken into rubble. The party cannot dig through.

4 Another heap of rubble, but this time the party can dig through. If necessary, they can return through here to rest safely in the room where the elves said good-bye.

5 Carrion crawlers will attack when the party travels here.

6 A pit trap is set in this floor.

7 This is a very strange room, built to confuse and disorient Mandoul's enemies. The party will lose its bearings until they take three consecutive steps in any one direction.

8 The spider queen rules here, and this is where she spins her web. When the characters reach her web, she will attack without warning.

In this battle it is likely at least one member of the party will be poisoned, so try to keep your cleric safe. He or she will then be able to cast *neutralize poison* spells on all those who go down. After the battle, remember to take along the magical sword found in the treasure.

"Waterdeep and the Caverns" continues...



9 To the north is a wizard locked portal, a door closed tight with a magical locking spell. A *knock* spell will open the door long enough for the party to slip through. A *dispel magic* will remove the lock permanently. If the party doesn't have either of those spells, your thief may be able to pick the lock, or they may bash through the door, but the magic will remain in effect if the party comes this way again.

This door opens into the portion of the caverns that is under the control of the Zhentil captain. Disguised Zhentil fighters and hell hounds patrol the hallways.

10 To the east is another wizard locked portal. This door works exactly the same way as the one described above in section 9.

11 Zhentil fighters have captured an old man, tied him up, and left him here to die. If the party gives him water and releases him, he will pass along useful information.

12 This is one of the Zhentil guards' chambers. Disguised guards and hell hounds attack when the party enters.

13 Although it appears to be a normal wall, to the north only an illusion blocks the party's way. Behind the magic barrier is the entryway to the Zhentil captain's headquarters.

14 An otyugh and several disguised guards occupy these barracks. They will attack when the party enters. Hell hounds will join the battle from the north on the next round, so plan your combat strategy accordingly.

15 This is the Zhentil captain's office. His pet hell hounds, his guards, and he himself will attack when the party enters. After the battle, the party will find proof that the attacks on the farms near Waterdeep have been carried out by enemy forces. This resolves the second of the Lucky Paper missions.

16 Here the party finds a rope ladder leading up and out of the caverns. If they have found and defeated the Zhentil captain, the party members will each receive an experience point bonus when they reach the fresh air of the Smuggler's Dock.

G. Smuggler's Dock Near Waterdeep

Synopsis: Just a few miles south of the busy main piers of Waterdeep is a smaller, more secret harbor: the Smuggler's Dock.

When the party successfully escapes from the caverns, it is here that they emerge. From here they can sail to the Islands of Mintarn or Orlumbor, which they can also reach from Neverwinter. The region is well equipped with shops, a secret temple and a cutthroat (but functional) training hall.

The real power behind the Smuggler's Dock is an ancient red dragon, Golozz, who has taken over the southeastern portion of the village. The smugglers pay tribute to him for every voyage and every load of stolen cargo, and in return he sees to it that their activities are undisturbed.

Resting: The party can rest anywhere inside any building, except near the red dragon until the party has defeated him.

Wandering Monsters: None.

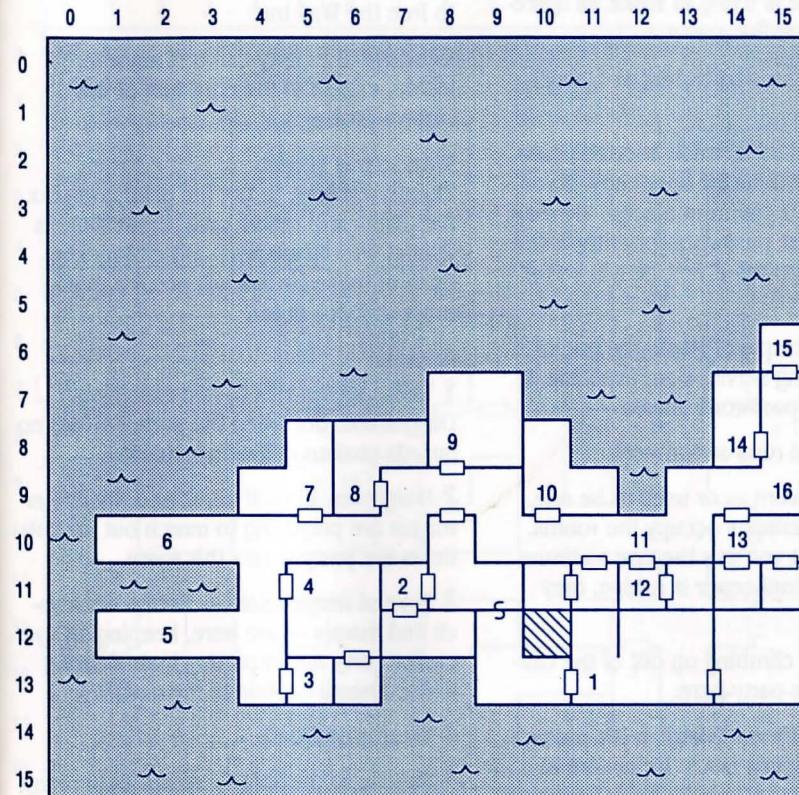
Events:

1 The chamber of the red dragon, Golozz. He is very angry to see the party arrive without more tribute and more treasure.

In battle, take care to fan out the party members as they approach. This prevents the dragon's formidable breath weapon from hitting everyone at once. Make good use of your *lightning bolt* spells. Try to move the magic-users as far to the north of Golozz as possible, so that the bolt will hit the wall next to him, bounce back, and hit him again.



SMUGGLER'S DOCK NEAR WATERDEEP



2 Hill giants and pirates bunk here.

3 Upstream Boat Rentals.

4 This is a warehouse filled with recently arrived goods, guarded by pirates and Hosttower mages. One of the mages sends a giant skeleton after the party when they attack.

5 From this dock you can reach Orlumbor. Be sure to arrive between 5:00 and 7:00 in the morning — otherwise, you may be attacked as thieves. The smugglers keep a few fire giants on hand to deal with intruders into their clandestine operations.

Don't let the ship captain overcharge you for passage. He's a hard bargainer, but you can haggle and reduce the price.

6 This dock is like the one to the south — arrive early, avoid the fire giants, and be sure to hold out for the reduced-rate passage. The only difference is that the ships here are bound for Mintarn.

7 This is a rare office of the Sword Coast Map makers. The maps are well worth the price and should be purchased.

"Smuggler's Dock" continues...

I. Way Inn

Synopsis: To complete the Lucky Paper mission that the party began by freeing Daggerford, they must locate the enemy headquarters and free Dauravyn Redbeard, the Master of the Way Inn.

From here, investigate the happenings in and around Yartar and Triboar.

Events:

1 Coz Coldrain the Shopkeeper's store. The rear door has been left open.

2 Neo-otyughs, Zhentil lords, and Hosttower mages are rummaging through this storeroom.

3 Neo-otyughs, Hosttower sorceresses, and a Zhentil captain now occupy these barracks.

4 The Limantour Saddlery and Blacksmith.

5 This, the main entryway of the inn itself, is guarded by neo-otyughs, margoyle, and greater margoyle.

6 A large contingent guards the hallway here. It includes Kraken masters, neo-otyughs, margoyle, and Hosttower mages.

7 Here the party will find a spiral staircase, climbing to the second floor of the

inn. If they ascend, they will end up at coordinates 6,13.

8 Another spiral staircase. This one leads to 9,13.

9 This is the top of the staircase at coordinates 6,5.

10 This is the top of the stairs at 9,5.

11 A meeting of the evil alliance is underway at this location, with Kraken masters, Zhentil lords, Hosttower sorceresses and mages. Each carries one of the colored crystals.

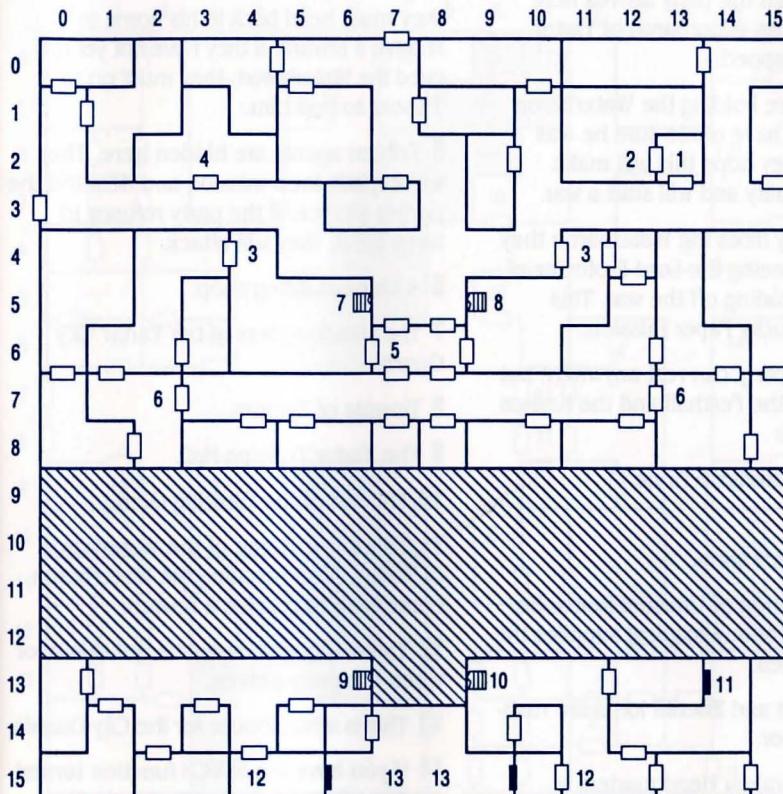
12 This room is filled with margoyle, Krakens, and mages.

13 A Zhentil lord commands the forces who are holding Dauravyn Redbeard captive here. They attack with neo-otyughs, greater margoyle, and Hosttower sorceresses.

After the battle, the party will free Redbeard, and he will explain some of what has happened here. Later he will offer the party a reward for his rescue: several gems and one set of *bracers, armor class 2*.

This encounter completes the Lucky Paper mission of Daggerford and the Way Inn.

WAY INN



J. Yhtar

Synopsis: When the party arrives here they find that the Waterbaron of Yhtar has been kidnapped.

The Krakens are holding the Waterbaron in Triboar and have made sure he was seen there. They hope this will make Triboar look guilty and will start a war.

When the party frees the Waterbaron they talk him into seeing the Lord Protector of Triboar and heading off the war. This completes a Lucky Paper mission.

Resting: The party can rest anywhere but in the streets, the Festhall and the Kraken area.

Wandering Monsters: None.

Events:

1 Barge builder's shop.

2 Frydhazes' Shop of Unusual Items. Be sure to check for any magical supplies the party might need.

3 Kraken spies and Zhentil lords are rushing out this door.

4 This is the Kraken Headquarters in Yhtar, although it is much smaller than the one the party destroyed in GATEWAY TO THE SAVAGE FRONTIER. The party will have to fight cockatrices, several Krakens, and Hosttower sorceresses.

After the party has won this battle, and if they already have rescued the Waterbaron, they must head back to his home to receive a reward. If they have not yet rescued the Waterbaron, they must go to Triboar to find him.

5 Triboar agents are hidden here. They will explain their mission and demand the party's silence. If the party refuses to keep quiet, they will attack.

6 A barge-building shop.

7 The Headquarters of the Yhtar City Guard.

8 Temple of Tymora.

9 The Yhtar Training Hall.

10 The Inn of the Glowing Gem.

11 This is the Home of the Waterbaron of Yhtar. After rescuing the Waterbaron, come here to receive a reward.

12 Yhtar City guards bustle out this door when the party arrives.

13 This is a bunkhouse for the City Guards.

14 If you have the SEARCH function turned on, the party will find a short note here which will shed some light on the kidnapping.

15 The Tired Traveler, a tavern filled with rowdy patrons, gossip, and good food.

16 The Yhtar Armory, a weapons shop.

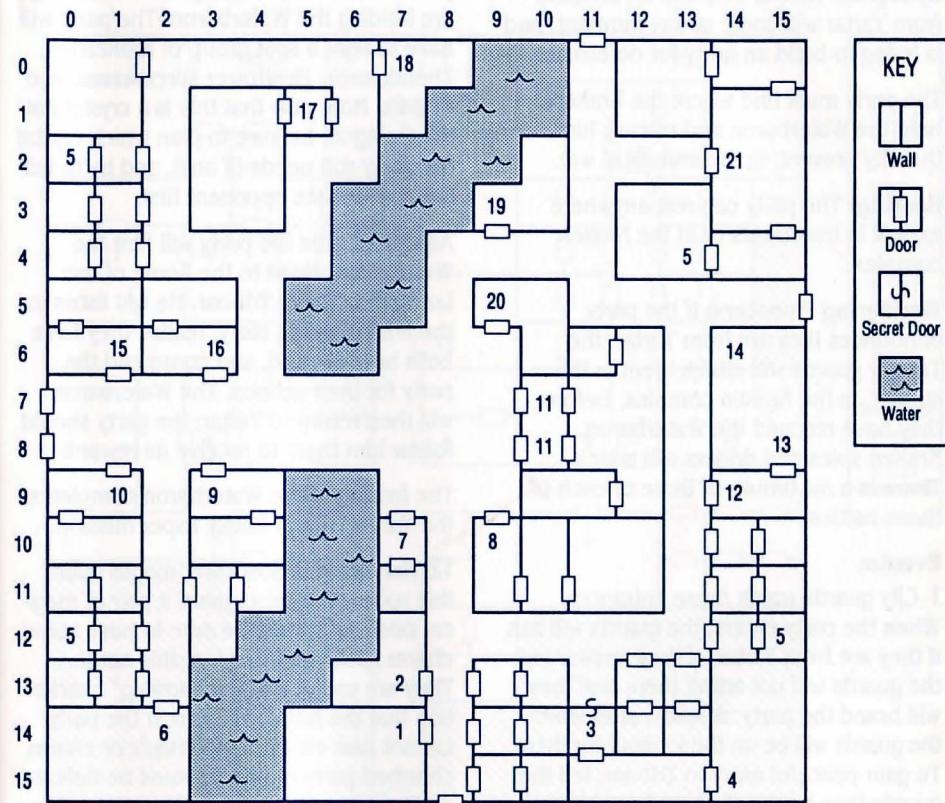
17 A fisherman is here who is having trouble pursuing his trade in this time of war.

18 This is an abandoned boat repair shop.

19 Green Valley Boat Rentals.

20 The Vault of Yhtar. Because of a magical card given to the party by Amanitas in GATEWAY TO THE SAVAGE FRONTIER, anything deposited in this vault can also be taken

YATAR



out of the vaults in Neverwinter and in Mirabar. All three vaults will always have all the party's stored items and funds available, as if they were identical copies of each other.

21 The All New Three-Rivers Festhall, a tavern and Kraken souvenir shop that replaces the one cleared by the party in GATEWAY TO THE SAVAGE FRONTIER.

If they fight here, the party members can gain entry into the tavern itself. Their opponents will be typical bar patrons — unless the party has freed the Waterbaron in Triboar, in which case they will have to fight Kraken spies.

K. Triboar

Synopsis: Triboar believes an invasion from Yartar will come at any moment, and is trying to build an army for defense.

The party must find where the Krakens hold the Waterbaron and release him, thereby preventing the imminent war.

Resting: The party can rest anywhere except in the streets or in the Kraken complex.

Wandering Monsters: If the party announces they are from Yartar, the Triboar guards will attack them in the streets. In the Kraken complex, before they have rescued the Waterbaron, Kraken spies and driders will attack.

There is a maximum of three of each of these battles.

Events:

1 City guards watch these entrances. When the party enters, the guards will ask if they are from Yartar. If they answer yes, the guards will not admit them and they will brand the party as spies, after which the guards will be on the lookout for them. To gain peaceful entry to Triboar, tell the guards they have not come from Yartar.

2 Triboar Blacksmiths.

3 Triboar Jewelers.

4 The Triboar Inn and Public House.

5 The Triboar Auction House.

6 This is a shrine to Tyr, and includes a temple of healing.

7 Triboar Weapons and Armor — one of the few shops still in business.

8 Triboar Traders, selling general adventuring supplies and equipment.

9 Another Smith's shop.

10 Triboar Stables.

11 This is the center of the Kraken Complex of Triboar, and the place where they are holding the Waterbaron. The party will have to fight a split group of Krakens, Zhentil lords, Hosttower sorceresses, and driders. Note also that this is a crystal battle. Going in, be sure to plan which crystal the party still needs (if any), and try to fell the appropriate opponent first.

After the battle the party will free the Waterbaron. Head to the home of the Lord Protector of Triboar. He will listen to the Waterbaron's story, realize they have both been tricked, and commend the party for their actions. The Waterbaron will then return to Yartar; the party should follow him there to receive its reward.

The freeing of the Waterbaron completes the Yartar-Triboar Lucky Paper mission.

12 Harpies and Hosttower mages guard this room. They also guard a pair of magical boots of speed. Be sure to have some *charm* spells ready before this battle. They are useful for "uncharming" characters that the harpies charm. If the party cannot cast either *dispel magic* or *charm*, charmed party members must be defeated like any other enemy. Once the battle is over and they are healed or raised, they will return to their normal selves.

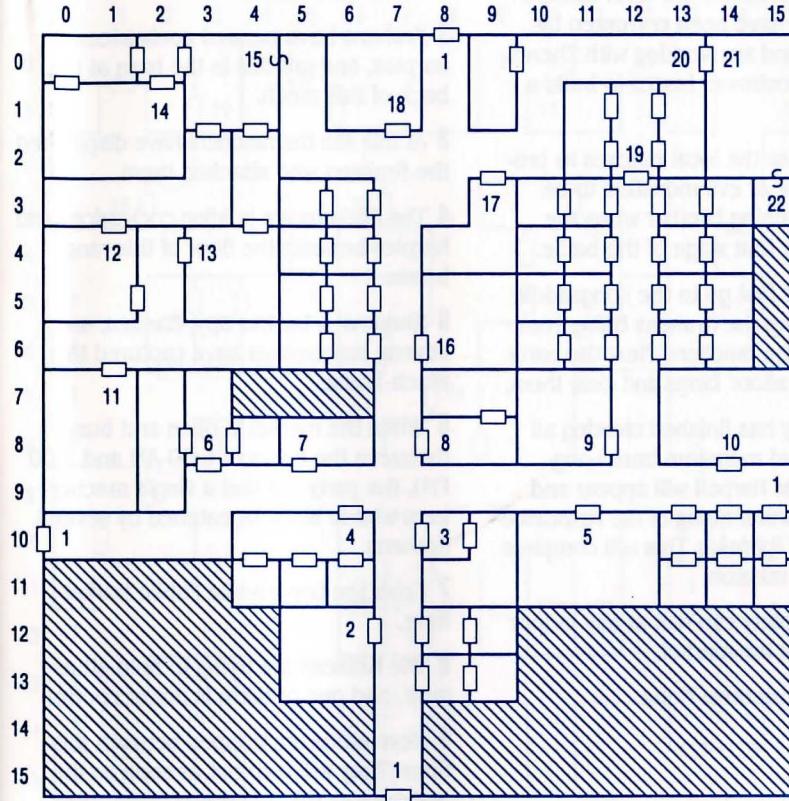
13 Ogres and Kraken masters stand guard here.

14 This is the Kraken offal heap, and its denizens are neo-otyughs and carrion crawlers.

15 The secret door to the east is the only entryway into the Kraken complex. Krakens, Hosttower mages, and Banites guard the portal.

16 Wainwright's Wagons.

TRIBOAR



17 The Dead Baron's Tavern. The bartender has developed a unique test for those entering the establishment. If a party member is successful, be careful! If the party falls asleep, thieves will relieve them of some treasure.

18 The headquarters of the Triboar City Guard.

19 Faurael Blackhammer, Lord Protector of Triboar lives here. If the party has been branded as spies, his guards will attack. Be sure to bring the Waterbaron here after you have rescued him. If you try to leave Triboar first, the guards will take you to the Lord Protector.

20 This door is strongly held by Yartar spies. They will only allow you to enter if you give the correct password: *northwaters*.

21 After the party has gained entry here, the Yartar spies inform them that they know the Waterbaron is being held somewhere in Triboar.

22 If you are using the SEARCH mode, the party will find a note here that suggests the Waterbaron is in the northwestern part of town.

L. Longsaddle

Synopsis: Various key low-level leaders of Longsaddle have been corrupted by the Krakens, and are working with Zhentil, Kraken, and Hosttower forces to build a base here.

They plan to use the local ranches to provide a stockpile of evil monsters to be used in overrunning Mirabar when the time comes for that stage of the battle.

The party must first go to the Longsaddle Market, and stop the Krakens there from killing one of the ranchers. Next the party must find the traitors' farms and clear them.

When the party has finished clearing all the Krakens and monsters from Longsaddle, Malchor Harpell will appear and give them a reward: a *ring of fire resistance* and a *wand of lightning*. This will complete a Lucky Paper mission.

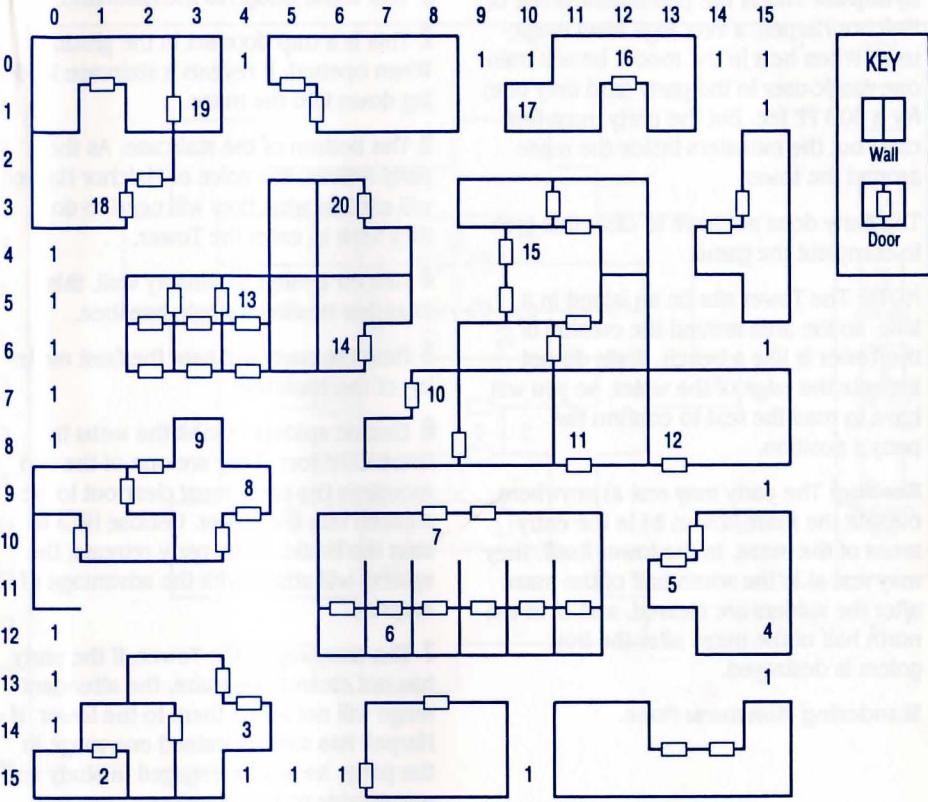
Resting: The party can rest at any indoor location except the market.

Wandering Monsters: None.

Events:

- 1 The edge of town.
- 2 Krakens have penned cockatrices, harpies, and griffons in the barn at the back of this ranch.
- 3 At this site the ranchers have dispatched the Krakens who attacked them.
- 4 The Krakens are holding cockatrices and harpies beneath the floor of this ranch house.
- 5 Krakens, a Luskan spy, Banites, and several sorceresses have captured this ranch house.
- 6 When the market is open and busy (between the hours of 6:00 AM and 3:00 PM), the party will find a single rancher here who is being threatened by several Krakens.
- 7 Enter the Longsaddle Public Market here.
- 8 The Krakens are trying to hold ettins here, and one of them is out of control.
- 9 More ettins are trapped beneath this floor. They will leap out as soon as the party opens the trap door.
- 10 The Gilded Horseshoe Inn.
- 11 Fohgweight the Bell-Caster makes his business here.
- 12 The Longsaddle stable.
- 13 If the party comes here before rescuing the rancher in the Market, they will find another rancher surrounded by hell hounds.
- 14 The Longsaddle Arms and Armor Shop.
- 15 The Harpells' Mansion. Malchor Harpell stays here when he is in town. When the party arrives, however, they find that a Luskan spy and a Kraken spy along with a few Banites and morgoyles have taken

LONGSADDLE



over the house. They will have to push their way in and fight to clear the mansion.

18 The Big Star Ranch. The party will find the owner bound and gagged.

19 The Big Star Ranch Barn. Krakens, sorceresses, and Banites are killing the livestock here.

20 This is the Longsaddle General Store, an adventurer's supply shop.

M. Tower of Twilight

Synopsis: This is the permanent home of Malchor Harpell, a very high level magic-user. When he's in the mood, he will train one magic-user in the party (and only one) for a 500 PP fee. But the party must first clear out the monsters inside the maze around the tower.

The party does not have to clear this area to complete the game.

NOTE: The Tower sits on an island in a lake, so the area around the outside of the Tower is like a beach. Walls do not indicate the edge of the water, so you will have to read the text to confirm the party's position.

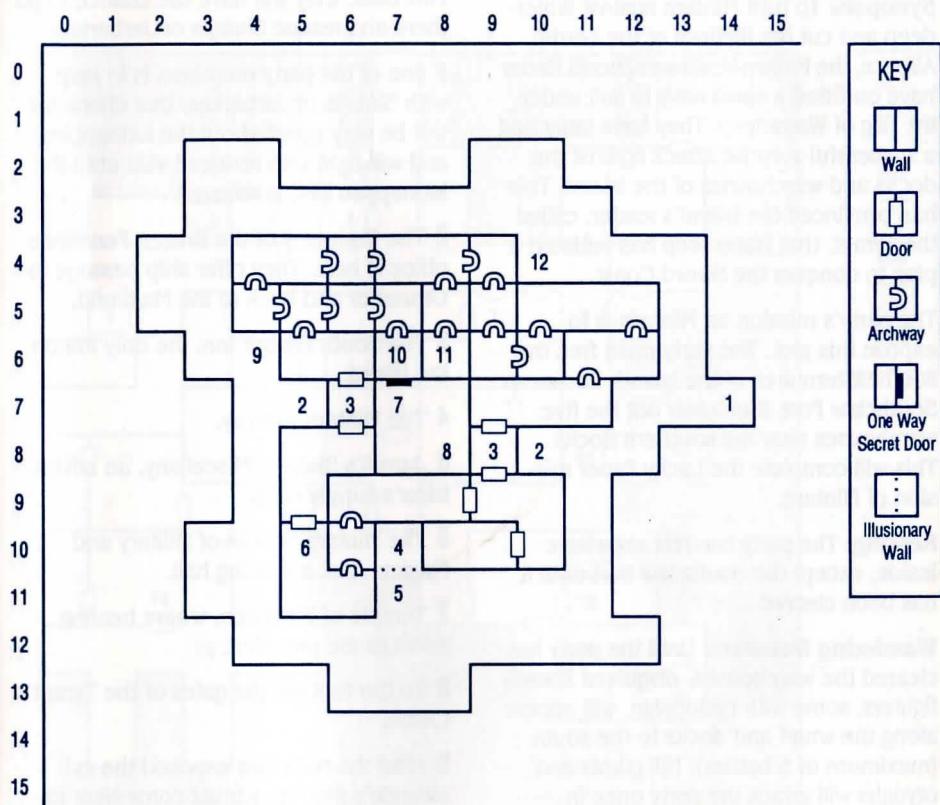
Resting: The party may rest a) anywhere outside the maze/tower, b) in the entry areas of the maze. In the tower itself, they may rest a) in the south half of the maze after the spiders are cleared, and b) in the north half of the maze after the iron golem is destroyed.

Wandering Monsters: None.

Events:

- 1 This is the bridge to the mainland.
- 2 This is a trap door set in the ground. When opened, it reveals a staircase leading down into the maze.
- 3 The bottom of the staircase. As the party arrives, the voice of Malchor Harpell will explain what they will need to do if they wish to enter the Tower.
- 4 Hidden behind an illusory wall, this chamber houses a single banshee.
- 5 Here the party will hear the faint moaning of the banshee.
- 6 Electric spiders inhabit the webs in these corridors. They are one of the two monsters the party *must* clear out to be allowed into the Tower. Choose HACK to start the battle. If the party retreats, the spiders will attack with the advantage of surprise.
- 7 The entryway to the Tower. If the party has not cleared the maze, the attendant mage will not admit them to the tower. If Harpell has already trained one mage in the party, he will be engaged in study and unavailable to help another.
- 8 The attendant mage will ask which magic-user from the party is to go with Malchor, and will charge that mage 500 PP for the privilege. The chosen person will ascend the Tower, study with Malchor, gain experience, then descend. The party will then be shown out.
- 9 You find an old woman slumped against the Tower. The party may talk to her or shake her. If they talk, she will speak a warning, allowing the party members time to ready their weapons. If they shake her, she will fall over and the spectres who set upon her will launch a surprise attack!

TOWER OF TWILIGHT



10 To the south is the secret door entry to the Tower.

11 This is the second of the Tower combats that the party must win in order to meet Malchor Harpell. A single iron golem stands here. The characters will need +3 or better weapons to hit this monster. Be sure to cast *lightning bolt* spells, as this

will slow it down. No other spells will be effective, and *fireball* will actually help heal the monster.

12 A group of driders will attack the party here.

N. Mintarn

Synopsis: To turn Mintarn against Waterdeep and cut the lifelines of the Lords' Alliance, the Kraken-Hosttower-Zhentil forces have outfitted a small navy to sail under the flag of Waterdeep. They have launched a successful surprise attack against the docks and warehouses of the island. This has convinced the island's leader, called the Tyrant, that Waterdeep has initiated a plan to conquer the Sword Coast.

The party's mission on Mintarn is to expose this plot. The party must free the southeastern area of the island, known as Southclaw Fort, then clear out the five warehouses near the southern docks. This will complete the Lucky Paper mission of Mintarn.

Resting: The party can rest anywhere inside, except the Southclaw Fort until it has been cleared.

Wandering Monsters: Until the party has cleared the warehouses, disguised Zhentil fighters, some with cyclopskin, will appear along the wharf and docks to the south (maximum of 5 battles). Hill giants and otyughs will attack the party once in Southclaw Fort if it has not been cleared.

Events:

1 This is the main passenger dock of Mintarn. **IMPORTANT NOTE:** When the party chooses to depart from Mintarn here, one or two key events may occur:

a) If Jagaerda is in the party and they choose to return to the Mainland, she will depart. However, the party will see her again in Luskan.

b) If Siulajia or Jarbarkas is in the party, she or he will be kidnapped by pirates as the characters prepare to board the ship.

The pirates' destination is Luskan, far north up the coast. After the party has completed the Lucky Paper missions of Mintarn and Orlumbor, and after they

have passed through Neverwinter and Port Llast, they will have the chance to go there and rescue Siulajia or Jarbarkas.

If one of the party members is in love with Siulajia or Jarbarkas, that character will be very upset about the kidnapping and will fight with reduced skill until the kidnapped NPC is rescued.

2 The Company of the Brazen Pennant's office is here. They offer ship passage to Orlumbor and back to the Mainland.

3 The South Harbor Inn, the only inn on the island.

4 The Mintarn Armory.

5 Jurrail's Shop of Miscellany, an adventurer's supply shop.

6 The Mintarn School of Military and Magical Arts, a training hall.

7 Temple of Waukeen, where healing services are provided.

8 To the east are the gates of the Tyrant's Castle.

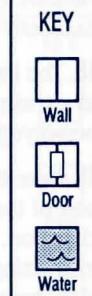
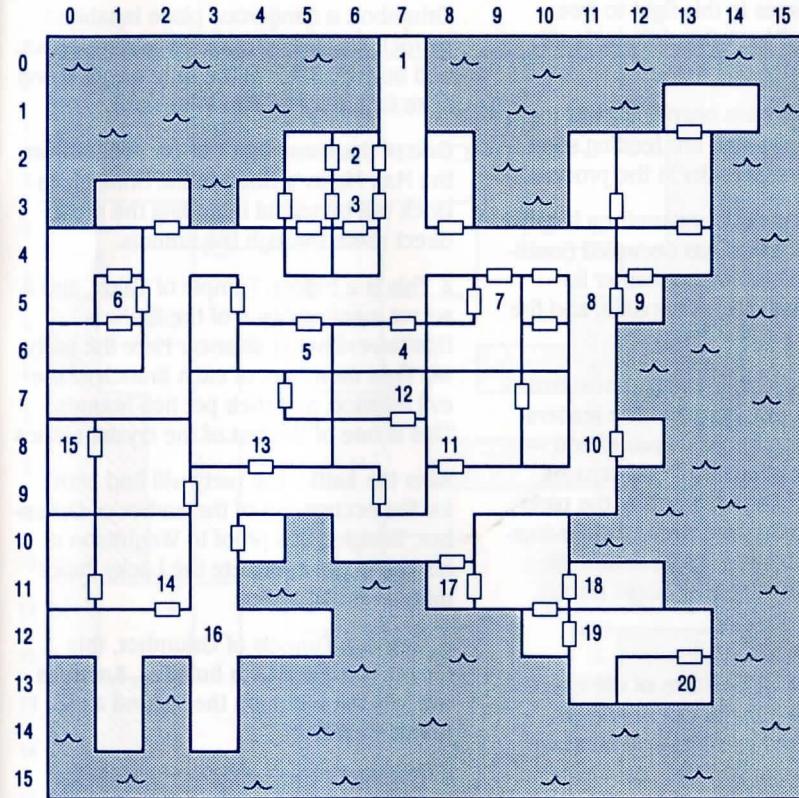
9 After the party has exposed the evil alliance's plot, they must come here to explain it to the Tyrant. He will be very grateful to them, rewarding the party with money and a powerful weapon, *the Tyrant's Trident*.

10 Until the party has cleared the Docks and Southclaw Fort, City Guards will stop them here and warn of monsters in the Fort, and of Waterdeep invaders along the wharf.

11 This is one of the five warehouses taken over by the invaders. Inside the party will find fire giants, fire giant mages, and a single Hosttower mage with a giant skeleton.

12 The Warehouse of the Company of the Following Seas, another of the invaders' targets. In the back are fire giants, cyclopskin, and disguised Zhentil lords.

MINTARN



13 Bright Star Company owns this warehouse, but disguised Zhentil lords and Hosttower mages have taken over, bringing with them a fire giant mage and an efreet.

14 Fire giants, fire giant mages, and neotyuchs have chased away or killed the dock workers in this warehouse.

15 The largest of the five warehouses under enemy control, this building serves as the headquarters for the attacking forces on Mintarn. In the back room, the party will encounter Kraken masters, Zhentil captains, and Hosttower sorceresses, guarded by cyclopskin. In later rounds of the combat, more of each will join the battle. This is another crystal battle.

After the battle, the party should head to the Tyrant's Castle to present the evidence of the pirates' plot, and to receive their reward. This completes this Lucky Paper mission.

16 Hill giants, cyclopskin, and disguised Zhentil fighters lie in wait beneath this intersection of piers. They will stay hidden during the day, and attack only at night.

17 As the party passes into the entry hall of Southclaw Fort, they discover Princess Jagaerda of Gundarlung, whom they fought

"Mintarn" continues...

beside in GATEWAY TO THE SAVAGE FRONTIER. She suggests that she and the Heroes of Ascore join forces in this fight to free Mintarn. Accept her offer, for she is an excellent fighter.

18 The invaders have been using this room as a trash heap — and are feeding some neo-otyughs and otyughs in the process.

19 Here the party will encounter a large part of the force that has occupied Southclaw Fort. A single Kraken master is instructing fire giants, cyclopskin, and fire giant mages.

20 Monsters hold this, the southeastern point of the Southclaw Fort. The leaders of the occupying forces — two efreeti — command a contingent of neo-otyughs and hill giants. After this battle, the party will have freed the fort. Among other treasures, they will find a magic composite long bow and two sets of magic arrows.

O. Orlumbor

Synopsis: Just as one arm of the enemy navy is attacking the docks of Mintarn, vessels disguised as ships of Waterdeep have been massing off the coast here. The leader of Orlumbor, Tulgar Wrightson, is very concerned.

The party must unmask the disguised warships and demonstrate to Wrightson that it is the pirates who are responsible, not the leaders of Waterdeep.

Don't let Wrightson discourage the party from going to Farr Windward.

Resting: The party can rest anywhere inside, except in the tunnels to the west between Orlumbor and Farr Windward.

Wandering Monsters: None in Orlumbor proper. Rock reptiles and ogres can be found in the tunnels (maximum of 3 battles on the Orlumbor side).

Events:

1 This door opens into the Tunnels of Orlumbor, a dangerous place inhabited by rock reptiles, kamfults, vilstraks, ogres, and bulettes. This is the only way to travel from Orlumbor to Farr Windward.

One of the maps that can be bought from the Map Maker's Shop in the Smuggler's Dock will be useful in finding the most direct route through the tunnels.

2 This is a hidden Temple of Talos, and a secret meeting place of the Kraken-Hosttower-Zhentil alliance. Here the party will fight members of each branch of the evil alliance, and their pet hell hounds. This is one of the last of the crystal battles.

After the battle, the party will find plans for the occupation of the harbor of Orlumbor. Bringing this proof to Wrightson at his castle will complete the Lucky Paper mission of Orlumbor.

3 Near the Tunnels of Orlumbor, this chamber is filled with bulettes. Kamfults will join the battle on the second and fourth rounds.

4 The Inn of the Swinging Hammock.

5 The party finds information about the shipping rates and schedules.

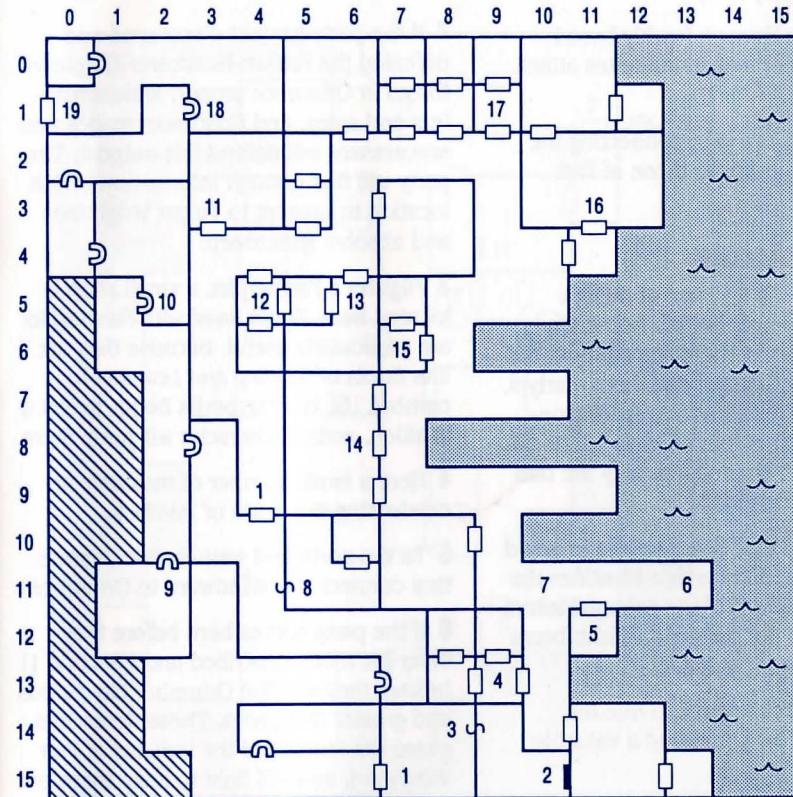
6 This is the main passenger dock of Orlumbor. Just as at the Mintarn dock, Jagaerda may leave the party here, and Siulajia or Jarbarkas may be kidnapped. See entry 1 under "Mintarn" on page 31 for important details.

7 The party observes a normal-looking man being led away in chains.

8 Ogres inhabit this cave amongst the Tunnels of Orlumbor.

9 Kamfults and vilstraks enjoy the darkness of this cavern. They attack when the party enters — as do bulettes on the next round and the round after that.

ORLUMBOR



10 More kamfults and vilstraks are here, again reinforced by bulettes as the battle wears on.

11 The office of the administrators of Farr Windward.

12 A magic shop. Items the party can purchase include the following: magic-user scroll (*slow, blink, stinking cloud*), magic-user scroll (*fear, magic missile, magic missile*), clerical scroll (*heal, heal, potion of extra healing, potion of giant strength, and wand of ice storm*).

13 Temple of Gond.

14 Here shipbuilders work round-the-clock to fix damaged vessels.

15 Rojoran's House of Arms.

16 It is here the party will meet with Tulgar Wrightson, the leader of Orlumbor. Bringing proof of the counterfeit Waterdeep ships here to Tulgar will complete the Lucky Paper mission of Orlumbor.

Later still, if the party brings Ougo the Strange here, they will be able to convince Wrightson to free the prisoners of Farr Windward.

"Orlumbor" continues...



17 The Sword Coast Traders, a general adventurer supply shop.

18 Rushing up through freshly bored holes in the floor, several bulettes attack the party here.

19 To the west is a gate connecting the Tunnels of Orlumbor to those of Farr Windward.

P. Farr Windward

Synopsis: This is a village of misfits. Perhaps their power in their home city was too great to let them remain free, but execution would only make them martyrs. Perhaps their lifestyles were too unconventional. Perhaps they're even a little bit crazy. Whatever the reason, they are banished to Farr Windward.

Each resident here bears a red-circle brand on his or her forearm which identifies the person as a resident of the colony. Visitors may come and go, but anyone who bears the red brand cannot leave.

The party has the chance to free the people of the town, and find a valuable new friend.

Resting: The party may rest anywhere inside, except in the tunnels connecting the colony to Orlumbor.

Wandering Monsters: None in the village itself. Rock reptiles and ogres will be found in the tunnels (maximum of 3 battles).

Events:

1 This is Haalbok's house, where the party will meet Ougo the Strange. Ougo will offer to join the party, and they should accept this offer. He will provide useful information — if the party can decipher the strange way he uses words.

The party will return here later to help Ougo the Strange and Haalbok hatch their plot to free the people of Farr Windward. The party should willingly participate in

the plan and trust the guidance of Haalbok and his unusual friend.

2 If the party has not discovered and defeated the Kraken-Hosttower-Zhentarim forces in Orlumbor proper, kraken masters and spies, and Hosttower mages and sorceresses will defend this outpost. The party will find enough information in this location to present to Tulgar Wrightson and absolve Waterdeep.

3 Filgister's Farrberjiks, a small shop is located here. Boots lined with Farrberjiks are particularly useful, because they act like *Boots of Striding and Leaping*. In combat, USE the Farrberjik Boots, select a location, and the character will jump there.

4 Here a small number of residents are celebrating the death of Haalbok.

5 To the north and east are the Tunnels that connect Farr Windward to Orlumbor.

6 If the party comes here before they enter the room (described under section 11 below), they will find Orlumbor city guards and greater marmoyles. These defenders guard the records of the inmates of Farr Windward, and will fight to keep them out of the party's hands.

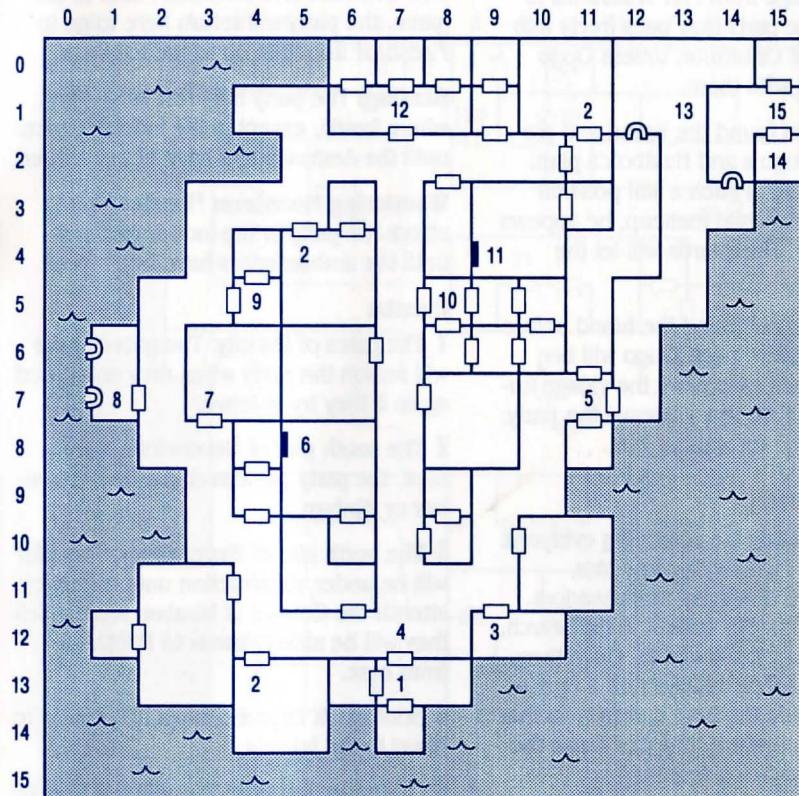
If the party comes here after they have entered the room (described under section 11 below), they will interrupt the branding of an old man with the red brand of Farr Windward. Again, greater marmoyles and city guards will attack.

After the party has won this battle, Ougo will suddenly take charge. Grabbing the brand from a dead guard, he will lead the party back to Haalbok's house, where they will find out that Haalbok is not dead after all. He and Ougo have concocted a complex plot to free the village.

For the plan to work, the party must take Ougo to see Tulgar Wrightson. Once there, the man called "the Strange" will



FARR WINDWARD



KEY	
Wall	
Door	
Archway	
One Way Secret Door	
Water	

brand the leader of Orlumbor as a resident of Farr Windward. This creates a dilemma which leaves Wrightson with no choice but to free the people of Farr Windward and erase all stigma attached to the brand.

7 Farley's Shop of Normalcy.

8 This odd room is known as The Leap.

9 Zel's Discount Farrberjiks. See entry 3 above.

10 This is the Farther Inn, a place to rest. Ignore the innkeeper's directions.

11 In this room is the companion battle to the one described above in entry 6.

Whichever room is visited first will be the scene of the battle over the Farr Windward records. The other room will then become the site of the battle where the party seizes the red circle brand.

12 A Different Place — a chamber of unusual entertainment.

13 Buletties burrow up through the floor here and attack the party.

14 If the party is exiled here from Neverwinter, this is where they will arrive after their ship is sunk off the coast by pirates.

"Farr Windward" continues...

15 City guards stand watch here, barring the only passage from Farr Windward to Orlumbor. The party may pass freely into the Tunnels of Orlumbor, unless Ougo the Strange is with them.

If the party has found the brand and participated in Ougo's and Haalbok's plan, Ougo will freeze in such a still position that, covered in white makeup, he appears to be a statue. The guards will let the party pass.

If the party has not found the brand before reaching the guard post, Ougo will beg them to go back to explore the village further. If they refuse, he will leave the party, and they can go on without him.

Q. Neverwinter

Synopsis: Guards are searching everyone coming into or leaving Neverwinter, searching for the missing ambassadors. The party will have to submit to the search, or they will not be allowed in. Once they enter the city safely, always rent a boat to leave. Then hide the boat carefully so that when they next return they can reuse the boat and avoid being searched.

To complete the Lucky Paper mission, the party must find the kidnapped ambassadors.

As the party explores the city, they will be stopped by guards and accused of the kidnapping. The first time this happens, they will be able to escape. The second time they are captured, Lord Nasher will banish them to Farr Windward. If this happens, the party can return to Neverwinter, by which time Nasher will have discovered his error.

To avoid capture, the party must free the ambassadors quickly, then explore the rest of the town.

NOTE: Guards will not allow the party into Neverwinter before they have freed the men of Daggerford and cleared the Way Inn.

Ship Travel: Neverwinter is building a new dock to serve Fireshear. Late in the game, the party will return here to go to Fireshear and then on to the Ice Peak.

Resting: The party may rest safely anywhere inside, except in the indoor gardens until the Ambassadors have been rescued.

Wandering Monsters: Monsters will attack the party in the indoor gardens until the ambassadors have been freed.

Events:

1 The gates of the city. The guards here will search the party when they enter, and again if they try to leave.

2 The south pier of Neverwinter. From here, the party can travel to either Orlumbor or Mintam.

3 The north pier of Neverwinter. This pier will be under construction until the party attends the Council at Mirabar, after which they will be able to travel to Fireshear from here.

4 Southdock Exports. Buy a ticket here to travel to the Islands.

5 Northpier Shipping. Buy a ticket here to travel to Fireshear.

6 Helm's Hull Works — Boat repair shop.

7 Shop of Allis Lhyssich, weapons maker. It is here that the Heroes of Ascore commissioned the creation of the Sword of Stonecutting in GATEWAY TO THE SAVAGE FRONTIER.

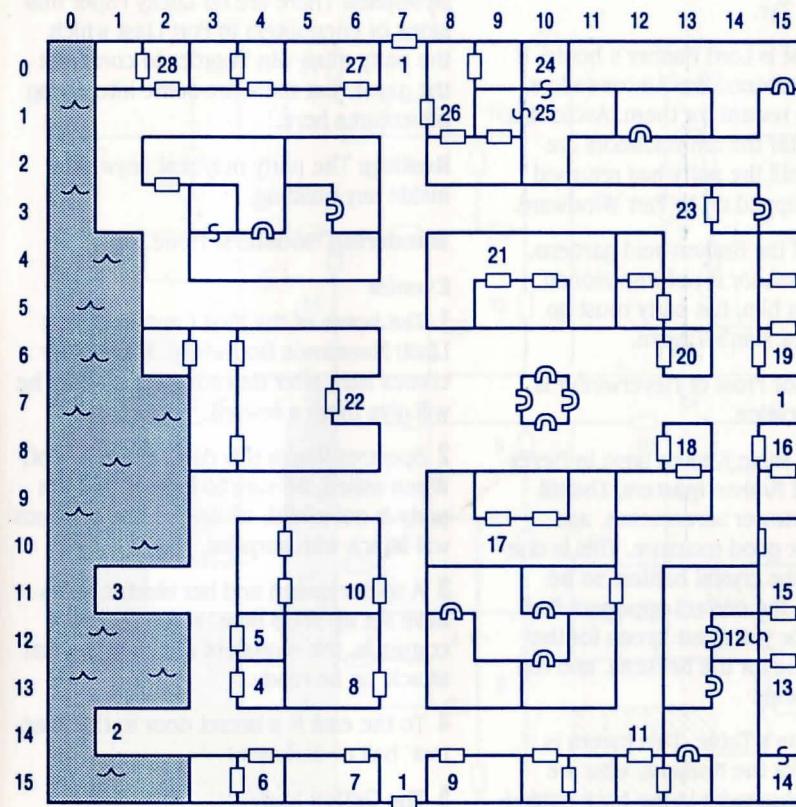
8 Headquarters of the Neverwinter Indoor Garden Society.

9 Southwall Shop of Adventurer Supply. Be sure to check for magic items.

10 Training Hall.

11 This doorway leads to the Bus Gardens of Neverwinter. One of the Ambassadors is being held in the back portion of the gardens.

NEVERWINTER



KEY
Wall
Door
One Way Door
Archway
Secret Door
Water

12 A secret door to the east opens into a Kraken stronghold.

13 Manticores and Zhentil fighters guard the cell holding the Ambassador.

14 Ambassador Wimeg of Mirabar is held here.

15 Here, a single mage is trying to train some fire giants. Be sure to prepare *hold monster* and *charm monster* spells, as well as the party's cold-based attacks before entering this room.

16 Villig's Arms Supply and Armor Emporium.

17 Temple of Oghma.

18 The Neverwinter Vault. Because of a magical card given to the party by Amanitas in GATEWAY TO THE SAVAGE FRONTIER, anything deposited in this vault can also be taken out of the vaults in Yartar and in Mirabar. All three vaults will always have all the party's stored items and funds available, as if they were identical copies of each other.

19 Inn of the Warm Water Way.

"Neverwinter" continues...

20 The Neverwinter Inn.

21 Temple of Tyr.

22 To the west is Lord Nasher's home. If the party has rescued the Ambassadors, he will have a reward for them. Avoid this house until after the ambassadors are rescued, or until the party has returned from being shipped off to Farr Windward.

23 Another of the Kraken-held gardens, but the ambassador is not imprisoned here. To reach him, the party must go through the Fat Man's Tavern.

24 Ambassador Froal of Neverwinter is held at this location.

25 This is the main Kraken base in Neverwinter. Expect Kraken masters, Zhentil captains, Hosttower sorceresses, and manticores for good measure. This is one of the last of the crystal battles, so be sure to defeat the correct opponent first to get the color you need: green for the Hosttower, blue for the Krakens, and red for the Zhentarim.

26 The Fat Man's Table. This tavern is really a front for the Krakens, who are holding an ambassador in the back behind a secret door. Don't talk to the Fat Man when the party enters the tavern — the rousing cheer the party will receive will alert the Krakens and give them the advantage of surprise in the coming battle to free the ambassador, being held nearby.

27 The River's Heart, Shop of Magical Items. Available here are the following items, all well worth the price: Magic-user scroll (*disintegrate, protection from normal missiles, burning hands*), magic-user scroll (*ray of enfeeblement, knock, strength*), cleric scroll (*neutralize poison, resist cold*), cleric scroll (*raise dead, cure critical wounds*), staff of striking, potion of speed.

28 Boat rental shop.

R. Port Llast

Synopsis: There are no Lucky Paper missions or encounters in Port Llast which the party must win in order to complete the game, but there are some interesting adventures here.

Resting: The party may rest anywhere inside any building.

Wandering Monsters: None.

Events:

1 The home of the First Captain of Port Llast, Haeromos Dothwintyl. If the party comes here after defeating the pirates, he will give them a reward.

2 Spectres live in this dark, gloomy spot. When asked, be sure to answer that the party is not afraid; otherwise, the spectres will attack with surprise.

3 A spider queen and her electric allies have set up shop here. When the party comes in, the monsters will have the first attack, so be ready.

4 To the east is a secret door to the spectres' hall of darkness.

5 The Griffon Inn.

6 The Port Llast Armor Shop.

7 Fire giants have made their home here.

8 To the south is a secret door, behind which several monsters have taken up residence.

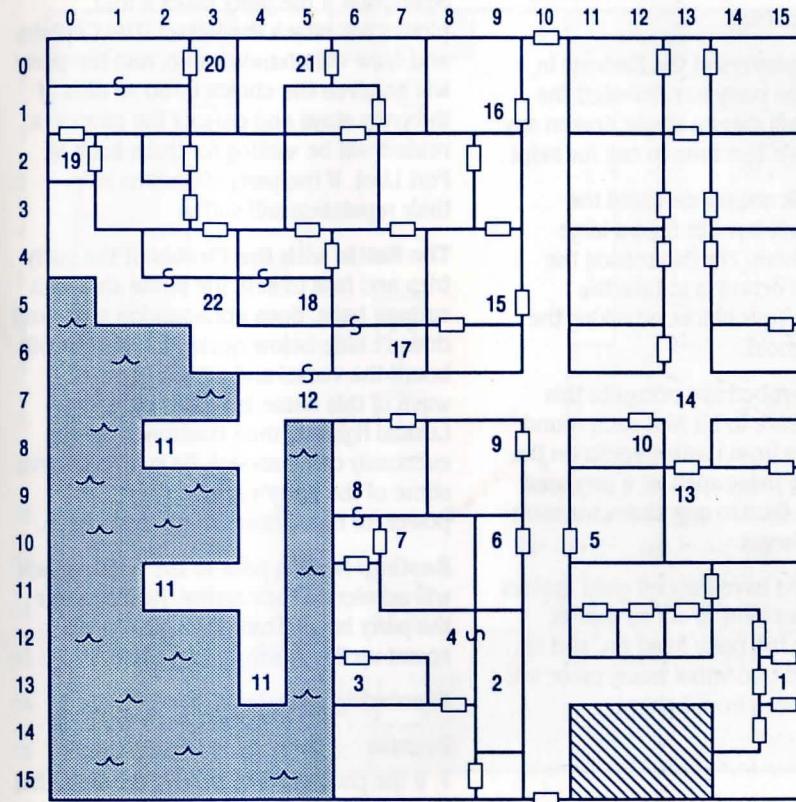
9 This is the Port Llast Harbor Master's Office.

10 The Sword Coast Jewelers.

11 The Trackless Sea Tours leave here between the hours of 9:00 AM and 4:00 PM. See the "Trackless Sea Tours" section for more details.

12 To the north is a secret door which opens into the Kraken stronghold in Port Llast.

PORT LLAST



13 Port Llast Food Market.

14 This entire area to the north and east of the main street is residential housing.

15 This is the hulk of a burned-down Temple of Tymora.

16 The Port Llast General Store. Be sure to check for magic items.

17 A single Banite priest rests quietly here. He will not attack the party, and will offer useful information if the party does not attack him.

18 Giant rats infest this small room.

19 A large iron golem stands guard here, placed by a Hosttower mage to guard the Kraken complex beyond. The party will need +3 or better weapons to hit him. Be sure to prepare the party's *lightning bolt* spells: they are the only spell that will have any effect, and will slow the monster. Don't use *fireball*, since this will actually heal the golem. Try to finish the battle in as few rounds as possible and watch

"Port Llast" continues...

the party's flank — another golem will attack from behind if they don't destroy the first one quickly.

20 The headquarters of the Krakens in Port Llast. If the party has defeated the pirates, they will meet a single Kraken spy here. Don't give him time to call for help!

If the party has not yet defeated the pirates, they will have to fight a large Kraken force here. For this reason the best course of action is to take the Trackless Sea Tour before attacking the Kraken stronghold.

21 One black-robed spy occupies this chamber. Be sure to hit him each round to prevent him from casting spells on the party. The *slay living* spell he's prepared to cast will be fatal to any character member he might target.

22 The Krakens have trapped giant spiders and cockatrices here to act as guards. Several attack the party head on, and on the next round of combat many more will appear and attack from behind.

S. Trackless Sea Tours

Synopsis: If the party takes a tour, pirates will attack the vessel. The Captain and crew will abandon ship, and the party will be given the choice to do so also. If the party stays and defeats the pirates, a reward will be waiting for them back at Port Llast. If the party abandons ship, their reputation will suffer.

The Battle with the Pirates: If the party tries and fails to sink the pirate ship with cannon balls, does not abandon ship, and doesn't hide below decks, the pirates will board the vessel and attack. The first wave of this battle is pirates only, but Luskan fighters, then Hosttower mages eventually come aboard. Be sure to reserve some of the party's spell casting fire power for these later waves of enemies.

Resting: Resting prior to the pirate attack will accelerate their arrival. Resting after the party has defeated the pirates will speed up the return to Port Llast.

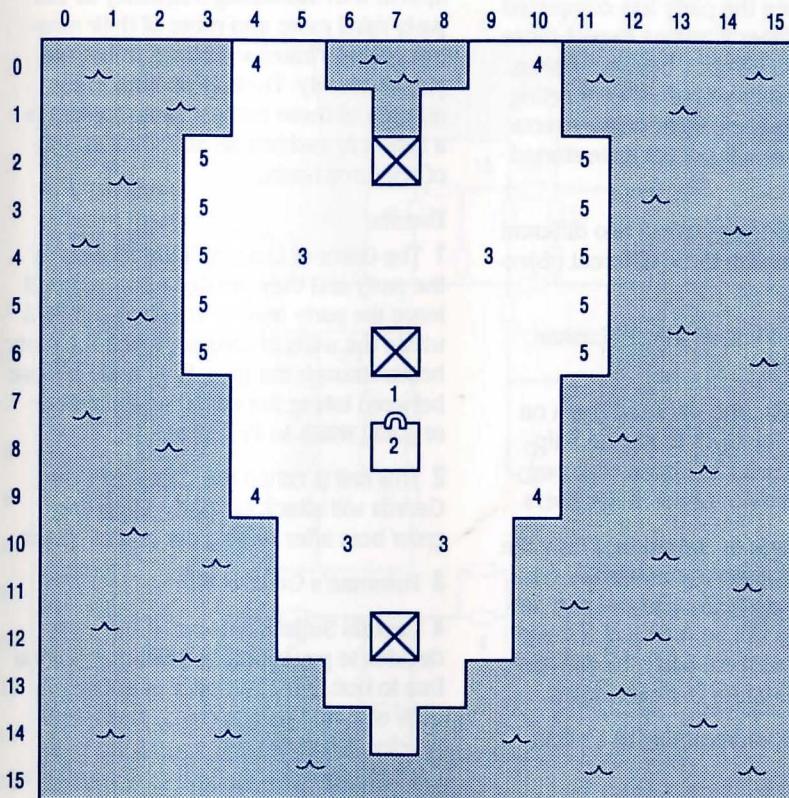
Wandering Monsters: None.

Events:

1 If the party stays to defend the ship, this is where they will find themselves after the crew has abandoned the vessel. They should immediately proceed to the bridge.

2 The bridge. The party should head the ship back towards Port Llast. This will give them more time before the pirate ship overtakes their vessel.

TRACKLESS SEA TOURS



KEY

- Side of Ship
- Archway
- Ship Mast
- Water

3 These are hatches which lead below decks. If the cannons have not been fired, the party can climb down a ladder here and hide. The pirates will capture the ship and take it to Luskan, where the party can sneak away.

4 These are cannons mounted on the deck. The party may fire them at the pirates in an attempt to sink the attacking ship.

5 These are the remaining life boats. If the party changes its decision, there is still time to abandon ship before the pirates arrive.

T. Luskan

Synopsis: When the party has completed all the Lucky Paper missions except those of Ruathym and Mirabar, head to Luskan. If the party goes there before completing these other missions, most of the events described below will not yet have started to occur.

The party must enter Luskan two different times to accomplish three different objectives:

Objective 1: On first arriving in Luskan, the party should:

a. Find Jagaerda. She will send them on the journey to Ruathym to rescue Shipmaster Redleg, who has been captured and charmed by Hosttower magic-users.

b. Rescue Siulajia or Jarbarkas. When the party finds Siulajia or Jarbarkas the rescued NPC will rejoin the party — and perhaps the lovers will be reunited. If Ougo the Strange is with the party, he will leave to return to his family in Neverwinter.

Objective 2: Upon returning to Luskan from Ruathym:

After Redleg leaves, search once more for Jagaerda. The price she paid for helping the party get to Ruathym was her subsequent capture by your enemies. Free her, and she will join the party once more to help them escape from Luskan.

Resting: The party can rest safely at the inn. They can also rest in any High Captain's house after paying respects, until they have rescued Redleg. If Redleg has been freed, Luskan guards will attack if the heroes enter the Captains' homes, but after the party defeats them these houses will again be safe places to rest.

They can also rest on the dock after they return with Redleg, and in the room where Jagaerda is being held after she is rescued.

Wandering Monsters: Luskan guards will appear with increasing frequency as the party ruins more and more of their masters' plans. Pirates will attack in the old part of the city. There is no limit to the number of these battles, since Luskan is a large city and has an abundant supply of reinforcements.

Events:

1 The Gates of Luskan. If Jagaerda is in the party and they are departing, she will leave the party here to continue the fight within the walls of Luskan. When the party heads through the gate, they must choose between taking the east road to Mirabar or going south to Port Llast.

2 This hall is called the Captains' Court. Guards will attack the party when they enter here after ruining the pirates' plans.

3 Hamman's General Store.

4 Captain Suljack's Home. If the party decides to pay tribute to him, they will be free to rest here. The price is not small: 20% of all the party's coins, gems and jewelry. After the party angers the High Captains by rescuing Redleg and exposing their plan at the Council of Mirabar, they will be recognized as enemies. The party will then have to defeat the house guards in order to rest here safely.

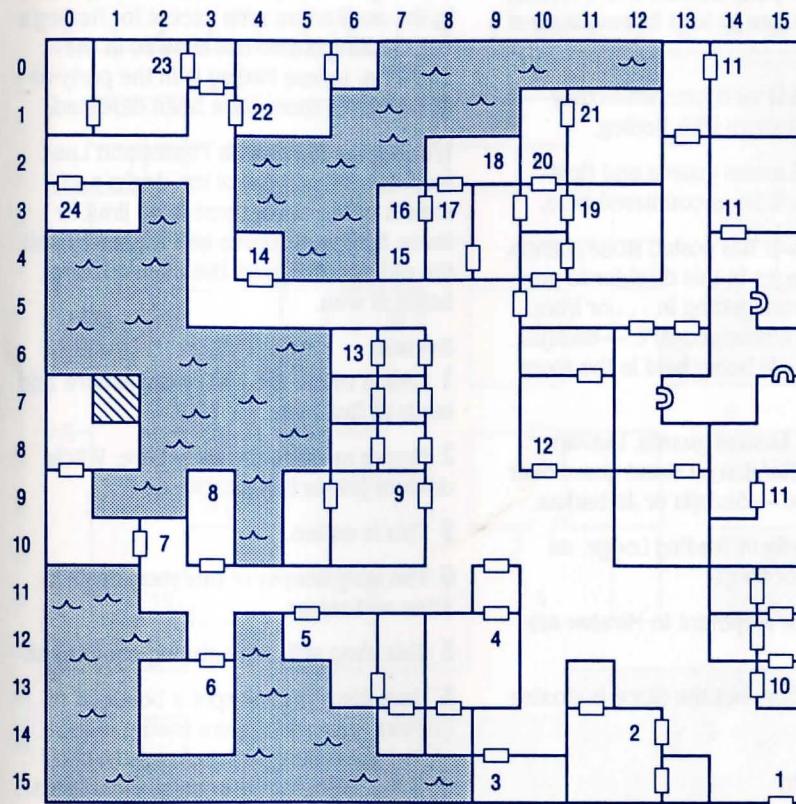
5 Captain Rethnor's Home. Another of the five High Captains — see entry 4 above.

6 High Captain Kurth lives here — see entry 4 above.

7 A thick stone wall here bars the way to the Hosttower of the Arcane. If the party tries to force the gate open, an impossibly large force of stone golems, fighters, and mages will attack. All the party can ever accomplish here is to waste their time . . . and perhaps their lives.

8 This is where the party sneaks away from the pirated sight-seeing ship from the Trackless Sea Tours in Port Llast.

LUSKAN



at least one of each of the three different colored crystals, she will give them any crystals they still need.

9 The fortress of High Captain Taerl — see entry 4 above.

10 The Inn of the Northern Passage.

11 This is a common meeting place for pirates and their allies. Sometimes they will be with Luskan spies, sometimes with sorceresses, sometimes with black-robed spies.

12 Baram's house, home to the fifth of the High Captains — see entry 4 above.

13 This is where the party finds Jagaerda. She sends them off to Ruathym to rescue Shipmaster Redleg. If the party has managed to get all this way without collecting

"Luskan" continues...

17 Two Luskan guards recognize Redleg here. Once the party defeats them, Redleg returns to Ruathym to lead its navy against the pirates.

18 The party will land here when they return from Ruathym with Redleg.

19 A force of Luskan guards and Hosttower mages will be encountered here.

20 The Hosttower has posted stone golems, guards and mages in this corridor to prevent anyone from getting in . . . or from escaping. The kidnapped NPC — Siulajia or Jarbarkas — is being held in the room to the west.

21 Margoyles, Luskan guards, Luskan captains, and Banites all stand guard over one figure here — Siulajia or Jarbarkas.

22 The Red Dragon Trading Lodge, an arms and armor shop.

23 Supplies for shipment to Mirabar are stored here.

24 A ticket office, but the place is closing down.

U. Ruathym

Synopsis: In Ruathym the party must contact Captain Redleg, the island's colorful naval commander. Although charmed by Hosttower mages, his spirit is resisting them and longs to break away and reestablish Ruathym's independence.

The party must eliminate the enemies who surround him, freeing him from the charm. He then sails the party back to the mainland himself.

Rescuing Redleg completes what is usually the last of the Lucky Paper missions. If all of these challenges have been met, the party is now ready to attend the Council of Mirabar.

Resting: The party can rest safely in most buildings. Resting is not allowed anywhere in the auditorium area except for Redleg's cell. Resting is also not allowed in the mansion, unless Redleg is in the party or the spectres there have been defeated.

Wandering Monsters: Pirates and Luskanites routinely patrol the docks and streets of the town; there is no limit to these battles. Spectres and wights inhabit the old mansion until the main spectre battle is won.

Events:

1 This is where the party rows ashore and lands at Ruathym.

2 Pirates ambush the party here. Witch doctors join in this attack.

3 This is an inn.

4 The surly keeper of this shop deals in arms and armor.

5 This shop sells adventuring equipment.

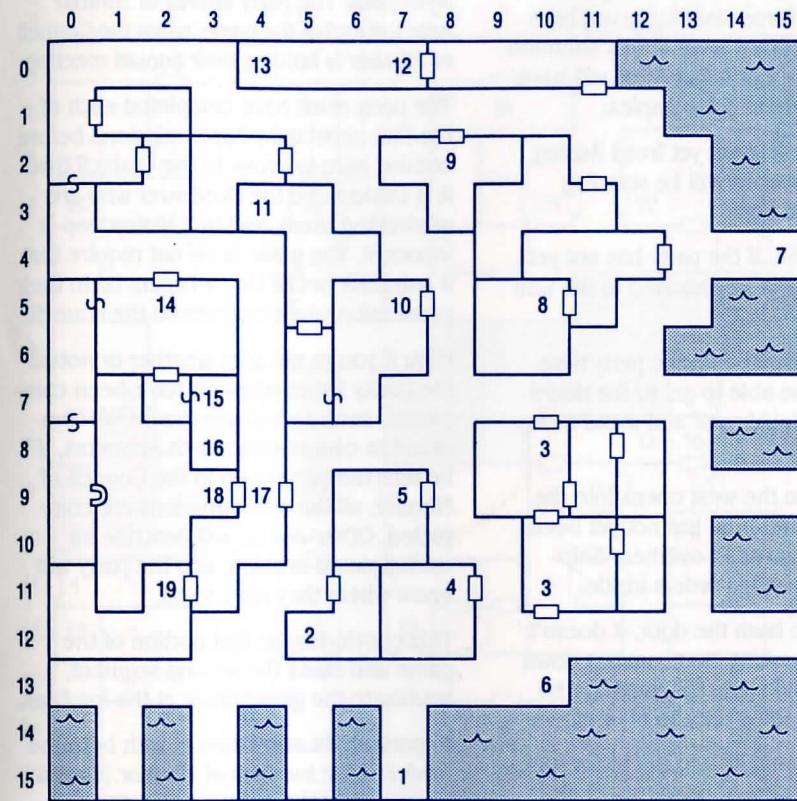
6 Here the party will spot a boatload of Luskan guards and spies rowing in to shore. If the party watches quietly, the men will land, then slip quietly into town without seeing them.

7 This is the final, largest battle in Ruathym, but will occur only if Redleg is in the party. If he is, he will climb down below this pier to search for a skiff. A large force of Luskan guards, captains, and spies, as well as Hosttower mages, will attack. Additional Luskan captains and mages will reinforce the battle three times, unless the party destroys the existing force first.

If Redleg is free but not in the party, he will already have found the skiff, and the party will be able to get away from here unscathed.

8 A Luskan spy and Kraken spy are plotting in this room.

RUATHYM



9 Talking around a table here are several Luskan guards, their captain, and a Banite.

10 This is the ancient mansion of the First Axe of Ruathym. It has been taken over by undead creatures. If Redleg is in the party, they may rest safely here. If he is not, undead monsters will attack.

11 Spectres, wraiths, and wights guard this, the final resting spot of the initial First Axe of Ruathym. They will attack the party from the front and from behind. The party's reward for defeating them is *The Bloodaxe* and *The Redshield*, powerful magical items.

12 Pirates and witch doctors are poised, awaiting the party. They will get the first attack when the party enters.

13 Discarded in a heap of trash here is an old book of Ruathym, a history of the island.

14 This is the main guard chamber of the Luskan Stronghold on Ruathym. Luskan guards, and captains, and Hosttower mages attack when the party enters. If the party has not bashed the door nor snuck

"Ruathym" continues...

into the auditorium, and if the party has not attacked the southernmost guard chamber, the force standing guard here will be small. If they have drawn attention to their presence, a larger force will have gathered to defend the complex.

15 If the party has not yet freed Redleg, two Luskan captains will be standing guard over him here.

16 Redleg's cell. If the party has not yet freed him, he will be shackled to the wall here.

Hint: Do not let him join the party here, since he will be able to get to the docks more quickly by himself and avoid a large battle.

17 The door to the west opens into the main auditorium. If he has not yet been rescued, the party can overhear Shipmaster Redleg giving orders inside.

a. If they try to bash the door, it doesn't budge. The resulting crash echoes down the corridor and alerts the guards, who quickly take Redleg back to his cell.

b. If the party sneaks into the room successfully, they should announce their presence — they will be able to free Redleg (see entry 16 above). If the party sneaks back out, someone in the auditorium will hear them and raise the alarm, and Redleg will be hustled back to his cell.

c. They can do nothing here, move away and remain undiscovered.

18 The party ends up here if they sneak into the auditorium.

19 This is the guards' main bunkhouse. If the party tried to bash its way into the auditorium, the guards from here were the ones who rushed in to attack, and the area will be empty. Otherwise, there are several guards, along with their captain.

V. Mirabar

Synopsis: The party arrives in Mirabar near the end of the game, when the Council of Mirabar is holding their annual meeting.

The party must have completed each of the first nine Lucky Paper missions before coming here to prove to the Council that it is Luskan and the Hosttower who are misleading them, and that Waterdeep is innocent. The game does not require that a complete set of Lucky Papers be in their possession when they attend the council.

Hint: If you're not sure whether or not all the Lucky Paper missions have been completed, encamp and use the CROWN command to communicate with Amanitas. If he tells the party to go to the Council of Mirabar, all the other missions are completed. Otherwise he will describe an uncompleted mission, and the party will know where they have to go.

This concludes the first portion of the game and starts the second segment, leading to the grand finale at the Ice Peak.

Important: Be sure to meet with both the leader of the humans of Mirabar, Elastul Raurym, and the dwarven King Steelfist before departing.

Resting: The party can rest at the inns, at either the dwarven or human palace, and anywhere behind all secret doors except those at 5,2 and 5,3.

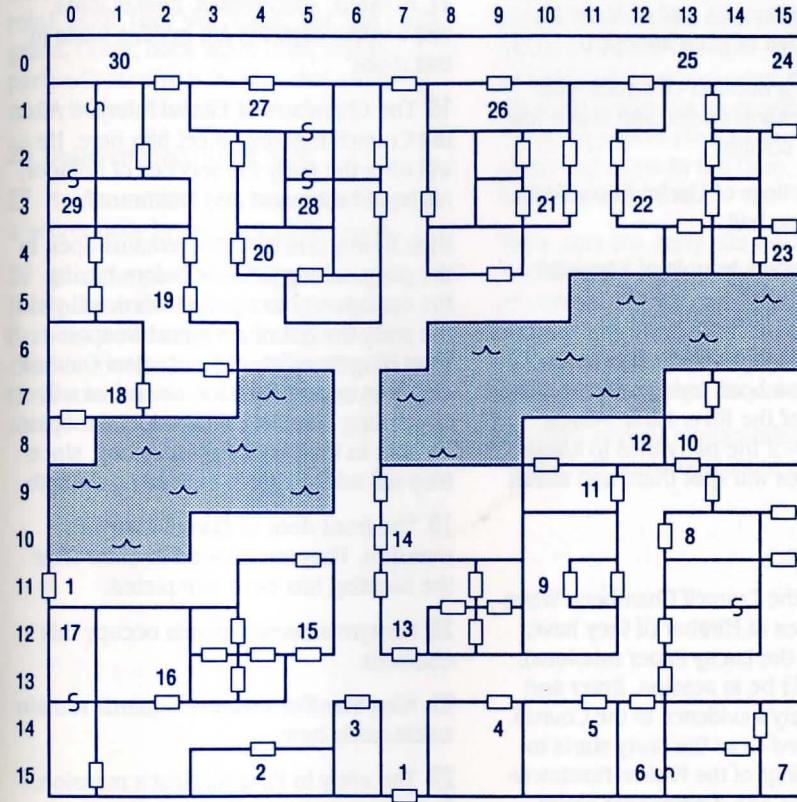
Wandering Monsters: Ogres, ettins, and orcs often attempt to raid the mines along north edge of the city. There is no limit to these battles.

Events:

1 The Mirabar City Guard is watching the gates to the city. If the party needs to rest and prepare spells, two inns are located near the Council Chambers.

2 Hixam's Assorted Goods. Be sure to check for magical items of protection.

MIRABAR



KEY

- Wall
- Door
- Secret Door
- Water

3 The Mirabar City Guard House.
4 An arms and armor shop. +1 weapons and armor are available.

5 The Mirabar Vault. Because of a magical card given to the party by Amanitas in GATEWAY TO THE SAVAGE FRONTIER, anything deposited in this vault can also be taken out of the vaults in Neverwinter and in Yartar. All three vaults will always have all the party's stored items and funds available, as if they were identical clones of each other.

6 In the back of this house is a secret door leading to a hidden chamber.

"Mirabar" continues...

magic-user scroll (*cone of cold, stone to flesh, flesh to stone*), cleric scroll (*harm, cause critical wounds*), rod of stone to flesh, and potion of giant strength.

Be sure to get a number of scrolls with the *hold* and *charm* spells, and also a few of the clerical scrolls.

9 Hokloff's College of Useful Knowledge. This is a training hall.

10 This is dwarven temple of Vergadain.

11 Gemm's Trading Company.

12 Here some mages and a Banite are struggling with a boat, trying to brave the frothy waters of the River Mirar. Attack immediately — if the party tries to sneak away the mages will spot them and attack with surprise.

13 The Dig Inn.

14 These are the Council Chambers. When the party arrives at Mirabar (if they have completed all the Lucky Paper missions), the Council will be in session. Enter and present the party's evidence to the Council. *But be prepared* — as the party starts to expose the doings of the Kraken-Hosttower-Luskan alliance, the Neverwinter Representative will try to slip away. He is actually a disguised Kraken, and more enemies will pour into the chambers to try to save him and gain revenge against the party.

The battle that ensues is a big one, with many Kraken masters and Hosttower sorceresses to start, followed in later rounds by more masters and sorceresses, and then by Zhentil lords and still more sorceresses. Dwarf heroes from the city also join the battle on the party's side.

15 The Step On Inn.

16 Temple of Tymora.

17 Krakens, sorceresses, Zhentil lords, and Luskan captains are making plans in this room.

18 The Chambers of Elastul Raurym. After the Council meeting, meet him here. He will offer the party the services of Kriador, his loyal bodyguard and "Hammer."

Hint: If only one NPC slot remains open in the party, taking Kriador before having the opportunity to reject Gauhok will yield the party the gift of a magical weapon from King Steelfist. (Do *not* reject Gauhok and then accept Kriador, since that will anger King Steelfist). If two slots are open, be sure to take both fighters along, since they will add greatly to the party's strength.

19 The front door of Elastul Raurym's mansion. They are allowed to enter after the meeting has been completed.

20 Raurym's human guards occupy this chamber.

21 King Steelfist's dwarven guards remain battle-ready here.

22 The entry to King Steelfist's mansion. This doorway works like that described under entry 19 above.

23 King Steelfist's chambers. If there is space in the party, he will offer the services of his son, Gauhok, as a seasoned warrior — see entry 18 above. If there is not space, he will give the party a golden *battle axe+3* as a reward for exposing the Kraken-Hosttower-Zhentarim plot.

24 This is an empty, abandoned mine shaft. Any character who jumps in will crash to the bottom and take damage. There is no treasure here.

25 If the party helps the dwarves here defeat the purple worms that infest this mine shaft, they will reward the party with gems. Come back again later, and the party will receive a *two-handed sword+3* as an added reward.

26 Dwarven miners rest here.

27 Human miners rest here, but there is a secret door in the back of the room.

28 After the party has dispatched the four black-robed spies, broken up the Kraken-Hosttower-Zhentil lords-Luskan captain meeting and attended the Council, this room is found to have been hastily abandoned.

29 Four black-robed spies occupy this room, trying to bring a fire elemental into being. They are the first of many black-robed men from Hellgate Keep (a large and powerful undead-ruled dungeon far to the east) whom the party will encounter. These high-level clerics intend to let the party lead them to the Gem, then kill the heroes and take it.

Make sure the party hits every enemy with a spell or a missile weapon on each round of combat. If they can get off a spell they will cast *slay living*, with dire consequences. After the battle, be sure to take every piece of magic equipment they are carrying.

30 Here several human miners are trying to hold off some ogres and ettins.

W. Fireshear

Synopsis: Accessible only by sea from Neverwinter (and open to the party only after their triumph at the Council of Mirabar), Fireshear is where the party must catch a boat to get to the grand finale at the Ice Peak.

Upon arriving here, they find the town has been attacked, and the bodies of its defenders lie in the underground streets. The party learns that the yeti have kidnapped (not killed) the three leaders of Fireshear. The heroes have two missions to compete here: 1) find and free the city leaders, and 2) free the shipping dock from the yeti so the town can receive supplies and reinforcements, and so that the heroes can sail on to the Ice Peak.

Resting: The party may rest safely in any room after it has been cleared, and anywhere in the corridor leading into the Great Hall of Fireshear.

After the grand yeti has been killed it will be safe to rest anywhere in the city.

Wandering Monsters: Yeti guards and yeti chiefs, ice hounds, and orcs will all attack the party. These attacks will end once the grand yeti has been killed.

Events:

- 1 This door opens onto a stairway that leads upwards to the wilderness.
- 2 The party finds a badly wounded Gnome.
- 3 The party finds evidence of the city's white-furred attackers.
- 4 The party finds a small band of great orcs who have joined with the yeti and ice hounds.
- 5 More orcs and yeti await the party.
- 6 The Waterdeep Representative's quarters. After the grand yeti's defeat, the party will receive a warm welcome here from the liberated Shearmaster.

7 The Neverwinter Governor's quarters.

8 Mirabar's Governor lives here.

9 Bahriit's General Equipment Shop.

10 If they enter before the grand yeti's death, the party finds Bahriit himself.

11 The Fireshear Inn.

12 This is Rubgath's Fine Metalworks, an arms and armor shop.

13 A shrine to the dwarven god, Dumathain.

14 Here the beholder has turned several miners to stone.

15 This is where the party enters the Fireshear Dock, where the beholder makes its last stand.

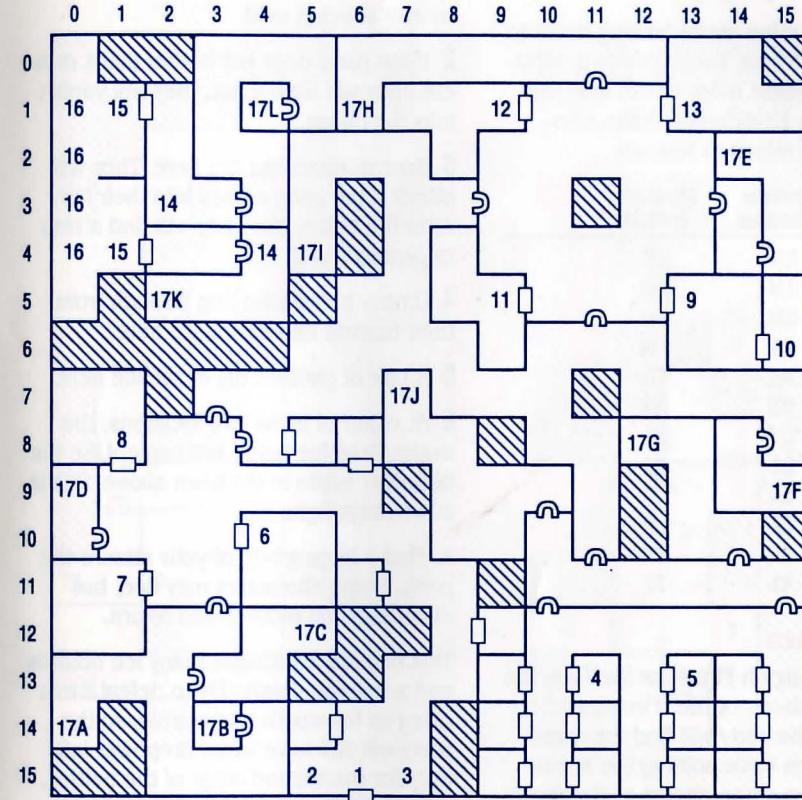
NOTE: There is no chance to rest or memorize spells between stages of this battle, so the party needs to pace itself. Save some of the party's *hold* and *charm monster* spells for the second stage. *Fireball* spells are especially effective against yetis, since they take extra damage from fire-based attacks. And be sure to have every character possible wield a +1 or greater composite long bow, with +1 or greater arrows. After the grand yeti is dead, the arms and armor shop in Fireshear will open for business; it is well-stocked with +1 items.

Also, have any scrolls the party purchased in Mirabar, Orlumbor, or Neverwinter on hand. Spells cast from scrolls take effect immediately, so they can be very useful when the party doesn't have combat rounds to spare.

This battle takes place in two stages:

A. Ice hounds and yeti chiefs charge. Since there are a large number of yetis in this part of the battle, some or all of the party may initially flee in terror. However, the fear is only temporary.

FIRESEAR



KEY
Wall
Door
Archway
Impassable

B. Now the beholder and his personal yeti guards and ice hounds attack. This is a tough battle. At close range, the beholder can cast its most powerful spells: *flesh to stone*, *disintegrate*, and *death ray*. Use the lesser monsters as a shield — try to *hold* or *charm* them to create a "living wall," then set up the party's archers and fire away at the beholder. When this wall of monsters wears down, and when the party has hit the beholder with several arrows, run up and hit the beholder with everything the party's got on a single round. Spells bounce off of beholders like ping-pong balls, so save them for the other monsters.

Lastly, be sure the party's cleric(s) have several *dispel magic* spells memorized. They are useful for removing the *slow* and *fear* spells the beholder casts.

16 This is the Fireshear Dock. From here, the party can sail on to the Ice Peak or back to Neverwinter.

Important: Before the party leaves for the Ice Peak, check their supply of scrolls. If their supply is low, it is worth the trouble to go back to Neverwinter or even to

"Fireshear" continues...

Orlumbor or Mirabar to pick up a few things at the magic shops.

17 These are mine shafts leading down to the Fireshear Mines. Each goes to a different location, some more useful than others. There are 12 different shafts, connecting to the mines as follows:

Map Number	Coordinate in Fireshear	Coordinate in Mines
17a	0,14	5,15
17b	3,14	6,13
17c	5,12	9,12
17d	0,9	0,14
17e	14,2	6,0
17f	15,9	14,6
17g	12,8	8,7
17h	6,1	3,8
17i	5,4	2,11
17j	7,7	5,11
17k	2,5	0,11
17l	4,1	2,7

X. Firemines

Synopsis: Beneath Fireshear itself are the Mines of Fireshear, or the "Firemines." It is there that the party will find the grand yeti and a large force holding the Shearmaster and the other leaders of Fireshear. The party must defeat the grand yeti to free the Shearmaster and remove the terror from the town.

Resting: Until the grand yeti is killed, the party can rest safely only behind the secret doors at 11,2 and 10,12; and in the area accessed by Fireshear shafts 17a and 17d. After the grand yeti's death, they can rest anywhere.

Wandering Monsters: Yeti and ice hounds will attack until the grand yeti is dead.

Events:

1 Here rests a single miner, quietly eating. The party is offered three options. If the party turns to leave, he will beg them for help, giving them directions from the

great hall to the mine shaft. This will lead them to a point near where the Shearmaster is being held.

2 If the party does not bother these miners, they will stay; if not, they will vanish into the mines.

3 Several remorhaz live here. They will attack if the party comes into their lair. After the battle, the party will find a *ring of protection*+2.

4 Umber hulks have dug through from their tunnels into the mines here.

5 A pair of gnomes dig in silence here.

6 At either of these two locations, the major Firemine battle will begin. Like the beholder battle in the town above, this is a two-stage fight.

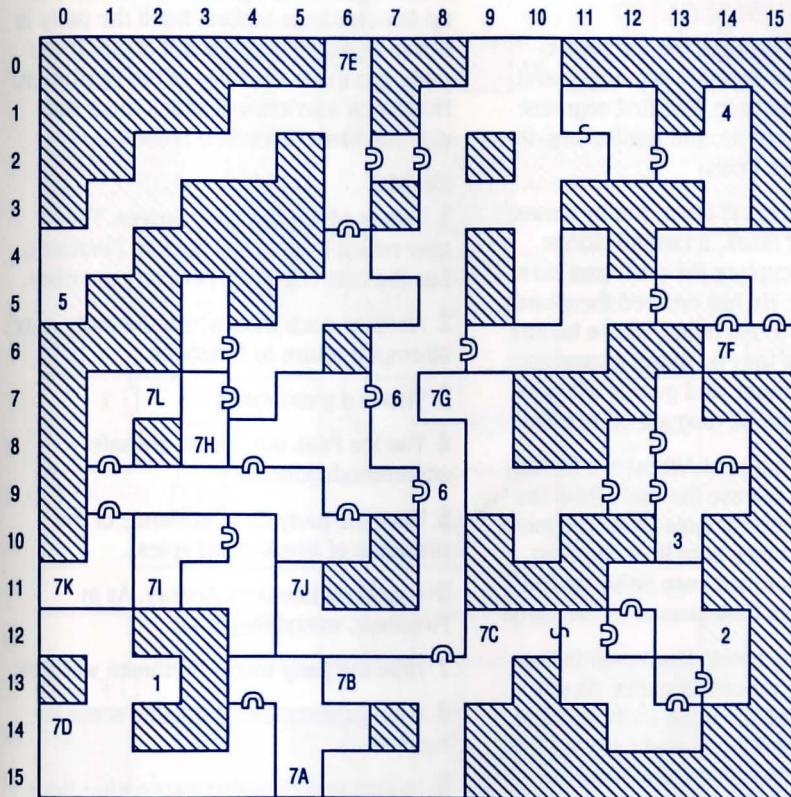
A. First a large group of yetis attacks the party. Some characters may flee, but eventually will recover and return.

This first stage includes many ice hounds and a few yeti chiefs. Try to defeat them using as few spells as possible, so the party will still have some firepower left over for the second stage of the battle. Remember to make use of the party's scrolls to increase the quantity and variety of their magical spells.

B. More ice hounds and yeti chiefs, and the grand yeti himself then attack. Unleash everything the party has left against this group, but the grand yeti. This creature has developed a resistance to magic, which makes spells ineffective against him. Instead, concentrate on eliminating the force he has brought with him, then send in the party's fighters to attack the leader.

After this battle is won and the Shearmaster is free the shops in Fireshear above will be open for business again. Visit them before attempting to fight the beholder at the Fireshear docks.

FIREMINES



7 These are mine shafts leading up from the Firemines to Fireshear itself. Each goes up to a different location, as follows:

Map Number	Coordinate in Firemines	Coordinate in Fireshear
7a	5,15	0,14
7b	6,13	3,14
7c	9,12	5,12
7d	0,14	0,9
7e	6,0	14,2
7f	14,6	15,9
7g	8,7	12,8
7h	3,8	6,1
7i	2,11	5,4
7j	5,11	7,7
7k	0,11	2,5
7l	2,7	4,1

The last two shafts, 7k and 7l, lead up from the mines to an area near the docks. Only after the party has defeated the grand yeti will they be able to get to either of these shafts.

Y. Ice Peak

STAGE 1 - AURILSSBAARG

Synopsis: The finale at the Ice Peak is made up of four separate segments, and each has its own map. The first segment takes place in and around Aurilssbarg, the capital of the Ice Peak.

Aurilssbarg is a small town, run by a man named Tranjer Rolsk, a Luskan stooge who hopes to capture the party and earn a huge reward. He has ordered the guards to direct them to his office, where he has rigged a trap. If they go there, a large net will drop over them, and guards will pour in. They will then be dragged off to a cell.

Do not let this happen! Although a friendly Ice Hunter will release the party from the cell, they will lose valuable time. The more time the party takes here in Aurilssbarg, the more black-robed men arrive on the island and begin their pursuit of the party.

Hint: If the party meets Northmen in the town or on the mountain paths, do not attack them. Tell them the truth, that the party is there to fight against Luskan. This will earn their friendship, and save the party from fighting a number of needless and debilitating battles.

Important: If the party has made enemies of the Northmen, be sure to read the synopsis for Bjorn's Hold below.

Resting: The party can rest in the inn, in the room with the dwarves, and in the Northmen room.

Wandering Monsters: On the paths to the north and east; yeti, ice hounds, and cloud giants will attack the party; there is no limit to these battles. In the streets,

after the party has escaped from the cell, Luskan guards will pursue them; there is no limit to these battles, but if the party is never captured they will not occur. If the party has made enemies of the Northmen: Northmen warriors will attack them outside the town (unlimited battles).

Events:

- 1 This is where the party arrives. They may return here to sail back to Fireshear, but the cost is 200 PP per party member.
- 2 Another dock from which the party may attempt a return to Fireshear.
- 3 This is a guardroom.
- 4 The Ice Peak Inn. These are safe accommodations.
- 5 Here the party finds evidence of the presence of black-robed spies.
- 6 Captain Whiteaxe's Armory. As in Fireshear, everything is +1.
- 7 Here the party meets Northmen warriors.
- 8 A single sorceress is training some ice hounds.
- 9 Luskan guards sometimes gather here. Before the party has been captured, they will be rude. After the party escapes, they will attack.

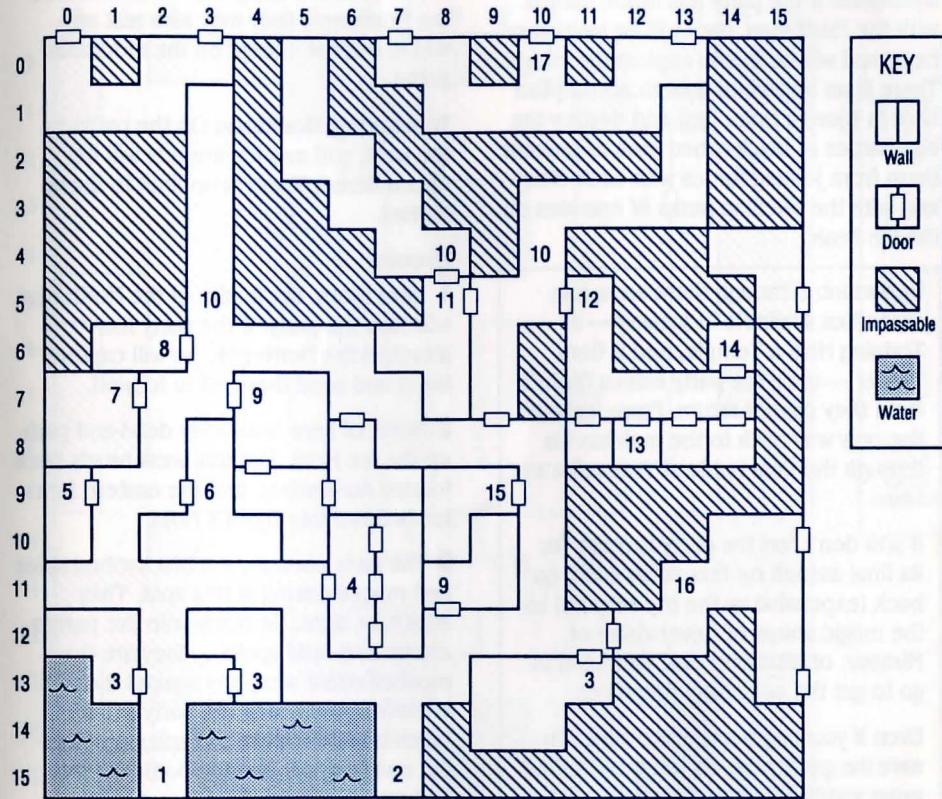
10 To the north from each of these locations, a path climbs steeply up the mountainside. These are dead ends. All that the party will find here are wandering monsters.

11 Tranjer Rolsk's office. If the party comes here, Rolsk will capture them and throw them in jail.

12 East of here are Rolsk's jail cells.

13 In this cell is a single Ice Hunter, Icy Trees. If the party releases him, he will share information.

ICE PEAK: Stage 1 - Aurilssbaarg



14 Rolsk will lock the party in this cell, if he can capture them. If the party ends up here, they must rest for one day. When the day is up, try the cell door. An Ice Hunter will appear and help them.

15 Dwarves welcome the party to stay and rest.

16 Here the party will meet a group of Northmen heading down into Aurilssbarg. If the party has befriended them, they will pass by. If the party has made enemies of them, they will attack.

17 After climbing the mountain from the Ice Hunter village called Icewolf, and after traveling many winding pathways of the Ice Peak, the party must come back here and head north to find the entrance to Freezefire's lair. They cannot do so directly from Aurilssbarg.

STAGE 2 - BJORN'S HOLD

Synopsis: If the party has made friends with the Northmen, they will be welcomed here, and will be free to explore the village. There is an important goal to accomplish here in Bjorn's Hold: find and destroy the two parties of black-robed men to prevent them from joining forces with each other and with the swelling ranks of enemies on the Ice Peak.

Important: Although there are a few amenities available in Icewolf — a Training Hall, a Temple, and a Gem Trader — once the party leaves Bjorn's Hold *they cannot return*. From Icewolf, the *only* way back to the mainland is through the final battle at Freezefire's Lair.

If you don't feel the party is ready for its final assault on Freezefire's lair, go back (expensive as the trip may be) to the magic shops of Neverwinter or Mirabar, or wherever else you need to go to get the necessary firepower.

Even if you do go on, make sure you save the game here, so you can continue more easily if defeated by Freezefire.

Resting: The party can rest safely anywhere inside. If the party has befriended the Northmen, they may also rest anywhere outside except on the mountain paths.

Wandering Monsters: On the paths to the west, yeti and ice hounds will be encountered. There is no limit to these battles.

Events:

1 Here Bjorn, the leader of the Northmen will stop the party. If the party has attacked the Northmen, he will capture them and send them off to Icewolf.

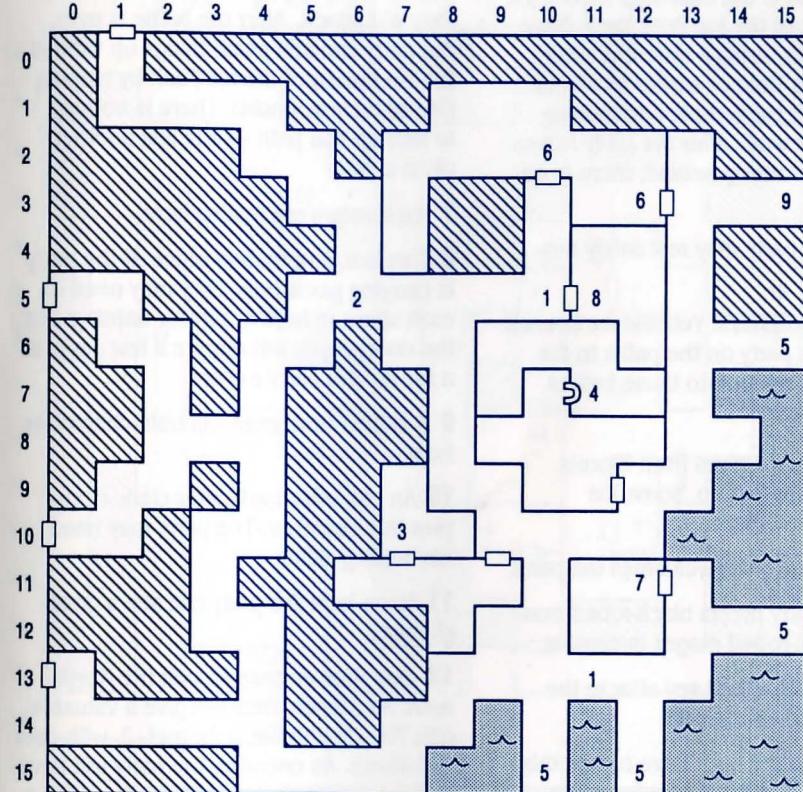
2 North of here is another dead-end path up the Ice Peak. The trail west heads back toward Aurilssborg, and the eastern fork leads down into Bjorn's Hold.

3 The party comes upon black-robed spies and mages resting at this spot. They attack on sight. Be ready with the party's *charm* and *hold* spells — they are the most effective weapons against these enemies. And watch the party's flank; black-robed masters and spies are nearby, and they will join the battle on the first and third rounds.

After the battle, collect all their magic equipment and take it along. The party will be able to identify the items in Icewolf, the next village they visit.

4 A large force of black-robes are engaged in conjuring a fire elemental.

ICE PEAK: Stage 2 – Bjorn's Hold



KEY

- Wall
- Door
- Archway
- Water
- Impassable

5 Many Northman and Ice Hunter boats are docked here.

6 This is Bjorn's home.

7 Here the party meets a single Ice Hunter called Big Fish in Cold Water. Big Fish will pass along useful information.

8 Ice Hunters and Northmen have gathered here to feast and tell stories.

9 At this dock the party will leave Bjorn's Hold for Icewolf. See the *important note* above in the region synopsis (page 57) for warnings about going to Icewolf.

STAGE 3 – ICEWOLF

Synopsis: This is the final stop before the party's ascent of the Ice Peak itself. Save the game again, using a different letter than in Bjorn's Hold or earlier locations. Be sure to visit the temple and training hall here in Icewolf. *After the party leaves Bleak Sky at Morning behind, there is no turning back.*

Resting: The party may rest safely anywhere inside.

Wandering Monsters: Yeti and ice hounds will attack the party on the paths to the west. There is no limit to these battles.

Events:

1 Here the party arrives from Bjorn's Hold. If they are tied up, some Ice Hunters will free them.

2 A group of dwarves welcomes the party.

3 Here the party meets black-robed masters and black-robed mages in combat.

4 A single black-robed spy attacks the instant the door is opened.

5 The black-robed men have turned this chest around, so that it now faces the wall. Have the party's thief examine it, then bash it on the top. The lid will pop open, and the party will easily scoop out the contents.

Do not try to pick the lock! If the thief does try this, poison gas will spew forth, knocking everyone out. When the party awakens, more black-robed men will have returned and tied them up. Lie still, and do not anger the black-robed spies while tied up.

6 Here the party meets a group of Northmen. If the party and they are enemies, they will attack. After the battle is over, the party can still patch things up with all the Northmen of the Ice Peak by helping one of their wounded. There is nothing to find up this path — it is just another dead end.

7 Ice Hunters are resting here.

8 This is a gem traders office. If the party is carrying gems only, they may need to cash some in here to pay for training. But the doorkeeper will require a few gems as a fee for the party's entry.

9 A skilled Northman will train characters here.

10 An old, wise Ice Hunter cleric occupies this chamber. The party may need his healing skills.

11 From here the party can see a great glacier.

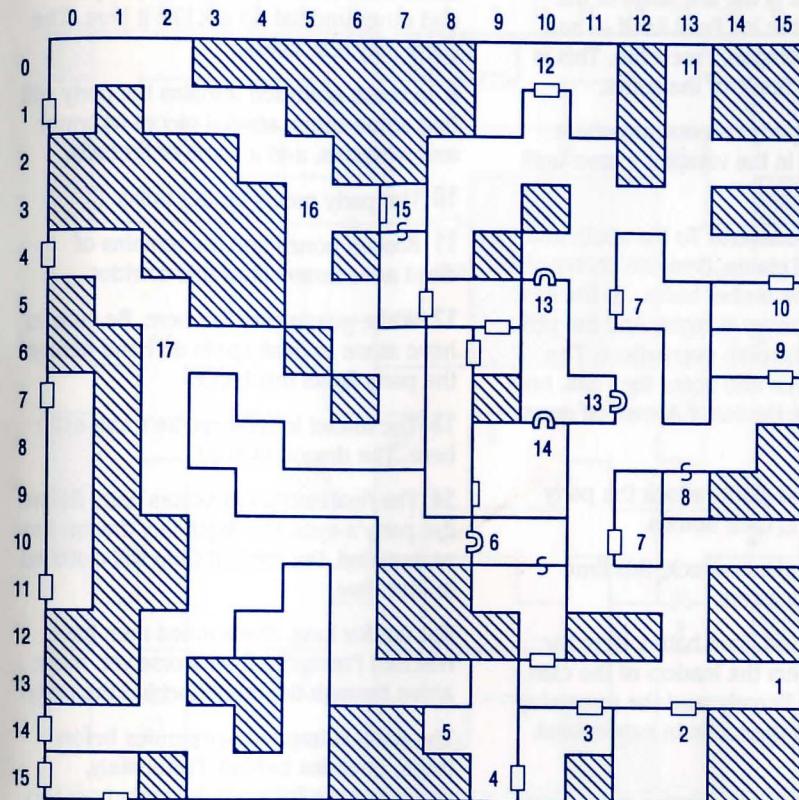
12 One final encounter with the Northmen. As friends, they will give a valuable gift: The *Northhelm*, a helmet+2, with cold resistance. As enemies, the party will have to fight the Northmen, but can then claim the helm as treasure.

13 Ice Hunters stand watch here. Ahead is the chamber of Bleak Sky at Morning.

14 Here the party finally meets Bleak Sky. Eventually, he asks them one simple question: is it time?

Before the party answers yes, be sure that they have made as much use of the temple and training hall here in Icewolf as they can. *After passing through Bleak Sky's chamber, the party cannot go back to prior locations in the game.*

ICE PEAK: Stage 3 – Icewolf



KEY
Wall
Door
Archway
Secret Door
One Way Door
Impassable

the south fork. If they want to explore more of the Ice Peak first, go to the north.

17 Ignore the northern path here and continue along the route to the south. This is the most direct route to the dragon's lair.

STAGE 4 - FREEZEFIRE'S LAIR

Synopsis: This is the last stage of the party's quest, the Ice Peak itself — and the lair of the dragon, Freezefire. This is also the grand finale of the game.

Resting: The party can rest anywhere inside, except in the vampire's cave until he is gone.

Wandering Monsters: To the south and west are cloud giants. Near the center of the area are the umber hulks. To the east the undead wander at night. And the yeti and ice hounds roam everywhere. The black-robed men also scour the Peak, hoping to catch the Heroes of Ascore off guard.

Events:

1 Several cloud giants attack the party here, defending their homes.

2 More cloud giants attack, this time including spellcasters.

3 The final cloud giant battle. Here the party encounters the leaders of the clan. They will fight fiercely, and the remaining giants will join the battle in subsequent rounds.

4 This is the entry to the cloud giant complex.

5 The entry-tunnel to Freezefire's Lair.
Hint: Try the LOOK option.

6 The vampire's coffin. Inside the party will find a few coins, a *wand of lightning* and a clerical scroll with three spells: *restoration, restoration, and resurrection*.

7 Here the party meets the vampire and his undead minions. Watch out for the rats scampering in behind, heeding the call of the blood-sucking monster.

8 A warm spring bubbles up into this chamber. For this reason, the vampire and other undead do not like it here. The party may rest safely.

9 In these scattered remains the party will find some coins, several pieces of armor and weapons, and a *wand of fireballs*.

10 The party meets umber hulks.

11 Broken bones and the remains of dead adventurers litter this corridor.

12 White gorgimeras live here. Be sure to have *stone to flesh* spells on hand before the party fights this battle.

13 The tunnel into Freezefire's Lair exits here. The dragon is dead.

14 The final encounter occurs here. Before the party's eyes, the legendary dragon lies mummified, the magical Gem still clutched in one claw.

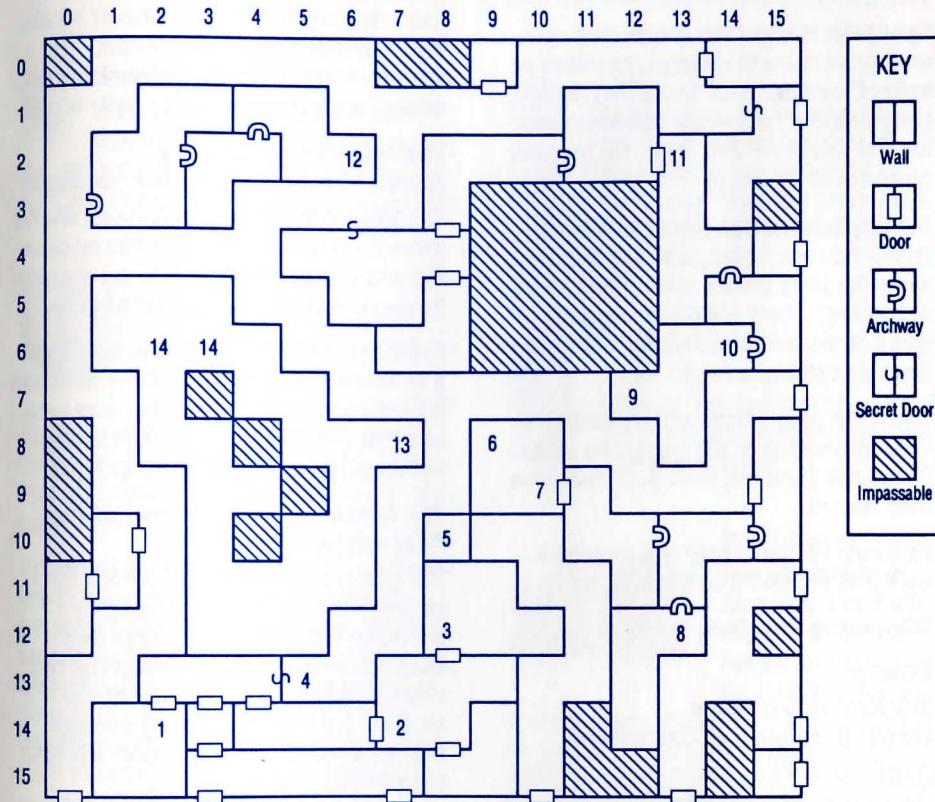
But not for long. Black-robed men have reached Freezefire first! Worse yet, more arrive through the tunnel behind the party!

The party is trapped — enemies before them, enemies behind. Fortunately, dwarves have followed the party here too, and they will fight fiercely on the side of Good — and for their stolen treasure!

This is a very difficult battle. The key to victory lies in using the party's spells wisely. Cast *charm person* and *charm monster* first. This will turn some powerful magic-users into allies, and the enemy's spells are just as effective when used against each other as they are when cast at the party.

Next, make good use of the party's *hold* spells. *Hold monster* is especially effective. And don't give up, even if party members start to go down. One member surviving is all the party needs to win the battle.

ICE PEAK: Stage 4 – Freezefire's Lair



When the party does win, be sure to cast any *heal* spells the party can before the combat is totally over. Remember that mummified dragon. . . .

When the party pries the magical Gem out of Freezefire's claw, he comes back to life and attacks. Here the dwarves will help the party again. Try to position the party members away from the dwarves if possible. If the dragon uses its breath weapon, it will attack in the direction that will target the most enemies at once — the mass of dwarves makes a tempting target and if the party is elsewhere they can use the diversion to attack the ancient dragon.

If the party can survive both halves of this battle and gain victory, they shall be proclaimed the Heroes of the North! The dwarves carry the party members down the mountainside, to the village of Icewolf. There, healers resurrect dead party members, and heal all the others. And the celebration begins. . . .

Z. The Dungeons of the Wandering Dwarves

Synopsis: Many of the places that once were great cities of dwarves, or mines or halls of meeting, have fallen into decay. Long abandoned by their builders, these ancient works are left, sadly, to the other creatures of the world.

But the dwarves that roam the Savage Frontier do not forget. Listen to them when the party comes upon their camps or meetings. They will direct the party to some of the old places where a little of the magic still remains.

And if the party listens and is successful in its encounters in the Dungeons of the Wandering Dwarves, then they shall have their reward.

Resting: The party may rest anywhere, except in the Room of Three Doors.

Wandering Monsters: None.

Events:

The Hall of Ten Doors (in the hills north of Daggerford)

To get out of this corridor of many exits, the party must listen carefully to what the dwarves said: "To the west is the first, to the east is the last, and all eight lie between."

The party must go through the door to the west first, then alternately go through a door to the north and a door to the south, moving one step to the east after each pair. Notice that each time the party successfully passes through a door to the

north or south, their direction reverses. That makes it simple: west, then turn so that the party faces to the north or south, and proceed: straight-straight-east, straight-straight-east, straight-straight-east, straight-straight-east, and the party is out!

The Room of Three Doors (East of the bridge over the Dessarin)

The solution to this puzzle is simple; always move towards the wall which has no door. But sometimes this will not be so simple: two walls may appear to have no door.

In such a case, remember this: never will it be correct to move in the same direction for two consecutive steps. This may help, and it may not. And if the party chooses the wrong path, they will have to fight.

The Crossroads (at the heart of the Neverwinter Mountains)

The party must take care to unlock the secret of the Crossroads. When they arrive, go through no doors until they have reached the intersection of the two main corridors. There the light of day shall shine in, giving the party enough light to map. After that, all doors will lead to treasures — and combats.

Rabgar's Reward

If the party has survived the three Dungeons, Rabgar will approach the party when they near Mirabar. He will praise them for their courage and resourcefulness, and the characters will gain experience in proportion to how well they solved the puzzles of the Dungeons.

MONSTERS AND ENEMIES

Banshee

 Immune to electrical and cold attacks, and non-magical weapons, the banshee should be attacked with *fireball*, *magic missile*, and magical weapons.



Beholder

 Armed with many spells, the beholder is very dangerous. At close range, it attacks with *death ray*, *flesh to stone*, and *disintegrate* spells, among others. At long range, it commonly casts *fear* and *slow*. To defeat the beholder, the party should:

1) arm all characters with the best missile weapons available (spells are useless because these monsters have magic resistance), and 2) keep other monsters between themselves and it, to keep it at long range. *Hold monster* and *charm monster* are useful for this purpose. Be sure to have *dispel magic* on hand to reverse the effects of *slow* and *fear*.



Bulette

 These are quick, strong monsters with several high-damage attacks. Make good use of the party's *fireball* and *lightning bolt* spells.



Carrion Crawler

 These monsters have multiple attacks, each carrying a paralyzing poison. Try to use spells or missile weapons to kill them before they paralyze any characters.



Cockatrice

 The touch of these monsters may turn a party member to stone. *Hold monster* can be useful in keeping them away from the party while the characters kill them with ranged weapons and spells.



Cyclopskin

 These big, one-eyed giants can hit hard, but spells such as *stinking cloud* and *hold monster* will immobilize them.



Red Dragon

 The red dragon is fireproof, and it will attack with its fire breath and spells. Fan out the characters to reduce the number the breath can hit at once, then use the party's magic-users to cast *lightning bolt*. Try to bounce the bolt off a nearby wall to get two hits.



White Dragon (Freezefire)

 Freezefire is a very ancient white dragon, with a powerful breath weapon and several spells. Keep the party spread out to minimize the effect of the breath weapon, then close and attack. Spells will have an inconsistent effect, since the beast has magic resistance. Cold-based attacks will have no effect at all.



Drider

Driders are spellcasting half-man, half-spiders who are failed evil clerics. They have a paralyzing poison attack when adjacent to a character. Attack them from a distance if possible, and use *stinking cloud* to try to immobilize them. Try to hit each one with magic or missile weapons at least once a round to prevent them from casting spells.



Efreet

These fire-like beings from the outer planes do great damage when they hit a character. Use *lightning bolt* and *ice storm* or *cone of cold* — or just a good, solid sword. *Fireball* will have no effect.



Ettin

These two-headed giants do massive damage with their clubs. Gang up on them to defeat them quickly, or try to prevent their approach with a wall of *stinking clouds*. Then use arrows, stones, or *magic missiles*.



Fire Elemental

This semi-gaseous monster is similar to an efreet — use all spells except *fireball* to wear them down.



Ghoul

These lesser undead have a paralyzation attack, so try not to get into hand-to-hand combat. Use the party's *fireball* or *lightning bolt* spells to destroy them, or turn them with the party's paladin or cleric.



Cloud Giant

These are gigantic monsters that do terrible damage with their clubs. Attack cloud giants with *hold monster* or *charm monster*.

In hand-to-hand combat, be sure to have the party's ranger(s) in the front row, since they do additional damage against giants. But watch out for cloud giant shamans — they can cast spells.



Fire Giant

Similar to cloud giants, fire giants do great damage in melee; fire giant mages can cast spells. Attack them as with cloud giants — but forget about using *fireball*.



Hill Giant

Charge these giants straight away. They have few special abilities, except their great damage per attack. *Hold monster* and *charm monster* are useful against them.



Stone Golem

These great animated-stone creatures can only be hit with +2 or greater weapons, unless hit with a *stone to flesh* spell, which

will make them vulnerable to normal attacks for one round. The *Sword of Stonecutting* will do two times normal damage against them. And have some *dispel magic* spells handy — the stone golem casts *slow* spells regularly.



Iron Golem

These huge magically-energized metal monsters can only be hit with +3 or greater weapons, and the only spells

which have an effect on them are *lightning bolt* (which slows them) and *fireball* (which heal them).



White Gorgimera

These monsters have three heads; one of a white dragon, one of a gorgon, and one of a lion. The

dragon head breathes cold, the gorgon's breath turns you to stone, and the lion's head bites — each once per round. Use *hold monster* and *fireball* as often as possible, and try to keep characters who do not have some sort of resistance to cold out of the line of the breath weapon.



Greenhag

These ugly green monsters change shape to fool opponents, then attack! They are resistant to magic, cast *ray of enfeeblement*, and attack with powerful claws. Try *lightning bolt* spells bounced off walls to maximize the party's chances of a hit, and concentrate the party's attacks on one monster at a time.



Griffon

Step up and hit these large monsters hard with the party's melee weapons. Or use *stinking cloud* to keep them away, then attack with missile weapons.



Harpy

Try to kill these hideous bird-like creatures before they attack the party — one hit and a character could be charmed. *Stinking cloud* and *fireball* are effective. If a character does get charmed, cast the party's own spell — *charm person* or *charm monster* — to remove the effect. *Dispel magic* sometimes also works.



Hell Hound

These fire-breathing hounds attack twice per round — one breath, one bite. Use cold-based spells such as *ice storm* or *cone of cold* to defeat them.



Ice Hound

A "cold hell hound," the ice hound breathes cold instead of fire. Use *fireball* to attack them — *ice storm* and *cone of cold* will have no effect.



Giant Kampfult

These large, stringy creatures attack with long rope-like appendages. If a character is hit they may be held, then squeezed for five points of damage every round. Try to keep these monsters at bay with *stinking cloud* or *hold monster*, then use *fireball* or missile weapons to finish them off.

"Monsters and Enemies" continues...



Manticore

The manticore attacks first with six sharp spines flung from its tail, then with claws and teeth. Hide magic-users around a corner until they are ready to cast, then hit these beasts with *fireball*, *lightning bolt*, or *ice storm*.



Margoye and Greater Margoye

These monsters attack with claws and bites many times per round, and may only be hit with magical weapons. If the party has it, use the *Sword of Stonecutting*; otherwise, *fireball*, *lightning bolt*, and *ice storm* spells will be very effective.



Neo-Otyugh

Trash-dwelling monsters, neo-otyughs attack several times per round.



Ogre

These big monsters are defeated relatively easily — unless they are combined with ogre mages or ogre shamans.



Orc

The party will encounter only a few orcs. Defeat them with conventional weapons and spells.



Otyugh

Smaller versions of neo-otyughs.



Purple Worm

These large, subterranean-dwelling monsters, attack with their poison-stinging tails and with their huge

mouths. Try to use the terrain to block them off, so the party can fight them one at a time.



Giant Rat

Often summoned by vampires, giant rats may infect

characters they hit with horrible diseases. Large area-of-effect spells, such as *fireball*, are very effective in defeating great numbers of rats.



Remorhaz

Remorhaz are similar to purple worms. Attack them the same way the party would a worm. The remorhaz is very vulnerable to cold.



Rock Reptile

These powerful monsters inhabit caves and tunnels.

Defeat them with conventional weapons and spells.



Giant Skeleton

These large monsters are exactly like the normal-size variety, but hit with greater damage. Use blunt weapons — such as clubs, maces, and flails — to defeat them quickly. Or the party's paladin or cleric can easily turn them.



Giant Slug

Giant slugs are big monsters that spit acid, which does great damage. Defeat them with conventional weapons and spells.



Spectre

These powerful undead monsters can drain two experience levels if they hit a character. Try to turn them with the party's paladin or cleric, or hit them with *fireball* or *lightning bolt*. They are immune to cold attacks, and non-magical weapons will not hurt them.



Giant Spider

These quick and dangerous monsters attack with a poisoned bite. In combat, protect the party's cleric, since only he or she will be able to cast *neutralize poison* to heal those characters who have gone down.



Electric Spider

These arachnids breath lightning in combat. Try to hide magic-users around corners until they are ready to cast *fireball*, *ice storm* or *hold monster*.



Spider Queen

This is a larger version of the giant spider, and also attacks with a poisoned bite. Remember to keep the party's cleric safe so he or she will be able to cast any *neutralize poison* spells the party may need after the battle.



Stone Guardian

These creatures are made from enchanted carved stone images. Normal missiles have no effect, edged weapons do 1/4 damage, and other weapons do only 1/2 damage. Most magic does half damage or none at all — except for *stone to flesh*, which kills these monsters.



Umber Hulk

These huge monsters attack with great pincers and a gaze confusion attack. Try to use terrain or *stinking cloud* spells to hold them back so the party can fight them one at a time.



Vampire

Vampires not only drain two levels when they hit a character, but they also may charm characters with their gaze. Try to turn them with the party's paladin or cleric, or hit them with *fireball* and *lightning bolt*. Cold-based spells will have no effect.

"Monsters and Enemies" continues...

Greater Vilstrak



These powerful monsters inhabit caves and tunnels. Defeat them with conventional weapons and spells.

Wight



These undead monsters "live" to drain life-levels from characters. Only magical and silver weapons will harm them. Use the party's paladin or cleric to try to turn wights; otherwise, attack with *fireball*, *lightning bolt*, and *magic missiles*. Cold attacks will not work against wights.

Wraith



Wraiths are more powerful wights. These the party must attack with magical weapons — or turn them with a paladin or cleric.



Yeti

Yeti are akin to abominable snowmen — big, strong and fierce. They attack with teeth and claws, and may grab and squeeze a character for additional damage each turn. The most effective attacks against them are *fireballs*, which do 1½ times normal damage. But watch out for the grand yeti, their leader. His age is so great, that he has developed a resistance to magic, so some *fireballs* may fail.



Giant Zombie

These huge, animated undead beings are easily defeated. The party's paladin or cleric should be able to turn them; otherwise, use the party's usual weapons and spells.

MAGIC ITEMS

❖ Crystals

Green (Hosttower), Blue (Kraken), Red (Zhentil). Hosttower mages and sorceresses, Kraken masters, and Zhentil fighters, captains, and lords all carry these.

❖ Lucky Papers

Found all over the Northern Realms, Lucky Papers contain the orders of the enemy alliance to their far-flung teams — but only those who have one of each of the Crystals can read each entire message. Each color illuminates every third letter of every word.

❖ Crown of Amanitas

This is the magical item of great power which Amanitas presents to the party at his house. Use it in camp to communicate with the wizard.

❖ Golden Battleaxe+3

In Mirabar, King Steelfist will give the party this fine +3 weapon in lieu of offering his son, Gauhok, as a companion if the party already has eight members.

❖ The Bloodaxe

Guarded by and found after the main spectre-wraith-wight battle in the mansion on Ruathym, this *battleaxe+3* was the weapon of first leader of Ruathym, known as "Bloodaxe."

❖ The Redshield

This was the *shield+2* of Bloodaxe of Ruathym. The party will find it after the final battle in the mansion on Ruathym.

❖ The Shearhammer

This reward, a *war hammer+3*, is given to the party by the Shearmaster, leader of Fireshear, after they have defeated the beholder.

❖ The Northhelm

A magic *helmet+2* of the Northmen of the Ice Peak, the Northmen either give it to the party in the village of Icewolf; or, if the party attacks them, the party can take it by force. The wearer will also be resistant to cold.

❖ Tyrant's Trident

When the party uncovers the plots of the Kraken-Hosttower-Zhentil Alliance on Mintarn, the island's leader gives the party this +3 weapon as a reward.

❖ Sword of Stalking

Many decades ago, the spider queen of the Caverns trapped a hearty warrior. For all those years, his *bastard sword+4*, the *Sword of Stalking*, has remained in a heap of rotting armor and debris.

❖ Squid Shield

When the party returns to Yartar after rescuing the Waterbaron in Triboar, and after they have destroyed the Kraken base in Yartar itself, the Waterbaron will reward the party with this *shield+2*.

❖ Redflame Armor

The red dragon, Golozz the Greedy, ruler of the Smuggler's Dock, guards this *plate mail+2*. The wearer is also resistant to fire.

"Magic Items" continues...

❖ **The Seahelm**

Heaped in with the treasure after the crystal battle of Orlumbor is this *helmet+2*.

❖ **Two-Handed Sword+3**

In Mirabar, the party helps a group of dwarven miners kill the purple worm that has tormented them. If the party returns there later, the dwarves will have found the worms' lair and will give the party this sword.

❖ **Flail+3**

The party can take these from black-robed spies throughout the game.

❖ **Short Sword+3**

Luskan spies carry these.

❖ **Arrows+2**

At the arms and armor shop in Daggerford, this is the party's reward after the party has cleared the Duke's castle.

❖ **Arrows+2, Arrows+3, and Composite Long Bow+2**

After the final battle of Southclaw Fort in Mintam, the party finds these items.

❖ **Two-handed sword+2**

Take these from Zhentil lords.

❖ **Mace+2**

Found in the treasure after the party kills the red dragon in the Smuggler's Dock.

❖ **Long sword+2**

Black-robed masters and Luskan captains throughout the pirate-infested areas to the North carry these.

❖ **Quarterstaff+2**

This is Lord Geildarr's melee weapon.

❖ **Dagger+2**

Wielded by Cortarra, evil enchantress of Geildarr's Keep; by Hosttower sorceresses; and by black-robed mages.

❖ **Helm+2**

Black-robed masters and Zhentil lords wear these.

❖ **Plate mail+2**

Black-robed masters wear this, the finest armor in TREASURES OF THE SAVAGE FRONTIER.

❖ **Shield+2**

Black-robed masters carry these to complement their *plate mail+2*.

❖ **Darts+1**

The party can take these from Lord Geildarr or from black-robed mages.

❖ **Short sword+1**

Carried by Kraken spies.

❖ **Hammer+1**

The witch doctors in Luskan and on both Ruathym and the Ice Peak carry these.

❖ **Long Sword+1**

Kraken masters, Zhentil fighters, and Zhentil captains carry these.

❖ **Flail+1**

Take these from Banites.

❖ **Battleaxe+1**

The orc heroes sent into Fireshear will be carrying these.

❖ **Arrows+1**

These are the missile weapons of driders.

❖ **Shield+1**

Found in the pile of old, rusted weapons and armor where the party fights the umber hulks in the Firemines. Also carried by black-robed spies, Luskan captains, and Luskan guards.

❖ **Helm+1**

Worn by orc heroes in Fireshear, by black-robed spies, by Zhentil captains, by Luskan captains and guards.

❖ **Plate mail+1**

Zhentil lords, Luskan captains, and black-robed spies wear this fine armor.

❖ **Banded mail+1**

This is the armor of choice of Kraken masters.

❖ **Chain mail+1**

Orc heroes the party fights in Fireshear wear this, as do Luskan guards of the North.

❖ **Scale mail+1**

Worn by witch doctors, found in Luskan, Ruathym, and on the Ice Peak.

❖ **Leather armor+1**

Triboar agents (whom the party will find in Yartar) wear this, as do Kraken spies and Luskan spies.

❖ **Belt of Protection+1**

Found in general items shops in Luskan, Mirabar, Neverwinter, Orlumbor, Port Llast, and Ruathym.

❖ **Cloak of Protection+1**

Found in general items shops in Longsaddle, Triboar, Yartar, Luskan, Mirabar, Neverwinter, Orlumbor, Port Llast, and Ruathym. Also worn by Luskan spies.

❖ **Belt of Protection+2**

For sale in the general items shop in Fireshear.

❖ **Cloak of Protection+2**

For sale in the general items shop in Fireshear, and worn by black-robed mages.

❖ **Ring of Protection+2**

Worn by Lord Geildarr in his Keep, and found in the treasure after the remorhaz battle in the Firemines.

❖ **Bracers of Armor Class 2**

When the party rescues Dauravyn Redbeard at the Way Inn, he gives them these bracers as a reward. Also, black-robed mages wear them.

❖ **Bracers of Armor Class 6**

Hosttower mages and sorceresses — and Cortarra, sorceress of Geildarr's Keep — wear these in combat.

❖ **Boots of Speed**

In Triboar, after the party fights the harpies in the Kraken complex, these will be in the treasure.

❖ **Farrberjik Boots**

(Boots of Striding and Leaping)

Buy this excellent footwear in the Farrberjik shops of Farr Windward.

❖ **Clerical scroll**

Ougo the Strange carries a clerical scroll containing two restoration spells and one resurrection spell. You can also find one in the vampire's coffin on the Ice Peak.

"Magic Items" continues...

◆ **Potion of Spell Enhancement**

Take this from its guardians — the spectres and wights on Leilon.

◆ **Ring of Invisibility**

Found in the chest guarded by black-robed men in the village of Icewolf.

◆ **Ring of Vulnerability**

This cursed ring is found in the chest guarded by black-robed men in the village of Icewolf.

◆ **Ring of Cold Resistance**

Found after the party has defeated the greenhags of Loudwater.

◆ **Ring of Fire Resistance**

Malchor Harpell gives the party this ring after they have cleared all the monster-infested ranches in Longsaddle.

◆ **Ring of Electrical Immunity**

In Port Llast, when the party meets the single Kraken spy (and if they attack him immediately, refusing to allow him time to call for help), this ring will be in the desk the party searches after the battle.

◆ **Wand of Magic Missiles**

The party can take this from Cortarra in Geildarr's Keep.

◆ **Wand of Lightning**

This is a gift of Malchor Harpell in Longsaddle after the party has cleared all the monsters from that town. The party finds another in the coffin of the vampire on the Ice Peak.

◆ **Wand of Fireballs**

After the party has defeated the umber hulks on the Ice Peak, this is in the pile of treasure.

◆ **Rod of (Cone of) Cold**

Lord Nasher of Neverwinter gives the party this rod as a reward for finding the kidnapped Ambassadors.

The remaining items are found in the magic shops in TREASURES OF THE SAVAGE FRONTIER. The inventories of the shops are listed below:

Orlumbor Magic Shop

Magic-user scroll (*slow, blink, stinking cloud*), magic-user scroll (*fear, magic missile, magic missile*), Clerical scroll (*heal, heal*), potion of extra healing, potion of giant strength, and wand of ice storm.

Neverwinter Magic Shop

Magic-user scroll (*disintegrate, protection from normal missiles, burning hands*), magic-user scroll (*ray of enfeeblement, knock, strength*), Cleric Scroll (*neutralize poison, resist cold*), cleric scroll (*raise dead, cure critical wounds*), staff of striking, potion of speed.

Mirabar Magic Shop

Magic-user scroll (*fire shield, protection from normal missiles, shield*), magic-user scroll (*hold monsters, charm monsters, hold person*), magic-user scroll (*cone of cold, stone to flesh, flesh to stone*), Cleric scroll (*harm, cause critical wounds*), rod of stone to flesh, and potion of giant strength.

CITY DIRECTORY

Inns

Llorkh, Loudwater, Secomber, Daggerford, Smuggler's Dock, Mintam, Orlumbor, Farr Windward, Leilon, Yartar, Triboar, Longsaddle, Neverwinter, Port Llast, Mirabar, Luskan, Ruathym, Fireshear, Ice Peak-Aurilssbarg

Arms and Armor Shops

Llorkh, Loudwater, Secomber, Daggerford, Smuggler's Dock, Mintam, Orlumbor, Yartar, Triboar, Longsaddle, Neverwinter, Port Llast, Ruathym, Mirabar, Luskan, Fireshear, Ice Peak-Aurilssbarg

General Supplies Shops

Loudwater, Daggerford, Way Inn, Mintam, Orlumbor, Farr Windward, Leilon, Yartar, Triboar, Longsaddle, Neverwinter, Port Llast, Mirabar, Luskan, Ruathym, Fireshear

Boat Rental Shops

Llorkh, Loudwater, Secomber, Daggerford, Smuggler's Dock, Yartar, Neverwinter

Gems and Jewelry Shops

Triboar, Port Llast, Mirabar, Ice Peak-Icewolf

Magic Shops

Orlumbor, Neverwinter, Mirabar

Map Makers

Smuggler's Dock

Ports

Neverwinter, Mintam, Orlumbor, Smuggler's Dock, Fireshear, Ice Peak-Aurilssbarg

Temples

Llorkh, Loudwater, Daggerford, Smuggler's Dock, Mintam, Orlumbor, Yartar, Triboar, Neverwinter, Mirabar, Fireshear, Ice Peak-Icewolf

Vaults

Yartar, Neverwinter, Mirabar

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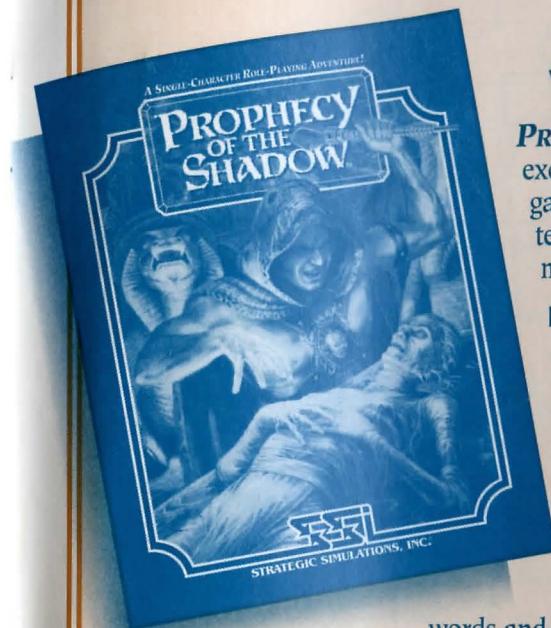
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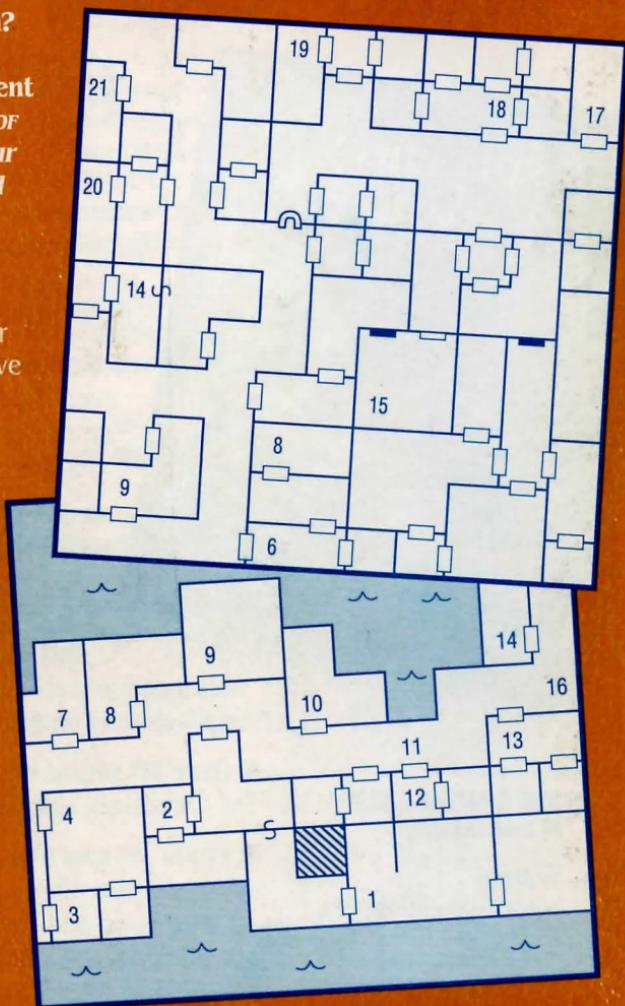
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